

Xpressive II

User's Guide

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CHAPTER 1

Getting Started

Welcome to the Xpressive II embroidery design system for the Elna home-based embroidery machine. The Xpressive II User's Guide provides you with the information you need to install the software and hardware and to learn about Xpressive.



Before you begin, you should be familiar with basic Windows®2000/XP usage and conventions. To learn more about Windows®2000/XP, see the Windows online Help.

In this chapter:

- Find out what you receive in the Xpressive package.
- Learn how to connect the Elna machine to your computer.
- Learn how to install the Xpressive software.

The Xpressive package



We recommend that you follow the procedures outlined in the Getting Started Guide to ensure that you install Xpressive correctly.

Each Xpressive package includes the following components:

- Xpressive Getting Started Guide.
- Xpressive User's Guide.
- Xpressive CD-ROM.

System Requirements



Specifications are subject to change without prior notice. For additional information on setup and system requirements, contact your distributor.

Minimum Recommended System Requirements:

- Genuine Intel Pentium 4, 2GHz PC computer (or higher) with a CD-ROM drive
- 17" or 21" monitor with 1024x768 video resolution with 16-bit color display (or higher).
- 256 megabytes of RAM
- Microsoft® Windows®2000/XP operating system
- 3.5-inch high-density disk drive for most disk formats
- Minimum 1 gigabyte hard disk drive space available
- Mouse (3 button is preferred for punching)

Backing up files



If Microsoft Backup is not currently installed on your computer, refer to the Windows®2000/XP online Help for installation instructions.

Windows®2000/XP comes with an efficient file Backup program called Microsoft Backup. We recommend you use Microsoft Backup to backup files and designs on a regular basis. Backing up your work protects your designs in case the data on your computer is lost or damaged.

To back up files:

- 1 Click Start.
- 2 Choose Programs—Accessories—System Tools—Backup.
- 3 Follow the instructions provided.

If you have any problems, consult the Microsoft Backup's online Help.

Connecting Hardware

You can now set up all the hardware you want to use with Xpressive. This section describes how you can connect these devices. The most important device is the Elna embroidery machine.

Xpressive supports many different peripheral devices. The most important device you need to connect is your Elna embroidery machine.

First, you need to connect the peripheral devices to the ports at the back of your computer. Then, when you install Xpressive, these hardware components are configured to run with Xpressive.

Connecting the Elna embroidery machine



We recommend that your embroidery machine settings be configured using the Xpressive Installation.

Serial embroidery machines are configured during the Xpressive installation once the machine's hardware has been set up.

To connect the Elna embroidery machine:

- 1 Use the Elna documentation to set the correct port settings.
- 2 Connect the machine to an available serial port on the computer using the serial cable provided with Xpressive.
- 3 Turn on your computer.

Now, when you install Xpressive, the machine settings will be set accordingly.

Configuring the Elna embroidery machine

See the Elna documentation for more information on how to set up the Elna embroidery machine.

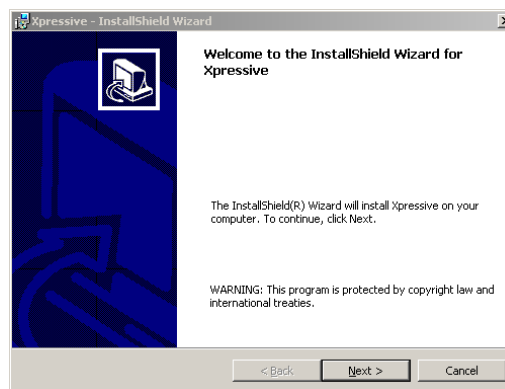
Installing Xpressive



You must be running Windows®2000/XP to install Xpressive.

To install Xpressive:

- 1 Insert the Xpressive CD into the CD-ROM drive.
You see the InstallShield introductory screen.



- 2 Click Next to follow the installation.
- 3 Follow the instructions on each screen.

Using other disk formats

Xpressive supports other disk formats such as Elna, Tajima, Pfaff, and Brother, Pfaff, Janome, Viking, Poem, and Singer.

Registering Xpressive

Initially you can use the Xpressive software for up to 30 days without a license. To use it in this 30-day trial mode, select this option when you install the program. Each time you run the program the remaining number of days in the trial period will be displayed.

Any time during the evaluation period you can start the registration using the Help menu. You can choose one of the following options to obtain a license:

- Using a serial number (requires Internet connection).
- Providing an unlocking key given to you by phone or e-mail.
- Transferring a license from another computer.

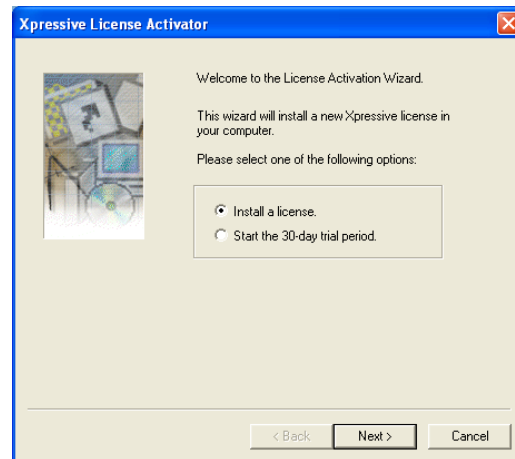
Obtaining a License for Xpressive from the Internet

If you received a product serial number with the program, the number can be used to obtain a license. If you have an Internet connection, you can have the program automatically obtain a license.

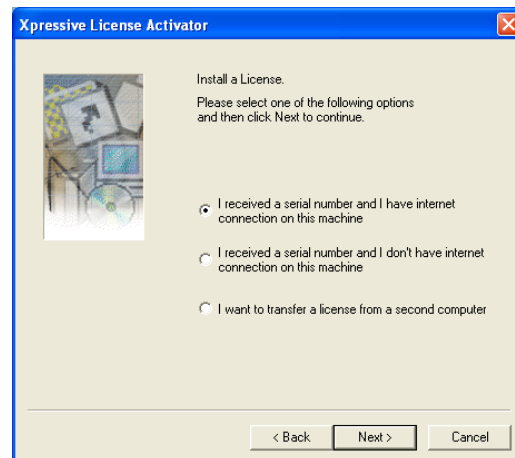
To obtain a license from the Internet:

- 1 To open the Xpressive License Activator wizard, select one of the following procedures:
 - ♦ If you are using the 30-day trial mode for Xpressive, choose Help—Open License Activator.
 - ♦ If your 30-day trial mode has expired, double-click the Xpressive link on your computer desktop.

You will see the Xpressive License Activator wizard appear.



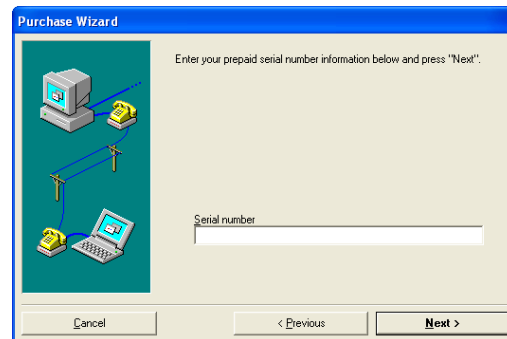
- 2 Select the Install a license option and click Next.
You will see another Xpressive License Activator wizard page appear.



- 3 Select *I received a serial number & I have an internet connection on this machine* and click Next.
You will see the Welcome to Purchase Wizard page appear.



- 4 Read the information shown and click Next.
You will see the Purchase Wizard page appear.



- 5 In the Serial number field, enter the serial number you received and click Next.
You will see another Purchase Wizard page appear.
- 6 To finish obtaining a license for Xpressive, click Finish.

Obtaining a License for Xpressive without Internet Access

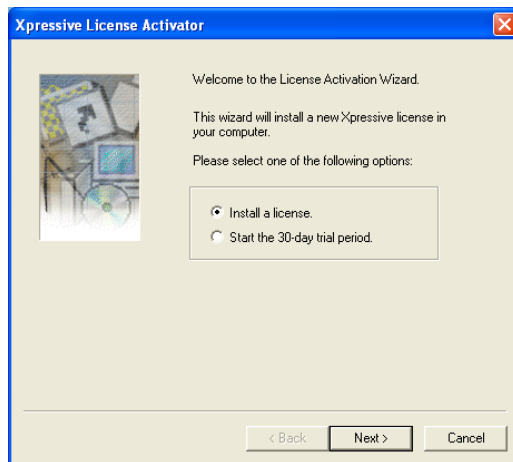
If you do not have an Internet connection, you will need to contact your dealer or distributor to obtain a license. Please refer to the contact information that you received with your package.

To obtain a license without Internet access:

- 1 To open the Xpressive License Activator wizard, select one of the following procedures:
 - ♦ If you are using the 30-day trial mode for Xpressive, choose Help—Open License Activator.

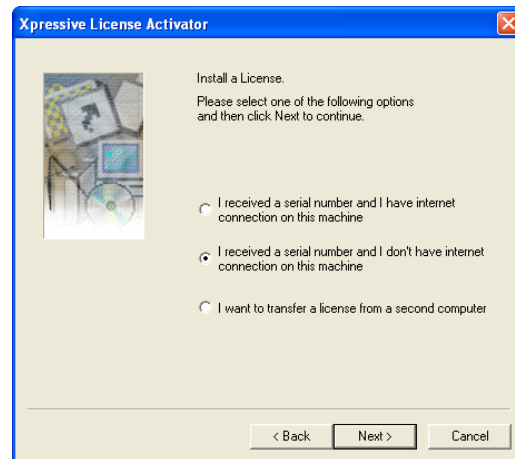
- ♦ If your 30-day trial mode has expired, double-click the Xpressive link on your computer desktop.

You will see the Xpressive License Activator wizard appear.



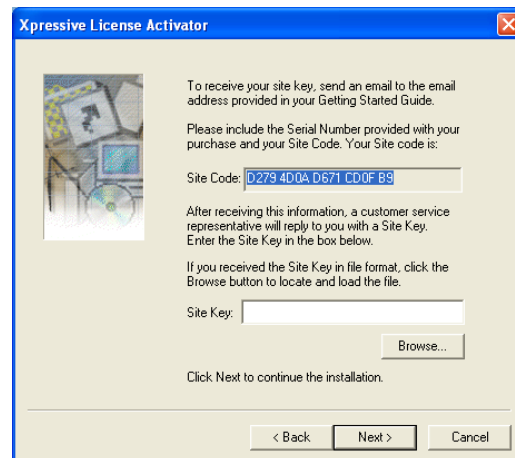
- 2 Select the Install a license option and click Next.

You will see another Xpressive License Activator wizard page appear.



- 3 Select *I received a serial number & I don't have internet connection on this machine* and click Next.

You will see another Xpressive License Activator wizard page appear.



- 4 In the Site Key field, enter the site key you were given for your computer or click Browse and find the location of the site key. Click Next to continue.
You will see another Xpressive License Activator wizard page appear.
- 5 Click Next to continue.
You will see another License Activator wizard page appear.
- 6 Click Finish to complete your installation.

Transferring a License from a Second Computer

If you are running an installation of Xpressive on your computer, without a license, you can transfer an existing license from a second computer. You can copy an Xpressive license onto a floppy disk, USB device or network directory folder. Only the Xpressive installation with a license can run the software.



If you are using the 30-day trial, it is considered a temporary license.

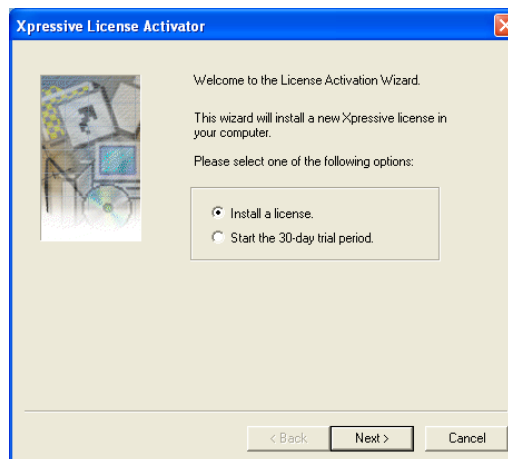
To transfer a license to a floppy disk:

- 1 On the computer without a license, open Xpressive.

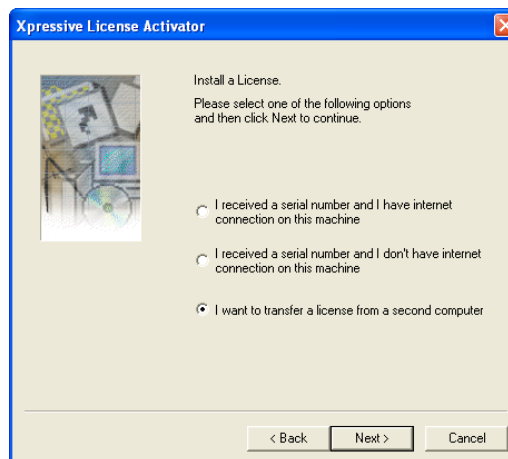


The first time you open Xpressive you will see the License Agreement dialog. To continue, click *I agree*.

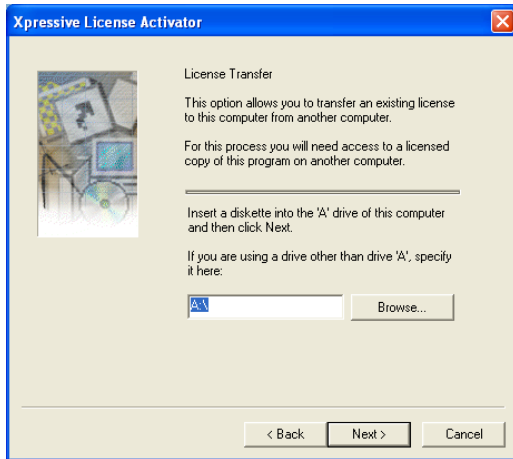
You will see the Xpressive License Activator wizard appear.



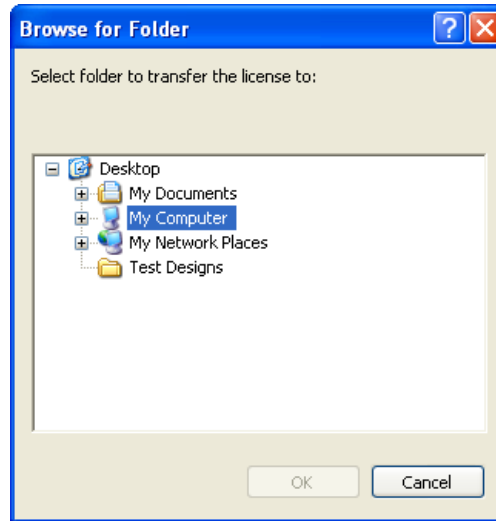
- 2 Select the Install a license option and click Next.
You will see another Xpressive License Activator Wizard page appear.



- 3 Select *I want to transfer a license from a second computer* and click Next.
You will see another *Xpressive License Activator wizard page* appear.



- 4 Insert an empty floppy disk into your A:\ drive.
- 5 Click Next and a registration file will be copied to your floppy disk.
You will see another *Xpressive License Activator wizard page* appear. Leave this wizard page open.
- 6 Remove your floppy disk.
- 7 On the computer with a license, open Xpressive and insert the floppy disk into your A:\ drive.
- 8 Choose Help—Transfer License.
You will see the *Browse for Folder* dialog appear.



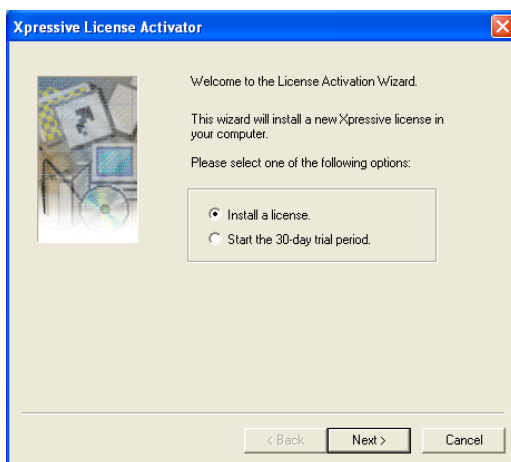
- 9 Browse to your A:\ drive that contains your floppy disk.
- 10 Click OK.
You see the *License Transfer confirmation* dialogs. Click OK. Xpressive will shutdown.

The installation of Xpressive on this computer will no longer have a license.

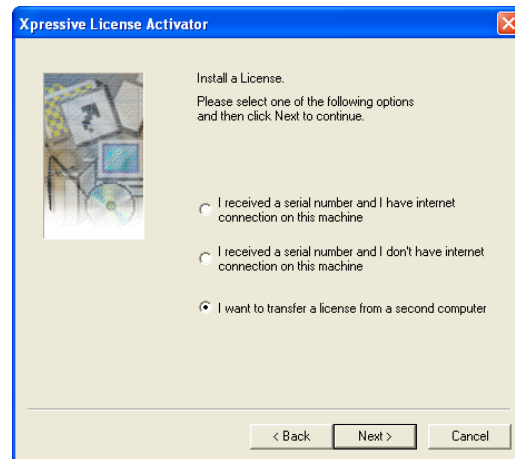
- 11 Remove your floppy disk.
- 12 On the computer without a license, insert your floppy disk into the A:\ drive and click Next.
The license will be copied to this installation of Xpressive. You see another *License Activator wizard page* appear.
- 13 Click Finish.
Xpressive will be launched. You can begin using Xpressive on this computer.

To transfer a license to directory or USB device:

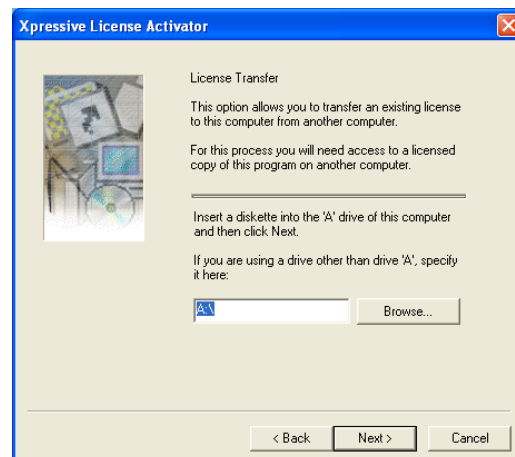
- 1 On the computer without a license, open Xpressive.
You will see the Xpressive License Activator wizard appear.



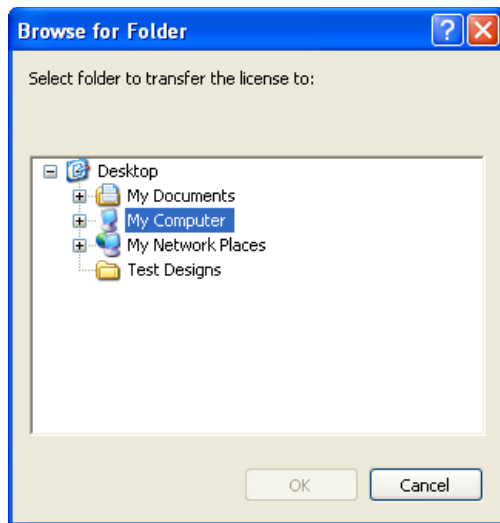
- 2 Select the Install a license option and click Next.
You will see another Xpressive License Activator Wizard page appear.



- 3 Select *I want to transfer a license from a second computer* and click Next.
You will see another Xpressive License Activator wizard page appear.



- 4 Click Browse and locate the network directory you want to transfer your license to.
- 5 Click Next.
You will see another Xpressive License Activator wizard page appear. Leave this wizard page open.
- 6 On the computer with a license, open Xpressive.
- 7 Choose Help—Transfer License.
You will see the Browse for Folder dialog appear.



- 8 Browse to location of the specified network directory or USB device you want your license transferred to.
- 9 Click OK.
You see the License Transfer confirmation dialogs. Click OK. Xpressive will shutdown.

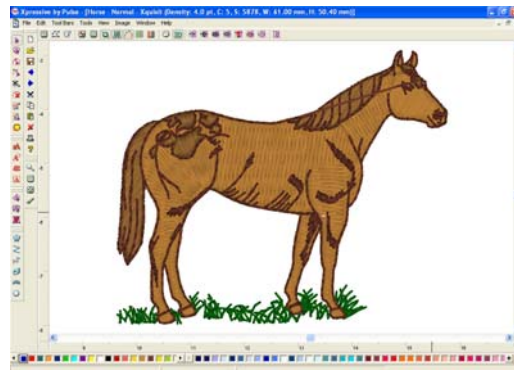
The installation of Xpressive on this computer will no longer have a license.

- 10 On the computer without a license, click Next.
The license will be copied to this installation of Xpressive. You see another License Activator wizard page appear.
- 11 Click Finish.
Xpressive will be launched. You can begin using Xpressive on this computer.

Opening and Closing Xpressive

To open Xpressive:

- Do one of the following:
 - ♦ Double-click the Xpressive icon created on your desktop.
 - ♦ Choose Start—Programs—Xpressive.
- You will see the Xpressive window appear.*




To close Xpressive:

- Choose File—Exit.

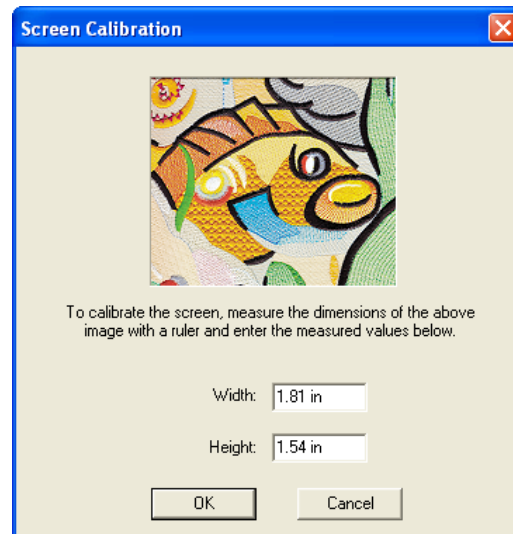
Calibrating your Screens for Accurate Measurements

Xpressive allows you to calibrate your monitor to display design dimensions

accurately. When you use the Back to 1:1  tool, a tool used to display designs in their original size, the ruler measurements will be accurate and match the number of centimeters or inches that the design measures.

To calibrate your screen:

- 1 Start Xpressive.
- 2 Choose Tools—Configuration—Calibrate Screen...
You see the Screen Calibration dialog appear.



- 3 To calibrate the screen, place a ruler against your monitor and measure the dimensions of the image shown in the dialog.
- 4 In the Width box, enter your width dimensions for the image shown.
- 5 In the Height box, enter your height dimensions for the image shown.
- 6 Click OK.



CHAPTER 2

Setting up Xpressive II

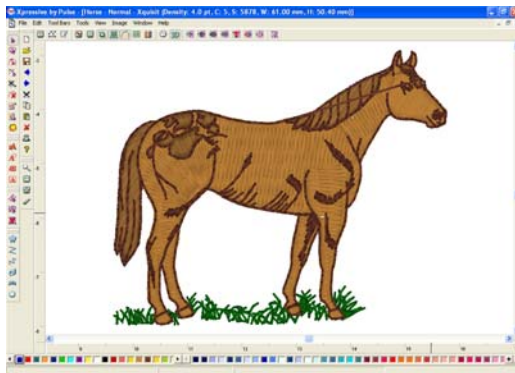
Elna Xpressive II allows you to arrange your toolbar in a way that suits your needs. To set up Xpressive, you can change the settings for user preferences such as Company Name and Units of Measurement. Once Xpressive is set up to suit your needs, you will find learning the basic components of the software a lot easier.

In this chapter:

- Find out how to set up your workspace environment and user preferences.
- Learn how to arrange your toolbars in a way that best suits your needs.

Setting up the workspace environment

The Xpressive workspace includes the toolbars, menus, ribbon, and the design window containing the design you are editing. The way many of the tools work and the look of the workspace is controlled in the Environment Display user settings. You can change the look and functionality of your design workspace by changing these settings. For more information on the design workspace, see the section on "Understanding the Xpressive Workspace".



To set up the workspace environment display:

- 1 Choose Tools—Configuration—User Settings.
You see the Settings property pages.
- 2 Click the Environment - Display property page.
- 3 In the Tool button size box, choose Large or Small button sizes for the toolbars.

- ♦ **Activate Auto-panning.** When you select Activate Auto-panning, the system automatically pans for you when you reach the edge of the window while you are designing.

4 Click OK.

Showing and hiding toolbars

You can hide or move a toolbar if it is blocking your view of the workspace and cluttering the screen. You can move the toolbars anywhere on the screen. If you drag a toolbar to the edge of the design workspace, it attaches to the sides, top, or bottom edge of the workspace. You can arrange the toolbars in an order that is comfortable for you. You can also leave toolbars floating on your workspace.



To see the name of each tool on the various toolbars, simply move your pointer over the tools. A small Tool Tip box pops up and displays the tool name.

To show or hide the toolbar:

- 1 Choose the toolbar you want to show or hide from the Toolbars menu.
A check mark indicates that the toolbar is visible on your screen.
- 2 To move the toolbars, drag the floating toolbar by its title bar or drag by the gray area around the buttons.

Showing and hiding the draw ribbon

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



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


To show or hide the draw ribbon tools:

- Click the Hide/Show  tool.

Customizing the draw ribbon

Xpressive makes it easy to customize draw ribbon settings.

To customize the draw ribbon:

- 1 From the draw ribbon, click the draw ribbon mode setting  tool.
You see the Draw Ribbon Setting dialog appear.
- 2 In the Draw Mode area, select one of the following draw modes:
 - ♦ **Normal.** All stitches in the design are drawn and the design window position remains fixed.
 - ♦ **Auto-pan.** All stitches in the design are drawn. While the design sews out, the system automatically pans the design each time it reaches the edge of the window. This feature is useful if you want to zoom in and see stitches in more detail.
 - ♦ **Only show stitches inside the window.** Only stitches displayed in

the design window are drawn and the design window position remains fixed. Inside the design window, you will only see stitches being sewn for visible areas of the design. This feature is useful if you zoomed into a specific area and only want to have this area of your design drawn to save time.

- 3 To show the design as gray until the system sews each of its stitches in color, click Show gray after active.
- 4 In the Stop at area, select one or more machine commands you want the Play backward one color button and Play forward one color button to pause at as the design sews out. For example, you can enable the design to pause its drawing whenever it encounters a Trim. If you do not select any commands, the design will pause at all color changes while drawing.
- 5 Click OK.

Setting user preferences

You can change user preferences such as Language, Company Name, and Units of measurement.



You need to restart Xpressive if you have selected another language.

You must have the proper *.dll files to run Xpressive in another language. Without these files, the program will not run in the language you choose.

To set user preferences:

- 1 Choose Tools—Configuration—User Settings.
You see the Settings property pages.
- 2 Click the User Preferences property page.
- 3 Select the following settings:
 - ♦ From the Language list, select the language for Xpressive's menus and dialog boxes.
 - ♦ In the Company Name box, enter your company's name.
 - ♦ In the Units of measurement area, select Metric or Imperial as your unit of measurement.
- 4 Click OK.



CHAPTER 3

Learning the Basics

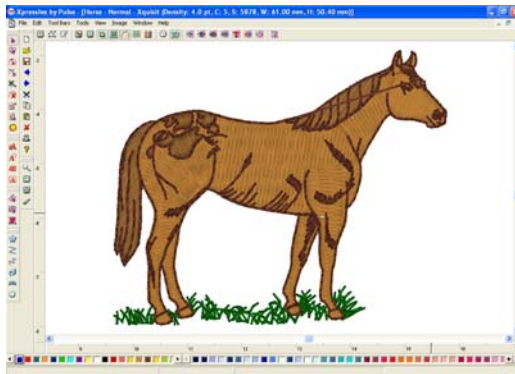
Before you start using Xpressive, we recommend you learn a few of the basics outlined in this chapter and then try the lesson at the end of this chapter.

In this chapter:

- Learn basics such as how to start a new design, open and close existing designs, and save designs.
- Find out how to set your preferences and use basic tools on the design workspace.
- Learn how to print designs.
- Learn how to input and output designs.

Understanding the Xpressive Workspace

The Xpressive workspace contains several areas. The screen below shows the Xpressive workspace.



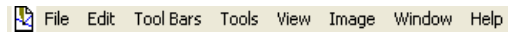
Title Bar

The Title Bar appears at top of the Xpressive design window and the top of a minimized design workspace. When you open a design, the design's name, recipe (style), machine format settings, and design information are displayed in the title bar. The number of thread colors in a design as well as its stitch count are automatically updated in the title bar. A design's stitch count is consistent with the stitch count printed or sewn out using the specified machine format settings.



Menu Bar

The Menu Bar appears below the Title Bar. The Menu Bar contains a list of menus specific to Xpressive.



Status Bar



The Status Bar appears at the bottom of the Xpressive design window. On the left-side of the status bar, the color palette shows the thread colors used in the active design. You will also find specific design information in other areas of the status bar. For example, the status bar shows the design dimensions of the active segment or stitch, the scale of zoom, the names of segments, etc.





















Xpressive Tools

Xpressive has many tools available in the Toolbar and on the ribbon of the design window. The following charts describe the tools specific to Xpressive.

Tools on the Ribbon


Tool	What it means
	Segment Settings: Displays a Segment Settings dialog that allows you to view and change segment settings.
	Auto Close: Closes a segment when punching.

Tool	What it means
	Autotrace: Detects contours and traces an image to produce stitch segments.
	Show Commands: Shows symbols at the locations on the design where the embroidery machine performs commands, such as stop, trim, and changeover.
	Show Dots: Shows the stitch penetrations represented by a black dot.
	Show Beads: Shows start, stop, and angle line beads.
	Show Stitches: Shows the stitches of segments in the design window (default setting).
	Show outlines. Shows the outlines of segments in the design window (default setting).
	Show Grid: Shows a background grid to help you align anchor points or measure a design.
	Change Background Color: Displays a color palette that allows you to change the background color of the window.
	Hides/shows the draw ribbon: Hides or shows the design draw ribbon.
	Show 3-D Stitches: Use to provide a realistic view of your design and give a better idea of how stitches will look.

Tool	What it means
	Move by 1: Use to move backward or forward through a design by 1 unit (segment or stitch). Left-click the tool to move backward through the design by 1 unit. Right-click to move forward, by 1 unit, from the currently selected stitch or segment.
	Move by 10: Use to move backward or forward through a design by 10 units (segment or stitch).
	Move by 100: Use to move backward or forward through a design by 100 units (segment or stitch).
	Move by 1000: Use to move backward or forward through a design by 1000 units (segment or stitch).
	Move to Previous/Next Command: (Only available in Stitch Mode). Use to move the stitch select pointer to the previous or next command in a design.
	Move to Previous/Next Color: Use to change the selection to the previous or next color change in the design.
	Move to Start/End: Use to move to the start or end of the design.
	Convert: Use to convert lettering to segments or segments to other stitch types.

Draw Ribbon Tools

Draw Ribbon tools make it easy to see how your design will sew out on-screen. You can use the Draw Ribbon tools to eliminate potential sewing problems.

When you click the  tool on the ribbon, the draw ribbon tools (scrollbar slider, sewing simulator, and draw ribbon mode setting) will appear on the ribbon of the design window.

The draw ribbon controls which parts of the design are drawn. You can draw stitches while the draw bar is active, as well as commands and stitch dots when turned on.



When the draw ribbon is active, you can not draw a full screen crosshair, selection box, outlines or beads.

Scrollbar Slider




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

Sewing Simulator






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









Draw Ribbon Mode Setting

The draw ribbon mode setting  tool allows you customize draw ribbon commands to suit your needs. You can select various drawing modes, show segments as gray after being active and select commands that the sewing simulator buttons will stop at.







Using Draw Ribbon Tools




The following table explains how to use the draw ribbon tools in more detail:

Tools	What is does
	Play backward one stitch: Move backward in the design by one stitch.
	Scrollbar slider: Drag the scrollbar slider to advance the design to a specific position. When the scrollbar slider is positioned over a color, you will see the specified thread color being sewn in the design. The entire length of the scrollbar slider represents the entire design.
	Play forward one stitch: Move forward in the design by one stitch.





Tools	What it does
	Play backward one color: Move backward in the design to the beginning of the previous color or selected command.
	Play backward: Move backward through the design.
	Pause: Pause the design while drawing. When you play or resume sewing your design, stitching will continue from the location of the last stitch.
	Stop: Stop the design while drawing.
	Play forward: Move forward through the design.
	Play forward one color: Move forward in the design to the beginning of the next color or selected command.
	Speed Control: Slide the speed control to vary the rate of sewing.
	Draw ribbon mode setting: Use these settings to customize draw ribbon commands. You can select draw modes, show segments as being gray after being active or select commands that sewing simulator buttons will stop at.

Editing Tools




Tool	What it means	Tool	What it means
	Select: Selects outline segments.		Lasso Select: Selects one or more outline segments to edit (with a polygon).
	Vertex Select: Selects points and individual outline segments, allowing for advanced editing.		Angle Lines: Adds angle lines.
	Insert Trim at End: Inserts trim at the end of current segment.		Delete Outline: Deletes one outline point at a time in design files.

Tool	What it means	Tool	What it means
	Merge Design: Merges existing design file with another design file.		Backdrop Select: Selects image files to use as backdrop for on-screen punching or for auto tracing.
	Library: Opens the Library window.		




Viewing Tools

Tool	What it means	Tool	What it means
	Zoom: Magnifies the design.		Back to 1:1: Returns design to original size.
	Fit to Window: Displays the entire design and loaded images in window.		Measure: Measures distance between parts of design.







Stitch Edit Tools

Tool	What it means	Tool	What it means
	Stitch Select: Selects stitches.		Lasso Stitch Select: Selects a group of stitches to edit (with a polygon).
	Delete Stitch: Deletes one stitch at a time in design files.		












Lettering Tools

Tool	What it means	Tool	What it means
	Text: Creates lettering placed along a baseline.		Circle: Creates curved lettering.
	Line Angle: Creates horizontal lettering that fills a text box.		

Punching Tools

Tool	What it means	Tool	What it means
	Enhanced Column: Creates Satin or Fill stitches by traditional punching method.		Manual: Creates manual and jump stitches.
	Run: Creates run stitches.		Complex Fill: Creates a segment filled with Satin or advanced Fill stitching.
	Steil: Creates steil stitches.		Appliqué: Creates an appliqué border around an appliqué.

File Tools

Tool	What it means	Tool	What it means
	New: Creates a new untitled design.		Open: Opens an existing design file.
	Save: Saves designs in a variety of file formats.		Undo: Reverses your last action.
	Redo: Reverses the action of the Undo command.		Cut to Clipboard: Cuts the selection and copies it to the clipboard.
	Copy to Clipboard: Copies the selection to the clipboard.		Paste from Clipboard: Pastes the clipboard contents at the insertion point.
	Clear: Clears the current selection.		Print: Prints the active design file.
	Contents: Opens the online help window.		

Correcting mistakes

Undo and Redo are two significant features that allow you to correct mistakes. If you make a mistake and change your mind about an action you just made, Undo reverses the action. Redo puts back the change. If Undo or Redo are grayed out in the Edit menu, you cannot Undo or Redo.

To use Undo:

- Do one of the following:
 - Choose Edit—Undo.
 - Press Ctrl+Z on your keyboard.
 - From the File toolbar, click the Undo



tool.

To use Redo:

- Do one of the following:
 - Choose Edit—Redo.
 - Press Ctrl+Y on your keyboard.
 - From the File toolbar, click the Redo




tool.

Creating new designs

When you open Xpressive, you can immediately begin creating a new, untitled, design in the unified design window that holds both outlines and stitches.

To create a new design:

- To create a new design, do one of the following:

- Choose File—New.
- In the File toolbar, click the New  tool.

You see a new design window.

Entering measurements

Xpressive converts measurements that you enter in text boxes to the type of units selected on the User Preferences property page. For example, if you have set the units of measurement to metric and then enter 1 inch in a text box, Xpressive converts the measurement to 25.40 mm.

You can use the following units and abbreviations in text boxes:

Unit	Abbreviations
Imperial	<ul style="list-style-type: none"> inch, inches, in stitches per inch, spi
Metric	<ul style="list-style-type: none"> millimeter, millimeters, mm centimeter, centimeters, cm points, pts

Opening and closing designs

Xpressive allows you to open designs in a wide variety of file formats such as the Xpressive Unified File (*.ESX), Xpressive Outline File (*.ESE), Xpressive Stitch File (*.EMD), etc.

When you open a Xpressive Unified File (*.ESX), the default file type, into the unified design window, your single design file contains both outlines and stitches. The icon and imported bitmaps are also stored in this design file. When you open an Outline file

such as the Xpressive Outline File (*.ESE) into the unified design window, your design file holds outlines and stitches as well. You can open Stitch or Machine Format File such as the Xpressive Stitch File (*.EMD) or the Tajima Stitch File (*.DST) in the unified design window too; however, you must choose how you want to treat the stitches in your design.

When you open a Stitch or Machine Format File, the Open Stitch File Options dialog automatically appears and you can open the design file in two ways:

- **Open as stitch segments.** This option allows you to convert the stitches into a series of stitch segments. Stitches get grouped together where groups are separated by trims, color changes, changeovers, and stops. Each group is added to the design as a stitch segment. The stitches in stitch segments should be identical to the stitch file. Outline changes made to any part of the design will not affect stitch segments. You cannot perform any outline editing on stitch segments except to resize, reflect, rotate, and change the color of these stitch segments; however, major editing is not advisable. With the exception of the previously mentioned outline edits, the stitches which are part of a stitch segment can only be modified by direct stitch editing. This helps keep the stitches true to what was in the stitch file. If you want to perform more advanced outline edits on stitch segments, then you must selectively perform a Stitch to Outline conversion (STO) to the segments and convert them to our more advanced segment types.

However, this will not guarantee the preservation of your stitches.




For more information on STO, see "Converting stitches to outline segments".

- **Convert stitches to outlines.** This option performs STO on the Stitch or Machine Format File first and then opens the resulting Outline segments. Convert stitches to outlines is ideal for performing significant edits to the design file such as resizing or changing the density.

You can open multiple design files at one time in the design window. When you open an existing design, the design's name, fabric settings, and machine format settings are displayed in the title bar.

To open an existing design:

- 1 To open an existing design, do one of the following:
 - Choose File—Open.
 - In the File toolbar, click the Open  tool.
You see the Open Design dialog box.
- 2 In the Look in list, browse to the location of the file you want to open. You can open design files stored on your hard drive, a disk, or CD-ROM.
- 3 In the File name box, enter the file name, or select the file you want to open by clicking the file. To open multiple files, press Ctrl on your keyboard while

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

- 4 In the Files of type list, select a design file type for the design you want to open.
- 5 If desired, do one or more of the following optional steps:
 - ♦ Select Open as read-only to open the design as read-only. Design editing is restricted and “View Only” will be displayed in the design window’s title bar.
 - ♦ Select Information to view the design’s name, stitch count, size, and color.
 - ♦ Select Icon preview to view a thumbnail (a small representation) of the design.
 - ♦ Click Icons to view all the designs in the Designs folder. To open designs directly from the Design Information dialog that appears, double-click the icon you want.
- 6 If you are opening stitch files, select one of the following options from the list:
 - ♦ Convert stitches to outlines
 - ♦ Open as stitch segments
- 7 Click Open.

To close a design:

- Choose File—Close.



When closing design files, other than *.esx files, that have not been saved, you will be prompted to save these files as *.esx design files and preserve all recent design edits.

Tips

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

Opening designs using the Library feature

Xpressive allows you to open designs using the Library feature. With the Library feature you can organize your designs into categories such as Sports, Animals, Holidays, and so on.

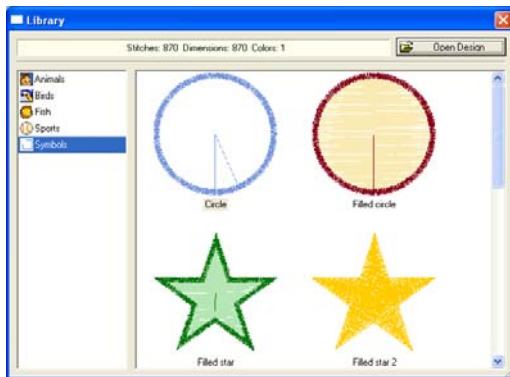
To open designs with the Library feature:

- 1 Do one of the following:
 - ♦ Choose Tools—Library.
 - ♦ From the Edit toolbar, click the Library

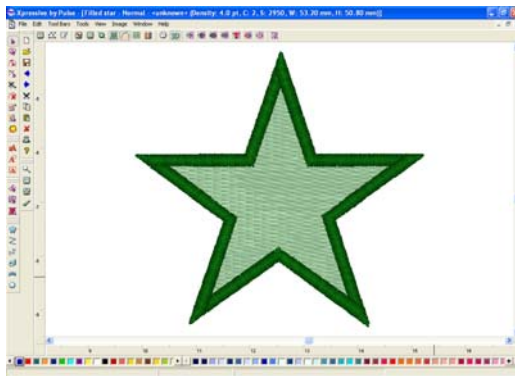


tool.

The Library window opens. In this window, you can view the different design categories and view the designs found in each folder.



- 2 To open a design, click on a design and then click Open Design.
The cursor turns into a box with a cross hair.
- 3 Click to place the design in the Xpressive design workspace.



The design is placed on your workspace.

Saving designs

You can use Save or Save As to save designs in a variety of file formats such as the Xpressive Unified File (*.ESX), Xpressive Stitch File (*.EMD), Tajima Stitch Files (*.DST) etc.

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

As a general rule, you should perform all outline edits to a design first (in outline mode) and save the design file. Next, you should perform all stitch edits to the same design (in stitch mode) and save the design file with a different file name. If you follow this general rule, you can avoid possibly losing your stitch edits while doing significant design editing.



For more information on the general rules of editing segments, see "Editing Segments".

To save a design:

- 1 Choose File—Save As.
You see the Save As dialog box.
- 2 In the Save in list, browse to the location you want to save your file. You can save design files to your hard drive, a disk, or CD-ROM.
- 3 In the File Name box, enter the file name for the design you want to be saved.
- 4 In the Save As type list, select the file type you want the design to be saved as, such as the Xpressive Unified File (*.ESX).
- 5 Click Save.

To save changes to the current design:

- Choose File—Save.

Saving a Copy of a Design

Xpressive allows you to easily save a copy of designs using the Save As Copy command from the File menu. You can save an alternative version of any design with a different name, location, or file format. This command, however, differs slightly from the Save As command.

When you save a design using Save As Copy, the saved design file has no connection to the open design. Any subsequent saves made to a design using the Save command from the File menu will not be saved on top of the saved copy. This feature is useful if you are creating many variations of a design.

To save a copy of a design:

- 1 Choose File—Save As Copy.
You see the Save As dialog box.
- 2 In the Save in list, browse to the location you want to save a copy of your file. You can save design files to your hard drive, a disk, or CD-ROM.
- 3 In the File Name box, enter the file name for the design you want to be saved.
- 4 In the Save As type list, select the file type you want the design to be saved as, such as the Xpressive Unified File (*.ESX).
- 5 Click Save.

Setting up design worksheets

You can create helpful worksheets for your designs including various settings such as company name, design name, estimated cost, and thread sequence. You can also print your customer's name and other special design commands. In addition, you now can set the font and font size you want for your design worksheet. You can also print barcodes; however, you must first purchase the barcode font.



You can also change the worksheet settings before you print by clicking Print Settings in the Print dialog box.

To set up worksheets for designs:

- 1 Choose Tools—Configuration—User Settings.

You see the Settings property pages.

- 2 Click the Print Setting property page.
- 3 In the Print design as area, select one of the following settings:
 - ♦ Outlines. Select to print the design image with only outlines.
 - ♦ Stitches. Select to print the design image with only stitches.
- 4 In the Image Setting area, select one or more of the following settings:
 - ♦ Print actual size, or Scale Design or Fit to Page. Select one of these settings control how you view the design in the worksheet. If you want to scale the design, enter a percentage value in the Scale Design box and the design will be scaled to the specified value when printed.
 - ♦ Simplify. Select this setting to print a basic thread sequence view that includes a simplified view of the colors used and the color sequence rather than the expanded thread sequence that includes the name of the thread color, thread number, thread chart name, length of thread used, and the number of stitches in the segment. You must also have Thread Sequence selected under Worksheet Setting.
 - ♦ Hide Jumps.
 - ♦ Hide Crosshairs.
 - ♦ Print 3D to print the design in 3D.
 - ♦ Print Outline files as Stitch files to print a Stitch file worksheet from an Outline file.

- ♦ Print Hoop to print the hoop along with the design.
 - ♦ Extend Crosshairs to the entire worksheet's width and height.
 - ♦ Print Images to print design background images along with the design.
- 5 In the Worksheet setting area, select the information you want to print on your worksheet.
 - 6 In the Font setting area, click Font. Browse and choose a different font type and size for your worksheet. Click OK. The default font is Arial at 12pt.
 - 7 Click the User Preferences property page.
 - 8 In the Company Name box, enter your company name so that it is printed on the worksheet.
 - 9 Click OK.

Using the scroll bars

Scroll bars are the bars located along the bottom and right side of the screen used to view parts of a design outside the current viewing area.

To use the scroll bars:

There are three movements you can perform with the scroll bars:

- ♦ Click a scroll arrow, on either end of a scroll bar, to move the current view in the selected direction.
- ♦ Click and drag the scroll box to view any part of your design in any direction.
- ♦ Click the inside of the bar itself to move the view by one length or width of the window.

See your Windows®2000/XP documentation for more information.

Working with Thread Charts

Changing the colors in designs

Xpressive provides several thread manufacturer charts you can use to add or change the thread colors in your design. The color palette on the left side of the screen is the default set of thread colors or the colors that are used in the active design.

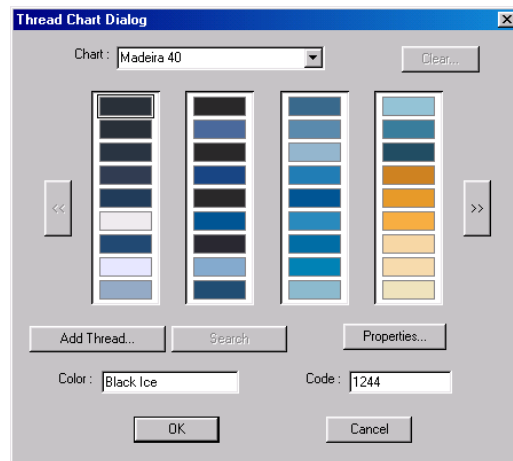


If your design is not a Xpressive Unified File (*.ESX), we recommend that you save your design as a Xpressive Stitch File (*.EMD). Some embroidery machine formats do not include thread color information. Saving your file as a *.EMD allows you to recall the design with the same colors in the future.

To change the colors in designs:

- 1 At the bottom left-hand corner of your screen, right-click the color you want to change.
- 2 Choose Thread Change from the shortcut menu.

You see the Thread Chart Dialog appear.




- 3 In the Chart list, select the thread chart you want to view.
- 4 To select a color from the color chart, do one of the following:
 - ♦ In the Thread Chart Dialog box, use the left and right navigation arrows to browse through the colors in the color chart and select the color you want to use.
 - ♦ In the Color box, enter the name of the color you want to use and click Search.
 - ♦ In the Code box, enter the code of the color you want to use and click Search.
- 5 Click OK.
The new color replaces the existing color in the design workspace.

Adding custom thread colors to a custom thread chart

Using the Windows®2000/XP Color palette, you can add new thread colors to a custom thread chart. The available manufacturer's thread charts may not have all the colors you want or the colors are not a close enough match to your colors; therefore, you can create your own using the Thread Chart.

To add custom colors to a custom thread chart:

- 1 Click  at the bottom right-hand corner of the screen.
You see the Thread Chart Dialog box.
- 2 In the Chart list, select Custom.
- 3 Click Add Thread.
You see the Thread Property Page.
- 4 Click the black square to change the thread color.
You see the Color dialog box.
- 5 Select a color from the palette.
- 6 Click Add to Custom Colors.
You see the color appear in the Custom Colors squares.
- 7 Click OK.
You see the Thread Property Page.
- 8 In the Color box, enter a name for the thread color.
- 9 In the Type box, enter the type of thread for the color.
- 10 In the Thickness box, enter a value for the thread thickness.
- 11 Click OK.
The new color is added to a custom Thread chart.


Adding standard thread colors to a custom thread chart

You can create custom color palettes for your designs. For example, you may want to combine colors found in various thread manufacturers' thread charts to achieve a certain look or color combination for your designs.



You cannot add colors to the pre-installed manufacturers thread charts.


To add standard thread colors to a custom thread chart:

- 1 Click  at the bottom right-hand corner of the screen.
You see the Thread Chart Dialog box.
- 2 In the Chart list, select a chart.
You see a new set of thread colors.
- 3 Click the color you want to add to a custom color palette.
- 4 Click Add Thread.
You see the Thread Property Page.
- 5 Click OK.
- 6 In the Chart list, select Custom.
You see the thread color chosen in a custom palette.
- 7 Click OK.
- 8 Repeat the steps above to add other colors to a custom palette.

Choosing a thread chart

The Thread Database consists of two color palettes. The palette on the right shows a full set of thread colors based on a color chart from a thread manufacturer. You can also create a custom palette of thread colors for your designs. The color palette on the left side of the screen is the default set of thread colors or the colors that are used in the current design.


To choose a thread chart:

- 1 Click  at the bottom right-hand corner of the screen.
You see the Thread Chart dialog box.
- 2 In the Chart list, select a thread chart.
The thread chart you select remains active until you select another thread chart.

Changing the thread chart

If you know that a certain brand of thread has colors that suit your designs, you can change the manufacturer.

To change the thread chart:

- 1 Click  at the bottom right-hand corner of the screen.
You see the Thread Chart Dialog box.
- 2 In the Chart list, select another thread chart.
The color chart changes to show the colors the manufacturer provides.
- 3 Click OK.
The colors on the bottom of the screen change to the thread chart you selected.

Removing a thread color from the custom thread chart

You can quickly remove a thread color from the custom thread chart.

To remove a thread color from the custom thread chart:

- 1 On the design color palette, right-click the thread you want to remove from the custom thread chart.
You see a menu appear.



- 2 Choose Delete.
You see the thread removed from the custom chart.

Removing all threads in the custom thread chart

You can empty all threads in the custom thread chart.

To remove a thread from the custom thread chart:

- 1 On the design color palette, right-click the thread you want to remove from the custom thread chart.
You see a menu appear.



2 Choose Clear.

You see a warning message appear. If you want to empty the custom thread chart database, click OK. All threads will be removed from the custom chart.

Printing Designs

Changing a design's print settings

You can customize embroidery design's print settings. Xpressive allows you to adjust the image and worksheet information displayed in design printouts.



You can also change the worksheet settings before you print by clicking Print Settings in the Print dialog box.

To change a design's print settings:

- 1** Choose Tools—Configuration—User Settings.
You see the Settings property pages.
- 2** Click the Print Setting property page.
- 3** In the Print design as area, select one of the following settings:
 - ♦ **Outlines.** Select to print the design image with only outlines.

- ♦ **Stitches.** Select to print the design image with only stitches.
- 4** In the Image Setting area, select one or more of the following settings:
 - ♦ **Print actual size, or Scale Design or Fit to Page.** Select one of these settings control how you view the design in the worksheet. If you want to scale the design, enter a percentage value in the Scale Design box and the design will be scaled to the specified value when printed.
 - ♦ **Simplify.** Select this setting to print a basic thread sequence view that includes a simplified view of the colors used and the color sequence rather than the expanded thread sequence that includes the name of the thread color, thread number, thread chart name, length of thread used, and the number of stitches in the segment. You must also have Thread Sequence selected under Worksheet Setting.
 - ♦ **Hide Jumps.**
 - ♦ **Hide Crosshairs.**
 - ♦ **Print 3D** to print the design in 3D.
 - ♦ **Print Outline files as Stitch files** to print a Stitch file worksheet from an Outline file.
 - ♦ **Print Hoop** to print the hoop along with the design.
 - ♦ **Extend Crosshairs** to the entire worksheet's width and height.

- ♦ Print Images to print design background images along with the design.



The hoop must be displayed in the design window.

- 5 In the Worksheet setting area, select the information you want to print on your worksheet.
- 6 In the Font setting area, click Font. Browse and choose a different font type and size for your worksheet. Click OK. The default font is Arial at 12pt.
- 7 Click OK.

Previewing a design before printing

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

To preview a design:

- 1 Choose File—Print Preview.
- 2 To zoom in and out of the previewed worksheet, do the following:
 - ♦ To zoom in on the worksheet, click Zoom In and scroll to view specific parts of the design.
 - ♦ To zoom out on the worksheet, click Zoom Out and scroll to view specific parts of the design.
- 3 To change the settings for the design worksheet, click Settings.
- 4 Click OK.
- 5 To close print preview and return to the design window, click Close.

Printing design worksheets

You can print worksheets for design files. When you print a worksheet for a design file, the worksheet information depends on the selected settings in the Print Setting property page. You can choose to include the design's name, dimensions, stitch count, estimated cost, and other available settings when printing your worksheet.

To print a worksheet for your design:

- 1 Choose File—Print Preview to view the worksheet before you print.
- 2 To change the settings for the design worksheet or check the information that will be printed on the worksheet, click Settings.
- 3 Click OK.
- 4 Click Print.

Printing in 3D View

You can print your design in 3D View. By printing a design in 3D, you can show your customers a realistic view of the design, before you show them a sewn sample.

To print in 3D View:

- 1 Choose Tools—Configuration—User Settings.
- 2 Click the Print Setting property page.
- 3 Select Print 3D.
- 4 Click OK.
- 5 Choose File—Print.

Inputting and Outputting Designs

To input and output designs you will need a Smart Media card and a Floppy Disk Adapter. Please refer to the Smart Media Card definition in the “Glossary” section for more detailed information.



Before you use the adapter you will need to install the software that comes with the adapter. Please see the adapter's documentation for more information.

When you have installed the adapter software, you are ready to input and output designs to the Smart Media card. You insert the Smart Media card into the adapter so that the card works like a regular floppy disk.

Inputting a design

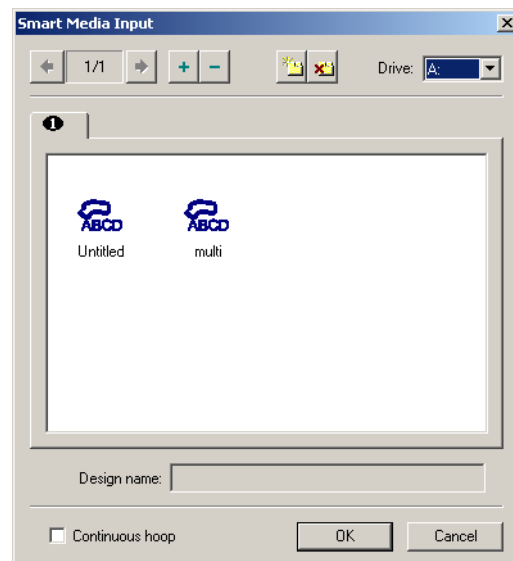
Using the Smart Media command, you can input designs from disk. You can then modify the design if you want, and then output the design to sew on the Elna embroidery machine.



You can use Windows® standard commands with the mouse as well as the Shift and Ctrl keyboard functions. You can also right-click to open a shortcut menu.

To input a design:

- 1 Insert the disk that has the designs you want to input into the appropriate drive.
- 2 Choose File—Smart Media—Input.
You see the Smart Media Input dialog.



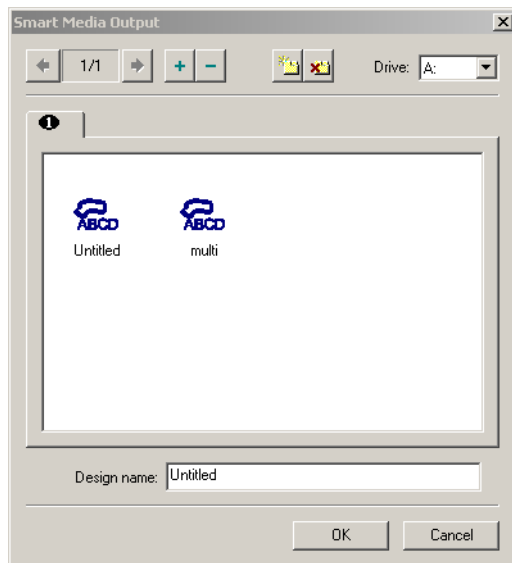
- 3 In the Drive list box, choose the Drive location.
- 4 Click on the design you want to input. To input more than one design, press the Shift key.
- 5 To import a continuous hoop design, click the Continuous hoop check box.
- 6 Click OK.
The design is loaded into Xpressive.

Outputting a design

Using the Smart Media command, you can output a design to disk then export the design to the Smart Media cards that the Elna embroidery machine uses to read the design. Once a design is output to the Smart Media card, you can then sew it on the Elna embroidery machine.

To output a design:

- 1 Insert the disk into the appropriate drive.
- 2 Choose File—Smart Media—Output.
You see the Smart Media Input dialog.



- 3 In the Drive list box, choose the Drive location.
- 4 Choose the tag page to which you want to output the design.
- 5 Click OK.

The design is output to the tag page you selected.

Creating Multiple Hoop Designs

To create multiple hoop designs:

- 1 Open a new design file or load an existing design.
- 2 Load the multiple hoop using the View—Display Hoop—Load command. You will see a dialog to select the proper hoop.
- 3 Select Multiple Hoop.
Create or edit your design planning to place the parts that will be stitched in different parts of the hoop separately. The thick green lines show you the area that you can use to adjust your design.

You can export each part of the design as a separate file onto the Smart Media disk.

- 4 To select and export each part, select File—Smart Media—Output. Repeat this step to export all the parts of your design.

Creating Continuous Hoop Designs



Continuous hoop designs use separate memory space on the Smart Media card; they do not conflict with normal or multiple hoop designs.

To create continuous hoop designs:

- 1 Open a new outline file or load an existing design.
- 2 Load the proper hoop using the View—Display Hoop—Load command.
You will see a dialog to select the proper hoop.
- 3 Select Continuous Hoop.
Create or edit your design planning to place the parts inside the hoop edges. The

thick green lines show you the area that you can use to adjust your design.

- 4 To export the design to the SmartMedia disk use Files—Smart Media—Output.

Outputting a design to the Elna embroidery machine

You can output designs directly to the Elna embroidery machine using the Output to Machine command. The Output to Machine commands works like a printer where you cue your designs and the machine signals for your design when it is ready to sew.

To output a design to the Elna embroidery machine:

- 1 Open the design you want to output.
- 2 Choose File—Output to Machine.
You see the Machine Link dialog.
- 3 Choose the serial port (COM1, COM2, and so on) and the machinespeed.
The design is then sent to the Elna embroidery machine.
- 4 Click Close.



CHAPTER 4

Viewing and Measuring Designs

Xpressive gives you the methods you need to view your designs with accuracy. You can view your entire design on-screen or pan to view only parts of your design not visible in the design workspace. Changing the background color of your design window and altering how you view segments is simple when using the Xpressive viewing buttons. If you want to view the location on a design where the embroidery machine performs commands, such as trims or jumps, you can use various Show Commands available.

You can use Xpressive's measurement tools to customize your design space. Working with guidelines to align text and segments, changing ruler settings, and defining measurement units for rulers are simple when using our software. Xpressive's measurement tools make editing and working with designs easier and more efficient.

In this chapter:

- Learn how to use the fundamental viewing tools, buttons, and commands.
- Learn how to add, move and remove guidelines.
- Find out how to change the ruler origin and define ruler units.
- Learn how to measure designs.

Viewing Methods and Tools

Magnifying and reducing the view

Use Zoom to magnify or enlarge parts of your design. Reducing a design lets you see more of your design on-screen. With Zoom you can either left-click to enlarge your design or right-click to make your design smaller.

To use Zoom:


- 1 Choose View—Zoom.
The pointer becomes a magnifying glass with a plus sign.
- 2 Left-click the design.
- 3 Do one of the following steps:
 - ♦ Right-click to make your design smaller.
 - ♦ Left-click that area to zoom-in on a specific area.

To zoom-in on a specific area:


- 1 Choose View—Zoom.
The pointer becomes a magnifying glass with a plus sign.
- 2 Click and hold your left mouse button and drag your mouse to form a flexible box around the specific area you want to see in detail.
- 3 Drag the mouse across the area you want to zoom-in until it is inside the box.
- 4 Do one of the following steps:



You can also press 1 on your keyboard to zoom back to the original design size.

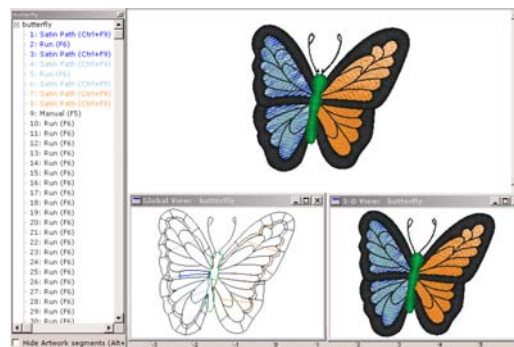
- ♦ To increase the zoom, continue clicking and dragging the flexible box. By doing so, you can view a single stitch.
- ♦ In the View toolbar, click the Back to 1:1  tool to zoom back out.

To disable Zoom:

- In the Edit toolbar, click the Select  tool once you get to the level of magnification you want.

Viewing designs

You can view designs in a variety of ways using one of the options in the Multi View Paradigm. The different views are Enhanced Main View, Sequence View, and 3-D View. You can have all views open in Xpressive at the same time.



Multi View Paradigm

Viewing a design in Enhanced Main View:

- Open the design.
The design opens in Enhanced Main View.

To view a design in 3D View:



- 1 Open the design.
- 2 Select View—3D View.
You see the 3D View's Option dialog box.
- 3 Adjust the Display and Light Source options appropriately.



See "Setting 3D View options" for more information on setting Display and Light Source options.

- 4 Click OK.
You see the design appear in 3D view.

To view 3D stitches in Enhanced Main View:


- 1 Open the design.
- 2 Click the Show 3-D Stitches  tool in the active window.
- 3 Click the Show 3-D Stitches  tool again to remove 3D stitches.

Viewing a design in Sequence View:

- 1 Open the design.
- 2 Select View—Sequence View.
You will see the Sequence View dialog appear.
- 3 Select one of the views available.
- 4 To hide artwork segments in the Sequence View dialog and on your design workspace, click Hide Artwork




Viewing the actual size of designs

Click the Back to 1:1  tool to have the design appear within its true measurements where 1 centimeter equals 1 centimeter on-screen. The rulers change to match the number of centimeters or inches that the design measures. Back to 1:1 is useful when you have used Zoom and want to go back and view the design based on its measurements.



You can also press 1 on your keyboard to go back to the original design size.

To use the Back to 1:1 tool:

- In the View toolbar, click the Back to 1:1  tool to go back to the original design size.


Viewing the whole design on-screen

Fit to Window allows you to view your whole design in the active window, as well as any loaded images. For example, after using Zoom to examine different parts of your design, you may want to see the design as a whole before you close it or send it to the machine.



You can also press W on your keyboard to view your whole design on-screen.

To use the Fit to Window tool:

- In the View toolbar, click the Fit to Window  tool to view your whole design on-screen.

Viewing a design selection on-screen

The Fit Selection to Window command allows you to fit the current segment selection to the design window. You can use this command to focus on a specific area of an embroidery design.



You can also press **K** on your keyboard to view your design selection on-screen.

To view a design selection on-screen:

- 1 Select one or more segments from the design window.
For more information, see “Selecting segments”.
- 2 Choose View—Fit Selection to Window.
The selected segments will fill the entire design window.

Viewing parts of a design not visible in the design workspace

You can move to parts of your design that go beyond the window's borders.

To pan up:

- Use the **↑** key to move up.

To pan down:

- Use the **↓** key to move down.

To pan left:

- Use the **←** key to move left.

To pan right:


- Use the **→** key to move right.

Viewing Buttons

Changing the background color of the current window

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

To change the background color:

- 1 Click the Change Background Color  tool.
You see the Color palette.
- 2 Select the color you want for your background.
- 3 Click OK.
The new color replaces the old color on your design workspace.


Showing and hiding outline segments

Xpressive allows you to show and hide outline segments. You can use the Show outlines tool to quickly show and hide segments as well as segment outlines.


Showing and hiding segments and segment outlines using various ribbon tools

You can use ribbon tools to hide selected segments, hide unselected segments and show all hidden segments. The Show outlines tool also allows you to show and hide segment outlines in any embroidery design.

To show segment outlines:

- Click the Show outlines  tool, if not already selected.
You will see the segment outlines in your design.



To hide segment outlines:






- Click the Show outlines  tool again.

Showing and hiding machine commands


Use Show Commands to view the locations on the design where the embroidery machine performs commands. These locations are marked with different symbols to display the command type.

This table shows you the symbol for each command.


Command	Symbol
Trim	
Stop	

Command	Symbol
End	
Start	
Jump	
Blank	No symbol
No Command	No symbol
Color Change	
Changeover	


To show commands:

- Click the Show Commands  tool in the window.


To hide commands:

- Click the Show Commands  tool again.

Showing and hiding the stitch placements in designs



Use the Show Dots  tool to see the anchor points and stitch penetration points in the design window. The blue squares in your design represent the anchor points that control the shape of the design. The black dots in your design represent the point where the embroidery machine needle will penetrate the fabric.

To show the stitch placements:

- 1 Click the Show Dots  tool in the active window.



You can also press P on your keyboard to show and hide the stitch placements.

- 2 To select the type of dots you want displayed in your design, do one or more of the following:
 - To view anchor points, right-click the Show Dots  tool and select Outline Dots from the menu, if not already selected.
 - To view stitch penetration points, right-click the Show Dots  tool and select Stitch Dots from the menu, if not already selected.




To hide the stitch placements:

- Click the Show Dots  tool again.


Showing and hiding beads

You can show or hide the beads in a design window. Positioning beads along paths allows you to change exit and entry points and the angle of stitches. Depending on what you are editing, you can view the beads specific to the type of segment.


To show the beads:

- 1 Click S on your keyboard to activate the Select  tool.
- 2 Select the design or the segment.
- 3 Click the Show Beads  tool.
- 4 Right-click the Show Beads  tool.
You see a shortcut menu listing the bead types available.
- 5 Select the beads types you want to view from the shortcut menu:
 - Start Beads
 - Stop Beads
 - Angle Line Beads
 - Corner Beads*The bead types you select for viewing are indicated by a check mark.*
- 6 To hide a bead type, remove the checkmark beside it's name.


To hide the beads:

- Click the Show Beads  tool again.

Showing and hiding stitches in design files

If you are using the Show Stitches  tool to view stitches in the design window, you first need to generate the stitches. By generating and showing stitches, you can see what the stitches look like in your design file.

To show stitches:


- 1 Select the segment.
- 2 Press **G** on your keyboard to Generate Stitches.
- 3 Click the Show Stitches  tool.

To show stitches in a segment or group:


- 1 Select the segment.
- 2 Press **G** on your keyboard to Generate Stitches.



You can press **SHIFT+G** on your keyboard to generate stitches for all the segments in your design.

- 3 Choose View—Stitches in Outline Window—Show Active Group.
- 4 Click the Show Stitches  tool.
You can now view the stitches of the active segment.

To hide stitches:

- Click the Show Stitches  tool again to view regular outlines.

Defining grid settings


The Grid Settings help you align and measure artwork and design elements. You can set the grid to measure in centimeters or inches according to your preference. When you are working on a design file, you can display the grid by clicking the Show Grid tool on your ribbon.

By default, every horizontal and vertical line will be highlighted in the major grid. If you want to have additional guide lines, you can

add more major grid lines as well as a minor grid. You can increase the spacing values for the minor grid; however, zero and negative spacing values are not supported. The minor grid can also have different horizontal and vertical spacing values.

To make grid lines more visible on particular backgrounds, you can now change the color of the major and minor grids. You should choose separate colors for each grid type.

Tips

- You can turn on Snap to Grid (**Shift+3**) to make sure that segments are aligned along the grid lines when you move them. When you draw baselines for lettering or paths for shapes, those paths and baselines snap to increments that correspond with the grid. Press **Shift+3** on your keyboard to turn off Snap to Grid.
- You can show and hide grid lines by clicking the Show Grid  tool.

To define grid settings:

- 1 Do one of the following:
 - Choose View—Grid Settings—Grid Settings.
 - Right-click on the rulers at the left or bottom of the window.
You see the Grid Settings dialog.
- 2 In the Minor grid area, complete the following:
 - In the Horizontal spacing box, enter the measurements for horizontal spacing in millimeters or inches.
 - In the Vertical spacing box, enter the measurements for vertical spacing in millimeters or inches.

- ♦ In the Color list, select a predefined color to use for the minor grid. If you want to choose from a larger selection of colors, click More Colors from the color box.
- 3 In the Major grid area, complete the following:
 - ♦ In the Horizontal lines box, enter how often you want horizontal lines to be highlighted in the major grid. For example, if you enter 3 in the horizontal lines box, every third horizontal line will be highlighted in the major grid.
 - ♦ In the Vertical lines box, enter how often you want vertical lines to be highlighted in the major grid. For example, if you enter 5 in the vertical lines box, every fifth vertical line will be highlighted in the major grid.
 - ♦ In the Color list, select a predefined color to use for the major grid. If you want to choose from a larger selection of colors, click More Colors from the color box.
 - 4 In the Grid style area, select one of the three grid styles.
You can choose from solid lines, dashed lines, or dotted lines.
 - 5 Do the following optional steps:
 - ♦ Select Snap to Grid to cause objects to fasten to the grid.
 - ♦ Select the Snap style. Select Corner or Center.
 - 6 Click OK.

Showing and hiding grids

You can show the grids or, if they are in the way, you can hide them.


To show the grids:

- Click the Show Grid  tool in the active window or choose View—Grid Settings—Show Grid.


To hide the grids:

- Click the Show Grid  tool or choose View—Grid Settings—Show Grid.

Showing and hiding 3D stitches

Use the Show 3-D Stitches  tool to preview a realistic 3D view of your design.


To show 3D stitches:

- Click the Show 3-D Stitches  tool in the active window.



You can also press 3 on your keyboard to show 3-D stitches.

To hide the 3D stitches:

- Click the Show 3-D Stitches  tool again in the active window.

Viewing the sewing order of designs










You can view the sewing order of designs by using the draw ribbon tools located on top of the design workspace. The speed control determines the speed at which the design is

drawn on the screen. You can slide the speed control from left to right to vary the rate of sewing.

To view the sewing order of a design and adjust the drawing speed, use any of the following sewing simulator settings from the Draw Ribbon:



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

Tools	What is does
	Play backward one stitch: Move backward in the design by one stitch.
	Play forward one stitch: Move forward in the design by one stitch.
	Play backward one color: Move backward in the design to the beginning of the previous color or selected command.
	Play backward: Move backward through the design.
	Pause: Pause the design while drawing.
	Stop: Stop the design while drawing.
	Play forward: Move forward through the design.
	Play forward one color: Move forward in the design to the beginning of the next color or selected command.
	Speed Control: Slide the speed control to vary the rate of sewing.

Viewing Commands

Displaying a hoop while designing

Viewing the hoop or frame on the screen lets you ensure that your design fits properly when you run it on the machine. Use Display Hoop to load and display embroidery machine hoop files. The hoop serves as a guide to help size and position your design in the design window. Xpressive comes with many different Tajima pre-loaded hoop sizes.



You can also create your own hoops using programs like CorelDRAW™ and AutoCAD™. You can Load, Remove, Hide, and Rotate 90° any hoop you load.

To load a hoop:

- 1 Choose View—Display Hoop—Load.
You see the Load Hoop file dialog box. The hoop types are separated into different folders.
- 2 Choose from Round and Square hoop files for specific Tajima embroidery machine models.
- 3 Double-click the folder you want.
- 4 Select the hoop type you want.
- 5 Click Open.
- 6 Xpressive loads the hoop.
You see the hoop appear in your design window.

To remove a hoop:

- Choose View—Display Hoop—Remove.
The hoop is removed.

To hide a hoop:

- Choose View—Display Hoop—Hide.
The hoop is temporarily hidden from view.

To bring the hoop back in view:

- Choose View—Display Hoop—Hide again.

To rotate the hoop 90°:

- Choose View—Display Hoop—Rotate 90°.
Xpressive rotates the hoop at a 90° angle for you.

Finding potential stitch problems

You can see possible problems in your design before you sew it out. You can set various lengths for stitches. Any stitches outside the set ranges are highlighted to warn you of potential problems that could cause thread breaks, needle breaks, and undesired machine stops.

To view stitch problems:

- Choose View—Display Markers—Highlight Stitch Exception.

Hiding outlines in design files

Xpressive allows you to hide the outlines in your design window and focus on the stitches in your design file. You can use the Hide Outlines option to temporarily remove outlines from your view.

To hide outlines:

- Do one of the following:
 - ♦ Choose View—Stitches in Outline Window—Hide Outlines.
 - ♦ Press Shift+X on your keyboard.

Setting the 3D View options

Images need a certain amount of light to display properly in 3D View. You can adjust the light source settings and display options. In most cases, you can use the default settings for 3D View.

To set Display options:

- 1 Open a design.
- 2 Select View—3D View.
You see the 3D View's Option dialog box.
- 3 Adjust the following Display and Light Source options.
- 4 In the Thread Width box, enter the thread's width.
- 5 In the Bitmap box, click Browse to select a background.
In the Fabrics folder, you see a list of the background files installed with Xpressive.
- 6 Select Show actual size to show the design in 3D View at its actual size rather than at the default size.

To set the Light source options:

- 1 In the Horizontal Angle box, enter an angle for the horizontal light source.
To visualize how the light source works,



imagine a person in the middle of a circle lying down horizontally and light shining down on him or her.

- 2 In the Vertical Angle box, enter an angle for the vertical light source.
To visualize how the light source works, imagine a person in the middle of a circle standing up vertically and light shining down on him or her.
- 3 In the Intensity box, enter the intensity setting based on how intense you want the light source to be.

Viewing a design by thread color order

Viewing a design by thread color lets you view the stitches in your design window one color at a time, which is important for viewing a design's sewing sequence. The View by Color command follows a design's thread color order. For example, if Thread 1 is red, Thread 2 is blue, and Thread 3 is yellow, when you select View by Color, all your red stitches appear first, blue stitches second and so on.

To view a design by thread color:

- 1 Click the  tool on the ribbon.
- 2 From the draw ribbon, click the draw ribbon mode setting  tool.
You see the Draw Ribbon Setting dialog appear.
- 3 In the Stop at area, select one or more machine commands you want the Play backward one color button and Play forward one color button to pause at as the design sews out. For example, you can enable the design to pause its

drawing whenever it encounters a Trim. If you do not select any commands, the design will pause at all color changes while drawing.

Aligning and Measuring Designs

Adding guidelines

You can use guidelines to help you precisely align text and segments in your embroidery designs. Guidelines are straight horizontal or vertical lines that you drag from the rulers into your design. These guidelines are easy to make and they are useful for setting alignment lines across the length or width of the design workspace.

To create a horizontal guideline:

- 1 Position the pointer inside the ruler at the bottom of the window.
- 2 Hold down the left mouse button and drag the guideline into the design window.
- 3 Release the mouse when the guideline is in the position you want.

To create a vertical guideline:

- 1 Position the pointer inside the ruler at the left side of the window.
- 2 Hold down the left mouse button and drag the guideline into the design window.
- 3 Release the mouse when the guideline is in the position you want.

Moving guidelines

You can use ruler guidelines to help you precisely align text and segments in your embroidery designs. Guidelines are straight horizontal or vertical lines that you drag from the rulers into your design. These guidelines are easy to make and they are useful for setting alignment lines across the length or width of the design workspace.

To move existing guidelines:

- 1 Position the pointer on the guideline you want to move.
- 2 Press Ctrl+Shift on your keyboard while clicking and dragging your pointer to the appropriate area of your design workspace.
- 3 Release the mouse button when you reach the desired position for your guideline.

The guideline is placed.

Changing the ruler origin

The ruler origin is the point where the horizontal and vertical axes meet at zero on the rulers. When you change the ruler setting, the new setting becomes the default for any existing or new design you open. Changing the origin is also useful for realigning the grid to your design.

To change the ruler origin:

- 1 Move the pointer to the lower left corner of the rulers, where the rulers intersect.
- 2 Click the intersection, hold down the mouse button and drag the ruler to the location you want to place the origin.
As you drag, a large cross hair appears so you can place the cross hair exactly where you want it.
- 3 Let go of your mouse when the center of the cross hair is where you want the origin (0 point) to appear.

Defining ruler units

Large numbered rulers indicate the measurement unit, such as inches or centimeters. The small ticks indicate the increments of the units such as $\frac{1}{4}$ inch. When you magnify or reduce the view, the increments of the unit measure adjust to reflect the changes. In addition, if you change the grid settings, the rulers change to fit the measurements you set. The default for the ruler measurement is inches.



The rulers change to fit the measurements you set in the next window you open.

To set the ruler units:

- 1 Choose Tools—Configuration—User Settings.
- 2 Click the User Preferences property page.
- 3 Select Metric or Imperial.
- 4 Click OK.


Measuring designs

The Measure tool lets you measure the distance between any two points in your design workspace. When you measure from one point to another, the distance is displayed in the status line located at the bottom of the window. The status line shows the horizontal and vertical distances the Measure tool travels from the x and y axes, the angle measured, and the total distances.



All measurements except the angle are calculated in the unit of measure you set in the User Preferences.

To measure designs:

- 1 In the View toolbar, click the Measure  tool.
Your cursor changes to a measuring tape when in the Design Workspace.
- 2 Click and drag your mouse until you are finished measuring the item.
- 3 Let go of your mouse when you are finished measuring.
- 4 Look in the status line at the bottom of your screen for the measurement.
- 5 Right-click to stop the measuring tool.



CHAPTER 5

Creating Lettering and Merging Designs

You can create beautiful lettering within your designs using various Xpressive tools. Generate unique embroidery text in an array of shapes and sizes using our powerful Text tool, as well as the vast selection of commercially available TrueType® fonts. You can edit the shape, color, size, and spacing of your lettering. Xpressive also allows you to merge lettering and add any stock design with just a few clicks of your mouse.

In this chapter:

- Learn how to create embroidery and true type lettering.
- Learn how to use the Text, Line Angle and Circle tools as well as how to insert color changes and kern your lettering.
- Learn how to merge designs with and without lettering.

Creating Embroidery and TrueType® Lettering


Creating lettering using the Text tool

You can create a variety of lettering by using the Lettering tools. Text creates lettering that fits any curve you draw.

Important

- Xpressive only displays text and characters found within font files. If you enter text containing letters or characters not found in the selected font file, only the text found in the font file will be displayed in the design workspace.

To create lettering:

- 1 Choose File—New to create a new file.
For more information, see "Creating New Designs".
You see a new design window.
- 2 In the Lettering Toolbar, click the Text  tool.
- 3 To place a straight point, left-click the design workspace.
- 4 To place a curved point, complete the following:
 - While you left-click the design workspace, press and hold **CTRL** on your keyboard.
You will see a preview of the curve before you place the next anchor point.

- To create a corner point or to begin creating a straight line again, release **CTRL** on your keyboard.



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

- 5 Press ENTER on your keyboard to complete the baseline.
You see the Enter Text dialog appear.
- 6 In the Enter Text box, enter your text.
- 7 Click OK.
The lettering appears in the design workspace.



To change the properties for your lettering using the Segment Settings property pages, press Ctrl+E on your keyboard and choose Properties from the menu or double-click the segment. To change any of the settings, click the appropriate property page.

Text


Creating horizontal lettering

You can create a variety of lettering by using the Lettering tools. Line Angle creates horizontal lettering. You can justify the lettering to fill the box that you draw.

Important

- Xpressive only displays text and characters found within font files. If you enter text containing letters or characters not found in the selected font file, only the text found in the font file will be displayed in the design workspace.

To create horizontal lettering:

- 1 Choose File—New to create a new file.
For more information, see "Creating New Designs".
You see a new design window.
- 2 In the Lettering Toolbar, click the Line Angle  tool.
- 3 To form the base of your box (the text length), left-click and drag your mouse to the right. Do not let go of the mouse until you have drawn the height of your box.
- 4 To form the height of your box (the text height), move your mouse upwards.
When the box is the size you want, let go of the mouse button.
- 5 Left-click the design workspace to enter the text.
You see the Enter Text dialog appear.
- 6 Enter the text in the Enter Text box.
- 7 Click OK.
You see the lettering appear in the design workspace.



To change the properties for your lettering using the Segment Settings property pages, press Ctrl+E on your keyboard and choose Properties from the menu or double-click the segment. To change any of the settings, click the appropriate property page.




Creating circle lettering

You can create a variety of lettering by using the Lettering tools. Circle creates circular lettering with upper and lower text.



To change the properties for your embroidery lettering using the Segment Settings property pages, press Ctrl+E on your keyboard and choose Properties from the menu or double-click the segment. To change any of the settings, click the appropriate property page.

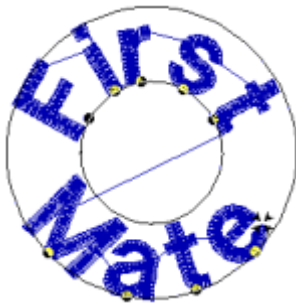
To create circle lettering:

- 1 Choose File—New to create a new file.
For more information, see "Creating New Designs".
You see a new design window.
- 2 In the Lettering Toolbar, click the Circle  tool.
- 3 Click and drag to form the base of your circle.
Your cursor becomes a flexible circle with a line in it. The flexible circle allows you to make the circle any size you want, and the line guides the direction of your lettering.



If you want the upper portion of the circle's lettering to be on the top, make sure the line is facing upwards. Check the status line for measurements.

- 4 Let go of your mouse button. Click and drag your mouse again to form the height of your lettering.
You see the Circle baseline text box.
- 5 In the Upper and Lower boxes, enter your lettering.
- 6 Click OK.
You see the lettering appear in the design workspace.







- 7 You can alter the text by shifting the beads at the base of each letter.
If you add or remove letters, the text will be adjusted accordingly without altering the height of the existing letters.

Converting TrueType® lettering to Satin stitches

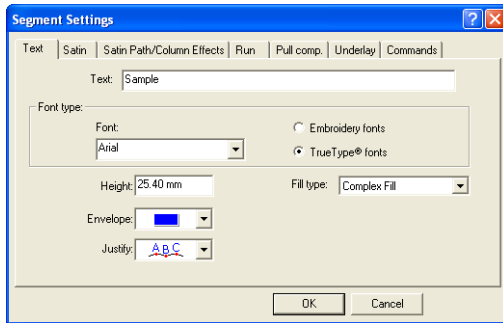
For a different look, try converting your TrueType® lettering to Satin stitches.

To convert TrueType® lettering to Satin stitches:

- 1 Choose File—New to create a new file.
For more information, see "Creating New Designs".
You see a new design window.
- 2 In the Lettering Toolbar, click one of the Lettering tools: Text , Line Angle , or Circle .
- 3 Form the text baseline.
For more information, see specific sections on how to create the Lettering tool you want to use.
- 4 Complete the baseline.
The lettering appears in the design workspace.
- 5 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.




You can also press Ctrl+E on your keyboard and choose Properties from the menu or double-click the segment to display the Segment Settings property pages.



- 6 Click the Text property page.
- 7 In the Fill Type list, select Satin Path.
- 8 To change any other settings, click the appropriate property page and make necessary changes.
- 9 Click OK.
The lettering is converted to Satin stitches.

To insert a color change:

- 1 Select the lettering segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Text property page.
- 4 In the Text box, enter the tilde (~) sign between the letters.
For example, if you want to add a color change between each letter in the name Jane, you would enter: J~A~N~E.
- 5 Click OK.
You see the lettering altered accordingly.



The colors in your lettering will change according to the color palette on the left side of your screen.

Inserting color changes

You can insert color change codes between two letters using the tilde (~) mark. You can enter only one color change between each letter.

Kerning the space between letters

Kerning adjusts the space between two adjacent letters, making text more visually appealing and easier to read. You can kern text segments visually by clicking and dragging on the letter you want to adjust, helping you create lettering that looks balanced and evenly spaced. You can also adjust the kerning by entering any number of kerning marks in the Text box. One mark represents 1/20th of the letter M's width.

To kern the space between letters visually:

- 1 Create your lettering.
- 2 Select your lettering, if it is not already selected.
- 3 Place your pointer over the kerning point located at the base of the letter you want to move.

The mouse changes to a small triangle.

- 4 Click the point and drag the letter.
The lettering changes accordingly.

Kerning
Kerning
Kerning

To kern the space between groups of letters visually:

- 1 Create your lettering.
- 2 Select your lettering, if it is not already selected.
- 3 Place your pointer over the kerning point located at the base of the letters you want to move.


The mouse changes to a small triangle.

- 4 Press **CTRL** on your keyboard.
- 5 Click the point and drag the letters.
All the letters to the left of the selected letters, including the selected letter, are moved as a group. The spacing between these letters remains unaltered.


The lettering changes accordingly.

Kerning
Ke rning
Kern ing

To move letters closer together:

- 1 Create your lettering.
- 2 Select your lettering, if it is not already selected.
- 3 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 4 Click the Text property page.
- 5 In the Text box, enter the less than sign (<) between the letters you want to kern. For example, if you wanted to tighten the space between the "K" and "e" in the word Kerning, you would enter: K<<<<erning.
- 6 Click OK.
You see the lettering altered accordingly.

To move letters farther apart:

- 1 Create your lettering.
- 2 Select your lettering, if it is not already selected.
- 3 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 4 Click the Text property page.
- 5 In the Text box, enter the more than sign (>) between the letters you want to kern. For example, if you wanted more space between the "K" and "e" in the word Kerning, you would enter: K>>>>erning.
- 6 Click OK.
You see the lettering altered accordingly.

Normal and adjusted kerning




Modifying Text segments

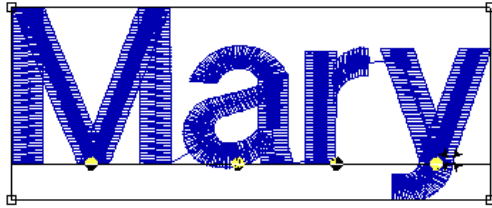
With Visual Text Editing you can modify text segments and the segment will automatically make the changes as you type. You can manipulate text in a way similar to word processing programs.



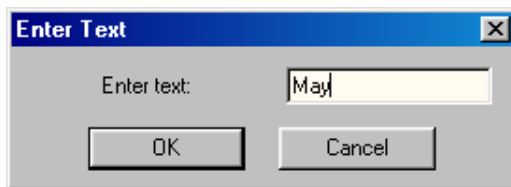
When modifying text segments, you should be careful of how other segments will be affected. For more information on the general rules of editing segments, see "Editing Segments".

To modify text segments visually:

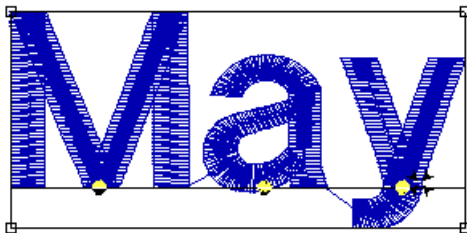
- 1 In the Edit toolbar, click the Select  tool and select the existing text.
You will see the handles around the selected text segment.



- 2 Press Ctrl+E on your keyboard.
You will see a shortcut menu.
- 3 Choose Modify Text... from the menu.
You will see the Enter Text dialog. You edit the text in this box.
- 4 In this case, try deleting the "R" from Mary.



- 5 Click OK.
You see the change you made.



Drawing mode for lettering

A drawing mode is a method of inputting anchor points. The drawing mode chosen depends on the shape you want to create. When you create lettering with the Text tool, the QuickDraw drawing mode lets you make unique baselines for your lettering.

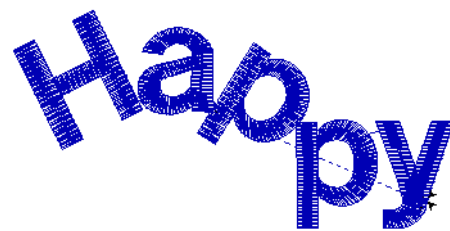
QuickDraw mode

QuickDraw mode gives you the flexibility and control you need to toggle between entering straight and curved points for lettering.

You now can place straight and curved points in Xpressive. To place a straight point, left-click the design workspace. To place a curved point, right-click the design workspace.




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



Lettering created in QuickDraw mode

Merging Designs

You can merge design files into an active design window. Use the Merge Design  tool to bring in a design and add lettering around it. You can also import and edit the design.



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

Xpressive allows you to merge design files using a variety of file formats such as the Xpressive Unified File (*.ESX), Xpressive Outline File (*.ESE), etc. You can merge Stitch and Machine Format Files such as the Xpressive Stitch File (*.EMD), Melco Condensed Files (*.CND), or Barudan Stitch Files (*.DSB) into the unified design window too; however, you must choose how you want to treat the stitches in the design being merged.

When you merge a Stitch or Machine Format File, the Merge Stitch File Options dialog automatically appears and you can merge the design file in three ways:

- **Merge a stitch file.** This is the standard merging option.
- **Merge as stitch segments.** This option allows you to convert the stitches into a series of stitch segments. During the merging process, stitches get grouped together where groups are separated by trims, color changes, changeovers, and


stops. Each group is added to the design as a stitch segment. The stitches in stitch segments should be identical to the stitch file.

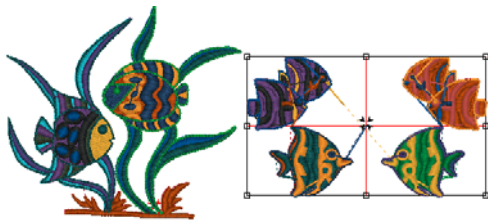
Outline changes made to any part of the design will not affect stitch segments. You cannot perform any outline editing on stitch segments except to resize, reflect, rotate, and change the color of these stitch segments; however, major editing is not advisable. With the exception of the previously mentioned outline edits, the stitches which are part of a stitch segment can only be modified by direct stitch editing. This helps keep the stitches true to what was in the stitch file. If you want to perform more advanced outline edits on stitch segments, then you must selectively perform a Stitch to Outline conversion (STO) to the segments and convert them to our more advanced segment types. However, this will not guarantee the preservation of your stitches.




For more information on STO, see "Converting stitches to outline segments".

- **Convert merged stitches to outlines.** This option performs a STO on the Stitch file first and then merges the resulting Outline segments. Convert merged stitches to outlines is ideal for major editing such as density reduction or vertex editing.

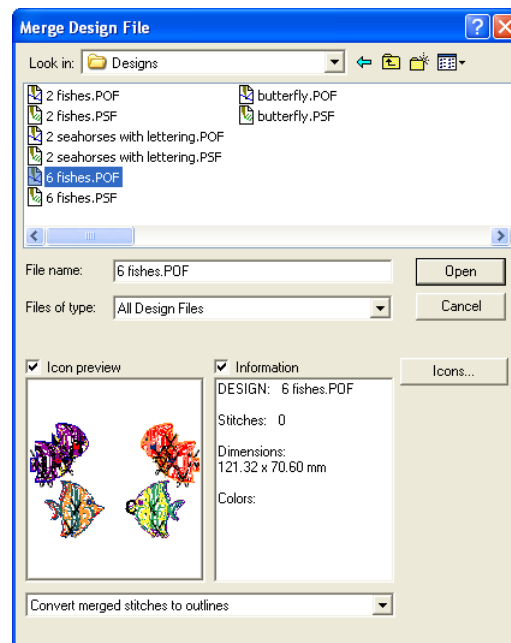
With the Merge Design  Tool, you can merge a design with fish underwater with another design containing additional fish to create a unique effect.



To merge designs:

- 1 Do one of the following steps:
 - ♦ Choose File—Open to open an existing file.
For more information, see "Opening and closing designs".
 - ♦ Choose File—New to create a new file and create a design.
For more information, see "Creating new designs".
- 2 In the Edit toolbar, click the Merge Design  tool.

You see the *Merge Design File* dialog.



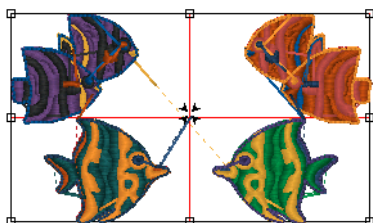
- 3 Do one or more of the following steps:
 - ♦ In the File Name box, select the design file that you want to merge with the opened design file.
The default is a Xpressive Unified File (*.ESX).
 - ♦ In the Files of type list, select a design file type for the design you want to merge with the opened design file.
 - ♦ Select Icon preview to view a small picture of the design's Stitch file.
 - ♦ Select Information to view the design's name, stitch count, size, and color.
 - ♦ Click Icons to view all the designs in the Designs folder.
 - ♦ If you are opening stitch files, select one of the following options from the list:

- ♦ Convert stitches to outlines
 - ♦ Open as stitch segments
- 4 Click Open.
 - 5 Move the cursor to the design workspace.
The cursor turns into a box with a large cross hair that contains the design.

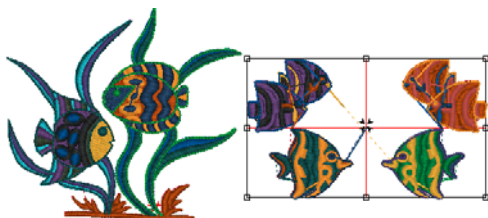


Before you place the design, press **CTRL** on your keyboard to insert a color change at the beginning of the merged design.

- 6 Left-click to place the design.
The merged design file will appear in the design workspace.



- 7 Alter the merged and existing designs accordingly.
See the sections on "Design Editing in Stitch Mode" and "Design Editing in Outline Mode".

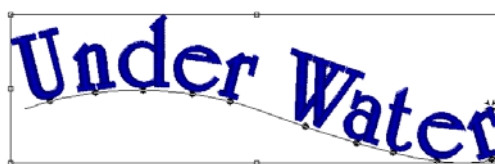



Merging designs with lettering

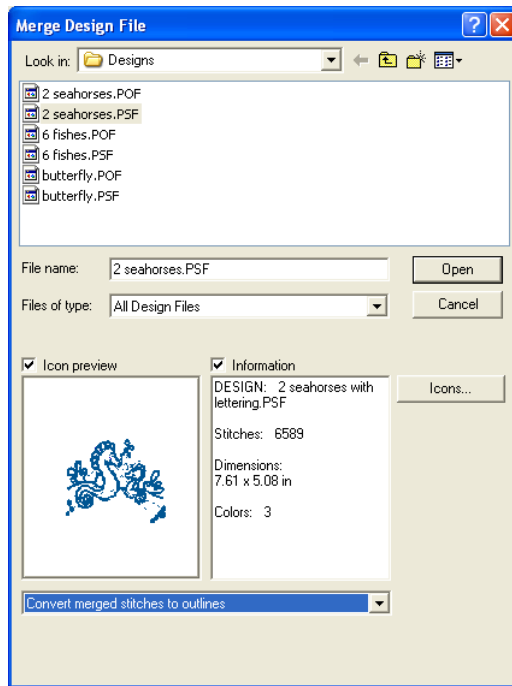
Merging a design file with lettering allows you to create many unique designs using stock designs, or existing designs with lettering. You can create your lettering first and merge a design, or vice-versa.

To merge a design with lettering:

- 1 Choose File—New to create a new file.
For more information, see "Creating New Designs".
You see a new design window.
- 2 Create the lettering for your design.



- 3 In the Edit toolbar, click the Merge Design  tool.
You see the Merge Design File dialog box.



- 4 Select the design file that you want to merge.
The default is a Xpressive Unified File (.ESX).*



Before you place the design, press **CTRL** on your keyboard to insert a color change at the beginning of the merged design.

- 5 If you are opening stitch files, select one of the following options from the list:
 - ♦ Convert stitches to outlines

- ♦ Open as stitch segments

- 6 Click Open.
- 7 Move the cursor to the design workspace.
The cursor turns into a box with a cross hair.
- 8 Left-click and place the box where you want the design merged.
The merged design appears in the design workspace.



- 9 Alter the merged and existing designs accordingly.
See the sections on "Design Editing in Stitch Mode" and "Design Editing in Outline Mode".



CHAPTER 6

Changing your Segment Settings

Xpressive provides an easy and efficient way to help you change the settings and properties of your design segments.



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

In this chapter:


- Learn how to adjust the settings of a segment.
- Learn how to adjust Text properties.
- Learn how to adjust Satin and Run properties.
- Learn how to adjust Steil stitch properties.
- Learn how to adjust Complex Fill properties.
- Learn how to adjust Carved Fill and Programmed Fill properties.
- Learn how to adjust Pull-Compensation and Underlay properties.
- Learn how to adjust Appliqué settings and properties.
- Learn how to adjust Cross-Stitch properties.
- Learn how to adjust Machine Command properties.

Changing the settings of a segment

In a design window, you can change the segment settings. For example, you can adjust the pull-compensation of the segment.



To open the Segment Setting property pages, select the segment and click the

Segment Settings  tool on the ribbon or press Ctrl+E on your keyboard and choose Properties from the menu.

To change the settings of a segment:

- 1 Open the design.
- 2 Select View—Sequence View.
You will see the Sequence View dialog appear.
- 3 In the Sequence View box, browse to find the segment you want to change.
- 4 Double-click the segment you want to change.
You see the Segment Settings property pages.
- 5 Make the necessary adjustments to the settings.
- 6 Click OK.

Changing Text properties

Choosing an embroidery font

You can choose from a variety of embroidery fonts. These fonts were digitized specifically for the embroidery industry and are installed in the C:\Program Files\Xpressive\Fonts folder.


Block
ORIENTAL
Ivory Tower*
Calligraphy

Embroidery Fonts

To choose an embroidery font:

- 1 Create your lettering or select an existing lettering segment.
- 2 Press Ctrl+E on your keyboard and choose Properties from the menu.
You see the Segment Settings property pages.



To open the Segment Setting property pages, you can also select the segment and click the Segment Settings  tool on the ribbon or double-click the segment.

- 3 Click the Text property page.
- 4 Under Font Type, select Embroidery Fonts.
- 5 In the Font list, select an embroidery font.
- 6 Click OK.
You see the lettering altered accordingly.

Choosing a TrueType® font

When you install Xpressive, the software locates all the TrueType® fonts you have installed on your computer.



TrueType® fonts are installed by the operating system not by Xpressive.




TrueType® fonts

To choose a TrueType® font:

- 1 Select the lettering segment.
- 2 Press Ctrl+E on your keyboard and choose Properties from the menu.
You see the Segment Settings property pages.



To open the Segment Setting property pages, you can also select the segment and click the Segment Settings  tool on the ribbon or double-click the segment.


- 3 Click the Text property page.
- 4 Under Font Type, select TrueType® Font.
- 5 In the Font list, select a font.
- 6 Click OK.

You see the lettering altered accordingly.

Choosing the Fill type for TrueType® lettering

You can choose different Fills for TrueType® lettering using the Fill Type setting on the Text property page.

To choose the Fill type:

- 1 Select the lettering segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Text property page.
- 4 In the Fill Type list, select the Fill type.
- 5 Click OK.

Changing the shape of lettering manually

Xpressive allows you to change the shape of text by resizing and skewing characters.

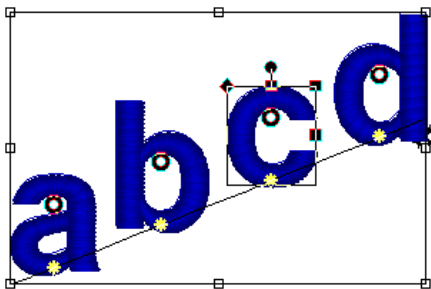
You can easily edit individual characters in lettering. You no longer have to convert lettering into segments in order to perform character edits.



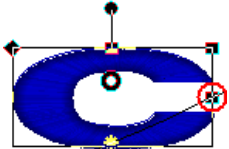

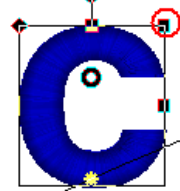
You can open and work with lettering segments saved in older design file formats. To save character edits made in the latest version of Xpressive, you must save the design file in *.ESX format.

To resize lettering manually:

- 1 Create your lettering.
- 2 Select the center bead of the character you want to edit.
You see an editing box appear around the selected character.



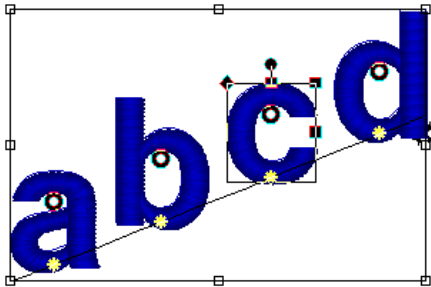
- 3 You can now resize the selected character in one of the following ways:

To	Do this
Resize the width of a character	At the right side of the editing box, drag the middle squared bead. 
Resize the height of a character	At the top of the editing box, drag the middle squared bead. 
Resize the width and height of a character simultaneously	At the top of the editing box, drag the right squared bead. 

- 4 To resize another character in the lettering segment, select the center bead of the character and use the editing box to resize.
- 5 When you are finished resizing a character, click its center bead again.
The editing box will disappear.

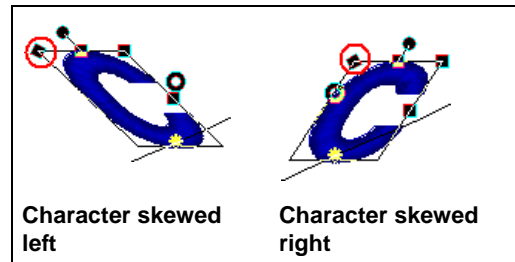
To skew lettering manually:

- 1 Create your lettering.
- 2 Select the center bead of the character you want to edit.
You see an editing box appear around the selected character.



- 3 To skew a character left or right, do the following:

- ♦ At the top of the editing box, drag the left squared bead to the left or right.



- 4 To skew another character in the lettering segment, select the center bead of the character and use the editing box to skew.
- 5 When you are finished skewing a character, click its center bead again.
The editing box will disappear.

Changing the vertical position of lettering

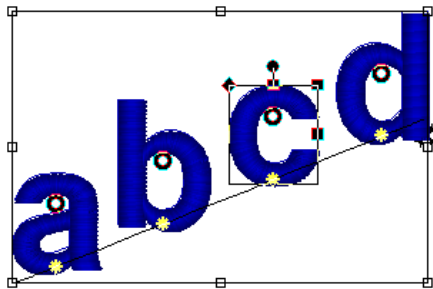
You can easily change the vertical position of lettering segments with Xpressive. When you manually move the vertical position of individual characters, the original shape of the character will remain the same.



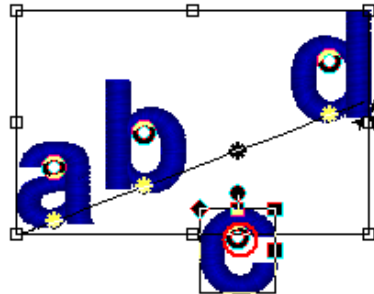
You can open and work with lettering segments saved in older design file formats. To save character edits made in the latest version of Xpressive, you must save the design file in *.ESX format.

To change the vertical position of lettering:

- 1 Create your lettering.
- 2 Select the center bead of the character you want to edit.
You see an editing box appear around the selected character.



- 3 To change the vertical position of the character, click and drag the center bead up and down.



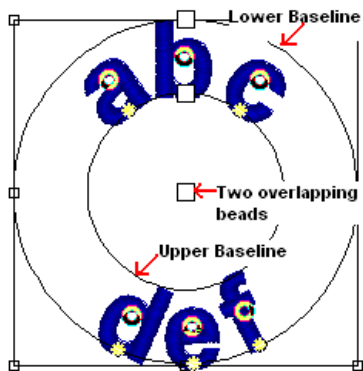
- 4 To change the position of another character in the lettering segment, select the center bead of the character and change the vertical position accordingly.
- 5 When you are finished changing the vertical position of a character, click its center bead again.
The editing box will disappear.

Changing the size and position of circle lettering

You can control the height and position of circle lettering with Xpressive.

To change the size and position of circle lettering:

- 1 Select the circle lettering.

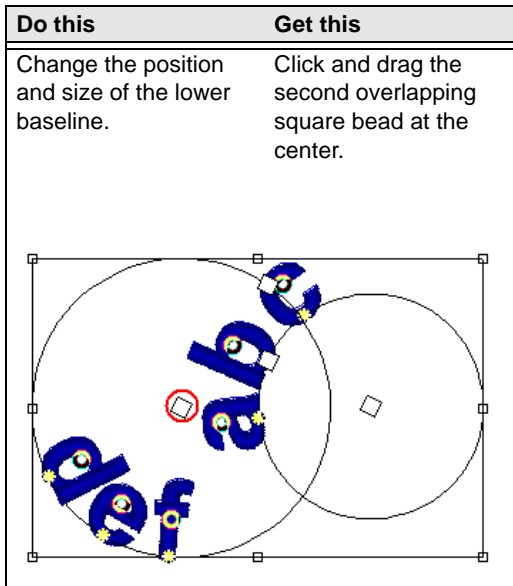


- 2 Do one or more of the following to change the size and position of the lettering:

Do this	Get this
Change the height of the lettering and not affect the lower baseline.	At the top of the lower baseline, drag the white square bead.

Do this	Get this
Change the height of the lettering and not affect the upper baseline.	At the top of the upper baseline, drag the white square bead.

Change the position and size of the upper baseline.	Click and drag the top overlapping square bead at the center.
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Rotating lettering manually

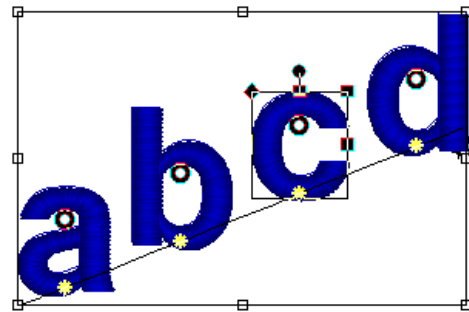
Xpressive allows you to easily rotate characters in lettering segments. You no longer have to convert lettering into segments in order to perform character edits.



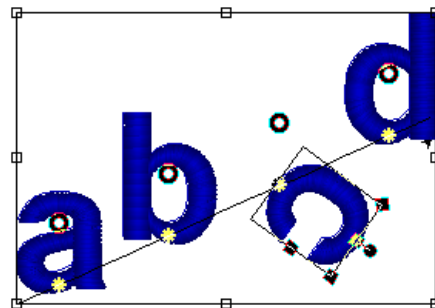
You can open and work with lettering segments saved in older design file formats. To save character edits made in the latest version of Xpressive, you must save the design file in *.ESX format.

To rotate lettering manually:

- 1 Create your lettering.
- 2 Select the center bead of the character you want to edit.
You see an editing box appear around the selected character.



- 3 To rotate a character, do the following:
 - ♦ At the line above the editing box, drag the round bead to the left or right.



- 4 To rotate another character in the lettering segment, select the center bead of the character and use the editing box to rotate.
- 5 When you are finished rotating a character, click its center bead again.
The editing box will disappear.

Changing the shape of lettering

You can change the shape of text using envelopes.



Envelope examples

To choose an envelope:

- 1 Select the lettering segment.
- 2 Press Ctrl+E on your keyboard and choose Properties from the menu.
You see the Segment Settings property pages.
- 3 Click the Text property page.
- 4 In the Envelope list, select a shape.
- 5 Click OK.
You see the lettering altered accordingly.

Setting the lettering height

Use the Height setting to set the height you want for your embroidery lettering. You can override this height when drawing the box for the text or by dragging the handles.



Lettering at different heights

To set the lettering height:

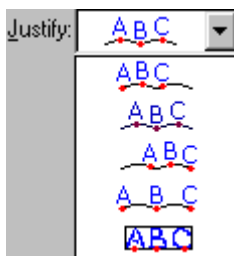
- 1 Select the lettering segment.
- 2 Press Ctrl+E on your keyboard and choose Properties from the menu.
You see the Segment Settings property pages.
- 3 Click the Text property page.
- 4 In the Height box, enter the height you want for your lettering.
- 5 Click OK.
You see the lettering altered accordingly.

Setting the justification

You can change the justification for your lettering.

To change the justification:

- 1 Select the lettering segment.
- 2 Press Ctrl+E on your keyboard and choose Properties from the menu.
You see the Segment Settings property pages.
- 3 Click the Text property page.
- 4 In the Justify list, select one of the following justification types:



- 5 Click OK.
You see the lettering altered accordingly.

Setting lock stitches for lettering

You can add lock stitches to your lettering. A lock stitch keeps your stitches from pulling apart by firmly attaching the thread at the location before a long stitch or a trim. However, if a trim is placed between two letters then a lock stitch is inserted before the trim.



Zoomed-in view of a standard lock stitch.

To set a lock stitch:


- 1 Select the lettering segment.
- 2 Press Ctrl+E on your keyboard and choose Properties from the menu.
You see the Segment Settings property pages.
- 3 Click the Commands property page.
- 4 In the Lock stitch-End list, select a lock type:
 - ♦ Select **None** to place a lock stitch at the end of the text segment only.
 - ♦ Select **Basic** to place a lock stitch after each letter in the text segment.
- 5 Click OK.
You see the lettering altered accordingly.

Changing Satin properties

Selecting a Fill pattern for Satin stitches

You can select a pattern for Satin stitches on the Satin property page. You can choose from any of the standard Fill patterns that are installed with Xpressive. Embroidery text lettering uses Satin stitches.



To change the properties for your embroidery lettering using the Segment Settings property pages, you can use one of three methods after selecting the segment. You can click the Segment Settings  tool on the ribbon, press Ctrl+E on your keyboard and choose Properties from the menu or double-click the segment. To change any of the settings, click the appropriate property page.

To select a pattern for satin stitches:

- 1 Create your lettering, select an existing lettering or Satin segment.
- 2 Press Ctrl+E on your keyboard and choose Properties from the menu.
You see the Segment Settings property pages.
- 3 Click the Satin property page.
- 4 In the Fill Pattern Type list, select the Standard or Carved Tile pattern type.
- 5 If you selected a Standard Pattern type, complete the following:
 - ♦ In the Standard Pattern list, select the Standard pattern you want to use.
- 6 If you selected a Carved Tile Pattern type, complete the following:

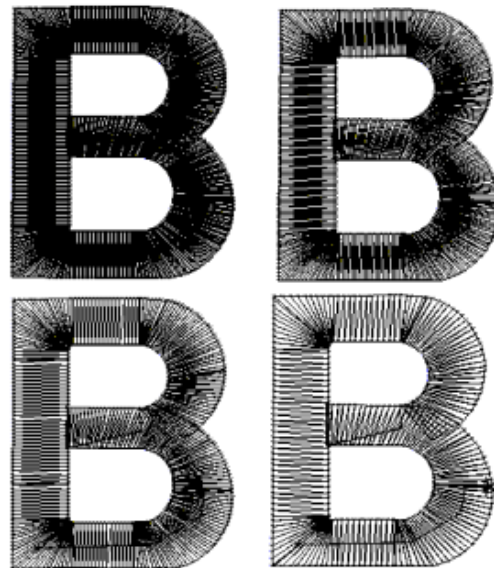
- ♦ In the Carved Tile Pattern list, select the Carved Tile pattern you want to use.

- 7 Click OK.

You see the lettering altered accordingly.


Setting the density for Satin stitches

You adjust density according to the design's size and the fabric you are using. Lighter fabrics and smaller designs require less density.



Various densities—tight density to loose density

To set the density:

- 1 Select the Satin segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Satin property page.
- 4 In the Density box (-/+) area, use the density slider to specify the density level for your Satin stitches.
To create stitches with a looser density, move the density slider to the left. To create stitches with a tighter density, move the density slider to the right.



In the Segment Settings dialog, look at the image beside the density slider. As you adjust the density level of your segment and move the density slider to the left or right, you can see how the stitches in your design will be affected.

- 5 Click OK.
You see the lettering altered accordingly.

Changing Satin Effect properties

Applying a jagged effect to Satin stitches

You can apply jagged edges to your stitches. You need to choose a minimum and maximum setting for the jagged edge. The range can be a positive or a negative value. If you set a negative value, the jagged edge is


placed on the inside of the column. If you set a positive value, the jagged edge is placed on the outside of the column.



Jagged effects

Jagged range

To apply a jagged effect:

- 1 Select the Satin Path segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Satin Path/Column Effects property page.
- 4 In the Jagged list, select one of the following jagged effect types:
 - ♦ None.
 - ♦ Both to make both sides of the stitches jagged.
 - ♦ First to make the first side of the stitches jagged.
 - ♦ Second to make the second side of the stitches jagged.
- 5 In the Min. Jagged Range area, use the jagged range slider to specify the minimum jagged range for your Satin Path stitches.

To place the jagged edge on the inside of the column (positive value), move the jagged range slider to the left. To place

the jagged edge on the outside of the column (negative value), move the jagged range slider to the right.



In the Segment Settings dialog, look at the image beside the jagged range sliders. As you adjust the minimum and maximum jagged ranges for your segment and move the jagged range sliders to the left or right, you can see how the stitches in your design will be affected.


- 6 In the Max. Jagged Range area, use the jagged range slider to specify the maximum jagged range for your Satin Path stitches.
To place the jagged edge on the inside of the column (positive value), move the jagged range slider to the left. To place the jagged edge on the outside of the column (negative value), move the jagged range slider to the right.
- 7 Click OK.
You will see your segment altered accordingly.

Changing Run properties

Choosing a style for Run stitches

You can choose a style for Run stitches to create unique stitch effects for detailing or borders.


To choose a style:

- 1 Select the Run segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Run property page.
- 4 In the Run Style list, select one of the following styles:
 - ♦ Run. For more information, see "Common Embroidery stitch types".
 - ♦ Two-ply. For more information, see "Common Embroidery stitch types".
 - ♦ Bean. For more information, see "Common Embroidery stitch types".
 - ♦ Programmed. For more information, see "Using Programmed Runs."
- 5 Click OK.
You will see your segment altered accordingly.

Setting the stitch length for Run stitches

You can control the length for the Run stitches using the Stitch Length setting. You set the stitch length in the Run property page.

To change the stitch length:


- 1 Select the Run segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Run property page.
- 4 In the Stitch Length box, enter the stitch length.
- 5 Click OK.

Changing Steil properties

Setting the width for Steil stitches

You can set the width of Steil stitches.

To set the width for Steil stitches:


- 1 Select the Steil segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Steil property page.
- 4 In the Steil Width box, enter the width.
- 5 Click OK.
You will see your segment altered accordingly.

Changing Complex Fills properties

Adjusting the stitch length for the selected Fill pattern


You can adjust the stitch length for Fill patterns on the Satin or Fills property pages.

To adjust the stitch length:

- 1 Select the Complex Fill segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Satin or Fills property page.
- 4 In the Stitch Length box, enter the stitch length.
- 5 Click OK.

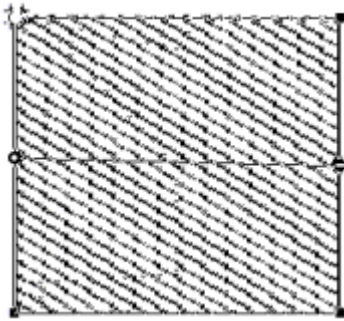
Selecting a pattern for Fills

When you work with TrueType® fonts and the

Complex Fill  tool, you can select a pattern for Fills from the Complex Fills property page. You can choose from any of the Fill patterns that are installed with Xpressive.




When you work with embroidery fonts and Satin tools, you select a pattern from the Satin property page.



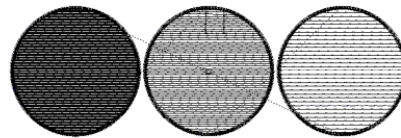
Fill pattern

To select a pattern:

- 1 Create your lettering, select an existing lettering or Complex Fill segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Complex Fills property page.
- 4 In the Fill Pattern Type list, select the Standard or Carved Tile pattern type.
- 5 If you selected a Standard Pattern type, complete the following:
 - ♦ In the Standard Pattern list, select the Standard pattern you want to use.
- 6 If you selected a Carved Tile pattern type, complete the following:
 - ♦ In the Carved Tile list, select the Carved Tile pattern you want to use.
- 7 Click OK.
You will see your segment altered accordingly.


Setting the stitch density for Fills

You adjust density according to the design's size and the fabric you use. Generally speaking, lighter fabrics and smaller designs require less density. You can set the density in the Complex Fills property page.



Fill pattern with various density measurements.

To set the stitch density:

- 1 Select the Complex Fill segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Complex Fills property page.
- 4 In the Density box (-/+) area, use the density slider to specify the density level for your Satin stitches.
To create stitches with a looser density, move the density slider to the left. To create stitches with a tighter density, move the density slider to the right.



In the Segment Settings dialog, look at the image beside the density slider. As you adjust the density level of your segment and move the density slider to the left or right, you can see how the stitches in your design will be affected.


- 5 Click OK.

Changing Carved Fill properties


Choosing a Carved Tile pattern

When you install Xpressive, Carved Tile patterns are installed on your computer. You can select a Carved Tile pattern from the Carved Tile Pattern property page. Carved Tile patterns create a grooved or chiseled effect for the designs that you create.




To choose a Carved Tile pattern:

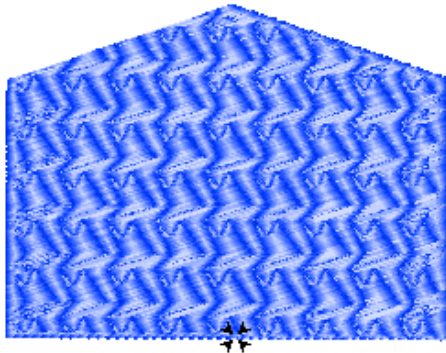
- 1 Select the Carved Tile segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Satin or Complex Fills property page.
- 4 In the Carved Tile Pattern list, select a pattern.
- 5 Click OK.
You will see your carved tile segment altered accordingly.

Creating Carved Fills

To create a Carved Fill, you need to create a segment with the Complex Fill  tool. A variety of patterns are installed with Xpressive and you can also create custom Carved Fill patterns. Carved Fill segments are often used as background Fills.

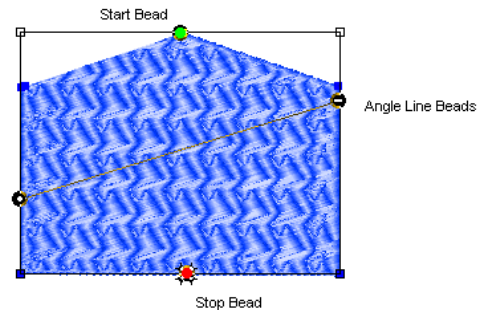
To create Carved Fills:

- 1 In the Punching toolbar, click the Complex Fill  tool.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Satin or Complex Fills property page.
- 4 In the Fill Pattern Type list, select Carved Tile.
- 5 In the Carved Tile Pattern list, select a Carved Tile pattern.
In this case, we have chosen pattern 212.
- 6 Click OK.
- 7 Punch the segment in the design workspace.
- 8 Click the Auto Close  tool on the ribbon or press **H** on your keyboard to close the segment.
- 9 Press ENTER on your keyboard.
Your cursor turns into a green arrow. You now need to set the entry and exit points and the angle line.



- 10** To set the start and stop points and the angle line for your segment, do the following steps:


- ♦ When the pointer becomes a green arrow, click where you want to set the start point.
You will see a green bead where you clicked and the pointer becomes a red arrow.
- ♦ When the pointer becomes a red arrow, click where you want to set the stop point.
You will see a red triangle bead where you clicked and the pointer becomes a small arrow with a bead.
- ♦ When the pointer becomes a small arrow with a bead, click and drag from the left of the segment to right of the segment to place an angle line in your segment.



Now, you need to change the properties of your segment to match the fabric and thread you will be using.



Once you close the segment, you can right-click repeatedly to quickly set the default start and stop points and angle line.


- 11** Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 12** Click the appropriate property page and make the setting changes.
Important settings include Pull Compensation and Underlay.

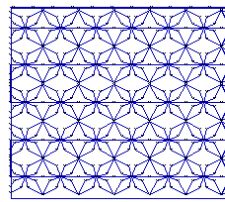
Changing Programmed Fill properties

Adjusting the stitch length for Programmed Fill patterns

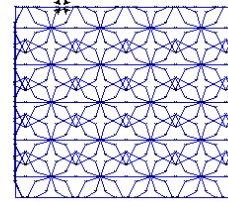
When you create Programmed Fill patterns you may need to adjust their stitch length. You can adjust the stitch length in the Stitch Length text box in the Programmed Fill property page. Adjusting the stitch length can help control the pattern's size.

To adjust the stitch length of Programmed Fills:

- 1 Select the Programmed Fill segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Complex Fills property page.
- 4 In the Stitch Length text box, enter the stitch length
- 5 Click OK.
You will see your segment altered accordingly.



Stitch Length set to 50 pts




Stitch Length set to 70 pts

Choosing a Programmed Fill pattern

When you install Xpressive, Programmed Fill patterns are installed on your computer. You can select a Programmed Fill pattern from the Programmed Fill Pattern box in the Complex Fills property page.

To choose a Programmed Fill pattern:

- 1 Select the Programmed Fill segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Complex Fills property page.
- 4 In the Programmed Fill Pattern list, select a pattern.
- 5 Click OK.
You will see your segment altered accordingly.

Changing Pull Compensation properties


Adjusting pull-compensation

You can adjust the pull-compensation in your design. You use the settings in the Pull Comp property page to adjust the pull-compensation.



None and Percentage pull-compensation

To adjust the pull-compensation:

- 1 Select the Satin segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Pull Comp property page.
- 4 Select one of the following options:
 - ♦ None. Makes no adjustments to pull-compensation.
 - ♦ Percentage. Move the Value slider to specify the amount of pull-compensation you want your segment to have and, if necessary, enter the

maximum value of pull-compensation in the Maximum range box.



In the Segment Settings dialog, look at the image beside the Value slider. As you adjust the amount of pull-compensation for your segment and move the value slider to the left or right, you can see how the stitches in your design will be affected.

- 5 Click OK.

You see the segment altered accordingly.

Changing Underlay properties


Selecting the underlay type

You can select underlay types for various types of stitches. Choose from Contour and Perpendicular.



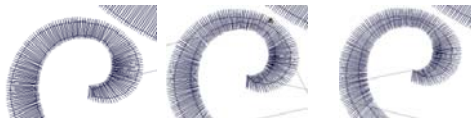
You can combine underlay types to get maximum coverage.

To select an underlay type:

- 1 Select the segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Underlay property page.
- 4 In the Type area, select the underlay type you want: Contour or Perpendicular.
- 5 Adjust any of the other settings. Refer to the related procedures for more information.
- 6 Click OK.

Changing the inset distance

You can change the inset distance. Xpressive calculates the inset distance (the distance the underlay stitches are placed from the edge of the top stitching.) Inset distance changes the amount of underlay coverage. The smaller the inset distance, the more coverage you have.




Inset distance 0.60 mm

Inset distance 0.120 mm

Inset distance 0.180

To change the inset distance:

- 1 Select the segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Underlay property page.
- 4 In the Type area, select the underlay type: Contour or Perpendicular.




You can combine underlay types to get maximum coverage.

- 5 In the Inset Distance box, enter the amount of distance you want.
Enter a zero value if you want to place the underlay directly on the edge of the segment. The default is 0.6 mm.
- 6 Click OK.

Increasing the number of lines for perpendicular underlay

When you select perpendicular underlay, you can set the inset distance and increase the number of perpendicular lines.


To increase the number of lines:

- 1 Select the segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Underlay property page.
- 4 In the Type area, select Perpendicular.
- 5 In the Number of Lines box, enter the number of perpendicular lines you want.
- 6 Click OK.

Specifying the underlay density

You can specify the density for underlay stitches. Just like density for your top stitches, underlay density is measured in embroidery points (pts) and stitches per inch (spi). In embroidery points, you measure the distance between stitches. In stitches per inch, you determine the number of stitches per inch.

To set the underlay density:

- 1 Select the segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Underlay property page.
- 4 In the Type area, select one of the following underlay types:
 - ♦ Contour
 - ♦ Perpendicular




You can combine underlay types to get maximum coverage.

- 5 In the Density (+/-) box, enter the density value in pts.
The default is 20.0 pts.
- 6 Click OK.

Specifying the underlay stitch length

You can specify the stitch length for your underlay stitches. You can increase or decrease the length according to your underlay needs.

To specify the underlay stitch length:

- 1 Select the segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Underlay property page.
- 4 In the Type area, select one of the following underlay types:
 - ♦ Contour
 - ♦ Perpendicular



You can combine underlay types to get maximum coverage.


- 5 In the Stitch Length box, enter the stitch length that you want for your underlay stitches.
The default is 25.0 pts.
- 6 Click OK.

Changing Commands properties

Adding machine commands

You can add specific machine commands to your design such as stops, jumps, and changeovers.

To add a machine command:

- 1 Select the segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Commands property page.
- 4 In the Command list, select one of the following commands:
 - Select Trim to trim the thread.
 - Select Stop to stop the machine.
 - Select No Command to not add commands.
- 5 Click OK.

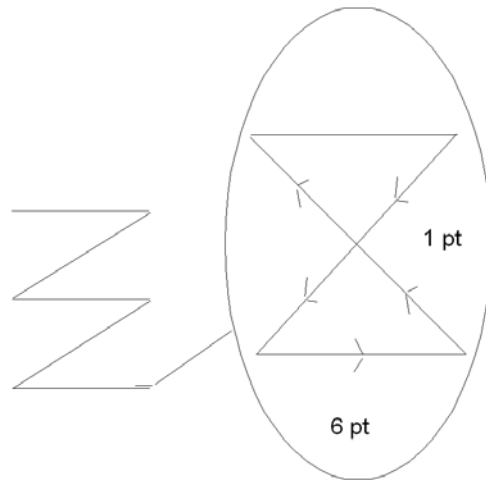
Applying lock stitches

You can apply predefined and custom lock stitches using the Commands property page. You can apply lock stitches to the start and end of segments. You can also specify the length of start and end lock stitches or create custom lock stitches.




The line (lock stitch type) adds 4 stitches in a straight line. Each stitch will match the specified lock stitch length.

A zoomed-in view of a basic lock stitch




To apply a lock stitch:

- 1 Select the segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Commands property page.
- 4 In the Lock Stitch - End list, select the type of end lock stitch you want applied to your segment:
 - ♦ None
 - ♦ Basic
 - ♦ Line
- 5 Click OK.

Changing a thread color number


You can change the thread color of a design by using the property pages rather than the thread palette at the bottom of the Xpressive workspace. The first color in the palette is Thread 1, the second color in the palette is Thread 2, and so on.

To change a thread color number:

- 1 Select the segment.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property pages.
- 3 Click the Commands property page.
- 4 In the Thread list, select the thread number.
- 5 Click OK.
You see the segment altered accordingly.

CHAPTER 7

Design Editing in Stitch Mode

When you use the Stitch Select  tool from the Stitch Edit toolbar, Xpressive automatically changes to Stitch Mode. In Stitch Mode, you can edit stitches in the unified design window.

Stitch-by-stitch editing is easy and you can edit designs in a variety of ways. Use the Navigation bar to move through the stitches of a design. You can move stitch-by-stitch if you want and then select and highlight the exact stitches for editing.



When performing major stitch editing, you should use caution. For more information on the general rules of stitch editing, see "Editing Stitches and Stitch Groups".

You can also edit groups of stitches. Moving portions of a design is simple with the Lasso Stitch Select  tool. You can save valuable time by cutting and pasting stitch groups into other designs. You can combine parts of several designs to create something completely new.

In this chapter:

- Learn the different ways to move through the design window and how to edit stitch and stitch groups.
- Find out how to group and ungroup stitches.

Editing Stitches and Stitch Groups

In Xpressive's unified window, you can edit a design's stitches and stitch groups while in stitch mode. When you use the Stitch Select



tool from the Stitch Edit toolbar, Xpressive automatically changes to Stitch Mode.

As a general rule, you should perform all outline edits to a design first (in outline mode) and save the design file. Next, you should perform all stitch edits to the same design (in stitch mode) and save the design file with a different file name. If you follow this general rule, you can avoid possibly losing your stitch edits while doing significant design editing.

A segment's stitch edits may be lost if you perform an outline editing action that forces Xpressive to regenerate stitches for the segment. The following are design editing actions that can force stitch regeneration in your design:


- Resizing a segment.
- Modifying the settings for a segment.
- Moving a segment.


Typically, when you add or modify segments in a design, Xpressive will not regenerate stitches for the entire design. The software will, however, generate stitches for the segment being modified unless region carving or line carving requires regeneration. If region carving segments require regeneration, segments affected by region

carving will be regenerated. If line carving segments require regeneration, segments affected by line carving will be regenerated.



Selecting stitches in various ways

You can select stitches in a variety of ways.

The Stitch Select  tool allows you to select and modify individual or groups of stitches in your designs. You select stitches by clicking on a single stitch or by clicking and dragging to draw a box around parts of the design.


With the Lasso Stitch Select  tool, you can draw a polygon to fit around parts of the design instead of a box.



The spacebar is a hotkey that toggles between stitch editing using the Stitch Select  tool and outline editing using the Select  tool. One of these tools must be selected.

Remember to use caution while editing stitches and segments. For more information, see "Editing Stitches and Stitches Groups".

To select stitches using the Stitch Select tool:




- 1 In the Stitch Edit toolbar, click the Stitch Select  tool.
- 2 To select a single stitch, click the stitch you want.
- 3 To select multiple stitches, do one of the following:
 - Click and drag to form a rectangle box around the stitches you want to select.

- ♦ Click a stitch at the start of your selection. Press Shift on your keyboard while you click the stitch at the end of your selection. To extend the range of selected stitches, press Shift again or Shift+CTRL while you click any stitch outside the range of stitches already selected.
- ♦ Click a stitch. Press CTRL on your keyboard while you click each stitch not already selected.


Selected Stitches are highlighted in black.

- 4 To edit or change the properties of the stitches, press Ctrl+E on your keyboard and choose the settings you want to alter from the menu.

To select stitches using the Lasso Stitch Select tool:



- 1 In the Stitch Edit toolbar, click the Stitch Select  tool.
- 2 In the Stitch Edit toolbar, click the Lasso Stitch Select  tool.
- 3 Click the design workspace to place anchor points in your design.
- 4 Place anchor points around the segments you want to select.
- 5 Right-click to complete your selection.
- 6 In the Stitch Edit toolbar, click the Stitch Select  tool again.
The selected stitches are highlighted in black.
- 7 To edit or change the properties of the stitches, press Ctrl+E on your keyboard and choose the settings you want to alter from the menu.

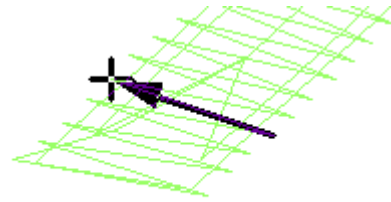
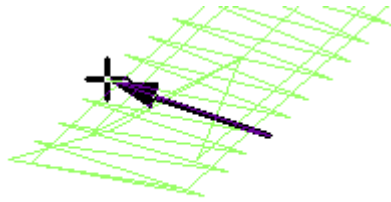
Deleting stitches


You can delete stitches in a design file in a number of ways: use the Delete Stitch  tool or Backspace on your keyboard to delete single stitches.



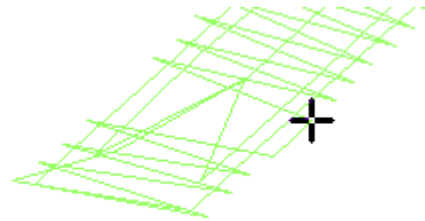
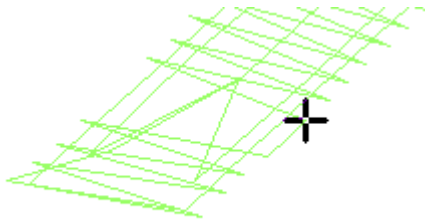
To delete stitches using the Delete Stitch tool:


- 1 Open a Xpressive Unified File (*.ESX) file or any other design file.
- 2 Click the Zoom  tool to zoom in and see the stitch you want to delete. For more information, see "Magnifying and reducing the view".
- 3 In the Stitch Edit toolbar, click the Delete Stitch  tool.
- 4 Select the stitch you want to delete.



- 5 In the Stitch Edit toolbar, click the Delete Stitch  tool.
The pointer becomes a pencil eraser.
- 6 Click the stitch you want to delete.

- 3 Press backspace on your keyboard.
- 4 Continue to select stitches and press backspace to delete multiple stitches.




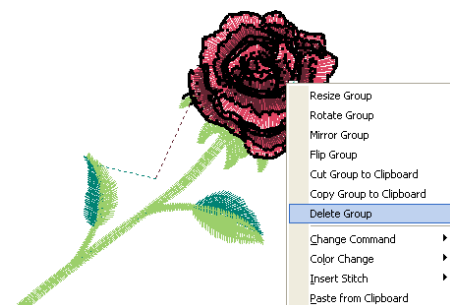
- 7 Continue clicking the stitches to delete multiple stitches.
- 8 Click the Stitch Select  tool to return to the stitch mode.

To delete stitch groups:

- 1 Select the group of stitches you want to delete.
For more information, see "Selecting stitches in various ways".
- 2 Press Ctrl+E on your keyboard and choose Delete Group from the menu.

To delete stitches using Backspace on your keyboard:

- 1 In the Stitch Edit toolbar, click the Stitch Select  tool.
- 2 Select the stitch where you want to start deleting.

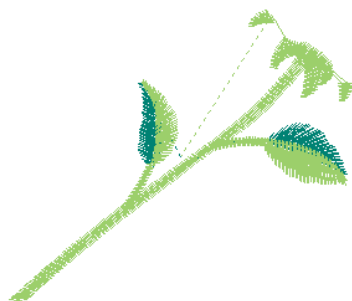


The stitch group is deleted.



To flip stitches in a design file:

- 1 Select the stitches you want to flip.
For more information, see "Selecting stitches in various ways".
Selected stitches are highlighted in black.

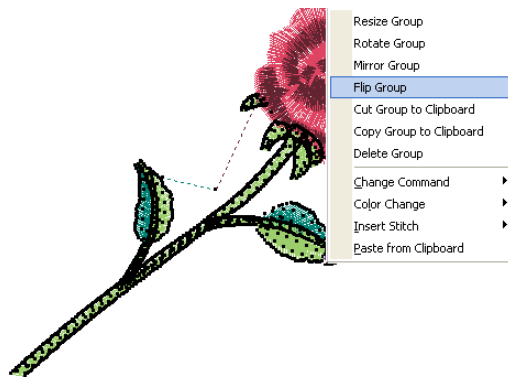


Flipping stitches in a design file

You can flip stitches along the horizontal axis using Flip Group. You can resize stitches using Resize Group. Depending how your stitches are grouped, you can choose to group the stitches differently.



- 2 Press Ctrl+E on your keyboard.
You see the shortcut menu.

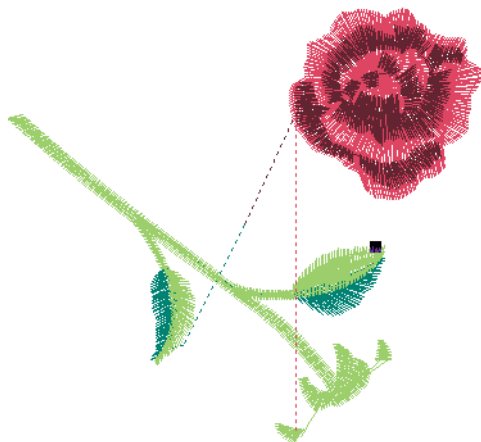


- 3 Choose Flip Group from the menu.
You see the flipped stitch group.



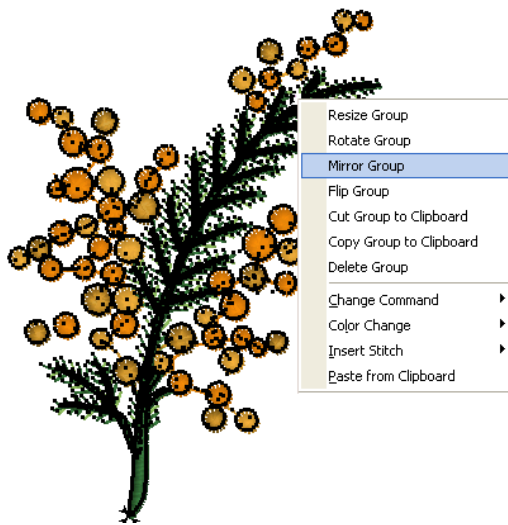
To mirror stitches in a design file:

- 1 Select the stitches you want.
 For more information, see "Selecting stitches in various ways".
Selected stitches are highlighted in black.
- 2 Press Ctrl+E on your keyboard and choose Mirror Group from the menu.



Mirroring stitches in a design file

You can mirror stitches along the vertical axis using Mirror Group. You can resize stitches using Resize Group. Depending on how your stitches are grouped, you can choose to group the stitches differently.



You see the mirrored design in the design workspace.



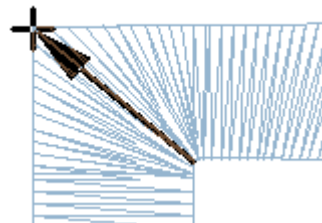
Moving through Stitch designs

The Navigation bar allows you to move through your Stitch design.





You can use the navigation buttons to enhance your ability to navigate through stitches in your designs. To use the navigation buttons, you can left-click to move backwards or right-click to move forwards from selected stitches. You can move through a design by increments of 1, 10, 100 and 1000 stitches or by changing the selection of stitches based on commands and color changes.

To move through a stitch design by increments:



- 1 Select the stitch you want to view or edit.
For more information, see "Selecting stitches in various ways".
Selected stitches are highlighted in black.





- 2 Choose how you want to move through the design:
 - ♦ To move forward through the design, right-click the navigation tool you want to use. Hold down the mouse button to repeat the action rapidly.

- ♦ To move backward through the design, left-click the navigation tool you want to use. Hold down the mouse button to repeat the action rapidly.
- 3 Right-click or left-click one of the following navigation tools accordingly:
 - ♦ Move by 1  to move by 1 stitch.
 - ♦ Move by 10  to move by 10 stitches.
 - ♦ Move by 100  to move by 100 stitches.
 - ♦ Move by 1000  to move by 1000 stitches.



To move through a stitch design by commands:

- 1 Select the stitch you want to view or edit.
For more information, see "Selecting stitches in various ways".
Selected stitches are highlighted in black.
- 2 Choose how you want to move through the design:
 - ♦ To move to the next command in the design, right-click the Move to Previous/Next Command  tool. Hold down the mouse button to repeat the action rapidly.
 - ♦ To move to the previous command in the design, left-click the Move to Previous/Next Command  tool. Hold down the mouse button to repeat the action rapidly.

To move through a stitch design by color:

- 1 Select the stitch you want to view or edit.
For more information, see "Selecting stitches in various ways".
Selected stitches are highlighted in black.
- 2 Choose how you want to move through the design:
 - ♦ To move to the next color change in the design, right-click the Move to Previous/Next Color  tool. Hold down the mouse button to repeat the action rapidly.
 - ♦ To move to the previous color change in the design, left-click the Move to Previous/Next Color  tool. Hold down the mouse button to repeat the action rapidly.

To move to the first and last stitch in a stitch design:

- 1 Select the stitch you want to view or edit.
For more information, see "Selecting stitches in various ways".
Selected stitches are highlighted in black.
- 2 Choose how you want to move through the design:
 - ♦ To move to the first stitch in the design, left-click the Move to Start/End  tool.
 - ♦ To move to the last stitch in the design, right-click the Move to Start/End  tool.

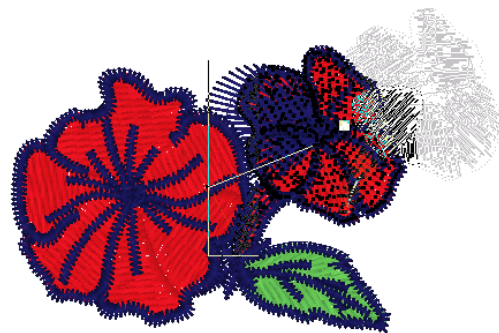
Moving stitches in a design file

You can easily move stitches in a design file using Xpressive. Depending on how your stitches are grouped, you can choose to group the stitches differently.

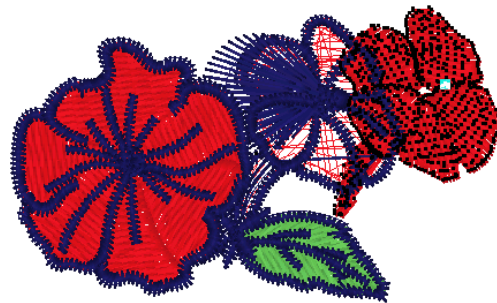


To move stitches in a design file:

- 1 Select the stitches you want to move.
For more information, see "Selecting stitches in various ways".
Selected stitches are highlighted in black.
- 2 Click and drag a stitch that is part of the stitch group.
As you move the stitches, you see a floating box that you can move using the mouse. The horizontal (X) and vertical (Y) distance is visible in the status bar.

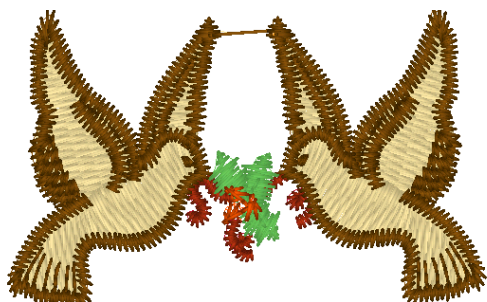


- 3 Release your mouse to place the stitches.
The stitches are placed where you moved them.



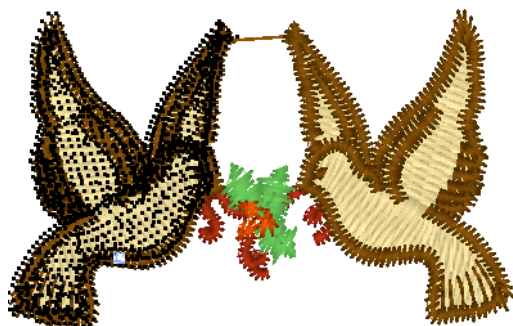
Moving or copying stitches

You can use the Clipboard to move, copy, and paste stitches in your design. You can cut and paste the leaves of this design to vary the effect in any design file.

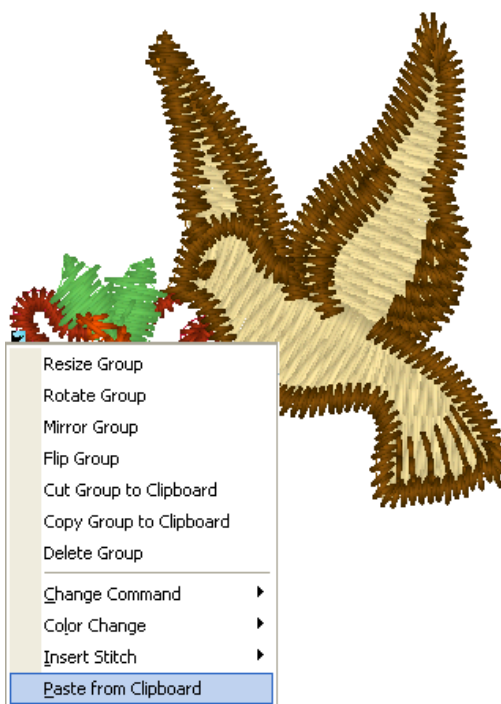


To cut to the Clipboard:

- 1 Select the stitches you want to cut.
For more information, see "Selecting stitches in various ways".
Selected stitches are highlighted in black.

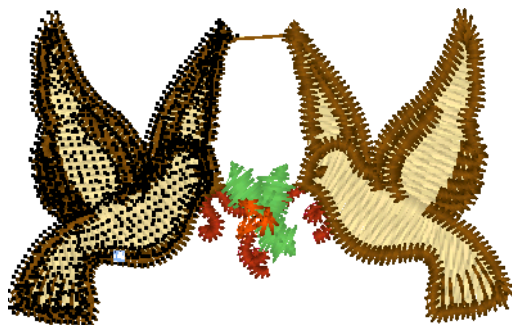


- 2 Press Ctrl+E on your keyboard and choose Cut Group to Clipboard from the menu.
The stitch group is removed from its placement.
- 3 Click where you want to paste the stitches.
- 4 Press Ctrl+E on your keyboard and choose Paste from Clipboard from the menu.
The selection is pasted where you wanted.

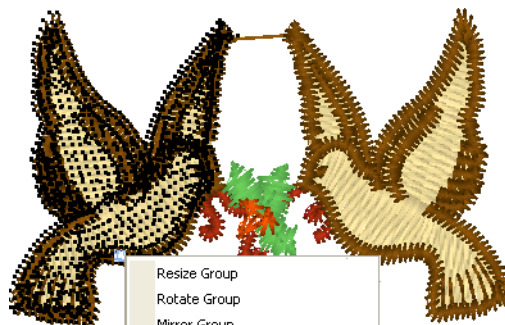
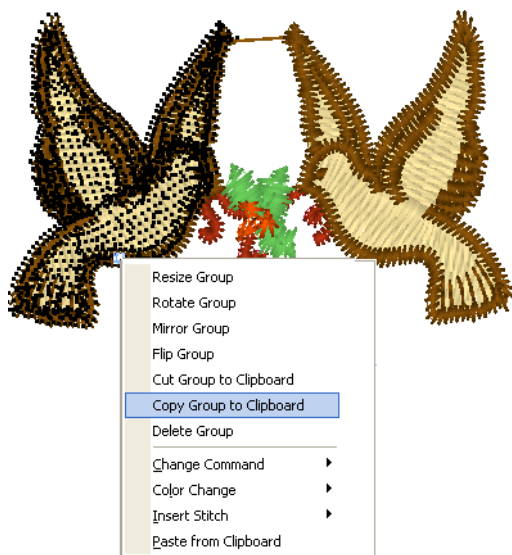


To copy to the Clipboard:

- 1 Select the stitches you want to copy.
For more information, see "Selecting stitches in various ways".
Selected stitches are highlighted in black.



- 2 Press Ctrl+E on your keyboard and choose Copy Group to Clipboard from the menu.



Resizing stitches in a design file

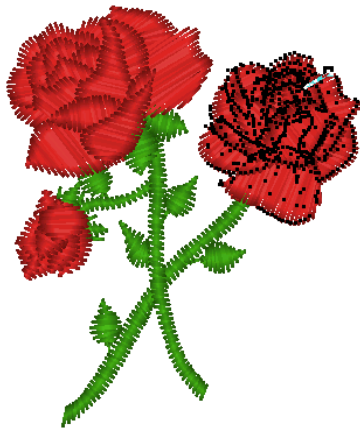
You can resize stitches using Resize Group. Depending how your stitches are grouped, you can choose to group the stitches differently.



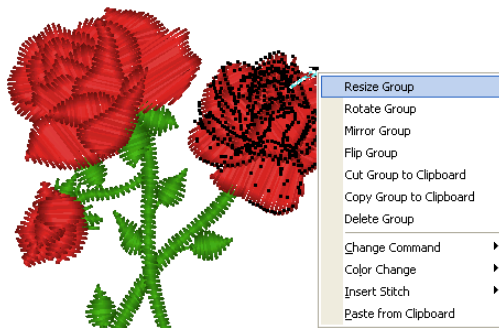
- 3 Click where you want to paste the stitches.
- 4 Press Ctrl+E on your keyboard and choose Paste from Clipboard from the menu.
The selection is pasted where you wanted.

To resize stitches in a design file:

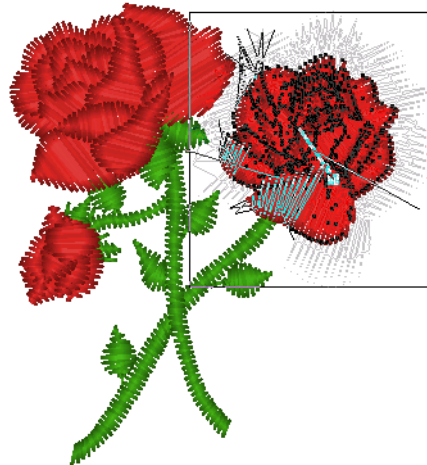
- 1 Select the stitches you want to resize.
For more information, see "Selecting stitches in various ways".
Selected stitches are highlighted in black.



- 2 Press Ctrl+E on your keyboard and choose Resize Group from the menu.



You see a floating box that you can move using the mouse.



- 3 Right-click the design workspace.
You see the Enter Resize Percentage box.



You can also resize the group choosing Resize Group, and then you move the flexible box with your mouse. The status bar shows the percentage by which you resize the group. Click when you are finished.

To cancel Resize Group, press **ESC** on your keyboard.

- 4 In the Resize (%) box, enter the percentage value.
For example, enter 125%.
- 5 Click OK.
The stitch group is resized.



Rotating stitches in a design file

You can rotate stitches using Rotate Group.
You can resize stitches using Resize Group.
Depending on how your stitches are grouped,
you can choose to group the stitches
differently.

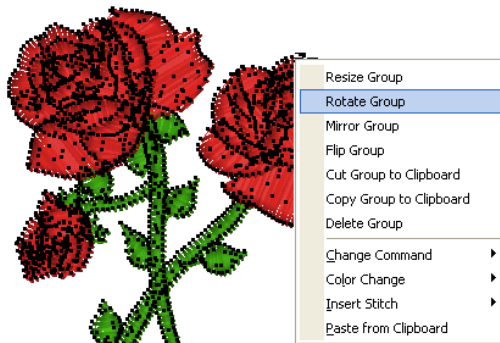


To rotate stitches in a design file:

- 1 Select the stitches you want.
For more information, see "Selecting
stitches in various ways".
Selected stitches are highlighted in black.



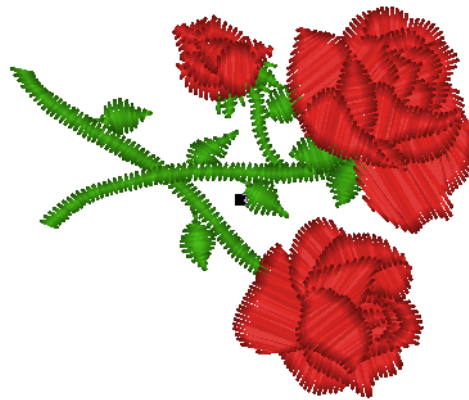
- 2 Press Ctrl+E on your keyboard and
choose Rotate Group from the menu.



You can also manually rotate the group choosing Rotate Group. The pointer becomes a u-shaped arrow and you move the mouse to rotate the group. The status bar shows the angle by which you rotate the group. Click when you are finished.

To cancel Rotate Group, press **ESC** on your keyboard.

- 3 Right-click the design workspace.
You see the Enter the Degree of Rotation box.
- 4 In the Degree box, enter the angle by which you want to rotate.
For example 90 degrees.
- 5 Click OK.
You see the rotated design in the design workspace.



Editing Stitches

In Xpressive's unified window, you can edit a design's stitches and stitch groups while in stitch mode. When you use the Stitch Select



tool from the Stitch Edit toolbar, Xpressive automatically changes to Stitch Mode.

As a general rule, you should perform all outline edits to a design first (in outline mode) and save the design file. Next, you should perform all stitch edits to the same design (in stitch mode) and save the design file with a different file name. If you follow this general rule, you can avoid possibly losing your stitch edits while doing significant design editing.

A segment's stitch edits may be lost if you perform an outline editing action that forces Xpressive to regenerate stitches for the

segment. The following are design editing actions that can force stitch regeneration in your design:

- Resizing a segment.
- Modifying the settings for a segment.
- Moving a segment.

Typically, when you add or modify segments in a design, Xpressive will not regenerate stitches for the entire design. The software will, however, generate stitches for the segment being modified unless region carving or line carving requires regeneration. If region carving segments require regeneration, segments affected by region carving will be regenerated. If line carving segments require regeneration, segments affected by line carving will be regenerated.


Adding a trim

You can add a trim to any stitch segment in a design file. For example, if you are sewing out a name you would want to trim the run stitches between the letters.

To add a trim:

- 1 Open a Xpressive Unified File (*.ESX) or any other design file.



To see the trim you added, select Show Commands .


- 2 Select the stitches you want.
For more information, see "Selecting stitches in various ways".
Selected stitches are highlighted in black.
- 3 Press Ctrl+E on your keyboard.
You see a menu.
- 4 Choose Change Command—Trim from the menu.

Changing thread colors in design files

You can insert a color change that changes the color of the thread from the selected stitch to the end of that layer. When you select Color Change from the shortcut menu, you see a menu of twelve thread numbers. The thread numbers on the menu correspond to the colored boxes on the thread palette.



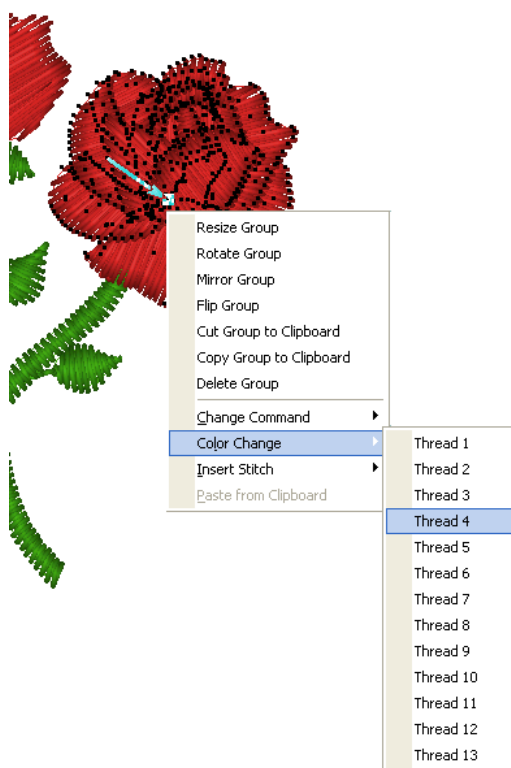
To make a thread color change:

- 1 Click the Zoom  tool to Zoom in on the area where you want to change the thread color.
For more information, see "Magnifying and reducing the view".
- 2 In the Stitch Edit toolbar, click Stitch Select  tool.
- 3 Select the first stitch of the segment where you want to insert the color change.
In this case, we want to change the red rose to apricot.

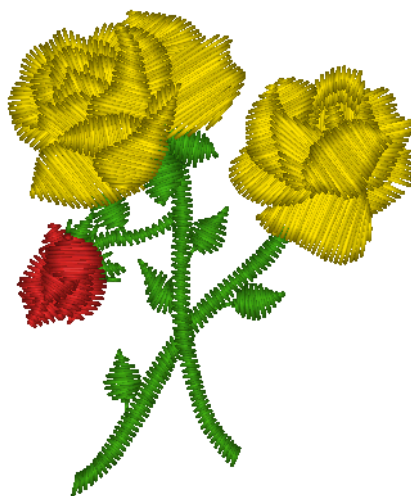


The black square represents the stitch that needs to be selected.

- 4 Press Ctrl+E on your keyboard and choose Color Change from the menu.
- 5 Select the thread number you want to change the color to.



All the stitches from that point forward change to the thread color number you select.



Changing existing machine commands

You can change embroidery machine commands for a specific stitch. Although Xpressive inserts jumps and stops where they are required, you may choose to change an existing machine command from the Edit menu or the shortcut menu.

To change an existing machine command:

- 1 Select the stitch you want to edit.
For more information, see "Selecting stitches in various ways".
The stitch becomes highlighted.
- 2 Do one of the following:
 - ♦ Choose Edit—Commands.
 - ♦ Press Ctrl+E on your keyboard and choose Change Command from the shortcut menu.
- 3 Choose one of the following command types from the menu:

- ♦ **Normal** changes the stitch to a standard stitch.
- ♦ **Tension0** sets the thread tension.
- ♦ **Tension1** sets the thread tension.
- ♦ **Tension2** sets the thread tension.
- ♦ **Trim** inserts a trim at the selected stitch.
- ♦ **Jump** inserts a jump stitch at the selected stitch, instead of dropping the needle when the design is sewn out.
- ♦ **Stop** inserts a machine stop at the selected stitch. A stop can also represent a color change.

Inserting a stitch

You can insert one or more stitches into a design file.

To insert a stitch:

- 1 Open a Xpressive Unified File (*.ESX) or any other design file.




To undo the stitches you added, press **BACKSPACE** on your keyboard.

- 2 Select the stitch that will have stitches inserted before or after.
For more information, see "Selecting stitches in various ways".
The stitch becomes highlighted.
- 3 Press Ctrl+E on your keyboard and choose one of the following:
 - ♦ Choose Insert Stitch—Before to insert the stitch before the highlighted stitch.
 - ♦ Choose Insert Stitch—After to insert the stitch before the highlighted stitch.

CHAPTER 8

Design Editing in Outline Mode

When you use the Select  tool from the Edit toolbar, Xpressive automatically changes to Outline Mode. In Outline Mode, you can edit outline segments in the unified design window, as well as move and duplicate segments. Use Power Edit to perform multiple tasks, such as Resize, Rotate and Flip, in one easy step. With fast access to the property pages, you can modify various stitch properties such as stitch type and thread color for any segment.




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

In this chapter:

- Learn the different ways to move through a design window.
- Find out how to edit, copy and move segments.
- Learn how to sequence outline segments to change the sewing order of designs.

Editing Segments

In Xpressive's unified window, you can edit a design's individual or grouped outline segments while in outline mode. When you use the Select  tool from the Edit toolbar, Xpressive automatically changes to Outline Mode.





As a general rule, you should perform all outline edits to a design first (in outline mode) and save the design file. Next, you should perform all stitch edits to the same design (in stitch mode) and save the design file with a different file name. If you follow this general rule, you can avoid possibly losing your stitch edits while doing significant design editing.



A segment's stitch edits may be lost if you perform an outline editing action that forces Xpressive to regenerate stitches for the segment. The following are design editing actions that can force stitch regeneration in your design:


- Resizing a segment.
- Modifying the settings for a segment.
- Moving a segment.

Typically, when you add or modify segments in a design, Xpressive will not regenerate stitches for the entire design. The software will, however, generate stitches for the segment being modified unless region carving or line carving requires regeneration. If region carving segments require regeneration, segments affected by region carving will be regenerated. If line carving segments require regeneration, segments affected by line carving will be regenerated.

Selecting segments

The Select  tool allows you to select and modify individual or groups of outline segments. You select outline segments by clicking on a single segment or by clicking and dragging to draw a box around parts of the design. When the Select  tool is active and Show Dots (outline dots)  on the ribbon is selected, you will see only the anchor points of the segment. To view outline dots, right-click Show Dots  on the ribbon and select Outline Dots, if not already

selected. With the Lasso Select  tool, you can draw a polygon to fit around parts of the design instead of a box. You can select an individual segment using the Vertex Select  tool and then select its anchor and direction points, if you choose.

In the New for 10.2 or Custom interface modes, you can also select individual segments using the Angle Lines  tool and then select beads and angle lines.

Once you select an outline segment, you can change its properties using associated context menus and property pages as well as the bead attached to the segment's selection

box. You can move, duplicate, resize, rotate, reflect, skew, stretch, compress, or delete selected segments.



The spacebar is a hotkey that toggles between outline editing using the Select




tool and stitch editing using the



Stitch Select tool. One of these tools must be selected.

Remember to use caution while editing segments and stitches. For more information, see "Editing Segments".

To select segments using the Select tool:


- 1 In the Edit toolbar, click the Select  tool.
- 2 To select one segment, do one of the following:
 - ♦ Click the segment you want to select.
 - ♦ Click and drag to select the segment you want.

The active segment is enclosed in a selection box with handles.
- 3 To select multiple segments, do one of the following:
 - ♦ Click and drag across all the segments you want to select.
 - ♦ Click a segment at the start of your selection. Press Shift on your keyboard while you click the segment at the end of your selection. To extend the range of selected segments, press Shift again or Shift+CTRL while you click any segment outside the range of segments already selected.

- ♦ Click a segment. Press CTRL on your keyboard while you click each segment not already selected.

The active segments are enclosed in a selection box with handles.




To see selected segments clearly in a design with many segments, you should have Show Dots  and Show Beads



selected.


- 4 To edit or change the properties of the segments, do the following:
 - ♦ Press Ctrl+E on your keyboard and choose any of the options available in the shortcut menu.

To select segments using the Lasso Select tool:

- 1 In the Edit toolbar, click the Lasso Select  tool.
- 2 Click the design workspace to place anchor points in your design.
- 3 Place anchor points around the segments you want to select.
- 4 Right-click to complete your selection.

The active segments are enclosed in a selection box with handles.



To see selected segments clearly in a design with many segments, you should have Show Dots  and Show Beads




selected.


- 5 To edit or change the properties of the segments, do the following:

- ♦ Press Ctrl+E on your keyboard and choose any of the options available in the shortcut menu.

To select an individual segment using the Vertex Select tool:

- 1 In the Edit toolbar, click the Vertex Select  tool.
- 2 Click the segment you want to select.
The active segment is enclosed in a selection box with handles.
- 3 Alter the segment's anchor and direction points accordingly.
For more information on editing a segment's anchor and direction points, see the "Vertex and Point Editing" section.

To select an individual segment using the Angle Lines tool:

- 1 In the Edit toolbar, click the Angle Lines  tool to select the segment you want to edit.
Your cursor becomes a triangle with a bead.
- 2 Click the segment you want to select.
The active segment is enclosed in a selection box with handles and you can now view the active segment's angle lines.
- 3 Alter the segment's beads and angle line beads accordingly.
For more information on working with beads and angle line, see the "Working with Beads" section.

Converting stitches to outline segments

Xpressive allows you to easily convert segments using the Stitch to Outline command. Stitch to Outline conversion (STO) allows you to convert parts of a design's stitches into individual or grouped outline segments. Typically, converting stitches to outlines is ideal for performing significant edits to the design file such as resizing or changing the density.

You can also perform STO in order to convert opened or merged stitch files to outline files in Xpressive. For more information on performing STO while opening or merging designs, see "Opening and closing designs" and "Merging Designs".



When you perform STO, the original stitches will be preserved. However, once you edit a segment, stitch generation will occur and its stitches will change.

To convert stitches to outline segments:


- 1 Select the segment you want to perform Stitch to Outline conversion.
- 2 Press Ctrl+E on your keyboard and choose Stitch to Outline.
Alter the outline segment settings accordingly.

Converting stitches to stitch segments

Xpressive allows you to convert segments into stitch segments. Outline changes made to any part of the design will not affect stitch

segments. You cannot perform any outline editing on stitch segments except to resize, reflect, rotate, and change the color of these stitch segments; however, major editing is not advisable. With the exception of the previously mentioned outline edits, the stitches which are part of a stitch segment can only be modified by direct stitch editing. If you want to perform more advanced outline edits on stitch segments, then you must selectively perform a Stitch to Outline conversion (STO) to the segments and convert them to our more advanced segment types. However, this will not guarantee the preservation of your stitches.




To convert segments into stitch segments:

- 1 Select the segment you want converted into a stitch segment.
- 2 Do one of the following:
 - Click Convert  on the ribbon and choose Stitch Segment from the shortcut menu.
 - Press = on your keyboard and choose Stitch Segment from the shortcut menu.
 - Press Ctrl+E on your keyboard and choose Convert Segment to—Stitch Segment from the shortcut menu.

Deleting segments

Deleting a segment removes it from the design. The only way to retrieve a segment you delete is to choose Edit—Undo immediately after you delete it.

To delete a segment:





- 1 In the Edit toolbar, click the Select  tool or the Lasso Select  tool.
- 2 Select the segment.
For more information, see "Selecting Segments".
- 3 There are four ways to delete a segment:
 - Press Ctrl+E on your keyboard and select Delete from the shortcut menu.
 - Press Delete on your keyboard.
 - Choose Edit—Clear.
 - From the File toolbar, click the Delete  tool.

Moving through Outline designs


You can move through an Outline design by using the buttons on the Navigation bar.


You can use the navigation buttons to enhance your ability to navigate through outline segments in your designs. To use the navigation buttons, you can left-click to move backwards or right-click to move forwards from selected segments. You can move through a design by increments of 1, 10, 100 and 1000 segments or by changing the selection of segments based on color changes.

To move through an outline design by increments:

- 1 Select the segment you want to edit or view.
For more information, see "Selecting Segments".
- 2 Choose how you want to move through the design:
 - ♦ To move forward through the design, right-click the navigation tool you want to use. Hold down the mouse button to repeat the action rapidly.
 - ♦ To move backward through the design, left-click the navigation tool you want to use. Hold down the mouse button to repeat the action rapidly.
- 3 Right-click or left-click one of the following navigation tools accordingly:
 - ♦ Move by 1  to move by 1 segment.
 - ♦ Move by 10  to move by 10 segments.
 - ♦ Move by 100  to move by 100 segments.
 - ♦ Move by 1000  to move by 1000 segments.



To move through an outline design by commands:

- Choose how you want to move through the design:
 - ♦ To move to the next command in the design, right-click the Move to Previous/Next Command  tool. Hold down the mouse button to repeat the action rapidly.

- ♦ To move to the previous command in the design, left-click the Move to Previous/Next Command  tool. Hold down the mouse button to repeat the action rapidly.



You will automatically switch to Stitch mode in the design window.

To move through an outline design by color:

- 1 Select the segment you want to edit or view.
For more information, see "Selecting Segments".
- 2 Choose how you want to move through the design:
 - ♦ To move to the next color change in the design, right-click the Move to Previous/Next Color  tool. Hold down the mouse button to repeat the action rapidly.
 - ♦ To move to the previous color change in the design, left-click the Move to Previous/Next Color  tool. Hold down the mouse button to repeat the action rapidly.

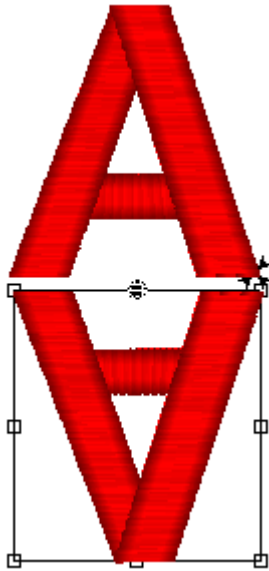
To move to the first and last segment in an outline design:

- 1 Select the segment you want to edit or view.
For more information, see "Selecting Segments".
- 2 Choose how you want to move through the design:

- ♦ To move to the first segment in the design, left-click the Move to Start/End  tool.
- ♦ To move to the last segment in the design, right-click the Move to Start/End  tool.



Reflecting segments

Reflecting a segment flips the object across an invisible axis.



Reflecting segments

To reflect a segment manually:

- 1 In the Edit toolbar, click the Select  tool or the Lasso Select  tool.
- 2 Select the segment.
For more information, see "Selecting Segments".
- 3 Press Ctrl+E on your keyboard and select Reflect from the shortcut menu.
You see the Reflect Group dialog appear.
- 4 Click OK to accept the default.
- 5 Position the pointer on one point along the invisible axis across which you want the reflection to occur.
- 6 Click and drag to set the point of origin.
When you release your mouse, you see the segment altered accordingly.

To reflect by using the preset options:

- 1 Select the segment.
For more information, see "Selecting Segments".
- 2 Press Ctrl+E on your keyboard and select Reflect from the shortcut menu.
You see the Reflect Group dialog appear.
- 3 To select the axis across which you want the object to be reflected, you can choose to reflect an object across horizontally and vertically.
 - ♦ Horizontally
Click beside the figure that resembles your desired result.
 - ♦ Vertically
Click beside the figure that resembles your desired result.
- 4 Click OK.
You see the segment altered accordingly.

To make a copy of your reflection manually:

- 1 Select the segment you want to reflect.
For more information, see "Selecting Segments".
- 2 Press Ctrl+E on your keyboard and select Reflect from the shortcut menu.
You see the Reflect Group dialog appear.
- 3 Select Copy Reflection to make a copy of the original segment you are reflecting.
- 4 Click OK.
- 5 Position the pointer on one point along the invisible axis across which you want the copy of your reflection to occur.
- 6 Click and drag to set the point of origin.
When you release your mouse, you see the segment altered accordingly.

To make a copy of your reflection by using the preset options:

- 1 Select the segment you want to reflect.
For more information, see "Selecting Segments".
- 2 Press Ctrl+E on your keyboard and select Reflect from the shortcut menu.
You see the Reflect Group dialog box.
- 3 Select the reflection option you want.
- 4 Select Copy Reflection to make a copy of the original segment you are reflecting.

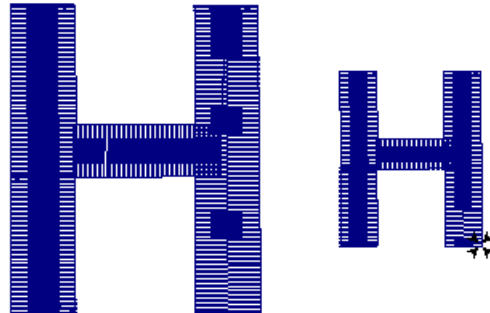


You can also reverse the order of segments when you copy a reflection. If you want to reverse the order of segments, select Reverse Segment Order.

- 5 Click OK.
You see the segment altered accordingly.



Resizing segments

Resizing a segment enlarges or reduces it horizontally or vertically, relative to the percentage you designate. You can manually resize segments or use any of the other resizing methods available for finer control.





Resized segment

To resize a segment manually using design handles:

- 1 In the Edit toolbar, click the Select  tool or the Lasso Select  tool.
- 2 Select one or more segments.
For more information, see "Selecting Segments".
The active segment is enclosed in a selection box with handles.
- 3 To resize the segment proportionally, click and drag the resize handles located on each side of the selection box.

To resize a segment manually in Power Edit mode:



- 1 In the Edit toolbar, click the Select  tool or the Lasso Select  tool.
- 2 Select one or more segments.
For more information, see "Selecting Segments".
The active segment is enclosed in a selection box with handles.
- 3 Click inside of your selection box.
You will now be in Power Edit mode.



To exit Power Edit mode, you can press **ESC** on your keyboard, click inside the selection box again or select the Select or Lasso Select tools.

- 4 Do one or more of the following to resize segment(s):
 - ♦ To resize segment(s) by width, click and drag the resize beads located on the left and right side of the selection box.
 - ♦ To resize segment(s) by height, click and drag the resize beads located on the top and bottom sides of the selection box.
 - ♦ To resize segment(s) proportionally, click and drag the resize beads located at the top or bottom corners of the selection box.

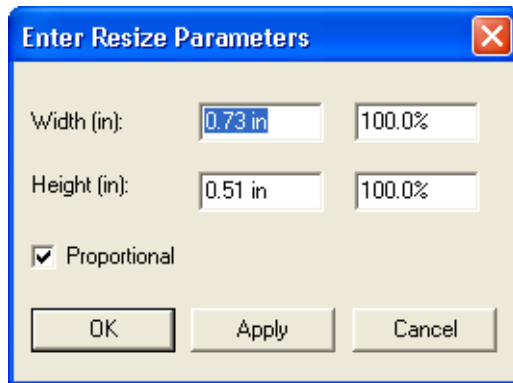
To resize a segment using the Enter Resize Parameters dialog:

- 1 In the Edit toolbar, click the Select  tool or the Lasso Select  tool.
- 2 Select one or more segments.
For more information, see "Selecting Segments".
The active segment is enclosed in a selection box with handles.
- 3 Click inside of your selection box.
You will now be in Power Edit mode.
- 4 Right-click any resize bead on the corner or side of the selection box.



You can also press **Ctrl+E** on your keyboard and select **Resize** from the shortcut menu.

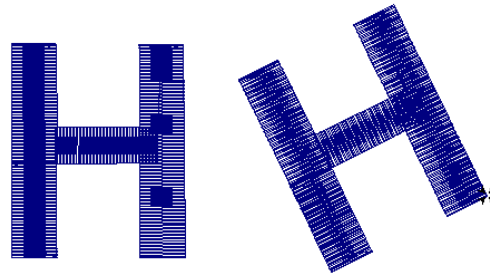
You will see the Enter Resize Parameters dialog appear.



- 5 To resize your segment proportionally, select Proportional, if not already selected. Now when you enter any width or height value, the other value will change proportionally.
- 6 In the Width boxes, enter an absolute or percentage width value.
- 7 In the Height boxes, enter an absolute or percentage height value.
- 8 Click Apply to save your changes.
- 9 Click OK to complete the resizing.



Rotating segments

Rotating a segment turns it around a fixed point that you determine. Rotating a segment is useful if your design contains elements that are rotated to the same angle, such as a logo and lettering displayed on a 30 degree angle.



Rotated segment

To rotate a segment manually:



- 1 In the Edit toolbar, click the Select  tool or the Lasso Select  tool.
- 2 Select the segment.
For more information, see "Selecting Segments".
The active segment is enclosed in a selection box with handles.
- 3 Click inside of your selection box.
You will now be in Power Edit mode.



To exit Power Edit mode, you can press **ESC** on your keyboard, click inside the selection box again or select the Select or Lasso Select tools.

- 4 To change the pivot point that the segment will rotate around, click and drag the rotation bead in the middle of the Power Edit selection box.
- 5 Move your mouse over the rotation bead attached to the extended horizontal bead.
You see the cursor change to a circular arrow.
- 6 Click and drag the rotation bead to adjust the box to the angle you want.

To rotate a segment using the Enter degree of the rotation dialog:

- 1 In the Edit toolbar, click the Select  tool or the Lasso Select  tool.
- 2 Select the segment.
For more information, see "Selecting Segments".
The active segment is enclosed in a selection box with handles.
- 3 Click inside of your selection box.
You will now be in Power Edit mode.
- 4 Move your mouse over the rotation bead attached to the extended horizontal bead.
You see the cursor change to a circular arrow.
- 5 Right-click the rotation bead.



You can also press Ctrl+E on your keyboard and select Rotate from the shortcut menu.

You will see the Enter degree of the rotation dialog appear.

- 6 Enter the angle at which you want to rotate the design.
- 7 Select the direction of the rotation: Clockwise or Counter Clockwise.
- 8 Click OK.

Closing Open Segments


Xpressive makes it easy to close open objects in your embroidery designs. By quickly joining the two end points of a

segment, you can save time when working with imported artwork or performing outline edits.



You can not use this function with Manual segments.

To close open segments:

- 1 Select one or more segments.
 - 2 Do one of the following:
 - ♦ From the ribbon, click the Auto Close  tool.
 - ♦ Press **H** on your keyboard.
- All opened segments will now be closed.
Previously closed segments will not be altered.*



Copying segments

In Outline Mode, you can use numerous methods to copy segments in your designs. When modifying outline segments and doing significant design editing in Xpressive, you should know how to avoid possibly losing your stitch edits. For more information on editing outline segments, see "Editing Segments".

Copying segments using the Clipboard

You can copy and paste segments in your design.

To copy and paste:

- 1 In the Edit toolbar, click the Select  tool or the Lasso Select  tool.
- 2 Select the segment.
For more information, see "Selecting Segments".
- 3 Press Ctrl+E on your keyboard and select Copy to Clipboard from the shortcut menu.
The segment is placed on the Clipboard.
- 4 Press Ctrl+E on your keyboard again and select Paste from Clipboard from the shortcut menu.
The segment is pasted on top of your current segment.
- 5 Click and drag the segment you pasted to any location.

Moving segments


In Outline Mode, you can use numerous methods to move segments in your designs. When modifying outline segments and doing significant design editing in Xpressive, you should know how to avoid possibly losing your stitch edits. For more information on editing outline segments, see "Editing Segments".

Moving segments manually



You can move segments around your design by dragging them to another location.



You can turn on Snap to Grid (Shift+3) to make sure that segments are aligned along the grid lines when you move them. Press Shift+3 on your keyboard to turn off Snap to Grid.

You can show and hide grid lines by clicking the Show Grid  tool.

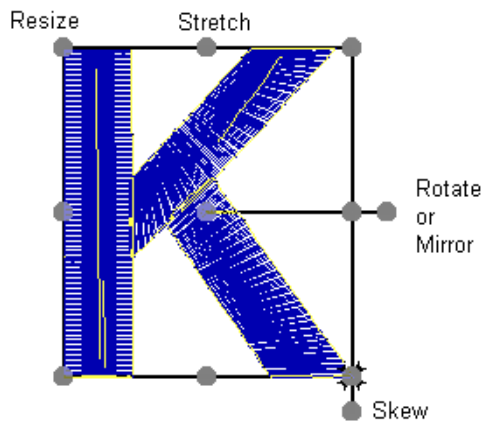
To move a segment or a copy of a segment manually:

- 1 In the Edit toolbar, click the Select  tool or the Lasso Select  tool.
- 2 Select the segment.
For more information, see "Selecting Segments".
- 3 Click and drag the segment to its new location.

As you drag, the status line displays the horizontal (X) and vertical (Y) distance.



Moving segments using Power Edit

You can move, resize, rotate, stretch, mirror, or skew segments in one step. Power Edit applies round beads and a selection box to the segment. Each round bead allows you to perform various movements.



Power Edit beads

To move segments using Power Edit:

- 1 In the Edit toolbar, click the Select  tool or the Lasso Select  tool.
 2 Select one or more segments.
 For more information, see "Selecting Segments".
The active segment(s) will be enclosed in a selection box with handles.
- 3 Click inside of your selection box.
You will now be in Power Edit mode.



You can also press Ctrl+E on your keyboard and choose Power Edit from the menu.

To exit Power Edit mode, you can press **ESC** on your keyboard, click inside the selection box again or select the Select or Lasso Select tools.



- 4 Do any of the following steps:

- ♦ To move the segment, click and drag it to the new location.
 - ♦ To stretch the segment, drag the stretch beads located between the corner handles.
 - ♦ To rotate the segment, drag the rotate/mirror bead located outside of the selection box, extending from the middle of the selection box.
 - ♦ To mirror the segment, drag the rotate/mirror bead to the opposite side of the selection box.
 - ♦ To resize the segment proportionally, drag the resize beads located at the corners of the selection box.
 - ♦ To skew the segment, drag the skew bead located outside of the selection box, extending from the right side of the selection box.
- 5 Right-click to apply the changes and complete the Power Edit.

Moving segments using the Clipboard

You can cut and paste segments into other design files.

To cut and paste segments:

- 1 In the Edit toolbar, click the Select  tool or the Lasso Select  tool.
- 2 Select the segment.
For more information, see "Selecting Segments".
- 3 Press Ctrl+E on your keyboard and select Cut to Clipboard from the menu.
The segment is removed from the design and a copy is placed on the Clipboard.
- 4 Open a design file and select the location where you want to paste the segment.
- 5 Press Ctrl+E on your keyboard and select Paste from Clipboard from the shortcut menu.

Nudging segments

Nudging moves the selected segment or group of segments. Nudging is similar to dragging the segment but the distance that the segment moves is smaller.

To nudge up:

- Use **ALT** + .

To nudge down:

- Use **ALT** + .

To nudge left:

- Use **ALT** + .

To nudge right:

- Use **ALT** + .

Sequencing Outline Segments

In Outline Mode, you can alter the sequence of outline segments in your designs. When modifying outline segments and doing significant design editing in Xpressive, you should know how to avoid possibly losing your stitch edits. For more information on editing outline segments, see "Editing Segments".

Inserting segments earlier in the segment sequence

You can add segments earlier in your design's segment sequence and change the order segments are sewn. Insert—Before mode is ideal if you missed a segment, or if you want to add another segment.



To delete a segment in Insert mode, press Ctrl+E on your keyboard and choose Delete from the shortcut menu.

To insert segments before the insertion point:

- 1 Select the segment after the insertion point.
- 2 Press Ctrl+E on your keyboard and choose Insert—Before from the shortcut menu.

You know Insert mode is on when the type of mode is check-marked on the shortcut menu.

The selected segment and all the segments after it are grayed out.



- 3 Create and select the segment you want to insert.
- 4 Press Ctrl+E on your keyboard and choose Insert—Before from the shortcut menu to exit the Insert mode.
The segments return to their original color.



- 5 To verify your design's segment sequence, choose View—Sequence View and select how you want to view your sequence.

Inserting segments later in the segment sequence

You can add segments later in your design's segment sequence and change the order segments are sewn. Insert—After mode is ideal if you missed a segment, or if you want to add another segment.

To insert segments after the insertion point:

- 1 Select the segment before the insertion point.
- 2 Press Ctrl+E on your keyboard and choose Insert—After from the shortcut menu.
You know Insert mode is on when the type of mode is check-marked on the shortcut menu.
All the segments after the segment you selected are grayed out.



- 3 Create and select the segment you want to insert.
- 4 Press Ctrl+E on your keyboard and choose Insert—After from the shortcut menu to exit the Insert mode.
The segments return to their original color.



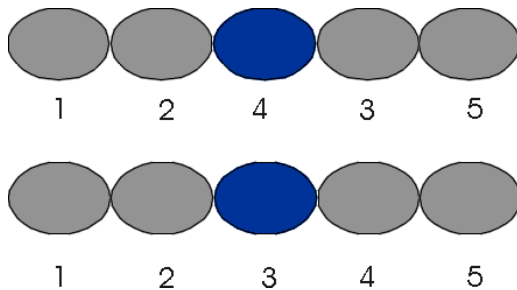
- 5 To verify your design's segment sequence, choose View—Sequence View and select how you want to view your sequence.

Moving a segment backward or forward

Use the Move Earlier by 1 command to move the selected segment closer to the beginning of the design. In other words, you are moving the selected segment in front of the next segment.

Use the Move Later by 1 command to move the selected segment closer to the end of the design. In other words, you are moving the selected segment behind the next segment.

Move Earlier by 1 is used to move the blue circle from fourth in the sequence to third in the sequence.



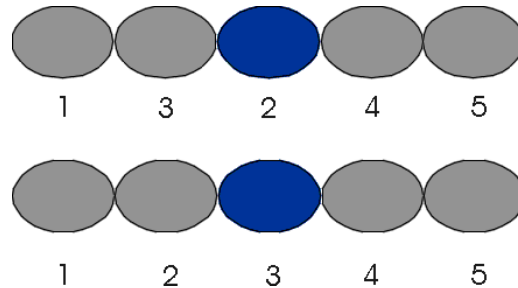
To move a segment backward:

- 1 Select the segment.
- 2 Choose Edit—Resequence—Move Earlier by 1.

Move Later by 1 is used to move the blue circle from second in the sequence to third in the sequence.



To view the sequence change, select View—Sequence View.



To move a segment forward:

- 1 Select the segment.
- 2 Choose Edit—Resequence—Move Later by 1.

Moving a Segment Backwards and Forwards in Sequence View

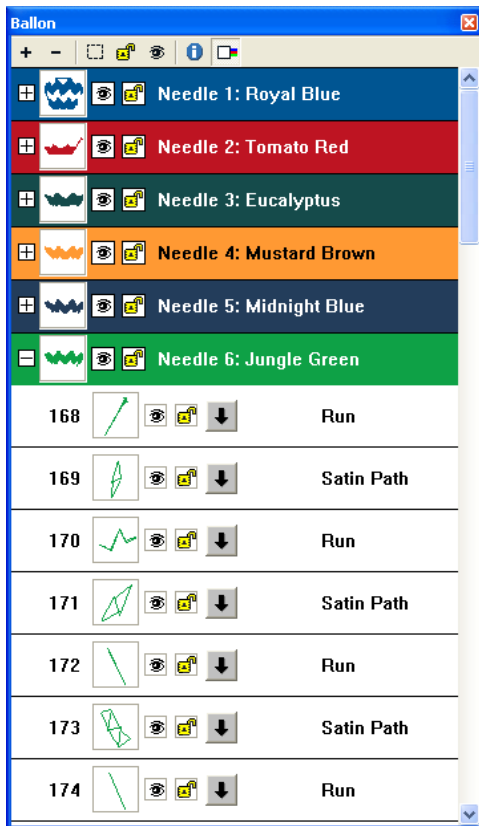
Xpressive allows you to move segments backwards and forwards in a design using Sequence View. In Sequence View, consecutive segments of the same color are grouped together in layers. If a segment contains more than one color, the segment will be shown in a color group called "Multiple Colors" in the Sequence View dialog.









To select multiple segments in Sequence View, press Shift or Ctrl on your keyboard while clicking on individual segments or grouped segments. The Shift key selects multiple segments shown consecutively. The Ctrl key selects multiple segments shown non-consecutively.

To move a segment backwards and forwards using sequence view:

- 1 Choose View—Sequence View.
You will see the Sequence View dialog appear.





- 2 From the Sequence View toolbar, do any of the following:
 - ♦ To expand all grouped segments, click Expand All .
 - ♦ To close all grouped segments you expanded, click Collapse .
 - ♦ To hide artwork segments in the Sequence View dialog and on your design workspace, click Hide Artwork .
 - ♦ To unlock all segments in the design, click Unlock All .

- ♦ To reveal all hidden segments in the design, click Show All .
 - ♦ To show design detail information for all segments in the design, click Show Details  (toggles on/off). When the Show Details tool is off, detailed information will be reorganized and associated segment pictures will be reduced in size. You will be able to see more segments at once in the Sequence View dialog.
- 3 To perform design editing on a color group or a segment, do one of the following:
 - ♦ Right-click a color layer bar or a segment and make a selection from the menu.
 - ♦ Click a color layer bar or a segment at the start of your selection. Press Shift on your keyboard while you click the color layer bar or segment at the end of your selection. To extend the range of selected color layer bars or segments, press Shift again or Shift+CTRL while you click any of them outside the range already selected. Then right-click and make a selection from the menu.
 - ♦ Click a color layer bar or segment. Press CTRL on your keyboard while you click each color layer bar or segment not already selected. Then

right-click and make a selection from the menu.

- 4 Double click color layer bars to collapse and expand a color layer.
For example, the Needle 3 layer bar was expanded in the picture above. You can view all of the segments for Needle 3.






You can also click  to expand and  to collapse a color layer.

- 5 Click and drag segments in Sequence View to resequence segments.



You can copy and paste segments in Sequence View. Press Ctrl+C on your keyboard to copy segments and press Ctrl+V on your keyboard to paste segments.

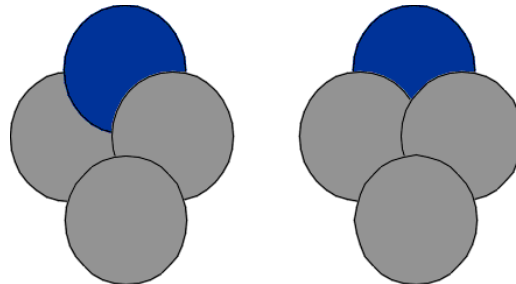
- 6 To hide a segment on your design workspace, locate the segment in Sequence View and click Hide/Show . *You will see a red X over the Hide/Show tool when hidden.*
- 7 To lock one or more segments, click Lock/Unlock . For more information, see "Locking Segments in Sequence View".
- 8 To change a segment's properties in the Sequence View dialog, click  for a specific segment. *You see the Segment Settings dialog appear. Make appropriate changes to segment properties.*
- 9 Close the Sequence View dialog when finished.

Moving a segment to the start or end of a design

Use the Bring To Start of Design command to make the selected segment the first one to be stitched. When a design is sewn, the first segment sewn is usually "on the bottom" or in the "back" of the design. Use the Bring To End of Design command to make the selected segment the last one to be stitched. When a design is sewn, the last segment sewn is usually "on top" or in the "front" of the design.

To move a segment to the start of a design:

- 1 Select the segment you want to move to the start of your design.
- 2 Choose Edit—Resequence—Bring To Start of Design.

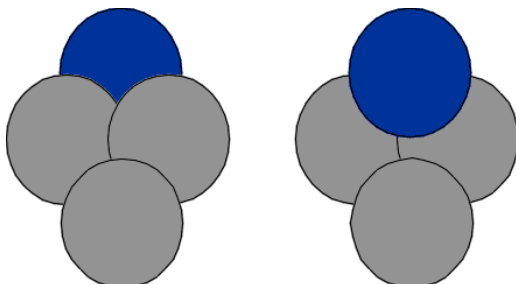


To move a segment to the end of a design:



To view the sequence change, select View—Sequence View.

- 1 Select the segment you want to move to the end of your design.
- 2 Choose Edit—Resequence—Bring To End of Design.



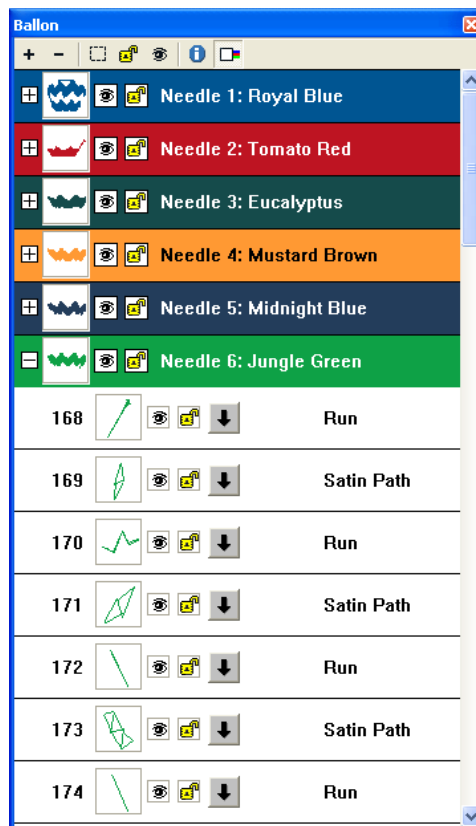
To select multiple segments in Sequence View, press Shift or Ctrl on your keyboard while clicking on individual segments or grouped segments. The Shift key selects multiple segments shown consecutively. The Ctrl key selects multiple segments shown non-consecutively.





Moving a Segment to the Start or End of a Design in Sequence View










Xpressive allows you to move segments to the Start and End of a design using Sequence View. In Sequence View, consecutive segments of the same color are grouped together in layers. If a segment contains more than one color, the segment will be shown in a color group called "Multiple Colors" in the Sequence View dialog.

To move a segment to the start or end of a design using sequence view:

- 1 Choose View—Sequence View.
You will see the Sequence View dialog appear.



- 2 From the Sequence View toolbar, do any of the following:
 - ♦ To expand all grouped segments, click Expand All .
 - ♦ To close all grouped segments you expanded, click Collapse .
 - ♦ To hide artwork segments in the Sequence View dialog and on your design workspace, click Hide Artwork .
 - ♦ To unlock all segments in the design, click Unlock All .

- ♦ To reveal all hidden segments in the design, click Show All .
 - ♦ To show design detail information for all segments in the design, click Show Details  (toggles on/off). When the Show Details tool is off, detailed information will be reorganized and associated segment pictures will be reduced in size. You will be able to see more segments at once in the Sequence View dialog.
- 3** To perform design editing on a color group or a segment, do one of the following:
- ♦ Right-click a color layer bar or a segment and make a selection from the menu.
 - ♦ Click a color layer bar or a segment at the start of your selection. Press Shift on your keyboard while you click the color layer bar or segment at the end of your selection. To extend the range of selected color layer bars or segments, press Shift again or Shift+CTRL while you click any of them outside the range already selected. Then right-click and make a selection from the menu.
 - ♦ Click a color layer bar or segment. Press CTRL on your keyboard while you click each color layer bar or segment not already selected. Then right-click and make a selection from the menu.
- 4** Double click color layer bars to collapse and expand a color layer.
For example, the Needle 3 layer bar was expanded in the picture above. You can view all of the segments for Needle 3.
-  You can also click  to expand and  to collapse a color layer.
- 5** Click and drag segments in Sequence View to resequence segments.
-  You can copy and paste segments in Sequence View. Press Ctrl+C on your keyboard to copy segments and press Ctrl+V on your keyboard to paste segments.
- 6** To hide a segment on your design workspace, locate the segment in Sequence View and click Hide/Show . *You will see a red X over the Hide/Show tool when hidden.*
- 7** To lock one or more segments, click Lock/Unlock . For more information, see "Locking Segments in Sequence View".
- 8** To change a segment's properties in the Sequence View dialog, click  for a specific segment.
You see the Segment Settings dialog appear. Make appropriate changes to segment properties.
- 9** Close the Sequence View dialog when finished.






Locking Segments in Sequence View

Xpressive allows you to lock specific segments in an embroidery design. You can only lock segments using the Sequence View dialog.

When you lock a segment, the segment and its stitches cannot be selected or modified. In the design workspace, you will not be able to select locked segments using the Select tool, the Sequence View, the segment navigation buttons, or by pressing Ctrl+A on your keyboard.

To lock segments in sequence view:

- 1 Open a design.
- 2 Choose View—Sequence View.
You see the Sequence View dialog appear.
- 3 From the Sequence View dialog, do one or more of the following if appropriate:

To	Do This
Lock segment(s)	Select one or more segments and click  .
Unlock segment(s)	Select one or more locked segments and click  .
Lock a color layer	On a color layer bar, click  . All segments for this color layer will be locked. Click  to unlock all segments for this color layer.
Unlock a color layer	A color layer is locked if all of its segments are locked. To unlock a locked color layer, right click a color layer bar and choose Unlock from the menu. All segments for this color layer will be unlocked.
Unlock all segments in the design	Click  at the top of the Sequence View dialog. All lock segments will unlock. From the main Xpressive menu, you can also choose Edit—Unlock All. The Sequence View dialog does not need to be open.

- 4 Make any other changes in the Sequence View dialog if necessary.
- 5 Close the Sequence View dialog.

Resequencing by color

You can sequence design segments by color. When you use the Resequence by Color command, the segments of the design are reordered according to their thread number. In other words, the system reorders the segments so that all Thread 1 segments come first, then Thread 2 segments, and so on. Segments using the same needle remain in the same relative order. Resequence by Color is useful if you have digitized your design in a random order and want to stitch each thread color in order.

To use Resequence by Color:

- Choose Edit—Resequence—Resequence by Color.

You see a dialog appear. Click Yes to resequence your design by color.



CHAPTER 9

Using Paths

Xpressive offers a variety of ways to generate paths for your embroidery designs. You can have more control when you use Straight and QuickDraw modes for lettering and punching. For precise control of paths, Xpressive allows you to alter anchor points and angle line beads in a few easy steps.



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

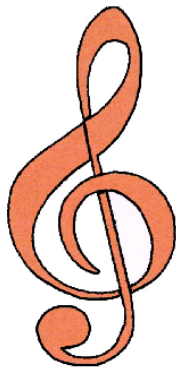
In this chapter:

- Learn how to draw various types of lines.
- Find out how to edit anchor points.
- Learn how to work with beads.

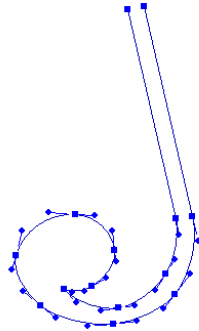
Drawing Lines

Xpressive's Text, Run, Complex Fill, Steil and Appliqué tools allow you to easily toggle between entering straight and curved points (Quick Draw mode). You get the flexibility and control you need to draw paths and curved points.

Practise drawing curves by drawing basic shapes using Xpressive.




Design



Section of design traced using Xpressive

To draw lines:

- 1 Do one of the following:
 - ♦ In the Lettering toolbar, click the Text  tool.

- ♦ In the Punching toolbar, click the Run



tool, Complex Fill  tool, Steil




tool or Appliqué  tool.

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



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

- 4 Do one of the following steps to punch an open or closed segment:
 - ♦ To create an open segment, click the design workspace to place the anchor points and curves in your design.
 - ♦ To create a closed segment, click the design workspace to place the anchor points and curves in your design.





Click the Auto Close  tool on the ribbon to close the segment.



You can also press **H** on your keyboard to close the segment.

- 5 Press **ENTER** on your keyboard to complete the segment.
- 6 To modify the curves in your segment, see the section on "Vertex and Point Editing".

Tips

- You need to have the Show Dots  tool selected to see the anchor points, direction points, and direction lines on your path.
- Use the Select  tool to select anchor points and the Vertex Select  tool to select anchor points and direction points. When you use the Select tool to select anchor points, the direction points of each anchor will be displayed only when the anchor is selected.
- Using the Vertex Select  tool, right-click the anchor point and choose a command from the Vertex/Point Editing shortcut menu to edit anchor points.

Forcing horizontal and vertical lines

You can force horizontal and vertical lines while you punch with a variety of Punching tools, excluding the Enhanced Column. Think of this feature as an electronic T-Square, a drafting tool for drawing or measuring parallel or perpendicular lines. When this drawing mode is used, the next line is a plane that starts from the last point that was punched. You can use this drawing mode to create perpendicular lines.

The following table describes the electronic T-square commands.

Function Key	What it does
F2	Horizontally aligns the next point you punch with the previous point creating a straight line.
Shift + F2	Vertically aligns the next point you punch with the previous point creating a straight line.



You can also draw straight lines by using SHIFT to constrain lines to 15° degree increments for all of the Punching tools. For more information, see "Drawing diagonal lines".

To create a horizontal line:

- 1 In the Punching toolbar, click the tool you want to use.
- 2 On the design workspace, position the cross hair where you want to place the anchor point and click to place the point.
- 3 To place your next point horizontally from the last point, press F2.
This puts you in Force horizontal mode.
- 4 Position the point with the center of the cursor.
- 5 Click the left mouse button to place the new point.
The new point is placed horizontally from the previous point.
- 6 To exit the Force horizontal mode press F2 again.

To create a vertical line:

- 1 In the Punching toolbar, click the tool you want to use.
- 2 On the design workspace, position the cross hair where you want to place the anchor point and click to place the point.
- 3 To place your next point vertically from your last point press, Shift + F2.
This puts you in Force vertical mode.
- 4 Position the point with the center of the cursor.
- 5 Click the left mouse button to place the new point.
The new point is placed vertically from the previous point.
- 6 To exit the Force vertical mode press Shift + F2 again.

Drawing diagonal lines


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

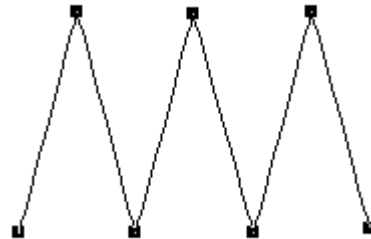


If you make mistakes as you draw, you can undo your work by pressing backspace on your keyboard.

To draw lines at 15° increments:

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

- 1 To draw a shape for a segment, click the Run  tool from the Punching toolbar.
- 2 On the design workspace, position the cross hair where you want to place the anchor point and click to place the point.
- 3 Position the cross hair where you want the next anchor point.
- 4 Hold down shift.
- 5 Position the cross hair to create a diagonal line and click to place the second anchor point at a 15° increment.
- 6 Repeat step 5 to create a series of diagonal lines.



- 7 To finish the segment, press ENTER on your keyboard to finish the segment.

Drawing mode for lettering

A drawing mode is a method of inputting anchor points. The drawing mode chosen depends on the shape you want to create. QuickDraw is the drawing mode for lettering.

When you create lettering with the Text tool, the drawing mode let you make unique baselines for your lettering.

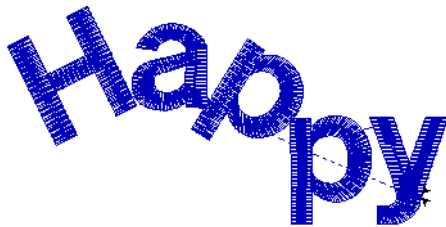
QuickDraw mode

QuickDraw mode gives you the flexibility and control you need to toggle between entering straight and curved points for lettering.

You now can place straight and curved points in Xpressive. To place a straight point, left-click the design workspace. To place a curved point, right-click the design workspace.



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



Lettering created in QuickDraw mode

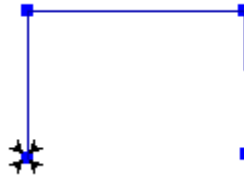
Drawing modes for punching

A drawing mode is a method of inputting anchor points. The drawing mode chosen depends on the shape you are creating. The punching levels let you use all the drawing modes that include Straight and QuickDraw. The status line displays the letters associated

with the drawing modes. You can use the drawing modes with the Run, Complex Fill, Steil, or Appliqué tools.

Straight mode

Straight mode places a straight line between anchor points without direction lines. Straight mode gives you more control to punch straight points. This mode is only available for the Manual tool.



QuickDraw mode

QuickDraw mode gives you the flexibility and control you need to toggle between entering straight and curved points.

The QuickDraw mode provides you with a new way of placing straight and curved points. To place a straight point, left-click the design workspace. To place a curved point, right-click the design workspace. To close a segment, press ENTER on your keyboard.




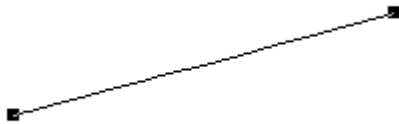
Curved points should be entered as a set of 3 points that define the arc of the curve.

Drawing straight lines

You can draw a straight line by creating a starting anchor point and an ending anchor point.

To draw straight lines:

- 1 To draw a shape for a segment, click the Run  tool from the Punching toolbar.
- 2 On the design workspace, position the cross hair where you want to place the anchor point and click to place the point.
- 3 Position the cross hair where you want to end the line and click to place the point.
- 4 To finish the segment, press ENTER on your keyboard to finish the segment.




Vertex and Point Editing


Adding and deleting anchor points

You can add or delete anchor points on any path. When you add anchor points you have finer control over the shape of the path. When you delete anchor points you simplify the path and change the shape.


To add an anchor point:

- 1 In the Edit toolbar, click the Vertex Select  tool.
- 2 Right-click the location where you want to add an anchor point.
You see a shortcut menu.
- 3 Choose Add Anchor from the shortcut menu.

To delete an anchor point:

- 1 In the Edit toolbar, click the Vertex Select  tool.
- 2 Right-click the anchor point you want to delete.
You see a shortcut menu.
- 3 Choose Delete Point from the shortcut menu.


To delete an anchor point using the Delete Outline tool:

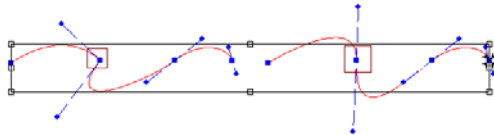
- 1 Select a segment.
- 2 In the Edit toolbar, click the Delete Outline  tool.
The pointer becomes a pencil eraser when you scroll your mouse over anchor points.
- 3 Click the anchor point you want to delete.
- 4 Continue clicking the anchor points to delete multiple points.

Changing the properties of an anchor point

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

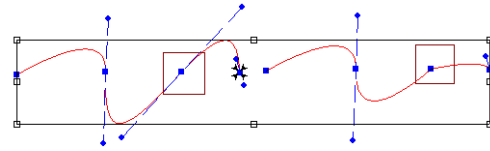
To change an anchor point to cusp, smooth, symmetric, or straight:

- 1 In the Edit toolbar, click the Vertex Select  tool.
- 2 Right-click the anchor point you want to change.
You see a shortcut menu.
- 3 Choose one of the following types of anchor points available:
 - ♦ Convert to Smooth
 - ♦ Convert to Straight



Segments before and after **Convert to Smooth** was selected



Constrains the angle of the direction lines to 180° and allows you to vary the length of the direction line on one side of the anchor point. Creates a smooth transition between curved lines.




Segments before and after **Convert to Straight** was selected

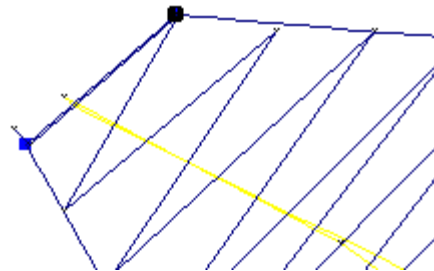
Removes the direction lines from the anchor point. Creates a straight point without any curved properties.

Moving anchor points

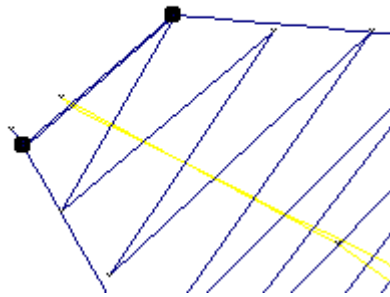
You can move and drag anchor points to adjust the shape of a curve. You can use the Vertex Select  tool or the Select  tool.

To move anchor points:

- 1 In the Edit toolbar, click the Vertex Select  tool.
- 2 Click the anchor point you want to move.



- 3 To select more than one anchor point at the same time, press Shift on your keyboard and click the other anchor points you want to move.



- 4 Drag the anchor point to create the desired shape for the segment.
- 5 Press G on your keyboard to regenerate stitches.

Resetting Handles

If you change the position of points in a design, the handles may no longer fit the shape of the design. You can refresh them using Reset Handles.

To reset handles:

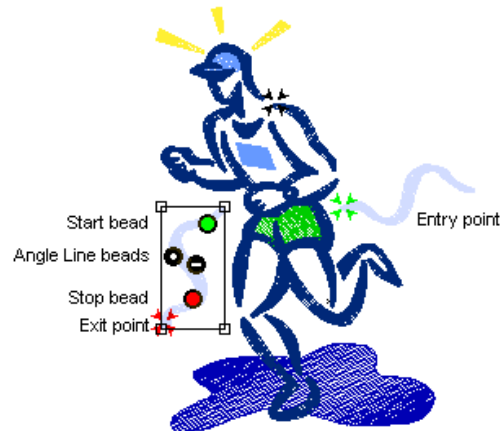
- 1 Select the active segment enclosed in handles.
- 2 Press Ctrl+E on your keyboard and select Reset Handles from the shortcut menu.

Working with Beads

Different bead types

Xpressive works with four different bead types. Beads are placed on paths to provide information about stitches. The different bead types include Start beads, Stop beads, Angle line beads and Corner beads. You can slide

these beads along a path like beads on a piece of string, allowing you to move them precisely where you want them.




Changing the location of start and stop points

Xpressive places start and stop beads when you create segments. Start points are represented by green beads and stop points are represented by red triangle beads. The start and stop points are moveable beads that you can drag to change the location.



You can also press the ~ key (tilde) on your keyboard and click the new start location, and then click the new stop location.



To change the location of a start or stop point:

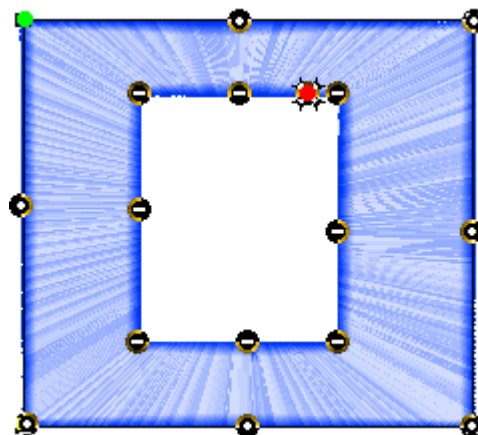
- 1 In the Edit toolbar or the Edit drawer of the Tool Cabinet, click the Select  tool.
- 2 Left-click the bead and drag it to the new location.

Adding angle lines to segments


You can smooth the angle of stitches in Satin segments by adding additional angle lines to the segment. For more information, see "Angle Line beads" in the glossary.

To add more angle lines:

- 1 In the Edit toolbar or the Edit drawer of the Tool Cabinet, click the Select  tool to select the segment you want to edit.
- 2 Click Angle Lines .
Your cursor becomes a triangle with a bead.
- 3 Add the Angle Line where you want making sure that you are adding it in the same direction as the existing Angle lines.
You can drag the Angle Line beads in different directions to change the angle that the stitches will sew.



To add more angle lines by copying an existing bead:

- 1 In the Edit toolbar or the Edit drawer of the Tool Cabinet, click the Select  tool.
- 2 Place the pointer over the existing Angle Line bead you want to copy.
- 3 When the pointer becomes a small arrow, click the existing Angle Line.
- 4 Hold down CTRL on your keyboard and drag the selected Angle Line to the right or to the left to create an additional angle line.
You can drag the Angle Line beads in different directions to change the angle that the stitches will sew.



CHAPTER 10

Working with Images

Xpressive has all the tools you need to work with images. Use these tools to manipulate scanned photographs or image files and create impressive designs. Once you convert these images to embroidery, you can alter your designs to suit your needs.

In this chapter:

- Learn how to create embroidery from scanned photographs.
- Learn how to insert objects and load images for punching.
- Find out how to alter scanned images.

Scanning images

You can scan images and then load them into your system, or you can use the Acquire command to scan the images directly into Xpressive. Acquire lets you use a scanner without exiting the program.

To scan an image:

- 1 Choose Image—Acquire.
You see the Select Source dialog. You see a list of the scanners you have connected to your computer.



You can also select a default image acquire method rather than selecting it every time you want to scan images directly into the software. Choose Tools—Configuration—Acquire.

- 2 From the list, select the scanner you want to use and click Select.
You see the scanner's dialog.

The dialog box that appears depends on the scanner you are using and some scanners have more options than other scanners.

- 3 Adjust the settings you want for the image.
- 4 Scan the image.
Once you have scanned the image, you see the scanned image in the design window.

Loading images for punching


You can open an image file to use as a backdrop for on-screen punching or for auto tracing. You can preview and open most standard file types: choose from over 20 file formats. When you open an image, it opens in its original size.

Xpressive also allows you to save loaded images in *.ESX files or have *.ESX files linked to loaded images stored separately on your hard drive. For more information, see "Setting user preferences".

To open an image:

- 1 Choose File—New to open a new design window.
*For more information, see "Creating new designs".
You see a new design window.*
- 2 Choose Image—Load to load an image.
You see the Open Image dialog.
- 3 In the Look in list, select the folder where the file you want to load is located.
- 4 In the Files of Type box, select the image format you want to open in the selected folder.
- 5 Select the file you want to open.
- 6 Click Open.
You see the image in the design workspace.
- 7 Choose Edit—Edit Tools—Backdrop Select.
Your cursor changes to a black triangle and plus sign.



You can also choose the Backdrop
Select  tool from the Edit toolbar.

- 8 Right-click the image.
You see a shortcut menu.
- 9 Choose one of the following settings from the menu to edit your image:
 - ♦ Choose Delete to delete the image.
For more information about deleting the image, see "Removing Scanned Images".
 - ♦ Choose Rotate to rotate the image.
Hold down the left mouse button while turning the mouse to rotate the image.
For more information about rotating the image, see "Rotating Scanned Images".
 - ♦ Choose Resize to resize the image.
Move your mouse to resize your image and left-click at the desired size. For more information about resizing the image, see "Resizing Scanned Images".
 - ♦ Choose Flip Horizontally to flip the image horizontally.
 - ♦ Choose Flip Vertically to flip the image vertically.
 - ♦ Choose Save As and make necessary adjustments in the Save As dialog to save the image.
 - ♦ Choose Reference Tool to rotate or resize your image in the Reference Points dialog, using specific measurements. For more information about rotating and resizing images in the Reference Points dialog, see "Rotating Scanned Images" and "Resizing Scanned Images".

- ♦ Choose Properties to view the properties of your image.


Rotating scanned images

Once you have imported an image, you may want to change its rotation. You can rotate the image easily using Rotate Image in the Backdrop Select shortcut menu.

To rotate images:

- 1 Load your image.
See "Loading images for punching".
- 2 Choose Edit—Edit Tools—Backdrop Select.
Your cursor changes to a black triangle and plus sign.



You can also choose the Backdrop
Select  tool from the Edit toolbar.

- 3 Right-click the image.
You see a shortcut menu.



- 4 Choose Rotate from the menu.
- 5 To rotate the image manually, complete the following:
 - ♦ Left-click the image and hold down the left mouse button.
You see your cursor turn into a curved arrow.
 - ♦ Rotate the image by turning your mouse in the direction you want the image to turn.
 - ♦ Release your mouse button in the desired location for the image.
You see the image altered accordingly.
- 6 To rotate the image using specific degree settings, complete the following:
 - ♦ Right-click the image.
You see the Enter degree of the rotation dialog appear.
 - ♦ In the Degree box, enter the number of degrees you want the image rotated.
 - ♦ Select the direction of the rotation: Clockwise or Counter Clockwise.
 - ♦ Click OK.
You see the image altered accordingly.

To rotate images using the Reference Points dialog:

- 1 Load your image.
See "Loading images for punching".
- 2 Choose Edit—Edit Tools—Backdrop Select.
Your cursor changes to a black triangle and plus sign.



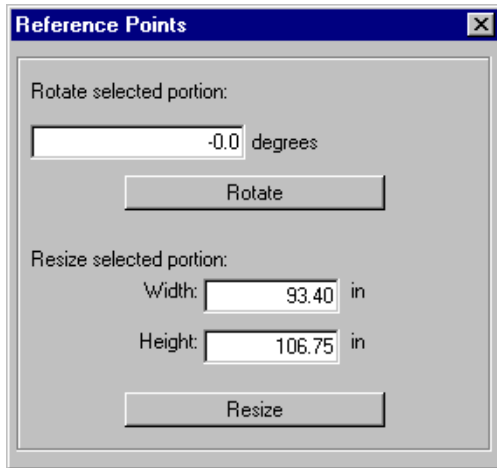
You can also choose the Backdrop

Select  tool from the Edit toolbar.

- 3 Right-click the image.
You see a shortcut menu.



- 4 Choose Reference Tool from the menu.
You see the Reference Points dialog.



- 5 In the Rotate selected portion box, enter the number of degrees you want to rotate your design.
- 6 Click Rotate to rotate the image.
The image is rotated. You can keep trying different degrees until you find the correct one.
- 7 Click the X in the top right hand corner to close the Reference Points dialog.


Resizing scanned images

You can resize an image that you load to use as a backdrop for punching. The image file can be a drawing you scanned, or a clipart bitmap image that you want to digitize.

To resize images:

- 1 Load your image.
See "Loading images for punching".
- 2 Choose Edit—Edit Tools—Backdrop Select.
Your cursor changes to a black triangle and plus sign.




You can also choose the Backdrop Select  tool from the Edit toolbar.

- 3 Right-click the image.
You see a shortcut menu.
- 4 Choose Resize from the menu.
- 5 To resize the image manually, complete the following:
 - ♦ Resize the image by moving your mouse across the design workspace accordingly.
You see a flexible box around your image and your cursor moves this box in order to resize your image.
 - ♦ Left-click the image at the appropriate size.
You see the image altered accordingly.
- 6 To resize the image using specific resize percentage settings, complete the following:
 - ♦ Right-click the image.
You see the Enter resize percentage dialog appear.
 - ♦ In the Resize box, enter the percentage you want the image resized.
 - ♦ Click OK.
You see the image altered accordingly.

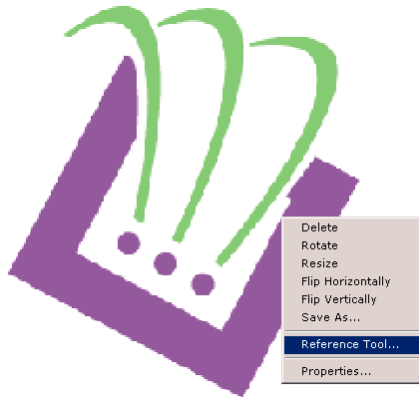
To resize an image using the Reference Points dialog:

- 1 Load your image.
See "Loading images for punching".
- 2 Choose Edit—Edit Tools—Backdrop Select.
Your cursor changes to a black triangle and plus sign.

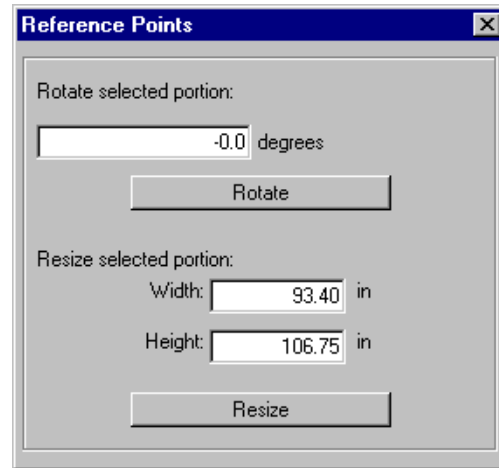


You can also choose the Backdrop Select  tool from the Edit toolbar.

- 3 Right-click the image.
You see a shortcut menu.



- 4 Choose Reference Tool from the menu.
You see the Reference Points dialog.



- 5 In the Width box, enter the width you want for your image.
- 6 In the Height box, enter the height you want for your image.
- 7 Click Resize to resize the image.
The image is resized. You can keep trying different size combinations until you find the correct one.
- 8 Click the X in the top right hand corner to close the Reference Points dialog.


Removing scanned images

You can remove a loaded image from the design workspace if you loaded the wrong image by mistake.

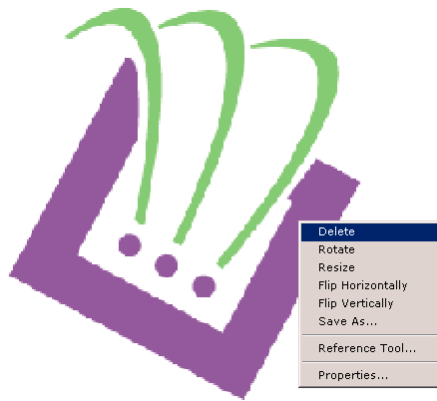
To remove a scanned image:

- 1 Choose Edit—Edit Tools—Backdrop Select.
Your cursor changes to a black triangle and plus sign.



You can also choose the Backdrop
Select  tool from the Edit toolbar.

- 2 Right-click the image.
You see a shortcut menu.



- 3 Choose Delete from the menu to delete the image.

Hiding and showing images

You can hide the current image on the design workspace. The Hide command is ideal if you are using a complex image and you want to see what you have punched on top of the scanned or imported image. Because the image is hidden, you can view the Outline segments.



Press I on your keyboard to hide the image using the keyboard.

To hide an image:

- 1 Choose Image—Hide.
When an image is hidden, a check mark appears next to the Hide menu item.
- 2 Choose Image—Hide again to restore the image.

Lightening images

You can lighten the image you have loaded. The Lighten command is especially useful when you are having a hard time viewing Outline segments because the image is dark.







To make a design lighter:

- 1 Choose Image—Lighten.
- 2 Choose Image—Lighten again to restore the original image.

Auto Tracing Images

You can use Auto Trace mode to detect contours and trace an image to produce a path segment. Auto Trace mode supports QuickDraw mode and allows you to recognize holes.

To auto trace images:

- 1 Choose Image—Load to load the image you want to trace.
For more information, see "Loading images for punching".
You will see the image in the design workspace.
- 2 In the Punching toolbar, click the Complex Fill , Run , Manual , Steil , or Appliqué  tools.
You can auto trace by clicking on any punching tool that supports closed shapes: Complex Fill, Run, Manual, Steil or Appliqué. This results in a segment of that type.
- 3 To use Auto Trace mode, click the Auto Trace  tool on the ribbon.
You will see the cursor change into a tracing tool.
- 4 To trace, a portion of the image, click the image.
- 5 To keep the traced paths, press ENTER on your keyboard.



CHAPTER 11



Using Punching Tools

You can create beautiful designs using Xpressive's powerful punching tools. These tools will help you create custom embroidery.

In this chapter:

- Learn more about common embroidery stitch types and digitizing tips.
- Learn how to create Manual and Run stitches.
- Learn how to create and adjust Satin and Fill stitches.

Common embroidery stitch types

Stitch type	Description	Sample
Run or Walk	Thread is laid in a single line between successive needle penetrations. A Run or Walk is a basic straight stitch that is placed along the lines at a set length or interval.	
Two-ply	Another type of Run stitch is the double-running or Two-ply stitch. A Two-ply stitch goes over the stitches twice, at the same stitch length, ending where you started the stitch. Two-ply stitches are used for detail work.	

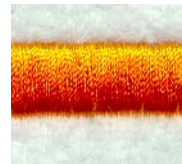
Bean

A Bean or Three-ply stitch uses three stitches for each Run stitch. A Bean stitch goes over each stitch three times before moving to the next stitch resulting in a heavier Run stitch. Bean stitches are used for borders or detail work.



Satin (Column)

Thread is laid across a fabric in a zig zag pattern as the needle penetrates the fabric first on one side, then on the other side, without penetrating the fabric in between. Satin stitches give your design a shiny look and are used for many purposes; for example, small lettering or borders.



Fills (Tatami)

Fill stitches are used for large lettering or large areas because the stitches penetrate the material as they go from one side of an area to the other. If you use Satin stitches for a large area, the stitches will be loose, the machine may skip, and the needle or thread may break because the stitches do not penetrate the fabric like Fill stitches.



Complex Fill

Also known as Geflect or Fill Ceeding. Complex Fill stitches fill shapes with parallel stitches. The puncher does not have to punch any stitches within the shapes, because a Complex Fill stitch determines how the stitches are punched.



Digitizing tips

You can create embroidery designs using on-screen punching. The Punching tools let you select different stitch types to use for punching. When you use any of the Punching tools you have the choice of punching with or without loading a scanned image or clipart to use as artwork.




The terms digitizing and punching are used interchangeably throughout the documentation.

Even with all of the technological advances in machines and software in the embroidery industry, the puncher's skill is still the key to excellent embroidery. Good embroidery art is drawn to suit embroidery, not simply copied from printing or pictures. Therefore, when you punch a design, you can improve what did not as look good sketched or in print. In

addition, good designs not only have visual appeal, but also run well on the embroidery machine.

Embroidery

- Determine the fabric that the design will be sewn on. Fabrics such as crossgrain and corduroy need special consideration when punching. Caps also need special consideration.
- Determine how the design will run. Know the sewing path and what is sewn on top of what. Start with the background.
- Choose your thread colors and sequence.
- Try to place Run stitches between regions so that the Run is covered by stitches that come later.
- If a punching tool is enabled, you can press the Spacebar on your keyboard to toggle between the Run  tool and the enabled punching tool. The user can digitize a run segment and press the Spacebar again to toggle back to the previously used punching tool.

Other items to consider


- Are there special customer specifications?
- Does an outline need to be drawn around the Fill?
- Does the width of the columns need to be wider?
- Is the lettering minimum size or larger?

A successful digitizer


- Allows for a "learning curve". You may need to continue having difficult designs digitized by an outside source—this is normal.
- Spends time practicing.
- Has realistic expectations.
- Views designs as basic shapes.

Manual and Run Stitches




Creating Bean stitches

Use the Run  tool to create Bean stitches. A Bean stitch is also known as a Three Ply stitch and is a running stitch where the machine sews over each stitch three times before it moves to the next stitch. The result is a heavy running stitch.




To change the properties of your segment, click the Segment Settings  tool on the ribbon or double-click the segment. You see the Segment Settings property pages. Click the appropriate property page and make the setting changes.

To create Bean stitches:


- 1 In the Punching toolbar, click the Run  tool.
The pointer becomes a cross hair.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings dialog appear.
- 3 Click the Run property page.
- 4 In the Run Style list, select Bean.
- 5 Click OK.
- 6 Do one of the following to punch a segment:
 - ♦ To create an open segment, click the design workspace to place the anchor points in your design.
 - ♦ To create a closed segment, click the design workspace to place the anchor point in your design. Click the Auto Close  tool on the ribbon or press **H** on your keyboard to close the segment.
- 7 To complete the segment, press ENTER on your keyboard.

Creating Manual and Jump stitches


Use the Manual  tool to create manual stitches. A Manual stitch is similar to a Run stitch except that for every two points placed, one stitch is formed. When you use the Manual tool, a manual stitch is dropped at the anchor points. You can also use the Manual tool to place jump stitches, which is useful for boring and sequin designs. A Jump stitch is


the movement of the pantograph without needle penetration, commonly used to get from one point in a design to another.

To create Manual stitches:


- 1 In the Punching toolbar, click the Manual  tool.
The pointer becomes a cross.






To change the properties of your segment, the Segment Settings  tool on the ribbon or double-click the segment. You see the Segment Settings property pages. Click the appropriate property page and make the setting changes.

- 2 To create an open segment, complete the following:
 - ♦ Click the design workspace to place the anchor points in your design (manual stitches).
 - ♦ Press Ctrl on your keyboard while clicking the mouse to place Jump stitches in your design.
- 3 To create a closed segment, complete the following:
 - ♦ Click the design workspace to place the anchor points in your design (manual stitches).
 - ♦ Press Ctrl on your keyboard while clicking the mouse to place Jump stitches in your design.
 - ♦ Click the Auto Close  tool on the ribbon or press **H** on your keyboard to close the segment.
- 4 To complete the manual segment, press ENTER on your keyboard.


Creating Run stitches

Use the Run  tool to create Run stitches. A Run stitch is a basic straight stitch that is placed along a line at a set interval. When you create Run stitches, each point that you punch will be a stitch penetration.



To create Run stitches:

- 1 In the Punching toolbar, click the Run  tool.
The pointer becomes a cross.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings dialog appear.
- 3 Click the Run property page.
- 4 In the Run Style list, select a style for your Run segment.
- 5 Click OK.
- 6 Do one of the following to punch a Run segment:
 - ♦ To create an open segment, click the design workspace to place the anchor points in your design.
 - ♦ To create a closed segment, click the design workspace to place the anchor points in your design. Click the Auto Close  tool on the ribbon or press **H** on your keyboard to close the segment.
- 7 To complete the segment, press ENTER on your keyboard.

Creating Two-Ply stitches


Use the Run  tool to create Two-Ply stitches. A Two-Ply stitch is similar to a Run stitch because it is a basic straight stitch that is placed along a line at a set interval. The machine sews over the stitches twice, at the same stitch length, running to the end and back to the start.

To create Two-Ply stitches:



- 1 In the Punching toolbar, click the Run  tool.
The pointer becomes a cross hair.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings dialog appear.
- 3 Click the Run property page.
- 4 In the Run Style list, select Two-ply.
- 5 Click OK.
- 6 Do one of the following steps to punch a segment:
 - ♦ To create an open segment, click the design workspace to place the anchor points in your design. Right-click to complete the segment.
 - ♦ To create a closed segment, click the design workspace to place the anchor points in your design and press **H** on your keyboard to close the segment. Right-click to complete the segment.

Satin and Fill Stitches

Creating Satin or Fill stitches with the Enhanced Column tool

The Enhanced Column  tool lets you punch a Satin or Fill segment using traditional punching entry, placing anchor points from side to side. You can also enter both straight and curved points in the same segment.

To create Satin or Fill stitches:

- 1 In the Punching toolbar, click the Enhanced Column  tool.
The pointer becomes a cross.
- 2 From the ribbon, click the Segment Settings  tool.
You see the Segment Settings dialog appear.
- 3 Click the Satin property page.
- 4 In the Standard Pattern list, select a Satin type or Fill pattern.
- 5 Click OK.
- 6 On the design workspace, click with your left mouse button to create a straight column segment.
*When you place straight points, a square appears around the point.
The column's width is displayed in the status line.*

- 7 On the design workspace, hold down **CTRL** to create a curved column.
When you place curved points, a circle appears around the point. The column's width is displayed in the status line.
- 8 To complete the segment, press ENTER on your keyboard.





Tip

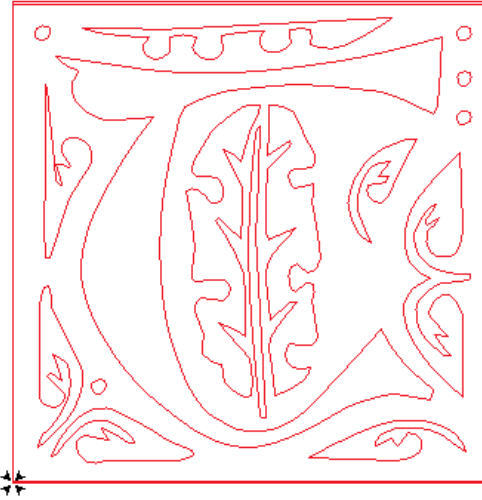
- If you want to align the next point that you enter with the previous point, hold down shift. Pressing shift on your keyboard restricts the points entered to 15 degree increments.

Creating Satin or Fill segments with holes

Use the Complex Fill tool to create Satin or Fill segments with holes. You can choose from a variety of patterns. The "holes" represent the areas that will have no stitches.

To create Satin or Fill stitches with holes:

- 1 In the Punching toolbar, click the Complex Fill  tool.
The pointer becomes a cross hair.
- 2 From the ribbon, click the Segment Settings  tool.
You see the Segment Settings dialog appear.
- 3 Click the Complex Fill property page.
- 4 In the Standard Pattern list, select a Satin type or a Fill pattern.
- 5 Click OK.
- 6 Left-click to punch the segment.
- 7 Click the Auto Close  tool on the ribbon or press **H** on your keyboard to complete the outside of the segment.
- 8 Continue clicking inside the segment to punch where you want the holes. Click the Auto Close  tool on the ribbon or press **H** on your keyboard again to complete the inside of the segment.



- 9 Press ENTER on your keyboard.
- 10 To set the entry and exit points and angle line, see the following steps:
 - ♦ When the pointer becomes a green arrow with a white bead, click the location you want the entry point (green bead).
 - ♦ When the pointer becomes a red arrow with a white bead, click the location you want the exit point (red triangle bead).
 - ♦ When the pointer becomes a small arrow with a bead, click and drag from left to right to place an angle line in your segment.




You see the Complex Fill segment with holes created.



Creating stitches with the Complex Fill tool

Use the Complex Fill tool to create Satin or Fill stitches. You select a Satin type or Fill pattern from the Fills property page.

To create Satin or Fill stitches:

- 1 In the Punching toolbar, click the Complex Fill  tool.
The pointer becomes a cross.
- 2 From the ribbon, click the Segment Settings  tool.
You see the Segment Settings dialog appear.
- 3 Click the Complex Fill property page.
- 4 In the Standard Pattern list, select a Satin type or a Fill pattern.
- 5 Click OK.
- 6 On the design workspace, click with your left mouse button to punch the segment.
- 7 Click the Auto Close  tool on the ribbon or press **H** on your keyboard to close the segment.
- 8 To complete the segment, press ENTER on your keyboard.
- 9 To set the start and stop points and the angle line for your segment, do the following steps:
 - ♦ When the pointer becomes a green arrow, click where you want to set the start point. You will see a green bead where you clicked and the pointer becomes a red arrow.
 - ♦ When the pointer becomes a red arrow, click where you want to set the stop point. You will see a red triangle bead where you clicked and the pointer becomes a small arrow with a bead.



After you close the segment, you can right-click to quickly set the entry and exit points and angle line by accepting the system defaults.


- When the pointer becomes a small arrow with a bead, click and drag from the left of the segment to the right of the segment to place an angle line in your segment.

You cannot add additional angle lines to a Complex Fill segment. When you create a Complex Fill segment, you must add only one angle line.

Creating Steil stitches


Use the Steil tool to create Steil stitches. A Steil stitch is a constant width Satin stitch that generates a stitch at an equal distance from the anchor points placed. This small Satin stitch is commonly used for borders or detail.

To create Steil stitches:


- In the Punching toolbar, click the Steil  tool.

The pointer becomes a cross hair.



To change the properties of your segment, the Segment Settings  tool on the ribbon or double-click the segment. You see the Segment Settings property pages. Click the appropriate property page and make the setting changes.

- Do one of the following to punch a Steil segment:
 - To create an open segment, click the design workspace to place the anchor points in your design.
 - To create a closed segment, click the design workspace to place the anchor points in your design. Click the Auto

Close  tool on the ribbon or press **H** on your keyboard to close the segment.

- To complete the segment, press ENTER on your keyboard.

Adjusting Satin and Fill Stitches

Changing the angle lines in Complex Fill segments

You can change the angle setting to alter the stitch direction of a Complex Fill segment. Instead of dragging the angle line beads to adjust the angle lines, you can right-click a bead and select an angle setting from the shortcut menu.

To change the angle setting:


- Select the Complex Fill segment.
- Move the mouse pointer over one of the angle line beads in the angle line you want to change.
- When the pointer becomes a small triangle, right-click.
You see a shortcut menu.
- Choose the angle setting you want from the menu.

The different angle settings range from Set Angle to 0 to Set Angle to 315 degrees.

Once selected, the angle line of the fill snaps to the angle that you selected.




Appliqué

Creating an appliqué border

Use the Appliqué  tool to create an appliqué border around your appliqué. An appliqué border is similar to a Steil stitch border.

You can find Appliqué settings within the Appliqué segment settings property page.

To create an appliqué border




- 1 In the Punching toolbar, click the Appliqué  tool.
The pointer becomes a cross hair.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings property page.
- 3 Select the Appliqué property page and make changes to settings.
- 4 Click OK.
- 5 Do one of the following to punch the segment:
 - ♦ To create an open segment, click the design workspace to place the anchor points in your design.
 - ♦ To create a closed segment, click the design workspace to place the anchor points in your design. Click the Auto Close  tool on the ribbon or press **H** on your keyboard to close the segment.
- 6 To complete the segment, press ENTER on your keyboard.

Programmed Runs

Using Programmed Runs

A Programmed Run is a Run segment that uses a Programmed Fill pattern. Refer to the Fill online Help located in Help—Fills to view the Programmed Fill patterns available.

To create Programmed Runs:

- 1 In the Punching toolbar, click the Run  tool.
The pointer becomes a cross hair.
- 2 Click the Segment Settings  tool on the ribbon.
You see the Segment Settings dialog appear.
- 3 Click the Run property page.
- 4 In the Run Style list, select Programmed.
- 5 In the Programmed Fill Pattern list, select a Programmed Fill pattern.
- 6 Click OK.
- 7 Do one of the following steps to punch a Programmed Run segment:
 - ♦ To create an open segment, click the design workspace to place the anchor points in your design.
 - ♦ To create a closed segment, click the design workspace to place the anchor points in your design. Click the Auto Close  tool on the ribbon or press **H** on your keyboard to close the segment.
- 8 To complete the segment, press ENTER on your keyboard.
Xpressive applies the Programmed Fill pattern to the Run segment.

Carved Fills

Xpressive comes with many Carved Tile patterns. These patterns create satiny regions with a grooved texture. You can apply Carve Patterns to a Complex Fill segment or to a TrueType® font.


Applying Carved Fills to TrueType® lettering

You can apply a Carved Tile pattern to TrueType® lettering. You need to convert the lettering to segments and then apply a pattern.





Make sure Show 3-D Stitches is selected to view the pattern as it will be sewn.

To apply Carved Fills to TrueType® lettering:

- 1 In the Lettering toolbar, click the Text  tool.
- 2 Create the TrueType® lettering. For more information, see "Creating lettering using the Text tool".



- 3 Press S on your keyboard to active the Select tool .
- 4 Click the Segment Settings  tool on the ribbon.
- 5 Click the Complex Fills property page.
- 6 In the Fill Pattern Type list, select Carved Tile.
- 7 In the Carved Tile Pattern list, select the pattern you want for your lettering.
- 8 Click OK.

You see your segment altered accordingly.





CHAPTER 12

Using Autodigitizing and Cross-Stitch Wizards

You can easily and efficiently create unique embroidery designs using Xpressive's Autodigitizing and Cross-Stitch Wizards.

The Autodigitizing Wizard allows you to create embroidery from vector or bitmap images in a few simple steps.

Xpressive's Cross-Stitch Wizard is a simple and easy-to-use tool that converts vector images, photographs or bitmaps into cross-stitching. Cross-Stitch Wizard is ideal for people who love to cross-stitch, but do not have the time or desire to learn the more complex and full-featured programs.

In this chapter:

- Find out how to use the autodigitizing wizard.
- Learn how to create a new Xpressive cross-stitch design or load an existing design

Using the Autodigitizing Wizard

You can create embroidery from vector or bitmap images in a few simple steps using the Autodigitizing Wizard. The image does not need to have each color outlined. You can use images with shading because by cleaning the image, Xpressive ignores closely related colors. Simply choose an image and follow the instructions that the wizard gives you.

To use the Autodigitizing Wizard:

- 1 Choose Tools—Autodigitizer.
You will see the Autodigitizer Wizard window.
- 2 Click Select Image to choose the type of file you want to autodigitize.
- 3 Click Next.
*You will see the Autodigitizer Wizard-Image Transformations window. When you autodigitize bitmap files such as *.jpg or *.bmp files, you can crop, rotate, and resize the image.*
- 4 In the Set new image size area, enter a width or height to change the image size proportionately.
- 5 In the Units list, select the type of units you want to work with.
- 6 To reset, click Reset Size.
- 7 Click Transform to do any of the following to the image:
 - ♦ Flip horizontally.
 - ♦ Flip vertically.
 - ♦ Rotate 90 Clockwise.
 - ♦ Rotate 90 Counterclockwise.
- 8 To crop the image, select only the portion you want to autodigitize.
 - ♦ Place your the mouse pointer over the black dots around the image and drag in the selection box.
 - ♦ If you are unhappy with your selection, click Select All to select the entire image again.
- 9 Click Next.
You will see the Autodigitizer Wizard - Color Reduction window.
- 10 To reduce the number of colors in the resulting design, select the color and then click Delete.
- 11 Click Show/Hide Preview to display the image with the colors you removed.
- 12 Click the View tools to Zoom In, Zoom Out, or have your image Zoom to Fit.
- 13 To add new colors to the color palette, do the following:
 - ♦ In Zoomed status, click the dropper tool.
 - ♦ In the Select the Colors area, click on new colors to include in the color palette.

You will see each new color appear in the color palette.

- 14 Click Next.
You will see the Autodigitizer Wizard-Vectorize window.
- 15 To adjust the color tolerance, adjust the slider.
- 16 Click Update Outlines to update the outlines on the image if you change the tolerance. You also have the ability to include the background color in the resulting design file.
- 17 Select Fill background color area with stitches, to fill the background color area of your image with stitches. To change the background color, click on the image and the color will show in the box beside the instruction.
- 18 Click Next.
You will see the Autodigitizer Wizard-Judgment window. This window allows you to change the settings that will be applied to the stitches.
- 19 Select a recipe (style) to apply the proper settings to the fabric.
- 20 In the Sequence Order area, select any of the following settings to adjust the sewing sequence:
 - ♦ Minimize jump.
 - ♦ Minimize color change.
- 21 In the Trims area, select any of the following trim settings:
 - ♦ Never.
 - ♦ Always.
 - ♦ Trim at. The system will place a trim if the distance between stitches is

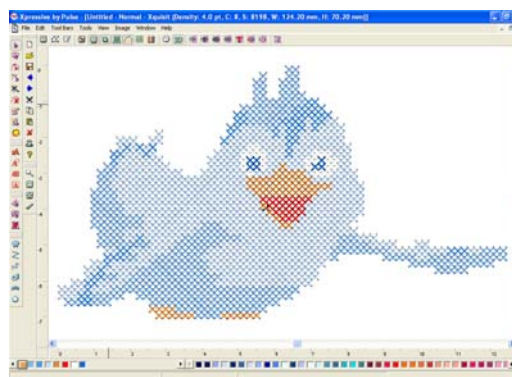
longer than the distance displayed in the Trim At box.

- 22 In the Lock Stitch area, select any of the following lock stitch settings:
 - ♦ Never.
 - ♦ Always.
 - ♦ Around trim.
- 23 Click Finish to autodigitize the design and view the design file in the design workspace.

Creating a New Xpressive Cross-Stitch Design

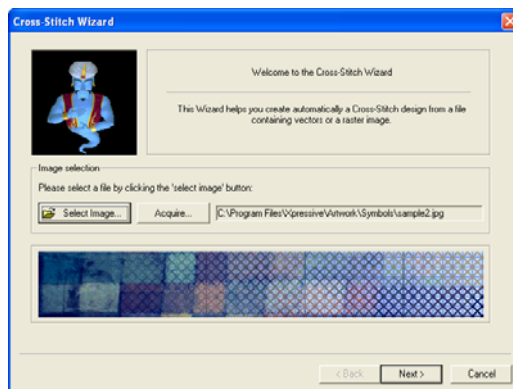
Xpressive allows you to work with most well known machine file formats, reprocess cross-stitch images automatically, and then sew these images on your embroidery machine.

The Cross-Stitch Wizard makes creating a new cross-stitch design easy. To begin the process, start the Cross-Stitch Wizard, enter necessary information about the cross-stitch design you want to create, and follow the subsequent prompts until you finish creating your design.



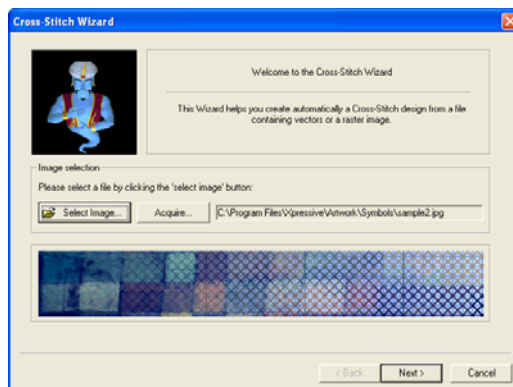
To open the Cross-Stitch wizard:

- 1 Click the New Design tool  from your toolbar.
You see a new untitled design file appear.
- 2 Choose Tools—Cross-Stitch Wizard.
You will see the Cross-Stitch Wizard appear.



Selecting an Image

When the Cross-Stitch Wizard opens, you can select the image you want to process within Xpressive.

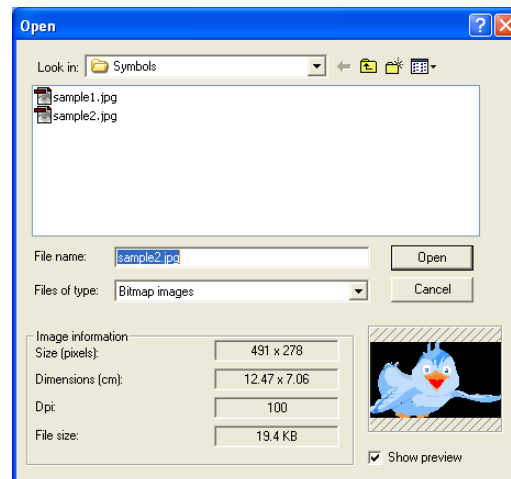


To select an image:

- 1 Click Select Image.
You will see the Open browse window appear.



In the Open browse window, you can also view the Size, Dimensions, Dpi, and File size of each image.



The image that you select to be processed can be in either Bitmap or Vector format.

- 2 Choose the name, file type, and location of the image you want to process.
- 3 Select Show Preview to see a preview of your image.
- 4 Click Open.
- 5 Click Next to load the selected image.
You will see the Color Reduction wizard page appear.

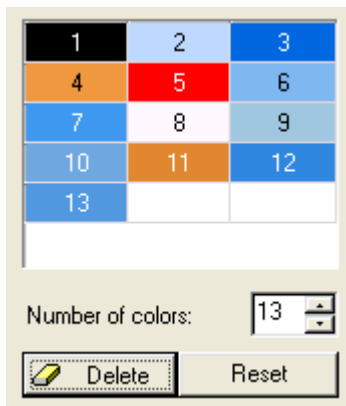
Color Reductions

Cross-Stitch Wizard allows you to make necessary changes to the color of the source image. Once you finish making color reduction changes, click Next to continue.



Changing the Number of Colors in an Image

The colors that have actually passed the optimization and noise averaging pre-process method are shown in the color palette.




To change the number of colors in an image:

- In the Number of colors field, use the up and down arrows to select the total number of colors you want your image to have.

Deleting Colors from the Palette

A specific color can be chosen from the color palette and removed.

To delete a specific color from the palette:

- In the color palette area, select the color that you want to remove from the palette.
- Click Delete . *You will see the color you selected removed from the palette.*

Resetting the Colors in an Image

You can use the Reset Button at any time to bring back the original image palette.

To reset the colors in the palette:

- Click Reset .


Using Zoom Tools for Color Reduction

Use the Cross-Stitch Wizard zoom tools to view precise details in your design, particularly when changing the colors of the source image.




You can also access the Zoom In, Zoom Out, and Zoom To Fit tools by right-clicking in the Select the colors area and making a selection from the menu.


To use the Zoom In tool:

- Click the Zoom In tool .
You will see the size of your design increase in the Select the colors area.

To use the Zoom Out tool:

- Click the Zoom Out tool .
You will see the size of your design decrease in the Select the colors area.


To use the Zoom To Fit tool:

- Click the Zoom To Fit tool .
You will see your design fit inside the Select the colors area.


Using the Hand and Dropper Tools for Color Reduction

When in zoomed status, you can move your source image around using the Hand Tool




and add new colors to your color palette using the Dropper Tool .

To use the hand tool:

- In zoomed status, click the Hand tool .
- In the Select the colors area, click and drag the source image until you get a precise view of the desired area.

To use the dropper tool:

- In zoomed status, click the Dropper tool .
- In the Select the colors area, click on new colors to include in the color palette.
You will see each new color appear in the color palette.

Previewing an Image

To view your color modifications, you can use the preview button.



Source Image (Original Colors)



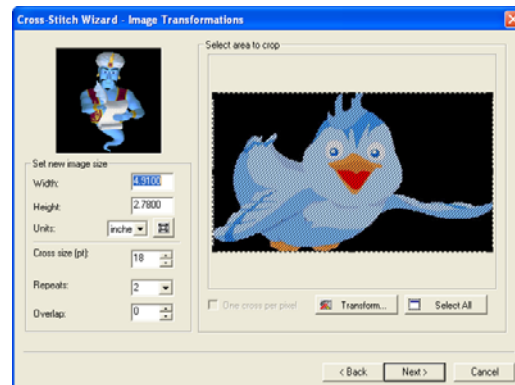
Previewed Image (After Color Reduction)

To preview your image:

- 1 To preview your source image, click **Preview**.
You will see a preview of your source image after color reduction within the Select the colors area.
- 2 To view your original source image, deselect **Preview**.
- 3 Click **Next** to continue.
You will see the Image Transformations wizard page appear.

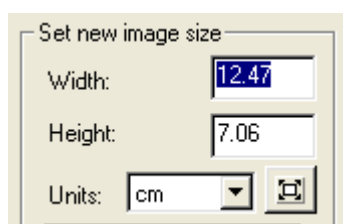
Transforming an Image

After you make necessary changes to the color of the source image, you can make necessary adjustments to the source image before the actual conversion to cross-stitch takes place. In the Image Transformations wizard page, Cross-Stitch Wizard allows you to resize, change the cross-stitch parameters, transform, crop particular areas, and adjust the one cross per pixel setting for your image. Once you finish transforming your image, click **Next** to continue.




Resizing an Image

The source image size can be controlled through the Width and Height edit boxes found on the Image Transformations wizard page. Cross-Stitch Wizard allows you to change the units of measurement and restore the image to its original size as well.



To resize an image:

- In the Set new image size area, complete the following:
 - ♦ In the Width field, edit the width of your source image.
 - ♦ In the Height field, edit the height of your source image.
 - ♦ From the Units list, select the unit of measurement for your source image.
 - ♦ To restore the image to its original size, click the Reset Size button .

Changing Cross-stitch Parameters

Cross-stitch parameters control the way you create cross-stitches. Cross-Stitch Wizard allows you to change three cross-stitch parameter settings: the cross size parameter, the setting for repeat stitching, and the amount of overlap.

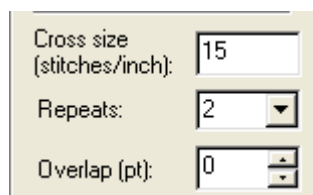
The cross size parameter, given in stitches per inch, is the most important cross-stitch parameter. The higher the value of cross size (the more stitches per inch), the more detail will be carried into the final design.



Too much detail can also generate very large designs and create unnecessary delays in final production.

Cross-stitches also depend on the setting for repeat stitching. You can set the number of times the embroidery machine sews over the branches of a single cross-stitch. This setting is commonly used when the grid spacing for a single cross-stitch is large. The default setting is similar to a Two-Ply or Bean stitch in standard embroidery. The machine will sew over the original stitching the number of times you set.

By adjusting the overlap you can set, in embroidery points, how far you want to extend the diagonal stitches over the edge of the grid box. Overlap is similar to pull-compensation in standard embroidery. The actual penetration point will be outside the specified grid box, the distance you set along the diagonal.



To change cross-stitch parameters:

- To change cross-stitch parameters, complete the following:

- ♦ In the Cross size (stitches/inch) field, edit the cross size parameter in terms of stitches per inch.
- ♦ From the Repeats list, select the number of times you want the embroidery machine to sew over the branches of a single cross-stitch.
- ♦ In the Overlap (pt) field, edit how far you want to extend the diagonal stitches over the edge of the grid box.

Transforming an Image

Cross-Stitch Wizard allows you to change the source image's orientation and mirroring commands.



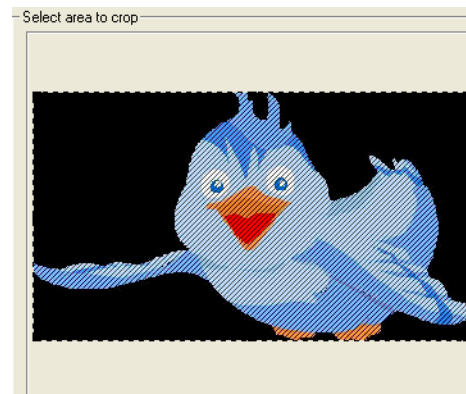
To transform an image:

- 1 Click Transform  Transform...
You will see a menu appear.

Flip horizontally
Flip vertically

Rotate 90 Clockwise
Rotate 90 Counterclockwise
Rotate 180

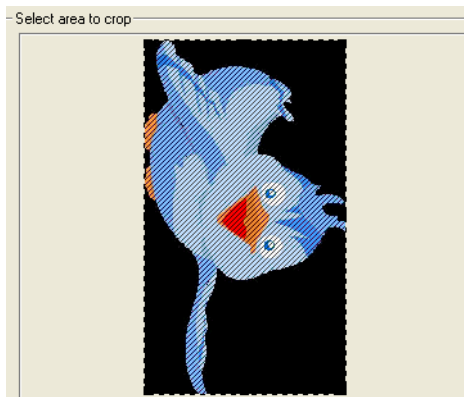
- 2 From the menu, choose to do any of the following:
 - ♦ To flip your image horizontally, select Flip horizontally.



- ♦ To flip your image vertically, select Flip vertically.



- ♦ To rotate your image 90 degrees clockwise, select Rotate 90 Clockwise.



- ♦ To rotate your image 90 degrees counter-clockwise, select Rotate 90 Counterclockwise.



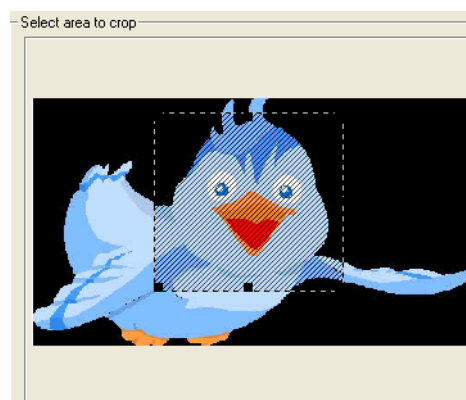
- ♦ To rotate your image 180 degrees, select Rotate 180.



In Select area to crop, you will see the changes you made to your image appear.


Cropping an Area of an Image

The source image can be cropped so that only a part of it will be used in the automatic cross-stitch creation process. Cross-Stitch Wizard allows you to control the cropped selection area, defining the specific portion of the image you wish to use.



To crop an area of an image:

- 1 In Select area to crop, click and drag the black grips found on the corners and the side centers of the selection box to define the portion of the image you want to use.
In Select area to crop, you will see the changes you made to your image appear.
- 2 To undo any of the cropping that you applied and select the entire image, click

Select All  Select All .

Using the One Cross per Pixel Option

Cross-Stitch Wizard makes this option available to you if want to save a mosaic image and reuse it without automatic pre-processing. So if you choose, you can reproduce a cross design saved as a mosaic image at another time.

When the one cross per pixel option is deselected (the default mode), the image size can be modified and, on the subsequent pages, a mosaic image will be created containing fewer pixels. The mosaic image is a bitmap created from the pre-processed original bitmap. This mosaic image will be created on the basis of the cross size and the size of the image. Each pixel in the mosaic image then will be converted into one cross.



The one cross per pixel option is enabled only for images containing 256 or fewer colors.

When the one cross per pixel option is selected, each pixel of the original image will be converted into one cross, allowing the mosaic image to coincide with the original

image. The size of the original image is changed automatically to accommodate the cross size. The color reduction page will be skipped.

To select the one cross per pixel option:

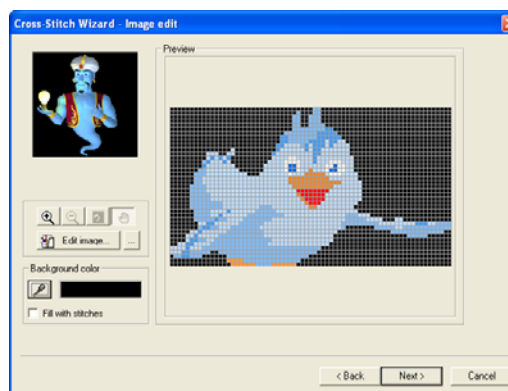
- To select the one cross per pixel option, select One cross per pixel, if not already selected.

To deselect the one cross per pixel option:

- To deselect the one cross per pixel option, deselect One cross per pixel, if already selected.

Image Edit


The Image Edit wizard page allows you to preview the mosaic image created from the pre-processed image. Once you finish editing and previewing your image, click Next to continue.




Using Zoom and Hand Tools for Image Editing

Use the Cross-Stitch Wizard zoom tools to view precise details in your design, particularly when editing your source image.


To use the Zoom In tool:

- Click the Zoom In tool .
You will see the size of your design increase in the Preview area.


To use the Zoom Out tool:

- Click the Zoom Out tool .
You will see the size of your design decrease in the Preview area.

To use the Zoom To Fit tool:

- Click the Zoom To Fit tool .
You will see your design fit inside the Preview area.

To use the Hand tool:

- In zoomed status, click the Hand tool .
- In the Preview area, click and drag the source image until you get a precise view of the desired area.

Editing an Image with the Default or External Bitmap Editor




If an image has been edited in MS-Paint or another editor, you should see a prompt to save the image when you close the editor. Changes will automatically be transferred in Cross-Stitch Wizard and you can continue developing the cross-stitched design.


Global or detailed changes can be applied with an external bitmap editor just before the final cross-stitch conversion of the image. By default MS-Paint is used.

In the default and external editors, the image can be saved to a specific disk location. This pre-processed image can also be used from in the first Cross-Stitch Wizard wizard page and have the check box "One cross per pixel" checked in the Image Transformation wizard page to have a straighter cross-stitched result.


To edit an image with the default bitmap editor:

- Click Edit image  Edit image...
You will see the default bitmap editor program open with your image.
- In the default bitmap editor program, make necessary changes to your image and save your changes.
You will see your image automatically appear in Cross-Stitch Wizard, reflecting your changes.


To use a different external editor:

- 1 Click the Browse button .
You will see an Open browse window appear.
- 2 In the Open browse window, find the name, file type, and location of the external editor you want to use and click Open.

Using the Dropper Tool to Select a Background

You can use the Dropper tool  to select a background color for your image.

To use the dropper tool:

- 1 In the Background color area, click the Dropper tool .
- 2 In the Preview area, click on the color you want to use for the background of your image.
You will see the color you selected appear in the Background color area.

Choosing whether to Fill the Background Color with Stitches

The background color of your design can be filled with cross-stitches or not. You can also define which color will be the background. Your choices for the background color fill will affect your actual design.

To fill the background color with stitches:

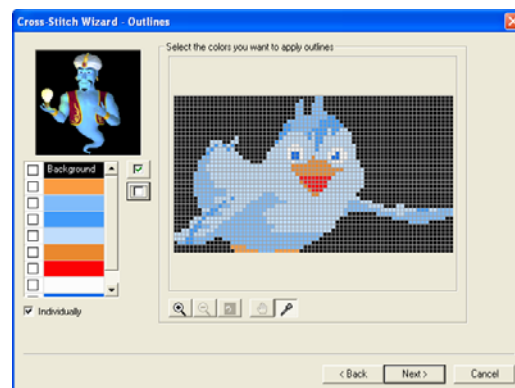
- Select Fill with stitches, if not already selected.

To not have stitches fill the background color:

- Deselect Fill with stitches, if already selected.

Adding Outlines to an Image

Selective cross-stitched areas can be outlined for more emphasis. You can define outline areas in two ways: using the dropper tool or using the color palette. You can also adjust the way selected colors are outlined. Once you finish adding outlines to your image, click Next to continue.

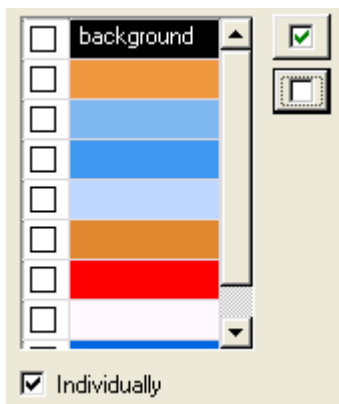


Using the Color Palette to Apply Outlines

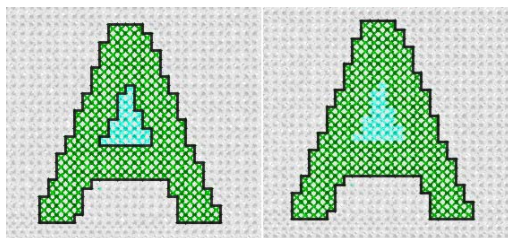


The background color is also stated on the palette.

Use the Color Palette to apply outlines to your image.



The "Individually" option adjusts the way selected colors are outlined. When two colors have been chosen from the palette to be outlined, and areas of these colors are side by side, this option defines if individual areas will be outlined. This option also defines if adjusted areas will be treated as a whole object and have a unified outline.





**Individually option
selected**

**Individually option
deselected**

To use the color palette:

- 1 In the color palette, select the colors that you want to apply outlines. To select all of the colors in the color palette, click the

Select All button . To deselect all of the colors in the color palette, click the


Unselect All button .

- 2 To select the Individually option, select Individually if not already select. To remove the individually option, deselect individually if already selected.

Using the Dropper Tool to Apply Outlines

Use the Dropper Tool  to make more direct selections for outlines in your image.

To use the dropper tool:

- 1 Click the Dropper tool , if not already selected.
- 2 In the Select the colors you want to apply outlines area, click on the colors you want to apply outlines to in your image.
Each color will appear checked off in the color palette.


Using Zoom Tools for Outlines

Use the Cross-Stitch Wizard zoom tools to view precise details in your design, particularly when adding outlines.




You can also access the Zoom In, Zoom Out, and Zoom To Fit tools by right-clicking in the Select the colors you want to apply outlines area and making a selection from the menu.


To use the Zoom In tool:

- Click the Zoom In tool .
You will see the size of your design increase in the Select the colors you want to apply outlines area.

To use the Zoom Out tool:

- Click the Zoom Out tool .
You will see the size of your design decrease in the Select the colors you want to apply outlines area.

To use the Zoom To Fit tool:


- Click the Zoom To Fit tool .
You will see your design fit inside the Select the colors you want to apply outlines area.

Using the Hand Tool for Outlines

When in zoomed status, you can move your source image around using the Hand Tool



To use the hand tool:

- 1 In zoomed status, click the Hand tool .
- 2 In the Select the colors area, click and drag the source image until you get a precise view of the desired area.

Final Preview

Just before you finish creating your cross-stitch design, you can see a 3D preview of the completed cross-stitched design. The thread palette that will be used for your cross-stitch design can be chosen from the thread chart list box. Cross-Stitch Wizard supports most of the well-known standard thread charts. You can also change the color of the background fabric shown on your screen, providing a better preview of how your final design will look on various background colors. Once you finish making changes in the Preview wizard page, click Finish and you will see your cross-stitch design appear in the main design window.



To define your fabric background color:

- 1 In the Background color area, click on the color of your fabric background.
You will see the background of your cross-stitch design change accordingly in the 3D view area.
- 2 Click Finish to complete the design.
You will see the cross-stitch design appear in the main design window.



APPENDIX A

Keyboard Shortcuts and Commands

This section provides a list of keyboard shortcuts and commands that make it easier to work with designs in Xpressive.

In this appendix:

- Learn various keyboard shortcuts for Xpressive.
- Learn how to use keyboard commands that can only be accessed through keyboard keys.

Keyboard Shortcuts

Action	Key
File menu	
Save	Ctrl+S
Exit	Alt+F4
Edit menu	
Undo	Ctrl+Z and Alt+Backspace
Redo	Ctrl+Y
Select All	Ctrl+A
Cut to clipboard	Ctrl+X
Copy to clipboard	Ctrl+C
Paste from clipboard	Ctrl+V
Insert Before	Ins
Insert After	Ctrl+Ins
Clear	Del
Edit tools	
Select (outline)	S
Stitch Select	M
Vertex Select	N
Angle Lines	D
Backdrop Select	Ctrl+I
Resequenece	
Bring To End of Design	Shift+End
Bring To Start of Design	Shift+Home
Move Later by 1	Shift+PgUp
Move Earlier by 1	Shift+PgDn




Action	Key
Shortcut Menu	Ctrl+E
Punching	
Enhanced Column	F12
Manual	F5
Run	F6
Two-ply	Ctrl+F5
Bean (Run style)	Shift+F6
Complex Fill	F11
Steil	F7
View menu	
Zoom	Z
Back to 1:1	1
Fit to Window	W
Measure	Ctrl+M
Show 3-D Stitches	3
Snap to Grid	Shift+3
Image menu	
Hide	I
Lighten	L
Window menu	
Window Cascade	Shift+F5
Window Tile	Shift+F4
Refresh	Shift+W
Help menu	
Contents	F1
Styles	
Normal	Ctrl+0

Action	Key
Design Editing in Outline Mode	
Shortcut menu in Outlines	Ctrl+E
Shortcut to Properties	Alt+Enter
Show Beads	Ctrl+B
Show Dots	P
Highlight Stitch Exception	Ctrl+P
Deselect the active segment	Shift+S
Stitches in Outline Mode	
Show All	X
Regenerate All	Shift+G
Regenerate Active Group	G (Depending on the configuration of your User Settings, you can also right-click on or outside the segment to generate stitches.
Select all segments in Outline window	Ctrl+A
Show Outlines	Shift + X
Navigation bar in Outline Mode	
Move to Previous Command	Shift+ ←
Move to Next Command	Shift+ →
Move to Previous Color	Ctrl+ ↓
Move to Next Color	Ctrl+ ↑
Move to Start	Ctrl+Home

Action	Key
Move to End	Ctrl+End
Commands on Shortcut menu	
Power Edit	Ctrl+O
Resize	Ctrl+R
Rotate	Ctrl+T
Reflect	Ctrl+F
Generate Stitches (current segment)	G (Depending on the configuration of your User Settings, you can also right-click on or outside the segment to generate stitches.
Design Editing in Stitch Mode	
Shortcut menu in Stitches	Ctrl+E
Highlight Stitch Exception	Ctrl+P
Deselect the active segment	Shift+S
Navigation bar in Stitch Mode	
Move to Previous Command	Shift+ ←
Move to Next Command	Shift+ →
Move to Previous Color	Ctrl+ ↓
Move to Next Color	Ctrl+ ↑
Move to Start	Ctrl+Home

Keyboard Commands

The following keyboard commands do not have corresponding menus or tools. The only way to access them is through keyboard keys.

Action	Key
Design Workspace	
Toggle between the	Spacebar
Select (Outline)  tool and the Stitch	
Select  tool (One of these tools must be enabled).	
Toggle between the	Spacebar
Run  tool and the previously used punching tool (The Run tool or a punching tool must be enabled).	
Pan	Arrow keys (←↑→↓) Also (Home, End, PgUp PgDn)
Highlight cursor (mouse finder)	Shift+F
Add Guidelines (reference lines)	Ctrl+J
Move Guidelines	Ctrl+Shift (press and hold the Ctrl and Shift keys as you click and drag the guideline off the screen)
Zoom in while punching	Press + on the number keypad to zoom in.
Zoom out while punching	Press - on the number keypad to zoom out.
Backup to previously punched point	Backspace

Action	Key
Editing	
Expand stitch picking radius (doubles the search radius). This feature is helpful if you're having problems picking a point when you're zoomed in.	Hold down Shift
Delete multiple stitches in Stitch file	Backspace
When using any path drawing tool you can force your line to be at an angle. Shift forces the next point to be at any 15 degree increment angle (0 to 90 degrees).	Press Shift while punching
Set Start/Stop tool to enter start and stop points	Tilde key (~) or Semicolon key (;)
Close a segment	H
Nudge anchor points	Select anchor point with Vertex Select and use Alt + arrow keys (←↑→↓)
Enhanced Bezier entry modes	
Straight mode	Left-click
Bezier mode	Ctrl

Action	Key
Miscellaneous	
When merging a stitch or outline file press the Ctrl key (before placing the merged design) to insert a color change at beginning of merged design.	Press Ctrl



APPENDIX B

Getting Help

This section provides the information you need to help you with Xpressive.

In this appendix:

- Find out about the documentation available with Xpressive.

Xpressive documentation

The Xpressive documentation gives you a variety of ways to find answers to your questions.

Xpressive User's Guide

Use Appendix B: Getting Help so you know all the ways you can receive help.

Online Help

The online Help provides a quick way to access conceptual information and step-by-step instructions.

Font online Help

The Font online Help contains general information about our embroidery fonts and lists the Standard and Optional fonts provided with our embroidery systems. A sample of each font is provided.

Fill online Help

The Fill online Help contains general information about Fill patterns, and it lists the Carved, Programmed, and Standard Fill patterns provided with Xpressive. A sample of each Fill pattern is provided with its appropriate settings.



Using the Xpressive online Help

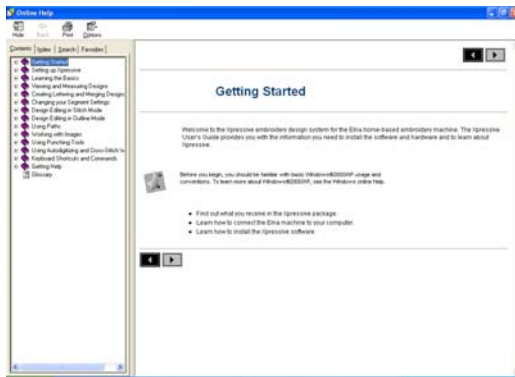
The Xpressive online Help is a quick way to find answers to your questions and see step-by-step instructions. Because the online Help is updated for every major release, you will benefit from the most up-to-date information.

Opening the online Help

The online Help contains a wide variety of topics that contain helpful procedures, descriptions, and definitions. Because a large number of topics exists, the online Help allows you to search for topics three different ways. You can search using the table of contents, the index, or a database of terms.

To open the online Help:

- 1 Double-click the Xpressive icon on your desktop to open Xpressive.
You see the blank Xpressive design workspace.
- 2 Do one of the following:
 - ♦ Choose Help—Contents.
 - ♦ In the File toolbar, click the Contents  tool.
 - ♦ In the General drawer of the Tool Cabinet, click the Contents  tool.
 - ♦ Press F1 on your keyboard.*You see the Xpressive Online Help appear.*



Using the Contents

The online help has a table of contents. Each book contains a series of related topics.

To use the Contents:

- 1 Choose Help—Contents.
- 2 Double-click the book you want to open.
- 3 Click the topic you want to see.
You see the topic in the right window pane.

Using the Index

The online Help index is similar to the index in a book.

To use the Index:

- 1 Choose Help—Contents.
- 2 Click the Index tab.
- 3 In the box, enter the word or words you want to search.
In the list, you see the topics that most closely match your query.
- 4 Click the term you want to learn more about.
If there is more than one topic for the keyword, you see a menu.
- 5 Click the topic you want to see.
You see the topic in the right window pane.

Using Search

The Search tab lets you search using keywords or phrases in a database of all the words found in the Xpressive online Help.

To use Search:

- 1 Choose Help—Contents.
- 2 Click the Search tab.
You see the Find Setup Wizard.
- 3 Click Next, and then Finish.
The online Help builds a term list.
- 4 In the text box, enter the first few letters of the word you are searching.
In the list, you see the topics that most closely match.
- 5 Click the topic you want to view.
You see the topic in the right window pane.

Using the Font Help



You may not have all these fonts installed on your computer. To purchase additional font packages, contact your distributor.

The Font online Help has information on Xpressive embroidery fonts. The Font Help displays a sample of the font, available keystrokes, recommended heights, and special notes.

To open:

- Choose Help—Fonts.
Once the Font Help is opened, it works the same way as all other Help files.

Using the Fill Help

The Fill online Help contains Fill samples, quality control recommendations, and additional information about altering the available Standard, Programmed, and Carved Fill patterns.

To open:

- Choose Help—Fills.
Once the Fill Help is opened, it works the same way as all online Help files.

Saving your favorite topics

The Favorites tab lets you save the topics that you visit most often and want to access quickly.

To save your favorite topics:

- 1 Choose Help—Contents.
- 2 Double-click the book you want to open.
- 3 Click the topic you want to save as your favorite.
You see the topic in the right window pane.
- 4 Click the Favorites tab.
You see the selected topic in the Current topic area.
- 5 To add the selected topic to your favorites list, click Add.
You see the selected topic appear in the Topics area.
- 6 To display your favorite topic, do one of the following:
 - ♦ In the Topics area, select the favorite topic you want to display and click Display.
 - ♦ In the Topics area, double-click the favorite topic you want to display.
You see the topic in the right window pane.
- 7 To remove one of your favorite topics, do the following:
- 8 In the Topics area, select the favorite topic you want to remove and click Remove.

Printing online Help topics

You can print any of the topics in the online Help.

To print topics:

- 1 Choose Help—Contents.
- 2 Click the topic you want to print.
The topic will appear in the Help window.
- 3 Click Print.
You see the Print Topics dialog box.
- 4 Select one of the following print options:
 - ♦ Print the selected topic
 - ♦ Print the selected heading and all subtopics
- 5 Click OK.
You see the Print dialog box.
- 6 Change any of the print settings, if necessary, and click OK.
The topic is printed.



Glossary

3D View

Also part of the MultiView Paradigm is the 3D View. This view provides a realistic preview of the stitching, preprogrammed on a fabric background with 3D view. You can also create your own fabric background with 3D View. See also *MultiView Paradigm*.

Use the Show 3-D Stitches tool to view stitches in 3D directly in the Design window. Viewing stitches in 3D provides a realistic view of your stitches, giving you a better idea of how the stitches will look.

Active

The active segment or group of segments is enclosed in a box with handles. To make another segment or group active, select another segment or group in the design.

Anchor points

Anchor point is a fixed point used when rotating, scaling or mirroring a design. When you use the Punching tools, you can place anchor points anywhere along a path. You can add or delete anchor points on any path. You can also drag an anchor point to change the shape of the path. The direction points of each anchor will be displayed only when the anchor is selected, which will allow for greater clarity of designs particularly on complicated designs with many outline points. The greater number of anchor points, the finer control you have over the shape of the path. The first and last anchor points on an open path are called endpoints.

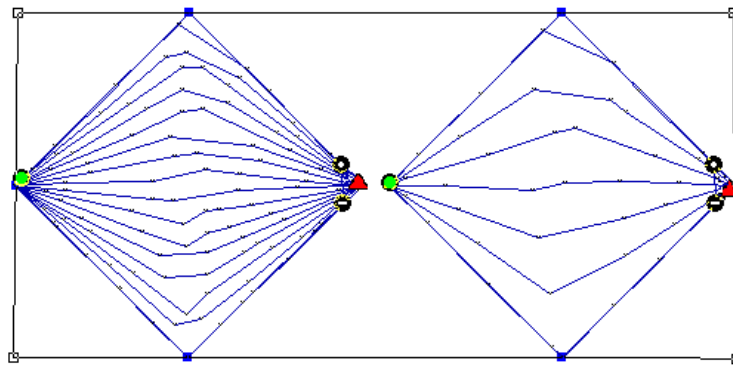
Appliqué	Embroidery process that involves using cut pieces of fabric in place of large fill stitch areas. The fabric pieces are sewn into the design. The process is used to reduce stitch counts in large designs and/or to create a unique appearance.
Arc	A curved shape similar to a half circle. A baseline shape.
Automatic Trim	An automated machine process that cuts the top and bobbin thread when directed by data stored in a design file. This function is usually used after a jump or a color change. This process eliminates the need for manual trimming.
Backing	Woven and non-woven material used underneath the item or fabric being embroidered to provide support and stability. Can be hooped with the item, or placed between the machine throat plate and the hooped garment. Available in various weights and in two basic types: cutaway and tearaway.
Baseline	A line in which lettering segments sit.
Bead	See <i>Direction lines and points</i> .
Bean Stitch	Three stitches placed back and forth between two points. Often used for outlining because it eliminates the need for repeatedly digitizing a single-ply running stitch outline.
Bezier Curves	A method of drawing shapes. In Bezier mode, you can enter both straight and curved points. You draw lines by setting anchor points and curves by dragging direction points and lines.
Birdnesting	Collection of thread between goods and needle plate, resembling a bird's nest. Formation of a bird's nest prevents free movement of goods and may be caused by: inadequate tensioning of the top thread in the needle plate hole; top thread not through take-up lever; top thread not following thread path correctly; or flagging of goods.

Bitmap Images	Paint and image-editing software such as Corel Photo-Paint and Adobe PhotoShop generate bitmap images, also called raster images. Each pixel in a bitmap image has a specific location and color value assigned to it. Bitmap images reproduce the subtle shading found in continuous-tone images, such as photographs. Bitmap images are resolution dependent. They represent a fixed number of pixels; as a result, they can lose detail and appear jagged if they are scaled on-screen.
Blatt Stitch	Schiffli term meaning to feed more yarn, therefore producing a long zig-zag stitch with threads laying close together. Adapted for multi-head use: See also <i>Satin Stitch</i> .
Bleeding	Bleeding occurs when stitching falls between the fibres of the fabric and "bleed" into the fabric, resulting in the loss of a crisp outline for the design.
Bobbin	Spool or reel that holds the bobbin thread, which helps form stitches on the underside of the fabric.
Boring	A production process in which a sharp-pointed instrument or laser punctures, or bores, the fabric. This is followed by stitches being inserted around the opening to enclose the raw edges, while leaving a bordered hole.
Bridge Machine	Type of embroidery machine with heads suspended from a bridge or beam, allowing the pantograph a wider range of movement from front to back (Y-axis) of the machine table.
Buckram	Coarse woven fabric, stiffened with glue, used to stabilize fabric for stitching. Commonly used in caps to hold the front panel erect.

Cartoon	Enlargement of original artwork which is used in tablet digitizing as a template for finished embroidery. This artwork usually contains notes relating to stitch type, density and color order. Usually <u>six</u> times larger than finished design size, based on art to stitching ratio of schiffli machines.
Ceeding Stitch	See also <i>Fill Stitch</i> (used interchangeably).
Chain Stitch	(1) Stitch that looks like a chain link. A flat stitch created on a chenille machine usually used as outline to define moss (loop) areas; (2) also used to define chevron stitch used in standard embroidery.
Chenille	Type of embroidery in which a loop stitch is formed on the topside of the fabric. Uses heavy yarns of wool, cotton or acrylic which are pulled up from reverse side of the fabric using a hook. Also known as loop piling. Created by a stitch machine that has been adjusted to form this stitch type.
Colorfast	A thread's ability to retain its color during normal wear and laundering.
Column Stitch	Formed by closely arranged zig-zag stitches. Often used to form borders. See also <i>Satin Stitch</i> .
Combine Jumps	A setting that helps you avoid unnecessary trims in a design. When the embroidery machine has to go to the next part of a design and that position is more than 12 mm away, a jump stitch is used. If three or more jump stitches are used, the embroidery machine activates the trimming mechanism unless Combine Jumps is selected.
Complex Fill	A digitizing capability that allows void areas to be designated as such when mapping perimeter points, allowing digitizing of fill areas without sectioning.

Condensed Format Method of digitizing in which a proportionate number of stitches are placed between defined points after a scale has been designated. With a machine or computer that can read condensed format, the scale, density and stitch lengths in a design may be changed. Also referred to as Outline Format.

Contour underlay Contour underlay, sometimes called edge-walk underlay, places one line of underlay around the edge of the shape. Use the Inset Distance setting to adjust how far the underlay is from the edge of the shape.



Cording The attachment of any type of round, decorative cord. Can be achieved by adding a cording device to a machine.

Copyright A legal form of protection provided to creators of "original works of authorship" including literary, dramatic, musical, artistic and certain other intellectual works. It is available to both published and unpublished works.

Cross Stitch Two stitches that cross at the center to form an X.

Cupping The curling of dense designs on fabrics that are improperly stabilized. See also *Puckering*.

Cylinder Arm Machine

A machine with a structure that makes it possible to embroider curved or unusually shaped articles, such as caps, sleeves and pants legs on finished garments.

Denier

Unit of weight used to measure the fineness of thread. Equal to weight in grams of 9000 meters of thread. Deniers are represented by the weight of the strands of thread, a slash, and the number of strands per thread, 120/2 Den.

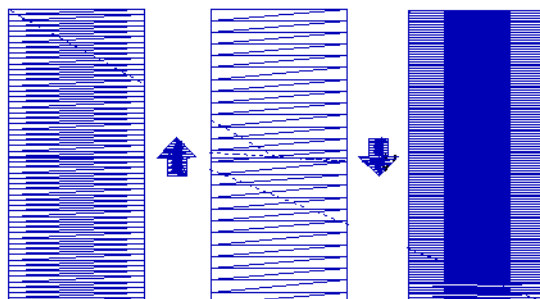
Density

Density is the number of stitches covering a given area. Large letters, large fill areas and textured fabrics, generally need higher densities. The reverse is true as well.

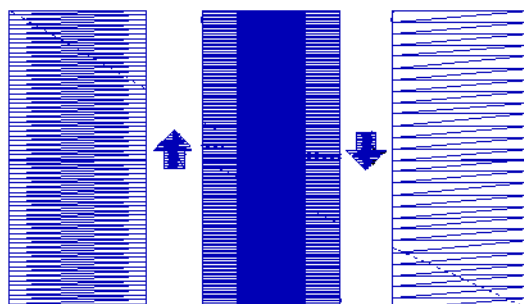
There are two measuring systems used in calculating density: Imperial and Metric. The Imperial system measures density in stitches per inch (spi). 65 spi means 65 stitches in a 1 inch (linear) area. The Metric system measures density in embroidery points (pt). Points refers to the distance between each thread.

To increase density with the Imperial system, you increase the measurement number. With the Metric system, a higher number of points indicates a lower density. The following example shows what happens when you increase and decrease the density in embroidery points and stitches per inch.

Embroidery Points (pt)



Stitches per Inch (spi)



Here are two examples of density conversions:

Embroidery points to millimeters

1 pt = 0.1 mm

Embroidery points to stitches per inch

4 pt = 63.5 spi

If you have a Fill stitch with a density of 63.5 spi, the distance between each thread is 4 pts. You adjust density according to the fabric and the design's size. Generally, lighter fabrics and smaller designs require fewer stitches.




Density Conversion Tables

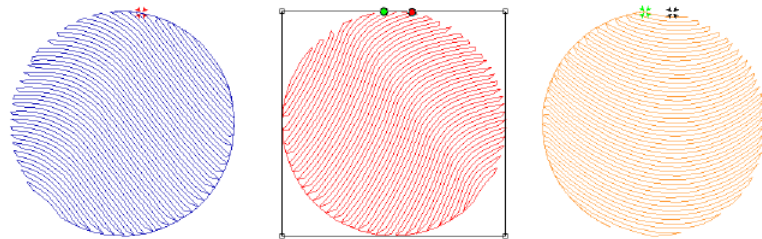
Stitches Per Inch (SPI) to Embroidery Points (PT)

SPI	PT	SPI	PT	SPI	PT	SPI	PT
20	12.7	37	6.9	54	4.7	70	3.6
21	12.1	38	6.7	55	4.6	71	3.6
22	11.5	39	6.5	56	4.5	72	3.5
23	11	40	6.4	57	4.5	73	3.5
24	10.6	41	6.2	58	4.4	74	3.4
25	10.2	42	6.0	59	4.3	75	3.4
26	9.8	43	5.9	60	4.2	76	3.3
27	9.4	44	5.8	61	4.2	77	3.3
28	9.1	45	5.6	62	4.1	78	3.3
29	8.8	46	5.5	63	4	79	3.2
30	8.5	47	5.4	64	3.9	80	3.2
32	7.9	49	5.2	65	3.9	81	3.1
33	7	50	5.1	66	3.8	82	3.1

Inches (IN) to Embroidery Points (PT)

IN	PT	IN	PT	IN	PT	IN	PT
.10	25	.20	50	.30	76	.40	101
.11	27	.21	53	.31	78	.41	104
.12	30	.22	65	.32	81	.42	106
.13	33	.23	56	.33	83	.43	109
.14	35	.24	60	.34	86	.44	111
.15	38	.25	63	.35	83	.45	114
.16	40	.26	66	.36	91	.46	116
.17	43	.27	68	.37	93	.47	119
.18	45	.28	71	.38	96	.48	121
.19	48	.29	73	.39	99	.49	214

Design Window	The unified design window holds both outlines and stitches in opened design files.
Design Workspace	The design workspace includes the toolbars, menus, ribbon, and the design window containing the design you are editing. The way many of the tools work and the look of the workspace is controlled in the Environment user settings. You can change the look and functionality of your design workspace by changing these settings.
Digitizing	Modern term for punching reflecting the computerized method, converting artwork into a series of commands to be read by an embroidery machine's computer. See also <i>Punching</i> .
Direction lines and points	<p>When you create curved segments and select an anchor point, the anchor point has one or two lines extending from it. These lines are called direction lines. The points at the end of the direction lines are called direction points. The positions of direction lines and points determine the size and shape of a curved segment. You can change the shape of curved paths by moving the direction lines and direction points. The angle of each direction line determines the slope of the curve. The length of each direction line determines the height or depth of the curve.</p> <p>Start and Stop beads</p> <p>Start beads are the green beads  that indicate the location of the first stitch of the segment. This will be the first stitch that will be sewn. Stop beads are the red triangle beads  that indicate the location of the last stitch of the segment. This will be the last stitch that will be sewn.</p> <p>If the Start and Stop beads are placed properly, the design sews more efficiently. Therefore, you want to place your Start and Stop beads close to each other or even on top of each other. The Start and Stop beads of one segment should also be close to the Exit  point of the previous segment and Entry point  of the next segment so that you eliminate the need for extra trims.</p>





Exit point of the
previous segment

Start and Stop beads
of the selected
segment

Entry point of the next
segment

These three segments are to be sewn in a row. Notice the positioning of all the beads.

Angle Line beads

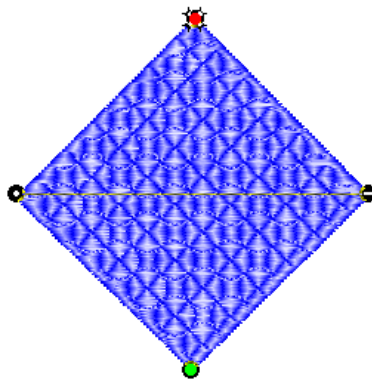
Angle Lines have 3 parts: the dot bead, the dash bead, and the line joining the beads. An Angle Line bead is a black bead with either a dot or a minus sign in it. When you place Angle Line beads, the first one is  and the second one is .

These beads determine the angle of the stitches in the segment. You **must** place all Angle Line beads in the same direction. Therefore, if you started by placing the Angle Line beads from left to right, you need to continue placing them in this way throughout the segment.

You can add additional angle lines using the Angle Lines tool



in the Edit toolbar. Or, you can delete existing Angle Lines by right-clicking the Angle Line bead and selecting Delete.



Angle Line beads on a Complex Fill segment.

Downloading

The transfer of designs/data from the Internet to a computer. The transfer of designs/data from a computer or network to a machine.

Drive

The Drive is the part of the computer that turns a disk to retrieve and store information. Personal computers usually have one hard disk drive labeled C and two floppy disk drives labeled A and B. The CD-ROM drive is usually labeled D.

Emblem

Embroidered design with a finished edge, commonly an insignia or identification, usually worn on outer clothing. Historically an emblem carried a family crest, motto or verse, or suggested a moral lesson. Also referred to as a patch.

Embroidery

Decorative stitching on fabric. Generally involves non-lettering designs, but can also include lettering and/or monograms. Evolved from hand embroidery, to simple one-head manual sewing machines, schiffli machines with hundreds of needles, to high-speed multi-head machines. Evidence of embroidery exists during the reign of Egyptian pharaohs, in the writings of Homer, from the Crusaders to the 20th century.

Enhanced Main View	The Enhanced Main View provides a graphical view of the design that can be zoomed or faded allowing you to examine the details in the design. The Enhanced Main View allows you to display hoops and view stitches using either show stitches or using the 3D View. You can also highlight stitch exceptions, navigate through the design's stitches, and use the stitch direction marker to show the direction of the thread.
Envelope	Envelopes are boxes with handles that allow you to change the shape of the text or segment.
Expanded Format	Individual stitches in a design that have been specifically digitized and are fixed in place. Generally, designs digitized in this format can't be enlarged or reduced more than 10-20% without distortion because the stitch count remains constant.
Facing	Material hooped or placed on top of items to be embroidered that have a definable nap or surface texture, such as corduroy and terry cloth. The facing compacts the wale or nap and holds the stitches above it. Includes a variety of substances such as plastic wrap, water soluble plastic "foil", and open weave fabric which is chemically treated to disintegrate with the application of heat.
Feathering	Similar to bleeding where the edge of a satin stitched area shows an indistinct edge against the fabric background.
Files of type	The Files of type box is a list of the file types that are available. The current type of file and its extension are displayed in the list. You can open only the file type selected in the Files of type list.
Fill Stitch	Series of running stitches commonly used to cover large areas. Different fill patterns can be created by altering the angle, length, and repeat sequence of the stitches.

Finishing	Processes performed after embroidery is complete. Includes trimming loose threads, cutting or tearing away excess backing, removing facing, cleaning any stains, pressing if needed, and packing for sale or shipping.
Flagging	Up and down motion of goods under action of needle, named after the motion of a waving flag. Often caused by improper framing of goods, flagging may result in poor registration, unsatisfactory stitch formation and "birdnesting".
Folders	In Windows®2000/XP your designs are stored in folders. In previous Windows® versions folders were called directories.
Fox Test	Method of testing thread tension and soundness of timing. Sew the word FOX in 1 inch satin block letters with each needle, then examine the reverse side for skipped stitches and correctly balanced ratio of top thread to bobbin thread. The correct balance is generally considered to be a one-third ratio of bobbin to two-thirds top thread. These letters are used because they require the movement of the pantograph in all directions, increasing the likelihood that the beginnings of timing irregularities will be discovered.
Frame	Holding device for insertion of goods under an embroidery head for the application of embroidery. May employ a number of means for maintaining stability during the embroidery process, including clamps, vacuum devices, magnets or springs. See also <i>Hoop</i> .
Geflect	A fill pattern in which all lines of stitches are parallel to each other.
Guide Stitch	A series of stitches used to line up placement of subsequent embroidery in multiple hooping situations, or assist in placement of fabric pieces for appliqué.

H Test	A thread tension test in which one 1" block letter h is sewn for each needle bar. The reverse side of the completed embroidery should show a ratio of two-thirds top thread to one-third bobbin thread.
Handles	Handles are the small boxes at each corner of the selection box you see around active segments. If you point to a handle, the pointer becomes a double-sided arrow. You can click and drag the handle to resize the selected segment or segments proportionally. Clicking and dragging the control points on the left and right side of a handle will resize the segment by width. Clicking and dragging the control points on the top and bottom sides of a handle will resize the segment by height.
Holding Fixtures	Devices used to hold or frame small or unusually shaped items, such as socks and gloves. Commonly used for delicate goods, rigid goods, gang loading applications, or to speed up the framing process to achieve production efficiency.
Hook	Holds the bobbin case in the machine and plays a vital role in stitch formation. Making two complete rotations for each stitch, its point meets a loop of top thread at a precisely timed moment and distance (gap) to form a stitch.
Hoop	Device made from wood, plastic or steel with which fabric is gripped tightly between an inner ring and an outer ring. It attaches to the machine's pantograph. Machine hoops are designed to push the fabric to the bottom of the inner ring and hold it against the machine bed for embroidering.
Hoop Mark	The temporary marks that remain on the fabric after the embroidery hoop has been removed. Also referred to as a Hoop Ring. Such marks can typically be removed using steam or Magic Sizing spray.

Hoop Burn	Permanent marks that remain on a fabric after the embroidery hoop has been removed. Unlike, hoop marks, hoop burn cannot be removed. It is the result of crushed fibers caused by a hoop that is too tight.
Hooping Board	Device that aids in hooping garments or items for embroidery, for hooping multi-layered items and for uniformly hooping multiple items.
I Test	A thread tension test in which one 1 inch capital letter I is stitched out in each of the color threads available on the machine, after which all I's are compared for consistent and correct tension.
Interlock Stitch	Two or more rows of overlapping satin stitches. The point of overlapping can be straight or curved. Also known as thread blending or random stitch.
Jacquard	Joseph M. Jacquard invented the Jacquard loom, which used a punch card to instruct the loom to weave a pattern in color. This process was later applied to punching 64mm jacquard for automated embroidery machines.
Jump Stitch	Movement of the pantograph without needle penetration, commonly used to get from one point in a design to another.
Lasso Select tool	The Lasso Select tool is located on the Edit toolbar and in the Edit menu. Lasso Select allows you to select outline segments in a design by forming a polygon shape around them. Once you select one or more segments, you can edit them by using the shortcut menu commands. You can also change the segment properties by selecting Properties from the shortcut menu.

Lasso Stitch Select tool

The Lasso Stitch Select tool is located on the Stitch Edit toolbar and in the Stitch Edit menu. Lasso Stitch Select allows you to select stitches in a design by forming a polygon shape around them. Once you select a group of stitches, you can edit them by using the shortcut menu commands.

Lettering

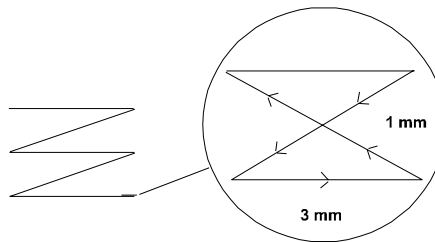
Embroidery using letters or words. Lettering commonly called "keyboard lettering" may be created from computer software, which allows variance of letter styles, size, height, density and other characteristics.

Lip Hooping

This technique is also known as recessed hooping. It is useful when hooping bulky or slick fabrics, such as insulated jackets. The inner ring is pushed past the edge of the outer ring, so that the outer ring sticks up higher, forming a lip. This helps prevent the inner ring from being pushed up during the embroidery process, and places the goods flatter to the machine table.

Lock Stitch

(1) This stitch is formed by three or four consecutive stitches of at least a 10 point movement. It should be used at the end of all columns, fills and any element where a trim will follow, such as color changes or the end of a design. May be stitched in a triangle or a straight line; (2) Lock Stitch is also the name of the type of stitch formed by the hook and needle of home sewing machines, as well as computerized embroidery machines.

**Logo**

Short for logotype. The name, symbol, or trademark of a company or organization.

Looping Threads that are raised unevenly on the surface of a stitched design. Most common cause is upper thread tension being too loose.

Low-level



For Low-level Protocol, the embroidery machine must have enough internal memory to receive the design.

Low-level Protocol works like a printer. You set the software to send the design and set the machine to receive the design. The design is then transferred from the software to the machine. The embroidery machine downloads the design as if it were receiving the design from a disk. Once the download has started, the computer can be used because the download is handled in the background.

Machine Formats Machine formats have their own profile settings that determine how embroidery information will be interpreted when you save design files as a machine readable format or send design files to the machine through cable. When you use machine formats, your design information displays accurately on the screen and designs are sewn correctly on each embroidery machine. You can select a specific machine format for a design when opening or saving designs.

Manual Stitch Stitch used in the automatic punching process to manually plot stitches one by one.

Mitre Angle created when two objects meet at a corner.

Monogram Embroidered design composed of one or more letters, usually the initials in a name.

MultiView Paradigm The MultiView Paradigm includes all the methods for viewing designs. Depending on your system level, you may have one or more of the different views available: Enhanced Main View, Global View, Sequence View, and 3-D View. You can have all views open in the software at the same time.

Needle	Small, slender piece of steel with a hole for thread and a point for stitching fabric. Machine embroidery needles come in sharp-points for piercing heavy, tightly woven fabric; ball-points, which glide between the fibers of knits; and a variety of specialty points such as wedge-points, used for leather.
Needle-Up	Punching term, similar to jump, whereby pantograph movement does not entail needle penetration.
Outline Format	Disk format for storing and retrieving designs which allows for global (automatically changes density, size, stitch width, stitch count in a single operation) changes within that design.
Outline Processor	<p>Use the outline processor to modify designs by adjusting their stitch count and other settings. The outline processor allows you to set a target stitch count (absolute or percentage) and the software automatically adjusts the values of settings such as Satin density, Tatami density, Fill stitch length, Run stitch length, Fill density, and Underlay density.</p> <p>There are two modes for processing designs. In the standard mode, the values of all settings are modified by the same proportion. In advanced mode, the system modifies each setting value by different percentages in an effort to keep the overall stitch quality as close to the original design as possible.</p>
Pantograph	Holding device for frames and frame sash which controls movement of embroidery fabric in the X-and-Y directions, to create your embroidery design while needle remains stationary.
Paper Tape	Continuous roll of paper or mylar tape defining x and y coordinate information through the use of punched holes. Paper Tape has been almost completely replaced by computer disks.

Paths

A path is any line or shape that you draw using the Text or Punching tools. A path can be open, having end points such as a zig zag line, or a path can be closed, having a continuous line such as a rectangle.

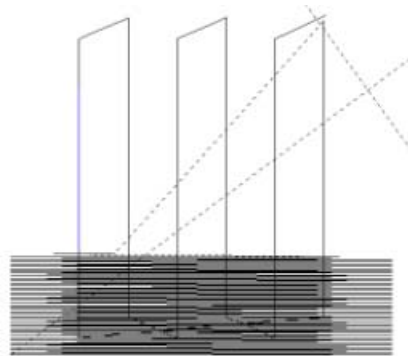
A path is any line or shape that you draw using Bezier curves. Any shape can be a path. A path can be either open or closed. A closed path has no beginning or end; for example, a rectangle is a closed path. An open path has distinct endpoints; for example, a zigzag line is an open path.

Percentage pull-compensation

Pull-compensation is expressed as a percentage. For example, if you adjust the pull-compensation to 110%, the stitches will stitch from one side to the other a total of 10% longer than with no pull-compensation set. You can also enter a maximum range to set the maximum amount of pull-compensation.

Perpendicular underlay

Perpendicular underlay places underlay stitches perpendicular to the top stitching. Perpendicular is like parallel underlay, but the underlay is placed vertically.



Pitch

Degree of slope or angle of stitches in relation to a base line.

Points

Unit of stitch density measurement. 10 points equal 1 mm.

Presser Foot	L-shaped mechanical lever with a large opening in the base through which the needle must pass when sewing. For each stitch penetration, the presser foot comes down and pushes the fabric flat against the machine table, holding it steady for the needle to penetrate. After the needle raises back up, the presser foot rises as well, allowing the pantograph to move the garment to the next stitch point.
Puckering	Result of the fabric being gathered by the stitches. Many possible causes include loose hooping, lack of backing, incorrect tension, or dull needle.
Punching	Conversion of artwork into a series of commands to be read by an embroidery machine's computer. Derived from an early method of machine embroidery where paper tapes or jacquards punched with holes that represented stitches.
Push - Pull Compensation	<p>A software function that changes the width of the stitches to compensate for the "give" of a fabric. Adjusting the pull-compensation setting is useful if you are sewing on knit fabrics because these fabrics tend to stretch. Suppose that you have punched a design with a Satin border. You sew the sample and realize that there is a gap between the Satin border and Fill stitches. To solve this problem, you increase the pull-compensation.</p> <p>Some general rules</p> <ul style="list-style-type: none"> • Circular shapes tend to pull in at the sides and pull out at the top and bottom during sewing. You need to compensate for this by increasing the pull-compensation so that your circular shape appears oval on-screen. When you sew the shape, due to the give of the fabric, the shape sews out perfectly round. • Straight column stitches pull in during sewing. To compensate for this pulling, you need to increase the pull-compensation.
ESX Unified File Format	The ESX file format contains outlines and stitches in a single design file. The icon and the imported bitmaps are also stored in this file.

Recipe	A collection of embroidery settings designed for specific fabrics.
Registration	Correct registration is achieved when all stitches and design elements line up correctly.
RGB	System for representing colors on a color monitor by mixing red, green, and blue light.
Running Stitch	Consists of one stitch between two points. Used for outlining and fine detail. Also known as walk stitch. There are various forms of running stitches, including the bean, two-ply and programmed.
Satin Stitch	Formed by closely arranged zig-zag stitches. Can be laid down at an angle with varying stitch length. Adapted from the blatt stitch used in schiffli embroidery. See also <i>Blatt Stitch</i> . Also known as a column stitch.
Scaling	Ability to enlarge or reduce a design. In expanded format, most scale is limited to 10 to 20 percent because of the fact that the stitch count will remain constant. In condensed format, scale changes may be more dramatic as stitch count and density may be varied.
Schiffli	Type of machine used to embroider yardgoods, such as intricate laces, emblems and appliqués. Developed in Switzerland in the 1800s, schiffli means "small boat", which refers to the boat-shaped shuttle used with the machine. Some schiffli machines weigh 10 tons and have hundreds of needles. The goods are spanned vertically, as a wall, rather than on a flat table as in multi-heads.
Segment	A single piece of a design that is created at one time. A segment has many properties such as its size, color, sequence in designs, stitch type and values, including stitching instructions.

Select tool	The Select tool, located in the Edit toolbar and in the Edit menu, allows you to work in Outline Mode. This tool allows you to select and modify individual or groups of outline segments. You can select outline segments by clicking on a single segment or by clicking and dragging to draw a box around parts of the design. Once you select outline segments, you can edit the segments and add commands by using the shortcut menu options. To display the shortcut menu, press Ctrl+E on your keyboard while using the Select tool.
Sewability	The determination of whether a thread, fabric, backing, etc. can perform under normal embroidery stitching.
Short Stitch	A digitizing technique where in you place short stitches within the outside perimeter of a curve or 45° angle to balance outside and inside density in a satin stitch, to avoid unnecessary bulky build-up of stitches.
SmartMedia cards	<p>The SmartMedia card is similar to the CompactFlash storage card commonly used by digital cameras. You take a picture with a digital camera and the photos are saved to the CompactFlash cards. You create a design with Xpressive and the designs are saved to the SmartMedia card. From the computer, you save the designs to the card and then you insert the card into the appropriate embroidery machine.</p> <p>There are several input and output devices that are used to access this type of card on the computer. The most common devices are the devices that are inserted into the floppy disk drive. In these devices, you can insert the SmartMedia card and then insert the card into the computer's floppy drive. If you have the appropriate driver, the computer can then access the card just like a regular floppy drive.</p>
SPM	Stitches per minute. System used to measure the running speed of an embroidery machine.
SPI	Stitches per inch. The imperial measurement for density of stitches.



Steil Stitch	See <i>Column Stitch</i> .
Stitch Bleeding	See <i>Bleeding</i> .
Stitch Editing	Digitizing feature that allows one or more stitches in a pattern to be deleted, lengthened or altered.
Stitch Gap	The area(s) of a design without stitching, where stitching should have occurred.
Stitch Select tool	The Stitch Select tool, located in the Stitch Edit toolbar and in the Stitch Edit menu, allows you to work in Stitch Mode. This tool allows you to select and modify individual or groups of stitches. You can select stitches by clicking on a single stitch or by clicking and dragging to draw a box around parts of the design. Once you select stitches, you can edit the stitches and add commands by using the shortcut menu options. To display the shortcut menu, press Ctrl+E on your keyboard while using the Stitch Select tool.
Stitch to Outline Conversion (STO)	Software feature that allows you to convert a stitch file to an outline file or any parts of a stitch file to an outline file format.
Stock Designs	Digitized generic embroidery designs that are readily available at a cost below that of custom digitized designs.
Swiss Embroidery	(1) Satin stitch embroidery; (2) Also recalls the origin of automated embroidery in Switzerland where the schiffli embroidery machine was developed in the 1800s by Isaak Groobli. Embroidery remains a government-supported industry in Switzerland today.
Style	See <i>Recipe</i> .
Tacking Iron	Device used to fuse heat-sealable items, such as appliqués, emblems and lettering, to fabric. Also known as an Appliqué Iron.

Tackle Twill

Letters or numbers, cut from polyester or rayon twill fabric, commonly used for athletic teams and organizations. They have an adhesive backing to tack them in place while the edges are sewn with zig-zag stitches to attach them to a garment.

Tag

Designs are stored inside a tag page. Each tag can hold up to eight designs. Tags are defined with numbers: 1, 2, 3, and so on.

Action	Tool
Add and delete tag	
Remove tag	

Tatami

Another term used to describe fill stitches. (See also *Fill Stitch*).

Tension

Tautness of thread when forming stitches. Top thread as well as bobbin tension need to be set. Proper thread tension is achieved when about one-third of the thread showing on the underside of the fabric on a column stitch is bobbin thread.

Thread

Fine cord of natural or synthetic material made from two or more filaments twisted together and used in stitching. Machine embroidery threads come in rayon, which has a light sheen; cotton, which has a duller sheen than rayon, but is available in very fine deniers; polyester, which is strong and colorfast; and metallics, which have a high luster and are composed of a synthetic core wrapped in metal foil.

Thread Blending

See *Interlock Stitch*.

Thread Chart

A collection of thread colors for a particular brand of thread.

Timing	Relationship between the embroidery machine's hook and needle. To form a stitch, the hook and the loop formed by the top thread must meet at a precise moment or else improper stitch formations, thread breakage, skipped stitches, or broken needles could result.
Topping	See <i>Facing</i> .
Trademark	Any word, symbol or device used to distinguish goods and indicate the source of those goods. A trademark registered and visible on the product protects the owner from others producing something similar and fraudulently marketing it as the original.
Trimming	(1) Operation in the finishing process that involves trimming the reverse and face sides of the embroidery, including stitches and backing. (2) Machine process in which the automatic trimmers activate and trim both the upper and lower threads. (See also <i>Automatic Trim</i>).
TrueType® font	<p>The difference between TrueType® lettering and embroidery lettering is that TrueType® lettering is generated from commercially available computer fonts whereas embroidery lettering has been digitized for the embroidery industry and can only be purchased through your distributor.</p> <p>Several of these TrueType® fonts are installed when you install Windows®2000/XP. Because they are installed automatically, they are available to all Windows® applications, including this software. You may purchase additional TrueType® fonts from many software stores.</p>
Tubular Machine	See <i>Cylinder Arm Machine</i> .
Underlay Stitches	Stitches laid down before other design elements to help stabilize stretchy fabrics and tack down wales or naps on fabrics such as corduroy, so the design's details don't get lost. May also be used to

create such effects as crowned, flat, raised areas in the embroidery, depending on how they are laid down. Using underlay can create the effect of a richer looking embroidery.

Uploading

The transfer of designs/data from a machine to a computer or network. The transfer of designs/data from a computer to the internet.

Vector Images

Vector images are images created by programs such as Adobe Illustrator (*.ai), CorelDRAW (*.cdr, *.cmx), and AutoCAD (*.dxf). Vector images are also referred to as line art or object-based graphics. Vector images are defined by mathematical equations and, as a result, can be scaled to any size while retaining their crisp outlines and details.

Verify

Sample sew-out of a new embroidery design to make sure the pattern is correct.

Walk Stitch

See *Running Stitch*.

Zig Zag Stitch

A true zig-zag stitch is generated on a zig-zag sewing machine and is created by moving the needle left to right or in the X direction while the pantograph moves the fabric and creates the design. On a modern commercial embroidery machine, a zig-zag stitch is a satin stitch with very low density that looks like a Z.

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