

# **There's nothing ordinary about Amazing Designs®**

When you embroider using Amazing Designs products, you'll find there's nothing ordinary about what you can create! Amazing Designs offers high quality embroidery solutions for the home embroiderer including design collections, easy-to-use software, pre-cut stabilizer sheets in special stackable dispensing boxes, and of course memory card conversion boxes such as Amazing Box MAX™ or Little MAX™.

For additional details on other products available from Amazing Designs, visit your favorite local Amazing Designs Retailer or [www.AmazingDesigns.com](http://www.AmazingDesigns.com). To find a retailer in your area, call 1-888-874-6760.

## **Copyright**

© Copyright 2008 Pulse Microsystems Ltd. All rights reserved.

This Edit 'N Stitch Instruction Manual and the Edit 'N Stitch software are copyrighted by the developer of the software, Pulse Microsystems Ltd. All rights reserved. US Patent Nos. 5 270 939; 5 343 401; 5 430 658; 5 506 784; 5 510 994; 5 541 847; 5 668 730; 5 771 173; 5 809 921; 6 196 146; 6 216 618; 6 390 005; 6 968 255. European Patent Nos. 0545773. Other patents pending.

Information in this document is subject to change without notice.

The software described in this document is furnished under a license agreement and/or nondisclosure agreement. The software may be used or copied only in accordance with the terms of those agreements. No part of this publication and the software may be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the manufacturer's written permission.

Commercial or industrial use of trademark and copyrighted works (For example, books, paintings, drawings, photos, fanciful characters, and so forth) owned by other companies or persons, for creation of embroidery patterns without permission is illegal and may result in either criminal or civil liability.

Microsoft and Windows®2000/XP/Vista are registered trademarks of Microsoft Corporation. All other product names are copyrighted and registered trademarks or trademarks of their respective holders. All computer and software names identified by TM or tm are trademarks of their respective manufacturers.

# Table of Contents

## License Agreement

## Getting Started

The Edit 'N Stitch 2.0 Package .....	16
Edit 'N Stitch 2.0 System Requirements .....	16
Terms Used in the Manual .....	16
Icons Used in the Manual .....	17
What can I do with Edit 'N Stitch 2.0? .....	17
Installing Edit 'N Stitch 2.0 .....	18
Activating Edit 'N Stitch 2.0 .....	19
Obtaining a License for Edit 'N Stitch 2.0 from the Internet .....	20
Obtaining a License for Edit 'N Stitch 2.0 without Internet Access .....	22
Transferring a License from a Second Computer .....	26
Opening and Closing Edit 'N Stitch 2.0 .....	33
Backing up Files .....	34
Supported Embroidery File Formats .....	34
Getting Help .....	36
Using the Edit 'N Stitch 2.0 Online Help .....	37
The What's This? help feature .....	40

## Learning the Basics

Understanding the Edit 'N Stitch 2.0 Workspace .....	42
Title Bar .....	42
Menu Bar .....	42
Edit 'N Stitch 2.0 Tools .....	42
File Tools .....	43
Edit Tools .....	43
Modify Tools .....	44
View Tools .....	45
Wizards Tools .....	46
Color Tools .....	47
Draw Bar .....	47
Style Bar Tools .....	48
Color Palette .....	48

Status Line .....	49
Edit 'N Stitch 2.0 Properties box .....	49
Changing Thread Colors .....	50
Showing and Hiding Tool Bars .....	51
Showing and Hiding Guide Rulers .....	51
Automatic Color Match .....	51
Using Scrollbars .....	52
Correcting Mistakes .....	53
Setting up your Workspace Environment .....	54
Creating New Designs .....	56
Opening and Closing Designs .....	57
Closing a design .....	58
Opening files using the Browser .....	58
Merging Designs .....	61
Saving Designs .....	64
Support for the Amazing Box MAX and Little MAX .....	65
Sending Designs to the Amazing Box MAX .....	65
Reading Designs from the Amazing Box MAX .....	65
Sending Designs to Little MAX .....	66
Reading Designs from Little MAX .....	66
Selecting Recipes .....	67
Preinstalled Recipes .....	67
Changing Machine Format Properties .....	70
Removing Short Stitches Automatically from Designs .....	70
Converting Designs to other Formats .....	71
Converting Stitch Types Using Smart Stitch .....	73
Printing Designs .....	75
Changing a Design's Print Settings .....	75
Previewing a Design before Printing .....	76
Printing Design Worksheets .....	78
Viewing Methods and Tools .....	78
Magnifying and Reducing the View .....	78
Viewing Parts of a Design not Visible in the Workspace .....	80
Changing the background color of the current window .....	80
Showing and Hiding Machine Commands .....	81
Showing and Hiding the Stitch Points in Designs .....	82
Defining Grid Settings .....	82
Showing and Hiding the Grid .....	84
Showing and Hiding the Realistic Preview .....	84
Working with Hoops .....	85
Selecting a Hoop .....	85
Fitting a Design to your Hoop .....	86
Adding a Custom Hoop .....	86

Deleting an existing hoop .....	88
Design Splitting .....	89
Using the Split 'N Stitch Wizard with Standard hoops .....	89
Using the Split 'N Stitch Wizard with Multiple-position hoops .....	93
Using the Garment Preview .....	98
Saving a Garment Preview .....	101
Saving Individual Designs from the Garment Preview .....	102
Adjusting the Garment Template .....	102
Printing out the Garment Preview .....	105
Measuring and Aligning Designs .....	106
Defining Ruler Units .....	106
Measuring Distances in the Workspace .....	106
Adding and Moving Guidelines .....	107
Removing Guidelines .....	108

## Design Editing in Outline Mode

Editing Segments .....	110
Selecting Segments .....	111
Grouping and Ungrouping Segments .....	112
Copying Segments .....	113
Deleting Segments .....	114
Moving through Outline Designs by Color .....	115
Flipping Segments .....	116
Aligning Segments Horizontally and Vertically .....	117
Resizing segments .....	118
Rotating segments .....	120
Applying Pre-Defined Envelopes .....	121
Applying Standard and Carved Fill Patterns .....	124
Changing a segment's density settings .....	125
Moving segments .....	126
Moving segments manually .....	126
Nudging segments .....	127
Sequencing Outline Segments .....	127
Inserting segments earlier in the segment sequence .....	127
Moving a segment forward or backward .....	128
Moving a segment to the start or end of a design .....	129
Moving a segment to the previous or next thread color layer .....	130
Resequencing segments by color .....	131
Removing Color Stops .....	133

**Design Editing in Stitch Mode**

Editing Stitches and Stitch Groups ..... 136

The Stitch Editor ..... 137

    Selecting Stitches in Various Ways ..... 139

    Deleting Stitches ..... 140

    Moving through Stitch Designs ..... 141

    Moving Stitches in a Design File ..... 142

Editing Stitches ..... 142

    Adding a Trim ..... 143

    Adding a Lock Stitch ..... 143

    Changing Thread Colors ..... 144

    Inserting Stitches ..... 144

**Glossary ..... 147**

**Index ..... 159**

---

---

# License Agreement

---

---

**\*\*\* NOTICE \*\*\***

This software has been provided pursuant to a "CUSTOMER SOFTWARE LICENSE AGREEMENT" set forth below (the "License Agreement") which defines what you may do with the software and contains limitations on warranties and/or remedies. The software is protected by copyright, patent, trade secret and trademark laws. It may not be copied or distributed in any form or medium, disclosed to third parties, or used in any manner not provided for in the License Agreement except with prior written authorization from Pulse Microsystems Ltd.

Under no circumstances does this notice or any other reproduction of the License Agreement create multiple licenses. You have the limited, non-exclusive, revocable right to install and use one copy of the Licensed Program on up to two computers in accordance with the License Agreement. IF YOU WISH TO USE THE LICENSED PROGRAM ON MORE THAN TWO COMPUTERS, YOU WILL NEED AN ADDITIONAL LICENSE AND A CUSTOMER SOFTWARE LICENSE AGREEMENT.

The license set forth below is granted by PULSE MICROSYSTEMS LTD AND TACONY CORPORATION (collectively, the "Licensor").

This package contains software programs on either floppy disk, CD-ROM or other data storage medium (the "Media") in machine readable form (the "Licensed Program") and may include a user manual ("Documentation") and/or a security device (the "Security Device") provided in a manner other than the Media that allows the use of the Licensed Program. The Media, Licensed Program, Documentation and Security Device are collectively referred to herein as the "Licensed Product" and are individually referred to as the "Components".

THE LICENSED PROGRAM MAY BE PROVIDED WITH SECURITY PROTECTION WHICH REQUIRES USE OF A SECURITY DEVICE FROM LICENSOR TO RUN THE SOFTWARE. ANY ATTEMPT TO DEFEAT OR AVOID THE



SECURITY DEVICE TO ALLOW OPERATION OF THE LICENSED PROGRAM, OR A BACKUP COPY THEREOF, WITHOUT THE SECURITY DEVICE IS STRICTLY FORBIDDEN, CONSTITUTES A MATERIAL BREACH OF THIS LICENSE AGREEMENT AND SHALL RESULT IN TERMINATION OF YOUR LICENSE TO USE THE LICENSED PRODUCT.

1. LICENSE: You (the "Licensee") have the limited, non-exclusive, revocable right to install and use one copy of the Licensed Program on a single computer in accordance with this License Agreement. You are authorized, however, for your convenience, to install the Licensed Program on up to two computers in accordance with this License Agreement. You may not execute multiple instances of the Licensed Program on a computer network. You may not translate, convert to another programming language, decompile or disassemble the Licensed Product or any Component thereof. You may physically transfer the Licensed Program from one computer system to another provided that the Licensed Program is used on only one computer at a time and is not stored in any form on more than one computer at a time. This license supersedes any previous agreements you may have had with the Licensor to use the Licensed Product. IF YOU WISH TO USE THE LICENSED PROGRAM ON MORE THAN ONE COMPUTER, YOU WILL NEED AN ADDITIONAL LICENSE FOR EACH COMPUTER.

2. COPIES AND MODIFICATIONS: The Licensed Product, and each of its Components, is copyrighted to the fullest extent of the law under the laws of the United States of America and International Laws. You may not copy, duplicate, replicate or otherwise reproduce or modify the Licensed Product or any Component thereof in any manner whatsoever, except as explicitly provided by this License Agreement. You may make one copy of the Licensed Program solely for backup purposes only if you have not been provided with a backup copy. You must reproduce and include the copyright notice on the backup copy.

3. **CONFIDENTIALITY:** The Licensed Product is protected by copyright, patent, trade secret and trademark law. By accepting this license, you expressly acknowledge, accept and agree that the Licensed Product including, without limitation, its data processing algorithms, innovations, concepts, and look and feel is proprietary in nature, and that the Licensed Product contains valuable confidential information developed or acquired at great expense and through extensive efforts by Licensor. You will not disclose to others or utilize such trade secrets or proprietary information except as provided herein. You agree to protect the Licensed Product from unauthorized copying, use or disclosure and to inform anyone having access to the Licensed Product of its confidential and proprietary nature and to obligate any such persons to the same obligations that Licensee has hereunder. This obligation shall survive the termination of this Agreement.

4. **TERM:** This license is effective from the moment you open the package until the License is terminated. You may terminate this license by ceasing all use of the Licensed Product, erasing or destroying the Licensed Program residing on any computer, together with any copy thereof (including the hard disk copy) made in support of your use of the Licensed Program and returning all original, copies, backups of the Licensed Program on any Media not destroyed and all other Components of the Licensed Product to Licensor. Terminating the license will not give you the right to demand a refund from Licensor or its distributors. If you fail to comply with any term of this Agreement or any other written Agreement with respect to the Licensed Product, Licensor may (but is not obligated to, and failure to do so shall not constitute a waiver of Licensor's rights under this License Agreement) terminate this license upon notice to you and you must then promptly cease all further use of the Licensed Program, destroy all copies of the Licensed Program and return all original, copies, backups of the Licensed Program on any media not destroyed and all other Components of the Licensed Product to Licensor. In the event of breach by Licensee, termination by Licensor shall not be Licensor's sole

or exclusive remedy, and shall not be interpreted as to inhibit or prevent Licensor from seeking any other relief or remedy against Licensee or third party.

5. **REMEDIES:** The Licensee acknowledges and agrees that it would be difficult to measure damage to the Licensor or any of its subsidiaries or affiliates for any breach by the Licensee of the covenants set forth in this License Agreement and that injury to the Licensor from any such breach would be impossible to calculate, and that money damages would therefore be an inadequate remedy for any such breach. Accordingly, the Licensor shall be entitled, in addition to all other remedies available hereunder or under law or equity, to injunctive or such other equitable relief (including specific performance) as a court may deem appropriate to restrain or remedy any breach of such covenants (in any event without the need to post a bond or other security and without any showing of any actual damage sustained by the Licensor).

6. **LIMITED WARRANTY:** The Media on which the Licensed Program and the Security Device is recorded are warranted against defective material or workmanship under normal use as follows for a period of one (1) year after purchase from Licensor or its authorized distributor. Defective Media returned to Licensor with proof of purchase, during the warranty period, which proves to be defective upon inspection shall be replaced without charge. Replacement Media will be warranted for the remainder of the original one (1) year warranty period of the defective Media. A Security Device shall be replaced if, and only if: (a) Licensee delivers to Licensor the Security Device with all component parts, a reasonable administrative fee and proof of purchase; and (b) the Security Device is proven defective upon inspection. The limited warranty does not apply if the failure of the Media or Security Device resulted from accident, abuse or misapplication thereof by Licensee, its employees, agents, or other party granted access or use thereof by Licensee. This remedy is your exclusive remedy for breach of this warranty. The limited warranty gives you specific

legal rights and you may also have other rights which vary from jurisdiction to jurisdiction.

7. LIMITATIONS OF WARRANTIES AND LIABILITY: It is Licensee's sole responsibility to choose, maintain and match the hardware and software components of a microcomputer system which will operate the Licensed Program. Licensor makes no representations or warranties that the Licensed Program is compatible with your hardware or software configuration and does not guarantee uninterrupted service thereof or correction of errors thereto.

THIS LIMITED WARRANTY SHALL NOT EXTEND TO ANYONE OTHER THAN THE LICENSEE OF THE LICENSED PRODUCT.

EXCEPT FOR THE WARRANTY ABOVE, THE LICENSED PRODUCT IS LICENSED ON AN "AS IS" BASIS, WITHOUT ANY OTHER WARRANTIES OR CONDITIONS, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO WARRANTIES OF MERCHANTABILITY, MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, OR THOSE ARISING BY LAW, STATUTE, USAGE OF TRADE, OR COURSE OF DEALING. ALL SUCH WARRANTIES ARE EXPRESSLY DISCLAIMED (EXCEPT FOR IMPLIED WARRANTIES ON THE MEDIA WHICH ARE LIMITED IN DURATION TO THE ONE (1) YEAR PERIOD DESCRIBED ABOVE). NO OTHER WARRANTY OR GUARANTEE GIVEN BY ANY PERSON, FIRM OR CORPORATION WITH RESPECT TO THE LICENSED PRODUCT OR DELIVERY OF THE LICENSED PRODUCT SHALL BIND LICENSOR OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION, PRODUCTION OR DELIVERY OF THE SOFTWARE (SOME COUNTRIES, STATES OR PROVINCES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU).

THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE LICENSED PRODUCT IS ASSUMED BY YOU. NEITHER LICENSOR NOR ANY OTHER PERSON, OR FIRM SHALL HAVE ANY LIABILITY TO YOU OR ANY OTHER PERSON OR ENTITY FOR ANY INDIRECT, INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES WHATSOEVER CAUSED BY THE USE, MISUSE OR INABILITY TO USE THE SOFTWARE, WHETHER ON ACCOUNT OF NEGLIGENCE OR OTHERWISE OR BY FAILURE TO CONFORM TO ANY EXPRESS OR IMPLIED WARRANTIES OR CONDITIONS, INCLUDING WITHOUT LIMITATION, LOSS OF REVENUE OR PROFIT, EXPENSE OR INCONVENIENCE, LOST OR DAMAGED DATA OR OTHER COMMERCIAL OR ECONOMIC LOSS, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, OR THEY ARE FORESEEABLE. LICENSOR IS ALSO NOT RESPONSIBLE FOR CLAIMS BY A THIRD PARTY. OUR MAXIMUM AGGREGATE LIABILITY TO YOU AND THAT OF OUR DEALERS AND SUPPLIERS SHALL NOT EXCEED THE AMOUNT PAID BY YOU FOR THE LICENSED PRODUCT. THE LIMITATIONS IN THIS SECTION SHALL APPLY WHETHER OR NOT THE ALLEGED BREACH OR DEFAULT IS A BREACH OF A FUNDAMENTAL CONDITION OR TERM OR A FUNDAMENTAL BREACH. SOME COUNTRIES, STATES OR PROVINCES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

8. SUPPORT AND UPGRADES: The Licensed Product is provided "AS IS". Licensor and its distributors do not provide support and are not responsible for maintaining or helping you to use the Licensed Program. Licensor may, from time to time, without obligation to do so, create upgrades or updates of the Licensed Program. Licensee may obtain such upgrades at its own expense. Such upgrades shall be deemed integrated into and a part of the Licensed Program and the upgraded Licensed Program shall be treated under this License Agreement on the

same terms as the original Licensed Program. The application of upgrades to the Licensed Program shall not create additional licenses nor shall it create multiple instances of the Licensed Program. Once Licensee obtains an upgrade to the Licensed Program, it must be applied immediately and only that upgraded version of the Licensed Program may be operated by the Licensee. Under no circumstances may the Licensee operate both the upgraded version of the Licensed Program and the pre-upgraded version of the Licensed Program at the same time on any computer or computers.

9. **SEVERABILITY:** In the event that any of the provisions of this Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, the remaining portions of this Agreement shall remain in full force and effect.

10. **ACKNOWLEDGMENTS:** By opening this sealed package, you acknowledge that you have read this License Agreement, understand it, and agree to be bound by its terms and conditions. You also agree that this License Agreement is the complete and exclusive statement of agreement between the parties and supersedes all proposals or prior agreements, verbal or written, and any other communications between the parties relating to the subject matter of this agreement. No amendment to this agreement shall be effective unless signed by an authorized officer of Licensor.

11. **TRANSFER:** You may not transfer the Licensed Product without the express written consent of the Licensor. In the event that the Licensor grants you permission to transfer the Licensed Product, you may do so only if you assign all of your rights under this License Agreement, cease all use of the Licensed Product, erase or destroy any copy (including the hard disk copy) made in support of your use of the Licensed Product, and ensure that the third party agrees to the terms and conditions of this License Agreement. Licensee may not otherwise assign, sublicense, rent, lease, convey, encumber or otherwise transfer the Licensed Product.

12. **SURVIVAL:** You agree that sections 3, 6 and 7 shall survive termination of this agreement for any reason and shall be binding upon and inure to the benefits of the parties and their legal representatives, successors and permitted transferees and assigns.

13. **APPLICABLE LAW:** This License Agreement shall be governed and construed in accordance with the laws of the Province of Ontario, Canada applicable to agreements negotiated, executed and performed wholly within Ontario. Any legal action or proceeding of any sort against Licensor by or on behalf of Licensee shall be brought in a court of competent jurisdiction situated in Toronto, Ontario, Canada. The Licensee consents to the exclusive venue and exclusive jurisdiction of such court for purposes of any such dispute.

14. **GENERAL:** This License Agreement shall be binding upon and shall inure to the benefit of the parties hereto and their respective successors. This paragraph shall not be construed to alter or modify the prohibitions upon assignments or transfers by Licensee expressed elsewhere in this Agreement.





---

---

# Getting Started

---

---

In this section:

- Find out some basic information about Edit 'N Stitch 2.0.
- Learn how to install Edit 'N Stitch 2.0.

## The Edit 'N Stitch 2.0 Package

Each Edit 'N Stitch 2.0 package includes the following components:

- Edit 'N Stitch 2.0 Instruction Manual.
- Edit 'N Stitch 2.0 CD-ROM.



We recommend that you follow the procedures outlined here to ensure that you install Edit 'N Stitch 2.0 correctly.

## Edit 'N Stitch 2.0 System Requirements

### Minimum Requirements:

- Pentium IV 2.0 GHz Processor or higher
- Windows® 2000, Windows® XP, or Windows® Vista
- 512 MB RAM
- 1GB available hard drive space
- CD-ROM drive
- 1024 x 768 display
- Mouse




## Terms Used in the Manual

In the Edit 'N Stitch 2.0 program, there is often more than one way to activate the same function or feature. For example, you can select a function from a drop-down menu, a tool bar or in some cases entering a shortcut key combination.

When a procedure states that you must click on a tool with your mouse, a picture of that tool will also appear in the manual.

## Icons Used in the Manual

There are three main icons used in the Edit 'N Stitch 2.0 manual: Notes, Caution and Tips icons.

Icon	What is it used for
	This Notes icon indicates a key piece of information. You should pay close attention to anything beside this icon.
	This Caution icon alerts you to pay attention to potential actions. Your actions could result in inferior embroidery data, data loss or other negative results.
	This Tips icon indicates a piece of information that will be helpful to you. The helpful tips enable you to better understand how the software works.

## What can I do with Edit 'N Stitch 2.0?

In Edit 'N Stitch 2.0, you can do any of the following and more:

- Split large designs into multiple stitch files for sewing with the Split 'N Stitch Wizard
- Change the shape of designs with the Envelope Editing feature
- Automatically match all the colors in your design to a supported thread palette of your choice
- Open and save BLF outline files
- Convert designs to other formats
- Open multiple design windows at one time
- View the stitching process using the Stitch Edit tool bar
- View designs in Realistic Preview mode
- Preview designs on a garment with the Garment Preview setting
- Preview designs before printing, and print design with color information
- Select a fabric pattern for the background of designs
- Resize, rotate and flip designs
- Change the density of stitches in designs

- Copy, paste and merge designs
- Insert, delete and move individual stitches
- Delete, resize and manipulate individual colors in a design
- Insert trim commands and color change commands
- Convert stitch types on condensed format designs using the Smart Stitch feature
- Align segments at the left, right, top, bottom or center of a design
- Change a segment's standard or carved fill pattern
- Use Amazing Designs' Personalize 'N Stitch and Digitize 'N Stitch software within the Edit 'N Stitch 2.0 program
- Quickly learn what each of the Edit 'N Stitch 2.0 tools does with the helpful What's This? tool

## Installing Edit 'N Stitch 2.0

### To install the software:

- 1 From the Windows Desktop, close all open programs.
- 2 Insert the Edit 'N Stitch 2.0 CD into the CD-ROM drive.  
*You see the Setup dialog appear.*
- 3 To begin the install, click Install.  
*You will see the Amazing Designs - Edit 'N Stitch 2.0 - InstallShield Wizard introductory screen.*



- 4 Click Next to continue.  
*We recommend that you read the License Agreement carefully and completely.*
- 5 Follow the instructions on each screen.

## Activating Edit 'N Stitch 2.0

Initially you can use the Edit 'N Stitch 2.0 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 license activation 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.

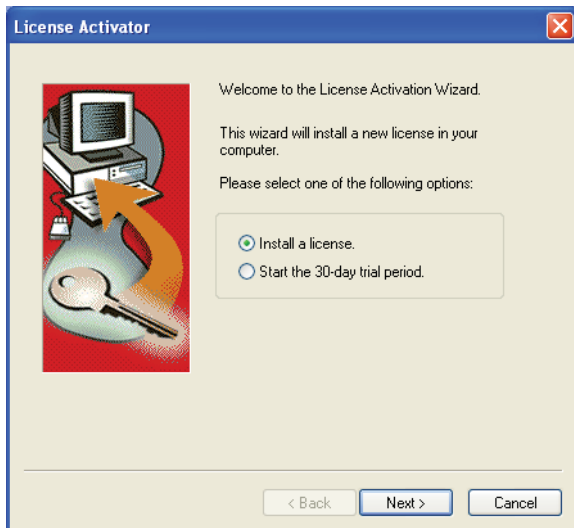
## Obtaining a License for Edit 'N Stitch 2.0 from the Internet

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.

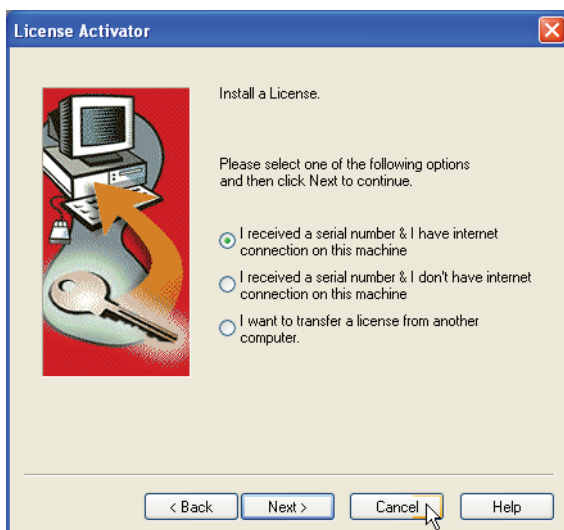
### To obtain a license from the Internet:

- 1 To open the Edit 'N Stitch 2.0 License Activator wizard, select one of the following procedures:
  - ♦ If you are using the 30-day trial mode for Edit 'N Stitch 2.0, choose Help—Open License Activator.
  - ♦ If your 30-day trial mode has expired, double-click the Edit 'N Stitch 2.0 link on your computer desktop.

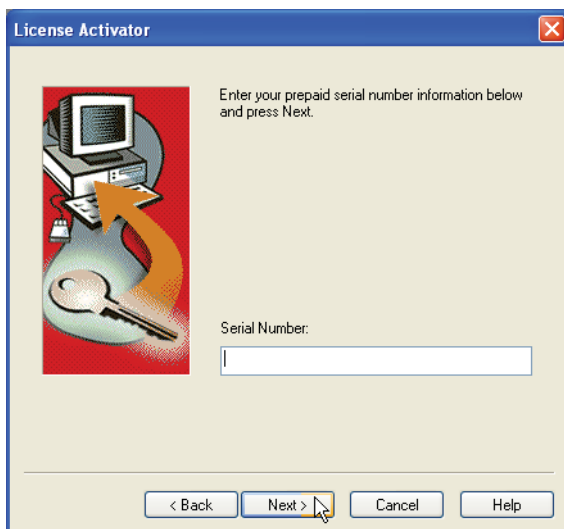
*You see the Edit 'N Stitch 2.0 License Activator wizard page.*



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



- 3 Select *I received a serial number and I have internet connection on this machine* and click Next. You see another *License Activator* wizard page.



- 4 In the Serial number field, enter the serial number you were sent.



The serial number is located on the Edit 'N Stitch 2.0 install CD case.

- 5 Click Next to continue.  
*You see another Edit 'N Stitch 2.0 License Activator wizard page.*
- 6 To finish obtaining a license for Edit 'N Stitch 2.0, click Finish.

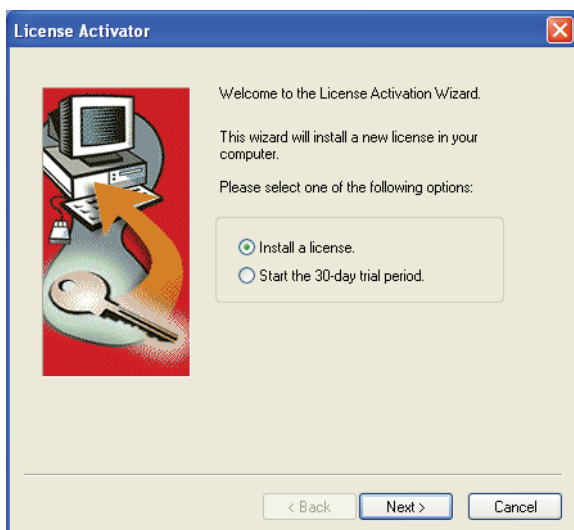
## Obtaining a License for Edit 'N Stitch 2.0 without Internet Access

If you do not have an Internet connection on the computer running Edit 'N Stitch 2.0, you will need to contact Amazing Designs support to obtain a license. Please call 1-866-336-8329 or visit [www.AmazingDesigns.com](http://www.AmazingDesigns.com) for contact information.

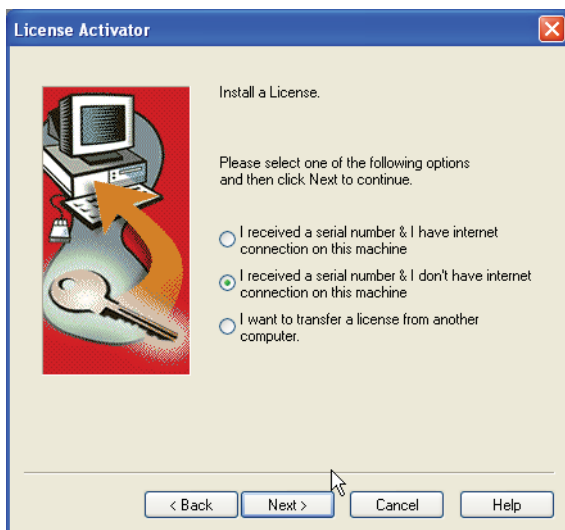
### To obtain a license without Internet access:

- 1 To open the Edit 'N Stitch 2.0 License Activator wizard, select one of the following procedures:
  - ♦ If you are using the 30-day trial mode for Edit 'N Stitch 2.0, choose Help—Open License Activator.
  - ♦ If your 30-day trial mode has expired, double-click the Edit 'N Stitch 2.0 link on your computer desktop.*You see an Edit 'N Stitch 2.0 License Activator wizard page.*

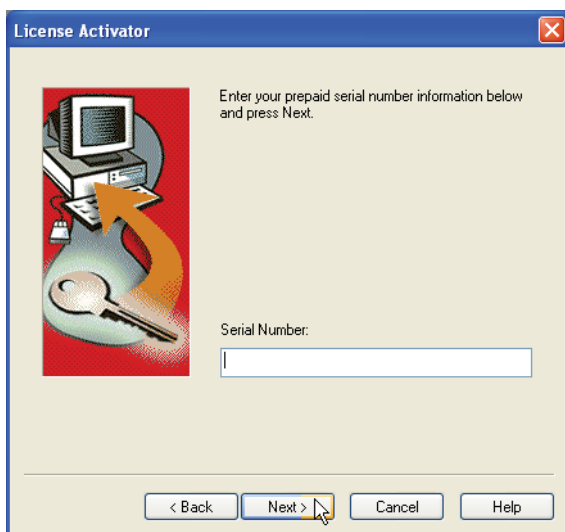




- 2 Select the Install a license option and click Next.  
*You see another License Activator wizard page.*

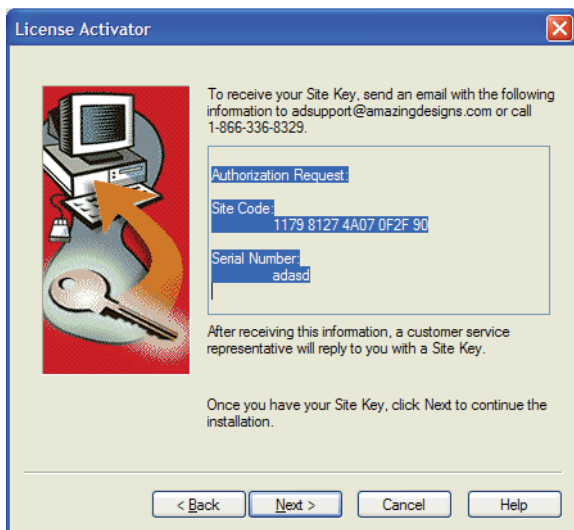


- 3 Select *I received a serial number and I don't have internet connection on this machine* and click Next.  
*You see another License Activator wizard page.*



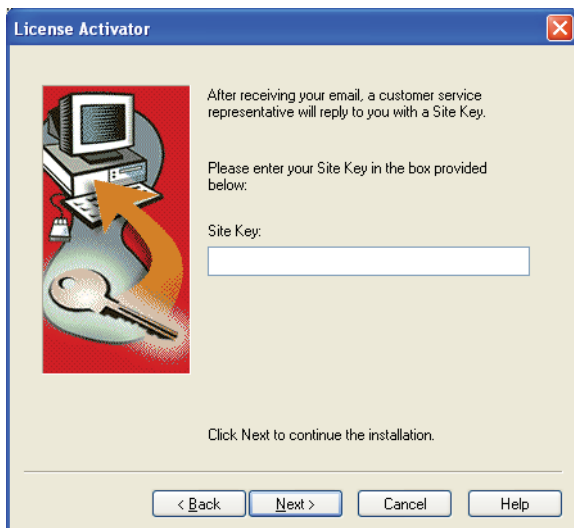
- 4 In the Serial Number field, enter the number you received, and click Next to continue.

*You see another License Activator wizard page, which provides you with an Amazing Designs Site Code.*



- 5 E-mail the Site Code and your serial number to the address shown on this License Activator page or call the number provided to speak to a member of the Amazing Designs support team. When you receive the reply with the Site key click Next to continue the installation.

*You see another License Activator wizard page.*



- 6 Enter the Site Key you were given for your computer. Click Next to continue.  
*You see another License Activator Wizard page.*
- 7 Click Finish to complete your installation.

## Transferring a License from a Second Computer

If you are running an installation of Edit 'N Stitch 2.0 on your computer, without a license, you can transfer an existing license from a second computer. You can copy an Edit 'N Stitch 2.0 license onto a floppy disk, USB device or network directory folder. Only the Edit 'N Stitch 2.0 installation with a license can run the software.



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

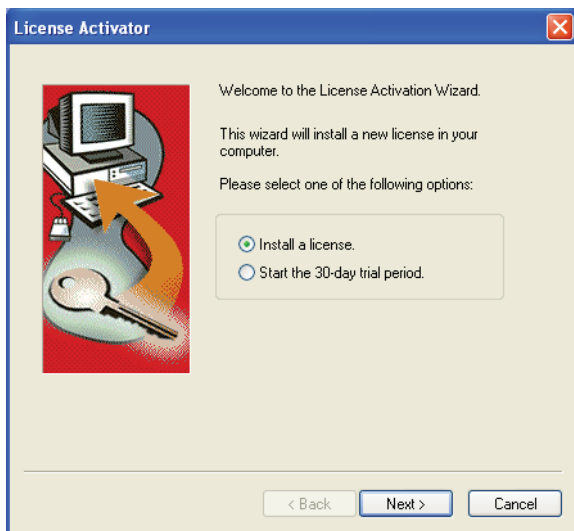
### To transfer a license to a floppy disk:

- 1 On the computer without a license, open Edit 'N Stitch 2.0.



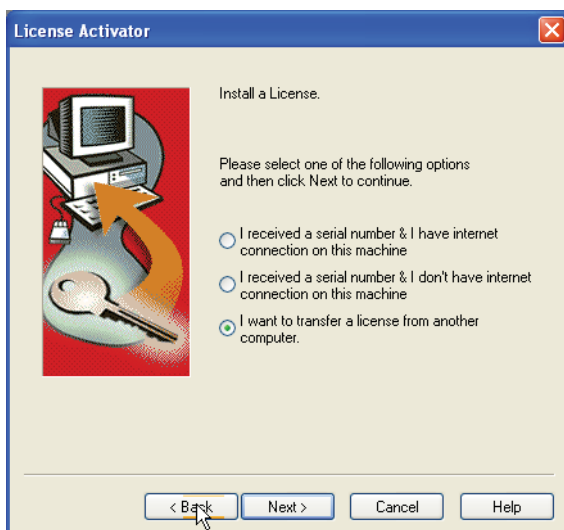
The first time you open Edit 'N Stitch 2.0 you will see the License Agreement dialog. To continue, click I agree.

*You see the Edit 'N Stitch 2.0 License Activator wizard.*



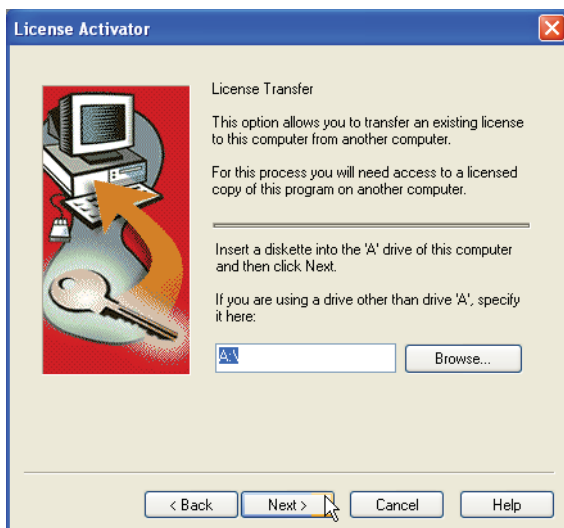
- 2 Select the Install a license option and click Next.

*You see another License Activator page.*



- 3 Select *I want to transfer a license from a second computer* and click Next.

*You see another License Activator wizard page.*



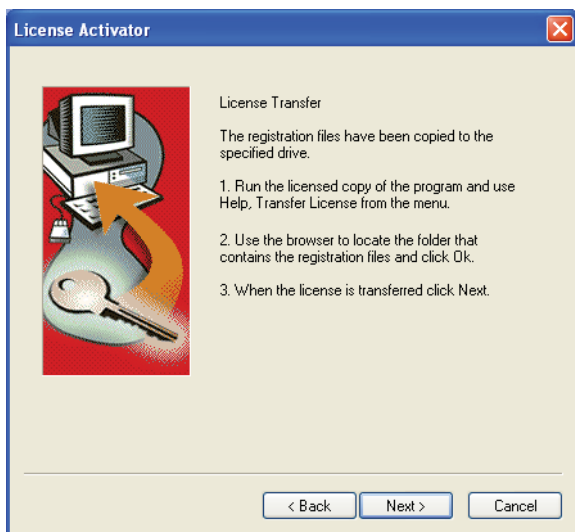
- 4 Insert an empty floppy disk into your A:\ drive.



To transfer your license to another media see the following procedures "To transfer a license to directory or USB device".

- 5 Click Next and a registration file will be copied to your floppy disk.

*You see another License Activator wizard page. Leave this wizard page open.*



- 6 Remove your floppy disk.
- 7 On the computer with a license, open Edit 'N Stitch 2.0 and insert the floppy disk into your A:\ drive.
- 8 Choose Help—Transfer License.
- You see the Browse for Folder dialog.*



- 9 Browse to your A:\ drive that contains your floppy disk.



To transfer your license to another media see the following procedures "To transfer a license to directory or USB device".

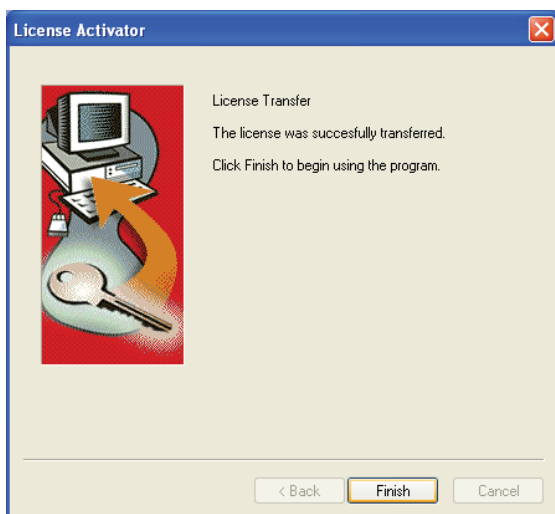
- 10 Click OK.

*You see the License Transfer confirmation dialogs. Click OK. Edit 'N Stitch 2.0 will shut down. The installation of Edit 'N Stitch 2.0 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 Edit 'N Stitch 2.0. You see a License Activator notification.*



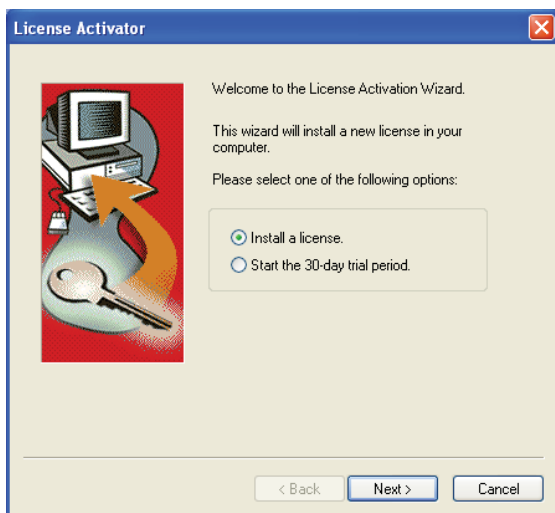
**13** Click Finish.

*You can begin using Edit 'N Stitch 2.0 on this computer.*

**To transfer a license to directory or USB device:**

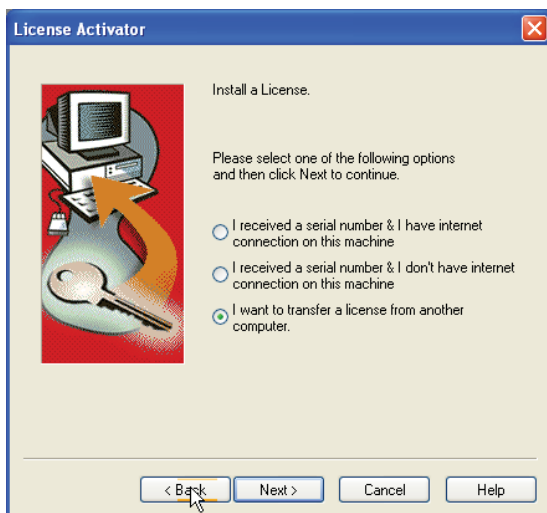
**1** On the computer without a license, open Edit 'N Stitch 2.0.

*You see the Edit 'N Stitch 2.0 License Activator wizard page.*

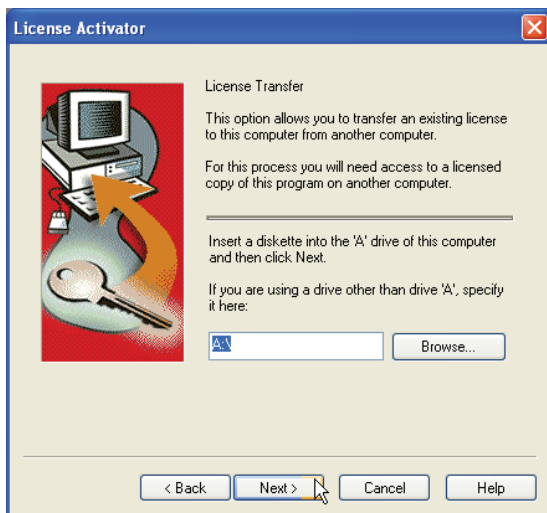




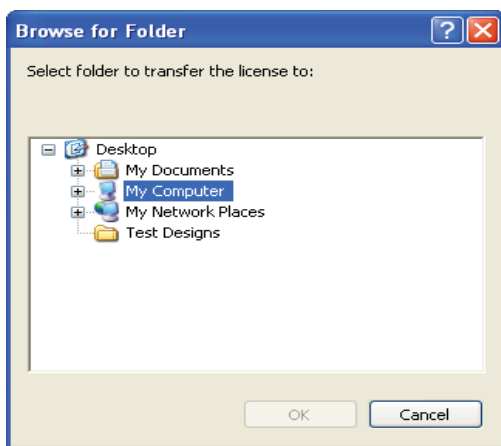
- 2 Select the Install a license option and click Next.  
*You see another License Activator Wizard page.*



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



- 4 Click Browse and locate the network directory you want to transfer your license to.
- 5 Click Next.  
*You see another License Activator wizard page. Leave this page open.*
- 6 On the computer with a license, open Edit 'N Stitch 2.0.
- 7 Choose Help—Transfer License.  
*You see the Browse for Folder dialog.*



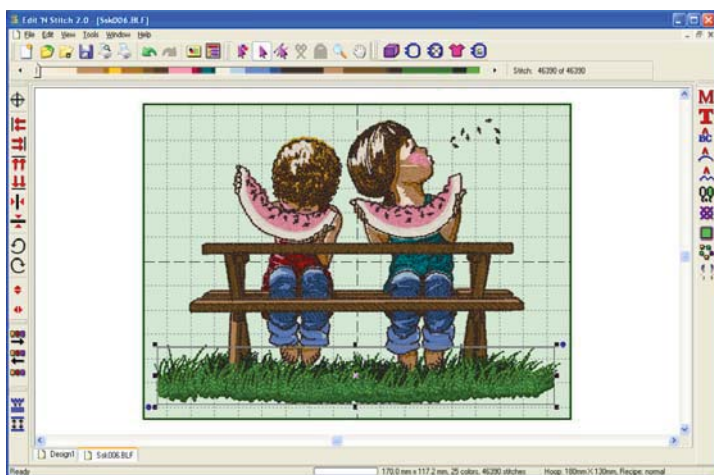
- 8 Browse to location of the specified network directory or USB device you want your license transferred to.
- 9 Click OK.  
*You see the License Transfer confirmation dialogs. Click OK. Edit 'N Stitch 2.0 will shut down. The installation of Edit 'N Stitch 2.0 on this computer will no longer have a license.*
- 10 On the computer without a license, click Next.  
*The license will be copied to this installation of Edit 'N Stitch 2.0. You see another License Activator wizard page.*
- 11 Click Finish.  
*Edit 'N Stitch 2.0 will be launched. You can begin using Edit 'N Stitch 2.0 on this computer.*

## Opening and Closing Edit 'N Stitch 2.0

### To open the software:

- Do one of the following:
  - ♦ Double-click the Edit 'N Stitch 2.0 icon created on your desktop.
  - ♦ Choose Start—Programs—Amazing Designs—Edit 'N Stitch 2.0.

*You see the Edit 'N Stitch 2.0 design workspace.*



### To close Edit 'N Stitch 2.0:

- Do one of the following:
  - ♦ Choose File—Exit.
  - ♦ Enter Alt+F4 on your keyboard.

## Backing up Files

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.



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

### To back up files:

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

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

## Supported Embroidery File Formats

Edit 'N Stitch 2.0 supports a wide variety of home and commercial file formats. Condensed formats allow more options in resizing and editing. These formats are designed for optimum performance in resizing. Expanded formats allow less options in resizing and editing. When resizing the condensed or expanded formats listed, the stitch count will be recalculated to properly suit the new size. Multiple resizing, however, is not recommended for expanded formats in the same session.

The following file formats are supported in Edit 'N Stitch 2.0.

### Outline File (BLF)

BLF files are working files that contain both outlines and stitches, allowing for the highest level of design editing. It is recommended that you first save all working files as \*.blf to preserve the outlines and then export to the machine file format you want.

## **Bernina/Artista (ART)**

ART files are expanded file formats that work with Artista software. Catalog It! supports reading of designs (stitch information only) from Artista software versions 1-3.

## **Baby Lock/Brother/Bernina (PES)**

PES files are expanded file formats that work with Baby Lock Palette, Bernina Wizard and Brother PE-Design software.

## **Elna/Janome/Kenmore (SEW)**

SEW files are expanded file formats that work with Janome Scan-n-Sew PC, Elna Envision Scan PC, Dream Vision and Customizer 2000.

## **Janome/Kenmore (JEF)**

JEF files are expanded file formats that work with the Janome 10000 and 11000 machines.

## **Viking/Husqvarna (HUS)**

HUS files are expanded file formats that work with Viking DOS Customizer and Viking Customizer 95 software.

## **Pfaff (PCS)**

PCS files are expanded file formats that work with Pfaff's PC-Designer V2.0 (PC) and PC-Designer V2.1 (PC) software.

## **Tajima (DST)**

DST files are expanded file formats that were developed for the Tajima commercial embroidery machine.

## **Singer (XXX)**

XXX files are expanded file formats that work with Singer PSW.

## **Singer/POEM (CSD)**

CSD files are expanded file formats that work with POEM, HuskyGram and Singer EU.

## **Melco (EXP)**

EXP files are expanded file formats used with Melco embroidery machines. Bernina Artista and Deco 330 use this format.

## **Viking (SHV)**

SHV files are expanded file formats that work with the Designer series of machines from Viking.

## **Viking/Pfaff file (VIP)**

VIP files are expanded file formats that work with Pfaff embroidery machines.

## **Viking/Pfaff (VP3)**

VP3 is an expanded file format that works with Pfaff and Viking machines.

## **Elna (EMD)**

EMD files are expanded file formats that work with the Elna Xpressive software and Elna Xquisit machine.

## **Singer (EMD)**

EMD files are expanded file formats that work with the Singer software and Singer XL5000 and XL6000 machines.

# **Getting Help**

The Edit 'N Stitch 2.0 documentation gives you a variety of ways to find answers to your questions.

## **Edit 'N Stitch 2.0 User's Guide**

Use the Getting Help section to learn about 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.

## What's This?

The What's This? feature is a very quick and easy help option. With What's This?, you can instantly find out what any of the Edit 'N Stitch 2.0 icons do.

## Using the Edit 'N Stitch 2.0 Online Help

The Edit 'N Stitch 2.0 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 in various ways. You can search using the table of contents, the index or a database of keywords. You can also save the topics you visit most often.

#### To open the Online Help:

- 1 Double-click the Edit 'N Stitch 2.0 icon on your desktop to open Edit 'N Stitch 2.0.  
*You see the blank Edit 'N Stitch 2.0 design workspace.*
- 2 Do one of the following:
  - ♦ Choose Help—Edit 'N Stitch 2.0.
  - ♦ Press F1 on your keyboard.*You see the Edit 'N Stitch 2.0 Online Help.*

### 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—Edit 'N Stitch 2.0.
- 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—Edit 'N Stitch 2.0.
- 2 Click the Index tab.
- 3 In the text box, enter the word or words you want to search.  
*In the list, you see 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 Edit 'N Stitch 2.0 Online Help.

### To use Search:

- 1 Choose Help—Edit 'N Stitch 2.0.
- 2 Click the Search tab.
- 3 In the text box, enter the keywords or phrases you want to find.
- 4 Click List Topics.  
*In the list, you see the topics that most closely match.*
- 5 Do one of the following:
  - ♦ Click the topic you want to view and click Display.
  - ♦ Double-click the topic you want to view.  
*You see the topic in the right window pane.*

## Saving your favorite topics

The Favorites tab lets you save the topics that you visit most often and want to access quickly. 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—Edit 'N Stitch 2.0.
- 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:
  - ♦ 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—Edit 'N Stitch 2.0.
- 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.*

## The What's This? help feature

This is a very quick way to access information about the buttons and tools of Edit 'N Stitch 2.0. What's This? is a context-dependant help tool, that is, the help text that you see depends on where the mouse is pointing when you use it.

### To use What's This?:

- 1 Do one of the following:
  - ♦ From the menu bar, choose Help—What's This?
  - ♦ Press Ctrl+F1 on the keyboard.

*You see that the mouse pointer now has a question mark next to it.*
- 2 Move the mouse pointer over a tool icon on one of the toolbars.
- 3 Click to display a brief explanation of what the tool does.

---

---

# Learning the Basics

---

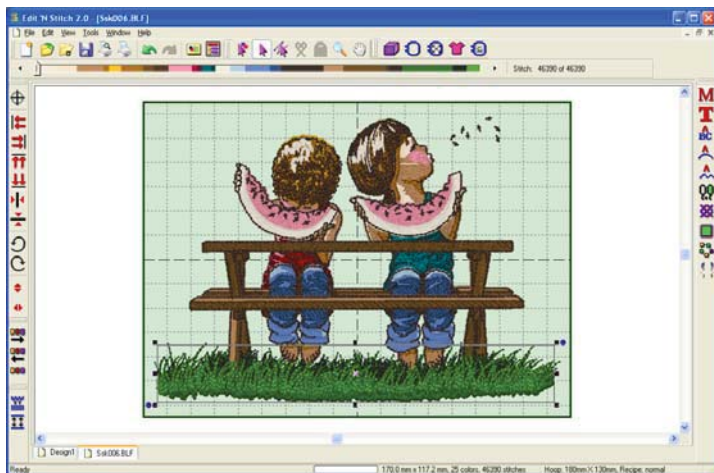
---

In this section:

- Learn how to create and alter designs.
- Find out how to set up the design workspace environment.
- Find out how to open and save designs as well as how to create new designs.
- Learn how to print designs.

## Understanding the Edit 'N Stitch 2.0 Workspace

The Edit 'N Stitch 2.0 workspace contains several areas. The screen below shows the Edit 'N Stitch 2.0 workspace.



### Title Bar

The Title Bar appears at the top of the Edit 'N Stitch 2.0 design window. When you open a design, the design's name is displayed in the title bar.











### Menu Bar

The Menu Bar appears below the Title Bar. The Menu Bar contains a list of menus specific to Edit 'N Stitch 2.0.



### Edit 'N Stitch 2.0 Tools






Edit 'N Stitch 2.0 has many tools available in the tool bar. To show or hide a tool bar, go to the View—Tool Bars menu and select the tool bar's name. The following charts describe the tools specific to Edit 'N Stitch 2.0.

## File Tools








Tool	What it means
	<b>New:</b> Creates a new untitled design.
	<b>Open Design:</b> Opens an existing design file.
	<b>Merge Design:</b> Merges a design file into an active design window.
	<b>Save:</b> Saves the current design.
	<b>Print Preview:</b> Opens the print preview window, which in turn will let you modify print settings and print the current design.
	<b>Print:</b> Prints the current design.
	<b>Undo:</b> Reverses your last action.
	<b>Redo:</b> Reverses the action of the Undo command.
	<b>Properties:</b> Displays the Properties dialog box that contains editable settings for the selected segment.
	<b>Options:</b> Displays the Options dialog box. Contains the Formats, Environment, Stitch and Grid settings for the Edit 'N Stitch 2.0 program.





## Edit Tools

Tool	What it means
	<b>Select All:</b> Selects all objects in the design window.
	<b>Segment Select:</b> Selects objects in the design window.






Tool	What it means
	<b>Stitch:</b> Activates stitch edit mode and selects individual stitch points in the design.
	<b>Add Trim:</b> (Only available in stitch edit mode). Adds trim to the selected stitch.
	<b>Add Lock Stitch:</b> (Only available in stitch edit mode). Adds lock stitch to the selected stitch.
	<b>Magnifying Glass:</b> Enlarge or reduce parts of your design for easier viewing on-screen.
	<b>Pan:</b> Allows you to move the design area around.

## Modify Tools








Tool	What it means
	<b>Center:</b> Moves all selected objects and aligns them along the center-most axis.
	<b>Left Align:</b> Moves all selected objects except the left-most item selected, and aligns them along the left-most axis.
	<b>Right Align:</b> Moves all selected objects except the right-most item selected, and aligns them along the right-most axis.
	<b>Top Align:</b> Moves all selected objects except the top-most item selected, and aligns them to the top-most axis.
	<b>Bottom Align:</b> Moves all selected objects except the bottom-most item selected, and aligns them along the bottom-most axis.
	<b>Horizontal Center Align:</b> Takes all selected objects and centers them in the selection box. The objects are moved so that they are centered left-to-right with each other, but they are not moved up or down.
	<b>Vertical Center Align:</b> Takes all selected objects and centers them in the selection box. The objects are moved so that they are centered top-to-bottom with each other, but they are not moved left or right.

Tool	What it means
	<b>Rotate Left:</b> Rotates one or more selected objects to the left by 90-degree increments.
	<b>Rotate Right:</b> Rotates one or more selected objects to the right by 90-degree increments.
	<b>Flip Vertical:</b> Flips one or more selected objects vertically.
	<b>Flip Horizontal:</b> Flips one or more selected objects horizontally.




## View Tools

Tool	What it means
	<b>Realistic Preview:</b> Realistic 3D rendering of your design on-screen.
	<b>Select Hoop:</b> Displays a list of available hoops for use. The selected hoop will be displayed in the design.
	<b>Fit to Hoop:</b> Resizes your design to the maximum size that fits in the current hoop.
	<b>Garment Preview:</b> Allows you to see your embroidery in context, by placing a small preview image of the design on one of a list of pre-loaded garment templates.
	<b>Center hoop to selection:</b> Moves the hoop so that it is centered over the selected part of your design.




## Wizards Tools

Tools	What it means
	<b>Monogram:</b> Opens the Monogram Wizard to create monogram text with embellishments. This tool is only available in Edit 'N Stitch 2.0 if the companion program Personalize 'N Stitch 2.0 is installed and activated on the same computer. See the Personalize 'N Stitch 2.0 Instruction Manual for more information.
	<b>Text Wizard:</b> Opens the Text Wizard to creates lettering only or lettering along with designs. This tool is only available in Edit 'N Stitch 2.0 if the companion program Personalize 'N Stitch 2.0 is installed and 44activated on the same computer. See the Personalize 'N Stitch 2.0 Instruction Manual for more information.
	<b>Multi-Line Text:</b> Creates multi-line lettering placed along a straight baseline. This tool is only available in Edit 'N Stitch 2.0 if the companion program Personalize 'N Stitch 2.0 is installed and active on the same computer. See the Personalize 'N Stitch 2.0 Instruction Manual for more information.
	<b>Arc Text:</b> Creates curved lettering. This tool is only available in Edit 'N Stitch 2.0 if the companion program Personalize 'N Stitch 2.0 is installed and activated on same computer. See the Personalize 'N Stitch 2.0 Instruction Manual for more information.
	<b>Path Text:</b> Creates lettering along a path, based on your choice from a pre-defined list of path shapes. This tool is only available in Edit 'N Stitch 2.0 if the companion program Personalize 'N Stitch 2.0 is installed and activated on same computer. See the Personalize 'N Stitch 2.0 Instruction Manual for more information.
	<b>Auto Digitizing:</b> Opens the Auto Digitizing Wizard dialog. This tool is only available in Edit 'N Stitch 2.0 if the companion program Digitize 'N Stitch is installed and activated on the same computer. See the Digitize 'N Stitch Instruction Manual for more information.
	<b>Cross Stitch:</b> Opens the Cross Stitch Wizard dialog. This tool is only available in Edit 'N Stitch 2.0 if the companion program Digitize 'N Stitch is installed and activated on the same computer. See the Digitize 'N Stitch Instruction Manual for more information.



Tools	What it means
	<b>Appliqué:</b> Opens the Appliqué Wizard dialog. This tool is only available in Edit 'N Stitch 2.0 if the companion program Digitize 'N Stitch is installed and activated on the same computer. See the Digitize 'N Stitch Instruction Manual for more information.
	<b>Add Motif:</b> Opens the Motif Wizard dialog. This tool is only available in Edit 'N Stitch 2.0 if the companion program Digitize 'N Stitch is installed and activated on the same computer. See the Digitize 'N Stitch Instruction Manual for more information.
	<b>Split 'N Stitch Wizard:</b> Opens the Split 'N Stitch Wizard. This Wizard is used when your design is larger than the sewing field of your embroidery machine or does not fit any of the hoops available to you. The Split 'N Stitch Wizard divides the design into two or more embroidery files, which can be sewn in succession on the embroidery machine. Works with most standard and multi-position hoops.

## Color Tools

Tool	What it means
	<b>Color Advance:</b> Move forward in the design by one color.
	<b>Color Reverse:</b> Move backward in the design by one color.
	<b>All Colors:</b> View all colors in the design.

## Draw Bar



The Draw Bar makes it easy to see how your design will sew. You can use the Draw Bar to eliminate potential sewing problems. The draw bar controls which parts of the design are drawn on the design window.

## Scrollbar Slider





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



If you select the Color Advance  tool or the Color Reverse  tool while the Draw Bar is active, your cursor will change to an arrow with a clock next to it. This indicates that the entire design is not being sewn on-screen and all edits performed will only pertain to the currently visible areas of the design.

## Style Bar Tools

Tool	What it means
	<b>Change Pattern:</b> Changes the fill pattern of a selected segment. Choose from a list of standard and carved patterns.
	<b>Override Density:</b> Changes the master density for a design or the density of individual segments. You can enter fill stitch length and run stitch lengths by different percentages.

## Color Palette

The thread colors for the design are shown in the Color Palette located under the design window. To show or hide the Color Palette, choose View—Color Palette. For more information on the color palette, see “Changing Thread Colors”.

## Status Line


The Status Line appears at the bottom of the Edit 'N Stitch 2.0 window. To show or hide the Status Line, choose View—Status Line.

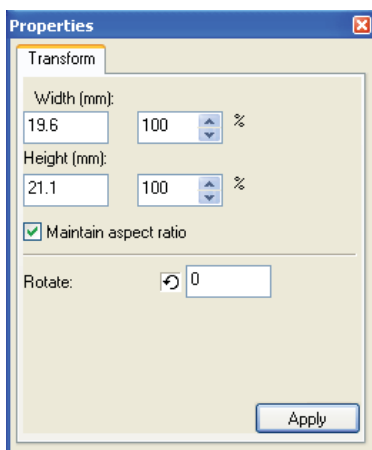
As you move the mouse over different sections of the workspace, this indicator will tell you what that area or button does.

You will also find specific design information in other areas of the status bar. For example, it lists the design dimensions, the total number of colors and stitches, and the hoop type selected for the design.

When you are Stepping through the design one color at a time, using the Color Advance and Color Reverse tools, the Status line will also show which of the design's colors, by number, is currently selected. (See “Moving Through Outline Designs.”)

## Edit 'N Stitch 2.0 Properties box

The design properties of selected segments are shown in the Properties box. The Properties box contains tabs related to selected segments. To show or hide the Properties box, choose View—Properties, click Alt+Enter on your keyboard or click the Properties  tool from the File tool bar.



## Changing Colors in a Design

Edit 'N Stitch 2.0 allows you to adjust the colors of a design using the Color Palette.



Thread charts and color choices are applicable to the file format of any inserted design.

If you are using Edit 'N Stitch 2.0 without an inserted embroidery design, the thread color choices are based on the default thread format you have set until you save the design. Once the design is saved, the color choices represent those for the format you have chosen when saving.

### To change thread colors:

- 1 Select a segment or stitch.
- 2 If the Color Palette is not already visible in the Design Window, choose View—Color Palette.


*The color palette, displaying the currently loaded thread chart, appears along the bottom of the workspace.*



- 3 In the Color Palette area, click one of the color boxes with the thread color you want to use.



If you want to find a particular color with a known name or thread number, you can search for that thread from within the Color Palette.

Click the  button on the left side of the Color palette, and type the name or number in the Find Color dialog that pops up in the workspace. (As you type, a drop-down list of possible matches will be displayed). Click the Find button, and the color will be selected in the palette.

## Showing and Hiding Tool Bars

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



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

### To show or hide a tool bar:

- 1 Choose View—Tool Bars and select the tool bar you want to show or hide.  
*A check mark indicates that the tool bar is visible on your screen.*
- 2 To move the tool bars, drag the floating tool bar by its title bar or drag by the gray area around the buttons.

## Showing and Hiding Guide Rulers

Edit 'N Stitch 2.0 allows you to show or hide guide rulers in the design window.


### To show or hide guide rulers:

- Choose View—Guide Rulers.  
*A check mark indicates that the ruler is visible on your screen.*

## Automatic Color Match

The Automatic Color Match is a new feature in Edit 'N Stitch 2.0 that allows you to change thread color palettes without having to worry about selecting new thread colors.

When you change thread palettes while working on an existing design, the Automatic Color Match feature looks at the color profile of each thread in the design, and automatically chooses the thread colors from the new palette that most closely match the colors from your original palette.

You apply this feature by way of the Options  dialog. In the dialog, check the Automatic Color Match box and then choose a new thread chart in the Color Palette area of the dialog. When you click OK to close the Options dialog, your design will be appear in the Workspace with the new set of thread colors chosen from the new palette. For more information, see “Setting up your Workspace Environment”




If you change thread palettes and apply the Automatic Color Match feature, the thread colors in your design will be permanently changed. If you wish to preserve the original thread color information, you may do so by printing a color sequence chart before changing the thread palette.

## Using Scrollbars

The scrollbars are inside the design workspace on the right and bottom of the window. These operate as standard scrollbars, which you may be familiar with from any typical Windows® application. They allow you to quickly navigate the design using the mouse.

Typical actions for the scrollbars include:

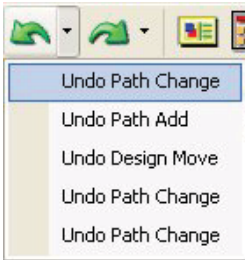
- Dragging the Thumb Track to pan the view. Notice that this is like using the Pan  tool from the Edit tool bar.
- Clicking in the scrollbar on either side of the Thumb Track will move the design window view one screen at a time.
- Clicking in the scrollbar on the arrows moves the design window view only a small amount at a time.

You can also right-click the scrollbar to display a pop-up menu of scroll actions in Windows®.

## 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.

You are now able to Undo or Redo several steps at once. You do this clicking the down arrow next to the Undo or Redo icons on the toolbar, and selecting from the drop-down list the step you want to go back or forward to.




If Undo or Redo are grayed out, you cannot Undo or Redo.

### To use Undo:

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

### To use Redo:

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



If you Undo or Redo by using the tool bar icons, you also have the options to undo or redo several steps at once. Click on the small down arrow next to the icon, and the tool will display a list of actions. Then, click on an action from the list, and the software will undo or redo your changes to that point.

## Setting up your Workspace Environment

Edit 'N Stitch 2.0 allows you to set up your design workspace environment for all opened design files. You can predetermine the format of new designs as well as the units of measurement you want to use for your designs. You can also customize the spacing and style of grids shown in the workspace.

The following describes the units of measurement that can be used for designs opened in Edit 'N Stitch 2.0.

### Metric

The dimensions in Edit 'N Stitch 2.0 can be displayed in metric values. This is the default. It is generally preferable for embroiderers to use the metric values because the manufacturers of machines and designs typically use metric values. The machines and software 'think' in the metric system.


### English vs. Metric

If you think in inches, you can set Edit 'N Stitch 2.0 to use the inch system. Just open the Options dialog and click the Environment tab. Then, you can select English from the Units list. Once you set your preference to English, this setting will be remembered each time you run Edit 'N Stitch 2.0.



Embroidery machines use metric-based values, therefore it is likely that from time to time you will have to switch back.

### To set up your workspace environment:

- 1 From the File tool bar, click the Options  tool.  
*You see the Options dialog.*
- 2 Click the Formats tab.
- 3 Adjust one of more of the following Formats settings:
  - ♦ From the Recipe list, select the recipe you want applied to new design files.
  - ♦ From the Machine format list, select the machine format that you want applied to new design files. The Color



Palette list changes accordingly and only those thread palettes available for the selected file format will be listed.

- ♦ From the File Format list, select the file format type you want used as the default in the Save As dialog.
- ♦ In the Color Palette area, select the thread chart with the thread colors you want to use.
  - ♦ **Automatic Color Match:** If this box is checked when you choose a new thread color palette, Edit 'N Stitch 2.0 will update the Thread Palette (shown along the bottom of your screen) and also change the thread colors in your open design; the software automatically chooses those thread colors from the new palette that most closely match the colors from your original palette.  
If you leave the box unchecked, then the colors in the palette will be updated, but the original colors in the design will be retained. (You must click OK to see the changes in your workspace.)
- ♦ From the Hoops list, select the hoop type you want applied to new design files.

4 Click the Environment tab.

5 From the Units list, select the units of measurement you want used for your designs: Metric or English.



You can also select the units of measurement using the menu options available in your design workspace. Right-click on the ruler at the left or top of the window and select Metric or English. If the rulers are not already visible in the design window, choose View—Guide Rulers.

6 If you have a Janome or Kenmore machine, select Print Janome Crosshairs to offset the machine's starting point from the center.

7 Click the Grid tab.

8 Adjust one or more of the Grid settings available. For more information, see "Defining grid settings".


9 Click OK.

## Creating New Designs

When you open Edit 'N Stitch 2.0, you can immediately begin creating a new, untitled, design in the design window that holds both outlines and stitches. The design window automatically opens using the default recipe (style), machine format settings, color palette and hoop settings specified in the Options dialog. For more information on default settings, see “Setting up your Workspace Environment”.

### To create a new design:

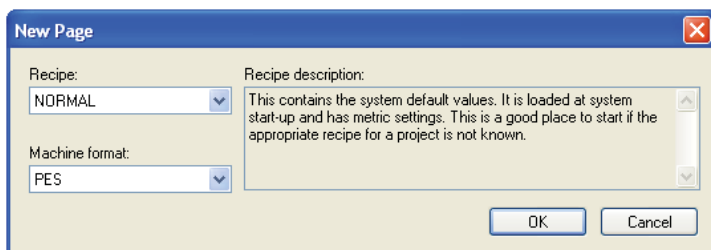
- 1 To create a new design, do one of the following:

- ♦ Choose File—New.
- ♦ From the File tool bar, click the New  tool.



If you select the New tool from the File tool bar, you will bypass the recipe selection dialog. A new design window will open using the default recipe settings.

*You see the New Page dialog.*



- 2 In the Recipe list, select the recipe you want to use for your design.
- 3 In the Machine format list, select the machine format that you want applied to the design when created.
- 4 Click OK.

*You see a new design window.*

## Opening and Closing Designs

Edit 'N Stitch 2.0 allows you to open designs in a wide variety of file formats such as the Outline File (\*.BLF). You can open designs from the File Menu, through the Open Icon on the toolbar, or by using the Browser feature.

When you open an Outline File (\*.BLF) into the design window, your single design file contains both outlines and stitches. When you open expanded files, the stitches are converted to outlines automatically while opening the design.

### To open an existing design:

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

*You see the Open Design dialog box.*



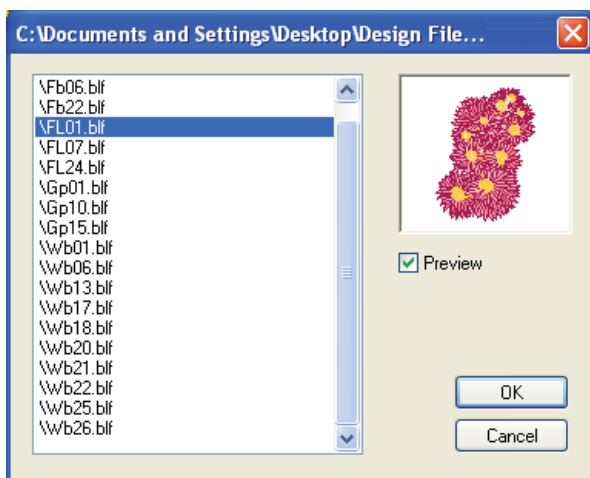
To open a file you have recently worked on, choose File and then choose the design file from the list. To limit the number of displayed designs in the Open File dialog, you can enter the first letter of the design name, followed by an asterisk (\*) and the file extension. For example, if you have an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

- 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 the format for the design you want to open.
- 5 Select Preview to view a thumbnail (a small representation) of the design.

## 6 Click Open.



To view the contents of a zip file, select the zip file and click Open. Select the design you want to open from the unzipped file list and click OK.



## Closing a design

**To close a design:**

- Choose File—Close.

## Opening files using the Browser

The Browser is a very convenient way to search for and open files. It allows you to search through and open stitch files from multiple directories simultaneously. So, if you have design files stored on a number of different media - for example, a floppy disk, a USB device, as well as on your hard drive - it is possible to look in all of these places at once, with the Browser feature. The Browser displays a preview image of the design in its

preview pane, as well as the design's name, overall dimensions, stitch count, and the number of colors that it uses.

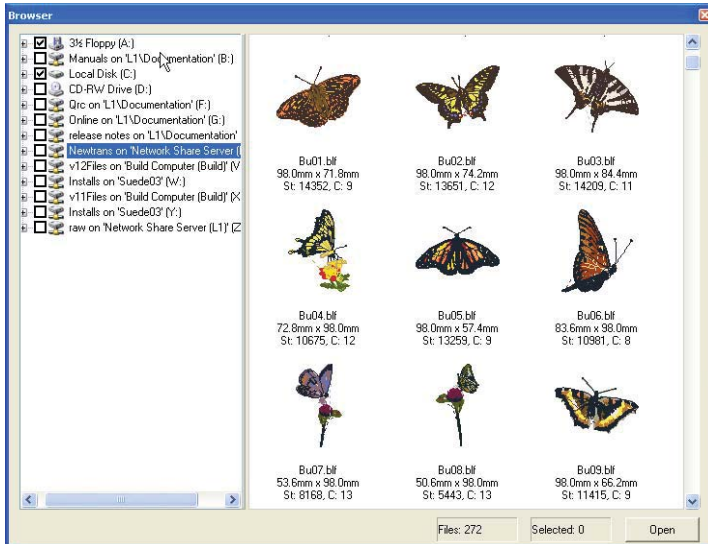


The units that appear in the Browser window depend on the Environment settings. To switch between Imperial and metric or vice versa, select Tools—Options—Environment.

## To open files using the Browser:

- 1 Choose File—Browser...

*You see the Browser window.*



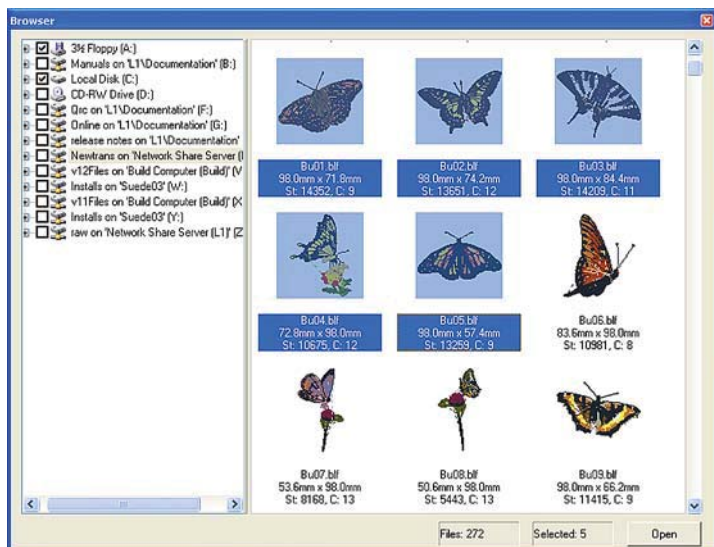
- 2 Click in the check boxes next to the directories you want to browse for designs; to look in multiple locations, simply check more boxes.

*The preview pane shows a thumbnail image of each design present in the directory or directories you have selected.*

- 3 Do one of the following:
  - ♦ To select a single design, click on the thumbnail image.
  - ♦ To select a number of separate designs, click on each individually while holding down Ctrl.

- ♦ To select a series of designs, click the first thumbnail, then shift + click on the final thumbnail in the range.

*The selected files are highlighted.*



#### 4 Click open.

*The selected design or designs open in your workspace; if multiple designs were opened, each will open in its own tab.*

## Merging Designs

You can merge design files into an active design window. Choose File—Merge Design to bring multiple designs into the same design file. If you have a licensed copy of Personalize 'N Stitch 2.0, you can add lettering to 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".


Edit 'N Stitch 2.0 allows you to merge design files using a variety of file formats such as the Outline File (\*.BLF).

With the Merge Design feature, you can merge multiple designs together to produce new and unique designs.

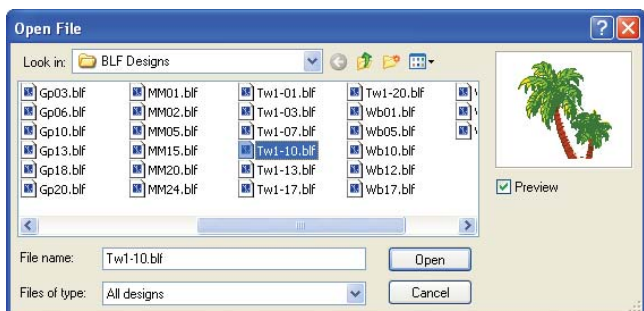


### To merge designs:

- 1 Do one of the following:
  - ♦ Choose File—Open to open an existing file.
  - ♦ Choose File—New to create a new file and create a design.
- 2 Do one of the following:

- ♦ From the File tool bar, click the Merge Design  tool.
- ♦ Choose File—Merge Design.

*You see the Open File dialog.*



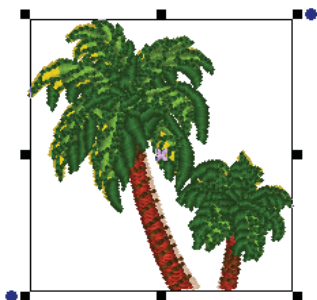
- 3 In the Look in list, browse to the location of the file you want to merge. You can merge design files stored on your hard drive, a floppy disk, CD-ROM or other drive locations such as a Flash Drive or Flash card, etc.
- 4 In the Files of type list, select the format for the design you want to merge.
- 5 In the File Name box, select the design file that you want to merge onto the current open design workspace.
- 6 To view a preview of the selected design, select Preview, if not already selected.

*You see a preview image of the selected design appear on the right-hand side of the dialog.*

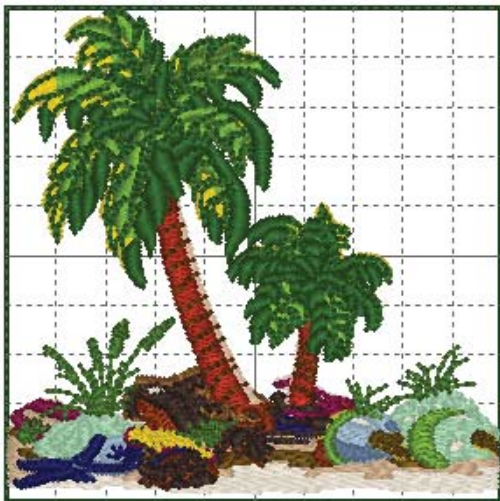
- 7 Click Open.

*The merged design file will appear in the design workspace.*





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



If you have a licensed copy of Personalize 'N Stitch 2.0 installed as well, you can use those features in Edit 'N Stitch 2.0 to merge lettering with designs.

## Saving Designs

You can use Save or Save As to save designs in a variety of file formats. The Save As command lets you save an alternative version of the design with a different name, location, or file format. Use Save As 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 and save the design file. Next, you should perform all stitch edits to the same design 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.




When you are using the Garment Preview feature, and want to save only the embroidery design (that is, exclude the garment information), choose File—Save Hoop Contents rather than File—Save As.

For more information, see “Using the Garment Preview” and “Saving Individual Designs from the Garment Preview”

### 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.
- 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 format you want the design to be saved as.
- 5 Click Save.

### To save changes to the current design:

- Do one of the following:
  - ♦ From the File tool bar, click the Save  tool.
  - ♦ Choose File—Save.

## Support for the Amazing Box MAX and Little MAX

If you have purchased and installed the Amazing Box MAX or Little MAX, you can read from and save to memory cards directly from your Digitize 'N Stitch software.

For more information on the Amazing Box MAX and Little MAX, please visit [www.amazindesigns.com](http://www.amazindesigns.com).

## Sending Designs to the Amazing Box MAX

When you purchase and install the Amazing Box MAX, Edit 'N Stitch 2.0 allows you to send designs directly to your box. For additional information on using the Amazing Box MAX, please refer to the Amazing Box MAX instruction manual that you received with your Amazing Box MAX.

### To send designs:

- Choose File—Send to AB Max.



If you have not purchased and installed the Amazing Box MAX, the Send to AB Max option will be grayed out and disabled from the Edit 'N Stitch 2.0 menu.

## Reading Designs from the Amazing Box MAX

When you purchase and install the Amazing Box MAX, Edit 'N Stitch 2.0 allows you to read designs directly from your box. For additional information on using the Amazing Box MAX, please refer to the Amazing Box MAX instruction manual that you received with your Amazing Box MAX.

### To read designs:

- Choose File—Read from AB Max.



If you have not purchased and installed the Amazing Box MAX, the Read from AB Max option will be grayed out and disabled from the Edit 'N Stitch 2.0 menu.

## **Sending Designs to Little MAX**

When you purchase and install Little MAX, Personalize 'N Stitch 2.0 allows you to send designs directly to your box. For additional information on using Little MAX, please refer to the Little MAX instruction manual that you received with your Little MAX.

### **To send designs:**

- Choose File—Send to Little Max.



If you have not purchased and installed Little MAX, the Send to Little Max option will be grayed out and disabled from the Edit 'N Stitch 2.0 menu.

## **Reading Designs from Little MAX**

When you purchase and install Little MAX, Personalize 'N Stitch 2.0 allows you to read designs directly from your box. For additional information on using Little MAX, please refer to the Little MAX instruction manual that you received with your Little MAX.

### **To read designs:**

- Choose File—Read from Little Max.



If you have not purchased and installed Little MAX, the Read from Little Max option will be grayed out and disabled from the Edit 'N Stitch 2.0 menu.

## Selecting Recipes

You can apply predefined settings when you open a new file or you can apply these settings to existing designs using shortcut keys. For example, the Cap recipe contains special underlay, pull-compensation, and density settings appropriate for designs that will be sewn on baseball caps. See "Preinstalled Recipes" for more information on the preinstalled recipes available and their settings.

### To use a recipe:

- 1 Choose File—New.  
*You see the New Page dialog.*
- 2 From the Recipe list, select a recipe.  
*The applied recipe changes the default settings for the design.*
- 3 From the Machine Format list, select the machine format you want to use for your document.
- 4 Click OK.

## Preinstalled Recipes

You can choose one of the preinstalled recipes when you open a new design file and the fabric settings contained in the recipes are applied to the design you create.

The following tables outline the preinstalled recipes, including their fabric settings. All fabric settings in the tables are in Metric (mm). If the setting is applied to the design using the selected recipe, you see **Yes** in the table. If the setting is not applied to the design using the selected recipe, you see **No** in the table.

Fabric	Satin Density	Fill Density	Cross Overlap	Pull-Compensation	Contour Underlay	Lattice Underlay
	Program Default	Program Default				
Baby Blankets	0.4	0.4	3	0.3	Yes	Yes
Canvas	0.4	0.4	0	0.4	Yes	No
Cap	0.4	0.4	1	0.2	No	No
Dog Collar	0.5	0.5	1	0	No	No
Fake Fur	0.4	0.4	3	0.3	Yes	Yes
Fleece	0.4	0.4	1	0.1	Yes	No
Jeans	0.4	0.4	2	0.2	Yes	Yes
Leather	0.6	0.6	0	0	No	No
Lycra	0.4	0.4	3	0.4	Yes	Yes
Pique	0.4	0.4	3	0.4	Yes	Yes
Pullover	0.4	0.4	0	0.4	Yes	No
Satin	0.5	0.5	1	0.1	Yes	No
Shirt Cuff	0.4	0.4	1	0	No	No
Silk	0.5	0.5	1	0.1	Yes	No
Sweat Shirt	0.4	0.4	3	0.3	Yes	Yes
Towel	0.4	0.4	3	0.3	Yes	No
T-shirt	0.4	0.4	3	0.4	Yes	Yes
Velvet	0.4	0.4	3	0.4	Yes	Yes
Vinyl	0.6	0.6	1	0.1	No	No
Woven Fabrics	0.4	0.4	2	0.2	Yes	Yes

Fabric	Full Lattice	ZigZag Underlay	Parallel Underlay	Perpendicular Underlay	Underlay Inset Distance	Underlay Density	Underlay Stitch Length
<b>Baby Blankets</b>	No	No	Yes	No	0.3	2.5	2.5
<b>Canvas</b>	Yes	Yes	No	No	0.7	2	3.5
<b>Cap</b>	No	No	No	No	0.7	2	3.5
<b>Dog Collar</b>	No	No	No	No	0.7	2	3.5
<b>Fake Fur</b>	No	Yes	No	No	0.3	2.5	2.5
<b>Fleece</b>	No	No	No	No	0.5	2	2.5
<b>Jeans</b>	No	No	No	No	0.4	4	2.5
<b>Leather</b>	No	No	No	No	0.6	2	2.5
<b>Lycra</b>	No	Yes	No	No	0.3	3	2.5
<b>Pique</b>	No	Yes	No	No	0.3	2	2.5
<b>Pullover</b>	Yes	Yes	No	No	0.7	2	3.5
<b>Satin</b>	No	No	No	No	0.4	2	2.5
<b>Shirt Cuff</b>	No	No	No	No	0.7	2	3.5
<b>Silk</b>	No	No	No	No	0.4	2	2.5
<b>Sweat Shirt</b>	No	No	No	No	0.3	2	2.5
<b>Towel</b>	Yes	Yes	No	No	0.4	2	2.5
<b>T-shirt</b>	No	No	No	No	0.3	2	2.5
<b>Velvet</b>	No	Yes	No	No	0.3	2.5	2.5
<b>Vinyl</b>	No	No	No	No	0.7	2	3.5
<b>Woven Fabrics</b>	No	No	No	No	0.4	4	2.5


## Changing Machine Format Properties

Stitch designs in Edit 'N Stitch 2.0 have a machine format. Machine formats have their own profile settings that determine how embroidery information will be interpreted when you save design files. When you use machine formats, your design information displays accurately on the screen and designs are sewn correctly on that embroidery machine.

When you create a new design file, you can select the machine format for the specific design. The selected machine format can change how the design file is read. For more information, see “Creating new designs”.

When you set machine format properties in the Options dialog, all new designs will use these machine format properties as their default settings.

### To change machine format properties:

- 1 From the File tool bar, click the Options  tool.  
*You see the Options dialog.*
- 2 Click the Formats tab.
- 3 From the Recipe list, select the recipe you want to use for your design.
- 4 From the Machine format list, select the machine format that you want applied to new design files.
- 5 Click OK.

## Removing Short Stitches Automatically from Designs


Edit 'N Stitch 2.0 allows you to automatically remove or clean short stitches from your designs that can cause unnecessary thread breaks. For most machine formats, Edit 'N Stitch 2.0 will automatically remove stitches shorter than 0.5mm. The machine format can be selected when you create a new design,



a design is opened, saved, saved as, or by using the Options dialog.

### To remove short stitches from designs:

1 Do one of the following:

- ♦ From the File tool bar, click the Options  tool.
- ♦ Choose Tools—Options to view or modify your overall design properties.

*You see the Options dialog.*

2 Click the Stitch tab.

3 In the Auto Clean Stitches area, do the following:

- ♦ Select Auto Clean Stitches upon Save to have short stitches removed every time you save a design.
- ♦ In the Minimum Stitch Length box, enter the minimum stitch length for designs created with the machine format selected. All stitches less than this minimum stitch length value will be removed from the design and stitching will proceed as normal.

4 Click OK.

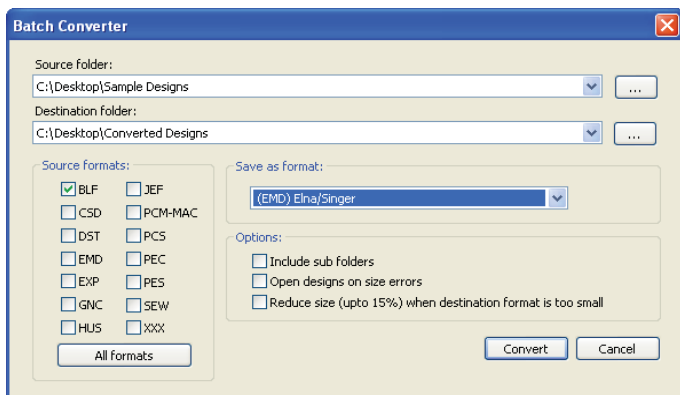
## Converting Designs to other Formats



The Batch Converter feature allows you to convert a group of designs to a single supported format of your choice. Source files can be a variety of formats, while the destination folder can be different from the source folder.

### To convert designs to different formats:

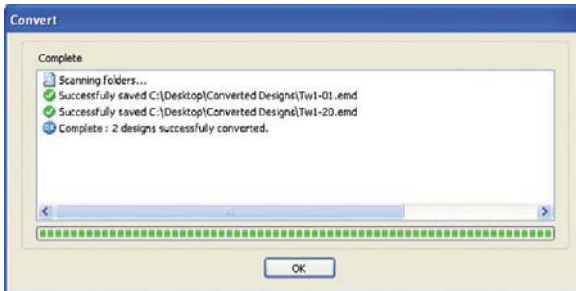
1 Choose Tools—Batch Converter.

*You see the Batch Converter dialog.*



- 2 From the Source folder list, select the source folder you want to use. Click  to browse to the source folder with designs for conversion.
- 3 From the Destination folder list, select the designation folder you want to use. Click  to browse to the destination folder you want converted designs stored.
- 4 In the Source formats area, select the design formats you want converted to different formats. To select all listed design formats, click All Formats.
- 5 From the Save As Format list, select the design format you want source files to be saved as.
- 6 In the Options area, do any of the following:
  - ♦ Select *Include sub folders* to search the source folder plus any sub folders contained within the source folder.
  - ♦ Select *Open designs on size errors* to open designs that are too large for the target format.
  - ♦ Select *Reduce size (up to 15%) when destination format is too small* to have the software automatically reduce files that are too large for the target format type. The selected files will be reduced to a more acceptable size.
- 7 Click Convert.

*You see the Convert dialog, with a list of successfully completed conversions. Click OK.*



## Converting Stitch Types Using Smart Stitch

Edit 'N' Stitch 2.0 allows you to automatically convert satin segments to Fill or Run stitches using the Smart Stitch feature. When you resize a design, the stitch type may be unsuitable for the new size dimensions. The Smart Stitch feature automatically changes the stitch type to be more compatible to your design's new size. You can use this feature when working with condensed files.


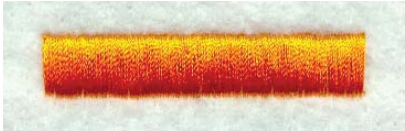

Normally it is not recommended for you to disable Smart Stitch; however, you may want to disable this feature if you had some design elements that were borderline in stitch length and you wanted to keep the satin stitches. When Smart Stitch does change satin stitches to fill, it does so for the entire group of stitches, not just the ones that exceed the maximum stitch length. This will give your designs a more pleasing and consistent appearance than a mixture of stitch types.

## Understanding Stitch Types

Satin stitches, which have one needle penetration on each side, can become too long when designs are enlarged. When satin stitches exceed 10mm, or a length that you select in the Options dialog, the Smart Stitch feature will automatically convert them into fill stitches. Rather than a single needle


penetration on each side of a column, fill stitches have multiple penetrations across a column or shape.

When designs are reduced in size, it is possible for satin stitches to become too short and this action can result in thread breaks or thread clusters beneath your fabric. In this instance the satin stitches are automatically converted into running stitches by Smart Stitch.

Stitch Type	Sample
Running Stitch	
Satin Stitch	
Fill Stitch	

### To convert stitch types using Smart Stitch:

1 Do one of the following:

- ♦ From the File tool bar, click the Options  tool.
- ♦ Choose Tools—Options.

*You see the Options dialog.*

2 Click the Stitch tab.

3 To enable the Smart Stitch feature, select Enable Smart Stitch.



The Smart Stitch feature is enabled by default.

4 In the Smart Stitch area, complete the following:

- ♦ In the Satin to Fill Conversion (mm) box, enter the maximum stitch length for Satin stitches in condensed design files. If Satin stitches exceed the specified stitch length, the Satin stitches will be converted into Fill stitches.



Most machine manufacturers recommend that you do not exceed 10mm in stitch length.

- ♦ In the Satin to Run Conversion (mm) box, enter the minimum stitch length for Satin stitches in condensed design files. If Satin stitches fall below the specified stitch length, the satin stitches will be converted into Run stitches.


5 Click OK.

## Printing Designs

### Changing a Design's Print Settings

You can customize an embroidery design's print settings. Edit 'N Stitch 2.0 allows you to adjust the image and worksheet information displayed in design printouts.

#### To change a design's print settings:


- 1 Do one of the following:
  - ♦ From the File tool bar, click the Print Preview  tool.
  - ♦ Choose File—Print Preview.  
*You see the print preview window, displaying your design.*
- 2 Click Settings.  
*You see the Print Settings dialog.*
- 3 In the Margins area, enter the size of margins you want for your design worksheet.
- 4 Select Print Actual Size to have your design print in its actual size.

- 5 Select **Print Color Analysis** to print a basic thread sequence view. If the **Print In One Page** setting is also selected, a simplified color sequence will be printed. If **Print In One Page** is not selected, an expanded color sequence will be printed.
- 6 Select **Print In One Page** to print the design and color sequence on a single worksheet page.
- 7 Select **Print Project Name** to have the name of your project printed on your design worksheet. Enter your Project Name in the box below.
- 8 Select **Hoop Contents Only** to preview only those parts of the design that are within the current hoop.  
For more information on this feature, refer to “Changing the settings in Garment Preview”.
- 9 Click **OK**.
- 10 Click **Close**.

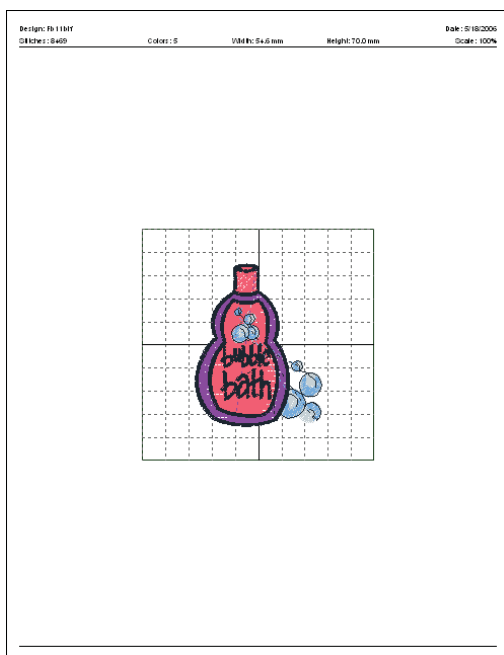
## Previewing a Design before Printing

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

### To preview a design:

- 1 Do one of the following:
  - ♦ From the File tool bar, click the **Print Preview**  tool.
  - ♦ Choose **File—Print Preview**.

*You see the print preview window appear displaying your design.*




- 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 tab.

### To print a worksheet for your design:


- 1 Do one of the following:

- ♦ From the File tool bar, click the Print Preview  tool.
- ♦ Choose File—Print Preview.

*You see the print preview window appear displaying your design.*


- 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.



If you want to print a design worksheet with existing settings, choose File—Print or click the Print  tool from the File tool bar. Then click OK from the Print dialog.

## Viewing Methods and Tools


### Magnifying and Reducing the View

The Magnifying Glass  tool sets the Zoom Mode on and off. Use the Magnifying Glass tool to magnify or reduce parts of your design. Magnifying a design lets you see less of your design on-screen. Reducing a design lets you see more of your design on-screen. With Zoom Mode turned on, you can either left-click to enlarge your design or right-click to make your design smaller.


### To magnify and reduce parts of a design:

- 1 Do one of the following:




- ◆ Click the Magnifying Glass  tool on the Edit tool bar.
- ◆ Choose View—Zoom—Zoom Tool.


*The pointer becomes a magnifying glass.*

- 2 Left-click the design.
- 3 Do one of the following steps:
  - ◆ Left-click that area to zoom-in on a specific area.
  - ◆ Right-click to make your design smaller.
- 4 To turn the Zoom mode off, click the Magnifying Glass  tool again.

*This will reset the zoom of the window and the view of the design will be fit into the window.*


### **To zoom-in on a specific area:**

- 1 Do one of the following:
  - ◆ Click the Magnifying Glass  tool on the Edit tool bar.
  - ◆ Choose View—Zoom—Zoom Tool.

*The pointer becomes a magnifying glass.*
- 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:
  - ◆ To increase the zoom, continue clicking and dragging the flexible box.
  - ◆ Right-click to make your design smaller.
- 5 To turn the Zoom mode off, click the Magnifying Glass  tool again.

*This will reset the zoom of the window and the view of the design will be fit into the window.*


### **To disable Zoom:**

- From the Edit tool bar, click the Segment Select  tool once you get to the level of magnification you want.


## Viewing Parts of a Design not Visible in the Workspace

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





### To view parts of the design using the Pan tool:

- 1 Do one of the following:
  - ♦ Choose View—Pan.
  - ♦ From the Edit tool bar, click the Pan  tool.  
*You will see the cursor change into an icon of a hand.*
- 2 Click and drag your design in the design window.
- 3 To disable the Pan tool, right-click the design window.



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

### To view parts of the design using your keyboard:

- Do any of the following:
  - ♦ Use the  key to move up.
  - ♦ Use the  key to move down.
  - ♦ Use the  key to move left.
  - ♦ Use the  key to move right.

## 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 or fabric pattern of the hoop in your window. For example, if you are creating a design with light color threads, you may want your background color or fabric pattern darker so that the stitches are more visible on-screen.

### To change the background color:

- 1 Choose Tools—Select Background—Color.  
*You see the Color dialog.*
- 2 Change the hoop background to a preset or custom color.
- 3 Click OK.  
*The new color replaces the old color in the hoop on your window.*



### To change the fabric pattern:

- 1 Choose Tools—Select Background—Fabric.  
*You see the Load Fabric dialog.*
- 2 In the Look in list, browse to the location of the file you want to open as fabric. You can open image 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.  
*You see a preview of the fabric on the right-hand side of the dialog.*
- 4 In the Files of type list, select an image file type for the fabric you want to open.
- 5 Click Open.  
*You see the selected fabric in the hoop on your screen.*

## Showing and Hiding Machine Commands

Edit 'N Stitch 2.0 makes it easy to view the locations on the design where the embroidery machine performs commands if it supports them. These locations are marked with different symbols to display the command type.

The following table shows you the symbol for each command.

Symbol	Command
	Trim: Shows the location in the design file where a trim was added.
	Color Change: Shows the location in the design file where the color of thread changes.

**To show commands:**

- Choose View—Commands.

**To hide commands:**

- Choose View—Commands.

## Showing and Hiding the Stitch Points in Designs

Use the Stitch Points feature to see the stitch penetration points in the design window. The black dots in your design represent the point where the embroidery machine needle will penetrate the fabric.

**To show the stitch points:**

- Choose View—Stitch Points.

**To hide the stitch points:**

- Choose View—Stitch Points.

## Defining Grid Settings

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

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 change the color of the major and minor grids. You should choose separate colors for each grid type.

You can also choose to display a full grid or only the grid crosshairs in the design window.

**To define grid settings:**

- 1 Do one of the following:
  - ♦ Right-click on the rulers at the left or bottom of the window and click Grid Settings. If the rulers are not already visible in the design window, choose View—Guide Rulers.  
*You see the Grid Settings dialog.*
  - ♦ Choose Tools—Options. From the Options dialog, click the Grid tab.
- 2 In the Grid Minor 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.
  - ♦ From 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 Custom from the color box.
- 3 In the Grid Major area, complete the following:
  - ♦ In the Horizontally Every (lines) box, enter how often you want horizontal lines to be highlighted in the major grid. For example, if you enter 3 in this box, every third horizontal line will be highlighted in the major grid.
  - ♦ In the Vertically Every (lines) box, enter how often you want vertical lines to be highlighted in the major grid. For example, if you enter 5 in this box, every fifth vertical line will be highlighted in the major grid.
  - ♦ From the Color list, select a predefined color to use for the major grid. If you want to choose from a larger selection of colors, click Custom from the color box.
- 4 In the Style area, select one of the following grid styles:
  - ♦ Grid lines
  - ♦ Grid cross (displays a cross through the center point of the hoop)
- 5 Click OK.

## Showing and Hiding the Grid

You can show the grid or, if it is in the way, you can hide it.


### To show the grid:

- Choose View—Grid.


### To hide the grid:

- Choose View—Grid.


## Showing and Hiding the Realistic Preview

Use the Realistic Preview  tool to see a realistic 3D view of your design.

### To show realistic stitches:

- Do one of the following:
  - ♦ From the View tool bar, click the Realistic Preview  tool.
  - ♦ Choose View—Draw Realistic Preview.

### To hide the realistic stitches:

- Do one of the following:
  - ♦ From the View tool bar, click the Realistic Preview  tool.
  - ♦ Choose View—Draw Realistic Preview.

## Working with Hoops

Viewing the hoop or frame on the screen lets you ensure that your design fits properly when you run it on the machine. The hoop serves as a guide to help size and position your design in the design window. Edit 'N Stitch 2.0 comes with many different pre-loaded hoop sizes, or you can use the Select Hoop dialog to create your own, custom hoops. You can create custom hoops in both rectangular or circular shapes. Your hoop size determines how big your design should be when you save it.

## Selecting a Hoop

You can select one of many pre-loaded hoops from a range of different file types using the Select Hoop dialog. This feature is useful when you want to make sure that your design will fit for more than one kind of embroidery machine.

**Hoop properties**

**Hoop:**  
 Format: PCS  
 Description: Description...

**Hoop mounts:**  
 Shape: Rectangular  
 Num horizontal: 1  
 Horizontal overlap (mm): 0  
 Hoop span: Left-Right  
 Num vertical: 0  
 Vertical overlap (mm): 0

**Sew field dimensions (per mount):**  
 Width (mm): 100  
 Height (mm): 100


OK Cancel



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

### To change the displayed hoop:

- 1 Do one of the following:

- ♦ From the View tool bar, click the Select Hoop  tool.
  - ♦ Choose Tools—Select Hoop...  
*You see the Hoop Manager dialog.*
- 2 From the format list, select the design file type for the current design.
  - 3 From the Hoop area, select the hoop you want to display in your design window from the list.
  - 4 To rotate the selected hoop, select Rotate hoop by 90°.
  - 5 Click Apply.  
*The selected hoop will be displayed in the design window.*
  - 6 Click OK.

## Fitting a Design to your Hoop

Edit 'N Stitch 2.0 has a new tool called Fit to Hoop. This is a feature that automatically re-sizes and centers the select design (or designs) to fit whichever hoop is currently displayed in the design window. To use Fit to Hoop, click the Fit to Hoop Icon



on the View toolbar.




Always be cautious when resizing designs; any resizing of 20% or more can adversely affect the integrity of your design. Be sure to do a test sewing before applying to your project.

## Adding a Custom Hoop

Edit 'N Stitch 2.0 comes with many pre-loaded hoops; however, you can also add new hoops to the software. Once you have set the parameters for your hoop and typed in a description, the custom hoop will be saved, and will be available for your future use.

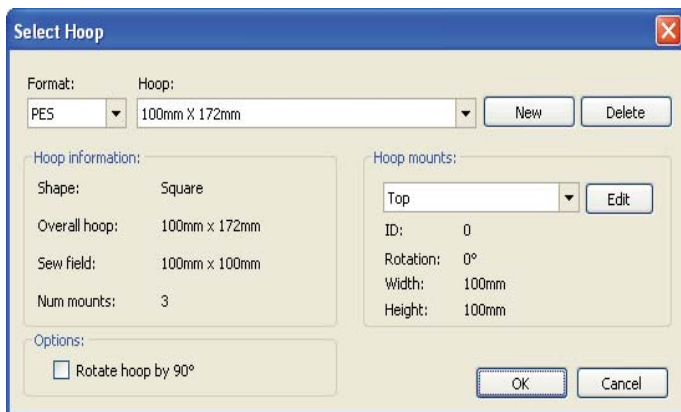
### To add a new hoop:

- 1 Do one of the following:
  - ♦ From the View tool bar, click the Select Hoop  tool.
  - ♦ Choose Tools—Select Hoop...  
*You see the Hoop Manager dialog.*



2 Click New...

*You see the Hoop Properties dialog window.*



3 Select the machine stitch format from the Format list.

4 In the Description box, type a name for your custom hoop.



The word “Custom” is added to the names of the hoops you create yourself, to distinguish these from the hoops which are native to the Edit ‘N Stitch 2.0 package.

5 Choose a shape for the hoop, Rectangular or Circular.

6 If you are making a hoop with multiple mounts, in the Hoop Mounts section, do the following:

- ♦ Choose the orientation of the hoop span.
- ♦ Select the number of vertical and horizontal mount positions.
- ♦ Type in an amount of overlap for the sewing fields.

7 In the Sew Fields Dimensions area, enter the width and height for the maximum sewing area for this hoop. For example, if your actual hoop size is 100 mm x 175 mm but the maximum sewing area that your machine can handle is 100 mm x 100 mm, enter 100 in the width and height boxes.



When creating a custom hoop, it is important to keep in mind that you cannot create a hoop with dimensions larger than the sewing field of your machine. If you do this, the design will not save when you try to use that hoop.

**8** Click OK.

*The Hoop Properties dialog will close; the new hoop will now be listed in the Select Hoops area of the Hoop Manager window.*


**9** Click OK.

For hoops with multiple mounts, the overall hoop size will automatically be calculated by the software based on the settings you input to create your custom hoop. After you are finished creating a custom hoop, verify the settings in the Select Hoop dialog; if the Overall hoop dimensions shown in this dialog do not match those of your hoop, you will need to delete the new hoop and create it again with the proper settings.

## Deleting an existing hoop

You can easily delete any hoop in Edit 'N Stitch 2.0.

**To delete hoops:****1** Do one of the following:

- ♦ From the View tool bar, click the Select Hoop  tool.
- ♦ Choose Tools—Select Hoop...

*You see the Select Hoop dialog.*

**2** From the format list, select the design file type for the hoop you want to delete.**3** From the Hoop list, select the hoop you want to delete.**4** Click Delete.

*You see a dialog. Click Yes to delete the selected hoop. The hoop will no longer be listed in the Hoop list.*

**5** Click OK.

## Design Splitting

Splitting a single design into multiple stitch files is necessary when your design's size is larger than the sewing field of your embroidery machine, or the design is too large to fit into any of the standard hoops that are available for your machine. Using the Split 'N Stitch Wizard, you can divide the embroidery into parts, each of which will be saved as a separate stitch file.


There are two different methods for splitting a design, depending on whether you are going to be sewing on a standard hoop or on a multiple-position hoop.

### Using the Split 'N Stitch Wizard with Standard hoops

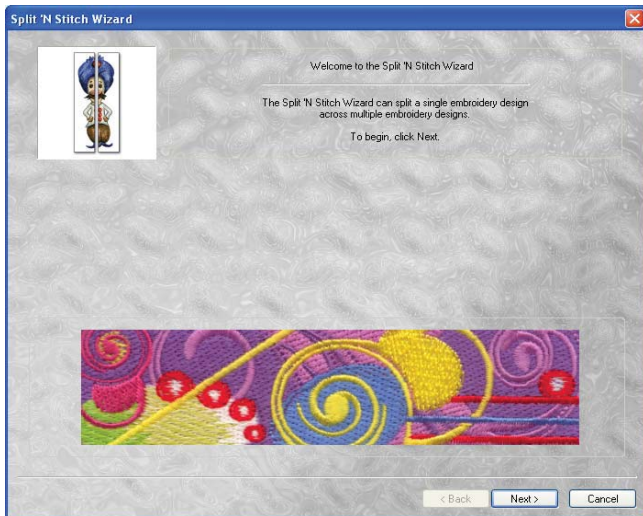
Standard hoops have only one mount position. Therefore, after sewing each split design, the garment must be re-hooped and aligned correctly in order to sew the next stitch file in the series of split files.

To help make the realignment easier for you, each of these split stitch files contains a set of alignment stitches that sew at the beginning and end of that portion of the design. The alignment stitches are useful when re-hooping to ensure that the garment is correctly positioned for proper stitch registration. Alignment stitches are loose basting stitches that can be removed easily from the design once the sewing has been completed.

#### To use the Split 'N Stitch Wizard (Standard hoops):

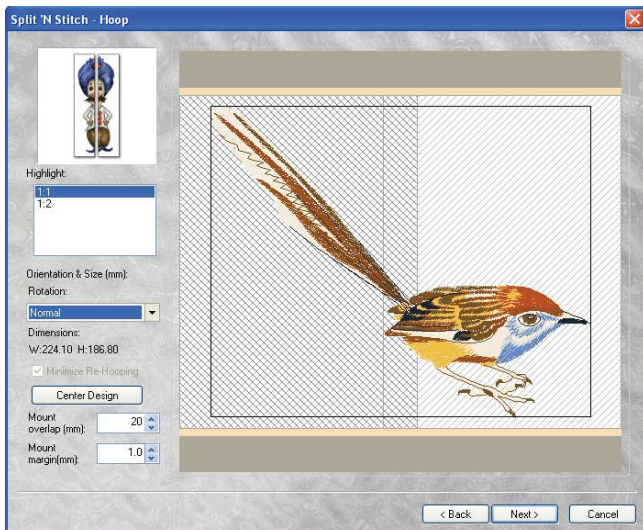
- 1 Open a design in Edit 'N Stitch 2.0.
- 2 Select a standard size hoop using the Select Hoop dialog.
- 3 Select the Split 'N Stitch Wizard  button.

*You see the Split 'N Stitch Wizard Window.*



4 Click next.

*The Split 'N Stitch Wizard shows your design superimposed upon the chosen hoop.*



5 In the Split 'N Stitch Hoop window, do any of the following:

- ♦ Click on the different hoop mounts to see how they cover the design (the highlighted area is indicated by the cross-hatching). Highlight shows you what part of the design will sew in each mount position, and the order of sewing of each of the split stitch files.
- ♦ If needed, click and drag the design in the preview pane for a better fit.
- ♦ The Rotation setting determines the orientation of the design in the hoop; changing the orientation may also help you fit the design to the hoop.



You will notice that the “Minimize Re-hooping” check box is “greyed out” (is not an option), in this dialog. Minimize Re-hooping is always selected for splits on standard hoops, but is an option for multiple-position hoops. For more information, see “Using the Split 'N Stitch Wizard with Multiple-position Hoops”

- ♦ To center the design again in the hoop after you have moved it, click on the Center Design button.
- ♦ You have the option of setting a value for the Mount Overlap. This setting determines the amount of overlap between the two split sections of the design.

*As you change the amount of overlap, you will see that change preview in the Wizard's design preview pane.*

- ♦ Enter a value into the Mount Margin box; this allows you to set a threshold for how close the sew-out for the design can get to the hoop frame.

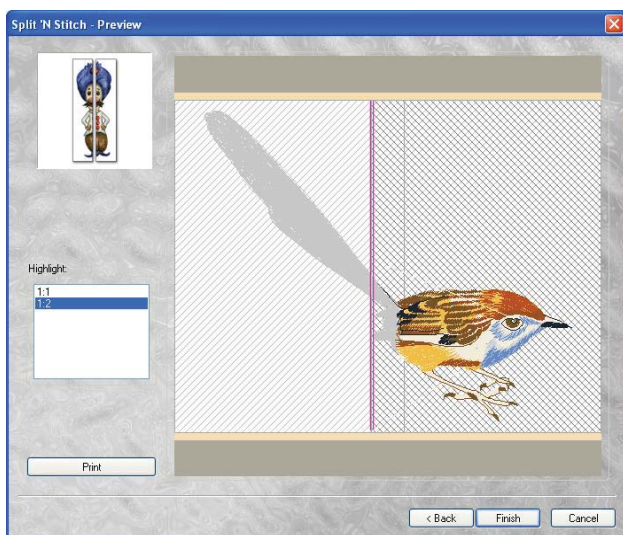


If you receive a message that the design is too large for the hoop, even though the design dimensions are smaller than the hoop size, check the Mount Margin value; it may be too high.

## 6 Click next.

*A small window appears, which shows the progress of the splitting process. Please wait until the process is complete; the window will close itself when the Wizard is done splitting the design.*

*You then see the Split 'N Stitch Wizard Preview page. You can see a preview of how the design was split by selecting from the different areas in the Highlight box.*



The alignment stitches are shown as a pink line on the Wizard's design preview.

- 7 If desired, click the Print button to print out a worksheet for each split portion of the design.



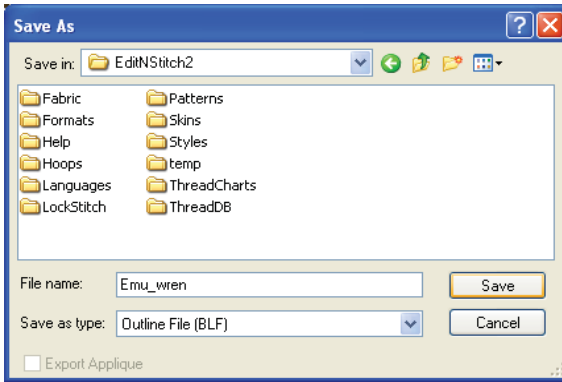
If you wish to have worksheets of the split stitch files of your design, you must print them at this stage. If you do not print now, you will have to redo the Spit 'N Stitch process to be able to print them again.

The print-out will include a preview of the overall design, as well as a page for each split. Following each of these spit previews is a page giving the following information about the split portion:

- ♦ The overall dimensions
- ♦ Number of stitches
- ♦ Number of colors used
- ♦ List of all colors used

- 8 Click finish.

*You see a Save As dialog.*



- 9 Type a name for your design in the File Name box, and choose your machine file type from the Save as Type list. The Wizard will save one file for each hooping, using your given file name as a prefix.



Depending on the complexity of your design, each of your split files may be further divided into smaller sub-files (e.g. parts a, b, c, etc) by the software. Be sure to sew out all parts of the split design before rehooping your fabric.

## Using the Split 'N Stitch Wizard with Multiple-position hoops

Multiple-position hoops are special hoops for your embroidery machine that have more than one mount position available. Multiple mounts have the advantage of allowing you to sew out the multiple split stitch files that make up a design without having to re-hoop. Instead, you simply take the hoop off of the machine and rotate or move it to the next mount position, and sew out the next of the stitch files in your series.




Be sure to read the instructions that come with the multiple-position hoop; in some cases there are special instructions that must be followed to ensure correct positioning.

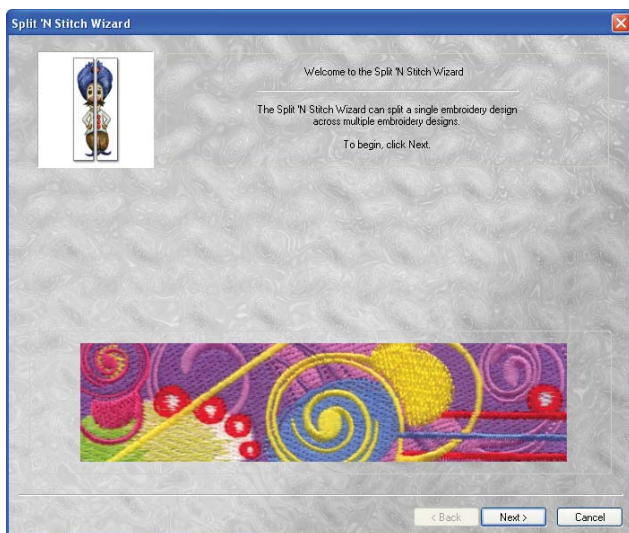
The size and style of multiple-position hoops available depends on the embroidery machine you are using. You will find many of

the popular multiple-position hoop sizes included in the hoops available through the Select Hoop dialog. For more information, see "Selecting a Hoop."

### To use the Split 'N Stitch Wizard (Multiple-position Hoops):

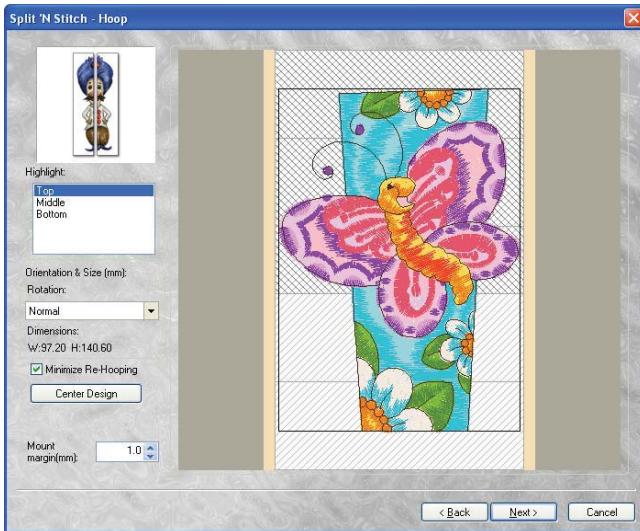
- 1 Open a design in Edit 'N Stitch 2.0.
- 2 Select a multiple-position hoop using the Select Hoop dialog.
- 3 Select the Split 'N Stitch Wizard  button.

*You see the Split 'N Stitch Wizard Window*



- 4 Click next.  
*You see the Split 'N Stitch Wizard Hoop window, showing your design superimposed upon the chosen hoop.*





- 5 In the Spit 'N' Stitch Hoop window, do any of the following:
- ♦ Click on the different hoop mounts to see how they cover the design (the highlighted area is indicated by the cross-hatching). Highlight shows you what part of the design will sew in each mount position, and the order of sewing of each of the split stitch files.
  - ♦ If needed, click and drag the design in the preview pane for a better fit.
  - ♦ The Rotation setting determines the orientation of the design in the hoop; changing the orientation may also help you fit the design to the hoop.
  - ♦ To center the design again in the hoop after you have moved it, click on the Center Design button.
  - ♦ For optimal sew-outs, it might be necessary to split a design numerous times over multiple mounts. However, this may result in a very large number of splits, which will take a long time to sew. The Minimize Re-hooping option automatically minimizes the number of rehoopings needed to sew the whole design, while maintaining sufficient design quality.



Minimize Re-hooping is always selected for splits on standard hoops, but is an option for multiple-position hoops.

- ◆ Enter a value into the Mount Margin box; this allows you to set a threshold for how close the sew-out for the design can get to the hoop frame.

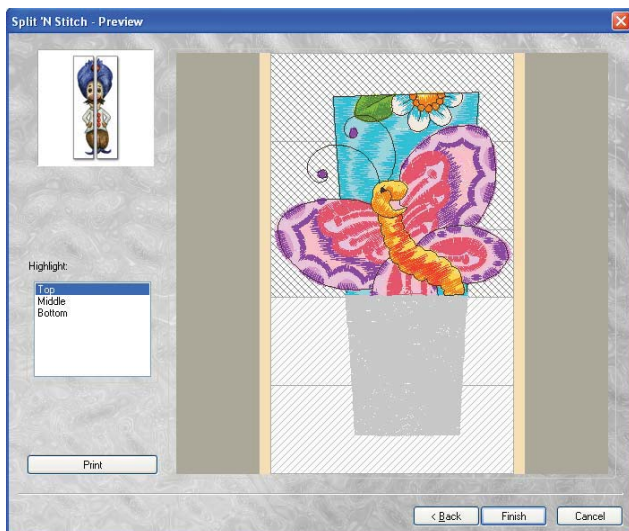


If you receive a message that the design is too large for the hoop, even though the design dimensions are smaller than the hoop size, check the Mount Margin value; it may be too high.

**6** Click next.

*A small window appears, showing the progress of the splitting process. Please wait until the process is complete; the window will close itself when the Wizard is done splitting the design.*

*You see the Split 'N Stitch Wizard Preview page. You can preview how the design was split by selecting from the different areas in the Highlight box.*



- 7 If desired, click the Print button to print out a worksheet for each split portion of the design.



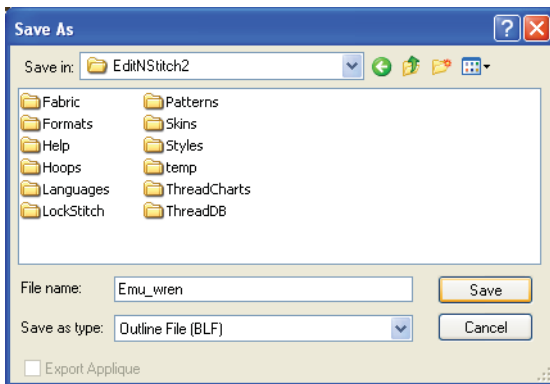
If you wish to have worksheets of the split stitch files of your design, you must print them at this stage. If you do not print now, you will have to redo the Spit Wizard process to be able to print them again.

The print-out will include a preview of the overall design, as well as a page for each split. Following each of these, is a page giving the following information about the split portion:

- ♦ The overall dimensions
- ♦ Number of stitches
- ♦ Number of colors used
- ♦ List of all colors used

- 8 Click finish.

*You see a Save As dialog.*




- 9 Type a name for your design in the File Name box, and choose your machine file type from the Save as Type list. The Wizard will save one file for each hooping, using your given file name as a prefix.

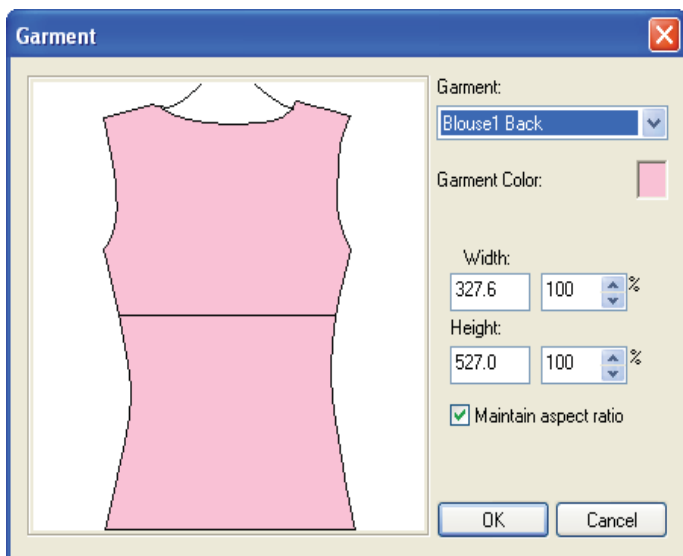


Depending on the complexity of your design, each of your split files may be further divided into smaller sub-files (e.g. parts a, b, c, etc) by the software. Be sure to sew out all parts of the split design before moving on to the next mount.

## Using the Garment Preview

### To use Garment Preview:

- 1 Start a new BLF file or open an existing BLF design.
- 2 Click the Garment Preview  icon from the View tool bar.  
*You see the Garment Preview dialog.*



- 3 From the drop-down list, choose a garment template.
- 4 To change the background of the garment, do one of the following:
  - ♦ To choose a solid color, click the color chip next to "Garment Color".



If you want to select a specific color for the garment template, click on the More Colors button at the bottom of the given array of color swatches. This will open up the Color dialog, where you can choose any RGB color available from the palette.

- ♦ To choose a fabric pattern as your background, click the down arrow to the right of the “Fabric” list, and choose a fabric from the list.



You can add your own fabric to the list by scanning it. Scan your material sample and save the image as a bitmap (.BMP) to the following directory: Program Files\ Amazing Designs\EditNSTitch2\Fabric. For best results, save with an image resolution of at least 300 dpi.

**Note:** If you have Microsoft Vista installed on your computer, you must have administrator access to save to this directory.

- 5 If desired, change the height and/or width of the garment template. Do one of the following:
  - ♦ Type a value (in mm or inches) into the Height or Width boxes.
  - ♦ Enter a percentage change in either of the boxes that have the % symbol following them.



The “Keep aspect ratio” box is checked by default; this ensures that the height and width stay proportional to each other as you change the value of one or the other. To change the height without changing the width, or vice versa, uncheck this box.

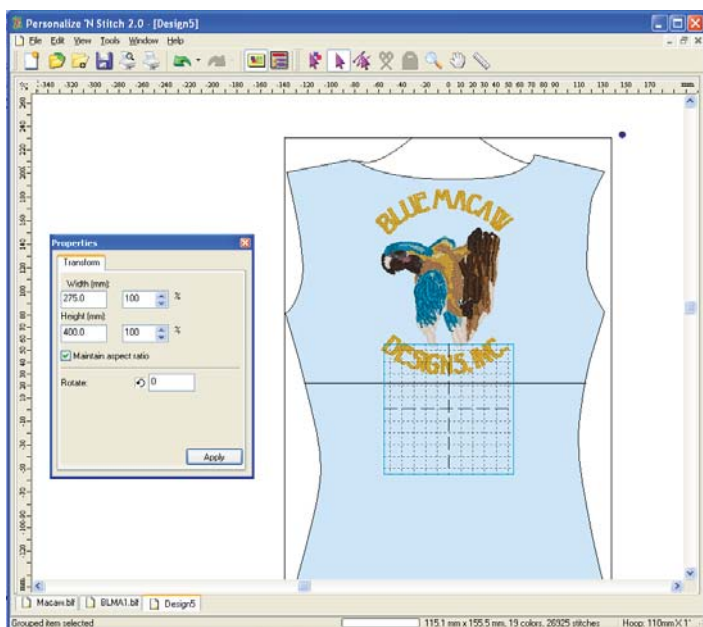
- 6 Click Okay.

*The garment appears in your workspace.*



Once the garment is on screen, you can select it and rotate by clicking and dragging on the blue circles around the handles. You can also resize the garment template manually on screen, by clicking and dragging the black square handles on the sides and corners of the selection frame.


- 7 Choose File—Merge Design and select the design (or designs) that you wish to preview on your garment.  
*The design(s) appear in the Workspace, superimposed on the selected garment.*



The size of the design in the preview is scaled to the size of the garment, as determined by the height and width measurements that you set in the dialog.

**8** If you now wish to change the location of your design, do the following:

- Click once on the design to select it.

*The design is outlined by a dotted rectangle, and the mouse pointer changes to the Select  icon.*


- Left-click and drag the item to the desired location, and then release the mouse button to place the design.

*The design is placed in the new location.*



You can place any number of designs (or multiple instances of the same design) in the Garment Preview by repeating the above steps.

**9** Select those designs that are to be sewn together as a single design.

- 10 Choose Tools—Select Hoop... to open the Hoops dialog. From the Hoops dialog, select an appropriate hoop to fit your design selections.
- 11 Click the Center hoop to selection  button on the toolbar to ensure the designs you selected will fit into the desired hoop.



*The hoop will be centered on the selected design.*

## Saving a Garment Preview

You can save your Garment Previews so that they can be opened for later editing and re-use. When you create a garment preview, and have finished adding all the designs that you wish to add, simply Choose File—Save as, and save the file in .BLF (outline) format.


This file will then contain all the information about the background of your Garment Preview, such as the type of garment, its color, and dimensions, plus any designs that you have placed in the Garment Preview.



It is possible to save your Garment Preview in a non-.BLF format (that is, as stitches), but if you do this, all the garment information will be lost.

## Saving Individual Designs from the Garment Preview

For sewing out, you will want to save the designs only, without the garment information.

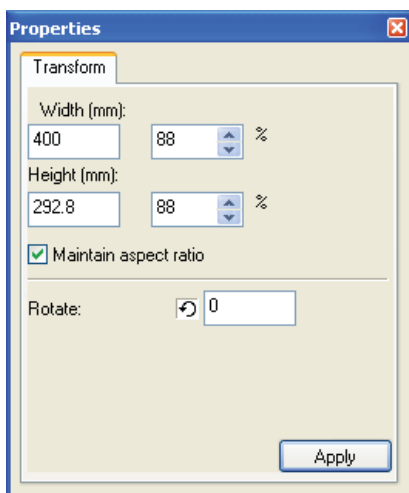
You can select each design on the garment individually, and then use the Center hoop to selection  button to fit the hoop to your design. Then, choose File—Save Hoop Contents for each individually hooped design on your garment, and save in the appropriate stitch format.

## Adjusting the Garment Template

There are a number of different aspects of the garment template that you can modify when it is selected. Some of these adjustments can be made through the Properties dialog, and some can be made directly in the workspace.


In the Garment Properties dialog, you can change the garment's height or width, and rotate it by a specified angle.





In the Workspace, you can use the mouse to adjust the angle and position of garment. Depending on which tool you choose, you can move the garment together with your embroidery designs, or independently.

### To adjust the Garment Template in the properties dialog:

- 1 Select the garment.
- 2 Click on the Properties  button to open the Properties dialog.
- 3 Do any of the following:
  - ♦ To change the Garment Template's linear size (mm or inches) enter a width and/or height in the Width and Height boxes, and click on the Update button.
  - ♦ To change the size relative to the current size, enter a percentage change in the % boxes.





The "Keep aspect ratio" box is checked by default; this ensures that the height and width stay in even proportion to each other as you change the value of one or the other. To change the height without changing the width or vice versa, uncheck this box.

- ♦ To change the angle, enter a number of degrees in the Rotate box.

*The garment template changes accordingly.*


### **To adjust the view of the Garment Template using the mouse:**

- 1 Select the Garment Template.
- 2 To adjust the garment template independently of the embroidery (or the hoop) do the following:
  - ♦ Click the Select tool; the mouse pointer now changes to the select  icon when it is hovering over the garment.
  - ♦ Click and drag to move the Garment around in the Workspace.
  - ♦ To manually adjust the angle of the garment in the workspace, position the mouse pointer over one of the blue circle handles at the corners of its frame, and drag it
  - ♦ To resize the garment template manually, click and drag the black square handles on the sides and corners of the selection frame.
- 3 To adjust the position of the garment (including any and all designs that you have placed on it), do the following:
  - ♦ Click on the Pan button; the mouse pointer now changes to the pan  icon.
  - ♦ Click and drag to move it around in the Workspace.



In order to be able to select individual embroidery designs, you must get out of Pan mode. Click the Pan button again; you will see that the mouse pointer has switched back to the select icon.


- 4 To manually change the angle of the Garment Preview relative to the Workspace, do the following:
  - ♦ Position the mouse pointer over one of the blue circle handles at the corners of its frame.

*The pointer changes to a circle-arrow handle  icon.*

  - ♦ Drag the mouse to change the angle.

## Printing out the Garment Preview

### To make a print-out of the Garment Preview:

- To see a preview of the garment and your designs, click the Print Preview  button.  
*You see a print preview.*



The print preview will show the entire garment and all designs by default; however, you can check the "Hoop Contents Only" box in the print preview Settings dialog to print a preview of a single design compilation.

- ♦ Choose Print to send the preview to your printer.
- ♦ Choose Close to cancel the print.
- To send the preview directly to your printer, choose Print.

## Measuring and Aligning Designs

### Defining Ruler Units

When guide rulers are active, large numbered rulers indicate the measurement unit, such as inches or millimeters. 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 rulers change to fit the measurements you set in the next window you open.

#### To set the ruler units:

- Right-click on the ruler at the left or top of the window and select Metric or English.

*You see the ruler units change accordingly.*


### Measuring Distances in the Workspace

The Tape 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 Tape 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 using Program Preferences.

**To measure designs:**

- 1 From the Edit tool bar, click the Tape Measure  tool.  
*Your cursor changes to a ruler icon 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 Tape Measure tool.

**Adding and Moving Guidelines**

You can use guidelines to help you precisely align 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 top 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.

**To move existing guidelines:**

- 1 Position the pointer on the guideline you want to move.  
*A two-sided arrow appears next to your cursor.*
- 2 Left-click and drag to move the guideline.
- 3 Release the mouse button when you reach the desired position for your guideline.  
*The guideline is placed.*

## Removing Guidelines

If guidelines are cluttering your workspace, you can remove them.

**To remove all guidelines:**

- Right-click on the rulers at the left or bottom of the window and click Remove Guidelines.  
*The guidelines are removed.*

---

---

# Design Editing in Outline Mode

---

---

In this section:


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

## Editing Segments

In Edit 'N Stitch 2.0's design window, you can edit a design's individual or grouped outline segments (design objects) while in Outline Mode. When a design is opened or merged in Edit 'N Stitch 2.0, its outline segments will be grouped together and all edits will be applied to the entire design. You will need to ungroup the design in order to edit individual segments.



In the Edit 'N Stitch 2.0 documentation, the term 'segments' will refer to both individual and grouped segments.

To perform design editing in Outline Mode, you must work with Outline Files (\*.BLF). When you use the Segment Select  tool from the Edit tool bar, Edit 'N Stitch 2.0 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 Edit 'N Stitch 2.0 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, Edit 'N Stitch 2.0 will not regenerate stitches for the entire design. The software will, however, generate stitches for the segment being modified.



## Selecting Segments

The Segment Select  tool allows you to select and modify individual or groups of outline segments (design objects). You select outline segments by clicking on a single segment or by clicking and dragging to draw a box around parts of the design.

The Select All  tool allows you to select and modify the entire design.

Once you select an outline segment, you can change its properties using associated edit menus and tabs as well as the beads attached to the segment's selection box. You can move, duplicate, resize, rotate, flip, stretch, compress, or delete selected segments.



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

### To select segments using the Segment Select tool:

- 1 From the Edit tool bar, click the Segment Select  tool.




If the segments are already grouped together, the Segment Select tool will automatically select the entire group of segments.

- 2 To select one segment, do one of the following:
  - ♦ Click the segment you want to select.
  - ♦ Click and drag to select the segment you want.  
*The active segment is enclosed in a selection box with handles.*
- 3 To select multiple segments, do one of the following:
  - ♦ Click and drag across all the segments you want to select.
  - ♦ Click a segment. Press CTRL on your keyboard while you click each segment not already selected.  
*The active segments are enclosed in a selection box with handles.*

- 4 To edit or change the properties of the segments, do the following:
  - ♦ Right-click and choose any of the options available in the edit menu.
  - ♦ In the Properties box, alter any property settings as required.

### To select the entire design using the Select All tool:

- From the Edit tool bar, click the Select All  tool.  
*In the design workspace, the entire design is enclosed in a selection box with handles.*



In Outline Mode, you can also press Ctrl+A to select the entire design.

## Grouping and Ungrouping Segments

When a design is opened or merged in Edit 'N Stitch 2.0, its outline segments will be grouped together and all edits will be applied to the entire design. You will need to ungroup the design in order to edit individual segments.

Once a design is ungrouped, you can combine several segments into a group so that the segments are treated as a single unit. You can then edit a number of segments without affecting their individual attributes. You must select segments before you group them. Once segments are grouped together, you have to ungroup them to deselect the segment group. For example, you might group the segments in part of a logo design so that you can move and resize those segments as one unit.

### To group segments:

- 1 In the design workspace, select the segments you want to group.
- 2 Right-click and choose Group from the menu.  
*Now, you can edit the group in any number of ways, you can move, resize, rotate, flip, cut or copy the group.*



You can also choose Edit—Group or press Ctrl+G on your keyboard to group segments.

### To ungroup segments:

- 1 In the design workspace, select the grouped segments.
- 2 Right-click and choose Ungroup from the menu.

*The group is no longer grouped together.*



You can also choose Edit—Ungroup or press Ctrl+U on your keyboard to ungroup segments.

## 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 Edit 'N Stitch 2.0, you should know how to avoid possibly losing your stitch edits. For more information on editing outline segments, see "Editing Segments".

### To copy to the Clipboard:

- 1 Select one or more segments you want to copy.
- 2 To copy segments to the clipboard, complete the following:
  - ♦ In the design workspace, right-click the segment(s) and choose Copy from the menu.

*The segments are not removed from their original placement.*

- 3 To paste segments from the clipboard, complete the following:
  - ♦ In the design workspace, right-click anywhere and choose Paste from the menu.

*The selection is pasted in its original location.*



You can also choose Edit—Copy or press Ctrl+C on your keyboard to copy segments.

You can also choose Edit—Paste or press Ctrl+V on your keyboard to paste segments.

**To cut to the Clipboard:**

- 1 Select one or more segments you want to cut.
- 2 To cut segments to the clipboard, complete the following:
  - ♦ In the design workspace, right-click the segment(s) and choose Cut from the menu.

*The segments are removed from their placement.*

- 3 To paste segments from the clipboard, complete the following:

- ♦ In the design workspace, right-click anywhere and choose Paste from the menu.


*The selection is pasted in its original location.*




You can also choose Edit—Cut or press Ctrl+X on your keyboard to cut segments.

You can also choose Edit—Paste or press Ctrl+V on your keyboard to paste segments.

## Deleting Segments

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

**To delete a segment:**

- 1 From the Edit tool bar, click the Segment Select  tool.
- 2 Select the segment.
- 3 There are three ways to delete a segment:
  - ♦ Right-click and select Delete from the shortcut menu.
  - ♦ Press Delete on your keyboard.
  - ♦ Choose Edit—Delete.




## Moving through Outline Designs by Color

Once you are in Outline Mode, Edit 'N Stitch 2.0 makes it easy to move through an Outline design to select a specific color.



As you navigate through the design with the Color Advance and Color Reverse tools, you can track which color you are in by looking at the status bar at the bottom of the workspace. The status bar tells you how many colors are in the design in total, and which color (by sewing order) is currently selected.

### To move through an outline design by color:

- From the Color tool bar, do any of the following:
  - ♦ Click the Color Advance  tool to move to the next color change.
  - ♦ Click the Color Reverse  tool to move to the previous color change.
  - ♦ Click the All Colors  tool to view all colors in the design.




If you have imported a file containing a multi-color lettering segment (for example, an outline font), it will appear as a single color as you move through the design with the Color/Advance tool. However, you can have the two colors show separately using the Preserve as Stitches feature.

Select the segment, right-click, and choose “Preserve as stitches” from the context menu that appears. Now when you move through the design by color, you will see each color of the text segment displayed individually. You will now be able to change the thread colors of the multi-color lettering. (See “Changing Colors in a Design.”)

**Note:** Once “Preserve as Stitches” has been applied to a text segment, you will no longer be able to use the Properties tool to change text properties such as the font, letter spacing, slant, and so on.

**To move through a stitch design using the Draw Bar:**

- 1 From the Edit tool bar, click the Segment Select  tool to change to Outline Mode.
- 2 Choose View—Tool Bars—Draw Bar to view the Draw Bar on the design workspace, if not already visible.
- 3 From the Draw Bar, use any of the following:



**Previous Stitch:** Move backward in the design by one stitch.



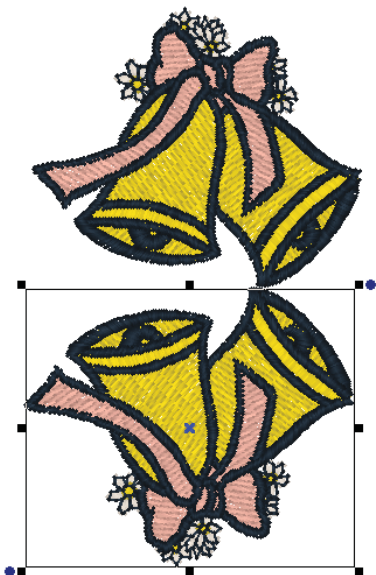
**Scrollbar slider:** Drag the scrollbar slider to advance the design to a color. You will see that particular thread color being sewn in the design. The length of the scrollbar slider represents the entire design.



**Next Stitch:** Move forward in the design by one stitch.



## Flipping Segments

Flipping a segment reflects the object across an invisible axis.



*Flipping segments*

**To flip segments:**

- 1 Select the segment(s) you want to flip.
- 2 From the Modify tool bar, click one of the following:
  - ♦ Click the Flip Vertical  tool to flip selected objects vertically.
  - ♦ Click the Flip Horizontal  tool to flip selected objects horizontally.

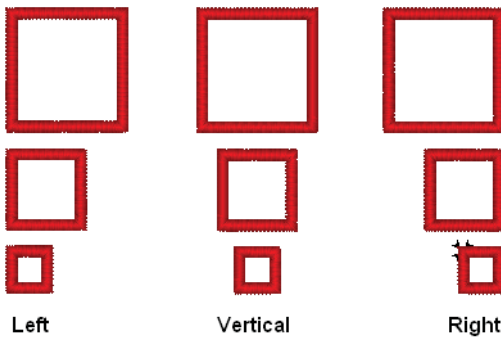
*You see the segment(s) altered accordingly.*

## Aligning Segments Horizontally and Vertically

You can align segments horizontally or vertically. You can use this feature to precisely align segments at the center of a design.



*Vertical alignment*



*Horizontal alignment*

### To align segments:

- 1 Select the segments you want to align.
- 2 From the Modify tool bar, click any of the following:



You can also choose Edit—Align and select any of the available Align tools.



**Center:** Moves all selected objects and aligns them along the center-most axis.



**Left Align:** Moves all selected objects except the left-most item selected, and aligns them along the left-most axis.



**Right Align:** Moves all selected objects except the right-most item selected, and aligns them along the right-most axis.



**Bottom Align:** Moves all selected objects except the bottom-most item selected, and aligns them along the bottom-most axis.



**Top Align:** Moves all selected objects except the top-most item selected, and aligns them along the top-most axis.



**Horizontal Center Align:** Takes all selected objects and centers them in the selection box. The objects are moved so that they are centered left-to-right with each other, but they are not moved up or down.



**Vertical Center Align:** Takes all selected objects and centers them in the selection box. The objects are moved so that they are centered top-to-bottom with each other, but they are not moved left or right.

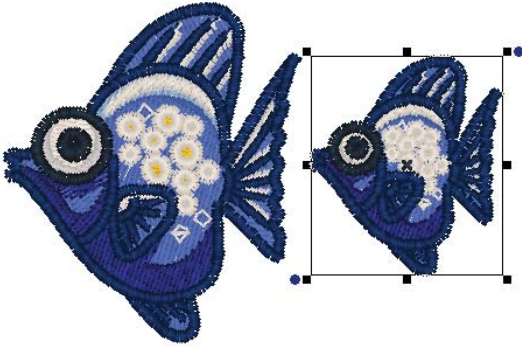
## Resizing Segments

Resizing a segment enlarges or reduces it horizontally or vertically, relative to the percentage you designate. You can manually resize segments or use the Transform tab settings available for finer control.



Always be cautious when resizing designs; any resizing of 20% or more can adversely affect the integrity of your design. Be sure to do a test sewing before applying to your project.





*Resized segment*

### **To resize segments manually using design handles:**

- 1 Select one or more segments.  
*The active segment(s) is enclosed in a selection box with handles.*
- 2 Do one or more of the following to resize segment(s):
  - ♦ To resize segment(s) by width, click and drag the design handles located on the sides of the selection box.
  - ♦ To resize segment(s) by height, click and drag the design handles located on the top and bottom of the selection box.
  - ♦ To resize segment(s) proportionally, click and drag the design handles on the corners of the selection box.

### **To resize segments using the Transform tab:**

- 1 Select one or more segments.  
*The active segment(s) is enclosed in a selection box with handles.*
- 2 In the Properties box, you will see the Transform tab.
- 3 In the Width box, enter the width you want for the selected object(s).
- 4 In the Height box, enter the desired height for the selected object(s).
- 5 To maintain the proportions of an object while resizing it, select Maintain aspect ratio if not already selected.
- 6 Click Apply.

## Note: Preserving as Stitches while Resizing

In cases where you import a file in machine format, the file may contain segments which are filled with stitches that make a pattern with a particular textured effect. If you resize a design that has such a segment in it, the recalculation of the stitches can distort these patterned fills, potentially destroying the effect.

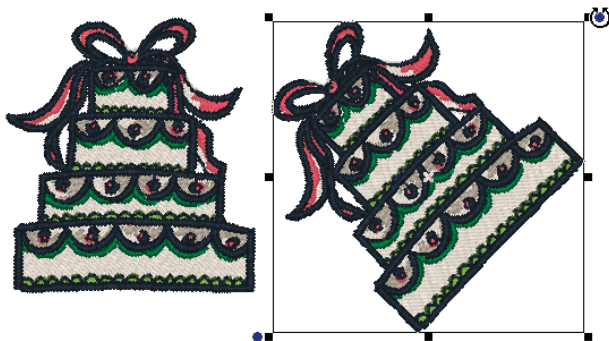
To avoid this problem, use the Preserve as Stitches feature (select the segment, right-click and choose Preserve as Stitches from the context menu). Preserve as stitches converts the selected segment to stitches, so that the stitch count, and the segment's pattern, will not be changed upon resizing.



It is also possible to use the Preserve as Stitches function on a segment in a BLF (outline) file. You can do this if you wish to "lock" the segment's stitches, and preserve stitch count through a 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 segments manually:**

- 1 Select one or more segments you want to rotate.  
*The active segment(s) is enclosed in a selection box with handles.*
- 2 Move your mouse over the blue rotation bead beside the top, right or the bottom left design handle.  
*You see the cursor change to a circular arrow.*
- 3 Click and drag the rotation bead to adjust the box to the angle you want.



You can see the degrees of your rotation angle on the status line in the bottom left corner.

**To rotate segments using the Modify tool bar:**

- 1 Select one or more segments you want to rotate.  
*The active segment(s) is enclosed in a selection box with handles.*
- 2 From the Modify tool bar, click any of the following tools:



**Rotate Left:** Rotates one or more selected objects to the left by 90-degree increments.



**Rotate Right:** Rotates one or more selected objects to the right by 90-degree increments.

**To rotate segments using the Transform tab:**

- 1 Select one or more segments you want to rotate.  
*The active segment(s) is enclosed in a selection box with handles.*
- 2 In the Properties box, click the Transform tab.
- 3 In the Rotate box, enter the number of degrees you want to rotate your design.
- 4 Click Apply.

## Applying Pre-Defined Envelopes

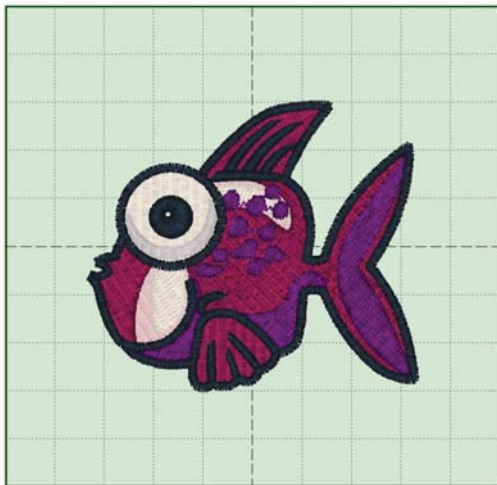
The Envelope feature allows you to set the overall shape of a design, or part of a design, into one of several pre-defined patterns. You can also use the envelope feature for normal and monogram text.



Text and monogram text are only available in Edit 'N Stitch 2.0 if the companion program Personalize 'N Stitch 2.0 is installed and activated on the same computer.

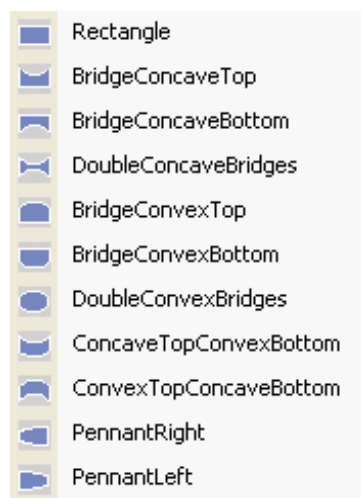
### To use the Envelope feature:

- 1 In the design window, select a design or a segment of a design.



- 2 Right-click on the segment and select Envelope from the menu.

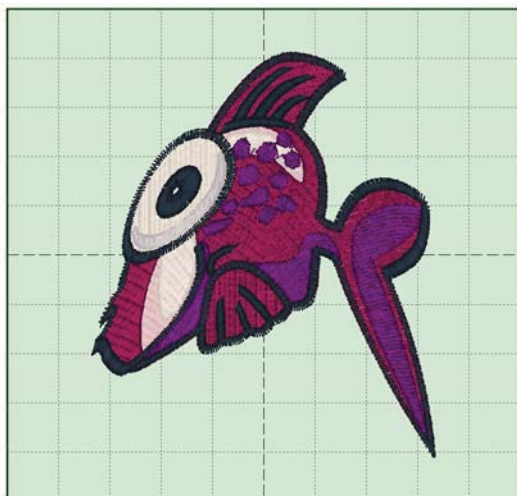
*A list of envelope shapes appears.*




### *Envelope options*

- 3 Click on the desired envelope shape.


*You see your design or segment modified in the manner of the specified envelope.*

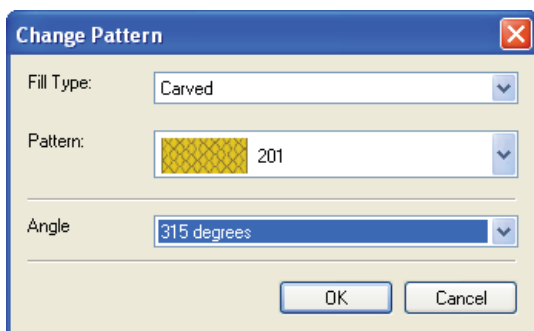


## Applying Standard and Carved Fill Patterns

The Change Pattern  tool makes it easy to change a segment's standard and carved fill patterns.

### To apply standard and carved fill patterns:

- 1 Select one or more segments you want fill patterns applied.  
*The active segment(s) is enclosed in a selection box with handles.*
- 2 From the Style Bar tool bar, click the Change Pattern  tool.  
*You see the Change Pattern dialog.*




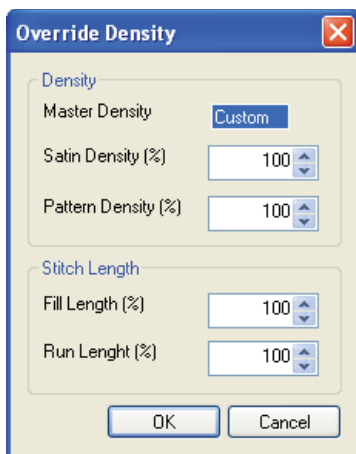
- 3 From the Fill Type list, select one of the following fill types:
  - ♦ Standard
  - ♦ Carved
- 4 From the Pattern list, select the pattern you want used for the selected segment(s).
- 5 (For carved fills only) From the Angle list, select the angle setting you want used for the selected carved fill pattern.  
This setting alters the stitch direction of the carved fill segment.
- 6 Click OK.  
*Your segment will be altered accordingly.*

## Changing a Segment's Density Settings

You adjust density according to your design's size and fabric selection. Lighter fabrics and smaller designs require less density. Edit 'N Stitch 2.0 allows you to change the density settings of one or more segments using the Override Density dialog.

### To change density settings:

- 1 Select one or more segments you want to change the density.  
*The active segment(s) is enclosed in a selection box with handles.*
- 2 From the Style Bar tool bar, click the Override Density  tool.  
*You see the Override Density dialog.*



- 3 In the Density area, select the amount of density that you want for your segment's stitches from the Master Density list. If you select the Custom master density setting, you can enter specific density percentages in the Satin Density and Pattern Density boxes.

- 4 In the Stitch Length area, alter the following accordingly:
  - ♦ In the Fill Length box, alter the fill stitch length accordingly.
  - ♦ In the Run Length box, alter the run stitch length accordingly.
- 5 Click OK.

*Your segment will be altered accordingly.*

## Moving Segments

In Outline Mode, you can use a few methods to move segments in your designs. When modifying outline segments and doing significant design editing in Edit 'N Stitch 2.0, 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 show and hide grid lines by choosing View—Grid.

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

- 1 From the Edit tool bar, click the Segment Select  tool.
- 2 Select the segment.
- 3 Click and drag the segment to its new location.

*As you drag, the status line displays the horizontal (dx) and vertical (dy) distance.*



## Nudging Segments

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

### To nudge up:

- Use Ctrl + .

### To nudge down:

- Use Ctrl + .

### To nudge left:

- Use Ctrl + .

### To nudge right:

- Use Ctrl + .

## Sequencing 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 Edit 'N Stitch 2.0, you should know how to avoid possibly losing your stitch edits. For more 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. This feature is ideal if you missed a segment, or if you want to add another segment.

### To insert segments before the insertion point:

- 1 Select the segment(s).
- 2 Copy the segment(s).
- 3 In the design workspace, click where you want to insert the segment(s).

**4 Do one of the following:**

- ♦ Choose Edit—Insert.
- ♦ In the design workspace, right-click the segments and choose Insert from the menu.

*The selection is inserted before the insertion point.*

## Moving a Segment Forward or Backward

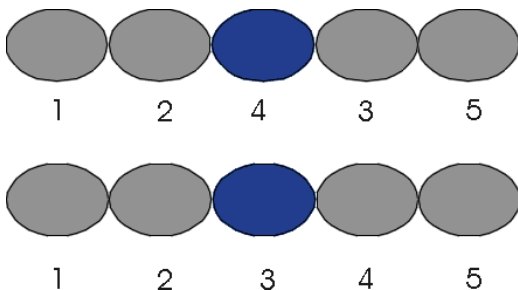
Use the Move Up commands to move the selected segment closer to the beginning of the design. In other words, you are moving the selected segment in front of the next segment.

You can also use the Move Down commands to move the selected segment closer to the end of the design. In other words, you are moving the selected segment behind the next segment.

**To move a segment forward:**

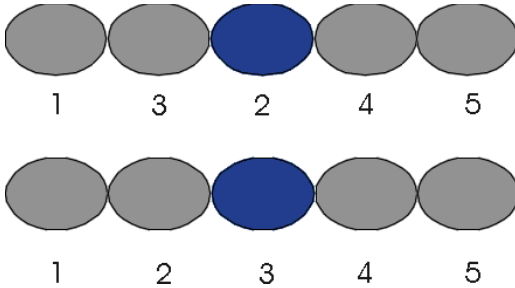
- 1 Select the segment(s).
- 2 In the design workspace, right-click the segment(s) and choose Move—Up.

*The move command 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(s).
- 2 In the design workspace, right-click the segment(s) and choose Move—Down.

*The move command is used to move the blue circle from second in the sequence to third in the sequence.*

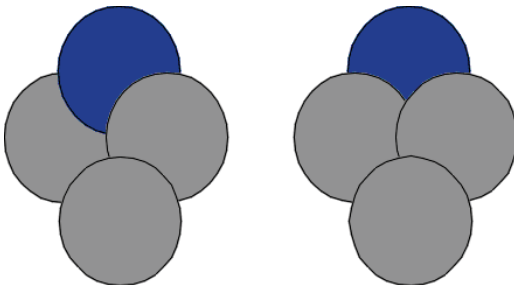


## Moving a Segment to the Start or End of a Design

Use the Move First 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 Move Last 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.

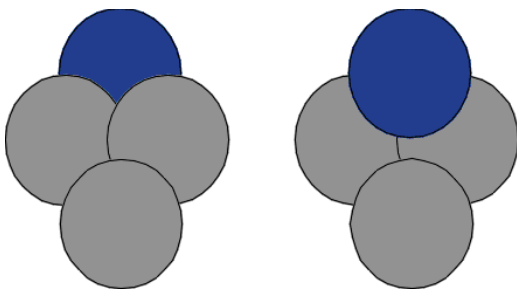
### To move a segment to the start of a design:

- 1 Select the segment(s) you want to move to the start of your design.
- 2 In the design workspace, right-click the segment(s) and choose Move—First.



**To move a segment to the end of a design:**

- 1 Select the segment(s) you want to move to the end of your design.
- 2 In the design workspace, right-click the segment(s) and choose Move—Last.



## Moving a Segment to the Previous or Next Thread Color Layer

Edit 'N Stitch 2.0 allows you to automatically move a segment to the previous or next segment group or layer that has the same thread color.

**To move a segment to the previous thread color layer:**

- 1 Select the segment(s) you want to move.
- 2 In the design workspace, right-click the segment(s) and choose Move—Prev Match.

*You see the selected segment(s) moved below the previous segment group with the same thread color.*

**To move a segment to the next thread color layer:**

- 1 Select the segment(s) you want to move.
- 2 In the design workspace, right-click the segment(s) and choose Move—Next Match.

*You see the selected segment(s) moved above the next segment group with the same thread color.*

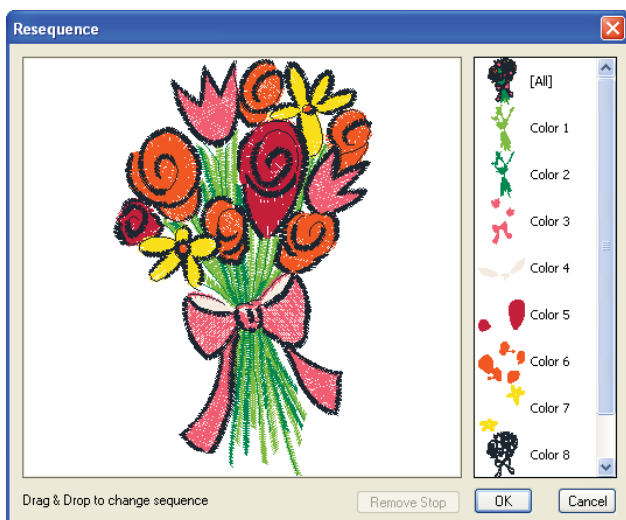
## Resequencing Segments by Color

You can sequence design segments by color. When you resequence by color, the segments of the design are reordered according to their thread color. In other words, the system reorders the segments so that all Dark Yellow segments come first, then Dark Orange segments, and so on. Segments using the same needle remain in the same relative order.

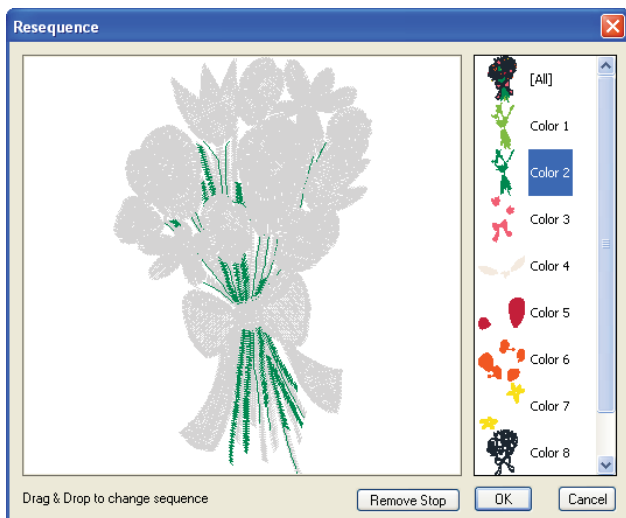


### To resequence segments by color:

- 1 Do one of the following:
  - ♦ Choose File—Open to open an existing file.
  - ♦ Choose File—New to create a new file and create a design.
- 2 Choose Tools—Resequence.  
*You see the Resequence dialog, with a preview of your design.*



- 3 Select the color in the design you want re-sequenced.  
*The design preview will grey out all other segments and you will only see the color segment you selected.*



- 4 Click and drag the selected color segment earlier or later in the design.
- 5 Resequence any other color segments accordingly.
- 6 Click OK.

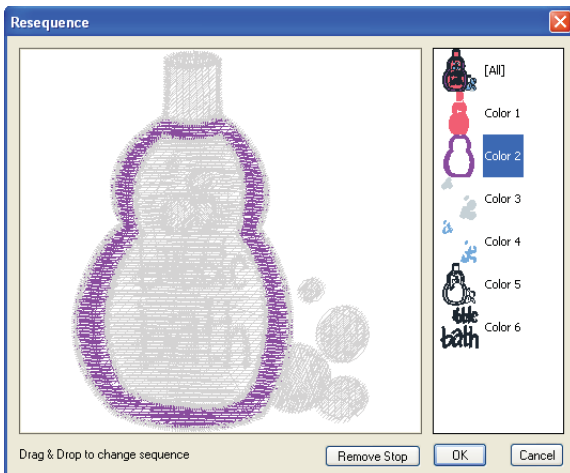
*The draw bar will be updated automatically and each thread color in the design will be sewn out in this new order.*

## Removing Color Stops

You can remove color stops (also known as color changes) between segments using the Resequence dialog. Once a color stop is removed, the selected segment will use the thread color of the previous segment in the design.

### To remove color stops:

- 1 Do one of the following:
    - ♦ Choose File—Open to open an existing file.
    - ♦ Choose File—New to create a new file and create a design.
  - 2 Choose Tools—Resequence.
- You see the Resequence dialog , along with a preview of your design.*



- 3 Select the color in the design whose color stop you want removed.

*The design preview will grey out all other segments and you will only see the color segment you selected.*

- 4 Click Remove Stop.

*The color stop will be removed and the selected segment will now use the same thread color as the previous color segment in the design.*

- 5 Click OK.



---

---

# Design Editing in Stitch Mode


---

---

In this section:

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

## Editing Stitches and Stitch Groups

In Edit 'N Stitch 2.0's design window, you can edit a design's stitches while in Stitch Mode. When you use the Stitch  tool from the Edit tool bar, Edit 'N Stitch 2.0 automatically changes to Stitch Mode.

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

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 Edit 'N Stitch 2.0 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, Edit 'N Stitch 2.0 will not regenerate stitches for the entire design. The software will, however, generate stitches for the segment being modified.


## The Stitch Editor

The stitch editor allows you to fine tune your design before saving it. By editing the design on a stitch-by-stitch basis, you can achieve the highest commercial quality possible in an embroidery design.

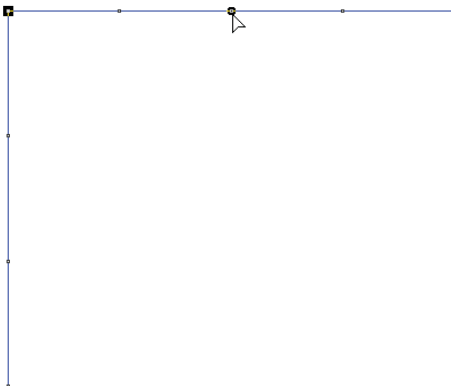


Before you begin editing your stitches it is wise to make sure that the use of other tools on the design is completely finished. This is because of the fact that when you modify an object, except for color, any individual stitch edits are lost.

First, we suggest zooming in on any areas that appear to need adjustment. Then, turn on the Stitch Points View by choosing View—Stitch Points. You can work with Realistic Preview on or off, but sometimes it is easier to work with it off.

To edit the design on a stitch-by-stitch basis, simply select the **Stitch**  tool.

You do not have to select any particular object before editing it with the **Stitch** tool. As you move the mouse over the stitching, there will appear a colored dot on the stitching. That dot is placed at the stitch point located nearest the tip of the mouse pointer. To move the stitch point, simply drag it with the mouse.



When you have the Stitch tool selected, the Stitch Mode is activated and the Stitch Edit tool bar appears at the bottom of the design workspace.

## Stitch Edit tool bar

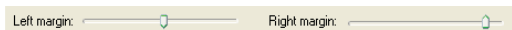
You can use the Stitch Edit tool bar to navigate and select continuous stitches. The first item on the Stitch Edit tool bar is the position slider.



This slider looks like the one from the Draw Bar; however, it is quite different. This slider moves a cursor through the design on a stitch-by-stitch basis.


Using this slider, along with the 'Select' checkbox, you can select a series of stitches in a design that are continuous. First, click the Stitch tool from the Edit tool bar. Click on any stitch in your design. From the Stitch Edit tool bar, select the 'Select' checkbox if not already selected. Then, move the position slider left or right to select a specified part of the design. You will see a series of stitches selected in the design.

The Stitch Edit tool bar has controls for a 'Left Margin' and a 'Right Margin'.




These margin controls act similar to the scrollbar slider from the Draw Bar; they display only what is in between them. For example, if you have a design that is 3000 stitches, and you set the Left Margin at stitch 1000, and then set the Right Margin at stitch 2000, only the stitches in the middle (1001-1999) will be visible. Also, the Position slider will only be able to scroll as far left as 1001 and as far right as 1999. Although you will probably not need to navigate stitches by number, as with this example, you can see what stitch number you are at by looking at the status bar. The margin tools are useful when you want to see a specific area of continuous stitches and not be distracted by other stitching in the design.

## Selecting Stitches in Various Ways


You can select stitches in a variety of ways. The Stitch  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.

### To select stitches using the Stitch tool:

- 1 From the Edit tool bar, click the Stitch  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. Press CTRL or Shift on your keyboard while you click each stitch not already selected.

*Selected Stitches are highlighted by a black box around the stitch point. You can now move or delete stitches as a group.*

### To select stitches using the Stitch Edit tool bar:

- 1 From the Edit tool bar, click the Stitch  tool.  
*You see the Stitch Edit tool bar appear at the bottom of your design workspace.*
- 2 From the Stitch Edit tool bar, use the left margin or right margin controls to display a specified part of the design. For more information on these controls, see “The Stitch Editor”.
- 3 To select all of the stitches in the specified part of the design, select the Select option from the Stitch Edit tool bar. Click and drag to draw a rectangle around the design and highlight the stitches you want.






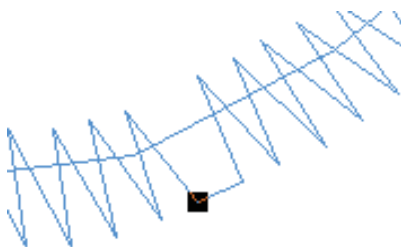
You can also use the Position Slider from the Stitch Edit tool bar to select a series of stitches in a design that are continuous. For more information, see “The Stitch Editor”.

## Deleting Stitches

You can delete stitches in a design file in a number of ways: using the Edit menu or Backspace on your keyboard to delete single stitches.

### To delete stitches using Backspace on your keyboard:

- 1 From the File tool bar, click the Open Design  tool to open an existing design.  
*You see your existing design file.*
- 2 From the Edit tool bar, click the Magnifying Glass  tool to zoom in and see the stitch you want to delete.  
For more information, see "Magnifying and reducing the view".
- 3 From the Edit tool bar, click the Stitch  tool.
- 4 Select one or more stitches you want to delete.  
For more information, see "Selecting stitches in various ways".
- 5 Press Backspace on your keyboard.




- 6 Continue to press backspace to delete stitches.

## Moving through Stitch Designs

Once you are in Stitch Mode, Edit 'N Stitch 2.0 makes it easy to move through the stitches in your design.

### To move through a stitch design by increments:

- 1 From the Edit tool bar, click the Stitch  tool.
- 2 Select the stitch you want to view or edit.
- 3 On your keyboard, press any of the following keyboard shortcuts:
  - ♦ Ctrl+Arrow (Left, Right) = move one stitch.
  - ♦ Ctrl+Arrow (Up, Down) = move ten stitches.
  - ♦ Ctrl+Page Up = move to start of next object.
  - ♦ Ctrl+Page Down = move to start of prior object.
  - ♦ Ctrl+Home = move to first stitch in design.
  - ♦ Ctrl+End = move to last stitch in design.
  - ♦ Ctrl+Shift-Up = Move back 100 stitches.
  - ♦ Ctrl+Shift-Down = Move forward 100 stitches.

### To move through a stitch design using the Stitch Edit tool bar:

- 1 From the Edit tool bar, click the Stitch  tool.
- 2 From the Stitch Edit tool bar, do any of the following:
  - ♦ Click the Previous Stitch or Next Stitch buttons to move through the design stitch-by-stitch.
  - ♦ Slide the Position slider to the left or right to move through the design stitch-by-stitch at your own speed.

*For more information, see “The Stitch Editor”.*

## Moving Stitches in a Design File


You can easily move stitches in a design file using Edit 'N Stitch 2.0. 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.
- 2 Click and drag a stitch that is part of the stitch group.
- 3 Release your mouse to place the stitches.

*The stitches are placed where you moved them.*

## Editing Stitches

In Edit 'N Stitch 2.0's design window, you can edit a design's stitches and stitch groups while in Stitch Mode. When you use the Stitch  tool from the Edit tool bar, Edit 'N Stitch 2.0 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 Edit 'N Stitch 2.0 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, Edit 'N Stitch 2.0 will not regenerate stitches for the entire design. The software will, however, generate stitches for the segment being modified.



## Adding a Trim



You can add a trim to any 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 an existing design file.



To see the trim you added and other commands, choose View—Commands.


- 2 Click the Stitch  tool.
- 3 Select the stitch where you want to add a trim.
- 4 From the Edit tool bar, click the Add Trim  tool.

*The Trim tool is depressed and you will see a trim placed at the selected stitch.*


## Adding a Lock Stitch


You can add lock stitches to the start or end of segments. A lock stitch keeps your stitches from pulling apart by firmly attaching the thread at the location before a long stitch or a trim.



You can adjust the minimum stitch length for lock stitches in a design. From the Edit tool bar, click the Options  tool and click the Stitch tab from the Options dialog. In the Lock Stitch Length box, enter the minimum lock stitch length that you want for your design.

### To add a lock stitch:.

- 1 Click the Stitch  tool.
- 2 Select the stitch where you want to add a lock stitch.  
For more information, see "Selecting stitches in various ways".

- 3 From the Edit tool bar, click the Add Lock Stitch  tool and select one of the following types of lock stitches:


- ♦ Cross
- ♦ Vertical
- ♦ Horizontal
- ♦ Right 45
- ♦ Left 45


*The lock stitch will be placed at the selected stitch.*

## Changing Thread Colors


You can insert a color stop (also known as a color change) in order to change a thread color from the selected stitch to the end of that layer.

### To make a thread color change:

- 1 Click the Magnifying Glass  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 From the Edit tool bar, click the Stitch  tool.

- 3 Select the first stitch of the segment where you want to insert the color change.

- 4 From the Stitch Edit tool bar, click the Insert Color Stop  tool.

- 5 In the Color Palette area, click one of the color boxes with the thread color you want to use.


*All the stitches from that point forward in that color grouping change to the thread color you selected.*

## Inserting Stitches

In Stitch Mode, Edit 'N Stitch 2.0 allows you to easily insert stitches.

To insert one or more stitch points, you can select either 'Insert Before' or 'Insert After' from the right-click menu options. These two choices are necessary for adding stitches to the start or end of a design. For any point in-between, it is entirely your choice where you want to insert stitch points. Once you have clicked on Insert Before or Insert After, you will be able to add as many stitches as you want. To do so, simply move the mouse to the next stitch point location that you want. Then click the mouse. Once that point is inserted, you can then insert another stitch or cancel the addition of stitches by right-clicking.



If you need to cancel a stitch edit that you have started, you can press Escape (or Esc) on your keyboard. And, of course, you can use the Undo  tool or press Backspace on your keyboard if you make a mistake.

### To insert stitches:

- 1 Open any design file.
- 2 Select the stitch that will have stitches inserted before or after.  
For more information, see "Selecting stitches in various ways".
- 3 Right-click and choose one of the following from the menu:
  - ♦ Choose Insert Before to insert the stitch before the highlighted stitch.
  - ♦ Choose Insert After to insert the stitch after the highlighted stitch.
- 4 Move your cursor to the next stitch point you want to insert and click.
- 5 Continue moving and clicking your cursor to insert multiple stitches.
- 6 To finish inserting stitches, right-click anywhere in the design window.



A quick way to insert stitches is to press the Insert key on your keyboard after you select a stitch. Then you can click to add stitches after the selected stitch point.



---

---

# Glossary

---

---

## 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 Color Match:

This is a feature that applies when you change the color palette while working on an Embroidery design. Automatic Color Match automatically changes the thread colors in your design to the thread colors from the new palette that most closely match the colors from your original palette.

## 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.

## Baseline

A line in which lettering segments sit.

## 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.

---

## Color Palette

A collection of thread colors for a particular brand of thread.

## Color Stop

A command that instructs an embroidery machine to stop sewing a design in order to change its thread colors. Also known as *Color Change*.

## Column Stitch

Formed by closely arranged zig-zag stitches. Often used to form borders. See also *Satin Stitch*.

## 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.

## Cross Stitch

Two stitches that cross at the center to form an X.

## 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 can be true as well.

## Design Splitting

Splitting a single design into multiple stitch files, which can be sewn one at a time. Design Splitting is necessary when your design's size is larger than the sewing field of your embroidery machine, or the design is too large to fit into any of the standard hoops that are available for your machine.

## Design Workspace

The design workspace includes the toolbars, menus, ribbon, and the design window containing the design you are editing. You can change the look and functionality of your design workspace by showing or hiding these elements.

## Envelope

One of a series of pre-defined shapes that can be applied to a design or text segment. When the envelope is applied, the segment takes on the overall shape of the selected envelope.

## Expanded Format

Individual stitches in a design that have been specifically digitized and are fixed in place. Generally, designs digitized in this format that are not converted to outlines can't be enlarged or reduced more than 10-20% without distortion because the stitch count remains constant.

## 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.

## Folders

In Windows®2000/XP your designs are stored in folders. In previous Windows® versions folders were called directories.

## Grouped Segments

A collection of segments that work together as a single unit. Grouped segments can be ungrouped to access individual segments.

## 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.

## 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.

## Jump Stitch

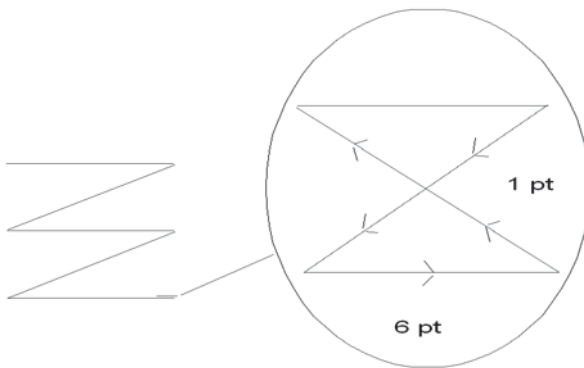
Movement of the pantograph without needle penetration, commonly used to get from one point in a design to another.

## 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.

## 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.



## 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. 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.

## Monogram

Embroidered design composed of one or more letters, usually the initials in a name.

## Multiple-position hoop

A multiple-position hoop is a special hoop that has more than one mount position available. Having multiple mounts on the hoop gives you the advantage of being able to sew out the multiple split stitch files that make up a design without having to re-hoop.

## Outline file

File 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.

## Pull Compensation

Pull compensation is a technique used to help compensate for the pushing and pulling of fabric that occurs when sewing. Pull compensation changes the width of stitches to compensate for the “give” of fabric. There are two types of pull compensation:

### **Absolute Pull Compensation:**

Absolute Pull Compensation adds the same amount (in linear measure, i.e., inches or mm.) of compensation to each side of the segment, regardless of the original segment width.

### **Percentage Pull Compensation:**

Percentage Pull Compensation increases the width of a fill or satin segment in proportion to the original width.

## Recipe

A collection of embroidery settings designed for specific fabrics.

## Running Stitch

Consists of one stitch between two points. Used for outlining and fine detail.

## Satin Stitch

Formed by closely arranged zig-zag stitches. Also known as a column stitch.

## 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.

## Sewing field

The maximum extent (length × width) that your embroidery machine is able to sew at one time.

## Stitch Editing

Digitizing feature that allows one or more stitches in a pattern to be deleted, lengthened or altered.

## 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.

## Stitch to Outline Conversion (STO)

Software feature that converts a stitch file to an outline file. In the Amazing Designs software, machine formats are converted to outlines automatically when you open or merge a design.

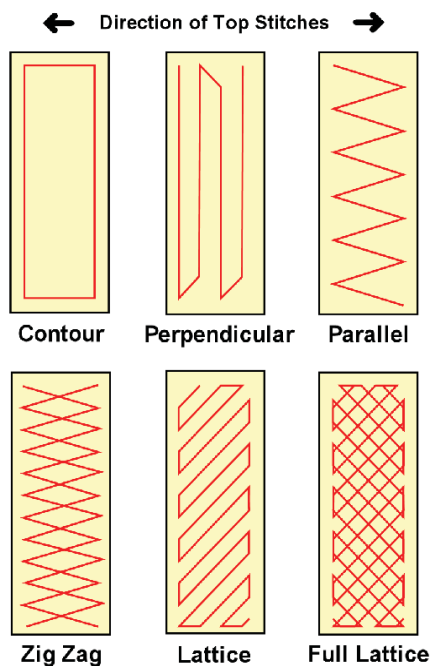
## Stock Designs

Digitized generic embroidery designs that are readily available at a cost below that of custom digitized designs. Amazing Designs has an ever expanding collection of designs. Visit [www.AmazingDesigns.com](http://www.AmazingDesigns.com) for details.

## Underlay Stitches

Underlay stitches are laid down before other design elements. They help to stabilize the fabric and contribute to accurate stitch registration by preventing the fabric from shifting while sewing. Underlay stitching also serves to tack down wales or naps on fabrics such as corduroy, so the design's details don't get lost. It may also be used to create such effects as crowned, flat, or raised areas in the embroidery, depending on how they are laid down. Using underlay can have the effect of adding volume to your stitches, giving the sewn embroidery design a richer, more three-dimensional look.

There are a variety of possible underlay types available; the following image gives a schematic view of how the different types of underlay are sewn.



**Contour** underlay outlines the shape of the design at a small inset from the edge.

**Perpendicular** underlay drops stitches at a 90-degree angle to the top stitches in the opposite direction to the pull of the fabric.

**Parallel** and **Zig Zag** underlays run in the same direction as the top stitches but at a much lower density.

**Lattice** underlay runs diagonally to the top stitches. Full lattice adds an extra set of underlay stitches perpendicular to the first set but still diagonal to the top stitches. This produces a grid or “lattice-like” effect.

## 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.





# Index

## A

Activating Edit 'N Stitch 19  
 Add Lock Stitch tool 44, 144  
 Add Motif tool 47  
 Add Trim tool 44  
 Adding guidelines 107  
 Adding Hoops 86  
 Adding lock stitches 143  
 Adding trims 143  
 Align tools 117  
 Aligning Designs 106  
 Aligning segments 117  
 All Colors tool 47, 115  
 Amazing Box MAX 65  
 Appliqué 148  
 Appliqué tool 47  
 Applying fill patterns 124  
 Arc Text tool 46  
 ART files 35  
 Auto clean stitches 70  
 Auto Digitizing tool 46  
 Automatic Color Match 51, 55, 148

## B

Background color 80  
 Backing up files 34  
 Batch Converter 71  
 BLF files 57, 61  
 Bottom Align tool 44, 118

## C

Carved fill patterns 124  
 CD-ROM drive 18  
 Center hoop to selection 45

Center tool 44, 118  
 Change Pattern dialog 124  
 Change Pattern tool 48, 124  
 Changing background colors 80  
 Changing background fabric patterns 80  
 Changing density settings 125  
 Changing patterns 124  
 Changing thread colors 144  
 Cleaning short stitches 70  
 Closing designs 57  
 Closing Edit 'N Stitch 33  
 Color Advance tool 47, 115  
 Color changes 144  
 Color number (status bar) 115  
 Color Palette 48, 50, 55, 149  
 Color Reverse tool 47, 115  
 Color Stop 149  
 Color Tools 47  
 Commands 81  
 Condensed design files 73  
 Condensed format 149  
 Converting designs 71  
 Converting stitch types 73  
 Copying segments 113  
 Creating new designs 56  
 Cross Stitch tool 46  
 CSD files 35

## D

Defining ruler units 106  
 Deleting hoops 88  
 Deleting segments 114  
 Deleting stitches 140  
 Density settings 125  
 Design sequence 131  
 Design size 78

Design Splitting 89–97, 149  
Design Window 42, 56, 57, 150  
Design workspace 42, 54, 80, 150  
Designs, merging 61  
Displaying hoops 85  
Documentation, Edit 'N Stitch 36  
Dragging segments 126  
Draw Bar 47, 138  
    Next Stitch 115  
    Previous Stitch 115  
    Scrollbar slider 48, 115  
DST files 35

## E

Edit 'N Stitch Tools 42  
Edit 'N Stitch  
    Activating 19  
    Closing 33  
    Getting Help 36  
    Installing 18  
    Instruction Manual 16  
    License Agreement 6  
    Opening 33  
Edit Tools 43  
EMD files 36  
English units 54, 106  
Envelope 150  
Envelopes, text 121  
EXP files 36

## F

Fabric pattern (background) 80  
Fabric settings 67  
File formats 71  
    Converting 71  
File Tools 43  
Fill stitches 74  
Fill types, changing 124  
Fit to hoop 45  
Fit to hoop tool 86

Flip Horizontal tool 45  
Flip Vertical tool 45  
Flipping segments 116  
Floppy disk 29

## G

Garment Preview 45, 98–105  
    Background color 98  
    Center hoop to selection 101  
    Fabric background 99  
    Printing 105  
    Saving 101  
Garment preview  
    Dimensions 99  
Getting Help, Edit 'N Stitch 36  
Grid tool 84  
Grids 82, 84  
Grouping and Ungrouping  
    Segments 112  
Grouping segments 112  
Guide rulers 51  
Guidelines 107, 108

## H

Handles 150  
Hard drive 16, 57, 62  
Help, Edit 'N Stitch 36  
Hiding 3D stitches 84  
Hiding grids 84  
Hiding Machine commands 81  
Hiding stitch points 82  
Hoop (defined) 151  
Hoops 85  
    Adding 86  
    Deleting 88  
    Displaying 85  
    Rotating 86  
Hoops, Multiple-position 93, 153  
Hoops, Standard 89

Hoops, working with 85  
 Horizontal Center Align tool 44, 118  
 Horizontal guidelines 107  
 HUS files 35

## I

Icons used in the Manual 17  
 Individual segments 112  
 Insert After command 145  
 Insert Before command 145  
 Inserting color changes 144  
 Inserting segments 127  
 Inserting stitches 144  
 Inserting trims 143  
 Installing Edit 'N Stitch 18

## J

JEF files 35  
 Jump Stitch 151

## L

Layers 139  
 Left Align tool 44, 118  
 Left Margin (Draw Bar) 138  
 License 20, 22  
 License Agreement (Edit 'N Stitch) 6  
 License, transferring 19, 26  
 Little MAX 66  
 Lock stitches 143, 152

## M

Machine commands  
   Hiding 81  
   Showing 81  
 Machine format 54, 70  
 Machine formats 152  
 Magnifying Glass tool 44, 78, 79

Magnifying views 78  
 Measurements 106  
 Measuring designs 106  
 Memory cards 65  
 Menu Bar 42  
 Merge Design tool 43  
 Merging designs 61  
 Metric units 54, 106  
 Minimum Stitch Length 71  
 Modify Tools 44  
 Monogram tool 46  
 Move First command 129  
 Move Last command 129  
 Moving segments 126, 128, 129  
 Moving through designs 115, 142  
 Moving through stitches 141  
 Multi-Line Text tool 46  
 Multiple-position Hoops 153  
 Multiple-position hoops 93

## N

Needle penetration 73  
 New designs 56  
 New tool 43  
 Next Stitch 115  
 Nudging segments 127

## O

Online Help 36  
   Printing Topics 39  
   Saving favorite topics 38  
   Searching 38  
   Using 37  
   Using the Index 38  
 Open Design tool 43  
 Opening designs 57  
 Opening Edit 'N Stitch 33  
 Options tool 43, 54, 70  
 Outline edits 110  
 Outline File 57, 61, 153

Outline Mode 110  
Override Density dialog 125  
Override Density tool 48, 125

## P

Pan tool 44  
Path Text 46  
Patterns 124  
PCS files 35  
PES files 35  
Preinstalled recipes 67  
Pre-loaded hoops 85  
Preventing thread breaks 70  
Previewing designs 76  
Previous Stitch 115  
Print Preview command 76  
Print Preview tool 43  
Print settings 75  
Print tool 43  
Printing 78  
Printing Designs 75  
Printing online Help topics 39  
Properties box 49  
Properties tool 43  
Pull Compensation 153

## R

Reading designs, Amazing Box MAX 65  
Reading designs, Little MAX 66  
Realistic Preview tool 45, 84  
Recipe 54, 153  
Recipes 67  
    Preinstalled 67  
Redo tool 43, 53  
Reducing views 78  
Remove all Guidelines command 108  
Removing guidelines 108  
Removing short stitches 70  
Requirements, system 16

Resequencing designs by color 131  
Resize command 118  
Resizing segments 118  
Right Align tool 44, 118  
Right Margin (Draw Bar) 138  
Rotate Left tool 45, 121  
Rotate Right tool 45, 121  
Rotating hoops 86  
Rotating segments 120  
Ruler tool 106  
Ruler units 106  
Rulers 51  
Running Stitch 153

## S

Satin Stitch 154  
Satin stitches 73  
Save As command 64  
Save command 64  
Save tool 43  
Saving Favorite Online Help Topics 38  
Scrollbar slider 48, 115  
Scrollbars 52  
Segment 154  
Segment Select tool 43, 110, 111  
Segments, Deleting 114  
Segments, grouped 112  
Select All tool 43, 111, 112  
Select Hoop Dialog 85  
Select Hoop tool 45  
Select tool 154  
Selecting segments 111  
Selecting stitches 139  
Sending designs, Amazing Box MAX 65  
Sending designs, Little MAX 66  
Sequencing outline segments 127  
Serial number 19, 20

SEW files 35  
 Sewing field 154  
 Short stitches, removing 70  
 Showing machine commands 81  
 Showing stitch points 82  
 SHV files 36  
 Smart Stitch 73, 74  
 Split 'N Stitch Wizard 89–97  
     Multiple-position hoops 94  
     Standard hoops 89  
 Standard fill patterns 124  
 Standard hoops 89  
 Status Line 49  
 Stitch Edit tool bar 138  
 Stitch editor 137  
 Stitch edits 136, 142  
 Stitch files, merging 61  
 Stitch Mode 136, 142  
 Stitch placement 82  
 Stitch Points 82  
 Stitch Select tool 154  
 Stitch to Outline conversion  
 (STO) 155  
 Stitch tool 44, 136, 139, 142  
 Stitch Types 73  
     Converting 73  
 Stitch types 73  
 Style Bar Tools 48  
 Support, Amazing Box MAX 65  
 Supported Embroidery File  
 Formats 34  
 System Requirements 16

## T

Terminology 16  
 Text Wizard tool 46  
 Thread breaks, preventing 70  
 Thread colors 48  
     Changing 144  
     changing 50  
 Title Bar 42  
 Tool bar 51

## Tools

Color 47  
 Edit 43  
 File 43  
 Modify 44  
 Style Bar 48  
 View 45  
 Tools, Draw Bar 47  
 Tools, Edit 'N Stitch 42  
 Top Align tool 44, 118  
 Transferring a license 19, 26  
 Transform tab settings 118  
 Trim command 143

## U

Underlay stitches 155  
 Undo tool 43, 53  
 Ungrouping segments 112  
 USB device 30  
 Using online Help 37  
 Using the Index (online help) 38

## V

Vector Images 156  
 Vertical Center Align tool 44,  
 118  
 Vertical guidelines 107  
 View Tools 45  
 Viewing 3D stitches 84  
 Viewing designs 80, 127  
 Viewing grids 84  
 Viewing stitch points 82  
 Viewing stitches, realistic  
 preview 84  
 Views tools 78  
 VIP files 36

## W

What's This? 37, 40  
 Window background color 80

Window background fabric

pattern 80

Worksheet Setting 78

Print Setting 78

Workspace 42, 150

Workspace environment 54

## X

XXX files 35