EOS

EMBROIDERY OPERATING SYSTEM

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EOS

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Installing EOS 3.0:

EOS English 3.0

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EOS Engl-ch-01

Installing EOS 3.0

In this section you will find some basic information to install and start using the software. Please study through this section first.

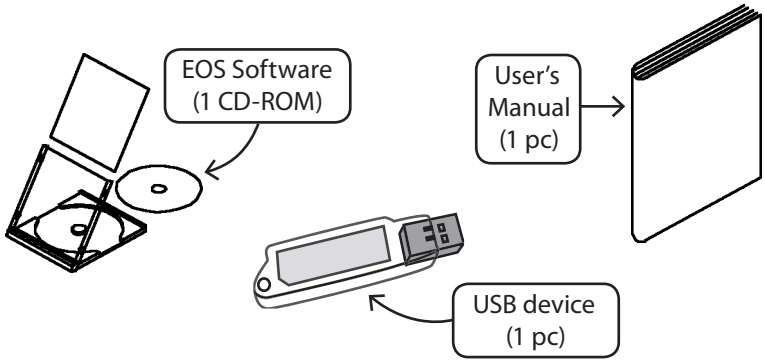
EOS Engl ch 01

Installing EOS 3.0:

Installing the Software

Contents of package - Accessories
Inside this package you will find the following items:

> **One (1) CD-ROM** containing the EOS 3.0 software
> **One (1) User's manual** for the EOS software
> **One (1) USB** identification device



Please report immediately to point of purchase, in case any of these is missing from the EOS package.

In addition, on the packaging you will find the information on the following:

> **Product level**
> **Serial Number of product purchased**
> **Product key**

Please note this information and keep it handy as it will be required the first time you will run the software.

Important

The USB identification device is required to run the software, if not attached to a USB port of your PC the software will not run. In addition, the USB identification device consists of one plastic case with USB adaptor (the USB token) and a smart card inserted in a slot of the case.

Please do not remove the card from the slot, doing so will result in the USB identification device being inactive. When not attached to the USB port of the PC, make sure that you always keep the USB identification device in a safe and dry place (keep away from water!) and protect this from unauthorized use or theft.

System Requirements

The following is a **list of minimum specifications for your PC** (personal computer).
You can install and use the software on a PC which fulfils at least this specification list.

> PC with PENTIUM II or faster processor
> Windows OS: Windows 98 / NT / 2000 / ME / XP
> 64MB of RAM (128MB or more recommended)
> CD-ROM drive
> 500 MB (or more recommended) of available hard-disk space for installation
> Color standard (640X480 pixels, 16colors) VGA adapter connected with a color VGA monitor (1024x768 pixel; 65,000 colorsh recommended)
> Microsoft compatible mouse

Nevertheless, we would recommend using the most up to date level of existing technology both for the hardware configuration and also Windows Operating system installed.

Important

EOS 3.0 is a powerful software with numerous advanced features and functions available when digitizing and editing.
In order to be able to see and use all of the icons and tools when working with the software, it is strongly suggested to set up your PC screen settings to work with a resolution of at least 1024 by 768 pixels.
Any resolution lower than this will not allow you to make full use of the software as some of the tools and features might not be visible.

In order to change the screen settings on your PC, on the Desktop screen right-click:>Properties, click>:Settings and set "Screen resolution" to 1024x768.

The manual booklet included in the packaging of the software contain explanations for all levels of the product. This way you will always have the complete manual available even after upgrading to a higher level.

Installation of the software

In order to start using the software you have to first install the contents of the CD to your PC. This procedure is referred to as "installation procedure". Please follow the below listed instructions in order to successfully install EOS 3.0 on your personal computer. The EOS 3.0 software comes on a CD-ROM disc.

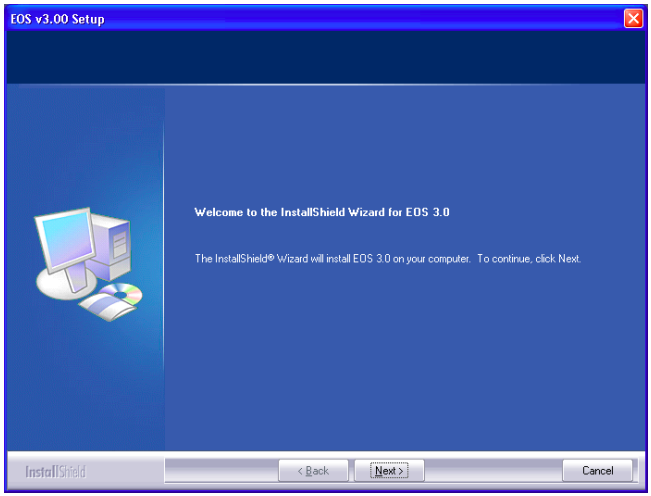
In most personal computers the default drive setting for a CD-ROM drive is "D:"

1. Please insert the EOS 3.0 CD-ROM into the CD-ROM disc receiver in your PC.

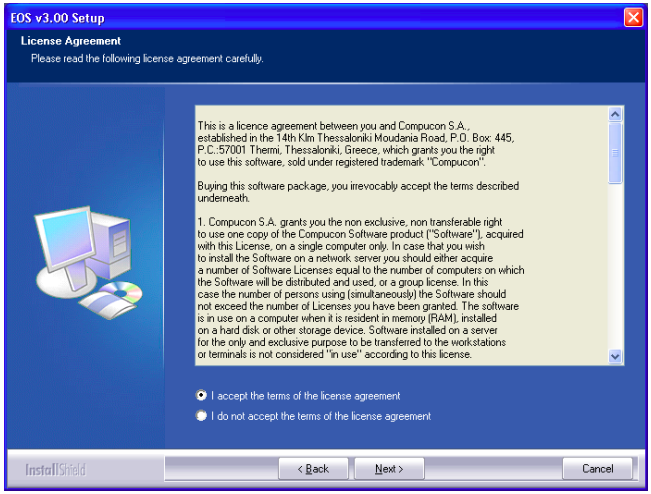
After some seconds, the Installation procedure of the software will start automatically.
If this does not occur after a short while, you can run the installation procedure manually by going to the "Start" option of Windows, select "Run", type "D:\setup.exe" and click on "OK".

2. After some seconds the step-by-step installation of the software begins with the Welcome window. You can always abort the

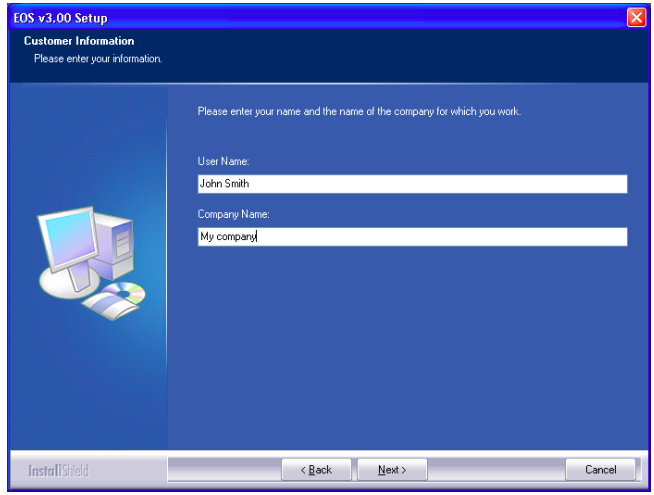
installation procedure by clicking on the “Cancel” button. Click on “Next” to move on the next screen.



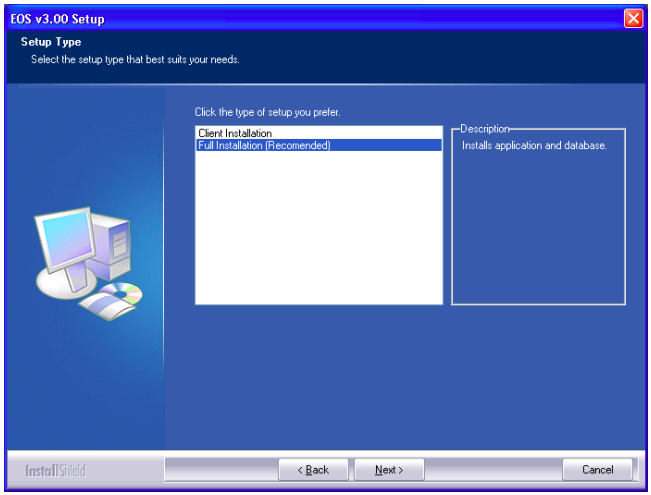
3. After reading and agreeing with terms given in the License Agreement, please click on “Next”.



4. Now input your User Name and Company Name (if there is no “Company Name”, insert any character).



5. At this point you are prompted to select what type of setup should be performed, “Client Installation” or “Full Installation”. The difference between these two types of installation is that in the case of the “Full Installation” both the main software application and the Database is installed, whereas in the case of the “Client Installation” only the main application is installed, without the Database.



At this stage we will follow the procedure for the “Full Installation” (recommended).

Please refer to point 5b.) and point 5c.) that follow at the end of the description of the install procedure to see the differentiated steps in case “Client Installation” is selected.

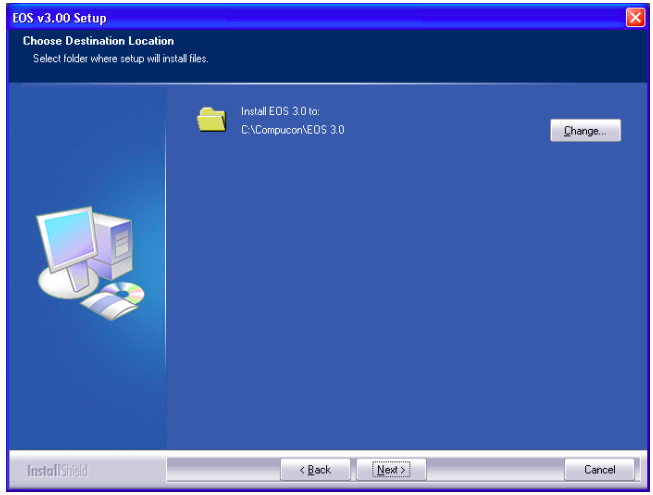
After having the Database desktop engine installed, it is not necessary to re-install every time you re-install the software, so in this case you might also choose to follow the "Client Installation".

Important

EOS 3.0 software Database functions are designed on the base of the powerful Microsoft SQL server Desktop engine, providing full networking capabilities for your Database environment. This means that you can install a software on a local machine and link it's Database to another PC on the network (that also has EOS 3.0 installed).

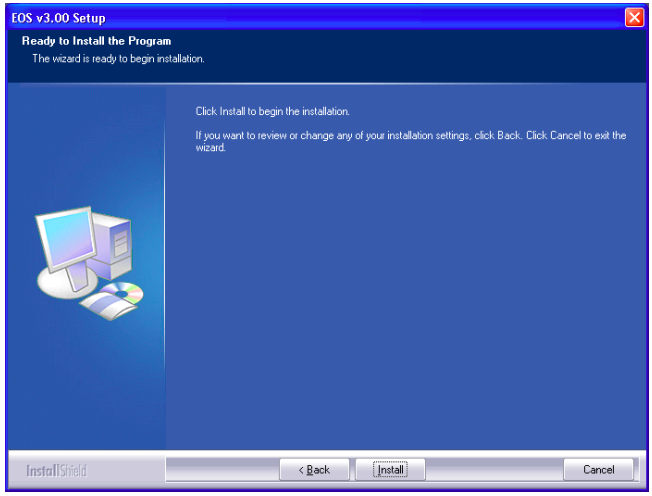
> "Full installation" will install the Database engine locally. However at any time you can re-link the Database to a different PC on the network.
> "Client installation" will not install the Database locally and you will have to point and link to a different PC's Database, in order to have database functionality.

6. Click on Next, and then select the directory where the software should be installed.
It would be recommended to use the default selected directory: C:\COMPUCON\EOS 3.0.

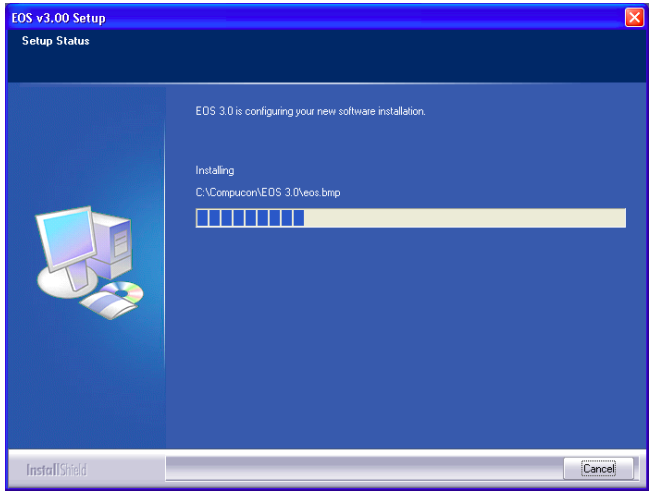


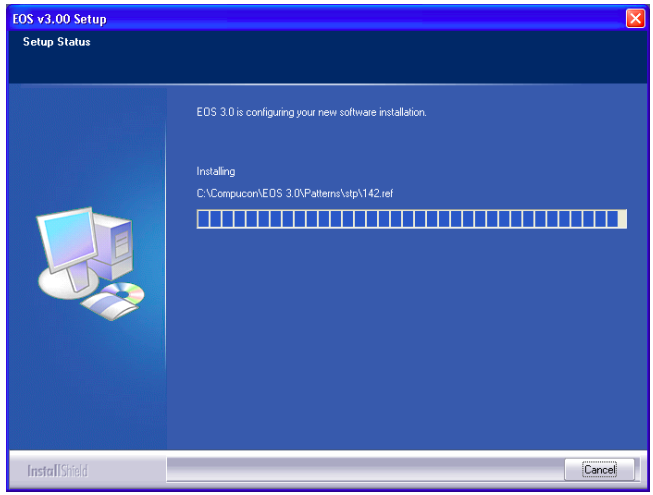
Simply click on "Next" to continue.

7. The installation procedure has all necessary information to start. Click on the "Install" button to start.

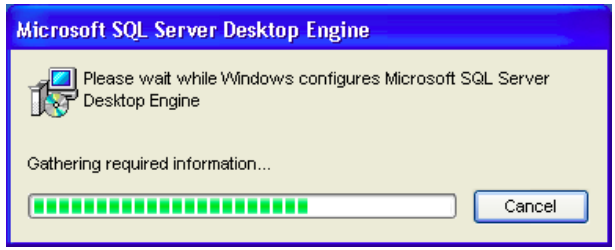


8. The progress bar will indicate the stage of all files being installed, the procedure of installing the EOS software application will finish when the bar is close to the end.

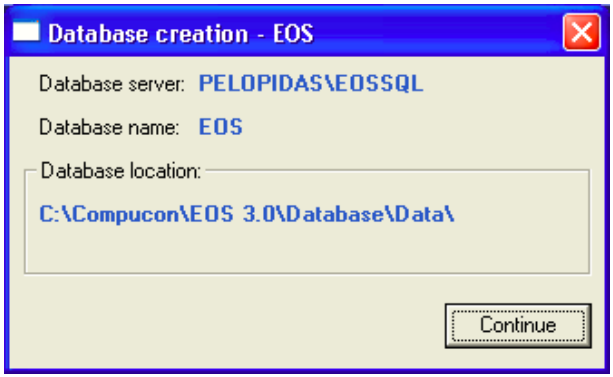




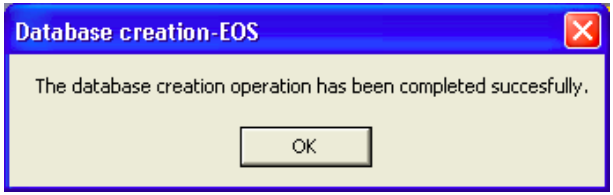
9. The next step in sequence is the installation of the Microsoft SQL Server Desktop Engine.

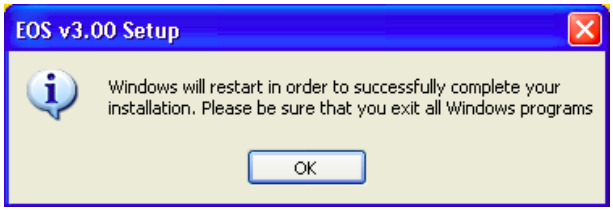


The installation procedure will automatically install all required files. After finish it will prompt you to confirm the name of the PC, of the Database and the Database location (in case of network users to link to your Database). Simply click on “Continue”.



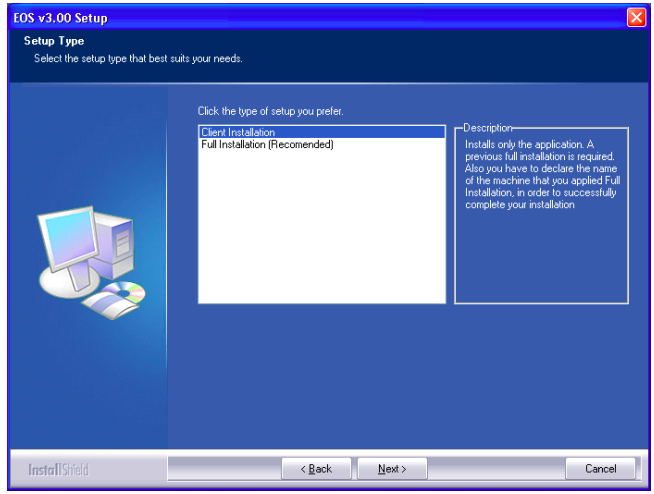
10. After finish the software will require to restart the PC in order to correctly initialize the settings of your PC.
Click on "OK" to finish.



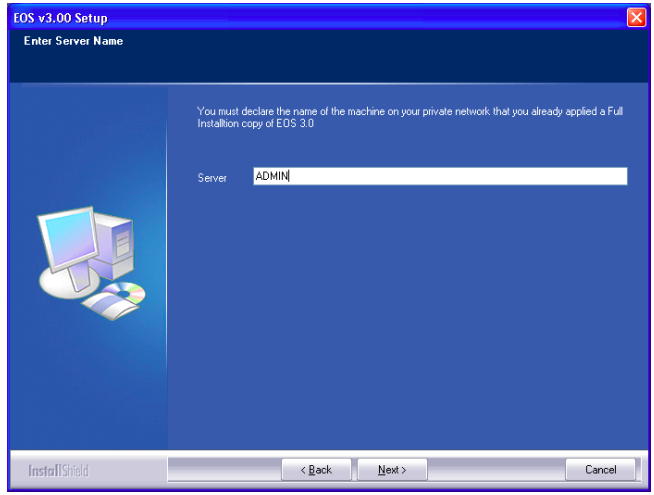


After reboot of the PC, you are now ready to start using EOS 3.0 by double-clicking on the desktop icon created.

5b. Select to perform “Client Installation”.



5c. At this point you will be required to give in the network name of the PC that your Database should link to.



Other than that, the installation procedure is the same as analyzed above, the Database in this case will not be installed locally.

After having the software installed and at first attempt of running the software (by double-click on the EOS 3.0 desktop icon), you will be prompted to enter the Product key that will activate your USB identification device and allow you to use the software.

Please enter the Product key and click on OK.
In case the “Client Installation” is selected, the Install procedure is different only on the following intermediate steps.

If the installation utility identifies a lack of available space on your hard disk, an error message will prompt you to free some hard disk space before proceeding with the installation.
You can always abort the installation procedure by clicking on “Cancel”.

EOS Graphics 3.0

There is only one valid Product key for every software product and level installed for each and every USB identification device.

For ease of inputting the Product key, it will either be sent to you by e-mail or also be included in the packaging of the product on a separate CD. You can open it from there, copy and then directly paste into the respective fields or browse to directly open the "COMPUCON Product key file".

If for any reason you would like to uninstall the software, select from "Start" -> "Settings" -> "Control Panel" -> "Add/Remove Programs" icon. From the appearing window scroll down until you find the EOS 3.0 option and click on the "Add/Remove" button.

Handling CD-ROMS

CD-ROMs are an excellent media for holding information.
A typical CD can hold up to 650 MB of storage space and access time is relatively fast.
In the uncommon event that you experience any difficulty installing the program from your CD, please make sure that the CD Drive itself is in proper working order.

In addition, please check that the backside of the CD(where the data is stored and no information is printed)
is perfectly clean and free from dirt, dust and greasy marks, including fingerprints.

EOS 3.0 is fully compatible with all popular Windows platforms, Windows 98 ®, Windows NT ®, Windows 2000 ®, Windows ME ® and Windows XP ®.

Re-installing the software

In some cases it might be required to re-install the software and install again. In cases such as these

1. There is no need to re-install the database, you can skip this part as it already exists from previous installation, so “Client Installation” can be selected.
2. There is no need to re-insert the Product key.

Upgrading the software

Upgrading the software to a higher level is easy within EOS 3.0, all you have to do is insert a new product key from within software, no re-installation is required.

>>From the main menu select:>Help, click:>Enter Product key.

For ease of inputting the Product key, this is also included in the packaging of the product on a separate CD. You can open it from there, copy and then directly paste into the respective fields or browse to directly open the "COMPUCON Product key file".

After having inserted the new code all you have to do is click on "OK", close the software and then re-launch it, the software will open will with the functionality of the new level!

Get more at Embmarketplace.com

The **Embroidery Marketplace Embmarketplace.com** is an online shopping and service website from COMPUCON - a one-stop shop for all your embroidery needs - without having to leave the comfort of your surroundings. It includes four "stores" – Accessories, Literature, Software and Services. See dozens of new designs, accessories and training and software products.
To see for yourself, from EOS 3.0 simply click on "Help" -> "Get more at Embmarketplace.com".
Log onto **www.embmarketplace.com** and register to benefit from all the services and products offered.

Additional fonts can be purchased and added to each level of the software. Check out the list of COMPUCON pre-digitized high quality fonts available at **www.embmarketplace.com**

EMBROIDERY Marketplace

www.embmarketplace.com

Introducing EOS

Thank you for purchasing EOS 3.0! It is a powerful software for the creation and editing of embroidery designs and lettering. In this manual you will be introduced to the powerful features and functions of EOS, with attention given to the core features of digitizing and editing.

EOS 3.0 was designed for both the needs of the beginner and professional users. EOS is easy and direct to use, with multiple preset and automatic functions for the beginner. For the experienced user, complete access is provided for quality and productivity.

Whether you are new to embroidery or a veteran digitizer, the screens and tools of EOS are straight-forward and easy-to-use. If you are a “newbie”, it is suggested that you use pre-established settings and preset fabric templates to make your job easy while you are learning.
If you are experienced in creating embroidery designs, you will be delighted and amazed at the versatility of the tools, and the abundance of opportunities to completely control the quality of embroidery stitching.
Please take some time to explore the manuals to discover the outstanding way in which EOS is organized. Or, just jump right in and play on-screen. You can’t hurt a thing!

We hope you enjoy working with EOS 3.0!

EOS Engl. ch 01

Using the Manuals

The EOS manual is divided into three basic parts:

1. **EOS Installation**
   Follow System requirement guidelines for optimum setup and performance; and install or upgrade EOS following specific instructions.
2. **EOS Inside Study Guide**
   Study more detailed features and functions of the software, and use this part as a quick reference guide.
3. **EOS Projects**
   Follow step-by-step lessons that use every basic feature in EOS. Images that are used can be found in "EOS 3.0 Projects" folder.

Further information and support can be found at **www.eos3.com**. Check out the contents of the site regularly as stay up to date with any new support material that will be continuously added.

At first, you will be introduced to the basic environment and screens of the software, something that will simplify the lessons and explanations of the functions and features to follow, along with some short notes on how the material in this book is organized and presented.

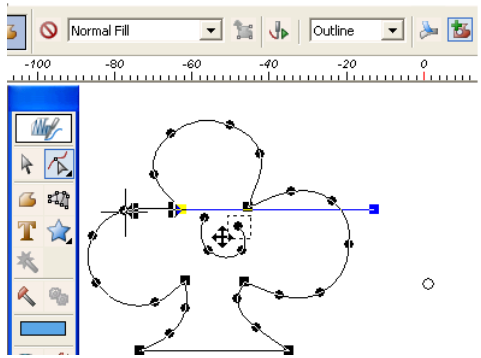
Chapter Sections

The beginning of each chapter has a list of subjects that you will learn; and labeled images of the tool bars and icons that are used for the section.

Vital Icon Commands

Instructions for actions (primarily) using icons are written like this:
>> Click: Insert Hole icon; click: > Freeform tool.
(In "long-hand") this means: (Left)-click and choose Insert Hole icon from the top toolbar.

Then, click again on the Freeform (or other tool) and input hole from the top toolbar.



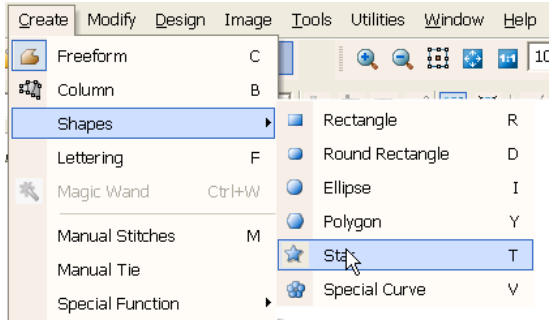
Insert hole with icon:
1. Click Insert Hole icon from top toolbar.
2. Choose Freeform from main toolbar (again).
3. Input Hole.

Menu Commands

The drop-down menus contain all of the features and functionality of EOS Commands for initiating an action using the menus are written as:

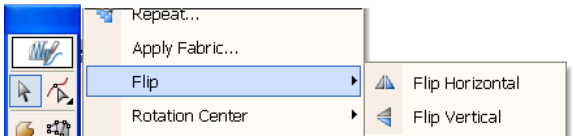
>> Choose: Create > Shapes > Star.

(In "long-hand") this means: (Left) click on the Create drop-down menu; then (left) click on the Shapes name in the list; then "slide" over to the fly-out triangle; slide down the list, and choose the Star option. You do not have to hold down the mouse button after clicking on "Shapes" in the menu.



Context Menus
Many functions contain additional choices on a "feature specific" context menu. Instructions for using the context menu are written as:
>>Right-click: Flip > Flip Horizontal.

(In "long-hand") this means: Right-click on-screen; choose Flip from the list; then choose Flip Horizontal from the fly-out list.



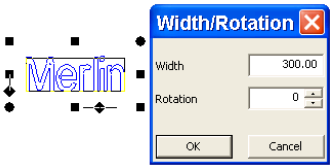
Right-click any time to discover if the feature you are using has a context menu, and choose an option from the list.
Do you see how much time we saved in writing and reading?
More time to learn and experiment!

Tips, Notes, New Terms, and Illustrations
Each section contains **TIPS** for further understanding of the subject; **Notes:** to call your attention to details; ***New Terms*** used in each section; and many illustrations for each topic.

Look at the special Notes to guide you to important information.

These will give you some "inside information" relative to the subject.

Basic Skill Requirements



Width and Rotation box
Type smaller value in Width box
to constrict and condense letters.

EOS works in “partnership” with Windows operating system.
It is essential that you have some basic Windows skills to be relaxed and successful using EOS.

Mouse Buttons

Click
“Click” means: perform a “light tap” on the left button on your mouse. Any place that “Click” is written, it usually means “point at that feature, and tap to use it”.

Right-click
“Right-click” means that “something else is available inside”.
It may mean, choose from the context menu or list, or, (right-click) on Edit for fly-out icon”.

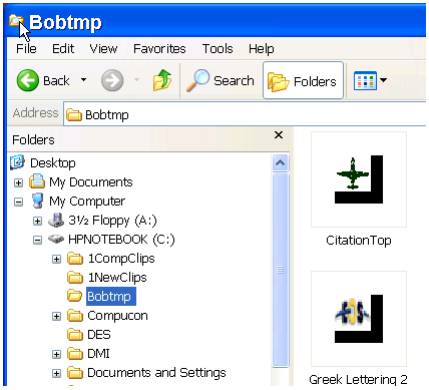
Prolonged Click
A “prolonged click” means: hold down on the left button on your mouse to perform other options. In EOS, the prolonged click creates a square point on an outline.

The amount of time needed for the prolonged click can be set in System Parameters
Also, the CTRL key + Click can be used instead of the prolonged click.

File Handling

Save files

Learn to save files, and browse folders. Use “Windows Explorer” (found in: Start > Accessories > Windows Explorer) to understand the hierarchy of folders and subfolders, as part of the interface of EOS is similar.
For more information, read the section “Basic Windows Skills”.



EOS Organization

EOS has several distinct platforms. The “level” that you purchased dictates the availability of the platform and features.

Create

Graphics
Create vector graphics on-screen, and bitmapped graphics in the drawing package.

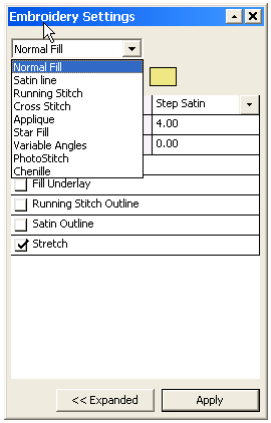
Embroidery
Create embroidery designs with basic tools - the same used for creating graphics - so, you only have to learn once! Also, create Lettering and use an entire Library of designs for your projects.

Edit
Edit both the graphics and designs created in EOS in the same screen! The Edit and Create functions share many of the same components-again, learning only once to use the tools and features. There are also many features like “Convert Stitches to Blocks”, and a stitch processor that will enhance and improve stock designs.

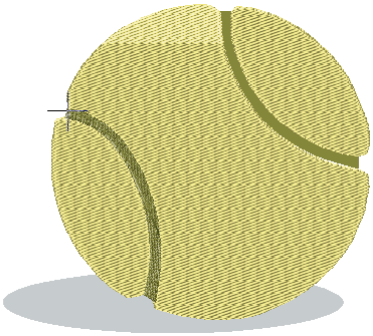
Ready, Set - Sew!
Here is the basic concept of digitizing with EOS.

Ready,
1. Choose Tool

Set...
2. Select Recipe
3. Select Stitch Type
4. Select Settings



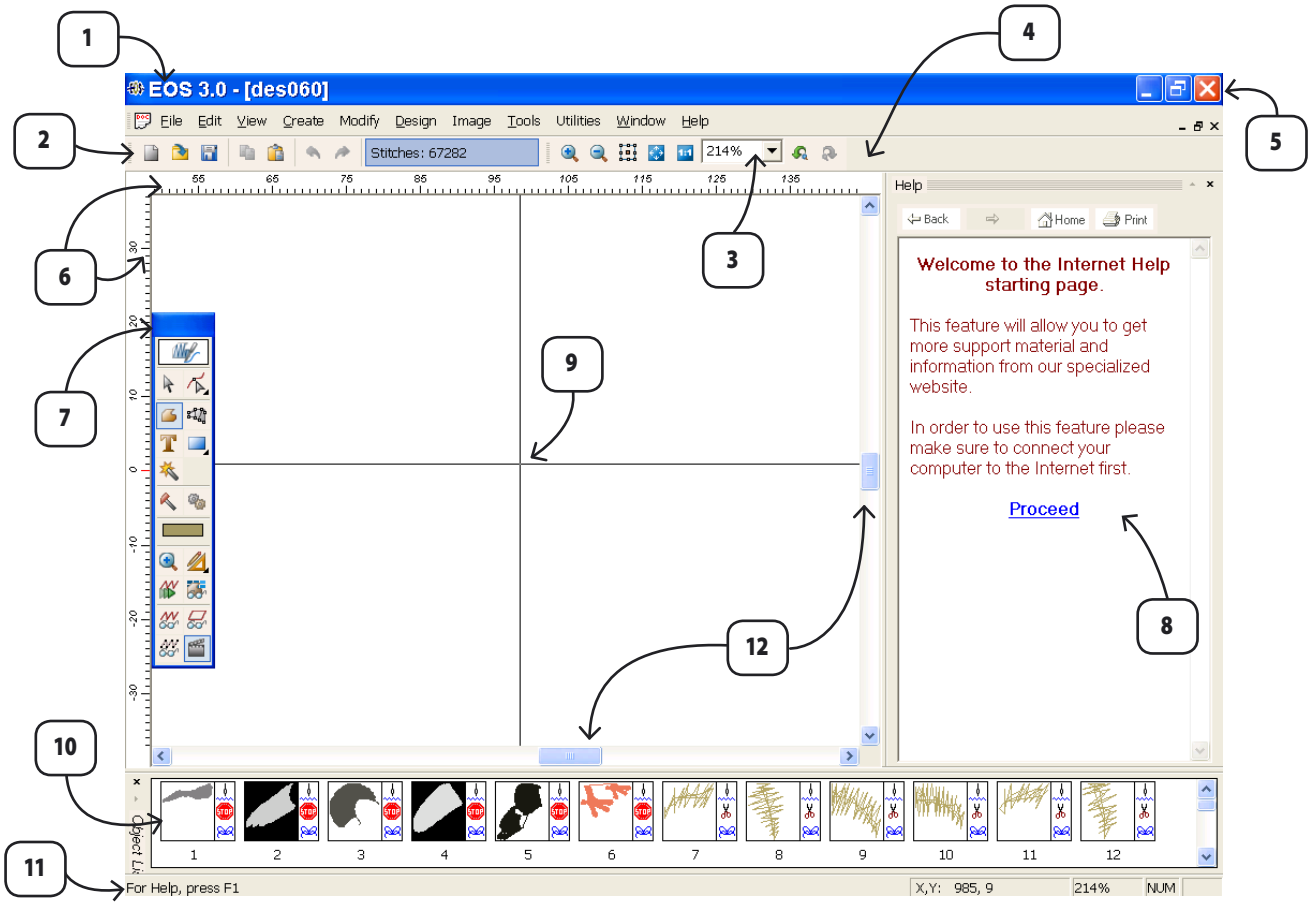
Go!
5. Click! (Digitize with Magic Wand)



Organization Overview

The EOS screen is organized in a straight-forward and simple fashion. Familiarize yourself with the layout to make (even your first) job easier.

Organization Overview:



1. Title of open design
2. Standard toolbar
3. Drop-down list
4. Customizeable icons
5. Minimize & close screen
6. Rulers (inches or MM)
7. Main toolbar
8. Internet Support
9. Crosshair
10. Object list
11. Information bar
12. Scroll bars

Preferences

Create your own working environment preferences for the EOS screen.

NEW TERM

SYSTEM PARAMETERS
Folders storing several categories of settings available to customize working environment.

Basic System Parameters

Set your choice of language, unit of measurement, auto save, screen color, cursor type and more. See System Parameters section for detailed information.

Viewing Choices

Set up basic viewing choices, such as design realistic view; image dim and hide; screen rulers and guidelines to name a few.
See Screen Views section for detailed information.

Feature and Function Access

To access a function or feature of EOS, you can use the method that you are familiar with. Many features have multiple-accessibility, and can be found on a toolbar or icon; in a drop-down menu; or by using a keyboard shortcut.

Toolbars and Icons

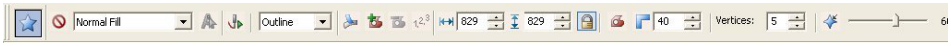
There are three basic toolbars in EOS The main toolbar; the top "changing" toolbar; and the bottom information and "prompting" toolbar.

Main Toolbar

The Main toolbar contains the core functions of EOS All of the tools - shown as icons, you'll need for drawing, digitizing, lettering, and viewing are at-hand. The Main "floating" toolbar can be moved, but not customized or closed.

Top Mode Toolbar

The toolbar at the top of the EOS screen changes - becomes an active "mode" when a tool is selected from the Main toolbar.



Bottom Toolbar

The horizontal bar at the bottom of the EOS screen is an "information and prompting" bar. It prompts the next step, and displays different types of information relative to the active mode. When EOS is "idle" (no mode is active), this bar is empty.

Click and drag to insert shape. Enter: Build stitches

See detailed information about toolbars at the beginning of each related section.

Menus

NEW TERM

DROP-DOWN MENUS

Each menu contains a list of subjects related to the category of menu title. All functions and features of EOS are contained in these menus.

Drop-down Menus

The drop-down menus at the top of EOS screen access every feature and function. Click on a menu and choose from the list of functions. See the Drop-down Menus section for a description of each.

NEW TERM

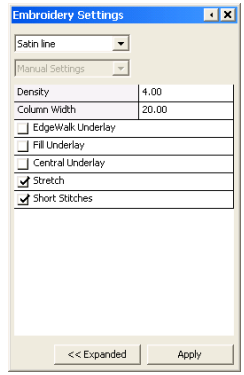
EMBROIDERY SETTINGS MENUS

The Basic menu contains vital categories in regard to selected tool, recipe, and stitch type.

The Expanded menu contains all categories for maximum control of stitch quality and creativity.

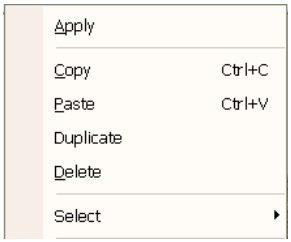
Embroidery Settings Menus

The Embroidery Settings menu - available as either “Basic” or “Expanded”, contain all of the ingredients or settings of a block in an embroidery design. This menu can be accessed during digitizing or editing. See detailed information in the Create and Edit sections.



Context Menus

Most "active" features have a Context menu.
To access a context menu:
>>Right-click: choose an option.

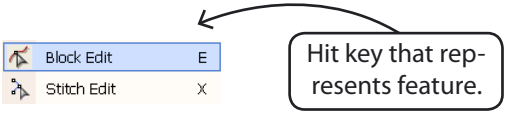


NEW TERM

CONTEXT MENU
A list of available functions for an active feature or function of EOS.

Keyboard Shortcuts

Many features are accessible through shortcuts. See them in drop-down menus, and also in the Appendix.
To use a keyboard shortcut:
>>Hit key that represents feature.



NEW TERM

KEYBOARD SHORT-CUTS
A key or character that has been assigned the access of a particular feature or function of EOS.

NEW TERM

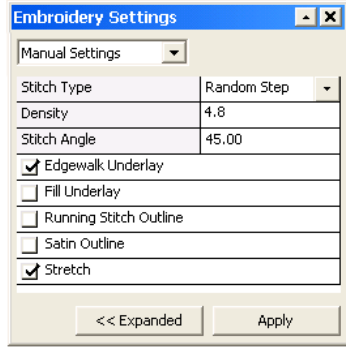
MACRO

Templates you can set with the combination of input tool, recipe, stitch type, and settings

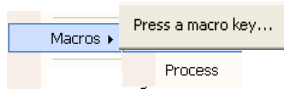
Macros

"Templates" set (by you) used as a shortcut for your favorite combination of input tool, recipe, stitch type, and settings. This feature is a huge time-saver! To create a Macro:

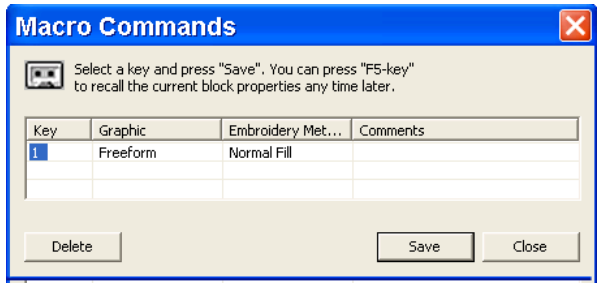
1. Choose tool and embroidery settings (that you regularly use).



2. Click: Utilities > Macros; choose Create from fly-out.



3. Save as next number in the list.



To use a Macro:

1. Hit "F5" on keyboard.

2. Choose number designation of macro.

Performing with Interface Elements

These are common EOS interface elements, and how to use them.

NEW TERM

INTERFACE
The appearance and organization of the EOS working screen.

Toolbars

Toolbars have groups of icons relative to features and functions of EOS When you click on a button or icon on a toolbar, it appears "selected" while the feature is active.

When a tool is selected (active), it is also displayed on the top toolbar.

Boxes

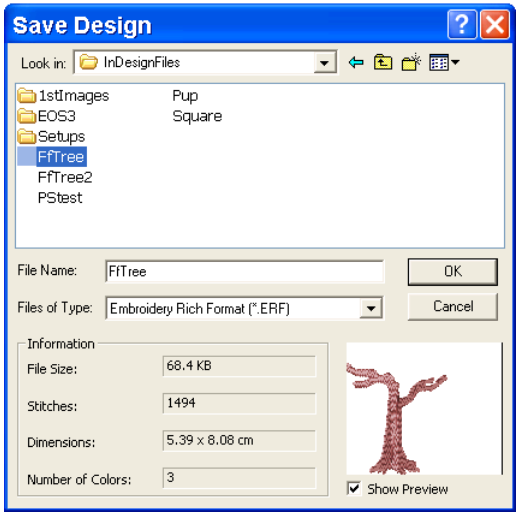
Different types of boxes open with a variety of features of EOS. Follow the logical questions in each box to completion. Each section contains detailed box information.

Dialogue – such as "Save Design"

Choose from options in box, and confirm choices to exit.

NEW TERM

DIALOGUE BOX
A box that opens when a feature is selected that requires "dialogue" from the user.

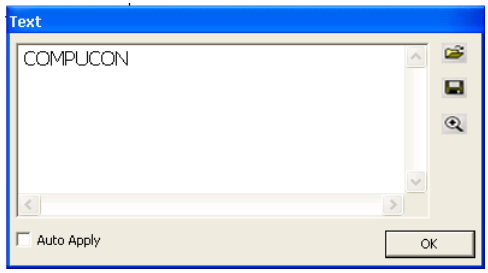


Information and Value Field

Highlight and change value in a field.

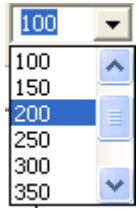
Action Boxes

Type letters and confirm.



Drop-down lists

Click triangle and choose from list.

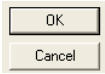


Inside elements

The detailed elements of toolbars, boxes and menus are visually obvious to use

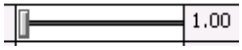
Icons
Click to activate related feature.

Buttons
Click to confirm ("OK", "Apply", "Stitch It", or "Cancel").

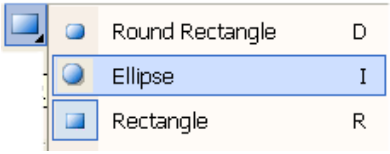


Fields with arrows
Highlight and type to change value in a field.

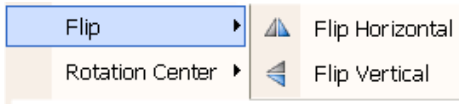
Slide-bars
Move left (for less) or right (for more) relative to subject.



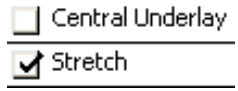
Fly-out triangles
Right-click on diagonal triangle for additional choices.



Click on feature (with triangle) and slide for fly-out choices.



Enable/Disable Boxes
Check or uncheck to activate or deactivate related feature.



Hand Tools

These are the tools that you actually "pick up with your hand", actively use, and then "set down".

NEW TERM

HAND TOOLS
Tools that you actually pick up, perform an action, and set down or release.

Ruler

Pick up at any time to measure between two points.
To measure two points:
>> Click 1st point and drag to second point.

The distance information is displayed in the bottom toolbar.

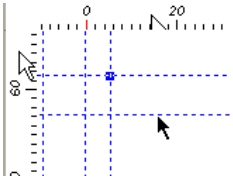
Protractor

Pick up at any time to measure the angle of two points.
To calculate and angle:
>> Click first point and drag to second point.

The angle information is displayed in the bottom toolbar.

Guidelines

Create, add or move at any time. To create a guideline:
>> Click on the horizontal or vertical ruler; and drag line to desired location.



1. *The horizontal ruler will create a vertical guideline, and the vertical ruler will create a horizontal line.*
2. *Click on an existing guideline to move.*
3. *Click on the "square" to change guideline ANGLE.*

Other Tools

These are general tools that you use for specific functions during Create and Edit processes.

NEW TERM

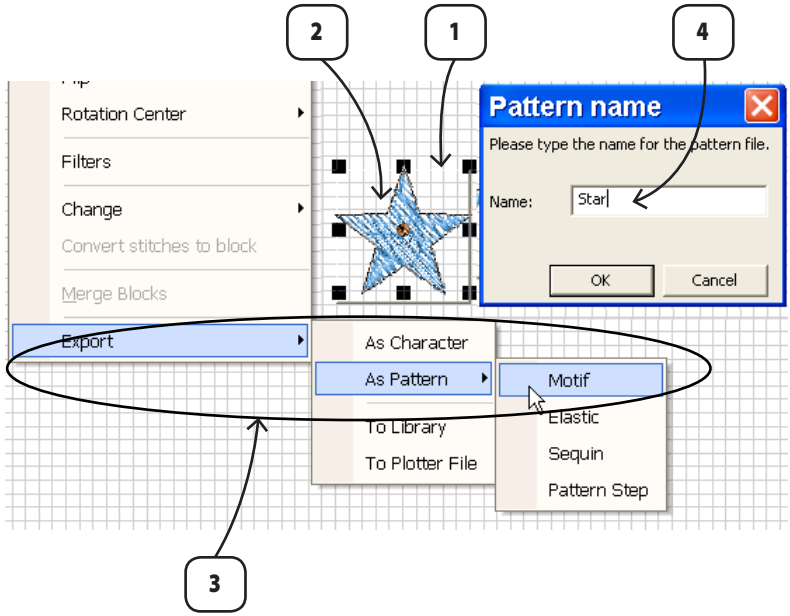
FRAME

Use as a template or guideline to create properly sized motifs for special stitches.

Frame

Use as a template to create elements for "special stitches" patterns. To activate frame:

>> Choose: Tools >Show/Hide Pattern Frame. Create element to fit frame. Click Select: click element; right-click: choose: Export > As Pattern > Motif (or other selection).



1. Enable "Motif" Frame.
2. Create an element using any tool.
3. Follow path to save element.
4. Type a name.

Use any tool to create "Motif" elements. Use Running Stitch or Manual Stitch to create "Elastic" and "Pattern Step". Use Manual Stitch to create "Sequin".

Windows Skills

In order to successfully manage all functions while working with the software, it would be good for you to get familiar with the general working environment of Microsoft Windows and basic actions you will be asked to perform. The following pages attempt to give you a quick and very basic inside to basic “Window skills”.

Mouse Basics

There are some very basic ways in which the “Mouse”, the little plastic unit with two buttons, a turning dial (on some models) and an attached wire (on most models) that connects to the back of the computer.

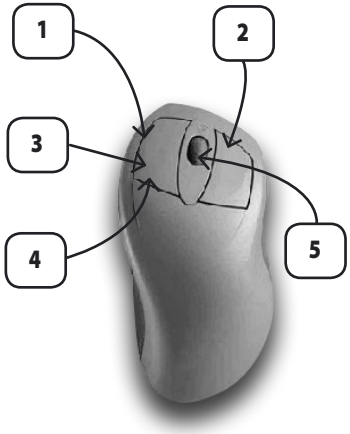
Click
This is a short, light, click using the left button on the mouse. Generally, the click is used for selecting or choosing something, and it can be used to confirm a selection.

Prolonged Click
This is a long click using the left button on the mouse.
The prolonged click is used for special applications. In EOS it creates a “square” point.

Right-click
This short, light, click of the right button on the mouse usually opens additional options. A “context menu” will appear giving options relative to the item that was right-clicked.

Double-click
This is two quick clicks. You may have to practice to get the hang of how quick to click. Generally, the double-click action is used to open something (like a folder), or launch something (like a program). Most often, the double-click option is the first step in a task.

Scroll button
This button is used to scroll the screen up or down in any screen.



1.Prolonged Click
2.Right- Click
3.Click
4.Double Click
5.Scroll

Files and Folders

How your computer is organized
Your computer is comprised of many programs (such as EOS software), folders (such as the folder called: “DES”) and files (such as “Design.ERF”). If you take the time to acquire some basic skills in handling files, you will be able to do your work with ease.

Test your basic skills
On your desktop (the screen that opens when you power up your computer), there is an icon (a graphic symbol and title of a program or feature) called “My Computer”. Inside are all of the contents of your computer! You will be able to choose from the Hard drive (most often the C: drive); the Floppy drive (usually the A: drive); or the CD Rom drive (often the D: drive).

Let’s take a look:
1. Double-click on “My Computer”.
2. Double-click the C: drive.
Here you can see all the files and folders that have previously been stored on your computer which brings us to that subject:

Make New Folder
Before you try to save embroidery designs onto your computer, you should make a folder with a recognizable name.

1. (With the C: drive still open) select “File/New (a pop-out box will open)/Folder”. You will see a new folder created.
2. In the slot (which is awaiting a title), type the name of your new folder (perhaps your own name).
3. Hit the “Enter” key (on the keyboard) to confirm the name.
You should now be able to see your new folder on the C: drive.

Copy files
If you want to make duplicate or backup files, you will need to copy a file.
1. Select "Back" at the top/left of your screen. This takes you back one step (from the C: drive).
2. Place a disk with an embroidery file or other type of file into the floppy drive.
3. Double-click on the Floppy A: drive.
4. Click on one of the files on the Floppy.
5. Right-click on the file.
6. Select "Copy" from the pop-out box.

Open folder
Now we must open the folder where we want to place the copied file.
1. Select "Back" at the top/left of your screen. This takes you back one step (from the A: drive).
2. Double-click on the C: drive.
3. Double-click on the New Folder (that you created).

Now that you have an appropriate folder open:

Paste files
You can paste the file that we copied.
1. Right-click and choose "Paste" from the pop-out box.
The file that was copied should now appear in the New Folder.

Rename files
If you want more than one version of a file, such as a different size of an embroidery design, it may be necessary to rename one of the files.
1. Right-click on the file that was pasted into the new folder.
2. Select "Rename" from the pop-out box.
3. Type a new name (in the awaiting title box).

Delete files

If you have excess files that need to be cleaned up from a folder

1. Right-click on the file to be eliminated.

2. Choose “Delete” from the pop-out box. Answer “Yes” to confirm the deletion.

Restore files

A file can be restored if it was accidentally deleted.

1. Select “File/Close” to exit the folder.

2. Double-click on the “Recycle Bin” on the desktop.

3. Right-click on the file that was just deleted.

4. Select “Restore” from the pop-out box, or from the left of the screen. The file that was deleted has now been restored to the original location.

Open files

A file must be opened with a program that recognizes that file type. For example, if you are trying to open a Stock Embroidery Design (whether it resides on the computer, a CD, or a floppy disk), you must have a program open that can “see” it. Or if you have a document file, a Word Processing program must be opened in order to read and write the file.

1. Double-click on the icon on the Desktop or in “My Computer” that represents the program of your choice. This “launches” the program.

2. Click on “File/Open” to open a file.

Save/Save As files

When you have made any changes to a file, or wish to save this design onto your computer...

1. Select “File/Save As” to give your design a name. Changes made after the initial saving need only “Save” because you already have a name.

2. Close the program if desired.

Screens

There are some common ways in which to handle screens whether the screen is an embroidery design or some other type of program or file.

Blank
In most programs there is a “Blank” screen that is the foundation for opening files.
1. Double-click on the “EOS” icon on the desktop.

Open
From the Blank screen, a file can be opened.
1. Select “File/Open”.
2. At the top of the “Open Design File” box, there is a “Look In” Label with a downward (black) triangle. Browse there to locate the correct drive (C: A: or D) and folder. The large white rectangle in the center will display all of the files. Also, you must select the “File Type” i.e. (.DST, etc.).
3. Click on a file, and choose “OK” in the box. The design will open into your EOS screen.

Minimize Screen
1. Click on the “-” at the top right of the screen. This minimizes the screen, allowing you to work with multiple screens at once.

Maximize Screen
1. When you want to enlarge a screen that you have worked with before, click on the bar at the bottom of the screen that has the name of the screen desired.

Close Screen

1. When you have saved your file, select “Close” either with the “X” at the top right of the screen, or select “File/Close”.

Dialogue Boxes

Most programs also have commonalities in the dialog boxes. Also included in this topic are the “context menu” boxes. These menus nearly always mean more options are available (in the dialog box).

Move box

If a dialog box is blocking your view, it can be moved.

1. Click (and hold to drag) on the bar at the top of the box.

2. Move to anywhere on the screen.

Box Options

Most types of dialog boxes contain options (selections) from which to choose.

1. Click to select the desired answer.

2. (In some types of dialog boxes) select “OK”.

Screen Views

If you want to set up your screen environment to reflect your personal choices, you can read this section now. However, if you can't wait to get started to work (or play), you can skip ahead to another section and return later.

Screen Views:

General Working Screen

Set up your screen appearance according to your own preferences. See System Parameters section for additional details.

See illustration below for items 1-10.

1. Screen Color
To change your screen color, **choose:** Tools > System Parameters > Basic > Background Color. Use a neutral color, such as white, black, or gray, as it is easier on the eyes.

2. Cursor Type
To change crosshair or arrow **choose:** Tools > System Parameters > Basic > Display Cross. Check or un-check to toggle.

3. Rulers
For the rulers on the top and left-hand side of screen, **choose:** Tools> Show/Hide Rulers. Rulers will be displayed same as the Unit type of measurement – default of Metric - set in Basic System Parameters.

4. Scrollbars
For the scrollbars on the bottom and right-hand side of screen, **choose:** Tools> Show/Hide Scrollbars.

5. Object List
For the Object List on the bottom of screen, **choose:** Tools> Show/Hide Object List.

6. Hoop
For a hoop on-screen, **choose:** View> Show/Hide Hoop.

7. Grid
For a grid on-screen, **choose:** View> Show/Hide Grid.

8. Guidelines
For guidelines on-screen, **choose:** View> Show/Hide Guidelines.

NEW TERM

CURSOR
The indicator or symbol, representing current mouse location.

SCROLL BARS
Vertical and horizontal bars representing more screen can be viewed by moving bars.

HOOP
On-screen simulation of an embroidery hoop.

GRID
Re-sizable grid that display for easy placement of embroidery elements.

GUIDELINES
Lines, created by the user, to aid in the placement of elements.

9. Full Screen

For a full screen area for working, **choose:** View > Full Screen.

NEW TERM

CUSTOM TOOLBARS

Allows the addition or deletion of icons to customize EOS working environment.

10. Custom Toolbars

To set up the toolbars that you use most often, **choose:** Window > Toolbars > Customize.

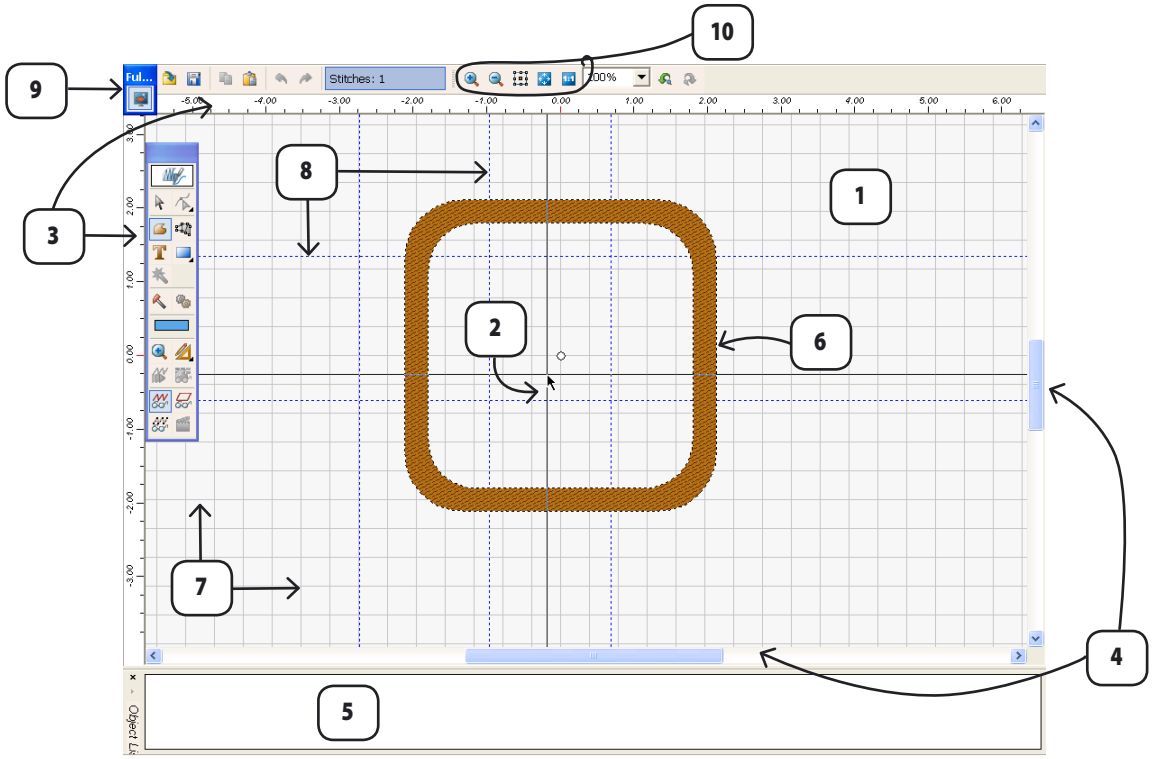


Image Views

Work with on-screen images conveniently.

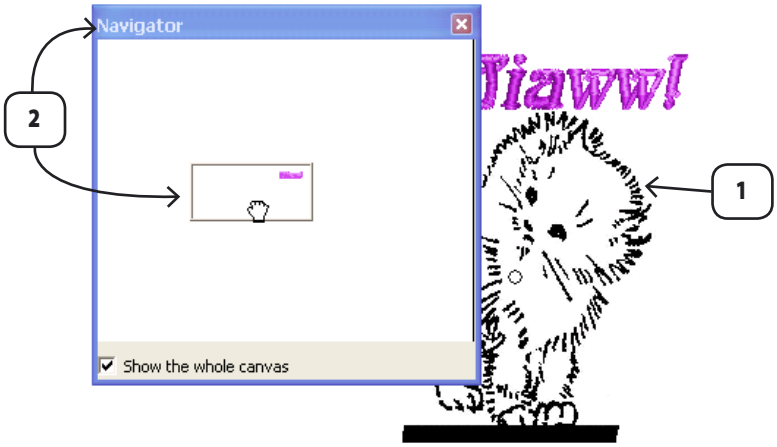
1. Image
Turn image on or off **- choose:** View> Show/Hide Image.

2. Navigator
To move image around the screen, **choose:** Tools > Navigator.

3. Dim
To dim on-screen image, **choose:** Image > Dim.

NEW TERM

NAVIGATOR
Allows the panning around the screen of an image or embroidery design.



Design Views

Most of the following features have an icon on the Main toolbar.

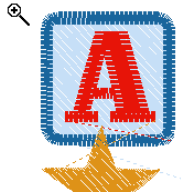
Choose different ways to view your embroidery design.

1. Realistic

To view design in simulated embroidery, **choose:** View > Realistic View.

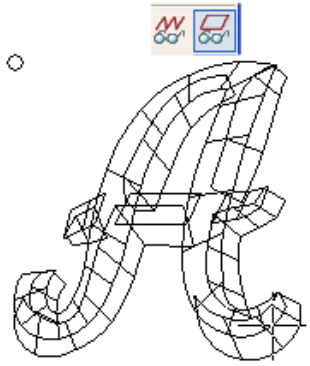
2. Zoom

Use in Main Toolbar or **choose:** View > Zoom > In (or one of Zoom choices).



3. Stitches

To see or hide stitches **choose:** View > Show/Hide Stitches. Be mindful using this feature, as it can appear that your design has disappeared. Enable "Outlines" to see blocks.



NEW TERM

REALISTIC VIEW

Feature that provides realistic simulation in "embroidery thread" of on-screen design .

4. Stitch Points

To see or hide stitch points (needle penetrations), **choose:** View > Show/Hide Stitche Points.

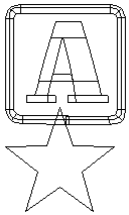
NEW TERM

STITCH POINTS VIEW

Feature that displays actual needle penetrations.

5. Outlines

To see block outline or "wire frame" **choose:** View > Show/Hide Outlines.



NEW TERM

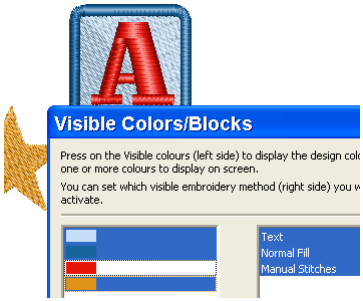
OUTLINES VIEW

Feature that displays the wire frame of a block.

Outlines" view can only be applied to designs with blocks, it does not work on designs that have only stitch information.

6. Visible Colors/Blocks

To choose which colors and types of blocks to view **choose:** View > Visable Colors/Blocks.



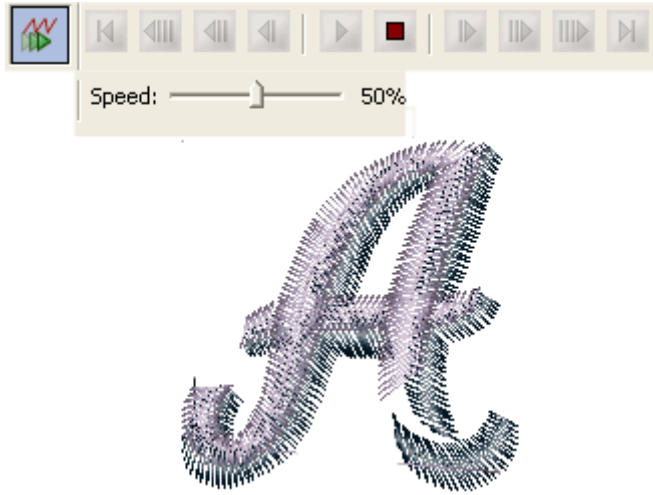
NEW TERM

VISIBLE COLORS/BLOCKS

Feature that allows user to select the view of (only) the desired colors or blocks of an embroidery design.

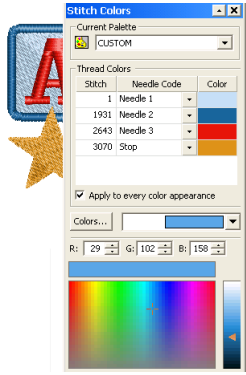
7. Redraw Design

To “stitch” the design on-screen **choose:** View > Redraw Design.



8. Stitch Colors

For thread palette on-screen, **choose:** Tools > Show/Hide Stitch Colors.



System Parameters

EOS allows you to set personal preferences for your working environment. The original settings are appropriate for typical operation; and after you become familiar with EOS you may want to change a number of categories to suit your personal needs.

You might want to skip this section when reading the manual for the first time and choose to work with the default settings. After getting familiar with the features and use of the software you can get back to this section to discover the various working options EOS offers.

EOS Graphic 3.0

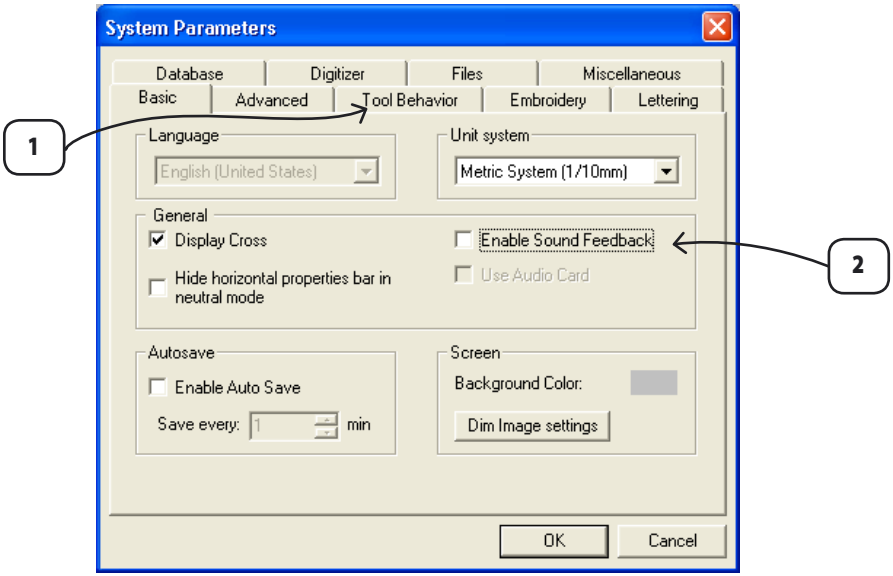
System Parameters:

EOS (Page 62)

Using System Parameters

You can access System Parameters at any time while working in EOS.
To open the dialogue box:
>> Choose: Tools > System Parameters; select Tab (for category).

1. Choose a Tab in System Parameters folder.
2. Enable or disable fields to activate or deactivate function, or, select from drop-down lists for additional choices.



Basic Menu

Language
Set your choice of language for the EOS screen.
English (default language)

Unit System
Metric System (default) Millimeters
English System = Inches

General	
Display Cross	As cursor type. If disabled, an arrow will be cursor.
Hide horizontal properties bar in neutral mode	Choose between having the horizontal properties bar visible or not.
Enable Sound Feedback	For sounds while digitizing.
Use Audio Card	If Sound enabled.
Enable Auto save	Auto save a copy of the design to the "\User\AutoSave" folder where EOS is installed.
Save every (user defined) minutes	Set time to auto-save.
Background Color	Click color box to set screen color.
Dim Image Settings	Dim image for easier digitizing view.

Advanced Menu

Default Application mode	
Create	Or Select as “ready-to-go”.
Use mouse wheel for scrolling	Or zooming (with scroll button on mouse).
Default Zoom Factor for a new design 200%	(Default) as User defined for new screen.
Remember last embroidery recipe used with an area input tool	And use next time when same tool is selected.
Enable Copy List for Copy & Paste	Use a large clipboard to place copied objects.
Escape from tool	
Cancel Changes	Don’t make changes when “ESC” is selected.
Auto-apply Changes	Do make changes when “ESC” is selected.
Enable automatic transition when selecting an object from that layer	Automatically toggle between the graphic and embroidery layer when selecting either of the objects.

Tool Behavior

Guideline Max Snap Distance	Set the distance at which the mouse-cursor will snap to the guidelines on screen
Extended Click time for corner type transition	200 milliseconds (default) for prolonged click for square point.
Show Control Points on curves	Display “Bezier” points.
Enable editing of curves during the creation of new objects	Allow moving the line (between two points) to edit blocks while digitizing.
Enable Auto scroll when creating new objects	Have screen scroll when creating (to keep same % of zoom).
Enable Auto center when editing objects	Have object snap to center of screen when editing
Stitch Edit: Gray out all stitches after the current	All stitches that come after the presiding stitch will be grayed out to show location in stitch editing.
Keyboard Steps: Left-Right	1 (default) stitch movement when using left-right arrow keys.
Page Up-Down	10 (default) stitches movement when using Page Up or Page Down keys.
Delete: Left-Right	1 (default) stitch deletion (using Delete function) when using left-right arrow keys.
Page Up-Down	10 (default) stitch deletion (using Delete function) when using Page Up or Page Down keys.

Embroidery

Color Handling	
Use default palette	Set color palette to be default for colors used.
Edit Custom palette	Edit the colors and machine codes of the custom palette.
Maximum number of needles to be used	Set the desired number of available needle changes.
Use stop code for color changes instead of needle	Use color palette to establish custom thread colors.
When inserting stop code select next color	Set to change color at stops or not.
Appliqué	
Draw Appliqué	Display simulated appliqué when used.
Appliqué colors	Set different colors for separate appliqués.
Sequin	
Draw Sequin	Display simulated sequins when used.
Sequin color	Set color for sequin simulation.
Display machine codes	On screen, for easy reference.

Lettering

Enable Autokerning	Enable for automatic spacing between letters
Show advanced embroidery properties	Allow for multilayer editing of fonts, especially useful for 2 color font where each layer can be edited separately
Bold factor % 40% (default)	For thickness of letter stems)
Enable check of minimum Ref line length	Enable to set a minimum width of letter stems.
Ref Line lehgth limit	Set to at least 1mm (10.00) for quality lettering.

Database

Database in Use	Displays the database to which your software is linked. This is default setting to the database installed locally.
Select location	Of the database to which your software will link to, i.e. to share a database in a network.
Backup	The existing version of the database.
Restore	The database previously backed up.
Recovery	Create a new “empty” Database and replace current one

Digitizer

Enable Digitizer Tablet Model	Select model from list.
Port	Select port for attached tablet.
Other	Enable Sound and/or Menu Pad display.

Files (Import / Export)

When importing stitch files	
Use default palette when color information does not exist	Enable for default palette of EOS for machine format designs that originally do not contain any color information.
Always use default information	Always open a design with the color palette set as default in EOS. This way you can apply a uniform color appearance for all your designs.
When Importing Vector Files	
Import as bitmap	Open vector files as bitmaps.
Optimize curves	Minimize number of points; create curve points in vector images
When saving design in native format (.ERF)	
Save Guidelines	Check to save/open guidelines you created with design.
Save objects of background image	Check to save/open guidelines you created with design.
Save bitmaps of background image internally	Check to save bitmap-type image when design is re-opened.

Miscellaneous

Updates	
Check for updates	EOS can automatically check for new updates for your software. Set the frequency at which you would like EOS to check for new updates.
Prompt before connecting	Asks you to confirm that you would like EOS to look for a new update. Ensure to have an Internet connection established before.
Version 2.0 Hardlock Key deactivation	
Deactivate now	Deactivates the EOS version 2.0 hardlock key. After this the version 2.0 key will not be required any longer to run version 3.0. After this the key will also not be functionable for version 2.0.
Show Welcome Dialog	Show upon each EOS launch
Batch Conversion of .REF to .ERF format	Automatically convert EOS .REF format designs to the new .ERF format.

If you are an existing user of EOS version 2.0, make sure to deactivate the version 2.0 Hardlock key only after you are absolutely confident with EOS 3.0 and do not intend to use EOS 2.0 any longer.

Drop-down Menus

The menus at the top of EOS screen include all the functions and features of the software. Click on one of them, and choose from the drop-down list to activate a feature.
Following is a list of each menu, with a brief description of each item.

ID5Graph.ch 01

Drop-down Menus:

File

New Design	Open new EOS screen.
Open Design	Open an embroidery stitch file.
Close Design	Close open window. The software will prompt to save design (if it has changes).
Save Design	Save changes in an open design.
Save Design as	Save design giving a new/ different name.
Send as Email	Send design as an email attachment.
Export as Image...	Save image of graphic/ embroidery or both.
Machine Disk	
Read	Read design from commercial machine disk. i.e. (BarudanFDR)
Write	Write design to commercial machine disk. i.e. (BarudanFDR)
Format	Format a commercial machine disk for writing designs.
Design Browser	Browse computer (C:) or devices (D:, etc) for stitch files (embroidery designs).
Embroidery Anthology	Access the Embroidery Anthology collection of designs.
Data Base	Use Data Base for design, customer, and more information.
Print	Print the current screen for archiving information.

Continues >

Print Catalogue	Print a catalogue from preset (by user) design selections
Exit	Exit EOS software screen. You will be prompted to save if there are any open windows.

Edit

** : Only available if an area or block is selected in the "Select" mode.*

Undo	Undo last action.
Redo	Restore UNDO.
*** Copy**	Create a copy of selected item(s).
Paste	Paste copied selection.
Paste Design	Paste or merge design to on-screen design.
*** Duplicate**	Copy and paste selected item(s) to end of design.
*** Delete**	Delete selection.
Select All	Select entire design.
*** Select None**	De-select entire design.
*** Invert Selection**	Switch selection to all other than the originally selected items.
Block Edit	Edit any factor of selected block in a COMPUCON .ERF or .REF format design.
Stitch Edit	Move, insert, or delete an individual stitch.
Insert Blocks	Choose to insert (create with tool, lettering, or paste design) into the sequence of on-screen design.

View

Realistic View	Show design in 3-D (thread simulation) view.
Redraw Design	"Stitch" design on-screen
Zoom	
In	Enlarge an area of design for better viewing.
Out	Shrink the view of design for broader view.
Percentage	View design at set percentage.
Actual Size	View design at 100%.
Fit to Screen	Fill screen with design.
Full Screen	Use full screen area without toolbars, rulers, etc.
Show/Hide Stitch Points	Turn on or off design needle penetrations.
Show/Hide Stitches	Turn on or off design stitches simulation.
Show/Hide Outlines	Turn on or off design "wire-frame".
Show/Hide Image	Turn on or off image.
Show/Hide Guidelines	Turn on or off guidelines.
Show/Hide Hoop	Turn on or off hoop.
Show/Hide Grid	Turn on or off grid.
Show/Hide Control Points	Toggle points on curves view.

Create

Freeform	Use for digitizing unlimited shapes.
Column	Use for digitizing "channel" shapes, i.e. (letters).
Shapes	
Round Rectangle	Create rectangle shape with rounded corner option.
Ellipse	Create oval or circle shape.
Polygon	Create polygon shape with multiple-sides option.
Star	Create star shape with multiple point option.
Special Curve	Create unique shape with multiple options.
Lettering	Set up lettering.
Magic Wand	Click on a block in an image with this tool for fast and easy digitizing!
Manual Stitches	Click to create a stitch (or jump stitch).

Special Functions	
Cut	**Loosen Thread**
Stop	**Tighten Thread**
EOD	**Frame In**
Borer On	**Frame Out**
Borer Off	**Sequin On**
Low Speed	**Chain**
High Speed	**Moss**
	Needle

These are "traditional" machine codes that are used for (mostly) old commercial embroidery or specialized machines.

Continues >

Design Library	Choose from a large selection of COMPUCON (block editable) designs.
Auto Cross Stitch	Use a wizard to automatically create a Cross Stitch design.
AutoPunch	Use a wizard to automatically create an embroidery design.
PhotoStitch	Use a wizard to automatically create a unique design from a photograph.

Modify

Change Size	Change the size all or part of an embroidery design.
Repeat	Repeat design multiple times, i.e. (for borders, etc.)
Apply Fabric	Apply factory settings from a list of fabrics to selected block or all of native (block) format design.
*** Flip Horizontal**	Mirror selection horizontally.
*** Flip Vertical**	Mirror selection vertically.
*** Filters**	Apply for special effects to selection.
*** Change Color**	Choose a different color for selected block.

** : Only available if an area or block is selected in the "Select" mode.*

 # : Only available if an area or block is selected in the "Edit" mode.

Continues >

Change	
*** Density**	Change the density of a block or entire design by percentage.
*** Parameters**	Change the embroidery settings of a block.
*** Stitch Type**	Change the stitch type of a block.
*** Satin Width**	Change the width of a satin column.
*** Convert Stitches to Blocks**	Change a machine stitch format selection into block format.
*** Convert to Basic Curves**	Change a geometric Shape into a “regular” block for editing.
*** Merge Blocks**	Join multiple blocks for outlining, etc. as one block.
# Split Block	Divide a machine stitch format block.
# Manually split block	You split block with lasso select tool.
# Split block to its branches	Split to make branches independent of main block.
# Split text to characters	Split group of letters to make as independent blocks.
Export	
*** As Character**	Save selection to be recalled as Text (in Lettering).
*** As Pattern**	Save selection to be recalled as a pattern (for “Special Stitch Motif” or “Pattern Step”).

Continues >

* Motif	Save selection to be recalled as a pattern for “Special Stitch Motif”.
* Elastic	Save selection to be recalled as a pattern for “Elastic Step”.
* Sequin	Save selection to be recalled as a pattern for “Sequin” creation.
* Pattern Step	Save selection to be recalled as a pattern for “Pattern Step”.
* **To Plotter File**	Save selection to read by a plotter or cutting machine.
* **To Library**	Export selection to Design Library for categorizing.

Design

Execute	“Generate” design in machine format for accurate stitch estimate.
Center	Automatically create a perfect center (or, user-defined) origin.
Optimize	Clean up small stitches and jumps.
Reorder by color	Resequence same color blocks in design .
Move to first Point	Send a jump stitch to the origin point.
Connection Policy	Set options for connecting blocks.
Info Card	View and assign vital information about the embroidery design.
Embroidery Settings	Open the Embroidery Settings dialogue box.

Image

** : Only available in Graphic Layer when having a Graphic object selected. Different functions are active depending on the type of graphic object selected (vector or bitmap).*

New Bitmap	Choose to create bitmap image with Draw Package.
Import	Open a stored image from computer or device.
Scan	Scan artwork to create an image.
Select Scanner	Select from list of scanners.
*** Draw Package**	Go to "Bitmap Editor" drawing package.
*** Vectorize**	Automatically simplify an image for using automatic tools, such as Magic Wand.
*** Mosaic**	Simplify an image for use with the Cross Stitch recipe.
*** Re-size**	Set a new size for an image.
*** Span**	Change the origin point of an image.
Dim	Make an image semi-transparent.
Arrange	
*** Move to Front**	Move selection to top position in the image.
*** Move to Back**	Move selection to lowest position in the image.
*** Forward one**	Move selection forward one position or layer in the image.
*** Back one**	Move selection backward one position or layer in the image.

Tools

Show/Hide Object List	Turn on/off view of Object List
Show/Hide Stitch Colors	Turn on/off view of some colors of stitches.
Show/Hide Rulers	Turn on/off on-screen rulers.
Show/Hide Scroll Bars	Turn on/off on-screen rulers.
Show/Hide Pattern Frame	Turn on/off “template” for motif creation.
Ruler	Use Ruler to measure distance between two points.
Protractor	Use Protractor to measure angle of two points.
Navigator	Pan screen to new location with “Thumbnail view”.
Set Grid Size	Set values for Grid display.
Select Hoop	Choose Hoop from list or create new one.
Snap to Grid	Lock cursor to grid.
Snap to Guidelines	Lock cursor to guidelines.
Calibrate Digitizer Tablet	Set up tablet for first use.
System Parameters	Choose to open box to set preferences for a variety of areas.

Utilities

Embroidery Simulator	Choose to open screen to simulate design in 3-D on “apparel” or background.
Macros	
Create	Set up shortcuts for often-used tool/setting combinations.
Process	Use previously created Macros.
Design Management	Choose to open screen to move designs between two windows at-once.
Convert Designs	Choose to open screen to change designs to a different machine stitch format.
Read Tape	Read design from a paper (punched) tape.
Transmit to Puncher	Write design to a paper tape.
Transmit to Machine	Send design directly to embroidery machine.

Window

Cascade	Choose to “stagger” open windows.
Tile	Choose to “stack” open windows.
Arrange Icons	Arranges the icons of the design when having all designs minimized.
Toolbars	
Standard Toolbar	Show/hide file-handling toolbar.
Palette	Show/hide thread color palette box.
Rulers	Show/hide on-screen rulers (at left side and top).
Scroll Bars	Show/hide on-screen bars (at right side and bottom).
Customize	Customize your toolbars and working environment.
Windows	Displays all open windows.

Help

Index Help	Search for help by keyword.
Keyboard Map	View pre-set keyboard assignment.
Tip of the Day	Show/hide “Tips” box.
Show/Hide Internet Help	Display or hide Internet Help box.
Tutorials	Open multi-subject Tutorials option.
Live Update	Update software from special website. Connect to internet before use.
Diagnostics	Capture a copy of your computer’s system information for technical support (when requested).
Enter Product Key	Re-enter product key for upgrade of the software.
Register your software	Connects you to EOS 3.0 web site for product registration.
Connect to	
EOS 3 Product site	For further information and support.
Embroidery Marketplace	To browse and select new designs, fonts and training material.
Compucon	Connect to the corporate Compucon website.
About	View software version information.

Basic File Handling

At this stage we will do a quick intro on basic file handling features. Before going into the actual digitizing and editing work, it is important to get familiar with the basic functions of file handling; to import/export and archive designs.

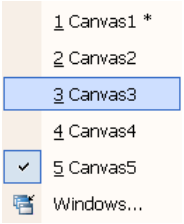
Basic File Handling:

Opening or Importing (stitch) Files

New Design

Open a blank screen in EOS to create Graphics and embroidery.

>> Choose: File > New. A blank screen will open.



You can have multiple screens open at the same time. View screens in Window drop-down menu.

Open Design

Open an existing stitch file into EOS.

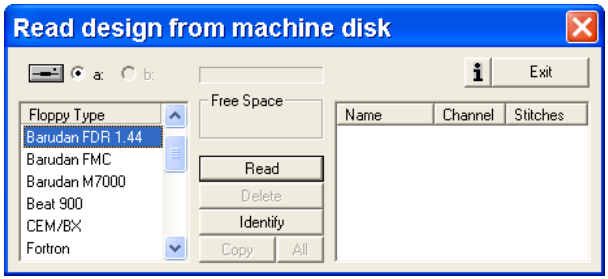
>> Choose: File > Open; choose: folder > (embroidery) file > OK.
The selected design will open.

Machine disk

Read

Read design file from commercially formatted floppy.

>> Choose: File > Machine disk > Read ; select machine format (left) > design (right) > Read**.**



The selected design will open.

NEW TERM

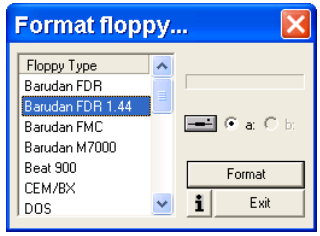
MACHINE DISK
A commercially embroidery formatted floppy disk.

See Close Design in next section.

Format

Format a new floppy disk as a commercial machine disk.

>> Choose: File > Machine disk > Format ; select machine format (left) > Format.

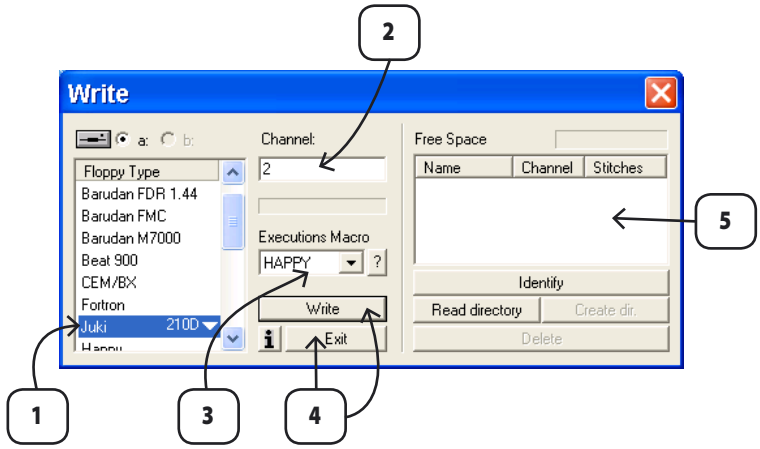


Write

Write current design to machine floppy disk.

>> Choose: File > Machine disk; choose format > > Name > Write >OK.

1. Format
2. Design designation
3. Machine specifics
4. Write or Exit
5. Design list



Design Browser

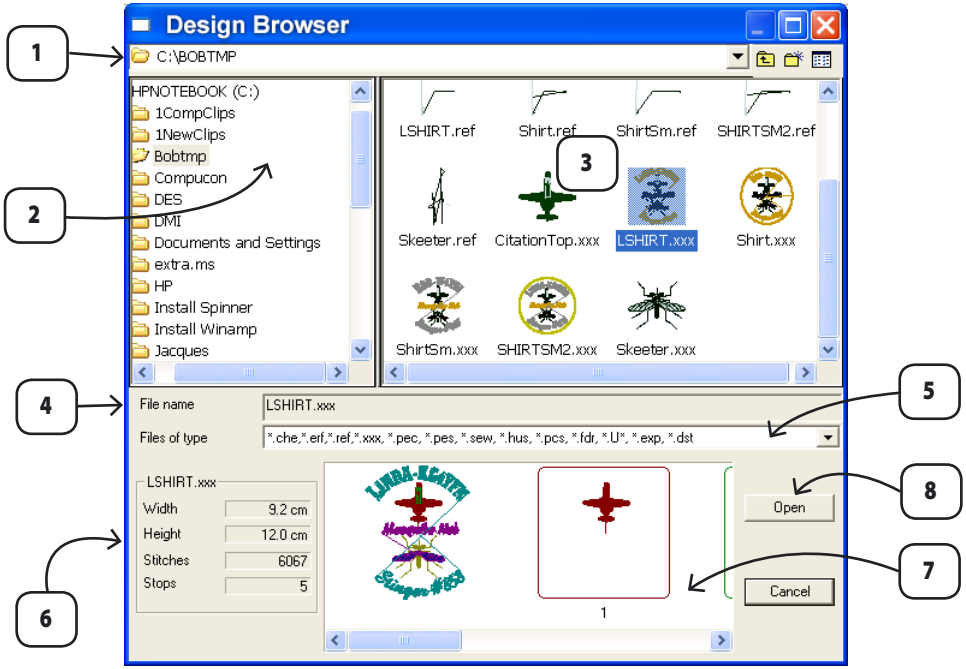
Use “Design Browser” (works like Windows Explorer) to view all stitch files on computer or storage device.

>>Choose: File > Design Browser; choose: folder > design > Open.

NEW TERM

DESIGN BROWSER

A window designed to view all stitch files on computer or storage device.



1. Folder name
2. Drive contents
3. Folder contents
4. File name
5. Format list
6. File info.
7. Color blocks
8. Open design

The selected design will open.

NEW TERM

CONVERT DESIGNS

Feature designed to perform a batch conversion from one stitch format to another.

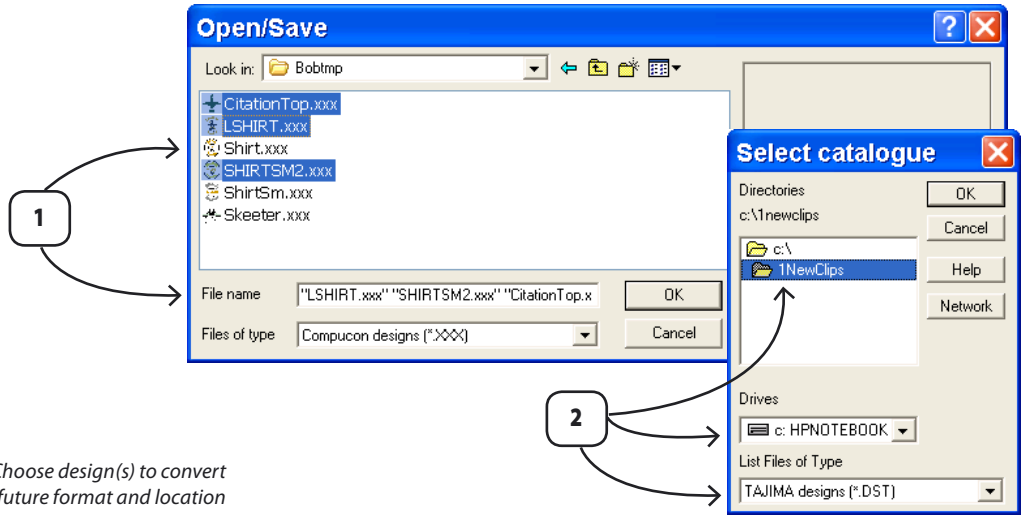
Convert Design

Change one or more designs to a specific machine format.

>>Choose: Utilities > Convert Designs; **select** (from "Open/Save" box)**:** Drive > folder > format >designs > OK**.**

Then, **choose:** (from "Select Catalogue" box) Drive or Network > Folder > Format > OK.

The selected designs will be changed to chosen format and saved into selected location.



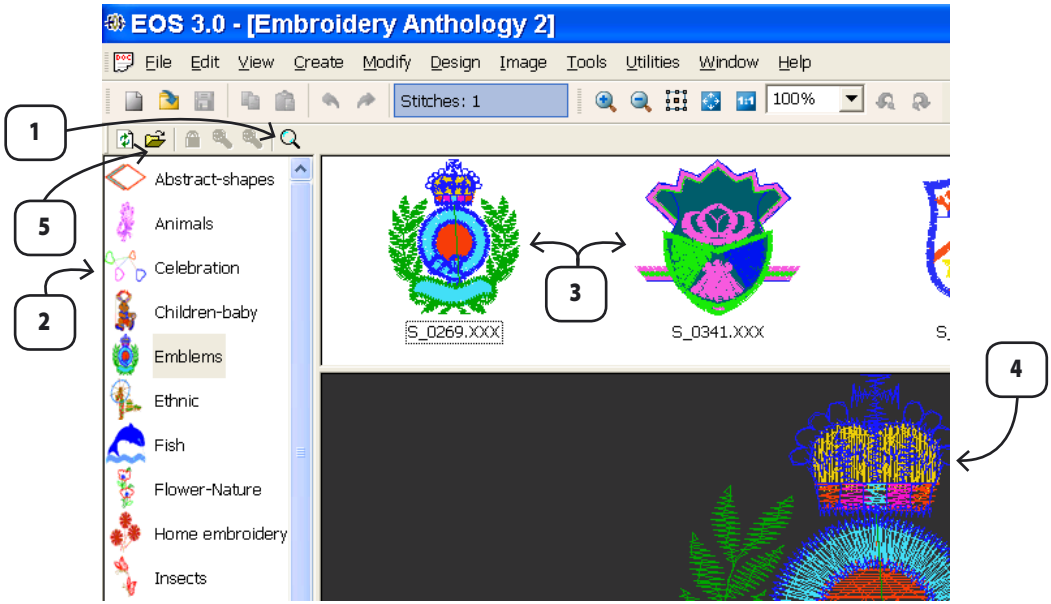
1.Choose design(s) to convert
2.Choose future format and location

Hold CTRL key to select multiple designs.
The selected designs formats can be different.

Embroidery Anthology

Choose from a large selection of premium stock designs.
To access this optional feature,
>>Choose: File > Embroidery Anthology.

NEW TERM
EMBROIDERY ANTHOLOGY
Large selection of premium stock designs.



1. Search for designs
2. Design categories
3. Design thumbnails
4.Selected design
5. Open selected design.

This is an optional purchase.
A series of "Embroidery Anthology" products is offered by COMPUCON, please contact your local distributor for further information.

NEW TERM

DATA BASE

Records and stores information about each design with sophisticated search capabilities.

Data Base

This extensive feature of EOS records and stores information about designs and customers, etc. with sophisticated search capabilities.

>> Choose: File > Data Base;

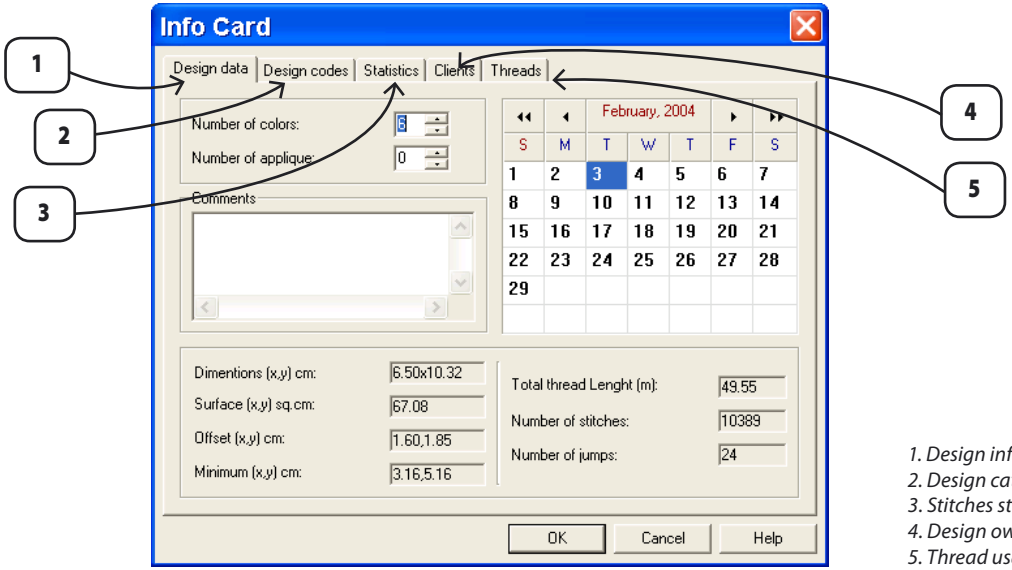
1. *Folder Tree of your PC and all disks currently connected.*
2. *Design display area*
3. *Search disks for folder with designs. This should be the first step when opening the Database.*
4. *Insert Design into Database. Step to follow after "Search Disks".*
5. *Search designs of the Database according to Search criteria.*
6. *Specify and search according to stitch file format.*
7. *Display options for the designs in display area.*
8. *Check and customize the Database.*
9. *Statistical information for the designs inserted in the Database.*
10. *Info Card holds vital information about the design.*
11. *Opens Multi-color chart function that allows you to apply different color combinations to a design without having to resave it.*
12. *Opens selected design.*

Info Card

A partner to the Data Base, the Info Card is automatically saved with every EOS design. Every detail of the design is recorded, with areas to include your comments, and customer information.

NEW TERM

INFO CARD
Design information is recorded, with areas for comments and customer information.



1. Design information
2. Design categories
3. Stitches statistics
4. Design ownership
5. Thread usage

Read Tape

*Read commercial paper tapes.

>> Choose: Utilities > Read Tape.

Follow tape reader directions to prepare tape for reading.

The design will open on-screen.

NEW TERM

READ TAPE
Read commercial paper tapes with tape reader device.

**Requires a special tape reader.*

NEW TERM

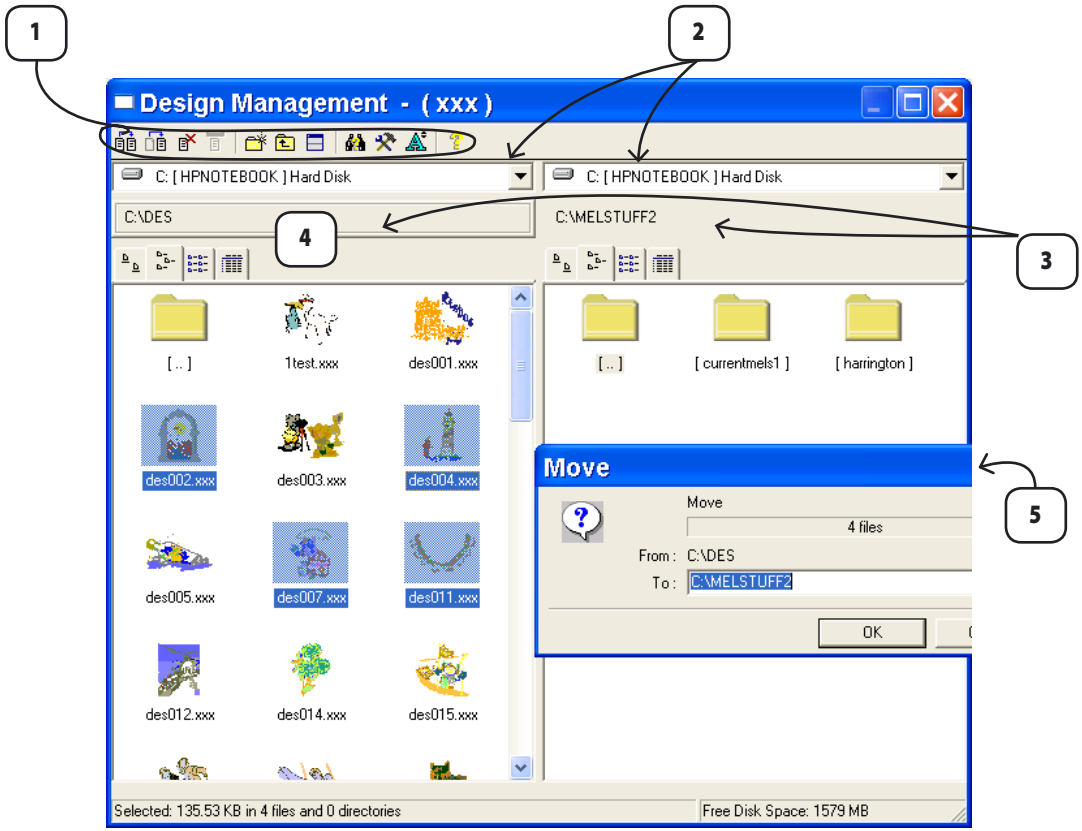
DESIGN MANAGEMENT

Manage files using two windows at-once.

Design Management

Manage files using two windows (of your choice) at-once.

>> Choose: Utilities > Design Management >(copy/paste, etc)**.** The Design Management Screen will open to organize files between two windows.



1. File handling tools
2. Window drive - Left - Right
3. Window folder - Left - Right
4. Active folder
5. Action confirmation box

Saving or exporting (stitch) Files

Save
Save on-screen design.
>> Choose: File > SAVE.
The current design will be saved, overwriting the existing one.

If changes have been made to a design since the last save, an "" will appear by design name.*

Save as
Save current (previously saved) design "as" (a new name).
>> Choose: File > Save As > Name > OK.
The current design will be saved with new name.

Save an additional "version" of a design if making a lot of changes.

Send as Email
Open email program and attach current design.
>> Choose: File > Send as Email.
Your email program will open for preparation.

Export as Image...
Save image of graphic/embroidery or both.
>> Choose: File > Export as Image (Layers box will open); select (which layers to save) Name > OK.
The current design and or graphic will be saved as .EMF (vector) image.

NEW TERM
EXPORT AS IMAGE
On-screen graphic will be saved as .EMF (vector) image.

NEW TERM

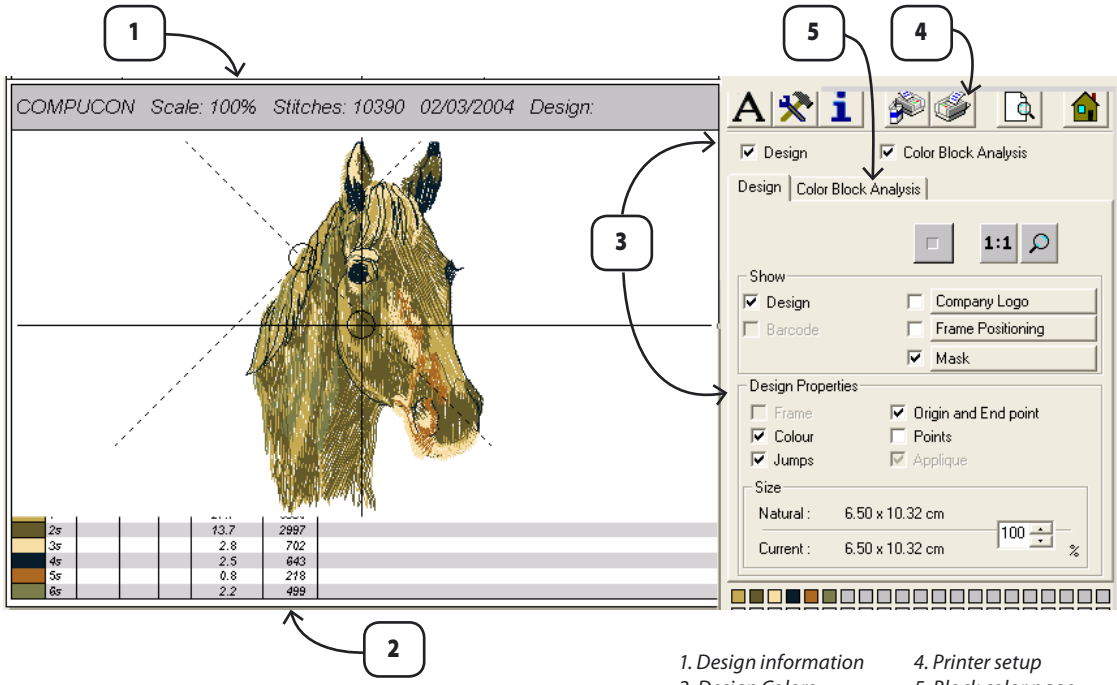
PRINT
On-screen design "style sheet" with relative information.

Print

Print on-screen design with relative color information.

>> Choose: File > Print.

A "style sheet" will open for user-defined settings.



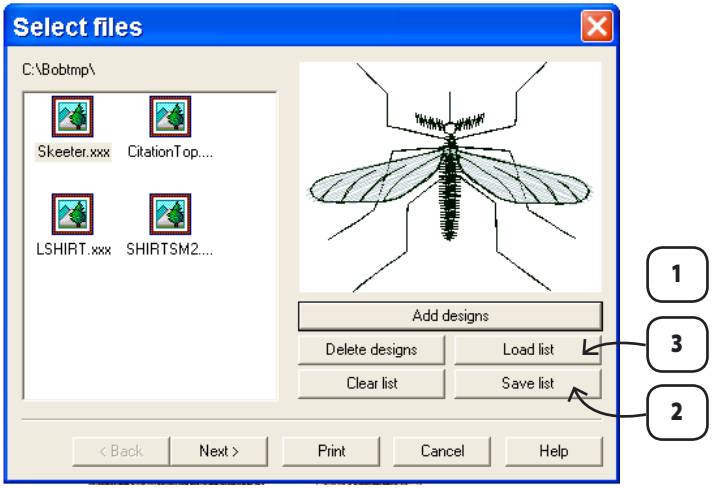
1. Design information
2. Design Colors
3. Print layout options
4. Printer setup
5. Block color page

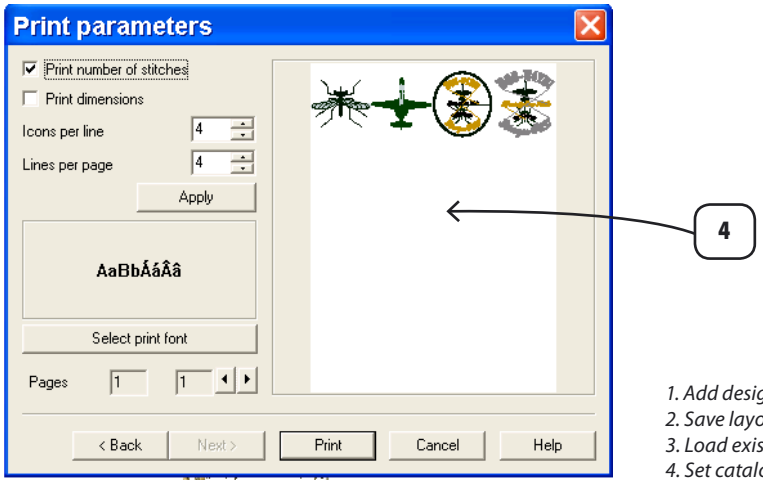
Customize the design style sheet to your specific needs. Experiment for the best design.

Print Catalogue

Select a group of designs to print.

>>Choose: File > Print Catalogue ("Select Files" box will open) choose: "Add designs" (or, "Load list") > Folder > files > "Next". Then, (Print parameters box will open); set up catalogue with your preferences.





1. Add designs to layout
2. Save layout
3. Load existing catalogue
4. Set catalogue layout

NEW TERM

PRINT CATALOGUE

Print a group of design "thumbnails" with relative information.

Hold CTRL key to select multiple files for catalogue. Also note that you can save your list to print later.

NEW TERM

TRANSMIT TO MACHINE

Send current design (via special cable) directly to machine.

Transmit to Machine

Send current design (via special cable) directly to machine.

>> Choose: Utilities > Transmit to Machine (Transmit box will open)**;** **choose:** Machine Type > Send.

The current design will be sent directly to embroidery machine.

The machine must be ready to receive design before sending.

NEW TERM

TRANSMIT TO PUNCHER

Sends current design (via special cable) directly to paper tape puncher.

Transmit to Puncher

Send current design (via special cable) directly to paper tape puncher.

>> Choose: Utilities > Transmit to Puncher (Transmit box will open); choose: Puncher Type > Send .

The current design will be sent directly to paper tape writer.

Requires a special paper tape writer.

Close Design

Close current EOS screen.

>> Choose: File > Close Design.

Current design (window) will close.

You will be prompted to save if design has changes.

Embroidery / Graphic Layer

EOS is a powerful software for digitizing and editing embroidery designs and images.

Typically, an image is needed as a "background" for digitizing. As creating and editing graphic images is also a vital part of the work of creating embroidery, EOS incorporates powerful tools for both vector and bitmap graphics.

Both the create and edit functions of both embroidery and graphics are on-screen at the same time making it easy to switch "modes" using Embroidery Layer or Graphic Layer.

The following describes the main functionality of the embroidery layer, followed by the graphic layer in a later section.

NEW TERM

EMBROIDERY/GRAPHIC LAYER
The top icon on the main toolbar that activates either the embroidery or graphic mode of EOS.

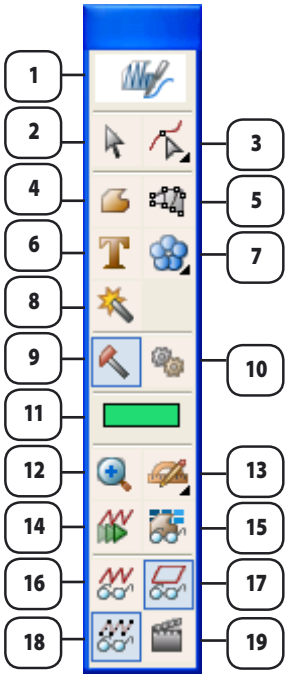
Embroidery / Graphic Layer:

Embroidery Layer Main Toolbar

The main toolbar contains the core functions of EOS. All of the tools that you need for drawing, digitizing, lettering, and viewing are at-hand. The toolbar can be moved, but not customized or closed. Each section of the toolbar is segmented into groups of icons that activate functions of EOS The following is an illustration of the main toolbar sections:

NEW TERM

MAIN TOOLBAR
Holds the icons that activate the core functions of EOS.



1. Embroidery Layer
2. Select Mode
3. Block / Stitch Edit
4. Create Freeform
5. Create Column
6. Create Text
7. Create Shapes
8. Magic Wand
9. Create Manual
10. Machine Codes
11. Block Color
12. Zoom
13. Ruler / Protractor
14. Redraw Design
15. Show Blocks/Colors
16. Show Stitches
17. Show Outline
18. Show Stitch Points
19. Realistic View

Main Toolbar Defined

Click on an icon in the main toolbar to activate a “mode”. A toolbar appears at the *top* of the screen with additional choices related to your task. Other icons and modes, such as “Select” and “Edit” are defined and displayed at the beginning of their relevant sections of the manual.
Click to use embroidery tools. Embroidery Layer is the default mode of EOS.

Create with Freeform	Create any imaginable shape with this tool.
Create with Column	Special to embroidery, create stems like those in lettering.
Create Shapes	Create a variety of geometric shapes.
Create Text	Create embroidery lettering with a variety of keyboard fonts.
Create with Manual Stitches	Create the “old-fashioned” way - one stitch at-a-time.
Special Functions	Insert machine functions such as STOP, CUT, SEQUIN ON/OFF ect.
Block Color	Change the color of a block at any time.
Zoom	Magnify or distance working screen at any time.
Ruler > Protractor	Measure distance or angle of two points at any time.
Redraw Design	“Stitch” design on-screen.
Visible Colors and Blocks	Show (only) colors and tool type you want to view.

Continues >

Views	Choose from a variety of views for different working conditions.
Stitches View	Show or hide block stitches.
Outline View	Show block “wire-frame”.
Needle Penetrations	Show needle penetrations.
Realistic View	View design in “3-D” (looks like thread).

Create Setup

There are a couple of things that can be set up before you begin creating an embroidery design.

1. Plan for the type of fabric or garment that you will stitch the design onto with *Embroidery Settings* or *Preset Fabrics*. Embroidery Settings has a "Basic" menu for the most common settings; and an "Expanded" menu for control of every possible setting. As each tool, recipe, and stitch type has unique settings, please see individual create tool (Freeform, Column, and Shapes) sections for further details.
2. The choice of connection between blocks that is best suited for your design is set in the Global Connection Policy. Set the connection for the "average scenario", and edit individual blocks later.

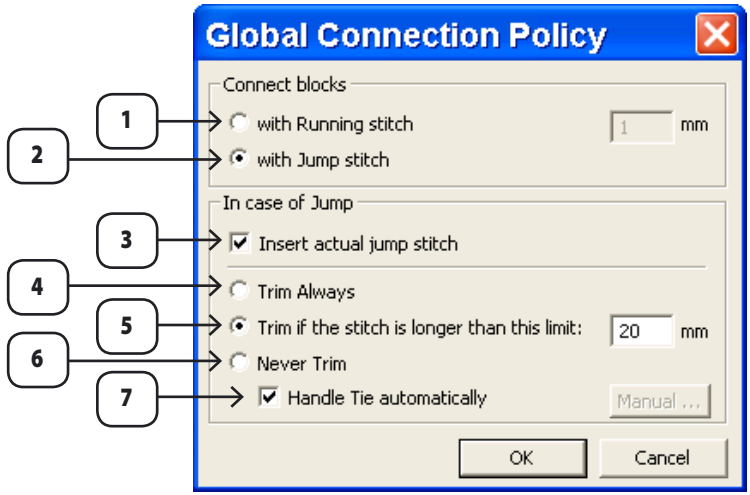
For optimum quality , you should be "in control" of the connection between blocks. Make the EXIT point (of last block) close to ENTRY point (of next block).

Global Connection Policy
This feature establishes how you want to connect the embroidery blocks of your design.

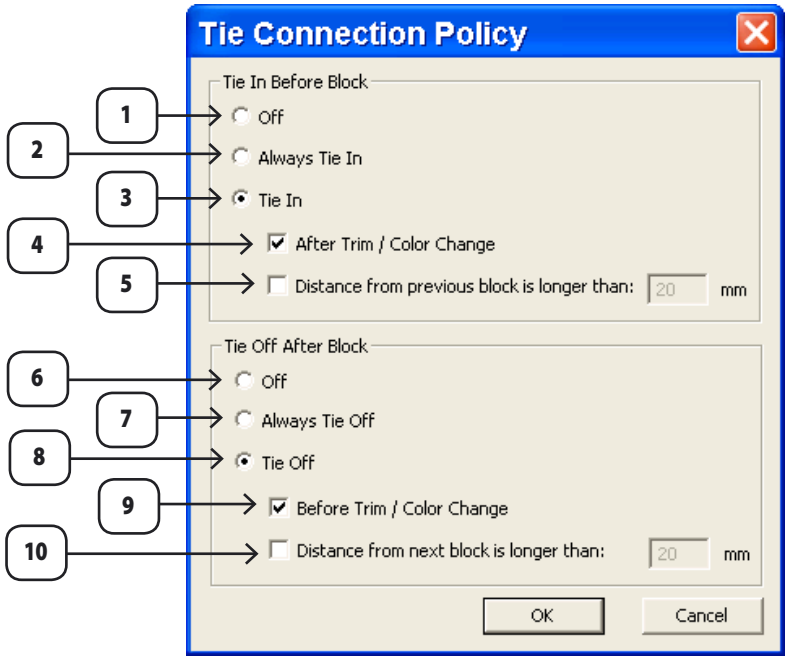
Connect with Jump Stitch (default setting)
Choose to connect blocks with a jump stitch to assure there are no "unsightly" running stitch lines between blocks in your embroidery design.

NEW TERM
GLOBAL CONNECTION POLICY
This feature establishes connections between the embroidery blocks of a design.

1.(Straight) running stitch between blocks.
2.Jump stitch (default) between blocks.
3.Create a "Jump" machine code (default).
4.Trim between every block.
5.Trim at User-defined distance (default).
2mm is "acceptable" drag.
6. Never Trim ("I will do it myself").
7.Always put "Tie In" (before block) and "Tie Off" (after block).



If you want to handle the Tie settings yourself:
>>Uncheck: Handle Tie Automatically; choose: Manual...



NEW TERM

TIE CONNECTION POLICY
This feature establishes methods of "tie-offs" (small stitches for the prevention of unravelling of stitches) of the blocks of a design.

1. Create NO Tie In
2. Create Tie In for all blocks.
3. Create Tie In for User-defined conditions:
4. After Trim/Color Change (default).
5. If previous distance exceeds...
6. Create NO Tie Off
7. Create Tie Off for all blocks.
8. Create Tie Off for User-defined conditions:
9. Before Trim/Color Change (default)
10. If next distance exceeds...

Embroidery Settings and Connection Policy can be changed at any point during digitizing, or after the design is finished. Change block-by-block during create mode (in the Global Connection box as described above), and after the design is complete in Edit mode. See the Edit section for more details.

Create Embroidery

It is easy to create designs for embroidery with EOS. The Embroidery Layer and Graphic Layer shares most of the same tools and functions, so it is easy to learn both. Even Editing, that is, changing any parts of the design you create with EOS is also done the same way as creating, and all in one screen!

The basic steps used to create a segment of a design are:
1. Choose a Tool
2. Choose a Recipe
3. Choose a Stitch Type
4. Choose some Settings
5. Create

Once you decide on the "set-up" for your design, the settings and environment of the screen will remain until you change them. So, you don't have to repeat the set-up process. Also, use the same simple steps to create all segments of a design, no matter how complex.

NEW TERM

CREATE
Using tools and features of EOS to make an embroidery design. Create and "digitize "are used interchangeably in this material.

Set preference in System Parameters/ Advanced category; to remember last recipe used with tool.

Input Tools

Input Tools are devices used for defining or outlining a shape while digitizing. Used like typical graphic drawing tools, they have wide-ranging options for creating any imaginable shape. Each tool is worthy of independent conversation and is described in full detail in the following sections.
The different tools that can be used are:

Freeform
Create any imaginable shape and fill or outline with a variety of recipe and stitch type combinations.

Column
Create "special" embroidery-specific shapes, such as the columns of letters.

Shapes
Create simple geometric shapes with ease! Each tool has a large range of options.

Rectangle

Rounded Rectangle

Ellipse (or Circle)

Star (with variable vertice numbers)

Polygon (with any number of sides)

Special Curve (a totally "unique" shape)

NEW TERM

INPUT TOOLS
Devices used for defining or outlining a shape while digitizing.

Manual

Create one stitch-at-a-time. There was a time when this was the ONLY type of tool! (imagine...)

NEW TERM

SMART EDGES

A tool that sees the edges of an image that you point to, therefore speeding the creation process.

MAGIC WAND

A tool that sees a block in an image and automatically applies chosen recipe, stitch type, and settings.

Smart Edges

Use to speed up the creation process. This smart tool "sees" the edges of the art! This tool (only) shows up in the top toolbar of the Create mode. See detailed information in relative tool sections.

Magic Wand

This tool sees an entire block of the art and creates it in stitches with one click!

Smart Edges and Magic Wand are optional features that show up only when an image is on-screen.

NEW TERM

DESIGN LIBRARY

A collection of block-editable embroidery designs

Design Library

Choose from a large library of embroidery designs to create fast-and-easily. See details in Design Library section.

Lettering

Add lettering to any of your creations, or create with (only) text. Though this is considered a function of "Create", the subject deserves a section all its own. See Lettering section for details.

NEW TERM

EMBROIDERY SIMULATOR

Stitches (on-screen) embroidery design onto a background or garment

Embroidery Simulator

"Stitch" your embroidery design onto a background or garment with this unique option. See Embroidery Simulator section for details.

Freeform

NEW TERM

FREEFORM
The core tool of the EOS used to create a shape to be outlined or filled ;with a variety of effects.

What you'll learn:

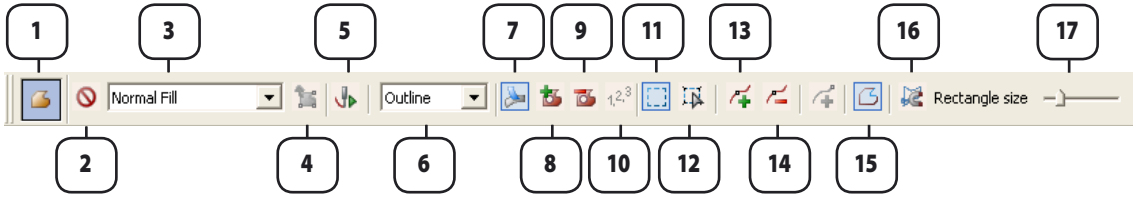
In this section you will learn the details of:

All the ingredients of Freeform Input Tool
How to use Freeform
(Associated) Recipes
Stitch Types
Embroidery Settings

Freeform Toolbars & Icons

Top Toolbar

When you activate Freeform, the top toolbar appears for relevant functions. Click on an icon for related feature.



1.Curent Tool
2.Cancel
3.Recipe
4.Character Edit
5.Stitch It
6.Edit Mode
7.Insert Branch
8.Insert Hole
9.Delete Hole
10.Branch Order
11.Trap Edit
12.Point Edit
13.Insert Point
14.Delete Point
15.Close Shape
16.Smart Edges
17.Smart Size

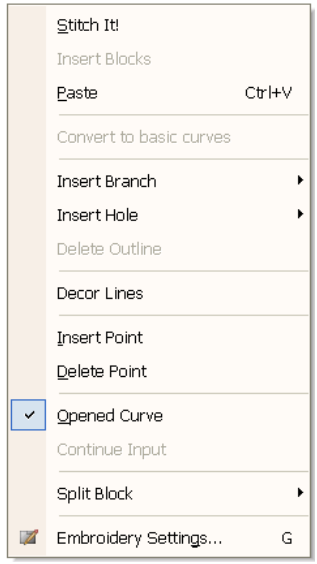
Bottom Toolbar

The horizontal bar prompts the next step, and displays different types of information relative to create with Freefrom mode.

Left-click: add point, Ctrl+Left-click: corner point, Del: delete previous point, Enter: Confirm changes

Context Menu

The Freeform context menu contains functions that are available throughout digitizing and editing.



Freeform

Freeform is an easy tool to use though complex in its ability. With it, draw an Outline of a shape by placing points along the perimeter of your artwork. Also, "carve" a Hole in the outline, and add any number of additional shapes with a unique "Branch" option. Achieve quality control by adjusting points on the outline; Entry/Exit points; and Stitch Angle, and enhance creativity by using "Decor Lines".

Outline

The Outline is the container or wire-frame that holds all of the information about a block, segment, shape, or object (interchangeable terms) in an embroidery design.
The primary structure of a Freeform Outline consists of points; entry/exit points; stitch angle; and (optional) decor lines, branch, and hole.

NEW TERM

OUTLINE
The container or wire-frame that holds all of the information about the block, such as, Recipe, Stitch Type, and Embroidery Settings.

Points

Input two different types of points to create an outline with Freeform:

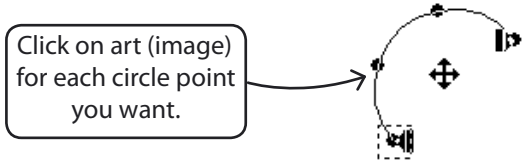
NEW TERM

POINTS
In digitizing (digital drawing), points are used to create a "wire-frame" or container that holds all the ingredients for embroidery stitching.

Circle point

Use a circle point to create a portion of the shape that is a part of a radius (arc or circle). To create a circle point:

>> Click: Freeform > click.



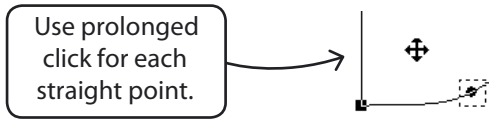
A new, or next circle point is needed (only) when the radius changes.

1. You can hold the "CTRL" key (on the keyboard) to create a square point.
2. Use any combination of circle and square points to define a shape with Freeform.

Straight point

Use a straight point to create a straight portion of the shape.
To create a straight point:

>> Click: Freeform >PROLONGED click.

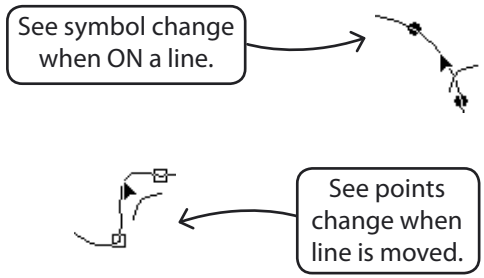


Points can be moved, deleted, or changed (to circle or straight) at any time during creation.

To see the "Bezier Curves" - the points, anchors, and lines; set "Show Control Points on curves" in System Parameters >Tool Behaviour category.

Line

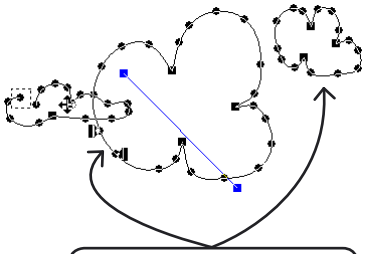
Once you have created two points, there is a *line* that appears between them. You can digitize using only a few points since the line between the points can be move to form any shape.



Branch Option

Add additional shapes to an outline with the Branch option.
To add a branch (to existing outline):

>> Click: Insert Branch > click: Freeform >input branch.



Notice that a Branch can be separate from the Outline or overlapped.

Create a branch
1. *Right-click.*
2. *Insert Branch.*
3. *Choose Freeform (or other tool).*
4. *Input branch points.*

NEW TERM

BRANCH
A feature of EOS that allows you to create several shapes at-once, before applying stitches.

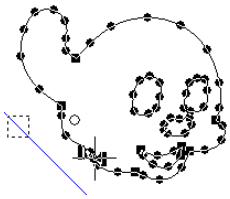
A Freeform branch shares all of the same attributes, like stitch angle, stitch type, recipe, and settings.

Repeat the process to add as many branches as desired.

Hole Option

Carve a hole in a Freeform shape with the Hole option.
The hole can be empty or filled with a variety of stitches.
To insert a hole (to existing outline):

>> Click: Insert Hole > click: Freeform >input hole.



Create a hole:
1. *Right-click:*
2. *Insert Hole*
3. *Freeform (or other tool)*
4. *Input hole points*

Repeat to create as many holes as desired.

NEW TERM

HOLE
With the same tools that are used to Create, a HOLE is a shape "carved" inside the outline.

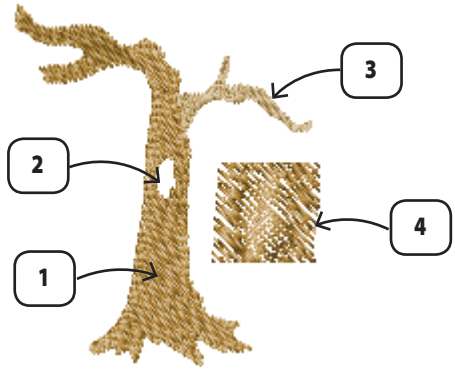
A branch or hole can be created with Freeform or Shapes tools, and with any recipe, and stitch type.

Example using Branch and Hole Features:

A block outline, branch, or hole can be moved while digitizing:

Imagine a tree:
1. The "trunk" (outline) is first created.
2. A hole is carved with the Hole option.
3. Then a branch is added with the Branch option.
4. Later, the hole was changed to "Satin" stitch type.

Click on the center (bold) cross and drag to new location.



Tree Analogy (with branch and hole)

NEW TERM

ENTRY/EXIT POINTS

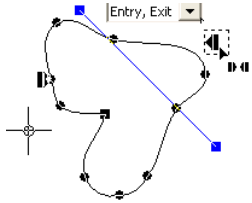
The location where an embroidery block (Outline) is begun (ENTRY POINT); and ended (EXIT POINT).

Entry/Exit Points

The Entry point of an Outline is the location where the first stitch will be generated. The Exit point is at the last stitch. Both points can be move during digitizing, or while editing the block. To move an entry or exit point:

>> Choose: Entry/Exit (from outline list) > drag point to new location.

Both points can be moved, one at a time.



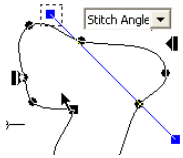
Move Entry or Exit point:
1. *Choose Entry/Exit*
2. *Click on Entry or Exit*
3. *Drag to new location*
4. *Stitch It*

Notice pointer change when over Entry/Exit points

Stitch Angle

The stitch angle of an outline is the (blue) line that represents the angle of stitches. To change angle while digitizing:

>> Choose: Stitch Angle (from outline list) > drag one end of line to new angle.



Change Stitch Angle:
1. *Choose Stitch Angle*
2. *Click on one end*
3. *Drag to new angle*
4. *Stitch It*

The entire (angle) line can be moved from center.

NEW TERM

STITCH ANGLE
The angle of stitches in a block. Free-form has ONE STITCH ANGLE.

The stitch angle is set to a default angle of 45º and can be changed during digitizing (as described above), or while editing the block. It can also be changed numerically in Embroidery Settings.

Decor Lines

"Engrave" any shape within an outline with the decor lines feature. To add decor lines while digitizing:

>> Choose: Decor Line (from outline list) > click: Freeform >input decor line.

The lines "show up" more with a Satin stitch type.

NEW TERM

DECOR LINES
A feature of EOS that allows decorative and descriptive "drawing" within a Freeform shape.

1. *Repeat the process to add as many decor lines as desired.*
2. *Decor lines can be created with any input tool.*

Embroidery Layer

You can practice with Freeform with or without an image.

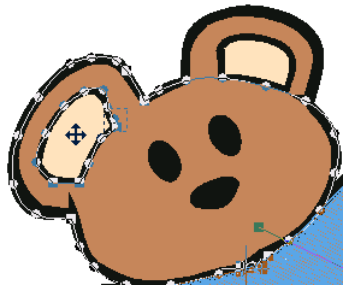
Create an Outline, Branch, and Hole with Freeform

1. Click Freeform and input circle and square points around perimeter of "base" shape.

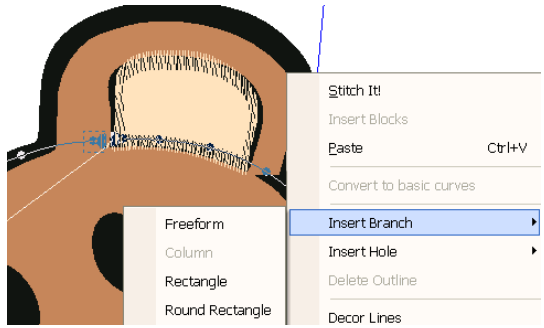
2. Click "Close Shape" icon. This is not a necessary step, but keeps steps "clear", one from another.

3. Click "Insert Hole" icon , and choose an input tool for creating hole. In this example, Freeform was used.

4. Again, Click Close Shape icon. Define hole with points.



5. Right-click and choose Insert Branch > Freeform from the context menu. This is an alternative way to choose a function.



6. Create a Branch on base shape. In this example, it is the other "ear".

7. Repeat step #3 to insert a hole into the Branch.

8. Choose Stitch It.

NEW TERM

EMBROIDERY SETTINGS
The ingredients that make up make up a block of an embroidery design.

Embroidery Settings Magic

Embroidery settings can make the difference between a "Plain-Jane" design, or a fun and creative one. And, the difference between good and poor quality embroidery stitching.

Freeform has "default" (factory preset) embroidery settings that are satisfactory. However, only *you* know what type of fabric the design will be stitched on, and that is a primary concern when creating. Embroidery Settings can be utilized before, during, and after creation. The method for using embroidery settings is similar for Create and Edit, the only difference being which of the modes are active.

Therefore, it is feasible to create a design with little or no regard to the settings, and change the entire design for a particular fabric afterwards. In fact, you may want to archive a design with default settings, and save multiple versions for different fabrics.

The organization of Embroidery Settings is managed in a way that you do not have to always "think about them". Though a lot of factors are controlled "behind the scenes", it is helpful to understand how they work.

There is always a "relationship" of three things when an Embroidery Settings menu is opened:
> Input tool
> Recipe
> Stitch type

NEW TERM

RECIPE
The effect of a block outline, such as outlining or filling a block. Each input tool has a list of available recipes.

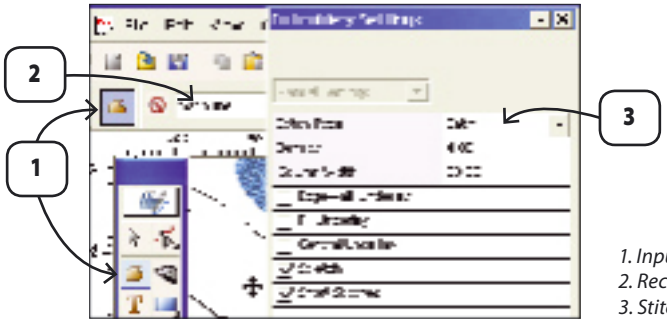
STITCH TYPE
A style or pattern of the stitches related to a tool and recipe.

Default (Normal Fill) Settings

*1. Input Tool : **Freeform***
*2. Recipe: **Normal Fill***
*3. Stitch type: **Step Satin***

See how the settings differ with a different recipe (which has a different stitch type by default):

Satin Line Settings



*1. Input Tool: **Freeform***
*2. Recipe: **Satin Line***
*3. Stitch type: **Satin***

EOS allows complete control of every aspect of embroidery, thus, making the subject of embroidery settings potentially over-whelming. For this reason, COMPUCON has designed three ways to use them:

> Preset Fabrics
> Embroidery Settings Basic Menus
> Embroidery Settings Expanded Menus

The Preset Fabric settings are only suggestions and can be modified in the Basic and Expanded Embroidery Settings menus.

NEW TERM

PRESET FABRICS

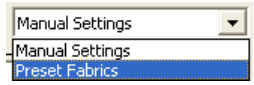
A list of fabric and apparel factory-set as templates with embroidery settings.

Preset Fabrics

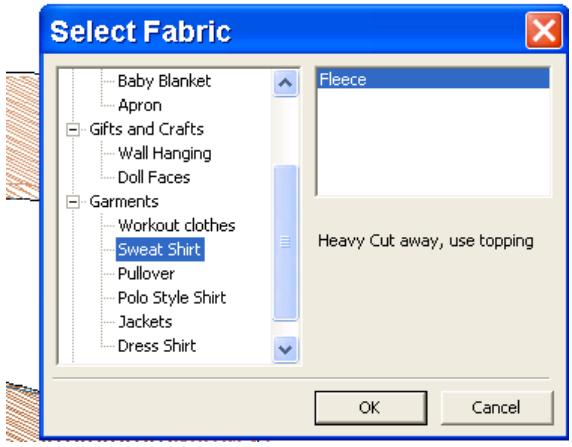
You can select from a list of fabric and apparel that were set up like "templates" with embroidery settings. Choose from Preset Fabrics before digitizing a design, or, apply them after the design is created.

To use settings before creating a design:

1. Click: Freeform.
2. Right-click; choose Embroidery Settings.
3. Choose Preset Fabrics.



4. Choose Category (from left-hand column).
5. Choose item (from right-hand column).



To change the settings of an entire block format design:

>> Click: Edit > Select > Select All (right-click) > Apply Fabric.

Follow the same procedure described above to apply Preset Fabrics.

Embroidery Settings Basic Menus

The most important settings for a tool, recipe, and stitch type are found in the “Basic” menus of Embroidery Settings. You can enable or disable any category that is shown; and change the value of any field.

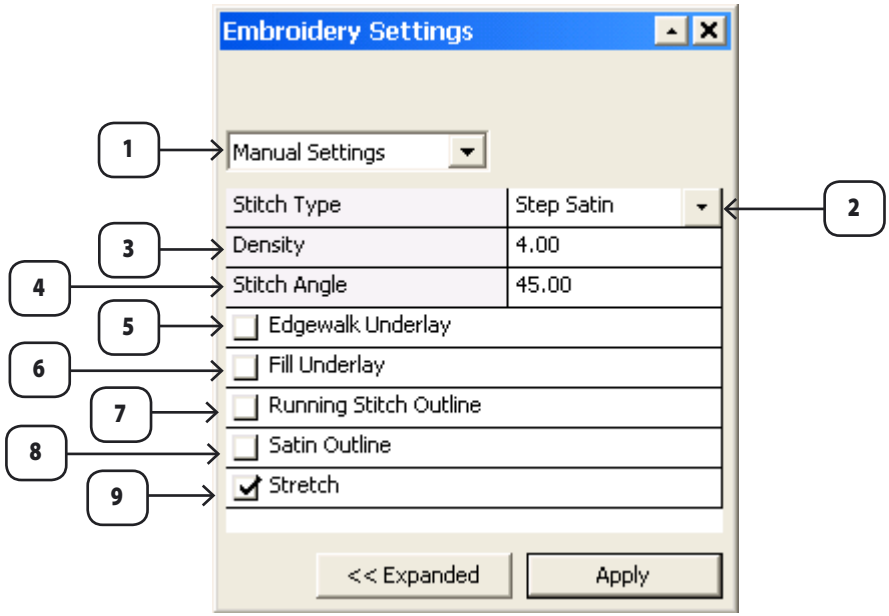
Establish settings before applying stitches. To change settings:

»Right-click: select Embroidery Settings >choose categories >Apply.

You can also change settings after applying stitches.

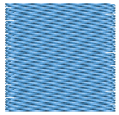
»1st- Click block; right-click: select Embroidery Settings > choose categories >Apply.

Freeform Normal Fill Basic Embroidery Settings



1. *User Set*

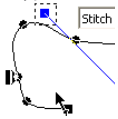
2. Step Satin: *Default Stitch Type. Select from list (to change)*



3. Density: *SPACE between two rows of stitches.*

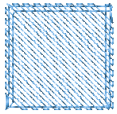
Measure every other row for Density value.

4. Stitch Angle: *Default = 45 Type >New Value (to change)*



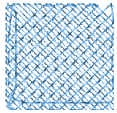
Swing either end to change Stitch Angle. Move in center.

5. Edgewalk: *Running stitch to inside edge of block.*



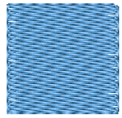
Edgewalk holds shape of block, and attaches backing to fabric.

6. Fill Underlay: *Step satin layer under top layer of block.*



Fill provides stability for block.

7. Running Stitch Outline: *Outline edge of block with Run.*



Run Stitch Outline for small blocks.

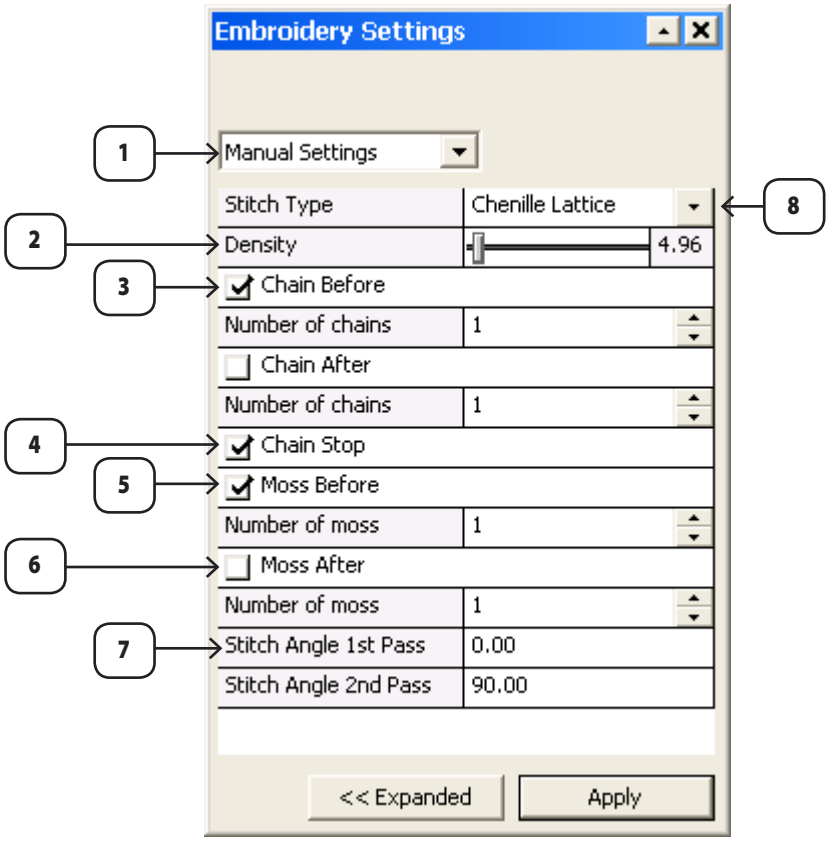
8. Satin Outline: *Outline edge of block with Satin border.*

Image of Satin Outline

9. Stretch: *Stretch stitches beyond outline edge of block.*

Stitches stretch beyond frame in direction of stitch angle.

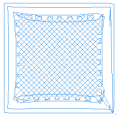
Chenille Lattice Basic Embroidery Settings



1. *User Set*
2. *Density: SPACE between every other row. Range =18.00-22.00.*

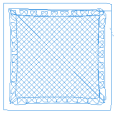
Density-Measure every other row .

3. *Chain Before: 1 Chain for average size shapes. 2 for large.*
4. *Chain STOP: For different color Chain than (Moss) shape.*
5. *Moss Before: 1 Moss for average size shapes. 2 for large.*
6. *Chain/Moss After: For very large shapes and definition.*

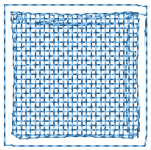


Stitch Angle Passes

7. *Stitch Angle: Default values are good. Angles not visible.*
8. *Lattice: Default Stitch Type. Select from list (to change)*



Traditional Chenille shape: 1 Chain; 1 Moss; Lattice Fill



Traditional options: 1 chain, 1 Moss, before.

Freeform Applique Basic Embroidery Settings

1. Guide Line: *Running stitch guide for placing fabric.*

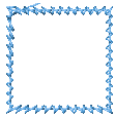
Frame will move out (away from sewing head) for placement.

2. 1st Hold Down: *Quick tack for applique.*

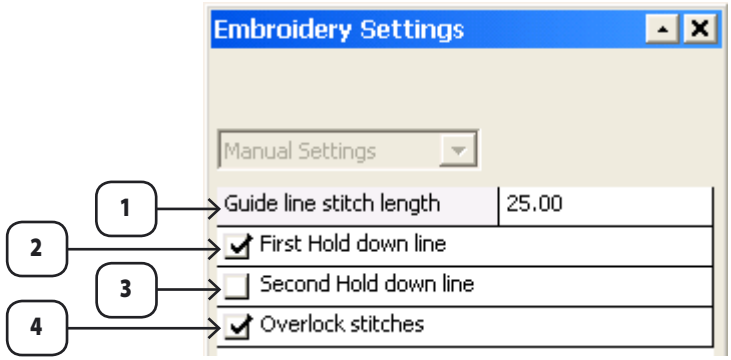
Go to Expanded menu to control more settings.

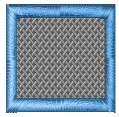
3. 2nd Hold down line: *(enable) for durable tack.*

"Zigzag" tack shown here. Set in Expanded menu.



4. Overlock: *Final pass of Satin outline stitches.*

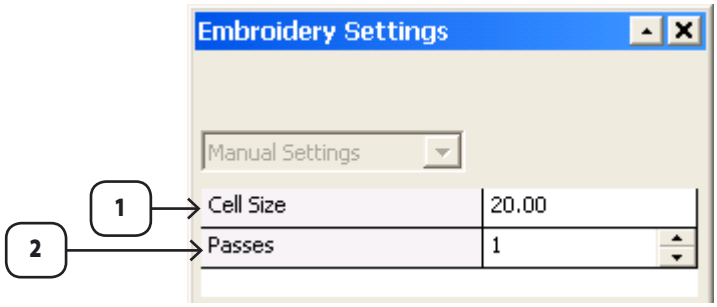




Applique: *Default set-up is good.*

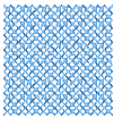
Cross-Stitch: *Default cell size is 2mm (cross).*

Freeform Cross Stitch Basic Embroidery Settings

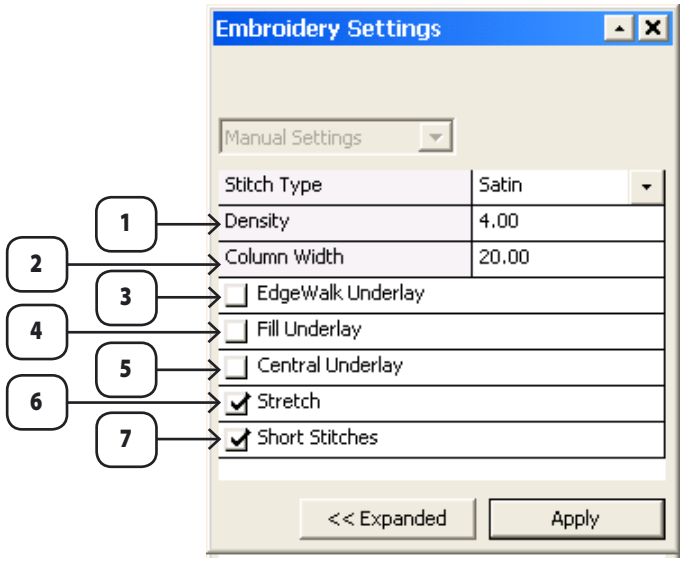


1. Cell Size: *Set for literal size of CROSS.*

2. Passes: *Single, double, or more cross-stitches.*

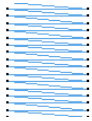


Satin Line Basic Embroidery Settings



1. Density: *Distance (SPACE) between two Satin stitches.*

Less Density is required for slim columns. 4.8 is good for 2mm.



2.Column Width: *Width of "column" created with center line input.*

Default line width is 20.00 (2mm). Change as desired.

3. Edgewalk: *Running stitch to inside edge of block.*

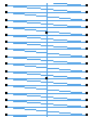
Edgewalk is needed when line is at least 3mm.

4. Fill Underlay: *Zigzag layer under top layer of block.*

Use Fill underlay for extra stability.

5. Central Underlay: *Running Stitch through center of block.*

Most all embroidery needs some underlay. Center is minimum.

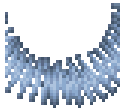


6. Stretch: *Stitches stretch BEYOND width of Satin line.*

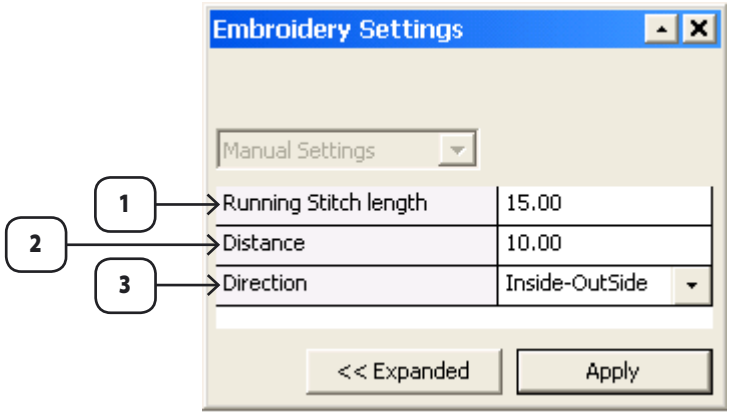
Stretch: % beyond outline. Shrink: Pulls % in from ends

7. Short Stitches: *Evens density of inside/ outside curves.*

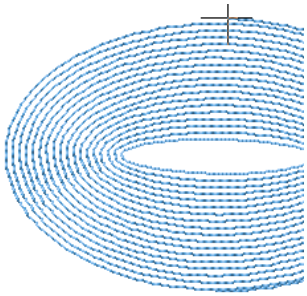
If Satin Line is less than 2mm, disable Short Stitches.



Spiral Basic Embroidery Settings

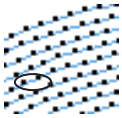


Spiral: *A running stitch pattern of shape.*



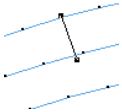
A unique and decorative effect for shapes.

1. Running Stitch Length: *Distance between needle holes.*



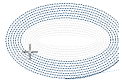
Small shapes need shorter length. 1mm (10.00) minimum.

2. Distance: *Space between rows of stitches.*



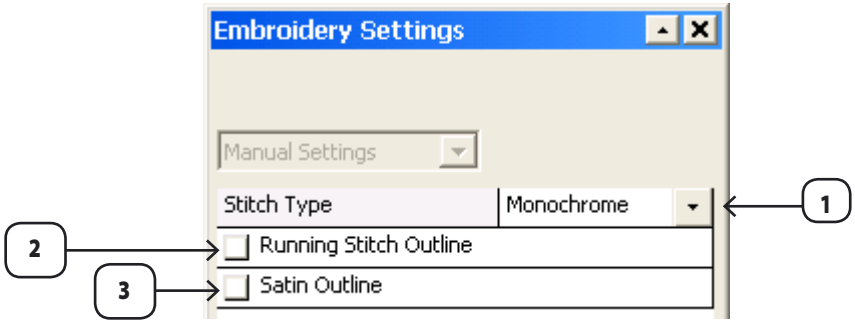
Open "density" (distance) is best to show shape.

3. Direction: *The place where stitches begin sewing, to end.*

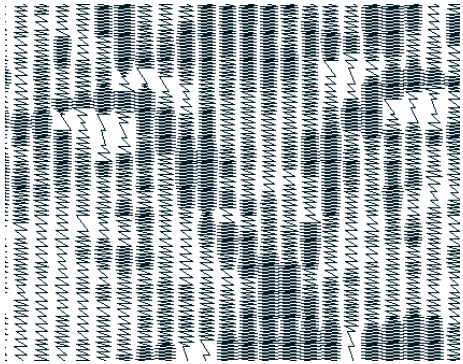


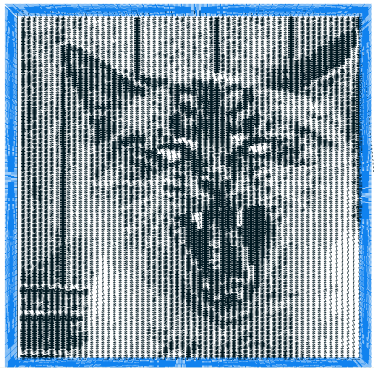
Inside to outside suggested stitching direction.

PhotoStitch Basic Embroidery Settings

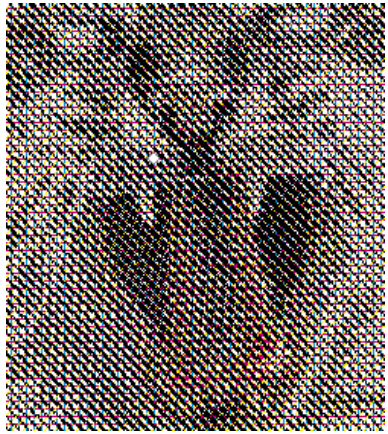


1. A.Monochrome: *Stitches "simulate" image with one color.*



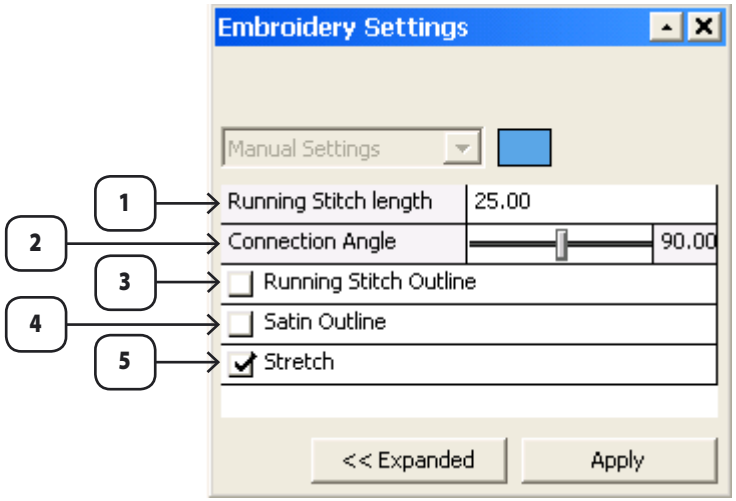


1. B. Color: *4 Thread colors: Cyan, Magenta, Yellow, & Black.*

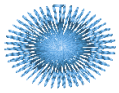


2. Running Stitch Outline: *Running stitch on edge of shape.*
3. Satin Outline: *Satin line on edge of shape.*

Star Fill Basic Embroidery Settings



Star Fill: *Unique "criss-cross" of shape with stitches.*



"Star" fill simulates a "French Knot" technique.

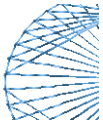
1. Running Stitch Length: *Distance between needle holes.*

Stitches "step down" - so as to not get too long.

2. Connection Angle: *Varies "criss-cross" points on shape.*

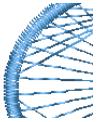
Experiment on-screen with different Angles.

3. R.S. Outline: *(choose) to outline shape with running stitch.*



Outline for unique effect.

4.Satin Outline: *(choose) to outline shape with Satin line.*



Use Satin Outline for "clean"edges.

Variable Angles Basic Embroidery Settings

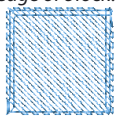
***1.** User Set*

***2. Density :** SPACE between two rows of stitches.*

Measure every other row for Density value.

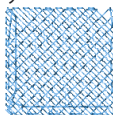
***3. Edgewalk:** Running stitch to inside edge of block.*

Edgewalk hold shape of block, and attaches backing to fabric.



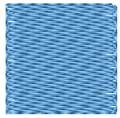
***4. Fill Underlay:** Step satin layer under top layer of block.*

Fill provides stability for block.



***5. Running Stitch Outline:** Outline edge of block with Run.*

(Enable) for Run Stitch Outline for small blocks.



***6. Satin Outline:** Outline edge of block with Satin border.*

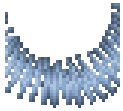
Image of Satin Outline

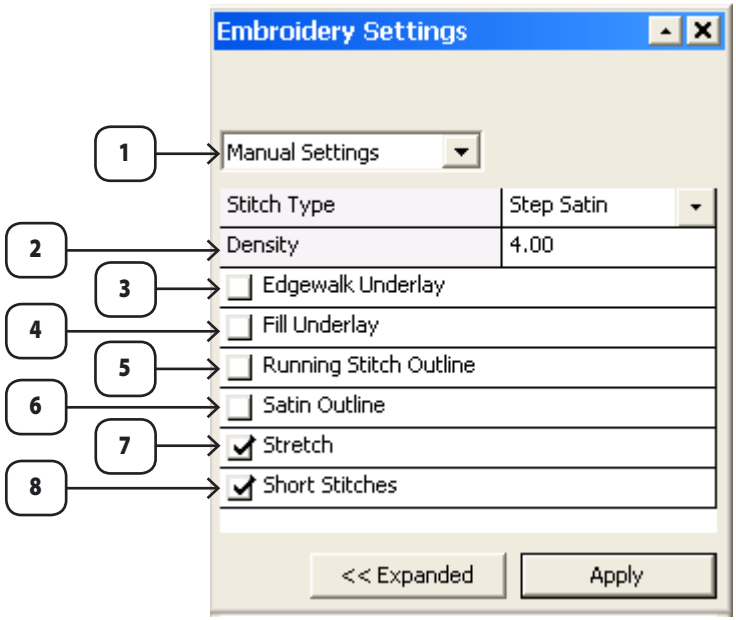
***7. Stretch:** Stretch stitches beyond outline edge of block.*

Stitches stretch beyond frame in direction of stitch angle.

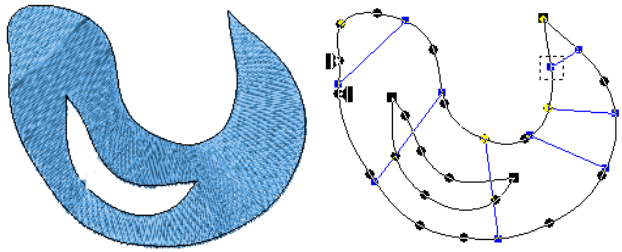
***8. Short Stitches:** Evens density of inside/outside curves.*

If Satin Line is less than 2mm, disable Short Stitches.

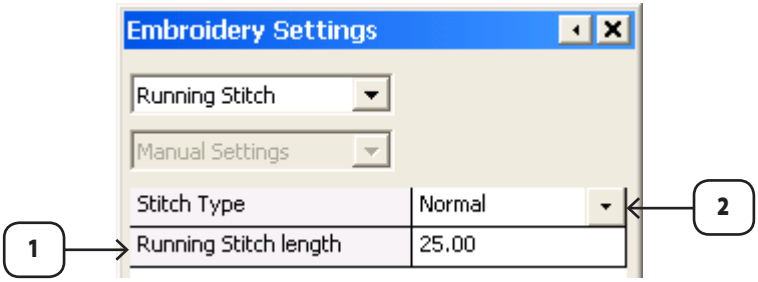




***Variable Angles:** Shape with multiple stitch angles.*



Running Stitch Basic Embroidery Settings



1. Running Stitch Length:
Distance between needle holes.

For very small shapes, choose shorter length. 1mm minimum

***2. Normal Running Stitch**: Single line of stitches.*

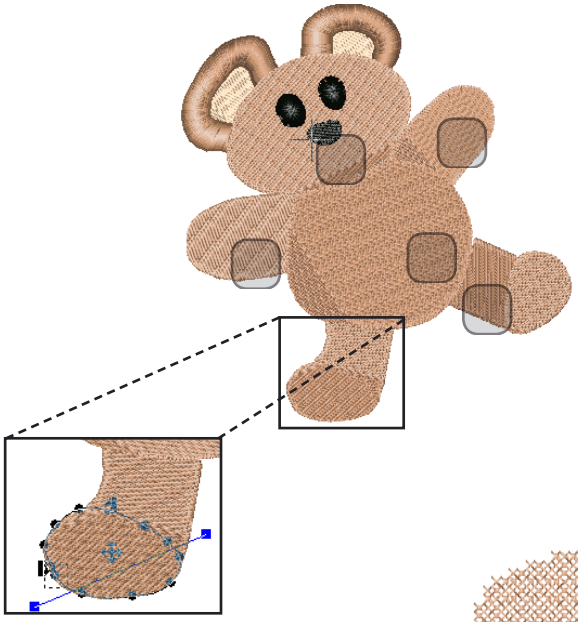
***Step 1/2 :** "Juts out" 1/2 stitch to create thickness.*

(Another) stitch type. Looks "furry" but it isn't. Good for medium outlines.

Embroidery Settings Expanded Menus

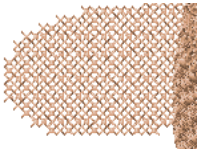
In addition to all of the basic settings, maximum control can be obtained by addressing every aspect of a tool, recipe and stitch type in the "Expanded" menus of Embroidery Settings.
You can enable or disable any category that is shown; and change the value of any field.
Take a look at the plain bear shown in Create Outline, Branch, and Hole with Freeform in the previous section.

A lot can easily be done to change a plain design to a more elaborate or sophisticated one. Often, by simply changing the stitch angle on some blocks of a design, light strikes the different segments and creates an illusion of different thread colors.
By changing some recipes, stitch types, and settings, it is easy to create a variety of embroidery techniques.



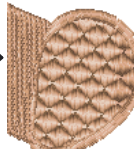
The examples shown here use Embroidery Settings in Edit mode- one block at a time.

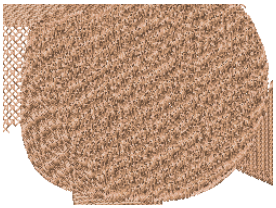
Shows Stitch Angles changed.



Sections changed to "Cross Stitch" recipe.

Some sections changed to "Pattern Step" stitch type.



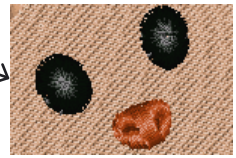


A "fur belly" created with "Random Step".

A nose was added, and “Decor Lines” used for definition!

The “ears” in this example were created with Column tool, and filled with a different color.“Eyes” and “nose” were also added with Freeform.

The eyes were moved apart a bit (an artistic choice).



A more interesting Teddy bear. And, all accomplished with a few Embroidery Settings!

Embroidery Settings Vital Categories

The following tables illustrate relevant combinations of Recipes; Stitch Types; and some important associated settings.

RECIPE: With each input tool is a list of Recipes. This is the foundation on which other settings are based.

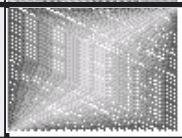
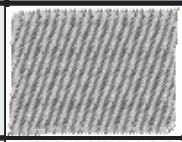
VITAL CATEGORIES: These categories are the most important to address.

STANDARD VALUES: "Factory defaults" are good average values.

OPTIONAL CATEGORIES OR *COMMENTS: Take a look at these creative settings in the categories, and, *suggestions on unique categories.

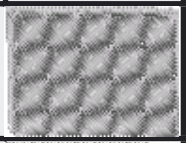
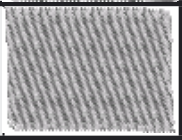
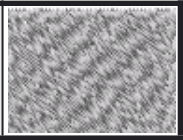
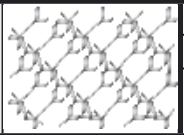
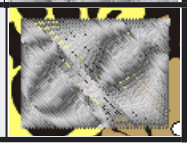
Example:

Stitch Type	Recipe	VITAL CATEGORIES	STANDARD VALUES		Optional Categories or *Comments
StepSatin (default)		Density	4.5		Outline Satin or Run Stitch
		Underlay	Edgewalk	Zigzag	
		Stretch	5%-15%		*Try Random Edges

Stitch Type	Normal Fill	VITAL CATEGORIES	STANDARD VALUES		Optional Categories or *Comments
StepSatin (default)		Density	4.5		Outline Satin or Run Stitch
		Underlay	Edgewalk	Zigzag	
		Stretch	5%-15%		Random Edges
Satin		Density	4.0		***Use for wide (10mm+) shape
		Underlay	Edgewalk	Zigzag	
		***Long Satin	Split Percentage=33%		Diagonal Underlay
Step 1/1; 1/2; &1/3		Density	4.8		(One stitch type shown) Similar types
		Underlay	Edgewalk	Zigzag	
		Stretch	5%-15%		Vary Step Length for effect
		Step Length	30-45		
Step Angle		Density	4.8		
		Underlay	Edgewalk	Zigzag	
		Stretch	5%-15%		Vary Angle for effect
		Angle	45		
Step Groups		Density	4.8		
		Underlay	Edgewalk	Zigzag	
		Width	40		Vary Angle & Width for effect
		Angle	45		
Step Sine & 1/2 Sine Wave		Density	4.8		(One stitch type shown) Similar types
		Underlay	Edgewalk	Zigzag	
		Width	30-60		Vary Angle & Width for effect
		Height	25-55		

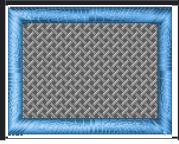
The next stitch types are shared and identical among different tools and recipes, and will not be repeated for a tool unless special circumstances need comment.

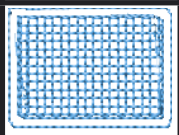
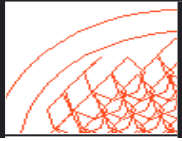
Step Satin	Motif	Step 1/2
½ Sine Wave	Pattern Step	Step 1/1
Bitmap Step	Random Step	Step 1/3
Custom Step	Satin	Step Angle
E-Stitch	Sequin	Step Groups
Free Step	Sine Wave	

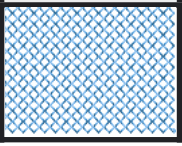
Stitch Type	Normal Fill Continued	VITAL CATEGORIES	STANDARD VALUES		Optional Categories or *Comments
Step Pattern		Pattern Type	Max & Distance X/Y:60		*Try different Pattern Sizes
		Underlay	Edgewalk	Zigzag	
		Stretch	10%		Many Patterns available
Free Step		Density	4.5-5.0		Customize Step Fill
		Underlay	Edgewalk	Zigzag	
		2nd row offset	0-10		*Try different values for row offset
		3rd row offset	10-20		
Random Step		Density	4.5-6.5		*Add Random Edges
		Underlay	Edgewalk	Zigzag	
		Random %	25-85%		*Try different Random Percentages
		Step Length	30-50		
Sequin		Stitch Pattern	Choose from Catalogue		*For specialized Sequin machine
		Size	60		
		Distance - X/Y	60		*Change Size and Distance relative to Sequin
Motif		Mofif Type	Max & Distance X/Y:60		*Experiment with different Motifs, categories and values
		Restrict Motif	Check to stay inside shape		
		Rotate Motif	Check/uncheck		
		Symmetrical	Check/uncheck		
Custom Step		Density	4.5-5.0		Customize Step Fill
		Underlay	Edgewalk	Zigzag	
		1st Parameter	1-75		*Try different values with slide bars
		2nd Parameter	2-100		
Bitmap Step		Density	4.0-5.0		*Must have image beneath shape. Set color to pick up in System Parameters
		Step Length	30=40		
		Random %	50%		
		Color	Set for Image color		

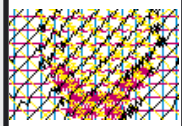
Stitch Type	Satin Line	VITAL CATEGORIES	STANDARD VALUES			Optional Categories or *Comments
*Satin (default)		Density	4.5			*Use open or closed (Freeform) shape
		Satin Width	2mm (default)			
		Stretch	5%-15%			*Try Random Edges
		Underlay	Edgewalk	Zigzag		
Elastic Step		Density	4.5			
		Pattern	X	Y	Distance	*All same value
		Underlay	Edgewalk	Zigzag		*Make custom Patterns!
		Fit/Analogue	Pattern fits to width			
E-Stitch		Density	4.5			
		Step Length	35-50			*Vary these values for different effects
		Random %	35-75%			
		Apply every...	3rd stitch			Traditional E-stitch

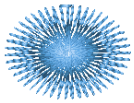
Stitch Type	Running Stitch	VITAL CATEGORIES	STANDARD VALUES		Optional Categories or *Comments
*Normal (default)		R.S. length	25.00 (2 1/2mm) default		Decrease for small; increase for large areas
		*Narrow Curve	Enabled (default)		*Helps run stitches to "hang in" tight curves
		*R.S. Manager	Minimum 10.00 (1mm)		
Chenille Spiral		Stitch Length	18.00-22.00		Used for tight area chenille shapes
		Circle Radius	20-35		"Width" of circles
Motif		Motif Type	Choose from Catalogue		
		Motif size	Max & Distance X/Y:60		*Vary for detail
		***Offset	X	Y	***0 is center of line
		Rotate Motif	Enabled (default)		Motif "flows" with line
Return/ & with Offset		R.S. length	25.00 (2 1/2mm) default		In SAME needle penetrations
		Return	Travels back to start point		
		Offset	Travels back to start point		In different needle penetrations.

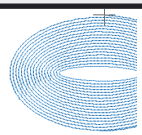
Stitch Type	Applique	VITAL CATEGORIES	STANDARD VALUES	Optional Categories or *Comments
Applique (only type)		1st Hold Down	Running Stitch	*Turn applique simulation on/off
		2nd Hold Down	Zigzag Tack	
		Overlock	Satin Outline | Density:4.5	Frame Out Offset for fabric placement

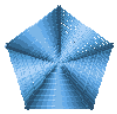
Stitch Type	Chenille	VITAL CATEGORIES	STANDARD VALUES	Optional Categories or *Comments
Lattice		Chain Outline	Choose 1 or more & STOP	*Turn applique simulation on/off
		Moss Outline	Choose 1 or more	
		Density	18.00-22.00	*Density depends on color & weight of yarn
		Step Length	18.00-22.00	
Spiral		Density	18.00-22.00	*Experiment with Spiral sizes, etc.
		Chain/Moss	1 or more each	
		Circle Distance	20.00-35.00	*Include Chain Tie-off
		Circle Radius	20.00-50.00	

Stitch Type	Cross Stitch	VITAL CATEGORIES	STANDARD VALUES	Optional Categories or *Comments
Cross Stitch (only)		Cell Size	20.00 (2mm Cross size)	*"Cell size" is Cross size
		Passes	Single Cross or more	
		Connection	Run or Jump	"Run stitch" travels BENEATH cross stitch

Stitch Type	PhotoStitch	VITAL CATEGORIES	STANDARD VALUES	Optional Categories or *Comments
Mono-chrome		Stitch Style:	Unique technique with satin "columns"	*Outline with Running Stitch or Satin edges
		Rectangle		
		Satin	Unique technique with "triangle motifs"	Experimentation is key! Dark thread color
Color		Stitch Style:	*Work with image for high contrast and lightness.	Colors ALWAYS: Cyan; Magenta; Yellow & Black
		Rectangle		
		Satin	Default values good	*Use largest image possible with high "DPI"

Stitch Type	Star Fill	VITAL CATEGORIES	STANDARD VALUES	Optional Categories or *Comments
Star Fill (only)		Density	"High" density -15-40	Like "French Knot" technique
		Connection	3-100 - Criss-cross location	
		Step Cover	50+ High for large shapes	*Experiment for unique effects
		Step Length	20-35.00	

Stitch Type	Spiral	VITAL CATEGORIES	STANDARD VALUES	Optional Categories or *Comments
Spiral (only)		Run stitch Length	15-30 - Spiral of any shape	*Shorter R.S. length for small shapes
		Distance	6-25 -Space between rows	"Distance" is like Density. Not design to cover
		Direction	Inside to out stitching	

Stitch Type	Column Fill	VITAL CATEGORIES	STANDARD VALUES	Optional Categories or *Comments
Types as Satin Line		Density	3.5-5.0	*Use "Long Satin" for large shapes with Satin type
		Edgewalk Underlay	Holds shape	*Try Random Edges for Wild effects!

Column

NEW TERM

COLUMN
A special input tool that is used to define a column block, "channel", or "ditch".

What you'll learn:

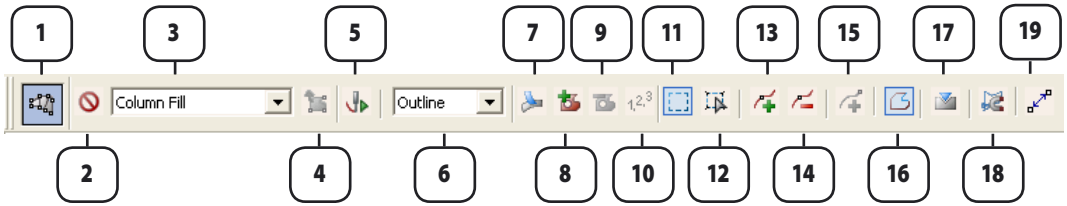
All the ingredients of Column Input Tool
How to Use Column Tool
Column Embroidery Settings

Column Toolbars & Icons

Top Toolbar

When you activate Column, the top toolbar appears for relevant functions. Click on an icon for related feature.

Create Column Mode



1.Column Tool
2.Cancel
3.Recipe
4.Character Edit
5.Stitch It
6.Edit Mode
7.Insert Branch
8.Insert Hole
9.Delete Hole
10.Branch Order
11.Trap Edit
12.Point Edit
13.Insert Point
14.Delete Point
15.Continue input
16.Close Shape
17.Density & Short Stitches
18.Smart Edges
19.Stretch Side

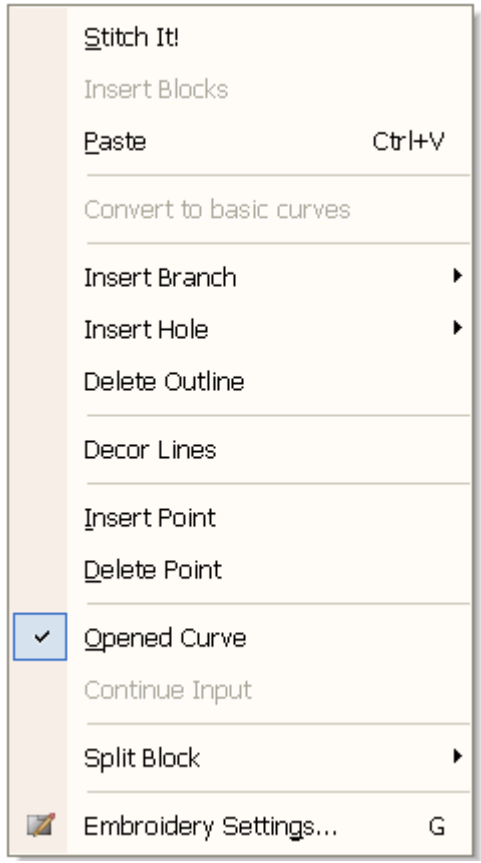
Bottom Toolbar

The horizontal bar prompts the next step, and displays different types of information relative to create with Column mode.

Left-click: add point, Ctrl+Left-click: corner point, Del: delete previous ref line, Enter: Confirm changes

Context Menu

The Column context menu contains functions that are available throughout digitizing and editing.



Column Tool

Column is a special input tool that is used to define a column block, “channel”, or “ditch”. Text, or lettering is typically created with this tool. Column tool is specific to computerized embroidery technology, and is not similar to other graphic drawing tools.

Column Block Outline

The primary structure of all Column block outlines consists of points; reference lines; entry/exit points; with (optional) decor lines, branch and holes.

NEW TERM

REFERENCE LINE
Two points - “point &counterpoint”- define the widths and stitch angles of a column.

Points

The inputting of points is required for the process of creating an outline with Column:

Circle point

The circle point is used for creating a portion of the shape that is a part of a radius (arc or circle). To create a circle point:

>> Click: Column > click.

A new, or next circle point is needed (only) when the radius changes.

Square point

A square point is for creating a straight portion of the shape. To create a square point:

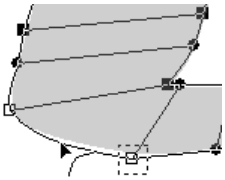
>> Click: Column >prolonged click.

Reference line

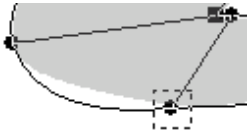
The widths and stitch angles of a column are defined by a reference line. It takes two points to define it; a “point/counterpoint”. To create a reference line:

>> Click: Column > click > click.

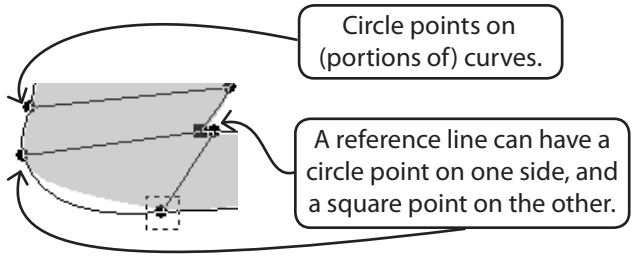
Input “point/counterpoint” to create a reference line.



Move or delete a line or point at any time during Creation.

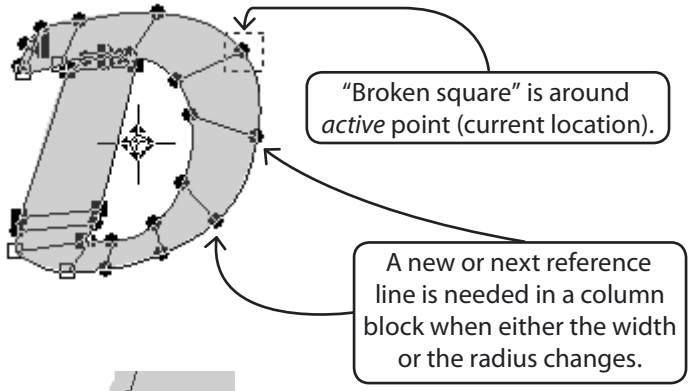


1. Hold the “CTRL” key (on the keyboard) to create a square point more quickly than the prolonged click.
2. UseUse any combination of circle and square points to define a shape with Column.

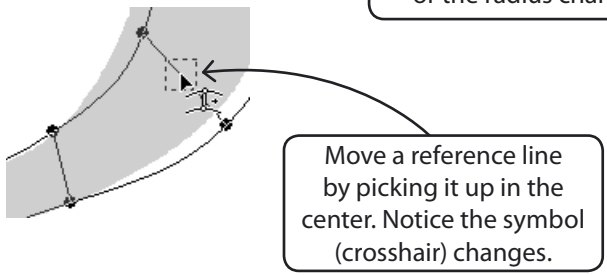


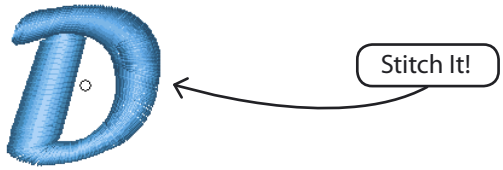
A block can be moved while digitizing by clicking on the center (bold) cross and dragging to new location.

Use any combination of Circle and Square points to define (any) shape.

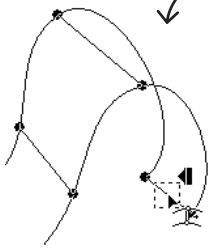


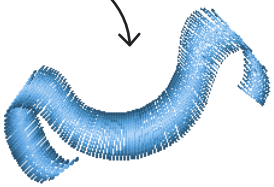
Be "aware" of **widths** *when creating Columns. If Column width exceeds 10mm (measure with Ruler); change stitch type (from Satin).*





Have some fun with Columns. Pick up a Reference Line, and "flip" it to create a ribbon effect.

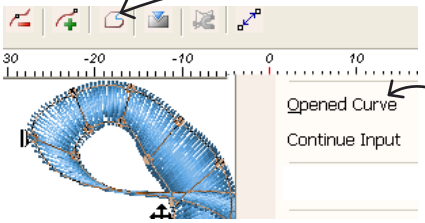




NEW TERM

OPEN/CLOSE CURVE

Using this feature tells the software to join 1st and last points.



Try "Open/Close Curve" to create unique Columns. Click it again (if it doesn't work as planned...).

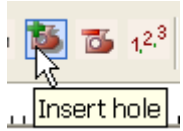
A branch can be created with Column or Shapes tools, and with any recipe and stitch type.

Branch

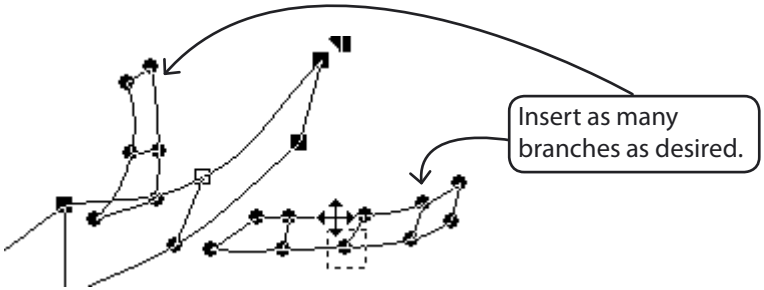
Add more shapes to an outline with the Branch option. A Branches' outline is just like the Column Ouline.
To add a branch (to an existing Column outline):
>> Click: Insert Branch > click: Column > input branch.

Hole

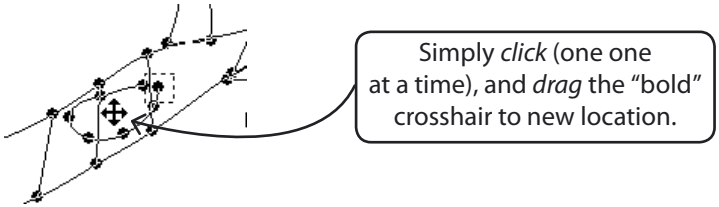
"Carve" a hole in a Column shape with the Hole option. The hole can be empty or filled with a variety of stitches.
To insert a hole (to existing outline):
>> Click: Insert Hole > click: Freeform > input hole.

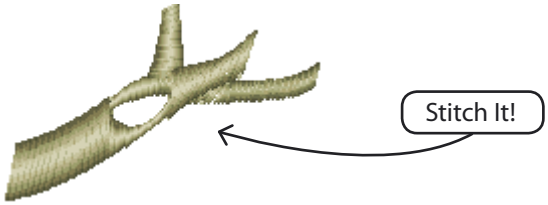


1. *A hole can be created with any input tool, and with any recipe and stitch type.*
2. *When using the hole option, apply it to the outline of the Column or Branch immediately after it is created. For example, applying a hole to the Outline of the 1st Column Outline (after creating a Branch) could cause "confusion".*



Notice that you can move the Outline, Branch, or Hole.



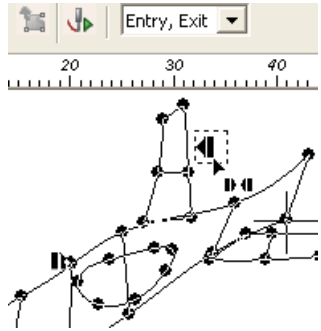


Entry/Exit Points

The Entry point of an Outline is the location where the first stitch will be generated. The Exit point is at the last stitch. Both points can be move during digitizing, or while editing the block.

To move an entry or exit point:

>> Choose: Entry/Exit (from outline list) > drag point to new location.



Both points can be moved, one at a time.

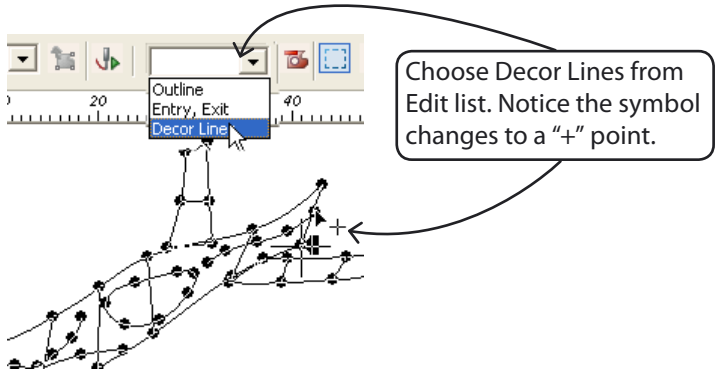
Decor Lines

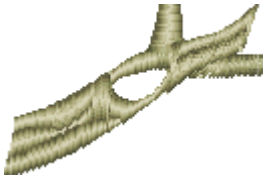
"Engrave" any shape within an outline with the decor lines feature.

To add decor lines while digitizing:

>> Choose: Decor LIne (from outline list) > click: Freeform >input decor line.

Repeat the process to add as many decor lines as desired.
Decor lines can be created with any input tool. The lines "show up" more on a Satin stitch type.





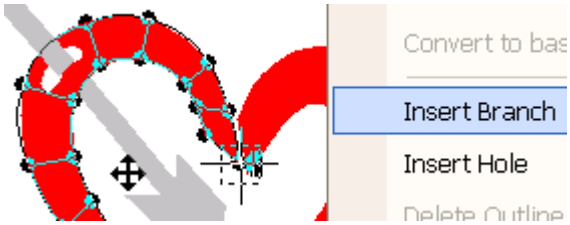
Put it all together in an Outline

Now, create a Column outline inputting points, and adding a branch and a hole.

*In the illustration, "ColumnHeart.wmf" (image) was used.

1. Create one side of heart with Column.

2. Insert a Branch for 2nd side of heart.



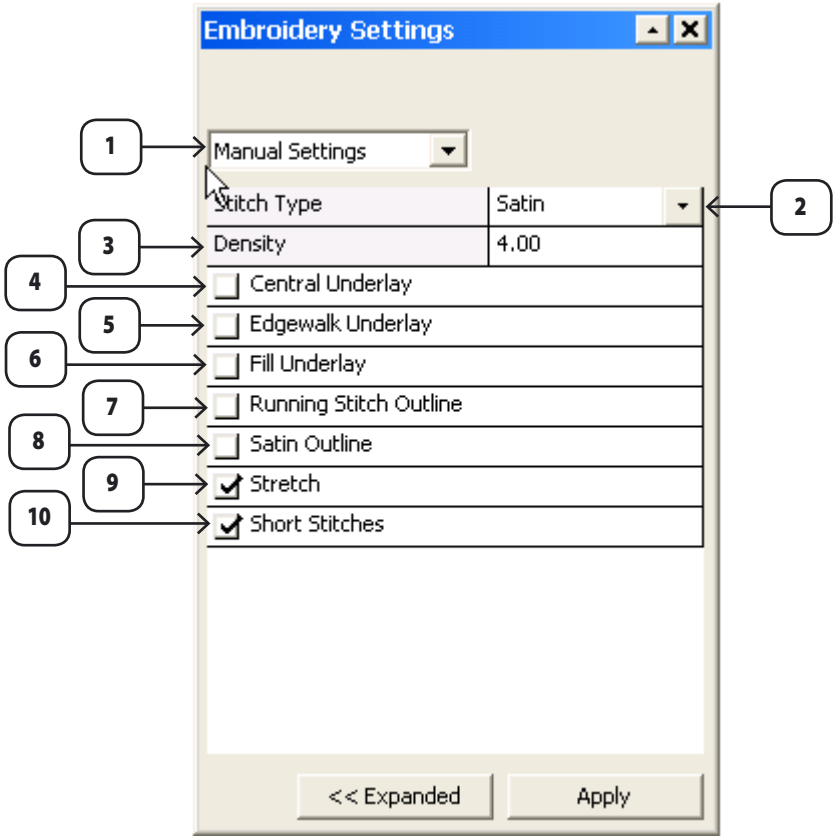
3. Insert Hole with Freeform.

4. Stitch It!

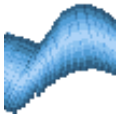
Embroidery Settings for Column
A few simple changes with Embroidery Settings can make dull designs exciting. Simply by changing the Recipe of the heart shown above, the design takes on a new flavor.

Column has a unique Recipe called “Longitudinal Fill”. The stitches follow the contour of the column as opposed to the width.
The tables shown below describe the embroidery settings in the Basic Menus for Column. As Column and Freeform share many of the same stitch types, see the Embroidery Settings Basic Menus for additional tables and information.

Column Fill Basic Embroidery Settings



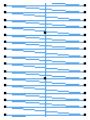
1. *User Set*
2. *Satin: Default Stitch Type. Select from list (to change)*



3. Density : *SPACE between two rows of stitches.*

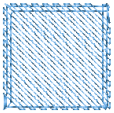
Measure every other row for Density value.

4. Central Underlay: *Running Stitch through center of block.*



Most all embroidery needs some underlay. Center is minimum.

5. Edgewalk: *Running stitch to inside edge of block.*

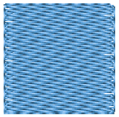


Edgewalk holds shape of block, and attaches backing to fabric.

6. Fill Underlay: *Zigzag layer under top layer of block.*

Use Fill underlay for extra stability.

7. Running Stitch Outline: *Outline edge of block with Run.*

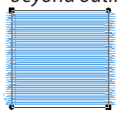


(Enable) for Run Stitch Outline for small blocks.

8. Satin Outline: *Outline edge of block with Satin border.*

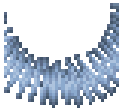
Remember, a Satin Outline does the entire Column block.

9. Stretch: *Stretch stitches beyond outline edge of block.*



Stitches stretch beyond frame in direction of stitch angle.

10. Short Stitches: *Evens density of inside/outside curves.*



If Column is less than 2mm, disable Short Stitches.

Column Longitudinal Basic Embroidery Settings

***1.**User Set*
***2. Lontitudinal:** Stitches follow contour of column.*

***2.Density :** SPACE between two rows of stitches.*

Measure every other row for Density value.

***3. Random Edges:** (enable) for "feathered" edges.*

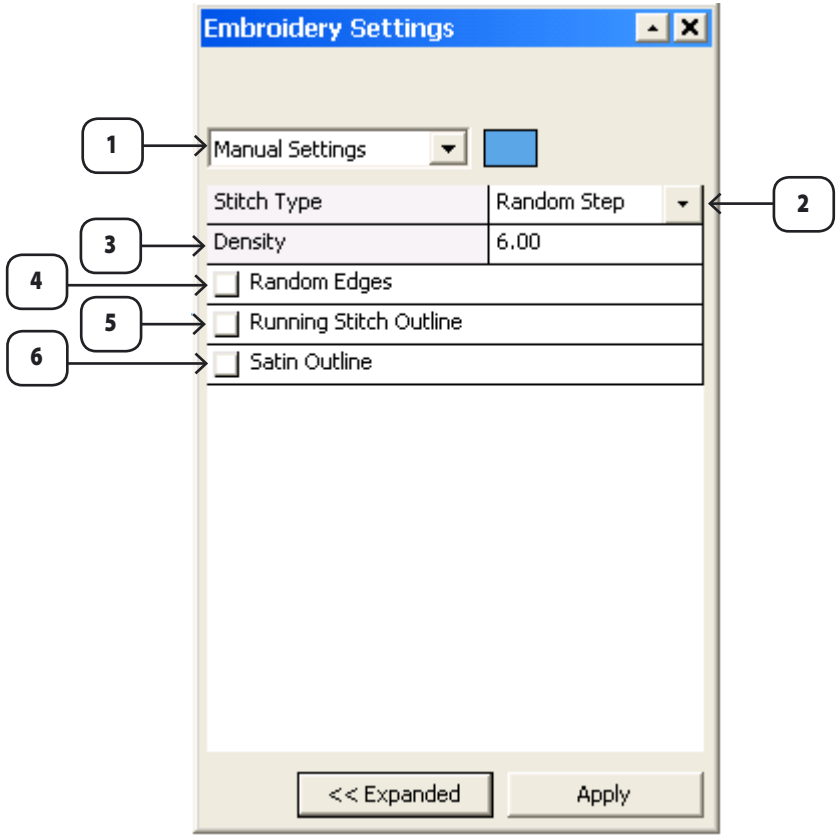
Enable, and set Random % in Expanded Menu.

***4. Running Stitch Outline**: Outline edge of block with Run.*

(Enable) for Run Stitch Outline for small blocks.

***5. Satin Outline**: Outline edge of block with Satin border.*

Image of Satin Outline



Geometric Shapes

NEW TERM

(GEOMETRIC) SHAPES
An input tool that easily creates basic geometric shapes with a variety of effects.

What you'll learn:

In this section you will learn the details of:

All the ingredients of Shapes Input Tool
How to Create Geometric Shape
Explore the many options of Shapes

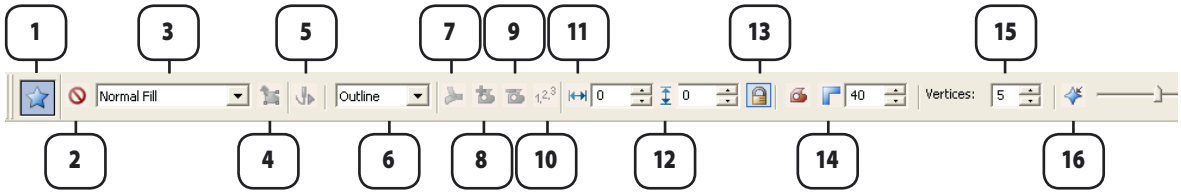
Geometric Shapes Toolbars & Icons

Top Toolbar

When you activate Shapes, the top toolbar appears for relevant functions. The toolbar changes to provide more options, with the different Geometric Shapes. Click on an icon for related feature.

As each Shape has a differnt mode toolbar, see details in the sections below.

Create (Star) ShapesMode



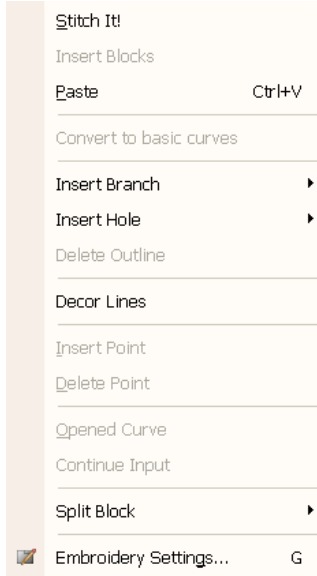
1.Current Tool
2.Cancel
3.Recipe
4.Character Edit
5.Stitch It
6.Edit Mode
7.Insert Branch
8.Insert Hole
9.Delete Hole
10.Branch Order
11.Shape Width
12.Shape Height
13.Lock W/H
14.Border Width
15.Vertice #
16.Vertice Thickness

Bottom Toolbar
The horizontal bar prompts the next step, and displays different types of information relative to create with Shapes mode.

Click and drag to insert shape. Enter: Build stitches

Click and drag to resize. Enter: Confirm changes

Context Menu
The Shapes context menu contains functions that are available throughout digitizing and editing.



Create with Geometric Shapes

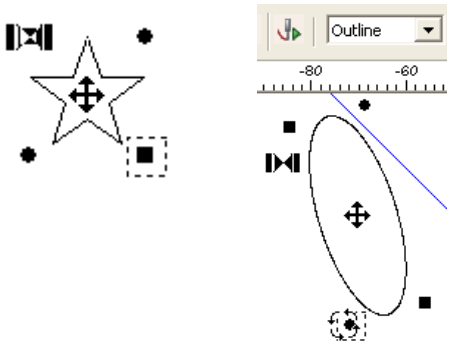
It is as simple as-it-gets to create simple geometric shapes with Shapes tool - even without an image! There are several shapes from which to choose: Round Rectangle, Rectangle, Ellipse, Star, Polygon, and Special Curve. Each tool has a tremendous variety of options.

A Shape outline can be moved, rotated, or resized at any time during Create or Edit.

Create a Shape

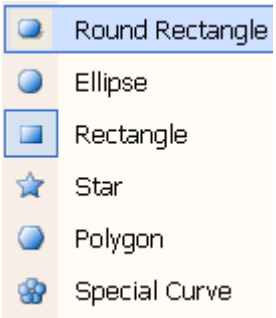
The primary structure of all Shapes outlines consists of an outline that you can re-size and rotate; move entry/exit points; change stitch angle; and add Decor Line, Branch, and Hole as options.
To make a geometric (Star) shape:

>> Click: Right-click Shape; choose > Star > drop & drag to size.



That's it! Just click, drop & drag, and Enter to stitch a shape.
It's so easy! Look ahead at the broad variety of available options.

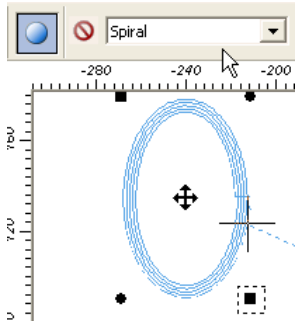
The Shapes icon has a fly-out list with more Shapes inside. Right-click on Shapes tool to access.



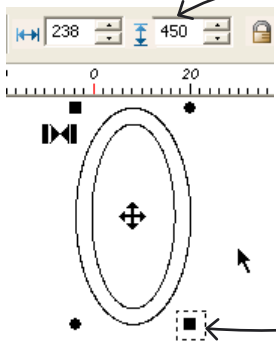
Shapes' Many Options!

At first glance, it appears that you have 6 geometric shapes to choose from. There is such versatility in the Shapes tool, the possibilities are unlimited! Shapes has all the same options for recipes and stitch types as Freeform tool. See Freeform and Embroidery Settings sections.

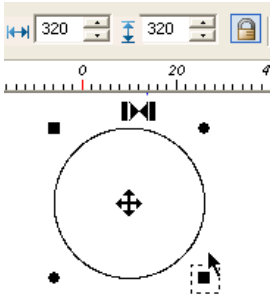
The following actions are common in all Shapes:.



ALL Shapes can perform a number of things. Choose from a variety of ***Recipes*** for any Shape.

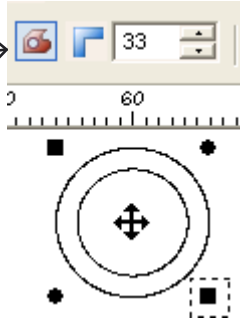


Change the width and height with Shapes frame; or do it mathematically.



Hold "Ctrl" to **constrict** any shape to same height & width (making an ellipse > circle; rectangle > square, etc.). Or (click "Padlock" to) Lock the proportions.

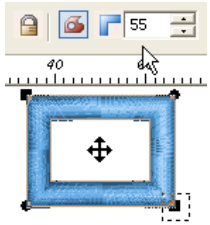
Make the shape a **"border"** by defining the size.



Rectangle (or Square)

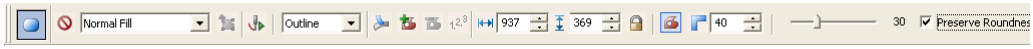
The Rectangle mode:

Create a rectangle (or square) with any recipe, or make it a border.

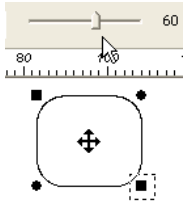


Round Rectangle

The Round Rectangle mode:

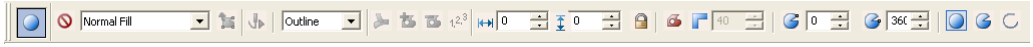


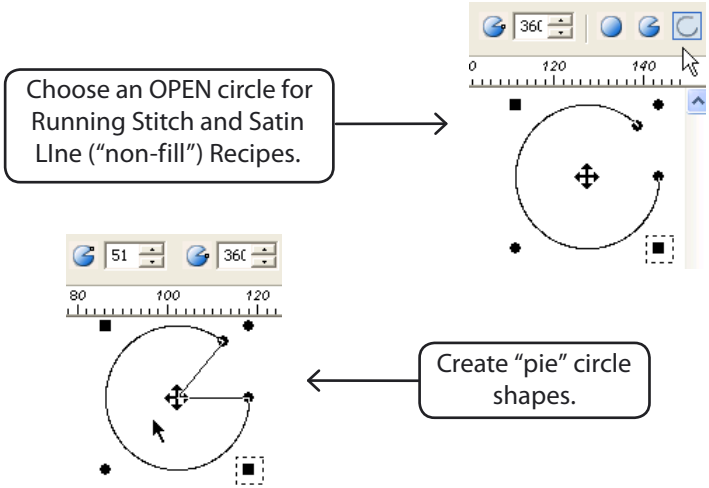
This rectangle has rounded corners. Control the roundness on the top toolbar.



Ellipse (or Circle)

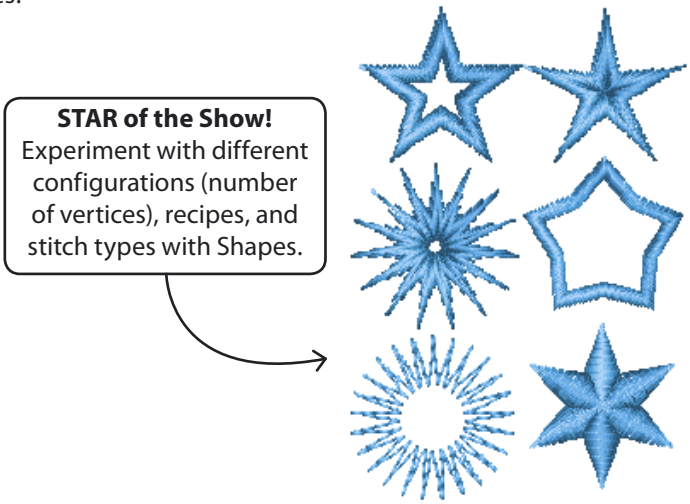
The Ellipse mode:



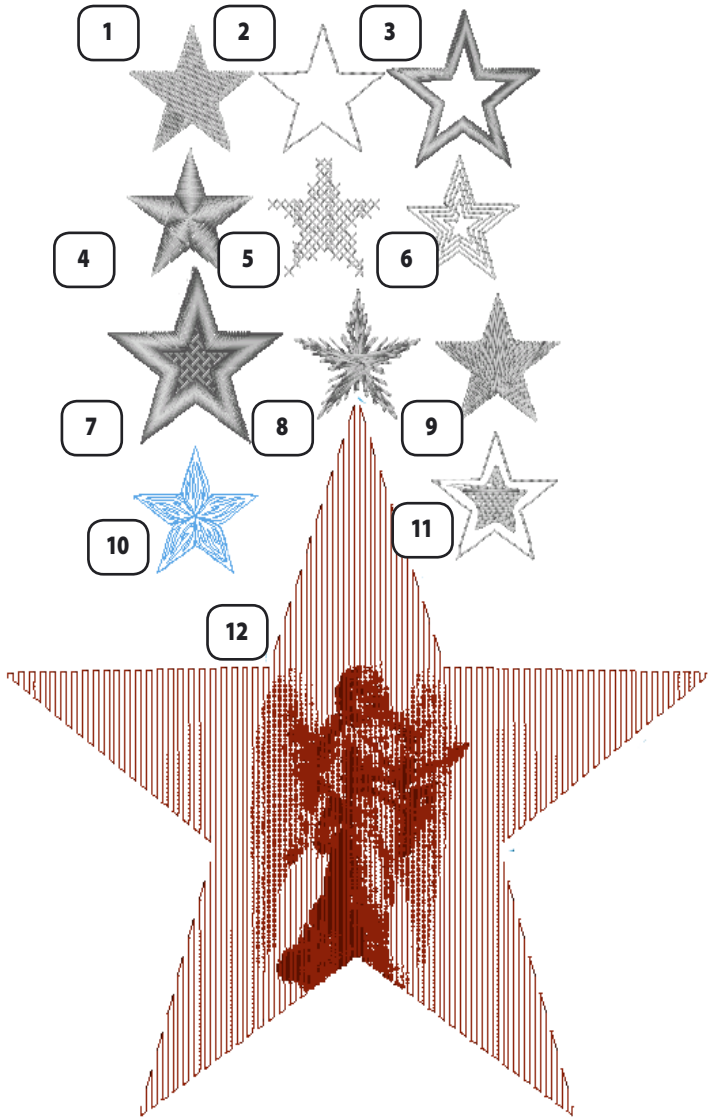


Star

The Star mode. See "Shapes Toolbars and Icons" at the beginning of this section for the Star toolbar.
Though all the Shapes have a lot of capabilities, the Star definitely shines!



STAR Shape Recipes

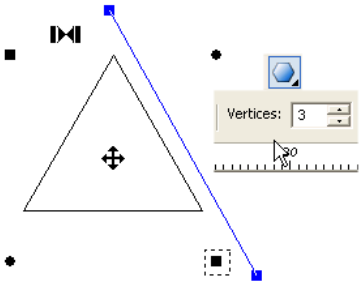


1. Normal Fill
2. Run Stitch
3.Satin Line
4. Column Fill
5. Cross Stitch
6. Spiral
7. Applique
8. Star Fill
9. Variable Angles
10. Longitudinal
11.Chenille
12. PhotoStitch

Polygon

The Polygon mode:

Work with Polygon in all the ways described with other shapes. Don't forget the "3-sided" version:

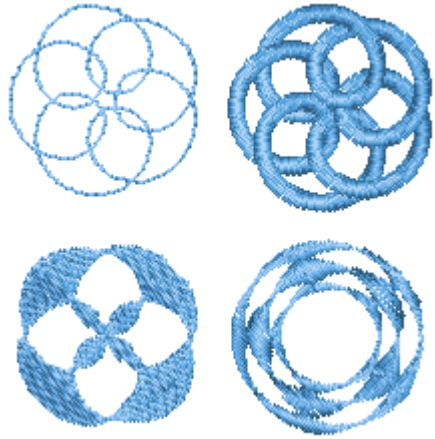


A Triangle!

Special Curve

The Special Curve mode:

The best thing you can do to see the options for Special Curve Shape is to experiment. Try variations with the number of *vertices*, and *complexity* from the top toolbar.



Repeat the process to add as many branches as desired.

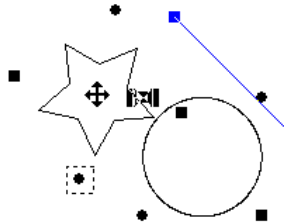
Branch

Add more shapes to an outline with the Branch option. This gives the opportunity to do many things in one step before filling with stitches. To add a branch (to existing outline):

>> Click: Insert Branch > click: Shape >input branch.

Choose Insert Branch icon; then an input tool (Shapes or Freeform) to create Branch.

Notice you can rotate, resize, or move the Branch while working.



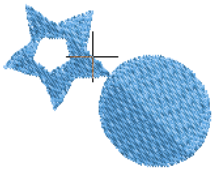
Hole

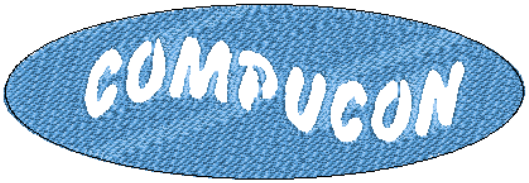
Carve a hole in a geometric shape with the Hole option. The hole can be empty or filled with a variety of stitches.

To insert a hole (to existing outline):

»Click: Insert Hole > click: Shape >input hole.

Insert holes into the "base" Shape and/or Hole. A Hole can be rotated, resized, or moved.





A branch or hole can be created with Freeform or Shapes tools, and with any recipe, and stitch type.

Don't forget that "Text" is one of the options that can be used to create a Hole!

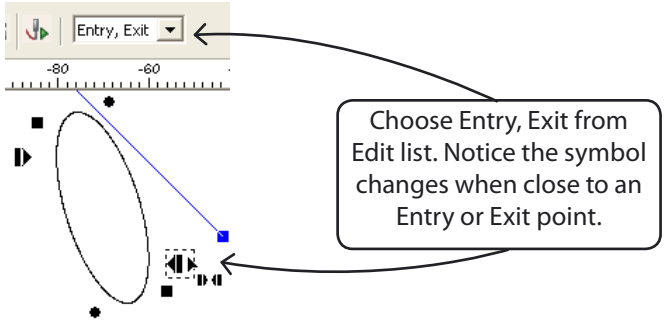
Entry/Exit Points

The Entry point of an Outline is the location where the first stitch will be generated. The Exit point is at the last stitch. Both points can be move during digitizing, or while editing the block.

To move an entry or exit point:

>> Choose: Entry/Exit (from outline list) > drag point to new location.

Both points can be moved, one at a time.

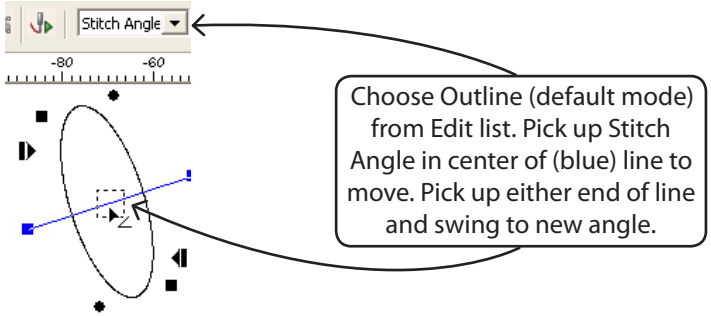


Stitch Angle

The stitch angle of an outline is the (blue) line that represents the angle of stitches. To change angle while digitizing:

>> Choose: Stitch Angle (from outline list) > drag line to new angle.

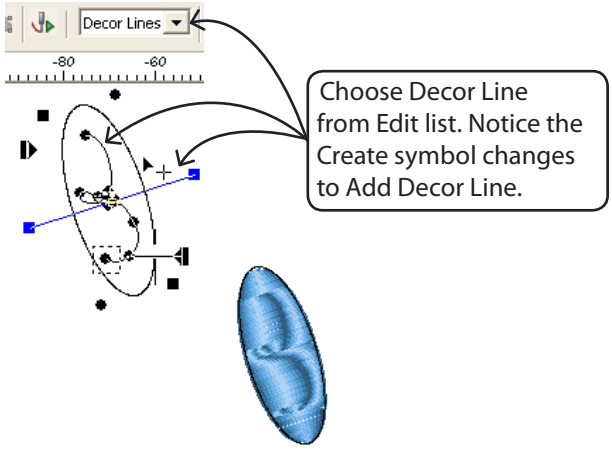
The stitch angle is set to a default angle of 45º and can be changed during digitizing (as described above), or while editing the block. It can also be changed numerically in Embroidery Settings.



Decor Lines

"Engrave" any shape within an outline with the decor lines feature. To add decor lines while digitizing:

>> Choose: Decor Line (from outline list) > click: Freeform >input decor line.



Repeat the process to add as many decor lines as desired.
The lines "show up" more with a Satin stitch type.

Geometric Shapes Recipes and Embroidery Settings

Geometric Shapes share all the same Recipes, Embroidery Settings, and Stitch Types with Freeform tool. See the Embroidery Settings section for detailed information.

Magic Wand

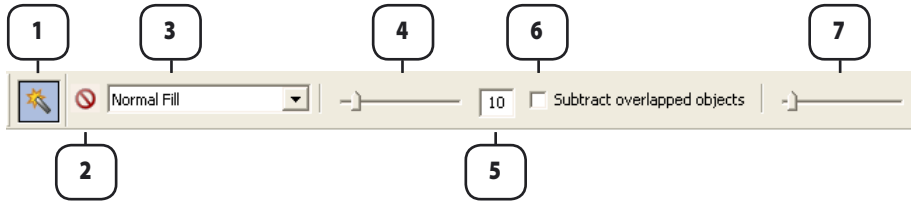
What you'll learn:
In this section you will learn the details of:
All the ingredients of Wand Tool
How to use Magic Wand

Magic Wand Toolbars & Icons

An image must be on-screen to use Magic Wand tool.

Top Toolbar
When you activate Magic Wand, the top toolbar appears for relevant functions. Click on an icon for related feature.

Create Magic Wand Mode



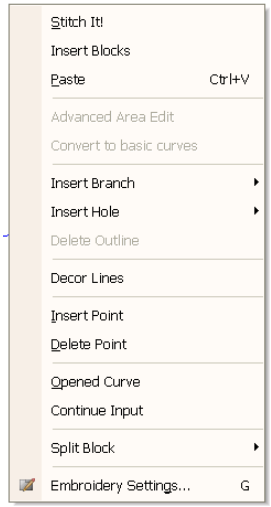
1.Current Tool
2.Cancel
3.Recipe
4.Color Tolerance Slide
5.Color Tolerance Value
6.Carve Hole in Overlapped
7.Outline Tolerance Slide

Bottom Toolbar
The horizontal bar prompts the next step in a procedure, and displays different types of information relative to creating with Magic Wand mode.

Move mouse to desired area and left-click to select/build stitches

Context Menu

The Magic Wand context menu contains functions that are available throughout digitizing and editing.



Create with Magic Wand

It doesn't get much easier to Create than using Magic Wand. A "tool built-for-speed", it "sees" a block of color in an image and automatically makes an outline. You get to choose the Recipe, Stitch Type, and Embroidery Settings for complete control.

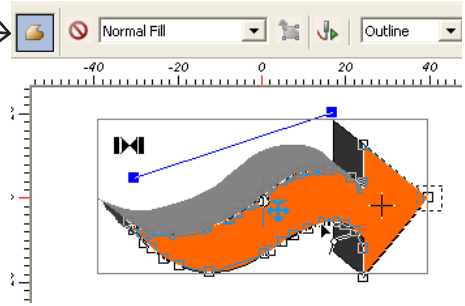
Just a Click with Magic Wand

Use Magic Wand to create an Outline of a shape with a just a "Click". Magic Wand has an outline that consists of points; entry/exit points; stitch angle; and (optional) decor lines, and hole. All of those factors are identical to those of Freeform tool. See the Create with Freeform section for detailed information.

To create with Magic Wand:

>> Click: Magic Wand; click on block (of image).

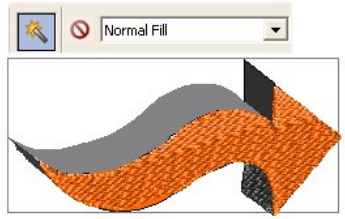
Edit toolbar appears with all options.



Once a block is created with Magic Wand, EOS automatically enters the Edit mode so that all the aspects of the Outline can be changed right away.

Click anywhere inside block (to be created).

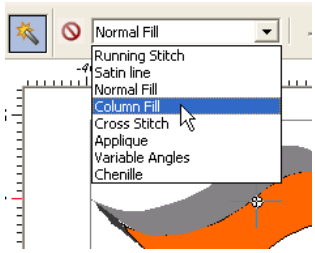
>> Click: Stitch It.



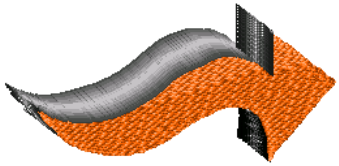
Magic Wand Recipes

The Recipes of Magic Wand "behave" like the other Create tools. For example, "Column Fill" is like the Column tool's Normal Fill, and all of the other Recipes are the same as found in Freeform tool. Look at the Recipe list to choose the appropriate one for the next block (and remaining blocks) of the image.

You can alternate between Magic Wand and any other tool when creating a design.



Repeat the same simple procedure for each block in the image



Magic Wand Embroidery Settings and Stitch Types

The Recipes and Stitch Types contained in Magic Wand are identical to Freeform and Column tools. Look into those sections to learn how to use the settings and Stitch Types.

NEW TERM

MANUAL STITCHES

Stitches created one-at-a-time where each left Click is a stitch. Length of stitch is NOT calculated.

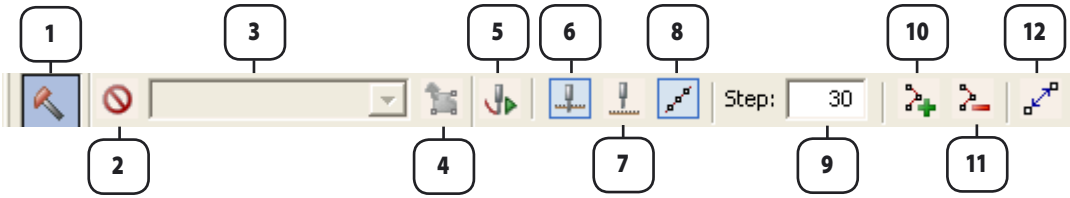
Manual Stitches

What you'll learn:

In this section you will learn the details of:

Create with Manual Tool
Hit, Jump, Step Manual Modes
Edit Manual Blocks
Edit Manual Codes

Manual Toolbars & Icons



1.Current Tool
2.Cancel
3.No Recipes
4.Character Edit
5.Stitch It!
6.Manual Hit
7.Manual Jump
8.Manual Step
9.Step Length
10.Insert Stitch
11.Delete Stitch
12.Stretch Column Sides

Bottom Toolbar

The horizontal bar prompts the next step, and displays different types of information relative to create with Manual mode.

>When creating with Manual:

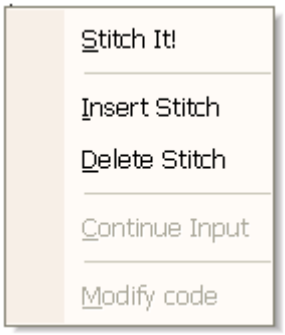
Input the manual stitches. Del: delete stitch, Enter: Confirm changes

>When located on a Manual stitch:

X: -1769, Y: 598 Code: Hit Stitch: 7 of 7

Context Menu

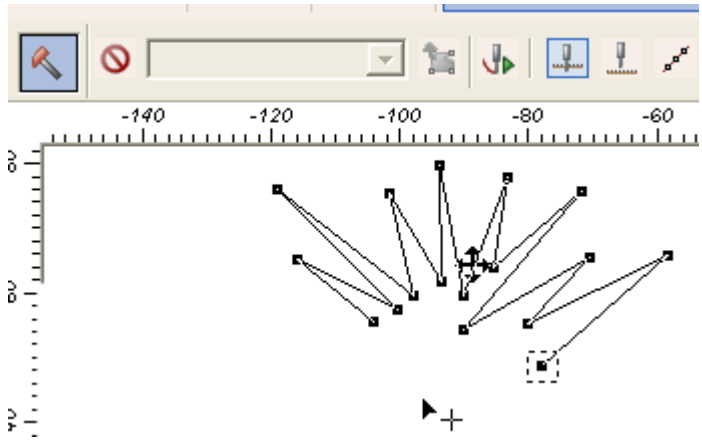
The Manual context menu contains functions that are available throughout digitizing and editing.



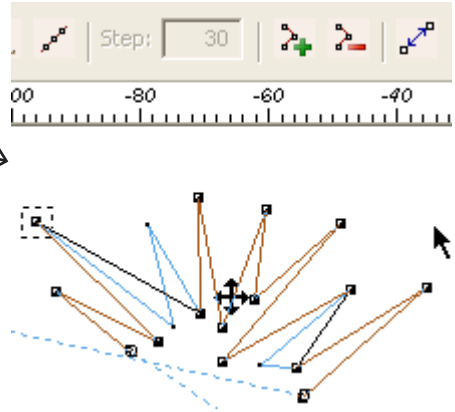
Create with Manual
Like traditional digitizing of "Olde", manual stitches are created one-stitch-at-a-time.

Hit Mode
Create a stitch for each Click. Points can be moved, inserted or deleted while creating or in Editing mode.

The distance or length between each stitch is not calculated, so be aware! Pick up the Ruler at any time and measure between two stitches if you're not sure of the length.



Click for each stitch.



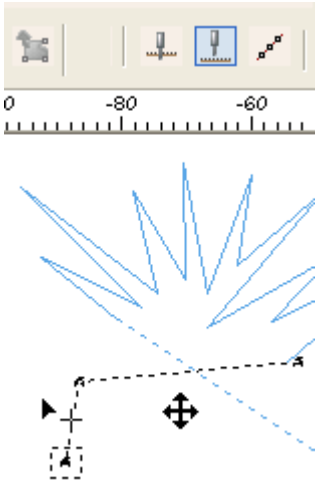
Move any point at any time.

Jump Mode

Create a Jump stitch for each Click. Make movements with the Needle UP. Create a stitch for each Click. Points can be moved, inserted or deleted while creating or in Editing mode.

NEW TERM

JUMP MODE
With manual stitch, create movements with the Needle UP.

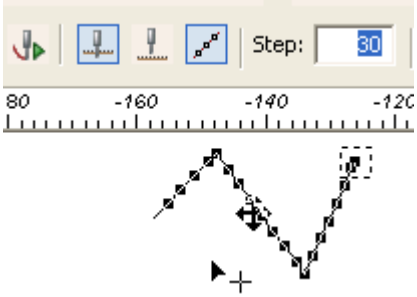


Step Mode

Create a stitch for each Click with stitch length being calculated. Set the value on the top toolbar.

NEW TERM

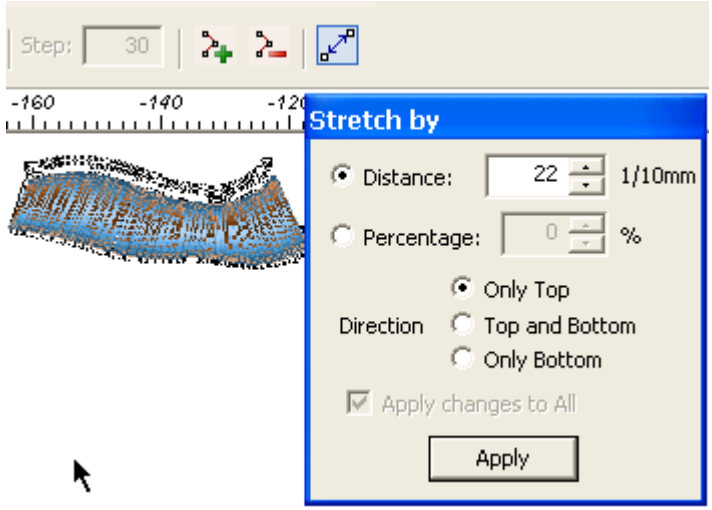
STEP MODE
With manual stitch, stitches "step down", and length is calculated.



A "machine stitch format" design is like a "stock design". One that has already been created in a format for an embroidery machine to read. See Edit sections for more details.

Column Sides

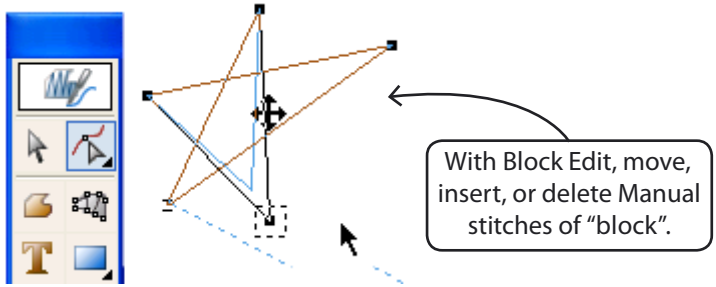
An exciting feature of EOS - change the width of a Column for a machine stitch format design!



Edit Manual Block

You can change the stitches block created in Manual mode.
To edit block:

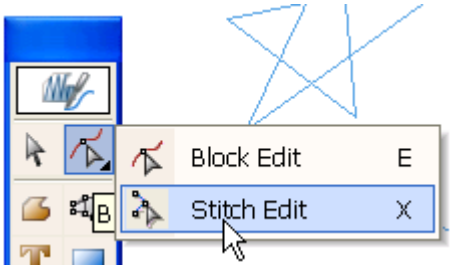
>> Click (Block) Edit; choose: stitch >drag to new location.



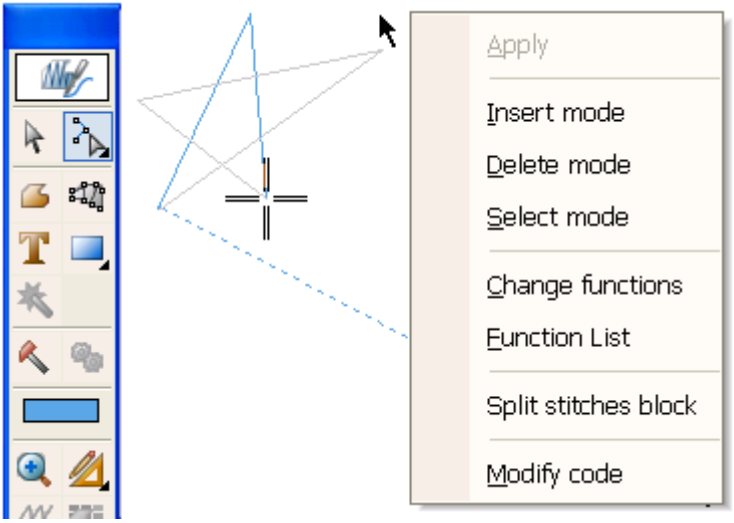
Edit Manual Codes

You can also exchange the stitches created in Manual mode.
To edit codes:

>> Click (Stitch) Edit; right-click on chosen stitch; right-click; choose Modify Code; choose code from Function list.



With Stitch Edit, move, insert, or delete stitches, or, "exchange" for a different code (such as "STOP").



NEW TERM

LETTERING

Set up embroidery lettering using word processor-type features.

Lettering

What you'll learn:

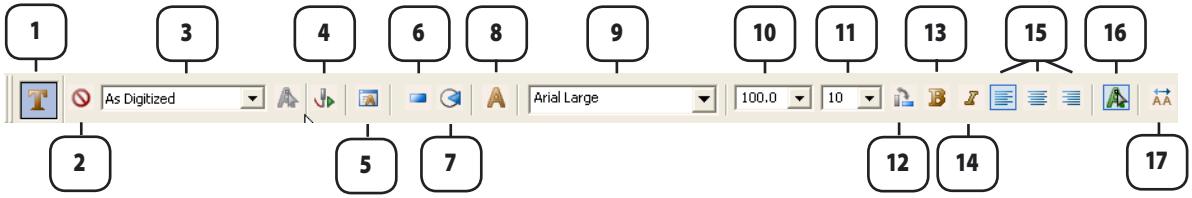
In this section you will learn the details of:

Set up Lettering
Edit Lettering
Embroidery Settings
Create TT Font

Text Toolbar & Icons

Lettering Mode - Top Toolbar

Create Text Mode



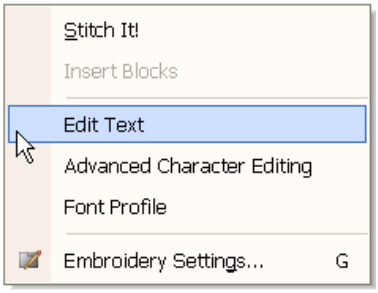
1.Text Tool
2.Cancel
3.Recipe
4.Stitch It
5.Font Profile
6.Frames
7.Reset Frame
8.Back to Text Box
9.Font
10.Font Height
11.Letter Spacing
12.Width Rotation
13.Bold Text
14.Italicize Text
15.Left, Center, Right Justification
16.Character Edit
17.Character Spacing

Bottom Toolbar

Click to indicate where the text will be created

Context Menu

The Lettering context menu contains functions that are available during the setup of lettering.



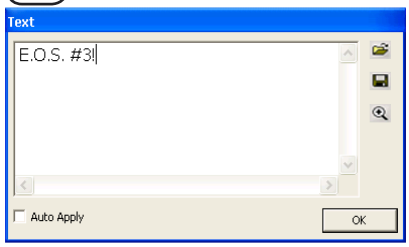
Easy Lettering Set Up

EOS Lettering is so innovative and creative - we could have an entire booklet on this subject alone!
Ready, set, sew (lettering)!
In just a few steps, create basic embroidery lettering.

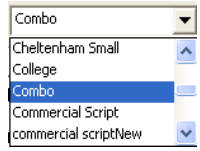
1. Type letters.
2. Choose font.
3. Set size.
4. Choose settings.
5. Stitch.

Though following the toolbar sequence of the setup of letters is not vital, nor will you use every icon for each job; the toolbar does serve as a guideline to assure important lettering factors are addressed.

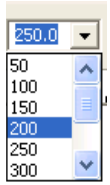
1



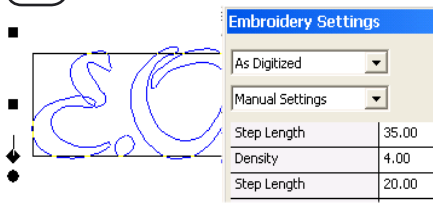
2



3



4



5

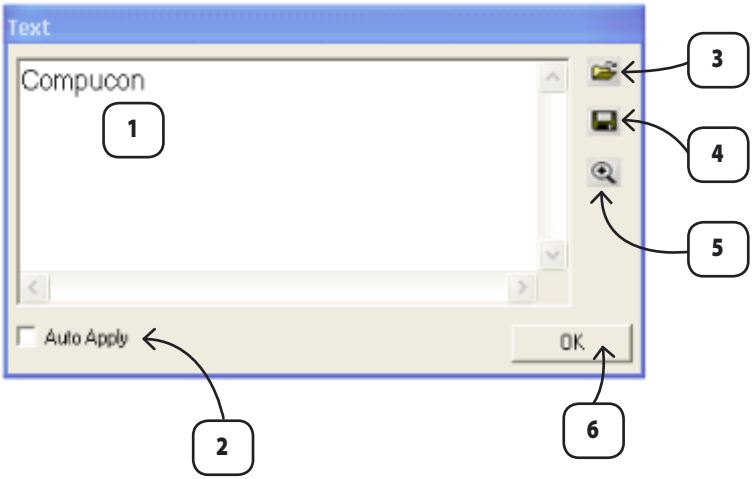
Lettering Details

A large variety of creative and quality control options are available with EOS lettering features. The lettering toolbar is set up very much like a word processing program to create embroidery lettering very easily.

Text Box

To set up new letters:

>>Click: Text (the text box opens). Type letters (in the text box); **choose:** "OK" (to confirm and close box).



1.Typed text appears here.
2.Apply text to Letter frame as typed.
3.Open text file (list of names, etc.)
4.Save current "job" at text file
5.Enlarge Text in (this) box.
6.Confirm Text.

Use letters at large sizes when using Recipes other than "As Digitized".

Text Recipes

Choose from several different recipes for a wide range of Text options. To choose a recipe:

>>Select: Recipe (from the list)**.**

As Digitized

Choose this to create the letters as the "original intention". Some fonts are like Column, and some like Freeform.

Running Stitch

Choose this to create the letters as a Running Stitch outline.

Satin Line

Choose this to create the letters as a Satin ("border") outline.

Normal fill

Choose this to fill the letters with Step Satin, with one stitch angle, suitable for larger letters.

Cross Stitch
Choose this to fill the letters with Cross Stitches, suitable for larger letters.

Column Fill
Choose this for “traditional” type of filling for embroidery text. Most fonts were digitized with this Recipe in mind, and a large range of sizes are possible.

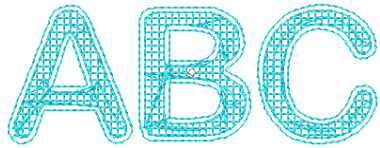
Applique
Choose this with large lettering for unique applique creations.

Longitudinal

Choose this to fill the letters with stitches that follow the “contour” of text shape.

Chenille

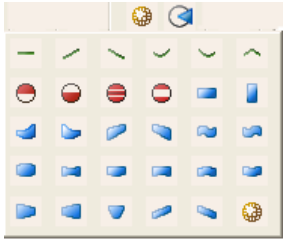
This is for a specialized Chenille machine. Set lettering for traditional chenille.



Text Frames

The letters you type in the text box open into the (default) rectangle text frame. This frame has a large range of options. To choose a different frame:

»Click: Select Frame > choose a frame.



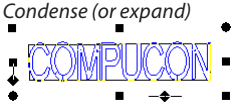
All Text Frames

All points on a frame manipulate the letters inside in some way. Experiment with each frame.

Rectangle frame options

Rectangle and reset

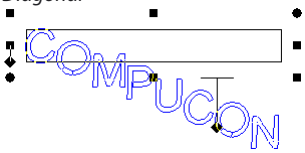
Condense (or expand)



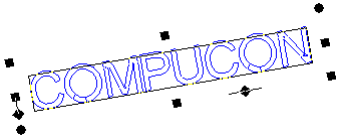
Slant left

Slant right

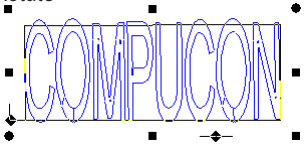
Diagonal



Rotate

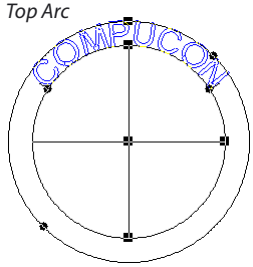


Rotate

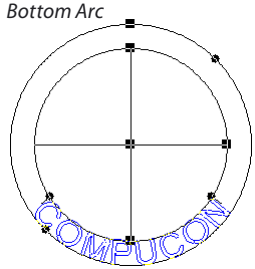


Additional Frames

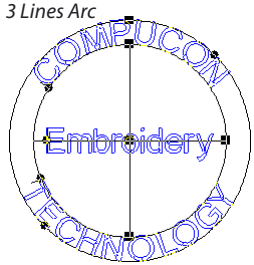
Top Arc



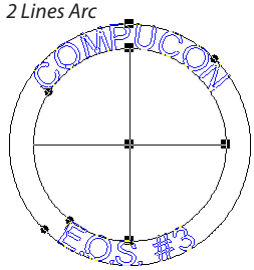
Bottom Arc



3 Lines Arc

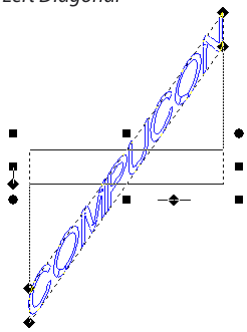


2 Lines Arc



Vertical

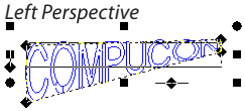
Left Diagonal



Right Warp

Left Warp

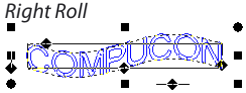
Left Perspective



Right Perspective

Left Roll

Right Roll



Bow Tie

Lower Bridge

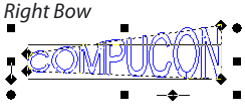
Traditional Bridge

Upper Vertical Arc

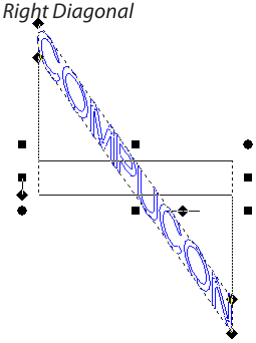
Lower Vertical Arc

Left Bow

Right Bow



Right Diagonal



Globe

NEW TERM

FONT PROFILE
A template containing a font, attributes, and settings.

All settings, recipe, stitch type, and connections are recorded in a Font Profile.

***1.**Type the first letter of desired font to quickly drop down in the list. Repeat the letter until desired font is selected.*
***2.**Also, look at the top of the font list for the fonts recently used.*

If you want additional fonts, visit www.embmarketplace.com to purchase.

Font Profile

If you find yourself using the same font and attributes, you should set up a "Font Profile" that will save a number of steps for future jobs. To set up a font profile:

>>Set up: text > settings; click: Font Profile > Save.

To use profile for future text:

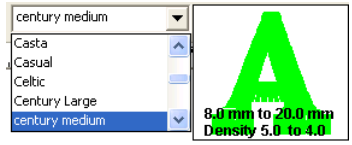
>>Set up text; click Font list > choose (your) Profile**.**

Font List

Choose from a list of your available fonts.

To choose a font from the list:

>>Click: downward triangle > choose a font.



Notice that each font has a representative "A" that displays a recommended size range. The range is important to assure quality embroidery lettering.

Font Size

Choose a size (100 is 10mm) for your text. To set font height:

>>Click: downward triangle > choose size; or, highlight size box > type size > Enter.

Font Spacing

Set an average spacing between all letters, and move individual characters if needed (see Character Spacing below).

To set letter spacing:

>>Click: downward triangle > choose 15; or, highlight size box > type desired space value > Enter.

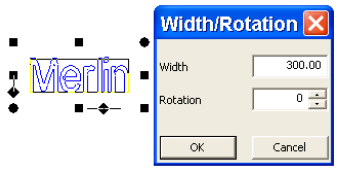
Width and Rotation

Establish a precise width and set a rotation for letters in the frame.
To set frame width and rotation:

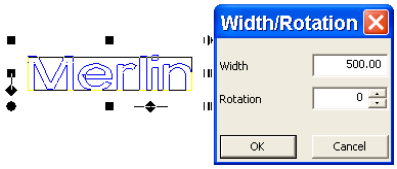
>> Click: Width/Rotation; type Width value; and/or, Rotation >OK.

A value less than the current one (shown in box) will constrain the letters; and a higher value will stretch them.

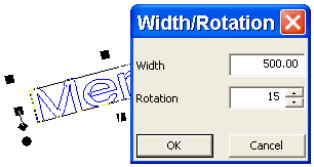
See illustration.



Width and Rotation box Type smaller value in Width box to constrict and condense letters.



Type larger value in Width box to expand letters to selected size.



Type angle value in Rotation box to rotate letters.

Bold Font

Make your letters bolder than normal. To make letters bold:

Click:

Set the Bold factor in System Parameters > Lettering menu.

Italicize Font

Italicize your letters like a word processing program would do.
To italicise letters:

>> Click:

If more italic angle is needed, use the rectangle letter frame slant function.

Font Justification

Set left, center, or right justification for letter frame.
To change justification:

>> Click: center or right.

Using a justification other than center is typical with multiple lines.

NEW TERM

CHARACTER OUTLINE MODE

Manipulate letters using individual letter frames.

Character Outline Mode

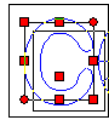
Change one letter at-a-time in Character mode. Re-size, rotate, or move an individual letter. To change one character:

»Click: Character Outline Mode > click: letter.

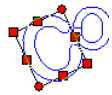
Click

If a letter is made significantly larger or smaller, edit the settings of that letter to compensate for size difference.

Click and drag square on bottom right or top left to resize height and width. Choose square on top or bottom to resize height; or square on either side to resize width.



Click a circle on top right or bottom left, and drag in direction of rotation.



Click in center of character frame to move to desired location.

Advanced Character Edit

Change space between two letters or two lines.
To move one character:

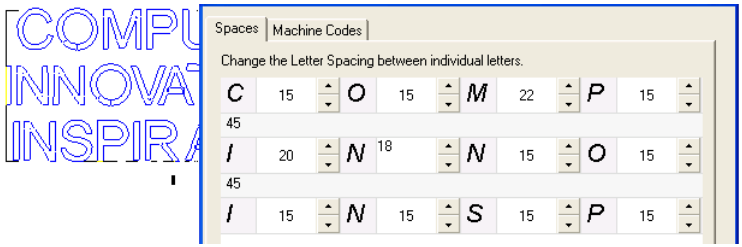
>> Click: Advanced Character Edit; type value before letter (to be moved).

NEW TERM

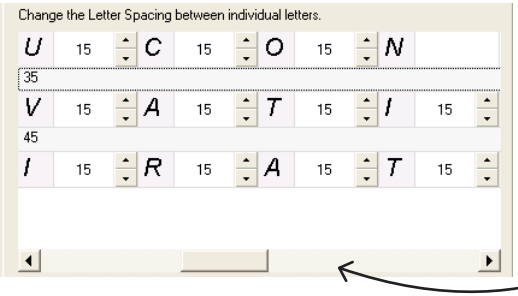
ADVANCED CHARACTER EDIT
Box for setting space between letters and lines.

Repeat for any letters that need adjustment.

Look at letters in frame, and increase or decrease space as needed.

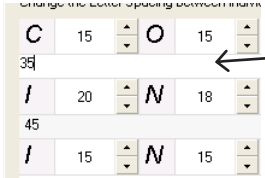


"Autokerning" is a feature of EOS lettering, often making it unnecessary to move individual letters.

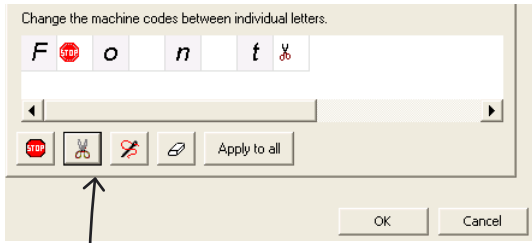


Move slide bar or arrow to see end of text.

Block letters need to have space for "breathing room".



If using multiple lines, change the value between lines in same dialogue box.

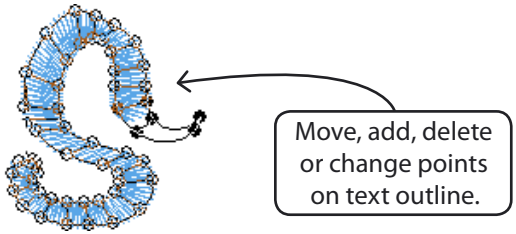


Set codes for color change or trims.

Editing Lettering

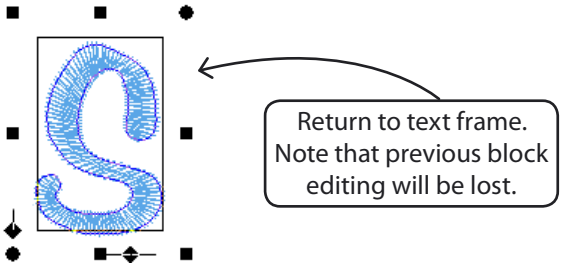
Edit letters after stitches have been applied in all the same ways you edit any embroidery block. See Block Edit section for more details. To Edit outline:

»Click: Edit; choose letter > Edit.



You can also "send" letters back to the Text frame after stitches have been applied. To redo text:

»Click: Edit; choose letter > click: Character Edit > click:Text.



Embroidery Settings

Establish settings for letters before applying stitches.
To change settings:

»Right-click: select Embroidery Settings.

You can also change settings for letters after applying stitches.

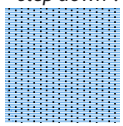
»Click: Edit; choose letter > right- click: choose Embroidery Setting > choose values.

Text Basic Embroidery Settings

1. Recipe: **As digitized: Select from list to change.*

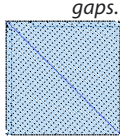
**May have been digitized as Column or Freeform.*

2. Step Length: *Distance that Fill stitches "step down".*

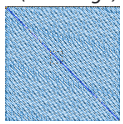


3. Density: *Distance (SPACE) between two Satin stitches.*

4. Overlap *size: Extra pass for (potential) gaps.*

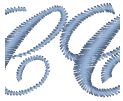


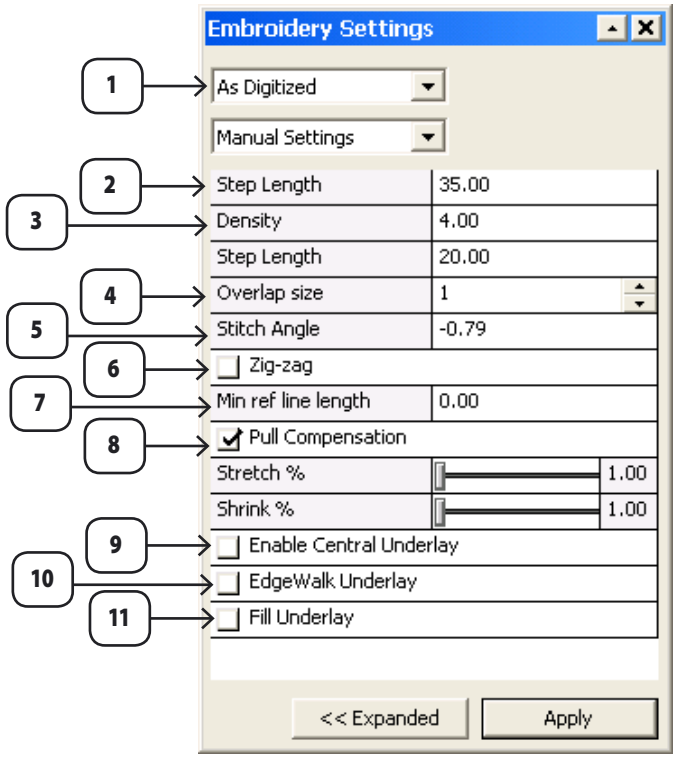
5. Stitch Angle: *Default = 45 Type >New Value (to change)*



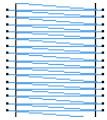
6. Zigzag: *Enable for very small letters for better quality.*

7. Min. line length: *Width of letter column: 10 (1mm) for thin fonts.*

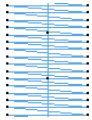




8. Pull Comp: *Stretch: % beyond outline.Shrink: Pulls % in from ends*

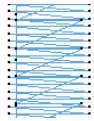


9. Central Underlay: *Running Stitch through center of block.*



10. Edgewalk: *Running stitch to inside edge of block.*

11. Fill Underlay: *Zigzag layer under top layer of block.*

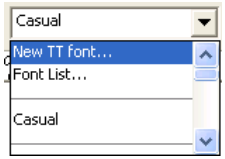


Create TT Font

*Create a new font from any in Windows "True Type" font.
To create a TT font:

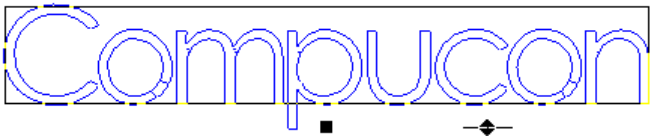
1. **Click: T**ext (the text box opens). Type letters (in the text box); choose: "OK" (to confirm and close box).
2. **Click:** Font list > New TT Font; select font > Branches or Outline > OK.

1. Type letters in Text box.
2. Choose "New TT Font from font list.



3. Choose Branches or Outline as method.

4. OK - Letters appear in Text frame to be used like regular fonts.



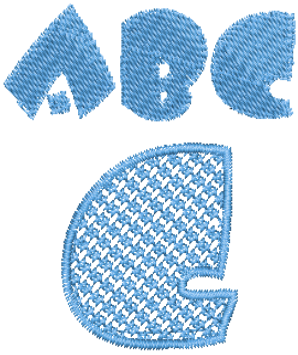
5. Stitch letters

NEW TERM

TT FONT
A new embroidery font created from computer fonts (found in Windows/ Fonts folder).

Place additional fonts (from a retail cd) into Windows\Font folder.

The "Branches" option in TT Font is like traditional lettering with columns. "Outline" is for large, fill stitch letters.



NEW TERM

AUTO CROSS-STITCH
Automatically digitizes an embroidery design with Cross-Stitches.

Auto Cross Stitch

What you'll learn:

In this section you will learn the details of:

Steps of Cross Stitch Wizard
Descriptions and explanations of each step

Auto Cross Stitch is designed to automatically digitize an embroidery design with Cross Stitches. Auto Cross Stitch has a Wizard that walks you through a step-by-step process for creating an automatic cross stitch embroidery design. In this segment, each step and process is defined.

Open Wizard

1. Select Auto Cross Stitch… from the Create drop-down menu.
: Auto Cross Stitch Wizard Introduction page will open.
2. Click "Next".

>1. Open Image

This is the step to choose the image, or artwork to be used with Auto Cross Stitch. If you are familiar with any Cross Stitch embroidery, you will appreciate the fact that, simple is better when it comes to artwork. It is important to use a clean image for this process. If the image was scanned, it is a Bitmap type (millions of "pixels) image – either .bmp or .jpg, and must have a reasonably "high resolution". 150-300 DPI is good. The software will reduce the colors so that it is feasible to stitch the art in embroidery. If the image is a Vector type (clipart style) - all the better.

1. Choose the Select from the Select Image box.
: The Images folder will open.
2. Choose Image (your choice) from the list.
3. Click "Next".

>2. Crop Image

In the second step the Wizard is supplying the option to Crop the Image. Though it is not necessary to crop, there may be some areas that are not desired in the embroidery design.

1. Click on square on the frame around image, and drag square to Crop.

2. Click "Next".

>3. Set Dimensions

The 3rd step is your chance to change the Dimensions or size of the image.

1. Select unit of measurement (mm, cm, or inches).

2. Click Width (or Height) box, and type new value.

: Both dimensions will change at once.

3. Click Next.

>4. Color Selection

In this step the software is prepared to reduce the number of colors in the image. The Wizard is very self-explanatory. Remember when in referring to a "Bitmap" type of image, we said it has "millions of pixels"? How many threads/colors do you want to change?

1. Check Reduce Colors Automatically in the Color set suggestion box.

2. Click Suggest.

: The Wizard will look at the image and suggest some colors.

Or,

1. Check Reduce Colors to and Type in number of desired (thread) colors.

2. Click Suggest.

: The Wizard will look at the image and suggest (the amount entered) colors.

3. Click Next.

This box is enabled by default.

It is possible to "Pan" the image in the small screen on the right-hand side of the dialogue box. Simply right-click to drag the image.

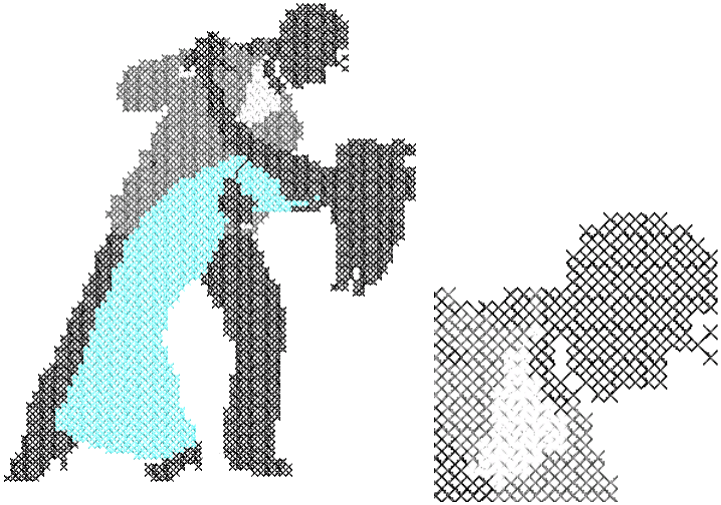
It is also possible to delete segments that you do not want to be digitized. Simply highlight the color, and select the Delete key (on the keyboard).

>5. Cross Stitch

This 5th step is designed to offer some control over the way that the software "automatically" handles the Cross Stitch elements of the image. The size of the Cross Stitch, and connection policy will affect the outcome of the Cross Stitch design.

Cross Size

1.Click Cross Size and move up or down.
: The Cross Stitch will change size according to the set value.
Connection Policy
2 . Check use a Running Stitch box.
: All Blocks will be connected with a Running Stitch.
Or,
2.Check use a Jump stitch box.
: All Blocks will be connected with a Jump Stitch.
And,-(If Jump Stitch selected…)
3. Choose Trim Option. Choose Trim if longer…"
: A machine with automatic trimmers will trim if the distance exceeds the value (defaulted at 20mm).
Or,
3a. Choose Trim always.
: A machine with automatic trimmers will trim between all blocks.
Or,
3b. Choose Trim never.
: A machine with automatic trimmers will never trim between blocks.
4. Select Stitch Background (or not).
: Often the background color is important for cross stitch a design.
5. Click Finish.
: The image will be processed showing progress bars until complete.



Voila! Now, you have an embroidery design that was created with a minimum of labor, and a maximum of control. The design can be Edited changing the Cell size, or Outline of blocks.

NEW TERM

AUTOPUNCH
Automatically digitizes an embroidery design.

AutoPunch

What you'll learn:

In this section you will learn the details of:

Step-by-Step description of AutoPunch Wizard

AutoPunch is designed to automatically digitize an embroidery design from clean artwork. AutoPunch has a Wizard that walks you through a step-by-step process for creating an automatic embroidery design. In this segment, each step and process will be defined.

Open AutoPunch Wizard

1. Select AutoPunch… from the Create drop-down menu.
AutoPunch Wizard/Introduction page will open.

2. Click **Next.**

>1. Open Image

This is the step to choose the image, or artwork to be used with AutoPunch. It is important to use a clean image for this process. If the image was scanned, it is a Bitmap type (millions of "pixels) image – either .bmp or .jpg, and must have a reasonably "high resolution". 150-300 DPI is good. The software will reduce the colors so that it is feasible to stitch the art in embroidery.
If the image is a Vector type (clipart style) - all the better.

1. Choose an Image from the Open Image box.
: The Images folder will open.

2. Choose Image (your choice) from the list.

3. Click **Next.**

>2. Crop Image

In the 2nd step the Wizard is supplying the option to Crop the Image. Though it is not necessary to crop, there may be some areas that are not desired in the embroidery design.

1. Click on square on the frame and drag to Crop.

2. Click Next.
3. Set Dimensions
The 3rd step is your chance to change the Dimensions or size of the image.
1. Select unit of measurement (cm, mm, or inches).
2. Double-click Width (or Height) box.
3. Type new value.
: Both dimensions will change at once.

>3. Click Next.

>4. Color Reduction
In this step the software is prepared to reduce the number of colors in the image. The Wizard is very self-explanatory. Remember when, in referring to a "Bitmap" type of image, we said it has "millions of pixels"? How many threads/colors do you want to change?
1. Check Reduce Colors Automatically in the Color set suggestion box.
2. Click Suggest.
:The Wizard will look at the image and suggest some colors.
Or,-
1. Check Reduce Colors to and Type in number of desired (thread) colors.
2. Click Suggest.
: The Wizard will look at the image and suggest (the amount entered) colors.
3. Click **Next.**

>5. Classify Blocks
This 5th step is designed to offer some control over the way that the software "automatically" handles different segments of the image. Since nearly all embroidery shapes are either columns or filled shapes, this feature poses the question "At what width do you want columns, and at what width fills?"
1. Move slide bar until desired width is displayed.
: Design will be "digitized" using specified values.
2. Click **Next.**

It is possible to "Pan" the image in the small screen on the right-hand side of the dialogue box. Simply right-click and drag the image.

: A “Simplifying Image” progress bar will be displayed.

>6. Customize Stitch Blocks

At this juncture, the software has broken the image into simple blocks given the amount of colors specified in Step #4.
Now, you have the ability to remove, change color sequence, and change fill method of any block(s).

1. Delete Unwanted Blocks
- **a.** Click Block to be removed from the Block List.
  - **:** The block will be highlighted.
- **b.** Click Remove button in center column.
  - **:** The block will be deleted.

2. Change Stitching Sequence
- **a.** Click Block to be moved from the Block List.
  - **:** The block will be highlighted.
- **b.** Click Move Up or, Move Down button in center column.
  - **:** The block will moved one step for each Click.

3. Change Fill Type
- **a.** Click Block to be changed from the Block List.
  - **:** The block will be highlighted.
- **b.** Click **Satin** or, **Complex Fill** button in center column.
  - **:** The block fill method will be changed.
- **c.** Click Next.

4. Select Stitch Background (or not)
- **a.** Check Stitch Background (to stitch).

>7. Select Fabric

In this final step a Fabric can be selected so that the Embroidery Parameters will be adjusted. Also, there is an opportunity in this step to decide how to connect blocks.

1. Click Fabric box.
- **:** A list of Fabrics will open.
- **a.** Click your choice upon which the embroidery design will be stitched.
  - **:** The Embroidery Parameters will be adjusted.

Connection Policy

1. Check use a Running Stitch box.

: All Blocks will be connected with a Running Stitch.

Or,-

2. Check use a Jump Stitch box.

: All Blocks will be connected with a Jump Stitch.

And,-(If Jump Stitch selected…)

2a. Choose **Trim if longer…"**

: A machine with automatic trimmers will trim if the distance exceeds the value (defaulted at 20mm).

Or,-

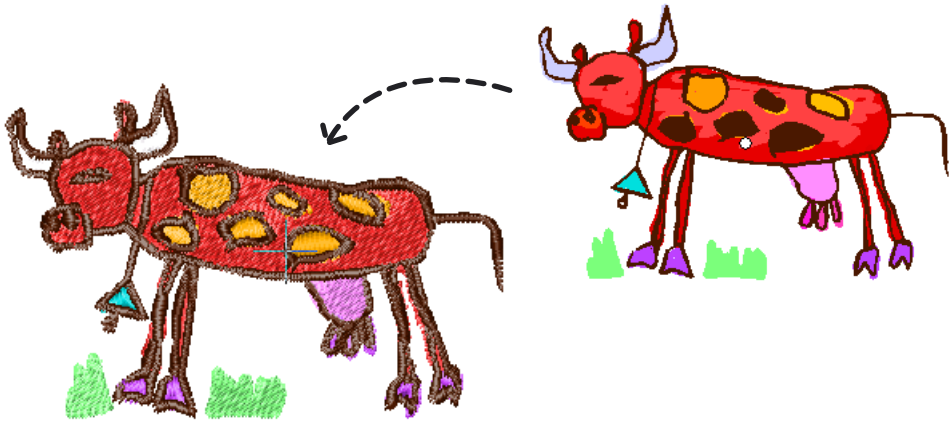
2b- Choose **Trim always.**

: A machine with automatic trimmers will trim between all blocks.

>3. Click Finish .

: The image will be processed showing progress bars in the information toolbar until complete.

From *Image to Embroidery!
*Note this image “colors outside the lines” as a “style”. Therefore, Autopunch emulates it.



Voila! Now, you have an embroidery design that was created with a minimum of labor, and a maximum of control. All aspects of the design can be Edited like any design that was digitized with EOS.

PhotoStitch

NEW TERM

PHOTOSTITCH
"Simulates" an image using special stitch techniques.

What you'll learn:

In this section you will learn the details of:

Steps of PhotoStitch Wizard
Descriptions and explanations of each step

PhotoStitch was designed to "simulate" an image using special stitch techniques. This type of embroidery design is not the "traditional" (that includes primarily fills and satin columns) variety. These stitch techniques require virtually no digitizing skill and very little labor. PhotoStitch has a Wizard that walks you through a step-by-step process for creating an automatic embroidery design. In this segment, each step and process will be defined.

Open Wizard

1. Select **PhotoStitch…** from the Create drop-down menu.
: PhotoStitch Wizard/Introduction page will open.
2. Click "Next".

>1. Open Image

This is the step to choose the image, or artwork to be used with PhotoStitch. It is important to use a clean image for this process. If the image was scanned, it is a Bitmap type (millions of "pixels) image – either .bmp or .jpg, and must have a reasonably "high resolution". 150-300 DPI is good. The software will reduce the colors so that it is feasible to stitch the art in embroidery. If the image is Vector (clipart style), it will work as well.

1. Choose image from the Select Image box.
The Images folder will open.
2. Choose Image (your choice) from the list.
3. Click "Next".

>2. Crop Image

In the 2nd step the Wizard is supplying the option to Crop the

Image. Though it is not necessary to crop, there may be some areas that are not desired in the embroidery design. Also, in this step, is the option to define the shape of the image as circular, or rectangular.

1. Click on square on the frame around image, and drag square to Crop.

2. Check Circular or Rectangular.

: The image will be defined (and "cropped") as a Circle or Rectangle per your choice..

3. Click "Next".

>3. Set Dimensions

The 3rd step is your chance to change the Dimensions or size of the image.

1. Select unit of measurement (in cm, mm, or inches).

2. Click Width (or Height) box, and type new value.

: Both dimensions will change at once.

3. Click "Next".

>4. Color Refinement

In this step, the software is offering the options of altering the Brightness and Contrast of the image. Since the software is "looking at" the image in order to simulate a "likeness", it is important to have a lot of light, and contrast. Frankly, the image may result in looking strange for the PhotoStitch to look nice. Experimentation is key.

1. Move slide bar until image is brighter (if necessary).

2. Move slide bar until image has more contrast (if necessary).

3. Click "Next".

>5. PhotoStitch

This 5th step was designed to offer a variety of options as to how PhotoStitch will simulate an image. There are two options for color: Monochrome (one color), or Color Fill (this uses Cyan, Magenta, Yellow, and Black – in that order). Also, there are two options for the stitch technique: Rectangular or Satin. See images below for reference.

1. Select Embroidery Effect

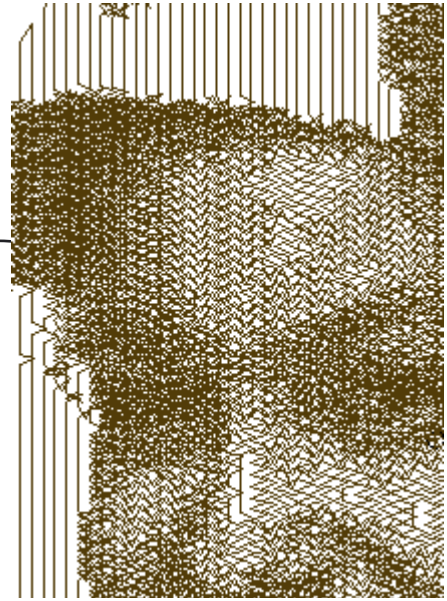
While working with the slide bars, look at the image on the right-hand side of the box. It is possible to "Pan" the image in the small screen on the right-hand side of the dialogue box. Simply click and drag the image.

a. Select Monochrome fill.
: Design will be simulated using one (dark) thread color.
Or,-
b. Select Color fill.
: Design will be simulated using four thread colors.

2. Select Filling Technique
a. Select Rectangular filling technique.
: Design will be generated in a Rectangular shape.
a1. Select Rectangle Size in Parameters box.
b2. Select Resolution step in Parameters box.
b3. Select Minimum stitch distance in Parameters box.

3. Click “Finish”.

The Default values in the PhotoStitch Wizard work very well in most instances. Experiment, and then adjust some of the parameters for different effects.



Choose 1 color or 4 colors. Each has a unique appearance.

Try using PhotoStitch as large as possible. You may find that you get "more bang for your buck" - Larger embroidery for similar stitch costs as adjusting values to get detail of smaller images.

Design Library

What you'll learn:

In this section you will learn the details of:

How to Open Library Designs
Functionality of Library Designs

EOS has a Library of designs for you to use for learning. Since the designs were created with EOS, they have full block edit capabilities. So, they are great for practicing the skills learned in these manuals. Be certain to watch them "stitch out", either on-screen (with Redraw Design), or on your embroidery machine. You will see how one digitizer made choices about "routing", settings, stitch types, and more.

Open Design Library

To open the library of embroidery designs:

>> **Choose:** Create > Design Library.

>Choose a Category

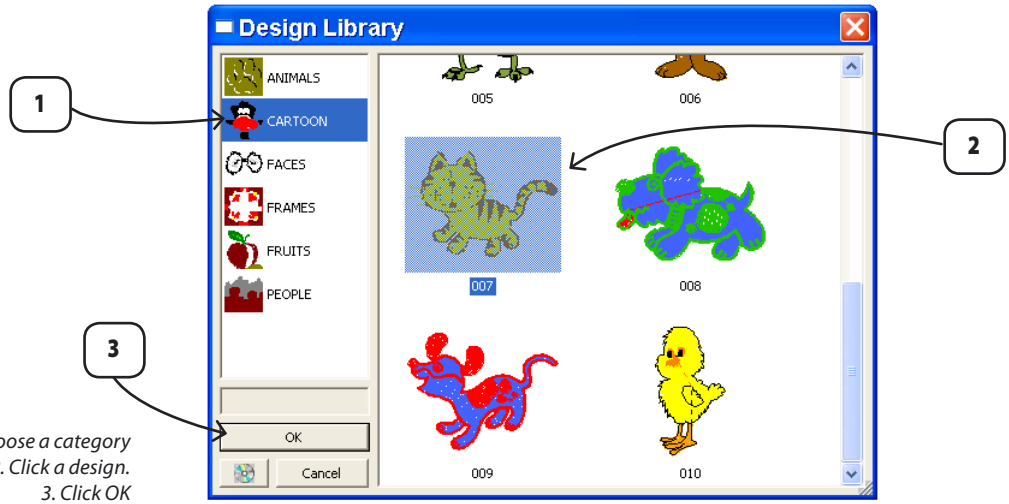
>> **Click** a category in left-hand column.

The contents of the category open into the right-hand column.

>Choose a Design

>> **Click** on a design in the right-hand column to highlight, and click "OK".

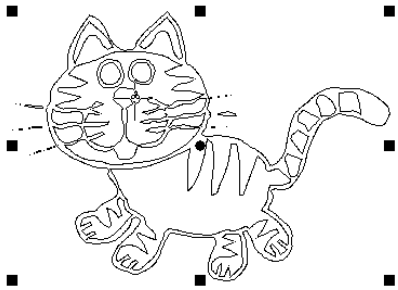
The design will open into EOS screen.



1. Choose a category
2. Click a design.
3. Click OK

Work with Design

A Library Design opens on-screen as a “ghost frame”.
You can move, resize, rotate, flip, or skew the design before you even apply stitches.



>> Click: "Stitch It!" or "Enter" (key).
Now you have the stitched design exactly where you placed it.

See Edit and Select sections to learn how to work with Library Designs.

Edit Design Outline

Change "thread" colors for appearance.

Copy/Paste with Select
Of course, all the functions of "Select", such as copy and paste can be utilized as well.

Add as many Library Designs as you like. "Build a scene", and add Lettering to make fast and easy Stock designs.

Embroidery Layer - Create:

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Edit

After having gone through all the basic functionality for digitizing it is now time to see how each object can be edited through the powerful editing features the software provides.

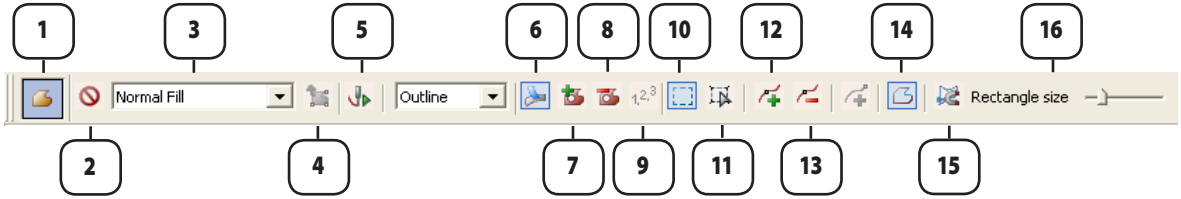
Embroidery Layer - Edit:

E0257-(p.216-217)

Freeform Edit Toolbars & Icons

Top Toolbar

When you activate Edit, the top toolbar appears for relevant functions. Click on an icon for related feature.
Notice that Edit and Create toolbar is one-and-the-same.



1.Curent Tool
2.Cancel
3. Recipe
4.Character Edit
5.Stitch It
6.Insert Branch
7.Insert Hole
8.Delete Hole
9.Branch Order
10.Trap Edit
11.Point Edit
12.Insert Point
13.Deletel Point
14.Close Shape
15.Smart Edges
16.Smart Size

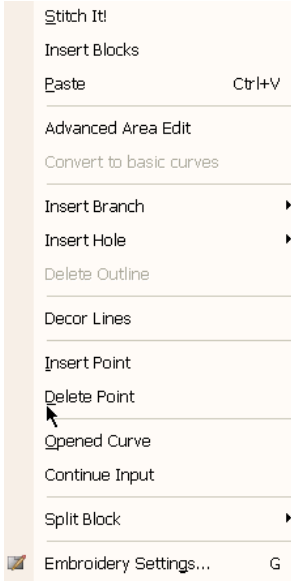
Bottom Toolbar

The horizontal bar prompts the next step, and displays different types of information relative to create with Freefrom mode.

Left-click: move reference point, Ctrl+Left-click: corner point to smooth point, Enter: Confirm changes

Context Menu

The Freeform context menu contains functions that are available throughout digitizing and editing.



Block Edit

What you'll learn:

In this section you will learn the details of:

How to edit Freeform blocks.

For all Block Edit section, you must have an EOS block on-screen.
Click: Edit > Click (on *block*).

Freeform Block

Each segment of an embroidery design is called a block or object. You can edit all Freeform blocks that you create in EOS In fact, the Edit process is exactly like Create - the only difference being the actual mode (Edit or Create). This section speaks to editing the attributes of a block after creation. Change: Recipe; Outline; Entry/Exit points; Stitch Angle; Decor Lines; Branches; Holes; Stitch Type; and any Embroidery Settings of a block. See section "Create with Freeform", for detailed information on the creation of blocks, even if you do not have Create capabilities.

NEW TERMS

EDIT
To modify or change
All or portions of a Block.

BLOCK
A container or "wire-frame"
That holds all information
of a segment of a design.

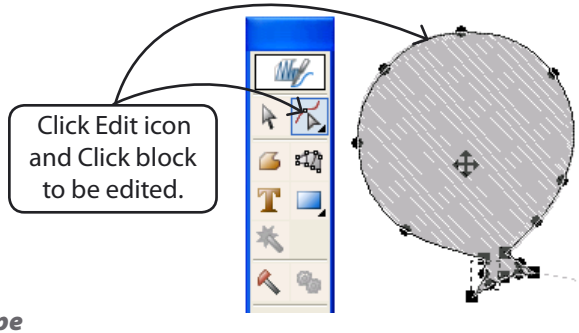
BLOCK EDIT FORMAT:
The native language of a software.

MACHINE STITCH (EDIT) FORMAT:
"Stock designs" - not digitized
using EOS software.

Activate Block Edit

To enter block Edit mode:

>>Click: Edit > choose block.



Recipe

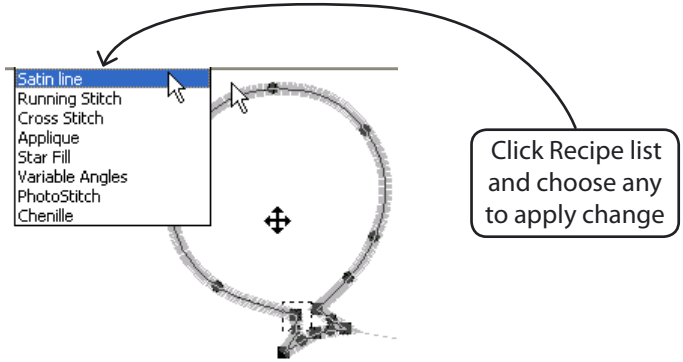
Change the Recipe of a Freeform block. See "Create with Freeform" for more Recipe details.

This entire section assumes an active Edit mode.

Edit Recipe

Choose a different Recipe from the drop-down list on Edit tool bar.

>>Select: (different) Recipe.



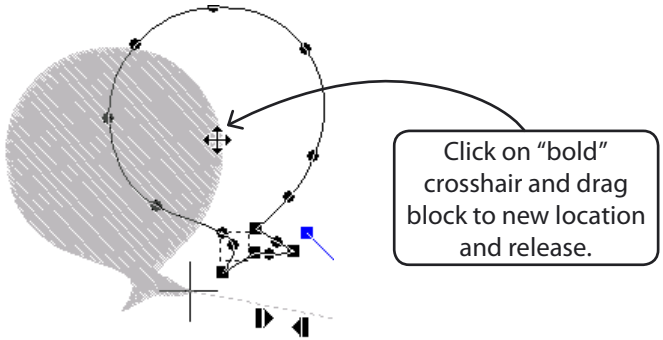
Edit Outline

The Outline of a Freeform block consist of points, and lines (between two points). Edit the outline of a block in any way.

Move Outline (block)

To move the entire outline (block):

>> Click inside: drag (to new location).



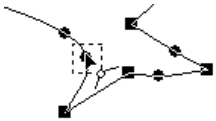
Edit Points

The outline (of a block) was defined with different kinds of points.

Circle Point

The Circle point is a curved section - a portion of a radius - of a block. Change to a different point type:

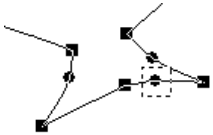
>> CTRL: click.



Square Point

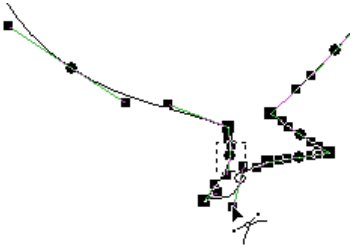
The Square point is a straight section of a block. Change to a different point type:

>> CTRL: click.



Control Points

For each point on an outline, there are additional Control Points called “Bezier”. When edited, the original Circle and Square points change.



Enable “Show Control Points on Curves” in System Parameters to display. The same editing can be performed without them.

Empty Circle Point

The empty Circle point is a curved section - a portion of a curve of a block that is “off a true radius”. To change to a different type:

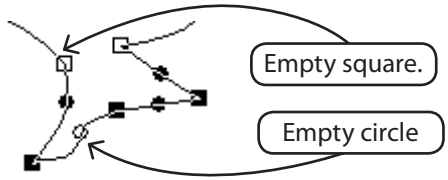
>> CTRL: click.

Empty Square Point

The empty Square point is a straight section of a block.
To change to a different type:

>> CTRL: click.

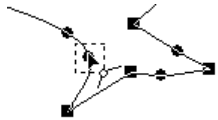
Points change to “empty” when Line is moved. Just make the outline as you like, disregarding point status.



Move Point

To move a point on the outline:

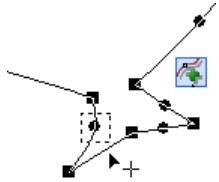
>> Click: drag >release.



Insert Point

To insert a point anywhere on the outline:

>> Click: Insert Point >click in outline.

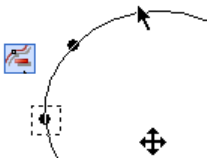


The cursor includes a “+” symbol for the mode.

Delete Point

To delete a point anywhere on the outline:

>> Click on point; click: Delete Point icon.



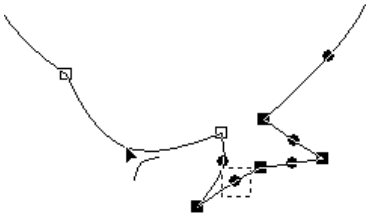
Hold the delete key to delete continuous points.

Line

Line is the “wire” between two points.

Modify Line

>> Click on line: drag (to reshape segment).



Edit Entry/Exit Point

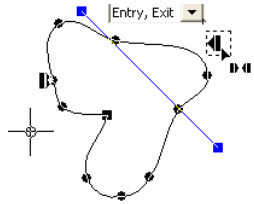
Change the location of the entry point - where you first enter the block, and the Exit point - where you leave the block.

This entire section assumes an active Edit mode.

Relocate Entry and Exit Points

Isolate the symbols by changing the list on the Edit tool bar to “Entry, Exit”. Then:

>> Click on one: drag (to new location).



NEW TERM

STITCH ANGLE

The angle of stitches in a block. Freeform has ONE STITCH ANGLE.

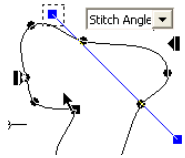
Edit Stitch Angle

The *blue line* represents the angle of stitches of the block

Change Stitch Angle

First, isolate the symbol by changing the list on the Edit tool bar to “Stitch Angle”. Then:

>> Click one end: drag (to new angle).



Edit Decor Lines

A Decor Line is a "carved" shape inside the stitches of a block. Edit the Decor Line in any way.

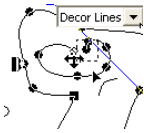
NEW TERM

DECOR LINES
A feature of EOS that allows decorative and descriptive "carving" within an outline.

Move Decor Line

To move the entire Decor Line (block):

>> Click inside: drag (to new location inside the block).



Insert Decor Lines

First, isolate the feature by changing the list on the Edit tool bar to "Decor Lines". Then:

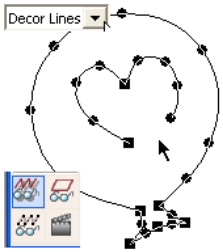
>> Choose tool: input points.

1. Turn off stitches to make it easier to work with Decor Lines.
2. Repeat above steps for additional Decor Lines.

Modify Decor Lines

First, isolate the feature by changing the list on the Edit tool bar to "Decor Lines". Then:

>> Click inside (existing) decor line block, and change the shape or input type.



Delete Decor Lines

Isolate the Decor Lines by clicking on one of the points. Then right-click and choose "Delete Outline" from the context menu.

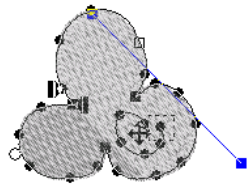
Edit Hole

Hole is an option used for carving a hole in a Freeform block. The hole can be empty or filled with a variety of stitches. Edit the hole in any way.

Move Hole

To move a hole:

>> Click hole: drag (to new location inside the block).



Insert Hole

To insert a hole:

>> Click: Insert Hole; click tool > create hole.

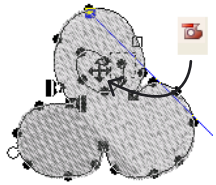
Modify Hole

Move, insert, or delete the outline of a hole in the same manner as editing an Outline (see above information).

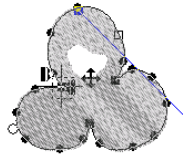
Delete Hole

First, locate on any point on hole. Then:

>> Click: Delete Branch/Hole icon.



1. *Locate on hole.*
2. *Click icon.*
3. *Click Stitch It!*



Repeat as often as desired for additional holes.

Alternatively, right-click and choose "Delete Outline" from the context menu.

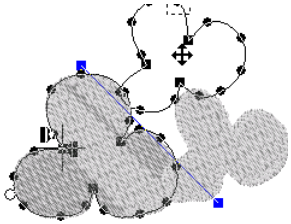
Edit Branch

Branch is an option used in creating an additional segments to the outline of Freeform. A block outline is first created; and then a branch is added.

Move Branch

To move the entire branch:

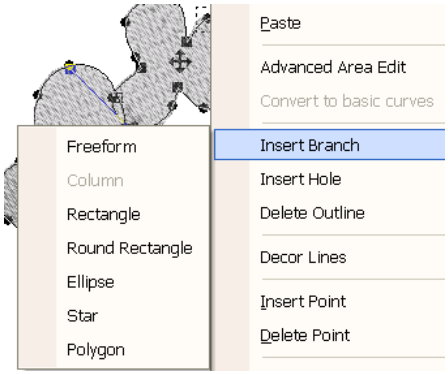
>> Click branch: drag (to new location).



Insert Branch

To insert a branch:

>> Click: Insert Branch; click tool > create branch.



Repeat as often as desired for additional Branches.

Modify Branch

Edit the outline of a branch in the same manner as editing an Outline (see above information).

Delete Branch

First, locate on any point on branch. Then:

>>Right-click: choose Delete Outline.

Edit Stitch Type

Change the Stitch Type of a Freeform block. See “Create with Freeform” for Stitch Type details.

Edit Stitch Type

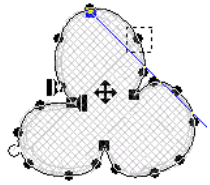
Choose a different Stitch Type from the drop-down list inside Embroidery Settings.

>>Select: (different) stitch type.

Edit Embroidery Settings

Change the settings of a Freeform block. See “Create with Freeform” for Embroidery Settings details.

>>Select: (different) Embroidery Settings; choose **“Apply”.**



What you'll learn:

How to Edit Column Blocks
Column Unique Recipes
Edit Lettering

Column Block

You can edit all Column blocks that were created in EOS.
The Edit process for Column block is performed the same as editing Freeform blocks (see previous section). Attributes "in-common": *Recipe; Outline; Entry/Exit points; Stitch Angle; Decor Lines; Branches; Holes; Stitch Type; and any Embroidery Settings of a block. This section speaks to (only) the distinctions for editing Column blocks. See Create with Column section for detailed information on the creation of column blocks.

Edit Reference line

A Column block uniquely has a reference line. With two points, it defines the widths and stitch angles of a column block.

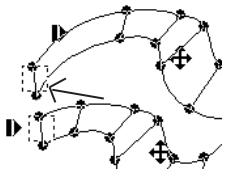
NEW TERM

REFERENCE LINE
Two points - "point &counterpoint"- define the widths and stitch angles of a column

Move Reference line

To move entire reference line:

>> Choose: center (of reference line) > move.



**Recipes are edited in the same way as in Freeform section, though Column has different Recipes; see "Create with Column".*

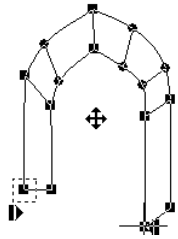
Edit Points

Sometimes moving a single point accomplishes a lot.

Change Stitch Angles

Stitch angles are defined by the reference lines of a column. One point at-a-time has to be moved to create a different angle. To change stitch angle:

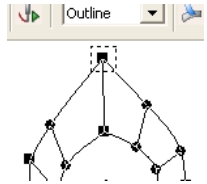
>> Choose: a point >swing to different angle.



Move Individual Points

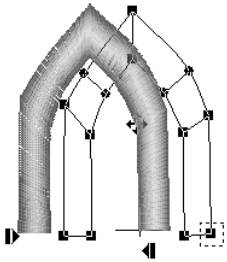
To move a point on a reference line:

>> Choose: point >move.



Move Column Block

Nudge the entire block when needed.
To move entire Column Block:
>> Choose: center (bold cross) >move.

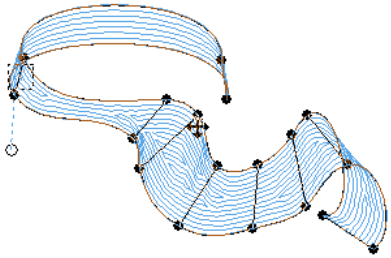


Unique Column Recipes

Column block has two unique and innovative Recipes.

Longitudinal Fill

Simulate realistic textures, like flowing hair and water, with this unique Column Recipe. The stitches flow with the curves of the block. Edit the Column Block in all the same ways described above.



"Open density" - at least 1/2 typical density, between 10.00 and 50.00 displays the essence of Longitudinal. The background color shows through.

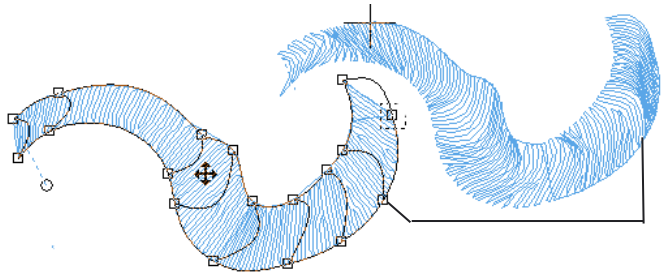
Experiment with moving reference lines to look at the flow of Longitudinal Fill.

For Wave Column, use "open density" - at least 1/2 typical density, between 10.00 and 50.00. It displays the natural bend of the curves.

Wave Column

Like Normal Fill for Column, the stitch direction of Wave Column are parallel to the reference lines. It is the reference lines that "wave" in this unique Recipe. This includes the distinct edit capabilities of editing the reference lines. To curve reference lines:

>> Click and drag on reference line, and "curve" it.



Edit Text

Don't forget that Text or lettering is typically created with Column. Editing Text is a fun and creative adventure. Use all the same concepts described in the previous sections to edit letter Columns.

Choose "Continue Input" from Column context menu, and reshape letters as much as you want. Insert Branches too!

Embroidery Settings

Edit the settings of a Column the same ways you edit Freeform. See the Embroidery Settings sections for more details.

What you'll learn:

In this section are the details of:

Edit Shapes Frames
Edit Shapes Attributes
Make Geometric Shape Common Shape

Geometric Shapes Block

You can edit all Geometric Shapes blocks that were created in EOS Much of the Edit process is performed the same as editing Freeform blocks (see previous section). Changes "in-common": Recipe; *Outline; Entry/Exit points; Stitch Angle; Decor Lines; Branches; Holes; Stitch Type; and any Embroidery Settings of a block.
This section speaks to (only) the distinctions for editing Shapes blocks. See Create with Geometric Shapes section, for detailed information.

Outline becomes Frame in Create Mode

The Outline of a Geometric Shapes block creates a frame around the Shape, like the Select frame. It can be rotated or re-sized while creating, or after stitches have been applied.

Change Shape Frame in Edit or Select Mode

After "Stitch It" is chosen to generate stitches, there are several options in the Edit mode. To work with the Shapes frame:

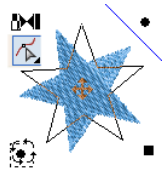
>> Click: Edit; click >Shape.

Shapes are unique in the Outline function. Once created, a Shape frame behaves like a "Select frame" (See "Edit Select" section).

Rotate Shapes Frame

To rotate Shape:

>> Click: circle (top right or bottom left of frame) > drag (in direction of desired rotation).

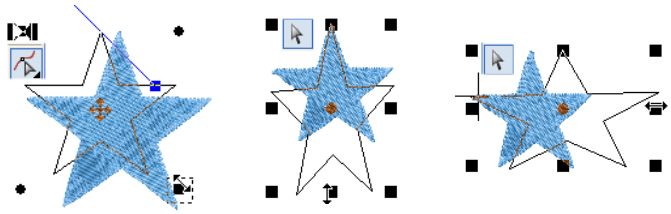


Re-size Shapes Frame with Select

To re-size Shape:

>> Click: Select; choose square (bottom right or top left of frame) > drag (outward to increase, and inward to decrease size).

In Edit mode, the Shapes frame has only "proportional" resizing and rotation. In Select mode, the height and width can be changed independently.

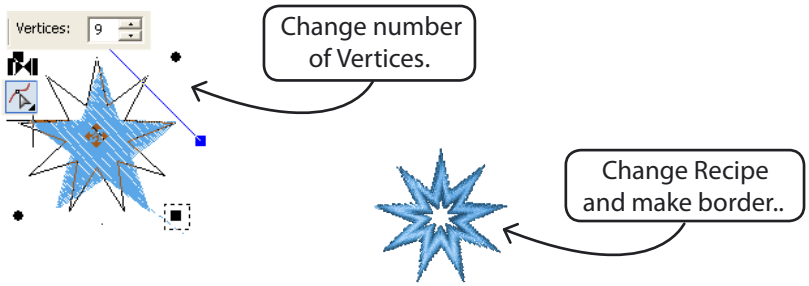


Change Shape Attributes in Edit Mode

A Shape can be changed using the same choices available in Create mode. See Create with Shapes section for more details.

To Edit Shapes attributes:

>> Click: Edit; click >Shape; choose attributes.



Rotate Shapes Frame

To rotate Shape:

>> Click: circle (top right or bottom left of frame) > drag (in direction of desired rotation).

NEW TERM

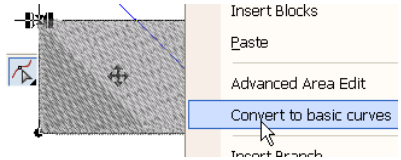
CONVERT TO BASIC CURVES

Changes a (geometric) Shape into a "regular block" for the standard type editing of other input tools.

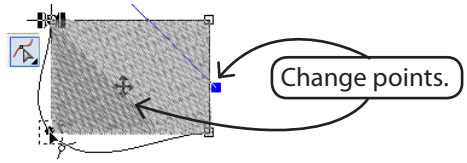
Advanced Edit Shapes

In Edit mode, change a Shape into a "regular block" for the standard type editing of other input tools. To convert Shape to block:

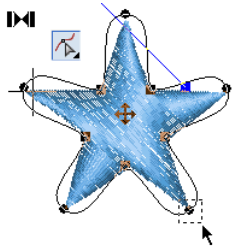
>> Click: Edit; click: Shape > Right-click: choose Convert to basic curves.



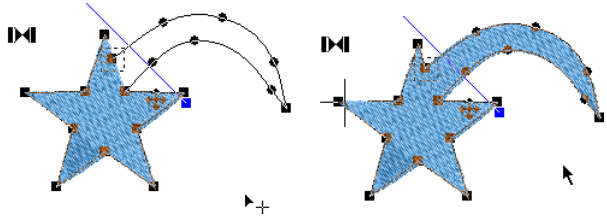
Now, all of the typical Edit functions can be performed.



Star Shape to "Starfish"!



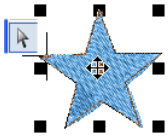
Choose "Continue Input" from the context menu.



Skew Select Shapes Frame

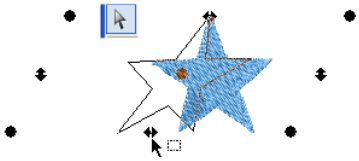
There is a special ability to “skew” a Shape with Select mode frame.
To change Shape frame to Skew frame:

>>Prolonged-click: Shape frame.



The frame now has new abilities. To skew Shape:

>>Click: skew symbol > drag.



Notice the cursor changes when placed over correct symbol.

Shapes Recipes Embroidery Settings and Stitch Types

Shapes share all the same Recipes, Stitch Types, and Embroidery Settings with Freeform tool. See Freeform and Embroidery Settings sections for details.

Stitch Edit

What you'll learn:

In this section you will learn the details of:

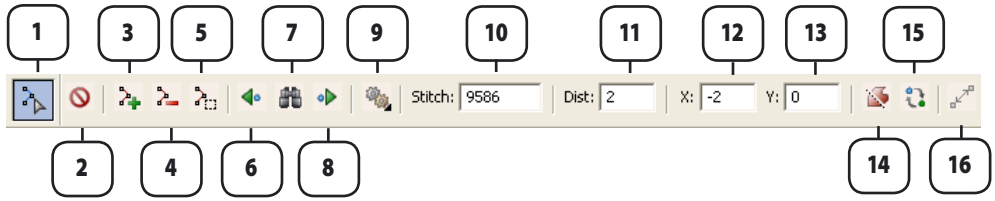
How to change individual stitches
Select and Stitch Edit groups of stitches
Exchange Codes
Stretch selected blocks

Stitch Edit Toolbars & Icons

Top Toolbar

When you activate Stitch Edit, the top toolbar appears for relevant functions. Click on an icon for related feature.

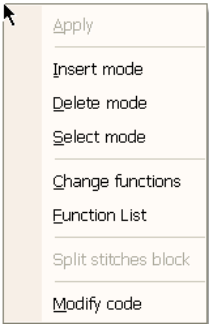
Stitch Edit Mode



1.Current Tool
2.Cancel
3.Insert Point
4.Delete Point
5.Select Stitches
6.Previous Code
7.Search Code
8.Next Code
9.Modify Code
10.Stitch Number
11.Distance Last Stitch
12.Horizontal Coordinate
13.Vertical Coordinate
14.Split Block
15.Change Function
16.Column Width

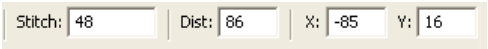
Context Menu

The Stitch Edit context menu contains functions that are available throughout digitizing and editing.



Bottom Toolbar

The horizontal bar prompts the next step, and displays different types of information relative to create with Stitch Edit mode.



NEW TERMS

STITCH EDIT

Control an individual stitch in a design, one stitch-at-a-time.

Stitch Edit

Control any stitch in your design, one stitch-at-a-time. Move, delete, exchange, or insert individual stitches with the Stitch Edit feature, and search for machine codes and functions. Stitch Edit feature can be used with "block format"- the native language of your software, or "machine stitch format" - stock designs that were not digitized using the Stitch & Sew software.

Stitch Edit tasks are easier if you: Choose: View >Show/Hide "Stitch Points".

Activate Stitch Edit

To enter block Stitch Edit mode.

>>Right-click: Edit > Stitch Edit.

All of the stitches in the design turn gray. This section assumes active Stitch Edit mode.

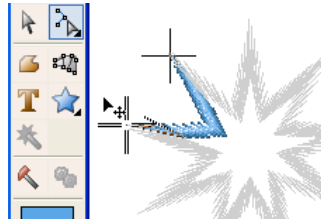
Edit individual stitches

Locate stitch

To locate or position on a stitch without moving it.

Right-click (on stitch).

Travel with up and down arrows (on keyboard) to locate precise stitch. Notice that all stitches up to the "local stitch" return to original color.

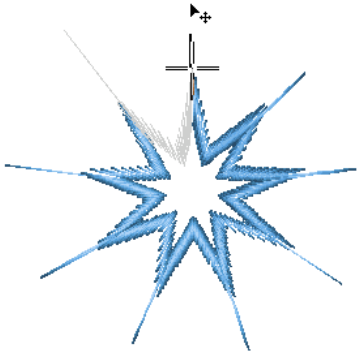


Stitches that are INSERTED aren't measured. Be aware of distance between stitches.

Move Stitch

To move a stitch.

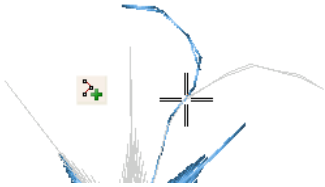
>>Click: drag >release.



Insert Stitch

To insert stitches.

>>Right-click (to locate on stitch): click Insert Stitch >click (for each stitch).

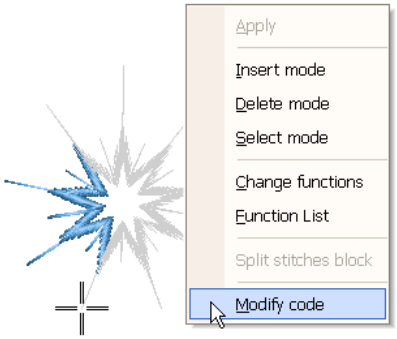


Continue clicking to place stitches in current location. Be certain to end close to original insert point, or a jump could occur.

Exchange Stitch

To exchange stitch or function.

>>Right-click (to locate on stitch)**:** right-click > select: Modify code.



Exchange the item you are "holding" for the item in the list.

Delete stitch

To delete stitch or function.

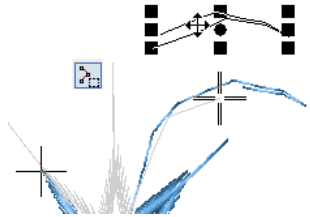
>>Right-click (to locate on stitch): right-click > select: Delete.

Alternatively, hold the Delete key until all stitches are erased.

Select Group of Stitches

Use Select to define group of stitches to Stitch Edit at-once.
To select:

>>Click Select: drag frame around group.

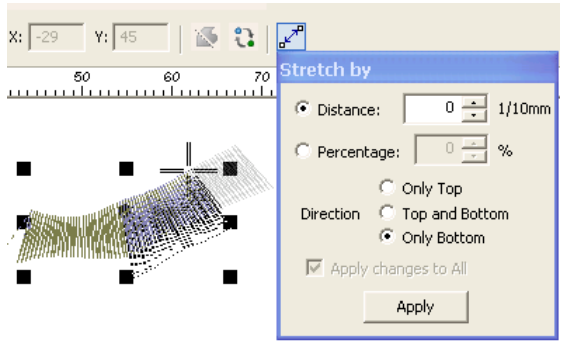


The selection can be moved, resized, and stretched (see below).

Stretch Stitches

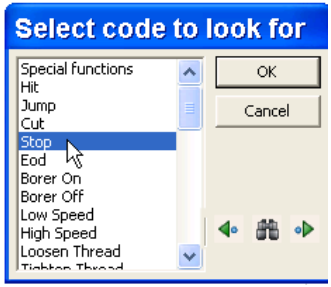
You can stretch an area of a design - such as a Column, by a percentage or specific numeric value.
To stretch a block.

>>Click: Stretch > type amount; choose one or both sides.



Search Codes

Search to easily find a specific machine code.
To search for a code.
>>Click: Select Code >choose code (from the Select Code box).



NEW TERM

SEARCH CODE
Find a specific machine code.

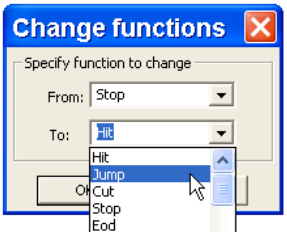
Click the Next Code arrow icon to locate all the next instances of that code.

Exchange All Functions

Look at a list of every function or code in your design, and exchange all functions or codes of one type to another.

Change Functions

To change all functions.
>>Right-click: Select Change Functions; >choose code (from the "From:" list); > choose code)from the "To:" list).



It is a rare instance to change all functions in a design. One instance is to ignore all STOP codes to create a "tone-on-tone" (one color) design.

NEW TERM

SPLIT BLOCK

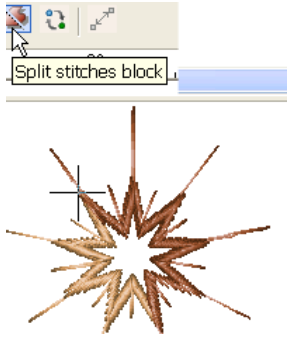
Divide a machine stitch format block.

Split Block

You can split a block into multiple blocks.

To split a block.

>>Right-click (to locate on stitch where you want to split); click: Split Block.



Use Split Block to resequence blocks; or create more than one color for a block.

Select

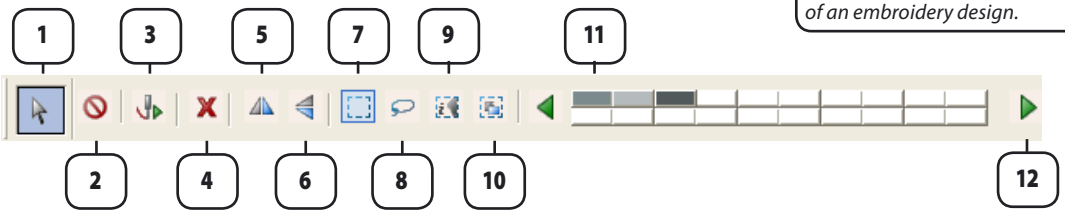
What you'll learn:
In this section you will learn the details of:
- **How to make a Selection**
- **Options for Selection**
- **Unique Select Abilities**

Select Toolbars & Icons

Top Toolbar
When you activate Select, the top toolbar appears for relevant functions. Click on an icon for related feature.

NEW TERM
SELECT MODE
Edit function used to "capture" segments of an embroidery design.

Edit Select Mode



1.Current Tool
2.Cancel
3.Stitch It
4.Delete
5.Flip Vertical
6.Flip Horizontal
7.Select Frame
8.Select Lasso
9.Invert Selection
10.Select All
11.Select Colors
12.More Colors

Bottom Toolbar
The horizontal bar prompts the next step, and displays different types of information relative to create with Select mode.

Click and drag to select multiple objects. Left-click: select object, Ctrl+Left-click: append/detach selection

Select Mode

Select is an edit function of EOS used to “capture” segments of an embroidery design. Once selected, you can do a number of things: copy, flip, rotate, move, re-size and delete selected elements.

Activate Select Mode

To enter Select mode:

>>Click: Select.

This section assumes an active Select mode.

Select Options

There are several ways to Select one or more blocks.

Select by Click

To select with Click:

>>Click: block.

Hold “CTRL” key to add more blocks.

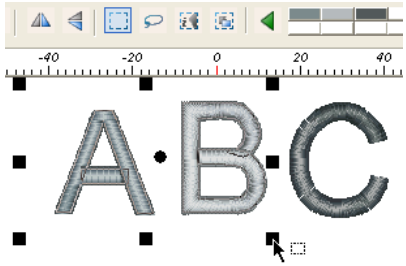
Select Tools

Choose from one of the following selection tools from the Select tool bar.

Rectangle Tool

To select with Rectangle:

>>Press: & drag (around blocks).

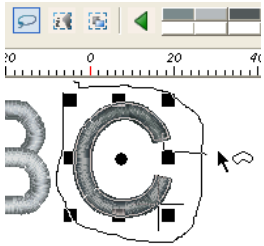


Rectangle is a good choice when the blocks are "clear" of other blocks in the design.

Lasso Tool

To select with Lasso:

>>Draw: rough outline (around blocks).



Finish Selection

If you get part of the blocks you want; but need the rest, let Select complete an area for selection:

>>Click: Finish Selection.

NEW TERM

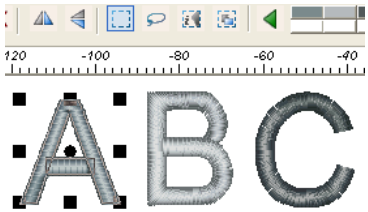
SELECTION

A segment, or all of an embroidery design that has been captured using Select tools.

Invert Selection Tool

To swap selected blocks with all other blocks:

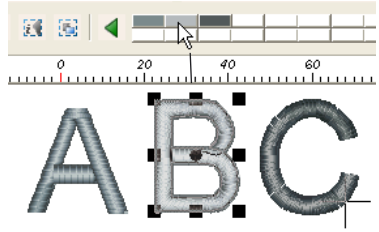
>>Click: Invert Select icon



Color Blocks Tool

To select with Color Blocks:

>>Press each color block (that represents desired selection).

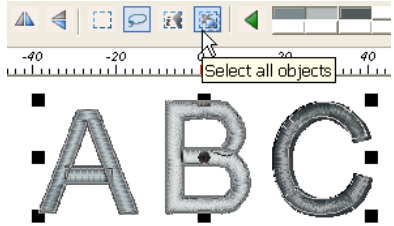


Depress unwanted color blocks.

Select All Tool

To select All (of design):

>>Click: Select All icon.



Hold "CTRL" key to add more blocks.

Select by Object List

See additional details in Object List section. To select using Object List:

>>Click: blocks (in Object List).

See detailed information in "Inside Object List".

Selected Blocks Options

Now you have some blocks selected - what do you want to do with them? These are the available options for your selection:

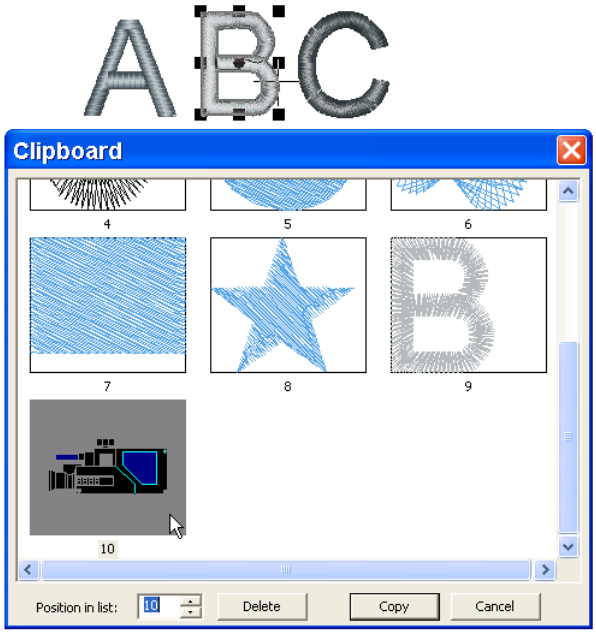
>>Right-click - for a list in the context menu.

Copy	Change Size	Filters
Paste	Repeat	Change (+ options)
Duplicate	Apply Fabric	Stitches to Blocks
Delete	Flip (+ options)	Merge Blocks
Select (+ options)	Rotation Center (+)	Export (+ options)

Copy Selection

To copy selected blocks:

>>Right-click: choose > Copy.

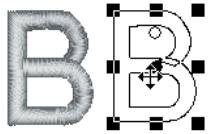


Paste must be performed before copying another selection, or, you can choose "Use Copy List" from Select tool bar to copy multiple selections.

Paste Selection

To paste selected blocks:

>>Right-click: choose > Paste.



Duplicate Selection

The Duplicate feature performs Copy/ Paste in one step. The selection is placed at end of design.

To duplicate selected blocks:

>>Right-click: choose > Duplicate.

Delete Selection

Alternatively, hit "Delete" key.

The fastest way to get rid of some areas of a design, Select and delete them. To delete selected blocks:

>>Right-click: choose > Delete.

Move Selection

To move selected blocks:

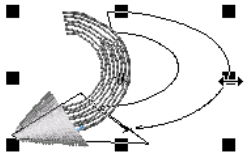
>>Click: center (of selection) > drag (to new location).

Re-size Selection with Frame

Top and side squares re-size height and width individually. The corner squares re-size proportionately.

To re-size selected blocks:

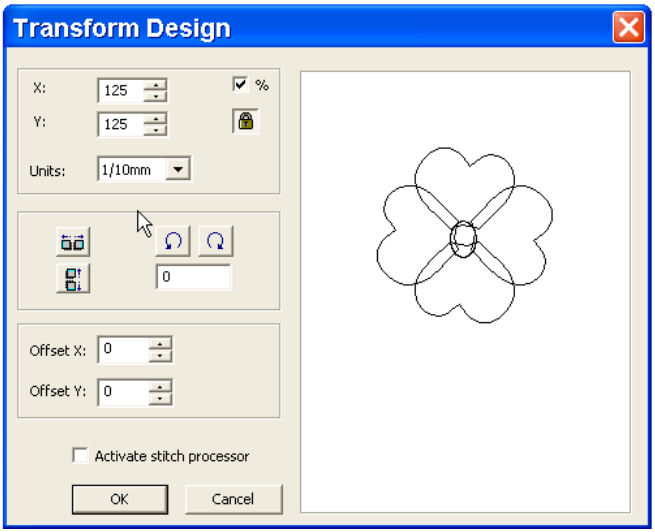
>>Click: square (of selection) > drag (to increase or decrease).



Change Size of Selection

To change size of selected blocks:

>>Right-click: choose > Change Size; set new size.



NEW TERM

CHANGE SIZE

Transform a selection or design-changing size, rotating, or flipping.

Disable "Stitch Processor" for EOS block format Design.

NEW TERM

REPEAT

Use Repeat dialogue box to create multiples of selection or design for borders, emblems and such.

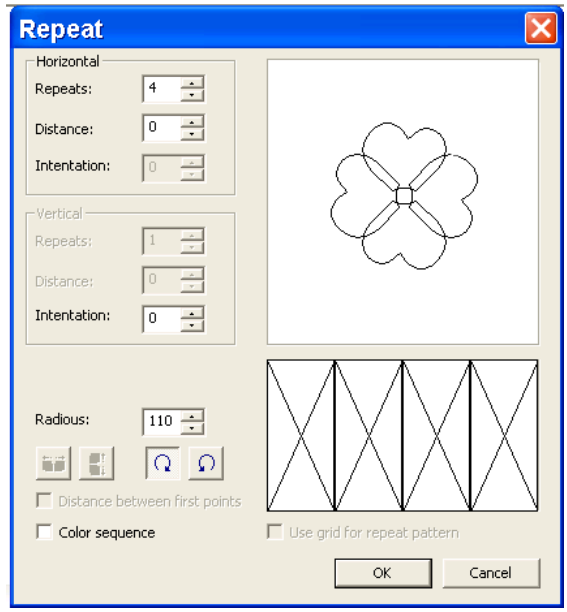
"Change Size" and "Repeat Design" can also be applied to the whole design.

Repeat is great for borders and emblems.

Repeat Selection

Repeat selection for a variety of tasks.

>>Right-click: choose > Repeat; set options.



NEW TERM

APPLY FABRIC

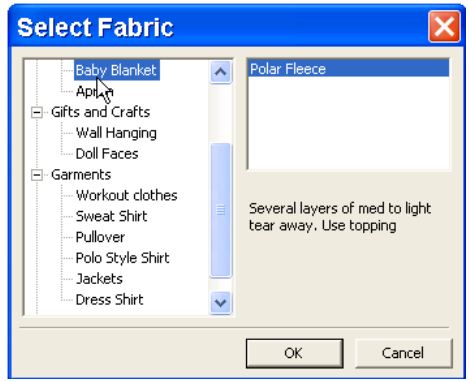
Choose from a list of preset fabrics to apply embroidery settings to Selection.

Choose intended fabric or apparel from "Preset Fabrics" list. (See Preset Fabrics section for details).

Apply Fabric to Selection

To apply fabric to selected blocks:

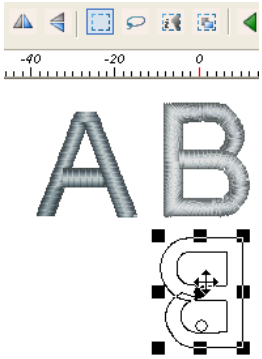
>>Right-click: choose > Apply Fabric; select fabric.



Flip Selection

Make fast and easy work of mirroring an element of your design.
To flip selected blocks:

>>Right-click: choose > Flip > Flip Horizontal/Vertical.



You can flip both directions before applying stitches.

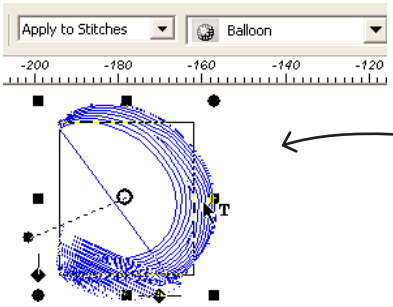
Apply Filters to Selection

Make simple shapes "lively" and have fun applying Filters to selected blocks. To apply filters:

>>Right-click: choose > Filters; choose Filter from list.

NEW TERM

FILTERS
Apply a frame that warps selection.



Apply to stitches or outlines. Experiment on-screen.

Change

Change any of these things to selected blocks:
To make changes to selected block:

>>Right-click: choose > Change; choose an option from list.

NEW TERM

CHANGE
Apply density, parameter, stitch type, or color changes to selection.

>Density
Regardless current density of (all) selection; change by percentage or precise value.
>Parameters
Regardless current settings of (all) selection; change (only) basic settings.
>Stitch Type
Change (all) selection to one stitch type.
>Satin Width
For machine stitch format selection; change width by percentage or precise value.
>Change Color
Change (all) selection to one color.

NEW TERM
CONVERT STITCHES TO BLOCKS
Change machine stitch format ("stock designs") to block (editable).

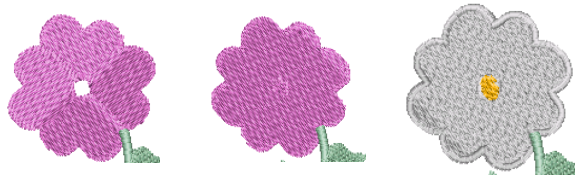
Convert Stitches to Blocks
Change machine stitch format ("stock designs") to block (editable).
To convert stitches to blocks:
>>Right-click: choose > convert stitches to blocks.

Change only the blocks that you need to block edit. Always, the original block is "truest".

NEW TERM
MERGE BLOCKS
Joining a multiple block selection together as one block.

Merging blocks is useful for outlining (as one block).

Merge Blocks
"Group" multiple blocks together. To merge blocks:
>>Right-click: choose > Merge blocks.



The segment used for "Repeat" (above) can be outlined as one block.

Export

Save selection for one of the following purposes:

>As Character
Export selection to be recalled like a “font”.

>As Pattern
Export selection to be used as “Motif”; “Elastic Step”; “Pattern Step”; or “Sequin”. Note: Selection should be conducive to the particular Pattern.

>To Library
Export selection to the Design Library in category of your choice.

>To Plotter File
Export selection to be used in a .PLT file for cutting, applique, etc.

To export blocks:

>>Right-click: choose > Export; choose an option from list.

NEW TERM

EXPORT
Save selection in special locations - as character, pattern, library design, or plotter file.

Second Level Selection Options

A second level of the select frame has additional functions. Rotate and skew a selection. To activate second level frame:

>>Prolonged-click: center of selection.

Notice the symbols on frame corners change appearance.

NEW TERM

SECOND LEVEL FRAME
A second level of the Select frame, providing the ability to skew or rotate.

Rotate Selection

To rotate selected blocks:

>>Click: center (selection); click: drag circle (on selection).

NEW TERM

ROTATION POINT

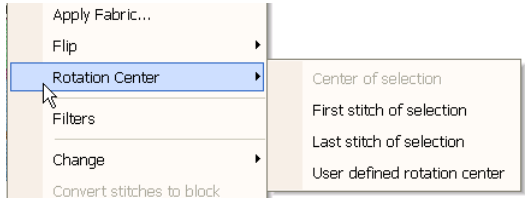
A user set point as anchor for rotation.

Change Rotation Point

The rotation point of blocks is in the center by default .

To change the rotation point of selected blocks:

>>Right-click: choose > Rotation Center > First/Last stitch/User set.

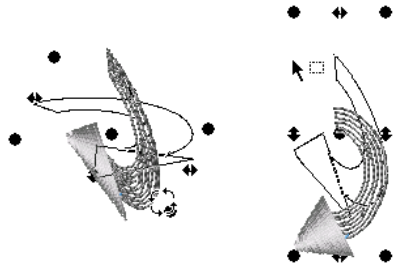


Skew Selection

Give “action” so selected blocks by skewing or warping them.

To skew selected blocks:

>>Click: Skew Horizontal/Vertical symbol > drag.



Object List

What you'll learn:

In this section you will learn the details of:

Object List Options
Use List for Block Selection

Use Object List to accurately view and identify individual blocks in an embroidery design. Particularly, when a design is composed of many blocks, this display enables you to easily isolate them. Specific functions - Edit Connection, Reorder, or Delete can be performed on the selected blocks. Valuable information about each block, such as STOP codes; Connection Policy and Tie-offs are displayed. Additionally, Object List is an alternative way to define blocks for Select functions. See Select section for more details.

NEW TERM

OBJECT LIST
Display of individual blocks in an embroidery design.

This section assumes an open Object List. Choose Cancel or "Esc" to close active mode.

Enable Object List

To activate Object List:

>> Choose: Tools > Show/Hide Object List.

The Object List can be disabled with "X" beside the panel.

Object List Options

The following functions of Object List are found when you right-click inside of Object List for the context menu.

Edit Connection

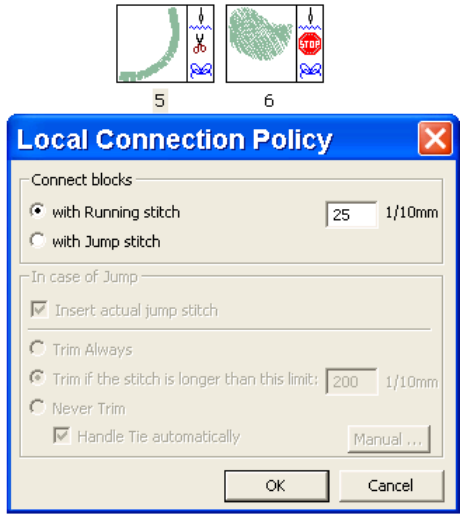
To edit the connection of block:

>> Click: block; right-click: choose > Edit Connection.

NEW TERM

EDIT CONNECTION
Edit the connection of block.

Set Connection of ALL Blocks:
Choose: Design > Connection Policy.



The current connection appears as a "Needle Up" or "Needle Down" symbol with each block.

NEW TERM

REORDER

Change the sequence that a block will be stitched.

Alternatively, press, drag and release a block in a new position in the list.

Reorder

To reorder block:

>> Click: block; right-click: choose: Reorder > 1st/last/number (of) position.

>To Position

Type position for new location of block.

>To Start

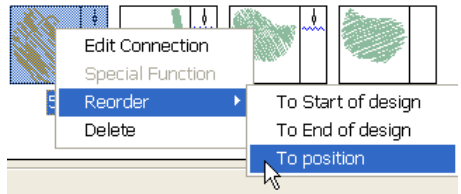
Send block to start of design.

>To End

Send block to end of design.

>Delete

Delete block.



Special Function

Add a machine code after a block. To add Special Function:

>> Click: block; right-click: choose > Special Function > code (from list).

NEW TERM

SPECIAL FUNCTION

A special code used for specific machine functions.

Delete

Select blocks in Object List for a quick and easy way to delete them. To delete block:

>> Click: block; right-click: choose: Delete.

Object List to Select

Use the Object List to Select a block or multiple blocks for the Select functions.

Choose Block

To choose a block:

>> Activate Select mode; Click: block in Object List.

For multiple block selection, hold the Ctrl key on keyboard.

The following functions of Object List are found when you right-click outside of Object List for the Select functions in context menu. See previous Edit-Select section for detailed information for Select functions options.

Copy	Change Size	Filters
Paste	Repeat	Change (+ options)
Duplicate	Apply Fabric	Stitches to Blocks
Delete	Flip (+ options)	Merge Blocks
Select (+ options)	Rotation Center (+)	Export (+ options)

Object List for Edit Functions
Use the Object List to choose a block for an Edit function.
See Block Editing section for detailed information.

Activate Edit functions
To set block for Edit functions:
>>Activate Edit mode; Click: block in Object List > perform (Edit functions).

Only one block can be selected for Edit functions.

Post Create Functions

There are some features of EOS that you perform after creating and editing.

What you'll learn:

In this section you will learn the details of:

Ready Design for Production
Center Design
Execute Design
Redraw Design
Change Design Size
Find Appropriate Hoop
Create Custom Hoop
Archive Design
Use Embroidery Simulator

EOS Kingdom 01

Post Create Functions:

Ready Design

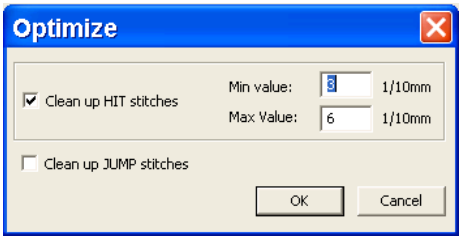
A final check of your design before archiving will save steps in production.

Optimize Design

Clean up small and unnecessary stitches and jumps with Optimize. Nearly all machine formats would benefit from using it.

To clean up design:

>> Choose: Design > Optimize.



Stitches: 10389 | Stitches: 10104

NEW TERM

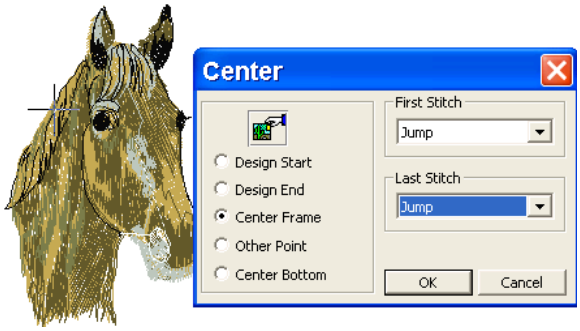
OPTIMIZE
Clean up small and unnecessary stitches and jumps.

You can clean up stitches up to 8/10th mm without losing vital detail; especially if a design is breaking thread.

Center Design

Create a perfect center origin point. To center design:

>> Choose: Design > Center.



NEW TERM

CENTER DESIGN
Create a perfect center (or other) origin point.

ORIGIN POINT
Location of beginning and ending stitches of a design.

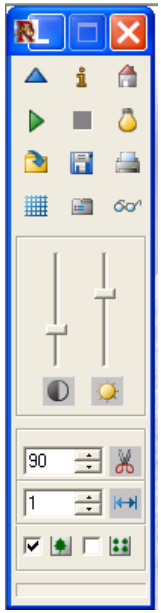
EOS places a start and end point instantly. Notice "blinking" cursor (now in center of design).

NEW TERM

EXECUTE DESIGN

Calculate design in the intended machine format for accurate stitch count.

Work with Embroidery Simulator in Projects booklet.



NEW TERM

REDRAW DESIGN

"Stitch" your design on-screen

Execute Design

For accurate stitch count of your design, execute it in the intended machine format. The "working stitch count" (at top of screen) doesn't include jumps, etc. To get stitch count:

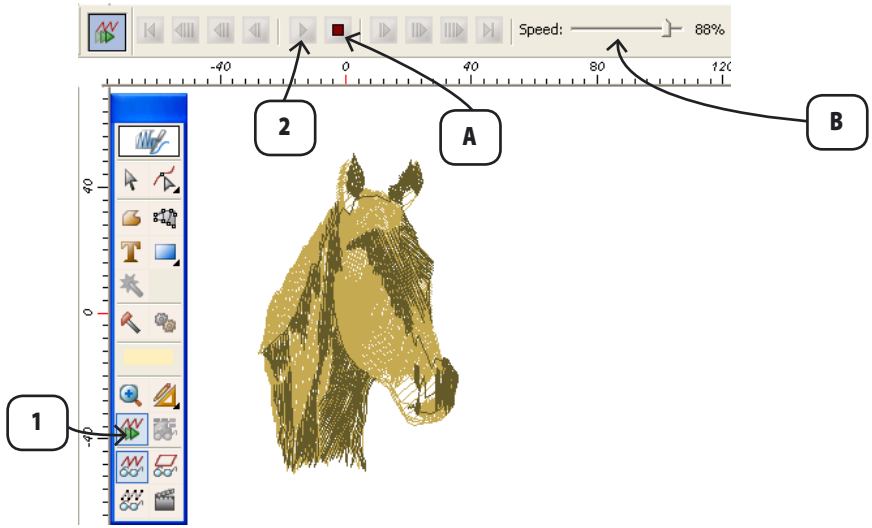
>> Choose: Execute; select machine from list.

Execute is only for calculation. The design doesn't change.

Redraw Design

"Stitch" your design on-screen before taking it to the embroidery machine. Often you can catch and change problems. To redraw design:

>> Click: Redraw; Click:Start Drawing.

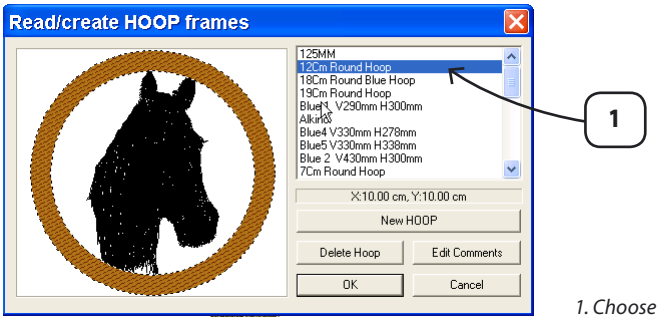


1. Click Redraw icon.
2. Click Start Drawing.
A. STOP or "freeze" at any time.
B. Change speed while drawing.

Find Appropriate Hoop

"Hoop" your design on-screen to find suitable size.
To display hoop around design:

>> Choose: View >Show/Hide Hoop; choose from list.

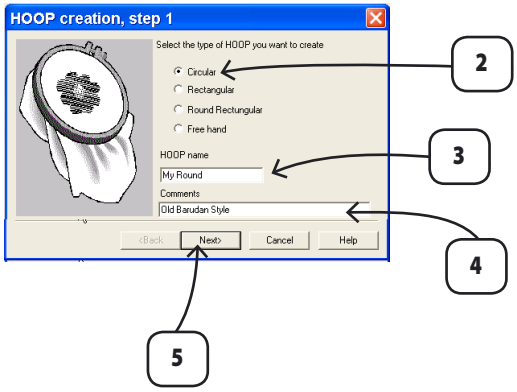


1. Choose Hoop from list.

Create Custom Hoop

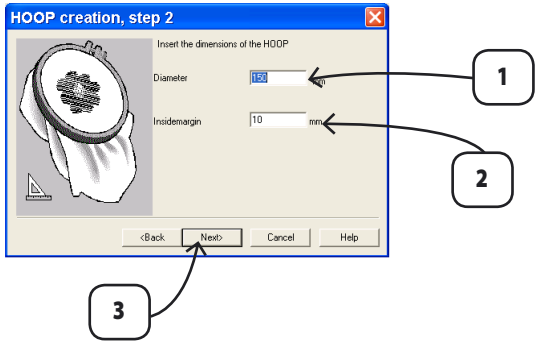
If there isn't a hoop like your's, create it. To create new hoop:

>> Choose: New Hoop; Follow wizard.

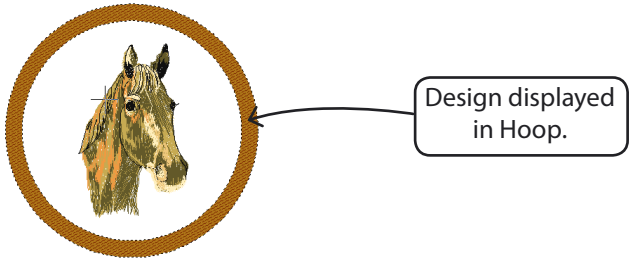


1. Choose "New Hoop".
2. Choose Hoop shape.
3. Type Hoop name.
4. Type comments.
5. Click "Next>"

1. Type Hoop size.
2. Type Margin size.
3. Click "Next>"



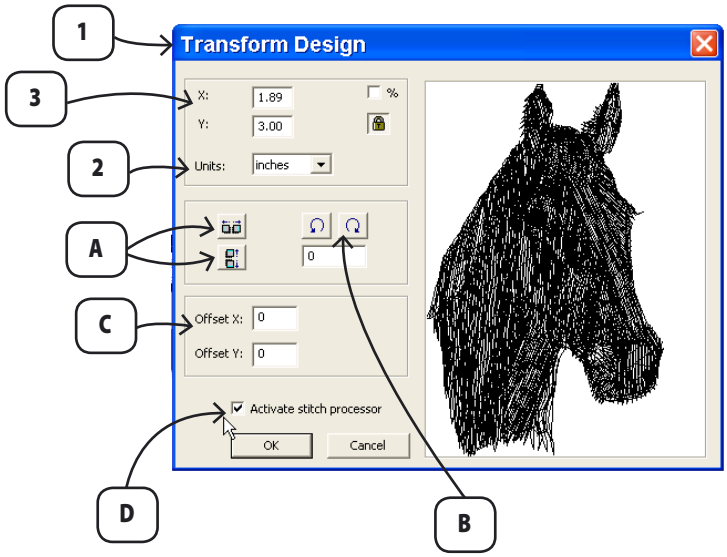
>> Click Finish (in next box) to save hoop.



Change Size of Design

At any time you can change the size of your embroidery design.
Even select parts of a design to resize, rotate, or flip.
To change design size:

>> Choose: Modify > Change Size.



1. Choose Modify > Change Size.
Transform Design box opens.
2. Choose measurement type.
3. Change one dimension.
Both will change if "lock" is enabled.
4. Click OK.

A. Flip horizontally or vertically.
B. Rotate either direction.
C. Offset location.
D. Check for machine stitch format.
UNCHECK for block format.

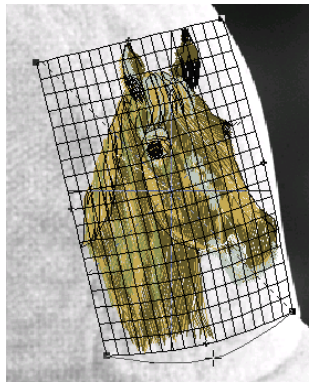
Archive Design

There are some features of EOS that help with record-keeping and sales.

Embroidery Simulator

Simulate on-screen design to appear as if it is stitched on a garment or background. To simulate design:

>> Choose: Utilities > Embroidery Simulator.



Experiment with rotation and stretching to "fit" design to background.

Create with Graphic Layer

What you'll learn:

In this section you will learn the details of:

How to Create Vector Graphics
How to Edit Vector Graphics
Create and edit your own vector images like ones seen in clip art collections.

1D5 Graph ch 01

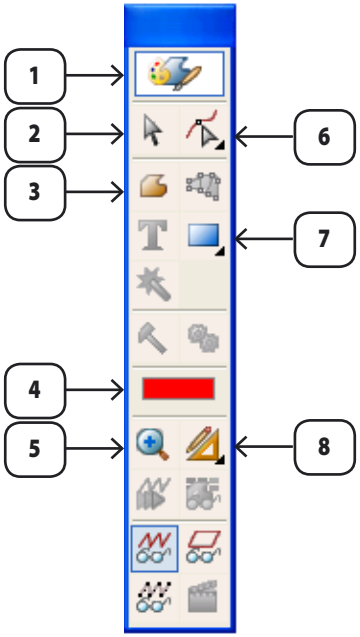
Create with Graphic Layer:

Graphic Layer Main Toolbar

The main toolbar contains the available tools for the Graphic features of EOS Each section of the toolbar is segmented into groups of icons that activate functions of EOS The following is an illustration of the main toolbar sections:

NEW TERM

GRAPHIC LAYER
Create vector graphics with the same tools used to create embroidery.



1.Graphic Layer
2.Select Mode
3.Create Freeform
4.Block Color
5.Zoom
6.Block Edit
7.Create Shapes
8.Ruler > Protractor

Bottom Toolbar

The horizontal bar prompts the next step, and displays different types of information relative to create with Graphic Layer.

Left-click: add point, Ctrl+Left-click: corner point, Del: delete previous point, Enter: Confirm changes

Left-click: move curve line, Enter: Confirm changes

Main Toolbar Defined

Click on an icon in the main toolbar to activcate graphic “mode”. A toolbar appears at the *top* of the screen with additional choices related to your task.

- ***>Create with Freeform***
  Create any imaginable shape with this tool.
- ***>Create Shapes***
  Create a variety of geometric shapes.
- ***>Block Color***
  Change the color of a block at any time.
- ***>Zoom***
  Magnify or distance working screen at any time.
- ***>Ruler > Protractor***
  Measure distance or angle of two points at any time.

Create with Graphic Layer

When the graphic is created in EOS there are some advantages:

>1. The method for creating Graphics and Embroidery is essentially the same - so you only have to learn once!

>2. The “Magic Wand” (embroidery) tool will see the exact same points and create stitches by clicking on the graphic block.

The basic steps used to create a segment of a graphic are:

1. Choose a Tool
2. Choose a Recipe
3. Create

Input Tools

NEW TERM

VECTOR GRAPHIC

A drawing that has individual blocks, and can be re-scaled without losing quality.

Input Tools are devices used for drawing (defining or outlining) a shape while digitizing. Used like typical graphic drawing tools, they have wide-ranging options for creating any imaginable shape. Each tool is worthy of independent conversation and is described in full detail in the following sections.
The different tools that can be used are:

Freeform

Create any imaginable "freely formed" shape. When Freeform is selected in Graphic Layer, the top toolbar becomes a "mode". All the icons are available options. Hover mouse over any icon to see "Help tag" that defines it.

Top Toolbar

Shapes

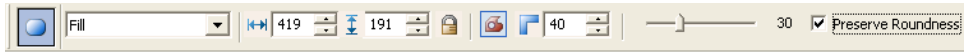
Create simple geometric shapes with ease! Each tool has a large range of options.

Rectangle (or Square)

The Rectangle mode:

Round Rectangle

The Round Rectangle mode:



This rectangle has rounded corners. Control the roundness on the top toolbar.

Ellipse (or Circle)

The Ellipse mode:

Star

The Star mode:

The number of vertices (points) and their thickness give the Star shape broad abilities.

Polygon

The Polygon mode:

Don't forget the "3-sided" version: A Triangle!

Special Curve

The Special Curve mode:

The best thing you can do to see the options for Special Curve (and all) Shapes is to experiment. Try variations with the number of vertices, and complexity from the top toolbar.

Create with Freeform

NEW TERM

OUTLINE
A graphic block that can be filled; outlined; or filled and outlined.

POINTS
Symbols - circle and square - used to define an Outline in a digital block.

Freeform tool in the Graphic and Embroidery layers is input in the same way. With Freeform in both layers, you draw an Outline of a shape. In a digital drawing, points are used to "draw", as opposed to using a pencil, as it is difficult to control a line using the mouse.

Outline

An Outline is the container or wire-frame that holds all of the information about a block, segment, shape, or object (interchangeable terms). The Outline is made with *points*.

Points Defined

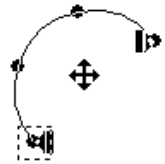
Input two different types of points to create an outline with Freeform:

A new, or next circle point is needed (only) when the radius changes.

Circle point

Use a circle point to create a portion of the shape that is a part of a radius (arc or circle). To create a circle point:

>> Click: Freeform > click.
Click on art (image) for each circle point you want.



1. You can hold the "CTRL" key (on the keyboard) to create a square point.
2. Use any combination of circle and square points to define a shape with Freeform.

Straight point

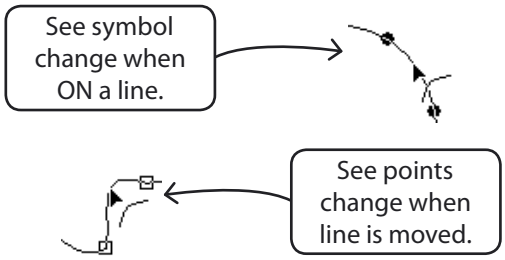
Use a straight point to create a straight portion of the shape. To create a straight point:

>> Click: Freeform >PROLONGED click.
Use prolonged click for each straight point.

Points can be moved, inserted, deleted, or changed (to circle or straight) at any time during creation.

Line

Once you have created two points, there is a *line* that appears between them. You can digitize using only a few points since the line between the points can be move to form any shape.

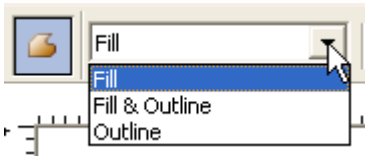


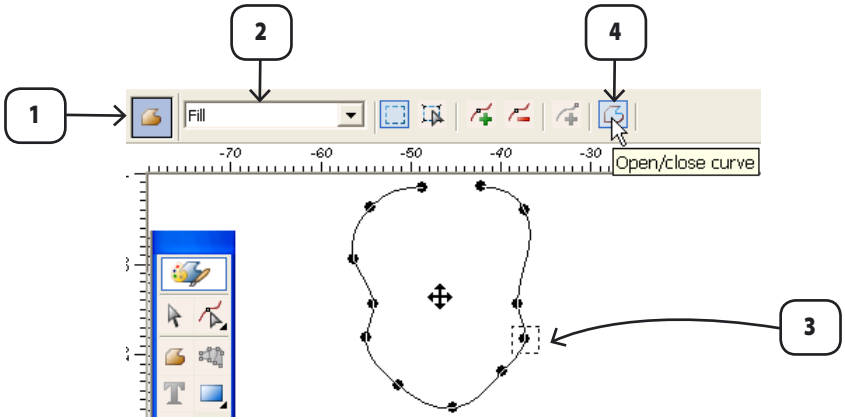
To see the "Bezier Curves" - the points, anchors, and lines; set "Show points on curves" in System Parameters.

Create Drawing

A silly clown was made for this example creating first, the face.

»Click: Freeform >choose: Fill.





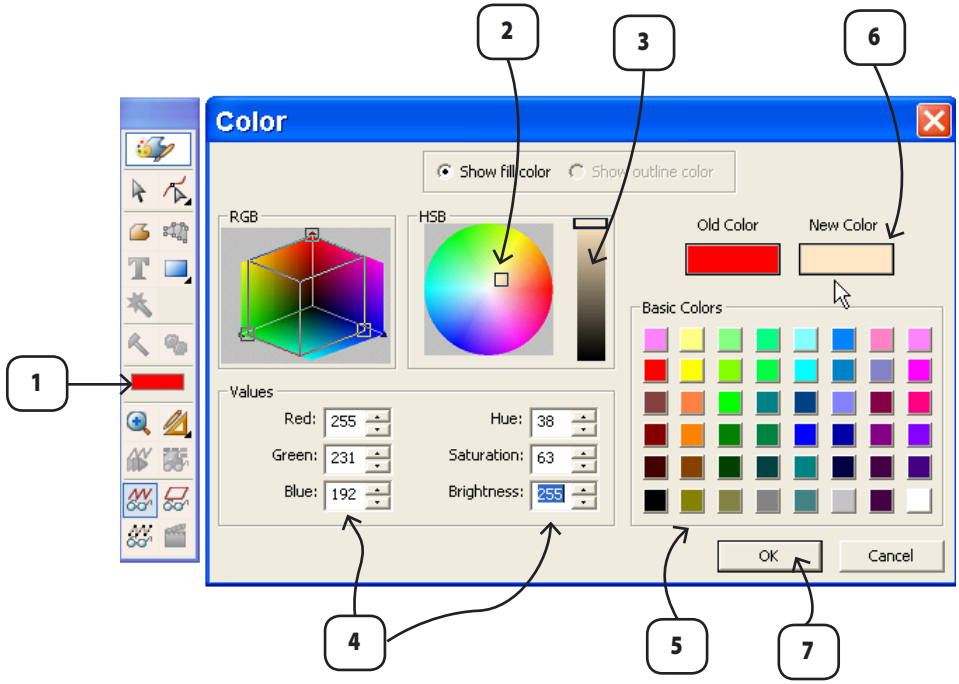
1.Click Freeform. Top toolbar opens.
2.Choose Recipe.
3.Click to create points for shape.
4.Click "Close curve" (for Fill).

Change Block Color

When a shape is created, it automatically is highlighted for editing. You can change the color of the block (while it is selected).

To change the color:

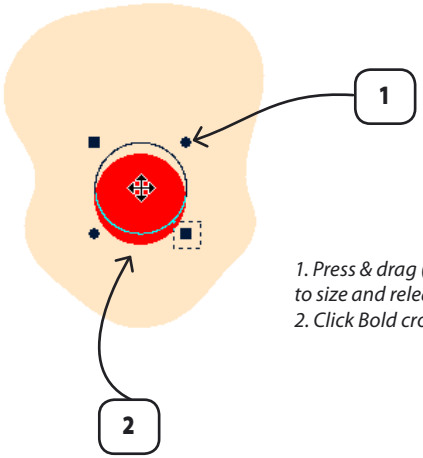
>> Click: Color block.



1.Click Color Block.
2.Click in any area to set New Color.
3.Click to change value.
4.Work with numbers.
5. Choose from Basic Colors.
6. See New Color.

Create with Shapes

Create simple geometric shapes with ease! Each tool has a large range of options.
To make a geometric (Ellipse) shape:
>> Click: Right-click Shape; choose > Ellipse > drop & drag to size.



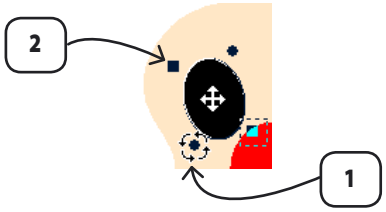
1. Press & drag (like "Zoom") to size and release.
2. Click Bold cross to move.

An eye was made for the clown while using Shapes/Ellipse; and mouth was created with Freeform. Block colors were changed.

See more editing functions below.

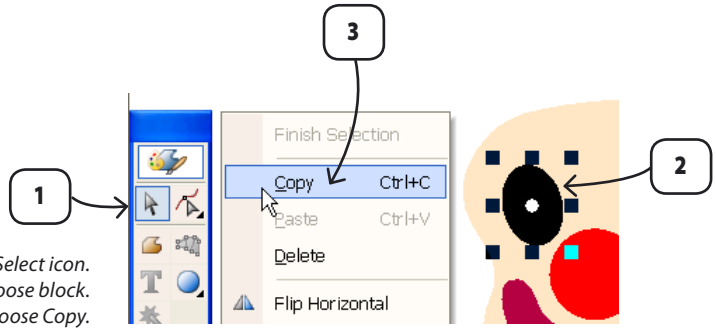
Rotate Shape
While the Shape is highlighted, you can rotate and resize it.
>> Click: rotate symbol and turn.

Hold "Ctrl" key to make Ellipse a Circle . The same is applicable with Rectangle to Square.



1. Click and turn to rotate.
2.Click and drag to resize.

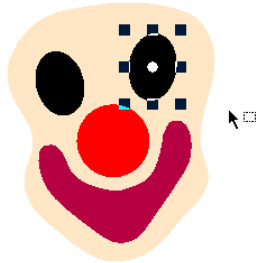
Select Shape
Select the block for a number of functions. You can:
Resize, copy/paste, delete, flip, and change rotation center. To copy:
>>Click: Select icon; choose: block; right-click: choose Copy.



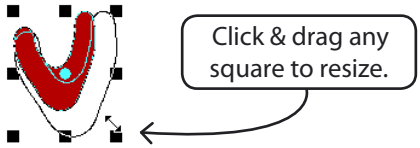
1.Click Select icon.
2.Choose block.
3.Right-click; choose Copy.

The clown needed another eye.
Paste must be used after a block is copied. To paste:
>>Right-click: choose Paste.

1.Right-click; choose Paste.



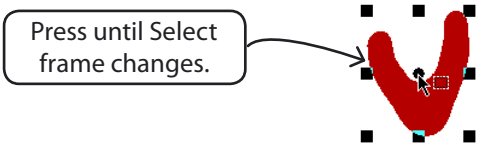
Place, rotate, & resize as desired.



Second Level Select

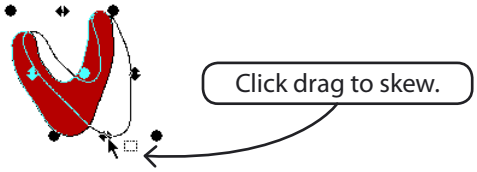
Select has a second level with additional functions. You can:
Skew (in four directions), and rotate selection.
To activate second level Select:

>>Press & hold: Center of Select frame.



To skew block:

>>Click & drag: one (of four) skew symbols.



To rotate block:

>>Click & drag: one (of four) rotate symbols.

Edit Blocks

A white segment for the eyes was created with Freeform; and copy/paste performed for an additional eye. Then, reshape (edit) was needed to "fit" the eyes.

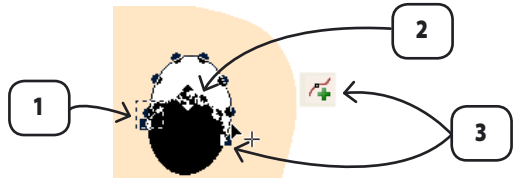
Edit the outline of blocks. You can:

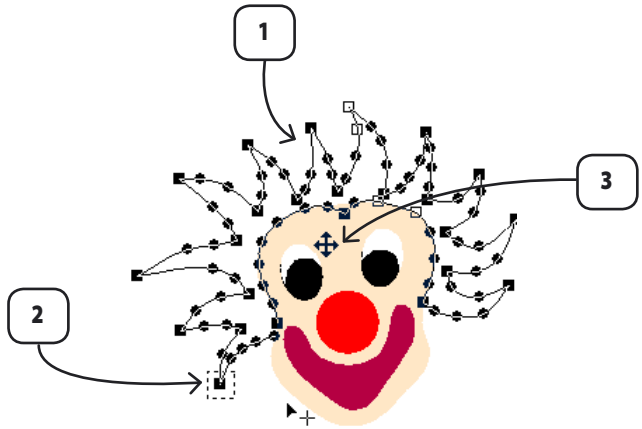
Move points and lines, insert and delete points.

To insert a point in a block:

>> Click: Edit; choose: block; click: Insert Point.

1.Drag a point or line to move.
2.Move block as desired.
3.Click Insert Point & click in desired location.





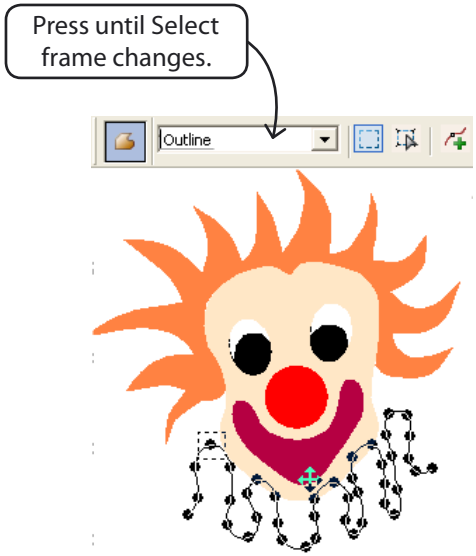
1.Hair was added with Freeform.
2.Points were changed.
3.Block was moved...

Block Recipes

A collar was created with Freeform using Outline Recipe.

To choose a recipe:

>> Click: Block; choose: Outline.

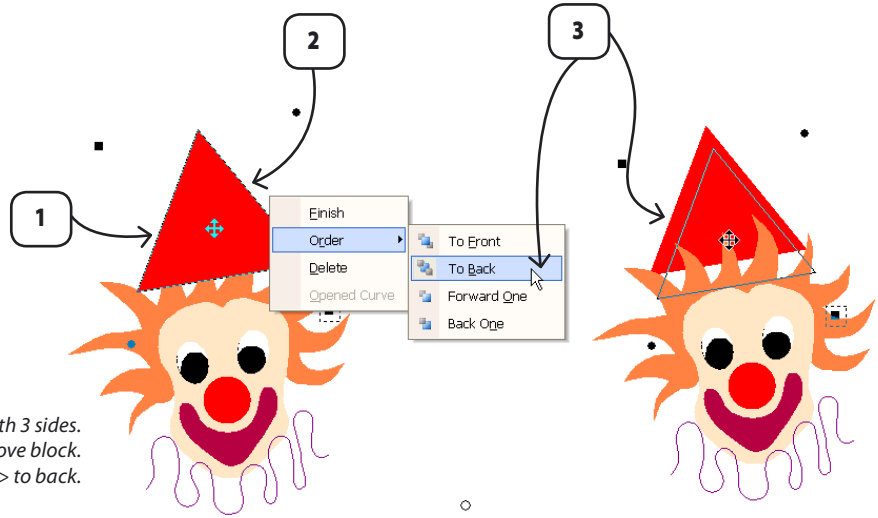


Change Recipe during digitizing or editing.

Reorder Blocks

Uh-oh! The hat was forgotten! Using Polygon Shape, a triangle was create and had to be moved behind the hair. To reorder block:

>> Click: Block; right-click > choose: To back.



1.Use Polygon with 3 sides.
2.Resize, rotate, and move block.
3.Choose Order> to back.

A graphic drawing can be saved with embroidery design saved with embroidery design, or, using "Export as Image".

Creating and Working with Images

Bitmap

This section describes how to use the draw package to draw a bitmapped image or modify a scanned image.

NEW TERM

BITMAP IMAGE
The computer uses hundreds up to millions of tiny blocks of color called "pixels", to make a picture or image.

DRAW PACKAGE
Draw or modify an image using a large selection of tools and image processors.

Create with Draw Package

Use the draw package to draw an image using a selection of different drawing tools. To make a drawing:

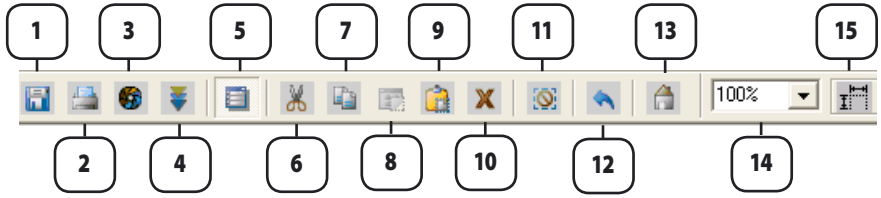
>> Choose: Image > New Bitmap.

1. *Type the dimensions of your "page". It can be resized in draw package.*
2. *Click OK. The draw package automatically opens.*

Set your preference of measurement in System Parameters.

Top Toolbar

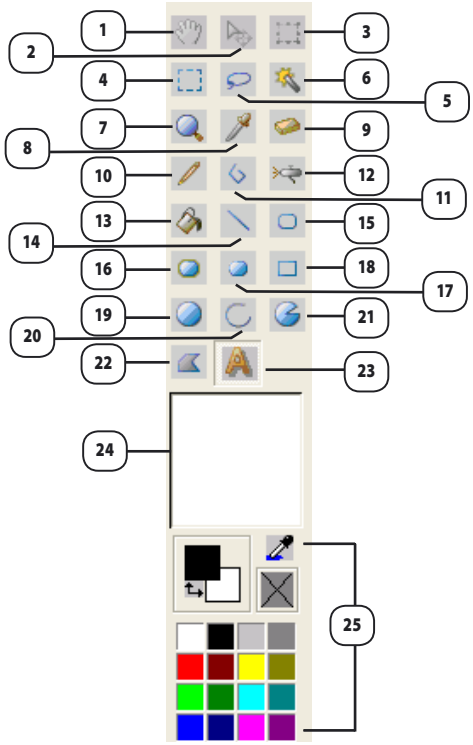
The top (horizontal) toolbar groups all the functions you need to access the clipboard, printer or other images on the disk.



1.Save File
2.Print Image
3.Image Process
4.Color Reduce
5.Layer Palette
6.Cut
7.Copy
8.Paste Copied
9.Paste from File
10.Delete Selected
11.Select None
12.Undo Last
13.Exit to EOS
14.Zoom %
15.Select Size Info.

Main Toolbar

The main toolbar groups all the tools you need to draw and edit.



1.Mover
2.Drag Image
3.Deformer
4.Select Marquee
5.Select Lasso
6.Magic Wand
7.Zoom
8.Eyedropper
9.Eraser
10.Pencil
11.Polyline
12.Airbrush
13.Filler
14.Line
15.Round Rect.
16.Outl./Filled Round R.
17.Filled Round Rect.
18.Rectangle
19.Ellipse
20.Arc
21.Sector
22.Polygon
23.Text
24.Tool Context Info
25.Set Color Area

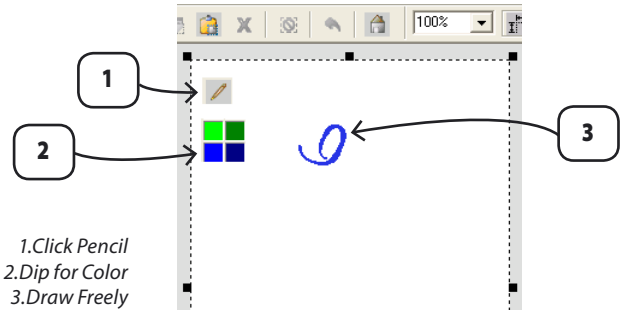
Create with Tools

The white background that appears when the draw package open is like a canvas. For this example, some of the often used tools are shown.

Pencil Tool

Use the pencil as if you have a pencil in-hand to sign your name. It takes practice to get a feel for the mouse (as a pencil).
To draw with the pencil:

>> Click: Pencil >Draw ("freehand") on canvas.

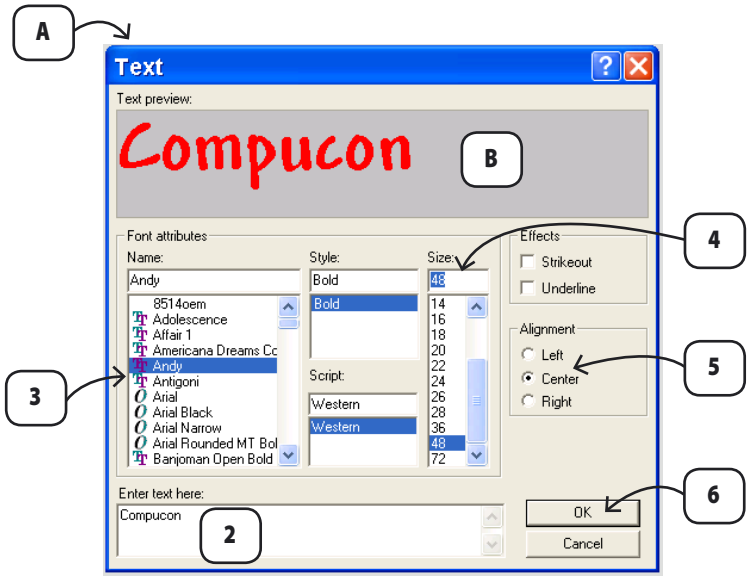


1.Click Pencil
2.Dip for Color
3.Draw Freely

Text Tool

Set text or letters for your drawing. To set text:

>> Click: Text; click: color box; click: in drawing.



1.Click Text and click for placement.
A.Text box automatically opens.
2.Type words here.
B.Your words appear in chosen font here.
3.Choose Font.
4.Choose or type size.
5.Choose alignment.
6.Choose OK.

If you don't like the text, click "Undo" on top toolbar and try again. It is very easy!

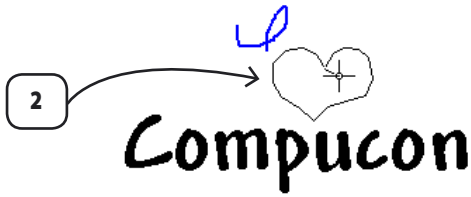
Polyline Tool

Sometimes it is easier to draw with points or clicks as opposed to using the pencil. To draw with Polyline:

>> Click: Polyline; click: color box; click, click, click: in drawing. Right-click to generate line.

Make several short clicks close together to create "curves". Make two points for a straight line.

1. Click Polyline & choose color.
2. Make short clicks for curves, and 2 clicks (point A to point B) for straight line.
3. Right-click to generate line.

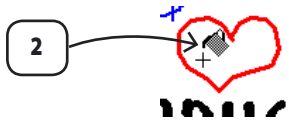


Fill Tool

You can fill your shape if it is closed on all sides.
To fill freehand shape:

>> Click: Fill; click: color box; click: inside shape. Right-click to generate fill.

1. Click Fill (bucket).
2. Click inside (enclosed) area.
3. Right-click to generate fill.

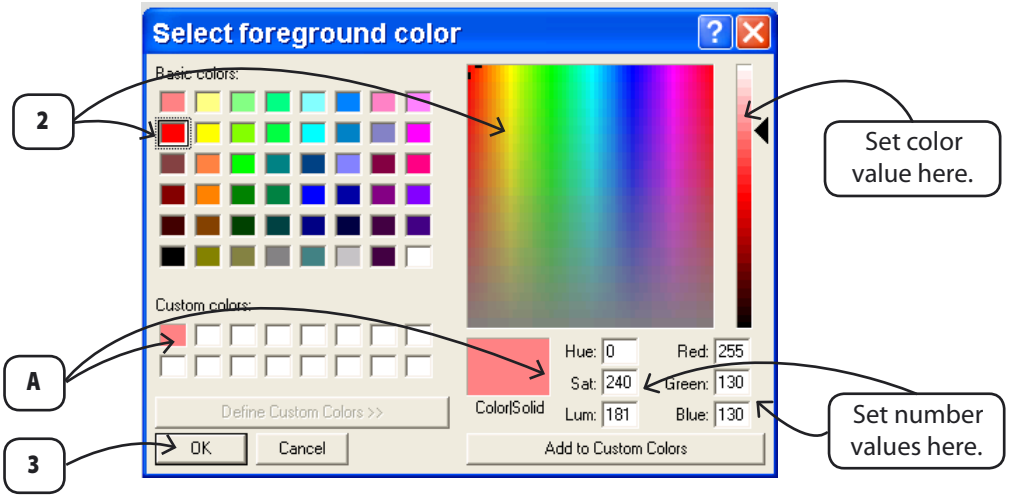


Custom Colors

If you don't see the color you're looking for in the basic colors, you can "mix" your own. To set custom color:

>> Click: Foreground color block; set up color; click OK.

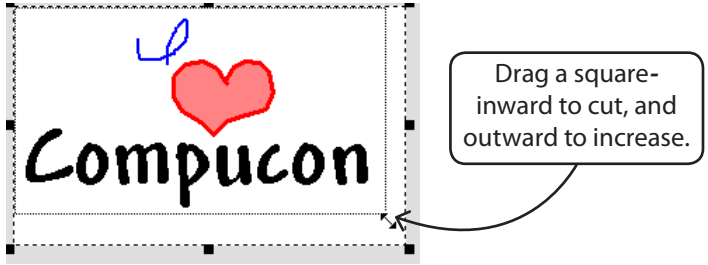
1. Click Foreground color to set custom color.
Color box automatically opens.
2. Click any area to set color
A. Add to Custom Colors to keep new color.
3. Click OK.



Crop Drawing

You can crop (cut) or add to your drawing or canvas at any time.
To crop canvas:

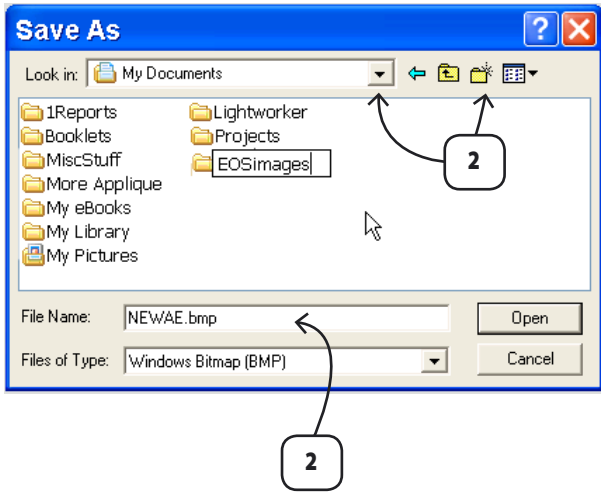
>> Click & hold a corner to size.



Save Drawing

You can save your bitmap drawing if you want to open it at a later time. To save drawing:

>> Choose: File >Save As; type name.
Make a special folder for images, or save them into EOS\Images.



1. *Choose File> Save As to give your drawing a name.*
2. *Browse for Image folder or make a new one.*

Import Image

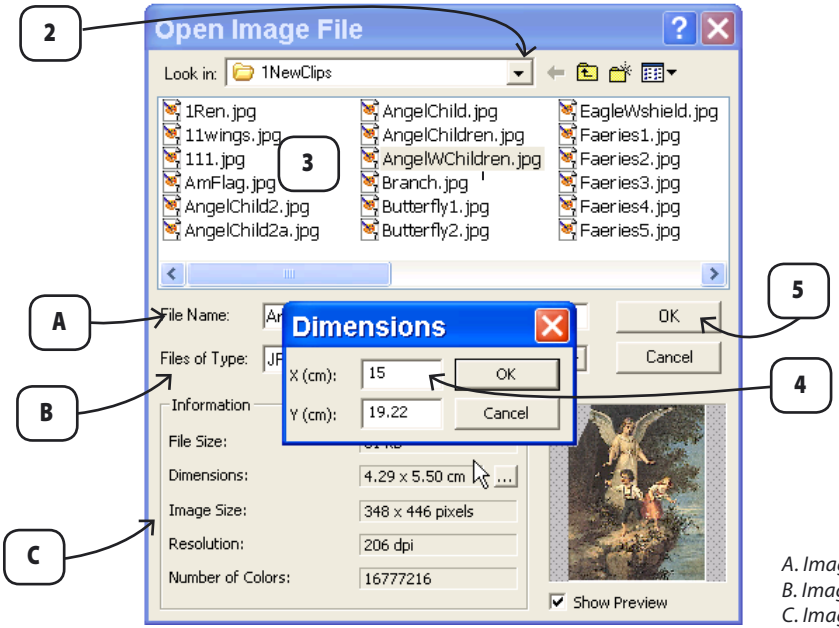
You can import an image, and even multiple images - to use for digitizing. To import an image:

>>Choose: Image > Import...

1. Choose Image > Import...
Open Image File box opens.
2. Browse for folder.
3. Choose image.
4. Change image size (if desired) here.
5. Click OK to import.

NEW TERM

IMPORT IMAGE
Open an image or multiples - to use for digitizing.



A. Image name here.
B. Image format here.
C. Image information here.

It is even possible to have more than one type (format) of image on-screen at once. The following is a list of image formats available in EOS.

Format	Extension
Adobe Photoshop	.PSD
JPEG	.JPG
Kodak Photo CD	.PCD
Paint Brush	.PCX
Post Script	.PS
Targa	.TGA
TIFF	.TIF
Windows Bitmap	.BMP
Windows Metafile	.WMF
Windows Enhanced Metafile	.EMF
Corel-DRAW versions 3,4,5 & 6	.CDR
Encapsulated Postscript	.EPS
AutoCAD	.DXF
*All Graphic Files	*.*

**All Files (*.*):*
*While you can see all file types using "***.***", the only formats that can be opened are listed above.*

Modify Image

After you have imported an image, you may want to modify it. There are a number of EOS features that work hand-in-hand with other functions of the software to make creating easy and fun.

Draw Package

Use the draw package to modify your image. To modify image with Draw Package:

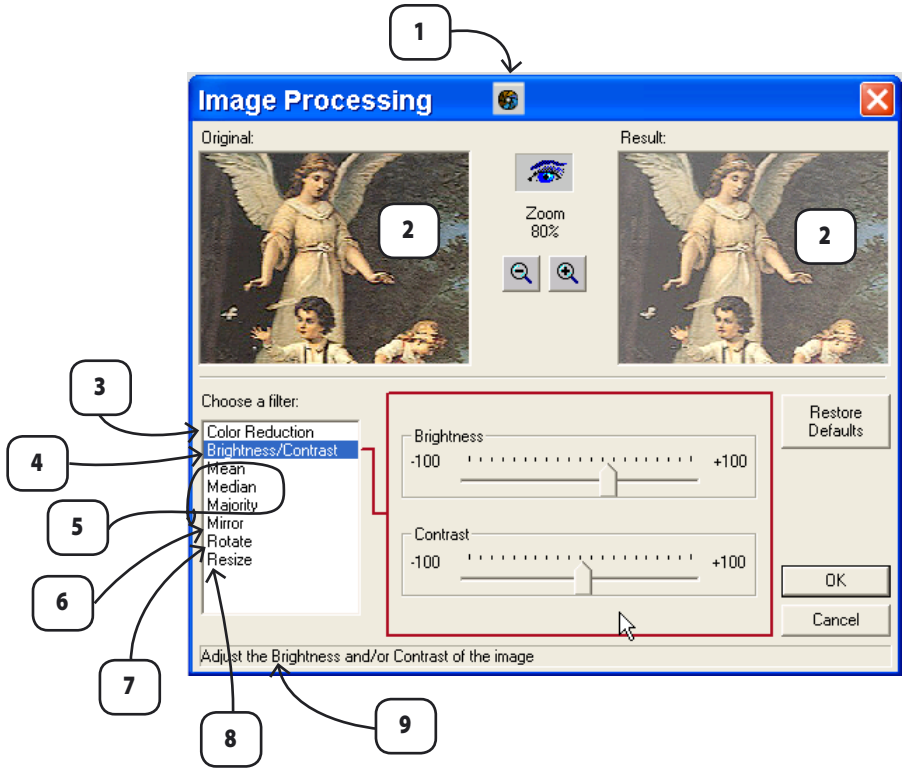
>> **Click:** Graphic Layer; click: image; choose: Image > Draw Package.

In the draw package, there are a number of features available to modify a bitmap image. See details in the Create Image section. One function that satisfies many tasks is “Image Processing”. With it you can perform a color reduction, brightness and contrast, get rid of spots and trash, mirror, rotate and resize an image.

To use Image Processing:

>> **Click:** Image Processing; work with various folders; choose: OK.

This entire section assumes an image has been imported or created.



1.Choose Image Processing.
2.Original image/Results of (working) filters.
3.Reduce image colors for AutoPunch, etc.
4.Make image brighter for PhotoStitch, etc.
5.Clean up image.
6.Mirror image.
7.Rotate image.
8.Resize image.
9.Description of process.

Experiment with the settings in each folder, looking at the "result" window for proposed changes. If you don't like the changes in image, choose UNDO on top toolbar, and try again.

Vectorize

This features turns a bitmap image into a *vector* image.
If you look at the information of a bitmap image, you see that there are thousands or millions of colors. These are tiny "pixels" that are used to make up an image. Even if our eye sees only two colors like black and white in a simple image, there are really thousands of in-between colors.

When you "vectorize" a bitmap image, the colors are blended and joined to create a simpler version. To vectorize:
>> Click: Graphic Layer; Click: image; choose: Image > Vectorize.

Now, the image can be edited as a Vector image.

NEW TERM

VECTORIZE
This features turns a bitmap image into a vector image.

A vector image can be resized without losing clarity.

When you vectorize an image, a lot of detail may be lost - depending on the size and .DPI of the image.

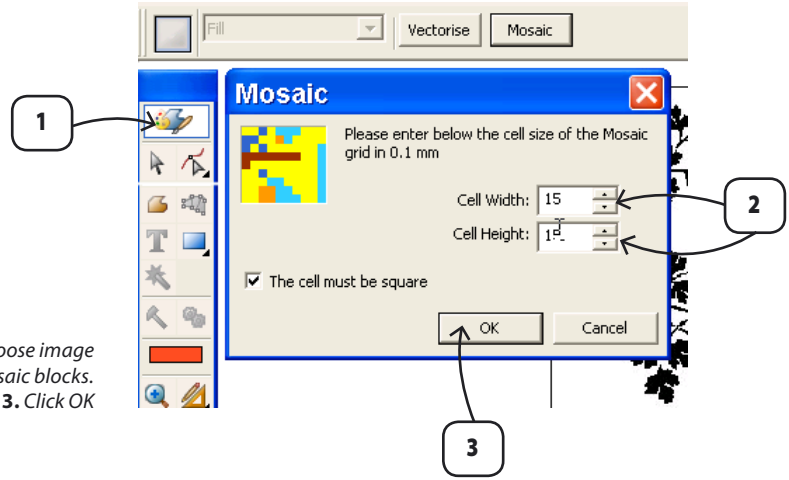
NEW TERM

MOSAIC
Create cells to prepare an image for Cross-Stitch.

Mosaic

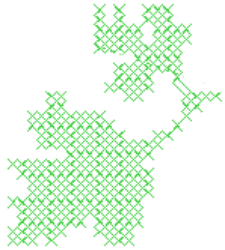
When you "mosaic" a bitmap image, "cells" are made to prepare the image for a process such as Cross Stitch. To mosaic:

>> Click: Graphic Layer; Click: image; choose: Image > Mosaic.



1. *In Graphic Layer, choose image*
2. *Type desired cell size for mosaic blocks.*
3. *Click OK*

Now, the image is perfectly suited for Cross Stitch (Recipe). After Mosaic, the image is ready to create Cross Stitch with Magic Wand.



Resize

If you didn't resize the image before you imported it; or you don't want to open the draw package, you can do it right in EOS screen. To resize:

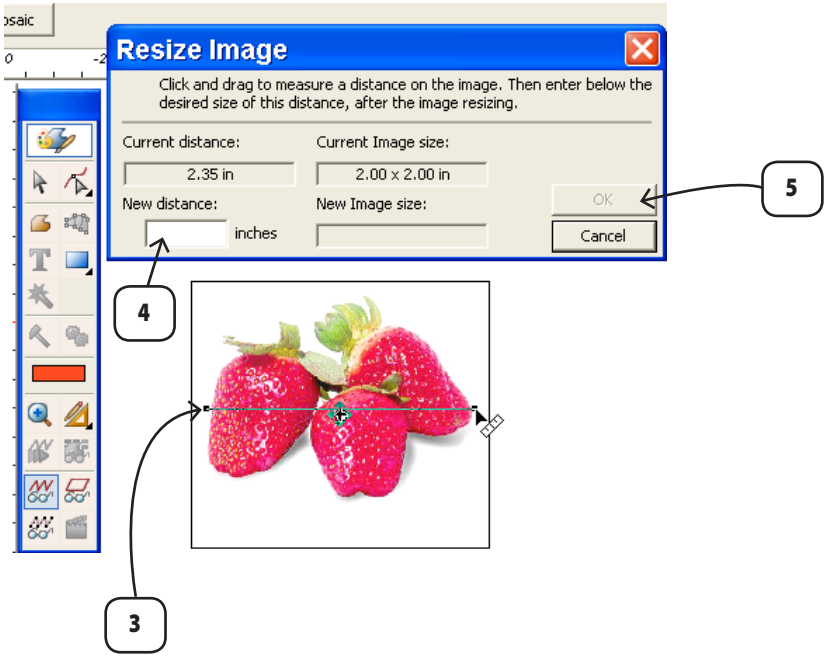
>> Click: Graphic Layer; Click: image; choose: Image > Resize; measure (any) two points; set new size.

1. In Graphic Layer, click on image.
2. Choose: Image > Resize. Box opens.
3. Measure two point on image.
4. Type new size.
5. Click OK.

NEW TERM

RE-SIZE IMAGE
Change the size of on-screen image.

If a bitmap image is increased, the pixels become larger, and sometimes "bothersome".



NEW TERM

SPAN IMAGE

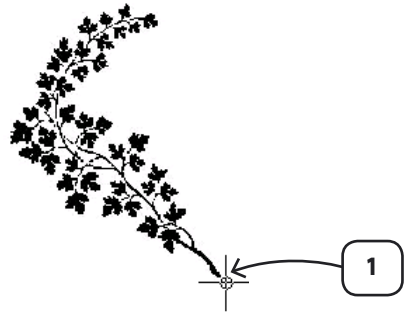
Change the origin of on-screen image.

Span

An image has an "origin point" like an embroidery design.
To change, or "span":

>> Click: Graphic Layer; Click: image; choose: Image > Span; click for new point.

1. In Graphic Layer, click on image.
2. Choose Image > Span and click new point.



Scan Image

Scan Image is a function used to scan a picture, or take a "snapshot" of the physical artwork. A scanner must first be installed on your computer. Since each scanner has its own software, these instructions are generalized. You must become familiar with your own scanner and software.

The following example was created scanning at the desktop.

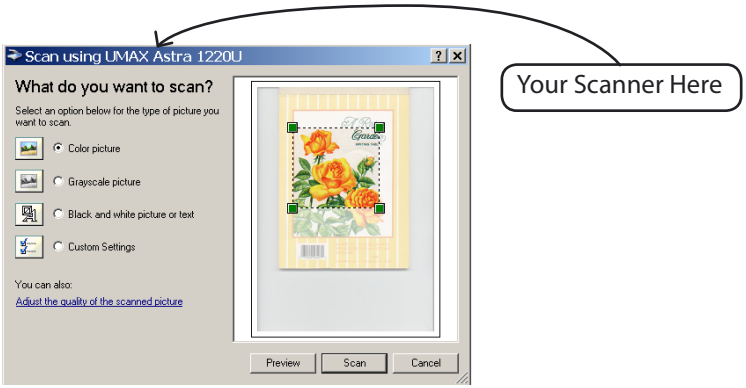
To scan artwork:

1. Place artwork on the scanner bed.

2. Select File/Scan Image.
The window for the scanning software will open.

3. Select Preview (if available).
The scanner will take a snapshot of your artwork for your approval.

4. Select Scan.
The scanner will take a snapshot of your artwork employing any options that you selected and bring the image into your screen.



To scan artwork in EOS, prepare artwork as described above, then:

1. Choose: Image > Select Scanner > choose (your) scanner.

2. Follow steps above.

NEW TERM

SCAN IMAGE
Create an image from photo or artwork, using a scanner.

NEW TERM

D.P.I.
Dots per inch in an image. The higher the "D.P.I." the clearer the image.
Overlap: Additional passes made beyond to prevent "sandwiching" of fabric.
Segment: An element or portion of a divided design.

***1.** This is your opportunity to crop your artwork to capture the portion that you want.*
***2.** A DPI of 100-150 is sufficient for digitizing manually. If "Magic Wand" is to be used, choose a DPI of 200 or more.*

If you want to save an image to the computer, it is best to scan and save it at the Desktop.

Projects

Welcome to EOS projects manual. It is designed for those who like to jump right in and get to work right away. The format of this booklet is conversational-style.

All of the basic features of EOS will be covered in a logical progression of a typical working flow. It is important to follow the manual from beginning to end so you have hands-on experience with all the vital functions of the software. Keep the reference manual near to study the organization of EOS and the toolbars found at the beginning of each section.

Though the style of writing is casual, each subject is **Titled**, and the topics of that subject preceded by a **Heading**. This is for you to know when you are using a particular feature of EOS.

Some of the lessons and actions decribed in the Project sections, can also be found as short video files to view on your PC. Please search through the contents of the "Project Videos" folder on the EOS installation CD.

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Projects:

Open EOS

>>Double-click on the EOS icon on your desktop to open a new screen.

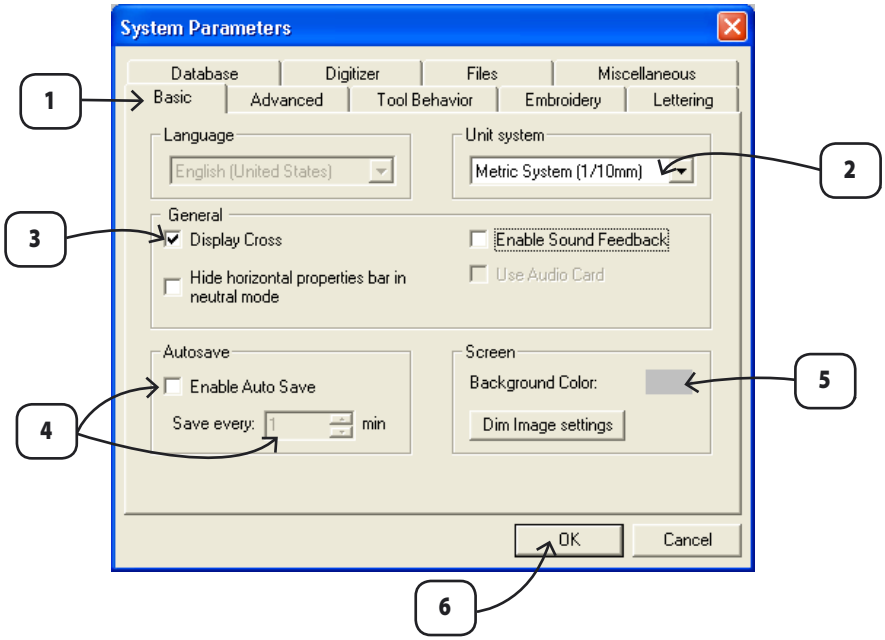
Set Up Work Environment

Let's set up a few preferences for the working environment. Though these changes aren't necessary, it is helpful to become familiar with the options that you have.

Use System Parameters

>>Choose Tools (drop-down menu) > System Parameters to work with preferences.

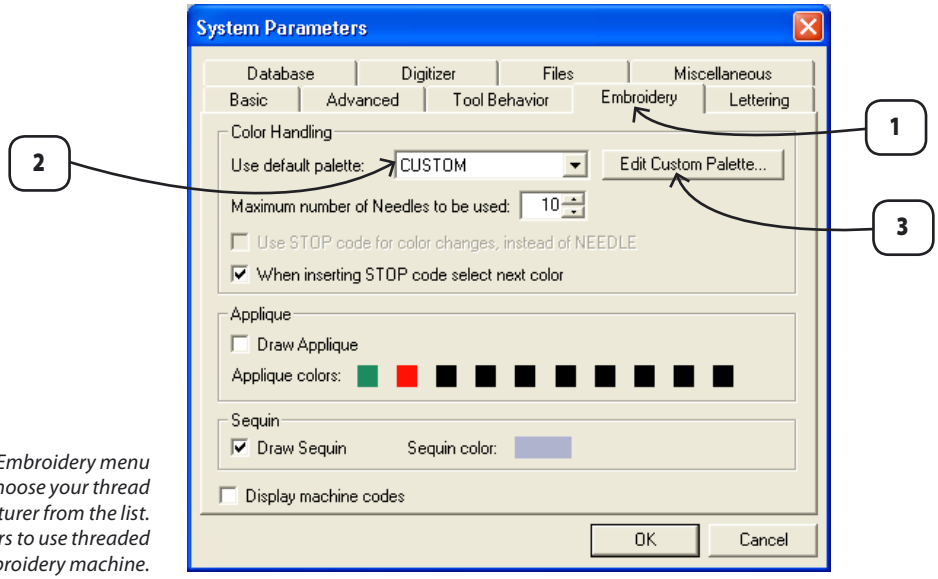
Basic menu - General category



1. Basic menu
2. Select millimeters or inches as your measurement choice.
3. Choose to display (large) cross.
4. Enable to automatically save on-screen design. Set to 10-30 minutes.
5. Click to set the screen color. Choose a neutral color like gray or white to make your work easier on the eyes.
6. Click OK.

Embroidery menu

Set up preferences for design appearances. These are not a necessary steps, but may make future jobs more productive.

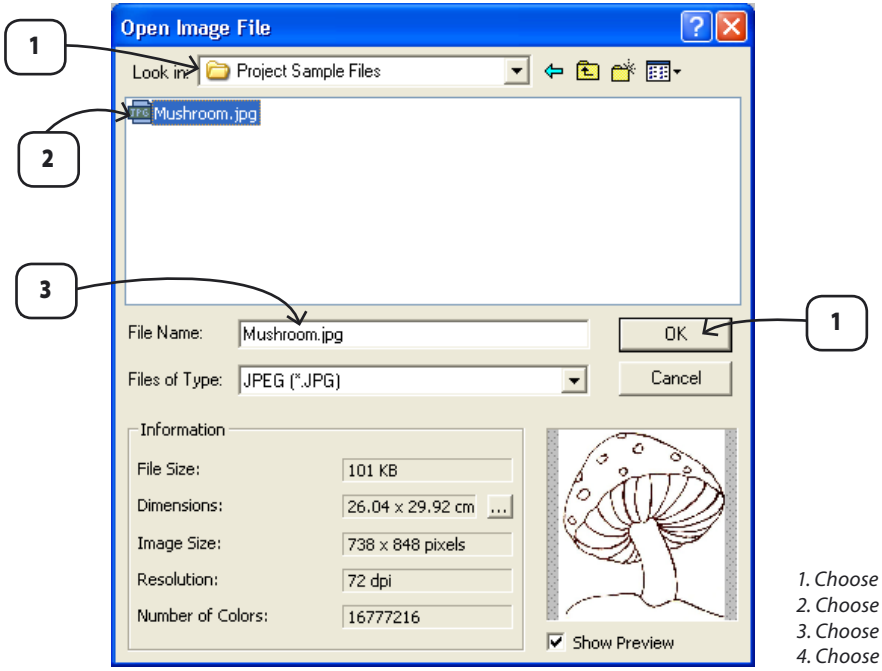


1. Embroidery menu
2. Choose your thread manufacturer from the list.
3. Set up the colors to use threaded on your embroidery machine.

Open an Image

Let's import a bitmap image that will use all of the tools of EOS.

>> **Choose** the Image drop-down menu > Import.



The sample files which will be used during the following pages while working with the Projects, can be found in the "Project sample files" folder where EOS is installed, i.e. "C:\Compucon\EOS 3.0\Project Sample files". Make use of these to follow along the steps of the project lessons.

1. Choose Folder.
2. Choose .JPG image format.
3. Choose Mushroom image file.
4. Choose OK to open image.

Different Formats

You can have different image formats on the screen at the same time. Let's add a vector image to our mushroom.

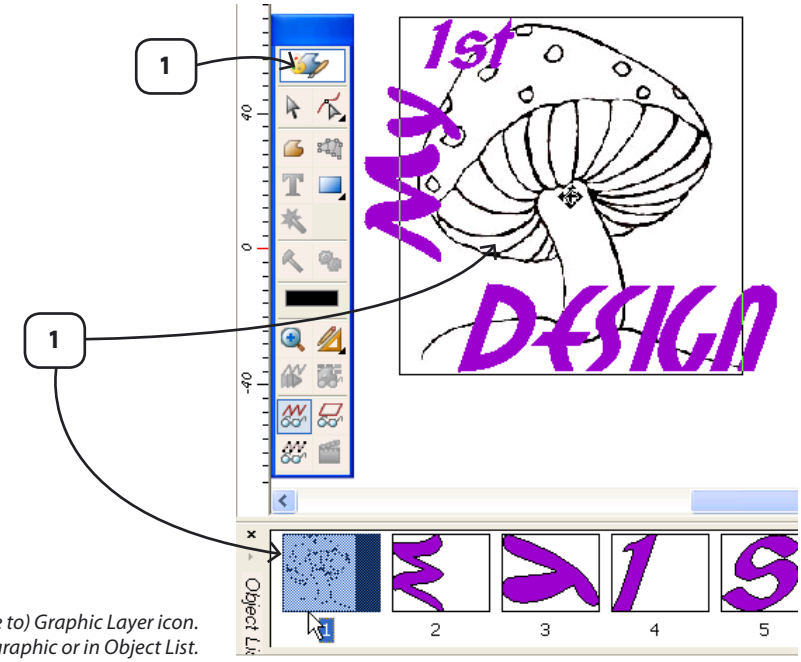
>>Again, **choose** Image >Import.

>>**Select** .WMF format type.

>> **Choose** "1st.wmf" and click OK.

Selecting Parts in the Graphic Layer

Notice the second image that we imported overlaps the first image. The Graphic mode allows us to distinguish between images.

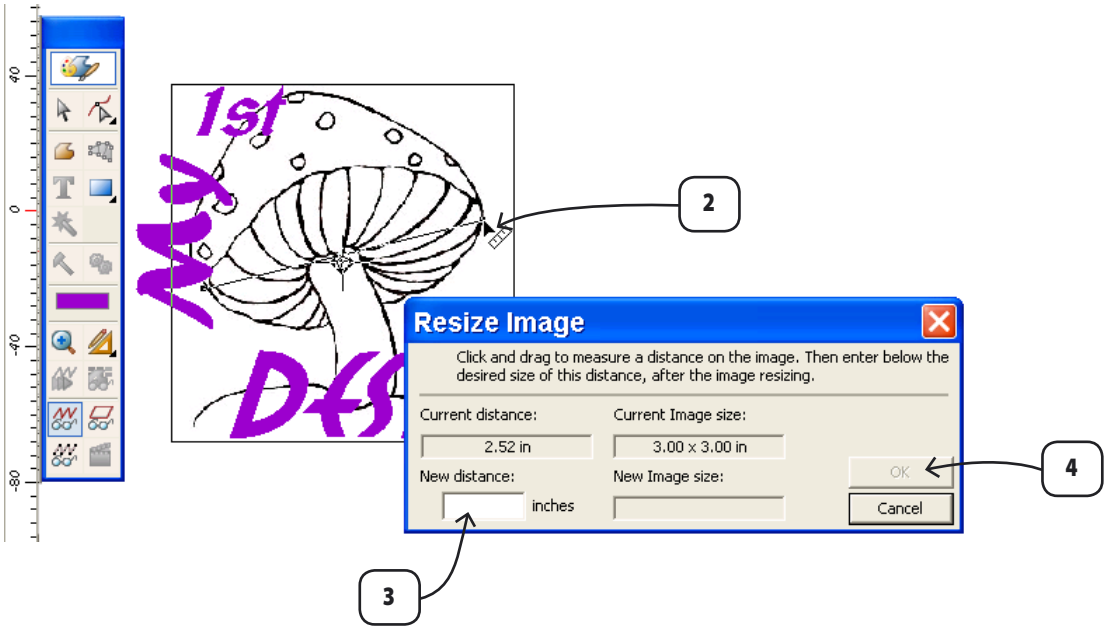


1. Click (to change to) Graphic Layer icon.
2. Click (bitmap) on graphic or in Object List.

Resize Image

We can resize the mushroom so that the words will fit around it.

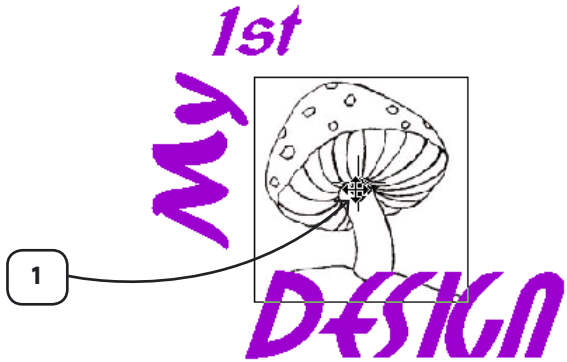
>> Choose Image > Resize. Notice the mouse pointer becomes a ruler.



1. Choose Image > Resize.
Resize Image box opens.
2. Measure (any) two points on image.
Distance is recorded.
The unit of measurement is set in System Parameters.
3. Type (smaller) size.
4. Click OK.

Good News! The following features work identically in both Graphic and Embroidery Layer (You may not have to repeat the lessons)!

Move Image
With the image still selected, move it to a better position within the letters.



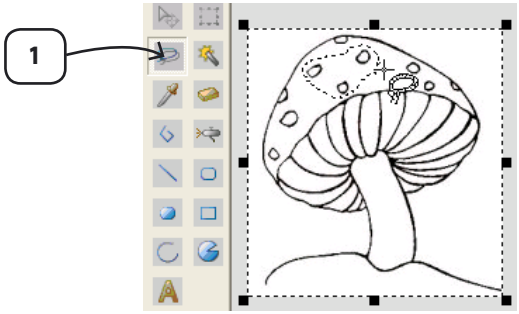
1. Press on bold cross, and drag image to new location and release.

Touch up Image with Draw Package
You can do any kind of touch up or modification to a bitmap image. With the bitmap image still selected,
>> Choose > Image > Draw Package. This opens the image into the draw package screen of EOS.

Select with Lasso Tool

For fun, we are going to delete some of the spots on the mushroom, and redraw some new ones.

»First, click on the Zoom icon in the main toolbar, and zoom in (or, select larger Zoom % on top toolbar) on the mushroom cap.

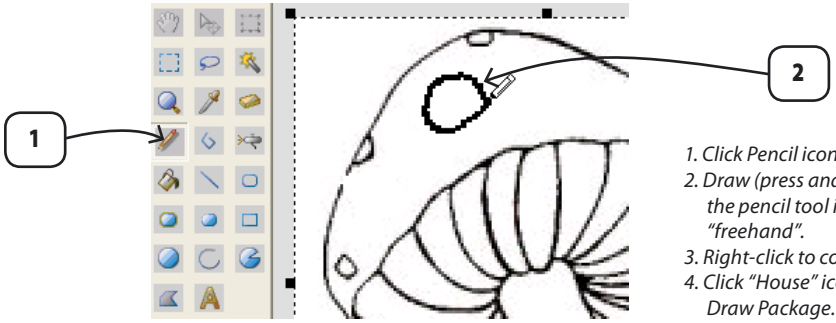


1. Click Lasso icon.
2. "Lasso" (click and drag a crude outline around) some spots!
3. Right-click to highlight selection.
4. Hit "Delete" on keyboard.

Repeat the last steps and delete steps to get rid of as many spots as you desire.

Draw with Pencil Tool

Draw some new and larger spots on the top of the mushroom.



1. Click Pencil icon.
2. Draw (press and drag) new spots! Using the pencil tool is like signing your name "freehand".
3. Right-click to complete creation.
4. Click "House" icon on top toolbar to exit Draw Package.

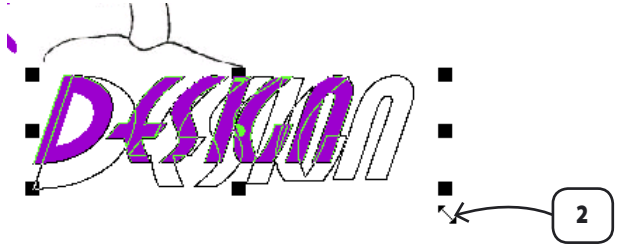
Select Vector Components

While still in Graphic mode, work with vector image to get a feel for the difference (between bitmap and vector images).

>> Click Select icon; hold Ctrl key, and choose "DESIGN" blocks in Object List.

Resize

A vector image can be completely resized retaining its full clarity.



1. Press and drag square on a corner to resize proportionately.

Move Selection

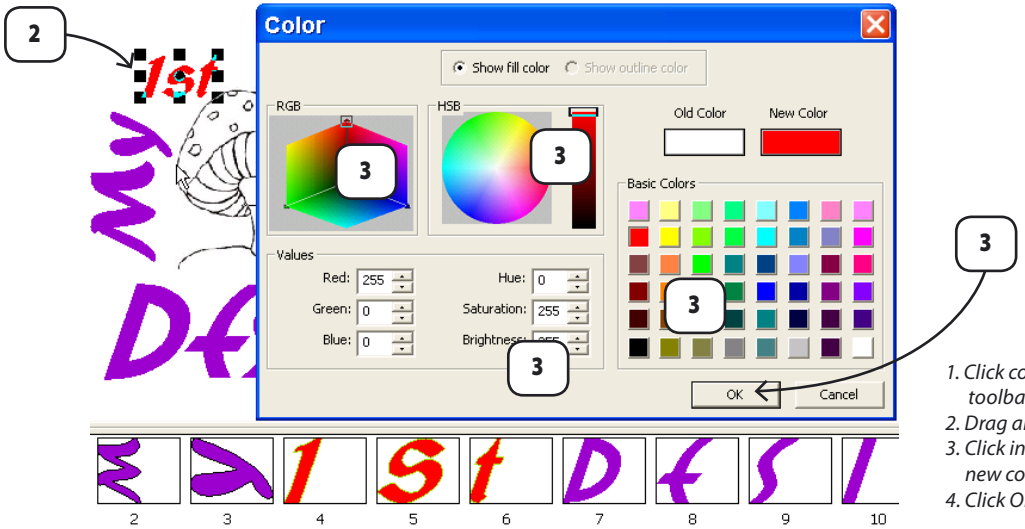
Now, move the selection anywhere you want.

>> Press in the center of the frame, and move the entire word anywhere you want it in the design.

Change Color

It is easy to change the color of all, or a portion of the vector image.

>> Click color block on main toolbar.



1. Click color block on main toolbar. Color box opens.
2. Drag and select the word "1st".
3. Click in any area to create new color.
4. Click OK.

Second Level Select

With your new color selection, enter a second-level of select mode for additional Select functions.

1. Press and hold until frame symbols change.

Rotate Selection

Rotate in any direction.

1. Click on any corner and drag in rotation direction.

Skew Selection

>Click on one of the arrows symbols on the select frame and drag to “skew” or warp the selection. Remember that you can move a selection at any time.

1. Click and drag in direction of skew.

Get Ready to Create Embroidery

EOS is designed so that Create and Edit functions are identical. Therefore, it is possible to create an embroidery design with little thought given to details such as the connection between blocks, and embroidery settings. Since an experienced digitizer typically considers these factors block-by-block, it may be easier to change blocks through Edit mode once a design is complete. These factors can also be considered before (and during) the Create process.

Connection Between Blocks

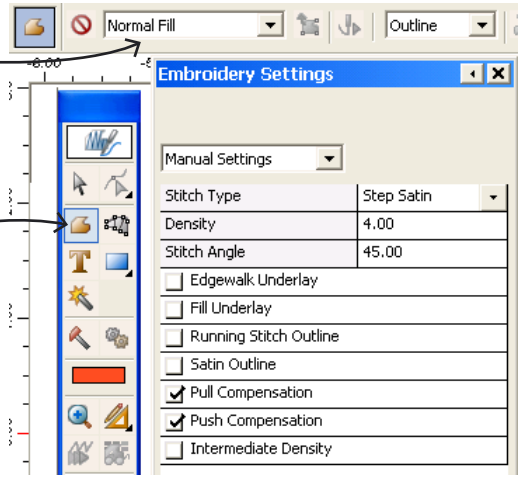
This feature allows you to set a global policy for connections between all blocks of your embroidery design. Whether you choose jump or run stitches between blocks, it is still important to be conscious of the entry and exit positions of each block for optimum production.

Running Stitch Between Blocks
For this project, we will choose running stitch between blocks and edit individual blocks when necessary.

1.Choose Design >Connection Policy.
The Global Connection Policy box opens.
2. Check With Running Stitch.
3. Set the running stitch length.
4. Click OK.

Embroidery Settings

Embroidery settings are factors like underlay, densities, stitch type, and many more categories that provide control for quality embroidery stitching. Each block in an embroidery design records and stores information about the block. Therefore, a tool such as Freeform; and a recipe, such as Normal Fill; must first be selected in order to have information in the embroidery settings menus.



1. Click tool.
2. Choose recipe.
3. Choose Stitch Type.
4. Work with relevant settings.
5. Click "Apply".

In this conversation we are speaking in "Novice" language. Therefore, we will establish embroidery settings through editing when the design is complete.

Analyze Image

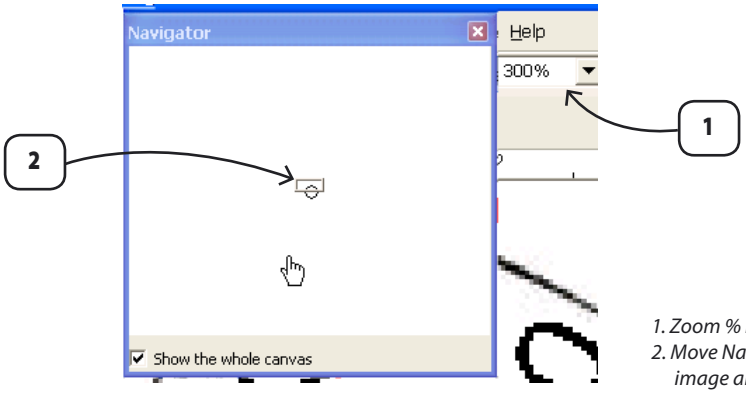
We must analyze our image in order to know which tool to select to create different segments of the image. To give some understanding to the logical sequence of embroidery creation, an analogy can be drawn to an artist's painting. Typically, the sequence is background to foreground or less detail to more. Like painting, realism can be created applying this concept to embroidery.

Zoom

When creating a design, always Zoom in large enough on your image to be relaxed with the size and be kind to your eyes. You may be comfortable with a 200 to 300 percentage of Zoom.

Navigate Screen

As you create, use Navigator to pan around the screen so that you can keep the same zoom factor.



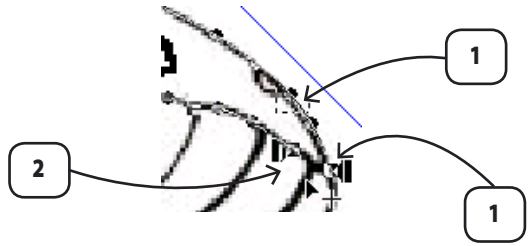
1. Zoom % list.
2. Move Navigator to pan image and embroidery.

Create Embroidery

Now we're ready to add some stitches! The most versatile tool of EOS is Freeform. With its associated "recipes", you can create anything!
The top of the mushroom is the largest shape of the design. So, let's choose Freeform tool; Normal Fill recipe and go to work.

Create the Shape with Points
Began placing points on the mushroom cap. It is an organic shape, or curved, so it will mostly be made of circle points. A square point is needed when the shape has straight segments, or it changes direction drastically. Points can be moved at any time during creation. The line between two points can also be moved for fine-tuning.
When you reach the area close to the first point that was input, click "Close Shape". the first and last points are automatically joined.

1. Click and drag a point to make it better align with the image.
2. Click Close Shape on top toolbar to join 1st and last points.
3. A square point is needed when direction changes drastically.



Turn off the image to clearly see the outline off blocks as you are creating or editing them. Click "L" the keyboard shortcut, to toggle image on and off.

Edit the Shape

Entry/Exit Points

EOS places the entry and exit points on your first and last input points respectively. To choose your Exit point for the current block, you need to think only one step ahead - to the next block that will be created, . Remember, these points can also be easily changed after the block has stitches.

» Choose entry exit from the Outline Edit list. Press and drag one of the points to a new location and release.

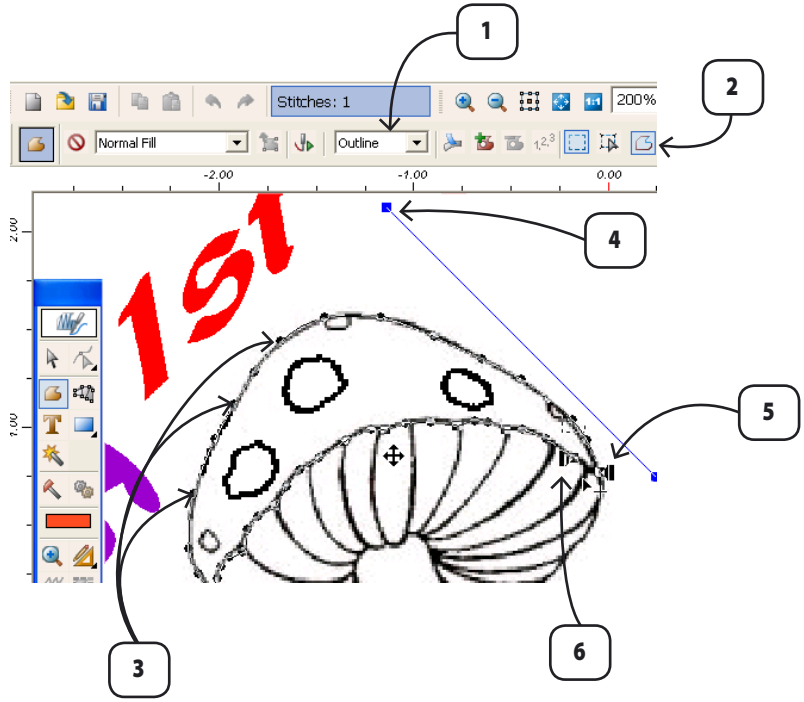
Stitch Angle

It is essential to have different stitch angles for individual blocks in an embroidery design in order to create interest. The light makes different stitch angles appear as different colors even using the same thread. Freeform has one stitch angle per block and is set at a 45 degree angle. To change it click Outline Edit list; choose Stitch Angle. This isolates it. Pick up the blue line in the center to move it. Swing one end to change the angle.

Decor Lines show up best on a satin stitch type.

Carve into Shape with Decor Lines

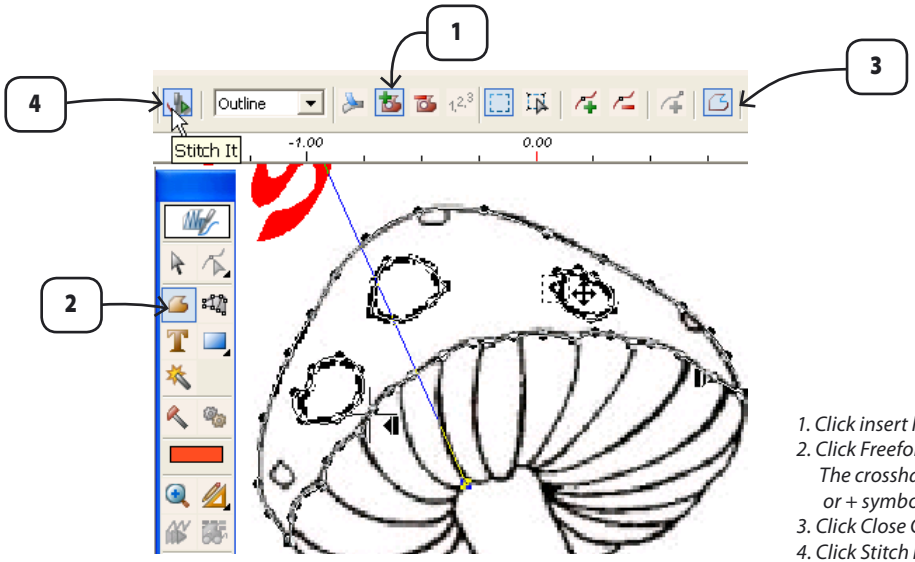
Another creative option actually "carves" any shape you input into an existing block. Choose Decor Lines from the outline Edit list. Click to define the smaller spots on the mushroom cap. Choose Close Shape at the end of each decor line input. Repeat the last step for additional decor lines.



1. Outline Edit list: Outline (move points, etc.) Entry, Exit points; Stitch Angle; Decor Lines
2. Close Curve when finished with input.
3. Place points around perimeter of segment.
4. Swing one end to change Stitch Angle.
5. Use square point to change direction.
6. Drag Entry or Exit point to new location.

Cut a Hole

Embroidery shapes sometimes need holes so that there won't be too many layers of thread. A hole is needed only when a substantial number of stitches will be saved.



1. Click insert hole icon from the top toolbar.
2. Click Freeform in the main toolbar.
The crosshair changes to an input or + symbol.
3. Click Close Curve.
4. Click Stitch It!

Repeat for all holes.

1. Click Ruler.
2. Drag to measure.

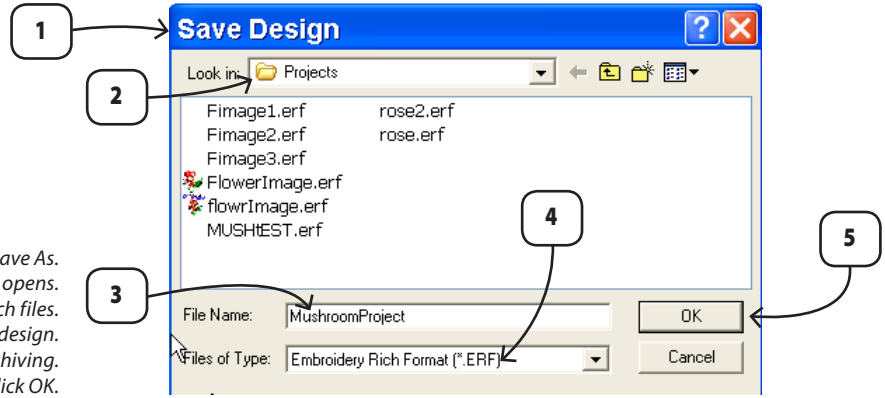
To decide if you need a hole, pick up the Ruler tool and measure spot for hole. Around 5 mm or more should have hole.

View in Real Stitches

Click Realistic View mode to see embroidery stitches.

Save Design

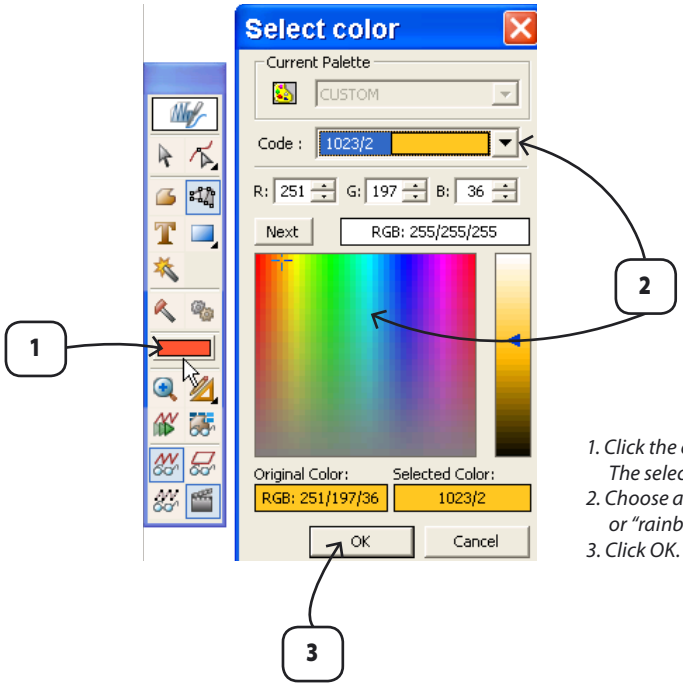
We should go ahead and save our embroidery design at this juncture for safekeeping. Be sure to save the design in a folder that you have created for designs and can remember.



1. Choose File > Save As.
Save Design box opens.
2. Choose a folder for stitch files.
3. Type a name for your design.
4. Save as .ERF format for archiving.
5. Click OK.

Change Thread Color

Next we will create the spots on the cap of the mushroom. First let's change the thread color for the next segment.



1. Click the color bar.
The select color box will open.
2. Choose a new color from the Code list or "rainbow" palette.
3. Click OK.

Projects

Now, create your spots, using Freeform. You know how, and this is good practice. Use all the tricks you've learned so far. Remember to change the stitch angles to make each spot shine.

1. Create spots with Freeform.
2. Change stitch angles.

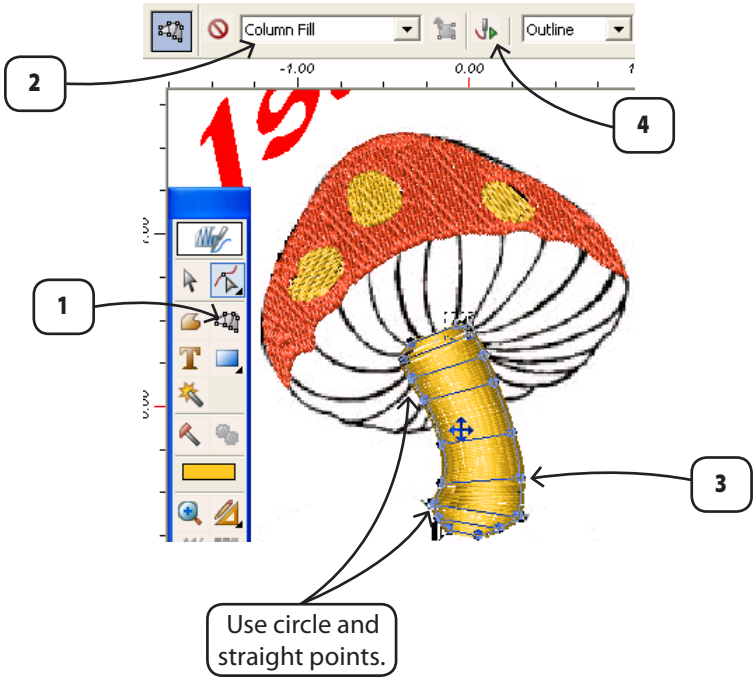
Save icon on the standard toolbar at any time. The name of your design (at the top of the screen) will have an "" at the end if changes have been made since last save.*

A Different Kind of Tool - Column

The next step is to create the stem for the mushroom. Column would be the input tool of choice.

Curve VS Straight Points
Like Freeform, use circle points to define curves with just a click. Use a prolonged-click when square points are needed on the column segment.

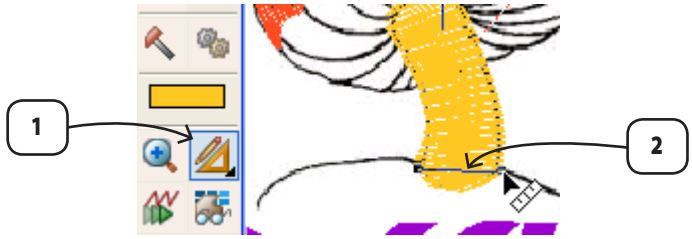
Reference Lines
It requires two points to define the width of a column segment. The reference line is the defining stitch angles of a column.



1. Click Column.
2. Choose Column Fill recipe.
3. Click point/counterpoint to create a reference line and define width.
4. Click Stitch It!

Column Too Wide? Measure with Ruler

In looking at the column we just created, it will most likely be too wide to remain as a satin stitch (the default stitch type of Column Fill recipe). Remember, you can pick up the ruler and measure at any time when working with EOS.

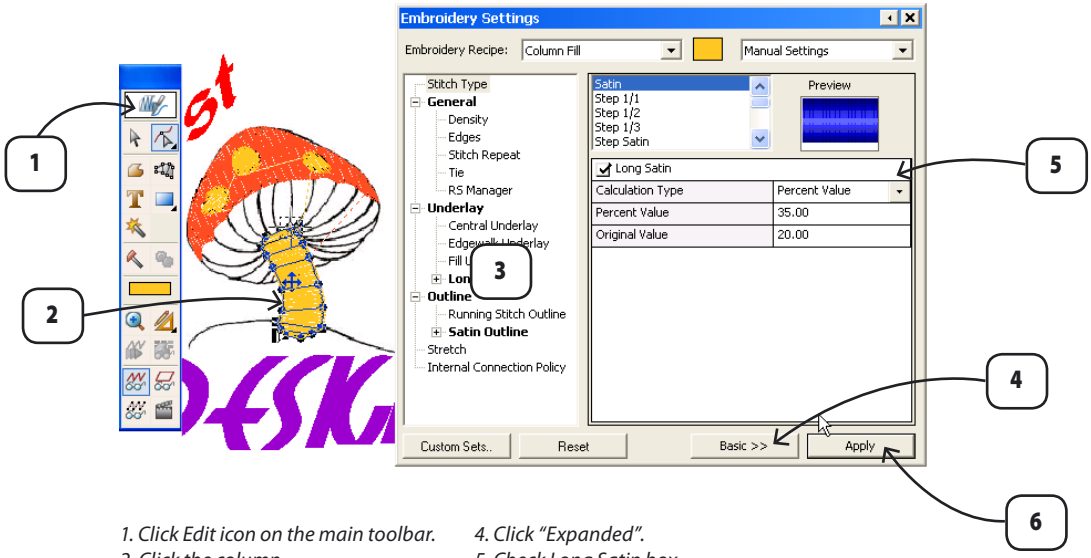


1. Click the ruler in the main toolbar.
2. Measure the widest point on the column. The measurement is recorded on information bar at the bottom of the screen.

Yes, it is definitely too wide (around 13mm) and would be a treacherous stitch for an embroidery design!

Edit Column

We could change the stitch type for the too-wide column. But there is another option called “Long Satin”. This function divides a Satin column into three parts. It weaves the stitches nicely, so that you still have the nice “loft” of Satin remaining.

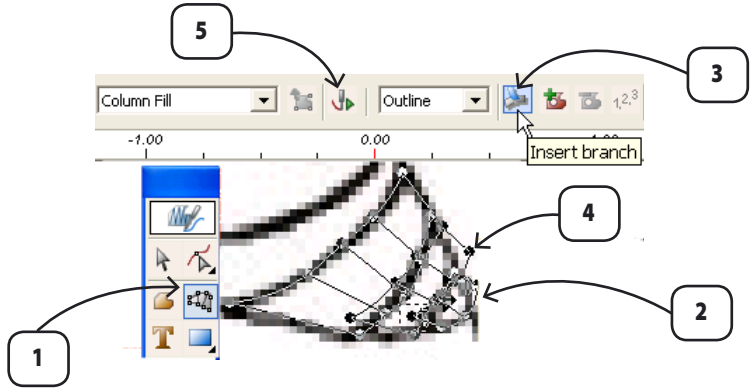


1. Click Edit icon on the main toolbar.
2. Click the column.
3. Right-click and choose Embroidery Settings from the context menu.
4. Click “Expanded”.
5. Check Long Satin box.
6. Click Apply.

Change the thread color for the next segment of the design. Zoom in as needed to see the underneath side of the mushroom cap.

Column Shortcuts - Branches

Now all you are really going to get some practice using Column tool. Additionally, we will use a feature called “Branch”. It simply allows you to do several columns in one step. Begin on the bottom left “pie shape” of the segment, and work toward the top center.



1. Click Column on the main toolbar.
2. Create fisrt column.
3. Click Insert Branch from the top toolbar.
4. Repeat (#3) after each, to create a few column segments.
5. Click Stitch It from the top toolbar.

Create the remaining column shapes towards the top center.

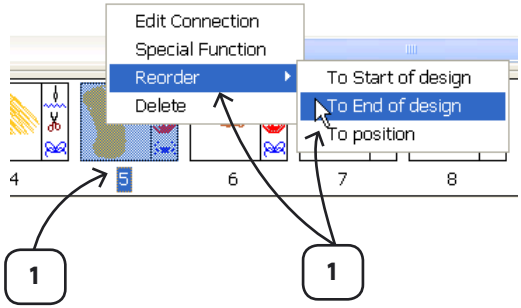
While Branch is a nice feature, sometimes the image is too busy (like this one), and it is easier to create with column one segment at a time.

Ultimately, it may have been a better choice to do this segment of the mushroom as the very first of the design. But we can reorder the colors later, no problem. Can you see, even looking at black and white artwork, that some of these segments “belong” beneath the stem; while others belong on top?

When creating embroidery to simulate Nature, visualize the elements that belong in front or behind.

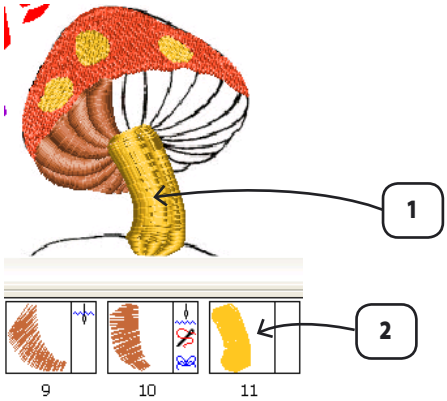
Change Color Sequence

The illustration shows that eight Column blocks have been created thus far. Using the Object List, we will reorder the stem block.



1. Click on the stem in the Object List.
2. Right-click choose Reorder > To End of design.

That was easy! Do you see how these segments look as if they belong?



Change the thread color to create more segments.

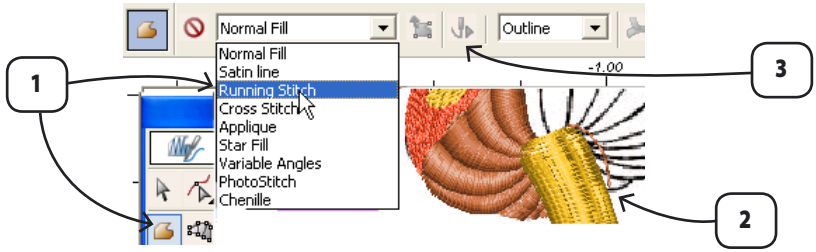
1. Column segments appear behind stem.
2. Stem is last in sewing sequence.

Tool Variety - Recipes

Each tool has a recipe list. Freeform has the most, with a broad range of styles and techniques.

Running Stitch
Freeform has Running Stitch as a recipe, which is used frequently for travel.

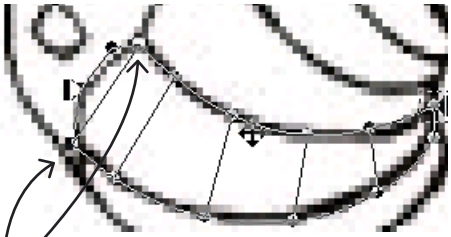
Control Travel Between Blocks
Sometimes it is necessary to travel to the next section using a running stitch.



1. Click Freeform and choose Running Stitch from the recipe list.
2. Create a natural semi-circle to travel to the bottom portion of the mushroom.
3. Click Stitch It on the top toolbar.

Practice What You've Learned So Far...

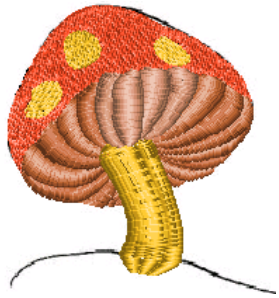
If you are just beginning the endeavour of creating embroidery, you may find the mushroom segments challenging.
In the world of embroidery, we must be able to create any imaginable shape. Look closely at how these columns can be treated. Also keep in mind, if you start at one and of a column and end at the other (which is the natural order), you can begin the next column at the opposite end, etc.



Square points needed to "shape" ends.

Finish with Column

1. Using Column tool, create the right-hand (seven) segments towards the center, leaving the last four segments undone.
2. Then, reorder the stem (again), following the same procedure as above.
3. Change block color (again) for last segments.
4. Create two of the last four segments.
5. Choose Freeform and running stitch again.
6. Skip the center column segment by using running stitch.
7. Choose Column again, and create the last two segments.

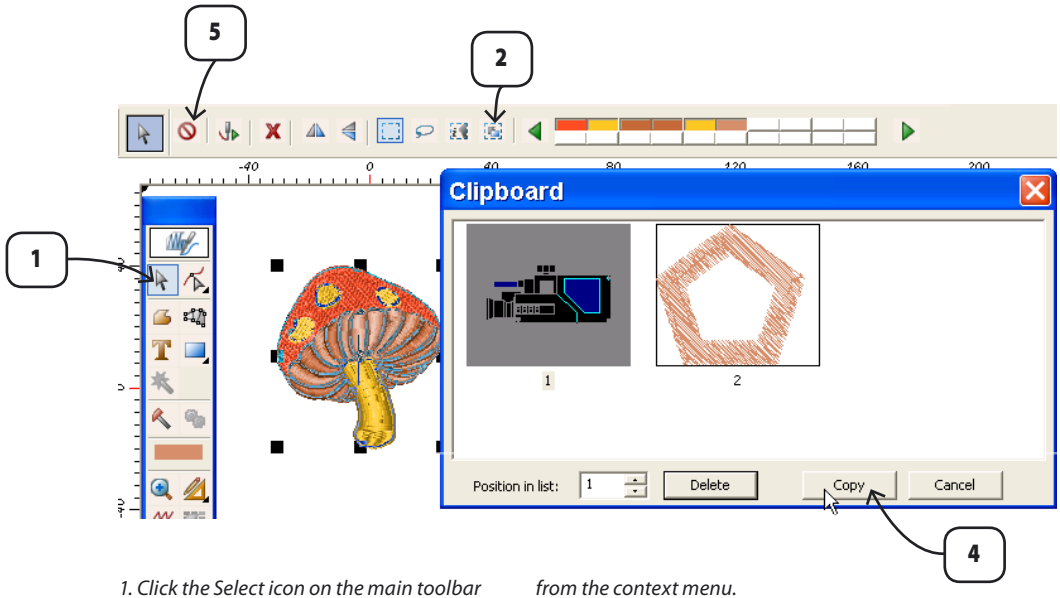


Voila! Our mushroom is taking shape!

Capture Segments for Many Functions - Select

"Select" captures segments (or all) of an embroidery design. There are many options available for blocks that are selected with EOS.

Copy
Let's make a petite version of our mushroom.



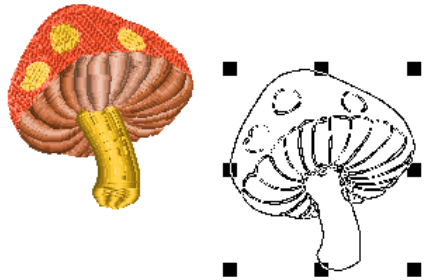
1. *Click the Select icon on the main toolbar to activate Select mode.*
2. *Click Select All Objects.*
3. *Right-click and choose Copy from the context menu.*
4. *Click Copy (if) inside clipboard and click OK.*
5. *Cancel Select mode.*

The Copy List (clipboard) is enabled in System Parameters.

Paste

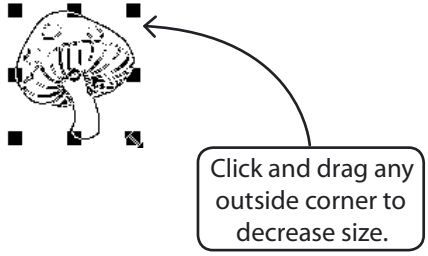
You must paste last copied element if you do not have copy list enabled in System Parameters.

__1.__ Right-click and choose Paste from the context menu.
__2.__ Highlight selection in Copy List (Clipboard).
__3.__ Click Paste. The selection remains in outline form while you are working.



Resize

Let's make the new mushroom slightly smaller than the original.

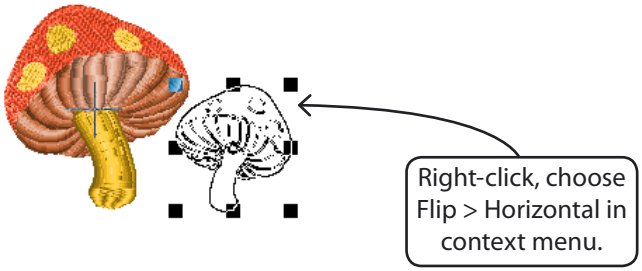


Move

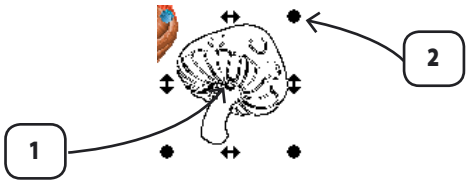
Move your selection as often as needed to make an attractive placement in the original design.

>> Click and drag center of selection to new location and release.

Flip
Let's flip our baby mushroom.



Rotate 2nd Level Select
To rotate the selection, activate the second level of Select mode.

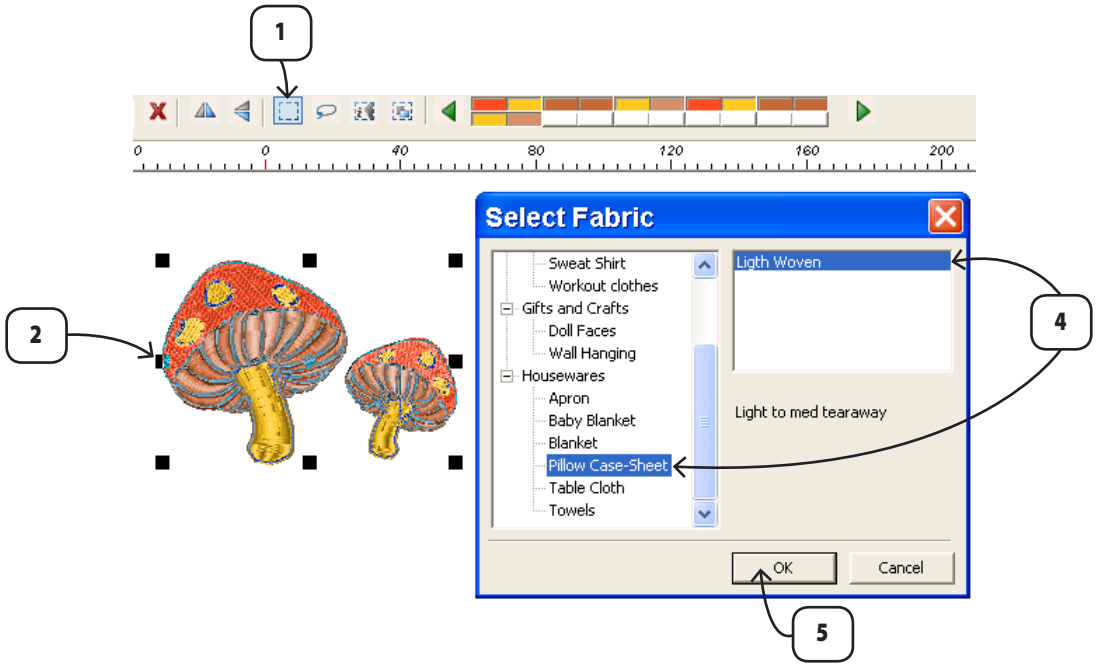


1. Press center of select frame.
2. Click and drag any outside circle in direction of rotation and release.
3. Click Stitch It!

Use Fabric Presets

Select mode is also useful to apply a preset fabric to your design, or part of it.

Select All
Still in Select mode, click Rectangle icon.



1. Click Rectangle.
2. Click and drag a box around entire selection.
3. Right-click choose Apply Fabric from context menu.
4. Choose an item from the left column, and fabric from the right column.
5. Click OK.

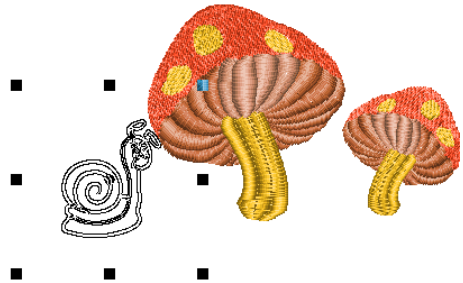
Library of Designs

Let's add another design to continue our little scene.

>> Choose Create drop-down menu to use Design Library. Library box will open.

1. Choose ANIMALS, and highlight Snail.
2. Click OK to open.

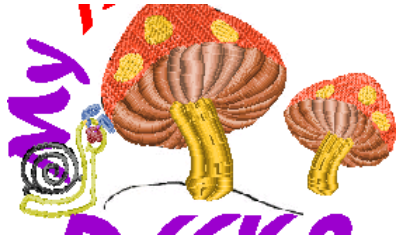
All of the same functions that were available in Select mode can be performed while the design is in Select frame.



Library Design opens in “standard” Select frame. Copy/Paste/Move/Flip/ Resize/Delete; Rotate or Skew selection.

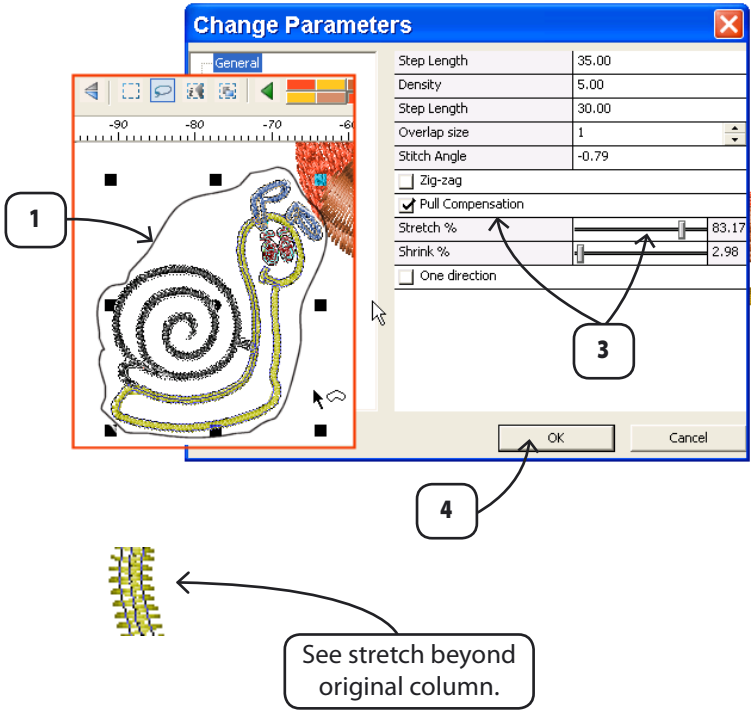
We’ve now we totally disregarded our image in making up our scene. Remember, you can work in Graphic mode at any time to move the vector image (text).

When image view is on, design overlaps it...



Change Embroidery Parameters

There is concerned that the columns are too slim on our latest design (the snail). The ruler measures an average of a little over 1 mm.



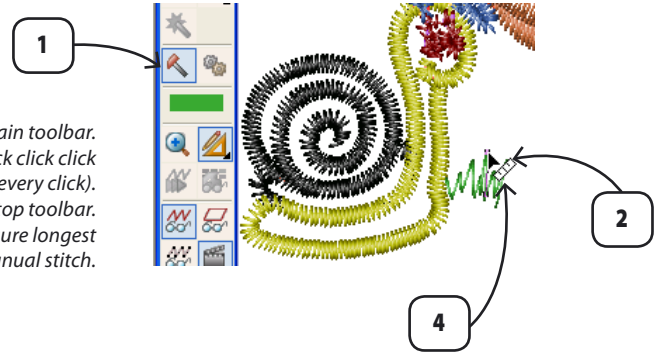
1. In Select mode, use the lasso tool, and draw a crude outline around the snail.
2. Right-click; choose Change Parameters (box opens).
3. Slide Pull Compensation to the maximum.
4. Click OK.

Create One Stitch-at-a-Time-Manual Stitches

Let's create some grass for our nature scene. Creating stitches one at a time is the best way to get a very realistic appearance.
Set Zoom percentage at 300% for this project.

Calculated Stitches VS "True" Manual Stitches
Now, pick up the ruler and measure your longest manual stitch. If it is more than 9 mm, you may need to use this process with a calculated (length) manual stitch.

1. Click Manual tool on main toolbar.
2. Click click click click click click click clickity-click (one stitch for every click).
3. Click Stitch It on top toolbar.
4. Use Ruler to measure longest manual stitch.



Copy/Paste all the grass that you have created this far to cut your efforts in half.

Copy/Paste some grass to save effort.

Fun & Easy Lettering

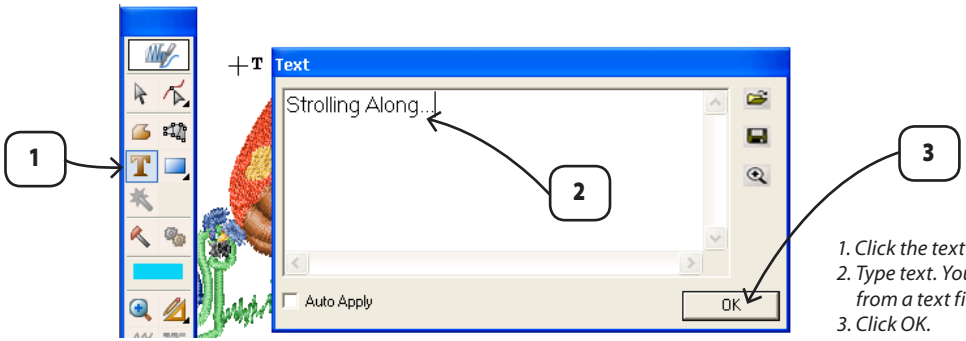
Let's add some lettering to our design. Set a new block color first, unless you want the lettering to be same color as the grass.

Easy Set-up

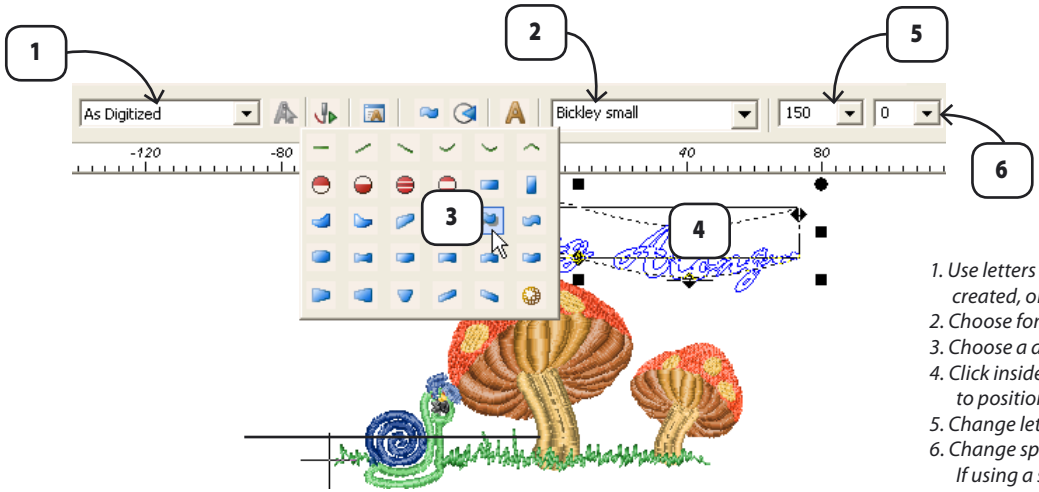
It is very easy to set up letters with EOS.

>> Click the text tool. The text box opens.

>> Click "Stitch It".



1. Click the text tool.
2. Type text. You can also import from a text file.
3. Click OK.

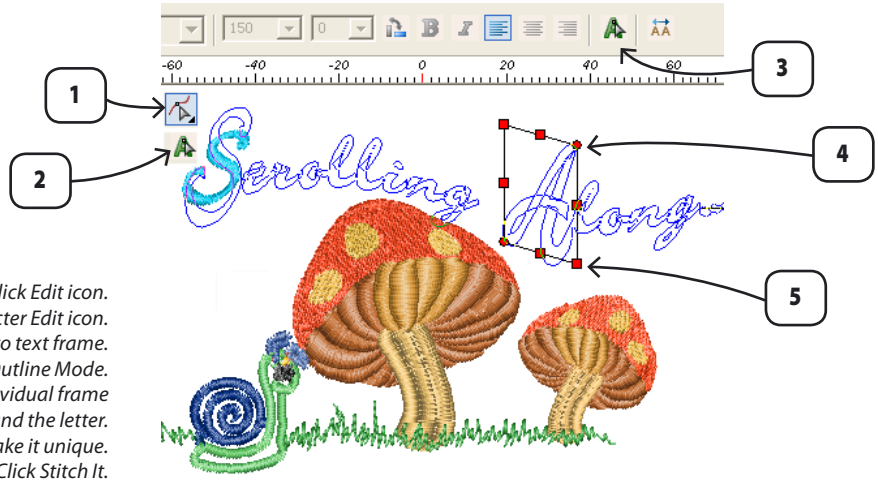


1. Use letters as originally created, or choose Recipe.
2. Choose font from list.
3. Choose a different frame.
4. Click inside the text frame to position with design.
5. Change letter size.
6. Change spacing. If using a script choose 0.

I see that we totally forgot our image in working with letters. Oh, well. You can delete your letters, go back and make some more if you like

Individual Letters

It is easy to return to the text frame after stitches have been applied, to make changes.

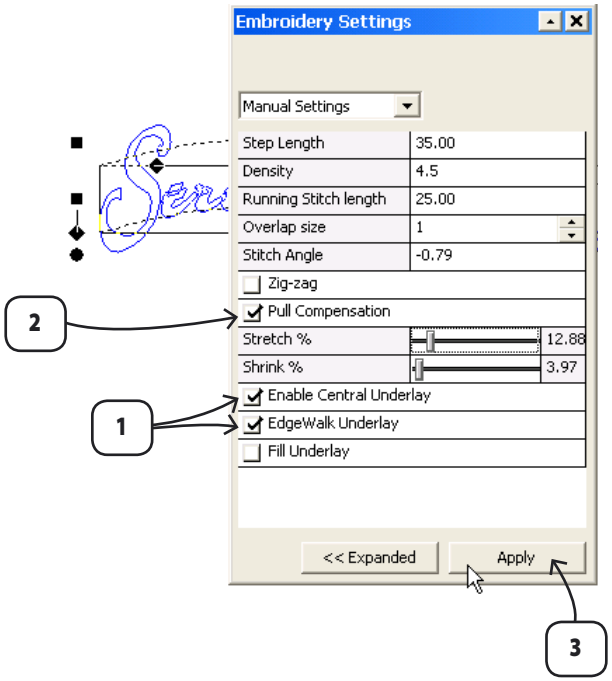


1. Click Edit icon.
2. Click character Edit icon.
Letters return to text frame.
3. Click Character Outline Mode.
4. Click on any letter. And individual frame appears around the letter.
5. Resize or rotate letter to make it unique.
6. Click Stitch It.

Embroidery Settings

While in the text frame you can choose some settings for your letters.

»Right-click; choose Embroidery Settings from the context menu.

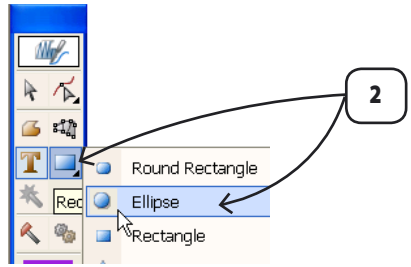


1. Use some underlay, if especially for knits.
2. Also apply some Stretch. Slide bar to right to increase.
3. Click Apply.

Fast & Easy Shapes

Geometric Shapes, couldn't possibly be easier to create. We are just having some fun and creating "on-the-fly" (without our image).

1. Right-click on the rectangle icon and choose Ellipse from the list.



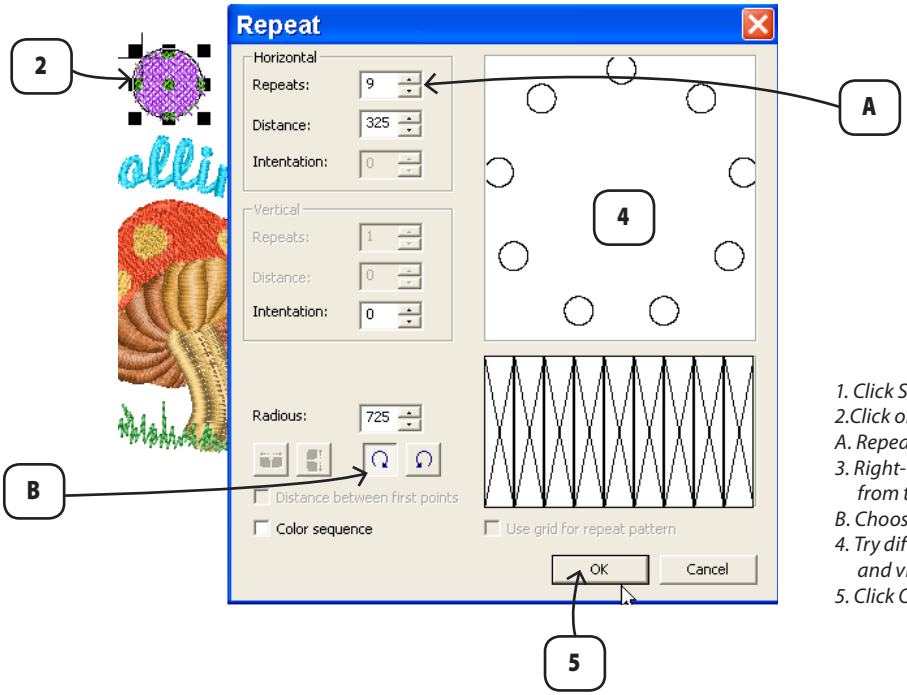
Versatile Shape

Shapes remain in a frame for you to make some choices about the appearance before stitching.

1. Click and drag to size.
Hold the Ctrl key for a perfect circle.
2. Release.
3. Choose Cross Stitch from the recipe list.
4. Click Stitch It.
5. Cancel Edit mode.

Repeat Shape

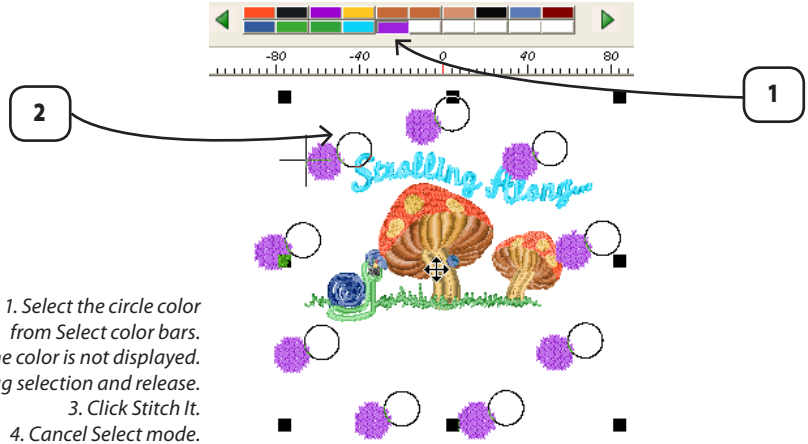
Let's repeat the shape and make an "emblem". This feature is great for borders. Experiment and be creative.



1. Click Select icon.
2.Click on Shape.
A. Repeat as rows (like typical emblems).
3. Right-click; choose Repeat from the context menu. Repeat box opens.
B. Choose to repeat selection in a circle.
4. Try different numbers in the settings, and view the "proposal".
5. Click OK.

Move Circle

While still and select mode, we need to move our circle emblem.

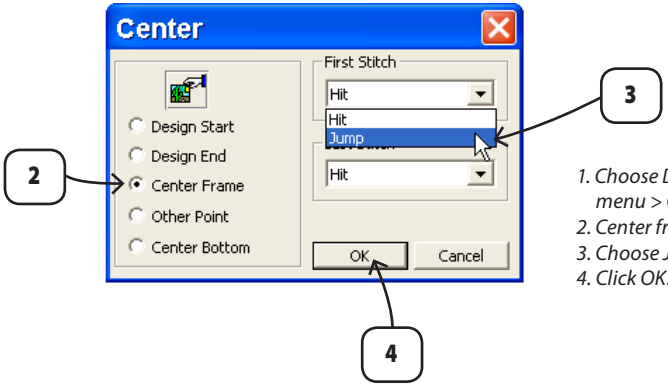


1. Select the circle color from Select color bars. Move if the color is not displayed.
2. Drag selection and release.
3. Click Stitch It.
4. Cancel Select mode.

Center Design

Notice there is (always) a blinking crosshair at the last stitch generated. This represents the last stitch sewn as well.

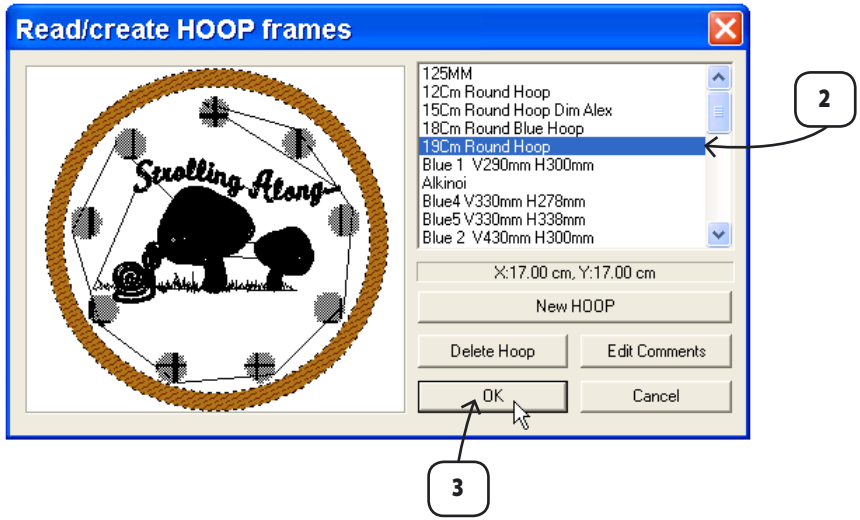
Center or Other Origin?
Typically an embroidery design has a perfect center origin point (first and last stitch of the design). You can define the origin point, to be anywhere you choose.



1. Choose Design drop-down menu > Center.
2. Center frame is default.
3. Choose Jump as the first and last stitch.
4. Click OK.

Which Hoop to Use?

What hoop will we use to stitch the design? If your hoop is not in the list, you can create a new one. This feature is for viewing purposes only, but may save a headache at the machine.



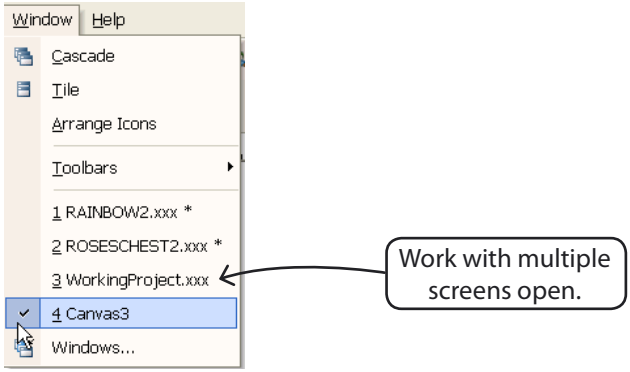
1. Choose Tools drop-down menu > Select Hoop.
2. Choose a hoop from the list.
3. Click OK.

>> Choose View drop-down menu; select Show/Hide Hoop to display on-screen.

See reference manual to learn how to make custom hoop.

Open Another Screen

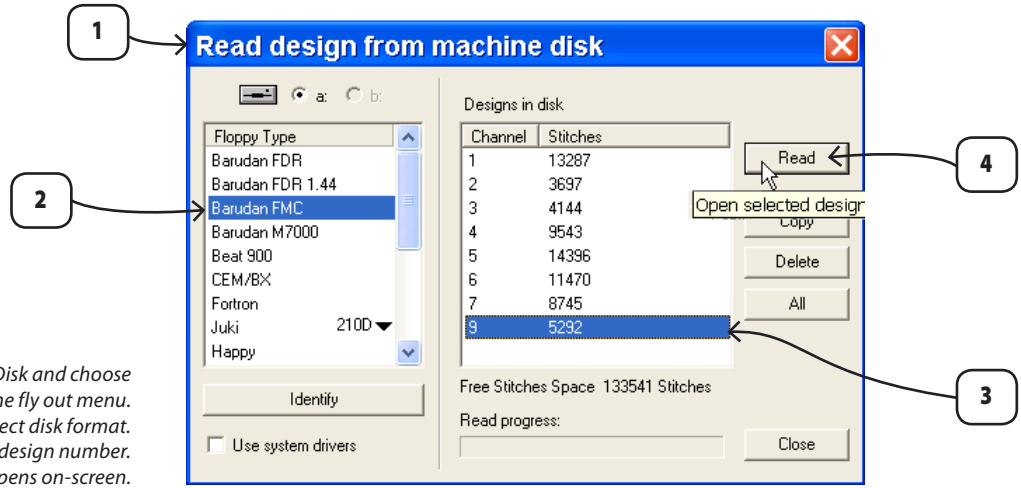
Let's open a new screen to work with some other features of be of EOS You can have a number of Windows open at once to work with different screens at the same time.



» Click File drop-down menu > New Design.

Read a Machine Disk

EOS can read a number of machine disk formats. Of course, you have to have a machine disk. If you do not, open an .XXX (format) design. Let's open a stock design.



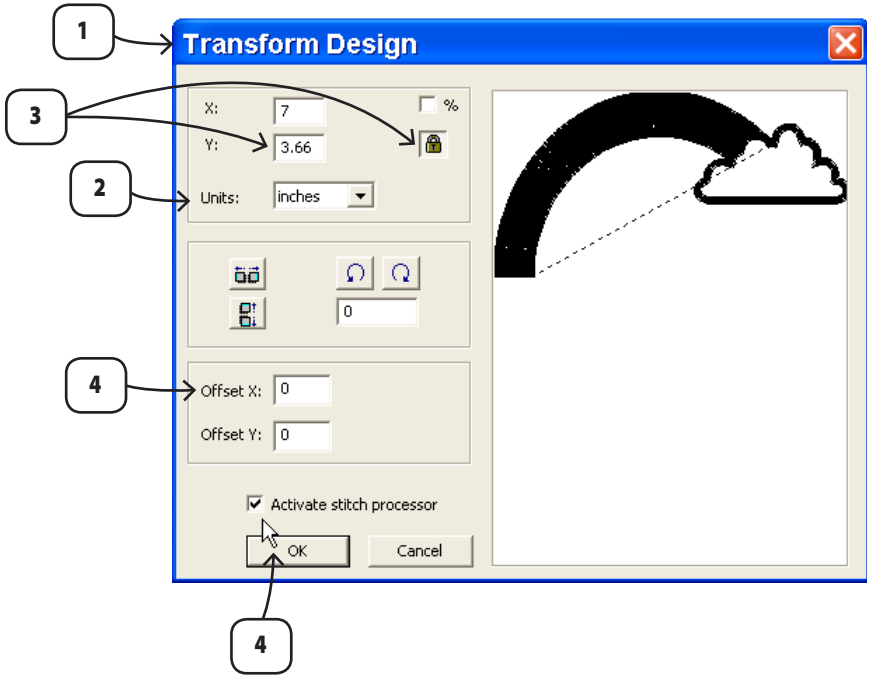
1. Choose File > Machine Disk and choose Read from the fly out menu.
2. Select disk format.
3. Click design number.
4. Click Read. Design opens on-screen.

Edit a Stock Design

Stock designs, or machine disk format designs, have already been given instructions to stitch on an embroidery machine. Still, there are a number of functions that can be performed.

Change Size

You can change the size of the stock design. Using the Stitch Processor, the stitch count will change.

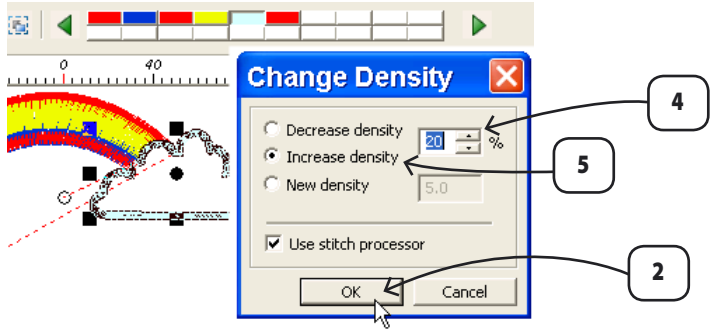


1. Choose Modify drop-down menu > Change Size.
Transform design box opens.
2. Change to inches.
3. Change value in one box.
The other dimension will change if padlock is enabled.
4. Check Activate Stitch Processor.
5. Click OK.

Change Density

Change the density of all or part of the stock design.

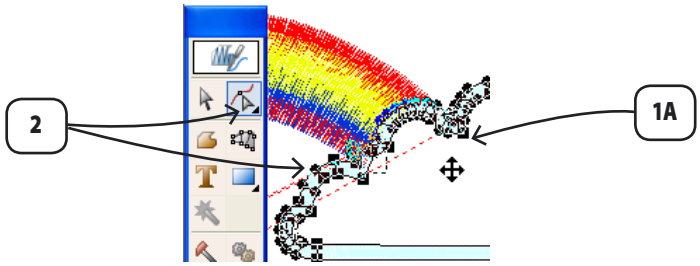
1. Click Select icon.
2. Select cloud color block.
3. Right-click; select Change Density from the context menu.
4. Check increase density.
5. Type % in the percentage field.
6. Click OK.



Convert Stitches to Blocks

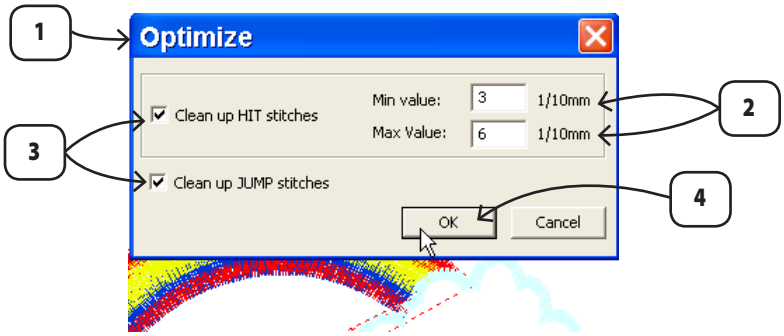
Convert machine format stitches to block format where more editing capabilities are offered. While cloud is still in Select frame:

1. Right-click; select Convert Stitches To Block from the context menu.
1A. It is now in Block format.
2. Click Edit icon and click cloud.
3. Cancel Edit mode.



Optimize

Clean up stitches that are too small that would cause thread break problems at the machine. Typically, only stock designs need to be cleaned up, as we do not always know the source of the creator.



1. Choose Design > Optimize.
2. Type a minimum and maximum value.
3. Check Cleanup Hit & Jump Stitches.
4. Click OK.

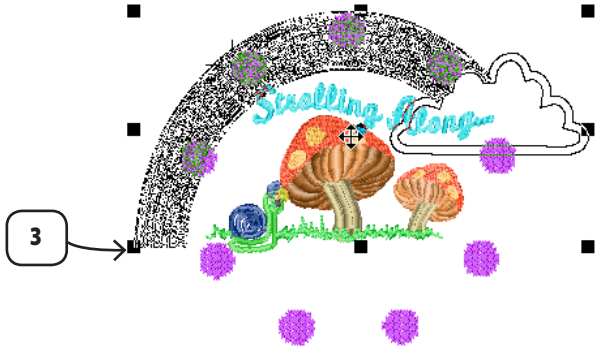
Save Stock Design

Save the stock design as a native (.ERF) format “Rainbow.erf”. This will store the colors.

Paste Designs Together

Open the window with the working project (must room).
Let's combine the rainbow design, and our original design.

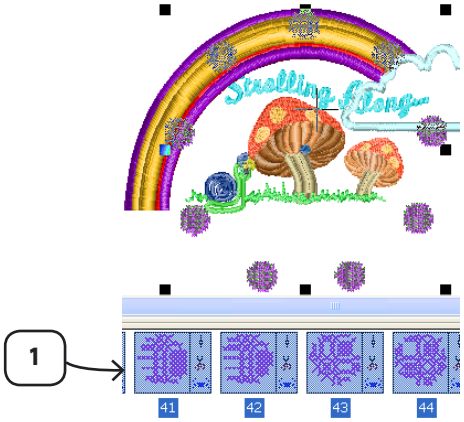
1. Choose Edit drop-down menu; > Paste Design.
2. Choose "Rainbow.erf".
3. Move design while in Select frame.
4. Hit Enter key.



Block Edit VS Stitch Edit

Now we have some work to do with our combined designs. Some portions of our design are in (original) block format, and some parts remain in machine stitch format. You will know which by clicking on a block in Edit mode.

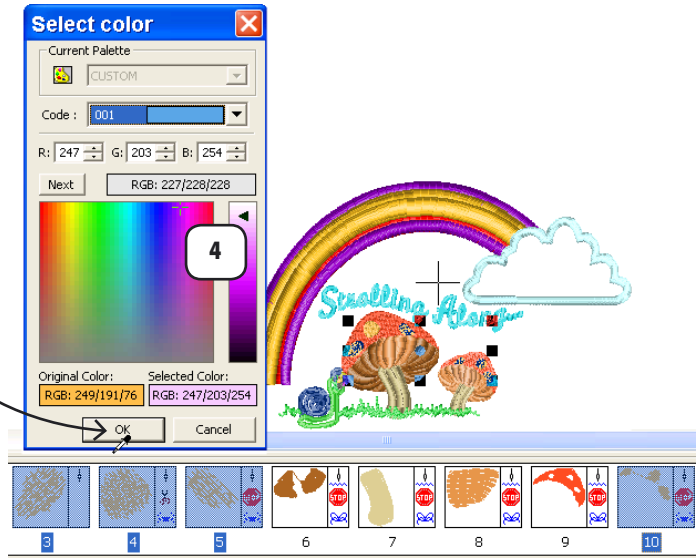
First, let's delete the circles that we created earlier- they simply do not work with the rest of the theme.



1. Highlight the circles in Object List. Hold CTRL key for multiple-selection.
2. Right-click inside the object list; choose Delete from fly-out menu.

Set Thread Colors Quickly

We need to change some colors in our new design. You can change multiple blocks at once using the object list. Let's change the spot on both mushrooms to a different color.

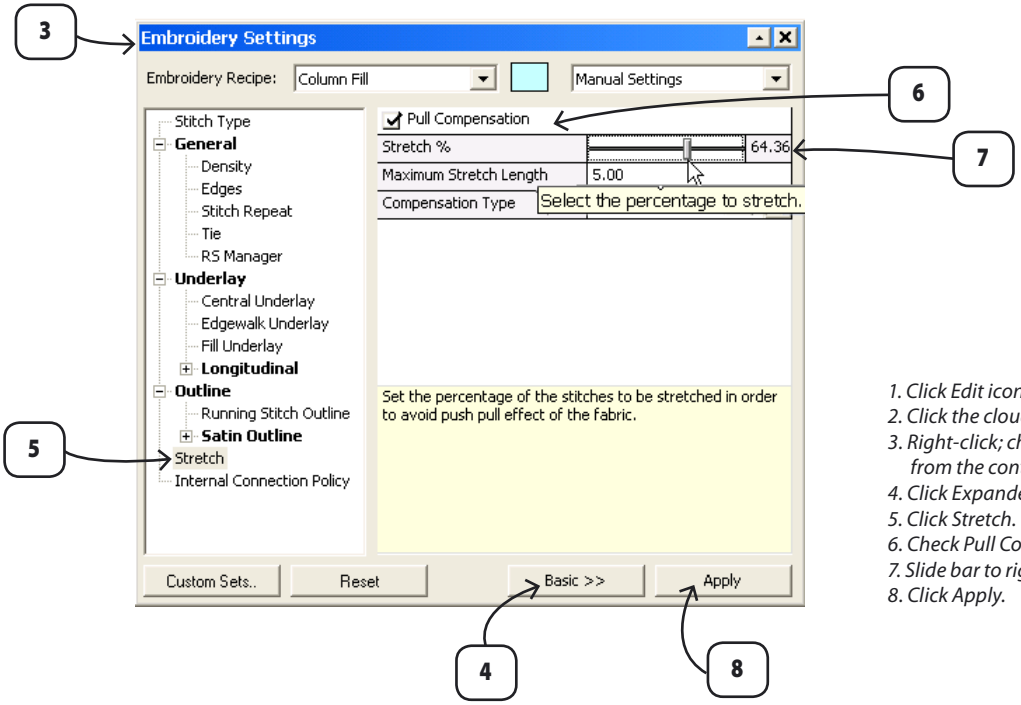


1. Click Select icon.
2. Hold Ctrl key; click on blocks that represent spots.
3. Right-click; choose > Change > Change Color from the context menu.
4. Choose new color in the list.
5. Click OK.

Set the rainbow colors too, following the same procedure. The rainbow was created for the colors to blend, so it is an unusual sequence.

Make the Column Wider- Change Embroidery Settings

Remember that we change the cloud to a block format? Now we can edit the settings and make the column wider.

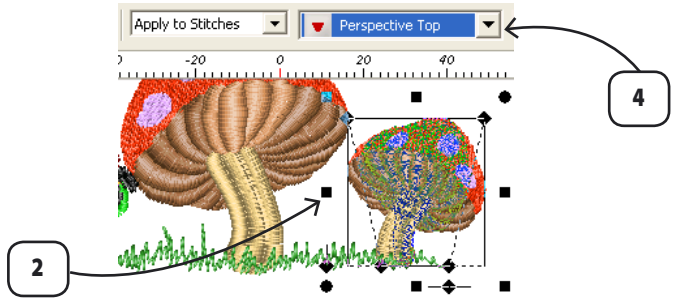


1. Click Edit icon.
2. Click the cloud.
3. Right-click; choose Embroidery Settings from the context menu.
4. Click Expanded menu.
5. Click Stretch.
6. Check Pull Compensation.
7. Slide bar to right to increase stretch.
8. Click Apply.

Filters

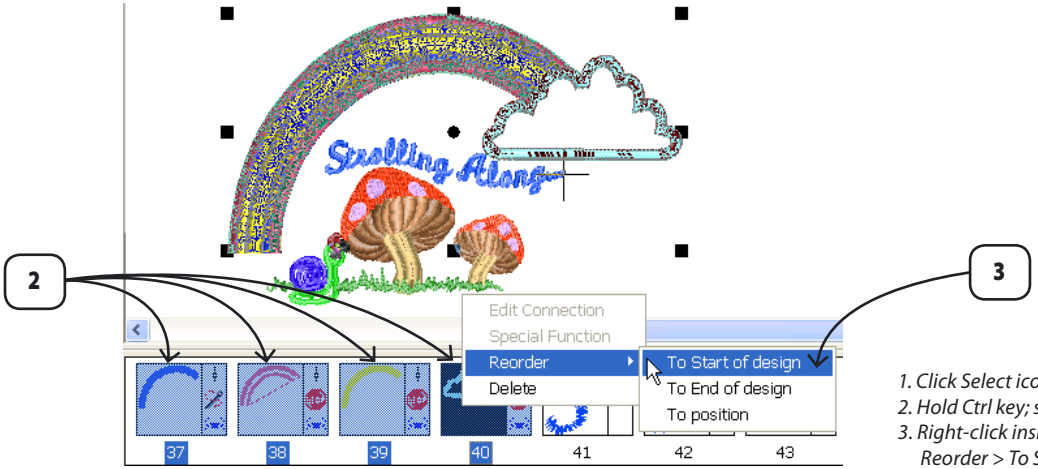
This feature is especially nice for stock designs to apply some "personality" to an otherwise ordinary design.

1. Click Select icon.
2. Select small mushroom using Object List.
3. Right-click choose Filters from context menu.
4. Choose a filter from list.
5. Click Stitch It.

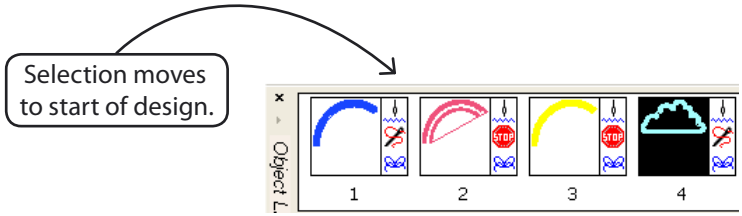


Change Stitching Color Sequence

Sometimes you need to re-sequence colors in your design. It is easy using Object List.

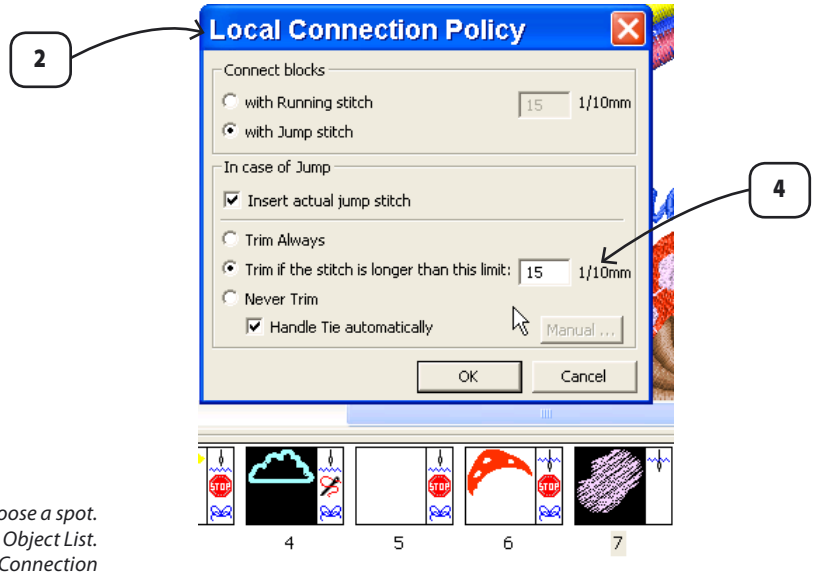


1. Click Select icon.
2. Hold Ctrl key; select rainbow and cloud.
3. Right-click inside Object List; choose Reorder > To Start of Design.

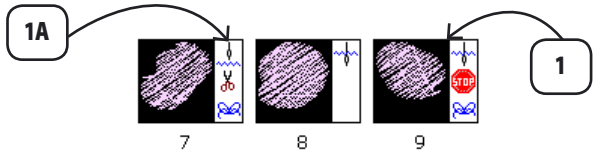


Change Block Connection

Do you remember earlier in the project, we mentioned that we would have to Edit connections between some blocks? Here is our chance. The spots on the mushroom is an instance where we should jump between the blocks, as opposed to our original setting, running stitch connection.



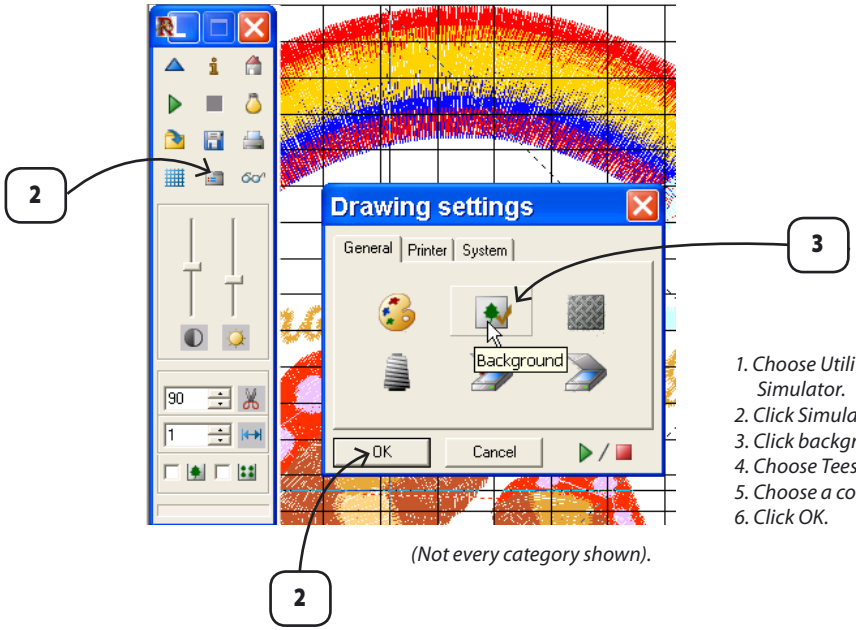
1. Hold Ctrl key and choose a spot.
1A.Notice the symbol change in Object List.
2. Right-click; choose Edit Connection from fly out menu.
3. Check With Jump Stitch.
4. Set trim distance.



Change the connection on other two spots.

Stitch on Garments - Embroidery Simulator

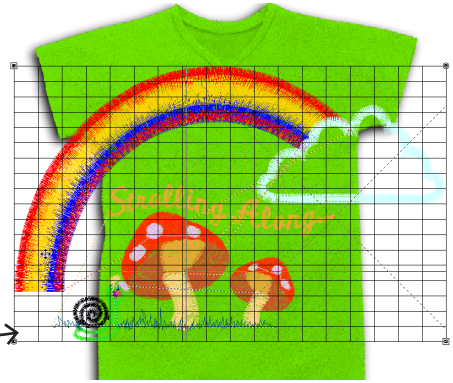
This is a great feature for sales presentations and proposals. E-mail image file to your customer, and appear as if you have been working hard at stitching his design on ready-made apparel.



(Not every category shown).

1. Choose Utilities > Embroidery Simulator.
2. Click Simulator Settings.
3. Click background.
4. Choose Tees.
5. Choose a color of T-shirt.
6. Click OK.

Now, position the design and shape it to “fit” the T-shirt.



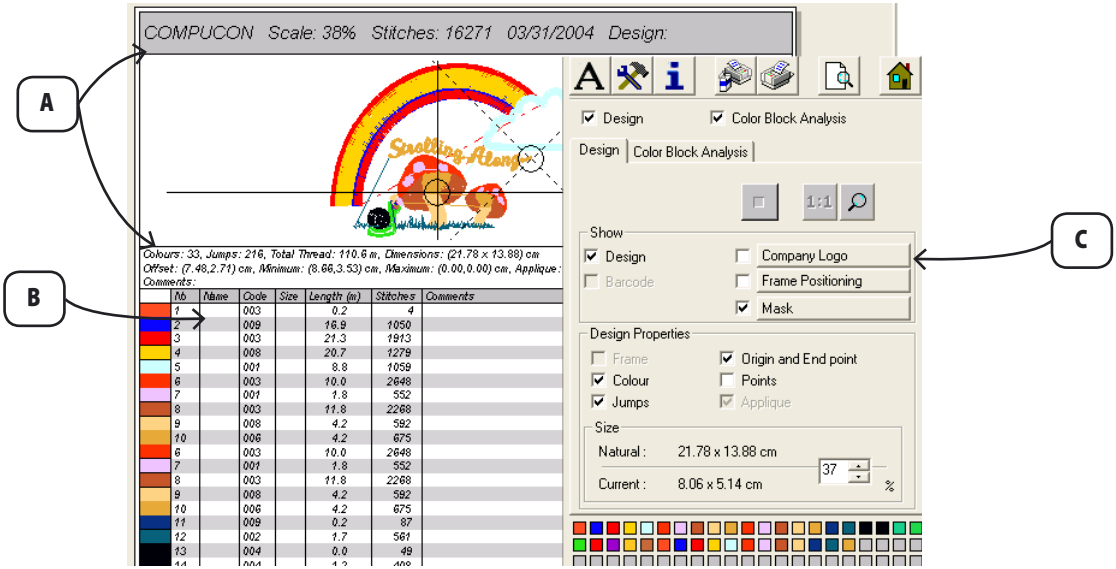
1

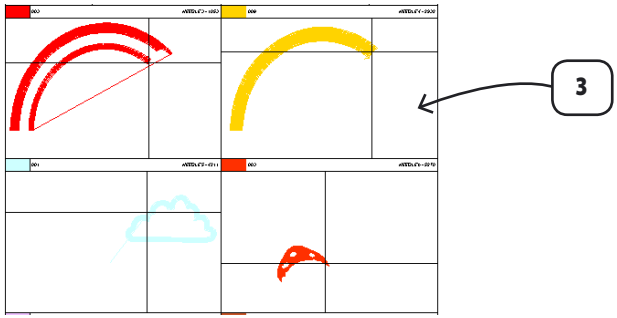
4

1. Click and drag to resize design.
2. Move frame up on T-shirt.
3. Change the grid points to give the appearance of movement on the fabric.
4. Click “Run Simulator”. Watch it stitch.

Print Style Sheet

The Print Sheet for your design has a lot of valuable information.
Customize it for your company or customer.





1. Choose File > Print.
2. Work with Design sheet.
A. Design Information.
B. Thread Colors- (can be named in Info Card.
C. Appearance of Style Sheet.
3.Take Color Analysis sheet to embroidery machine. Every color in design is shown.

Drawing Project

You can “draw” in the same screen that you create embroidery. When we’re finished, we’ll use an automatic tool that “sees” the blocks with 100% accuracy because they’re “in the same family”.

Create a Drawing

Let’s create a simple vector drawing. “Vector” (really) means “clean blocks”.

>> On the main toolbar, **click** the **Graphic Layer icon** to activate the Graphic Create mode.

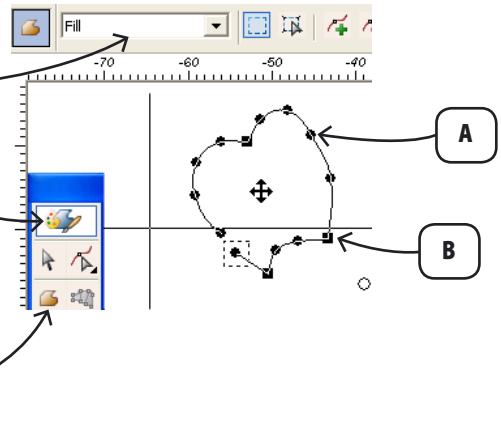
Use Freeform

>> Click on the **Freeform icon** to activate the Create tool.

Let’s make a very simple flower. Any shape petals will do- just play and have fun.

>> Click, click, click - to make round points - portions of curves.

>> Prolonged-click to make a square points - to change direction (drastically).

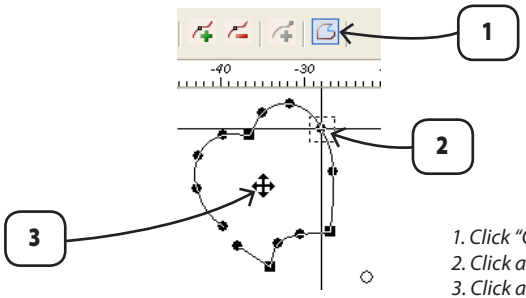


1. Click for Graphic Layer.
2. Click for Create Tool.
3. Click for Recipe (to fill or outline shape).
A.ONE click for Circle points.
B.PROLONGED click for Square points.

Edit Shape while Creating

Notice how easy it is to change the shape that while you're creating. Just *click on a point* (the symbol changes), *and drag*.

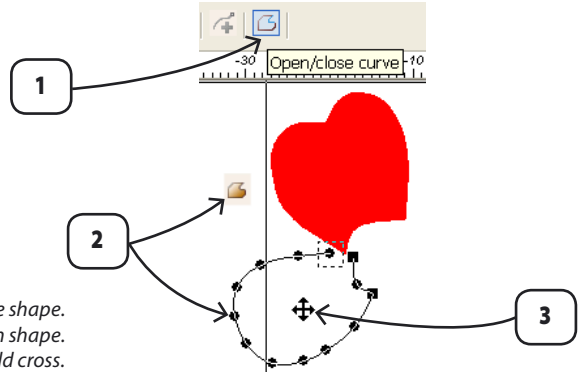
>> Click the Close Curve icon to complete current shape.



1. Click "Close Curve" to close shape.
2. Click and drag to move point.
3. Click and drag to move shape.

Notice that the shape has the original points you input. The shape remains in editing mode so you can move points, or move the entire shape by picking up the bold Cross in the center and dragging block to a new location.

>>Now **click the Freeform icon** again to make a new flower petal. Move points and experiment with these flower petals until you feel comfortable with Freeform. It's a very easy-to-use tool.
The first point and the last point that you input on any shape will automatically join when you click Close Curve icon.



1. Choose to close shape.
2. Choose tool for each shape.
3. Move shape with bold cross.

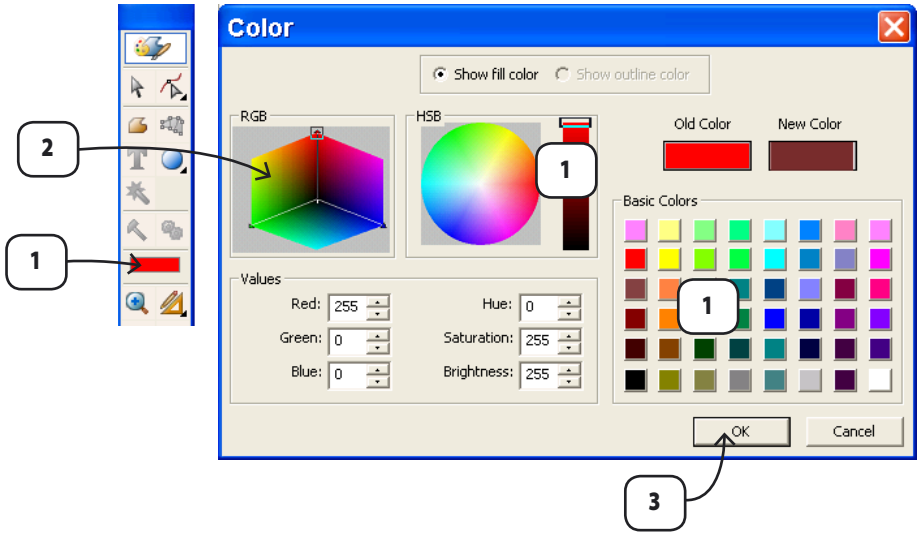
Change Block Color

You can change the color of the block while it is still highlighted.

>> Click on the color block on the main toolbar.

>> Click on a different color for your block. You will see the old color and new color.

>> Click OK. Now your last block is a different color.



1. Click to change shape color.
2. Click an area to create new color.
3. Click OK.

>> Click on Freeform icon again, make another flower pedal. Make all the petals (shapes) you want. For each shape, choose Close Curve, and, click on Freeform for the next.

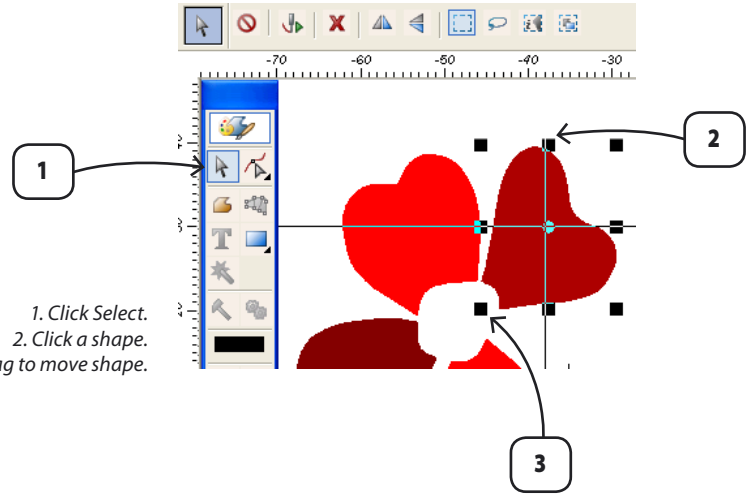
Use Select

>> Click on the Select icon, and click on any of your flower petal shapes to highlight it. Move to make your flower whatever shape you want. You really can do all this quickly and easily without a lot of fuss.

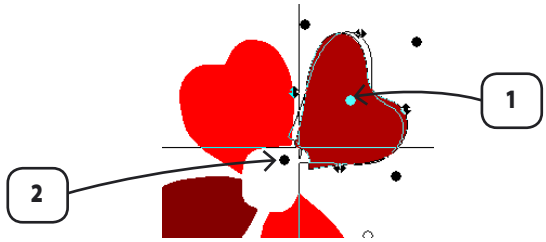
Use second Level Select

>> Click on the circle in the center of the frame for a "second level"

Select frame. Notice that you can now rotate the shape.
>> Click and drag in the direction of rotation and release.
You can do this to any and all of your flower petals.



1. Click Select.
2. Click a shape.
3. Click and drag to move shape.



1. Click on center circle for second level frame.
2. Click and drag to rotate.

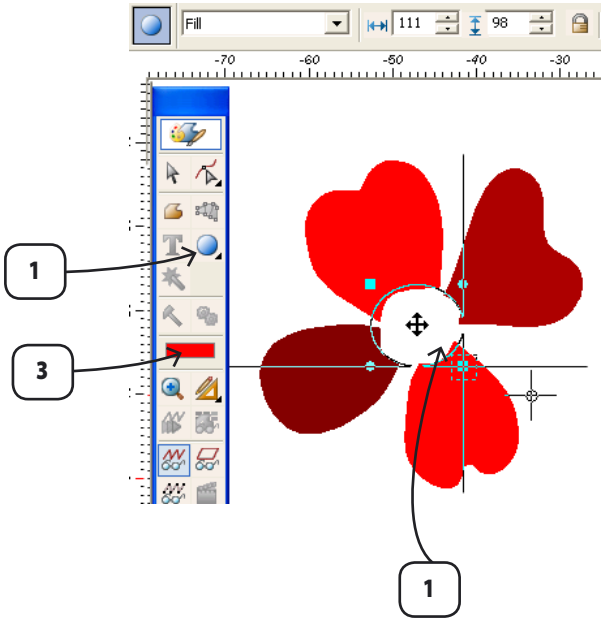
Use Geometric Shapes

Now let's create a center for the flower with geometric Shapes.

>>Right-click on shapes on the main toolbar and choose Ellipse.

>>Press and drag (like a Zoom box) to size, to make a center for your flower.

>>Change the color (as described above).



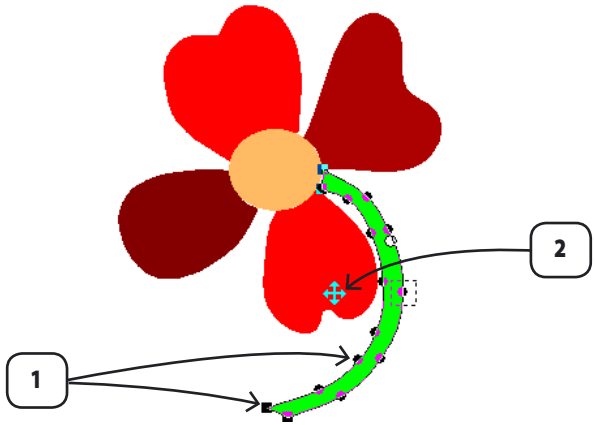
1. Right-click Shapes and choose Ellipse.
2. Drag to size, and release.
3. Change color while shape is "active".

Drawing Continued...

Now our flower needs a stem.

>> Click on Freeform tool and create stem the same way as described for the petals. Remember that you can move the points at any time to reshape your block. If this is your first time out (creating a drawing), please don't be critical. Just move, change and play until you're satisfied with the shape. Notice that when you drag a point and release it, the shape is automatically regenerated with changes with no further action on your part. Very easy.

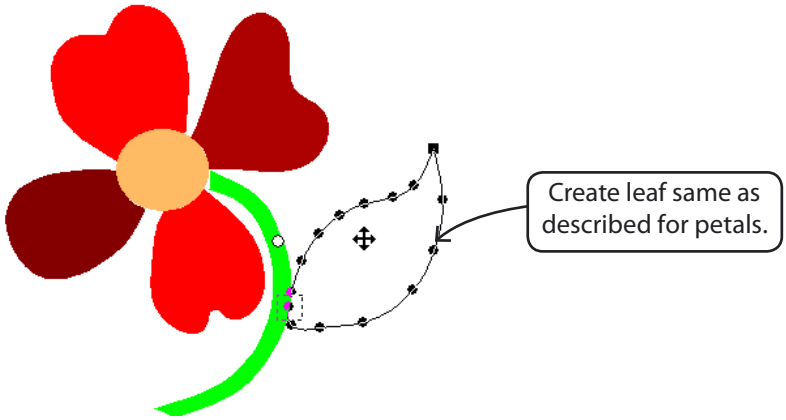
>> Click Close Curve icon and change the color of your stem to a green.



1. Make up a stem- primarily with Circle points. Square points "cap" the shape at ends
2. Remember to move, rotate, and change color of the shape as desired

Now our flower needs some leaves.

» Click Freeform, and make up a nice leaf. Any type leaf will do for our make-believe flower. Just remember to have fun - for what other reason would we do this?



Use Select Functions

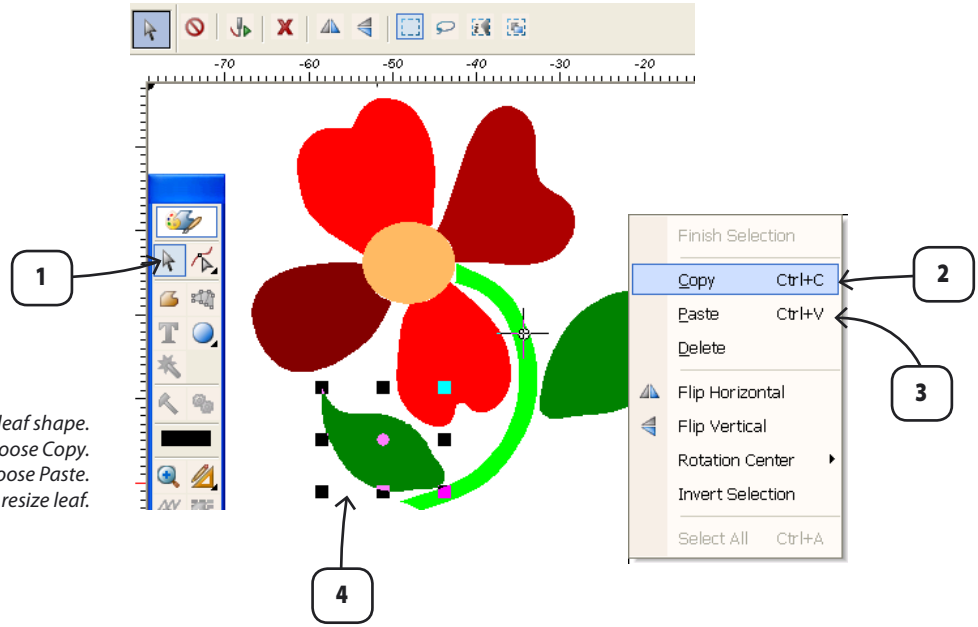
If you would like more leaves, you can copy and paste the leaf you created.

>>Click Select icon, click on your leaf, right-click and choose Copy from the context menu.

>>Right-click again, and choose Paste. Place your new leaf anywhere you choose. By now, you know you can move with the bold cross.

>>Right-click and Flip horizontally.

>>Resize while leaf is still in Select frame. To rotate frame, remember to press the circle for the second layer select mode.



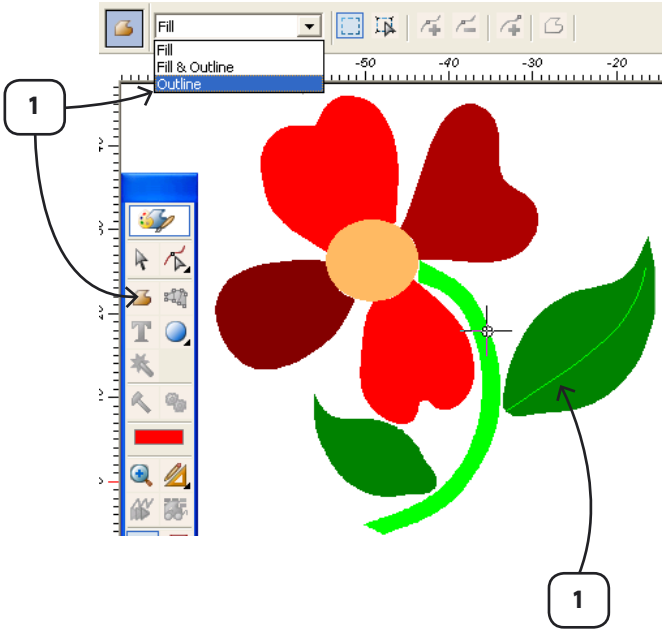
1. Choose Select and click leaf shape.
2. Right-click and choose Copy.
3. Right-click again and choose Paste.
4. Place and resize leaf.

Freeform Recipe

Define your leaves with veins using Freeform, and **choosing Outline** from the **Recipes list.** Points are created the same way as the Normal Fill recipe. Instead of closing the shape when finished with an Outline shape, simply choose the next tool and continue creating.

>> Change the **color,** so that it will show up on the color of your leaf. Create as many veins as you like.

>> Click Zoom in on a shape if you need to work with it in any way.

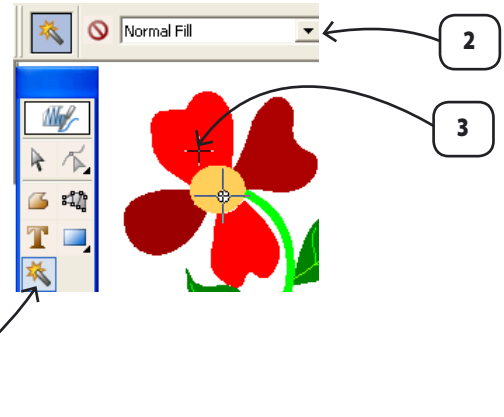


1. Click Freeform and choose Outline from Recipes list.
2. Create veins for leaves.

Create Embroidery with a Click! -Magic Wand

Let's use the flower drawing that we created in the graphic layer to create embroidery with magic wand.
Magic Wand is a unique tool in that the recipes that it uses "behaves" like the other create tools of EOS For example, Normal Fill, Running Stitch, and Satin Line behaves like Freeform. Column Fill is like Column. So, when creating with Magic Wand you must first decide the treatment of the shape that you are about to create.

Fill with Magic Wand
For our first lesson, we will create the bright red flower petals.
>> Click Magic Wand, choose Normal Fill Recipe, and simply click inside of one of the red flower petals.

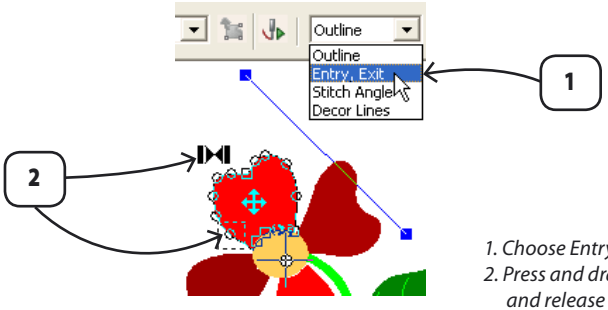


1. Click Magic Wand.
2. Click Normal Fill.
3. Click inside shape.

Enter Edit Mode

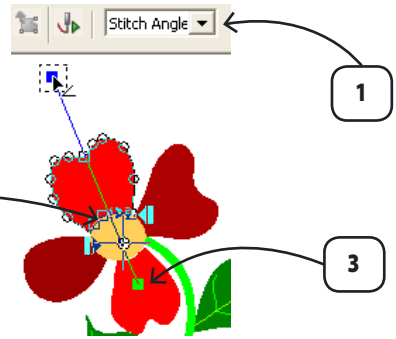
EOS automatically enters the Edit mode after Magic Wand creates a segment. This gives you an opportunity to go ahead and change the entry and exit points, stitch angle, and even move the entire block if you desire. Editing as you create, allows you to establish a quality embroidery design as you are focused on each individual task of creating.

»To change the entry and exit points of our first shape, choose Entry/Exit from the Outline (edit) list on the top toolbar. Click on the entry or exit point and drag to new location and release.



1. Choose Entry/Exit from Edit list.
2. Press and drag a point to new location and release it.

Change to Stitch Angle in the Edit list to go ahead and change the stitch angle of this shape to make it interesting. To change the stitch angle, pick up one end (of the blue line), and swing it to new angle. You can also pick up the entire line in the center to move it closer to the shape.



1. Change Edit list to Stitch Angle.
2. Pick up line in center to move.
3. Swing either end to new angle.

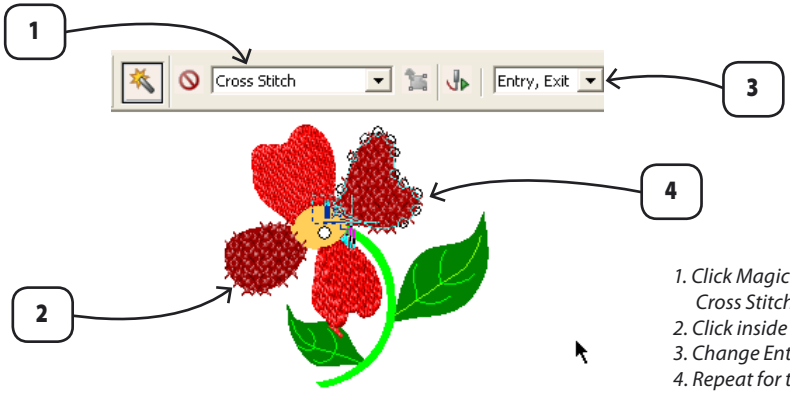
>>Now, choose Stitch It (or Enter key) to generate stitches in your new shape. Notice that the thread color matches the artwork.

>>Click Magic Wand/Normal Fill again and perform the same operation for the other shape of the same color. Change Entry/Exit points and Stitch Angle.

Create with Cross Stitch

Since we are purely having fun, let's create the darker flower petals with Cross Stitch recipe.

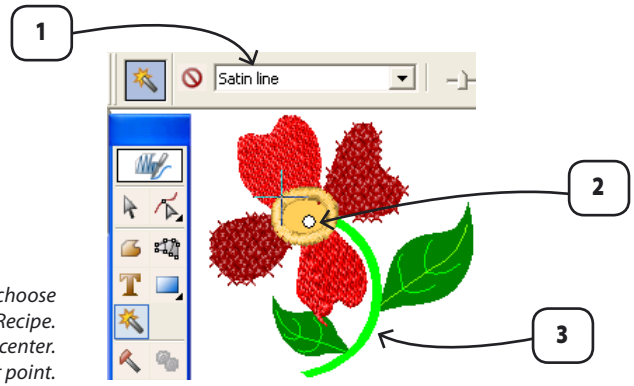
» Click Magic Wand, Cross Stitch from the recipe list, and click inside one of the darker shapes. Remember, it is still important to change the Entry/Exit points to make certain that you enter the upcoming shape as close as possible to the last shape. Repeat this step for the other dark shape in the flower.



1. Click Magic Wand and choose Cross Stitch Recipe.
2. Click inside next (darker) shape.
3. Change Entry/Exit point.
4. Repeat for the other shape.

Make a Column with Center Points - Satin Line Recipe

Now let's create the center of the flower, and to make it interesting, let's use Magic Wand with Satin Line recipe. The procedure of creating is the same -only the recipe is different. Remember to set the Exit point close to the next segment that you will create. In this case, it will be the stem of the flower.



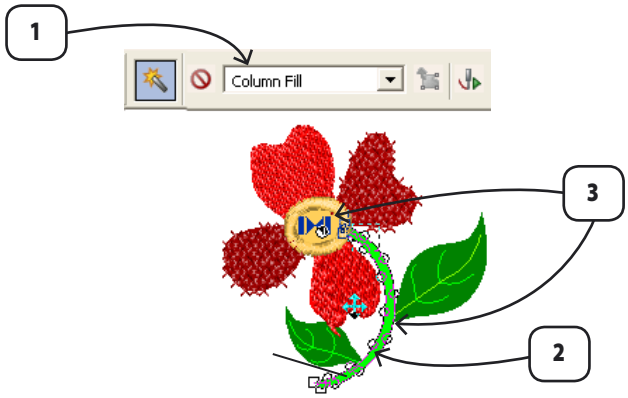
1. Click Magic Wand and choose Satin Line Recipe.
2. Click inside flower center.
3. Change Entry/Exit point.

Make a Column - Column Fill Recipe

The stem of the flower may or may not be a consistent width. This is the determining factor for choosing Satin Line, which must be a constant width, or Column Fill.

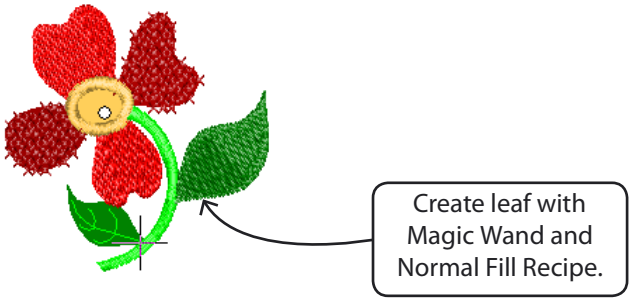
>> Click Magic Wand and choose Column Fill from the recipe list, and Click inside the flower stem.

>> Choose Stitch It. By now, you shouldn't have to be reminded to check your entry and exit points.



1. Click Magic Wand and choose Column Fill Recipe.
2. Click inside stem.
3. Change Exit point for next shape.

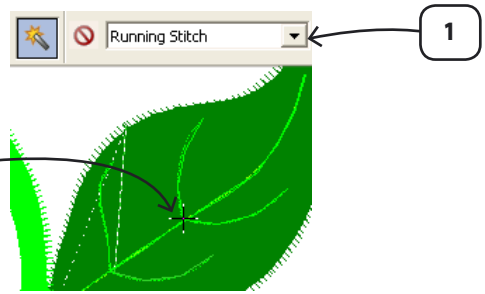
Now create the dark green leaf with magic wand. You know how.



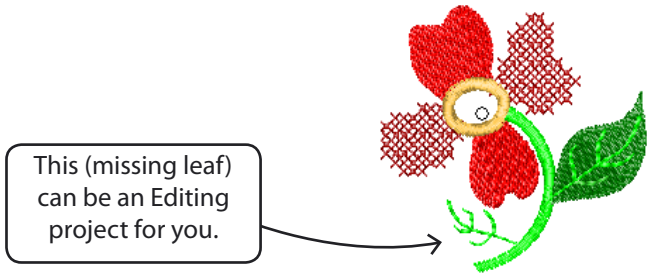
Use Running Stitch

You will have to zoom in on the leaf in order to see and capture the small lines of the veins. It is also easier to have a Realistic View disabled while digitizing. It is very easy to toggle on and off (on the main toolbar), so that you can occasionally see what your design will look like in embroidery.

>> Click Magic Wand, Running Stitch Recipe, and click on the main vein in the flower's leaf. It is really tricky to get the Magic Wand crosshair right on these tiny lines in the drawing. You may have to zoom in 1000% or more in order to get it. This can be an editing task for you to try and do.



1. Click Magic Wand and choose Running Stitch Recipe.
2. Zoom in LARGE to center crosshair.



The entry and exit points are especially important with running stitches.

Appendix

Monogram fonts
These are the keystrokes needed to produce the combination of characters shown for each the Monogram fonts included in the EOS software.

EOS Graphics 3.0

Left	Center	Right
a	A	1
b	B	2
c	C	3
d	D	4
e	E	5
f	F	6
g	G	7
h	H	8
i	I	9
j	J	0
k	K	-
l	L	=
m	M	!
n	N	@
o	O	#
p	P	$
q	Q	%
r	R	^
s	S	&
t	T	*
u	U	(
v	V	)
w	W	_
x	X	+
y	Y	,
z	Z	.

Circle Monogram

This font was reproduced from a Meistergram font style.
Please use the legend below to produce your monogram.
The left column indicates the keystroke required to produce the left-most character. The center column is for the center character and the right column is for the right most character.
Note that the right columns are made up of number and punctuation keys. This is due to the fact that each letter in this font has 3 distinct and different characters. Since there are only two options for a specific letter on a standard keyboard, we use the numbers and punctuation for the right side characters.

Left side characters are always lower case. The center characters are upper case and the right side characters are produced as indicated by the chart at the right.

The above monogram was created by typing the following keystrokes **aB3**

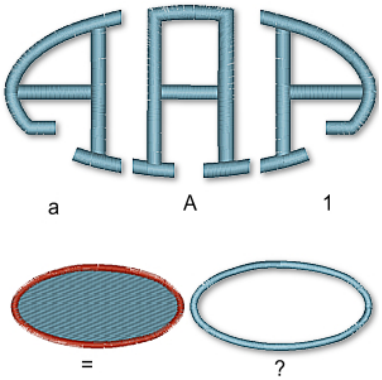
Oval Monogram

The left column indicates the keystroke required to produce the left-most character. The center column is for the center character and the right column is for the right most character.
Note that the right columns are made up of number and punctuation keys. This is due to the fact that each letter in this font has 3 distinct and different characters. Since there are only two options for a specific letter on a standard keyboard, we use the numbers and punctuation for the right side characters.

Left side characters are always lower case. The center characters are upper case and the right side characters are produced as indicated by the chart at the right.

This font contains 2 extra characters.

The ? Key creates a fill area with a border stitch. You should create this first, then add your monogram on top.
The = key creates a simple border. You can create this before or after the monogram.



The above monogram was created by typing the following keystrokes **aA1**

Left	Center	Right
a	A	1
b	B	2
c	C	3
d	D	4
e	E	5
f	F	6
g	G	7
h	H	8
i	I	9
j	J	!
k	K	@
l	L	#
m	M	$
n	N	%
o	O	&
p	P	*
q	Q	(
r	R	)
s	S	-
t	T	+
u	U	,
v	V	.
w	W	;
x	X	‘
y	Y	[
z	Z	]

Left	Center	Right
a	A	1
b	B	2
c	C	3
d	D	4
e	E	5
f	F	6
g	G	7
h	H	8
i	I	9
j	J	0
k	K	!
l	L	“
m	M	#
n	N	$
o	O	%
p	P	&
q	Q	‘
r	R	(
s	S	)
t	T	*
u	U	+
v	V	?
w	W	/
x	X	@
y	Y	=
z	Z	:

3 Letter Diamond Monogram

The left column indicates the keystroke required to produce the left-most character. The center column is for the center character and the right column is for the right most character. Note that the right columns are made up of number and punctuation keys. This is due to the fact that each letter in this font has 3 distinct and different characters. Since there are only two options for a specific letter on a standard keyboard, we use the numbers and punctuation for the right side characters.

Left side characters are always lower case. The center characters are upper case and the right side characters are produced as indicated by the chart at the right.

This font contains 2 extra characters.
The < Key creates the left arrow tip.
The > Key creates the right arrow tip.

The above monogram was created by typing the following keystrokes **aB3**

Glossary

2nd Level Frame
A second level of the Select frame, providing the ability to skew or rotate.

Advanced Character Edit
Box for setting space between letters and lines.

Apply Fabric
Choose from a list of preset fabrics to apply embroidery settings to Selection.

Auto Cross Stitch
Automatically digitizes an embroidery design with Cross-Stitches.

AutoPunch
Automatically digitizes an embroidery design.

Block Edit Format
The native language of a software.

Block
A container or "wire-frame" that holds all information of a segment of a design.

Branch
A feature of EOS that allows you to create several shapes at-once, before applying stitches.

Center Design
Create a perfect center or other) origin point.

Change Size
Transform a selection or design-changing size, rotating, or flipping.

Change
Apply density, parameter, stitch type, or color changes to selection.

Character Outline Mode
Manipulate letters using individual letter frames.

Column
A special input tool that is used to define a column block, "channel", or "ditch".

Context Menu
A list of available functions for an active feature or function of EOS.

Convert Designs
Feature designed to perform a batch conversion from one stitch format to another.

Convert Stitches To Blocks
Change machine stitch format ("stock designs") to block (editable).

Convert To Basic Curves
Changes a (geometric) Shape into a "regular block" for the standard type editing of other input tools.

Create
Using tools and features of EOS to make an embroidery design. Create and "digitize "are used interchangeably in this material.

Cursor
The indicator or symbol, representing current mouse location.

Custom Toolbars
Allows the addition or deletion of icons to customize EOS working environment.

D.P.I.
Dots per inch in an image. A higher the "D.P.I." means a clearer image.

Data Base
Records and stores information about each design with sophisticated search capabilities.

Decor Lines
A feature of EOS that allows decorative and descriptive "carving" within an outline.

Design Browser
A window designed to view all stitch files on computer or storage device.

Design Library
A collection of block-editable embroidery designs.

Design Management
Manage files using two windows at-once.

Dialogue Box
A box that opens when a feature is selected that requires "dialogue" from the user.

Draw Package
Draw or modify an image using a large selection of tools and image processors.

Drop-Down Menus
Each menu contains a list of subjects related to the category of menu title. All functions and features of EOS are contained in these menus.

Edit Connection
Edit the connection of block.

Edit
To modify or change any or all aspects of a Block.

Embroidery Anthology
Large selection of premium stock designs.

Embroidery Settings Menus
The Basic menu contains vital categories in regard to selected tool, recipe, and stitch type.

Embroidery Settings
The ingredients that make up make up a block of an embroidery design.

Embroidery Simulator
Stitches (on-screen) embroidery design onto a background or garment.

Embroidery /Grapchic Layer
The top icon on the main toolbar that activates either the embroidery or graphic mode of EOS.

Entry/Exit Points
The location where an embroidery block (Outline) is begun (ENTRY POINT); and ended (EXIT POINT).

Execute Design
Calculate design in the intended machine format for accurate stitch count.

Export as Image
On-screen graphic will be saved as .EMF (vector) image.

Export
Save selection in special locations- as character, pattern, library design, or plotter file.

Filters
Apply a frame that warps selection.

Font Profile
A template containing a font, attributes, and settings.

Frame
Use as a template or guideline to create properly sized motifs for special stitches.

Freeform
The core tool of the EOS used to create a shape to be outlined or filled with a variety of effects.

Global Connection Policy
This feature establishes connections between the embroidery blocks of a design.

Graphic Layer
Create vector graphics with the same tools used to create embroidery.

Grid
Re-sizable grid that display for easy placement of embroidery elements.

Guidelines
Lines, created by the user, to aid in the placement of elements.

Hand Tools
Tools that you actually pick up, perform an action, and set down or release.

Hole
With the same tools that are used to Create, a HOLE is a shape "carved" inside the outline.

Hoop
On-screen simulation of embroidery hoop.

Import Image
Open an image or multiples - to use for digitizing.

Info Card
Design information is recorded, with areas for comments and customer information.

Input Tools
Devices used for defining or outlining a shape while digitizing.

Interface
The appearance and organization of the EOS working screen.

Jump Mode
With manual stitch, create movements with the Needle UP.

Keyboard Short-cut
A key or character that has been assigned the access of a particular feature or function of EOS.

Lettering
Set up embroidery lettering using word processor-type features.

Machine Disk
A commercially embroidery formatted floppy disk.

Machine Stitch (Edit) Format
"Stock designs" - not digitized using EOS software.

Macro
Templates you can set with the ombination of input tool, recipe, stitch type, and settings.

Magic Wand
A tool that sees a block in an image and automatically applies chosen recipe, stitch type, and settings.

Main Toolbar
Holds the icons that activate the core functions of EOS.

Manual Stitches
Stitches created one-at-a-time where each left-Click is a stitch. Length of stitch is NOT calculated.

Merge Blocks
Joining a multiple block selection together as one block.

Mosaic
Create cells to prepare an image for Cross Stitch.

Navigator
Allows the panning around the screen of an image or embroidery design.

Object List
Display of individual blocks in an embroidery design.

Open/Close curve
A feature that tells the software to automatically join 1st and last input points.

Optimize
Clean up small and unnecessary stitches and jumps.

Outline
The container or wire-frame that holds all of the information about the block, such as, Recipe, Stitch Type, and Embroidery Settings.

Outlines View
Feature that displays the wire frame of a block.

Overlap
Additional passes made beyond to prevent "sandwiching" of fabric.

PhotoStitch
"Simulates" an image using special stitch techniques.

Points
In digitizing (digital drawing), Points are used to create a "wire-frame" or container that holds all the ingredients for embroidery stitching.

Preset Fabrics
A list of fabric and apparel factory-set as templates with embroidery settings.

Print Catalogue
Print a group of design "thumb-nails" with relative information.

Print
On-screen design "style sheet" with relative information.

Read Tape
Read commercial paper tapes with tape reader device.

Realistic View
Feature that provides realistic simulation in "embroidery thread" of on-screen design.

Recipe
The effect of a block outline, such as outlining or filling a block. Each input tool has a list of available recipes.

Redraw Design
"Stitch" your design on-screen

Reference Live
Two points - "point &counter-point"- define the widths and stitch angles of a column.

Reorder
Change the sequence that a block will be stitched.

Repeat
Use Repeat dialogue box to create multiples of selection or design for borders, emblems and such.

Re-size Image
Change the size of on-screen image.

Rotation Point
A user set point as anchor for rotation.

Scan Image
Create an image from photo or artwork, using a scanner.

Scroll Bars
Vertical and horizontal bars representing more screen can be viewed by moving bars.

Search Code
Find a specific machine code.
Segment: An element or portion of a divided design.

Select Mode
Edit function used to "capture" segments of an embroidery design.

Selection
A segment, or all of an embroidery design that has been captured using Select tools.

Shapes (Geometric)
An input tool that easily creates basic geometric shapes with a variety of effects.

Smart Edges
A tool that sees the edges of an image that you point to, therefore speeding the creation process.

Span image
Change the origin of on-screen image.

Special Function
A special code used for specific machine functions.

Split Block
Divide a machine stitch format block.

Step Mode
With manual stitch, stitches "step down", and length is calculated.

Stitch Angle
The angle of stitches in a block. Freeform has ONE STITCH ANGLE.

Stitch Edit
Control an individual stitch in a design, one stitch-at-a-time.

Stitch Points View
Feature that displays actual needle penetrations.

Stitch Type
A style or pattern of the stitches related to a tool and recipe.

System Parameters
Folders storing several categories of settings available to customize working environment. The Expanded menu contains all categories for maximum control of stitch quality and creativity.

Tie Connection Policy
This feature establishes methods of "tie-offs" (small stitches for the prevention of unraveling of stitches) of the blocks of a design.

Transmit To Machine
Send current design (via special cable) directly to machine.

Transmit To Puncher
Sends current design (via special cable) directly to paper tape puncher.

TT Font
A new embroidery font created from computer fonts (found in Windows/Fonts folder).

Vectorize
This features turns a bitmap image into a vector image.

Visible Colors Block
Feature that allows user to select the view of (only) the desired colors or blocks of an embroidery design.

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My Notes

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