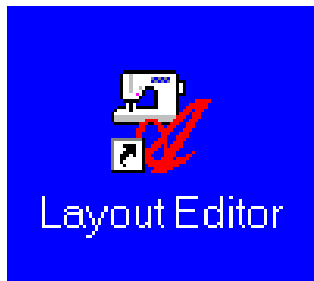


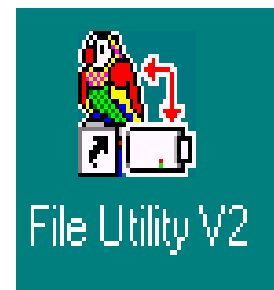
Penny's Practical Guide



to PE-Design,



Palette and Deco Wizard



(Version 2 Addendum)

by
Penny



Muncaster-Jewell

Introduction	-----5
What's on the horizon	----- 5
How does Version 2 affect the information already in the book?	--- 6
Do you need Version 2?	----- 6
How this document is organized	----- 7
Internet and Software Changes	-----7
My email address	----- 7
Change to Annthegran's website!	----- 7
Using the Sample Disks	----- 8
Changes to the software location and installation	----- 9
What if I have problems using basic Windows features?	----- 9
Is Version 2 installed on top of Version 1?	----- 10
Do I need to move the fonts?	----- 10
Why is the software in the Program Files folder?	----- 10
What is the Patterns folder for?	----- 10
Will I lose my Version 1 design files when I install Version 2?	- 10
Can I move my Version 1 design files to the new location?	--- 11
Can I still use my Version 1 design files?	----- 11
Will I ever need Version 1 versions of my files?	----- 11
Can I still save my designs in Version 1 format?	----- 11
Do I need to keep Version 1 applications around?	----- 11
Can I open a Version 2 design file in Version 1?	----- 12
Can I use Version 1 File Utilities with Version 2 files?	----- 12
Do I need to update my Shortcuts?	----- 12
How come the shortcut icons are different?	----- 12
Are my Mouse Pointers the same?	----- 12
Design Center Changes	-----13
The Typical screen	----- 13
Additional Tool bar icons	----- 13
Changes to the Open Dialog Box	----- 13
Changes to Save As Dialog Box	----- 15
Stage 1 Changes	----- 16
Converting from Stage 1 to Stage 2 changes	----- 16
Zooming 16	-----
Stage 2 Changes	----- 16
Pointer shape changes	----- 16
New stage icons	----- 17

Zoom added -----	17
Converting from Stage 2 to Stage 3 -----	17
Changes to resolution terms -----	18
Design Page Property button addition -----	18
Design Page Property dialog box -----	18
Changes to conversion algorithms -----	19
Stage 3 Changes -----	19
Rotate and Mirror added -----	19
Separator tool replaced by Draws Line tool -----	19
Highlight object shown in blue -----	19
Line selected shown in pink -----	20
Display Grid Changes -----	20
Stage 4 changes -----	20
“No Stitch” option has been removed -----	21
Sewing Attributes Settings changes -----	21
Acceptance of sewing attribute changes-----	22
Stitching order changes -----	22
Layout & Editing Changes -----	23
Change the shortcut icon -----	23
Typical Layout & Editing screen -----	24
Importing different file formats -----	24
Preview a file and browse prior to opening or importing -----	24
Import from Design Center -----	25
Changes to rotate and mirror of imported objects -----	25
Changes to sewing attributes, grid and stitching order -----	26
Changes to Text Input -----	26
Added More fonts -----	26
Can change text font fill type -----	26
Editing a text item -----	26
Added more text transformation -----	26
Checking design properties -----	27
Stitch to Block -----	27
Changing Colors within the design -----	28
File Utilities changes -----	28
New Features of Version2 -----	29
Programmable Fills and the Programmable Stitch Creator --	29
How programmable fill works -----	29
Using Programmable Fills -----	30
Changing the pattern size -----	31
Changing the row/column offset -----	31
Changing the Pattern Direction -----	32

Changing the stitch direction of the satin stitch -----	32
Creating your own program fills -----	32
Stitch To Block (STB) -----	33
Applying STB -----	33
Resizing by using the figure handles -----	34
Resizing by applying STB first -----	35
Additional modifications with STB objects -----	35
Using STB to isolate part of a design -----	35
Changing the stitching order of STB objects -----	36
Impacts to Book 1 more project-related chapters ---	36
Separator Regions -----	36
Manual Punch -----	36
Cross Stitch -----	36
Design notebooks -----	37

Introduction

First, thank you for purchasing *Penny's Practical Guide to PE-Design*. Also thanks to everyone who sent such nice email or snail mail complementing the book. I hope you are enjoying it and learning a lot! I have had the pleasure of meeting and exchanging ideas with many of you. As those of you who have met me know, I love to share how much fun these software toys can be. I am always amazed at how much there is to learn. I have never attended a seminar, a class, or a club meeting where I didn't learn a new trick or tip. The user community for PE-Design software is made up of generous, sharing folks who are all trying to learn as much as they can. Thank you all for sharing.

This document is an update to the book to describe changes in the software that have occurred since the release of PE-Design Version 1.0. Throughout this document, I use the term PE-Design to refer to any one of the "triplet software systems, namely Brother's PE-Design, Babylock's Palette, or Bernina's Deco Wizard. I use the term *Version 2* to refer to Version 2.0 and Version 2.01 (a minor upgrade that fixes a few minor glitches that appeared in the Version 2.0 release).

I recommend downloading and installing the 2.01 upgrade from your provider. For example if you are using PE-Design, you need to go to <http://www.brother.com/us-hsm/dlupdate-us.html> and download the software update for PE-Design for Windows 95. If you are using the Palette then you will need to go to <http://www.babylock.com/machines/eline/ecs/index.htm> to get the Palette download. Similarly, try <http://www.berninausa.com/findit/index.html> for the Deco Wizard update download.

What's on the horizon

Penny's Practical Guide to PE-Design focuses on the basics of using the PE-Design software. A new book with the working title *Penny's Practical Guide to Advance Projects* is in the works and I hope to have it available in the very near future. The new book introduces the advanced features in PE-Design software and shows how to use them in a project-oriented fashion. Several folks pointed out that a technique is learned more easily if it can

be seen in the context of a project rather than as a stand-alone technique. I think they are correct. Several of the projects in the new book use the same techniques or slight variants of them.

But enough about the new book, let's look at *Penny's Practical Guide to PE-Design* and how the Version 2 releases affect the information that is in the book.

How does Version 2 affect the information already in the book?

Most Version 2 changes to basic features in the software are cosmetic. By cosmetic, I mean that the changes affect how the system looks and feels more than how it works. The software is now more Windows compatible and you are offered more choices on things like fonts. How you change fonts or sizes and how you use Fit Text to Path, for example, are mostly unchanged. However, it is now possible to edit a text item to correct spelling mistakes or erroneous line breaks. Thank goodness for this new enhancement!

Do you need Version 2?

First, let me say that Version 2 is wonderful. If you don't already have it, stop reading this and go to your dealer and get it! It is worth the price. Calling it an upgrade seriously undermines the value of it. Version 2 is a whole new version of the software that includes the following enhancements:

- Fixes for many minor inconsistencies
- Improvements to the conversion routines in the Design Center
- Overall Windows consistency
- New features, such as programmable fills and stitch to block
- Extended basic capabilities, including additional fonts and text transformations
- New visual clues that make what you see and use on the screen much friendlier
- The ability to open several different file formats directly into Layout & Editing.

One of the reasons it has taken so long to complete this document is that I have been having so much fun playing with the new software and discovering its possibilities.

How this document is organized

The rest of this document discusses the changes between Version 1 and Version 2 as they relate to chapters in the book. Wherever possible, the appropriate chapter and page numbers are provided as a reference.

The changes can be grouped in the following manner:

- Internet and software changes
- Changes to the Design Center
- Changes to Layout and Editing
- Changes to File Utilities
- New Version 2 features, such as programmable fills, stitch creator and stitch to block.
- Changes to project-related chapters (Chapter 12 and above.)

If possible, I show both the Version 1 and Version 2 screen, dialog box, or detail.

Internet and Software Changes

My email address

Perhaps one of the most important changes to the book is that my email address was changed almost immediately after printing. (Isn't that always the way?) Anyway, my new email address is

pennymj@earthlink.net

You may want to mark this change at the front of the book.

Change to Annthegran's website!

Because this is one of the best websites for news on embroidery, you need to note its new location.

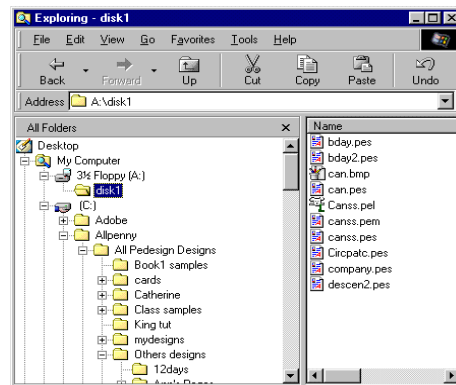
<http://www.annthegran.com/>

Make this change to Page 57. Ann does an excellent job of keeping her links up-to-date, and she has lots of freebies (donated by many BBD members) and great programmable fills. (Plus she has a link to my book, so I know it is a good site.)

Using the Sample Disks

Several people have sent email or asked how to use the sample disks. I am sorry I did not make it clear in Book 1 so here is a clarification.

- 1 There is no install or setup on the disks. They are just to be used as is!**
- 2 The designs are placed on the disks in alphabetical order.**
 - Disk 1 contains designs bday through descen2
 - Disk 2 contains dino through lion2
 - Disk 3 contains lionface through starnohl
 - Disk 4 contains stppitc1 through whale
- 3 To use a design, first determine if you need the Design Center or Layout & Editing. Remember, .pes can only be opened in Layout & Editing, .pem, .pel and .bmp are opened in the Design Center. Lets say you want to check out the sewing attributes on the lionfish. To see this you probably want to look at the .pem. So I do the following:**
 - a Launch the Design Center.**
 - b Insert Disk 3 into your floppy drive.**
 - c Select File=>Open**
 - d Use the Look in drop down list to Select 3.5 Floppy [A:]**
 - e select the lionfish.pem**
 - f If you want you can copy these files to your hard drive by doing the following:**
 - g Create a folder on your hard drive name it Penny's Samples**
 - h Open the Windows Explorer**
 - i Put Disk 1 in the Floppy drive**
 - j Open the floppy so that its contents are displayed in the right hand window**



- k Use Ctrl+a to select all of these files. they will be highlighted and use Ctrl+c to copy these files**
- l Locate and select Penny's folder in the left hand window. Use Ctrl+v to copy the files**
- m Repeat for the other disks**

I hope this makes using the samples easier.

Changes to the software location and installation

Most of these comments and changes affect Chapter 2, "Computers and Such." This section answers the general questions I get when discussing Version 2.

What if I have problems using basic Windows features?

I used to recommend *Windows 95 for Dummies* or *Windows 3.1 for Dummies* for folks having problems with their basic computer stuff or for newbies (Chapter 2, page 9). A new series of how-to books called *Windows 95 Simplified* (or *Windows 98 Simplified*, or *Windows 3.1 Simplified*) is available. These are published by IDG Publishing and are widely available through bookstores and computer stores. I find these books are more visual, and work well for newbie computer folks. IDG also has more detailed books about operating systems as well. Typically, these detailed books are named *Master Windows xx Visually*.

IDG also has books on AOL, Netscape, and the Internet. If you have no local community college or store nearby that offers basic computer classes, you may want to buy these books to help with the computer side of things.

Is Version 2 installed on top of Version 1?

No. If you have already installed Version 2, you probably noticed that the default location for it is different. Typically Version 2 is installed into

C:/Program Files/Brother/PE-DESIGN Version 2.0

If you are using the Palette or Deco Wizard your default location is slightly different! It is probably more like

C:/Program Files/Babylock/Palette Version 2.0

Do I need to move the fonts?

No. Note that the font files have already been placed into their own folder, during installation. I suggested you did this with the Version 1 fonts. Now it is done for you!

Why is the software in the Program Files folder?

Placing the software in the Program Files folder is more Windows consistent. However, you can change location. Be aware that changing the location does sometimes cause the applications to lose track of where all the pieces are. To play it safe, use the default location folder during installation. (Also, the upgrade available over the Internet expects the software to be in the default location.)

What is the Patterns folder for?

This folder is the default location for the pattern files (.pas files) used by programmable fills. These files cannot be loaded into either the Design Center or Layout & Editing. These .pas files can only be accessed or used through the Sewing Attributes Settings dialog box. How to use and create these files will be explained later.

Will I lose my Version 1 design files when I install Version 2?

No. Version 1 design files are still wherever you saved them. By default, they are probably located in the C:/Pe-Design/Data folder. However, if you did as I suggested and did not save your designs there but created a separate folder under the C: drive, they are still exactly where you put them! (See page 31, for more details on this.)

Can I move my Version 1 design files to the new location?

If you want to move these to the new Version 2 design folder, you can. By default, Version 2 design files are placed in C:/Program Files/PE-DESIGN Version 2.0/data. The easiest way to relocate the files is to use the Windows Explorer. Locate your the Version 1 design folder, select this folder in the left hand window. Now use Ctrl+a to select all files and folders under that folder. Once these are highlighted, grab them and with the left mouse held down, drag them to the new location. (See your windows guide book for more information on moving files.)

If you kept your files in a separate location from PE-Design there is no need to move them! I would still recommend that you actually save your designs (.pes, .pems, .pels, and .bmps) in a different location so that it makes it easier to do backups! (See Chapter 2, page 31.)

Can I still use my Version 1 design files?

Yes. All Version 1 files can be opened in both the Version 2 Design Center or Layout & Editing.

Will I ever need Version 1 versions of my files?

Yes, but only if you are going to share designs with someone who does not have the upgrade yet. You also need to do this for folks who use a different software system and currently cannot convert Version 2 files. (At the time of writing, the Bernina Artista does not open Version 2 files directly.) Be patient, the other programs will catch up eventually. Buzztools already has an upgrade that recognizes the new Version 2 format.

Can I still save my designs in Version 1 format?

From within Version 2, you can save the files in Version 1 format. You just change the Save as Type to be Version 1.

Do I need to keep Version 1 applications around?

Strictly speaking, the answer to this is no! However, if it makes you feel better, or if you want to check that saving as a Version 1 file really works you can keep it around.

I still have it on my laptop, but that is only so that if I get a question about Version 1 when teaching, I can go there and show what to do.

All of my classes and seminars are now taught using Version 2.

Can I open a Version 2 design file in Version 1?

No! you will get a file format error!

Can I use Version 1 File Utilities with Version 2 files?

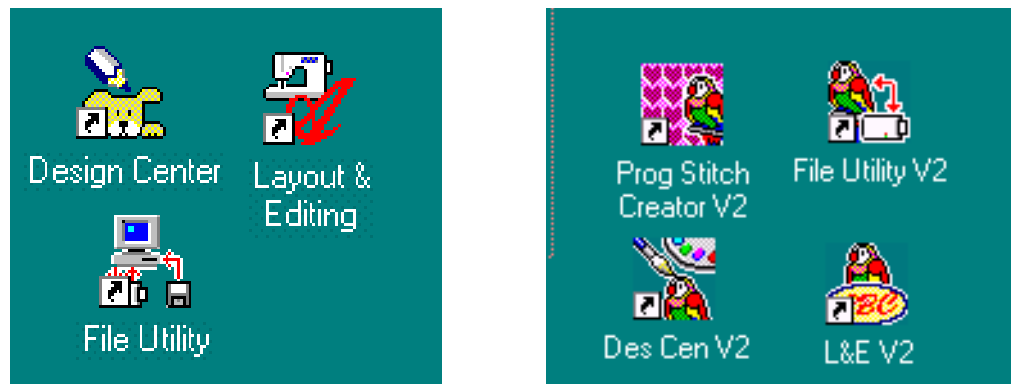
No! You will get an error message.

Do I need to update my Shortcuts?

If you keep both versions on your machine, make sure that any desk top shortcuts you create point to the correct version of the software and are appropriately named.

How come the shortcut icons are different?

I expect that this is so that you can easily tell which version is which. In Version 1 the icons were a puppy for the Design Center, a small computer with the letter A for Layout & Editing, The old and new icons look like the this:



Probably one of the first things you want to do when you first install Version 2 is create new shortcuts to all four pieces of the software. When I do this, I do not use the default name for the shortcut, but rather I replace it with something that is more meaningful to me. For example, I replace Embedit with L&E V2.

Are my Mouse Pointers the same?

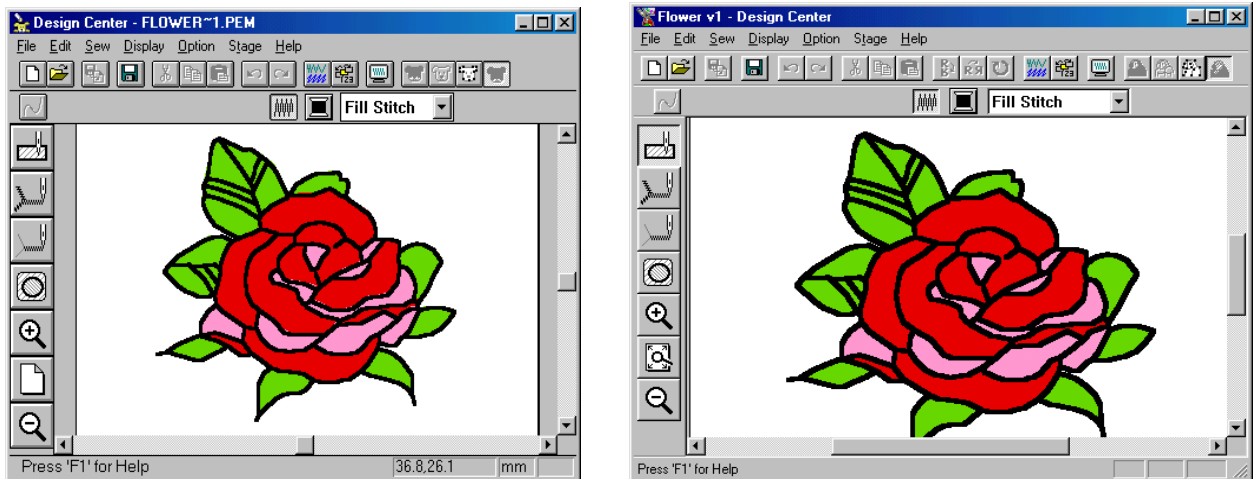
Yes, with a few differences. For example, when you are in Stage 2 of the Design Center, the mouse pointer for the pens/erasers actually look like pens, rather than just dots as in Version 1!

Design Center Changes

These changes mostly affect Chapter 5, “The Design Center.” There have been several changes to the Design Center. Most of which I think you will like!

The Typical screen

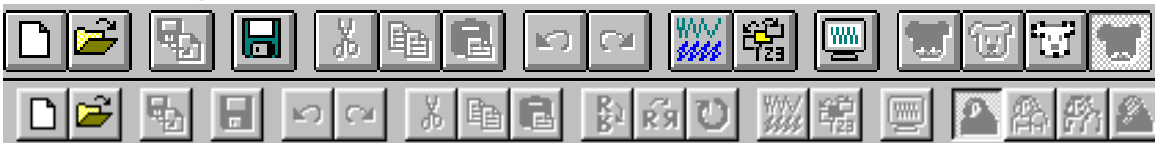
Although some things are similar, there are some changes to the icons, and menu items. The figure below shows the old and new Design Center in Stage 4.



Additional Tool bar icons

You will see some additional icons on the toolbar. However, most of these have no effect on Stage 1. These new icons are used mostly in Stage 3 and are discussed under Stage 3 changes.

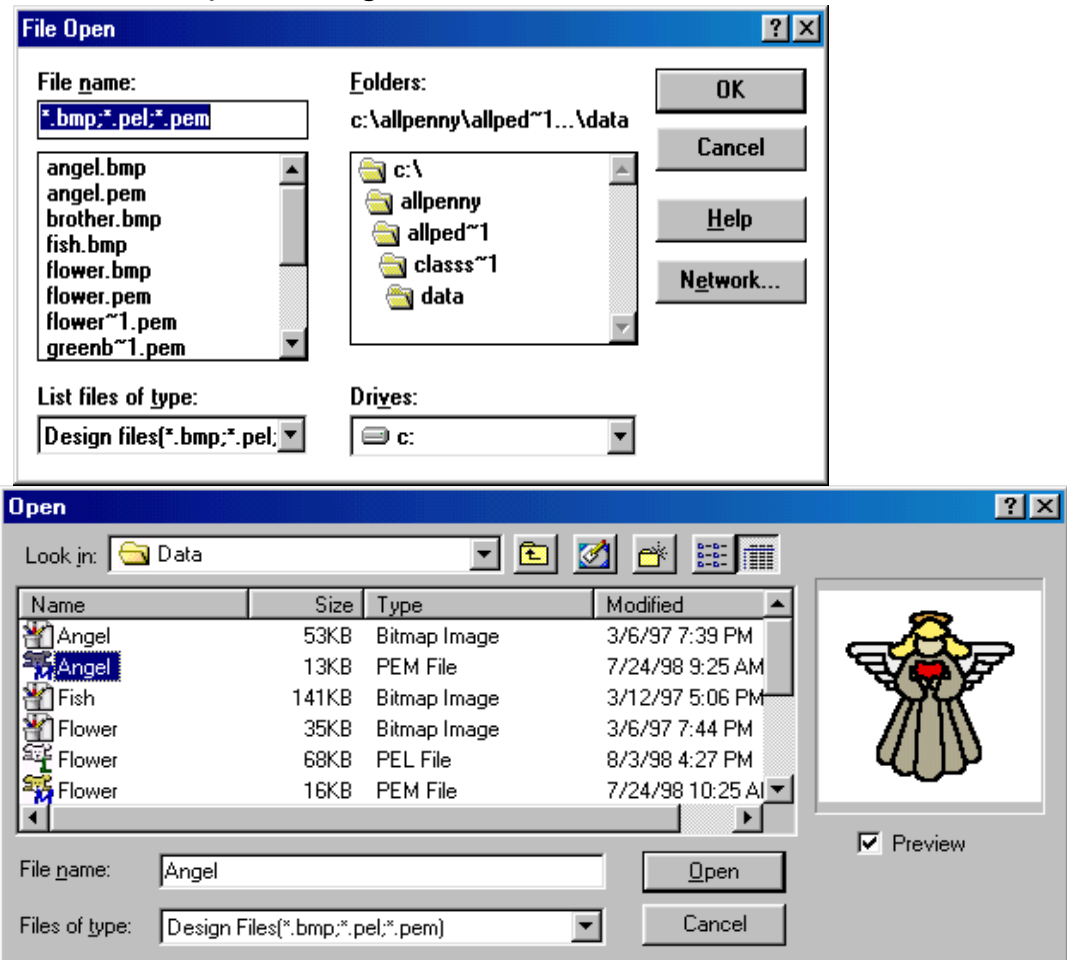
The figure below shows the old and the new toolbar.



Changes to the Open Dialog Box

The most significant change in Stage 1 involves opening a file. The Design Center now uses a standard Windows dialog box. The Open dialog box looks more like other windows applica-

tions. Below you see the Version 1 File Open dialog box and the Version 2 Open dialog box.



Notice that you can now select to view the contents of a folder by list or detail format, by toggling between the last two buttons on the top line. Also you can now create a new folder if you need to. (Although to be honest, I never create a folder when trying to open a design!)

Version 2 supports long file names. Now you can name design files more appropriately!

But the best feature is the ability to preview a design. When you select a design file and Preview check box is selected, you see a thumbnail of that design in the preview window. This is helpful in choosing between several designs with similar names that are slightly different.

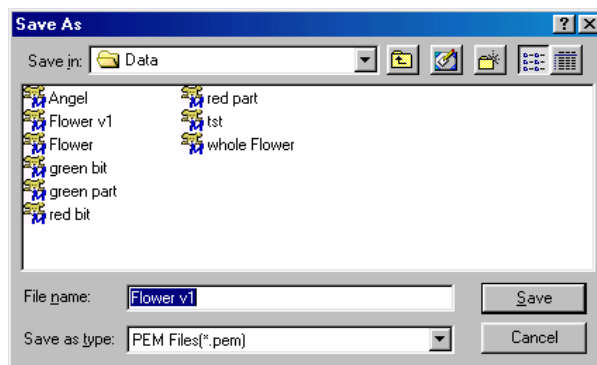
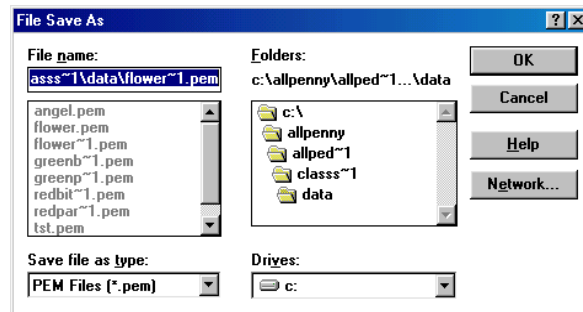
The icons beside each file type indicate the file type. The three file types of interest to the Design Center are:

- The paintbrushes indicating a bitmap or .bmp file
- the puppy with a L beside it indicating a .pel file a Stage 2 file
- the puppy with a M beside it indicating a .pem file or Stage 3 or 4 file. Sometimes this looks like a page with a letter A on it.

You can open either Version 1 or Version 2 design files in the Version 2 Design Center. As in Version 1, if you open a bitmap, the bitmap displays in Stage 1. If you open a .pel, the .pel displays in Stage 2. If you open a .pem, the .pem displays in Stage 3 or Stage 4, depending on which stage the design was in when it was saved.

Changes to Save As Dialog Box

As with the File Open dialog box, File=>Save and File=>Save As dialog boxes have been made more Windows consistent. Below you can see Version 1 and Version 2 Save As dialog boxes.



Stage 1 Changes

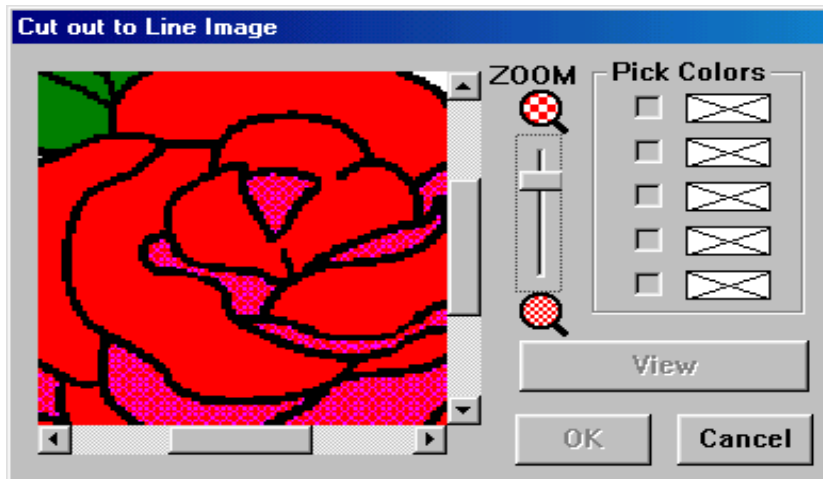
Stage 1 is as before, except for the changes to the Open File dialog box.

Converting from Stage 1 to Stage 2 changes

See pages 79-81.

Zooming

The biggest difference here is the ability to use the zoom feature to easily grab a line (very nice for those of us whose eyes are past their best.) You can use the slider bar to zoom in or out. You can now select five colors instead of 4.



The view feature is still present. You still need to be careful about selecting inappropriate colors. Often, it is hard to detect that you have also selected white! If the resulting line image is all black or looks almost like a negative, return to Stage 1 and repeat the conversion more carefully.

I also detected an improvement in the conversion itself. I noticed this because some of my Version 1 Bad bitmap examples now don't misbehave! (I guess I will have to generate some new Bad examples!)

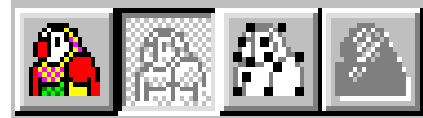
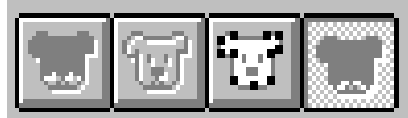
Stage 2 Changes

Pointer shape changes

The mouse pointer is now in the shape of a pen rather than a box or cross hair. The thinner the line the thinner the pen. The activities and using the pens/erasers have not changed at all.

New stage icons

The stage icons on the toolbars are different. They now use a parrot rather than the puppy to show the different stages.



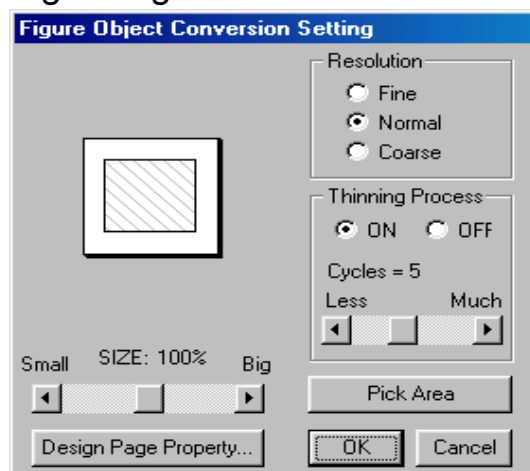
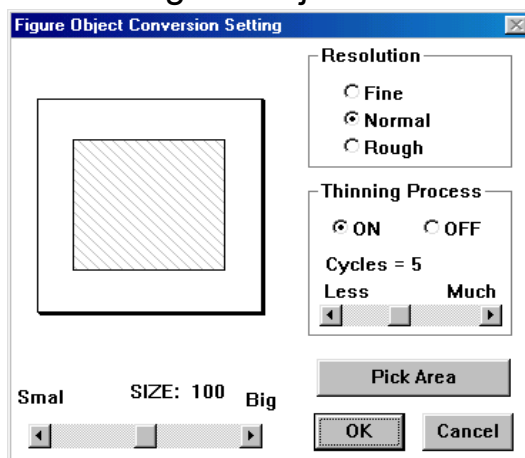
Zoom added

You can now zoom in or zoom out to add or erase lines. (Kinder to us blind folks!) However, I must confess that I still rarely do this in Stage 2. I much prefer to keep my bitmap in a regular drawing program, such as MS Paint, and make any changes to there and then resave the bitmap and start over. Also, I have a better set of tools in my drawing program so that I can also do additional changes like changing contrast or brightness!

I often discard the .pels after I am satisfied with a design, so I prefer the change to be made to the .bmp file. This way my changes are always available and can even be used as a template in Layout & Editing if necessary.

Converting from Stage 2 to Stage 3

See pages 81-82. There aren't many changes when doing the conversion from Stage 2 to Stage 3. The most significant is that the icon on the tool bar is no longer the third "puppy" but rather it is the third parrot! The figure below shows Version 1 and Version 2 Figure Object Conversion Setting dialog box.



Changes to resolution terms

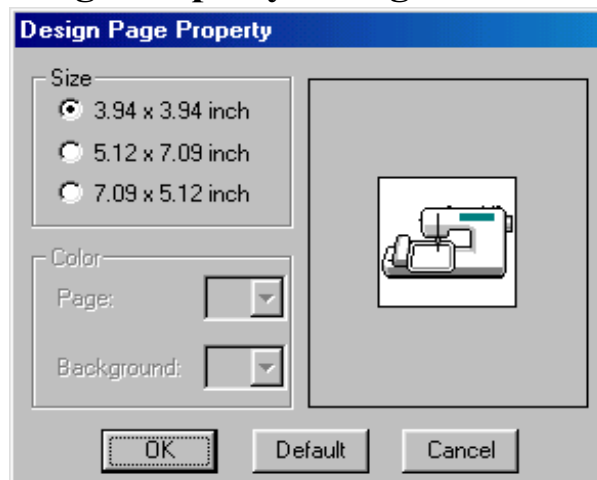
The Resolution options have been changed, from Fine, Normal and Rough to Fine, Normal and Coarse. The result is still the same, and Resolution still affects how many edit points are generated.

Design Page Property button addition

A Design Page Property button has been added to the Figure Object Conversion Settings dialog box.

This allows you to choose an alternative design page size and orientation. If you select this button, you are prompted with the following dialog box.

Design Page Property dialog box



You can choose one of three sizes. The large hoop size can be selected in either portrait or landscape orientation. (YEAH, no more designing with our heads cocked to one side!) However, if you only have the 3.94x3.94, sewing area on your embroidery machine, you probably do not want to select the other sizes.

This dialog box has replaced the **Option=>Design Page Size** and can now be invoked by **Option=>Design Page Property**. You can also change the design page color and the background color. This can help you see what a design looks like on a different background color instead of white.

Changes to conversion algorithms

I have also noted some improvement in the algorithm for converting between Line Image and Figure Handling. (Once again, I discovered this because several of my bad examples now work perfectly.)

Stage 3 Changes

See page 83-85. This stage contains the most changes.

Rotate and Mirror added



The big changes are the addition of the Mirror and Rotate features available in Stage 3. These features are very useful. (I know, in Version 1 we could highlight the design and then pull the side handles through each other to achieve mirroring manually, but it was pretty tedious to get it exactly the same size!) This feature is useful for repeating patterns mirror images. The rotation feature is completely new.

Separator tool replaced by Draws Line tool



The Separator tool has been replaced by a more general Line Drawing tool. You can now add lines and shapes in Stage 3 and then in Stage 4 choose for these to be stitched or not. To create the effect you used to get with the Separator Region, set the line to No Sew in Stage 4. The pointer for the Draws Line tool is also different from the pointer when using the Separator tool. The new pointer looks like the icon on the tool box button.

Highlight object shown in blue

Many changes are subtle but very helpful visual clues that show what is happening. You just need to pay a little attention.

When you highlight something in Stage 3, the highlighted item is shown in blue. This helps you see if you have all of the things selected you need.

The blue highlight is also an alternative way to verify that your outline is one continuous outline. See page 147, for information on how to check for clean or perfect outlines! If parts of the outline are not shown in blue, the lines are not continuous, even if they are connected.

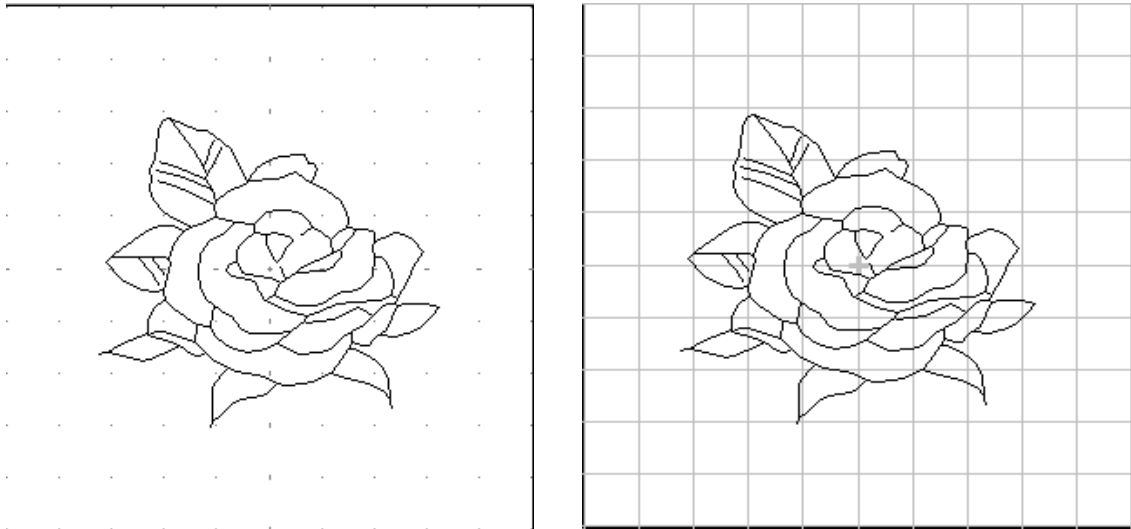
Line selected shown in pink



When you apply Point Edit mode to a line, the line segment that is affected is shown in pink. Also the end points for a line segment are shown. These end points are red, if the end point has three lines merging there! End points where two line segments join or where it is a single end point are shown in Black. (Remember, line breaks can only occur at single end points and can never occur at a red end point.)

Display Grid Changes

When you select **D**isplay=>**G**rid you have more choices. You can choose to show the grid with or without axes. In addition the center is also shown.



The figure above shows the design page with a grid, with (just dots) and without axes. If you look carefully, you can just see the cross at the center when the axes are shown!

I set my grid interval to .25 and then I use the grid to help me size my design.

Stage 4 changes

See pages 88-92. Most of the changes here have to do with Sewing Attributes Settings and choices for Sewing Attributes. You will also notice differences on the Sewing Attributes bar. The same changes have been made in Layout & Editing.

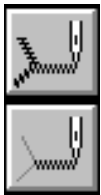
“No Stitch” option has been removed



When you are in Region Fill mode, notice that No Stitch is no longer an option on the drop down menu, and that Programmable Fill has been added.



In the figure above, you can see the Region Sew button, the Color spool and the current fill value. To set a region to No Stitch, turn off the Region fill by selecting the Region Sew button (to the left of the Color spool.) This causes the Color spool and fill choice to disappear. Selecting the Region Sew button again will turn on Region Sew.

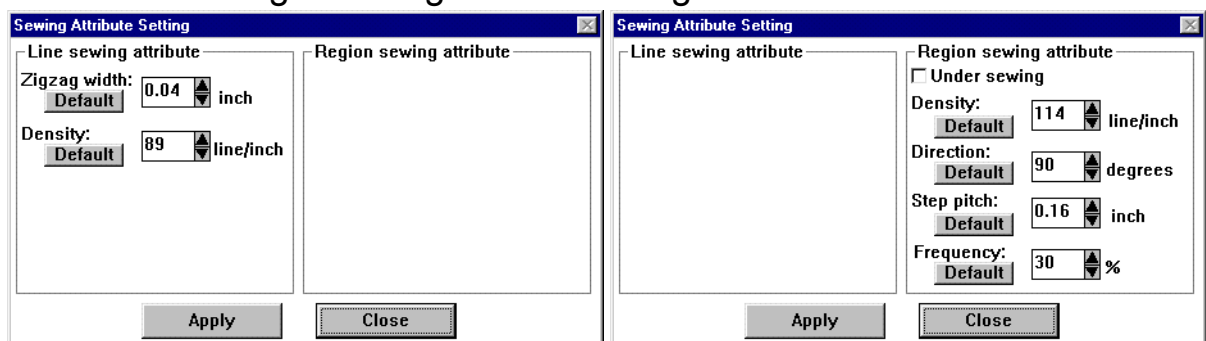


Similarly, for Line Sew and Partial Line Sew, the “No Stitch.” option has been removed, and you must turn off the Line Sew by clicking the Line sew button on the Sewing Attributes Bar.

Sewing Attributes Settings changes

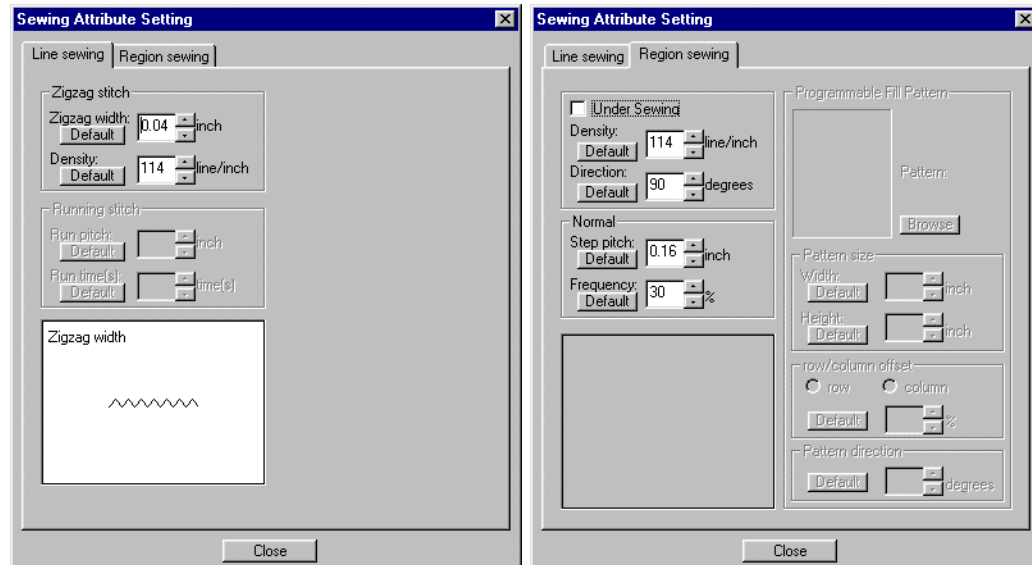
The Sewing Attribute Settings have been completely changed. They now provide considerably more information. With the addition of the preview box, you can see the angle and size of lines and fills.

The figure below shows the typical information displayed for line sew settings and region sew settings in Version 1.



The figure below shows the Version 2 sewing attributes settings. Note that for line sew settings the information is basically the same except the preview window has been added. For region sew in addition to the Undersewing, Density, Direction, Step Pitch and Frequency options, a whole section is added dealing

with programmable fills and how you can change their defaults. More about programmable fills later.



Notice the Preview window displays the current settings.

The programmable fills values are only active when the stitch type selected for regions is programmable fills! In the above figure, the stitch type is set to Fill Stitch for the region.

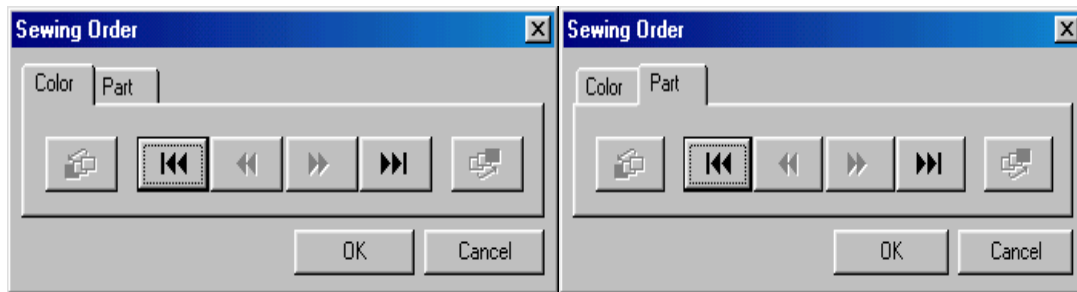
Acceptance of sewing attribute changes

I always press Enter to make sure my selected settings are accepted because there is no Apply button. Remember this action still only changes the set of current values. Therefore, if you invoke the Sewing Attributes dialog box by right clicking on a region or line, you still need to left click that region or line after making the changes.

Stitching order changes

The way that you change stitching order is new. You can now change stitching order of the color boxes as well as the parts within the color boxes.

The selection buttons are now more like VCR buttons, that allow



you to move through the color order. As you click on these the region or outline will be colored on your screen. When the appropriate piece is selected, you select Sew First or Sew Last. If you want to change the sewing order of the colors, use the Color tab. If you want to change the sewing order within a color, use the Color tab to get to the appropriate color, then select the Part tab to select the parts of that color. The changes are immediate.

Although still cumbersome, it is a lot easier than what we had before! You still cannot alter the sewing order so that outlines are sewn before regions!

Remember this when changing the color order: It is easier to select the items in the new order and set each one to Sew Last. Or, select them in the reverse order and set to Sew First. I know this sounds confusing but try it! (See page 165.)

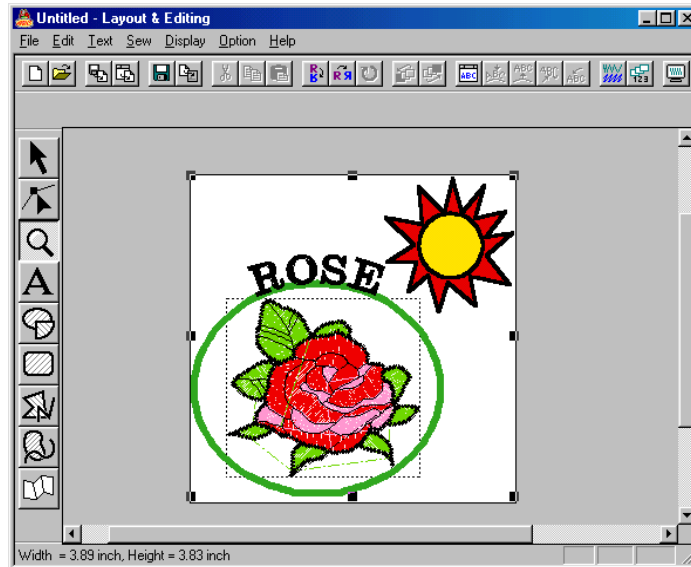
Layout & Editing Changes

See Chapter 6, pages 95-120. There have been many improvements in Layout & Editing. Many address what can be done with files that were not created in the Design Center. In Version 1, unless you had the .pem for a file, you could do little to the design object once it was imported into Layout & Editing. I think you will like the changes to Layout & Editing, although some changes do require a little more explanation.

Change the shortcut icon

The new Layout & Editing icon shows a Parrot instead of the previous Version 1 icon.

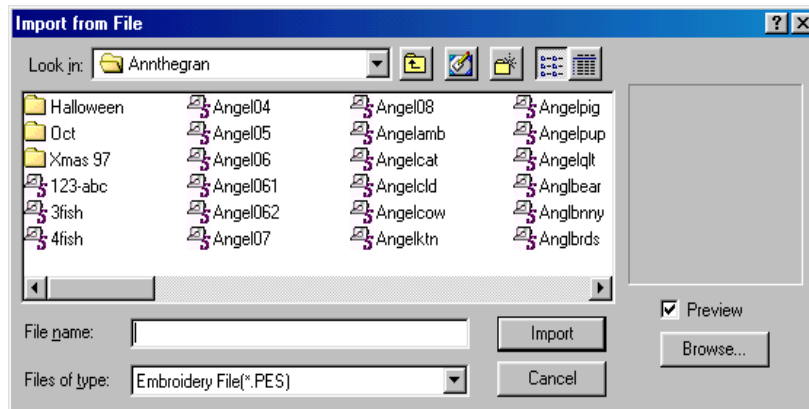
Make sure your shortcut points to Version 2.
Typical Layout & Editing screen



See page 96. Most things are the same!

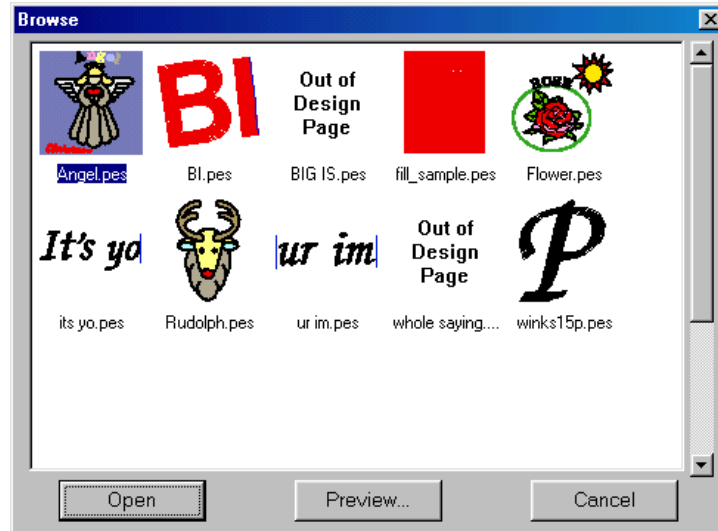
Importing different file formats

It is now possible to import .pes, .pec, .hus, .exp, .dst, or .pcs files directly into Layout & Editing without having to convert them in an external program first. To do this, just select the appropriate file type from the Files of Type list on the Import File dialog box. This list is at the bottom left of the screen.



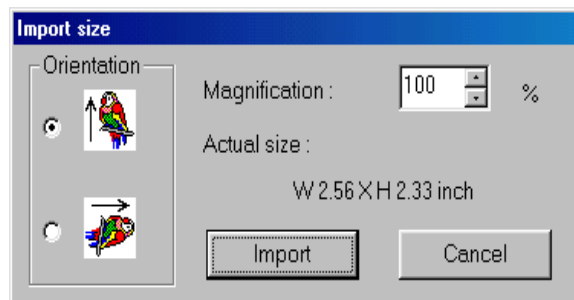
Preview a file and browse prior to opening or importing

In Version 1, it was possible to see thumbnail sketches of design files before import or open. (See page 106.) This feature has been improved so that the thumbnails are larger and in color!



Import from Design Center

See Page 108. Now it is possible to change the orientation on Import from Design Center to either landscape or portrait. This is most useful when you are using the larger hoop size.



Changes to rotate and mirror of imported objects

See page 67. You can now rotate any imported object (either one that came from the Design Center or a file) by any angle, not just 90 degree increments. Also, if you press Ctrl key when Rotate is selected, the image will rotate in 15 degree increments. The image goes to the closest 15 degree value when you release the mouse. This makes it easier to get the proper rotation.

In addition, any imported object can be mirrored.

Changes to sewing attributes, grid and stitching order

All of these changes described in the Design Center changes are now available in Layout & Editing. However, the Sewing Attributes dialog box, does have an Apply button. If you click Apply when a design object is selected, the changes affect that object.

You still cannot change color order of objects brought in through the Design Center, unless you apply Stitch to Block.

Changes to Text Input

See Chapter 11, “Text Manipulation” pages 179-206.

Added More fonts

You can now select from 35 rather than 29 fonts. Font 30 is fast becoming my favorite!

Can change text font fill type

See page 180. In Version 1 all fonts were in Satin Stitch. Now you can select from Satin Stitch (the default), Fill Stitch and Programmable Fills! The new Sewing Attributes line for text items is shown in the following figure.



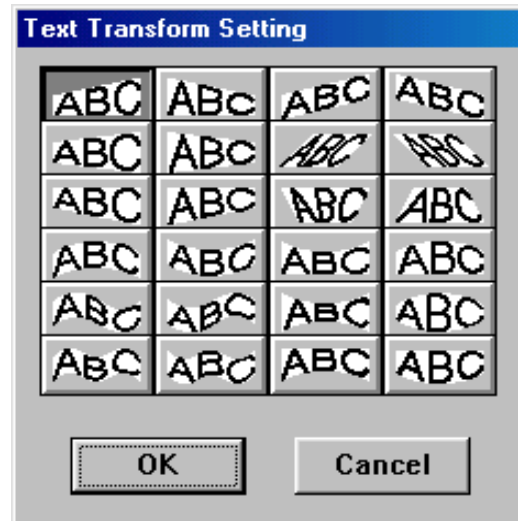
Just think of the possibilities! The word BOO with a Boo programmable fill in it! Its almost too scary to think about! In the new book 2 I provide some really cool examples!

Editing a text item

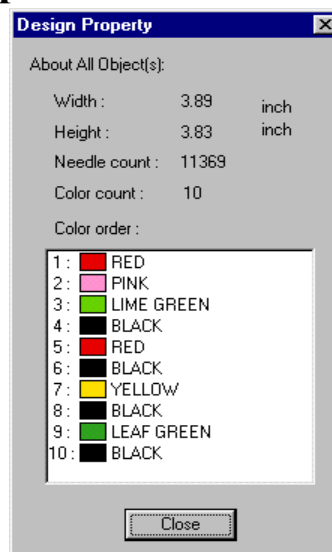
See page 181. In Version 1 if you misspelled a word or had line breaks in the wrong place, you had to delete it and start again. In Version 2 you can edit the text item by returning to the Edit Text dialog box. Select the text item, then select **Text =>Edit Text Letters** from the menu bar to display the Edit Text dialog box.

Added more text transformation

See page 199. Version 1 had 12 text transformations. Version 2 contains 24. Including many that are wavy, curved and bridge shaped. As in Version 1 these have a percentage associated with them.



Checking design properties



This new feature lets you check design properties without having to print the design. Select **Option=>Design Property** to display the size, number of stitches, color count and color order. These displays can show the properties for the whole design or just a selected color after applying stitch to block.

Stitch to Block

This is a totally new feature! It is used to applied to design objects in Layout & Editing. You can then change certain attributes such as color order, density, reshape, and resize while retaining density. For a more detailed description of this feature, see the addendum chapter on Stitch To Block.

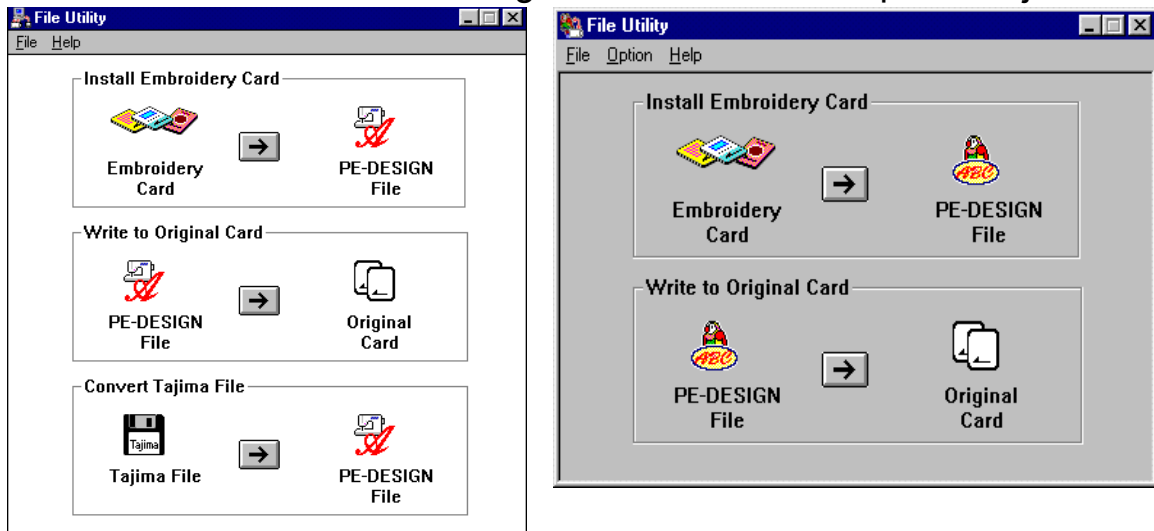
Changing Colors within the design

If you have applied Stitch to Block (STB), select the color you want to change, click on the Color spool on the Sewing Attributes bar, and select a new color from the thread palette.

If STB has not been applied, select **Sew=>Change Color of Stitched Object**. This command displays a list of the colors already selected. Select the one you wish to change, then click the Change Color button. Select the new color from the thread palette.

File Utilities changes

File Utilities has not changed much. You can import a Tajima file



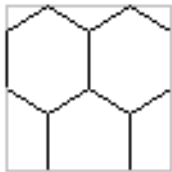
directly into Layout & Editing, using the **File=>Import=> a File**. So the Convert Tajima File option has been removed. Everything else works just as before! See Chapter 7 “File Utilities.”

New Features of Version2

Programmable Fills and the Programmable Stitch Creator

Programmable fills are truly awesome! However, having said that, let me caution against using too many fills in a single design. I know it is hard not to go hog wild with this when you first get Version 2, but remember, sometimes less is more!

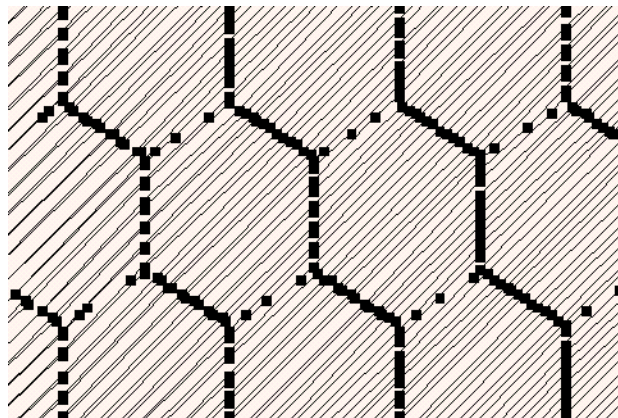
How programmable fill works



honey1

The programmable fill stitch has a design which is typically a simple outline design. In the margin you can see one of the built-in programmable stitch patterns, honey1. When this is applied to a region, it is as if this design is imposed on the area as a separator region. The actual design is not stitched! Rather it acts as a boundary and causes the needle to stop where it hits the design. In between it does satin stitches.

Lets look in close at the preview mode for an area where the honey1 programmable fill stitch has been applied.

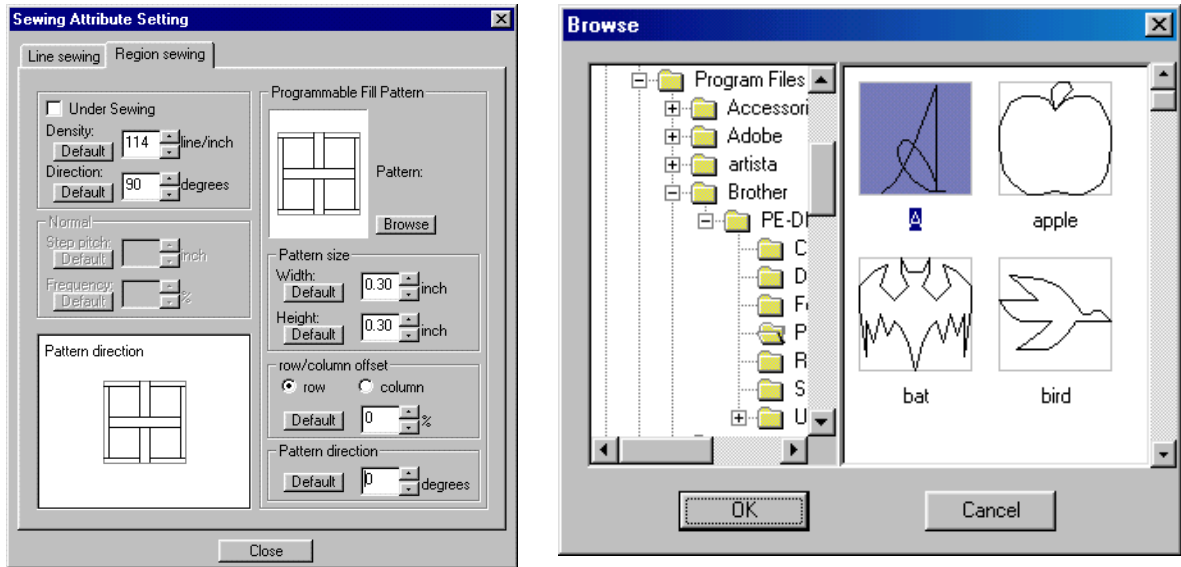


You can see the stitch points are along the “edge” of the pattern. Since I used all of the defaults for the region the sewing direction was 45 degrees. When this pattern is repeated over the whole region it creates a honeycomb effect! In between the “edges” of the pattern, a satin stitch is sewn in the sewing direction for that region.

Now if stitches fall on a line that is in the same direction as the satin stitches you will in essence “lose” the effect of that line in the pattern. For that reason it is well worth while playing with the patterns and changing the default settings.

Using Programmable Fills

When programmable fill is selected for the region or text fill, the sewing attributes dialog box shows the programmable fill options.



The browse button on the programmable fill side, lets you select from other programmable fills. If you select it you will see the Browse dialog box shown above. (You must have the region fill type set to Programmable Fill Stitch (Prog. Fill Stitch) to see or access these values.)

By default, the software expects these fills to be in your Patterns folder under the folder containing the application (PE-Design) software. However, you can save these anywhere. Just use the left hand window in the Browse dialog box to navigate to that folder.

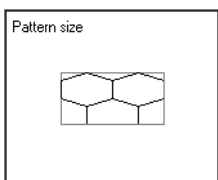
If you select the Browse button, the Browse dialog box is shown. You can navigate to another folder in the left hand window. You select the fill by using the right hand window to locate the fill you want then select it. Once you have selected a fill and closed the Browse dialog, it is a good idea to press enter to make sure your

choice is really selected. You can tell when a fill is selected, since it will display in the preview window. I often just click in the pattern direction value box and then this makes it appear.

Please note that the Sewing Attributes Settings dialog box in the Design Center does not have an Apply button, whereas the Sewing Attributes Settings dialog box in Layout & Editing does!

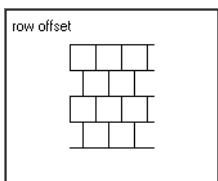
You can change many of the options for a programmable fill. This affects how the fill looks when stitched out. Each option provides a whole family of fills to you. You will be very surprised with how changing these values can in some cases, make these look like the were produced from totally different fills. This creating new families of fills by altering the sewing attributes for a fill is in many respects similar to how changing the sewing attributes for Fill Stitch changed the texture of a region. In book 1, I provided you with samples that allowed you to see the impact of those changes on Fill Stitch. In the new book, I provide a bunch of samples to show what making these changes can do to the programmable fills.

Changing the pattern size



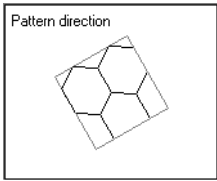
By default, a programmable fill is .3 x.3 inches. You can alter the height and width of a pattern between .2 and .39 inch. Thus, patterns can be distorted, if you choose different values for the height and width. When you select Apply or Enter this distorted view will be shown in the preview window. In the left margin, you can see the honey pattern distorted by setting the height to .2 inches and the width to .39 inches.

Changing the row/column offset



Row/column offset deals with how the patterns are tiled to fill a region. By default the rows and columns are offset by 0%. If you alter this you change how the patterns are placed next to each other. This can change the outcome significantly. It is fun to play with this so that lines from each side line up to form interesting patterns. In the left margin, you can see the pattern offset changed by setting the row offset to 50%.

Changing the Pattern Direction



This affects the direction or angle of the pattern. This can be set to a value from 0 to 359. Since this affects how the lines of the pattern and the sewing direction of the satin stitches, it can alter the pattern created since it can cause some lines to disappear and some to reappear.

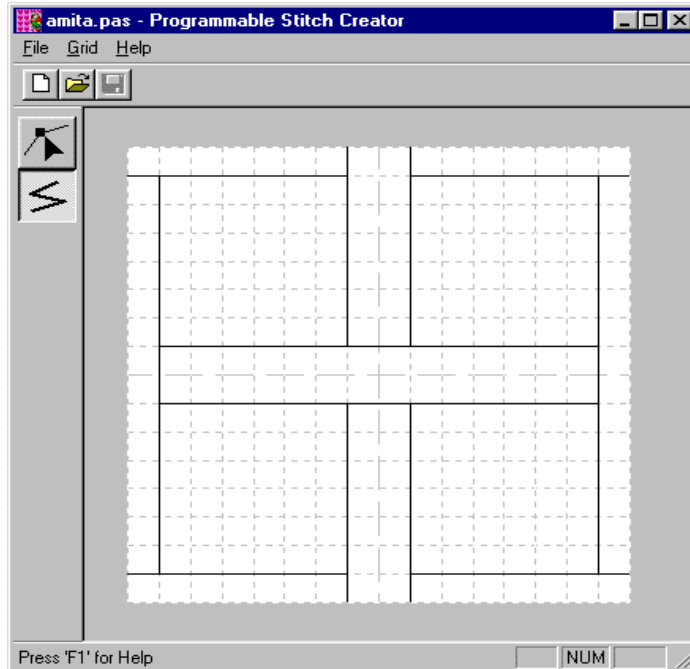
Changing the stitch direction of the satin stitch

By changing the satin stitch sewing direction you affect the outcome as in changing the pattern direction.

Creating your own program fills

Creating your own programmable fills is easy. What is harder is determining how they will stitch up. But actually that is half the fun. So the stitch doesn't look like you expect but it still is a nice effect, so what! Keep it and use it anyway.

To create your own stitch use the Programmable Stitch Creator. You have a choice of three grid sizes, namely narrow, medium and wide.



The figure above shows the medium grid in the Programmable Stitch Creator. If you are trying to do finer curved shapes use the narrow grid. If your shape is less curved try the medium or nar-

row grid. You can switch between grids while creating the shape or shapes.

By selecting the Line Drawing Tool, you can create Edit Points at any grid intersection. The Line Drawing tool works just like the line drawing tool in the Design Center or in Layout & Editing.

- A single left mouse click inserts an edit point.
- A right mouse click releases an edit point
- A double left click ends the line



Penny

Your programmable fill can consist of multiple lines. They do not have to be connected. In the left margin you can see a programmable fill called Penny which shows that the lines can be separated.

Stitch To Block (STB)

This is another useful new feature. However, there are some limitations to using this capability. I will explain how Stitch to Block works so that perhaps, you will have a better understanding of why sometimes unexpected results occur when you use it.

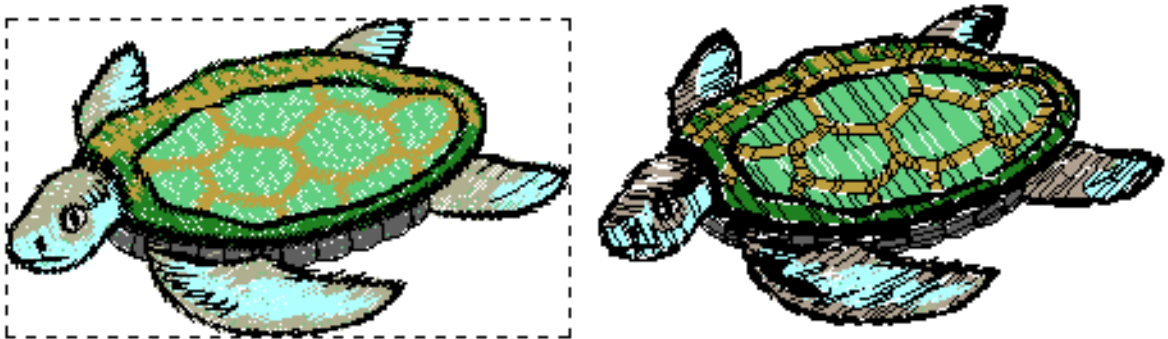
STB allows you to alter some aspects of designs, where you do not have either the original .pem or the .pes for that design. Since you only have a .pes or a .pec, in Version 1 you could only reposition this design, rotate it by 90 degree increments, mirror or change the color assignments (by using Point Edit mode.) You could not alter the size of these designs.

In Version 2 you can do much more with these designs. You can rotate by any amount by selecting the object and rotating it. You can still mirror. You can resize the object in two ways. One by just using the figure handles and secondly by applying STB before adjusting the size.

Applying STB

To apply STB to an object select it and then use **Sew=>Stitch to Block**. You will notice that the design will look strange. The design will be broken down by its color, and will consist of only Manual Punch Blocks, running stitches or jump stitches. There is no concept of regions or outlines! when you resize if the design had a zigzag outline it will now have a thicker zigzag out-

line. (To fix this you need to remove the old outline and draw a new one and set it to the attributes you want.)



The figure above shows a design, from the Brother Nautical Card (Card 19), before and after applying STB. If you check the design properties before and after applying STB you will notice that often the stitch count increases even when you haven't changed the size! Sometimes this is because STB converts satin stitch areas to fill stitch.

The quality of the design and how well it resize after STB is applied is very dependent on how the design was originally digitized.

Resizing by using the figure handles

You can resize the object by selecting the object and then using the figure handles to resize. However if you resize by this method, the number of stitches in the design are not adjusted. To verify this, select Option=>Design Properties and you will see the size and stitch count displayed for the object. Notice the stitch count. Now try resizing the design and displaying the design properties again. The stitch count is the same.

Therefore if you significantly shrunk a design, the design will often be too dense and may cause many thread breakages. If you made the design significantly larger, the design may not have good enough thread coverage. However if you are only altering the size by less than 20%, this method often works fairly well.

When shrinking designs you may want to use a lighter weight thread. Similarly when increasing the size, try using a heavier weight thread or stitching the design twice.

Resizing by applying STB first

If you select the object and apply STB first when you adjust the size the stitch count will change. The design will be recalculated using the stitch density values so that the stitch quality is preserved.

To alter the size of a STB design, make sure everything is selected and then resize with the figure handles. You may notice that you get some gaps. To fix this use Point Edit mode to close any gaps. However, I would first try sewing the design, and only fix the parts where it bugs you!

Additional modifications with STB objects

The sewing attribute setting changes apply globally to the blocks of the same color. When you enlarge or reduce a converted pattern with the selection cursor, the number of stitches sewn automatically adapts to the new size of the pattern, allowing you to keep the original embroidery quality. In addition, the selected color blocks can be moved, edited or scaled individually.

However, you may find that the kind of changes you can do may be limited. You can often change the density of the manual punch blocks, but you cannot change the direction, since they are manual punch blocks, and the stitch direction is controlled by the block shape!

Using STB to isolate part of a design

You can also use STB to access only part of a design. Basically you will use Selection mode to access parts of the design that you do not want. Then delete these. If you want only part of a color, you use Point Edit mode to delete the extra parts of the design by deleting the extraneous or unwanted edit points. I will warn you though, that sometimes it is a little difficult to select the correct edit point. Just go slow, and be prepared to use Undo to undo any mistaken selections!

Changing the stitching order of STB objects

We can easily select each color and apply **Sew=>Sew First** or **Sew=>Sew Last** to alter the stitching order. In Version 1 when you created a design in the Design Center the color order was always regions first followed by outlines. You can change the sewing order of the regions or the outlines but you cannot change the sewing order so that outlines are sewn before any of the regions. This may cause you to have to change thread more times than necessary. If you apply STB then you can reorder the parts so that regions and outlines of the same color are ordered so that they are next to each other, thus removing extraneous thread changes.

Impacts to Book 1 more project-related chapters

Separator Regions

Obviously, because separator regions don't exist anymore, there are changes to Chapter 12, "Separator Regions," pages 207-218. The major difference is that instead of invoking the Separator Region tool, you now use the Line Drawing tool in Stage 3. In Stage 4, set the line to No-Sew so that it is not sewn. To set to No-Sew, select the Line tool, and then select the line. On the Sewing Attributes Bar, click on the Line Sew button and turn off the outline.



Manual Punch

Manual Punch has barely changed in Version 2. The only change is that you can set the manual punch blocks to fill with Fill stitch, satin stitch or even programmable fills.

Cross Stitch

Since I published the book, Uli Tessel has made available a free program that makes it incredibly easy to do cross-stitch. Uli (Bless his heart!) developed this for his mother, who has a Pfaff machine. It is so easy! You just fill the blocks with colors and

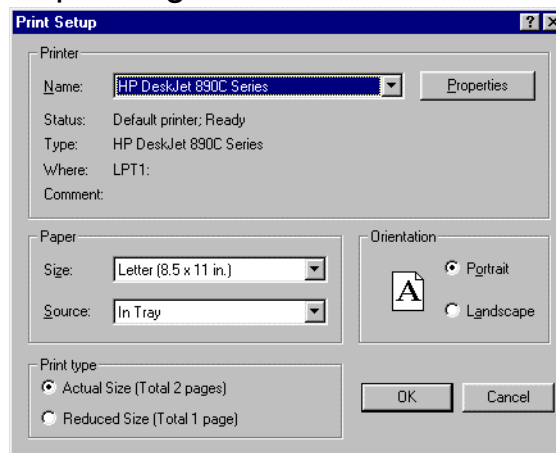
then export the design. You can even load in bitmaps of cross-stitch charts. Because the program was developed for a Pfaff, it produces a .pcs file. If you wish to get the program, go to Ann-thegran's web page and follow the link to "Links". Under Pfaff links, you will see Uli Tessel's Cross stitch program listed. Click on the link and download the program.

There is a great set of directions for Uli's cross-stitch program written by one of our BBD buddies, Phyllis Philp. There is a link to her page from Ann's web site. (Isn't Ann wonderful?) Her site is called Phyllis Philp's Phamily Page. Look for cross-stitch tutorial when you get there. It is named xstitch tutorial.

I recommend that you ignore most of Chapter 14, "Cross-stitch" now! Although, some of the sizing information may still be valid. Remember Uli is working with the European cross-stitch values.

Design notebooks

The new print options on Version 2 are so much better. If you select **File=>Print Setup**, the dialog box that is displayed allows you choose to print everything on one page or over two pages. The Print Setup dialog box is shown below.

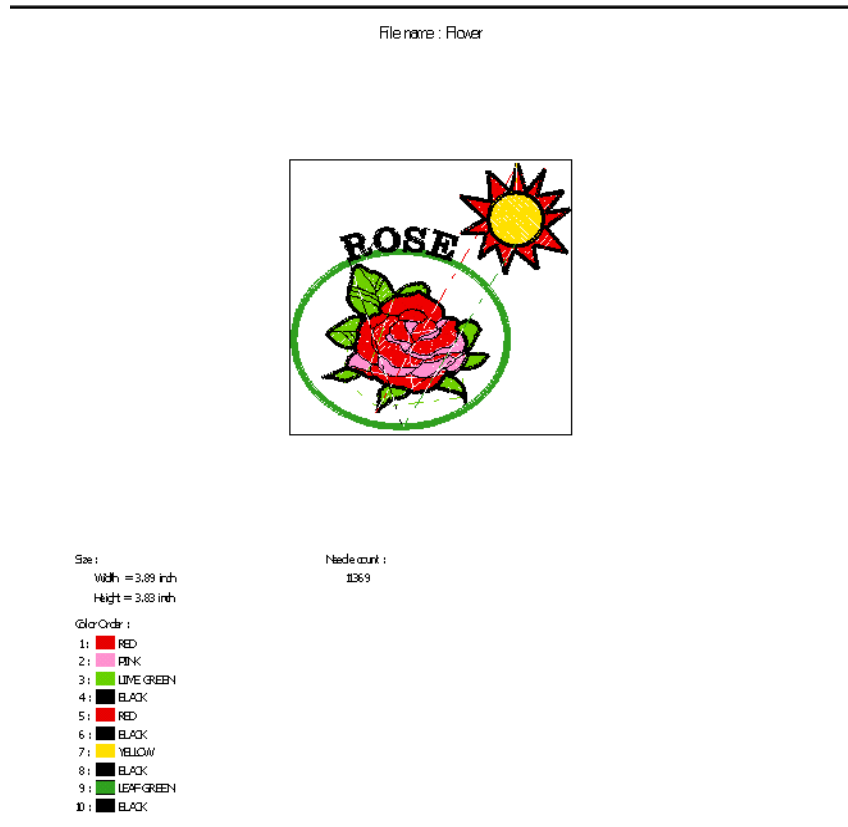


You can select between Portrait or landscape.

Notice the printout, shown on the next page displays the file name, size (width and height), stitch count and color order. Now it actually shows you a color box and name for each color so that it is easier to determine colors more accurately.

If you use the two-page option, the design is shown in its actual size, which is helpful for design placement.

If you choose the single page option it looks like the following:-



Alternatively, if you have Buzztools, you can produce catalogs of your designs. For more information on Buzztools, go to <http://www.buzztools.com/>, and you can access a great description of what this tool does. This is one of the add-on products that I love!

Well I think I have covered most things. Enjoy Version 2 and keep watching for the new book, (*Penny's Practical Guide to Advanced Projects.*)

Thanks

Penny

<mailto:pennymj@earthlink.net>

The sky is not the limit, nor are the stars. It's our imagination!