Click n Stitch Users Manual

Table of Contents

Installation

● ●

Items found in this Section:

"To me, old age is fifteen years older than I am."
— Bernard M. Baruch

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Installation
Introduction
Click n Start
General Info.
Drop-Downs
Toolbars

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Installation

Introduction

Click n Start

General Info.

Drop-Downs

Toolbars

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Computer Requirements

Minimum Requirements:
> Pentium Processor 166
> 64 MB RAM
> 15 MB hard drive space
> Windows 95 or above
> CD-ROM
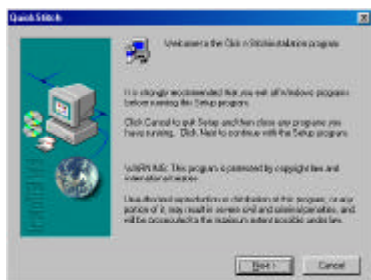> Display 640 X 480 or better
> Mouse

Recommended Requirements:
> Pentium Processor II or above
> 128 MB Ram
> 15 MB hard drive space
> Windows 95 or above
> CD-Rom
> Display 800 x 600
> Mouse

Software Installation

1. From the Windows desktop close all open programs.
2. Place the Click n Stitch CD in the CD-ROM drive.
3. From the Windows desktop, click on the **Start** button.
4. Click on the **Run** button.
5. At the Run prompt, type the letter of your CD-ROM Drive followed by "Setup". (Ex: D:\SETUP or E:\SETUP) You may also press the **Browse** button and click on the CD-ROM drive and the setup.exe file. Once the setup.exe file is highlighted, press **Open**. This will copy the command to the command prompt. Next press the **Return** or **Enter** key.

Figure Inst-1

6.   Click **Next**.

Figure Inst-2

7.   Click **Next**.

Figure Inst-3
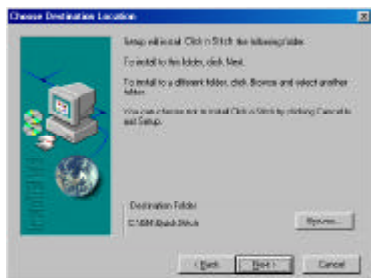
8.   Click **Next**.

Figure Inst-4
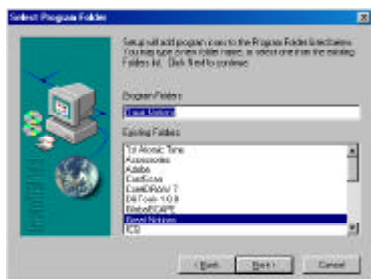
9.   Click **Finish**.

Figure Inst-5

Installation
Introduction
Click n Start
General Info.
Drop-Downs
Toolbars
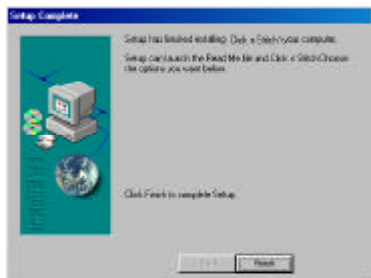
Registration

Follow the steps below in order to acquire your activation code and run Click n Stitch.

To start the program:

1. Go to **Start**.
2. Click on **Programs**.
3. Click on **Great Notions**.
4. Click on **Click n Stitch.**

Figure Reg-1

5. The registration information box will appear. Type in all of your information. including the 15 digit serial number found on your CD, including the dashes, Example: 0000-00000000-000

6. Once all the registration information is entered, there are four ways you may register your software (Website, E-mail, Fax or Telephone).

Warning:

Warning

Once registration is complete and your software has been registered, you cannot transfer registration to another person. What this means is, you cannot sell, trade or give away the software to any other person. Activation codes will only be given to registered users of this software.

6a. **Website Registration**

To use the website registration, there are several things to be aware of:

A. Type in all of your information, including the 15 digit serial number found on your CD, including the dashes.

Example: 0000-00000000-000

Warning

Pay special attention to **First Name**, **MI**, **Last Name** and **Serial Number**. Make sure there are no spaces before or after these four fields and everything is spelled the way you want it to show in your software.

B. Connect to the internet and go to

http://www.amazingdesigns.com

Once you're on the Technical Support page, the registration box will appear.

C. Type in your 15 digit serial number and click on **Submit Query**.

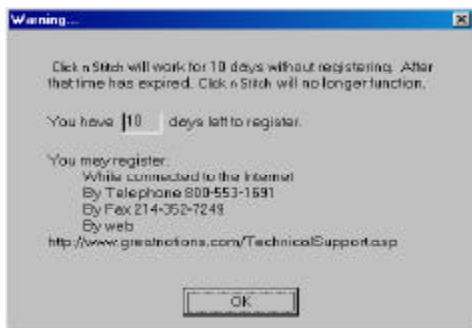D. Type in all the information exactly as it appears in your software, including registration number.

E.   Click **Submit Query**.

F.   **Write Down** your activation
     code now.

G.   Run software and type this code in
     the "Activation Code" field.

H.   Click on **Register Now**.

6b.   **E-mail Registration**
      e-mail registration information to
      adsupport@greatnotions.com.

6c.   **Fax Registration**
      Click on the **Print Registration** button and
      fax the completed form to 214-352-7249.

6d.   **Phone Registration**
      Call 800-553-1691 and receive an activa-
      tion code from an Amazing Designs
      Technician. Phone support is Monday
      through Friday, 8am to 9pm Central
      Standard Time.

Installation · Introduction · Click n Start · General Info. · Drop-Downs · Toolbars

7. When you click on the **Register Later** button you will see a warning box as shown in Figure Reg-2. Click n Stitch will work for 10 days without registering. After that time has expired, Click n Stitch will no longer function.

Warning

With a registered copy of Click n Stitch, you are licensed for two personal computers. Steps one through seven must be followed for each computer because both computers will have separate registration numbers.

Remember

Figure Reg-2

> Warning....
>
> Click n Stitch will work for 10 days without registering. After that time has expired, Click n Stitch will no longer function.
>
> You have |10 days left to register.
>
> You may register:
> While connected to the Internet
> By Telephone 800-553-1691
> By Fax 214-352-7249
> By web
> http://www.greatnotions.com/TechnicalSupport.asp
>
> [OK]

Software Transfer. Once registration has been completed and the software registered, you cannot transfer registration of SOFTWARE (including all component parts, the media and printed materials, any upgrades, this EULA and, if applicable, the Certificate of Authenticity), to another person (either an individual or a single entity). What this means is you cannot sell, trade, or give the software to any other person. Activation codes will only be given to registered users of this software.

Warning

Start Program

Follow the steps below in order to register and run Click n Stitch Software.

To start the program:
1. Go to **Start**.
2. Click on **Programs**.
3. Click on **Great Notions**.
4. Click on **Click nStitch**.

After clicking **OK** on the Registration screen, Click n Stitch will appear on your screen as shown in Figure RP-1. Your Click n Stitch software is properly installed and is ready to use.
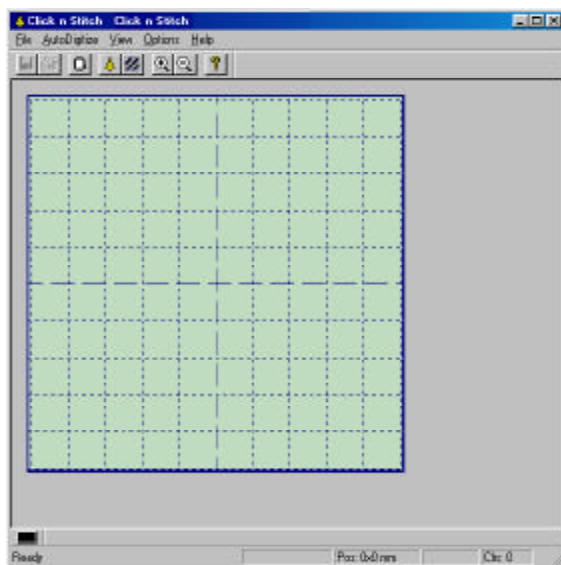
Figure RP-1

Introduction

· ·

About This Manual

Click n Stitch gives you the unique ability to convert your favorite solid clip art to embroidery. This manual is not only filled with information about how to use the program, but it also includes many time-saving tips that will make you more productive, efficient and effective with your embroidery projects.

Items found in this Section:

1	Why Choose Click n Stitch?
2	Icons Used in This Manual
3	Terms Used in This Manual

Anecdote

"... I guess the old alphabet
ISN'T enough!
NOW the letters he uses are something to see!
Most people still stop at Z...
but not He! "
— Dr. Seuss

Why Choose Click n Stitch?

Click n Stitch has flexible and easy-to-use features, allowing you to embroider your favorite clip art in HUS, CSD, SEW, PES, PCS, PSW (XXX), EXP, JEF and DST formats.

With the addition of Smart Sizer Gold, Lettering Pro, Size Express, and the Amazing Box, you can create the ultimate embroidery software system. You can size, edit, add lettering, colorize your designs, send designs to your favorite memory card and embroider your favorite clip art images.
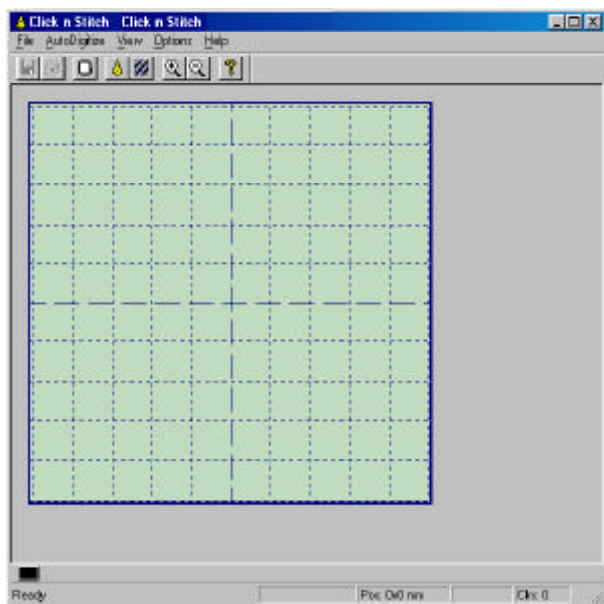
Click n Stitch Main Screen

Icons Used in This Book

Anecdote

This icon indicates a story or quote. These stories help to explain and simplify problems that may be very confusing or a simple quote to lighten the mood.

Tip

This icon indicates helpful tips that enable you to better understand how the software works.

Time Saving

This icon provides information that will save you time in your day-to-day use of the software and in some cases, the use of your computer.

Remember

This icon is placed next to sections of this manual you should not forget. Pay close attention to anything with this icon. It may come in handy later.

Technical Stuff

This icon has two purposes: 1) It allows the technologically-inclined to be aware of something complex and in some cases exciting. 2) It allows the technophobes to know they might want to skip this section.

Warning

This icon lets you know of potential dangers and will warn you about the pitfalls of using your computer.

Terms Used in This Manual

In the Click n Stitch program, there are several different ways to activate the same function or feature: by clicking your mouse on a drop-down menu, clicking on an icon, or in some cases, using a hot key.

Tip

When suggested, click on an icon with the mouse, a picture of the icon button will appear in the left margin of the manual.

Quick Start

· ·

Items found in this Section:

A step by step example on how to convert a bit-image file into embroidery.

Quick Start Lesson

After installing Click n Stitch, follow the steps below:

To start the program:
1.   Go to **Start**.
2.   Click on **Programs**.
3.   Click on **Great Notions**.
4.   Click on **Click n Stitch**.
5.   Click **OK.**
6   The main screen on the Click n Stitch will appear as shown in Figure QS-1.
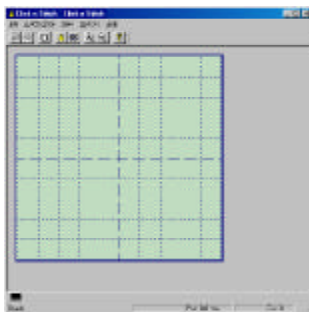
Figure QS-1

7.   Press the **Auto Digitize** icon as shown in Figure QS-2.
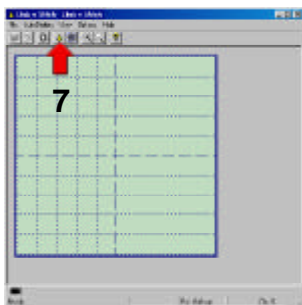
Figure QS-2

8. Press the **Select Image** button as shown in Figure QS-3.

Figure QS-3

9. Press the **Butterfly.jpg** as shown in Figure QS-4. The bit-image file Butterfly.jpg can be found at "C:\GN\QuickStitch\bitmaps" .
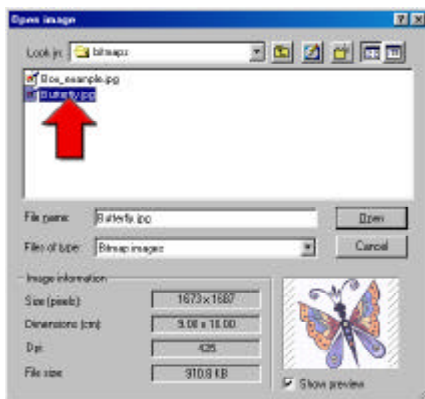
Figure QS-4

10. Press the **Open** as shown in Figure QS-6.
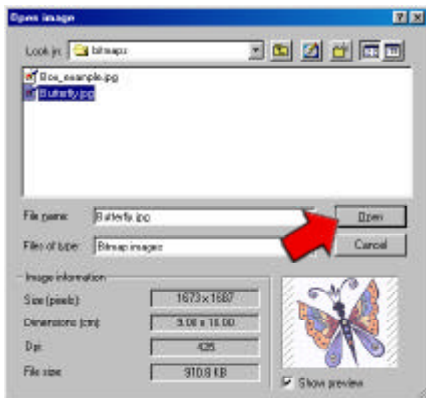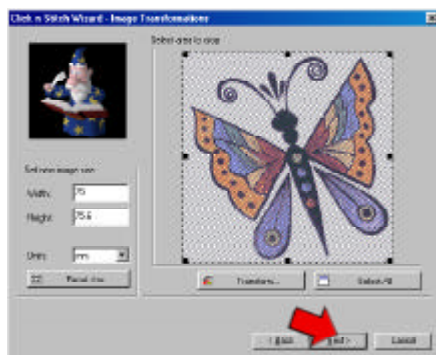
Figure QS-5

11. Press the **Next** button as shown in Figure QS-6.
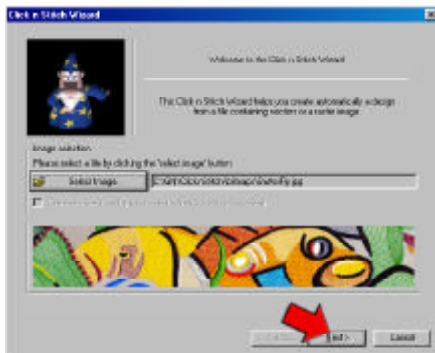
Figure QS-6

12. Change **Width** from **100** to **75** as shown in Figure QS-7. (The height will automatically adjust proportionately.)

Figure QS-7
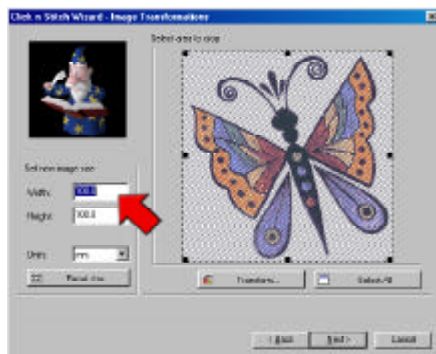
13. Press the **Next** button as shown in Figure QS-8.

Figure QS-8

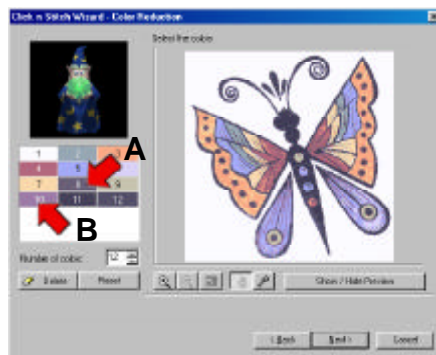Step 14 and 15 is to ensure that the outline will sew last when it's converted to embroidery.

14. To change the sewing order of the colors listed, simply press and hold on **color 2** (A) and drag mouse and release on **color 11** (B) as shown in Figure QS-9.
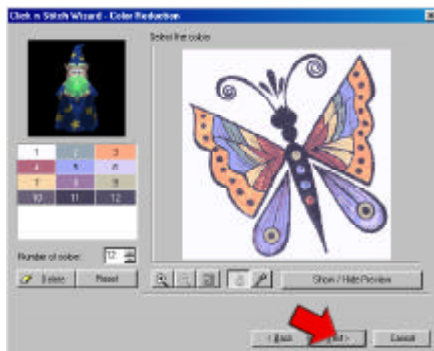
Figure QS-9
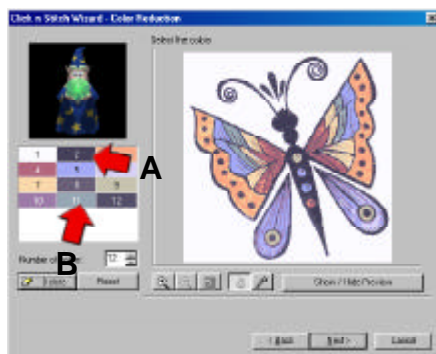
15. Press and hold on **color 8** (A) and drag mouse and release on **color 10** (B) as shown in Figure QS-10.
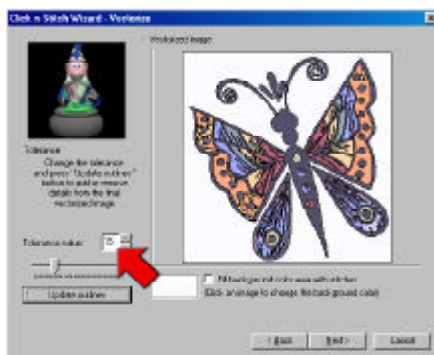
Figure QS-10

16. Press the **Next** button as shown in Figure QS-11.

Figure QS-11

17. Change **Tolerance value** from **15** to **35** as shown in Figure QS-12.

Figure QS-12

Changing the tolerance value will give the bit-image more or less detail when converted to embroidery. The higher the number the less detail; the lower the number the more detail. This is a very valuable feature to use and can change the look and feel of your design consid-
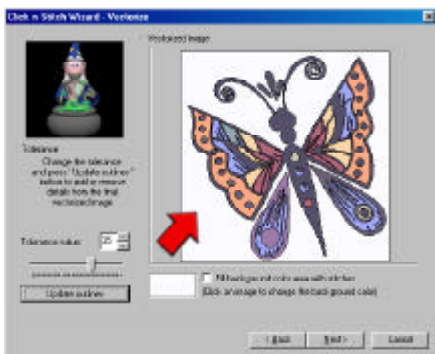
18. Each time you change the "tolerance" number, press the **Update outlines** button as shown in Figure QS-13.

Figure QS-13
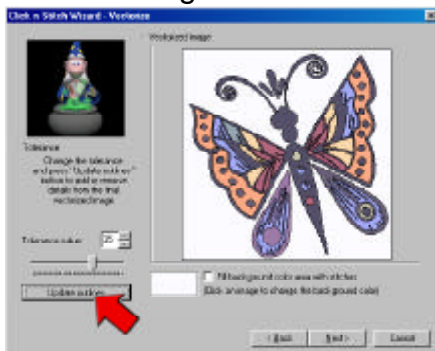
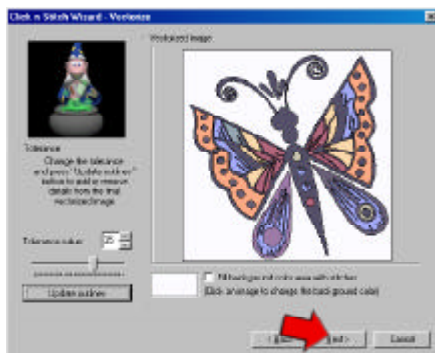19. Press the left mouse button on the white background color as shown in Figure QS-14.

Figure QS-14

This is to ensure that the background color "White" will not sew as part of the design. Remember, any part of the design that is the same color as the background will not convert to stitches.

20. Press the **Next** button as shown in Figure QS-15.

Figure QS-15

21. Press the **Satin** item from the "Style" selection as shown in Figure QS-16.
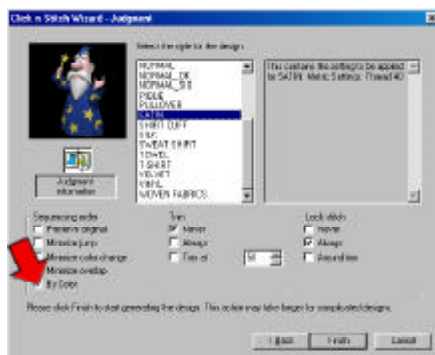
Figure QS-16

The "Style" option is a very important feature. In this feature you select the type of garment you wish to sew your embroidery on and the wizard will add the correct stitch length, density and underlay.

22.   Click on **By Color** check for the
        sequencing order selected in step 14 and
        15 as shown in Figure QS-17. (This is the
        software default)

Figure QS-17

23.   Click on **Never** (default) within the "Trim"
        option as shown in Figure QS-18.

Figure QS-18

Trim is a feature currently used in the commercial
embroidery market. As home embroidery ma-
chines become more advanced, trim may be a
feature that will be added to the machines.

24. Press the **Always** (default) within the "Lock Stitch" option as shown in Figure QS-19.

Figure QS-19

25. Press the **Finish** button as shown in Figure QS-20.

Figure QS-20

Converting a bit-image file to embroidery does take time. How much time depends on the size, color and complexity of the image as well as the speed and memory of the computer.

In this example "Butterfly.jpg", we are using a design with:

Design:

Colors:	16
Size	4 x 4 inches
Complexity:	High

Computer

Processor:	Pentium III
Ram:	198
Op system:	Windows 98

Approx. Time to convert:

Time:	4 minutes.

Figure QS-21
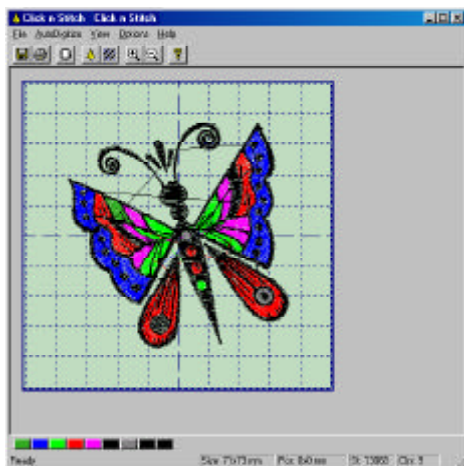
General Information

• •

Items found in this Section:

Anecdote

"Names are not always what they seem.
The common Welsh name Bzxxllwcp
is pronounced Jackson."
— Mark Twain

Embroidery Formats

There are many different embroidery formats that Click n Stitch will save to. You will find them listed below.

Click n Stitch will not resize any design that has been digitized, unless you already own Smart Sizer Gold with Size Express.

PES (*.pes)

An "PES" file is an expanded file format that works with Baby Lock Palette, Bernina Wizard and Brother PE-Design.

An expanded format is any format that will not regenerate new stitches when resized. This means that if you reduce an expanded design, the stitch count will not change. What happens is that the stitches will get closer together and you may end up with thread breaks and/or damage to your garment. One way to avoid this problem is to use stitch processing software like "**Size Express**".

PCS (*.pcs)

A "PCS" file is an expanded file format that works with Pfaff PC-Designer V2.0 (PC), and Pfaff PC-Designer V2.1 (PC).

PCM (*.pcm)

A "PCM" file is an expanded file format that works with Pfaff Macintosh.

PSW (*.xxx)

A "XXX" file is an expanded file format that works with Singer PSW.

HUS (*.hus)

An "HUS" file is an expanded file format that works with Viking DOS Customizer and Viking Customizer 95.

CSD (*.csd)

A "CSD" file is an expanded file format that works with DOS HuskyGram, Toyota POEM and Singer Embroidery Unlimited.

SEW (*.sew)

An "SEW" file is an expanded file format that works with Janome Scan-n-Sew PC and Elna Envision Scan PC.

EXP (*.exp)

An "EXP" file is one of the expanded file formats that works with the Lettering Pro.

DST (*.dst)

A "DST" file is one of the expanded file formats that works with the Tajima sewing machine.

JEF (*.jef)

A "JEF" file is one of the expanded file formats that works with the Janome sewing machine.

Graphic Formats

There are many different graphic formats that Click n Stitch will convert into embroidery. You will find them listed below.

Bitmap Images
Select this to show all bitmap files within a directory.

Vector Images
Select this to show all vector files within a directory.

AI
An "AI" file is an Adobe Illustrator image.

ESP
An"ESP" file is a postscript image.

CDR and CMX
An "CDR" and "CMX" file is a Corel Draw 5 image.

When using a Corel Draw file, it is important to know that only Corel Draw 5 files can be used. If you are using Corel Draw 6, or higher, you can save your Corel files to version 5. For more information refer to your Corel documentation.

Warning

EMF and WMF
An "EMF and WMF" file is a Windows Meta files.

BMP

A "BMP" file is a Windows bitmap image.

JPG

A "JPG" file is a JPEG image.

TIF

A "TIF" file is a TIF image.

PCX

A "PCX" file is a PCX image.

MAC

A "MAC" file is a Macintoch image.

PCD

A "PCD" file is a PhotoCD image.

PCT

A "PCT" file is a Pict image.

TGA

A "TGA" file is a Targa image.

Drop-Down Menus

· ·

Immediately below the title bar is the drop-down menu. This contains all the commands that Click n Stitch provides.

File AutoDigitize View Options Help

You will find five Drop-Down Menus:

> File
> AutoDigitize
> View
> Options
> Help

"No passion in the world is equal to the passion to alter someone else's draft."
— H.G. Wells

File

Installation

Introduction

Quick Start

General Info.

Drop-Downs

Toolbars

🖫 Save (Ctrl+S)
Click on "Save" to save changes to an existing
file. The Save command saves your document
under the same name, replacing the previous
version. When you finish using Click n Stitch, save
your work before closing it.

You should periodically save while you work so that
you don't lose your work in the event of a power
interruption or hardware failure.

Save As
Click "Save As" to save your file for the first time
and give it a name.

This may also be used to rename a file.
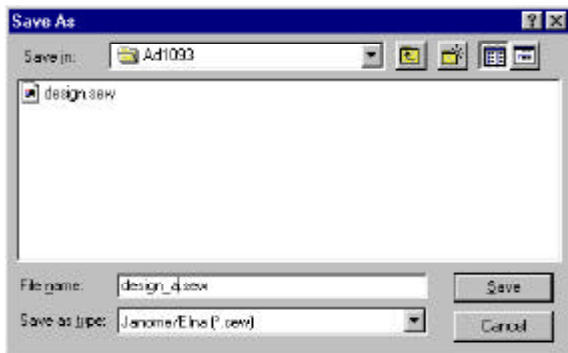
Figure DM-2

"Save As" box in Figure DM-2, displays several
items:

To the right of "Save in" at the top, you will see AD1093. This represents the folder or sub-directory the <u>O</u>pen command is looking in.

Figure DM-2a

Look <u>i</u>n:	📁 Ad1093	▼

Click on the arrow to show the list of sub-directories as shown in Figure DM-2b.

Figure DM-2b

 Click on the "Up One Level" icon to take you one directory up. (In Figure DM-2b, it will take you to the "Gn" directory.)

 Click on the "Create New Folder" icon, to make a new directory.

 Click on the "List" icon, to change the view of your files. (Figure DM-2c.)

Figure DM-2c

 Click on the "Details" icon, to change the view of your files. (Figure DM-2d.)

Figure DM-2d

Name	Size	Type	Modified
design.sew	26KB	SEW File	9/21/99
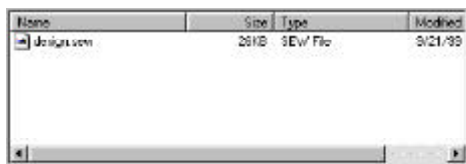
Type the name of the design in "File name" as shown in figure DM-2e.

Figure DM-2e

File name: [   ]

To the right of "Save as type" you can choose what type of embroidery format you wish save to.

Figure DM-2f

Save as type: Janome/Elna (*.sew) ▼

There are multiple file formats you may select from when saving a file:

HUS: Viking DOS Customizer/ Customizer 95 (*.hus) Split at 12 colors (unless you change system preferences for Viking)

CSD: Toyota Poem/Singer EU/DOS HuskyGram (*.csd)

PES: Baby Lock/Berina Deco /Brother/Simplicity (*.pes, *.pec)

SEW: Janome Scan-n-Sew PC/Elna Envision Scan PC (*.sew)

PCS: Pfaff PC-Designer V2.0 & V2.1 PC (*.pcs)
Split at 16 colors (unless you change
system preferences for Viking)

PCM: Pfaff Macintosh (*.pcm)

XXX: Singer PSW (*.xxx)

EXP: DOS expanded (*.exp)

DST: Tajima (*.dst)

JEF: Janome (*.jef)

⎡ <u>S</u>ave ⎤ After typing the name of the design in
"File <u>n</u>ame" (Figure DM-2e), click on the "<u>S</u>ave"
button and the design will be saved to the destina-
tion set in Figure DM-2a.
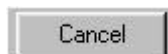
⎡ Cancel ⎤ Click on the "**Cancel**" button, to
cancel the Save As command.

🖨 Print (Ctrl+P)
Click "<u>P</u>rint" to print a copy of your design to a
piece of paper.

Not only will the design print out, but it will also
show the file name of the design, the size, number
of stitches and how many colors.
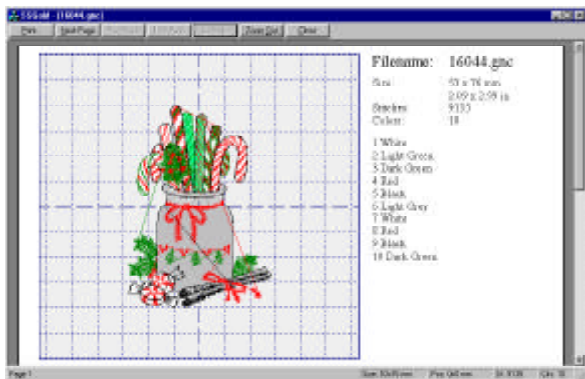
Print Pre<u>v</u>iew
Click on "Print Pre<u>v</u>iew" to display how the printed
page will appear.

Figure DM-3
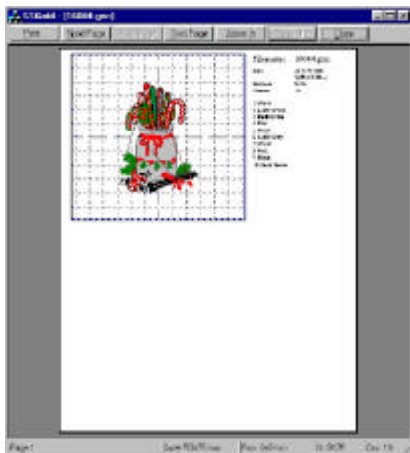
When viewing the "Print Pre<u>v</u>iew" screen, there
are many things to note (Figure DM-3a):

Figure DM-3a

On the right side of the screen (Figure DM-3a), the File name, size of design in millimeters and inches, stitch count, number of colors and instructions of what colors to sew out (and in what order) is displayed.

Print...   The "Print" button will print the instruction sheet to your printer.

Next Page   Prev Page   The "Next Page" button will display the instructions from the second page. The "Prev Page" will take you back to the previous page, if applicable.
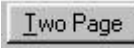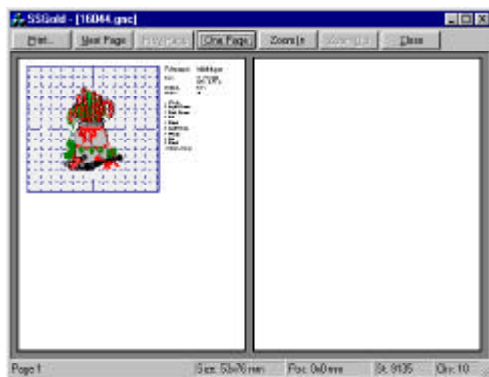
Two Page   Click the "Two Page" button to show a preview of both pages as shown in Figure DM-3b.

Figure DM-3b

[One Page] Click the "One Page" button to bring the Print Preview screen back to one page as shown in Figure DM-3c.

Figure DM-3c

[Zoom In] Click the "Zoom In" button to zoom in as shown in Figure DM-3a.

[Zoom Out] Click the "Zoom Out" button to zoom out as shown in Figure DM-3c.

[Close] Click the "Close" button to close the Print Preview screen.

Print Setup

Click on "Print Setup" to bring up the dialog box as shown in Figure DM-4.

Figure DM-4

You will be able to change the type of printer, properties, paper size and orientation within print setup.

Recent File
This will open the most recent file used with Click n Stitch.

Exit
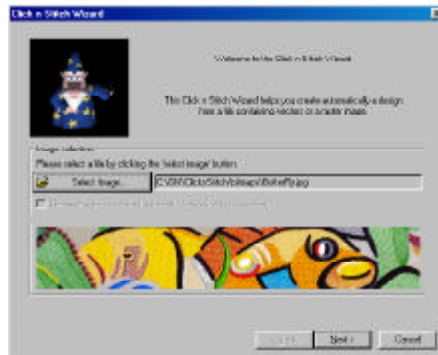Click on "Exit" to close Click n Stitch.

If you have not saved your work, you will be asked to do so.

AutoDigitize

Click on "AutoDigitize" to start Click n Stitches auto digitizing wizard as shown in Figure DM-5.

Figure DM-5

Click n Stitch Wizard

The Click n Stitch Wizard is the first of 5 features within the auto digitizing wizard. In the first feature, "Click n Stitch Wizard", you select the image you wish to use.
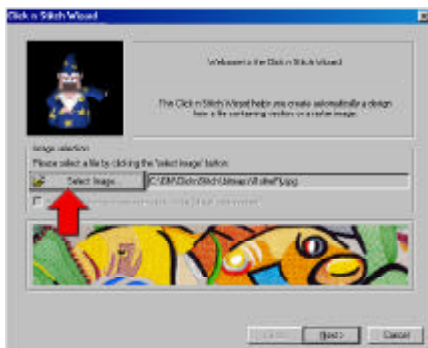
Figure DM-6

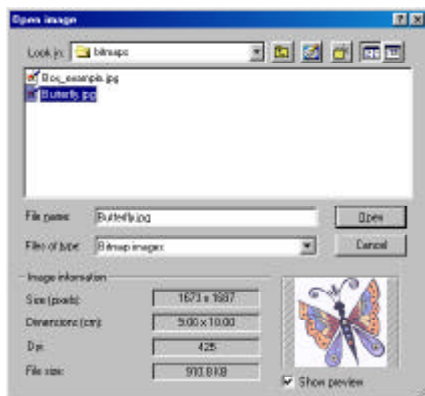To select an image, click on "Select Image" as shown in Figure DM-6.

Figure DM-7

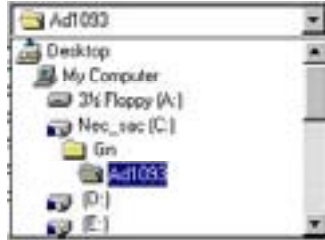After selecting "Select Image" a dialog box will appear as shown in Figure DM-7.

Installation

Introduction

Quick Start

General Info.

Drop-Downs

Toolbars

There are many diffent features with in this dialog box to be aware of:

Figure DM-7a

Look in: 🔲 Ad1093 ▼

Click on the arrow to the right to see the list of sub-directories as shown in Figure DM-7b.

Figure DM-7b

Technical Stuff 🞋 Click on the "Up One Level" icon to take you one directory up. (In Figure DM-7b, it will take you to the "Gn" directory.)

Technical Stuff 🞋 Click on the "View Desktop" icon to take you to your desktop.

Technical Stuff 🞋 Click on the "Create New Folder" icon, to make a new directory.

Click on the "List" icon, to change the view of your files (Figure DM-7c.)

Figure DM-7c

Click on the "Details" icon, to change the view of your files (Figure DM-7d.)

Figure DM-7d

Type the name of the design in "File Name" as shown in figure DM-7e.

Figure DM-7e   File name:

To the right of "Files of type" you can choose what type of art format you wish to save to.

Figure DM-7f   Files of type: Bitmap images

There are multiple file formats you may select from when selecting a file:

Bitmap Images

Select this to show all bitmap files within a directory.

Vector Images

Select this to show all vector files within a directory.

AI

An "AI" file is an Adobe Illustrator image.

ESP

An "ESP" file is a postscript image.

CDR and CMX

> A "CDR" and "CMX" file is a Corel Draw 5 image.

Warning

When using a Corel Draw file, it is important to know that only Corel Draw 5 files can be used. If you are using Corel Draw 6, or higher, you can save your Corel files to version 5. For more information refer to your Corel documentation.

EMF and WMF

> A "EMF and WMF" file is a Windows Metafiles.

BMP

> A "BMP" file is a Windows bitmap image.

JPG

> A "JPG" file is a JPEG image.

TIF

> A "TIF" file is a TIF image.

PCX

> A "PCX" file is a PCX image.

MAC

> A "MAC" file is a Macintosh image.

PCD

> A "PCD" file is a PhotoCD image.

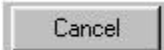### PCT

> A "PCT" file is a Pict image.

TGA

> A "TGA" file is a Targa image.

Figure DM-7g

The image information box gives you useful information on the size of the image in pixels, dimensions in centimeters, Dots Per Inch, File size and a preview window to view the image before selecting it, as shown in Figure DM-7g.

Open After selecting image, click on "Open" to bring image into the Click n Stitch Wizard.

Cancel Click on the "**Cancel**" button, to cancel the "Select Image" command.

After selecting your image and clicking on "Open", the path will appear to the left of "Select Image" button as shown in Figure DM-8.

Figure DM-8
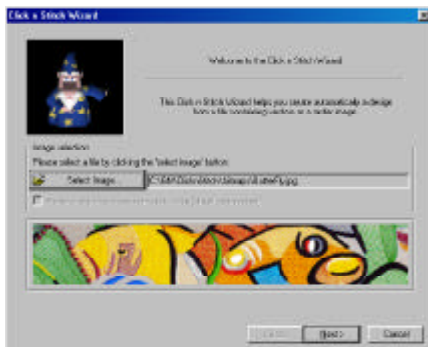
You will find three buttons at the bottom of each Click n Stitch Wizard page: **Back**, **Next**, and **Cancel**.

< Back   Clicking on the "Back" button will take you to the previous Click n Stitch Wizard page.

Next >   Clicking on the "Next" button will take you to the next Click n Stitch Wizard page.

Cancel   Click on the "**Cancel**" button to cancel and exit the Click n Stitch Wizard.

Image Transformations
In the second feature, you will find "Image Transformations". This feature allows minor editing to the picture file.
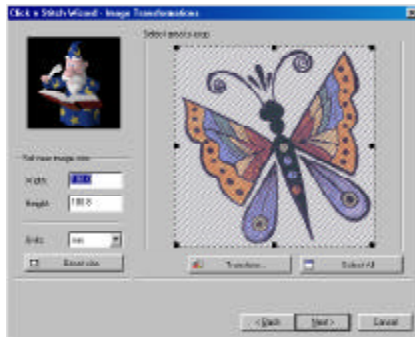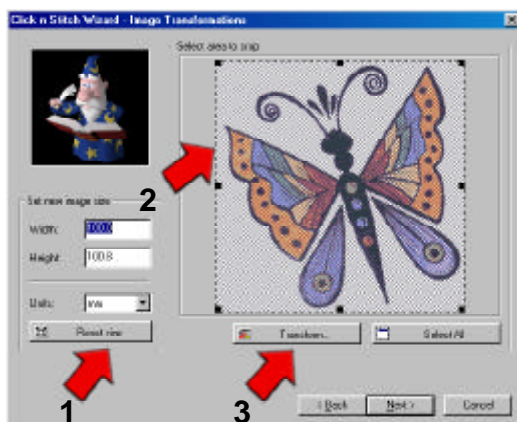

Figure DM-9

There are 3 main parts to Image Transformations.

1.   Set New Image Size.
2.   Select Area to Crop.
3.   Transform.
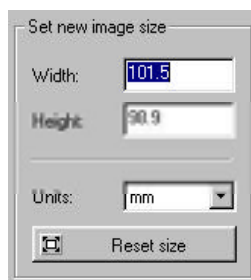
Figure DM-10

Set New Image Size

In "Set New Image Size", the size will be set to the size of the picture as default. You can change the width or height of the image at this point.
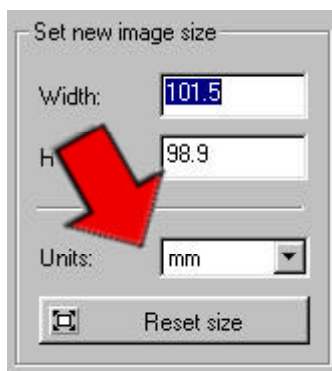
Remember

Whatever the width and height is set for, the image will be the width and height of the finished embroidery.
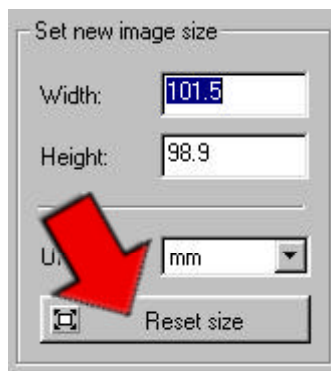
Figure DM-11

You can set the width and height by millimeters, centimeters or inches, by selecting it in the "Units" as shown in Figure DM-12.

Figure DM-12

To get the size of the image back to it's original image size, click on "Reset Size" as shown in Figure DM-13.

Figure DM-13

Installation

Introduction

Quick Start

General Info.

Drop-Downs

Toolbars

Select area to Crop

In "Select area to crop", the size will be set to the size of the picture as default. You can change the width or height of the image at this point. You can select from any one of the eight small squares to resize the cropped area.

Figure DM-14

Click and on hold the left mouse button down on the bottom corner as shown in Figure DM-14.

Figure DM-14a

Drag the mouse to the top left as shown in Figure DM-14a.

Figure DM-14b

After dragging to the bottom left corner, click and hold the left mouse button down in the middle of the image box and aline the selected area, as shown in Figure DM-14b.

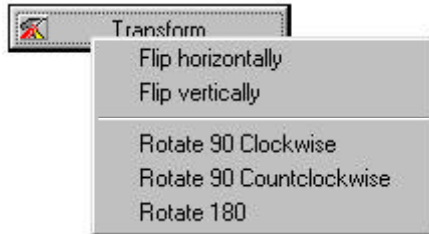To reset cropping area, click on **Select All** as shown in Figure DM-14c.

Figure DM-14c

Select All

Transform
Click on "Transform" and you can rotate the image 90 degrees clockwise, counterclockwise or 180 degrees as shown in Figure DM-15.

Figure DM-15

Transform
Flip horizontally
Flip vertically

Rotate 90 Clockwise
Rotate 90 Countclockwise
Rotate 180

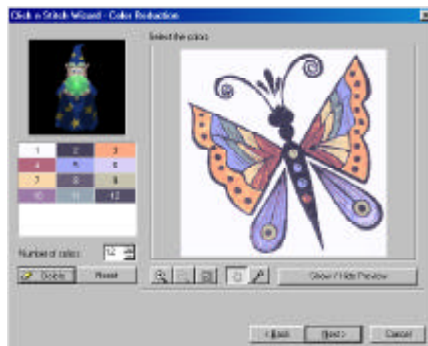### Color Reduction
In the third feature, you will find "Color Reduction". This feature allows you to reduce and rearrange the color sequencing within the bit-image file.

Figure DM-16

Installation

Introduction

Quick Start

General Info.

Drop-Downs

Toolbars

Color Reduction

In "Color Reduction", click on the color to be deleted as shown in Figure DM-17.
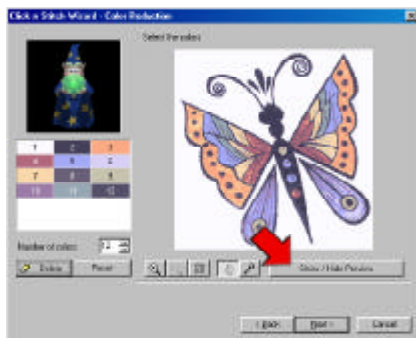
Figure DM-17

Click on **Delete** as shown in Figure DM-17a.
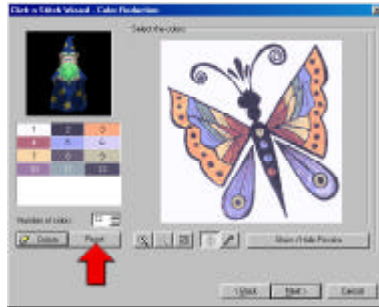
Figure DM-17a

To view color changes within the bit-image design, click on "Show / Hide Preview" as shown in Figure DM-17b.

Figure DM-17b

To reset your colors to the bit-image default, click on "**Reset**" as shown in Figure DM-18.

Figure DM-18

Arrange Colors

There are several ways to have the wizard generate stitches. (These are explained more in step 5.) One of the functions is called "By Color". You have control over what color will sew first, second, third and so on. This function is done by selecting and holding down the left mouse button on the color as shown in Figure DM-19.

Figure DM-19
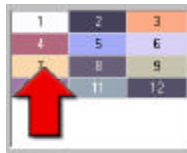
Drag the color to the desired place in order you want it to sew, as shown in Figure DM-19a.

Figure DM-19a
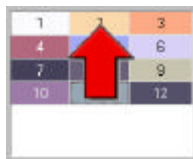
Note how the colors yellow and orange have switched places.

Tip

This function if very useful if you want the outline color to sew last.

Click on the "Zoom In" icon, to make the image larger.

Click on the "Zoom Out" icon, to make the image smaller.

Click on the "Zoom to Fit" icon, to make the image fit the picture window.

Click on the "Hand Tool" icon, to move the image when zoomed in.

Click on the "Add new color to pallet" icon, to add a color back if deleted.

Vectorize

In the fourth feature, you will find "Vectorize". This feature will convert the bit-image file to a vector file.

Figure DM-20
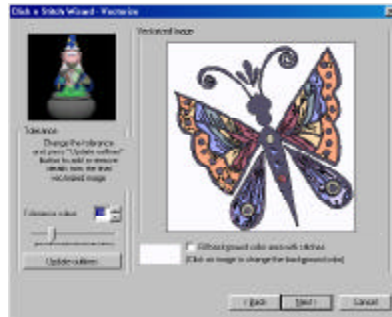
Tolerance

Changing the tolerance of the image is a simple matter of moving the scroll bar to the left or right and clicking on "Update outlines" as shown in Figure DM-21.

Figure DM-21

The smaller the number, the more detail there will be within the finished embroidery. The larger the number, the less detail.

Tip

Vectorized Image

The result will be seen in the "Vectorized Image" window, when using the Tolerance function as shown in Figure DM-22.

Figure DM-22

Clicking on one of the colors within the image will set that color to the background color.

The background color will not sew unless you select "Fill background color area with stitches".

Warning

If you do not want the background to sew, make sure the correct color is selected for the background before proceeding.

Warning

Remember, any part of the design that is the same color as the background will not convert to stitches.

Judgement

In the fifth feature, you will find "Judgement". This feature allows you to chose options that relate to your embroidery and how it will sew.

Figure DM-23
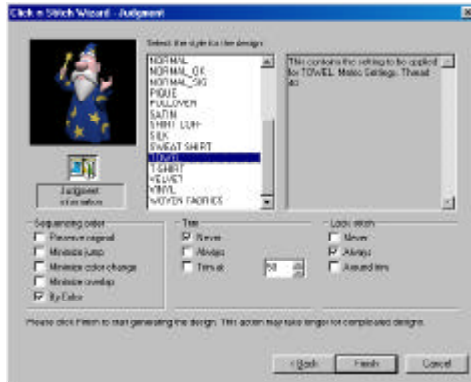
Sequencing order

In Sequencing order, you have five options to choose from. (see figure DM-24)

Figure DM-24

Sequencing order
- [ ] Preserve original
- [ ] Minimize jump
- [ ] Minimize color change
- [ ] Minimize overlap
- [x] By Color

Preserve original will preserve the original bit image as close as possible.

When using "Preserve original", the wizard will generate the stitches with many jumps and color changes.

Minimize jump will preserve the original bit image with as few jumps as possible.

Minimize color change will preserve the original bit image with as few color changes as possible.

Minimize overlap will preserve the original bit image with as few overlaps as possible.

Warning

"Minimize overlap" works much like "Preserve original", the wizard will generate the stitches with as many jumps and color changes as needed, but will minimize the overlaps.

By Color will preserve the original bit image with as few color changes as possible.

Remember

"By color" works much like "Minimize color change" and is the wizard's default setting when using the "Judgement" function.

Time Saving

The main difference is that it works inconjunction with "Color Reduction / Arrange Colors" (see Figure DM-19) to choose what color sews first, second, third and so on. This is can be very useful. For example: You need the outline of the design to sew last, but it's the third color in the bit-image file. By using "Color Reduction / Arrange Colors", you can arrange the colors to the desired order and choose "Judgement / By Color". This will ensure that the outline will sew last.

Trim

Sewing machine's with trimmer's can take advantage of this feature as shown in Figure DM-25.

Figure DM-25
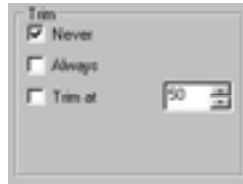
Never is the default setting for "Trim". When this is selected, the wizard will not add any commands to do with trimming.

Always is used when you wish to add trim commands to all parts of your embroidery file.

Warning

If your embroidery machine and/or embroidery format does not support trims, do not select "Always". Use the default setting of "Never".

Trim at is used when you want to add trim commands but only when the stitch length exceeds a set distance in tenths of millimeters. Figure DM-25, there is a box to the right of "Trim at" that equals 50. This means add a trim every 50 tenths of a millimeter (or 5 millimeters).
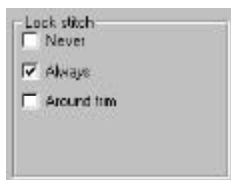
Warning

If your embroidery machine and / or embroidery format does not support trims, do not select "Trim at". Use the default setting of "Never".

Lock stitch

Sewing machine's with trimmers can take advantage of this feature as shown in Figure DM-26.

Figure DM-26

Never When this is selected, the wizard will not add lock stitches to any part of your design.

Always is the default setting for "Lock stitch". When this is selected, the wizard will add lock stitches to any part of the design, before and after a color change.

Around trim is used when you want to add a lock down around a trim only.
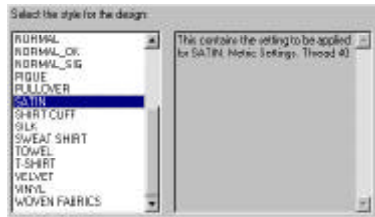
Warning

If your embroidery machine and / or embroidery format does not support trims, do not select "Around trim". Use the default setting of "Always".

Style

The "Select the style for the design" option is a very important feature. In this feature, you select the type of garment you wish to sew your embroidery on and the wizard will add the correct stitch length, density and underlay.

Figure DM-27

There are 24 different styles to choose from. Depending on what kind of bit-image used, the stitch count will change. But, for this example we used a 4 x 4 inch design and the chart below shows a breakdown of what happened in each style.

Settings	Under Sewing	Type of Under Sewing	Stitch Count
Baby Blanket	Yes	Max-Grid	12,214
Canvas	Yes	Max-Grid	10,564
Cap	No		7,801
Dog Collar	No		6,692
Fake Fur	Yes	Max-Grid	12,150
Fleece	Yes	Minimal	10,310
Jeans	Yes	Normal Diagonal	10,611
Leather	No		7,883
Lycra	Yes	Normal Diagonal	10,430
Normal	No		7,801
Normal-OK	No		7,883
Normal-SIG	No		7,801
Pique	Yes	Above Normal - Diagonal	11,753
Pullover	Yes	Max-Grid	11,085
Satin	Yes	Very Light	8,627
Shirt Cuff	No		7,801
Silk	Yes	Very Light	8,743
Sweat Shirt	Yes	Normal Diagonal	9,692
Towel	Yes	Max-Grid & Density	13,667
Velvet	Yes	Normal Diagonal	12,229
Vinyl	No		6,576
Woven Fabrics	Yes	Normal - Large Diagonal	10,462
T-Shirt	Yes	Normal Diagonal	9,692

Finish   Click on "**Finish**" and this will start the conversion to embroidery. Once finished, the embroidery design will appear on the screen.

Depending on the bit-image file and the speed of your computer, the conversion from image to embroidery may take some time. (In some cases, as long as five minutes.)

Warning

VIEW

Toolbar

Figure DM-28

(Top of Screen)

Click on "Toolbar" to add or remove the toolbar options from the screen. This is denoted as a check mark. If there's no check mark, the function is turned off. If you see the check mark, the function is on.

The "Toolbar" is the row of icons found at the top of the screen. As a default, they are always selected "ON".

Status Bar

Figure DM-29 | Idle | St: 434 | Chr: 2 | Sz: 7.6x10.6 mm | Pos: 0.3x0.3 mm |

(Bottom of Screen)

Click on "Status Bar" to add or remove the "Status Bar" options from the screen. This is denoted as a check mark. If there's no check mark, the function is turned off. If you see the check mark, the function is on.

The "Status Bar" is the row of icons found on the bottom/left side of the active screen. As a default, they are always "ON".

OPTIONS

□ Hoop Size

Click on "Hoop Size" to bring up a dialog box where you can choose the machine and hoop size for the design to be used as shown in Figure DM-30.

Figure DM-30

For example, you could choose Pfaff - large or Pfaff - small. The workspace grid will shrink or enlarge to show the workable area available for that particular machine and size.

When looking at the work space grid, it's important to note that each square of the grid equals 10 millimeters by 10 millimeters. (10mm X 10mm) This is where all the designs you open are displayed. The size of the grid shows the "usable" area for a specific hoop size. Your design must fit within this grid, which is the single sewing field for

your machine. Design will not fit for a multi posi-
tion hoop. If you prefer to measure in inches, it
might be a little confusing to think in millimeters.
There is a very easy way to convert millimeters to
inches.   Here's how: exact measurement of an
inch is 25.4 mm. What you do is think of an inch
as equaling a quarter or two-bits then drop the
.4mm. So, one dollar (100mm) equals four quar-
ters which means four inches.

Preferences
Click on "Preferences" to bring up the dialog box
in Figure DM-31.

Figure DM-31a

In Figure DM-31a you will find several options to
choose from. Make your selection based on what
kind of sewing machine you have and what you
want the software to do.

Figure DM-31b

For Viking/Husqavarna
☑ Split at 12 Color Changes

Figure DM-31b is the setting for Viking/Husqvarna
machines. This option will split the design at every
12th color change.

When a design is split, the file will be renamed with an A, B, C etc. at the end of the file. For example, if you have a design named 16044.GNC and this design has 13 color changes, the file will be saved as 16044_A.HUS and 16044_B.HUS.

Figure DM-31c

For Janome/New Home/Elna
☐ Scan-n-Sew PC v1.x
☐ DreamVision/Customizer 2000

Figure DM-31c shows the setting for Janome/New Home/Elna software. This will ensure that when you save to SEW it will be compatible with Scan-n-Sew PC V1.x. The Dream Vision/Customizer 2000, when selected, will enable 78 colors for Janome/New Home/Elna in your color pallette.

Figure DM-31d

For Pfaff PCS
☑ 100% Pfaff PCS Compatible
☑ Split at 16 Colors

Figure DM-31d shows the setting for Pfaff PCS. The first option will make your PCS files 100% Pfaff PCS compatible. The second option will split the design at every 16th color change.

When a design is split, the file will be renamed with an A, B, C etc. at the end of the file. For example, if you have a design named 16044.GNC and this design has 18 color changes, the file will be saved as 16044_A.PCS and 16044_B.PCS.

OK   Click **OK** to set your preferences.

Cancel   Click **Cancel** to close the dialog
box preferences without making any changes to
the software.

Digitizing Parameters
Click on "Digitizing Parameters" to bring up the
dialog box as shown in Figure DM-32.

Figure DM-32

The "Digitizing Parameters" allows you to fine tune
your embroidery prior to converting the bit-image
file to embroidery. This function is mainly used
when you run into push and pull problems (holes
and/or gapping) within your design.

*This only works **prior** to using the
"AutoDigitize". All settings must be set first
and then you can convert your bit-image to
embroidery.*

Warning

In the following examples, we will be using a simple 2-color diamond shaped image. This image will best demonstrate the results you might get, depending on the image you use.

This function is not needed for most of the images you might use, but we felt it was important to give you as much flexibility as possible.

Example 1: No Changes
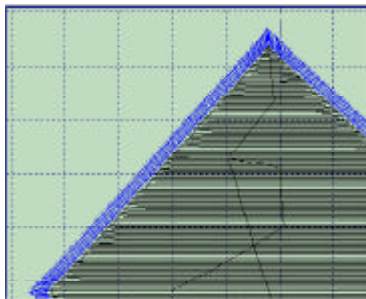In this example, there will be no changes made in "Digitizing Parameters" after running your bit-image file through"AutoDigitize".

Figure DM-33

Stitch count 5,386

Notice the direction of the fill, left and right. The filled area comes right up to the edge of the satin stitch as shown in Figure DM-33.
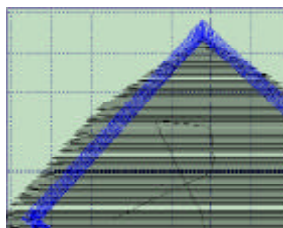
Example 2: Pull Compensation

In this example , we will make changes to the Pull compensation from "None" to "Percentage" with a Value (%) of 130 and Max Range of 100 as shown in Figure DM-34.

Figure DM-34

Click **OK** and run the bit-image file through "AutoDigitize".

Figure DM-35

Stitch count 6,796

Notice the direction of the fill, left and right. The filled area moves pass the edge of the satin stitch as shown in Figure DM-35.

This normally is not the desired affect, but it demonstrates how the "Percentage" function works.

By placing 130 in "Value (%)", you're telling the software to add 30% more width to every embroidery line.

By placing 100 in "Max. Range", you're telling the software to add the "Value (%)" but DO NOT exceed 100 tenths of a millimeter or (10mm).
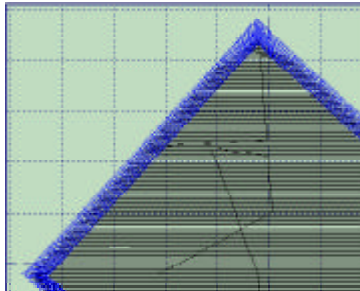
Now change the "Max. Range" to 30 as shown in Figure DM-36.

Figure DM-36

Click **OK** and run the bit-image file through the "AutoDigitize" again.

Figure DM-37

Stitch count 5,875

Notice how the fill comes to the outer edge of the satin stitch, but does not exceed the outer edge as shown in Figure DM-37.

This can be very useful if a design has holes or is missing stitches due to push and pull of the material.

Example 3: Pull Compensation

In this example, we will make changes to the Pull compensation from "None" to "Absolute" with a Value (0) of 50 as shown in Figure DM-38.
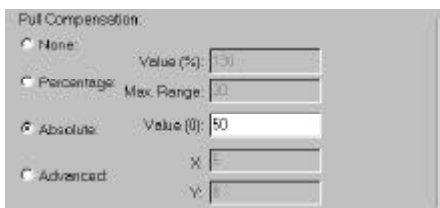
Figure DM-38

Click **OK** and run the bit-image file through "AutoDigitize".
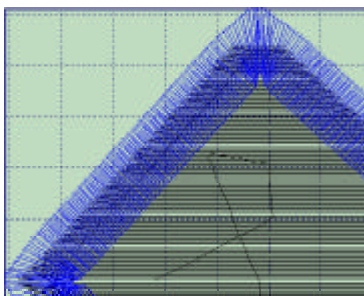
Figure DM-39

Stitch count 6,285

Notice the change in the width of the satins and fill as shown in Figure DM-39.

By placing 50 in "Value (0)", you're telling the software to add 50 tenths of a millimeter or (50mm) to all satin stitches and all fill stitches by "X" (width) and "Y" (height).
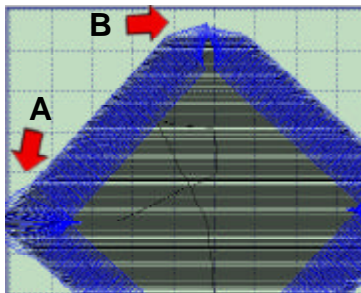
Example 4: Pull Compensation
In this example, we will make changes to the Pull compensation from "None" to "Advanced" with a X: of 100 and Y: 0 as shown in Figure DM-40.

Figure DM-40

Click **OK** and run the bit-image file through "AutoDigitize".

Figure DM-41

Stitch count 7,179

Notice the change in the width of the satins as shown in Figure DM-41.

By placing 100 in "X", and 0 in "Y", you're telling the software to add 100 tenths of a millimeter or (10mm) to all satin stitches and all fill stitches that sew on the "X" axis (Figure DM-41 A) and add nothing extra to the "Y" axis (Figure DM-41 B).

Example 5: Pull Compensation

In this example, we will make changes to the Pull compensation from "None" to "Advanced" with a X: of 0 and Y: of 100 as shown in Figure DM-42.
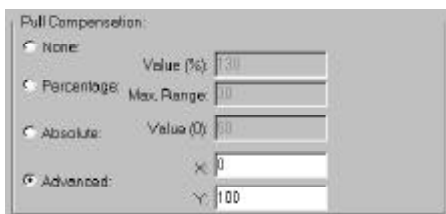
Figure DM-42

Click **OK** and run the bit-image file through "AutoDigitize".
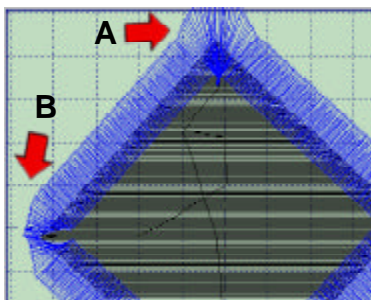
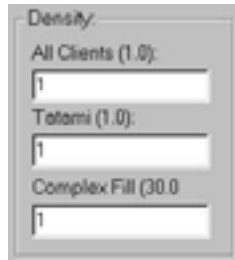Figure DM-43

Stitch count 5,432

Notice the change in the width of satins as shown in Figure DM-43.

By placing 100 in "Y", and 0 in "X", you're telling the software to add 100 tenths of a millimeter or (10mm) to all satin stitches and all fill stitches that sew on the "Y" axis (Figure DM-43 A) and add nothing extra to the "X" axis (Figure DM-43 B).

Density

"Density" gives you the ability to increase or decrease stitches within a design.

Figure DM-44

(1) is the default setting for All Clients, Tatami, and Complex Fill as shown in Figure DM-44.

All Clients is the setting to use if you want to change the Tatami and Complex Fills throughout the entire design. Making the number larger (1.5 or 2.0), will loosen the density within the design, whereby decreasing the stitch count.

Tatami is the setting to use if you want to change column/satin stitches throughout the entire design. Making the number larger (1.5 or 2.0), will loosen the density within the design, whereby decreasing the stitch count.

Complex Fill is the setting to use if you want to change the fill stitches throughout the entire design. Making the number larger (1.5 or 2.0) will loosen the density within the design, whereby decreasing the stitch count.

Run Stitch Length

"Run Stitch Length" gives you the ability to increase or decrease stitches within a design.

Figure DM-45

Run Stitch Length:
30

30 tenths of a millimeter or (3mm) is the default setting for "Run Stitch Length" as shown in Figure DM-45.

If you increase the number to 60, for example, then all running stitches within your design will be at 6mm, making them longer and using less stitches.

Scale

"Scale" gives you the ability to set the scale of the finished embroidery depending on your bit-image file.

Figure DM-46

Scale:
1

(1) is the default setting for "Scale" as shown in Figure DM-46.

Using our diamond shaped bit-image as example, the diamond is 92 x 93mm and if the "Scale" is set to 1, the diamond will be converted to 92 x 93mm with 5,386 stitches. But, if the "Scale" is changed to 2, the diamond will be converted to 184 x 186mm with 18,082 stitches.
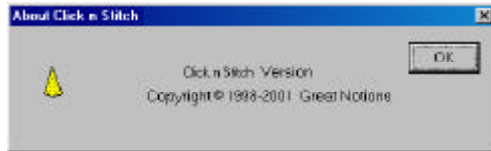
HELP

Help Topic
Click on "Help Topic" to display the user manual in PDF format.

About Click n Stitch
Click on "About Click n Stitch" to display the Version number as shown in Figure DM-47.

Figure DM-47

Toolbars

· ·

Items found in this Section:

This section describes how to use the toolbar as shown in Figure TB-1

Main Menu Toolbar

Figure TB-1

(Top of Screen)

"Those who write as they speak,
even though they speak well, write badly."
— Comte de Buffon

Save (Ctrl+S)

Click on "Save" to save changes to an existing file. The Save command saves your document under the same name, replacing the previous version. When you finish using Click n Stitch, save your work before closing it.

Tip

You should periodically save while you work, so that you don't lose your work in the event of a power interruption or hardware failure.

Print (Ctrl+P)

Click "Print" to print a copy of your design to a piece of paper.

Not only will the design print out, but it will also show the file name of the design, the size, number of stitches and how many colors.

Hoop Size

Click on "Hoop Size" to bring up a dialog box where you can choose the machine and hoop size for the design to be used as shown in Figure TB-2.

Figure TB-2

AutoDigitize

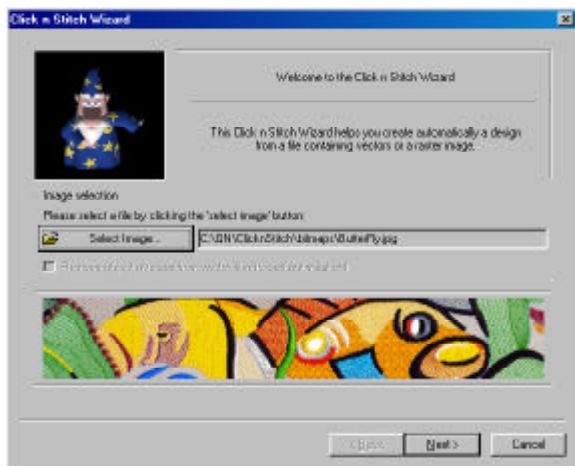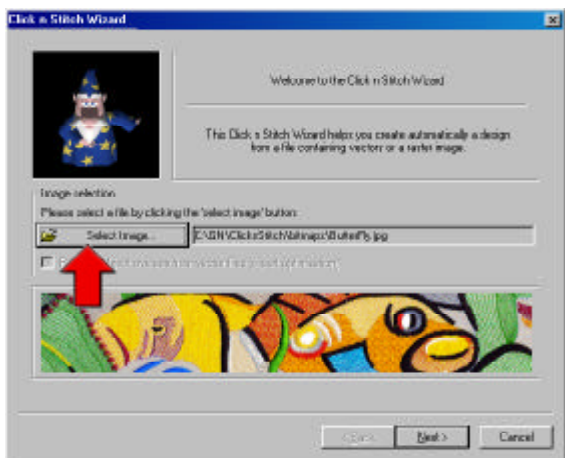Click on "AutoDigitize" to start Click n Stitches auto digitizing wizard as shown in Figure TB-2.
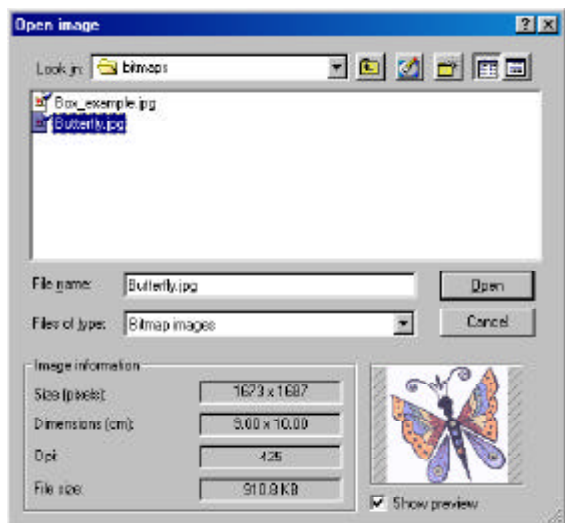
Figure TB-2

Click n Stitch Wizard

The Click n Stitch Wizard is the first of 5 features within the auto digitizing wizard. In the first feature, "Click n Stitch Wizard", you select the image you wish to use.

Figure TB-3

To select an image, click on "Select Image" as shown in Figure TB-3.

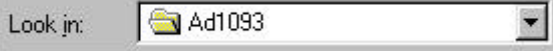

Figure TB-4

After clicking on "Select Image" a dialog box will appear as shown in Figure TB-4.

There are many diffent features with in this dialog box to be aware of:

Figure TB-5   Look in: Ad1093   ▼

Click on the arrow to the right to see the list of sub-directories as shown in Figure TB-6.

Figure TB-6

Technical Stuff

📁 Click on the "Up One Level" icon to take you one directory up. (In Figure TB-6, it will take you to the "Gn" directory.)

Technical Stuff

📝 Click on the "View Desktop" icon to take you to your desktop.

Technical Stuff

📁 Click on the "Create New Folder" icon, to make a new directory.

▦ Click on the "List" icon, to change the view of your files (Figure TB-7.)

Figure TB-7

 Click on the "Details" icon, to change the view of your files (Figure TB-7a).

Figure TB-7a

Type the name of the design in "File Name" as shown in figure TB-7b.

Figure TB-7b

File name:

To the right of "Files of type" you can choose what type of art files you wish save to.

Figure TB-7c   Files of type: Bitmap images

These are the file formats you may select from when selecting a file:

Bitmap Images

> Select this to show all bitmap files within a directory.

Vector Images

> Select this to show all vector files within a directory.

AI

> An "AI" file is a Adobe Illustrator image.

ESP

> An "ESP" file is a postscript image.

CDR and CMX

A "CDR" and "CMX" file is a Corel Draw 5 image.

Warning

When using a Corel Draw file, it is important to know that only Corel Draw 5 files can be used. If you are using Corel Draw 6, or higher, you can save your Corel files to version 5. For more information refer to your Corel documentation.

EMF and WMF

A "EMF and WMF" file is a Windows Metafiles.

BMP

A "BMP" file is a Windows bitmap image.

JPG

A "JPG" file is a JPEG image.

TIF

A "TIF" file is a TIF image.

PCX

A "PCX" file is a PCX image.

MAC

A "MAC" file is a Macintosh image.

PCD

A "PCD" file is a PhotoCD image.

PCT

A "PCT" file is a Pict image.

TGA

A "TGA" file is a Targa image.

Figure TB-7d

Image information	
Size (pixels)	1673 x 1687
Dimensions (cm)	9.00 x 10.00
Dpi	425
File size:	910.8 KB

☑ Show preview

The image information box gives you useful infor-
mation on the size of the image in pixels, dimen-
sions in centimeters, Dots Per Inch, File size and a
preview window to view the image before select-
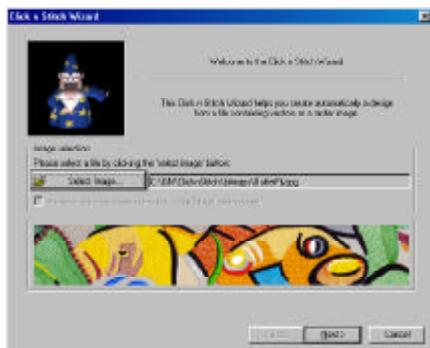ing it, as shown in Figure TB-7d .

Open After selecting image, click on "Open"
to bring image into the Click n Stitch Wizard.

Cancel Click on the "**Cancel**" button, to
cancel the "Select Image" command.

After selecting your image and clicking on "Open",
the path will appear to the left of "Select Image"
button as shown in Figure TB-8.

Figure TB-8

You will find three buttons at the bottom of each Click n Stitch Wizard page: **Back**, **Next**, and **Cancel**.

< Back Clicking on the "Back" button will take you to the previous Click n Stitch Wizard page.

Next > Clicking on the "Next" button will take you to the next Click n Stitch Wizard page.

Cancel Click on the "**Cancel**" button to cancel and exit the Click n Stitch Wizard.

Image Transformations
In the second feature, you will find "Image Transformations". This feature allows minor editing to the picture file.
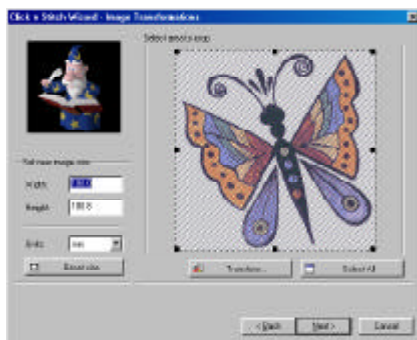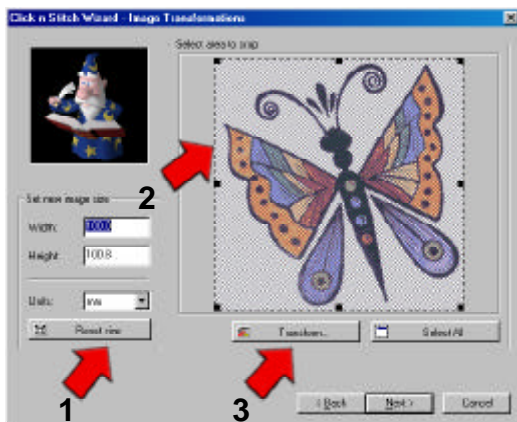

Figure TB-9

There are 3 main parts to Image Transformations.
1. Set New Image Size.
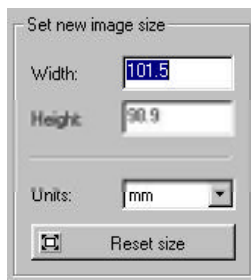2. Select Area to Crop.
3. Transform.

Figure TB-10

Set New Image Size

In "Set New Image Size", the size will be set to the size of the picture as default. You can change the width or height of the image at this point.
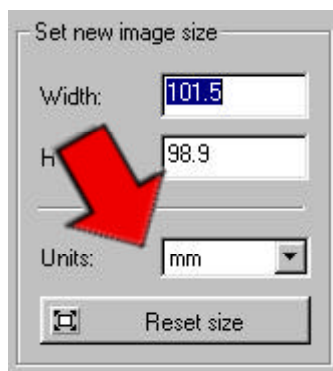
Whatever the width and height is set for the image will be the width and height of the finished embroidery.
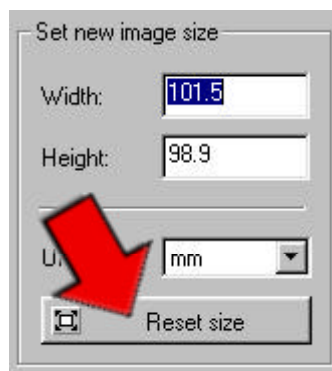
Figure TB-11

You can set the width and height by millimeters, centimeters or inches, by selecting it in the "Units" as shown in Figure TB-12.

Figure TB-12

To get the size of the image back to it's original size, click on "Reset Size" as shown in Figure TB-13.

Figure TB-13

Select area to Crop

In "Select area to crop", the size will be set to the size of the picture as default. You can change the width or height of the image at this point. You can select from any one of the eight small squares to resize the cropped area.

Figure TB-14

Click and on hold the left mouse button down on the bottom corner as shown in Figure TB-14.

Figure TB-14a

Drag the mouse to the top left as shown in Figure TB-14a.

Figure TB-14b

After dragging to the bottom left corner, click and hold the left mouse button down in the middle of the image box and aline the selected area, as shown in Figure DM-TBb.

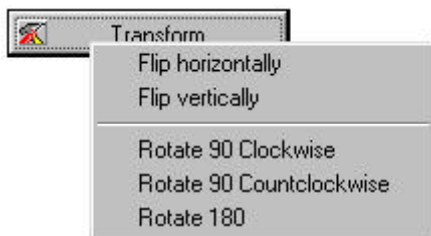To reset cropping area, click on **Select All** as shown in Figure TB-14c.

Figure TB-14c

 Select All

Transform
Click on "Transform" and you can rotate the image 90 degrees clockwise, counterclockwise or 180 degrees as shown in Figure DM-15.

Figure TB-15

Transform
Flip horizontally
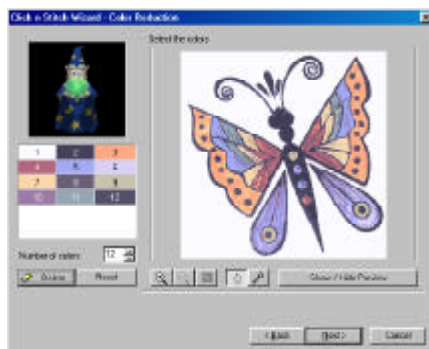Flip vertically

Rotate 90 Clockwise
Rotate 90 Countclockwise
Rotate 180

Color Reduction
In the third feature, you will find "Color Reduction". This feature allows you to reduce and rearrange the color sequencing within the bit-image file.

Figure TB-16

Color Reduction
In "Color Reduction" click on the color to be deleted as shown in Figure TB-17.
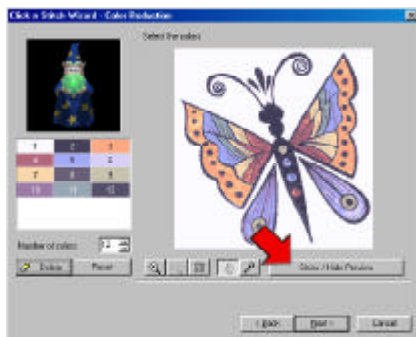
Figure TB-17

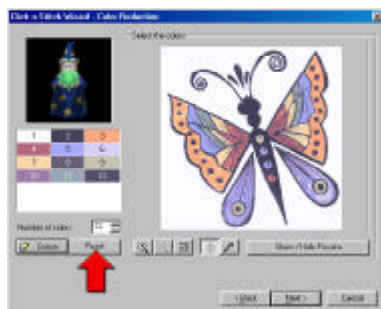Click on **Delete** as shown in Figure TB-17a.

Figure TB-17a

To view color changes within the bit-image design, click on "Show / Hide Preview" as shown in Figure TB-17b.

Figure TB-17b

To reset your colors to the bit-image default click on "**Reset**" as shown in Figure TB-18.

Figure TB-18

Arrange Colors

There are several ways to have the wizard generate stitches. (These are explained more in step 5.) One of the functions is called "By Color". You have control over what color will sew first, second, third and so on. This function is done by selecting and holding down the left mouse button on the color as shown in Figure TB-19.

Figure TB-19

Drag the color to the desired place in order you want it to sew, as shown in Figure TB-19a.

Figure TB-19a
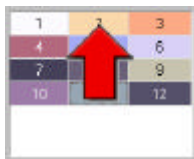
Note how the colors yellow and orange have switched places.

Tip

This function if very useful if you want the outline color to sew last.

Click on the "Zoom In" icon, to make the image larger.

Click on the "Zoom Out" icon, to make the image smaller.

Click on the "Zoom to Fit" icon, to make the image fit the picture window.

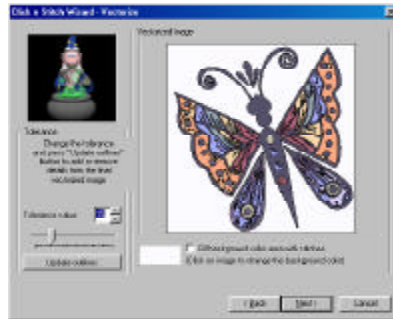Click on the "Hand Tool" icon, to move the image when zoomed in.

Click on the "Add new color to pallet" icon, to add a color back if deleted.

Vectorize

In the fourth feature, you will find "Vectorize". This feature will convert the bit-image file to a vector file.

Figure TB-20

Tolerance

Changing the tolerance of the image is a simple matter of moving the scroll bar to the left or right and clicking on "Update outlines" as shown in Figure TB-21.
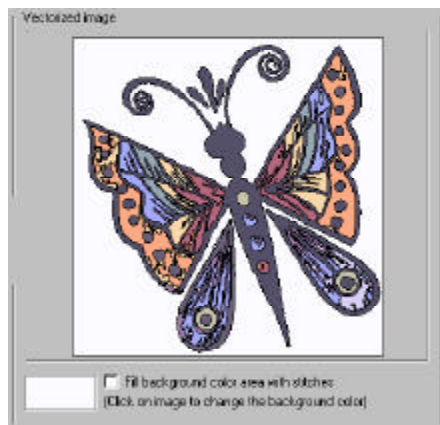

Figure TB-21

The smaller the number, the more detail there will be within the finished embroidery. The larger the number, the less detail.

Vectorized Image

The result will be seen in the "Vectorized Image"
window, when using the Tolerance function
as shown in Figure TB-22.

Figure TB-22

Clicking on one of the colors within the image will
set that color to the background color.

The background color will not sew unless you
select "Fill background color area with stitches".

If you do not want the background to sew, make
sure the correct color is selected for the back-
ground before proceeding.

Remember, any part of the design that is the
same color as the background will not convert
to stitches.

Judgement
In the fifth feature, you will find "Judgement". This feature allows you to chose options that relate to your embroidery and how it will sew.
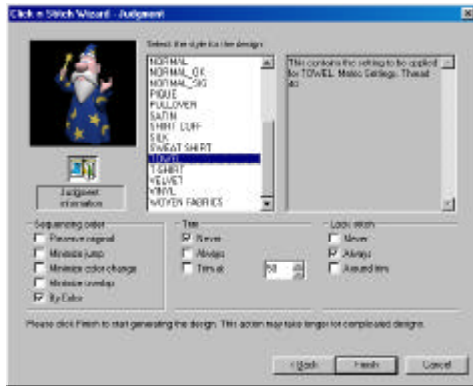
Figure TB-23

Sequencing order
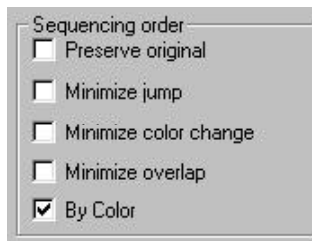In Sequencing order, you have five options to choose from. (see figure TB-24)

Figure TB-24

Preserve original will preserve the original bit image as close as possible.

When using "Preserve original", the wizard will generate the stitches with many jumps and color changes.

Minimize jump will preserve the original bit image with as few jumps as possible.

Minimize color change will preserve the original bit image with as few color changes as possible.

Minimize overlap will preserve the original bit image with as few overlaps as possible.

Warning

"Minimize overlap" works much like "Preserve original", the wizard will generate the stitches with as many jumps and color changes as needed but will minimize the overlaps.

By Color will preserve the original bit image with as few color changes as possible.

Remember

By color works much like "Minimize color change" and is the wizard's default setting when using the "Judgement" function.

Time Saving

The main difference is that it works inconjunction with "Color Reduction / Arrange Colors" (see Figure DM-19) to choose what color sews first, second, third and so on. This is can be very useful. For example: You need the outline of the design to sew last, but it's the third color in the bit-image file. By using "Color Reduction / Arrange Colors", you can arrange the colors to the desired order and choose "Judgement / By Color". This will ensure that the outline will sew last.

Trim

Sewing machine's with trimmer's can take advantage of this feature as shown in Figure TB-25.

Figure TB-25
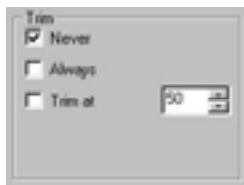
Never is the default setting for "Trim". When this is selected, the wizard will not add any commands to do with trimming.

Always is used when you wish to add trim commands to all parts of your embroidery file.

Warning

If your embroidery machine and/or embroidery format does not support trims, do not select "Always". Use the default setting of "Never".

Trim at is used when you want to add trim commands but only when the stitch length exceeds a set distance in tenths of millimeters. Figure TB-25, there is a box to the right of "Trim at" that equals 50. This means add a trim every 50 tenths of a millimeter (or 5 millimeters).

Warning

If your embroidery machine and / or embroidery format does not support trims, do not select "Trim at". Use the default setting of "Never".

Lock stitch

Sewing machine's with trimmers can take advantage of this feature as shown in Figure TB-26.

Figure TB-26

Never When this is selected, the wizard will not add lock stitches to any part of your design.

Always is the default setting for "Lock stitch". When this is selected, the wizard will add lock stitches to any part of the design, before and after a color change.

Around trim is used when you want to add a lock down around a trim only.

Warning

If your embroidery machine and / or embroidery format does not support trims, do not select "Around trim". Use the default setting of "Always".

Style

The "Select the style for the design" option is a very important feature. In this feature, you select the type of garment you wish to sew your embroidery on and the wizard will add the correct stitch length, density and underlay.

Figure TB-27

There are 24 different styles to choose from. Depending on what kind of bit-image used, the stitch count will change. But, for this example, we used a 4 x 4 inch design and the chart below shows a breakdown of what happened in each style.

Settings	Under Sewing	Type of Under Sewing	Stitch Count
Baby Blanket	Yes	Max-Grid	12,214
Canvas	Yes	Max-Grid	10,564
Cap	No		7,801
Dog Collar	No		6,692
Fake Fur	Yes	Max-Grid	12,150
Fleece	Yes	Minimal	10,310
Jeans	Yes	Normal Diagonal	10,611
Leather	No		7,883
Lycra	Yes	Normal Diagonal	10,430
Normal	No		7,801
Normal-OK	No		7,883
Normal-SIG	No		7,801
Pique	Yes	Above Normal - Diagonal	11,753
Pullover	Yes	Max-Grid	11,085
Satin	Yes	Very Light	8,627
Shirt Cuff	No		7,801
Silk	Yes	Very Light	8,743
Sweat Shirt	Yes	Normal Diagonal	9,692
Towel	Yes	Max-Grid & Density	13,667
Velvet	Yes	Normal Diagonal	12,229
Vinyl	No		6,576
Woven Fabrics	Yes	Normal - Large Diagonal	10,462
T-Shirt	Yes	Normal Diagonal	9,692

Finish　Click on "**Finish**" and this will start the conversion to embroidery. Once finished, the embroidery design will appear on the screen.

Depending on the bit-image file and the speed of your computer, the conversion from image to embroidery may take some time. In some cases as long as five minutes.

Warning

Digitizing Parameters
Click on "Digitizing Parameters" to bring up the dialog box as shown in Figure TB-28.

Figure TB-28

Click n Stitch Parameters

Pull Compensation:
- None:
  - Value (%): 130
- Percentage: Max Range: 100
- Absolute: Value (0): 2
- Advanced:
  - X: 5
  - Y: 8

Density:
- All Clients (1.0): 1
- Tatami (1.0): 1
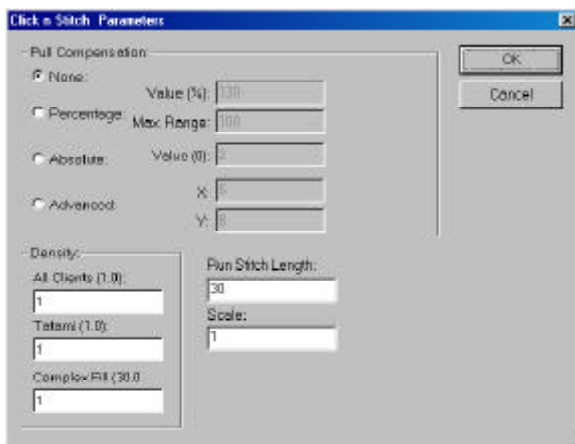- Complex Fill (30.0): 1

Run Stitch Length: 30
Scale: 1

OK　Cancel

The "Digitizing Parameters" allows you to fine tune your embroidery prior to converting the bit-image file to embroidery. This function is mainly used when you run into push and pull problems (holes and/or gapping) within your design.

Warning

*This only works **prior** to using the "AutoDigitize". All settings must be set first and then you can convert your bit-image to embroidery.*

Tip

In the following examples, we will be using a simple 2-color diamond shaped image. This image will best demonstrate the results you might get, depending on the image you use.
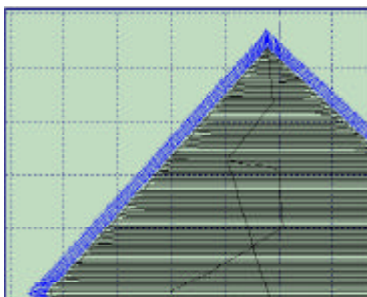
Remember

This function is not needed for most of the images you might use, but we felt it was important to give you as much flexibility as possible.

Example 1: No Changes
In this example, there will be no changes made in "Digitizing Parameters" after running your bit-image file through "AutoDigitize".
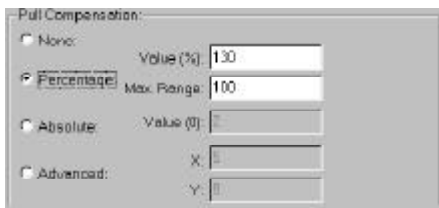
Figure TB-29

Stitch count 5,386

Notice the direction of the fill, left and right. The filled area comes right up to the edge of the satin stitch as shown in Figure TB-29.
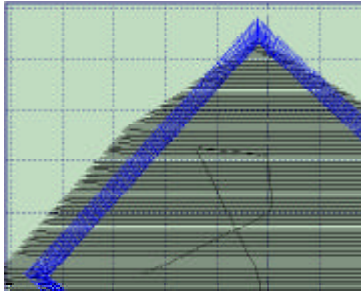
Example 2: Pull Compensation
In this example , we will make changes to the Pull compensation from "None" to "Percentage" with a Value (%) of 130 and Max Range of 100 as shown in Figure TB-30.

Figure TB-30

Pull Compensation:
- None: Value (%): 130
- Percentage Max. Range: 100
- Absolute: Value (0):
  - X:
- Advanced: Y:

Click **OK** and run the bit-image file through
"AutoDigitize".

Figure TB-31

Stitch count 6,796

Notice the direction of the fill, left and right. The
filled area moves pass the edge of the satin stitch
as shown in Figure TB-31.

This normally is not the desired affect, but it
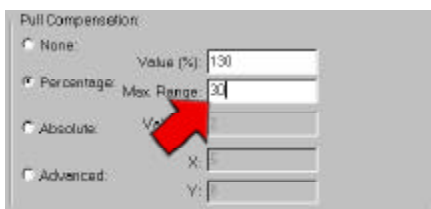demonstrates how the "Percentage" function
works.

By placing 130 in "Value (%)", you're telling the
software to add 30% more width to every embroi-
dery line.

By placing 100 in "Max. Range", you're telling the
software to add the "Value (%)" but DO NOT
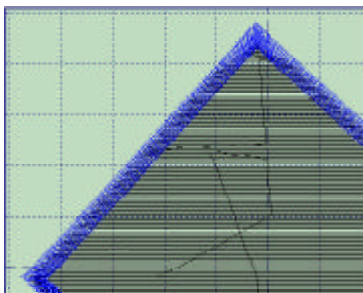exceed 100 tenths of a millimeter or (10mm).

Now, change the "Max. Range" to 30 as shown in Figure TB-32.

Figure TB-32

Click **OK** and run the bit-image file through the "AutoDigitize" again.

Figure TB-33

Stitch count 5,875

Notice how the fill comes to the outer edge of the satin stitch, but does not exceed the outer edge as shown in Figure TB-33.
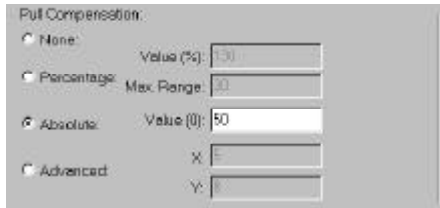
This can be very useful if a design has holes or is missing stitches due to push and pull of the material.
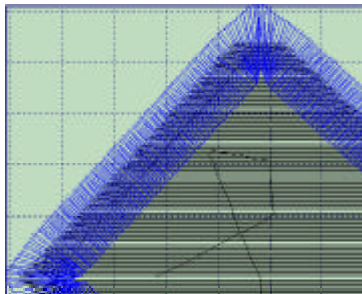
Example 3: Pull Compensation

In this example, we will make changes to the Pull compensation from "None" to "Absolute" with a Value (0) of 50 as shown in Figure TB-34.

Figure TB-34

Click **OK** and run the bit-image file through "AutoDigitize".

Figure TB-35

Stitch count 6,285

Notice the change in the width of the satins and fill as shown in Figure TB-35.

By placing 50 in "Value (0)", you're telling the software to add 50 tenths of a millimeter or (50mm) to all satin stitches and all fill stitches by "X" (width) and "Y" (height).

Example 4: Pull Compensation

In this example, we will make changes to the Pull compensation from "None" to "Advanced" with a X: of 100 and Y: 0 as shown in Figure TB-36.
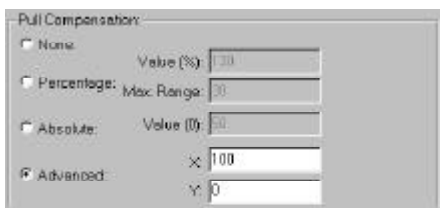
Figure TB-36

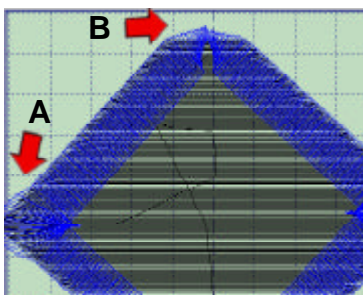Click **OK** and run the bit-image file through "AutoDigitize".
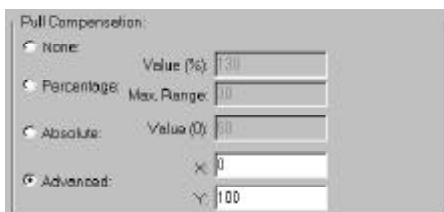
Figure TB-37

Stitch count 7,179

Notice the change in the width of the satins as shown in Figure TB-37.

By placing 100 in "X", and 0 in "Y", you're telling the software to add 100 tenths of a millimeter or (10mm) to all satin stitches and all fill stitches that sew on the "X" axis (Figure TB-37 A) and add nothing extra to the "Y" axis (Figure TB-37 B).
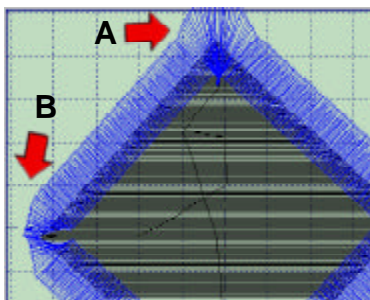
Example 5: Pull Compensation
In this example, we will make changes to the Pull compensation from "None" to "Advanced" with a X: of 0 and Y: of 100 as shown in Figure TB-38.

Figure TB-38

Pull Compensation:
- None
- Percentage   Value (%): 130   Max. Range: 10
- Absolute   Value (0): 50
- Advanced: X: 0   Y: 100

Click **OK** and run the bit-image file through "AutoDigitize".

Figure TB-39

Stitch count 5,432

Notice the change in the width of satins as shown in Figure TB-39.

By placing 100 in "Y", and 0 in "X", you're telling the software to add 100 tenths of a millimeter or (10mm) to all satin stitches and all fill stitches that sew on the "Y" axis (Figure TB-39 A) and add nothing extra to the "X" axis (Figure TB-39 B).

Density

"Density" gives you the ability to increase or decrease stitches within a design.

Figure TB-40

(1) is the default setting for All Clients, Tatami, and Complex Fill as shown in Figure TB-40.

All Clients is the setting to use if you want to change the Tatami and Complex Fills throughout the entire design. Making the number larger (1.5 or 2.0), will loosen the density within the design, whereby decreasing the stitch count.

Tatami is the setting to use if you want to change column/satin stitches throughout the entire design. Making the number larger (1.5 or 2.0) will loosen the density within the design, whereby decreasing the stitch count.

Complex Fill is the setting to use if you want to change the fill stitch throughout the entire design. Making the number larger (1.5 or 2.0) will loosen the density within the design, whereby decreasing the stitch count.

Run Stitch Length

"Run Stitch Length" gives you the ability to increase or decrease stitches within a design.

Run Stitch Length:
30

30 tenths of a millimeter or (3mm) is the default setting for "Run Stitch Length" as shown in Figure TB-41.

If you increase the number to 60, for example, then all running stitches within your design will be at 6mm, making them longer and using less stitches.

Scale

"Scale" gives you the ability to set the scale of the finished embroidery depending on your bit-image file.

Figure TB-42

Scale:
1

(1) is the default setting for "Scale" as shown in Figure TB-42.

Using our diamond shaped bit-image as an example, the diamond is 92 x 93mm and if the "Scale" is set to 1, the diamond will be converted to
92 x 93mm with 5,386 stitches. But, if the "Scale" is changed to 2, the diamond will be converted to 184 x 186mm with 18,082 stitches.

Installation | Introduction | Quick Start | General Info. | Drop-Downs | Toolbars

Zoom In Icon
Click on the "Zoom In" icon to view the design closer.

Zoom Out Icon
Click on the "Zoom Out" icon to view out the design farther away.

About Click n Stitch
Click on "About Click n Stitch" to display the Version number as shown in Figure TB-43.

Figure TB-43

About Click n Stitch

Click n Stitch Version
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OK

"A motion to adjourn in always in order."
— Robert Heinlein

Anecdote