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# Warranty



Items found in this Section:

1. Your Warranty
2. End User Agreement

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3. OEM VERSION ADDENDUM TO THE GENERAL LICENSE AGREEMENT

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Revised February 2002

X Click 'N Stitch Xtra with Applique \_\_\_\_\_

# Introduction



## About This Manual

Click 'N Stitch Xtra with Applique gives you the unique ability to convert your favorite images, clip art or scanned art to embroidery, cross stitch or applique. This manual is filled with information on how to use the program, and many time-saving tips that will make you more productive, efficient and effective with your embroidery, cross stitch and applique projects.

## Items found in this Section:

1. Why Choose Click 'N Stitch Xtra with Applique?
2. Icons Used in This Manual
3. Terms Used in This Manual

## Why Choose Click 'N Stitch Xtra with Applique?

Click 'N Stitch Xtra with Appliqué has flexible and easy-to-use features, allowing you to embroider your favorite clip art in HUS, CSD, SEW, PES, PCS, PCM, PSW (XXX), EXP, JEF, DST, SHV, and EMD formats.

Now that you're auto-digitizing, why not go ahead and create the ultimate embroidery software system! You can do much more with your designs when you combine the features of other Amazing Designs software programs with Click 'N Stitch Xtra with Appliqué. Each program works on its own or with Click 'N Stitch Xtra with Appliqué, giving you the choice of features you want:

- Smart Sizer Platinum™ provides sizing and manipulation of designs along with editing features.
- Lettering Pro Plus™ creates multiple lines of text in 105 different fonts with arcing, sizing, and other editing capabilities.
- Embroidery Links™ gives borders and chaining effects like you've never seen before – perfect for scrapbooking and unique framing for any embroidery design.
- Magnificent Monograms™ creates beautiful monogramming and single lines of text with or without embellishments.
- Fast Fills™ changes the fill stitches to any of over 800 pre-programmed fill designs included.
- The Amazing Box II converts to any of the seven home sew formats and save to your computer's hard drive faster than ever before!



## Icons Used in This Book

Anecdote



This icon indicates a story. These stories help to explain and simplify problems that may be confusing.

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 explains technical components in the use of the program and computer.

Warning



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

## Terms Used in This Manual

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

# Installation



## Items found in this Section:

1. License Agreement
2. Computer Requirements
3. Installing Click 'N Stitch Xtra with Applique
4. Registering the Program
5. Starting the Program

## Computer Requirements

### **Recommended Requirements:**

Pentium II Processor or higher

Windows® 98 or higher

128 MB Ram

30 MB available hard drive space

CD-ROM Drive

800 x 600 display

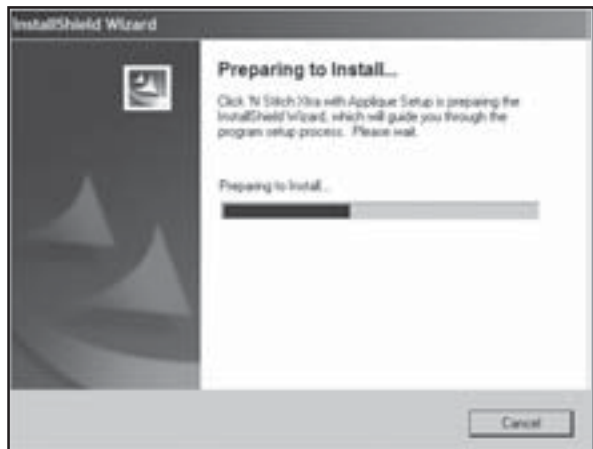
Mouse

## Software Installation

1. Begin installation on the Windows Desktop. Close all open programs.
2. Place the **Click 'N Stitch Xtra with Applique** 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. In the window, locate and click on the file named **setup.exe**. Once the setup.exe file is highlighted, press **Open**. This will copy the file name to the command prompt. Press the **Return** or **Enter** key.

Figure Inst-1



6. Read the entire license agreement. If you agree to its terms, click **Next**.

Figure Inst-2



7. Enter requested information, including the serial number found on your CD case. Click **Next**.

Figure Inst-3



8. For normal installation Click **Next**.

Figure Inst-4



9. Click **Finish**.

Figure Inst-5



Follow the steps below in order to acquire your activation code and run **Click 'N Stitch Xtra** with Applique. Your software will function for only ten days without an activation code.

To start the program:

1. Go to **Start** and click on **Programs**.
2. Click on **Great Notions**.
3. Click on **Click 'N Stitch Xtra with Applique**.

Figure Reg-1



5. The registration information box will appear. Type in all of requested information, including the 15 digit serial number located on your CD, including the dashes.

Example: 0000-00000000-000

6. After all the registration information has been entered, there are four ways you may register your software : **Web site**, E-mail, Fax or Telephone.

**Warning:**

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

## 1. Website Registration

- A. Type in all requested information, including the 15 digit serial number found on your CD, including the dashes.  
Example: 0000-00000000-000

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 that everything is spelled the way you want it to be displayed in your software.

- B. Connect to the Internet and go to  
<http://www.amazingdesigns.com>

Go to the Technical Support page. At the bottom of the page, click on the link “Click here to go to the Activation Code screen”. 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 the activation code in the **Activation Code** field.
  
- H. Click on **Register Now**.

## 2. E-mail Registration

E-mail registration information to [adsupport@greatnotions.com](mailto:adsupport@greatnotions.com).

## 3. Fax Registration

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

## 4. Telephone Registration

Call 800-553-1691 and receive an activation code from an Amazing Designs Technician. Telephone support personnel are available Monday through Friday, 8 a.m. to 9 p.m. Central Time. If you reach our voice mail system, please leave your name, telephone number and best time to call.



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



**With a registered copy of Click 'N Stitch Xtra with Applique, you are licensed for two personal computers. Steps one through seven must be followed for each computer. Because each computer will have a separate registration number, a new activation code will be required.**



Figure Reg-2



**Software Transfer.** Once registration has been completed and the software registered, you cannot transfer registration of SOFTWARE to another person (either an individual or a single entity). This means you cannot sell, trade, or give the software to any other person. Activation codes will only be given to registered users of this software.

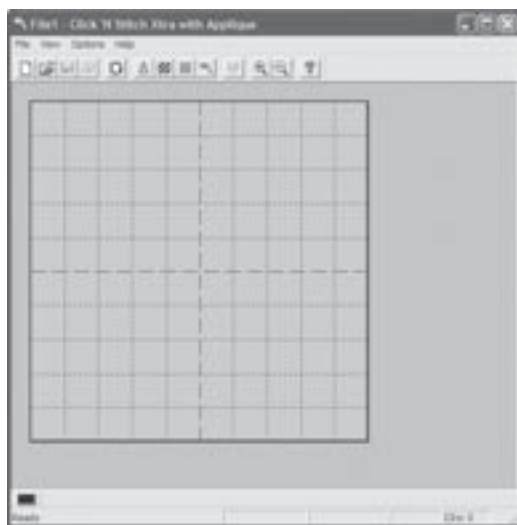
Follow the steps below in order to run your Click 'N Stitch Xtra with Applique software.

To start the program:

1. Go to **Start**.
2. Click on **Programs**.
3. Click on **Great Notions**.
4. Click on **Click 'N Stitch Xtra with Applique**.

After clicking **OK** on the Registration screen, Click 'N Stitch Xtra with Applique will appear on your screen as shown in Figure RM-1. Your Click 'N Stitch Xtra with Applique software is properly installed and is ready to use.

Figure RM-1



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MS Paint

Applique

Cross Stitch

Auto  
Digitizing

General  
Operations

File Formats

**Installation**

Introduction

# File Formats



Items found in this Section:

1. Embroidery Formats
2. Graphic Formats

## Embroidery Formats

There are many different embroidery formats that Click 'N Stitch Xtra with Applique will save to. You will find them listed below.

### **DST (\*.dst)**

A “DST” file is an expanded file format that works with the Tajima embroidery machine.

### **CSD (\*.csd)**

A “CSD” file is an expanded file format that works with Toyota POEM and Singer Embroidery Unlimited.

### **EXP (\*.exp)**

An “EXP” file is one of the expanded file formats that works with the Melco embroidery machine.

### **HUS (\*.hus)**

A “HUS” file is an expanded file format that works with Viking Customizer software.

### **JEF (\*.jef)**

A “JEF” file is an expanded file format that works with the Janome Digitizer 10000 and Digitizer 10001 software.

### **PCM (\*.pcm)**

A “PCM” file is an expanded file format that works with Pfaff Macintosh software.

### PCS (\*.pcs)

A “PCS” file is an expanded file format that works with Pfaff PC-Designer V2.0 and V2.1 software.

### PES (\*.pes)

A “PES” file is an expanded file format that works with Baby Lock Palette, Bernina Wizard and Brother PE-Design software.

### SEW (\*.sew)

A “SEW” file is an expanded file format that works with Janome Scan-n-Sew PC and Elna Envision Scan PC.

### XXX (\*.xxx)

A “XXX” file is an expanded file format that works with Singer PSW

### EMD (\*.emd)

An “EMD” is an expanded file format that works with Singer PSW 2.0 Digitizing software and Elna Xpressive software.

In the **Preferences** dialog under **Options**, if you want to save as Siner .emd, select box “**save EMD as Singer**”. If you want to save as Elna .emd, deselect this option.

### SHV (\*.shv)

A “SHV” is an expanded file format that works with the Viking 3D Professional software.

Remember



*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 or needle breakage and/or damage to your garment. One way to avoid this problem is to use stitch processing software like Smart Sizer Platinum from Amazing Designs.*



## Suitable Artwork

There are many different graphic formats that Click n Stitch Xtra with Applique will convert into embroidery, cross stitch and applique.

The best artwork for making appliques has just a few colors and no continuous outline. There should also be areas that are large enough to use a piece of fabric as a stand-in for stitches. It may be necessary to edit artwork with a continuous outline before converting it to an applique, so there won't be a double border. A simple solution is to edit the outline in the Paint® program, found in the Accessories folder on all Windows®-based computers. (refer to MS Paint section of manual)

While in the AutoDigitizer Wizard, when you click on “Select Image”, you must choose the type of file that you wish to open in the “Files of Type” box in order to see the file names. In other words, if you want to open a BMP image, you must select “Bitmap” or “Windows Bitmaps (BMP)” from the drop-down selections in the “Files of Type” window. If a different type of file is showing in the “Files of Type” box, the BMP files will not be visible and available for selection.

## Supported Artwork Formats

### Bitmap Images - BMP, JPG, TIF

When this choice is selected, all types of bitmap artwork will be available, including those with the extensions JPG and TIF. Bitmap images are created using small squares called *pixels*. All scanned images are bitmap images unless converted to a vector art format using special software.

### Vector

Vector images are generally cleaner and more precise than bitmapped images. These images are created using special software packages such as Corel Draw®, Adobe Illustrator® and Adobe Freehand®. The shapes are editable using key points and it is simple to make changes to color, line width and other characteristics.

Vector formats include ai, cdr, cmx, emf, wmf, which are also shown elsewhere on the “Files of Type” list.

### Adobe Illustrator

Vector files created in the program Adobe Illustrator have the extension AI. If you don't see or can't open a file with this extension, try saving it as a format version compatible with an earlier version of Illustrator.



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.*

### **Corel Draw - CDR, CMX**

Corel Draw images can be used in Click n Stitch Xtra with Applique, however the files must be created in a format compatible with version 5 or lower.

### **Postscript - EPS**

EPS stands for Encapsulated PostScript. PostScript is the universal language used by computer printers as well as professional printers. EPS files can be opened or inserted into many software applications, such as Microsoft Word®. This format will also be displayed under “Files of Type” heading Vector

### **Windows Metafiles - EMF, WMF**

These vector files will also be displayed under the “Files of Type” heading “Vector”. The format extension EMF represents Enhanced Metafiles which is a newer format than WMF, which represents Windows Metafiles.

### **Windows Bitmaps - BMP**

Also called “raster” artwork, these images are made up of small squares of color. Windows-compatible bitmapped art will be displayed under this heading.

### **JPEG images - JPG**

JPEG stands for Joint Photographic Experts Group format. When this heading is highlighted, only images with the JPG extension will be available.

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### **TIF Images - TIF**

This extension represents Tagged Image File Format. When this heading is highlighted, only images with the TIF or TIFF extension will be available.

### **PCX Images**

This format is associated with ZSoft® IBM PC Paintbrush®. It is one of the oldest bitmapped formats and was used in MS-DOS paint programs that first appeared in the early 1980's. When this heading is highlighted, only images with the PCX extension will be available.

### **MAC Images**

Macintosh® image file format created in the Macintosh® program MacPaint®.

### **Photo CD - PCD**

Format used to store scanned photos, associated with Kodak® Photo CD®. When this heading is highlighted, only images with the PCD extension will be available.

### **Pict - PCT**

This extension stands for Picture format, a popular Macintosh graphics format. When this heading is highlighted, only images with the PCT extension will be available.

# General Operations

---

Items found in this Section:

1. General Operations of the Click 'N Stitch Xtra with Applique software that are common to auto digitizing, cross stitch and applique operations.

## General Operations

This section features functions common to both the Autodigitizer Wizard, Cross Stitch Wizard and Applique Wizard. All these functions are accessible through the main screen below.

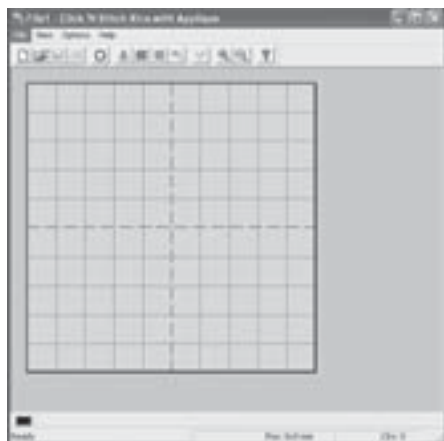


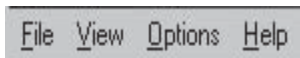
Figure GO-1

Main Screen

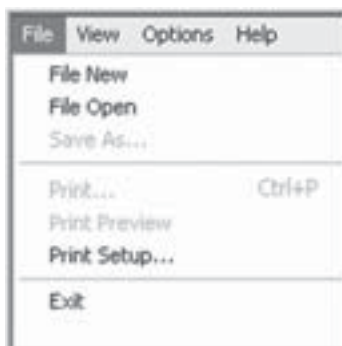
## Drop-Down Menus

You will find four Drop-Down menus in Click 'N Stitch Xtra with Applique:

Figure GO-2



### File Menu



### File New

Click **File New** to start a new page.

### File Open

Click on **File Open** to open a saved design.



## Save As

Click **F**ile, then **S**ave **A**s to name your design and save it to the desired folder.

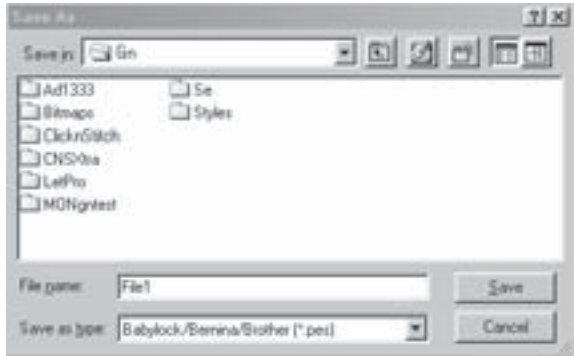


Figure GO-3

The “Save As” box in Figure GO-3, displays several items:

To the right of “Save in” at the top, you will see the name of the folder or sub-directory that the file will save in.

Click on the arrow to show the list of sub-directories as shown in Figure GO-4.

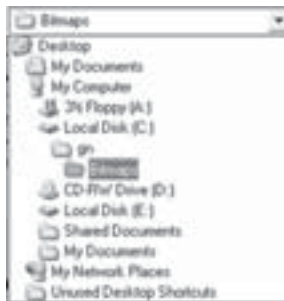


Figure GO-4



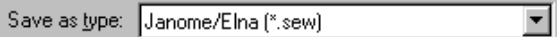
Type the name of the design in “File name” as shown in Figure GO-5.

Figure GO-5



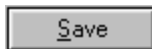
To the right of “Save as type” you can choose what type of embroidery format you wish save to.

Figure GO-6

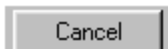


There are multiple file formats you may select from when saving a file:

- DOS Expanded (\*.exp)
- Tajima (\*.dst)
- Babylock/Bernina/Brother (\*.pes)
- Pfaff (\*.pcs)
- Pfaff Macintosh (\*.pcm)
- Viking (\*.hus)
- Janome (\*.sew)
- Janome (\*.jef)
- Poem/Singer EU (\*.csd)
- Singer (\*.xxx)
- Elna (\*.emd)
- Viking D1 (\*.shv)



After typing the name of the design in “File name” (Figure GO-6), click the **Save** button and the design will be saved to the destination set in Figure GO-4.



Click the **Cancel** button, to cancel the “Save As” command.



### **Print (Ctrl+P)**

Click **File**, then **Print** to print a copy of your design.

Not only will the design print out, but Page One will show the file name, the size, number of stitches and the color sequence. Page Two is a template of the design.

### **Print Preview**

Click **File**, then **Print Preview** to display how the printed pages will appear (Figure GO-7).



Figure GO-7

When viewing the “Print Preview” screen, there are some things to note (Figure GO-8):

Figure GO-8



On the right side of the screen (Figure GO-8), you will notice the file name, the size of the design in millimeters and inches, stitch count, number of colors and the order the colors are to be sewn out.

**Print...**

Click the **Print** button to print the instruction sheets to your printer.

**Next Page**

**Prev Page**

Click the **Next Page** button to display the Template from Page Two. 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 GO-9.

Figure GO-9



**One Page** Click the **One Page** button to bring the “Print Preview” screen back to one page.

**Zoom In** Click the **Zoom In** button to zoom in as shown in Figure GO-8.

**Zoom Out** Click the **Zoom Out** button to zoom out as shown in Figure GO-9.

**Close** Click the **Close** button to close the “Print Preview” screen.

### Print Setup

Click **File**, then **Print Setup** to bring up the print dialog box as shown in Figure GO-10.

Figure GO-10





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

### **Exit**

Click **F**ile, then **E**xit to close Click 'N Stitch Xtra with Applique.



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

## **V**iew Menu

### **Zoom**

Click **V**iew, then **Z**oom to choose to zoom in on the design, zoom out, or return to the actual size of the design.

### **Realistic View**

Click **V**iew, then **R**ealistic to enable you to view all the stitches and their angles. If this function is not checkmarked, the design will look like a line drawing as opposed to stitches. A checkmark denotes “Realistic” active.

## Toolbar

Figure GO-11



(Top of Screen)

Click **View**, then **Toolbar** to add or remove the “Toolbar” options from the screen. A checkmark denotes the toolbar is active.

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 GO-12



(Bottom of Screen)

Click **View**, then **Status Bar** to add or remove the “Status Bar” options from the screen. A checkmark denotes the toolbar is active.

The “Status Bar” is the row found on the bottom of the active screen. As a default, they are always “On.”

## Options Menu



### Hoop Size

Click **Options**, then **Hoop Size** to select the brand of machine, hoop size and hoop shape as shown in Figure GO-13).

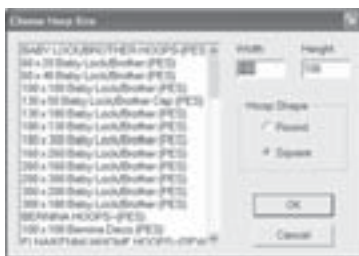


Figure GO-13



Tip

*The workspace grid will increase or decrease in size to show the work area available for that particular machine and hoop size.*

*Each square of the grid equals 10 millimeters by 10 millimeters (10mm x 10mm). The design you select must fit within the work space.*

## Preferences

Click **O**ptions, then **P**references to bring up the dialog box in Figure GO-14.



Figure GO-14

Several options can be selected depending on the brand of sewing machine you are using.

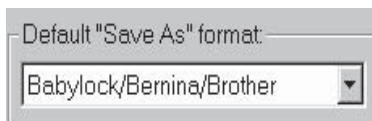


Figure GO-15

Figure GO-15 shows the default “Save As” setting. Click the down arrow and select your machine, and the Save function will automatically save it to that format every time you save a design.



Figure GO-16

Figure GO-16 shows 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 GO-17

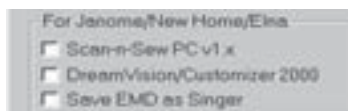


Figure GO-17 shows the setting for Janome/New Home/Elna software. This option will ensure that when you save to \*.SEW it will be compatible with Scan-n-Sew PC V1.x. The Dream Vision/Customizer 2000, when selected, will enable 78 colors for Janome/New Home/Elna in your color palette.

Figure GO-18

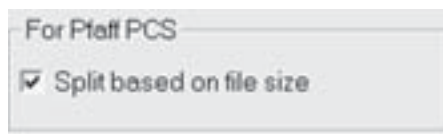


Figure GO-18 is the setting for Pfaff PCS. The first option will make your PCS files 100% Pfaff PCS compatible. The file will automatically split when necessary making it easy for you to work with the PCS design.



*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.*

Figure GO-19

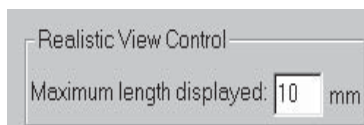


Figure GO-19 is the Realistic View Control. This feature will show holes in the “Realistic View” design if stitches exceed the set length. The default is 10 mm.



Click **OK** to set your preferences.



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



## Digitizing Parameters

Click **Options**, then **Digitizing Parameters** to bring up the dialog box as shown in Figure GO-20.

Figure GO-20



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 feature is only available with the “Autodigitizer Wizard.” See the “Auto Digitizing” chapter for more information regarding all the functions of “Digitizing Parameters”.

### HELP

#### Help Topic

Click **H**elp, then **H**elp Topics to display the user manual in PDF format.

About Click 'N Stitch Xtra with Applique

Click **H**elp, then **A**bout Click 'N Stitch Xtra with **A**pplique to display the Version number as shown in Figure GO-21.

Figure GO-21



## Tool Bars

This section describes how to use the three tool bars in Figure GO-22 through GO-24.

### Main Tool Bar

Figure GO-22



(Top of Screen)

### Color Bar

Figure GO-23



(Bottom of Screen)

### Status Bar

Figure GO-24



(Bottom of Screen)

## Main Tool Bar



### New Icon

Click the **New** icon to open new design page. Cleans the document space to start a new design.



### Open Icon

Click the **Open** icon to open an existing design saved either on your hard drive, CD-ROM, or floppy disc.



### Save Icon (Ctrl+S)

Click the **Save** icon 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 Xtra with Applique, save your work before closing it.



### Print Icon (Ctrl+P)

Click the **Print** icon to print a copy of your design. See the “File Menu” section for more information and functions.



### Hoop Size Icon

Click the **Hoop Size** icon to select the brand of machine, hoop size and hoop shape. See the “Options Menu” section for more information.



*Each square of the grid equals 10 millimeters by 10 millimeters (10mm x 10mm). The design you select must fit within the work space.*



### Auto Digitize Icon

Click **Auto Digitize** icon to start the Autodigitizer Wizard and convert clip art to stitches. The features of the Autodigitizer Wizard are discussed in the “Auto Digitizing” chapter of the manual.



### Digitizing Parameters Icon

Click the **Digitizing Parameters** icon to fine tune your embroidery. See the “Auto Digitizing” chapter for more information.



### Cross Stitch Icon

Click the **Cross Stitch** icon to start the Cross Stitch Wizard and convert clip art to stitches. The features of the Cross Stitch Wizard are discussed in the “Cross Stitch” chapter of the manual.



### Applique Icon

Click the **Applique** icon to start the Applique Wizard and convert clip art to stitches. The features of the Applique Wizard are discussed in the “Applique” chapter of the manual.



### Sequencer Icon

Click the **Sequencer** icon to start the Re-Sequence Design screen to redefine the stitching order of appliques created in the program. For more information, see the “Applique” chapter.



### Zoom In Icon

Click the **Zoom In** icon to zoom in on the design.



### Zoom Out Icon

Click the **Zoom Out** icon to zoom out on the design.



### About Icon

Click the **About** icon to display the version number of your Click 'N Stitch Xtra with Applique.

## Color Bar

Figure GO-25



The “Color Bar” enables you to change the colors of the design on the screen.



*The “Color Bar” will show the number of color blocks or color stops within a design.*

Figure GO-26



After clicking on one of the boxes shown in Figure GO-25 the “Select Color” box will appear as shown in Figure GO-26.

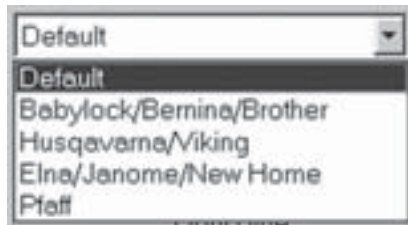


Figure GO-27



By clicking on the color you wish to change, the name of the color will appear in the “New Color / Change To” box as shown in Figure GO-27.

Figure GO-28

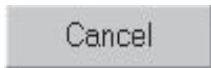


There are five color palettes available to select colors as shown in Figure GO-28.

Default	=	64 colors
Baby Lock/Bernina/Brother	=	64 colors
Husqvarna/Viking	=	29 colors
Elna/Janome/New Home	=	78 colors
Pfaff	=	16 colors



Click on **OK** to change the selected color to its new color.



Click on **Cancel** to close the color select function without changes.

## 4.4 Click 'N Stitch Xtra with Applique

### Status Bar

Figure GO-29



The “Status Bar” provides information about four important items.

1. Size
2. Position from center.
3. Stitch Count
4. Number of Colors

Figure GO-29a

A close-up screenshot of the status bar showing the text "Size: 46x63 mm" in a black, monospaced font.

“Size:” displays the size of the design placed on the work space.

Figure GO-29b

A close-up screenshot of the status bar showing the text "Pos: 0x0 mm" in a black, monospaced font.

“Pos:” displays the position of the designs placed on the work space relative to the center.

Figure GO-29c

A close-up screenshot of the status bar showing the text "St: 5973" in a black, monospaced font.

“St:” displays the stitch count of the designs placed on the work space.

Figure GO-29d

A close-up screenshot of the status bar showing the text "Clrs: 8" in a black, monospaced font.

“Clrs:” displays the number of colors of the designs placed on the work space.

Tip



*The design must be “selected” for the numbers to display on the Status Bar.*

# Auto Digitizing



Items found in this Section:

1. A Quick Start Lesson
2. Features
3. Autodigitizer Wizard

## Quick Start Lesson

Remember



*This is a quick lesson to get your started on auto digitizing images. Detailed descriptions of the functions and their uses are found in the “Autodigitizer Wizard” section of this chapter.*

1. Click on the **Auto Digitize** icon as shown in Figure QS-1 to activate the Autodigitizer Wizard.

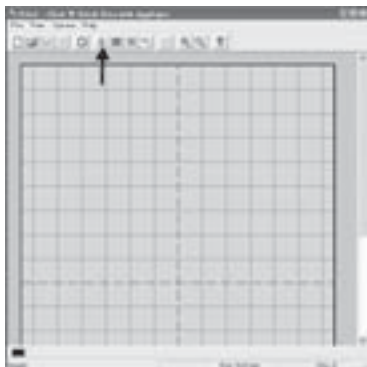


Figure QS-1

2. Click the **Select Image** button as shown in Figure QS-2.



Figure QS-2

3. Select the SmileyApple.jpg file as shown in Figure QS-3. The image file SmileyApple.jpg can be found at “C:/GN/Bitmaps”.

Figure QS-3



Tip

*Notice the preview area in the right bottom corner of the “Open image” screen. This will allow you to select your clip art by picture instead of just the file name as long as the “Show preview” is selected.*

4. Click the **Open** button and you are back to the Autodigitizer Wizard screen.

5. Click **Next**.

6. Step 2 in the Autodigitizer Wizard is the Image Transformations screen as shown in Figure QS-4. Here you can set the width, height, and select the units of measurement (i.e. mm, cm, or inches). Click on the Transform button to flip or rotate the design. You can also crop the image in the “Select area to crop” by using the handles around the image.

Figure QS-4



*Keep in mind when the “Transform...” feature is used flipping or rotating the clip art will change the direction of your stitch angles.*

7. Click **Next**.



*You can click **Back** on any step in the process to return to the previous step but cancels any design changes made except when sized.*

8. The next stage in the Wizard is Color Reduction. Here you can increase or decrease the number of colors in the design and also export the design to a graphic editor (Default is MS Paint).



*Steps 9 through 12 demonstrate a key feature of the Fill tool in MS Paint. This tool is particularly useful when the background is the same color as part of the design and you do not want to stitch the background (ex. the white teeth and eyes on the Smiley Apple).*

9. Click on the **Edit Image** button as shown in Figure QS-5, and the design will load in MS Paint (See the “MS Paint” chapter for a detailed description of all the tools and features).

Figure QS-5



10. In MS Paint, click on the **Fill With Color** (A) tool and then select a color from the color palette (B) that is not in the design.

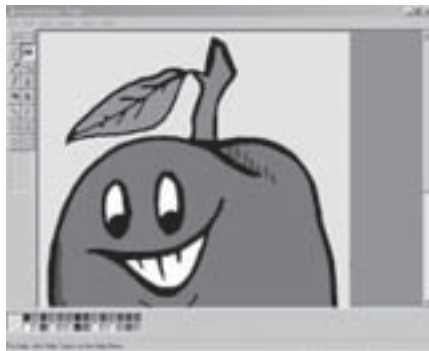
Figure QS-6



*By sending your clip art into MS Paint from within Click 'N Stitch Xtra with Applique, it will not matter what the original graphic file format is.*

11. Click anywhere in the white background and the entire background will fill with the color selected from the color palette.

Figure QS-7



12. Click **File**, then **Save**, then File and Exit to close MS Paint. The design with the new background will be in the preview window of the Autodigitizer Wizard - Color Reduction screen.

13. To change the sewing order of the colors listed, simply click and hold the mouse button on the color you want to move and drag it to the position of another color. In our example, we want black to stitch last, so click on **color 4** (A), drag the mouse and release on **color 9** (B) as shown in Figure QS-8.

Tip



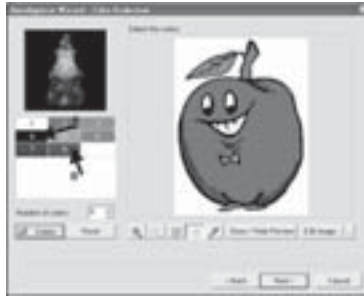
*Step 13 is to ensure that the outline color will sew last when the artwork is converted to embroidery.*



---

 Figure QS-8
 

---



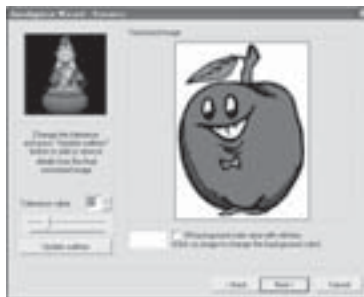
14. Click **Next**.

15. The Vectorize screen appears. Here you can increase or decrease the details of the design using the Tolerance value bar and the Update Outlines button. Do not select “Fill background color area with stitches” if you do not want stitches assigned to the background.

---

 Figure QS-9
 

---



16. This is where using MS Paint from Steps 9 - 12 becomes important. The background is now no longer white like the eyes and teeth of the Apple.



Tip

*Remember, any part of the design that is the same color as the background will not convert to stitches unless “Fill background color area with stitches” is selected in the Vectorize screen.*

17. Click **Next**.

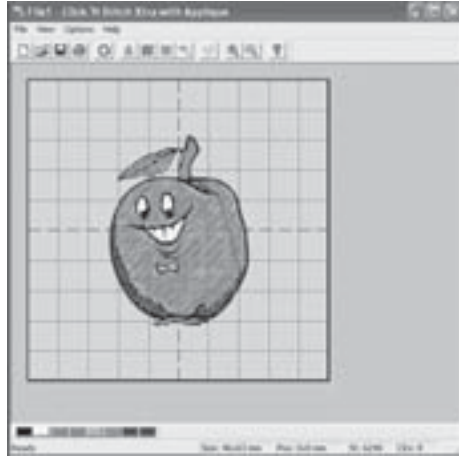
18. The Judgment screen is the last stage in auto-digitizing. Here you can select the fabric type, which sets the underlay and density.



Figure QS-10

19. Click **Finish** and the design will auto-digitize (Figure QS-11).

Figure QS-11



20. Click **File**, then **Save As** to save the design to your machine's format.



Tip

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.

## Features



### Digitizing Parameters

Click **Options**, then **Digitizing Parameters** to bring up the dialog box as shown in Figure F-1.



Figure F-1

The “Digitizing Parameters” allows you to fine tune your embroidery **before** 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 **before** using the “Autodigitizer Wizard”. **All settings must be set first** and then you can convert your bit-image to embroidery. Also you must select **Normal** listed under “Select the style for the design” within the Autodigitizer Wizard - Judgment screen.*



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

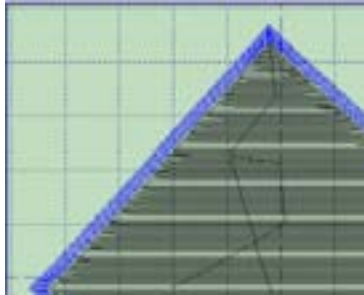


*This function is not needed for most of the images you might use, but we felt it was important to give you as much flexibility as possible.*

### Example 1: No Changes

In this example, there will be no changes made in “Digitizing Parameters” after running your bit-image file through the “Autodigitizer Wizard”.

Figure F-2



Notice the direction of the fill, left and right. The filled area comes up to the edge of the satin stitch as shown in Figure F-2.



There may be some slight image variations between computers when compared to illustrations shown.

### Example 2: Pull Compensation

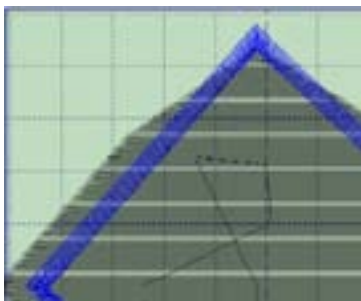
In this example, we will make changes to the Pull compensation from “None” to “Percentage” with a Value (%) of 120 and Max Range of 100 as shown in Figure F-3.

Figure F-3



Click **OK** and run the bit-image file through the “Autodigitizer Wizard”.

Figure F-4



Notice the direction of the fill, left and right. The filled area moves past the edge of the satin stitch as shown in Figure F-4.

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

By placing 120 in “Value (%)”, you’re telling the software to add 20% 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 centimeter or (10mm).

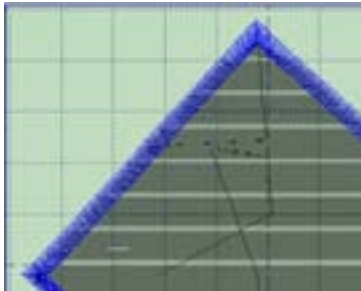
Now change the “Max. Range” to 30 as shown in Figure F-5.

Figure F-5



Click **OK** and run the bit-image file through the “Autodigitizer Wizard” again.

Figure F-6



Notice how the fill comes to the outer edge of the satin stitch, but does not exceed the outer edge as shown in Figure F-6.



TIP

*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 F-7.



Figure F-7

Click **OK** and run the bit-image file through the “Autodigitizer Wizard”.

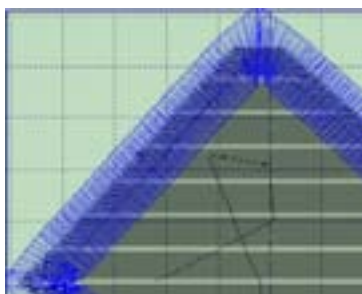


Figure F-8

Notice the change in the width of the satins and fill as shown in Figure F-8.

By placing 50 in “Value (0)”, you’re telling the software to add 50 tenths of a centimeter or (5mm) 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 F-9.



Figure F-9

Click **OK** and run the bit-image file through the “Autodigitizer Wizard”.

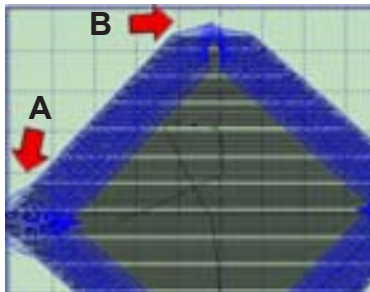


Figure F-10

Notice the change in the width of the satins as shown in Figure F-10.

By placing 100 in “X”, and 0 in “Y”, you’re telling the software to add 100 tenths of a centimeter or (10mm) to all satin stitches and all fill stitches that sew on the “X” axis (Figure F-10 A) and add nothing extra to the “Y” axis (Figure F-10 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 F-11.

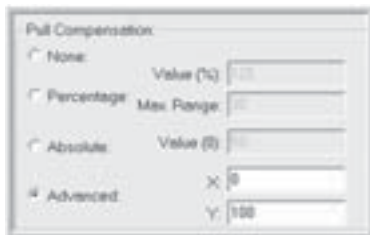


Figure F-11

Click **OK** and run the bit-image file through the “Autodigitizer Wizard”.

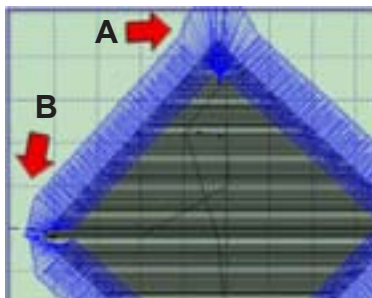


Figure F-12

Notice the change in the width of satins as shown in Figure F-12.

By placing 100 in “Y”, and 0 in “X”, you’re telling the software to add 100 tenths of a centimeter or (10mm) to all satin stitches and all fill stitches that sew on the “Y” axis (Figure F-12 A) and add nothing extra to the “X” axis (Figure F-12 B).

## Density

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

Figure F-13



(100) is the default setting for All Clients, Tatami, and Complex Fill as shown in Figure F-13.

**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 (150 or 200), will tighten the density within the design, whereby increasing the stitch count.

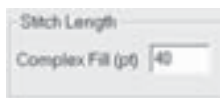
**Tatami** is the setting to use if you want to change column/satin stitches throughout the entire design. Making the number larger (150 or 200), will tighten the density within the design, whereby increasing the stitch count.

**Complex Fill** is the setting to use if you want to change the fill stitches throughout the entire design. Making the number larger (150 or 200) will tighten the density within the design, whereby increasing the stitch count.

## Stitch Length

“Stitch Length” gives you the ability to increase or decrease stitches within a design.

Figure F-14



40 tenths of a centimeter or (4mm) is the default setting for “Stitch Length” as shown in Figure F-14.



Tip

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 F-15



(100) is the default setting for “Scale” as shown in Figure F-15.



Tip

Using our diamond shaped bit-image as the example, the diamond is 91 x 92mm and with the “Scale” set at 100, the diamond will be converted to 91 x 92mm with 6097 stitches. But, if the “Scale” is changed to 200, the diamond will be converted to 181 x 183mm with 20,946 stitches.

## Autodigitizer Wizard

This section describes how to use the Autodigitizer Wizard.

### Auto Digitize

Click on the **Auto Digitize** icon to start the Autodigitizer Wizard as shown in Figure AD-1.

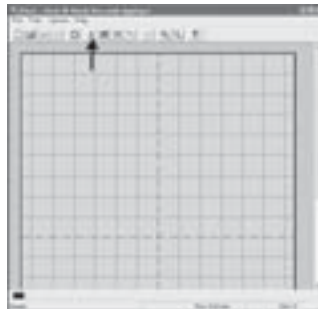


Figure AD-1

### 1. Select Image

Selecting your image is the first of 5 steps within the Autodigitizer Wizard.



Figure AD-2

Click on “Select Image” as shown in Figure AD-3 to select a file from your computer or disk.



Figure AD-3

After clicking “Select Image” a dialog box will appear as shown in Figure AD-4.



Figure AD-4

There are many different features within this dialog box to be aware of:

Figure AD-5



Tip

*The path to \*.jpg images included with this program is C:/GN/Bitmaps.*

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

Figure AD-6



Open the folder or directory where the image you want is stored.

Click on a file and it will preview in the “Image Information” box.

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 AD-7.

Figure AD-7



**Open**

After selecting a image, click on **Open** to bring the image into the Autodigitizer Wizard.

**Cancel**

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

After selecting your image and clicking **Open**, the path will appear to the left of the “Acquire.....” button.

Click ‘N Stitch Xtra with Applique also gives you the ability to scan your favorite drawing into the Autodigitizer Wizard.

Click the **Acquire** button as shown in Figure AD-8 and the Twain window will display (Figure AD-9).



Figure AD-8



Figure AD-9

Click **Select Source** to set your scanner options, then click on **Acquire Image** and follow your scanner’s instructions.



Remember



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

Clicking on the **Back** button will take you to the previous Autodigitizer Wizard page.

Tip



Any changes made to image will revert image back to original state except for sizing when **Back** icon is used.

Clicking on the **Next** button will take you to the next Autodigitizer Wizard page.

Click on the **Cancel** button to cancel and exit the Autodigitizer Wizard.

Once you have selected your image, click **Next** to proceed to the next step.

## 2. Image Transformations

The “Image Transformations” feature allows you to adjust the **width** and **height** of the image, select the **units** of measurement, and the ability to **Transform** (rotate, flip) and **crop** the image.

There are 3 main parts to Image Transformations.

1. Set New Image Size.
2. Select Area to Crop.
3. Transform.

Figure AD-10



### Set New Image Size

In “Set New Image Size”, the size will be set to the size of the image as default. You can change the width or height of the image at this point. By changing the width, the height will automatically change in proportion.

Remember



*The size that is set in this screen will be the finished size of your digitized file.*

Figure AD-11



You can set the measurement of the image by millimeters, centimeters or inches, by selecting which measurement you desire in the **Units** box.

If you do not like the changes you made to the height or width, click on **Reset Size** to return the image to its original size.

### Select Area to Crop

In “Select area to crop,” the size will be set to the size of the image as default. You can choose to only stitch a certain part of the image. Select from any one of the eight small squares to resize the cropped area.

Figure AD-12



Click and hold the left mouse button down on the bottom corner as shown in Figure AD-12.

Figure AD-13



Drag the mouse to the top left as shown in Figure AD-13.



*Crop your image before setting the size.*

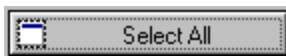
Figure AD-14



After dragging to the top left corner, click and hold the left mouse button down in the middle of the image box and align the desired area, as shown in Figure AD-14. Only the area within the gray box will digitize.

To reset the cropping area, click on **Select All** as shown in Figure AD-15.

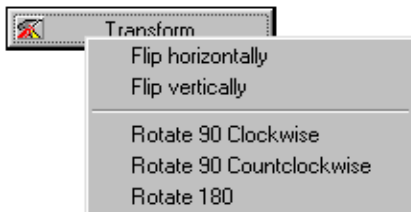
Figure AD-15



### Transform

Click on “Transform” and you can rotate the image 90 degrees clockwise, counterclockwise or 180 degrees as shown in Figure AD-16.

Figure AD-16



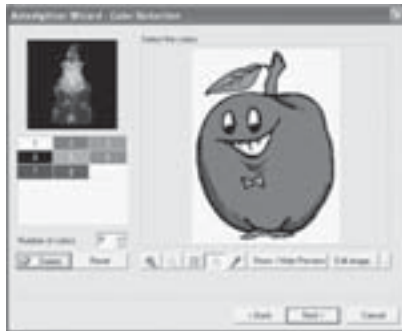
*The Transform feature is a valuable tool to change the stitch direction of your digitized design. If your digitized design is missing stitches in an area, redigitize the same clip art and flip horizontally to get a different stitch result.*

Click **Next** to proceed to the next step.

### 3. Color Reduction

In the third feature, you will find “Color Reduction”. Here you can increase or decrease the number of colors in the design, change the sewing order of the colors, and export the design to a graphic editor (Default is MS Paint).

Figure AD-17



### Edit Image

Click **Edit Image** to export the design to a graphic editor. The default setting will launch MS Paint.

Figure AD-18



You have all the capabilities of MS Paint at your disposal. For a description of tools and functions of MS Paint, see the “Microsoft Paint” chapter in the manual. Also see the “Quick Start” section in this chapter for a useful lesson in using MS Paint.




Tip

*By using the “Edit Image” function in the Autodigitizer Wizard, any type of image file can be exported to MS Paint.*

Click **File**, then **Save** and close out of MS Paint. The design with the new background will be in the preview window of the Autodigitizer Wizard.

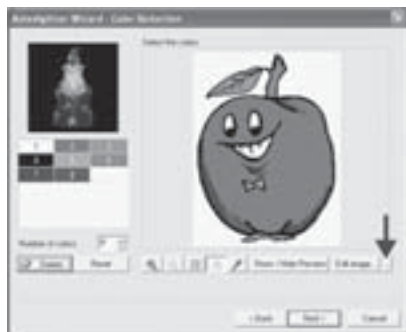
If you have another image editing

program that you prefer to use, click on the  button to the right of the **Edit Image** button. This will allow you to assign that button to the location of your image editing software as shown in Figure AD-19.

---

Figure AD-19

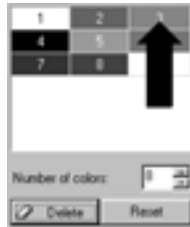
---



### Reduce Colors

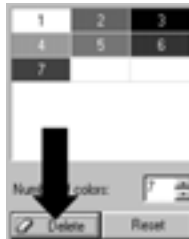
To delete a color, click on the color to be deleted as shown in Figure AD-20.

Figure AD-20



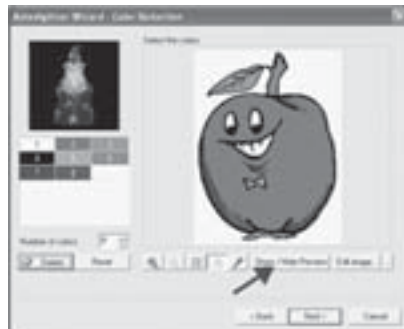
Click on **Delete** as shown in Figure AD-20a.

Figure AD-20a



To view color changes within the bit-image design, click on **Show / Hide Preview** as shown in Figure AD-20b.

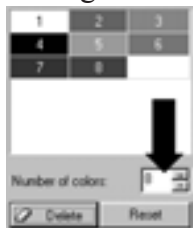
Figure AD-20b



### Increase Colors

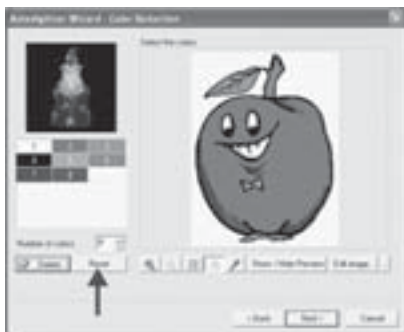
To add a color, click on the “up arrow” or type the number in the box as shown in Figure AD-21.

Figure AD-21



To reset your colors to the bit-image default, click on **Reset** as shown in Figure AD-22.

Figure AD-22

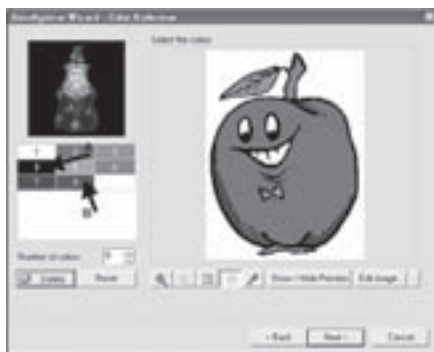


### Arrange Colors

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, etc. This function is done by selecting and holding down the left mouse button on the color you want moved (A) and dragging it to the spot you want it to stitch at (B) as shown in Figure AD-23.



Figure AD-23



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

## Color Reduction Tools



Click the **Zoom In** icon to make the image larger.



Click the **Zoom Out** icon to make the image smaller.



Click the **Zoom to Fit** icon to make the image fit the picture window.



Click the **Hand Tool** icon to move the image when zoomed in.



Click the **Add new color to palette** icon to add a color back if deleted.

#### 4. Vectorize

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



Figure AD-24

#### Tolerance Value

Changing the tolerance of the image is a simple matter of moving the scroll bar to the left or right or clicking the up or down arrows next to the number, and clicking on **Update outlines** as shown in Figure AD-25.

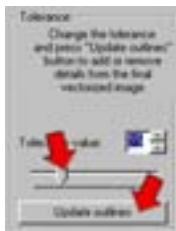


Figure AD-25



Tip

*Changing the tolerance value will give the image more or less detail when converted to embroidery. The lower the number, the more detail there will be within the finished embroidery. The higher 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 AD-26.

Figure AD-26



## Setting Background Color

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 generate stitches, make sure the correct color is selected for the background before proceeding.*



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

## 5. Judgment

In the fifth feature, you will find “Judgment”. This feature allows you to choose options that relate to your embroidery and how it will digitize.

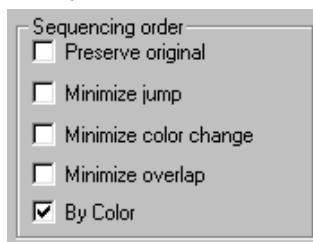
Figure AD-27



### Sequencing order

In “Sequencing order”, you have five options to choose from (Figure AD-28).

Figure AD-28



**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.



*“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.



*“By color” works much like “Minimize color change” and is the Wizard’s default setting when using the “Judgment” function.*



*The main difference is that it works in conjunction with “Color Reduction” (see Step3 in this section) to choose what color sews first, second, etc. This is very useful. For example: If you want the color that outlines to sew last, but it’s the third color in the color chart. By using “Color Reduction”, you can arrange the colors to the desired order and then choose “Judgement / By Color”. This will ensure that the outline color will stitch last.*

## Trim

Sewing machine's with trimmer's can take advantage of this feature as shown in Figure AD-29.

Figure AD-29



**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.

**Trim at** is used when you want to add trim commands but only when the stitch length exceeds a set distance in tenths of centimeters (Figure AD-29). There is a box to the right of “Trim at” that equals 50. This means add a trim every 50 tenths of a centimeter (or 5 millimeters). You can change the length as you desire.

Warning



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

Tip

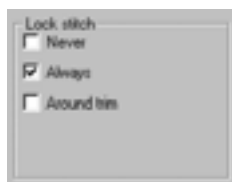


*Trim is a feature currently used in the commercial embroidery market. As home embroidery machines become more advanced, trim may be a feature that will be added to the machines.*

## Lock stitch

Sewing machine's with trimmers can take advantage of this feature as shown in Figure AD-30.

Figure AD-30



**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.



*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. You select the type of fabric you wish to sew your embroidery on and the Wizard will add the correct stitch length, density and underlay (Figure AD-31).

FigureAD-31



There are 21 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.

<u>Settings</u>	<u>Under Sewing</u>	<u>Type of Under Sewing</u>
Baby Blanket	Yes	Max-Grid
Canvas	Yes	Max-Grid
Cap	No	
Dog Collar	No	
Fake Fur	Yes	Max-Grid
Fleece	Yes	Minimal
Jeans	Yes	Normal Diagonal
Leather	No	
Lycra	Yes	Normal Diagonal
Normal	No	
Pique	Yes	Above Normal - Diagonal
Pullover	Yes	
Satin	Yes	Max-Grid
Shirt Cuff	No	Very Light
Silk	Yes	
Sweat Shirt	Yes	Very Light
Towel	Yes	Normal Diagonal
T-Shirt	Yes	Normal - Large Diagonal
Velvet	Yes	Max-Grid & Density
Vinyl	No	
Woven Fabrics	Yes	Normal Diagonal



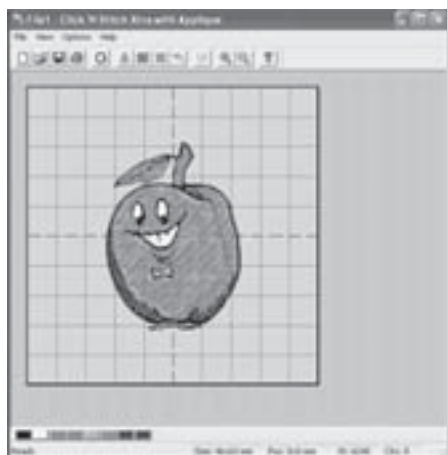
**Finish**

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

**Warning**

*Depending on the bit-image file and the speed of your computer, the conversion from image to embroidery may take a few minutes.*

Figure AD-32



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# Cross Stitch



Items found in this Section:

1. [A Quick Start Lesson](#)
2. [Cross Stitch Wizard](#)

## Quick Start Lesson



*This is a quick lesson to get your started auto digitizing images into cross stitch designs. Detailed descriptions of the functions and their use are found in the “Cross Stitch Wizard” section of this chapter.*

1. Click on the **Cross Stitch** icon as shown in Figure QSC-1 to activate the Cross Stitch Wizard.

Figure QSC-1



2. Click the **Select Image** button as shown in Figure QSC-2.

Figure QSC-2



3. Select the SmileyApple.jpg file as shown in Figure QSC-3. The image file SmileyApple.jpg can be found at “C:/GN/Bitmaps”.

Figure QSC-3



*Notice the preview area in the right bottom corner of the “Open image” screen. This will allow you to select your clip art by picture instead of just the file name as long as “Show preview” is selected.*

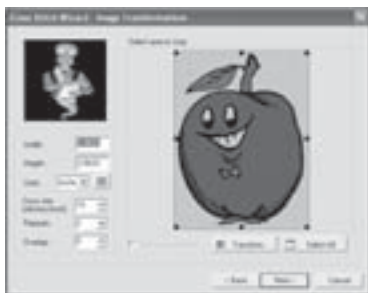
4. Click the **Open** button and you are back to the Cross Stitch Wizard screen.
5. Click **Next**.

6. Step 2 in the Cross Stitch Wizard is the “Image Transformations” screen as shown in Figure QSC-4. Here you can adjust the width and height of the image and select the units of measurement (i.e. mm, cm, inches). Here you can also change the number of cross stitches per inch, repeats and overlaps. This screen also gives you the ability to rotate, flip and crop the design.

---

**Figure QSC-4**

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7. Click the up arrow next to “Cross Size (stitches/inch)” and change it to 18 (Figure QSC-5). This will increase the detail when stitched out.

---

**Figure QSC-5**

---



8. Click **Next**.



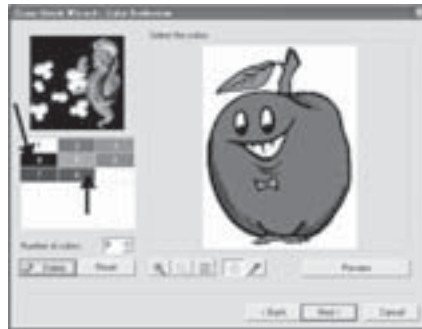
**Tip**

*You can click **Back** on any step in the process to return to the previous step.*

9. Stage 3 in the Wizard is “Color Reduction.” Here you can increase or decrease the number of colors in the design and also change the stitching order (Figure QSC-6).

10. To change the sewing order of the colors listed, simply click and hold the mouse button on the color you want to move and drag it to the position of another color. In our example, we want black to stitch last, so click on **color Black (A)**, drag the mouse and release on **last color (B)** as shown in Figure QSC-6.

Figure QSC-6



11. Click **Next**.

12. Step 4 in the Wizard is “Image Edit.” This screen allows you to take the design into any graphic editing software or with MS Paint as the program default.



Tip

Step 13 through 17 is to demonstrate two key features of the **Edit Image** option: the **Fill** tool and **pencil** in MS Paint.

13. Click on the **Edit Image** button as shown in Figure QSC-7, and the design will load in MS Paint (See the MS Paint chapter for detailed description of all the tools and features).

Figure QSC-7



Warning

**DO NOT** resize the image in your graphic editor program, but use the **Zoom** tool found under the “**View**” drop down if you need to make the image larger. Resizing will resize the image in the **Cross Stitch Wizard**.

14. In MS Paint, click on the **Pencil** tool (A) and the black color chip in the **Color Palette** (B). Carefully “touch up” the black outline, or any details you want with any color you want (Figure QSC-8).



Figure QSC-8



15. Now, click on the **Fill With Color** tool (A) and then select a color from the **Color Palette** (B) that is not in the design (Figure QSC-9).

Figure QSC-9



16. Click anywhere in the white background and it will fill with the color selected from the color palette (Figure QSC-10). Any areas blocked by outline to prevent the “fill color” from flowing into background, click that area while still using the “Fill with Color” icon to finish filling with background color.



Tip

This is useful as it will allow the eyes and teeth to digitize since they are white, but not the background.

---

---

Figure QSC-10

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---



17. Click **File**, then **Save** and close out of MS Paint. The design with the new background and any corrections made to outline will now appear in the preview window of the Cross Stitch Wizard - Image Edit screen.

18. Click on the **Eye Dropper** icon under “Background Color” and then click anywhere in the background of the design in the “Preview” window. That color will now no longer sew in the final stitching. (Figure QSC-11). Unless “Fill with stitches” is selected.

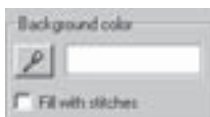
---

---

Figure QSC-11

---

---



19. Click **Next**.

20. The “Outlines” screen appears. Here you can apply outlines to any or all the colors by checking the box next to the color you want to apply an outline to (Figure QSC-12). Or you can click on the first box to the right of the color bars to select all the colors. To deselect all the colors click on the second box to the right of the color bars.

Figure QSC-12



21. Click **Next**.

22. The “Preview” screen displays a preview of the final cross stitch of the design (Figure QSC-13).

Figure QSC-13

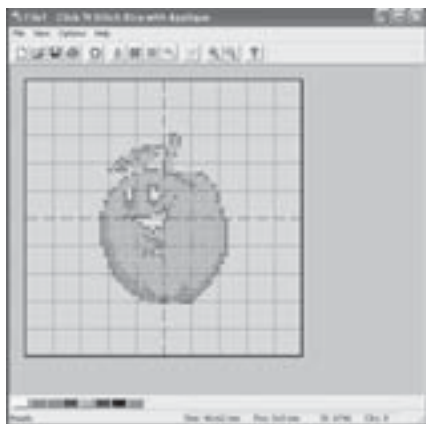


23. Click **Finish** and the design will digitize (Figure QSC-14).



Converting a bit-image file to cross stitch 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.

Figure QSC-14



24. Click **File**, then **Save** to save the design to your machine's format.

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## Cross Stitch Wizard

This section describes how to use the Cross Stitch Wizard.

### Cross Stitch

Click on the **Cross Stitch** icon to start the Cross Stitch Wizard as shown in Figure CS-1.

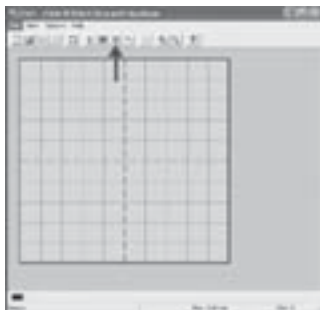


Figure CS-1

#### 1. Select Image

Selecting your image is the first of 6 steps within the Cross Stitch Wizard.



Figure CS-2

Click on “Select Image” as shown in Figure CS-3 to select a file from your computer or disk.

Figure CS-3



After clicking “Select Image” a dialog box will appear as shown in Figure CS-4.

Figure CS-4



There are many different features within this dialog box to be aware of:

Figure CS-5



Click on the arrow to the right of the “Look in” box (Figure CS-5) to see the list of sub-directories as shown in Figure CS-6.

Figure CS-6



Open the folder or directory where the image you want is stored



Tip

*The path to \*.jpg images included with this program is C:/GN/Bitmaps.*

Click on a file and it will preview in the “Image Information” box.

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 CS-7.

Figure CS-7




After selecting a image, click on **Open** to bring the image into the Cross Stitch Wizard.



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



After selecting your image and clicking **Open**, the path will appear to the left of the “Acquire...” button.

Click ‘N Stitch Xtra with Applique also gives you the ability to scan your favorite drawing into the Cross Stitch Wizard.

Click the **Acquire** button as shown in Figure CS-8 and the Twain window will display (Figure CS-9).

Figure CS-8



Figure CS-9



Click **Select Source** to set your scanner options, then click on **Acquire Image** and follow your scanner’s instructions.

Remember



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

 < Back

Clicking on the **Back** button will take you to the previous Cross Stitch Wizard page. Any changes made to image will revert image back to original state except for sizing.

 Next >

Clicking on the **Next** button will take you to the next Cross Stitch Wizard page.

 Cancel

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

Once you have selected your image, click **Next** to proceed to the next step.

## 2. Image Transformations

The “Image Transformations” feature allows you to adjust the **width** and **height** of the image, select the **units** of measurement, change the **cross size**, **overlap** and **repeats**, and the ability to **Transform** (rotate, flip) and **crop** the image.

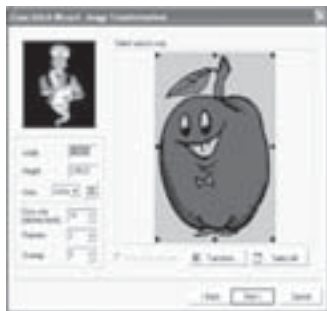


Figure CS-10

There are 3 main parts to Image Transformations.

1. Set New Image Size.
2. Select Area to Crop.
3. Transform.

Figure CS-11



### Set New Image Size

In “Set New Image Size”, the size will be set to the size of the image as default. You can change the width or height of the image at this point. By changing the width, the height will automatically change in proportion.

Remember



*The size that is set in this screen will be the finished size of your digitized file.*

Figure CS-12



You can set the measurement of the image by millimeters, centimeters or inches, by selecting which measurement you desire in the **Units** box.

If you do not like the changes you made to the height or width, click on the **Reset Size** button to return the image to its original size.

**Cross Size** is the number of crosses per inch. A higher number increases the amount of detail and a lower number decreases the amount of detail in the design (18 is recommended, 20 is maximum limit).

**Repeats** is how many times the program will stitch over one place.

**Overlap** is used if you want the crosses to overlap each other.

### Select Area to Crop

In “Select area to crop,” the size will be set to the size of the image as default. You can choose to only stitch a certain part of the image. Select from any one of the eight small squares to resize the cropped area.



Tip

*Crop your image and then set the size you want your finished design to be.*

Figure CS-13



Click and hold the left mouse button down on the bottom corner as shown in Figure CS-13.

Figure CS-14



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

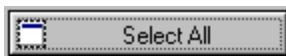
Figure CS-15



After dragging to the top left corner release mouse button, click and hold down the left mouse button in the middle of the image box and aline the desired area, as shown in Figure CS-15. Only the area within the gray box will digitize.

To reset the cropping area, click on **Select All** as shown in Figure CS-16.

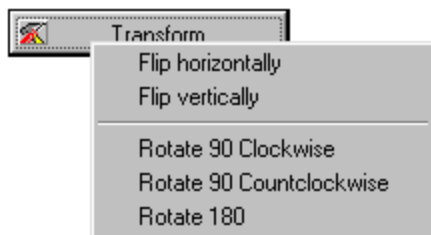
Figure CS-16



## Transform

Click on “Transform” and you can flip the image horizontally or vertically or rotate the image 90 degrees clockwise, counterclockwise or 180 degrees as shown in Figure CS-17.

Figure CS-17

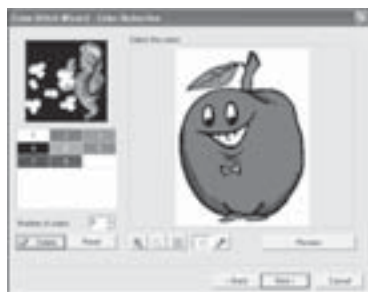


Click **Next** to proceed to the next step.

## 3. Color Reduction

In the third feature, you will find “Color Reduction”. Here you can increase or decrease the number of colors in the design and change the sewing order of the colors (Figure CS-18).

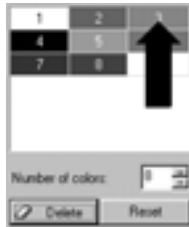
Figure CS-18



## Reduce Colors

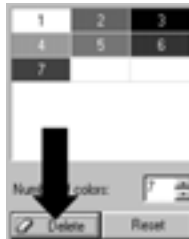
To delete a color, click on the color to be deleted as shown in Figure CS-19.

Figure CS-19



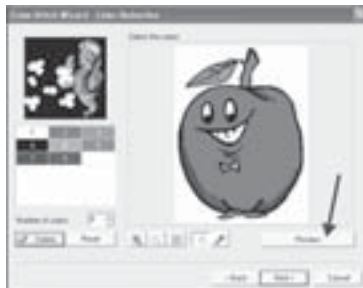
Click on **Delete** as shown in Figure CS-19a.

Figure CS-19a



To view color changes within the bit-image design, click on **Preview** as shown in Figure CS-19b.

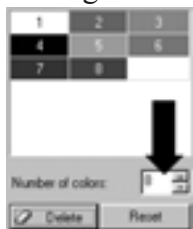
Figure CS-19b



### Increase Colors

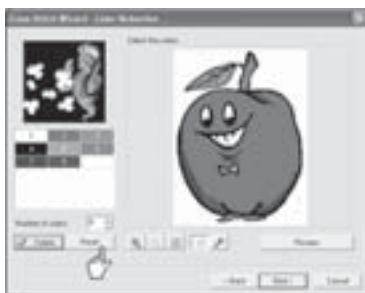
To add a color, click on the “up arrow” or type the number in the box as shown in Figure CS-20.

Figure CS-20



To reset your colors to the bit-image default, click on **Reset** as shown in Figure CS-21.

Figure CS-21

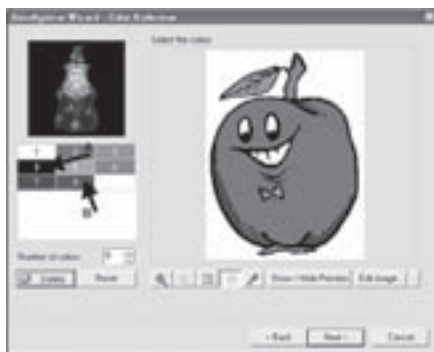


### Arrange Colors

You have control over what color will sew first, second, etc. This function is done by selecting and holding down the left mouse button on the color you want moved (A) and dragging it to the spot you want it to stitch at (B) as shown in Figure CS-22.



Figure CS-22



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

## Color Reduction Tools



Click the **Zoom In** icon to make the image larger.



Click the **Zoom Out** icon to make the image smaller.



Click the **Zoom to Fit** icon to make the image fit the picture window.



Click the **Hand Tool** icon to move the image when zoomed in.



Click the **Add new color to palette** icon to add a color back if deleted.

#### 4. Edit Image

In the fourth feature, you will be able to export the design to a graphic editor where you can make changes and /or corrections. (Default is MS Paint). You can also set your background color in this step.

Figure CS-23



#### Edit Image

Click **Edit Image**, as shown in Figure CD-24, to export the design to a graphic editor. The default setting will launch MS Paint.

Figure CS-24



You have all the capabilities of MS Paint at your disposal. For a description of tools and functions of MS Paint, see the “MS Paint” chapter in the manual. Also see the “Quick Start” section in this chapter for a useful lesson in using MS Paint.



*By using the “Edit Image” function in the Cross Stitch Wizard, any type of image file can be exported to MS Paint.*

Click **File**, then **Save** and close out of MS Paint. The design with the new background will be in the preview window of the Cross Stitch Wizard.

If you have another image editing



program that you prefer to use, click on the button to the right of the **Edit Image** button as shown in Figure CS-25. This will allow you to assign that button to the location of your image editing software.



Figure CS-25

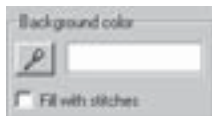
## Setting Background Color

You can set a background color and choose whether to have it digitize or not.

Click on the **Eye Dropper** icon under “Background Color” as shown in Figure CS-26 and then click anywhere in the background of the design in the “Preview” window. The color showing within block to the right of the Eye Dropper icon will now no longer sew in the final stitching.

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

Figure CS-26



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



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

Click **Next** to proceed to the next step.

## 5. Outlines

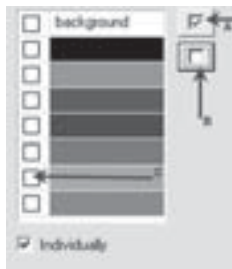
The fifth feature allows you to have “X’s” outlined when cross stitched.

Figure CS-27



Click on the boxes to the right of the color bars to select or deselect the colors to be outlined as shown below in Figure CS-28 arrows A and B. Click on the boxes to the left of the color bars to select or deselect that particular color not to be outlined as show in Figure CS-28 arrow C.

Figure CS-28



Click **Next** to proceed to the next step.

## 6. Preview

The “Preview” screen displays a realistic view of the image in cross stitch as shown in Figure CS-29.

Figure CS-29



Tip

*If the image is not to your satisfaction, click the **Back** button to redo previous steps.*

**Finish**

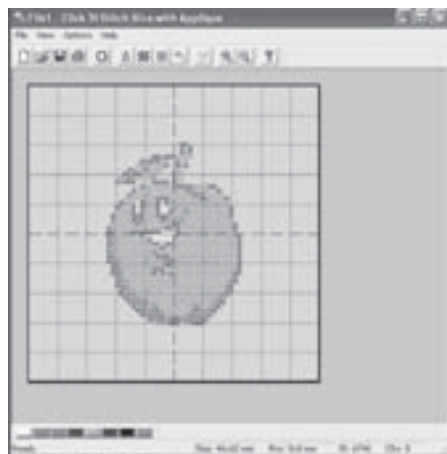
Click **Finish** and this will start the conversion to cross stitch. Once finished, the cross stitch design will appear on the main screen (Figure CS-30).

Warning



*Depending on the bit-image file and the speed of your computer, the conversion from image to embroidery may take a few minutes.*

Figure CS-30



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# Applique



## Items found in this Section:

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2. Applique Wizard
  - Add Applique to Design - Predigitized Shape
  - Using Magic Wand
3. Quick Start Lessons - Autodigitize Method
  - Autodigitize with Manual Tool
  - Autodigitize with Manual Tool - Outer Path
  - Auto Applique and Paint®
4. Applique Wizard Tools

## Introduction to Applique

### Creating an Applique

You can create an applique from any suitable clip art or scanned image. Some images may need to be edited before you can create a suitable applique, with an appropriate appearance.

Each applique segment has three parts - a cut line, a tack-down stitching line and a final stitching layer to securely hold the fabric in place. The cut line segment is also saved in a separate file so that it may easily be stitched independently for the purpose of pre-cutting applique pieces. This file can be stitched directly onto the fabric that will be the applique, and then the applique can be cut out in advance for faster and easier production at the machine. A temporary spray adhesive is used to hold the pre-cut fabric applique in position over an identical target line stitched at the beginning of each applique segment.

### Autodigitizer Wizard

In the Autodigitizer Wizard section of the program, you will convert artwork automatically, just as though you were creating a fully stitched design. At the final step you may choose the option "Create Applique". You may create appliques for the entire design, or just certain portions, Depending on the artwork, you may wish to create details, such as eyes and other features, as standard embroidery.

## Applique Wizard

In the Applique Wizard, you can use predigitized appliques, resizing them to fit your needs. You can also open clip art and use it like a template, trace around it with the “Add Path” or “Autotrace” tool to create one of a kind appliques. You also have a choice of various stitch types to use as a border for your appliques.

## Applique Success

Click ‘n Stitch Xtra with Applique will create the stitch data necessary to create beautiful appliques. In order for the appliques to be long lasting, it is necessary to prepare the fabric so that it doesn’t fray, wrinkle or bubble after it has been applied to the garment.

When using fabrics that can withstand heat, apply a heat fusible product to the back of the fabric that will later allow the applique fabric to be bonded to the garment. If heat can not be used, there are pressure-sensitive products available. Applying such a product to the back of your selected applique fabric adds body and may make pre-cutting easier.

There are many fabrics that will make impressive, eye-catching appliques. When selecting your applique fabric, consider the care instructions for your garment or base fabric as well as your applique fabric. They should have compatible care methods. In other words, you wouldn’t want a dry clean only applique fabric on your washable sweatshirt-unless you wanted to be committed to having the washable sweatshirt continually dry-cleaned.

## Applique Methods

There are two basic methods of doing applique - pre-cut and cut-away. Your Click 'n Stitch Xtra with Applique program creates applique designs that are suitable for either method.

### Pre-Cut Method

In the pre-cut method, the applique fabric is cut to fit the target stitch before stitching begins. This is a fast and accurate method when done correctly. It is particularly desirable when creating more than one of the same item.

Your program creates two or more files for each design containing an applique. The first files contain a cutting line to be stitched right on your prepared applique fabric. Stitch the cutting line once for each applique that you need, and **cut out on the stitching line, or just slightly to the outside of the stitching line.**

When stitching the design on your hooped project, the first thing to stitch will be the target line, which is the same as the cutting line. You will then place your cut applique onto the target line, using a suitable adhesive to hold your cut applique piece in position until it has been tacked down with stitches.

If you are using a backing product with a pressure sensitive coating, you can remove the paper covering just before applying the cut piece to the garment. If you are using a standard fusible to reduce fraying, press in place with an iron. You can also use an embroidery spray adhesive to hold your cut applique pieces in place.

After positioning your cut piece onto the target line, restart the machine to stitch the tacking stitches. The purpose of the tacking stitches is to hold the applique more securely until the final layer of satin stitches completes the applique.

### Cut-Away Method

The cut-away method is commonly used in home embroidery because it eliminates all risk associated with pre-cutting of fabrics. It can take a bit longer, and care must be taken to avoid allowing the garment from being disturbed during the cutting.

In this method, the target line is stitched onto the garment. The machine will stop after the target line for the placement of a piece of applique fabric just large enough to cover the target stitch. Restart the machine to stitch the tacking line. When the machine stops after the tacking line, use a pair of blunt curved scissors, applique scissors or any suitable scissors to cut the fabric close to the tacking stitch. After cutting away the excess fabric, restart the machine to stitch the final satin stitch layer to complete the applique. **Be careful the hooped project does not move out of position while trimming away the excess applique fabric!**

### Finishing Your Applique

Regardless of the method used, if the fabric was prepared with a fusible backing, you may be able to fuse the applique to the garment. Several products made specifically for applique allow the finished applique to be permanently bonded to the garment, so the applique fabric won't wrinkle when washed or cleaned.

## Quick Start Lesson - Add Applique to Existing Design


.....

1. Go to **File, File Open**, and open any design that is in one of the supported formats. For this example, we opened the provided design 64389 located in the directory

**C:/gn/bitmaps/lesson\_art.** as shown in Figure QSA-01.



**Fig. QSA -01**

2. Click on the **Applique Wizard tool**  located on the Command Tool bar at the top of the screen. The tool launches the Applique Wizard as shown in figure QSA-02.



**Fig. QSA -02**

To begin click **“NEXT”**.

3. The chickens appear on the **Compose** screen in **“Ghost”** mode. Click on the **“Ghost”** icon as shown in Figure QSA-03 so chickens will appear as



**Fig. QSA -03**


shown in Figure QSA-03a. From the **Shape** list, Figure QSA-03b, select the chunky heart **shape06** and click on the **Add**  button above the Shape list. The heart shape appears around the chickens in the **View** screen. Click on the Settings button, and type 3 in the box labeled **Applique Width**, as shown in Figure QSA-03c. Click OK to close the dialog. Click on **Apply**, as shown in Figure QSA-03d, to activate the change to the applique.




Fig.QSA-03a



Fig.QSA-03b



Fig.QSA-03d

**Tip**  The properties of the applique around your design can easily be changed through **Settings** and then click **Apply**. The applique stitch can also easily be changed by selecting a different stitch type from the **Type** menu. Select the applique and then make your changes.


**Warning**  To utilize the Symbol and Program Stitch options you **must have** Embroidery Links installed and registered on this computer.



Fig.QSA-03c

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4. The heart shape appears around the chickens. You can move, resize, rotate, and reshape the shape object by clicking and dragging on any of the handles on the selection box as shown in Fig. QSA-04. Click on **Next**. The design appears in the Preview screen. Click **Finish**. Design is shown in Click 'N Stitch with Applique's main screen.

5. Click on Re-Sequence Design  icon located on top Command Tool Bar to the right of the Applique icon. The combined creation is shown in the Re-Sequence Design screen as shown in Fig. QSA-05, and the heart applique is shown in the first stitching position. Click **OK**.



The cross hatching shown on the screen represents the applique fabric.

6. In the final screen as shown in Fig. QSA-06, click on **File, Save As**, and select the destination directory where you would like to save the design. Select the desired format, type a new name in the **File Name** box, click **OK**.



Fig. QSA-04



Fig. QSA-05



Fig. QSA-06



## Quick Start Lesson - Magic Wand



1. Click on the Appliqué Wizard  icon in the Command Tool bar at the top of your screen. In the Applique Wizard Welcome screen as shown in Fig. QSA-07, click **Next**.



Fig. QSA-07

2. On the tool bar below the work area, click on the **Backdrop** icon  and load the design **Ice\_Cream.wmf** from the directory **C:/gn/bitmaps/lesson\_art..** On the **Backdrop** screen as shown in Fig. QSA-08, type a new size if desired. Remember, there are 25mm in an inch. Click **OK**.

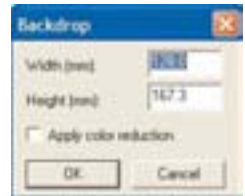


Fig. QSA-08



3. When the image appears in the work area, select the **Magic Wand**  tool from the tool bar. With the wand, click just inside the black outline of the cone. Choose a wide area to be sure you select the cone outline as shown in Fig. QSA-09. If you get an area you don't want, click on the **Erase Object**  tool to delete.



Fig. QSA-09

4. Notice that a satin stitch outline has appeared around the perimeter of the cone as shown in Fig. QSA-10. Under the satin stitch outline are the target line and tacking stitch lines as well. Click **Next**.

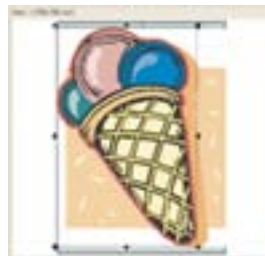


Fig. QSA-10

5. The next screen is the **Preview** screen. It shows your outline without the Backdrop artwork as shown in Fig. QSA-11. Click **Finish**. The following screen is the **Re-Sequence Design** screen. There is no need to resequence because there is only one color as shown in Fig. QSA-12. Click **OK**.



Fig. QSA-11

6. The design appears on the final work area as shown in Fig. QSA-13. To save, click on **File, Save As**. Choose the location where you wish to save the design, Choose your preferred format in **Save as Type**, and type a name for the design in **File Name**. Click on **Save** button.



Fig. QSA-12



**Tip** Remember the cross hatch markings in the ice cream applique as to where the applique goes within the design.

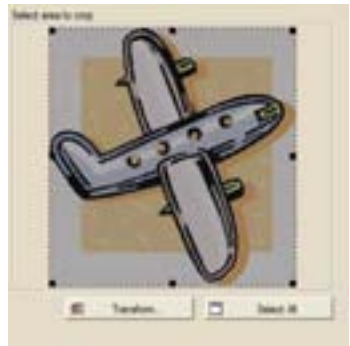


Fig. QSA-13

## Quick Start Lesson - Manual Method

1. Open the Autodigitizer Wizard by clicking on the Auto Digitize icon  on the Command Tool Bar at the top of your screen. Click on the **Select Image** button and select the art image **Plane** from the directory **C:/gn/bitmaps/lesson\_art**. You will need to change the **Files of Type** from “Bitmaps” to “Windows Metafiles (EMF,WMF)”. Click **Open**.

2. Click **Next**. In this screen, change the width to 100mm. If you prefer to work in inches, click on the arrow in the “Units” box and change the measurement unit to inches and type 4 in the box labeled “Width”. Click **Next**.



3. We will use the Color Reduction function to reduce the image colors. The screen shows there are 11 colors. Click the downward arrow in the **Number of colors** box until there are only two - black and white.



4. Click on **Show/Hide Preview**, and the plane will be shown in the two remaining colors. Click **Next**. When the image appears in the Vectorized Image window, click **Next**.





5. In the Judgement Screen, click on **Create Applique**. When the image appears in the **Select Applique** screen, click on the **Fill/ No Fill** button. Click on all of the black filled areas except the small black semicircles on the body of the plane.




6. Click on the **Manual** tool, and click on the outermost outline of the plane to select it. When selected, the outside border will turn purple. **Click Next**.



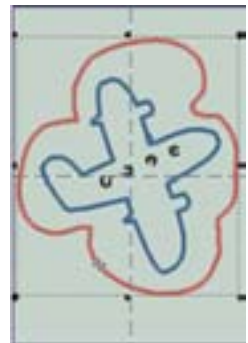
7. In the **Compose** Screen, click on the **Ghost** icon  to display the regular embroidery detail on the plane body, as well as the applique of the plane body. In this screen, you can edit the points in the applique outline by clicking on the **Edit Path**  tool.



8. You can also add a cloud behind the plane by selecting the **Add Path**  tool. Hold the **Control** button on your keyboard as you click a free-form cloud around the airplane. When complete, **click** the **right mouse** button.



9. After the right click, the cloud appears on the screen. The cloud has the target line, tacking stitch and satin layer for an applique, just like the airplane. **Click Next.**



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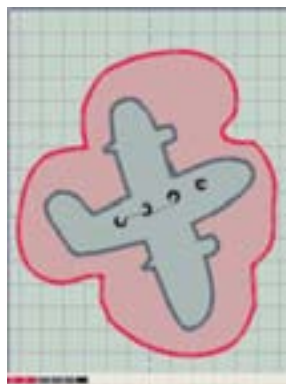
10. The Re-Sequence Design screen shows the airplane applique will stitch before the cloud, which would cover it. Place your cursor over the second item, the cloud, and hold down the left mouse button to drag it to the first position.




11. After moving the cloud to the first position, the plane shows on top of the cloud, and the detail of the plane stitches last. Click **OK**.



12. The design appears in the final work area located within Click 'N Stitch with Applique's main screen. Colors may be changed by clicking on the desired color chip located at lower left side of screen. Click on **File, Save As**, select directory where you would like to save your design. Select your desired format, name the file in the **File name** box. Click **Save**.

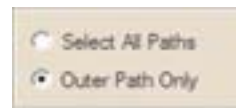


## Quick Start Lesson - Manual Method - Outer Path

1. From the File menu, click on File, File New. Click on the Auto Digitizer  tool from the Command Tool Bar at the top of the screen. Select the design **Wolf** from the directory **C:/gn/bitmaps/lesson\_art** after selecting “**Vector Images**” in the pulldown menu of “**Files of Type**”. In the **Image Transformations** screen change the design to 4 inches or 100mm. Click **Next**.



2. In the **Color Reduction** screen, click on the downward arrow in the **Number of Colors** window until there are only four colors remaining, or just type in the number 4. Click **Next**. In the Vectorized Image screen., click **Next**. In the **Judgement** screen, click **Create Applique**. In the **Select Applique** screen, click on the **Fill/No Fill** button, and click inside the wolf. A purple outline appears around the wolf. Click on **Outer Path Only** and click on the **Auto Applique** button. Click inside the wolf again. A grid appears inside the wolf.





**This is extra information that can happen if you click on different functions within the program.**



**“Select All Paths”  
Makes extra applique  
at base of tail**

**Extra Applique**



**“Outer Path”  
best setting for  
this design**

**Preferred Results**



## Quick Start Lesson - Autodigitizer Wizard with MS Paint®

1. Open the Autodigitizer Wizard by clicking on the Auto Digitizer icon  on the Command Tool Bar at the top of your screen. Click on the **Select Image** button and select the art image **Heart\_Apple** from the directory **C:/gn/bitmaps/lesson\_art** You will need to change the **Files of Type** from “Bitmaps” to “Windows Metafiles (EMF,WMF)”. Click **Next**.



2. In the next screen, change the width to 100mm. If you prefer to work in inches, click on the arrow in the “Units” box and change the measurement unit to inches and type 4 in the box labeled “Width”. Click **Next**.



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3. The next screen is labeled “Color Reduction”. Notice that the apple is made up of two colors, and the leaf has two colors. The color separations are numbered on the left side of the screen. The index of colors shows 7 colors in this design.




4. Click on the button labeled **Edit Image**. This will place the image into an associated artwork editing program. The default associated program is Microsoft Paint®, because it is pre-installed on all Windows®-based computers.



The image is opened into the Paint program where we will make modifications that will help the image process better in the program. When opened, the apple has two colors, and its leaf has two colors.

5. On the color palette tool at the bottom of the screen, click on the red color chip.




6. After loading red as the foreground color, choose the Paint Can tool  and click inside the left side of the apple. The Pinkish color is changed to the red that you loaded as the foreground color.



7. Now click with the Paint Can tool in the right side of the apple. The apple is now a uniform red color.




8. Scroll to the bottom of the apple. Choose the Paintbrush tool  and one of the larger brush sizes. The red color is still loaded as the foreground color, so red is the color “loaded” in your paintbrush. Brush over the black accents using the Paintbrush tool, and the black highlights will be replaced with red.




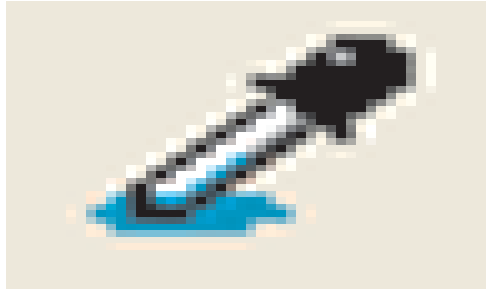
9. Next scroll to the top of the apple. We need to make the entire apple red, without a black outline. We want to keep the black outline for detail on the stem and leaf. So, we will use the Paintbrush tool to paint the area next to the stem with red, separating the black outline on the apple from the outline on the leaf and stem.



10. Select the Paint Can tool  and click with it inside the black border of the apple. The apple will become completely red.



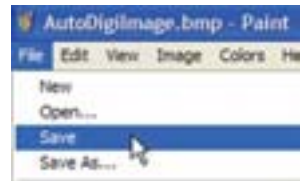
11. **Select** the Eyedropper tool , and **click** inside the dark green section of the leaf. Now your foreground color will be the dark green instead of the color red.



12. **Select** the Paint Can tool and click inside the light green section of the leaf, flooding it with dark green. Finally, **click** inside the stem and vein, replacing the tan with bright green.



13. We have completed editing the image to produce the best applique. Under the **File** menu, **click** on **Save**, and **close** the Paint program.



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14. Your edited image appears in the Autodigitizer Wizard. Notice that the color legend now shows only four colors instead of the seven appearing in step 3. Click **Next**.



15. The image appears in the “Vectorized Image” screen. Click **Next**.



16. The Judgement screen allows us to select sequencing order, fabric type, trim and lock stitch preferences. Leave all settings as the defaults and **click** on the **Create Applique** button.



17. The image is now in the Select Applique screen, where we will define what areas will be applique and what areas, if any, will be standard embroidery. To begin, **click** on the **Fill/No Fill**


 button.



18. **Click** inside the red heart to indicate that standard embroidery will not be generated for this section, which will be an applique'. The red fill disappears, and only a thin red outline defines the heart.



19. Next, click on the Auto

Applique  button and then click inside the heart shape. It will be filled with a crosshatched pattern indicating the area will be covered with fabric. Click **Next**.



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20. In the Compose screen, the applique stitches are shown, and the standard embroidery stitches appear in a ghost image. Click on the small ghost icon below the image in the Compose screen.



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21. The embroidery stitches now appear on the screen along with the applique shape in an outline form. Click **Next**.



22. The image appears in the Preview screen. Click **Finish**.





23. The Resequence Design screen allows you to determine the stitching order of the design elements by color. In this instance, we would have a smoother finish on the apple if the edges of the apple stem were tucked under the applique. To accomplish this, place your cursor over the leaf, hold down the left mouse button and drag it to the first position in the resequence strip.

Click **OK**.



24. After dragging the leaf to position one, the display will look like this. Click **OK**.



25. The finished design will appear on the workgrid within Click 'N Stitch with Applique's main screen. At the bottom of the main screen are the color chips in sewing order.



26. The first two colors are the leaf colors. The third color is the target placement line, the second color is the tack down stitch and the third is the applique' satin stitch. To colorize the design for stitching, click on the third color chip and a palette appears. Select the correct color palette for your machine and click on the red chip in your palette. Select red for the last three colors.



27. Your design is now ready for saving and stitching. On the File menu, select **Save As**.

In the **Save In** box, place the name of the directory where you want to save your file.



In the **Save as Type** box, select your desired format from the drop-down list.

In the **File Name** box, type the name of your new creation.

Click **Save**.

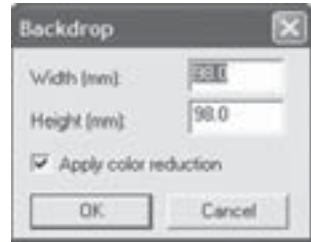


## Quick Start Lesson - Re-Sequence Design - Split Colors

In the Re-Sequence screen, we can split the three parts of each color into parts to group them for better stitching results. To experiment with this, click on the **Applique Wizard** icon  and then **Next** and then the **Backdrop** tool .



From the Let-AARDV folder in the Bitmap directory, load the letter D.




When the size Backdrop dialog box appears, click OK.


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Using the Magic Wand tool  click inside the black portion of the letter.



Click the Magic Wand tool  again, and click inside the open area inside the D.



At the Applique-Preview screen, click Finish.



At the Re-Sequence Design screen, right click on the first icon in the sequence and select “Split Colors”.

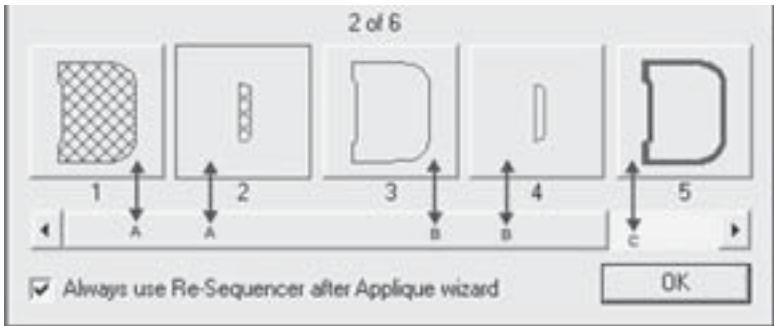


At the warning message, click Yes. The single color will be shown in its three segments.





On the second color, repeat by right clicking on the second color icon, representing the inside of the “D”. After splitting, highlight the guide stitch of the second segment and use the left arrow key on your keyboard to move it next to the guide stitch of the outer segment. Repeat the process until the segments are grouped by type. The guide stitch, the tacking stitch and the final layer will be next to each other for both colors to achieve the best stitching.



- A** = Guide Stitch
- B** = Tacking Stitch
- C** = Final Layer

### Applique Wizard Tools



Ghost tool - Use this tool to display standard embroidery elements when creating appliques in the Autodigitizer Wizard



Zoom In tool - Use this tool to get a closer view of design elements in the work area. Does not affect stitching size.



Zoom Out tool - Use this tool to reduce the viewing size of design elements in the work area. Does not affect stitching size.



Zoom To Fit tool - Use this tool to view design elements in actual size.



Center tool - Use this tool to center the design in the work area.



Backdrop tool - Use this tool to load artwork into the work area for use with the Magic Wand or Add Path tools.



Hand Tool - Use this tool to move viewing area when using the Zoom tools.



Select Tool - Use this tool to select an object for sizing, moving or deleting.



Add Path Tool - Use this tool to add an applique path by tracing artwork or doing freehand drawing.



Magic Wand Tool - Use this tool to select paths on artwork for creation of appliques.



Edit Path Tool - Use this tool to move points on a created object's path.



Delete Tool - Use this tool to delete a selected object.



## Applique Wizard Settings

**Settings Screen**- Use this screen to control the stitching parameters of the appliques created in the program

**Applique Width** - Defines width of the satin stitch in an applique. A larger number make a wider stitch. The default is 2mm.

**Stitch Length** - Defines the length of running stitches in target and tack down stitches.

**Applique Density** - Defines the distance between each satin stitch in the applique. The default is 4.0. A larger number makes the stitches farther apart.

**Tack Down Inset** - Defines the distance from the outside edge of the satin stitch of the applique to the running stitch tack down. The default is .5. A larger number

**Stop Command** - A check mark in this box causes the machine to stop between the target stitch and the tack down stitch, to allow placement of the applique.

## Preview Screen

**3D Threshold** - Defines the width of stitches that are viewable in the 3D mode of the preview. If stitches appear to be missing, their length exceeds the maximum set for this value. The default is 3mm. You may increase this value.





# Microsoft® Paint



In this section, we describe the features of the Microsoft Paint software that may be useful to you as you work with Click 'N Stitch Xtra with Applique. MS Paint is a graphic editor from Microsoft that is included in the Windows Operating System. You may use a graphic editor like MS Paint to alter artwork to work more suitably with the program.

## ***Disclaimer***

*Although Click 'N Stitch Xtra with Applique is designed to work with Microsoft Paint, MS Paint is not an Amazing Designs product. MS Paint is manufactured by Microsoft and any questions regarding the use of MS Paint should be sought through Microsoft technical support.*

## Graphic Editing Using MS Paint

Click 'N Stitch Xtra with Applique allows you to edit a design using MS Paint or another graphic editor you may have.

### Autodigitizer Wizard

In the Color Reduction screen, click on the **Edit Image** button, and MS Paint will load. See Figure P-1 and Figure P-2.

Figure P-1

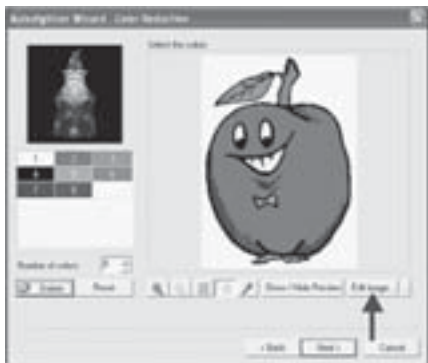


Figure P-2



## Cross Stitch Wizard

In the Image Edit screen, click on the **Edit Image** button, and MS Paint will load. See Figure P-3 and Figure P-4.

Figure P-3



Figure P-4



Warning

*If the imported design is not large enough for ease of working in MS Paint, use the zoom tool to enlarge the viewing size. DO NOT resize it as this will resize the image in your Click 'N Stitch with Applique program.*

## Drop-Down Menus - MS Paint

Figure P-5



There are six Drop-Down Menus:

- File
- Edit
- View
- Image
- Colors
- Help

## File Menu

Only two commands under the File Menu are used in conjunction with Click 'N Stitch Xtra with Applique.

### **Save (Ctrl+O)**

Click **F**ile, then **S**ave to save changes to the design. The “Save” command will not overwrite the original file, it just saves the changes back to Click 'N Stitch Xtra with Applique.

### **Exit (Alt+F4)**

Click **F**ile, then **E**xit to close MS Paint and return to Click 'N Stitch Xtra with Applique.

## Edit Menu

Figure P-6



### **Undo (Ctrl+Z)**

Click **E**dit, then **U**ndo to remove the last change you made to the design.

### Repeat (F4)

Click **E**dit, then **R**epeat to reapply a change that you just used Undo on.

### Cut (Ctrl+X)

Click **E**dit, then **C**ut to remove a selected area of the design.

### Copy (Ctrl+C)

Click **E**dit, then **C**opy to duplicate a selected area of the design.

### Paste (Ctrl+V)

Click **E**dit, then **P**aste to “paste” an area that was either cut or copied.

### Clear Selection (Del)

Click **E**dit, then **C**lear **S**election to delete a selected area of the design.

### Select All (Ctrl+A)

Click **E**dit, then **S**elect **A**ll to select the entire design.

### Copy To

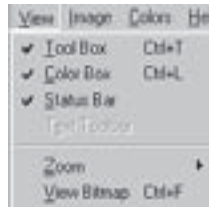
Click **E**dit, then **C**opy **T**o to copy the selected area of the design to another file.

### Paste From

Click **E**dit, then **P**aste **F**rom to “paste” the contents of a separate file into your active design.

## View Menu

Figure P-7



### **Tool Box, Color Box, Status Bar and Text Toolbar**

You can toggle whether the Tool Box, Color Box or Status Bar are displayed on the screen. Click **View**, then the appropriate choice to turn it on or off. The Text Toolbar will only appear if you add text to the design.

### **Zoom**

Click **View**, then **Zoom** to enlarge the design. This function can be very important when editing a design. If the design appears too small on the screen for detailed editing, zoom in to enlarge the design. DO NOT resize the design to make it bigger. Resizing in Paint will resize the design in Click 'N Stitch Xtra with Applique.

### **View Bitmap (Ctrl+F)**

Click **View**, then **View Bitmap** to display the design at full size on your desktop. This is simply a display feature. You can not do any editing in this view.

## Image Menu

Figure P-8

<u>I</u> mage	<u>C</u> olors	<u>H</u> elp
<u>F</u> lip/Rotate...		Ctrl+R
<u>S</u> tretch/Skew...		Ctrl+W
<u>I</u> nvert Colors		Ctrl+I
<u>A</u> tttributes...		Ctrl+E
<u>C</u> lear Image		Ctrl+Shift+N
<input checked="" type="checkbox"/> <u>D</u> raw Opaque		

### Flip/Rotate (Ctrl+R)

Click **I**mage, then **F**lip/Rotate to choose to flip the image vertically or horizontally, or to rotate the image by 90, 180 or 270 degrees.

### Stretch/Skew (Ctrl+W)

Click **I**mage, then **S**tretch/Skew to change the proportions of the selection. This will change the size of the design.

### Invert Colors (Ctrl+I)

Click **I**mage, then **I**nvert Colors to achieve an effect similar to a photographic negative.

### Attributes (Ctrl+E)

Click **I**mage, then **A**tttributes to change the basic image attributes such as height and width, colors (switch between b&w and color) and transparency.

### Clear Image (Ctrl+Shift+N)

Click **I**mage, then **C**lear Image to delete the image.



## Draw Opaque

Click **I**mage, then **D**raw Opaque to treat the background of the selected area as transparent (the default color is white).

## Colors Menu

### Edit Colors

Click **C**olors, then **E**dit Colors to edit your color palette and to create custom colors.

## Help Menu

### Help Topics

Click **H**elp, then **H**elp Topics for answers to questions you may have regarding MS Paint.

## Tool Box



### Free-Form Select

Click on the Free-Form Select tool, then, on the design, click and hold the left mouse button while you drag the mouse to create the desired shape.



### Select

Click on the Select tool, then, on the design, click and hold the left mouse button while you drag the mouse to create a rectangle shape.



### Eraser/Color Eraser

Click on the Eraser tool, then click on the part of the design you want to erase.



### Fill

The Fill tool applies color to an entire area of the design. (See example on next page).



### Pick Color

The Pick Color tool is used to pick up colors already in the design. This allows you to use the exact shade of that color in other areas of the design.



### Magnifier

The Magnifier allows you to zoom in to work on fine details on the design.



Tip

Use the *Fill* tool when the background color is the same color as areas within the design. Fill the background with a color not currently in the design so that these areas will be ignored in *Click 'N' Stitch Xtra with Applique*.

In MS Paint, click on the **Fill With Color (A)** tool and then select a color from the **Color Palette (B)** that is not in the design.

Figure P-9



Click anywhere in the white background and the entire background will fill with the color selected from the “color palette.”

Figure P-10



**Pencil**

The Pencil tool is the basic drawing tool in Paint.

**Brush**

The Brush is similar to the pencil except that you can change the size and shape of the brush.

**Airbrush**

The airbrush tool applies color gradually as if it is being sprayed on the design.

**Text**

The Text tool allows you to enter text into the design in various fonts, colors and sizes.

**Line**

The Line tool lets you draw straight lines of various widths.

**Curve**

The Curve tool is used to make curved lines of various widths. Left click the mouse to draw a line, then click again to position the curve.

**Rectangle**

The Rectangle tool draws different types of rectangles. To draw a rectangle, click on the tool, then click a point where you want one corner to be and drag the mouse to where you want the other corner to be.



### **Polygon**

To create a polygon, activate the Polygon tool then click on the design where you want the first corner to be. Draw the edges of the shape, then connect the last edge to the first corner and the shape will finish.



### **Ellipse**

The Ellipse tool allows you to draw ovals on the design. Click the Ellipse tool then click on the design where you want the oval to start and drag the mouse to create the shape.



### **Rounded Rectangle**

The Rounded Rectangle tool creates rectangles with rounded corners. This tool works the same way as the Rectangle tool.

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