

BuzzSize

User's Manual



Welcome

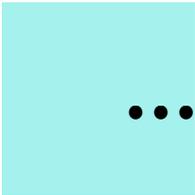
On behalf of all of us at Buzz Tools, I am pleased to introduce to you BuzzSize™, our embroidery design resizing software.

With BuzzSize™ you can easily resize your designs and adjust stitch density! The number of stitches is re-calculated and fill patterns retained to give you the best results possible. You can use BuzzSize™ as a standalone program or with BuzzEdit® V2 and/or BuzzXplore Embroidery Edition for even more capabilities.

We appreciate the support and feedback we have received from our users who have helped Buzz Tools to develop software that meets the needs of the home embroidery hobbyist. Since we started in 1997, Buzz Tools has grown from a small part-time software company to an international software provider with over 50,000 users worldwide.

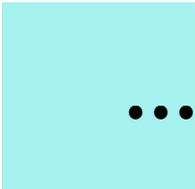
From the whole Buzz Tools team, I want to thank you for choosing BuzzSize™. We're happy to welcome you to the Buzz Tools family and to BuzzSize™.

Lisa A. Laufer
Home Embroidery Hobbyist
Founder and Chief Executive Officer of Buzz Tools, Inc.



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Introduction

With BuzzSize™ you can easily resize your designs and adjust stitch density! The number of stitches is re-calculated and fill patterns retained to give you the best results possible.

BuzzSize™ is an add-on module that is shipped and incorporated into BuzzEdit® V2 Lite which has been renamed to BuzzSize™ to avoid confusion with the full version of BuzzEdit® V2. However, because BuzzSize™ is distributed this way, the version of the product starts out at version 2. There isn't a version 1 of the BuzzSize™ add-on module.

BuzzSize™ provides you with some of the capabilities of BuzzEdit® V2 such as the ability to change colors, rotate designs and run the sew simulator. Features not provided with BuzzSize™ are disabled in the software. Some of the disabled features are digitizing, auto multi-hooping and stitch editing. Since the program interfaces are the same, you will not need to learn how to use a new program should you decide to purchase BuzzEdit® V2 at a later date.

If BuzzEdit® V2 or BuzzXplore is also installed on your computer, BuzzSize™ will extend their capabilities to include resizing with automatic stitch recalculation.

NOTE BuzzSize™ saves only stitch data – not object data. When a design containing both objects and stitches is saved in BuzzSize™, the object data is lost. For example, if you draw a circle in Layout & Editing (part of Brother®'s P.E. Design) and save it, the PES file will contain both an object definition for the circle and the circle's stitches. Now you resize the PES file with BuzzSize™ and then read the file back into Layout & Editing. You will see the stitches of the circle, but you will no longer be able to modify object properties of the circle such as fill style or line width.

Set Your Display to High Color

NOTE Windows XP users do not need to adjust their display settings as they are already running high color mode.

For the best display, set your computer to high color.

- 1** Using your alternate mouse button, click on your computer desktop away from any program icons. Usually, the alternate mouse button is the right mouse button.
- 2** From the Popup menu, choose **Properties**. The *Display Properties* dialog box opens.
- 3** Along the inside top of the dialog box are tabs that look like file folder tabs. Click the **Settings** tab.
- 4** In the settings window is a drop down list labeled **Colors**. Set your colors to High Color (16 bits) or True Color (24-bit). If needed, you can adjust your screen area on the same tab. Set your screen area to at least 800 x 600 pixels (recommended 1024 by 768 or greater).
- 5** Click **OK** to accept your screen settings and restart your computer if directed to do so.

Authorizing BuzzSize™

In order to use BuzzSize™ beyond the evaluation period, the software must be authorized by entering a serial number and key. If you purchased BuzzSize™ on CD, your serial number and key are located on the installation CD sleeve. If you purchased a download only version of BuzzSize™, then this information was emailed to you.

To Authorize the Software:

- 1 Start BuzzSize:** Click the Start button, and then choose **Programs > Buzz Tools > BuzzSize**.
- 2** On the initial dialog, click **Authorize**.
- 3** On the Authorize dialog, enter your serial number and key exactly as they were given to you.

Trouble-shooting Installation or Startup

If you have trouble, try the following:

- See the BuzzSize™ ReadMe file, installed in the same folder as BuzzSize™, for important late breaking information that became available after this manual was completed.
- Make sure your computer meets the minimum system requirements listed at the start of this chapter.
- **CD-ROM Installations ONLY:** Check the back of the installation CD and clean off smudges or fingerprints with a soft cloth, if required.
- Exit from all other applications and disable any virus-protection applications before installing.
- Restart your computer, and then restart BuzzSize™.
- See if technical documents exist that address the problem you are having. All technical documents are freely available on the Buzz Tools web site (<http://www.buzztools.com/answers>).

Register!

Please register your software so that Buzz Tools, Inc. can continue to provide you with the highest quality software, offer technical support, and inform you of new BuzzSize™ developments. Fill out and return the warranty registration card included with your software.

Getting Assistance and Help

This guide takes you through the basics of working in BuzzSize™. For information on specific tools and commands, see the comprehensive online Help available from within BuzzSize™ (**Help > Contents**). In addition, you can read online Help screens at any time by clicking a **Help** button.

This guide assumes you have a working knowledge of your Microsoft® Windows operating system and its conventions, including how to use a mouse and standard menus and commands. For help with these techniques, please see your Microsoft® Windows documentation or a beginning Windows book which can be purchased at any computer store.

Video Tutorials

Numerous video tutorials have been provided to speed your learning of BuzzSize™. The video tutorials require 1024 by 768 or greater resolution.

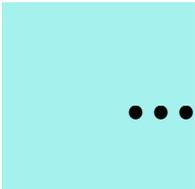
To access the video tutorial menu, choose **Help > Tutorials**. If your software was installed from a CD, you will be prompted to insert your installation CD where the tutorials are located. If your software was delivered by download-only, your web browser will open to the Buzz Tools web page where you can download the Video Tutorials onto your computer.

Technical Support

If you are having difficulties with BuzzSize™ please:

- **Read your manual and online help carefully.** Most of your questions can usually be answered in this way.
- **Contact your local dealer.** If your problem is not addressed in this manual, you can contact your local Buzz Tools® dealer for advice.
- **Install the latest update.** If your computer is connected to the Internet, choose **Help > Check for Update**. BuzzSize™ automatically looks for program updates and asks you if you would like to install them.
- **Visit us on the web.** Check our online answer pages at: www.buzztools.com/answers. If you don't find an answer to your question here, you may E-mail our technical support staff from the link provided.
- **Write Us:** Send us a detailed description of your problem or question. Be sure to include what version of BuzzSize™ you are running and the details about your computer configuration (type of computer, type of printer, operating system, etc....) Include your complete address, fax number, and telephone number along with the best time to contact you.

Mail to: Buzz Tools, Inc.
Attention: BuzzSize™ Support
Ste 4 PMB 410
2145 San Ramon Valley Blvd
San Ramon, CA 94583.



Chapter 2 - BuzzSize™ Basics

We know you are anxious to get started using BuzzSize™. But before you begin, it is important for you to become familiar with the BuzzSize™ workspace as it has many unique features and tools.

In this chapter:

- Get an overview of the BuzzSize™ workspace.
- Learn how to zoom in the various windows.
- Learn how to select stitches in the various windows.
- Learn many of the terms used in the rest of the manual.

The BuzzSize™ Workspace

When you start BuzzSize™, you are presented with the *BuzzSize Welcome* dialog box, which lets you open an existing design or start a new design. After you select one of these options, you see the main application window, which is called the *BuzzSize™ workspace*. The BuzzSize™ workspace displays your design in three different windows, each presenting a different view of your design (**Figure 2-1**). They work

shown in the Stitches-in-Space window. The area of the design that is currently being displayed in the Space window is surrounded by a dotted line.

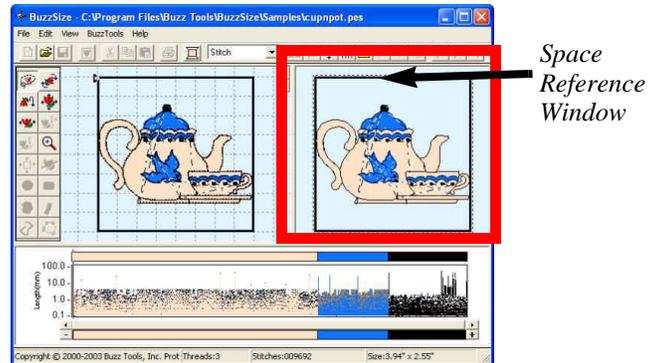


Figure 2-2 Use the Space Reference window as a visual reference for your design.

Stitches-in-Space Work Window

The *Stitches-in-Space Work* window (or Space window) is the spatial work area. It contains tools for manipulating your design in space, such as tools to move and rotate. (**Figure 2-3**).

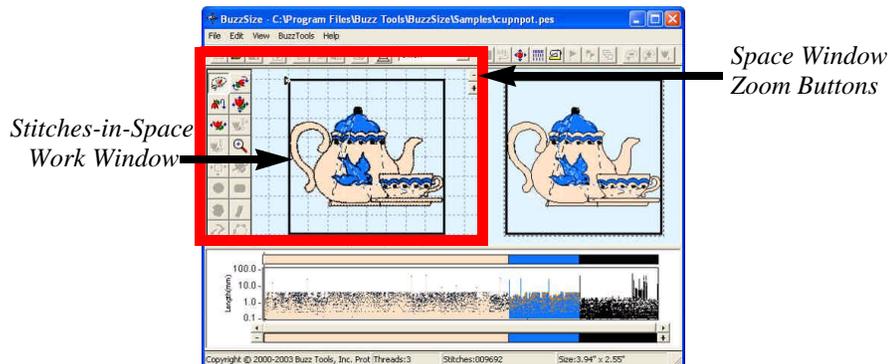


Figure 2-3 Use the Space window to manipulate your design. If you have zoomed into an area of the design, only the zoomed in area will display here.

The Stitches-in-Time window is made up various graphs which display some of the properties of the stitches (**Figure 2-6**). From top-to-bottom the Time window is composed of the *Stitch Color bar*, the *Stitch Length graph*, the *Stitch Angle graph*, the *Time Scroll bar*, and the *Time Reference bar*.

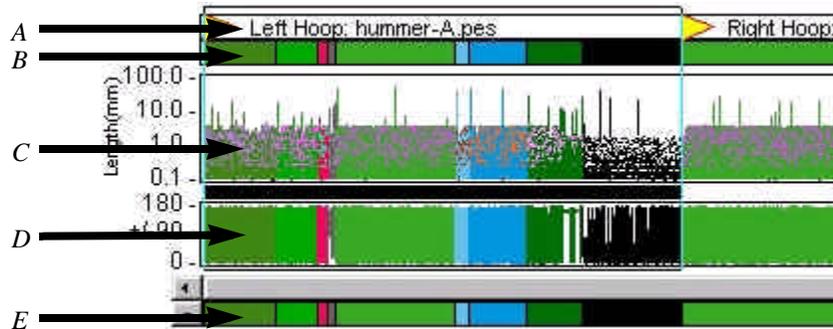


Figure 2-6 Stitches-in-Time Graphs
 A - Multiple Section Bar; B - Stitch Color Bar; C - Stitch Length Graph;
 D - Stitch Angle Graph; E - Time Reference Bar

Most of these graphs are used for the more advanced editing capabilities that are available in BuzzEdit® V2. Please see the BuzzEdit® V2 manual included on your installation CD or download it from <http://www.buzztools.com/updates/downloads.asp>

Zooming In Time

Drag along the very bottom of the Stitches-in-Time® window (the Time Reference bar) to zoom in on an area (**Figure 2-7**).

Once you have zoomed in on a subset of stitches, you can use the scroll bar to move forward and backward in time and change what is displayed in the Stitches-in-Time® graphs. The scroll bar button indicates which stitches in the Reference bar are displayed in the other Time graphs. Scrolling the Time window does not change what is displayed on the Stitches-in-Space windows.

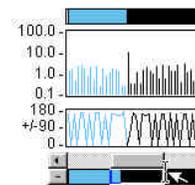


Figure 2-7 Zoom along the reference bar to zoom in on an area.

Select by Dragging Select a run of stitches in the Stitch Angle graph by holding down the primary mouse button and dragging the mouse cursor horizontally along the graph. Base your selection on the appearance of the graph. For example, to select a run of satin stitches look for a region where the run of stitches hug the top of the graph and then select those stitches by dragging the mouse across them.

Stitch Appearance	Probable Stitch Type
	Bean Stitch - A run of bean stitches tend to have a very regular pattern, alternating back and forth.
	Fill Stitch - A run of fill stitches tend to vary back and forth in a regular pattern.
	Running Stitch - A run of running stitches tend to hug the bottom of the graph.
	Satin Stitch - A run of satin stitches tend to hug the top of the graph.

Selecting by File Section

When you are editing a design made up of multiple files, your Stitches-in-Time® window displays the Multiple-Section bar which is positioned above all the other time graphs (Figure 2-11). It delimits the individual sections that make up your current design and is *only* displayed if your design is made up of multiple sections. The sections that make up your complete design are displayed in the Stitches-in-Time® window in the order in which they are sewn.

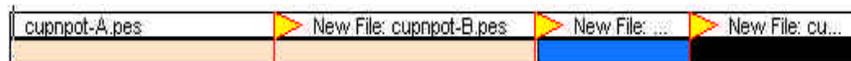


Figure 2-11 When needed, the Multiple-Section bar is shown above the Stitch Color bar.

Desired Action	Do the Following
<i>To adjust the last stitch of a selection</i> (marked by a small triangle in the Stitches-in-Space window)	Hold down the shift key and press the left or right arrow keys OR hold down the shift key and click the mouse in the Stitches-in-Time® window.
To move to next needle point	Press the right arrow key.
To move to the previous needle point	Press the left arrow key.
To move to the last needle point of the design	Press the end key.
To move to the first needle point of the design	Press the home key. The home needle point is not actually sewn. It is displayed at the top-left corner of the hoop. Positioning the stitch cursor at the home needle point allows you to insert stitches at the start of the design.
To select the next color	Press the tab key.
To select the previous color	Hold down the shift key and press the tab key.



Chapter 3 - Editing Designs

Although BuzzSize™ is primarily a design resizing program, you can also use BuzzSize™ to adjust stitch density and to perform simple design editing. Specifically, BuzzSize™ allows you to change thread colors, or move, flip, rotate or resize a specific color break within a design. **These operations work only on entire thread break or on the entire design.**

All of the commands and tools introduced here are covered in the BuzzSize™ online help. Most dialog boxes contain a **Help** button that will take you directly to the information on that command. You will also find instructional videos on your installation CD or on the Buzz Tools website that will teach you how to use BuzzSize™. For information on how to access the tutorials, see “Video Tutorials” on page 13.

In this chapter:

- Learn how to resize a design or a specific color break.
- Learn how to use the spacial editing tools to move, rotate, flip, stretch the entire design or a specific color break.
- Learn how to change colors.
- Learn how to adjust the stitch density of a design.
- Learn how to convert design formats.

Selecting What to Change

The design resizing and editing tools of BuzzSize™ automatically assume you are going to transform the entire design unless you specifically select an individual color break.

Selecting Complete Colors

The Stitch Color bar shows the thread colors of your design in the order in which they are sewn. The length of each color bar is proportional to the number of stitches in the color break.

The easiest way to select a complete color is by double-clicking its thread color on the Stitch Color Bar. You can also drag your mouse on the Stitch Color bar and the selection will “snap” to the nearest color break. (**Figure 3-1**).

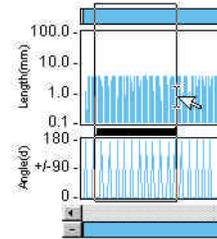


Figure 3-1 Drag along the graphs to select stitches.

Once you have a color break selected, any editing or modifications to the design will be applied only to that color break. If you want to transform the entire design, press ESC to cancel any prior selections.

NOTE If you need to transform areas that are not a complete color break or span multiple color breaks you will need to also purchase BuzzEdit® V2.

Design Editing Tools

Once you have made your selection, you can use the design editing tools on the space toolbar to move, rotate, flip, resize or stretch the selected stitches. There are also similar tools, accessed from the Tools menu, that provide dialog-based versions of these commands.

Changing Thread Colors



Use the Change Thread Color button on the main toolbar (or choose **File > Change Thread Color**) to change the color of the selected color break. The *Choose Color* dialog box (**Figure 3-2**) displays a color palette of all of the available thread colors for the design file type you are currently editing. To change colors, click on the new color and click **OK**. (Or just double-click on the desired color to change it quickly and at the same time close the dialog box.). Alternatively, you can also locate a color using the drop down box where the thread colors are listed in alphabetic order.

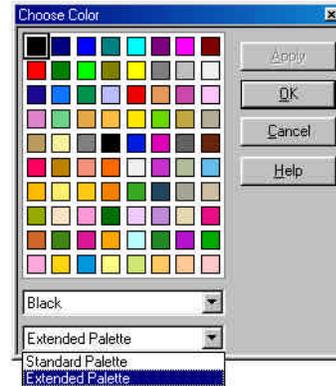


Figure 3-2 Thread color palette of available thread colors.

If more than one color palette is available for the design file type you are editing, you can change the palette using the drop down box on the *Choose Color* dialog box.

Move

You can move your selection using the **Lasso/Move** tool. In BuzzSize™, your selection can be a single color or the entire design.



Click on the **Lasso** tool; then move your cursor into the center of your selection. Drag your selection to the desired location (**Figure 3-3**). You can also move your selection using specific horizontal and vertical values or offsets (choose **BuzzTools > Move...**). For help on this command, click on the *Move* dialog's **Help** button.

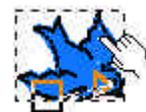


Figure 3-3 Dragging a selection.

Flip



You can flip your selection using the **Flip** tool located on the Stitches-in-Space toolbar.

You can change the center of the mirror during a flip operation. Move the center of the mirror by dragging the cross to the desired location (**Figure 3-6**). The numeric value of your custom center is displayed on the bottom status bar.

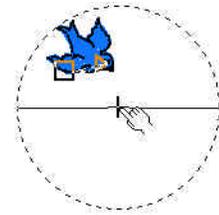


Figure 3-6 Drag the cross to change the center of the mirror.



You can toggle between a custom center and the center of the selection by clicking on the **Custom Center** toolbar button located on the main toolbar.

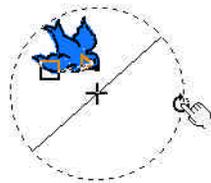


Figure 3-7 Rotate the angle of mirror by dragging the boundary.

You can change the angle of reflection for your selection by dragging the circular selection boundary (**Figure 3-7**). This changes the angle at which your selection is flipped so that you can flip your selection diagonally. The angle of the mirror is shown by the line dividing the circular selection boundary. The percentage rotation is displayed on the bottom status bar. In this example, the angle of mirror is set to 45 degrees clockwise.

Flip your selection by clicking on the mirror shown by the line that bisects the circular selection indicator (**Figure 3-8**). You can also flip your selection using specific values for the angle of mirror and center of mirror (choose **BuzzTools > Flip > Custom...**). For help on this command, click on the *Flip Selection* dialogs **Help** button.

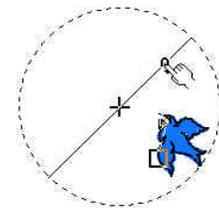


Figure 3-8 Click on the mirror to flip selection.

Resize your selection by dragging the circular boundary of your selection. The percentage enlargement is displayed on the bottom status bar. In the example shown, the design moves away from the resize center; that is, the bird's beak (**Figure 3-11**). If you exceed the maximum recommended resize percentage of twenty percent, the cursor will include an exclamation point to alert you of a potential problem and the **Resize** dialog will open. This allows you to select the “Use BuzzSize™ to Retain Stitch Density” option. The options you select on this dialog will be remembered and they will be used in the future to determine if the **Resize** dialog should be displayed.



Figure 3-11 *Resize your selection by dragging the boundary.*

You can also resize your selection using specific values for the resize percentage and the center of the resizing (choose **BuzzTools > Resize...**). Using the **BuzzTools > Resize** menu command also allows you to change the resize settings. For more help on this command, click on the **Resize Selection** dialog's **Help** button.

Changing Density

BuzzSize™ allows you to change the density of a design or a complete color break. Density adjustment may be necessary to compensate for certain fabrics or to correct a design stitching fault. For example, you might want to reduce the density of an area when you are planning on stitching the design onto light weight fabrics. The density can be increased or decreased by up to 50%.



You can adjust density by using the **Density** tool that is located on the Main toolbar or by using the **BuzzTools > Change Stitch Density** command.

Stretch

In addition to resizing your selection, you can stretch or shrink your design along an arbitrary direction. In BuzzSize™, a stretched selection contains the same number of stitches as the original.

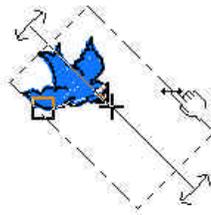


Figure 3-14 Stretch selection by pulling on dashed portion of selection boundary.

Stretch your selection by pulling on the dashed portion of the selection boundary (**Figure 3-14**). When your cursor is positioned correctly, your cursor will look like the one in the example to the right. You can also stretch your selection using specific values for the stretch percentage, angle of stretch and the center of stretch (choose **BuzzTools > Stretch...**). For help on this command, click on the *Stretch Selection* dialogs **Help** button.

Convert Design Format

Different embroidery machines require different design file formats. If you are going to use another machine's designs, you will need to convert the design to a format your embroidery machine can understand. BuzzSize™ will convert stitched-based design files from one design file format to another. You can convert your current design to the file format of your choice by choosing **BuzzTools > Convert Design Type...**

Colors During Conversions

Each embroidery file format comes with certain standard colors and restrictions. Some design formats have only a few color choices and some have a plethora. When design files are converted using BuzzSize™, the best possible match is made from the colors available. In some cases, this involves selecting a secondary color choice in order to preserve color stops.

Moreover, some design formats (such as DST and EXP) don't contain color information at all, only color stops to let the embroiderer know it is time to change threads. When these designs are opened or converted with BuzzSize™, the color stops are *assigned* an arbitrary color value because BuzzSize™ does not know what color the digitizer intended. The colors assigned do not relate to the actual color value to be used at the embroidery machine.

In the example (**Figure 3-15**), the PCS file was converted from a DST that contained only color stop information. Therefore the colors displayed represent stops and not the colors you would choose to sew. You will have to change the thread colors in BuzzSize™ to get an attractive picture.

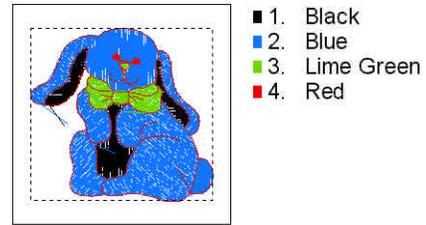
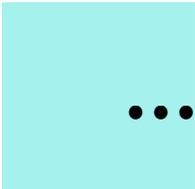


Figure 3-15 Conversion from DST to PCS.

Like all Buzz Tools programs, when BuzzSize™ converts a design that contains color values into an EXP or a DST file, BuzzSize™ preserves the color information in an auxiliary file. EXP and DST files with BuzzSize™ auxiliary files will display in color within Buzz Tools programs, but may only display color breaks when opened in other programs.

NOTE Janome Software and Envision Scan PC users may convert designs using the entire SEW color palette (see **View > Color Conversion Settings**). Although these converted designs may not display correctly in versions 1 and 2 of the Janome or Envision software, they will display correctly in Buzz Tools programs, and your sewing machine will ask for the correct color. This is because versions 1 and 2 of the Janome software display all colors that are not in its regular palette as black, even if the color is a valid Janome thread color. Newer versions of the Janome New Home software (2000 and up) support the majority of thread colors.



Chapter 4 - Multiple-Section Designs

Most embroidery machines have file restrictions such as the number of stitches or the number of color breaks a design can contain. In BuzzSize™, you can create multiple-section designs that exceed the file restrictions. Multi-hoops are not supported in BuzzSize™. If you need multi-hoop support, you will need to purchase BuzzEdit® V2. For information on BuzzEdit® V2 multi-hoop support, please see the BuzzEdit V2 manual which is included on your installation CD or download it from <http://www.buzztools.com/updates/downloads.asp>.

In this chapter:

- Learn about the multiple-section designs and BuzzSize™ Manager files.
- Learn about the Multiple Section Bar located on the Stitches-in-Time® graph.
- Learn about embroidery file format limitations.

Overview

BuzzSize™ allows you to concurrently view and edit designs with multiple sections in one workspace. When required by the file format, these separate sections are saved into a series of files so that each file keeps within the limits imposed by the file type, such as the number of stitches or color breaks a design can contain. When BuzzSize™ saves a series of files, it also saves a manager file, so that you can read back in the whole series of files at a later time in order to edit or view the overall

A.pcs, then Heart-B.pcs. The result is a design containing more than 16 color changes. The manager file Heart.pcs is used by BuzzSize™ to allow you to read the multiple-file design back into the program. That is, when you open the manager file Heart.pcs with BuzzSize®, it automatically reads back in all the design files, which in this example, are Heart-A.pcs and Heart-B.pcs. The manager file is not sewn.

To adjust the place at which BuzzSize™ splits a design into a new file, choose **View > Multiple File Settings**. This command brings up a dialog box that allows you to specify the maximum number of thread changes and maximum number of stitches for the file type you are currently editing (**Figure 4-6**).

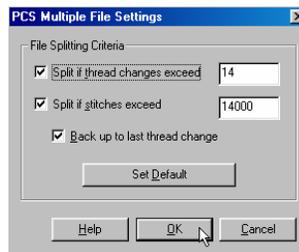


Figure 4-6 Change these settings to adjust where BuzzSize™ will split your design.

NOTE When you have a multiple-file design, BuzzSize™ locks your design in the appropriate hoop area so that the design sections do not shift out of alignment at the machine. BuzzSize™ usually accomplishes this by inserting several locking stitches into the two corners of the design area which are sewn last.

Sewing Your Multiple-File Designs

To sew a multiple-file design, first mount the fabric in the hoop as you would for any design. Then transfer the sewing files, the files appended with a letter, to the embroidery machine. Mount the hoop as usual. Then sew files in the order of the appended letters, -A first, then -B, etc. Depending on the file type, after sewing each design section you may need to remove the two locking stitches that BuzzSize™ uses to lock your design in position. Of course you should not move or adjust the hoop between design sections because then the sections will not align correctly.



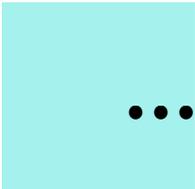
Appendix A - **Shortcut Keys**

General

To Do This	Shortcut
Help	F1
What's This (Context Sensitive Help)	Shift + F1
Open Design	Ctrl + O
Save Design	Ctrl + S
Exit	Alt + F4

Editing

To Do This	Shortcut
Undo	Ctrl + Z
Redo	Ctrl + Y
Select All	Ctrl + A
Select None	Escape
Select Next Lassoed	Ctrl + L
Select Previous Lassoed	Shift + L



Appendix B - **Additional Information**

Command Reference

The BuzzSize™ online help provides additional information about the BuzzSize™ workspace and includes a detailed command reference. You can access the BuzzSize™ online help by choosing **Help > Contents**.

In addition to the subject based help, BuzzEdit® includes context sensitive help.



Click on **What's This** button (or **Help > What's This?**) and then on any other part of the BuzzSize™ screen or menus for specific help on that command or area of the screen.

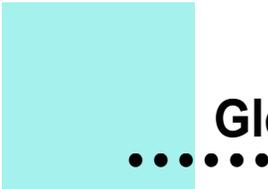
Supported Formats and Hoops

BuzzSize™ supports numerous file formats and embroidery hoops. We do not list the file types and hoops in the manual or the online help because this information frequently changes as new formats and hoops are added with program updates.

To find out what embroidery formats can be opened by the version of BuzzSize™ you have installed, choose the **File > Open** command and click on the *Files of Type* drop down list. To find out what embroidery formats can be saved, choose the **File > Save As** command and click on the *Files of Type* drop down list.

To find out what embroidery hoops are supported be sure you are currently editing the desired embroidery format and then choose **View > Hoop Properties**. Available hoops are listed in the scroll box.

Multi-hoops are not supported in BuzzSize™. If you need multi-hoop support, you will need to purchase BuzzEdit® V2. For information on BuzzEdit® V2 multi-hoop support, please see the BuzzEdit V2 manual which is included on your installation CD or download it from <http://www.buzztools.com/updates/downloads.asp>.



Glossary

This glossary contains both terms that are specific to BuzzSize® and others that are general embroidery terms.

Density

Density refers to how tightly packed are the alternating lines of stitches in a fill. In BuzzEdit®, you specify density by entering the distance in millimeters between adjacent lines.

Design Area

The design area is a rectangle within which you can place stitches. For single-hoop designs, the design area is the same as the hoop rectangle. For multiple-hoop designs, the design area covers the area of several hoops. The design area is normally the intersection of all of the hoop rectangles. In some cases, the design area may exclude a portion of a hoop rectangle. This usually occurs if the hoop frame does not allow

the sewing machine to cover the entire area of the hoop rectangle. You will see this, for example, in the Pfaff multi-hoop and the HUS Giant Hoop-it-All®.

Fill Stitch

Fill stitches are series of running stitches formed closely together to form different patterns and stitch directions. Fill stitches are used to cover large design areas.

Ghost Color

Ghost Color is the screen color used to display the stitches of a design that are not part of the current selection. The deselected stitches are only displayed in the ghost color when other stitches of the design are selected. Selected stitches are displayed in their correct colors.

Satin Stitch

A satin stitch is made up of zigzag stitches that are sewn very close together. A satin stitch can range in thickness from just over 1mm to usually a maximum of 12mm. A satin stitch is normally used for nice detail, thicker outlines and for most normal size lettering.

Stitch

A stitch is one needle penetration and the thread laid down to get to the next needle penetration.

Stitch Angle

The stitch angle is the angle of the stitches in an area.

Stitch Count

Stitch count is the number of stitches in a design or in a selection.

Stitch Cursor

The stitch cursor is the last needle point of a selection. This is also the insertion point when adding new stitches or when pasting stitches into the design.

Stitch Density

Stitch density refers to the number of stitches per inch. The higher the stitch density chosen, the more stitches will be used within that defined area.

Stitch Direction

Stitch direction refers to the angle of the stitches in relationship to the top of the design.

Stitch Length

Stitch length is the length of the stitch from one needle penetration to the next.

Understitching

Understitching is used under the regular stitching in a design. The stitches are placed to provide stability to the fabric and to create different effects.



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