

Easy Quilt

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Using Easy Quilt

Screen Layout

The display given when Easy Quilt runs consists of menus and a toolbar across the top, the colour palette at the bottom, and the design area in the centre with various windows. The default number of windows is 2, one for the quilt and one for the block, but the display will change depending on the quilt settings chosen and if any of the windows are hidden [See Figure 1 - Screen Layout].

The designing is made by using the mouse, the position of which is shown by a small pointer. As the mouse moves over the toolbars and colours, the option or colour name is given.

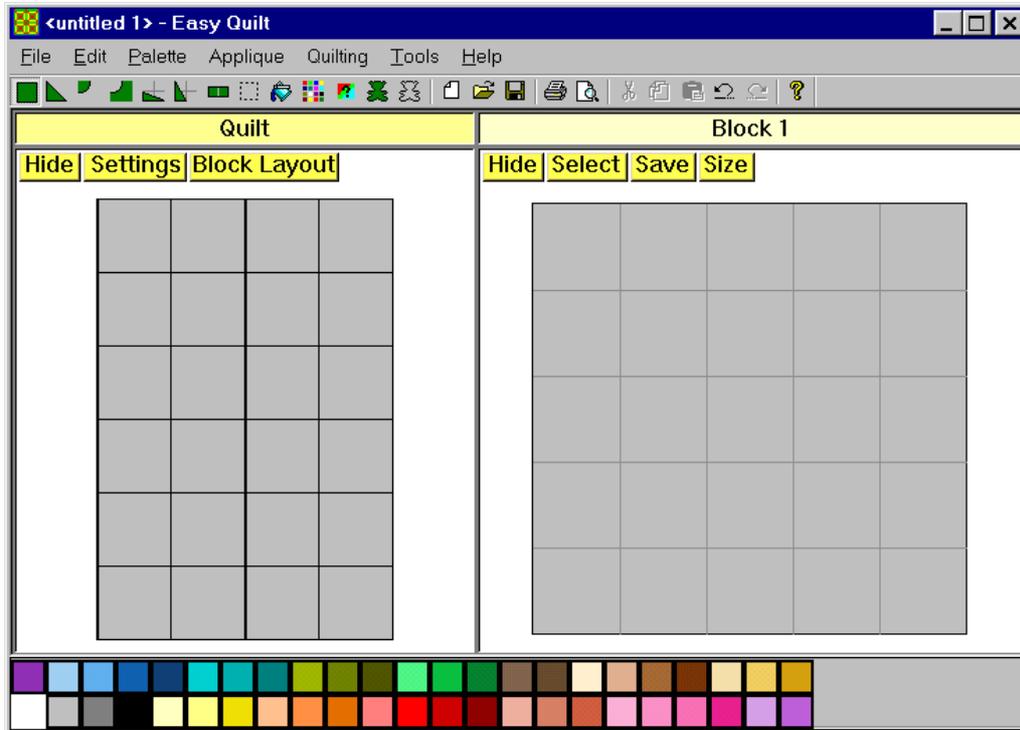


Figure 1 - Screen Layout

The Design Area

The design area consists of several windows, which ones depending on the quilt settings. The main one is the **Quilt** window [see Figure 2 - Quilt Window.] that shows how the quilt will look and it will be automatically updated as changes are made. There are some options that can affect the appearance of the contents of the window.

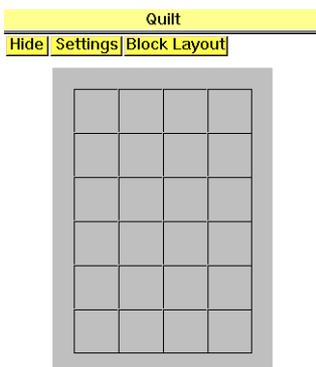


Figure 2 - Quilt Window

The main designing takes place in the **Block** windows [see Figure 3 - Block Window], here is where the different patches and colours/fabrics are placed to create a block. Select the patch from the toolbar and colour/fabric by clicking on the relevant button and then move the cursor to the required position on the block and press the **LEFT** mouse button.

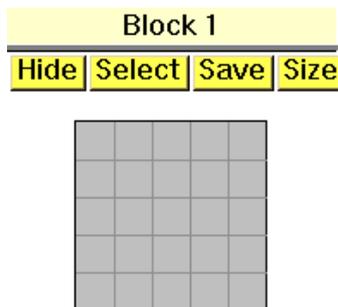


Figure 3 - Block Window

When the quilt has a **Border**, it's window shows a rectangular border [see Figure 4 - Border Window]. This is a simple representation of the actual border, the squares in the centre shows which colours will be used for the border. To change it, select the required colour/fabric from the palette and then click on the square and the preview will update.

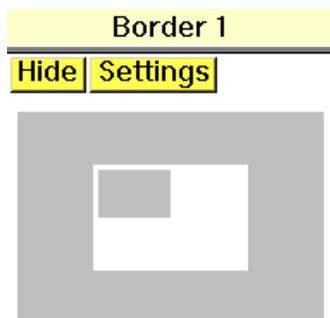


Figure 4 - Border Window

If a **Sash** is selected, then a view of one of its intersections is given [see Figure 5 - Sash Window]. To change the colour of the sash, select the required colour/fabric from the palette and then click on the sash and the preview will update. Depending on the **Sash Settings**, it will be possible to colour different parts of the sash.

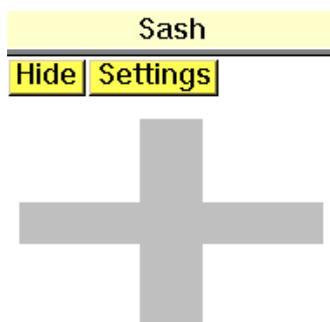


Figure 5 - Sash Window

Colour Palette

The colour palette appears to the bottom of the design area and can have a maximum of 90 colours/fabrics at one time. The program is supplied with a palette, along with the ability to add or change colours/fabrics by using **Define Colour**, **Add Colour**, **Select Fabric** or **Add Fabric** options

As the mouse moves over a colour/fabric in the palette, a tooltip will appear giving the colour/fabric description. If the colour is changed by using **Define Colour** in the **Palette** menu, then the corresponding colour name will be cleared.

There will be only one colour/fabric active at any one time, the Current Colour, which is shown by a box surrounding it. This is used when drawing or filling areas on the grid.

Colours/fabrics which are used within a design are shown by a small white square in the top-left corner of the colour in the palette.

By right clicking on a colour/fabric a popup menu will activate giving access to the **Add Fabric**, **Select Fabric**, **Add Colour**, **Define Colour**, **Change Name** and **Remove Colour/Fabric** options.

Toolbar

The toolbar is dockable, so they can be positioned anywhere around the screen [see Figure 6 - Toolbar]. The patches area of the toolbar gives access to the following patches; **Square**, **Triangle**, **Drunkard's Path**, **Drunkard's Path Background**, **Horizontal Long Triangle** and **Vertical Long Triangle**. The toolbar gives quick access to the following options **Toggle Cut Line**, **Select Area**, **Fill**, **Select Fabric**, **Define Colour**, **Select Appliqué**, **Select Quilting**, **New**, **Open**, **Save**, **Print**, **Print Preview**, **Cut**, **Copy**, **Paste**, **Undo**, **Redo** and **Help**.



The **Undo** button will undo the last option, to go back further keep pressing the button until the required undo has happened.



Figure 6 - Toolbar

Select Area

Before using the **Copy**, **Cut** and **Paste** options, an area of the design needs to be highlighted. To do this use the **Select Area** option from the **Toolbar**. Move the cursor to one corner of the area, then press and hold down the **LEFT** mouse button and drag to the second corner.

Selecting An Area

1. Select **Select Area** from the **Toolbar**.
2. Press and hold down the **LEFT** mouse button whilst dragging to the second corner - a box is given.
3. Release the button when the box is the correct size.

File Menu

New

To create a quilt design select **New** in the **File** menu, a dialog will appear [see *Figure 7 - New*], use this dialog to customise the quilt to suit your needs.

The **Number of Blocks Across** and **Down** can be set by typing in the value or using the given spin buttons. The maximum value for the **Number of Blocks Across** and **Down** is 20.

Set the **Block Width** to the actual size required by using the spin button, the **Units of Measurements** used can be altered in the **Tools** menu.

The **Number of Blocks** used in a quilt can be set by using the given spin button, there is a maximum value of 9 blocks allow per quilt.

Set the **Sash Width** to the actual size required by using the spin button, the **Units of Measurements** used can be altered in the **Tools** menu. When the value is set to 0, no sash will be drawn. Also the style of sash can be set to **Split at Junctions**, **Full Height**, **Full Width** or **Block at Junctions** by using the drop down list.

The **Number of Borders** in a quilt can be controlled by setting the **Number of Borders** value by using the given spin button. The widths of the borders can be altered by using the **Settings** option in the border windows.

The overall quilt size is given and will change as different values are entered.

Other options that are given are **OK**, to continue; **Cancel**, to leave the option without changing the quilt settings and **Help**.

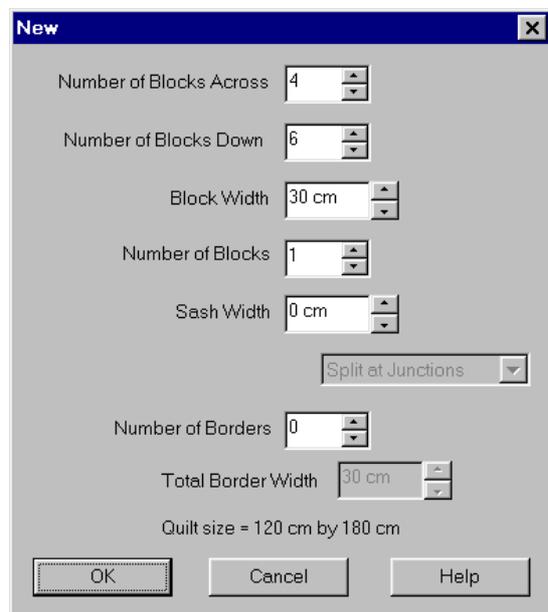


Figure 7 - New

Creating A New Quilt

1. Select **New** from the **File** menu – the **New** dialog is given
2. Alter the **Number of Blocks Across** and **Down** values to the required value.
3. Set the **Block Width** using the given spin button.
4. Alter the **Number of Blocks** as required.
5. Change the **Sash Width** as required.
6. Set the **Style of Sash** to **Split at Junctions**, **Full Height**, **Full Width** or **Block at Junctions** by using the drop down list.
7. Set the **Number of Borders** by using the given spin button.
8. Select **OK**.

Open

To load an existing design from disk, select **Open** in the **File** menu. A list of existing designs on the disk will be given from which one can be selected.

Opening An Existing Easy Quilt File

1. Select **Open** from the **File** menu - the **Open** dialog is given.
2. Select the required file from the list.
3. If the file is not in the list, then use the **File Selector** to locate the file (See Using The File Selector).

Or

1. Select the **Open** button from the toolbar - the **Open** dialog is given.

2. Select the required file from the list.
3. If the file is not in the list, then use the *File Selector* to locate the file (See Using The File Selector).

Using The File Selector

1. Select *Files of Type* (File Type - Windows NT 3.51) by using the drop down list to specify what type of file is being used.
2. Select *Look in* (Directory - Windows NT 3.51) by using the drop down list to specify which drive the file is on.
3. Select the directory from the list, not all directories are necessarily listed (See Changing Directories).
4. Select the *Filename* from the given list or by typing the filename in the edit box for a new file.

Changing Directories

If your directory does not appear then select it in several steps. Each time a directory is selected its sub-directories will be listed.

For example if you wish to use the directory C:\EASYQ\CATS

1. Select the C:\ directory.
2. Then the EASYQ directory.
3. And finally the CATS directory.

Browse

This option allows a preview of files to be seen before they are selected. Select **Browse** in the **File** menu, a dialog is given showing up to six previews. More files can be viewed by using the scroll bar. By clicking on a preview and pressing **OK**, the selected file will be opened.

The file type can be set by selecting the required type from the **File Type** drop down list. The number of files can be reduced by entering the start of the filename in the box provided, i.e. b*.eqt, would list only files beginning with the letter b.

To change the directory, select the **Select Directory** button, a list of directories will be given from which a new one can be selected.

Browsing Design Files

1. Select **Browse** from the **File** menu - the **Browse** dialog is given.
2. Use **Select Directory** button to change directory if required.
3. Click on the required file's preview.
4. Select **OK**.

Save

The option **Save** in the **File** menu allows the current design to be saved to disk. This will save the design under whichever filename it was last loaded or saved as. Should the design not have a name, then the file name will be requested as in the **Save As** option.

The design file is saved with the all the blocks, borders, colours, names etc. that have been used. Design files are saved with the extension EQT.

Saving An Easy Quilt Design

1. Select **Save** from the **File** menu.
2. If the design has not been saved previously then the **Save As** dialog is given (See Saving A Design Under A New Name Or Location).

Or

1. Select the **Save** button from the toolbar - a dialog is given.
2. If the design has not been saved previously then the **Save As** dialog is given (See Saving A Design Under A New Name Or Location).

Save As

This option allows the current design to be saved to disk and will request the name of the file before saving the design. Other options that are given are **Save**, to continue; **Cancel**, to leave the option without saving a design.

Saving A Design Under A New Name Or Location

1. Select **Save As** from the **File** menu - the **Save As** dialog is given.
2. Type in the new Filename, or select the new location (See Changing Directories and Rules For Naming Files When Saving).
3. Select **OK**.

Print

This option allows a design to be printed to any graphics printer supported under Windows and is selected by using **Print** in the **File** menu. Once the option has been selected the **Print Settings** dialog is given [see Figure 8 - Print Settings]. Select the relevant checkbox to **Print Quilt**, **Print Displayed Blocks** or **Print Templates**, any combination of the three can be selected.



When printing the **Displayed Blocks**, any blocks that are hidden by using the **Hide** option will not be printed.

When the **Print Quilt** or **Print Displayed Blocks** checkboxes are selected, the **Outline Only** checkbox becomes active. When it is selected the quilt or blocks will be printed using just an outline.

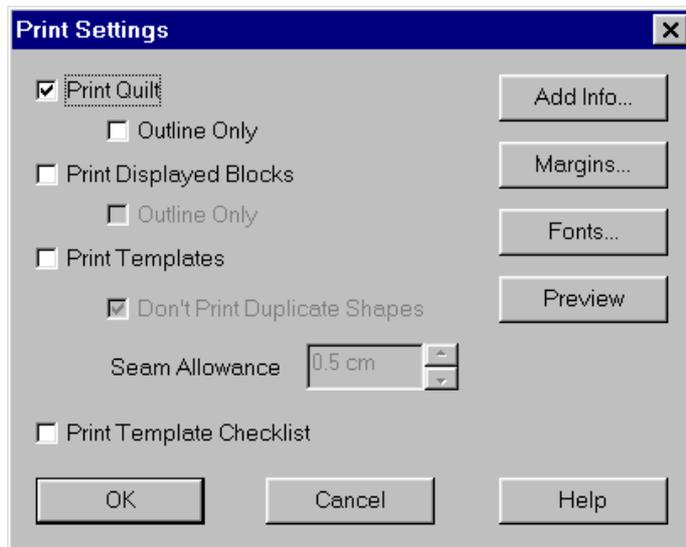


Figure 8 - Print Settings

If the **Print Templates** checkbox is selected, then a template of every patch will be printed unless **Don't Print Duplicate Shapes** is selected.

The value the program uses for the **Seam Allowance** can be altered by using the given spin button. The **Template Checklist** gives a printout that shows how many patches of each fabric will be needed to stitch the quilt.

Add Info

This option allows information to be set that appears on the printout. Select the required edit boxes for **Quilt Title**, **Notes** and **Copyright By** then type in the information as required.

Other options that are given are **OK**, to continue **Cancel**, to leave the option without making changes and **Help**.

Margins

This option allows **Left**, **Right**, **Top** and **Bottom** margins of the paper to be set for printing thus preventing the chart being printed too close to the edge. Select the required value for the margins by using the spin buttons.

Other options that are given are **OK**, to continue, **Cancel**, to leave the option without making changes and **Help**.

Font

This option allows the **Font**, **Font Style**, **Size** and **Color** of the key and information to be altered by using the appropriate scroll bars.

Other options which are also given are **OK**, to continue; **Cancel**, to leave the option without making changes and **Help**.

Print Preview

This option will save the current settings and go to the **Print Preview** display.

Other options which are also given are **OK**, to continue; **Cancel**, to leave the option without printing and **Help**.

After the required options have been chosen, the final dialog given is the Windows Print dialog, in which the number of copies and orientation of the page can be set.

Printing A Design

1. Select **Print** from the **File** menu - the **Print Settings** dialog is given.
2. Select the relevant checkbox to **Print Quilt**.
3. Select the relevant checkbox to **Print Displayed Blocks**.
4. Select the relevant checkbox to **Print Templates**.
5. Tick the **Outline Only** checkbox as required.
6. Select the **Don't Print Duplicate Shapes** check if only template per shape is required.
7. Set the **Seam Allowance** value.
8. Select the **Template Checklist** checkbox if required.
9. Select **OK**.

Setting The Design Information

1. Select **Print** from the **File** menu - the **Print Settings** dialog is given.
2. Select **Add Info** button.
3. Select the box for **Quilt Title**, **Notes** and **Copyright By**, then type in the required information.
4. Select **OK**.

Setting Print Margins

1. Select **Print** from the **File** menu - the **Print Settings** dialog is given.

2. Select *Print Margins* button.
3. Set the *Left*, *Right*, *Top* and *Bottom* margins by using the spin buttons.
4. Select *OK*.

Setting The Printout Font

1. Select *Print* from the *File* menu - a dialog is given.
2. Select *Font* button - a dialog is given.
3. Select the required *Font*, *Font Style* and *Size* by using the scroll bars.
4. Select *OK*.

Print Preview

Print Preview in the **File** menu allows you to see an approximation of how the printout should look when printed. To change the appearance of the printout use **Print** in the **File** menu. Use the given buttons to **Print**, see **Next Page**; **Prev Page** or **Two Pages**, **Zoom In**, **Zoom Out** or **Close** and **Settings** will give access to **Print Settings** options.



The **Print Preview** may give erroneous effects which will not appear on the printout. This is due to the resolution of the monitor being lower than most printers.

Previewing A Printed Design

1. Select *Print Preview* from the *File* menu.

Or

1. Select the *Print Preview* button from the toolbar.

Print Setup

This option allows printer settings such as page size and orientation to be defined without needing to print a design.

Changing Which Printer Is Used Without Printing

1. Select *Print Setup* from the *File* menu - the *Print Setup* dialog is given.
2. Use the drop down list to select the required printer from the given list
3. Select *OK*.

Changing The Orientation Of The Page Without Printing

1. Select *Print Setup* from the *File* menu - the *Print Setup* dialog is given.
2. Select the required orientation either *Portrait* or *Landscape* by using the given radio buttons.
3. Select *OK*.

Exit

Select the **Exit** option in the **File** menu to leave the program. If any of the current designs have been changed since the last time they were saved, then a warning message will appear and you will be allowed to save the design if required.

Exiting The Program

1. To leave the program, select *Exit* from the *File* menu.

Most Recently Used Quilt Design File List

A list of the last five design files which have been used is given at the end of the **File** menu. Select the required file by clicking on it or pressing the relevant number.

Selecting A File From The Recently Used File List

1. Select the *File* menu, then the required file from the list given at the bottom of the menu.

Edit Menu

Undo

The **Undo** facility allows up to 100 actions to be undone, this allows the edits made to the design to be undone if a mistake has been made. To **Undo** an unwanted action, either select the option from the **Edit** menu or select the **Undo** button from the toolbar.

Redo

The **Redo** option will undo the last undo. Up to 100 redoes can be made according to how many options have been undone. To revert back to before an **Undo**, either select the option from the **Edit** menu or select the **Redo** button from the toolbar.



If any edits are made to the design, the **Redo** option will not be available.



If several options are undone in one go the **Redo** option will only go back one option each time it is selected.

Copy

To copy a section of the block design, first select the area by using the **Select Area** option from the toolbar. Once the area has been chosen, select **Copy** from the **Edit** menu and a copy of the area will be placed into the Windows Clipboard ready for use.



When part of a design is copied to the Windows Clipboard it can be used in other copies of Easy Quilt.



This option will only work in the block windows and not in the quilt, border and sash windows. It can be used to copy areas from one block window to another.

Copying An Area Of A Block Design

4. Select the required area using the **Select Area** option
5. Select **Copy** from the **Edit** menu.

Or

1. Select the required area using the **Select Area** option.
2. Select the **Copy** button from the toolbar.

Cut

To remove a section of the design, first select the area by using the **Select Area** option from the toolbar. Once the area has been chosen, select **Cut** from the **Edit** menu and the area will be placed into the Windows Clipboard ready for use.



When part of a design is copied to the Windows Clipboard it can be used in other copies of Easy Quilt.



This option will only work in the block windows and not in the quilt, border and sash windows. It can be used to copy areas from one block window to another.

Cutting An Area Of Design And Adding It To The Windows Clipboard

9. Select the required area using the **Select Area** option.
10. Select **Cut** from the **Edit** menu.

Or

1. Select the required area using the **Select Area** option.
2. Select the **Cut** button from the toolbar.

Paste

When this option is selected, the contents of the Windows Clipboard will be copied into the current block window. Adjust the position of the pasted area by dragging it with the mouse using the **LEFT** mouse button.

The area may also be rotated, reflected and scaled while it is being pasted, this is done by selecting the required option from the **Edit** menu.



Different programs store information in the Windows Clipboard in different formats that cannot be used within Easy Quilt.



This option will only work in the block windows and not in the quilt, border and sash windows.

Pasting The Contents Of The Windows Clipboard Into A Design

1. Select **Paste** from the **Edit** menu - a box is given at the top left of the screen.
2. Drag the area to the required position using the **LEFT** mouse button.

Or

1. Select the *Paste* button from the toolbar - a box is given at the top left of the screen.
2. Drag the area to the required position using the *LEFT* mouse button.

Clear

To remove a section of the design, first select the area by using the **Select Area** option from the toolbar. Once the area has been chosen, select **Clear** from the **Edit** menu and the area will be removed.



This option will only work in the block windows and not in the quilt, border and sash windows.

Removing An Area Of A Block Design

1. Select the required area using the *Select Area* option.
2. Select *Clear* from the *Edit* menu.

Or

1. Select the required area using the *Select Area* option.
2. Select the *Clear* button from the toolbar.

Flip

An area of the block design can be reflected vertically, first select the required area by using the **Select Area** option and then **Flip** in the **Edit** menu. The **Flip** option will also work when placing areas in the **Paste** option.



This option will only work in the block windows and not in the quilt, border and sash windows.

Reflecting An Area Of A Block Design Vertically When Placing

1. Select the area by using *Paste* or the *Select Area* option.
2. Select *Flip* from the *Edit* menu.
3. Move the area to where you wish it to be placed and press the *LEFT* mouse button.

Mirror

An area of the block design can be reflected vertically, first select the required area by using the **Select Area** option and then **Mirror** in the **Edit** menu. The **Mirror** option will also work when placing areas in the **Paste** option.



This option will only work in the block windows and not in the quilt, border and sash windows.

Reflecting An Area Of A Block Design Horizontally When Placing

1. Select the area by using *Paste* or the *Select Area* option.
2. Select *Mirror* from the *Edit* menu.
3. Move the area to where you wish it to be placed and press the *LEFT* mouse button.

Rotate 90 Degrees

An area of the block design can be reflected vertically, first select the required area by using the **Select Area** option and then **Rotate 90 Degrees** in the **Edit** menu. The **Rotate 90 Degrees** option will also work when placing areas in the **Paste** option.



This option will only work in the block windows and not in the quilt, border and sash windows.

Rotating An Area Of A Block Design When Placing

1. Selecting the area by using *Paste* or the *Select Area* option.
2. Select *Rotate 90 Degrees* from the *Edit* menu.
3. Move the area to where you wish it to be placed and press the *LEFT* mouse button.

Fill

Fill allows areas of the block design to be filled quickly and simply by just selecting a point within the area to fill from. Move the cursor to a point within the area to be filled and press the **LEFT** mouse button. Once this has been done the area will be filled starting from that point. The option will continue until the **RIGHT** mouse button is pressed.



This option will only work in the block windows and not in the quilt, border and sash windows.

Filling An Area Of The Design

1. Select the colour in the palette to fill with.
2. Select *Fill* from the *Draw* menu.
3. Move the cursor to within the required area to be filled.
4. Press the *LEFT* mouse button.
5. To finish the option, press the *RIGHT* mouse button.

Or

1. Select the colour in the palette to fill with.

2. Select the *Fill* button from the toolbar.
3. Move the cursor to within the required area to be filled.
4. Press the *LEFT* mouse button.
5. To finish the option, press the *RIGHT* mouse button.

Toggle Cut Line

Patches of the same colour can be automatically joined or not depending on the setting of the **Auto Merge Patches** option, which is located in the **Tools** menu. The **Toggle Cut Line** option will remove or add a merge line, depending on what is already there. So if there is already a merge line, it will be removed and if there isn't one, one will be added.

Removing An Existing Cut Line

1. Select *Toggle Cut Line* from the *Edit* menu.
2. Move to the cut line to be removed.
3. Press the *LEFT* mouse button.
4. To finish the option, press the *RIGHT* mouse button.

Or

1. Select *Toggle Cut Line* button from the toolbar.
2. Move to the cut line to be removed.
3. Press the *LEFT* mouse button.
4. To finish the option, press the *RIGHT* mouse button.

Adding A Cut Line Between Two Patches

1. Select *Toggle Cut Line* from the *Edit* menu.
2. Move to where the cut line is required.
3. Press the *LEFT* mouse button.
4. To finish the option, press the *RIGHT* mouse button.

Or

1. Select *Toggle Cut Line* button from the toolbar.
2. Move to where the cut line is required.
3. Press the *LEFT* mouse button.
4. To finish the option, press the *RIGHT* mouse button.

Change Colour

This option allows a colour/fabric in a block design to be changed to another, quickly and simply. Select the new colour/fabric from the palette, then move the cursor over the colour/fabric to be changed. Press the *LEFT* mouse button and the colour/fabric will change. The option will continue until the *RIGHT* mouse button is pressed.

Changing A Colour/Fabric Used In A Block

1. Select *Change Colour/Fabric* from the *Edit* menu.
2. Select the new colour/fabric from the palette.
3. Move the cursor over the colour/fabric to be changed in the design.
4. Press the *LEFT* mouse button.
5. Press the *RIGHT* mouse button to leave the option.

Palette Menu

Add Fabric

To add a fabric from the library into the palette, select the **Add Fabric** option from the **Palette** menu. This will give the Library Browser showing all the fabrics, use the scroll bar to view more. Set the **Library** and/or **Category** to view different libraries or categories. Once the required fabric has been selected then select **OK** to place it in the palette and leave the option.

The standard wildcard rules can be used to list all fabrics containing specific words.

Typing **Heart*** in the **Title** drop down list will give all fabrics beginning with Heart.

Typing ***Heart** in the **Title** drop down list will give all fabrics ending with Heart.

Typing ***Heart*** in the **Title** drop down list will give all fabrics which contain Heart.

Similarly these can be used within the **Library** or **Category** drop down lists to locate specific ones.

Add Fabric To Palette allows several fabrics to be added to the palette without having to leave the option. To place a fabric in the palette, select the required one and then the **Add Fabric To Palette** button. This operation can be repeated as many times as required, then select **Cancel** to leave the option when finished.



There is limit of up to 90 items in a palette, these can be any mixture of colours and fabrics.

Selecting A Fabric From The Library

1. Select **Add Fabric** from the **Palette** menu - the **Fabric Library** dialog is given.
2. Set the **Library** and/or **Category** to the required values.
3. Select required fabric.
4. Select **OK**.

Adding Several Fabrics To The Palette At Once

1. Select **Add Fabric** from the **Palette** menu - the **Fabric Library** dialog is given.
2. Set the **Library** and/or **Category** to the required values.
3. Select required fabric.
4. Select the **Add Fabric To Palette** button.
5. Repeat steps 3 and 4 as required.
6. Select **Cancel**.

Select Fabric

Select Fabric in the **Palette** menu allows a fabric/colour in the palette to be changed to another one from the fabric library. Choose the fabric to be changed and then the option. A dialog is given showing the fabrics available from the library, use the scroll bar to view more. Set the **Library** and/or **Category** to view different libraries or categories. Once the required fabric has been selected then select **OK** to place it into the palette.

The standard wildcard rules can be used to list all fabrics containing specific words.

Typing **Heart*** in the **Name** drop down list will give all fabrics beginning with Heart.

Typing ***Heart** in the **Name** drop down list will give all fabrics ending with Heart.

Typing ***Heart*** in the **Name** drop down list will give all fabrics which contain Heart.

Similarly these can be used within the **Library** or **Category** drop down lists to locate specific ones.

Other options that are given are **OK**, to continue, **Cancel**, to leave the option without selecting a fabric and **Help**.

Changing A Colour/Fabric In The Palette For Another

1. Select the fabric/colour in the palette you wish to change.
2. Select **Select Fabric** from the **Palette** menu - the **Fabric Library** dialog is given.
3. Set the **Library** and/or **Category** to the required values.
4. Select required fabric.
5. Select **OK**.

Add Colour

This option will allow new colours to be added into the palette, thus increasing the number of colours available. Once this option has been selected from the **Palette** menu, the **Define Colour** dialog is given. New colours can be created using this dialog, when the colour is correct then select **OK**. A second dialog is given on which the colour's name can be set.



There is limit of up to 90 items in a palette, these can be any mixture of colours and fabrics.

Adding Colours To The Current Palette

1. Select **Add Colours** from the **Palette** menu - the **Define Colour** dialog is given.
2. Choose a colour which is approximately correct from the Basic Colours given.
3. Set the colours by any of the following methods.
4. Move the cross within the "rainbow" area of colour and the **Luminosity** arrow by using the mouse.

5. Set the *Hue*, *Saturation* and *Luminosity* numerical values by typing in the new values in the edit box.
6. Set the *Red*, *Green* and *Blue* values by typing in the new values in the edit box.
7. Select *OK* – *Change Name* dialog is given.
8. Type in the *Name* into the given edit box.
9. Select *OK*.

Define Colour

The **Define Colour** option allows a colour from the palette to be defined to any colour required. Select the colour to be defined from the palette and then select the option in the **Palette** menu.

When the option has been selected, the define colour screen is given [see Figure 9 - Define Colour]. To the left are the basic colours which helps when you start to define a colour. Next to that are the **Hue** (colour) range and the **Luminosity** (intensity) range. Below that are the colour which is being defined and the **Hue**, **Saturation** and **Luminosity** along with the **Red**, **Green** and **Blue** values. The colour which is being defined appears dithered and as a solid colour, it will always appear dithered regardless of the type of monitor being used.

The position of the colour in the **Hue** and **Luminosity** range is marked by a cross. Each colour has a **Hue**, **Saturation** and **Luminosity** value. These values can be typed in, select the required box by using the mouse. Once this has been done a cursor will appear inside the box and it's contents can be changed.

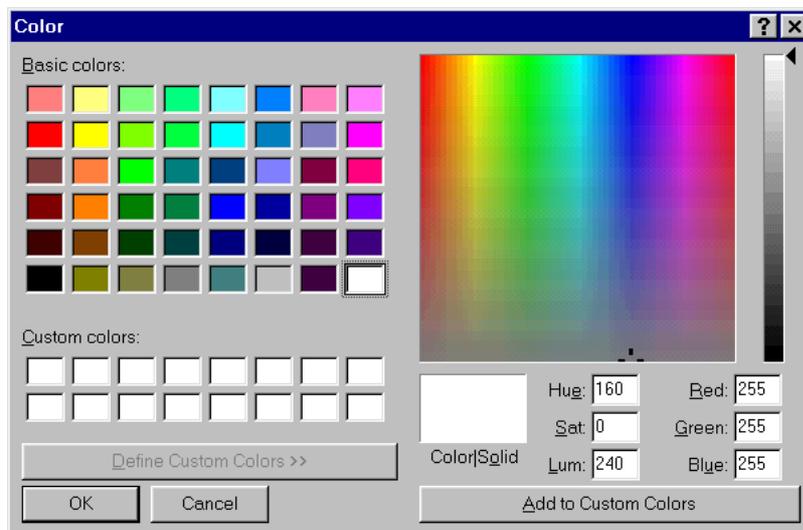


Figure 9 - Define Colour

Colours can also be defined by moving the cross around the two ranges. The colour range gives the **Hue** values starting from left to right (0-239) and the **Saturation** values from top to bottom (0-240). The **Saturation** value is a measure of the strength, a higher value gives a stronger colour and a lower value gives paler colour. The **Luminosity** value is a measure of the brightness, the range is shown from top to bottom (0-240), a higher value gives a brighter colour and a lower value gives a darker colour. The Custom Colours are supplied by Windows and can be used as a starting point if required.

Once the colour has been defined, press **OK** to end the option. This will keep the new colour in the palette while the program is still running, but will be lost when the program has been quit, unless the palette is saved.



If the colour is changed by using this option, then the name will be cleared and needs re entering using **Change Name** in the **Palette** menu.

Defining A Colour

1. Select *Define Colour* from the *Palette* menu - the *Windows Color* dialog is given.
2. Choose a colour which is approximately correct from the Basic Colours given.
3. Set the colours by any of the following methods.
4. Move the cross within the "rainbow" area of colour and the *Luminosity* arrow by using the mouse.
5. Set the *Hue*, *Saturation* and *Luminosity* numerical values by typing in the new values in the edit box.
6. Set the *Red*, *Green* and *Blue* values by typing in the new values in the edit box.
7. Select *OK*.

Change Name

Names of the colours in the palette can be changed by using **Change Name** in the **Palette** menu. This will bring up a dialog, on which the new name can be typed in.

Other options that are given are **OK**, to continue, **Cancel**, to leave the option without changing a name and **Help**.

Changing The Name Of A Colour

1. Select *Change Name* from the *Palette* menu - the *Change Name* dialog is given.

2. Type in the new name.
3. Select *OK*.

Scan Fabric

It is possible to scan your own fabric, save it as a BMP or JPEG file and then load it into the fabric library, so it can give you access to fabrics that you have got at home. Once the option has been selected from the Palette menu, a dialog is given on which various selections can be made. Set the **Scan Mode** to match to **Colour** and the **Resolution** value to 100. Generally, scan images at a low resolution i.e. 75 - 100 dots per inch at most, this will keep the processing time down and use less memory.

Selecting the **Tonal Adjustment** will allow the brightness, contrast and colour to be changed. To see the effect of these changes click the preview button.

The size of the scan area can be adjusted by resizing the crop frame. The **Prescan** option allows the image to be seen as it would be when scanned. Once the required settings have been changed select **Scan** to scan the image.



The Scanner dialog may vary depending on which scanner driver is used. The dialog above is from a flatbed scanner driver.

Next the **Adjust Image** dialog will be given, on which the image's properties can be altered.

Auto Contrast will give a contrast which will spread the shades out evenly, select the **Auto Contrast** checkbox to get a good range of bright and dark colours, recommended for most images. **Trim** can be used to remove unwanted space around the image; useful if the scanning area was not cropped down to the required size of the picture. Move the cursor to one corner of the area. Press and hold down the **LEFT** mouse button and drag to the second corner then release and select the **Trim** checkbox. Once an area is selected it is possible to use the other options for that area only, i.e. brighten a particular area. To do this select an area then the required option and the changes will only happen within the area.



By deselecting the **Trim** checkbox the image will return to it's original size unless **Apply** has been selected. It can be useful to select the area first then select the **Trim** checkbox.

Sharpen will strengthen the edges in the image which can help to reduce any blurring. **De-speckle** will help to remove odd spots of colour, this may help to reduce the Moiré effect to a limited extent. Both **Sharpen** and **De-speckle** can be used by selecting the required value **Off**, **Low**, **Medium** or **High** from the given drop down lists.

Change the **Brightness**, **Contrast**, **Red**, **Green**, **Blue**, **Colour** or **Saturation** values by using the given spin buttons. **Brightness** will make the image darker or lighter, whilst **Contrast** will make the image stronger or fainter and **Saturation** will make the colours stronger or fainter. Altering **Red**, **Green** and **Blue** values can help to compensate for some scanners that may return a tinted image.



On monitors using 256 or fewer colours, the previews are not a true representation of the image, as it is only working with approximate colours, the final image will not be affected.



Some scanners may return a slightly green image, so making the Green value negative (i.e. -5%) will compensate for this.



To make the colours more vibrant, increase the **Saturation** value (i.e. 50%).



To improve the definition, increase the **Contrast** value.

To use the current settings when converting future designs select the **Use For All New Images** checkbox. The **Zoom Level** can be altered to improve the view of the images by using the given spin button.

By selecting the **Apply** option the current chosen colours will be updated and the dialog will be redrawn showing the design with the new colours. When **OK** is selected, a dialog will be given in which the filename for saving should be entered.

Once the fabric file has been saved, use **Edit Fabric Library** to add it into the library.

Scanning A Fabric

1. Select *Scan Fabric* from the *Palette* menu - a dialog is given.
2. Set the *Scan Mode* to *Colour* by using the drop down list.
3. Set the *Resolution* value to 100 dots per inch by using the slider.
4. Select *Tonal Adjustment* for brightness and contrast, if required.
5. Select *Prescan* to see how the image would look when scanned.
6. Select *Scan* to scan the image - the *Adjust Image* dialog is given.
7. Select *Auto Contrast* checkbox to give an automatic adjustment of the contrast.
8. Select area to be trimmed and then *Trim* checkbox.
9. Set *Sharpen* to *Off*, *Low*, *Medium* or *High* as required.
10. Set *De-speckle* to *Off*, *Low*, *Medium* or *High* as required.
11. Adjust *Brightness* and *Contrast* values as required.
12. Adjust *Red*, *Green* and *Blue* values as required.
13. Adjust *Colour* and *Saturation* values as required.
14. Alter *Zoom Level* as required.
15. Select *Apply* to save the current changes and be ready to make more alterations.
16. Select *OK* - the *Save As* dialog is given.

17. Enter the *Filename*.
18. Select *OK*.

Select Source

The **Select Source** option in the **File** menu allows you to select which scanner is to be used by Easy Quilt. Once this option is selected then the required scanner can be chosen from the given list.

Selecting The Scanner To Be Used

1. Select **Select Source** from the **Palette** menu - a list is given.
2. Select the required scanner from the list.
3. Select the **Select** button.

Edit Fabric Library

The **Edit Fabric Library** option allows fabrics to be added or deleted and to edit their name/location. When this option has been selected the Fabric Library dialog [see *Figure 10 - Edit Fabric Library*] is given with the **Add**, **Add Folder**, **Rename**, **Delete** and **Delete All** options.

To **Add** a fabric, it needs to exist as a BMP or JPEG file, select **Add** and the name from the list of fabric files, from the **Open** dialog. The **Add Fabric to Library** dialog is given, set the **Library**, **Category** and **Name** as required and select **OK**.



Figure 10 - Edit Fabric Library

To add multiple fabrics in one folder, select **Add Folder** and the required folder, set the required **Library** and **Category** and select **OK**. The program will then scan the selected folder for fabrics and add them to the library using the given **Library** and **Category**. The name for the fabric will be the same as the fabric's filename.

To edit the **Library**, **Category** and **Name** entries for a fabric, select the required fabric and then the **Rename** option, which will give a dialog where the changes can be made. When the required changes have been made by typing in the new details, select **OK**. This can be used to change the location of a fabric to a new or different library/category.

To delete a fabric from the library, select the required fabric and then the **Delete** option, confirmation will be requested before the fabric is deleted to prevent accidental losses.

To delete multiple fabrics, alter **Library**, **Category** and **Name** to show the required fabrics and select **Delete All**, confirmation will be requested before the fabrics are deleted to prevent accidental losses.

Other options that are given are **Close**, to leave when finished making changes and **Help**.

Adding A Fabric To The Fabric Library

1. Select **Edit Fabric Library** from the **Palette** menu - the *Edit Fabric Library* dialog is given.
2. Select **Add** button - the *Open* dialog is given.
3. Select the required fabric file - the *Add Fabric To Library* dialog is given.
4. Type in the required information.
5. Select **OK**.
6. Select **Close** to return to the design.

Adding Multiple Fabrics To A Library

1. Select **Edit Fabric Library** from the **Palette** menu - the *Edit Fabric Library* dialog is given.

2. Select the *Add Folder* button - the *Add Folder Of Fabrics To Library* dialog is given.
3. Select the required folder.
4. Enter the *Library* name for the fabrics by typing or using the drop down list.
5. Enter the *Category* name for the fabrics by typing or using the drop down list.
6. Select *OK*.

Editing The Information About A Fabric From The Fabric Library

1. Select *Edit Fabric Library* from the *Palette* menu - the *Edit Fabric Library* dialog is given.
2. Select the required fabric.
3. Select *Edit* button - the *Edit Fabric* dialog is given.
4. Type in the new information as required.
5. Select *OK*.
6. Select *Close* to return to the design.

Deleting A Fabric From The Fabric Library

1. Select *Edit Fabric Library* from the *Palette* menu - the *Edit Fabric Library* dialog is given.
2. Select the required fabric.
3. Select *Delete* button - the *Delete Fabric* dialog is given.
4. Select *Yes*.
5. Select *Close* to return to the design.

Deleting Multiple Fabrics From The Fabric Library

1. Select *Edit Fabric Library* from the *Palette* menu - the *Edit Fabric Library* dialog is given.
2. Select the required fabrics using the *Library*, *Category* and *Name* settings.
3. Select *Delete All* button - the *Delete Fabric* dialog is given.
4. Select *Yes*.
5. Select *Close* to return to the design.

Remove Colour/Fabric

The **Remove Colour/Fabric** option in the **Palette** menu will allow a single colour/fabric to be removed from the palette, even if it is being used. Select the colour/fabric to be removed from the palette, then the option and the colour will be removed from the palette, if the colour is used in the design a warning is given.

Removing A Colour/Fabric From The Current Palette

1. Select the colour/fabric in the palette to be removed.
2. Select *Remove Colour/Fabric* from the *Palette* menu.

Open

This option allows an existing palette to be loaded from disk. Select the **Open** option in the **Palette** menu. Once this has been done, a list of existing palettes on the disk will be given from which one can be selected.

Opening An Existing Palette

1. Select *Open* from the *Palette* menu - the *Open* dialog is given.
2. Select the required palette from the list.
3. If the file is not in the list, then use the File Selector to locate the file (See Using The File Selector).

Save

The option **Save** in the **Palette** menu allows the current palette to be saved to disk and will request the name of the file before saving the palette.

Changes to the current palette can be made by adding colours or fabrics using the **Add Colours** and **Add Fabric** options. Or by changing an existing palette entry to another colour or fabric without adding an extra entry by using the **Select Fabric** and **Define Colour** options.

Saving A Palette

1. Make the required changes to the palette.
2. Select *Save* from the *Palette* menu - the *Save As* dialog is given.
3. Type in the new Filename, or select the new location (See Changing Directories and Rules For Naming Files When Saving).
4. Select *OK*.

Make Default

This option saves the current palette as *easyq.dpl* and uses this as the default palette for new designs.

Making The Current Palette The Default Palette

1. Select *Make Default* from the *Palette*.

Most Recently Used Palette Files

A list of the last five palette files that have been used is given at the end of the **Palette** menu. Select the required file by clicking on it or pressing the relevant number.

Selecting A Palette From The Recently Used File List

1. Select the required file from the list given at the bottom of the *Palette* menu.

Appliqué Menu

Select Appliqué

Select Appliqué in the **Appliqué** menu allows an appliqué patch to be chosen from the library and added to a block. Once the option is selected, a dialog is given showing available appliqué patches in the library, use the scroll bar to view more [see Figure 11 - Appliqué Library]. Set the **Library** and/or **Category** to view different libraries or categories. Once the required appliqué has been selected then select **OK** to place it into a block.

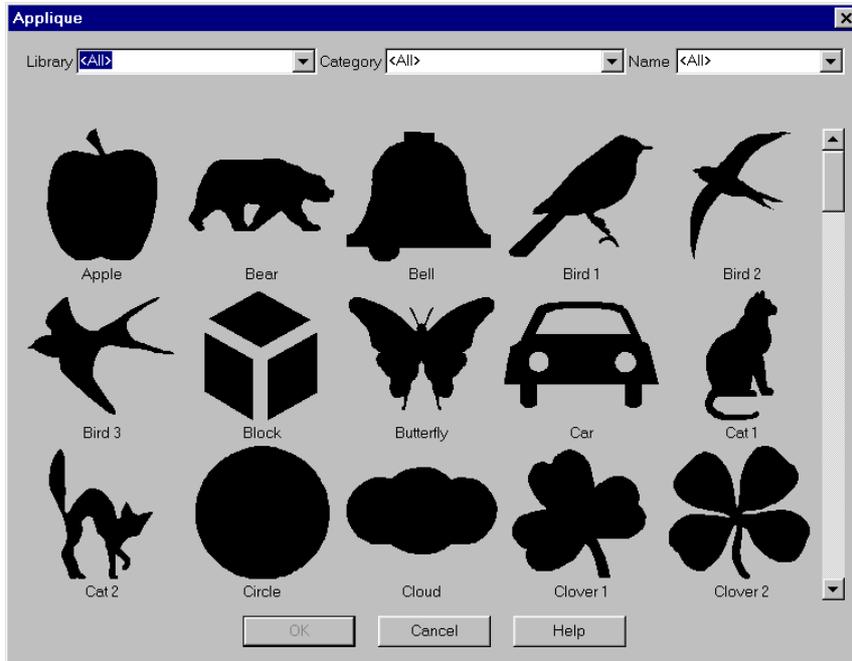


Figure 11 - Appliqué Library

The standard wildcard rules can be used to list all appliqué patches containing specific words.

- Typing **Heart*** in the **Name** drop down list will give all appliqué patches beginning with Heart.
- Typing ***Heart** in the **Name** drop down list will give all appliqué patches ending with Heart.
- Typing ***Heart*** in the **Name** drop down list will give all appliqué patches which contain Heart.

Similarly these can be used within the **Library** or **Category** drop down lists to locate specific ones.

Other options that are given are **OK**, to continue, **Cancel**, to leave the option without selecting an appliqué patch and **Help**.

Move the given cursor to the required position in the block, whilst holding down the **LEFT** mouse button drag the patch to the required size. Release the mouse button and the chosen appliqué patch will be drawn in the current colour or fabric.

Adding An Appliqué Patch To A Block

1. Select **Select Appliqué** from the **Appliqué** menu - the **Appliqué** dialog is given.
2. Set the **Library** and/or **Category** to the required values.
3. Select required patch.
4. Select **OK**.
5. Move the cursor to the required position in a block.
6. Press and hold down the **LEFT** mouse button and drag to size the patch.
7. Release the mouse when at the required size.

Or

1. Select **Select Appliqué** from the toolbar - the **Appliqué** dialog is given.
2. Set the **Library** and/or **Category** to the required values.
3. Select required patch.
4. Select **OK**.
5. Move the cursor to the required position in a block.
6. Press and hold down the **LEFT** mouse button and drag to size the patch.
7. Release the mouse button when at the required size.

Move Appliqué

After placing an appliqué patch, it is possible to change its position by using the **Move Appliqué** option. Once the option is selected, press and hold down the **LEFT** mouse whilst over the appliqué patch. Drag the patch to its new position, then release the mouse button.

This option will continue until the **RIGHT** mouse button is pressed or another option is selected.

Moving An Appliqué Patch Once It Has Been Placed

1. Select *Move Appliqué* from the *Appliqué* menu.
2. Move the cursor to over the patch.
3. Press and hold down the *LEFT* mouse button.
4. Drag to it's new position.
5. Release the mouse button.
6. Press the *RIGHT* mouse button to leave the option.

Delete Appliqué

To delete an appliqué patch from a block, use the **Delete Appliqué** option from the **Appliqué** menu. After the option has been selected, move the cursor over the patch to be deleted and press the *LEFT* mouse button.

This option will continue until the *RIGHT* mouse button is pressed or another option is selected.

Deleting An Appliqué Patch

1. Select *Delete Appliqué* from the *Appliqué* menu.
2. Move the cursor over the patch.
3. Press the *LEFT* mouse button.
4. Press the *RIGHT* mouse button to leave the option.

Change Colour/Fabric

Change Colour/Fabric option can be used to change the colour or fabric used for an appliqué patch. Before selecting the option, choose the new colour or fabric from the palette. Then select the option from the **Appliqué** menu, move the cursor to over the required patch and press the *LEFT* mouse button.

This option will continue until the *RIGHT* mouse button is pressed or another option is selected.

Changing The Colour Or Fabric Of An Appliqué Patch

1. Select the new colour or fabric from the palette.
2. Select *Change Colour/Fabric Appliqué* from the *Appliqué* menu.
3. Move the cursor over the patch.
4. Press the *LEFT* mouse button.
5. Press the *RIGHT* mouse button to leave the option.

Quilting Menu

Select Quilting

Select Quilting in the **Quilting** menu allows a quilting outline shape to be chosen from the library and added to a block. Once the option is selected, a dialog is given showing available quilting shapes in the library, use the scroll bar to view more. Set the **Library** and/or **Category** to view different libraries or categories. Once the required quilting has been selected then select **OK** to place it into a block.

The standard wildcard rules can be used to list all quilting shapes containing specific words.

Typing **Heart*** in the **Name** drop down list will give all quilting shapes beginning with Heart.

Typing ***Heart** in the **Name** drop down list will give all quilting shapes ending with Heart.

Typing ***Heart*** in the **Name** drop down list will give all quilting shapes which contain Heart.

Similarly these can be used within the **Library** or **Category** drop down lists to locate specific ones.

Other options that are given are **OK**, to continue, **Cancel**, to leave the option without selecting a quilting shape and **Help**.

Move the given cursor to the required position in the block, whilst holding down the **LEFT** mouse button drag the patch to the required size. Release the mouse button and the chosen quilting shape will be drawn.

Adding A Quilting Shape To A Block

1. Select **Select Quilting** from the **Quilting** menu - the **Quilting** dialog is given.
2. Set the **Library** and/or **Category** to the required values.
3. Select required shape.
4. Select **OK**.
5. Move the cursor to the required position in a block.
6. Press and hold down the **LEFT** mouse button and drag to size the shape.
7. Release the mouse when at the required size.

Or

1. Select **Select Quilting** from the toolbar - the **Quilting** dialog is given.
2. Set the **Library** and/or **Category** to the required values.
3. Select required shape.
4. Select **OK**.
5. Move the cursor to the required position in a block.
6. Press and hold down the **LEFT** mouse button and drag to size the shape.
7. Release the mouse when at the required size.

Move Quilting

After placing a quilting shape, it is possible to change it's position by using the **Move Quilting** option. Once the option is selected, press and hold down the **LEFT** mouse whilst over the quilting shape. Drag the shape to its new position, then release the mouse button.

This option will continue until the **RIGHT** mouse button is pressed or another option is selected.

Moving A Quilting Shape Once It Has Been Placed

1. Select **Move Quilting** from the **Quilting** menu.
2. Move the cursor to over the shape.
3. Press and hold down the **LEFT** mouse button.
4. Drag to its new position.
5. Release the mouse button.
6. Press the **RIGHT** mouse button to leave the option.

Delete Quilting

To delete a quilting shape from a block, use the **Delete Quilting** option from the **Quilting** menu. After the option has been selected, move the cursor over the shape to be deleted and press the **LEFT** mouse button.

This option will continue until the **RIGHT** mouse button is pressed or another option is selected.

Deleting A Quilting Shape

1. Select **Delete Quilting** from the **Quilting** menu.
2. Move the cursor over the shape to be deleted.
3. Press the **LEFT** mouse button.
4. Press the **RIGHT** mouse button to leave the option.

Quilting Lines

The outline of the quilting shapes can be view and printed as a **Solid** or **Dashed** line. To change how the **Quilting Lines** are displayed, select **Quilting Lines** from the **Quilting** menu. A sub-menu is given, from which **Solid** or **Dashed** can be chosen.

The **Quilting Lines** will be printed as they are displayed on screen, so any changes to the style should be made before the **Print** option is selected.

Changing The Style Of The Quilting Lines

1. Select *Quilting Lines* from the *Quilting* menu – a sub-menu is given.
2. Select either *Solid* or *Dashed*.

Tools Menu

Fabric Usage

The **Fabric Usage** option will give details of the amount of fabric required for a design. This option is selected by **Fabric Usage** in the **Tools** menu. A dialog is given showing the overall quilt size and a list of which colours/fabrics are used along with amount of fabric required for each one.

Font will allow the font used in the **Fabric Usage** option to be changed, this font change is independent of others. To leave **Fabric Usage**, select the **Close** button and to print the information on a specific page, press the **Print** button.

Settings allows the values for the **Fabric Width**, **Seam Allowance** and **Spacing Between Patches** to be altered [see Figure 12 - *Fabric Usage Settings*]. Other options that are given are **OK**, to continue, **Cancel**, to leave the option without the settings and **Help**.

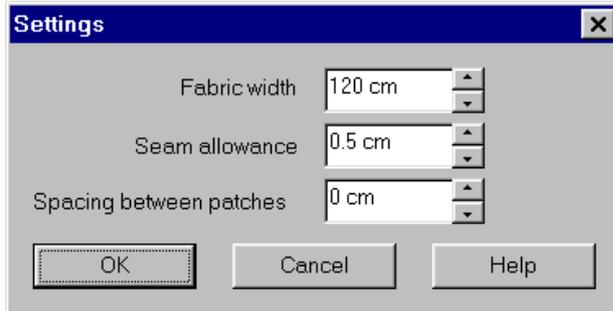


Figure 12 - Fabric Usage Settings

Viewing The Fabric Usage

1. Select **Fabric Usage** from the **Tools** menu.
2. Select **Print** to print the information.
3. Select **OK** to leave the option.

Altering The Font Used In The Fabric Usage Option

1. Select **Fabric Usage** from the **Tools** menu - the **Fabric Usage** dialog is given.
2. Select **Font** button - the standard Windows **Font** dialog is given.
3. Select the required font.
4. Select **OK**.

Altering The Settings Used For Calculating The Fabric Usage

1. Select **Fabric Usage** from the **Tools** menu - the **Fabric Usage** dialog is given.
2. Select **Settings** button – the **Settings** dialog is given.
3. Enter the new **Fabric Width** value if required.
4. Enter the new **Seam Allowance** value if required.
5. Enter the new **Spacing Between Patches** value if required.
6. Select **OK**.
7. Select **Close**.

Edit Block Library

The **Edit Block Library** option allows blocks to be deleted and to edit their name/location. When this option has been selected the **Edit Block Library** dialog is given with the **Rename** and **Delete** options [see Figure 13 - *Edit Block Library*].

To edit the **Library**, **Category** and **Name** entries for a block, select the required block and then the **Rename** option, which will give a dialog where the changes can be made. When the required changes have been made by typing in the new details, select **OK**. This can be used to change the location of a block to a new or different library/category.

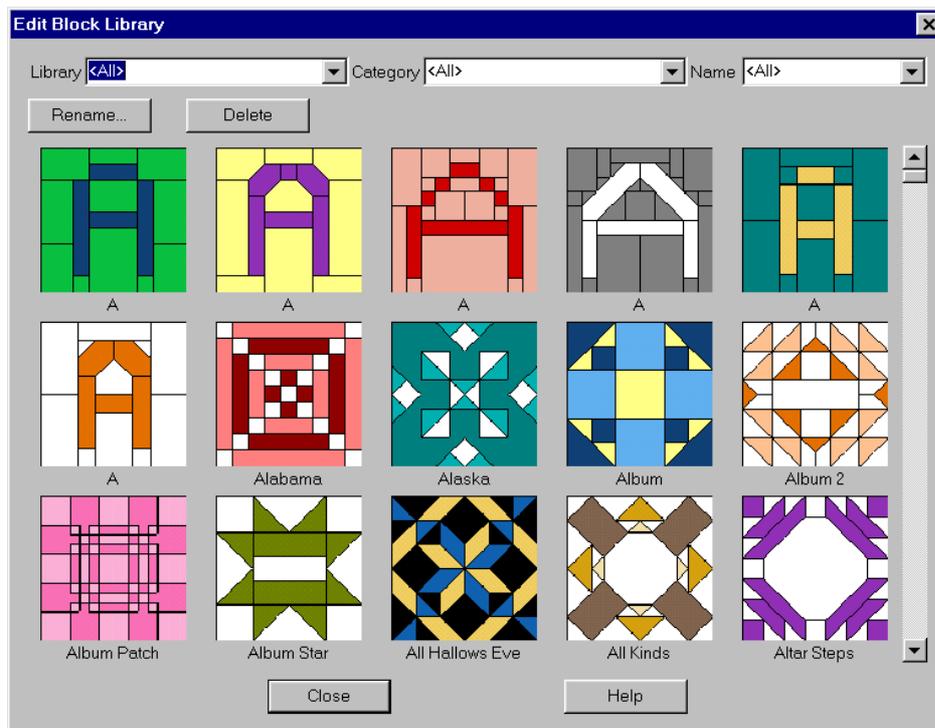


Figure 13 - Edit Block Library

To delete a block from the library, select the required fabric and then the **Delete** option, confirmation will be requested before the block is deleted to prevent accidental losses.

Other options that are given are **Close**, to leave when finished making changes and **Help**.

Editing The Information About A Block From The Block Library

1. Select **Edit Block Library** from the **Tools** menu - the **Edit Block Library** dialog is given.
2. Select the required block.
3. Select **Rename** button - the **Rename Block** dialog is given.
4. Type in the new information as required.
5. Select **OK**.
6. Select **Close** to return to the design.

Deleting A Block From The Block Library

1. Select **Edit Block Library** from the **Tools** menu - the **Edit Block Library** dialog is given.
2. Select the required block.
3. Select **Delete** button - the **Delete Block** dialog is given.
4. Select **Yes**.
5. Select **Close** to return to the design.

Grid

The grid can be turned on or off by selecting **On** and **Off** in the **Grid** sub-menu in the **View** menu. This can make the design clearer when looking at a large area, or to see more clearly what the design will look like when stitched.

Turning The Grid On

1. Select **Grid** from the **View** menu - a sub-menu is given.
2. Select **On** from the **Grid** sub-menu.

Turning The Grid Off

1. Select **Grid** from the **View** menu - a sub-menu is given.
2. Select **Off** from the **Grid** sub-menu.

Auto Merge Patches

The program can automatically join patches of the same colour which are next to each other. To control this select the **Auto Merge Patches** option from the **Tools** menu. When the option is selected, a sub-menu is given which contains the choice of **On** or **Off**, select the required one.

Controlling Whether The Program Automatically Joins Patches

1. Select **Auto Merge Patches** from the **Tools** menu - a sub-menu is given.
2. Select either **On** or **Off** as required from the **Auto Merge Patches** sub-menu.

Units of Measurements

The **Units of Measurements** used within the program can be altered by using the **Units of Measurements** option from the **Tools** menu. When the option is selected, a sub-menu is given which contains the choice of **Imperial** or **Metric**, select the required one.

Changing Units Of Measurements Used

1. Select **Units of Measurements** from the **Tools** menu - a sub-menu is given.
2. Select either **Imperial** or **Metric** as required from the **Units of Measurements** sub-menu.

Auto Backup

When **Auto Backup** is selected, the program will generate backup files of modified designs roughly every five minutes, the default setting is on. If a crash occurs, then the next time Easy Quilt is used it will ask if the backup files should be loaded. Select **Yes** to do so, if **No** is selected the files are lost and cannot be retrieved. When the option is selected, a sub-menu is given which contains the choice of **On** or **Off**, select the required one.

Controlling Whether The Program Automatically Save Backup Files

1. Select **Auto Backup** from the **Tools** menu - a sub-menu is given.
2. Select either **On** or **Off** as required from the **Auto Backup** sub-menu.

Scanning Method

The **Scanning Method** should only be changed if you are experiencing failures when scanning, select **Method 1** or **Method 2** from the sub-menu.

Altering The Scanning Method

1. Select **Scanning Method** from the **Tools** menu - a sub-menu is given.
2. Select **Method 1**, **Method 2** or **Standard** as required from the **Scanning Method** sub-menu.

Background Colour

The **Background Colour** option allows the background colour of the windows to be defined to any colour required.

When the option has been selected, the define colour screen is given. To the left are the basic colours which helps when you start to define a colour. Next to that are the **Hue** (colour) range and the **Luminosity** (intensity) range. Below that are the colour which is being defined and the **Hue**, **Saturation** and **Luminosity** along with the **Red**, **Green** and **Blue** values. The colour which is being defined appears dithered and as a solid colour, it will always appear dithered regardless of the type of monitor being used.

The position of the colour in the **Hue** and **Luminosity** range is marked by a cross. Each colour has a **Hue**, **Saturation** and **Luminosity** value. These values can be typed in, select the required box by using the mouse. Once this has been done a cursor will appear inside the box and its contents can be changed.

Colours can also be defined by moving the cross around the two ranges. The colour range gives the **Hue** values starting from left to right (0-239) and the **Saturation** values from top to bottom (0-240). The **Saturation** value is a measure of the strength, a higher value gives a stronger colour and a lower value gives paler colour. The **Luminosity** value is a measure of the brightness, the range is shown from top to bottom (0-240), a higher value gives a brighter colour and a lower value gives a darker colour. The Custom Colours are supplied by Windows and can be used as a starting point if required.

Once the colour has been defined, press **OK** to end the option. This will keep the new colour in the palette while the program is still running, but will be lost when the program has been quit, unless the palette is saved.

Defining A Colour

1. Select **Background Colour** from the **Tools** menu - the **Windows Color** dialog is given.
2. Choose a colour which is approximately correct from the Basic Colours given.
3. Set the colours by any of the following methods.
4. Move the cross within the "rainbow" area of colour and the **Luminosity** arrow by using the mouse.
5. Set the **Hue**, **Saturation** and **Luminosity** numerical values by typing in the new values in the edit box.
6. Set the **Red**, **Green** and **Blue** values by typing in the new values in the edit box.
7. Select **OK**.

Help Menu

Help

The on-line help facility gives access to the manual on screen. Help can be selected either by selecting one of the options below or alternatively if **F1** is pressed, help will be given about the current option.

Getting Help

1. Select Help menu.

Or

1. Press F1.

Or

1. Selecting the Help button on the dialogs.

Contents

This option gives the contents page of the Easy Quilt on-line help. From this page information on other options can be found.

Search for Help On

This option gives a list of the various pages within the Easy Quilt on-line help. Select the required page for more details on that option.

How to Use Help

This option gives details on how to use the Windows on-line help facilities.

Quilt Window

Hide

The **Hide** option enables the display of the quilt to be hidden, this will increase the display area for other windows. Once the window is hidden, it can be reopened by select the **Show** option.

Hiding The Quilt Window

1. Select **Hide** from the *Quilt Window* menu.

Show

The **Show** option enables the display of the quilt to be shown once it has been hidden, by using the **Hide** option available on each window.

Showing The Quilt Window

1. Select **Show** from the *Quilt Window* menu.

Settings

The **Quilt Settings** option allows you to control the overall appearance of the quilt, a dialog will be given once the option has been selected.

The **Number of Blocks Across** and **Down** can be set by typing in the value or using the given spin buttons. The maximum value for the **Number of Blocks Across** and **Down** is 20.

Set the **Block Width** to the actual size required by using the spin button, the **Units of Measurements** used can be altered in the **Tools** menu.

The **Number of Blocks** used in a quilt can be set by using the given spin button, there is a maximum value of 9 blocks allow per quilt.

Set the **Sash Width** to the actual size required by using the spin button, the **Units of Measurements** used can be altered in the **Tools** menu. When the value is set to 0, no sash will be drawn.

The **Number of Borders** in a quilt can be controlled by setting the **Number of Borders** value by using the given spin button. The widths of the borders can be altered by using the **Settings** option in the border windows.

The overall quilt size is given and will change as different values are entered.

Other options that are given are **OK**, to continue; **Cancel**, to leave the option without changing the quilt settings and **Help**.

Changing The Quilt's Layout

1. Select **Settings** from the *Quilt Window* menu – the **Quilt Settings** dialog is given.
2. Alter the **Number of Blocks Across** and **Down** values as required.
3. Set the **Block Width** using the given spin button.
4. Alter the **Number of Blocks** as required.
5. Change the **Sash Width** as required.
6. Set the **Number of Borders** by using the given spin button.
7. Select **OK**.

Block Layout

The **Block Layout** option will control how the individual blocks behave in a quilt. Each block can be rotated or reflected as many times as required, by selecting the individual block and then **Rotate** or **Reflect** as required. More than one block can be selected at a time by holding down the **Ctrl** key whilst selecting the required blocks and releasing the **Ctrl** key when all the blocks have been selected.

As well as rotating and reflecting, it is possible to change the order of the blocks when there are more than one block. Select the block to be changed, then click on the one from the selection of available blocks given on the left. This method can be used to create a quilt where the blocks are in columns, for example. More than one block can be selected at a time by holding down the **Ctrl** key whilst selecting the required blocks, and they will all change to the new block selected from the list.

Other options that are given are **OK**, to continue; **Cancel**, to leave the option without changing the quilt settings and **Help**.

Changing The Orientation Of The Blocks In A Quilt

1. Select **Block Layout** from the *Quilt Window* menu –the **Block Layout** dialog is given.
2. Click on the block to be rotated/reflected and then the **Rotate/Reflect** option.
3. Hold down the **Ctrl** key whilst selecting multiple blocks and then the **Rotate/Reflect** option.
4. Select **OK**.

Changing The Order Of The Blocks In A Quilt

1. Select **Block Layout** from the *Quilt Window* menu – the **Block Layout** dialog is given.
2. Click on the block to be changed.
3. Then select the new block from the list of available blocks.
4. Hold down the **Ctrl** key will select multiple blocks.
5. Select **OK**.

Block Window

Hide

The **Hide** option enables the display of a block to be hidden, this will increase the display area for other windows. Once the window is hidden, it can be reopened by selecting the **Show** option.

Hiding A Block Window

1. Select **Hide** from the required *Block Window* menu.

Show

The **Show** option enables the display of a block to be shown once it has been hidden, by using the **Hide** option available on each window.

Showing The Block Window

1. Select **Show** from the required *Block Window* menu.

Select

Select in the **Block** window allows a block to be chosen from the block library and it becomes the current block. A dialog is given showing the blocks available from the library, use the scroll bar to view more. Set the **Library** and/or **Category** to view different libraries or categories. Once the required block has been selected then select **OK** to place it into the current block window.

The standard wildcard rules can be used to list all blocks containing specific words.

Typing **Heart*** in the **Name** drop down list will give all blocks beginning with Heart.

Typing ***Heart** in the **Name** drop down list will give all blocks ending with Heart.

Typing ***Heart*** in the **Name** drop down list will give all blocks which contain Heart.

Similarly these can be used within the **Library** or **Category** drop down lists to locate specific ones.

Other options that are given are **OK**, to continue, **Cancel**, to leave the option without selecting a block and **Help**.

Choosing A Block To Use From The Block Library

1. Select the required *Block* window.
2. Select **Select** from the *Block* window - the *Block Library* dialog is given.
3. Set the *Library* and/or *Category* to the required values.
4. Select required block.
5. Select **OK**.

Save

Once you have finished designing a block, it is possible to save the block into the block library to use in the future. Select the **Save** option from the relevant block window and the **Add Block To Library** dialog is given. Enter the **Library**, **Category** and **Name** information for the block's entry in the library.

Other options that are given are **OK**, to continue, **Cancel**, to leave the option without saving a block and **Help**.

Saving A Block Into The Block Library

1. Select the required *Block* window.
2. Select **Save** from the *Block* window - the *Add Block To Library* dialog is given.
3. Enter the *Library*, *Category* and *Name* values.
4. Select **OK**.

Size

The **Size** option will control the number of squares in each block. When the option is selected, a dialog is given on which the **Number of Squares** value can be altered.

Changing The Number Of Squares In A Block

1. Select the required *Block* window.
2. Select **Size** from the *Block* window - the *Block Size* dialog is given.
3. Alter the *Number of Squares* value as required.
4. Select **OK**.

Border Window

Hide

The **Hide** option enables the display of a border to be hidden, this will increase the display area for other windows. Once the window is hidden, it can be reopened by select the **Show** option.

Hiding A Border Window

1. Select *Hide* from the required *Border Window* menu.

Show

The **Show** option enables the display of a border to be shown once it has been hidden, by using the **Hide** option available on each window.

Showing A Border Window

1. Select *Show* from the required *Border Window* menu.

Settings

The **Settings** option will control the width of the **Border**. When the option is selected, a dialog is given on which the **Border Width** value can be altered. Also the border can be patterned, to do this select a **Pattern** from the built-in list by using the drop down list.

Changing The Width Of A Border

1. Select the required *Border* window.
2. Select *Settings* from the *Border* window - the *Border Style* dialog is given.
3. Alter the *Border Width* value as required.
4. Select *OK*.

Making A Border Patterned

1. Select the required *Border* window.
2. Select *Settings* from the *Border* window - the *Border Style* dialog is given.
3. Select a pattern from *Pattern* drop down list.
4. Select *OK*.

Sash Window

Hide

The **Hide** option enables the display of the sash to be hidden, this will increase the display area for other windows. Once the window is hidden, it can be reopened by select the **Show** option.

Hiding The Sash Window

1. Select *Hide* from the *Sash Window* menu.

Show

The **Show** option enables the display of the sash to be shown once it has been hidden, by using the **Hide** option available on each window.

Showing The Sash Window

1. Select *Show* from the *Sash Window* menu.

Settings

The **Settings** option will control the width of the **Sash**. When the option is selected, a dialog is given on which the **Sash Width** value can be altered. Also the style of sash can be set to **Split at Junctions**, **Full Height**, **Full Width** or **Block at Junctions** by using the drop down list.

Altering The Properties Of The Sash

1. Select *Settings* from the *Sash* window - the *Sash Style* dialog is given.
2. Alter the *Sash Width* value as required.
3. Set the *Style of Sash* to *Split at Junctions*, *Full Height*, *Full Width* or *Block at Junctions* by using the drop down list.
4. Select *OK*.