# Click 'N Stitch XTRA

## Instruction Manual

Amazing Designs
EMBROIDERY SOLUTIONS

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**GN Tech Support**
**2751 Electronic**
**Dallas, TX 75220**
**1-800-553-1691**
**support@amazingdesigns.com**

# Introduction

## About This Manual

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

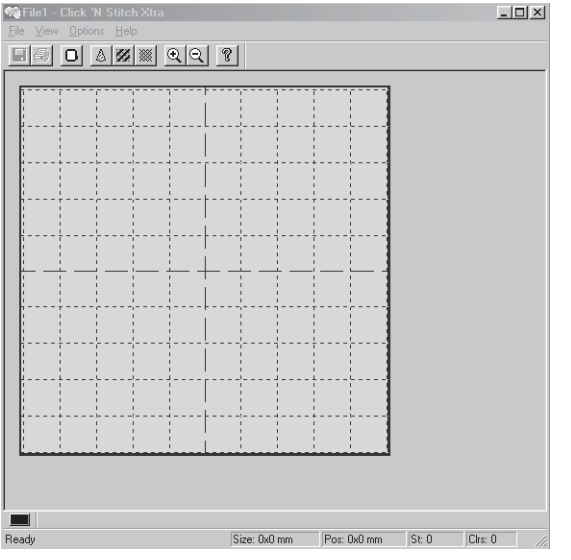
### Items found in this Section:

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

# Why Choose Click 'N Stitch Xtra?

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

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




Click 'N Stitch Xtra Main Screen

# Icons Used in This Book

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

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

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

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

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




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

# Terms Used in This Manual

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

# Installation

Items found in this Section:

1 Computer Requirements
2 Software Installation
3 Registration
4 Start Click 'N Stitch Xtra

# Computer Requirements

Minimum Requirements:

- Pentium Processor 166
- 64 MB RAM
- 15 MB hard drive space
- Windows 98 or above
- CD-ROM
- Display 640 X 480 or better
- Mouse

Recommended Requirements:

- Pentium Processor II or above
- 128 MB Ram
- 15 MB hard drive space
- Windows 98 or above
- CD-Rom
- Display 800 x 600
- Mouse

# Software Installation

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

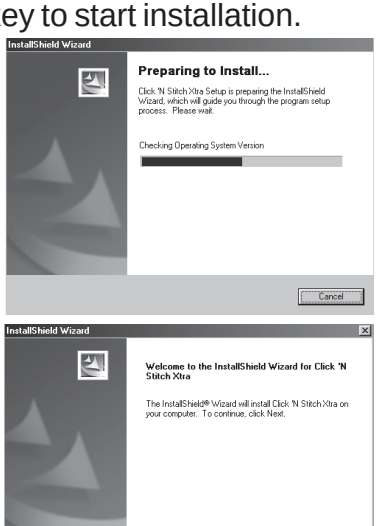



Figure Inst-1

6. Click **Next**.

Figure Inst-2

7. Read the License Agreement then click **Yes**.

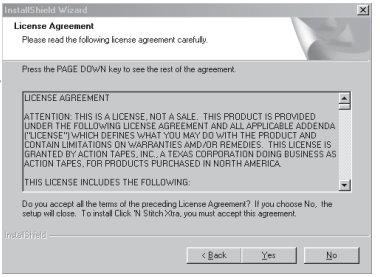



Figure Inst-3

8. Enter your name and the software serial number, then click **Next**.

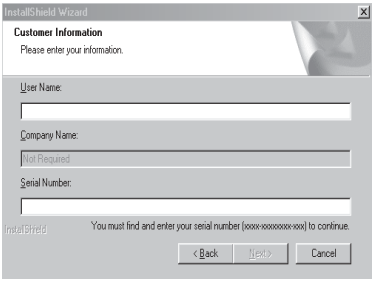



Figure Inst-4

9. Click **Next**.

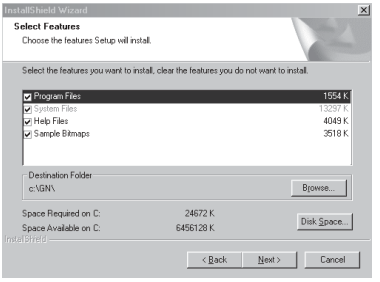



Figure Inst-5

10. Click **Finish**.

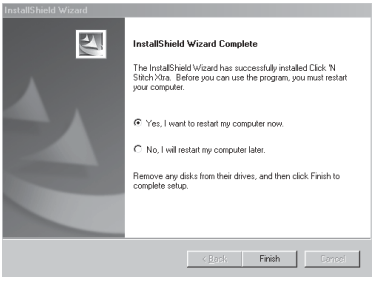



Figure Inst-6

# Upgrade Users

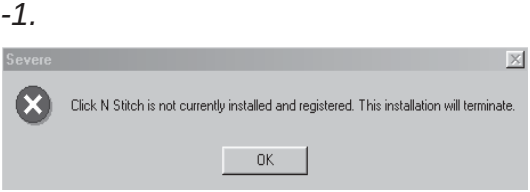
This section is only for those who are upgrading Click 'N Stitch to Click 'N Stitch Xtra. **Proceed to page 11 if you are not upgrading.**

1. Insert the Click 'N Stitch Upgrade CD into your CD-ROM drive.

*You must have your original Click 'N Stitch software installed and activated before installing the Click 'N Stitch Xtra Upgrade. You will then need to get an activation code for Click 'N Stitch Xtra by following the "Registration" instuctions immediately after this section on page 11.*

*If Click 'N Stitch is not properly installed on your computer, you will receive the error message in FIgure Up-1.*

Figure Up-1




2. Follow the instructions from Step 3 - 10 on page 7 in the previous section "Software Installation" to finish installing the Click 'N Stitch Xtra Upgrade.

3. When the Click 'N Stitch Xtra Upgrade is installing, you will receive the message that Click 'NStitch is deactivated and can be removed (Figure Up-2). Click **OK**.

Figure Up-2

*The original Click 'N Stitch can be safely uninstalled with the completion of installing the upgrade. You do not have to uninstall the original Click 'N Stitch if you do not desire.*

*If you upgrade your operating system or purchase a new computer, you must first install the Original Click 'N Stitch (Serial # 0310-xxxxxxxx-xxx) and activate. Then, install the Click 'N Stitch Upgrade (Serial # 0315-xxxxxxxx-xxx) and activate.*

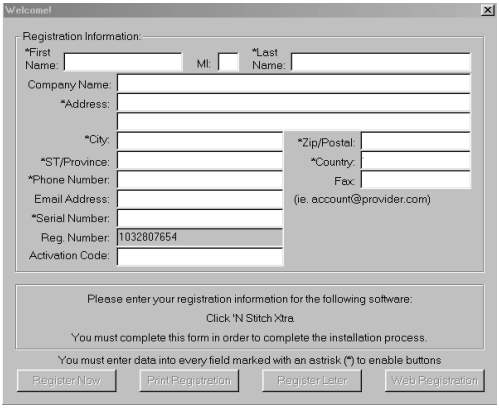
# Registration

Follow the steps below in order to acquire your **Activation Code** and run Click 'N Stitch Xtra.

To start the program:

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

Figure Reg-1




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

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

*Warning:*
*Once registration is complete and your software has been registered, you cannot transfer registration to another person. Activation codes will only be given to registered users of this software. See the Warranty for more details.*

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

### 6a. **Automatic Web Registration**

This Registration choice can only be used if you have Internet access on the same PC as Click 'N Stitch Xtra is installed on.

A. Type in all of the required information, including the 15 digit serial number found on your CD with the dashes (Ex. 0000-00000000-000).
B. Connect to the Internet. If you have a cable modem, DSL or T1 line, you may automatically be connected to the Internet. If you have a dial-up connection, start the Internet connection by having the computer dial the Internet service number of your provider.
C. Click the **Web Registration** button after entering all of the * required information on the form and connecting to the Internet, and the Activation Code will automatically be filled in. You will know that you are connected to the Internet and

that all the information is entered correctly when the Web Registration button darkens.

Figure Reg-2

### 6b. **Website Registration**

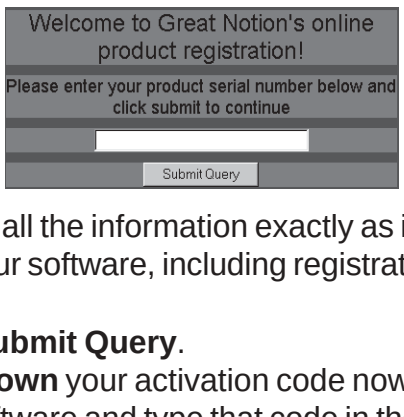
This Registration choice is used when there is no Internet access on the PC that Click 'N Stitch Xtra is installed on.

A. Type in all of your information, including the 15 digit serial number found on your CD with the dashes (Ex. 0000-00000000-000).

B. Connect to the Internet and go to **www.amazingdesigns.com** and click on "Activation Code" from the top navagation.

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

Figure Reg-3




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

E. Click **Submit Query**.

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

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

H. Click on **Register Now**.

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

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

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

*If you click on the **Register Later** button you will see a warning box as shown in Figure Reg-4. Click 'N Stitch Xtra will work for 10 days without registering. After that time has expired, Click 'N Stitch Xtra will no longer function.*

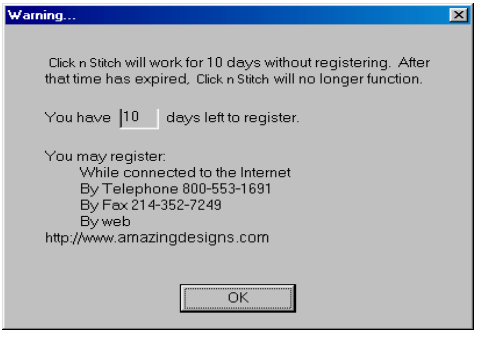



Figure Reg-4

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

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

# Start Program

Follow the steps below in order to run Click 'N Stitch Xtra.

To start the program:

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

Click 'N Stitch Xtra appears on your screen as shown in Figure RP-1. Your Click 'N Stitch Xtra software is properly installed and is ready to use.

**If you receive any errors when loading Click 'N Stitch Xtra, call 1-800-553-1691 Monday through Friday 8 am to 9 pm CST, or email support@amazingdesigns.com.**

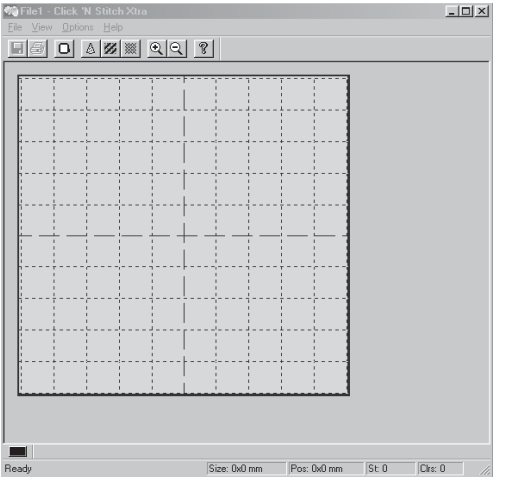



Figure RP-1

# File Formats

Items found in this Section:


1 Embroidery Formats
2 Graphic Formats

# Embroidery Formats

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

**DST (*.dst)**

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

**CSD (*.csd)**

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

**EXP (*.exp)**

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

**HUS (*.hus)**

A “HUS” file is an expanded file format that works with Viking DOS Customizer and Viking Customizer 95 software.

**JEF (*.jef)**

A “JEF” file is an expanded file format that works with the Janome 10000 machine.

**PCM (*.pcm)**

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

**PCS (*.pcs)**

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

**PES (*.pes)**

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

**SEW (*.sew)**

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

**XXX (*.xxx)**

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

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

# Graphic Formats

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

**Bitmap Images**

Select this to show all bitmap files within a directory.

**Vector Images**

Select this to show all vector files within a directory.

**AI**

An “AI” file is an Adobe Illustrator image.

**ESP**

An“ESP” file is a postscript image.

**CDR and CMX**

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

**EMF and WMF**

An “EMF” and “WMF” file is a Windows Metafiles.

**BMP**

A “BMP” file is a Windows bitmap image.

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

**JPG**

A “JPG” file is a JPEG image.

**TIF**

A “TIF” file is a TIF image.

**PCX**

A “PCX” file is a PCX image.

**MAC**

A “MAC” file is a Macintoch image.

**PCD**

A “PCD” file is a PhotoCD image.

**PCT**

A “PCT” file is a Pict image.

**TGA**

A “TGA” file is a Targa image.

# General Operations

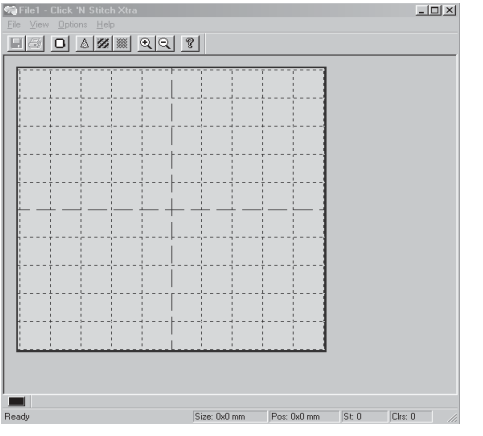
Items found in this Section:

1. General Operations of the Click ‘N Stitch Xtra software that is common to both Auto Digitizing and Cross Stitch.

# General Operations

This section discusses functions common to both the Auto Digitizing Wizard and the Cross Stitch Wizard. All these functions are accessible through the main screen below.

Figure GO-1




Main Screen

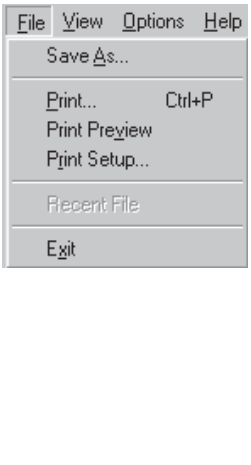
# Drop-Down Menus

Figure GO-2

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

File
View
Options
Help

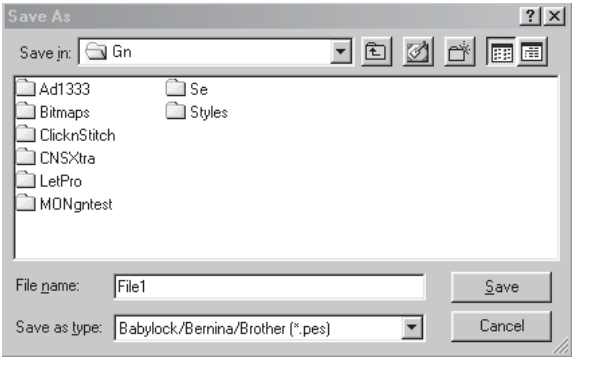
## File Menu



## Save As

Click **File**, then **Save As** to name your design and save it to the desired folder.

Figure GO-3



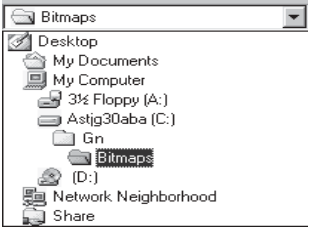

The "Save As" box in Figure GO-3, displays several items:

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

Figure GO-4

Click on the arrow to show the list of sub-directories as shown in Figure GO-5.

Figure GO-5

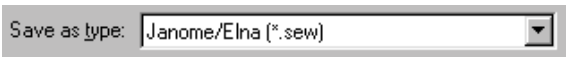


Type the name of the design in “File name” as shown in Figure GO-6.

Figure GO-6

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

Figure GO-7




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

CSD: Toyota Poem/Singer EU/DOS HuskyGram (*.csd)
DST: Tajima (*.dst)
EXP: DOS expanded (*.exp)
HUS: Viking DOS Customizer/ Customizer 95 (*.hus) Split at 12 colors (unless you change system preferences for Viking)
JEF: Janome (*.jef)
PCS: Pfaff PC-Designer V2.0 & V2.1 PC (*.pcs) Split at 16 colors (unless you change system preferences for Viking)
PCM: Pfaff Macintosh (*.pcm)
PES: Baby Lock/Berina Deco /Brother/Simplicity (*.pes, *.pec)
SEW: Janome Scan-n-Sew PC/Elna Envision Scan PC (*.sew)
XXX: Singer PSW (*.xxx)

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

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

## Print (Ctrl+P)

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

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

## Print Preview

Click **File**, then **Print Preview** to display how the printed page will appear (Figure GO-8).

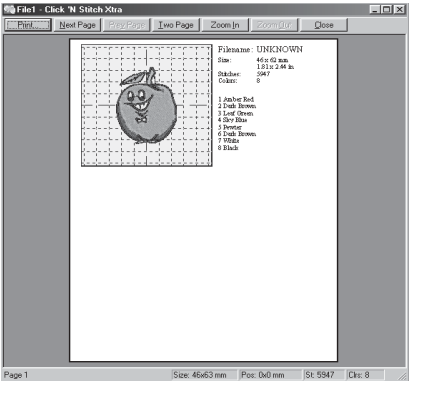



Figure GO-8

When viewing the “Print Preview” screen, there are some things to note (Figure GO-9):

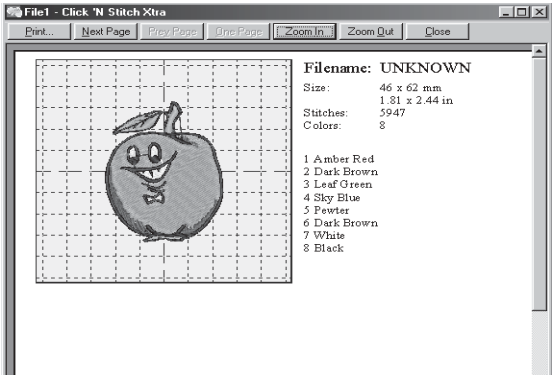
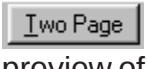



Figure GO-9

On the right side of the screen (Figure GO-9), you will notice the file name, the size of the design in millimeters and inches, stitch count, number of colors and the order the colors are to be sewn out.

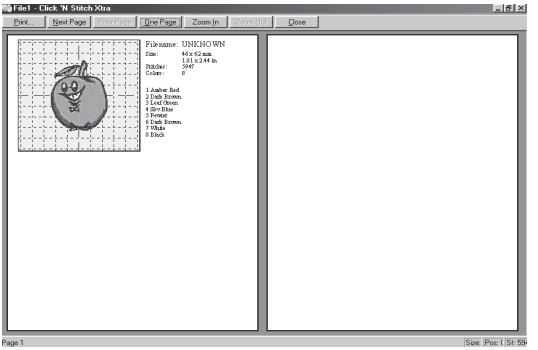
Click the **Print** button to print the instruction sheet to your printer.

Click the **Next Page** button to display the instructions from the second page. The **Prev Page** will take you back to the previous page, if applicable.




Click the **Two Page** button to show a preview of both pages as shown in Figure GO-10.

Figure GO-10




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

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

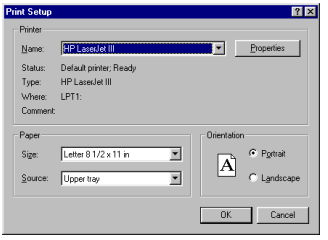
Zoom Out Click the **Zoom Out** button to zoom out as shown in Figure GO-10.

Close Click the **Close** button to close the "Print Preview" screen.

## Print Setup

Click **File**, then **Print Setup** to bring up the print dialog box as shown in Figure GO-11.

Figure GO-11



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

### Exit

Click **File**, then **Exit** to close Click 'N Stitch Xtra.

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

## View Menu

### Zoom

Click **View**, then **Zoom** to choose to zoom in on the design, zoom out, or return to the actual size of the design.

### Realistic View

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

## Toolbar

Figure GO-12

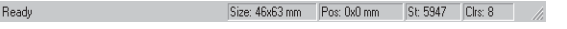
(Top of Screen)

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

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

## Status Bar

Figure GO-13




(Bottom of Screen)

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

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

# Options Menu

## Hoop Size

Click **Options**, then **Hoop Size** to select the brand of machine, hoop size and hoop shape as shown in Figure GO-14).

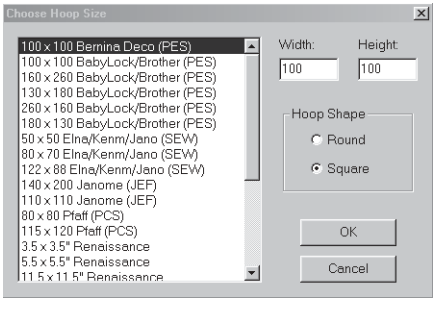



Figure GO-14

Tip

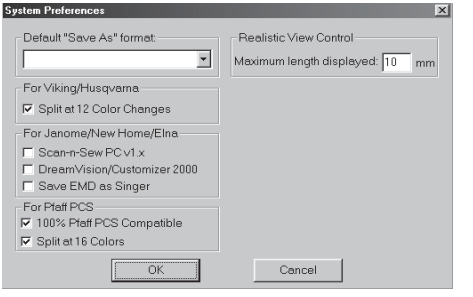
*The workspace grid will increase or decrease in size to show the work area available for that particular machine and hoop size.*

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

## Preferences

Click **Options**, then **Preferences** to bring up the dialog box in Figure GO-15.

Figure GO-15




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

Figure GO-16

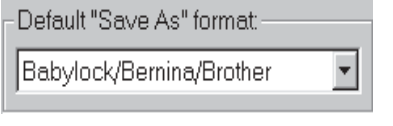



Figure GO-16 shows the default "Save As" setting. Click the down arrow and select your machine, and the Save function will automatically save it to that format every time you save a design.

Figure GO-17

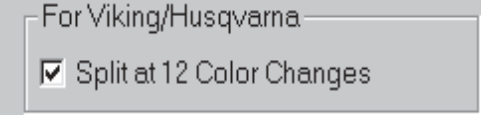



Figure GO-17 shows the setting for Viking/ Husqvarna machines. This option will split the design at every 12th color change.

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

Figure GO-18

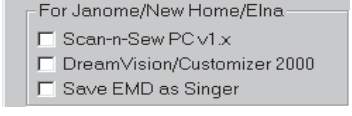



Figure GO-18 shows the setting for Janome/New Home/Elna software. This option will ensure that when you save to *.SEW it will be compatible with Scan-n-Sew PC V1.x. The Dream Vision/ Customizer 2000, when selected, will enable 78 colors for Janome/New Home/Elna in your color palette.

Figure GO-19

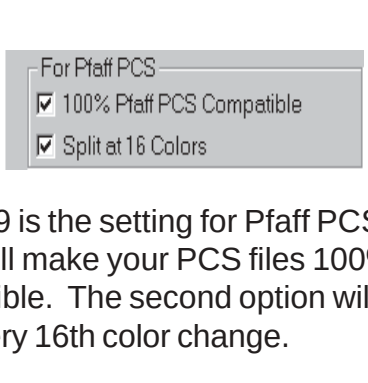



Figure GO-19 is the setting for Pfaff PCS. The first option will make your PCS files 100% Pfaff PCS compatible. The second option will split the design at every 16th color change.

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

Figure GO-20

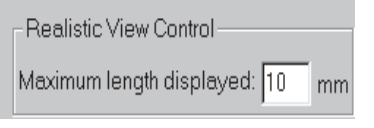



Figure GO-20 is the Realistic View Control. This feature will show holes in the "Realistic View" design if stitches exceed the set length. The default is 10 mm.

Click **OK** to set your preferences.

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

## Digitizing Parameters

Click **Options**, then **Digitizing Parameters** to bring up the dialog box as shown in Figure GO-21.

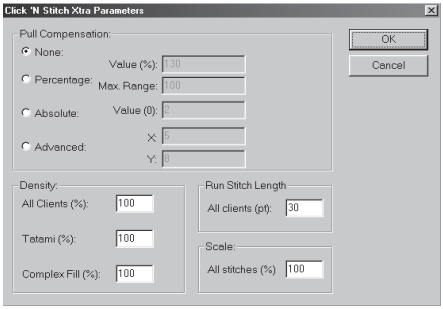



Figure GO-21

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

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

# HELP

## Help Topic

Click **File**, then **Help Topics** to display the user manual in PDF format.

## About Click 'N Stitch Xtra

Click **File**, then **About Click 'N Stitch Xtra** to display the Version number as shown in Figure GO-22.

Figure GO-22

# Tool Bars

This section describes how to use the three tool bars in Figure GO-23 through GO-25.

## Main Tool Bar

Figure GO-23

(Top of Screen)

## Color Bar

Figure GO-24

(Bottom of Screen)

## Status Bar

Figure GO-25

(Bottom of Screen)

# Main Tool Bar

## Save Icon (Ctrl+S)

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

## Print Icon (Ctrl+P)

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

## Hoop Size Icon

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

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

## Auto Digitize Icon

Click **Auto Digitze** icon to start the Auto Digitizing Wizard and convert clip art to stitches. The features of the Auto Digitizing Wizard are discussed in the "Auto Digitizing" chapter of the manual.

## Digitizing Parameters Icon

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

## Cross Stitch Icon

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

## Zoom In Icon

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

## Zoom Out Icon

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

## About Icon

Click the **About** icon to display the version number of your Click ‘N Stitch Xtra.

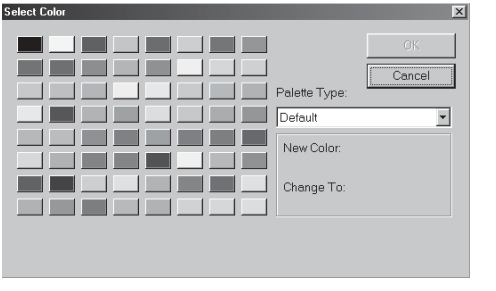
# Color Bar

Figure GO-26

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

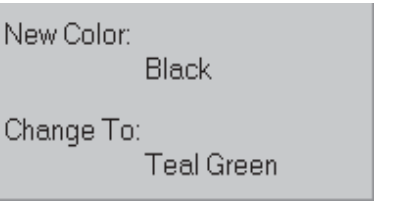
*The "Color Bar" will show the number of color blocks or color stops within a design.*

Figure GO-27




After clicking on one of the boxes shown in Figure GO-26 the "Select Color" box will appear as shown in Figure GO-27.

Figure GO-28




By clicking on the color you wish to change, the name of the color will appear in the "New Color / Change To" box as shown in Figure GO-28.

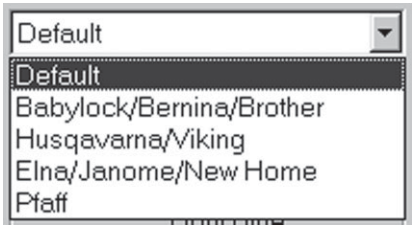



Figure GO-29

There are five color palettes available to select colors.

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

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

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

# Status Bar

Figure GO-30

The "Status Bar" provides information about four important items.

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

Figure GO-30a

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

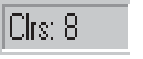
Figure GO-30b

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

Figure GO-30c

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

Figure GO-30d




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

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

# Auto Digitizing



## Items found in this Section:

1. A Quick Start Lesson.
2. Features.
3. Auto Digitize Wizard.

# Quick Start Lesson

*This is a quick lesson to get your started on auto digitizing images. Detailed descriptions of the functions and their use are found in the "Auto Digitize Wizard" section of this chapter.*

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

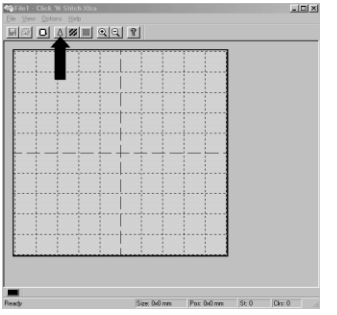


Figure QS-1

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

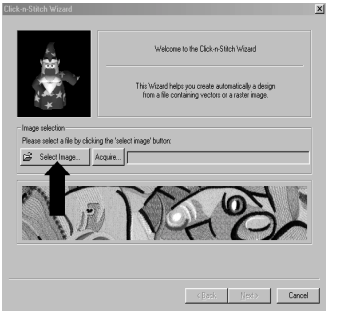
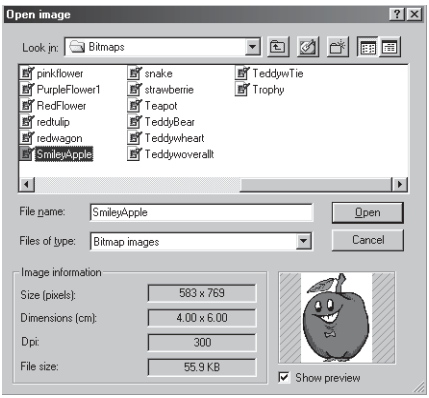



Figure QS-2

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

Figure QS-3




Tip

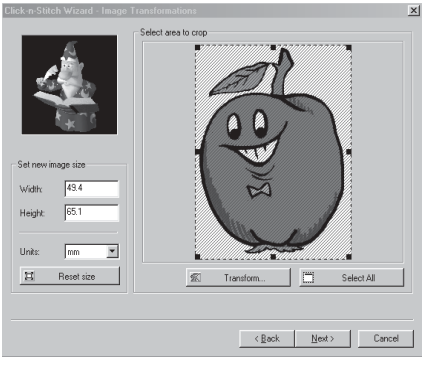
*Notice the preview area in the right bottom corner of the “Open image” screen. This will allow you to select your clip art by picture instead of just the file name.*

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

5. Click **Next**.

6. Step 2 in the Auto Digitize Wizard is the Image Transformations screen as shown in Figure QS-4. Here you can adjust the width and height of the image and select the units of measurement (i.e. mm, cm, inches). This screen also gives you the ability to rotate, flip and crop the design.

Figure QS-4




Tip

Keep in mind the “Transform” feature. Flipping or rotating the clip art will change the directions of your stitch angles.

7. Click **Next**.

Remember

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

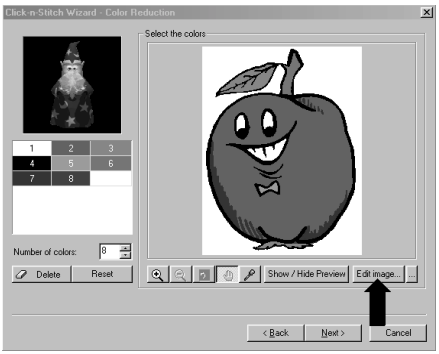
8. The next stage in the Wizard is Color Reduction. Here you can increase or decrease the number of colors in the design and also export the design to a graphic editor (Default is MS Paint).

Tip

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

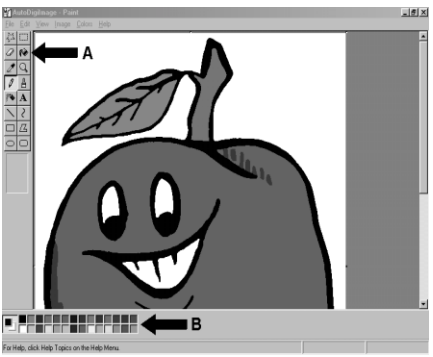
9. Click on the **Edit Image** button as shown in Figure QS-5, and the design will load in MS Paint (See the "MS Paint" chapter for a detailed description of all the tools and features).

Figure QS-5




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

Figure QS-6

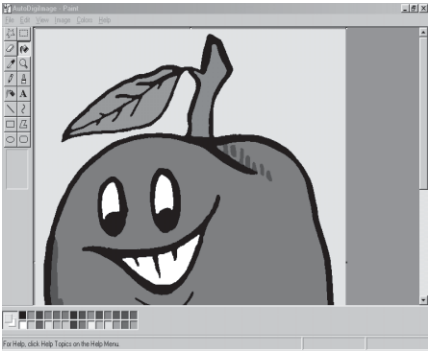



Tip

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

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

Figure QS-7



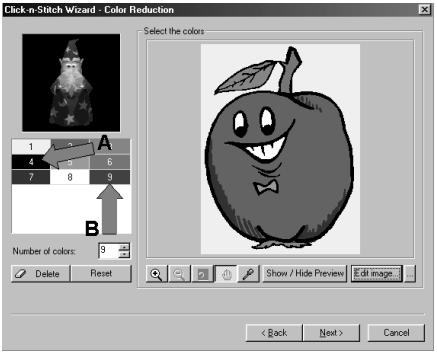
12. Click **File**, then **Save** and close out of MS Paint. The design with the new background will be in the preview window of the Auto Digitize Wizard.

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

Tip

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

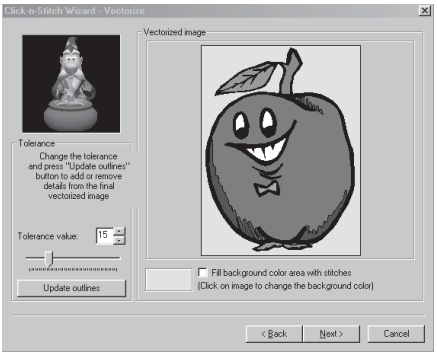
Figure QS-8




14. Click **Next**.

15. The Vectoize screen appears. Here you can increase or decrease the details of the design using the Tolerance bar and the Update Outlines button. You can also set a background color that will not digitize in the final design.

Figure QS-9



16. This is where using MS Paint from Steps 9 - 12 becomes important. The background is now no longer white like the eyes and teeth of the Apple. Click anywhere in the background to set that color as unstitched. Now, white will digitize but the background will not.

Tip

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

17. Click **Next**.

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

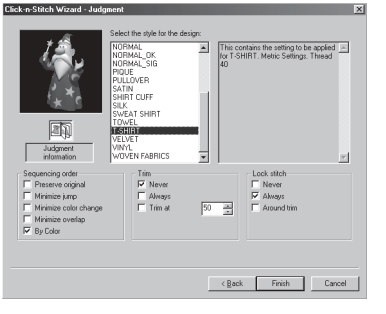
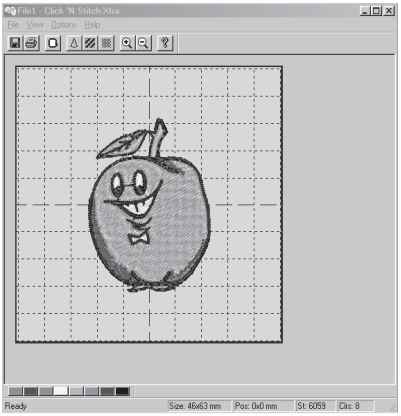



Figure QS-10

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

Figure QS-11



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

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

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

Design:
- Colors: 8
- Size 49.4 x 65.1 mm

Computer
- Processor: Pentium III
- Ram: 128
- Op system: Windows 98

Approx. Time to convert:
- Time: 1 minute

# Features

## Digitizing Parameters

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

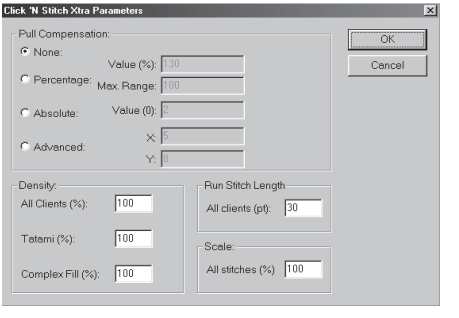



Figure F-1

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

Warning

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

Tip

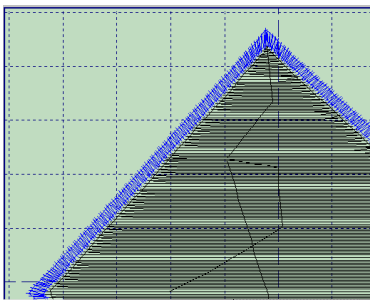
*In the following examples, we will be using a simple 2-color diamond shaped image. This image will best demonstrate the results you might get, depending on the image you use.*

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

**Example 1: No Changes**

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

Figure F-2



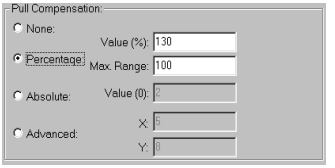
Stitch count 5,386

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

**Example 2: Pull Compensation**

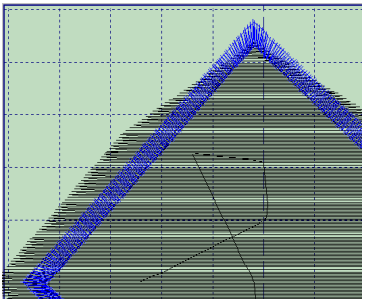
In this example , we will make changes to the Pull compensation from "None" to "Percentage" with a Value (%) of 130 and Max Range of 100 as shown in Figure F-3.

Figure F-3




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

Figure F-4



Stitch count 6,796

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

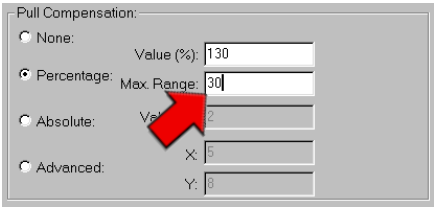
This normally is not the desired affect, but it demonstrates how the “Percentage” function works.

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

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

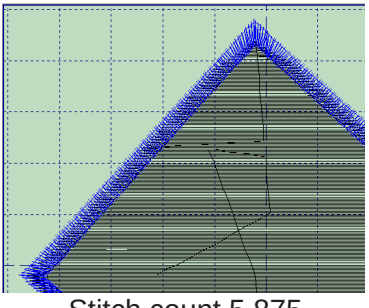
Now change the “Max. Range” to 30 as shown in Figure F-5.

Figure F-5




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

Figure F-6



Stitch count 5,875

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

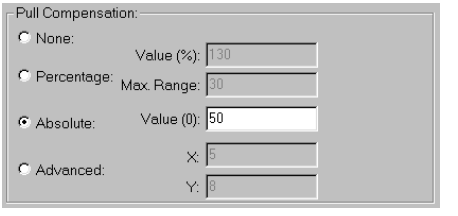
Tip

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

## Example 3: Pull Compensation

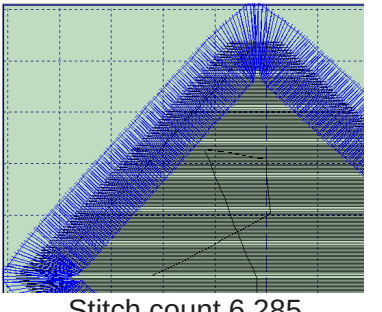
In this example, we will make changes to the Pull compensation from “None” to “Absolute” with a Value (0) of 50 as shown in Figure F-7.

Figure F-7




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

Figure F-8



Stitch count 6,285

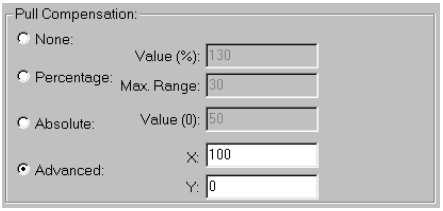
Notice the change in the width of the satins and fill as shown in Figure F-8.

By placing 50 in “Value (0)”, you’re telling the software to add 50 tenths of a centimeter or (5mm) to all satin stitches and all fill stitches by “X” (width) and “Y” (height).

**Example 4: Pull Compensation**

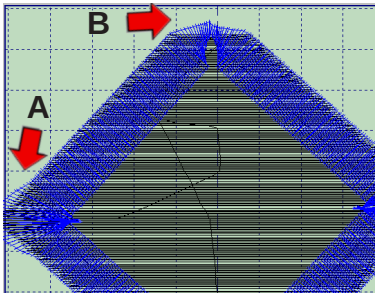
In this example, we will make changes to the Pull compensation from “None” to “Advanced” with a X: of 100 and Y: 0 as shown in Figure F-9.

Figure F-9




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

Figure F-10




Stitch count 7,179

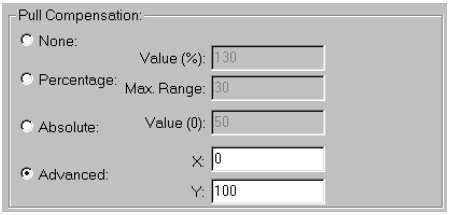
Notice the change in the width of the satins as shown in Figure F-10.

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

## Example 5: Pull Compensation

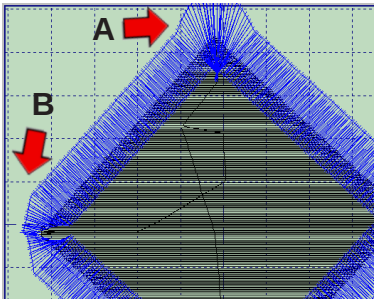
In this example, we will make changes to the Pull compensation from “None” to “Advanced” with a X: of 0 and Y: of 100 as shown in Figure F-11.

Figure F-11




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

Figure F-12




Stitch count 5,432

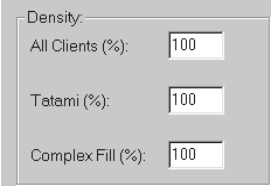
Notice the change in the width of satins as shown in Figure F-12.

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

## Density

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

Figure F-13




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

**All Clients** is the setting to use if you want to change the Tatami and Complex Fills throughout the entire design. Making the number larger (150 or 200), will loosen the density within the design, whereby decreasing the stitch count.

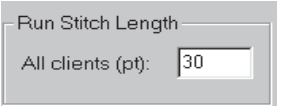
**Tatami** is the setting to use if you want to change column/satin stitches throughout the entire design. Making the number larger (150 or 200), will loosen the density within the design, whereby decreasing the stitch count.

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

## Run Stitch Length

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

Figure F-14



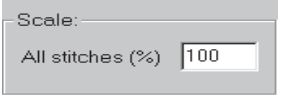

30 tenths of a centimeter or (3mm) is the default setting for "Run Stitch Length" as shown in Figure F-14.

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

## Scale

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

Figure F-15




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

Using our diamond shaped bit-image as the example, the diamond is 92 x 93mm and if the "Scale" is set to 100, the diamond will be converted to 92 x 93mm with 5,386 stitches. But, if the "Scale" is changed to 200, the diamond will be converted to 184 x 186mm with 18,082 stitches.

# Auto Digitize Wizard

This section describes how to use the Auto Digitize Wizard.

## Auto Digitize

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

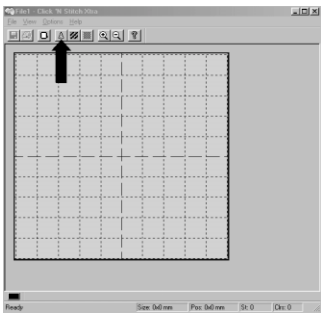


Figure AD-1

### 1. Select Image

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

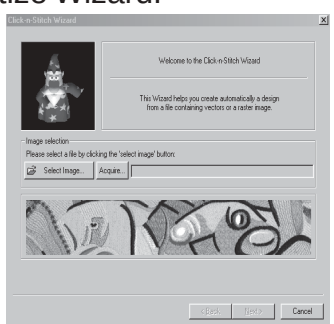
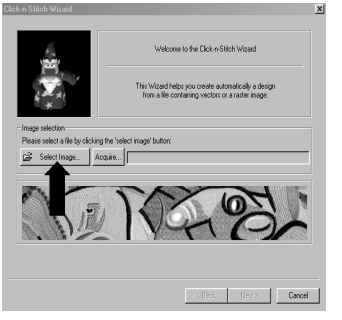



Figure AD-2

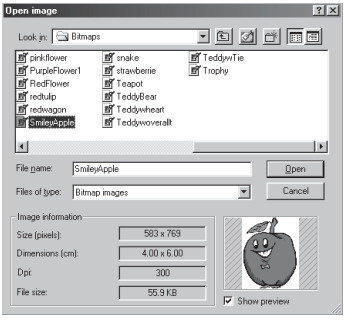
Click on “Select Image” as shown in Figure AD-3 to select a file from your computer or disk.

Figure AD-3




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

Figure AD-4



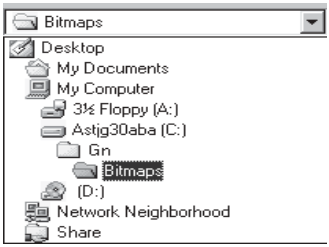

There are many diffent features within this dialog box to be aware of:

Figure AD-5

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

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

Figure AD-6

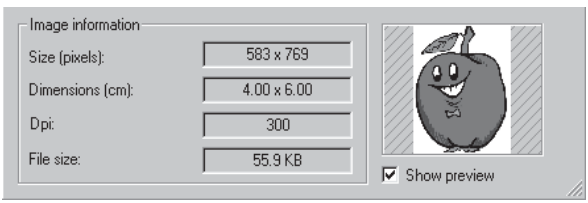



Open the folder or directory where the image you want is stored.

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

The Image Information box gives you useful information on the **size** of the image in pixels, **dimensions** in centimeters, **D**ots **P**er **I**nch, **File size** and a preview window to view the image before selecting it, as shown in Figure AD-7.

Figure AD-7



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

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

After selecting your image and clicking **Open**, the path will appear to the left of the "Select Image" button.

Click 'N Stitch Xtra also gives you the ability to scan your favorite drawing into the Auto Digitize Wizard.

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

Figure AD-8

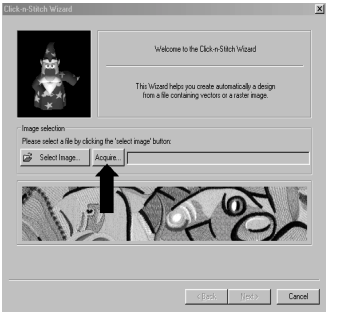
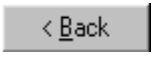



Figure AD-9

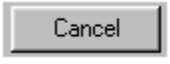
Click **Select Source** to set your scanner options, then click on **Acquire Image** and follow your scanner's instructions.

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




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

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




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

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

## 2. Image Transformations

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

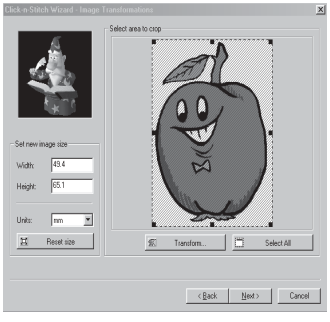



Figure AD-10

There are 3 main parts to Image Transformations.

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

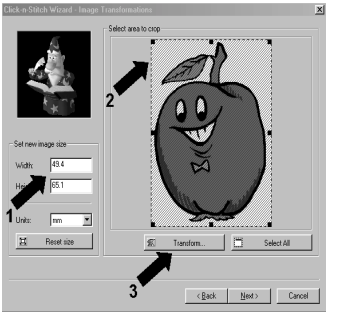



Figure AD-11

## Set New Image Size

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

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

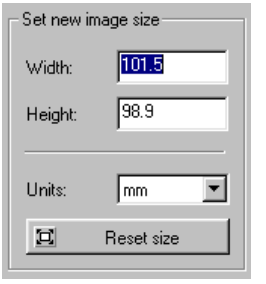



Figure AD-12

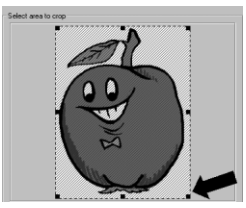
You can set the measurement of the image by millimeters, centimeters or inches, by selecting which measurement you desire in the **Units** box.

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

**Select Area to Crop**

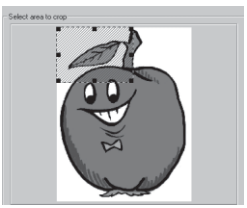
In "Select area to crop," the size will be set to the size of the image as default. You can choose to only stitch a certain part of the image. Select from any one of the eight small squares to resize the cropped area.

Figure AD-13




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

Figure AD-14




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

Tip *Crop your image before setting the size.*

Figure AD-15

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

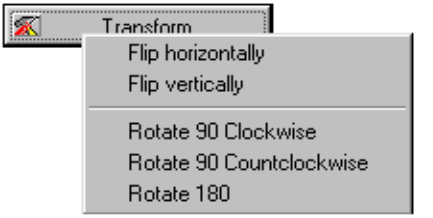
To reset the cropping area, click on **Select All** as shown in Figure AD-16.

Figure AD-16

### Transform

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

Figure AD-17




Tip

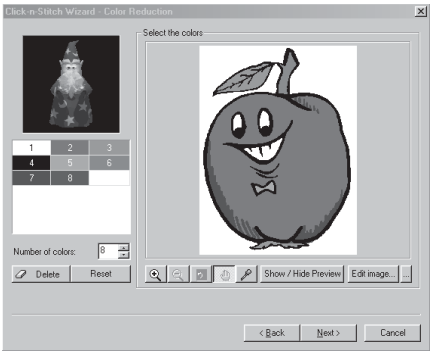
*The Transform feature is a valuable tool to change the stitch direction of your digitized design. If your digitized design is missing stitches in an area, redigitize the same clip art and flip horizontally to get a different stitch result.*

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

## 3. Color Reduction

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

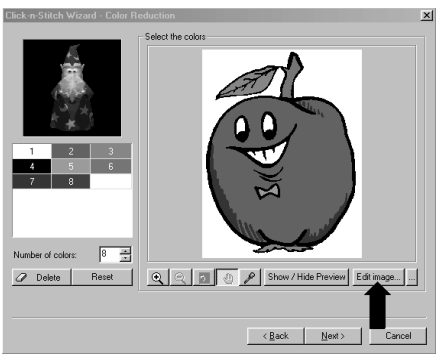
Figure AD-18




### Edit Image

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

Figure AD-19



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

Tip

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

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

If you have another image editing program that you prefer to use, click on the button to the right of the **Edit Image** button. This will allow you to assign that button to the location of your image editing software.

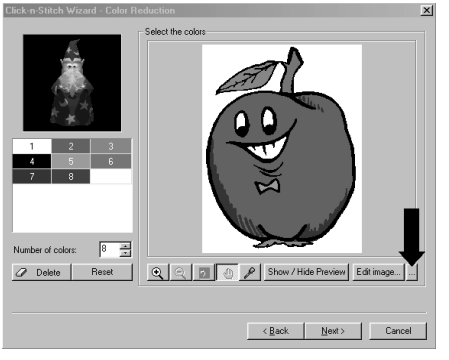
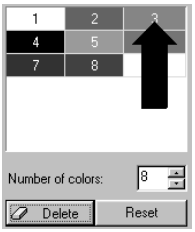



Figure AD-20

## Reduce Colors

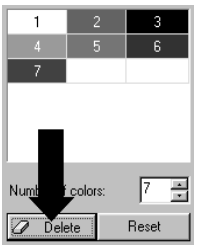
To delete a color, click on the color to be deleted as shown in Figure AD-21.

Figure AD-21



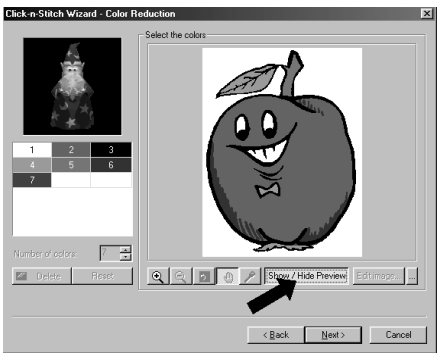

Click on **Delete** as shown in Figure AD-21a.

Figure AD-21a




To view color changes within the bit-image design, click on **Show / Hide Preview** as shown in Figure AD-21b.

Figure AD-21b



### Increase Colors

To add a color, click on the “up arrow” or type the number in the box as shown in Figure AD-22.

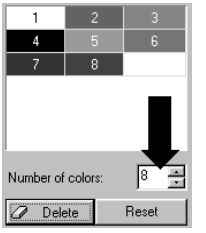



Figure AD-22

To reset your colors to the bit-image default, click on **Reset** as shown in Figure AD-23.

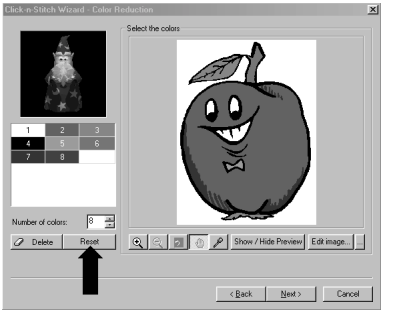
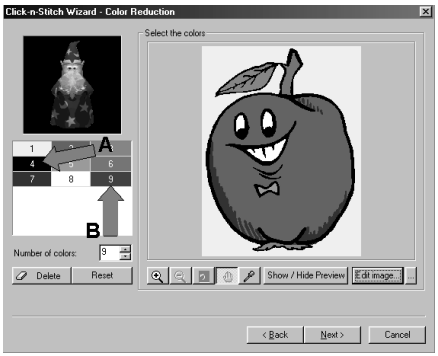



Figure AD-23

### Arrange Colors

There are several ways to have the Wizard generate stitches. (These are explained more in Step 5.) One of the functions is called “By Color”. You have control over what color will sew first, second, etc. This function is done by selecting and holding down the left mouse button on the color you want moved (A) and dragging it to the spot you want it to stitch at (B) as shown in Figure AD-24.

Figure AD-24




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

## Color Reduction Tools

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

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

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

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

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

## 4. Vectorize

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

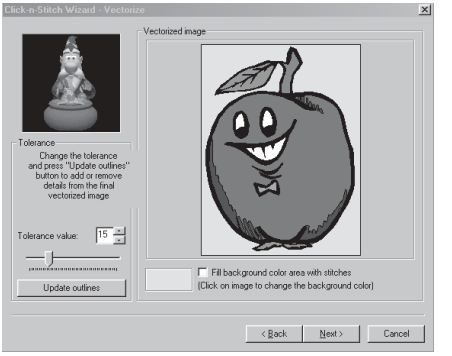



Figure AD-25

### Tolerance Value

Changing the tolerance of the image is a simple matter of moving the scroll bar to the left or right or clicking the up or down arrows next to the number, and clicking on **Update outlines** as shown in Figure AD-26.

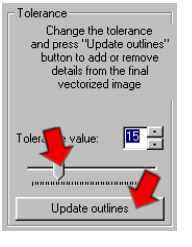



Figure AD-26

Tip

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

### Vectorized Image

The result will be seen in the **Vectorized Image** window, when using the Tolerance function as shown in Figure AD-27.

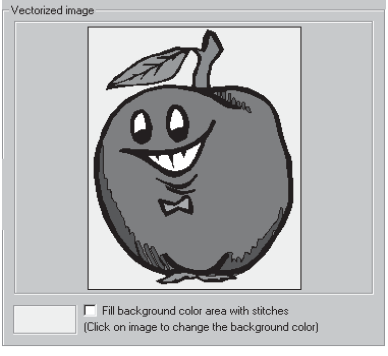



Figure AD-27

### Setting Background Color

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

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

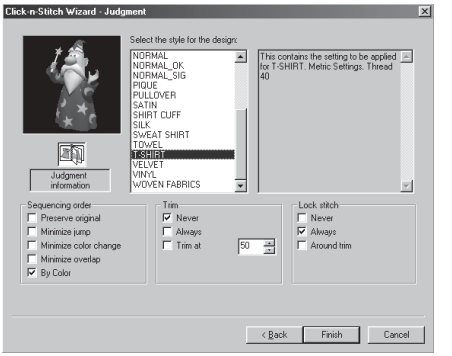
*If you do not want the background to generate stitches, make sure the correct color is selected for the background before proceeding.*

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

## 5. Judgment

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

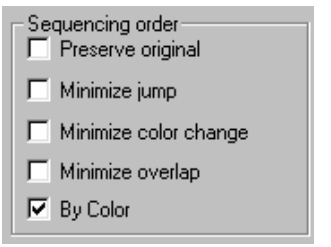
Figure AD-28




### Sequencing order

In "Sequencing order", you have five options to choose from (Figure AD-29).

Figure AD-29




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

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

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

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

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

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

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

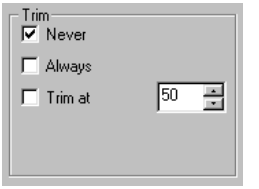
*"By color" works much like "Minimize color change" and is the Wizard's default setting when using the "Judgment" function.*

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

**Trim**

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

Figure AD-30




**Never** is the default setting for "Trim". When this is selected, the Wizard will not add any commands to do with trimming.

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

**Trim at** is used when you want to add trim commands but only when the stitch length exceeds a set distance in tenths of centimeters (Figure AD-30). There is a box to the right of "Trim at" that equals 50. This means add a trim every 50 tenths of a centimeter (or 5 millimeters). You can change the length as you desire.

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

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

### Lock stitch

Sewing machine's with trimmers can take advantage of this feature as shown in Figure AD-31.

Figure AD-31

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

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

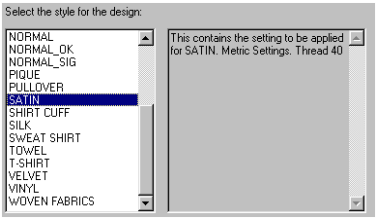
**Around trim** is used when you want to add a lock down around a trim only.

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

### Style

The **Select the style for the design** option is a very important feature. You select the type of fabric you wish to sew your embroidery on and the Wizard will add the correct stitch length, density and underlay (Figure AD-32).

Figure AD-32




There are 23 different styles to choose from. Depending on what kind of bit-image used, the stitch count will change. But, for this example we used a 4 x 4 inch design and the chart below shows a breakdown of what happened in each style.

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

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

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

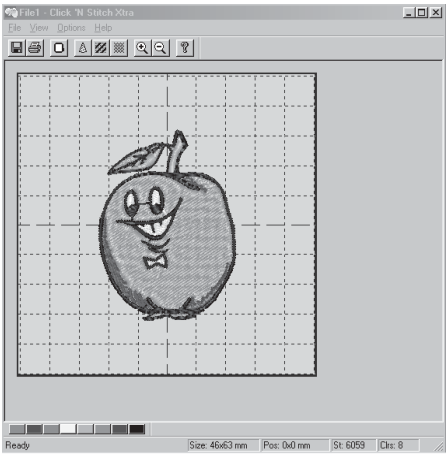



Figure AD-28

# Cross Stitch



Items found in this Section:

1. A Quick Start Lesson.
2. Cross Stitch Wizard.

# Quick Start Lesson

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

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

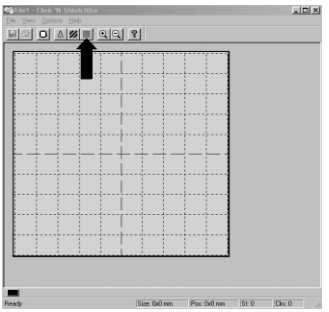


Figure QSC-1

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

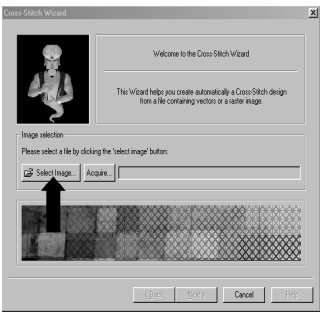
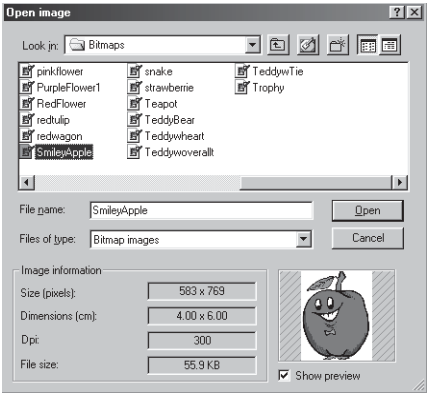



Figure QSC-2

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

Figure QSC-3




Tip

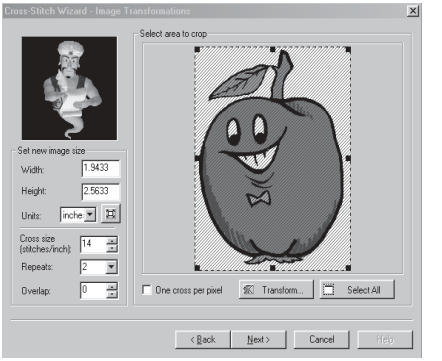
*Notice the preview area in the right bottom corner of the “Open image” screen. This will allow you to select your clip art by picture instead of just the file name.*

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

5. Click **Next**.

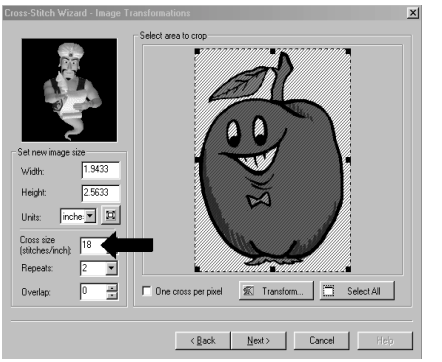
6. Step 2 in the Cross Stitch Wizard is the “Image Transformations” screen as shown in Figure QSC-4. Here you can adjust the width and height of the image and select the units of measurement (i.e. mm, cm, inches). Here you can also change the number of cross stitches per inch, repeats and overlaps. This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

Figure QSC-4




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

Figure QSC-5




8. Click **Next**.

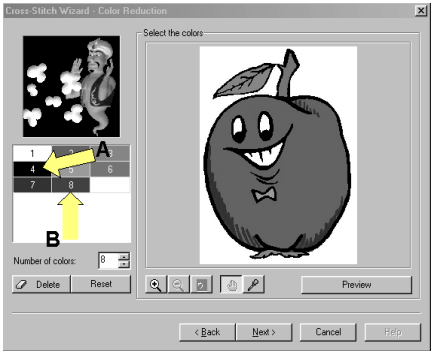
Tip

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

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

10. To change the sewing order of the colors listed, simply click and hold the mouse button on the color you want to move and drag it to the position of another color. In our example, we want black to stitch last, so click on **color 4** (A), drag the mouse and release on **color 8** (B) as shown in Figure QSC-6.

Figure QSC-6




11. Click **Next**.

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

Tip

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

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

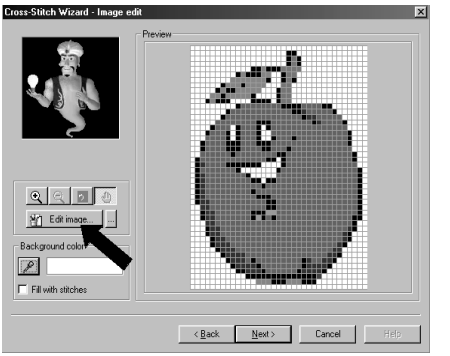



Figure QSC-7

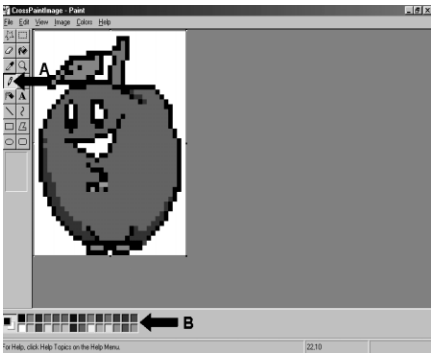
Warning

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

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

This will take time to become an expert, but you can "Undo" mistakes or even close MS Paint without saving and start Step 13 again.

Figure QSC-8



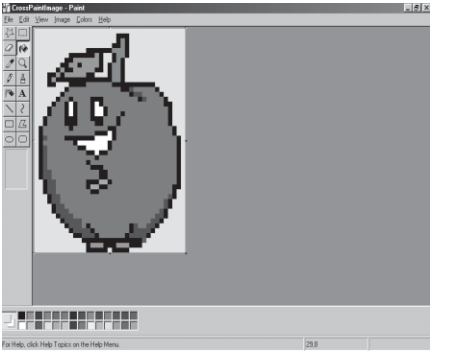

15. Now, click on the **Fill With Color** tool (A) and then select a color from the **Color Palette** (B) that is not in the design (Figure QSC-9).

Figure QSC-9

16. Click anywhere in the white background and it will fill with the color selected from the color palette (Figure QSC-10).

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

Figure QSC-10



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

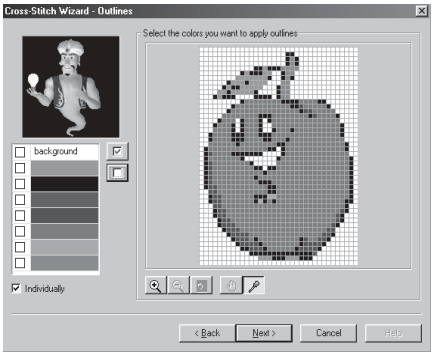
18. Click on the **Eye Dropper** icon under "Background Color" and then click anywhere in the background of the design in the "Preview" window. That color will now no longer sew in the final stitching. (Figure QSC-11).

Figure QSC-11

19. Click **Next**.

20. The “Outlines” screen appears. Here you can apply outlines to any or all the colors by checking the box next to the color you want to apply an outline to (Figure QSC-12).

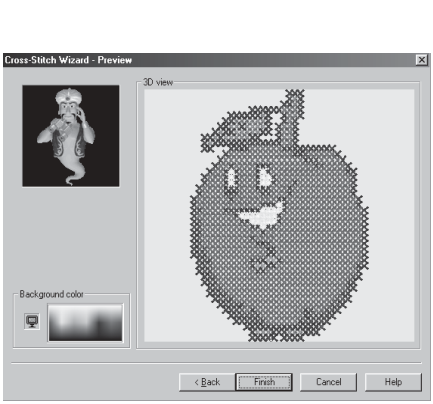
Figure QSC-12




21. Click **Next**.

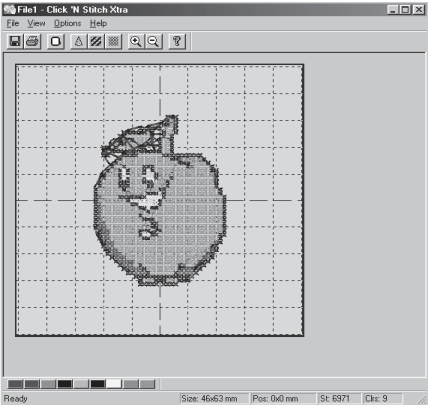
22. Finally, the “Preview” screen displays a preview of the final cross stitch of the design (Figure QSC-13).

Figure QSC-13



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

Figure QSC-14




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

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

In this example “SmileyApple.jpg”, we are using a design with:

Design:
- Colors: 9
- Size 1.9 x 2.5 inches

Computer
- Processor: Pentium III
- Ram: 128
- Op system: Windows 98

Approx. Time to convert:
- Time: 1 minute

# Cross Stitch Wizard

This section describes how to use the Cross Stitch Wizard.

## Cross Stitch

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

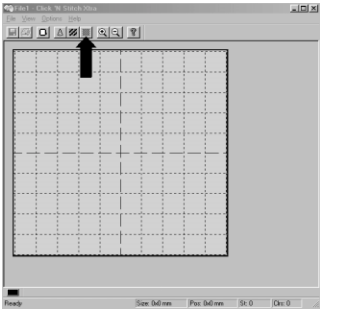


Figure CS-1

### 1. Select Image

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

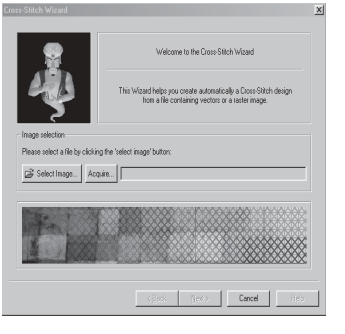
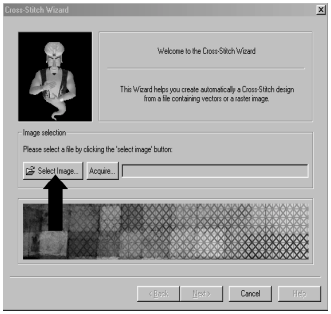



Figure CS-2

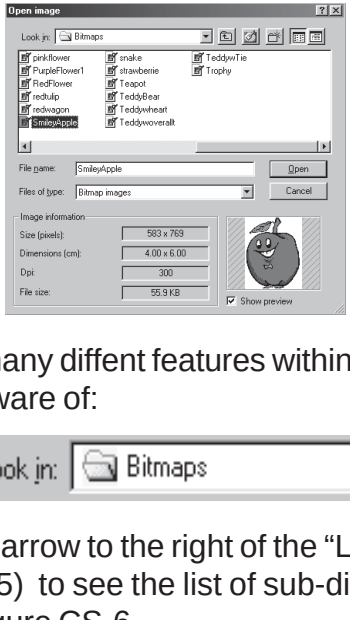
Click on “Select Image” as shown in Figure CS-3 to select a file from your computer or disk.

Figure CS-3




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

Figure CS-4

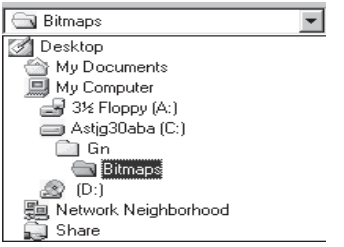



There are many diffent features within this dialog box to be aware of:

Figure CS-5

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

Figure CS-6




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

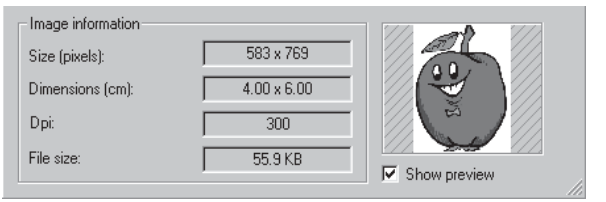
Tip

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

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

The "Image Information" box gives you useful information on the **size** of the image in pixels, **dimensions** in centimeters, **D**ots **P**er **I**nch, **File size** and a preview window to view the image before selecting it, as shown in Figure CS-7.

Figure CS-7



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

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

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

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

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

Figure CS-8

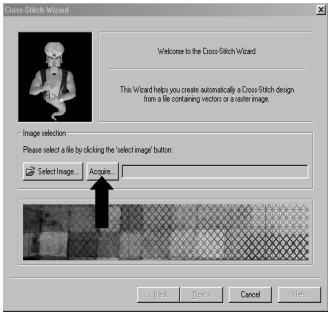
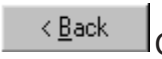



Figure CS-9



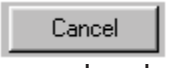

Click **Select Source** to set your scanner options, then click on **Acquire Image** and follow your scanner’s instructions.

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




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

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




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

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

## 2. Image Transformations

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

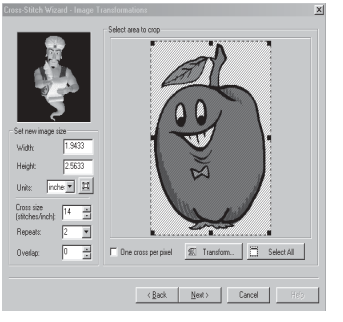



Figure CS-10

There are 3 main parts to Image Transformations.

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

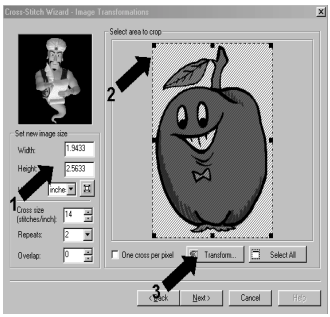



Figure CS-11

## Set New Image Size

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

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

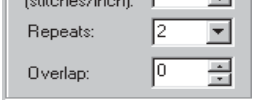



Figure CS-12

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

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

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

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

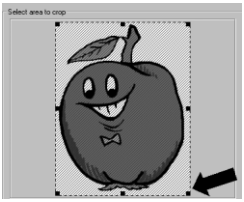
**Overlap** is used if you want the crosses to overlap each other.

### Select Area to Crop

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

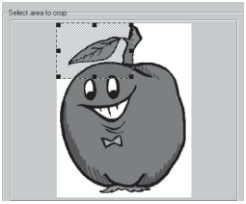
*Crop your image and then set the size you want your finished design to be.*

Figure CS-13



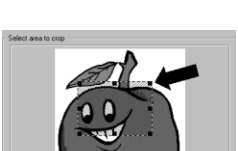

Click and hold the left mouse button down on the bottom corner as shown in Figure CS-13.

Figure CS-14




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

Figure CS-15




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

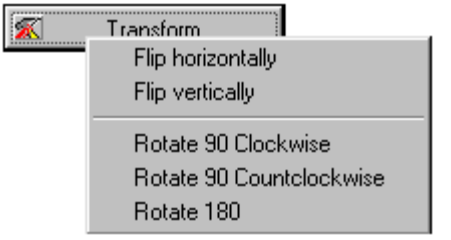
To reset the cropping area, click on **Select All** as shown in Figure CS-16.

Figure CS-16

### Transform

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

Figure CS-17

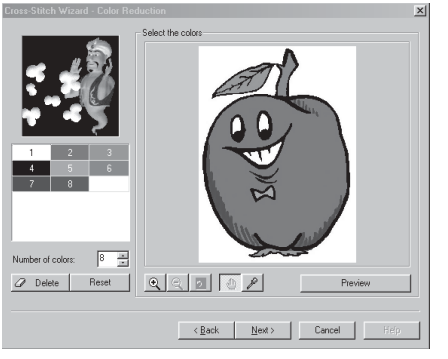



Click **Next** to proceed to the next step.

## 3. Color Reduction

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

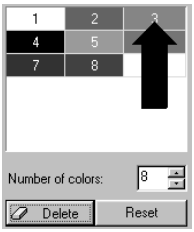
Figure CS-18



## Reduce Colors

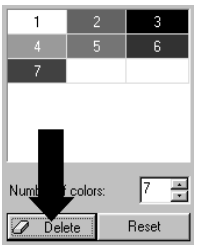
To delete a color, click on the color to be deleted as shown in Figure CS-19.

Figure CS-19



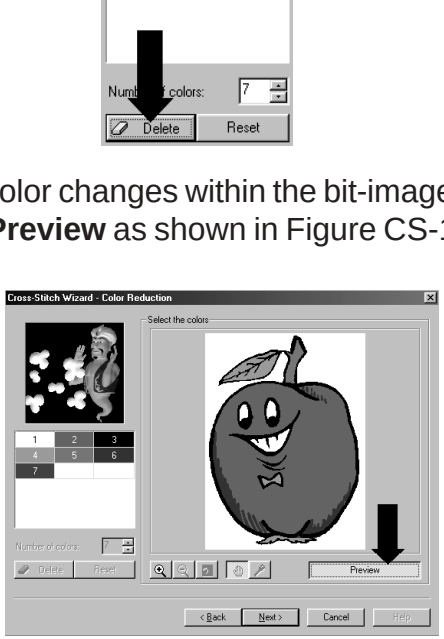

Click on **Delete** as shown in Figure CS-19a.

Figure CS-19a




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

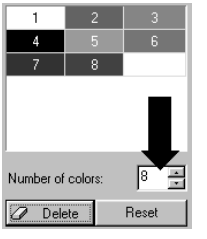
Figure CS-19b



## Increase Colors

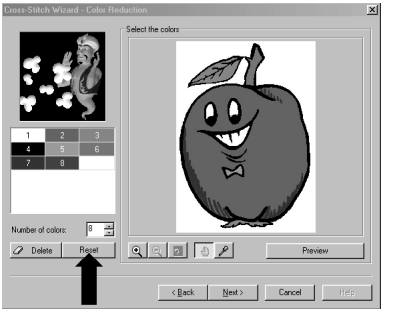
To add a color, click on the “up arrow” or type the number in the box as shown in Figure CS-20.

Figure CS-20




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

Figure CS-21




## Arrange Colors

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

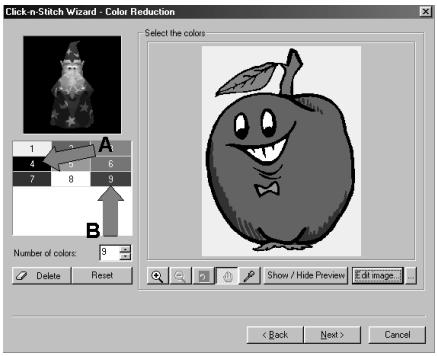



Figure CS-22

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

## Color Reduction Tools

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

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

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

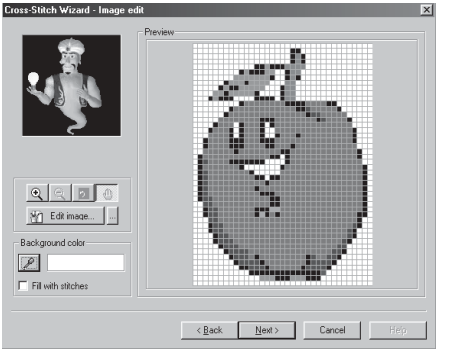
Click the **Hand Tool** icon to move the image when zoomed in.

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

## 4. Edit Image

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

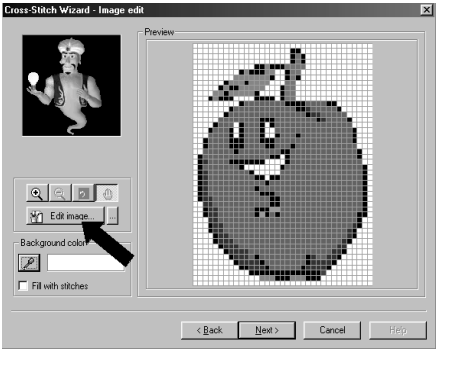
Figure CS-23




### Edit Image

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

Figure CS-24



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

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

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

If you have another image editing program that you prefer to use, click on the button to the right of the **Edit Image** button. This will allow you to assign that button to the location of your image editing software.

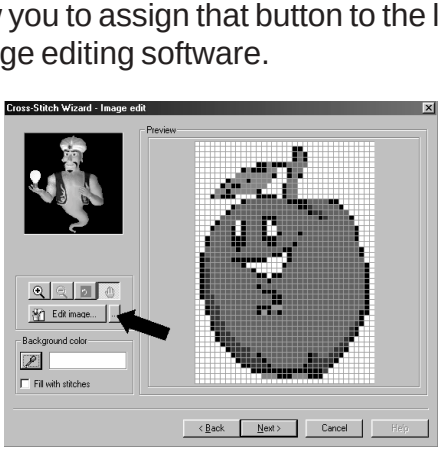



Figure CS-25

## Setting Background Color

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

Click on the **Eye Dropper** icon under "Background Color" and then click anywhere in the background of the design in the "Preview" window. That color will now no longer sew in the final stitching.

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

Figure CS-26

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

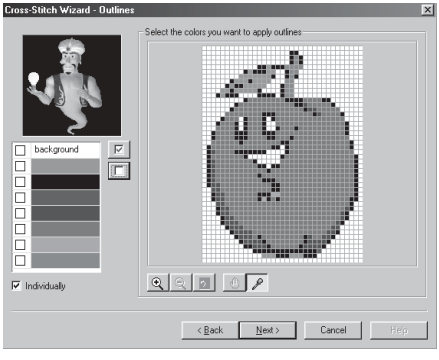
*Remember, any part of the design that is the same color as the background will not convert to stitches.*

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

## 5. Outlines

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

Figure CS-27




Click on the boxes to the left of the color bars to select or deselect the colors to be outlined as shown below in Figure CS-28.

Figure CS-28




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

## 6. Preview

The "Preview" screen displays a realistic view of the image in cross stitch.

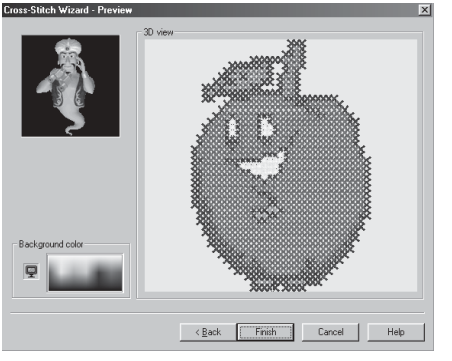


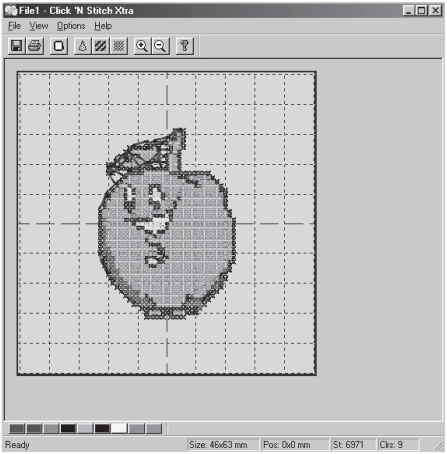

Figure CS-29

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

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

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

Figure CS-30


File1 - Click 'N Stitch Xtra
File View Options Help
Ready
Size: 46x63 mm
Pos: 0x0 mm
St: 6971
Cls: 9

# Microsoft® Paint



In this section, we describe the features of the Microsoft Paint software that may be useful to you as you work with Click 'N Stitch Xtra. You may use a graphic editor like MS Paint to maximize your use of Click 'N Stitch Xtra.

MS Paint is a graphic editor from Microsoft that is included in the Windows Operating System.

## *Disclaimer*

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

# Graphic Editing Using MS Paint

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

**Auto Digitizing Wizard**

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

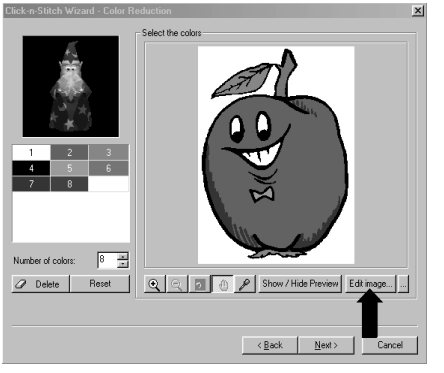



Figure P-1

Figure P-2

## Cross Stitch Wizard

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

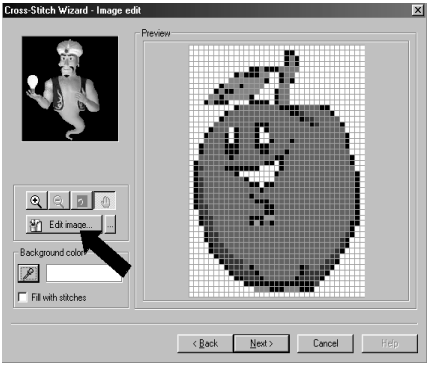



Figure P-3

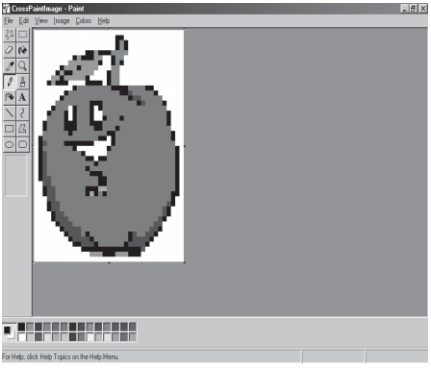


Figure P-4

*If the imported design is not large enough in MS Paint for your liking, use the zoom tool to enlarge. DO NOT resize it as this will resize the image in Click 'N Stitch Xtra.*

# Drop-Down Menus

Figure P-5

You will find six Drop-Down Menus:

File
Edit
View
Image
Colors
Help

# File Menu

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

## Save (Ctrl+O)

Click **File**, then **Save** to save changes to the design. The "Save" command will not overwrite the original file, it just saves the changes back to Click 'N Stitch Xtra.

## Exit (Alt+F4)

Click **File**, then **Exit** to close MS Paint and return to Click 'N Stitch Xtra.

# Edit Menu

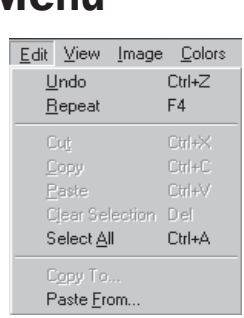



Figure P-6

## Undo (Ctrl+Z)

Click **Edit**, then **Undo** to remove the last change you made to the design.

## Repeat (F4)
Click **Edit**, then **Repeat** to reapply a change that you just used Undo on.

## Cut (Ctrl+X)
Click **Edit**, then **Cut** to remove a selected area of the design.

## Copy (Ctrl+C)
Click **Edit**, then **Copy** to duplicate a selected area of the design.

## Paste (Ctrl+V)
Click **Edit**, then **Paste** to “paste” an area that was either cut or copied.

## Clear Selection (Del)
Click **Edit**, then **Clear Selection** to delete a selected area of the design.

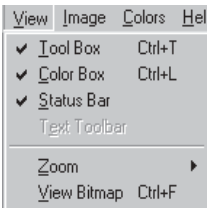
## Select All (Ctrl+A)
Click **Edit**, then **Select All** to select the entire design.

## Copy To
Click **Edit**, then **Copy To** to copy the selected area of the design to another file.

## Paste From
Click **Edit**, then **Paste From** to “paste” the contents of a separate file into your active design.

# View Menu

Figure P-7




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

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

## Zoom

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

## View Bitmap (Ctrl+F)

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

# Image Menu

Figure P-8

## Flip/Rotate (Ctrl+R)

Click **Image**, then **Flip/Rotate** to choose to flip the image vertically or horizontally, or to rotate the image by 90, 180 or 270 degrees.

## Stretch/Skew (Ctrl+W)

Click **Image**, then **Stretch/Skew** to change the proportions of the selection. This will change the size of the design.

## Invert Colors (Ctrl+I)

Click **Image**, then **Invert Colors** to achieve an effect similar to a photographic negative.

## Attributes (Ctrl+E)

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

## Clear Image (Ctrl+Shift+N)

Click **Image**, then **Clear Image** to delete the image.

### Draw Opaque

Click **Image**, then **Draw Opaque** to treat the background of the selected area as transparent (the default color is white).

## Colors Menu

### Edit Colors

Click **Colors**, then **Edit Colors** to edit your color palette and to create custom colors.

## Help Menu

### Help Topics

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

# Tool Box



### Freeform Select

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

## Select

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

## Eraser

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

## Eyedropper

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

## Magnifier

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

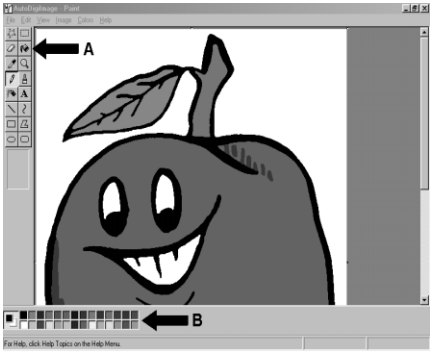
## Fill

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

*The Fill tool is extremely valuable when the background color is the same as some areas within the design and you want those areas to stitch, but not the background. Fill the background with a color not in your design, then in Click 'N Stitch Xtra, set the background color to that new color and it will not stitch.*

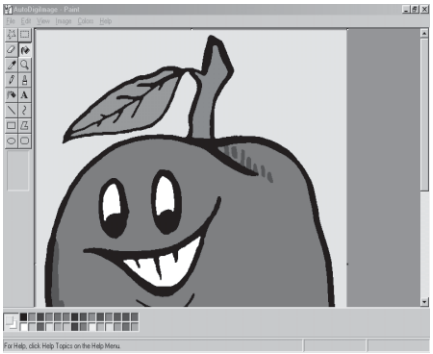
In MS Paint, click on the **Fill With Color** (A) tool and then select a color from the **Color Palette** (B) that is not in the design.

Figure P-9




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

Figure P-10



## Pencil

The Pencil tool is the basic drawing tool in Paint.

## Paint Brush

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

## Airbrush

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

## Text

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

## Line

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

## Curve

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

## Rectangle

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

## Polygon

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

## Ellipse

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

## Rounded Rectangle

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