

BuzzEditTM

User's Manual

Version 1

Manual Part Number – BTBE-200-W

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Welcome



The Buzz Tools® programs were created by a hobby embroiderer like you who got tired of doing the same routines over and over again. My search for quick and accurate design conversions and printable design catalogs led to the development of the first Buzz Tools® program, Buzz Tools® Plus.

Once I was able to convert and catalog the designs the way I wanted, I found I wanted an easier and more powerful editing tool that would allow me to analyze and modify my stitch-based designs. I like my designs to sew cleanly, with a minimum of stitch jumps and thread cuts. Moreover, I wanted to use the newest and largest multiple-position hoops available.

With BuzzEdit™, you have a way to quickly correct many simple design flaws. The patent pending Stitches-in-Time™ display will help you analyze and edit your designs by giving you information about your design in a novel way. In addition, you will be able to split designs or combine them to create designs for use with multiple-position hoops.

It has been exciting creating this new tool, and we love using its many features. We hope that you enjoy it, too.

Happy stitching!

A handwritten signature in cursive script, appearing to read "K. D. Ruffer".

and the folks at Buzz Tools®, Inc.

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About This Guide

Welcome to BuzzEdit™ – a software package for editing and laying out your stitch-based embroidery designs. BuzzEdit™ is a Windows 95/98/NT/2000 based program and has many of the same familiar features as other Windows applications.

This guide is divided into chapters that apply to the various features of BuzzEdit™.

Part One: Getting Started

- ❖ **Introduction to BuzzEdit™** – Provides an overview of BuzzEdit™ and basic product capabilities.
- ❖ **Installation** – Provides system requirements, installation and removal instructions.

Part Two: BuzzEdit™ User's Guide

- ❖ **Chapter 1 | BuzzEdit™ Basics** – Provides information about the BuzzEdit™ Workspace, the stitch graphs that you will find there and how to select stitches in the various windows.
- ❖ **Chapter 2 | Manipulating Stitches** – Provides information about the various tools used to manipulate and change the stitches that you have selected.
- ❖ **Chapter 3 | Multiple-Section Designs** – Introduces the concept of multiple-section designs and how BuzzEdit™ manages them. This chapter also introduces two types of multiple-section designs: a multiple-file design and a multiple-hoop design.
- ❖ **Chapter 4 | Multiple-Hoop Designs** – Provides specific information about how to create and sew designs in multiple-position hoops.
- ❖ **Chapter 5 | How Do I...** – Provides step-by-step instructions for many common BuzzEdit™ tasks.

Part Three: BuzzEdit™ Reference

- ❖ **BuzzEdit™ Workspace** – Identifies the principle parts of the BuzzEdit™ workspace and describes the tools available from the toolbars.
- ❖ **BuzzEdit™ Command Reference** – Describes the menu items and commands available in BuzzEdit™ and how to use them.

Appendixes

- ❖ **A | BuzzEdit™ Shortcut Keys** – Lists shortcut keys used by BuzzEdit™.
- ❖ **B | Supported File Types & Hoops** – Includes a list of currently supported embroidery file formats and the supported embroidery hoops.
- ❖ **C | Common Multi-Hoops** – Includes information about the most common multiple-position hoops.
- ❖ **D | Product Information** – Includes information on the embroidery equipment manufacturers and how to contact them.
- ❖ **E | Getting Help** – Describes how to obtain technical support and enhancements for Buzz Tools® products.

Glossary

Defines many general terms used throughout the manual. Most BuzzEdit™ definitions are already included in the manual and can be found by using the index.

License Agreement

Describes the agreement between you and Buzz Tools®, Inc.

Part One:

Getting Started

Introduction to BuzzEdit™

Congratulations on your purchase of BuzzEdit™. BuzzEdit™ allows you to easily edit the stitch-based designs in your embroidery design collection, doing anything from simple color changes to more complicated operations with a new ease you have come to expect from Buzz Tools® programs.

About BuzzEdit™

BuzzEdit™ is...

BuzzEdit™ is a full-featured stitch editor. It works like a text editor in that you read in a file, make changes to it and save out the file. Of course, BuzzEdit™ works on embroidery design files rather than text files. BuzzEdit™ can read and write most stitch-based home embroidery file formats. See Appendix B | Supported File Types & Hoops on page 163 for a list.

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

You can make simple changes, such as modifying design colors or resizing and rotating designs. But that's just the beginning. The patent pending Stitches-in-Time™ display of BuzzEdit™ shows your design as it is stitched out over time. It makes it easy to select different elements of your design, whether the element comprises a

complete color break or just a portion of one. You can then manipulate the element independently from the rest of the design.

BuzzEdit™'s Stitches-in-Space tools allow you to move, resize, mirror, rotate and stretch elements in any conceivable way. The insert and move stitch tools allow you to insert and move individual stitches. And of course, you can cut and paste elements to merge parts of different designs together.

In addition, BuzzEdit™ gives you layout capabilities for extra-large designs. BuzzEdit™ allows you to create extra large design areas for jumbo designs comprised of more than one design file or design section. These designs might fit into one of the supported embroidery machine's multiple-position hoops or one of the supported Giant Hoop-it-All™ hoops, or the design may require re-hooping the fabric by hand.

The powerful BuzzEdit™ editing capabilities give you the ability to split oversized designs to sew in your embroidery machine's hoop area or to combine designs to create extensive embroidery scenes.

BuzzEdit™ also includes a sew simulator that allows you to "see" how your design will stitch at the sewing machine. This allows you to see common design stitching problems, such as excess thread jumps between design areas that would need to be cut by hand. If desired, you can then use this information and the BuzzEdit™ editing capabilities to improve how your designs sew.

BuzzEdit™ is not...

BuzzEdit™ is not a digitizing program. It does not allow you to add shapes or letters to your design. You must start with a stitch-based design.

BuzzEdit™ is not a smart resizing program. When you resize a design or part of a design with BuzzEdit™, the number of stitches does not change. Therefore, you can only safely resize a design by about 10-20%.

Design Samples

Some of the designs shown throughout the manual have been included with BuzzEdit™. The designs can be used to duplicate some of the examples in the manual and may have stitching faults that can be corrected with BuzzEdit™. If you installed BuzzEdit™ into the default directory, you will find the design samples in the following directory:

C:\Program Files\Buzz Tools\BuzzEdit\Samples

Other free designs are available for download from the Buzz Tools® web site: **www.buzztools.com**

Prerequisites

Before beginning to use BuzzEdit™, you should have a working knowledge of your Microsoft® Windows operating system and its conventions. You should know how to use a mouse, standard menus and commands. You should also know how to copy, open, save, print and close files. If you need to brush up on these techniques, please see your Microsoft® Windows documentation or a beginning Windows book. There are many wonderful basic Windows guides already written that can be located at any computer store.

Notational Conventions

Throughout this manual, we use the following conventions:

Menu and submenus are displayed together in the order that you will need to select them. Menu and submenu items are separated by a > character. For example, File > Print. In this example, you first open the File menu and then select the Print option.

Dialog box titles are italicized and begin with uppercase letters. For example, *Open Design* dialog box.

About Buzz Tools® products

Additional information about Buzz Tools® products is available from the following sources:

- ❖ Your local Buzz Tools® reseller
- ❖ The Buzz Tools® web site: www.buzztools.com

Information about Buzz Tools technical support is in *Appendix E | Getting Help* beginning on page 173.

In a Hurry?

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

Below are some important areas of the manual that can quickly assist you in using the program.

- ❖ **Installation instructions** – page 18.
- ❖ Chapter 1 | BuzzEdit™ Basics, page 25, gives you an overview of the BuzzEdit™ workspace and defines many of the terms used in the rest of the manual.
- ❖ Chapter 2 | Manipulating Stitches, page 41, teaches you how to manipulate stitches.
- ❖ Chapter 5 | How Do I..., page 95, gives you detailed instructions for many common BuzzEdit™ tasks.



Another excellent way to learn to use BuzzEdit™ is to run it and use the "What's This?" button to get a description of different parts of the BuzzEdit™ screen.

Installation

System Requirements

You can install BuzzEdit™ on any computer that satisfies the following requirements:

- ❖ Windows 95, Windows 98, Windows NT or Windows 2000 operating system installed
- ❖ 8 MB RAM; however, 16 MB RAM is recommended
- ❖ 4 MB available space on your hard drive
- ❖ Colors set to 256 Colors or better

RECOMMENDED: Although BuzzEdit™ can run on a small 640 by 480 pixel screen, you will have better results at screen resolutions of at least 800 by 600 pixels.

Install BuzzEdit™

To install BuzzEdit™ onto your hard drive:

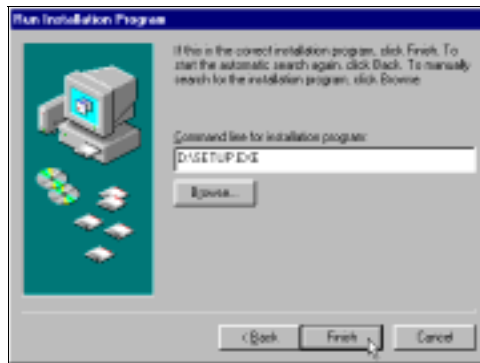
- 1 Exit all Windows programs before installing BuzzEdit™.
- 2 From the Windows **Start** menu, select **Settings > Control Panel**.
- 3 From the Control Panel, double-click the Add/Remove programs icon. The *Add/Remove Program Properties* dialog box opens.





Use to install BuzzEdit™ onto your computer.

- 4 Click **INSTALL**.
- 5 When prompted, insert the BuzzEdit™ Installation CD into the appropriate drive. Give the CD drive a minute to initialize. Click **NEXT**.
- 6 Microsoft Windows locates the setup.exe installation program and the *Run Installation Program* dialog box opens.



Use to launch the BuzzEdit™ Installation program.

Click **FINISH** to start the BuzzEdit™ Installation process.

- 7 The *Software License Agreement* dialog box opens. This dialog box displays the License Agreement between you and Buzz Tools, Inc. You must accept the License Agreement before you

can install BuzzEdit™. If you do not accept the terms of the License Agreement, you should promptly return BuzzEdit™ for a refund. For your convenience, the license agreement is also included in this manual starting on page 189.

Click **YES** to accept. The *User Information* dialog box opens.



Use to type in your name and serial number.

- 8 When asked, type in your name, company name (required – you can enter "none") and serial number. The serial number is located on the CD sleeve. **Do not lose the serial number!** You must use it every time you install or upgrade BuzzEdit™. So be sure to store the CD sleeve in a safe place. Click **NEXT >** to continue.
- 9 The *Select Components* dialog box opens (shown on next page). On it, you will be asked what components you want to install. The sample designs are optional and may be installed later or not at all.

You can also change the installation directory. The default program directory is **C:\Program Files\Buzz Tools\BuzzEdit**. This default setting is the recommended one. If this is not the location you want to use, you may use the browse button to locate another directory, or you may type the directory name in the text bar on the dialog box. If the directory you chose does not exist, you will be prompted and, if you wish, the directory will be created for you.



Use to select the components to install and the installation directory.

- 10 Setup will add program icons to the program folder Buzz Tools. This is the recommended location for the BuzzEdit™ program icons. Click **NEXT >**.
- 11 Follow the directions on the remaining BuzzEdit™ installation dialogs to install BuzzEdit™ onto your computer.
- 12 At the end of installation, the Buzz Tools® program group displays, and a BuzzEdit™ icon is visible on your computer desktop. Be sure to check the **BuzzEdit Readme** file for any late-breaking news.

Remove BuzzEdit™

- 1 From the Windows **Start** menu, select **Settings > Control Panel**.
- 2 From the control panel, double-click the Add/Remove programs icon. The *Add/Remove Programs Properties* dialog box opens.
- 3 Using the scroll bar, locate the program name BuzzEdit and click on it to select it.
- 4 Click **ADD/REMOVE...**.
- 5 On the **Confirm File Deletion** dialog box, click **YES**.

Part Two:

User's Guide

Chapter 1 | BuzzEdit™ Basics

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

In this chapter, you will get an overview of the BuzzEdit™ workspace, learn how to select stitches in the various windows, and learn many of the terms used in the rest of the manual.

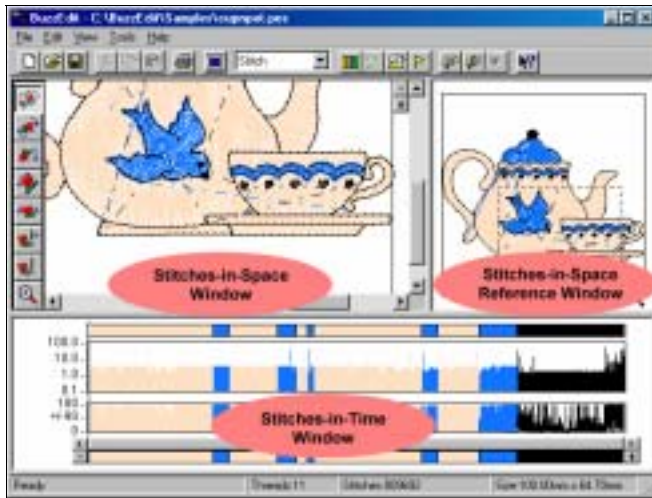
After you read Chapter 1, you will want to read *Chapter 2: Manipulating Stitches*, where you will learn some of the stitch manipulations that are available and the commands used to perform each one. When you have finished reading these first two chapters, you may want to jump ahead to *Chapter 5: How Do I...* (beginning on page 95), which will give you detailed instructions for many common BuzzEdit™ tasks. Or you may want to use the *BuzzEdit™ Reference* (beginning on page 115) to find out more information about a specific command or tool.

🔗 **Note:** This User's Guide assumes that you have a basic understanding of working with your Windows 95, 98 or NT operating system. If you do not have this basic knowledge already, you may need to consult a basic Windows manual before proceeding.

The BuzzEdit™ Workspace

When you start BuzzEdit™, you are presented with the *BuzzEdit™ Welcome* dialog box, which lets you open an existing design or start a new design. After you select one of these options, you see the main application window, which is called the **BuzzEdit™ workspace**.

The BuzzEdit™ workspace displays your design in three different windows. The windows each present a different view of your design and work together to allow you to select and manipulate runs of stitches. Although you have three separate views of your design, you are still only working on one design per workspace.



The BuzzEdit™ Workspace

The window on the upper right of your workspace is the ***Stitches-in-Space Reference window (or Space Reference window)***. This is the visual reference for your design. It displays your design as it will be sewn and always shows the entire design in color.

The window on the upper left of your workspace is the ***Stitches-in-Space window (or Space window)***. This is the spatial work area for the spatial tools such as the Lasso.

The window at the bottom of your workspace is the ***Stitches-in-Time™ window (or Time window)***. This window shows your design as it is stitched out in time; it is composed of several bars and graphs that will be discussed later in this chapter. The Time window allows you to analyze various aspects of your design in a new manner, and it gives you a powerful and easy way to select various segments of your design.

You can change the relative size of the three windows by dragging the vertical and horizontal bars separating the windows.



Changing the window size

If you want to work on multiple designs at the same time, you can open several BuzzEdit™ workspaces. You can cut, copy and paste pieces of designs from one workspace to another.

Selecting Stitches

Before you can use BuzzEdit™ to modify a design, you must first select the stitches you want to modify. For example, if you want to change the first color in your design from blue to red, you must first select the stitches contained in the first color break. Later in this chapter we will show you just how easy it is to select a consecutive run of stitches in BuzzEdit™.

In BuzzEdit™, a selection always consists of one or more *consecutive* needle points and stitches. The smallest selection you can make is a single needle point (does not include the associated stitch). The largest selection you can make is the entire design.

The last needle point of your selection is called the ***stitch cursor***. The stitch cursor can be found in both the Space and the Time windows. If you insert new stitches into your design (done with either the Edit < Paste command or the Insert Stitch tool), they will be inserted after the stitch cursor.

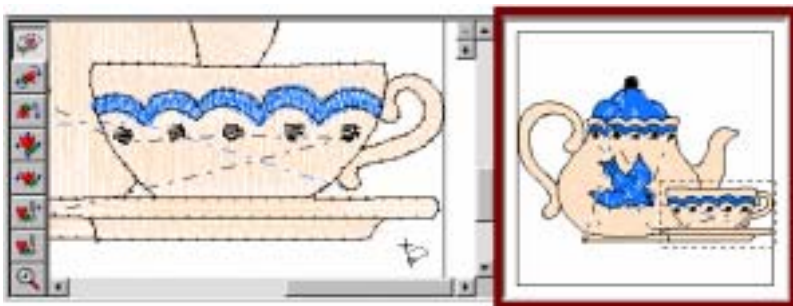
If you have any stitches selected in your design, your Space window will fade out the unselected stitches so that you can easily identify and work with your selection.

🔗 **Note:** The BuzzEdit™ workspace contains only one selection at a time, regardless of whether you create the selection in the Stitches-in-Space window or the Stitches-in-Time™ window. That is, if you create a selection in the Stitches-in-Space window, that same selection is highlighted in the Stitches-in-Time™ window and vice versa.

Stitches-in-Space Windows

Stitches-in-Space Reference Window

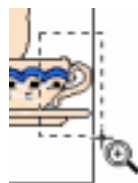
This window is used as a visual reference for your design. It displays your design as it will be stitched out. This window always shows the entire design in color.



*Stitches-in-Space
Reference Window*

The Stitches-in-Space Reference window shows the entire design, even when only a small area of the design is shown in the Stitches-in-Space window. The area of the design that is currently being displayed in the Space window is surrounded by a dotted line.

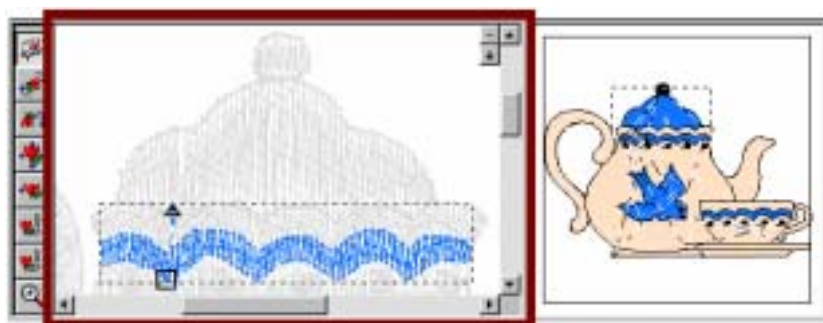
You can use the Space Reference window to zoom in on a portion of the design in the Space window. To zoom in, hold down the primary mouse button, which is usually the left mouse button, and drag out a rectangle around the region of interest.



Zoom in on a portion of the design

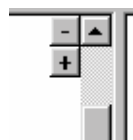
Stitches-in-Space Window

The Stitches-in-Space window displays your design as it is sewn out in space. This window contains tools for manipulating your design in space, including tools to move, rotate, flip, resize, and stretch your entire design or a selected portion of your design.



Stitches-in-Space Window

You will use this window to view and manipulate the selected stitches in your design. If you have zoomed into an area of the design, only the zoomed into area will display here.



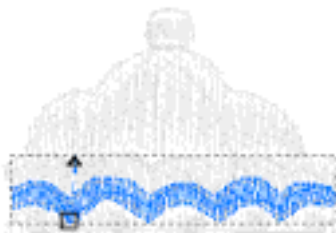
Space Scroll Bar and Zoom

You can use the scroll bars to move the area of the design that is displayed. The plus and minus buttons located in the upper right corner of this window cause the current selection to zoom in or out.

Stitches-in-Space Selection Indicators

When you first open a design in BuzzEdit™, the Space window displays your design in color and selects the first starting needle point only (note, no stitch is selected, only a needle point).

After you select some of the stitches in the design, the selected stitches are shown in color, whereas the unselected stitches are shown in a faded **ghost color**.



Selection Indicator

A selection indicator is drawn around the entire selection. The Space selection indicator highlights the current selection in the Space window. The shape of the selection indicator depends on which tool button is depressed. Rotate, Flip and Resize tool button modes have a circular selection boundary. In other modes, the selection is indicated by a rectangular selection boundary.

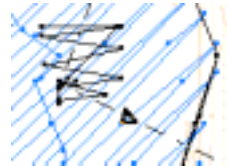
The first and last needle points of the selection are also marked. The first selected needle point is marked with a small box. The last selected needle point, the stitch cursor, is marked with a small triangle pointing in the direction of the last stitch.



Single Stitch Selected

If only a single stitch is selected, you will see the stitch followed by its needle point. This is the stitch cursor and it is marked accordingly with a small triangle. Because only one needle point is included in the selection, the box indicating the first needle point and the selection indicator are not displayed. This allows you to see the stitch clearly against the other stitches, which are now displayed in ghost color.

When a single needle point is selected, all of the stitches are drawn in color in the Stitches-in-Space window. The selected needle point, the stitch cursor, is highlighted with a small triangle



*Single Needle Point
Selected*

When you have only one stitch or needle point selected, you can move forward and backward in your design by using the arrow keys.

Remember: When you first open a design in BuzzEdit™ the Stitches-in-Space window displays your design in color because only the first starting needle point is selected (note that no stitch is selected, only a needle point).

Selecting Stitches in the Stitches-in-Space Window

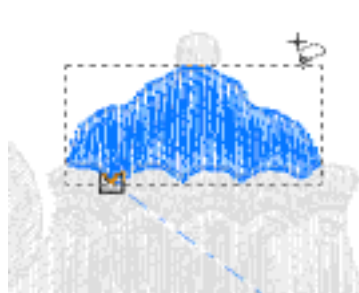
You create a selection in the Space window with the Lasso tool.



Click on the **Lasso/Move tool** button in the Space toolbar to activate the lasso tool. Position your mouse in the Space window outside of any previous selections and then draw a lasso around the area of interest. BuzzEdit™ selects the longest run of contiguous stitches within the lassoed area, which often turns out to comprise just the element you want to select.



*The lasso is dragged
around the lid of teapot.*



*The lid of the teapot
is selected.*



If the area selected is not what you need, you can use the **Select Next Lassoed** button located on the main toolbar (or press Ctrl + L) until the run of desired stitches is selected. This command is also available from the Edit menu.

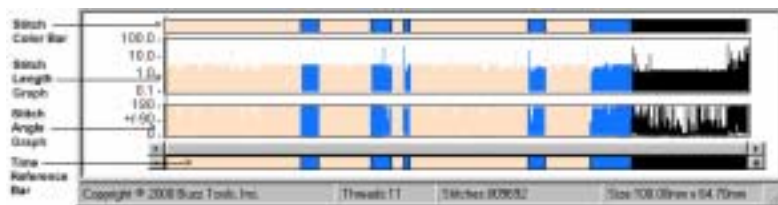


Select Next Lassoed was used and now the outline is selected.

You can select a single needle point in the Space window by clicking on or near the needle point with the Lasso tool. If the wrong needle point is selected, click the Select Next Lassoed button until the desired needle point is selected, or use the left and right arrow keys to move forward and backward needle point by needle point.

Stitches-in-Time™ Window

The patent pending ***Stitches-in-Time™*** window shows your design as it is stitched out in time. This window allows you to analyze various aspects of your design in a new manner, and it also gives you a powerful and easy way to select various segments of your design.



Stitches-in-Time™ Window

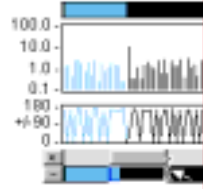
Horizontally, the stitches are displayed from left to right in the order in which they are sewn. Various properties of the stitches are displayed in the form of graphs.

From top-to-bottom the Time window is composed of the ***Stitch Color bar***, the ***Stitch Length graph***, the ***Stitch Angle graph***, the ***Time Scroll bar***, and the ***Time Reference bar***.

Zooming In on the Stitches-in-Time™ Window

Sometimes you will need to zoom in on an area of the Stitches-in-Time™ window before you can effectively select stitches in it.

To zoom in on an area, locate the Time Reference bar at the bottom of the Stitches-in-Time™ window. Hold down the primary mouse button and drag the mouse cursor along the Reference bar. When you release the mouse button, this new area will fill the Stitches-in-Time™ window.



Drag along the Reference bar to zoom in on an area

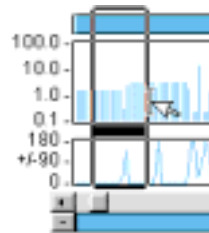


Use Scroll bar to change what is displayed

You can then use the Time Scroll bar to move forward or backward in time to change what is displayed in Stitches-in-Time™ graphs. Scrolling the Time window does not change what is displayed on the Stitches-in-Space windows.

Selecting Stitches in the Stitches-in-Time™ Window

You create a selection in the Stitches-in-Time™ window by dragging the mouse horizontally to encompass the desired stitches. The selection is highlighted with a pair of vertical lines delimiting the selection.

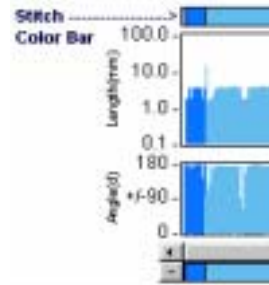


Drag along the graphs to select stitches

When you hold down the primary mouse button and drag along the Time window, depending on which graph the mouse cursor is in, the start and/or end of the selection may “snap” to particular stitches. This behavior is described later in this chapter.

Stitch Color Bar

The Stitch Color bar makes it easy to select a run of stitches comprising one thread color or several adjacent thread colors. The thread colors of your design are shown in the order in which they are sewn. The length of each color bar is proportional to the number of stitches in the color break. When the mouse is clicked or dragged on the Stitch Color bar, the selection will “snap” to the nearest color break, making it easy to select a complete color break.

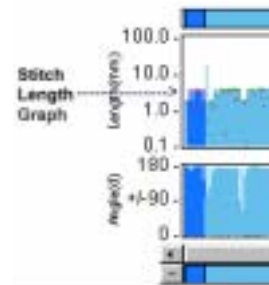


Drag on the Stitch Color bar to select whole color breaks.

You can also select a color by double-clicking on its thread color on the Stitch Color bar.

Stitch Length Graph

Using the Stitch Length graph, you can easily see the length of your stitches. Each stitch is displayed as a vertical line whose height is proportional to the length of the stitch. Depending on the number of stitches shown, the vertical lines may touch each other. [The top of each vertical line is marked with a dot so that short stitches can be detected even if the lines touch.]



The longer the line, the longer the stitch.



Long stitches appear as vertical spikes

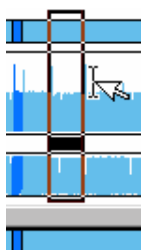
To see the individual stitches you may need to zoom in on an area of the Stitch Length graph (see *Zooming In on the Stitches-in-Time™ Window* on page 33).

Long stitches stand out on this graph and appear as vertical spikes. Selection is easy between any two long stitches.

Just position your cursor between two long stitches and double-click. Your selection will snap to these boundaries. And since long stitches generally delimit different elements within your design, the Stitch Length graph makes it easy to select different individual elements of your design.



Cursor is in position ready to select a run of stitches by double-clicking



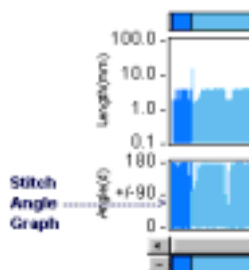
When dragging on the Stitch Length graph, the selection snaps to long stitches

You can also select a run of stitches in the Stitch Length graph by holding down the primary mouse button and dragging the mouse cursor horizontally. As long as you stay within the Stitch Length graph, each boundary of the selection will snap to the next stitch that rises above the vertical position of the mouse cursor. Thus, by positioning the mouse cursor above the majority of stitches in this graph but below the long stitches (shown as vertical spikes), you can easily select a run of stitches between any two long stitches. In general, this is a great way to select a distinct element of your design.

Stitch Angle Graph

Use this graph to analyze your stitches and to easily select a run of a specific type of stitches.

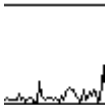
The angle is plotted near the bottom of the graph around zero degrees if the following stitch runs in the same direction (as in a running stitch). The angle is plotted near the vertical center around plus or minus 90 degrees if the following stitch turns left or right. And the angle is plotted near the top around 180 degrees if the following stitch



Use this graph to easily locate specific types of stitches

makes a U-turn (as in a satin stitch).

Each different stitch type – running, zigzag, satin, etc. - has a characteristic appearance in the Stitch Angle graph. When you are editing your designs, look for other patterns that may indicate a change of stitch type.

	Typical Fill Stitch	A run of fill stitches tend to vary back and forth in a regular pattern.
	Typical Running Stitch	A run of running stitches tend to hug the bottom of the graph.
	Typical Satin Stitch	A run of satin stitches tend to hug the top of the graph.

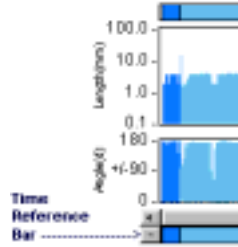


Base your selection on the Stitch Angle graphs appearance

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

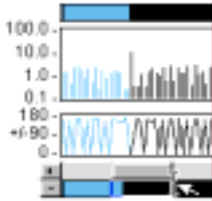
Time Reference Bar

The Time Reference bar is used in conjunction with the Time Scroll bar to zoom the other Stitches-in-Time™ graphs in on a subset of the stitches in the design. The Time Reference bar always shows the entire design, even when only a small area of the design is shown in the Stitches-in-Time™ graphs.



Use to zoom the other Time graphs

The area in the Time Reference bar below the scroll bar button is the area that is currently being displayed in the Stitches-in-Time™ graphs.

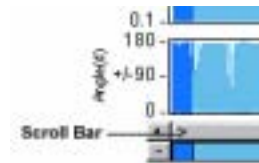


Drag along the Reference bar to zoom in on those stitches

Hold down the primary mouse button and drag the mouse cursor horizontally over the portion of the bar that represents the stitches you are interested in. When you release the mouse button, the Stitches-in-Time™ graphs will zoom in on that portion of stitches.

Time Scroll Bar

This scroll bar works in conjunction with the Time Reference bar to allow you to zoom the other Stitches-in-Time™ graphs in on a subset of the stitches in the design.



Scroll bar works with Reference bar

When you first open a design, the Stitches-in-Time™ graphs display all of the stitches; therefore the scroll bar button spans the entire length of the Time Reference bar.

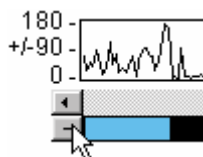
After zooming in on a subset of stitches, the scroll bar button indicates which stitches in the Reference bar are displayed in the other Stitches-in-Time™ graphs. By dragging the scroll bar button, you can scroll the stitches displayed in the other Stitches-in-Time™ graphs.



Scrolls the Stitches-in-Time™ graphs

Time Zoom Out Button

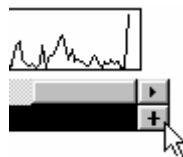
Click on the Time Zoom Out button (the button marked with a -) to fully zoom out the Stitches-in-Time™ graphs.



Zooms out the Stitches-in-Time™ Window

Time Zoom In Button

Click on the Time Zoom In button (the button marked with a +) to zoom the Stitches-in-Time™ graphs in on the current selection.



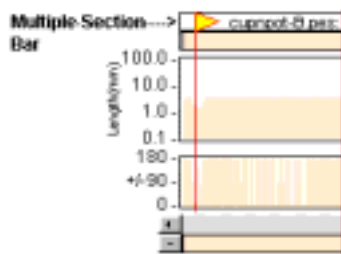
Zooms in the Stitches-in-Time™ Window

Multiple-Section Bar

BuzzEdit™ supports multiple-file designs and multiple-hoop designs. You might have a multiple-file design to get around a file restriction, such as the number of stitches or color breaks a design can contain. Or you might use multiple-hoop sections in your design to support a multiple-position hoop, thereby getting around a physical design-size restriction.

BuzzEdit™ allows you to view and edit these multiple sections concurrently in one workspace. When required by the file format,

these separate sections are saved into a series of files so that each file keeps within the limits imposed by the file type.



Marks the individual files and/or hoops that make up your design.

When you are editing a design made up of multiple sections, your Stitches-in-Time™ window displays one additional bar graph, positioned above all the other time graphs. This is the **Multiple-Section bar**, which delimits the individual sections that make up your current design.

The Multiple-Section bar is *only* displayed if your design is made up of multiple sections. The sections that make up your complete design are displayed in the Stitches-in-Time™ window in the order in which they are sewn.



Each section starts with a Section Break flag.

Each section starts with a **Section Break flag** and is followed by a description of the section. Sometimes this description is only a file name, but when your design is for a multiple-position hoop the description may also include the hoop position for the specific section. You may need to zoom in on an area of the Stitches-in-Time™ window before you can read these descriptions (see *Zooming In on the Stitches-in-Time™ Window* on page 33).

When the mouse is clicked or dragged on the Multiple-Section bar, the selection will "snap" to the nearest section break, making it easy to select all of the stitches in an entire section. You can click directly on top of the descriptive text. If you click near the beginning of a section, the selection will "snap" to the beginning of the section. If you click near the end of a section, the selection will "snap" to the very end of the section. You can also select all of the stitches in a section by double-clicking between Section Break flags.

You will find an entire chapter dedicated to multiple-section designs beginning on page 59. Please refer to this chapter for more information on this topic.

Adjusting Your Selection

You can adjust the starting and ending stitches of a selection by using the arrow keys, much as in a text editor.

To adjust the first stitch of a selection

(marked by a small box in the Stitches-in-Space window)

Hold down the **control** key and press the left ◀ or right ▶ arrow keys.

OR

Hold down the **control** key and click the mouse in the Stitches-in-Time™ window.

To adjust the last stitch of a selection

(marked by a small triangle in the Stitches-in-Space window)

Hold down the **shift** key and press the left ◀ or right ▶ arrow keys.

OR

Hold down the **shift** key and click the mouse in the Stitches-in-Time™ window.

To move to next needle point

Press the right ▶ arrow key.

To move to the previous needle point

Press the left ◀ arrow key.

To move to the last needle point of the design

Press the **end** key.

To move to the first needle point of the design

Press the **home** key. The home needle point is not actually sewn. It is displayed at the top-left corner of the hoop. Positioning the stitch cursor at the home needle point allows you to insert stitches at the start of the design.

To select the next color

Press the **tab** key.

To select the previous color

Hold down the **shift** key and press the **tab** key.

Chapter 2 | Manipulating Stitches

Now that you have learned how to select stitches, you are going to want to modify them. The changes you make to a design can be as simple as changing a thread color or as involved as improving the sewing of a design.

All of the commands and tools introduced here are covered in the *BuzzEdit™ Reference* beginning on page 115. You may also find step-by-step directions for using several of these commands in *Chapter 5: How Do I...* which starts on page 95.

Changing Stitch Attributes

One of the most common changes made to a design is to change the stitch attributes of a selection. The stitch attributes that can be changed with BuzzEdit™ are stitch type and thread color.

Change Stitch Type



Use the **Change Stitch Type** drop down combo box to change the stitch type. This is located on the main BuzzEdit™ toolbar. You can choose from *Stitch* or *Jump*.

Most commonly, you will use this command to change a single, long jump stitch to the matching stitch type *Jump*. Many embroidery formats treat jump stitches differently than other stitches by either displaying them differently or changing how the stitch is sewn at the machine. Your design will usually stitch correctly even if a few of the stitches are incorrectly typed.

Normally you will want to select a single long stitch whose type you want to change. One easy way to do this is to first click on the long stitch in the Stitches-in-Time™ window. This will select the first needle point of the stitch. Then hold down the shift key and press the right arrow key to select the stitch itself. Finally, choose the stitch type from the drop down combo box.



Click near a long stitch to select its needle point.

Change Thread Color



Use the Change Thread Color button on the main toolbar (or choose File > Change Thread Color) to change the color of the selected stitches.



Thread color palette of available thread colors.

The *Choose Color* dialog box displays a color palette of all of the available thread colors for the design file type you are currently editing. To change colors, click on the new color and click **OK**. (Or just double-click on the desired color to change it quickly and at the same time close the dialog box.)

Alternatively, you can also locate a color using the drop down dialog box where the thread colors are listed in alphabetic order.

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

You can also bring up the *Choose Color* dialog box by clicking on the current color name displayed on the bottom status bar.

Basic Editing Commands

BuzzEdit™ provides the basic editing commands Cut, Copy and Paste. These commands can be used to move or copy selections to a new Stitches-in-Time™ location within the current BuzzEdit™ workspace, or to move selections to a different BuzzEdit™ workspace.

Cut Command

The Cut command can be used to move a selection to a new workspace or to a new location in time. The selected stitches are removed from the design and placed on the BuzzEdit™ clipboard.



Use the Cut button located on the main toolbar (or choose Edit > Cut) to cut the selected stitches.

Copy Command

The Copy command can be used to copy a selection to a new workspace or to a new location in time. The selected stitches are copied and placed on the BuzzEdit™ clipboard.



Use the Copy button located on the main toolbar (or choose Edit > Copy) to copy the selected stitches.

Paste Command

The Paste command places a copy of the stitches in the clipboard into current BuzzEdit™ workspace. This can be from the same design where the stitches originated or from a different design.

When you paste a selection, it is pasted after the stitch cursor in the Stitches-in-Time™ window. Therefore, to change when a selection is sewn, first cut the selection from your design. Then click the mouse

in one of the Stitches-in-Time™ graphs at the location you wish the stitches to be sewn.



Use the Paste button located on the main toolbar (or choose Edit > Paste) to paste the stitches into their new location in Time.

When you paste stitches from a different design with a different file type, the stitch colors are converted to match the current palette.

✂ **Note:** The Cut, Copy and Paste commands provide one method for changing the sewing order of your design or for duplicating stitches. You can also change the sewing order of your design by dragging selected stitches along the Stitches-in-Time™ graphs. Stitches may also be duplicated using the dragging method. More information about dragging selections can be found beginning on page 54.

Build New Designs

Use the **Open > New Workspace** command to open additional **BuzzEdit™ workspaces** in order to copy and paste selections from one design to another. You can create a new empty design in one workspace, then build up the design by copying runs of stitches from designs in other BuzzEdit™ workspaces.

Space Tools



Once you have made your stitch selection, you can use the **Stitches-in-Space tools** to move, rotate, flip, resize or stretch the selected stitches. There are also similar tools, accessed from the Tools menu that provide dialog-based versions of these commands.

Move



You can move your selection using the **Lasso/Move tool** located on the Stitches-in-Space toolbar. Your selection can be as small as a single needle point or as large as the entire design.

Click on the Lasso tool; then move your cursor into the center of your selection. Drag your selection to the desired location. If your selection is a single needle point, drag the Space stitch cursor to the desired location.



Dragging a Selection

You can also move your selection using the **Tools > Move...** command. This procedure is described in the *BuzzEdit™ Command Reference* on page 148.

Rotate



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

BuzzEdit™ allows you to change the center of the rotation. By default, you rotate your selection on its own center. However, perhaps you want to rotate your selection away from another object, or around the center of the design. Move the center of rotation by dragging the cross to the desired location. The numeric value of your custom center is displayed on the status bar.



Drag the cross to change the center of rotation.

⚡ **Note:** The numeric value of the custom center may be a negative number as this is an offset from the *center* of the hoop.



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

Rotate your selection by dragging the circular boundary of your selection. The percentage rotation is displayed on the bottom status bar.



Rotate your selection by dragging the boundary

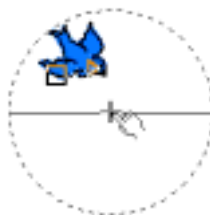
You can also rotate your selection using the **Tools > Rotate...** command. This procedure is covered in the *BuzzEdit™ Command Reference* on page 149.

Flip



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

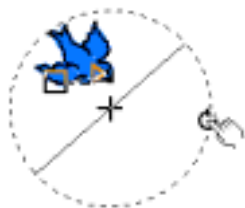
You can change the center of the mirror during a flip operation. This behaves in the same manner as the custom centers of the Rotate tool that we have already discussed. Move the center of the mirror by dragging the cross to the desired location. The numeric value of your custom center is displayed on the bottom status bar.



Drag the cross to change the center of the mirror.



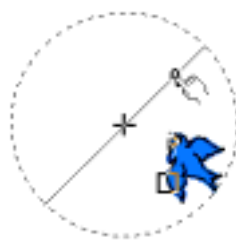
You can toggle between a custom center and the center of the selection by clicking on the Custom Center toolbar button located on the main toolbar.



Rotate the angle of mirror by dragging the boundary

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

Flip your selection by clicking on the mirror shown by the line that bisects the circular selection indicator.



Click on the mirror to flip your selection

You can also flip your selection using the **Tools > Flip...** command. This procedure is described in the *BuzzEdit™ Command Reference* on page 152.

Resize

Is your design a little too big to fit in the embroidery hoop? Perhaps the design would sew better if the stitches were not quite so close together. In BuzzEdit™, resized designs and selections contain the same number of stitches as the original. Shortening the stitches reduces the physical size of the selection and lengthening the stitches increases the physical size of the selection. If you reduce an area too much, the stitches will be too close together to sew properly. If you increase the physical size of an area too much, the area will be sparsely sewn.



Stitches Before Reducing



Stitches After Reducing

On most designs, you can resize selections up to ten percent without any adverse stitching affects. You may be able to resize by a value greater than ten percent if you also change the thickness of the thread used to sew the design area. Use a finer thread for areas you have reduced and a thicker thread for areas you have enlarged.



You can resize your selection using the **Resize tool** that is located on the Stitches-in-Space toolbar.

Change the center of your resize operation by dragging the cross to the desired location. The numeric value of your custom center is displayed on the bottom status bar. Remember that the center of your hoop is location 0, 0.



Drag the cross to change the center of the resize.

In the example shown, the center of the resize operation has been set to the tip of the beak.



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



Resize your selection by dragging the boundary

Resize your selection by dragging the circular boundary of your selection. The percentage enlargement is displayed on the bottom status bar.

In the example shown, the design moves away from the resize center; that is, the bird's beak.

If you exceed the maximum recommended resize percentage of twenty percent, the cursor will include an exclamation point to alert you of a potential problem.



You can also resize your selection using the **Tools > Resize...** command. This procedure is described in the *BuzzEdit™ Command Reference* on page 150.

Stretch

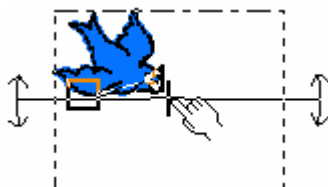
In addition to resizing your selection, you can stretch or shrink your design along an arbitrary direction. In BuzzEdit™, a stretched selection contains the same number of stitches as the original.

Just as with the resize operation, you can stretch selections up to ten percent without any adverse stitching affects. You may be able to stretch by a value greater than ten percent if you also change the thickness of the thread used to sew the design area. Use a finer thread for areas you have reduced and a thicker thread for areas you have enlarged.



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

The line that bisects the stretch selection indicator is the area of your selection that does not move during the stretch operation. Change the location of the line by dragging the center cross to the desired location. The numeric value of your custom center is displayed on the bottom status bar.

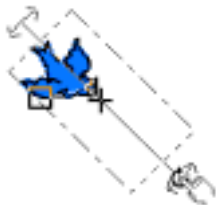


Drag the cross to change the center of the stretch.



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

🔗 **Note:** The ability to change the center of your stretch is very handy. For example, if you need to stretch an area of your design a bit to eliminate a gap between regions of your design, you would position the center of the stretch on the stationary edge. As you stretch your selection, you will see it growing away from this center.



Drag the circular arrow arms to change the angle of stretch

Change the angle of stretch for your selection by dragging the circular arrow arms that are attached to the selection boundary. The percentage rotation is displayed on the bottom status bar.

Stretch your selection by pulling on the dashed portion of the selection boundary. When your cursor is positioned correctly, your cursor will look like the one in the example to the right.



Stretch selection by pulling on dashed portion of selection boundary.

You can also stretch your selection using the **Tools > Stretch...** command. This procedure is described in the *BuzzEdit™ Command Reference* on page 151.

Convert Design Format

Different embroidery machines require different design file formats. If you are going to use another machine's designs, you will need to convert the design to a format your embroidery machine can understand. BuzzEdit™ will convert stitched-based design files from one design file format to another.

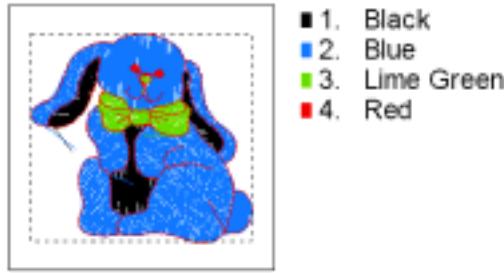
You can convert your current design to the file format of your choice by choosing **Tools >Convert Design Type...**

Colors During Conversions

Each embroidery file format comes with certain standard colors and restrictions. Some design formats have only a few color choices and some have a plethora. Moreover, some designs don't contain color information at all, only color stops to let the embroiderer know it is time to change threads.

Embroidery Software	EXT	Possible Color Values	Maximum Colors per Design
Brother® PE-Design Baby Lock® Palette Bernina® Deco-Wizard	PES	65	63
Dos Expanded Tajima	EXP DST	No color values, only color breaks.	Not Restricted
Janome Easy Scan V 1 Janome Easy Scan V 2 Elna EnVision Scan PC Personalizer 2000 Customizer 2000	SEW	12 Standard in Ver 1 35 Standard in Ver 2 78 Standard in Ver 2000 80 if complete color palette is used	12
POEM Singer EU Viking Huskygram	CSD	16 default colors or BuzzEdit™ extended palette of 65 colors	14 Wraps colors if over 14
Singer PSW Compucon	XXX	16 Standard or BuzzEdit™ extended palette of 65 colors	15
Pfaff PC-Designer	PCS	16 Standard or BuzzEdit™ extended palette of 65 colors	16
Viking Customizing	HUS	29	Not Restricted

When design files are converted using BuzzEdit™, the best possible match is made from the colors available. In some cases, this may involve selecting a secondary color choice in order to preserve color stops.



This PCS file was converted from a DST that contained only color stop information. Therefore, the colors displayed represent color stops and not the colors you would choose to sew.

DST and EXP files do not contain any color information. They do have color breaks, that is, markers in the file that tell the machines to stop sewing, but no actual color values. Therefore, when these are opened in a program, such as BuzzEdit™, the color stops are *assigned* an arbitrary color value. You will have to change the thread colors in BuzzEdit™ to get an attractive picture.

When EXP or DST designs are converted to another file format that requires the color value, BuzzEdit™ does not know what color the digitizer intended for the color breaks. Should color break one be green (for a tree) or blue (for sky)? Therefore, when the file is converted, BuzzEdit™ assigns arbitrary color choices to the file. These choices do not relate to an actual color value but represent the color break present in the original file. You will have to change the thread colors in BuzzEdit™ to get an attractive picture.

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

NOTE FOR JANOME & ELNA USERS: Depending on your settings (see View > Color Conversion Settings), BuzzEdit™ may convert designs to the SEW format using the entire SEW color palette. Although these converted designs may not display correctly in versions 1 and 2 of the Janome New Home software, they will display correctly in Buzz Tools programs, and your sewing machine will ask for the correct color. This is because versions 1 and 2 of the Janome software display all colors that are not in its regular palette as black, even if the color is a valid Janome thread color. Newer versions of the Janome New Home software (2000 and up) support the majority of thread colors.

The colors used by Buzz Tools programs to represent the Janome New Home colors were created by matching the actual thread color to the Janome New Home SEW color code.

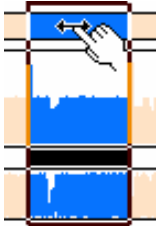
This information also applies to users of the Elna Envision Scan PC as they also use the SEW design file format.

Reorder Stitches

Several of the tools available primarily change how your stitches are sewn in time; that is the order in which stitches are sewn. These changes include sorting colors and reversing stitch order. Depending on how these are applied, you may find that your design DOES sew differently than before you applied the modification. Therefore, these tools must be used with caution, and you should always carefully check your work when using one of these time-related stitch tools.

Drag Colors

You can change the sewing order of your design by dragging a selected color horizontally left or right along the Time graphs and dropping the selection at the desired position.



*Drag a Selection
to Move it*

To change the sewing order of the colors in a design, first select an entire color by double-clicking on it in the Stitch Color bar. To grab your selection, position your mouse cursor on the Stitch Color bar inside of your selection. When your mouse cursor is correctly positioned, it will change to a pointing finger. Hold down the primary mouse button and drag your selection in Time.

Since you are rearranging entire color breaks in this example, you will want to insert the selection on a color boundary. It is easy to do this by moving your cursor horizontally along the Stitch Color bar. Your insertion point will snap to a color boundary, making it easy to rearrange the colors in your design.

Drag Stitches

Just as you can change the sewing order of an entire color, you can also easily change the sewing order of any selected run of stitches. Make your stitch selection using any of the methods previously mentioned in Chapter 1; for example, drag along any of the Time graphs or use the Lasso tool in the Space window.

You will always start dragging your selection from the Stitch Color bar. Once you have "picked up" your selection as described above, you can drag your selection down into any of the other graphs to take advantage of one of their particular features or snap characteristics.



*Drop a selection into any other
graph to take advantage of
their snap characteristics*



Use the **Sort Colors tool** (or choose Tools > Sort Colors) to sort the colors in your current selection or for the entire design.

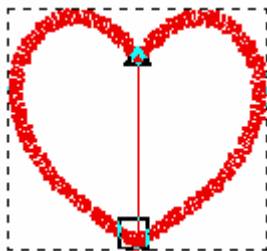
Note: Sometimes a design will have the same color listed in two locations due to the required layering of the stitches. This is often done for outlines or to produce some other advanced effect. Whenever you sort the colors in your design, examine your design closely and do a test sew of the design to ensure that your results are those that you desire.

Reverse Stitch Order

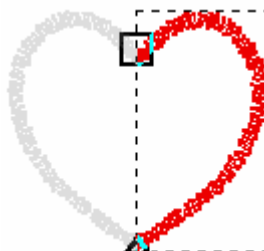
You can reverse the sewing order of a selection by using the Reverse Stitch Order command. This is most often done to shorten or reduce jump stitches in an area.



Use the **Reverse Stitch Order** command to reverse the order that a selection stitches.

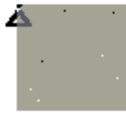


This heart was created by duplicating and flipping the left half. We are left with a jump stitch across the middle.



Selecting the right half and reversing the stitch order eliminates the jump stitch.

When you use the Reverse Stitch Order command, you need to be aware of whether your selection includes understitching. [Understitching is sewn before a fill area to stabilize the area or to travel from one embroidery area to another.]



Before Reversing the Sewing Order

Before reversing the sewing order of this block, you cannot see the understitching.



After Reversing the Sewing Order

Afterward, the understitching would be sewn on top of the fill area. [The understitching in this example is shown in black so that you can see it.]

In order to avoid this type of problem, you have two different options available to you. You can:

- 1 Delete the understitching prior to using this command
- 2 Do not include the understitching in your selection. If you choose this option, you can select the understitching in a separate operation and reverse its sewing order so that both sections sew correctly in relationship to each other.

Stitch Editing

You can do sophisticated stitch editing by inserting or moving individual needle points.

Insert Stitches

You can use the ***Insert Stitches tool*** to bury a jump stitch by breaking the jump stitch into smaller stitches that are sewn underneath other areas of stitching.

Position the stitch cursor in the Stitches-in-Time™ display. If you are going to reroute a jump stitch, position your stitch cursor directly in front of the long jump stitch you are going to reroute.



Click on the ***Insert Stitches tool***. Each click in the Stitches-in-Space window will now add a needlepoint and divide the current stitch into two stitches. Before each click,

position the mouse cursor to place the new needle point underneath other areas of stitching. You may find it easier to place the new stitches if you first zoom in on your Stitches-in-Space window.

Move Stitches

Use the **Move Stitch tool** in the Stitches-in-Space window to move a stitch or a group of stitches in the design one at a time. This tool is very useful when you have a run of stitches you want to move, one after another. For example, perhaps you need to adjust an outline on your design and need to move stitch after stitch to a new location.

Position the stitch cursor at the first stitch you need to move.



Click on the **Move Stitch tool**. Each click in the Space window moves the last needle point of the current selection (the stitch cursor) to wherever you clicked. The stitch cursor then advances by one needle point, thereby allowing you to progress through a run of stitches, moving each of their needle point locations in turn.



Before editing with BuzzEdit™



After editing with BuzzEdit™

Before this design was edited with BuzzEdit™, there were many jump stitches to cut. Rerouting jump stitches underneath other areas of stitching eliminated most of these jumps. The remaining few jump stitches were eliminated on the veins of the leaves by reversing the stitch order of those areas.

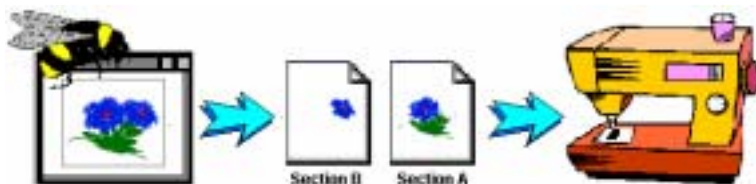
Chapter 3 | Multiple-Section Designs

In this chapter, we will talk about multiple-section designs and a little bit about how BuzzEdit™ manages these designs. In the next chapter, we will give you specific information about multiple-hoop designs, which are a type of multiple-section design. In order to understand these topics, it is important that you read both of these chapters.

Most embroidery machines have file restrictions such as the number of stitches or the number of color breaks a design can contain. However, because BuzzEdit™ allows you to edit multiple design files concurrently in one workspace, your full embroidery design may bypass design file restrictions such as these. Each design file is treated as a separate section of the complete design.

Most embroidery machines also restrict the physical dimensions of a design. Many sewing machine manufacturers have even created multiple-position hoop frames (sometimes called multi-hoops) to get around this restriction. The full multiple-hoop design is sewn in overlapping sections so that the finished design may be larger than the standard design area. Usually, each hoop section is saved in a separate file.

BuzzEdit™ allows you to concurrently view and edit designs with multiple sections in one workspace. When required by the file format, these separate sections are saved into a series of files so that each file keeps within the limits imposed by the file type.



Sew each design file in sequence onto the same piece of fabric in order to create the full design.

When BuzzEdit™ saves a series of files, it also saves a manager file, so that you can read back in the whole series of files at a later time in order to edit or view the overall design. When you are ready to sew the design, you sew each of the design files in sequence onto the same piece of fabric in order to create the full design.

⚡ **Note:** The PES (version 2.5 or greater) format supports their three-position multi-hoops. When you edit and save one of these files, BuzzEdit™ will not save a manager file unless it needs to do so for some other reason. However, because your design is still separated into separate design sections, your BuzzEdit™ Stitches-in-Time™ window will still display the section breaks.

BuzzEdit™ Manager File

Most multiple-file and multiple-hoop designs created in BuzzEdit™ take advantage of a BuzzEdit™ manager file. This manager file contains important information including the name of the design files used in your complete design, the hoop you are using and the hoop positions of the design sections. In addition, BuzzEdit™ saves your stitch information if you need to stop editing your design before all of the design sections are placed correctly in a hoop.

The manager file's name is always the name of the original file or the name you selected when you saved your design. Each design file used for sewing your full design is assigned a new name. The new files are named the same as the manager file with a letter appended to the end. The first file sewn is appended with the letter A; the second file sewn is appended with the letter B and so on.

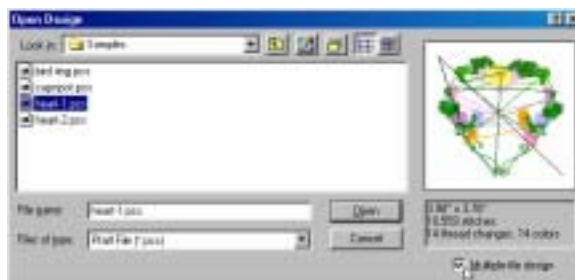
⚡ **Note:** The manager file is used by BuzzEdit™ to allow you to read the multiple-file design back into BuzzEdit™ and is not sewn. The letter appended to the end of the file name corresponds to the order in which it is sewn and is NOT the hoop position.

When you open a multiple-file design that uses a BuzzEdit™ manager file, you should choose the manager file name from the BuzzEdit™ *Open Design* dialog box. This causes all of the associated design files to be opened and ensures that they are positioned correctly.



This twelve-part Giant Hoop-it-All™ design is opened easily by choosing the BuzzEdit™ manager file.

If you have a multiple-file design (or a multiple-hoop design that uses multiple-files) created by a program other than BuzzEdit™, you can read the design into BuzzEdit™ by checking the *Multiple-file Design* checkbox in the *Open Design* dialog box.



Check the Multiple-File Design checkbox to let BuzzEdit™ know this is a Multiple-File design.

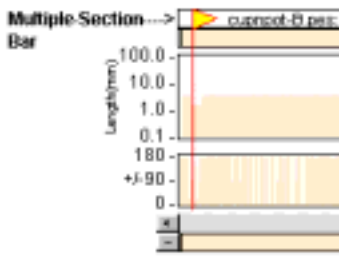
This action brings up the *Open Multiple-File Design* dialog box that allows you to specify a series of files to open and which hoop to use. This procedure is described on page 82. Many PES (version 2.5 or greater) multi-hoop designs can be opened directly and do not require any special procedure.



The Open Multiple-File Design dialog box helps you open existing multiple-file designs.

Multiple-Section Bar

When BuzzEdit™ displays a multiple-file or a multiple-hoop design, the Stitches-in-Time™ window displays the Multiple-Section bar that is designed to help you understand and manipulate your multiple-file and multiple-hoop designs. This bar displays a series of **section breaks**. Each new section break marks the location in time (or stitch number) at which a new file or hoop will begin.



Marks the individual files and/or hoops that make up your design.

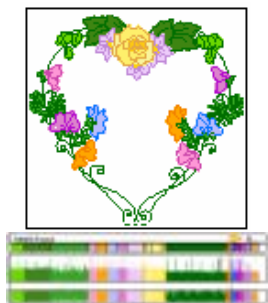
The file name of the new file is displayed along with the Section Break flag. When your design is for a multiple-position hoop, the description also includes the hoop position for the specific section. You may need to zoom in on an area of the Stitches-in-Time™ window before you can read these descriptions.

When the mouse is clicked or dragged on the Multiple-Section bar, the selection will “snap” to the nearest section break, making it easy to select all of the stitches in an entire design file. You can also select all of the stitches in a design file by double-clicking between section break flags. You can click directly on top of the descriptive text.

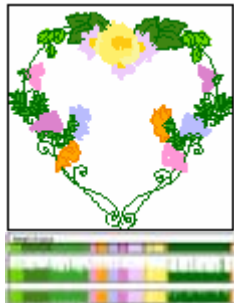
Embroidery Machine File Limitations

As we have already mentioned, each embroidery file format comes with certain file limitations and restrictions. Typically, these limitations are on either the number of stitches a design may have or on the number of color breaks. The limitations are specific to the design format you are using and are usually not negotiable.

For example, a Pfaff ".pcs" design file can contain a maximum of sixteen thread changes. However, in BuzzEdit™, you can create a design with more than sixteen thread changes. When you save the design, BuzzEdit™ creates multiple ".pcs" files, each with no more than sixteen thread changes. The file names of the saved designs are appended with a letter of the alphabet.



Open the BuzzEdit manager file to edit all parts of the design.



When you sew your design, stitch design A first.

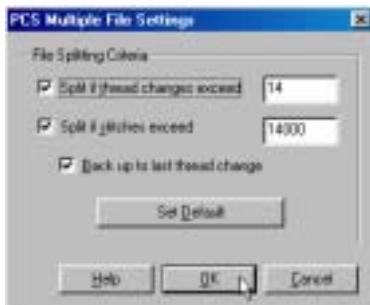


Continue stitching all design parts to sew the complete design.

Let's say you create a design with nineteen thread changes and save the design as Heart.pcs. You will create three files. BuzzEdit™ will save a manager file named Heart.pcs as well as two design files named Heart-A.pcs and Heart-B.pcs. To sew the design, you sew each design file in succession on the same fabric; that is, you first sew Heart-A.pcs, then Heart-B.pcs. The result is a design containing more than 16 color changes. The manager file Heart.pcs is used by BuzzEdit™ to allow you to read the multiple-file design back into the program. That is, when you open the manager file Heart.pcs with BuzzEdit™, it automatically reads back in all the design files, which

in this example, are Heart-A.pcs and Heart-B.pcs. The manager file is not sewn.

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



Change these settings to adjust where BuzzEdit™ will split your design.

If you wish, you can manually insert new section breaks into your design to force your design to split at a specific location. First, position the stitch cursor in the desired location on the Stitches-in-Time™ window. You can click on any of the graphs to take advantage of their unique snap characteristics. Once the stitch cursor is positioned as desired, choose **Tools > Insert Section Break**.



Use to add new section breaks into your design.

You can also decide to set all of the splitting locations manually. To do this you must first set your file type settings to have a high maximum number of thread changes (Tools > Multiple File Settings).

You are then free to adjust the actual number of thread changes per file by manually inserting new section breaks (Tools > Insert Section Break).

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

Sewing Your Multiple-File Designs

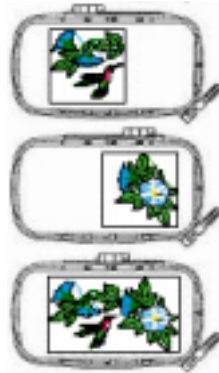
To sew a multiple-file design, first mount the fabric in the hoop as you would for any design. Then transfer the sewing files, the files appended with a letter, to the embroidery machine. Mount the hoop as usual. Then sew files in the order of the appended letters, -A first, then -B, etc. Depending on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

Multiple-Position Hoops

BuzzEdit™ allows you to create designs larger than the largest design area supported by your design file type. It does this by supporting the use of multiple-position hoops.

Multi-hoop designs are comprised of multiple pieces, which are usually saved in different files. By moving and possibly rotating the fabric at the sewing machine between sewing the different pieces, it is possible to create a design larger than the default hoop size.

Normally you use a special hoop that is designed to sew multi-hoop designs. When you are using one of these specialty hoops, the fabric is set into the multi-hoop one time.



This multi-hoop design has two overlapping sections.

The large hoop is mounted on the embroidery arm in any number of positions in order to sew on different areas of the fabric. Usually the design fields have significant overlap, but together they cover a much larger area of the fabric than you could reach with a conventional single position hoop.

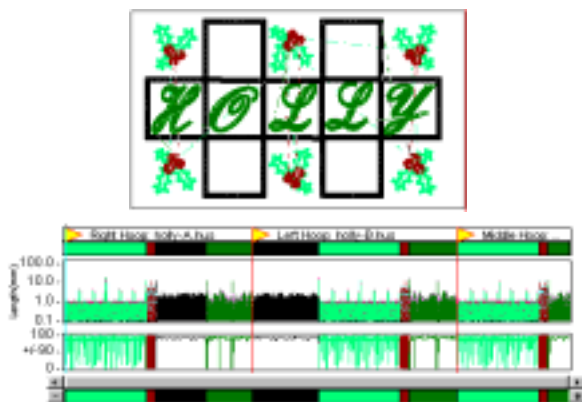


The Janome 5 hoop is a multiple-position hoop frame

Multiple-position hoops are made by many sewing machine manufacturers and by other companies such as the Hoop-it-All™ corporation, which makes the Giant Hoop-it-All™ line. For more information on the common types of multiple-position hoops and their usage, please refer to Appendix C on page 167.

In the absence of a special hoop, you can still use BuzzEdit™ to create a multi-hoop design, but you will have to re-hoop the fabric for each hoop section.

When you create a multi-hoop design that uses a BuzzEdit™ manager file, each hoop section is saved as an individual file. BuzzEdit™ uses the same naming convention as it does with other multiple-file designs.



This complete design scene was created for the Viking PLUS multiple-position hoop.

Therefore, if you created a design scene called Holly.hus for the HUS Plus multi-hoop that utilized all three positions of the hoop, you would create four files. The manager file would be named Holly.hus. The additional files created in this example would be Holly-A.hus, Holly-B.hus and Holly-C.hus that correspond to the three design files used to create the complete design.

CAUTION: Some hoop manufacturers assign the letters A, B, and C to identify their multi-hoops various positions. If you have one of these hoops, it is important to remember that the letter appended to the end of the file name corresponds to the order in which it is sewn and NOT the hoop position. Print the template from BuzzEdit™ (choose File > Print Template) to see which file is sewn in which hoop location.

BuzzEdit™ Manager File and Multi-Hoop Designs

Holly-A.hus

Design File One



*This design section is sewn first
using the Viking multi-hoop
in hoop position P3.*



Holly.hus

Manager File is NOT sewn.

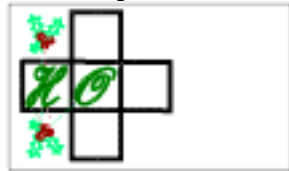


*The manager file contains
important hoop information
and points BuzzEdit™ to the
associated design files.*



Holly-B.hus

Design File Two

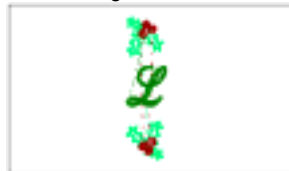


*This design section is sewn second
using the Viking multi-hoop
in hoop position P1.*



Holly-C.hus

Design File Three



*This design section is sewn last
using the Viking multi-hoop
in hoop position P2.*

Chapter 4 |

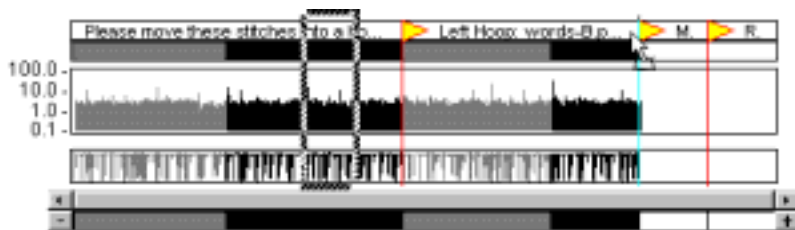
Multiple-Hoop Designs

In the last chapter, we discussed multiple-section designs and a little about how BuzzEdit™ manages these designs. In this chapter, we give you specific information about multi-hoop designs (a type of multiple-section design). In order to understand this chapter, it is important that you have read the previous chapter and are familiar with the concepts presented there.

What to Expect

You have a multiple-position hoop that you want to create a design for, or perhaps you have an oversized design that you want to separate into smaller sections for a multi-hoop. You may even already own a program that separates your design into sections, but you want more control over how your stitches are assigned to the hoop positions. Whatever your motivation, YOU want to be in charge of how your design is placed in the various hoop positions.

BuzzEdit™ provides you with the means to do just that. However, some work must be done by you to position your stitches correctly in both Space and Time. BuzzEdit™ does not currently have any automatic tools to assist you in this process. Creating multi-hoop designs by either subdividing an oversized design or by merging together smaller design components is done manually.

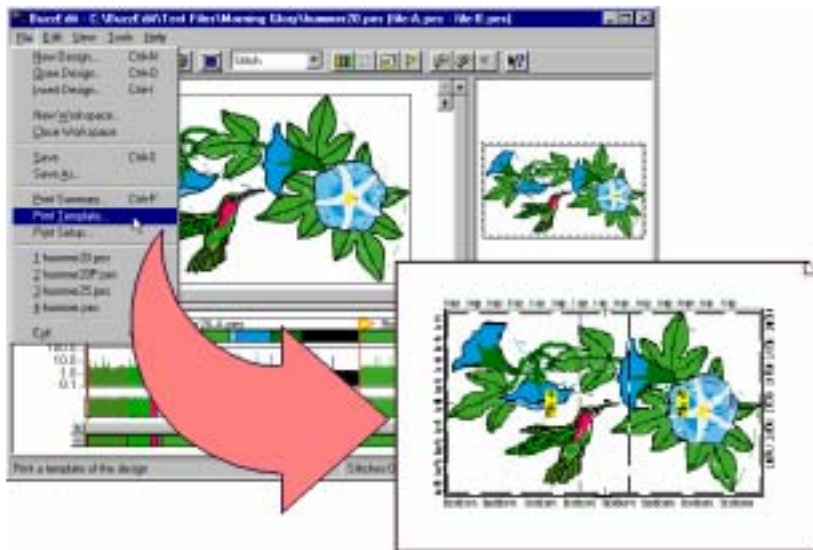


For oversized designs, you will select stitches based on their position in space and drag them in time into the correct hoop section.

A certain amount of skill is needed for this task. However, once you are comfortable with dragging stitches along the Stitches-in-Time™ graphs and understand the graphs' unique snap characteristics, you should find the process straightforward. In most cases, creating

and/or laying out a multiple-hoop design with BuzzEdit™ takes less time than it would take you to lay out and sew your design without it.

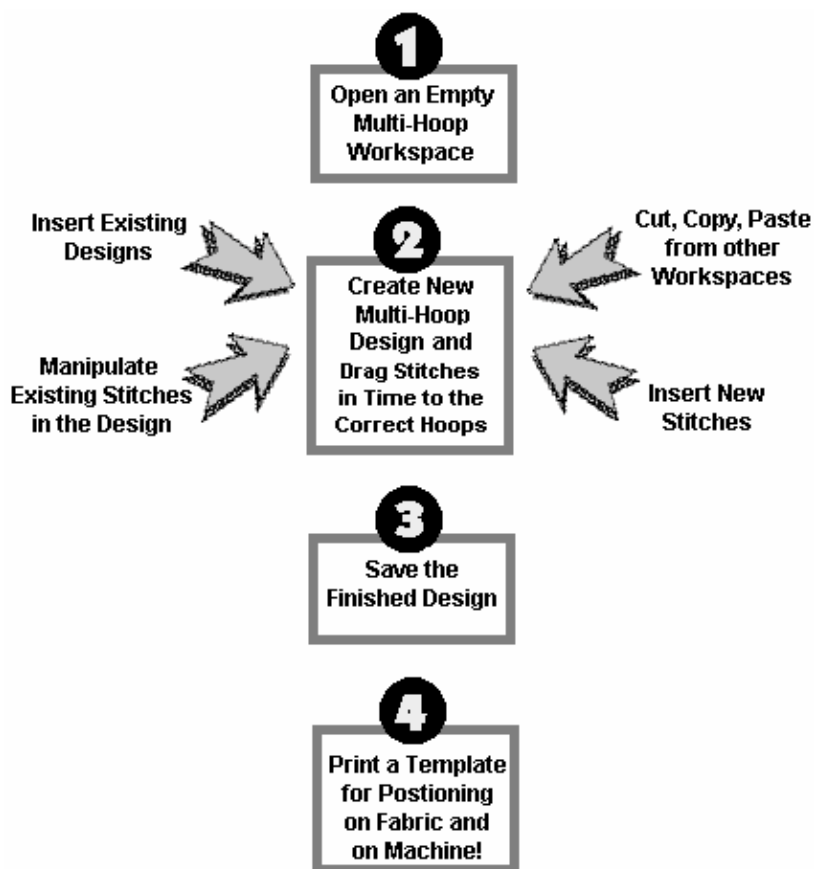
You control what hoop you want a portion of your design to stitch in, and BuzzEdit™ takes care of locking the design in the hoop area. In addition, BuzzEdit™ rotates each design section as required to sew correctly in the multi-hoop so that you do not have to rotate design sections at the embroidery machine.



A printed template helps you position your design on the fabric and at the sewing machine.

BuzzEdit™ also lets you print a template to help you in positioning your design on your fabric. The template can be used for marking the center of each hoop section for any final positioning that may be required at the embroidery machine.

the basic steps required to
create a multi-hoop design.

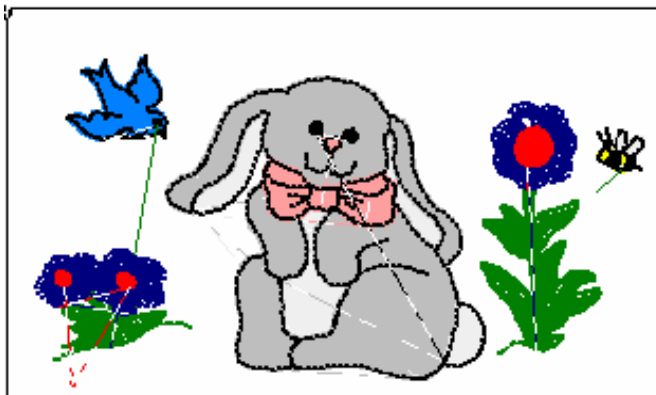


Creating Multiple-Hoop Designs

Creating and sewing multiple-hoop designs is not easy and should probably not be attempted by a novice. However, at some point, every embroiderer will want to be able to create a larger design than his or her default hoop allows. At this point the effort involved in creating and sewing a multiple-hoop design will be worth the effort. Fortunately, BuzzEdit™ makes creating multi-hoop designs easier and even tries to protect the embroiderer from problems such as multi-hoops with reduced-size hoop sections.

When you create a multiple-hoop design, you need to make sure that the stitches of the design are correctly placed. You will use the Stitches-in-Space window to lay out your design, and you will use the Stitches-in-Time™ window to place the stitches in the correct hoop sections.

There are two basic strategies for creating a multiple-hoop design in BuzzEdit™. One strategy is to create a multiple-hoop design by merging smaller designs and/or elements from other designs together. The other strategy is to create a multiple-hoop design by subdividing a larger design into hoop-sized sections. Although we will discuss each of these strategies in turn, a specific multiple-hoop design may need to use both of these techniques.



This multi-hoop design was made by inserting designs and pasting in other design's elements.

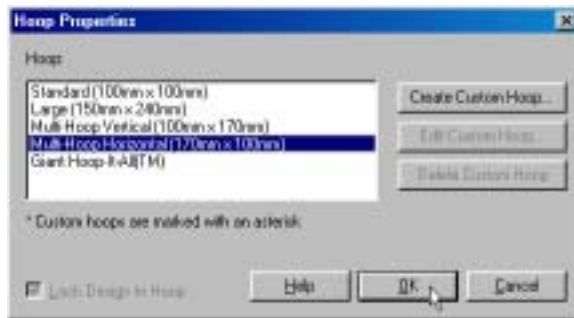
Getting Ready

Although it is certainly not required, it is often best to start with a new empty design. This is especially true if you are inserting designs and/or pasting in other design elements.



On the *BuzzEdit™ Welcome* dialog box, choose **Start a New Design** and then choose the file type for your new design from the *Choose File Type* dialog box.

When your empty workspace opens, change the hoop of the design to the multi-hoop of your choice (choose **View > Hoop Properties**). The *Hoop Properties* dialog box opens.

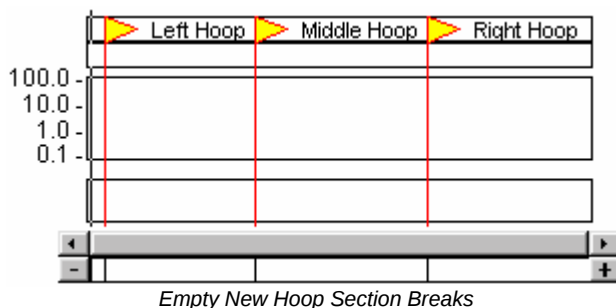


A multi-hoop is selected from the list of available hoops.

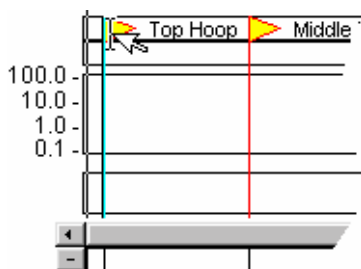
Select one of the built-in multiple-hoop types or create your own regular grid of hoops (Click the **CREATE CUSTOM HOOP...** button and then set the custom hoop characteristics).

Multi-Hoop Section Breaks

When you choose a multi-hoop from the *Hoop Properties* dialog, BuzzEdit™ displays a Multiple-Section bar and inserts a series of **new hoop section breaks** into it. You then use the Multiple-Section bar to assign stitches to the appropriate multi-hoop sections.



The stitches in each hoop section will later be sewn at the designated physical hoop position. For most file types, BuzzEdit™ will save each hoop section into a separate design file. When the design is saved, BuzzEdit™ will automatically move and/or rotate each hoop section so that it will sew correctly in the designated hoop.



*Stitch cursor is placed
at the Top Hoop section flag...*



*...and the associated hoop area is
highlighted in the Space window.*

Click on a Section Break flag to place the stitch cursor at the new hoop section break. The particular hoop position will be highlighted in the Stitches-in-Space window. Hoop positions will also be highlighted when you drag a selection of stitches horizontally along the Stitches-in-Time™ window. This makes it easy to locate a specific hoop section when dragging and dropping stitches.

 **Note:** If you are editing a design and change its hoop type to one of the multi-hoop types (choose View > Hoop Properties...), the hoop section breaks are placed after all of the design's stitches, and none of those stitches are assigned to hoop sections. As you work on the multi-hoop design, you will need to select stitches and drop them into the appropriate hoop sections in the Stitches-in-Time™ window.

Build a Multiple-Hoop Design by Merging Smaller Designs or Elements

Often you will build a large multi-hoop design by combining smaller pre-existing designs or design elements to create a larger scene or collage of designs. When you create a multi-hoop design in this manner, you usually have an idea where you are going to place elements visually. Thus, you can usually identify the hoop section to which an element belongs to *prior* to inserting or pasting it.

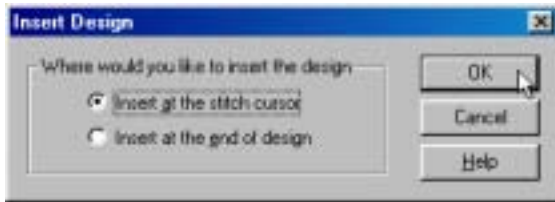
Therefore, you should position your stitch cursor within the correct hoop section in the Time window **before** you insert the design or paste the stitches from the BuzzEdit™ clipboard. This places design elements correctly in Time. Once they have been inserted or pasted, you can drag the stitches within the Stitches-in-Space window until positioned where you want them in the appropriate hoop section.

Find the Appropriate Hoop

Use the arrow keys or the mouse to move the stitch cursor into the various hoops in the Stitches-in-Time™ window. Look at the positions of the hoops in the Stitches-in-Space window, and decide which hoop position you want to use for your design element.

Insert an Existing Design

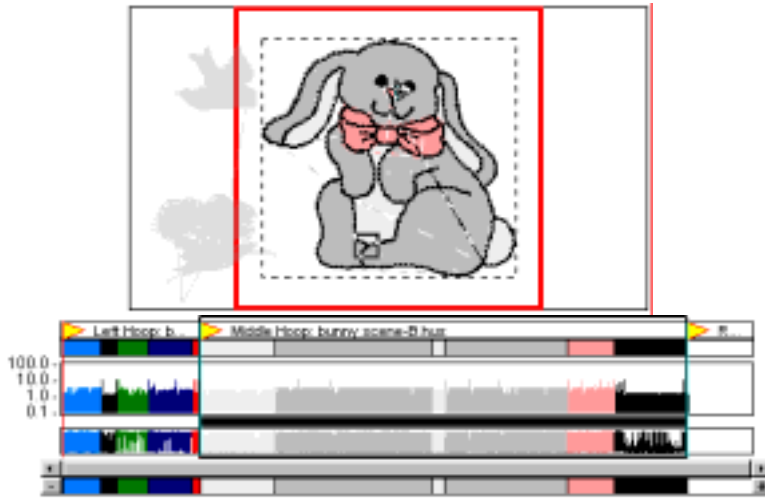
With the stitch cursor correctly positioned in the hoop section of your choice, choose **File > Insert Design**. This brings up the *Insert Design* dialog box. Navigate to the design of your choice and click . A dialog box asks you where to insert the design.



You can insert a design at the end of the current design or at the stitch cursor.

In this example, you should choose the *Insert at the Stitch Cursor* option.

The stitches are added to the design in the correct hoop location in the Stitches-in-Time™ display and are positioned in the current hoop of Stitches-in-Space display.



Bunny.pcs is inserted into the center hoop of this HUS multi-hoop design.

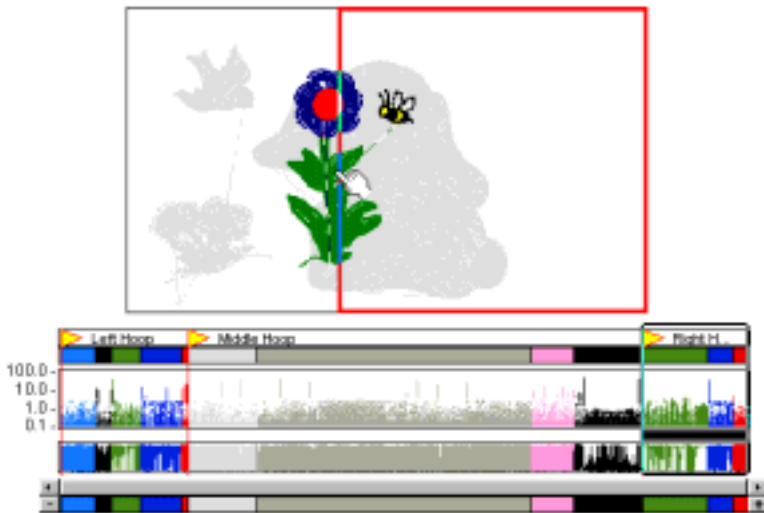
If you would like to move the stitches from this position, select the Lasso/Move tool if it is not already active. Then drag the selected stitches in the Space window until they are in the desired location. However, be sure to keep the stitches within the highlighted hoop.

If you later move them spatially into a new hoop boundary, you will also have to drag the stitches to the appropriate hoop in time. This is very easy to do as the stitches are still selected.

Paste a Design Element

Use the **Open > New Workspace** command to open additional **BuzzEdit™ workspaces** in order to copy and paste selections from one design to another. You can then build the multiple-hoop design by copying runs of stitches from designs in other BuzzEdit™ workspaces. With the stitch cursor correctly positioned in the hoop section of your choice, choose **Edit > Paste**. This will paste the contents of the BuzzEdit™ clipboard into the active design.

Pasted stitches are always inserted following the stitch cursor and they are also always pasted to the same spatial location from which they were cut or copied from. If you want to move them from this position, select the Lasso/Move tool if it is not already active and drag the selected stitches within the Space window until they are in the desired location. Or you can center the stitches in the current hoop by choosing **Tools > Center Both**.

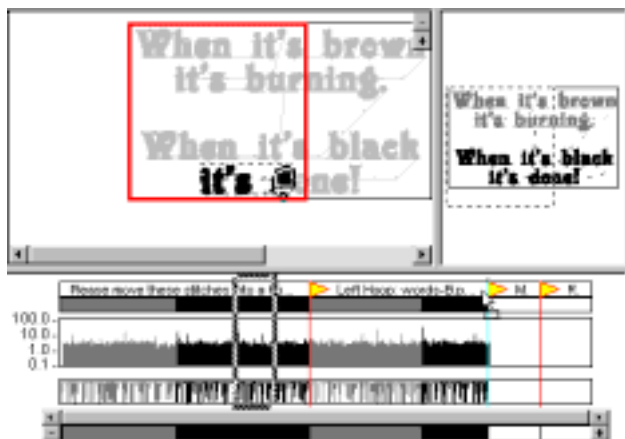


The pasted stitches are being dragged in space to the desired location in the correct hoop section.

Create a Multiple-Hoop Design by Subdividing an Oversized Design into Hoop Sections

Let's say you have an oversized design that was created for a different embroidery machine whose embroidery field is larger than

the area supported by your machine. Often these designs may be subdivided into hoop sections that fit into standard multi-hoop boundaries.



You will select stitches in space and drag them in time until they are in the correct hoop location.

First, open the oversized design in BuzzEdit™. Often you will need to convert the design at this point to match the file type required by your embroidery machine. To do this, choose Tools > Convert Design... Now pick the appropriate multiple-hoop type (View > Hoop Properties...). The hoop Section Break flags will be appended to the stitches in the design.

Find the Appropriate Hoop

Use the arrow keys or the mouse to move the stitch cursor into the various hoops in the Stitches-in-Time™ window. Look at the positions of the hoops in the Stitches-in-Space window and decide which hoop position to work on first.

With that hoop position highlighted in the Stitches-in-Space window, use the Lasso tool to select stitches that fit within the boundaries of the hoop. You may want to refine your selection as required.

You have now selected the stitches in space that are within the hoop boundary, but these stitches will probably not be in the correct hoop section in the Stitches-in-Time™ display. Therefore, you must drag the selected stitches along the Stitches-in-Time™ graphs.

The hoop section frames will be highlighted in the Stitches-in-Space window as you drag. Once the stitches are located in the appropriate hoop section, drop them into place. You may need to perform this operation several times for each hoop section because the Lasso may not select all layers of the design at the same time.

 **Note:** The Lasso tool selects the largest contiguous run of stitches that lie within the lasso border. This selection is not necessarily the stitches that need to be sewn first. Try to identify which stitches are sewn earliest prior to moving them into the hoop sections. Choose Edit > Lasso > Select Next Lassoed command to cycle through the possibilities. Alternatively, you can drop them into the correct sewing order as you move them into hoop sections but this method is more prone to errors.

Check the Design

Run the Sew Simulator (Tools > Sew Simulator...) before you stitch your design. Using this tool, you can often identify problems with a multiple-hoop design before you invest the time to sew it.

Managing Hoop Sections



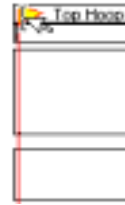
Each hoop section is composed of a Section Break flag followed by its stitches. When you define a multi-hoop design, BuzzEdit™ always inserts one Section Break flag for each hoop position. By manipulating the Section Break flags, you can create a design with any number of hoop sections and have them sew in any order you wish.

For example, let's say you are using the PES vertical multi-hoop. By default, BuzzEdit™ creates top, middle and bottom hoop sections, in that order. You may want a design that sews a middle hoop section, a bottom hoop section and second middle hoop section. You can do this by using the following methods:

Delete Section Breaks

You can remove unwanted section breaks from your design.

Click once on the Section Break flag to select it. The stitch cursor is correctly positioned when the staff of the Section Break flag changes color...



Click on the Section Break flag to select it.

...**and** the section break type is displayed on the main toolbar.



The section type is shown on the main toolbar.

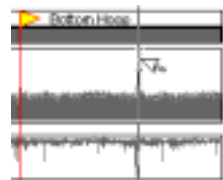
To delete the section break choose Edit > Delete or just press the delete key on your keyboard.

If you delete a Section Break flag from a section that contains stitches, those stitches are not deleted but merge with the previous section.

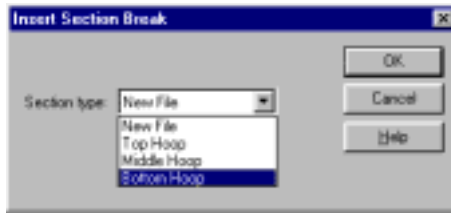
Add New Hoop Sections

You might want to add a second section of a particular hoop position or replace a hoop section that you have previously deleted.

With the stitch cursor correctly positioned in the Time window, choose **Tools > Insert Section Break** (or use the Insert Section Break toolbar button). This action brings up the *Insert Section Break* dialog box.



Stitch Cursor in position ready for new section break.



Use to insert a section break into your design.

Choose the correct hoop location from the Section Type dropdown and click **OK**.

Change Hoop Positions

You can change the hoop position for a specific section break in your design.

Click on the Section Break flag to select it. The stitch cursor is correctly positioned when the section break type is displayed on the main toolbar and the staff of the Section Break flag changes color.

To change the hoop position, choose a new position from the dropdown list located on the main toolbar.

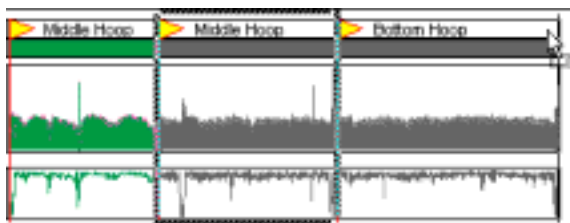


Choose a new hoop position from the dropdown list.

Re-order Hoop Sections



If you wish to change the sewing order of a hoop section, you must first select all of the stitches in a section by double-clicking between Section Break flags. You can click directly on top of the descriptive text. In order to include the Section Break flag, hold down the Ctrl key and press the left arrow one time. The selection is expanded one space to the left. Your selection includes the Section Break flag when the selection indicator on the Time display crosses a Section Break flag. You may have to zoom in the time display to confirm your selection.



Drag and drop entire hoop sections.

When you drag and drop this selection, you will change the sewing order of the design file for that hoop section.

Opening Multiple-Hoop Designs from Other Sources

If you have a multiple-hoop design created by a program other than BuzzEdit™, you can read the design into BuzzEdit™ by checking the *Multiple-file Design* checkbox in the *Open Design* dialog box. (Not required for version 2.5 or greater PES multiple-hoop designs, which can be opened directly.)



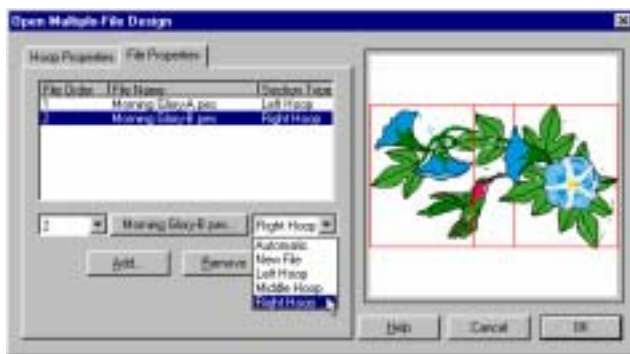
Multiple-hoop design created by other programs can be read into BuzzEdit™

Click **OPEN** and the *Open Multiple-File Design* dialog box displays.



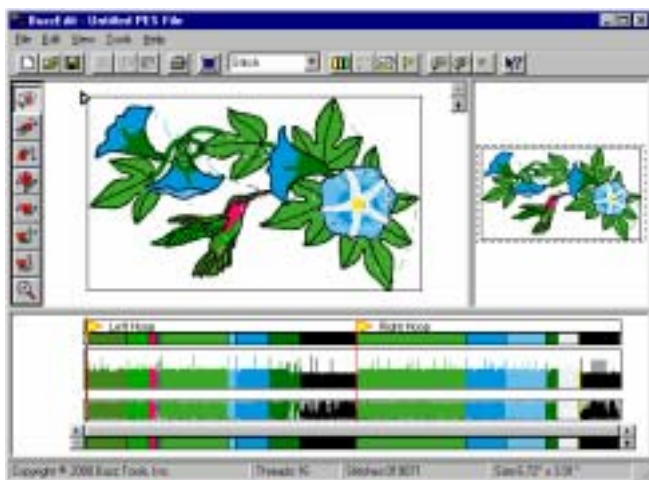
Set the correct hoop for the design.,

When the dialog box opens, the **Hoop Properties** settings are displayed. You then need to set the correct hoop for your multiple file design. As you select various hoops, the preview area of the dialog box is updated with the correct hoop layout. When you are finished setting the hoop, click on the **File Properties** tab to display the File Properties settings.



Set the sewing order and position of the design files.

Use this dialog box to add files to your multi-hoop design, change the sewing order of the files, and change the hoop positions of the files. The preview area is updated as you make your changes. When you are finished, click **OK**.



Your design opens in BuzzEdit™ and it is positioned as expected.

Your design opens, and your design is positioned just as expected. When you open a multiple-hoop design in this manner, you are not required to move any stitches in the Stitches-in-Time™ or Stitches-in-Space windows. Since the design was already set up for the multiple-position hoop, BuzzEdit™ just needed to know where to put each section of the design. Notice that the Stitches-in-Time™ window displays a Section Break flag at the start of each new hoop section.

If you click on the Section Break flag for one of these sections, the Stitches-in-Space window highlights the hoop indicator for the section.

You can check that the stitches are correctly positioned in their hoops by double-clicking between Section Break flags. You can click directly on top of the descriptive text. This causes two things to happen.



The stitches in the left hoop are selected.

First, all of the stitches in the section are selected and displayed in color in the Stitches-in-Space window. Stitches that are not selected will fade to the ghost color. Second, the hoop indicator for your selection is highlighted in red in the Stitches-in-Space window. This allows you to quickly check that all of the stitches in the particular hoop section fall correctly within the boundaries of the hoop in the Stitches-in-Space window. This is important because most embroidery file formats will not allow you to save or sew your design unless these stitches are correctly positioned. Fortunately, BuzzEdit™ saves your stitch information in a BuzzEdit™ manager file if you need to stop editing your design before all of the design sections are placed correctly in a hoop. See page 60 for more details about the BuzzEdit™ manager file.

Multiple-Hoop Printouts



The template is printed in actual size and may need to be taped together.

From BuzzEdit™ you can print a template of your design using the **File > Print Template** command. The template is printed in actual size. It may span several pages in which case you will need to tape the pages together.

The template is used for positioning the complete design on your fabric and for marking the center needle point of each design section. This center needle point is used for any final positioning that may be required at the sewing machine.

In addition, you can print a work list for the full design using the **File > Print Summary** command. This printout lists the order in which your design must be sewn and the position of the hoop for each section.



The summary printout lists the design order and the hoop position for each section.

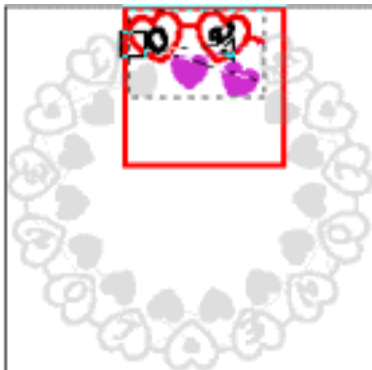
⚡ **Note:** Normally, BuzzEdit™ will only print hoop sections that contain stitches. To print an empty template that shows all available hoop sections, create an empty design for the multiple-position hoop of your choice. Then choose File > Print Template.

Tips for Better Multiple-Hoop Designs

These tips have been included to help you produce high quality designs in your multi-hoops.

While Editing

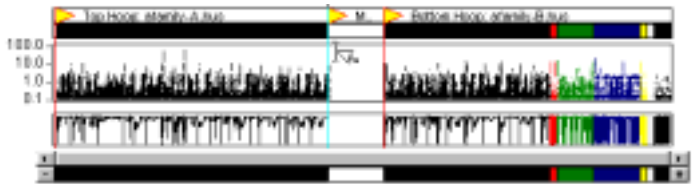
- 1 Often your designs will sew better if you **leave a small margin around sections** and avoid having your design sections touch the edges of the hoop section. Therefore, do not overfill the design areas if you can avoid it. When BuzzEdit™ locks your designs within a hoop segment for you, it only locks the design as much as is required to prevent the automatic centering at the embroidery machine.



This design section will not have any room to fine tune placement because it is too close to the edges of the hoop section.

In this example, the design section is very close to the edges of the hoop section. Once BuzzEdit™ locks this design to prevent centering, there is little or no space in which to fine-tune the design placement at the embroidery machine.

- 2 Whenever possible, ***position the stitches of design elements into the correct hoop locations when you create them*** or when you import them rather than waiting until the entire design is created. It is often easier to select and grab design elements when the design is uncluttered.



Pasted or inserted stitches are placed at the stitch cursor.

- 3 ***Do not use the Color Sort command on your design until you have finished moving*** all of the design's stitches into the appropriate hoops. If you sort prior to that, you may find it difficult to select the design elements that you desire.



When you are ready, the Color Sort command may be used to reduce the number of thread changes in each section of the multiple hoop. The Color Sort command does not cross hoop boundaries and can be used safely on multiple-hoop designs.

Before You Sew

- 1 Be sure you have ***read all directions that come with your multiple-position hoop frame*** and follow them closely. Many hoops require special procedures to be followed in order to obtain satisfactory results.

For example, some embroidery machines such as the Pfaff require that your multiple-position hoop frame be removed from your embroidery machine before selecting the pattern to sew.



Read and follow all directions that came with your multi-hoop.

- 2 For Giant Hoop-it-All™ designs, ***purchase and use the Giant Hoop-it-All™ extension table*** appropriate for your embroidery machine. This ensures that your hoop can move freely and easily during the embroidery process.



The Viking 1+ shown with the Giant Hoop-it-All™ table.

Make sure that your extension table is absolutely flat and is not resting on any other items such as electric cords or fabric scraps that can change its angle. Any change in the angle of the table may cause your Giant Hoop-it-All™ frame to catch and could ruin your embroidery. You need to check this every time you sew!

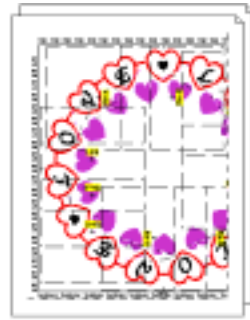
- 3 ***Be sure you have adequate clearance on all sides*** of the embroidery machine to allow for the free and easy movement of the hoop frame during embroidery.

Ready to Sew

- 1 ***Print out a sewing summary*** (File > Print Summary). You will use this later as a work list for sewing out your design.

- 2 Print out a sewing template**
(File > Print Template) **and use it to position your design onto your fabric.**

Once the template is positioned in the correct location on your fabric, mark the center location of the hoop onto your fabric using a water soluble fabric marker or other appropriate, temporary fabric-marking pen. If you are using the Giant Hoop-it-All™, you may also want to mark the outer perimeter of the hoop as provided on the BuzzEdit™ template.



Use the printed template for fabric and machine positioning.

Do not mark your starting needle positions at this time. Wait until your fabric is set in the embroidery hoop. These starting locations must be very accurate in order for your design to sew correctly.

- 3** In step 5, after you have mounted your fabric in the hoop, you are going to mark the starting needle position of each design area. On the BuzzEdit™ template, each starting location is marked with a small cross hair. When you mark your fabric, you need a hole in the center of each crosshair for the tip of the fabric-marking pen.

Remove the template from your fabric and place it onto a sewing mat or other similar cutting surface. Using an eyelet punch, punch a small hole in the center of each of these cross hairs.



An eyelet punch

- 4 Follow the manufacturer's recommendations when setting your fabric into the hoop frame. Check that the fabric is secure and correctly positioned in the hoop frame.** Since you will be sewing multiple design pieces that combine into one large design, you will not be able to adjust the overall design's position as it is stitched out in the hoop. Therefore, you need to

make any adjustments prior to stitching by correctly positioning the fabric in the hoop frame.

- 5 Once your fabric is in the embroidery hoop frame, carefully **position the sewing template in the embroidery hoop**, checking that the center marks of the BuzzEdit™ template match the center marks of the sewing areas on your hoop frame. You may need to locate and mark these center marks on your hoop frame manually prior to this step. On some hoop frames, this is marked on a template supplied by the hoop manufacturer. On other hoops frames, such as the Giant Hoop-it-All™, you may need to measure this center location and mark it yourself. **Tape down your template** so that it doesn't shift during the marking of your fabric,.
- 6 **Use a fabric marker of your choice and place a dot in the eyelet hole for each design section.** This is the starting needle position and is used at the sewing machine to do any final fine adjustments.



Air and water erasable marking pens are available for marking fabric.

You may now remove the template from your fabric. If desired, transfer the embroidery file extension (i.e. A, B, C, etc...) to an area adjacent to the starting location for each section so you can more quickly locate which design goes in each location.

- 7 Make sure you have a full bobbin loaded in your embroidery machine and a few **extra full bobbins** on hand just in case you need them to complete the design. You don't want to be winding bobbins during the middle of this design!



Have extra full bobbins ready.

- 8 Be sure to ***use plenty of stabilizer*** as oversized designs may pull the fabric more than smaller designs.

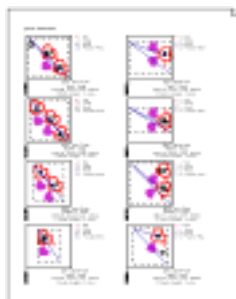
For Giant Hoop-it-All™ frames, the stabilizer is not secured in the hoop frame but rather placed loose under the embroidery hoop. This can sometimes cause the stabilizer to catch on the edge of the Giant Hoop-it-All™ extension table, which will affect the stitching of your design. To avoid this:

- ❖ Make sure that your stabilizer is cut just large enough to cover the entire bottom of the Giant hoop. You want the stabilizer to cover the entire sewing area but not get in the way of the embroidery arms movement or table edges.
- ❖ Try taping the bottom edges of the stabilizer just out of the way of the embroidery field area and the embroidery arm. It is important that you be entirely out of the sewing area so that your needle will not puncture the tape adhesive and jam your needle. If your stabilizer catches on the edges of your extension table, your embroidery will not stitch correctly.



WARNING: If you are using the Giant Hoop-it-All™ or another multi-hoop that uses a sliding mount mechanism, **be sure to screw down the slider securely!** If you do not, there is nothing to prevent the hoop from sliding out of position. Sometimes the hoop can slide to a location where the embroidery machine will sew onto the hoop frame! This will certainly ruin your design and may cause serious damage to your machine, to your hoop or even to yourself!

- 9** Using your printed work list, load the embroidery designs you are using onto your machine. Please refer to your embroidery software owner's manual for specific information on how to do this.



Use the summary printout as your work list.

- 10** Mount your embroidery hoop on the first position as shown on the template and your printed work list. If your hoop has a sliding mount, you can slide the hoop to fine-tune the vertical position. You want your needle down position (the starting center needle position of your design) to match the center hoop mark on your fabric. If you need to adjust the needle position horizontally, use the embroidery machine controls to fine-tune this position.

In addition, when you attach the hoop to your machine, notice if your hoop has any horizontal play. If it does, be sure to attach the hoop to your machine the same way each time to reduce design placement inaccuracies. When we mount our Giant Hoop-it-All™ to our embroidery machine, we always push the hoop frame toward the embroidery arm at the same time that we tighten the mounting screws. If needed for correct design placement, the hoop frame can be pulled away from the embroidery arm. The amount of play in the mounting bracket can give you up to one millimeter of adjustment. Just beware that you do not pull the front and push the back part of the hoop, or you could tilt your design slightly out of alignment.

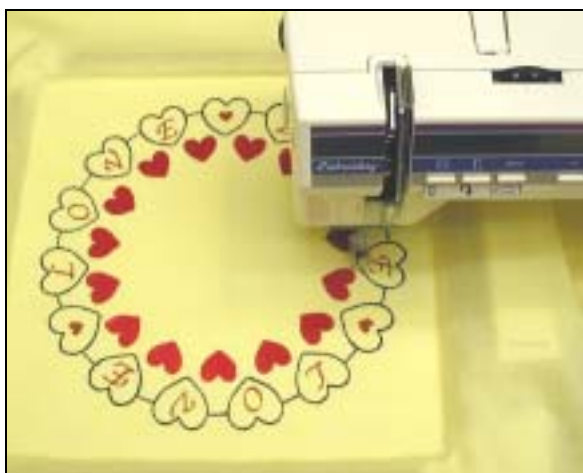


The Giant Hoop-it-All™ is being sewn in the first position.

The hoop bracket is moved and the hoop frame rotated as needed to sew the various design segments.

Here is the complete design after all twelve design segments have been sewn.

- 11** Before you stitch each segment of your design, use the test button on your embroidery machine to ensure that your hoop moves correctly in all directions and that the embroidery machine needle clears all edges of the hoop frame.



The Giant Hoop-it-All™ design is finally finished and the design sections line up perfectly!

Chapter 5 | How Do I...

The following step-by-step directions are included in this chapter to help you:

Start Editing an Existing Design	96
Start BuzzEdit™ from Buzz Tools®, Buzz-Catalog	97
Select an Entire Thread Color	99
Select a Portion of a Design	99
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Create a New Design from Part of an Existing Design ..	101
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Start Editing an Existing Design

1 Start BuzzEdit™

Double-click the BuzzEdit™ icon if it is visible on your Microsoft® Windows desktop or **choose Start > Programs > Buzz Tools > BuzzEdit** (If you installed BuzzEdit™ in a folder other than Buzz-Tools, you need to choose that folder from the Start > Programs menu).

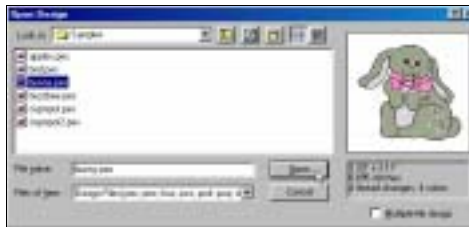
2 Choose Open an Existing Design



BuzzEdit™ Welcome dialog box gives you several options when opening BuzzEdit™.

When *BuzzEdit™* Welcome dialog box appears, choose Open an Existing Design.

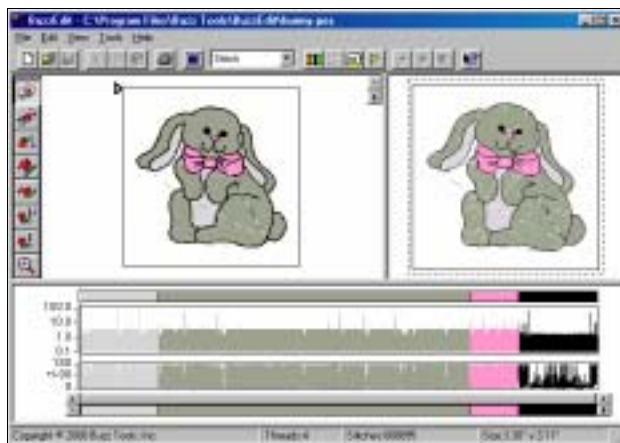
3 Open Your Design



Use to select the design to open.

The *Open Design dialog box* appears. Use this dialog box to select the design to open. Navigate to the folder of your choice. Select a design by clicking on its file name and then click **OPEN**.

4 Your design opens in BuzzEdit™.



Your Design Opens in BuzzEdit™.

Start BuzzEdit™ from Buzz Tools®, Buzz-Catalog

If you have Buzz Tools version 3.2 Plus or greater installed on your computer, you can open BuzzEdit™ directly from within Buzz-Catalog.

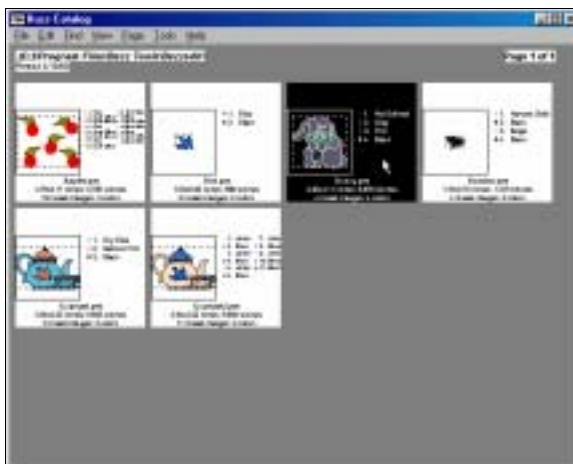
Note: If you are running an earlier version of Buzz Tools Plus, you can download the Buzz Tools Plus update from the Buzz Tools web site at www.buzztools.com

1 Start Buzz-Catalog

Use the directions located in your Buzz Tools User's Guide to start Buzz-Catalog and select the files, folders and/or zip files you want to include in your catalog.

2 Select the Design to Edit

Navigate to the design of your choice. Click on the desired design to select it. The design is shown in reverse video.



Buzz-Catalog shown with design selected.

3 Launch BuzzEdit™

Choose **Edit > BuzzEdit** (or press Ctrl + B). The design is opened into BuzzEdit™.



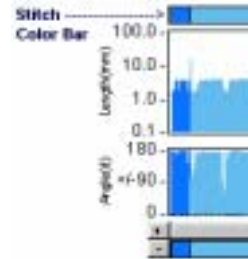
Design Opens in BuzzEdit™

4 Return to Buzz-Catalog

When you are finished making changes to your design, save the design and exit BuzzEdit™. Buzz-Catalog updates its display automatically and your changed design is displayed.

Select an Entire Thread Color

The Stitches-in-Time™ window, the window at the bottom of the BuzzEdit™ workspace, contains several graphs. The top bar is the **Stitch Color bar** that shows you the thread colors of your design in the order in which they are sewn.



To select a color, simply double-click the desired color on the **Stitch Color bar**. You now see that color block displayed in the Stitches-in-Space window (the window on the top left). The stitches that are not part of the selection are displayed in ghost color.

Select a Portion of a Design

For this example, we will be using the PCS file bunny.pcs, which is included with BuzzEdit™ as a sample.

1 Open the Design

Open the file bunny.pcs in BuzzEdit™. The default location of this file is **C:\Program Files\Buzz Tools\BuzzEdit\Samples**.

You see two pictures of the design displayed in the BuzzEdit™ workspace. The left picture is in the Stitches-in-Space window (or Space window) and the right picture is in the Stitches-in-Space Reference window (or Space Reference window). We are going to select the bunny's tail using the Lasso tool, and we are going to change it to a different color.

2 Choose the Lasso/Move Tool



Move your cursor to the buttons to the left of the Space window. Locate the Lasso/Move tool. If this button is not already depressed, click on it to activate the Lasso. Position your mouse inside the Stitches-in-Space window.



Your cursor now looks like a crosshair with little lasso.

3 Lasso the Bunny's Tail

Imagine the Lasso tool is a piece of string attached to your cursor at the location of the crosshair. When you click and hold down the primary mouse button, the string is planted at your starting point. Start at one side of the bunny's tail and move the lasso in a circle around the entire tail.



The lasso is dragged around the bunny's tail.

Release the mouse button when the border surrounds the tail. If the entire tail is not selected, simply click once anywhere outside the selection box in this window and try again. You don't have to follow the outline of the tail! Just make sure that the lasso makes a nice "fence" all the way around it. You know you have correctly selected the tail when it, and only it, is drawn in color in the Space window.

You can now change the color of the tail as described next.

Change Thread Colors

1 Make Your Selection

If you have not already done so, make your selection. You can select an entire color break or just a portion of one. See the two previous topics for step-by-step directions on selecting stitches.



A subset of a color is selected.

2 Open Color Palette



Click on the Change Thread Color button, located on the main toolbar, (or choose Tools > Change Thread Color) to open the *Choose Color* dialog box.

3 **Change Thread Colors**

Choose a new color from the palette and click **OK** (or just double-click on the color of choice).

If you selected only a portion of an existing color, this action changes only the color of the selected stitches and you will add a new color break to the design.



The Choose Color dialog box for PES design files

⚡ **Note:** If you add a new color break in the middle of an existing color, you actually end up with two new color breaks since you are splitting the first color break by inserting a new color in the middle. When you add new colors in this manner, you may want to sort the colors afterwards in order to reduce the number of thread changes.

Create a New Design from Part of an Existing Design

For this example, we will be using the PES file Cupnpot.pes, which is included with BuzzEdit™ as a sample. The default location of this file is C:\Program Files\Buzz Tools\BuzzEdit\Samples.

1 **Choose the Lasso/Move tool**



Move your cursor to the column of buttons to the left of the Stitches-in-Space window. Locate the Lasso/Move tool. If this button is not already depressed, click on it to activate the Lasso tool.



Position your mouse inside the Stitches-in-Space window. Your cursor now looks like a crosshair with little lasso.

2 Lasso the Bird

Imagine the Lasso tool is a piece of string attached to your cursor at the location of the crosshair. When you click and hold down the primary mouse button, the string is planted at your starting point. Start at one side of the bird and move the lasso in a circle around the entire bird. Release the mouse button when the border surrounds the bird. If the entire bird is not selected, simply click once anywhere outside the selection box in this window and try again.



The lasso is dragged around the bird.

You don't have to follow the outline of the bird! Just make sure that your lasso makes a nice "fence" all the way around it. You know you have correctly selected the bird when it, and only it, is drawn in color in the Space window.

3 Copy the Body of the Bird

Choose **Edit > Copy** to place a copy of the bird onto the BuzzEdit™ clipboard.

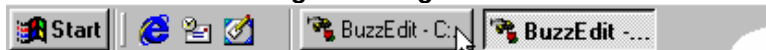
4 Open a New Workspace

Choose **File > New Workspace** to open a new BuzzEdit™ workspace. Choose **Start a New Design** and then select the file type of your choice. Your new BuzzEdit™ workspace opens.

5 Paste the Body of the Bird

In the new BuzzEdit™ workspace, choose **Edit > Paste** to paste the body of the bird into the new design. **DO NOT MOVE IT.**

6 Switch Back to the Original Design



On the Microsoft® Windows Task Bar (located at the bottom of your screen), choose the first copy of BuzzEdit™ to activate this

BuzzEdit™ workspace. The Cupnpot design is still displayed and the workspace is still in Lasso/Move mode.

7 Choose Select Next



Use the Select Next button located on the main toolbar to change the selected stitches to the next contiguous run. The bird's outline is now selected.



*After the Select Next command is used,
the bird's outline is selected.*

8 Copy the Outline of the Bird

Choose **Edit > Copy** to place a copy of the bird's outline onto the BuzzEdit™ clipboard.

9 Switch Back to New Design



On the Microsoft® Windows Task Bar, choose the second copy of BuzzEdit™ to activate the newest BuzzEdit™ workspace. The body of the bird is still displayed in its original location.

- 10 **Paste in the Outline** In the new BuzzEdit™ workspace, choose **Edit > Paste** to paste the outline of the bird into the new design. Notice that the body of the bird and its outline align correctly.



Completed Bird

Save a Design

To save your design, choose **File > Save**.

If you have created a new design, as in our previous exercise, or if you want to change the name or type of your design, choose **File > Save As**. The Save As dialog box appears. Navigate to the directory of your choice, enter a new file name, select a file type and click **SAVE**. Your design is saved. If you entered a new file type, the design is converted to the new file type, and your display is updated using the new file type's color palette.

Magnify the Stitches in the Space Window

You see two pictures of your design displayed in the BuzzEdit™ workspace. The left picture is in the Stitches-in-Space window (or Space window) and the right picture is in the Stitches-in-Space Reference window (or Space Reference window).

Option One:

To zoom in on any subset of stitches in the Space window



Move your mouse cursor into the Space Reference window. The cursor is now a magnifying glass with a '+' sign. Position the cursor so that it is in the top corner of the area you want to magnify. Hold down the primary mouse button and drag it diagonally so a box forms around the area of interest.



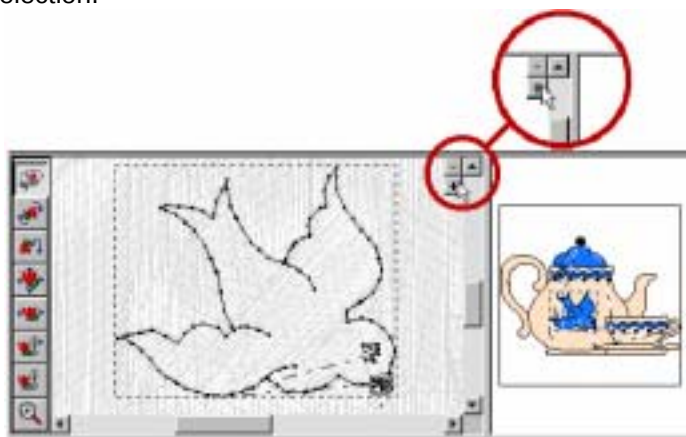
*Drag in the Stitches-in-Space Reference window
to zoom in on a portion of the design.*

Release the mouse button. The Stitches-in-Space window zooms in on this portion of the design. If you have not correctly magnified the area of interest, simply reselect the appropriate area in the Stitches-in-Space Reference window.

Option Two:

To magnify a subset of stitches that you have already selected

If you have selected stitches already, perhaps using the Lasso tool in the Space window, you can easily zoom in on the selection.



It is easy to zoom in on a selection.

Move your mouse onto the small + button on the upper right corner of the Space window. This is the Space Zoom In button. Click on this button to magnify the current selection.

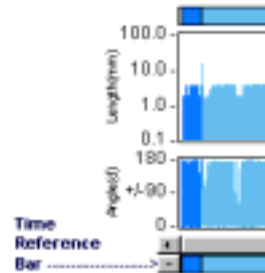
Magnify the Stitches in the Time Graphs

The Stitches-in-Time™ window (or Time window) is the window at the bottom of the BuzzEdit™ workspace. It contains several graphs. If a design contains many stitches, you may need to zoom in on a subset of stitches in the Time window in order to view and work with them.

Option One:

To zoom in on any subset of stitches in the Time window

The **Time Reference bar** at the bottom of the Time window shows you all of the thread colors of your design in the order in which they are sewn. Move your mouse onto the Time Reference bar. Position the cursor so that it is on the edge of the area you want to magnify. Hold down the primary mouse button and drag the mouse cursor left or right so that a box forms around the area of interest.



Drag along the Time Reference bar to zoom in.

Release the mouse button, and you will see that this area is now magnified in the Stitches-in-Time™ window. If you have not correctly magnified the area of interest, simply reselect the appropriate area in the Time Reference bar.

Option Two:

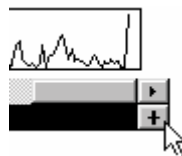
To magnify a subset of stitches that you have already selected

If you have selected stitches already, perhaps using the Lasso tool in the Stitches-in-Space window, you can easily zoom in on the Stitches-in-Time™ graphs.



Zoom in on previously selected stitches.

Move your mouse onto the small button on the extreme right of the Time Reference bar. This is the Time Zoom In button. Click the button to zoom the Stitches-in-Time™ graphs in on the current selection.



Select a Single Stitch

Sometimes when you edit a design, you will find that jumps between design elements have the wrong stitch type attributed to them. Most often, the stitch is defined as a normal “stitch” but should be set as a “jump stitch”. The following exercise shows you how to modify the stitch type set for an individual stitch.

1 Select a Needle Point

Use one of the following methods to position the stitch cursor on the needle point of your choice. You need to select the needle point directly in front of the stitch you want to select.

Option One: Using the Space Window

Magnify the desired area of the Space window so that the needle points of the design are large enough to select individually. (See directions on page 104).

You can select a single needle point in the Stitches-in-Space window by clicking on or near the needle point with the Lasso tool. If the wrong needle point is selected, use the Select Next Lassoed command (Edit > Lasso > Select next Lassoed) until the desired needle point is selected. You can also adjust which needle point is selected by using the left and right arrow keys to move forward and backward needle point by needle point. The selected needle point is the stitch cursor for the design.

Option Two: Using the Time Window

Zoom in on the desired area of the Time window so that the stitches appear as individual lines (see Zoom in the Time graphs on page 105). Position your mouse cursor in front of the stitch you wish to select and click the primary mouse button to move the stitch cursor to this location.

2 Select the Stitch

Hold down the shift key and press the left arrow once to select one stitch. If you select too many stitches, you can adjust the selection by holding down the shift key and pressing the left and right arrows.

If you have selected the stitch correctly, the design displayed in the Space window will fade to the ghost color and only one stitch will be displayed in color. Because only one needle point is included in the selection, the box indicating the first needle point is not displayed.



*A single stitch
is selected.*

Change Stitch Types

Most commonly, you will use this command to change a single, long jump stitches to the matching stitch type *Jump*.

- 1 **Select a single stitch** using one of the methods described in the previous example.

2 Change Stitch Type

On the main toolbar is a drop down combo box that displays the current stitch type. If this combo box is blank, it means the selection contains multiple stitch types. To change the stitch type of the current selection, use the drop down combo box to choose a new stitch type.



Duplicate a Selection

For this example, we will be using the Singer PSW file Bird.xxx, which is included with BuzzEdit™ as a sample. The default location of this file is **C:\Program Files\Buzz Tools\BuzzEdit\Samples**.

1 Make your selection

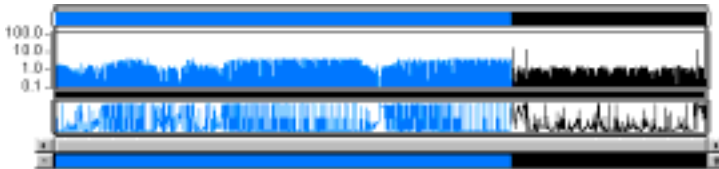
In this example, we will be duplicating the entire design. To select the entire design choose **Edit > Select All** (or press Ctrl + A). A selection indicator is drawn around the entire bird.



The bird is selected.

Alternatively, you could have selected any portion of a design using one of the methods already described in this chapter.

2 Look at the Time Window



Stitches-in-Time™ showing two color breaks

Look at the Stitches-in-Time™ window. Notice that all of the stitches in the design are selected and that there are two color breaks – Blue and Black.

3 Copy the Selection

Choose **Edit > Copy** (or press Ctrl + C). Your selection is copied onto the BuzzEdit™ clipboard.

4 Paste the Copy

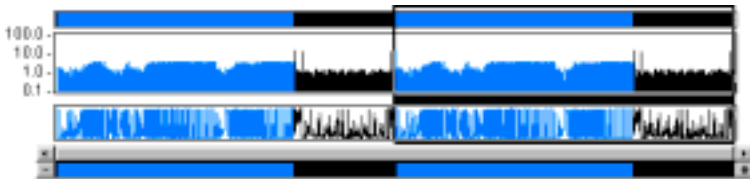
Choose **Edit > Paste** (or press Ctrl + V). Your selection is pasted into the current design. Notice that this new copy is in exactly the same location as the original (directly on top of the original selection). In order to see the new bird, you need to drag it off the original bird. If you have trouble doing this, please see **Move a Selection** immediately following.



Copy of bird is dragged off the original.

5 Notice the Time Window

Now look closely at the Stitches-in-Time™ window. Notice that there are now four color breaks for this design and that only the last two are selected. These are the stitches for the bird you just pasted. To reduce the number of thread changes this design requires, you can sort the colors using the Sort Colors command.



Stitches-in-Time™ after copy and paste shows four color breaks

Move a Selection in Space

For this example, we will be using the Janome SEW file flwrttime.sew, which is included with BuzzEdit™ as a sample. The default location of this file is:

C:\Program Files\Buzz Tools\BuzzEdit\Samples.

1 Choose the Lasso/Move tool and Make your Selection

In this example, we will move the bee portion of the design. Use the lasso tool to select the bee. This technique is described on page 99 of this chapter.



The bee is selected.

2 Choose the Lasso/Move tool



Since you used the lasso to make your selection, the Lasso/Move tool button should already be depressed. If you made your selection using the Time graphs instead, click on the Lasso/Move tool to activate it.

3 Move the Selection

Position your mouse inside the selection indicator box. Your cursor now looks like a hand with the index finger extended.

Click and hold down the primary mouse button and drag the selection to the desired location. If you watch the BuzzEdit™ status line as you are moving, you will notice that it displays the offset of the move.



The bee is dragged to its new location in space.

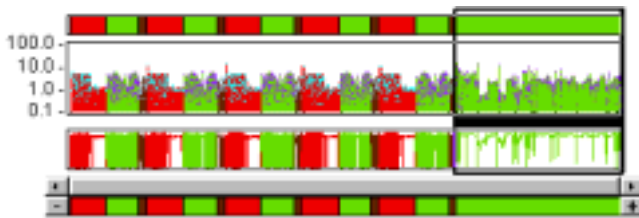
Note: In addition to using the Lasso/Move tool, you can also move your selection by choosing Tools > Move... This will bring up the *Move Selection* dialog box. Enter move values on this screen to move your selection by a specific amount. This is a useful feature when you have several design elements that you want to move by the same amount.

Move a Selection in Time

For this example, we will be using the CSD file fiveapples.csd, which is included with BuzzEdit™ as a sample. The default location of this file is **C:\Program Files\Buzz Tools\BuzzEdit\Samples**.

1 Choose the Lasso/Move tool and Make your Selection

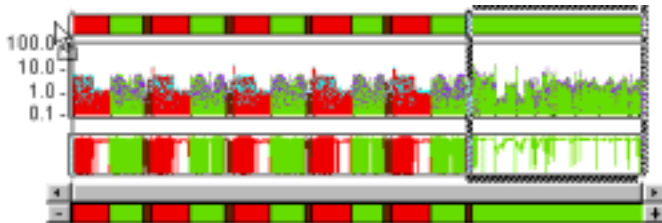
In this example, we want the text to sew first. Use the lasso tool in the Space display to select the text "5 Apples". This technique is described on page 99 of this chapter. A selection indicator is drawn around the selected stitches in the Time window.



The text is shown selected in time.

2 Drag to a New Location in Time

To grab the selection, position your mouse cursor on the Stitch Color bar inside of the selection. When your mouse cursor is correctly positioned, it will change to a pointing finger. Hold down the primary mouse button and drag the selection horizontally along the Stitch Color bar until it is just left of the Time display. This will move the selected stitches to the very beginning of the design where they will sew first.



The stitches are dragged in Time and dropped at the very beginning of the design where they will sew first.

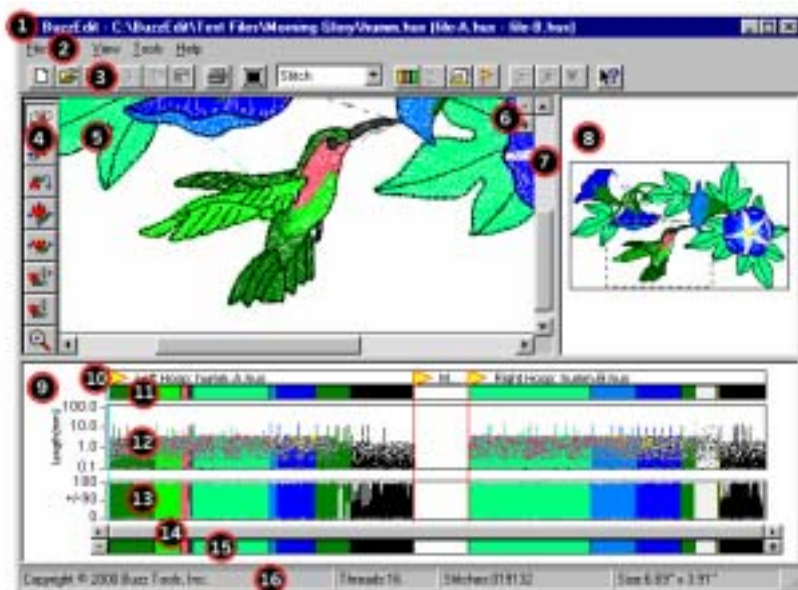
When you are re-ordering stitches in time, you can drag your selection down into any of the other graphs to take advantage of their particular features or "snap" characteristics.

Part Three:

Reference

BuzzEdit™ Workspace

Principle Parts



- | | |
|--|--|
| 1 Title Bar | 9 Stitches-in-Time™ Window
or Time Window |
| 2 Menu Bar | |
| 3 Main Toolbar | 10 Multiple-Section bar |
| 4 Space Toolbar | 11 Stitch Color Bar |
| 5 Stitches-in-Space Window
or Space Window | 12 Stitch Length Graph |
| 6 Space Zoom Buttons | 13 Stitch Angle Graph |
| 7 Space Scroll Bar | 14 Time Scroll Bar |
| 8 Stitches-in-Space Reference
Window or Space Reference | 15 Time Reference Bar |
| | 16 Status Bar |

Main Toolbar

The main toolbar is displayed across the top of the application window, below the menu bar. This toolbar provides quick mouse access to many of the commands used in BuzzEdit™. The toolbar contains the following tools:



<u>Icon</u>	<u>Icon Name</u>	<u>Description</u>
	<i>New</i>	Creates a new blank design file in the current BuzzEdit™ workspace. Same as the <i>File > New Design</i> command discussed on page 128.
	<i>Open</i>	Opens an existing design file in the current BuzzEdit™ workspace. Same as the <i>File > Open Design</i> command discussed on page 129.
	<i>Save</i>	Saves the active design to its current name and directory. If you have not named the design, BuzzEdit™ displays the Save As dialog box. Same as the <i>File > Save</i> command discussed on page 135.
	<i>Cut</i>	Removes the current selection and places it on the BuzzEdit™ clipboard. Same as the <i>Edit > Cut</i> command discussed on page 137.
	<i>Copy</i>	Copies the current selection and places it on the BuzzEdit™ clipboard. Same as the <i>Edit > Copy</i> command discussed on page 138.

	Paste	Inserts the contents of the BuzzEdit™ clipboard and places it into the current design at the stitch cursor. If the stitches being pasted are from a design of a different file type than the active design, the stitch colors will be converted to the appropriate color palette. Same as the <i>Edit > Paste</i> command discussed on page 138.
	Print Summary	Prints a summary for the active design. Same as the <i>File > Print Summary</i> command discussed on page 136.
	Change Colors	Brings up the <i>Choose Color</i> dialog box so that you can change the color of the current selection. When multiple colors are selected, the <i>Change Colors</i> icon displays multiple colors. This does NOT mean to use variegated thread. Same as the <i>Tools > Change Thread Color</i> command discussed on page 154.
	Type	Displays the stitch type or the section break type of the current selection and allows it to be changed. If multiple stitch types are selected, nothing is displayed in this field.
	Sort Colors	Sorts the stitches in the current selection by thread color. Same as the <i>Tools > Sort Colors</i> command discussed on page 154.
	Reverse Stitch Order	Reverses the stitch order of the current selection. The first stitch becomes the last stitch sewn, the second stitch becomes the second to last stitch sew, etc... Same as the <i>Tools > Reverse Stitch Order</i> command

discussed on page 155.



Sew Simulator

Brings up the *Sew Simulator* dialog box, which is used to control the sew simulator. Same as the *Tools > Sew Simulator* command discussed on page 156.



Insert Section Break

Inserts a section break at the stitch cursor. Same as *Tools > Insert Section Break* command discussed on page 156.



Select Previous

Selects the previous run of contiguous stitches. This button only becomes available after you have selected a portion of your design with the Lasso tool. Same as the *Edit > Lasso > Select Previous Lassoed* command discussed on page 139.



Select Next

Selects the next run of contiguous stitches. This button only becomes available after you have selected a portion of your design with the Lasso tool. Same as the *Edit > Lasso > Select Next Lassoed* command discussed on page 139.



Custom Center

Toggles the center of transformation between custom center and the center of the current selection.

The ***Rotate tool***, ***Flip tool***, ***Resize tool***, and ***Stretch tool*** all have a center about which the selection is transformed. By default, the center is located at the center of the current selection. You can change the center of transformation by dragging the ***center marker***, which is shown as a cross, to a new location. Use the Custom Center button to toggle the between the center of the current selection and the custom center.

Once you have set a custom center, it is remembered the next time that you use any of the aforementioned tools. This feature can be used to **transform** several selections about the same center.



*Context
Sensitive
Help*

Activates the *What's This* help system. Click on this button and then on any other part of the BuzzEdit™ screen or menus for context sensitive help. Same as the *Help > What's This?* command discussed on page 159.

Stitches-in-Space Toolbar



The Stitches-in-Space toolbar is displayed along the left side of the Stitches-in-Space window. Use this toolbar to manipulate the selected portion of your design in the **Stitches-in-Space window**. The toolbar contains the following tools:

<u>Icon</u>	<u>Icon Name</u>	<u>Description</u>
-------------	------------------	--------------------



*Lasso/
Move*

Activates the Lasso/Move tool.

Lasso tool

Use the this tool to select a run of stitches in the Space window. Position your mouse outside of any previous selections.



Your cursor will now look like a lasso with crosshair.

Hold down the mouse button and encircle the stitches you wish to select. Make sure the lasso completely surrounds the desired stitches. The lasso can usually be somewhat larger than the element you wish to select without affecting the results. BuzzEdit™ will select the longest run of contiguous stitches within the lasso.

Note: If your Space window already contains a selection, you may have to click outside of the selection to avoid moving the selection. (See Move tool on next page)



Click the **Select Next** or **Select Previous** buttons (located on the main toolbar) to select a different run of stitches contained within the boundaries of the lasso.



Move tool

Use this tool to move a selection in the Space window. Position your mouse inside the selection indicator box.



Your cursor will now look like a hand with the index finger extended.

Click and hold down the primary mouse button and drag the selection to the desired location.

To restrict movement to horizontal only:

Hold down the shift key when you drag the selection.

To restrict movement to vertical only:

Hold down the control key when you drag the selection.



Rotate

Activates the Rotate tool. A circular selection indicator with a cross at the center is displayed.

To rotate the current selection, drag the edge of the selection indicator.

By default, the center of rotation is the center of the selection. To change the center of the rotation, drag the cross to the desired location before you rotate the selection.



You can switch between the selection's center and the custom center by pressing the **Custom Center button** located on the main toolbar.

By changing the center of the rotation, you have complete control over how the selection is rotated.



Flip

Activates the Flip tool. A circular selection indicator with a cross at the center is displayed. A line running across the selection indicator represents a mirror.

To flip the current selection, click the mirror. To rotate the mirror, drag the edge of the selection indicator clockwise or counter-clockwise.

By default, the center of reflection is at the center of the selection. To change the center of the reflection, drag the cross to the desired location before you flip the selection.



You can switch between the selection's center and the custom center by pressing the **Custom Center button** located on the main toolbar.

Because you can change the mirror of the reflection and/or the center of the reflection, you have complete control over how your selection will be flipped. Experiment with these to fully appreciate these powerful features.



Resize

Activates the Resize tool. A circular selection indicator with a cross at the center is displayed.

To resize the current selection, drag the edge of the selection indicator outwards (to enlarge the selection) or inwards (to shrink the selection).

⚡ CAUTION: BuzzEdit™ does not currently change the number of stitches in the resized selection. Thus resizing a design or part of a design by more than about 10 or 20 percent can result in poor sewing. When resizing, the mouse cursor will change to an exclamation point if the percent resize exceeds 20 percent.

By default, the center of resizing is at the center of the selection. To change the center of the resizing, drag the cross to the desired location before you resize your selection.



You can switch between the selection's center and the custom center by pressing the **Custom Center button** located on the main toolbar.

Because you can change the center before you resize, you have complete control the resizing and positioning of your design.

The stitches located at the center of the resize do not move; the rest of the selection grows or shrinks away from this point. This behavior is useful if you are trying to enlarge an area of the design slightly to eliminate gaps between design segments.



Stretch

Activates the Stretch tool. A rectangular selection indicator with a cross at the center is displayed. Two opposite sides of the rectangle are drawn with dashed lines. The other two sides each have arrows attached to them.

To stretch the current selection, drag one of the dashed sides of the selection indicator outwards. To narrow the current selection, drag one of the dashed sides of the selection indicator inwards. To change the stretch angle, drag the arrows around in a circle.

⚡ CAUTION: BuzzEdit™ does not currently change the number of stitches in the resized selection. Thus resizing a design or part of a design by more than about 10 or 20 percent can result in poor sewing. When resizing, the mouse cursor will change to an exclamation point if the percent resize exceeds 20 percent.

By default, the center of the stretch is at the center of the selection. To change the center of the stretching, drag the cross to the desired location before you stretch or narrow your selection.



You can switch between the selection's center and the custom center by pressing the **Custom Center button** located on the main toolbar.

Because you can change the center and axis of stretch, you have complete control over how your selection will be stretched. The stitches located at the center of the stretch do not move; the rest of the selection grows or shrinks away from this point. This feature is useful if you are trying to stretch an area of the design slightly to eliminate gaps between design segments.



Add Stitches

Activates the Add Stitches tool. Use this tool to manually insert stitches into a design one at a time. To add a stitch, click in the Space window at the location for the next needlepoint. In Time, the stitch will be inserted after the last stitch in the current selection (the stitch cursor).



Move Stitches

Activates the Move Stitches tool. Use this tool to move a stitch or a group of stitches in the design one at a time. To move a stitch, click in the Space window on the new needle point location.

The last needle point of the current selection (the stitch cursor) will be moved. When you move a needle point, the stitch cursor advances by one stitch, thereby allowing you to progress through a group of stitches, moving each of their needle point locations in sequence.

You can also move a needle point by first selecting it and then dragging into place using the Lasso/Move tool.



Zoom

Activates the Zoom tool so that any part of the design can be magnified. When you zoom in on a portion of a design in the space window, the **Space scroll bars** appear and enable you to scroll the design.

To zoom in on your design, click the primary mouse button and drag the mouse cursor to create a rectangle surrounding the area to zoom.



Click the **Space Zoom Out button** (the button marked with a -) to fully zoom out the Stitches-in-Space window. Click the **Space Zoom In button** (the button marked with a +) to zoom the Stitches-in-Space window in on the current selection.

You can also use the **Space Reference** window to zoom in on an area of the design in the Stitches-in-Space window.

Status Bar



The status bar at the bottom of the BuzzEdit™ workspace displays the following information:

The first part of the status bar describes the actions of menu items as you use the arrow keys or mouse to navigate through menus, and describes the actions of toolbar buttons under the mouse cursor.

The second part of the status bar indicates the color of the current selection. If the selection comprises more than one color, the number of thread colors in the selection is displayed. If the cursor is position before the first stitch, the number of thread colors in the design is displayed. You can click on this portion of the status bar to bring up the *Choose Color* dialog box.

The third part of the status bar indicates the starting and ending stitch numbers of the selection. If the cursor is positioned before the first stitch, the number of stitches in the design are displayed. You can click on this portion of the status bar to bring up the *Select Stitches* dialog box.

The fourth part of the status bar indicates the dimensions of the current selection or, if the cursor is positioned before the first stitch, the dimensions of the entire design.

When using one of the tools in the **Stitches-in-Space** toolbar to move or otherwise transform the current selection, the fourth part of the status bar contains pertinent information. For example, the x and y offsets during movement, the resize percentage during resizing, and the degrees of rotation during rotation are displayed here.

BuzzEdit™ Command Reference

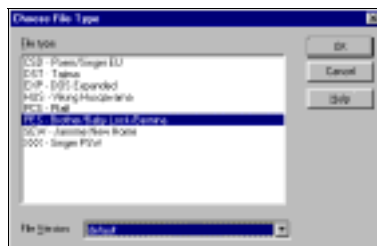
File Menu



The File Menu

File > New Design...

Brings up the *Choose File Type* dialog box.



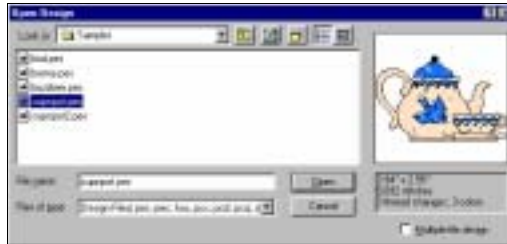
Use to select the design file type you will be creating.

This dialog box displays a list of supported file types and allows you to select the design file type you will be creating. For some file

types, you have the option of specifying what file version to use. Once selected, BuzzEdit™ displays an empty design page with the appropriate hoop and color palette for the design type you have selected.

File > Open Design...

Brings up the *Open Design* dialog box.



Use to select the design you want to open.

Navigate to the design of your choice and click **OPEN**. Your design will be loaded into BuzzEdit™ with the appropriate hoop and color palette for the design type you have selected.

MULTIPLE-FILE DESIGNS

To open a multiple-hoop design created by a program other than BuzzEdit™, check the *Multiple-file Design* checkbox in the *Open Design* dialog. (Not required for some PES multiple-hoop designs, which can be opened directly.)



Multiple-hoop design created by other programs can be read into BuzzEdit™.

Click **OPEN** and the *Open Multiple-File Design* dialog box opens.

Hoop Properties Tab

Choose the appropriate hoop for your design or click the **CREATE CUSTOM HOOP** button to create a new custom hoop. See page 142 for information on the *Custom Hoop* dialog box.



Set the correct hoop for the design.

The preview area of this window is updated as you make your changes. When you have finished setting your hoop, click the **File Properties** tab.

File Properties Tab

Use this tab to add files to your multiple-hoop design, to change the sewing order of the files, and to change the hoop positions of the files.



Set the sewing order and position of the design files.

The file list displays the files in the order that they are sewn. To change file settings, first highlight the line containing the file name. The controls below the file list are used to change the properties of the highlighted file as follows:

File Order Change the sewing order of a file by choosing a new value from the dropdown list.

File Name Change the file included by clicking on this button. The *Open Design* dialog box displays. Navigate to the design of choice and click **OK**.

Section Type Change the hoop position of the file by choosing a new hoop position from the dropdown list. The design section is moved and possibly rotated into the selected hoop position. Use the preview window to help select the appropriate hoop positions.

ADD... Adds a file to the current multiple-file design. The file is added to the end of the file list and is placed in the next available hoop position.

REMOVE Removes the highlighted file from the current multiple-file design.

The preview area of this window is updated as you make your changes. When you have finished, click **OK**.

File > Insert Design...

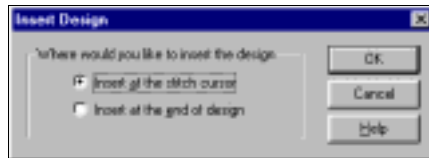
Brings up the *Insert Design* dialog box.



Use to select the design you want to insert.

Navigate to the design of choice and click **OPEN**. The design will be inserted into your existing workspace.

If your design already contains stitches, a second *Insert Design* dialog box displays.



Use to tell BuzzEdit™ where to insert the design

Choose one of the following options:

Insert at the stitch cursor: Inserts the design following the next stitch on the Stitches-in-Time™ window. This is handy when you are working on a multiple-hoop design and want to insert your design into a specific hoop section.

Insert at the end of the design: Inserts the design at the end of the design. This results in the design being inserted into the last hoop or file section of the current design.

If the design being inserted is of a different file type than the design in the workspace, the colors of the inserted design are converted to the appropriate color palette.

File > New Workspace...

Brings up the *New Workspace* dialog box.



The New Workspace dialog box gives you several options when opening BuzzEdit™.

Choose from the following options:



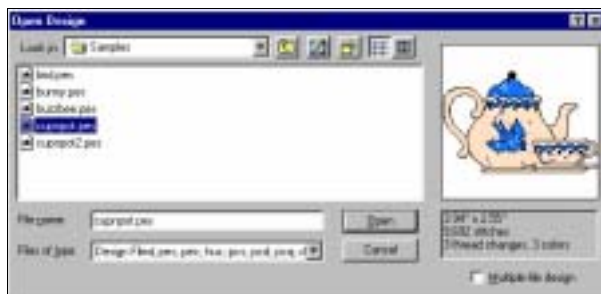
Open: Recently used designs are listed in a drop down combo box.



Choose the file you want to open and click on the icon.



Open an Existing Design: Brings up the *Open Design* dialog box.



Use to select the design you want to open.

Navigate to the design of choice and click **OPEN**. Your design will be opened into a new BuzzEdit™ workspace

File > Save

Saves the current design using the same file name and directory that are displayed in the title bar. If you have not yet named the design, BuzzEdit™ displays the Save As dialog box [see next topic].

File > Save As

Saves the current design to a new directory, a new file name, and/or a new design file type.



Use to save the current design to a new directory, file name or file type.

Choose a new file type by using the dropdown *Save as Type* field or by typing a new file extension in the *File name* field. The current design is converted to the new type and the design displayed on the screen is updated with the new color palette and hoop.

Note: When editing a design, it is always a good idea to save the changed design under a new name. This ensures that you always have your original design to fall back on in case your changes do not meet your expectations.

File > Print Summary...

Prints the current design in a reduced size and includes design information. If the design contains multiple files, a summary of each design file is printed in the order in which it should be sewn. Use this information as a guide when sewing your design.

File > Print Template...

Prints the current design in actual size for use as a template. The center of each design section is marked with a cross. The name of the design file for the section is printed under each cross.

You can print a template for an empty design. The printout will display rectangles and center marks for each hoop section.

File > Print Setup

Allows you to change the paper type, margins and/or orientation of your printouts.

File > Recent Files List

This provides quick access to the last four designs edited. Choose a design from this list to close your current design and to open the new one. If the current design has unsaved changes, you will be asked if you want to save those changes before the new design is opened.

File > Exit

Exits the program and closes all workspaces.

Edit Menu

<u>U</u> ndo	Ctrl+Z
<u>R</u> edo	Ctrl+Y
C <u>u</u> t	Ctrl+X
<u>C</u> opy	Ctrl+C
<u>P</u> aste	Ctrl+V
<u>D</u> elete	Del
Select <u>A</u> ll	Ctrl+A
Select <u>N</u> one	ESC
<u>S</u> elect Stitches...	
<u>L</u> asso	▶

The Edit Menu

Edit > Undo

The Undo command reverses the last edit operation made to the active design. For example, if you have mistakenly deleted a section of a design, this function will make it reappear. The undo command can undo up to five operations.

Edit > Redo

The Redo command allows you to put back editing changes, if you have used Undo to reverse an editing operation.

Edit > Cut

The Cut command sends the selection to the BuzzEdit™ clipboard and deletes the selection from the design. The Cut command is only available when the active design contains a selection.

Edit > Copy

The Copy command sends the current selection to the BuzzEdit™ Clipboard without affecting the design. The Copy command is only available when the active design contains a selection.

Edit > Paste

The Paste command retrieves the contents of the BuzzEdit™ Clipboard and pastes it into the current design following the stitch cursor. If the stitches being pasted are from a design of a different file type than the current design, the stitch colors are converted to the appropriate color palette.

Edit > Delete

The Delete command deletes the selected stitches from the design in the active workspace. The Delete command is only available when the active design contains a selection.

Edit > Select All

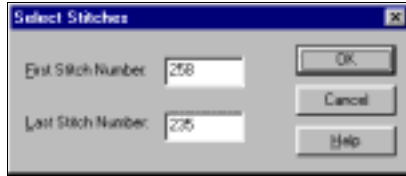
The Select command selects all of the stitches in the active workspace.

Edit > Select None

The Select None command deselects all of the stitches in the active workspace.

Edit > Select Stitches

The Select Stitches command displays the *Select Stitches* dialog box.



Use to select stitches by their numeric location

Enter the first and last stitch numbers and click **OK** to make the selection.

Edit > Lasso

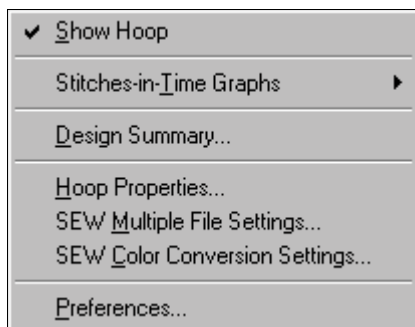
Select Next Lassoed

This command becomes available after you have selected a portion of your design with the Lasso tool. Use this command to select the next run of contiguous stitches that fall within the lasso.

Select Previous Lassoed

This command becomes available after you have selected a portion of your design with the Lasso tool. Use this command to select the previous run of contiguous stitches that fall within the lasso.

View Menu



The View Menu

View > Show Hoop

The Show Hoop command toggles the display of the design hoop.

View > Stitches-in-Time™ Graphs

Show Stitch Color bar

Toggles the display of the Stitch Color bar.

Show Stitch Length Graph

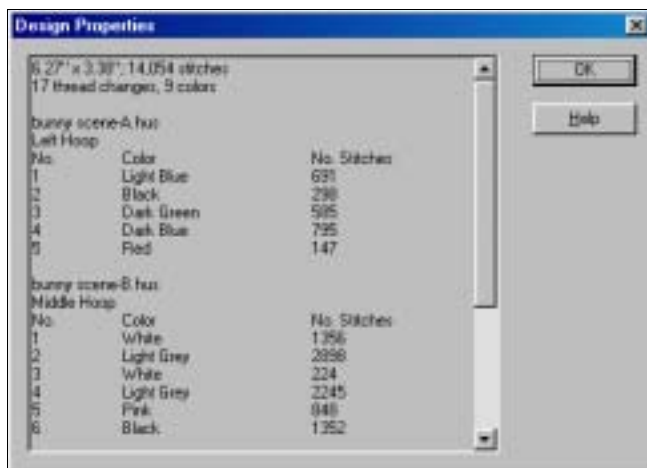
Toggles the display of the Stitch Length graph.

Show Stitch Angle Graph

Toggles the display of the Stitch Angle graph.

View > Design Information...

The Design Information command displays the *Designs Information* dialog box where detailed information is given about the current design.

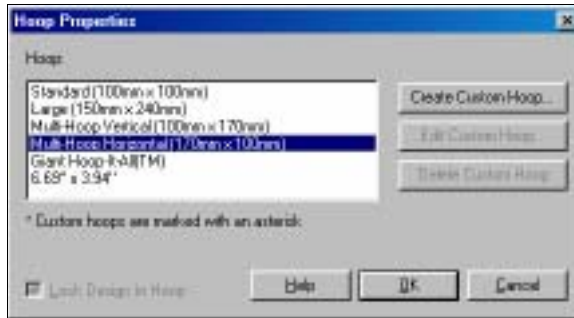


Displays detailed information about the current design.

The information contained in the *Design Properties* dialog box can be selected by holding down the primary mouse button and dragging the mouse cursor over the information in the scroll box. Copy the selected information to the Windows clipboard by pressing Ctrl + C. Paste the text into other programs using the Paste command of the other program (the shortcut for paste in most programs is Ctrl + V).

View > Hoop Properties...

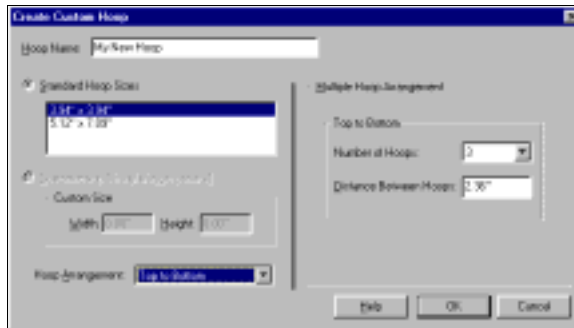
The Hoop Properties command displays the *Hoop Properties* dialog box.



Use to change the hoop of the current design

Choose a hoop from the list and click **OK** to set a new hoop.

OR Click the **CREATE CUSTOM HOOP...** button to display the *Create Custom Hoop* dialog box.



Use to create a custom hoop or a custom multi-hoop.

Hoop Name

Enter the display name for your custom hoop.

Standard Hoop Sizes

Choose one of the standard hoop sizes to use in your custom hoop

Custom Hoop Size

Set a custom hoop size in this area, if supported by your embroidery file type.

Hoop Arrangement

Sets the hoop arrangement for a multiple hoop. If the custom hoop you are creating does not match an existing hoop frame, you may need to manually hoop the finished design

Choose between:

Single Hoop

Turns off the multiple hoop features

Top to Bottom

Hoop sections are positioned one above another. Set the distance between adjacent hoop positions and the number of hoop positions in the Multiple Hoop Arrangement fields.

Left to Right

Hoop sections are positioned side by side. Set the distance between adjacent hoop positions and the number of hoop positions in the Multiple Hoop Arrangement fields.

Grid

Hoop sections are position in a checkerboard pattern. Set the distance between adjacent hoop positions and the number of hoop positions in the Multiple Hoop Arrangement fields.

Multiple-Hoop Arrangement

Number of Hoops

Specifies the number of hoops in your custom hoop arrangement.

 **Note:** If your embroidery file format does not support custom hoop sizes, BuzzEdit™ assumes you are creating a custom multi-hoop. Therefore, the number of hoops must be set to two or higher.

Distance Between Hoops

Set the distance between the hoops.

View > Multiple File Settings...

The Multiple File Settings command displays the *Multiple File Settings* dialog box where file splitting criteria can be modified.



Use to modify the file splitting criteria

These settings control whether or not a design is split into multiple parts in order to comply with design restrictions. The settings are initially set to the most common values for each design file type. If you are an advanced user, you may want to change the settings for a specific file type. You should understand the complexities of file splitting and the requirements of the file type and embroidery machine before changing these settings.

View > Color Conversion Settings...

The Color Conversion Settings command displays the *Color Conversion Settings* dialog box where you can choose from alternate color palettes.

BuzzEdit™ offers alternate color palettes for some file types. In general, you can choose between a standard palette and an extended palette that offers more color choices. You may want to use the standard palette because the software produced by the machine manufacturer may not correctly display all of the colors in the extended palette. Otherwise, you will probably want to use the extended palette in order to get more color choices.

When you paste or insert stitches, BuzzEdit™ converts colors to the current design's color palette. If the current design's file type has alternate color palettes, BuzzEdit™ needs to know which color palette to use.

Use the View > Color Conversion Settings command to specify which color palette to use when converting to the file type's color palette.



Use to set the color palette used for conversions.

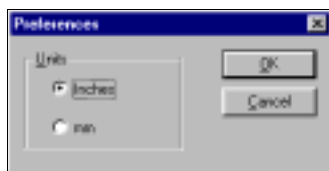
Choose between:

Use Standard Colors Only: Check this to have BuzzEdit™ use the standard color palette.

Use Best Colors: Check this to have BuzzEdit™ use the extended color palette.

View > Preferences...

The Preferences command displays the *Preferences* dialog box.



Use to set units to either inches or millimeters.

Use this dialog box to set units to either inches or millimeters. This does not affect many of the hoop names that contain dimensions measured in millimeters.

Tools Menu

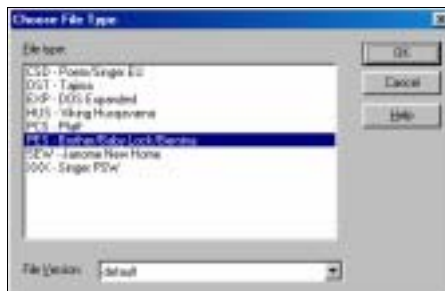


The Tools Menu

Tools > Convert Design Type...

The Convert Design Type command converts the file type of the current design to a new file type. Thread colors are converted to the new file type's palette, and the hoop type is converted to the closest hoop type of the new file type. The file name of the converted design is unspecified. You can choose a new name by saving the design.

Choose the new file type from the *Choose File Type* dialog box.



Use to select the file type and version

Click on a file type to select it. You may also select a file version from the File Version dropdown menu where applicable. If the new

file type has an alternate palette, the *Color Conversion Settings* dialog box appears to allow you to specify which color palette to use. See *View > Color Conversion Settings* on page 144 for more information on this dialog box.



Use to set the color conversion settings.

You can also convert the file type of a design by choosing File Save As and specifying the new file type in the Save As dialog box.

Tools > Center

Vertically

Centers the selection left to right in the hoop.

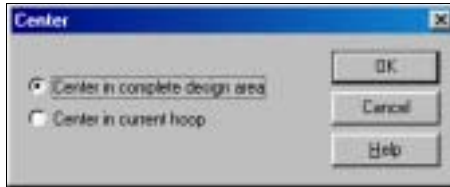
Horizontally

Centers the design top to bottom in the hoop.

Both

Centers the design left to right and top to bottom in the hoop.

All of the center commands operate on the current selection. If you do not have any stitches selected, the center commands operate on the entire design. If you use these commands on a multiple-hoop design, the *Center* dialog box opens.

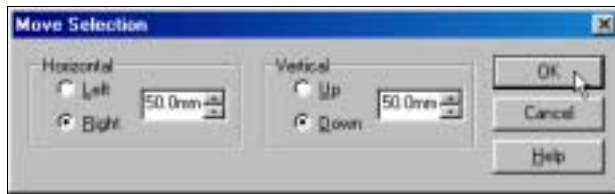


Use to specify how the selection is centered.

From this dialog box, you can tell BuzzEdit™ whether to center your selection in the complete multi-hoop design area or in the current hoop section.

Tools > Move...

The Move command displays the *Move Selection* dialog box at the bottom of your BuzzEdit™ workspace.



Use to move a selection by specific amounts.

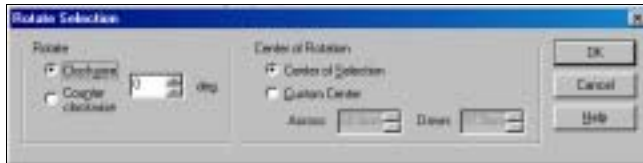
You can set the amount you want to move your selection in the areas provided.

BuzzEdit™ provides you with an auto preview feature; that is, the results of your move are displayed immediately in the Stitches-in-Space window. However, your design is not actually changed until you click **OK**.

Tools > Rotate...

The Tools Rotate command brings up the *Rotate Selection* dialog box.

This dialog box is displayed at the bottom of your BuzzEdit™ workspace.



Use to rotate a selection by specific amounts.

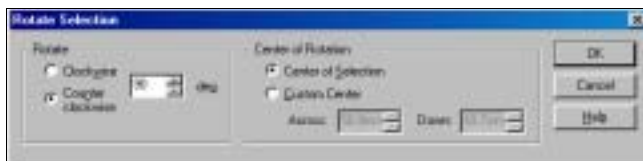
From this dialog box, you can set the degrees of rotation and whether the rotation is in the Clockwise or Counter Clockwise direction.

BuzzEdit™ provides you with an auto preview feature; that is, the results of your rotation are displayed immediately in the Stitches-in-Space window. However, your design is not actually changed until you click **OK**.



*The bird is rotated
90 degrees.*

In this example, the bird has been rotated bird 90 degrees counter clockwise and the center of the rotation as the center of the selection has been retained.

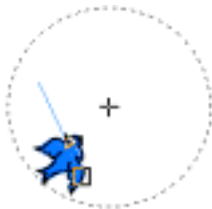


Use to rotate a selection by specific amounts.

In addition to changing the angle of rotation, BuzzEdit™ allows you to change the center of the rotation. By default, the center of

rotation is at the center of the selection. However, perhaps you want to rotate your selection away from another object or around the center of the design.

To do this type of advanced rotation, you set a custom center for your rotation. On the *Rotate Selection* dialog box, you set the Custom Center of your rotation using a numeric value. Again, the results of your rotation are shown on screen using BuzzEdit™'s auto preview feature.

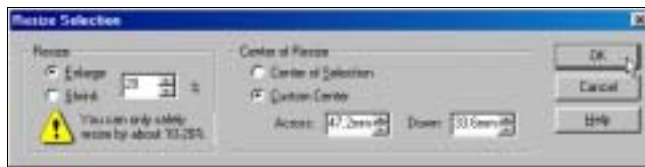


*Bird is rotated
90 degrees around a
custom center*

In this example, the bird has been rotated 90 degrees counter clockwise on a custom center.

Tools > Resize...

The Resize command brings up the *Resize Selection* dialog box. This dialog box is displayed at the bottom of your BuzzEdit™ workspace.



Use to resize a selection by specific amounts.

Set the amount to resize your selection in the area provided.

BuzzEdit™ provides you with an auto preview feature; that is, the results of your resize are displayed immediately in the Stitches-in-Space window. However, your design is not actually changed until you click **OK**.

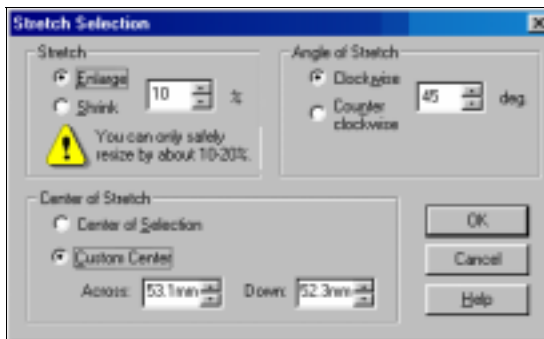


The center during a resize operation is the area of the design that will not move.

You can also change the center of your resizing. The center during a resize operation is the area of the design that does not move. You may find this useful if you are resizing a selection slightly to fill a gap in your design.

Tools > Stretch...

The Stretch command brings up the *Stretch Selection* dialog box. This dialog box is displayed at the bottom of your BuzzEdit™ workspace.



Use to stretch a selection by specific amounts.

Set the amount you want to stretch your selection in the area provided.

BuzzEdit™ provides you with an auto preview feature; that is, the results of your stretch are displayed immediately in the

Stitches-in-Space window. However, your design is not actually changed until you click **OK**.

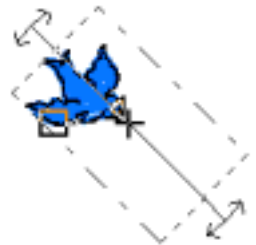


Center of stretch is set to the tip of the bird's beak.

You can also change the center of your stretch. The center during stretching is the area of the design that does not move. You may find this useful if you are stretching a selection to fill a gap in your design.

In this example, the center of the stretch has been set to the tip of the beak.

In addition, you can change the angle of the stretch. This changes the direction in which your selection is stretched. The angle of the stretch is shown by the line dividing the selection boundary. In this example, the angle of stretch is set to 45 degrees clockwise and the Stretch tool is using a custom center.



The bird is stretched using a custom center, and the mirror is set to 45 degrees.

Tools > Flip

HORIZONTAL

Horizontally flips your selection.

VERTICAL

Vertically flips your selection.

BOTH

Flips your selection both vertically and horizontally.

CUSTOM...

Brings up the *Flip Selection* dialog box.



Use to flip a selection by specific amounts.

From this dialog box, you can change the center of the mirror, which behaves in the same manner as the custom centers of the Rotate tool that we have already discussed.



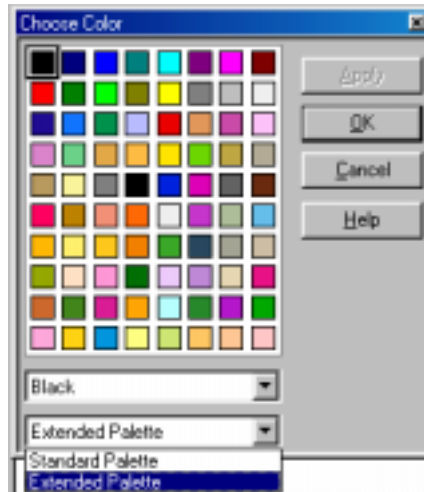
The bird is flipped using a custom center and the mirror is set to 45 degrees.

In addition, you can change the angle of the mirror. This changes the angle that your selection is flipped so that you can flip your selection diagonally. Your angle of the mirror is shown by the line dividing the circular selection boundary. In this example, the angle of mirror is set to 45 degrees clockwise, and the mirror is using a custom center.

BuzzEdit™ provides you with an auto preview feature; that is, the results of your custom flip are displayed immediately in the Stitches-in-Space window. However, your design is not actually changed until you click **OK**.

Tools > Change Thread Colors...

The Choose Thread Colors command brings up the *Choose Color* dialog box.



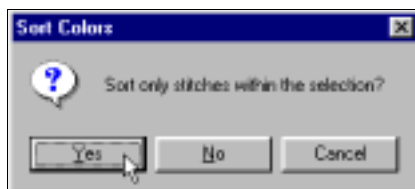
BuzzEdit™ offers alternate color palettes for some file types. In general, you can choose between a standard palette and an extended palette that offers more color choices. You may want to use the standard palette because the software produced by the machine manufacturer may not correctly display all of the colors in the extended palette. Otherwise, you will probably want to use the extended palette in order to get more color choices.

If BuzzEdit™ offers several color palettes for the current file type, you can choose which palette to use at the bottom of the *Choose Color* dialog box.

⚡ **Note:** Changing the palette here only affects your choice of colors in this dialog box. Other colors in your design are NOT changed. To change all of the colors in your design to match a certain palette, choose Tools > Convert Design.

Tools > Sort Colors

The Sort Colors command sorts all of the stitches in the design based on stitch color. If you selected only a portion of the stitches, you will be asked whether you want to sort only those stitches in the selection.



Use to restrict the color sort to the stitches in the current selection.

When this command is used for a multi-hoop design, a color sort is performed on each hoop independently. No section breaks are removed. Automatic section breaks inserted due to thread color number or stitch number restrictions are ignored during the sort, and are recalculated after the sort.

⚡ CAUTION: After you sort the colors in your design, you should look carefully at the results. This command changes the design's stitch order, which can cause some design elements to over stitch other design elements, and thereby cause portions of your design to be buried.

Tools > Reverse Stitch Order

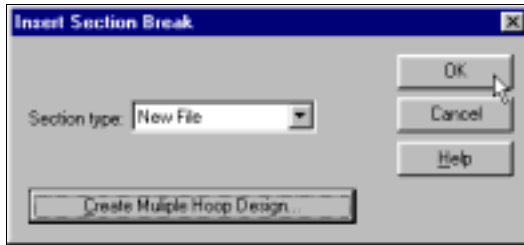
The Reverse Stitch Order command reverses the stitch order of the stitches in the selection. The first stitch becomes the last stitch sewn, the second stitch becomes the second to last stitch sewn, etc...

⚡ CAUTION: If your selection contains understitching, you will end up with the understitching sewn on top of the design

fill. To eliminate this problem, reverse the sewing order of the understitching separately from the design fill area.

Tools > Insert Section Break...

The Insert Section Break command brings up the *Insert Section Break* dialog box.



Use to insert a section break into your design.

Use to insert a section break at the stitch cursor. All designs can insert new file section breaks. Multiple-Hoop designs can also insert new hoop flags, the names of which will vary depending on the multiple-hoop that is currently in use.

Normally section breaks are added automatically so you do not usually need to use this command. For example, when you choose a multiple-position hoop type, section breaks for each hoop position are automatically appended to your design.

Section breaks are also added automatically when needed to keep your design files within the limits imposed by the multiple-file settings. These limits may include restrictions on the number of colors and/or the number of stitches. These settings may be modified by choosing View > Multiple-File Settings. See page 144 for more information on Multiple-File Settings.

When would you use this command?

You might want to add a second section of a particular hoop position. Use this command to insert the additional hoop section.

OR

You might want to adjust the position of an automatic section break; for example, to pull one color into one section or another. You might

also use this command to insert a New File section break, which overrides the automatic section break.

Tools > Sew Simulator...

The Sew Simulator command brings up the *Sew Simulation* dialog box and starts the sew simulator; this allows you to "see" how your design will stitch at the sewing machine.

The simulation is displayed in the Stitches-in-Space window. Sewing simulation starts at the first stitch of the current selection. Stitches that have not yet been sewn are shown in the ghost colors. As stitches are sewn, they appear in color.



*Use to "see" how your design will
stitch at the sewing machine.*

PAUSE

Pauses the Sew Simulator. You can change the starting location of the simulation by changing the location of the stitch cursor in the Stitches-in-Time™ window or Stitches-in-Space window

PLAY

Restarts the Sew Simulator at the stitch cursor

CLOSE

Stops the simulation and closes the *Sew Simulator* dialog box

STITCHES PER SECOND

Sets the speed of the simulation. Type in a new value or choose from the drop down combo box. The higher the number the faster the simulator will sew.

Help Menu

C <u>ontents</u>	F1
W <u>hat's This?</u>	Shift+F1
A bout BuzzEdit...	

Help > Contents

The Contents command brings up the online help, which contains much of the information contained in this manual. It also gives you the ability to search for specific keywords.

Help > What's This?

 The What's This? command activates context help that enables you to get help on any portion of the BuzzEdit™ display. The mouse pointer changes to an arrow and question mark. Click some item in the BuzzEdit™ window, such as a Toolbar button, to display the Help topic for the item.

Help > About BuzzEdit™

The About BuzzEdit™ command displays copyright and version information about BuzzEdit™.

Appendixes

A | BuzzEdit™ Shortcut Keys

General

Help	F1
New Design	Ctrl + N
Open Design	Ctrl + O
Insert Design	Ctrl + I
Save Design	Ctrl + S
Print Summary	Ctrl + P
Exit	Alt+F4

Editing

Undo	Ctrl + Z
Redo	Ctrl + Y
Cut	Ctrl + X
Copy	Ctrl + C
Paste	Ctrl + V
Delete	Delete
Select All	Ctrl + A
Select None	ESC
Select Next Lassoed	Ctrl + L
Select Previous Lassoed	Shift + L
Insert Section Break	Ctrl + Enter

Space & Time

Go to start of design	Home
Go to end of design	End
Select next color	Tab
Select previous color	Shift + Tab
Add next stitch to the end of the current selection	Shift + Left Arrow
Remove last selected stitch from current selection	Shift + Right Arrow
Add previous stitch to beginning of selection	Ctrl + Left Arrow
Remove first selected stitch from the current selection	Ctrl + Right Arrow
Insert section break	Ctrl + Enter
Cancel mouse action [applies to space tools and drag / drop in Time]	ESC while dragging
Restrict Space Move tool to horizontal	Shift while dragging
Restrict Space Move tool to vertical	Ctrl while dragging

B | Supported File Types & Hoops

BuzzEdit™ version 1.0 supports the following file formats and embroidery hoops. If you are running a later version of BuzzEdit™, please check your online help for a current list as there may be additions. Hoop sizes are listed in millimeters.

CSD *Poem / Singer EU / Viking Huskygram*

<i>Hoop Frame</i>	<i>Total Sewing Area</i>	<i>Multiple-Positions Sewing Area</i>
Standard Hoop	100 x 100	
Custom Defined Hoops	Not available	
Custom Defined Multi-Hoops (For re-hooping by hand)	Varies	Up to 16 overlapping 100 x 100 design areas

DST *Tajima*

<i>Hoop Frame</i>	<i>Total Sewing Area</i>	<i>Multiple-Positions Sewing Area</i>
Standard Hoop	100 x 100	
Custom Defined Hoops	Varies	
Custom Defined Multi-Hoops (For re-hooping by hand)	Varies	Up to 16 overlapping design areas

EXP *DOS Expanded*

<i>Hoop Frame</i>	<i>Total Sewing Area</i>	<i>Multiple-Positions Sewing Area</i>
Standard Hoop	100 x 100	
Custom Defined Hoops	Not available	
Custom Defined Multi-Hoops (For re-hooping by hand)	Varies	Up to 16 overlapping 100 x 100 design areas

HUS

Viking Husqvarna

Not all of these hoops are available on all machines

Hoop Frame	Total Sewing Area	Multiple-Positions Sewing Area
Standard	100 x 100	
Large	150 x 240	
Multi-Hoop Vertical	100 x 170	Up to 3 overlapping 100 x 100 design areas
Multi-Hoop Horizontal	170 x 100	Up to 3 overlapping 100 x 100 design areas
Giant Hoop-it-All™ Multi-hoop	249 x 249	Up to 17 overlapping 100 x 98 design areas **
Custom Defined Hoops	Varies	
Custom Defined Multi-Hoops (For re-hooping by hand)	Varies	Up to 16 overlapping design areas

**** A reduced design area is required by this hoop in order to avoid hitting the frame.**

PCS

Pfaff

Hoop Frame	Total Sewing Area	Multiple-Positions Sewing Area
Small	80 x 80	
Large	120 x 115	
Multi-Hoop Horizontal	225 x 90	Up to 5 overlapping 120 x 90 design areas **
Multi-Hoop Vertical	90 x 225	Up to 3 overlapping 90 x 120 design areas **
Giant Hoop-it-All™ Multi-hoop	237 x 237	Up to 17 overlapping 120 x 96 design areas **
Custom Defined Hoops	Not available	
Custom Defined Multi-Hoops (For re-hooping by hand)	Varies	Up to 16 overlapping design areas

**** A reduced design area is required by this hoop in order to avoid hitting the frame.**

PES**Baby Lock® / Brother® /
Bernina® / Simplicity***Not all of these hoops are available on all machines*

Hoop Frame	Total Sewing Area	Multiple-Positions Sewing Area
Standard Hoop	100 x 100	
Large Vertical Hoop	130 x 180	
Large Horizontal Hoop	180 x 130	
Multi-Hoop Vertical	100 x 172	Up to 3 overlapping 100 x 100 design areas
Multi-Hoop Horizontal	172 x 100	Up to 3 overlapping 100 x 100 design areas
XL Multi-Hoop Vertical	130 x 300	Up to 3 overlapping 130 x 180 design areas
XL Multi-Hoop Horizontal	300 x 130	Up to 3 overlapping 180 x 130 design areas
Giant Hoop-it-All® Multi-Hoop	235 x 235	Up to 17 overlapping 100 x 100 design areas
Giant-L Hoop-it-All™ Vertical Multi-Hoop	385 x 130	Up to 5 overlapping 180 x 130 design areas
Giant-L Hoop-it-All™ Horizontal Multi-Hoop	385 x 130	Up to 5 overlapping 130 x 180 design areas
Custom Defined Hoops	Not available	
Custom Defined Multi-Hoops (For re-hooping by hand)	Varies	Up to 16 overlapping design areas

SEW *Janome New Home / Elna*

Hoop Frame	Total Sewing Area	Multiple-Positions Sewing Area
Standard Hoop	125 x 90	
Multi-Hoop 5 Vertical	125 x 140	Up to 6 overlapping 90 x 125 design areas
Multi-Hoop 5 Horizontal	140 x 125	Up to 6 overlapping 125 x 90 design areas
Custom Defined Hoops	Not available	
Custom Defined Multi-Hoops (For re-hooping by hand)	Varies	Up to 16 overlapping 125 x 90 design areas

XXX *Singer PSW / Compucon*

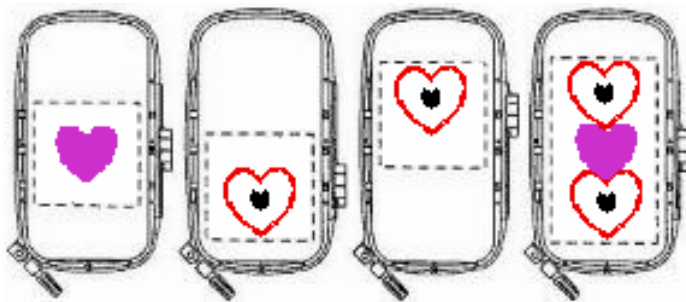
Hoop Frame	Total Frame Sewing Area	Multiple-Positions Sewing Area
Small	55 x 55	
Medium	114 x 114	
Large	130 x 240	
Multi-Hoop Vertical	210 x 430	
Multi-Hoop Horizontal	430 x 210	
Custom Defined Hoops	Not available	
Custom Defined Multi-Hoops (For re-hooping by hand)	Varies	Up to 16 overlapping design areas

C | Common Multi-Hoops

Multiple-position hoops (or multi-hoops) are made by many sewing machine manufacturers and by other companies such as the Hoop-it-All™ Corporation, which makes the Giant Hoop-it-All™ line. Since two multiple-position hoop types are more common than other types, they are more thoroughly discussed in this appendix. In addition, some information is included about the custom multi-hoops that may be defined in BuzzEdit™.

Three Position Hoops

Several embroidery manufacturers make a three-position multi-hoop. As with other special hoops, the hoop is mounted onto the machine in one of several available positions, and the first design area is stitched.



Sewing may be done in any of three available positions.

After the first portion of the design has been sewn, the three-position multi-hoop is positioned in one of the other positions. Depending on the machine, this may be done by either sliding the hoop to the new position while the hoop remains mounted on the machine, or by removing the hoop from the machine and re-mounting the hoop in the next position. The fabric is not removed from the hoop during this process. By shifting the position of the hoop in the machine and stitching three designs, the entire multi-hoop area may be embroidered. Depending on the requirements of the design, the

order that the hoop positions are sewn in may vary. For example, the middle hoop position may be stitched before either the bottom or top hoop positions.

🔗 **Note:** The PES (version 2.5 or greater) file format supports the three-position multiple hoops. This new PES version can save all of the design sections in one file for use with one of the standard three-position multiple hoops. If you are creating a Giant design out of PES files, BuzzEdit™ will save a manager file to keep track of information required for these hoops.

Giant Multiple-Position Hoops

Giant Hoop-it-All™ and Giant-L Hoop-it-All™

Hoop-it-All™, Inc. manufactures a unique type of multiple-position hoop frame called the Giant Hoop-it-All™. Each different machine type needs its own type of Giant Hoop-it-All™ frame. Giant Hoop-it-All™ frames are currently available for several home embroidery machines, and Hoop-it-All™, Inc. plans to support additional machines in the near future.

Hoop-it-All™ embroidery frames hold the fabric in place by using an adhesive stabilizer that is first applied to the hoop. The Giant Hoop-it-All™ differs from the other multi-hoops in that the hoop frame may be rotated and mounted onto the embroidery machine on more than one side.

Hoop-it-All™, Inc. has created two varieties of the Giant Hoop-it-All™. The standard Giant Hoop-it-All™ frame can be rotated for mounting on all four sides, creating a very large embroidery area that is created by sewing out multiple design files.



The Giant Hoop-it-All™ is being sewn in the first position.



The hoop bracket is moved and the hoop frame rotated as needed to sew the various segments of the design.



Here is our completed design after all twelve design segments have been sewn.

For most machines, the Giant Hoop-it-All™ has an area in the center that can only be reached by removing the fabric and re-hooping by hand.

The standard Giant Hoop-it-All™ can only work on those embroidery machines where the embroidery arm is on the right (the same side of the embroidery machine). If the embroidery arm on your machine is on the left side, the width of this embroidery frame would hit the machine body!

Hoop-it-All™ has also created the Giant-L Hoop-it-All™ for use on embroidery machines where the embroidery arm is located on the left. This is typically found on a sewing / embroidery combination machine. The Giant-L Hoop-it-All™ can sew on either side of the frame, but is smaller than the Giant Hoop-it-All™ due to the location of the embroidery arm.



Mounting bracket slides to any position.

Both the Giant Hoop-it-All™ and the Giant-L Hoop-it-All™ embroidery frames have a sliding mounting bracket that can be removed and placed on any of the frame's mounting rails. The hoop bracket can slide up and down to any position. Once in place, the bracket can be locked in place to allow the hoop to move to any location supported by the frame.

When you create a design in BuzzEdit™ for use on one of the Giant Hoop-it-All™ frames, you can place design sections into a number of set hoop sections. Each side of the hoop is divided into four overlapping embroidery areas. The offset for the embroidery areas is predetermined in BuzzEdit™ and cannot be changed in this version. However, since these embroidery areas have significant overlap, you will be able to access all areas of the embroidery frame.

⚡ **Note:** Some multi-hoops do not allow you to sew the entire design area. For example, on both the Viking and the Pfaff machines, the Giant Hoop-it-All™ will hit the foot of the sewing machine along the edges of the Giant Hoop-it-All™ frame. Pfaff's own three-position multi-hoop will also jam the needle on the edges. BuzzEdit™ displays smaller hoop borders in these cases and prevents you from placing stitches in the forbidden areas. Thus, you are better protected from jamming your needle, which can damage both your design and your machine.

BuzzEdit™ Custom Multi-Hoops

You can define your own grid of hoops (use View > Hoop Properties) so that you can lay out multiple designs onto an oversized design area. When you define a multi-hoop grid in this manner, you must re-hoop your fabric by hand.

D | Product Information

The **Customizing** program is a product of Husqvarna Sewing Machines AB. For information about this product, please contact your local Viking/Husqvarna sewing machine dealer or visit them on the web at: www.vikinghusqvarna.com

The **Deco-Wizard** program is a product of Bernina® of America. For information about this product, please contact your local Bernina® sewing machine dealer or visit Bernina® on the web at: www.berninausa.com

The **EnVision Scan PC** is a product of Elna USA. For information about this product, please contact your local Elna sewing machine dealer or call Elna USA at 1-800-992-2991

The **embroidery UNLIMITED** software is a product of AISIN World Corp of America and is distributed by Singer Sewing Machine Company (U.S.A.). For information about this product, please contact your local Singer sewing machine dealer, call 1-800-877-7762 or visit Singer on the web at: www.singersewing.com/

The **Hoop-it-All™** and **Giant Hoop-it-All™** are products of Hoop-it-All™, Inc. For information about these embroidery hoop frames, please contact your local Hoop-it-All™ dealer, call Hoop-it-All™, Inc. at 1-800-947-4911 or visit them on the web at: www.hoopitall.com

The **Huskygram** is a product of Viking. For information about this product, please contact your local Viking/Husqvarna sewing machine dealer or visit them on the web at: www.vikinghusqvarna.com

The **Palette** program is a product of Baby Lock® USA, a division of the Tacony Corporation. For information about this product, please contact your local Baby Lock® sewing machine dealer or visit them on the web at: www.babylock.com

The **PC-Designer** program is a product of Pfaff. For information about this product, please contact your local Pfaff sewing machine dealer, call Pfaff American Sales corp. at 1-201-262-7211 or visit them on the web at: **www.pfaff.com**

The **PE-Design** program is a product of Brother® International Corporation. For information about this product, please contact your local Brother® sewing machine dealer or call Brother® at 1-800-4-A-BROTHER. You can also visit Brother® on the web at: **www.brother.com**

The **P.O.E.M** software is a product of AISIN World Corp of America and is distributed by Singer Sewing Machine Company (U.S.A.). For information about this product, please contact your local Singer sewing machine dealer, call Singer at 1-800-877-7762 or visit Singer on the web at: **www.singersewing.com**

The **Professional Sew-Ware** software is a product of Singer Sewing Machine Company (USA). For information about this product, please contact your local Singer sewing machine dealer, call Singer at 1-800-877-7762 or visit Singer on the web at: **www.singersewing.com**

The **ScanSoft PC** , **Personalizer 2000**, and **Customizer 2000** software are a products of Janome Sewing Machine Company. For information about this product, please contact your local Janome New Home dealer, call New Home at 1-201-825-3200 or visit Janome on the web at: **www.janome.com**

E | Getting Help

Technical Support

Why We Don't Have Telephone Support?

At Buzz Tools[®], we want to provide you with the best possible customer service by responding to your concerns and questions in a timely manner. Although we would like to talk to everyone personally, we are a VERY small company started out of our love for embroidery. We simply do not have adequate staff to provide telephone support.

However, in spite of our limitations, it is important to us to provide you with the best possible products and support possible.

If you are having difficulties with BuzzEdit[™] please:

- 1 Read your manual and online help carefully.** Most of your questions can usually be answered in this way.
- 2 Contact your local dealer.** If your problem is not addressed in this manual, you can contact your local Buzz Tools[®] dealer for advice.
- 3 Visit us on the web.** If you have access to the Internet, you can check our online technical support at: **www.buzztools.com**

Follow the link to BuzzEdit[™] technical support pages from our main page.

Common problems and questions are posted on the BuzzEdit[™] support web page as needed. Bug fixes and minor enhancements are also posted on the Buzz Tools[®] web site and are available for download free of charge.

In addition, Buzz Tools[®], Inc. provides a Technical Support page where you can send your specific questions about BuzzEdit[™] to our technical support staff. Our staff will contact you via e-mail regarding your question.

- 4 **Write Us.** If none of the previous suggestions help, you can mail us a detailed description of your problem or question, and we will get back to you. Please include the following:
- ❖ Details about your computer configuration (type of computer, type of printer, operating system, etc...)
 - ❖ What version of BuzzEdit™ you are running (available from the **Help, About** menu) and your BuzzEdit™ serial number off the CD sleeve (**REQUIRED**).
 - ❖ Where you purchased BuzzEdit™.
 - ❖ A complete and detailed account of the problem or question. If you are receiving an error message, please include the complete message and the exact steps you took prior to the error.
 - ❖ Include your complete address, fax number, and telephone number along with the best time to contact you.
 - ❖ **Mail to:** Buzz Tools, Inc.
Atten: BuzzEdit Support
Ste 4 PMB 410
2145 San Ramon Valley Blvd
San Ramon, CA 94583.

Enhancements

As Buzz Tools® makes minor enhancements to our software, we will be posting updates on our web page: **www.buzztools.com**

Follow the link to the BuzzEdit™ support pages from our main page.

Join the BuzzEdit™ Information List

We have created a mail list in order to keep you informed of important BuzzEdit™ updates and announcements. We do not submit or sell your information to third parties, nor is this list used for posting messages (no posting is allowed).

If you would like to join our list, go to the main Buzz Tools® web page and follow the link to **Join BuzzEdit™ Info List**.

Glossary

Glossary

The glossary contains general terms. Most BuzzEdit™ definitions are already included in the manual and can be found by using the index.

Design Area

The design area is a rectangle in BuzzEdit™ within which you can place stitches. For single-hoop designs, the design area is the same as the hoop rectangle. For multiple-hoop designs, the design area covers the area of several hoops. The design area is normally the intersection of all of the hoop rectangles. In some cases, the design area may exclude a portion of a hoop rectangle. This usually occurs if the hoop frame does not allow the sewing machine to cover the entire area of the hoop rectangle. You will see this, for example, in the Pfaff multi-hoop and the HUS Giant Hoop-it-All™.

Fill Stitch

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

Ghost Color

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

Hoop Frame

The hoop frame is the physical hoop with mounting bracket. It may be a multiple-position hoop and it may mount on more than one side.

Hoop Indicator

The hoop indicator shows where you can place stitches in the Stitches-in-Space window. It is shown in BuzzEdit™ in black for a single-hoop design and in red for a multiple-hoop design.

Hoop Section

The hoop section is that part of a multiple-hoop design that sews into a particular hoop position.

Jump Stitch

Jump stitch refers to the movement of the embroidery machine hoop without any needles penetrating the fabric. It is generally used to get from one area of a design to another area.

Multiple-Position Hoop

A multiple-position hoop is a large hoop that can be mounted to an embroidery arm in any number of positions in order to reach different areas of the fabric.

Stitch Cursor

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

Primary Mouse Button

The primary mouse button is the mouse button you have set up to perform normal selection and dragging. You generally click this button using your index finger. If you are right handed, this is usually set to the left mouse button. If you are left handed, this is usually set to the right mouse button.

Run of Stitches

A run of stitches is a consecutive group of stitches.

Running Stitch

A running stitch is a series of stitches that goes from one point to another. A running stitch is often used for outlines, fine details or understitching.

Satin Stitch

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

Stitch

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

Stitch Angle

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

Stitch Count

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

Stitch Density

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

Stitch Length

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

Understitching

Understitching is used under the regular stitching in a design. The stitches are placed to provide stability to the fabric and to create different effects. Understitching is normally a series of running stitches placed in the opposite direction that the fill

stitching will go.

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License Agreement

License Agreement

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This Agreement sets forth the entire agreement and understanding between the parties as to the subject matter hereof and merges all prior discussions between them. Neither of the parties shall be bound by any warranties, understandings or representations with respect to such subject matter other than as expressly provided herein. Any waiver or modification of this Agreement shall only be effective if it is in writing and signed by both parties hereto. If any part of this Agreement is found invalid or unenforceable by a court of competent jurisdiction, the remainder of the Agreement shall be interpreted so as to reasonably effect the intention of the parties.