Floriani Software

Floriani
Total Control U
User's Guide

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CHAPTER 1

Getting Started

Welcome to the Floriani Total Control U embroidery design system. This User's Guide provides you with the information you need to learn about and begin using Floriani Total Control U.

Topics covered in this chapter:

- Systems requirements information
- How to install the software.
- Activating the software.

Getting Started

The Floriani Total Control U Package

We recommend that you follow the procedures outlined here to ensure that you install Floriani Total Control U correctly.

Each Floriani Total Control U package includes the following components:

- Floriani Total Control U CD-ROM
- Floriani Total Control U Serial Number

Floriani Total Control U System Requirements

Specifications are subject to change without prior notice.

Recommended System Requirements:

- Genuine Intel Pentium IV, 2GHz PC computer (or higher) with a CD-ROM drive.
- 1 gigabyte of RAM.
- Microsoft® Windows® 7, Windows® 8 or Windows® 10 operating system (64-bit).

Important: 32-bit operating systems are no longer supported.

- Minimum 1 gigabyte hard disk drive space available.
- Mouse

Installing Floriani Total Control U

You must be running Windows® 7/8/10 to install Floriani Total Control U.

To install Floriani Total Control U:

1   Insert the Floriani Total Control U installation CD into the CD-ROM drive.
    You see the Floriani Total Control U Installer window.

2   Click the **"Install FTC-U software"** button.
    You see the initial Installshield Wizard window.
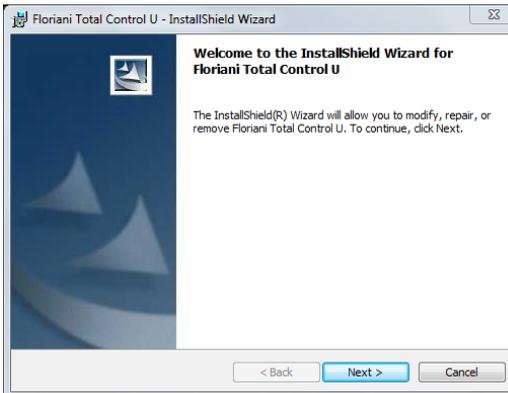
3 Click **Next** to begin the installation.

4 Follow the instructions on each screen.

The Floriani Total Control U software will be installed on your computer.

Activating Floriani Total Control U

In order to use the Floriani Total Control U software (once it is installed), you must Activate it first. A serial number is required for activation. You can choose one of the following options to obtain a license:

• Automatically through the internet.

• By obtaining an activation site key from your distributor.

For computers without a connection to the Internet, you must obtain an activation site key from your distributor. For more details, see "Activating without an Internet Connection."

Activating via the Internet

If the computer on which you are installing Floriani Total Control U has an Internet connection, all you need for your activation is the serial number that came with your copy of the software.

To obtain an activation over the Internet:

1 Do one of the following:

♦ Double-click the Floriani Total Control U Icon on your desktop.

♦ Choose Start—All Programs—Floriani—Floriani Total Control U.

You see the Activation screen.

2 Fill in the registration information in the appropriate fields.

Fields marked with an asterisk (*) are required – your software will not be activated otherwise.

3 Type your individual serial number (that came with your copy of Floriani Total Control U) into the serial number field.

4 Click the Activate Now button on the dialog.
Floriani Total Control U will open.

Activating without an Internet Connection

If you have installed the software on a computer that does not have an Internet connection, you will need an activation site key (in addition to the serial number) to complete the activation. You can obtain this site key by contacting your distributor.

To obtain an activation without an internet connection:

1 Do one of the following:
- Double-click the Floriani Total Control U Icon on your desktop.
- Choose Start—All Programs—Floriani—Floriani Total Control U.

You see the Activation screen.

2 Fill in the registration information in the appropriate fields.

> Fields marked with an asterisk (*) are required - your software will not be activated otherwise.

3 Type your individual serial number (that came with your copy of Floriani Total Control U) into the serial number field.

4 Click the Activate Now button on the dialog.
You see the following warning message:

5 Click OK to dismiss the warning message.
The Activation dialog now has a new field for the activation site key. You will also see a Site Code number in the Activation Dialog.

6 Contact your distributor to obtain an activation site key.

For contact information, please refer to the "Getting Started" guide in the Floriani Total Control U packaging.

7 Send your serial number and the Site Code number that is now displayed in the activation dialog; the support department will then send you an new number; this is called the "Site Key."

8 Enter the Site Key.

9 Click the Activate Now button.
Floriani Total Control U will open.

Opening and Closing the software

To open Floriani Total Control U:

• Do one of the following:
  ◆ Double-click the Floriani Total Control U icon created on your desktop.
  ◆ Choose Start—All Programs— Floriani—Floriani Total Control U.

  You see the Floriani Total Control U window.
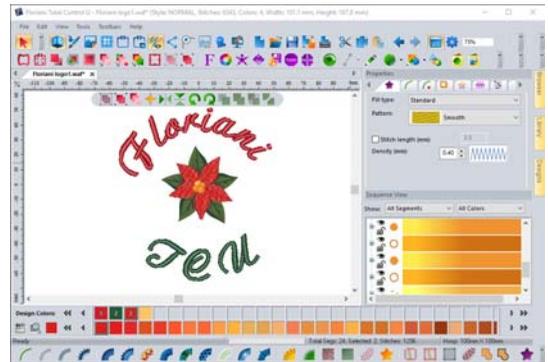
To close Floriani Total Control U:

• Choose File—Exit.

CHAPTER 2

Learning the Basics

Before you start using the software, we recommend that you understand the Floriani Total Control U design workspace and learn a few of the basic components outlined in this section.

Topics covered in this chapter:

- Creating and altering designs
- Setting up the design workspace environment.
- Opening and saving existing designs as well as creating new designs.
- Printing, and changing print settings.

The Floriani Total Control U Workspace

The Floriani Total Control U workspace contains several areas. The image below shows the workspace, and the sections that follow give a brief description of the properties/functions of each.
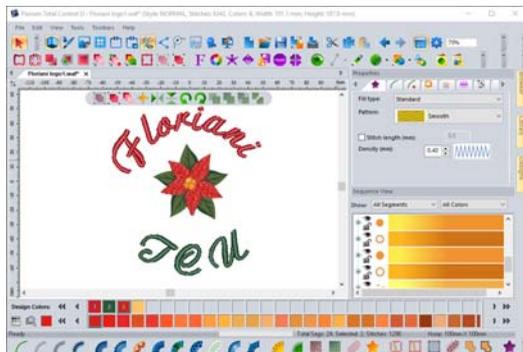
Title Bar

The Title Bar appears at top of the design window. When you open a design, the design's name, recipe, machine format, and design information are displayed in the title bar.

The number of thread colors in a design, its stitch count, and its dimensions (height × width) are automatically updated in the title bar. A design's stitch count is consistent with the stitch count printed or sewn out using the specified machine format settings.

Menu Bar

The Menu Bar appears below the Title bar; it contains the menu tools.

Tools on the Toolbars

There are many tools available in the tool bar. To show or hide a toolbar, go to the Tool Bars menu and select the tool bar's name. The following tables briefly describe each tool.

File Tools

Tool	What it does
	New: Creates a new untitled design with the Normal style settings.
	Open Design: Opens an existing design file.
	Save: Saves the current design.
	Batch Converter: Quickly converts all the files in a select folder (or folders) to a new file type.
	Print Preview: Opens the print preview window, which in turn will let you print the current design.
	Cut : Cuts the selection and copies it to the clipboard.
	Copy: Copies the selection to the clipboard.
	Paste: Pastes the clipboard contents into the design, at the end of the design sequence.
	Undo: Reverses your last action.
	Redo: Reverses the action of the Undo command.

Tool	What it does
	Properties: Opens the properties pane to display properties of the design - such as fill, underlay, text properties, and so on.
	Program Preferences: Displays the Preferences dialog box, containing the Formats, Environment, and Grid settings.
100%	**Zoom:** "Zoom in" to get a close-up view of your design or "zoom out" to see more of the design at a reduced size.
	Floriani Club: Opens a link to the Floriani club web site in your default browser.

Edit Tools

Tool	What it does
	Select: Selects objects in the design window.
	Lasso: Selects one or more outline segments by drawing a line to fit around parts of the design.
	Shape: Use to select and edit anchor points to modify outlines.
	Slice: Opens the Slice tools fly-out menu, which gives access to the various slice artwork tools.The slice line is created by drawing a line across the segment, similar to the way the pen tool works.
	Add inclinations: Adds inclinations (angle lines).
	Add Line: Used to add outlines to existing path segments.

Tool	What it does
	Stitch Select: Manipulates individual stitches.
	Lasso (for stitches): Selects a group of stitches by drawing a line to fit around parts of the design.
	Magnifying Glass: Magnify or enlarge parts of your design.
	Pan: Allows you to move the design area around.
	Ruler: Measures the distance across any two points.

Creation Tools

Tool	What it does
	Slow draw: Shows/hides the Slow Draw bar.
	Line: Allows you to toggle between entering straight and curved points.
	Pen: Allows you to plot anchor points by clicking and dragging.
	Bezier: Allows you to create open and closed paths using Bezier curves.
	Manual Stitch: Inputs a path composed of individual stitches.
	Run Stitch: Inputs a normal Run segment
	Satin Stitch: Inputs a satin stitch segment by digitizing points along a path.
	Classic Satin Stitch: Inputs a satin segment using the point/counterpoint method.
	Steil Stitch: Creates steil stitches by placing points along a path.

Tool	What it does
	Complex Fill Stitch: Creates a segment filled with fill stitches.
	Appliqué Stitch: Creates an appliqué border stitch segment.
	Rectangle: Opens the Shapes list, which allows you to add rectangles, circles, triangles, or other shapes to the design.
	Smart Fill: Fills the selected outline with a color from the design or color palette.

Auto-Creation Tools

Tool	What it does
	Wizards Tools: Click this button to open a a fly-out list of the Wizard tools, listed below.
	Cross-Stitch Wizard: Opens the Cross-Stitch Wizard dialog.
	Photo-Stitch Wizard: Opens the Photo-Stitch Wizard dialog.
	Auto Artwork Wizard: Opens the Auto Artwork Wizard dialog.
	Auto Digitizing Wizard: Opens the AutoDigitizing Wizard dialog.
	Adv. Auto Digitizing Wizard: Opens the Advanced Auto Digitizing Wizard dialog.
	Magic Wand: Allows you to find and trace an outline in a backdrop image.
	Redwork: Detects and traces a single line on a backdrop image.

Tool	What it does
	Auto Nap Blocker: Adds an area of cross-hatched stitching under and around the selected design, to hold down the nap of the base fabric.
	Auto Lock Stitches: Adds lock stitches (where needed) to each segment of the open design.

Font Tools

Tool	What it does
	Text: Creates lettering placed along a baseline.
	Circular Text: Creates curved lettering.
	Monogram Text: Creates monogram lettering.
	Vertical Text: Creates vertical lettering.
	Path Text: Creates text segment along a pre-defined path.
	Import TTF Artwork: Imports TrueType® fonts as vector artwork.

Arrangement Tools

Tool	What it does
	Fling Repeat: Generates randomly-distributed copies of a small design segment to fill an area.
	Repeat Design: Generates an arrangement of rows and columns, based on a selected segment.

Tool	What it does
	Corners Repeat: Creates a reflected, four-fold design based on the selected segment.
	Templates: Creates a pattern of repeated segments in the design, based on one of the pre-installed template shapes.
	Circle Template: Creates a circular pattern of segments in your design automatically.

Specialty Tools

Tool	What it does
	Font Play: Enables you to preview text items in any available font, before generating outlines or stitches.
	Color Play: Opens the Color Play dialog, which can be used to lighten or darken all the thread colors in a design in parallel.
	UDesignIT: Opens a dialog which can quickly create designs by assembling existing embroidery components in different combinations
	Word Play: Creates a pattern of words scattered randomly within a user-determined shape.
	Save2Sew: Opens the Save2Sew dialog.
	Name Drops: Opens the Name Drops wizard, which creates multiple similar designs based on a template.
	Split Wizard: If a design is too large to fit into a hoop, this wizard splits a design into smaller files that will fit the hoop.
	Photo 2 Stitches: Allows you to create embroidery from a photo or other bitmap image and output it to the workspace.

Assets Tools

Tool	What it does
	Custom Shapes library: Opens the Custom shapes dialog.
	Backdrops Library: Opens the Backdrops folder in a new window
	Artwork Library: Opens the Artwork folder in a new window
	Button Hole: Creates a button hole path.
	Symbol: Creates copies of saved shapes.

Modify & Optimize Tools

Tool	What it does
	Distortion: Displays the Distortion window, which can be used to distort the selection in various ways.
	Fit Hoop: Scales the design up to the maximum size of the selected hoop on the design window.
	Duplicate: Pastes the selected segment into the design workspace; you quickly choose the size and orientation of the copy that you paste.
	Create Outlines: Opens the Outlines tool, which can be used to add new artwork surrounding the selected artwork object.
	Sequence: Allows you to automatically sequence two or more design objects.
	Optimize Entry/Exit: Minimizes the distance between entry and exit points in designs with multiple segments.

Tool	What it does
	Color Sort: Automatically reduces the number of thread changes required within the selected objects by resequencing like colors together.
	Auto Baste: Adds a basting stitch to the current design for use in stabilizing and placement during embroidery.
	Group: Combines several segments into a group so that they can be treated as a single unit.
	Ungroup: When a set of grouped segments is selected, the Ungroup command will

Align & Distribute Tools

Tool	What it does
	Center: Centers one or more selected objects proportionally in the design workspace.
	Align left: Moves all selected objects except the left-most item selected.
	Align Right: Moves all selected objects except the right-most item selected.
	Align Bottom: Moves all selected objects except the bottom-most item selected.
	Align Top: Moves all selected objects except the top-most item selected.
	Vertical Center Align: The selected objects are centered in the selection box. The objects are moved to be centered top-to-bottom with respect to each other, but they are not moved left or right.
	Horizontal Center Align: The selected objects are centered in the selection box. The objects are moved so that they are centered left-to-right with respect to each other, but not moved up or down.

Tool	What it does
	Distribute Left: Spaces the objects evenly starting from the left pixel of each object.
	Distribute Horizontal Center: Spaces the objects evenly starting from the horizontal center of each object.
	Distribute Right: Spaces the objects evenly starting from the right pixel on each object.
	Distribute Horizontally: Places the selected objects at an equal distance from each other in a horizontal row.
	Distribute Top: Spaces the objects evenly starting from the top pixel on each object.
	Distribute Center Vertically: Spaces the objects evenly starting from the vertical center pixel of each object.
	Distribute Bottom: Spaces the objects evenly starting from the bottom pixel of each object.
	Distribute Vertical: Places the selected design objects at an equal distance from each other in a vertical column.

Transform Tools

Tool	What it does
	Flip Horizontal: Flips one or more selected objects horizontally.
	Flip Vertical: Flips one or more selected objects vertically.
	Rotate Left: Rotates one or more selected objects to the left by 90º increments.
	Rotate Right: Rotates one or more selected objects to the right by 90º increments.

Tool	What it does
	Trim: Applies to overlapped segments; will delete the part of a segment that is underneath in the layering.
	Weld: Applies to overlapped segments; all selected segments will be united into a single segment.
	Intersect: Applies to overlapped segments; removes all but the overlapped parts of the selected segments.
	Exclude: Applies to overlapped segments; deletes the portion of each segment that overlaps with another segment.
	Divide: Applies to overlapped segments; divides the overlapped segments into separate segments along the lines where they intersect.
	Combine: Merges two or more individual artwork segments into a single, continuous artwork segment.
	Break Apart: Splits any artwork segments that have been merged using the Combine tool into individual segments again.

View Tools

Tool	What it does
	3D: Realistically renders your design onscreen.
	Import Vector Art: Imports vector files (e.g. *.AI or *.EMF) into the current design.
	Backdrop Tool: Loads an image into the design workspace, for tracing.

Tool	What it does
	Grid: Displays a background grid, which helps with alignment. This grid can be used for the alignment of items on the display. When you click the grid button, the current mode and its cursor remains set.
	Hoop: Displays the design as it fits relative to the embroidery hoop. Clicking this button a second time will turn the view off.
	Select Hoop: Opens the Select hoop dialog.
	Show Stitches: Shows/Hide the stitches in designs.
	Stitch Points: Used during editing to display the stitch points in the design. The stitch points are useful when using the Stitch tool to manipulate the fine details of the design before saving it.
	Close Shape: Closes an open shape by joining the end points.
	Toggle View Backdrop: Toggles the view of a backdrop image on and off.
	Ghost: Displays any hidden segments/ stitches in light gray color in the workspace.
	Background Color: Allows you to change the background color or the design window, or replace the background with a fabric pattern.

Floating Toolbar

The Floating Toolbar is a small toolbar that appears along the top of the Workspace. This toolbar gives you quick access to the tools you need.

The selection of tools that you will find in this toolbar will change depending in the context, specifically, what kind of creating or editing that you are currently engaged in.

For example, if the Select tool is active, and you have an embroidery segment active, the Floating toolbar will include tools that are useful for segment editing, shape as Shape, Undo, Redo, Flip, and Rotate.

On the other hand, when you select the Shape tool (for example), the Floating toolbar will contain different icons, including the View Outlines tool and the change anchor options (Line, Cusp, Smooth, and Symmetrical) icons.

Note that the floating toolbars that you see in your application may be different from those pictured. The exact set of tool icons that appear on them will depend on which Floriani Software options are enabled.

Slow Draw Bar

The Slow Draw Bar makes it easy to see how your design will sew out on-screen. You can use the Slow Draw Bar to eliminate potential sewing problems.

When you choose Tool Bars—Slow Draw, the draw bar (scrollbar slider and the sewing simulator) will appear at the bottom of the design window. The draw bar controls which parts of the design are drawn on the design window.

Scrollbar Slider
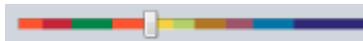
The length of the scrollbar slider represents all of the stitches in the opened design. You can move the scrollbar slider by dragging it to see a design as it will look sewn to a particular point. The color display within the scrollbar indicates the thread color that will be sewn when the scrollbar slider is positioned over it. Clicking on the arrows at the ends of the scrollbar will advance or retrace the design position by one stitch.

Sewing Simulator

The sewing simulator allows you to watch your design draw on a stitch-by-stitch basis, simulating the sewing action of your machine. You can push various control buttons and slide the speed control to vary the rate of sewing.

Using the Slow Draw Bar

The following table explains how to use the Slow Draw Bar in more detail:

Tools	What is does
◄	**Previous Stitch:** Move backward in the design by one stitch.
▭▬▬▭▬▬▬▬	**Scrollbar slider:** Drag the scrollbar slider to advance the design to a specific position. When the scrollbar slider is positioned over a color, you will see the specified thread color being sewn in the design. The length of the scrollbar slider represents the entire design.
►	**Next Stitch:** Move forward in the design by one stitch.
1331 / 5088	**Stitch Count:** The second figure indicates the total number of stitches in the design. As you move the slider, the first figure shows the stitch number of the slider's current position.
◄	**Simulate Sewing (backward):** Move backward through the design.
II	**Pause/Stop:** Pause or stop the design while drawing. When you play or resume sewing your design, stitching will continue from the location of the last stitch.
►	**Simulate Sewing:** Move forward through the design.
▭─────────	**Speed control Slider:** Used to vary the rate of sewing.
STOP	**Insert Stop:** While navigating using the Draw Bar, you can use this tool to place a stop at the current stitch. This will enable a color change at this point in the design.

Stitch Effects Tools

You can use Stitch Effects tools to convert design segments into different stitch types in one step, by simply selecting a path and selecting one of these tools

💡 Note that the Stitch Effects tools have been split up into three separate toolbars for ease of arrangement.

Tool	What it does
	Run: Creates run stitches.
	Run (Motif): Creates motif run stitches.
	Steil: Creates a steil path.
	Steil-Run: Creates a path that combines a steil and a run in one segment.
	Satin: Creates satin or fill stitches by placing anchor points from side to side (point-counter-point)
	Jagged Satin: Applies jagged edges to satin or fill stitches.
	Color Blend Satin: Creates satin or fill stitches that combine two thread colors in the same Satin segment.
	Spiral Satin: Creates satin or fill stitches with swirl effects.
	Gradient Satin: Creates satin or fill stitches with graduated density.
	Fancy Satin: Creates satin or fill stitches with carved tile patterns. These patterns create satiny regions with a grooved texture.
	Contour Satin: Creates satin or fill stitches that follow the contour of the shape.

Tool	What it does
	Radial Satin: Applies radial stitches to the edge of a segment. Stitches radiate from a center point and can be adjusted by the user using the Shape tool.
	Auto Satin: Converts shapes into a column by automatically creating inclination lines.
	Standard Fill: Creates a segment filled with satin or advanced fill stitching.
	Fancy Fill: Creates satin or advanced fill stitches that use Fancy patterns. Fancy patterns have satiny regions with a grooved texture.
	Motif Fill: Creates satin or advanced fill stitches that use Motif patterns. Motif patterns consist of decorative stitches, similar to those found on today's top-of-the-line computerized sewing machines.
	Gradient Fill: Creates satin or advanced fill stitches with varied stitch lengths throughout the same segment.
	Color Blend Fill: Creates satin or advanced fill stitches that combine two thread colors in the same segment.
	Wave Fill: Creates fill stitches that use standard Wave Fill patterns.
	Wave Gradient: Creates satin or fill stitches with Wave Fill patterns having stitch lengths that vary.
	Wave Color Blend: Creates satin or fill stitches that use Wave Fill patterns. These patterns combine two thread colors in the same segment.
	Ripple Fill: Converts the selected outline segment to a Ripple fill.
	Mesh Fill: Converts outline segments to mesh fill.

Tool	What it does
	Embossing: Creates carved lines, particularly on existing fill backgrounds.
	Appliqué: Creates an appliqué border around your design segments.
	Auto Stipple: Creates an area filled with automatic stippling.
	Cross-stitch: Creates stitches that resemble hand sewn cross-stitch.
	Cross stitch Outline: Converts the selected outline to a linear cross-stitches.
	Artwork: Converts outline segments into artwork shapes.
	Whitework Lace: Converts the selecting to a Whitework Fill segment.
	Auto Cutwork: Creates cutwork embroidery segments.
	Auto Lace: Converts the selected segment into an Auto Lace segment.
	Mesh Steil: Converts the selected outline to a Mesh Steil segment.
	Auto Shadow Work: Converts the selected artwork into an Auto Shadow segment.
	Auto Shadow Work Plus: Converts the selected artwork into an Auto Shadow segment, retaining the original segment.

Browser Panel

Use the Browser to browse for designs on your computer, network, or any other attached memory device. When you open the Browser panel, you can click on individual folders on your computer and/or network, and all the design files in that folder will be displayed in

the Design View panel.
You can show or hide the Browser Panel by selecting Tool bars—Browser.

Library Panel

This panel normally appears tabbed with the Browser panel, and gives you a view of the free design collection that comes along with Floriani Total Control U.

When you select a collection in the library, you will see thumbnail previews of the designs in it, displayed in the Designs Window. You can then place the design in the current design window by clicking on it and dragging it into the workspace. You can show or hide the Library Panel by selecting Tool bars—Library.

Designs Panel

The Designs Panel works with the Browser and Library panels. It displays all the designs in a selected folder in the Browser, or selected category in the Library. You can use the Designs Panel to add designs directly to the workspace by simply clicking and dragging.

The Designs Panel displays a preview image of each design in the selected directory, plus the following information:

- File name
- Design dimensions
- Number of stitches
- Number of colors

To add a design from the Designs panel:

- Select the design, and drag it onto the workspace.
  The design will now appear in the workspace. It can now be selected, so it can be moved, resized, and/or rotated.

Thread Palettes

The thread colors of the currently selected thread chart are shown in the **Color Palette**. To show or hide the Color Palette, choose Toolbars—Color Palette.

Detail of the workspace, showing the Design Palette (top) and the Color Palette (below it).

You can quickly change the color of a design segment by selecting it, and then clicking on the color square in the color palette. For more information, see "Changing Thread Colors."

The **Design palette,** on the other hand, shows the colors that are used in the current design. Superimposed on each color, you will see the needle number corresponds with that color. When a thread color is changed in the design, the Design palette will immediately update to reflect the change.
To show or hide the Color Palette, choose Toolbars—Design Palette.

Status Line

The Status Line appears at the bottom of the workspace window. To show or hide the Status Line, choose Tool Bars—Status Line.

As you move the mouse over different sections of the workspace, this indicator will tell you what that area or button does. You will also find specific design information in other areas of the status bar. For example, the status bar shows the total segments in the design, the number of selected segments and the number of stitches in the selected segments.

Properties Panel

The design properties of selected segments are shown in the Properties box. The Properties box is located at the right edge of the design window and contains tabs related to selected segments.

To show or hide the Properties panel select Tool Bars—Properties.
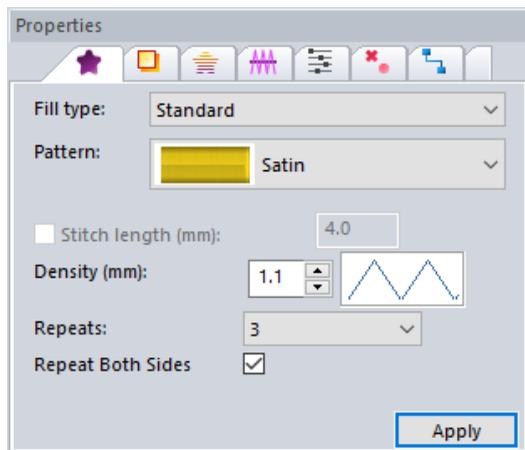
Sequence View

Sequence View allows you to view information that takes the form of branches. For instance, each color in your design will have different

lines of stitching in that color. You can also select outlines and stitches in the Sequence View by clicking on them. This becomes important when you want to view or adjust an individual part of your design. To show or hide the Sequence View, choose Tool Bars—Sequence View.

In Outline mode, the Sequence View control allows you to expand and contract branches (colors) allowing you to see or hide the individual outline segments inside them.

To open and close the branches of the segments, you can click on the + (plus) and – (minus) signs in front of the branch name.
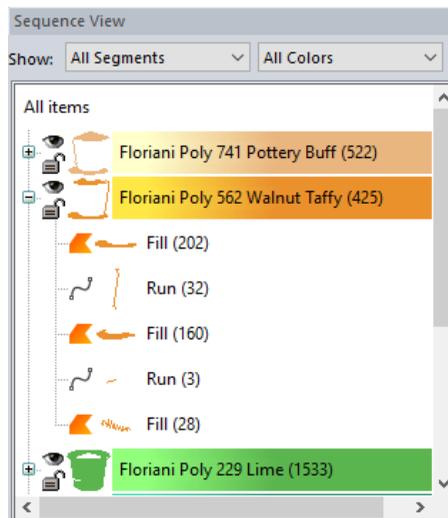
Sequence View in Outline Mode

Note that the sequence view also displays the number of stitches in each individual segment. These appear in round brackets to the right of the thread color name.

In Stitch mode, the Sequence View control allows you to view commands and stitch information for designs.
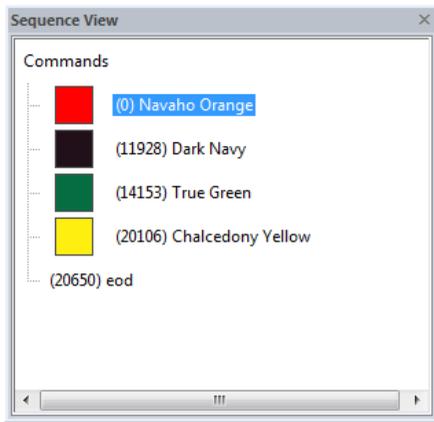
Sequence View in Stitch Mode

Sequence View Filters

The sequence view now includes two new filtering options, which allow you to filter the sequence view segments by color and/or stitch type.
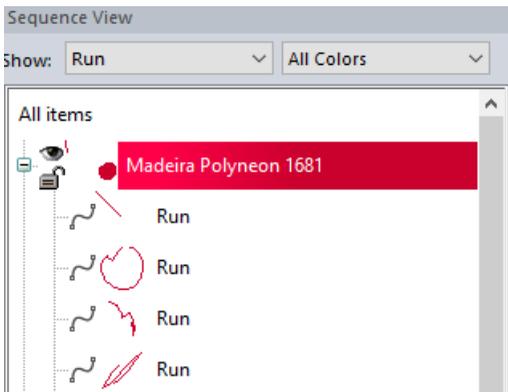
When a filter is applied, only those segments with the selected stitch type, color (or

combination or the two) will appear in the sequence view.

Note that hiding segment or colors does not affect the appearance of the design in the workspace window - all segments will still appear in the workspace.

To remove a filter, simply select "All Segments" in the segment filter list, or "All Colors" in the Color list; this will restore all the segments in the Sequence View.

Notes in the Sequence View

For certain types of segments (e.g. Appliqués), the sequence view will include instructional notes. These notes give you specific information about what steps to take during the process of sewing-out the design, and will appear in the sequence where appropriate. For example, for Appliqués, there are instructions for when to place the fabric, and when to cut away the excess.

Where an instructional note has been included, it will be marked by a large exclamation point icon. To read the whole note, you can "hover over" it with the mouse, and it will pop up in a text box.
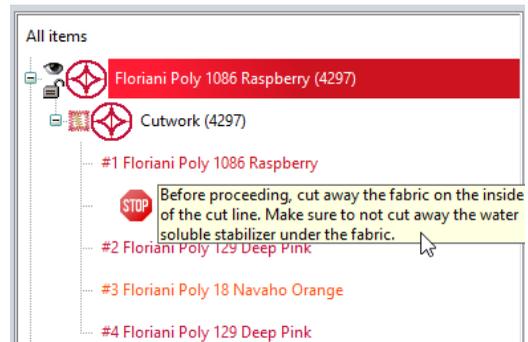
As well as Appliqué, there are also instructional notes included for Whitework Lace, Auto Cutwork, Shadow Work, and Auto Shadow Work Plus segments.

Adjusting the Workspace

Show and Hide Toolbars

You can hide or move a toolbar if it is blocking your view of the workspace and cluttering the screen. You can move the tool bars anywhere on the screen. If you drag a toolbar to the edge of the design workspace, it attaches to the sides, top, or bottom edge of the work-space. You can arrange the tool bars in an order that is comfortable for you. You can also leave tool bars floating on your workspace.

> To see the name of each tool on the various tool bars, simply mouse-over each tool icon; a small Tool Tip box will pops up displaying the tool name.

To show or hide a toolbar:

1   Choose the Tool Bars menu and select the toolbar you want to show or hide.
    A check mark indicates that the toolbar is visible on your screen.
2   To move the tool bars, drag the floating toolbar by its title bar or drag by the gray area around the buttons.

Showing and Hiding the Slow Draw bar

You can show or hide draw bar tools. The Slow Draw bar tools control which parts of the design are drawn.

To show or hide the Slow Draw Bar tools:

•   Do any of the following:

    ◆   Click the Slow Draw 🟢 icon on the Creation toolbar
    ◆   Choose Tool Bars—Slow Draw.
    ◆   Press Ctrl + R

Adjusting the Workspace Splitter

The design workspace is separated from the Color Palette, Sequence View and Properties box by a "splitter", which is the right edge of the design window. To move a splitter, hover the mouse over it exactly as you would a window edge, and then drag it where you want. You'll notice that when you're over a splitter, the cursor will change to a double-sided arrow.
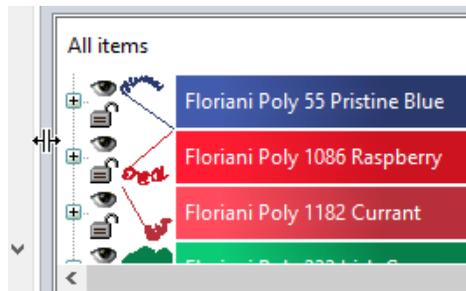
It is possible to reduce a splitter to the point where nothing from the second window is visible. If you have done this, just drag the splitter, being careful that you're not dragging the outside window edge.

Saving Personalized Workspaces

You can save one or more customized arrangements of the toolbars and other items (e.g., the Status line). You can rearrange toolbars, or remove ones that you do not usually use, and save this arrangement as personalized workspace.

Then, when you open the program again, you will be able to select the workspace you want from the list under Toolbars—Workspaces.

To Save a Workspace:

1 In the Floriani Total Control U workspace, configure the toolbars and/or panels as you want them.

2 On the Menu bar, select Toolbars—Workspaces—Save workspace.
You the New Workspace dialog.

3 Enter a name for the workspace.

4 Click OK to close the dialog and save the new workspace.
The new workspace will appear in the list of personal workspaces at the top of the Toolbars—Workspaces menu.

> To revert to the default workspace, select Toolbars—Workspaces—Reset Workspace. To delete a saved workspace, select Toolbars—Workspaces—Delete Workspace

Using the Color Palette

Changing Thread Colors

Floriani Total Control U allows you to adjust the colors of a design using the Color Palette.

To change thread colors:

1 Select a segment or stitch.

2 In the Color Palette area, do one of the following:

- From the list, select a Thread Chart and click one of the color boxes with the thread color you want to use.
- Using the current list, click one of the color boxes with the thread color you want to use.

Searching for a Specific Color

The Thread color search tool is located near the left end of the thread palette. This tool allows you to search for a particular thread in the palette, if you know the name or thread number.

To search for a thread color:

1 Click the Thread color search button.
You see the Thread Color Search dialog.

2 Type in all or part of the name or number of the thread.

> If you only know part of the thread name, and there is more than one possible match for that partial name, the search dialog will present you with a number of choices (as in the example below).
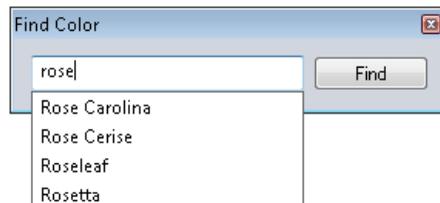
3 When you have found the color you want, click on it to select it.

4 Click Find.

The color you were looking for will now be the selected color in the palette.

Matching the Color Palette

Using the Match Palette ▦ function, the threads in the current design palette can be exchanged with threads in a new palette of your choosing. This tool analyzes the colors in your current design and automatically selects those colors from a new palette, selected by you, which match them most closely.

To use automatic color match:

1 Open a design.

2 On the Color Palette, click on the Match

Palette ▦ icon.

A list of all the available color palettes will "pop up".

3 From the list, click the thread palette that you want to use for the current design.

The design thread colors will be converted to the closest equivalent colors from the new palette.

4 Save the design.

Creating a Custom Palette

The Thread Chart Creator allows you to create your own custom thread palettes for use in your designs. Use this tool to build your own palette by importing thread colors from any of the existing thread palettes, or add your own colors from the RGB color wheel.

> You cannot modify any of the color palettes that come installed with the software.

To create a new color palette:

1 From the menu bar, select Tools—Thread Chart Creator.

The Color Palette Creator dialog opens.
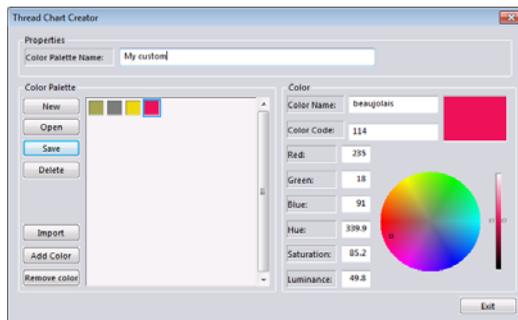
2 In the properties area, type a name for the new chart.

3 Add colors to the palette by using the Import or Add Color buttons.

For more information, see "Importing Colors into a Custom Palette" or "Adding New Colors to a Custom Palette".

4 When you have added all the colors you wish to your palette, click the Save button on the Color Palette Creator dialog.

You see a confirmation dialog.
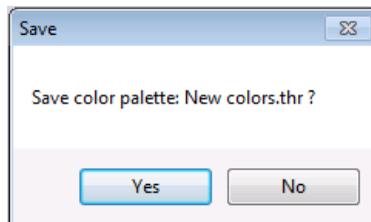
5 Click Yes.

Your new custom chart will be added to the list of thread charts.

6 If you wish to create another custom chart, click the New button, and repeat steps 2-5.

7 Click Exit to close the dialog.

Importing Colors into a Custom Palette

To Import Colors into a custom palette:

1 Create a new palette, or open an existing palette.

2 In the Color Palette Creator dialog, click the Import button.

You see the Import Color dialog.
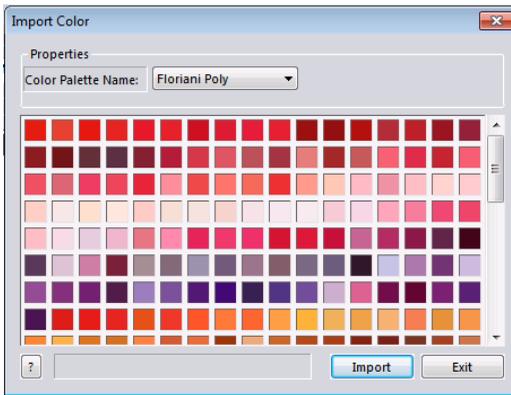
3 Choose a Color Palette name from the list (if applicable).

4 Choose the color you want from the palette.

> If you already know the name or numeric code of the color you wish to add, click on the "?" button on the bottom-left of the dialog. This will open the Find Color dialog; type the name or code into this dialog, and it will select that color in the palette for you.

5 Click Import.

The color is added to your custom palette.

6 Repeat steps 2-4 until you have added all the colors you want.

7 In the Import Color dialog, click Exit.

8 In the Color Palette Creator dialog, save the custom palette, and then click Exit to close the dialog.

Adding New Colors to a Custom Palette

To add new colors to a custom palette:

1 Create a new palette, or open an existing palette.

2 Click on the Add Color button.

The Color area of the dialog becomes active.
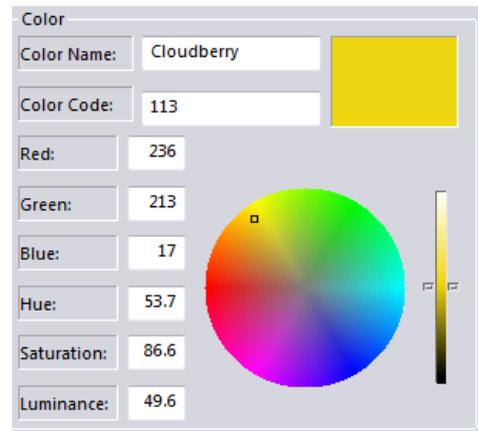
The Color area of the Color Palette Creator dialog box. The color is chosen by typing in numbers on the boxes on the left, or by adjusting the color wheel and gray-scale slider. The small square on the color wheel indicates the current hue/saturation, and the gray-scale slider indicates the current luminance. The box in the upper-right shows the resulting color.

3 In the Color Name field, type a name for the new color.

4 In the Color Code field, enter a code for the color.

5 In the Color area, do one of the following:

- ◆ If you already know the RGB profile of the thread color you wish to add, type it in the boxes.

- ◆ To select the hue and saturation of the color manually, click and drag the indicator in the color wheel, and select the luminance (lightness/darkness) of the color by moving the slider to the right of the wheel.

   You see a preview of the color you have created in a small window on the upper-right of the dialog box.

6 To add another color, repeat steps 2-5.

7 When you have finished adding new colors to the custom palette, click Save to save your changes.

8 Click Exit to close the Color Char Creator dialog.

Adding Design Notes

When you have not selected any segment, the Properties panel will change to display the show general properties of the whole design, rather than properties of any specific artwork or embroidery segment. This panel consists of two separate tabs:

Design Notes 🔖 : Choose the Notes tab to display any personalized notes that have been added using the "Add notes" feature.

Design Info **i** : This tab displays information that pertains to the design as a whole. This includes the following:

- • File name.

- • Location, or path, where the design is saved.

- • The design's file size.

- • Design dimensions (width and height)

- • Total # of stitches in the design.

- • Number of Colors in the design.

- • Number Jumps and trims.
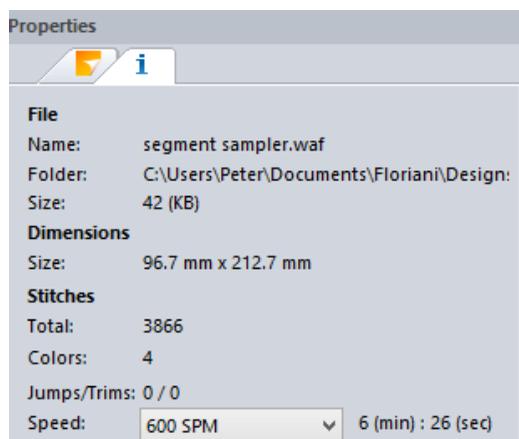
- • **Speed calculator:** This is a special feature that gives you a quick estimate of the time it will take for the design to be sewn out. From the "Speed" drop-down list, select the applicable machine speed (in stitches per minute, or SPM). Based on this speed, and the number of stitches in the design, the software will calculate an estimated time for sew-out, which you will be able to see to the right of the speed field.

Creating New Designs

When you open Floriani Total Control U, you can immediately begin creating a new, untitled design in the unified design window that holds both outlines and stitches. The design window automatically opens using the default normal recipe, machine format settings, and design information.

To create a new design:

1 On the menu bar, select File—New.
   You see the New Page dialog.
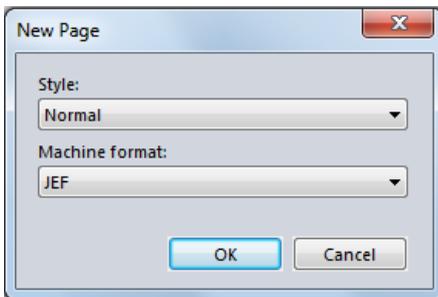
You can also open a new, blank design by clicking the New design   icon on the File toolbar. In this case, however, you will bypass the New Page dialog, and the new design will open using the default settings.

2 In the Style list, select the style you want to use for your design.
3 In the Machine format list, select the machine format that you want applied to the design when created.
4 Click OK.
   You see a new design window.

Opening and Closing Designs

When you open an outline file (*.WAF), the default file type, into the unified design window, your single design file contains both outlines and stitches. When you open other files into the unified design window, your design files open as stitch segments.

Floriani Total Control U will also open Babylock outline files (*.BLF).

To open an existing design:

1 To open an existing design, do one of the following:
   ◆ Choose File—Open.
   ◆ From the File toolbar, click the Open Design tool.
   You see the Open Design dialog box.
2 In the Look in list, browse to the location of the file you want to open.
3 In the Files of type list, select a design file type for the design you want to open.
4 In the File name box, enter the file name, or select the file you want to open by clicking the file.

To open multiple files, press Ctrl on your keyboard while selecting the files you want to open. To open all files, select any file and press Ctrl+A on your keyboard

5 Select Preview to view a thumbnail (a small representation) of the design.
6 (Optional) Convert to Outlines. This setting ensures that any stitch (i.e. non-outline) file, or individual stitch segment contained in the design, will be converted to outlines when it is opened.

7 (Optional) Click the **Advanced...** button to apply advanced stitch segment conversion.

When you choose this option, a new dialog opens; on this dialog, you can select one (or both) of these options.

- **Remove underlay:** The conversion process will remove any apparent underlay stitching. Choose one of these options from the drop-down list.
  - **None:** Any underlay in the original stitch file will be left as is.
  - **Simple:** The underlay stitches will still appear after the file is converted, but when the design is regenerated these stitches will be removed from the design.
  - **Aggressive:** Any underlay stitches be will be removed from the design from the outset, and will not appear in the converted file.
- **Merge Fills:** If multiple fill segments are created when the stitch file is converted, this will merge them into one segment.

8 Click Open.

To close a design:

- Choose File—Close.

Tips

- To open a file you have recently worked on, choose File and then choose the design file from the list.
- To limit the number of displayed designs in the Open Design dialog, you can enter the first letter of the design name, followed by an asterisk (*) and the file extension. For example, if you have a design file named

Cats, enter "C.waf" in the File Name box and press **ENTER**. You see a list of all the designs starting with C.

Setting the Program Preferences

Certain global properties of the Floriani Total Control U program can be configured on the Preferences dialog. Open this dialog by clicking the Program Preferences ⚙ button on the file toolbar.

There are several different categories of preferences that can be configured in the dialog, each on its own page. The settings in each category will be treated separately in the following sections.

Format Preferences

All designs in Floriani Total Control U have a machine format. These formats have their own profile settings that determine how embroidery information will be interpreted when you save designs in that particular format.

When you set machine format properties in the Program Preferences, all new designs will use these machine format properties as its default settings.

There are also settings on the Formats tab for the Hoop Bracket location, and the Automatic Color Match feature.

To change machine format properties:

1 On the File toolbar, click the Program Preferences ⚙ tool.

You see the Preferences dialog box.

2   Click the Formats tab.

3   From the Style list, select the default style you want to use for your design.

4   From the Machine format list, select the machine format that you want applied to new design files.

5   To automatically save files in the outline (*.WAF) format, as well as the selected stitch format, check the "Autosave WAF format" box.

6   Click OK.

Hoop Bracket Location

When the hoop is displayed in the workspace, the hoop preview will show which side the bracket is on. With the Hoop Bracket Location setting, you can set the bracket's orientation - to the top, bottom, left or right.

Color Match on Loading

When you first open a design file in Floriani Total Control U, the thread colors will be the ones belonging to the thread palette used when it was created, rather than the palette that is currently open. However, you can convert the thread colors to a different thread palette using Color Match.

When you open a stitch (machine) file, Color Match searches the selected palette for the closest matches to the design's current thread colors, and automatically replaces them. Then, when you save this design again, it will retain the new thread color values.

To apply Color Match on Loading:

1   On the File toolbar, click the Program Preferences ⚙ tool.

You see the Preferences dialog box.

2   Click the Formats tab.
 You see the Formats settings.

3   Check the "Color Match on loading" box.

4   From the drop-down list, select the color palette to be used for automatic color matching.

5   Click OK.
 Color match will now be applied automatically when opening stitch files.

Color match applies to all types of stitch files (such as *PES, *JEF, *SEW, etc.) However, if the design you are opening is a *.WAF (outline) file, it will retain its original colors whether this option is checked or not.

Convert to Outlines Option

Convert to Outlines on Open is a new option on the Format Preferences page. By default, this setting will be unchecked.

When this option enabled, a design's stitch segments will be converted to outlines when opening it. This means that individual segments in the design will be editable, and you can subsequently save the design as an outline (*.WAF) file.

Environment Preferences

The Preferences dialog allows you to set up your design workspace environment for all opened design files, including the units of measurement you want to use for your designs, as well as decide how often open design files get saved. The following describe the units options in Floriani Total Control U.

Metric

The dimensions in Floriani Total Control U can be displayed in metric values. This is not the default; however, if you set your design preferences to metric, it will remember for you each time you run Floriani Total Control U. It is generally preferable for embroiderers to use the metric values because the manufacturers of the machines and designs all are based in metric countries. The machines and software 'think' in the metric system.

Inches versus Metric

Floriani Total Control U displays inch measurements in 1/16", 1/8", 1/4", 1/2" measures. If you think in inches, set Floriani Total Control U to use the Imperial system; under Program Preferences, click the Environment tab, where you can select English from the Units list.

Embroidery machines typically use metric units; therefore, it is likely that from time to time you will have to switch back.

To set the Environment Preferences:

1   On the File toolbar, click the Program

Preferences ⚙ tool.

You see the Preferences dialog box.

2   Click the Environment tab.

3   From the Units list, select the units of measurement you want used for your designs: Metric or Inches.

You can also select the units of measurement using the menu options available in your design workspace. Right-click on the ruler at the left or top of the window and select Metric or Inches.

4   From the Autosave list, select how often you want your designs to be auto-saved.

5   From the Image editing program list, select the image editing program you want to use. If you want to use a program not listed, select Other Program and browse to the location of the program.

6   In the language area, choose you preferred language from the drop-down list.

7   The "Show warning for large satins" box will be checked by default; this means that a warning message will appear whenever you create a Satin segment wider than the maximum recommended stitch length (10 mm). You may choose not to have this message appear by un-checking the box.

8   To have the Navigator view open every time the program is run, check "Show Navigator at start-up." You can uncheck the box to the Navigator not display at start-up.

9   Select "Show drop down menus on hover" to have the tool icons that are "hidden" within a toolbar appear as a drop-down menu when you hover over them.
    This option applies to the Text, Artwork, Digitizing, Shape and Wizards tools.
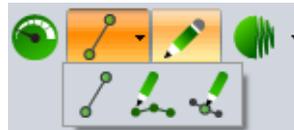
The Artwork tools drop-down toolbar.

View Preferences

On the Program Preferences—View tab, there are a number of options that can be selected that change the view of the workspace.

- **Highlight Selection**: When enabled, this setting will highlight the selected embroidery segment with an outline of color. (Highlight selection does not apply to artwork segments.)

- **Highlight Color:** If "Highlight selection" is enabled, select a new highlight color by clicking the color "swatch" and choosing a new color from the drop-down list.

- **Show crosshairs in input mode**: A set of crosshairs will be displayed around the cursor when inputting points using digitizing tools (e.g. Pen, Line, Run, Rhinestone, etc.)

- **Show Size Tooltip**: When checked, a tooltip will "pop up" in the workspace in these situations:

  - (i) When you are digitizing an embroidery segment (e.g. Run, Satin, or Complex fill). In this situation, it will display the length of the segment as you are drawing it. (For Classic satin and Appliqué segments, if will also show the width of the segment.)

Length: 5.8 mm

  - (ii) When resizing an existing design object (i.e. embroidery segment or artwork), it shows the dimensions of the object as you click and drag the handles on the selection frame.

- **S**how backdrop below grid**: If applied, the grid lines will appear on top of a backdrop image.

- **Show selection controls**: The selection controls will be displayed around the selection frame when a segment is selected. See "Creating & Editing Artwork—Selection Frame Tools."

- **Lock Properties, Sequence View, and Library Windows**: When checked, these will be locked in place at the right side of the workspace; uncheck this box if you want to float or hide one or more of these panels.

- **Draw Selection Size:** Check this setting to display selection size bars in the workspace. These bars show the vertical and horizontal size of whatever segment or group is currently selected.
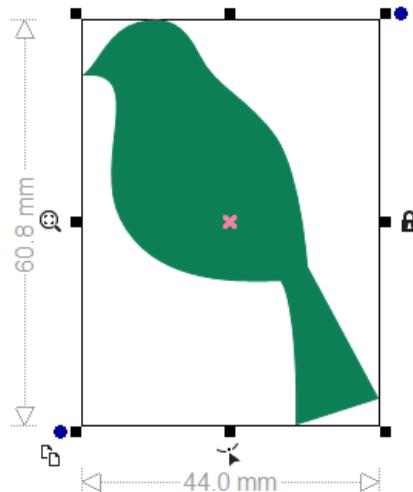
- **Show Notes in Sequence View:** This option will be checked by default. When enabled, instructional notes will be displayed in the sequence view for segments that support them (Appliqué, Auto Cutwork, etc.). You can uncheck this box to hide these notes.
  For more information, see "Sequence View—Notes in the Sequence View."

- **Use Icons on Property Tabs:** This setting will be on by default; when enabled, it means that the headings of the Properties panel tabs will be labelled with an image (icon) to represent the settings of that tab. For example, the "Text" tab for a selected text segment will be represented with this icon: **T** .
  To display the tab headings in the original text format (e.g. "Text," "Text Extra," "Fill," etc.) uncheck the box.

- **Theme color**: Click the drop-down to show a list of alternative theme colors that you can apply to the interface. The selected color will be applied as the background color of the menu bar, rulers, toolbars, color palettes, and panel borders.

Theme Color: | Luna Blue ⌄ |

| Aqua |
| Luna Blue |
| Obsidian Black |
| Silver |
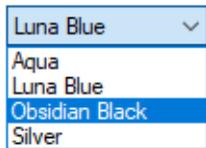
Digitizing Preferences

On the Digitizing properties page, you can determine the default settings for how the Line, Satin, and Complex fill digitizing tools will work.

Outline Input Mode: This setting allows you to select the default mode that will be used for the digitizing; click the down arrow to select one of the following modes.

- Line
- Pen
- Bezier

For more information, see the corresponding section for each drawing mode in the "Drawing Lines, Shapes, and Artwork" chapter.

Input mode settings: For the Run, Satin, or Complex fill tools, you can select either of the two following options for the input mode:

- **Standard:** The start bead, stop bead, and (for satin and fill segments) angle lines will be placed automatically when the segment is completed.

- **Advanced**: You can place start bead, stop bead, and (for satin and fill segments) angle lines manually after the last anchor point has been placed. This option gives you more control over how segments will be sewn.

Default Angle: You can select the angle of the direction line for Complex Fill segments – 45º, 90º or 135º.

Note that you can change the angle of the direction line subsequently by selecting the end beads with the Shape ↖ tool.

Auto split Satin: Check this box to enable the satin split to be applied automatically to each new satin segment that you digitize. When applied, this will ensure that the individual stitches in a satin column will not get too long. The stitches will be split randomly, with a maximum length of 7.0 mm and a minimum length of 1.2 mm. For more information, see "Changing Segment Settings—Quality Control (Split) Settings."

Grid Preferences

The Grid Settings help you align and measure artwork and design elements. You can set the grid to measure in millimeters or inches according to your preference. You can show/hide the grid by clicking the Grid tool on the View toolbar.

To set preferences for the workspace grid:

1 On the File toolbar, click the Program

   Preferences 🔧 tool.

   You see the Preferences dialog box.

2 Click the Grid tab.

   You see the Grid settings.

3 In the Spacing area, complete the following:

   - In the Horizontal spacing box, enter the measurements for horizontal spacing in millimeters or inches.
   - In the Vertical spacing box, enter the measurements for vertical spacing millimeters or inches.
   - From the Color list, select a predefined color to use for the minor grid. If you want to choose from a larger selection of colors, click More Colors from the color box.

4 In the Grid Major area, complete the following:

   - In the Horizontal lines box, enter how often you want horizontal lines to be highlighted in the major grid. For example, if you enter 3 in the horizontal lines box, every third horizontal line will be highlighted in the major grid.
   - In the Vertical lines box, enter how often you want vertical lines to be highlighted in the major grid. For example, if you enter 5 in the vertical lines box, every fifth vertical line will be highlighted in the major grid.
   - From the Color list, select a predefined color to use for the major grid. If you want to choose from a larger selection of colors, click More Colors from the color box.

5 In the Style area, select one of the following grid styles:

   - Show grid as solid lines
   - Show grid as dashed lines
   - Show grid as dots

6 Click OK.

Snap to Options

Also on the Grid Page, you can set the snapping behavior of the drawing tools (Line, Pen, Bézier, etc.) and the Digitizing tools (Run, Steil, Appliqué, etc.). You can set the tools to snap to the grid, to guidelines, or to snap to anchors.

The "Snap to" options can also be made to apply when you are dragging and dropping an outline segment; to do this, check the "Snap on move" option.

Setting the "Snap to settings:

1   On the File toolbar, click the Program

Preferences 🔧 tool.

You see the Preferences dialog box.

2   Click the Grid tab.

You see the Grid settings.

3   Select one or more of these option:

- **Snap to grid:** the path will "snap" onto grid line when you click to place an anchor point near it.
- **Snap to guidelines:** the path will snap to the nearby guideline (if any have been placed in the design).
- **Snap to anchors**: When you click near an anchor point of existing path segment, the new path you are drawing will "snap" to that anchor.
- **Snap to move**: When checked, a path that is being moved will snap to the grid, guidelines, or anchors (according to the options selected above).

4   Click Ok to close the settings dialog.

Auto Baste Settings

On the Auto Baste tab, the following settings can be adjusted:

- An optional 'crosshair' can be added in the baste to allow easier centering of designs on the fabric (this will be on by default).
- The stitch length can be adjusted to make a tighter or looser basting stitch (set to 6 mm by default).
- The basting stitches segment may be offset from the actual design. You can adjust the "Baste past outer edge of design" slider to set this value, from 0-10 mm (set to 1 mm by default.)

If the stitch length or offset settings have been modified, and you want to reset them to the default values, click **Use default**.

For more information about using basting stitches, see Editing Designs–Adding Basting Stitches.

Color Sort Preferences

Another Preferences panel setting enables you to adjust the sensitivity of layering when the Color Sort tool is used.

The "Maximum allowable color overlap per layer" setting determines what portion of the stitches must be overlapped, in order to allow a color change to be removed by the Color Sort tool.

The overlap setting is expressed as a percentage; 0% means that no stitches will be overlaid in the process of performing the color sort, while 100% means the file will be compressed regardless of layering. The default is 5%, which seems to work very well for most designs.

Fonts Preferences

The Preferences Panel—Fonts page allows you to manage the list of fonts, and the order in which they appear.
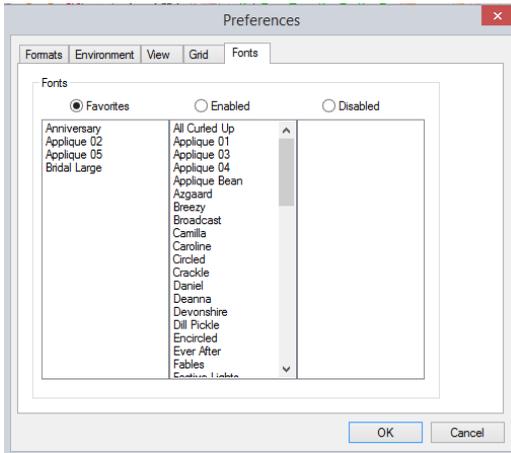
Use this page to organize your fonts into categories, as follows:

- **Common:** These fonts appear at the top of the font list.

- **Enabled:** Appear in the font list, but underneath the Common fonts.

- **Disabled:** Are removed from the fonts list; disabled fonts can, however, be restored to the font list at a later time using the Fonts page.

To place a font in a category, just click on it to highlight it, and then click the radio button of the category you want to move it to; the font will be moved into the new category.

Setting File Associations

Using the Preferences–File Associations page you can set which files types will be associated with your Floriani Total Control U program. This means that these files will open in the software by default – for example, when you double-click the file name.

To set file associations:

1 On the File toolbar, click the Program Preferences 🔧 tool.

You see the Preferences dialog box.

2 Click the File Associations tab.

You see File Associations page; this page lists all the file types that can be opened in Floriani Total Control U.

3 Check the boxes next to the types of files that you want to have associated with the Floriani software.

> To associate all available file types with the program, click the "Check All" button.
> You can remove all file types from the list by clicking the "Uncheck All" button.

4 Click Okay to close the dialog.

The selected file types will now open in Floriani Total Control U by default.

Saving Designs

You can use Save or Save As to save designs in a variety of file formats.

Using the Save and Save As commands

The Save As command lets you save an alternative version of the design with a different name, location, or file format. Save As is handy when you want to keep your original design and create another design with slight modifications. The Save command saves the changes you make to the current design.

As a general rule, you should perform all outline edits to a design first (in outline mode) and save the design file. Next, you should

perform all stitch edits to the same design (in stitch mode) and save the design file with a different file name. If you follow this general rule, you can avoid possibly losing your stitch edits while doing significant design editing.

To save a design:

1 Choose File—Save As.
    You see the Save As dialog box.
2 In the Save in list, browse to the location you want to save your file. You can save design files to your hard drive or external memory device.
3 In the File Name box, enter the file name for the design you want to be saved.
4 In the Save As type list, select the file type you want the design to be saved as.
5 Click Save.

To save changes to the current design:

• Choose File—Save.

Restoring Autosaved Design Files

Floriani Total Control U makes it easy to restore the last design file you worked on. You can restore a saved design file as well as restore a copy of the last design file you closed but did not save.

To restore unsaved designs:

• Choose File—Restore Autosaved.
    The restored design file opens in the design workspace.

Saving Custom Shapes

Floriani Total Control U allows you to save any artwork segment as a custom shape file. Once the segment is saved, the custom shape can be reused in any design.

To save a selected artwork segment as a Custom Shape:

1 Select the artwork segment that you want to save as a Custom Shape.
2 Choose Tools—Save Custom Shape.
    You see the Save As dialog. Floriani Total Control U custom shapes are located at: C:\Program Files (x86)\Floriana\Floriani Total Control U\Library\Custom Shapes.
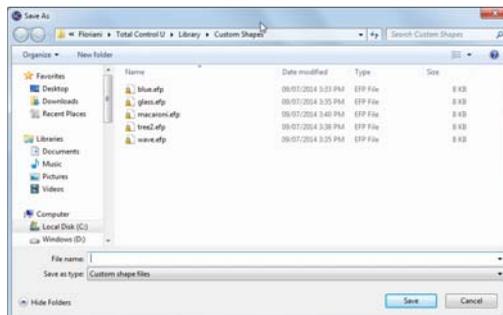
3 In the File name box, enter the Custom Shape name.
4 To save your custom shape, click Save.

To add a Custom Shape to a design:

1 Do one of the following:
    ◆ On the Assets toolbar, click the Custom Shapes Library ![icon] icon.
    ◆ On the Creation toolbar, select "Custom shapes..." from the fly-out menu under the Rectangle ![icon] tool.
    You see the Custom Shapes dialog.

2   Click the custom shape you want to add.
   *The selected custom shape appears in the
   design workspace.*

Saving an Object as a Symbol

You can save an outline or artwork segment as

a symbol using the Symbols 🔔 tool. Once
the segment is saved, the symbol (or, motif)
can be reused in any design. You can add
multiple copies and resize the symbol while
you add it. For example, you can select one of
the figures in the following design, save it, and
then use it in any number of designs.

To save a selected segment as a Symbol:

1   Select the segment that you want to save
   as a Symbol.
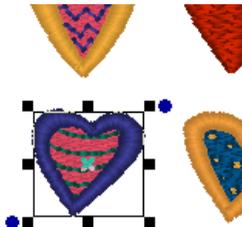
2   Choose Tools—Save Symbols.
   *You see the Save As dialog. Floriani Total
   Control U symbols are located at:
   C:\Program Files(x86)\Floriana\Floriani
   Total Control U\Library\Symbols.*
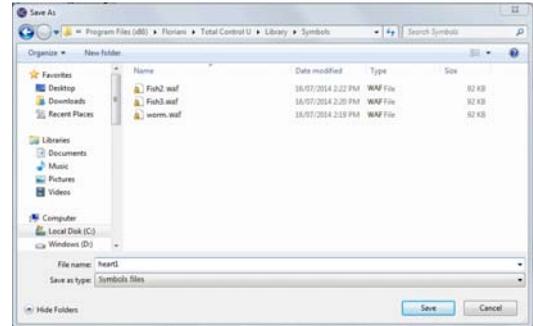
3   In the File name box, enter the symbol
   name.
   *In this case we have named it "Purple
   Heart".*

4   To save your symbol, click Save.

To add a Symbol to a design:

1   In the Assets toolbar, click the Symbols

   🔔 tool.

   *Now you can select any saved symbol from
   the Properties box and add it to any design
   whenever you select the Symbols tool.*

2   In the Symbol list, click the down arrow to
   display the list, and select the symbol you
   want to use.

3   In the design workspace, click and drag to
   copy the selected QuickPick to your
   workspace.

Batch Converter

You can use the Batch Converter to convert files from one type (file extension) to another. This tool allows you to select one or more file extensions (e.g. *WAF, *.C2S, etc.) in one design folder (the source folder), and convert them *en masse* into another file type in a second folder (the destination folder).

Note that you can choose several different file types to convert from, you can only choose one file type to convert to.

To batch convert files:

1 On the File toolbar, click the Batch Converter tool.

You see the Batch Converter dialog.
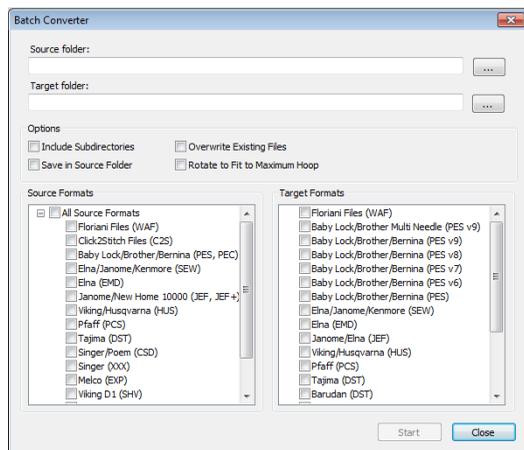
2 Click the browse icon to the right of the Source field, and browse to the folder containing the files you want to convert.
You see a Browse for folder window.

3 Select the source folder and click OK.
The folder path appears in the Source Folder field.

4 Click the browse icon to the right of the Destination field, and browse to the folder containing the files you want to convert.
You see a Browse for folder window.

5 Select the destination folder, and click OK.
The folder path appears in the Source Folder field.

6 (Optional) Check the boxes to choose any of the following options:

- ◆ Include subdirectories: Folders within the selected source folder will be searched, and all files within them will be converted.
- ◆ Save in source folder: Converted files will be written to the source folder, and the destination folder will be disabled.
- ◆ Overwrite existing files: Any file with the same name and extension will be copied over.
- ◆ Rotate to Fit Maximum Hoop: Rotates a design (if necessary) to fit in the largest hoop of the "target" file type. Applies only when the design dimensions are too large for the maximum hoop in the normal orientation.

7 In the Source Formats window, check the boxes of the file type (or types) that you want to convert.

8 In the Target formats window, check the box next to the file type you want to convert the files to.

9 Click Convert.
You see the Convert window, which shows the progress of the conversions in progress.

10 Click OK.
The convert dialog will close automatically.

Exporting and Importing Assets

Aside from embroidery designs, there are many other types original content that you can create in Floriani Total Control Ultra. For example, you can build fonts, save symbols, create new color themes (for the Color play tool), create new hoop sizes, and much more. Collectively, these are known as "assets."

You can use the Export Assets function to export these for use in another Floriani product, or even to another Floriani customer. When the assets are exported, they are amalgamated into a single file called a Floriani asset file, which has the extension *.AST.

To import the assets into a different program (or different computer) use the "Import Assets" function. When the user-created fonts, symbols, hoops, etc. are imported, they are placed into the corresponding folders of ProgramData directory of whichever Floriani program you are importing into. That is, the imported fonts go into the Fonts folder, symbols into the Symbols folder, etc.

To export assets:

1 On the menu bar, select Tools—Export Assets.
   You see the Export Assets dialog.
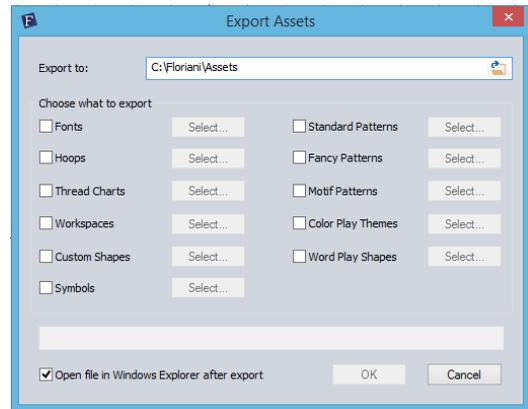
2 In the **Export to:** field, click the small "folder" icon to select the directory where you want to save the *.AST file.
3 Select the category (or categories) of assets that you want to export by clicking in the corresponding check box.
4 By default, all the individual assets within the selected category will be selected. If you want to exclude some of them from the exported assets file, do the following:
   ◆ Click the Select button to the right of the category name.
      You see a new dialog, showing all the individual assets in the category.
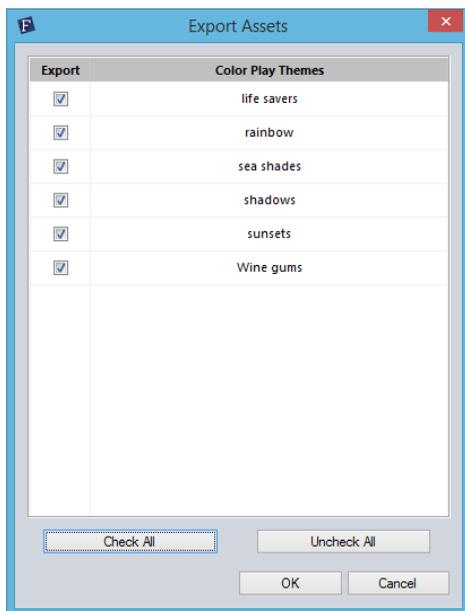
* In the "Export" column, uncheck the boxes of the assets you do not want to include in the export.

> You can de-select all assets in the category by clicking Check All; or you can restore all assets to the export by clicking Check all.

* Click OK.

The category dialog closes.

* Repeat the above step for each category of Assets that you want to export.

5 When you have selected all the Assets you want to export, click OK.

The *.AST file will be saved to the designated folder or directory.

To import assets:

1 In the menu bar, select Tools—Import assets.

You see an Explorer window.

2 Navigate to the directory containing the of the *.AST file, you want to import

3 Select the *.AST file and click Open.

The assets will be imported, and will be sorted into the appropriate folders in your Floriani library.

Correcting Mistakes

Undo and Redo are two features that allow you to correct mistakes. If you change your mind about an action you just made, Undo reverses the action. Redo puts back the change. If Undo or Redo are grayed out, you cannot Undo or Redo.

To use Undo:

* Do one of the following:
    * From the File toolbar, click the Undo ← tool.
    * Choose Edit—Undo.
    * Press Ctrl+Z on your keyboard.

To use Redo:

* Do one of the following:
    * From the File toolbar, click the Redo → tool.
    * Choose Edit—Redo.
    * Press Ctrl+Y on your keyboard.

Printing Designs

Previewing a Design before Printing

You can preview a worksheet on the screen before sending it to the printer.

To preview a design:

1 Do one of the following:
    ◆ From the File toolbar, click the print

       preview ![tool icon] tool.

    ◆ Choose File—Print Preview.

2 To zoom in and out of the previewed
   worksheet, do the following:
    ◆ To zoom in on the worksheet, click
       Zoom In and scroll to view specific
       parts of the design.
    ◆ To zoom out on the worksheet, click
       Zoom Out and scroll to view specific
       parts of the design.

3 To change the settings for the design
   worksheet, click Settings.

4 Click OK.

5 To close print preview and return to the
   design window, click Close.

Printing Design Worksheets

You can print worksheets for design files.
When you print a worksheet for a design file,
the worksheet information depends on the
selected settings in the Print Settings dialog.

To print a worksheet for your design:

1 Choose File—Print Preview to view the
   worksheet before you print.

2 To change the settings for the design
   worksheet or check the information that
   will be printed on the worksheet, click
   Settings.

3 Click OK.

4 Click Print.

Changing a Design's Print Settings

You can customize your embroidery design's
print settings. Floriani Total Control U allows
you to adjust the image and worksheet
information displayed in design printouts.

To change a design's print settings:

1 Choose File—Print Preview.
   *You see the print preview window appear
   displaying your design.*

2 Click Settings.
   You see the Print Settings dialog.
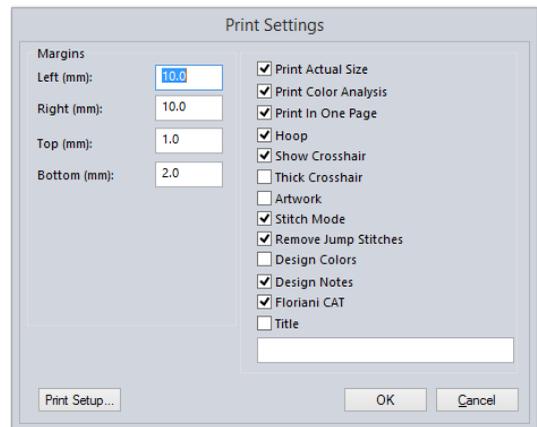
3 In the Margins area, enter the size of
   margins you want for your design
   worksheet.

4 Check the boxes on the dialog to select the
   any of the following print options:
    ◆ **Print Actual Size:** Design will be
       printed full size.
    ◆ **Print Color Analysis:** The print-out
       will include a thread sequence view
       that includes a view of the colors used
       and the color sequence.

- **Print In One Page:** The design will print out on a single worksheet page.

  If both Print Color Analysis and Print on One Page are selected, a simplified color sequence will be displayed, so that all the information can appear on a single page.

- **Hoop:** When selected, the hoop will appear in the Print Preview.
- **Print Crosshairs:** Prints a set of crosshairs superimposed on the design print-out.
- **Thick Crosshairs:** If Print Crosshairs is selected, this setting can be selected to draw the crosshairs darker.
- **Artwork:** Prints the Artwork segments along with the stitches on the print preview.
- **Stitch Mode:** The stitches will be printed on the preview - if unchecked, the segment's outlines will be displayed, but not the stitches.
- **Remove Jump Stitches:** The jump stitches will be hidden in the print preview.
- **Design Colors:** Prints a list of thread colors in the design along the top of the second preview page.
- **Design Notes:** If the design has been processed via the Save2Sew tool, there will be some Design Notes created for it; these special instructions relating to the type of garment that the project is to be sew on to. If this box is checked, these notes will be printed on the worksheet.
- **Floriani CAT:** Prints a superimposed "cat" image on top of the design preview, to aid in aligning designs. (See special note, below.)

- **Title:** Adds a title to the design preview page.

5 Click OK.

  The Print settings dialog will close.

6 Click Print to send the design preview to your default printer.

Aligning designs with the "Floriani CAT"

The "Floriani Cat" innovation makes it very easy to align a design with the garment during sew-out.

The CAT icon is marker that can be added to a print preview, which will be printed on top of the design.
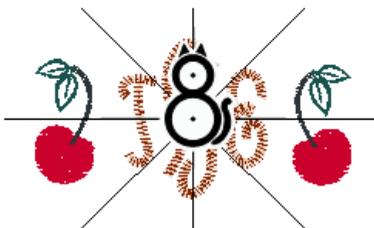
If your sewing machine is equipped with an in-line camera, and has the requisite machine software, you will be able to align the design instantaneously.

The following are generalized instructions for using this feature for design alignment, and may not apply to all camera-equipped machines; consult your own machine's operating manual for specific information.

To use the "Floriani CAT" feature, hoop the garment, and then tack the print preview page onto it, ensuring that the cat icon is placed at the center point (origin) of the sewing field.

Once the garment has been hooped and mounted, a button on the machine's console will activate the camera. The camera will then scan the area inside the hoop for the cat icon. When it locates the icon, the machine will adjust the pantograph, automatically centering and rectifying it based on the cat icon's position.

The machine monitor screen will then display a message informing you that the re-positioning is complete; at this point, remove the print preview page from the fabric, and proceed with sew-out.

CHAPTER 3

Viewing Designs

Floriani Total Control U gives you the methods you need to view your designs with accuracy. You can view your entire design on-screen or pan to view only parts of your design not visible in the design workspace. Changing the background color of your design window and altering how you view segments is simple when using the viewing buttons. If you want to view the location on a design where the embroidery machine performs commands, such as trims or jumps, you can use various Show Commands available.

Topics covered in this chapter:

- Using the fundamental viewing tools, buttons, and commands.
- Viewing the design in 3D.
- Showing and hiding stitch points and commands.
- Selecting and displaying the hoop in the design workspace.

Viewing Methods and Tools

Zooming in and out

Use Zoom to magnify or enlarge parts of your design. Reducing a design lets you see more of your design on-screen. With Zoom you can either left-click to enlarge your design or right-click to make your design smaller.

To use Zoom:

1 Choose View—Zoom—Zoom Tool.
   The pointer becomes a magnifying glass.
2 Do one of the following steps:
   - Right-click to make your design smaller.
   - Left-click to zoom-in on a specific area.

To zoom-in on a specific area:

1 Choose View—Zoom—Zoom Tool.
   The pointer becomes a magnifying glass.
2 Click and hold your left mouse button and drag your mouse to form a flexible box around the specific area you want to see in detail, and release the button.
3 Do one of the following steps:
   - To increase the zoom, continue clicking and dragging, to create a flexible box.
   - From the File toolbar, use the Zoom tool settings to zoom back out.

To disable Zoom:

- From the Edit toolbar, click the Select tool once you reach the desired level of magnification.

The Magnifying Glass

The Magnifying Glass 🔍 tool sets the Zoom Mode on and off. When you turn Zoom Mode on, you will see your cursor change. With this cursor you can perform three actions:

- Left-Click: This zooms the display in, using the point you clicked on as the center for the display.
- Right-Click: This zooms the display out, using the point you clicked on as the center for the display.
- Left-Drag: If you drag a box on the screen, the display will zoom to fit that box. This is a really handy feature if you want to adjust a small area of a large design, for instance, one letter out of a multi-line text item.

As you zoom, you see the Zoom control on the File toolbar adjust according to your zoom percentage.

Zoom Drop-down list

You can also access the Zoom tools by clicking on the small "down arrow" to the right of the Zoom percentage field. This field shows the current level located on the File toolbar.

When you click this arrow, it allows you to choose any of the following options: Zoom in, Zoom out, To Fit, To Selection, or 1:1 (that is, actual size).
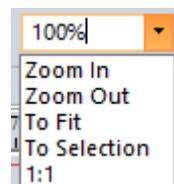
The drop-down list also gives you the option of quickly zooming to various pre-set zoom levels, e.g. 25%, 50%, 200% etc.

Using the Pan Tool

The Pan 🖐 tool turns your cursor into an icon of a hand. This allows you to drag the window around, while, at the same time, being able to see where you are moving. This is similar to moving around the window using the scrollbars.

The Pan tool does not move any design objects, only the area of the overall design that is being displayed.

If the Pan tool is selected, you can right-click to change to the Select tool.

Panning with the Arrow keys

You can move to parts of your design that go beyond the window's borders.

To pan up:

• Use the ↑ key to move up.

To pan down:

• Use the ↓ key to move down.

To pan left:

• Use the ← key to move left.

To pan right:

• Use the → key to move right.

Using Scrollbars

The scrollbars are inside the design workspace on the right and bottom of the window. These operate as standard scrollbars, which you may be familiar with from any typical Windows application. They allow you to quickly navigate the design using the mouse.

Typical actions for the scrollbars include:

• Dragging the Thumb Track to pan the view. Notice that this is like using the Pan tool.

• Clicking in the scrollbar on either side of the Thumb Track will move the design window view one screen at a time.

• Clicking in the scrollbar on the arrows moves the design window view only a small amount at a time.

You can also right-click the scrollbar to display a pop-up menu of scroll actions.

Viewing Buttons

Changing the Workspace Background

Depending on the type of artwork you are using or the type of design you are creating, you may want to change the background color of your window. For example, if you are creating a design with light color threads, you may want your background darker so that the stitches are more visible on-screen.

It may also be helpful to see the design preview against a fabric background. Floriani Total Control U comes with a selection of fabric images that you can choose to view in the background of your designs.

Both background fabrics and colors may be

chosen using the Background Color ![icon] tool,

found on the View toolbar.

To change the background color:

1 Do one of the following:
    - On the View toolbar, click the

      Background Color ![icon] tool.
    - On the keyboard, press Ctrl+B.
    You see an options menu.

2 To change the design window background
   to a different color, do the following:
    - From the menu, select Color.
      You see the Color dialog.
    - Choose a preset color or a custom
      color.
    - Click OK.
    *The new color replaces the old color on
    your design window.*

3 To change the design window background
   to an image of a fabric, do the following:
    - From the menu, select Fabric.
      You see the Open dialog.
    - Select one of the available fabrics or
      browse to the location of the image file
      for your own scanned fabrics.

      Usually it is best to save your fabric image
      as a JPEG file, as these take up less disk
      space than other formats.

      Try to keep your file small in pixel size - 300
      x 200 is typical, and more than 640x480 is
      going to give you a large image. If there is a
      quality setting, use 'Web' or 'Low' quality.
      Don't be afraid to experiment; if a scan is
      too big or small or there is some other
      problem, adjust the settings and try again.

      *You see a preview on the right of the
      dialog.*

- Click Open.
*The image of the fabric replaces the old
color on your design window.*

Showing and Hiding Machine Commands

Floriani Total Control U makes it easy to view
the locations on the design where the
embroidery machine performs commands.
These locations are marked with different
symbols to display the command type.

To show commands:

- Choose View—Commands.
  *A check mark appears beside the name in
  the menu.*

To hide commands:

- Choose View—Commands.
  *The check mark beside the name is
  removed.*

> You can also show and hide commands by
> using the keyboard shortcut **Alt + I**.

Showing and Hiding the Stitch Points

Use the Stitch Points ![icon] tool to see the stitch
penetration points in the design window. The
black dots in your design represent the point
where the embroidery machine needle will
penetrate the fabric.

To show the stitch points:

- Do one of the following:
    - Choose View—Stitch Points.

- ◆ From the View toolbar, click the Stitch Points tool.
- ◆ Press **P** on the keyboard

The stitch penetration points will appear in the design.

To hide the stitch points:

- Do one of the following:
    - ◆ Choose View—Stitch Points.
    - ◆ Click the Stitch Points tool again.
    - ◆ Press P on the keyboard.

The stitch penetration points will be hidden again.

Defining Grid Settings

The Grid Settings help you align and measure artwork and design elements. You can set the grid to measure in millimeters or inches according to your preference. When you are working on a design file, you can display the grid by clicking the Grid tool from the View toolbar.

By default, every horizontal and vertical line will be highlighted in the major grid. If you want to have additional guide lines, you can add more major grid lines as well as a minor grid. The minor grid can also have different horizontal and vertical spacing values.

To make grid lines more visible on particular backgrounds, you can change the color of the major and minor grids. You should choose separate colors for each grid type.

Tips

- You can show and hide grid lines by clicking the Grid tool.

To define grid settings:

1   Right-click on the rulers at the left or bottom of the window and click Grid Settings.
You see the Grid Settings dialog.

You can also adjust grid settings by opening the Program Preferences dialog and selecting the Grid tab.

2   In the Spacing area, complete the following:
- ◆ In the Horizontal spacing box, enter the measurements for horizontal spacing in millimeters or inches.
- ◆ In the Vertical spacing box, enter the measurements for vertical spacing millimeters or inches.
- ◆ From the Color list, select a predefined color to use for the minor grid. If you want to choose from a larger selection of colors, click More Colors from the color box.

3   In the Grid Major area, complete the following:
- ◆ In the Horizontal lines box, enter how often you want horizontal lines to be highlighted in the major grid. For example, if you enter 3 in the horizontal lines box, every third horizontal line will be highlighted in the major grid.
- ◆ In the Vertical lines box, enter how often you want vertical lines to be highlighted in the major grid. For example, if you enter 5 in the vertical lines box, every fifth vertical line will be highlighted in the major grid.
- ◆ From the Color list, select a predefined color to use for the major grid. If you want to choose from a larger selection

of colors, click More Colors from the color box.

4 In the Style area, select one of the following grid styles:

- ◆ Show grid as solid lines
- ◆ Show grid as dashed lines
- ◆ Show grid as dots

5 Click OK.

Showing and Hiding Grids

You can show the grids or, if they are in the way, you can hide them.

To show the grids:

- Do one of the following:
  - ◆ From the View toolbar, click the Grid tool.
  - ◆ Choose View—Grid.
    The grid appears in the workspace.

To hide the grids:

- Do one of the following:
  - ◆ From the View toolbar, click the Grid tool.
  - ◆ Choose View—Grid.
    The gird will be hidden.

Showing and Hiding 3D Stitches

Use the 3D View tool to preview a realistic 3D view of your design.

To show 3D stitches:

- Do one of the following:

- ◆ From the View toolbar, click the 3D View tool.
- ◆ Choose View—3D View.

To hide the 3D stitches:

- Do one of the following:
  - ◆ From the View toolbar, click the 3D View tool.
  - ◆ Choose View—3D View.

You can also toggle the 3D stitch view by pressing **Ctrl+3** on the keyboard.

Displaying the Hoop

Viewing the hoop or frame on the screen lets you ensure that your design fits properly when you run it on the machine. The hoop serves as a guide to help size and position your design in the design window. Floriani Total Control U comes with many different pre-loaded hoop sizes. Your hoop size determines how big your design can be when you go to save it.

Viewing the Embroidery Hoop

The Hoop tool toggles the display of the embroidery hoop on and off.

The hoop size is set by your settings under the Hoops dialog in Floriani Total Control U. Clicking the Hoop tool has no effect on the current mode, but will affect your current zoom. If the hoop is off and you turn it on, the display will zoom to fit the hoop into the window.

Choosing a Hoop

You can select one of many pre-loaded hoops using the Hoops dialog. Choose View—Select Hoop to view this dialog.

You will notice that you can select hoops from different file types in this dialog. This is useful when you want to make sure that your design will fit for more than one kind of embroidery machine.

To choose a hoop:

1   To open the Select Hoop dialog, do on of the following:

- ◆ On the View toolbar, click the Select

  Hoop tool.

- ◆ On the menu bar, select View—Select Hoop.

  You see the Select hoop dialog.
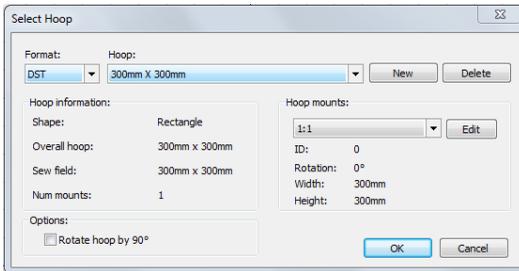
2   From the drop-down list at the top of the dialog, choose a machine format.
    The list of hoops will change to reflect the available pre-loaded hoops in that format.

3   From the list of hoops, select the one you want to use by clicking on it.
    The selected hoop will be highlighted.

4   If you wish to turn the hoop through a 90-degree angle in your workspace, check Rotate 90.

5   Click Okay.
    The chosen hoop will be displayed in the workspace.

The hoop that you select will be the limit to the size of the design for saving purposes. When you save a design that is too big for the hoop you have chosen, you will get an error message.

Creating a custom-sized hoop

Through the Hoop dialog, you can create your own hoops. You set the width and height of the hoop, and give it a name. Your new hoop will now be available in the Hoops window for you to select.

To create a custom hoop:

1   Choose View—Select Hoop.
    You see the Hoops dialog.

2   Click the New button.
    You see the New Hoop dialog.
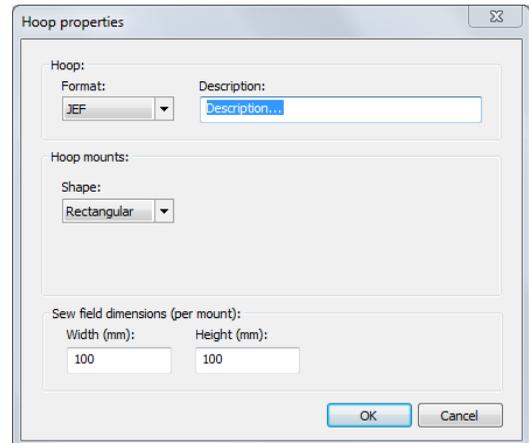
3   In the appropriate boxes, type in the desired height, width, and name for the new hoop.

4 Click OK.

The New Hoop dialog closes, and the name of the new hoop is displayed in the list in the Hoops dialog box.

Scaling Designs to Fill the Hoop

The Fit Hoop tool allows you to scale an entire design and fill the maximum size of a selected hoop on the design window. This feature recalculates stitches where necessary.

To scale designs to fill hoops:

1 Open an existing design.

2 From the Modify and Optimize toolbar,

click the Fit Hoop tool.

You see your design automatically scaled to fill the selected hoop.

CHAPTER 4

Using Digitizing Tools

You can create original designs elements using Floriani's powerful digitizing tools. These tools will help you create custom embroidery.

Topics covered in this chapter:

- Creating Manual and Run stitches.
- Creating Satin path segments (using either the Satin Stitch or Traditional Satin Stitch tools).
- Creating Complex Fill segments.
- Creating Steil Stitches.
- Creating Applique borders.
- Creating and Applying Presets.

Using Digitizing Tools

The Floriani Total Control U digitizing tools can be used to create embroidery segments directly, without having to convert from artwork. The segments are digitized by placing anchor points by clicking in the design's workspace window.

To open the digitizing tools, click the Digitizing

icon ![icon] on the Creation toolbar.

> There is an option that allows you to see all of the Digitizing tools as a "drop-down" menu when you hover the mouse over the icon. To enable this option, go to Program Preferences, select the Environment tab, and check the "Show drop down menus on hover."

Creating Manual Stitch Segments

Use the Manual ![tool] tool to create manual stitches. A Manual stitch is similar to a Run stitch except that for every two points placed, one stitch is formed. You can also use the Manual tool to place jump stitches.

To create Manual stitches:

1   On the Creation toolbar, click the Digitizing

![icon] tool.

You see the Digitizing Tools fly-out menu.

2   On the menu, click the Manual ![tool] tool.
The pointer becomes a cross.

3   To create an open segment, click the design workspace to place the anchor points in your design (manual stitches). To create a closed segment, complete the following:

- ◆   Click the design workspace to place the anchor points in your design (manual stitches).
- ◆   Press **Ctrl** while clicking to place Jump stitches in your design.
- ◆   Click the Close shape ![tool] tool.

4   Right-click to complete the segment.

Creating Run Stitches

Use the Run ![tool] tool to create Run stitches. A Run stitch is a basic straight stitch that is placed along a line at a set interval.

To create Run stitches:

1   On the Creation toolbar, click the Digitizing

![icon] tool.

You the Digitizing Tools fly-out menu.

2   On the menu, click the Run ![tool] tool.
The pointer becomes a cross.

3   In the Run Style list, select a style for your Run segment.
The Run Style list includes the Needle Up option. Needle Up is a machine movement that lifts the needle so the needle does not penetrate the fabric.

4   Click in the design workspace to place the anchor points in your design.

5   (Optional) To create a closed Run stitch,

click the Close shape ![tool] tool.

6   Right-click to complete the segment.

Creating Satin Stitch Segments

Use Satin Stitch ![icon] to create a segment that fills an area with satin (or fill-type) stitches. With this tool, you click in the workspace to place points that trace outline of the shape, and add the stitch direction lines, start point, and stop point. Until you add a direction line, a Satin stitch segment is similar to artwork segments without stitch information. For more information, see "Changing segment settings."

To create a Satin Path segment:

1. On the Creation toolbar, click the Digitizing ![icon] tool.

   You see the Digitizing Tools fly-out menu.

2. On the menu, click the Satin Stitch ![icon] tool.

   The pointer becomes a cross hair.

3. Click the design workspace, tracing around the edge of the desired shape, to place the anchor points of the segment.

4. Right-click to place the direction line(s).

   The cursor changes to a black bead.

5. Draw the angle line(s) by clicking and dragging from one side of the path to the other.

6. To enter the start point of the segment, right-click.

   The cursor changes to a green bead.

7. Click on the segment to place the entry point.

   The cursor changes to a red bead.

8. Click on the segment to place the stop point.

Creating Classic Satin Stitch Segments

The Classic Satin ![icon] tool l lets you punch a Satin or Fill segment using traditional digitizing entry, placing anchor points from side to side. With this tool, you can create straight of curved satin paths, or enter both straight and curved points in the same segment.

For more information on the properties of Satin segments, see "Changing segment settings."

To create a Classic Satin Stitch segment:

1. On the Creation toolbar, click the Digitizing ![icon] tool.

   You see the Digitizing Tools fly-out menu.

2. On the menu, select the Classic Satin Stitch ![icon] tool:

3. Left-click in the workspace to set the starting point of the segment.

4. Continue clicking from side to side to trace the outline the desired shape. Left-click to place straight points, or **CTRL** + Left-click to place curved points.

5. Right-click to complete the segment.

   The stitches will be generated. The entry, exit, and direction lines are generated automatically.

Creating Steil Segments

A Steil stitch is a constant width Satin stitch. The stitches of a Steil are placed at an equal distance from the anchor points placed. Steil segments are commonly used for borders or detail.

To create Steil stitches:

1 On the Creation toolbar, click the Digitizing

   ![icon] tool.

   You see the Digitizing Tools fly-out menu.

2 On the menu, click the Steil ![icon] tool.
   The pointer becomes a cross hair.

3 Click the design workspace to place the anchor points.

4 (Optional) To create a closed segment,

   click the Close shape ![icon] tool.

5 Right-click to complete the segment.

Using the Combine and Break Apart Tools

You can combine two or more embroidery segments (of the same type) to form a single segment using the Combine tool. This merges the original paths into a new segment.

![note icon] Note that Combine only applies to outline embroidery segments, such as those created with the Satin or Appliqué tools – it cannot be used to join stitch segments.

To combine artwork segments:

1 Using the Select ![icon] tool or the Lasso ![icon] tool, select the embroidery segments you want to combine.

2 Do one of the following:

   • On the Transform toolbar, click the

     Combine ![icon] tool.

   • Right-click and choose Combine from the shortcut menu.

   The selected segments are merged into a single segment.

The Break Apart tool separates a combined outline segment into its original component segments again.

To separate segments:

1 Select the path segments that were combined using the Combine tool.

2 Do one of the following:

   • On the Transform toolbar, select the

     Break Apart ![icon] tool.

   • Right-click and choose Break Apart from the shortcut menu.

   The Combined segments will be separated again.

Creating a Complex Fill Segment

Use the Complex Fill ![icon] tool to create Satin or Fill stitches. You select a Satin type or Fill pattern from the Pattern list, or on the Fills property page.

For more information on the properties of fill segments, see "Changing segment settings—Complex Fill Properties."

To create a Complex fill segment:

1 On the Creation toolbar, click the Digitizing

   ![icon] tool.

   You see the Digitizing Tools fly-out menu.

2 On the menu, select the Complex Fill ![icon]

   tool.

   The cursor changes to a cross hair.

3 To place the anchor points of the segment do the following:

   • Left-click to place straight points.

◆ Left-click and press CTRL to place curved points.

4 Right-click to complete the segment.

The segment outline will be closed automatically, and a default direction line will be inserted.

A black bead will be visible next to the cursor - this indicates that the tool is currently in direction line mode.

Optional: After you finish entering the points of the fill segment, you can right-click three times in succession, to quickly set the entry and exit points, and the angle line by accepting the system defaults. If you do this, the stitches will automatically be generated at this point, and you may skip the remaining steps of the procedure.

5 To change the angle of the direction line, click and drag on the black beads at the end of the direction line.

Note that you cannot add additional direction lines to a Complex Fill segment – these can only have a single direction line.

6 When done modifying the angle of the direction line, right-click.

The bead next to the cursor becomes a green entry point bead.

7 Click where you want to set the entry point.

You see the entry point where you clicked. The bead next to the cursor changes to a red exit bead.

8 Click where you want to set the stop point.

The fill stitches will be generated.

Creating an Appliqué Stitch Segment

Use the Appliqué tool to create appliqué border stitches. An appliqué border is similar to a Steil stitch border, with the addition of run segments, which serve as positioning and tack-down stitches.

Once the Applique border has been created, you can choose the border type (Satin, Motif or Blanket stitch), and adjust its other properties. For more information on changing the properties of Appliqué segments, see "Changing segment settings—Appliqué Properties."

To create a Appliqué stitch segment:

1 On the Creation toolbar, click the Digitizing tool.

You see the Digitizing Tools fly-out menu.

2 On the menu, select the Appliqué stitch tool.

3 Click in the design workspace to place the anchor points in the desired shape.

◆ Left-click to place straight points.

◆ Left-click and press CTRL to place curved points.

4 To create a closed segment, click on the Close shape tool after placing the final anchor point.
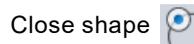
5 Right-click to complete the segment.

The Applique stitches are generated.

Drawing Modes

A drawing mode is a method of inputting anchor points. The drawing mode you want use depends your preferences, and also on the shape you are creating. With most of the digitizing tools, you are able to select either the Bezier mode or the Freehand mode.

You can use either drawing mode with the Run, Satin, Complex Fill, Steil, and Appliqué tools. Note that they do <u>not</u> apply to the Manual or Classical Satin Stitch tools, because these tools use a point-to-point drawing method for digitizing.

The Bezier and Freehand drawing modes also apply to the Pen tool.

Bezier mode

In Bezier mode, you can enter both straight and curved points. When you simply click and release, a straight point will be entered; clicking and dragging the mouse as you place the anchor point allows you to adjust the direction lines, and thereby change the shape of the curve.

To switch to Bezier mode, press **B** before selecting the digitizing tool.

Freehand mode

Freehand mode allows you to plot points by clicking and dragging. It does not allow you to see the shape until all points are plotted and you complete the route for the segment. To complete the path, right-click.

Freehand mode produces many anchor points giving you increased control over the shape of the curves. To switch to Freehand mode, press **F** after you have selected the digitizing tool.

Inserting Paths into an Existing Sequence

When you choose the Insert Before or Inset After, any segment you create at this point will be sequenced adjacent to the currently selected segment. You can choose whether you want the new segment to be inserted before or after the object you have selected.

To insert a segment into the design:

1 Select an existing segment in the workspace.
2 Right-click on the selected segment.
   You see the context menu.
3 From the menu, select one of the following:
   ◆ Digitize Path–Before to insert a new segment before the selected one.
   ◆ Digitize Path–After to insert new segment before the selected one.

You can also use the keyboard shortcuts **Insert** to digitize the path before and **Ctrl+Shift+Insert** to digitize the path after.

4 Select one of the digitizing tools from the Creation toolbar (e.g. Run, Satin, Steil, etc) and draw the required path segment. Right-click to complete the path.
   The new segment will inserted into the design sequence accordingly.

5 Repeat the above step if more segments are required; the paths will continue to be inserted in the same position in the sequence.

6 To exit the Insert mode, select another tool (not from the Creation toolbar), such as the Select tool.

Using Presets

Presets allow you to save a set of segment properties for quick application when converting artwork to a different type of segments. Presets can be created by using both the Digitizing tools or the Stitch Effects (convert) tools.

Creating and Applying Presets

You can create presets for the Digitizing tools (Run, Appliqué, Satin, Classic Satin, Steil and Complex fill) and Text tools (Text, Circle, Monogram, Vertical, and Path). You can also create presets for the Stitch Effects tools.

Important: Presets created using the Digitizing tools will <u>not</u> be applicable in the Stitch Effect tools, and vice versa. So, for example, if you create a preset using the Satin (digitizing) tool, it will not be applicable when you convert using Satin (Stitch effects) tool.

For example, if there is a particular stitch length, space, and pattern that you use often for Motif run segments, you can create a preset in that style and save it. You will then apply it instantly to any selected outline with the Convert to Motif tool.

To create and save a preset:

1 Create an embroidery segment – e.g. Run, Satin, Applique etc.

2 In the properties panel, modify the segment's settings as needed for the new preset.
   See the sections corresponding to each type of segment in "Changing Segment properties" for more information.

3 Right-click on the Digitizing tool or Stitch Effects tool that was used to create the selected segment.
   You see a context menu.

4 Select "Save Preset" from the menu.
   You see the save Preset dialog.
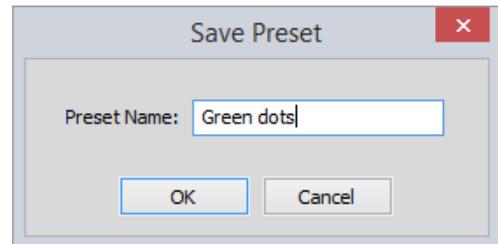
5 Enter a name for the preset, and click OK.
   The preset will be saved.
   The next time you select an outline segment and click the down-arrow next to a tool, the preset will appear on the list.

Applying a preset while digitizing:

1 Select one of the embroidery tools (e.g. Run, Satin, Complex fill).

2 Click the small down-arrow to the right of the tool icon.
You see the list of available presets.
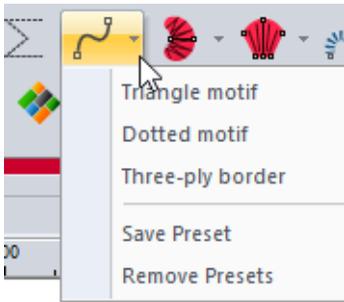
3 Select a preset from the list.
4 Digitize the segment as normal; right-click to complete the segment.
The segment will have the properties of the selected preset.

Applying a preset when using Stitch Effects tools.

1 Select an outline segment.
2 Right-click on the Stitch Effects tool that you want to use.
You see the list of available presets.
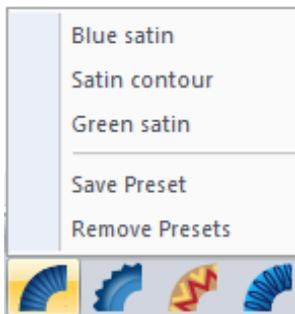
3 Select a preset from the list.
The segment will be converted to the stitch type, with the properties of the selected preset.

Importing and Exporting Presets

As well as being able to creating your own presets, you can also import presets from other digitizers. You can also use the Export Presets function to save your own presets, and share them with other digitizers.

When presets are exported, they are saved as a proprietary file type, which has the file extension *.PRE.

To export presets:

1 From the Menu bar, select Tools—Export Presets.
The Export Presets dialog opens.

Preset	Type	Tool
Loose satin	Input	Satin Stitch
Medium satin	Input	Satin Stitch
Dense satin	Input	Satin Stitch
Yellow motif	Convert	Run (Motif)
Green motif	Convert	Run (Motif)
Peach motif	Convert	Run (Motif)
Triangle motif	Input	Run Stitch
Dotted motif	Input	Run Stitch
Three-ply border	Input	Run Stitch
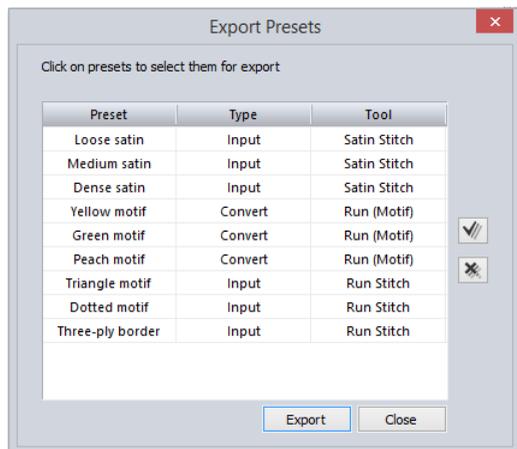
This dialog includes a table showing the names of all the Presets you have saved, the tool type (Input or Convert) of each, and the tool that each applies to.

2 In the table, click the presets you want to export to select them.

> If you want to export all of the presets, you can select the whole list instantly by clicking the Select all ✅ button.
> To deselect all of the Presets that you have selected, click the Select None ✖ button.

3 Click Export.
You see a Save As dialog.

4 Browse to the folder or directory you want to export the Presets to.

5 In the File Name field, enter a name for the *.PRE file.

6 Click Export.
A dialog appears to confirm that the presets have been exported successfully.

To import presets

1 From the Menu bar, select Tools—Export Presets.
You see an Open file dialog.

2 In the Open dialog, browse to the folder or directory with the presets file you want to import.

3 Select the *.PRE folder, and then click Open to import it.
The Import Presets dialog opens.

4 In the Import Presets dialog, click the presets you want to export to select them.

> If you want to Import all of the presets, you can select the whole list instantly by clicking the Select all ✅ button.
> To deselect all of the Presets that you have selected, click the Select None ✖ button.

5 Click Import.
A dialog appears to confirm that the Presets have been imported.

> If one of the presets that is being imported happens to have the same name as an existing preset on your system, you will have to rename it before importing it. (Presets with duplicate names will appear in red text in the dialog).
> The imported presets can be renamed in the Import Presets dialog.

CHAPTER 5

Creating Stitch Effects

You can create beautiful stitch effects in your designs using Floriani Total Control U's powerful Stitch Effects tools. These tools will help you create custom embroidery.

Topics covered in this chapter:

- Convert Artwork segments to various stitch types: Run stitches Satin stitches, and Fill stitches.
- Creating Applique and Cross-Stitch stitches.
- Converting segments to Wave fill stitches.
- Using the Add hole tool to create holes in satin and fill segments.
- Blending two colors in a segment.
- Creating an embossed effect with the Embossing tools

Common Embroidery Stitch Effects

Stitch Effect	Description	Sample
Single Run or Walk	Thread is laid in a single line between successive needle penetrations. A Single Run or Walk is a basic straight stitch that is placed along the lines at a set length or interval.	
Double Run	Another type of Run stitch is the Double Run stitch. A Double Run stitch goes over the stitches twice, at the same stitch length, ending where you started the stitch. Double Run stitches are used for detail work.	
Bean	A Bean or Three-ply stitch uses three stitches for each Run stitch. A Bean stitch goes over each stitch three times before moving to the next stitch resulting in a heavier Run stitch. Bean stitches are used for borders or detail work.	
Satin	Thread is laid across a fabric in a zig zag pattern as the needle penetrates the fabric first on one side, then on the other side, without penetrating the fabric in between. Satin (Satin) stitches give your design a shiny look and are used for many purposes; for example, small lettering or borders.	
Satin (Fills)	Fill stitches are used for large lettering or large areas because the stitches penetrate the material as they go from one side of an area to the other. If you use Satin (Column) stitches for a large area, the stitches will be loose, the machine may skip, and the needle or thread may break because the stitches do not penetrate the fabric like Satin (Fill) stitches.	
Complex Fill	Complex Fill stitches fill shapes with parallel stitches. The digitizer does not have to punch any stitches within the shapes, because a Standard Fill stitch determines how the stitches are punched.	
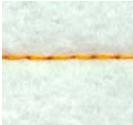
Converting segments to different stitch types

You can convert any segment to another stitch type in Floriani Total Control U. For instance, if you created an artwork segment and are now ready to make it a run, you can do so.

To convert segments to different stitch types:

1 Select one or more segments you want to convert.

2 From the Stitch Effects toolbar, select the stitch effect you want applied to your segment.

You see the segment altered accordingly.

Run Stitches

Creating Run Stitches

You can convert art segments into Run stitches. A Run stitch is a basic straight stitch that is placed along a line at a set interval. When you create Run stitches, each point that you punch will be a stitch penetration.

To create Run stitches:

1 Select one or more segments you want to convert.

2 From the Stitch Effects toolbar, select the Run tool.

You see the segment(s) altered accordingly.

To alter run segment properties, click the appropriate tab in the Properties box and make the setting changes.

Creating Single and Double Run Stitches

Use the Run tool to create single and double run stitches.

A Single Run stitch is a simple forward-moving stitch that looks like any straight stitch produced by a sewing machine.

A Double Run stitch sews over the line twice: once forward, and once backward, thus it ends up where it starts.

To create single and double run stitches:

1 Select one or more segments you want to convert.

2 From the Stitch Effects toolbar, select the Run tool.

3 In the Properties box, click the Run tab.

4 In the Stitch length (mm) box, enter the stitch length.

5 From the Type list, select Single run or Double run.

6 Click Apply.

You see the segment altered accordingly.

Creating Bean Stitches

Use the Run tool to create Bean stitches. A Bean stitch is also known as a Three Ply stitch and is a running stitch where the machine sews over each stitch three times before it moves to the next stitch. The result is a heavy running stitch.

To create Bean stitches:

1 Select one or more segments you want to convert.

2 From the Stitch Effects toolbar, select the Run tool.

3 In the Properties box, click the Run tab.
4 In the Stitch length (mm) box, enter the stitch length.
5 From the Type list, select Bean.
6 Click Apply.
   You see the segment altered accordingly.

Creating Run Motif stitches

Use the Run ⌒ or Run (Motif) 🖈 tools to create Run (Motif) stitches. Run (Motif) stitches are decorative stitches, similar to those found on today's top-of-the-line computerized sewing machines. They can be used to make decorative embellishments or to add to the theme of any particular project.

To create Run (Motif) stitches:
1 Select one or more segments you want to convert.
2 Do one of the following:
   ◆ From the Stitch Effects toolbar, select the Run ⌒ tool. In the Properties box, click the Run tab and select Motif from the Type list.
   ◆ From the Stitch Effects toolbar, select the Run (Motif) 🖈 tool.

💡 You can also convert an ordinary run segment to a Motif segment by selecting it and pressing **M** on the keyboard.

3 In the Properties box, click the Run tab.
   You see the Run properties panel.
4 In the Stitch length (mm) box, enter the stitch length.
5 From the Motif list, select a motif pattern.

6 In the Run spacing (mm) box, enter the amount of spacing you want between the motifs.
7 Click Apply.
   You see the segment(s) altered accordingly.

Steil and Satin Tools

Creating Steil stitches

Use the Steil 🖌 tool from the Stitch Effects toolbar to create a small satin stitch commonly used for borders and other detail. The satin stitching generated is a constant width and length.

To create Steil stitches:
1 Select one or more segments you want to convert.
2 From the Stitch Effects toolbar, select the Steil 🖌 tool.
3 In the Properties box, click the Satin tab.
4 In the Width (mm) box, enter the width for the steil segment.
5 In the Satin density box, enter the density to apply to the segment.
6 Click Apply.
   You see the segment(s) altered accordingly.

Steil-Run stitches

The Steil-Run 🖌 tool creates a segment contains both a steil and a run component on a single outline. Once the segment has been

converted, you can modify the properties of steil and run portions separately in the properties panel.

To create a Steil-run Segment:

1 Select the outline segment you want to convert.

2 On the Stitch Effects toolbar, select the Steil-Run ![icon] tool.

   The selected segment will now combine steil and run components.

3 (Optional) By default, the steil component of the segment will sew first; if you want to change the sewing order, select the Steil-run tab in the Properties panel and change the order to "Run first."

   Adjust Steil and Run properties in the Properties panel, as required."

4 Click Apply.

Steil Options

Right-clicking on the Steil tool opens a small menu containing two optional Steil segment types that you can apply.

In both cases, the procedure for converting is similar to that of creating a regular Steil path, except that you must right-click on the Steil ![icon] tool first, before selecting the option from the "pop-up" menu that appears.

• **Steil Special:** This option generates a steil column with special underlay stitches, which make it a useful stitch for freestanding lace designs. You can use it to create lace borders, or to place addition inner bridges in designs created with the Whitework Lace tool.

• **Whitework Embellishment:** This option is also used in conjunction with Whitework lace. You may want embellish a Whitework Lace design with addition squares that surround the cut-out lace portion of the design; this tool creates a steil path with open corners to match the corners of the Whitework border stitches.
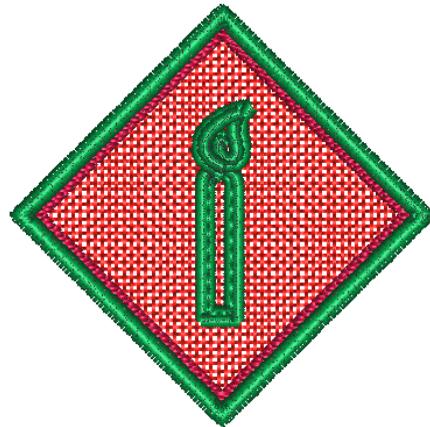
An example of a lace embellishment applied to an Auto Lace segment.

For more on the Whitework Lace tool, see "Creating Stitch Effects—Creating Whitework."

Creating Satin Segments

Use the Satin ![icon] tool to create Satin or Fill stitches. The Satin tool allows you to convert existing segments into Satin or Fill segments, placing anchor points from side to side (point-counter-point).

To create regular Satin columns:

1 Select one or more segments you want to convert.

2 From the Stitch Effects toolbar, select the Satin tool.

You see the segment's stitch points appear and the cursor change to a cross.

3 When the pointer becomes a small cross with a bead, click and drag from left to right to place inclinations in your segment.
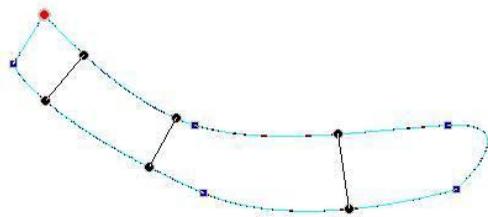
4 Double right-click to complete the segment.

**5** In the Properties box, make any necessary changes and click Apply.

Creating stitches with other Satin tools

Floriani Total Control U offers a variety of Satin tools to create unique Satin or Fill stitches. You can convert outlines into Satin or Fill segments using one of the many non-standard column tools available: Jagged Satin, Color Blend Satin, Spiral Satin, Gradient Satin, Fancy Satin, Contour Satin, Radial Satin, and Auto Satin tool.

To create satin stitches using various column tools:

1 Select one or more segments you want to convert.

2 From the Stitch Effects toolbar, select one of the following non-standard column tools.

- ◆ Jagged Satin : Select to create Satin or Fill stitches with jagged edges.
- ◆ Color Blend Satin : Select to create Satin or Fill stitches with auto color blending.
- ◆ Spiral Satin : Select to create Satin or Fill stitches with swirl effects.
- ◆ Gradient Satin : Select to create Satin or Fill stitches with graduated density.
- ◆ Fancy Satin : Select to create Satin or Fill stitches with carved tile patterns. These patterns create satiny regions with a grooved texture.
- ◆ Contour Satin : Select to create Satin or Fill stitches that follow the contour of the shape, instead of stitching side to side.
- ◆ Radial Satin : Select to apply radial stitches to the edge of a segment. Stitches radiate from a center point and can be adjusted by the user using the Shape tool.
- ◆ Auto Satin : Select to convert filled shapes automatically into Satin segments.

    Depending on the non-standard column that you select, you may need to set the inclinations and start and stop points. Until you add inclinations, these segments are similar to artwork segments without stitch information.

3 In the Properties box, make any necessary changes and click Apply.

Creating Stitches with the Standard Fill Tool

Use the Standard Fill ⭐ tool to create Satin or Fill stitches. You select a Satin type or Fill pattern from the Pattern list in the Properties box.

To create stitches using the Standard Fill tool:

1   Select one or more segments you want to convert.
2   From the Stitch Effects toolbar, select the Standard Fill ⭐ tool.

You see the segment(s) altered accordingly.

3   In the Properties box, make any necessary changes and click Apply.

Creating Stitches with Various Fill Tools

Use a variety of Fill tools to create unique Satin or Fill stitches. You select a Satin type or Fill pattern from the Pattern list in the Properties box. Convert existing segments into Satin or Fill segments using one of the many fill tools available: Fancy Fill, Motif Fill, Gradient Fill and Color Blend Fill tools.

You can also convert segments into various Wave Fill segments. For more information on creating stitches with Wave Fill tools, see "Creating stitches with various Wave Fill tools".

To create stitches using the various Fill tools:

1   Select one or more segments you want to convert.

2   From the Stitch Effects toolbar, select one of the following Fill tools:

- ◆   Fancy Fill 🌸 . Select to create Satin or Fill stitches that use Fancy patterns. Fancy patterns have satiny regions with a grooved texture.

- ◆   Motif Fill 🌸 . Select to create Satin or Fill stitches that use Motif patterns. Motif patterns consist of decorative stitches, similar to those found on today's top-of-the-line computerized sewing machines.

- ◆   Gradient Fill ⭐ . Select to create Satin or Fill stitches with varied stitch lengths throughout the same segment.

- ◆   Color Blend Fill ≋ . Select to create Satin or Fill stitches that combine two thread colors in the same segment.

You see the segment(s) altered accordingly.

3   In the Properties box, make any necessary changes and click Apply.

Adding lines with the Add Outline Tool

Using the Add Outline ✎ tool, you can add extra outlines to existing segments by entering new anchor points. This tool can be used to extend or edit a Run, Applique, or Steil stitch segment, without generating a new segment. The additional stitches will retain the same properties as the existing segment.

To add to a segment with the line tool:

1 Select a linear embroidery segment, such as a Run, Steil, or Appliqué.

2 On the Edit toolbar, click the down arrow next to the Shape 🖌 tool, and select the Add Outline 🖌 tool from the fly-out list.

   The pointer changes to a small cross.

3 Click in the workspace to enter the anchor points to add to your segment.

4 Right-click in the workspace to complete the segment.

   The additional stitching will be generated.

   For purposes of selecting and sequencing, the added outline will be part of the original segment; however, if desired, the two can be separated by right-clicking the segment and selecting Break Apart from the context menu.

# Creating Fill Segments with Holes

Adding the Hole

Use the Fill tools to create Fill segments with holes. The Add Hole tool allows you to create an additional outline within the fill area, which defines the "hole" - when the overall fill is re-generated, this new area will contain no stitches.

To create Fill segments with holes:

1 Select the Fill segment you want to add a hole to.
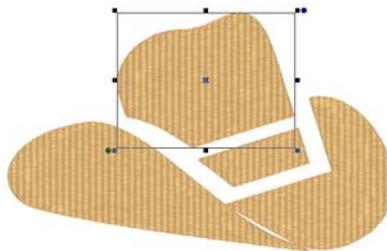
2 On the Edit toolbar, click the down arrow next to the Shape tool, and select the Add hole 🟥 tool from the pop-out list.

   The pointer changes to a small cross.

3 Left-click inside the segment to punch where you want the hole to be.
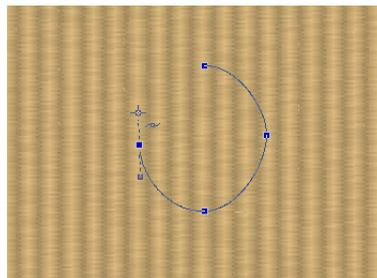
4 From the View toolbar, click the Close Shape 🔵 tool to close each hole.

5 Right-click to complete the new "hole" outline.

   You see the Fill with the hole added.
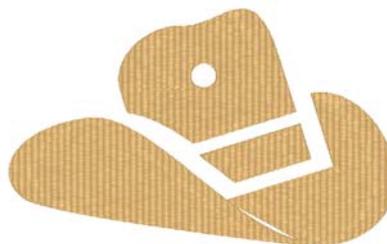
Restoring Holes in Satin or Fill Segments

You can create Satin or Fill segments with holes. The "holes" represent the areas that will have no stitches.

As you work on the design file, however, you may want to restore or refill holes that you have created. It is easy to restore these holes using the Delete Hole feature in the edit menu.

The Delete Hole feature can also be used to restore holes, as well as automatically delete the remaining areas.

**To restore holes in Satin or Fill segments:**

1 Select the Fill segment with a hole.
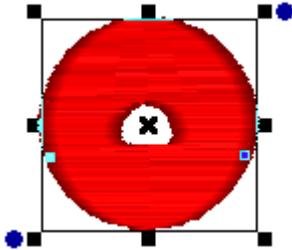
2 From the Edit toolbar, click the Shape tool.

**3** Right-click any of the hole's blue anchor points and select Delete Hole from the menu.
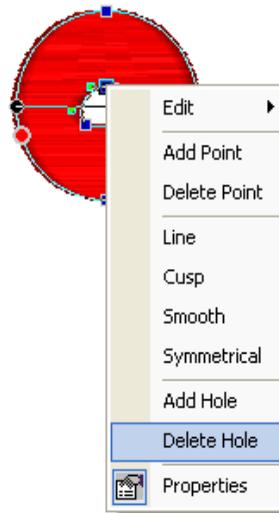

You see the segment's hole filled in.
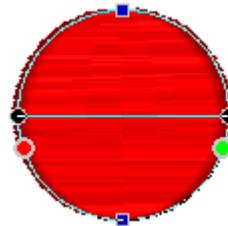
To restore holes and delete remaining areas:

1 Select the Fill segment with a hole.
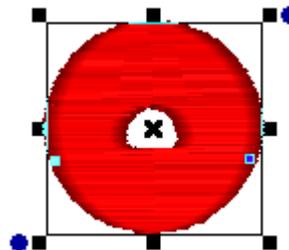
2 From the Edit toolbar, click the Shape
tool.

3 Right-click any blue anchor point on the segment's outside edge and select Delete Hole from the menu.
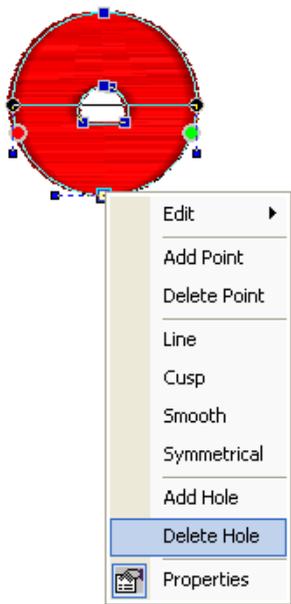
You see the segment altered accordingly.

Blending the Thread Colors of a Segment

You can use the Color Blend Satin tool or the Color Blend Fill tool to combine two thread colors in one segment. You can select two colors and separate gradient types and density for one segment.

To create a Color Blend Satin segment:

1 Select a segment.

**2** From the Stitch Effects toolbar, select the Color Blend Satin tool.

The segment now has two colors.

3 When the pointer becomes a small cross with a bead, click and drag from left to right to place inclinations in your segment.

> To set the start and stop points, see "Changing the location of start and stop points".

4 Right-click to complete the segment.

5 In the Properties box, click the Gradient tab.
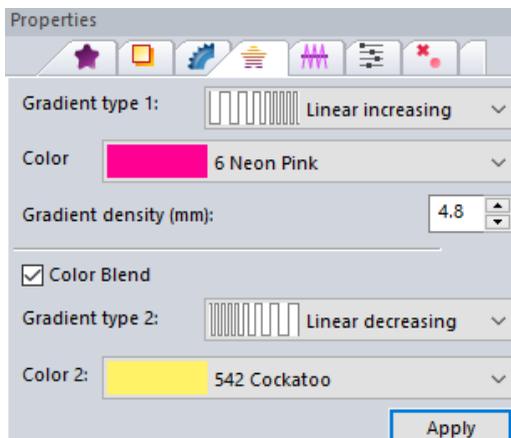
6 Do the following steps:

- In each Gradient type list, select the profile that best suits your needs.
  The Gradient type controls how the stitches will be blended.

- In each Colors list, select the thread colors you want to blend.

> For best results, choose opposite density profiles for the two thread colors. For example, choose Linear Increasing for one color and Linear Decreasing for the other color.

7 Alter settings in the other tabs accordingly and click Apply.

To blend thread colors using the Color Blend Fill tool:

1 Select a segment.

2 From the Stitch Effects toolbar, select the Color Blend Fill ≝ tool.

> *The segment now has two colors.*

3 In the Properties box, click the Gradient tab.

Properties

Gradient type 1: [Linear increasing]

Color [2 Firefly]

Gradient density (mm): 4.4

☑ Color Blend

Gradient type 2: [Linear decreasing]

Color 2: [306 Imperial Blue]

Apply
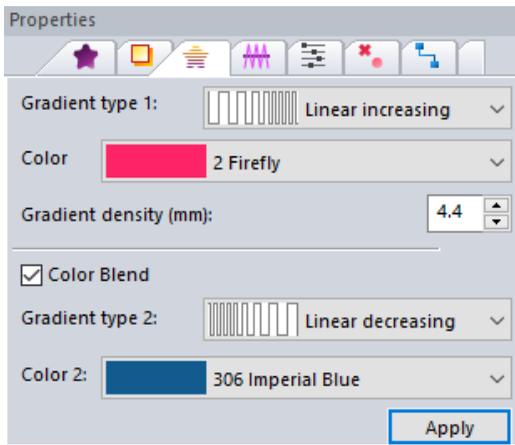
4 Do the following steps:

- In each Gradient type list, select the profile that best suits your needs.
  The Gradient type controls how the stitches will be blended.

- In each Colors list, select the thread colors you want to blend.

> For best results, choose opposite density profiles for the two thread colors. For example, choose Linear Increasing for one color and Linear Decreasing for the other color.

5 Alter settings in the other tabs accordingly and click Apply.

Wave Fill Stitches

Wave Fill tools let you apply wave stitches to Fill segments. Wave stitches follow the contour of the curves you create. Waves are useful to demonstrate motion. For example, the Wave Fill pattern type is useful for embroidering rippling water, waving flags or simply for decorative effects.

You can convert existing segments into Wave Fill segments using one of the many Wave Fill tools available: Wave Fill, Wave Gradient Fill, and Wave Color Blend tools.

To create stitches using the various Wave Fill tools:

1 Select one or more segments you want to convert.

2 From the Stitch Effects toolbar, select one of the following Wave Fill tools:

- Wave Fill ≋. Select to create Fill stitches that use standard Wave Fill patterns.

- ◆ Wave Gradient 🐟. Select to create Satin or Fill stitches that use Wave Fill patterns with varied stitch lengths throughout the same segment.

- ◆ Wave Color Blend 🐟. Select to create Satin or Fill stitches that use Wave Fill patterns. These patterns combine two thread colors in the same segment.

You see the segment(s) altered accordingly.

3 In the Properties box, make any necessary changes and click Apply.

Ripple Fill

The Ripple fill is a distinctly different type of embroidery consisting of a spiral run stitch that follows the contours of the selected path outline that you are filling. What makes the Ripple fill different from other contours is that you can move the starting point of the spiral Run stitch to a new origin, which allows you to generate interesting fill effects, such as giving the fill segment the illusion of depth.

To create a Ripple Fill segment:

1 Using any of the Artwork tools, create a closed outline (artwork) segment.
2 Select the segment with the Select tool.
3 From the Stitch Effects toolbar, select the

Ripple Fill 🌀 tool.

The selected shape is now filled with a run stitch path spiralling outwards from the center.

4 On the Edit toolbar, select the Shape ➴ tool.

The shape will be highlighted; its anchor points will appear as small, blue squares.
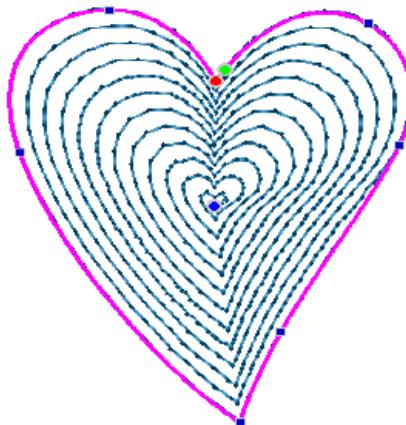
5 To change the run's origin, click and drag of the central anchor, located at the beginning of the run fill; release the mouse button.
6 Press **Enter** to regenerate stitches.

The new spiral run will be generated.
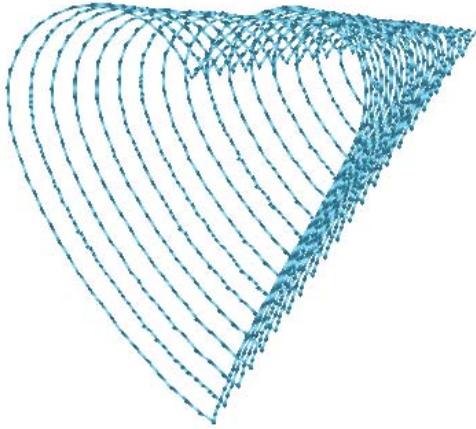
7 (Optional) With the Shape tools still active, click and drag other anchor points if you need to adjust the segment outline; press **Enter** after each adjustment to see how the segment is affected.
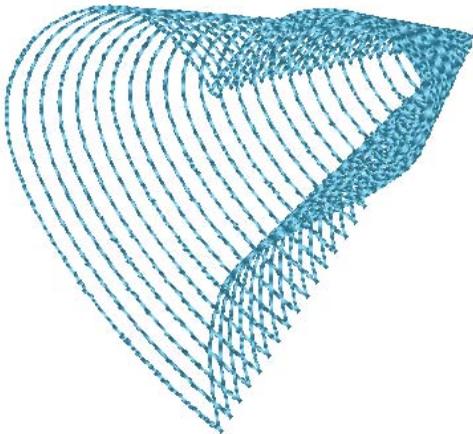
8 In the Properties panel, adjust segment settings such as the Run style, stitch length, density etc; click Apply.

For more information on adjusting these settings, see Changing Segment Settings-- Ripple Fill.

9 Save the Design.

Mesh Fill

The Mesh fill consists of parallel lines of run stitches. The lines are continuous, and run back and forth across the selected area, creating a light, "open-ended" fill segment.

One unique feature of the Mesh Fill segment is the Wave parameter. It changes the direction the lines in the fill, so that they follow a pre-set pattern. There are variety of different patterns available, which you select from a list on the Fill tab of the properties page.

To create a Mesh fill segment:

1 Select a close artwork segment, or other closed outline segment.

2 From the Stitch Effects toolbar, select the Mesh Fill tool.

3 In the Properties panel, make any necessary changes to the settings. *For more information, see "Change Segment Settings—Mesh Fill Settings"*

4 Click Apply.

Creating Embossing

Use the Embossing ![icon] tool to create an embossed shape. The embossing stitch effect allows you to create a stamp or an embossed effect on underlying fills.

The embossed shape is typically placed on top of a fill and causes the fill to be "carved" or embossed along the contour of the embossed shape.

You can use embossed stitch effects in various situations, for example:

• To emboss a name or initials onto a fill.

• Or, to add texture to satin shapes.
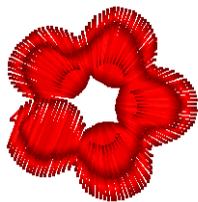
Creating an Embossed Shape

An embossing needs two objects. The first is a fill object that is being embossed. The second is the shape (usually an artwork segment) that you want to emboss upon your fill. You can create embossing using the Shapes tool or any of the Pen/Bezier/Line tools. To emboss letters, use the Import TTF tool to import the letters you want to emboss.

To apply an embossed fill shape:

1 Create the fill segment that you wish to apply the embossing to.
2 Create an artwork segment (or segments) that you want to the emboss, such as the monogram below.

3 Select the artwork segment(s), and move to the location that you want it on your fill.
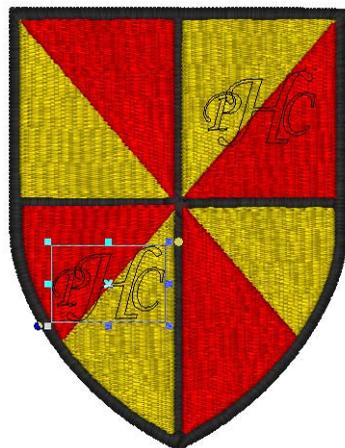
4 With the artwork segment still selected, click on the Embossing tool.

The underlying fill stitches will now be embossed with the artwork shape.

The embossing on the fill segment will only be apparent if the 3D tool is turned on.

The Embossing will remain superimposed upon the fill segment; to see the effect more clearly, it helps to hide the embossing artwork. Do this by clicking on the 'eye' icon in the Sequence view next to the embossing segments.

Saving the Embossed Shape as a Symbol

You can also save an embossed shape as a Symbol so that you can quickly apply many copies of the embossed shape on any given fill.

To save a created embossing shape:

1 Using the Select tool, select the artwork shape that you just embossed with.
2 From the Menu bar, choose Tools—Save Symbols/Embossing.
You see the Save as dialog.
3 Type a name for the embossing segments in the File name box.
4 Click save.

The embossed segment you have created is now available on the list when you use the Symbols/Embossing tool; for more information, see "Using the Symbols/ Embossing tool".

Using the Appliqué tool

Use the Applique tool to create an applique border around your design segments.

To create stitches using the Applique tool:

1 Select one or more segments you want to convert.
2 From the Stitch Effects toolbar, select the Applique tool.
3 In the Properties box, make any necessary changes and click Apply.
For more information on the properties of these segments, see "Changing Segment Settings—Appliqué Properties."

Auto Stipple Stitches

Floriani Total Control U allows you to create segments with Auto Stipple stitches. When you create an Automatic Stippling segment, the segment gets filled with random stippling that looks like traditional machine stippling.

Traditionally, stippling is one continuous line of stitching that never crosses itself, although some people are experimenting with variations that do. The most common shape used in stippling with a machine resembles a jigsaw puzzle. The constant switching between convex and concave curves enhances the random look, which is usually most desirable.

To create stitches using the Auto Stipple tool:

1 Select one or more segments you want to convert.

2 From the Stitch Effects toolbar, select the Auto Stipple 🖼 tool.

You see the segment(s) altered accordingly.

3 In the Properties box, make any necessary changes and click Apply.

Cross Stitch Tools

Cross Stitch Fill

The Cross Stitch 🟩 tool creates a traditional hand-sewn cross-stitch effect. This tool generates cross-stitches instead of straight lines along a simple path. Similar to other stitch effect tools, when you create cross-stitches you can use scanned artwork or an image as a backdrop.

To create a Cross Stitch fill:

1 Select one or more segments you want to convert.

2 From the Stitch Effects toolbar, select the Cross Stitch 🟩 tool.

The segment will be converted to Cross Stitches.

3 On the Properties panel, make any necessary changes and click Apply.

> You can create an outline around a shape that has been filled with cross-stitches. First, right-click the segment and select Copy from the menu. Right-click the segment and select Paste from the menu. Then, click the Run 🖊 tool or Satin 🖌 tool from the Stitch Effects toolbar.

Cross-stitch Outline

The Cross-stitch Outline 🖼 tool generates a linear segment with the appearance of traditional cross-stitches. This tool can be useful for creating borders.

To apply Cross Stitch Outline:

1 Select a linear artwork segment.

2 From the Stitch Effects toolbar, select the Cross Stitch Outline 🖼 tool.

The segment will be converted to Cross Stitches.

3 On the Properties panel, make any necessary changes to the settings and click Apply.

Converting to Artwork

Floriani Total Control U allows you to use the Artwork ⭐ tool to easily convert outline segments into artwork shapes.

To create artwork segments:

1 Select one or more segments you want to convert.

2 From the Stitch Effects toolbar, select the Artwork ⭐ tool.

You see the segment(s) altered accordingly.

**3** In the Properties box, make any necessary changes and click Apply.

Whitework Lace

Whitework Lace is a type of embroidery consisting of satin "bridges" arranged on a right-angled grid (sometimes referred to as "staircase" edges.) You can create the

Typically, the corners where the satin columns meet will have open corners; if desired, though, you can change the corner style in the properties panel.

To create a Whitework design:

1   In the Program Preferences—Grid settings, ensure that Snap to Grid is checked.
2   On the View toolbar, ensure that the Grid

   is turned on.

3   On the Create toolbar, select the Line tool.
4   Click on one of the grid lines to start the shape.

Length: 20.0 mm
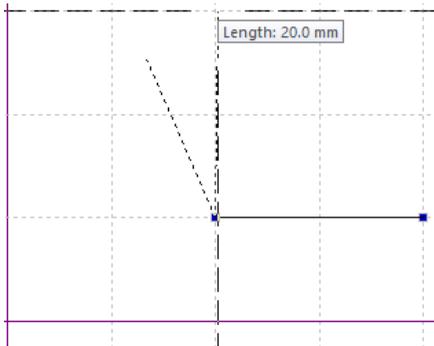
5   Continue clicking along the grid lines to place all the points required to outline the shape.
6   Right-click to finish the outline.
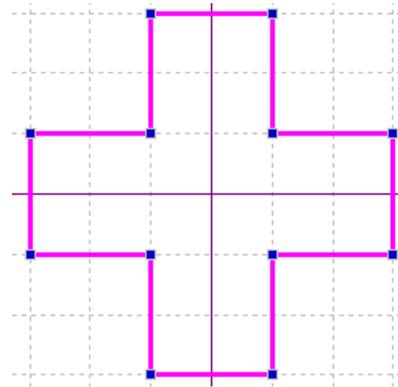
7   Click the Whitework Lace   tool on the Stitch Effects toolbar.
   *The Whitework border stitches will be generated along the outline.*
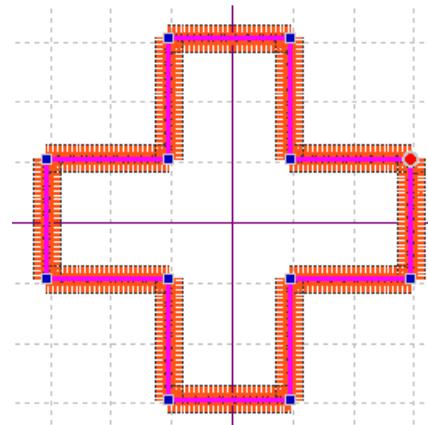
The mouse pointer now appears with a black bead beside it.

8   Now, enter in the bridge segments by doing the following.
   ◆   Click and hold on the outline, slightly in from a corner point (i.e., not on the anchor itself).
   ◆   Drag to the opposite side of the shape.

◆ Release the mouse button.

The bridge line now appears in the design.
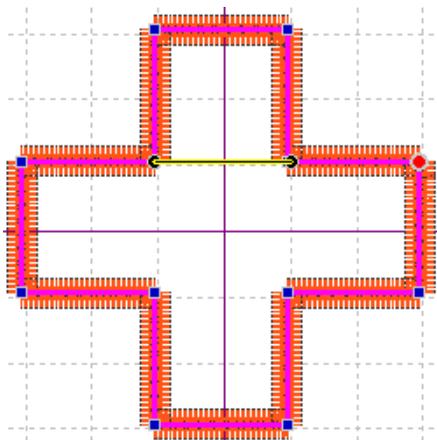
9 Repeat the steps above for the other bridges.

> It is advisable, when placing the bridges, to draw all the horizontal bridges first, and then the vertical bridges after (or vice versa).

Press Enter to generate the bridge stitches.
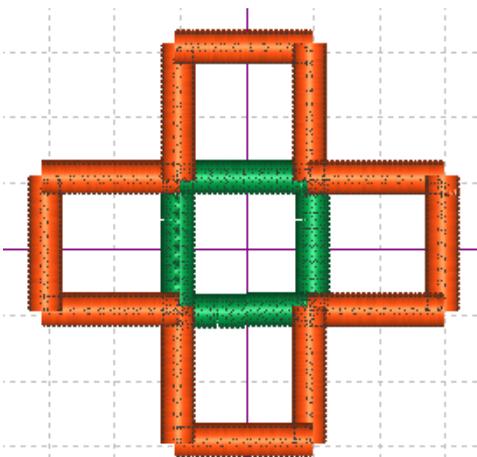
You can also add bridge stitches using the Mesh Steil ▨ tool. This tool converts artwork segments to a segment with the same mesh underlay and steil stitches as in the bridge segments that are generated by the Whitework Lace tool.

> Just draw in the additional lines you want to add with the Line tool, select them, and then convert them to Mesh Steil.

10 If required, adjust the segment settings properties panel.
For more information, see "Changing Segment Settings—Whitework Lace Settings."

11 Save the design.

Auto Cutwork

A Cutwork design consists of an a series of open "windows" that are cut into a piece of fabric, with one or more "bridges" of mesh stitches crossing them. Along the edges (where the fabric has been cut), steil border will be sewn to finish the design.

When applied to an artwork segment, the Auto Cutwork ▨ tool automatically generates all the required stitches.

To create an Auto Cutwork segment:

1 Import or draw shapes to serve as the outline. (In the simple example illustrated below, the shapes were imported using the Custom Shapes tool.)

2 Select both the inner and outer shapes.

> This is easily done by selecting the two outlines in the Sequence view.

3 Combine the two shapes:

- ◆ Click the Combine [icon] tool.
- ◆ Right-click and choose Combine from the shortcut menu.
- ◆ Press Alt+C on the keyboard.

4 With the still selected, click the Auto

Cutwork [icon] tool on the Stitch Effects

toolbar.

The outlines are converted to cutwork stitches, and the mouse pointer now appears with a black bead beside it.
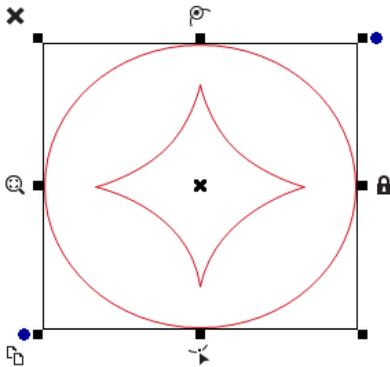
5 Draw in the bridge segments by doing the following:

- ◆ Click with on the outline at the point where you want to place the firs bridge segment.
- ◆ Drag to the opposite side of the shape.
- ◆ Release the mouse button.

The bridge line will be created.
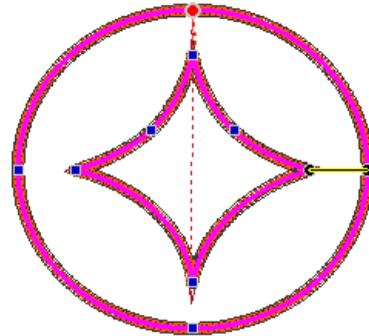
6 Repeat step **5)** to create other bridges, as required.
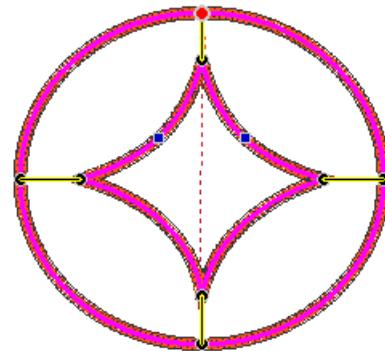
7 If required, use the properties panel to adjust the settings of Cutwork segment.

For more information on segment settings, see "Changing Segment Settings—Auto Cutwork Settings."
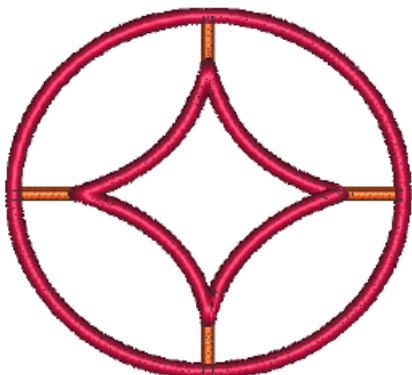
8 Save the design.

Creating Auto Lace

Use the Auto Lace 🔲 tool to convert outline or artwork designs into lace embroidery. When sewn onto water-soluble stabilizer, Auto Lace designs can be used to create a free-standing lace embroidery.

The Auto Lace segment that is generated by this tool will consist of three elements:

- A grid-like base, consisting of run stitches.
- An fill component, running along the edge of the lace fill.
- A steil outline on top of the outline fill.

To generate an Auto-lace segment:

1 Using one of the artwork tools, or the Custom Shapes tool, create an outline for the lace shape.

> **Important**: Consider these factors when creating the Auto Lace shape:
> - Use only closed shapes.
> - Simple outlines work best.
> - Ensure that no lines cross or double back.

2 Select the outline.

3 On the Stitch Effects toolbar select the Auto Lace 🔲 tool.

The shape is the converted to Lace segment.
If required, adjust the lace settings, e.g. the grid spacing, stitch length, border settings, etc. For more information on settings see "Changing Segment Settings—Auto Lace Settings."

Creating Shadow Work

Shadow work is a type of embroidery in which the fill stitches are intended to show through a piece of sheer fabric (such as, for example, organza).

When the Shadow Work is sewn out, the fill stitches (two layers) will be sewn first, on water-soluble stabilizer; after which, the sheer fabric is placed on top, and then the final run stitches are sewn. In the finished Auto shadow design, only the final top stitch (a run stitch along the outline) shows on top of the fabric.

You can use either the Auto Shadow or Auto Shadow Plus tool to create these designs. These two tools generate the same sequence of stitch segments. The only difference is that the Auto Shadow tool removes the original selection, while the Auto Shadow Plus tool retains it.

To create an Auto Shadow fill:

1 Create an outline in the shape of the fill required. You can use the Artwork tools to make the shape – or base the shape on an existing outline embroidery segment.

2 Select the segment.

3 On the Stitch Effects toolbar, click one of the following tool icons.

- Auto Shadow Work ⬛ tool.

- Auto Shadow Work Plus ⬛ tool.

The Auto Shadow segments will be generated.

4 In the Properties panel, adjust properties of the fill and border stitches (if required).

For more information, see Changing Segment Settings—Fill Properties.

## Note: Multiple Shadow Work segments in the same Design

If your design includes two or more Shadow Work designs the tack-down and fill stitches of all Shadow Work segments must come before any of the finishing stitches in the sewing order. This also applies to an other design elements in the file (a text segment, for example) – the Shadow Works tack-down and fill stitches must sew before these segments.

If your design has multiple Shadow Work designs in it, you can use the Sequence view to move the tack-down and fill stitches earlier in the sewing order. Do the following:

1 Select the tack-down and fill segments of the later Shadow Work design, leaving the finishing run stitches unselected. Note that this run is digitized as a different color than the fill segments.
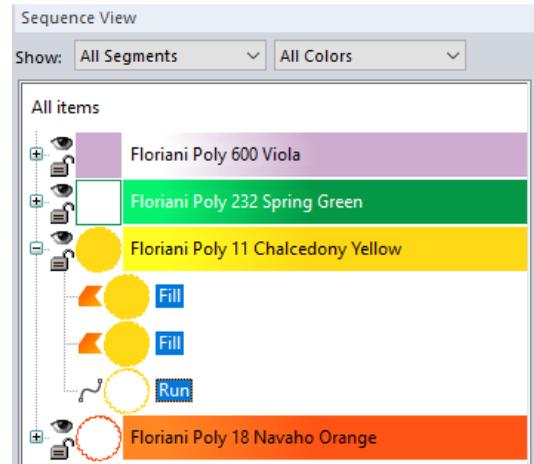
2 Left-click and select Move—First.
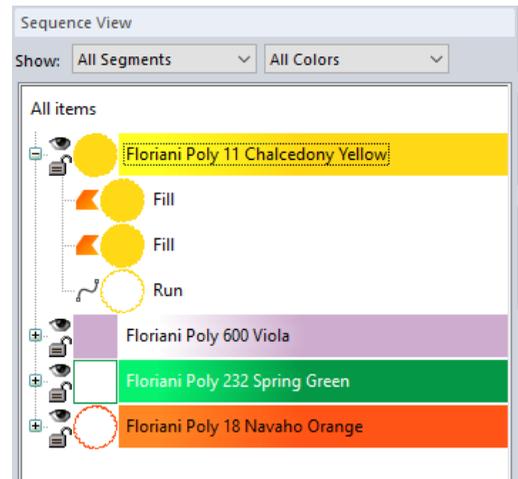
The Shadow work fills will now be correctly placed at the beginning of the sewing order.

3 Repeat for any other Shadow Work tack-down and fill stitches the design.

CHAPTER 6

Changing Segment Settings

Floriani Total Control U provides an easy and efficient way to help you change the settings and properties of your design segments. You can change segment settings when you create new design files or use outline files (*.WAF).

When you make major changes to the properties of segments, you should be careful of how other segments will be affected. For more information on the general rules of editing segments, see "Editing Segments".

Topics covered in this chapter:

- Understanding Segment settings.
- Adjusting Text properties.
- Adjusting the properties of the different types of segments created with the stitch effects tools, such as Motif, Steil, Satin, and the various Fill styles.
- Adjusting properties of special stitch types, including Appliqué, Auto Stipple, Cross-Stitch, Whitework, and Auto Cutwork.
- Pull-Compensation and Underlay settings.

Changing Segment Properties

In any design window, you can change a segment's properties. For example, you can adjust the pull-compensation or underlay of a segment.

To change the settings of a segment:

1   Do one of the following:
    ◆   Choose File—Open to open an existing file.
    ◆   Choose File—New to create a new file and create a design.
2   Choose Tool Bars—Sequence View, if the Sequence View is not already visible.
3   In the Sequence View area, browse to find the segment you want to change.
4   Select the segment you want to change.
    You see the tabs in the Properties box change according to the selected segment. If the Properties box is not visible, choose Tool Bars—Properties.
5   In the Properties box, make the necessary adjustments to the settings.
6   Click Apply.

Text Properties

You can right-click on any text, regardless of its type, and an edit menu will appear. This menu allows you to change several important text properties, such as changing or resetting frames and changing envelopes. To change various text properties using the Properties box, see the "Creating Lettering and Merging Designs" section.

Changing Text Modes

The Text Mode can be changed for an existing text item; you can change an existing text item to Normal Frame, Vertical Frame, Path Frame, Circle Frame, or Monogram Frame. Right-click the text item and select the text mode from the menu.
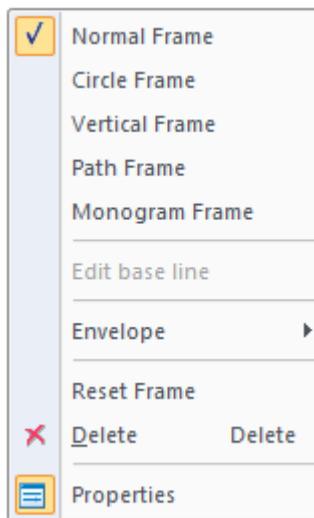
This is useful when the text is already in position, but you want to change the format.

Selecting Pre-Defined Envelopes

The Envelope feature allows you to set the Corner Handles and the Envelope Handles into several pre-defined patterns. You can use the envelope feature for normal and monogram text. In the design window, right-click on the created text and select Envelope from the menu.
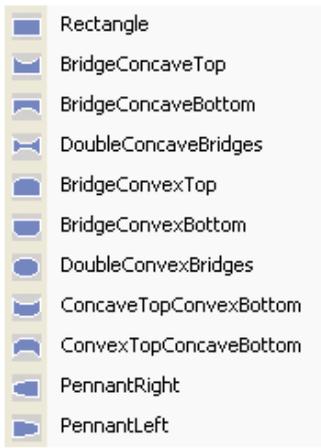
Envelope options

Normal and Reverse Text Direction

The Text Direction commands are available only in the Circle text mode. Select the Text Direction Normal command to have text appear at the top of the circle and select the Text Direction Reverse command to have text appear at the bottom of the circle. Right-click the selected text and the Text Direction dialog will appear. Select the command you wish to use on the selected text.

Resetting the Frame

The Reset Frame command is useful when you have altered your text a bit too much and want to start over.

Resetting Individual Letters

The Reset Letter command is useful when you have manipulated a letter and want to reset it so that it looks as it would if it was never individually adjusted. This command is available when you activate individual letter size handles and right-click the individual letter with your cursor.

Deleting Text

Deletes the currently selected Text Item.

Properties

The Properties command will show the Properties box if it is not currently in view.

Run Properties

Setting the Length for Run Stitches

You can control the length for Run stitches using the Stitch Length setting. You set the stitch length using the Properties box.

To change the stitch length:
1   Select the Run segment.
2   In the Properties box, click the Run tab.
3   In the Stitch Length box, enter the stitch length.
4   Click Apply.

Choosing a Style for Run Stitches

You can choose a style for Run stitches to create unique stitch effects for detailing or borders.

To choose a style:

1   Select a Run segment.
2   In the Properties box, click the Run tab.
3   From the Type list, select one of the following run types:
    ◆   Single Run.
    ◆   Double Run.
    ◆   Bean.
    ◆   Motif.
    ◆   Needle Up. Creates a jump stitch. The machine will jump from one position to the next without penetrating the fabric.
4   Click Apply.
    You see your segment altered accordingly.

Selecting the Motif Pattern

If Motif is the selected Run style, a number of new options will become available on the Properties box. The first of these is the Motif setting, or pattern setting. In this list, you can select which type of motif pattern that you want to apply to a selected Run Segment.

> For more advanced Motif Run properties, such as spacing, pattern arrange and inset percentage, please refer to the separate procedures below.

To choose a Motif pattern:

1   Select a Run segment.
2   In the Properties box, click the Run tab.
3   From the Type list, select Motif.

4   Click in the Motif field
    A drop-down list will open, showing the list of motif patterns available.
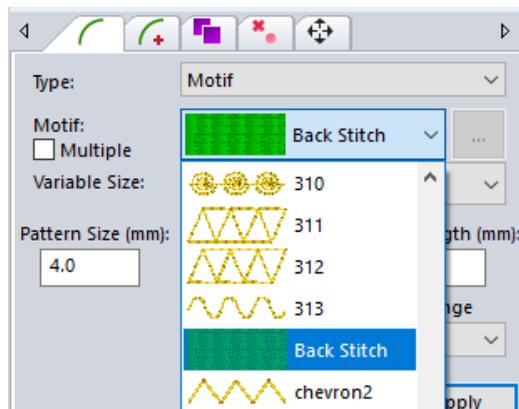
5   Select the pattern you want to use.
6   Click Apply.
    The chosen pattern will be applied to the run segment.

> Note that "Back stitch" is one of the patterns available on this list. This is a motif which has been specially digitized to create a run with a "hand-sewn" appearance.
>
> Also, you can apply the "Back stitch" motif very quickly by using the preset menu on the Run stitch effect tool. To do this, select any outline segment, right-click the Run tool, and select Back Stitch from the presets menu.

Adjusting the Spacing between Motif Stitches

You can create unique embroidery designs by altering the spacing between motif run stitches.

To change the spacing between motif run stitches:

1 Select a Motif Run segment.

2 In the Properties box, click the Run tab.
  You see the Motif Run properties.

3 In the Run spacing box, enter the of spacing (in mm) that you want between motif run stitches.

4 Click Apply.

Motif Pattern Arrange Settings

The H-arrange and V-arrange settings for motif run stitch segments allow you to make new motif patterns by changing the orientation of individual units in an existing pattern.

These settings determine the arrangement in the horizontal direction (H-arrange) and the vertical direction (V-arrange). The default setting for both is "None" - when both are set to "None" the motif pattern is in the original state. The "Flip" setting reverses the orientation of all unit of a motif pattern. The "Alternate" setting will flip only every other motif in the pattern.

To adjust the arrange settings:

1 Select a Motif Run stitch segment.

2 In the properties panel, select the Run tab.
  You see the Motif properties.

3 Click in the H-arrange field, and select Flip or Alternate from the drop-down list.

4 Click in the V-arrange field, and select Flip or Alternate from the drop-down list.

5 Click Apply.
  The selected motif run segment will be altered accordingly.

The table below shows examples of how applying these settings will affect one particular motif pattern.

Note that the original, unaltered pattern is shown in the top row.

Arrange Setting		Motif Pattern
H-Arrange	V-Arrange	
None	None	
Flip	None	
None	Flip	
None	Alter	

The table shows only a few examples of the possible arrangements; more patterns can be created by combining H-arrange and V-arrange settings.

Creating Multiple Motif Patterns

The Mixed motifs feature allows you to create run segments that consist of two or more different motif patterns in a single segment. When the stitches are generated, the different motif patterns will alternate along the length of the of the segment.

There is a special dialog (which is accessed through the Properties Panel) which allows you to create these mixed patterns.

To create a Multiple motif pattern:

1 Select a run segment.

2 In the Properties Panel, select the Run tab, and select Motif in the Type field.

3 Check the Multiple check box.

4 Click the "open" [...] button (located to the right of the "Motif" field).
You see the Run Motifs dialog.

5 In the Run Motifs dialog, click in the "Choose a Motif" field and select the first pattern you want to use.

6 Click **Add**.
The selected motif appears on the list on the left of the dialog.

7 Repeat steps 5-6 for each new pattern you want to add.

> When two or more patterns have been added, you can change their sequence using the **Move Up** and **Move Down** buttons. You can also delete selected motifs using the Remove button, or clear all the patterns by clicking the Remove all button.

8 When you have finished adding patterns, click OK to close the dialog.

9 In the Run properties panel, click Apply.
Your selected motif patterns will now be applied to the Motif segment.

Inset Percentage

Use the Inset Percentage setting to shift the position of the run stitch relative to the original outline of the shape. This setting is particularly useful for Motif Run stitches.

The Inset percentage setting is found on the Run Extra tab of the properties panel.

To set the inset distance:

1 Select the motif stitch segment.

2 On the properties panel. select the Run Extra tab.

3 In the Inset (%) field, enter the desired inset percentage. A 50% offset (the default value) means that the motif run exactly straddles the outline; a 0% offset means that the motif is just outside the outline; and a 100% offset means that the motif is entirely inside the outline.

4 Click Apply.
The offset will be applied to the Motif segment.

Repeating Run Stitches

You can repeat Run stitches to create a heavier Run segment. If you repeat a Run stitch twice, the stitches sew the entire length of the segment and then back to the start of the segment. If you repeat a Run stitch 3 times, each stitch is sewn three times before moving to the next stitch in the segment to create stitching similar to Bean stitches.

To repeat Run stitches:

1   Select the Run segment.
2   In the Properties panel, select the Run Extra tab.
3   From the Bean Style drop-down list, select Bean.
4   In the Bean Repeat field, enter the desired number of repeats (3, 5, 7, 9, or 11).

> Alternatively, you can change the number of Bean repeats directly from the keyboard. Select the segment and press Shift + 3, 5, 7, or 9 to change the Bean Repeats setting to the corresponding number.

5   Click Apply.

Offset Bean Angle

The Offset Bean Angle setting changes the sewing angle of the half-bean stitches in a Run segment. The effect is to displace the penetration points of the stitches from the center line of the segment, creating a wider, zig-zag run stitch.
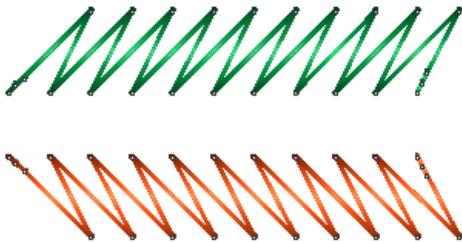
Two examples of single run segments with offset bean angle applied. The green segment has an angle of -45º applied, while the orange segment has an angle of +45º applied.

To set the Offset bean angle:

1   Select a Run segment

2   In the Properties panel, select the Run Extra tab.
3   From the Bean Style drop-down list, select Bean.
4   In the Offset bean angle field, enter the angle you want the half-bean stitches to be sewn at, compared to the center of the outline. The angle can be between -80º and +80º, where "zero" means parallel to the segment's outline.
5   Click Apply.

Varying Bean Repeats Setting

The Varying Bean Repeats setting can be used to modify a bean run segment in such a way that the number of bean repeats will change according on the position in the pattern, This setting allows you to apply a different number of bean repeats at each stitch in the pattern.

For example, you can make the first stitch a 3-bean, the next a 7-bean, the third a 5-bean, and so on. The varying bean pattern can be between 2-6 stitches in length. When the sewing reaches the end of the set pattern, it will then repeat until the end of the segment is reached.

The Bean Repeats Pattern dialog also has a "Varying stitch length" option. When selected, this option enables you to assign a different stitch length to each of the bean stitches in the pattern.

To apply a Varying Bean pattern:

1   Select a bean run segment.
2   In the Properties Panel, select the Commands tab.
3   In the Bean Repeats Style field, select "Varying."

4 In the Bean Pattern Length field, select the length (in number of stitches) of the varying bean pattern; the pattern can be from 2 to 6 stitches in length.

5 Click the "open" $\boxed{...}$ button to the right of the Bean pattern length field.
You see the Bean Pattern Repeat dialog.
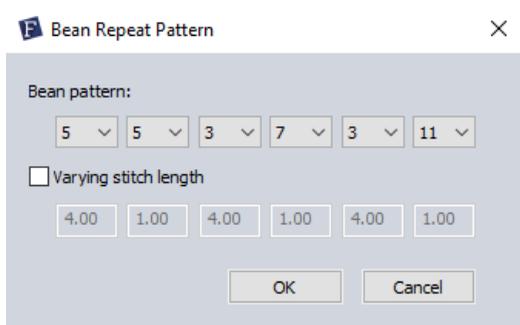
6 In the dialog, enter the number of bean repeats you want to have for each stitch in the pattern.

7 (Optional) To vary the stitch length of the individual bean stitches, do the following:

- Check the "Varying stitch length" box to enable the stitch length settings.
  The stitch length fields (one for each bean repeat value in the pattern) become editable.

- Enter the desired stitch length for each bean stitch in the pattern into its corresponding stitch length field.
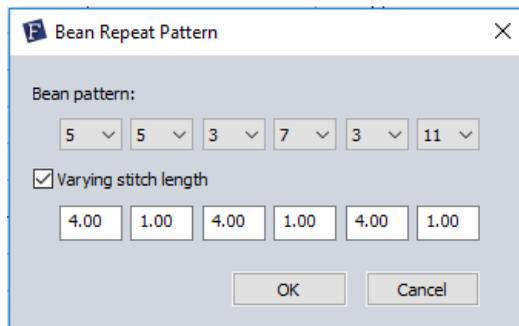
8 Click OK.
The bean repeat pattern you have specified will be applied to the segment.

Random Stitch Length for Run Segments

Stitch length random range: Using the Stitch length Random range setting, you can randomize the length of the stitches in a Run segment. When stitches are regenerated, their length will vary randomly within the specified range; this range is defined by the original stitch length, plus or minus the given Random range value.

You can also set an offset value for the Stitch length random range. The **Stitch Length Random Offset** setting has the effect of skewing the distribution of random stitch lengths up or down, compared to the original value of the segment. Entering a value under 50% will cause more of the stitches to fall below the length of the original stitch length, while a value greater than 50% will cause more of them to be above the original length.

To set the Random Range for a Run segment:

1 Select a Run segment.

2 In the properties panel, select the Text Extra tab.

3 In the Stitch length random range field, enter the amount of variation you want to allow (in mm) above or below the set stitch length.

4 In the Stitch length random offset field, enter the desired degree (percentage) of random offset to apply.

> By default, this parameter is set to 50%. At this value, half the randomized stitches will be greater the original length, and half will be shorter (on average).

5 Click Apply.

Steil Properties

Basic Steil Properties

Under the Steil tab of the Properties panel, you can adjust the settings of Steil segments.

To adjust Steil settings:

1 Select the Steil segment.

2 In the Properties panel, select the Steil tab.
You see the Steil Properties panel.

Properties

Width (mm):	2.5
Steil density (mm):	0.50
Corner type:	Sharp
Angle (-60...60):	0
Inset %:	50
Repeats:	1
Start line cap:	Standard
Stop line cap:	Standard

Apply
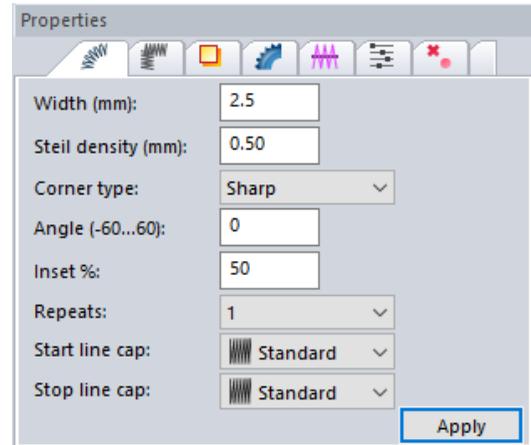
3 Adjust the following settings:

- **Width:** This property controls the overall width (side to side) of the steil segment.

> Note that the absolute length of stitches in the segment will be independent of this value, because it will also depend on the Angle parameter.

- **Density:** Sets the stitch density (in mm) of the segment.
- **Corner type:** Determines the shape of corners in the segment; select either Round, Sharp, or Bevel.
- **Angle:** Determines the angle of the stitches in the segment; the available range is between -60° and 60°.
- **Inset percentage:** This quantity determines how the Steil stitches will be placed relative to the segment outline. The default value is 50%, which means that the stitches will be evenly distributed on either side of the outline.

- ◆ **Repeats**: Select the number of time you want the steil stitches to be repeated (defaults to 1).
- ◆ **Start Cap** and **Stop Cap**: These two fields determine the shape of the steil segment ends. Select the desired end type from the drop-down list in the corresponding field.
  - ◆ Standard
  - ◆ Rounded
  - ◆ Sharp Point
  - ◆ 45 Cut Point
  - ◆ 135 Cut Point

**4** Click Apply.

The segment will be changed accordingly.

Adjusting Steil Corner Properties

Use the Corner tab on the Properties panel to adjust the corner settings for Steil segments. These settings determines how the stitches change direction as they encounter a corner.
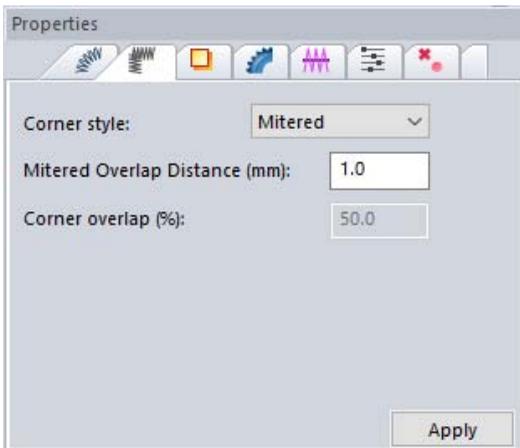

There are four different steil cornering options, which are described in the following paragraphs.

- • **Auto:** The corner style generated will be dependent on the corner angle. For corners angles up to 60°, the mitered corner style will be applied; for angles larger than 60°, Autoturn will be used.
- • **Autoturn:** As the stitches approach the corner, they turn such that they sew at right angles to the outline on the other side of the corner.
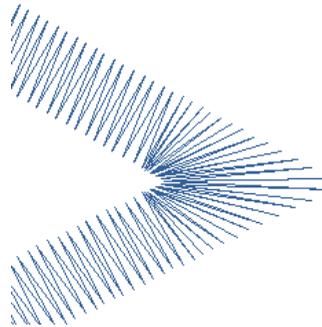

- • **Mitered:** Stitches stay at the same angle as they approach the corner, but are shortened to a point (like the corners on a picture frame). This setting is best for sharp corners (60° or less).
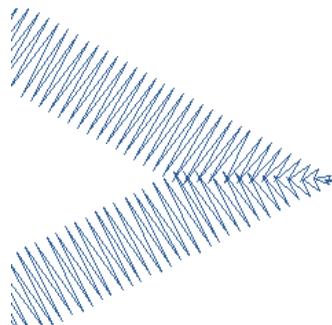
- **Mitered Overlap distance:** Normally, a small amount of overlap is applied to a mitered corner to prevent gaps from appearing in the inside of the corner; the default amount is 1.0 mm. You can increase or decrease this amount be entering a new value in the Mitered Overlapped Distance field.
- **Lapped:** Stitches will maintain their respective angles as they approach the corner, but will overlap completely. This corner will be applied when the angle of the turn is under 60º; for larger angles, the Autoturn style will still be applied.
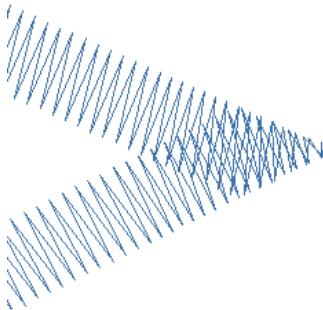
- **Open Corners:** Creates a corner in which the intersecting columns do not turn, but rather meet at right-angles, leaving an open corner.
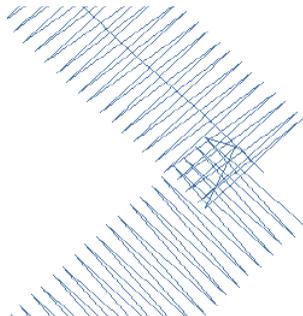
- **Corner Overlap (%):** This setting only applies to steil segments with open corners. It determines how far the two columns overlap each other (from no overlap (0%) to complete overlap (100%).

Satin Properties

Width Setting

Use the Satin tab on the Properties panel to set the width of Satin column stitches.

To set the width for Satin stitches:
1 Select the Satin segment.
2 In the Properties box, click the Satin tab.
3 In the Width box, enter the width.
4 Click Apply.
    You see your segment altered accordingly.

Adjusting the Satin Density

You can adjust the density setting for Satin stitches created with the Satin and other Stitch Effects tools.

To adjust the density for Satin stitches created with the Satin tool:
1 Select the Satin segment.
2 In the Properties box, click the Satin tab.
3 In the Satin density box, enter the density value for your Satin stitches.
4 Click Apply.

To adjust the density for Satin stitches created with various Stitch Effects tool:
1 Select the segment with Satin stitches.
2 In the Properties box, click the Fill tab.

3 In the Density box, enter the density value for your Satin stitches.

4 Click Apply.

Selecting a Fill Pattern for Satin Stitches

You can select a pattern for Satin stitches from the Properties box You can choose from the many Fill patterns installed with Floriani Total Control U. Embroidery and TrueType® text lettering uses Satin stitches.

To select a pattern for Satin stitches:

1 Select an existing segment with Satin stitches.

2 In the Properties box, click the Fill tab.

3 From the Fill type list, select a fill type.

4 From the Pattern list, select the fill pattern you want to use.

5 Click Apply.

You see the segment altered accordingly.

Setting the Stitch Density for Satin Stitches

You adjust the density of Satin segments. Generally speaking, lighter fabrics and smaller designs require less density.

To set the column density:

1 Select the Satin segment.

2 In the Properties box, click the Fill tab.

3 In the Density box, enter the density value for your Fill stitches.

4 In the Spiral density box (for Spiral Satin segments only), enter the density value for your Spiral fill.

5 Click Apply.

Applying Spiral Effects to Satin Stitches

Floriani Total Control U makes it easy to apply spiral effects to Satin stitches.

To apply spiral effects:

1 Select the Satin segment.

2 In the Properties box, click the Fill tab.

3 From the Fill Type list, select Spiral.

4 In the Spiral Density box, enter a density value for the spirals. This setting should be adjusted according to the size of the shape.

5 Click Apply.

You see the Satin segment altered accordingly.

You can also use the Spiral Satin tool to convert existing segments to Spiral Satin segments. For more information, see "Creating Satin or Fill Stitches".

Satin Bean Repeats

The Repeat setting allows you to repeat stitches in a satin the same manner that a Bean stitch repeats in a run - that is, the stitch will be sewn forward - back- forward again. When you select the Satin pattern for Satin Path and Steil segments, you can enter 1, 3, 5, 7, 9 repeats or Random.

By default, only forward stitches will be repeated and not backward stitches. However, if you need to have the stitches to be repeated in both directions check the "Repeat Both Sides" box; this will cause <u>both</u> the backwards and forwards stitches to be repeated.

To repeat Satin stitches:

1 Select a satin segment.

2 In the Properties panel, select the Fill tab.

3 Ensure that the Fill type field is set to Satin (other fill types do not support repeats).

4 In the Repeats field, select the number of repeats you want to apply.

5 (Optional) Check Repeat both sides to repeat the stitches in both directions.

6 Press **Apply** to apply the change.

Column Settings

Applying a Jagged Effect

You can apply jagged edges to your stitches, by choosing a jagged type and value. The jagged value can be a positive or a negative value. If you set a negative value, the jagged edge is placed on the inside of the column. If you set a positive value, the jagged edge is placed on the outside of the column.
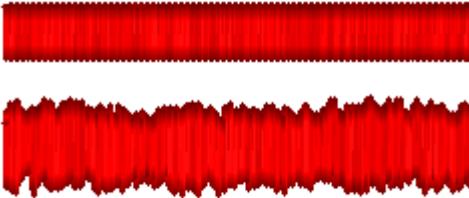
Satin segment and column segment with jagged effect applied (Jagged value = 3.0).

To apply a jagged effect:

1 Select the Satin segment.

2 In the Properties box, click the Satin tab.

3 From the Jagged type list, select one of the following jagged effect types:

- ◆ None.
- ◆ Both to make both sides of the stitches jagged.

- ◆ First to make the first side of the stitches jagged.
- ◆ Second to make the second side of the stitches jagged.

4 In the Jagged Value box, enter one of the following:

- ◆ A negative value to place the jagged edge on the inside of the column.
- ◆ A positive value to place the jagged edge on the outside of the column.

You can also use the Jagged Value slider below to change the segment's jagged value.

5 Click Apply.

You see your segment altered accordingly.

Creating Contour Stitches for Satin Segments

You can create Contour stitches instead of Satin stitches for Satin segments. Contour stitches follow the contour of the shape, instead of stitching side to side. Contour stitches are useful for special stitching effects such as leaves. The Contour setting for Satin stitch types is found in the Satin Properties box.

To create Contour stitches:

1 Select the Satin segment.

2 In the Properties box, click the Satin tab.

3 Select Contour, if not already selected.

4 In the Contour Density box, enter a density value for the contour stitches.

**5** Click Apply.

You see your segment altered accordingly.

Connection Settings

Selecting the Connection End for Satin Stitches

You can select the connection end type you want for your Satin stitches. Choose from Sharp, Square, Chiseled, or ZigZag.

 Standard and Fancy fills are the only fills that can have different Connection ends applied. Spiral Fill ends cannot be changed.
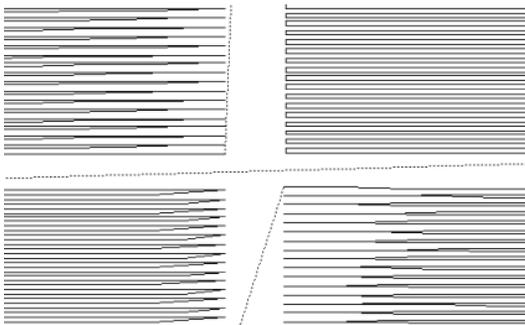
Sharp, Square, Chiseled, and ZigZag connection ends

To set the connection end:

1   Select the Satin segment.
2   In the Properties box, click the General tab.
3   From the Connection End list, select one of the following connection end types:
    ◆   Sharp.
    ◆   ZigZag.
    ◆   Chiseled.
    ◆   Square.
    ◆   One side.
4   Click Apply.

Standard Fill Properties

Creating Standard fill patterns

The Standard Pattern Editor dialog lets you visualize and manipulate the offsets used to create Standard Fill Patterns. You can name new Standard Fill patterns and set the stitch length for the Fill patterns. Blue beads represent stitch penetration points. These beads can be moved by clicking and dragging, allowing you to change the pattern. The offsets used for the new Standard Fill patterns are also displayed and can be modified.

To create a Standard Fill Pattern:

1   On the File toolbar, click New to open a new design file.
    You see a new design window.
2   Choose Tools—Standard Pattern...
    You see the Standard Pattern Editor dialog.
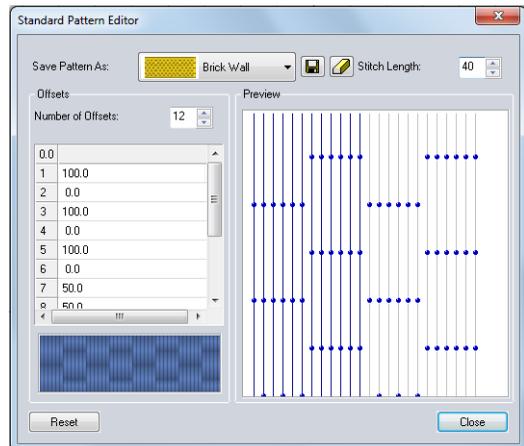
3 From the Save Pattern list, select a pattern.

You may want to select a pattern that has similar settings to the new standard fill pattern you want to create.

4 To create a new standard pattern, click 💾 .

A dialog appears and you can name the newly created pattern. Enter the new name and click OK. The newly created pattern is now in the Save Pattern list.

5 In the Stitch Length box, enter the length of the stitches (pts) you want for your pattern.

6 In the Number of Offsets box, enter the number of offsets you want for your pattern.

7 In the Percentage lines, at the left of the Preview box, you can enter the offset by typing in the number or clicking the up/down keys.

The beads will change position each time you change an offset number.
You can also adjust the offsets by dragging the pattern's beads in the Preview box on the right hand side of the dialog box.

8 Click Close to close the Standard Pattern Editor dialog.

A Change pattern dialog will appear letting you know that your newly named pattern has changed, and asking if you want to overwrite it. Click Yes to save the pattern or click No to retain the original pattern.

Editing Standard fill patterns

You can edit or delete Standard Fill patterns you have created. The offsets used for the new Standard Fill patterns are also displayed and can be modified. All of the windows are updated reflecting any changes to the offsets.

To edit a Standard Fill Pattern:

1 On the File toolbar, click New 📄 to open a new design file.
You see a new design window.

2 Choose Tools—Standard Pattern...
You see the Standard Pattern Editor dialog.
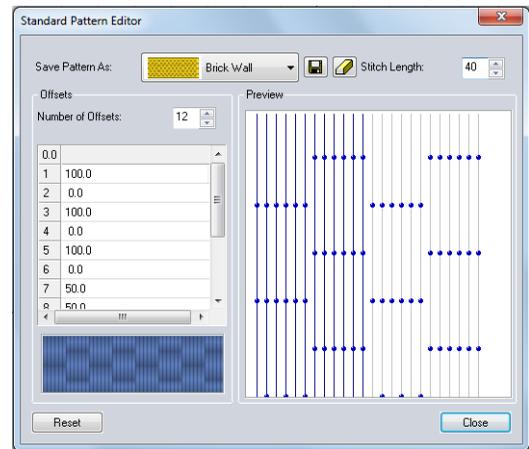
3 To edit a user created standard pattern, select a pattern from the Save Pattern list.

4 In the Stitch Length box, enter the length of the stitches (pts) you want for your pattern.

5 In the Number of Offsets box, enter the number of offsets you want for your pattern.

6   In the Percentage lines, at the left of the Preview box, you can enter the offset by typing in the number or clicking the up/down keys.

The beads will change position each time you change an offset number.

You can also adjust the offsets by dragging the pattern's beads in the Preview box on the right hand side of the dialog box.

7   To save your changes, click 🖫 .

A dialog appears and you can name the newly created pattern. Enter the new name and click OK. The newly edited pattern is now in the Save Pattern list.

8   Click Close to close the Standard Pattern Editor dialog.

9   To delete a standard pattern, click 🖉 .

Selecting a Pattern for Fills

You can select a pattern for Fills in the Properties box. You can choose from any of the standard fill patterns that are installed with the software.
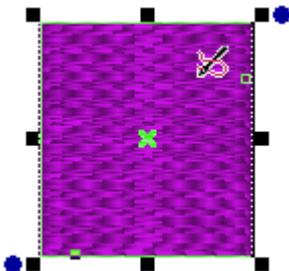
To select a pattern:

1   Select the Fill segment.
2   In the Properties box, click the Fill tab.

3   From the Fill type list, select a fill type.
4   From the Pattern list, select the fill pattern you want to use.
5   Click Apply.

You see the segment altered accordingly.

Setting the Stitch Density for Fills

You adjust density according to the design's size and the fabric you use. Generally speaking, lighter fabrics and smaller designs require less density. You can set the density in the Properties box.

To set the stitch density:

1   Select the Fill segment.
2   In the Properties box, click the Fill tab.
3   In the Density box, enter the density value for your Fill stitches.
4   Click Apply.

Fancy Fill Properties

Choosing a Fancy Pattern

When you install the software, a number of Fancy patterns are installed with it. You can select a Fancy pattern in the Properties box. Fancy patterns create a grooved or chiseled effect for the designs that you create.

To choose a Fancy Fill pattern:

1   Select the Fancy Fill segment.
2   In the Properties box, click the Fill tab.
3   From the Pattern list, select a pattern.
4   Click Apply.

The Fancy fill segment will be adjusted accordingly.

Adjusting the Emboss Settings

You can customize a Fancy fill (in both Satin and Fill segment types) by adjusting settings in the Properties box. Use these settings to change the density, angle, and scale of the fancy fill pattern.

To adjust Fancy fill settings:

1 Select the Satin or Fill segment.
2 In the Properties panel, select the Fill tab.
3 On the **Fill type** drop-down list, select Fancy.
   The Emboss settings appear Properties panel.
4 The "Emboss scale" setting changes the size of the embossing, relative to the fill segment as a whole. To modify the Emboss scale, do the following.
   ◆ Click in the Emboss Scale check box to activate the setting.
   ◆ Enter the desired value of the emboss scale; the allowable values are between 50% and 200%.

Original segment - Emboss scale at 100%   Modified segment, with scale adjusted to 150%
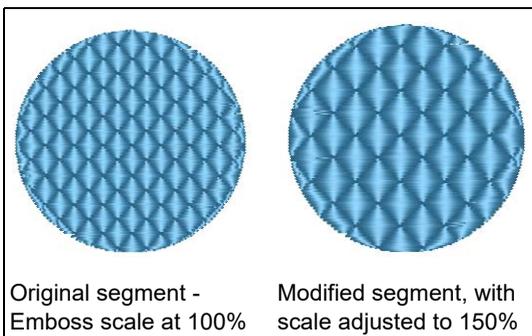
   ◆ Click Apply.
   The emboss scale will be adjusted accordingly.

5 The Emboss angle setting changes the orientation of the embossing relative to the horizontal. To adjust the Emboss angle, do the following:
   ◆ Click in the Emboss Angle check box to activate the setting.
   ◆ From the drop-down list, select the angle you want to apply to the embossing. Note that the angle can be adjusted in 45-degree increments.

Original segment with Emboss Angle at 0º   Modified segment, Emboss angle at 45º
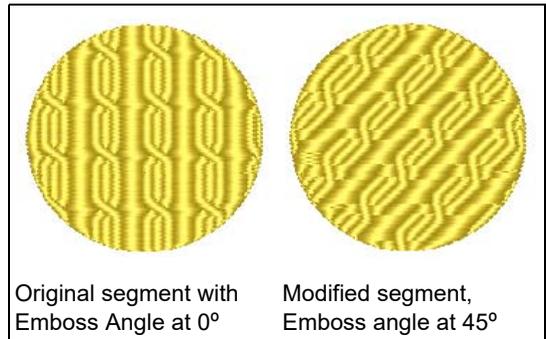
   ◆ Click Apply.
   The emboss angle will be adjusted accordingly.
6 Save the file.

Creating Fancy Patterns

Floriani Total Control U comes with many Fancy patterns. These patterns create satiny regions with a grooved texture. You can apply Fancy Patterns to a Fill segment. You can also create your own Fancy Patterns using the Fancy Pattern Editor.

The Fancy Pattern dialog displays the following settings:

• Preview lets you view the resulting Fancy pattern.

- Horizontal and Vertical Gap settings lets you adjust the size of the grid.
- Load lets you load an existing fancy pattern.
- Save lets you save your newly created Fancy Fill pattern.

To create a new Fancy pattern:

1 Create the Artwork segment you want to use to create a Fancy pattern.

2 Select the Artwork segment.

3 Choose Tools—Fancy Pattern Editor—Save Fancy Pattern.

You see a grid in the Fancy Pattern dialog and you can preview the pattern.

4 In the Dimensions area, complete the following:

- In the Width box, enter the width value for each satin region in the pattern.
- In the Height box, enter the height value for each satin region in the pattern.

You see the preview in the Fancy Pattern dialog altered according to your changes.

5 In the Gaps area, complete the following:

- In the Width box, enter the width you want between each satin region in the pattern.
- In the Height box, enter the height you want to have between each satin region in the pattern.

In the preview pane, you see the pattern altered accordingly.

6 To save your pattern, do the following:

- In the Fancy Pattern Editor dialog, click Save to save your pattern.
   You see the Save As dialog box.
- In the File Name box, enter a name for your pattern.

- Click Save.
- Click Close.

Editing Existing Fancy Patterns

Fancy patterns create satiny regions with a grooved texture. You can apply Fancy patterns to fill segment, and create your own Fancy Patterns using the Fancy Pattern Editor.

The Fancy Pattern dialog displays the following settings:

- Preview – displays the Fancy fill pattern.
- Horizontal and Vertical Gap settings lets you adjust the size of the grid.
- Load lets you load an existing fancy pattern.
- Save lets you save your fancy pattern.

To edit an existing Fancy pattern:

1 Open a new design file.
   You see a new design window.

2 Choose Tools—Fancy Pattern Editor—Load Fancy Pattern.
   You see the Open File dialog.

3 In the Look in list, browse to the location of the existing Fancy pattern.
   The patterns are located at: C:\Program Files(x86)\Floriani\Floriani Total Control U\Patterns\Fancy.

4 In the File name box, enter the file name, or select the file you want to open by clicking the file.

5 Click Open.
   *You see the Fancy Pattern appear in the design window. Now you can edit the existing pattern.*

To make any necessary changes to the Fancy pattern:

1 Select the Fancy pattern.

2 Choose Tools—Fancy Pattern Editor—Save Fancy Pattern.

You see a grid in the Fancy Pattern dialog and you can preview the pattern you have selected to edit.

The Fancy pattern can also be edited in the design window.
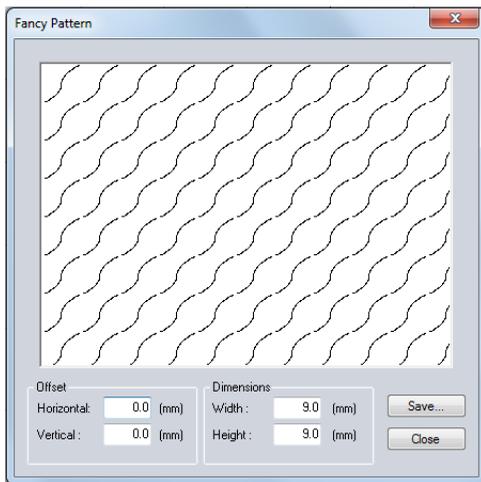
3 In the Dimensions area, edit the width and height values for each satiny region in the pattern.

You see the preview in the Fancy Pattern dialog altered according to your changes.

4 In the Gaps area, edit the width and height values that you want between each satiny region in the pattern.

You see the preview in the Fancy Pattern dialog altered according to your changes.

5 To save your pattern, do the following:

- In the Fancy Pattern Editor dialog, click Save to save your pattern.

You see the Save As dialog box.

- In the File Name box, enter a new name for your pattern or save with the same Fancy pattern name.

- Click Save.

- Click Close.

Using Fancy Fills

To create a Fancy Fill, you need to create a segment with the Fancy Fill or Standard Fill tools. A variety of patterns are installed with Floriani Total Control U and you can also create custom Fancy Fill patterns. Fancy Fill segments are often used as background Fills.

To create Fancy Fills using the Fancy Fill tool:

1 Select one or more segments you want to convert.

2 From the Stitch Effects toolbar, select the Fancy Fill tool.

You see the segment(s) altered accordingly.

3 In the Properties box, make any necessary changes and click Apply.

To create Fancy Fills using the Standard Fill tool:

1 Select one or more segments you want to convert.

**2** From the Stitch Effects toolbar, select the Standard Fill tool.

You see the segment(s) altered accordingly.

3 In the Properties box, click the Fill tab.

4 From the Fill type list, select Fancy.

5 Make any other necessary changes and click Apply.

Working with Motif Fill Segments

Adjusting Motif Fill Properties

Using the properties panel, you can adjust a variety of properties of any selected Motif fill segment, to create different embroidery effects. These properties include different motif patterns, straight versus wave fill, and mixed patterns.
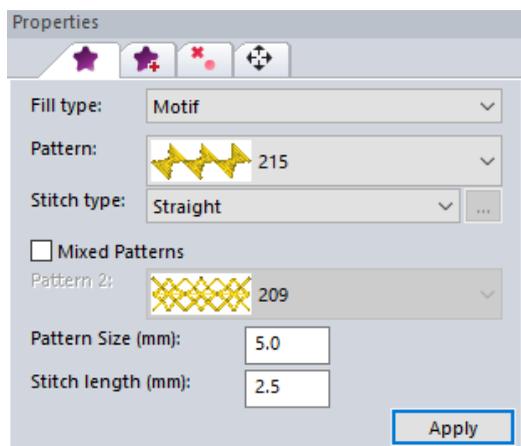

When the **Mixed Patterns** option is applied, you can select a different motif pattern in the lower pattern drop-down list. The two fill types will appear as alternating rows (or columns) in the filled segment.

Another property that you can change in the Properties panel is the Pattern Size (mm). This setting changes the length of individual units in a programmed fill segment. When you adjust the pattern size, it sets the <u>length</u> of each pattern unit, and scales the <u>width</u> of each unit proportionally.

To edit Motif Fill properties.:

1 Select a Motif fill segment.
2 On the Properties panel, select the Fill tab.
3 In the Stitch Type field, select one of the following options:
   - Straight.
   - Wave.
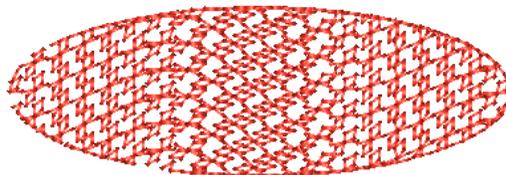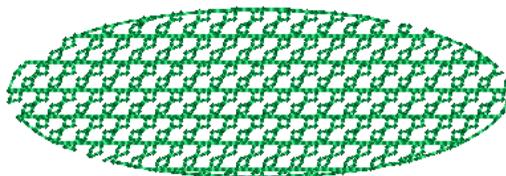
Motif pattern with straight setting (top) versus wave setting (bottom).

4 In the Pattern drop-down list, select the pattern you want to apply to the fill.
5 (Optional) To add a second pattern to the fill, do the following:
   - In the Properties panel, check the Mixed Patterns box.
     The Pattern 2 field becomes active.
   - In the Pattern 2 drop-down list, select a second motif pattern.
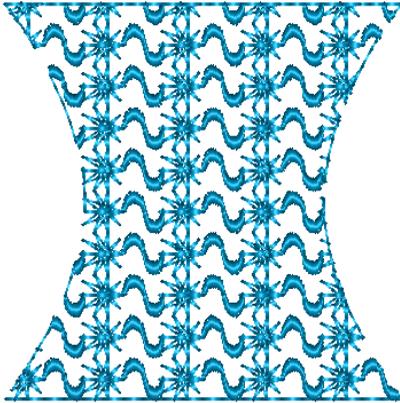
Fill shape with a mixed motif fill.

6 In the Density (mm) field, adjust the fill density; note that the density change is previewed in the small window to the right of the Density (mm) field.

7 In the Stitch length (mm) field, adjust the length of individual stitches in the fill.

8 Click Apply.
The Motif fill will be modified accordingly.

Creating Motif Patterns

The Motif Pattern Editor makes it easier to create and edit a motif pattern in a design window. The Motif Pattern dialog displays the following settings:

- Preview lets you see the resulting Motif pattern.
- Load lets you load an existing Motif pattern.
- Save lets you save your Motif pattern.

To create a Motif pattern:

1 Click New to open a new design file.
You see a new design window.

2 Create the pattern you want to use.

3 Select the stitches you want to include in your Motif pattern.

You must select the stitches of the pattern using the Stitch tool or Lasso (for stitches) tool.

4 Choose Tools—Motif Pattern Editor—Save Motif Pattern.
You see the Motif Pattern dialog appear with a preview of your Motif Pattern.
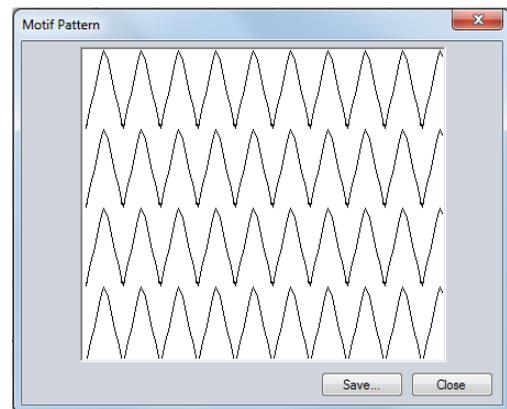
5 Click Save.
You see the Save As dialog.

6 In the File name box, enter the name of your pattern.

7 Click Save.

8 Click Close.

Editing Existing Motif Patterns

It is very simple to load an existing Motif pattern.

To edit existing Motif Patterns:

1 Choose File—New to create a new design file.
   You see a new design window.
2 Choose Tools—Motif Pattern Editor—Load Motif Pattern.
   You see the Open File dialog.
3 In the Look in list, browse to the location of the existing Motif pattern.
   The patterns are located at: C:\Program Files(x86)\Floriani\Floriani Total Control U\ Patterns\Motif.
4 In the File name box, enter the file name, or select the file you want to open by clicking the file.
5 Click Open.
   You see the Motif Pattern appear in the design window. Now you can edit the existing pattern.

To change the Motif pattern:

1 Select the stitches you want to include in your Motif pattern.

   > You must select the stitches of the pattern using the Stitch [tool icon] tool or Lasso (for stitches) [tool icon] tool.

2 Choose Tools—Motif Pattern Editor—Save Motif Pattern.
   You see the Motif Pattern dialog appear and you can preview the pattern.
3 To save your pattern, do the following:

- In the Motif Pattern dialog, click Save to save your pattern.
  You see the Save As dialog box.
- In the File Name box, enter a new name for your pattern or save with the same Motif pattern name.
- Click Save.
- Click Close.

*The Motif pattern will be adjusted accordingly.*

Adjusting the Motif Stitch Length

When you create Motif patterns you may need to adjust their stitch length; you can adjust this in the Properties box. Adjusting the stitch length can help control the pattern's size.

To adjust the stitch length for Motif patterns:

1 Select the Motif Fill segment.
2 In the Properties box, click the Fill tab.
3 In the Stitch Length box, enter the stitch length.
4 Click Apply.
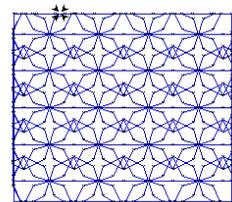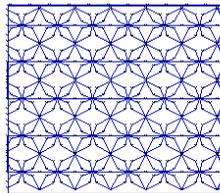
Stitch Length set to 50 pt   Stitch Length set to 70 pt

Creating a Bean Stitch Fill

Using the settings on the Properties panel, it is possible to apply half-bean or bean stitches to a Motif fill segment. This allows you to make a fill with a special texture. You can change the texture by adjusting the number of bean repeats higher or lower, as needed.

There is also a "randomizing" option, which can be applied, which will randomly vary the number of bean repeats within the segment.

To create a bean fill segment:

1   Create a Motif fill segment, and select it.
2   In the Properties panel, select the Fill bean tab.
3   In the bean style drop-down, select one of the following:
  ◆   Half bean
  ◆   Bean
  If bean is selected above, the Bean Repeats field will be activated.
4   In the Bean Repeats field select the number of bean repeats that you want to apply.
5   (Optional) To randomize the bean repeat number, select one of the following options in the "Randomize bean repeat" list:
  ◆   **By stitch:** Bean repeats will vary randomly between individual stitches.
  ◆   **By line:** Bean repeats will vary randomly between lines of the fill, but the number of bean repeats will be constant on any given line in the fill.

In either type of randomization, the number of repeats will vary between the Bean Repeats value (set in step 4, above) and the maximum repeats value, which is 11.

6   Click Apply.
  The segment will be adjusted accordingly.

Ripple Fill Properties

Use the Properties panel to adjust key parameters of Ripple fills. Since this fill type is made up of a run stitch following a spiral path, these properties have much in common with those of a Run segment; however, there are some special properties that apply to Ripple fill exclusively - see, especially the "Repeat" setting described below.

To adjust Ripple Fill segment properties:

1   Select a Ripple fill embroidery segment.
2   On the Properties panel click the Ripple Fill tab.
3   From the **Style** drop-down list, select one of the following run types - standard run, two-ply, bean, half-bean, or programmed.
  ◆   **Stitch length:** Length of the run stitches in the Spiral fill.
  ◆   **Density** (mm) field, adjust the fill density;
  ◆   **Spacing Profile**: You can use the spacing profile of the to create special effects in the Spiral fill. The spacing profile setting varies the spacing between a normal and maximum value. There are four choices of setting ("none" is the default setting).
    ◆   Linear Increasing
    ◆   Linear Decreasing
    ◆   Convex
    ◆   Concave
4   **Random Style** option: When a Random style is selected, this will have the effect of randomizing the stitch placements in the

run. You can either randomize by stitch length, by spacing, or both length and spacing.

Note that the "spacing" option creates a degree of "side-to-side" offset from the original path of the Run stitch.

5 **Repeats** You can repeat the run stitch to create a heavier Ripple fill segment. For example, if you enter "2" in this field, the stitches sew the entire length of the segment and then back to the start of the segment.

6 If the **Repeats** option is selected above, there will be two additional options, repeat swing and repeat offset. These options shift the stitches on the return run, which helps to avoid having the penetration points falling directly on top of those in the original run.

   ◆ **Swing Repeat:** Displaces the penetration points from side to side (zig-zag fashion) on the repeat run.
   ◆ **Offset Repeat:** Offsets the run stitches by the given percentage along the length of the run segment.

7 Click Apply.

Mesh Fill Properties

On the properties panel, you can adjust the properties of a Mesh Fill. You can change the fill stitch length, the fill density, and (optionally) choose a wave shape that will be applied to the stitches.

The Wave property of the Mesh Fill segment will only be available if the Fill type is set to "Motif" and the Pattern is set to "Line" (the default values).

To adjust Mesh Fill properties:
1 Select a Mesh fill shape.
2 On the Properties Panel, select the Fill tab.
3 Under Stitch Type, select one of the following options:
   ◆ Straight.
   ◆ Wave.
4 If you opted for the Wave stitch type in step 3), do the following to select a pattern:
   ◆ Click the "option" button to the right of the Stitch Type field.
   You see the Mesh fill dialog.
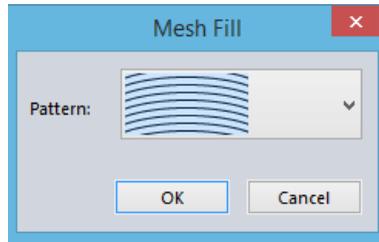
   ◆ From the Pattern list on this dialog, select a wave pattern.
   ◆ Click OK.
   The dialog with close, and the pattern will be applied to run stitches in the Mesh fill.

Two examples of Mesh fill wave patterns

5 In the Density (mm) field, adjust the fill density; note that the density change is previewed in the small window to the right of the Density (mm) field.

6 In the Stitch length (mm) field, adjust the length of individual stitches in the fill.

7 Click Apply.
The selected fill segment will be adjusted accordingly.

Connection End Setting for Mesh Fill

Another property that can be adjusted for Mesh Fill segments is the connection end type. This determines the form that is taken by the stitches when they turn around at the end of the row of stitches.

To set the connection end:

1 Select the Fill segment.

2 In the Properties box, click the General tab.

3 From the Connection End list, select one of the following connection end types:

- ◆ Sharp
- ◆ Chiseled
- ◆ Square
- ◆ One Side

4 Click Apply.

Appliqué Properties

Sew Out Settings for Appliqué

When initially generated, an Appliqué will consist of a Placement component, a Tack Down component, and a Finish (border) component. However, there are options on the Appliqué properties panel that allow you to disable the generation of one or more of these components.

At the bottom of the "Appliqué" tab, you will find three check boxes, each of which corresponds to a component of the appliqué. By default, they will all be enabled. However, if you want to remove one of these components, you can uncheck the corresponding box, and that part of the appliqué segment will not be generated.

Note that for Satin Appliqué borders, there is a fourth component, the underlay, which can be enabled/disabled. For details on this option, see "Adding underlay stitches to a Satin border" below.

Adjusting Satin Settings for an Appliqué Border

After you select the Appliqué stitch type, you can adjust any of the default settings available. You must make all changes to the Appliqué stitches in the Appliqué box

To adjust Satin stitch settings:

1 Select the Appliqué segment.
2 In the Properties box, click the Appliqué tab.
3 From the Appliqué type list, select Satin.
4 In the Stitch Length box, enter the stitch length of the positioning and tack down runs.
5 In the Appliqué width box, enter the width of the satin stitching.
6 In the Appliqué density box, enter the density of the Satin stitching.
7 Click Apply.
   You see the segment altered accordingly.

Adding underlay stitches to a Satin border

Underlay stitches can be added to help stabilize the Satin border in an Appliqué. The underlay stitches will be sewn after the placement and tack-down stitches, and before the finishing (border) stitches. They will consist of parallel underlay stitches with a 3 mm stitch length by default.

• To add the Parallel underlay, select the Appliqué segment and check the "Sew Underlay" check box on the Underlay tab of the Properties panel.

 Note that this option is available for Satin borders only; it is not available for Blanket or MotiF borders.

Adjusting Blanket Settings for an Appliqué Border

After you select the Appliqué stitch type, you can adjust any of the default settings available.

To adjust blanket settings:

1 Select the Appliqué segment.
2 In the Properties box, click the Appliqué tab.
3 From the Appliqué type list, select Blanket.
   You can adjust any of the default settings that are available for the Blanket stitching.

 You must make all changes to Blanket stitching in the Appliqué box.

4 In the Stitch Length box, enter the stitch length of the positioning and tack down runs.
5 In the Appliqué width box, enter the width of the Blanket stitching.
6 In the Blanket density box, enter the spacing for the Blanket stitching.
7 Click Apply.

Adjusting Motif Settings for an Appliqué Border

After you select the Appliqué stitch type, you can adjust any of the default settings available.

To adjust motif settings:

1 Select the Appliqué segment.
2 In the Properties box, click the Appliqué tab.
3 From the Appliqué type list, select Motif.

You can adjust any of the default settings that are available for the Motif stitching.

You must make all changes to Motif stitching in the Appliqué box.

4   In the Stitch Length box, enter the stitch length of the positioning and tack down runs.
5   From the Motif list, select a Motif pattern that will be used as the Appliqué stitching.
6   In the Motif stitch length box, enter the motif stitch length. The motif stitch length affects the size of the motif and represents the length (width) of each motif pattern.
7   Click Apply.

Appliqué Backgrounds

Using the "Select Fabric" tool on the properties panel, you can choose a fabric image and place it into the background of an Appliqué segment. Alternatively, you can select one of the thread chart colors and apply that as the background color.

Note that for fabric backgrounds, you can either select one from the list of fabric images already installed with the software, or import one of your own images.

To include a fabric background into an Appliqué:
1   Select the Appliqué segment.
2   In the properties panel, ensure that the Applique tab is selected.
    You see the Applique properties.
3   On the Properties panel, click the "Select Fabric" [...] tool.
    You see the Fabrics Dialog.
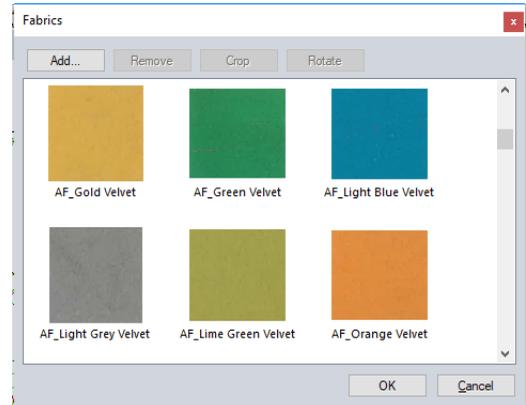
4   Browse through the list of thumbnails, and select the fabric swatch you want to use.
5   Click Apply.
    The selected fabric image appears within the Appliqué border.

To import an image to use as an Appliqué background:
1   Select the Appliqué segment.
2   In the properties panel, ensure that the Applique tab is selected.
    You see the Applique properties.
3   On the Properties panel, click the "Select Fabric" [...] tool.
    You see the Fabrics dialog.
4   On the dialog, select **Add.**.
    The Import Fabric dialog will open.
5   Browse to the location of the image you wish to use as a fabric background image.

6 Select this image and click Open.

The image appears within the Appliqué border, and it is added to the fabrics in the dialog for later use.

You can also scan your own fabrics to use as appliqué backgrounds. For best results, use a resolution of 300 dpi. A 1 in. × 1 in. piece of fabric should be sufficient for your sample.

To use a thread color as the Appliqué background:

1 Select the Appliqué segment.

2 In the Design palette or the Color palette, left-click on the thread color you want to use as the background.

You see a pop-up menu of options.

Color 1
Color 2
Color 3
Fabric color
Remove
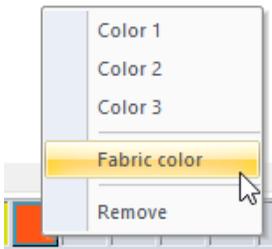
3 From the menu, select the "Fabric colors" option.

The selected color will appear as the background in the Appliqué segment.

Auto Stipple Properties

There are two adjustments you can make in the Properties box for Auto Stippling segments: stitch length and density adjustments.

To change auto stipple properties:

1 Select the Auto Stipple segment.

2 In the Properties box, click the Autostipple tab.

3 In the Density box, enter the distance between rows of stippling. For instance, 0.25 inch (6mm) is a typical stipple, however, 050 inch (12mm) is a meander.

4 In the Stitch Length box, enter the maximum length of the stitches that make up the stippling.

Although you can set the maximum stitch length for stippling, the actual stitches' lengths will vary depending on the radius of any curves being stitched around.

5 Click Apply.

Auto Stippling with Holes

When you fill an area of stippling, you may want to go completely around another design element, not over it. This can be accomplished by adding a hole to the Auto Stipple

To create a hole in stippling:

1 Select the Auto Stipple segment you want to add holes in.

2 From the Edit toolbar, click the Add hole

 tool from the Shapes tool fly out menu.

3 With the Add hole tool, draw the hole in the design.

4 From the View toolbar, click the Close

Shape tool to close each hole.

Cross Stitch Properties

Setting the Grid Spacing of Cross Stitch

The spacing of the Cross Stitch is set by the Size parameter on the properties panel. This value sets the distance, from corner to corner, across the squares of the cross-stitch pattern.

To set the Cross Stitch Size (grid spacing):
1 Select the Cross-stitch segment.
2 In the Properties box, click the Cross Stitch tab.
3 In the Size box, enter a value.
4 Click Apply.

Adjusting the Overlap for Cross Stitch

You can set how far you want to extend the diagonal stitches over the edge of the grid box using the Overlap parameter.

Overlap is similar to pull-compensation in standard embroidery. The actual penetration point will be the distance you set along the diagonal, outside the specified grid box. When two crosses are next to each other, there is an extra stitch placed to maintain the cross with an overlap.

To adjust the overlap from the Cross Stitch tab:
1 Select the Cross-stitch segment.
2 In the Properties box, click the Cross Stitch tab.
3 In the Overlap box, enter a value.

5 To add more holes, repeat from step three.
6 Right-click twice anywhere on the design workspace to complete the segment.
You see the Auto Stipple segment with holes created.

4 Click Apply.

You see the segment altered accordingly.

Repeat Stitching for Large Cross-stitch

You can set the number of times the embroidery machine sews over the branches of a single cross-stitch. This setting is commonly used when the grid spacing for a single cross-stitch is large. The setting is similar to a Bean stitch in standard embroidery. The machine sews over the original stitching the number of times you set.

To set the number of repeats from the Cross Stitch tab:

1 Select the Cross-stitch segment.
2 In the Properties box, click the Cross Stitch tab.
3 In the Repeats box, enter a value.
4 Click Apply.

You see the segment altered accordingly.

Artwork Properties

Adjusting the Pen Width in Artwork Segments

Floriani Total Control U allows you to change the thickness of the lines drawn in your artwork segments.

To adjust the pen width in Artwork segments:

1 Select the Artwork segment.
2 In the Properties box, click the Artwork tab.
3 In the Pen width box, enter the width you want for the lines in your artwork.

4 Click Apply.

You see the segment altered accordingly.

Applying Fill Color to Artwork

You can easily fill your artwork segments with color.

To apply fill color to artwork:

1 Select the Artwork segment.
2 In the Properties box, click the Artwork tab.
3 To fill the open areas of artwork with color, select Fill if not already selected.
4 Click Apply.

You see the segment altered accordingly.

Whitework Lace Properties

The following sections detail how to adjust the properties of Whitework Lace segments. There are two tabs on the Properties panel that are specifically related to this type of design, the Whitework Lace properties tab and the Mesh tab, which pertains to the lace bridges.

The Corner properties and Commands properties also apply to this segment type; see the sections "Adjusting Steil Corner Properties" and "Commands Properties", respectively, for information on adjusting the settings on these tabs.

To adjust the Whitework Lace properties:

1 Select the Whitework Lace segment.
2 On the properties panel, select the Whitework Lace tab.

3 In the Whitework Lace Part field, select **Cutting area** from the drop-down list. The Cutting area stitches sew first, and delineate the edge of the area that is to be cut away.

Adjust any of the following settings.

- **Cutting Area zig zag Width**: Determines the width of the zig zag cutting stitches.
- **Cutting Area zig zag Density**: Determines the density of the zig zag cutting stitches.
- **Cutting Line stitch length:** Sets the stitch length of the cutting area positioning run stitch segment.

4 In the Whitework Lace Part field, select **Bridge** from the drop-down list. These settings pertain only to the bridge parts of the lace.

- **Bridge Steil Width:** Sets the width of the bridge steil stitches.
- **Bridge Steil Density:** Determines the density of the bridge steil stitches.
- **Bridge run stitch length:** Sets the length of the bridge run stitches.

5 In the Whitework Lace Part field, select **Contour** from the drop-down list. The contour stitches sew last, and serve as a finishing stitch for the Whitework lace outlines. Adjust any of the following settings:

- **Contour Steil Finish Width**: Sets the width of the steil finishing stitches.
- **Contour Steil Finish Density:** Sets the density of the steil finishing stitches.
- Optional: Check **Omit Contour Finish** to remove the contour stitches from the segment.

6 Select the Mesh tab of the Properties panel.

The mesh stitches support of the lace bridge segments. The mesh consists of two types of underlay, perpendicular and horizontal. Together, these two sets of stitches "mesh" together to strengthen the bridges and maintain their shape. Adjust the following:

- **Mesh stitch length**: Sets the overall stitch length for the mesh stitches; applies to both horizontal <u>and</u> perpendicular mesh stitches.
- **Mesh inset**: Determines how the distance between the edge of the mesh stitches and outside edge of the bridge steil top stitches.
- **Mesh end inset**: Determines how far the end of the mesh stitches with be inset from the end of the lace bridge (normally, this setting should remain at the default value, 0.0 mm).
- **Mesh perpendicular density**: Sets the density of the perpendicular mesh underlay
- **Mesh horizontal density:** Sets the density of the horizontal mesh underlay.

7 Click Apply.

The Whitework Lace stitches will be adjusted accordingly.

Auto Cutwork Properties

The following procedures concern adjusting those settings that are specific to Auto Cutwork segments.

Commands properties (e.g. Start/Stop) also apply to these segments; for details on these settings, please refer to the "Commands Properties" procedure, later in this chapter.

There are two separate groups of properties that can be adjusted for an Auto Cutwork segment; the first are those that pertain to the cutwork border, and the second, those that pertain to the cutwork bridges.

To adjust the Auto Cutwork properties:

1 Select the Cutwork segment.
2 In the Properties panel, select the Auto Cutwork tab.
   You see the Auto Cutwork settings dialog.
3 In the Cutwork Part field, select **Border** from the drop-down list. Adjust any of the following settings:
   ◆ **Run stitch length:** Determines the length of the positioning run stitch of the border.
   ◆ **Zig Zag Underlay Width**: Sets the width of the Border underlay stitches.
   ◆ **Zig Zag Underlay Density**: Sets density of the border underlay stitches.
   ◆ **Steil Finish Width**: Sets the width the border top, or finishing, stitches.
   ◆ **Steil Finish Density**: Determines the density of the top, or finishing, stitches of the Border stitches.

4 In the Cutwork Part field, select **Bridges** from the drop-down list. Adjust any of the following settings:
   ◆ **Bridge Run Stitch Length:** Determines the Length of the bridge's initial run stitches.
   ◆ **Bridge Zig Zag Underlay Width:** Sets the width (in mm) of the top, or finishing, stitches.
   ◆ **Bridge Zig Zag Underlay Density:** Determines the density, or "closeness" of the underlay stitches (note that the units are mm., which means that lower value = higher density.
   ◆ **Bridge Steil Finish Width:** Sets the width (in mm) of the top, or finishing, stitches.
   ◆ **Bridge Steil Finish Density:** Sets the density of the top, or finishing, stitches of the Auto Cutwork bridges.
5 Click Apply.
   The Auto Cutwork segment will be adjusted accordingly.

Auto Lace Properties

The following procedures show the details of adjusting the properties of Auto Lace segments. There are two separate components of Auto Lace segment, the Lace base and the Lace border.

- The Lace base consists of a two sets of run stitches, which are sewn at right angles to each other, forming a grid.
- The Lace border includes two components: The first is an Edge part that is made up of smooth fill stitches, which tacks-down the lace grid; and a finishing Steil column,

which runs around the outside of the shape.

Note that Corner properties also apply to this segment type; see the section "Adjusting Steil Corner Properties" for information on adjusting Corner settings.

To adjust Auto Lace segment settings:

1 Select the Auto Lace segment.

2 In the Properties panel, select the Auto Lace tab.
You see the Auto Lace settings page.

3 In the Lace Part field, select **Lace Base** from the drop-down list. Adjust the following

- **Lace Base stitch length**: Determines the length of individual stitches in the grid run stitches.
- **Style:** Select either Grid (for straight lace lines) or Curve (for curved grid lines).
- **Spacing:** Sets the space between lines in the Lace Base grid.

4 In the Lace Part field, select **Lace Border** from the drop-down list. Adjust any of the following:

- **Edge thickness:** Sets the width of the edge fill part of the Lace Border.
- **Edge offset**: Moves the position of the Edge stitches relative to the original outline that was converted.
- **Steil Width:** Sets the width of the finishing stitches.
- **Steil Density:** Sets the density of the finishing stitches.
- **Steil corner type:** Sets the manner of cornering in the steil border; select Sharp, Bevel or Round.

- **Steil Inset:** Adjust to change the degree (in percent) that the steil border sews inside the outline, as a percentage of the steil width. So, for example, at the default value of 75%, three-quarters of the steil stitch will be inside the border.

5 Click Apply.
The Auto Lace segment will be adjusted accordingly.

Pull-compensation

Pull-compensation is a stitch length adjustment which compensates for the "give" in certain stretchy fabrics. For example, you can add a degree of pull-compensation to prevent gaps from appearing between adjacent segments.

For those segment types that support it, can use the settings on the Pull/Push tab of the Properties panel to adjust the pull-compensation. Choose either None, Percentage, or Absolute.

To adjust the pull-compensation:

1 Select the segment.

2 In the Properties panel, click the Push/Pull Comp tab.
You see the Push and Pull Compensation settings.
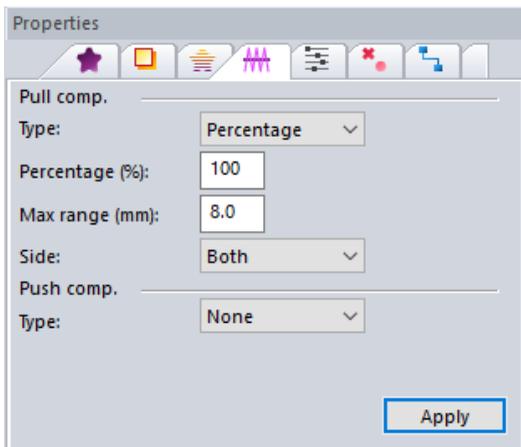
Push-compensation

During sewing, the tension from the stitches can move the stitches towards the ends of the columns. Push-compensation automatically removes stitches at the edges of columns to compensate for this effect. The reduction of stitches can be based either on the number of lines of stitches to remove or on the linear distance (in mm) from the ends of the column.

To add Push compensation to segments:

1 Select a segment.
2 On the Properties panel, click the Push/Pull tab.
   You see the Push and Pull Compensation settings.

3 From the Type list, select one of the following options:
   - None. Makes no adjustments to pull-compensation.
   - Percentage. Enter the percentage in the value % box and, if necessary, enter the maximum value of pull-compensation in the Maximum range box.
   - Absolute. Enter the amount of absolute pull-compensation in the Absolute value box.
4 Choose the end (or ends) of the segment that Push compensation will be applied to:
   - Both.
   - Side A.
   - Side B.
5 Click Apply.
   The designated amount of pull compensation will be applied to the selected segment.

3 Select one of the following options:
   - **None**. Makes no adjustments to push-compensation.
   - **By millimeters**. In this option, you enter the compensation as a linear distance, in millimeters.
   - **By lines**. If this option is chosen, enter a number of lines to be removed from

the segment in the "By number of lines" field.
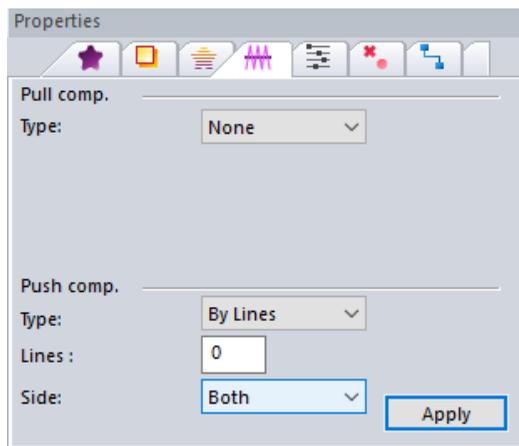
4   Choose the end (or ends) of the segment that Push compensation will be applied to:

◆   Both.

◆   End A.

◆   End B.

5   Click Apply.

The designated amount of push compensation will be applied to the selected segment.

Quality Control (Split) Settings

Use the Split feature of the properties tab to ensure the sew-out quality of wide satin stitches or large fill areas, by automatically splitting stitches into shorter ones. This setting can be applied to Satin columns and complex Fill segments.

When Split is enabled, extra stitches are added when any stitch gets longer than a given Maximum stitch length. This maximum length is set to 2.0 mm by default, but a this value may altered in the panel.

To apply quality control settings:

1   Select a column or fill segment.

2   On the Properties panel, select the Split tab.
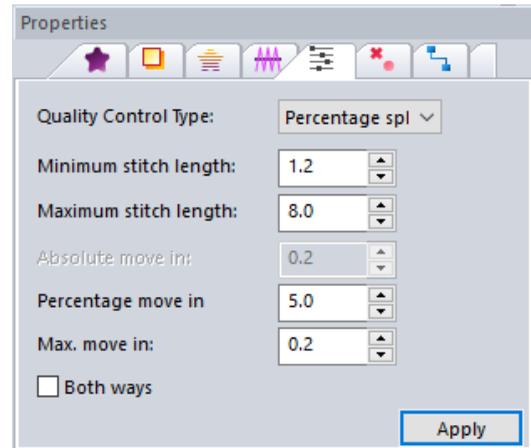
3   In the Quality Control Type list, select one of the following types of splitting:

◆   **None.** Stitches will not be split, even though they exceed the Maximum stitch length.

◆   **Middle Split.** If a stitch is longer than the Maximum stitch length value, a new stitch penetration will be generated, Middle Split will generate a stitch at the mid-point between the two points.

◆   **Absolute Split**. If a stitch is longer than the Maximum stitch length value, a new stitch penetration will be generated. This will be placed a fixed distance from the end points, which is entered in the "Absolute move in" field.

◆   **Percentage Split:** If a stitch is longer than the Maximum stitch length value, a new stitch penetration will be generated. This new point will be inset by a distance which is determined by the percentage set in the "Percentage move in" field.

The "Max. move in" value limits the distance that the new stitch point will be moved in from the end points.

◆ **Random Split**: If a stitch is longer than the Maximum stitch length value, a new stitch penetration will be generated, Random Split will generate as many random stitches as necessary in between those two points to ensure no stitch is longer than Maximum stitch length.

4 In the Min. Stitch Length field, enter a value of the minimum stitch length. This will filter out any stitches shorter than the set length (default value is 0.1 mm).

5 **Both ways** (optional): Check this option to have a Column stitch split in both directions (that is, on both the "across" and "back" stitches. Applies only to the Absolute and Percentage quality control types.

6 Click Apply.

Clip Stitches

Clip Stitches is a segment property that allows you remove the underlying stitches of an embroidery segment that has another embroidery segment lying on top of it. This can reduce that number of stitches required in a design, while still giving consistent coverage of the area being embroidered.

There are two different clip stitch "modes" that you can apply:

- **Clip stitches overlapped by paths above** removes the portion of the selected segment that is covered (overlapped) by the segment on top of the selected one.
- **Clip overlapped stitches in segments below** removes the part of the underlying segment that is overlapped by the selected segment.

The Clip stitches settings page includes the "Overlap distance" setting, which allows you to add some overlap of the clipped segment into the area where stitches have been removed; use this setting if you need to ensure that gaps are not created during sew-out.

The Clip Stitches property can be applied to run segments, satin segments, steil segments, and fill segments. Note that it also can apply to combinations of these embroidery types – when a satin is overlapped by a fill, for example.

To use Auto Clip Stitches:

1 Select an overlapped embroidery segment (run, steil, fill or satin).

2 Open the Properties panel and select the Clip Stitches tab.
   You see the clip stitches settings.
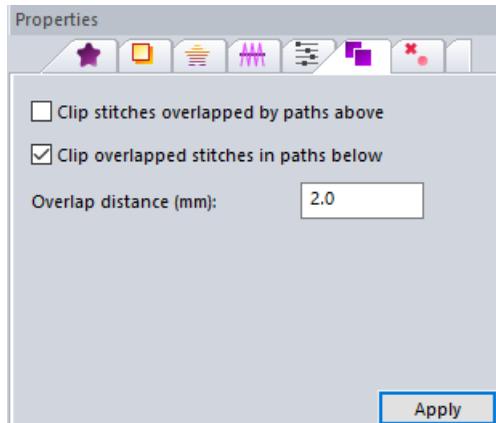
3 Check either the "Clip stitches overlapped by path above" or "Clip overlapped stitches in paths below" check boxes (or both, if applicable).

4 Enter the desired overlap distance in the Overlap distance (mm) field.

5 Click Apply.

The stitches will be removed from the overlapped path accordingly.
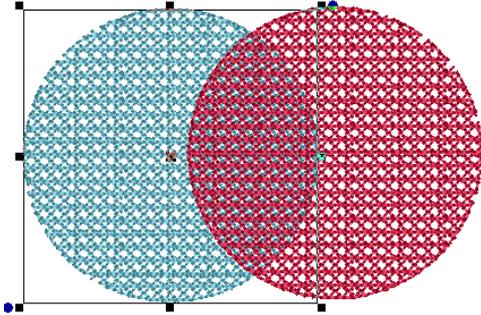
An example of applying clipping to a simple design consisting of two motif fill paths.

Above, the original design; below, after "Clip stitches overlapped by segments above" has applied to the to the left (blue) segment. Note that in this example a 3mm overlap distance has been included.
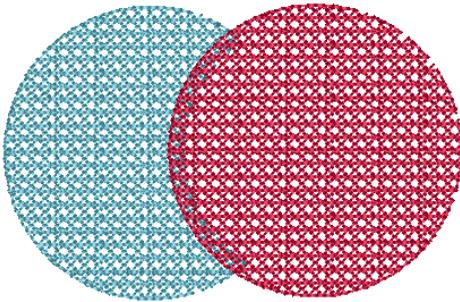
Commands Properties

Changing the Start and End Commands for a Segment

Using the properties panel, you can add specific machine commands to the start and/or end of embroidery segments – such as trims, stops, and jumps.

To add a machine command:

1 Select an embroidery segment.

2 Open the Properties panel, and click the Commands tab.

You see the Commands settings.
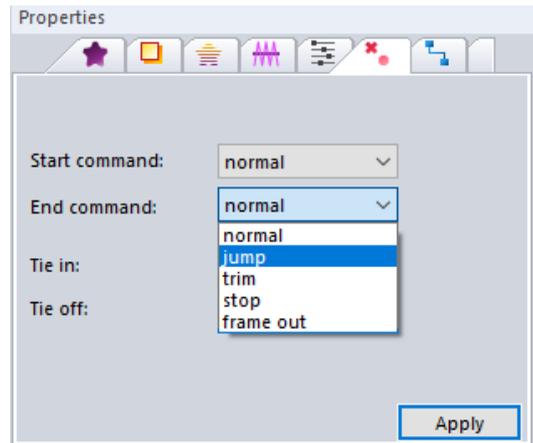
3 In the Start Command list and Stop Command list, select one of the following commands:

- ◆ **Normal:** Inserts a normal stitch.
- ◆ **Trim:** Trims the thread.
- ◆ **Jump:** Inserts a jump command, creating a stitch with the needle up.
- ◆ **Stop:** Stops the machine.

◆ **Frame Out:** Moves the embroidery machine's frame out to allow the operator to adjust the item being sewn on; very useful when placing an appliqué on a garment.

Adding Tie in and Tie off Stitches

To keep the end stitches of a segment from 'pulling', you can add Tie in and/or Tie off stitch commands. These commands add a short series of overlapping stitches at the entry and exit points of the segment, effectively pinning down the two ends of the selected segment.

To add or remove Tie in and Tie off segments:

1 Select an embroidery segment.
2 Open the Properties panel, and click the Commands tab.
   You see the Commands settings.
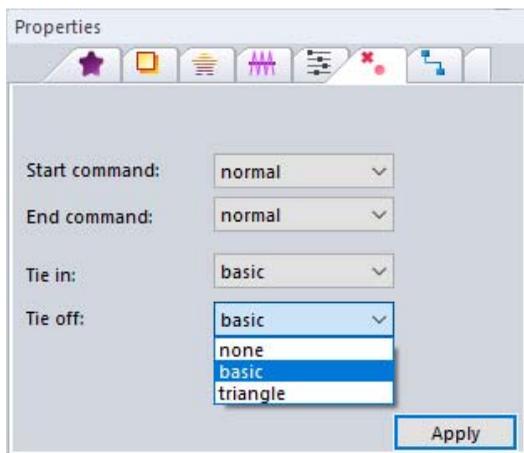
3 Do one of the following:

◆ To add a Tie-in or Tie-off, choose basic from the corresponding field.
◆ To remove a Tie-in or Tie-off, choose none from the corresponding field.

4 Click Apply.

Auto Lock Stitches

The Auto Lock Stitches 🔒 tool can be applied to designs to ensure that all the required Tie in and Tie off stitches are placed in the design, where they do not already exist.

Tie in/Tie off stitches will be added to the beginning or end of segments in these circumstances:

• Before and after each trim.
• After a color change.
• Before or after a jump stitch, where the jump stitch is longer than the set "minimum lock distance" of 5mm.

> By default, this distance is set at 5mm, but it can be adjusted up or down if required.
> The "minimum lock distance" parameter is found on the Preferences panel under the Digitizing tab.

The Auto Lock Stitches 🔒 tool is located on the Auto Create toolbar.

Underlay Properties

Selecting the Underlay Type

You can select underlay types for various types of stitches. Choose from Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, and Lattice.

Note that the Underlay types that can be applied will depend on the segment type – not all types of underlay can be applied to all segment types.

You can combine underlay types to get maximum coverage.

To select an underlay type:

1   Select the segment.
2   In the Properties box, click the Underlay tab.
3   Select one or more of the following underlay types you want to use: Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, or Lattice.

When you select underlay types, you will be able to see what your underlay type will look like in the Preview area.

4   Adjust any of the other settings. Refer to the related procedures for more information.
5   Click Apply.

Specifying the Underlay Density

You can specify the density for underlay stitches.

To set the underlay density:

1   Select the segment.
2   In the Properties box, click the Underlay tab.
3   Select one or more of the following underlay types you want to use: Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, or Lattice.

The Underlay types available depend on the segment type selected.

4   In the Density box, enter a density value.
5   Adjust any of the other settings. Refer to the related procedures for more information.
6   Click Apply.

Setting the Stitch Length for Underlay

You can specify the stitch length for your underlay stitches.

To specify the underlay stitch length:

1   Select the segment.
2   In the Properties box, click the Underlay tab.
3   Select one or more of the following underlay types you want to use: Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, or Lattice.

The Underlay types available depend on the segment type selected.

4   In the Stitch Length box, enter the stitch length that you want for your underlay stitches.

5 Adjust any of the other settings. Refer to the related procedures for more information.

6 Click Apply.

Changing the Inset Distance

You can change the inset distance. Floriani Total Control U calculates the inset distance (the distance the underlay stitches are placed from the edge of the top stitching.) Inset distance changes the amount of underlay coverage. The smaller the inset distance, the more coverage you have.
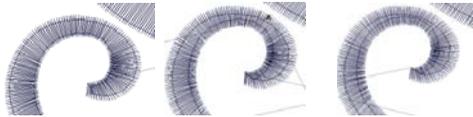
Inset distance 0.60 mm   Inset distance 0.120 mm   Inset distance 0.180

To change the inset distance:

1 Select the segment.

2 In the Properties box, click the Underlay tab.

3 Select one or more of the following underlay types you want to use: Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, or Lattice.

> The Underlay types available depend on the segment type selected.

4 In the Inset box, enter the amount of distance you want.
Enter a zero value if you want to place the underlay directly on the edge of the segment.

5 Click Apply.

Setting the Traveling Run Route

Traveling run stitches are run stitches that go between the Entry and Exit point of a segment, and the physical beginning and end points of the segment (in the case of the satin, for example, the ends of the column). These stitches are placed underneath the satin stitches to hide them.

> Traveling run stitches apply to Satin, Classic Satin, and Fill segments.

Using the Properties pane, you can choose to have the travelling stitches run through the middle of the segment or along the edge. It is recommended to use the middle route for satins or fills with a high density, because the density will hide traveling run. For segments with lower density, use the Edge Travel option because this route will hide the traveling Run stitches better in this case.

Satin and fill segments will generated with the traveling run going along the middle route by default. To set the traveling run to go along the edge, open the Underlay Properties, check the box marked "Edge Travel", and click Apply.

Transformation Settings

Everything displayed in the design window can have their height, width and rotation adjusted. These basic manipulations are grouped together as 'Transformations'. Even multiply selected objects can be transformed.

The Transform Properties box contains input fields for height, width and rotation. When adjusting the height or width, you can keep the object from being 'squished' or 'stretched' by selecting the "Maintain aspect ratio" option.
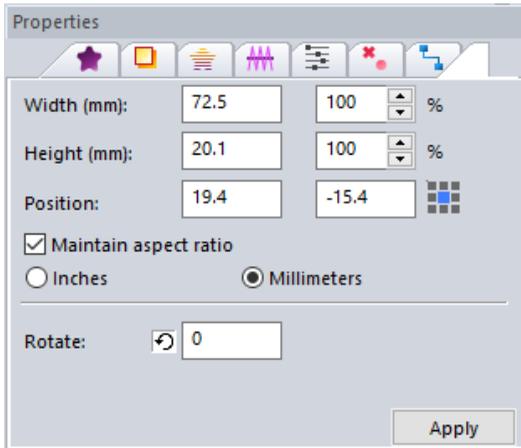
To transform objects using the Properties box:

1 Select one or more objects you wish to adjust.
2 In the Properties box, click the Transform tab.
3 In the Width box, enter the width you want for the selected object(s).
4 In the Height box, enter the height you want for the selected object(s).
5 To maintain the proportions of an object while resizing it, select Maintain aspect ratio if not already selected.
6 In the Rotate box, enter the number of degrees you want to rotate your design.
7 Click Apply.

CHAPTER 7

Creating Lettering and Merging Designs

You can add lettering to your designs using the various text tools. Generate unique embroidery text in an array of shapes and sizes using our powerful Text tool, as well as the vast selection of commercially available TrueType® fonts.

Floriani Total Control U also allows you to merge lettering and add any stock design with just a few clicks of your mouse.

Topics covered in this chapter:

- Using the Text, Circle, Monogram and Vertical tools to create lettering.
- Adjusting the shape of the various different kinds of text segments.
- Adjusting the properties of text segments (such as fill type, underlay, pull or push compensation) in the Properties panel.
- Merging other embroidery files into the current design.
- Using the Font Importer feature.

Creating Normal Text

Normal text items are created using the Text

$\mathbb{T}$ tool.

To create normal text:

1   On the Text toolbar, click the Text $\mathbb{T}$ tool.

2   Click once in the design window.

> If another text item was already selected, your first click only de-selected that item. You'll have to click again.

> *The default text "MY TEXT" appears in the design window.*

3   In the Properties box, click the Text tab.

4   In the text box, enter the desired text.

5   Make any other changes in the Text Properties box.
For more information on changing settings in the tabs, see "Normal Text Properties".

6   Click Apply.
Your text will change accordingly.

Adjusting the Size of Normal Text Items

The size of text items can be adjusted using the Proportional Sizing handle.
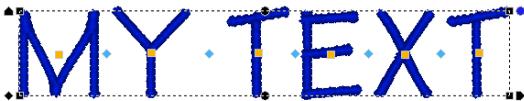
This handle is on the top left of the design and it appears as a black pennant pointing up. As you drag this handle, the design scales proportionally, which means that as you make the design wider, it also gets taller.

Adjusting the Width of Normal Text Items

The Width of text items can be adjusted using the Width handle.

This handle is on the bottom right of the design and it appears as a black pennant pointing right. If you drag this handle, you will be able to adjust the width of the design, but you will not be able to change the height.

> If you want to adjust the height of a design, it can be done in the Height (mm) box in the Text tab. Enter the new size and click Apply.

Adjusting the Corners of Normal Text Items

The corners of text items can be adjusted up or down using the Corner handles.
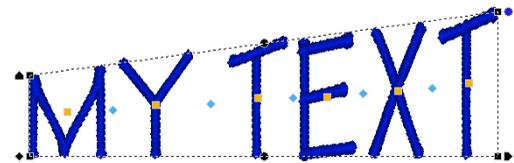
The Corner handles the black handles at each corner of the frame. These adjust the vertical position of each corner; you can create text that appears as if it is going up or down hill.

Adjusting the Shape With the Envelope Handles

Text items can be made to fit inside a shape, called an Envelope. To adjust this shape, use the Envelope handles.
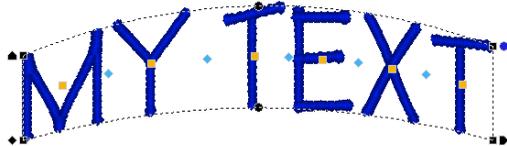
The Envelope handles are the round, black handles that are centered on the design, both above and below the text. These handles adjust vertically to form a curved shape to the text, top and bottom independently.

Rotating Text

To rotate text, use the Rotation handle. The Rotation handle is at the top right of the design and appears as a blue disk. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle.
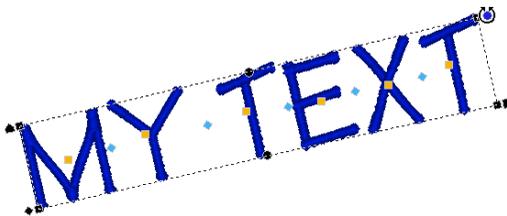
Dragging this handle rotates the design to any angle. You will see an outline of the design onscreen as you are dragging, and the text will recalculate when you release the mouse.

Adjusting the Kerning (spacing between letters)

The space between individual letters can be adjusted using the Kerning handles.
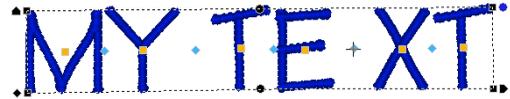
The Kerning handles are the blue diamond-shaped handles between each letter. These handles move horizontally and can be dragged to adjust the space between each letter.

If you move a kerning handle in the middle of a word, you adjust only the space between those two letters, thus if you add space, you will see the entire text item expand, keeping the distances you have between each of the other letters.

Repositioning Individual Letters

Moving individual letters can be accomplished with the Letter handles.
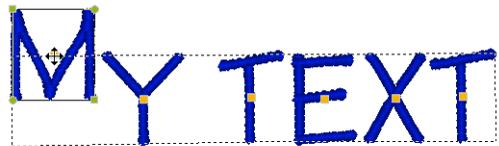
The Letter handles are the orange squares at the center of each letter. You can click on the letter handle to activate individual letter size and rotation handles, or you can drag the letter handle to adjust the letter position left, right, up or down.

Adjusting Individual Letter Sizes

Letters can be individually resized using the Letter Size handles.

Letter Size handles appear only when an individual Letter handle has been clicked on. The Letter Size handles are on the top left and bottom right of the letter and are olive green. These handles can be dragged to increase or decrease the proportional size of the individual letter.

Rotating Individual Letters

Individual letters can be rotated using the Letter Rotation handles.

The Letter Rotation handles appear only when an individual Letter handle has been clicked on. The Letter Rotation handles are on the top right and bottom left of the letter and are olive green. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle.

These handles can be dragged to rotate the individual letter; similar to the way the Rotation handle will rotate a whole text item.

When the cursor is placed over the text function handles, the cursor changes for the different functions.

Circle Text

Overview

Circle text is the application of lettering around a circle. You can adjust the size, width and spacing of the letters, as well as the size of the circle. You can also rotate the letters around on the circle, and easily encircle an embroidery design. Circle Text is controlled in two ways: A set of 'handles' that allow individual adjustments to the text by dragging them with the mouse, and using the Properties box.

Once you have created a Circle text segment, you enter the text you want in the Upper and Lower text boxes on the Circle Text properties page. For more information, see "Circle Text Properties".

Creating Circle Text

Circle Text items are created with the Circle tool. Circle text items are those that are created on a circle. They start out with normal proportions for the font, and can be adjusted.

To create circle text:

1   On the Text toolbar, click the Circle text tool.

2 Click once in the design window.

> If another text item was already selected, your first click only de-selected that item. You'll have to click again.

The default string "MY TEXT" appears in the design.

3 In the Properties box, click the Circle tab.

4 In the upper and lower text boxes, change the default text accordingly.

5 Make any other changes in the Circle text Properties box.

For more information on Circle text settings, see "Circle Text Properties".

6 Click Apply.

Your text will change accordingly.

Adjusting Circle Text using the Handles

The adjustment handles for Circle text can be used to change the text segment in many different ways. The following sections outline how to use these handles.
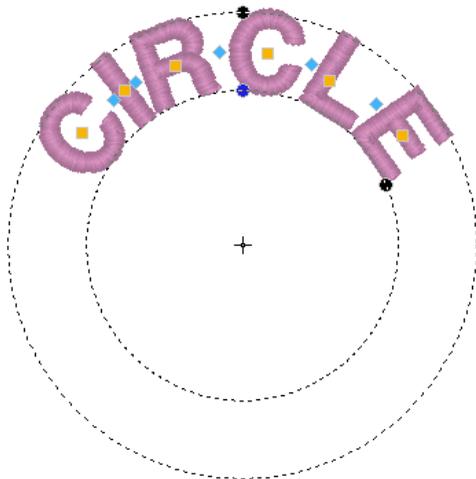
Adjusting the Size of Circle Text

The Sizing handle will adjust the height of letters in the Circle text frame.
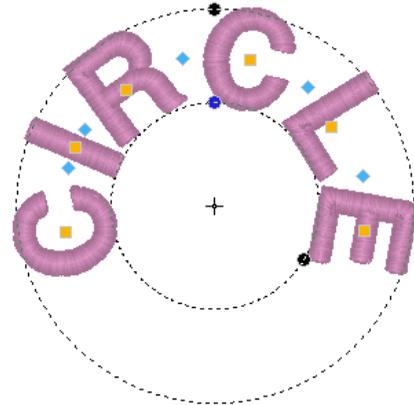
This handle appears on the top of the design and it appears as a black dot. If you drag this handle, you will see the design scale proportionally, which means that as you make the design wider, the design also get taller. As you resize the design, however, the basic circle that the text is on does not change.

Adjusting the Width of Text Around a Circle

The Width handle adjusts the width of circle text.
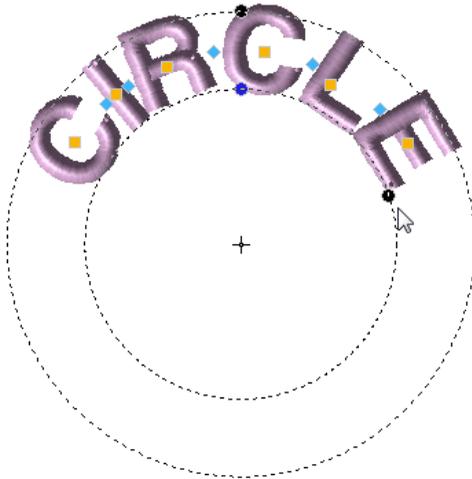
This handle appears on the bottom right of the text as a black dot. If you drag this handle, you will be able to adjust the width of the design, but you will not be able to change the height. This has the effect of filling around the circle more (wider text) or less (narrower text).

Rotating Text Around the Circle

Text can be rotated around the circle using the Rotation handle. The Rotation handle is a black dot centered on the lower edge of the top lettering of the Circle text. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle ↻.
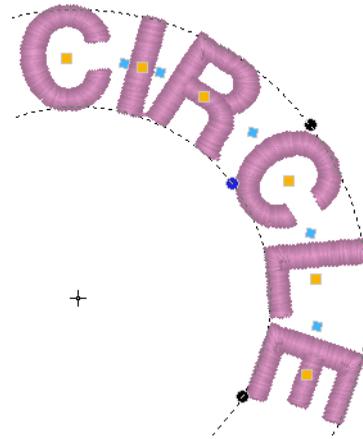
Dragging this handle rotates the design to any angle. You see an outline of the text rotating onscreen as you drag. This handle also controls the diameter of the circle that the text is on. Moving the cursor closer to the center of the circle creates a smaller diameter, and moving the cursor away from the center creates a larger diameter circle.

Adjusting the Kerning (Space between letters)

You can adjust the space between each letter in the text with the Kerning handles. These are the blue diamond handles that appear

between each letter. These handles move 'horizontally' and can be dragged to adjust the space between each letter.

> If you move a kerning handle in the middle of a word, you adjust only the space between those two letters. So, if you add space, you entire text segment will expand, keeping the distances you have between each of the other letters.
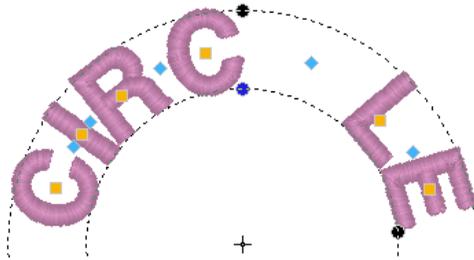
Adjusting Individual Letter Positions

Individual letter positions can be adjusted using the Letter handles.
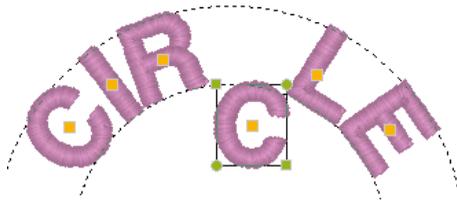
The Letter handles are orange in color, and appear in the center of each letter. You can click on the letter handle to activate individual letter size and rotation handles, or you can drag the letter to adjust its position left, right, up or down.

Adjusting Individual Letter Size

Individual letter size can be adjusted with the Letter Size handles.
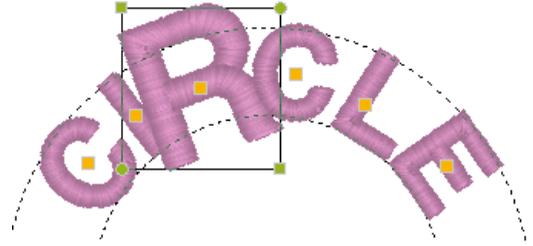
Letter Size handles appear only when an individual Letter handle has been clicked on. The Letter Size handles are on the top left and bottom right of the letter and are olive green. These handles can be dragged to increase or decrease the proportional size of the individual letter.

Rotating Individual Letters

Individual Letters can be rotated with the Letter rotation handles. The Letter rotation handles appear only when an individual Letter handle has been clicked on. The rotation handles are the green disks at the top right and bottom left of the letter. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle ⟳ .
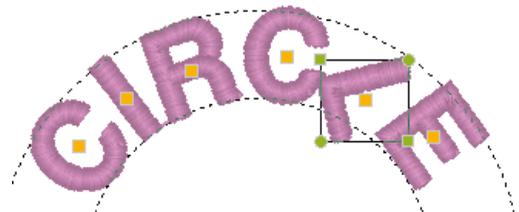
These handles can be dragged to rotate the individual letter; similar to the way the Rotation handle will rotate a whole text item.

Monogram Text

Overview

Monogram text is very similar to Normal text except that it cannot be multi-line. Unlike the other text types, it can have decorations added to it.

Creating Monograms

Monograms are created with the Monogram *M* tool. Monogram text items look like Normal text items using monogram fonts, but they also add Monogram Decorations, selectable in the Properties box.

To create monogram text:

1   On the Text toolbar, click the Monogram Text *M* tool.

2   Click once in the design window.

> If another text item was already selected, your first click only de-selected that item. You'll have to click again.

The default text "ABC" appears in the design window.

3   In Properties, select the Monogram tab.

4   In the Letters field, change the default text accordingly.

5   Make any other changes in the Monogram Properties box.
    For more information, see "Monogram Properties".

6   Click Apply.
    Your text will change accordingly.

Adjusting Monogram Text using the handles

Monogram text is controlled in two ways: A set of handles that allow individual adjustments to the text by dragging them with the mouse, and using the Properties box.

The frame handles allow you to adjust the size of the Monogram in a number ways.

Adjusting the Size of a Monogram

You can adjust the size of a monogram with the Sizing handle.

The Sizing handle is a black "pennant" that appear on the top-left of the frame. When you drag this handle, the monogram will be scaled proportionally – as you make the design wider, the design also gets taller.

Adjusting the Width of a Monogram

The monogram width can be adjusted using the Width handle.

This handle is on the bottom right of the design and it appears as a black pennant pointing right. If you drag this handle, you will be able to adjust the width of the design, but you will not be able to change the height.

If you want to adjust the height of a design, it can be done in the Height (mm) box in the Text tab. Enter the new size and click Apply.

Adjusting the Corners of the Monogram

The corners of a monogram can be adjusted vertically using the Corner handles.

The Corner handles are at each corner of the design, and they are black in color. Their purpose is to adjust the vertical position of each corner. Using the corner handles, you

can create text that appears as if it is going up or down hill.

Adjusting the Shape of a Monogram with Envelopes

Monograms can have their outer shapes adjusted with the Corner handles.
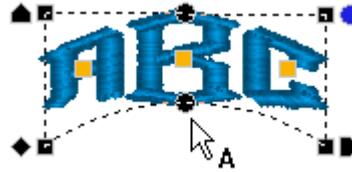
The Envelope handles are the round, black handles that are centered on the design, both above and below the text. These handles adjust vertically to form a curved shape to the text, top and bottom independently.

Rotating the Monogram

Monograms can be rotated using the Rotation handle; this is the blue disk at the top right of the design. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle.

Dragging this handle rotates the Monogram text to any angle. You will see an outline of the design rotate onscreen as you are dragging, and the text will recalculate when you release the mouse.

Repositioning Individual Letters in a Monogram

Individual letters can be repositioned in a monogram using the Letter handles.

The Letter handles are orange, and appear in the center of each letter. You can click on the letter handle to activate individual letter size and rotation handles, or you can drag the letter to adjust its position left, right, up or down.

Adjusting Individual Letter Size in a Monogram

Individual letters can be resized in a monogram using the Letter Size handles.

Letter Size handles appear only when an individual letter has been selected. They are the green squares at the top left and bottom right of the letter. These handles can be dragged to increase or decrease the proportional size of the individual letter.

Rotating Individual Letters in a Monogram

Individual letters in a monogram can be rotated using the Letter Rotation handles. The Letter Rotation handles appear only when an individual Letter handle has been clicked on. The Letter Rotation handles are the green disks at the top right and bottom left of the letter. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle ↺.

These handles can be dragged to rotate the individual letter; similar to the way the Rotation handle will rotate a whole text item.

Vertical Text

Overview

Vertical text is controlled in two ways: A set of 'handles' that allow individual adjustments to the text by dragging them with the mouse, and using the Properties box.

Creating Vertical Text

Vertical text items are created using the

Vertical Frame 🔤 tool. Vertical text items are those that are created vertically. They start out with normal proportions for the font, and can be adjusted.

To create vertical text:

1   From the Text toolbar, click text fly-out

    menu, and select the Vertical Frame 🔤

    tool.

2   Click once in the design window.

    If another text item was already selected, your first click only de-selected that item; you will have to click again.

    You see default text "MY TEXT" in the design window.

3   In the Properties box, click the Vertical tab.

4   In the text box, change the default text accordingly.

5   Make any other changes in the Vertical text Properties box.
    For more information on changing normal text settings in the tabs, see "Vertical Text Properties".

6   Click Apply.

Adjusting the Size of Vertical Text Items

The adjustment handles on the Vertical text frame have many useful functions.

The size of text items can be adjusted using the Proportional Sizing handle.
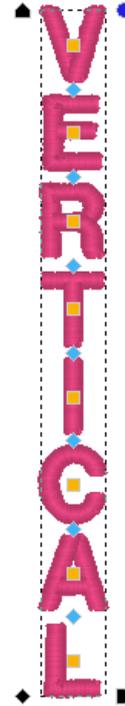
This handle is on the top left of the design and it appears as a black pennant pointing up. If you drag this handle, you will see the design scale proportionally, which means that as you make the design wider, the design also gets taller.

Adjusting the Width of Vertical Text Items

The Width of text items can be adjusted using the Width handle.
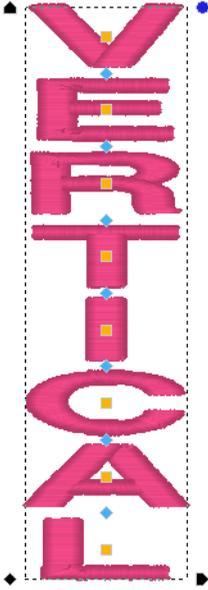
This handle is on the bottom right of the design and it appears as a black pennant pointing right. If you drag this handle, you will be able to adjust the width of the design, but you will not be able to change the height.

> If you want to adjust the height of a design, do it in the Properties box, or with the Proportional size handle, then adjust the Width handle to achieve the exact size you need.

Rotating Vertical Text

To rotate vertical text, use the Rotation handle. The Rotation handle is at the top right of the design and appears as a blue disk. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle.
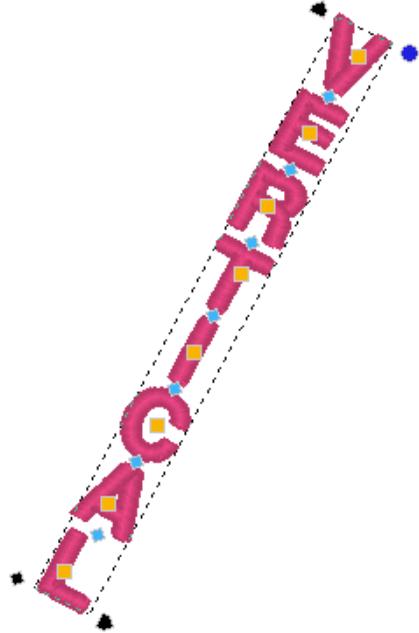
Dragging this handle rotates the text to any angle. You will see an outline of the text rotate onscreen as you are dragging, and the text will recalculate when you release the mouse.

Adjusting the Kerning (space between letters)

The space between individual letters can be adjusted using the Kerning handles.

Repositioning Individual Letters

Moving individual letters can be accomplished with the Letter handles.

The Letter handles are orange squares, which appear in the center of each letter. You can click on the letter handle to activate individual letter size and rotation handles, or you can drag the letter handle to adjust the letter position left, right, up or down.
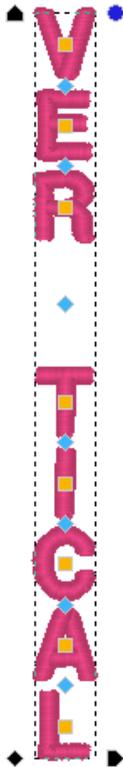
The Kerning handles are the blue diamond shaped handles that appear between each letter. These handles move horizontally and can be dragged to adjust the space between each letter.

If you move a kerning handle in the middle of a word, you adjust only the space between those two letters, thus if you add space, you will see the entire text item expand, keeping the distances you have between each of the other letters.

Adjusting Individual Letter Sizes

Letters can be individually resized using the Letter Size handles.

Rotating Individual Letters

Individual letters can be rotated using the Letter Rotation handles.

Letter Size handles appear only when an individual Letter handle has been clicked on. The Letter Size handles are on the top left and bottom right of the letter and are olive green. These handles can be dragged to increase or decrease the proportional size of the individual letter.

The Letter Rotation handles appear only when an individual Letter handle has been clicked on. The Letter Rotation handles are on the top right and bottom left of the letter and are olive green. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle ↻ .

These handles can be dragged to rotate the individual letter; similar to the way the Rotation handle will rotate a whole text item.

You can double-click any handle to open the Properties box.

Path Text

Overview

The Path $\boxed{A}$ tool creates lettering that follows a set line. Floriani Total Control U comes with a set of shapes already installed for you to choose from; or, you can create your own shape, using the Edit Shape command, and save it (see "Creating a Custom Path Shape").

Creating a Path segment

To create text along a path:

1 On the toolbar, click the Text tool to open

the fly-out menu, and select the Path $\boxed{A}$ tool.

A letter "A" appears beside your mouse pointer.

2 Click once in the design window.

If another text object was already selected, your first click only de-selected that object. You will have to click again.

You see the Select a text path dialog.
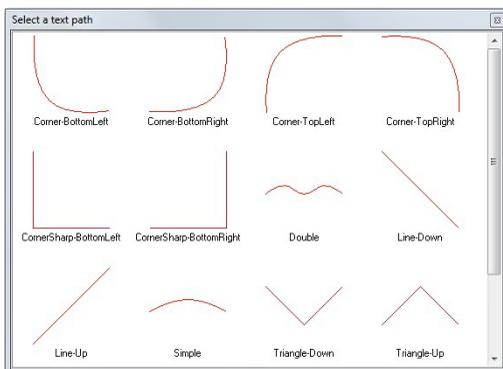
3 Select one of the paths from the Select a text path dialog.

The default text "MY TEXT" appears in the design window along the chosen path.

4 To change the path shape that is applied to the text, perform the following steps:

 ◆ Right-click on the text segment.

 ◆ In the option menu that appears, choose "Text Paths..."

You see the Select a text path window.

 ◆ To select the path you want, left-click on it.

The Select a text path box closes, and you see that the new path has re-shaped your text in the design window.

5 To modify the Path Text segment, open the properties panel.

6 In the input text box, change the default text.

7 Adjust the properties in the Properties panel.

For more information on changing text settings in the tabs, see "Editing Text in the Properties Box" and "Normal Text Properties".

The properties of Text on a Path are the same as those for Normal Text, except that you cannot have multiple lines in a Text on a Path segment.

8 Click Apply.

Creating a Custom Path Shape

In addition to the Path shapes already installed, you can create and save your own shape, using the Edit baseline command.

To create a custom path

1 Create a text segment using the Path 🅰 tool.

2 With the Text on a Path text still selected, right-click and choose Edit baseline from the options menu.
   The baseline shape appears along the bottom of the text, showing the anchor points (blue squares).

3 Click and drag the anchor points and direction lines to modify the shape of the baseline.

> The baseline of the path is a Bezier curve, like the artwork shapes that are created using the Bezier tool. For more information on working with Bezier curves, see "Drawing Lines, Shapes, and Artwork."

4 Right-click to redraw the lettering so that it follows the new curve.

5 To save your custom shape, right-click and choose "Export line" from the options.
   You see a Save as dialog.

6 Type in a name for the new Text Path and click save.
   The new Text Path will now appear in the Select paths dialog when you use the Text on a Path tool.

Creating a custom font with Font Importer

The Font Importer feature allows you to create a new, personalized font, based on existing stitch or outline alphabet files. You build the font by assigning these designs to each of the letters in the alphabet (upper- and lower-case), plus punctuation marks.

You assign letters to the new font by dragging and dropping the design files onto the Font Mapping table of the Font Importer dialog.

> Note that each letter that you import to build the new font must come from a separate design file.

Each square of the Font Mapping table corresponds to a single keystroke on your keyboard - i.e., whatever you put in the "A" box on the Font Mapping table is what will appear (for that font) when you type a capital "A", and so on for all the other available keystrokes.

Once you have created and saved a font using the Font Importer tool, you will see the new font on the list of fonts in the Text Input dialog, and also in the list of fonts on the Text tab of the Properties Panel.

Importing Letters into the New Font

To use the Font Importer:

1 On the menu bar, select Tools—Font Importer.
   You see the Font Importer dialog.

2 Click the New Font button.

A new dialog pops-up in front of the Font Importer dialog.

3 Type a name for the font into the New Font dialog.
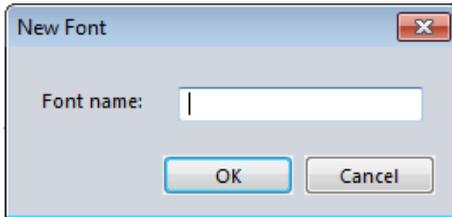
4 Type in your name in the Author field of the dialog (this step is optional).

5 Adjust any of the following parameters for the mapped font:

- ◆ **Spacing:** Sets the letter spacing (in points) <u>within</u> words.
- ◆ **Word Spacing**: Sets the spacing (in points) <u>between</u> words.
- ◆ **Height:** To override the font height calculated according to the reference letter, check Custom Height and enter the override letter height value in the Height field.

For more details on the Spacing, Word Spacing, and Custom Height font settings, see "Options for the Font Importer Tool," below.

6 On the right side of the dialog, select the browse ⬚ button to navigate to the Design folder containing the embroidery files that you want to use to create the font.

You see thumbnails of the folder's contents in the preview window on the right side of the dialog.
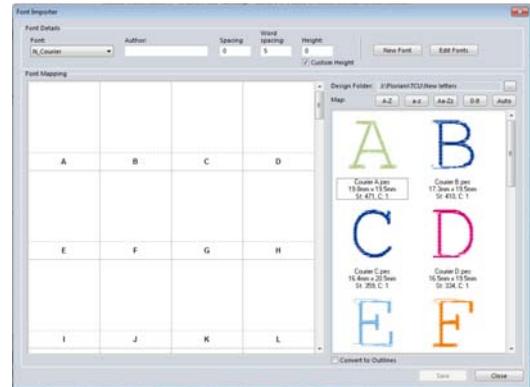
When you are importing files into the font, you can do so from any location on your computer. When you have finished importing the files you want from one folder, simply click the browse ⬚ button again to navigate to a new directory.

7 Set the reference letter: Click and drag the design that you want to use as the reference letter for the font (normally, the capital "M" would be used) into the corresponding square in the Font Mapping table.

Important: The first letter that you add to a new font is treated as the "Reference Letter". This means that the **extents** of this letter - that is, the maximum width, and maximum height - will be used as the basis for the entire font.

This size effects the spacing between letters, as well as the spacing between lines in multi-line lettering segments. Also, the height of the reference letter determines the default height of this font. This is the height measurement that appears for this font in the Text input dialog.

Since a capital "M" is usually the largest letter in any font, it is normal to choose M as the reference letter.

8 To map the remaining letters of the new font, select a range of designs and do one of the following:

- Click the A-Z button to map the designs to the upper-case letters (A, B, C…).
- Click the a-z button to map the designs to lower-case letters (a, b, c…).
- Click the Aa-Zz button to map the designs to upper- and lower-case letters alternately time (A, a, B, b, C, c…).
- Select 0-9 to map the designs to the numerals (1, 2, 3…).
- Click the Auto button to map all letters and numbers automatically.

Alternatively, you can add letters to the font by dragging and dropping the design files individually into the spaces in the Font Mapping table.

The mapped letters appear in the Font Mapping window.
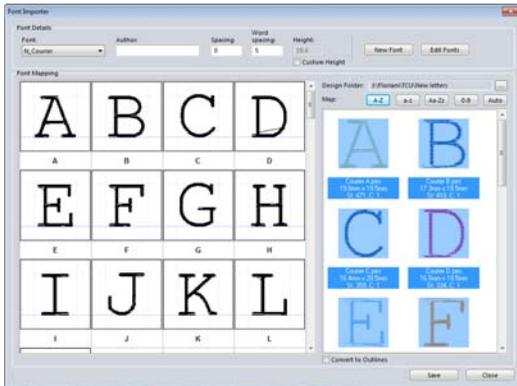
If you want to remove one of the letters in the font, you can click the small red "X" in the corner of the letter frame; or, you can change the letter assigned to that keystroke by dragging a new file onto it.

9 Click Save to save the font, and Close to close the dialog and return to the main workspace.

The new font will now appear on the list of fonts in any of the text tools, and also in the font list in the view.

Options for the Font Importer tool

Base-line adjustment

By default, the designs you import into the new font will be placed right on the base line of the lettering segment. (You can see this base line as the blue dashed line in the individual letter's frame in Font Importer).

For some letters, however, this will not be the position that you want them to be in when they are used in a text segment. For example, letters like "y" or "j" might end up with the "tail" right on the baseline, rather than below it.

To rectify this problem, there is a baseline adjustment amount, which is shown in the lower-left corner of each letter frame when that letter is selected for editing. In the default state (that is, with no base-line adjustment) this area will read 0.0. There are three ways to adjust the baseline for the letter:

- Click the letter in the frame, and drag it up or down.
- Click on the up or down arrows on the right of the baseline adjustment indicator to move the letter up or down; as you do, the letter is adjusted (up or down) by 0.1 mm per click.
- Click in the baseline adjustment indicator field to select it, and then type a number into it directly. Press **Enter** to input the change.

As you change the position of the letter, you see the preview image move relative to the dashed blue line in the letter's frame.

Rotation

If desired, you can rotate individual letters within the letter frame. To do this, click the

rotation [G] tool; the letter will be rotated in 90º increments with each click.

Spacing

If desired, you can increase the spacing by typing a value into the Spacing box on the dialog. Spacing is calculated proportionally, in terms of the reference letter of the font. The spacing is expressed in "points", where 20 points is the width of the reference letter.

For example, if you were to enter a spacing value of 10, then the spacing between letters when you typed out some text would be half the width of the reference letter.

Word Spacing

The Word Spacing setting assigns a width to the "space" character of the mapped font, expressed in "points," where 20 points = the width of the reference letter. This value is set

at five points by default, but you can make it larger or smaller, to increase or decrease the spacing between words created in this font.

Height

Normally, when you create a new font using the Font Importer tool, the height is fixed to a certain absolute value - determined by the original height of your reference letter. Subsequently, this height will appear as the default height for the font in the Text Input dialog, but will be "grayed out" - i.e., it cannot be adjusted.

This is because often, the files used to create letters in the Font Importer are stitch files (e.g. *.PES, *.SEW, *.JEF, etc.). These files do not resize well, since new stitches are not generated when they are scaled up or down, so it is highly recommended that fonts created with these files **not** be resized.

Resizing stitch files more than a few percent larger or smaller can yield poor results when sewn out.

However, if you **do** want to be able to change the height of the new font, it is possible to override the fixed height. To do this, check the "Custom Height" box in the dialog; this will allow you to change the font's height in the Properties Panel when you use it, like any other font. See "Changing the Size of Text" in the "Creating and Adjusting Lettering" section of this manual.

When *.WAF files are used to build a new font, the situation is different; these files include vector outlines, and so the stitches are recalculated when the letter's size is changed. Therefore, if *.WAF files are used to build your new font, it can be resized safely.

Editing the New Font

You can also use the Font Importer dialog to make changes to your imported font, after you have created it. You can re-open a font, add or delete letters within it, or change the spacing or height of the font (if applicable - see "Custom Height").

You can also use the Font Importer dialog to delete or rename your imported fonts.

To make changes to an existing custom font:

1   On the Text toolbar, select the Font Importer tool.

    You see the Font Importer dialog.

2   In the Font field (in the upper-left corner of the dialog) click the down-arrow to display the list of fonts.

3   Click on the font's name so that it is highlighted.

    The font will be loaded into the Font Mapping table. You may now make changes to the letters, the spacing, and so on.

4   When done making changes, click the Save button.

    The changes you have made will appear in the selected font.

> In case you change your mind, and do not want to have these edits applied to the font, click the **Close** button instead of the **Save** button. A warning dialog will then appear, asking if you want to proceed without saving the changes, click Yes. This will close the Font Importer dialog without implementing the changes.

To edit your font list:

1   On the Text toolbar, select the Font Importer tool.

    You see the Font Importer dialog.

2   On the Font Importer dialog, click the Edit Fonts button.

    The Edit Font dialog appears, displaying a list of all of your Imported fonts.
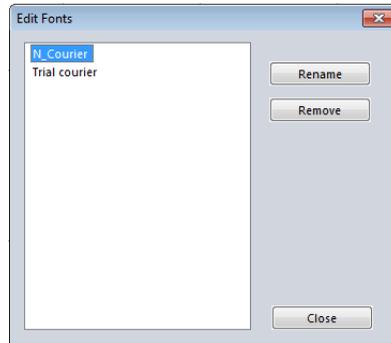
3   Do either of the following:
    - To delete a font, select the name and click the Remove button.
    - To rename a font:
        - Select the font and click the Rename button.
        - Type the new name overtop of the old one.

4   In the Edit font dialog, click the Close button.

    The changes you have made will now be reflected in the list of fonts in the lettering tools and in the Properties Panel.

Font Play

Thee Font Play $\mathbf{F}$ tool is a way that you can preview a given string of text in a number of different fonts, very quickly and easily. It also has includes the option of making a copy of the text segment in the selected font for printing.

To preview text in the Font Play tool:

1 On the Text toolbar, select the Font Play $\mathbf{F}$ tool.

2 You see the Font Play dialog.
   The Font Play dialog shows a menu of available fonts on the left and a preview window for the text to the right.
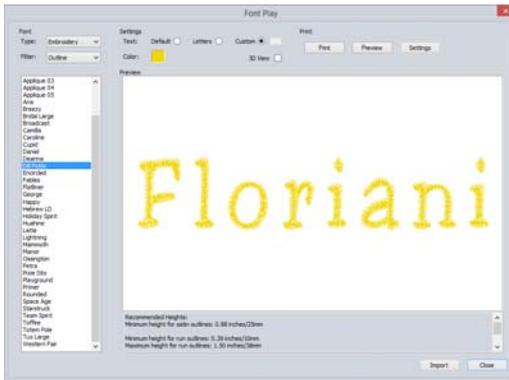
3 In the Text area, choose one of the following options, by selecting the corresponding radio button:
   ◆ **Default:** The default text ("The quick brown fox jumped over the lazy dog") appears in the preview frame.
   ◆ **Letters:** All the letters in the selected font will be previewed.
   ◆ **Custom:** Use this option to preview the text of your choice. When this option is

selected, a new Text dialog will open. Enter your text into the dialog, and click OK to display it in the Font Play dialog.

   To replace or edit the Custom text, click the ... button to the right of the Custom radio to re-open the Text dialog.

4 To choose the color for the text, do the following:
   ◆ Click in the color "swatch" on the dialog.
   You see the Import Color dialog.
   ◆ Select the palette you want from the Color Palette Name drop-down list.
   The color palette changes accordingly.
   ◆ Select the desired color from the palette.

   If you know the name of a particular color in the selected palette, you can search for it by clicking on the "find" ? button.

   ◆ Click Import.
   The text color changes accordingly.

5 (Optional): Check the 3D box to render the preview in realistic 3D stitches.

6 In the Font area, select the font type – embroidery or TrueType.

7 **Filter Option:** By default, all available fonts will be displayed on the list. To filter the menu of fonts so that it shows only the fonts in a certain category (e.g. Outline fonts or Block fonts) select that category in the Filter drop-down list.
   To see all fonts again, just select "All fonts" in the Filter field.

8 In the font menu, click the name of a font to preview the sample text in that font.

You see the text string change to the selected font.

If the font chosen is an embroidery font (that is, not TTF), the preview will include the recommended maximum and minimum heights for the font. This information will also be listed on the print preview page.

9   To create a print copy of the text, do one of the following:

   ◆ To send the text to be printer directly, click the Print button.

   You see the Print dialog; click OK to print.

   ◆ To preview before printing, click Preview.

   You see the Print Preview dialog. In addition to showing the sample message rendered in the selected font, it also lists the characters in that font.

Print Preview

Font: Dill Pickle   Date: 2/7/2017

Floriani

Available Letters:
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789
!"#$%&'()*+,-./:;=?@[
\{|}¢ÀÁÂÃÄÅÆÇÈÉÊËÌÍ
ÎÏÑÒÓÔÕÖØÙÚÛÜÝßàáâãä
åæçèéêëìíîïñòóôõöøùú
ûüÿýŒœŠšŸŹŻžƒ

Recommended Heights:
Minimum height for satin outlines: 0.98 inches/25mm

Minimum height for run outlines: 0.39 inches/10mm
Maximum height for run outlines: 1.50 inches/38mm

Minimum height for satin: 0.39 inches/10mm
Maximum height for satin: 1.50 inches/38mm

[Settings]   [Print] [Close]

   ◆ Click Print to print the text.

   The text will be printed.

10 Click Import to open the text in the design window, or click Close to close the Font Play dialog without importing.

Editing Text in the Properties Box

The Properties box allows you to type in the actual text for your design and change its appearance, reflecting the type of text item that is currently selected.

Properties

ABCabc

Height (mm):	Spacing:	Font:	☐ TTF
20.0	0	All Fonts	
Line spacing %:	Width (%):	Bamboo	?
25	100.0	Style:	
Align:	Center	Default	
Slant:	0		Apply
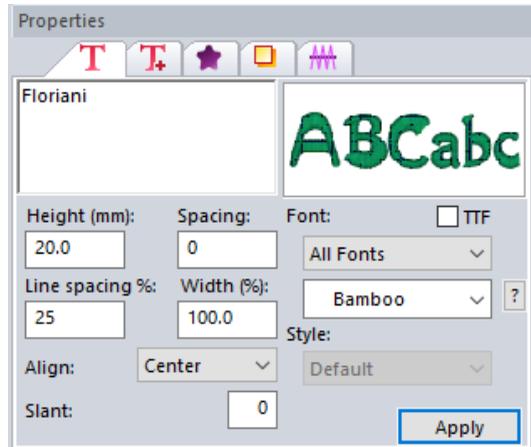
For text segment you will see that the Properties box has five tabs. These tabs allow you to adjust specific tab settings. The first of the tabs will be labelled, "Text," "Circle," "Monogram," or "Vertical" depending on the text item you have selected. The other tabs are labelled "Fill", "Text Extra," "Underlay", and "Pull/Push." The Text tab where you enter in the letters you want to embroider.

The Text tab and Special Characters

All four modes of text allow you to type in the text that you want to embroider. However, each mode has some variation on what you can type in. For instance, you cannot create a multi-line monogram. Despite the differences, the method of typing in special characters remains the same.

When using the text box, you can type in any character on your keyboard, plus you can type in characters by their ASCII number. An ASCII number is a code number, four digits long, which represents a character that may not have a key to represent it. For instance, ™ or ® are symbols that exist in some fonts but are not type-able on a standard US/English keyboard.

In order to type in an ASCII code for a special character, you hold down the 'Alt' key while typing in the ASCII number. When you release the 'Alt' key, the character will appear.

Due to Windows constraints, you must type the numbers on the keyboards numeric keypad for this to work.

Viewing a Font's Available Characters

There is a display on the Text tab that shows you what characters you can type – click on the '?' button, located next to the font name. You will see a display similar to the following:
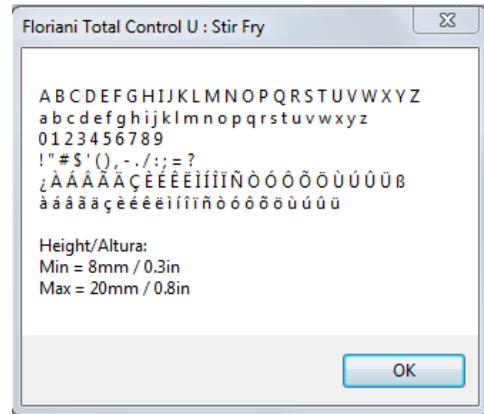
You can also place your cursor over the preview image of fonts to view the characters you can type as well as minimum and maximum height recommendations.
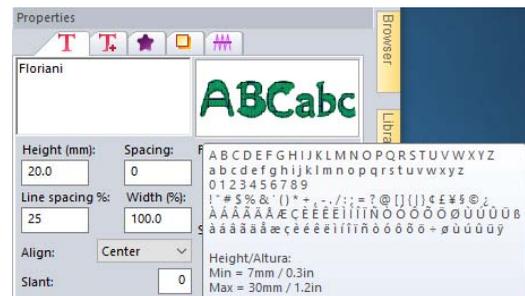
Letter Height

The height property refers to the tallest letter in the font. Thus, if an uppercase letter is followed by lowercase letters, the uppercase letter will typically be larger, and its height will be set to your preference here. When you click the '?' button, located next to the font name, you can view a font's minimum and maximum height recommendations. They are also easily viewed when you place your cursor over the preview image of fonts in the Text tab.

Selecting a Font

Next to the text box is an image showing a sample of the font. The font may be selected from the drop-down box below the font image. You can click on the down-arrow to see a list of the fonts.

If you would like to scroll through the list of fonts and see what they look like, click on the down-arrow and use the up and down arrows on your keyboard to move through the font list. This allows you to preview the fonts without having to select each one.

You will notice that some fonts have a particular size in their name, such as "4mm". This is because that particular font is designed stitch-by-stitch for a particular size. You can change the size of the font, but it is not recommended. Stitches in these fonts do not recalculate, as with the others. The reason for creating the fonts is that at very small sizes, fonts become extremely difficult to embroider. Minimal adjustments, even by one single stitch can alter the appearance of a letter.

Font Categorization

Floriani Total Control U features font categorization for many of the installed fonts. The font categories serve as a shortcut to the font's applicability in a given situation; for example, the font categorization lets you know if a font contains outlines (the "O" category") or is suitable for small lettering (the "60" category).

The font category will be displayed immediately in front of the font name in the drop-down font list on the properties panel.
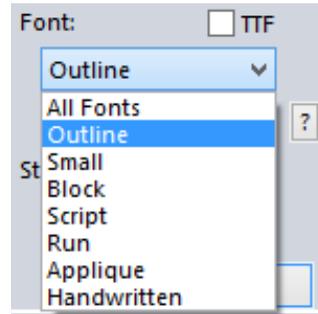
List of font categories:

AP	Appliqué fonts
BL	Block fonts
HW	Hand-written fonts
RN	Run fonts
SC	Script fonts
O	Outline fonts
60	Small fonts

Converting Text to Artwork

If you want to output lettering to cutting machines, the text segment needs to be converted to artwork. Floriani Total Control U has a very simple procedure that allows you to do this, for any font in the "outline" category, (see preceding section). Note, however, that other font categories (and TTF fonts) cannot be converted to artwork.

To convert text to artwork:

1   Create a text segment using any of the text tools.
2   In the Properties—Text tab, select **Outline** in the Font categories drop-down list.
    The font list will only show those fonts that contain outlines.

3 Select the font you want from the Font
   drop-down list.

4 Click Apply.

5 Mouse-over the text and right-click.
   You see a context menu.
   From the menu, select Convert to artwork.
   The text is converted to outline artwork,
   without stitches.

6 Save the file.

Selecting TrueType® Fonts (TTF)

Click the "TTF" box on the Text Properties
panel to see the list of available TrueType®
fonts. The list of fonts shown in the Fonts
drop-down list will change accordingly.

> TrueType fonts, unlike embroidery fonts, are
> not installed with Floriani Total Control U;
> therefore, only those TrueType fonts that
> you have installed on your own system will
> be available to you.

From the Style drop-down list, you can also
choose the stitch effect (Fill or column) that
you want applied to the text.

Spacing

The spacing control adds a specific amount of
space between each letter. Thus, if you
wanted to space your letters out further, you
can enter 2 here and click 'Apply'. You can
also use this parameter to make the spaces
between the letters less than zero. If the
spacing is set at zero, the default, then the
normal kerning operation for the font is used.
If you wish to individually adjust the letter
spacing, you can do so by adjusting the letters
with the kerning handles.

Width Percentage

The purpose of Width Percentage is twofold:
To adjust the width of the text item for
appearance, or to compress the text for more
precision in the final output size. The width
adjustment is set in terms of percentage, and
automatically gets updated as you drag the
Width handle on the text item.

Slant Setting

Use the Slant setting to create a slanted effect
for your lettering. Slant changes the degree
value of the slant on your lettering. A negative
value slants your lettering to the left; a positive
value slants it to the right.

Text Extra Settings

The Text Extra tab is the second tab on the
Properties Panel. The following are the
segment settings that are found under this tab.
These are common to all types of Text.
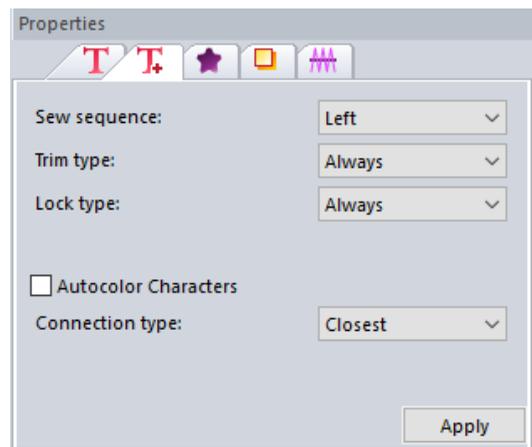
Sew sequence

This setting determines the position in the text segment at which the sewing will begin. Choose between Left, Right or Center.

Trims

Use the Trims field (under the Text Extra tab) to control how trims are applied to lettering segments. You can choose from the following options:

- Always: Inserts a trim between all letters in the segment.
- Never: No trims are placed between letters in the segment
- Auto: A trim is placed between the letters, if the distance between them exceeds a certain set value.

Lock Stitches

Lock stitch settings for text can be set in the properties panel, Text Extra tab. The lock stitch options are Always, Never, and Around trim (the default value is "Always").

Click the Apply button to save your changes.

Normal Text Properties

Normal text properties are adjustments specific to normal text that can be made from the Properties box. Depending on the type of text selected (Normal, Circle, Monogram, and Vertical), the appearance of tabs in the Properties box will be slightly different.
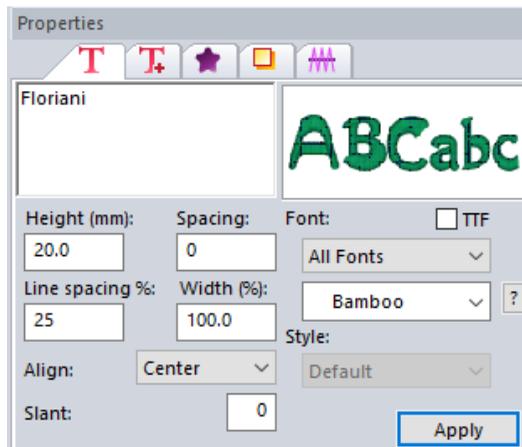
The Text tab allows you to set a wide variety of options regarding your text. The most important item is the text box, which is where you can type in the text that you want to embroider. This text box is multi-line, so you can type in a whole phrase, poem, etc.

This is the only text mode that allows you to enter multi-line text.

Line Spacing

The Line Spacing parameter is unique to the Normal text mode. This allows you to set the distance between lines of text based on a percentage of the text height. The default is 25%, but you can adjust that up or down to improve your results or to squeeze more text into your hoop.

Alignment

Alignment is found only in the Normal text mode. The alignment is principally used for multi-line font segments, but can be useful if you are manually aligning multiple text items

as well. The choices are Left, Center and Right. For example, Left alignment means that every line will start at the same left position.

Circle Text Properties

Circle text properties are adjustments specific to circle text that can be made from the Properties box. Depending on the type of text selected (Normal, Circle, Monogram, and Vertical), the appearance of tabs in the Properties box will be slightly different.
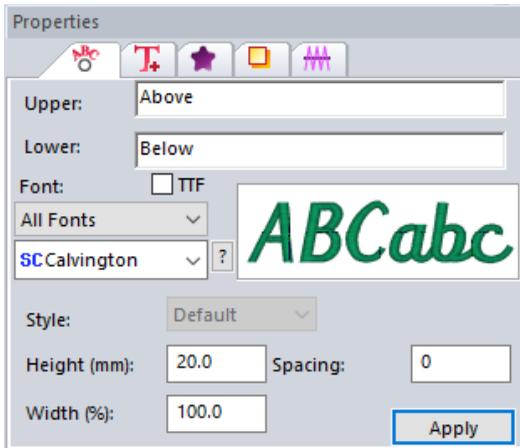
The Circle tab allows you to set options particular to Circle text. The most important item is the text box, where you enter the text that you want to embroider.

Because your text is in a circle, you can only type in one line. You can, however, create a second Circle text on a smaller circle, allowing you to simulate multi-line text.

When you first create a segment of Circle text, the lettering is placed in the Upper text box by default; it is placed so that it runs along the top of the circle, reading clockwise, like so:
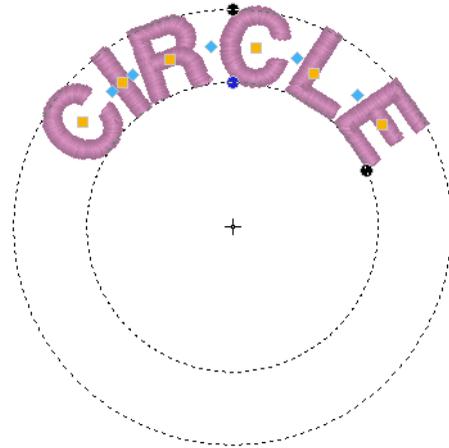
If you want to have the text appear on the bottom of the circle, type it in the Lower text box; it will then appear on the bottom of the circle, reading counter-clockwise, thus:
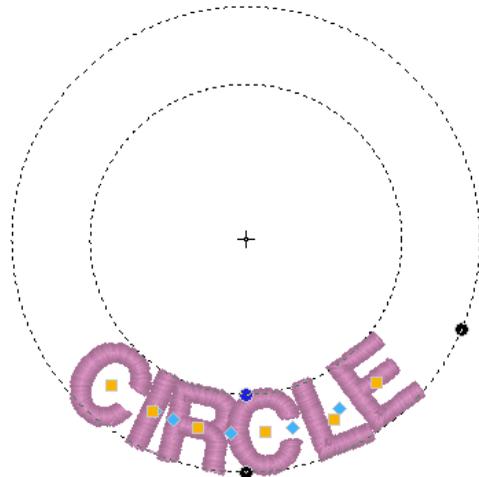
If you type text in both boxes, the top text will read clockwise, and the bottom text will read counter-clockwise.

The Monogram tab allows you to set options and decorations for your text (if the selected font has decorations available). The most important item is the Letters box, which is where you can type in the text that you want to monogram. Next to the Letters box, is a bitmap showing a sample of the font.

When using the Monogram Mode, only monogram fonts will be available because they may potentially have a set of decorations to work with. Note that not all Monogram fonts come with decorations.

When you are done adjusting the properties, click the 'Apply' button.

Monogram Properties

Monogram properties are adjustments specific to monograms that can be made from the Properties box. Depending on the type of text selected (Normal, Circle, Monogram, and Vertical), the appearance of tabs in the Properties box will be slightly different.

Décor Options Available

The Décor for the monograms is font-specific: Each monogram has its own set of decorations that are uniquely designed for that font and its traditional applications. Simply click the down-arrow on the Décor drop-down box and scroll through the samples of decoration. When you find the one you want, simply click on it.

Not all of the Monogram fonts have Décor options.

Vertical Text Properties

Vertical text properties are adjustments specific to Vertical text, which can be made from the Properties box. Depending on the type of text selected (Normal, Circle, Monogram, or Vertical), the appearance of tabs in the Properties box will be slightly different.
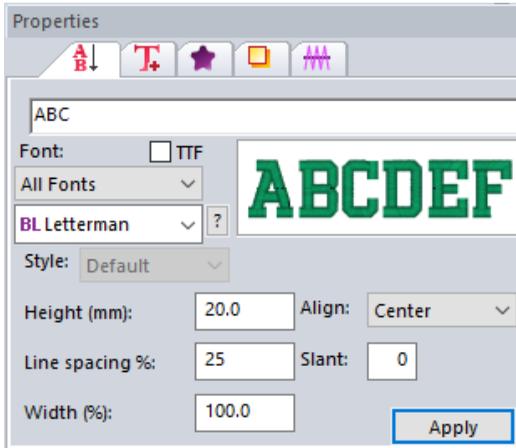
The Vertical tab allows you to set a wide variety of options regarding your text. The most important item is the text box, which is where you can type in the text that you want to embroider. Below the text box, is a bitmap showing a sample of the font. When you're done adjusting, click the 'Apply' button.

Text Fill Properties

The second tab of the Properties box is the Fill tab. The 'Fill' tab will have the same appearance regardless of the text mode of the currently selected text item.

Depending on the text style selected from the Text, Circle or Vertical tabs, the properties on the Fill tab may change.
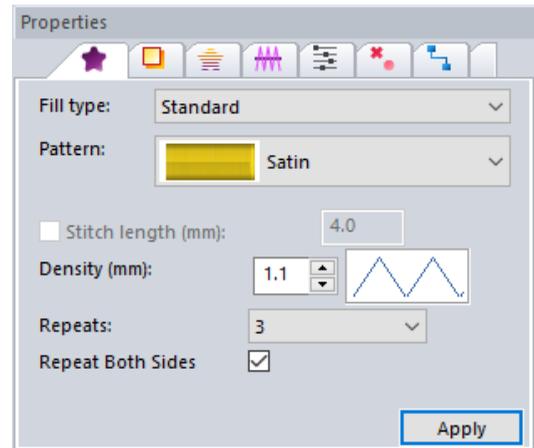
The Fill tab allows you to customize the parameters used by Floriani Total Control U in the creation of the stitches that will fill the text design. You have the options to choose a fill type and add a pattern type.

Density Setting

Fill density is the distance between individual lines of embroidery. Density is measured in millimeters in this dialog.

How does changing this setting affect your design? If you have a very loosely woven fabric, you may want to use a slightly larger number. Do this because the fabric may not be

able to hold a large set of stitches in a small area. If you are unsure what setting to use, try the standard setting, 0.4, which works well almost universally.

The image next to the Density setting from the Fill tab will change as you adjust the setting. These are not precise images given in the Fill tab. Rather, they are intended to provide you with visual clues to what you are doing as you change the settings.

It is important to always stitch a test before committing to a design.

For larger text items, particularly when you exceed the maximum recommended height of a font, you will want to use Fill stitches. Fill stitches are typically used to fill large areas in an embroidery design. With Fill Stitches, each line across is made up of two or more individual stitches.

Underlay Properties

Selecting the Underlay Type

The final tab on the Text properties panel allows you to choose the underlay types for the text segment. Choose from Contour, Parallel, Perpendicular, Zig-zag, Lattice, or Full Lattice. Note that, depending on the design's Recipe, some underlay types may already be applied. See "Learning the Basics—Selecting Recipes."
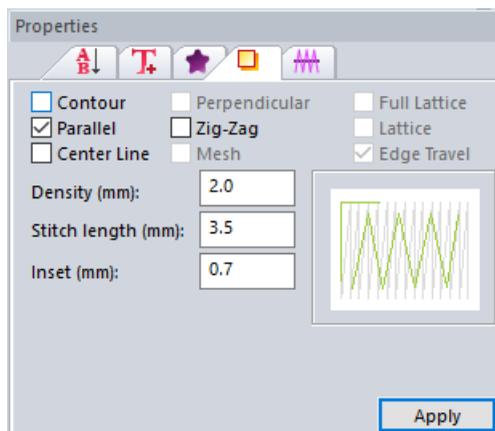
You can combine underlay types to get maximum coverage.

To select an underlay type:

1   Select the Text segment, and then click the Underlay tab in the Properties panel.
2   Select one or more underlay types you want to use.

When you select underlay types, you will be able to see what your underlay type will look like in the Preview area.

3   Adjust any of the other settings; refer to the related procedures for more information.
4   Click Apply.

Underlay Density

You can specify the density for underlay stitches.

To set the underlay density:

1   Select the Text segment, and then click the Underlay tab in the Properties panel.

2 Select one or more underlay types you want to use.

> When you select underlay types, you will be able to see what your underlay type will look like in the Preview area.

3 In the Density box, enter a density value.
4 Adjust any of the other settings; refer to the related procedures for more information.
5 Click Apply.

Underlay Stitch Length

You can specify the stitch length for your underlay stitches. You can increase or decrease the length according to your underlay needs.

To specify the underlay stitch length:
1 Select the Text segment, and then click the Underlay tab in the Properties panel.
2 Select one or more underlay types that you want to use.

> When you select underlay types, you will be able to see what your underlay type will look like in the Preview area.

3 In the Stitch Length box, enter the stitch length that you want for your underlay stitches.
4 Adjust any of the other settings. Refer to the related procedures for more information.
5 Click Apply.

Changing the Inset Distance

You can change the inset distance. The software calculates the inset distance (the distance the underlay stitches are placed from the edge of the top stitching.) Inset distance changes the amount of underlay coverage. The smaller the inset distance, the more coverage you have.

To change the inset distance:
1 Select the Text segment, and then click the Underlay tab in the Properties panel.
2 Select one or more underlay types that you want to use.

> When you select underlay types, you will be able to see what your underlay type will look like in the Preview area.

3 In the Inset box, enter the amount of distance you want.
Enter a zero value if you want to place the underlay directly on the edge of the segment.
4 Click Apply.

Pull-compensation for Text Segments

Pull-compensation is a stitch length adjustment which compensates for the "give" in certain stretchy fabrics. For example, you can add a degree of pull-compensation to prevent gaps from appearing between adjacent segments. Use the settings on the Pull/Push tab of the Text Properties box to adjust the pull-compensation. Select either Percentage, Absolute or None.

To adjust the pull-compensation:

1 Select the text.
2 In the Properties panel, select the Pull comp tab.
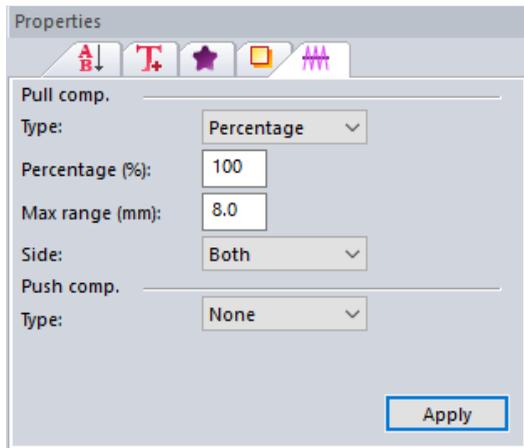
3 From the Type list, select one of the following options:
  - None: Makes no adjustments to pull-compensation.
  - Percentage: Enter the percentage in the value% box and, if necessary, enter the maximum value of pull-compensation in the Maximum range box.
  - Absolute: Enter the amount of absolute pull-compensation in the Absolute value box.
4 Choose the end (or ends) of the segment that Push compensation will be applied to:
  - Both.
  - Side A.
  - Side B.
5 Click Apply.

Push-compensation for Text segments

During sewing, the tension from the stitches can move the stitches towards the ends of the columns. Push-compensation automatically removes stitches at the edges of columns to compensate for this effect. The reduction of stitches can be based either on the number of lines of stitches to remove or on the linear distance (in mm) from the ends of the column.

To add Push compensation to text:

1 Select the text.
2 On the Properties panel, click the Push/Pull tab.
   You see the Push and Pull Compensation settings.
3 Select one of the following options:
  - **None**. Makes no adjustments to push-compensation.
  - **By millimeters**. In this option, you enter the compensation as a linear distance, in millimeters.
  - **By lines**. If this option is chosen, enter a number of lines to be removed from the segment in the "By number of lines" field.
4 Choose the end (or ends) of the segment that Push compensation will be applied to:
  - Both.
  - Side A.
  - Side B.
5 Click Apply.
   The designated amount of push compensation will be applied to the selected segment.

Editing Letters Individually

Breaking up Text

Sometimes, you may want to fine-tune the column or fill stitches in an individual letter. This is possible, but the text segment must be "broken up" first – that is, separated into individual letters.

After the Text is broken up, the letters can be selected individually. Then, using the Shape

tool, each letter's inclinations, outlines (anchor points) and entry/exit points can be edited, just as in a normal satin or fill segment. You can move, add, or delete the inclinations and outline points, and change the position of the entry/exit points.

Note that once a text segment has been broken up, you will no longer be able to edit it as a whole in the Text properties panel.

To Break up a text segment:

1   Select the text with the Select ▶ tool.
2   Right-click and select Breakup Text from the context menu.
     The letters will now be individually editable. Note that the letters will appear as individual segments in the sequence view.

Breaking Apart Individual Letters

For very detailed editing of characters in a Text segment, it is also possible to break up individual letters into their component paths. This allows you to edit such properties as push-compensation, density, etc. separately for each component.

To Break Up an individual character:

1   Select the text with the Select ▶ tool.
2   Right-click and select Breakup Text from the context menu.
     The letters will now be individually editable.
3   With Select tool still active, select a letter.
4   Do one of the following:
     ◆   On the Transform toolbar, select the
         Break Apart tool.
     ◆   Press Alt+B on the keyboard
     The individual components of the character can now be selected and their properties modified separately.
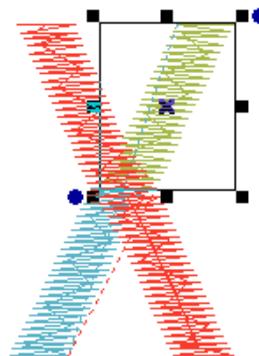
Merging Files

You can merge design files into an active design window. Choose File—Merge Stitch File to bring in a design and add lettering around it. You can import a design and then edit the design.

> When performing major design editing, you should be careful of how other segments will be affected. For more information on the general rules of editing segments, see "Editing Segments".

Floriani Total Control U allows you to merge design files using a variety of file formats.

When you merge a outline file (*.WAF) into the unified design window, your single design file contains both outlines and stitches. When you merge other files into the unified design window, your design files open as stitch segments.

> Outline changes made to any part of the design will not affect stitch segments. You cannot perform any outline editing on stitch segments except to resize, reflect, rotate, and change the color of these stitch segments; however, major editing is not advisable. For more information on stitch segments, see appropriate sections under "Design Editing in Stitch Mode."

With the Merge Stitch File feature, you can merge two or more designs to create unique compositions. The Merge Designs tool is very useful for adding a stitch file to lettering, for example.

To merge designs:

1 Do one of the following:
    - Choose File—Open to open an existing file.
    - Choose File—New to create a new file and create a design.

2 Choose File—Merge Stitch File.
    You see the Merge Stitch File dialog.
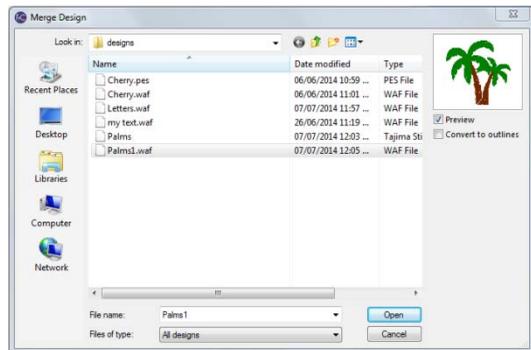
3 In the Look in list, browse to the location of the file you want to merge.
4 In the Files of type list, select a design file type for the design you want to merge.
5 In the dialog, select the file that you want to merge into the current design.

6 To view a preview of the selected design, select Preview, if not already selected.
You see a preview image of the selected design appear on the right hand side of the dialog.

7 Convert to Outlines: This box will be checked by default. When selected, this option ensures that any stitch (i.e. non-outline) segments in the design being merged will be converted to outlines when it is merged.

8 Click Open.
The merged design file will appear in the design workspace.

CHAPTER 8

Drawing Lines, Shapes and Artwork

Floriani Total Control U offers a variety of ways to generate paths for your embroidery designs. You can have more control drawing lines when you use the Pen, Bezier or Line tools.

You can also modify artwork segments and apply various stitch types to your designs using Floriani Total Control U's artwork tools. Use the Import Vector Art feature to load vector files as artwork segments. To modify your artwork segments, you can choose to join, separate or split path segments.

Topics covered in this chapter:

- Drawing various types of lines.
- How to create open and closed shapes.
- Editing anchor points.
- Importing TrueType® fonts and vector files.
- How to apply stitch types to artwork segments.

Drawing Lines with the Pen tool

Using the Pen Tool

The Pen 🖊 tool allows you to plot points by dragging the mouse as if it were a pen or pencil. Wherever you go, a line will be drawn.

Using the Pen tool produces anchor points, giving you increased control over the shape of the curves. Once you complete the segment, you see anchor points.

> If you make mistakes as you draw, undo your last action by pressing Backspace on your keyboard.

You can use the Pen tool to draw both open and closed shapes, depending on whether or not you apply the Close Shape 🔘 tool before right-clicking to complete the segment. You can also convert an open shape into a closed shape by applying Close Shape after completing it.

Once the segment has been completed, you can apply a stitch type to it. For more information, see "Applying a Stitch Type".

> By default, the Line, Pen, and Bezier tools will be "hidden" within the toolbar, and will only appear when the Artwork icon is clicked on. However, an option exists that allows you to see these tools as a "drop-down" menu when you hover the mouse over the icon.
>
> To enable this option, go to Program Preferences, select the Environment tab, and check the "Show drop down menus on hover."

To create lines with the Pen tool:

1   From the Creation toolbar, click the Pen

🖊 tool.

> If you are using another drawing tool to create a segment, you can press F on your keyboard to switch tools and continue drawing the segment using the Pen tool.

2   To produce anchor points, click and drag in the design workspace.

3   Do one of the following steps to create a segment:

   ◆   To draw an open segment, continue to click and drag your cursor on the design workspace. When you release the cursor, anchor points will appear on the drawn segment.

   ◆   To close the segment, click the Close

   Shape 🔘 tool or press **H** on your keyboard.
   The segment will automatically close.

4   Right-click to complete the segment.
   The drawn segment will be red in color and will have selection handles around it. You can now add a stitch type to the segment from the Stitch Effects toolbar.

> The tool will remain active after you right-click, so you can continue to draw more artwork. To deactivate the Pen tool, click on the Select tool.

Drawing Lines with the Bezier tool

Bezier Curves Introduction

Drawing with the Bezier ✏ tool is different than drawing with the Pen tool. With the Bezier tool, you will click with your mouse rather than drawing like you did with the Pen tool. Each click of the mouse will release an anchor along the design. Practice drawing curves by tracing artwork or drawing basic shapes. You will be controlling the shape and size of the curve as you go.

The length and slope of the curve is determined by the direction lines. (See the Bezier curve and Modified Bezier curve illustrations in "Creating Bezier Curves".) The angle that you drag direction points affects the curve's shape and size.

You can draw both open and closed shapes with the Bezier tool. You create a closed shape by applying the Close Shape tool before right-clicking to complete the segment. You can also convert an open shape into a closed shape by applying Close Shape after completing it.

Drawing with the Bezier Tool

You can draw curves and complex shapes with Bezier curves. You create curves by dragging direction lines and points.

If you make mistakes as you draw, you can undo your last action by pressing Backspace on your keyboard.

The following procedure shows you how to create a leaf using the Bezier tool to draw curved lines.

To draw curved lines:

1 On the Creation toolbar, select the Bezier ✏ tool.

2 On the design workspace, position the cross hair where you want to place the first anchor point and click to place the point.

3 Position the cross hair where you want the next anchor point. Click and hold to place the point.

4 Without releasing the mouse button, drag upwards to create a curved line.

5 Position the cross hair where you want the next anchor point. Click and hold to place the point.

6 Without releasing the mouse button, drag downwards to create a curved line.

7 Position the cross hair at the first anchor point. Click and hold to place the point.

8 Without releasing the mouse button, drag downwards to create the top of the leaf.
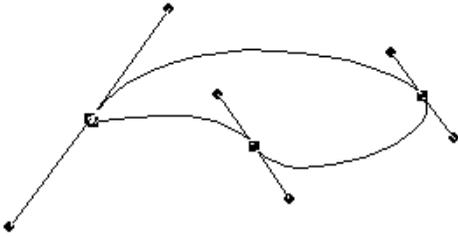
9 Right-click to finish the segment.

You can now add a stitch type to the segment from the Stitch Effects toolbar.

The tool will remain active after you right-click, so you can continue to draw more artwork. To deactivate the Bezier tool, click on the Select tool.

Tips for working with Bezier Curves

- Use the Shape tool to select anchor points. When you use the Shape tool to select anchor points, the direction lines of each anchor will be displayed only when the anchor is selected.

- Using the Shape tool, right-click the anchor point and choose a command from the Editing shortcut menu to edit anchor points.

- Use the Add inclinations tools to add inclinations.

- Using the Add inclinations tools, right-click an inclination point and choose a command from the Editing shortcut menu to edit inclinations.

Drawing with the Line tool

The Line tool places a straight line be-tween anchor points without direction lines. You will have more control to punch straight points.

If you make mistakes as you draw, undo your last action by pressing Backspace.

You can use the line tool to draw both open and closed shapes, depending on whether or not you apply the Close Shape tool before right-clicking to complete the segment. (You can also make an open shape into a closed shape by applying the Close Shape tool after completing it).

Once the segment has been completed, you can apply a stitch type to it.

To create a shape using the Line tool:

1 On the Creation toolbar, click the Line tool.

If you were already using another drawing tool to create a segment, you can press Q to switch tools and continue creating the segment using the Line tool.

2 To place a straight point, left-click the design workspace.

3 To place a curved point, complete the following:

- While you left-click the design workspace, press and hold CTRL on your keyboard.

You see a preview of the curve before you place the next anchor point.

- ◆ To create a corner point or to begin creating a straight line again, release CTRL on your keyboard.

Curved points should be entered as a set of 3 points that define the arc of the curve.

4 To complete the segment as an open shape, right-click to complete the segment.

5 To create a closed segment, do either of the following:

- ◆ On the View toolbar, select the Close Shape tool.

- ◆ Press **H** on your keyboard.

6 Right-click to complete the segment.
You can now add a stitch type to the segment from the Stitch Effects toolbar.

The tool will remain active after you right-click, so you can continue to draw more artwork. To deactivate the Line tool, click on the Select tool.

Drawing Diagonal Lines

You can draw lines constrained to 15° increments. You can also create zigzag lines using this command.

If you make mistakes as you draw, you can undo your work by pressing backspace on your keyboard.

To draw lines at 15° increments:

As an example, this procedure describes how to draw zigzag lines.

1 Select the Line tool.

If you were already using another drawing tool to create a segment, you can press Q on your keyboard to switch tools and continue creating the segment using the Line tool.

2 On the design workspace, position the cross hair where you want to place the anchor point and click to place the point.

3 Position the cross hair where you want the next anchor point.

4 Hold down shift.

5 Position the cross hair to create a diagonal line and click to place the second anchor point at a 15° increment.

6 Repeat step 5 to create a series of diagonal lines.

7 Right-click to finish the segment.

Drawing Shapes

You can draw a variety of shapes using the various shape tools: Rectangle, Ellipse, Triangle, Pentagon and Hexagon. You can also add Floriani Total Control U pre-installed custom shapes, as well as create and add your own custom shapes.

The shape tools are all accessible by way of

the Rectangle icon on the Creation toolbar. Clicking this icon opens a fly-out menu, from which you select the particular shape tool you want to use.
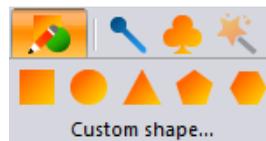
Drawing Rectangles and Squares

You can draw rectangles and squares with the Input Rectangle ▧ tool. Once you have created a rectangle artwork segment, you can apply a stitch type to it. See "Applying a Stitch Type."

To create a rectangle or square:

1 On the Creation toolbar, click the Rectangle 🔧 tool.

You see the input shapes fly-out menu.

2 From the menu, select the Input Rectangle ▧ tool.

3 In the design workspace, do one of the following:

- To draw a rectangle, click and drag from one corner to the opposite corner to form the rectangle.
- To draw a square, hold down **Ctrl** and click and drag from one corner to the opposite corner to form the square.

   If you want to increase or decrease the size of the art segment, you can resize it by dragging on the corners of the handles. For more information, see "Resizing Segments".

Drawing Ovals and Circles

You can draw ovals and circles with the Input Ellipse 🔴 tool. Once you have created an ellipse segment, you can apply a stitch type to it. See "Applying a Stitch Type".
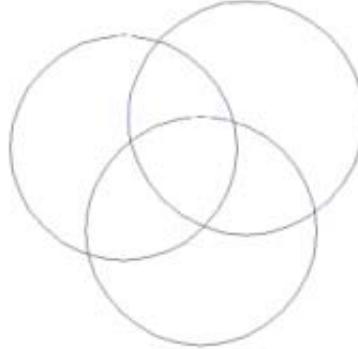
To create an ellipse or circle:

1 On the Creation toolbar, click the Rectangle 🔧 tool.

You see the input shapes fly-out menu.

2 From the menu, select the Input Ellipse 🔴 tool.

3 In the design workspace, do one of the following:

- To draw an oval, click and drag to form the oval.
- To draw a circle with the center point as reference, hold down **Ctrl** and click and drag to form the oval.

   If you want to increase or decrease the size of the art segment, you can resize it by dragging the corner handles. For more information, see "Resizing Segments".

Drawing Triangles, Pentagons and Hexagons

Floriani Total Control U allows you to draw triangles, pentagons and hexagons with the Input Triangle 🔺 tool, the Input Pentagon

⬠ tool, and the Input Hexagon ⬡ tool. You can also create uniform shapes, making each side of these shapes the same length.

Once you have created any of these segments, you can apply a stitch type to it. See "Applying a Stitch Type".

To create triangles, pentagons and hexagons:

1 On the Creation toolbar, click the

Rectangle 🔧 tool.

You see the input shapes fly-out menu.

1 From the menu, select the shape you want

to use: Input Triangle 🔺 , Input Pentagon

⬠ tool, or Input Hexagon ⬡.

2 In the design workspace, do one of the following steps:

- ◆ To draw a shape, click and drag from one corner to the opposite corner to form the appropriate shape.
- ◆ To draw a uniform shape, hold down **Ctrl** and click and drag from one corner to the opposite corner to form the shape containing equal length sides.

If you want to increase or decrease the size of the art segment, you can resize it by dragging the corner handles. For more information, see "Resizing Segments".

Adding Custom Shapes or Easy Artwork to Designs

You can easily add pre-installed custom shapes to design files as well as add your own custom shapes. Both Custom Shapes and Easy Artwork are composed of vector artwork; the differences is that the Custom shapes consist of outlines only, while the Easy Artwork shapes have an outline and a solid fill.

You can also create new Custom Shapes using the Artwork tools, and place them from this dialog. For more information on creating your own custom shapes, see "Saving a selected segment as a Custom Shape"

Once you have added a Custom Shape or Easy Art object to the design, you can apply a stitch type to it using the Stitch Effects tools; see "Applying a Stitch Type" for more information.

To import a Custom Shape into a design:

1 Do one of the following:

- ◆ On the Assets toolbar, click the Custom

  Shapes Library 🍀 icon.
- ◆ On the Creation toolbar, select "Custom shapes..." from the fly-out

  menu under the Rectangle 🔧 tool.

You see the Custom Shapes dialog.
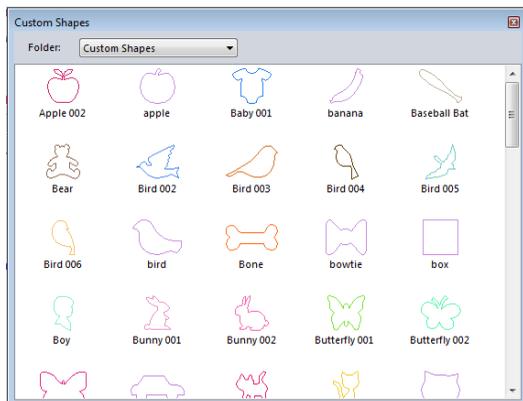
2 From the drop-down list at the top of the dialog, select the type of artwork you want to add:

  ◆ Custom Shapes.
  ◆ Easy Artwork.

3 Click the Custom Shape or Easy Artwork object you want to add.

   The selected shape or artwork appears in the design workspace.

Saving Artwork as a Word Play Shape

You can save a piece of artwork to be used as a Word Play shape. These are artwork outlines that form the outside edge (i.e. envelope) of a Word Play design.

For more information, see "Using Wizards and Special Design Tools—Word Play."

To save a custom Word Play shape:

1 Using one of the Artwork tools, create the desired shape.

 To be used as a Word Play shape, the artwork has to be a closed shape.

2 Select the artwork using the Select tool.

3 On the Menu bar, select Tools—Save Word Play Shape.

   You see the Save As dialog. By default, the custom shapes are located at: C:\Program Data\Floriani\TCU\Library\Wordplay.

4 In the File name box, enter a name for the new Word Play shape.

5 Click Save.

   *The shape will now be available for use in the **Shape** field of the Word Play dialog.*

Saving Artwork as a Photo 2 Stitches Crop Shape

You can use the artwork tools to create your own custom crop shapes. These are artwork paths that can be used to define the outer edge (envelope) of embroidery designs created with the Photo 2 Stitches tool. You can create unique crop shapes and save them to the Floriani Library folder. Once saved, these crop shapes will become available in "Shape" drop-down list of the Photo 2 Stitches dialog.

For more on how to apply crop shapes, see "Using Wizards and Special Design Tools— Photo 2 Stitches Tool."

To save a Custom Crop shape:

1 Using one of the Artwork tools, create the desired crop shape.

 Note that to be used as a custom crop shape the artwork has to be a closed shape.

2 Select the artwork.

3 On the Menu bar, select Tools—Save Photo 2 Stitches Crop Shape.

You see the Save As dialog. By default, the custom shapes are located at: C:\Program Data\Floriani\TCU\Library\ PhotostitchCrop.

4 In the File name box, enter the Custom Shape name.

5 Click Save.

The shape will now be available for use in the Crop shape field of the Photo 2 Stitches dialog.

Anchor Point Editing

Adding and Deleting Anchor Points

You can add or delete anchor points on any path. Anchor points give you control over the shape of the path.

To add an anchor point:

1 Select a segment.

2 From the Edit toolbar, click the Shape tool.

3 Right-click the location where you want to add an anchor point.

You see a shortcut menu.

4 Choose Add Point from the shortcut menu.

To delete an anchor point:

1 Select a segment.

2 From the Edit toolbar, click the Shape tool.

3 Right-click the anchor point you want to delete.

You see a shortcut menu.

4 Choose Delete Point from the shortcut menu.

Inserting Multiple Anchor Points

When the Shape tool is active, there is an option that allows you to quickly add a number of anchor points to a segment between two existing anchor points. In this way, you can quickly extend the shape of any existing outline segment. You can add the new points either before or after the selected anchor.

To insert multiple anchor points:

1 Select an outline segment.

2 On the Edit toolbar, select the Shape tool

3 Select an anchor point adjacent to the part of the segment that you want to add new points to, and right-click.

You see a context menu.
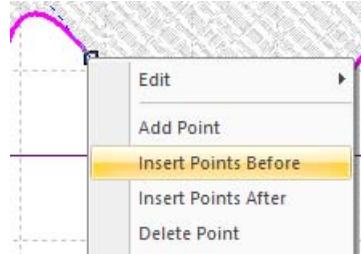
4 From the menu, select either of the following:

- Insert Points Before.
- Insert Points After.

5 Click in the workspace where you want to add points - a new anchor point will be placed for each click.

Note that points will only be added in the part of the segment between the selected point and the next adjacent point.

6 Press **Enter** to re-generate the segment.

Changing the Properties of an Anchor Point

You can change an anchor point to line, cusp, smooth or symmetrical to create different effects for curves.

To change an anchor point to line, cusp, smooth or symmetrical:

1 Using the Select tool, select a segment.

2 From the Edit toolbar, click the Shape tool.

3 Right-click the anchor point you want to change.
 You see a shortcut menu.

4 Choose one of the following types of anchor points available:

 ◆ **Line.** Removes the direction lines from the anchor point. Creates a straight point without any curved properties.

 ◆ **Cusp**. Allows editing of the direction line on one side of the anchor point. Adds a sharp bend to a curve.

 ◆ **Smooth**. Constrains the angle of the direction lines to 180 degrees and allows you to vary the length of the direction line on one side of the anchor point. Creates a smooth transition between curved lines.

 ◆ **Symmetrical**. Constrains the angle of the direction lines to 180 degrees so the direction lines have the same length on each side of the anchor point. Creates some curvature on both sides of the anchor point.

 You see the segment change accordingly.

Splitting a Line

You can use the Reform tool to split a selected artwork or embroidery segment.

To split a segment:

1 Select a segment with the Reform tool.

2 Hover over the point where you want to split the segment, and right-click.
 You see a context menu.
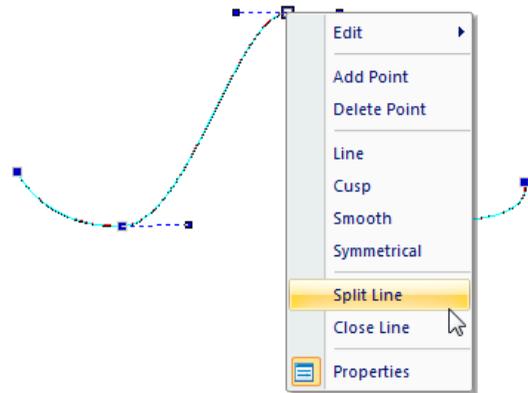
3 Hover over the point where you want to split the segment, and right-click.
 You see a context menu.

4 Choose Split from the menu.
 The segment will be split in two at the selected point. Each segment will have a new anchor point at the end where the split was made.
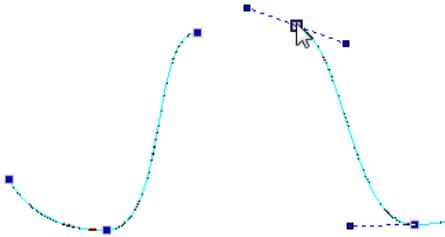
Closing a Line

When an open segment is selected with the Reform tool, you can use the right-click menu to close it.

You can close any open art (outline) segment, and the "Close" command can also be applied to open-ended segments, such as Run, Satin, or Appliqué segments.

To close an Open segment:

1   Select the segment with the Select tool.

2   On the Edit toolbar, select the Shape tool.

3   Right-click and select Close line from the context menu.
    The gap between the end will be closed.

Moving Anchor Points

You can move and drag anchor points to adjust the shape of a curve.

To move anchor points:

1   Select a segment.

2   From the Edit toolbar, click the Shape tool.

3   Click the anchor point you want to move.

4   Drag the anchor point to create the desired shape for the segment.

Simplify and Smoothen Artwork

To reduce the number of nodes in an artwork segment, you can apply the Simplify Smoothen function. This automatically optimizes the curves in an artwork segment, while maintaining its original shape.

The Simplify Smoothen features tolerance sliders, which allow you to adjust the degree of precision of the tool (i.e. how closely the original curve is followed), and the degree to which sharp angles are preserved.

To use Simplify Smoothen:

1   Select an outline (path) segment.

2   Right-click and select "Simplify/Smoothen" from the context menu.
    You see the Simplify Smoothen dialog.
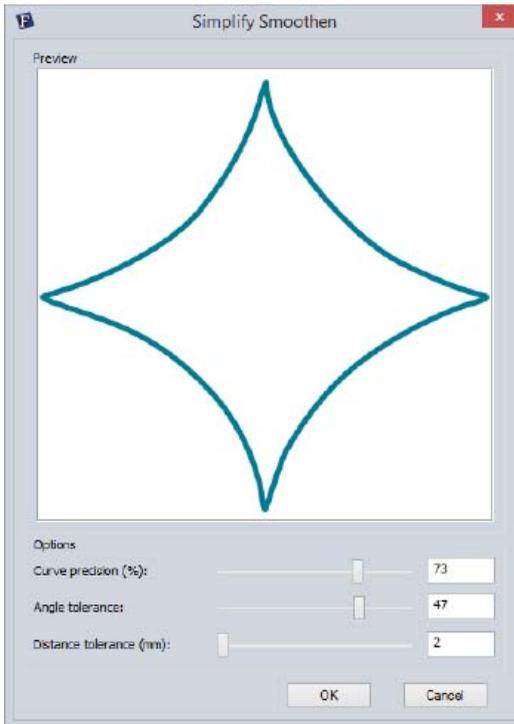
3 If required, adjust the tolerance sliders; note, however, that in most cases, the default values will be sufficient.

- Curve precision: Determines how closely the path of the original artwork will be followed - adjust between 1% (less precision) and 100% (highest precision).
  The lower setting will result in a greater reduction in the number of nodes.
- Angle tolerance: Determines the range of angles that will be preserved during the smoothing; adjust between 10 degrees and 60 degrees.
- Distance tolerance: Sets the minimum size of a "corner" (space between two

nodes) that will considered for the purposes of smoothing.

4 Click OK.

The artwork will be optimized to reduce the number of nodes.
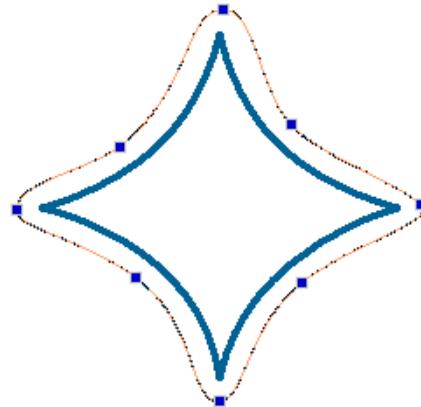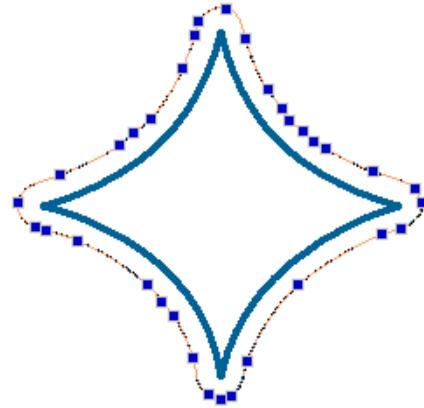
Top, a traced artwork path before Simplify Smoothen is applied; bottom, after it is applied. Notice the dramatic reduction in the number of nodes in the outline.

Importing Vector Artwork

The Import Vector Art 🖊 tool loads vector files as artwork segments. You can import the following types: Adobe Illustrator (*.AI), Enhanced Windows Metafile (*.EMF), Windows Metafile (*.WMF), Scalable Vector Graphics (*.SVG) and Floriani Cutting machine file (*FCM).

Vector images define the various lines and curves of an image. Importing is different from loading a bitmap image and creating a design on top of the image because the imported artwork file is treated like an artwork segment – it includes anchor points, which can be selected and modified.

The Floriani software separates the artwork for you and you can use the Combine and Breakup commands to join or separate the parts of the vector file as needed.

To import a vector file:

1 On the View toolbar, click the Import artwork 🖊 tool.

You see the Import Vector Art dialog.
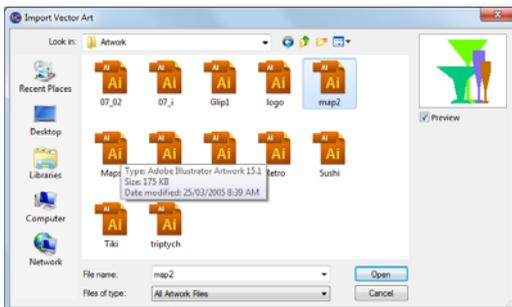
2 In the Look in list, select the directory folder where your file is located.
3 Select the vector files you want to import.
4 Click Open.

The artwork segment appears in the design window.

> Floriani Total Control U also comes with pre-loaded with its own set of artwork (*.AI) files. You can import these into your design by selecting the Artwork Library 🖍 icon, located on the Assets toolbar.

Importing TrueType Fonts

You can import TrueType® fonts as artwork segments using Floriani Total Control U. You can edit artwork segments to create shapes that are appropriate for embroidery by using the Slice tool. Various column segments require special consideration since inclinations need to be assigned to individual segments. By selecting segment types other than artwork, you can apply stitch types immediately.

To import TrueType® fonts:

1 Do one of the following:

- ◆ Click the Import TTF Artwork 🅰 icon on the Text toolbar.
- ◆ Choose File—Import TTF Artwork.

You see the Import TTF dialog.

2 In the Text box, enter the text for the design.
3 To choose a font for your segment, do the following:

- ◆ In the Font area, click Select.

You see the Font dialog.

- ◆ Select a TrueType® font, font style, and size for your artwork segment.
- ◆ Click OK to close the Font dialog.

4 To complete the segment, click OK.
You see the segment in the design window.

Modifying Artwork Segments

Combining Segments

You can combine two or more segments to form a single segment. In other words, the simple paths are merged into a new segment. Segments can be created using stitch effects made with Stitch Effects tools and/or artwork segments.

To combine segments:

1 On the Edit toolbar, click Select ▶ .

2 Select the path segments you want to combine.

3 Right-click and choose Combine from the shortcut menu.
The combined segments are merged into a new segment.

Separating Segments

The Break Apart command separates a single artwork segment into multiple artwork path segments. Break Apart does not work for segments created using the Stitch Effects tools.

To separate segments:

1 Select the path segments that are combined. See "Combining segments".

2 Right-click and choose Break Apart from the shortcut menu.

Slicing Segments

The slice tools can be used to split any kind of outline segment into smaller segments for better results when digitizing. Slicing a segment results in two "daughter" segments; these will have the same properties as the original segment (i.e. color and fill).

In some cases, such as when you want to apply a Run or Satin stitch type to the sliced artwork, you may not want to close the ends of the segment. For this reason, there are different slice tools for creating open or closed artwork segments.

The following paragraphs outline the different functions of the various slice tools.

- **Slice** 🖊 : When an outline segment is sliced with the "regular" Slice tool, the resulting pieces will have closed ends.

- **Object Slice** 🖊 : When you use this tool to slice a segment, the start and end points of the slice line automatically "snap" to the outline of the artwork where you click

- **Open Slice** 🖊 : When a closed segment is sliced with the Open Slice tool the resulting pieces will have open ends.

- **Gap Slice** 🖊 : Works like the other slice tools, except that a gap is created between the two resulting segments. The width of the gap can be adjusted in a pop-up dialog.

- **Overlap Slice** 🖊 : Works like the regular Closed Slice tool, except that some overlap is retained between the two

resulting segments. The amount of overlap can be adjusted in a pop-up dialog.

Note that you can create curved slice lines for any of the above tools by using the Bezier drawing mode.

To use the Slice tool:

1 Using the Select tool, select the path segment you want to slice.
2 On the Edit toolbar, click on the small right-pointing arrow under the Slice tool.
   You see a fly-out menu of the slice tools.
3 Select the Slice tool.
4 Click on (or just outside) the point on the selected path where you want to slice it.
5 Click on the other side of the selected path to draw the slice line.

When drawing the Slice line, make sure that the line goes through the <u>whole</u> shape; otherwise the slice will not be created.

6 Right-click to finish the slice.
   The segment will be split along the drawn line; the two "daughter" segments will be closed along the slice.

To use the Object Slice tool:

1 Using the Select tool, select the path segment you want to slice in two.
2 On the Edit toolbar, click on the small right-pointing arrow under the Slice tool.
   You see a fly-out menu of the slice tools.
3 Select the Slice Object tool from the fly-out menu.
4 Click on one side of the artwork to place the start point of the slice line.
5 Click on the other side of the artwork to place the end point of the slice line.

6 Right-click to finish the slice.
   The segment will be split along the line between the two points.

If you want to slice the object into multiple pieces, you can repeat step 5) to create more slice lines before completing the slice.

To use the Open Slice tool:

1 Using the Select tool, select the path segment you want to split.
2 On the Edit toolbar, click on the small right-pointing arrow under the Slice tool.
   You see a fly-out menu of the slice tools.

3 Select the Open Slice tool from the fly-out menu.
4 Click on (or just outside) the point on the selected path where you want to slice it.
5 Click on the other side of the selected path to draw the slice line.

When drawing the Slice line, make sure that the line goes through the <u>whole</u> shape; otherwise the slice will not be created.

6 Right-click to finish the slice.
   The segment will be split along the drawn line; the two "daughter" segments will have open ends.

To use the Gap Slice tool:

1 Using the Select tool, select the path segment you want to slice.

2 On the Edit toolbar, click on the small right-pointing arrow under the Slice tool.
You see a fly-out menu of the slice tools.

3 Select the Gap Slice tool.

4 Click on (or just outside) the point on the selected path where you want to slice it.

5 Click on the other side of the selected path to draw the slice line.

> When drawing the Slice line, make sure that the line goes through the <u>whole</u> shape; otherwise the slice will not be created.

6 Right click to apply the slice.
You see the Gap slice dialog window, showing the selected artwork with the gap applied to it.
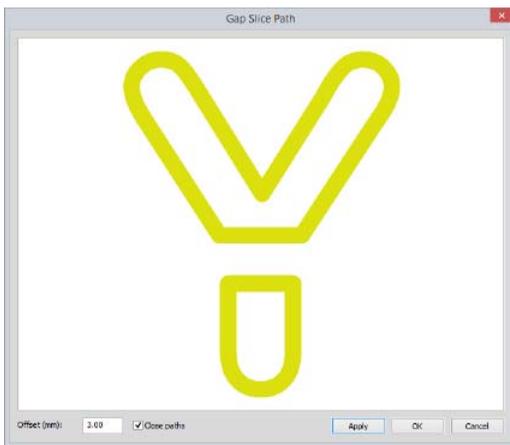
7 Adjust the width of the gap, if required.

> By default, the "Close paths" option will be checked. To leave the ends of the paths open, uncheck this box before proceeding.

8 Click Apply to preview your adjustments in the preview panel.

9 To apply the slice, click Okay.
The path appears in the workspace with the gap added between the "daughter" paths.

To use the Overlap Slice tool:

1 Using the Select tool, select the path segment you want to slice.

2 On the Edit toolbar, click on the small right-pointing arrow under the Slice tool.
You see a fly-out menu of the slice tools.

3 Select the Overlap Slice tool.

4 Click on (or just outside) the point on the selected path where you want to slice it.

5 Click on the other side of the selected path to draw the slice line.

> When drawing the Slice line, make sure that the line goes through the <u>whole</u> shape; otherwise the slice will not be created.

6 Right click to apply the slice.
You see the Overlap slice dialog, showing the selected artwork and the degree of overlap applied to it.

Overlap Slice Path

Offset (mm): 2.00   ☑ Close paths   Apply   OK   Cancel
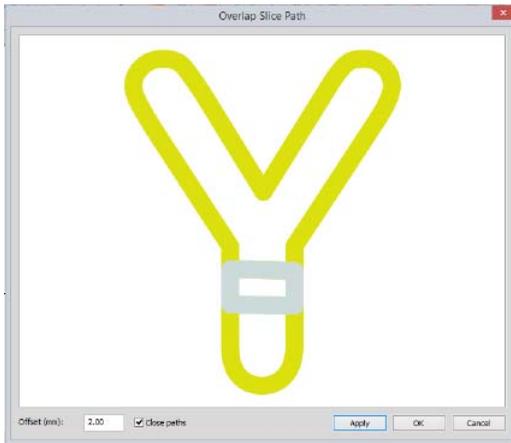
7 Adjust the amount of overlap, if required.

By default, the "Close paths" option will be checked. To leave the ends of the "daughter" paths open, uncheck this box before proceeding.

8 Click Apply to preview your adjustments in the preview panel.

9 To apply the slice, click Okay.

The sliced path appears in the design workspace with the specified overlap maintained between the "daughter" paths.

Using the Transform Artwork tools

The Transform Artwork tools are a set of powerful options for editing artwork segments. You can use to use the Weld, Intersect or Trim tools when two or more overlapping artwork segments are selected.

Transform Artwork tools can be applied two different ways – by using the tools on the Transform toolbar, or by right-clicking on the selected artwork and selecting the tool from the context menu.

The effect of each of these tools is described separately, following the procedure.

To apply the Transform Artwork tools using the toolbar:

1 Select two or more overlapping artwork segments.

2 On the Transform toolbar click the down-arrow next to Transform Artwork tool icon.

3 Click the icon for the transform tool you want to apply:

   ◆ Trim

   ◆ Weld

   ◆ Intersect

   ◆ Exclude

   ◆ Divide

The selected segments will be modified accordingly.

To apply the Transform Artwork tools using the Context menu:

1   Select two or more overlapping artwork segments.
2   Right-click and choose **Transform Artwork** from the menu.
3   Select one of the following transform artwork tools:

   ◆   Weld
   ◆   Intersect
   ◆   Exclude
   ◆   Divide
   ◆   Trim

   The selected segments will be modified accordingly.

Trim Tool

The selected segments remain separate after you use the Trim ▦ tool. This tool will delete any outline of a segment that is behind in the layering. For example, if Segment 1 is behind Segment 2 in the sequence, any area of Segment 1 that lies underneath Segment 2 will be removed from Segment 1.
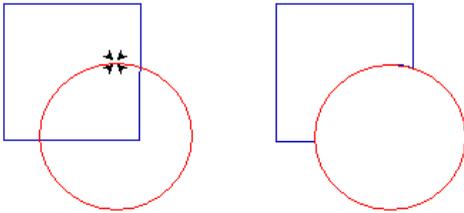
Weld Tool

The Weld ▦ tool merges all selected artwork into one segment. The shape of the new segment combines all of the selected segments. All overlapping areas will be removed from the new segment.

If one or more of the selected segments are overlapping and contain a hole, the holes will be united together.
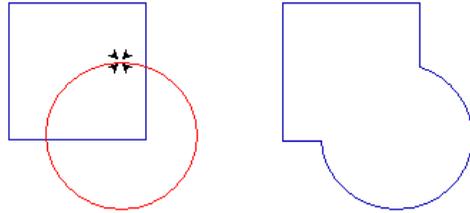
Intersect Tool

The Intersect ▦ tool preserves the overlapped area of selected artwork segments and deletes the remaining areas. The overlap area is now one segment.

In order for the Intersect tool to work, all of the selected segments must overlap in the same area.
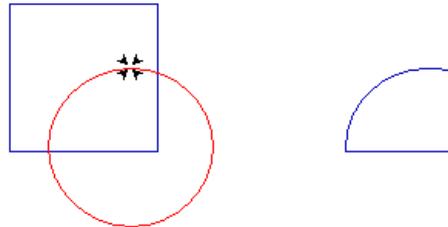
Exclude Tool

When you apply the Exclude ⬛ tool, all overlapped areas of selected segments are deleted and the remaining areas are preserved. The artwork segments remain separate.
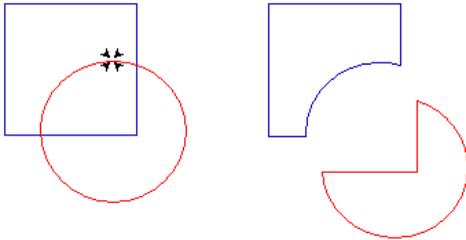
Divide Tool

The Divide ⬛ tool slices intersecting artwork objects into separate segments. The slices are made at each point where two outlines intersect, and new outlines are created to close the resulting gaps.
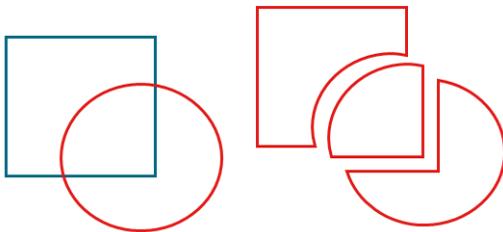
Filling Artwork with the Smart Fill Tool

You can use the Smart Fill 🎨 tool to quickly "paint" areas of an artwork (outline) design with color. The tool becomes "loaded" with color by clicking on one of the color squares in the Color or Design Palettes.Then, when you click within an artwork shape, the interior of that shape is filled with the "loaded" color.

If the design you are coloring has two or more overlapping outlines, and you apply the tool to one of the areas of overlap, only that area will be filled with the selected color.

To fill areas with the Smart Fill tool:.

1   On the Creation toolbar, select the Smart Fill 🎨 tool.
2   Click on the desired fill color in the Color or Design palettes.
3   In the design, click in an enclosed area.
    The area becomes filled with color.
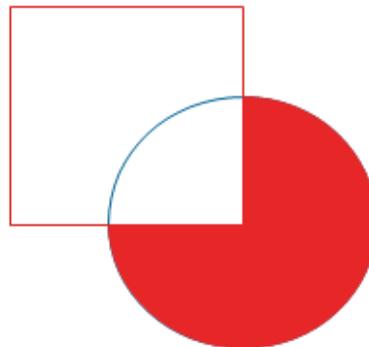
4 To change colors, click again in one of the palettes.

5 Click in a different area of the design to fill it with color.

The area becomes filled with the new color.
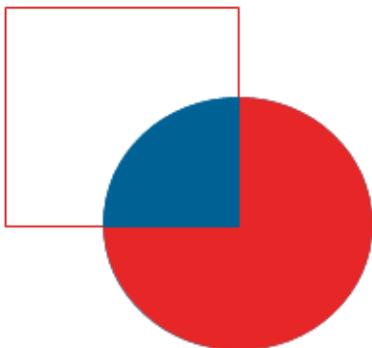
6 Repeat the steps above to fill more areas with color.
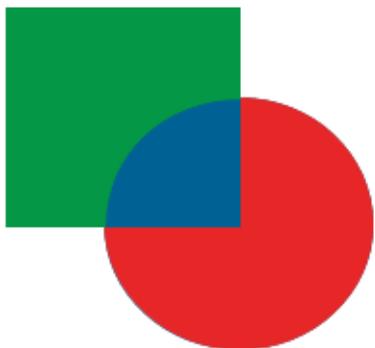
7 To close the Smart Fill tool and return to regular design editing, click the Select tool.

Removing Overlapped Artwork Segments

Floriani Total Control U makes it easier to work with imported artwork that has many overlapping vector objects. You can easily remove the underneath portion of two or more overlapping artwork segments.

The removing overlapped artwork segments feature only works for Filled Artwork segments.

To remove overlapped artwork:

1 Select one or more artwork segments.

2 Right-click and select Transform Artwork— Remove Overlapped Artwork from the menu.

The overlapped portions of selected artwork will be removed accordingly.

Create Outlines tool

The Create Outlines tool allows you to create extra outlines around the selected segment or segments. This tool can be applied to artwork segments, or any embroidery segment which contains outlines. The new outlines (or "ripples") radiate outwards from the original shape. Each ripple is separated from the previous one by a spacing value, which you set when creating the artwork.

If more than one segment is selected, there is the option to combine the shapes when the tool is applied. Then the ripples will be based on the combined shape.

> To apply Create Outlines to designs containing non-outline stitch segments, ensure that "Convert to outlines" is selected when opening them or importing them with the Merge Stitch file tool.
> Create Outlines can also be used with letters imported with the Import TTF Artwork tool.

To create with the Create Outlines tool:

1 Using the Select tool, select a segment, or multiple segments.

2 Click the Create Outlines tool.

    You see the "Create Outlines" dialog.
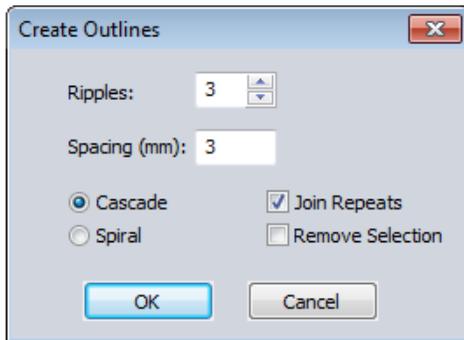
3 Type in the number of ripples you want to add.
4 Enter the desired spacing between ripples (in mm.).
5 Select one of the following options for the type of outline to generate:
    ◆ **Cascade:** The ripples will be generated as separate outline shapes, concentric with the original shape.
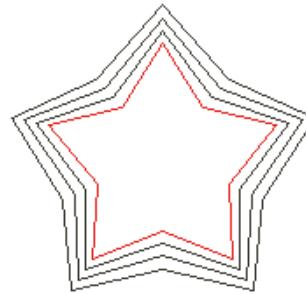
◆ **Spiral:** The ripples will generated in a continuous spiral, winding out from the out from the shape.
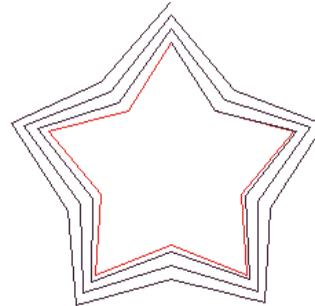
6 Optional (for Cascade outline): Check **Join Repeats** to generate a short line joining each of the outlines.
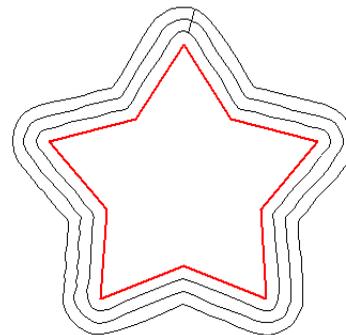
7 Remove selection: When checked, the original selection that the outline is based on will be removed when the outlines are generated.
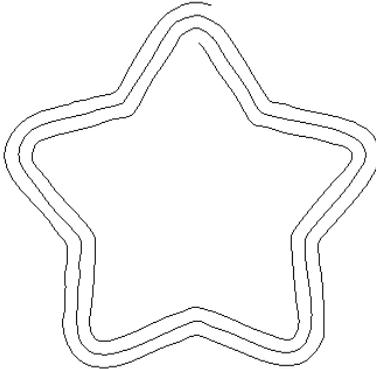
8 Click OK.

The new outline artwork will be generated. You can now select it and apply a stitch type to it.

Contour Tool

The Contour tool creates a series of concentric artwork paths, which follow the contour of the selected artwork path or outline segment.

You can also opt to place the outlines on the inside, outside, or both sides of the original selection.

To use the Contour Tool:

1 Using the Select tool, select an object in the workspace.
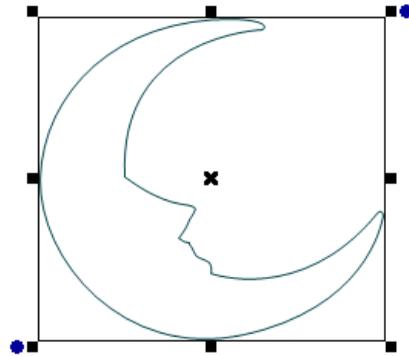
2 On the Modify toolbar, click the Contour tool.

You see the Contour Dialog.
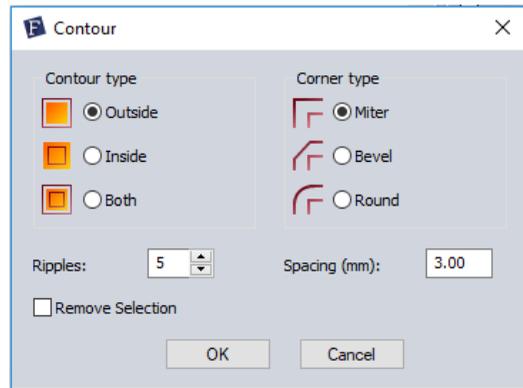
3 In the dialog, do the following:
- ◆ Click the appropriate radio button to select the placement of the contours: inside, outside, or on both sides of the original selection.
- ◆ Choose the desired corner shape by selecting the corresponding radio button: Mitre, Bevel, or Round
- ◆ Set the number of Ripples. This determines how many times the spiral will go around the template.

- ◆ Set the spacing. This setting determines the separation between the ripples (in mm).
- ◆ To delete the original shape, check the Remove Selection check box.

4 Click OK.

The Contour artwork will now appear around the original design.
For more information on how to modify the new artwork, see "Changing Object Settings—Adjusting Pen Artwork."

The resulting contour artwork. In this case, the number of Ripples was set to 3, and the original artwork was not removed.

Applying a Stitch Type

When you draw lines and shapes to create segments, you must apply a stitch type to the segment because artwork segments contain no stitch information.

To apply a stitch type:

1 Select the artwork or other segment.

2 From the Stitch Effects toolbar, click on the tool you want used to create stitch effects.
You see the segment altered accordingly.

When converting a colored artwork segment to a segment containing stitch effects, the converted segment will retain the same color as the artwork segment.

3 In the Properties box, make any necessary changes to your segment settings.

4 Click Apply.

CHAPTER 9

Working with Images

Floriani Total Control U has all the tools you need to work with images. Use these tools to manipulate scanned photographs or image files and create impressive designs. Once you convert these images to embroidery, you can alter your designs to suit your needs.

Topics covered in this chapter:

- Creating embroidery from scanned images.
- How to load and transform backdrop images.
- Tracing backdrop images and converting them to stitches.
- Creating Redwork stitches based on the

Scanning Images

You can scan images and then load them into your system, or you can use the Acquire command to scan the images directly into Floriani Total Control U. The Acquire command lets you use a scanner without exiting the program. Once you scan images, you can use the images to create embroidery designs with unique stitch effects.

You can use the Acquire command when working with backdrop images. You can also access this command from any of the four design wizards available: Cross-Stitch Wizard, Photo-Stitch Wizard, AutoDigitizing Wizard and Auto Artwork Wizard.

To scan an image:

1   To use the Acquire command with backdrop images, complete the following:

   ◆ From the View toolbar, click the Back-drop tool. For more information on using backdrop images, see "Working with Backdrop Images".
   Your background image will be selected.

   ◆ Right-click the image and select Twain Scanner or choose File—Twain Scanner.
   You see the Twain Scanner dialog.

2   To use the Acquire command in one of the Floriani Total Control U wizards, complete the following:

   ◆ Choose the Tools menu and select the wizard you want to use. For more information, see "Using Floriani Total Control U Wizards".
   You see the appropriate wizard window.

   ◆ Click Acquire.
   You see the Twain dialog.

3   Click Select Source.
   You see the Select Source dialog appear with a list of the scanners you have connected to your computer.

4   From the list, select the scanner you want to use and click Select.

5   Do one of the following:

   ◆ If you are working with backdrop images, click Acquire.

   ◆ If you are working with wizards, click Acquire Image.
   You see the dialog for the selected scanner. The dialog that appears depends on the scanner you are using. Some scanners have more options than other scanners.

6   Adjust the settings you want for the image.

7   Scan the image.
   You see the Save As dialog.

8   In the Save in list, browse to the location you want to save your file.

9   In the File Name box, enter the file name for the image you want to be saved.

10 In the Save As type list, select the file type you want the image to be saved as.

11 Click Save.
   If you are working with backdrop images, your scanned image will appear in your design workspace.
   If you are working with Floriani Total Control U wizards, you will see the location of your saved image appear in the wizard page and you will need to click Next to continue.

Exporting Designs as Image files

In Floriani Total Control U, designs can be exported as images files. You can save the images as *.BMP, *.JPG or *.PNG.

To export a design as an image:

1 Open a design, or create a new design.
2 On the Menu bar select File—Export Image.
   You see the Image dialog.
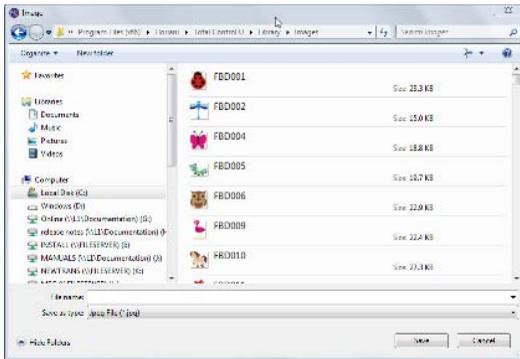
3 In the Save in list, browse to the location you want to save your file. You can save design files to your hard drive or a disk.
4 In the File Name field, enter the file name for the design.
5 In the Save as type: field, choose a file type to save as - *.BMP, *.JPG or *.PNG.
6 Click Save.

The image of the design will be saved to the selected directory

Working with Backdrop Images

Loading Backdrop Images

You can open an image file to use as a backdrop or background while creating embroidery designs. You can preview and open most standard file types (i.e. Bitmap images and Vector images, *.WMF, *.BMP, *.JPG, *.AI, *.EPS, *.TIF, *.PCX, *.PCT, or *.TGA files). When you open an image, it opens in its original size.

Floriani Total Control U also includes a variety of backdrop images, which are installed along with the software. You can load these backdrops by selecting the Backdrop Library icon on the Assets toolbar.

To load an image as a backdrop:

1 From the File toolbar, do one of the following:
   ◆ Click the New tool to create a new design.
     You see a new untitled design file.
   ◆ Click the Open Design tool to open an existing design.
     You see your existing design file.
2 Do one of the following:
   ◆ Choose File—Load Backdrop.
   ◆ Click the Backdrop tool.
   You see the Load Backdrop dialog.
3 In the Look in list, browse to the location of the image you want to load.

These images are located at: C:\Program Files(x86)\Floriani\Floriani Total Control U\Artwork.

4   In the Files of type list, select a file type for the image you want to open.

5   In the File Name box, enter the file name for the image you want to open.

6   Click Open.

You see your backdrop image appear in the design workspace.

Showing and Hiding a Backdrop Image

You can use the Toggle Backdrop View tool, located on the View toolbar, to show and hide a loaded image. When you click on this tool once, it hides the image without actually removing it from the design.

Click the Toggle Backdrop View tool a second time to restore the image.

Hiding the backdrop is useful when you want to see more clearly the embroidery which you have placed on top of a scanned or imported image.

Deleting a Backdrop Image

You can use the Delete Backdrop function to remove any loaded backdrop image from an open design file.

To delete a backdrop:

1   On the View toolbar, click the Backdrop tool.

The backdrop image will be selected.

2   Right-click on the image.

You see a context menu.

3   Select Delete Backdrop from the menu.

The backdrop image will be removed from the design.

Transforming Backdrop Images

Transforming a backdrop or background image is similar to transforming any object; however, to select the image, you will need to click on the Backdrop tool.

The backdrop will have a single tab, "Backdrop", in the Properties box. In addition to the basic transformations that can be done on any object, the backdrop also has a control on this tab that allows you to make the backdrop darker or lighter for easier drawing.

> Only one backdrop can be used in Floriani Total Control U at a time, but when you are done with one, you can load a different one.

Floriani Total Control U also allows you to transform the image using backdrop menu options. This menu appears when you right-click on your backdrop image. You can use the menu options to show or hide your backdrop image, change your existing image, scan an image or edit your opened image.

To transform background images using the Properties box:

1   On the View toolbar, click the Backdrop tool.

Your background image will be selected.

2   In the Properties box, click the Backdrop tab.

3 In the Width box, enter the width you want for the backdrop image.
4 In the Height box, enter the height you want for the backdrop image.
5 In the Scale box, enter the percentage value you want the design scaled to.
6 In the Rotate box, enter the number of degrees you want to rotate your design. If you want to automatically rotate your design 90 or 180 degrees, click the 90 or 180 degree buttons.
7 To make the backdrop image darker or lighter, adjust the slider control left or right accordingly.
8 Click Apply.
   You see the backdrop image altered accordingly.

To transform background images using the Backdrop tool:

1 On the View toolbar, click the Backdrop

   tool.

   Your background image will be selected.

2 Right-click the image and select any of the following menu options:
   ◆ **Show Backdrop:** This will allow you to turn the backdrop off.
   ◆ **Define Horizon:** Allows you to change the orientation of the background image relative to the workspace.
   ◆ **Define Scale:** Allows you to re-scale the backdrop image to a precise linear dimension.
   ◆ **Load Backdrop:** This allows you to change the backdrop, or load one if you have not already.
   ◆ **TWAIN Scanner:** Use to scan in an image. For more information, see "Scanning Images".

◆ **Edit Backdrop:** This allows you to open and edit the backdrop in an image editing program.

   You can use the Program Preferences tool to select the image editing program you want used.

◆ **Properties:** Displays the Backdrop Properties.

Defining the Horizon of a Backdrop Image

The Define Horizon tool allows you to change the orientation of a loaded backdrop image by re-defining its horizontal axis. For example, if you image is slightly tilted, and you want it to be completely level, the Define Horizon tool will do that very easily.

Defining the horizon of a Backdrop:

1 Load a backdrop image (see "Loading Backdrop Images, above).
   The image appears in the workspace.
2 Right-click on the image.
   You see a context menu.
3 From the menu, select "Define Horizon."
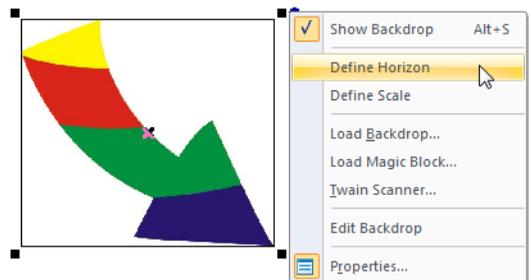
4 Define the horizontal of the backdrop; click and drag a straight line in the desired orientation, relative to the backdrop image
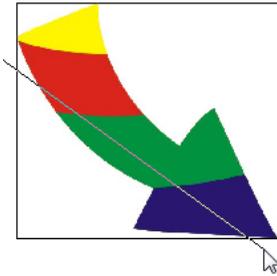
5 Release the mouse button to change the orientation.
The image will rotate such that the line you drew is now oriented horizontally.
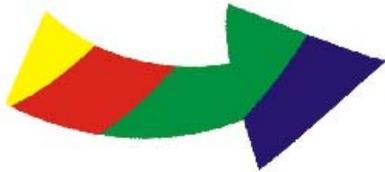
Defining the Scale of a Backdrop Image

Use the define scale tool to quickly re-scale your backdrop image so that it is the required size.

The define scale tool works by measuring the backdrop's current width, and then allowing you to input a new width; when applied, the image's width and height are both scaled equally to match the new number that you entered.

To define scale of a backdrop:

1 Load a backdrop image (see "Loading Backdrop Images, above).
The image appears in the workspace.

2 Right-click on the image.
A context menu appears.

3 From the menu, select "Define Scale."
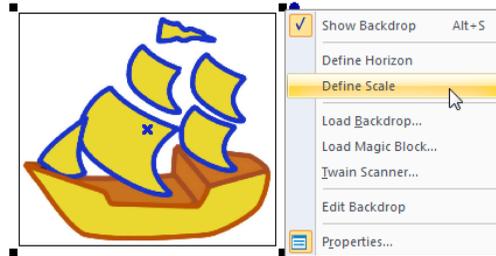
4 Click, hold, and drag from left to right, to measure the width of the image.
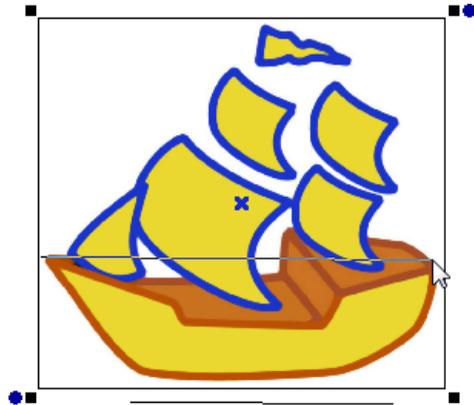
5 Release the mouse button.
You see the Define scale dialog; the "Initial Length" field tells you the current dimension of the image.
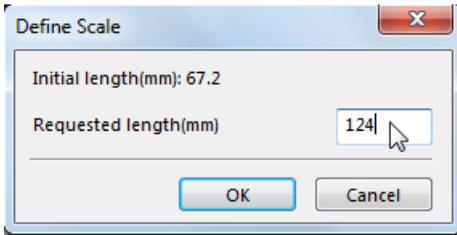
6 Enter the final length (i.e., the width you want the image to be) into the "Requested Length" field of the dialog.

7 Click OK.

The backdrop image will be resized accordingly.

AutoTracing a Backdrop Image

You can use the Magic Wand tool to detect contours and trace a backdrop image to produce an artwork segment.

Once an outline has been traced with the Magic Wand tool, you can convert it to different stitch types by using the tools on the Stitch Effects toolbar. For more information, see "Converting Segments to Different Stitch Types."

You can also trace backdrop images using the Pen toolbar. For more information, see "Drawing Lines with the Pen tool".

To auto trace a backdrop image with the Magic Wand tool:

1 Load the image you want to trace as a backdrop (see "Loading Backdrop Images", above).

2 From the Auto-create toolbar, select the Magic Wand tool.

You see the cursor change to a wand.

3 Click the areas of the image that you want to have traced.

4 Repeat step 3 until all areas have been traced.

5 From the Edit toolbar, click the Select tool.

6 Select the artwork segment(s) you just traced.

7 From the Stitch Effects toolbar, select the stitch effect you want applied to your segment(s).

You see the segment(s) altered accordingly.

Creating Redwork stitches from a Backdrop Image

Redwork is a particular type of embroidery, often used for quilting. It consists of a pattern or image that is traced out with bean (three-ply run) stitching.

With the Redwork tool, used in conjunction with a backdrop image, you can create a Redwork design in a few simple steps. This tool finds and traces the outlines of an image, and automatically converts this outline into a bean stitch segment.

To create a Redwork design:

1 Load the image you want use as a backdrop.
   For more information, see "Loading Images as a Backdrop."

   Important: The Redwork tool works best with backdrop images that have clear, continuous outlines.

2 From the Auto-create toolbar, select the Redwork tool.
   The cursor change to a wand.

3 Click directly on the outline of the image that you want to trace.

   Since the Redwork tool traces lines based on their color, it is very important to click right <u>on</u> the line; use the Zoom tool to expand the view, if required.

   A red bean stitch appears along the selected outline.

4 If necessary, repeat step 3 until all outlines in the design have been traced.
5 To better see the Redwork stitching, temporarily hide the backdrop by pressing Alt+S on the keyboard.
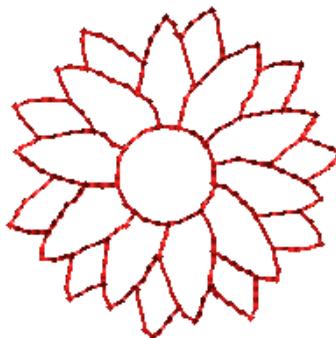
6 Save the design.

Auto Lace Background

The Auto Lace Background tool is used add a lace background and border stitches around any selected outline path (embroidery or otherwise).

There are two types of shape that you can apply to this tool:

- An outline, which echoes the shape of the original selection, or;
- A pre-loaded shape, such as an oval, rectangle, triangle etc.

In either case, this border consist of two different components: an edge component made up of fill stitches, and finishing steil border component.

To apply the Auto Lace Background tool:

1 Select an embroidery path (or outline) segment.

2 On the Auto-create toolbar, click the Auto Lace Background 🔆 tool

You see the Auto Lace Background dialog.
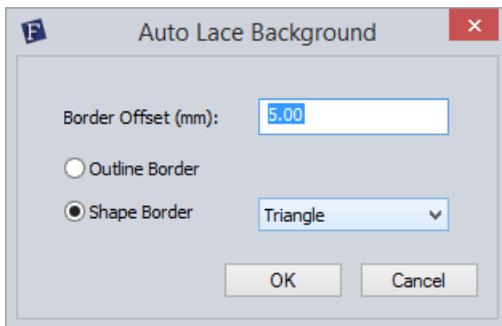
3 In the border offset field, enter the offset value; this number determines how far out from the edge of original selection the lace background will extend.

4 Using the radio buttons, choose the type of border shape you want.

- Outline border
- Shape border

5 If you chose Shape Border in step **4)**, select the desired shape from the drop-down list.

6 Click OK.

The lace and border stitches appear in your design.
To edit the characteristics of these, select Properties Panel–Auto Lace tab.

CHAPTER 10

Using Wizards and Special Design tools

Topics covered in this chapter:

- Save2Sew feature.
- Creating embroidery from vector or bitmap images with the AutoDigitizing Wizard
- Using the Auto Artwork Wizard to convert vector or bitmap images into artwork segments.
- Converting photos to stitches with the Photo 2 Stitches tool
- Using the Cross-stitch Wizard
- Using the Name Drops wizard.
- Using the Split Wizard.
- Creating new designs with UDesignIt.
- Creating new designs from repeated elements with the Duplicate, Template, Circular Template, Fling Repeat, Repeat Design, or Corner Repeat tools.

Save2Sew

The Save2Sew 🔥 feature is a quick way to save a design with the appropriate settings for sewing on a specific fabric/garment type. Depending on the fabric, and some of the characteristics of the design, Save2Sew will also suggest tips about which needle, topping, and stabilizing should be used.

To use Save2Sew:

1   Create a new design, or open an existing one.
2   Do one of the following
   ◆ From the Specialty toolbar, select the Save2Sew 🔥 tool.
   ◆ From the menu bar, select File—Save2Sew.
   You see the Save2Sew dialog.
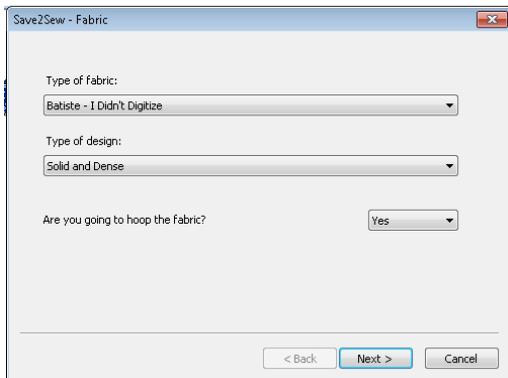
3   In the fabric area, click the down-arrow next to the Type of Fabric field.
    You see the list of fabric styles.
4   Click on a fabric style to select it.

5   To apply the settings in the selected style, check the New Style Settings box.
    When New Style Settings is checked, note that all of the subordinate "Apply Settings" boxes will be checked. If you want one or more of these settings <u>not</u> to be applied to the design, uncheck the corresponding box (or boxes) before proceeding.
6   Convert to outlines: This option only applies to designs that contain stitch (i.e. non-outline) segments.
    Since style settings cannot be applied to stitch segments, this option ensures that such segments are converted to outline segments before the Save2Sew applies the settings to the design.
7   To adjust the Convert to Outlines settings, click the Advanced button.
    You see the Stitches to Outlines dialog.
   ◆ From the Remove Underlay drop-down list, select one of the following options.
      ◆ **None**: Any underlay in from the original stitch file will be left as is.
      ◆ **Simple**: Any underlay in the file will be converted to outlines. When the segments are regenerated, these stitches will be removed from the design.
      ◆ **Aggressive**: Any underlay stitches be will be removed from the design from the outset, and will not appear in the converted file.
   ◆ **Merge Fills:** Check this option to merge complex fill and satin column segments in the stitch file when it is converted to outlines.
8   Click Next.
    You see the Print dialog window; this window gives step-by-step instructions on which topping, needle, and stabilizers are

best to use for the design. For some steps, there will also be links to on-line instructional videos.
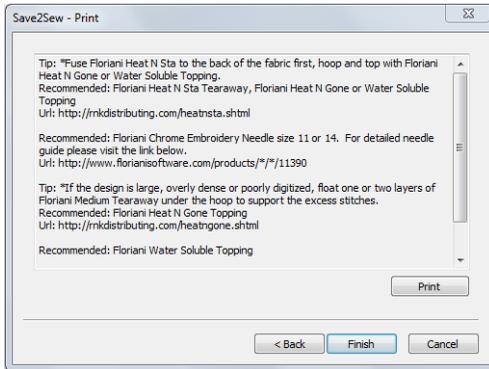
9 (Optional) Click Print to print out the instructional information.
The Print dialog will open; click OK to send print the instructional page.

10 Click Finish.
You see a Save As dialog.

11 Enter a file name, then click Save.
The design will be saved in the Floriani Files (*waf) format.
In the design workspace, the Save2Sew settings (such as underlay or pull-compensation) will be applied.

Creating Cross-stitch Designs

The Cross-Stitch Wizard makes creating a new cross-stitch design easy. To begin the process, start the Cross-Stitch Wizard, enter necessary information about the cross-stitch design you want to create, and follow the subsequent prompts until you finish creating your design.

To open the Cross-Stitch Wizard:

• Do one of the following:
   ◆ On the Auto-Create toolbar, click the Wizards icon and select Cross-Stitch Wizard from the fly-out list.
   ◆ Choose Tools—Cross-Stitch Wizard.
   You see the Cross-Stitch Wizard.

Selecting an Image

When the Cross-Stitch Wizard opens, you can select the image you want to process within Floriani Total Control U.

You can also process a scanned image by clicking Acquire on the first wizard page. For more information, see "Scanning Images."

To select an image:

1 Click Select Image.
You see the Open browse window.

In the Open browse window, you can also view the Size, Dimensions, Dpi, and File size of each image.
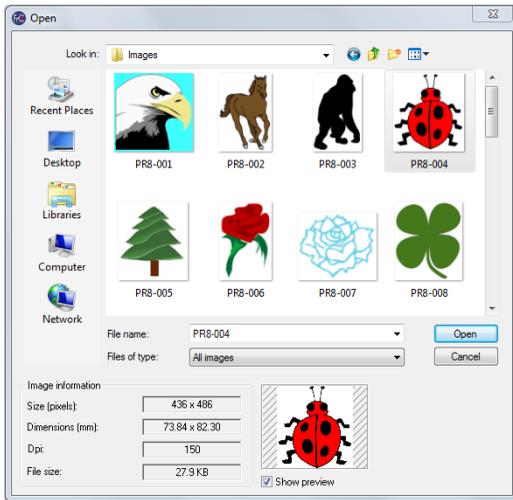
The image that you select for processing can be in either Bitmap or Vector format.

2 Choose the location, file type, and name of the image you want to process.

3 Select Show Preview to see a preview of your image.

4 Click Open.

5 Click Next to load the selected image.

You see the Image Transformations wizard page.

Transforming an Image

After you make necessary changes to the color of the source image, you can make necessary adjustments to the source image before the actual conversion to cross-stitch takes place. In the Image Transformations wizard page, Cross-Stitch Wizard allows you to resize, change the cross-stitch parameters, transform and crop particular areas. Once you finish transforming your image, click Next to continue.
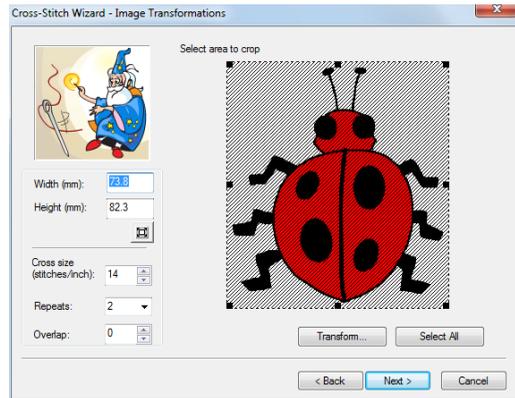
Resizing an Image

The source image size can be controlled through the Width and Height edit boxes found on the Image Transformations wizard page. Cross-Stitch Wizard allows you to restore the image to its original size as well.
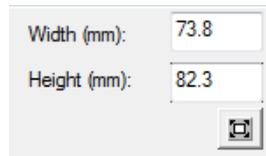
To resize an image:

• In the Set new image size area, complete the following:

 ◆ In the Width field, edit the width of your source image, or

 ◆ In the Height field, edit the height of your source image.

 ◆ To restore the image to its original size, click the Reset Size button .

Cross-stitch Parameters

Cross-stitch parameters control the way you create cross-stitches. Cross-Stitch Wizard allows you to change three cross-stitch parameter settings: the cross size parameter, the setting for repeat stitching, and the amount of overlap.

The cross size parameter, given in stitches per inch, is the most important cross-stitch parameter. The higher the value of cross size (the more stitches per inch), the more detail will be carried into the final design.

Too much detail can also generate designs with a very large stitch count, a so create unnecessary delays in final production.

Cross-stitches also depend on the setting for repeat stitching. You can set the number of times the embroidery machine sews over the branches of each cross-stitch. This setting is commonly used when the grid spacing for a single cross-stitch is large. The default setting is similar to a Two-Ply or Bean stitch in standard embroidery. The machine will sew over the original stitching the number of times you set.

By adjusting the overlap you can set, in embroidery points, how far you want to extend the diagonal stitches over the edge of the grid box. Overlap is similar to pull-compensation in standard embroidery. The actual penetration point will be outside the specified grid box, the distance you set along the diagonal.

To change cross-stitch parameters:

- To change cross-stitch parameters, complete the following:
  - In the Cross size (stitches/inch) field, edit the cross size parameter in terms of stitches per inch.
  - From the Repeats list, select the number of times you want the embroidery machine to sew over the branches of a single cross-stitch.
  - In the Overlap (pt) field, edit how far you want to extend the diagonal stitches over the edge of the grid box.

Transforming an Image

Cross-Stitch Wizard allows you to change the source image's orientation and mirroring commands.

To transform an image:

1 Click Transform.
  You see a menu.
2 From the menu select any of the following:
  - Flip horizontally.
  - Flip vertically.
  - Rotate 90 Clockwise.
  - Rotate 90 Countclockwise.
  - Rotate 180.
    In Select area to crop, you see the changes you made to your image.

Cropping an Area of an Image

The source image can be cropped so that only a part of it will be used in the automatic cross-stitch creation process. Cross-Stitch Wizard allows you to control the cropped selection area, defining the specific portion of the image you wish to use.

To crop an area of an image:

1   In Select area to crop, click and drag the black grips found on the corners and the side centers of the selection box to define the portion of the image you want to use.
    In Select area to crop, you see the changes you made to your image.
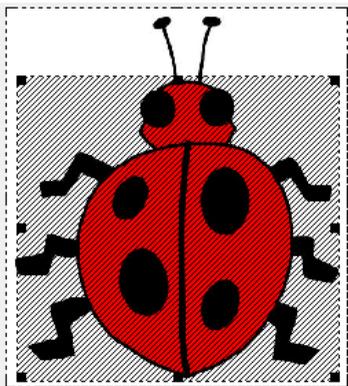
2   To undo any of the cropping that you applied and select the entire image, click Select All.

Color Reductions

Cross-Stitch Wizard allows you to make necessary changes to the color of the source image. Once you finish making color reduction changes, click Next to continue.
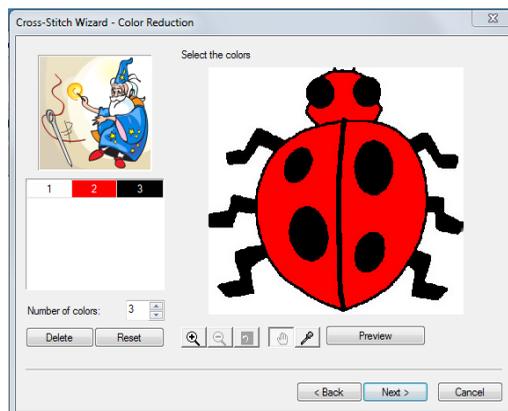
Changing the Number of Colors in an Image

The colors that have actually passed the optimization and noise averaging pre-process method are shown in the color palette.

To change the number of colors in an image:

•   In the Number of colors field, use the up and down arrows to select the total number of colors you want your image to have.

Deleting Colors from the Palette

A specific color can be chosen from the color palette and removed.

To delete a specific color from the palette:

1 In the color palette area, select the color that you want to remove from the palette.

2 Click Delete.
You see the color you selected removed from the palette.

Resetting the Colors in an Image

You can use the Reset Button at any time to bring back the original image palette.

To reset the colors in the palette:

• Click Reset.

Using Zoom Tools for Color Reduction

Use the Cross-Stitch Wizard zoom tools to view precise details in your design.

You can also access the Zoom In, Zoom Out, and Zoom To Fit tools by right-clicking in the Select the colors area and making a selection from the menu.

To use the Zoom In tool:

• Click the Zoom In tool.
You see the size of your design increase in the Select the colors area.

To use the Zoom Out tool:

• Click the Zoom Out tool.
You see the size of your design decrease in the Select the colors area.

To use the Zoom To Fit tool:

• Click the Zoom To Fit tool.
You see your design fit inside the Select the colors area.

Using the Pan and Dropper Tools for Color Reduction

When in zoomed status, you can move your source image around using the Pan tool and add new colors to your color palette using the Dropper Tool.

To use the Pan tool:

1 In zoomed status, click the Pan tool.

2 In the Select the colors area, click and drag the source image until you get a precise view of the desired area.

To use the dropper tool:

1 In zoomed status, click the Dropper tool.

2 In the Select the colors area, click on new colors to include in the color palette.
You see each new color appear in the color palette.

Previewing an Image

To view your color modifications, you can use the preview button.

To preview your image:

1 To preview your source image, click Preview.
You see a preview of your source image after color reduction within the Select the colors area.

2 To view your original source image, deselect Preview.

3 Click Next to continue.

You see the Image Edit wizard page.

Image Edit

The Image Edit page allows you to preview the mosaic image created from the pre-processed image. Once you finish editing and previewing your image, click Next to continue.
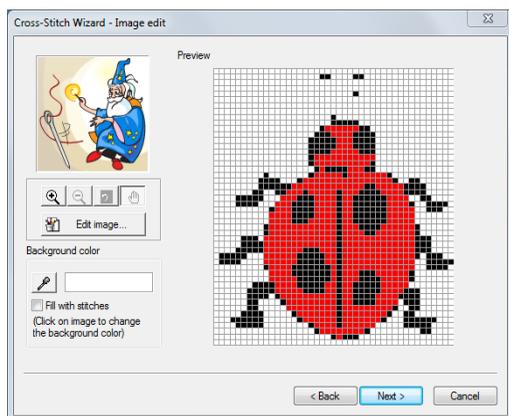
Using Zoom and Pan Tools for Image Editing

Use the Cross-Stitch Wizard zoom tools to view precise details in your design.

To use the Zoom In tool:

- Click the Zoom In tool.

You see the size of your design increase in the Preview area.

To use the Zoom Out tool:

- Click the Zoom Out tool.

You see the size of your design decrease in the Preview area.

To use the Zoom To Fit tool:

- Click the Zoom To Fit tool.

You see your design fit inside the Preview area.

To use the Pan tool:

1 In zoomed status, click the Pan tool.

2 In the Preview area, click and drag the source image until you get a precise view of the desired area.

Editing an Image with the Default Bitmap Editor

If an image has been edited in MS-Paint (or another editor), you should see a prompt to save the image when you close the editor. Changes will automatically update in the Cross-Stitch Wizard and you can continue developing the cross-stitch design.

Global or detailed changes can be applied with an external bitmap editor just before the final cross-stitch conversion of the image. By default MS-Paint is used.

In the default editor, the image can be saved to a specific disk location. This pre-processed image can also be used in the first Cross-Stitch Wizard page.

To edit an image with the default bitmap editor:

1 Click Edit image.

You can select the image editing program you want to use from Program Preferences. For more information, see "Setting up your Workspace Environment".

You see the default bitmap editor program open with your image.

2 In the default bitmap editor program, make necessary changes to your image.

3 To bring the design back into the program, choose File—Save and then click on the X in the top right corner to exit the program. *The revised image will be in the Preview dialog.*

Using the Dropper Tool to Select a Background

You can use the Dropper tool 🔧 to select a background color for your image.

To use the dropper tool:

1 In the Background color area, click the Dropper tool.

2 In the Preview area, click on the color you want to use for the background of your image.
You see the color you selected appear in the Background color area.

Choosing whether to Fill the Background Color with Stitches

The background color of your design can be filled with cross-stitches or not. You can also define which color will be the background. Your choices for the background color fill will affect your actual design.

To fill the background color with stitches:

• Select Fill with stitches, if not already selected.

To not have stitches fill the background color:

• Deselect Fill with stitches, if already selected.

Adding Outlines to an Image

Selective cross-stitched areas can be outlined for more emphasis. You can define outline areas in two ways: using the dropper tool or using the color palette. You can also adjust the way selected colors are outlined. Once you finish adding outlines to your image, click Next to continue.
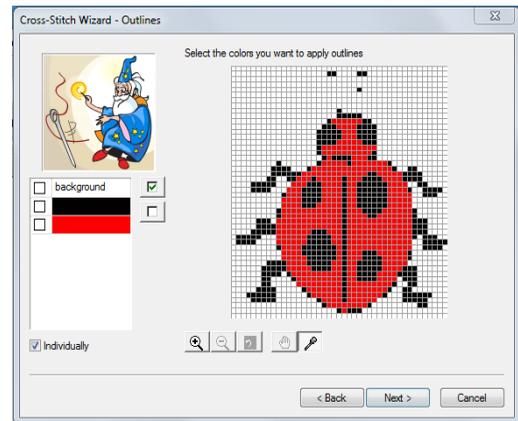
Using the Color Palette to Apply Outlines

Use the Color Palette to apply outlines to your image.
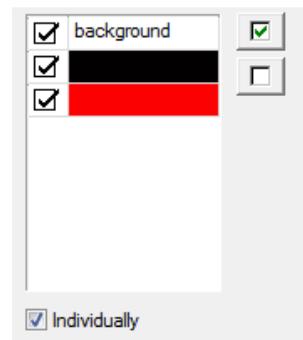
The "Individually" option adjusts the way selected colors are outlined. When two colors have been chosen from the palette to be outlined, and areas of these colors are side by side, this option defines if individual areas will be outlined. This option also defines if adjusted areas will be treated as a whole object and have a unified outline

| Individually option selected | Individually option deselected |
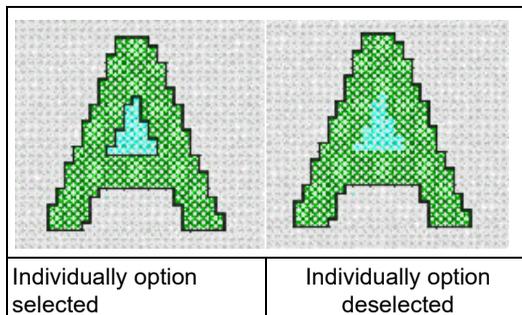
To use the color palette:

1 In the color palette, select the colors that you want to apply outlines. To select all of the colors in the color palette, click the Select All button ☑ . To deselect all of the colors in the color palette, click the Unselect All button ☐ .

2 To select the Individually option, select Individually if not already selected. To remove the Individually option, deselect Individually if already selected.

Using the Dropper Tool to Apply Outlines

Use the Dropper Tool ⚲ to make more direct selections for outlines in your image.

To use the dropper tool:

1 Click the Dropper tool ⚲ , if not already selected.

2 In the "Select the colors" window, click on the colors you want to add outlines to in your image.
   Each color will appear checked off in the color palette.

Using Zoom Tools for Outlines

Use the Cross-Stitch Wizard zoom tools to view precise details in your design, particularly when adding outlines.

You can also access the Zoom In, Zoom Out, and Zoom To Fit tools by right-clicking in the Select the colors you want to apply outlines area and making a selection from the menu.

To use the Zoom In tool:

• Click the Zoom In tool ⊕ .
   You see the size of your design increase in the Select the colors you want to apply outlines area.

To use the Zoom Out tool:

• Click the Zoom Out tool ⊖ .
   You see the size of your design decrease in the Select the colors you want to apply outlines area.

To use the Zoom To Fit tool:

• Click the Zoom To Fit tool ◻ .
   You see your design fit inside the Select the colors you want to apply outlines area.

Using the Pan Tool for Outlines

When in zoomed status, you can move your source image around using the Pan Tool.

To use the Pan tool:

1 In zoomed status, click the Pan tool 🖑 .
2 In the "Select the colors" window, click and drag the source image until you get a precise view of the desired area.

Final Preview

Just before you finish creating your cross-stitch design, you can see a 3D preview of the completed cross-stitch design. You can change the color of the background fabric shown on your screen, providing a better preview of how your final design will look on various background colors. Once you finish making changes in the Preview wizard page, click Finish and your cross-stitch design will appear in the main design window.
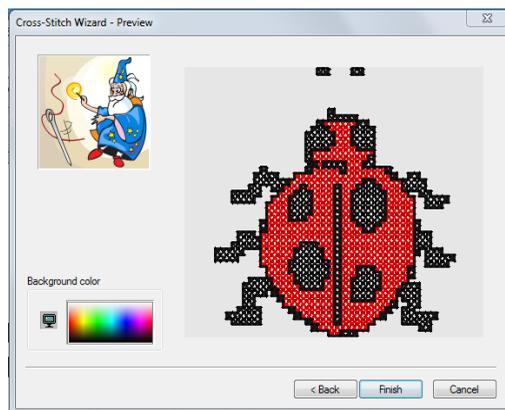
To define your fabric background color:

1 In the Background color area, click on the color of your fabric background.

You see the background of your cross-stitch design change accordingly in the 3D view area.

2 Click Finish to complete the design.
You see the cross-stitch design appear in the main design window.

Photo-Stitch Wizard

The Photo-Stitch Wizard makes it easy to create a new photo-stitch design from a file containing vectors or a raster image. To begin the process, start the Photo-Stitch Wizard, enter necessary information about the photo-stitch design you want to create, and follow the subsequent prompts until you finish creating your design.

To open the Photo-Stitch wizard:

• Do one of the following:

   ◆ On the Auto-Create toolbar, click the Wizards 🔥 icon and select Photo-Stitch Wizard 👤 from the fly-out list.

   ◆ From the menu bar choose Tools—Photo-Stitch Wizard.

   You see the Photo-Stitch Wizard.

Selecting an Image

When the Photo-Stitch Wizard opens, you can select the image you want to process within Floriani Total Control U.

You can also process a scanned image by clicking Acquire on the first wizard page. For more information on using scanned images, see "Scanning Images".

To select an image:

1 Click Select Image.

You see the Open browse window.

In the Open browse window, you can also view the Size, Dimensions, dpi, and File size of each image.
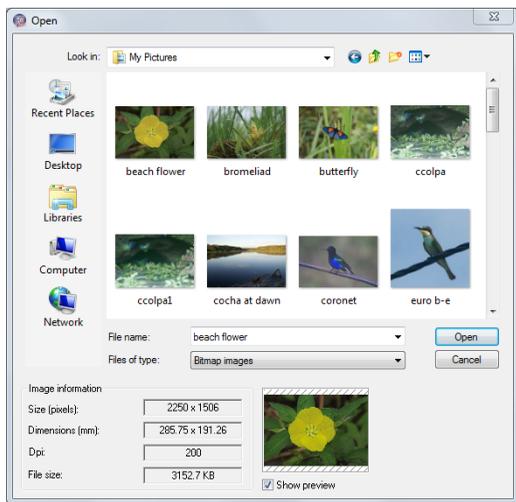
2 Choose the name, file type, and location of the image you want to process.

3 Select Show Preview to see a preview of your image.

4 Click Open.

5 Click Next to load the selected image.

You see the Image Transformations wizard page.

Transforming an Image

After you select a source image, you can make necessary adjustments to the source image before the actual conversion to stitches takes place. In the Image Transformations wizard page, Photo-Stitch Wizard allows you to resize, transform, crop particular areas, and edit your image. Once you finish transforming your image, click Next to continue.
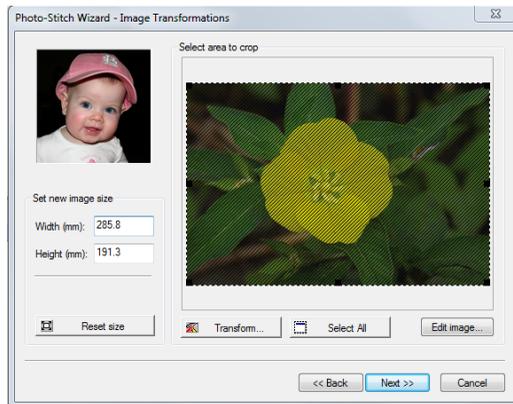
Resizing an Image

The source image size can be controlled through the Width and Height edit boxes found on the Image Transformations wizard page. Photo-Stitch Wizard allows you to change the units of measurement and restore the image to its original size as well.
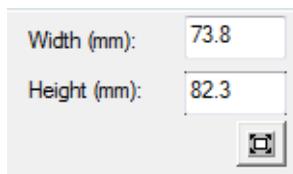
To resize an image:

- In the Set new image size area, complete the following:
  - In the Width field, edit the width of your source image, or
  - In the Height field, edit the height of your source image.
  - To restore the image to its original size, click the Reset Size button.

Transforming an Image

The Photo-Stitch Wizard allows you to change the source image's orientation and mirroring commands.

To transform an image:

1 Click Transform.
   You see a menu.

Flip horizontally
Flip vertically
Rotate 90 Clockwise
Rotate 90 Counter Clockwise
Rotate 180
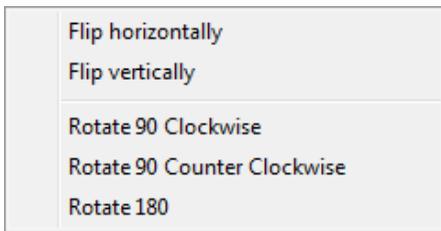
2 From the menu, select any of the following:
  - Flip horizontally.
  - Flip vertically.
  - Rotate 90 Clockwise.
  - Rotate 90 Count Clockwise
  - Rotate 180.
    In Select area to crop, you see the changes you made to your image.

Cropping an Area of an Image

The source image can be cropped so that only a part of it will be used in the automatic photo-stitch creation process. Photo-Stitch Wizard allows you to control the cropped selection area, defining the specific portion of the image you wish to use.

To crop an area of an image:

1 In Select area to crop, click and drag the black grips found on the corners and the side centers of the selection box to define the portion of the image you want to use.
   In Select area to crop, you see the changes you made to your image.

2 To undo any of the cropping, and select the entire image, click Select All.

Editing an Image

Photo-Stitch Wizard makes this option available to you if want to edit an image in your default image editing program.

To edit an image:

1 Click Edit Image.
   You see your default image editing program open with your source image.

2 Make necessary changes to the source image.

3 To bring the design back into the program, choose File—Save and then click on the X in the top right corner to exit the program. *The revised image will appear in the Preview dialog.*

Stitch Generation

After you make necessary adjustments to the source image, you can select the image color and pattern size you want used for stitch generation.
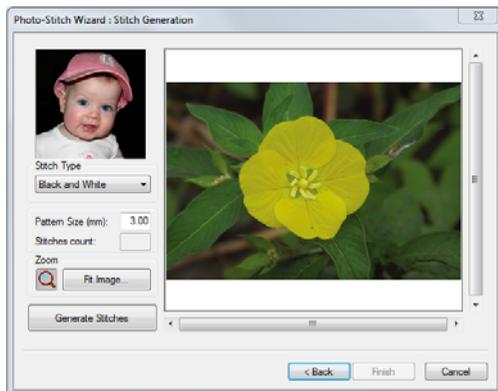
Choosing Image Colors

To choose an image color:

* From the Image Color list, select the image color you want used:
  * Black and White. Select to generate stitches using black and white stitches.
  * Color (CMYK). Select to generate stitches using four process colors: cyan, magenta, yellow, and key (black). CMYK is a color model in which all colors are described as a mixture of these four process colors. CMYK is the standard color model used in offset printing for full-color documents.

Choosing a Pattern Size

To choose a pattern size:

* In the Pattern Size box, enter the stitch length size you want for your generated photo-stitch design. *You see the stitch count for your design altered accordingly in the shaded Stitches Count box.*

Using Zoom Tool for Image Editing

Use the Photo-Stitch Wizard zoom tools to view precise details in your source image.
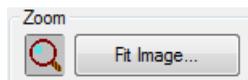
To use the Zoom In tool:

1 Click the Zoom 🔍 tool.

   The pointer becomes a magnifying glass.

2 Left-click the design.

3 Do one of the following steps:
   * Right-click to make your design smaller.
   * Left-click that area to zoom-in on a specific area.
   * Click Fit Image to make your design fit inside the preview area.

Generating stitches

To generate stitches:

1 To generate stitches for the image source file, click Generate Stitches.

You see the preview of your design change to reflect the design settings on this Stitch Generation wizard page. If you want to make more changes on this page, make the changes and click Generate Stitches again.

2 Click Finish to complete the design.

You see the photo-stitch design appear in the design window.

Autodigitizer Wizard

You can create embroidery from vector or bitmap images in a few simple steps using the Autodigitizer Wizard. The image does not need to have each color outlined. You can use images with shading because by cleaning the image, the Wizard ignores closely related colors. Simply choose an image and follow the instructions that the wizard gives you.

To use the AutoDigitizer Wizard:

1 Do one of the following:

- On the Auto-Create toolbar, click the Wizards icon and select Auto Digitizing Wizard from the fly-out list.
- Choose Tools—AutoDigitizing Wizard.

You see the Autodigitizer Wizard window.
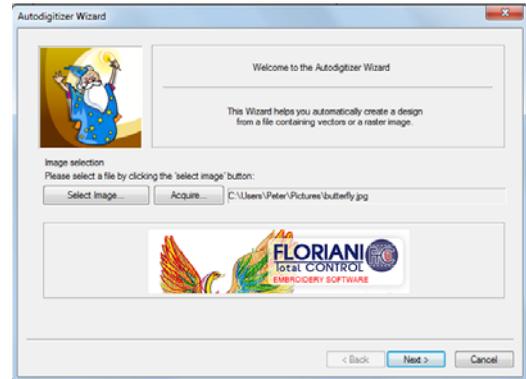
2 Click Select Image to choose and open the file you want to autodigitize.

You can also autodigitize a scanned image by clicking Acquire on the first wizard page. For more information, see "Scanning Images".

3 Click Next.

You see the Autodigitizer Wizard-Image Transformations window. When you autodigitize files such as *.jpg or *.bmp, you can crop, rotate, and resize the image.

4 In the Set new image size area, enter a width or height to change the image size proportionately.

5 To reset, click Reset Size.

6 Click Transform to do any of the following to the image:

  ⬧ Flip horizontally.

  ⬧ Flip vertically.

  ⬧ Rotate 90 Clockwise.

  ⬧ Rotate 90 Countclockwise.

  ⬧ Rotate 180.

7 To crop the image, select only the portion you want to autodigitize.

  ⬧ Place the mouse over the black dots around the image and drag in the selection box.

  ⬧ If the selection you made is not exactly as you want, click Select All to select the entire image again.

8 Click Next.

You see the Autodigitizer Wizard – Color Reduction window.

9 To add new colors to the color palette, do the following:

  ⬧ In Zoomed status, click the dropper tool.

  ⬧ In the Select the Colors area, click on new colors to include in the color palette.

    You see each new color appear in the color palette.

10 To reduce the number of colors in the resulting design, select the color and then click Delete.

11 Click the View tools to Zoom In, Zoom Out, or have your image Fit to Window.

12 Click Show/Hide Preview to display the image with the colors you removed.

13 To edit an image with the default bitmap editor, complete the following:

  ⬧ Click Edit Image.

    You see the default bitmap editor program open with your image.

  ⬧ In the default bitmap editor program, make necessary changes to your image.

  ⬧ To re-open the design in the Wizard, save it and then click on the X in the top right corner to exit the program.

The revised image will be in the Preview dialog.

14 Click Next.

You see the Autodigitizer Wizard-Vectorize window.

15 To adjust the color tolerance, move the slider.

16 Click Update Outlines to update the outlines on the image if you change the tolerance. You also have the ability to include the background color in the resulting design file.

17 Select Fill background color area with stitches, to fill the background color area of your image with stitches. To change the background color, click on the image and the color will show in the box beside the instruction.

18 Click Next.

You see the Autodigitizer Wizard-Judgment window. This window allows you to change the settings that will be applied to the stitches.
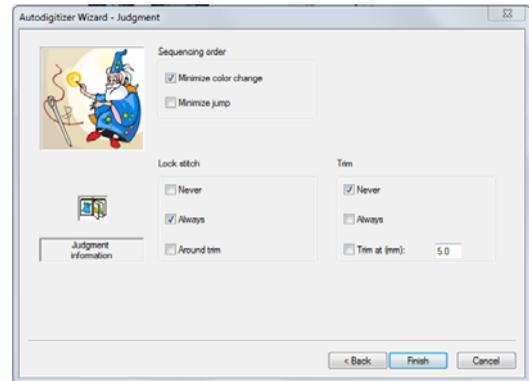
19 In the Sequence Order area, select any of the following to adjust the sewing sequence:

- Minimize color change.
- Minimize jump.

20 In the Lock Stitch area, select any of the following lock stitch settings:

- Never. To never have lock stitches occur.
- Always. To always have lock stitches occur.
- Around trim. To always have lock stitches occur around trims.

21 In the Trims area, select any of the following trim settings:

- Never. To never trim between segments.
- Always. To always trim between segments in the design.
- Trim at. The system will place a trim if the distance between stitches is longer than the distance displayed in the Trim At box.

22 Click Finish.

The design is rendered as segments, and will now appear in the workspace.

Advanced Autodigitizer

The Advanced Auto Digitizing Wizard, allows you to quick convert an embroidery an image file just a few steps. The tool analyzes the different colors in the image, separates them into individual areas and then digitizes these areas into embroidery segments.

With the AD about how many colors will be used in the final design and set the overall of the final design, and the type of embroidery that will be applied to each color segment.

To digitize a design using the Auto-Digitizer tool:

1 Do one of the following:

  ◆ On the Auto-Create toolbar, click

    Wizards and select the Adv.

    Autodigitizing tool.

  ◆ On the Menu bar, choose Tools—Adv. Auto Digitizing Wizard.

    You see the Open dialog.

2 Navigate tor directory on an external storage device) containing the image that you want to digitize.

 The Advanced Autodigitizer tool can digitize images of many different files types. you can apply it to both bitmap images (such as *.BMP, *.JPG and *.PNG) and vector images (for example, *.AI).

3 In the preview panel, select the image you want and click Open.

You see the Image Colors page.

The left half of the page displays the original image. Below it, you see the basic parameters of the image file: the pixel size, the overall dimensions in mm, the resolution (dpi) and file size.
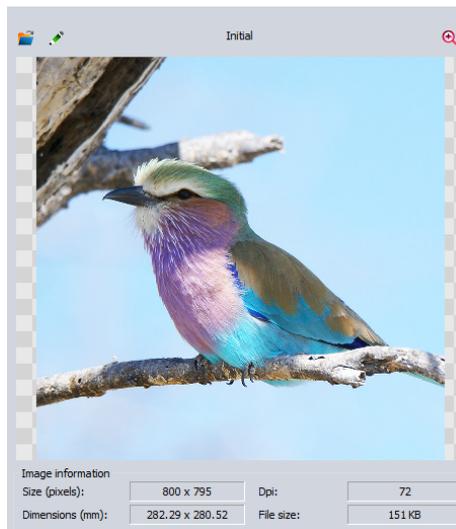
The right side of the page shows a preview of the image as rendered by the Auto-digitizer. Underneath the preview image you see color squares or "switches" representing all the colors that the picture has been rendered into.

Result

38 colors
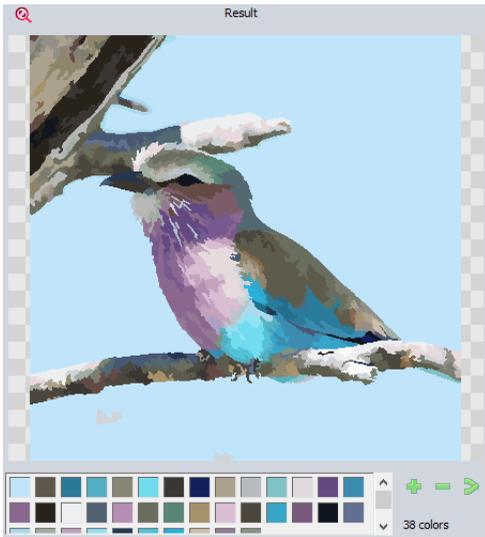
You have the option at this point of editing your image in an external image editing software, e.g. Microsoft Paint. Click the ✏ tool at the top-left of the dialog, and the image will open in the editing software. After making your edits and closing the external editing software, the updated image will appear in the Adv. Auto Digitizer.

4 If you want to change the scale of the image before digitizing it, do any of the following:

- ◆ Click the Zoom In 🔍 tool to increase the scale.

- ◆ Click the Zoom out 🔍 tool to decrease the scale.

- ◆ Click the Fit 🔍 tool to fit the image to the digitizer dialog window.

5 Removing colors: The image may have more colors than you want in the final embroidery. To reduce the number of colors from the image by removing them, do the following.

- ◆ Select one of the color "swatches" in the palette.

- ◆ To the right of the color palette, click the Remove ▬ button.

 The selected color will be removed from the design. The part of the image that contained the color you have deleted will be filled with the closest similar color in the image.

6 Merging colors: Another way to reduce the number of colors in the final design is to merge two (or more) colors using the Merge colors tool. To merge color areas, do the following:

- ◆ In the color palette, click on the color you want to use replace other areas of color in the image.

 The selected "swatch" will be outlined to highlight it; in the simplified example below, the dark blue areas of the image have been selected.
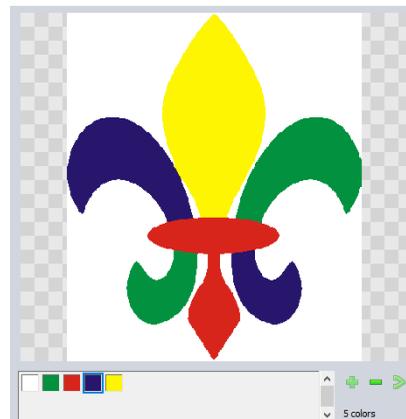
5 colors

◆ Holding the **Ctrl** key, click the color that you want to replace.

In this example, the color being replaced is green.

If you want to replace more than one color area at a time, continue to hold down **Ctrl** while clicking on additional color swatches.
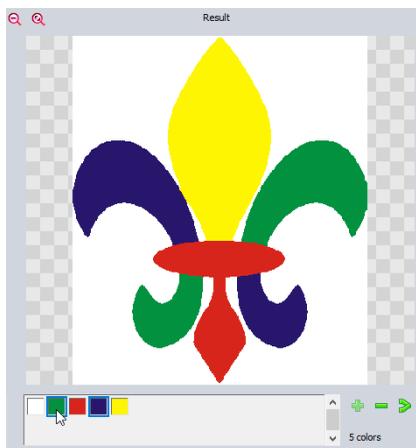
◆ Click the Merge colors ➤ tool.

The color will be replaced, and the preview image updated.
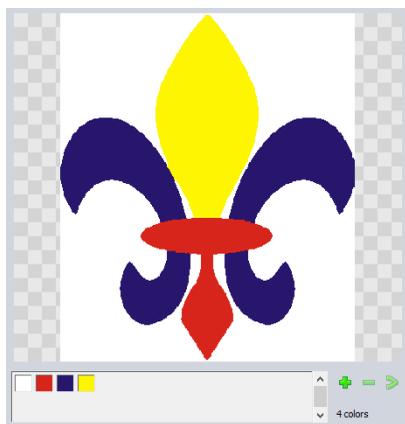
7 To put back a color (or colors) that you have previously removed, do the following:

◆ Click the Add color ➕ button.

The Add Color dialog opens. This displays the "swatches" of any colors that have been removed.

◆ Select the color(s) that you want to put back into the image.

On the Result side of the dialog, the replaced colors will once again appear in the image.

8 Click Next.

You see the Vectorize page.
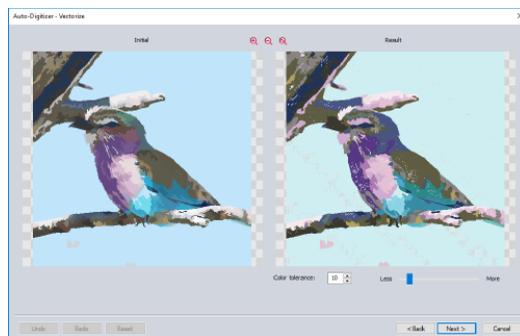
9 Adjust the tolerance level up or down to increase and number of colors that will be included when the image is rendered into embroidery segments.

The tolerance determines how dissimilar two colors have to be in order to the be considered as distinct for the purposes of digitization. A larger tolerance value will lead to fewer colors, and a lower tolerance value will lead to more colors being created.

10 Click Next.

You see the Assignments page.
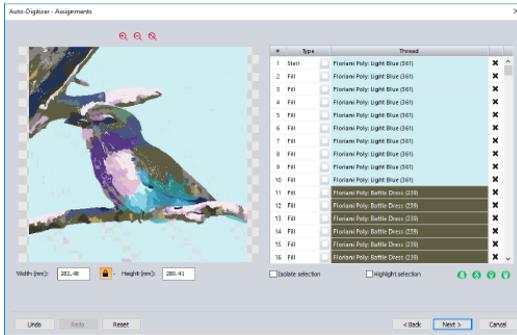
The right side of this dialog displays a table with rows for each digitized area in the design; for each area, the table displays an index number (corresponding to the sewing order), the fill type and the assigned thread color for that segment.

11 To adjust the size of the design (when digitized), enter the desired values in the Width and Height fields, and press Enter.

By default, the Maintain Aspect Ratio button will be enabled, which means that changing the width will proportionally, and vice-versa. If you want to skew the aspect of the image - i.e., change one dimension without changing the other – click on the Maintain Aspect Ratio button to disable it before adjusting the width or height.

12 To change the segment type for a given segment, click the small box to the right of the type field. From the drop-down list that appears, one of the following options:

- ◆ Fill
- ◆ Steil
- ◆ Run

- ◆ Satin

If you want to see only the selected segment, check the Isolate segment box; when selected, this will hide all segments aside from the one that is currently selected.

You can also check the Highlight Selection box. This option superimposes a "highlight" color on the selected segment to make it more visible. (Note that you can change the highlight color in the Program Preferences --View tab.)

13 To remove segments from the design (e.g. to remove the background color) click the

Delete ✖ button to the right of the row.

The row will be removed from the list, and the area selected will be removed from the design preview. Note that the area is now depicted as being transparent, so you will see a "checkerboard" pattern in place of the color that was there.
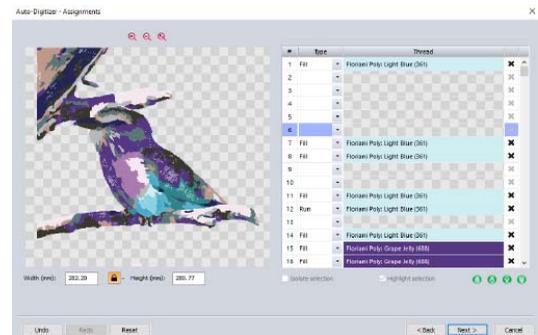
14 To change the order of the segments in the design, do the following:

- ◆ Click the row of the segment you want to move.

  The row will be highlighted with color.

- Click the up ⊗ or down ⊗ chevrons to move the selected segment up or down, respectively.

- Click the up ⊗ or down ⊗ "double chevrons" buttons to move the selected segment to the beginning or end of the design, respectively.

15 Click Next.

You see the Additions page.
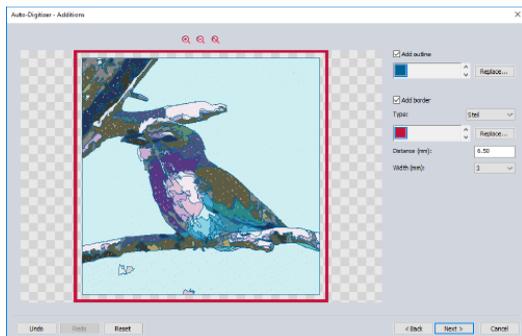
16 To add outline of run stitches around all of the design's individual segments, do the following

- Click the Add Outline check box.
- Click the Replace button to select the outline color.
  You see the Import Color dialog.
- Select a thread color palette from the drop-down list.
  The array of thread colors shown in the dialog will change accordingly.
- Click on a thread color to select it.
  The new thread color appears as an outline in the preview window.

17 To add a border around the outside of design, do the following:

- Check the Add border check box.

- In the Type list, select the kind of border you want to apply (Steil or Applique).
- Click the **Replace** button to select the border stitch color.

> If "Applique" is selected as the border type, there will be three separate thread color swatches shown, representing Appliqué's positioning, tack-down and border stitches. You can change each thread color separately using the Replace tool.

  You see the Import Color dialog.
- Select a color Palette from the drop-down list.
  The thread colors shown in the dialog will change accordingly.
- Click a color from the chart to select it.
  The new thread color appears as an outline in the preview window.
- In the **Distance** field, enter the separation between the design and the border.
- In the **Width** field, select the width of the border from the drop-down list.

18 Click Next.

You see the Preview window.
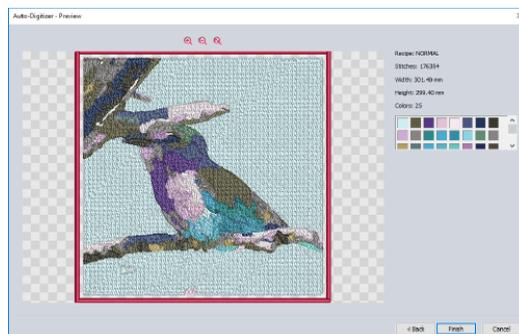
19 On this page you see a preview of the design rendered as a three-dimensional stitch preview. To the right of the image, you will see a summary of the overall parameters of the design.
This summary include the following information about the design:

- ◆ The recipe
- ◆ The number of stitches.
- ◆ The width and height.
- ◆ Number of colors.
- ◆ The colors in the design as color swatches.

> If you want to continue revising the design, click on the "Back" button to return to previous steps in the Autodigitizer.

20 Click Finish.
The design is generated, and appears in the design window.

Auto Artwork Wizard

You can convert vector or bitmap images into artwork segments in a few simple steps using the Auto Artwork Wizard. The image does not need to have each color outlined. You can use images with shading because by cleaning the image, Floriani Total Control U ignores closely related colors. Simply choose an image and follow the instructions that the wizard gives you.

To use the Auto Artwork Wizard:

1 Do one of the following:

- ◆ On the Auto-Create toolbar, click

  Wizards 🔥 and select the Auto

Artwork Wizard 🔍 from the fly-out list.

- ◆ On the Menu bar, choose Tools—Auto Artwork Wizard.

You see the Auto Artwork Wizard window.
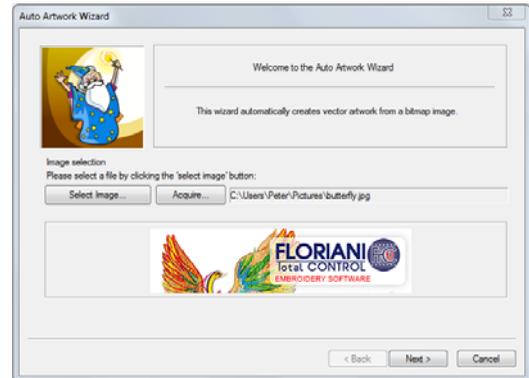
2 Click Select Image to choose the type of file you want to autodigitize.

> You can also autodigitize a scanned image by clicking Acquire on the first wizard page. For more information, see "Scanning Images".

3 Click Next.
*You see the Auto Artwork Wizard - Image Transformations window. When you autodigitize bitmap files such as *.jpg or *.bmp files, you can crop, rotate, and resize the image.*
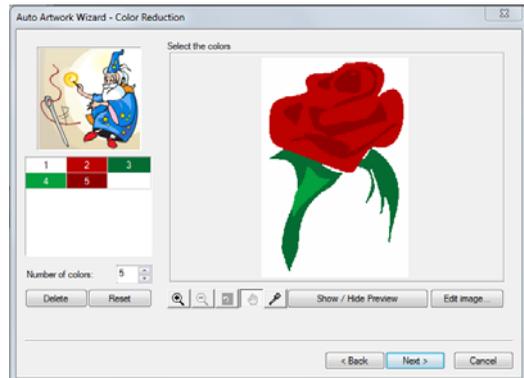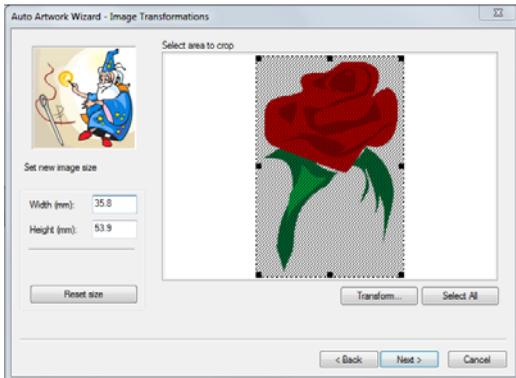
4 In the Set new image size area, enter a width or height to change the image size proportionately.

5 To reset, click Reset Size.

6 Click Transform to do any of the following to the image:
- Flip horizontally.
- Flip vertically.
- Rotate 90 Clockwise.
- Rotate 90 Countclockwise.
- Rotate 180.

7 To crop the image, select only the portion you want to autodigitize.
- Place the mouse pointer over the black dots around the image and drag in the selection box.
- If you are unhappy with your selection, click Select All to select the entire image again.

8 Click Next.
You see the Auto Artwork Wizard - Color Reduction window.

9 To add new colors to the color palette, do the following:
- In Zoomed status, click the dropper tool.
- In the Select the Colors area, click on new colors to include in the color palette.
You see each new color appear in the color palette.

10 To reduce the number of colors in the resulting design, select the color and then click Delete.

11 Click the View tools to Zoom In, Zoom Out, or have your image Fit to Window.

12 Click Show/Hide Preview to display the image with the colors you removed.

13 To edit an image with the default bitmap editor, complete the following:
- Click Edit Image.
You see the default bitmap editor program open with your image.
- In the bitmap editor program, make necessary changes to your image.
- To bring the design back to the Floriani Total Control U program, choose File—Save and then click on the X in the top right corner to exit the program.

The revised image will be in the Preview dialog.

14 Click Next.

You see the Auto Artwork Wizard - Vectorize window.
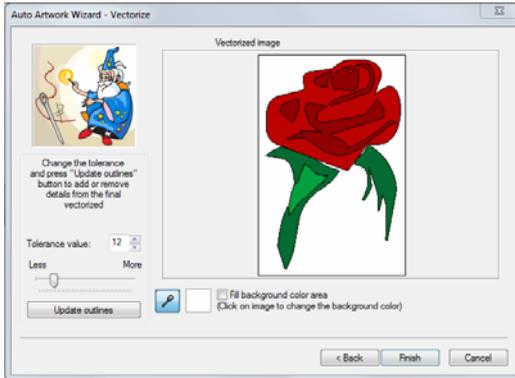
15 To adjust the color tolerance, adjust the slider.

16 Click Update Outlines to update the outlines on the image if you change the tolerance. You also have the ability to include the background color in the resulting design file.

17 Click Finish to autodigitize the design as artwork and view the design file in the design workspace.

You can use the editing tools to modify the artwork segment and convert it to embroidery segments. For more information, see "Applying stitch types to artwork segments or path segments".

Name Drops Tool

Name Drops is a special tool that allows you to create a template, and use it to create a series of similar designs. In a Name Drops template, each text segment is treated as a unit that can be replaced. For example, a lettering segment can be changed so that it uses a different font or text, but the segment appears in the same place as the model.

Each design that will be generated by the tool will have its own row in the dialog, displaying the text, the font, the font height, and the alignment of the lettering. Add a new row for each separate embroidery design you need.

To use the Name Drops Wizard:

1 Create the design you want to use as a basis for the Template; using one of the text tools, place a text item in the design.

The Name Drops will only work with files that contain only a single text segment. However, if you want to use a file that already has a text segment in it, you can get around this constraint by converting the original text to stitches. Select the text, right-click, and choose **Preserve as stitches** from the context menu. You can then add a new text segment to the design, and that will be the one that varies in the Name Drops Wizard.

2 Save the design.

3 On the Specialty toolbar, click on the Name Drops icon.

You see the Name Drops dialog.
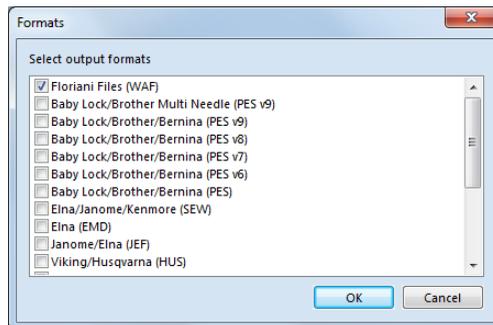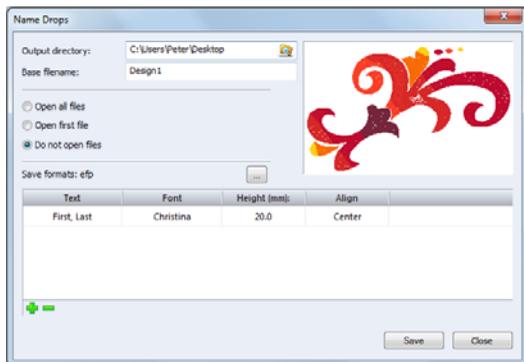
4 In the Output directory box, browse to the folder to use as he destination for the generated files.

5 In the Base filename field, enter a name to use as the basis for the designs generated by the Name Drops wizard. When the files are generated, the file names they will be given will consist of the Base name, plus a sequential two-digit number - e.g. team 01.waf, team02.waf, team03.waf, etc.

6 From the radio buttons on the dialog select the behavior of the Name Drop tool after generating the new files.

- **Open all files**: Each file will open (in its own tab) in the workspace.
- **Open first file**: Only the first of the files will open.
- **Do not open files**: The files will be generated, but not opened.

7 To output the generated files in your choice of stitch format, do the following:

- Click the Save formats [...] button.
  The Formats dialog opens.

- Check the box (or boxes) next the file formats that you wish to generate.
  If you choose more than one format, a separate file will be generated for each format.
- Click Okay.
  The Formats dialog will close; the select format (or formats) will be listed in the Name Drops dialog beside "Save formats."

8 To add new rows to the Name Drop table, do the following:

- Click the "Add Name" button .
  A new row will appear in the Name Drop table, with the Text field already selected.
- Type the next name in the field.
- Repeat the above until all lines have added.
- You can remove a row by clicking the "Remove name" button.

9 In the text column of the table, enter the text needed for each design.

10 If needed, make any of the following modifications to settings in the table by double-clicking the appropriate cell:

- Choose a new font for the text.
- Change the height of each name individually.

◆ Change the Alignment in the Align cells (left, right, center).

*To view these changes as they look in the context of the design, select a column by clicking on it, and then click the **Preview** button in the final column.*
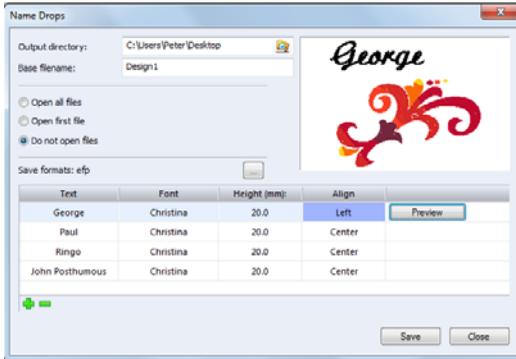
11 Click Save to create the files.

The specified files will be generated, and saved to your destination folder. Depending on which setting you chose in step 6, one or all of the files will open in your workspace.

Splitting a Design

Splitting a single design into multiple stitch files is necessary when your design's size is larger than the sewing field of your embroidery machine, or the design is too large to fit into any of the standard hoops that are available for your machine. Using the Split Wizard, you can divide the embroidery into parts, each of which will be saved as a separate stitch file.

There are two different methods for splitting a design, depending on whether you are going to be sewing on a standard hoop or on a multiple-position hoop.

Design Splitting with Standard Hoops

Standard hoops have only one mount position. Therefore, after sewing each split design, the garment must be re-hooped and aligned correctly in order to sew the next stitch file in the series of split files. To make the realignment easier, each of these split stitch files contains a set of alignment stitches that sew at the beginning and end of that portion of the design. The alignment stitches are useful when re-hooping to ensure that the garment is correctly positioned for proper stitch registration. Alignment stitches are loose basting stitches that can be removed easily from the design once the sewing has been completed.

To use the Split Wizard (Standard hoops):

1 Open a design.

2 Select a standard size hoop using the Select Hoop dialog.

3 Select the Split Wizard button.

You see the Split Wizard Window.
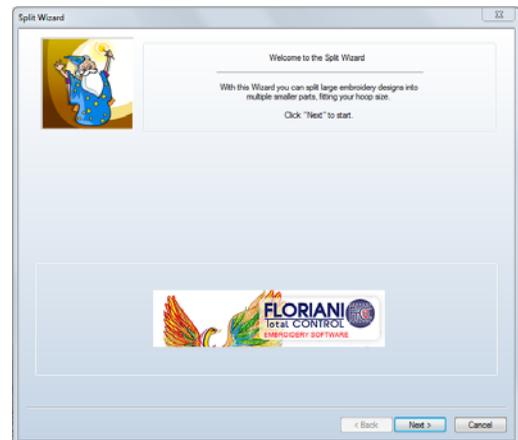
4 Click Next.

The Split Wizard shows your design superimposed upon the chosen hoop.
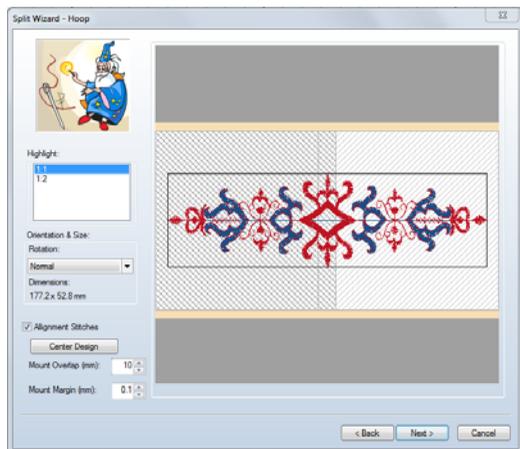
5 In the Split Wizard Hoop window, do any of the following:

- Click on the different hoop mounts to see how they cover the design (the highlighted area is indicated by the cross-hatching). Highlight shows you what part of the design will sew in each mount position, and the order of sewing of each of the split stitch files.
- If needed, click and drag the design in the preview pane for a better fit.
- The Rotation setting determines the orientation of the design in the hoop; changing the orientation may also help you fit the design to the hoop.
- The "Alignment Stitches" box is checked by default, this means that the alignment stitches will be sewn on the

split files. Uncheck this box to not have these stitches sewn out.

> Turning off the Alignment Stitches option is not recommended, since it may be difficult to properly re-hoop the fabric without these stitches.

- To center the design again in the hoop after you have moved it, click on the Center Design button.
- You have the option of setting a value for the Mount Overlap. This setting determines the amount of overlap between the two split sections of the design.

As you change the amount of overlap, you will see that change preview in the Wizard's design preview pane.

- Enter a value into the Mount Margin box; this allows you to set a threshold for how close the sew-out for the design can get to the hoop frame.

> If you receive a message that the design is too large for the hoop, even though the design dimensions are smaller than the hoop size, check the Mount Margin value; it may be too high.

6 Click Next.

A small window appears, which shows the progress of the splitting process. Please wait until the process is complete; the window will close itself when the Wizard is done splitting the design.

You then see the Split Wizard Preview page. You can see a preview of how the design was split by selecting from the different areas in the Highlight box.
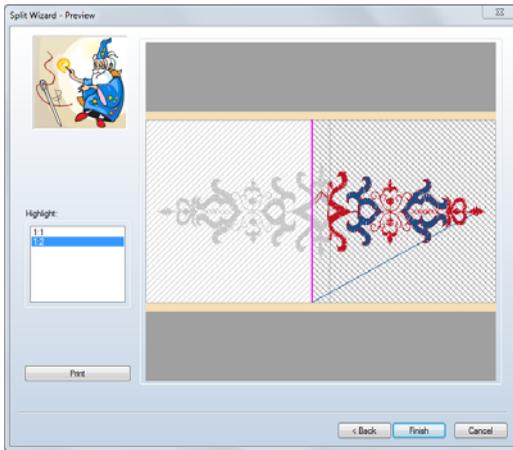
The alignment stitches are shown as a pink line on the Wizard's design preview.

7 (Optional) Click Print to print a worksheet for each split portion of the design.

Worksheets of the split stitch files must be printed at this stage. If you do not print now, you will have to redo the splitting process to be able to print them again.

The print-out will include a preview of the overall design, as well as a page for each split. Following each of these split previews is a page giving the following information about the split portion:
- The overall dimensions
- Number of stitches
- Number of colors used
- List of all colors used

8 Click Finish.
   You see a Save As dialog.
9 Type a name for your design in the File Name box, and choose your machine file type from the Save as Type list. The Wizard will save one file for each hooping, using your given file name as a prefix.

Design Splitting with Multiple-position Hoops

Multiple-position hoops are special hoops for your embroidery machine that have more than one mount position available. Multiple mounts have the advantage of allowing you to sew out the multiple split stitch files that make up a design without having to re-hoop. Instead, you simply take the hoop off of the machine and rotate or move it to the next mount position, and sew out the next of the stitch files in your series.

Be sure to read the instructions that come with the multiple-position hoop; in some cases there are special instructions that must be followed to ensure correct positioning.

The size and style of multiple-position hoops available depends on the embroidery machine you are using. You will find many of the popular multiple-position hoop sizes included in the hoops available through the Select Hoop dialog.
For more information, see "Selecting a Hoop."

To use the Split Wizard (Multiple-position Hoops):
1 Open a design.
2 Select a multiple-position hoop using the Select Hoop dialog.
3 Select the Split Wizard button.
   You see the Split Wizard Window.

4 Click Next.

You see the Split Wizard Hoop window, showing your design superimposed upon the chosen hoop.
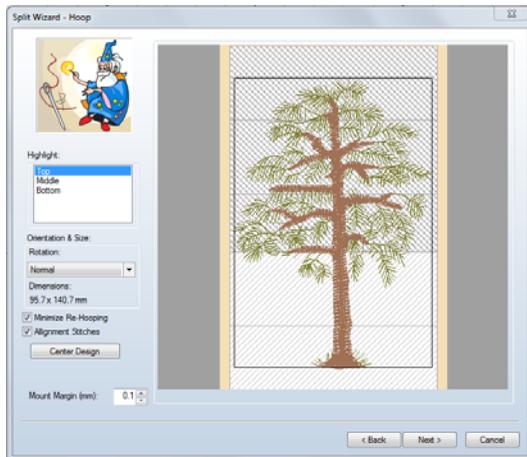
5 In the Spit Design Wizard Hoop window, do any of the following:

◆ Click on the different hoop mounts to see how they cover the design (the highlighted area is indicated by the cross-hatching). Highlight shows you

what part of the design will sew in each mount position, and the order of sewing of each of the split stitch files.

◆ If needed, click and drag the design in the preview pane for a better fit.

◆ The Rotation setting determines the orientation of the design in the hoop; changing the orientation may also help you fit the design to the hoop.

◆ To center the design again in the hoop after you have moved it, click on the Center Design button.

◆ For optimal sew-outs, it might be necessary to split a design numerous times over multiple mounts. However, this may result in a very large number of splits, which will take a long time to sew. The Minimize Re-hooping option automatically minimizes the number of rehoopings needed to sew the whole design, while maintaining sufficient design quality.

> Minimize Re-hooping is always selected for splits on standard hoops, but is an option for multiple-position hoops.

◆ Check the "Alignment Stitches" box to have alignment stitches sewn on the split design; uncheck it to not have these stitches sewn out.

◆ Enter a value into the Mount Margin box; this allows you to set a threshold for how close the sew-out for the design can get to the hoop frame.

> If you receive a message that the design is too large for the hoop, even though the design dimensions are smaller than the hoop size, check the Mount Margin value; it may be too high.

6 Click next.

A small window appears, which shows the progress of the splitting process. Please wait until the process is complete; the window will close itself when the Wizard is done splitting the design.

You see the Split Wizard Preview page. You can preview how the design was split by selecting from the different areas in the Highlight box.
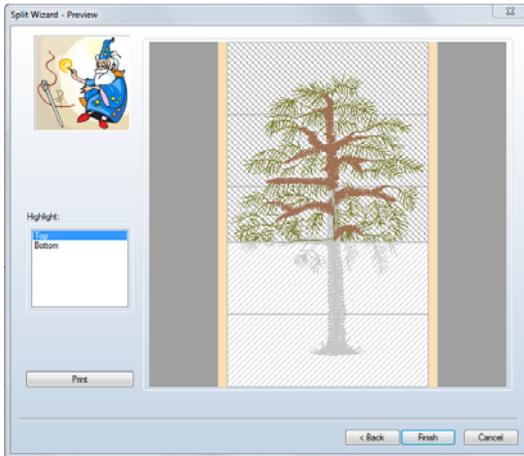
7 If desired, click the Print button to print out a worksheet for each split portion of the design.

If you wish to have worksheets of the split stitch files of your design, you must print them at this stage. If you do not print now, you will have to redo the Split Wizard process to be able to print them again.

The print-out will include a preview of the overall design, as well as a page for each split. Following each of these, is a page giving the following information about the split portion:

- The overall dimensions

- Number of stitches
- Number of colors used
- List of all colors used

8 Click Finish.

You see a Save As dialog.

9 Type a name for your design in the File Name box, and choose your machine file type from the Save as Type list. The Wizard will save one file for each hooping, using your given file name as a prefix.

Photo 2 Stitches Tool

Photo 2 Stitches is a tool that used to convert a photograph (or other image) to embroidery. Based on a bitmap image that you select, the Photo 2 Stitches "Wizard" analyzes it and then re-creates the photo as stitches.

Once the photo is rendered into stitches, you have the option of either saving it as an image file (*.JPG) or outputting it to the workspace.

To create from a scanned photograph:

1 On the Specialty toolbar, select the Photo 2 Stitches icon.

You see the Photo 2 Stitches dialog.

2 Click **Select Image...**
An Open dialog appears.

3 Browse to the image you want to use, and click Open.
The image appears in the Photo 2 Stitches dialog's preview window.
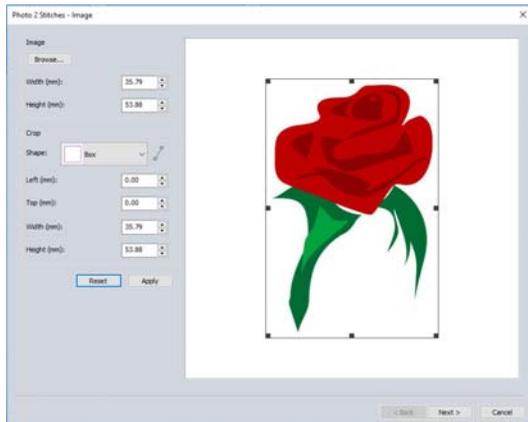
4 Adjust the overall size of the image by entering new values in the width and height field.

Note that the dimensions of the image are constrained proportionally – that is, changing the width will lead to a proportional change in the height, and vice-versa.

5 To crop the image, do the following:
  - Select a crop shape from the **Shape** drop-down list. The selected shape (for example, box, star, heart, etc.) will determine the overall shape of the finished stitch design.
  - To offset the cropped area relative the left side and top of the image, enter values in the Left (mm) and Top (mm) fields, respectively.
  - Adjust the crop size by entering the desired values in the Width and Height fields in the crop area.

You can also change the crop size manually, by clicking and dragging the handles of the crop frame in the image preview window.

6 Custom Crop: As an alternative to the Crop shapes supplied in the Shape list, you can create your own, unique crop shape by drawing it in the Photo 2 Stitches preview window. To do this, do the following:
  - From the Shape drop-down list, select **Custom**.

    Note that the Line *icon is now highlighted, indicating that it is active.*
  - Click in the preview window to place the points of the Custom shape. Use a "regular" left-click to place straight points, or press CTRL while clicking to place curved points.
  - When you have placed sufficient points to define the Custom crop shape, right-click to finish.
    The shape will close automatically, and you will see it in the preview window.

7 Click Next.
You see the Photo 2 Stitches - Settings dialog. The Preview Window now shows the image rendered as stitches.
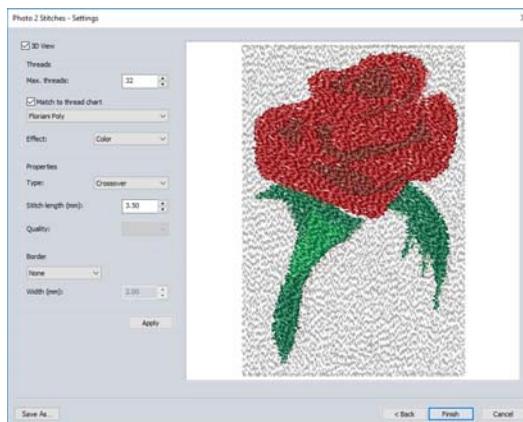
8 (Optional) Check the 3D box to view the design in realistic three-dimensional preview.

9 In the **Threads** area, adjust the following:

- In the **Max Threads** field, click the up/down arrows to increase or decrease the number of thread colors that will be used to render the design.
- To select the thread palette that will be used, do the following:
  - Ensure that the "Match colors to thread chart" box is checked.
  - In the drop-down list below, select the palette that you want to use.

  The selected thread chart will now populate the thread chart field.
- **Effect.** Use this property to apply an overall color effect to the design. Choose one of the following options: Color, Gray, Sepia, or Mono.

10 In the Properties area, select the following:

- **Type**. This option sets the type of stitching that will be used to render the image into stitches. From the drop-down select one of the following:
  - Curvilinear.
  - Cross-over.
- **Stitch Length**: Determines the length of the fill stitches; the default value is 3.5 mm.

11 Adjust the **Quality** setting (applies only to Curvilinear fill) The higher the quality setting, the more fill stitches will be generated, and therefore the denser the fill. This can give you stronger colors and sharper resolution in the finished product.

12 To add a border around the outside of the design, do the following:

- In the Border drop-down list, select one of the following:

- Steil.
- Applique.
- In the Width field, enter the width of the Steil or Applique border stitches.

13 To save the design as an image, do the following:

- Click the **Save As...** button.
  You see a "Save dialog".
- Navigate to the directory or disk you want to save the image in, and click Save.

14 To save the design as embroidery, do the following:

- Click the Finish button.
  The Photo 2 Stitches dialog will now close, and the new design will appear in the workspace.

- Save the design.

Creating a Fling Repeat Design

The Fling Repeat feature uses a selected design element and scatters copies of it randomly in the design workspace. You can create your Fling pattern by applying it to the whole design, or just one element of the design.

The Fling dialog displays the output size of the design you are creating in the lower right-hand corner of the dialog. These dimensions (width × height) will be updated when you adjust any settings in the dialog that affect the design's size.

To use the Fling Repeat tool:

1   Select a design, or some part of a design.
2   On the Arrangement toolbar, select the

   Fling Repeat [icon] tool.

   The Fling Repeat dialog opens.
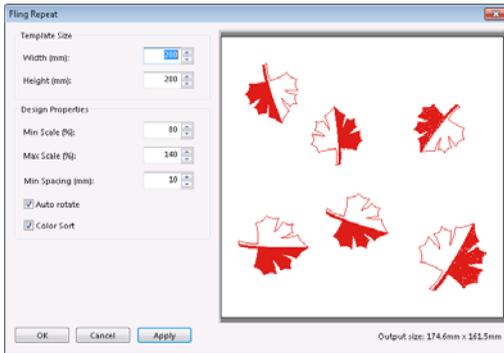
3   In the Template Size area of this dialog, enter the size of the area you want to cover in the height and width fields.
4   In the Design Properties area, make any of the following modifications:

◆   Change the minimum and/or maximum scale of the individual design elements that will be used to fill the area (the Fling Repeat tool will make some instances smaller or larger to best fill the space). The maximum and minimum sizes are expressed as a percentage of the original size of the element.

◆   Adjust the minimum (closest) spacing between the design elements.

◆   **Auto Rotate** (on by default): When set, allows the tool to rotate the design elements randomly within the Fling. Uncheck this box to force the designs to all be placed with the same orientation.
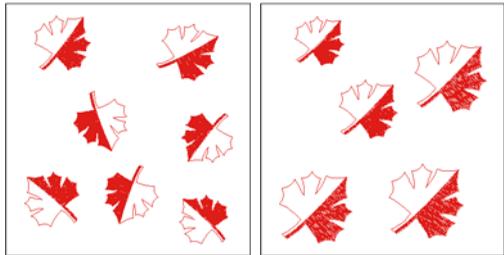
Auto rotate option on   Auto rotate option off

◆   To resequence the overall design so that colors are placed consecutively, check **Auto resequence by color**.

5 Click the Apply button.

A preview of the resulting design is displayed in the dialog box.

> You can repeat steps 2-5 until you get the look that you want, before generating the segments.
>
> Also, each time the Apply button is clicked, the Fling tool's randomization will be re-done; so, if you are not satisfied with the particular arrangement of the objects the first time, try hitting Apply again until you get one that you like better.

6 Click OK.

The Fling Repeat will appear in your design.

Repeat Design Tool

The Repeat Design ⊞ tool takes the selected design object and makes copies, which are arranged in a regular pattern of rows and columns in the workspace.

In the Repeat Design dialog, you control the number times the design element repeats (vertically and horizontally), and the separation between them.

There are also options that all allow you to modify the final design. You may include a percentage offset for alternate objects, add a percentage offset between every other row in the design, or flip the objects vertically or horizontally.

To use the Repeat Design tool:

1 Select a design element (embroidery or artwork) in the design workspace.

2 On the Arrangement toolbar, click the Repeat Design ⊞ tool.

You see the Repeat Design dialog.
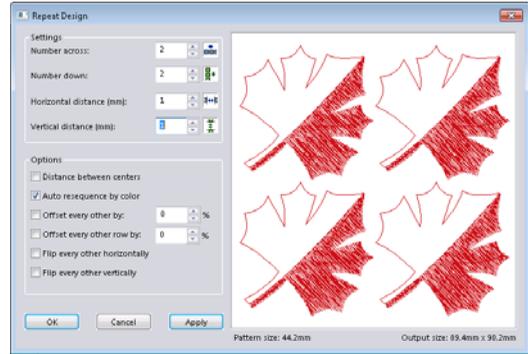
3 In the Settings area, set the number of repeats of the selected object.

- Enter the number of horizontal repeats in the Number across field.
- Enter the number of vertical repeats in the Number down field.

4 Enter the desired distance between objects, horizontally and vertically, the Horizontal distance field and the Vertical distance field.

5 In the options area of the dialog, chose any of the following:

- Check **Distance between centers** to determine the Horizontal and Vertical separations between objects based on the center of the template object, rather than the extremities.
- To resequence the overall design so that colors are placed consecutively, check **Auto resequence by color**.
- Check **Offset every other** to add extra separation between every <u>other</u> object in the final design; enter the

percentage (based on the size of the original object) in the per cent field.
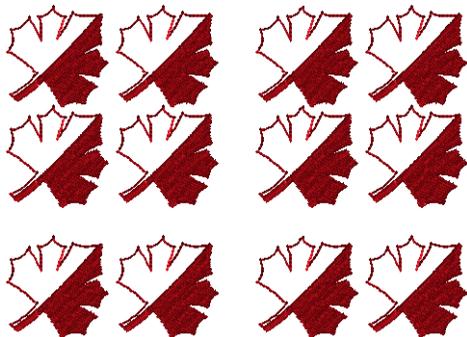
- ◆ Check **Offset every other row by** to offset alternate rows in the final design. Enter the percentage to offset by (based on the size of the original object) in the "per cent" field.
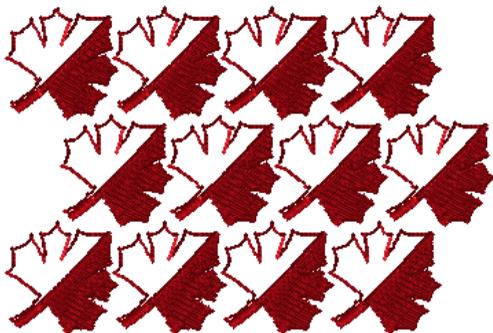
- ◆ Check Flip every other horizontally to flip every other object in the design in the horizontal direction.
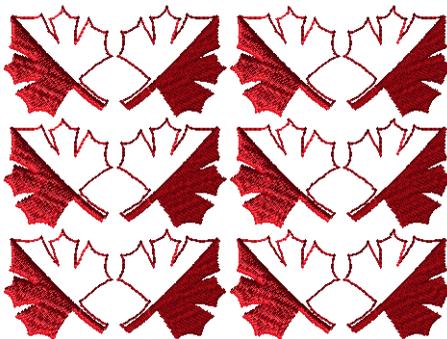
- ◆ Check Flip every other vertically to flip every other object in the design in the vertical direction.

6 Click Apply.
You see your changes reflected in the Repeat Design dialog's preview window.

You can repeat steps 3-6 until you get the look that you want, before actually generating the stitches for the design.

7 Click OK
The repeated design will be generated, and will appear in the workspace.

Corners Repeat tool

The Corners Repeat tool may be applied to either embroidery or artwork segments. It creates a four-fold copy of the selected design or artwork, with the copied sections flipped through the vertical and horizontal axes.

The Corners Repeat dialog also has settings for changing the vertical and horizontal separation between copies, and the angle of each.

To apply the Corners Repeat tool:

1 Select an embroidery or artwork segment.
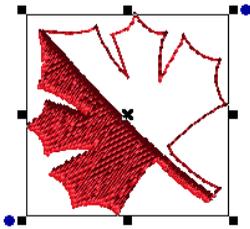
2 On the Arrangement toolbar, click the Corners Repeat tool.

A dialog opens in front of the workspace; the selected segment is displayed in the Preview window.
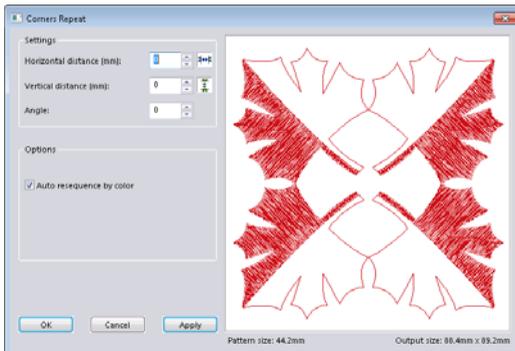
3 To adjust the appearance of the repeated design, adjust any of the following:

◆ In the Horizontal distance field, input a value for the amount of horizontal separation required.

◆ In the Vertical distance field, input a value for the amount of vertical separation required.

◆ In the angle field, enter the angle of displacement from the horizontal.

4 To preview how the above settings will affect the appearance of the final design (before generating the stitches) click the Apply button.

Notice that the size of the original pattern and the size the final design will be are shown in the dialog immediately beneath the Preview pane.

5 (Optional) To resequence the overall design so that colors are placed consecutively, check the "Auto resequence by color" box.

6 When all adjustments have been completed, click OK.
The Corner Repeats dialog will close, and the completed design will appear in the workspace.
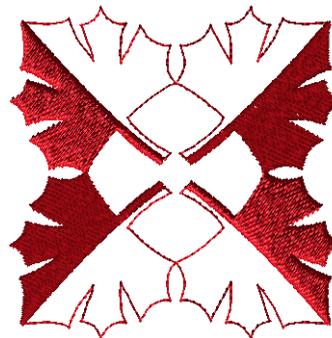
Color Play

The Color Play ⬤ tool is used to change the overall appearance of a design by adjusting its color scheme. Note that you can choose which thread colors will be affected (or not) by checking or unchecking the boxes next to each thread in the "Affected Colors" area of the dialog.

There are a number of different ways that the Color Play tool can be used to adjust the design's thread colors:

- **Lighten** or **Darken**: In both these cases, the program analyzes the colors of the selected threads, and substitutes new threads of a similar hue but different intensity (i.e., lighter or darker, depending on which you choose).

- **Tint**: All selected colors will be adjusted according to the color you choose in the color chooser dialog. So, for example, if you select a red tone in the color dialog, the selected colors in your design will all be converted to reddish colors.

- **Randomize:** New thread colors will be applied randomly to the selected colors in the design.

- **Theme:** Color Play themes come pre-loaded with the software. When you apply a theme the program looks at the selected colors in the design, and substitutes for each the thread color from the Theme set that is closest in value.

At any point, you can check the optional "3D View" box in the top-left of the dialog to preview the design in 3D stitches.

To use the Color Play tool:

1 Open a design.

2 On the Specialty toolbar, select the Color Play ⬤ tool.

You see the Color Play dialog window. The dialog includes a preview of the image, and a list of the current threads in the design.
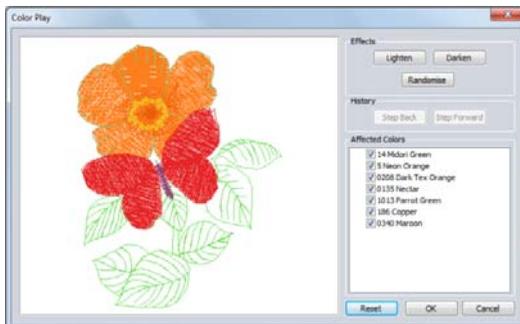
By default, all thread colors will be selected, meaning that all will be affected by the changes. If you only want to lighten or darken some colors and not others, uncheck the other thread colors to de-select them.
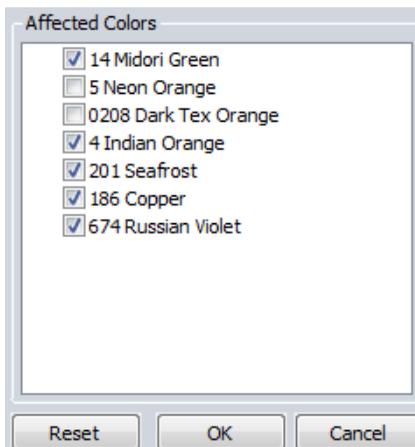
3 To lighten or darken colors, do one of the following:

- ◆ Click Lighten to substitute lighter thread colors for the selected thread colors.
- ◆ Click Darken to substitute darker thread colors for the selected thread colors.
- ◆ Repeat either of the above as many times as required to achieve the desired color level.

The image after two darkening steps.

4 To Tint the color scheme, do the following.

- ◆ Click the Tint button.
  You see a Color dialog.
- ◆ In the Color dialog, select the tint color you want to apply.

  Colors can be selected from the color "swatches" on the left, or you can click in the color palette on the right to create a custom color. If using the palette, note that the slider on the far right controls the light/dark balance of the custom color.

- ◆ Click OK.
  The Color dialog will close. In the Color Play preview window, you will see that

the design's colors have been adjusted according to the tint color.

5 To substitute random colors for the selected threads, click Randomize.

6 To apply a Color Play Theme, do the following:

- ◆ In the Color Play dialog, click the Theme button.
  You see the Color Play Themes dialog.
- ◆ Tick the box next to the theme you want to apply.
- ◆ Click OK.

The Color Play Themes dialog will close. In the Color Play preview window, you will see that the colors have been changed to those in the selected Theme.

7 If required, use the Step Back and Step Forward buttons to review the color changes that you have made.

8 Click the Okay button to close the dialog and complete the color changes.
The design will appear in the workspace with the colors change.

Creating a Customized Color Theme

You can use the Color Play Theme Creator to create your own color themes to be used with the Color Play tool. These color themes will be available under the Theme option in the Color Play dialog.

The colors in your custom theme can be taken from any of the thread charts available in Floriani Total Control U; indeed, it is possible to use two or more different thread charts to create the custom theme.

You can also base your custom theme on an existing color theme, by using the "Import" option on the dialog.

To create a custom Color Theme:

1 On the menu bar, select Tools—Color Play theme Creator.
   You see the Color Play Theme Creator dialog.
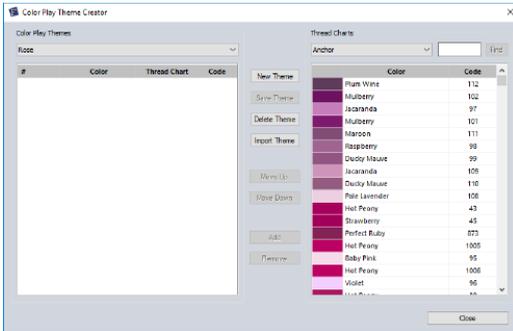
2 Click the "New theme" button.
   A "New theme" dialog will pop up on top of the workspace.
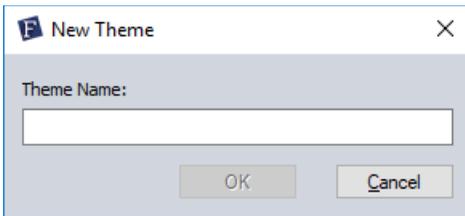
3 Enter a name for the custom theme, and click OK.
4 To add thread colors to the theme, do the following:
   ◆ Select the thread chart with the desired colors from the "Thread charts" drop-down list.

◆ Select the desired color or colors from the color list on the right side of the dialog.

   You can use the Find field in the top-right of the dialog to search the list of thread colors in the chart by name; enter a name (or partial name) into the Find field and hit enter to find each color name that matches the name that you type in. For example, searching on "green" will find "Green" "Blue-green", "Sea-green" etc.

◆ Click the **Add** button.
   The selected threads will be added to the theme (left-hand column).
◆ If you need to remove a thread that has been added by mistake, select it in the list and click the **Remove** button.

5 Repeat the above step until all the colors you want have been added.
6 It is also possible to build a custom theme by importing thread colors from one or more existing themes. To import a theme, do the following:
   ◆ Click the Import button.
   You see a new dialog, which lists all the existing Color Play themes.
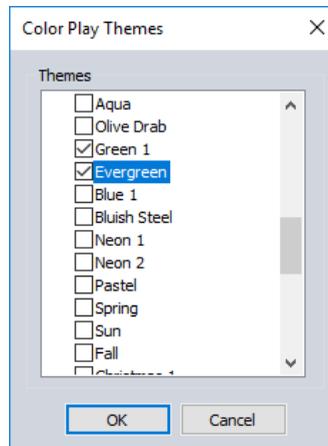
- ◆ Click in the check box(es) to select the theme(s) you want to import.
- ◆ Click the OK button.

  The Color Theme list (left column) will be populated with all the colors from the imported theme(s).

- ◆ Add or delete thread colors as needed using the Add and Remove buttons.

7 Click the **Save Theme** button.

*You will now see a new pop-up dialog, "Confirm save theme." Click **Yes** to save the theme as is, or **No** to return to the main dialog and continue editing the theme.*

8 When you have completed and saved the new theme (or themes), click Close to exit the Color Play Theme Creator dialog.

UDesignIT

UDesignIT is a quick way to assemble designs in Floriani Total Control U. It includes a list of pre-digitized embroidery elements that you can mix and match. There are a number of central or "body" elements that you can choose from to form the basis of the design. You then can attach different "limb" elements (arms, legs, ears, etc.) to the body element. These limb elements will automatically snap to points on the "body" known as "magnets" (magnets appear on the body element as orange disks).

The limb elements of the UDesignIT design can then be interchanged in any combination you like.

To create a design with the UDesignIT tool:

1 On the Specialty toolbar, click the UDesignIT ![icon] Icon.

You see the UDesignIT dialog.

2 In the Body area of the dialog, select a gallery from the drop-down list.

Thumbnails of all the body types will appear in the panel on the left of the dialog.

> Alternatively, you can select "All Galleries" which will list all the body types that are available.

3 Select a body type from the list of images in the selected gallery.

The selected body type will appear in the Preview window.
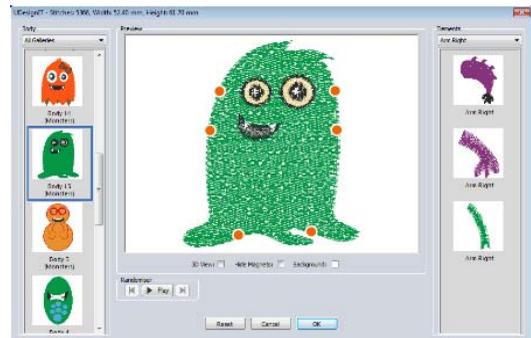
4 In the Elements area, select one of the element categories from the drop-down list, e.g. arm, legs or tail; in this example, we have selected the "Head left" category.
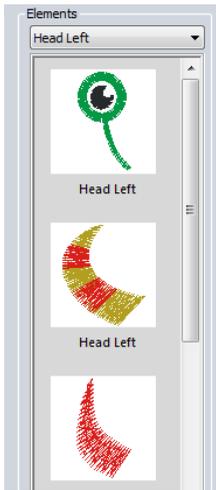
Note that not all body types in the gallery will have magnets corresponding for every type of element.

5 Click an element to place it in the design.
The selected element appears on the corresponding magnet site.
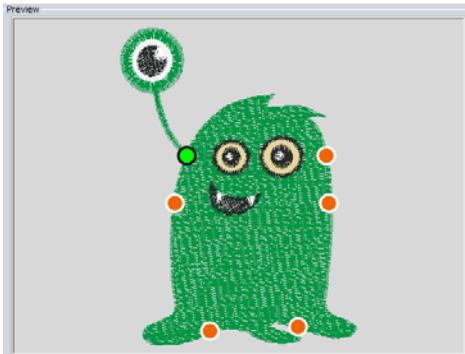
6 Repeat steps 4-5 above to place elements in the other positions.

7 To make fine positional adjustments of an element relative to the body, do the following:

◆ Right-click on magnet site of the element.
You see a context menu.

◆ On the context menu, select Nudge.
The magnet disk is now surrounded by a square selection frame with green arrow beads on each side.
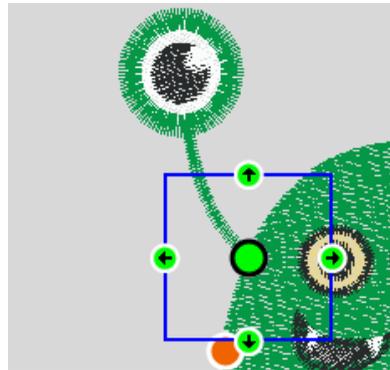
◆ Click the arrow beads to move the element.

◆ When the element has been moved to the desired position, click anywhere outside the selection frame to deselect the magnet.

You can return the element to the original position by right-clicking the magnet and selecting Reset from the context menu.

8 To rotate an element, do the following:

◆ Right-click on element's magnet.
You see a context menu.

◆ On the context menu, select Rotate.
The magnet will be enclosed in a circular frame with a green bead.
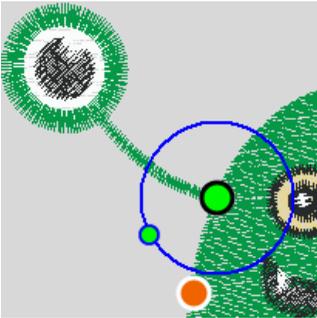
- ◆ Click and drag the green bead to rotate the element.
- ◆ When the element has been adjusted to the desired angle, click anywhere outside the circle to deselect that element.

9 When all elements have been placed and adjusted, click OK to generate the design. *The design appears in the workspace.*

UDesignIT Options

The following options are available on the UDesignIT dialog.

- **3D Preview:** To see a realistic preview of the design's stitches, click in the 3D checkbox.
- **Hide magnets:** To view the design without the magnets, check the Hide Magnets box.
- **Background**: To add a background (plain color or fabric) to the design, click the background checkbox and choose Color or Fabric from the menu. This will open dialog which allows you to select the background you want. When you generate the design, the selected background will also appear in the main workspace.
  For more information on the Background

dialog, see "Viewing Designs—Viewing Buttons—Changing the Background."

- **Randomizer.** You can use the Randomizer feature to create designs that mix bodies and "limb" elements at random. Simply click the Play button of the randomizer, and the software will display different, random combinations of the elements sequentially. Each combination will appear for a few seconds. Click the Stop button to pause the process and output the design.
  You can also click the back and forward buttons to review random combinations earlier or later in the sequence.
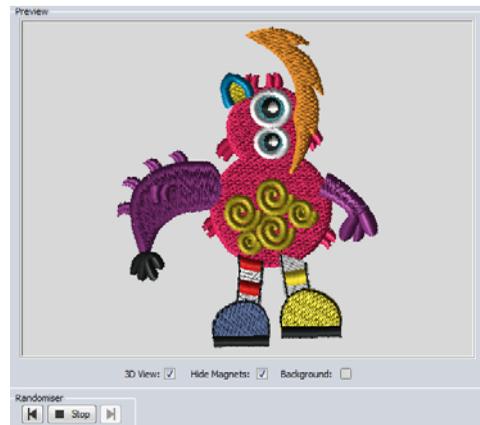
- **Sewing order:** You can change the sewing order of elements of the UDesignIT design from within the dialog. You can move the selected element up or down in the sewing order, or move it to the first or last position in the sewing order.
  To do this, right-click on a magnet, and choose the appropriate command from the context menu.

Word Play

The Word Play ◆ tool is a special type of text tool, that generates a number of words, or text paths, and puts them into the design. The text paths are scattered randomly around within the boundaries of an envelope shape, which you select from the dialog.

> You can also save your own artwork to use as a shape in Word Play. For details on this procedure, see "Drawing LInes, Shapes, and Artwork--Saving Artwork as a Word Play shape."
> Once you have created and saved a shape, it will appear on the list of Shapes the next time you open the Word Play dialog.

Use the dialog to set other parameters of the design, such as the maximum number of text paths that will be included, the font used, the orientation of the text, etc.

You can see how the Word Play will look in the dialog's Preview window before you actually place it in your design. This allows you to adjust settings, and re-generate the Word Play as often as required to get the right result.

To use Word Play:

1 Open an existing design, or create a new design file.
2 On the Specialty toolbar, click the Word Play ◆ tool.

   You see the Word Play dialog.
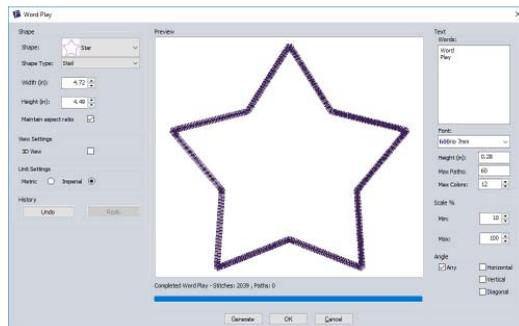
3 In the Unit Settings area, select the units you want to use for the Width and Height of the shape: Inches or Metric.
4 In the Shape area, do the following:

   ◆ Select a Word Play shape (envelope) from the Shape drop-down list.
   ◆ Select one of the outline types from the drop-down list:

      ◆ **Artwork**: The outline shape (envelope) will not have any stitches, but it will appear in the final design as an artwork object.
      ◆ **Run**: The envelope shape will be converted Single run stitches.

   > After the Word Play has been generated, you can select the shape and modify it (for example, by converting the single run to a programmed run pattern).

      ◆ **Steil**: The envelope shape will be converted to steil stitches.
   ◆ Enter the overall dimensions (height and width) of the Word Play outline, or envelope. Clicking the up and down-

arrows next to these fields to fine-tune the dimensions in 1 mm increments.

> The "Maintain Aspect Ratio" box will be checked by default; when checked, both height and width will be scaled proportionally when you adjust either dimension.
>
> You can uncheck "Maintain Aspect Ratio" if you want to change one dimension without affecting the other.

5 In the Text area, do the following:

- ◆ Enter the word (or words) you want to use into the Words field. To have two or more words/phrases in the design, press the **Enter** key to place the new word/phrase on a new line.

```
Text
  Words:
┌─────────────────────────┐
│ Starts                  │
│ Estrellas               │
│ Etoiles                 │
│ Stella                  │
│ Sterne                  │
│                         │
│                         │
│                         │
└─────────────────────────┘
```
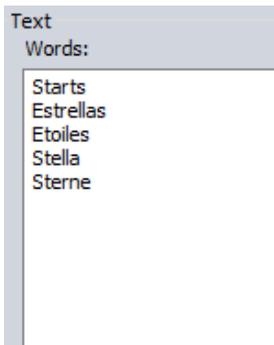
- ◆ Select the font you want to use from the drop-down list.
- ◆ If not using the default height for the selected font, enter a value in the Height field.
- ◆ In the Max Paths field, enter maximum number text segments that you want to include in the design.
- ◆ The text paths in the finished design will have colors randomly assigned to them. You can limit the maximum number of colors that will be used by

entering the desired value in the Max colors field (up to 15).

6 In the Scale fields (Min./Max.) select the range of the variation in the height of the generated text segments. The minimum and maximum height will be expressed as percentages, where 100% equals the original font height as set in the text area.

7 Under Angle, choose the orientation of the text paths:

- ◆ **Any**: The paths will be oriented randomly, so as to best fit the chosen envelope.
- ◆ **Horizontal**: All text paths will be oriented along the horizontal.
- ◆ **Vertical**: All text paths will be oriented up and down.
- ◆ **Diagonal**: Text will be placed at a 45º angle.

8 Click Generate to see the Word Play in the dialog's preview window.

Sometimes, if there are many paths in the Word Play, the Generate command will take a few seconds to process; a progress bar located along the bottom of the preview window, will display the status of the stitch generation.

> You can check the 3D View check box to see a realistic preview of the finished Word Play.

Preview

Completed Word Play - Stitches: 18420 , Paths: 37

9 If desired, you can repeat the "generate" step multiple times. Each time you do so, the Word Play tool will randomize the arrangement and sizes of text strings, and a new arrangement will appear in the preview window.

As you generate new arrangements, they will be saved into a history. If you want to revisit previous iterations of the Word Play design, you can do this by pressing the **Undo** button. To go forward in the history again, press the **Redo** button.

10 If required, adjust the shape, text, scale, and angle settings, and press Generate again until the desired effect is achieved.

11 When ready to place the Word Play in the design, press OK.

The Word Play will appear in the workspace.

Duplicate Tool

Duplicate is a quick and easy way to take a segment and paste an additional copy of it into your design. Duplicate allows you to change

the size and angle of the placed component using only the mouse. You can also place multiple instances of the same segment using Duplicate.

To use Duplicate:

1 Select an object that you wish to copy.

2 Click on the Duplicate ![button] button on the Modify and Optimize toolbar.
The mouse pointer becomes a crosshair.

3 Click, hold, and drag the mouse to create the baseline.
This is the line upon which the pasted design will be based; drag along the direction of the line to make the copy larger or smaller, and drag perpendicular to the line to change the orientation of the paste.

4 Release the mouse button to set the pasted copy in place.

> Duplicate allows you to make multiple copies of a segment; the design stays 'loaded' in Duplicate's memory until you select a new tool, or right-click.

Using Duplicate to place multiple instances of the same design in different orientations.

The Templates Tools

Sometimes in your creative design work, you may find that you want to use the same segment repetitively, to create a pattern or border. Floriani Total Control U has two time-saving templates functions, which allow you to quickly make a pattern of repeated designs. The Templates feature allows you to make a pattern using a number of different shapes; the Circle Template feature quickly creates a circular pattern of repeated elements.

Creating a Pattern with the Templates Tool

1 Select the item or items that you wish to use as the basis for your template.

2 Click on the Templates button on the Arrangement toolbar.
The Templates dialog box appears.
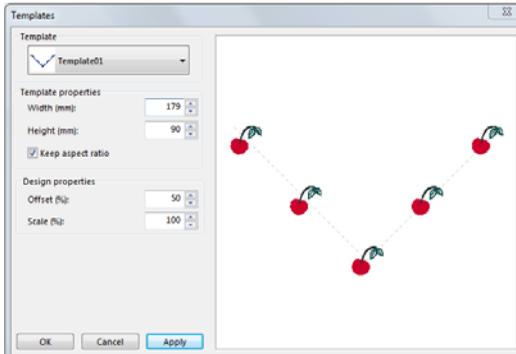
3 Select a shape from the Templates drop-down list.
You see your new template in the preview pane of the Templates dialog.
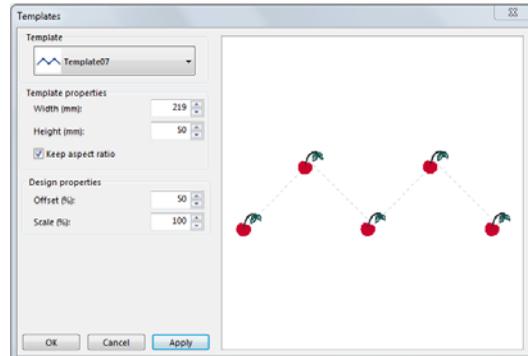
4 If you wish to, you can make adjustments to the template at this stage. For example, you can do any of the following:

 ◆ Change the size of the template by typing a new width or height in the Template properties boxes.
 ◆ Change the percentage offset of segments from the baseline of the template.
 ◆ Modify the scale of the segments in the template.

5 Click Apply to see your changes in the preview pane of the Templates dialog.

6 Click OK when you are satisfied with your changes.
The finished template appears in the design workspace.
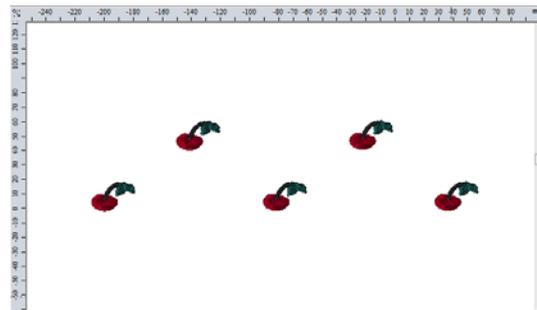
Creating a Pattern with the Circle Template tool

1 Select the design that you wish to use as the basis for your template.

2 Click the Circle Template ⟳ button on the Arrangement toolbar.
   The Circle Template dialog box appears.
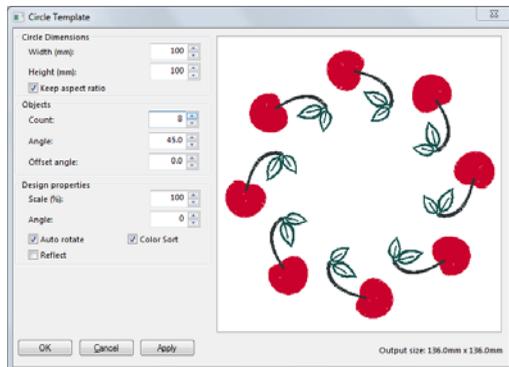
3 If you wish, you can adjust the circle template at this stage by doing the following:

   ◆ Change the diameter of your circle: With the "Keep aspect ratio" box checked, type the desired size in either the Width or Height boxes of the Properties section of the dialog.

   💡 To change the shape of your circle template to an ellipse, uncheck the "Keep aspect ratio" box, and type in new values in the width or height boxes of the Circle Template Properties section.

   ◆ Change the number of times the segment repeats by inputting a new value in the Count box.

   ◆ Modify the angle between each segment by typing a new value in the Angle box.

   ◆ Change the size of the repeated segments in the template by changing the percentage Scale box.

   ◆ Tilt the segments by typing a new value in the Angle box.

4 Click Apply to preview the changes that you have made in the Preview pane.

5 Click OK to place the template in your currently active location.
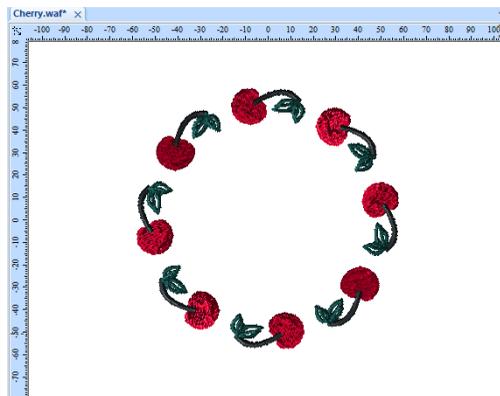
CHAPTER 11

Design Editing in Outline Mode

When you use the Select tool, Floriani Total Control U automatically changes to Outline Mode. In Outline Mode, you can edit outline segments (design objects) in the unified design window. To perform design editing in Outline Mode, you must work Outline File (*.WAF) format.

Floriani Total Control U allows you to move and duplicate segments in Outline Mode. You can also Resize, Rotate, Flip or Distort segments in a few easy steps. Using the properties box, you can modify various stitch properties such as stitch type and thread color for any segment.

When performing major outline editing, you should be careful of how other segments will be affected. For more information on the general rules of editing segments, see "Editing Segments".

Topics covered in this chapter:

- How to edit, copy and move segments.
- Methods for moving through a design window.
- Working with beads.
- Sequencing outline segments to change the sewing order of designs.

Editing Segments

In the design window, you can edit a design's individual or grouped outline segments (design objects) while in Outline Mode. To perform design editing in Outline Mode, you must work with outline (*.WAF) files. When you use the Select ![icon] tool from the Edit toolbar, Floriani Total Control U automatically changes to select mode; you can also change into select mode by typing Ctrl+1 on the keyboard.

As a general rule, you should perform all outline edits to a design first (in Outline Mode) and save the design file. Next, you should perform all stitch edits to the same design (in Stitch Mode) and save the design file with a different file name. If you follow this general rule, you can avoid possibly losing your stitch edits while doing significant design editing.

A segment's stitch edits may be lost if you perform an outline editing action that forces Floriani Total Control U to regenerate stitches for the segment. The following are design editing actions that can force stitch regeneration in your design:

- Resizing a segment.
- Modifying the settings for a segment.
- Moving a segment.

Typically, when you add or modify segments in a design, Floriani Total Control U will not regenerate stitches for the entire design. The software will, however, generate stitches for the segment being modified.

Selecting Segments

The Select ![icon] tool allows you to select and modify individual or grouped segments (design objects). Select outline segments by clicking on them, or by clicking and dragging to draw a box around parts of the design.

The Lasso ![icon] tool allows you to draw a line around the design to select it instead of a box.

When the Shape ![icon] tool is active, you will see the anchor points of the segment. You can also select individual segments using the Shape tool and then select beads and angle lines.

> The Shape tool can be selected by typing Ctrl+2 on the keyboard.

Once you select an outline segment, you can change its properties using associated edit menus and tabs as well as the bead attached to the segment's selection box. You can move, duplicate, resize, rotate, reflect, skew, stretch, compress, or delete selected segments.

To select segments using the Select tool:

1. On the Edit toolbar, click the Select ![icon] tool.

> You can also invoke the Select tool by pressing **Ctrl+1** on the keyboard.

2. To select one segment, do one of the following:
   - Click the segment you want to select.
   - Click and drag to select the segment.
   The active segment is enclosed in a selection box with handles.

3 To select multiple segments, do one of the following:

- Click and drag across all the segments you want to select.
- Click a segment. Press CTRL while clicking each segment not already selected.

The active segments are enclosed in a selection box with handles.

4 To edit or change the properties of the segments, do the following:

- Right-click and choose any of the options available in the edit menu.
- In the Properties box, alter any property settings as required.

To select segments using the Lasso tool:

1 On the Edit toolbar, click the Lasso tool.

2 Click and drag in the design workspace.

3 Right-click when finished.
The active segments are enclosed in a selection box with handles.

4 To edit or change the properties of the segments, do one of the following:

- Right-click and choose any of the options available in the edit menu.
- In the Properties box, alter any property settings as required.

To select an individual segment using the Shapes tool:

1 Click the segment you want to select.

2 On the Edit toolbar, click the Shape tool to select the segment you want to edit.

> The Shape tool can also be selected by typing Ctrl+2 on the keyboard.

You can now view the active segment's beads and inclinations.

3 To edit or change the properties of the segments, do any of the following:

- Right-click and choose any of the options available in the edit menu. You can alter the segment's beads and inclinations accordingly.
  For more information on working with beads and inclinations, see the "Working with Beads" section.
- In the Properties box, alter any property settings as required.

To select segments using the Sequence View area:

1 From the Edit toolbar, click the Select tool to change to Outline Mode.

2 From the Sequence View area, browse to find segments grouped by a given color.
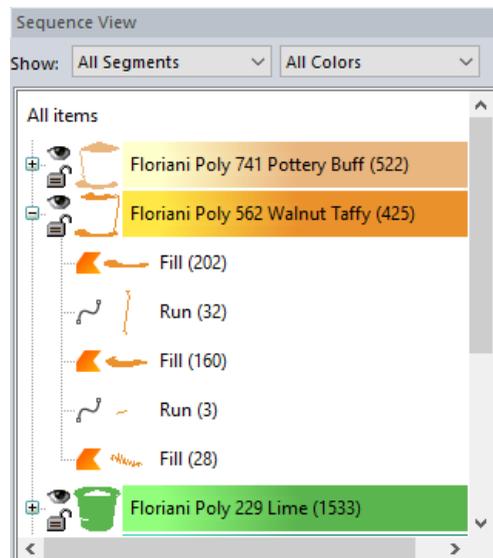
3 To select one segment, click the segment from the list.

The active segment is enclosed in a selection box with handles.

4 To select multiple segments within the Sequence View area, do any of the following:

- Click a segment. Press CTRL while clicking each segment not already selected.

- Click a segment at the start of your selection. Press Shift while you click the segment at the end of your selection. To extend the range of selected segments, press Shift again or Shift+CTRL while you click any segment outside the range of segments already selected.

In the workspace, the active segments will be enclosed in a selection box.

5 To edit or change the properties of the segments, do any of the following:

- In the design workspace, right-click the segment(s) and choose any of the options available in the edit menu.

- In the Sequence View area, right-click the segment(s) and choose any of the options available from the menu.

- In the Properties box, alter any property settings as required.

Selection Frame Tools

The segment selection frame now includes tool icons that allow instant access to some of the more commonly-used editing functions. These tools are listed and described in table below.

✖	**Delete:** Removes the selected segment or group of segments from the design.
✛	**Nudge:** Click the arrows to move the selection incrementally in the direction indicated.
⌖	**Close:** Joins the open ends (if any) of the selected linear segment.
🔒	**Lock:** Locks the selected segment so that it cannot be edited or deleted. To unlock a locked segment, locate it in the layers panel and click the lock symbol.
🖱	Right-click: Opens the right-click menu (sometimes called the Context menu) with a regular mouse click; useful for users with a single-button mouse.
🖽	**Group/Ungroup:** If multiple segments are selected, they will be merged into a single, grouped segment; click again to ungroup the segments
➤	**Shape:** Select and move anchor points and start/end beads.
🗐	**Copy/Paste:** Copies the selected segment or group, and pastes it into the design. The new copy will be slightly displaced from the original
🔍	**Fit to selection:** Centers the selected segment, and changes the zoom level so that it just fits in the workspace.

To hide these frame tools, open Program Preferences—View tab.

Inserting and Deleting Stops between Segments

You can insert a stop between segments contained in the same thread color layer or segment group based on color. When you insert a stop within a segment group, the selected segment starts a new segment group using the same thread color.

To insert stops between segments:

1   In the Sequence View, or in the design workspace, select the segment you want to insert a stop before.

You must have at least one segment in the same segment group or thread color layer before the selected segment.

2   Do one of the following:
   ◆ Right-click and choose Insert Stop.
   ◆ Press Ctrl + Alt + C on the keyboard.
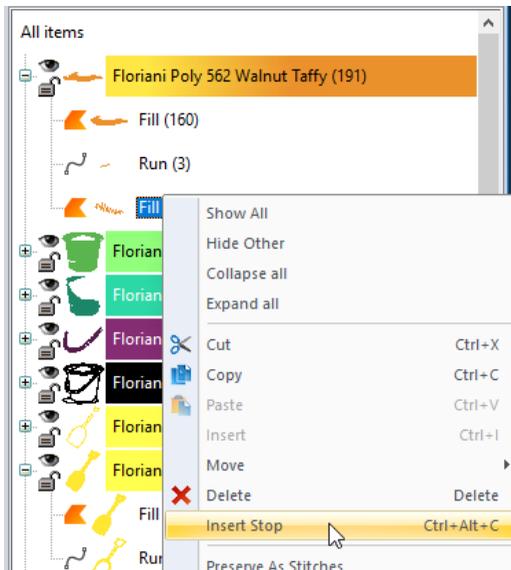
In the Sequence View area, a new segment group appears and contains the selected segment. Below you see the fill segment selected in step 1 is now at the top of a new segment group.
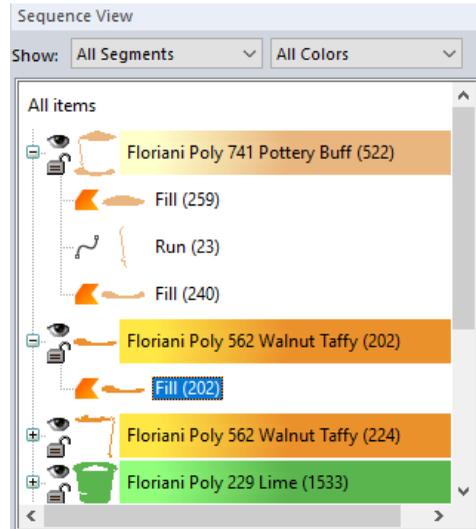
To delete stops between segments:

1   In the design window or Sequence View area, select the segment you want to delete a stop from.
2   Right-click and choose Remove Stop.
   The stop is removed and the selected segment is added to its original segment group.
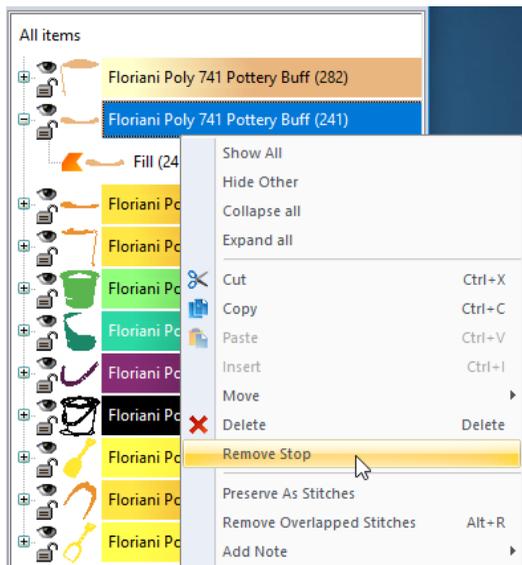
In the image below, notice that the selected fill segment is now part of the original segment group.
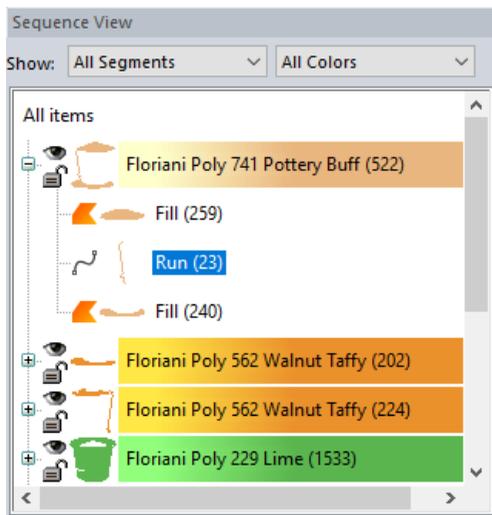
Copying Segments

In Outline Mode, you can use numerous methods to copy segments in your designs. When modifying outline segments and doing significant design editing in Floriani Total Control U, you should know how to avoid possibly losing your stitch edits.

To copy to the Clipboard:

1 Select one or more segments you want to copy.

2 To copy segments to the clipboard, do one of the following:

- On the File menu, click the Copy tool.
- In the design workspace or the Sequence View area, right-click the segment(s) and choose Copy from the menu.

> You can also choose Edit—Copy or press Ctrl+C on the keyboard to copy segments.

3 To paste copied segments from the clipboard, do one of the following:

- On the File menu, click the Paste tool.
- In the design workspace or the Sequence View area, right-click anywhere and choose Paste from the menu.
  The selection is pasted at the end of the design.

> You can also choose Edit—Paste or press Ctrl+V on the keyboard to paste segments.

To cut to the Clipboard:

1 Select one or more segments you want to cut.

2 To cut segments to the clipboard, do one of the following:

- On the File menu, click the Cut ✂ tool.
- In the design workspace or the Sequence View area, right-click the segment(s) and choose Cut from the menu

You can also choose Edit—Cut or press Ctrl+X on the keyboard to cut segments.

The segments are removed from their placement.

3 To paste cut segments from the clipboard, do one of the following:

- On the File menu, click the Paste 📋 tool.
- In the design workspace or the Sequence View area, right-click anywhere and choose Paste from the menu.
  The selection is pasted at the end of the design.

Deleting Segments

Deleting a segment removes it from the design. The only way to retrieve a segment you delete is to choose Edit—Undo or click the Undo ⬅ tool from the File toolbar immediately after you delete it.

To delete a segment:

1 From the Edit toolbar, click the Select 🔺 tool or the Lasso 🔽 tool.

2 Select the segment.

3 There are three ways to delete a segment:

- Right-click and select Delete from the shortcut menu.
- Press Delete on your keyboard.
- Choose Edit—Delete.

Showing and Hiding Segments

Floriani Total Control U allows you to show and hide segments and segments grouped by color using the Sequence View area.

You can show or hide the color groupings in the design in Sequence View, clicking the show segments 👁 icon on and off.

To hide color segments:

- Click on the show segments icon 👁 next to the segment you wish to hide.
  The icon is greyed out to indicate that the segment is hidden In the design workspace, you no longer see any of the unselected segments in the design.

To show a hidden color segment:

- Click on the greyed-out show segment icon 👁 next to the segment or segments you wish to show.
  In the design workspace, all segments in the design reappear.

Viewing Hidden Segments in Ghost Mode

The Ghost mode allows you to see segments of the design that are hidden. When you turn on Ghost mode, you will see the hidden segments of the design as an off-white color. This allows you to 'see' where the rest of the design is, but not have confusion as to which parts of the design are selected for editing.

To view segments in Ghost Mode:

1 Open an existing design file.

2 In the Sequence View pane, hide the segment or segments you do not wish to edit by clicking the show segment 👁 icon next to them. For more information, see "Showing and hiding segments".
The segment(s) that have been hidden no longer appear in the design window.

3 To turn on Ghost mode, do one of the following:
   - On the View toolbar, click the Ghost 👻 tool icon.
   - From the menu bar, select View — Ghost.

The segments of the design that were hidden now appear in a light grey color.

To turn off Ghost Mode:

- Do one of the following:
   - From the View toolbar, click the Ghost 👻 tool icon again.
   - On the Menu bar select View —Ghost.

Grouping and Ungrouping Segments

You can combine several segments into a group so that the segments are treated as a single unit. You can then edit a number of segments without affecting their individual attributes. For example, you might group the segments in part of a design so that you can move and resize those segments as one unit.

Once segments are grouped, you have to ungroup them to deselect the segment group. For example, you might group the segments in part of a logo design so that you can move and resize those segments as one unit.

To group segments:

1 In the design workspace or Sequence View, select the segments you want to group.

2 Do one of the following:
   - On the Modify and Optimize toolbar, click the Group 🔴 tool.
   - On the menu bar, select Edit—Group
   - Press **Ctrl+G** on the keyboard.
   - Right-click and choose Group from the context menu.

3 Right-click and choose Group from the menu.
The stitches remain highlighted.
You will now be able to edit the group in

any number of ways, such as moving, rotating, or resizing it.

To ungroup segments:

1 In the design workspace, or in the Sequence View, select the grouped segments.

2 Do one of the following:

♦ On the Modify and Optimize toolbar, click the Ungroup ![icon] tool.

♦ On the menu bar, select Edit—Ungroup

♦ Press **Ctrl+U** on the keyboard.

♦ Right-click and choose Ungroup from the context menu.

The group is no longer grouped together.

Combining Segments

You can combine two or more outline segments (of the same type) to form a single segment; this merges the original paths into a new segment.

> Note that this can only be applied to segments which contain outlines – it cannot be used to join stitch segments.

To combine artwork segments:

1 Using the Select ![icon] tool or the Lasso ![icon] tool, select the segments you want to combine.

2 Do one of the following:

♦ On the Transform toolbar, click the Combine ![icon] tool.

♦ Right-click and choose Combine from the shortcut menu.

The selected segments are merged into a single segment.

Breaking up a Combined segment

The Break Apart tool separates a single artwork segment into multiple artwork path segments.

To separate segments:

1 Select the path segments that were combined using the Combine tool.

2 Do one of the following:

♦ On the Transform toolbar, select the Break Apart ![icon] tool.

♦ Right-click and choose Break Apart from the shortcut menu.

The Combined segments will be separated again.

Removing Overlapping Stitches

When you merge two or more designs together, or create multiple design objects (such as fill or satin segments) with overlapping areas, the Remove overlap command instantly removes those stitches that are overlapped.

Note that "Removed Overlapped Stitches" will not be applicable to designs without outlines (that is, stitch or "machine: files) unless they have been converted to outlines.

However, if you import such files using the Merge tool, you can convert them to outlines

by checking the "Convert to Outlines" check box when importing the design.

Remove Overlapping Stitches cannot be applied to Appliqué, Cross Stitch, or Lettering segments; Remove Overlapping Stitches works best with designs that contain Fills and Columns.

This function also has an option to retain some of the overlap when performing Remove Overlapping stitches, called the "allowed overlap distance." Leaving some overlap helps eliminate the gaps that can sometimes occur when all the overlap is removed.

To remove overlap:

1   Select the top segment that overlaps other segments or designs.
2   Right-click, and choose Remove Overlapped Stitches from the shortcut menu.
    You see the Remove Overlapped Stitches dialog.
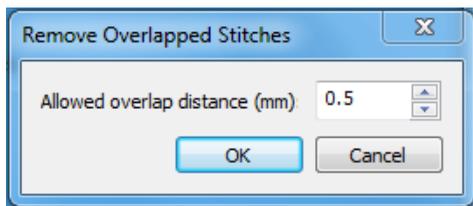
3   To retain some overlap between the stitch segments, type the distance in the box, and click OK.

The default is set at 0.5 mm. This will prevent any gaps from occurring when stitching the design.

The overlapped portions of selected segments will be removed accordingly.

Converting Segments to other Stitch Types

You can convert a segment to another stitch type or stitch effect without recreating the segment. After you convert a segment to another stitch type, you may change the properties of the segment. Converting stitch types is also handy when you have an existing outline segment in a design and you want to either duplicate it or use it in another design as another stitch type.

Here are two examples of when you would convert a segment to another stitch type:

*   Standard Fill to Applique. You enlarged a design and now your stitch count is too high. You can convert the fills to appliques and now your stitch count and sewing time is much lower.
*   Run to Satin. Run stitches used as borders around the segment are too small. You need a thicker border. Convert your Run to Satin to get the desired effect.

To change the stitch type:

1   Select a segment.
2   From the Stitch Effects toolbar, select the stitch type or stitch effect you want to applied to your segment(s).

Converting Stitches to Stitch Segments

Floriani Total Control U allows you to convert segments into stitch segments. Outline changes made to any part of the design will not affect stitch segments. You cannot perform any outline editing on stitch segments except to resize, reflect, rotate, and change the color of these stitch segments; however, major

editing is not advisable. With the exception of the previously mentioned outline edits, the stitches which are part of a stitch segment can only be modified by direct stitch editing.

To convert segments into stitch segments:

1 Select the segment you want to convert into a stitch segment.

2 Do one of the following:
- In the design window, right-click the segment(s) and choose Preserve As Stitches from the edit menu.
- In the Sequence View area, right-click the segment(s) and choose Preserve As Stitches from the menu.

Stitch to Outline Conversion

The Stitch to outline conversion process allows you to select a design (or part of one) that is in stitch (or machine) file format. Converting these designs/segments to outlines allows you to perform outline edits, such as resizing, or changing the fill density.

There are two kinds of STO conversion, regular and advanced.

To perform regular stitch to outline conversion:

1 Select one or more stitch segments.

2 Right-click and select Convert to Outlines from the context menu.
The segment will be converted to outlines.

To perform Advanced stitch to outline conversion:

1 Select one or more stitch segments.

2 Right-click and select Convert to outlines (Advanced) from the context menu.
You see the Advanced STO dialog.
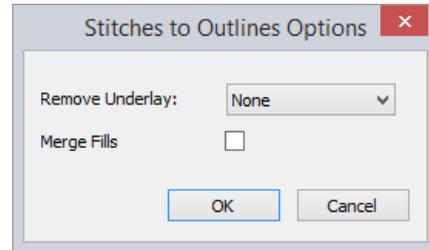
3 Select one (or both) of these options:
- **Remove underlay:** The conversion process will remove any stitching underlay stitching.
  Choose one of these options from the drop-down list
  - **None:** Any underlay in the original stitch file will be left as is.
  - **Simple:** The underlay stitches will still appeal after the file is converted, but when the design is regenerated these stitches will be removed from the design.
  - **Aggressive:** Any underlay stitches be will be removed from the design from the outset, and will not appear in the converted file.
- **Merge Fills:** If multiple fill segments are created when the stitch file is converted, this will merge them into one segment.

4 Click OK.
The selected segments will now be converted to outlines.

Closing Open Segments

Floriani Total Control U makes it easy to close open objects in your embroidery designs. By quickly joining the two end points of a segment, you can save time when working with imported artwork or performing outline edits.

To close open segments:

1 Select one or more segments.
2 Do one of the following:
   ◆ On the View toolbar, click the Close
     Shape ![icon] tool.
   ◆ Press Sift+C on the keyboard.
   All open segments will now be closed; segments that are already closed will not be altered.

Moving through Outline Designs

Once you are in Outline Mode, Floriani Total Control U makes it easy to move through an Outline design.

To move through a design by increments:

1 On the Edit toolbar, click the Select ![icon] tool to change to Outline Mode.
2 In the Sequence View area, select a segment from the list.
3 On your keyboard, press any of the following keyboard shortcuts:
   ◆ Ctrl+Arrow Up = move backward by segment.
   ◆ Ctrl+Arrow Down = move forward by segment.

To move through a design using the Draw Bar:

1 From the Edit toolbar, click the Select ![icon] tool to change to Outline Mode.
2 Choose Tool Bars—Slow Draw to view the Draw Bar on the design workspace, if not already visible.
3 On the Draw Bar, use any of the following:

◀	**Previous Stitch:** Moves back in the design by one stitch.
![scrollbar]	**Scrollbar slider:** Drag the scrollbar slider to advance the design to a specific position. When the scrollbar slider is positioned over a color, you will see the specified thread color being sewn in the design. The entire length of the scrollbar slider represents the entire design.
▶	**Next Stitch:** Moves forward in the design by one stitch.
1331 / 5088	**Stitch Count:** The second figure indicates the total number of stitches in the design. As you move the slider, the first figure shows the stitch number of the slider's current position.
◀	**Simulate Sewing (backward):** Move backward through the design.
❚❚	**Pause/Stop:** Pause or stop the design while drawing. When you play or resume sewing your design, stitching will continue from the location of the last stitch.
▶	**Simulate Sewing:** Move forward through the design.
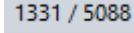
Speed: Slide the speed control to vary the rate of sewing.

Insert Stop: While navigating using the Draw Bar, you can use this tool to place a stop at the current stitch. This will enable a color change at this point in the design.

Reflecting Segments

Reflecting a segment flips the object across an invisible axis.
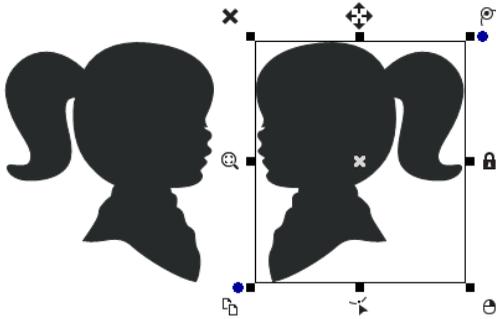
An artwork object flipped horizontally

To reflect segments:

1   Select the segment(s) you want to reflect.
2   From the Transform toolbar, click one of the following:

- ◆ Click the Flip Vertical ![icon] tool to flip selected objects vertically.

- ◆ Click the Flip Horizontal ![icon] tool to flip selected objects horizontally.

Aligning Segments Horizontally and Vertically

You can align lettering or segments horizontally or vertically. You can use this feature to precisely align lettering at the center of a design.

To align segments:

1   Select the segments you want to align.
2   From the Align and Distribute toolbar, click any of the following:

You can also choose Edit—Align and select any of the available Align tools.

Center: Centers one or more selected objects proportionally in the design workspace.

Left: Moves all selected objects except the left-most item selected.

Right: Moves all selected objects except the right-most item selected.

Bottom: Moves all selected objects except the bottom-most item selected.

Top: Moves all selected objects except the top-most item selected.

Vertical Center: Takes all selected objects and centers them in the selection box. The objects are moved so that they are centered top-to-bottom with each other, but they are not moved left or right.

Horizontal Center: Takes all selected objects and centers them in the selection box. The objects are moved so that they are centered left-to-right with each other, but they are not moved up or down.

Distributing segments evenly

The Distribute tools are used to arrange objects (embroidery and/or artwork) so that they are spaced evenly in the design window. These tools calculate the average distance (horizontal or vertical, depending on which tool you select) between all selected segments, and then move them so they are all separated by that same distance.

Note that these tools do not align segments, only change their separation.

To use the Distribute tools:

1 Using the select tool, select three or more objects in the design.

2 From the fly-out menu, select one of the following:

- **Distribute Left** : Spaces the objects evenly starting from the left pixel of each object.

- **Distribute Horizontal Center** : Spaces the objects evenly starting from the horizontal center of each object.

- **Distribute Right** : Spaces the objects evenly starting from the right pixel on each object.

- **Distribute Horizontally** : Spaces the selected objects evenly in the horizontal direction

- **Distribute Top** : Spaces the objects evenly starting from the top pixel on each object.

- **Distribute Center Vertically** : Spaces the objects evenly starting from the vertical center pixel of each object.

- **Distribute Bottom** : Spaces the objects evenly starting from the bottom pixel of each object.

- **Distribute Vertically** : Spaces the selected objects evenly in the vertical direction.

The positions of the selected segments will be altered accordingly.
The images below show two examples of the effect of the Distribute tools.

Wave designs before (top) and after (bottom) being distributed horizontally.

Crown designs before (left) and after (right) being distributed vertically.
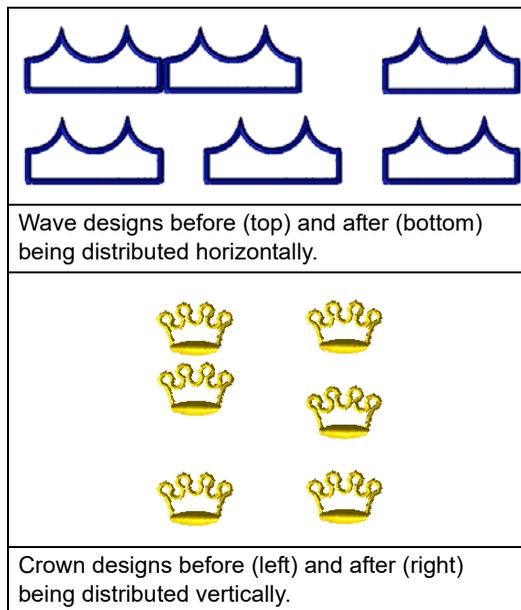
Resizing Objects

Resizing a segment enlarges or reduces it horizontally or vertically, relative to the percentage you designate. You can manually resize segments or use the Transform tab settings available for finer control.

> You cannot use Properties–Transform tab to resize Text segments.

To resize segments manually using design handles:

1 Select one or more segments.
   The active segments are enclosed in a selection box with handles.

2 Do one or more of the following to resize segments:

 ◆ To resize segments by width, click and drag the design handles located on the left and right side of the selection box.

 ◆ To resize segments by height, click and drag the design handles located on the top and bottom sides of the selection box.

 ◆ To resize segments proportionally, click and drag the design handles located at the top or bottom corners of the selection box.

> As you click and drag, you will see a tooltip next to the pointer, showing the width and height of the selection; the dimensions will update continuously as you resize it.
>
> If you want to disable the size tooltip, you can do so in Preferences—View tab. See "Learning the Basics—Setting the Program Preferences—View Preferences" for details.

To resize segments using the Transform tab:

1 Select one or more segments.
   The active segment(s) is enclosed in a selection box with handles.

2 In the Properties box, click the Transform tab.

3 In the Width box, enter the width you want for the selected object(s).

4 In the Height box, enter the height you want for the selected object(s).

5 To maintain the proportions of an object while resizing it, select Maintain aspect ratio if not already selected.

6 Click Apply.

Rotating Objects

Rotating a segment turns it around a fixed point that you determine. Rotating a segment is useful if your design contains elements that are rotated to the same angle, such as a logo and lettering displayed on a 30 degree angle.

By default, the rotation of the selected object will take place around its center. However, there is a method of changing the point around which an object rotates; see the procedure on the following page for details.

To rotate segments manually:

1 Select one or more segments you want to rotate.
   The active segment(s) is enclosed in a selection box with handles.

2 Move your mouse over the blue rotation bead beside the top-right or the bottom-left design handle.
   You see the cursor change to a circular arrow.
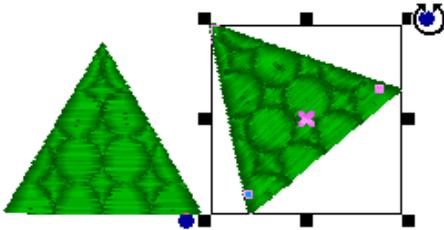
3 Click and drag the rotation bead to adjust the box to the angle you want.

 You can see the degrees of your rotation angle on the status line in the bottom-left corner.

To change the rotation point of the segment:

1 Select the segment you want to rotate.
The active segment(s) is enclosed in a selection box with handles.

2 With the Select tool still active, hold down the **Alt** key and move the mouse pointer over the small "x" at the center of the segment.
When you are directly over the center point, you will notice that a small "x" appears next of the mouse pointer.
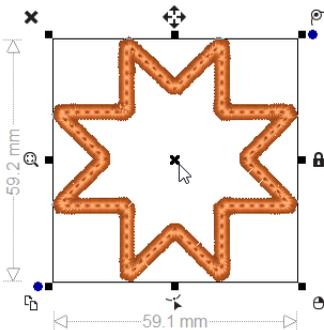
3 Use the mouse to click, hold, and drag the center point to the new position you want to rotate around.

4 Release the mouse button; this will set the new position of the center of rotation.

5 Click and drag the rotation bead as normal.
The selected object will rotate around the new point.
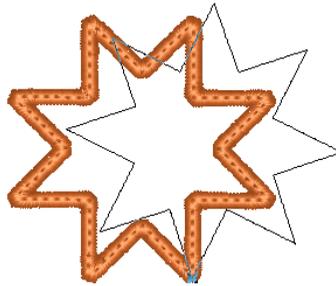
To rotate segments using the Transform toolbar:

1 Select one or more segments you want to rotate.
The active segment is enclosed in a selection box with handles.

2 From the Transform toolbar, click any of the following:

 Rotate Left: Rotates one or more selected objects to the left by 90° increments.

 Rotate Right: Rotates one or more selected objects to the right by 90° increments.

To rotate segments using the Transform tab:

1 Select one or more segments you want to rotate.
The active segment(s) is enclosed in a selection box with handles.

2 In the Properties box, click the Transform tab.

3 In the Rotate box, enter the number of degrees you want to rotate your design.

4 Click Apply.

Distorting Segments

Distortion, also called morphing, takes a set of stitches and moves them all around in a pattern: It distorts the design. Distortion works with working files (*.WAF) and stitch files or specified stitch segments.

Floriani Total Control U allows you to choose from several distortion effects for your designs, which can be adjusted. The adjustments available are Frequency, Amplitude, Angle, Radius and Scale. As you manipulate the controls for these effects, the result is displayed in a preview inside the Distortion dialog.

Distortion Controls: Frequency

The Wave and ZigZag distortions add a series of 'ripples' to the selected objects. The number of the ripples is controlled by the Frequency setting. Here is an example of a single ripple (lowest frequency setting). It looks like the design is going around a corner:
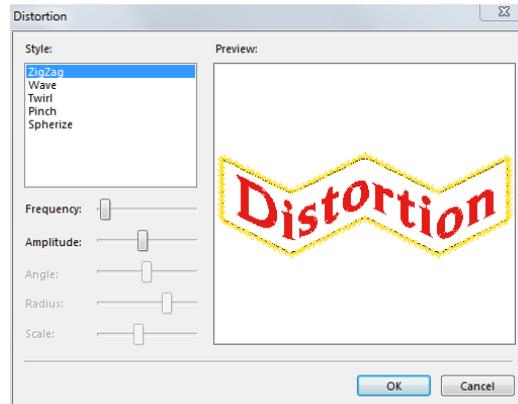
Distortion Controls: Amplitude

Going back to the 'ripples' concept, the amplitude is the height of the ripples. Here is the same example, but with an increased amplitude:
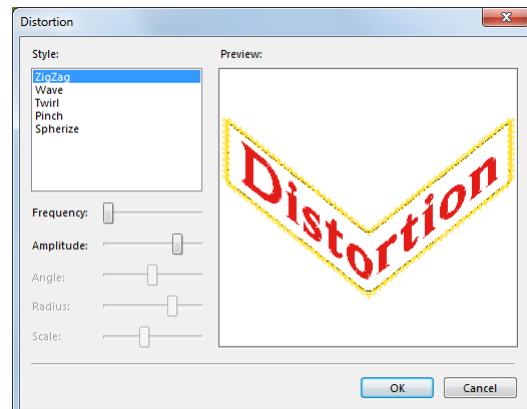
Distortion Controls: Angle

The Twirl effect uses an angle setting to determine how much 'twist' the design will be given.
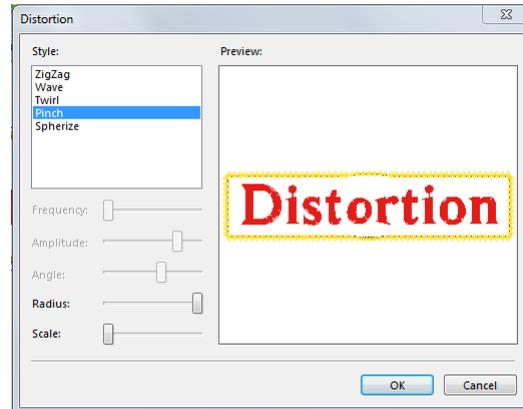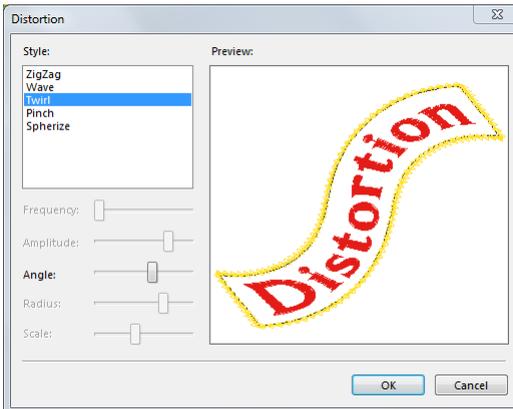
Distortion Controls: Radius

The Pinch effect takes the middle of the design and stretches it so that it looks like a ball. The radius of this ball is controlled by the radius setting. Here is a pinch with a large radius:
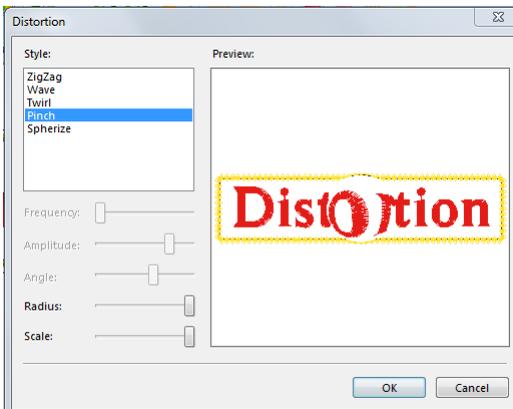
Distortion Controls: Scale

The scale is also used by the Pinch effect. It controls how much to expand the 'ball'. The previous picture shows a high scale. The picture below is an example of a low scale:

To distort segments:

1 Open an existing design.
  You see your existing design file.

2 Select one or more segments you want to distort.

3 To open the Distort Dialog, do the following:

  ◆ On the Modify and Optimize toolbar, click the Distortion [icon] tool icon.

  ◆ From the menu bar, select Tools—Distortion.

  You see the Distortion dialog appear with selected segments displayed in the preview window.

4 In the Style area, select the distortion style you want.
  You can see each style applied to your segments in the preview window.

5 Adjust any of the distortion controls accordingly.

6 Click OK.
  You see selected segments altered accordingly.

Optimizing the Entry/Exit points

You can set the entry/exit points to adjust the closest-point connections for a design in one

step. The Optimize Entry/Exit command automatically chooses the optimal entry and exit points of different segments in your design to minimize the distance between them.

To use Optimize Entry/Exit:

1 In Outline mode, select a set of segments.

2 Do one of the following:

- ◆ On the Modify and Optimize toolbar, click the Optimize Entry/Exit button.
- ◆ Select Tools—Optimize Entry/Exit.

Using the Color Sort Tool

The Color Sort tool enables you to rebuild a design that has the same color used more than once into a design with a minimum of color stops. This feature is especially useful for designs downloaded from the Internet. Many of these designs are wonderful, creative art, but are poorly digitized, using the same color more than once without purpose. Another time that this tool comes in handy is when you have combined multiple designs into one hooping. In this case, the designs may use the same colors in different areas of the hoop, just out of sequence with each other.

There are times that a color is used more than once in a design by necessity. This occurs when colors need to overlay.

You must choose the segments to color sort. If you want to color sort the entire design, select all before doing the sort.

The Color Sort tool analyses the current design, looking to see if any colors are repeated. It then looks to see if any of those repeated colors can be combined into a single layer. If not, the color layers are left intact.

Maximum Allowable Color Overlap

There is a setting in the Program Preferences window that allows you to adjust the sensitivity to the layering - the maximum allowable color overlap. This adjustment is in percent; 0% will mean that any amount of stitches being overlaid is unacceptable, 100% means compress the file regardless of layering. The default is 5%, and seems to work very well for most designs. Using a setting of 15% is not uncommon for designs from the Internet.

It is usually acceptable to allow the program to compress a file's colors when a small portion of stitches will show or be hidden that were not meant to. If the choice were between extra thread changes and a little snipping of thread, most of us would choose to snip, as color changes are time consuming

To adjust the allowable color overlap, select

the Program Preferences tool click the Color Sort tab, and change the percentage by moving the slide control.

To use the Color Sort tool:

1 Click the Open Design tool to open an existing design.
   You see your existing design file.

2 Select one or more segments you want the color sort feature applied to.

3 Do one of the following:

◆ On the Modify and Optimize toolbar, click the Color Sort 🎨 tool.

◆ Choose Tools—Color Sort.

You see a dialog which gives the number of colors reduced in your design. Click OK.

Adding Basting Stitches

Floriani Total Control U can create a series of stitches that will baste a rectangular outline around the edge of a design. The stitches start at the center of the design, then jump to the top left of the design. Then a basting stitch will run around the outer edge in a rectangle until complete. The next color is then the starting color of the design.

For users who are familiar with embroidery machines that run a 'Trial" or go to the corners of a design to help with design placement on the fabric, the Auto Baste feature will be a real timesaver. The stitches also help you to see that your hooping is lined up correct and straight, a feature that really helps where text is concerned as every error stands out clearly. This feature is also useful when you want to add a stabilizer to the fabric, but are unable to hoop it, for instance using a water-soluble stabilizer on top of a terry-cloth towel.

To add basting stitches to designs:

1 Open an existing design.

You see your existing design file.

2 Do one of the following:

◆ On the menu bar, choose Tools—Auto Baste.

◆ On the Modify and Optimize toolbar, click the Auto Baste ⬜ tool.

You see the basting stitches appear around your design.
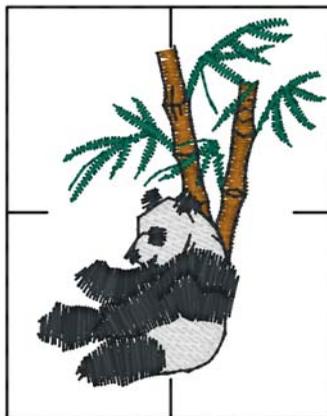
Auto Nap Blocker

Auto Nap Blocker is a tool that can be useful when you are creating designs that are meant to be sewn onto deep loop-pile fabrics, such as terry cloth. In some case, when sewing designs on these fabrics, the design's outlines will be obscured by the loops in the material.

To prevent this, apply the Auto Nap Blocker 🟧 tool. This tool generates a layer of cross-hatched fill stitches, which will be sewn underneath the selected segment. These stitches will serve to hold down the loops in the underlying fabric.

The Auto Nap Blocker fill will be generated so that it follows the shape of the selected design, but extends a small distance beyond its edge. The distance that the stitches extend

is set to 2.5 mm by default, but you can increase of decrease this value in the Auto Nap Blocker dialog.

The Auto Nap Blocker tool also includes the option to add a contour run stitch to finish the cross-hatch fill; the run stitch serves to "tack down" any potential gaps along the edge of the fill.

To apply Auto Nap Blocker:

1 Select an outline (path) segment.
The segment is enclosed in a selection frame.

2 On the Auto-Create toolbar, click the Auto Nap Blocker ▣ tool.
You see the Auto Nap Blocker dialog.
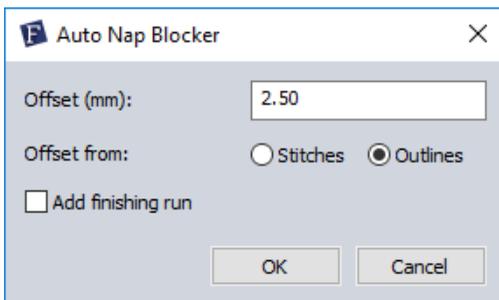
3 To change the distance the nap blocker fill extends past the edge of the selection, enter the desired value into the offset field.

4 In the **Offset from** area, select the corresponding radio button to determine how the offset distance will be calculated:
- Choose **Outline** to start the offset from the segment's outline.
- Choose **Stitches** to start the offset from the segment's outermost stitches.

5 To include a run stitch segment around the outside of the nap blocker fill, check the "Add finishing run" box.

6 Click OK.
The Auto Nap Blocker stitches will be added to the design. Note that these stitches are sewn before the selected segment.

7 Save the design.

Using the Symbols Tool

The Symbols 🍀 tool allows you to use pre-installed symbols in any design, including those Symbols you design yourself. For more information on creating your own symbol, see "Saving a selected segment as a Symbol".

You can add multiple copies and resize the symbol while you add it.

To use a Symbol in a design:

1 In the Assets toolbar, click the Symbol 🍀 tool.
  Now you can select any symbol from the Properties box and add it to any design whenever you select the Symbol tool.
2 In the Properties box, click the Symbols/ Embossing tab.
3 From the Symbol list, select the symbol you want to use.
4 In the design workspace, click and drag to copy the symbol to your workspace.

Inserting Button Holes

Floriani Total Control U makes it easy to add button holes to your embroidery designs. Use the Button Hole tool to choose from a variety of pre-installed button hole types.

To add button holes to designs:

1 On the Assets toolbar, click the Button Hole 🔑 tool.
2 To produce a button hole, click and drag in the design workspace.

To make any necessary changes to a Button Hole:

1 Select the Button Hole segment.
2 In the Properties box, click the Button Hole tab.
3 From the Type list, select the type of Button Hole you want to create.
4 In the Density (mm) box, enter a density value.
5 In the Stitch length (mm) box, enter the stitch length you want for your button hole.
6 Click Apply.
  You see the segment altered accordingly.

Working with Beads

Different Bead Types

Floriani Total Control U works with three different bead types. Beads are placed on paths to provide information about stitches. The different bead types include Start beads, Stop beads, and Inclination beads. You can slide these beads along a path like beads on a piece of string, placing them precisely where you want them.

Changing the Location of Start and Stop Points

Floriani Total Control U places start and stop beads when you create segments. Start points are represented by green beads and stop points are represented by red beads. The start and stop points are moveable beads that you can drag to change the location. Depending on the type of segment, start and stop points could be placed on top of each other.

To change the location of a start or stop point:

1 Select a segment.

2 From the Edit toolbar, click the Shape tool.

3 Drag the bead to the new location.

You can also change the location of start and stop points immediately after you convert artwork to Satin segments.

Adding Inclinations

You can smooth the angle of stitches in Satin segments by adding additional inclinations to them.

To add more inclinations:

1 Select a segment.

2 On the Edit toolbar, click the Add Inclinations tool.

Your cursor becomes a triangle with a bead.

3 Add the inclinations where needed.

You can drag existing inclinations in different directions to change the angle that the stitches will sew.

Moving Segments

In outline mode, you can use a few methods to move segments in your designs. When modifying outline segments and doing significant design editing, you should know how to avoid possibly losing your stitch edits.

Moving Objects Manually

You can move segments around your design by dragging them to another location.

To move a segment manually:

1 From the Edit toolbar, click the Select tool or the Lasso tool.

2 Select the segment.

3 Click and drag the segment to its new location.

As you drag, the status line displays the horizontal (dx) and vertical (dy) distance.

Nudging Segments

Nudging moves the selected segment or group of segments. Nudging is similar to dragging the segment but the distance that the segment moves is smaller.

To nudge up:

• Use Ctrl + ↑

To nudge down:

• Use Ctrl + ↓

To nudge left:

• Use Ctrl + ←

To nudge right:

• Use Ctrl + →

Sequencing Outline Segments

In Outline mode, you can alter the sequence of outline segments in your designs. When modifying outline segments and doing significant design editing in Floriani Total Control U, you should know how to avoid possibly losing your stitch edits.

Inserting Segments in the Sequence

You can add segments earlier in your design's segment sequence and change the order segments are sewn. This feature is ideal if you missed a segment, or if you want to add another segment.

To insert segments before the insertion point:

1   Select the segment.
2   Copy or cut the segment.
3   In the design workspace or Sequence View area, click where you want to insert the segment.
4   Do one of the following:
    ◆   Choose Edit—Insert.
    ◆   In the sequence view or design workspace, right-click the segment and choose Insert from the menu.
    The selection is inserted before the insertion point.

Optimizing the Sequence

You can set the sewing sequence for segments in one step. The Sequence tool takes the segments you select and reconfigures the sewing sequence to maximize the efficiency of the sewing.

To use Optimize Sequence:

1   In Outline mode, select a set of segments.
2   Do one of the following:
    ◆   On the Modify and Optimize toolbar, click the Sequence button.
    ◆   Select Tools—Optimize sequence.
    Selected segments will be sequenced automatically.

Using the Optimize Sequence tool will override any manual sequencing you have done, with the exception that it will keep your color order intact.

Moving a Segment Forward or Backward

Use the Move Up commands to move the selected segment closer to the beginning of the design. In other words, you are moving the selected segment in front of the next segment.

You can also use the Move Down commands to move the selected segment closer to the end of the design. In other words, you are moving the selected segment behind the next segment.
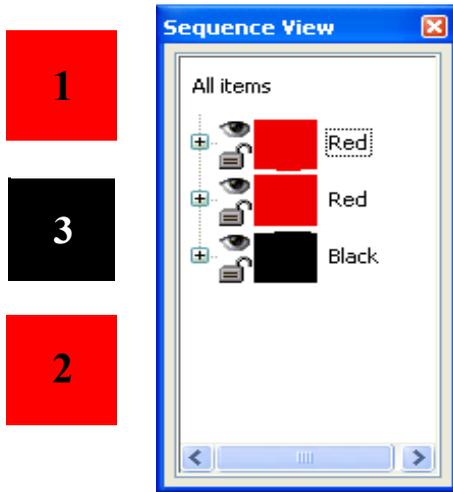
A simple design of three segments (the squares on the left), shown before (above) and after (below) a move command. In this case, the Move Up command was used to change the sewing order so that black square sews second instead of third.
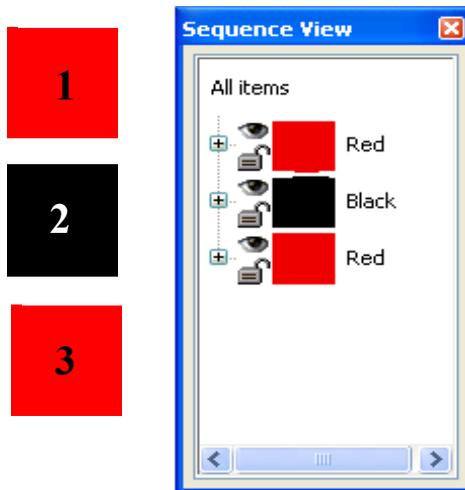
To move a segment forward:

1 Select the segment or segments.
2 Do one of the following:

* In the sequence view or design workspace, right-click the segment and choose Move—Up.
* Using the arrow keys on the keyboard, type **Alt** + left

The segment is moved one position forward in the sewing order. This change is reflected in its position in sequence view.

To move a segment backward:

1 Select the segment.
2 Do one of the following:

* In the sequence view or design workspace, right-click the segment and choose Move—Down.
* Using the arrow keys on the keyboard, type **Alt** + right.

The segment is moved one position back in the sewing order. This change is reflected in its position in sequence view.

Moving a segment to the start or end of a design

Use the Move First command to make the selected segment the first one to be stitched. When a design is sewn, the first segment sewn is usually "on the bottom" or in the "back" of the design. Use the Move Last command to make the selected segment the last one to be stitched. When a design is sewn, the last segment sewn is usually "on top" or in the "front" of the design.

To move a segment to the start of a design:

1 Select the segment you want to move to the start of your design.
2 Do one of the following:

- In the sequence view or design workspace, right-click the segment and choose Move—First.
- Using the arrow keys on the keyboard, type **Alt** + up.
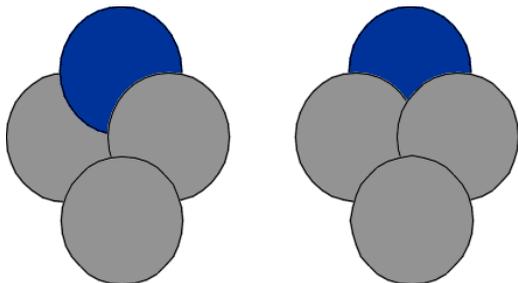
To move a segment to the end of a design:

1 Select the segment you want to move to the end of your design.
2 Do one of the following:
   - In the sequence view or design workspace, right-click the segment and choose Move—Last.
   - Using the arrow keys on the keyboard, type **Alt** + down.
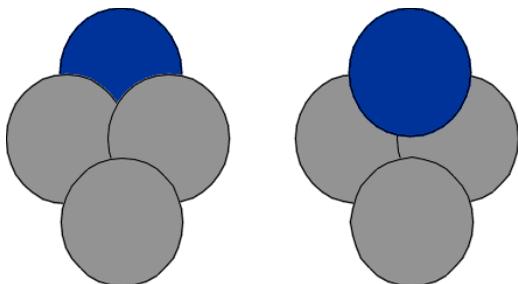
Moving segments to the next/previous color match

In the sequence view, you can automatically move a segment to the previous or next layer of the same thread color.

To move a segment to the previous thread color layer:

1 Select the segment you want to move.
2 In the sequence view or design workspace, right-click the segment and Move—Prev Match.
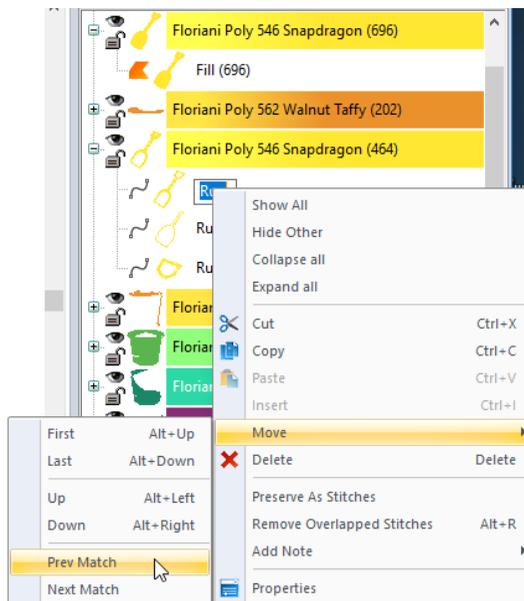
The selected segment is moved below the previous segment group with the same thread color.

To move a segment to the next thread color layer:

1 Select the segment you want to move.
2 In the sequence view or design workspace, right-click the segment and choose Move—Next Match.

You see the selected segment(s) moved above the next segment group with the same thread color.
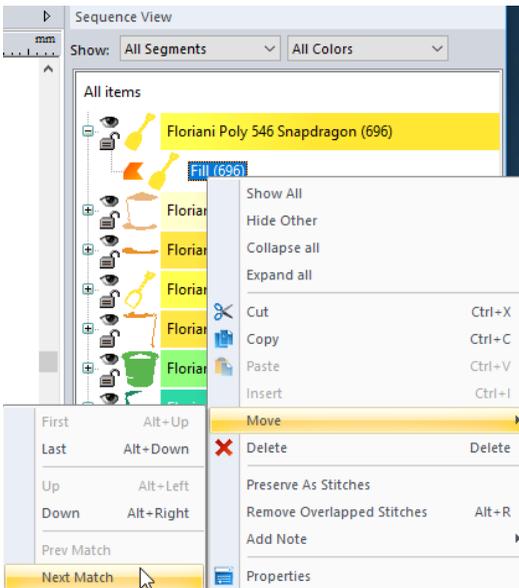
Sequencing Segments

The sequence of the segments is, simply put, the order in which they are embroidered. The sequence is important because you want segments that are near to each other to sew one after the other. This reduces jump stitches and the need to trim them later.

For example, you can have three Run objects, all of which start on the left and end on the right. Object 3 is in between Object 1 and Object 2. This might not be optimal for jump stitches, plus the machine takes longer to embroider this than if the segments were properly sequenced.

To sequence segments using the Sequence tool:

1 Select two or more segments you want to resequence. To select all segments in your design, press Ctrl+A on your keyboard.

2   From the Modify and Optimize toolbar,

click the Sequence [icon] tool.

Selected segments will be sequenced automatically.

Using the Sequence tool will override any manual sequencing you have done, with the exception that it will keep your color order intact.

If the Sequencing tool does not have the intended effect, it is probably because your start and end outline points are positioned in such a way as to prohibit effective sequencing. Take a look at the starting outline points and you will probably see a way to fix the problem.

To display the outline points, use the Shape tool. The starting points are shown as green beads.

Resequencing Segments by Color

You can sequence design segments by color. When you resequence by color, the segments of the design are reordered according to their thread color. In other words, the system reorders the segments so that all Dark Yellow segments come first, then Dark Orange segments, and so on. Segments using the same needle remain in the same relative order. This feature is useful if you have digitized your design in a random order and want to stitch each thread color in order.

To resequence segments by color:

1   From the Edit toolbar, click the Select [icon] tool to change to Outline Mode.

2   From the Sequence View area, browse to find segments grouped by a given color.

3   Select one or more segment groups.

4   Do any of the following:

- In the design workspace, right-click the segment group(s) and choose Move—First, Move—Last, Move—Up, Move—Down, Move—Prev Match or Move—Next Match.

- In the Sequence View area, right-click the segment group(s) in the list and Move—First, Move—Last, Move—Up, Move—Down, Move—Prev Match or Move—Next Match.

The Move—Prev Match and Move—Next Match commands automatically move segment(s) to the previous or next segment group or layer that has the same thread color.

CHAPTER 12

Design Editing in Stitch Mode

When you use the Stitch ![icon] tool from the Edit toolbar, Floriani Total Control U automatically changes to Stitch Mode. In Stitch Mode, you can edit stitches in the unified design window.

Stitch-by-stitch editing is easy and you can edit designs in a variety of ways. Use the Stitch Edit "slow draw" bar to move through the stitches of a design. You can move stitch-by-stitch if you want and then select the exact stitches for editing.

When performing major stitch editing, you should use caution. For more information on the general rules of stitch editing, see "Editing Stitches and Stitch Groups".

You can also edit groups of stitches. Moving portions of a design is simple with the Lasso (for stitches) ![icon] tool.

Topics covered in this chapter:

- Selecting and editing stitches, and groups of stitches.
- Moving through the design by stitches.
- Inserting jumps and other machine commands.

Editing Stitches and Stitch Groups

In Floriani Total Control U unified window, you can edit a design's stitches and stitch groups while in Stitch Mode. When you use the Stitch

tool from the Edit toolbar, Floriani Total Control U automatically changes to Stitch Mode.

As a general rule, you should perform all outline edits to a design first (in Outline Mode) and save the design file. Next, you should perform all stitch edits to the same design (in Stitch Mode) and save the design file with a different file name. If you follow this general rule, you can avoid possibly losing your stitch edits while doing significant design editing.

A segment's stitch edits may be lost if you perform an outline editing action that forces Floriani Total Control U to regenerate stitches for the segment. The following are design editing actions that can force stitch regeneration in your design:

- Resizing a segment.
- Modifying the settings for a segment.
- Moving a segment.

Typically, when you add or modify segments in a design, Floriani Total Control U will not regenerate stitches for the entire design. The software will, however, generate stitches for the segment being modified.

About the Stitch Editor

The stitch editor allows you to fine tune your design before saving it. By editing the design on a stitch-by-stitch basis, you can achieve

the highest commercial quality possible in an embroidery design.

Before you begin editing your stitches it is wise to make sure that the use of other tools on the design is completely finished. When you modify an object, except for color, any individual stitch edits are lost.

First, we suggest zooming in on any areas that appear to need adjustment. Then, turn on the Stitch Points View by clicking the Stitch Points

tool from the View toolbar. You can work with 3D View on or off, but sometimes it is easier to work with it off.

To edit the design on a stitch-by-stitch basis, simply select the Stitch tool.

You do not have to select any particular object before editing it with the Stitch tool. As you move the mouse over the stitching, a colored dot is visible on the stitches. This dot is appears on the stitch point located nearest the tip of the mouse pointer. To move the stitch point, drag it with the mouse.
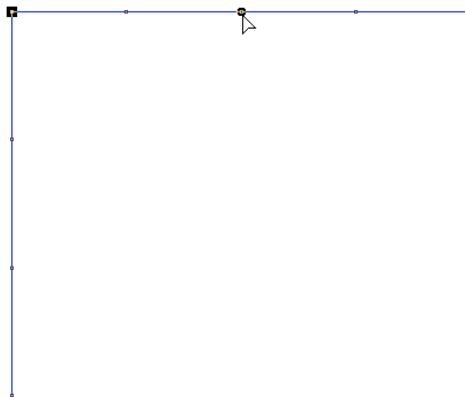
When you have the Stitch tool selected, the Sequence View area transforms itself into Stitch Mode and the Stitch Edit slow draw bar will appear at the bottom of the design workspace.

Sequence View area (Stitch Mode)

When you have the Stitch tool selected, you will notice that the Sequence View area transforms itself into Stitch Mode and a list of stitch color blocks appear. Each block is labeled with the name of the color in that block and the number of the starting stitch in that block.
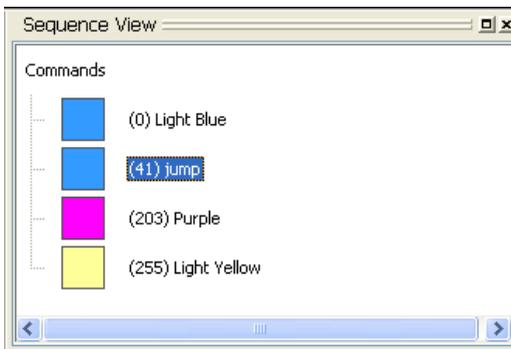
Clicking on a color block in the list selects the starting stitch of that color. Right-clicking on a color block in the list displays a pop-up menu that allows you to turn on/off the display of jump stitches, delete the color change, and display the Stitch tab in the Properties box.

Stitch Edit Slow Draw bar

You can use the Stitch Edit slow draw bar to navigate and select continuous stitches. The first item on the Stitch Edit slow draw bar is the position slider.

This slider looks like the one from the Draw Bar; however, it is quite different. This slider moves a cursor through the design on a stitch-by-stitch basis.

Using this slider, along with the 'Select' checkbox, you can select a series of stitches in a design that are continuous. First, select the Stitch tool from the Edit toolbar. Click on any stitch in your design. From the Stitch Edit slow draw bar, select the 'Select' checkbox if not already selected. Then, move the position slider left or right to select a specified part of the design; you will see a series of stitches selected in the design.

The Stitch Edit slow draw bar has controls for a 'Left Margin' and a 'Right Margin'.
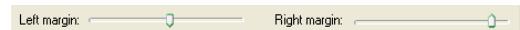
These margin controls act similarly to the scrollbar slider from the regular Slow Draw bar; they display only what is in between them. For example, if you have a design that is 3000 stitches, and you set the Left Margin at stitch 1000, and then set the Right Margin at stitch 2000, only the stitches in the middle (1001-1999) will be visible. Also, the Position slider will only be able to scroll as far left as 1001 and as far right as 1999. Although you will probably not need to navigate stitches by number, as with this example, you can see what stitch number you are at by looking at the status bar. The margin tools are useful when you want to see a specific area of continuous stitches and not be distracted by other stitching in the design.

Here is where Ghost Mode is useful. Quite often, you will want to see only the section of the design that you are working on, but you'd also like to know where that section is in relation to other parts of the design. Ghost mode displays a 'faded out' rendering of the design that otherwise is not visible because of the margin controls.

Selecting Stitches in Various Ways

You can select stitches in a variety of ways.

The Stitch ![Stitch tool icon] tool allows you to select and modify individual or groups of stitches in your designs. You select stitches by clicking on a single stitch or by clicking and dragging to draw a box around parts of the design. With the Lasso (for stitches) ![Lasso tool icon] tool, you can draw a line around parts of the design instead of a box.

To select stitches using the Stitch tool:

1 From the Edit toolbar, click the Stitch ![Stitch tool icon] tool.
2 To select a single stitch, click the stitch you want.
3 To select multiple stitches, do one of the following:
    ◆ Click and drag to form a rectangle box around the stitches you want to select.
    ◆ Click a stitch. Press CTRL or Shift on your keyboard while you click each stitch not already selected.
    Selected Stitches are highlighted in black.

4 To edit or change the properties of the stitches, right-click and choose the settings you want to alter from the menu.

To select stitches using the Lasso (for stitches) tool:

1 From the Edit toolbar, click the Lasso (for stitches) ![Lasso tool icon] tool.
2 Click and drag, without releasing your cursor, in the design workspace.
3 Release your cursor to finish selecting stitches.
    The selected stitch points are highlighted in black.
4 To edit or change the properties of the stitches, right-click and choose the settings you want to alter from the menu.

To select stitches using the Sequence View area:

1 From the Edit toolbar, click the Stitch ![Stitch tool icon] tool.
    You see the Sequence View area change accordingly.
2 From the Sequence View area, browse to find the stitches or commands you want to select from the active design file.
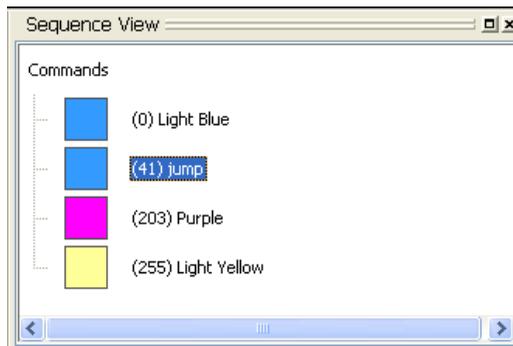
3 To select stitches and commands, click the stitches or commands you want from the list.

The first stitch of the group of stitches you selected is highlighted on the design workspace.

To select stitches using the Stitch Edit slow draw bar:

1 On the Edit toolbar, click the Stitch tool.

You see the Stitch Edit toolbar appear at the bottom of your design workspace.

2 On the Stitch Edit slow draw bar, use the left margin or right margin controls to display a specified part of the design. For more information on these controls, see "The Stitch Editor".

3 To select all of the stitches in the specified part of the design, select the Select option from the Stitch Edit slow draw bar.

4 To select a single stitch or multiple stitches in the specified part of the design, you can use the Stitch tool, Lasso (for stitches) tool or Sequence View area accordingly.

You can also use the Position Slider from the Stitch Edit draw bar to select a series of stitches in a design that are continuous. For more information, see "The Stitch Editor".

Deleting stitches

You can delete stitches in a design file in a number of ways: using the edit menu, Sequence View area, or Backspace on your keyboard to delete single stitches.

To delete stitches using the edit menu:

1 Open a design.

2 On the Edit toolbar, click the Magnifying Glass tool to zoom in and see the stitch you want to delete.

3 From the Edit toolbar, click the Stitch tool.

4 Select one or more stitches you want to delete.

5 Right-click and select Delete Stitches from the menu.
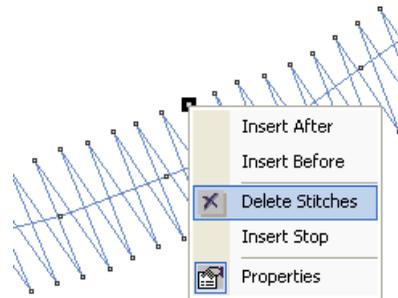
6 Repeat step 5 to delete more stitches.

To delete stitches using Backspace on your keyboard:

1 Open an existing design.

You see your existing design file.

2 From the Edit toolbar, click the Magnifying Glass tool to zoom in and see the stitch you want to delete.

3 From the Edit toolbar, click the Stitch tool.

4 Select one or more stitches you want to delete. For more information, see "Selecting stitches in various ways".

5 Press Backspace on your keyboard.
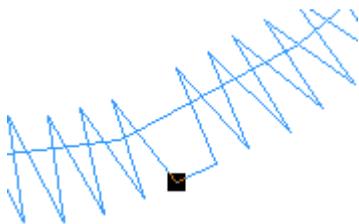
6 Continue to press backspace to delete stitches.

To delete stitches using the Sequence View area:

1 Open an existing design.

You see your existing design file.

2 From the Edit toolbar, click the Magnifying Glass 🔍 tool to zoom in and see the stitch you want to delete.

3 Select the Stitch 🖊 tool.

You see the Sequence View area change accordingly.

4 To delete a stitch from the start of the design, do the following:

- ◆ From the Sequence View area, select the first color block in the list.
- ◆ Right-click the color block and select Delete from the menu or press Delete on your keyboard.

  You see the first stitch of your design deleted.

5 To delete a stitch from the end of the design, do the following:

- ◆ From the Sequence View area, select the last color block in the list. This color block is labelled: *eod*.

- ◆ Right-click the color block and select Delete from the menu or press Delete on your keyboard.

  You see the last stitch of your design deleted.

6 To display a series of stitches in the design that are continuous and delete the first or last stitch in the display, do the following:

- ◆ Display the series of stitches in the design that are continuous using the Stitch Edit toolbar. For more information, see "The Stitch Editor".
- ◆ From the Sequence View area, select the first or last color block in the list.
- ◆ Right-click the color block and select Delete from the menu or press Delete on your keyboard.

  You see the stitch deleted from your design.

7 To delete multiple stitches in the Sequence View area, repeat steps 4, 5, or 6 (as required).

Moving through Stitch Designs

Once you are in Stitch Mode, Floriani Total Control U makes it easy to move through the stitches in your design.

To move through a stitch design by increments:

1 From the Edit toolbar, click the Stitch 🖊 tool.

2 Select the stitch you want to view or edit.

3 On your keyboard, press any of the following keyboard shortcuts:

- ◆ Ctrl+Arrow (Left, Right) = move one stitch.

- ◆ Ctrl+Arrow (Up, Down) = move ten stitches.
- ◆ Ctrl+Page Up = move to start of next object.
- ◆ Ctrl+Page Down = move to start of prior object.
- ◆ Ctrl+Home = move to start of first object.
- ◆ Ctrl+End = move to end of last object.
- ◆ Ctrl+Shift-Up = Move back 100 stitches.
- ◆ Ctrl+Shift-Down = Move forward 100 stitches.

To move through a stitch design using the Stitch Edit toolbar:

1 From the Edit toolbar, click the Stitch tool.
2 On the Stitch slow draw bar, do any of the following:
   - ◆ Click the Previous Stitch or Next Stitch buttons to move through the design stitch-by-stitch.
   - ◆ Slide the Position slider to the left or right to move through the design stitch-by-stitch at your own speed.

   For more information, see "The Stitch Editor".

To move through a stitch design by color or command:

1 From the Edit toolbar, select the Stitch tool.

   You see the Sequence View area change accordingly.

2 From the Sequence View area, browse and select the stitches or commands you want from the list.

   Once you select stitches or commands from the Sequence View area, you can use Up and Down arrows on your keyboard to navigate through the design.

Moving Stitches in a Design File

You can easily move stitches in a design file using Floriani Total Control U. Depending on how your stitches are grouped, you can choose to group the stitches differently.

To move stitches in a design file:

1 Select the stitches you want to move.
2 Click and drag a stitch that is part of the stitch group.
3 Release your mouse to place the stitches.
   The stitches are placed where you moved them.
4 In the Files of type list, select a file type for the image you want to open.

Stitch Properties

The Stitch properties panel can be displayed

when using the Stitch ![stitch tool icon] tool. To display it, right-click on any stitch and select Properties from the context menu.

The Stitch box provides an easy way to see the size of individual stitches. You can also convert the type of a stitch to a normal, jump, trim, stop or needle change.

> If you do change a stitch type, be aware that it will only apply to the design if you save it without adjusting the object that contains the stitch. For instance, you cannot use the Shape tool on an object and retain your stitch edits.

Not all embroidery machines are capable of using all these commands. When you save the design, the file created will contain only commands understood by your machine. For home embroidery formats, it is recommended that you stick with the "normal", "jump" and "needle change" commands.

For more information on machine commands, see "Inserting and changing machine commands".

Adding a Trim

You can add a trim to any stitch segment in a design file. For example, if you are sewing out a name you would want to trim the run stitches between the letters.

To add a trim:

1   Open an existing design file.

> To see the trim you added and other commands, choose View—Commands.

2   Select the stitches you want.
3   In the Properties box, click the Stitch tab.
4   From the Command list, select Trim.
5   Click Apply.

Adding a Jump

You can add a jump to any stitch segment in a design file.

To add a jump:

1   Open an existing design file.

> To see the jump you added and other commands, choose View—Commands.

2   Select the stitches you want.
3   In the Properties box, click the Stitch tab.
4   From the Command list, select Jump.
5   Click Apply.

Displaying Jump Stitches

You can easily display jump stitches using the Sequence View area.

To display jump stitches:

1 Open a design file that contains jump stitches. For more information on adding jumps to designs, see "Adding a jump".

2 From the Sequence View area, select a color block from the list.

3 To display jump commands, do the following:

- ◆ Right-click and select Show jumps from the menu, if not already selected.

  You see all jump commands for your design appear in the list.

4 To hide jump commands, do the following:

- ◆ Right-click and unselect Show jumps from the menu.

  All jump commands in your design will no longer appear in the list.

Changing Thread Colors in Design Files

You can insert a color change that changes the color of the thread from the selected stitch to the end of that layer.

To make a thread color change:

1 Click the Magnifying Glass 🔍 tool to Zoom in on the area where you want to change the thread color.

2 From the Edit toolbar, click the Stitch ✎ tool.

3 Select the first stitch of the segment where you want to insert the color change.

4 Do one of the following:

- ◆ Right-click and choose Insert Stop from the menu.
- ◆ In the Properties box, click the Stitch tab and select Needle Change from the Command list.

5 In the Color Palette area, do one of the following:

- ◆ From the list, select a Thread Chart and click one of the color boxes with the thread color you want to use.
- ◆ Using the current list, click one of the color boxes with the thread color you want to change the color to.

All the stitches from that point forward change to the thread color you selected.

Inserting and Changing Machine Commands

You can insert embroidery machine commands for a specific stitch.

Not all commands apply to every machine.

To insert a machine command:

1 Select the stitch you want to edit.

2 In the Properties box, click the Stitch tab.

3 From the Command list, select one of the following command types:

- ◆ **Normal** changes the stitch to a standard stitch.
- ◆ **Jump** inserts a jump stitch at the selected stitch, instead of dropping the needle when the design is sewn out.
- ◆ **Trim** inserts a trim at the selected stitch.
- ◆ **Stop** inserts a machine stop at the selected stitch. A stop can also represent a color change.

- ◆ **Needle Change** uses another needle, indicating a color change.

4 Click Apply.

Inserting Stitches

In Stitch Mode, Floriani Total Control U allows you to easily insert stitches.

To insert one or more stitch points, you can select either 'Insert Before' or 'Insert After' from the edit menu options. These two choices are necessary for adding stitches to the start or end of a design. For any point in-between, it is entirely your choice where you want to insert stitch points. Once you have clicked on an Insert, you will be able to add as many stitches as you want. To do so, simply move the mouse to the next stitch point location that you want. Then click the mouse. Once that point is inserted, you can then insert another stitch or cancel the addition of stitches by right-clicking.

> If you need to cancel a stitch edit that you have started, you can press Esc; or, you can use the Undo ⬅ tool, or press Backspace on your keyboard if you make a mistake.

To insert stitches:

1 Open any design file.

2 Select the stitch that will have stitches inserted before or after.
See "Selecting stitches in various ways".

3 Right-click and choose one of the following from the menu:
- ◆ Choose Insert Stitch—Before to insert the stitch before the highlighted stitch.
- ◆ Choose Insert Stitch—After to insert the stitch after the highlighted stitch.

4 Move your cursor to the next stitch point you want to insert and click.

5 Continue moving and clicking your cursor to insert multiple stitches.

6 To finish inserting stitches, right-click anywhere in the design window.

Viewing Stitches in Ghost Mode

Ghost Mode allows you to see sections of the design that are not technically 'in view'. When stitch editing, you can use the Ghost mode to narrow the editable stitches in a design to a limited range - for instance a single color. When you do this, the other colors in the design are not visible.; however, it may be desirable to still be able to see where the rest of the design is for alignment purposes. When you turn on Ghost Mode, you will see the rest of the design as a lighter color. This allows you to 'see' where the rest of the design is, while still being clear about which parts of the design are selected for editing.

Example of a design with Ghost mode turned on. The stitch segments on the right have been selected and hidden in the Sequence view.

To view stitches in Ghost Mode:

1 Open an existing design file.

2 Select the part of the design that you want to edit.

The section that you selected will be highlighted in the Sequence View area.

3 Do one of the following:

- On the View toolbar, click the Ghost tool.
- From the menu bar, select View— Ghost.

4 In the Sequence View area, right-click on a highlighted segment.

5 Select Hide Other from the menu.

The segments of the design that were not selected are now hidden. You can work on the selected area.

6 From the View toolbar, click the Stitch Points tool.

7 From the Edit toolbar, click the Stitch tool.

The stitch points now appear on the highlighted segment. You can also use the Magnifying Glass tool to enlarge the design to work on the design segment easily.

To turn off Ghost Mode:

- Do one of the following:
  - From the View toolbar, click the Ghost tool again.
  - From the menu bar, select View— Ghost.

To show all of the hidden design from Ghost Mode, right-click on the selected segments in the Sequence View and select Show All.

APPENDIX A

Keyboard Shortcuts

Keyboard shortcuts can be used to save time when performing repeated tasks. In this section, find a summary of all the Keyboard Shortcut that you can use in Floriani Total Control U.

Keyboard Shortcuts

Action	Keystrokes
File Menu	
Open	Ctrl+O
Print	Ctrl+P
Exit	Alt+F4
Edit Tools	
Select	Ctrl+1
Path Edit	Ctrl+2
Redo	Ctrl+Y
Undo	Ctrl+Z
Cut	Ctrl+X
Select All	Ctrl+A
Ungroup	Ctrl+U
Copy	Ctrl+C
Paste	Ctrl+V
Power Copy	Ctrl+D
Optimize Entry/Exit	Alt+E
Resequence Jumps	Alt+W
Digitizing Tools	
Text	T
Manual	1
Run	2
Satin	3
Column	4
Steil	5
Complex Fill	6
Appliqué	7
Bean 3	Shift+3
Bean 5	Shift+5

Action	Keystrokes
Bean 7	Shift+7
Bean 9	Shift+9
Motif	M
Autodigitizer	A
Add Hole	Shift+H
Digitize After Path	Ctrl+Shift+Insert
Digitize Before Path	Insert
Sequencing	
Insert	Ctrl+I
Move Down	Alt+ Right
Move First	Alt+ Up
Move Last	Alt+Down
Move Up	Alt+Left
Insert Stop	Ctrl+Alt+C
Artwork tools	
Breakup	Alt+B
Join	Alt+C
Create Outlines	Alt+O
Magic Wand	W
Drawing Modes	
Bézier	B
Line	S
Pen	F
Segment Editing	
Close Shape	Shift+C
Align Center	Ctrl + H
Rotate Left	Ctrl+Alt+ Left
Rotate Right	Ctrl+Alt+ Right

Action	Keystrokes
Add Tie In	I
Add Tie Off	O
Add Trim Tie Off	Ctrl+Alt+T
Delete	Delete
Edit Entry/Exit	Shift+E
Edit Inclinations	Shift+A
Edit Outlines	Shift+O
Remove Overlapped Stitches	Alt+R
View tools	
Refresh	F5
Draw 3D	Ctrl+3
Toggle View Backdrop	Alt+S
Ruler	R
Zoom In	+ (keypad)
Zoom Out	- (keypad)
Zoom 1:1	/ (keypad)
Zoom to Selection	. (keypad)
Zoom to fit Design	* (keypad)
Pan	Space bar
Show/Hide Stitch Points	P
Show/Hide Commands	Alt+I
Slow Redraw	Ctrl+R
Background Color/Fabric	Ctrl+B
Scroll Down	↓
Scroll Left	←
Scroll Right	→
Scroll Up	↑

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