

# ***BuzzEdit v3***

*User's Manual*

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**BuzzEdit<sup>®</sup> v3 User Manual for Windows<sup>®</sup>.**

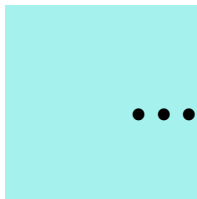
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## Chapter 1 - **BuzzEdit Basics**

Thank you for your purchase of BuzzEdit. We know you are anxious to get started but please review the basic information in this chapter as it provides the foundation needed for using the software.

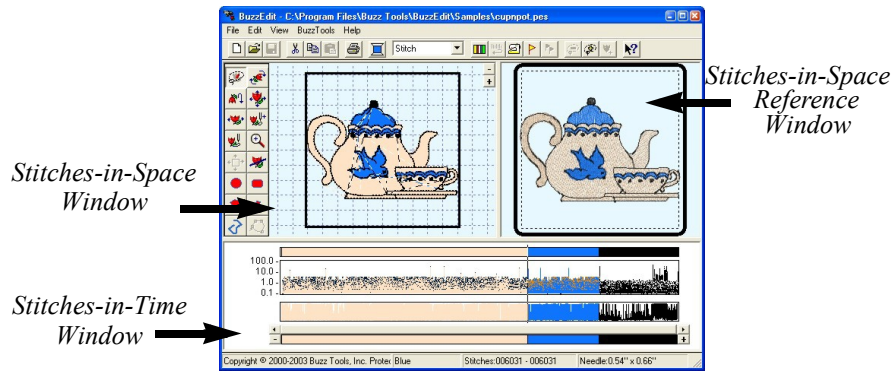
### **In this chapter:**

- BuzzEdit workspace
- BuzzEdit windows
- Zooming in the Time and Space windows
- Positioning the stitch cursor
- Converting design formats
- Stitches vs objects
- Manager files

### **Workspace Overview**

This user's guide only covers a brief review of the BuzzEdit workspace because this information has already been provided in the *BuzzEdit Quick Start Guide* (the printed booklet provided in the CD versions of BuzzEdit). If you purchased the download only version of the software, a link to a PDF of the guide was included in the authorization e-mail for the software.

The BuzzEdit workspace is divided into three sections. During the course of creating and editing designs, you will be working in the Space and Time work windows. The third window is a design reference area where you will always view the entire design.



**Figure 1-1** BuzzEdit Workspace

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

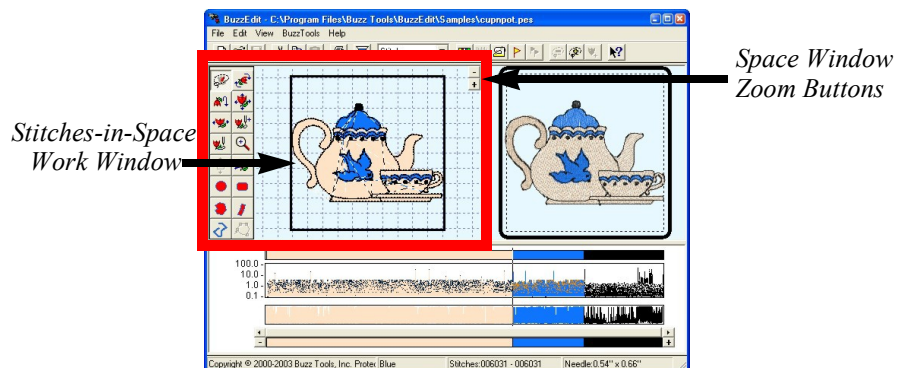
## BuzzEdit® Windows

### Stitches-in-Space® Reference Window

The *Stitches-in-Space Reference* window (or Space Reference window) is the visual reference for your design and it allows you to see how your design will look when sewn. It always shows the entire design, even when only a small area of the design is shown in the Stitches-in-Space work window.

### Stitches-in-Space® Work Window

The *Stitches-in-Space Work* window (or Space window) is the spatial work area. It contains tools for manipulating your design in space, such as tools to move and rotate along with tools for creating stitches and objects. (**Figure 1-2**).



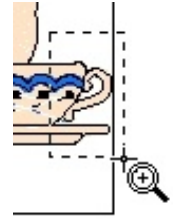
**Figure 1-2** Use the Space window to manipulate selected stitches or objects. If you have zoomed into an area of the design, only the zoomed in area will display here.



## Zoom In Space

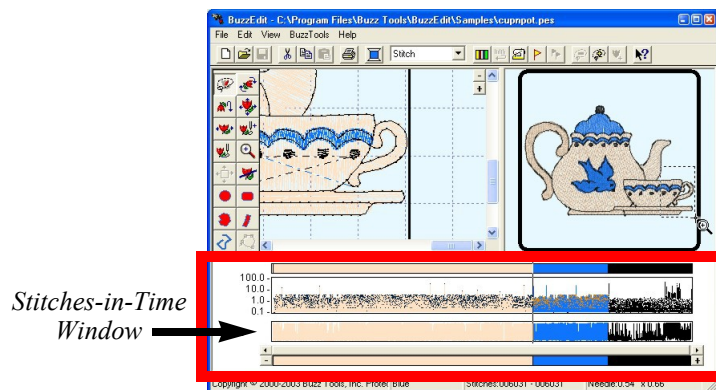
Use the Space Reference window to zoom in on a portion of the design in the Work window. To zoom in, hold down the primary mouse button, which is usually the left mouse button, and drag out a rectangle around the region of interest.

Once you have zoomed in on an area, the space work window will display scroll bars which may be used to move the area of the design that is displayed. The zoom buttons located in the upper right corner of this window cause the current selection to zoom in or out.



## Stitches-in-Time® Window

Along the bottom of your workspace is the patented *Stitches-in-Time® Window* (or *Time window*) which shows the stitches in relationship to time (**Figure 1-3**).



**Figure 1-3** The *Stitches-in-Time* window displays the stitches of the design horizontally from the first stitch to the last.

The Time window allows you to analyze various aspects of your design and gives powerful and easy ways to select various areas of a design. Horizontally, the stitches are displayed from left to right in the order in which they are sewn. Various properties of the stitches are displayed in the form of graphs.

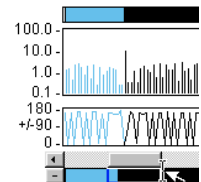
## Zoom In Time

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

Once you have zoomed in on a subset of stitches, you can use the scroll bar to move forward and backward in time and change what is displayed in the *Stitches-in-Time* graphs.

The scroll bar button indicates which stitches in the Reference bar are displayed in the other Time graphs.

Scrolling the Time window does not change what is displayed on the *Stitches-in-Space* windows.



## Get Ready

### The Stitch Cursor

In BuzzEdit, the **stitch cursor** is a marker used to show the current position in the stitch time line, just like a cursor shows the current position in a text document. It indicates where stitches or objects will be added or deleted.

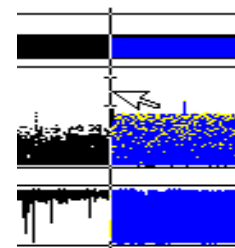
The stitch cursor is the last needle point of a selection in the Time window. It is also marked in the Space window with a small triangle pointing in the direction of the last stitch.

### Position the Stitch Cursor

When you first open a design in BuzzEdit, the stitch cursor is positioned at the beginning of the design (**Home** position) and any new objects or stitches created are sewn first.

To have new stitches or objects sewn later, you need to move the stitch cursor by clicking on the correct location on the Stitches-in-Time graph (**Figure 1-4**).

The top bar of the Stitches-in-Time window is called the **Stitch Color Bar**. To position the stitch cursor at a color break, just click on the Stitch Color Bar close to the color break and the stitch cursor will “snap” into place. You can then adjust the position of the stitch cursor by using the arrow keys on your keyboard, if desired.



*Figure 1-4 Click on a Time graph to choose when new objects are sewn.*



**REMEMBER:** To have your new objects sewn last, press the **End** key to move the stitch cursor to the end of the design. To move back to the beginning, press the **Home** key. To position it at a color break, click on the Stitch Color Bar. Make fine adjustments to the stitch cursor position using the left and right arrow keys on your keyboard.

### Open Workspace

Use the **Open > New Workspace** command to open additional BuzzEdit workspaces in order to copy and paste selections from one design to another or to create a new design using the digitizing tools.

### Combine Designs

To merge several designs together, first position the stitch cursor to the correct location in time (to set the correct sewing order) then use the **File > Insert Design** command. Designs may be in any supported format and are converted as needed to match the target format. You can then drag the design in the Space window to position it as needed.

## Open Background Graphic

A background graphic is useful for manual digitizing or for creating iron-on transfer embroidery combo projects. BuzzEdit supports a variety of popular formats such as Windows Bitmap, JPEG, GIF and more.

To select and position a background graphic, use the **File > Open Background Graphic** command. Click on the dialogs **Help** button for information on the various settings.

## Convert Design Formats

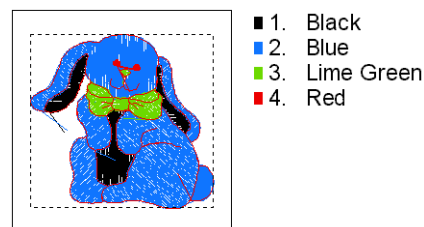
Different embroidery machines require different design file formats. To use embroidery designs made for another embroidery machine, you will first need to convert the design to a format your embroidery machine can understand. To do this, first open a design into the BuzzEdit workspace and then convert it to a different format using the command **BuzzTools >Convert Design Type....**

## Colors During Conversions

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

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

In the example (**Figure 1-5**), the PCS file was converted from a DST that contained only color stop information. Therefore the colors displayed represent stops and not the colors you would choose to sew. You will have to change the thread colors in BuzzEdit to get an attractive looking design on screen.



*Figure 1-5 Conversion from DST to PCS.*



**REMEMBER:** At the embroidery machine, you can pick any thread colors you want so “fixing” your design for on-screen display is optional. However, it does provide you with an opportunity to fine tune your thread color selections prior to sewing.

When BuzzEdit converts a design from a format that contains color values into an EXP or a DST file, BuzzEdit saves the color information in an auxiliary file. EXP and DST files with BuzzEdit auxiliary files will display in color within BuzzEdit (and other Buzz Tools programs), but may only display color breaks when opened in other programs.

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

## Stitches vs. Objects

The embroidery designs that you open and edit in BuzzEdit contain stitch data that can be changed in BuzzEdit. In addition to stitches, BuzzEdit can create objects such as lines, custom shapes and columns. If you also have a license to BuzzWord, you might also have lettering objects in a design.

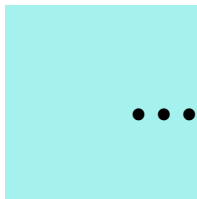


**REMEMBER:** BuzzEdit operates in either Stitch Mode or Object Mode. Object mode is activated automatically when creating new objects or after clicking on the select objects tool. Stitch mode is activated automatically by any of the stitch exclusive tools. Modes may also be toggled using the mode buttons at the top left of the main toolbar.

## BuzzEdit Manager File

In order to preserve the object data between editing sessions, BuzzEdit saves a special version of your design in a BuzzEdit manager file. The manager file contains object information as well as any multi-file or multi-hoop information. (See “Multi-Hoop Manager Files” starting on page 44 for more information).

The manager file’s name is always the same as the original file or the name you selected when you saved your design but has the extension “.buz”. To access this additional design information, you must open and edit the BuzzEdit manager files when you see them.



## Chapter 2 - **Selecting Stitches**

Many of the BuzzEdit commands operate on a selection of stitches, be it a single stitch or all of the stitches in your design.

In this chapter:

- Selecting stitches in space using the lasso tool
- Using the Time Graphs to select complete colors, stitch types and more
- Adjusting your stitch selection

### Overview

In BuzzEdit, stitch selection always consists of one or more *consecutive* needle points and stitches. Your selection can be anything from a single needle point (does not include the associated stitch) to the entire design. In the last chapter, you learned that the *stitch cursor* is last needle point of your selection and that it is marked in both the Space and the Time windows.




**REMEMBER:** The BuzzEdit workspace contains only one selection at a time, regardless of whether you use the Work window or the Time window to make your selection. Once made, the selection is highlighted in *both* windows.

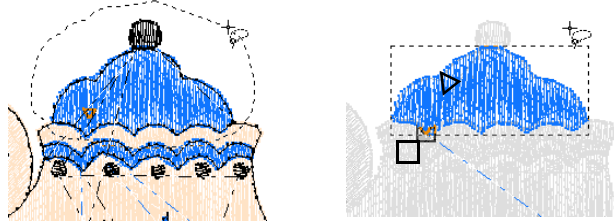
### Use Space Window to Select Stitches

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

#### Select Multiple Stitches.

To select an area of a design in the Space Work window, you will need to use the Select / Move Stitches tool.


 Click on the **Select/Move Stitches** button in the Space toolbar to activate the lasso tool. Position your mouse in the Space window outside of any previous selections and then draw a lasso around the area of interest. BuzzEdit selects the longest run of contiguous stitches within the lassoed area, which often turns out to comprise just the element you want to select (**Figure 2-1**).



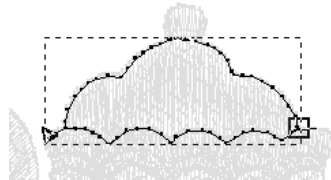
**Figure 2-1** Drag around an area (left) to select the longest contiguous run of stitches (right).

The selected stitches are shown in color, whereas the unselected stitches are shown in a faded *ghost color*. A selection indicator is drawn around the entire selection and it highlights the current selection in the Space window.

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

 If the area selected is not what you need, you can use the **Select Next Lassoed** button located on the main toolbar (or press **Ctrl + L**) until the run of desired stitches is selected (**Figure 2-2**). This command is also available from the Edit menu.

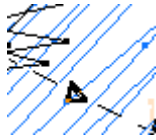
You can also use the **Select Previous Lassoed** button (or press **Shift + L**) to return to a previous selection.



**Figure 2-2** To select the next run of contiguous stitches, click the **Select Next Lassoed** button or press **Ctrl + L**.

## Select a Single Needlepoint

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



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

## Select a Single Stitch

To select a single stitch using the Space window, first select a needle-point and then press Shift + Right Arrow.

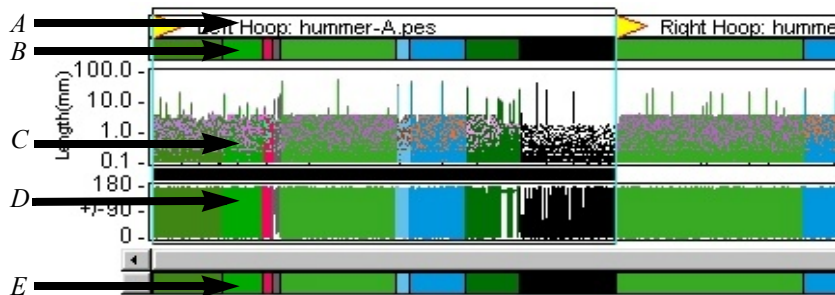
If only a single stitch is selected, you will see the stitch followed by its needle point. This is the stitch cursor and it is marked accordingly with a small triangle. Because only one needle point is included in the selection, the box indicating the first needle point and the selection indicator are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



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

## Use Time Window to Select Stitches

The Stitches-in-Time window is made up of various graphs which display some of the properties of the stitches (**Figure 2-3**). From top-to-bottom the Time window contains the *Multiple Section bar* (displayed only when required by the design), *Stitch Color bar*, the *Stitch Length graph*, the *Stitch Angle graph*, the *Time Scroll bar*, and the *Time Reference bar*.



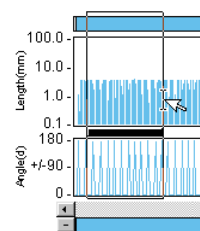
**Figure 2-3** Stitches-in-Time Graphs - A - Multiple Section Bar;  
B - Stitch Color Bar; C - Stitch Length Graph; D - Stitch Angle Graph;  
E - Time Reference Bar

To select stitches in the Stitches-in-Time window, drag the mouse horizontally across the desired stitches. The selection is highlighted with a pair of vertical lines delimiting the selection. Depending on which graph the mouse cursor is in when you drag, the start and/or end of the selection may “snap” to particular stitches. You may also start in one graph and end in another as needed.

## Select Complete Colors

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

When the mouse is clicked or dragged on the Stitch Color bar, the selection will “snap” to the nearest color break, making it easy to select a complete color break (**Figure 2-4**). You can also select a color by double-clicking on its thread color on the Stitch Color bar.



**Figure 2-4** Drag along the graphs to select stitches.

## Select between Long Stitches

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

To see the individual stitches you may need to zoom in on an area of the Stitch Length graph. (see “Zoom In Time” starting on page 9).

## Select by Double-Clicking

Long stitches, such as jump stitches, stand out on the Stitch Length graph and appear as vertical spikes. To select between any two long stitches, just position your cursor between them and double-click (**Figure 2-5**). Your selection will snap to these boundaries. And since long stitches (or jump stitches) generally occur between different elements in a design, the Stitch Length graph makes it easy to select distinct elements.



**Figure 2-5** Cursor is in position ready to select a run of stitches by double-clicking.

## Select by Dragging

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



## Select by Type of Stitch




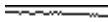
When you first start BuzzEdit, the Stitch Angle graph is not show. To display this graph, select **View > Stitches-in-Time Graphs > Show Stitch Angle Graph**.

The Stitch Angle graph makes it easy to analyze your stitches and to select a run of a specific type of stitches. Each different stitch type – running, zigzag, satin, etc. - has a characteristic appearance in the Stitch Angle graph. When you are editing your designs, look for other patterns that may indicate a change of stitch type.



**REMEMBER:** To see the details of the stitch type, you may need to zoom in on an area of the Stitch Angle graph. To zoom in on an area, drag along the time reference bar which is located at the very bottom of the time graphs, below the Time Scroll bar. (**Figure 2-3** on page 15)

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

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

## Select by Hoop or File Section

When editing a design made up of multiple hoops or files, the Stitches-in-Time window displays the Multiple-Section bar which is positioned above all the other time graphs(**Figure 2-6**). It delimits the individual sections that make up your current design and is *only* displayed if your design has multiple sections. The sections are displayed in the Stitches-in-Time window in the order in which they are sewn.



**Figure 2-6** When needed, the Multiple-Section bar is shown above the Stitch Color bar.

Each section starts with a *Section Break flag* and is followed by its description. Sometimes the description is only a file name, but when the design is for a multiple-position hoop, the description may also include the hoop position. You may need to zoom in on an area of the Stitches-in-Time window before you can read these descriptions (see “Zoom In Time” starting on page 9).

Just like other areas of the Time graphs, you can select hoops or file sections by double clicking between flags or by dragging between them.

For more information on multiple-section designs, please refer to the chapter on this subject starting on page 71.

## Adjust Stitch Selection

A selection can be easily modified by adding or removing stitches. Below are several powerful ways to adjust your selection. We recommend you practice these skills until they become second nature as it will make editing your designs even easier.

### By Thread Colors

- To quickly select the next thread color, press **Tab**. If you don’t already have a full color selected, than your current thread color is selected instead.
- To quickly select the previous thread color, press **Shift + Tab**.

### One Stitch at a Time

Think of these adjustments in terms of the Stitches-in-Time graphs as you work in time from left to right.

- To add the next stitch to the **end** of the current selection, press **Shift + Left Arrow**.
- To remove the last stitch from the **end** of the current selection, press **Shift + Right Arrow**.
- To add the previous stitch to the **beginning** of the current selection, press **Ctrl + Left Arrow**
- To remove the first selected stitch from the current selection, press **Ctrl + Right Arrow**

### To the Beginning or End of the Design

- To select from the stitch cursor to the beginning of the design, press **Shift + Home**
- To select from the stitch cursor to the end of the design, press **Shift + End**



## Chapter 3 - **Stitch Operations**

After stitches have been selected, they can be modified with BuzzEdit.

### **In this chapter:**

- Changing the stitch type or color.
- Cut, copy and paste selected stitches.
- Spatial editing tools to move, rotate, flip, resize or stretch selected stitches.
- Change the order in which stitches are sewn.
- Move stitch points or add new stitches.

## **Change Stitch Attributes**

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

### **Stitch Type**



Use the **Change Stitch Type** drop down to change the stitch type of the selected stitch or stitches. The drop down is located on the main BuzzEdit toolbar. You can choose from *Stitch* or *Jump*.

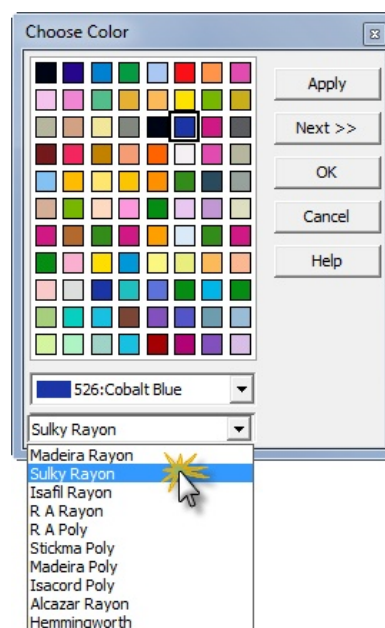
Usually, this command is used to change a single, long jump stitch to the matching stitch type *Jump* (see “When a single needle point is selected, all of the stitches are drawn in color in the Stitches-in-Space window. The selected needle point, (the stitch cursor) is highlighted with a small triangle.” starting on page 15). Many embroidery formats treat jump stitches differently than other stitches by either displaying them differently or changing how the stitch is sewn at the embroidery machine. Designs will usually stitch correctly even if a few of the stitches are incorrectly typed.

## Thread Color



Use the **Change Thread Color** button on the main toolbar (or choose **File > Change Thread Color**) to change the color of the selected stitches. The **Choose Color** dialog box (**Figure 3-1**) displays a color palette of available thread colors for the design file type you are currently editing. If more than one color palette is available, a new color palette may be selected from the drop down list on the **Choose Color** dialog.

To change colors, click on the new color and click **OK** or **NEXT >>** to apply the color and move forward one color in the design. Double-clicking on a desired color will apply the color and at the same time close the dialog box. Thread colors may also be selected using the drop down list where they are listed alphabetically.



**Figure 3-1** Palette of available thread colors.

## Change Dimensions

### Resize

This section covers the resizing of stitch based designs and selections of stitches. Resizing of objects is discussed in Chapter 4 “Working with Objects”

Unless you have purchased BuzzSize, your resized designs and selections will always contain the same number of stitches as the original (**Figure 3-2**).

Shortening the stitches reduces the physical size of the selection and lengthening the stitches increases the physical size of the selection. If an area is reduced too much, the stitches will be too close together to sew properly. If you increase the physical size of an area too much, the area will be sparsely sewn.



**Figure 3-2** Close-up of stitches before and after resizing.



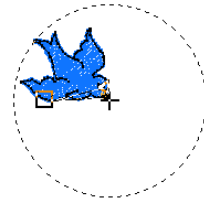
**REMEMBER:** On most designs, selections can be resized up to ten percent without any adverse stitching affects. You may be able to resize by a value greater than ten percent if you also change the thickness of the thread used to sew the design area. Use a finer thread for reduced areas and a thicker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

### Using the Resize Tool



To resize a selection, use the **Resize tool** located on the Stitches-in-Space toolbar. A circular indicator is shown around the selection and the center is marked with a cross.

To change the center of the resize operation drag the cross to a new location. The custom center numeric location is displayed on the bottom status bar. Remember that the center of your hoop is location 0, 0. In the example shown (**Figure 3-3**), the center of the resize operation has been moved to the tip of the bird's beak.



*Figure 3-3 Drag the cross to change the center of the resize.*



To toggle between a custom center and the center of the selection, click on the **Custom Center** toolbar button located on the main toolbar.

To resize the selection, drag the circular selection boundary. The percentage enlargement is displayed on the bottom status bar. In the example shown, the design moves away from the resize center; that is, the bird's beak (**Figure 3-4**).



*Figure 3-4 Resize your selection by dragging the boundary.*

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

### Using the Resize Command

You can also resize your selection using specific values for the resize percentage and the center of the resizing (choose **BuzzTools > Resize...**). For help on this command, click on the **Resize Selection** dialogs **Help** button.

**NOTE** BuzzSize is a design resizing program that resizes designs while maintaining their original stitch density. BuzzSize can also adjust the density of a design. When both BuzzEdit and BuzzSize are installed on the same computer, BuzzEdit can use BuzzSize to retain the stitch density. BuzzSize is available from many sewing machine dealers and from the Buzz Tools website at: [www.buzztools.com](http://www.buzztools.com).

## Stretch

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

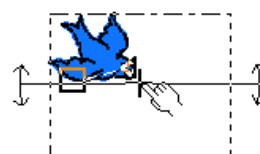


**REMEMBER:** Just as with the resize operation, selections may be stretched up to ten percent without any adverse stitching affects. You may be able to stretch by a value greater than ten percent if you also change the thread thickness used to sew the design. Use a finer thread for reduced areas and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

### Using the Stretch Tool



Stretch a selection using the **Stretch tool** located on the Stitches-in-Space toolbar. The line that bisects the selection indicator is the area of your selection that does not move during the stretch operation. To change the location of the line, drag the center cross to a new location (**Figure 3-5**). The numeric value of your custom center is displayed on the bottom status bar.



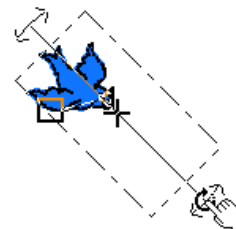
**Figure 3-5** Drag the cross to change the center of the stretch.



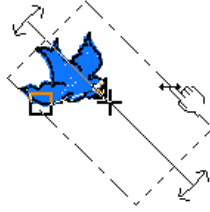
To toggle between a custom center and the center of the selection, click on the **Custom Center** toolbar button.

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

To change the angle of stretch, drag the circular arrow arms that are attached to the selection boundary (**Figure 3-6**). The percentage rotation is displayed on the bottom status bar.



**Figure 3-6** Drag the circular arrow arms to change the angle of stretch.



**Figure 3-7** Stretch selection by pulling on dashed portion of selection boundary.

Stretch the selection by pulling on the dashed portion of the selection boundary (**Figure 3-7**). When the cursor is positioned correctly, the cursor will look like the one in the example to the right.

### Using the Stretch Command

You can also stretch your selection using specific values for the stretch percentage, angle of stretch and the center of stretch (choose **BuzzTools > Stretch...**). For help on this command, click on the **Stretch Selection** dialogs **Help** button.

## Reorder Stitches

Several tools are available that change the order in which stitches are sewn. These changes include sorting colors and reversing stitch order.



**REMEMBER:** Depending on how these are applied, you may find that the design **DOES** sew differently than previously. Therefore, these tools must be used with caution, and your results should be carefully checked using the sew simulator and/or sew outs on scrap fabric.

### Drag Colors

To change the sewing order of a design, color breaks can be dragged and dropped into their new position in Time.

First, select an entire color by double-clicking on it in the **Stitch Color** bar. To grab the selection, position your mouse cursor on the **Stitch Color** bar inside of the selection. When the mouse cursor is correctly positioned, it will change to a pointing finger. Hold down the primary mouse button and drag the selection in Time (**Figure 3-8**) to its new location.



**Figure 3-8** Drag a Selection to move it.



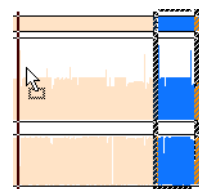
**REMEMBER:** Since this example is rearranging entire color breaks, the selection should be inserted on a color boundary. It is easy to do this by moving the cursor horizontally along the **Stitch Color** bar. The insertion point will snap to a color boundary, making it easy to rearrange the colors in the design.

## Drag Stitches

With BuzzEdit, it is also possible to change the sewing order of any selected run of stitches

First, select a run of stitches using any of the methods previously mentioned (see “*Chapter 2 - Selecting Stitches*” starting on page13); for example, drag along any of the Time graphs or use the Lasso tool in the Space window.

Once you have your selection, always start dragging it from the **Stitch Color** bar. The selection can then be dragged into any of the other graphs to take advantage of one of their particular features or snap characteristics (**Figure 3-9**).



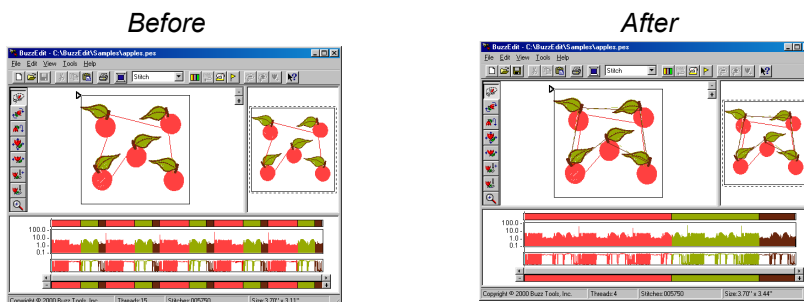
**Figure 3-9** Drop into any other graph to take advantage of their snap characteristics.

## Duplicate Stitches

To duplicate selected stitches when you drag them along the Time graphs, hold down the control key while dragging. The cursor displays a + indicator to let you know that a copy of the selection is being moved.

## Sort Colors

Sometimes an embroidery design has the same color repeated. This might be the result of copying a portion of the design as in the example below where an apple was duplicated (**Figure 3-10**). The example design before sorting has a total of sixteen color breaks. Because the colors don't overlay each other, we can reduce the number of thread changes by using the **Color Sort** command. The final design has only four thread changes.



**Figure 3-10** Stitches before and after sorting colors.



**REMEMBER:** Sometimes a design has the same color listed in multiple locations due to the required layering of the stitches. This is often done for outlines or to produce some other advanced effect. Under these conditions, you might obtain better results by manually merging colors as needed by dragging them along the Time graphs.

Whenever you sort the colors in a design, examine the design closely and do a test sew to ensure that the results are those that you desire.



## Reverse Stitch Order



The sewing order of a selection may be reversed by using the **Reverse Stitch Order** command. This is most often done to shorten or reduce jump stitches in an area.

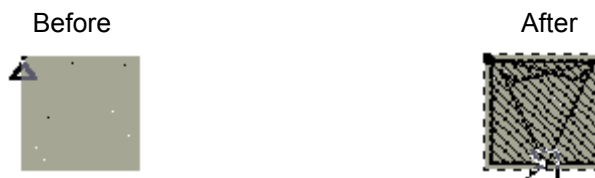
In the example (**Figure 3-11**), the heart was created by duplicating and flipping the left half. We are left with a jump stitch across the middle. Selecting the right half and reversing the stitch order eliminates the jump stitch.



*Figure 3-11 Before and after reversing stitch order.*



**REMEMBER:** When you use the **Reverse Stitch Order** command, be aware of whether the selection includes understitching. [Understitching is sewn before a fill area to stabilize the area or to travel from one embroidery area to another.] For example (**Figure 3-12**), if you were to reverse stitching on a selection which contains understitching, you would end up with the understitching sewing on top of the fill area. The understitching in this example is shown in black so that you can see it.



*Figure 3-12 In this example, the Reverse Stitch Order command causes the understitching to sew on top of the fill area.*

In order to avoid this type of problem, you have two different options available to you. First, you can delete the understitching prior to using this command. Or alternatively, do not include the understitching in the selection. If you choose this last option, you can select the understitching in a separate operation and reverse its sewing order so that both sections sew correctly in relationship to each other.

## Stitch Editing

With BuzzEdit, you can do sophisticated stitch editing by inserting or moving individual needle points.

## Insert Stitches

You can use the **Insert Stitches** tool to bury a jump stitch by breaking the jump stitch into smaller stitches that are sewn underneath other areas. Position the stitch cursor in the Stitches-in-Time display. If you are going to reroute a jump stitch, position the stitch cursor directly in front of the long jump stitch you are going to reroute.



Click on the **Insert Stitches** tool. Each click in the Stitches-in-Space window will now add a needlepoint and divide the current stitch into two stitches. Before each click, position the mouse cursor to place the new needle point location underneath other areas of stitching. Zoom in on the Stitches-in-Space window as needed to see the details of the design.

In the example, before the design was edited with BuzzEdit, there were many jump stitches to cut. Rerouting jump stitches underneath other areas of stitching eliminated most of these areas.



*Figure 3-13 Before and after manually rerouting jump stitches.*

## Move Stitches

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

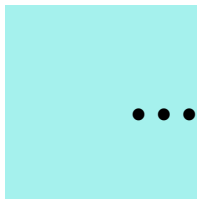
Position the stitch cursor at the first stitch that needs moving.



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

## Delete Stitches

To delete stitches, first make a selection of a needlepoint, stitch or group of stitches and press **Delete** the delete key.



## Chapter 4 - Working with Objects

In addition to the stitch operations described in the last two chapters, BuzzEdit also has several tools available that create and modify objects.

### In this chapter:

- Creating pre-defined shapes such as ellipses and rectangles
- Creating custom shapes
- Creating holes
- Creating applique
- Creating lettering with BuzzWord
- Editing objects, selecting, resizing and changing node types

## Create Objects

Design objects are created and edited using the digitizing tools located on the space toolbar. These tools will be described in toolbar order.

Once an object is created, the *Object Properties* dialog opens where the object's properties are determined. Click on the dialogs **Help** button for information on various stitch attributes.



**REMEMBER:** BuzzEdit operates in *Stitch Mode* or *Object Mode*.

Object mode is activated automatically when creating new objects or after clicking on the select objects tool. Switch back to stitch mode by clicking on the highlighted OBJ icon on the top left of the main toolbar or by selecting one of the stitch editing tools.

## Closed Shapes

All of the closed shapes described in this section have an outline and an inside sewing region which are assigned different sewing attributes. You can choose to sew only the outline or only the inside region.

In addition, many of these tools can be used to create holes in existing stitch objects. See “Create Holes” starting on page 30.

## Ellipse Tool



The **Ellipse** tool allows you to create ellipses or perfect circles. Choose the **Ellipse** tool on the space toolbar to activate it.

Imagine that a box is drawn around the circle or ellipse that you are creating. In order to position your pattern correctly, click on one of the imaginary corners and drag the mouse to the opposite corner. The ellipse is completed when you release the mouse button.

To draw a perfect circle, hold down the **Ctrl** key while dragging the mouse.

## Rectangle Tool



With the **Rectangle** tool you can create rectangles with rounded or sharp corners. Choose the **Rectangle** tool on the space toolbar to activate it.

Click on one of the corners of the rectangle and drag the mouse diagonally to the opposite corner.

To draw a square, hold down the **Ctrl** key while dragging the mouse.

**NOTE** To create a sharp cornered rectangle or square, first create it with rounded edges and then edit the shape by clicking on the **Edit Object** tool located on the Space toolbar. In edit mode, adjust the shape of the corners by dragging the corner nodes.

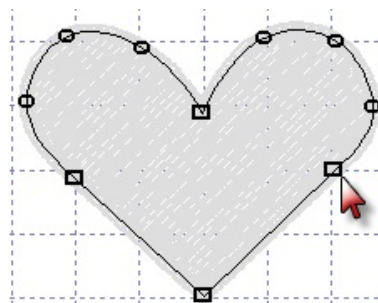
## Custom Shape Tool



The **Custom Shape** tool is used to create custom closed shapes with straight lines or curves. For the easiest digitizing, use a background graphic as a guide when using the custom shape tool (**File > Open Background Graphic**).

Choose the **Custom Shape** tool on the space toolbar to activate the tool. Click on the first anchor point (or node) and continue to click anchor points around its path as needed to define its shape making sure that the path drawn does not cross itself.

Click with the left mouse button to create straight nodes or corners (**Figure 4-1**). Use the right mouse button to create curves between nodes. You can use both types of nodes in the



**Figure 4-1** Left clicks create straight nodes and right clicks create curved nodes

same shape. The **Backspace** key removes the last point. To finish the pattern, double-click the last anchor point or press **Enter**. The last point entered will automatically be joined to the first one.

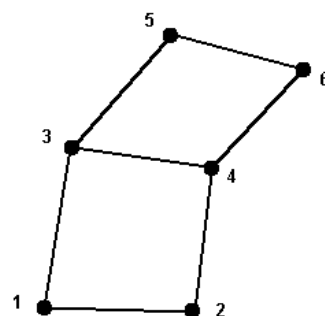
## Column Tool



The **Column** tool is used to create areas of a design that look more like hand embroidery. When an object is created using the column tool, the thread direction can follow the curves of the design, which is not possible with other closed shape objects created in BuzzEdit. Letters are often digitized this way and look best when the thread direction follows the curves.

For the easiest digitizing, use a background graphic as a guide when using the column tool (**File > Open Background Graphic**).

Choose the **Column** tool on the space toolbar to activate column drawing mode. Click on the starting point of your pattern which is shown as point 1 (**Figure 4-2**). Click across the area of your design to point 2. The line created between point 1 and point 2 is the same angle that the column threads lie. Continue to click points as illustrated below. The **Backspace** key removes the last point. To finish the pattern double-click the last point or press **Enter**.



*Figure 4-2 Columns are created by clicking points in the order shown.*

## Open Shapes

Open shapes are commonly referred to as paths, lines or open objects. Unlike the closed shapes described on previous pages, the path of an open shape can cross itself and can even end at its starting point making it appear closed. However, open shapes do not automatically close themselves and never have an inside sewing region defined to them.

## Open Path Tool



Open paths are created in BuzzEdit using the **Open Path** tool. Choose the **Open Path** tool on the space toolbar to activate it. Click on one end point and continue to click anchor points along its path as needed to define its shape.

Click with the left mouse button to create straight lines between anchor points. Use the right mouse button to create curves between anchor points. You can use both types of anchor points on a path.

The **Delete** key removes the last point. To finish the line, double-click the last anchor point or press **Enter**.

## Create Holes

BuzzEdit can create holes in embroidery designs for special effects. For example, in order to make a clock you might cut a circle out of an existing design for the clock mechanism. Or you might want to create a decorative button hole by cutting a button hole in a design(**Figure 4-3**).

If you are using the closed shape tools to create a design, it is best to create your holes immediately after an object has been created because the area of the hole is taken into account when the stitches are generated, which results in a cleaner sew out.

All of the closed shape tools can create holes except for the **Column** tool. Click on the closed shape tool of choice and create the shape of the hole.

On the **Object Properties** dialog for the hole, click on the General tab and uncheck the **Fill** and optionally the **Outline** options. Then, to remove the stitches under your object, click the “Delete the Stitches Overlapping Object” button.



**REMEMBER:** Once you click on the “Delete Stitches” button, the stitches are cut from your design. To fine tune your results, use the undo command to restore the stitches before adjusting the objects perimeter or location. Once you are satisfied with your changes, click the “Delete the Stitches...” button again.

**NOTE** If you plan on removing or cutting the fabric from the hole (for example in clock and buttonhole designs) be sure to include an outline around the hole so that it will be sufficiently reinforced.



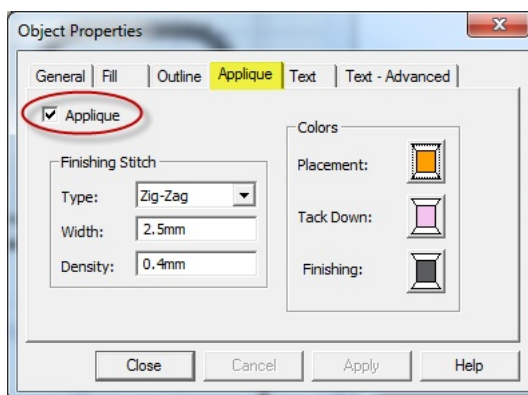
*Figure 4-3 A button hole was made in this design using the Custom Shape tool.*

## Applique Designs

Appliques are basically “outline only” objects comprised of three parts: placement stitches, tack down stitches and finishing stitches.

To create an applique object, draw a closed object using either the **Ellipse**, **Rectangle** or **Custom Shape** tools. To make a perfect circle or square, hold down the Ctrl key when you drag your shape.

When the *Object Properties* dialog opens, ignore the General tab and click on the *Applique* tab. Check the **Applique** option by clicking on it and set the finishing stitch options (**Figure 4-4**). Change thread colors by clicking on one of the thread spools and selecting a new color from the thread palette.



**Figure 4-4** The appliqué tab is used to quickly create appliqué designs.



**REMEMBER:** In order for the embroidery machine to stop between these applique steps, you must assign a unique color for each step. Whether you actually use different thread colors at the machine is, of course, optional.

## Lettering with BuzzWord

When BuzzWord is installed on the same computer as BuzzEdit, all of the BuzzWord features and commands become integrated into the BuzzEdit workspace. Text objects can be added and edited as easily as any other object. Please refer to the BuzzWord Quick Start guide and online help for specific usage information.

If you do not already own a copy of BuzzWord and would like to try it, you can download the free 21-day trial from BuzzTools.com.



**Figure 4-5** BuzzWord (purchased separately) integrates seamlessly into BuzzEdit.

**NOTE** BuzzWord is an embroidery lettering program that includes 30 scalable fonts. BuzzWord can also map stitch-based fonts to the keyboard for perfect placement every time. When both BuzzEdit and BuzzWord are installed on the same computer, BuzzEdit can use BuzzWord to add lettering to embroidery projects. BuzzWord is available from many sewing machine dealers and from the Buzz Tools website at: [www.buzztools.com](http://www.buzztools.com).

## Object Properties

The object properties of an object and its sub objects are retained in BuzzEdit. When an embroidery design file is saved, BuzzEdit also saves a .buz file of the same name. To edit objects at a later time, be sure to open the .buz file to access this information.

Object information is lost when any of the stitch editing tools are used to modify the object. For example:

- Any stitch editing on an object such as the moving or inserting of stitches within the object constraints (inside a fill or outline for example)
- Creating a wreath
- Slicing an object
- Selecting and modifying part of an object for manipulation such as copy, paste, move, etc...

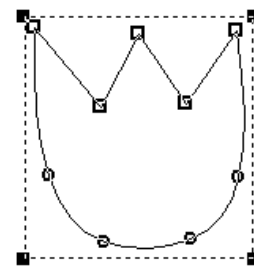
## Edit Object Tool



The **Edit Object** tool is located on the space toolbar under the Select Object button and is only enabled if your design contains objects. You will probably need to click on the down arrow next to the Select Object tool to access it. Click on the **Edit Object** tool to activate Edit mode.

In Edit mode, the perimeter of an object is displayed and existing anchor points (or nodes) are marked with small empty squares or circles (**Figure 4-6**). Squares indicate straight nodes and the circles indicate curved nodes.

A selection indicator is drawn around the entire object and black resizing squares are in each corner of the selection box.



*Figure 4-6 Edit mode allows you to modify recently*

## Resize Objects

To modify the size of an object, click on one of the black resizing squares and drag it until the object is the correct size. If you would like to maintain the aspect ratio of the object, hold down the **Ctrl** key while dragging the mouse.

## Move Objects

Click on an object away from any nodes and drag it to the desired location.

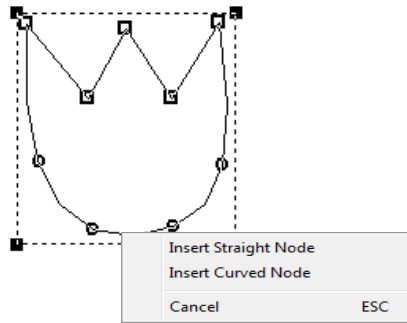
## Move Nodes

Click on a node and drag it to the desired location.



## Insert Nodes

To insert nodes into open paths and custom shapes, click on an objects outline or



*Figure 4-7* Right click on an objects outline to insert a new point.

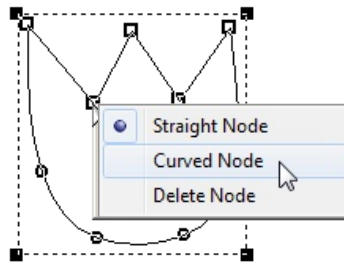
path where you want to insert a new node and choose the type of node from the pop-up menu (Figure 4-7).

## Delete Nodes

To delete nodes from open paths and custom shapes, click on an existing node and choose **Delete Node** from the pop-up menu.

## Change Node Types

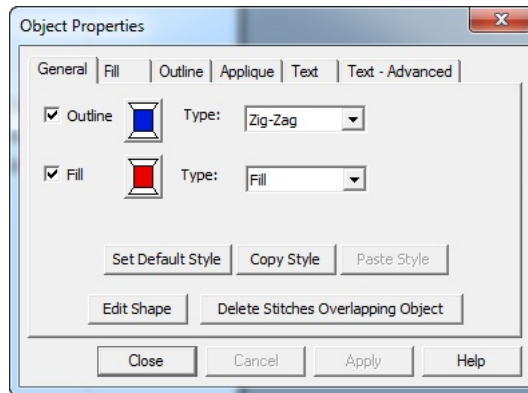
Click on an existing node and choose an alternate node type from the pop-up menu (Figure 4-8).



*Figure 4-8* Right click on an existing node to change its node type.

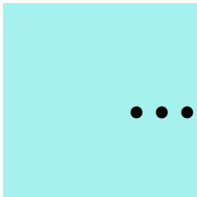
## Change Object Properties

Right click on the object and choose **Properties** from the pop-up menu. On the **Object Properties** dialog, change the attributes of the object (**Figure 4-9**). This dialog has several tabs that cover the object attributes such as fill, outline, applique and more.



*Figure 4-9* The *Object Properties* dialog sets the sewing attributes of a created object.

If you have BuzzWord, you will also be able to change the text object attributes from this dialog. Click on the dialog's **Help** button for specific information on various settings.



## Chapter 5 - **General Editing Commands**

The commands covered in this chapter can be used to modify a selection of stitches or an object.

### **In this chapter:**

- Basic editing such as cut, copy and paste
- Moving stitches or objects

### **Clipboard Commands**

BuzzEdit provides the basic clipboard commands Cut, Copy and Paste. These commands can be used to move or copy selections to a new Stitches-in-Time location within the current BuzzEdit workspace, or to move selections to a different BuzzEdit workspace. These commands work on selected stitches or objects.

#### **Cut Command**

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



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

#### **Copy Command**

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



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

## Paste Command

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

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



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

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



**REMEMBER:** The Cut, Copy and Paste commands provide only one method for changing the sewing order of your design or for duplicating stitches or objects. You can also change the sewing order of your design by dragging a selection along the Stitches-in-Time graphs. To duplicate rather than move, hold down the Ctrl key when dragging.

## Other Editing Tools

Use the other editing tools on the space toolbar to move, rotate, or flip the selected stitches or objects. There are also similar tools, accessed from the Tools menu, that provide dialog-based versions of these commands.

## Move

### By Dragging in Space

With stitches or objects selected, move your cursor into the center of the selection box and drag to the desired location (**Figure 5-1**). If your selection is a single needle point, drag the Space stitch cursor to the desired location.



*Figure 5-1  
Dragging a  
selection.*

### Using the Move Command

You can also move your selection using specific horizontal and vertical values or offsets (choose **BuzzTools > Move...**). For help on this command, click on the *Move* dialogs **Help** button.

## Rotate

### Using the Rotate Tool



Rotate a selection using the **Rotate** tool located on the Stitches-in-Space toolbar. By default, you rotate your selection on its own center.

However, perhaps you want to rotate your selection away from another object, or around the center of the design. To do this, move the center of rotation by dragging the cross to the desired location (**Figure 5-2**). The numeric value of your custom center is displayed on the status bar. The numeric value of the custom center may be a negative number as this is an offset from the center of the hoop.



*Figure 5-2 Drag the cross to change the center of rotation.*

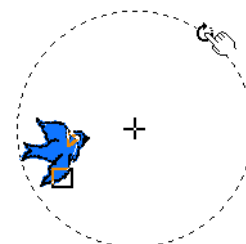


You can toggle between a custom center and the center of the selection by clicking on the **Custom Center** button located on the main toolbar.

Rotate by dragging the circular boundary of the selection (**Figure 5-3**). The percentage rotation is displayed on the bottom status bar.

### Using the Rotate Command

You can also rotate your selection using specific values for the degree rotation and the center of rotation (choose **BuzzTools > Rotate...**). For help on this command, click on the **Rotate Selection** dialogs **Help** button.



*Figure 5-3 Rotate your selection by dragging the boundary.*

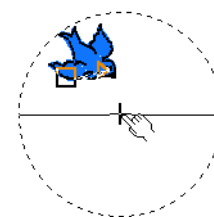
## Flip

### Using the Flip Tool



Flip a selection using the **Flip** tool located on the Stitches-in-Space toolbar.

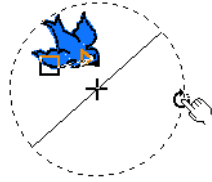
To change the center of the mirror during a flip operation, move the center of the mirror by dragging the cross to the desired location (**Figure 5-4**). The numeric value of your custom center is displayed on the bottom status bar.



*Figure 5-4 Drag the cross to change the center of the mirror.*



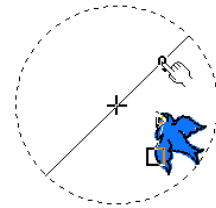
Toggle between a custom center and the center of the selection by clicking on the **Custom Center** toolbar button located on the main toolbar.



**Figure 5-5** Rotate the angle of mirror by dragging the boundary.

To change the angle of reflection for the selection, drag the circular selection boundary (**Figure 5-5**). This changes the angle that the selection is flipped so that you can flip your selection diagonally. The angle of the mirror is shown by the line dividing the circular selection boundary. The percentage rotation is displayed on the bottom status bar. In this example, the angle of mirror is set to 45 degrees clockwise.

Flip a selection by clicking on the mirror shown by the line that bisects the circular selection indicator (**Figure 5-6**).



**Figure 5-6** Click on the mirror to flip selection.

### Using the Flip Command

You can also flip your selection using specific values for the angle of mirror and center of mirror (choose **BuzzTools > Flip > Custom...**). For help on this command, click on the **Flip Selection** dialogs **Help** button.

## Chapter 6 - Borders and Wreaths



Although BuzzEdit does not automatically create embroidery designs from graphics, it does provide several powerful design modification tools that can be used with existing designs or motifs for beautiful results.

### In this chapter:

- Create border designs
- Create wreaths and frames

## Design Creation Tools

The following embroidery tools take a design (or a design element) and automate its layout and /or duplication for interesting and artistic results such as borders and wreaths.

### Continuous Borders

The *Create Border* wizard helps you visualize and layout a design for continuous repeated borders. During the creation of a border, BuzzEdit displays how the border will look when sewn and automatically inserts the alignment lines required for perfect placement at the embroidery machine.

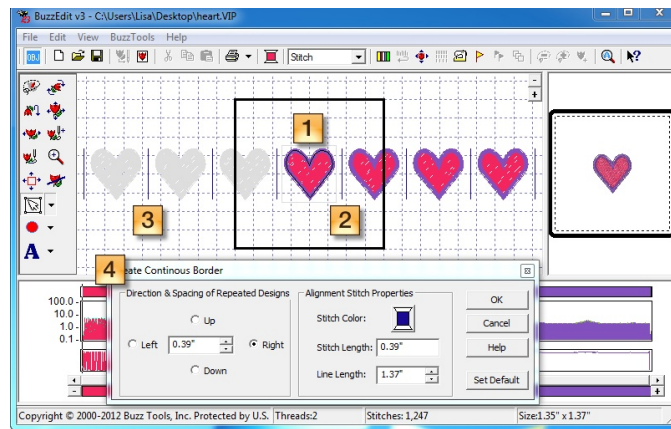


*Figure 6-1* This heart border is simple to create with BuzzEdit.

To create a border, open the design you want to transform into a repeated border. Since the entire design is used to create the border, remove any parts of the design you do not want to include in your finished embroidery.

Choose the **BuzzTools > Create Continuous Border** command. The *Continuous Border* dialog opens and the BuzzEdit workspace displays a preview of the border using the defaults. As changes are made to the border settings, the preview is instantly updated making it easy to find the right settings for the border you desire.

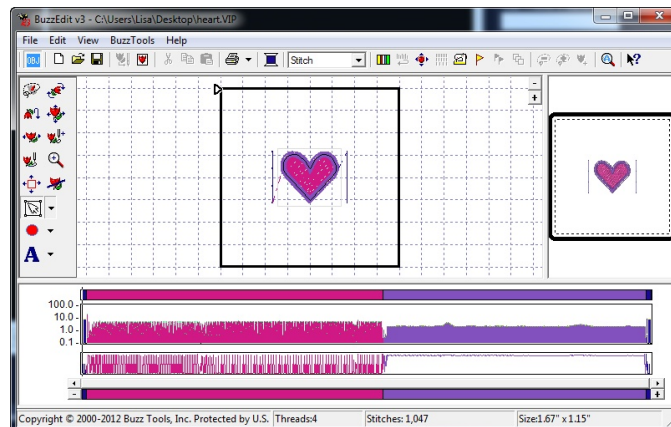
The values on the left of the dialog (**Figure 6-2**) set the stitching direction of the border and allow BuzzEdit to insert the alignment stitches in the correct location in time. The lines of stitches which are added to the design allow for correct alignment at the machine. To adjust the distance between the repeats, use the arrow keys or type in a value.



**Figure 6-2** [1] The original design [2] Automatic alignment lines and colored preview in the direction border is sewn [3] Ghost designs allows you to visualize the entire border [4] Dialog for border settings such as direction and spacing.

The alignment stitches are set as basting stitches so that they are easy to remove from your finished project. They must be a different color than the first and last colors of the design so the embroidery machine will stop. To change the thread color of the alignment stitches, click on the thread spool on the right side of the dialog and choose a new color from the thread palette. In addition, the stitch length and line length can be changed as desired. By default, the length of the line is set to be the same as the design.

When you are satisfied with your results as shown on the preview, click **OK**. Alignment stitches are added to the start and end of the design and the display is updated accordingly (**Figure 6-3**).



**Figure 6-3** The alignment stitches have been added and the design is ready for the embroidery machine.

We recommend you save the continuous border with a new name since you have transformed the original (choose **File > Save As**).



## Stitching a Perfectly Aligned Continuous Border



Since the design already includes alignment stitches, a printed template is not required. Instead you will be using the alignment stitches to achieve perfect placement at the embroider machine.

The process is best presented visually by our Tech Support manager, Lisa Shaw in her video *Creating Continuous Borders* which is included on your installation CD. It is also available for viewing on BuzzTools.tv and YouTube.com.

## Wreath Designs

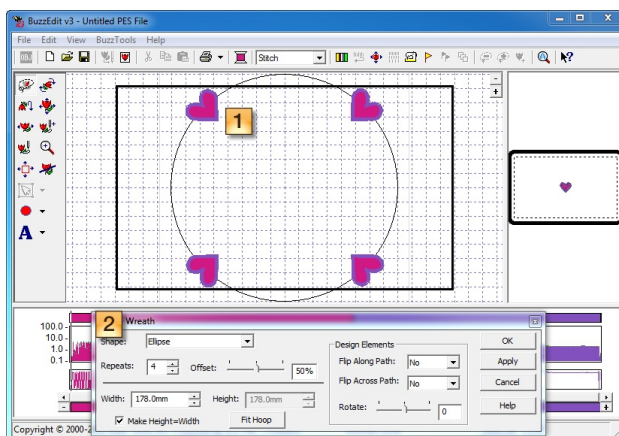
The *Create Wreath Wizard* allows you to create an abundance of embroidery designs from frames, labels, wreaths and snowflakes.



**REMEMBER:** The object properties of an object and its sub objects are lost when a wreath is created. Be sure to complete all object editing prior to using this command.

First, open the design you wish to transform into BuzzEdit and change the hoop if desired using the command **View > Hoop Properties**. Since the entire design is used to create the wreath, remove any parts of the design you do not want to include in your finished embroidery.

Choose the **BuzzTools > Create Wreath** command. The *Create Wreath* dialog opens and the BuzzEdit workspace displays a preview of the wreath using the defaults. As changes are made to the wreath settings, the preview is instantly updated making it easy to find the right settings for the wreath or frame you desire.

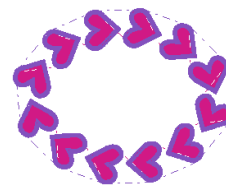
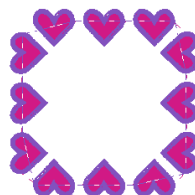
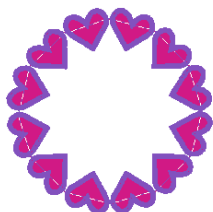


**Figure 6-4** [1] Preview of the wreath [2] Dialog for wreath settings such as wreath shape, size, repeats and more.

The values on the left of the dialog (**Figure 6-4**) set the shape of the wreath, the number of repeats and the overall size of the wreath. The values on the right of the dialog determine how the elements are displayed along the path, i.e. should they be rotated or flipped on the path.



**REMEMBER:** As you create the wreath, beware of design regions that overlap as these areas of dense stitching won't stitch as well. Adjust the wreath settings to correct the problem before you click OK.



Many different types of wreath designs can be created from the same element. Experiment with the settings to explore your options.

## Chapter 7 - Multi-Hoop Basics

Multi-hoop designs are sometimes used in order to create embroidery designs larger than the largest design area supported by an embroidery machine.

### In this chapter:

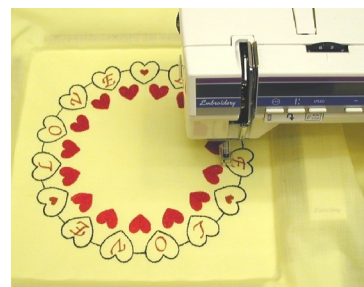
- Multi-hoop overview
- Multi-hoop manager files
- Types of multi-hooping: multiple position hoops and manual hooping
- Multi-hoop example

### Overview

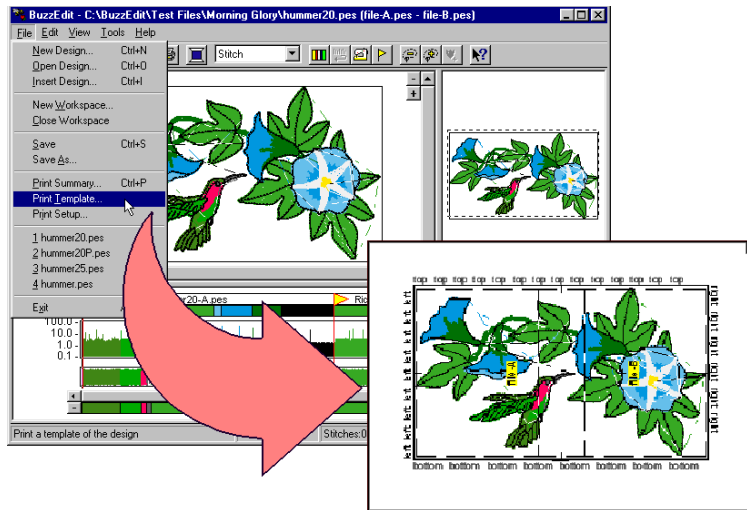
All embroidery machines have a maximum embroidery dimension that they are able to sew. For some machines, it may be as small as a 4-inch square or bigger than a 12-inch square.

In order to get around the dimension restrictions, embroidery hobbyists can purchase multiple-position hoops for most embroidery machines or they can learn to accurately position their fabric in their hoop for the ultimate freedom of manual hooping.

BuzzEdit allows you to concurrently view and edit multi-hoop designs in one workspace. It provides tools to split oversized designs or to layout designs for use on a multiple-position hoop (**Figure 7-1**) or for manual hooping. To aid in positioning of designs on your fabric, alignment lines can be added to embroidery designs and positioning templates can also be printed.



*Figure 7-1* This huge embroidery design was sewn in 12 tiled sections of a Giant Hoop-it-All.



**Figure 7-2** A printed template helps you position your design on the fabric and at the sewing machine.

## Multi-Hoop Manager Files

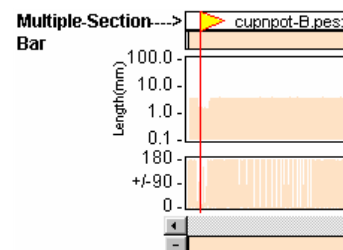
When required by the file format, a multi-hoop design may be saved into a series of files so that each file keeps within the dimensions imposed by the file type. When BuzzEdit saves a series of multi-hoop files, it also saves a BuzzEdit manager file, so the whole series can be read back in at a later time in order to edit or view the complete design.

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

## Multiple-Section Bar

When BuzzEdit displays a multiple-hoop design (or other type of multiple-file design), the Stitches-in-Time window displays the **Multiple-Section** bar that is designed to help you understand and manipulate your multiple-hoop designs.

This bar displays a series of *section breaks*. Each new section break marks the location in time (or stitch number) at which a new file or hoop will begin (**Figure 7-3**).



**Figure 7-3** Marks the individual files and/or hoops that make up your design.

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

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

## Types of Multi-Hooping

### Multiple-Position Hoops

The large hoop is mounted on the embroidery arm in any number of positions in order to sew on different areas of the fabric. Usually the design fields have significant overlap, but together they cover a much larger area of the fabric than you could reach with a conventional single position hoop. Multi-hoop designs are comprised of multiple pieces, which are usually saved in different files. By moving and possibly rotating the hoop at the sewing machine between sewing the different sections, it is possible to create a design larger than the default hoop size (**Figure 7-4**).

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



**Figure 7-4** This multi-hoop design has two overlapping sections.



**Figure 7-5** The Janome 5 multiple-position hoop frame.

Multiple-position hoops (or multi-hoops) are made by many sewing machine manufacturers (**Figure 7-5**) and by other companies such as the Hoop-it-All<sup>®</sup> corporation, which makes the Giant Hoop-it-All<sup>®</sup> line. For more information on the common types of multiple-position hoops and their usage, see “Common Multi-Hoops” starting on page 81.

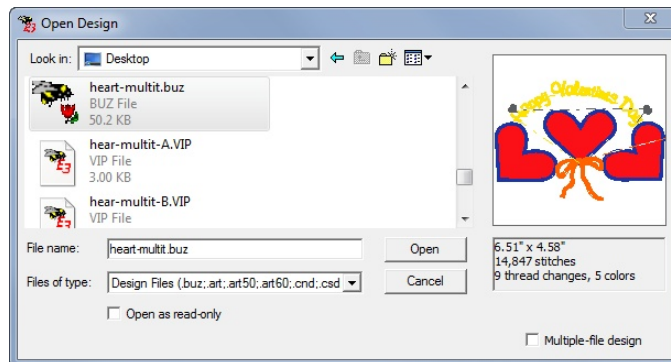
### Manual multi-hooping

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

## How to Open Multi-Hoop Designs

### When You Have a BuzzEdit Manager File

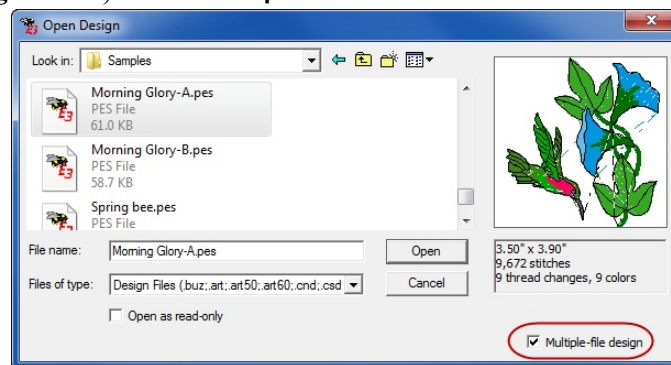
To open a multiple-hoop design that uses a BuzzEdit manager file, choose the manager file name from the BuzzEdit **Open Design** dialog. Remember that for BuzzEdit v3, this file will end with the extension “.buz”. If you have manager files from a previous version of BuzzEdit, look for the same extension as the associated sections. When you open the BuzzEdit manager file, all of the associated design files are opened and are automatically positioned correctly (Figure 7-7).



**Figure 7-7** The above multi-hoop design uses a BuzzEdit v3 manager file. To open it, just open the .buz file and all of the associated design files are opened and positioned correctly in their hoop sections

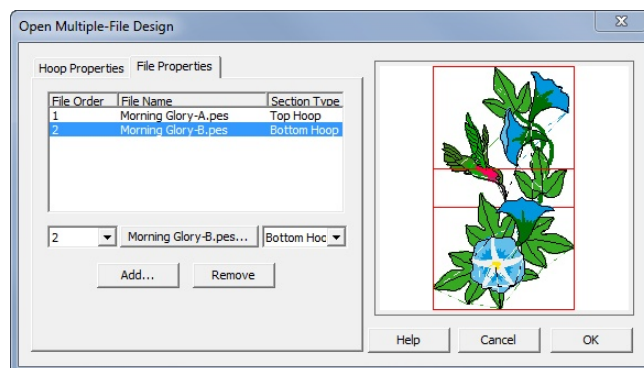
### Multi-Hoop Designs from Other Programs

If you have a multiple-file design (or a multiple-hoop design that uses multiple-files) created by a program other than BuzzEdit, you can read the design into BuzzEdit by checking the **Multiple-file Design** check box in the **Open Design** dialog (Figure 7-8) and click **Open**.



**Figure 7-8** Check the Multiple-File Design check box to let BuzzEdit know this is a Multiple-File design.

This brings up the *Open Multiple-File Design* dialog that allows you to specify a series of files to open and which hoop to use (**Figure 7-9**). Many PES (version 2.5 or later) multi-hoop designs can be opened directly and do not require any special procedure.



*Figure 7-9* The *Open Multiple-File Design* dialog box helps you open exiting multiple-file designs.

The first tab on the *Open Multiple-file Design* dialog is where the multi-hoop is selected. Multiple position hoops are marked with a + sign and are towards the bottom of the list. The preview area of the dialog is updated as selections are made.

Once the hoop has been selected, click on the **File Properties** tab to display the File Properties settings. Use this dialog to add files to the multi-hoop design, change the sewing order of the files and to change the hoop positions. The preview area is updated as you make changes. When you are finished, click **OK**.

## Multi-Hoop Printouts

### Templates

Print a template of your design using the **File > Print Template** command. The template is printed in actual size. It may span several pages in which case you will need to tape the pages together. The template is used for positioning the complete design on your fabric and for marking the center needle point of each design section. This center needle point is used for any final positioning that may be required at the sewing machine.

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

## Summary

Print a summary of a design using the **File > Print Summary** command. A printed summary provides specific design and hoop information needed to sew the design correctly at the embroidery machine.

## How to Sew

Transfer the sewing files, the files appended with a letter, to the embroidery machine. Use a printed worksheet to determine the first hoop position and mount the fabric into the correct location of your hoop. Then mount the hoop to your embroidery machine as usual, making sure that the first hoop location is correctly positioned on the machine.



*Figure 7-10 Design files are stitched on the machine one at a time in their assigned hoop positions to create the complete embroidery.*

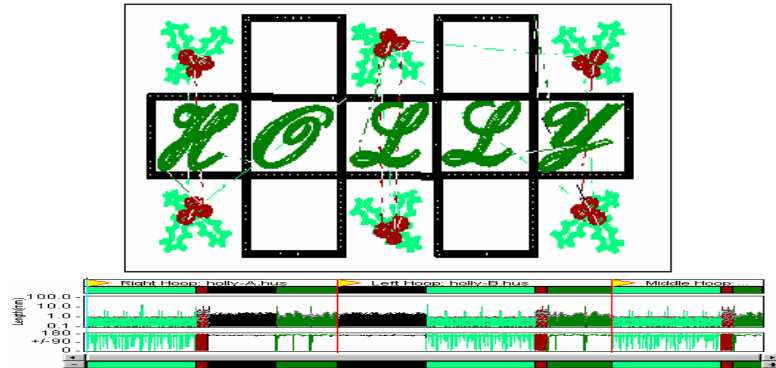
Design files need to be sewn in the order of the appended letters, -A first, then -B, etc (**Figure 7-10**). After each section is sewn, move the hoop to the next hoop position as determined by the worksheet or use a printed template to correctly position the fabric in the hoop manually. Continue in this manner until the entire design is sewn.

Depending on the file type, after sewing each design section you may need to remove the two locking stitches that BuzzEdit uses to lock the design section in the correct position.



## Multi-Hoop Example

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



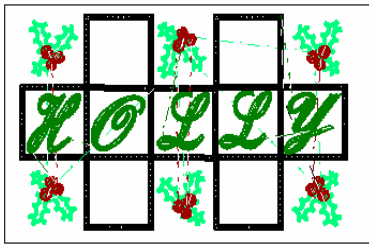
**Figure 7-11** This three position design was created for the Viking PLUS multiple-position hoop.

In the example above, the design Holly.hus was created for the for the HUS Plus multi-hoop. This example creates four files (**Figure 7-11**). The manager file named Holly.buz and three design files (Holly-A.hus, Holly-B.hus and Holly-C.hus) that correspond to the three design files used to create the complete design. Notice that the design file A, sews in the right most hoop section, design file B sews in the left most hoop section and design file C sews in the center as shown on the next page.

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

## BuzzEdit Manager File and Multi-Hoop Designs

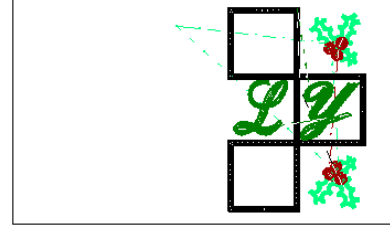
**Holly.buz**  
Manager File is  
NOT sewn.



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



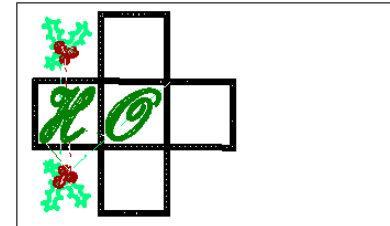
**Holly-A.hus**  
Design File One



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



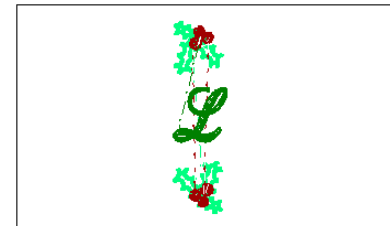
**Holly-B.hus**  
Design File Two



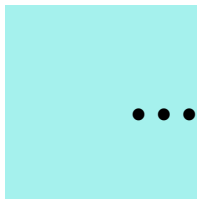
*This design section is sewn second using the Viking multi-hoop in hoop position P1.*



**Holly-C.hus**  
Design File Three



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



## Chapter 8 - **Creating Multi-Hoop Designs**

This chapter covers information needed to create multi-hoop designs and the various strategies you might use.

### **In this chapter:**

- Basic strategies for creating multi-hoop designs in BuzzEdit
- Preparing your workspace
- Merging smaller designs together
- Subdividing Oversized Designs into Sections
- Tips for better multi-hoop designs

### **Overview**

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

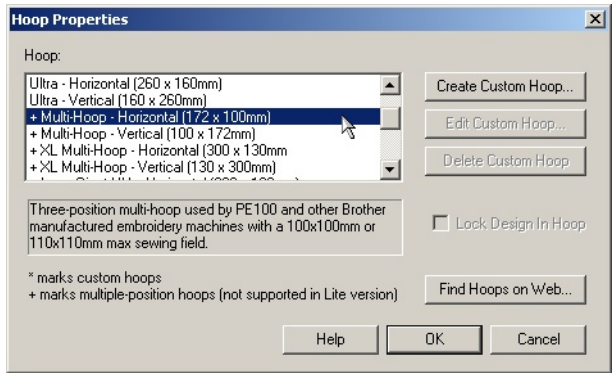
### **Prepare Your Workspace**

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



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

When your empty workspace opens, change the hoop of the design to the multi-hoop of your choice (choose **View > Hoop Properties**). The *Hoop Properties* dialog opens (**Figure 8-1**).

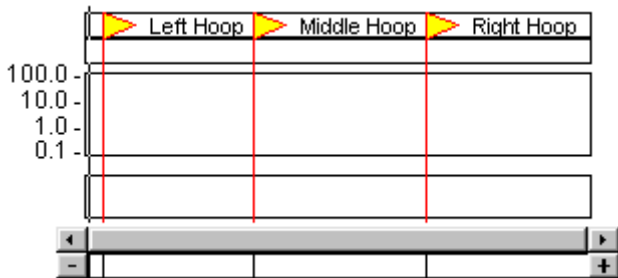


**Figure 8-1** Choose a multi-hoop from the list of available hoops.

Select one of the built-in multiple-hoop types or create your own. (See “Custom Multi-Hoops” starting on page 63 for more information).

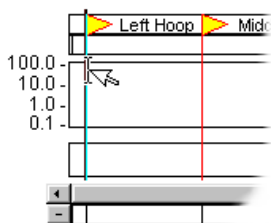
### Multi-Hoop Section Breaks

When you choose a multi-hoop from the *Hoop Properties* dialog, BuzzEdit displays a Multiple-Section bar and inserts a series of **new hoop section breaks** into it (**Figure 8-2**). You then use the Multiple-Section bar to assign stitches to the appropriate multi-hoop sections.

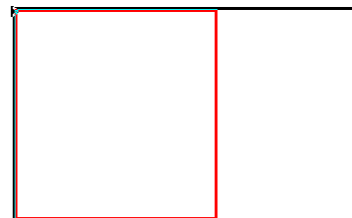


**Figure 8-2** Empty New Hoop Section Breaks

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



**Figure 8-3** *Stitch cursor is placed at the Top Hoop section flag...*



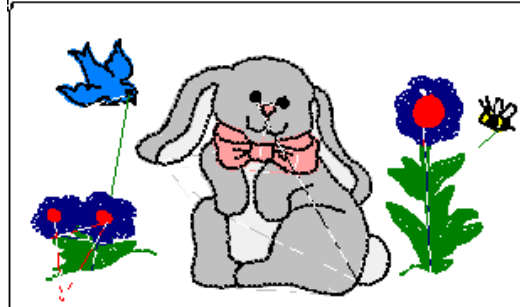
*...and the associated hoop area is highlighted in the Space window.*

Click on a Section Break flag to place the stitch cursor at the new hoop section break (**Figure 8-3**). The particular hoop position will be highlighted in the Stitches-in-Space window. Hoop positions will also be highlighted when you drag a selection of stitches horizontally along the Stitches-in-Time<sup>®</sup> window. This makes it easy to locate a specific hoop section when dragging and dropping stitches.

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

## Merge Smaller Designs or Elements

Often you will build a large multi-hoop design by combining smaller pre-existing designs or design elements to create a larger scene or collage of designs (Figure 8-4).



*Figure 8-4 This multi-hoop design was made by inserting designs and pasting in other design's elements.*

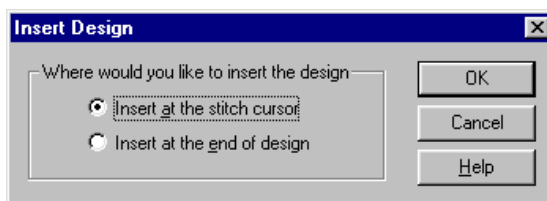
When you create a multi-hoop design in this manner, you usually have an idea where you are going to place elements visually. Thus, you can usually identify the hoop section to which an element belongs to *prior* to inserting or pasting it. Therefore, you should position your stitch cursor within the correct hoop section in the Time window *before* you insert the design or paste the stitches from the BuzzEdit clipboard. This places design elements correctly in Time. Once they have been inserted or pasted, you can drag the stitches within the Stitches-in-Space window until positioned where you want them in the appropriate hoop section.

## Find the Appropriate Hoop

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

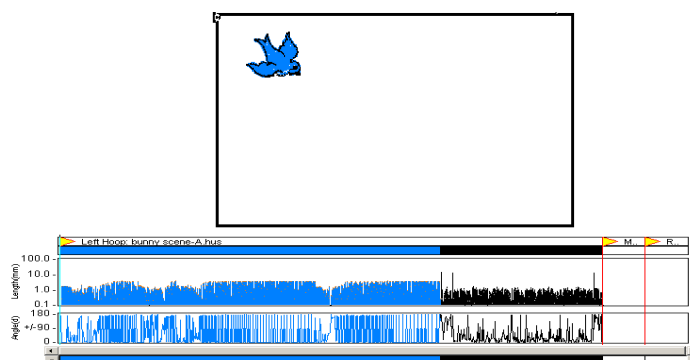
## Insert an Existing Design

With the stitch cursor correctly positioned in the hoop section of your choice, choose **File > Insert Design**. This brings up the *Insert Design* dialog box. Navigate to the design of your choice and click **OK**. A dialog box asks you where to insert the design (**Figure 8-5**). In this example, you should choose the *Insert at the Stitch Cursor* option.



**Figure 8-5** You can insert a design at the end of the current design or at the stitch cursor.

The stitches are added to the design in the correct hoop location in the Stitches-in-Time display and are positioned in the current hoop of Stitches-in-Space display (**Figure 8-6**).



**Figure 8-6** A bird design is inserted into the left hoop of this HUS multi-hoop design.

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



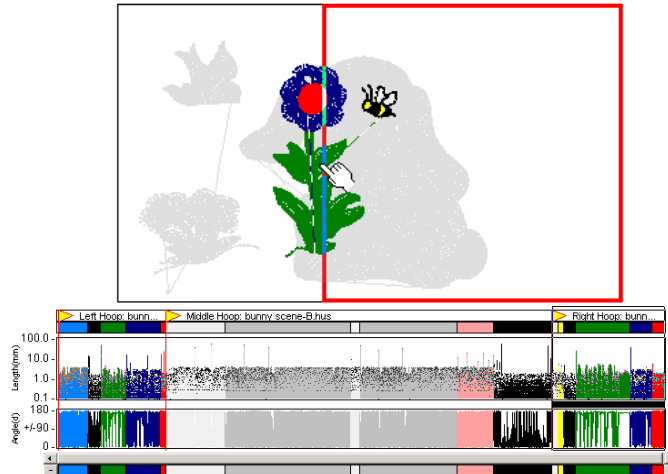
**REMEMBER:** If you later move them spatially into a new hoop boundary, you will also have to drag the stitches to the appropriate hoop in time. This is very easy to do as the stitches are still selected.

## Paste a Design Element

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



**REMEMBER:** Pasted stitches are always inserted following the stitch cursor and they are also always pasted to the same spatial location from which they were cut or copied from. If you want to move them from this position, select the **Select/ Move Stitches** tool if it is not already active and drag the selected stitches within the Space window until they are in the desired location (**Figure 8-7**). Or you can center the stitches in the current hoop by choosing **Tools > Center Both**.

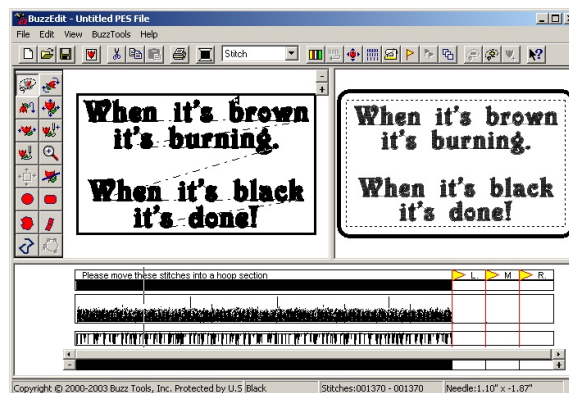


*Figure 8-7 The pasted stitches are being dragged in space to the desired location in the correct hoop section.*

## Subdivide Oversized Designs into Sections

You can use BuzzEdit to quickly subdivide an oversized design into hoop sections for multiple-position hoops. First, open the oversized design in BuzzEdit. Often you will need to convert the design at this point to match the file type required by your embroidery machine. To do this, choose **BuzzTools > Convert Design...**

Now pick the appropriate multiple-hoop (**View > Hoop Properties...**). The hoop Section Break flags will be appended to the stitches in the design (**Figure 8-8**).



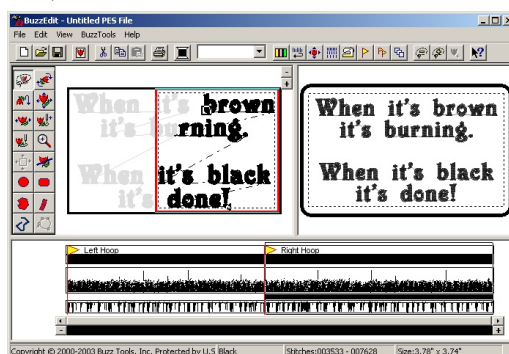
*Figure 8-8 Design ready for Auto Hooping.*



## Auto Split Design

To automatically subdivide your design into hoop sized sections, choose **BuzzTools > Auto Split for Multi-Hoop**. On the *Assign Stitches to Hoop Sections* dialog, choose whether you want BuzzEdit to reduce the number of hoop sections and click **OK** to finish splitting the design.

By default, BuzzEdit will try to keep overlapping sew areas in the same sequence as in the original design. Sometimes this can result in too many hoop sections. During the auto split process, you can specify if you would like BuzzEdit to reduce the number of hoop sections to a minimum. In some cases, this will result in unsatisfactory results. If you use this option, please check your design carefully (**Figure 8-9**).



*Figure 8-9* The stitches in the right hoop have been selected in order to show how the design was split by the Auto Split for Multi-hoop tool.

## Manual Design Split



To manually subdivide your design into hoop sized sections, choose the **Slice Tool** located on the Space toolbar. Click along the path where the design should be split, navigating through separate elements as needed for the best sew out.

As you create the path, BuzzEdit shows what the split section will look like. Double click at the end to finalize your selection and the *Slice Settings* dialog opens. Choose the desired options and click **Slice**. The section is sliced from the rest of the design and remains selected so that it can easily be dragged in Time to the appropriate hoop section.

## Check the Design

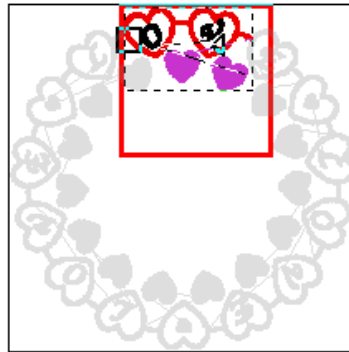
Run the Sew Simulator (**BuzzTools > Sew Simulator...**) before you stitch your design. Using this tool, you can often identify problems with a multiple-hoop design before you invest the time to sew it.

## Tips for Better Multiple-Hoop Designs

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

### While Editing

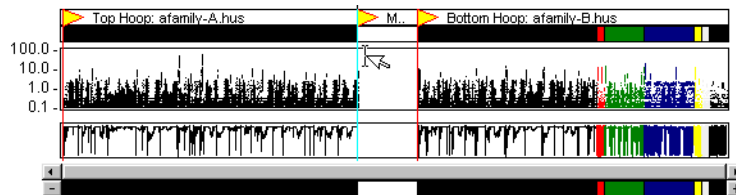
- 1 Often your designs will sew better if you **leave a small margin around sections** and avoid having your design sections touch the edges of the hoop section. Therefore, do not overfill the design areas if you can avoid it. When BuzzEdit locks your designs within a hoop segment for you, it only locks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



*Figure 8-10 This design section will not have any room to fine tune placement because it is too close to the*

In the example (**Figure 8-10**), the design section is very close to the edges of the hoop section. Once BuzzEdit locks this design to prevent centering, there is little or no space in which to fine-tune the design placement at the embroidery machine.

- 2 Whenever possible, **position the stitches of design elements into the correct hoop locations when you create them** or when you import them rather than waiting until the entire design is created. It is often easier to select and grab design elements when the design is uncluttered (**Figure 8-11**).



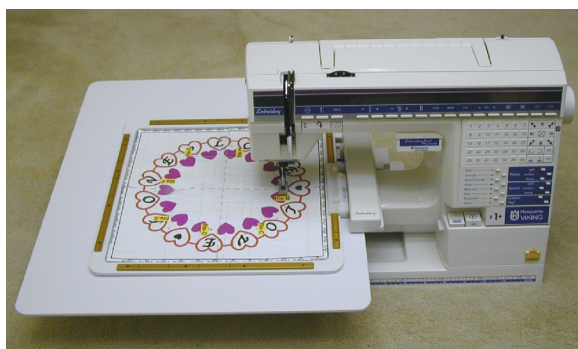
*Figure 8-11 Pasted or inserted stitches are placed at*

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

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

## Before You Sew

- 4 Be sure you have **read all directions that come with your multiple-position hoop frame** and follow them closely. Many hoops require special procedures to be followed in order to obtain satisfactory results. For example, some embroidery machines such as the Pfaff require that your multiple-position hoop frame be removed from your embroidery machine before selecting the pattern to sew
- 5 For Giant Hoop-it-All® designs, **purchase and use the Giant Hoop-it-All® extension table** appropriate for your embroidery machine (**Figure 8-12**). This ensures that your hoop can move freely and easily during the embroidery process. **Make sure that your extension table is absolutely flat** and is not resting on any other items such as electric cords or fabric scraps that can change its angle. Any change in the angle of the table may cause your Giant Hoop-it-All® frame to catch and could ruin your embroidery. You need to check this every time you sew!

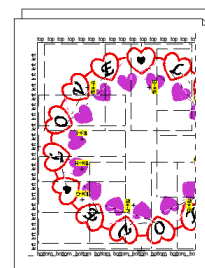


*Figure 8-12 The Viking I+ shown with the Giant Hoop-it-All® table.*

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

## Ready to Sew

- 7 **Print out a sewing summary** (File > Print Summary). You will use this later as a work list for sewing out your design.
- 8 **Print out a sewing template** (File > Print Template) **and use it to position your design onto your fabric** (**Figure 8-13**). Once the template is positioned in the correct location on your fabric, mark the center location of the hoop onto your fabric using a water soluble fabric marker or other appropriate, temporary fabric-marking pen. If you are using the Giant Hoop-it-All®, you may also want to mark the outer perimeter of the hoop as provided on the BuzzEdit template.



*Figure 8-13 Use the printed template for fabric and machine positioning.*

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

- 9 Later when you have mounted your fabric in the hoop, you are going to mark the starting needle position of each design area. On the BuzzEdit template, each starting location is marked with a small cross hair. When you mark your fabric, you need a hole in the center of each cross hair for the tip of the fabric-marking pen.

**Remove the template from your fabric and place it onto a sewing mat or other similar cutting surface. Using an eyelet punch (Figure 8-14), punch a small hole in the center of each of these cross hairs.**



*Figure 8-14 Use an eyelet punch to create holes in the center of each cross hair.*

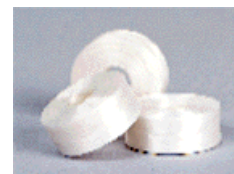
- 10 Follow the manufacturer's recommendations when setting your fabric into the hoop frame. Check that the fabric is secure and correctly positioned in the hoop frame. Since you will be sewing multiple design pieces that combine into one large design, you will not be able to adjust the overall design's position as it is stitched out in the hoop. Therefore, you need to make any adjustments prior to stitching by correctly positioning the fabric in the hoop frame.
- 11 Once your fabric is in the embroidery hoop frame, carefully **position the sewing template in the embroidery hoop**, checking that the center marks of the BuzzEdit template match the center marks of the sewing areas on your hoop frame. You may need to locate and mark these center marks on your hoop frame manually prior to this step. On some hoop frames, this is marked on a template supplied by the hoop manufacturer. On other hoops frames, such as the Giant Hoop-it-All<sup>®</sup>, you may need to measure this center location and mark it yourself. **Tape down your template** so that it doesn't shift during the marking of your fabric,.
- 12 **Use a fabric marker of your choice and place a dot in the eyelet hole for each design section.** This is the starting needle position and is used at the sewing machine to do any final fine adjustments.



*Figure 8-15 Use an eyelet punch to create holes in the center of each cross hair.*

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

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

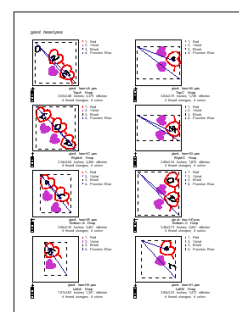


*Figure 8-16 Have extra bobbins ready.*

- 14 Be sure to **use plenty of stabilizer** as oversized designs may pull the fabric more than smaller designs. For Giant Hoop-it-All® frames, the stabilizer is not secured in the hoop frame but rather placed loose under the embroidery hoop. This can sometimes cause the stabilizer to catch on the edge of the Giant Hoop-it-All® extension table, which will affect the stitching of your design. To avoid this problem make sure that your stabilizer is cut just large enough to cover the entire bottom of the Giant hoop. You want the stabilizer to cover the entire sewing area but not get in the way of the embroidery arms movement or table edges. You might also try taping the bottom edges of the stabilizer just out of the way of the embroidery field area and the embroidery arm. It is important that you be entirely out of the sewing area so that your needle will not puncture the tape adhesive and jam your needle. If your stabilizer catches on the edges of your extension table, your embroidery will not stitch correctly.

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

- 15 Using your printed summary as a work list (**Figure 8-17**), load the embroidery designs you are using onto your machine. Please refer to your embroidery software owner's manual for specific information on how to do this.

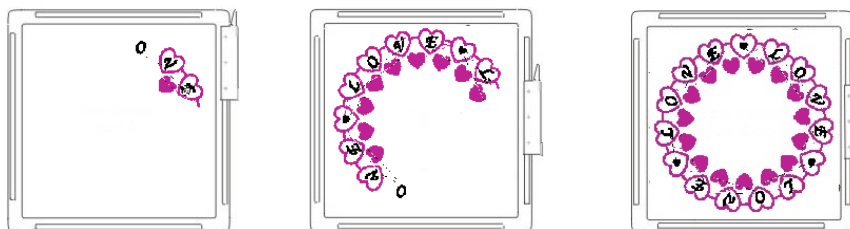


*Figure 8-17 Use your printed summary as your work list.*

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

In addition, when you attach the hoop to your machine, notice if your hoop has any horizontal play. If it does, be sure to attach the hoop to your machine the same way each time to reduce design placement inaccuracies. When we mount our Giant Hoop-it-All® to our embroidery machine, we always push the hoop frame toward the embroidery arm at the same time that we tighten the mounting screws. If needed for

correct design placement, the hoop frame can be pulled away from the embroidery arm. The amount of play in the mounting bracket can give you up to one millimeter of adjustment. Just beware that you do not pull the front and push the back part of the hoop, or you could tilt your design slightly out of alignment.

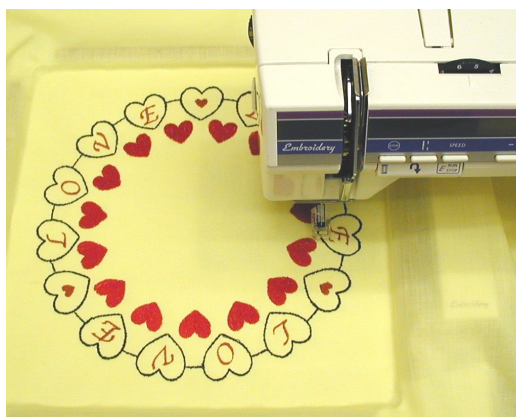


**Figure 8-18** The Giant Hoop-it-All® is being sewn in the first position.

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

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

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



**Figure 8-19** The Giant Hoop-it-All® design is finally finished and the design sections line up perfectly!



## Chapter 9 - Multi-Hoop Operations

This chapter covers details on creating custom multi-hoops and the various commands you will need to manage multi-hoops and section breaks.

### **In this chapter:**

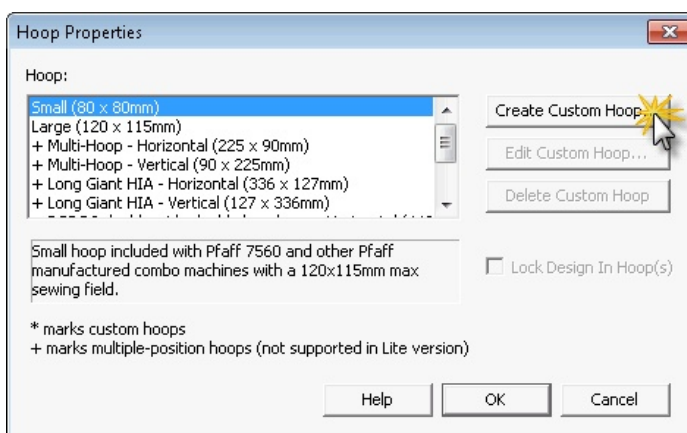
- Creating Custom Multi-Hoops using grid and free-form layouts
- Managing Hoop Sections
- Deleting and adding section breaks
- Changing hoop positions and re-ordering hoops

### **Custom Multi-Hoops**

In addition to the selection of built in multi-hoops, BuzzEdit allows for the creation of custom multi-hoops so that you can create just the right multi-hoop for your embroidery machine or specific project. BuzzEdit v3 allows for custom hoop grids and free-form custom hoops.

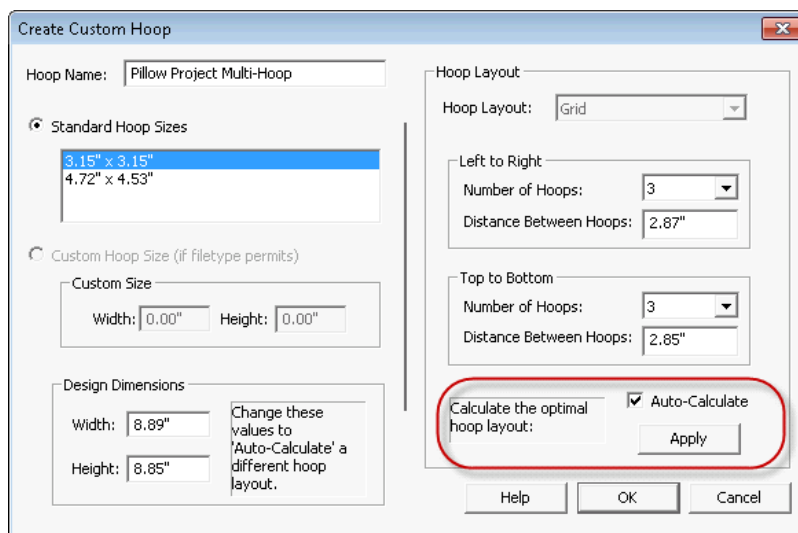
## Create a Custom Multi-Hoop Grid

Choose **View > Hoop Properties** and click the **Create Custom Hoop** button on the *Hoop Properties* dialog (**Figure 9-1**).



**Figure 9-1** Click on the *Create Custom Hoop* button to open the *Create Custom Hoop* dialog.

BuzzEdit fills in the design dimensions on the *Create Custom Hoop* dialog. Fill in the name of your custom hoop and select a hoop size for your project. Notice that as you select the hoop to use, other values are calculated on the dialog such as the number of hoops needed and the distance between hoops. This feature is controlled by the *Calculate the Optimal Hoop Layout* option on the dialog and can be turned off if needed by unchecking the box (**Figure 9-2**).



**Figure 9-2** When a hoop is selected, the optimal hoop layout is automatically calculated for your project.

You can accept the calculated number of hoops or you can adjust the number of hoops using the drop downs. Click **OK** to accept the changes and you will return to the *Hoop Properties* dialog and the new hoop will be highlighted on the list. Click **OK** to accept the new hoop and return to the design.



Once the new custom hoop has been created, the design must be moved into the new hoop sections using the method of your choice such as the auto-split for multi-hoop tool.



This process has been presented visually by our Tech Support manager, Lisa Shaw in the *Create Custom Hoops* video included on your installation CD. It is also available for viewing on BuzzTools.tv and YouTube.com.

## Create a Free-Form Multi-Hoop

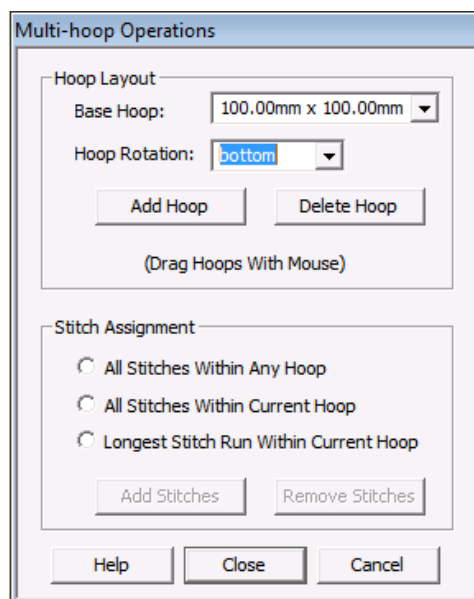
This feature allows you take a design that is too large for your embroidery machine and divide it into stitchable sections for manual hooping.



Open a design and click on the **Multi-Hoop Operations** tool located on the Space toolbar. Click **YES** on the confirmation dialog.

The *Multi-hoop Operations* dialog opens and a hoop section is added to the design. The currently selected hoop is shown in red and the stitches are not assigned to any hoop.

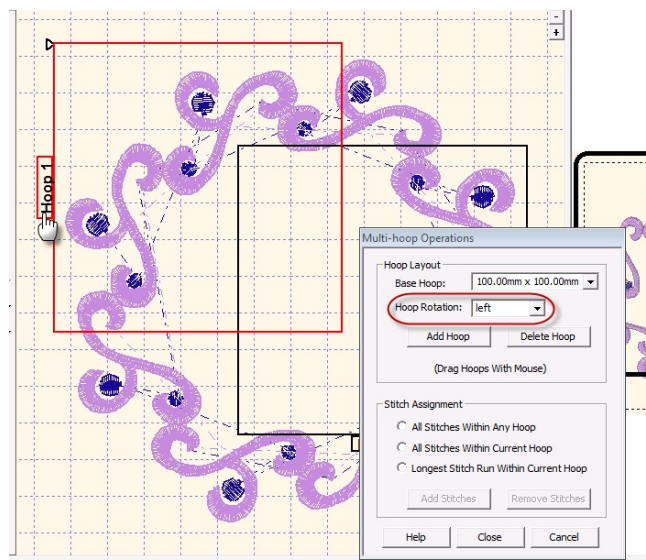
Choose a base hoop from the drop down menu. This selection will be used for all hoop sections of the design.



**Figure 9-3** The multi-hoop operations dialog controls free-form multi-hoops.

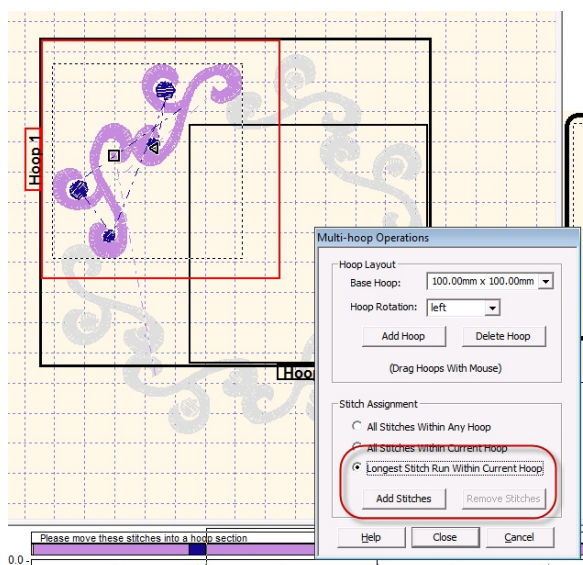
Starting with the currently selected hoop, rotate the hoop bracket (if needed) using the **Hoop Rotation** drop down on the dialog (**Figure 9-3**).

In the Space window, click on the hoop bracket and drag the hoop in space, finding a good position for the hoop based on the specific designs requirements (**Figure 9-4**).



*Figure 9-4 A hoop is rotated and dragged into position.*

Once the hoop is in a good position, you can immediately assign the stitches to the hoop using the same dialog. The options are listed in the Stitch Assignment area of the dialog. Toggle through the options to see the results updated in the work window (**Figure 9-5**).



*Figure 9-5 BuzzEdit shows a preview of the stitches that would be assigned to the selected hoop.*

To finalize the selection, click the **Add Stitches** button and the selected stitches are moved into the hoop section in the Stitches-in-Time graphs.

Now select the next hoop section. Just as you did for the first hoop section, rotate the bracket if required, drag into position and assign stitches to the hoop. Continue in this manner until all hoop sections are in position.

To add additional hoop sections, click on the **Add Hoop** button on the **Multi-Hoop Operations** dialog. To remove a hoop, select it in space and click on the **Delete Hoop** button.



**REMEMBER:** Stitches do not have to be assigned when you create a free-form hoop layout. Alternatively, the layout could be defined and the stitches moved later via any of the manual methods or via the auto-hoop command.



This process has also been presented visually by our Tech Support manager, Lisa Shaw in the **Free Form Multi-Hoops** video included on your installation CD. It is also available for viewing on BuzzTools.tv and YouTube.com.

## Manage Hoop Sections



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

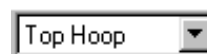
For example, let's say you are using the PES vertical multi-hoop. By default, BuzzEdit creates top, middle and bottom hoop sections, in that order. You may want a design that sews a middle hoop section, a bottom hoop section and second middle hoop section. You can do this by using the following methods:

## Delete Section Breaks

You can remove unwanted section breaks from your design. Click once on the Section Break flag to select it. The stitch cursor is correctly positioned when the staff of the Section Break flag changes color (**Figure 9-6**) *and* the section break type is displayed on the main toolbar (**Figure 9-7**).



**Figure 9-6** Click on the Section Break flag to select it.



**Figure 9-7** The section type is shown on the main toolbar.

To delete the section break choose **Edit > Delete** or just press the delete key on your keyboard. If you delete a Section Break flag from a section that contains stitches, those stitches are not deleted but merge with the previous section.

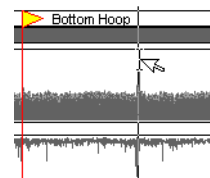


**REMEMBER:** The **Multi-hoop Operations** tool can also be used to delete hoop sections from many multi-hoop designs.

## Add New Hoop Sections

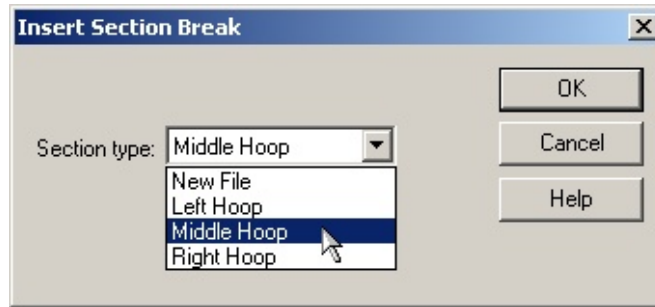
You might want to add a second section of a particular hoop position or replace a hoop section that you have previously deleted.

With the stitch cursor correctly positioned in the Time window (**Figure 9-8**), choose **BuzzTools > Insert Section Break** or use the *Insert Section Break* toolbar button. This action brings up the *Insert Section Break* dialog box.



**Figure 9-8** Stitch Cursor in position ready for new section break.

Choose the correct hoop location from the *Section Type* drop down (**Figure 9-9**) and click **OK**.



*Figure 9-9* Use to insert a section break into your design.



**REMEMBER:** The **Multi-hoop Operations** tool can also be used to add hoop sections from many multi-hoop designs.

## Move Hoop Positions



Click on the **Multi-hoop Operations** tool and click on a hoop to select it. Rotate the hoop bracket (if needed) using the **Hoop Rotation** drop down on the dialog. In the Space window, click on the hoop bracket and drag the hoop in space, finding a good position for the hoop based on the specific designs requirements.



**REMEMBER:** You can adjust the offset between the hoop sections on a multi-hoop frame such as the Giant Hoop-it-All using this tool. However, be careful to keep the new hoop positions next to the sides of the hoop frame and within the stitchable boundaries of your frame or your design will be unusable at the machine.

## Change Hoop Positions

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

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

To change the hoop position, choose a new position from the drop down list located on the main toolbar (**Figure 9-10**).

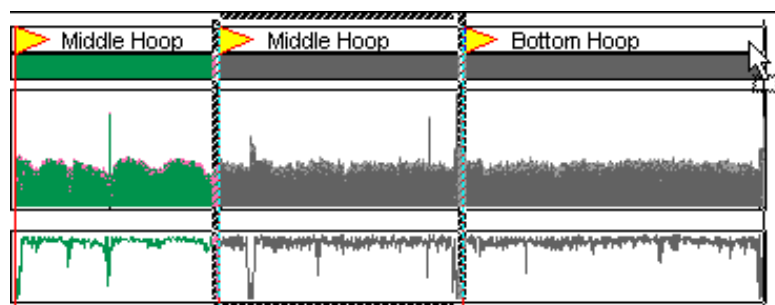


*Figure 9-10* Choose a new hoop position from the drop down list.

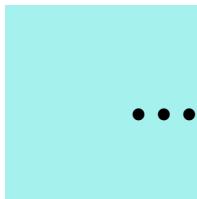
## Re-order Hoop Sections

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

When you drag and drop this selection, you will change the sewing order of the design file for that hoop section (**Figure 9-11**).



*Figure 9-11* Drag and drop entire hoop sections.



## Chapter 10 - **Other Type of Multi-File Designs**

In the previous three chapters, the most common type of multiple-file design was discussed, the multi-hoop design. This chapter discusses a less common type of multi-file design which is sometimes used to get around a file restriction, such as the number of stitches or color breaks a design can contain.

### **In this chapter:**

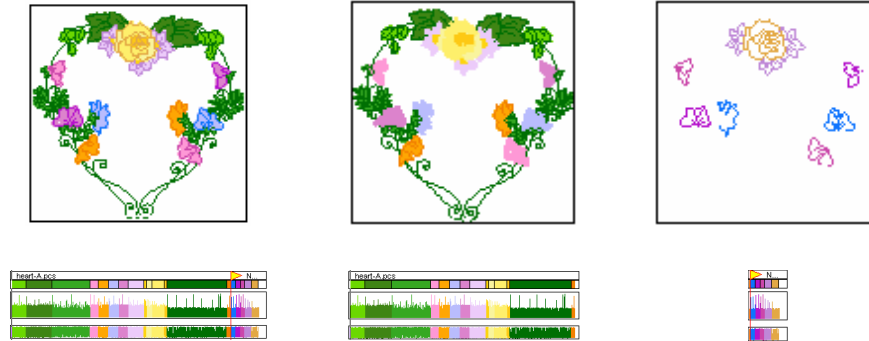
- Embroidery file format limitations
- Multiple section designs and BuzzEdit manager files
- Multiple Section Bar located on the Stitches-in-Time graph

### **Embroidery Machine File Limitations**

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

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

Let's say you create a design with nineteen thread changes and save the design as Heart.pcs (**Figure 10-1**). You will create three files. BuzzEdit v3 will save a manager file named Heart.buz as well as two design files named Heart-A.pcs and Heart-B.pcs.



*Figure 10-1* Open the BuzzEdit manager file to edit all parts of the design.

*When you sew your design, stitch design A first.*

*Continue stitching all design parts to sew the complete design.*

To sew the design, you sew each design file in succession on the same fabric; that is, you first sew Heart-A.pcs, then Heart-B.pcs. The result is a design containing more than 16 color changes.



**REMEMBER:** The manager file ending in “.buz” provides BuzzEdit the information it requires to read multiple-file designs into the program correctly. When you open a manager file for a multiple-file design, it automatically reads back in all the design parts which in the above example are Heart-A.pcs and Heart-B.pcs. **The manager file is not sewn.**

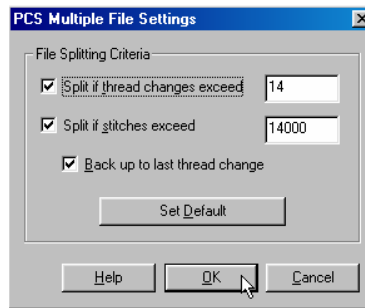
**NOTE** Previous versions of BuzzEdit also used manager files for multiple file designs. However, they used the same file type as the design files and not the extension “.buz”.



## Adjust Multiple File Settings

### Automatic Section Breaks

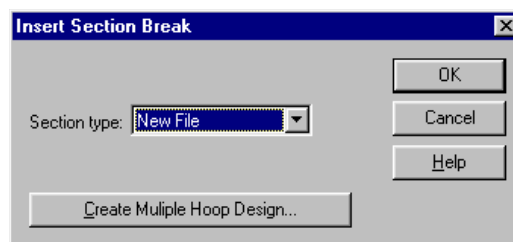
To adjust the place at which BuzzEdit splits a design into a new file, choose **View > Multiple File Settings**. On the *Multiple File Settings* dialog, specify the maximum number of thread changes and maximum number of stitches for the file type you are currently editing (**Figure 10-2**).



*Figure 10-2* Change these settings to adjust where BuzzEdit splits

### Manually Insert Section Breaks

If you wish, you can manually insert new section breaks into your design to force your design to split at a specific location. First, position the stitch cursor in the desired location on the Stitches-in-Time window. You can click on any of the graphs to take advantage of their unique snap characteristics. Once the stitch cursor is positioned, choose **Tools > Insert Section Break** (**Figure 10-3**).



*Figure 10-3* Use to add new section breaks into your design.

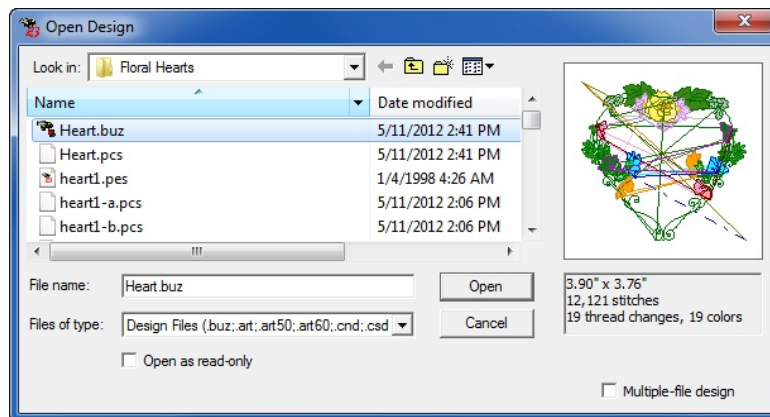
You can also set all of the splitting locations manually. To do this you must first set your file type settings to have a high maximum number of thread changes (**Tools > Multiple File Settings**). You can then adjust the actual number of thread changes per file by manually inserting new section breaks (**Tools > Insert Section Break**) wherever you desire.

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

## Open a Multiple-File Design

### When Have a BuzzEdit Manager File

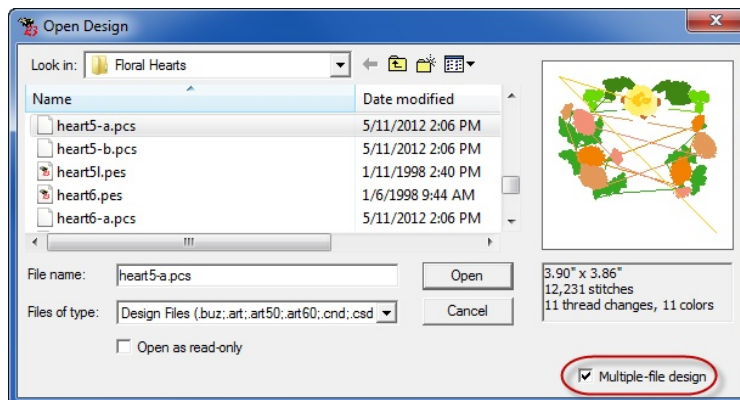
When you open a multiple-file design that uses a BuzzEdit manager file, you should choose the manager file name from the BuzzEdit **Open Design** dialog box. Remember for BuzzEdit v3, this file will end with the extension “.buz”. If you have manager files from a previous version of BuzzEdit, look for the same extension as the associated sections. When you open the BuzzEdit manager file, all of the associated design files are opened and are positioned correctly (Figure 10-4).



**Figure 10-4** The above multi-file design uses a BuzzEdit v3 manager file. To open it, just open the .buz file and all of the associated design files are opened and positioned correctly in the hoop.

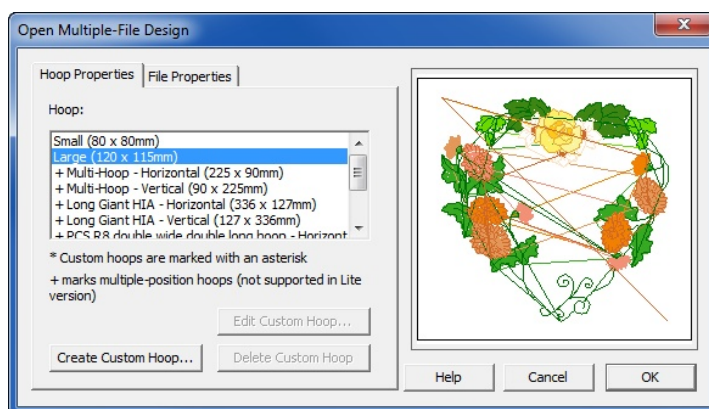
## Open Multiple-File Designs from Other Programs

If you have a multiple-file design created by a program other than BuzzEdit, you can read the design into BuzzEdit by checking the **Multiple-file Design** check box in the *Open Design* dialog (**Figure 10-5**).



**Figure 10-5** Check the *Multiple-File Design* check box to let BuzzEdit know this is a *Multiple-File design*.

The *Open Multiple-File Design* dialog opens. The **Hoop Properties** tab allows you to confirm the hoop selection. Since all files of a multiple-file design overlay each other, select a standard hoop from the list (**Figure 10-6**).

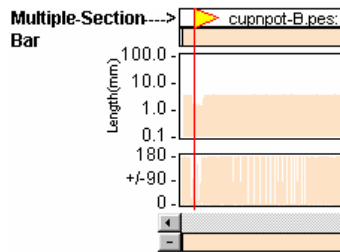


**Figure 10-6** Choose a hoop from the list

Once the hoop has been selected, click on the **File Properties** tab to add embroidery files and to adjust the sewing order of the various sections. When the preview looks correct, click **OK** to open the design into the BuzzEdit workspace.

## Multiple-Section Bar

The Stitches-in-Time window displays the Multiple-Section bar just like it does for a multi-hoop design. Each new section break marks the location in time (or stitch number) at which a new file will begin (**Figure 10-7**).



*Figure 10-7* Marks the individual files that make up the design.

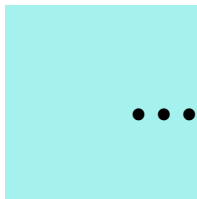
The file name of the new file is displayed along with the Section Break flag. You may need to zoom in on an area of the Stitches-in-Time window before you can read these descriptions.

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

## Sew Your Multiple-File Designs

To sew a multiple-file design, first mount the fabric in the hoop as you would for any design. Then transfer the sewing files, the files appended with a letter, to the embroidery machine. Mount the hoop as usual. Then sew files in the order of the appended letters, -A first, then -B, etc.

Depending on the file type, after sewing each design section you may need to remove the two locking stitches that BuzzEdit uses to lock your design in position. Of course you should not move or adjust the hoop between design sections because then the sections will not align correctly.



## Appendix A - **Shortcut Keys**

The following shortcut keys provide fast access to commonly used commands and digitizing options.

### General

To Do This	Shortcut
Help	F1
What's This (Context Sensitive Help)	Shift + F1
New Design	Ctrl + N
Open Design	Ctrl + O
Insert Design	Ctrl + I
Save Design	Ctrl + S
Print Summary	Ctrl + P
Exit	Alt + F4

### Editing

To Do This	Shortcut
Undo	Ctrl + Z
Redo	Ctrl + Y
Cut	Ctrl + X
Copy	Ctrl + C



To Do This	Shortcut
Paste	Ctrl + V
Delete	Delete
Select All	Ctrl + A
Select None	Escape
Select Next Lassoed	Ctrl + L
Select Previous Lassoed	Shift + L
Insert Section Break	Ctrl + Enter
Change to Jump Stitch	Ctrl + Shift + J
Change to Normal Stitch	Ctrl + Shift + S

## Digitizing

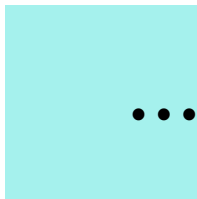
To Do This	Shortcut
Create Rounded Node (Custom Shape and Open Path Tools)	Right Click
Create Straight Node (Custom Shape and Open Path Tools)	Left Click
Remove Node (Custom Shape, Open Path and Column Tools)	Backspace
Create Symmetrical Shape (Ellipse and Rectangle Tools)	Ctrl while dragging shape
Change Objects Properties (Edit Object Tool)	Right click center of object
Change Node Type (Edit Object Tool)	Right click existing node
Add New Node (Edit Object Tool)	Right click path away from existing node

## Space & Time

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

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## Appendix B - Common Multi-Hoops

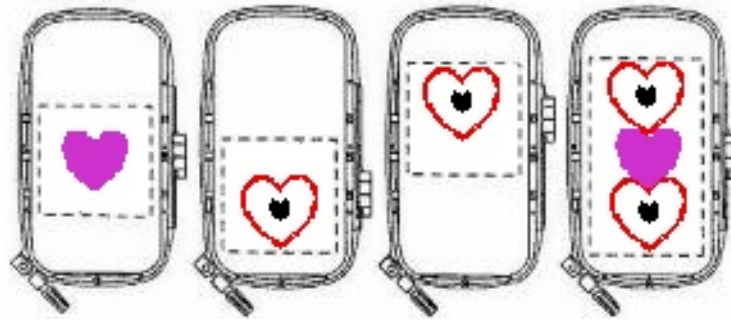
Multiple-position hoops (or multi-hoops) are made by many sewing machine manufacturers and by other companies such as the Hoop-it-All<sup>®</sup> Corporation, which makes the Giant Hoop-it-All<sup>®</sup> line. Since two multiple-position hoop types are more common than other types, they are more thoroughly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



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

### Three Position Hoops

Several embroidery manufacturers make a three-position multi-hoop. As with other special hoops, the hoop is mounted onto the machine in one of several available positions, and the first design area is stitched. After the first portion of the design has been sewn, the three-position multi-hoop is positioned in one of the other positions. Depending on the machine, this may be done by either sliding the hoop to the new position while the hoop remains mounted on the machine, or by removing the hoop from the machine and re-mounting the hoop in the next position. The fabric is not removed from the hoop during this process.



*Figure C-1 Sewing may be done in any of three available positions.*

By shifting the position of the hoop in the machine and stitching three designs, the entire multi-hoop area may be embroidered (**Figure C-1**). Depending on the requirements of the design, the order that the hoop positions are sewn in may vary. For example, the middle hoop position may be stitched before either the bottom or top hoop positions.

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

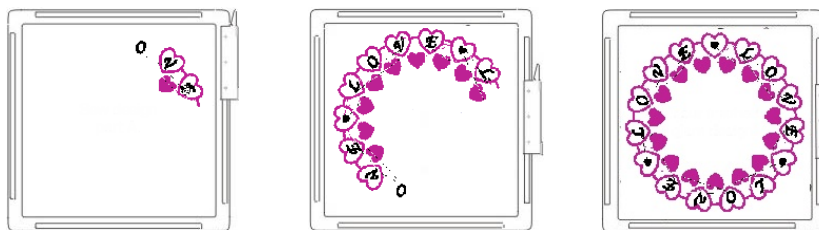
## Giant Hoop Frames

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

Hoop-it-All<sup>®</sup> embroidery frames hold the fabric in place by using an adhesive stabilizer that is first applied to the hoop. The Giant Hoop-it-All<sup>®</sup> differs from the other multi-hoops in that the hoop frame may be rotated and mounted onto the embroidery machine on more than one side. Hoop-it-All<sup>®</sup>, Inc. has created two varieties of the Giant Hoop-it-All<sup>®</sup>.

## Square Hoop-it-All

The standard Giant Hoop-it-All® frame can be rotated for mounting on all four sides, creating a very large embroidery area that is created by sewing out multiple design files (**Figure C-2**).



**Figure C-2** The Giant Hoop-it-All® is being sewn in the first position.

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

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

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

## Giant Long Hoop-it-All

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

## Double-Wide Hoops

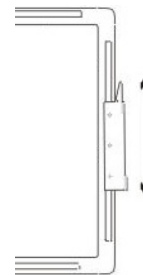
Double-wide embroidery hoops use a specially designed double-wide extension base that s-t-r-e-t-c-h-e-s the sewing machine and embroidery unit apart to create an amazing double-wide sewing area.



The embroidery unit is attached to your sewing machine with a custom Hoop-it-All extension cable that tricks your embroidery machine into thinking that the unit is in the factory installed position even though it is not. An embroidery table with the Freearm Extension fills in all spaces to ensure a level working area and perfect embroidery.

## Sliding Brackets

Both the Giant Hoop-it-All® and the Giant-L Hoop-it-All® embroidery frames have a sliding mounting bracket that can be removed and placed on any of the frame's mounting rails (**Figure C-3**). The hoop bracket can slide up and down to any position. Once in place, the bracket can be locked in place to allow the hoop to move to any location supported by the frame.



*Figure C-3* Mounting bracket slides to any position.

When you create a design in BuzzEdit for use on one of the Giant Hoop-it-All® frames, you can place design sections into a number of set hoop sections. Each side of the hoop is divided into four overlapping embroidery areas.



**REMEMBER:** You can adjust the offset between hoops using the **Multi-Hoop Operations** tool. However, be careful to keep the new hoop positions next to the sides of the hoop frame and within the stitchable boundaries of the Hoop-it-All or your design will be unusable at the machine. For more information on the Multi-Hoop Operations tool, please see “Move Hoop Positions” starting on page 69.

## Hoop-it-All Contact Information

For more information on Hoop-it-All® products, please visit the manufacturers website at [www.hoopitall.com](http://www.hoopitall.com).



## Appendix C - **Additional Information**

### Command Reference

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

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



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

### Supported Formats and Hoops

BuzzEdit version 2.0 supports numerous file formats and embroidery hoops. We do not list the file types and hoops in the manual or the online help because this information frequently changes as new formats and hoops are added with program updates.

#### Embroidery Formats

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

#### Embroidery Hoops

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

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## Glossary

.....

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

### Anchor Points

Anchor points are used to define the shape of an object and they can be placed anywhere along the objects path. The greater number of anchor points, the finer control you have over the shape of the object.

### Applique

A separate piece of fabric that is stitched to another piece of fabric usually with satin stitch. Often used to reduce the overall embroidery stitch count or in areas where embroidery is impractical.

### Bean Stitch

A bean stitch is a series of stitches that goes from one point to another. It is similar to a running stitch except that a bean stitch goes forward two stitches, back one stitch, and forward two. The result is a triple sewn stitch that is made in a single pass.

### Default values

Pre-defined settings which determine object properties such as stitch spacing, density, etc. These

are automatically applied to any newly created objects and remain 'current' unless you change them.

### Density

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

### Design Area

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

### Digitizing

A means of turning artwork into stitches for use by an embroidery machine.

### **Embroidery objects**

In addition to stitches, an embroidery design may contain objects created in BuzzEdit. BuzzEdit objects are a collection of geometric shapes and lines that combine to make an image. Rather than just stitches, such data is recorded as a set of mathematical formulas defining shapes such as rectangles, ellipses, curves, etc.

In an embroidery design, you build designs from basic shapes or ‘embroidery objects’. They are called ‘objects’ because they are discrete entities which can be selected and manipulated independently of each other. They are like ordinary vector objects in that they have certain characteristics or ‘properties’ such as color, size, position, and so on. They also have properties unique to embroidery such as stitch type and density.

### **End Points**

The first and last anchor points on an open path are called endpoints.

### **Fill Stitch**

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

### **Ghost Color**

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

### **Hoop (verb)**

The process of placing the fabric and stabilizer into an embroidery hoop.

### **Hoop Frame**

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

### **Hoop Indicator**

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

### **Hoop Section**

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

### **Jump Stitch**

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

### **Lettering**

The embroidery of letters either made completely of stitches or a combination of applique and stitching.

### **Lock Stitch**

A lock stitch is formed by three or four consecutive stitches, sewn close together at the end of a design element just before a jump stitch. Used to help secure the stitches.



### Multiple-Position Hoop

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

### Nodes

Nodes are used to modify object shapes. You can change the shape of an object by moving, adding or deleting nodes on the outline. For most objects, you can also change control points from straight to curves.

### Path

A path is any line or shape that you draw using the digitizing tools. Paths can be open like a line or closed like a circle. All open paths have end paths, all closed paths have a continues line without any end points.

### Primary Mouse Button

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

### Pull Compensation

When embroidery is sewn onto fabric, an area of the embroidery may shrink slightly in the direction of the stitch angle as a result of the threads pull on the fabric. This can leave gaps between sewing areas. Pull compensation slightly increases

the sewing area opposite the stitch angle in order to correct this problem.

### Run of Stitches

A run of stitches is a consecutive group of stitches.

### Running Stitch

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

### Satin Stitch

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

### Stabilizer

Material used underneath the fabric being embroidered to provide support and stability.

### Stitch

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

### Stitch Angle

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

### Stitch Count

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

### **Stitch Cursor**

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

### **Stitch Density**

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

### **Stitch Direction**

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

### **Stitch Length**

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

### **Understitching**

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



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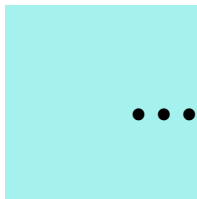
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