

BuzzSize

User's Manual

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BuzzSize[™] User Manual for Windows[®].

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Printed and bound in the United States of America.

Welcome

On behalf of all of us at Buzz Tools, I am pleased to introduce to you BuzzSize[™], our embroidery design resizing software.

With BuzzSizeTM you can easily resize your designs and adjust stitch density! The number of stitches is re-calculated and fill patterns retained to give you the best results possible. You can use BuzzSizeTM as a standalone program or with BuzzEditTM V2 and/or BuzzXplore Embroidery Edition for even more capabilities.

We appreciate the support and feedback we have received from our users who have helped Buzz Tools to develop software that meets the needs of the home embroidery hobbyist. Since we started in 1997, Buzz Tools has grown from a small part-time software company to an international software provider with over 50,000 users worldwide.

From the whole Buzz Tools team, I want to thank you for choosing BuzzSize TM . We're happy to welcome you to the Buzz Tools family and to BuzzSize TM .

Lisa A. Laufer Home Embroidery Hobbyist Founder and Chief Executive Officer of Buzz Tools, Inc.

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Introduction

With BuzzSize[™] you can easily resize your designs and adjust stitch density! The number of stitches is re-calculated and fill patterns retained to give you the best results possible.

BuzzSize[™] is an add-on module that is shipped and incorporated into BuzzEdit[®] V2 Lite which has been renamed to BuzzSize[™] to avoid confusion with the full version of BuzzEdit[®] V2. However, because BuzzSize[™] is distributed this way, the version of the product starts out at version 2. There isn't a version 1 of the BuzzSize[™] add-on module.

BuzzSize[™] provides you with some of the capabilities of BuzzEdit[®] V2 such as the ability to change colors, rotate designs and run the sew simulator. Features not provided with BuzzSize[™] are disabled in the software. Some of the disabled features are digitizing, auto multi-hooping and stitch editing. Since the program interfaces are the same, you will not need to learn how to use a new program should you decide to purchase BuzzEdit[®] V2 at a later date.

If BuzzEdit[®] V2 or BuzzXplore is also installed on your computer, BuzzSize[™] will extend their capabilities to include resizing with automatic stitch recalculation.

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

What can I do with BuzzSize™?

With BuzzSize[™], you can enlarge or shrink an embroidery design or change its density. The program automatically recalculates the stitches of the design to provide you with the best results possible.

You can also make simple changes, such as modifying design colors or flipping and rotating designs. But that's just the beginning. The patented Stitches-in-Time® display shows your design as it is stitched out over time. It makes it easy to select different elements of your design, whether the element comprises a complete color break or just a portion of one.

Chapter 1 - Getting Started

Before you use BuzzSize™, you must install it onto your computer's hard drive. This chapter include

In this chapter:

- Learn how to install and update BuzzSize[™].
- Learn how to set your computer to high color.
- Learn how to start BuzzSize[™].
- Find out how to trouble shoot BuzzSize[™] if you have problems installing or starting the software.
- Find out about software registration.
- Learn how to get technical assistance.
- Find out how to un-install BuzzSize[™].

Installation

System Requirements

- Microsoft Windows 98 or later
- 64 MB RAM
- 16 MB available hard drive space
- Colors set to High Color or True Color
- Resolution of 800 by 600 pixels. Recommended 1024 by 768 or greater.

Install BuzzSize™from Installation CD

To install BuzzSize[™] onto your hard drive:

- 1 Place the BuzzSize[™] installation CD in the CD-ROM drive. Wait a moment for the CD to settle down in the drive.
- 2 From the Windows Desktop, double-click on the My Computer icon and then double-click on the icon for your CD-ROM drive.
- 3 Locate the file Setup.exe in the root folder of the CD and double-click on it to launch the installation CD browser.
- 4 From the Installation CD browser, choose the option **Install Programs.** On the next screen, choose the option **Install BuzzSize**.
- 5 Carefully read and follow the on screen installation instructions for the software. We recommend that you accept all default installation options and installation folder locations.
- 6 At the end of installation, the Buzz Tools[®] program group displays, and a BuzzSize[™] icon is visible on your computer desktop. Be sure to check the BuzzSize[™] Readme file for any late-breaking news.

Install BuzzSize™ from Download Only Purchase

When you purchase a "Download Only" version of BuzzSize[™], instructions on where to download the software and how to install it are e-mailed to you. Please follow those instructions to install your software.

Update BuzzSize™

Due to product release cycles, installation CD's and "Download Only" purchases may have an earlier version of the software then is available on our website. If you purchased a CD, you do not need to exchange it, you have probably received the most current version available on CD.

We recommend you immediately update your software from our website to enjoy any new features and to obtain the latest bug fixes. Visit:

www.buzztools.com/updates/downloads.asp

NOTE Many Buzz Tools programs can be updated automatically from within the program. If your program supports this feature, the "Check for Update" command will be listed under the Help menu.

Set Your Display to High Color

NOTE Windows XP users do not need to adjust their display settings as they are already running high color mode.

For the best display, set your computer to high color.

- Using your alternate mouse button, click on your computer desktop away from any program icons. Usually, the alternate mouse button is the right mouse button.
- From the Popup menu, choose **Properties**. The **Display Properties** dialog box
- Along the inside top of the dialog box are tabs that look like file folder tabs. Click the **Settings** tab.
- In the settings window is a drop down list labeled **Colors**. Set your colors to High Color (16 bits) or True Color (24-bit). If needed, you can adjust your screen area on the same tab. Set your screen area to at least 800 x 600 pixels (recommended 1024 by 768 or greater).
- Click **OK** to accept your screen settings and restart your computer if directed to do so.

Authorizing BuzzSize™

In order to use BuzzSize[™] beyond the evaluation period, the software must be authorized by entering a serial number and key. If you purchased BuzzSize[™] on CD, your serial number and key are located on the installation CD sleeve. If you purchased a download only version of BuzzSize[™], then this information was emailed to you.

To Authorize the Software:

- Start BuzzSize: Click the Start button, and then choose Programs > Buzz Tools > BuzzSize.
- On the initial dialog, click **Authorize**.
- On the Authorize dialog, enter your serial number and key exactly has they were given to you.

Trouble-shooting Installation or Startup

If you have trouble, try the following:

- See the BuzzSize[™] ReadMe file, installed in the same folder as BuzzSize[™], for important late breaking information that became available after this manual was completed.
- Make sure your computer meets the minimum system requirements listed at the start of this chapter.
- **CD-ROM Installations ONLY:** Check the back of the installation CD and clean off smudges or fingerprints with a soft cloth, if required.
- Exit from all other applications and disable any virus-protection applications before installing.
- Restart your computer, and then restart BuzzSize[™].
- See if technical documents exist that address the problem you are having. All technical documents are freely available on the Buzz Tools web site (http://www.buzztools.com/answers).

Register!

Please register your software so that Buzz Tools, Inc. can continue to provide you with the highest quality software, offer technical support, and inform you of new BuzzSize[™] developments. Fill out and return the warranty registration card included with your software.

Getting Assistance and Help

This guide takes you through the basics of working in BuzzSizeTM. For information on specific tools and commands, see the comprehensive online Help available from within BuzzSizeTM (Help > Contents). In addition, you can read online Help screens at any time by clicking a Help button.

This guide assumes you have a working knowledge of your Microsoft[®] Windows operating system and its conventions, including how to use a mouse and standard menus and commands. For help with these techniques, please see your Microsoft[®] Windows documentation or a beginning Windows book which can be purchased at any computer store.

Video Tutorials

Numerous video tutorials have been provided to speed your learning of BuzzSize[™]. The video tutorials require 1024 by 768 or greater resolution.

To access the video tutorial menu, choose Help > Tutorials. If your software was installed from a CD, you will be prompted to insert your installation CD where the tutorials are located. If your software was delivered by download-only, your web browser will open to the Buzz Tools web page where you can download the Video Tutorials onto your computer.

Technical Support

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

- **Read your manual and online help carefully.** Most of your questions can usually be answered in this way.
- Contact your local dealer. If your problem is not addressed in this manual, you can contact your local Buzz Tools® dealer for advice.
- **Install the latest update.** If you computer is connected to the Internet, choose Help > Check for Update. BuzzSize[™] automatically looks for program updates and asks you if you would like to install them.
- **Visit us on the web.** Check our online answer pages at: www.buzztools.com/answers. If you don't find an answer to your question here, you may E-mail our technical support staff from the link provided.
- Write Us: Send us a detailed description of your problem or question. Be sure to include what version of BuzzSize[™] you are running and the details about your computer configuration (type of computer, type of printer, operating system, etc....) Include your complete address, fax number, and telephone number along with the best time to contact you.

Mail to: Buzz Tools, Inc.

Attention: BuzzSize[™] Support Ste 4 PMB 410 2145 San Ramon Valley Blvd San Ramon, CA 94583.

Remove BuzzSize™

To remove $BuzzSize^{TM}$ from your hard drive do the following:

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

Chapter 2 - BuzzSize™ Basics

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

In this chapter:

- Get an overview of the BuzzSize[™] workspace.
- Learn how to zoom in the various windows.
- Learn how to select stitches in the various windows.
- Learn many of the terms used in the rest of the manual.

The BuzzSize™ Workspace

When you start BuzzSize[™], you are presented with the *BuzzSize Welcome* dialog box, which lets you open an existing design or start a new design. After you select one of these options, you see the main application window, which is called the $BuzzSize^{TM}$ workspace. The BuzzSize TM workspace displays your design in three different windows, each presenting a different view of your design (Figure 2-1). They work

together to allow you to select and manipulate your design. Although you have three separate views of your design, you are still only working on one design per workspace.

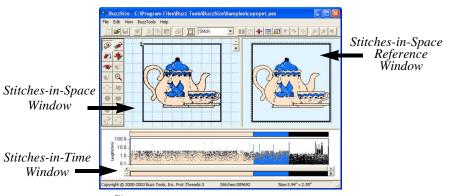


Figure 2-1 BuzzSize[™] Workspace.

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



If you want to work on multiple designs at the same time, you can open several BuzzSizeTM workspaces (File > New Workspace command).

BuzzSize™Windows

The BuzzSize[™] Workspace incudes the following 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 (**Figure 2-2**). The Space Reference window shows the entire design, even when only a small area of the design is

shown in the Stitches-in-Space window. The area of the design that is currently being displayed in the Space window is surrounded by a dotted line.

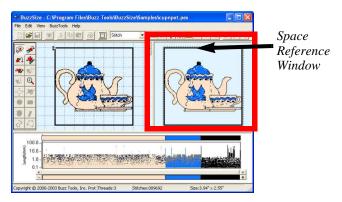


Figure 2-2 Use the Space Reference window as a visual reference for your design.

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. (**Figure 2-3**).

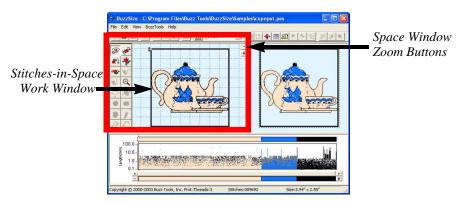


Figure 2-3 Use the Space window to manipulate your design. If you have zoomed into an area of the design, only the zoomed in area will display here.

Zooming In Space

You can use the scroll bars on the Space window 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.

In addition, you can 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 (**Figure 2-4**).

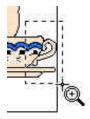


Figure 2-4 Zoom in on a portion of the design.

Stitches-in-Time® Window

Along the bottom of your workspace is the patented *Stitches-in-Time Window* (*or Time window*) which shows your design as it is stitched out in time (**Figure 2-5**).

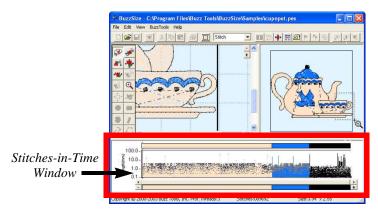


Figure 2-5 The Stitches-in-Time window displays the stitches of the design horizontally from the first stitch to the last.

The Time window allows you to analyze various aspects of your design, and gives powerful and easy ways to select various areas of your 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.

The Stitches-in-Time window is made up various graphs which display some of the properties of the stitches (**Figure 2-6**). From top-to-bottom the Time window is composed of the Stitch Color bar, the Stitch Length graph, the Stitch Angle graph, the Time Scroll bar, and the Time Reference bar.

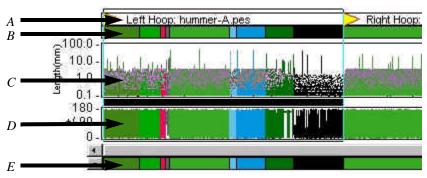


Figure 2-6 Stitches-in-Time Graphs

A - Multiple Section Bar; B - Stitch Color Bar; C - Stitch Length Graph;

D - Stitch Angle Graph; E - Time Reference Bar

Most of these graphs are used for the more advanced editing capabilities that are available in BuzzEdit® V2. Please see the BuzzEdit® V2 manual included on your installation CD or download it from http://www.buzztools.com/updates/downloads.asp

Zooming In Time

Drag along the very bottom of the Stitches-in-Time® window (the Time Reference bar) to zoom in on an area (Figure 2-7).

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.

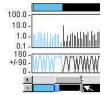


Figure 2-7 Zoom along the reference bar to zoom in on an area.

Stitch Selection

BuzzSize[™] only allows you to modify complete color breaks or the entire design. You can select individual runs of stitches but if you need to modify them, you will need to purchase BuzzEdit[®] V2.

A 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. The last needle point of your selection is called the *stitch cursor*. The stitch cursor can be found in both the Space and the Time windows. Any stitches created or inserted into your design, will be inserted <u>after</u> the stitch cursor.

NOTE The BuzzSize[™] 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 the both windows.

Using the Space Window to Select Stitches

When you first open a design in BuzzSize[™], 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).

Selecting Multiple Stitches. You select an area of a design in the Space Work window with Lasso tool.

Click on the **Lasso/Move** tool button in the Space toolbar to activate the lasso tool. Position your mouse in the Space window outside of any previous selections and then draw a lasso around the area of interest.

BuzzSize[™] 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 2-8**).

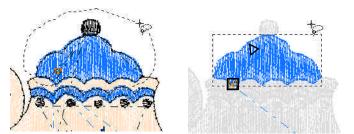


Figure 2-8 Drag around an area (left) to select the longest contiguous run of stitches (right).

After you select some of the stitches in the design, the selected stitches are shown in color, whereas the unselected stitches are shown in a faded *ghost color*. 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 also marked. The first selected needle point is marked with a small box. The last selected needle point, the stitch cursor, is marked with a small triangle pointing in the direction of the last stitch.

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 2-9**). This command is also available from the Edit menu.

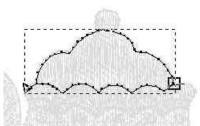


Figure 2-9 To select the next run of contiguous stitches, click the Select Next Lassoed button or press Ctrl + L.

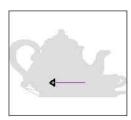
Selecting a Single Needlepoint You can select a single needle point in the Space window by clicking on or near the needle point with the Lasso tool. If the wrong needle point is selected, click the **Select Next Lassoed** button until the desired needle point is selected, or use the left and right arrow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

Selecting 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.



A single stitch is selected.

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

Using the Time Window to Select Stitches

You select stitches in the Stitches-in-Time® window by dragging 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 dragging, the start and/or end of the selection may "snap" to particular stitches. You don't need to restrict your dragging to one graph as you are free to start dragging in one graph and end in another.

Selecting 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 "Zooming In Time" on page 19).

Select by Double-Clicking Long stitches, such as jump stitches, stand out on this graph and appear as vertical spikes. To select between any two long stitches, just position your cursor between two long stitches and double-click (**Figure 2-10**). Your selection will snap to these boundaries. And since long stitches generally delimit different elements within your design, the Stitch Length graph makes it easy to select different individual elements of your design.

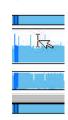


Figure 2-10 Cursor is in position ready to select a run of stitches by doubleclicking.

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.

Selecting by Type of Stitch

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.

To see the details of the stitch type, you may need to zoom in on an area of the Stitch Angle graph (see "Zooming In Time" on page 19).

Select by Dragging 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
	Bean Stitch - A run of bean stitches tend to have a very regular pattern, alternating back and forth.
	Fill Stitch - A run of fill stitches tend to vary back and forth in a regular pattern.
	Running Stitch -A run of running stitches tend to hug the bottom of the graph.
harman	
	Satin Stitch - A run of satin stitches tend to hug the top of the graph.

Selecting by File Section

When you are editing a design made up of multiple files, your Stitches-in-Time® window displays the Multiple-Section bar which is positioned above all the other time graphs(**Figure 2-11**). It delimits the individual sections that make up your current design and is *only* displayed if your design is made up of multiple sections. The sections that make up your complete design are displayed in the Stitches-in-Time® window in the order in which they are sewn.



Figure 2-11 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 a description of the section. You may need to zoom in on an area of the Stitches-in-Time[®] window before you can read these descriptions (see "Zooming In Time" on page 19).

Select by Double-Clicking To select an entire section, just position your cursor between two section flags and double-click. Your selection will snap to these boundaries. You can click directly on top of the descriptive text.

Select by Dragging If you click near the beginning of a section, the selection will "snap" to the beginning of the section. If you click near the end of a section, the selection will "snap" to the very end of the section.

NOTE Multi-Hoop designs are not supported by BuzzSize. If you need multi-hoop support you will need to purchase BuzzEdit® V2.

Selecting a Single Long Stitch

using the forward and back arrow keys.

To select a single long stitch, first click on the long stitch in the Stitches-in-Time® window (Figure 2-12). This will select the first needle point of the stitch. Then hold down the shift key and press the right arrow key to select the stitch itself. You can then travel through the design one stitch at a time by

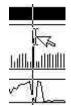


Figure 2-12 Click near a long stitch to select its needle point.

Adjusting Your Selection

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

Desired Action	Do the Following
To adjust the first stitch of a selection (marked by a small box in the Stitches-in-Space window)	Hold down the control key and press the left or right arrow keys.
	OR hold down the control key and click the mouse in the Stitches-in-Time® window.

Desired Action	Do the Following
To adjust the last stitch of a selection (marked by a small triangle in the Stitches-in-Space window)	Hold down the shift key and press the left or right arrow keys
	OR hold down the shift key and click the mouse in the Stitches-in-Time $^{\tiny \circledR}$ window.
To move to next needle point	Press the right arrow key.
To move to the previous needle point	Press the left arrow key.
To move to the last needle point of the design	Press the end key.
To move to the first needle point of the design	Press the home key. The home needle point is not actually sewn. It is displayed at the top-left corner of the hoop. Positioning the stitch cursor at the home needle point allows you to insert stitches at the start of the design.
To select the next color	Press the tab key.
To select the previous color	Hold down the shift key and press the tab key.

Chapter 3 - Editing Designs

Although BuzzSize[™] is primarily a design resizing program, you can also use BuzzSize[™] to adjust stitch density and to perform simple design editing. Specifically, BuzzSize[™] allows you to change thread colors, or move, flip, rotate or resize a specific color break within a design. These operations work only on entire thread break or on the entire design.

All of the commands and tools introduced here are covered in the BuzzSize[™] online help. Most dialog boxes contain a **Help** button that will take you directly to the information on that command. You will also find instructional videos on your installation CD or on the Buzz Tools website that will teach you how to use BuzzSize[™]. For information on how to access the tutorials, see "Video Tutorials" on page 13.

In this chapter:

- Learn how to resize a design or a specific color break.
- Learn how to use the spacial editing tools to move, rotate, flip, stretch the entire design or a specific color break.
- Learn how to change colors.
- Learn how to adjust the stitch density of a design.
- Learn how to convert design formats.

Selecting What to Change

The design resizing and editing tools of BuzzSize[™] automatically assume you are going to transform the entire design unless you specifically select an individual color break.

Selecting Complete Colors

The Stitch Color bar shows the thread colors of your 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.

The easiest way to select a complete color is by double-clicking its thread color on the Stitch Color Bar. You can also drag your mouse on the Stitch Color bar and the selection will "snap" to the nearest color break. (**Figure 3-1**).

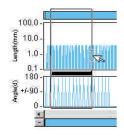


Figure 3-1 Drag along the graphs to select stitches.

Once you have a color break selected, any editing or modifications to the design will be applied only to that color break. If you want to transform the entire design, press ESC to cancel any prior selections.

NOTE If you need to transform areas that are not a complete color break or span multiple color breaks you will need to also purchase BuzzEdit[®] V2.

Design Editing Tools

Once you have made your selection, you can use the design editing tools on the space toolbar to move, rotate, flip, resize or stretch the selected stitches. There are also similar tools, accessed from the Tools menu, that provide dialog-based versions of these commands.

Changing Thread Colors



Use the Change Thread Color button on the main toolbar (or choose File > Change Thread Color)

to change the color of the selected color break. The *Choose Color* dialog box (**Figure 3-2**) displays a color palette of all of the available thread colors for the design file type you are currently editing. To change colors, click on the new color and click **OK**. (Or just double-click on the desired color to change it quickly and at the same time close the dialog box.). Alternatively, you can also locate a color using the drop down box where the thread colors are listed in alphabetic order.



Figure 3-2 Thread color palette of available thread colors.

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

Move

You can move your selection using the **Lasso/Move** tool. In BuzzSizeTM, your selection can be a single color or the entire design.



Click on the **Lasso** tool; then move your cursor into the center of your selection. Drag your selection to the desired location (**Figure 3-3**).

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.



Figure 3-3
Dragging a selection.

Rotate

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

allows you to change the center of the rotation. By default, you rotate your selection on its own center. However, perhaps you want to rotate your selection away from another object, or around the center of the design. Move the center of rotation by dragging the cross to the desired location (**Figure 3-4**). The numeric value of your custom center is displayed on the status bar. The numeric



Figure 3-4 Drag the cross to change the center of rotation.

value of the custom center may be a negative number as this is an offset from the center of the hoop.



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

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

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.

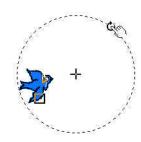


Figure 3-5 Rotate your selection by dragging the boundary.

Flip



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

You can change the center of the mirror during a flip operation. Move the center of the mirror by dragging the cross to the desired location (**Figure 3-6**). The numeric value of your custom center is displayed on the bottom status bar.

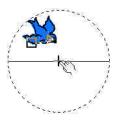


Figure 3-6 Drag the cross to change the center of the mirror.



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



Figure 3-7 Rotate the angle of mirror by dragging the boundary.

You can change the angle of reflection for your selection by dragging the circular selection boundary (**Figure 3-7**). This changes the angle at which your selection is flipped so that you can flip your selection diagonally. The angle of the mirror is shown by the line dividing the circular selection boundary. The percentage rotation is displayed on the bottom status bar. In this example, the angle of mirror is set to 45 degrees clockwise.

Flip your selection by clicking on the mirror shown by the line that bisects the circular selection indicator (**Figure 3-8**). 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.



Figure 3-8 Click on the mirror to flip selection.

Resize

When a design or a selection is resized with BuzzSize, you can choose if you want the number of stitches to be recalculated or not. In order to maintain the density of the original design, you will want to choose to have the number of the stitches recalculated.

Optionally, you can choose not to use stitch recalculation when resizing a design. This means that the resized design or selection will contain the same number of stitches as the original (**Figure 3-9**). Shortening the stitches reduces the physical size of the selection and lengthening the stitches increases the physical size of the selection. If you reduce an area too much, the stitches will be too close together to sew properly. If you increase the physical size of an area too much, the area will be sparsely sewn.





Figure 3-9 Close-up of stitches before and after resizing when not using stitch recalculation.

You can resize your selection using the Resize tool that is located on the

Stitches-in-Space toolbar. Change the center of your resize operation by dragging the cross to the desired location. The numeric value of your custom center is displayed on the bottom status bar. Remember that the center of your hoop is location 0, 0. In the example shown, the center of the resize operation has been set to the tip of the beak (**Figure 3-10**).



Figure 3-10 Drag the cross to change the center of the



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

Resize your selection by dragging the circular boundary of your selection. The percentage enlargement is displayed on the bottom status bar. In the example shown, the design moves away from the resize center; that is, the bird's beak (**Figure 3-11**). 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 and the *Resize* dialog will open. This allows you to select



Figure 3-11 Resize your selection by dragging the boundary.

the "Use BuzzSizeTM to Retain Stitch Density" option. The options you select on this dialog will be remembered and they will be used in the future to determine if the *Resize* dialog should be displayed.

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

Changing Density

BuzzSize[™] allows you to change the density of a design or a complete color break. Density adjustment may be necessary to compensate for certain fabrics or to correct a design stitching fault. For example, you might want to reduce the density of an area when you are planning on stitching the design onto light weight fabrics. The density can be increased or decreased by up to 50%.



You can adjust density by using the **Density** tool that is located on the Main toolbar or by using the **BuzzTools > Change Stitch Density** command.

Stretch

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

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

+***

Stretch your selection using the **Stretch tool** located on the Stitches-in-Space toolbar. The line that bisects the stretch

selection indicator is the area of your selection that does not move during the stretch operation. Change the location of the line by dragging the center cross to the desired location (**Figure 3-12**). The numeric value of your custom center is displayed on the bottom status bar.

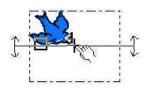


Figure 3-12 Drag the cross to change the center of the stretch.



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

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

Change the angle of stretch for your selection by dragging the circular arrow arms that are attached to the selection boundary (**Figure 3-13**). The percentage rotation is displayed on the bottom status bar.

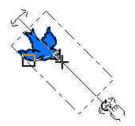


Figure 3-13 Drag the circular arrow arms to change the angle of stretch.



Figure 3-14 Stretch selection by pulling on dashed portion of selection boundary.

Stretch your selection by pulling on the dashed portion of the selection boundary (**Figure 3-14**). When your cursor is positioned correctly, your cursor will look like the one in the example to the right. 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.

Convert Design Format

Different embroidery machines require different design file formats. If you are going to use another machine's designs, you will need to convert the design to a format your embroidery machine can understand. BuzzSize™ will convert stitched-based design files from one design file format to another. You can convert your current design to the file format of your choice by choosing 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 BuzzSize™, 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 BuzzSize[™], the color stops are *assigned* an arbitrary color value because BuzzSize[™] 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 3-15**), 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 BuzzSize™ to get an attractive picture.

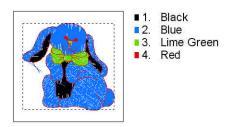


Figure 3-15 Conversion from DST to PCS.

Like all Buzz Tools programs,

when BuzzSize[™] converts a design that contains color values into an EXP or a DST file, BuzzSize[™] preserves the color information in an auxiliary file. EXP and DST files with BuzzSize[™] auxiliary files will display in color within 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 (see **View > Color Conversion Settings**). 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.

Chapter 4 - Multiple-Section Designs

Most embroidery machines have file restrictions such as the number of stitches or the number of color breaks a design can contain. In BuzzSize[™], you can create multiple-section designs that exceed the file restrictions. Multi-hoops are not supported in BuzzSizeTM. If you need multi-hoop support, you will need to purchase BuzzEdit[®] V2. For information on BuzzEdit® V2 multi-hoop support, please see the BuzzEdit V2 manual which is included on your installation CD or download it from http://www.buzztools.com/updates/downloads.asp.

In this chapter:

- Learn about the multiple-section designs and BuzzSize[™] Manager files.
- Learn about the Multiple Section Bar located on the Stitches-in-Time[®] graph.
- Learn about embroidery file format limitations.

Overview

BuzzSize[™] allows you to concurrently view and edit designs with multiple sections in one workspace. When required by the file format, these separate sections are saved into a series of files so that each file keeps within the limits imposed by the file type, such as the number of stitches or color breaks a design can contain. When BuzzSize™ saves a series of files, it also saves a manager file, so that you can read back in the whole series of files at a later time in order to edit or view the overall design. When you are ready to sew the design, you sew each of the design files in sequence onto the same piece of fabric in order to create the full design (**Figure 4-1**).

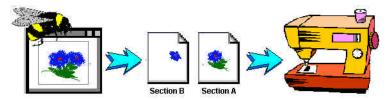


Figure 4-1 Sew each design file in sequence onto the same piece of fabric in order to create the full design.

BuzzSize® Manager File

Most multiple-file designs created in BuzzSize[™] and BuzzEdit[®] V2 take advantage of a manager file. This manager file contains important information including the name of the design files used in your complete design. In addition, BuzzSize[™] and BuzzEdit[®] V2 save your stitch information in a manager file if you need to stop editing your design before all of the design sections are placed correctly in a hoop.

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

NOTE The manager file is used by BuzzSize[™] and BuzzEdit[®] V2 to allow you to read the multiple-file designs back into the software and is not sewn. The letter appended to the end of the file name corresponds to the order in which it is sewn.

When you open a multiple-file design that uses a manager file, you should choose the manager file name from the *Open Design* dialog box. This causes all of the associated design files to be opened and ensures that they are positioned correctly (**Figure 4-2**).

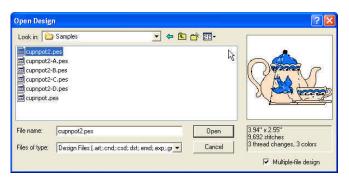


Figure 4-2 This multi-section design is opened easily by choosing the manager file, the file without a -a, -b, etc.

If you have a multiple-file design created by a program other than $BuzzSize^{TM}$ or $BuzzEdit^{\otimes}$, you can read the design into $BuzzSize^{TM}$ by checking the **Multiple-file Design** checkbox in the *Open Design* dialog box.

This action brings up the *Open Multiple-File Design* dialog box that allows you to specify a series of files to open and which hoop to use (**Figure 4-3**).

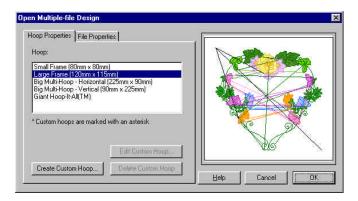


Figure 4-3 The Open Multiple-File Design dialog box helps you open existing multiple-file designs.

Multiple-Section Bar

When BuzzSize[™] displays a design with multiple sections, the Stitches-in-Time[®] window displays the Multiple-Section bar. 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 will begin (**Figure 4-4**).

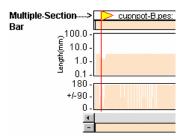


Figure 4-4 Marks the individual files that make up your design.

The file name of the new file is displayed along with the Section Break flag.

When the mouse is clicked or dragged on the Multiple-Section bar, the

selection will "snap" to the nearest section break, making it easy to select all of the stitches in an entire design file. You can also select all of the stitches in a design file by double-clicking between section break flags. You can click directly on top of the descriptive text.

Embroidery Machine File Limitations

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

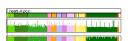
For example, a Pfaff ".pcs" design file can contain a maximum of sixteen thread changes. However, in BuzzSize®, you can create a design with more than sixteen thread changes. When you save the design, BuzzSize® creates multiple ".pcs" files, each with no more than sixteen thread changes. The file names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

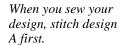




Figure 4-5 Open the manager file to edit all parts of the design.











Continue stitching all design parts to sew the complete design.

Let's say you resized a design with nineteen thread changes and save the design as Heart.pcs (**Figure 4-5**). You will create three files. BuzzSize® will save a manager file named Heart.pcs as well as two design files named Heart-A.pcs and Heart-B.pcs. To sew the design, you sew each design file in succession on the same fabric; that is, you first sew Heart-

A.pcs, then Heart-B.pcs. The result is a design containing more than 16 color changes. The manager file Heart.pcs is used by BuzzSize™ to allow you to read the multiple-file design back into the program. That is, when you open the manager file Heart.pcs with BuzzSize®, it automatically reads back in all the design files, which in this example, are Heart-A.pcs and Heart-B.pcs. The manager file is not sewn.

To adjust the place at which BuzzSize[™] splits a design into a new file, choose **View > Multiple File Settings**. This command brings up a dialog box that allows you to specify the maximum number of thread changes and maximum number of stitches for the file type you are currently editing (**Figure 4-6**).



Figure 4-6 Change these settings to adjust where BuzzSize $^{\text{TM}}$ will split your design.

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

Sewing Your Multiple-File Designs

To sew a multiple-file design, first mount the fabric in the hoop as you would for any design. Then transfer the sewing files, the files appended with a letter, to the embroidery machine. Mount the hoop as usual. Then sew files in the order of the appended letters, -A first, then −B, etc. Depending on the file type, after sewing each design section you may need to remove the two locking stitches that BuzzSize™ 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

General

To Do This	Shortcut
Help	F1
What's This (Context Sensitive Help)	Shift + F1
Open Design	Ctrl + O
Save Design	Ctrl + S
Exit	Alt + F4

Editing

To Do This	Shortcut
Undo	Ctrl + Z
Redo	Ctrl + Y
Select All	Ctrl + A
Select None	Escape
Select Next Lassoed	Ctrl + L
Select Previous Lassoed	Shift + L

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
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

Appendix B - Additional Information

Command Reference

The BuzzSize[™] online help provides additional information about the BuzzSize[™] workspace and includes a detailed command reference. You can access the BuzzSize[™] 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 BuzzSize[™] screen or menus for specific help on that command or area of the screen.

Supported Formats and Hoops

BuzzSize[™] 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.

To find out what embroidery formats can be opened by the version of BuzzSize[™] 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.

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.

Multi-hoops are not supported in BuzzSizeTM. If you need multi-hoop support, you will need to purchase BuzzEdit[®] V2. For information on BuzzEdit[®] V2 multi-hoop support, please see the BuzzEdit V2 manual which is included on your installation CD or download it from http://www.buzztools.com/updates/downloads.asp.

Glossary

This glossary contains both terms that are specific to BuzzSize[®] and others that are general embroidery terms.

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 within which you can place stitches. For single-hoop designs, the design area is the same as the hoop rectangle. For multiple-hoop designs, the design area covers the area of several hoops. The design area is normally the intersection of all of the hoop rectangles. In some cases, the design area may exclude a portion of a hoop rectangle. This usually occurs if the hoop frame does not allow

the sewing machine to cover the entire area of the hoop rectangle. You will see this, for example, in the Pfaff multi-hoop and the HUS Giant Hoop-it-All[®].

Fill Stitch

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

Ghost Color

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

Hoop Frame

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

Hoop Indicator

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

Hoop Section

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

Jump Stitch

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

Multiple-Position Hoop

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

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.

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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