Welcome to the Buzz Tools

BuzzEdit 4 Toolkit

This combined HELP document includes help for

BuzzEdit / BuzzWord / BuzzSize / Buzz-2-Stitches

Copyrights and Patents

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Products

The **BuzzEdit 4 Toolkit** includes several different products that all share the same software interface. Due to the shared features and commands of these programs, they all share the same help document and all launch the same Toolkit program at start-up.

> **NOTE:** Although the BuzzEdit 4 Toolkit products are known by different names, they all share one common interface and one installation program. Which products are active depend on the activation keys entered into the Toolkit program. For example, if you have only purchased BuzzWord you will only have this feature set even though your BuzzWord shortcut launches the Toolkit program. If you have activated both BuzzSize and BuzzWord, you will have both sets of features available to you in your Toolkit.

Products Available

The commands and features provided with each of these varies depending on the needs of the product. In addition, these products function together, adding features as products are activated.

- **BuzzEdit Design Editing & Customization:** Object and stitch based editing with additional customization options such as wreath, border, custom multi-hoops and splitting designs for auto-hooping. In addition, you can manually digitize designs or sections of designs using the provided digitizing tools and individual stitches can be moved, deleted or its type changed. **Buy It | Try It**

- **BuzzWord Lettering & Design Layout:** Quickly and easily adds lettering to your embroidery projects. You can import multiple embroidery designs to layout into new projects - with or without lettering. In addition to the beautiful variety of built-in fonts, use your alphabet designs with our quick "click" tool - no need to get special files from the embroidery design company! **Buy It | Try It**

- **BuzzSize Resizing & Density:** Provides embroidery design resizing and density adjustments. **Buy It | Try It**

- **Buzz-2-Stitches Auto-Digitizing:** Provides automatic graphic to embroidery design creation. **Buy It | (Trial Version Not Available)**

What about BuzzEdit Lite?

In addition to the above purchased products, there is a Lite version of BuzzEdit which is included with the BuzzXplore Embroidery Software management system. BuzzEdit Lite contains only a few basic editing commands and is not eligible for BuzzEdit upgrade pricing or technical support.

License Keys

Whether you are running a trial version or a purchased version, your software was authorized using a license key that locks it to a specific computer. All products use license keys for activation including Buzz-2-Stitches which uses both a license key and a security device called a dongle.

Trial License Keys

Trial license keys are obtained online by request and expire after 21 days. They cannot be transfered to another computer.

NOTE: Trial keys are available for all BuzzEdit 4 Toolkit products except for Buzz-2-Stitches which can only be run with a security dongle in place.

Purchased Software

Once your order is complete, you will receive a license key, which will need to be entered into the program to unlock it. The key may be printed on a label inside your software kit or may have been sent to you via email. The key you receive will unlock the product you have purchased.
If you have purchased several Toolkit products, you will need add a key for each product. To add a license key for your product, use the **Help > Activate / Manage Products** command to add products to your toolkit.

Your software key must be activated online - either from within the BuzzEdit 4 Toolkit product or from another computer if your computer does not have direct access to the Internet.

How To Transfer A License Key to Another Computers
To move the software from one computer to another, deactivate it from your old computer prior to activating on your new computer or your activation may fail.

How to Order

You can order any of the **BuzzEdit 4 Toolkit products** online through our **website**. We use well known payment service providers that support a variety of ordering methods (Credit Card, PayPal, Check via Postal Mail, Wire Transfer) and accept payments in different currencies (US Dollar, Euro, Pound Sterling, Canadian Dollar, etc.).

Orders purchased with digital download delivery have the license key sent via email address. Orders for software kits have the license key enclosed inside the software package and cannot be sent via email. If you require both immediate access to the software and a CD, please choose digital download delivery with optional backup installation CD.

- **BuzzEdit** Design Editing & Customization
  Buy It | **Try It**

- **BuzzWord** Lettering & Design Layout
  Buy It | **Try It**

- **BuzzSize** Resizing & Density
  Buy It | **Try It**

- **Buzz-2-Stitches** Auto-Digitizing
  Buy It | Trial Version Not Available

License Agreement

of your original embroidery designs and reports. Legally registered users may use their copies of the BuzzEdit 4 Toolkit to produce original embroidery designs and templates in any supported output format free of any additional fees.

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

Menu Commands by Product

Below is the complete list of commands that are available with the various Toolkit products. Click on the link to open more information on the specific menu command.

File Menu	Shortcut	BuzzEdit® Full	BuzzEdit® Lite	BuzzWord®	BuzzSize®	Buzz-2-Stitches®
File > New Design	**Ctrl + N**	✔	✗	✔	✗	✔
File > Open Design	**Ctrl + O**	✔	✔	✔	✔	✔
File > Insert Design	**Ctrl + I**	✔	✗	✔	✗	✔
File > Insert Frame	**Ctrl + F**	✗	✗	✔	✗	✗
File > New Workspace	----	✔	✗	✔	✔	✔
File > Close Workspace	----	✔	✗	✔	✔	✔
File > Save	**Ctrl + S**	✔	✔	✔	✔	✔
File > Save As...	----	✔	✔	✔	✔	✔
File > Save and Repeat Graphic to Stitches	**Ctrl + R**	✗	✗	✗	✗	✔
File > Open Background Graphics	----	✔	✗	✔	✗	✔
File > Close Background Graphics	----	✔	✗	✔	✗	✔
File > Print Summary	**Ctrl + P**	✔	✗	✗	✔	✔
File > Print Template	----	✔	✗	✔	✗	✔
File > Print Worksheet	----	✔	✗	✗	✗	✔
File > Print Setup	----	✔	✗	✔	✗	✔
File > Exit	**Alt + F4**	✔	✔	✔	✔	✔
Edit Menu	**Shortcut**	**BuzzEdit® Full**	**BuzzEdit® Lite**	**BuzzWord®**	**BuzzSize®**	**Buzz-2-Stitches®**
Edit > Undo	**Ctrl + Z**	✔	✔	✔	✔	✔

		BuzzEdit® Full	BuzzEdit® Lite	BuzzWord®	BuzzSize®	Buzz-2-Stitches®
Edit > Redo	Ctrl + Y	✔	✔	✔	✔	✔
Edit > Cut	Ctrl + X	✔	✘	✔	✘	✘
Edit > Copy	Ctrl + C	✔	✘	✔	✘	✘
Edit > Paste	Ctrl + V	✔	✘	✔	✘	✘
Edit > Delete	Delete	✔	✘	✔	✘	✔
Edit > Delete Stitches Overlapping Object	----	✔	✘	✘	✘	✘
Edit > Select All	Ctrl + A	✔	✔	✔	✔	✔
Edit > Select None	ESC	✔	✔	✔	✔	✔
Edit > Select Stitches...	----	✔	✘	✘	✘	✘
Edit > Lasso > Select Next Lassoed	Ctrl + L	✔	✘	✘	✘	✔
Edit > Lasso > Select Previous Lassoed	Shift + L	✔	✘	✘	✘	✔
View Menu	**Shortcut**	**BuzzEdit® Full**	**BuzzEdit® Lite**	**BuzzWord®**	**BuzzSize®**	**Buzz-2-Stitches®**
View > Show Hoop	----	✔	✔	✔	✔	✔
View > Show Grid	----	✔	✔	✔	✔	✔
View > Show Realistic Threads	----	✔	✔	✔	✔	✔
View > Stitches-in-Time Graphs	----	✔	✔	✔	✔	✔
View > Design Information	----	✔	✔	✔	✔	✔
View > Hoop Properties	----	✔	✔	✔	✔	✔
View > Object Properties	----	✔	✘	✔	✘	✘
View > Custom Stitch Fonts	----	✘	✘	✔	✘	✘

	Shortcut	BuzzEdit® Full	BuzzEdit® Lite	BuzzWord®	BuzzSize®	Buzz-2-Stitches®
View > Multiple-File Settings	----	✔	✔	✔	✔	✔
View > Color Conversion Settings	----	✔	✘	✔	✔	✔
View > Actual Size Preview	----	✔	✘	✔	✔	✔
View > Preferences	----	✔	✔	✔	✔	✔
BuzzTools Menu	**Shortcut**	**BuzzEdit® Full**	**BuzzEdit® Lite**	**BuzzWord®**	**BuzzSize®**	**Buzz-2-Stitches®**
BuzzTools > Convert Design Type	----	✔	✔	✔	✔	✔
BuzzTools > Buzz-2-Stitches	**Ctrl + G**	✘	✘	✘	✘	✔
BuzzTools > Center	----	✔	✔	✔	✔	✔
BuzzTools > Move...	----	✔	✔	✔	✔	✔
BuzzTools > Rotate...	----	✔	✔	✔	✔	✔
BuzzTools > Flip...	----	✔	✔	✔	✔	✔
BuzzTools > Resize ** BuzzSize required for Stitch Re-calculation	----	✔	✘	✔	✔✔ **	✔
BuzzTools > Stretch ** BuzzSize required for Stitch Re-calculation	----	✔	✘	✔	✔✔ **	✔
BuzzTools > Change Stitch Density ** BuzzSize required for Stitch Re-calculation	----	✘	✘	✘	✔✔ **	✘
BuzzTools > Change Thread Colors	----	✔	✔	✔	✔	✔
BuzzTools > Sort Colors	----	✔	✘	✔	✘	✘
BuzzTools > Reverse Stitch Order	----	✔	✘	✘	✘	✘
BuzzTools > Multi-Hoops	----	✔	✘	✘	✘	✘
BuzzTools > Insert Basting Stitches	**Ctrl + Shift + B**	✔	✘	✔	✘	✘

	Shortcut	BuzzEdit® Full	BuzzEdit® Lite	BuzzWord®	BuzzSize®	Buzz-2-Stitches®
BuzzTools > Create Continuous Border	Ctrl + B	✔	✘	✘	✘	✘
BuzzTools > Create Wreath	Ctrl + W	✔	✘	✘	✘	✘
BuzzTools > Sew Simulator	----	✔	✔	✔	✔	✔
Help Menu	**Shortcut**	**BuzzEdit® Full**	**BuzzEdit® Lite**	**BuzzWord®**	**BuzzSize®**	**Buzz-2-Stitches®**
Help > Contents	F1	✔	✔	✔	✔	✔
Help > What's This?	Shift + F1	✔	✔	✔	✔	✔
Help > Activate / Manage Products		✔	✔	✔	✔	✔
Help > Check for Update…	----	✔	✔	✔	✔	✔
Help > www.BuzzTools.com	----	✔	✔	✔	✔	✔
Help > About…	----	✔	✔	✔	✔	✔

Main (Horizontal) Toolbar

The horizontal or main toolbar is displayed across the top of the application window, below the menu bar. This toolbar provides quick mouse access to many of the commands. The toolbar buttons on will wrap if there is not enough room in the workspace to display them.

Buttons may be "grayed out" if that particular command is not available. For example, if you have not already selected an object or stitches in your design, you will not be able to copy anything.

> **NOTE:** The buttons available on the toolbars vary depending on the BuzzEdit 4 Toolkit product you purchased and any add-ons you may have.

Large Toolbar Buttons
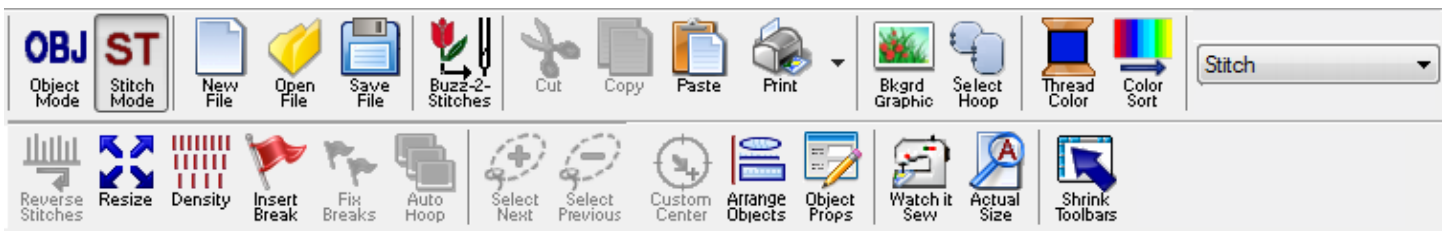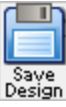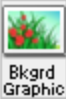
Small Toolbar Buttons

Alternatively, you can select smaller icons by clicking on the **Shrink Toolbars** button.
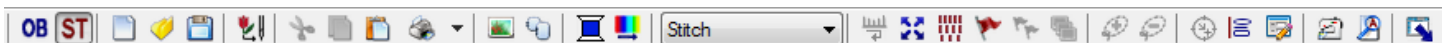
Main Toolbar Commands Provided in the Toolkit Products

Click	Tool	To	BuzzEdit® Full	BuzzEdit® Lite	BuzzWord®	BuzzSize®	Buzz-2-Stitches®
OBJ Object Mode	**Object Mode Indicator**	Used to switch to Object Mode (if your design contains objects). This is also highlighted when the program is currently in **Object Editing Mode.**	✔	✘	✘	✘	✘

	Stitch Mode Indicator	Used to switch to Stitch Mode. This is also highlighted when the program is currently in **Stitch Editing Mode.**	✔	✘	✘	✘	✘
	New	Create a new blank design.	✔	✘	✔	✘	✘
	Open	Open an existing design.	✔	✔	✔	✔	✘
	Save	Save the active design.	✔	✔	✔	✔	✔
	Background Graphic	Toggles on and off the background graphic.	✔	✘	✔	✘	✔
	Graphic to Stitches	Launches the **Graphic to Stitches** wizard which is used to automatically create embroidery designs from graphics.	✘	✘	✘	✘	✔
	Cut	Remove the current selection and place it on the clipboard.	✔	✘	✔	✘	✘
	Copy	Copy the current selection and place it on the BuzzEdit clipboard.	✔	✘	✔	✘	✘
	Paste	Insert the contents of the clipboard and place it into the current design at the stitch cursor.	✔	✘	✔	✘	✘

(Print icon)	Print	Print a **summary** for the active design.	✔	✘	✘	✘	✔
		Print a **template** for the active design.	✔	✘	✔	✘	✔
		Print a **worksheet** for the active design.	✔	✘	✘	✘	✔
(Thread Color icon)	Change Color	Allows you to change the color of the current selection.	✔	✔	✔	✔	✔
(Sort Colors icon)	Color Sort	Sorts the stitches in the current selection by thread color.	✔	✘	✔	✘	✘
(Stitch dropdown)	Type	**Toolbar Only:** Displays the stitch type or the section break type of the current selection and allows it to be changed.	✔	✘	✘	✘	✘
(Reverse Stitches icon)	**Reverse Stitch Order**	Reverses the sewing of the current selection.	✔	✘	✘	✘	✘
(Resize icon)	**Resize the selection**	Opens the Resize Selection dialog where selection can be enlarged or shrunk (same number of stitches).	✔	✘	✘	✔	✘
		Stitch number recalculation. (1)	✘	✘	✘	✔	✘
(Density icon)	**Change Stitch Density**	Opens the Change Stitch Density dialog. (1) Only available with BuzzSize add-on.	✘	✘	✘	✔	✘
(Select Hoop icon)	Select Hoop	Opens the Select Hoop dialog.	✔	✔	✔	✔	✔

Icon	Name	Description					
	Auto Split for Multi-position Hoops	Automatically split design into Multi-Hoop sections	✔	✘	✘	✘	✘
	Insert Section Break	Inserts a section break at the stitch cursor.	✔	✘	✘	✘	✘
	Add Missing Hoop Section Breaks	Append any missing hoop section breaks to the design.	✔	✘	✘	✘	✘
	Select Previous Lassoed	Selects the previous run of contiguous stitches.	✔	✘	✘	✘	✔
	Select Next Lassoed	Selects the next run of contiguous stitches.	✔	✘	✘	✘	✔
	Custom Center	Toggles the location of the custom center.	✔	✘	✘	✔	✔
	Arrange Objects	When multiple objects are selected, you can use this command to align or distribute them. Select multiple objects by shift-clicking on them.	✔	✘	✔	✘	✘
	Object Properties	Opens the Object Properties dialog for the currently selected object.	✔	✘	✔	✘	✘
	Watch it Sew	Starts the sew simulator.	✔	✘	✘	✔	✔
	Actual Size Preview	Opens a new window that displays an actual size picture of the current design.	✔	✘	✔	✘	✔

	What's This?	Allows you to click an object on a screen such as an area of the workspace, command or button and have help appear.	✔	✔	✔	✔	✔
	Shrink Toolbars	Toggles between small and large toolbar buttons.	✔	✔	✔	✔	✔

Space (Vertical) Toolbar

The vertical or "space" toolbar is displayed along the left side of the Stitches-in-Space work area. This toolbar provides quick mouse access to many of the interactive editing commands used in the program.

Buttons may be "grayed out" if that particular command is not available. For example, if you have not already selected an object or stitches in your design, you will not be able to copy anything.

> **NOTE:** The buttons available on the toolbars vary depending on the combination of BuzzEdit 4 Toolkit products you have purchased. Please see the Space Toolbar help topic for your BuzzEdit package for a complete list.

Vertical (Space) Toolbar

The space toolbar provides access to the interactive commands that allow you to on screen editing in the space windows. The toolbar buttons on will wrap if there is not enough room in the workspace to display them. Alternatively, you can select smaller icons by clicking on the **Shrink Toolbars** button located at the end of the main toolbar.

The example below is from BuzzEdit Full product. The tools on your vertical toolbar may differ.

Large Toolbar Buttons   Small Toolbar Buttons

Vertical Toolbar Commands by Product

Click	Tool	To	BuzzEdit® Full	BuzzEdit® Lite	BuzzWord®	BuzzSize®	Buzz-2-Stitches®
	Select / Move	Activates the **Lasso / Move** tool which is used to create or move a selection. **Limited to full color blocks only	✔	✔ **	✔ **	✘	✔

	Rotate	Activates the **Rotate** tool which is used to rotate the selection on screen.	✔	✔	✘	✘	✔
	Flip	Activates the **Flip** tool which is used to flip the selection on screen.	✔	✔	✔	✘	✔
	Resize	Activates the **Resize** tool which is used to resize the selection on screen.	✔	✘	✔	✔	✔
	Stretch	Activates the **Stretch** tool which is used to stretch the selection on screen.	✔	✘	✔	✔	✔
	Insert Stitches	Activates the **Insert Stitches** tool which is used to manually insert stitches into a design, one at a time.	✔	✘	✘	✘	✘
	Move Stitches	Activates the **Move Stitches** tool which is used to move a stitch or a group of stitches in the design, one at a time.	✔	✘	✘	✘	✘
	Zoom	Activates the **Zoom** tool so that any part of the design can be magnified.	✔	✔	✔	✘	✘
	Move Hoop	Activates the **Move Hoop Operations** tool and brings up the Multi-Hoop Operations dialog.	✔	✘	✘	✘	✘
	Slice	Activates the **Slice Design** tool which is used to manually cut a design into sections.	✔	✘	✘	✘	✘

	Select / Move Object	Activates the **Select / Move Object** tool. ** BuzzWord is limited to lettering objects.	✔	✘	✔ **	✘	✘
	Edit Object Shape	Activates the **Edit Object Shape** tool.	✔	✘	✘	✘	✘
	Draw Ellipse	Activates the **Draw Ellipse** tool which is used to create symmetrical circles or ellipses. May also be used to create round "holes".	✔	✘	✘	✘	✘
	Draw Rectangle	Activates the **Draw Rectangle** tool which is used to create rectangles or squares.	✔	✘	✘	✘	✘
	Draw Custom Shape	Activates the **Draw Custom Shape** tool which is used to create closed custom shapes with round or square nodes.	✔	✘	✘	✘	✘
	Draw Column	Activates the **Draw Column** tool which is used to create a column of satin stitches.	✔	✘	✘	✘	✘
	Draw Open Path	Activates the **Draw Open Path** tool which is used to create open shapes and outlines.	✔	✘	✘	✘	✘
	Create Quick Click Text	Used to open keypad for the quick entering of alphabet designs.	✘	✘	✔	✘	✘
	Create Text	Used to create straight line text or rectangular text.	✘	✘	✔	✘	✘

	Create Path Text	Used to create text along a path.	✘	✘	✔	✘	✘
	Create Envelope Text	Used to create text in or around a shape you define.	✘	✘	✔	✘	✘
	Create Ellipse Text	Used to create letting in or around an ellipse.	✘	✘	✔	✘	✘

Keyboard Shortcuts

The BuzzEdit 4 Toolkit includes various shortcut key combinations that make it easier to launch commands within the program. Below is the complete list of commands that are available with the various Toolkit products

General	Shortcut	BuzzEdit® Full	BuzzEdit® Lite	BuzzWord®	BuzzSize®	Buzz-2-Stitches®
Help	F1	✔	✔	✔	✔	✔
New Design	Ctrl + N	✔	✘	✔	✘	✔
Open Design	Ctrl + O	✔	✔	✔	✔	✔
Insert Design	Ctrl + I	✔	✘	✔	✘	✔
Save Design	Ctrl + S	✔	✔	✔	✔	✔
Save and Repeat Graphic to Stitches	Ctrl + R	✘	✘	✘	✘	✔
Print Summary	Ctrl + P	✔	✘	✔	✔	✔
Exit	Alt + F4	✔	✔	✔	✔	✔
Editing	Shortcut	BuzzEdit® Full	BuzzEdit® Lite	BuzzWord®	BuzzSize®	Buzz-2-Stitches®
Undo	Ctrl + Z	✔	✔	✔	✔	✔
Redo	Ctrl + Y	✔	✔	✔	✔	✔
Cut	Ctrl + X	✔	✘	✔	✘	✘
Copy	Ctrl + C	✔	✘	✔	✘	✘
Paste	Ctrl + V	✔	✘	✔	✘	✘
Delete	Delete	✔	✘	✔	✘	✔
Select All	Ctrl + A	✔	✔	✔	✔	✔

		BuzzEdit® Full	BuzzEdit® Lite	BuzzWord®	BuzzSize®	Buzz-2-Stitches®
Select None	ESC	✔	✔	✔	✔	✔
Select Next Lassoed	Ctrl + L	✔	✘	✘	✔	✔
Select Previous Lassoed	Shift + L	✔	✘	✘	✔	✔
Insert Section Break	Ctrl + Enter	✔	✘	✘	✘	✘
Change to normal stitch type	Ctrl + Shift + S	✔	✘	✘	✘	✘
Change to jump stitch type	Ctrl + Shift + J	✔	✘	✘	✘	✘
Automatic Design Wizards	**Shortcut**	**BuzzEdit® Full**	**BuzzEdit® Lite**	**BuzzWord®**	**BuzzSize®**	**Buzz-2-Stitches®**
Create Continuous Border	Ctrl + B	✔	✘	✘	✘	✘
Create Wreath	Ctrl + W	✔	✘	✘	✘	✘
Insert Basting Stitches	Ctrl + Shift + B	✔	✘	✔	✘	✘
Digitizing	**Shortcut**	**BuzzEdit® Full**	**BuzzEdit® Lite**	**BuzzWord®**	**BuzzSize®**	**Buzz-2-Stitches®**
Create Curved Node - Custom Shape and Open Path Tools (1) Use your primary mouse button.	Right Click (1)	✔	✘	✘	✘	✘
Create Curved Node - Path and Envelope Text Tools (1) Use your primary mouse button.	Right Click (1)	✘	✘	✔	✘	✘
Create Straight Node - Custom Shape and Open Path Tools (2) Use your alternate mouse button.	Left Click (2)	✔	✘	✘	✘	✘

Create Straight Node - Path and Envelope Text Tools (2) Use your alternate mouse button.	Left Click (2)	✘	✘	✔	✘	✘
Remove Last Node	Backspace	✔	✘	✔	✘	✘
Create Symmetrical Shape or Text	Ctrl while dragging shape	✔	✘	✔	✘	✘
Space & Time	**Shortcut**	**BuzzEdit® Full**	**BuzzEdit® Lite**	**BuzzWord®**	**BuzzSize®**	**Buzz-2-Stitches®**
Go to start of design	Home	✔	✔	✔	✔	✔
Go to end of design	End	✔	✔	✔	✔	✔
Select next color	Tab	✔	✔	✔	✔	✔
Select previous color	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 + Left Arrow	✔	✘	✘	✘	✔
Remove last selected stitch from current selection	Shift + Right Arrow	✔	✘	✘	✘	✔
Add previous stitch to beginning of selection	Ctrl + Left Arrow	✔	✘	✘	✘	✔
Remove first selected stitch from the current selection	Ctrl + Right Arrow	✔	✘	✘	✘	✔
Insert section break	Ctrl + Enter	✔	✘	✘	✘	✘

Cancel mouse action [applies to space tools and drag / drop in Time]	**ESC while dragging**	✔	✔	✔	✔	✔
Restrict Space Move tool to horizontal	**Shift while dragging**	✔	✔	✔	✘	✔
Restrict Space Move tool to vertical	**Ctrl while dragging**	✔	✔	✔	✘	✔

The Welcome Dialog

The **Welcome** dialog is opened when you first start your program and when you close your last workspace. Here are the areas of the Welcome dialog and how to use them.
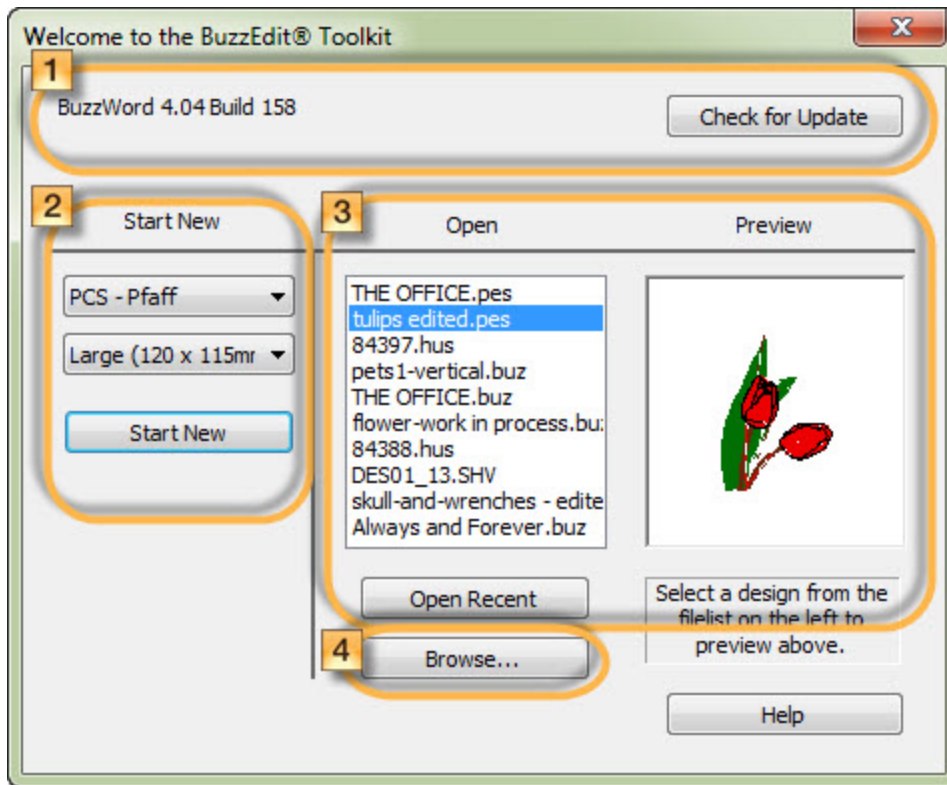
1 Software Information

The top portion of the dialog displays the name of the software along with the software version. You also have a fast path **Check for Update** button to check the Internet for available updates and update eligibility.

2 Start New

Select the file type and hoop from the drop down lists and click the **Start New** button. Your file type and hoop are saved for future use or you can use the drop downs to select a new file type and/or hoop.

3 Open Recent

Recently used designs are displayed in a list. Click once on a design to display it on the very right of the dialog. **Double-click** a design to open it. **Remember** to open the .buz file for a design if available in order to retain and edit saved objects.

4 Browse

To open another design, use the **Browse..** button.

Layout

The BuzzEdit 4 Toolkit workspace contains these main parts regardless of which product you have purchased. Individual commands and features available within this workspace differ based on which products have been activated.
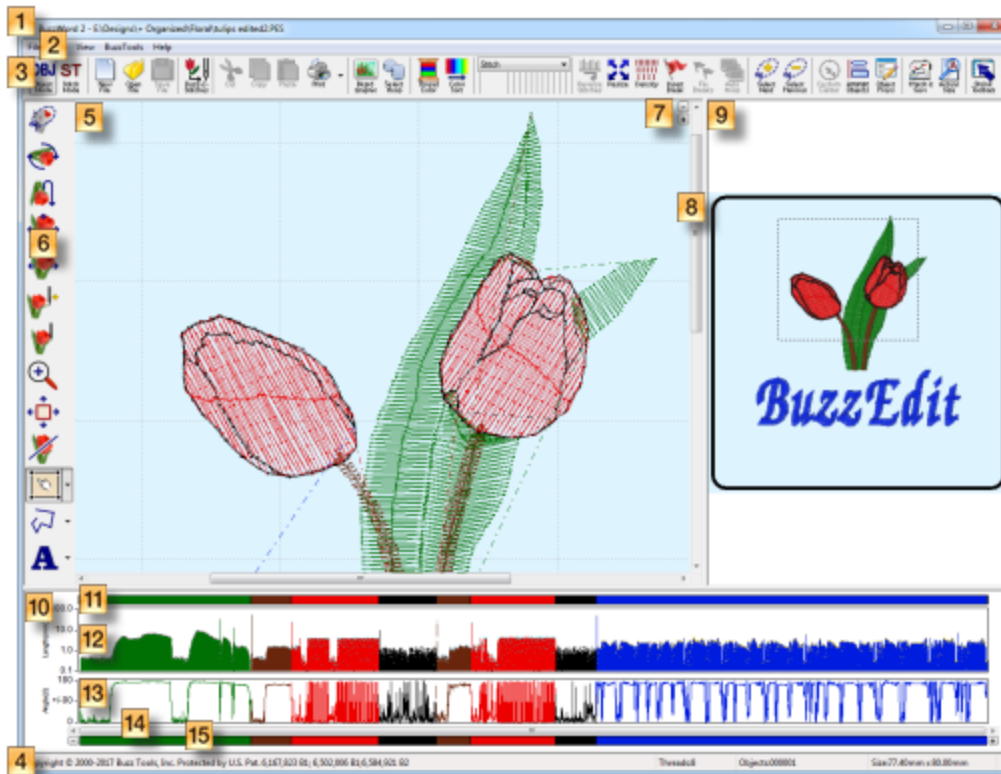
General Workspace Areas

[1] **Title Bar -** Displays the program name.

[2] **Menu Bar -** Access to various commands. In this document menu commands are show separated by a > character. For Example, **File > Print Summary** would indicate go to the **File** menu and select **Print Summary**.

[3] **Main Toolbar -** Quick mouse access to common general commands.

[4] **Status Bar -** At the very bottom of the workspace is the **Status Bar** which displays information on the current tool, as well as selection and design information.

Workspace Windows

Your ONE design shown three ways!

[5] **Stitches-in-Space Work Window -** This is the spatial work area for the interactive tools such as the Lasso. It includes the following:

[6] Space Toolbar - These tools directly affect the Space Work window are interactive in nature. For example, the **Resize** tool allows you to resize the current selection by dragging the circular selection

indicator.

7 **Space Zoom Buttons -**

8 **Space Scroll Bars** - Use to scroll the Space Work window.

9 **Design Reference Window -** Always shows the full design and can be used to zoom the Work Window.

10 **Stitches-in-Time Window -** The patented Stitches-in-Time window contains various graphs that allow you to more easily analyze your design or select stitches.
HINT: Toggle on and off the various graphs using the VIEW menu.

11 **Stitch Color Bar -** makes it easy to select a run of stitches comprising one thread color or several adjacent thread colors. Just double click on a color.

12 **Stitch Length Chart -** Shows each stitch as a vertical bar. The longer the stitch, the longer the bar.

13 **Stitch Angle Graph -** Makes it easy to analyze your stitches and to select a run of a specific type of stitches

14 **Time Scroll Bar -** Works with the **Time Reference** bar to allow you to zoom the other Stitches-in-Time graphs in on a subset of the stitches in the design.

15 **Time Reference Bar** - Works with the Time Scroll bar. Just **Click** and **Drag** along the **Time Reference** bar to zoom into that area of the **Stitches-in-Time** graphs.

Workspace Windows

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

Design Reference Window
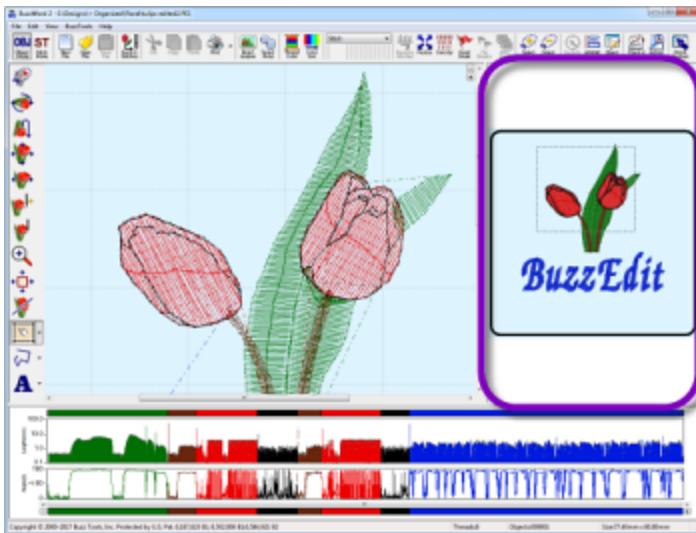
The window on the upper right of your workspace is the **Design Reference window.** This is the visual reference for your design. It displays your design as it will be sewn and always shows the entire design in color. You can drag a box in the Reference window to zoom your work area.

Stitches-in-Space Work Window
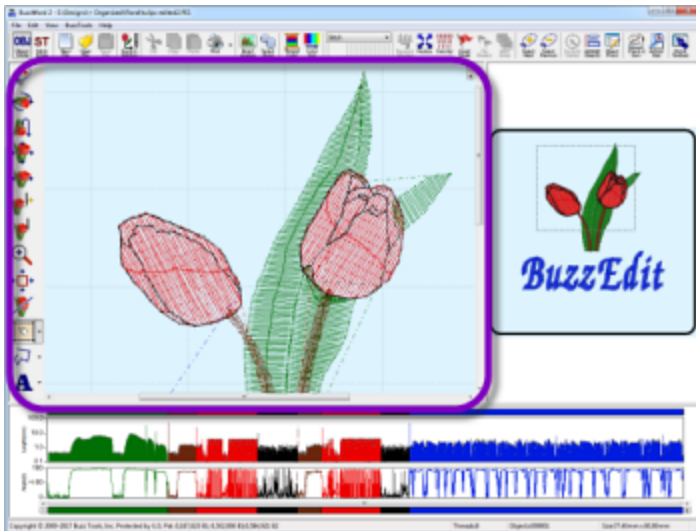
The window on the upper left of your workspace is the **Stitches-in-Space Work window (or Work window).** This is the spatial work area for the interactive tools such as the Lasso.
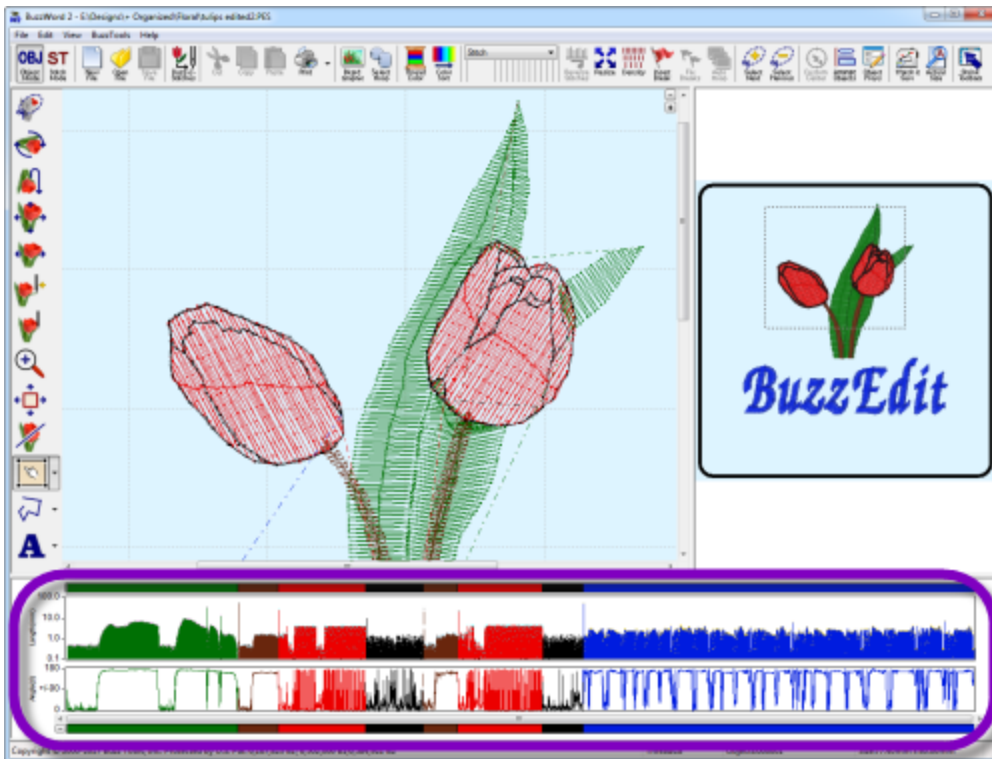
Zooming in Space
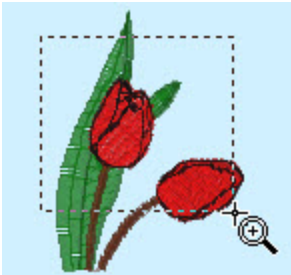
Use the **Space Reference (or Reference window)** window to zoom in on a portion primary mouse button, which is usually the left mouse button, and drag out a rectang

Once you have zoomed in on an area, the space work window will display scroll bars w displayed. The zoom buttons located in the upper right corner of this window cause th

Stitches-in-Time Window

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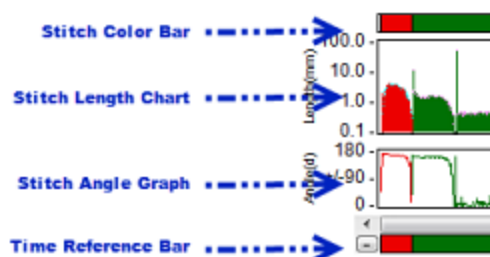
Zooming in Time

Drag along the very bottom of the **Stitches-in-Time window** (the Time Reference

Once you have zoomed in on a subset of stitches, you can use the scroll bar to move the Stitches-in-Time graphs. The scroll bar button indicates which stitches in the Refer Time window does not change what is displayed on the Stitches-in-Space windows.

Resizing Workspace Windows

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

Changing the
window size

Status Bar

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

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

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

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

4. **The fourth part of the status bar** displays the dimensions of the current selection or, if the cursor is positioned before the first stitch, the dimensions of the entire design. When using one of the tools in the Stitches-in-Space toolbar to move or otherwise transform the current selection, the fourth part of the status bar contains pertinent information. For example, the x and y offsets during movement and the degrees of rotation during rotation are displayed here.

The Stitch Cursor

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 **Work** window with a small triangle pointing in the direction of the last stitch.

Positioning the Stitch Cursor

When you first open a design 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.
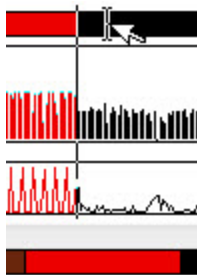
Click on the Time Graphs to move the position of the Stitch Cursor.

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.

> **BuzzEDit / BuzzWord HINT:** To have objects or lettering 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.

Stitches vs Objects

The embroidery designs that you open and edit in the BuzzEdit 4 Toolkit contain stitch data that can be changed. If you have the full version of BuzzEdit, you might have objects such as lines, custom shapes and columns in your design. If you have BuzzWord, you might also have lettering objects in a design.

Stitch data includes the exact location of each stitch including each needle down, stitch type and color information. Although an embroidery object contains general information about these items, they are basically shapes that can be modified and the exact stitch data is generated again based on your changes.

*.buz Manager Files

In order to preserve the object data between editing sessions, the BuzzEdit 4 Toolkit saves a special version of your design in a manager file. The manager file contains object information as well as any multi-file or multi-hoop 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 manager files when you see them.

Supported File Formats

File formats supported by the initial release of the BuzzEdit 4 Toolkit. Additional formats may be available at a later date. For the most accurate list of formats, use the drop down list on the command that uses the format. For example, use the **File > Open** command file format drop down for the current list of file types that may be opened.

Open Design Support

File > Open Design

BUZ - Buzz Tools Working Format
ART - Bernina Artista version 1-4 Formats
ART50 - Bernina Artista version 5 Format
ART60 - Bernina Artista version 6 Format
CND - Condensed Format
CSD - Poem/ Singer EU / Vicking Huskygram Format
DST - Tajima Format
EMD - Elna Xpressive Format
EXP - Melco DOS Expanded
GNC - Great Notions Condensed Format
HUS - Viking Husqvarna Format
JEF - Janome New Home / Elna Format
JEF+ - Janome New Home / Elna Format
OEF - Oklahoma Embroidery (OESD) Condensed Format
PCD - Pfaff Format
PCS - Pfaff Format
PCQ - Pfaff Format
PEC - Brother / Baby Lock / Bernina Deco Format
PES - Brother / Baby Lock / Bernina Deco Format
PHC - Brother / Baby Lock / Bernina Deco Format
SEW - Janome New Home / Elna Format
SHV - Viking Husqvarna Format
VIP - Pfaff / Viking Husqvarna Format
VP3 - Pfaff / Viking Husqvarna Format
XXX - Singer PSW Format

Insert Design Support
Available with BuzzEdit, BuzzWord & Buzz-2-Stitches

File > Insert Design

BUZ - Buzz Tools Working Format
ART - Bernina Artista version 1-4 Formats
ART50 - Bernina Artista version 5 Format
ART60 - Bernina Artista version 6 Format
CND - Condensed Format
CSD - Poem/ Singer EU / Vicking Huskygram Format

DST - Tajima Format
EMD - Elna Xpressive Format
EXP - Melco DOS Expanded
GNC - Great Notions Condensed Format
HUS - Viking Husqvarna Format
JEF - Janome New Home / Elna Format
JEF+ - Janome New Home / Elna Format
OEF - Oklahoma Embroidery (OESD) Condensed Format
PCD - Pfaff Format
PCS - Pfaff Format
PCQ - Pfaff Format
PEC - Brother / Baby Lock / Bernina Deco Format
PES - Brother / Baby Lock / Bernina Deco Format
PHC - Brother / Baby Lock / Bernina Deco Format
SEW - Janome New Home / Elna Format
SHV - Viking Husqvarna Format
VIP - Pfaff / Viking Husqvarna Format
VP3 - Pfaff / Viking Husqvarna Format
XXX - Singer PSW Format

Background Graphic Support
Available with BuzzEdit, BuzzWord & Buzz-2-Stitches

File > Open Background Graphic

Graphic to Stitches Support
Available with Buzz-2-Stitches

BuzzTools > Buzz-2-Stitches (Graphics to Stitches)

BMP - Windows Bitmap Format
EMF - Windows Enhanced Metafile
GIF - Graphics Interchange Format
JPG - JPEG Format
PCX - Zsoft Paintbrush Format
PNG - Portable Network Graphics Format
TIF - Tagged Image File Format

Save / Save As Support
BuzzEdit, BuzzWord, BuzzSize & Buzz-2-Stitches

File > Save
File > Save As

BUZ - Buzz Tools Working Format (BuzzEdit, BuzzWord)
CSD - Poem/ Singer EU / Vicking Huskygram Format
DST - Tajima Format
EMD - Elna Xpressive Format
EXP - Melco DOS Expanded
HUS - Viking Husqvarna Format

JEF - Janome New Home / Elna Format
PCS - Pfaff Format
PEC - Brother / Baby Lock / Bernina Deco Format
PES - Brother / Baby Lock / Bernina Deco Format
SEW - Janome New Home / Elna Format
VIP - Pfaff / Viking Husqvarna Format
VP3 - Pfaff / Viking Husqvarna Format
XXX - Singer PSW Format

Hoops

Selecting a Hoop

To see what hoops are supported by your file format, open a design in the desired format and use the **View > Hoop Properties** command. Custom hoops are not supported by all file formats and will be disabled in those formats that do not support them. Hide hoops from the list that you don't have and rotate them as needed for your specific design.

Multi-hoop Support
Available with BuzzEdit

With the full version of BuzzEdit you are able to layout multiple position hoops, split designs for sewing in multiple position hoops. In addition, you can create custom multi-hoops with any layout you require for manual hooping. To sew accurately, you can insert alignment stitches using the **BuzzTools > Multi-Hoops > Insert Alignment** stitches and you can print to scale templates for fabric positioning.

To see what multi-hoops are supported by your file format, open a design in the desired format and use the **View > Hoop Properties** command. Multi-Hoops are located at the bottom of the hoop list and are marked with a +

Converting 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 the BuzzEdit 4 Toolkit, 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.

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, the color stops are assigned an arbitrary color value because the program 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.

When the BuzzEdit 4 Toolkit converts a design from a format that contains color values into an EXP or a DST file, saves the color information in an auxiliary file. EXP and DST files with auxiliary files will display in color within any Buzz Tools programs, but may only display color breaks when opened in other programs.

Remember that 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.

> **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.

Print a Summary
Available with BuzzEdit, BuzzSize & Buzz-2-Stitches

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

Print a Template
Available with BuzzEdit, BuzzWord & Buzz-2-Stitches

Use to print the current design in actual size. Depending on the options specified, the printout can be used as a template or as an iron-on transfer.

Print a Worksheet
Available with BuzzEdit & Buzz-2-Stitches

The worksheet includes a thumbnail view of the entire design, the number of stitches per color break and a thumbnail of each color break of the design. Multi-section or multi-hoop designs will print multiple pages.

tulips editedges
1.99" x 2.90", 2,226 stitches
7 thread changes, 4 colors

■	1.	Deep Green	772
■	2.	Dark Brown	192
■	3.	Red	395
■	4.	Black	257
■	5.	Dark Brown	159
■	6.	Red	360
■	7.	Black	194

Deep Green, 772 stitches.   Dark Brown, 192 stitches.   Red, 395 stitches.   Black, 257 stitches.

Dark Brown, 159 stitches.   Red, 360 stitches.   Black, 194 stitches.

General Information

In order to edit a design or part of a design, you must first make a selection. There are numerous ways to select stitches or objects in the toolkit products and often several ways to get the same sort of selection. Become familiar with the workspace and try a few of these methods out. You should soon find it easy to grab exactly what you need in order to edit your designs - be it the entire design, a thread color or a single needlepoint.

In the toolkit products, 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. In the general information, 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. **About the stitch cursor**

The 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.

> **NOTE:** What you are able to select will vary depending on the toolkit product(s) you have purchased. For example, BuzzSize is limited to complete color breaks and BuzzEdit allows selection of anything down to a single needle point. BuzzEdit and BuzzWord also work with objects and these products can therefore select them. Please see each selection topic for more details and limitations.

To Select the Entire Design

Using Keyboard Command

To select the entire design simply press **Ctrl + A** or choose **Edit > Select All**.

To Select an Entire Color Break

Using Time Window

To select an entire color break, first press **Escape** to cancel any previous selection then double-click (or single click in BuzzWord or BuzzSize) the color on the **Stitch Color Bar** located on the top of the Stitches-in-Time® window.
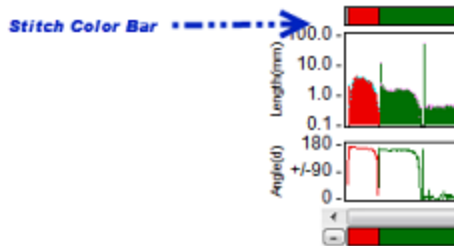
If you have multiple text objects with the same color, only the object clicked on is selected in this manner. In this case, click on the first color break on the Stitch Color Bar and then shift click on the last color break you want to include.

> **HINT:** Use the **TAB** key to move forward one color break at a time. Use the **SHIFT TAB** key to move backward.

To Select an Area of the Design

Available with BuzzEdit & Buzz-2-Stitches

Selecting an Area of a Design (Work Window)

 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 **Work** 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.
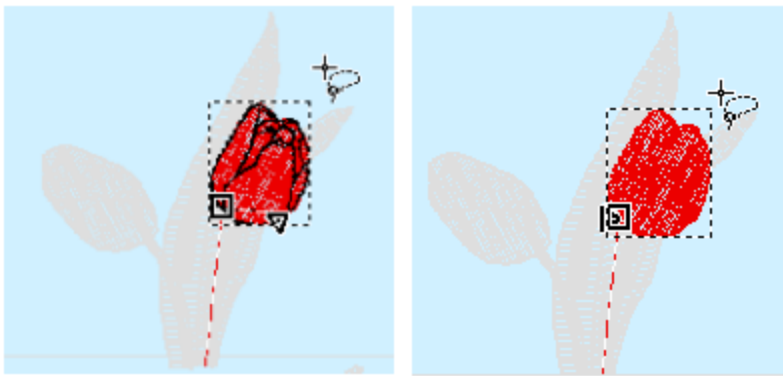
Drag around an area (left) to select the longest
contiguous run of stitches (right).

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 Work 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 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.
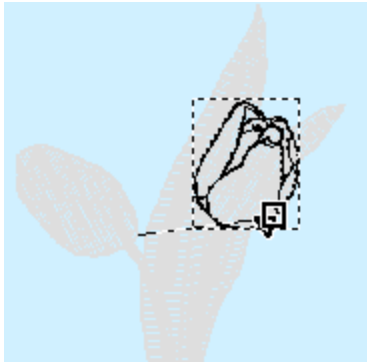
To select the next run of contiguous stitches, click the Select Next Lassoed button.

Buzz-2-Stitches NOTE: Although Buzz-2-Stitches limits most editing to entire color breaks, it does allow you to select any area of a design for deletion. This is handy if your generated embroidery design contains "noise" that is not desired in your final embroidery or if an area of the design contains stitches that it shouldn't. Noise is usually caused by an issue with the source graphic and areas with extra stitching is common in designs that contain both holes and embroidery fill areas that match the background color of the graphic.

Selecting Any Run of Contiguous Stitches (Time Window)

You can also select any contiguous run of stitches by dragging the mouse horizontally across the desired stitches in any of the Stitches-in-time graphs. The selection is highlighted with a pair of vertical lines delimiting the selection.
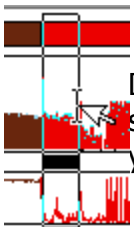
Depending on which graph the mouse cursor is in when dragging, the start and/or end of the selection may "snap" to particular stitches. You don't need to restrict your dragging to one graph as you are free to start dragging in one graph and end in another.

To Select a Single Needlepoint

Available with BuzzEdit

Using Work Window

With BuzzEdit you can select a single needle point in the Work 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.
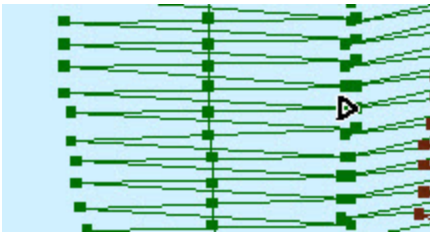
When a single needle point is selected, all of the stitches are drawn in color in the Work window. The selected needle point, (the stitch cursor) is highlighted with a small triangle.

Using Time Window
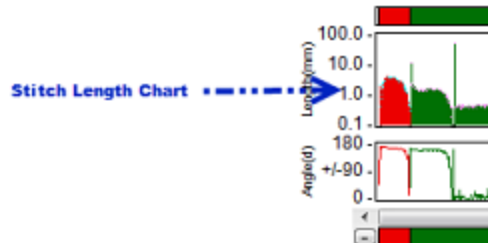
BuzzEdit users can also select a single needlepoint by clicking on one of the **Stitch Length** graph. Use the left and right arrow keys to move forward and backward by needlepoint. This can sometimes be useful in analyzing how a design sews as, unlike the sew simulator, you control how fast or slow your stitch cursor moves in time.

To Select a Single Stitch

Available with BuzzEdit

First **select the needlepoint** at the beginning of the stitch using either the Work window or Stitch Length graph. Then hold down the **SHIFT** key and press the right arrow key. The Stitch cursor will jump to the next needlepoint and the stitch is selected.
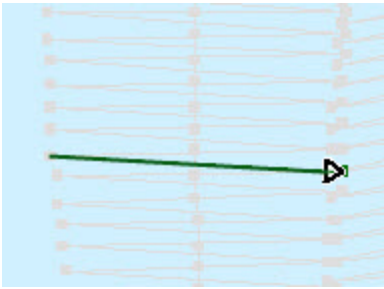
If desired, you can continue to add stitches to your selection on at a time using the SHIFT right arrow or you can remove or add stitches from the beginning of your selection by holding down the CNTRL key and using the left and right arrow keys. The selected stitch or stitches are shown in color and the other colors are in a faded ghost color.

> **Note:** Have you ever had a long stitch that should have been a jump? When you select a single needlepoint in BuzzEdit, its stitch type can be viewed and easily changed from the stitch type drop down displayed on the main toolbar.

To Select by Using the Time Window

In addition to the other selection methods covered, there are ways to select which are unique to time graph and they are covered briefly here.

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.

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 . 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.

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.

To Select by Type of Stitch
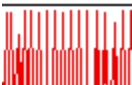
Available with BuzzEdit

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.

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
	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.
	Satin Stitch - A run of satin stitches tend to hug the top of the graph.

To Select an Inserted Design

Available with BuzzEdit, BuzzWord & Buzz-2-Stitches

You select an inserted design in the Space Work window with **Selection / Move** tool.

First click on the **Select / Move** tool and then draw a lasso around the design. This will ensure that all color layers have been selected.

To Select an Object

Available with BuzzEdit & BuzzWord

With BuzzEdit and BuzzWord, you select an object in the Space Work window with **Selection / Move** tool.

First click on the **Select / Move** tool and then click on the text object. You can add additional text objects to your selection by holding down the shift key while clicking on additional objects.

Adjusting 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
Available with BuzzEdit and Buzz-2-Stitches

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**

Changing Thread Colors

From the Text Properties Dialog

When you are entering or changing text on the *Object Properties* dialog, click on the **Thread Spool** button to open the *Choose Color* dialog and make your color selection.

If you are entering a multi-colored font, the colors may be changed in sequence. If desired, choose a new color from the color palette and click **Next >>**. The color is applied and the next thread color of the lettering is selected. Continue in this manner until you have finished making changes.
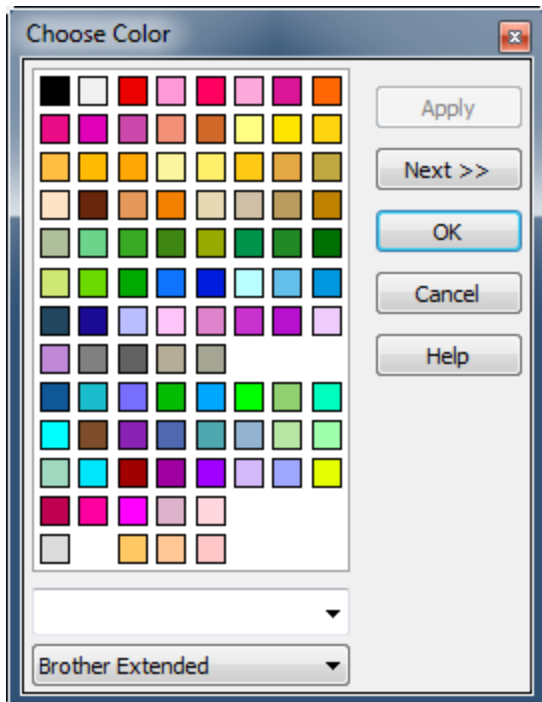
From the Workspace

To change thread colors from the workspace is easy. Double click (or click once in BuzzWord or BuzzSize) on a thread color on the Stitch Color Bar and the *Choose Color* dialog opens. Choose a new color from the color palette and click **OK**.
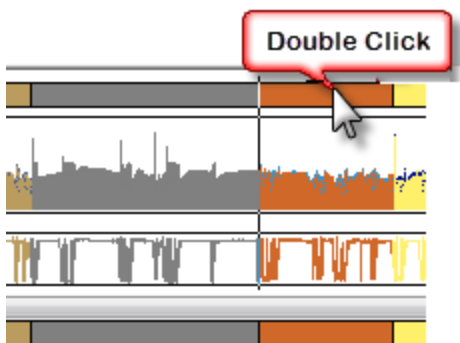
Move

Make your selection using either the Stitches-in-Time graphs or the **Lasso** tool. Click on the **Lasso** tool; then move your cursor into the center of your selection.
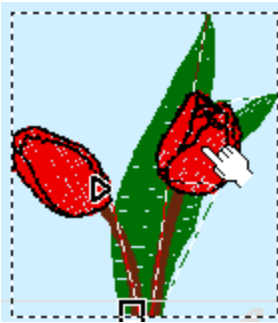
Drag the selection to the desired location . You can also move your selection using specific horizontal and vertical values or offsets (choose **BuzzTools > Move...**).

Rotate

 Rotate a selection using the **Rotate** tool located on the Stitches-in-Space toolbar. Rotate your selection by dragging the circular boundary of the selection. The degree of rotation is displayed on the status bar.
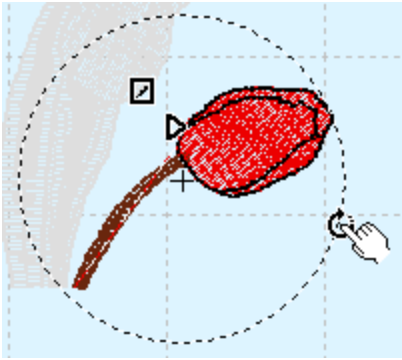
The center of the rotation can be moved. Just drag the center X to select a new center of rotation before rotating your selection. Use the **Custom Center** button on the top toolbar to toggle between a custom center and the center of the selection.
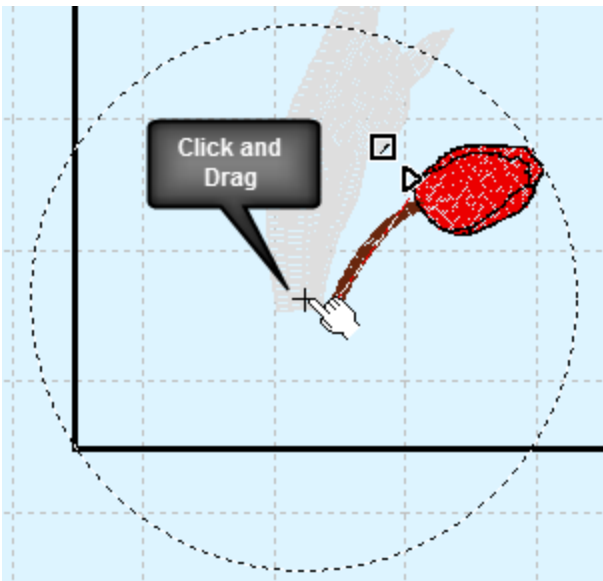
You can also rotate your selection using specific values for the degree of rotation and the center of rotation (choose **BuzzTools > Rotate...**).

Flip

Flip a selection using the **Flip** tool located on the Stitches-in-Space toolbar. When you click on the flip tool, your selection is displayed with a circular boundary with an intersecting line which represents a mirror. Click on the line of the mirror and your design flips across the line of the mirror. To change the angle of the mirror, drag the edges of the circular boundary prior to flipping your selection.
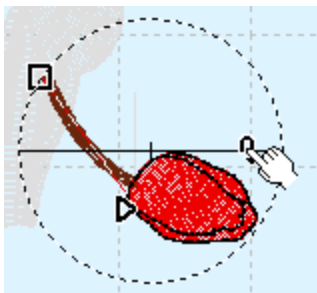
The center of the flip can be moved. Just drag the center X to set a new center before you flip your selection. Use the **Custom Center** button on the top toolbar to toggle between a custom center and the center of the selection.
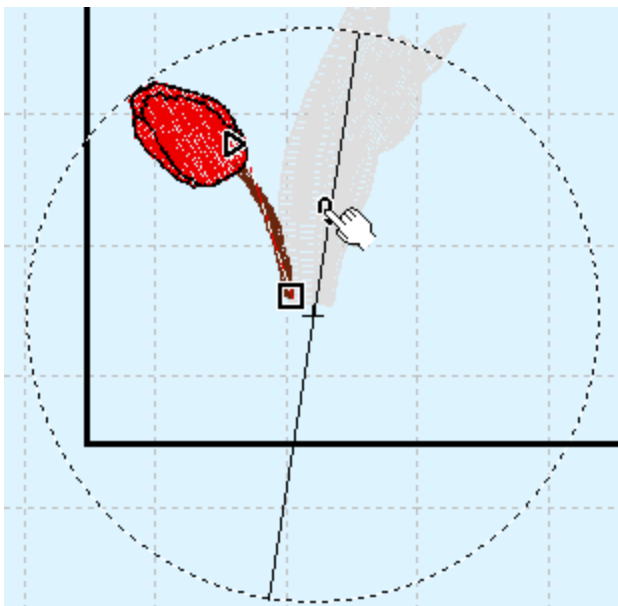
You can also flip your selection vertically, horizontally or using specific custom values (choose **BuzzTools > Flip...**).

Basic Resize

No Stitch Recalculation

Minor size adjustments can be made to your design after it is created using the **Resize tool** that is located on the Stitches-in-Space toolbar.
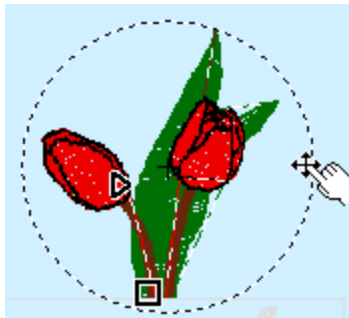
Make your selection using one of the methods described in previously. Then resize it by dragging the circular selection boundary. The percentage enlargement is displayed on the bottom status bar and should be limited to ten percent or less.

You can also resize your selection using specific values (choose **BuzzTools > Resize...**).

NOTE: Enhanced resizing with stitch recalculation is available with BuzzSize.

Basic Stretch

No Stitch Recalculation

> **NOTE:** Enhanced resizing with stitch recalculation is available with BuzzSize.

 You can also make minor adjustments to just height or width of a design by using the **Stretch** tool that is located on the Stitches-in-Space toolbar

Make your selection using one of the methods described in previously. The example below is stretching the entire design. The line across the center of the selection shows the middle of the transformation. The design will be stretched away from this line. Use the rotation handles to rotate the stretch direction..
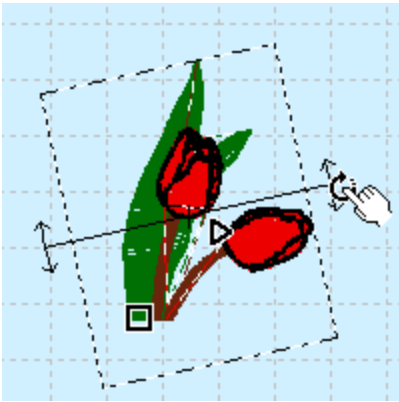
Now drag the one of the boundary lines that run parallel with the center stretch line. The percentage enlargement is displayed on the bottom status bar and should be limited to ten percent or less.
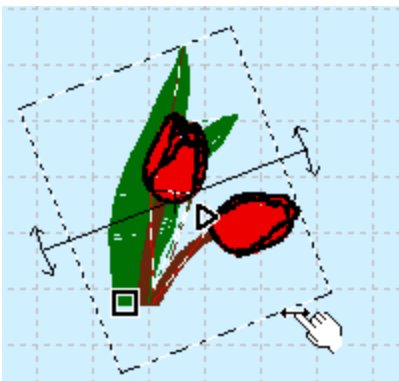
You can also stretch your selection using specific values (choose **BuzzTools > Stretch**).

The center of the rotation can be moved. Just drag the center X to select a new center of the stretch. Use the **Custom Center** button on the top toolbar to toggle between a custom center and the center of the selection.

Insert Basting Stitches

Available with BuzzEdit & BuzzWord

The **BuzzTools > Insert Basting Stitches** command automatically adds a perimeter of basting stitches to the current design. This helps secure your fabric in place prior to sewing.

Changing Sewing Order (BuzzEdit, BuzzWord & Buzz-2-Stitches)

Available with BuzzEdit, BuzzWord & Buzz-2-Stitches

To change the order that thread colors are sewn, first select a color by clicking on the **Stitch Color Bar**. Once selected, just drag and drop the color to the location on the time line to change when it is sewn. Keep in mind that if you modify the sewing order, traveling stitches that would normally be sewn under other areas may not be properly covered.

First Click Color bar...   Then drag and drop into new position.
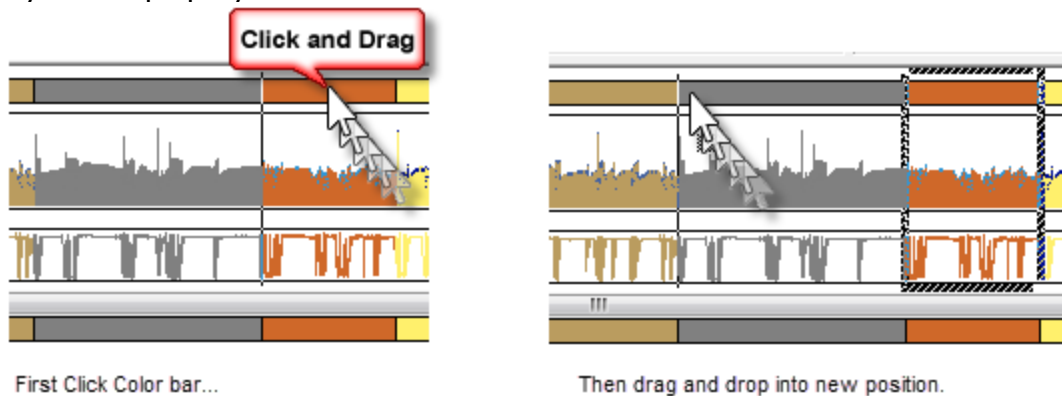
Sort Colors

Available with BuzzEdit & BuzzWord

You can reduce the number of thread changes in your design by using the **Sort Colors** command to sort and combine colors that appear in more then one place in the design.

Before you use this command, examine your design carefully and do a test sew of the design after you sort it to ensure that the results are as expected. Hidden traveling stitches (those stitches that connect color regions of a design) can sometimes "pop to the top" when colors are sorted.

Design Layout

Available with BuzzEdit, BuzzWord & Buzz-2-Stitches

Many of the toolkit products can be used to combine and layout multiple designs.

To layout and merge embroidery designs:

1. If you are going to be making a lot of changes to an existing design, it is recommended that you make a copy of that design first. Open the first design and choose **File > Save As** to give make your copy and give it a new name.

2. To insert a design, choose **File > Insert Design**. Navigate to the desired design and click **OK**. The design is inserted into the center of the current hoop. To move the design to an new location in the hoop, click and drag it to the desired position.

3. Continue to add design elements using the **File > Insert Design** command. Position each design in the embroidery hoop where you would like it to be sewn.

4. **With BuzzEdit and BuzzWord:** When you have added all of the desired designs and everything is correctly positioned, you can sort the thread colors to reduce thread changes at the machine. To sort colors, use the **BuzzTools > Sort Colors** command.

> **NOTE:** Once you sort the thread colors, it will be hard or impossible to select entire elements. Therefore, we suggest you save an unsorted copy of your design and only sort the design when you are certain you are finished with your editing.

   With Buzz2-Stitches: You can still combine thread colors but they will need to be selected one at time and manually dragged together.

5. Save your new design layout using a unique name and send the embroidery design to the machine using your usual method.

About the BuzzEdit Lite

BuzzEdit Lite (free with BuzzXplore)

If you have purchased BuzzXplore, your software came with BuzzEdit Lite which provides basic editing commands. Although your menu displays the commands from each of the tookit products, these are disabled until you purchase and activate them.

BuzzEdit Lite is designed for simple editing tasks such as changing thread colors and design rotation. It also provides some basic tools for analyzing designs through a sew simulator and stitches-in-time graphs. It only support single position hoops and does not provide any print functions. **The Lite version of BuzzEdit is not eligible for technical support.**

The Full Version of BuzzEdit

The full version of BuzzEdit also includes more advanced editing -   for example, you can select any run of stitches to edit, change stitch types, reverse stitch order and sort thread colors. It support multiple position hoops tools, auto-hooping and alignment stitches.There are also more stitch-manipulation features available in the full version.
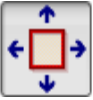
Additional toolkit products are also available which work with full version of BuzzEdit. These are BuzzWord which adds lettering, BuzzSize which adds resizing and density manipulation and Buzz-2-Stitches which adds auto-digitizing capabilities.

One year of free email technical support is available for the Full version of BuzzEdit and for the other BuzzEdit 4 Toolkit products. There are additional online support resources available. Please visit https://www.buzztools.com/support for links to specific product education and support pages.

BuzzEdit Specific Tools

With BuzzEdit, the additional buttons are displayed on the vertical toolbar. Click on one of the highlighted links to open a help topic on one of these commands.

Click	Tool Name	To
	Insert Stitches	Activates the **Insert Stitches** tool which is used to manually insert stitches into a design, one at a time.
	Move Stitches	Activates the **Move Stitches** tool which is used to move a stitch or a group of stitches in the design, one at a time.
	Move Hoop	Activates the **Move Hoop Operations** tool and brings up the Multi-Hoop Operations dialog.
	Slice	Activates the **Slice Design** tool which is used to manually cut a design into sections.
	Draw Ellipse	Activates the **Draw Ellipse** tool which is used to create symmetrical circles or ellipses. May also be used to create round "holes".
	Draw Rectangle	Activates the **Draw Rectangle** tool which is used to create rectangles or squares.
	Draw Custom Shape	Activates the **Draw Custom Shape** tool which is used to create closed custom shapes with round or square nodes.
	Draw Column	Activates the **Draw Column** tool which is used to create a column of satin stitches.
	Draw Open Path	Activates the **Draw Open Path** tool which is used to create open shapes and outlines.

Delete Stitches

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

Working with Object

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.

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 **ST** tool on the top left of the main toolbar or by selecting one of the stitch editing tools.

Creating Holes

Available with BuzzEdit

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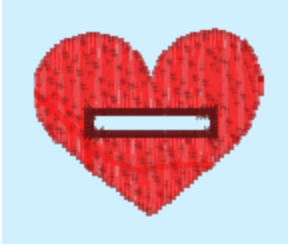
If you are using the closed shape tools to create a design, it is best to create your holes immediately after an object has been created because the area of the hole is taken into account when the stitches are generated, which results in a cleaner sew out.

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 **Shape** tab and uncheck the **Fill** and optionally the **Outline** options. Then to remove the stitches under your object, click the **Delete Stitches Under Object** button.

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 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.

Creating Applique Designs

Available with BuzzEdit

Appliqués are basically "outline only" objects comprised of three parts: placement stitches, tack down stitches and finishing stitches.

To create an appliqué 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 Shape tab and click on the **Appliqué** tab. Check the **Appliqué** option by clicking on it and set the finishing stitch options. Change thread colors by clicking on one of the thread spools and selecting a new color from the thread palette.

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

Continuous Borders

Available with BuzzEdit

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.

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.
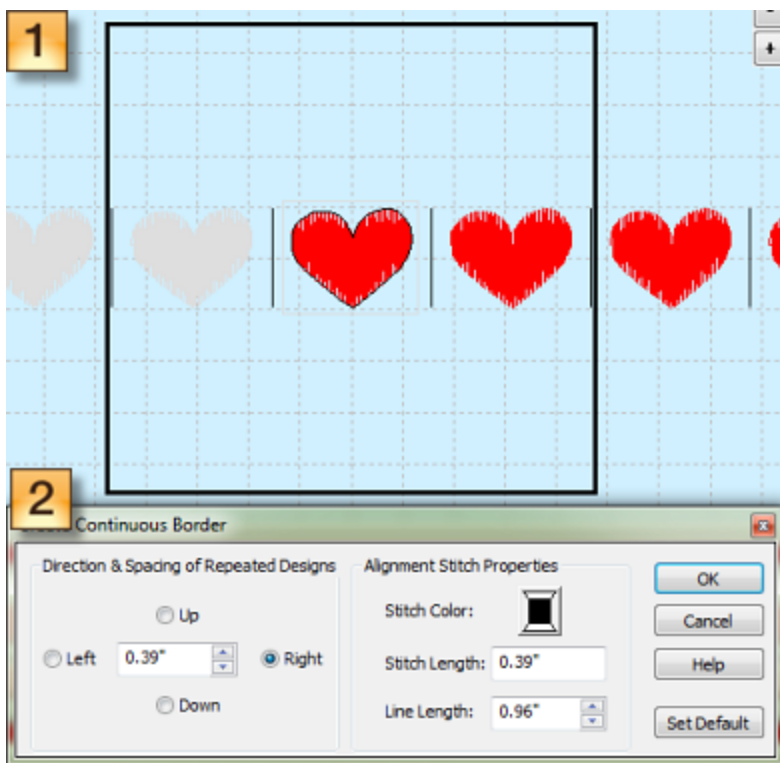
(1) Preview (2) Dialog for border settings such as direction and spacing.

The values on the left of the dialog 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.

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 then 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 chose 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.
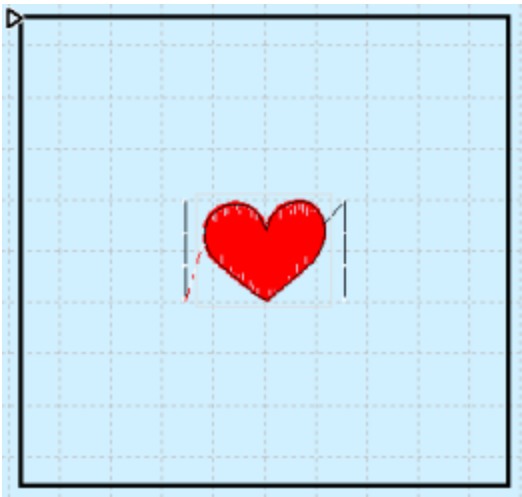
When you are satisfied with your results as shown on the preview, click **OK**. Alignment stitches are added to the start and end of the design and the display is updated accordingly.

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

Sewing a border is easy with alignment stitches.
No need to use printed templates!

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.

 [Watch the Create and Sew a Continuous Border Tutorial on YouTube](#)

Wreath Designs

Available with BuzzEdit

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.
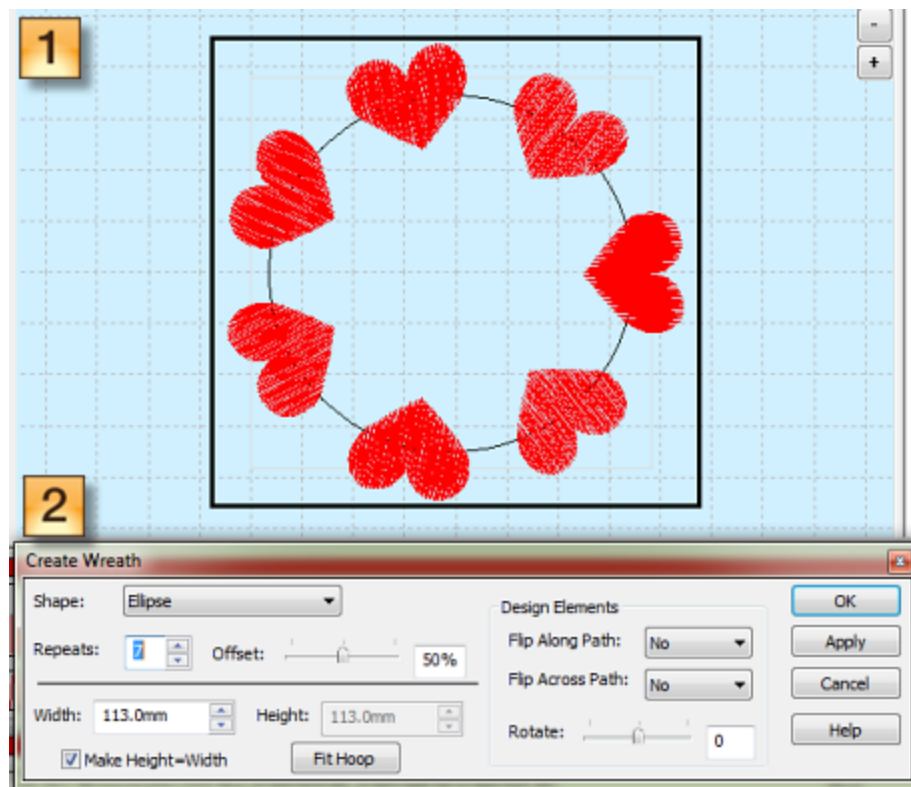
(1) Preview (2) Dialog for wreath settings such as
shape, repeats, rotation and more.

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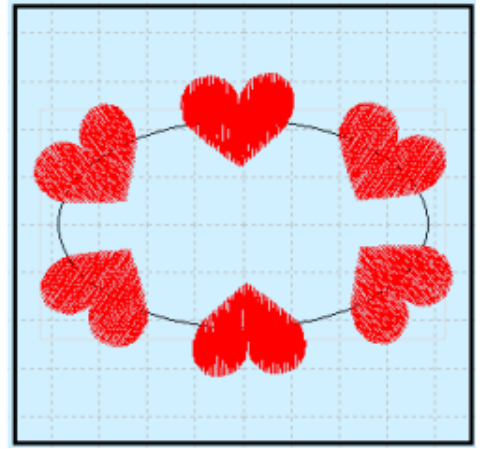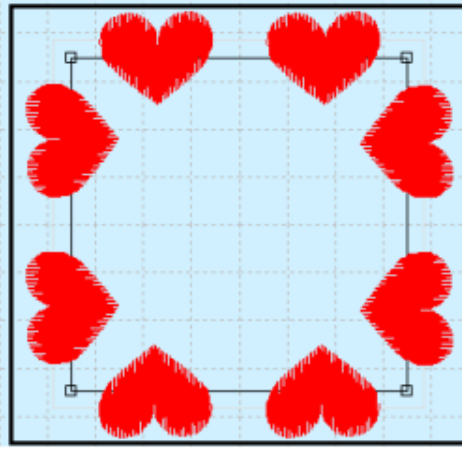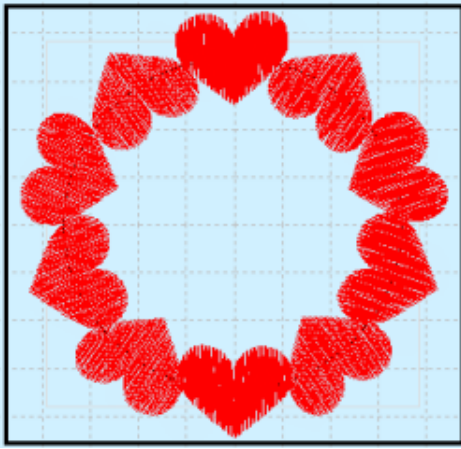
Many different types of wreath designs can be created from the same element. Experiment with the settings to explore your options.

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.

Multi-Hoop Basics

Available with BuzzEdit

Multiple position hoops are sometimes used in order to create embroidery designs larger than the largest design area supported by an embroidery machine. 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 over-sized designs or to layout designs for use on a multiple-position hoop 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.
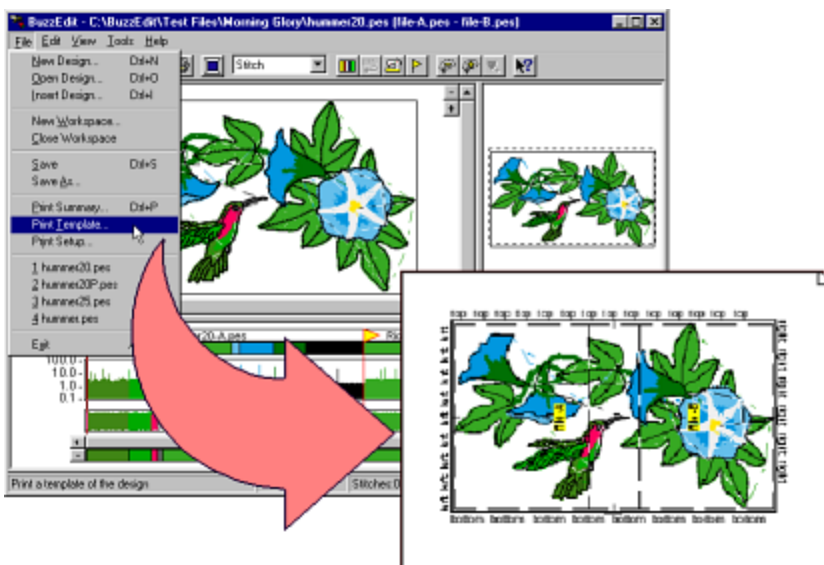
Figure 1-1 A printed template helps you position your design on the fabric and at the sewing machine.

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:** Some embroidery formats support multiple position hoops. For example, the PES format version 2.5 and greater supports three-position multi-hoops. When you edit and save one of these formats, BuzzEdit doesn't automatically save a BUZ manager file unless it needs to do so for some other reason. However, because your design is still separated into separate design sections, your 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 **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/
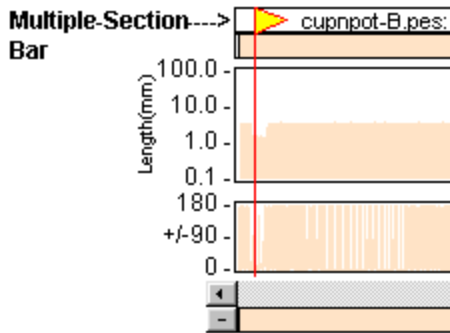
The file name of the new file is displayed along with the **Section Break** flag. For multiple-position hoop, the description also includes the hoop position for the specific section. You may need to zoom in on an area of the Time window before you can read these descriptions

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

Available with BuzzEdit

Multiple-Position Hoops
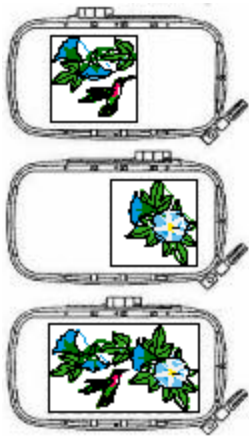
The large hoop is mounted on the embroidery arm in any number of positions in order to
significant overlap, but together they cover a much larger area of the fabric than you co
comprised of multiple pieces, which are usually saved in different files. By moving and po
different sections, it is possible to create a design larger than the default hoop size.
Normally you use a special hoop that is designed to sew multi-hoop designs. When you a
multi-hoop one time.

Multiple-position hoops (or multi-hoops) are made by many sewing machine manufacture
made the Giant Hoop-it-All® line.

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.

Opening Multi-Hoop Designs

Available with BuzzEdit

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, this file will end with the extension ".buz". If you have manager files from BuzzEdit versions 1 or 2, look for the same extension as the associated sections.
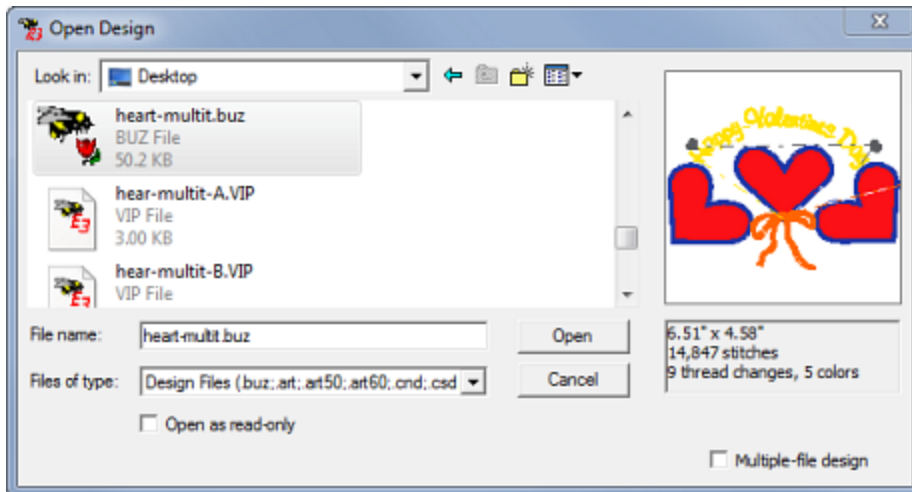
When you open the BuzzEdit manager file, all of the associated design files are opened and are automatically positioned correctly.

Multi-Hoop Designs from Other Programs
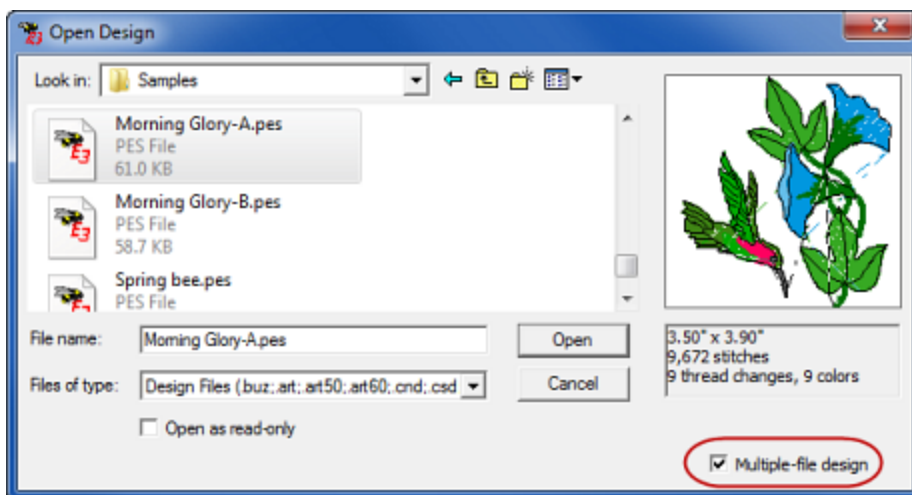
If you have a multiple-file design (or a multiple-hoop design that uses multiple-files) created by a program other than BuzzEdit, you can read the design into BuzzEdit by checking the **Multiple-file Design** check box in the *Open Design* dialog and click **Open**.
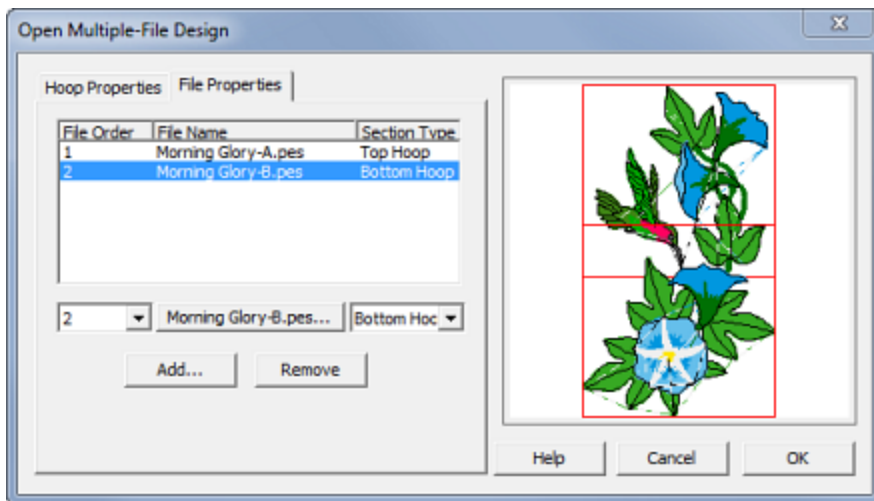
This brings up the *Open Multiple-File Design* dialog that allows you to specify a series of files to open and which hoop to use. Many PES (version 2.5 or later) multi-hoop designs can be opened directly and do not require any special procedure.

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**.

NOTE: If the hoop sections don't match up correctly in the Open dialog don't worry. You can adjust the position of each hoop section once the design has been opened in BuzzEdit.

Sewing Multi-Hoop Designs

Available with BuzzEdit

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.

Design files need to be sewn in the order of the appended letters, -A first, then -B, etc. 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.

Creating Multi-Hoop Designs

Available with BuzzEdit

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.
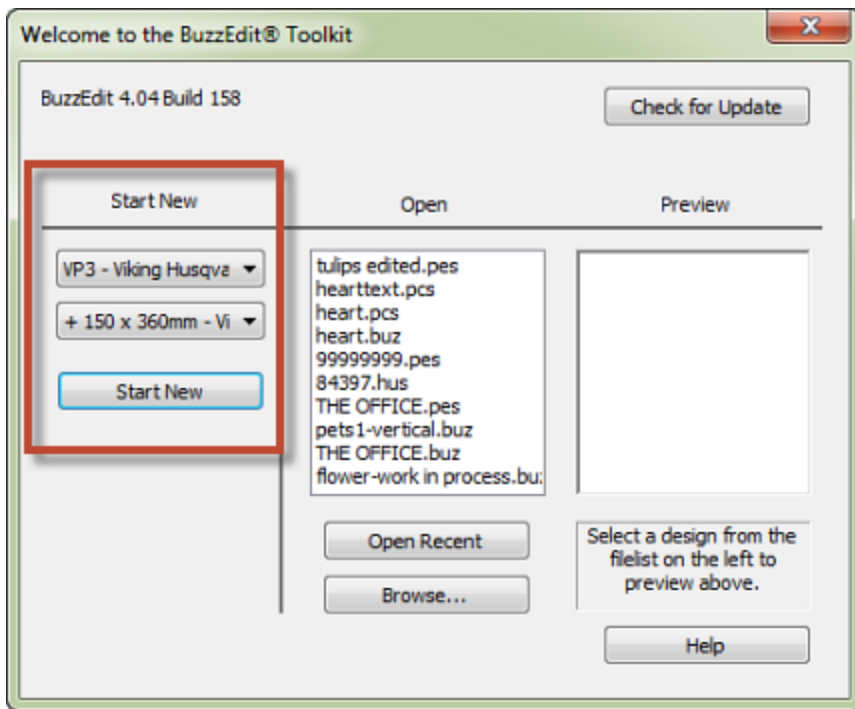
On the *BuzzEdit Welcome* dialog box, use the first column to select a file type and embroidery hoop. Multiple-position hoops are prefixed with a + sign. Click the **Start New** button.

Multi-Hoop Section Breaks

When you create a design that uses a multi-hoop, BuzzEdit displays a **Multiple-Section** bar and inserts a series of new hoop section breaks into it.
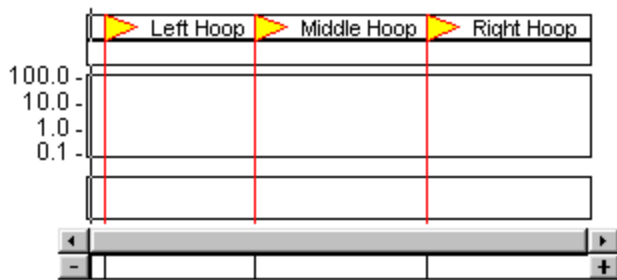
You then use the **Multiple-Section** bar to assign stitches to the appropriate multi-hoop sections. The stitches in each hoop section will later be sewn at the designated physical hoop position. For most file types, BuzzEdit will save each hoop section into a separate design file. When the design is saved, BuzzEdit will automatically move and/or rotate each hoop section so that it will sew correctly in the designated hoop.
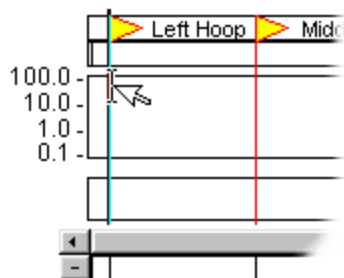
The Stitch cursor is placed
at the Top Hoop section flag…

…and the associated hoop area is highlighted in the
Work window.

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

NOTE: If you are editing a design and change its hoop type to one of the multi-hoop types (choose **View > Hoop Properties…**), the hoop section breaks are placed after all of the designs 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 Time window or use the **Auto Split for Multi-Hoop** command (**BuzzTools > Auto Split for Multi-Hoop**).

Merging Smaller Designs

Available with BuzzEdit

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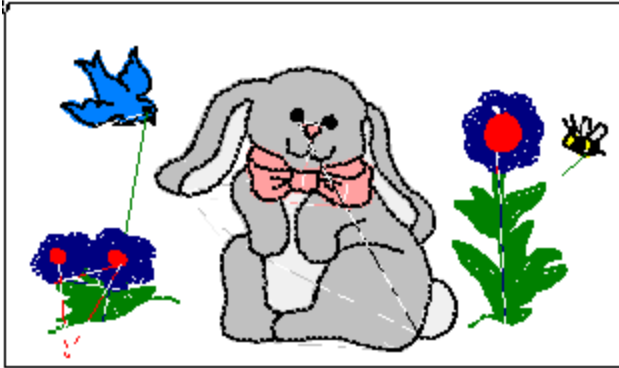
This multi-hoop design was made by inserting designs and pasting in other design's elements.

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 Work 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 **Time** window. Look at the positions of the hoops in the Work 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**.
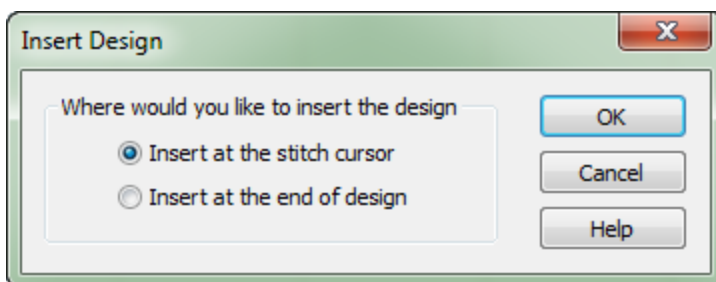
A dialog box asks you where to insert the design. In this example, you should choose the **Insert at the Stitch Cursor** option. Because you already positioned the stitch cursor in the correct hoop section, the stitches are added to the design in the correct hoop in Time and are in the current hoop of Work window.

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 **Work** 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 Work window until they are in the desired location. Or you can center the stitches in the current hoop by choosing **Tools > Center Both**.

Subdividing Oversized Designs

Available with BuzzEdit

You can use BuzzEdit to quickly subdivide an over-sized design into hoop sections for multiple-position hoops. First, open the over-sized 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 1-8).
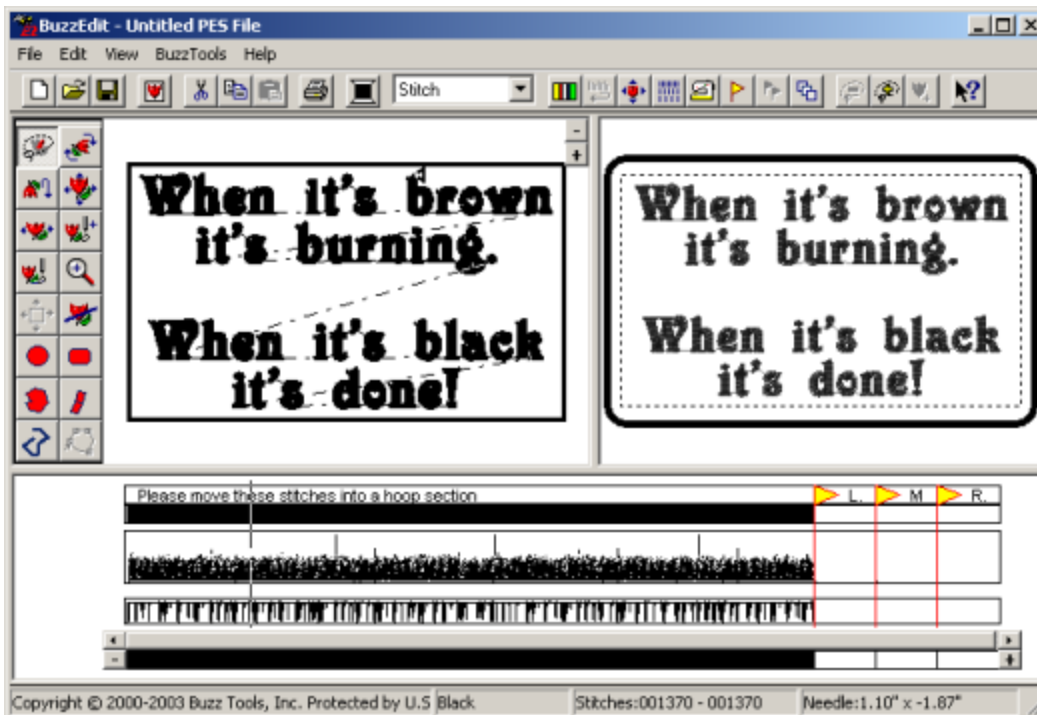
Design ready for Auto-Hooping

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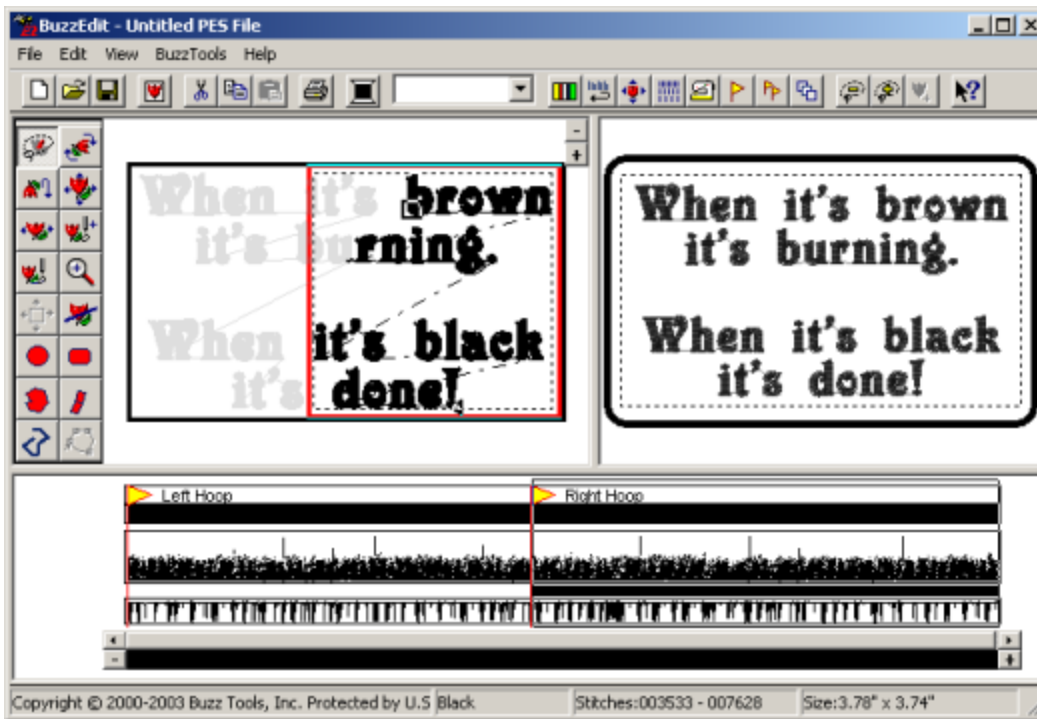
The stitches in the right hoop have been selected in order to
show how the design was split by the Auto Split for Multi-hoop tool.

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.

> **HINT:** 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 Multi-Hoop Designs

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

While Editing

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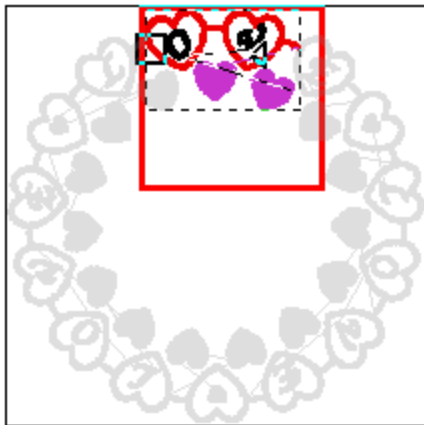
This design section will not have any room to fine tune placement because it is too close to the edges of the hoop section.

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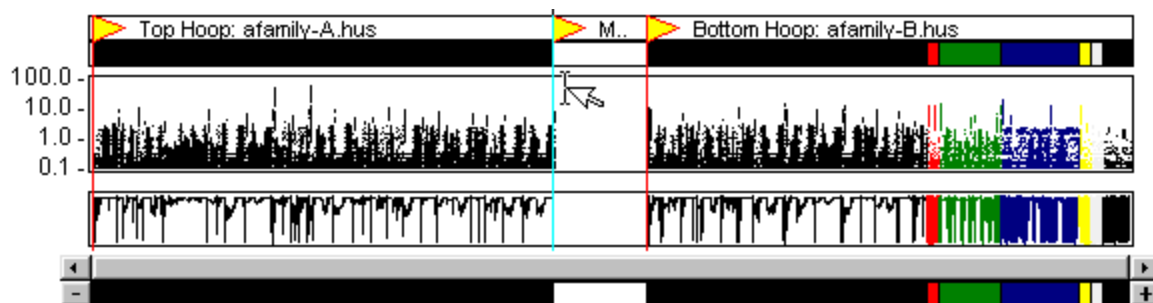
3. **Do not use the Color Sort command on your design until you have finished moving** all of the designs stitches into the appropriate hoops. If you sort prior to that, you may find it difficult to select the design elements that you desire.

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 r**ead 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. 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!

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**) a**nd use it to position your design onto your fabric**. Once the template is positioned in the correct location on your fabric, mark the center location of the hoop onto your fabric using a water soluble fabric marker or other appropriate, temporary fabric-marking pen. If you are using the Giant Hoop-it-All®, you may also want to mark the outer perimeter of the hoop as provided on the BuzzEdit template.
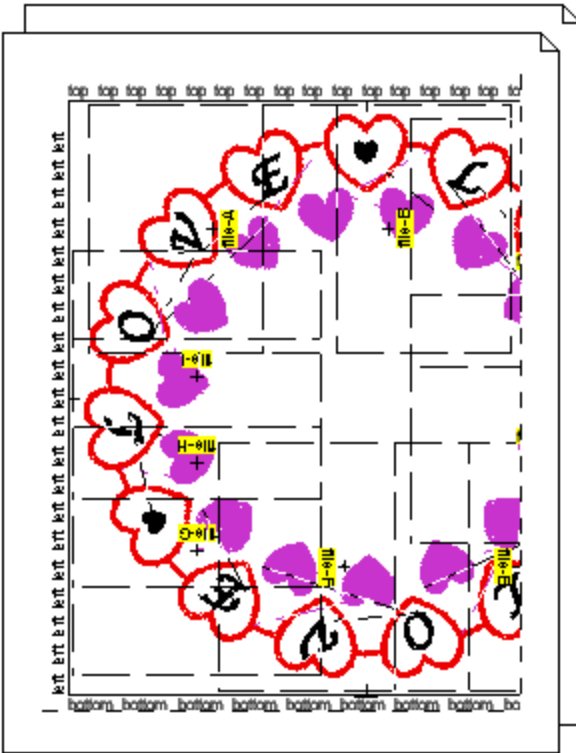
Use the printed template for fabric and machine positioning.

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

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.
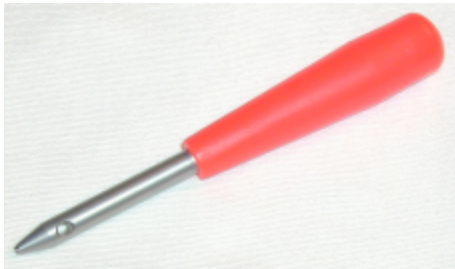
Use an eyelet punch to create holes in the center of each cross hair.

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

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®, 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.

Use a fabric marker to place a dot in the eyelet hole for each design section.

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 bobbin**s 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!

14. Be sure to **use plenty of stabilizer** as over-sized 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 mechar be sure to screw down the slider securely! If you do not, there is nothing to prevent the hoop from sli out of position. Sometimes the hoop can slide to a location where the embroidery machine will sew ont hoop frame! This will certainly ruin your design and may cause serious damage to your machine, to yo hoop or even to yourself!

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

giant /heart.pes
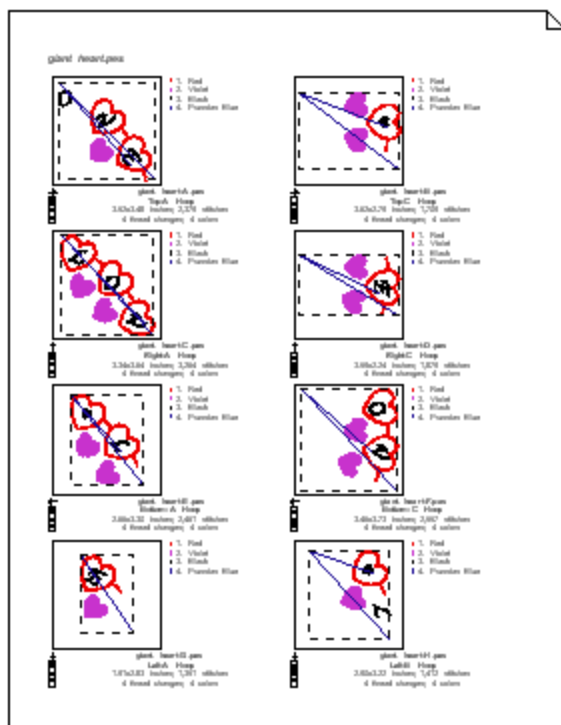
Use your printed summary as your work list.

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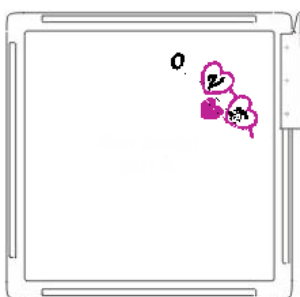
The Giant Hoop-it-All® is being sewn in the first position.

The hoop bracket is moved and the hoop frame rotated as needed to sew the various design segments.
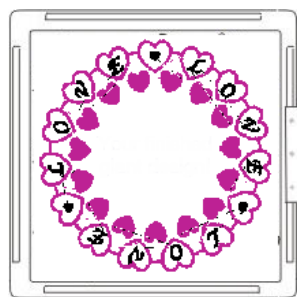
Here is the complete design after all twelve design segments have been sewn.

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.
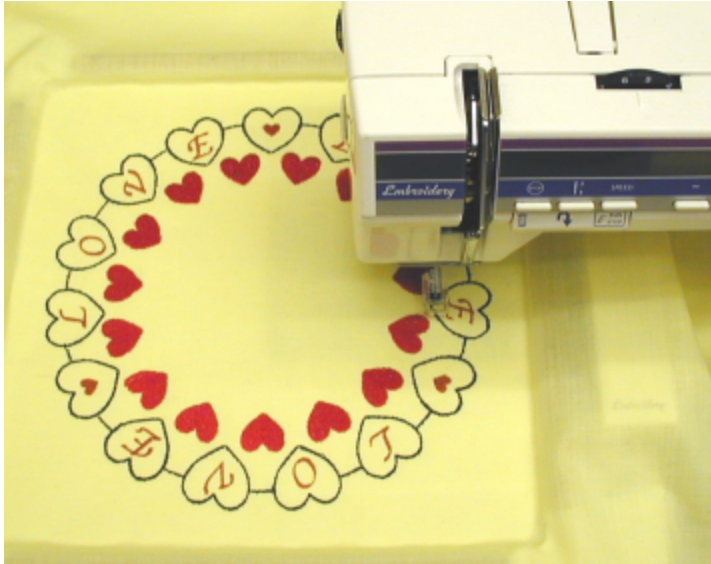
The Giant HoopitAll® design is finally finished and the design sections line up perfectly!

Create Custom Multi-Hoop Grid

Available with BuzzEdit

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.

Choose **View > Hoop Properties** and click the **Create Custom Hoop** button on the *Hoop Properties* dialog.
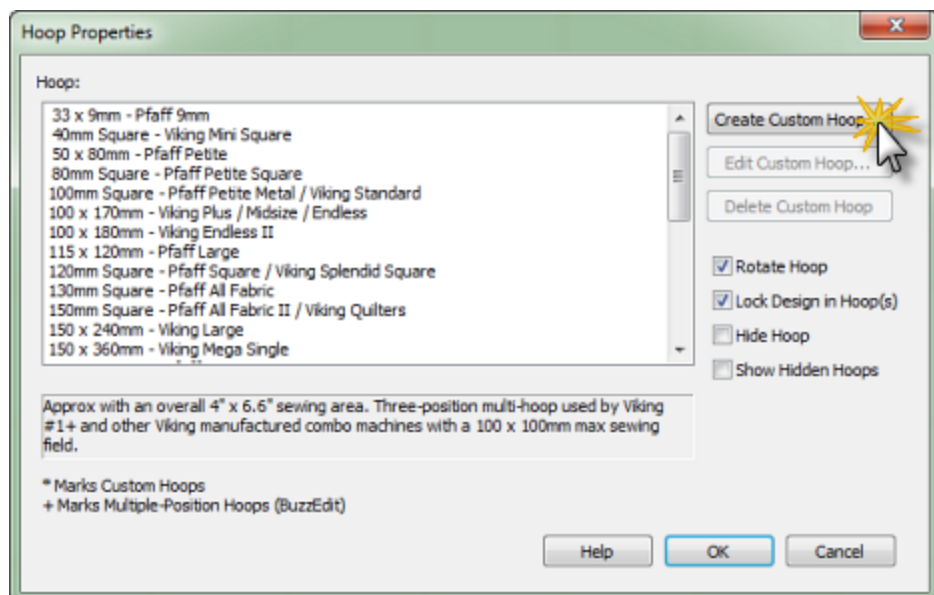
Click on the Create Custom Hoop button to open the Create Custom Hoop dialog.

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 un-checking the box.
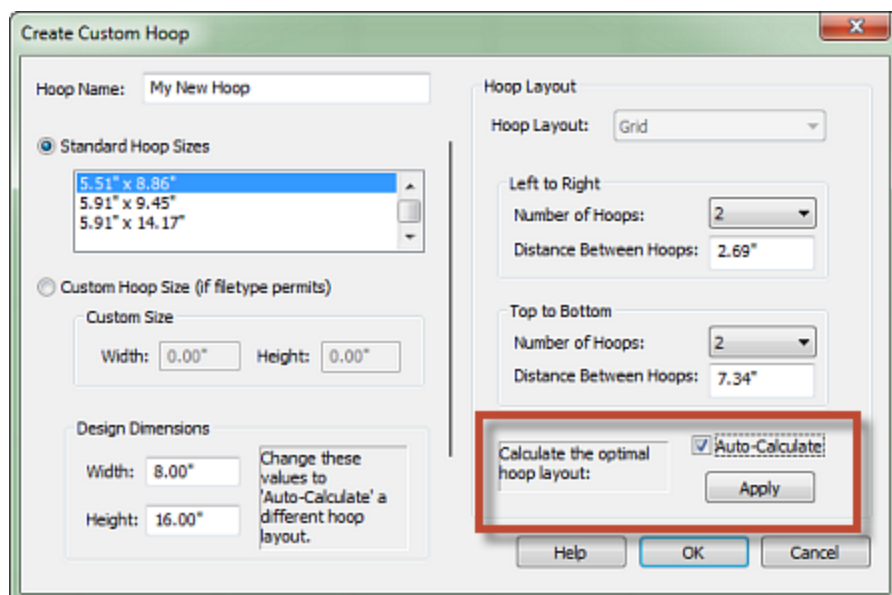
When a hoop is selected, the optimal hoop layout is automatically calculated for your project.

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.


 Watch the Create Custom Hoop Tutorial on YouTube

Create a Free Form Multi-Hoop

Available with BuzzEdit

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

> **REMEMBER**: When you create a free-form multi-hoop you will be working with both the *Multi-hoop Operations* dialog and the **Work** windows. Don't close the dialog until you are satisfied with your free form hoop.
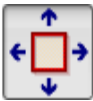
Open a design and click on the **Multi-Hoop Operations** tool located on the **Space** toolbar. Click **YES** on the confirmation dialog.

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.
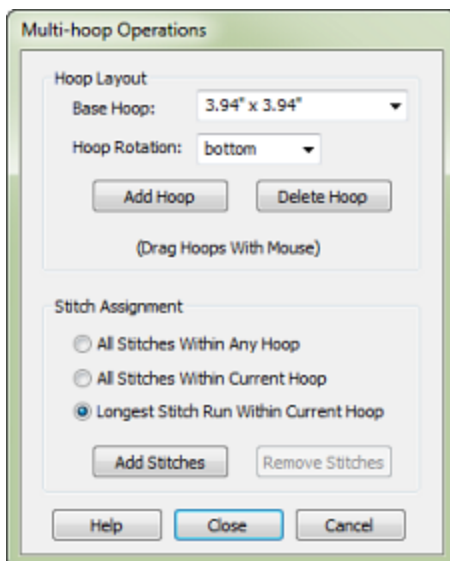
The multi-hoop operations dialog controls free-form multi-hoops.

On the dialog, choose a base hoop from the drop down menu. This selection will be used for all hoop sections of the design.

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

In the Work 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.
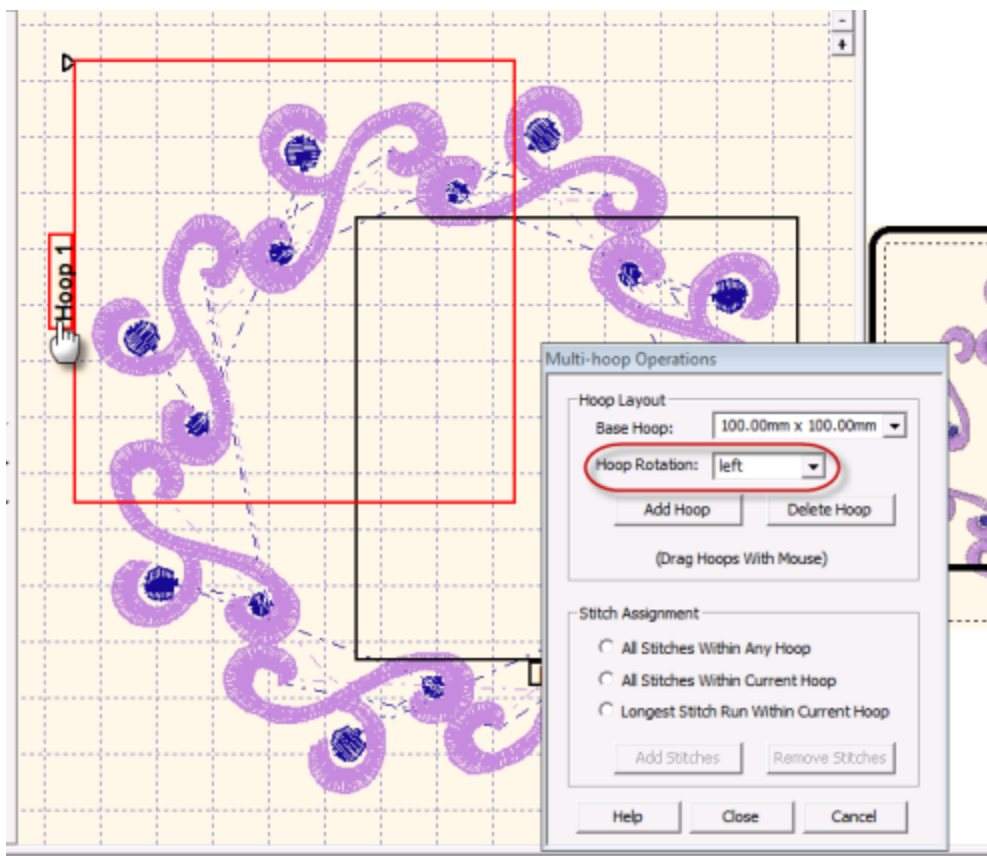
A hoop is rotated and dragged into position.

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.
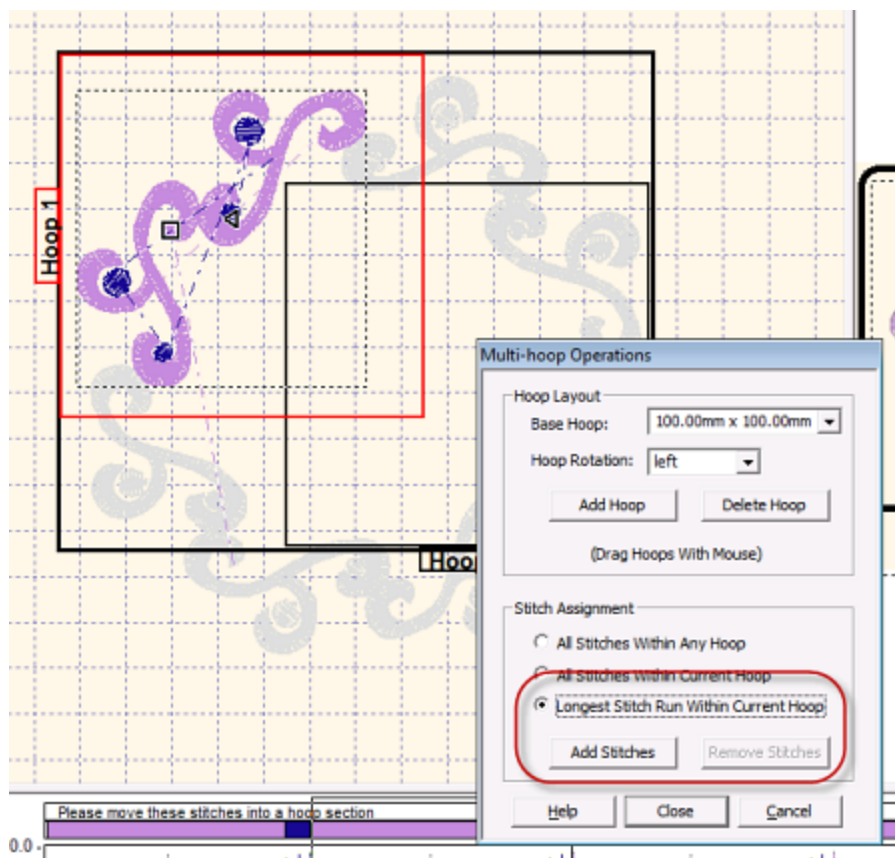
BuzzEdit shows a preview of the stitches that would be assigned to the selected hoop.

To finalize the selection, click the **Add Stitches** button and the selected stitches are moved into the hoop section in the **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.
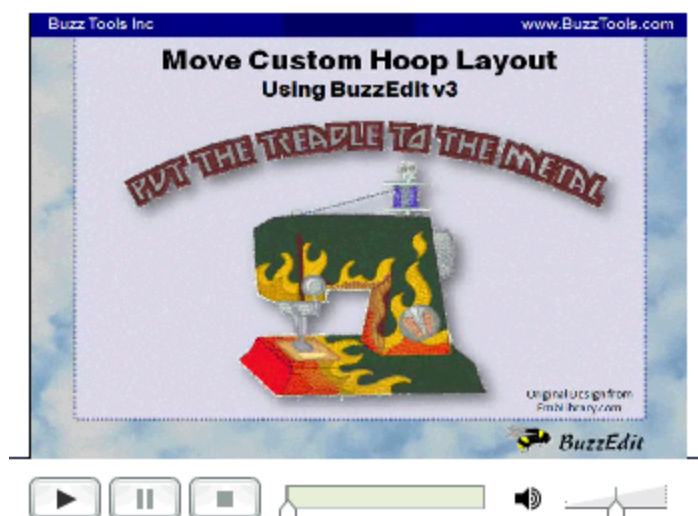
 Watch the Custom Hoop Layout Tutorial on YouTube

Managing Hoop Sections

Available with BuzzEdit

▷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 and the section break type is displayed on the main toolbar.
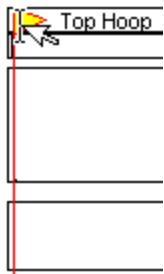
Click on the Section Break flag to select it.

The section type is shown on the main toolbar.

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

Add New Hoop Sections

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

With the stitch cursor correctly positioned in the Time window, choose **BuzzTools > Insert Section Break** or use the **Insert Section Break** toolbar button. This action brings up the *Insert Section Break* dialog.
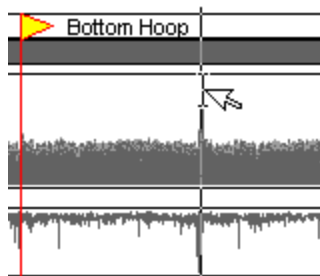
Stitch Cursor in position
ready for new section break.
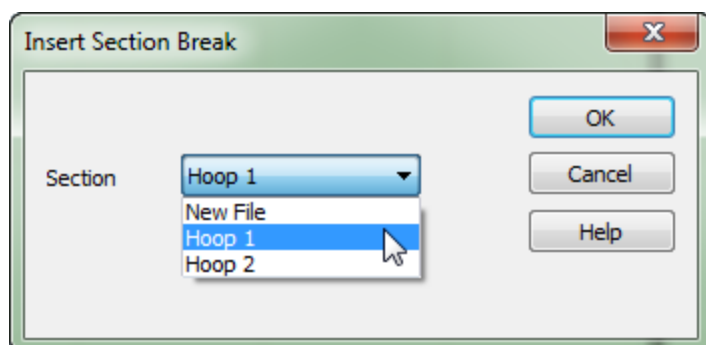
Choose the correct hoop location from the **Section Type** drop down and click **OK**.

Move Hoop Positions (Free Form Hoops)
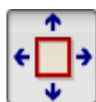
Click on the **Multi-hoop Operations** tool and click on a hoop to select it. Rotate the hoop bracket (if needed) using the **Hoop Rotation** drop down on the dialog. In the **Space** window, click on the hoop bracket and drag the hoop in space, finding a good position for the hoop based on the specific 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.
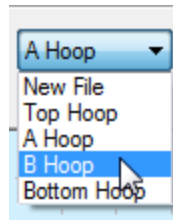
Choose a new hoop position from the drop down list.

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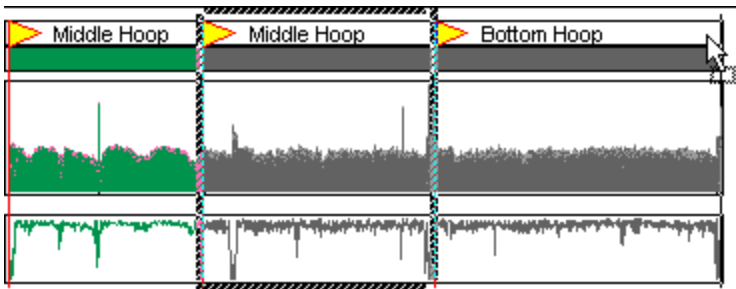
When you drag and drop this selection, you will change the sewing order of the design file for that hoop section.

BuzzWord Specific Tools

With BuzzWord, the additional buttons are displayed on the vertical toolbar. Click on one of the highlighted links to open a help topic on one of these commands.

Click	Tool Name	To
	Create Quick "Click" Text	Create Quick Text using unmapped alphabet designs
	Create Text	Create basic straight line text or box text
	Create Text on Path	Create text along a straight or curved path
	Create Envelope Text	Create text inside an upper and lower boundary
	Create Ellipse Text	Create text inside an elliptical shape

Font Types Available

Available with BuzzWord

If you have purchased the Toolkit product **BuzzWord**, then you'll be able to add lettering to your design using one of the 39 built-in fonts. In addition, you'll have quick access to your stitch based alphabet designs using the "Quick Click" keypad. No mapping or special files are required for your stitch based designs and you can even resize them!

Before we get started with the specifics of using BuzzWord, here is a quick overview of the types of fonts available in BuzzWord. These are selectable on the *Object Properties* dialog in the font type drop down and will be discussed in more detail later in this chapter.

Standard "Built In" Fonts

BuzzWord comes with 49 beautiful built-in scalable fonts. Your lettering can be laid out in a straight line (either vertically or horizontally), can be made to follow a path, or can fill a custom shape, box or ellipse. You can also create multi-line text for those projects that need it.

Windows Fonts (add-on purchased separately)

If you purchased the **Windows True-Type Font Add-On** pack, then Windows fonts are also available from within BuzzWord. These are the fonts used by your Windows programs such Microsoft Word. Most True Type fonts are supported. In BuzzWord, Windows fonts are treated just like the built-in standard fonts meaning they can be resized and reshaped using the BuzzWord shape tools.

Stitch-Based Alphabet Fonts

Your stitch-based alphabet designs can also be used in BuzzWord as lettering. These individual designs can either be entered quickly using the keypad or the can be mapped into Custom Stitch fonts.

- ### *Quick "Click" Design Fonts*
  The Quick "Click" design fonts are the fastest way to use stitch-based alphabet designs in your projects. You don't need to map your letters or import any mapping files. Just point the Quick Click keypad to your alphabet design folder and click on a letter to enter it. Stitch-based lettering can also be resized to meet the needs of your project!

- ### *Custom Stitch Fonts*
  In addition to "Quick Click" entering your alphabet designs, you can also map a stitch based design into a custom stitch font. Although you would probably not want to do this for every alphabet design collection, mapped designs are convenient for those alphabet design collections you use frequently. Setting up a custom stitch font is fast and easy with the BuzzWord wizard which maps your keystrokes to the letters of the alphabet. Information on how to define a custom stitch font is included starting on page 15 of this document.

Changing Text Properties

Available with BuzzWord

After entering your text, it may need to be adjusted to meet your needs. The type of editing you're be able to do depends on the type of text object.Try the following:

- Double click on a text object to bring up the *Object Properties* dialog and then modify settings. Or you can click on the **Object Properties** top toolbar button and click on any object to display its settings.

- Bring up the **Object Properties** for a text object you like and click the **Copy Style** button. You do not have to close the *Object Properties* dialog. Just click on another text object and the *Object Properties* dialog displays its style settings. Click Paste Style to have the style properties of the first object applied to the second.

- Resize Box or Elliptical text by dragging the corners of its selection box. If your text appears jumbled, enlarge the object.

- Click on the **Object Shape toolbar** button and then right click on a node to change its properties. Nodes can be set to straight, curved or even deleted. Add a new node by right clicking on a line between existing nodes.

- Drag a node of a text object to modify its position and the shape of the object.

Fonts from Designs

Available with BuzzWord

Adding Custom Stitch Fonts

In addition to having Quick "click" entry of your alphabet designs, you can also map your them into a custom font. When set up as a custom font, BuzzWord needs to know the folder containing the designs and which designs correspond with which key strokes. In order to be correctly defined by BuzzWord, each unique alphabet must be in its own folder. BuzzWord maps one keyboard character to one specific design so having two capital A's, for example, in the same folder won't work.

If your font did not come with a pre-defined BuzzWord map file, you are going to need to set it up yourself. It takes only a few minutes and then the custom font will be available to you whenever you use BuzzWord.

To define a custom font, do the following:

1. Choose **View > Custom Stitch Fonts** to open the *Custom Stitch Font Properties* dialog.

2. Click the **Add Custom Font** button and choose the option **Create a Font by mapping keys...**
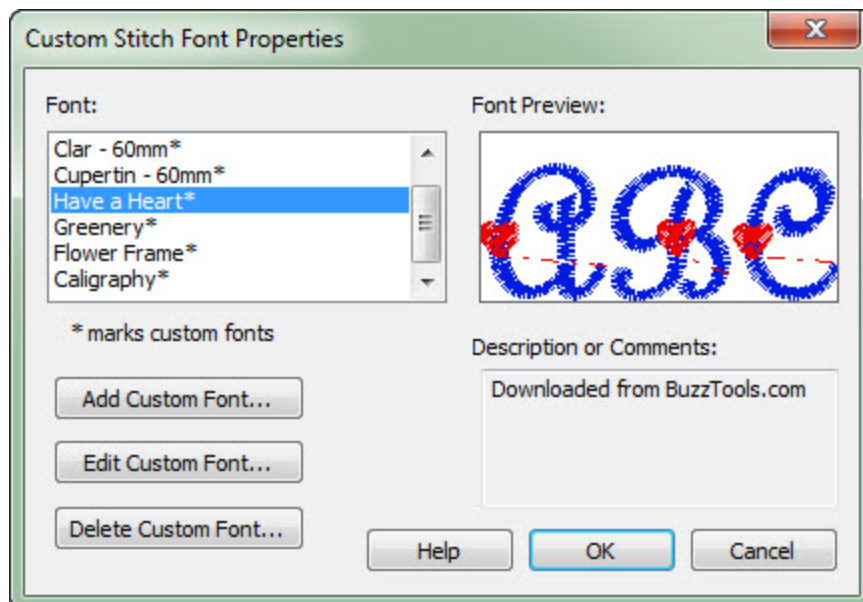
3. On the *Browse for Font Folder* dialog, navigate to the fonts folder and click **OK**.

4. On the *Add Font* dialog, change the font name if necessary and enter a description for the font. You may want to include the source, copyright information and font size in this field. Click **Next >**

5. The *Map Custom Stitch Font Folder* dialog opens. This is where you will assign the actual key strokes to the designs. Type in upper and lower case letters, numbers and punctuation to map the designs to the keyboard. You can use backspace to correct mistakes and arrow keys to navigate through the designs. You can also use the arrow keys to skip specific designs that you don't want to

map.
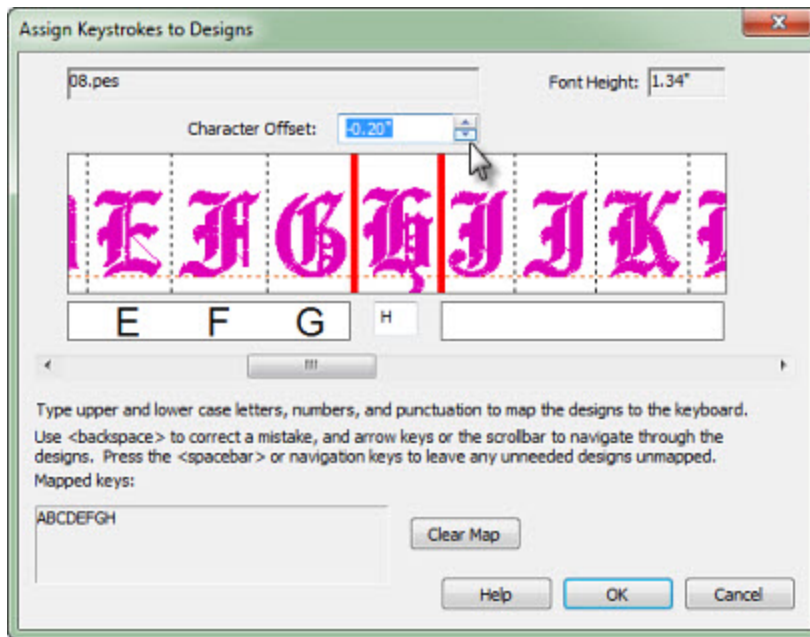
While mapping your designs, be sure to change the characters offset if needed. This adjusts the characters placement along the baseline and will ensure professional results.

In the above example, we have moved the lower case g down -6 mm so that it will appear correctly when later used. Take the time to make these important baseline adjustments now so that your custom stitch fonts look their very best.

6. Click **OK** and the *Edit Font* dialog opens. This displays a list of mapped keys and provides you with one last opportunity to change the font name and/or description. Click **Finish.** Your custom font is defined and ready for use from the **Font** menu.

Editing Custom Fonts

You can easily make adjustments to the custom stitch fonts. For example, after using the font, you may decide you need to adjust the offset of specific characters for better results.

**To edit a custom stitch font do the following:**

1. Choose **View > Custom Stitch Fonts** to open the *Custom Stitch Font Properties* dialog.

2. Navigate to the desired font and click the **Edit Custom Font** button.

3. The *Edit Custom Font* dialog opens where you can change the font name or description. Click **Next >**

4. Your previous mappings are displayed. Use the arrow keys to step forward or backward and make your adjustments. Click **OK** when you are finished and then click **Finish** on the *Font Review* dialog.

Arranging Text Objects

Available with BuzzWord

Text objects may be arranged using the **Arrange Objects** command available on the top toolbar. The commands are also easily accessible on the Arrange Objects tab of the *Object Properties* dialog.

To use these commands, first select the lettering objects you want to arrange. These can be any of the text types including box text, path text and even quick design text. Then click on one of the available alignment and/or distribution buttons.

BuzzSize Specific Tools

With BuzzSize, the additional buttons are displayed on the vertical toolbar or have enhanced capabilities. Click on one of the highlighted links to open a help topic on one of these commands.

Click	Tool Name	To
Resize	**Resize the selection**	Opens the Resize Selection dialog where selection can be enlarged or shrunk with the option to recalculate the number of stitches.
Density	**Change Stitch Density**	Opens the Change Stitch Density dialog.

Enhanced Resizing

Available with BuzzSize

Resizing with Stitch Recalculation

With BuzzSize all of the resizing tools have the option to recalculate the number of stitches. Resizing is done while preserving stitch fill patterns.

> **NOTE:** If you only have BuzzSize, you will only be able to resize, stretch and change density for entire color breaks. If you require these commands for partial color breaks or portions of a design, you will also need BuzzEdit.

Stretching with Stitch Recalculation

Just like resizing, stretch commands have the option of recalculating stitches while preserving fill patterns.

Changing Density

The **Change Density** command is available in the BuzzTools menu and as a button on the main toolbar. Use this command to change the stitch density of a selection of stitches. The density can be increased or decreased by up to 50%.

Security Dongle

Used by Buzz-2-Stitches

Security Dongle

In addition to an activation key, Buzz-2-Stitches also requires a security device called a "dongle". The security device plugs into a USB port on your computer and is required to run the software.

To avoid damage to the dongle, it SHOULD NOT BE INSERTED INTO A USB PORT until after the software is installed.

WARNING: Be careful with the dongle!! It proves you have a legitimate copy of the software and authorizes you to use it. **If lost or stolen, it cannot be replaced.** A new copy of Buzz-2-stitches must be purchased as the software will not run without it. If your dongle is damaged, please contact support@buzztools.com for a replacement. **Original dongle must be returned.** Processing fees may apply.

Dongle Driver Installation

The driver for your security dongle is built into most versions of Microsoft Windows. However, if you insert the security dongle into your computer and Windows prompts for a driver, you will need to put in your Windows installation CD into your CD drive thereby allowing Windows to install the appropriate drivers.

Buzz-2-Stitches Specific Tools

With Buzz-2-Stitches, an additional button is displayed on the toolbar. Click on the highlighted link to open a help topic on one of this command.

Click	Tool Name	To
Graphic 2 Stitches	Graphic to Stitches	Launches the **Graphic to Stitches** wizard which is used to automatically create embroidery designs from graphics.

Creating Designs from Graphics

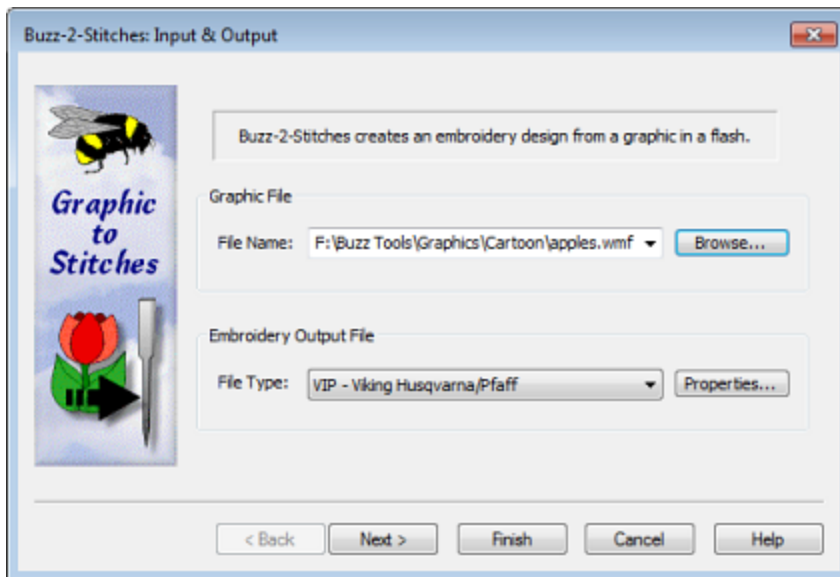*Available with Buzz-2-Stitches*

The basics of the **Graphic to Stitches** wizard are covered here. For more information on each dialog, click the on screen **HELP** button.

The Graphics to Stitches Wizard

The Graphic to Stitches wizard can be started from the toolbar or from by using the **Buzz Tools > Graphic to Stitches** command.

Input & Output Dialog

When you start Buzz-2-Stitches, the **Graphics to Stitches** wizard automatically opens. On the first wizard dialog, choose a previously used graphic from the drop down list or click **Browse** and navigate to the graphic of choice using the *Graphics Background File* dialog.

Next, select the embroidery output format for your design from the Files of Type drop down list. Specific design file properties can be change by clicking the **Properties** button. Click **Next**.

Hoop & Graphic Placement Dialog
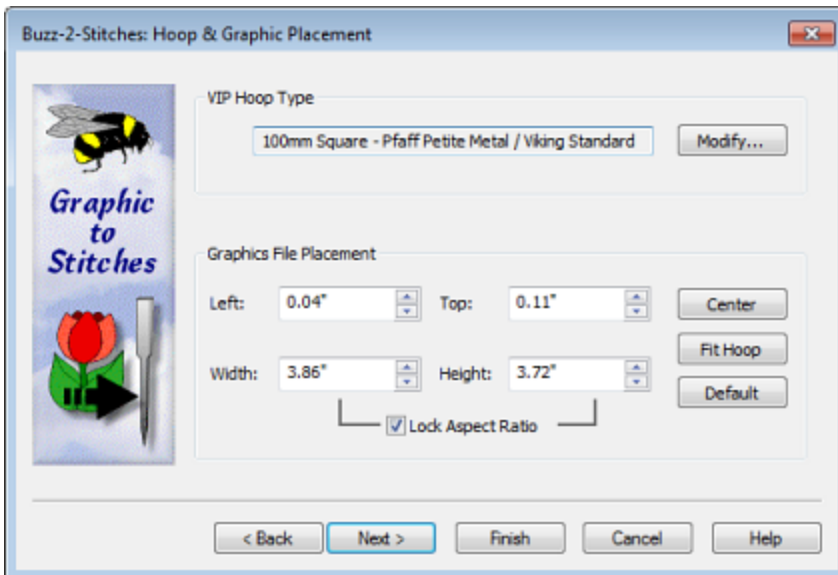
On the second wizard dialog, select a hoop by clicking on the **Hoop Type Modify** button and selecting your hoop from the *Hoop Properties* dialog. Set the size of your finished embroidery and the position in the hoop. Click **Next**.

General Settings Dialog
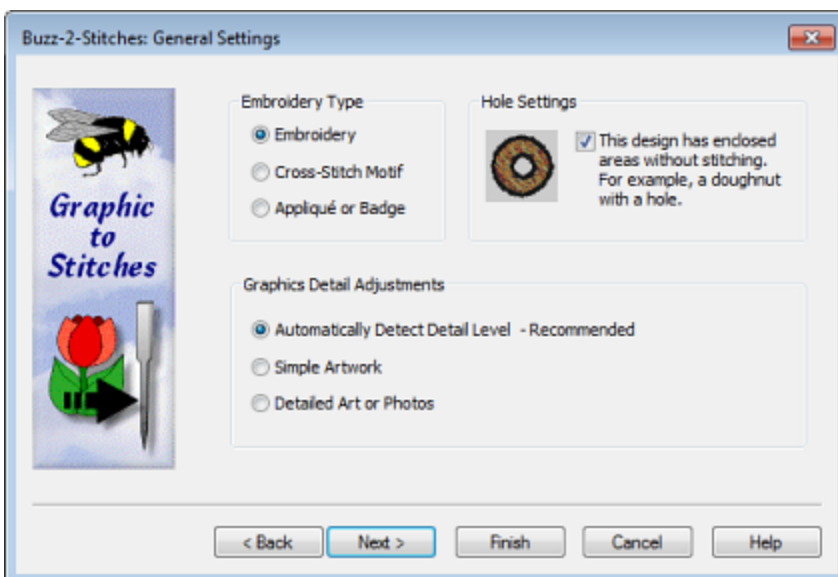
On the *General Settings* dialog, tell Buzz-2-Stitches if your design has enclosed areas without stitching by checking the box and choose if you want to create Embroidery, Cross-Stitch Motif or Appliqué. Click **Next**.

Embroidery Design Settings

Style Options Dialog

Displayed after the *General Settings* dialog if you chose an embroidery type of Embroidery. Buzz-2-Stitches has made it simple to get the be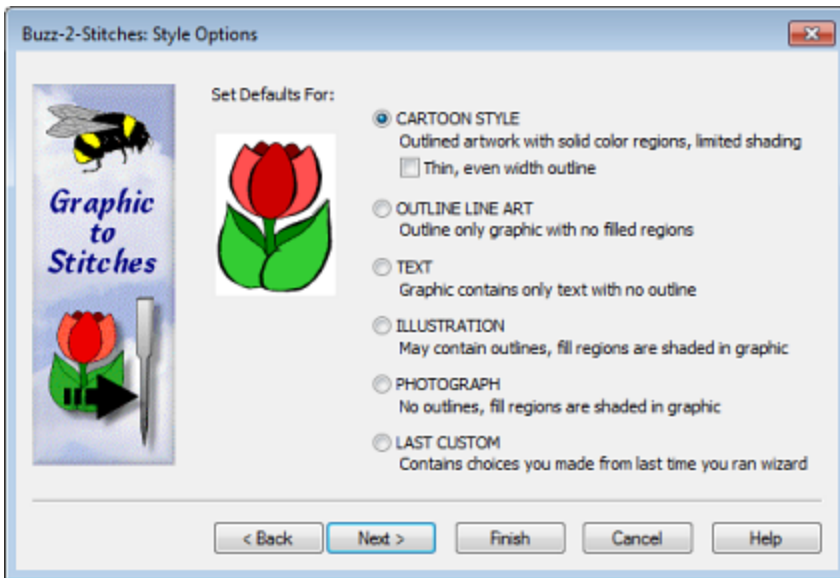st settings for the style of graphic you are working with. Use the style settings to indicate what your artwork looks like and what you are trying to accomplish.

Your software came with sample graphics for each style and we suggest you take a look at the examples to become familiar with each style. Unless you changed the default location, the sample graphics were installed in the **My Documents/Buzz Tools** folder.

- **Cartoon Style** - Usually outlined, this style contains many solid colored regions and limited shading. Using this option will usually result in a satin stitched zig zag outline. Check the Thin, even outline box only if you would like to try to force a running stitch outline on an appropriate input graphic.

- **Outline Line Art** - Usually line art contains only a few colors and no filled regions. Use this setting to try to force running stitch outlines and no filled areas on an appropriate input graphic.

- **Text Style** - In addition to text, the text style works well for variable width line art and wing dings where satin stitch fill regions are desired. May not be appropriate for text over a certain size.

- **Illustrations** - For graphics that were created by hand or computer that contain more detail then cartoon styles. May contain outlines and fill regions may be small and/or shaded. Use this setting when design details need to use fill stitches only.

- **Photographs** - Photographs are often very high resolution and contain many colors and shaded areas. Look for photographs with good contrast and not too many details for embroidery designs. Photograph style has a smaller stitch length and no satin stitch details.

- **Last Custom** - This is only displayed if you ran the wizard previously and changed a setting on the *Style Settings* dialog which immediately follows.

Style Settings Dialog
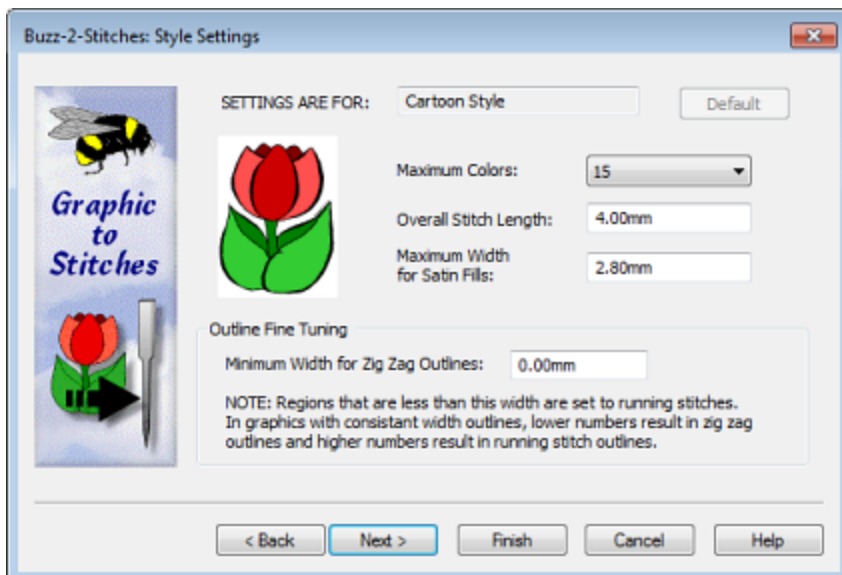
On this dialog, you can review the settings the software has chosen for you. Usually it is only necessary to modify these settings when troubleshooting a problem with the design creation.

Cloth Type and Density Dialog
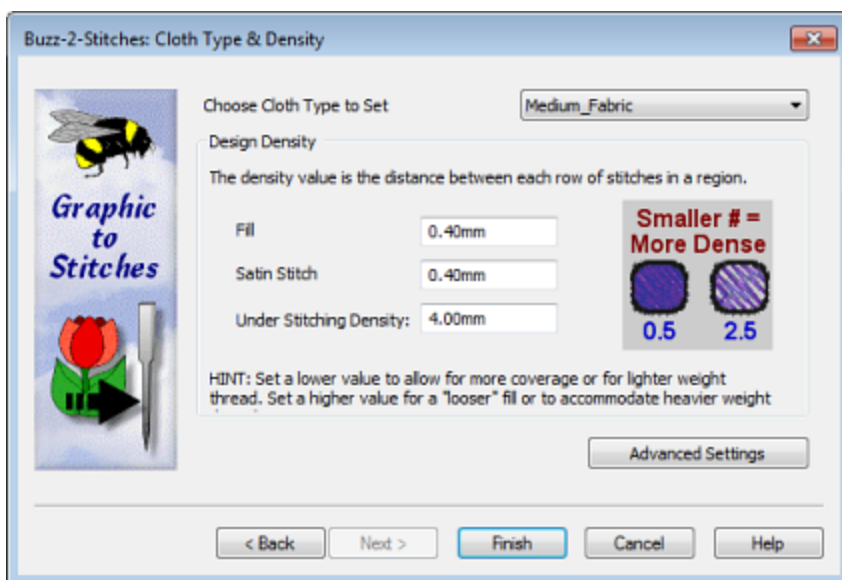
From the drop-down list, choose the fabric that best matches your sew out fabric. If you do not have a specific fabric in mind, choose **Medium_Fabric**. This sets the cloth type defaults for you.

You can also manually modify the density settings but this is usually not necessary or desired. For more information on this subject, click the **Help** button located on the lower right of the dialog.

If you are an advanced user and would like to review or modify the understitching, compensation settings or you would like to save a custom cloth type, click the **Advanced Settings** button. Information on the *Advanced Embroidery Settings* dialog is located in the program help.

Cross-Stitch Motif Settings

Cross-Stitch Settings Dialog
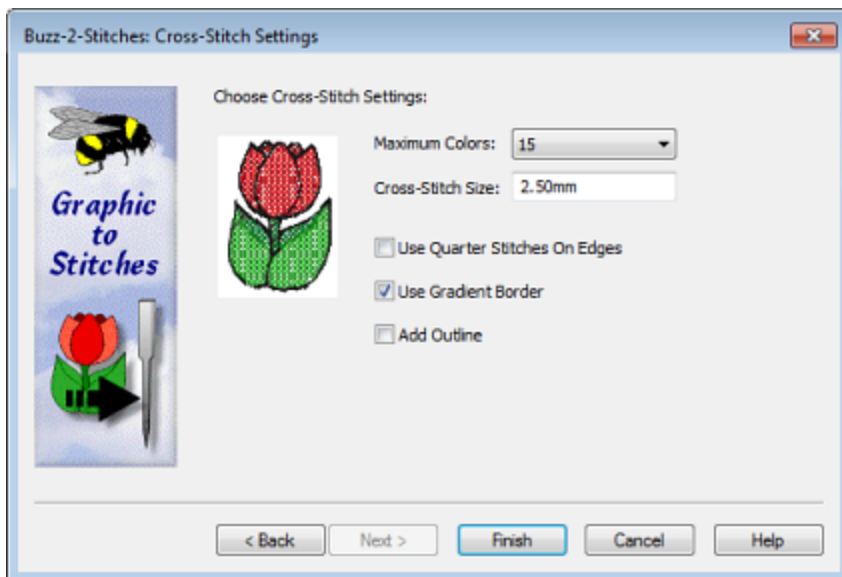
Displayed after the *General Settings* dialog if you chose an embroidery type of Cross-Stitch. Choose cross-stitch size and set other options. Click **Finish**.

Appliqué Design Settings

Create Appliqué or Badge Dialog
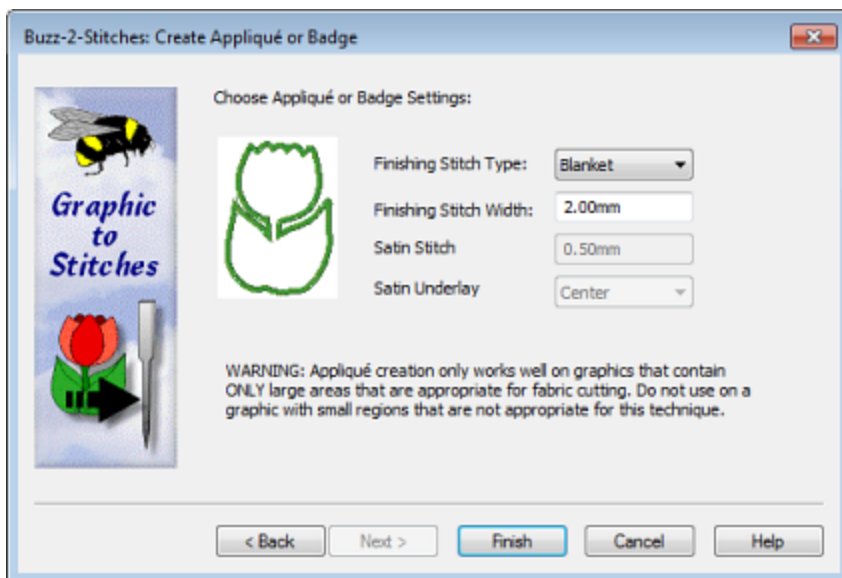
Displayed after the *General Settings* dialog if you chose an embroidery type of Appliqué. Choose finishing stitch type and width. Click **Finish**. The largest color region of your design is set to appliqué.

Possible Next Steps

When your embroidery design has finished generating, the final dialog of the **Graphic to Stitches** Wizard displays. From here you can save your design, change thread colors or start the wizard over. Click the **Troubleshoot** button to open the online help topic on Troubleshooting Design Creation.

Troubleshooting Design Creation

For Use with Buzz-2-Stitches

The following guides will assist you with problems you might experience creating designs. The guide is divided into sections based on the style of the design you are trying to create because the goals of different design styles differ.

Please check the appropriate troubleshooting guide by selecting it from the list below.

Embroidery Type

Regular Embroidery Graphic Styles

- [Cartoon Style Trouble Shooting](#)

- [Outline Line Art Trouble Shooting](#)

- [Text Trouble Shooting](#)

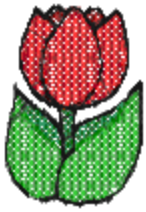- [Illustration Trouble Shooting](#)

- [Photograph Trouble Shooting](#)

Cross-Stitch Motif

- [Cross-Stitch Trouble Shooting](#)

Appliqué or Badge

- [Appliqué Trouble Shooting](#)

Cartoon Style Trouble Shooting

For Use with Buzz-2-Stitches

This troubleshooting guide assumes you have started with the program defaults for **Cartoon Style** designs. Try each option in the order given and re-run the wizard with just that change. If you do not get the results you desire, try the next item on the list. Depending on the issue, you may need to run a graphic several times to get optimal results or a graphic may be of poor quality and may never generate an acceptable design.
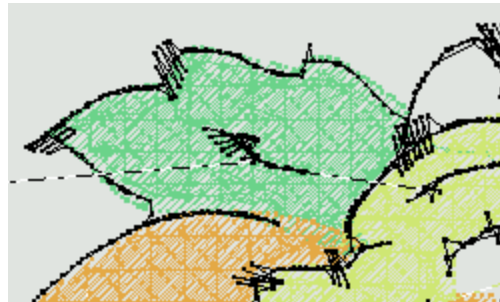
Below are listed several problems you might run into with your Cartoon Style designs. **Click to jump to your issue:**

- [Running stitch outline with burs or bumps on it](#)
- [Small regions of the design are missing stitches](#)
- [Small areas of the graphic don't digitize](#)

PROBLEM: Running stitch outline with burs or bumps on it.

Zoom-in of Original Graphic   Zoom-in of Resulting Design

TRY THE FOLLOWING:

- If the irregularities are small, try sewing the design to determine if they are really a problem. Small glitches that show up on a design on the computer may not turn out to be a problem when sewn.

- Uncheck the box in front of Thin, even width outline on the *Style Options* dialog – your outline will be sewn as satin stitch .

- If you still want to try to force a running stitch outline, increase the **Minimum Width for Zig Zag Outlines** to a higher number on the *Style Settings* dialog.

- Manually edit the graphic file using a graphics program of your choice to reduce the width of the outline in the areas where you are seeing burs.

- Small remaining burs can be selected with the lasso tool and deleted using the **Delete** key. Use **UNDO** to reverse changes if needed.

PROBLEM: Small regions of the design are missing stitches.

Zoom-in of Original Graphic   Zoom-in of Resulting Design
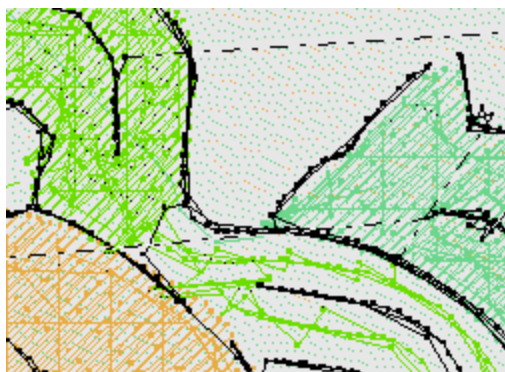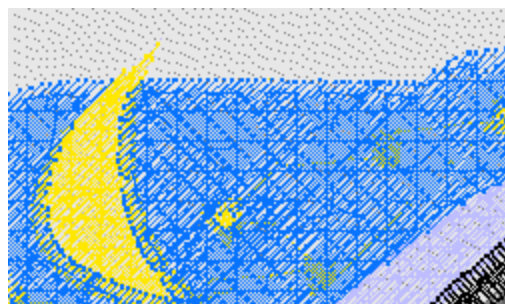
TRY THE FOLLOWING:

- If the unfilled regions are small, try sewing the design to determine if they are really a problem. Unfilled regions that show up on the computer may not turn out to be a problem when sewn.

- Uncheck the box in front of Thin, even width outline on the *Style Options* dialog – your outline will be sewn as satin stitch and smaller regions will fill more completely.

- If you still want to try to force a running stitch outline but need better region coverage, decrease the **Minimum Width for Zig Zag Outlines** to a lower number on the *Style Settings* dialog.

PROBLEM: Small areas of the graphic don't digitize

Zoom-in of Original Graphic   Zoom-in of Resulting Design

TRY THE FOLLOWING:

- If your embroidery machine supports it, use a larger hoop and make your overall design dimensions larger. These settings are located on the *Hoop & Graphic Placement* dialog.

- On the *General Settings* dialog, choose **Detailed Art or Photos** and adjust the details slider toward more details. You may need to run the design several times to get the desired setting. Smaller details in the design will tend to pop to the top and sew after larger regions making them stand out more on your finished design.

- On the *Style Options* dialog, reduce the overall stitch length to a smaller number.

- Manually edit the graphic file using a graphics program of your choice to enlarge the desired areas of the graphic so that they will be large enough to stitch. They should show up in your design area as at least 2mm or larger.

- Small details that are buried under other stitching can be moved to the top using the Stitches-in-Time graphs although there will probably be running stitches connecting these small details. To remove the unneeded running stitches, first select them on the time graphs or in the Work window using the lasso and then delete them using the **Delete** key. Use **UNDO** to reverse changes if needed.

Outline Line Art Troubleshooting

For Use with Buzz-2-Stitches

This troubleshooting guide assumes you have started with the program defaults for **Outline Line Art Style** designs. Try each option in the order given and re-run the wizard with just that change. If you do not get the results you desire, try the next item on the list. Depending on the issue, you may need to run a graphic several times to get optimal results or a graphic may be of poor quality and may never generate an acceptable design.
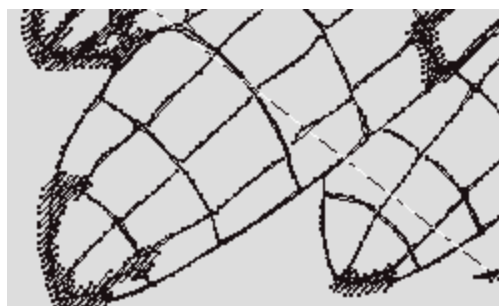
Below are listed several problems you might run into with your Outline Line Art style designs. **Click to jump to your issue:**

- Running stitch outline with burs or bumps on it

- Line colors of original graphic are lost or the lines of an entire color are missing

- Background of design is generating stitches

PROBLEM: Running stitch outline with burs or bumps on it.

Zoom-in of Original Graphic   Zoom-in of Resulting Design

TRY THE FOLLOWING:

- If the irregularities are small, try sewing the design to determine if they are really a problem. Small glitches that show up on a design on the computer may not turn out to be a problem when sewn.

- On the *Style Settings* dialog, try increasing the ***Maximum Width for Satin Fills*** to a larger number.

- Manually edit the graphic file using a graphics program of your choice to narrow lines that are too thick and remove those lines that are too close together to digitize and sew properly.

PROBLEM: Line colors of original graphic are lost or the lines of an entire color are missing.
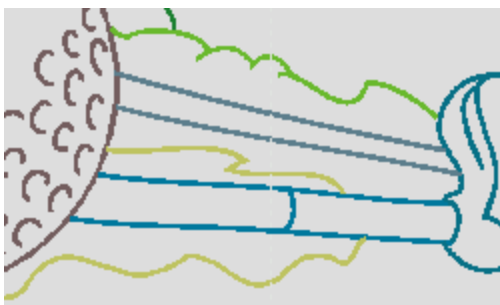
Zoom-in of Original Graphic
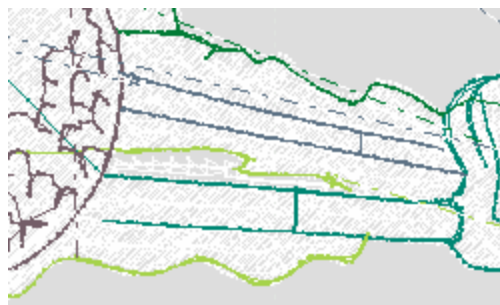

Zoom-in of Resulting Design

TRY THE FOLLOWING:

- On the *Style Settings* dialog, increase the **Maximum Colors**.

- On the *General Settings* dialog, choose **Detailed Art or Photos** and adjust the details slider toward more details. You may need to run the design several times to get the desired setting.

PROBLEM: Background of design is generating stitches.

Zoom-in of Original Graphic

Zoom-in of Resulting Design

TRY THE FOLLOWING:

- On the *General Settings* dialog, check the box in the **Hole Settings** area.

- When the design has finished generating, select the thread colors that are for fill regions by double clicking the color on the **Stitch Color** bar and press **Delete** to manually delete them.

Text Style Troubleshooting

For Use with Buzz-2-Stitches

This troubleshooting guide assumes you have started with the program defaults for **Text** style designs. Try each option in the order given and re-run the wizard with just that change. If you do not get the results you desire, try the next item on the list. Depending on the issue, you may need to run a graphic several times to get optimal results or a graphic may be of poor quality and may never generate an acceptable design .

This style setting tries to force a satin stitch to the graphic and therefore it works best for text, wingdings, or line motifs where a satin stitch is desired.

Below are listed several problems you might run into with your Text style designs. **Click to jump to your issue:**

- Some of the text is fill stitch when it should be satin stitch.

- My large font isn't stitching well using satin stitch fills and needs to use fill stitch

- My digitized font appears garbled and unreadable.

PROBLEM: Some of the text is fill stitch when it should be satin stitch.

Zoom-in of Original Graphic

Zoom-in of Resulting Design

TRY THE FOLLOWING:

- On the *Style Settings* dialog, try increasing the **Maximum Width for Satin Fills** to a larger number.

- On the *Hoop & Graphic Placement* dialog, make the size of the text smaller by decreasing the width and/or height of the design.

- Recreate the text in the graphics program of your choice using a different font.

PROBLEM: My large font isn't stitching well using satin stitch fills and needs to use fill stitch

TRY THE FOLLOWING:

- On the *Style Settings* dialog, try increasing the **Maximum Width for Satin Fills** to zero. This will force the text to use fill stitch instead of satin.

PROBLEM: My digitized font appears garbled and unreadable.

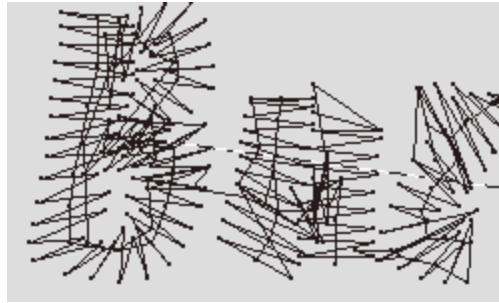Zoom-in of Original Graphic

Zoom-in of Resulting Design

TRY THE FOLLOWING:

- On the *Style Settings* dialog, try increasing the **Maximum Width for Satin Fills** to zero. This will force the text to use fill stitch instead of satin.

- Since this problem is often caused by the shape or size of the text, try enlarging the size of the text in the graphics program that was used to create it or try using different font.

Illustration and Photo Style Troubleshooting

For Use with Buzz-2-Stitches

This troubleshooting guide assumes you have started with the program defaults for either **Illustration or Photo** style designs. Try each option in the order given and re-run the wizard with just that change. If you do not get the results you desire, try the next item on the list. Depending on the issue, you may need to run a graphic several times to get optimal results or a graphic may be of poor quality and may never generate an acceptable design.

Below are listed several problems you might run into with your Illustration or Photo style designs. **Click to jump to your issue:**

- [Generating the design stitches seems to hang or take a long, long time to finish.](#)
- [Details in the resulting embroidery are too rough.](#)
- [The resulting embroidery has too many details or color changes.](#)

PROBLEM: Generating the design stitches seems to hang or take a long, long time to finish.
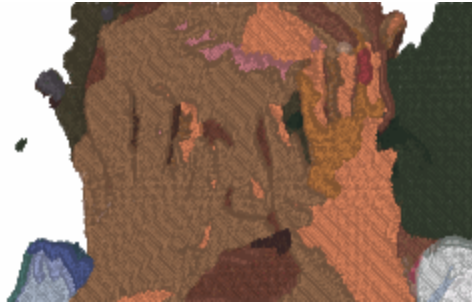
TRY THE FOLLOWING:

- Wait – if your original graphic has a lot of colors and high resolution it will take up to 5 minutes for Buzz-2-Stitches to interpret the graphic before the stitches can be generated. Take a break and come back in a few.

- Manually edit the graphic file using a graphics program of your choice to reduce the number of colors to 256k or less.

- Manually edit the graphic file using a graphics program of your choice to resize your graphic to no greater then 600 pixels in any direction.

- Find a different photo of your subject with less background detail or noise.

PROBLEM: Details in the resulting embroidery are too rough.

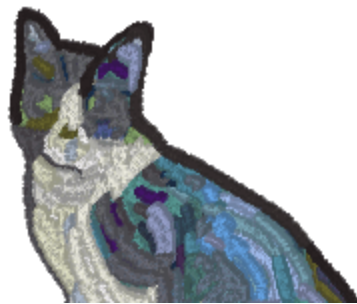| Zoom-in of Original Graphic | Zoom-in of Resulting Design |

TRY THE FOLLOWING:

- On the *General Settings* dialog, choose **Detailed Art or Photos** and adjust the details slider toward more details. You may need to run the design several times to get the desired setting. Smaller details in the design will tend to pop to the top and sew after larger regions making them stand out more on your finished design.

- On the *Style Settings* dialog, try setting the **Overall Stitch Length** to a smaller number.

PROBLEM: The resulting embroidery has too many details or color changes.

| Zoom-in of Original Graphic | Zoom-in of Resulting Design |

TRY THE FOLLOWING:

- On the *General Settings* dialog, choose **Detailed Art or Photos** and adjust the details slider toward Simplify Details. You may need to run the design several times to get the desired setting. Smaller details in the design will tend to drop out of the design.

- On the *Style Settings* dialog, try setting the **Maximum Colors** to a smaller number.

Cross-Stitch Motif Style Trouble Shooting

For Use with Buzz-2-Stitches

This troubleshooting guide assumes you have started with the program defaults for **Cross-Stitch Motif** style designs. Try each option in the order given and re-run the wizard with just that change. If you do not get the results you desire, try the next item on the list. Depending on the issue, you may need to run a graphic several times to get optimal results or a graphic may be of poor quality and may never generate an acceptable design.

This style setting takes the graphic and creates stitches that look like hand cross-stitch. Below are listed several problems you might run into with your Cross-Stitch Motif style designs. **Click to jump to your issue:**

- Areas of the graphic are missing from the final result

- Resulting design detail is too rough

- The edge detail on the design is lost or fuzzy

PROBLEM: Areas of the graphic are missing from the final result
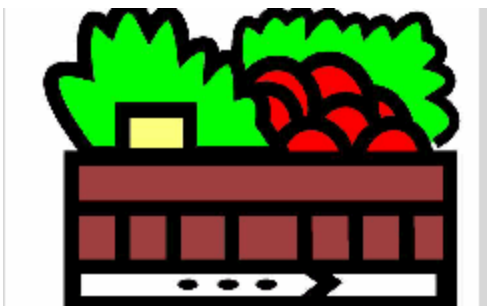
Zoom-in of Original Graphic   Zoom-in of Resulting Design
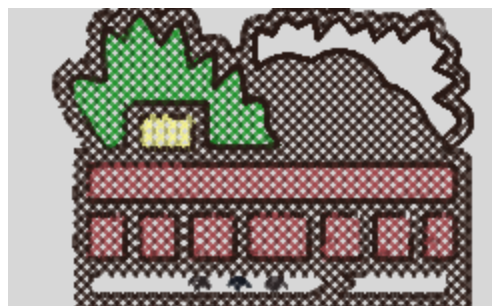
TRY THE FOLLOWING:

- On the *General Settings* dialog, uncheck the box in the **Hole Settings** area.

- On the *General Settings* dialog, choose **Detailed Art or Photos** and adjust the details slider toward more details. You may need to run the design several times to get the desired setting.

- If the graphic has an outline , manually edit the graphic file using a graphics program of your choice to ensure that the missing region(s) are entirely enclosed.

PROBLEM: Details in the resulting embroidery are too rough

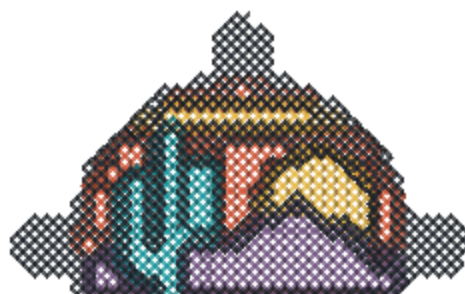Zoom-in of Original Graphic   Zoom-in of Resulting Design

TRY THE FOLLOWING:

- On the *Cross-Stitch Settings* dialog, set the **Cross-Stitch Size** to a smaller number.

- On the *General Settings* dialog, choose **Detailed Art or Photos** and adjust the details slider toward more details. You may need to run the design several times to get the desired setting.

PROBLEM: The edge detail on the design is lost or fuzzy

Zoom-in of Original Graphic   Zoom-in of Resulting Design

TRY THE FOLLOWING:

- On the *Cross-Stitch Settings* dialog, check the box to **Use Gradient Border** and **Add Outline**.

- On the *General Settings* dialog, choose **Detailed Art or Photos** and adjust the details slider toward more details. You may need to run the design several times to get the desired setting.

Applique or Badge Style Designs Troubleshooting

For Use with Buzz-2-Stitches

This troubleshooting guide assumes you have started with the program defaults for Appliqué **or Badge** style designs. Try each option in the order given and re-run the wizard with just that change. If you do not get the results you desire, try the next item on the list. Depending on the issue, you may need to run a graphic several times to get optimal results or a graphic may be of poor quality and may never generate an acceptable design .

Below are listed several problems you might run into with your Appliqué or Badge style designs. **Click to jump to your issue:**

- Satin stitch outline is too narrow to cover the fabric of the appliqué

- Satin stitch or blanket stitch outline is too wide.

- Too many small edge details are being added to the appliqué or badge region.

PROBLEM: Satin stitch outline is too NARROW to cover the fabric of the appliqué

Zoom-in of Original Graphic   Zoom-in of Resulting Design

TRY THE FOLLOWING:

- In the *Create Appliqué or Badge* dialog, choose **Detailed Art or Photos** try increasing the **Finishing Stitch Width** to a larger number

PROBLEM: Satin stitch or blanket stitch outline is too WIDE.

Zoom-in of Original Graphic

Zoom-in of Resulting Design

TRY THE FOLLOWING:

- On the *Create Appliqué or Badge* dialog, try setting the **Finishing Stitch Width** to a smaller number

PROBLEM: Too many small edge details are being added to the appliqué or badge region.

Zoom-in of Original Graphic

Zoom-in of Resulting Design

TRY THE FOLLOWING:

- On the *General Settings* dialog, choose **Detailed Art or Photos** and adjust the details slider toward Simplify details. You may need to run the design several times to get the desired setting.

- On the *General Settings* dialog, choose **Simple Artwork**.

- Manually edit the graphic file using a graphics program of your choice to eliminate the small areas that you do not want to include in your appliqué.

If you have questions about any of the toolkit products, please visit our online Education & Support pages which provides access to technical articles, tutorials and other resources. Once you search the FAQs, you will be provided information on how to contact us directly should you need additional help. If you are experiencing an issue with our software, please mention the following details:

- The product title and version.

- The version of your operating system (Windows 7, Windows 8, etc.) including service packs.

- The sequence of your actions leading to the problem.

- Please try to mention as many relevant details as possible.

Support & Maintenance Plan

When you purchased a BuzzEdit 4 Toolkit product, we included a FREE 6-month **1-YEAR** Support and Maintenance Plan* which includes the following benefits:

- Access to the latest software, updates and previous versions.

- Product enhancements and bug fixes.

- Support for new Windows operating systems

- Technical support

IMPORTANT: If you do not renew your contract before it expires, you may lose access to the benefits listed above but you will continue to have the right to use your installed licensed software.

Your maintenance plan started automatically the first time you authorized your software and expires after one year. Continuous coverage with a maintenance plan is required to access updates and technical support.

Check for Updates

The program automatically checks for updates every 30 days and will notify you if an update is required. As long as your maintenance plan has not expired, you will be able to download and install the update.

Before contacting us for technical support, please make sure that you are using the latest version of the product, since your problem may have been fixed in a later update. You can find information about the latest releases by clicking on the **Help > Check for Update** command.

Renewal Information

Manual Renewal

Maintenance plans do not renew automatically and can be renewed as early as 90 days prior to expiration. To avoid potentially losing access to updates and support, it is important to renew your maintenance plan before the expiration date. If not renewed, notifications are emailed to the registered user 30, 15 and 4 days

prior to expiration. Please see the renewal policy below.

Updating Your Email Address

Because maintenance plans are linked to your email, it is important to notify us of any email changes.

We do not offer phone tech support for a variety of reasons but mostly because it is clearer for us to provide tech support with step by step instructions and screen captures rather than trying to describe a software screen over the phone. Therefore, please do not call our sales office for technical support as they will only direct you to our online support options.

Glossary

Alignment Stitches

Alignment stitches are running stitches stitched in a line or other formation that are included as a color break in the design. They can be located within the design's boundaries or just outside the design area. Alignment stitches are for use lining up multiple designs or design hoop sections and are removed from the fabric after the embroidery is complete

Appliqué

The use of fabrics sewn onto one another for decoration that adds dimension and texture. Can also be used in a design to reduce the number of stitches needed to fill the design area.

Badge

Embroidered design with a finished edge, commonly an insignia of identification. Often attached to goods by sewing or heat seal. Also called a patch or crest.

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

Density

Density refers to how tightly packed are the alternating lines of stitches in a fill. In the BuzzEdit 4 Toolkit, you specify density by entering the distance in millimeters between adjacent lines. The lower the stitch density number, the closer together the stitching is and the more dense the fill.

Design

Stitches that compose an overall embroidery pattern or monogram

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.

Design Reference Zoom Indicator

The **Design Reference** zoom indicator is a dotted rectangle in the **Design Reference** window that shows the part of the design that is currently being displayed in the **Stitches-in-Space Work** window. You can change the location and size of the indicator, and thereby the part of the design displayed in the Stitches-in-Space Work window, by dragging the mouse in the Design Reference window. Click and drag over the part of the design you wish to zoom in on.

End Points

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

Fill Pattern

The pattern or texture in a fill area that is made by the location of the needlepoints.

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.

Grid Understitching

Series of running stitches used to cover large areas. Often used in under stitching of larger fill areas. In Buzz-2-Stitches the grid under stitching is sewn as a running stitch checker board.

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 Section

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

Jump Stitch

Jump stitches are the extra threads that sometimes appear when the needle of the embroidery machine must move from one design component to another. On most embroidery machines, this leaves a line of thread behind that must later be hand clipped. While it is impossible to avoid all jump stitches, having too many takes away a lot of the fun of machine embroidery.

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 (or anchor points) are used to define the shape of an object and they can be places anywhere along the objects path. The greater number of nodes, the finer control you have over the shape of the object. To have straight sides or sharp corners, use straight nodes. To create rounded shapes and curves, use curved nodes.

Outline

Running or satin stitches used to surround embroidery details in designs.

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.

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 Cursor

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

Tatami Under Stitching

Series of running stitches used to cover large areas. Often used in under stitching of larger fill areas. In Buzz-2-Stitches the tatami stitch under stitching is sewn as series of rows that run in the direction opposite of the top stitching.

Under Stitching

Under stitching is used under the regular stitching in a design. The stitches are placed to provide stability to the fabric and to create different effects. Understitching is normally a series of running stitches placed in the opposite direction that the fill stitching will go. Also called Underlay Stitches or Foundation Stitches.

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