



Floriani Total Control U User's Guide

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CHAPTER 1

Getting Started

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

Topics covered in this chapter:

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

Getting Started

The Floriani Total Control U Package



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

Each Floriani Total Control U package includes the following components:

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

Floriani Total Control U System Requirements



Specifications are subject to change without prior notice.

Recommended System Requirements:

- Genuine Intel Pentium IV, 2GHz PC computer (or higher) with a CD-ROM drive.
- 17" or 21" monitor with 1024x768 video resolution with 16-bit color display (or higher).
- 1 gigabyte of RAM.
- Microsoft® Windows® XP or Windows® 7 or Windows®8 operating system.
- Minimum 1 gigabyte hard disk drive space available.
- Mouse

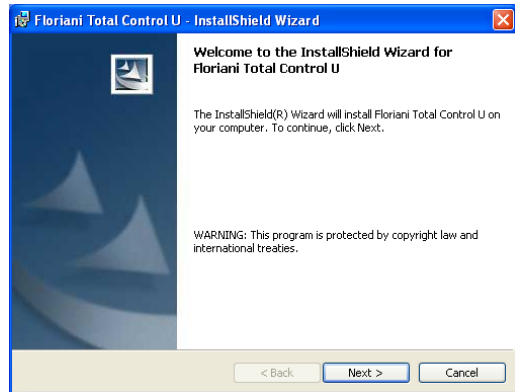
Installing Floriani Total Control U



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

To install Floriani Total Control U:

- 1 Insert the Floriani Total Control U installation CD into the CD-ROM drive.
You see the Floriani Total Control U autorun screen.
- 2 Click **Install Floriani Total Control U**.
You see the initial InstallShield Wizard window.



- 3 Click **Next** to begin the installation.
- 4 Follow the instructions on each screen.
The Floriani Total Control U software will be installed on your computer.

Activating Floriani Total Control U

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

- Automatically through the internet.
- By obtaining an activation site key from your distributor.



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

Activating via the Internet

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

To obtain an activation over the Internet:

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

You see the Activation screen.

- 2 Fill in the registration information in the appropriate fields.



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

- 3 Type your individual serial number (that came with your copy of Floriani Total Control U) into the serial number field.
- 4 Click the Activate Now button on the dialog.

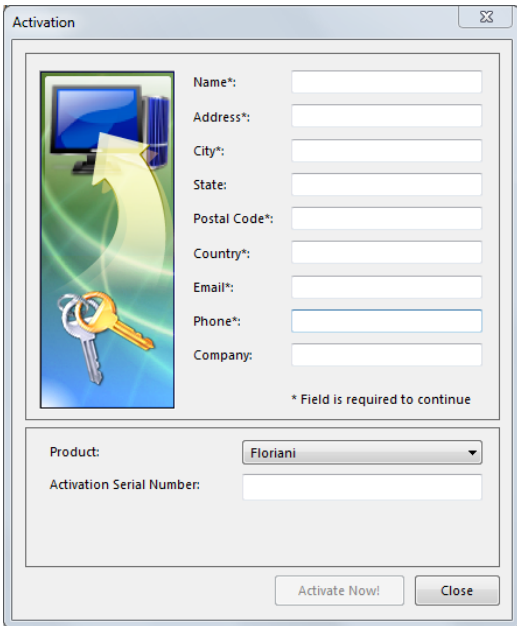
Floriani Total Control U will open.

Activating without an Internet Connection


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

To obtain an activation without an internet connection:

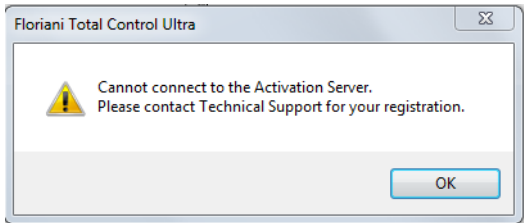
- 1 Do one of the following:
 - Double-click the Floriani Total Control U Icon on your desktop.
 - Choose Start—All Programs—Floriani—Floriani Total Control U.*You see the Activation screen.*

The Activation dialog box is titled "Activation" and features a graphic on the left showing a computer monitor, a yellow arrow pointing to a key, and the key itself. The main area contains several text input fields: Name*, Address*, City*, State, Postal Code*, Country*, Email*, Phone*, and Company. A note at the bottom right of this section states "* Field is required to continue". Below these fields is a "Product:" dropdown menu currently set to "Floriani", and an "Activation Serial Number:" text field. At the bottom of the dialog are two buttons: "Activate Now!" and "Close".


- 2 Fill in the registration information in the appropriate fields.

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

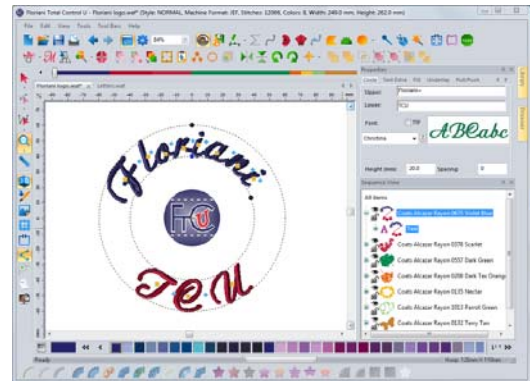
- 3 Type your individual serial number (that came with your copy of Floriani Total Control U) into the serial number field.
- 4 Click the Activate Now button on the dialog.
You see the following warning message:



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

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

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



To close Floriani Total Control U:

- Choose File—Exit.

- 8 Enter the Site Key.
- 9 Click the Activate Now button.
Floriani Total Control U will open.

Opening and Closing the software

To open Floriani Total Control U:

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

You see the Floriani Total Control U window.

CHAPTER 2

Learning the Basics

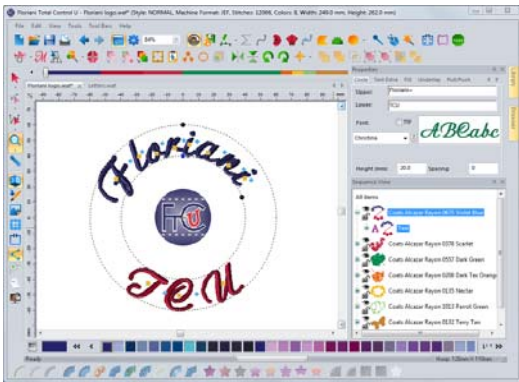
Before you start using the software, we recommend that you understand the Floriani Total Control U design workspace and learn a few of the basic components outlined in this section.

Topics covered in this chapter:

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

The Floriani Total Control U Workspace

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



Title Bar

The Title Bar appears at top of the design window. When you open a design, the design's name, recipe, machine format, and design information are displayed in the title bar. The number of thread colors in a design, its stitch count, and its dimensions (height x width) are automatically updated in the title bar. A design's stitch count is consistent with the stitch count printed or sewn out using the specified machine format settings.









Menu Bar



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

Tools on the Toolbars












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

File Tools
















Tool	What it does
	New: Creates a new untitled design.
	Open Design: Opens an existing design file.
	Save: Saves the current design.
	Print Preview: Opens the print preview window, which in turn will let you print the current design.
	Undo: Reverses your last action.
	Redo: Reverses the action of the Undo command.
	Properties: Opens the properties pane to display properties of the design - such as fill, underlay, text properties, and so on.
	Program Preferences: Displays the Preferences dialog box, containing the Formats, Environment, and Grid settings.











Tool	What it does
	Zoom: "Zoom in" to get a close-up view of your design or "zoom out" to see more of the design at a reduced size.
	Floriani Club: Opens a link to the Floriani club web site in your default browser.

Edit Tools




Tool	What it does
	Select: Selects objects in the design window.
	Lasso: Selects one or more outline segments by drawing a line to fit around parts of the design.
	Shape: Edits outlines.
	Slice: Splits segments and complex shapes.
	Add inclinations: Adds inclinations (angle lines).
	Add hole: Adds holes within segments.
	Stitch Select: Manipulates individual stitches.
	Lasso (for stitches): Selects a group of stitches by drawing a line to fit around parts of the design.
	Magnifying Glass: Magnify or enlarge parts of your design.
	Pan: Allows you to move the design area around.
	Ruler: Measures the distance across any two points.














Design Tools














Tool	What it does
	Slow draw: Shows/hides the Slow Draw bar.
	Save2Sew: Opens the Save2Sew dialog.
	Pen: Allows you to plot anchor points by clicking and dragging.
	Bezier: Allows you to create open and closed paths using Bezier curves.
	Line: Allows you to toggle between entering straight and curved points.
	Manual Stitch: Inputs a path composed of individual stitches.
	Run Stitch: Inputs a normal Run segment
	Satin Stitch: Inputs a satin stitch segment by digitizing points along a path.
	Classic Satin Stitch: Inputs a satin segment using the point/counterpoint method.
	Steil Stitch: Creates steil stitches by placing points along a path.
	Complex Fill Stitch: Creates a segment filled with fill stitches.
	Appliqué Stitch: Creates an appliqué border stitch segment.
	Appli-Stitch: Creates an appliqué border with the addition of trapping stitch, to be used with the special Applistitch™ tear-away fabric.
	Input Rectangle: Creates rectangular or square shapes.
	Input Ellipse: Creates oval or circular shapes.









Tool	What it does
	Input Triangle: Creates triangular shapes.
	Input Pentagon: Creates pentagon shapes.
	Input Hexagon: Creates hexagon shapes.
	Custom Shapes: Allows you to use shapes from the Custom Shapes dialog.
	Button Hole: Creates a button hole path.
	Symbols: Creates copies of saved shapes.
	Magic Wand: Allows you to find and trace an outline in a backdrop image.
	Fit Hoop: Scales the design up to the maximum size of the selected hoop on the design window.
	Distortion: Displays the Distortion window which adds interesting effects to the selected design.
	Name Drops: Opens the Name Drops wizard, which creates multiple similar designs based on a template.

Modify Tools




Tool	What it does
	Text: Creates lettering placed along a baseline.
	Circular Text: Creates curved lettering.
	Monogram Text: Creates monogram lettering.







Tool	What it does
	Vertical Text: Creates vertical lettering.
	Path Text: Creates text segment along a path, selected from a pre-defined list of shapes.
	Import TTF Artwork: Imports TrueType® fonts as vector artwork.
	Cross-Stitch Wizard: Opens the Cross-Stitch Wizard dialog.
	Photo-Stitch Wizard: Opens the Photo-Stitch Wizard dialog.
	Auto Artwork Wizard: Opens the Auto Artwork Wizard dialog.
	AutoDigitizing Wizard: Opens the AutoDigitizing Wizard dialog.
	Split Wizard: If a design is too large to fit into a hoop, this wizard splits a design into smaller files that will fit the hoop.
	Sequence: Allows you to automatically sequence two or more design objects.
	Optimize Entry/Exit: Minimizes the distance between entry and exit points in designs with multiple segments.
	Color Sort: Automatically reduces the number of thread changes required within the selected objects by resequencing like colors together.
	Auto Baste: Adds a basting stitch to the current design for use in stabilizing and placement during embroidery.
	Duplicate: Pastes the selected segment into the design workspace; you quickly choose the size and orientation of the copy that you paste.

Tool	What it does
	Templates: Creates a pattern of repeated segments in the design automatically, using one of the pre-installed template shapes.
	Circle Template: Creates a circular pattern of segments in your design automatically.
	Create Outlines: Opens the Outlines tool, which can be used to add new artwork surrounding the selected artwork object.
	Flip Horizontal: Flips one or more selected objects horizontally.
	Flip Vertical: Flips one or more selected objects vertically.
	Rotate Left: Rotates one or more selected objects to the left by 90° increments.
	Rotate Right: Rotates one or more selected objects to the right by 90° increments.
	Center: Centers one or more selected objects proportionally in the design workspace.
	Align left: Moves all selected objects except the left-most item selected.
	Align Right: Moves all selected objects except the right-most item selected.
	Align Bottom: Moves all selected objects except the bottom-most item selected.
	Align Top: Moves all selected objects except the top-most item selected.
	Vertical Center Align: The selected objects are centered in the selection box. The objects are moved so that they are centered top-to-bottom with each other, but they are not moved left or right.

Tool	What it does
	Horizontal Center Align: The selected objects are centered in the selection box. The objects are moved so that they are centered left-to-right with each other, but not moved up or down.
	Trim: Applies to overlapped segments; will delete the part of a segment that is underneath in the layering.
	Weld: Applies to overlapped segments; all selected segments will be
	Intersect: Applies to overlapped segments; removes all but the overlapped parts of the selected segments.
	Group: Combines several segments into a group so that they can be treated as a single unit.
	Ungroup: When a set of grouped segments is selected, the Ungroup command will
	Combine: Merges two or more individual artwork segments into a single, continuous artwork segment.
	Break Apart: Splits any artwork segments that have been merged using the Combine tool into individual segments again.

View Tools

Tool	What it does
	3D: Realistically renders your design onscreen.
	Import Vector Art: Imports vector files of type .ai, .emf, and .wmf.
	Backdrop Tool: Loads an image into the design workspace, for tracing.

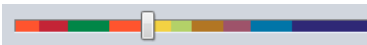
Tool	What it does
	Grid: Displays a background grid, which helps with alignment. This grid can be used for the alignment of items on the display. When you click the grid button, the current mode and its cursor remains set.
	Hoop: Displays the design as it fits relative to the embroidery hoop. Clicking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

Slow Draw Bar

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

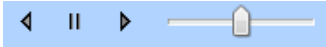
When you choose Tool Bars—Slow Draw, the draw bar (scrollbar slider and the sewing simulator) will appear at the bottom of the design window. The draw bar controls which parts of the design are drawn on the design window.

Scrollbar Slider



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



Sewing Simulator








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

Using the Slow Draw Bar








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













Tools	What is does
	Previous Stitch: Move backward in the design by one stitch.
	Scrollbar slider: Drag the scrollbar slider to advance the design to a specific position. When the scrollbar slider is positioned over a color, you will see the specified thread color being sewn in the design. The entire length of the scrollbar slider represents the entire design.






Tools	What is does
	Next Stitch: Move forward in the design by one stitch.
	Simulate Sewing (backward): Move backward through the design.
	Pause/Stop: Pause or stop the design while drawing. When you play or resume sewing your design, stitching will continue from the location of the last stitch.
	Simulate Sewing: Move forward through the design.
	Speed control Slider: Used to vary the rate of sewing.

Stitch Effects Tools

You can use Stitch Effects tools to convert design segments into different stitch types.

Tool	What it does
	Run: Creates run stitches.
	Run (Motif): Creates motif run stitches.
	Steil: Creates a steil path.
	Satin: Creates satin or fill stitches by placing anchor points from side to side (point-counter-point)
	Jagged Satin: Applies jagged edges to satin or fill stitches.
	Color Blend Satin: Creates satin or fill stitches that combine two thread colors in the same Satin segment.
	Spiral Satin: Creates satin or fill stitches with swirl effects.

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

Tool	What it does
	Wave Color Blend: Creates satin or fill stitches that use Wave Fill patterns. These patterns combine two thread colors in the same segment.
	Embossing: Creates carved lines, particularly on existing fill backgrounds.
	Applique: Creates an applique border around your design segments.
	Appli-Stitch: Creates an appliqué border with the addition of trapping stitch, to be used with the Applistitch™ tear-away fabric.
	Auto Stipple: Creates an area filled with automatic stippling.
	Cross-stitch: Creates stitches that resemble hand sewn cross-stitch.
	Artwork: Converts outline segments into artwork shapes.

Browser Panel

Use the Browser to browse for designs on your computer, network, or any other attached memory device. When you open the Browser panel, you can click on individual folders on your computer and/or network, and all the design files in that folder will be displayed in the Design View panel. You can show or hide the Browser Panel by selecting Tool bars—Browser.

Library Panel

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

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

Designs Panel

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

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

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

To add a design from the Designs panel:

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

Color Palette

The thread colors for the design are shown in the Color Palette. To show or hide the Color Palette, choose Tool Bars—Color Palette. For more information on the color palette, see “Changing Thread Colors.”

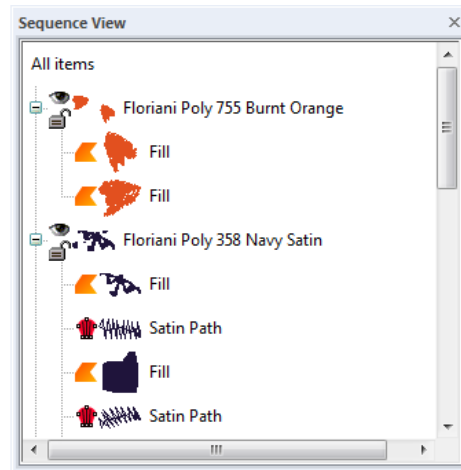


Sequence View

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

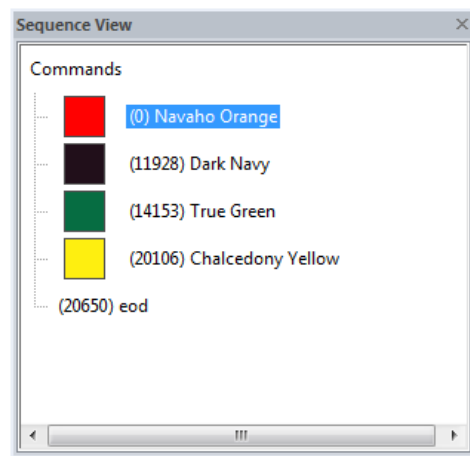
In Outline mode, the Sequence View control allows you to expand and contract branches (colors) allowing you to see or hide the individual outline segments inside them.

Opening branches in a Sequence View (outline mode) is a bit like pulling open a file drawer; when it's open you can see what's inside, but when it's closed you can't, although this takes up less space on your screen. You open and close the branches of the tree control by clicking on the + and – signs in front of the branch name. For more information on Sequence View in Outline Mode, see “Sequencing Outline Segments”.



Sequence View in Outline Mode

In Stitch mode, the Sequence View control allows you to view commands and stitch information for designs. For more information on Sequence View in Stitch Mode, see “Editing Stitches”.



Sequence View in Stitch Mode

Status Line

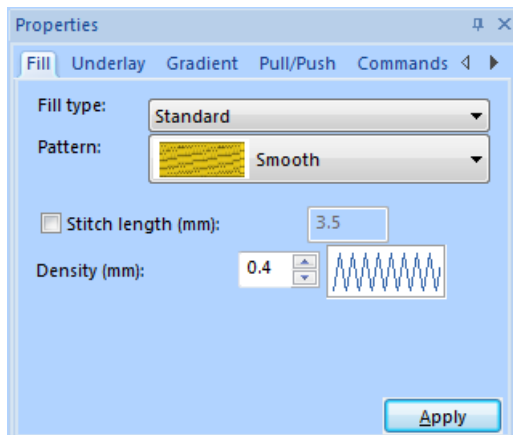
The Status Line appears at the bottom of the Floriani Total Control U window. To show or hide the Status Line, choose Tool Bars—Status Line.

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

Properties Panel

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

- To show or hide the Properties box, do one of the following:
 - ♦ Press Alt + Enter on the keyboard.
 - ♦ From the menu bar, select Tool Bars—Properties.



Adjusting the Workspace

Showing and hiding tool bars

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



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

To show or hide a tool bar:

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


Showing and Hiding the Slow Draw bar

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



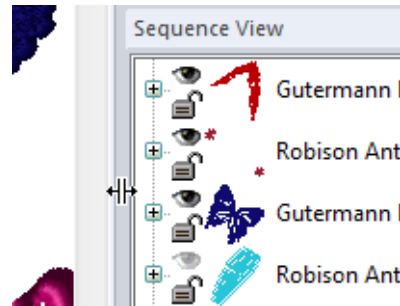
For more information on using Slow Draw tools, see "Slow Draw Tools".

To show or hide the Slow Draw Bar tools:

- Do any of the following:
 - ♦ Click the Slow Draw  icon on the Design toolbar.
 - ♦ Choose Tool Bars—Slow Draw.
 - ♦ Press Ctrl + R

Adjusting the Workspace Splitter

The design workspace is separated from the Color Palette, Sequence View and Properties box by a "splitter", which is the right edge of the design window. To move a splitter, hover the mouse over it exactly as you would a window edge, and then drag it where you want. You'll notice that when you're over a splitter, the cursor will change to a double-sided arrow.



It is possible to reduce a splitter to the point where nothing from the second window is visible. If you have done this, just drag the splitter, being careful that you're not dragging the outside window edge.

Using the Color Palette

Changing Thread Colors


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

To change thread colors:


- 1 Select a segment or stitch.
- 2 In the Color Palette area, do one of the following:
 - ♦ From the list, select a Thread Chart and click one of the color boxes with the thread color you want to use.
 - ♦ Using the current list, click one of the color boxes with the thread color you want to use.



Searching for a Specific Color

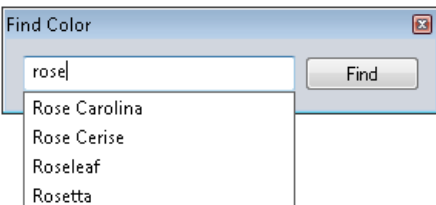
The Thread color search tool  is located near the left end of the thread palette. This tool allows you to search for a particular thread in the palette, if you know the name or thread number.

To search for a thread color:

- 1 Click the Thread color search  button.
You see the Thread Color Search dialog.
- 2 Type in all or part of the name or number of the thread.



If you only know part of the thread name, and there is more than one possible match for that partial name, the search dialog will present you with a number of choices (as in the example below).




- 3 When you have found the color you want, click on it to select it.
- 4 Click Find.
The color you were looking for will now be the selected color in the palette.

Correcting Mistakes


Undo and Redo are two features that allow you to correct mistakes. If you change your mind about an action you just made, Undo

reverses the action. Redo puts back the change. If Undo or Redo are grayed out, you cannot Undo or Redo.

To use Undo:

- Do one of the following:
 - ♦ From the File tool bar, click the Undo  tool.
 - ♦ Choose Edit—Undo.
 - ♦ Press Ctrl+Z on your keyboard.

To use Redo:

- Do one of the following:
 - ♦ From the File tool bar, click the Redo  tool.
 - ♦ Choose Edit—Redo.
 - ♦ Press Ctrl+Y on your keyboard.

Setting up the Workspace Environment

Floriani Total Control U allows you to set up your design workspace environment for all opened design files. You can predetermine the units of measurement you want to use for your designs, as well as decide how often open design files get saved. You can also choose an image editing program that will be used when working with images in Floriani Total Control U.

The following describe the units of measurement in Floriani Total Control U.

Metric

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


English vs. Metric

Floriani Total Control U is unique in that it displays inch measurements in 1/16", 1/8", 1/4", 1/2" measures. Unless you are an engineer, you probably don't own a 1/10" ruler. If you think in inches, set Floriani Total Control U to use the English system. Just open the Program Preferences and click on the Environment tab, where you can select English from the Units list.



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

To set up your workspace environment:

- 1 On the File tool bar, click the Program Preferences  tool.
You see the Preferences dialog box.
- 2 Click the Environment tab.

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




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

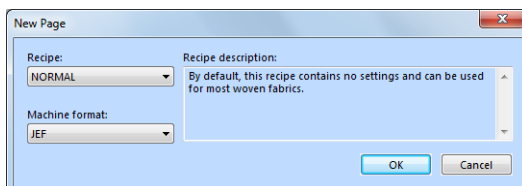
- 4 From the Autosave list, select how often you want your designs to be auto-saved.
- 5 From the Image editing program list, select the image editing program you want to use. If you want to use a program not listed, select Other Program and browse to the location of the program.
- 6 In the language area, choose your preferred language from the drop-down list.
- 7 Click OK.

Creating New Designs

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

To create a new design:

- 1 To create a new design, do one of the following:
 - ♦ Choose File—New.
 - ♦ On the File tool bar, click New .*You see the New Page dialog.*



If you select the New tool from the File tool bar, you will bypass the New Page dialog. A new design window will open using the default settings.

- 2 In the Recipe list, select the recipe you want to use for your design.
- 3 In the Machine format list, select the machine format that you want applied to the design when created.
- 4 Click OK.

You see a new design window.

Opening and Closing Designs

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



Outline changes made to any part of the design will not affect stitch segments. You cannot perform any outline editing on stitch segments except to resize, reflect, rotate, and change the color of these stitch segments; however, major editing is not advisable.

For more information on stitch segments, see appropriate sections within “Editing Segments” and “Editing Stitches”.

To open an existing design:

- 1 To open an existing design, do one of the following:

- ♦ Choose File—Open.
- ♦ From the File tool bar, click the Open Design tool.

You see the Open Design dialog box.

- 2 In the Look in list, browse to the location of the file you want to open. You can open design files stored on your hard drive, a disk, or CD-ROM.
- 3 In the Files of type list, select a design file type for the design you want to open.
- 4 In the File name box, enter the file name, or select the file you want to open by clicking the file.



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

- 5 Select Preview to view a thumbnail (a small representation) of the design.
- 6 Click Open.

To close a design:

- Choose File—Close.

Tips

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

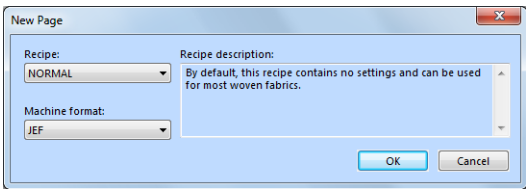
and press **ENTER**. You see a list of all the designs starting with C.

Selecting Recipes

You can apply predefined settings when you open a new file. For example, the Cap recipe contains special underlay, pull-compensation, and density settings appropriate for designs that will be sewn on baseball caps. See "Preinstalled Recipes" for more information on the preinstalled recipes available and their settings.

To use a recipe:

- 1
- Choose File—New.
You see the New Page dialog.



- 2
- From the Recipe list, select a recipe.
The applied recipe changes the default settings for the design.
- 3
- From the Machine Format list, select the machine format you want to use for your document.
- 4
- Click OK.
You see the recipe you selected appear in the title bar.

Preinstalled Recipes

You can avoid having to assign the settings for common fabrics. You choose one of the preinstalled recipes when you open a new design file and the recipes containing fabric settings are applied to the design you create.

The following tables outline the preinstalled recipes, including their fabric settings. All fabric settings in the tables are in Metric (mm). If the setting is applied to the design using the selected recipe, you see **Yes** in the table. If the setting is not applied to the design using the selected recipe, you see a **No** in the table.

Fabric	Satin Density	Fill Density	Cross Overlap	Pull-Comp.	Contour Underlay	Lattice Underlay	Full Lattice	ZigZag Underlay	Parallel Underlay	Perpendicular Underlay	Underlay Inset Distance	Underlay Density	Underlay Stitch Length
	Program Default	Program Default											
Baby Blankets	0.4	0.4	3	0.3	Yes	Yes	No	No	Yes	No	0.3	2.5	2.5
Canvas	0.4	0.4	4	0.4	Yes	Yes	Yes	Yes	No	No	0.3	3	3
Cap	0.4	0.4	1	0.2	No	No	No	No	No	Yes	0.7	2	3.5
Dog Collar	0.5	0.5	1	0	No	No	No	No	Yes	No	0.7	2	3.5
Fake Fur	0.4	0.4	3	0.3	Yes	Yes	No	Yes	No	No	0.3	2.5	2.5
Fleece	0.4	0.4	1	0.1	Yes	No	No	No	No	No	0.5	2	2.5
Jeans	0.4	0.4	2	0.2	Yes	No	Yes	No	No	No	0.4	4	2.5
Leather	0.6	0.6	1	0	No	No	No	No	No	Yes	0.6	2	2.5
Lycra	0.4	0.4	3	0.4	Yes	Yes	No	Yes	No	No	0.3	3	2.5
Pique	0.4	0.4	3	0.4	Yes	Yes	No	Yes	No	No	0.3	2	2.5
Pullover	0.4	0.4	4	0.4	Yes	Yes	Yes	Yes	No	No	0.3	2.5	3
Satin	0.5	0.5	1	0.1	Yes	No	No	No	No	No	0.4	2	2.5
Shirt Cuff	0.4	0.4	1	0	No	No	No	No	No	Yes	0.7	2	3.5
Silk	0.5	0.5	1	0.1	Yes	No	No	No	No	No	0.4	2	2.5
Sweat Shirt	0.4	0.4	3	0.3	Yes	Yes	No	No	No	No	0.3	2	2.5
Towel	0.4	0.4	3	0.3	Yes	Yes	Yes	Yes	No	No	0.4	2	2.5
T-shirt	0.4	0.4	3	0.4	Yes	Yes	No	No	No	No	0.3	2	2.5
Velvet	0.4	0.4	3	0.4	Yes	Yes	No	Yes	No	No	0.3	2.5	2.5
Vinyl	0.6	0.6	1	0.1	No	No	No	No	No	Yes	0.3	2.5	3.5
Woven Fabrics	0.4	0.4	2	0.2	Yes	Yes	No	No	No	No	0.4	4	2.5

Setting Formats


Changing Machine Format Properties

All designs in Floriani Total Control U have a machine format. Machine formats have their own profile settings that determine how embroidery information will be interpreted when you save design files. When you use machine formats, your design information displays accurately on the screen and designs are sewn correctly on each embroidery machine.

When you create a new design file, you can select the machine format for the specific design. The selected machine format can change how the design file is read. For more information, see “Creating New Designs”.

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

To change machine format properties:


- 1 On the File tool bar, click the Program Preferences  tool.
You see the Preferences dialog box.
- 2 Click the Formats tab.
- 3 From the Recipe list, select the recipe you want to use for your design.
- 4 From the Machine format list, select the machine format that you want applied to new design files.
- 5 Click OK.

Changing Thread Colors Automatically with Color Match

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

When you open a machine file, Color match on loading will change the thread colors to match those in the current thread palette. The program searches the active palette for the closest match to the thread colors that are in the design, and automatically replaces them. Then, when you save this design, it will retain the new thread color values.

To apply Automatic Color Match:

- 1 On the File tool bar, click the Program Preferences  tool.
You see the Preferences dialog box.
- 2 Click the Formats tab.
You see the Formats settings.
- 3 Check the “Color Match on loading” box.
- 4 Click OK.
Color match will now be applied automatically to all machine files that are opened.



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

Saving Designs

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

Using the Save and Save As commands

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

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

To save a design:

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

To save changes to the current design:

- Choose File—Save.

Restoring Autosaved Design Files

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

To restore unsaved designs:

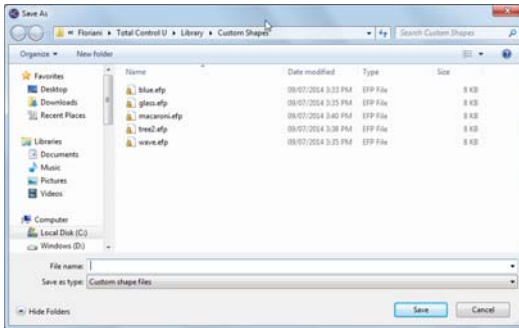
- Choose File—Restore Autosaved.
You see the restored design file appear in the design workspace.

Saving a Selection as a Custom Shape

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

To save a selected artwork segment as a Custom Shape:

- 1 Select the artwork segment that you want to save as a Custom Shape.
- 2 Choose Tools—Save Custom Shape.
*You see the Save As dialog. Floriani Total Control U custom shapes are located at:
C:\Program Files (x86)\Floriana\Floriani
Total Control U\Library\Custom Shapes.*




- 3 In the File name box, enter the Custom Shape name.
- 4 To save your custom shape, click Save.

To add a Custom Shape to a design:

- 1 In the Design tool bar, click Custom Shape... from the Custom Shape fly out menu.




If you just added a Custom Shape, you can also click the Custom Shape  tool from the Design tool bar.

You see the Custom Shapes dialog.

- 2 Click the custom shape you want to add.
You see the custom shape appear in the design workspace.

Saving a Selection as a Symbol

You can save an outline or artwork segment as a

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



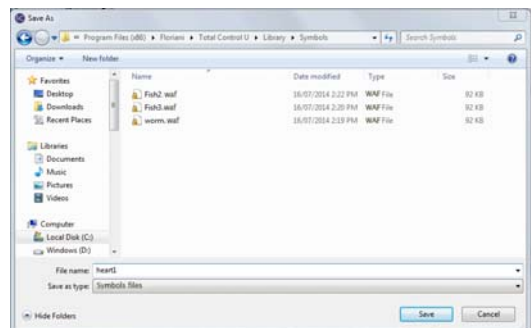
To save a selected segment as a Symbol:

- 1 Select the segment that you want to save as a Symbol.



- 2 Choose Tools—Save Symbols.

You see the Save As dialog. Floriani Total Control U symbols are located at:
C:\Program Files(x86)\Floriana\Floriani Total Control U\Library\Symbols.



- 3 In the File name box, enter the symbol name.

In this case we have named it “Purple Heart”.

- 4 To save your symbol, click Save.

To add a Symbol to a design:

- 1 In the Design tool bar, click the Symbols



tool.

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


- 2 In the Symbol list, click the down arrow to display the list, and select the symbol you want to use.
- 3 In the design workspace, click and drag to copy the selected QuickPick to your workspace.

Printing Designs

Previewing a Design before Printing

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

To preview a design:

- 1 Do one of the following:
 - ♦ From the File toolbar, click the print preview  tool.
 - ♦ Choose File—Print Preview.
- 2 To zoom in and out of the previewed worksheet, do the following:
 - ♦ To zoom in on the worksheet, click Zoom In and scroll to view specific parts of the design.

- ♦ To zoom out on the worksheet, click Zoom Out and scroll to view specific parts of the design.

- 3 To change the settings for the design worksheet, click Settings.
- 4 Click OK.
- 5 To close print preview and return to the design window, click Close.

Printing Design Worksheets

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

To print a worksheet for your design:

- 1 Choose File—Print Preview to view the worksheet before you print.
- 2 To change the settings for the design worksheet or check the information that will be printed on the worksheet, click Settings.
- 3 Click OK.
- 4 Click Print.

Changing a Design's Print Settings

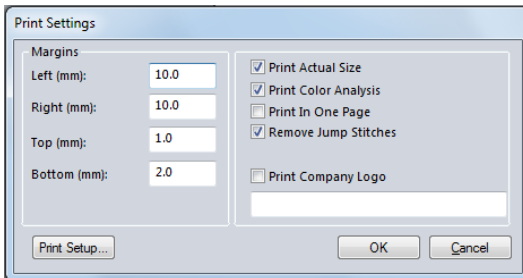
You can customize your embroidery design's print settings. Floriani Total Control U allows you to adjust the image and worksheet information displayed in design printouts.

To change a design's print settings:

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

2 Click Settings.

You see the Print Settings dialog.



- 3** In the Margins area, enter the size of margins you want for your design worksheet.
- 4** Select Print Actual Size to have your design print in its actual size.
- 5** Select Print Color Analysis to print a thread sequence view that includes a view of the colors used and the color sequence.
- 6** Select Print In One Page to print the design on a single worksheet page.



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

- 7** Select Print Company Logo to have the company Name printed on your design worksheet. Enter your company name in the box below.
- 8** Check the Remove Jump Stitches box to hide the jump stitches in the print preview.
- 9** Click OK.
- 10** Click Close.

CHAPTER 3

Viewing Designs

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

Topics covered in this chapter:

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

Viewing Methods and Tools

Magnifying and Reducing the View

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

To use Zoom:

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

To zoom-in on a specific area:

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

To disable Zoom:

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

Moving the Workspace View

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

To pan up:

- Use the  key to move up.

To pan down:

- Use the  key to move down.

To pan left:

- Use the  key to move left.


To pan right:

- Use the  key to move right.

The Magnifying Glass, Zoom and Pan

You can view your designs using the Magnifying Glass, Zoom and Pan tools from the Edit tool bar.

The Magnifying Glass

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

- Left-Click: This zooms the display in, using the point you clicked on as the center for the display.
- Right-Click: This zooms the display out, using the point you clicked on as the center for the display.

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



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

The Zoom Tool


In order to turn the Zoom mode off, simply

click the Magnifying Glass  tool again.

This will reset the zoom so that the view of the design will fit your design window.

If you zoom, and then select another tool, the display will remain zoomed in.

The Pan Tool

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



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



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

Using Scrollbars

The scrollbars are inside the design workspace on the right and bottom of the window. These operate as standard scrollbars, which you may be familiar with from any

typical Windows application. They allow you to quickly navigate the design using the mouse.

Typical actions for the scrollbars include:

- Dragging the Thumb Track to pan the view. Notice that this is like using the Pan tool.
- Clicking in the scrollbar on either side of the Thumb Track will move the design window view one screen at a time.
- Clicking in the scrollbar on the arrows moves the design window view only a small amount at a time.


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

Viewing Buttons


Changing the Background of the Current Window

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

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

Both background fabrics and colors may be chosen using the Background Color  tool, found on the View toolbar.

To change the background color:

- 1 From the View tool bar, click the Background Color  tool.
You see a menu.
- 2 To change the design window background to a different color, do the following:
 - ♦ From the menu, select Color.
You see the Color dialog.
 - ♦ Choose a preset color or a custom color.
 - ♦ Click OK.
The new color replaces the old color on your design window.
- 3 To change the design window background to an image of a fabric, do the following:
 - ♦ From the menu, select Fabric.
You see the Open dialog.
 - ♦ Select one of the available fabrics or browse to the location of the image file for your own scanned fabrics.

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

Try to keep your file small in pixel size - 300x200 is typical, and more than 640x480 is going to give you a large image. If there is a quality setting, use 'Web' or 'Low' quality. Don't be afraid to experiment; if a scan is too big or small or there is some other problem, adjust the settings and try again.

You see a preview on the right of the dialog.

- ♦ Click Open.

The image of the fabric replaces the old color on your design window.



Showing and Hiding Machine Commands

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


To show commands:

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


To hide commands:

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

Showing and Hiding the Stitch Points

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

To show the stitch points:

- Do one of the following:
 - ♦ Choose View—Stitch Points.
A check mark appears beside the name in the menu.
 - ♦ From the View tool bar, click the Stitch Points  tool.

To hide the stitch points:

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

The check mark beside the name is removed.

- ♦ Click the Stitch Points  tool again.

Defining Grid Settings

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

By default, every horizontal and vertical line will be highlighted in the major grid. If you want to have additional guide lines, you can add more major grid lines as well as a minor grid. You can increase the spacing values for the minor grid; however, zero and negative spacing values are not supported. The minor grid can also have different horizontal and vertical spacing values.

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

Tips

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

To define grid settings:


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

- 2 In the Spacing area, complete the following:
 - ♦ In the Horizontal spacing box, enter the measurements for horizontal spacing in millimeters or inches.
 - ♦ In the Vertical spacing box, enter the measurements for vertical spacing millimeters or inches.
 - ♦ From the Color list, select a predefined color to use for the minor grid. If you want to choose from a larger selection of colors, click More Colors from the color box.
- 3 In the Grid Major area, complete the following:
 - ♦ In the Horizontal lines box, enter how often you want horizontal lines to be highlighted in the major grid. For example, if you enter 3 in the horizontal lines box, every third horizontal line will be highlighted in the major grid.
 - ♦ In the Vertical lines box, enter how often you want vertical lines to be highlighted in the major grid. For example, if you enter 5 in the vertical lines box, every fifth vertical line will be highlighted in the major grid.
 - ♦ From the Color list, select a predefined color to use for the major grid. If you want to choose from a larger selection of colors, click More Colors from the color box.
- 4 In the Style area, select one of the following grid styles:
 - ♦ Show grid as lines
 - ♦ Show grid as dots
- 5 Click OK.


Showing and Hiding Grids

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

To show the grids:

- Do one of the following:
 - From the View tool bar, click the Grid  tool.
 - Choose View—Grid.
A check mark appears beside the name in the menu.


To hide the grids:

- Do one of the following:
 - From the View tool bar, click the Grid  tool.
 - Choose View—Grid.
The check mark beside the name will be removed.

Showing and Hiding 3D Stitches


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

To show 3D stitches:

- Do one of the following:
 - From the View tool bar, click the 3D View  tool.
 - Choose View—3D View.
A check mark appears beside the name in the menu.

To hide the 3D stitches:

- Do one of the following:

- From the View tool bar, click the 3D View  tool.
- Choose View—3D View.
The check mark beside the name will be removed.


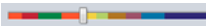
Viewing the Sewing Order of Designs





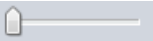
You can view the sewing order of designs by using the draw bar tools located at the bottom of the design workspace. The speed control determines the speed at which the design is drawn on the screen. You can slide the speed control from left to right to vary the rate of sewing.

To view the sewing order of a design and adjust the drawing speed, use any of the following sewing simulator settings from the Draw Bar:



For more information on using Draw Bar tools, see “Slow Draw Bar Tools”.

Tool	What is does
	Previous Stitch: Move back-ward in the design by one stitch.
	Scrollbar slider: Drag the scrollbar slider to advance the design to a specific position. When the scrollbar slider is positioned over a color, you will see the specified thread color being sewn in the design. The entire length of the scrollbar slider represents the entire design.

Tool	What is does
	Next Stitch: Move forward in the design by one stitch.
	Simulate Sewing (backward): Move backward through the design.
	Pause/Stop: Pause or stop the design while drawing. When you play or resume sewing your design, stitching will continue from the location of the last stitch.
	Simulate Sewing (forward): Move forward through the design.
	Speed: Slide the speed control to vary the rate of sewing.

current mode, but will affect your current zoom. If the hoop is off and you turn it on, the display will zoom to fit the hoop into the window.

Choosing a Hoop

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

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


To choose a hoop:

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

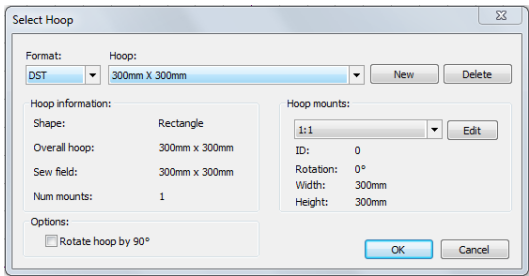
Displaying the Hoop

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

Viewing the Embroidery Hoop

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

The hoop size is set by your settings under the Hoops dialog in Floriani Total Control U. Clicking the Hoop tool has no effect on the



- 2 From the drop-down list at the top of the dialog, choose a machine format.
The list of hoops will change to reflect the available pre-loaded hoops in that format.
- 3 From the list of hoops, select the one you want to use by clicking on it.
The selected hoop will be highlighted.
- 4 If you wish to turn the hoop through a 90-degree angle in your workspace, check Rotate 90.

5 Click Okay.

The chosen hoop will be displayed in the workspace.



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

Creating a custom-sized hoop

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

To create a custom hoop:

- 1 Choose View—Select Hoop.
You see the Hoops dialog.
- 2 Click the New button.
You see the New Hoop dialog.

- 3 In the appropriate boxes, type in the desired height, width, and name for the new hoop.

4 Click OK.

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

Scaling Designs to Fill the Hoop

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

To scale designs to fill hoops:

- 1 Open an existing design.
- 2 From the Modify tool bar, click the Fit Hoop



tool.

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

CHAPTER 4

Using Digitizing Tools

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


Topics covered in this chapter:

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


Using the Digitizing Tools

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


Creating Manual Stitch Segments

Use the Manual  tool to create manual stitches. A Manual stitch is similar to a Run stitch except that for every two points placed, one stitch is formed. When you use the Manual tool, a manual stitch is dropped at the anchor points. You can also use the Manual tool to place jump stitches.


To create Manual stitches:

- 1 In the Digitizing toolbar, click the Manual  tool.
The pointer becomes a cross.
- 2 To create an open segment, click the design workspace to place the anchor points in your design (manual stitches). To create a closed segment, complete the following:
 - ♦ Click the design workspace to place the anchor points in your design (manual stitches).
 - ♦ Press **Ctrl** on your keyboard while clicking the mouse to place Jump stitches in your design.
 - ♦ Press **O** to close the segment.
- 3 Press **ENTER** to complete the segment.

Creating Run Stitches

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

To create Run stitches:



- 1 In the Digitizing toolbar, click the Run  tool.
The pointer becomes a cross.
- 2 In the Run Style list, select a style for your Run segment.
The Run Style list includes the Needle Up option. Needle Up is a machine movement that lifts the needle so the needle does not penetrate the fabric.
- 3 Do one of the following to punch a Run segment:
 - ♦ To create an open segment, click the design workspace to place the anchor points in your design.
 - ♦ To create a closed segment, click the design workspace to place the anchor points in your design and press **O** on your keyboard to close the segment.
- 4 Press **ENTER** to complete the segment.

Creating Satin Stitch Segments

Use Satin Stitch to create a segment that fills an area with satin (or fill-type) stitches. With this tool, you click in the workspace to place points that trace outline of the shape you are creating. You then add the stitch direction lines, start point, and stop point. Until you add a direction line, a Satin stitch segment is similar to artwork segments without stitch information.

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

To create a Satin Path segment:



- 1 On the Design toolbar, click the Satin Stitch  tool.
The pointer becomes a cross hair.
- 2 Click the design workspace, tracing around the edge of the desired shape, to place the anchor points of the segment.
- 3 Optional: To create a closed segment, click on the Close shape  tool.
- 4 Right-click to place the direction line(s).
The cursor changes to a black bead.
- 5 Draw the angle line(s) by clicking and dragging from one side of the path to the other.
- 6 To enter the start point of the segment, right-click.
The cursor changes to a green bead.
- 7 Click on the segment to place the entry point.
The cursor changes to a red bead.
- 8 Click on the segment to place the stop point.
The satin segment stitches will be generated.

Creating Classic Satin Stitch Segments

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

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


To create a Classic Satin Stitch segment:

- 1 On the Design toolbar, select the Classic Satin Stitch  tool:
- 2 Left-click in the workspace to set the starting point of the segment.
- 3 Continue clicking from side to side to trace the outline the desired shape. Left-click to place straight points, or **CTRL** + Left-click to place curved points.
- 4 Optional: To create a closed segment, click on the Close shape  tool after placing the final anchor point.
- 5 Right-click to complete the segment.
The stitches will be generated. The entry, exit, and direction lines are generated automatically.

Creating Steil Segments

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

To create Steil stitches:

- 1 On the Design toolbar, click the Steil  tool.
The pointer becomes a cross hair.
- 2 Do one of the following to enter a Steil segment:
 - ♦ To create an open segment, click the design workspace to place the anchor points in your design.


- ♦ To create a closed segment, click the design workspace to place the anchor points in your design and press **O** to close the segment.
- 3 Right-click to complete the segment.

Creating Stitches with the Complex Fill Tool

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

To learn about adjusting the properties of Fill segments, see “Changing segment settings—Complex Fill Properties.”

To create a Complex fill segment:

- 1 On the Design toolbar, select the Complex Fill  tool.
The cursor changes to a cross hair.
- 2 To place the anchor points of the segment do the following:
 - ♦ Left-click to place straight points.
 - ♦ Left-click and press CTRL to place curved points.
- 3 Right-click to complete the segment.
The segment outline will be closed automatically, and a default direction line will be inserted.
A black bead will be visible next to the

cursor - this indicates that the tool is currently in direction line mode.



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

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



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

- 5 When done modifying the angle of the direction line, right-click.
The bead next to the cursor becomes a green entry point bead.
- 6 Click where you want to set the entry point.
You see the entry point where you clicked. The bead next to the cursor changes to a red exit bead.
- 7 Click where you want to set the stop point.
The fill stitches will be generated.



Creating an Appliqué Stitch Segment

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


Once the Applique border has been created, you can choose the border type (Satin, Motif or Blanket stitch), and adjust its other properties.

For more information on changing the properties of Appliqué segments, see “Changing segment settings—Appliqué Properties.”

To create a Appliqué stitch segment:

- 1 On the Design toolbar, select the Appliqué stitch  tool.
- 2 Click in the design workspace to place the anchor points in the desired shape.
 - ♦ Left-click to place straight points.
 - ♦ Left-click and press CTRL to place curved points.
- 3 To create a closed segment, click on the Close shape  tool after placing the final anchor point.
- 4 Right-click to complete the segment.
The Applique stitches are generated.



Creating an Appli-Stitch Segment

The Appli-Stitch  tool is a digitizing tool that is especially designed to work in conjunction with Appli-Stitch™ fabric.

This tool works digitizes a border that is very much like a regular appliqué border, except that it includes an extra run stitch segment, called the “trapping stitch”. The trapping stitch sews just insides the satin border, and serves to hold the Appli-Stitch™ fabric in place while the extraneous fabric (outside the border) is torn away.

For more information on changing the properties of these segments, see “Changing Segment Settings—Appli-Stitch Properties.”

To create a Appli-Stitch segment:

- 1 On the Design toolbar, select the Appli-Stitch  tool.
- 2 Click in the design workspace to place the anchor points in the desired shape:
 - ♦ Left-click to place straight points.
 - ♦ Left-click and press CTRL to place curved points.
- 3 To create a closed segment, click on the Close shape  tool after placing the final anchor point.
- 4 Right-click to complete the segment.
The Appli-Stitch stitches are generated.

Drawing Modes

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

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



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

Bezier mode

In Bezier mode, you can enter both straight and curved points. When you simply click and release, a straight point will be entered; clicking and dragging the mouse as you place

the anchor point allows you to adjust the direction lines, and thereby change the shape of the curve.

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



Freehand mode

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

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

CHAPTER 5


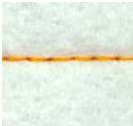

Creating Stitch Effects

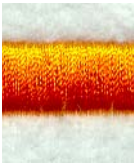


You can create beautiful stitch effects in your designs using Floriani Total Control U's powerful Stitch Effects tools. These tools will help you create custom embroidery.

Topics covered in this chapter:

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

Common Embroidery Stitch Effects

Stitch Effect	Description	Sample
Single Run or Walk	Thread is laid in a single line between successive needle penetrations. A Single Run or Walk is a basic straight stitch that is placed along the lines at a set length or interval.	
	Another type of Run stitch is the Double Run stitch. A Double Run stitch goes over the stitches twice, at the same stitch length, ending where you started the stitch. Double Run stitches are used for detail work.	
Bean	A Bean or Three-ply stitch uses three stitches for each Run stitch. A Bean stitch goes over each stitch three times before moving to the next stitch resulting in a heavier Run stitch. Bean stitches are used for borders or detail work.	

Satin	Thread is laid across a fabric in a zig zag pattern as the needle penetrates the fabric first on one side, then on the other side, without penetrating the fabric in between. Satin (Satin) stitches give your design a shiny look and are used for many purposes; for example, small lettering or borders.	
	Fill stitches are used for large lettering or large areas because the stitches penetrate the material as they go from one side of an area to the other. If you use Satin (Column) stitches for a large area, the stitches will be loose, the machine may skip, and the needle or thread may break because the stitches do not penetrate the fabric like Satin (Fill) stitches.	
Complex Fill	Complex Fill stitches fill shapes with parallel stitches. The digitizer does not have to punch any stitches within the shapes, because a Standard Fill stitch determines how the stitches are punched.	

Converting segments to different stitch types

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

To convert segments to different stitch types:

- 1 Select one or more segments you want to convert.
- 2 From the Stitch Effects tool bar, select the stitch effect you want applied to your segment.


You see the segment altered accordingly.

Run Stitches

Creating Run Stitches

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

To create Run stitches:

- 1 Select one or more segments you want to convert.
- 2 From the Stitch Effects tool bar, select the Run  tool.

You see the segment(s) altered accordingly.



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


Creating Single and Double Run Stitches

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

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

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

To create single and double run stitches:


- 1 Select one or more segments you want to convert.
- 2 From the Stitch Effects tool bar, select the Run  tool.
- 3 In the Properties box, click the Run tab.
- 4 In the Stitch length (mm) box, enter the stitch length.
- 5 From the Type list, select Single run or Double run.
- 6 Click Apply.

You see the segment altered accordingly.

Creating Bean Stitches

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



To create Bean stitches:

- 1 Select one or more segments you want to convert.
- 2 From the Stitch Effects tool bar, select the Run  tool.



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

You see the segment altered accordingly.

Creating Run Motif stitches

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


To create Run (Motif) stitches:

- 1 Select one or more segments you want to convert.
- 2 Do one of the following:
 - ♦ From the Stitch Effects tool bar, select the Run  tool. In the Properties box, click the Run tab and select Motif from the Type list.
 - ♦ From the Stitch Effects tool bar, select the Run (Motif)  tool. In the Properties box, click the Run tab.
- 3 In the Stitch length (mm) box, enter the stitch length.
- 4 From the Motif list, select a motif pattern.
- 5 In the Run spacing (mm) box, enter the amount of spacing you want between the motifs.
- 6 Click Apply.


You see the segment(s) altered accordingly.

Satin and Fill Stitches

Creating Steil stitches


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

To create Steil stitches:

- 1 Select one or more segments you want to convert.
- 2 From the Stitch Effects tool bar, select the Steil  tool.
- 3 In the Properties box, click the Satin tab.
- 4 In the Width (mm) box, enter the width for the steil segment.
- 5 In the Satin density box, enter the density to apply to the segment.
- 6 Click Apply.


You see the segment(s) altered accordingly.

Creating Satin segments with the Satin tool

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

To create satin stitches using the Satin tool:

- 1 Select one or more segments you want to convert.

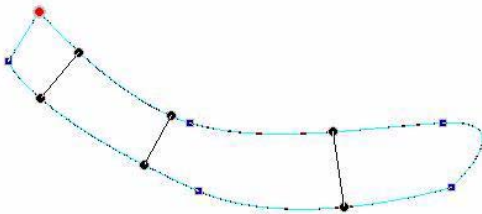
- 2 From the Stitch Effects tool bar, select the Satin  tool.

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

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



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



- 4 Double right-click to complete the segment.
- 5 In the Properties box, make any necessary changes and click Apply.









Creating stitches with other Satin tools

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

To create satin stitches using various column tools:

- 1 Select one or more segments you want to convert.

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

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

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




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

Creating Stitches with the Standard Fill Tool

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

To create stitches using the Standard Fill tool:

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

You see the segment(s) altered accordingly.





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

Creating Stitches with Various Fill Tools

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

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

To create stitches using the various Fill tools:

- 1 Select one or more segments you want to convert.
- 2 From the Stitch Effects tool bar, select one of the following Fill tools:
 - ♦ Fancy Fill . Select to create Satin or Fill stitches that use Fancy patterns. Fancy patterns have satiny regions with a grooved texture.
 - ♦ Motif Fill . Select to create Satin or Fill stitches that use Motif patterns. Motif patterns consist of decorative stitches, similar to those found on today's top-of-the-line computerized sewing machines.
 - ♦ Gradient Fill . Select to create Satin or Fill stitches with varied stitch lengths throughout the same segment.
 - ♦ Color Blend Fill . Select to create Satin or Fill stitches that combine two thread colors in the same segment.

You see the segment(s) altered accordingly.

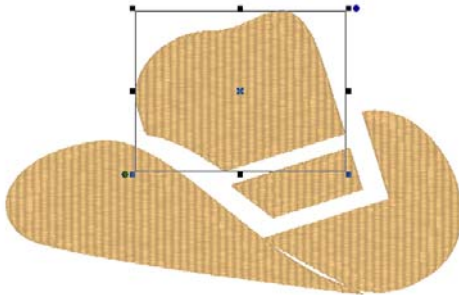
- 3 In the Properties box, make any necessary changes and click Apply.



Creating Satin or Fill Segments with Holes


Use the Fill tools to create Satin or Fill segments with holes. You can choose from a variety of patterns. The "holes" represent the areas that will have no stitches. If you are having difficulty punching the segment using Bezier curves, see "Bezier curves introduction".

To create Satin or Fill stitches with holes:

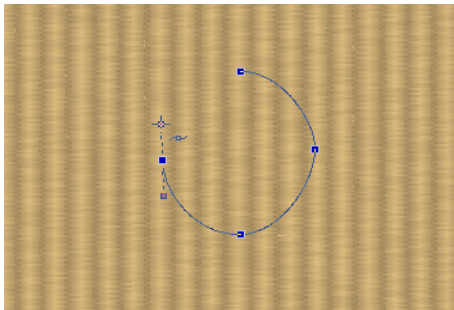
- 1 Select the Fill segment you want to add a hole to.




- 2 From the Design tool bar, click the down arrow next to the Shape  tool, and select the Add hole  tool from the pop-out list.

The pointer changes to a cross  with a symbol next to it to indicate that you in hole-punching mode.

- 3 Left-click inside the segment to punch where you want the hole to be.



- 4 From the Design tool bar, click the Close Shape  tool to close each hole.

- 5 Right-click twice anywhere on the design workspace to complete the segment.
You see the Fill segment with holes created.



Restoring Holes in Satin or Fill Segments

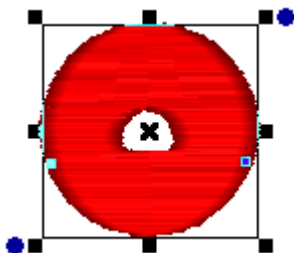
You can create Satin or Fill segments with holes. The "holes" represent the areas that will have no stitches.


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

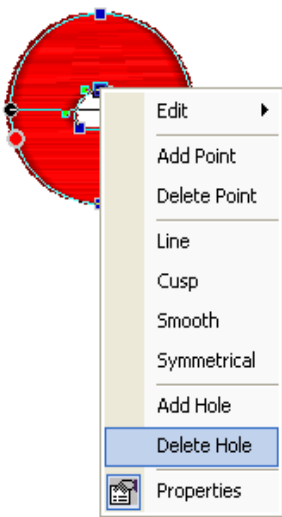
The Delete Hole feature can also be used to restore holes, as well as automatically delete the remaining areas.

To restore holes in Satin or Fill segments:

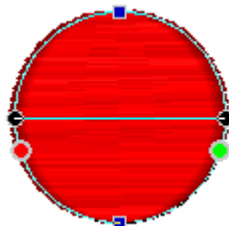
- 1 Select the Fill segment with a hole.



- 2 From the Design tool bar, click the Shape  tool.
- 3 Right-click any of the hole's blue anchor points and select Delete Hole from the menu.

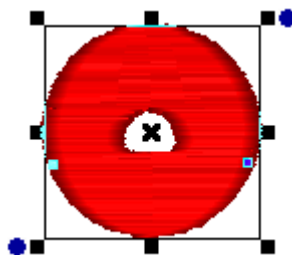



You see the segment's hole filled in.

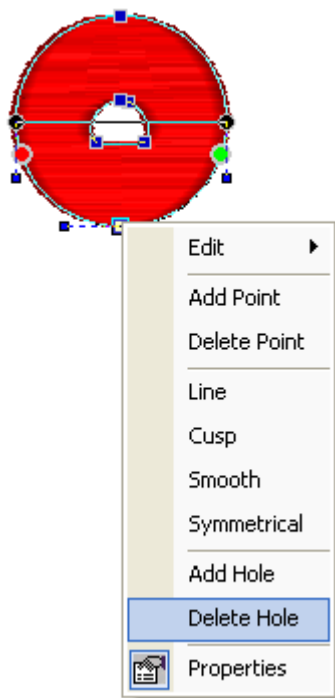


To restore holes and delete remaining areas:

- 1 Select the Fill segment with a hole.



- 2 From the Design tool bar, click the Shape  tool.
- 3 Right-click any blue anchor point on the segment's outside edge and select Delete Hole from the menu.



You see the segment altered accordingly.




Blending Thread Colors in one Segment

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

The Color Blend Satin tool allows you to create satin or fill stitches that combine two thread colors in the same Satin segment.

The Color Blend Fill tool allows you to create satin or advanced fill stitches that combine two thread colors in the same segment.

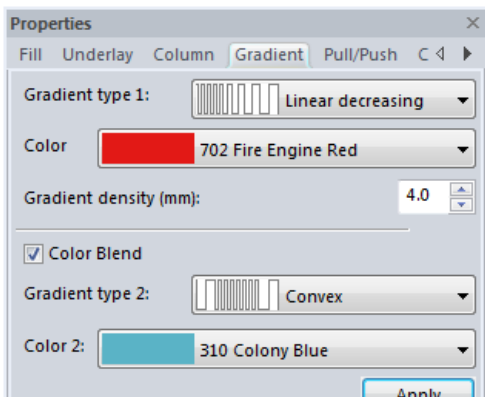
To blend colors using the Color Blend Satin tool:

- 1 Select a segment.
- 2 From the Stitch Effects tool bar, select the Color Blend Satin  tool.
The segment now has two colors.
- 3 When the pointer becomes a small cross with a bead, click and drag from left to right to place inclinations in your segment.



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

- 4 Double right-click to complete the segment.
- 5 In the Properties box, click the Gradient tab.



6 Do the following steps:


- ◆ In each Gradient type list, select the profile that best suits your needs.
The Gradient type controls how the stitches will be blended.
- ◆ In each Colors list, select the thread colors you want to blend.

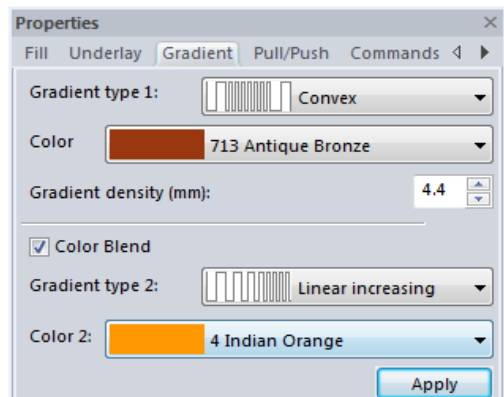


For best results, choose opposite density profiles for the two thread colors. For example, choose Linear Increasing for one color and Linear Decreasing for the other color.

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

To blend thread colors using the Color Blend Fill tool:

- 1 Select a segment.
- 2 From the Stitch Effects tool bar, select the Color Blend Fill  tool.
The segment now has two colors.
- 3 In the Properties box, click the Gradient tab.



4 Do the following steps:

- ◆ In each Gradient type list, select the profile that best suits your needs.
The Gradient type controls how the stitches will be blended.
- ◆ In each Colors list, select the thread colors you want to blend.



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

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

Wave Fill Stitches




Creating Stitches with Various Wave Fill Tools

Wave Fill tools let you apply wave stitches to Fill segments. Wave stitches follow the contour of the curves you create. Waves are useful to demonstrate motion. For example,

the Wave Fill pattern type is useful for embroidering rippling water, waving flags or simply for decorative effects.

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

To create stitches using the various Wave Fill tools:

- 1 Select one or more segments you want to convert.
- 2 From the Stitch Effects tool bar, select one of the following Wave Fill tools:
 - ♦ Wave Fill . Select to create Fill stitches that use standard Wave Fill patterns.
 - ♦ Wave Gradient . Select to create Satin or Fill stitches that use Wave Fill patterns with varied stitch lengths throughout the same segment.
 - ♦ Wave Color Blend . Select to create Satin or Fill stitches that use Wave Fill patterns. These patterns combine two thread colors in the same segment.

You see the segment(s) altered accordingly.

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

Embossing Tool

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

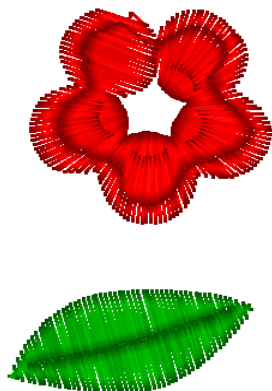
The embossed shape is typically placed on top of a fill and causes the fill to be "carved" or embossed along the contour of the embossed shape. The following shows some examples.

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

- To emboss a name or initials onto a fill.



- Or, to add texture to satin shapes.



Creating an Embossed Shape

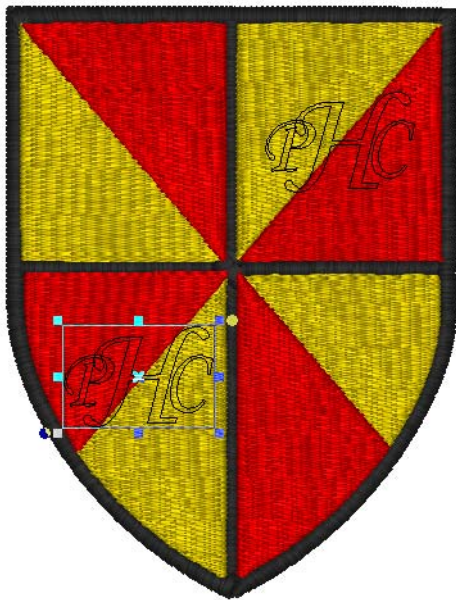
An embossing needs two objects. The first is a fill object that is being embossed. The second is the shape (usually an artwork segment) that you want to emboss upon your fill. You can create embossing using the Shapes tool or any of the Pen/Bezier/Line tools. To emboss letters, use the Import TTF tool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


To apply an embossed fill shape:

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



- 3 Select the artwork segment(s), and move to the location that you want it on your fill.



- 4 With the artwork segment still selected, click on the Embossing  tool.

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



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



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

Saving the Embossed Shape as a Symbol

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

To save a created embossing shape:


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

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

Using the Appliqué tool

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

To create stitches using the Applique tool:


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

Using the Appli-Stitch Tool

Use the Appli-Stitch  tool on the Stitch Effects tool bar to convert outline segments into Appli-Stitch appliqué borders. This tool creates designs for sewing on the special Appli-Stitch™ fabric.

The resulting segments are like regular appliqués, except that they include an extra “trapping stitch” run segment. The trapping stitch sews just inside the satin border, and serves to hold the Appli-Stitch™ fabric in place while the extraneous fabric (outside the border) is torn away.

To create stitches using the Appli-Stitch tool:


- 1 Select one or more segments you want to convert.
- 2 From the Stitch Effects tool bar, select the Appli-Stitch  tool.
The segment(s) will be converted.
- 3 In the Properties box, make any necessary changes and click Apply.
For more information on the properties of these segments, see “Changing Segment Settings—Appli-Stitch Properties.”

Auto Stipple Stitches

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

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


To create stitches using the Auto Stipple tool:

- 1 Select one or more segments you want to convert.
- 2 From the Stitch Effects tool bar, select the Auto Stipple  tool.
You see the segment(s) altered accordingly.
- 3 In the Properties box, make any necessary changes and click Apply.

Using the Cross-stitch tool

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

To create stitches using the Cross Stitch tool:

- 1 Select one or more segments you want to convert.
- 2 From the Stitch Effects tool bar, select the Cross-Stitch  tool.
You see the segment(s) altered accordingly.
- 3 In the Properties box, make any necessary changes and click Apply.


You can create an outline around a shape that has been filled with cross-stitches. First, right-click the segment and select Copy from the menu. Right-click the segment and select Paste from the menu. Then, click the Run



 tool or Satin  tool from the Stitch Effects tool bar.


Creating Artwork

Floriani Total Control U allows you to use the

Artwork  tool to easily convert outline segments into artwork shapes.

To create artwork segments:

- 1 Select one or more segments you want to convert.

- 2 From the Stitch Effects tool bar, select the Artwork  tool.

You see the segment(s) altered accordingly.

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

CHAPTER 6

Creating Lettering and Merging Designs

You can add lettering to your designs using the various text tools. Generate unique embroidery text in an array of shapes and sizes using our powerful Text tool, as well as the vast selection of commercially available TrueType® fonts.

Floriani Total Control U also allows you to merge lettering and add any stock design with just a few clicks of your mouse.

Topics covered in this chapter:

- Using the Text, Circle, Monogram and Vertical tools to create lettering.
- Adjusting the shape of the various different kinds of text segments.
- Selecting and adjusting the position of individual letters in a design.
- Adjusting the properties of text segments (such as fill type, underlay, pull or push compensation) in the Properties panel.
- Merging other embroidery files into the current design.

Creating Normal Text

Normal text items are created using the Text

T tool. Normal text items are those that are contained in Envelopes. They start out with normal proportions for the font, and can be adjusted.

To create normal text:

- 1 From the Modify tool bar, click the Text **T** tool.
- 2 Click once in the design window.



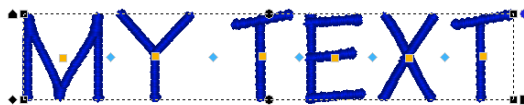
If another text item was already selected, your first click only de-selected that item. You'll have to click again.

You see default text "My Text" appear in the design window. You will need to make changes to this text in the Properties box.

- 3 In the Properties box, click the Text tab.
- 4 In the text box, change the default text accordingly.
- 5 Make any other changes in the Text Properties box.
For more information on changing normal text settings in the tabs, see "Normal Text Properties".
- 6 Click Apply.
Your text will change accordingly.

Adjusting the Size of Normal Text Items

The size of text items can be adjusted using the Proportional Sizing handle.



This handle is on the top left of the design and it appears as a black pennant pointing up. If you drag this handle, you will see the design scale proportionally, which means that as you make the design wider, the design also gets taller.

Adjusting the Width of Normal Text Items

The Width of text items can be adjusted using the Width handle.



This handle is on the bottom right of the design and it appears as a black pennant pointing right. If you drag this handle, you will be able to adjust the width of the design, but you will not be able to change the height.



If you want to adjust the height of a design, it can be done in the Height (mm) box in the Text tab. Enter the new size and click Apply.

Adjusting the Corners of Normal Text Items

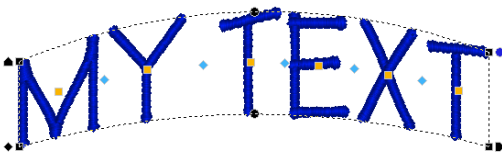
The corners of text items can be adjusted up or down using the Corner handles.



The Corner handles are at each corner of the design, and are black in color. Their purpose is to adjust the vertical position of each corner. Using the corner handles, you can create text that appears as if it is going up or down hill.


Adjusting the Shape With the Envelope Handles

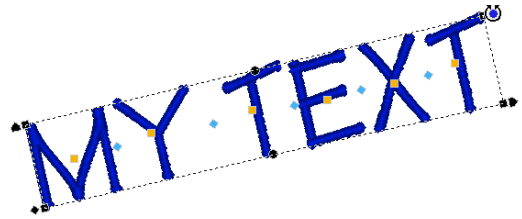
Text items can be made to fit inside a shape, called an Envelope. To adjust this shape, use the Envelope handles.



The Envelope handles are the round, black handles that are centered on the design, both above and below the text. These handles adjust vertically to form a curved shape to the text, top and bottom independently.

Rotating Text

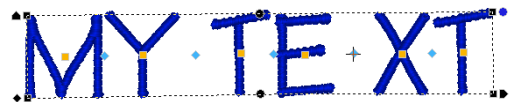
To rotate text, use the Rotation handle. The Rotation handle is at the top right of the design and appears as a blue disk. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle .



Dragging this handle rotates the design to any angle. You will see an outline of the design rotate onscreen as you are dragging, and the text will recalculate when you release the mouse.

Adjusting the Kerning (spacing between letters)

The space between individual letters can be adjusted using the Kerning handles.



The Kerning handles are the blue diamond-shaped handles between each letter. These handles move horizontally and can be dragged to adjust the space between each letter.



If you move a kerning handle in the middle of a word, you adjust only the space between those two letters, thus if you add space, you will see the entire text item expand, keeping the distances you have between each of the other letters.

Repositioning Individual Letters

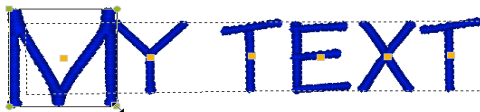
Moving individual letters can be accomplished with the Letter handles.



The Letter handles are the orange squares at the center of each letter. You can click on the letter handle to activate individual letter size and rotation handles, or you can drag the letter handle to adjust the letter position left, right, up or down.

Adjusting Individual Letter Sizes

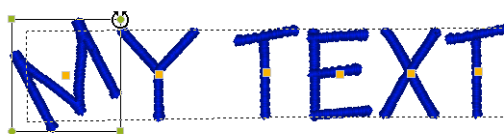
Letters can be individually resized using the Letter Size handles.




Letter Size handles appear only when an individual Letter handle has been clicked on. The Letter Size handles are on the top left and bottom right of the letter and are olive green. These handles can be dragged to increase or decrease the proportional size of the individual letter.

Rotating Individual Letters

Individual letters can be rotated using the Letter Rotation handles.



The Letter Rotation handles appear only when an individual Letter handle has been clicked on. The Letter Rotation handles are on the top right and bottom left of the letter and are olive green. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle .

These handles can be dragged to rotate the individual letter; similar to the way the Rotation handle will rotate a whole text item.



When the cursor is placed over the text function handles, the cursor changes for the different functions.


Circle Text

Overview


Circle text is the application of lettering around a circle. You can adjust the size, width and spacing of the letters, as well as the size of the circle. You can also rotate the letters around on the circle, and easily encircle an embroidery design. Circle Text is controlled in two ways: A set of 'handles' that allow individual adjustments to the text by dragging them with the mouse, and using the Properties box.

Once you have created a Circle text segment, you enter the text you want in the Upper and Lower text boxes on the Circle Text properties page. For more information, see "Circle Text Properties".

Creating Circle Text

Circle Text items are created with the Circle  tool. Circle text items are those that are created on a circle. They start out with normal proportions for the font, and can be adjusted.

To create circle text:

- 1 On the Modify tool bar, click the Circle  text tool.
- 2 Click once in the design window.



If another text item was already selected, your first click only de-selected that item. You'll have to click again.

You see default text "MY TEXT" appear in the design window. You will need to make changes to this text in the Properties box.

- 3 In the Properties box, click the Circle tab.

- 4 In the upper and lower text boxes, change the default text accordingly.
- 5 Make any other changes in the Circle text Properties box.

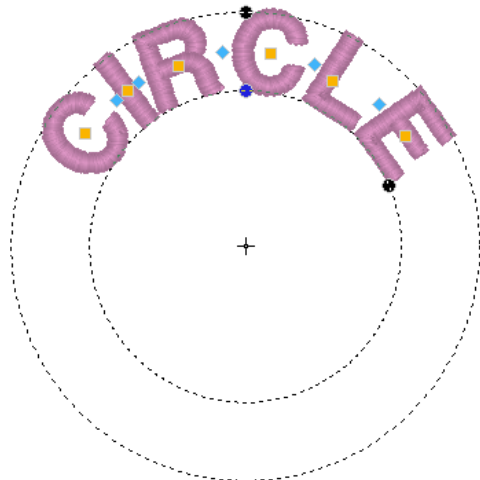
For more information on changing Circle text settings in the tabs, see "Circle Text Properties".

- 6 Click Apply.

Your text will change accordingly.

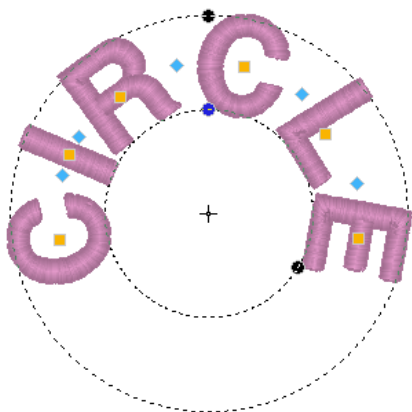
Adjusting Circle Text using the Handles

The adjustment handles for Circle text can be used to change the text segment in many different ways. The following sections outline how to use these handles.



Adjusting the Size of Circle Text

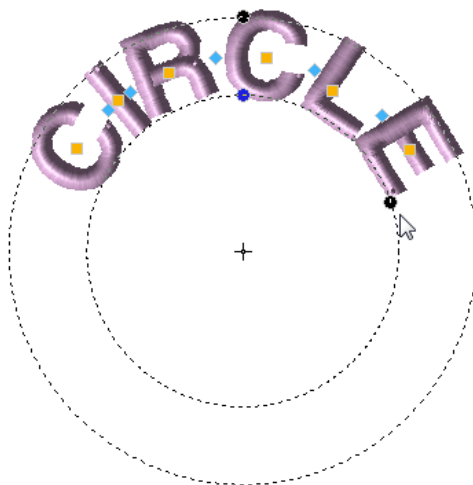
The Sizing handle will adjust the height of letters in the Circle text frame.



This handle appears on the top of the design and it appears as a black dot. If you drag this handle, you will see the design scale proportionally, which means that as you make the design wider, the design also get taller. As you resize the design, however, the basic circle that the text is on does not change.

Adjusting the Width of Text Around a Circle

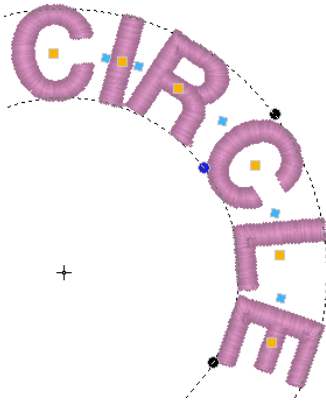
The Width handle adjusts the width of circle text.




This handle initially appears on the bottom right of the text as a black dot. If you drag this handle, you will be able to adjust the width of the design, but you will not be able to change the height. This has the effect of filling around the circle more (wider text) or less (narrower text).

Rotating Text Around the Circle

Text can be rotated around the circle using the Rotation handle.



The Rotation handle is a black dot centered on the lower edge of the top lettering of the Circle text. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle .

Dragging this handle rotates the design to any angle. You see an outline of the text rotating onscreen as you drag. This handle also controls the diameter of the circle that the text is on. Moving the cursor closer to the center of the circle creates a smaller diameter, and moving the cursor away from the center creates a larger diameter circle.

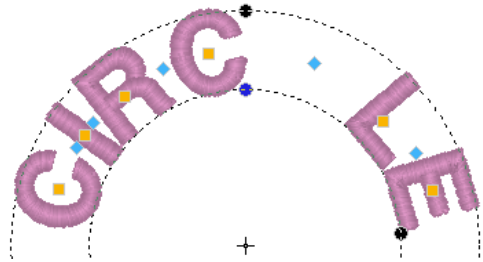
Adjusting the Kerning (Space between letters)

You can adjust the space between each letter in the text with the Kerning handles. These are the blue diamond handles that appear

between each letter. These handles move 'horizontally' and can be dragged to adjust the space between each letter.

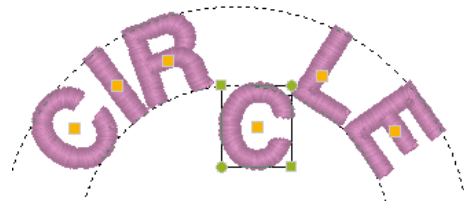


If you move a kerning handle in the middle of a word, you adjust only the space between those two letters. So, if you add space, you entire text segment will expand, keeping the distances you have between each of the other letters.



Adjusting Individual Letter Positions

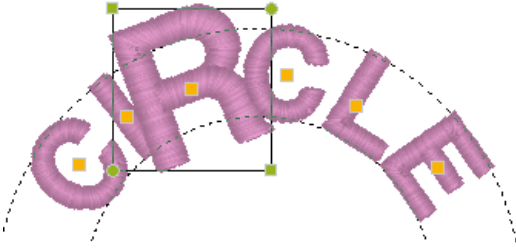
Individual letter positions can be adjusted using the Letter handles.



The Letter handles are orange in color, and appear in the center of each letter. You can click on the letter handle to activate individual letter size and rotation handles, or you can drag the letter to adjust its position left, right, up or down.


Adjusting Individual Letter Size

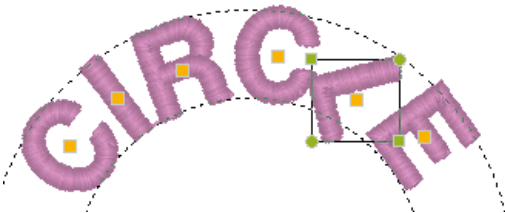
Individual letter size can be adjusted with the Letter Size handles.



Letter Size handles appear only when an individual Letter handle has been clicked on. The Letter Size handles are on the top left and bottom right of the letter and are olive green. These handles can be dragged to increase or decrease the proportional size of the individual letter.

Rotating Individual Letters

Individual Letters can be rotated with the Letter rotation handles. The Letter rotation handles appear only when an individual Letter handle has been clicked on. The rotation handles are the green disks at the top right and bottom left of the letter. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle .



These handles can be dragged to rotate the individual letter; similar to the way the Rotation handle will rotate a whole text item.

Monogram Text


Overview

Monogram text is very similar to Normal text except that it cannot be multi-line. Unlike the other text types, it can have decorations added to it.

Creating Monograms

Monograms are created with the Monogram



Text  tool. Monogram text items look like Normal text items using monogram fonts, but they also add Monogram Decorations, selectable in the Properties box. They start out with normal proportions for the font, and can be adjusted.

To create monogram text:

- 1 On the Modify tool bar, click the Monogram
- 2 Click once in the design window.



If another text item was already selected, your first click only de-selected that item. You'll have to click again.

The default text "ABC" appears in the design window.

- 3 In the Properties box, click the Monogram tab.
- 4 In the Letters box, change the default text accordingly.

- 5 Make any other changes in the Monogram Properties box.

For more information on changing normal text settings in the tabs, see "Monogram Properties".

- 6 Click Apply.

Your text will change accordingly.

Adjusting Monogram Text using the handles

Monogram text is controlled in two ways: A set of 'handles' that allow individual adjustments to the text by dragging them with the mouse, and using the Properties box (for further information, see "Monogram Properties".)

The handles on a Monogram text segment allow you to adjust the segment in many different ways.

Adjusting the Size of a Monogram

You can adjust the size of a monogram with the Sizing handle.



The Sizing handle is on the top left of the design and it appears as a black pennant pointing up. If you drag this handle, you will

see the design scale proportionally, which means that as you make the design wider, the design also gets taller.

Adjusting the Width of a Monogram

The monogram width can be adjusted using the Width handle.



This handle is on the bottom right of the design and it appears as a black pennant pointing right. If you drag this handle, you will be able to adjust the width of the design, but you will not be able to change the height.



If you want to adjust the height of a design, it can be done in the Height (mm) box in the Text tab. Enter the new size and click Apply.

Adjusting the Corners of the Monogram

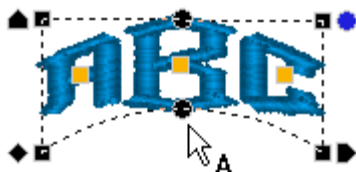
The corners of a monogram can be adjusted vertically using the Corner handles.



The Corner handles are at each corner of the design, and they are black in color. Their purpose is to adjust the vertical position of each corner. Using the corner handles, you can create text that appears as if it is going up or down hill.


Adjusting the Shape of a Monogram with Envelopes

Monograms can have their outer shapes adjusted with the Corner handles.



The Envelope handles are the round, black handles that are centered on the design, both above and below the text. These handles adjust vertically to form a curved shape to the text, top and bottom independently.

Rotating the Monogram

Monograms can be rotated using the Rotation handle; this is the blue disk at the top right of the design. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle .



Dragging this handle rotates the Monogram text to any angle. You will see an outline of the design rotate onscreen as you are dragging, and the text will recalculate when you release the mouse.

Repositioning Individual Letters in a Monogram

Individual letters can be repositioned in a monogram using the Letter handles.



The Letter handles are orange, and appear in the center of each letter. You can click on the letter handle to activate individual letter size and rotation handles, or you can drag the letter to adjust its position left, right, up or down.


Adjusting Individual Letter Size in a Monogram

Individual letters can be resized in a monogram using the Letter Size handles.



Letter Size handles appear only when an individual letter has been selected. They are the green squares at the top left and bottom right of the letter. These handles can be dragged to increase or decrease the proportional size of the individual letter.

Rotating Individual Letters in a Monogram

Individual letters in a monogram can be rotated using the Letter Rotation handles. The Letter Rotation handles appear only when an individual Letter handle has been clicked on. The Letter Rotation handles are the green disks at the top right and bottom left of the letter. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle .



These handles can be dragged to rotate the individual letter; similar to the way the Rotation handle will rotate a whole text item.


Vertical Text

Overview


Vertical text is controlled in two ways: A set of 'handles' that allow individual adjustments to the text by dragging them with the mouse, and using the Properties box.

Creating Vertical Text

Vertical text items are created using the

Vertical Frame  tool. Vertical text items are those that are created vertically. They start out with normal proportions for the font, and can be adjusted.

To create vertical text:

- 1 From the Modify tool bar, click text fly-out menu, and select the Vertical Frame  tool.
- 2 Click once in the design window.



If another text item was already selected, your first click only de-selected that item; you will have to click again.

You see default text "A" in the design window.

- 3 In the Properties box, click the Vertical tab.
- 4 In the text box, change the default text accordingly.

- 5 Make any other changes in the Vertical text Properties box.

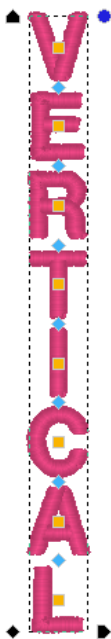
For more information on changing normal text settings in the tabs, see “Vertical Text Properties”.

- 6 Click Apply.

Adjusting the Size of Vertical Text Items

The adjustment handles on the Vertical text frame have many useful functions.

The size of text items can be adjusted using the Proportional Sizing handle.

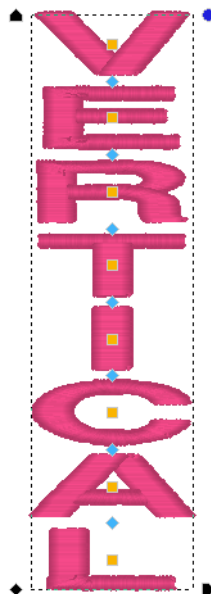


This handle is on the top left of the design and it appears as a black pennant pointing up. If you drag this handle, you will see the design

scale proportionally, which means that as you make the design wider, the design also gets taller.

Adjusting the Width of Vertical Text Items

The Width of text items can be adjusted using the Width handle.




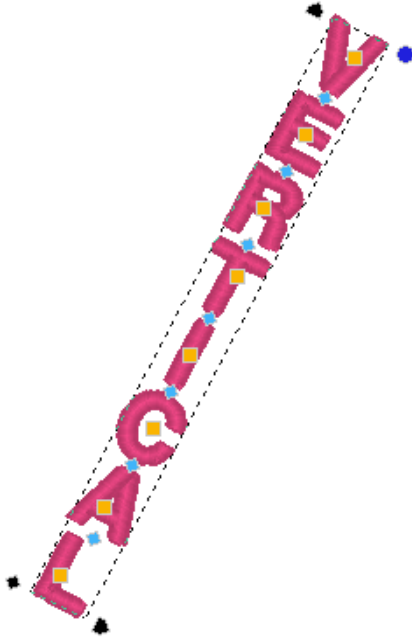
This handle is on the bottom right of the design and it appears as a black pennant pointing right. If you drag this handle, you will be able to adjust the width of the design, but you will not be able to change the height.



If you want to adjust the height of a design, do it in the Properties box, or with the Proportional size handle, then adjust the Width handle to achieve the exact size you need.

Rotating Vertical Text

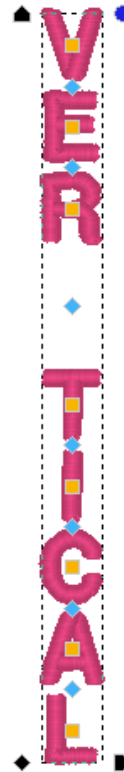
To rotate vertical text, use the Rotation handle. The Rotation handle is at the top right of the design and appears as a blue disk. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle .



Dragging this handle rotates the text to any angle. You will see an outline of the text rotate onscreen as you are dragging, and the text will recalculate when you release the mouse.

Adjusting the Kerning (space between letters)

The space between individual letters can be adjusted using the Kerning handles.



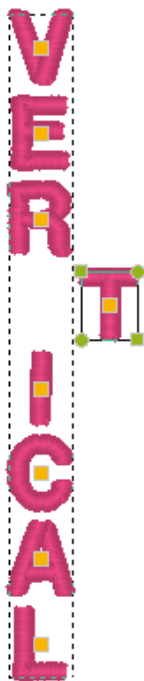
The Kerning handles are the blue diamond shaped handles that appear between each letter. These handles move horizontally and can be dragged to adjust the space between each letter.



If you move a kerning handle in the middle of a word, you adjust only the space between those two letters, thus if you add space, you will see the entire text item expand, keeping the distances you have between each of the other letters.

Repositioning Individual Letters

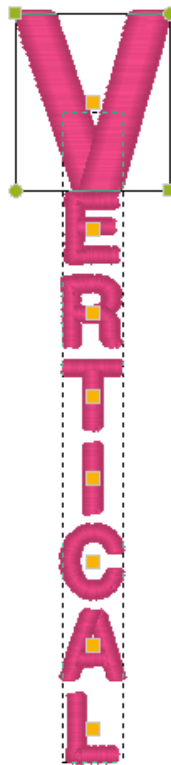
Moving individual letters can be accomplished with the Letter handles.



The Letter handles are orange squares, which appear in the center of each letter. You can click on the letter handle to activate individual letter size and rotation handles, or you can drag the letter handle to adjust the letter position left, right, up or down.

Adjusting Individual Letter Sizes

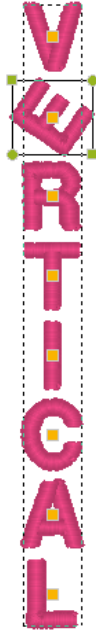
Letters can be individually resized using the Letter Size handles.




Letter Size handles appear only when an individual Letter handle has been clicked on. The Letter Size handles are on the top left and bottom right of the letter and are olive green. These handles can be dragged to increase or decrease the proportional size of the individual letter.

Rotating Individual Letters

Individual letters can be rotated using the Letter Rotation handles.



The Letter Rotation handles appear only when an individual Letter handle has been clicked on. The Letter Rotation handles are on the top right and bottom left of the letter and are olive green. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle .


These handles can be dragged to rotate the individual letter; similar to the way the Rotation handle will rotate a whole text item.



You can double-click any handle to open the Properties box.


Path Text

Overview

The Path  tool creates lettering that follows a set line. Floriani Total Control U comes with a set of shapes already installed for you to choose from; or, you can create your own shape, using the Edit Shape command, and save it (see “Creating a Custom Path Shape”).

Creating a Path segment

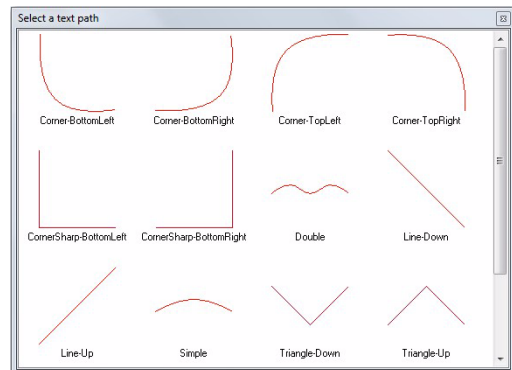
To create text along a path:

- 1 On the toolbar, click the Text tool to open the fly-out menu, and select the Path  tool.
A letter “A” appears beside your mouse pointer.
- 2 Click once in the design window.



If another text object was already selected, your first click only de-selected that object. You will have to click again.

You see the Select a text path dialog.



- 3 Select one of the paths from the Select a text path dialog.

The default text “A” appears in the design window along the chosen path.

- 4 To change the path shape that is applied to the text, perform the following steps:

- ♦ Right-click on the text segment.
- ♦ In the option menu that appears, choose “Text Paths...”

You see the Select a text path window.

- ♦ To select the path you want, left-click on it.

The Select a text path box closes, and you see that the new path has re-shaped your text in the design window.

- 5 To modify the Path Text segment, open the properties panel.

- 6 In the input text box, change the default text.

- 7 Make any other changes in the Properties box.

For more information on changing text settings in the tabs, see “Editing Text in the Properties Box” and “Normal Text Properties”.




The properties of Text on a Path are the same as those for Normal Text, except that you cannot have multiple lines in a Text on a Path segment.

- 8 Click Apply.
Your text will change accordingly.

Creating a Custom Path Shape

In addition to the Path shapes already installed, you can create and save your own shape, using the Edit baseline command.

To create a custom path

- 1 Create a text segment using the Path  tool.

- 2 With the Text on a Path text still selected, right-click and choose Edit baseline from the options menu.

The baseline shape appears along the bottom of the text, showing the anchor points (blue squares).

- 3 Click and drag the anchor points and direction lines to modify the shape of the baseline.



The baseline of the path is a Bezier curve, like the artwork shapes that are created using the Bezier tool. For more information on working with Bezier curves, see “Drawing Lines, Shapes, and Artwork.”

- 4 Right-click to redraw the lettering so that it follows the new curve.

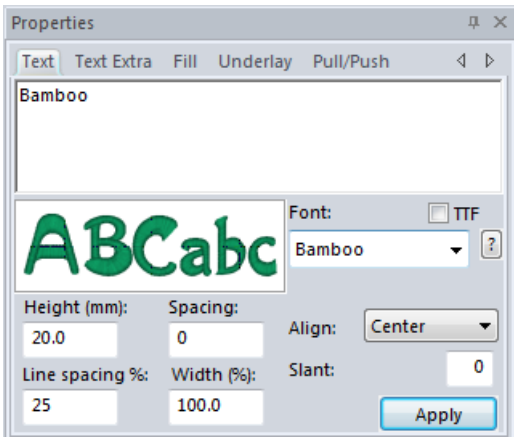
- 5 To save your custom shape, right-click and choose “Export line” from the options.
You see a Save as dialog.

- 6 Type in a name for the new Text Path and click save.

The new Text Path will now appear in the Select paths dialog when you use the Text on a Path tool.

Editing Text in the Properties Box

The Properties box allows you to type in the actual text for your design and change its appearance, reflecting the type of text item that is currently selected.



For text segment you will see that the Properties box has five tabs. These tabs allow you to adjust specific tab settings. The first of the tabs will be labelled, “Text,” “Circle,” “Monogram,” or “Vertical” depending on the text item you have selected. The other tabs are labelled “Fill”, “Text Extra,” “Underlay”, and “Pull/Push.” The Text tab where you enter in the letters you want to embroider.


The Text tab and Special Characters

All four modes of text allow you to type in the text that you want to embroider. However, each mode has some variation on what you can type in. For instance, you cannot create a multi-line monogram. Despite the differences,

the method of typing in special characters remains the same.

When using the text box, you can type in any character on your keyboard, plus you can type in characters by their ASCII number. An ASCII number is a code number, four digits long, which represents a character that may not have a key to represent it. For instance, ™ or ® are symbols that exist in some fonts but are not type-able on a standard US/English keyboard.

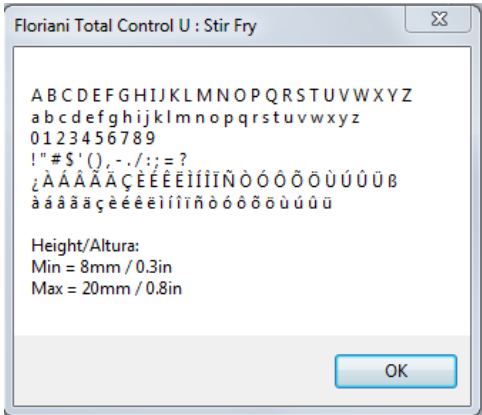
In order to type in an ASCII code for a special character, you hold down the ‘Alt’ key while typing in the ASCII number. When you release the ‘Alt’ key, the character will appear.



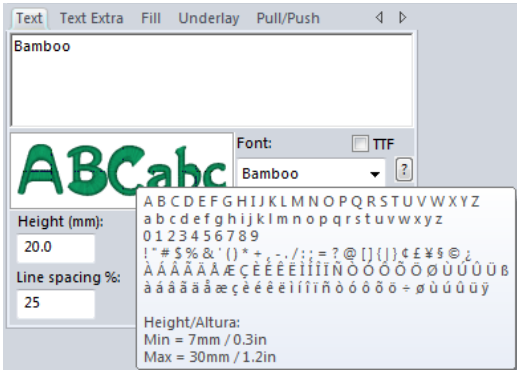
Due to Windows constraints, you must type the numbers on the keyboards numeric keypad for this to work.

Viewing a Font’s Available Characters

There is a display on the Text tab that shows you what characters you can type – click on the ‘?’ button, located next to the font name. You will see a display similar to the following:



You can also place your cursor over the preview image of fonts to view the characters you can type as well as minimum and maximum height recommendations.



Letter Height

The height property refers to the tallest letter in the font. Thus, if an uppercase letter is followed by lowercase letters, the uppercase letter will typically be larger, and its height will be set to your preference here. When you click the '?' button, located next to the font name, you can view a font's minimum and maximum height recommendations. They are also easily viewed when you place your cursor over the preview image of fonts in the Text tab.

Selecting Fonts

Next to the text box is an image showing a sample of the font. The font may be selected from the drop-down box below the font image. You can click on the down-arrow to see a list of the fonts.

If you would like to scroll through the list of fonts and see what they look like, click on the down-arrow and use the up and down arrows on your keyboard to move through the font list. This allows you to preview the fonts without having to select each one.

You will notice that some fonts have a particular size in their name, such as "4mm". This is because that particular font is designed stitch-by-stitch for a particular size. You can change the size of the font, but it is not recommended. Stitches in these fonts do not recalculate, as with the others. The reason for creating the fonts is that at very small sizes, fonts become extremely difficult to embroider. Minimal adjustments, even by one single stitch can alter the appearance of a letter.

Selecting TrueType® Fonts (TTF)

You can also select the TTF option to view a list of available TrueType® fonts. The list of fonts shown in the Fonts drop-down list will change accordingly. From the Style drop-down list, you can also choose the stitch effect you want applied to the text.

TrueType fonts, unlike embroidery fonts, are not installed with Floriani Total Control U; therefore, only those TrueType fonts that you have installed on your own system will be available to you.

Spacing

The spacing control adds a specific amount of space between each letter. Thus, if you wanted to space your letters out further, you can enter 2 here and click 'Apply'. You can also use this parameter to make the spaces between the letters less than zero. If the spacing is set at zero, the default, then the normal kerning operation for the font is used. If you wish to individually adjust the letter spacing, you can do so by adjusting the letters with the kerning handles. For more information, see the sections on Normal text, Circle text, Monogram text or Vertical text.

Width Percentage

The purpose of Width Percentage is twofold: To adjust the width of the text item for appearance, or to compress the text for more precision in the final output size. The width adjustment is set in terms of percentage, and automatically gets updated as you drag the Width handle on the text item.

Slant Setting

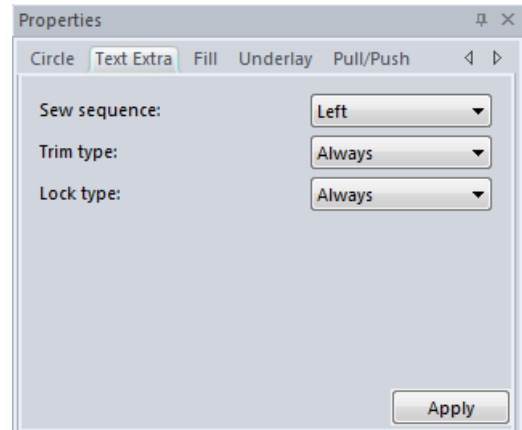
Use the Slant setting to create a slanted effect for your lettering. Slant changes the degree value of the slant on your lettering. A negative value slants your lettering to the left; a positive value slants it to the right.



Negative slant to the left and positive slant to the right

Text Extra Settings

The Text Extra tab is the second tab on the Properties Panel. The following are the segment settings that are found under this tab. These are common to all types of Text.



Sew sequence

This setting determines the position in the text segment at which the sewing will begin. Choose between Left, Right or Center.

Trims

Use the Trims field (under the Text Extra tab) to control how trims are applied to lettering segments. You can choose from the following options:

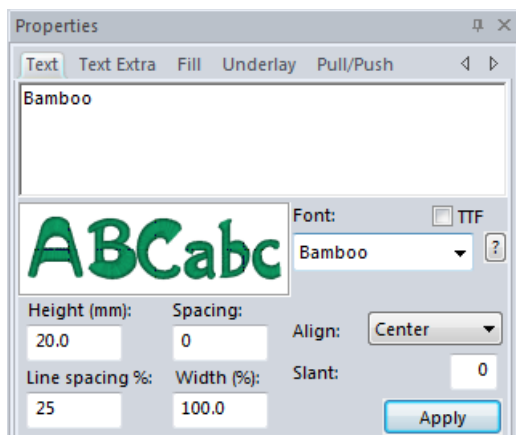
- Always: Inserts a trim between all letters in the segment.
- Never: No trims are placed between letters in the segment
- Auto: A trim is placed between the letters, if the distance between them exceeds a certain set value.

Lock Stitches

You can choose to add lock stitches to the lettering using the Lock Type field in the Text Extra tab of the properties panel. The options are Always, Never, and Around trim. Click the Apply button to save your changes.

Normal Text Properties

Normal text properties are adjustments specific to normal text that can be made from the Properties box. Depending on the type of text selected (Normal, Circle, Monogram, and Vertical), the appearance of tabs in the Properties box will be slightly different.



The Text tab allows you to set a wide variety of options regarding your text. The most important item is the text box, which is where you can type in the text that you want to embroider. This text box is multi-line, so you can type in a whole phrase, poem, etc.



This is the only text mode that allows you to enter multi-line text.

Line Spacing

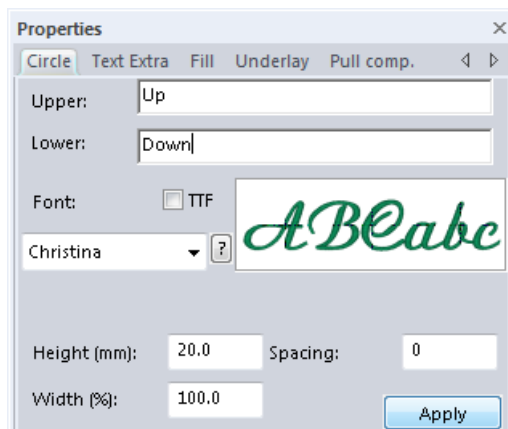
The Line Spacing parameter is unique to the Normal text mode. This allows you to set the distance between lines of text based on a percentage of the text height. The default is 25%, but you can adjust that up or down to improve your results or to squeeze more text into your hoop.

Alignment

Alignment is found only in the Normal text mode. The alignment is principally used for multi-line font segments, but can be useful if you are manually aligning multiple text items as well. The choices are Left, Center and Right. For example, Left alignment means that every line will start at the same left position.

Circle Text Properties

Circle text properties are adjustments specific to circle text that can be made from the Properties box. Depending on the type of text selected (Normal, Circle, Monogram, and Vertical), the appearance of tabs in the Properties box will be slightly different.

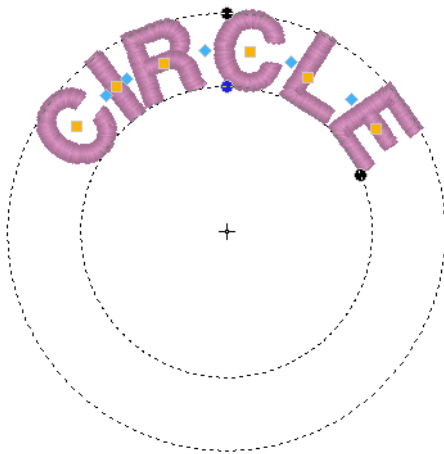


The Circle tab allows you to set options particular to Circle text. The most important item is the text box, where you enter the text that you want to embroider.

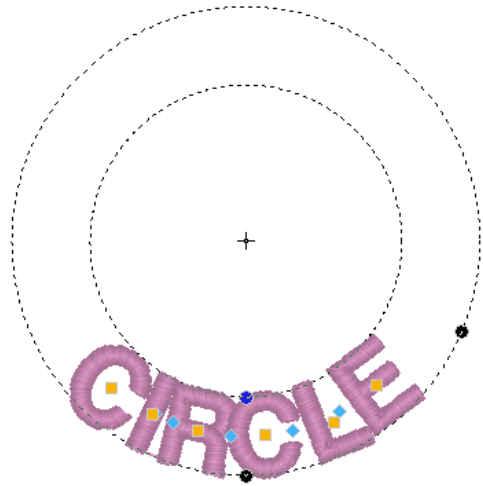


Because your text is in a circle, you can only type in one line. You can, however, create a second Circle text on a smaller circle, allowing you to simulate multi-line text.

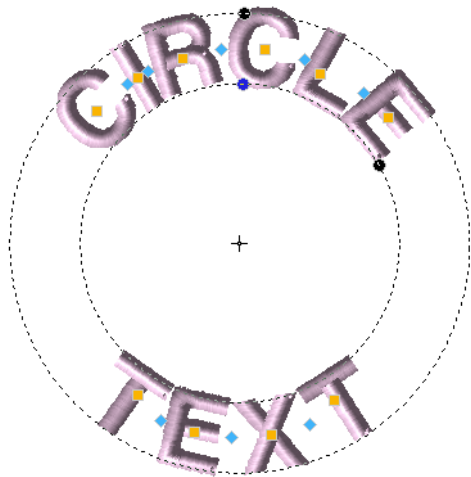
When you first create a segment of Circle text, the lettering is placed in the Upper text box by default; it is placed so that it runs along the top of the circle, reading clockwise, like so:



If you want to have the text appear on the bottom of the circle, type it in the Lower text box; it will then appear on the bottom of the circle, reading counter-clockwise, thus:

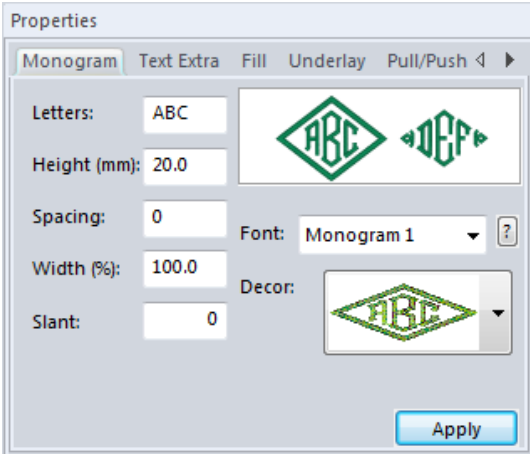


If you type text in both boxes, the top text will read clockwise, and the bottom text will read counter-clockwise.



Monogram Properties

Monogram properties are adjustments specific to monograms that can be made from the Properties box. Depending on the type of text selected (Normal, Circle, Monogram, and Vertical), the appearance of tabs in the Properties box will be slightly different.



The Monogram tab allows you to set options and decorations for your text (if the selected font has decorations available). The most important item is the Letters box, which is where you can type in the text that you want to monogram. Next to the Letters box, is a bitmap showing a sample of the font.

When using the Monogram Mode, only monogram fonts will be available because they may potentially have a set of decorations to work with. Note that not all Monogram fonts come with decorations.

When you are done adjusting the properties, click the 'Apply' button.

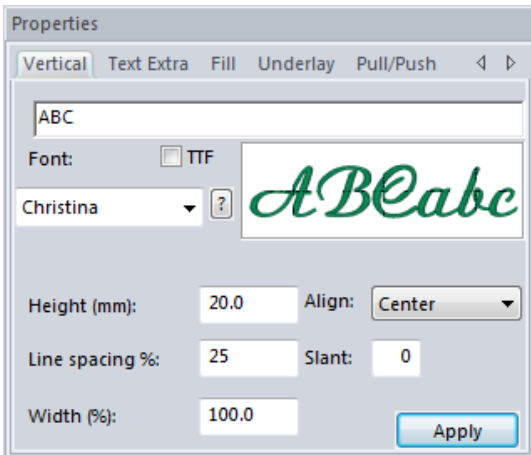
Décor Options Available

The Décor for the monograms is font-specific: Each monogram has its own set of decorations that are uniquely designed for that font and its traditional applications. Simply click the down-arrow on the Décor drop-down box and scroll through the samples of decoration. When you find the one you want, simply click on it.

Not all of the Monogram fonts have Décor options.

Vertical Text Properties

Vertical text properties are adjustments specific to Vertical text, which can be made from the Properties box. Depending on the type of text selected (Normal, Circle, Monogram, or Vertical), the appearance of tabs in the Properties box will be slightly different.



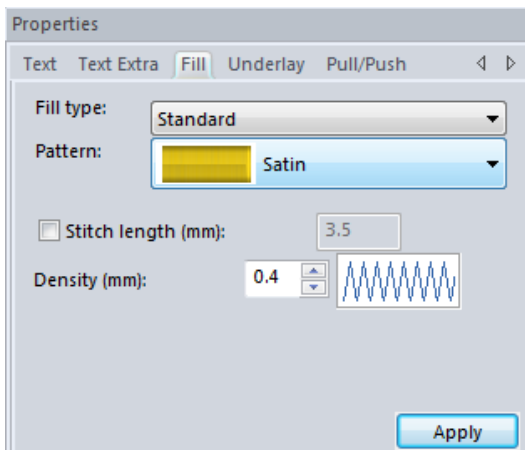
The Vertical tab allows you to set a wide variety of options regarding your text. The most important item is the text box, which is where you can type in the text that you want to embroider. Below the text box, is a bitmap showing a sample of the font. When you're done adjusting, click the 'Apply' button.

Text Fill Properties

The second tab of the Properties box is the Fill tab. The 'Fill' tab will have the same appearance regardless of the text mode of the currently selected text item.



Depending on the text style selected from the Text, Circle or Vertical tabs, the properties on the Fill tab may change.



The Fill tab allows you to customize the parameters used by Floriani Total Control U in the creation of the stitches that will fill the text design. You have the options to choose a fill type and add a pattern type.

Density Setting

Fill density is the distance between individual lines of embroidery. Density is measured in millimeters in this dialog.

How does changing this setting affect your design? If you have a very loosely woven fabric, you may want to use a slightly larger number. Do this because the fabric may not be able to hold a large set of stitches in a small area. If you are unsure what setting to use, try the standard setting, 0.4, which works well almost universally.

The image next to the Density setting from the Fill tab will change as you adjust the setting. These are not precise images given in the Fill tab. Rather, they are intended to provide you with visual clues to what you are doing as you change the settings.



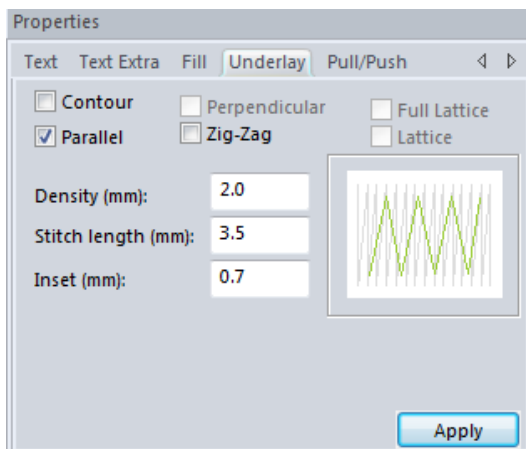
It is important to always stitch a test before committing to a design.

For larger text items, particularly when you exceed the maximum recommended height of a font, you will want to use Fill stitches. Fill stitches are typically used to fill large areas in an embroidery design. With Fill Stitches, each line across is made up of two or more individual stitches.

Underlay Properties

Selecting the Underlay Type

The final tab on the Text properties panel allows you to choose the underlay types for the text segment. Choose from Contour, Parallel, Perpendicular, Zig-zag, Lattice, or Full Lattice. Note that, depending on the design's Recipe, some underlay types may already be applied. See “Learning the Basics—Selecting Recipes.”



You can combine underlay types to get maximum coverage.

To select an underlay type:

- 1 Select the Text segment, and then click the Underlay tab in the Properties panel.
- 2 Select one or more underlay types you want to use.



When you select underlay types, you will be able to see what your underlay type will look like in the Preview area.

- 3 Adjust any of the other settings; refer to the related procedures for more information.
- 4 Click Apply.

Underlay Density

You can specify the density for underlay stitches.

To set the underlay density:

- 1 Select the Text segment, and then click the Underlay tab in the Properties panel.
- 2 Select one or more underlay types you want to use.



When you select underlay types, you will be able to see what your underlay type will look like in the Preview area.

- 3 In the Density box, enter a density value.
- 4 Adjust any of the other settings; refer to the related procedures for more information.
- 5 Click Apply.

Underlay Stitch Length

You can specify the stitch length for your underlay stitches. You can increase or decrease the length according to your underlay needs.

To specify the underlay stitch length:

- 1 Select the Text segment, and then click the Underlay tab in the Properties panel.
- 2 Select one or more underlay types that you want to use.



When you select underlay types, you will be able to see what your underlay type will look like in the Preview area.

- 3 In the Stitch Length box, enter the stitch length that you want for your underlay stitches.
- 4 Adjust any of the other settings. Refer to the related procedures for more information.
- 5 Click Apply.

Changing the Inset Distance

You can change the inset distance. The software calculates the inset distance (the distance the underlay stitches are placed from the edge of the top stitching.) Inset distance changes the amount of underlay coverage. The smaller the inset distance, the more coverage you have.

To change the inset distance:

- 1 Select the Text segment, and then click the Underlay tab in the Properties panel.
- 2 Select one or more underlay types that you want to use.



When you select underlay types, you will be able to see what your underlay type will look like in the Preview area.

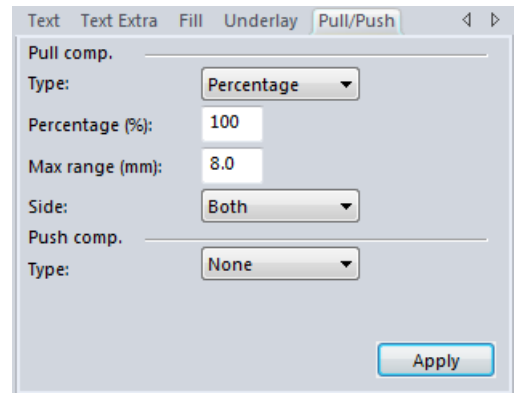
- 3 In the Inset box, enter the amount of distance you want.
Enter a zero value if you want to place the underlay directly on the edge of the segment.
- 4 Click Apply.

Pull-compensation for Text

Pull-compensation is a stitch length adjustment which compensates for the “give” in certain stretchy fabrics. For example, you can add a degree of pull-compensation to prevent gaps from appearing between adjacent segments. Use the settings on the Pull/Push tab of the Text Properties box to adjust the pull-compensation. Select either Percentage, Absolute or None.

To adjust the pull-compensation:

- 1 Select the text.
- 2 In the Properties panel, select the Pull comp tab.



- 3 From the Type list, select one of the following options:
 - ♦ None: Makes no adjustments to pull-compensation.
 - ♦ Percentage: Enter the percentage in the value% box and, if necessary, enter the maximum value of pull-compensation in the Maximum range box.

- ♦ Absolute: Enter the amount of absolute pull-compensation in the Absolute value box.
- 4 Choose the end (or ends) of the segment that Push compensation will be applied to:
 - ♦ Both.
 - ♦ Side A.
 - ♦ Side B.
 - 5 Click Apply.

Push-compensation

During sewing, the tension from the stitches can move the stitches towards the ends of the columns. Push-compensation automatically removes stitches at the edges of columns to compensate for this effect. The reduction of stitches can be based either on the number of lines of stitches to remove or on the linear distance (in mm) from the ends of the column.

To add Push compensation to text:

- 1 Select the text.
- 2 On the Properties panel, click the Push/Pull tab.
You see the Push and Pull Compensation settings.
- 3 Select one of the following options:
 - ♦ **None.** Makes no adjustments to push-compensation.
 - ♦ **By millimeters.** In this option, you enter the compensation as a linear distance, in millimeters.
 - ♦ **By lines.** If this option is chosen, enter a number of lines to be removed from the segment in the “By number of lines” field.
- 4 Choose the end (or ends) of the segment that Push compensation will be applied to:

- ♦ Both.
- ♦ Side A.
- ♦ Side B.

- 5 Click Apply.

The designated amount of push compensation will be applied to the selected segment.

Merging Files

You can merge design files into an active design window. Choose File—Merge Stitch File to bring in a design and add lettering around it. You can import a design and then edit the design.



When performing major design editing, you should be careful of how other segments will be affected. For more information on the general rules of editing segments, see “Editing Segments”.

Floriani Total Control U allows you to merge design files using a variety of file formats.

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



Outline changes made to any part of the design will not affect stitch segments. You cannot perform any outline editing on stitch segments except to resize, reflect, rotate, and change the color of these stitch segments; however, major editing is not advisable. For more information on stitch segments, see appropriate sections under “Design Editing in Stitch Mode.”

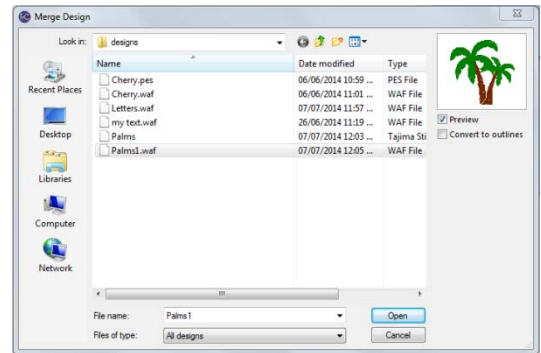
With the Merge Stitch File feature, you can merge two or more designs to create unique compositions. The Merge Designs tool is very useful for adding a stitch file to lettering, for example.

To merge designs:

- 1 Do one of the following:
 - ♦ Choose File—Open to open an existing file.
 - ♦ Choose File—New to create a new file and create a design.



- 2 Choose File—Merge Stitch File.
You see the Merge Stitch File dialog.



- 3 In the Look in list, browse to the location of the file you want to merge.
- 4 In the Files of type list, select a design file type for the design you want to merge.
- 5 In the dialog, select the file that you want to merge into the current design.
- 6 To view a preview of the selected design, select Preview, if not already selected.
You see a preview image of the selected design appear on the right hand side of the dialog.
- 7 Click Open.
The merged design file will appear in the design workspace.



- 8 Alter the merged and existing designs as required.

CHAPTER 7

Drawing Lines, Shapes and Artwork

Floriani Total Control U offers a variety of ways to generate paths for your embroidery designs. You can have more control drawing lines when you use the Pen, Bezier or Line tools.


You can also modify artwork segments and apply various stitch types to your designs using Floriani Total Control U's artwork tools. Use the Import Vector Art feature to load vector files as artwork segments. To modify your artwork segments, you can choose to join, separate or split path segments.

Topics covered in this chapter:

- Drawing various types of lines.
- How to create open and closed shapes.
- Editing anchor points.
- Importing TrueType® fonts and vector files.
- How to apply stitch types to artwork segments.

Drawing Lines with the Pen tool

Creating Lines with the Pen Tool


The Pen  tool allows you to plot points by dragging the mouse as if it were a pen or pencil. Wherever you go, a line will be drawn. The line will also be smoothed out for you, just in case your hand trembles a little bit.

Using the Pen tool produces anchor points, giving you increased control over the shape of the curves. Once you complete the segment, you see anchor points.



If you make mistakes as you draw, you can undo your last action by pressing Backspace on your keyboard.

You can use the Pen tool to draw both open and closed shapes, depending on whether or not you

apply the Close Shape  tool before right-clicking to complete the segment. You can also convert an open shape into a closed shape by applying Close Shape after completing it.

Once the segment has been completed, you can apply a stitch type to it. For more information, see "Applying stitch types to segments".

To create lines with the Pen tool:


- 1 From the Design tool bar, click the Pen



tool.




If you are using another drawing tool to create a segment, you can press F on your keyboard to switch tools and continue drawing the segment using the Pen tool.

- 2 To produce anchor points, click and drag in the design workspace.
- 3 Do one of the following steps to create a segment:
 - ♦ To draw an open segment, continue to click and drag your cursor on the design workspace. When you release the cursor, anchor points will appear on the drawn segment.
 - ♦ To close the segment, click the Close Shape  tool from the Design tool bar or press H on your keyboard. The segment will automatically close.
- 4 Right-click to complete the segment.
The drawn segment will be red in color and will have selection handles around it. You can now add a stitch type to the segment from the Stitch Effects tool bar.

Drawing Lines with the Bezier tool


Bezier Curves Introduction

Drawing with the Bezier  tool is different than drawing with the Pen tool. With the Bezier tool, you will click with your mouse rather than drawing like you did with the Pen tool. Each click of the mouse will release an anchor along the design. Practice drawing curves by tracing artwork or drawing basic shapes. You will be controlling the shape and size of the curve as you go.

The length and slope of the curve is determined by the direction lines. (See the Bezier curve and Modified Bezier curve

illustrations in "Creating Bezier Curves".) The angle that you drag direction points affects the curve's shape and size.

You can draw both open and closed shapes with the Bezier tool. You create a closed

shape by applying the Close Shape  tool before right-clicking to complete the segment. You can also convert an open shape into a closed shape by applying Close Shape after completing it.

Once the segment has been completed, you can apply a stitch type to it. For more information, see "Applying stitch types to segments".

Creating Bezier Curves

You can enter both straight and curved points. When you click the mouse you insert an anchor point and you can drag direction lines to change the shape of the curve. It can be difficult to draw shapes with just straight angles using the Bezier tool.



If you make mistakes as you draw, you can undo your last action by pressing Backspace on your keyboard.

To create the two simplest Bezier curves:

- 1 From the Design tool bar, click the Bezier




tool.



If you are using another drawing tool to create a segment, you can press B on your keyboard to switch tools and continue creating the segment using the Bezier tool.


- 2 Do one of the following steps to create a segment:

- ♦ To create an open segment, click the design workspace to place the anchor points in your design.
- ♦ To create a closed segment, click the design workspace to place the anchor points in your design. Then do one of the following:

- ♦ Click the Close Shape  tool from the Design tool bar
- ♦ Press **H** on your keyboard.

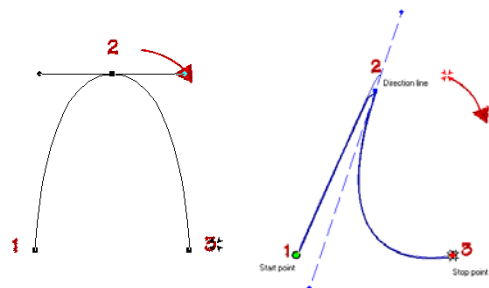
- 3 Right-click to complete the segment.

The drawn segment is red, and has selection handles around it. You can now add a stitch type to the segment from the Stitch Effects tool bar.

- 4 From the Design tool bar, click the Shape  tool.

- 5 To create simple bezier curves, do the following:

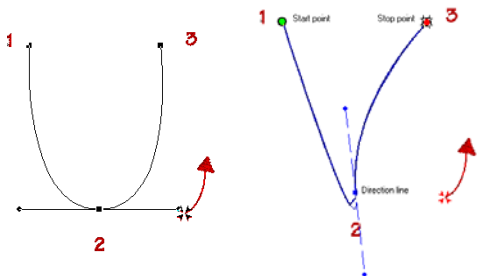
- ♦ Click on the anchor point you want to alter.
You see the direction points and direction lines for each anchor of the active segment.
- ♦ Drag the bottom point of the direction line downward to create an upward curve (bump).



Bezier curve

Modified Bezier curve

Drag the top point of the direction line upward to create a downward curve (rut).







Bezier curve

Modified Bezier curve

After you create a Bezier path, you need to apply a stitch type to create an embroidery segment. You can adjust the shape of the paths by changing the position of the anchor points.

Tips

- Use the Shape  tool to select anchor points. When you use the Shape tool to select anchor points, the direction lines of each anchor will be displayed only when the anchor is selected.
- Using the Shape  tool, right-click the anchor point and choose a command from the Editing shortcut menu to edit anchor points.
- Use the Add inclinations  tools to add inclinations.
- Using the Add inclinations  tools, right-click an inclination point and choose a command from the Editing shortcut menu to edit inclinations.

Drawing Curved Lines

You can draw curves and complex shapes with Bezier curves. You create curves by dragging direction lines and points.



If you make mistakes as you draw, you can undo your last action by pressing Backspace on your keyboard.

The following instructions will show you how to create a leaf using curved lines.

To draw curved lines:

- 1 On the Design tool bar, click the Bezier

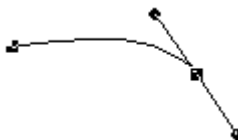


tool.



If you were already using another drawing tool to create a segment, you can press B to switch tools and continue creating the segment using the Bezier tool.

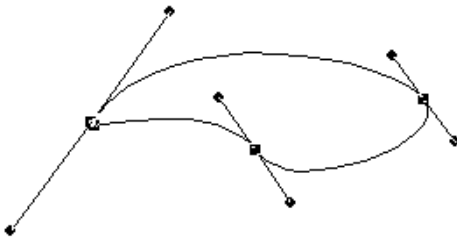
- 2 On the design workspace, position the cross hair where you want to place the first anchor point and click to place the point.
- 3 Position the cross hair where you want the next anchor point. Click and hold to place the point.
- 4 Without releasing the mouse button, drag upwards to create a curved line.



- 5 Position the cross hair where you want the next anchor point. Click and hold to place the point.
- 6 Without releasing the mouse button, drag downwards to create a curved line.



- 7 Position the cross hair at the first anchor point. Click and hold to place the point.
- 8 Without releasing the mouse button, drag downwards to create the top of the leaf.



- 9 Right-click to finish the segment.
You can now add a stitch type to the segment from the Stitch Effects tool bar.


Using the Line tool

The Line tool places a straight line between anchor points without direction lines. You will have more control to punch straight points.




If you make mistakes as you draw, you can undo your last action by pressing Backspace on your keyboard.

You can use the line tool to draw both open and closed shapes, depending on whether or not you apply the Close Shape tool before right-clicking to complete the segment. (You

can also make an open shape into a closed shape by applying the Close Shape  tool after completing it).

Once the segment has been completed, you can apply a stitch type to it.

To create a shape using the Line tool:

- 1 On the Design tool bar, click the Line  tool.




If you were already using another drawing tool to create a segment, you can press Q to switch tools and continue creating the segment using the Line tool.

- 2 To place a straight point, left-click the design workspace.
- 3 To place a curved point, complete the following:
 - ♦ While you left-click the design workspace, press and hold CTRL on your keyboard.
You see a preview of the curve before you place the next anchor point.
 - ♦ To create a corner point or to begin creating a straight line again, release CTRL on your keyboard.



Curved points should be entered as a set of 3 points that define the arc of the curve.

- 4 To complete the segment as an open shape, right-click to complete the segment.
- 5 To create a closed segment, do either of the following:
 - ♦ On the View tool bar, select the Close Shape  tool.
 - ♦ Press H on your keyboard.

- 6 Right-click to complete the segment.
You can now add a stitch type to the segment from the Stitch Effects tool bar.

Drawing Diagonal Lines


You can draw lines constrained to 15° increments. You can also create zigzag lines using this command.



If you make mistakes as you draw, you can undo your work by pressing backspace on your keyboard.

To draw lines at 15° increments:

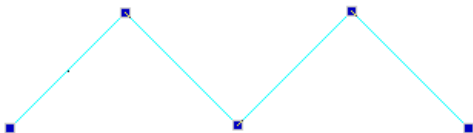
As an example, this procedure describes how to draw zigzag lines.

- 1 Select the Line  tool.



If you were already using another drawing tool to create a segment, you can press Q on your keyboard to switch tools and continue creating the segment using the Line tool.

- 2 On the design workspace, position the cross hair where you want to place the anchor point and click to place the point.
- 3 Position the cross hair where you want the next anchor point.
- 4 Hold down shift.
- 5 Position the cross hair to create a diagonal line and click to place the second anchor point at a 15° increment.
- 6 Repeat step 5 to create a series of diagonal lines.




- 7 Right-click to finish the segment.

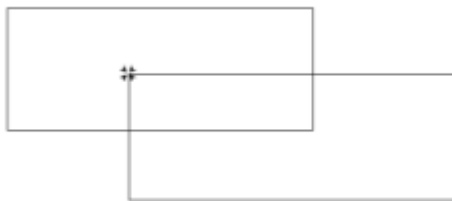
Drawing Various Shapes

You can draw a variety of shapes using the available shape tools: Rectangle, Ellipse, Triangle, Pentagon and Hexagon. You can also add Floriani Total Control U pre-installed custom shapes to design files as well as add your own custom shapes.


Drawing Rectangles and Squares

You can draw rectangles and squares with the

Input Rectangle  tool. Once you have created a rectangle artwork segment, you can apply a stitch type to it. See "Applying stitch types to segments."




To create a rectangle and square:

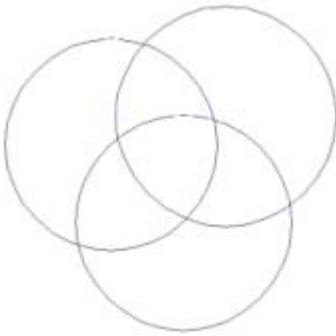
- 1 From the Design tool bar, click the Input Rectangle  tool.
- 2 In the design workspace, do one of the following steps:
 - ♦ To draw a rectangle, click and drag from one corner to the opposite corner to form the rectangle.
 - ♦ To draw a square, hold down **Ctrl** and click and drag from one corner to the opposite corner to form the square.




If you want to increase or decrease the size of the art segment, you can resize it by dragging on the corners of the handles. For more information, see "Resizing Segments".

Drawing Ovals and Circles

You can draw ovals and circles with the Input Ellipse  tool. Once you have created an ellipse segment, you can apply a stitch type to it. See "Applying stitch types to segments".



To create an ellipse and circle:


- 1 From the Design tool bar, click the Input Ellipse  tool.
- 2 In the design workspace, do one of the following steps:
 - ♦ To draw an oval, click and drag to form the oval.
 - ♦ To draw a circle with the center point as reference, hold down **Ctrl** and click and drag to form the oval.





If you want to increase or decrease the size of the art segment, you can resize it by dragging the corner handles. For more information, see "Resizing Segments".

Drawing Triangles, Pentagons and Hexagons




Floriani Total Control U allows you to draw triangles, pentagons and hexagons. Use the

Input Triangle  tool to draw triangles, use

the Input Pentagon  tool to draw

pentagons, and use the Input Hexagon  tool to draw hexagons. You can also create uniform shapes, making each side of these shapes the same length. Once you have created any of these segments, you can apply a stitch type to it. See "Applying stitch types to segments".

To create triangles, pentagons and hexagons:

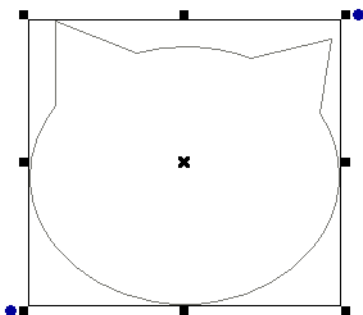
- 1 From the Design tool bar, click the shape you want to use: the Input Triangle  tool, the Input Pentagon  tool, or the Input Hexagon  tool
- 2 In the design workspace, do one of the following steps:
 - ♦ To draw a shape, click and drag from one corner to the opposite corner to form the appropriate shape.
 - ♦ To draw a uniform shape, hold down **Ctrl** and click and drag from one corner to the opposite corner to form the shape containing equal length sides.



If you want to increase or decrease the size of the art segment, you can resize it by dragging the corner handles. For more information, see "Resizing Segments".

Adding Custom Shapes to Designs

You can easily add pre-installed custom shapes to design files as well as add your own custom shapes. For more information on creating your own custom shapes, see “Saving a selected segment as a Custom Shape”.




Once you have added a custom shape, you can apply a stitch type to it. See "Applying stitch types to segments".

To add a Custom Shape to a design:

- 1 In the Design tool bar, click Custom Shapes from the fly out menu under the Shapes tool.



If you just added a Custom Shape, you can

also click the Custom Shape  tool from the Design tool bar.

You see the Custom Shapes dialog. Now you can select any saved custom shape from the dialog.


- 2 Click the custom shape you want to add.
You see the artwork segment appear in the design workspace.

Anchor Point Editing


Adding and Deleting Anchor Points

You can add or delete anchor points on any path. Anchor points give you control over the shape of the path.

To add an anchor point:

- 1 Select a segment.
- 2 From the Edit tool bar, click the Shape  tool.
- 3 Right-click the location where you want to add an anchor point.
You see a shortcut menu.
- 4 Choose Add Point from the shortcut menu.

To delete an anchor point:


- 1 Select a segment.
- 2 From the Edit tool bar, click the Shape  tool.
- 3 Right-click the anchor point you want to delete.
You see a shortcut menu.
- 4 Choose Delete Point from the shortcut menu.

Changing the Properties of an Anchor Point

You can change an anchor point to line, cusp, smooth or symmetrical to create different effects for curves.

To change an anchor point to line, cusp, smooth or symmetrical:


- 1 Select a segment.

- 2 From the Edit tool bar, click the Shape  tool.
 - 3 Right-click the anchor point you want to change.
You see a shortcut menu.
 - 4 Choose one of the following types of anchor points available:
 - ♦ **Line.** Removes the direction lines from the anchor point. Creates a straight point without any curved properties.
 - ♦ **Cusp.** Allows editing of the direction line on one side of the anchor point. Adds a sharp bend to a curve.
 - ♦ **Smooth.** Constrains the angle of the direction lines to 180 degrees and allows you to vary the length of the direction line on one side of the anchor point. Creates a smooth transition between curved lines.
 - ♦ **Symmetrical.** Constrains the angle of the direction lines to 180 degrees so the direction lines have the same length on each side of the anchor point. Creates some curvature on both sides of the anchor point.
- You see the segment change accordingly.*

Moving Anchor Points

You can move and drag anchor points to adjust the shape of a curve.


To move anchor points:

- 1 Select a segment.
- 2 From the Edit tool bar, click the Shape  tool.
- 3 Click the anchor point you want to move.
- 4 Drag the anchor point to create the desired shape for the segment.

Importing TrueType® Fonts

You can import TrueType® fonts as artwork segments using Floriani Total Control U. You can edit artwork segments to create shapes that are appropriate for embroidery by using the Slice tool. Various column segments require special consideration since inclinations need to be assigned to individual segments. By selecting segment types other than artwork, you can apply stitch types immediately.

To import TrueType® fonts:

- 1 Do one of the following:
 - ♦ Click the Import TTF Artwork  icon on the Modify toolbar.
 - ♦ Choose File—Import TTF Artwork.
You see the Import TTF dialog.
- 2 In the Text box, enter the text for the design.
- 3 To choose a font for your segment, do the following:
 - ♦ In the Font area, click Select.
You see the Font dialog.
 - ♦ Select a TrueType® font, font style, and size for your artwork segment.
 - ♦ Click OK to close the Font dialog.
- 4 To complete the segment, click OK.
You see the segment in the design window.




If you want to increase or decrease the size of the artwork segment, see "Resizing Segments" for more information.

Importing Vector Files

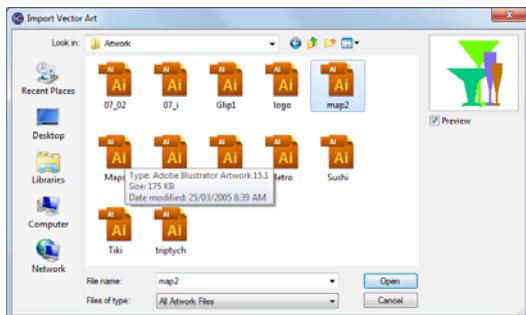
Use the Import Vector Art feature to load vector files as artwork segments. You can import vector formats such as Adobe Illustrator 7.x (*.AI), Enhanced Windows Metafile (*.EMF) or Windows Metafile (*.WMF). Vector images define the various lines and curves of an image. Importing is different from loading a bit-map image and creating a design on top of the image because the imported artwork file is treated like an artwork segment. Floriani Total Control U separates the artwork for you and you can use the Combine and Breakup commands to join or separate the parts of the vector file as needed.

After you import a vector file, you can apply stitch types to it. For more information, see "Applying stitch types to segments".

To import a vector file:

- 1 Do one of the following:
 - ♦ On the View tool bar, click the Import artwork  tool.
 - ♦ Choose File—Import Artwork.

You see the Import Vector Art dialog.




- 2 In the Look in list, select the directory folder where your file is located.
- 3 Select the *.ai, *.emf, *.wmf or other vector files you want to import.
- 4 Click Open.
The artwork segment appears in the design window.

Modifying Artwork Segments

Combining Segments

You can combine two or more segments to form a single segment. In other words, the simple paths are merged into a new segment. Segments can be created using stitch effects made with Stitch Effects tools and/or artwork segments.

To combine segments:

- 1 On the Edit tool bar, click the Select  tool.
- 2 Select the path segments you want to combine.
- 3 Right-click and choose Combine from the shortcut menu.
The combined segments are merged into a new segment.


Separating Segments

The Break Apart command separates a single artwork segment into multiple artwork path segments. Break Apart does not work for segments created using the Stitch Effects tools.

To separate segments:

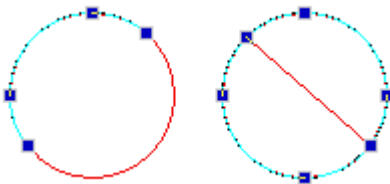
- 1 Select the path segments that are combined. See "Combining segments".
- 2 Right-click and choose Break Apart from the shortcut menu.

Splitting artwork Segments

The Slice  tool lets you split complex shapes into simple shapes. You can use Slice to prepare imported shapes such as TrueType® fonts for Satin lettering. For example, if you type the word Tiger, you can take the letter T and slice the T into two pieces, one horizontal piece (the top) and one vertical piece (the stem), making it easier to modify for Satin lettering. Because the Slice tool works on a single artwork segment, make sure that the path segment is combined.



You can create open or closed artwork segments when you use the Slice tool. If you want to apply a Run or Satin stitch type, you may not want to close the segment.

The following figures show open and closed path segments.





Sliced ellipse: Open and Closed

To split open path segments:

- 1 From the Edit tool bar, click the Select  tool.
- 2 Select the open path segment you want to split.
- 3 On the Edit tool bar, click the Slice  tool.
- 4 To split the artwork segment, complete the following:
 - ♦ Click outside the path from where you want to slice.
 - ♦ Click outside the location where you want to end the slice.
- 5 Right-click to finish the slice.
The sliced pieces of your shape are now two separate segments.

To split closed path segments:

- 1 From the Edit tool bar, click the Select  tool.
- 2 Select the closed path segment you want to split.
- 3 From the Edit tool bar, click the Slice  tool.
- 4 To split the artwork segment and get closed slices, complete the following:
 - ♦ Click the inclination point or outside the path from where you want to slice.

- Click on another inclination point or outside the location where you want to end the slice.

You can create curved slices by adding more slice points. You can also click and drag your cursor to create curved slices that look like Bezier curves.



For more information on how to create bezier curves, see “Drawing curved lines”.

The first slice point you make can be outside of the shape; however, you must ensure that the slice tool slices through the whole shape or the slice will not be created.

- Right-click to finish the slice.
The slice you made will be in red if successful.

5 To split the artwork segment and get open slices, complete the following:

- Press and hold **Ctrl** on your keyboard while you click an inclination point or outside the path from where you want to slice.
- Continue to press and hold **Ctrl** on your keyboard while you click on another inclination point or outside the location where you want to end the slice.
- Release the **Ctrl** key.
- Right-click to finish the slice.

Transform Artwork Tools

The Transform Artwork tools are a set of powerful options for editing artwork segments. You can use to use the Weld, Intersect or Trim tools when two or more overlapping artwork segments are selected.

Transform Artwork tools can be applied two different ways – by using the tools on the Modify toolbar, or by right-clicking on the selected artwork and selecting the tool from the context menu.

The effect of each of these tools is described separately, following the procedure.

To apply the Transform Artwork tools using the toolbar:

- Select two or more overlapping artwork segments.
- On the Modify toolbar, choose one of the following:

- Weld .
- Intersect .
- Trim .


The selected segments will be modified accordingly.

To apply the Transform Artwork tools using the Context menu:

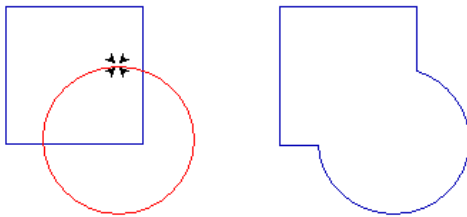
- Select two or more overlapping artwork segments.
- Right-click and choose **Transform Artwork** from the menu.
- Select one of the following transform artwork tools:
 - Weld.
 - Intersect.
 - Exclude.
 - Trim.

The selected segments will be modified accordingly.


Weld Tool

The Weld  tool merges all selected artwork into one segment. The shape of the new segment combines all of the selected segments. All overlapping areas will be removed from the new segment.

If one or more of the selected segments are overlapping and contain a hole, the holes will be united together.

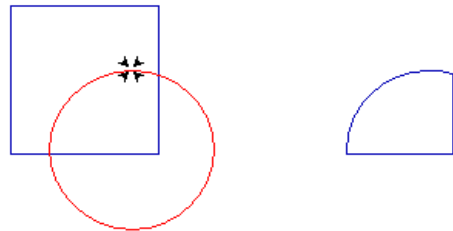


Intersect Tool

The Intersect  tool preserves the overlapped area of selected artwork segments and deletes the remaining areas. The overlap area is now one segment.

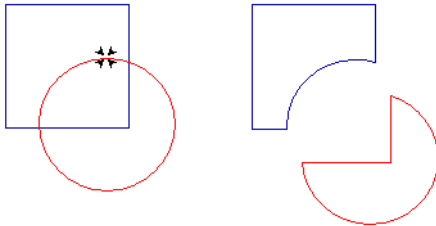


In order for the Intersect tool to work, all of the selected segments must overlap in the same area.




Exclude Tool

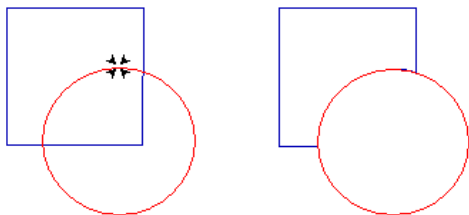
When you use the Exclude tool, all overlapped areas of selected segments are deleted and the remaining areas are preserved. The artwork segments remain separate.




Trim Tool

The selected segments remain separate after you use the Trim  tool. This tool will delete any outline of a segment that is behind in the layering. For example, if Segment 1 is behind Segment 2 in the sequence, any area of Segment 1 that lies underneath Segment 2 will be removed from Segment 1.

The Trim tool is useful if you have objects overlapping each other and you want to remove extra stitching already covered by the top layer.



Add Outlines tool

The Add Outlines  tool allows you to create extra outlines around the selected segment or segments. This tool can be applied to artwork segments, or any embroidery segment which contains outlines.


The new outlines (or “ripples”) radiate outwards from the original shape. Each ripple is separated from the previous one by a spacing value, which you set when creating the artwork.

If more than one segment is selected, there is the option to combine the shapes when the tool is applied. Then the ripples will be based on the combined shape.

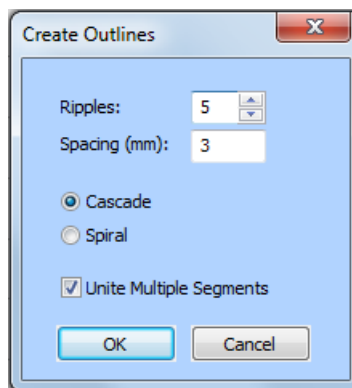


To apply Add Outlines to designs containing non-outline stitch segments, check “Convert to outlines” when opening them or importing them with the Merge Stitch file tool. Add Outlines can also be used with letters imported with the Import TTF Artwork tool.

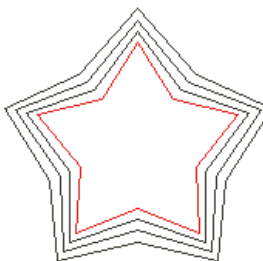
To create with the Add Outlines tool:

- 1 Using the Select tool, select a segment, or multiple segments.
- 2 Click the Create Outlines  tool.

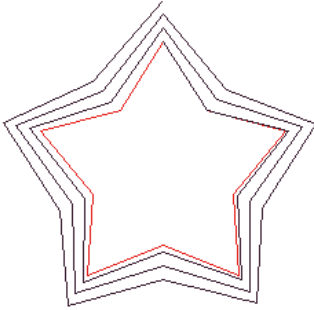
You see the “Add Outlines” dialog.



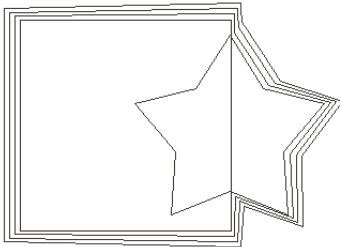
- 3 Type in the number of ripples you want to add.
- 4 Enter the desired spacing between ripples (in mm.).
- 5 Select one of the following options for the type out “Echo” outline:
 - ♦ **Cascade:** The ripples will be generated as separate outline shapes, concentric with the original shape.



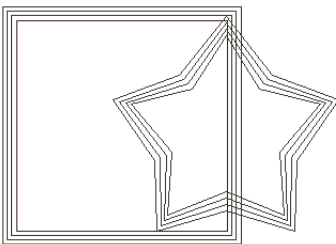
- ♦ **Spiral:** The ripples will generated in a continuous spiral, winding out from the out from the shape.



- 6 (Optional) Unite outlines:** This setting is only applicable if more than one artwork segment is selected.
- When “Unite Outlines” is checked, the original segment’s outlines will be combined as a single outline, and the ripples will be based on that.



- When “Unite Outlines” is unchecked, the outlines will remain separate, and the ripples will be based on the each outline separately.



- 7** Click OK.

The new “Echo” artwork will be generated, and you will be able to apply a stitch type to it.

Removing Overlapped Artwork Segments

Floriani Total Control U makes it easier to work with imported artwork that has many overlapping vector objects. You can easily remove the underneath portion of two or more overlapping artwork segments.



The removing overlapped artwork segments feature only works for Filled Artwork segments.

To remove overlapped artwork:

- Select one or more artwork segments.
- Right-click and select Transform Artwork—Remove Overlapped Artwork from the menu.

The overlapped portions of selected artwork will be removed accordingly.

Applying Stitch Types to Segments

When you draw lines and shapes to create segments, you must apply a stitch type to the segment because artwork segments contain no stitch information.

To apply a stitch type:

- Select the artwork or other segment.

- 2 From the Stitch Effects tool bar, click on the tool you want used to create stitch effects.

You see the segment altered accordingly.



When converting a colored artwork segment to a segment containing stitch effects, the converted segment will retain the same color as the artwork segment.

- 3 To adjust the properties of your segment, do one of the following:
 - ♦ In the Properties box, make any necessary changes.
 - ♦ Click Apply.

CHAPTER 8

Changing Segment Settings

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



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

Topics covered in this chapter:

- Understanding Segment settings.
- Adjusting Text properties.
- Adjusting Run, Satin, and Satin properties.
- Properties of the various kinds of Fill properties: Standard, Fancy, and Motif.
- Adjusting Appliqué, Auto Stipple, Cross-Stitch and Artwork properties.
- Pull-Compensation and Underlay settings.

Changing Segment Properties

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

To change the settings of a segment:

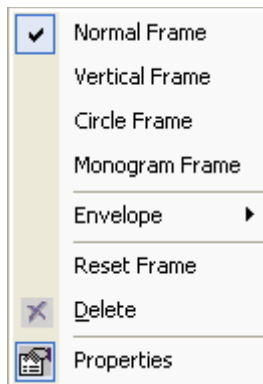
- 1 Do one of the following:
 - ♦ Choose File—Open to open an existing file.
 - ♦ Choose File—New to create a new file and create a design.
- 2 Choose Tool Bars—Sequence View, if the Sequence View is not already visible.
- 3 In the Sequence View area, browse to find the segment you want to change.
-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

Text Properties

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

Changing Text Modes

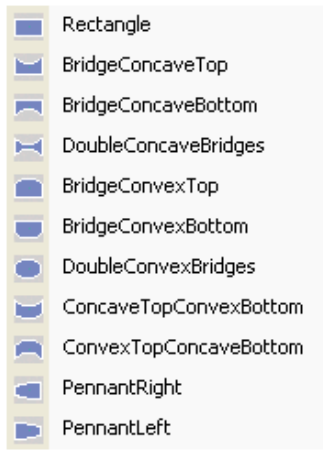
The Text Mode can be changed for an existing text item; you can change an existing text item to Normal Frame, Vertical Frame, Circle Frame, or Monogram Frame. Right-click the text item and select the text mode from the menu.



This is useful when the text is already in position, but you want to change the format.

Selecting Pre-Defined Envelopes

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



Envelope options

Normal and Reverse Text Direction

The Text Direction commands are available only in the Circle text mode. They are used when you want to change the location of text in this mode. You select the Text Direction Normal command to have text appear at the top of the circle and select the Text Direction Reverse command to have text appear at the bottom of the circle. Right-click the selected text and the Text Direction dialog will appear. Select the command you wish to use on the selected text and notice the changes.

Resetting the Frame

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

Deleting Text

The Delete command deletes the currently selected Text Item.

Resetting Individual Letters

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

Properties

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

Run Properties

Setting the Length for Run Stitches

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

To change the stitch length:

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

Choosing a Style for Run Stitches

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

To choose a style:

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

Adjusting the Spacing between Motif Stitches

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

To change the spacing between motif run stitches:

- 1 Select a Run segment.
- 2 In the Properties box, click the Run tab.
- 3 From the Type list, select Motif.
- 4 From the Motif list, select the motif pattern you want to use.
- 5 In the Run spacing box, enter the amount of spacing you want between motif run stitches.
- 6 Click Apply.

Satin Properties

Setting the Width for Satin Stitches

Use the Satin tab on the Properties panel to set the width of stitches created with the Steil




tool.

To set the width for Satin stitches:

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

Adjusting the Density for Satin Stitches

Floriani Total Control U makes it easy to adjust the density setting for Satin stitches created

with the Satin  tool and other Stitch Effects tools. You adjust density according to the design's size and the fabric you are using.

To adjust the density for Satin stitches created with the Satin tool:

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

To adjust the density for Satin stitches created with various Stitch Effects tool:

- 1 Select the segment with Satin stitches.
- 2 In the Properties box, click the Fill tab.
- 3 In the Density box, enter the density value for your Satin stitches.

- 4 Click Apply.

Selecting a Fill Pattern for Satin Stitches

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

To select a pattern for Satin stitches:

- 1 Select an existing segment with Satin stitches.
- 2 In the Properties box, click the Fill tab.
- 3 From the Fill type list, select a fill type.
- 4 From the Pattern list, select the fill pattern you want to use.
- 5 Click Apply.
You see the segment altered accordingly.

Setting the Stitch Density for Satin Stitches

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

To set the column density:

- 1 Select the Satin segment.
- 2 In the Properties box, click the Fill tab.
- 3 In the Density box, enter the density value for your Fill stitches.
- 4 In the Spiral density box (for Spiral Satin segments only), enter the density value for your Spiral fill.
- 5 Click Apply.

Applying Spiral Effects to Satin Stitches

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

To apply spiral effects:

- 1 Select the Satin segment.
- 2 In the Properties box, click the Fill tab.
- 3 From the Fill Type list, select Spiral.
- 4 In the Spiral Density box, enter a density value for the spirals. This setting should be adjusted according to the size of the shape.
- 5 Click Apply.
You see the Satin segment altered accordingly.

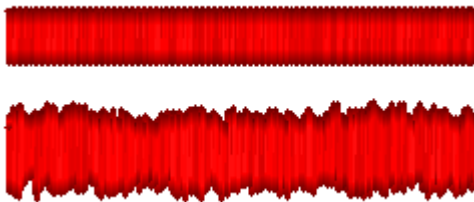


You can also use the Spiral Satin tool to convert existing segments to Spiral Satin segments. For more information, see "Creating Satin or Fill Stitches".

Column Settings for Satin Stitches

Applying a Jagged Effect

You can apply jagged edges to your stitches, by choosing a jagged type and value. The jagged value can be a positive or a negative value. If you set a negative value, the jagged edge is placed on the inside of the column. If you set a positive value, the jagged edge is placed on the outside of the column.



Satin segment and column segment with jagged effect applied (Jagged value = 3.0).

To apply a jagged effect:

- 1 Select the Satin segment.
- 2 In the Properties box, click the Satin tab.
- 3 From the Jagged type list, select one of the following jagged effect types:
 - ♦ None.
 - ♦ Both to make both sides of the stitches jagged.
 - ♦ First to make the first side of the stitches jagged.
 - ♦ Second to make the second side of the stitches jagged.
- 4 In the Jagged Value box, enter one of the following:
 - ♦ A negative value to place the jagged edge on the inside of the column.
 - ♦ A positive value to place the jagged edge on the outside of the column.



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

- 5 Click Apply.
You see your segment altered accordingly.

Creating Contour Stitches for Satin Segments

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

To create Contour stitches:

- 1 Select the Satin segment.
- 2 In the Properties box, click the Satin tab.
- 3 Select Contour, if not already selected.
- 4 In the Contour Density box, enter a density value for the contour stitches.
- 5 Click Apply.
You see your segment altered accordingly.

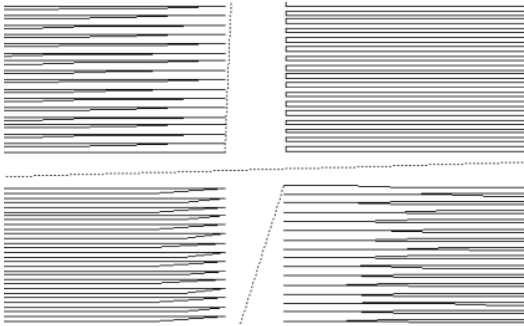
Connection End Settings

Selecting the Connection End for Satin Stitches

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



Standard and Fancy fills are the only fills that can have different Connection ends applied. Spiral Fill ends cannot be changed.



Sharp, Square, Chiseled, and ZigZag connection ends

To set the connection end:

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

Standard Fill Properties

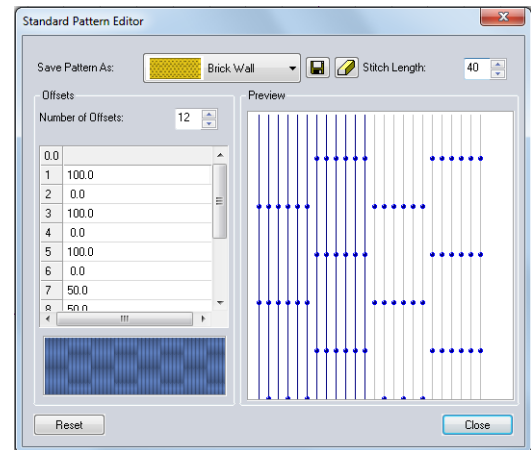
Creating Standard fill patterns

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

ing you to change the pattern. The offsets used for the new Standard Fill patterns are also displayed and can be modified.

To create a Standard Fill Pattern:

- 1 On the File toolbar, click New  to open a new design file.
You see a new design window.
- 2 Choose Tools—Standard Pattern...
You see the Standard Pattern Editor dialog.



- 3 From the Save Pattern list, select a pattern.



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

- 4 To create a new standard pattern, click



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

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

- 6 In the Number of Offsets box, enter the number of offsets you want for your pattern.
- 7 In the Percentage lines, at the left of the Preview box, you can enter the offset by typing in the number or clicking the up/down keys.
The beads will change position each time you change an offset number.
You can also adjust the offsets by dragging the pattern's beads in the Preview box on the right hand side of the dialog box.
- 8 Click Close to close the Standard Pattern Editor dialog.
A Change pattern dialog will appear letting you know that your newly named pattern has changed. Do you want to overwrite it? Click Yes to save the pattern or click No.

Editing Standard fill patterns

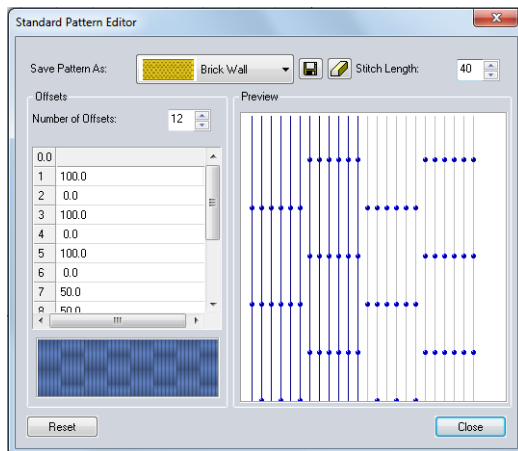
You can edit or delete Standard Fill patterns you have created. The offsets used for the new Standard Fill patterns are also displayed and can be modified. All of the windows are updated reflecting any changes to the offsets.





You can not edit or delete any pre-installed standard fill patterns.

To edit a Standard Fill Pattern:

- 1 On the File toolbar, click New  to open a new design file.
You see a new design window.
- 2 Choose Tools—Standard Pattern...
- You see the Standard Pattern Editor dialog.*

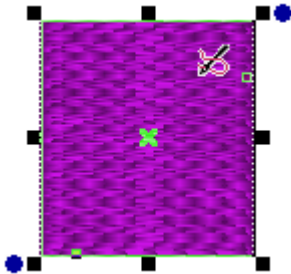


- 3 To edit a user created standard pattern, select a pattern from the Save Pattern list.
- 4 In the Stitch Length box, enter the length of the stitches (pts) you want for your pattern.
- 5 In the Number of Offsets box, enter the number of offsets you want for your pattern.
- 6 In the Percentage lines, at the left of the Preview box, you can enter the offset by typing in the number or clicking the up/down keys.
The beads will change position each time you change an offset number.
You can also adjust the offsets by dragging the pattern's beads in the Preview box on the right hand side of the dialog box.
- 7 To save your changes, click .
A dialog appears and you can name the newly created pattern. Enter the new name and click OK. The newly edited pattern is now in the Save Pattern list.
- 8 Click Close to close the Standard Pattern Editor dialog.

- 9 To delete a user created standard pattern, click .

Selecting a Pattern for Fills

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



Fill pattern

To select a pattern:

- 1 Select the Fill segment.
- 2 In the Properties box, click the Fill tab.
- 3 From the Fill type list, select a fill type.
- 4 From the Pattern list, select the fill pattern you want to use.
- 5 Click Apply.

You see the segment altered accordingly.

Selecting Connection Ends

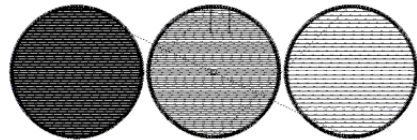
You can select the connection end type you want for Fill stitches. Choose from Square and Chiseled.

To set the connection end:

- 1 Select the Fill segment.
- 2 In the Properties box, click the General tab.
- 3 From the Connection End list, select one of the following connection end types:
 - ♦ Chiseled.
 - ♦ Square.
- 4 Click Apply.

Setting the Stitch Density for Fills

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



Fill pattern with various density measurements.

To set the stitch density:

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

Fancy Fill Properties

Choosing a Fancy Pattern

When you install Floriani Total Control U, Fancy patterns are installed on your computer. You can select a Fancy pattern in the Properties box. Fancy patterns create a grooved or chiseled effect for the designs that you create.

To choose a Fancy Fill pattern:

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

You see your fancy fill segment altered accordingly.

Creating Fancy Patterns

Floriani Total Control U comes with many Fancy patterns. These patterns create satiny regions with a grooved texture. You can apply Fancy Patterns to a Fill segment. You can also create your own Fancy Patterns using the Fancy Pattern Editor.

The Fancy Pattern dialog displays the following settings:

- Preview lets you view the resulting Fancy pattern.
- Horizontal and Vertical Gap settings lets you adjust the size of the grid.
- Load lets you load an existing fancy pattern.
- Save lets you save your newly created Fancy Fill pattern.

To create a new Fancy pattern:

- 1 Create the Artwork segment you want to use to create a Fancy pattern.
- 2 Select the Artwork segment.
- 3 Choose Tools—Fancy Pattern Editor—Save Fancy Pattern.
You see a grid in the Fancy Pattern dialog and you can preview the pattern.

- 4 In the Dimensions area, complete the following:
 - ♦ In the Width box, enter the width value for each satin region in the pattern.
 - ♦ In the Height box, enter the height value for each satin region in the pattern.

You see the preview in the Fancy Pattern dialog altered according to your changes.

- 5 In the Gaps area, complete the following:
 - ♦ In the Width box, enter the width you want between each satin region in the pattern.
 - ♦ In the Height box, enter the height you want to have between each satin region in the pattern.

You see the preview in the Fancy Pattern dialog altered according to your changes.

- 6 To save your pattern, do the following:
 - ♦ In the Fancy Pattern Editor dialog, click Save to save your pattern.
You see the Save As dialog box.
 - ♦ In the File Name box, enter a name for your pattern.
 - ♦ Click Save.
 - ♦ Click Close.

Editing Existing Fancy Patterns

Fancy patterns create satiny regions with a grooved texture. You can apply Fancy Patterns to a Fill segment. You can also create your own Fancy Patterns using the Fancy Pattern Editor.

The Fancy Pattern dialog displays the following settings:

- Preview lets you view the resulting Fancy pattern.
- Horizontal and Vertical Gap settings lets you adjust the size of the grid.
- Load lets you load an existing fancy pattern.
- Save lets you save your fancy pattern.

To edit an existing Fancy pattern:

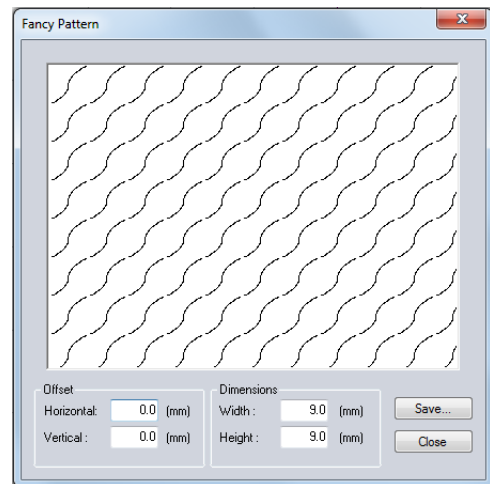
- 1 On the File toolbar, click New  to open a new design file.
You see a new design window.
- 2 Choose Tools—Fancy Pattern Editor—Load Fancy Pattern.
You see the Open File dialog.
- 3 In the Look in list, browse to the location of the existing Fancy pattern.
The patterns are located at: C:\Program Files(x86)\Floriani\Floriani Total Control U\Patterns\Fancy.
- 4 In the File name box, enter the file name, or select the file you want to open by clicking the file.
- 5 Click Open.
You see the Fancy Pattern appear in the design window. Now you can edit the existing pattern.

To make any necessary changes to the Fancy pattern:

- 1 Select the Fancy pattern.
- 2 Choose Tools—Fancy Pattern Editor—Save Fancy Pattern.
You see a grid in the Fancy Pattern dialog and you can preview the pattern you have selected to edit.



The Fancy pattern can also be edited in the design window.



- 3 In the Dimensions area, edit the width and height values for each satiny region in the pattern.
You see the preview in the Fancy Pattern dialog altered according to your changes.
- 4 In the Gaps area, edit the width and height values that you want between each satiny region in the pattern.
You see the preview in the Fancy Pattern dialog altered according to your changes.
- 5 To save your pattern, do the following:
 - ♦ In the Fancy Pattern Editor dialog, click Save to save your pattern.


You see the Save As dialog box.

- ♦ In the File Name box, enter a new name for your pattern or save with the same Fancy pattern name.
- ♦ Click Save.
- ♦ Click Close.


Using Fancy Fills

To create a Fancy Fill, you need to create a segment with the Fancy Fill or Standard Fill tools. A variety of patterns are installed with Floriani Total Control U and you can also create custom Fancy Fill patterns. Fancy Fill segments are often used as background Fills.

To create Fancy Fills using the Fancy Fill tool:

- 1 Select one or more segments you want to convert.
- 2 From the Stitch Effects tool bar, select the Fancy Fill  tool.
You see the segment(s) altered accordingly.
- 3 In the Properties box, make any necessary changes and click Apply.

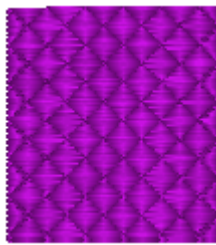
To create Fancy Fills using the Standard Fill tool:

- 1 Select one or more segments you want to convert.
- 2 From the Stitch Effects tool bar, select the Standard Fill  tool.
You see the segment(s) altered accordingly.
- 3 In the Properties box, click the Fill tab.
- 4 From the Fill type list, select Fancy.
- 5 Make any other necessary changes and click Apply.

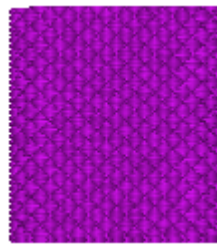
Changing the Characteristics of a Fancy Pattern

You can change a Fancy pattern by adjusting settings in the Properties box. The settings allow you to change a fill pattern's characteristics such as the size of the fill pattern.

The following figures show some different effects you can create using the Fancy Fill settings.



Original



Fancy Scale at 50%



The Fancy Scale settings does not accept a value of more than 100%.

To change the characteristics of a Fancy pattern:

- 1 Select the Fancy Fill segment.
- 2 In the Properties box, click the Fill tab.
- 3 In the Emboss Scale box, enter a percentage value to adjust the scaling.
- 4 Click Apply.
You see your segment altered accordingly

Motif Fill Properties

Choosing a Motif Pattern

Motif patterns are installed on your computer along with the software. When you use the Properties box, you can select a Motif pattern from the Pattern list.

To choose a Motif pattern:

- 1 Select the Motif Fill segment.
- 2 In the Properties box, click the Fill tab.
- 3 From the Pattern list, select a Motif pattern.
- 4 Click Apply.
You see your segment altered accordingly.

Creating Motif Patterns

The Motif Pattern Editor makes it easier to create and edit a motif pattern in a design window. The Motif Pattern dialog displays the following settings:



- Preview lets you see the resulting Motif pattern.
- Load lets you load an existing Motif pattern.
- Save lets you save your Motif pattern.

To create a Motif pattern:

- 1 On the File toolbar, click New  to open a new design file.
You see a new design window.
- 2 Create the pattern you want to use.
- 3 Select the stitches you want to include in your Motif pattern.

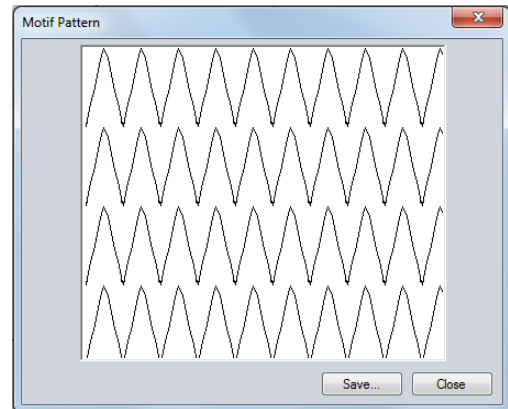
You must select the stitches of the pattern



using the Stitch  tool or Lasso (for stitches)  tool.

- 4 Choose Tools—Motif Pattern Editor—Save Motif Pattern.

You see the Motif Pattern dialog appear with a preview of your Motif Pattern.



- 5 Click Save.
You see the Save As dialog.
- 6 In the File name box, enter the name of your pattern.
- 7 Click Save.
- 8 Click Close.

Editing Existing Motif Patterns

It is very simple to load an existing Motif pattern.

To edit existing Motif Patterns:

- 1 Choose File—New to create a new design file.
You see a new design window.

- 2 Choose Tools—Motif Pattern Editor—Load Motif Pattern.

You see the Open File dialog.

- 3 In the Look in list, browse to the location of the existing Motif pattern.

The patterns are located at: C:\Program Files(x86)\Floriani\Floriani Total Control UI\Patterns\Motif.

- 4 In the File name box, enter the file name, or select the file you want to open by clicking the file.

- 5 Click Open.

You see the Motif Pattern appear in the design window. Now you can edit the existing pattern.

To change the Motif pattern:

- 1 Select the stitches you want to include in your Motif pattern.

You must select the stitches of the pattern



using the Stitch  tool or Lasso (for

stitches)  tool.

- 2 Choose Tools—Motif Pattern Editor—Save Motif Pattern.

You see the Motif Pattern dialog appear and you can preview the pattern.

- 3 To save your pattern, do the following:

- ♦ In the Motif Pattern dialog, click Save to save your pattern.
You see the Save As dialog box.
- ♦ In the File Name box, enter a new name for your pattern or save with the same Motif pattern name.
- ♦ Click Save.
- ♦ Click Close.

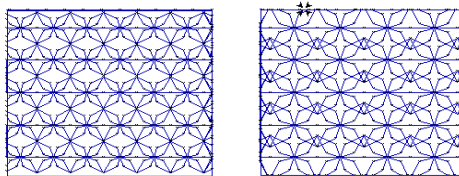
Adjusting the Stitch Length for Motif Patterns

When you create Motif patterns you may need to adjust their stitch length. You can adjust the stitch length in the Properties box. Adjusting the stitch length can help control the pattern's size.

To adjust the stitch length for Motif patterns:

- 1 Select the Motif Fill segment.
- 2 In the Properties box, click the Fill tab.
- 3 In the Stitch Length box, enter the stitch length.
- 4 Click Apply.

You see your segment altered accordingly.



Stitch Length set to 50 pt Stitch Length set to 70 pt

Appliqué Properties

Adjusting Satin Settings for an Appliqué border

After you select the Appliqué stitch type, you can adjust any of the default settings available. You must make all changes to the Appliqué stitches in the Appliqué box

To adjust Satin stitch settings:

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

- 3 From the Appliqué type list, select Satin.
- 4 In the Stitch Length box, enter the stitch length of the positioning and tack down runs.
- 5 In the Appliqué width box, enter the width of the satin stitching.
- 6 In the Appliqué density box, enter the density of the Satin stitching.
- 7 Click Apply.

You see the segment altered accordingly.

Adjusting Blanket Settings for an Appliqué Border

After you select the Appliqué stitch type, you can adjust any of the default settings available.

You must make all changes to the Appliqué stitches from the Appliqué box.

To adjust blanket settings:

- 1 Select the Appliqué segment.
- 2 In the Properties box, click the Appliqué tab.
- 3 From the Appliqué type list, select Blanket.
You can adjust any of the default settings that are available for the Blanket stitching.



You must make all changes to Blanket stitching in the Appliqué box.

- 4 In the Stitch Length box, enter the stitch length of the positioning and tack down runs.
- 5 In the Appliqué width box, enter the width of the Blanket stitching.
- 6 In the Blanket density box, enter the spacing for the Blanket stitching.
- 7 Click Apply.

You see the segment altered accordingly.

Adjusting Motif Settings for an Appliqué Border

After you select the Appliqué stitch type, you can adjust any of the default settings available.

You must make all changes to the Appliqué stitches from the Appliqué box.

To adjust motif settings:

- 1 Select the Appliqué segment.
- 2 In the Properties box, click the Appliqué tab.
- 3 From the Appliqué type list, select Motif.
You can adjust any of the default settings that are available for the Motif stitching.



You must make all changes to Motif stitching in the Appliqué box.

- 4 In the Stitch Length box, enter the stitch length of the positioning and tack down runs.
- 5 From the Motif list, select a Motif pattern that will be used as the Appliqué stitching.
- 6 In the Motif stitch length box, enter the motif stitch length. The motif stitch length affects the size of the motif and represents the length (width) of each motif pattern.
- 7 Click Apply.

Appli-Stitch Properties

On the Appli-Stitch tab of the properties panel, you can adjust the properties of the Appli-Stitch segment.

Note, however, that in most cases, the default settings will be sufficient; it is particularly important that the Appliqué density not be set too low, since a low density for the border stitches will not cut the fabric properly.

To adjust Appli-Stitch settings:

- 1 Select the Appli-Stitch segment.
- 2 On the Properties panel, click the Appli-Stitch tab.
- 3 Adjust any of the following
 - ♦ **Stitch length:** Sets the stitch length for appliqué placement and tack-down stitches.
 - ♦ **Appliqué width:** Determines the width of the satin border.
 - ♦ **Appliqué density:** Sets the stitch density (in mm) of the satin border.
 - ♦ **Trap Offset:** Sets the distance between the Trapping run stitch and the original outline
 - ♦ **Trap stitch length:** Sets the stitch length of the Trapping run stitch.
- 4 Click Apply.

Auto Stipple Properties

There are two adjustments you can make in the Properties box for Auto Stippling segments: stitch length and density adjustments.

To change auto stipple properties:

- 1 Select the Auto Stipple segment.
- 2 In the Properties box, click the Autostipple tab.

- 3 In the Density box, enter the distance between rows of stippling. For instance, 0.25 inch (6mm) is a typical stipple, however, 050 inch (12mm) is a meander.
- 4 In the Stitch Length box, enter the maximum length of the stitches that make up the stippling.





Although you can set the maximum stitch length for stippling, the actual stitches' lengths will vary depending on the radius of any curves being stitched around.

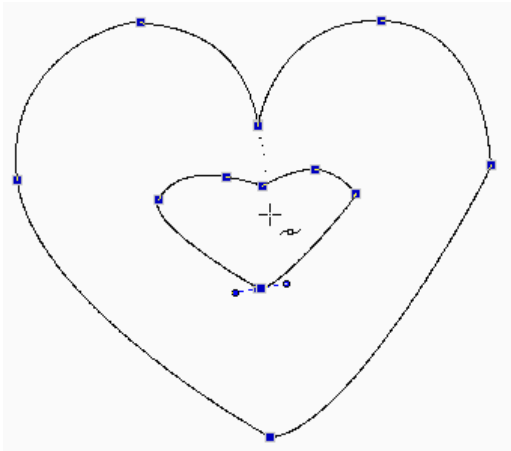
- 5 Click Apply.

Auto Stippling with Holes

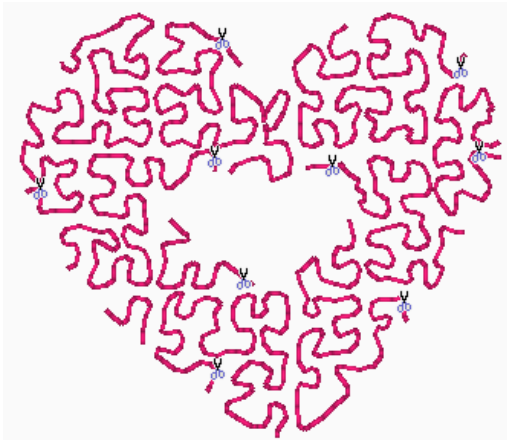
Auto Stippling has an additional step in the drawing process: The addition of holes. When you fill an area of stippling, you may want to go completely around another design element, not over it.

To create a hole in stippling:

- 1 Select the Auto Stipple segment you want to add holes in.
- 2 From the Edit tool bar, click the Add hole  tool from the Shapes tool fly out menu.
- 3 With the Add hole tool, draw the hole in the design.
- 4 From the View tool bar, click the Close  Shape tool to close each hole.



- 5 To add more holes, repeat from step three.
- 6 Right-click twice anywhere on the design workspace to complete the segment.
You see the Auto Stipple segment with holes created.



Cross Stitch Properties

Setting the Grid Spacing of Cross Stitch

The spacing of the Cross Stitch is set by the Size parameter on the Cross Stitch properties panel. This value determines the measurement, from corner to corner, across the squares of the cross-stitch pattern.

To set the Cross Stitch Size (grid spacing):

- 1 Select the Cross-stitch segment.
- 2 In the Properties box, click the Cross Stitch tab.
- 3 In the Size box, enter a value.
- 4 Click Apply.

Adjusting the Overlap for Cross Stitch

You can set how far you want to extend the diagonal stitches over the edge of the grid box. Overlap is similar to pull-compensation in standard embroidery. The actual penetration point will be the distance you set along the diagonal, outside the specified grid box. When two crosses are next to each other, there is an extra stitch placed to maintain the cross with an overlap.

To adjust the overlap from the Cross Stitch tab:

- 1 Select the Cross-stitch segment.
- 2 In the Properties box, click the Cross Stitch tab.
- 3 In the Overlap box, enter a value.
- 4 Click Apply.

You see the segment altered accordingly.

Repeat Stitching for Large Cross-stitch

You can set the number of times the embroidery machine sews over the branches of a single cross-stitch. This setting is commonly used when the grid spacing for a single cross-stitch is large. The setting is similar to a Bean stitch in standard embroidery. The machine sews over the original stitching the number of times you set.

To set the number of repeats from the Cross Stitch tab:

- 1 Select the Cross-stitch segment.
- 2 In the Properties box, click the Cross Stitch tab.
- 3 In the Repeats box, enter a value.
- 4 Click Apply.

You see the segment altered accordingly.

Artwork Properties

Adjusting the Pen Width in Artwork Segments

Floriani Total Control U allows you to change the thickness of the lines drawn in your artwork segments.

To adjust the pen width in Artwork segments:

- 1 Select the Artwork segment.
- 2 In the Properties box, click the Artwork tab.
- 3 In the Pen width box, enter the width you want for the lines in your artwork.
- 4 Click Apply.

You see the segment altered accordingly.

Applying Fill Color to Artwork

You can easily fill your artwork segments with color.

To apply fill color to artwork:

- 1 Select the Artwork segment.
- 2 In the Properties box, click the Artwork tab.
- 3 To fill the open areas of artwork with color, select Fill if not already selected.
- 4 Click Apply.

You see the segment altered accordingly.

Pull-compensation

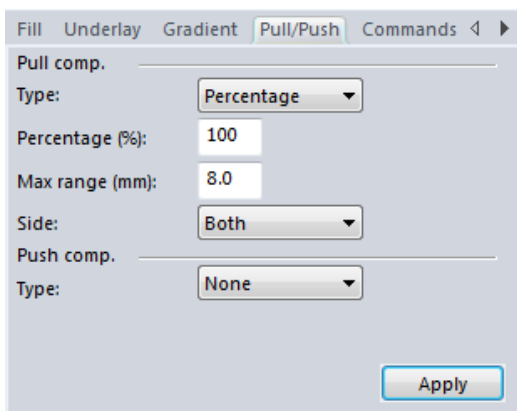
Pull-compensation is a stitch length adjustment which compensates for the “give” in certain stretchy fabrics. For example, you can add a degree of pull-compensation to prevent gaps from appearing between adjacent segments.

For those segment types that support it, can use the settings on the Pull/Push tab of the Properties panel to adjust the pull-compensation. Choose either None, Percentage, or Absolute.

To adjust the pull-compensation:

- 1 Select the segment.
- 2 In the Properties panel, click the Push/Pull Comp tab.

You see the Push and Pull Compensation settings.



- 3 From the Type list, select one of the following options:
 - ♦ None. Makes no adjustments to pull-compensation.
 - ♦ Percentage. Enter the percentage in the value % box and, if necessary, enter the maximum value of pull-compensation in the Maximum range box.
 - ♦ Absolute. Enter the amount of absolute pull-compensation in the Absolute value box.
- 4 Choose the end (or ends) of the segment that Push compensation will be applied to:
 - ♦ Both.
 - ♦ Side A.
 - ♦ Side B.
- 5 Click Apply.

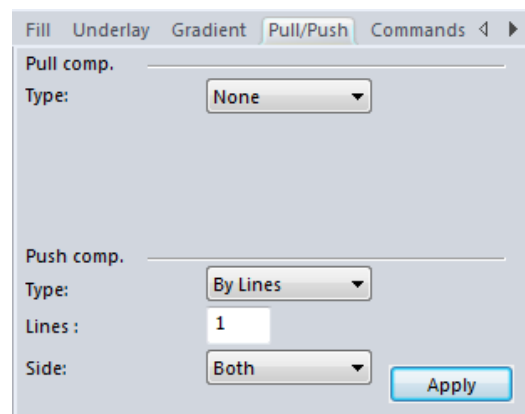
The designated amount of pull compensation will be applied to the selected segment.

Push-compensation

During sewing, the tension from the stitches can move the stitches towards the ends of the columns. Push-compensation automatically removes stitches at the edges of columns to compensate for this effect. The reduction of stitches can be based either on the number of lines of stitches to remove or on the linear distance (in mm) from the ends of the column.

To add Push compensation to segments:

- 1 Select a segment.
- 2 On the Properties panel, click the Push/Pull tab.
You see the Push and Pull Compensation settings.



- 3 Select one of the following options:
 - ♦ **None.** Makes no adjustments to push-compensation.
 - ♦ **By millimeters.** In this option, you enter the compensation as a linear distance, in millimeters.
 - ♦ **By lines.** If this option is chosen, enter a number of lines to be removed from

the segment in the “By number of lines” field.

- 4 Choose the end (or ends) of the segment that Push compensation will be applied to:
 - ♦ Both.
 - ♦ End A.
 - ♦ End B.
- 5 Click Apply.

The designated amount of push compensation will be applied to the selected segment.

Underlay Properties

Selecting the Underlay Type

You can select underlay types for various types of stitches. Choose from Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, and Lattice. Note that the Underlay types that are available depend on the segment type to which the underlay is being applied.



You can combine underlay types to get maximum coverage.

To select an underlay type:

- 1 Select the segment.
- 2 In the Properties box, click the Underlay tab.
- 3 Select one or more of the following underlay types you want to use: Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, or Lattice.



The Underlay types available depend on the segment type to which underlay is being applied.



When you select underlay types, you will be able to see what your underlay type will look like in the Preview area.

- 4 Adjust any of the other settings. Refer to the related procedures for more information.
- 5 Click Apply.

Specifying the Underlay Density

You can specify the density for underlay stitches.

To set the underlay density:

- 1 Select the segment.
- 2 In the Properties box, click the Underlay tab.
- 3 Select one or more of the following underlay types you want to use: Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, or Lattice.



When you select underlay types, you will be able to see what your underlay type will look like in the Preview area.

- 4 In the Density box, enter a density value.
- 5 Adjust any of the other settings. Refer to the related procedures for more information.
- 6 Click Apply.

Specifying the Underlay Stitch Length

You can specify the stitch length for your underlay stitches. You can increase or decrease the length according to your underlay needs.

To specify the underlay stitch length:

- 1 Select the segment.
- 2 In the Properties box, click the Underlay tab.
- 3 Select one or more of the following underlay types you want to use: Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, or Lattice.

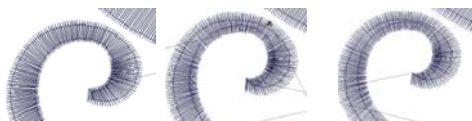


When you select underlay types, you will be able to see what your underlay type will look like in the Preview area.

- 4 In the Stitch Length box, enter the stitch length that you want for your underlay stitches.
- 5 Adjust any of the other settings. Refer to the related procedures for more information.
- 6 Click Apply.

Changing the Inset Distance

You can change the inset distance. Floriani Total Control U calculates the inset distance (the distance the underlay stitches are placed from the edge of the top stitching.) Inset distance changes the amount of underlay coverage. The smaller the inset distance, the more coverage you have.



Inset distance	Inset distance	Inset distance
0.60 mm	0.120 mm	0.180

To change the inset distance:

- 1 Select the segment.

- 2 In the Properties box, click the Underlay tab.
- 3 Select one or more of the following underlay types you want to use: Contour, Parallel, Perpendicular, Zig-Zag, Full Lattice, or Lattice.



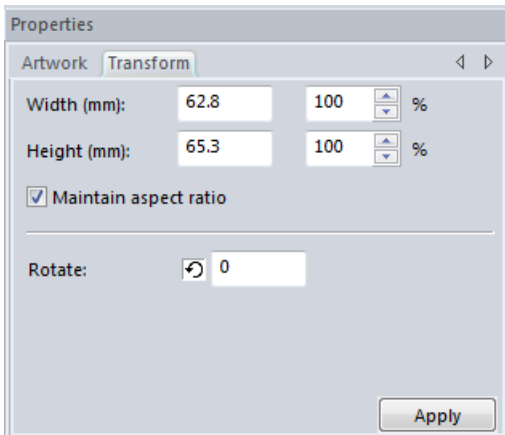
When you select underlay types, you will be able to see what your underlay type will look like in the Preview area.

- 4 In the Inset box, enter the amount of distance you want.
Enter a zero value if you want to place the underlay directly on the edge of the segment.
- 5 Click Apply.

Transforming Objects

Everything displayed in the design window can have their height, width and rotation adjusted. These basic manipulations are grouped together as 'Transformations'. Even multiply selected objects can be transformed.

The Transform Properties box contains input fields for height, width and rotation. When adjusting the height or width, you can keep the object from being 'squished' or 'stretched' by selecting the "Maintain aspect ratio" option.



To transform objects using the Properties box:

- 1 Select one or more objects you wish to adjust.
- 2 In the Properties box, click the Transform tab.
- 3 In the Width box, enter the width you want for the selected object(s).
- 4 In the Height box, enter the height you want for the selected object(s).
- 5 To maintain the proportions of an object while resizing it, select Maintain aspect ratio if not already selected.
- 6 In the Rotate box, enter the number of degrees you want to rotate your design.
- 7 Click Apply.

CHAPTER 9

Working with Images

Floriani Total Control U has all the tools you need to work with images. Use these tools to manipulate scanned photographs or image files and create impressive designs. Once you convert these images to embroidery, you can alter your designs to suit your needs.

Topics covered in this chapter:


- Creating embroidery from scanned images.
- How to load and transform backdrop images.
- Tracing backdrop images and converting them to stitches.

Scanning Images

You can scan images and then load them into your system, or you can use the Acquire command to scan the images directly into Floriani Total Control U. The Acquire command lets you use a scanner without exiting the program. Once you scan images, you can use the images to create embroidery designs with unique stitch effects.

You can use the Acquire command when working with backdrop images. You can also access this command from any of the four design wizards available: Cross-Stitch Wizard, Photo-Stitch Wizard, AutoDigitizing Wizard and Auto Artwork Wizard.

To scan an image:




- 1 To use the Acquire command with backdrop images, complete the following:
 - ♦ From the View tool bar, click the Backdrop  tool. For more information on using backdrop images, see “Working with Backdrop Images”.
Your background image will be selected.
 - ♦ Right-click the image and select Twain Scanner or choose File—Twain Scanner.
You see the Twain Scanner dialog.
- 2 To use the Acquire command in one of the Floriani Total Control U wizards, complete the following:
 - ♦ Choose the Tools menu and select the wizard you want to use. For more information, see “Using Floriani Total Control U Wizards”.
You see the appropriate wizard window.
 - ♦ Click Acquire.
You see the Twain dialog.
- 3 Click Select Source.
You see the Select Source dialog appear with a list of the scanners you have connected to your computer.
- 4 From the list, select the scanner you want to use and click Select.
- 5 Do one of the following:
 - ♦ If you are working with backdrop images, click Acquire.
 - ♦ If you are working with wizards, click Acquire Image.
You see the dialog for the selected scanner. The dialog that appears depends on the scanner you are using. Some scanners have more options than other scanners.
- 6 Adjust the settings you want for the image.
- 7 Scan the image.
You see the Save As dialog.
- 8 In the Save in list, browse to the location you want to save your file.
- 9 In the File Name box, enter the file name for the image you want to be saved.
- 10 In the Save As type list, select the file type you want the image to be saved as.
- 11 Click Save.
If you are working with backdrop images, your scanned image will appear in your design workspace.
If you are working with Floriani Total Control U wizards, you will see the location of your saved image appear in the wizard page and you will need to click Next to continue.

Working with Backdrop Images

Loading Images as a Backdrop

You can open an image file to use as a backdrop or background while creating embroidery designs. You can preview and open most standard file types (i.e. Bitmap images and Vector images, *.WMF, *.BMP, *.JPG, *.AI, *.EPS, *.TIF, *.PCX, *.PCT, or *.TGA files). When you open an image, it opens in its original size.


To load an image as a backdrop:

- 1 From the File tool bar, do one of the following:
 - ♦ Click the New  tool to create a new design.
You see a new untitled design file.
 - ♦ Click the Open Design  tool to open an existing design.
You see your existing design file.
- 2 Do one of the following:
 - ♦ Choose File—Load Backdrop.
 - ♦ Click the Backdrop  tool.*You see the Load Backdrop dialog.*
- 3 In the Look in list, browse to the location of the image you want to load.
These images are located at: C:\Program Files(x86)\Floriani\Floriani Total Control U\Artwork.
- 4 In the Files of type list, select a file type for the image you want to open.
- 5 In the File Name box, enter the file name for the image you want to open.

- 6 Click Open.

You see your backdrop image appear in the design workspace.

Transforming Backdrop Images

Transforming a backdrop or background image is similar to transforming any object; however, to select the image, you will need to click on the Backdrop  tool.


The backdrop will have a single tab, "Backdrop", in the Properties box. In addition to the basic transformations that can be done on any object, the backdrop also has a control on this tab that allows you to make the backdrop darker or lighter for easier drawing.



Only one backdrop can be used in Floriani Total Control U at a time, but when you are done with one, you can load a different one.


Floriani Total Control U also allows you to transform the image using backdrop menu options. This menu appears when you right-click on your backdrop image. You can use the menu options to show or hide your backdrop image, change your existing image, scan an image or edit your opened image.

To transform background images using the Properties box:

- 1 From the View tool bar, click the Backdrop  tool.
Your background image will be selected.
- 2 In the Properties box, click the Backdrop tab.
- 3 In the Width box, enter the width you want for the backdrop image.

- 4 In the Height box, enter the height you want for the backdrop image.
- 5 In the Scale box, enter the percentage value you want the design scaled to.
- 6 In the Rotate box, enter the number of degrees you want to rotate your design. If you want to automatically rotate your design 90 or 180 degrees, click the 90 or 180 degree buttons.
- 7 To make the backdrop image darker or lighter, adjust the slider control left or right accordingly.
- 8 Click Apply.
You see the backdrop image altered accordingly.

To transform background images using the Backdrop tool:

- 1 From the View tool bar, click the Backdrop  tool.

Your background image will be selected.


- 2 Right-click the image and select any of the following menu options:
 - **Show Backdrop:** This will allow you to turn the backdrop off.
 - **Load Backdrop:** This allows you to change the backdrop, or load one if you have not already.
 - **TWAIN Scanner:** This is handy to scan in an image. For more information, see “Scanning Images”.
 - **Edit Backdrop:** This allows you to open and edit the backdrop in an image editing program.




You can use the Program Preferences tool to select the image editing program you want used.


- **Properties:** Displays the Backdrop Properties.

AutoTracing a Backdrop Image



You can use the Magic Wand  tool to detect contours and trace an image to produce an artwork segment.

The Magic Wand  tool allows you to find and trace an outline in a backdrop image. Once you trace outlines or single lines with the Magic Wand tools, you can then add different stitch types to the segments from the Stitch Effects tool bar. For more information, see “Converting Segments to Different Stitch Types.”



You can also trace backdrop images and artwork using the Pen  tool from the Design tool bar. For more information, see “Drawing Lines with the Pen tool”.

To auto trace a backdrop image with the Magic Wand tool:

- 1 Make sure that the image you want to draw on is loaded as a backdrop.
For more information, see “Loading Images as a Backdrop”.
- 2 From the Design tool bar, click on the Magic Wand  tool.
You see the cursor change to a wand.
- 3 Click the areas of the image that you want to have traced.
- 4 Repeat step 3 until all areas have been traced.
- 5 From the Edit tool bar, click the Select  tool.
- 6 Select the artwork segment(s) you just traced.


- 7 From the Stitch Effects tool bar, select the stitch effect you want applied to your segment(s).

You see the segment(s) altered accordingly.

Hiding a Backdrop Image

You can hide the current image on the design workspace. Hiding the backdrop image is ideal if you are using a complex image and you want to see what you have embroidered on top of the scanned or imported image.

To hide a backdrop image:

- Do one of the following:
 - ♦ On the View tool bar, click the Backdrop  tool.
The backdrop image will be selected, and will be enclosed in a selection frame.
 - ♦ Right-click the selected image.
 - ♦ On the menu that appears, uncheck "Show Backdrop."
 - ♦ Type Alt + S on the keyboard.
The backdrop image will be temporarily hidden. To show it again, check Show Backdrop again on the context menu, or type Alt + S again.

CHAPTER 10

Using Wizards and Special Design tools

You can efficiently create new designs using the wizards: Cross-Stitch Wizard, Photo-Stitch Wizard, AutoDigitizing Wizard, Auto Artwork Wizard, Name Drops Tool, Split Wizard.

Topics covered in this chapter:

- Using the Save2Sew feature.
- Using the Cross-stitch Wizard to automatically create cross-stitch embroidery from image files.
- Creating a new photo-stitch design from a file containing vectors or a raster image.
- Using the AutoDigitizing Wizard to create embroidery from vector or bitmap images.
- Using the Auto Artwork Wizard to convert vector or bitmap images into artwork segments.
- Using the Name Drops wizard.
- Splitting a large design into smaller stitch files to sew it out on a smaller hoop with the Split Wizard.
- Creating new designs from repeated elements with Duplicate, Template, and Circular Template.

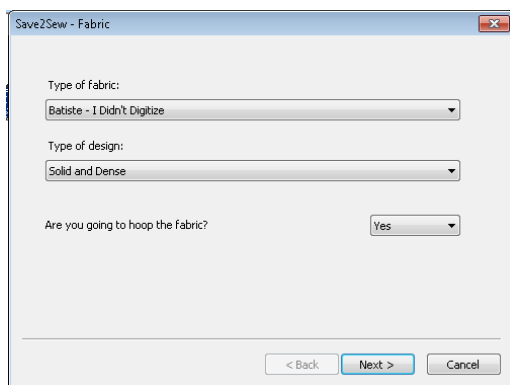
Save2Sew

The Save2Sew feature is a quick way to save a design with the appropriate settings for sewing on a specific fabric/garment type. Depending on the fabric, and some of the characteristics of the design, Save2Sew will also suggest tips about which needle, topping, and stabilizing should be used.

To use Save2Sew:

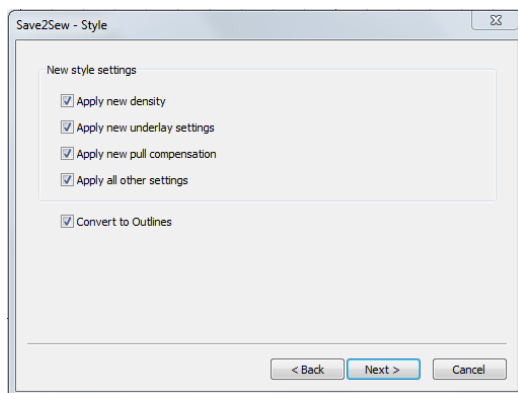
- 1 Create a new design, or open an existing one.
- 2 Do one of the following
 - ♦ From the Design toolbar, select the Save2Sew tool.
 - ♦ From the menu bar, select File—Save2Sew.

You see the Save2Sew dialog.



- 3 On the dialog, select the following in each field:
 - ♦ Fabric type.
 - ♦ Design type.
 - ♦ Hooped or not hooped.
- 4 Click Next.

You see the Style dialog.



In the style dialog, all the Style settings will be “on” by default. If you want a setting type (for example, Underlay) not to be applied to the design in question, uncheck the box next to it.

The Convert to Outlines box will also be checked by default. This setting ensures that any stitch (i.e. non-outline) segments in the design will be converted to outlines before the Save2Sew feature applies settings to the design; settings cannot be applied to stitch segments.

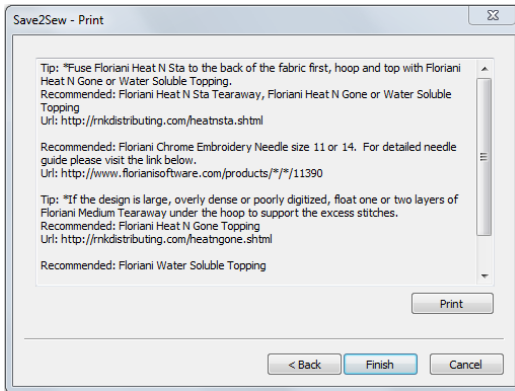


- 5 Click Next.

You see new dialog, which contains hints on which topping, needle, and stabilizers are best to use for the design.



The text in the dialog may be saved as a hard copy by clicking on the Print button.




- 6 Click Finish.
You see a Save as dialog.
- 7 Click Save.
The design will be saved in the Floriani Files (.waf) format.*
In the design workspace, the Save2Sew settings (such as underlay or pull-compensation) will be applied.
- 8 To output the design as a stitch format, use File—Save as.

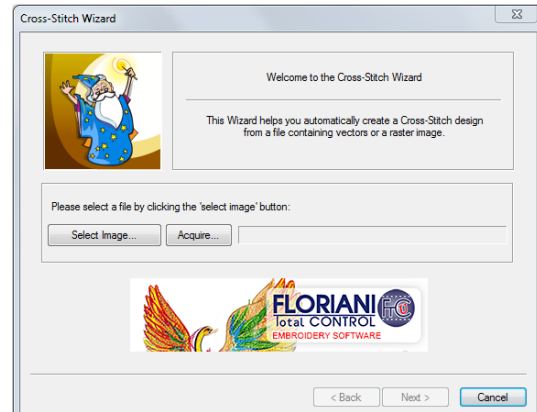
Creating a Cross-stitch Design

The Cross-Stitch Wizard makes creating a new cross-stitch design easy. To begin the process, start the Cross-Stitch Wizard, enter necessary information about the cross-stitch design you want to create, and follow the subsequent prompts until you finish creating your design.

To open the Cross-Stitch Wizard:

- Do one of the following:
 - ♦ Choose Tools—Cross-Stitch Wizard.

- ♦ From the Design toolbar, click the Cross-Stitch Wizard  tool.
You see the Cross-Stitch Wizard.



Selecting an Image

When the Cross-Stitch Wizard opens, you can select the image you want to process within Floriani Total Control U.



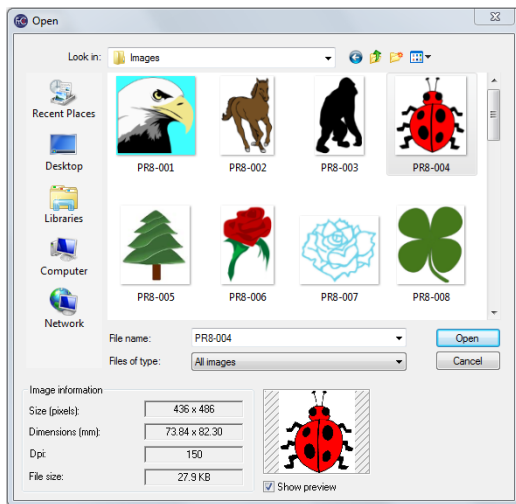
You can also process a scanned image by clicking Acquire on the first wizard page. For more information, see “Scanning Images.”

To select an image:

- 1 Click Select Image.
You see the Open browse window.



In the Open browse window, you can also view the Size, Dimensions, Dpi, and File size of each image.



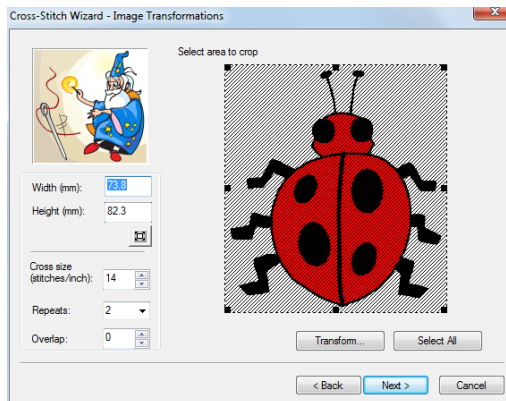
The image that you select for processing can be in either Bitmap or Vector format.

- 2 Choose the location, file type, and name of the image you want to process.
- 3 Select Show Preview to see a preview of your image.
- 4 Click Open.
- 5 Click Next to load the selected image.

You see the Image Transformations wizard page.

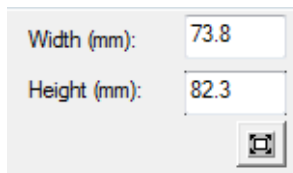
Transforming an Image

After you make necessary changes to the color of the source image, you can make necessary adjustments to the source image before the actual conversion to cross-stitch takes place. In the Image Transformations wizard page, Cross-Stitch Wizard allows you to resize, change the cross-stitch parameters, transform and crop particular areas. Once you finish transforming your image, click Next to continue.




Resizing an Image

The source image size can be controlled through the Width and Height edit boxes found on the Image Transformations wizard page. Cross-Stitch Wizard allows you to restore the image to its original size as well.



To resize an image:

- In the Set new image size area, complete the following:
 - ♦ In the Width field, edit the width of your source image, or
 - ♦ In the Height field, edit the height of your source image.
 - ♦ To restore the image to its original size, click the Reset Size button .

Changing Cross-stitch Parameters

Cross-stitch parameters control the way you create cross-stitches. Cross-Stitch Wizard allows you to change three cross-stitch parameter settings: the cross size parameter, the setting for repeat stitching, and the amount of overlap.

The cross size parameter, given in stitches per inch, is the most important cross-stitch parameter. The higher the value of cross size (the more stitches per inch), the more detail will be carried into the final design.



Too much detail can also generate designs with a very large stitch count, and so create unnecessary delays in final production.

Cross-stitches also depend on the setting for repeat stitching. You can set the number of times the embroidery machine sews over the branches of a single cross-stitch. This setting is commonly used when the grid spacing for a single cross-stitch is large. The default setting is similar to a Two-Ply or Bean stitch in standard embroidery. The machine will sew over the original stitching the number of times you set.

By adjusting the overlap you can set, in embroidery points, how far you want to extend the diagonal stitches over the edge of the grid box. Overlap is similar to pull-compensation in standard embroidery. The actual penetration point will be outside the specified grid box, the distance you set along the diagonal.

To change cross-stitch parameters:

- To change cross-stitch parameters, complete the following:
 - ♦ In the Cross size (stitches/inch) field, edit the cross size parameter in terms of stitches per inch.
 - ♦ From the Repeats list, select the number of times you want the embroidery machine to sew over the branches of a single cross-stitch.
 - ♦ In the Overlap (pt) field, edit how far you want to extend the diagonal stitches over the edge of the grid box.

Transforming an Image

Cross-Stitch Wizard allows you to change the source image's orientation and mirroring commands.

To transform an image:

- 1 Click Transform.
You see a menu.

- 2 From the menu select any of the following:
 - ♦ Flip horizontally.
 - ♦ Flip vertically.
 - ♦ Rotate 90 Clockwise.
 - ♦ Rotate 90 Counterclockwise.
 - ♦ Rotate 180.

In Select area to crop, you see the changes you made to your image.

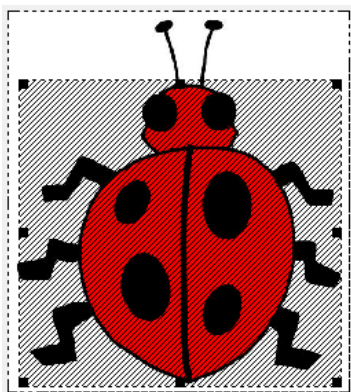
Cropping an Area of an Image

The source image can be cropped so that only a part of it will be used in the automatic cross-stitch creation process. Cross-Stitch Wizard allows you to control the cropped selection area, defining the specific portion of the image you wish to use.

To crop an area of an image:

- 1 In Select area to crop, click and drag the black grips found on the corners and the side centers of the selection box to define the portion of the image you want to use.

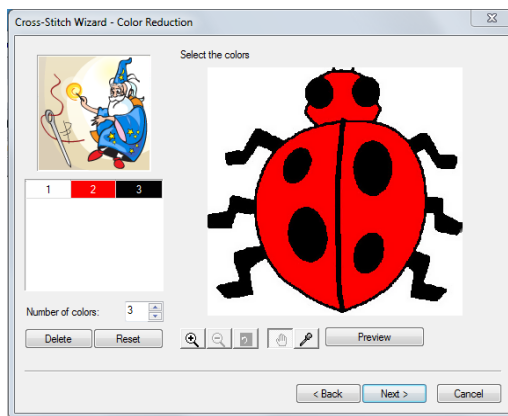
In Select area to crop, you see the changes you made to your image.



- 2 To undo any of the cropping that you applied and select the entire image, click Select All.

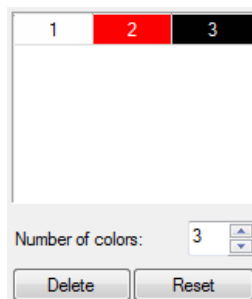
Color Reductions

Cross-Stitch Wizard allows you to make necessary changes to the color of the source image. Once you finish making color reduction changes, click Next to continue.



Changing the Number of Colors in an Image

The colors that have actually passed the optimization and noise averaging pre-process method are shown in the color palette.



To change the number of colors in an image:

- In the Number of colors field, use the up and down arrows to select the total number of colors you want your image to have.

Deleting Colors from the Palette

A specific color can be chosen from the color palette and removed.

To delete a specific color from the palette:

- 1 In the color palette area, select the color that you want to remove from the palette.
- 2 Click Delete.
You see the color you selected removed from the palette.

Resetting the Colors in an Image

You can use the Reset Button at any time to bring back the original image palette.

To reset the colors in the palette:

- Click Reset.


Using Zoom Tools for Color Reduction

Use the Cross-Stitch Wizard zoom tools to view precise details in your design.




You can also access the Zoom In, Zoom Out, and Zoom To Fit tools by right-clicking in the Select the colors area and making a selection from the menu.


To use the Zoom In tool:

- Click the Zoom In tool .
You see the size of your design increase in the Select the colors area.



To use the Zoom Out tool:

- Click the Zoom Out tool .
You see the size of your design decrease in the Select the colors area.


To use the Zoom To Fit tool:

- Click the Zoom To Fit tool .
You see your design fit inside the Select the colors area.


Using the Pan and Dropper Tools for Color Reduction

When in zoomed status, you can move your source image around using the Pan tool  and add new colors to your color palette using the Dropper Tool .

To use the Pan tool:

- 1 In zoomed status, click the Pan tool .
- 2 In the Select the colors area, click and drag the source image until you get a precise view of the desired area.

To use the dropper tool:

- 1 In zoomed status, click the Dropper tool .
- 2 In the Select the colors area, click on new colors to include in the color palette.
You see each new color appear in the color palette.

Previewing an Image

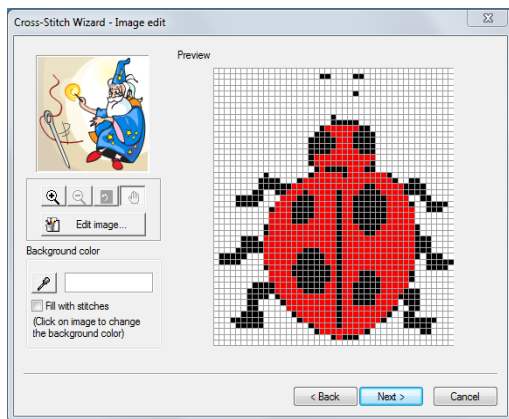
To view your color modifications, you can use the preview button.

To preview your image:

- 1 To preview your source image, click Preview.
You see a preview of your source image after color reduction within the Select the colors area.
- 2 To view your original source image, deselect Preview.
- 3 Click Next to continue.
You see the Image Edit wizard page.

Image Edit


The Image Edit page allows you to preview the mosaic image created from the pre-processed image. Once you finish editing and previewing your image, click Next to continue.




Using Zoom and Pan Tools for Image Editing

Use the Cross-Stitch Wizard zoom tools to view precise details in your design.


To use the Zoom In tool:

- Click the Zoom In tool .
You see the size of your design increase in the Preview area.


To use the Zoom Out tool:

- Click the Zoom Out tool .
You see the size of your design decrease in the Preview area.


To use the Zoom To Fit tool:

- Click the Zoom To Fit tool .
You see your design fit inside the Preview area.

To use the Pan tool:

- 1 In zoomed status, click the Pan tool .
- 2 In the Preview area, click and drag the source image until you get a precise view of the desired area.

Editing an Image with the Default Bitmap Editor

 If an image has been edited in MS-Paint (or another editor), you should see a prompt to save the image when you close the editor. Changes will automatically be transferred into Cross-Stitch Wizard and you can continue developing the cross-stitch design.

Global or detailed changes can be applied with an external bitmap editor just before the final cross-stitch conversion of the image. By default MS-Paint is used.

In the default editor, the image can be saved to a specific disk location. This pre-processed image can also be used in the first Cross-Stitch Wizard page.

To edit an image with the default bitmap editor:

- 1 Click Edit image.




You can select the image editing program you want to use from Program Preferences. For more information, see “Setting up your Workspace Environment”.

You see the default bitmap editor program open with your image.


- 2 In the default bitmap editor program, make necessary changes to your image.
- 3 To bring the design back into the program, choose File—Save and then click on the X in the top right corner to exit the program.

The revised image will be in the Preview dialog.

Using the Dropper Tool to Select a Background

You can use the Dropper tool  to select a background color for your image.

To use the dropper tool:

- 1 In the Background color area, click the Dropper tool .
- 2 In the Preview area, click on the color you want to use for the background of your image.

You see the color you selected appear in the Background color area.

Choosing whether to Fill the Background Color with Stitches

The background color of your design can be filled with cross-stitches or not. You can also define which color will be the background.

Your choices for the background color fill will affect your actual design.

To fill the background color with stitches:

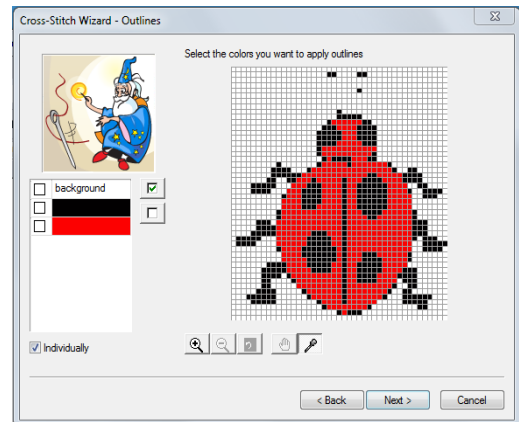
- Select Fill with stitches, if not already selected.

To not have stitches fill the background color:


- Deselect Fill with stitches, if already selected.

Adding Outlines to an Image

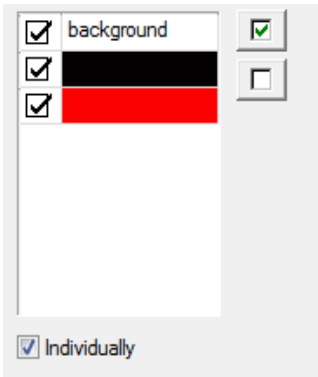
Selective cross-stitched areas can be outlined for more emphasis. You can define outline areas in two ways: using the dropper tool or using the color palette. You can also adjust the way selected colors are outlined. Once you finish adding outlines to your image, click Next to continue.



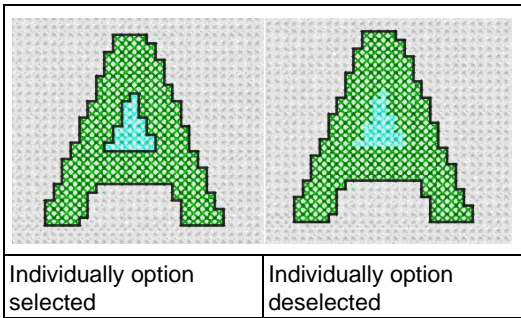
Using the Color Palette to Apply Outlines

 The background color is also stated on the palette.



Use the Color Palette to apply outlines to your image.



The “Individually” option adjusts the way selected colors are outlined. When two colors have been chosen from the palette to be outlined, and areas of these colors are side by side, this option defines if individual areas will be outlined. This option also defines if adjusted areas will be treated as a whole object and have a unified outline




To use the color palette:

- 1 In the color palette, select the colors that you want to apply outlines. To select all of the colors in the color palette, click the Select All button . To deselect all of the colors in the color palette, click the Unselect All button .
- 2 To select the Individually option, select Individually if not already selected. To remove the Individually option, deselect Individually if already selected.

Using the Dropper Tool to Apply Outlines


Use the Dropper Tool  to make more direct selections for outlines in your image.

To use the dropper tool:


- 1 Click the Dropper tool , if not already selected.
- 2 In the “Select the colors” window, click on the colors you want to add outlines to in your image.
Each color will appear checked off in the color palette.

Using Zoom Tools for Outlines


Use the Cross-Stitch Wizard zoom tools to view precise details in your design, particularly when adding outlines.

 You can also access the Zoom In, Zoom Out, and Zoom To Fit tools by right-clicking in the Select the colors you want to apply outlines area and making a selection from the menu.


To use the Zoom In tool:

- Click the Zoom In tool .
You see the size of your design increase in the Select the colors you want to apply outlines area.


To use the Zoom Out tool:

- Click the Zoom Out tool .
You see the size of your design decrease in the Select the colors you want to apply outlines area.


To use the Zoom To Fit tool:

- Click the Zoom To Fit tool .
You see your design fit inside the Select the colors you want to apply outlines area.

Using the Pan Tool for Outlines

When in zoomed status, you can move your source image around using the Pan Tool .

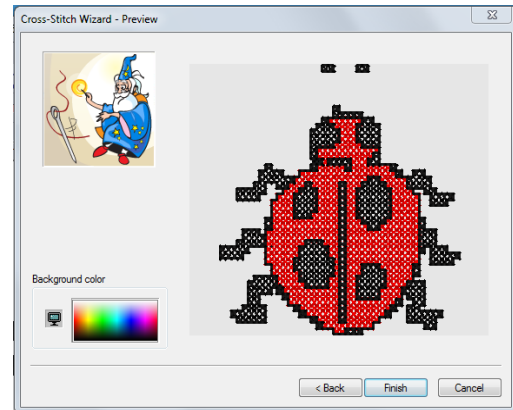
To use the Pan tool:

- In zoomed status, click the Pan tool .
- In the “Select the colors” window, click and drag the source image until you get a precise view of the desired area.

Final Preview

Just before you finish creating your cross-stitch design, you can see a 3D preview of the completed cross-stitch design. You can change the color of the background fabric shown on your screen, providing a better preview of how your final design will look on various background colors. Once you finish

making changes in the Preview wizard page, click Finish and your cross-stitch design will appear in the main design window.



To define your fabric background color:

- In the Background color area, click on the color of your fabric background.
You see the background of your cross-stitch design change accordingly in the 3D view area.
- Click Finish to complete the design.
You see the cross-stitch design appear in the main design window.

Creating a design with the Photo-Stitch Wizard

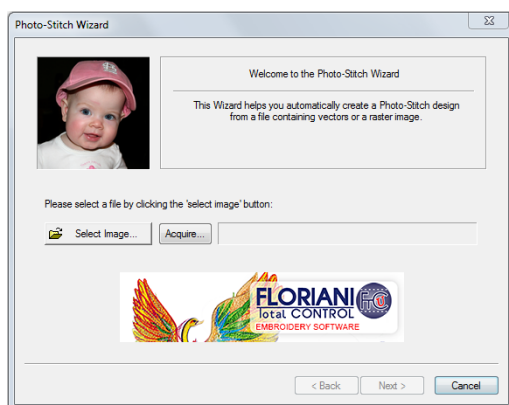
The Photo-Stitch Wizard makes it easy to create a new photo-stitch design from a file containing vectors or a raster image. To begin the process, start the Photo-Stitch Wizard, enter necessary information about the photo-stitch design you want to create, and follow the subsequent prompts until you finish creating your design.

To open the Photo-Stitch wizard:

- Do one of the following:
 - ♦ Choose Tools—Photo-Stitch Wizard.
 - ♦ From the Design toolbar, click the

Photo-Stitch Wizard  tool.

You see the Photo-Stitch Wizard.



Selecting an Image

When the Photo-Stitch Wizard opens, you can select the image you want to process within Floriani Total Control U.



You can also process a scanned image by clicking Acquire on the first wizard page. For more information on using scanned images, see “Scanning Images”.

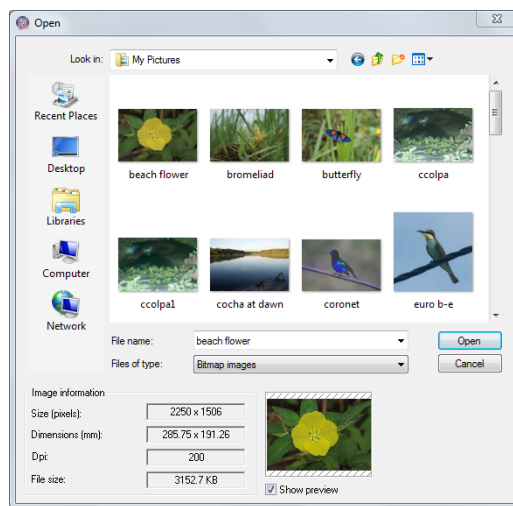
To select an image:

- 1 Click Select Image.

You see the Open browse window.



In the Open browse window, you can also view the Size, Dimensions, dpi, and File size of each image.

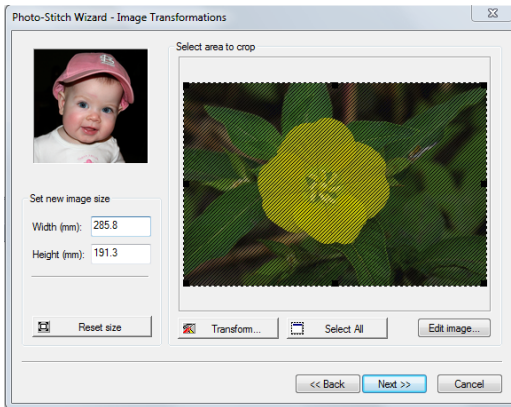


- 2 Choose the name, file type, and location of the image you want to process.
- 3 Select Show Preview to see a preview of your image.
- 4 Click Open.
- 5 Click Next to load the selected image.

You see the Image Transformations wizard page.

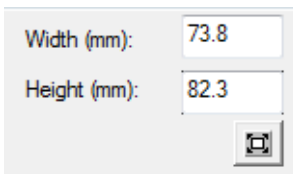
Transforming an Image

After you select a source image, you can make necessary adjustments to the source image before the actual conversion to stitches takes place. In the Image Transformations wizard page, Photo-Stitch Wizard allows you to resize, transform, crop particular areas, and edit your image. Once you finish transforming your image, click Next to continue.



Resizing an Image

The source image size can be controlled through the Width and Height edit boxes found on the Image Transformations wizard page. Photo-Stitch Wizard allows you to change the units of measurement and restore the image to its original size as well.



To resize an image:

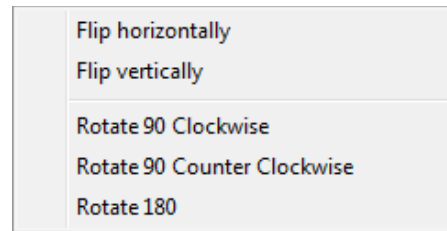
- In the Set new image size area, complete the following:
 - ♦ In the Width field, edit the width of your source image, or
 - ♦ In the Height field, edit the height of your source image.
 - ♦ To restore the image to its original size, click the Reset Size button.

Transforming an Image

The Photo-Stitch Wizard allows you to change the source image's orientation and mirroring commands.

To transform an image:

- 1 Click Transform.
You see a menu.



- 2 From the menu, select any of the following:
 - ♦ Flip horizontally.
 - ♦ Flip vertically.
 - ♦ Rotate 90 Clockwise.
 - ♦ Rotate 90 Count Clockwise
 - ♦ Rotate 180.

In Select area to crop, you see the changes you made to your image.

Cropping an Area of an Image

The source image can be cropped so that only a part of it will be used in the automatic photo-stitch creation process. Photo-Stitch Wizard allows you to control the cropped selection area, defining the specific portion of the image you wish to use.



To crop an area of an image:

- 1 In Select area to crop, click and drag the black grips found on the corners and the side centers of the selection box to define the portion of the image you want to use.
In Select area to crop, you see the changes you made to your image.
- 2 To undo any of the cropping, and select the entire image, click Select All.

Editing an Image

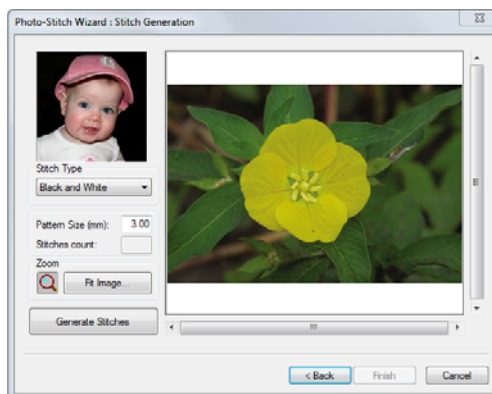
Photo-Stitch Wizard makes this option available to you if you want to edit an image in your default image editing program.

To edit an image:

- 1 Click Edit Image.
You see your default image editing program open with your source image.
- 2 Make necessary changes to the source image.
- 3 To bring the design back into the program, choose File—Save and then click on the X in the top right corner to exit the program.
The revised image will be in the Preview dialog.

Stitch Generation

After you make necessary adjustments to the source image, you can select the image color and pattern size you want used for stitch generation.



Choosing Image Colors

To choose an image color:

- From the Image Color list, select the image color you want used:
 - ♦ Black and White. Select to generate stitches using black and white stitches.
 - ♦ Color (CMYK). Select to generate stitches using four process colors: cyan, magenta, yellow, and key (black). CMYK is a color model in which all colors are described as a mixture of these four process colors. CMYK is the standard color model used in offset printing for full-color documents.

Choosing a Pattern Size

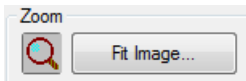
To choose a pattern size:

- In the Pattern Size box, enter the stitch length size you want for your generated photo-stitch design.


You see the stitch count for your design altered accordingly in the shaded Stitches Count box.

Using Zoom Tool for Image Editing

Use the Photo-Stitch Wizard zoom tools to view precise details in your source image.



To use the Zoom In tool:

- 1 Click the Zoom  tool.
The pointer becomes a magnifying glass.
- 2 Left-click the design.
- 3 Do one of the following steps:
 - ♦ Right-click to make your design smaller.
 - ♦ Left-click that area to zoom-in on a specific area.
 - ♦ Click Fit Image to make your design fit inside the preview area.

Generating stitches


To generate stitches:

- 1 To generate stitches for the image source file, click Generate Stitches.
You see the preview of your design change to reflect the design settings on this Stitch Generation wizard page. If you want to make more changes on this page, make the changes and click Generate Stitches again.
- 2 Click Finish to complete the design.
You see the photo-stitch design appear in the design window.

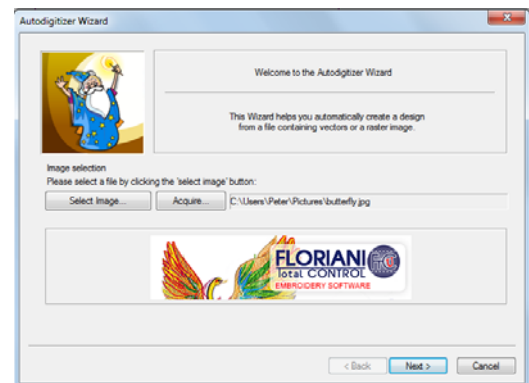
Using the Autodigitizer Wizard

You can create embroidery from vector or bitmap images in a few simple steps using the Autodigitizer Wizard. The image does not need to have each color outlined. You can use images with shading because by cleaning the image, the Wizard ignores closely related colors. Simply choose an image and follow the instructions that the wizard gives you.

To use the AutoDigitizer Wizard:

- 1 Do one of the following:
 - ♦ Choose Tools—AutoDigitizing Wizard.
 - ♦ From the Design toolbar, click the Autodigitizer Wizard  tool.

You see the Autodigitizer Wizard window.



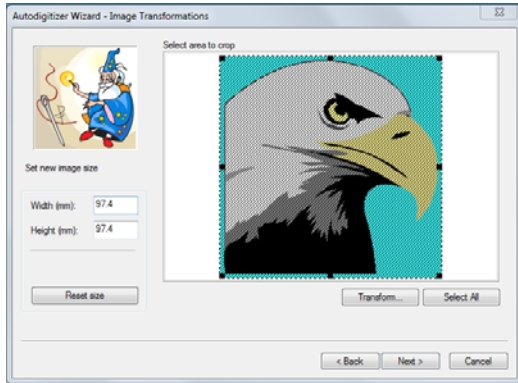
- 2 Click Select Image to choose and open the file you want to autodigitize.



You can also autodigitize a scanned image by clicking Acquire on the first wizard page. For more information, see “Scanning Images”.

3 Click Next.

*You see the Autodigitizer Wizard-Image Transformations window. When you autodigitize files such as *.jpg or *.bmp, you can crop, rotate, and resize the image.*



4 In the Set new image size area, enter a width or height to change the image size proportionately.

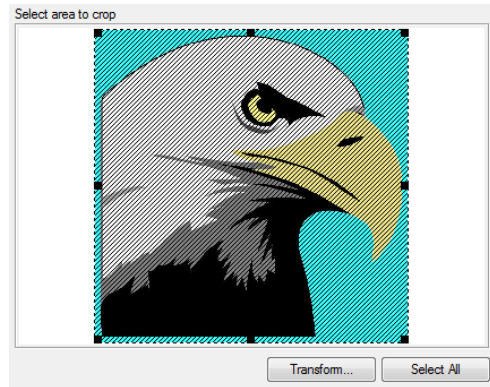
5 To reset, click Reset Size.

6 Click Transform to do any of the following to the image:

- ♦ Flip horizontally.
- ♦ Flip vertically.
- ♦ Rotate 90 Clockwise.
- ♦ Rotate 90 Counterclockwise.
- ♦ Rotate 180.

7 To crop the image, select only the portion you want to autodigitize.

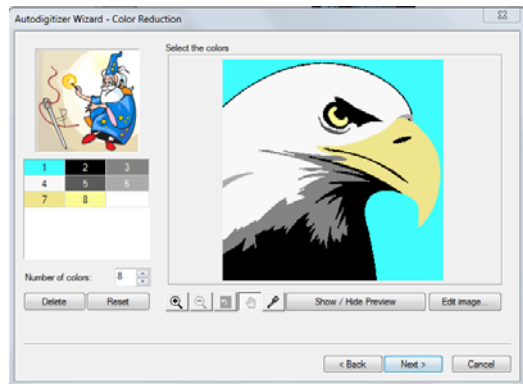
- ♦ Place the mouse pointer over the black dots around the image and drag in the selection box.



- ♦ If the selection you made is not exactly as you want, click Select All to select the entire image again.

8 Click Next.

You see the Autodigitizer Wizard – Color Reduction window.



9 To add new colors to the color palette, do the following:

- ♦ In Zoomed status, click the dropper tool.
- ♦ In the Select the Colors area, click on new colors to include in the color palette.

You see each new color appear in the color palette.

- 10 To reduce the number of colors in the resulting design, select the color and then click Delete.
- 11 Click the View tools to Zoom In, Zoom Out, or have your image Fit to Window.
- 12 Click Show/Hide Preview to display the image with the colors you removed.
- 13 To edit an image with the default bitmap editor, complete the following:

- ♦ Click Edit Image.
You see the default bitmap editor program open with your image.
- ♦ In the default bitmap editor program, make necessary changes to your image.
- ♦ To bring the design back to the Floriani Total Control U program, choose File—Save and then click on the X in the top right corner to exit the program.
The revised image will be in the Preview dialog.

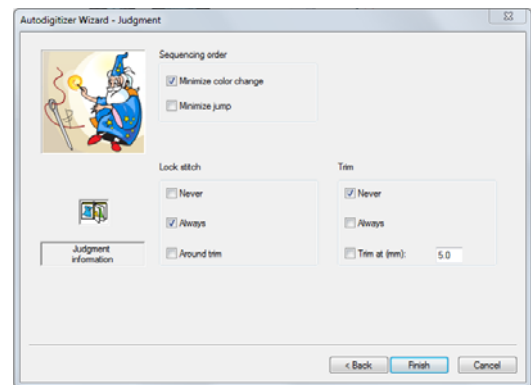
- 14 Click Next.

You see the Autodigitizer Wizard-Vectorize window.



- 15 To adjust the color tolerance, adjust the slider.

- 16 Click Update Outlines to update the outlines on the image if you change the tolerance. You also have the ability to include the background color in the resulting design file.
- 17 Select Fill background color area with stitches, to fill the background color area of your image with stitches. To change the background color, click on the image and the color will show in the box beside the instruction.
- 18 Click Next.
You see the Autodigitizer Wizard-Judgment window. This window allows you to change the settings that will be applied to the stitches.



- 19 In the Sequence Order area, select any of the following to adjust the sewing sequence:
 - ♦ Minimize color change.
 - ♦ Minimize jump.
- 20 In the Lock Stitch area, select any of the following lock stitch settings:
 - ♦ Never. To never have lock stitches occur.

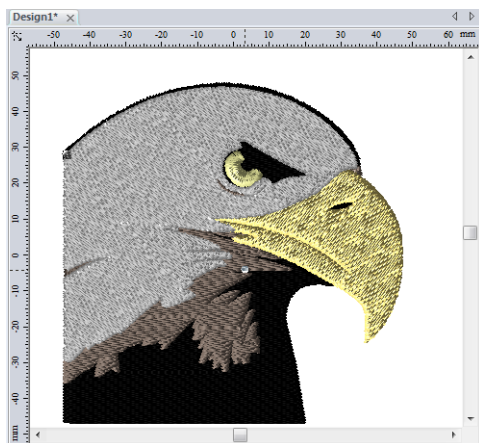
- ♦ Always. To always have lock stitches occur.
- ♦ Around trim. To always have lock stitches occur around trims.

21 In the Trims area, select any of the following trim settings:

- ♦ Never. To never trim between segments.
- ♦ Always. To always trim between segments in the design.
- ♦ Trim at. The system will place a trim if the distance between stitches is longer than the distance displayed in the Trim At box.

22 Click Finish.

The design is rendered as segments, and will now appear in the workspace.



Using the Auto Artwork Wizard

You can convert vector or bitmap images into artwork segments in a few simple steps using the Auto Artwork Wizard. The image does not need to have each color outlined. You can use images with shading because by cleaning the image, Floriani Total Control U ignores closely related colors. Simply choose an image and follow the instructions that the wizard gives you.

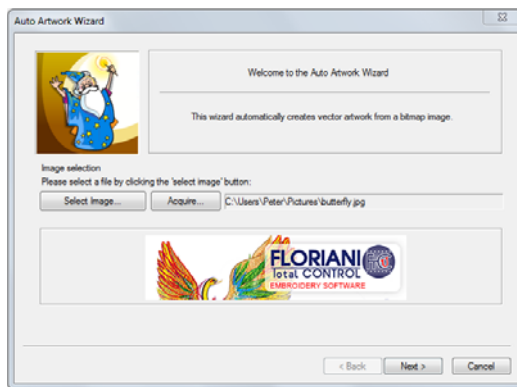
To use the Auto Artwork Wizard:

1 Do one of the following:

- ♦ Choose Tools—Auto Artwork Wizard.
- ♦ From the Design toolbar, click the Auto

Artwork Wizard  tool.

You see the Auto Artwork Wizard window.



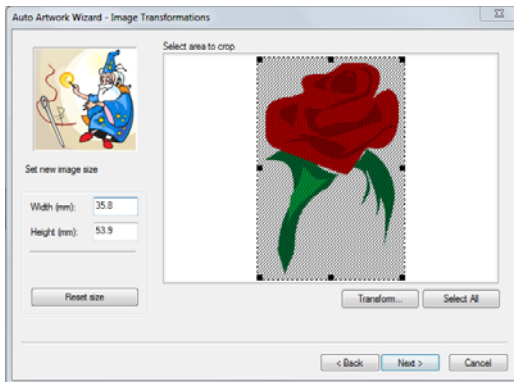
2 Click Select Image to choose the type of file you want to autodigitize.



You can also autodigitize a scanned image by clicking Acquire on the first wizard page. For more information, see “Scanning Images”.

3 Click Next.

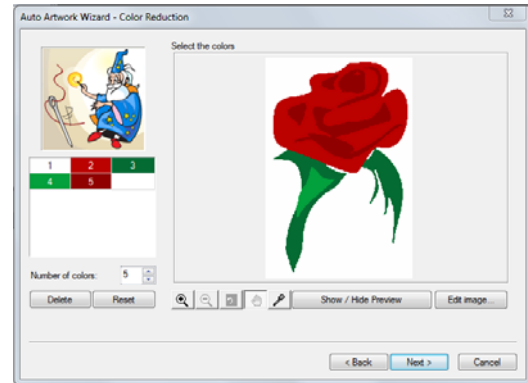
*You see the Auto Artwork Wizard - Image Transformations window. When you autodigitize bitmap files such as *.jpg or *.bmp files, you can crop, rotate, and resize the image.*



- 4** In the Set new image size area, enter a width or height to change the image size proportionately.
- 5** To reset, click Reset Size.
- 6** Click Transform to do any of the following to the image:
 - ♦ Flip horizontally.
 - ♦ Flip vertically.
 - ♦ Rotate 90 Clockwise.
 - ♦ Rotate 90 Counterclockwise.
 - ♦ Rotate 180.
- 7** To crop the image, select only the portion you want to autodigitize.
 - ♦ Place the mouse pointer over the black dots around the image and drag in the selection box.
 - ♦ If you are unhappy with your selection, click Select All to select the entire image again.

8 Click Next.

You see the Auto Artwork Wizard - Color Reduction window.



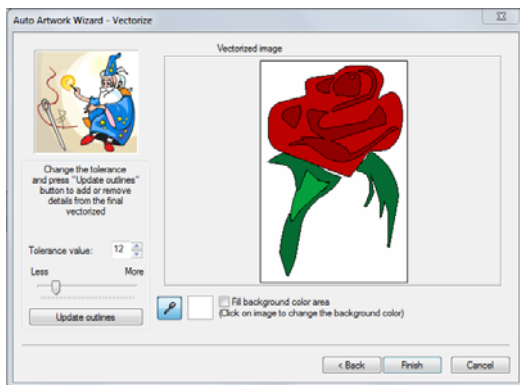
- 9** To add new colors to the color palette, do the following:
 - ♦ In Zoomed status, click the dropper tool.
 - ♦ In the Select the Colors area, click on new colors to include in the color palette.
You see each new color appear in the color palette.
- 10** To reduce the number of colors in the resulting design, select the color and then click Delete.
- 11** Click the View tools to Zoom In, Zoom Out, or have your image Fit to Window.
- 12** Click Show/Hide Preview to display the image with the colors you removed.
- 13** To edit an image with the default bitmap editor, complete the following:
 - ♦ Click Edit Image.
You see the default bitmap editor program open with your image.
 - ♦ In the bitmap editor program, make necessary changes to your image.

- ♦ To bring the design back to the Floriani Total Control U program, choose File—Save and then click on the X in the top right corner to exit the program.

The revised image will be in the Preview dialog.

14 Click Next.

You see the Auto Artwork Wizard - Vectorize window.



15 To adjust the color tolerance, adjust the slider.

16 Click Update Outlines to update the outlines on the image if you change the tolerance. You also have the ability to include the background color in the resulting design file.

17 Click Finish to autodigitize the design as artwork and view the design file in the design workspace.

You can use the editing tools to modify the artwork segment and convert it to embroidery segments. For more information, see "Applying stitch types to artwork segments or path segments".

Using the Name Drops Tool

Name Drops is a special tool that allows you to create a template, and use it to create a series of similar designs. In a Name Drops template, each text segment is treated as a unit that can be replaced. For example, a lettering segment can be changed so that it uses a different font or text, but the segment appears in the same place as the model.

Each design that will be generated by the tool will have its own row in the dialog, displaying the text, the font, the font height, and the alignment of the lettering. Add a new row for each separate embroidery design you need.


To use the Name Drops Wizard:

- 1 Create the design you want to use as a basis for the Template; using one of the text tools, place a text item in the design.

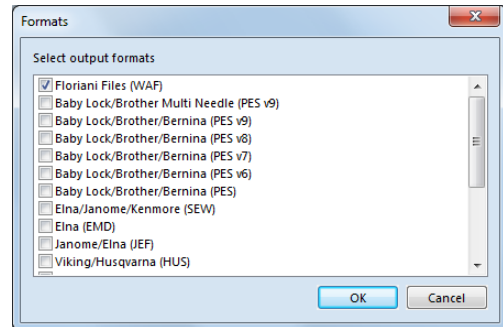
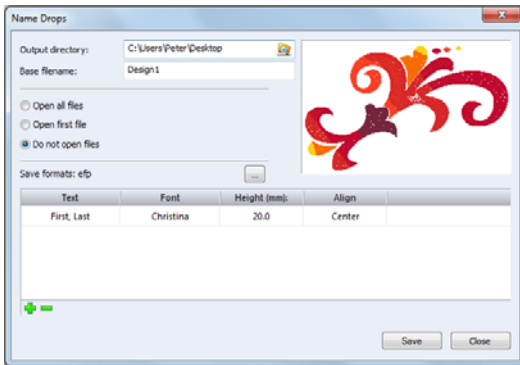
The Name Drops will only work with files that contain only a single text segment.




However, if you want to use a file that already has a text segment in it, you can get around this constraint by converting the original text to stitches. Select the text, right-click, and choose **Preserve as stitches** from the context menu. You can then add a new text segment to the design, and that will be the one that varies in the Name Drops Wizard.



- 2 Save the design.
- 3 On the Modify toolbar, click on the Name Drops  icon.

You see the Name Drops dialog.

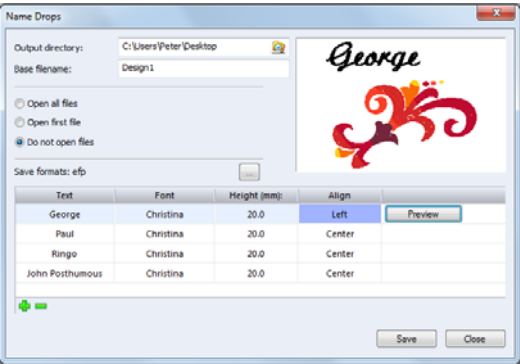


- 4 In the Output directory box, browse to the folder to use as the destination for the generated files.
- 5 In the Base filename field, enter a name to use as the basis for the designs generated by the Name Drops wizard. When the files are generated, the file names they will be given will consist of the Base name, plus a sequential two-digit number - e.g. team 01.waf, team02.waf, team03.waf, etc.
- 6 From the radio buttons on the dialog select the behavior of the Name Drop tool after generating the new files.
 - ♦ **Open all files:** Each file will open (in its own tab) in the workspace.
 - ♦ **Open first file:** Only the first of the files will open.
 - ♦ **Do not open files:** The files will be generated, but not opened.
- 7 To output the generated files in your choice of stitch format, do the following:
 - ♦ Click the Save formats  button.
The Formats dialog opens.
- ♦ Check the box (or boxes) next the file formats that you wish to generate.
If you choose more than one format, a separate file will be generated for each format.
- ♦ Click Okay.
The Formats dialog will close; the select format (or formats) will be listed in the Name Drops dialog beside "Save formats."
- 8 To add new rows to the Name Drop table, do the following:
 - ♦ Click the "Add Name" button .
 - A new row will appear in the Name Drop table, with the Text field already selected.*
 - ♦ Type the next name in the field.
 - ♦ Repeat the above until all lines have added.
 - ♦ You can remove a row by clicking the "Remove name"  button.
- 9 In the text column of the table, enter the text needed for each design.
- 10 If needed, make any of the following modifications to settings in the table by double-clicking the appropriate cell:
 - ♦ Choose a new font for the text.
 - ♦ Change the height of each name individually.

- ◆ Change the Alignment in the Align cells (left, right, center).



To view these changes as they look in the context of the design, select a column by clicking on it, and then click the **Preview** button in the final column.



11 Click Save to create the files.

The specified files will be generated, and saved to your destination folder. Depending on which setting you chose in step 6, one or all of the files will open in your workspace.

Splitting a Design using the Split Wizard

Splitting a single design into multiple stitch files is necessary when your design's size is larger than the sewing field of your embroidery machine, or the design is too large to fit into any of the standard hoops that are available for your machine. Using the Split Wizard, you can divide the embroidery into parts, each of which will be saved as a separate stitch file.

There are two different methods for splitting a design, depending on whether you are going


to be sewing on a standard hoop or on a multiple-position hoop.

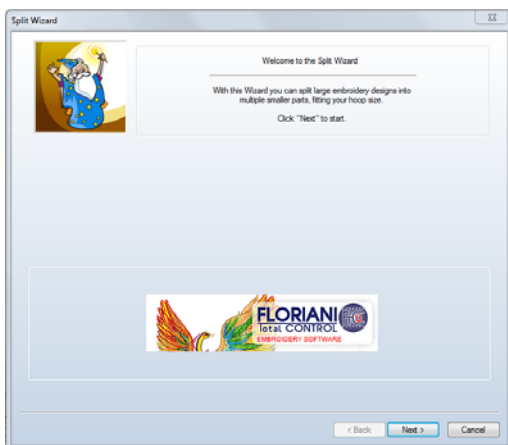
Design splitting with Standard Hoops

Standard hoops have only one mount position. Therefore, after sewing each split design, the garment must be re-hooped and aligned correctly in order to sew the next stitch file in the series of split files.

To help make the realignment easier, each of these split stitch files contains a set of alignment stitches that sew at the beginning and end of that portion of the design. The alignment stitches are useful when re-hooping to ensure that the garment is correctly positioned for proper stitch registration. Alignment stitches are loose basting stitches that can be removed easily from the design once the sewing has been completed.

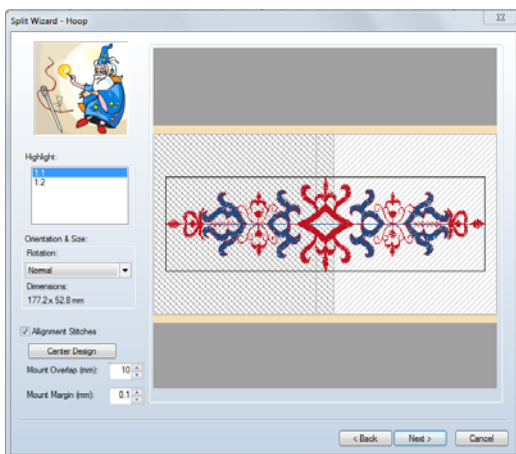
To use the Split Wizard (Standard hoops):

- 1 Open a design.
- 2 Select a standard size hoop using the Select Hoop dialog.
- 3 Select the Split Wizard  button.
You see the Split Wizard Window.



4 Click Next.

The Split Wizard shows your design superimposed upon the chosen hoop.



5 In the Split Wizard Hoop window, do any of the following:

- Click on the different hoop mounts to see how they cover the design (the highlighted area is indicated by the cross-hatching). Highlight shows you what part of the design will sew in each

mount position, and the order of sewing of each of the split stitch files.

- If needed, click and drag the design in the preview pane for a better fit.
- The Rotation setting determines the orientation of the design in the hoop; changing the orientation may also help you fit the design to the hoop.
- The “Alignment Stitches” box is checked by default, this means that the alignment stitches will be sewn on the split files. Uncheck this box to not have these stitches sewn out.



Turning off the Alignment Stitches option is not recommended, since it may be difficult to properly re-hoop the fabric without these stitches.

- To center the design again in the hoop after you have moved it, click on the Center Design button.
- You have the option of setting a value for the Mount Overlap. This setting determines the amount of overlap between the two split sections of the design.

As you change the amount of overlap, you will see that change preview in the Wizard's design preview pane.

- Enter a value into the Mount Margin box; this allows you to set a threshold for how close the sew-out for the design can get to the hoop frame.

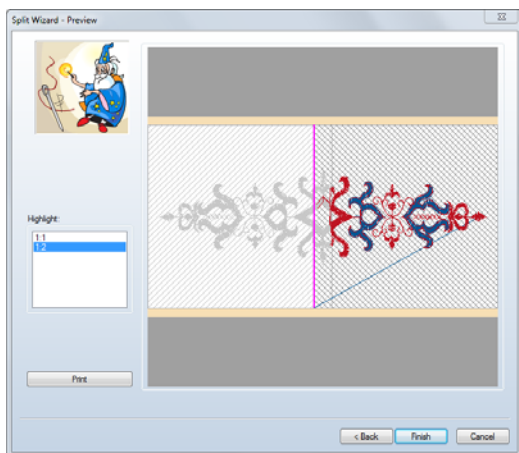


If you receive a message that the design is too large for the hoop, even though the design dimensions are smaller than the hoop size, check the Mount Margin value; it may be too high.

6 Click Next.

A small window appears, which shows the progress of the splitting process. Please wait until the process is complete; the window will close itself when the Wizard is done splitting the design.

You then see the Split Wizard Preview page. You can see a preview of how the design was split by selecting from the different areas in the Highlight box.



The alignment stitches are shown as a pink line on the Wizard's design preview.

7 If desired, click the Print button to print out a worksheet for each split portion of the design.



If you wish to have worksheets of the split stitch files of your design, you must print them at this stage. If you do not print now, you will have to redo the splitting process to be able to print them again.

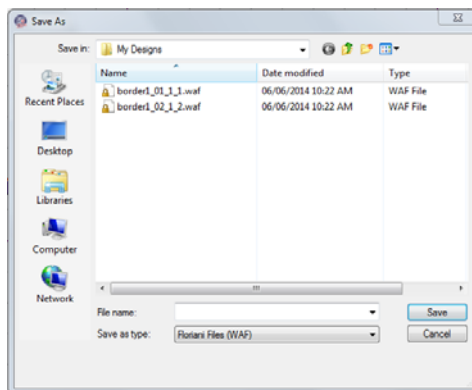
The print-out will include a preview of the overall design, as well as a page for each

split. Following each of these split previews is a page giving the following information about the split portion:

- ♦ The overall dimensions
- ♦ Number of stitches
- ♦ Number of colors used
- ♦ List of all colors used

8 Click Finish.

You see a Save As dialog.



9 Type a name for your design in the File Name box, and choose your machine file type from the Save as Type list. The Wizard will save one file for each hooping, using your given file name as a prefix.

Design Splitting with Multiple-position hoops

Multiple-position hoops are special hoops for your embroidery machine that have more than one mount position available. Multiple mounts have the advantage of allowing you to sew out the multiple split stitch files that make up a design without having to re-hoop. Instead, you simply take the hoop off of the machine and rotate or move it to the next mount position,

and sew out the next of the stitch files in your series.




Be sure to read the instructions that come with the multiple-position hoop; in some cases there are special instructions that must be followed to ensure correct positioning.

The size and style of multiple-position hoops available depends on the embroidery machine you are using. You will find many of the popular multiple-position hoop sizes included in the hoops available through the Select Hoop dialog.

For more information, see “Selecting a Hoop.”

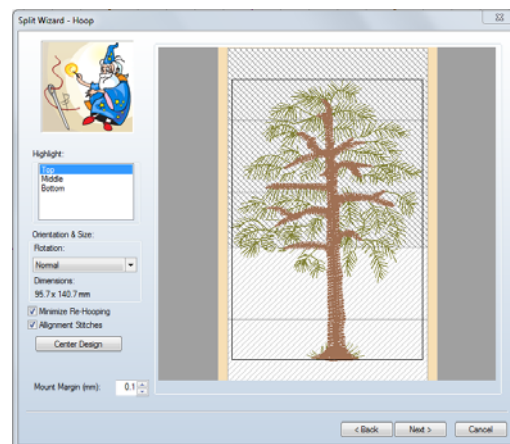
To use the Split Wizard (Multiple-position Hoops):

- 1 Open a design.
- 2 Select a multiple-position hoop using the Select Hoop dialog.
- 3 Select the Split Wizard  button.
You see the Split Wizard Window.



- 4 Click next.

You see the Split Wizard Hoop window, showing your design superimposed upon the chosen hoop.



- 5 In the Split Design Wizard Hoop window, do any of the following:
 - ♦ Click on the different hoop mounts to see how they cover the design (the highlighted area is indicated by the cross-hatching). Highlight shows you what part of the design will sew in each mount position, and the order of sewing of each of the split stitch files.
 - ♦ If needed, click and drag the design in the preview pane for a better fit.
 - ♦ The Rotation setting determines the orientation of the design in the hoop; changing the orientation may also help you fit the design to the hoop.
 - ♦ To center the design again in the hoop after you have moved it, click on the Center Design button.
 - ♦ For optimal sew-outs, it might be necessary to split a design numerous times over multiple mounts. However,

this may result in a very large number of splits, which will take a long time to sew. The Minimize Re-hooping option automatically minimizes the number of rehoopings needed to sew the whole design, while maintaining sufficient design quality.



Minimize Re-hooping is always selected for splits on standard hoops, but is an option for multiple-position hoops.

- ♦ Check the “Alignment Stitches” box to have alignment stitches sewn on the split design; uncheck it to not have these stitches sewn out.
- ♦ Enter a value into the Mount Margin box; this allows you to set a threshold for how close the sew-out for the design can get to the hoop frame.

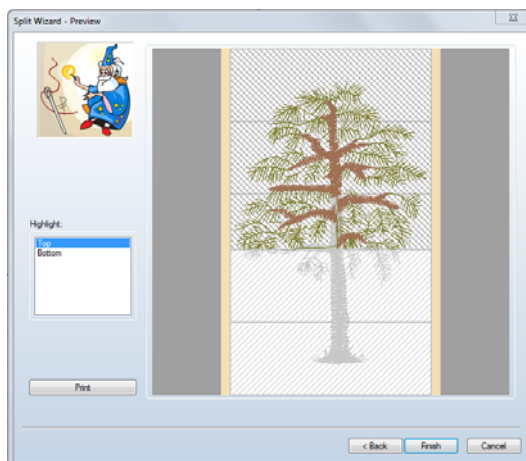


If you receive a message that the design is too large for the hoop, even though the design dimensions are smaller than the hoop size, check the Mount Margin value; it may be too high.

6 Click next.

A small window appears, which shows the progress of the splitting process. Please wait until the process is complete; the window will close itself when the Wizard is done splitting the design.

You see the Split Wizard Preview page. You can preview how the design was split by selecting from the different areas in the Highlight box.



- ## 7 If desired, click the Print button to print out a worksheet for each split portion of the design.



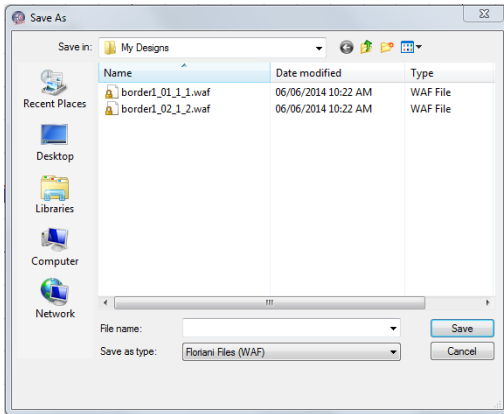
If you wish to have worksheets of the split stitch files of your design, you must print them at this stage. If you do not print now, you will have to redo the Split Wizard process to be able to print them again.

The print-out will include a preview of the overall design, as well as a page for each split. Following each of these, is a page giving the following information about the split portion:

- ♦ The overall dimensions
- ♦ Number of stitches
- ♦ Number of colors used
- ♦ List of all colors used

8 Click Finish.

You see a Save As dialog.




- 9 Type a name for your design in the File Name box, and choose your machine file type from the Save as Type list. The Wizard will save one file for each hooping, using your given file name as a prefix.

Using the Duplicate Tool

Duplicate is a quick and easy way to take a segment and paste an additional copy of it into your design. Duplicate allows you to change the size and angle of the placed component using only the mouse. You can also place multiple instances of the same segment using Duplicate.

To use Duplicate:

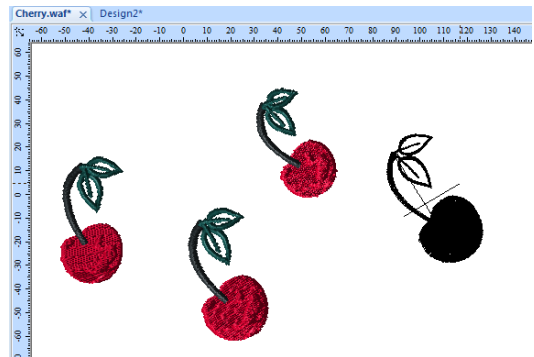
- 1 Select a segment that you wish to copy.
- 2 Click on the Duplicate  button on the Design toolbar.
The mouse pointer becomes a crosshair.
- 3 Click, hold, and drag the mouse to create the baseline. This is the line upon which the pasted design will be based; drag

along the direction of the line to make the copy larger or smaller, and drag perpendicular to the line to change the orientation of the paste.

- 4 Release the mouse button to set the pasted copy in place.



Duplicate allows you to make multiple copies of a segment; the design stays 'loaded' in Duplicate's memory until you select a new tool, or right-click.




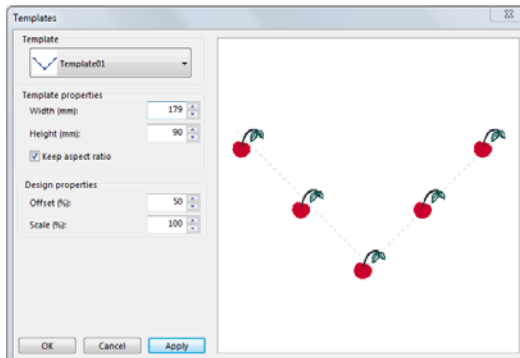
Using Duplicate to place multiple instances of the same design in different orientations.

Using the Template features

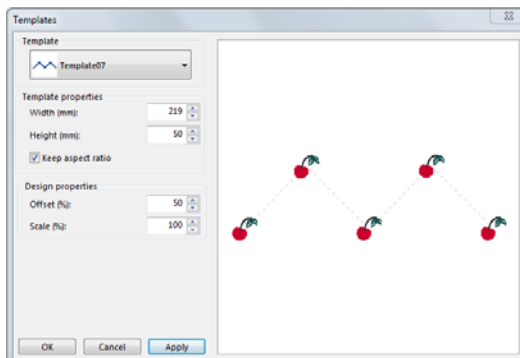
Sometimes in your creative design work, you may find that you want to use the same segment repetitively, to create a pattern or border. Floriani Total Control U has two time-saving templates functions, which allow you to quickly make a pattern of repeated designs. The Templates feature allows you to make a pattern using a number of different shapes; the Circle Template feature quickly creates a circular pattern of repeated elements.

Creating a Pattern with the Templates Tool

- 1 Select the item or items that you wish to use as the basis for your template.
- 2 Click on the Templates  button on the Design toolbar.
The Templates dialog box appears.



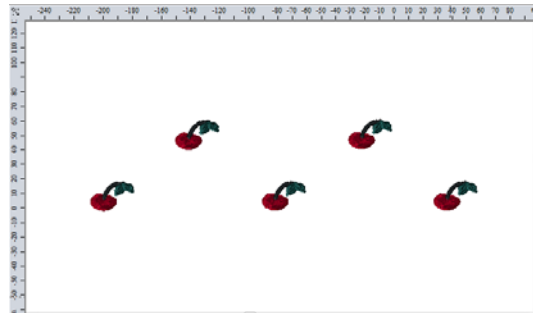
- 3 Select a shape from the Templates drop-down list.
You see your new template in the preview pane of the Templates dialog.



- 4 If you wish to, you can make adjustments to the template at this stage. For example, you can do any of the following:

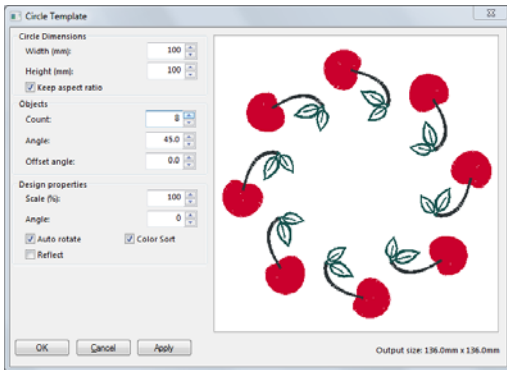
- ♦ Change the size of the template by typing a new width or height in the Template properties boxes.
 - ♦ Change the percentage offset of segments from the baseline of the template.
 - ♦ Modify the scale of the segments in the template.
- 5 Click Apply to see your changes in the preview pane of the Templates dialog.
 - 6 Click OK when you are satisfied with your changes.

The finished template appears in the design workspace.



Creating a Pattern with the Circle Template tool

- 1 Select the design that you wish to use as the basis for your template.
- 2 Click the Circle Template  button on the Design toolbar.
The Circle Template dialog box appears.



- 3 If you wish, you can adjust the circle template at this stage by doing the following:

- Change the diameter of your circle:
With the “Keep aspect ratio” box checked, type the desired size in either the Width or Height boxes of the Properties section of the dialog.

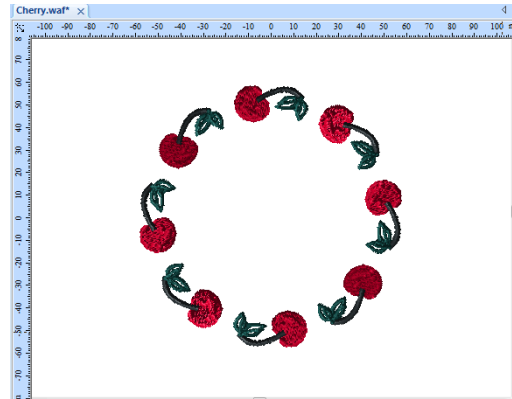


To change the shape of your circle template to an ellipse, uncheck the “Keep aspect ratio” box, and type in new values in the width or height boxes of the Circle Template Properties section.

- Change the number of times the segment repeats by inputting a new value in the Count box.
- Modify the angle between each segment by typing a new value in the Angle box.
- Change the size of the repeated segments in the template by changing the percentage Scale box.
- Tilt the segments by typing a new value in the Angle box.


- 4 Click Apply to preview the changes that you have made in the Preview pane.

- 5 Click OK to place the template in your currently active location.



CHAPTER 11

Design Editing in Outline Mode

When you use the Select  tool, Floriani Total Control U automatically changes to Outline Mode. In Outline Mode, you can edit outline segments (design objects) in the unified design window. To perform design editing in Outline Mode, you must work Outline File (*.WAF) format.

Floriani Total Control U allows you to move and duplicate segments in Outline Mode. You can also Resize, Rotate, Flip or Distort segments in a few easy steps. Using the properties box, you can modify various stitch properties such as stitch type and thread color for any segment.




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

Topics covered in this chapter:

- How to edit, copy and move segments.
- Methods for moving through a design window.
- Working with beads.
- Sequencing outline segments to change the sewing order of designs.

Editing Segments

In the design window, you can edit a design's individual or grouped outline segments (design objects) while in Outline Mode. To perform design editing in Outline Mode, you must work with outline (*.WAF) files. When you use the Select  tool from the Edit tool bar, Floriani Total Control U automatically changes to Outline Mode.


As a general rule, you should perform all outline edits to a design first (in Outline Mode) and save the design file. Next, you should perform all stitch edits to the same design (in Stitch Mode) and save the design file with a different file name. If you follow this general rule, you can avoid possibly losing your stitch edits while doing significant design editing.


A segment's stitch edits may be lost if you perform an outline editing action that forces Floriani Total Control U to regenerate stitches for the segment. The following are design editing actions that can force stitch regeneration in your design:


- Resizing a segment.
- Modifying the settings for a segment.
- Moving a segment.

Typically, when you add or modify segments in a design, Floriani Total Control U will not regenerate stitches for the entire design. The software will, however, generate stitches for the segment being modified.

Selecting Segments

The Select  tool allows you to select and modify individual or groups of outline segments (design objects). You select outline segments by clicking on a single segment or by clicking and dragging to draw a box around parts of the design.

With the Lasso  tool, you can draw a line to fit around parts of the design instead of a box.


When the Shape  tool is active, you will see the anchor points of the segment. You can also select individual segments using the Shape tool and then select beads and angle lines.

Once you select an outline segment, you can change its properties using associated edit menus and tabs as well as the bead attached to the segment's selection box. You can move, duplicate, resize, rotate, reflect, skew, stretch, compress, or delete selected segments.



Remember to use caution while editing segments and stitches. For more information, see "Editing Segments".

To select segments using the Select tool:

- 1 From the Edit tool bar, click the Select  tool.
- 2 To select one segment, do one of the following:
 - ♦ Click the segment you want to select.
 - ♦ Click and drag to select the segment you want.


The active segment is enclosed in a selection box with handles.

- 3 To select multiple segments, do one of the following:
 - ♦ Click and drag across all the segments you want to select.
 - ♦ Click a segment. Press CTRL while clicking each segment not already selected.


The active segments are enclosed in a selection box with handles.

- 4 To edit or change the properties of the segments, do the following:
 - ♦ Right-click and choose any of the options available in the edit menu.
 - ♦ In the Properties box, alter any property settings as required.

To select segments using the Lasso tool:


- 1 From the Edit tool bar, click the Lasso  tool.
- 2 Click and drag, without releasing your cursor, in the design workspace.
- 3 Right-click when finished.
The active segments are enclosed in a selection box with handles.
- 4 To edit or change the properties of the segments, do any of the following:
 - ♦ Right-click and choose any of the options available in the edit menu.
 - ♦ In the Properties box, alter any property settings as required.

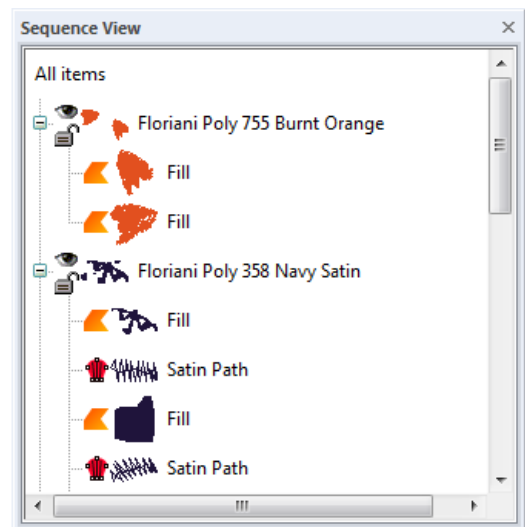
To select an individual segment using the Shapes tool:

- 1 Click the segment you want to select.
- 2 From the Edit tool bar, click the Shape  tool to select the segment you want to edit.
You can now view the active segment's beads and inclinations.

- 3 To edit or change the properties of the segments, do any of the following:
 - ♦ Right-click and choose any of the options available in the edit menu. You can alter the segment's beads and inclinations accordingly.
For more information on working with beads and inclinations, see the "Working with Beads" section.
 - ♦ In the Properties box, alter any property settings as required.

To select segments using the Sequence View area:

- 1 From the Edit tool bar, click the Select  tool to change to Outline Mode.
- 2 From the Sequence View area, browse to find segments grouped by a given color.



- 3 To select one segment, click the segment from the list.

In the design workspace, the active segment is enclosed in a selection box with handles.

- 4 To select multiple segments within the Sequence View area, do any of the following:
 - Click a segment. Press CTRL while clicking each segment not already selected.
 - Click a segment at the start of your selection. Press Shift while you click the segment at the end of your selection. To extend the range of selected segments, press Shift again or Shift+CTRL while you click any segment outside the range of segments already selected.

In the workspace, the active segments will be enclosed in a selection box.

- 5 To edit or change the properties of the segments, do any of the following:
 - In the design workspace, right-click the segment(s) and choose any of the options available in the edit menu.
 - In the Sequence View area, right-click the segment(s) and choose any of the options available from the menu.
 - In the Properties box, alter any property settings as required.

Inserting and Deleting Stops between Segments

You can insert a stop between segments contained in the same thread color layer or segment group based on color. When you

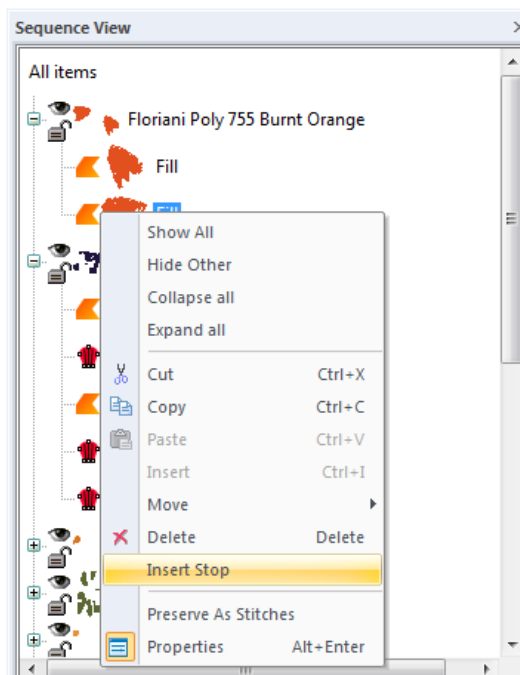
insert a stop within a segment group, the selected segment starts a new segment group using the same thread color.

To insert stops between segments:

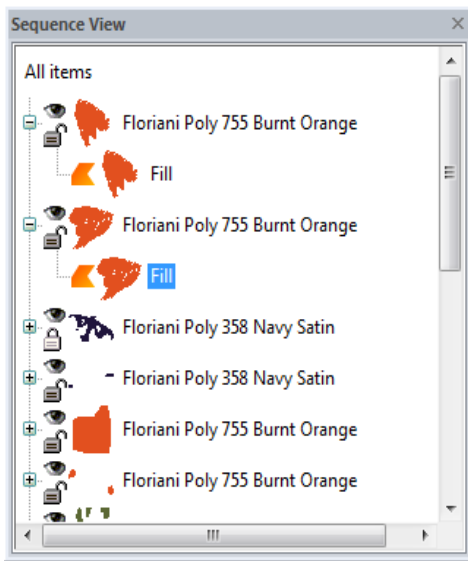
- 1 In the design window or Sequence View area, select the segment you want to insert a stop before.



You must have at least one segment in the same segment group or thread color layer before the selected segment.

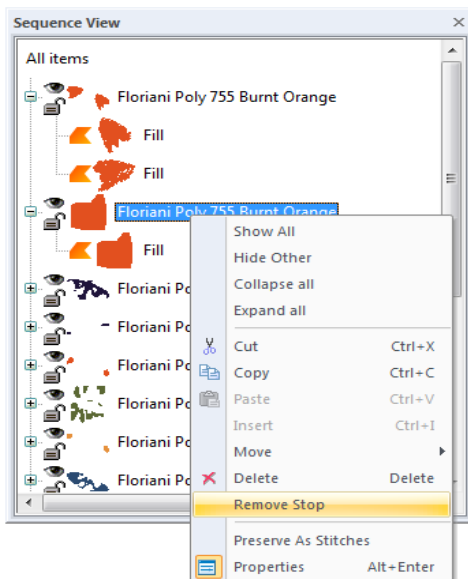


- 2 Right-click and choose Insert Stop.
In the Sequence View area, a new segment group appears and contains the selected segment. Below you see the fill segment selected in step 1 is now at the top of a new segment group.



To delete stops between segments:

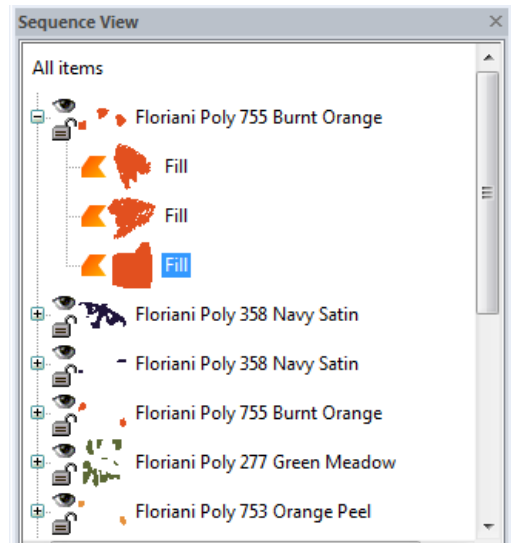
- 1 In the design window or Sequence View area, select the segment you want to delete a stop from.



- 2 Right-click and choose Remove Stop.

The stop is removed and the selected segment is added to its original segment group.

In the image below, notice that the selected fill segment is now part of the original segment group.



Copying Segments

In Outline Mode, you can use numerous methods to copy segments in your designs. When modifying outline segments and doing significant design editing in Floriani Total Control U, you should know how to avoid possibly losing your stitch edits. For more information on editing outline segments, see "Editing Segments".

To copy to the Clipboard:

- 1 Select one or more segments you want to cut.

2 To cut segments to the clipboard, do one of the following:

- ♦ In the design workspace, right-click the segment(s) and choose Copy from the menu.
- ♦ In the Sequence View area, right-click the segment(s) from the list and choose Copy from the menu.



You can also choose Edit—Copy or press Ctrl+C to copy segments.

3 To paste segments from the clipboard, do one of the following:

- ♦ In the design workspace, right-click anywhere and choose Paste from the menu.
- ♦ In the Sequence View area, right-click and choose Paste from the menu.

The selection is pasted at the end of the design.



You can also choose Edit—Paste or press Ctrl+V to paste segments.

To cut to the Clipboard:

- 1** Select one or more segments you want to cut.
- 2** To cut segments to the clipboard, do one of the following:
 - ♦ In the design workspace, right-click the segment(s) and choose Cut from the menu.
 - ♦ In the Sequence View area, right-click the segment(s) from the list and choose Cut from the menu.



You can also choose Edit—Cut or press Ctrl+X to cut segments.

The segments are removed from their placement.

3 To paste segments from the clipboard, do one of the following:


- ♦ In the design workspace, right-click anywhere and choose Paste from the menu.
- ♦ In the Sequence View area, right-click and choose Paste from the menu.

The selection is pasted at the end of the design.





You can also choose Edit—Paste or press Ctrl+V to paste segments.

Deleting Segments


Deleting a segment removes it from the design. The only way to retrieve a segment you delete is to choose Edit—Undo or click the Undo  tool from the File tool bar immediately after you delete it.

To delete a segment:


- 1** From the Edit tool bar, click the Select  tool or the Lasso  tool.
- 2** Select the segment.
- 3** There are three ways to delete a segment:
 - ♦ Right-click and select Delete from the shortcut menu.
 - ♦ Press Delete on your keyboard.
 - ♦ Choose Edit—Delete.

Showing and Hiding Segments

Floriani Total Control U allows you to show and hide segments and segments grouped by color using the Sequence View area.


You can show or hide the color groupings in the design in Sequence View, clicking the show segments  icon on and off.

To hide color segments:

- Click on the show segments icon  next to the segment you wish to hide.

The icon is greyed out to indicate that the segment is hidden. In the design workspace, you no longer see any of the unselected segments in the design.

To show a hidden color segment:

- Click on the greyed-out show segment icon  next to the segment or segments you wish to show.

In the design workspace, all segments in the design reappear.


Viewing Hidden Segments in Ghost Mode

The Ghost mode allows you to see segments of the design that are hidden. When you turn on Ghost mode, you will see the hidden segments of the design as an off-white color. This allows you to 'see' where the rest of the design is, but not have confusion as to which parts of the design are selected for editing.

The following is an example of a design in Ghost mode, with the segments on the right side hidden:




To view segments in Ghost Mode:

- Open an existing design file.
- In the Sequence View pane, hide the segment or segments you do not wish to edit by clicking the show segment  icon next to them.

For more information, see "Showing and hiding segments".


The segment(s) that have been hidden no longer appear in the design window.

- To turn on Ghost mode, do one of the following:

- On the View tool bar, click the Ghost  tool icon.
- From the menu bar, select View — Ghost.

The segments of the design that were hidden now appear in a light grey color.

To turn off Ghost Mode:


- Do one of the following:
 - From the View tool bar, click the Ghost  tool icon again.
 - From the menu bar, select View — Ghost.

Grouping and Ungrouping Segments

You can combine several segments into a group so that the segments are treated as a single unit. You can then edit a number of segments without affecting their individual attributes. For example, you might group the segments in part of a logo design so that you can move and resize those segments as one unit.


Once segments are grouped, you have to ungroup them to deselect the segment group. For example, you might group the segments in part of a logo design so that you can move and resize those segments as one unit.

To group segments:

- 1 In the design workspace or Sequence View, select the segments you want to group.
- 2 Do one of the following:
 - ♦ On the Modify toolbar, click the Group  tool.
 - ♦ On the menu bar, select Edit—Group
 - ♦ Press **Ctrl+G** on the keyboard.
 - ♦ Right-click and choose Group from the context menu.
- 3 Right-click and choose Group from the menu.
The stitches remain highlighted.
You will now be able to edit the group in any number of ways, such as moving, rotating, or resizing it.

To ungroup segments:

- 1 In the design workspace, or in the Sequence View, select the grouped segments.

- 2 Do one of the following:
 - ♦ On the Modify toolbar, click the Ungroup  tool.
 - ♦ On the menu bar, select Edit—Ungroup
 - ♦ Press **Ctrl+U** on the keyboard.
 - ♦ Right-click and choose Ungroup from the context menu.

The group is no longer grouped together.




Combining Segments

You can combine two or more outline segments (of the same type) to form a single segment; this merges the original paths into a new segment.



Note that this can only be applied to segments which contain outlines – it cannot be used to join stitch segments.


To combine artwork segments:

- 1 Using the Select  tool or the Lasso  tool, select the segments you want to combine.
 - 2 Do one of the following:
 - ♦ On the Modify toolbar, click the Combine  tool.
 - ♦ Right-click and choose Combine from the shortcut menu.
- The selected segments are merged into a single segment.*

Separating Combined Segments

The Break Apart tool separates a single artwork segment into multiple artwork path segments. Break Apart does not work for segments created using the Stitch Effects tools.

To separate segments:

- 1 Select the path segments that were combined using the Combine tool.
- 2 Do one of the following:
 - ♦ On the Modify toolbar, select the Break Apart  tool.
 - ♦ Right-click and choose Break Apart from the shortcut menu.

The Combined segments will be separated again.

Converting Segments to other Stitch Types

You can convert a segment to another stitch type or stitch effect without recreating the segment. After you convert a segment to another stitch type, you may change the properties of the segment. Converting stitch types is also handy when you have an existing outline segment in a design and you want to either duplicate it or use it in another design as another stitch type.

Here are two examples of when you would convert a segment to another stitch type:

- Standard Fill to Applique. You enlarged a design and now your stitch count is too high. You can convert the fills to appliques

and now your stitch count and sewing time is much lower.

- Run to Satin. Run stitches used as borders around the segment are too small. You need a thicker border. Convert your Run to Satin to get the desired effect.

To change the stitch type:

- 1 Select a segment.
- 2 From the Stitch Effects tool bar, select the stitch type or stitch effect you want to applied to your segment(s).

Converting Stitches to Stitch Segments

Floriani Total Control U allows you to convert segments into stitch segments. Outline changes made to any part of the design will not affect stitch segments. You cannot perform any outline editing on stitch segments except to resize, reflect, rotate, and change the color of these stitch segments; however, major editing is not advisable. With the exception of the previously mentioned outline edits, the stitches which are part of a stitch segment can only be modified by direct stitch editing.

To convert segments into stitch segments:

- 1 Select the segment you want to convert into a stitch segment.
- 2 Do one of the following:
 - ♦ In the design window, right-click the segment(s) and choose Preserve As Stitches from the edit menu.
 - ♦ In the Sequence View area, right-click the segment(s) and choose Preserve As Stitches from the menu.

Closing Open Segments

Floriani Total Control U makes it easy to close open objects in your embroidery designs. By quickly joining the two end points of a segment, you can save time when working with imported artwork or performing outline edits.

To close open segments:

- 1 Select one or more segments.
- 2 From the Edit tool bar, click the Close


Shape  tool.

*All opened segments will now be closed.
Previously closed segments will not be altered.*


Moving through Outline Designs







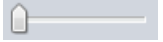
Once you are in Outline Mode, Floriani Total Control U makes it easy to move through an Outline design.

To move through a design by increments:

- 1 On the Edit tool bar, click the Select  tool to change to Outline Mode.
- 2 In the Sequence View area, select a segment from the list.
- 3 On your keyboard, press any of the following keyboard shortcuts:
 - ♦ Ctrl+Arrow Up = move backward by segment.
 - ♦ Ctrl+Arrow Down = move forward by segment.

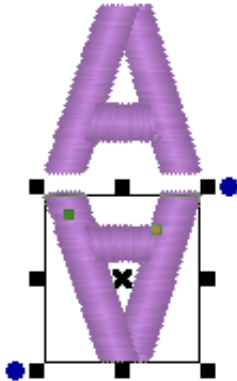
To move through a design using the Draw Bar:

- 1 From the Edit tool bar, click the Select  tool to change to Outline Mode.
- 2 Choose Tool Bars—Slow Draw to view the Draw Bar on the design workspace, if not already visible.
- 3 From the Draw Bar, use any of the following:

	Previous Stitch: Moves back in the design by one stitch.
	Scrollbar slider: Drag the scrollbar slider to advance the design to a specific position. When the scrollbar slider is positioned over a color, you will see the specified thread color being sewn in the design. The entire length of the scrollbar slider represents the entire design.
	Next Stitch: Moves forward in the design by one stitch.
	Simulate Sewing (backward): Move backward through the design.
	Pause/Stop: Pause or stop the design while drawing. When you play or resume sewing your design, stitching will continue from the location of the last stitch.
	Simulate Sewing: Move forward through the design.
	Speed: Slide the speed control to vary the rate of sewing.



Reflecting Segments

Reflecting a segment flips the object across an invisible axis.



A reflected text segments

To reflect segments:

- 1 Select the segment(s) you want to reflect.
- 2 From the Modify tool bar, click one of the following:
 - Click the Flip Vertical  tool to flip selected objects vertically.
 - Click the Flip Horizontal  tool to flip selected objects horizontally.

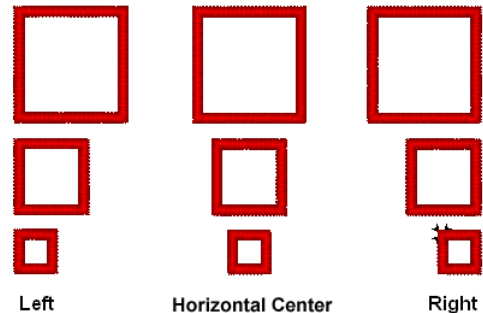
You see the segment(s) altered accordingly.

Aligning segments horizontally and vertically

You can align lettering or segments horizontally or vertically. You can use this feature to precisely align lettering at the center of a design.



Vertical alignment



Horizontal alignment

To align segments:

- 1 Select the segments you want to align.
- 2 From the Modify tool bar, click any of the following:



You can also choose Edit—Align and select any of the available Align tools.



Center: Centers one or more selected objects proportionally in the design workspace.



Left: Moves all selected objects except the left-most item selected.



Right: Moves all selected objects except the right-most item selected.



Bottom: Moves all selected objects except the bottom-most item selected.



Top: Moves all selected objects except the top-most item selected.

Vertical Center: Takes all selected objects and centers them in the selection box. The objects are moved so that they are centered top-to-bottom with each other, but they are not moved left or right.

Horizontal Center: Takes all selected objects and centers them in the selection box. The objects are moved so that they are centered left-to-right with each other, but they are not moved up or down.

Resizing segments

Resizing a segment enlarges or reduces it horizontally or vertically, relative to the percentage you designate. You can manually resize segments or use the Transform tab settings available for finer control.



You cannot use Transform tab settings in the Properties box for resizing Text segments.

To resize segments manually using design handles:

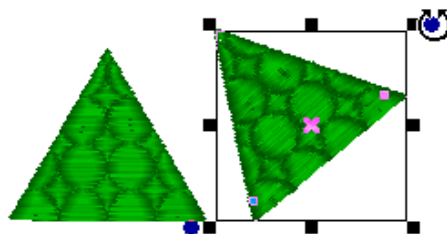
- 1 Select one or more segments.
The active segments are enclosed in a selection box with handles.
- 2 Do one or more of the following to resize segments:
 - ♦ To resize segments by width, click and drag the design handles located on the left and right side of the selection box.
 - ♦ To resize segments by height, click and drag the design handles located on the top and bottom sides of the selection box.
 - ♦ To resize segments proportionally, click and drag the design handles located at the top or bottom corners of the selection box.

To resize segments using the Transform tab:

- 1 Select one or more segments.
The active segment(s) is enclosed in a selection box with handles.
- 2 In the Properties box, click the Transform tab.
- 3 In the Width box, enter the width you want for the selected object(s).
- 4 In the Height box, enter the height you want for the selected object(s).
- 5 To maintain the proportions of an object while resizing it, select Maintain aspect ratio if not already selected.
- 6 Click Apply.

Rotating segments

Rotating a segment turns it around a fixed point that you determine. Rotating a segment is useful if your design contains elements that are rotated to the same angle, such as a logo and lettering displayed on a 30 degree angle.



To rotate segments manually:

- 1 Select one or more segments you want to rotate.
The active segment(s) is enclosed in a selection box with handles.

- 2 Move your mouse over the blue rotation bead beside the top-right or the bottom-left design handle.

You see the cursor change to a circular arrow.

- 3 Click and drag the rotation bead to adjust the box to the angle you want.



You can see the degrees of your rotation angle on the status line in the bottom-left corner.

To rotate segments using the Modify tool bar:

- 1 Select one or more segments you want to rotate.

The active segment is enclosed in a selection box with handles.

- 2 From the Modify tool bar, click any of the following:



Rotate Left: Rotates one or more selected objects to the left by 90° increments.



Rotate Right: Rotates one or more selected objects to the right by 90° increments.


To rotate segments using the Transform tab:

- 1 Select one or more segments you want to rotate.

The active segment(s) is enclosed in a selection box with handles.

- 2 In the Properties box, click the Transform tab.
- 3 In the Rotate box, enter the number of degrees you want to rotate your design.
- 4 Click Apply.

Blending thread colors in one segment

You can use the Color Blend Satin  tool or

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

The Color Blend Satin tool allows you to create satin or fill stitches that combine two thread colors in the same Satin segment.

To blend colors using the Color Blend Satin tool:

- 1 Select a segment.
- 2 From the Stitch Effects tool bar, select the

Color Blend Satin  tool.

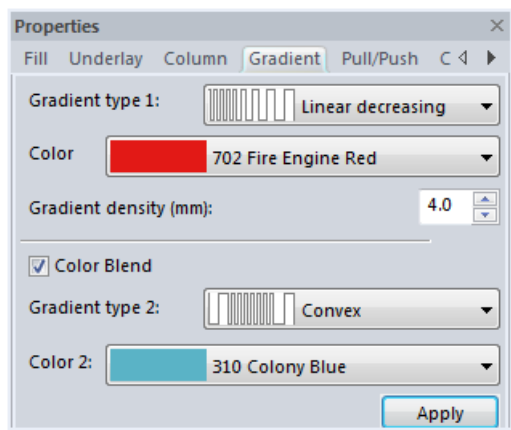
The segment now has two colors.

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



To set the start and stop points, see “Changing the location of start and stop points”.

- 4 Double right-click to complete the segment.
- 5 In the Properties box, click the Gradient tab.



6 Do the following steps:


- ♦ In each Gradient type list, select the profile that best suits your needs.
The Gradient type controls how the stitches will be blended.
- ♦ In each Colors list, select the thread colors you want to blend.

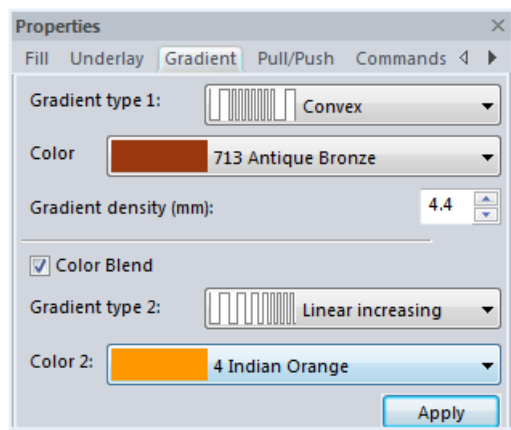


For best results, choose opposite density profiles for the two thread colors. For example, choose Linear Increasing for one color and Linear Decreasing for the other color.

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

To blend thread colors using the Color Blend Fill tool:

- 1 Select a segment.
- 2 From the Stitch Effects tool bar, select the Color Blend Fill  tool.
The segment now has two colors.
- 3 In the Properties box, click the Gradient tab.



4 Do the following steps:

- ♦ In each Gradient type list, select the profile that best suits your needs.
The Gradient type controls how the stitches will be blended.
- ♦ In each Colors list, select the thread colors you want to blend.



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

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

Distorting Segments

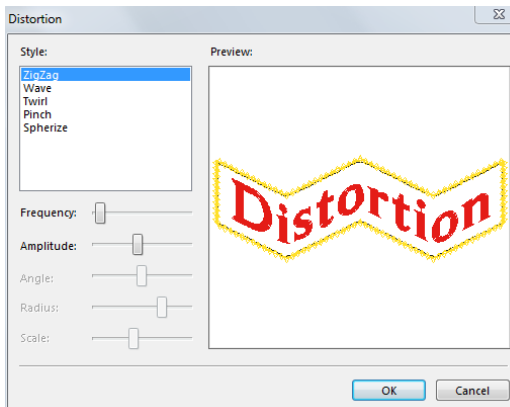
Distortion, also called morphing, takes a set of stitches and moves them all around in a pattern: It distorts the design. Distortion works with working files (*.WAF) and stitch files or specified stitch segments.

Floriani Total Control U allows you to choose from several distortion effects for your designs, which can be adjusted. The adjustments available are Frequency,

Amplitude, Angle, Radius and Scale. As you manipulate the controls for these effects, the result is displayed in a preview inside the Distortion dialog.

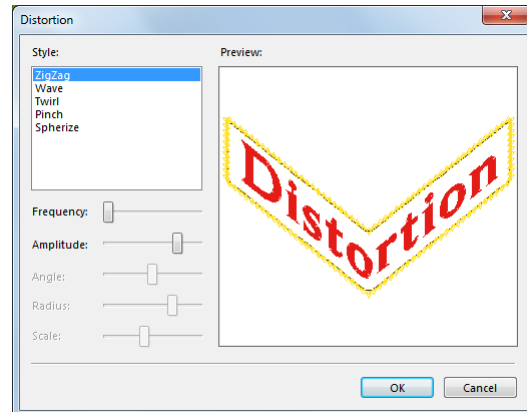
Distortion Controls: Frequency

The Wave and ZigZag distortions add a series of 'ripples' to the selected objects. The number of the ripples is controlled by the Frequency setting. Here is an example of a single ripple (lowest frequency setting). It looks like the design is going around a corner:



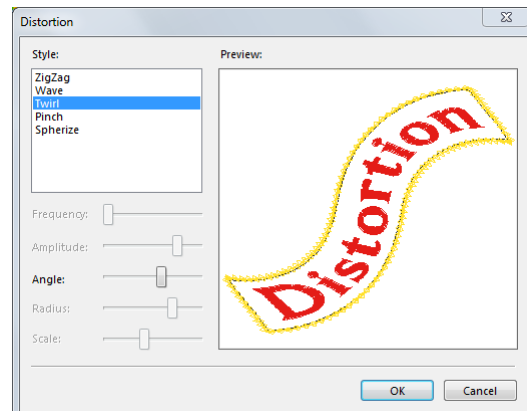
Distortion Controls: Amplitude

Going back to the 'ripples' concept, the amplitude is the height of the ripples. Here is the same example, but with an increased amplitude:



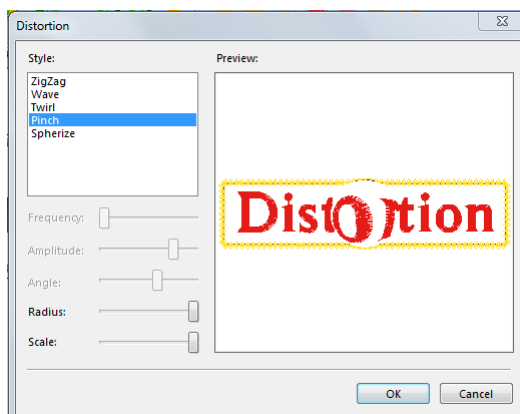
Distortion Controls: Angle

The Twirl effect uses an angle setting to determine how much 'twist' the design will be given.



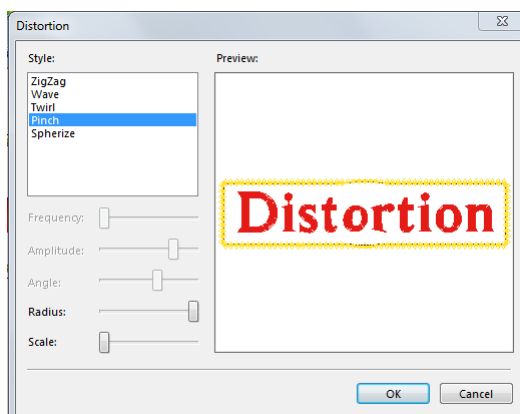
Distortion Controls: Radius

The Pinch effect takes the middle of the design and stretches it so that it looks like a ball. The radius of this ball is controlled by the radius setting. Here is a pinch with a large radius:



Distortion Controls: Scale


The scale is also used by the Pinch effect. It controls how much to expand the 'ball'. The previous picture shows a high scale. The picture below is an example of a low scale:



To distort segments:

- 1 Open an existing design.
You see your existing design file.
- 2 Select one or more segments you want to distort.

3 To open the Distort Dialog, do the following:

- ♦ On the Modify toolbar, click the Distortion  tool icon.
- ♦ From the menu bar, select Tools—Distortion.

You see the Distortion dialog appear with selected segments displayed in the preview window.

4 In the Style area, select the distortion style you want.


You can see each style applied to your segments in the preview window.

5 Adjust any of the distortion controls accordingly.


6 Click OK.

You see selected segments altered accordingly.

Optimizing the sewing sequence

You can set the sewing sequence for segments in one step. The Sequence  command takes the segments you select and reconfigures the sewing sequence to maximize the efficiency of the sewing.

To use Optimize Sequence:


- 1 In Outline mode, select a set of segments.
- 2 Do one of the following:
 - ♦ On the Modify toolbar, click the Sequence  button.

- ♦ Select Tools—Optimize sequence.
Selected segments will be sequenced automatically.




Using the Optimize Sequence tool will override any manual sequencing you have done, with the exception that it will keep your color order intact.


Optimizing the Entry/Exit points

You can set the entry/exit points to adjust the closest-point connections for a design in one step. The Optimize Entry/Exit  command automatically chooses the optimal entry and exit points of different segments in your design to minimize the distance between them.

To use Optimize Entry/Exit:

- 1 In Outline mode, select a set of segments.
- 2 Do one of the following:
 - ♦ On the Modify toolbar, click the Optimize Entry/Exit  button.
 - ♦ Select Tools—Optimize Entry/Exit.

Using the Color Sort Tool

The Color Sort  tool enables you to rebuild a design that has the same color used more than once into a design with a minimum of color stops. This feature is especially useful for designs downloaded from the Internet. Many of these designs are wonderful, creative art, but are poorly digitized, using the same color more than once without purpose. Another time that this tool comes in handy is when you have combined multiple designs into

one hooping. In this case, the designs may use the same colors in different areas of the hoop, just out of sequence with each other.



There are times that a color is used more than once in a design by necessity. This occurs when colors need to overlay.


You must choose the segments to color sort. If you want to color sort the entire design, select all before doing the sort.

The Color Sort tool analyses the current design, looking to see if any colors are repeated. It then looks to see if any of those repeated colors can be combined into a single layer. If not, the color layers are left intact.



Maximum Allowable Color Overlap

There is a setting in the Program Preferences window that allows you to adjust the sensitivity to the layering - the “maximum allowable color overlap”. This adjustment is in percent; 0% will mean that any amount of stitches being overlaid is unacceptable, 100% means compress the file regardless of layering. The default is 5%, and seems to work very well for most designs. Using a setting of 15% is not uncommon for designs from the Internet.

It is usually acceptable to allow the program to compress a file's colors when a small portion of stitches will show or be hidden that were not meant to. If the choice were between extra thread changes and a little snipping of thread, most of us would choose to snip, as color changes are time consuming

To adjust the allowable color overlap, select the Program Preferences  tool click the Color Sort tab, and change the percentage by moving the slide control.

To use the Color Sort tool:

- 1 Click the Open Design  tool to open an existing design.
You see your existing design file.
- 2 Select one or more segments you want the color sort feature applied to.
- 3 Do one of the following:
 - ♦ On the Modify tool bar, click the Color Sort  tool.
 - ♦ Choose Tools—Color Sort.
You see a dialog which gives the number of colors reduced in your design. Click OK.


Adding Basting Stitches to Designs

Floriani Total Control U can create a series of stitches that will baste a rectangular outline around the edge of a design. The stitches start at the center of the design, then jump to the top left of the design. Then a basting stitch will run around the outer edge in a rectangle until complete. The next color is then the starting color of the design.

For users who are familiar with embroidery machines that run a ‘Trial’ or go to the corners of a design to help with design placement on the fabric, the Auto Baste feature will be a real timesaver. The stitches also help you to see that your hooping is lined up correct and straight, a feature that really helps where text is concerned as every error stands out clearly.

This feature is also useful when you want to add a stabilizer to the fabric, but are unable to hoop it, for instance using a water-soluble stabilizer on top of a terry-cloth towel.


To add basting stitches to designs:

- 1 Open an existing design.
You see your existing design file.
- 2 Do one of the following:
 - ♦ Choose Tools—Auto Baste.
 - ♦ On the Modify tool bar, click the Auto Baste  tool.

You see the basting stitches appear around your design.



Using Symbols in Designs

The Symbols  tool allows you to use pre-installed symbols in any design, including those Symbols you design yourself. For more information on creating your own symbol, see “Saving a selected segment as a Symbol”.

You can add multiple copies and resize the symbol while you add it.

To use a Symbol in a design:

- 1 In the Design tool bar, click the Symbol




tool.


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

- 2 In the Properties box, click the Symbols/ Embossing tab.
- 3 From the Symbol list, select the symbol you want to use.
- 4 In the design workspace, click and drag to copy the symbol to your workspace.

Adding Button Holes to Designs

Floriani Total Control U makes it easy to add button holes to your embroidery designs. Use the Button Hole  tool to choose from a variety of pre-installed button hole types.

To add button holes to designs:

- 1 From the Edit tool bar, click the Button Hole  tool.
- 2 To produce a button hole, click and drag in the design workspace.

To make any necessary changes to a Button Hole:

- 1 Select the Button Hole segment.
- 2 In the Properties box, click the Button Hole tab.
- 3 From the Type list, select the type of Button Hole you want to create.
- 4 In the Density (mm) box, enter a density value.
- 5 In the Stitch length (mm) box, enter the stitch length you want for your button hole.

- 6 Click Apply.

You see the segment altered accordingly.

Working with Beads


Different Bead Types

Floriani Total Control U works with three different bead types. Beads are placed on paths to provide information about stitches. The different bead types include Start beads, Stop beads, and Inclination beads. You can slide these beads along a path like beads on a piece of string, placing them precisely where you want them.

Changing the Location of Start and Stop Points

Floriani Total Control U places start and stop beads when you create segments. Start points are represented by green beads and stop points are represented by red beads. The start and stop points are moveable beads that you can drag to change the location. Depending on the type of segment, start and stop points could be placed on top of each other.

To change the location of a start or stop point:

- 1 Select a segment.
- 2 From the Edit tool bar, click the Shape  tool.
- 3 Drag the bead to the new location.




You can also change the location of start and stop points immediately after you convert artwork to Satin segments.

Adding Inclinations

You can smooth the angle of stitches in Satin segments by adding additional inclinations to them.

To add more inclinations:

- 1 Select a segment.
- 2 On the Edit tool bar, click the Add Inclinations  tool.
Your cursor becomes a triangle with a bead.
- 3 Add the inclinations where needed.
You can drag existing inclinations in different directions to change the angle that the stitches will sew.



Moving Segments

In Outline Mode, you can use a few methods to move segments in your designs. When modifying outline segments and doing significant design editing in Floriani Total Control U, you should know how to avoid possibly losing your stitch edits.

Moving Segments Manually

You can move segments around your design by dragging them to another location.

To move a segment manually:

- 1 From the Edit tool bar, click the Select  tool or the Lasso  tool.
- 2 Select the segment.

- 3 Click and drag the segment to its new location.

As you drag, the status line displays the horizontal (dx) and vertical (dy) distance.

Nudging Segments

Nudging moves the selected segment or group of segments. Nudging is similar to dragging the segment but the distance that the segment moves is smaller.

To nudge up:

- Use Ctrl + .

To nudge down:

- Use Ctrl + .

To nudge left:

- Use Ctrl + .

To nudge right:

- Use Ctrl + .

Sequencing Outline Segments

In Outline mode, you can alter the sequence of outline segments in your designs. When modifying outline segments and doing significant design editing in Floriani Total Control U, you should know how to avoid possibly losing your stitch edits.

For more information on editing outline segments, see "Editing Segments".

Inserting Segments Earlier in the Sequence

You can add segments earlier in your design's segment sequence and change the order segments are sewn. This feature is ideal if you missed a segment, or if you want to add another segment.

To insert segments before the insertion point:

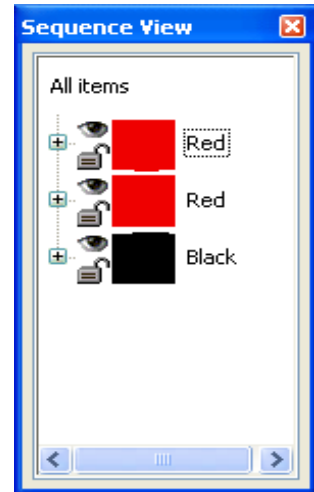
- 1 Select the segment.
- 2 Copy or cut the segment.
- 3 In the design workspace or Sequence View area, click where you want to insert the segment.
- 4 Do one of the following:
 - ♦ Choose Edit—Insert.
 - ♦ In the design workspace, right-click the segments and choose Insert from the menu.
The selection is inserted before the insertion point.
 - ♦ In the Sequence View, right-click in the list where you want the segments and choose Insert from the menu.
The selection is inserted before the insertion point.

Moving a Segment Forward or Backward

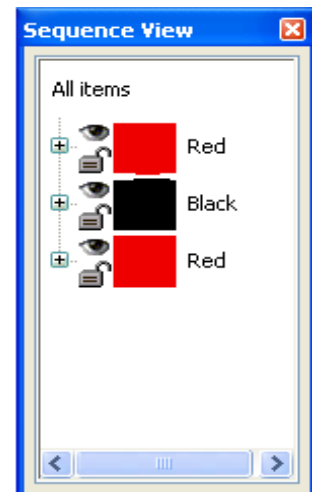
Use the Move Up commands to move the selected segment closer to the beginning of the design. In other words, you are moving the selected segment in front of the next segment.

You can also use the Move Down commands to move the selected segment closer to the end of the design. In other words, you are

moving the selected segment behind the next segment.



A simple design of three segments (the squares on the left), shown before (above) and after (below) a move command. In this case, the Move Up command was used to change the sewing order so that black square sews second instead of third.



To move a segment forward:

- 1 Select the segment or segments.
- 2 Do one of the following:
 - ♦ In the design workspace, right-click the segment and choose Move—Up.
 - ♦ In the Sequence View area, right-click the segment in the list and choose Move—Up.

The segment is moved one position forward in the sewing order. This change is reflected in its position in sequence view.

To move a segment backward:

- 1 Select the segment.
- 2 Do one of the following:
 - ♦ In the design workspace, right-click the segment and choose Move—Down.
 - ♦ In the Sequence View area, right-click the segment in the list and choose Move—Down.

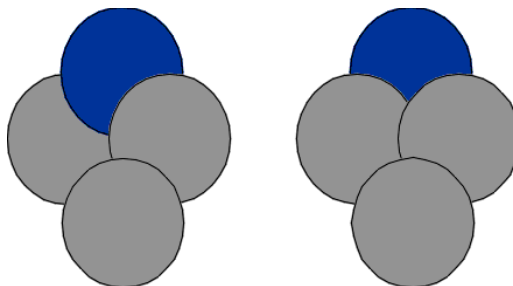
The segment is moved one position back in the sewing order. This change is reflected in its position in sequence view.

Moving a segment to the start or end of a design

Use the Move First command to make the selected segment the first one to be stitched. When a design is sewn, the first segment sewn is usually "on the bottom" or in the "back" of the design. Use the Move Last command to make the selected segment the last one to be stitched. When a design is sewn, the last segment sewn is usually "on top" or in the "front" of the design.

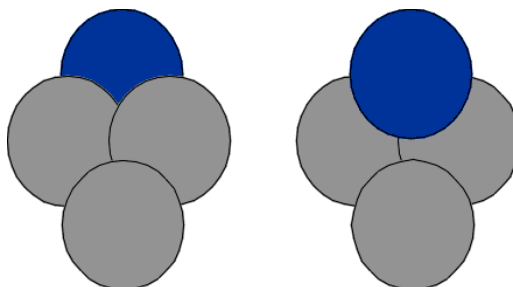
To move a segment to the start of a design:

- 1 Select the segment you want to move to the start of your design.
- 2 Do one of the following:
 - ♦ In the design workspace, right-click the segment and choose Move—First.
 - ♦ In the Sequence View area, right-click the segment in the list and choose Move—First.



To move a segment to the end of a design:

- 1 Select the segment you want to move to the end of your design.
- 2 Do one of the following:
 - ♦ In the design workspace, right-click the segment and choose Move—Last.
 - ♦ In the Sequence View area, right-click the segment in the list and choose Move—Last.

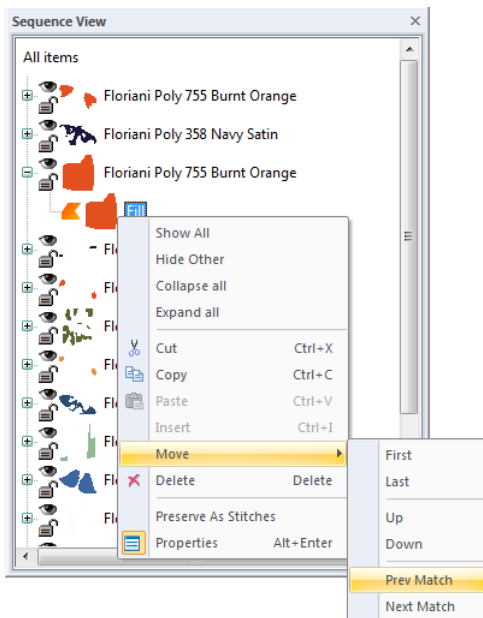


Moving a segment to the previous or next thread color layer

Floriani Total Control U allows you to automatically move a segment to the previous or next segment group or layer that has the same thread color.

To move a segment to the previous thread color layer:

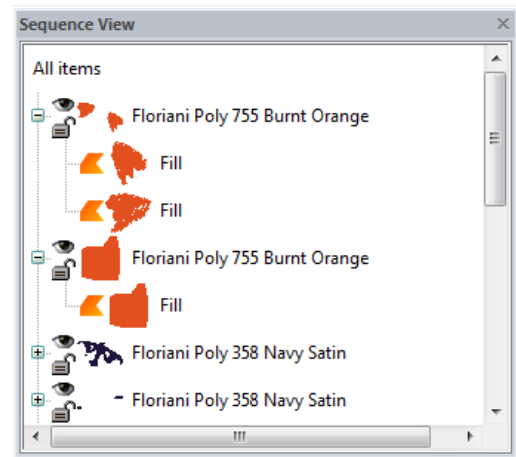
- 1 Select the segment you want to move.



- 2 Do one of the following:

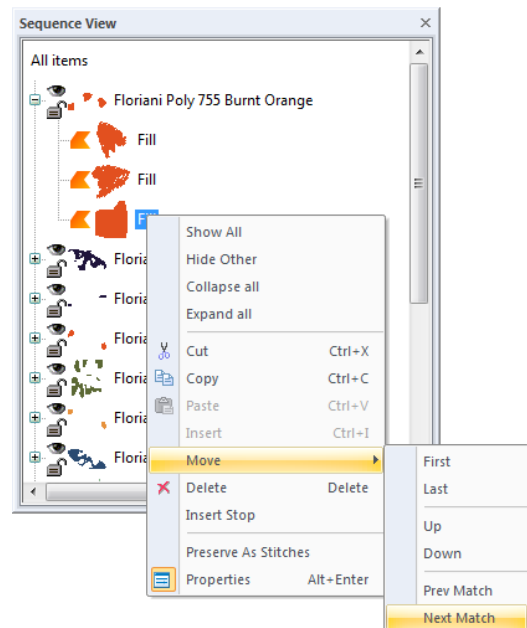
- ♦ In the design workspace, right-click on the segment and choose Move—Prev Match.
- ♦ In the Sequence View, right-click and choose Move—Prev Match.

The selected segment is moved below the previous segment group with the same thread color.



To move a segment to the next thread color layer:

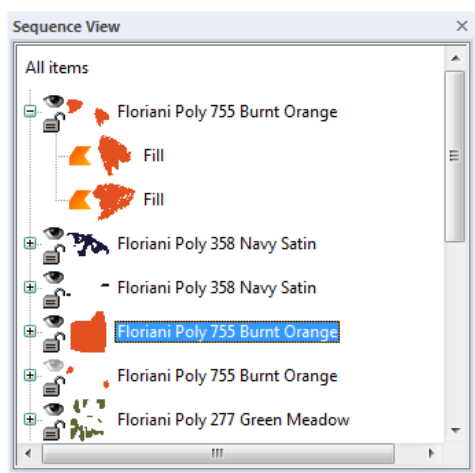
- 1 Select the segment you want to move.



- 2 Do one of the following:

- ♦ In the design workspace, right-click the segment and choose Move—Next Match.
- ♦ In the Sequence View area, right-click the segment in the list and choose Move—Next Match.

You see the selected segment(s) moved above the next segment group with the same thread color.



Sequencing Segments

The sequence of the segments is, simply put, the order in which they are embroidered. The sequence is important because you want segments that are near to each other to sew one after the other. This reduces jump stitches and the need to trim them later.

For example, you can have three Run objects, all of which start on the left and end on the right. Object 3 is in between Object 1 and Object 2. This might not be optimal for jump stitches, plus the machine takes longer to embroider this than if the segments were properly sequenced.


To sequence segments:

- 1 Select one or more segments you want to resequence.
- 2 Do any of the following:
 - ♦ In the design workspace or Sequence View area, click and drag the segment to the location you want.
 - ♦ In the design workspace, right-click the segment and choose Move—First, Move—Last, Move—Up, Move—Down, Move—Prev Match or Move—Next Match.
 - ♦ In the Sequence View area, right-click the segment in the list and choose Move—First, Move—Last, Move—Up, Move—Down, Move—Prev Match or Move—Next Match.



The Move—Prev Match and Move—Next Match commands automatically move segment to the previous or next segment group or layer that has the same thread color.

To sequence segments using the Sequence tool:

- 1 Select two or more segments you want to resequence. To select all segments in your design, press Ctrl+A on your keyboard.
- 2 From the Modify tool bar, click the Sequence  tool.
Selected segments will be sequenced automatically.



Using the Sequence tool will override any manual sequencing you have done, with the exception that it will keep your color order intact.




If the Sequencing tool does not have the intended effect, it is probably because your start and end outline points are positioned in such a way as to prohibit effective sequencing. Take a look at the starting outline points and you will probably see a way to fix the problem.

To display the outline points, use the Shape tool. The starting points are shown as green beads.

Resequencing Segments by Color

You can sequence design segments by color. When you resequence by color, the segments of the design are reordered according to their thread color. In other words, the system reorders the segments so that all Dark Yellow segments come first, then Dark Orange segments, and so on. Segments using the same needle remain in the same relative order. This feature is useful if you have digitized your design in a random order and want to stitch each thread color in order.

To resequence segments by color:

- 1 From the Edit tool bar, click the Select  tool to change to Outline Mode.
- 2 From the Sequence View area, browse to find segments grouped by a given color.
- 3 Select one or more segment groups.
- 4 Do any of the following:
 - ♦ In the design workspace or Sequence View area, click and drag the segment group(s) to the location you want.
 - ♦ In the design workspace, right-click the segment group(s) and choose Move—First, Move—Last, Move—Up, Move—

Down, Move—Prev Match or Move—Next Match.


- ♦ In the Sequence View area, right-click the segment group(s) in the list and Move—First, Move—Last, Move—Up, Move—Down, Move—Prev Match or Move—Next Match.



The Move—Prev Match and Move—Next Match commands automatically move segment(s) to the previous or next segment group or layer that has the same thread color.

CHAPTER 12


Design Editing in Stitch Mode

When you use the Stitch  tool from the Edit tool bar, Floriani Total Control U automatically changes to Stitch Mode. In Stitch Mode, you can edit stitches in the unified design window.

Stitch-by-stitch editing is easy and you can edit designs in a variety of ways. Use the Stitch Edit tool bar to move through the stitches of a design. You can move stitch-by-stitch if you want and then select the exact stitches for editing.



When performing major stitch editing, you should use caution. For more information on the general rules of stitch editing, see "Editing Stitches and Stitch Groups".


You can also edit groups of stitches. Moving portions of a design is simple with the Lasso (for stitches)  tool.

Topics covered in this chapter:

- Selecting and editing stitches, and groups of stitches.
- Moving through the design by stitches.
- Inserting jumps and other machine commands.

Editing Stitches and Stitch Groups

In Floriani Total Control U unified window, you can edit a design's stitches and stitch groups while in Stitch Mode. When you use the Stitch

 tool from the Edit tool bar, Floriani Total Control U automatically changes to Stitch Mode.

As a general rule, you should perform all outline edits to a design first (in Outline Mode) and save the design file. Next, you should perform all stitch edits to the same design (in Stitch Mode) and save the design file with a different file name. If you follow this general rule, you can avoid possibly losing your stitch edits while doing significant design editing.


A segment's stitch edits may be lost if you perform an outline editing action that forces Floriani Total Control U to regenerate stitches for the segment. The following are design editing actions that can force stitch regeneration in your design:

- Resizing a segment.
- Modifying the settings for a segment.
- Moving a segment.


Typically, when you add or modify segments in a design, Floriani Total Control U will not regenerate stitches for the entire design. The software will, however, generate stitches for the segment being modified.

About the Stitch Editor

The stitch editor allows you to fine tune your design before saving it. By editing the design on a stitch-by-stitch basis, you can achieve the highest commercial quality possible in an embroidery design.

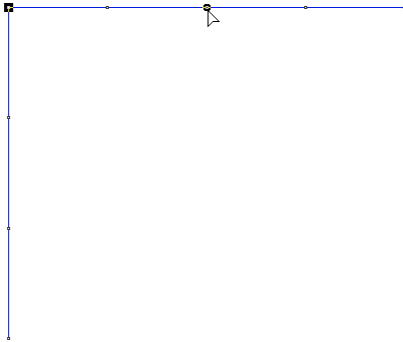
 Before you begin editing your stitches it is wise to make sure that the use of other tools on the design is completely finished. When you modify an object, except for color, any individual stitch edits are lost.

First, we suggest zooming in on any areas that appear to need adjustment. Then, turn on the Stitch Points View by clicking the Stitch Points

 tool from the View tool bar. You can work with 3D View on or off, but sometimes it is easier to work with it off.

To edit the design on a stitch-by-stitch basis, simply select the Stitch  tool.

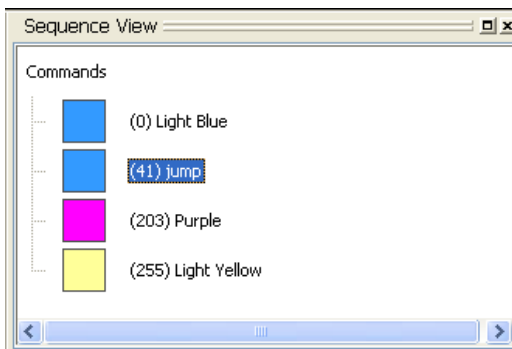
You do not have to select any particular object before editing it with the Stitch tool. As you move the mouse over the stitching, a colored dot is visible on the stitches. This dot is appears on the stitch point located nearest the tip of the mouse pointer. To move the stitch point, drag it with the mouse.



When you have the Stitch tool selected, the Sequence View area transforms itself into Stitch Mode and the Stitch Edit tool bar will appear at the bottom of the design workspace.

Sequence View area (Stitch Mode)

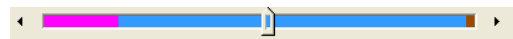
When you have the Stitch tool selected, you will notice that the Sequence View area transforms itself into Stitch Mode and a list of stitch color blocks appear. Each block is labeled with the name of the color in that block and the number of the starting stitch in that block.



Clicking on a color block in the list selects the starting stitch of that color. Right-clicking on a color block in the list displays a pop-up menu that allows you to turn on/off the display of jump stitches, delete the color change, and display the Stitch tab in the Properties box.

Stitch Edit tool bar

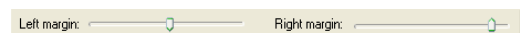
You can use the Stitch Edit tool bar to navigate and select continuous stitches. The first item on the Stitch Edit tool bar is the position slider.



This slider looks like the one from the Draw Bar; however, it is quite different. This slider moves a cursor through the design on a stitch-by-stitch basis.

Using this slider, along with the 'Select' checkbox, you can select a series of stitches in a design that are continuous. First, click the Stitch tool from the Edit tool bar. Click on any stitch in your design. From the Stitch Edit tool bar, select the 'Select' checkbox if not already selected. Then, move the position slider left or right to select a specified part of the design; you will see a series of stitches selected in the design.

The Stitch Edit tool bar has controls for a 'Left Margin' and a 'Right Margin'.




These margin controls act similar to the scrollbar slider from the Draw Bar; they display only what is in between them. For example, if you have a design that is 3000 stitches, and you set the Left Margin at stitch 1000, and then set the Right Margin at stitch


2000, only the stitches in the middle (1001-1999) will be visible. Also, the Position slider will only be able to scroll as far left as 1001 and as far right as 1999. Although you will probably not need to navigate stitches by number, as with this example, you can see what stitch number you are at by looking at the status bar. The margin tools are useful when you want to see a specific area of continuous stitches and not be distracted by other stitching in the design.

Here is where Ghost Mode is useful. Quite often, you will want to see only the section of the design that you are working on, but you'd also like to know where that section is in relation to other parts of the design. Ghost mode displays a 'faded out' rendering of the design that otherwise is not visible because of the margin controls.


Selecting Stitches in Various Ways

You can select stitches in a variety of ways.

The Stitch  tool allows you to select and modify individual or groups of stitches in your designs. You select stitches by clicking on a single stitch or by clicking and dragging to draw a box around parts of the design. With

the Lasso (for stitches)  tool, you can draw a line around parts of the design instead of a box.


To select stitches using the Stitch tool:

- 1 From the Edit tool bar, click the Stitch  tool.

- 2 To select a single stitch, click the stitch you want.
- 3 To select multiple stitches, do one of the following:
 - ♦ Click and drag to form a rectangle box around the stitches you want to select.
 - ♦ Click a stitch. Press CTRL or Shift on your keyboard while you click each stitch not already selected.


Selected Stitches are highlighted in black.
- 4 To edit or change the properties of the stitches, right-click and choose the settings you want to alter from the menu.

To select stitches using the Lasso (for stitches) tool:

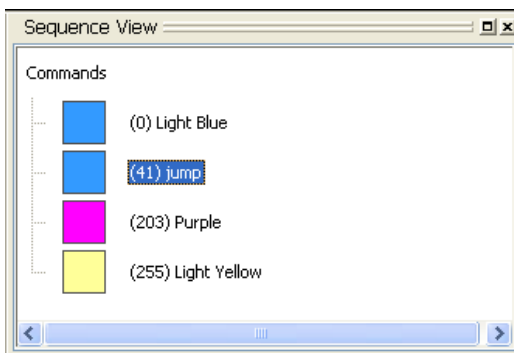
- 1 From the Edit tool bar, click the Lasso (for stitches)  tool.
- 2 Click and drag, without releasing your cursor, in the design workspace.
- 3 Release your cursor to finish selecting stitches.

The selected stitch points are highlighted in black.
- 4 To edit or change the properties of the stitches, right-click and choose the settings you want to alter from the menu.

To select stitches using the Sequence View area:

- 1 From the Edit tool bar, click the Stitch  tool.


You see the Sequence View area change accordingly.
- 2 From the Sequence View area, browse to find the stitches or commands you want to select from the active design file.



- 3 To select stitches and commands, click the stitches or commands you want from the list.

The first stitch of the group of stitches you selected is highlighted on the design workspace.

To select stitches using the Stitch Edit tool bar:

- 1 From the Edit tool bar, click the Stitch  tool.
You see the Stitch Edit tool bar appear at the bottom of your design workspace.
- 2 From the Stitch Edit tool bar, use the left margin or right margin controls to display a specified part of the design.
For more information on these controls, see "The Stitch Editor".
- 3 To select all of the stitches in the specified part of the design, select the Select option from the Stitch Edit tool bar.
- 4 To select a single stitch or multiple stitches in the specified part of the design, you can use the Stitch tool, Lasso (for stitches) tool or Sequence View area accordingly.





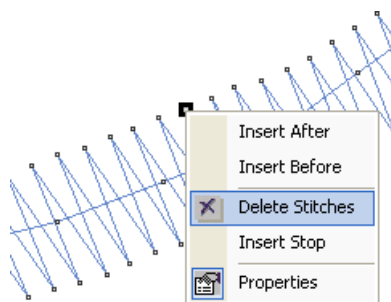
You can also use the Position Slider from the Stitch Edit tool bar to select a series of stitches in a design that are continuous. For more information, see "The Stitch Editor".

Deleting stitches

You can delete stitches in a design file in a number of ways: using the edit menu, Sequence View area, or Backspace on your keyboard to delete single stitches.



To delete stitches using the edit menu:

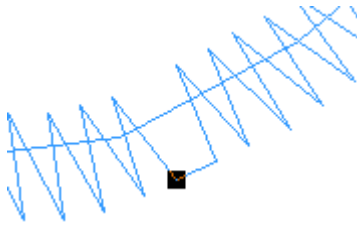
- 1 Open a design.
- 2 On the Edit tool bar, click the Magnifying Glass  tool to zoom in and see the stitch you want to delete.
- 3 From the Edit tool bar, click the Stitch  tool.
- 4 Select one or more stitches you want to delete.
- 5 Right-click and select Delete Stitches from the menu.



- 6 Repeat step 5 to delete more stitches.



To delete stitches using Backspace on your keyboard:

- 1 Open an existing design.
You see your existing design file.
- 2 From the Edit tool bar, click the Magnifying Glass  tool to zoom in and see the stitch you want to delete.
- 3 From the Edit tool bar, click the Stitch  tool.
- 4 Select one or more stitches you want to delete. For more information, see "Selecting stitches in various ways".
- 5 Press Backspace on your keyboard.



- 6 Continue to press backspace to delete stitches.

To delete stitches using the Sequence View area:

- 1 Open an existing design.
You see your existing design file.
- 2 From the Edit tool bar, click the Magnifying Glass  tool to zoom in and see the stitch you want to delete.
- 3 Select the Stitch  tool.
You see the Sequence View area change accordingly.
- 4 To delete a stitch from the start of the design, do the following:

- ♦ From the Sequence View area, select the first color block in the list.
- ♦ Right-click the color block and select Delete from the menu or press Delete on your keyboard.

You see the first stitch of your design deleted.

- 5 To delete a stitch from the end of the design, do the following:

- ♦ From the Sequence View area, select the last color block in the list. This color block is labelled: *eod*.
- ♦ Right-click the color block and select Delete from the menu or press Delete on your keyboard.

You see the last stitch of your design deleted.

- 6 To display a series of stitches in the design that are continuous and delete the first or last stitch in the display, do the following:

- ♦ Display the series of stitches in the design that are continuous using the Stitch Edit tool bar. For more information, see "The Stitch Editor".
- ♦ From the Sequence View area, select the first or last color block in the list.
- ♦ Right-click the color block and select Delete from the menu or press Delete on your keyboard.


You see the stitch deleted from your design.

- 7 To delete multiple stitches in the Sequence View area, repeat steps 4, 5, or 6 (as required).


Moving through Stitch Designs

Once you are in Stitch Mode, Floriani Total Control U makes it easy to move through the stitches in your design.

To move through a stitch design by increments:

- 1 From the Edit tool bar, click the Stitch  tool.
- 2 Select the stitch you want to view or edit.
- 3 On your keyboard, press any of the following keyboard shortcuts:
 - ♦ Ctrl+Arrow (Left, Right) = move one stitch.
 - ♦ Ctrl+Arrow (Up, Down) = move ten stitches.
 - ♦ Ctrl+Page Up = move to start of next object.
 - ♦ Ctrl+Page Down = move to start of prior object.
 - ♦ Ctrl+Home = move to start of first object.
 - ♦ Ctrl+End = move to end of last object.
 - ♦ Ctrl+Shift-Up = Move back 100 stitches.
 - ♦ Ctrl+Shift-Down = Move forward 100 stitches.


To move through a stitch design using the Stitch Edit tool bar:

- 1 From the Edit tool bar, click the Stitch  tool.
- 2 From the Stitch Edit tool bar, do any of the following:
 - ♦ Click the Previous Stitch or Next Stitch buttons to move through the design stitch-by-stitch.

- ♦ Slide the Position slider to the left or right to move through the design stitch-by-stitch at your own speed.

For more information, see “The Stitch Editor”.

To move through a stitch design by color or command:

- 1 From the Edit tool bar, click the Stitch  tool.
You see the Sequence View area change accordingly.
- 2 From the Sequence View area, browse and select the stitches or commands you want from the list.



Once you select stitches or commands from the Sequence View area, you can use Up and Down arrows on your keyboard to navigate through the design.


Moving Stitches in a Design File

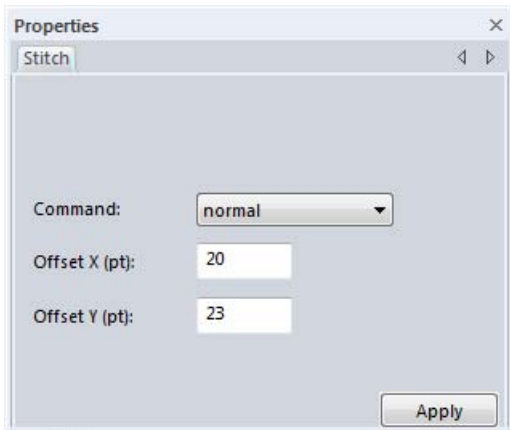
You can easily move stitches in a design file using Floriani Total Control U. Depending on how your stitches are grouped, you can choose to group the stitches differently.

To move stitches in a design file:


- 1 Select the stitches you want to move.
- 2 Click and drag a stitch that is part of the stitch group.
- 3 Release your mouse to place the stitches.
The stitches are placed where you moved them.
- 4 In the Files of type list, select a file type for the image you want to open.

Stitch Properties

The Stitch properties panel can be displayed when using the Stitch  tool. To display it, right-click on any stitch and select Properties from the context menu.



The Stitch box provides an easy way to see the size of individual stitches. You can also convert the type of a stitch to a normal, jump, trim, stop or needle change.

 If you do change a stitch type, be aware that it will only apply to the design if you save it without adjusting the object that contains the stitch. For instance, you cannot use the Shape tool on an object and retain your stitch edits.

Not all embroidery machines are capable of using all these commands. When you save the design, the file created will contain only commands understood by your machine. For home embroidery formats, it is recommended that you stick with the "normal", "jump" and "needle change" commands.

For more information on machine commands, see "Inserting and changing machine commands".

Adding a Trim

You can add a trim to any stitch segment in a design file. For example, if you are sewing out a name you would want to trim the run stitches between the letters.

To add a trim:

- 1 Open an existing design file.



To see the trim you added and other commands, choose View—Commands.

- 2 Select the stitches you want.
- 3 In the Properties box, click the Stitch tab.
- 4 From the Command list, select Trim.
- 5 Click Apply.

Adding a Jump

You can add a jump to any stitch segment in a design file.

To add a jump:

- 1 Open an existing design file.



To see the jump you added and other commands, choose View—Commands.

- 2 Select the stitches you want.
- 3 In the Properties box, click the Stitch tab.
- 4 From the Command list, select Jump.
- 5 Click Apply.

Displaying Jump Stitches

You can easily display jump stitches using the Sequence View area.



To display jump stitches:

- 1 Open a design file that contains jump stitches. For more information on adding jumps to designs, see "Adding a jump".
- 2 From the Sequence View area, select a color block from the list.
- 3 To display jump commands, do the following:
 - ♦ Right-click and select Show jumps from the menu, if not already selected.
You see all jump commands for your design appear in the list.
- 4 To hide jump commands, do the following:
 - ♦ Right-click and unselect Show jumps from the menu.
All jump commands in your design will no longer appear in the list.

Changing Thread Colors in Design Files

You can insert a color change that changes the color of the thread from the selected stitch to the end of that layer.

To make a thread color change:

- 1 Click the Magnifying Glass  tool to Zoom in on the area where you want to change the thread color.
- 2 From the Edit tool bar, click the Stitch  tool.
- 3 Select the first stitch of the segment where you want to insert the color change.
- 4 Do one of the following:

- ♦ Right-click and choose Insert Stop from the menu.
- ♦ In the Properties box, click the Stitch tab and select Needle Change from the Command list.

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

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

All the stitches from that point forward change to the thread color you selected.

Inserting and Changing Machine Commands

You can insert embroidery machine commands for a specific stitch.



Not all commands apply to every machine.

To insert a machine command:

- 1 Select the stitch you want to edit.
- 2 In the Properties box, click the Stitch tab.
- 3 From the Command list, select one of the following command types:
 - ♦ **Normal** changes the stitch to a standard stitch.
 - ♦ **Jump** inserts a jump stitch at the selected stitch, instead of dropping the needle when the design is sewn out.
 - ♦ **Trim** inserts a trim at the selected stitch.
 - ♦ **Stop** inserts a machine stop at the selected stitch. A stop can also represent a color change.

- ♦ **Needle Change** uses another needle, indicating a color change.
- 4 Click Apply.


Inserting Stitches

In Stitch Mode, Floriani Total Control U allows you to easily insert stitches.

To insert one or more stitch points, you can select either 'Insert Before' or 'Insert After' from the edit menu options. These two choices are necessary for adding stitches to the start or end of a design. For any point in-between, it is entirely your choice where you want to insert stitch points. Once you have clicked on an Insert, you will be able to add as many stitches as you want. To do so, simply move the mouse to the next stitch point location that you want. Then click the mouse. Once that point is inserted, you can then insert another stitch or cancel the addition of stitches by right-clicking.

If you need to cancel a stitch edit that you have started, you can press Escape (or



Esc); or, you can use the Undo  tool, or press Backspace on your keyboard if you make a mistake.

To insert stitches:

- 1 Open any design file.
- 2 Select the stitch that will have stitches inserted before or after.
See "Selecting stitches in various ways".
- 3 Right-click and choose one of the following from the menu:
 - ♦ Choose Insert Stitch—Before to insert the stitch before the highlighted stitch.
 - ♦ Choose Insert Stitch—After to insert the stitch after the highlighted stitch.

- 4 Move your cursor to the next stitch point you want to insert and click.
- 5 Continue moving and clicking your cursor to insert multiple stitches.
- 6 To finish inserting stitches, right-click anywhere in the design window.

Viewing Stitches in Ghost Mode

Ghost Mode allows you to see sections of the design that are not technically 'in view'. When stitch editing, you can use the Ghost mode to narrow the editable stitches in a design to a limited range - for instance a single color. When you do this, the other colors in the design are not visible.; however, it may be desirable to still be able to see where the rest of the design is for alignment purposes. When you turn on Ghost Mode, you will see the rest of the design as a lighter color. This allows you to 'see' where the rest of the design is, while still being clear about which parts of the design are selected for editing.



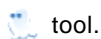
Example of a design with Ghost mode turned on. The stitch segments on the right have been selected and hidden in the Sequence view.

To view stitches in Ghost Mode:

- 1 Open an existing design file.
- 2 Select the part of the design that you want to edit.

The section that you selected will be highlighted in the Sequence View area.

- 3 Do one of the following:
 - ♦ On the View tool bar, click the Ghost



tool.

- ♦ From the menu bar, select View—Ghost.


- 4 In the Sequence View area, right-click on a highlighted segment.

- 5 Select Hide Other from the menu.

The segments of the design that were not selected are now hidden. You can work on the selected area.

- 6 From the View tool bar, click the Stitch

Points  tool.

- 7 From the Edit tool bar, click the Stitch  tool.

The stitch points now appear on the highlighted segment. You can also use the Magnifying Glass tool to enlarge the design to work on the design segment easily.

To turn off Ghost Mode:

- Do one of the following:
 - ♦ From the View tool bar, click the Ghost



tool again.

- ♦ From the menu bar, select View—Ghost.



To show all of the hidden design from Ghost Mode, right-click on the selected segments in the Sequence View and select Show All.

APPENDIX A

Getting Help

This section provides the information you to use the Floriani Total Control U help files.

Using the Floriani Total Control U online help

The Floriani Total Control U online help is a quick way to find answers to your questions and see step-by-step instructions. Because the online Help is updated for every major release, you will benefit from the most up-to-date information.

Opening the Online Help

The online Help contains a wide variety of topics that contain helpful procedures, descriptions, and definitions. Because a large number of topics exists, the online Help allows you to search for topics in various ways. You can search using the table of contents, the index or a database of keywords. You can also save the topics you visit most often.

To open the online Help:

- 1 Double-click the icon on your desktop to open Floriani Total Control U.
You see the blank Floriani Total Control U design workspace.
- 2 Do one of the following:
 - ♦ Choose Help—Floriani Total Control U.
 - ♦ Press F1 on your keyboard.*You see the Floriani Total Control U Online Help.*

Using the Contents

The online help has a table of contents. Each book contains a series of related topics.

To use the Contents:

- 1 Choose Help—Floriani Total Control U.
- 2 Double-click the book you want to open.
- 3 Click the topic you want to see.
You see the topic in the right window pane.

Using the Index

The online Help index is similar to the index in a book.

To use the Index:

- 1 Choose Help—Floriani Total Control U.
- 2 Click the Index tab.
- 3 In the box, enter the word or words you want to search.
In the list, you see the topics that most closely match your query.
- 4 Click the term you want to learn more about.
If there is more than one topic for the keyword, you see a menu.
- 5 Click the topic you want to see.
You see the topic in the right window pane.

Using Search

The Search tab lets you search using keywords or phrases in a database of all the words found in the Floriani Total Control U online Help.

To use Search:

- 1 Choose Help—Floriani Total Control U.
- 2 Click the Search tab.
You see the Find Setup Wizard.
- 3 Click Next, and then Finish.
The online Help builds a term list.

- 4 In the text box, enter the first few letters of the word you are searching for.

In the list, you see the topics that most closely match.

- 5 Click the topic you want to view.
You see the topic in the right window pane.

Saving your Favorite Topics

The Favorites tab lets you save the topics that you visit most often and want to access quickly.

To save your favorite topics:

- 1 Choose Help—Floriani Total Control U.
- 2 Double-click the book you want to open.
- 3 Click the topic you want to save as your favorite.
You see the topic in the right window pane.
- 4 Click the Favorites tab.
You see the selected topic in the Current topic area.
- 5 To add the selected topic to your favorites list, click Add.
You see the selected topic appear in the Topics area.
- 6 To display your favorite topic, do one of the following:
 - ♦ In the Topics area, select the favorite topic you want to display and click Display.
 - ♦ In the Topics area, double-click the favorite topic you want to display.
You see the topic in the right window pane.
- 7 To remove one of your favorite topics, do the following:
- 8 In the Topics area, select the favorite topic you want to remove and click Remove.

Printing Online Help Topics

You can print any of the topics in the online Help.

To print topics:

- 1 Choose Help—Floriani Total Control U.
- 2 Click the topic you want to print.
The topic will appear in the Help window.
- 3 Click Print.
You see the Print Topics dialog box.
- 4 Select one of the following print options:
 - ♦ Print the selected topic
 - ♦ Print the selected heading and all subtopics
- 5 Click OK.
You see the Print dialog box.
- 6 Change any of the print settings, if necessary, and click OK.
The topic is printed.

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