



mySewnet™ Draw & Paint

Reference Guide

Mac®

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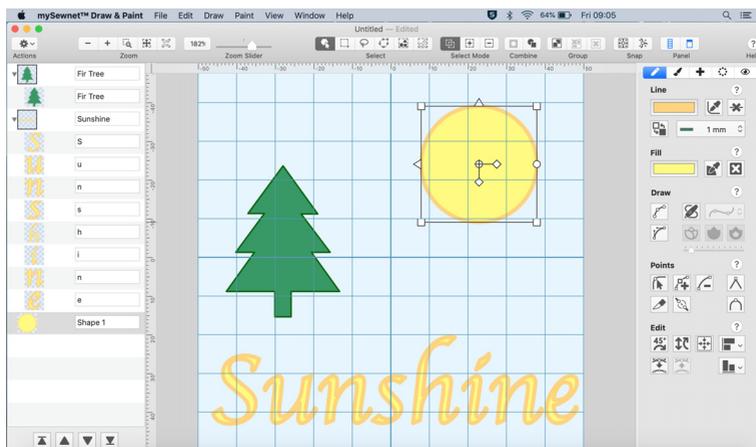
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Welcome to mySewnet™ Draw & Paint

Use mySewnet™ Draw & Paint to create wonderful drawings for embroideries, quilting and cutter designs on your computer.

To get started with mySewnet™ Draw & Paint, work with clipart images or create your own pictures using a background picture. Create and edit vector drawings, or create and edit bitmap (raster) graphics.



Design Choices

Adjust designs using easy editing features: Navigate around the design with the Filmstrip, change easily between lines, fills, stitch types and patterns and so much more.

Open mySewnet™ Draw & Paint by clicking its icon in the Launchpad , or by double-clicking its icon  in the Finder. The mySewnet™ Draw & Paint canvas appears.

Further Information

Reference Guide

The Reference Guide shows how to start the app and provides a quick tour of the main screen. The Reference Guide is supplied in PDF format , ready for printing and contains full reference information. You can download it from www.mysewnet.com/

Note: To view and print the PDF Guide, you may use Preview which is included in your Mac® OS.

Help

The integrated help contains full reference information. Click the Help button . Where available, a help topic appears that is relevant to the selected item. Alternatively, use the Help menu.

About mySewnet™ Draw & Paint

Access via the mySewnet™ Draw & Paint menu. The version number of mySewnet™ Draw & Paint is given here. You will need this if you contact technical support at any time.

Starting mySewnet™ Draw & Paint

- Click the mySewnet™ Draw & Paint icon  in the Launchpad.
- Double-click the mySewnet™ Draw & Paint icon  in the Finder.

Close a Document

- Use the red close button  at the top left.
- Choose File > Close.
- Press **⌘W**

A saved document is autosaved as it closes. If the document has not been saved, the Save on Close dialog appears. See “Save On Close” on page 16.

Close All

To close all documents:

- Choose File > **⌘** > Close Window.
- Press **⌘⌘W**

Minimize and Maximize

- Use the yellow minimize button  at the top left to minimize the current window.
- Use the green zoom button  at the top left to switch between a larger and smaller window size.

Quit mySewnet™ Draw & Paint

When you quit mySewnet™ Draw & Paint the open windows are remembered for when the program is next opened.

To quit mySewnet™ Draw & Paint

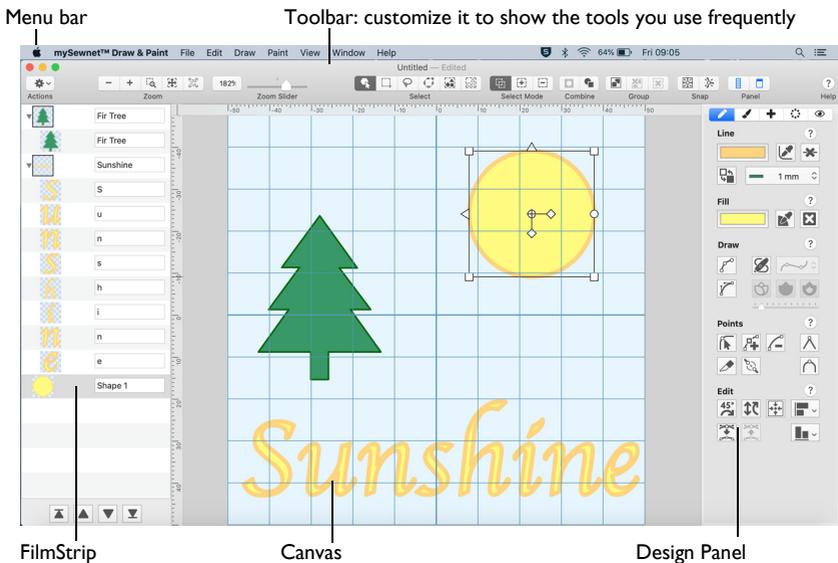
- Choose mySewnet™ Draw & Paint > Quit mySewnet™ Draw & Paint.
- Press **⌘Q**

Get familiar with the tools you use to create designs with mySewnet™ Draw & Paint.

Each picture that you create with mySewnet™ Draw & Paint is an individual document.

The first time you open mySewnet™ Draw & Paint (by clicking its icon in the Launchpad or by double-clicking its icon in the Finder), the mySewnet™ Draw & Paint canvas appears. This is where you will create and edit your designs.

The mySewnet™ Draw & Paint Window



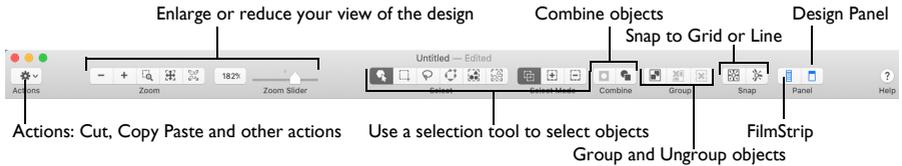
Showing and Hiding Tools

- The toolbar gives quick access to the tools needed to create and edit your design. To show or hide the toolbar, choose View > Show Toolbar, or View > Hide Toolbar (⌘⌘T).
- The Design Panel gives access to the tools needed to create and edit your design. To show the Design Panel, choose View > Show Design Panel, or click .
- The FilmStrip shows the sequence of objects in the design. To show the FilmStrip, choose View > Show FilmStrip or click .
- Use Open to open drawing files. Choose File > Open (⌘O). See “Insert” on page 4.

The Toolbar.

The mySewnet™ Draw & Paint toolbar gives one-click access to many of the features you will use as you work in mySewnet™ Draw & Paint. You can add, remove, or rearrange toolbar buttons as desired.

The default set of toolbar buttons is shown below.



To Customize the Toolbar

- 1 Choose View > Customize Toolbar. Alternatively, Control-click in the toolbar and choose Customize Toolbar.
- 2 Make changes as desired: drag items to add or remove them, to return to the defaults drag the default set, choose an icon/text type from the Show menu, and select the size.
- 3 Click Done.

Design Panel

Use the Design Panel to use the color worksheet and Filters to select parts of the design to be edited.

To Open the Design Panel

- Click the Design Panel button  in the toolbar.

Menu Bar

The mySewnet™ Draw & Paint menu bar is visible if mySewnet™ Draw & Paint is the active window. Each open design has its own document window showing its name.

There are seven menus in addition to the Apple (🍏) menu and the application menu: File, Edit, Draw, Paint, View, Window and Help.

- To access the menu options, use the mouse to pull them down from the menu bar.

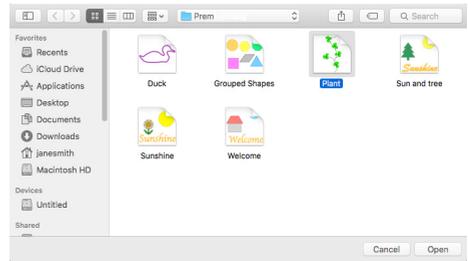
Insert

Use the Insert dialog to insert drawings to edit.

Note: Use Insert to edit a design as part of a new project. Use Open to change the original design. See “Open” on page 13.

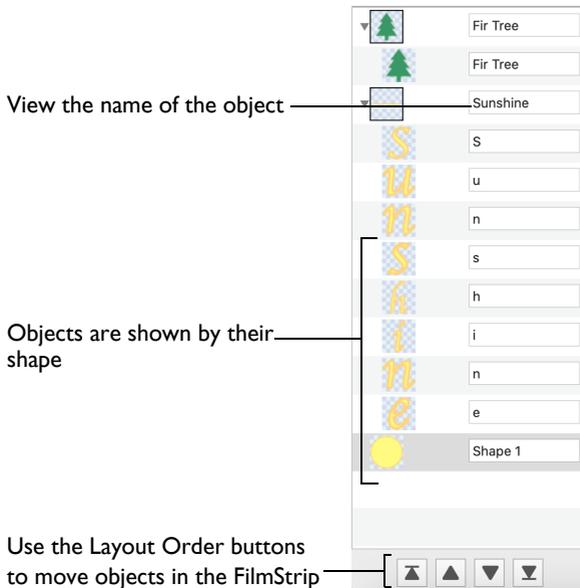
To Insert a Drawing

- 1 Choose File > Insert.
- 2 Browse to the desired folder in the Insert Design dialog.
- 3 Click a drawing to highlight it. Files other than drawings are dimmed in the Insert dialog.
- 4 Click the Open button to load the design.
- 5 The drawing is placed on the canvas.



FilmStrip

In the FilmStrip you can view the Groups and Paths (line and fill objects) making up the drawing. See “FilmStrip” on page 66.



The Canvas

The canvas is the area where drawings are create, loaded and edited.

The background color can be changed using Preferences. You can also load a background image.

Background Grid

The canvas has a grid. Zooming in or out makes the grid squares look bigger or smaller.

Select the Grid and its Size

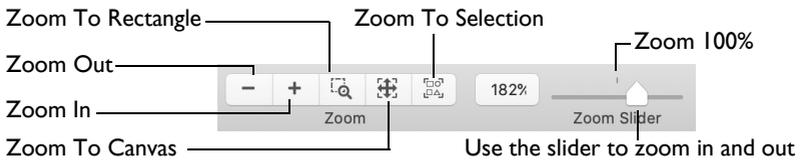
- To turn the Grid on or off, in the View Tab  of the Design Panel  check Show Grid, or choose View > Grid.
- To change the size of the grid squares, use the Sub-divisions pop-up menu in the Grid section of the View Tab .

Color Selection

The Line and Fill areas of the Draw tab  of the Design Panel show the colors used in the design. See “Colors Window” on page 39.

Zooming In or Out

You can enlarge (zoom in) or reduce (zoom out) your view of the canvas.



Zoom To Canvas shows the canvas so that it fills the window. This is the default size. Click the center marker on the zoom slider to see the design at 100% or real size. See “Zooming In or Out” on page 34.

Using Text and Number Boxes

To view changes made in a text or number box, click in another text/number box, or press the Return key.

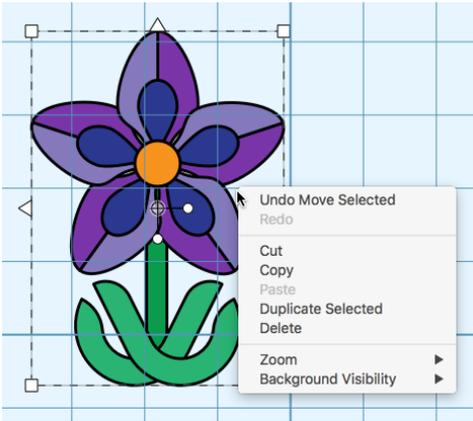
Keyboard Shortcuts and Shortcut Menu

You can use the keyboard to perform many of the mySewnet™ Draw & Paint menu tasks and commands. See “Keyboard Shortcuts” on page 147.

Many commands are available from shortcut menus accessed from the design you are creating.

To Open a Shortcut Menu

- Press the Control key while you click on an object in the canvas or FilmStrip.
- Right-click on the mouse or trackpad.



Keyboard Shortcuts

Shortcut key codes

↵	Return key
⌘	Command key (cmd)
⇧	Shift key
⌫	Delete - full sized keyboard only
^	Control key (ctrl)
⌥	Option key (alt)
→	Tab key
←	Left arrow
→	Right arrow
↑	Up arrow
↓	Down arrow
fn	Function key
⌫	Delete back key (backspace)

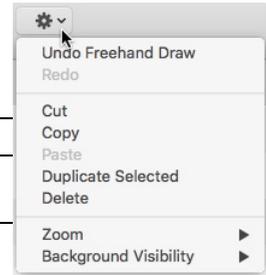
Note: On Mac portable keyboards use Function–Delete or Function–Backspace (fn ⌫) to delete an object.

Actions Menu

You can use the Actions menu to get quick access to many functions.

Actions menu commands:

Undo	Reverse the last action.
Redo	Reverse the last action that was undone by Undo.
Cut	Remove the object or block from the work area and place it on the Clipboard.
Copy	Make a copy of the selected object or block.
Paste	Paste the object or block on the Clipboard.
Duplicate Selected	Make a copy of the selected object or block and paste it on the canvas.
Delete	Delete the selected object or block.
Zoom	Select your desired magnification.
Background Visibility	Set visibility for the active background to a range of levels.



Different options are available, depending on what is selected.

To open the Actions Menu

- Click Actions  on the toolbar. The Actions pop-up menu opens.

mySewnet™ Draw & Paint Terms and Conventions

On-screen pointers

The mouse pointer is most commonly shown as an arrow  on the screen. The following pointers are also used:

	I-beam	Used when entering text, e.g. when entering lettering.
	Move	A four-headed arrow is used when the pointer is over the selection box for one or more blocks.
	Zoom To Rectangle	Used to drag an area to zoom in to.
	Adjust/Resize	A diagonal double-headed arrow is used when the pointer is over the square corner handle  for a selection box.
	Rotate	Used when the pointer is over the Rotate handle on a selection box.
	Horizontal	A horizontal double-headed arrow is used when the pointer is over the flip horizontal handle  on a selection box.
	Vertical	A vertical double-headed arrow is used when the pointer is over the flip vertical handle  on a selection box.

	Box Select	The Box Select pointer appears when Box Select is chosen.
	Freehand Select	The Freehand Select pointer appears when Freehand Select is chosen.
	Point Line Select	The Point Line Select pointer appears when Point Line Select is chosen.
	Measure	The Measure pointer appears when the Get Length function is selected.
	Pick Color	The Pick Colors pointer appears when picking colors from a drawing or the background image.
	Cross	The Cross pointer is used to select part of the picture.
	Place Point	The Place Point pointer appears when adding points to a line with the Point Line functions, and when converting Corner points to Curve points.
	Bezier Mode	The Bezier Mode pointer appears when you draw lines with Bezier Draw.
	Convert Points to Corner	The Convert Points to Corner pointer appears when you change the selected point in a Bezier line to a Corner point.
	Adjust Points	When nodes placed by the Freehand functions are adjusted, the pointer becomes a small cross.
	Insert Point	The Insert Point pointer appears when inserting points into an existing object line.
	Remove Point	The Remove Point pointer appears when removing points from an existing object line.
	No Entry	The No Entry pointer appears when the pointer is outside the editing area.

Dialog Controls

The following control symbols are used in many dialogs.

	Proportional
	Non-proportional
	Rotational Slider

Information Symbols

The following information symbols are used.

	Height		Height percentage
	Width		Width percentage
	Rotate		

Multi-Touch Gestures

Multi-Touch gestures are used when viewing and moving designs in mySewnet™ Draw & Paint.

- To set the use of Multi-Touch Gestures, scroll bars and secondary click options, choose Apple Menu > System Preferences, then select Mouse or Trackpad to set the preferences for your hardware.

Autoscroll

You can autoscroll on a portable Mac's Multi-Touch trackpad, a Magic Trackpad or a Magic Mouse.

When you drag within a document, the autoscroll feature moves the pointer automatically, changing the view of the canvas. This is useful when zoomed in. Use autoscroll while moving or resizing selected objects, or when creating objects using the Freehand Create (Freehand Tablet) functions.

- On a portable Mac's Multi-Touch trackpad, or a Magic Trackpad, use a two finger swipe.
- On a Magic Mouse, use a one finger swipe.

Note: The scroll bars may only appear when you are scrolling. To always show the scroll bars, choose Apple Menu > System Preferences > General > Show scroll bars: Always.

Pinch to zoom

You can use Pinch to zoom on a trackpad to zoom in and out.

- On a portable Mac's Multi-Touch trackpad, or a Magic Trackpad, pinch two fingers to zoom in, and spread two fingers to zoom out.

Note: You must set the trackpad scroll and zoom options to Zoom in or out. See "Customizing Multi-Touch Gestures on a Trackpad" on page 11.

Rotate

Twist your thumb and forefinger to rotate the selected objects when using a trackpad.

- On a portable Mac's Multi-Touch trackpad, or a Magic Trackpad, twist your thumb and forefinger to rotate the selected objects.

Note: You must set the Trackpad scroll and zoom options to Rotate. See "Customizing Multi-Touch Gestures on a Trackpad" on page 11.

Swipe between pages

When viewing the Pattern pages for Pattern fill, swipe with three fingers on a trackpad, or two fingers on a mouse, to move between the pages of patterns.

- Choose Apple Menu > System Preferences, then select Mouse. In More Gestures, select Swipe between pages: Swipe left or right with two fingers.

- Choose Apple Menu > System Preferences, then select Trackpad. In More Gestures, select Swipe between pages: Swipe with two or three fingers.

Secondary click for Control–click

You can set a secondary click for Control–click when using a trackpad or the Magic Mouse. A short video demonstrates how to use these gestures.

- Choose Apple Menu > System Preferences, then select Mouse. In Point & Click, select Secondary Click: Click on right side.
- Choose Apple Menu > System Preferences, then select Trackpad. In Point & Click, select Secondary Click, then choose a click method in the pop-up menu, for example, Click in bottom right corner.

Customizing Multi-Touch Gestures on a Trackpad

The System Preferences options below show short videos of how the gestures should be used.

- 1 Choose Apple Menu > System Preferences.
- 2 Select Trackpad.
- 3 To use Pinch to zoom, select Scroll & Zoom, and then select the "Zoom in or out" checkbox.
When Zoom in or out is highlighted, a video demonstrates how to use Pinch to zoom.
- 4 To use Rotate, select Scroll & Zoom, and then select the Rotate checkbox.
A video demonstrates how to use Rotate.
- 5 To swipe between pages of Patterns, select More Gestures, and then choose Swipe between pages > Swipe with two or three fingers.
A video demonstrates how to swipe between pages.

File Formats

Picture Files

mySewnet™ Draw & Paint can load any of the following drawing file formats: mySewnet™ Draw & Paint Files (*.ecq), 4D / 5D QuiltDesign Creator 4QB (*.4qb), Scalable Vector Graphics (.svg).

mySewnet™ Draw & Paint can load the following picture file formats: JPEG-JFIF Compliant (.jpg, .jif, .jpeg) and Portable Network Graphics (.png).

mySewnet™ Draw & Paint can save drawings in the mySewnet™ Draw & Paint (.ecq) file format.

mySewnet™ Draw & Paint can Export a picture in any of the following picture file formats: Scalable Vector Graphics (.svg), JPEG Low Quality (.jpg), JPEG High Quality (.jpg) and Portable Network Graphics (.png).

Creating and Managing Designs 3

Start a completely new design with **New**, or use **Open** or **Insert** to edit an existing design. Save your created designs.

A new design can be started with **New**. This opens a new window where you can create a design.

Open a design into a new window with **Open a design** or **Open Recent**.

Use **Insert** (see page 14) to add a design to a work area.

When starting from a blank design, you may set the size of your **Canvas** and start creating your design. However, it is more common to follow a picture when creating a design.

Save finished designs with **Save**.

New

Use **New** to open a new mySewnet™ Draw & Paint window so that you can make new designs on the canvas or insert designs.

Note: To load a design into an existing mySewnet™ Draw & Paint window, use **Insert**.

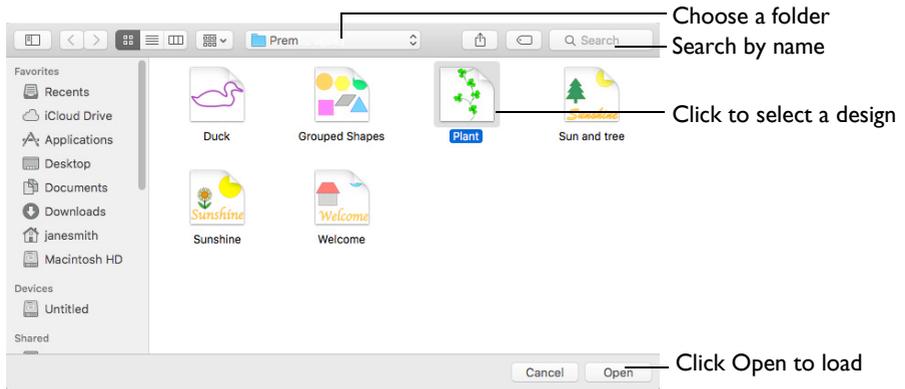
To open a new window

- Choose **File > New**.
- Press **⌘N**

Open Designs

Open

Use Open to load an existing drawing file (extension .ecq). mySewnet™ Draw & Paint displays the Open dialog so you can choose a design to open.



The new window uses the filename as its title.

Note: To avoid accidentally overwriting your original design, it is recommended to use Duplicate or Save As and work from a copy when using Open. Alternatively, use Insert (see “Insert” on page 14).

To use Open

- Choose File > Open.
- Press ⌘O
- Double-click on a design in the Finder.

Open a Design

- 1 Choose File > Open (or press ⌘O).
- 2 Browse to the desired folder in the Open dialog.
- 3 Click a drawing (.ecq) file to highlight it.
Files other than .ecq drawing files are dimmed in the Open dialog.
- 4 Click the Open button to load the design.
The design is placed in a new window with its name in the window title.

Open Recent

Use Open Recent to open previously used drawing (.ecq) files.

Note: To avoid accidentally overwriting your original design, it is recommended to use Duplicate and work from a copy when using Open Recent.

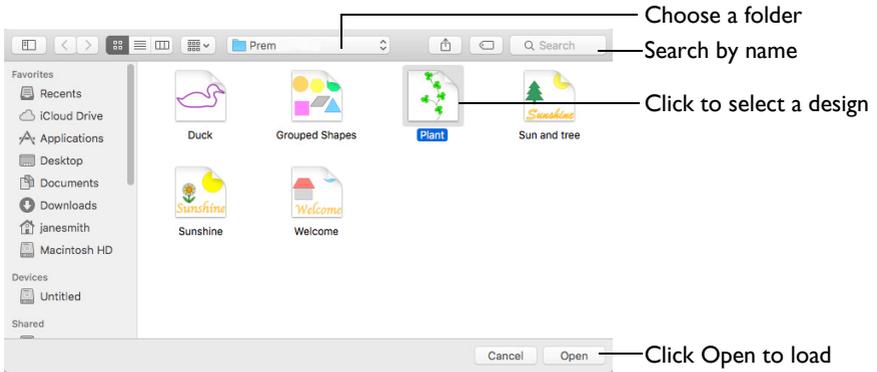
To open a recently used design

- Choose File > Open Recent, and choose a design from the menu.

Note: Click File > Open Recent > Clear Menu to remove the list of recent designs.

Insert

Use Insert to insert existing drawings into the current design. The drawing is automatically selected so that it can be moved, resized, mirrored, rotated, copied or cut. Drawings are inserted at the size they were created.



- In the Insert Tab  of the Design Panel  , select Insert File  and choose a drawing.
- Choose File > Insert and select a drawing.
- Press **⌘I**

Insert a Drawing

- 1 Choose File > Insert.
- 2 Browse to the desired folder in the Insert dialog.
- 3 Click a drawing to highlight it.
Files other than drawings are dimmed in the Insert Design dialog.
- 4 Click the Open button to load the drawing.
- 5 The drawing is placed on the canvas.

Transferring Drawing Elements with Insert

You can use Insert to transfer drawing elements between drawings.

- 1 Delete all the objects from a drawing except the desired piece (for instance, in a floral design, delete everything except one flower that you want to use elsewhere).
- 2 Save the isolated drawing element as a new drawing file (.ecq).
- 3 Open the drawing in which you want to insert the isolated element.
- 4 Insert the new element with Insert.

If you do this several times then you will gradually build up your own library of drawing elements.

File Formats

mySewnet™ Draw & Paint can load drawing files with the extensions:

mySewnet™ Draw & Paint Files (*.ecq), 4D / 5D QuiltDesign Creator 4QB (*.4qb), Scalable Vector Graphics (.svg).

Save Designs

There are three methods of saving drawings:

Save

This saves the contents of the open window as a drawing (.ecq) with the name you give it, in the Save dialog.

Duplicate

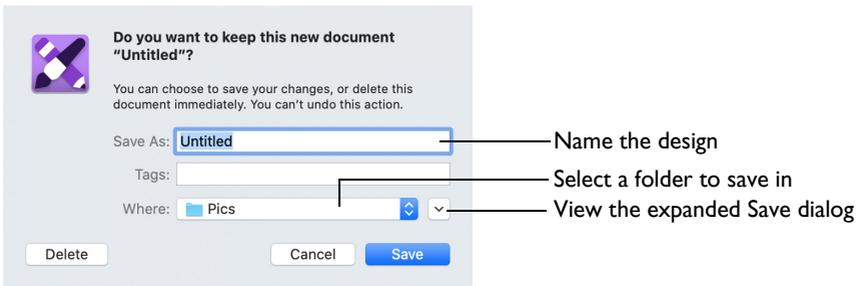
This makes a copy of the drawing in the open window using that document's name, with the word "copy" at the end. Use Save to save this copy under a different name, or in another folder, in the Save dialog.

Save As

Use Save As to save the contents of the current window as a drawing (.ecq) file.

Save On Close

If you make changes to an unsaved design, then try to close the design window before saving the changes, a message appears, asking if you want to save the design.



Note: If you have already saved the design, this message will not appear, as an autosave is made as the window closes.

You are asked about the unsaved design. Choose between:

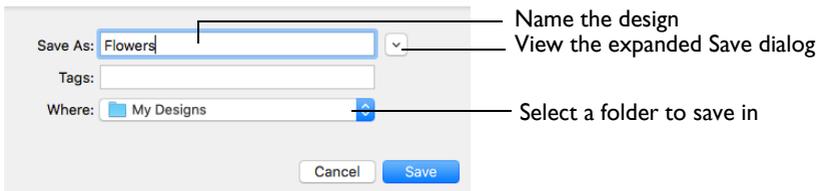
- Save** Save the changes to the design. Use the name and folder selected in the dialog.
- Don't Save** Do not save the design and continue. The design is discarded without being saved.
- Cancel** Do not save the design, but keep the design window open.

Note: If you make a mistake when changing a design, use Revert To to recover the previous version. See "Revert To" on page 19.

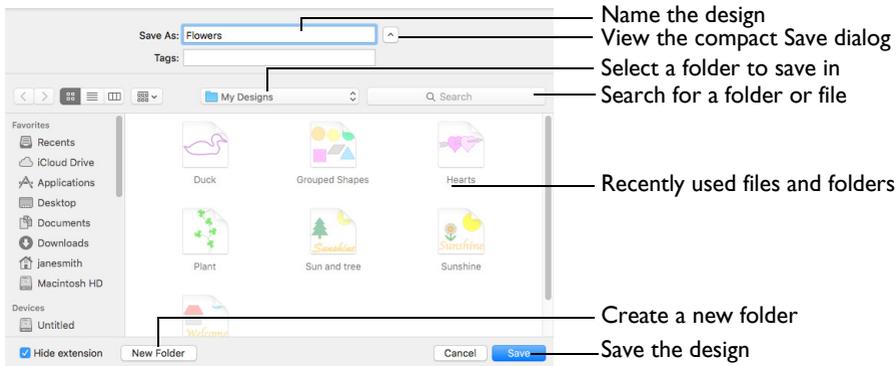
Note: After saving you may Rename a design. See "Rename" on page 18.

Save

When you save a drawing file for the first time, mySewnet™ Draw & Paint displays the Save dialog so you can name your .ecq design file.



Note: Depending on previous choices when saving files, the compact or expanded save dialog is shown.



The drawing is saved as a design in .ecq format.

Note: To create an embroidery file to stitch out, choose Export. See “Export” on page 122.

To use Save

- Click Actions  on the toolbar and choose Save.
- Choose File > Save.
- Press ⌘S

Save a Drawing

- 1 Create a design using the drawing features.
- 2 Choose File > Save (or press ⌘S).
- 3 In the Save As text box, enter a name for your drawing.
- 4 Browse to the desired folder, or create a new folder.
- 5 Click the Save button to save the drawing.

Duplicate

Use Duplicate to make a copy of the drawing in the current window using that drawing’s name. The new window will use the original name with the word "copy" at the end.

Then use Save to save the copied drawing under a different name and/or folder.

Note: When a drawing is Duplicated the version history is not kept.

To use Duplicate

- Choose File > Duplicate.
- Press ⌘⌘S

Duplicate a Drawing

- 1 Create a drawing using the Draw and Insert features.
- 2 Choose File > Save (or press ⌘S) to Save the drawing. See “Save” on page 16.
- 3 Choose File > Duplicate (or press ⌘⌘S).
A new window is opened containing a copy of the saved drawing. The new window uses the same name as the original, but with the word "copy" at the end.
- 4 Choose File > Save (or press ⌘S).
- 5 Save the duplicated drawing in the Save dialog under the desired name and folder.

Save As

Use Save As to save the contents of the current window as a drawing (.ecq) file in .ecq format.

To use Save As

- Choose File > ⌘ > Duplicate.
- Press ⌘⌘⌘S

Rename

You can rename the document in the currently selected window.

- If the document has not been saved, the Save dialog is displayed so you can save your drawing. See “Save” on page 16.
- If the document has been previously saved, you can rename the document in the application title bar.

Rename a document

- Choose File > Rename, then save or rename the document.

Export Picture

Use Export Picture to export your picture in .SVG, .PNG or .JPG graphics format.

Note: Use Save or Save As to save both the Draw and Paint parts of your picture in .ECQ format.

Export a picture

- Choose File > Export Picture, then export in the preferred format.

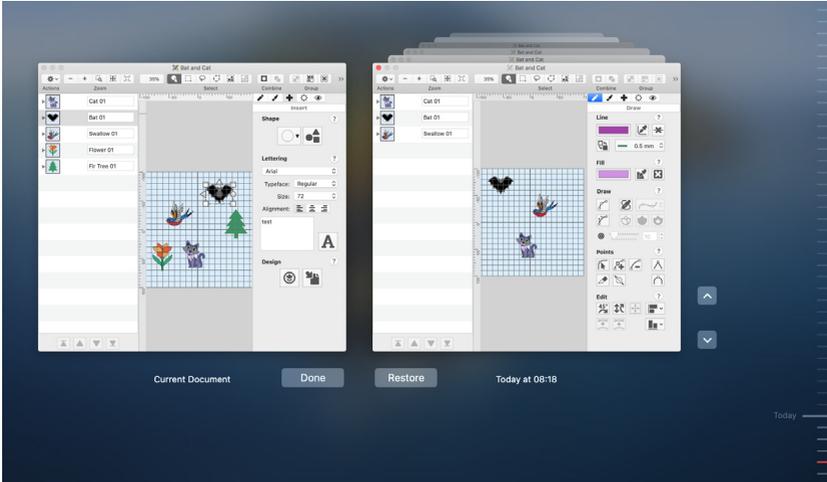
Move To

You can move a document from the folder it is saved in, to another folder.

- Choose File > Move To, then browse to the destination folder.

Revert To

Use Revert To to return to a previous version of your design.



Use Revert To

- 1 Create a drawing using the Draw and Insert features.
- 2 Choose File > Save (or press ⌘S) to save the design. See “Save” on page 16.
- 3 Change the design.
- 4 Choose File > Save (or press ⌘S) to save the design again.
- 5 Choose File > Revert To. All of the changes that you have made and saved can be selected on the screen.
- 6 Click Restore to go back to an older version, or Done to return without reverting.

Select a Block of Objects

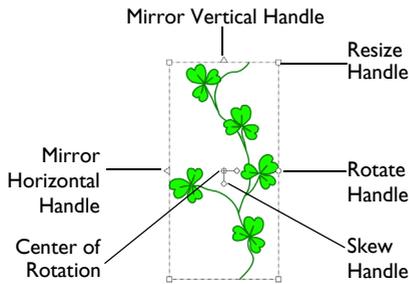
The select functions in the toolbar allow you to select a block of objects. A selected block of objects can be resized, rotated, skewed, mirrored, moved, copied and cut.

- Click on an object in the FilmStrip or canvas to select it. Command-click or Shift-click in the FilmStrip to select additional objects individually or in a sequence.
- Use the Select Mode tools to replace, add to, or remove from your selection. Replace Selection  replaces the selected objects, Add to Selection  adds the new selection to the selected objects, and Remove from Selection  removes the new selection from the selected objects.

Note: Use Control-click to finish using a select tool, or select a different create or select tool.

Object Select		Click to select the desired object. (Draw only)
Box Select		Drag to draw a rectangle around the area you want to select.
Freehand Select		Drag to draw an irregular outline around the desired area.
Point Line Select		Click a series of points to create an irregular outline of straight or curved lines around the desired area.
Ellipse Select		Select an area of the picture by drawing a circle or ellipse. (Paint only)
Magic Wand		Select areas of the picture with a similar color to where you click. (Paint only)
Select All		Select all visible objects in the drawing with one click.
Deselect All		Deselect all of the objects in the drawing.
Replace Selection		Replace the currently selected area with the new selection.
Add to Selection		Add the new selection to the currently selected area.
Remove from Selection		Remove the new selection from the currently selected area.

When a block has been selected, it has a selection box around it on the canvas. The selection box has handles which are used to resize, rotate and flip the block.



Move and Resize a Block of Objects

- Drag inside the block to move it.
- Drag the square corner handles  to resize the block.
Note: Hold down the Shift key as you drag to resize proportionally. Hold down the Option key to resize from the center.
- Drag the round rotate handle  to rotate the block freely.
- Click the triangular handles to flip the block horizontally  or vertically .
- Drag either of the Skew handles  to reshape the selected block.

Note: When making a selection, only objects that are completely enclosed by the selection line (box, freehand line) are included in the selection. If you cut across a line of shape when making a selection, it is not included because it was not completely enclosed in the selection.

Inserting or Pasting a Block

When a new selection is added to a design by paste, duplicate, or one of the insert functions, it is automatically selected as the current block.

To Deselect a Block

- Click the canvas outside a block to deselect it. The selection box around the block disappears.
- Control-click to deselect a block and also turn off the current select function.

Object Select

Note: Object Select is only available on the Draw tab.

With Object Select , click to select the desired object. Object Select is also activated automatically when a block is pasted.

Select Object Select

- In the toolbar, click Object Select .
- Choose Edit > Object Select.

Box Select

With Box Select , drag to draw a rectangle around the area you want to select. Only objects that are completely enclosed by the selection line are selected.

Select Box Select

- In the toolbar, click Box Select .
- Choose Edit > Box Select.

Select an Area with Box Select

- 1 In the toolbar, click Box Select .
- 2 Drag to draw a rectangle around the area you want to select.
- 3 Lift the pen or release the mouse when the required objects are enclosed. They become the current selection, as indicated by a rectangle with handles.
- 4 If you want to make a new selection, draw a new box around the required objects.
Note: Use Command-click to add or remove an area to your selection.
- 5 Control-click and select Finish Box Select to cancel the Box Select tool.

Note: Use Add to Selection  with any select function to increase the area of selected objects, or use Remove From Selection  to make the currently selected area smaller.

Freehand Select

With Freehand Select , drag to draw an irregular outline around the desired area. Only objects that are completely enclosed by the selection line are selected.

Select Freehand Select

- In the toolbar, click Freehand Select .
- Choose Edit > Freehand Select.

Select an Area with Freehand Select

- 1 In the toolbar, click the Freehand Select button . The Freehand Select pointer  is displayed.
- 2 Drag to draw a line around the required objects, and lift the pen or release the mouse button to close the area. The objects inside the line are selected, as indicated by a rectangle with handles.
Note: The line is closed automatically by a straight line between your start point and the point. If the start and end points are not close enough, you may leave out some objects by accident.
- 3 To make a new selection, draw a new line around the required objects.
Note: Use Command-click to add or remove an area to your selection.
- 4 Control-click and select Finish Freehand Select to cancel the Freehand Select tool.

Note: Use Add to Selection  with any select function to increase the area of selected objects, or use Remove From Selection  to make the currently selected area smaller.

Point Line Select

With Point Line Select , place points to select an area of the drawing of any shape. Only objects that are completely enclosed by the selection line are selected.

Point Line Select may be easier to use than Freehand Select for precise selections.

Select Point Line Select

- In the toolbar, click Point Line Select .
- Choose Edit > Point Line Select.

Select an Area with Point Line Select

- 1 In the main toolbar, click the Point Line Select  button. The pointer changes to the Point Line Select pointer .
- 2 Click to place the first point, and the pointer changes to the point pointer .
- 3 Click to place a series of points around the required objects.
Note: As you click the third point on the line, the line becomes curved. The line may 'swing' while you place points. Just carry on, you can adjust it afterwards.
- 4 Use Shift-click to place square points for straight lines.
- 5 Move the pointer over one of the points on the line. The pointer changes to the Move Points pointer . Adjust the point as desired.
Note: When the Move Points pointer is active you can adjust existing points. If you click while the point pointer  is active, another point is added to the line.
- 6 Move the pointer over the first point that you placed, the pointer changes to a cross .
- 7 Click to surround the area with a selection box.
- 8 If you want to make a new selection, complete the current selection and then place a new line around the required objects.
Note: Use Command-click to add or remove an area to your selection.
- 9 Control-click and select Finish Point Line Select Tool to deselect the function.

Ellipse Select

Note: Ellipse Select is only available on the Paint tab.

With Ellipse Select , select an area of the picture by drawing a circle or ellipse with a rectangular selection box around it.

Select Ellipse Select

- In the toolbar, click Ellipse Select .
- Choose Edit > Ellipse Select.

Select an Area with Ellipse Select

- 1 Click Ellipse Select . The pointer changes to the ellipse select pointer .
- 2 Drag around the area that you want to select. The selection is shown by a dashed selection box.
- 3 To make a new selection, click outside the current selection, then draw a new ellipse.
- 4 To resize, drag a corner resize handle. Rotate the selection with the rotate handle. Drag inside the selection to move it to a new position.
- 5 Ellipse Select is enabled until another tool is activated, or you Control-click to deselect it.
Note: Use Add to Selection  with any select function to increase the area of selected objects, or use Remove From Selection  to make the currently selected area smaller.

Magic Wand

Note: Magic Wand is only available on the Paint tab.

The Magic Wand  selects an area of similar color to where you click. The color, hue and brightness are used when making this selection.

Select Magic Wand Select

- In the toolbar, click Magic Wand .
- Choose Edit > Magic Wand.

Use Magic Wand Select

- 1 Click Magic Wand Select . The pointer changes to the magic wand pointer .
- 2 Change the color sensitivity of the Magic Wand with Tolerance , by moving the slider, or adjusting the numbers. See “Tolerance” on page 102.
- 3 Click on a color within your picture. Adjacent areas in the picture with a similar color to the area that you clicked are selected.
The selection is shown by a dashed line.
- 4 To make a new selection, click outside the current selection, then make a new selection.
- 5 The Magic Wand is enabled until another tool is activated, or you Control-click to deselect it.

Note: Use Add to Selection  with any select function to increase the area of selected objects, or use Remove From Selection  to make the currently selected area smaller.

Invert Selection

Note: Invert Selection is only available when the Paint tab is selected.

With Invert Selection  all the currently selected areas are deselected, and the deselected areas become selected. This is useful to apply an effect to everything except a small area.

Select Invert Selection

- In the toolbar, click Invert Selection .
- Choose Edit > Invert Selection.

Exclude a Small Area when Selecting

- 1 Use one of the selection tools to select the area that you want to exclude from an effect.
- 2 Click Invert Selection .
- 3 The previously selected area becomes deselected, and the deselected area becomes selected.
- 4 To make a new selection, click outside the current selection, then make a new selection.

Select All

Select All  selects all visible objects in the design.

Select Select All

- In the toolbar, click Select All Visible .
- Choose Edit > Select All.

- Press ⌘A

Selecting Objects with Select All

- 1 In the main toolbar, click Select All button .
The currently visible objects are selected, as indicated by a rectangle with handles.
- 2 After using Select All, the previously active selection tool, or Box Select, is active.

Deselect All

Deselect All  deselects every selected object, including any that are outside the canvas.

To Deselect All

- In the toolbar, click Deselect All .
- Choose Edit > Deselect All.
- Press ⌘A

Replace Selection

Use Replace Selection  to replace the currently selected objects with the new selection.

To change the selection with Replace Selection

- Click Replace Selection  in the toolbar, and select several objects. Click one of the selection tools and select a few different objects. The new selection replaces the old one.
- Choose Edit > Select Mode > Replace Selection.

Replace a Selection

- 1 Place several objects on the canvas.
- 2 Use Box Select  (or another selection tool) to select some of these objects.
- 3 Ensure that Replace Selection  is selected.
- 4 Using Box Select , select some different objects.
The new selection replaces your old selection.

Add to Selection

Use Add to Selection  to add the new selection to the currently selected objects.

To change the selection with Add To Selection

- Click Add to Selection  in the toolbar, and select several objects. Click one of the selection tools and select a few different objects. The new selection is added to the old one.
- Choose Edit > Select Mode > Add to Selection.

Add Objects to a Selection

- 1 Place several objects on the canvas.

- 2 Use Box Select  (or another selection tool) to select some of these objects.
- 3 Click Add to Selection .
- 4 Using Box Select , select some different objects.
The new selection is added to your old selection.

Remove from Selection

Use Remove from Selection  to remove the new selection from the currently selected objects.

To change the selection with Remove From Selection

- With several objects selected, in the toolbar click Remove from Selection . Click one of the selection tools and select objects within that selection. The objects you selected are removed from the selection.
- Choose Edit > Select Mode > Remove from Selection.

Remove Objects from a Selection

- 1 Place several objects on the canvas.
- 2 Use Box Select  (or another selection tool) to select some of these objects.
- 3 Click Remove From Selection .
- 4 Using Box Select , select some of the objects within your selection.
The new selection is removed from your original selection.

Modify a Block of Objects

Move a Block of Objects

You can move a selected block using drag, or nudge. Click inside the block and drag it to the required position, or use the arrow keys to nudge it into place.

If you accidentally move the center of rotation , simply drag it inside the selection box again.

Note: If Snap to Grid is enabled, the block of objects will snap to the grid when moved.

Moving a Block of Objects

- 1 Click anywhere inside the selection and drag it to the required position. The rectangle around the selection is dragged with the pointer .
- 2 Lift the pen or release the mouse button to drop the selection in place. The selected objects are redrawn in their new location.
- 3 Alternatively, you can use the arrow keys to nudge the selection into position, then click outside the block to place it.

Resize a Block of Objects

Drag one of the square corner handles  to resize.

Resizing a Block of Objects

- 1 Drag any of the square resize handles.

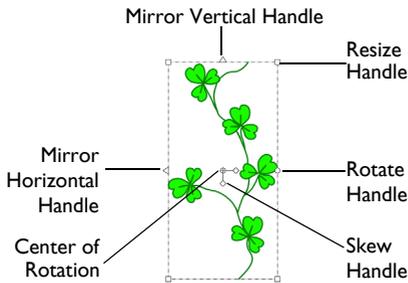
To keep the selected objects in proportion, hold down the Shift key and then drag the selection.

- 2 Lift the pen or release the mouse button, and then release the Shift key if you used that to keep the proportions. The selection is redrawn at its new size.

Note: Hold down the Option key to resize from the center.

Skew a Block of Objects

Skew a block of objects vertically or horizontally using the Skew handles  to the right of and below the Center of Rotation. Drag either handle to reshape the selection box, and the drawing.



How to Skew a Block of Objects

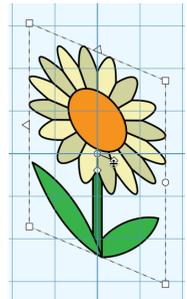
- 1 Move the pointer over the diamond shaped  horizontalskew handle. The pointer becomes a vertical double-headed arrow \updownarrow .

Note: When the vertical skew handle is used, the pointer becomes a horizontal arrow \leftrightarrow .

- 2 Drag to skew the drawing.
- 3 Adjust the skew, then release the mouse. When you release the mouse the selection box is redrawn as a square in the new position.
- 4 Drag again to make any further adjustments.

Note: If you mirror a skewed object, this applies to the original shape before the skew was applied. To apply it after the skew, deselect and reselect the object.

Otherwise, if the skewed object was originally symmetrical only the mirror handle may appear to move.



Mirror a Block of Objects

Mirror a block of stitches vertically or horizontally using the flip handles on the block selection box.

Horizontally Flip Block

- Click the Flip Horizontal handle  to mirror a block horizontally.

Vertically Flip Block

- Click the Flip Vertical handle  to mirror a block vertically.

Rotate a Block of Objects

- Drag the rotation handle to rotate the block freely to any angle.

The selection box around the block is rotated around its center. The block is redrawn in its new position.

Move the Center of Rotation

The center of rotation  is initially shown in the middle of the block. You can drag it to any position in the drawing. This changes the pivot point around which the block rotates.

Delete

Use Delete to remove the currently selected object or objects from the design. Select the object on the canvas or in the FilmStrip or select multiple objects with one of the block selection methods (Box Select, Freehand Select, Point Line Select or Select All).

Note: Use Delete Points  to delete single points. (See “Delete Points” on page 59.)

To delete the selected objects

- Click Actions  on the toolbar and choose Delete.
- Control-click the selected object and choose Delete.
- Choose Edit > Delete.
- On full-size keyboards, press Delete .
- On Mac portable keyboards, press Function-Delete or Function-Backspace (fn ).

Cut, Copy and Paste

Once objects have been selected with Box Select, Point Line Select or Freehand Select, they can be cut and copied. The selection of objects on the clipboard can be pasted as many times as desired on the canvas of mySewnet™ Draw & Paint.

Note: Only objects that are completely enclosed by the selection line are selected.

Clipboard

When objects are copied and cut they are placed on the Clipboard. The selection of objects on the clipboard can be pasted as many times as desired within mySewnet™ Draw & Paint.

Cut

Use Cut to cut the selected part of the drawing to the clipboard, where it can be pasted into the same file or a new drawing.

Note: Cutting to the clipboard replaces the contents previously stored there.

- Click Actions  on the toolbar and choose Cut.
- Control-click and choose Cut.
- Choose Edit > Cut.
- Press ⌘X

Copy

Use Copy to make a copy of the selected part or all of the drawing and place it on the clipboard, where it can be pasted into the same file or a new drawing.

Note: Copying to the clipboard replaces the contents previously stored there.

- Click Actions  on the toolbar and choose Copy.
- Control-click and choose Copy.
- Choose Edit > Copy.
- Press ⌘C

Paste

Use Paste to place part or all of a drawing that has been cut or copied to the clipboard onto the screen.

Note: The pasted area appears in a highlighted box, ready to be moved or altered.

Use Paste to paste the objects on the clipboard back into the design.

- Click Actions  on the toolbar and choose Paste.
- Control-click and choose Paste.
- Choose Edit > Paste.
- Press ⌘V

Duplicate Selected

Use Duplicate Selected to make a copy of the selected object or block. The copy is automatically pasted on the canvas below and to the right of the original.

To duplicate the selected object

- Select the object or block, then click Actions  on the toolbar and choose Duplicate Selected.
- Choose Edit > Duplicate Selected.
- Control-click an object and choose Duplicate Selected.

Undo and Redo

Undo

Use Undo to reverse the last action that has been applied to the picture on the screen, such as moving, deleting or mirroring an area. Unlimited Undos are possible. Every time you use Undo, the previous action is reversed. If you are not satisfied with the result of the Undo, you can use Redo.

Note: The Zoom commands cannot be reversed using Undo.

To use Undo

- Click Actions  on the toolbar and choose Undo.
- Choose Edit > Undo.
- Press ⌘Z
- Control-click and choose Undo.

Note: When using Undo from the Edit menu, the name of the specific action to be undone is listed.

Redo

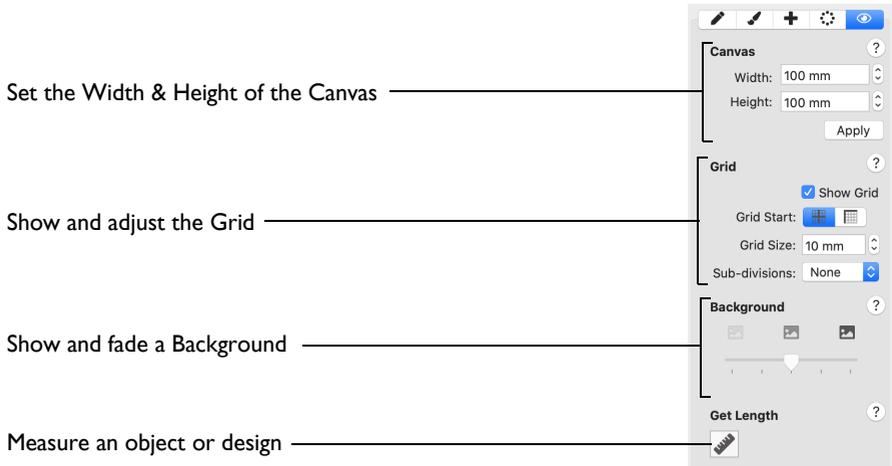
Use Redo to reverse the last action that was undone by Undo. If you are not satisfied with the result of the Redo, use Undo.

To use Redo

- Click Actions  on the toolbar and choose Redo.
- Choose Edit > Redo.
- Press ⇧ ⌘Z
- Control-click and choose Redo.

Note: When using Redo from the Edit menu, the name of the specific action to be redone is listed.

Select the way you view your designs. Set the size of the Canvas, and use a grid for alignment. Show and fade the background image as desired. Zoom in and out.



Canvas

Use the Width and Height settings for Canvas to set or change the size of the design area.

- In the View Tab  of the Design Panel  , set Width and Height. Click Apply to use the new settings.

Grid

Use the grid to help align parts of your drawing.

The apparent grid size varies, depending on the size of the design and the zoom level. The grid is initially set at 10mm intervals.

To switch the grid on and off

- In the View Tab  of the Design Panel  , select Show Grid.
- Choose View > Grid.

Adjust the Grid

- 1 In the View Tab  of the Design Panel  , select Show Grid.
- 2 Use Grid Start to set the grid to start at the Center  , or at the Top Left .
- 3 Set the Grid Size by entering a number in the number field, or by using the stepper.

Note: Use Sub-divisions to set the number of lines between the main grid divisions.

Grid Start

Set the position from which the Grid numbering will start. Choose between:

- Start Center 
- Start Top-Left 

Grid Size

Set the grid size between 1 and 50mm, depending on what setting is most suitable for your screen resolution and designs. The grid size is initially set to 10mm.

Turn the background grid on or off using Show Grid.

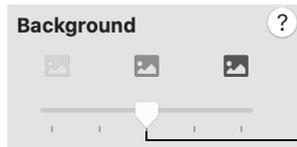
Change the Grid Size

- Click the arrows or enter a value for the grid size.

Note: The grid size is measured in pixels of the background picture, so the apparent grid size will vary according to the dimensions of the picture stored in a design. The grid may be turned on and off.

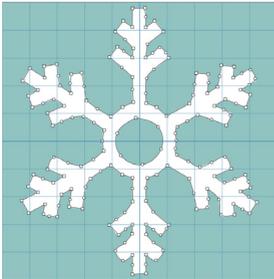
Backgrounds

Use the Background tools to load a background picture, to remove a background, or to fade a background. See “File Formats” on page 11.

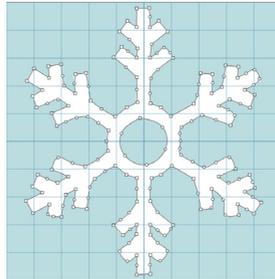


Show and fade the background

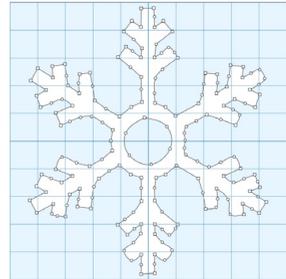
Note: The Background tools are only available when a Background is in use.



Use Background On to show the picture in the background.



Use Fade 50% to show the picture in the background with the colors faded by 50%.



Use Background Off to hide the picture.

Background Visibility

Use the Background Visibility slider or menu options to select the background visibility.



- Background On shows the background at full visibility. See “Background On” on page 33.
- Background Off hides the background. See “Background Off” on page 33.
- Use the Fade Background options or the slider to set the visibility for the background picture. See “Fade Background” on page 33.

Background On

View the background picture at full visibility.

To use Background On

- Control-click and choose Background Visibility > Background On.
- Choose View > Background Visibility > Background On.

Background Off

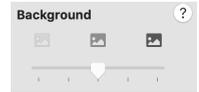
Hide the background picture.

To use Background Off

- Control-click and choose Background Visibility > Background Off.
- Choose View > Background Visibility > Background Off.

Fade Background

Use the Fade Background slider to set the visibility for the background picture.



Use Fade Background

- 1 In the Paint Tab  of the Design Panel  create or load a picture.
- 2 Drag the slider to set the background visibility to any point between 0% (background off) and 100% (background fully on).
- 3 As you drag the slider the appearance of the background changes.

Background Visibility

Use the Background Visibility menu to set the visibility for the active background to a range of levels, including 100% (On) and 0% (Off).

Using Background Visibility

- Choose View > Background Visibility and select a background visibility option.
- Choose a visibility level from the Background Visibility menu:

Off	Choose View > Background Visibility > Background Off
25%	Choose View > Background Visibility > Fade Background to 25%

50%	Choose View > Background Visibility > Fade Background to 50%
75%	Choose View > Background Visibility > Fade Background to 75%
On	Choose View > Background Visibility > Background On

Get Length

Use Get Length  to measure the distance between any two points on the canvas. For example, use it to obtain the width of a design, or the distance between two sections.

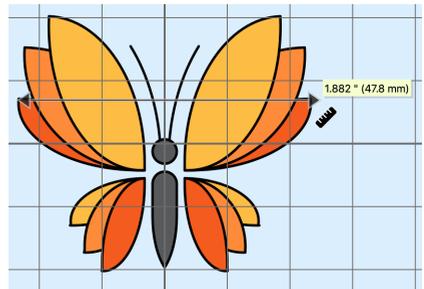
Note: The length is shown in millimeters or inches, according to the setting for Show Measurements in Preferences. The alternative units are shown in parentheses.

To Select Get Length

- In the View Tab  of the Design Panel , click the Get Length  button.
- Choose View > Get Length.
- Press \mathfrak{L}

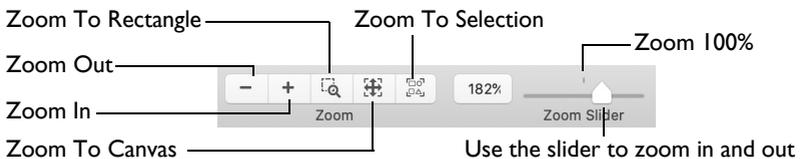
Measure a Design with Get Length

- 1 Open a design.
- 2 In the View Tab  of the Design Panel , click the Get Length .
- 3 Alternatively, choose View > Get Length, or press \mathfrak{L} .
The pointer changes to the measure pointer .
- 4 Drag across the part of the design you want to measure.
A line will show the length you are measuring, and a tooltip displays the distance.
- 5 If desired, make a note of the number.
- 6 Drag to measure any other distances, as required.
- 7 Control-click, and choose "Finish Get Length" to deselect the function.



Zooming In or Out

You can enlarge (zoom in) or reduce (zoom out) your view of the canvas.



Zoom To Canvas  shows the canvas so that it fills the window. This is the default size. Click the center marker on the zoom slider, or press \mathfrak{L} 1 to see the design at 100% or real size.

Zoom to Selection  zooms in to the selected design or designs.

To Zoom In

- Click the Zoom In  button on the toolbar.
- Choose View > Zoom > Zoom In.
- Press ⌘ +
- Drag the zoom slider to the right.
- Use Pinch to zoom on a trackpad (close two fingers) to zoom in.
- Use Zoom To Rectangle or Percentage Zoom to select your desired magnification.
- Control-click and choose Zoom > Percentage Zoom.

To Zoom Out

- Click the Zoom Out  button on the toolbar.
- Choose View > Zoom > Zoom Out.
- Press ⌘ -
- Drag the zoom slider to the left.
- Use Pinch to zoom on a trackpad (spread two fingers) to zoom out.
- Use Percentage Zoom to select your desired magnification.
- Control-click and choose Zoom > Percentage Zoom.

Using Zoom To Canvas

- Click the Zoom To Canvas  button on the toolbar.
- Choose View > Zoom > Zoom To Canvas.
- Press ⌘ 9

Using Zoom To Selection

- Click the Zoom To Selection  button on the toolbar.
- Choose View > Zoom > Zoom To Selection.
- Press ⌘ 8

Zoom To Rectangle

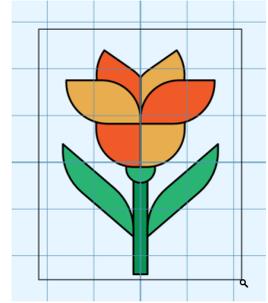
You can select the position and size of an area to zoom in on with Zoom To Rectangle.

To Select Zoom To Rectangle

- Click the Zoom To Rectangle  button on the toolbar.
- Choose View > Zoom > Zoom To Rectangle.
- Press ⌘ 0

Magnify an area with Zoom To Rectangle

- 1 Select Zoom To Rectangle  .
The pointer changes to the Zoom To Rectangle pointer .
- 2 Drag a rectangle around the area you want to zoom in to.
- 3 Release the mouse to zoom in.
Zoom To Rectangle is automatically deselected after you have used it.



Pan

When zoomed in, move around the canvas using pan.

Note: The scroll bars may only appear when you are scrolling. To always show the scroll bars, choose Apple Menu > System Preferences > General > Show scroll bars: Always.

- Drag the scroll bars.
- Hold the Shift key and drag.
- Swipe with one finger on the Magic Mouse, or two fingers on the trackpad to scroll in any direction.

Note: When zoomed in, use Autoscroll while moving or resizing objects, or to assist in drawing new objects using the Freehand Create (Freehand Tablet) functions.

Percentage Zoom

You can set zoom percentage levels for the active design from 25% to 800%, with 100% being the real size of the design.

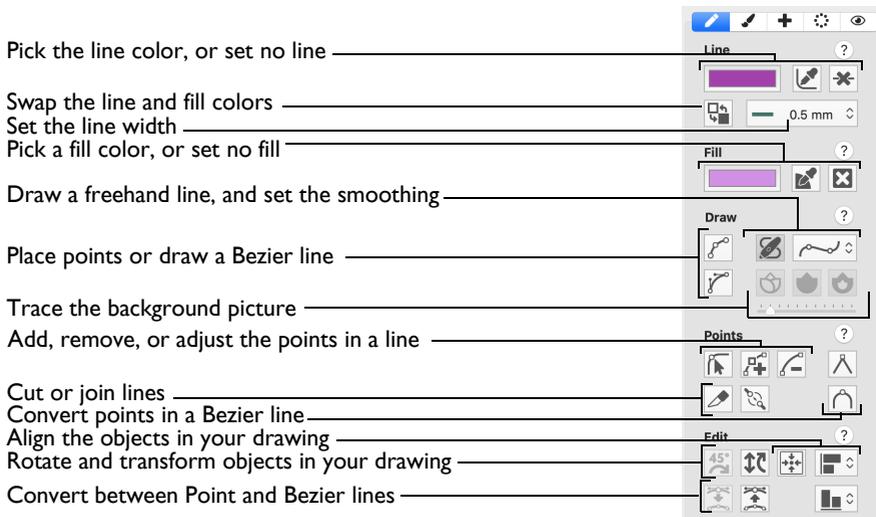
Using Percentage Zoom

- Click Actions  on the toolbar and choose Zoom > Percentage Zoom.
- Control-click and choose Zoom > Percentage Zoom.
- Choose a magnification level from the zoom menu:

⌘1	100%	Choose View > Zoom > Zoom 100%
⌘2	200%	Choose View > Zoom > Zoom 200%
⌘3	400%	Choose View > Zoom > Zoom 400%
⌘4	800%	Choose View > Zoom > Zoom 800%
⌘5	75%	Choose View > Zoom > Zoom 25%
⌘6	50%	Choose View > Zoom > Zoom 50%
⌘7	25%	Choose View > Zoom > Zoom 75%

Create designs with the Freehand, Point and Bezier draw functions. Move points to adjust your drawing.

Use the Draw tab  of the Design Panel to select colors, and to draw and edit your design.



To learn how to	Go to
Choose a color for lines and fills	See “Choosing and Changing Colors” on page 38.
Drawing lines and fills	See “Drawing with Freehand, Point and Bezier Draw” on page 39.
Drawing Bezier curves	See “Draw a Circle with Bezier Draw” on page 42.
Move and edit points	See “Editing Individual Point Lines” on page 57.
Convert points in Bezier objects	See “Converting Point and Bezier Lines” on page 60.

Choosing and Changing Colors

Use the Colors Window to select the colors for drawing Lines and Fills. See “Colors Window” on page 39.

- To change an existing color, select the object to change, then click the Line or Fill color block.

Pick Line Color

Use Pick Line Color  to select a color from the drawing or background as the new line color for drawing.

Use Remove Line Color  to create a fill area with no surrounding line.

- In the Draw Tab  of the Design Panel , click the Pick Line Color  button, then click the desired color in the drawing or background.

Pick a new line color

- 1 In the Draw Tab  of the Design Panel , click Pick Line Color .
- 2 Click the desired color in the drawing or background.
- 3 In the Line Size pop-up menu, choose a width for your line.
- 4 Use that color for drawing.

Pick Fill Color

Use Pick Fill Color  to select a color from the drawing or background as the new line color for drawing.

Use Remove Fill Color  to create a closed line with no fill inside.

- In the Draw Tab  of the Design Panel , click the Pick Fill Color  button, then click the desired color in the drawing or background.

Pick a new fill color

- 1 In the Draw Tab  of the Design Panel , click Pick Fill Color .
- 2 Click the desired color in the drawing or background.
- 3 Use that color for drawing.

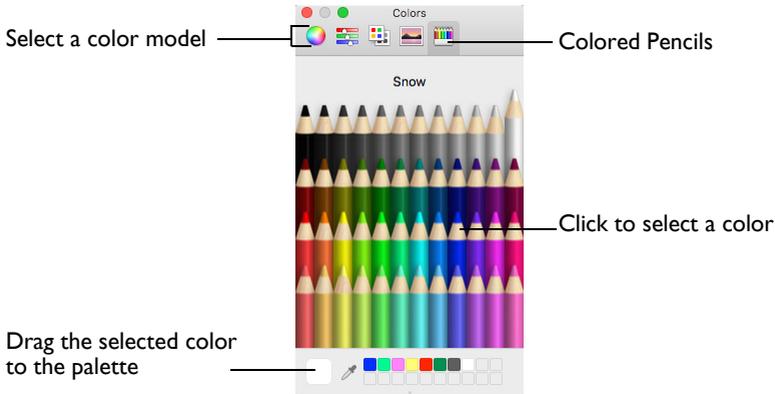
Swap Colors

Use Swap Colors  to swap between the line and fill colors. The line color becomes the fill color, and the fill color becomes the line color.

- In the Draw Tab  of the Design Panel , click the Swap Colors  button.

Colors Window

Use the Colors window to choose a color for a line or fill.



Use the Colored Pencils to select a color quickly.

Note: Other color models show a greater variety of shades: Color Wheel, Color Sliders, Color Palettes and Image Palettes.

Select a Color for a Line or Fill

- 1 In the Draw Tab  of the Design Panel  , click the Line or Fill color to open the Colors window.
- 2 Click Colored Pencils  to select the Colored Pencils color model.
- 3 Click one of the 48 pencils. The color changes in the Draw tab, and in the affected objects on the canvas.
- 4 Close the Colors Window.

Drawing with Freehand, Point and Bezier Draw

Use the Freehand , Point  and Bezier Draw  functions to create new lines and fill areas. The outlines may follow a background picture, if desired, but no picture is required.

Note: If the curve produced does not match the background picture as closely as desired, you can move points on the canvas.

Drawings are created either by drawing an outline (Freehand Draw) or by placing and adjusting points to define an outline (Point Draw and Bezier Draw).

Freehand Draw

Use Freehand Draw  to draw outlines by using a pen on a graphics tablet or by dragging with the mouse.

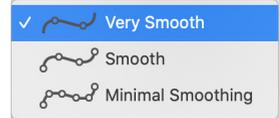
Draw each individual object by drawing a continuous line. When the pen is lifted, or the mouse is released, the object is completed. The next line drawn creates another new object. This continues until the function is deselected.

Note: Freehand Draw provides a more natural drawing experience and is generally recommended.

- In the Draw Tab  of the Design Panel , click the Freehand Draw  button.
- Choose Draw > Draw > Freehand Draw.
- Press ⌘F

Using Freehand Draw

- 1 Set the drawing colors.
- 2 In the Draw Tab  of the Design Panel , select Freehand Draw .
- 3 To set the line smoothness, choose an option in the Smoothness options pop-up menu.
- 4 Draw a line.
- 5 When the line is complete, lift the pen from the tablet (or release the mouse). The line appears.
- 6 Continue to draw as many areas or lines as desired.
- 7 Control-click and choose "Finish..." to deselect the function.



Smoothing

When the line is drawn it is converted into points. How smooth the line is depends on which option is set.

Very Smooth



The line is greatly smoothed, with very few points. This is the default option.

Smooth



The line is slightly smoothed, with more points.

Minimal Smoothing



The line is represented as a series of points, with minimal smoothing.

Point Draw

Use Point Draw  to create lines and area by placing a series of points that define the outline. This allows precise positioning of curves, corners and straight line sections.

Note: To create an area with Bezier lines, use Bezier Draw . See “Bezier Draw” on page 41.

- In the Draw Tab  of the Design Panel , click the Point Draw  button.
- Choose Draw > Draw > Point Draw.
- Press ⌘T

Place Points for Point Draw

- 1 Set the drawing colors.
- 2 In the Draw Tab  of the Design Panel , select Point Draw . The Point Draw pointer  appears.

- 3 Click on the canvas to place the first point. The first point is placed, and the place points pointer  appears.
- 4 Continue placing points along the desired path, such as a chosen section of the background picture. If you are following a picture, place a point every time the direction of the picture outline changes.
- 5 Hold the Shift key to place square (angular) points, instead of round (curved) points.
Note: Curved lines are created automatically, unless fewer than three points are placed, in which case the lines will be straight. For corners and straight sections, hold the Shift key.
- 6 Double-click or press Return to end the line. A line appears in the current color.
- 7 Repeat to place as many lines as desired.
- 8 Control-click and choose "Finish..." to deselect the function.

Adjust a Filled Area

- 1 Click a filled area in the FilmStrip or canvas to select it.
- 2 If another function is being used, in the Draw tab  of the Design Panel  click Edit Points .
- 3 Drag one of the points defining the fill area to change its shape.
- 4 Hold the Shift key and click one of the points. The point becomes square and the lines on either side of that point become straight. Use Shift-click to create corners or straight lines.
- 5 Release the Shift key and click the point again. The point remains square.
- 6 Hold the Shift key and click the point again. The point is now round, and the line is curved.
Note: Hold the Shift key to change the shape of the point.
- 7 Hold the Command key. The pointer changes to the Insert Points pointer .
- 8 Click on the outline of the fill area. A point is added to the area outline.
Alternatively, use Insert Points .
- 9 Release the Command key.
- 10 Hold the Command (⌘) key, and move the mouse pointer over one of the points. The pointer changes to the Delete Points pointer 
Alternatively, use Delete Points .
- 11 Click the point you just added. It is removed from the design.
- 12 Release the Command key.

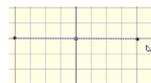
Bezier Draw

Use Bezier Draw  to draw shapes with finely graduated curves. Control the exact shape of the line using the black handles to either side of the points you place.

Select Bezier Draw

- In the Draw Tab  of the Design Panel , click the Bezier Draw  button.
- Choose Draw > Draw > Bezier Draw.

Click to place Corner points, or drag to place curve points with handles.



Note: For information on Control Points and the other Bezier Line editing tools, see “Converting Point and Bezier Lines” on page 60.

Creating Bezier Lines

When creating Bezier lines:

- Click without dragging to create a Corner point (no handles)
- Drag to create a Curve point (the handles are initially symmetric)

Use the Shift key while drawing to affect how the handles are placed:

- Hold down the Shift key while dragging to place the first handle opposite the position where the key was pressed, and the second handle where the mouse is released (the handles are asymmetric and can be angled ).
- Hold down the Shift key before clicking, then drag and release. A single handle is placed where the mouse button was released. .

Editing Bezier Lines

When a point is dragged, its handles move with it, keeping the same angle and distance.

- The handles on a Curve point can be moved independently along the straight line between the point and handles.
- When first drawn, the handles on a Curve point stay the same distance from their point when moved along the straight line between the point and handles. (They are symmetric.)
- Hold down the Shift key while dragging a handle to create an angle at the point between the two handles. 
- Use Insert Points  and Delete Points  on the Draw tab to add and remove points from the Bezier line.

Draw a Circle with Bezier Draw

- 1 In the View Tab  of the Design Panel , ensure that Grid size is set to 10mm, and that the canvas is set to 100mm x 100mm.
- 2 Click the Draw tab .
- 3 Ensure that Fill is not selected (the Fill color block should be empty).
- 4 Select a color for your line.
- 5 Click Bezier Draw  to select (highlight) it.
- 6 Move the pointer over the canvas. The Bezier Mode pointer appears .
- 7 Click to place a point, then click to place three more of these square points in a rough curve.
- 8 Control-click and choose Finish drawing the line to finish the line. The points are joined by straight lines.
Note: These are Corner Points, in Bezier Mode they are joined by straight lines.
- 9 Choose Edit > Undo... to remove the line.

10 Starting 2 squares above the center of the canvas, drag to the right one square, to the crosshairs of the next grid square.

11 Release the mouse.

Note: A square (a Point) appears at the place where you clicked, and a black handle appears at the place where you released the button. This is the forward handle.

12 Note that a second handle has appeared the same distance behind the point.

Note: This is the backward handle, it is the same distance from the point as the forward handle (it is symmetrical).

13 Starting 2 squares to the right of the center of the canvas, drag downwards one square, then release the mouse.

Note: A curved line appears between the two square points.

14 Starting 2 squares below the center of the canvas, drag one square to the left to place the next section of the curved line.

Note: Your original square point becomes orange in color.

15 Then, starting 2 squares to the left of the center of the canvas, drag one square upwards to place another section of the curved line.

You should now have three quarters of a circle.

16 Move the pointer over the square white point on the right. The pointer changes to the Move pointer .

17 Drag the point and place it exactly where the grid lines cross.

18 Move the pointer over the forward handle for that point (the black handle below the point that you just moved).

19 Drag the handle a short distance downwards. The backward handle for this point moves the same distance upwards.

Note: While you are still placing points, if you adjust the handles they behave symmetrically. You can also drag to add symmetrical handles to a Corner point.

20 Move the handle to the right and left.

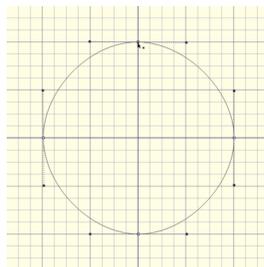
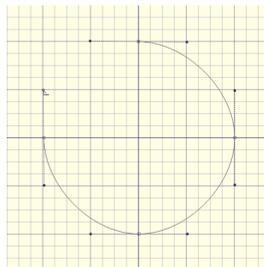
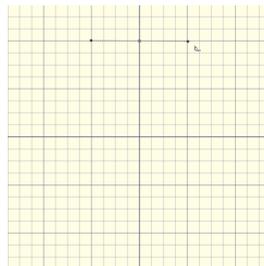
Note: The curved line changes shape as you move the handle.

21 Move the forward handle so that both handles are over the cross hairs of the squares above and below the point, and so that the line between the handles runs along the grid line.

22 Adjust the other points and handles so that you have a smooth three quarters curve.

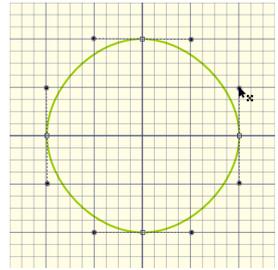
23 Move the pointer over your original point (it is now orange). The cross shaped Close pointer appears .

24 With the Close pointer showing, click to finish drawing the line.



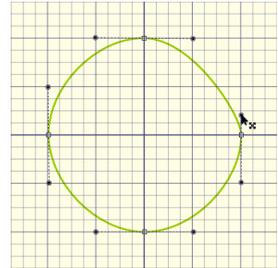
Edit a Bezier Line

- 25** In the Draw Tab  of the Design Panel , select Edit Points . The points and their handles are highlighted.
- 26** Move the pointer over the handle above the point on the right (the backward handle for the second point in the line).
- 27** Drag the handle a short distance downwards. This time the handle below (the forward handle) does not move, and the shape of the circle distorts.



- 28** In the Points section of the Draw tab, choose Convert Points to Curve .
- Note:* Edit Points  is no longer highlighted.

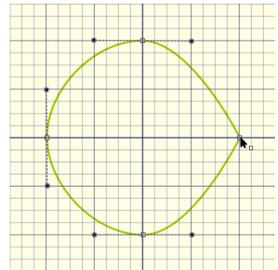
- 29** Move the pointer over the square white point whose handles you just changed. The pointer changes to the Convert Points to Curve pointer .



- 30** Click on the point. The shape you drew becomes a circle again.
- 31** Control-click and choose Finish Convert Point to Curve to deselect Convert Point to Curve.
- 32** In the Points section of the Draw tab, select Convert Points to Curve .
- Note:* For more information on Control Points and the other editing tools, see “Converting Point and Bezier Lines” on page 60.

- 33** Move the pointer over the square white point whose handles you just changed. The pointer changes to the Convert Points to Curve pointer .

- 34** Click on the point.
- 35** Control-click and choose Finish Convert Points to Curve to deselect Convert Points to Curve. You can now move the handles independently.
- Note:* If you move a handle very close to its point and release the mouse, the handle will vanish. The section of the line without a handle becomes straight. Use Convert Points to Curve to regain use of both handles.



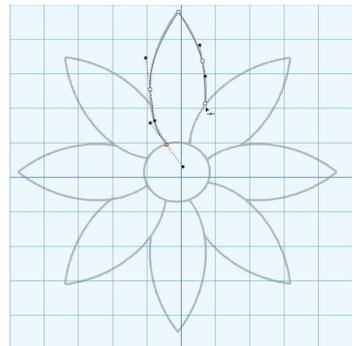
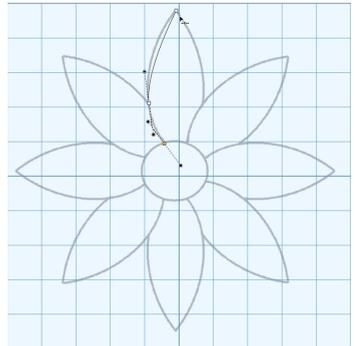
- 36** In the Draw Tab  of the Design Panel , select Convert Points to Corner .
- 37** Move the pointer over one of the square white points in your line. The pointer changes to the Convert Points to Corner pointer .
- 38** Click on the point. It now has no handles, and the sections of the line by it are straight.
- Note:* There are no handles to drag, so you can only change the line by moving this Corner Point. Use Corner Points for straight lines.
- 39** In the Draw Tab  of the Design Panel , select Convert Points to Curve .
- 40** Click that point again to return to handle adjustment.
- 41** Control-click and choose Finish Convert Points to Curve to deselect Convert Points to Curve.

Note: To create a corner point with full control over the angle of the lines, with Edit Points selected hold down Shift and click the point. You can then move the handles independently.

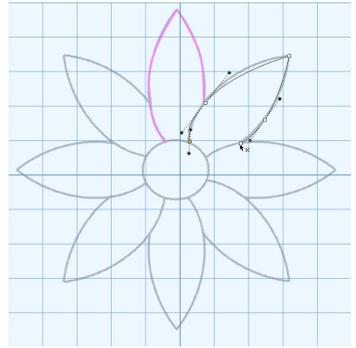
To create a flower design from a motif using Bezier lines see “Draw a Flower using Bezier Curves” on page 45.

Draw a Flower using Bezier Curves

- 1 In the View Tab  of the Design Panel , ensure that Grid size is set to 10mm, and that the canvas is set to 100mm x 100mm.
- 2 Choose File > Insert.
- 3 Load the picture file 'Motif Flower.png' from /mySewnet/Samples/Digitizing/Pics.
- 4 Resize the picture to fit the grid.
- 5 Drag the Background slider to the left so that the picture is very pale.
- 6 In the Draw Tab  of the Design Panel , click Pick Line Color .
- 7 Select a pink color in the Colors window, and then close the Colors window.
- 8 Ensure that the line width is set to 0.5mm.
- 9 In the Draw Tab  of the Design Panel , click Remove Fill Color .
- 10 Click Bezier Draw  to select (highlight) it. The Bezier Mode pointer appears .
Note: See “Draw a Circle with Bezier Draw” on page 42 for the essentials of drawing Bezier lines.
- 11 At the left side of the base of the petal at the top, drag up and slightly to the left, then release the mouse.
- 12 Starting where the petal to the left meets the petal you are drawing, drag upwards a short distance to where the next set of grid lines cross.
- 13 Click (without dragging) to place a point at the tip of the petal. This is a Corner point.
- 14 Move the pointer over the second square white point. The pointer changes to the Move pointer .
- 15 Drag the point a short distance up and to the left, along the outline of the petal until the curved line underneath fits the outline of the drawing.
- 16 Drag downwards a short distance from the mid point of the right side of the petal.
- 17 Click to place a single point where the line touches the next petal.
Note: As you become more skilled, try clicking and dragging to place a curved line using a single point at the base of the petal.
- 18 Double click or Control-click and choose Finish to place the line.
Note: The curve of the line will probably need some adjustment, but this is better done later, after you have placed lines for the other petals.
- 19 At the left side of the base of the petal to the right of the one that you just drew, drag upwards a short distance, then release the mouse.

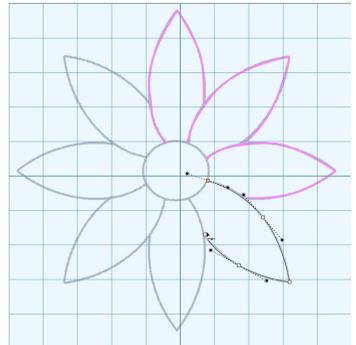


- 20 Starting where the petal to the left meets the petal you are drawing, drag diagonally towards the top right corner of the canvas.
- 21 Release the mouse when you reach the grid line above.
- 22 Click (without dragging) to place a point at the tip of the petal.
- 23 From the mid point of the right side of the petal, drag diagonally towards the bottom left corner of the canvas.
- 24 Click to place a single point where the line touches the next petal.
- 25 Use the Move pointer to adjust the position of the white squares so that the curved line fits the picture behind.



Note: You can further adjust the Bezier line using the black handles.

- 26 Double click or Control-click and choose Finish to place the line.
- 27 Starting at the bottom left of the third petal, drag a short distance diagonally to the right to place the first point.
- 28 Where the outline of the petal meets the grid, drag a horizontal line a short distance to the right to place the next part of the curve.
- 29 Click to place a point at the tip of the petal.
- 30 Mid way down the other side of the petal, drag to the left and slightly down to place the next point.

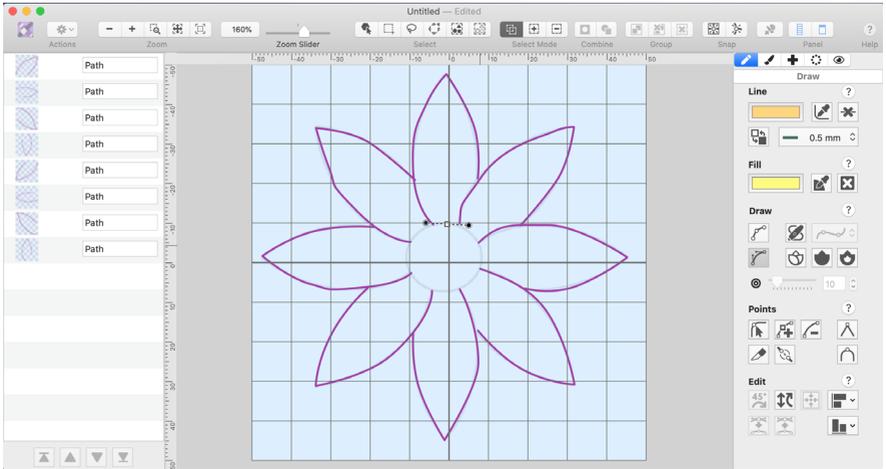


- 31 At the base of the petal, click to place a final point, then right-click to place the line.
 - 32 Place Bezier curve lines to draw the other petals, finishing at the petal to the left of where you started.
- Note:* If you move the black handle to the left or right as you draw, you can place the curve to follow the outline, often with no need for later editing.

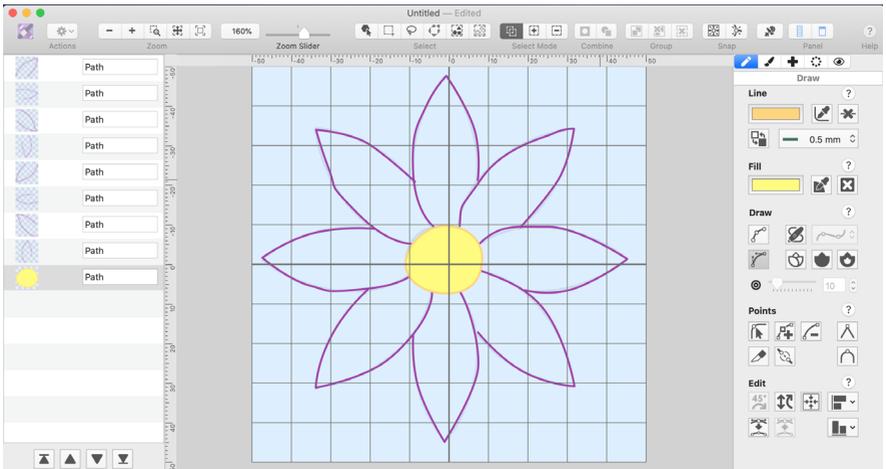
- 33 Control-click and choose Finish Bezier Draw.
 - 34 Click the Line color block and choose a golden yellow color in the Pencils.
 - 35 Click the Fill color block and choose a pale yellow color in the Pencils.
- Note:* The Fill color changes to your selected color from no color.

- 36 Close the Colors window.
- 37 Click Bezier Draw  to select (highlight) it. The Bezier Mode pointer appears .

- 38 Starting at the top of the center of the flower, drag a short distance to the right, then release the mouse.

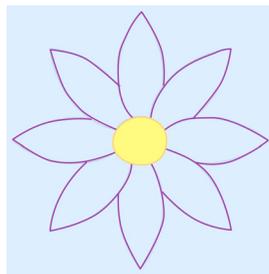


- 39 Drag vertical and horizontal lines of similar lengths to place the other three points creating the circle.
- 40 Double-click or Control-click and choose Finish drawing the line to place the center of the flower.
- 41 In the points area of the Draw tab, select Edit Points . The points you drew for the center of the flower can be seen.



- 42 In the FilmStrip, click on each petal in turn, and make a note of the ones you will need to adjust.

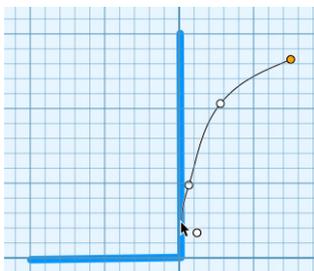
- 43 Adjust the handles on the points to make the Bezier line follow the background.
Note: If the handles from two different points overlap, move both nearer to their own point, to smooth the curve.
Note: For more information on editing, see “Edit a Bezier Line” on page 44.
- 44 When you have made your changes on one petal, select the next petal in the FilmStrip and adjust that one.
Note: If you find that one of corner points actually has very short handles, either use Convert to Corner  in the Design Panel to change it to a corner, or drag the handles sufficiently close to their point that they vanish.
- 45 Save your flower. You can adjust it further when you open the file again.



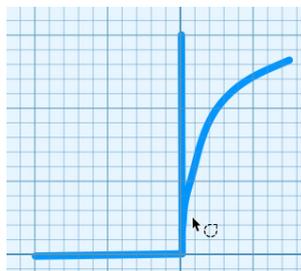
Snap to Line

When the Snap to Line  option is selected, if the mouse pointer is close to an existing line, any points placed will move on top of the old line, and the new line will snap to the existing one.

Snap to Line allows you to place points so that they align with other objects cleanly and without a gap.



Place Points with Snap to Line



Lines snapped together

Snap to Line works with Point Draw  and Bezier Draw , and when using Edit Points .

Note: You can also use Snap to Line when editing. See “Snap to Line” on page 59.

Select Snap to Line

- In the toolbar select Snap to Line .
- Choose Edit > Snap to Line.

Snap to Grid

Use Snap to Grid  to align objects to the Grid lines when they are drawn using Point Draw , Bezier Draw , and Insert Shape , or when they are moved.

Select Snap to Grid

- In the toolbar select Snap to Grid .

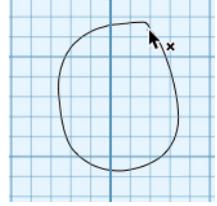
- Choose Edit > Snap to Grid.

Closing Lines

You can join lines to themselves when using Freehand Draw , Point Draw  and Bezier Draw .

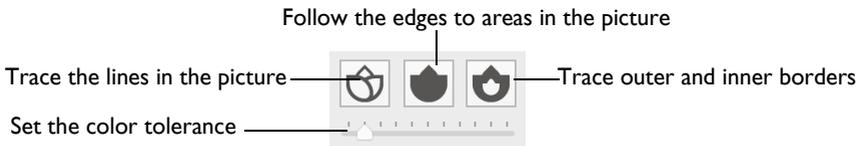
If a line is drawn close to its own starting point, then the mouse pointer will change to a cross .

If that line is completed while the pointer is a cross, the line will be closed to form an area that may be filled.



Tracing

The Trace tools automatically follow lines and borders in the background picture. Use the Color Tolerance slider to select the desired part of the picture.



Trace Line

Use Trace Line  to trace the outline of a background picture to create a line drawing.

Note: Use Trace Area to trace a picture with no outlines.

To use Trace Line

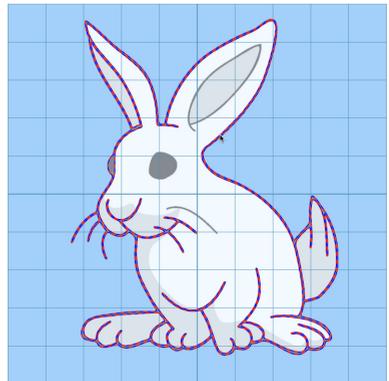
- In the Draw Tab  of the Design Panel , click the Trace Line  button.

Trace a Picture with Trace Line

- In the File menu use Open or Insert to browse to a folder with pictures.
- Load a picture with clear outlines, or a line drawing.

Note: Trace Line finds the center of a line or area when tracing. Use Trace Area or Trace Area & Hole to trace a filled area.
- In the Draw Tab  of the Design Panel , click Trace Line .
- Hover the pointer over the outline that you wish to trace. A red and blue highlight on the Canvas shows the outline that will be traced.

Note: To find an outline, it may be best to zoom in and to fade the background on the View tab.
- Drag the Color Tolerance slider below the Trace buttons until the required part of the picture is selected.



- 6 Click to trace the outline.
Your traced outline appears in the FilmStrip.

Trace Area

Use Trace Area  to trace a background picture with no outline to create a filled drawing, or a line drawing. Use the Color Tolerance slider to select the desired part of the picture.

Note: Use Trace Line to trace a picture with good outlines to create a line drawing.

To use Trace Area

- In the Draw Tab  of the Design Panel , click the Trace Area  button.

Trace a Picture with Trace Area

- 1 In the File menu use Open or Insert to browse to a folder with pictures.
- 2 Load a picture without drawn outlines.
Note: Trace Area finds the outline of an area when tracing. Use Trace Line to trace a clear outline, or Trace Area & Hole to trace a filled area with a hole.
- 3 In the Draw Tab  of the Design Panel  click Trace Area .
- 4 Hover the pointer over the area that you wish to trace.
A red and blue highlight on the Canvas shows the area that will be traced.



Note: To view the area that you have placed, it may be best to zoom in and to fade the background on the View tab.

- 5 Drag the Color Tolerance slider below the Trace buttons until the required part of the picture is selected.
- 6 Click to trace the area in the picture.
Your traced area appears in the FilmStrip.

Trace Area & Hole

Use Trace Area & Hole  to trace an area of a background picture that includes a hole to create a filled drawing, or a line drawing. Use the Color Tolerance slider to select the desired part of the picture.

To use Trace Area & Hole

- In the Draw Tab  of the Design Panel , click the Trace Area & Hole  button.

Trace a Picture with Trace Area & Hole

- 1 In the File menu use Open or Insert to browse to a folder with pictures.
- 2 Load a picture without clear outlines.
Note: Trace Area & Hole finds the outlines of an area when tracing to trace a filled area with a hole.
- 3 In the Draw Tab  of the Design Panel , click Trace Area & Hole .
- 4 Hover the pointer over the outline that you wish to trace.
A red and blue highlight on the Canvas shows the outside of the area that will be traced, and any holes in the area are highlighted by a green and yellow dashed line.



Note: To view the area that you have placed, it may be best to zoom in and to fade the background on the View tab.

- 5 Drag the Color Tolerance slider below the Trace buttons until the required part of the picture is selected.
- 6 Click to trace the area in the picture.
Your traced area appears in the FilmStrip.

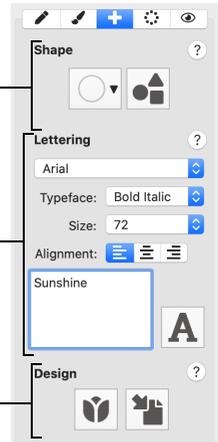
Inserting Designs

Use the options on the Insert tab  to insert a Shape , add Lettering , use the Design Gallery  and load drawing files .

Choose a Shape to add to your drawing

Create Lettering to add to your drawing

Add designs to your drawing



Insert Shape

Use Insert Shape  to select a shape and create a fill area, or line, in that shape. Then adjust its size and properties. Select a fill and line to draw a fill area surrounded by a border, or select a line type only to draw a closed line with no fill.

Draw a ring, a square, a frame or other shape using Insert Shape.

Select Shape

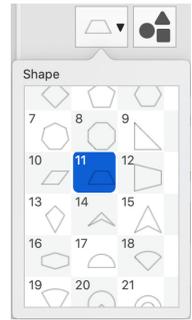
- In the Insert tab  of the Design Panel , choose a Shape from the pop-up menu, then click the Insert Shape  button.

Create a Shape

- 1 Select colors for a line and fill in the Draw tab  of the Design Panel .
- 2 Open the Insert tab  of the Design Panel .
- 3 In the Shape section, select a shape from the pop-up menu.
- 4 Click the Insert Shape  button to place the shape on the canvas.
- 5 Drag one of the square corner handles to resize the shape.
Hold down Shift as you drag to resize proportionally. Hold down the Option key to resize from the center.

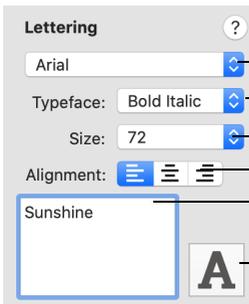
Draw a Filled Shape with a Border

- 1 Select the line and fill colors.
- 2 Select the type of shape you wish to draw from the Shape pop-up menu.
- 3 Click the Insert Shape button . The shape is placed in the center of the canvas as a selected block.
- 4 Drag the shape to the preferred position, and resize it as desired using the square corner handles.
Hold down Shift as you drag to resize proportionally. Hold down the Option key to resize from the center.
- 5 If desired, draw another shape or use Undo and draw the shape again.
Note: To draw an unfilled shape, set Remove Fill Color  on the Draw tab when selecting your colors.



Insert Lettering

Use Insert Lettering  to add text to your picture using any TrueType® or Open Type® font available on your computer. Text is drawn using the selected line and fill colors.

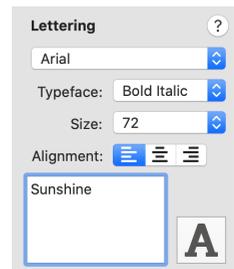


- Choose a font
- Choose a style
- Set the font size
- Set the Alignment for your lettering
- Enter some text
- Place the lettering on the Canvas

- In the Insert tab  of the Design Panel  select Insert Lettering .
- Choose Edit > Insert > Insert Lettering.

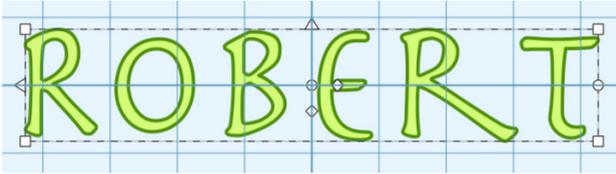
Insert Lettering into a Design

- 1 Select colors for a line and fill in the Draw tab  of the Design Panel .
- 2 Open the Insert tab  of the Design Panel .
- 3 Click the pop-up menu for the font and select the desired TrueType® Font installed on your computer.
- 4 Click the pop-up menu for Typeface and choose Regular, Bold, Italic or Bold Italic.
- 5 Set the Size in points by entering a number, or click pop-up menu and choose a point size.
- 6 Set the Alignment for your lettering.
- 7 Click in the text box and the arrow cursor becomes an I-bar.
- 8 Enter some text.
Press Return to create a new line and type more text.



9 Click Insert Lettering **A** .

The lettering is placed on the canvas. The selection box has handles to adjust it.



10 If desired, use the resize handles to make the text bigger or smaller.

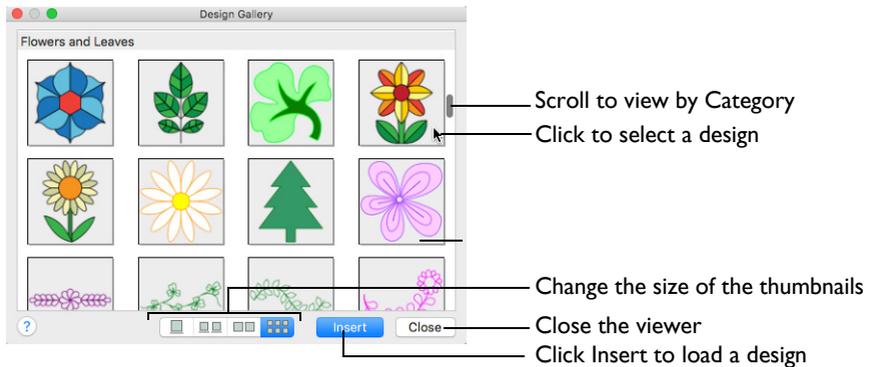
Note: Hold Shift to resize proportionally, and Command to resize from the center. Use the rotate handle to rotate the text.

11 Click anywhere outside the box to deselect.

You can use Multiply to automatically create copies of the text.

Design Gallery

The Design Gallery is a library of design files.



■ In the Insert Tab **+** of the Design Panel **□**, select Design Gallery **🖼️**.

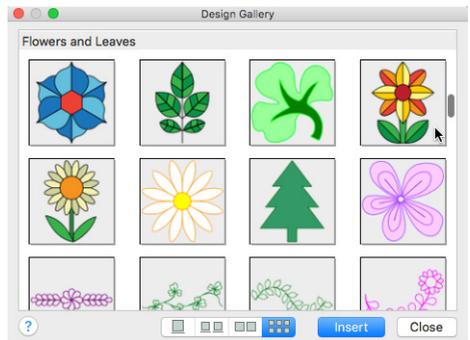
Insert a Drawing from the Design Gallery

1 In the Insert Tab **+** of the Design Panel **□**, select Design Gallery **🖼️** .

2 Scroll then click to select a design in the Gallery.

3 Click Insert to add a design to the Canvas.

4 Click Close to finish loading designs.



Insert File

Use Insert File  to add a drawing from your computer to your design. The Insert dialog is opened. See “Insert” on page 14.

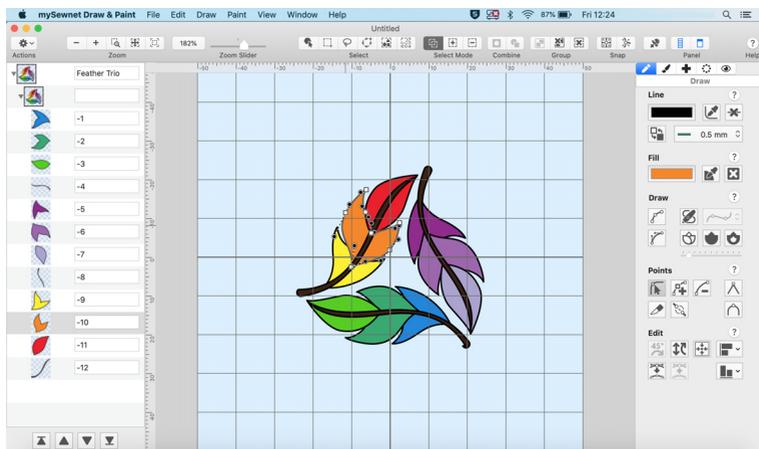
- In the Insert Tab  of the Design Panel  , select Insert File  and choose a drawing.

After you have created an object such as a line or fill, you may want to change its shape, or use it as part of a block.

The editing tools are found on the Draw tab  of the Design Panel  and on the toolbar. They include Edit Points , Insert Points , Delete Points , Knife  and Make Holes .

Edit Lines and Areas

The shape of a line or area can be changed on the canvas by moving the points that define its outline. The points for the currently selected object are shown.



To Select an Object

- Click on the object on the canvas or the FilmStrip.
- Use the arrow keys to step through the objects in the order they are used in the design.

Points and Lines

When the desired line or area is selected, its points can be moved. The points are shown as small circles or squares. In Point Draw lines square points are used for straight sections and corners, and round points are used for curves. In Bezier Draw lines handles are used to define the angle of the line. See “Bezier Draw” on page 41.

Straight and Curved Lines

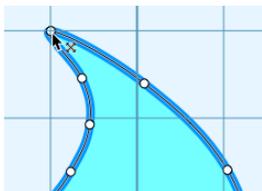
Point Draw lines using round points are curved, and lines using square points are straight. Lines and areas can have both curved and straight sections:

- To have any curves, a line must be defined by at least four points.
- To have any curves, an area must be defined by at least three points.

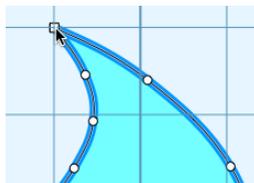
To change a round point to a square point

- Hold down the Shift key and click the point without moving it.

When adjacent points are square, the line between them is straight. This is useful if, for instance, a point was not added as a corner at the desired place.



Point is a curve



Point is a corner after Shift-click

How to change a square point to a round point

- Hold down the Shift key and click the point without moving it.

There must be at least two round points next to each other to make a line curved, so if there is one round point between two square points then the lines to the round point are straight.

Note: If a line does not have enough points to make the desired section curved, insert an extra point to use for the curve.

Editing Individual Point Lines

In the Draw window of mySewnet™ Draw & Paint, all drawings are made up of lines or groups of lines (objects), and each line is defined by a series of points (nodes). You can select any individual line and change it by adjusting, adding or deleting points. You can also cut lines and groups of lines with the Knife .

Note: Use the Zoom Bar to zoom in close enough to see the separate points clearly.

Point types vary according to the form of the line.

Note: When a line is first drawn, the end points are round unless Shift was used.

Round Points

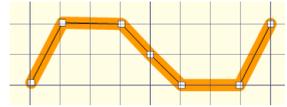
Round points indicate a curved line.

Note: You can change a round point to a square point by holding down Shift and clicking the point. To change it back, hold down Shift and click the point again.



Square Points

Square points indicate a straight line with angled sections.



Note: You can change a square point to a round point by holding down Shift and clicking the point. To change it back, hold down Shift and click the point again.

Edit Points

Use Edit Points  to change the position of the points on the currently selected line or area. Use Edit Points to change points created by any of the drawing tools.

Note: If you edit the points of a filled object, the fill will adjust to the new shape.

Select Edit Points

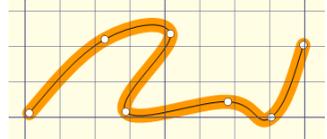
- In the Draw Tab  of the Design Panel , click Edit Points .
- Choose Draw > Edit Points > Edit Points.
- Press ⌘E

Select and Move Points

- 1 In the Draw Tab  of the Design Panel , click Edit Points .
- 2 Click an object in the FilmStrip, or on the canvas, to select it and view its points.
- 3 Drag the points to change the shape of the object.

Edit the Points in a Line

- 1 In the Draw Tab  of the Design Panel , click Edit Points .
- 2 Click the line that you want to edit. Its points are displayed.
- 3 Drag a point to change the shape of the line.
- 4 Lift the pen or release the mouse button to place the point in its new position.

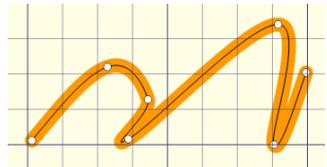


The Edit Points tool is active until another feature is selected, or you use Control-click to deselect.

Note: Moving a round point affects the two sections of line to either side of that point. This ensures line smoothness.

Reshaping a Curved Line

- 1 Draw a curved line.
- 2 In the Draw Tab  of the Design Panel , click Edit Points .
- 3 Click the line you just drew. The line is defined by a series of round points.
- 4 Drag one of the points in the middle of the line.
- 5 Move the point around freely. The line flexes not only up to the adjoining point, but to the next point on either side. (The line beyond the second point is unaffected.)



- 6 Release the mouse. The line takes on the new shape.
- 7 Hold down Shift and click the points to either side of the point you were moving. They become square.
- 8 Move the point around again. This time the line to the far side of the square points does not flex.

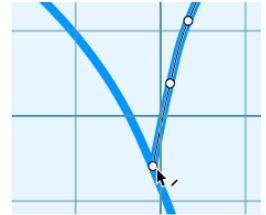


Snap to Line

Snap to Line  is available as an option for Edit Points. When selected, if the mouse pointer is close to an existing line, the pointer will change to a diagonal bar , and the lines snap together.

Using Snap to Line

- 1 Use Freehand Draw  to draw two separate curved lines.
- 2 Click Edit Points .
- 3 Select the Snap to Line option .
- 4 Click one of the lines you just drew.
- 5 Drag one of the end points towards the middle of the other line. As it nears the line, the pointer changes to a diagonal bar .
- 6 Release the mouse or lift the pen. The two lines are neatly joined.
- 7 Click one of the round points in the middle of the line. Drag the point towards and over the other line. Note how the pointer changes as you pass over the other line.



Delete Points

Use the Delete Points  pointer  to remove points from the currently selected object outline.

- If a middle point is deleted, the line will be redrawn to follow the path between the points that are left.
- If an end point is deleted from an open line, the line will be shortened and the next point in the line will become the end point.

To Delete Points

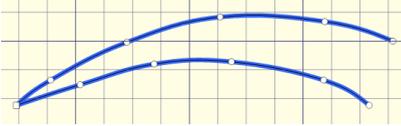
- In the Draw Tab  of the Design Panel , click Delete Point , then click to delete points.
- Choose Draw > Edit Points > Delete Points, then click to delete points.
- Use Option-click (⌘) to delete a point at the selected position.

To remove all the points for an object, use Delete.

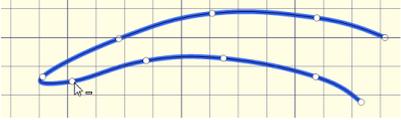
Delete a Point from a Line

- 1 Open the Draw tab  of the Design Panel .
- 2 Click Edit Points , then click the desired object to show the points that make it up.
- 3 Click Delete Points  to enable point deletion. Alternatively, when in Edit Points mode, use Option-click.

- 4 Click the line that you want to edit. The points are displayed.



- 5 Move the pointer over one of the points in the line. The pointer changes to the delete point pointer .
- 6 Click the place on the line where you want to delete the point. The points that you delete are removed and the line changes shape accordingly.



- 7 Change back to Edit Points  mode to drag the points for the object to alter its shape.

Insert Points

Use the Insert Points  pointer  to insert a point in the currently selected object.

Select Insert Points

- In the Draw Tab  of the Design Panel , click Insert Point , then click to insert points.
- Choose Edit > Points > Insert Points, then click to insert points.
- Use Command-click to add a point at the selected position.

Add a Point to a Line

- 1 Open the Draw tab  of the Design Panel .
- 2 Click Edit Points  to enable points editing.
- 3 Click the line that you want to edit. The points are displayed.
- 4 Click the Insert Points . The pointer changes to the Insert Points pointer .
- 5 Click the place on the line where you want to add a point.



Click the line to display the points



Click to add a point

The line is reshaped accordingly. The Insert Points tool is active until another feature is selected, or you right-click to deselect.

Converting Point and Bezier Lines

Use the Convert functions to change between types of points in a line in Bezier Mode, or to change a Point Line to a Bezier Line, or a Bezier Line to a Point Line.

Note: For information on how to draw and adjust Bezier Lines, see “Bezier Draw” on page 41.

Convert Points to Curve

Use Convert Points to Curve  to change the selected point in a Bezier line to a Curve point (a point with handles that can be adjusted independently).

Select Convert Points to Curve

- In the Draw Tab  of the Design Panel , click Convert Points to Curve .
- Choose Draw > Points > Convert Points to Curve.

Change a Bezier Draw Point to a Curve Point

- 1 In the Draw Tab  of the Design Panel  click Edit Points .
- 2 Click on an object created in Bezier Draw to show the points that make it up.
- 3 In the Points section of the Draw tab , click Convert Points to Curve .
- 4 Move the pointer over one of the points in your object. The pointer changes to the Convert Points to Curve pointer .
- 5 Click on the point. It now has two handles, and the dashed line between them is straight.
- 6 Click to adjust any other points that you want to change in your design.
- 7 Control-click and choose Finish Convert Points to Curve to deselect.
- 8 If desired, choose Convert Points to Curve  again and repeat.

Note: For more information on how to adjust Bezier Lines, see “Edit a Bezier Line” on page 44.

Convert Points to Corner

Use Convert Points to Corner  to change the selected point in a Bezier line to a Corner point (a point with no handles).

Select Convert Points to Corner

- In the Draw Tab  of the Design Panel , click Convert Points to Corner .
- Choose Draw > Points > Convert Points to Corner.

Change a Bezier Draw Point to a Corner Point

- 1 In the Draw Tab  of the Design Panel  click Edit Points .
- 2 Click on an object created in Bezier Draw to show the points that make it up.
- 3 In the Draw Tab  of the Design Panel , select Convert Points to Corner .
- 4 Move the pointer over one of the points in your object. The pointer changes to the Convert Points to Corner pointer .
- 5 Click on the point. It now has no handles, and the sections of the line by it are straight.
- 6 Click to adjust any other points that you want to change in your design.
- 7 Control-click and choose Finish Convert Points to Corner to deselect.
- 8 If desired, choose Convert Points to Corner  again and repeat.

Note: For more information on how to adjust Bezier Lines, see “Edit a Bezier Line” on page 44.

Convert to Point Line

Use Convert to Point Line  to change the selected Bezier Line to a Point Line.

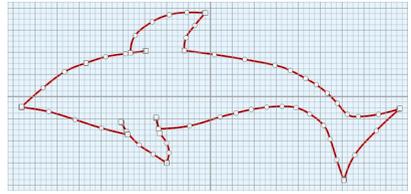
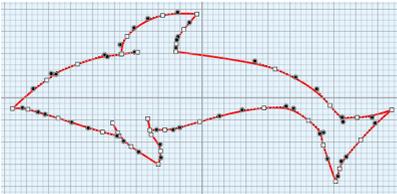
Note: The change takes place immediately.

Select Convert to Point Line

- In the Draw Tab  of the Design Panel  , click Convert to Point Line .
- Choose Draw > Convert to Point Line.

Change a Bezier Line to a Point Line

- 1 Click on an object created in Bezier Draw.
- 2 In the Draw Tab  of the Design Panel  , click Convert to Point Line  .
The line changes to a standard Precise Create line immediately.



Note: Curved points are added to the line when it is converted. If you change your mind, use Undo rather than converting back.

- 3 If desired, select another object and choose Convert to Point Line again to repeat.

Convert to Bezier Line

Use Convert to Bezier Line  to change the selected Point Line to a Bezier Line. The change takes place immediately.

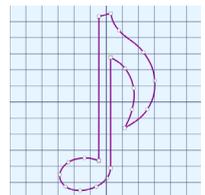
Note: A smoothly drawn line with the minimum of points is more likely to produce a good result.

Select Convert to Bezier Line

- In the Draw Tab  of the Design Panel  , click Convert to Bezier Line .
- Choose Draw > Convert to Bezier Line.

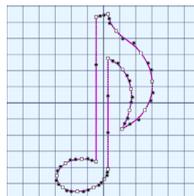
Change a Point Line to a Bezier Line

- 1 Click on an object created in Point Mode.
Note: This is an object that was created with Quick Create, Freehand Create or drawn by placing points in Precise Create.
- 2 In the Draw Tab  of the Design Panel  , click Convert to Bezier Line  . The line changes to a Bezier line immediately.
Note: If you change your mind, use Undo rather than converting back.



Note: The number of points in the Bezier line will depend on the number of points in the original line. Delete points and adjust the handles on the remaining points to optimize the Bezier line.

If desired, select another object and choose Convert to Bezier Line again to repeat.



Knife

Use the Knife tool  to cut the currently selected line, shape or group into two parts. One part is automatically selected.

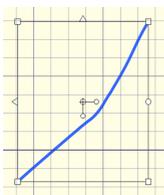
Note: Any filled shapes are converted into lines when cut with the Knife. As the cut lines still have a fill type assigned to them, the fill is displayed again if those lines are joined to make another shape, or a different shape.

Select the Knife

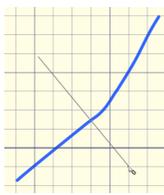
- In the Draw Tab  of the Design Panel , click the Knife  button.
- Choose Draw > Points > Knife.
- Press ⌘K

Cut a Line with the Knife

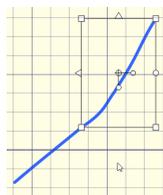
- 1 Draw a sloping line.
- 2 In the Draw Tab  of the Design Panel , click the Knife  button.
- 3 Drag across the line that you drew. A straight line representing the path of the cut is displayed.
- 4 Release the mouse to cut diagonally across the line with the Knife. The line is divided in two, as can be seen in the FilmStrip.



Select the line



Draw the cut line



Control-click to end cutting

- 5 Control-click to finish using the Knife. One section is selected
The Knife can also be used to cut groups. Load a design from the Design Gallery , then cut it with the Knife. You can now select and move some of the objects separately.

Note: Use the Knife to remove an unwanted section of a drawing, then join the remaining lines to make a single line.

Join

Use Join  to join two open lines together.

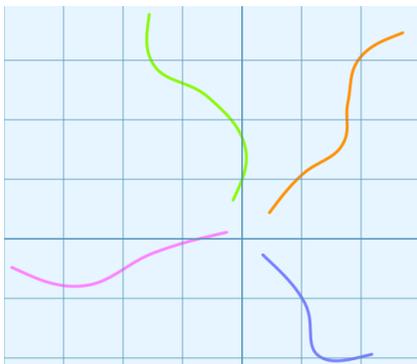
Note: You cannot join closed lines (shapes) with Join.

Join lines together with Join

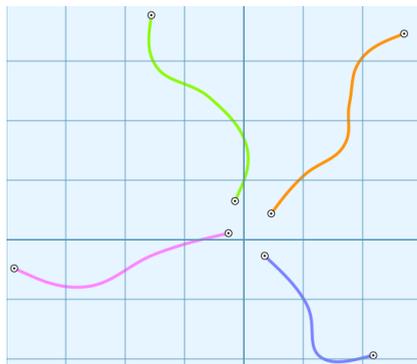
- In the Draw Tab  of the Design Panel , click the Join  button, then click the two handles to be joined, or drag one on top of the other.

Joining Two Lines

- 1 Draw several lines with different colors.
- 2 In the Draw Tab  of the Design Panel , click Join . All open line endings are highlighted with a circular handle.

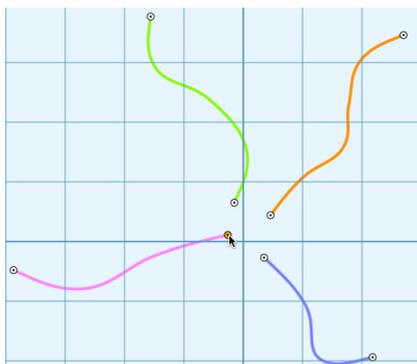


Draw some lines

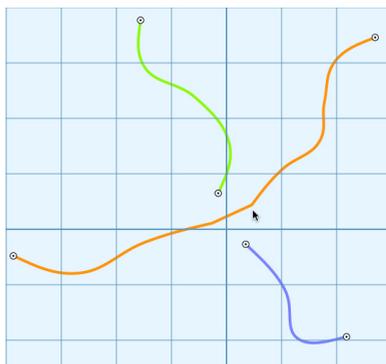


Click Join  to highlight the line ends

- 3 Click the end handle of one of the lines to be joined.
Note: You can also drag one handle on top of the other.
- 4 Click the end handle of the other line to be joined.
The two lines are joined with a straight section, and the joined line takes on the color of the second line selected.



Click the handle for the first line to join



Click to join the two lines

- 5 If you Join the two ends of the same line, a closed area is formed.
Control-click to deselect from the context menu.

Select Objects

In mySewnet™ Draw & Paint, designs are made up of a sequence of lines and areas. Each area or line is defined by a number of points that can be seen on the canvas. The selected object is highlighted in the FilmStrip.

Select an Object to Edit

- On the canvas, click an object to show a select box or the points that make it up, and check it in the FilmStrip.
- Click an object in the FilmStrip. It is highlighted on the canvas.

Step Through Designs

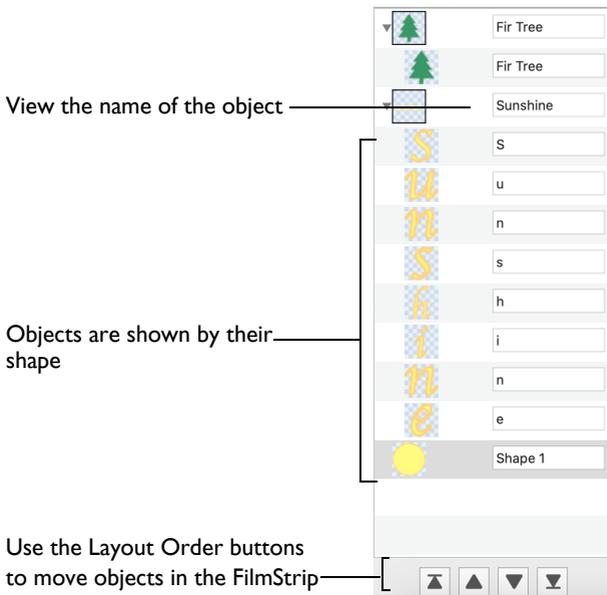
- Click an object in the FilmStrip and use the up and down arrow keys on the keyboard to step through all the objects in sequence.

Select Several Objects

- Click the top of a sequence of objects selected in the FilmStrip, then hold the Shift key and click the bottom of the desired sequence (Shift-click).
- Hold the Command key and click the desired objects (Command-click).

FilmStrip

In the FilmStrip you can view the numbered sequence of objects, select an object, change the sequence of objects, select objects to display, delete objects, insert Color Changes and Stops, view the properties of the selected object and change the properties of objects globally or in a selected group.



To open the FilmStrip

- Click the FilmStrip button  on the toolbar.
- Choose View > Show FilmStrip Panel

Moving an object up and down the FilmStrip does not change the position of the object on the canvas. However, it may change the appearance of the design according to whether or not it changes the overlap with adjacent objects.

Move a selection of objects

- Select several objects, then click the desired Layout Order button.

FilmStrip Items

Starting at the top, the FilmStrip shows the numbered sequence of objects in the design. The last object in the design is at the bottom of the list, together with the Layout Order functions.

The currently selected object is highlighted in the FilmStrip, and objects can be selected directly in the FilmStrip.

Object

Each object is represented graphically, showing the shape of the object.

Object Name

The name of the object is shown.

Scroll Bar

Use the scroll bar to move rapidly up and down the FilmStrip.

To learn how to	Go to
Change the sequence of objects in the FilmStrip	See “Change the Sequence of Objects” on page 67.
Move an object or group of objects within the FilmStrip	See “Move an Object With the Layout Order Buttons” on page 68.

Selecting Objects in the FilmStrip

- 1 To select an object, click it in the FilmStrip.
If necessary, use the scroll bar on the side of the FilmStrip to view the object, and click the pop-up arrow to open the Group it is in.
Note: When you edit or select a line in the drawing area it is also highlighted in the FilmStrip.
- 2 Alternatively, select objects using the keyboard. Click on the FilmStrip, and use the arrow keys to step up and down the list by one object at a time.
- 3 To select several objects that are next to each other, press the Shift key, and click the start and end object in the sequence.
- 4 To select objects that are not next to each other, press the Command key and click the desired objects.

Change the Sequence of Objects

Objects and groups of objects can be moved up and down the FilmStrip with the Layout Order buttons. This changes the



order of the objects, and also changes the order in which the final design is created.

Objects can only be moved within their current group within the FilmStrip. To move an object outside its group, Cut and Paste it. Alternatively, use Ungroup, move the object, and Group the remaining objects again.

Note: To delete an object, select it in the FilmStrip and choose Edit > Delete.

Layout Order

Move Forwards

Move Forwards  brings the selected object(s) one step down the FilmStrip.

- At the bottom of the FilmStrip click Move Forwards .
- Choose Draw > Layout Order > Move Forwards.
- Press ⌘↓

Move Backwards

Move Backwards  brings the selected object(s) one step up the FilmStrip.

- At the bottom of the FilmStrip click Move Backwards .
- Choose Draw > Layout Order > Move Backwards.
- Press ⌘↑

Move to Front

Move to Front  places the selected object(s) at the bottom of the FilmStrip.

- At the bottom of the FilmStrip click Move to Front .
- Choose Draw > Layout Order > Move to Front.
- Press ⌘⇧↓

Move to Back

Move to Back  places the selected object(s) at the top of the FilmStrip.

- At the bottom of the FilmStrip click Move to Back .
- Choose Draw > Layout Order > Move to Back.
- Press ⌘⇧↑

Move an Object With the Layout Order Buttons

- 1 Click the desired object. It is highlighted in the FilmStrip.
- 2 Click Move Backwards  to move the object one step up the FilmStrip (towards the first stitch object in the design). A bar moves up the list to show the new position.
Note: Move Forwards  moves the object one step down the FilmStrip. Move to Back  makes the object the first created, and Move to Front  the last.
- 3 Move the object to the desired position.

Rotate 45

Rotate 45  rotates the selected block of objects in 45 degree steps around the Center of Rotation .

To rotate a block of objects freely on the canvas, see “Rotate a Block of Objects” on page 28.

To Rotate a Block of Objects by 45 Degrees

- In the Draw Tab  of the Design Panel , click Rotate 45 .
- Select the block of objects, then choose Draw > Rotate 45.

Undo to return to the previous angle.

Transform

Use Transform  to open the Transform dialog, where you can show and change the size, rotation and skew of the selected block.

To open the Transform dialog

- In the Draw Tab  of the Design Panel , click Transform .
- Select the block of objects, then choose Draw > Transform.

Transform Dialog

Use the Transform dialog to show and change the size, rotation and skew of the currently selected block.

Use Undo to reverse your changes.

Size

Show and change the height , and width , or height and width percentage of the selected block.

Proportional

Use this option to keep the relative Height and Width in proportion when either is changed.

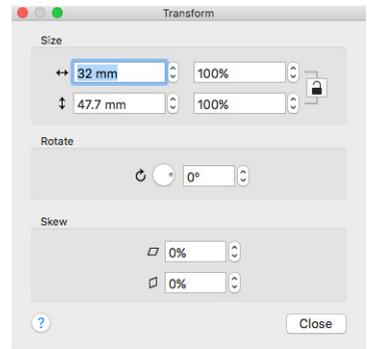
Rotate

Enter an angle , from 0 to 359 degrees, in the Angle box. The preview shows the selected angle.

Note: If desired, move the center of rotation before rotating.

Skew

Skew the currently selected block horizontally and vertically. Enter values in the horizontal and vertical percentage boxes, then click Close.

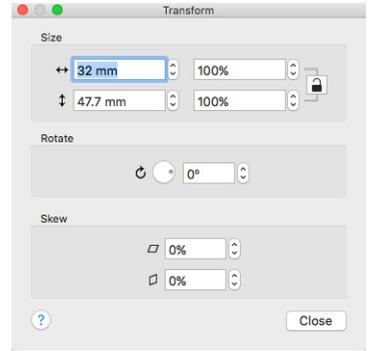


For Horizontal Skew , positive numbers will skew the lower part of the block to the left and negative numbers will skew it to the right.

For Vertical Skew , positive numbers will skew the right part of the block upwards, and negative numbers will skew it downwards.

Resize a Flower Drawing

- 1 In the Insert tab  of the Design Panel  click to open the Design Gallery .
- 2 In the viewer, scroll to the Flowers and Leaves Category, and select a flower design.
- 3 Click Insert to load the flower design.
- 4 Click Close to close the Design Gallery.
- 5 In the toolbar, ensure that Object Select  is active and that the flower is selected.
- 6 Open the Draw tab  of the Design Panel .
- 7 Click Transform . The Transform dialog appears.
- 8 In the Size section, ensure that Proportional  is selected (locked).
- 9 Change the Height percentage to 75%. The Width percentage will decrease by the same amount.
- 10 Click another text box to change the focus. In the background the flower changes in size.
- 11 In Rotate, click and hold on the up arrow. The flower rotates.
- 12 Change the width and height percentage Skew to reshape the flower design.
- 13 Click Close. The flower is using your new settings.
- 14 Click outside the select box to deselect the flower drawing.



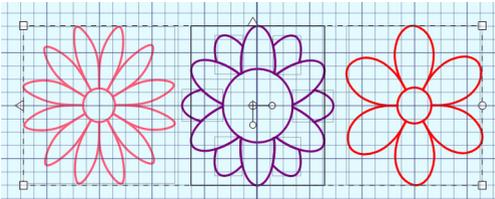
Changing Colors

Once objects have been selected, the line and fill color can be changed.

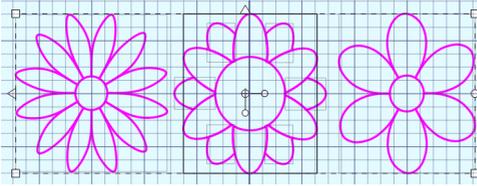
Select a block to change its properties in the Design Panel.

Change the Color of a Block

- 1 Select a block of objects of varying colors.



- 2 In the Draw Tab  of the Design Panel , click the Line color, then select a new color in the Colors Window. See “Choosing and Changing Colors” on page 38.
Note: To select a new color for a fill, click Fill color, then select a new color in the Colors Window.
- 3 Click OK to apply the new color to your selected block.



Alignment Features

Use the alignment features to position parts of your drawing in the canvas.

Center In Canvas

Use Center In Canvas  to move the selected objects or group of objects to the center of the canvas.

To use Center In Canvas

- Select the object to be centered, then in the Draw tab  of the Design Panel , click Center In Canvas .
- Select the object to be centered, then choose Draw > Center In Canvas.

Precise Alignment Tools

Use the Alignment tools on the Draw tab  to align objects precisely. Objects can be aligned horizontally or vertically. They can also be centered.

Note: The Alignment tools are only available when more than one object is selected. See “Multiple Select” on page 73.

- Select the objects that you want to align, then use an alignment tool.

Horizontal Alignment

Align Left

Use Align Left  to align all selected objects with the left edge of the design furthest to the left.

- Select the objects that you want to align, then in the Draw tab  of the Design Panel , click Align Left .
- Select the objects that you want to align, then choose Draw > Horizontal Alignment > Align Left.

Align Center

Use Align Center  (Center Horizontally) to center all selected objects horizontally relative to each other.

- Select the objects that you want to align, then in the Draw tab  of the Design Panel , click Align Center .

- Select the objects that you want to align, then choose Draw > Horizontal Alignment > Align Center.

Align Right

Use Align Right  to align all selected objects with the right edge of the design furthest to the right.

- Select the objects that you want to align, then in the Draw tab  of the Design Panel , click Align Right .
- Select the objects that you want to align, then choose Draw > Horizontal Alignment > Align Right.

Distribute Horizontally

Use Distribute Horizontally  to align all selected objects to be equally spaced horizontally.

- Select the objects that you want to align, then in the Draw tab  of the Design Panel , click Distribute Horizontally .
- Select the objects that you want to align, then choose Draw > Horizontal Alignment > Distribute Horizontally.

Vertical Alignment

Align Top

Use Align Top  to align all selected objects with the top edge of the highest design.

- Select the objects that you want to align, then in the Draw tab  of the Design Panel , click Align Top .
- Select the objects that you want to align, then choose Draw > Vertical Alignment > Align Top.

Align Middle

Use Align Middle  (Center Vertically) to center all selected objects vertically relative to each other.

- Select the objects that you want to align, then in the Draw tab  of the Design Panel , click Align Middle .
- Select the objects that you want to align, then choose Draw > Vertical Alignment > Align Middle.

Align Bottom

Use Align Bottom  to align all selected objects with the bottom edge of the lowest design.

- Select the objects that you want to align, then in the Draw tab  of the Design Panel , click Align Bottom .
- Select the objects that you want to align, then choose Draw > Vertical Alignment > Align Bottom.

Distribute Vertically

Use Distribute Vertically  to align all selected objects to be equally spaced vertically.

- Select the objects that you want to align, then in the Draw tab  of the Design Panel , click Distribute Vertically .
- Select the objects that you want to align, then choose Draw > Vertical Alignment > Distribute Vertically.

Multiple Select and Groups

Multiple Select

Use multiple select to select more than one object at a time.

The selected objects are surrounded by a selection box with a dashed outline. The whole selection can be scaled, rotated and mirrored.

Note: If you click outside the selection box, the objects become separate. Use Undo, or select them again to recreate the multiple selection.

Select Several Objects

- In the FilmStrip, hold down the Command key and click the desired objects.
- Use one of the multiple select tools in the Select area.

A selection box is placed around the selected objects.

Grouping Selected Objects

In mySewnet™ Draw & Paint, you can edit objects individually, in a selected block, or in groups which remain as a selection after saving. To reshape or change the properties of an individual object inside a group, select it on the FilmStrip.

Note: When a design including groups is loaded using Insert or Open, all sections are grouped together, ready for moving, resizing and so on.

Group

Use Group  to make a more permanent group of all the currently selected objects. Use Group to group the objects permanently, or to make a temporary Group while moving or editing them.

Note: A group can be modified in the same way as a selection. You can move, resize, mirror and rotate it.

Group  can only be used in conjunction with one of the selection tools.

The grouped objects are surrounded by a selection box. The group can be scaled, rotated and mirrored.

Note: If you click outside the selection box, and then click one of the objects within the group, the objects will still be grouped.

Gallery designs  are made from groups. You can use the FilmStrip to see the objects inside group structures such as the design Hearts in the Objects Category.

Create a Group of Objects

- Select several objects in the FilmStrip or on the canvas, then click Group .
- Select several objects, then choose Draw > Group > Group.
- Press ⌘G

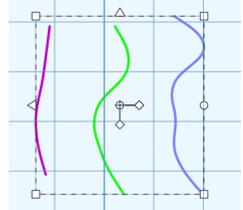
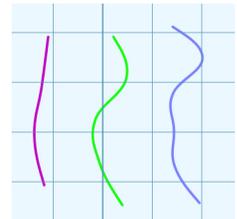
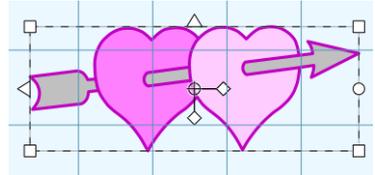
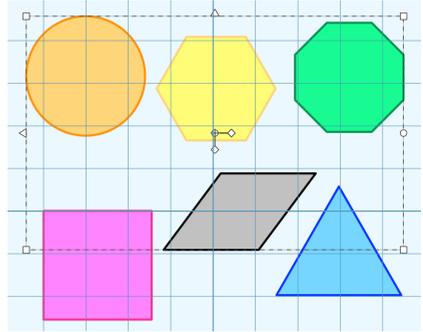
Group Several Objects

- 1 In the Draw Tab  of the Design Panel , use Freehand Draw  to draw several short lines in the drawing area.
- 2 Look at the Group area in the toolbar. The tools are currently dimmed (unavailable).
- 3 Use Box Select  to drag a rectangle around the lines to select them. The Group tools are now active.
- 4 While the lines are selected as a block, in the toolbar click Group . The block is changed into a group.
- 5 Move, rotate and resize the group as a single unit.
- 6 Click outside the group to deselect it. The Box Select tool is now active again, and Group is dimmed.

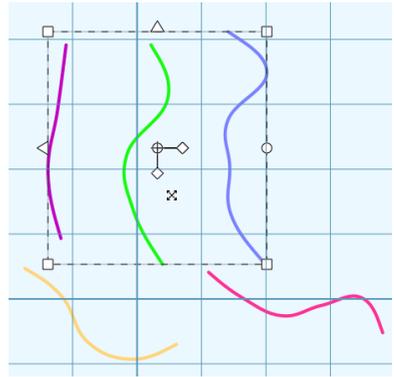
Note: In the same way that an object partially outside the selection does not become part of a block, only objects fully inside the selection can become part of a group.

Highlighting a Group or Line

You can select existing objects on the canvas when a selection tool is active.



- 1 Place a mixture of lines and groups in the drawing area.
- 2 Deselect the drawing tool.
- 3 Click outside the drawing area to deselect everything.
- 4 Click to select a line. If it is part of a group the whole group will be displayed as a block. If it is not, the line will form a block on its own.
- 5 Move the pointer over the canvas. As it goes over a selected line the pointer changes from an arrow  to a four-headed arrow .
- 6 To select all objects at once, click Select All . You can view the complete structure of your drawing in the FilmStrip.



Ungroup

Use Ungroup  to split the selected group into the objects which make it up.

Note: Ungroup can only be used when a group is selected.

Ungroup some objects

- Select a Grouped object in the FilmStrip or on the canvas, then click Group .
- Select a Grouped object, then choose Draw > Group > Ungroup.
- Press \uparrow ⌘ G

Ungroup Grouped Objects

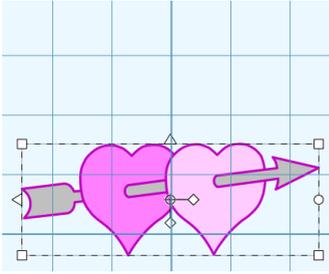
- 1 Open the Insert Tab  of the Design Panel .
- 2 Click to select Design Gallery .
- 3 In the Design Gallery dialog, load a design onto the canvas and click Close.
The Gallery design is displayed as a group in the drawing area. Note that Group is now active in the toolbar.
- 4 Move the Gallery design around the screen. It moves as one unit.
- 5 In the toolbar click Ungroup .
The group is now a block.
- 6 Move the Gallery design. As it is a block it moves in one piece.



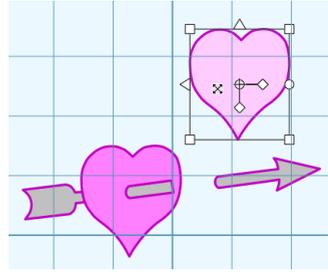
Note: While the block is still selected you can reverse the effects of Ungroup by using either Group or Undo.

- 7 Click outside the Gallery design. A box is no longer displayed around the design.

- 8 Click inside the Gallery design again. This time only a part of the design is selected. You can move it separately.



A Gallery design is a single Group



When Ungrouped it is a block. You can move a part separately

Use Ungroup followed by Delete, then Group again to remove an unwanted section from a drawing.

If a piece of a drawing is accidentally left behind when you move it, use Undo and Group before trying again.

Ungroup a Group of Objects

- Select a Group, then click Ungroup .
- Select a Group, then choose Draw > Group > Ungroup.
- Press \uparrow ⌘ G

Ungroup All

Use Ungroup All  to split all the groups within the selected group into their individual lines and areas.

Use Select All  and then Ungroup All to Ungroup whole drawings.

Note: You can use Undo to reverse the effects of Ungroup All.

Ungroup all grouped objects

- Select a Group, then click Ungroup All .
- Select a Group, then choose Draw > Group > Ungroup All.
- Press \wedge ⌘ G

Combine

Make Holes

Use Make Holes  to create a hole in the fill for a shape. This is done by combining the paths (lines) for the selected objects. Make Holes is only enabled when more than one filled shape is selected.

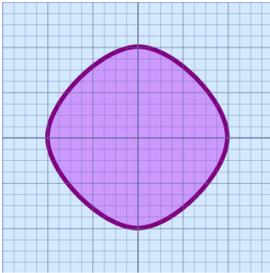
Note: The shapes should overlap for Make Holes to show an effect.

Make Holes in filled objects

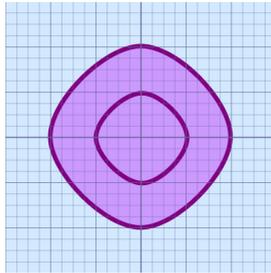
- Select two overlapping filled objects on the canvas, then click Make Holes .
- Select two overlapping filled objects on the canvas, then choose Draw > Combine > Make Holes
- Press ⌘B

Use Make Holes to Create a Filled Shape with a Hole

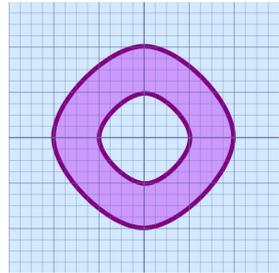
- 1 Use Freehand Draw  or Insert Shapes  to draw two filled shapes.
Note: Make Holes is dimmed (unavailable) while you do this.
- 2 Resize one of the shapes so that it will fit entirely within the other shape (for example, a circle within a circle).
- 3 Move the smaller shape on top of the larger shape.
- 4 Use Box Select  to select both shapes as a block. Make Holes is now available. You can check in the FilmStrip to see that both shapes are selected.
- 5 Click Make Holes . The shape within a shape is now a filled area with an unfilled hole in it.



Draw a filled shape



Add a filled shape inside



Select Make Holes

Uncombine

Use Uncombine  to break apart an object combined with Make Holes .

Uncombine combined objects

- Select a combined object in the FilmStrip or on the canvas, then click Uncombine .
- Select a combined object, then choose Draw > Combine > Make Holes
- Press ⌘B

Uncombine a Combined Object

- 1 Use one of the selection tools to select an object combined with Make Holes .
 - 2 In the toolbar click Uncombine .
- The combined filled area is split into separate overlapping shapes, and any holes in fill areas have now gone.
- Note: The filled areas remain the same colors that they were when combined.*

Create motifs for use in lines and fills in your embroideries, and stitches for use on your embroidery machine.

Using Motifs

Create and adjust motifs and machine stitches in the Motifs and Stitches pop-up menu.

A motif is a small element in the mySewnet™ Embroidery Software designed so that it will repeat along a line or along multiple lines to fill an area.

Choose any available motif for motif lines, tapered motifs columns and fill areas. The size of motifs can be changed. For motif fill areas, a second motif can be chosen for alternating lines, and the spacing, offset and angle of lines can be changed.

Note: All the system motifs are in the Universal Group. You can use My Motifs for motifs that you create. The default motif is a star, Pattern 5 in the General Motifs I category.

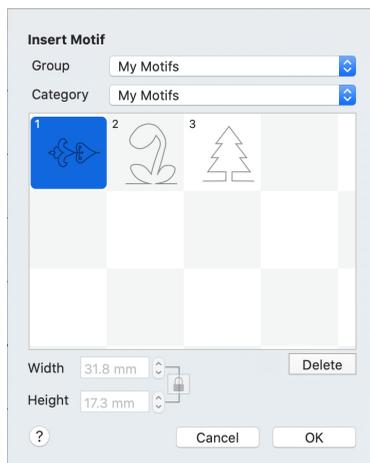
Create and modify motifs, and machine stitches for certain machines, using these functions.

Insert and Export Motifs

Insert Motif

Use Insert Motif to open an existing motif to modify it, or to create a stitch for certain sewing machines.

Use the Insert Motif dialog to browse thumbnails of motifs before opening them. Choose a Group and a Category to view, then load a motif.



Select Insert Motif

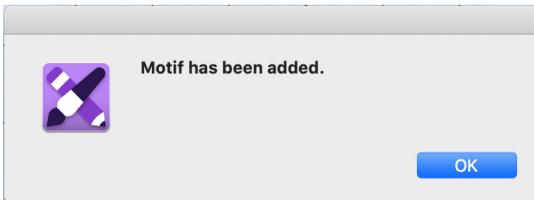
- Choose Draw > Motifs and Stitches > Insert Motif.

Insert a Motif

- 1 Choose Draw > Motifs and Stitches > Insert Motif and the Insert Motif dialog appears.
- 2 Click on the upper pop-up menu on the right to select a motif Group (for example Universal or My Motifs)
- 3 Click on the lower pop-up menu on the right to select a Category (for example Candlewicking).
- 4 Click on a motif thumbnail to load it into the Draw window in mySewnet™ Draw & Paint.
- 5 Click OK to close the dialog.
Click the Cancel to exit without selecting a motif.

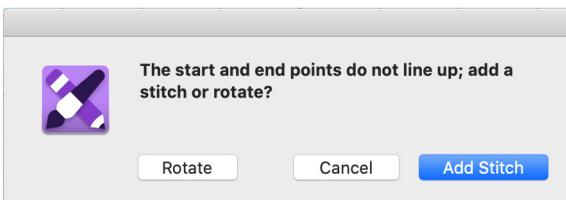
Export to My Motifs

Use Export to My Motifs to save the design or selected area on the screen to the My Motifs database. A message appears saying that the motif has been exported.



Only the motif design is saved, not the color.

If the first and last stitches are not aligned horizontally, a message appears to give you the option to add an alignment stitch.



Note: The start and end stitches should always be aligned horizontally. If the motif is saved with start and end stitches that are not level, or are reversed, the motif is automatically rotated when it is used to make a motif fill area or a motif line. The rotation forces the start and end stitches to be aligned from left to right.

Click Add Stitch to add the alignment stitch and then export the motif to the My Motifs database. Click Rotate to export the motif in its current state. Click Cancel to do nothing, which will give you the opportunity to align the start and end stitches as required.

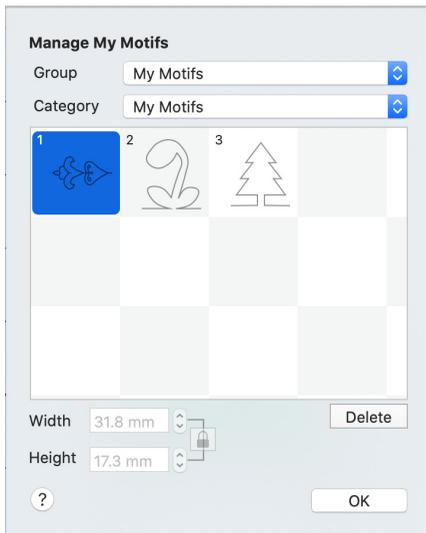
Note: If the start and end points are the same, for example if a closed line or shape is used, a different message about start and end points will be displayed, and the design will not be exported to My Motifs. Edit the design to give suitable start and end points, then export again.

Select Export Motif

- Choose Draw > Motifs and Stitches > Export to My Motifs.

Manage My Motifs

Use Manage My Motifs to delete unwanted My Motifs.



Select Manage My Motifs

- Choose Draw > Motifs and Stitches > Manage My Motifs.

Delete

To remove an unwanted My Motif, select the desired motif then click Delete. A message will appear to ask for confirmation. Click OK to remove the motif.

When a My Motif pattern is deleted, this will affect the numbering of all following My Motifs. Any design outline files in mySewnet™ Digitizing that uses that motif, or any of those that follow, will change accordingly.

Note: If there are more than 12 My Motifs, scroll to see any other motifs.

Backing up My Motifs

To backup up My Motifs, use the Backup MySettings feature in mySewnet™ Configure.

The Motif Selection dialog is used when selecting motifs for:

- Insert Motif
- Manage My Motifs

Creating Motifs

Creating Motifs

Any drawing can be made into a motif, but for best results use a simple design with start and end points that are aligned horizontally to the left and right.

To save the design or selected area on the screen as a motif, use Export to My Motifs.

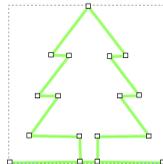
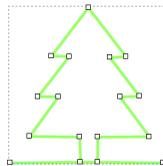
Note: To make a permanent copy of the motifs you create, use Save As  to save the design as an .ecq drawing file. This will save the precise position of the nodes that you used, and whether they were for curves or corners.

Create motifs manually, or by tracing an existing design loaded as a background picture.

Note: When saving a partially complete drawing to finish creating a motif, save as an .ecq file, then reload the file to continue.

Create a Motif

- 1 In the Draw Tab  of the Design Panel , select Point Draw .
- 2 Place points, using the Shift key to create corner or square points, to draw the outline of a tree from left to right. Control-click and choose Finish... to end the line. Start and finish on the same horizontal line.

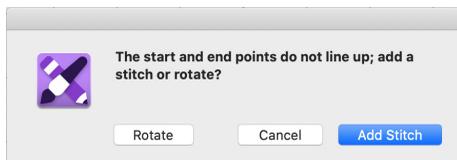


Note: The start and end stitches should always be aligned horizontally. If the motif is saved with start and end stitches that are not level, or are reversed, a stitch will be added, or the motif will be automatically rotated when it is used to make a motif fill area or a motif line. The rotation forces the start and end stitches to be aligned.

- 3 Choose File > Save and save the motif design as Tree Outline.ecq.
- 4 Ensure that the tree outline is selected.
- 5 Choose Draw > Motifs and Stitches > Export to My Motifs
- 6 If the first and last stitches are not aligned horizontally, a message appears to give you the option to rotate the motif or add an alignment stitch. Click the desired option and then export the motif to the My Motifs database.

To adjust the motif yourself, click Cancel to return to the work area, and align the start and end stitches as required.

Note: If the start and end points are the same, for example if a closed line or shape is used, a different message about start and end points will be displayed, and the design will not be exported to My Motifs. Edit the design to give suitable start and end points, then use Export to My Motifs again.



Design Size

Motifs should be designed at the size they are most likely to be used, as this will match the detail in the motif to the scale at which it is used. If you are likely to use

the same motif at different sizes, where one size is at least twice as big as the other, make two versions of the motif. Decreasing the size of a motif will create too much detail, and increasing the size of a motif will give an apparent loss of detail and smoothness.

The design size of a My Motif in mySewnet™ Draw & Paint is the default size it is set to when it is initially selected for use in a motif fill area or a motif line.

Moving Forward

Motifs are generally used as a chain of motifs in a motif fill area or a motif line. Motifs should be designed so that when they are used they are connected in sequence at the start and end points. Generally, the first and last points should be on the left and right of the motif respectively. This is so the motif can be used without it overlapping itself. For some motifs, however, it may be desirable to overlap the motif if it is a shape that can be nested as it repeats.

Lining Up the Motif

It is desirable for the first and last stitches to be created on the same horizontal line of the grid. This is so that the motif will be used with the orientation that is shown on the design area. If the first and last stitches are not lined up, the motif will be rotated when it is used so that they do line up from left to right.

Use of Nodes

Corner (square) nodes will always be stitched. Curved (round) nodes indicate the line to be used, but the program will calculate the number of points (stitches) required to make the curve.

Test Stitchouts

Always test your motifs on scrap pieces of the fabric you are going to use. Always use stabilizer to help prevent pull on the fabric.

Connecting Parts of a Design

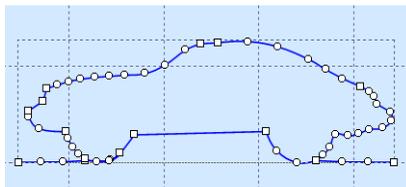
You can only make a motif from an image that is entirely connected. If there is no direct connection between parts of the design, they cannot be exported as a motif. Add connecting lines to the design in the design area before using Export to My Motifs. Alternatively, delete any unconnected details, leaving an outline.

Lead-in and Lead-out Lines

Add lines that lead in and lead out of your design before exporting.

Note: To ensure that the motif is created to line up correctly, use the grid.

The example shows how you might use lead-in and lead-out lines; they have been added to give the illusion that the car is sitting on the road.



Notice that the lead-in and lead-out lines are the furthest left and furthest right parts of the design.

Simplifying the Design

There may be too much detail in a design. Use Edit Points  and Delete Points  to remove extra details, and smooth outlines.

- Use Edit Points  to change the position of the nodes on the currently selected line. Moving a round node affects the two sections of line to either side of that node. This ensures line smoothness. You can append one line to another by joining two end nodes. The line that is joined to will take on the characteristics of the line that does the joining.
- Use Delete points  to remove the currently selected node. If a middle node is deleted, the line will be redrawn to follow the path between the nodes that are left. Use Insert Points  to add a node to the currently selected line.

Using Your Motifs in mySewnet™ Digitizing

The motif that you created will be in the My Motifs Category in Manage My Motifs.

Note: You will also be able to see them in the Fill Area and Line Properties dialog for any type of motif line or fill in mySewnet™ Digitizing, and other mySewnet™ Embroidery Software modules.

See “Export to My Motifs” on page 79.

Use a Motif that you Created in mySewnet™ Digitizing

- 1 In mySewnet™ Digitizing select a line or fill area using Motif Line , Motif Fill , Tapered Motifs , Shape Fill , MultiWave Fill  or Curved Crosshatch Fill .
- 2 Control-click the object to open the Fill Area and Line Properties dialog.
- 3 In the Group pop-up list select My Motifs. The My Motifs Category is selected automatically.
- 4 From the Pattern pop-up list select the desired motif.
- 5 Use Height and Width to set the size of your chosen motif.

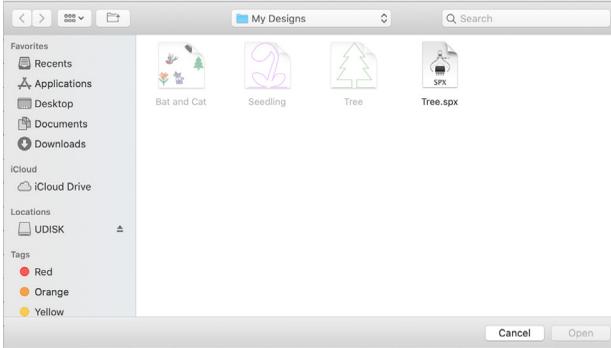
Note: When checking a new motif in Fill Area and Line properties, increase the Vertical Gap to see the individual rows of the motif.

- 6 Click OK to place the motif in your line or fill.

Machine Stitches

Insert Machine Stitch

Use Insert Machine Stitch to open an existing stitch to modify it, or to export it as a motif. mySewnet™ Draw & Paint displays the Open dialog so you can choose a machine stitch design file to open. 9mm, Maxi and Spx files may be loaded.



The following options allow you to specify which file to open:

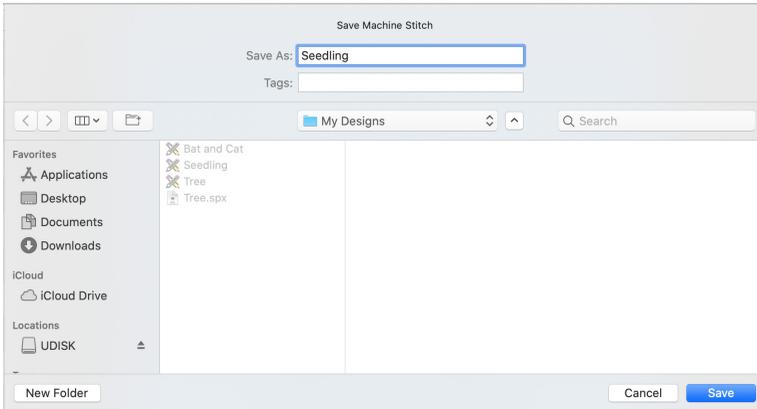
Select Insert Machine Stitch

- Choose Draw > Motifs and Stitches > Insert Machine Stitch.

Export Machine Stitch

Use Export Machine Stitch to save the drawing or selected area as an .spx machine stitch for certain sewing machines, or send it to the sewing machine. Save and name the design file. mySewnet™ Draw & Paint displays the Save Machine Stitch dialog.

If the first and last stitches are not aligned, a message appears to give you the option to add an alignment stitch.



Note: You can set the Maximum Stitch Length for exported machine stitches in Preferences. See “Exporting Machine Stitches” on page 121.

Save

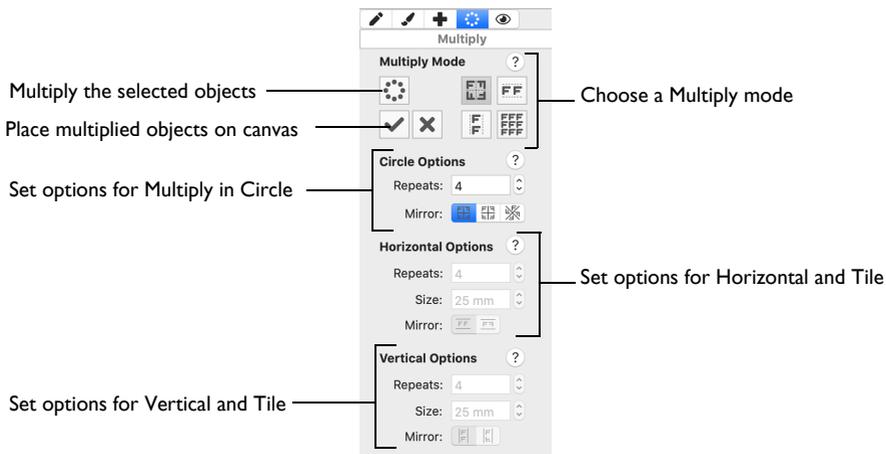
Save the design as a machine stitch in Spx (.spx) format.

Select Export Machine Stitch

- Choose Draw > Motifs and Stitches > Export Machine Stitch.

Create multiple copies of drawings as a circle, line or grid with **Multiply**. Reflect and rotate the copied designs.

Use **Multiply**  to repeat drawings or actions automatically by reflecting across and/or down, and by rotating. Symmetrical designs can be created quickly and easily. All changes in the drawing, such as adding, editing, pasting and removing lines and groups are multiplied.



Note: You can use the select tools, and Group and Ungroup, while Multiply is active.

Multiply can reflect or rotate images. Existing objects are not affected, but the selected objects or any new object that is either drawn or pasted in is reflected or rotated. The blue Multiply reflection lines are shown on the canvas when Multiply is enabled.

Note: Try drawing and inserting designs while Multiply is active.

To start Multiply

- In the Multiply Tab  of the Design Panel , click Enable Multiply .

Use Multiply to Create Copies of a Design

- I Load or draw a design.

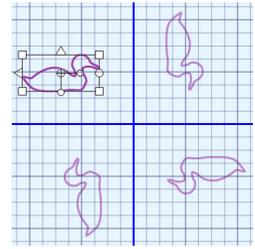
2 Select the design with Box Select , Point Line Select , or Freehand Select .

3 Drag the design upwards and to the left to move it a short distance from the center of the canvas.

4 Click the Multiply Tab  in the Design Panel .

5 Click Enable Multiply . Your design is multiplied in a circle with four repeats. The reflected areas are marked by heavy horizontal and vertical blue lines.

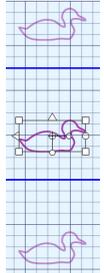
Note: The initial settings are Circle  and four Repeats, without Mirroring.



6 In the Multiply Mode section click Horizontal . The three repeated designs are now either side of the original, and the blue Multiply lines run vertically.

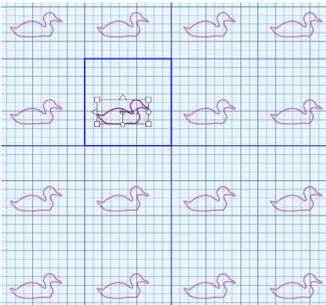


7 In the Multiply Mode section click Vertical . The three repeated designs lie above and below the original, and the Multiply lines run horizontally.



8 In the Multiply Mode section click Tile . There are now 15 copies of your original design, forming a grid, with the original design within a blue outlined square.

9 If needed, move your original design within the blue square. Note: This blue square forms the original area that is multiplied. You can use the Mirror and Size options to reflect the multiplied designs, and to set the size of the zone within the blue lines.



10 Click Apply Multiply  to place the multiplied designs on the canvas.

Note: To go back to your original single design, use Undo after using Apply Multiply.

Multiply Mode

Use the Multiply Mode functions in the Multiply Tab  to set your Multiply style, and to enable Multiply.

Enable Multiply

Use Enable Multiply  to activate the Multiply options.

Note: Only new objects, or objects that were selected when Multiply was started, are affected by Multiply.

Circle

Use Circle  to multiply designs in a circle, and to create kaleidoscope style patterns.

Use the Circle Options to change the number of designs, and to mirror the designs.

Horizontal

Use Horizontal  to multiply designs along a horizontal line.

Use the Horizontal Options to change the number of designs, the size of the Multiply zone, and to mirror the designs.

Vertical

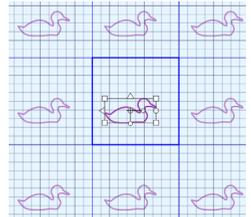
Use Vertical  to multiply designs along a vertical line.

Use the Vertical Options to change the number of designs, the size of the Multiply zone, and to mirror the designs.

Tile

Use Tile  to multiply designs within a horizontal and vertical grid, from a square blue Multiply zone.

Use the Horizontal Options and the Vertical Options to change the number of designs, the size of the Multiply zone, and to mirror the designs.



Apply Multiply

Use Apply Multiply to place the multiplied designs on the canvas.

Circle Options

The Circle Options enable you to set the number of repeats and reflect copies of the multiplied designs as facing pairs.

Repeats

Set the number of repeats for the multiplied circle of designs from 2 to 40. The initial number is 4.

Mirror

Use Mirror  to reflect the designs to form pairs. Each alternate copy of the design is reflected. This generally looks best if the number of Repeats is an even number.

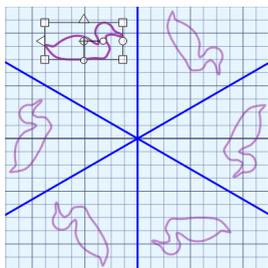
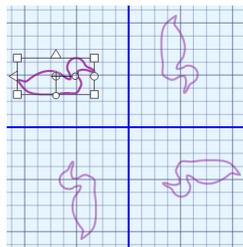
Alternative Mirror

Use Alternative Mirror  to reflect the designs with a rotated axis.

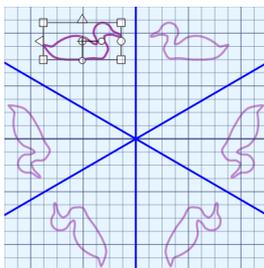
Use the Multiply Circle Options

Choose File > New to open a new canvas.

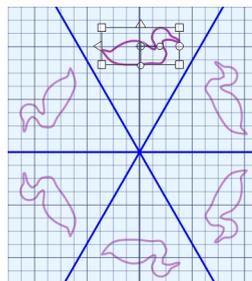
- 2 Load or draw a design.
- 3 Select the design with Box Select , Point Line Select , or Freehand Select .
- 4 Drag the design upwards and to the left to move it a short distance from the center of the canvas.
- 5 Click the Multiply Tab  in the Design Panel .
- 6 Click Enable Multiply . Your design is multiplied in a circle with four repeats. The reflected areas are marked by heavy horizontal and vertical blue lines.
 Note: The initial settings are Circle  and four Repeats, without Mirroring.
- 7 In the Circle Options area, increase Repeats to 6. There are now six blue Multiply lines.
- 8 Move your design so that it does not cross any of the blue Multiply lines.



Without Mirror

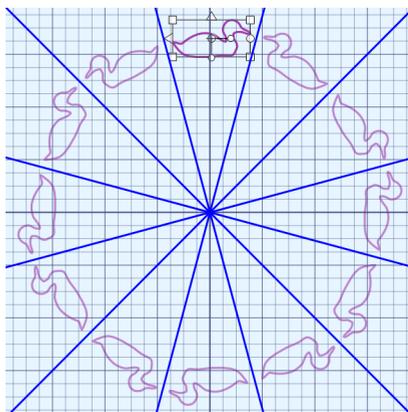


With Mirror



With Alternative Mirror

- 9 In the Circle Options area, click Mirror . Pairs of designs now face each other.
- 10 In the Circle Options area, click Alternative Mirror .
 Note: Some of your designs may now be badly overlapping.
- 11 Move your original design so that it is between two of the blue Multiply lines, and over the central grid line.
 Note: When using Mirror and Alternative Mirror, designs will overlap if they cross one of the blue Multiply lines.
- 12 Try using a different number of Repeats, and options with and without Mirroring.
- 13 Click Apply Multiply  to place the multiplied designs on the canvas.



Horizontal Options

The Horizontal Options enable you to set the number of repeats, set the Size of the Multiply zone, and reflect copies of the multiplied designs as facing pairs.

Note: The Horizontal Options are used with the Horizontal and Tile Multiply Modes.

Repeats

Set the number of repeats for the horizontal line of designs from 2 to 40.

Size

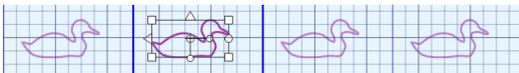
Use Size to set the width of the Multiply zone from 10.0mm to 1000.0 mm. in steps of 0.1 mm.

Mirror

Use Mirror  to reflect the designs to form pairs. Each alternate copy of the design is reflected.

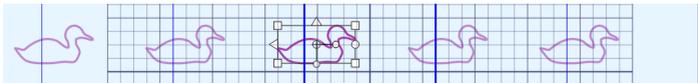
Use the Multiply Horizontal Options

- 1 In the View Tab  of the Design Panel , ensure that the Canvas is set to 100mm x 100mm in size.
Note: This is the initial setting for the Canvas.
- 2 Load or draw a design.
- 3 Select the design with Box Select , Point Line Select , or Freehand Select .
- 4 Drag the design upwards and to the left to move it a short distance from the center of the canvas.
- 5 Click the Multiply Tab  in the Design Panel .
- 6 In the Multiply Mode section click Horizontal .
- 7 Click Enable Multiply . Three repeated designs can be seen either side of the original. Blue Multiply lines run vertically.



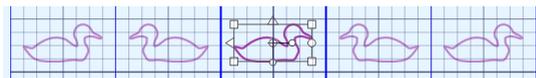
The initial settings are 4 Repeats, with the Size of the Multiply zone set to 25.0mm.

- 8 Set Repeats to 5. At least one of your designs is outside the Canvas grid, and the central blue line may cross your design.



Pale blue lines mark out the other Multiply zones.

- 9 Set the Size to 20mm, so that the designs will fit within the Canvas grid.
Note: Use Size to fit designs within a Multiply zone. Increase the Size to move the designs further apart. Decrease the Size to move the designs closer together, and to overlap them.
- 10 Ensure that your original design is between the two central heavy blue lines, then click Mirror . The designs form facing pairs.



- 11 Move the central design to the right towards its reflected copy. The designs now overlap.
Note: It is often desirable to adjust the Size until designs are touching or very close together when creating an embroidery, as this will reduce the number of movement stitches.

Vertical Options

The Vertical Options enable you to set the number of repeats, set the Size of the Multiply zone, and reflect copies of the multiplied designs as facing pairs.

Note: The Vertical Options are used with the Vertical and Tile Multiply Modes.

Repeats

Set the number of repeats for the horizontal line of designs from 2 to 40.

Size

Use Size to set the width of the Multiply zone from 10.0mm to 1000.0 mm. in steps of 0.1 mm.

Mirror

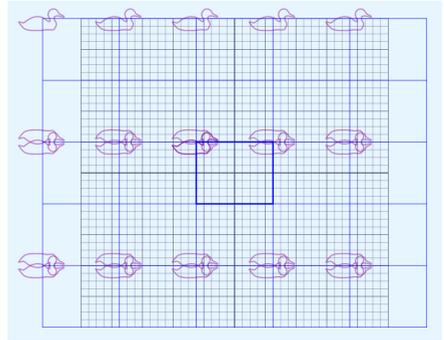
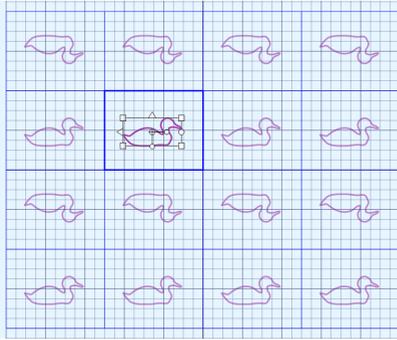
Use Mirror  to reflect the designs to form pairs. Each alternate copy of the design is reflected.

Use the Multiply Vertical Options

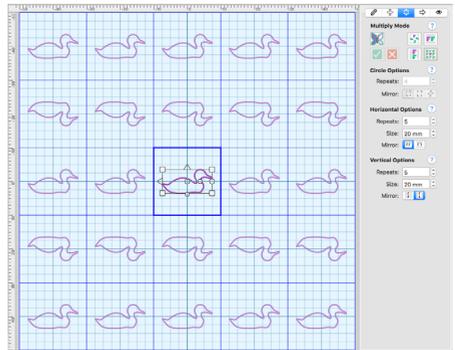
- 1 In the View Tab  of the Design Panel , ensure that the Canvas is set to 100mm x 100mm in size.
Note: This is the initial setting for the Canvas.
- 2 Load or draw a design.
- 3 Select the design with Box Select , Point Line Select , or Freehand Select .
- 4 Drag the design upwards and to the left to move it a short distance from the center of the canvas.
- 5 Click the Multiply Tab  in the Design Panel .
- 6 In the Multiply Mode section click Vertical .
The three repeated designs lie above and below the original, and the Multiply lines run horizontally.
Note: The initial settings are 4 Repeats, with the Size of the Multiply zone set to 25.0mm.
- 7 Set the Size to 20mm, to reduce the size of the Multiply zone.
- 8 Click Mirror , half of your designs are now upside down!
Note: Use Size to adjust the distance between your designs, and use Repeats to increase or decrease the number of designs.



- 9 In the Multiply mode section, click Tile . Both the Horizontal and Vertical Options are now available.



- 10 Increase both the Horizontal and Vertical number of Repeats to 5.
Note: Your designs may show confusing overlapping.
- 11 Drag your original design into the center of the blue Multiply box.
Note: If your design is larger than the box, there will still be some overlapping. Increase the Horizontal or Vertical Size to prevent overlapping.
- 12 Try using a different number of Repeats, and different settings for Size and Mirror with both the Horizontal and Vertical Options.

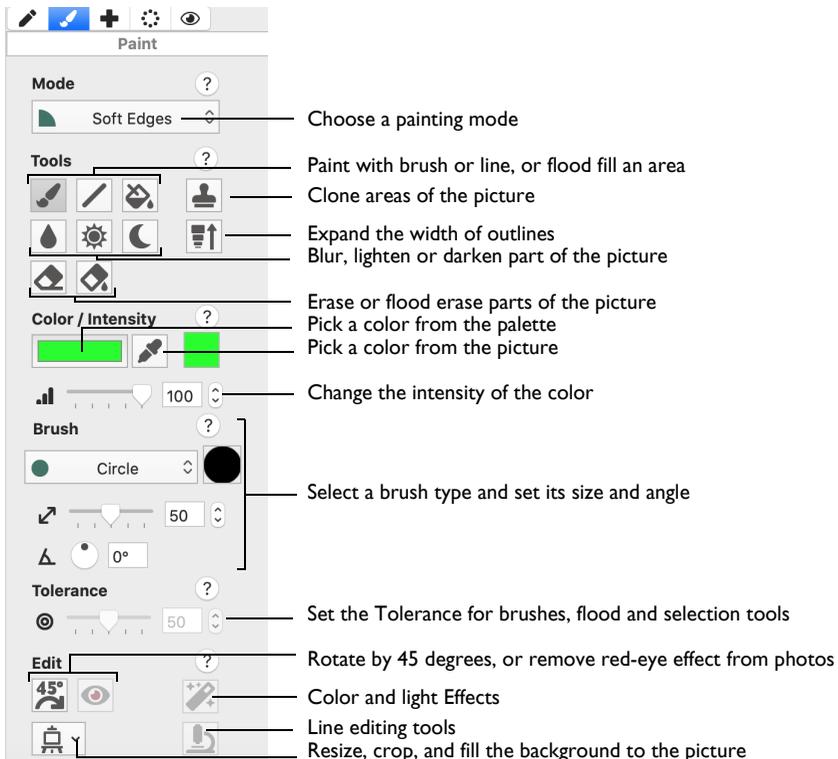


- 13 Click Apply Multiply  to place the multiplied designs on the canvas.
Note: If you change to Circle  with a design in the center of the Canvas, all of the design copies will appear to collapse into the middle. Drag your original design up and towards the left, and your designs will spread out around the circle.

Use the Paint window to select colors, and paint lines and fill areas for your picture, and to edit photos for a PhotoStitch design.

A full range of painting functions is available for raster graphics files (created using a grid of pixels, and less easily resizable than vectors). In addition to the standard features, the Paint tab includes a range of Effects for improving pictures ready for creating designs.

Use the Paint toolbar to select part or all of your picture, and use the Paint window control panel to select colors, and paint lines and fill areas for your picture, and to make changes to your picture.



Mode

Choose a mode for editing your picture:

- **Soft Edges**  are used when editing photographs, paintings or pictures for PhotoStitch. The Tools give a softer (anti-aliased) edge with gradients and semi-transparencies.
- **Hard Edges**  are used when editing and cleaning clipart for designing over, such as when using the Express Design Wizard or digitizing in the Create windows. The Tools will give a pixelated edge.

Select a Mode from the pop-up menu before starting work.

Note: Some tools are not available in both modes, for example Expander  cannot be used with Soft Edges , and Blur  cannot be used with Hard Edges .

Soft Edges

Soft Edges  are typically used when editing photographs, paintings or pictures for PhotoStitch. The Tools give a softer (anti-aliased) edge with gradients and semi-transparencies.

Note: To see the effect of using Soft Edges , draw a thick line in a dark color with the Paintbrush , using the Brush type Very Soft Circle.

To use a Soft Edge tool

- In the Paint Tab  of the Design Panel , in Mode choose Soft Edges .
- Choose Paint > Soft Edges.

Hard Edges

Hard Edges  are typically used when editing and cleaning clipart for designing over, such as when using the ExpressDesign Assistant or creating designs in mySewnet™ Digitizing. The Tools give a pixelated edge.

Note: Tools such as Blur, Highlight and Lowligh that would create a gradient or semi-transparency are grayed out.

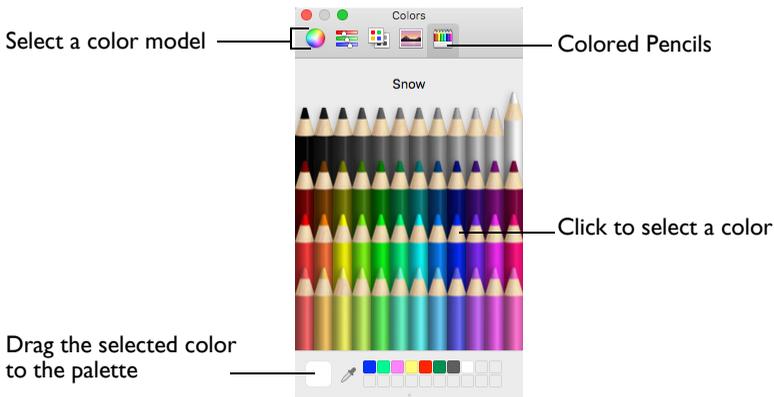
To use a Hard Edge tool

- In the Paint Tab  of the Design Panel , in Mode choose Hard Edges .
- Choose Paint > Hard Edges.

Choose Painting Colors

Colors Window

Use the Colors window to choose a color for a line or fill.



Use the Colored Pencils to select a color quickly.

Note: Other color models show a greater variety of shades: Color Wheel, Color Sliders, Color Palettes and Image Palettes.

Select a Color for Painting

- 1 In the Paint Tab  of the Design Panel  , click the color in the Color / Intensity section to open the Colors window.
- 2 Click Colored Pencils  to select the Colored Pencils color model.
- 3 Click one of the 48 pencils. The color changes in the Paint tab, and in the affected objects on the canvas.
- 4 Close the Colors Window.

Pick Color

Use Pick Color  to select a color from the picture on the screen and make it color in the Color box.

This is useful for choosing colors from the picture for drawing that do not appear in the Color palette.

To use Pick Color

- In the Paint Tab  of the Design Panel  , in the Color / Intensity section click Pick Color  , then click to select a color from the picture.

Intensity

Intensity  controls the intensity of the tool you are using. Drag the slider or change the numbers to alter the Intensity.

Note: For example, Paintbrush  paints in full color using 100%, but is faded at lower values; at 1% it is barely visible, but will show if you constantly paint over the same area.

Intensity is initially set to 100%.

Tools

Paintbrush

Use the Paintbrush  to paint lines on the picture that follow the movement of the pointer. Choose one of the Brush Shapes, and set its Size and Angle. See “Brush Types” on page 101.

To use the Paintbrush

- In the Paint Tab  of the Design Panel , click Paintbrush .
- Choose Paint > Paintbrush.

Draw a Line with the Paintbrush

- 1 Select the desired color in the Color panel. Use Pick Color  if you want to select a color from the picture.
- 2 Click the Paintbrush icon .
- 3 Change the line width and style if desired by selecting a Brush Shape, Size and Angle.
- 4 Drag across the work area from the desired start point to the desired end point to draw a line. A line appears showing the freehand line as it is drawn. Lift the pen or release the mouse button and the line is completed.
- 5 Each time you drag and release a new line is drawn, until another feature is selected.
Note: You can single-click to place dots of color.

Line

Use Line  to draw straight lines in the picture. Set the width of the line with Size  in the Brush section. See “Size” on page 101.

To use Line

- In the Paint Tab  of the Design Panel , click Line .
- Choose Paint > Line.

Draw Straight Lines with the Line Tool

- 1 Select the desired colors for foreground and background in the Color panel. Use Pick Color  if you want to select colors from the picture.
- 2 Click the Line icon .
- 3 Change the line width if desired by selecting a line width in Size  in the Brush section.
- 4 Drag across the work area from the desired start point to the desired end point to draw a line. A line appears "attached" to the pointer showing the size of the line that will be drawn. The length of the line in pixels is shown in the status bar.
- 5 Lift the pen or release the mouse button and the line is drawn in the foreground color.
- 6 Each time you drag and release a new line is drawn, until another feature is selected.

Flood Fill

Use Flood Fill  to fill an area of the picture with the selected color. The pointer changes to the paint bucket . The area to be filled is defined by other colors surrounding it or the edges of the work area. Click to fill an area using the selected

color. Flood fill will not flow across gaps between separate areas of the same color. Either fill each area separately, or use other drawing tools to 'patch up' a shape to make it a continuous area of the same color.

To use Flood Fill

- In the Paint Tab  of the Design Panel , click Flood Fill . Click to fill an area.
- Choose Paint > Flood Fill.

Flood Fill an Area

- 1 Select the desired color in the Color panel. Use Pick Color  if you want to select colors from the picture.
- 2 Click the Fill icon  and the pointer changes to the paint bucket .
- 3 Change the color sensitivity of Flood Fill with Tolerance , by adjusting the slider. See "Tolerance" on page 102.
- 4 Click on a color within your picture. Adjacent areas in the picture with a similar color to the area that you clicked are filled with the foreground color (or the background color, if you right-click).
- 5 Flood Fill is enabled until another tool is activated, or you right-click to deselect it.

Blur

Note: Not available with Hard Edges.

Use Blur  to blur the area under the brush.

Blur has soft edges. The pixels closer to the center of the brush are affected more than those around the edge.

To use Blur

- In the Paint Tab  of the Design Panel , click Blur .
- Choose Paint > Blur.

Blur an Area of the Picture

- 1 Click the Blur icon .
- 2 Change the line width and style if desired by selecting a Brush Shape, Size and Angle. See "Brush Types" on page 101.
- 3 Drag across the work area from the desired start point to the desired end point. The detail in that part of the picture is slightly blurred.
- 4 Lift the pen or release the mouse to complete the action.
- 5 Each time you drag and release a new area is affected, until another feature is selected.

Highlight

Note: Not available with Hard Edges.

Use Highlight  to increase the lightness of an area of the picture, and make it more prominent.

Highlight has soft edges. The pixels closer to the center of the brush are affected more than those around the edge.

To use Highlight

- In the Paint Tab  of the Design Panel , click Highlight .
- Choose Paint > Highlight.

Highlight an Area of the Picture

- 1 Click the Highlight icon .
- 2 Change the line width and style if desired by selecting a Brush Shape, Size and Angle. See “Brush Types” on page 101.
- 3 Drag across the work area from the desired start point to the desired end point. That part of the picture is highlighted (brightened).
- 4 Lift the pen or release the mouse button to complete the action.
- 5 Each time you drag and release a new area is affected, until another feature is selected.

Lowlight

Note: Not available with Hard Edges.

Use Lowlight  to decrease the lightness of an area of the picture, and make it less prominent.

Lowlight has soft edges. The pixels closer to the center of the brush are affected more than those around the edge.

To use Lowlight

- In the Paint Tab  of the Design Panel , click Lowlight .
- Choose Paint > Lowlight.

Lowlight an Area of the Picture

- 1 Click the Lowlight icon .
- 2 Change the line width and style if desired by selecting a Brush Shape, Size and Angle. See “Brush Types” on page 101.
- 3 Drag across the work area from the desired start point to the desired end point. That part of the picture is made darker, by removing brightness from it.
- 4 Lift the pen or release the mouse button to complete the action.
- 5 Each time you drag and release a new area is affected, until another feature is selected.

Erase Tools

Use the erase tools to remove part of the picture, leaving a transparent area.

Erase

Use Erase  to erase areas of the picture. The pointer changes to the Erase pointer . Choose one of the Brush Shapes for the eraser, and set its Size and Angle. See “Brush Types” on page 101.

Note: To remove a large area of the picture, select the area then Delete or Cut the area. Alternatively, use Flood Erase .

To use Erase

- In the Paint Tab  of the Design Panel , click Erase .
- Choose Paint > Erase.

Erase Part of the Picture

- 1 Click the Erase icon . The pointer changes to the eraser pointer .
- 2 Change the style and width if desired by selecting a Brush Shape, Size and Angle.
- 3 Drag across the work area to erase an area. Whenever the cursor passes over a pixel that is not transparent, it changes it to transparent.
- 4 Each time you drag, areas are erased, until another feature is selected. Also use single clicks to erase dots.

Flood Erase

Use Flood Erase  to fill areas of the picture to make them transparent. The pointer changes to the Flood Erase pointer . The area to be filled is defined by other colors surrounding it or the edges of the work area. Click to fill an area.

Flood Erase will not flow across gaps between separate areas of the same color. Either fill each area separately, or use other drawing tools to 'patch up' a shape to make it a continuous area of the same color.

Use the Tolerance  settings to select the color variation for the area to be erased. See "Tolerance" on page 102.

To use Flood Erase

- In the Paint Tab  of the Design Panel , click Flood Erase .
- Choose Paint > Flood Erase.

Remove a Background with Flood Erase

- 1 Click the Flood Erase icon  and the pointer changes to the Flood Erase pointer .
- 2 Change the color sensitivity of Flood Erase with Tolerance , by adjusting the slider. See "Tolerance" on page 102.
- 3 Click on a color within your picture. Adjacent areas in the picture with a similar color to the area that you clicked are erased.

Clone

Use the Clone  tool to copy a color and texture from one part of a picture to another. The Clone tool is useful for editing out unwanted features in a photo, or stamping a motif on part of an image.

Control-click and select **Reset Origin** from the context menu, or press the **Command** key, to reset the origin point when cloning.



Place the origin pointer



Remove unwanted details

Use **Persistent Offset for Clone Tool** in Preferences to change the behavior of the origin point. See “**Persistent Offset for Clone Tool**” on page 121.

Note: When set, the origin moves with the pointer when lifted. Otherwise, the origin point reverts to its original position each time the pointer is lifted.

To use Clone

- In the Paint Tab  of the Design Panel  , click Clone .
- Choose **Paint > Clone**.

Using the Clone Tool

- 1 Load a photo or picture for editing.
- 2 Choose the brush size.
Note: A small brush will take longer, but help with detail.
- 3 Choose the type of brush for copying.
Note: Clone is most easily used at 100% Intensity, and with a solid edged brush such as Circle.
Note: For a smooth shading between copied and original areas, a soft brush such as Soft Circle may be used.
- 4 Click the Clone  tool, and move over the Canvas. The crosshairs pointer  can be seen.
- 5 Move the pointer over the area that you want to copy from.
- 6 Click the area to be copied. The Clone pointer appears .
- 7 Move over the area that you want to cover with the copied color and texture.
- 8 Paint the area with the borrowed color.
Note: Use a single click with Clone to stamp an area, or paint with Clone to mask unwanted areas in a photo.
- 9 Lift the pointer frequently if copying large areas.
Note: The copied area is refreshed each time the pointer is lifted, so lift frequently when copying cloned areas.
- 10 Control-click and select **Reset Origin Point** from the context menu to use the crosshairs pointer to select a new area to copy from.
Note: Alternatively, press **Command** to reset the origin.

Expander

Note: Not available with Soft Edges.

Expander  increases the width of lines or areas in the picture.

To use Expander

- In the Paint Tab  of the Design Panel , click Expander .
- Choose Paint > Expander.

Expand the Width of Lines in a Picture

- 1 Click the Expander  icon. The Expander pointer  appears.
- 2 Zoom in on a line that you want to expand.
- 3 Click on the line to expand it. All lines using that color in the picture are expanded.

Note: Click again to expand the lines further.

Brush Types

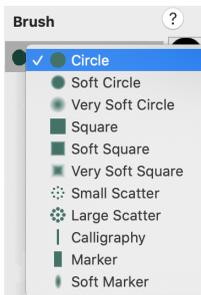
Choose a Brush Shape, then set a Size and Angle for your painting tool.

Note: Select Calligraphy and use a slight Angle for writing a greeting.

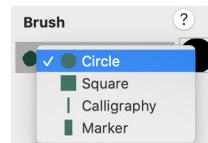
Brush

Choose a Brush shape for painting with.

A greater range of brush shapes is available with Soft Edges mode. See “Mode” on page 94.



Brushes for use with Soft Edges



Brushes for use with Hard Edges

Size

Use Size  to set the width of your brush stroke. Use the slider or change the numbers to change the size.

Size can be set from 1 to 100.

Angle

Use Angle  to set the angle of your brush. Use the slider or change the numbers to change the angle.

Note: Use Calligraphy at a slight Angle for writing.

Angle can be set from 1 to 180 degrees.

Tolerance

Use Tolerance  to adjust the number of shades of a color that are selected when using a tool such as Flood Fill  or Magic Wand . A higher tolerance increases the range of color shades that are selected, and a lower tolerance reduces the range of shades.

Note: A Tolerance value of 0 will select only pixels that exactly match, whereas a value of 100 will select all pixels.

Drag the Tolerance  slider to choose the range of color shades that will be selected with Tolerance.

Tolerance can be used with: Flood Fill , Flood Erase  and Magic Wand .

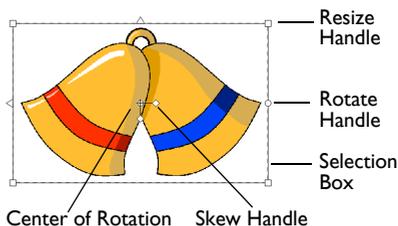
Editing Paintings

Use the Edit tools to adjust your picture or photo. Use Effects to change the colors, or for special effects.

Use one of the selection tools: Box Select , Freehand Select , Freehand Point Select , Ellipse Select , or Magic Wand Select  to select part of the picture as a block.

After selection, delete, cut, copy, resize, rotate or mirror the selection. Crop the picture so that only the selected area remains. Apply effects to enhance or adjust only the selected area.

For more information on selecting, modifying copying and cutting, see “Select, Modify & Copy” on page 20.



Resize Part of a Picture

When part of the picture has been selected with one of the selection tools, drag one of the corner resize handles to change the size of the area. When the pointer is over a resize handle the pointer changes to a double-headed arrow pointer .

Hold the Shift key down when resizing to keep the proportions the same. Hold the Ctrl key down to resize from the center. With selection tools other than Box Select, only the area that was selected is resized, even though the selection box appears rectangular.

Rotate Part of the Picture

Rotate part of the picture using the Rotate Handle on the selection box.

Note: To rotate part or all of the picture by exactly 90 degrees, use Rotate 45 .

Rotate Part of a Picture

- 1 Select part of the picture using one of the selection tools.
- 2 Drag the round rotate handle on the selection box to Rotate the area to any degree.

Note: When an area is chosen with one of the selection tools, only the area that was selected is rotated, even if the selection box appears rectangular.

Rotate 45

Use Rotate 45  to rotate the selected part of the picture by 45 degrees.

Note: When an area is chosen with one of the selection tools, only the area that was selected is rotated, even if the selection box appears rectangular.

Rotate 45  is dimmed if there is no selection.

To use Rotate 45

- In the Paint Tab  of the Design Panel , click Rotate 45 .
- Choose Paint > Rotate 45.

Remove Red-eye

Use Remove Red-eye  to reverse the red-eye effect caused when flash is reflected back by the retina of the eye.

Note: Remove Red-eye can also be used to remove other intrusive reds, such as red lights.

To use Remove Red-eye

- In the Paint Tab  of the Design Panel , click Remove Red-eye  to change the selected area.
- Choose Paint > Remove Red-eye to change the selected area.

Remove the Red Eye Effect from a Photo

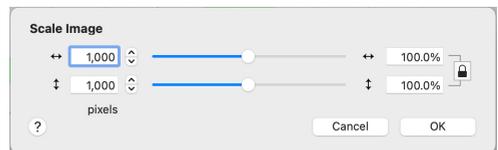
- 1 Use Zoom To Rectangle  to magnify the affected area.
- 2 Use Ellipse Select  to draw an ellipse around the affected eye.
If desired, use Add to Selection  and select the other eye at the same time. See “Add to Selection” on page 25.
- 3 Click Remove Red-eye . Any bright red in that part of the picture has a blue cast added to it, to counteract the red effect.
If you make a mistake, use Undo  to reverse red-eye removal, then try again.
- 4 Check the result in the work area.

Adjust the Canvas and Picture

Use the Canvas  tools to adjust your work area and picture.

Scale Image

Use Scale Image  to increase or decrease the size of the whole picture on the Canvas. The Resize dialog appears so you can enter a new picture size.



Note: The Scale Image function only resizes the whole picture, any selection within the picture is ignored. To resize part of the picture, use the resize handles to resize that selection. See “Select a Block of Objects” on page 20.

When the picture is resized it is automatically resampled. For example, if the picture size is increased, the resampling process interpolates (adds) pixels until the desired size is reached, matching the colors used to those already used in the picture. This produces a more pleasing result than if the pixels were simply expanded in size, which would produce a 'blocky' effect. However, it should be

realized that whenever a picture is resized, some change occurs compared with the original.

Note: A picture may be resized up to a maximum of 2000 pixels in each dimension.

To use Scale Image

- In the Paint Tab  of the Design Panel , choose Canvas  > Scale Image .
- Choose Paint > Canvas > Scale Image.

Resize a Picture

- 1 In the Canvas pop-up menu, choose Scale Image . The Resize dialog appears.
- 2 Move the slider bar until the desired width or height is shown, or type in the desired figure. The percentage related to the original picture is shown in the box to the right. For example, if the width is increased from 1000 pixels to 1100, the Percentage of Original Width would be shown as 110%.
- 3 If Proportional  is selected, the slider bars move together to keep the Height and Width in proportion. Deselect Proportional to change the Height and Width separately.
- 4 Click OK when the desired size is shown. The picture is resized.

Crop to Selection

Use Crop to Selection  to decrease the size of the picture by removing the parts that are not wanted. Use one of the selection tools, e.g. Box Select  or Freehand Select , to select the area of the picture that you wish to keep, then in the Canvas pop-up menu, select Crop to Selection . The parts of the picture outside the selection box are removed and the display adjusts to show the remaining part of the picture at the largest possible magnification.

Note: Crop to Selection is unavailable if there is no selection. Crop to Selection only removes rectangular areas of the picture, therefore the results will be the same whether you select the area using Box Select  or Freehand Select .

To use Crop to Selection

- In the Paint Tab  of the Design Panel , choose Canvas  > Crop to Selection .
- Choose Paint > Canvas > Crop to Selection.

Rotate Canvas

Use Rotate Canvas  to rotate the whole picture by any degree. The Rotate dialog appears so you can enter the rotation angle.

Note: The Rotate function only rotates the whole picture, so any selection within the picture is ignored. To rotate part of the picture, use the rotate handle on the selection box to rotate the selection. See “Rotate Part of the Picture” on page 103.

To rotate part or all of the picture by exactly 45 degrees, use Rotate 45 .

Note: When an area is chosen with one of the selection tools, only the area that was selected is rotated, even if the selection box appears rectangular.

To use Rotate Canvas

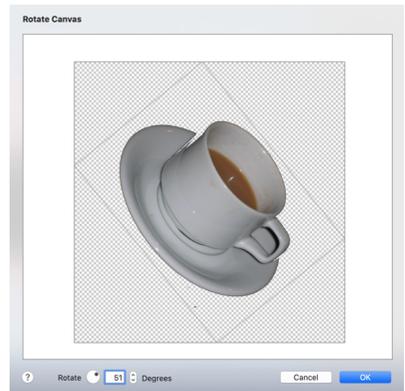
- In the Paint Tab  of the Design Panel , choose Canvas  > Rotate Canvas .
- Choose Paint > Canvas > Rotate Canvas.

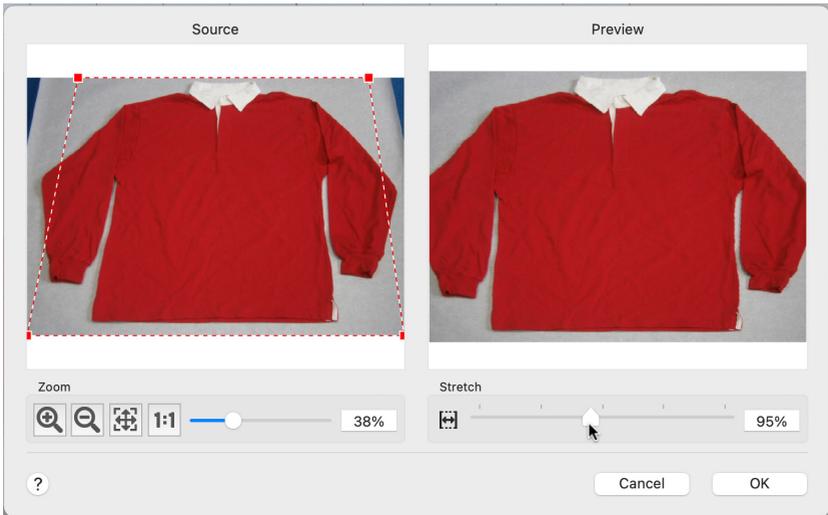
Rotate a Picture

- 1 Ensure that no part of the picture is selected. Any selection is ignored.
- 2 In the Canvas pop-up menu, click Rotate Canvas  and the Rotate dialog appears.
- 3 Use the up and down arrows to select the desired angle of rotation, or enter the desired figure.
- 4 When the rotation is as desired, click OK. The picture is rotated and, if necessary, resized.

Perspective Correction

To remove the effects of perspective in a picture, or to correct skew, select Perspective Correction . When using Perspective Correction, the crop handles are red.





Move the red handles so that the crop lines frame the picture. Use the Zoom tools to view the outline of the picture more clearly. Drag the Stretch Picture  slider to make the picture in the Preview wider or narrower.

To use Perspective Correction

- In the Paint Tab  of the Design Panel , choose Canvas  > Perspective Correction .
- Choose Paint > Canvas > Perspective Correction.

Fill Transparent

Use Fill Transparent  to fill any transparent areas of the canvas with the selected color.

To use Fill Transparent

- In the Paint Tab  of the Design Panel , choose Canvas  > Fill Transparent .
- Choose Paint > Canvas > Fill Transparent.

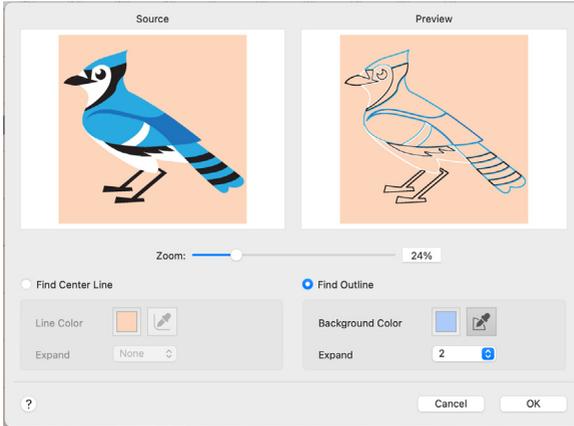
Fill the Background to a Picture

- 1 Use Pick Color  to select the background color from the picture on the screen. This selects the color that you will fill with.
- 2 In the Canvas pop-up menu, click Fill Transparent .
- 3 Any transparent areas around the picture, or within the picture, are filled with your selected color.

Line Finder

The Line Finder  tools are:

- Find Center Line
- Find Outline



The Line Finder tools are only available when Hard Edges  is enabled. See “Hard Edges” on page 94.

To use Line Finder

First, ensure that Hard Edges  is enabled.

- In the Paint Tab  of the Design Panel , choose Line Finder .
- Choose Paint > Line Finder.

Find Center Line

Use Find Center Line to reduce the thickness of the selected color area to one pixel only, or to the selected thickness (up to 5 pixels). The new outline will be halfway between the adjoining color areas, as they are widened to allow the selected color to be narrowed. The function works on any continuous color area within the picture, but it is most often used to thin an outline so that there are smaller gaps between areas of the picture. This can produce a more pleasing picture.

The thinning process produces a thinner outline that is more suitable for the QuickStitch™ features in mySewnet™ Digitizing.

Reduce the Thickness of an Outline

- 1 Click Open  and open ThinEg.bmp from /mySewnet/Samples/Digitizing/Pics. The black outline around the flower is relatively thick and looks unnatural. Use the Find Center Line to make the black area narrower.
- 2 Click Line Finder  in the Paint window Control Panel, and the Line Finder dialog is displayed.

If you do not select a line color with Pick Color, the current line color will be used. If this color is not used in the picture, the Find Center Line will have no effect.

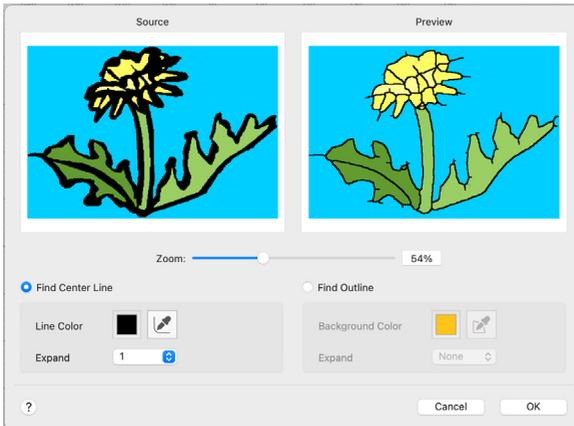
3 Click to select Find Center Line.

4 Use Pick Line Color  in the Find Center Line area to select the desired line color from the picture.

Be careful where you click when using Pick Line Color. The color you click on is the color that will be thinned. If you click on a fill area, this area will be thinned and the outline around it will be thickened to compensate. If the changes are not as desired, click Cancel and try again.

5 Click the thick black outline color in the picture.

6 In the preview pane the picture is redrawn with the thickness of the black outline reduced to one pixel. The green and yellow areas have become wider, as has the blue background. The new black outline runs through the center of the old one.



7 When the picture in the preview window at the right appears as desired, click OK.

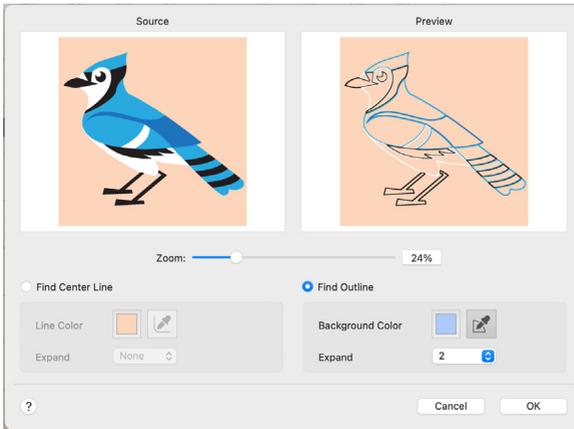
The Find Center Line tool may not work if your picture has dithering, for example a scanned image or one that has been converted from a JPEG file.

Find Outline

Find Outline finds the outlines around color areas in the picture. This may turn solid lines in the picture into paired outlines. The color of the original area is used for the outline, and the area inside each outline is filled with the background color.

Find the Outline in a Picture

- 1 Click Line Finder  in the Paint window Control Panel, and the Line Finder dialog is displayed.
- 2 Click to select Find Outline.
A Background Color is automatically selected from the picture, and in the preview pane, color areas in the picture are turned into outlines.
- 3 If desired, use Pick Background Color  in the Find Outline area to select a different background color from the picture.



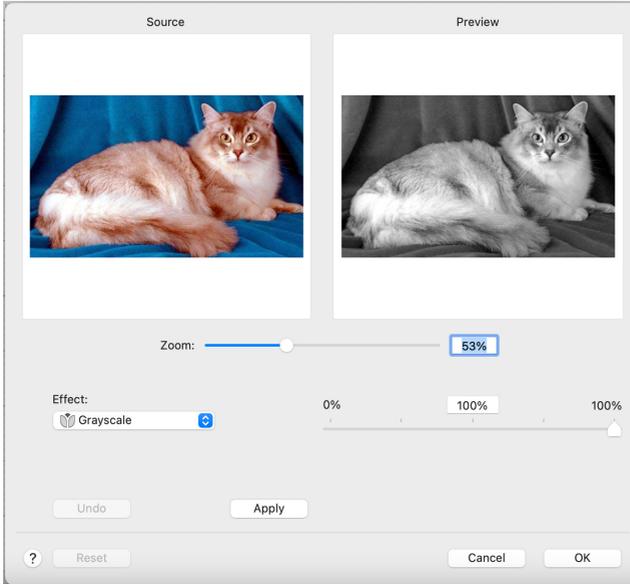
- 4 When the picture in the preview window at the right appears as desired, click OK.

Zoom

Use the Zoom bar to change the view of the picture. Zoom in (drag the slider to the right) to magnify the view. Zoom out (drag the slider to the left) to shrink the view.

Use the Effects  dialog in the Paint tab control panel to change and enhance the picture; for instance, to make certain features stand out or improve the color representation of the picture. Effects act on all, or the selected part, of the picture.

Effects



The effect types are:

- Brightness 
- Contrast 
- Gamma 
- Autolevel 
- Auto-contrast 
- Negative 
- Saturation 
- Hue 
- Grayscale 
- Sepia 
- Colorize 
- Color Filter 
- Inverse Color Filter 
- Blur 

- Sharpen 
- Despeckle 
- Monochrome 
- Reduce Colors 

Zoom

Use the Zoom bar to change the view of the picture. Zoom in (drag the slider to the right) to magnify the view. Zoom out (drag the slider to the left) to shrink the view.

Undo

Reset the picture back to the original settings.

To use Rotate 45

- In the Paint Tab  of the Design Panel , click Effects .
- Choose Paint > Effects.

Select an Effect

- 1 Click Effects  in the Paint tab control panel.
- 2 In the Effects dialog, click the pop-up menu and a list of effects appears.
- 3 Click the desired effect type. The Effects dialog opens.
- 4 Adjust the effects until the Preview window at the right appears as desired.
- 5 Click OK and the effects will be applied.



Brightness

The Brightness  effect makes the selected part or all of a picture lighter or darker than the original. Use it to lighten pictures that are too dark.

Adjust Brightness for the whole picture, or use Box Select or another selection tool to choose an area of the picture to change.

Adjust Brightness from -255 (Dark) to +255 (Light) in steps of 1.

Change the Brightness of a Picture

- 1 Click Effects  in the Paint tab control panel.
- 2 In the Effects dialog, click the pop-up menu and select Brightness .
- 3 Adjust the Brightness between -255 and +255 relative to the starting point by typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar. To brighten the picture, move the slider to the right, use the right arrow key, or type a positive number in the box. To darken the picture, move the slider to the left, use the left arrow key, or type a negative number in the box.
- 4 When the picture in the preview window at the right appears as desired, click OK.

Contrast

The Contrast  effect changes the amount of shading between areas for the selected part or all of a picture. Use it to make specific areas stand out. Adjust Contrast up to +10 or -10 more or less than the original. Increasing the setting will increase the darkness of dark areas and the lightness of light areas.

Adjust Contrast for the whole picture, or use Box Select or another select tool to choose an area of the picture to change.

Change the Contrast in a Picture

- 1 Click Effects  in the Paint tab control panel.
- 2 In the Effects dialog, click the pop-up menu and select Contrast .
- 3 Adjust the Contrast between -100 (Low) and +100 (High) relative to the starting point by typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar. To increase, move the slider to the right, use the right arrow key, or type a positive number in the box. To decrease, move the slider to the left, use the left arrow key, or type a negative number in the box.
- 4 When the picture in the preview window at the right appears as desired, click OK.
Click Undo to start again.

Gamma

Use Gamma  to adjust the brightness and contrast together so that dark areas are made brighter, but bright areas are not overexposed.

Adjust Gamma from 0.2 (Light) to 4 (Dark) in steps of 0.1. The initial setting is 1. Lower values will make the picture appear lighter.

Adjust Gamma for the whole picture, or use Box Select or another select tool to choose an area of the picture to change.

Adjust the Gamma in a Picture

- 1 Click Effects  in the Paint tab control panel.
- 2 In the Effects dialog, click the pop-up menu and select Gamma .
- 3 Adjust the Gamma between 2 and 40 by typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar. To increase, move the slider to the right, use the right arrow key, or type a positive number in the box. To decrease, move the slider to the left, use the left arrow key, or type a negative number in the box.
- 4 When the picture in the preview window at the right appears as desired, click OK.
Click Undo to start again.

Autolevel

Use Autolevel  to adjust brightness and contrast in the picture automatically. Autolevel improves brightness and contrast in most pictures, and can be used to bring out the color in underexposed pictures.

Use the slider to change the degree of Autolevel. Autolevel is set at 100% initially.

Occasionally Autolevel does not improve the appearance of a picture, and may need to be switched off.

Auto-contrast

Use Auto-contrast  to adjust the contrast between the bright and dark areas in the picture automatically, while retaining the detail. It can be used to sharpen a hazy picture.

Use the slider to change the degree of Auto-contrast. Auto-contrast is set at 100% initially.

Negative

Use Negative  to invert the luminosity of the picture, so that bright areas appear dark, and dark areas bright.

Use the slider to change the amount of inversion of the colors. Negative is set at 100% initially.

Saturation

The Saturation  effect changes the amount of gray in the selected part or all of a picture. Adjust Saturation between -100 (Gray) and +100 (Bright).

Increasing the setting enhances the intensity of colors in a picture, for instance, to make pale skin tones appear 'warmer'.

Adjust Saturation for the whole picture, or use Box Select or another select tool to choose an area of the picture to change. To turn part or all of a picture completely gray and create a grayscale effect, set saturation to -10.

Change the Saturation in a Picture

- 1 Click Effects  in the Paint tab control panel.
- 2 In the Effects dialog, click the pop-up menu and select Saturation .
- 3 Adjust the Saturation between -100 (completely gray) and +100 relative to the starting point by typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar. To increase, move the slider to the right, use the right arrow key, or type a positive number in the box. To decrease, move the slider to the left, use the left arrow key, or type a negative number in the box.
- 4 When the picture in the preview window at the right appears as desired, click OK. Click Undo to start again.

Hue

The Hue  effect changes the shades of the colors in the picture. Adjust the Hue between -180 and +180.

This effect makes colors change as if rotated around a color wheel. A small adjustment can make considerable changes to the color of a picture.

Adjust Hue for the whole picture, or use Box Select or another select tool to choose an area of the picture to change. To tint a picture with a specific color, use a Color Filter.

Change the Hue in a Picture

- 1 Click Effects  in the Paint tab control panel.
- 2 In the Effects dialog, click the pop-up menu and select Hue .
- 3 Adjust the Hue between -180 and +180 relative to the starting point by typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar. To increase, move the slider to the right, use the right arrow key, or type a positive number in the box. To decrease, move the slider to the left, use the left arrow key, or type a negative number in the box.
- 4 When the picture in the preview window at the right appears as desired, click OK. Click Undo to start again.

Grayscale

The Grayscale  effect changes all of the color shades in the picture to shades of gray. Adjust Grayscale between 0% and 100% in steps of 1. The initial setting is 100%.

Adjust Grayscale for the whole picture, or use Box Select or another select tool to choose an area of the picture to change.

Sepia

The Sepia  effect changes all of the color shades in the picture to shades of sepia (reddish-brown). Adjust the Sepia effect between 0% and 100% in steps of 1. The initial setting is 100%.

Adjust Sepia for the whole picture, or use Box Select or another select tool to choose an area of the picture to change.

Colorize

The Colorize  effect applies a single color to the picture at varying intensities. Use the upper slider to colorize with the selected color as from a color wheel, and the lower slider to fade the effect.

This effect makes colors change as if rotated around a color wheel.

The upper slider adjusts the color from 0 (Red) to 360 (Violet) in steps of 1 via orange, yellow, green and blue. The initial setting is 0 (Red).

The lower slider fades the effect from 100% (fully colorized) to 0% (original colors). The initial setting is 100%.

Color Filter

Use Color Filter  to tint the picture using the selected color and intensity. Only the light from the selected color passes through.

This effect makes colors change as if rotated around a color wheel.

The upper slider adjusts the color from 0 (Red) to 360 (Violet) in steps of 1 via green and blue. The initial setting is 0 (Red).

The lower slider sets the intensity of the color tint. 100% uses only the shades of the selected filter color, and 0% is no tint. The initial setting is 100% (fully tinted).

Use Color Filter for the whole picture, or use Box Select or another select tool to choose an area of the picture to change.

Use a Color Filter

- 1 Click Effects  in the Paint tab control panel.
- 2 In the Effects dialog, click the pop-up menu and select Color Filter .
- 3 Adjust the color for the filter (upper slider) between 0 and 360 typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar.
- 4 Adjust the color tint (lower slider) between 0% (no tint) and 100% (your selected color) relative to the starting point by typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar.
- 5 When the picture in the preview window at the right appears as desired, click OK.

Inverse Color Filter

Use Inverse Color Filter  to tint the picture in the opposite way to a physical filter using the selected color and intensity. Only the light from the selected color is removed.

This effect makes colors change as if rotated around a color wheel.

The upper slider adjusts the color from 0 (Red) to 360 (Violet) in steps of 1 via orange, yellow, green and blue. The initial setting is 0 (Red).

The lower slider sets the intensity of the color tint. 100% uses only the shades of the selected filter color, and 0% is no tint. The initial setting is 100% (fully tinted).

Use Inverse Color Filter for the whole picture, or use Box Select or another select tool to choose an area of the picture to change.

Use Inverse Color Filter

- 1 Click Effects  in the Paint tab control panel.
- 2 In the Effects dialog, click the pop-up menu and select Inverse Color Filter .
- 3 Adjust the color for the filter (upper slider) between 0 and 360 typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar.
- 4 Adjust the color tint (lower slider) between 0% (no tint) and 100% (your selected color) relative to the starting point by typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar.
- 5 When the picture in the preview window at the right appears as desired, click OK.

Blur

Use Blur  to blur the edges between differently colored areas in the picture, by smoothing the contrast between pixels adjacent to defined lines and shaded areas. Use the Blur effect to change the focus of a picture, or to remove unwanted detail from part of a picture.

Adjust Blur for the whole picture, or use Box Select or another selection tool to choose an area of the picture to change.

The upper slider adjusts Blur between 0 (Soft) and 3 (Strong) in steps of 1. The initial setting is 0.

The lower slider sets the intensity of the blurring from 0% to 100%. The initial setting is 100%.

Blur a Picture

- 1 Click Effects  in the Paint tab control panel.
- 2 In the Effects dialog, click the pop-up menu and select Blur .
- 3 Adjust the amount of blurring between 0 and 3 by typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar.
- 4 Adjust the intensity between 0% (no blurring) and 100% (full effect) by typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar.
- 5 When the picture in the preview window at the right appears as desired, click OK.

Sharpen

Use Sharpen  to enhance the edges between differently colored areas in the picture, by increasing the contrast between pixels adjacent to defined lines and shaded areas. Use the Sharpen effect to change the focus of a picture, or to enhance detail in part of a picture.

Adjust sharpness for the whole picture, or use Box Select or another selection tool to choose an area of the picture to change.

The upper slider adjusts Sharpen between 0 (Soft) and 100 (Strong) in steps of 1. The initial setting is 0.

The lower slider sets the intensity of the sharpening from 0% to 100%. The initial setting is 100%.

Sharpen a Picture

- 1 Click Effects  in the Paint tab control panel.
- 2 In the Effects dialog, click the pop-up menu and select Sharpen .
- 3 Adjust the Sharpness between 0 and 100 by typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar.
- 4 Adjust the intensity between 0% (no sharpening) and 100% (full effect) by typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar.
- 5 When the picture in the preview window at the right appears as desired, click OK.

Despeckle

Despeckle  removes small spots from the picture anywhere between 1 and 100 pixels in size. The initial setting is 1 pixel.

It is useful for pictures that have been scanned.

Despeckle a Picture

- 1 Click Effects  in the Paint tab control panel.
- 2 In the Effects dialog, click the pop-up menu and select Despeckle .

- 3 Either use the up and down arrows, or enter a number representing the size in pixels of the largest spot(s) to be removed. The preview on the right shows the despeckled version. If some of the detail that you wish to use to create your embroidery has been removed, click Undo. Then try again using a smaller number.
- 4 When the picture in the preview window at the right appears as desired, click OK.

Monochrome

The Monochrome effect  turns all shades or colors in the selected part or all of a picture into either black or white. It acts on the whole picture, or a selected area. The Monochrome effect is useful to create defined color areas that you can then color with the painting tools for artistic effects.

Adjust Monochrome between 0 and 254 in steps of 1. The initial setting is 254.

Use Monochrome on the whole picture, or use a selection tool to choose an area of the picture to change.

Change a Picture to Monochrome

- 1 Click Effects  in the Paint tab control panel.
- 2 In the Effects dialog, click the pop-up menu and select Monochrome .
- 3 Adjust the Monochrome Threshold between 0 and 254 by typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar. To make more of the picture black, move the slider to the right, use the right arrow key, or type a higher number in the box. To make more of the picture white, move the slider to the left, use the left arrow key, or type a lower number in the box.
- 4 When the picture in the preview window at the right appears as desired, click OK.

Reduce Colors

Use Reduce Colors  to reduce the number of colors in the picture, matching each pixel to a limited palette. It acts on the whole picture, or a selected area.

Use Reduce Colors to reduce the number of colors in the picture, for example to 'flatten' some complex areas of color, which can make the picture easier to use with the QuickStitch™ and QuickTrace features in mySewnet™ Digitizing.

Reduce Colors determines the optimal number of colors for the picture. This optimal number is given as the recommended number of colors, out of the total number of colors.

The total number of colors is the number of colors in the picture, or 255 if more than 255 colors are present.

Reduce the Number of Colors in a Picture

- 1 Click Effects  in the Paint tab control panel.
 - 2 In the Effects dialog, click the pop-up menu and select Reduce Colors .
- The Reduce Colors window appears, with the slider set at the recommended number of colors.

- 3 Adjust the number of colors between 0 and the original number of colors (or 255) by typing in a number, using the left and right arrow keys, or by clicking and dragging the slider bar.
To use more colors, move the slider to the right, use the right arrow key, or type a higher number in the box. To use fewer colors, move the slider to the left, use the left arrow key, or type a lower number in the box.
- 4 When the picture in the preview window at the right appears as desired, click OK.

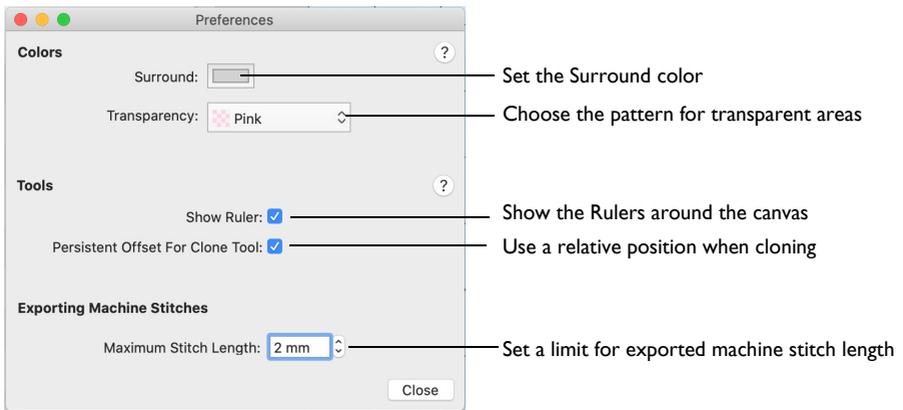
Use Preferences to set the Surround color, to adjust Ruler and Clone Tool settings, and set maximum machine stitch length.

When the Preferences settings are changed, the new settings are remembered when mySewnet™ Draw & Paint is closed and reopened.

To open Preferences

- Choose mySewnet Draw & Paint > Preferences.
- Press ⌘,

Use the Preferences settings to vary the way your mySewnet™ Draw & Paint is displayed.

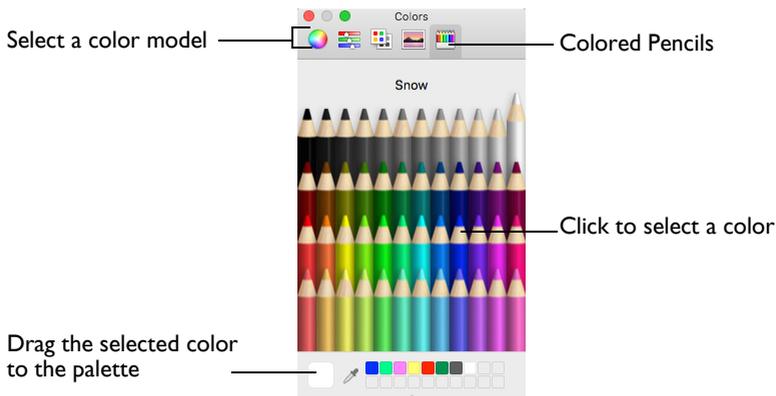


Colors

Note: Change the color for the Canvas and Grid in mySewnet™ Configure

Surround

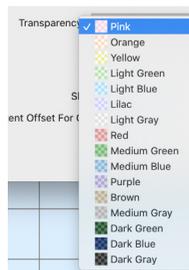
The Surround color is the color used outside the grid boundaries. Set the Surround color for your mySewnet™ Draw & Paint to whatever you prefer. Click the Color block and the Colors window appears to allow you to choose a color. The color set by default for your mySewnet™ Draw & Paint is 210, 210, 210 (RGB).



When you change the Surround Color the new color is immediately applied.

Transparency

Set the color and pattern indicating transparency for your mySewnet™ Draw & Paint software. Click on the down arrow next to the Color block and a menu of options appears. Choose a color from the menu.



Tools

Rulers

Hide or show the rulers around the left and top sides of the canvas.

Persistent Offset for Clone Tool

Change the default behavior for the origin pointer when using the Clone  tool. See “Clone” on page 99.

- The area copied moves with the pointer when this option is selected. This is the default setting.
This happens even when the mouse button is released, enabling you to copy multiple areas within a picture, and to clone recently cloned areas.
- If Persistent Offset for Clone Tool is not selected, the origin point remains static, and the same area is copied each time Clone is used.
This is useful when copying the same motif repeatedly in different part of a picture.

Note: Control-click and select Reset Origin from the context menu, or hold the Command key, to reset the origin point when cloning.

Exporting Machine Stitches

Use Maximum Stitch Length to set the maximum length for stitches in an exported machine stitch motif. See “Export Machine Stitch” on page 85.

Error Messages

Loading Designs

"The file doesn't exist."

This message appears if the desired design is not where the app expects it to be, for example if a design was saved to a network drive, then deleted or renamed. The message would appear if you tried to load the design from the Open Recent list on the File menu.

"Unrecognized file format."

This message appears if the design you are attempting to load is corrupt. For example, it might have the extension .ecq, yet not be a proper design outline file.

"Unrecognized file extension."

This message may appear if the design you are attempting to load is corrupt. For example, it might have the extension .ecq, yet not be a proper design outline file.

"The data is from an incompatible version."

The drawing file was created by a later version of mySewnet™ Draw & Paint, or is corrupt. Refer to source of this file for a solution.

"Some incompatible data was lost."

The drawing file was created by a later version of mySewnet™ Draw & Paint, or is corrupt. The design may behave unpredictably. Refer to source of this file for a solution.

"The data is not in the correct format."

The drawing file was created by a later version of mySewnet™ Draw & Paint, or is corrupt. Refer to source of this file for a solution.

"The file XX is locked. If you want to make changes to this document, click Unlock. To keep the file unchanged and work with a copy, click Duplicate."

This message appears when trying to edit a drawing which is locked, or is on a read-only medium such as a CD-R. Unlock the drawing before editing, or duplicate it and then edit it, if it is on a read-only medium.

"The file XX is on a read-only volume and cannot be unlocked. You can duplicate this document and edit the duplicate."

This message appears when trying to unlock a drawing which is on a read-only medium such as a CD-R. Duplicate it, then edit and save it.

"Error while inserting file. "Filename.svg" could not be inserted. The error "No usable vector graphics objects" occurred."

This message could appear if the vector graphics .svg file being opened contains no vector objects, for example, if it contains only a Bitmap graphic.

You may still be able to use the affected graphic if you open it in a graphics package which can handle .svg files with no vector objects (for example Inkscape), and then save the picture as a .png file.

Tracing Areas

"Trace Failed. Maybe the image is too thick?"

This happens when you use one of the Trace tools to follow an outline in the picture and then Trace finds a part of the outline that is very thick. This can be caused by excessively broad outlines or by selecting too much of the picture with a high Color Tolerance value. In this case, Trace does not know where to trace the outline as the problem part of the outline is more like a fill area. Use a lower Color Tolerance value, or change the picture in a picture editor to make the outline thinner or break up the outline so that the wide parts are isolated from the rest of the outline.

Background Images

"Background Image Error. Could not open the background image."

This message appears if you try to load a background image and the picture is corrupt. For example, it might have an extension such as .jpg, yet not be a proper picture file.

Choosing and Creating Motifs and Creating Machine Stitches

"The start and end points do not line up; add a stitch or rotate?"

This message may appear when exporting a running stitch design as a motif, or as a Machine Stitch. Motifs and machine stitches are usually designed to stitch from left to right, and to start and finish at the same level. This function allows you to add a stitch, or rotate the design, to ensure the start and end points line up.

"Delete this motif, are you sure?"

This message appears if you click Delete in the My Motifs part of the Motif window. These are motifs that you created. If you do not want to delete the selected motif, click No.

Note: The Delete button is dimmed when system motifs are used, or if only one motif is present in My Motifs.

"Machine Stitch. Only Running Stitch lines can be used to create a machine stitch. Please change your selection or convert objects to Running Line."

This message appears if you try to Export or Send a design as a machine stitch if it contains any stitch type other than running stitch, or no stitches at all. Only use running stitch when creating machine stitches.

"Error Adding Motif. Only Running Stitch lines can be used to create a motif. Please change your selection or convert objects to Running Line."

This message appears if you try to create a motif from a design if it contains any stitch type other than running stitch, or no stitches at all. Only use running stitch when creating motifs.

"Error Saving Spx. Unable to open the spx file for writing."

This message appears if, for instance, you try to save a machine stitch to a read only medium such as a CD-R. A CD-R is read only, therefore you will not be able to save the design.

"XX.spx already exists. Do you want to replace it?"

This message appears if a machine stitch you are trying to Save has a name that has already been used. Replace the existing stitch, or choose a new name before saving.

"Failed to create stitch data."

This message appears if you try to Export a design as a machine stitch and the stitch cannot be created. Check that your design consists of only running stitch lines.

"Failed to save stitch file."

This message appears if you try to Export a design as a machine stitch and the stitch cannot be saved. Check that your design consists of only running stitch lines, and try saving the stitch under a different name in a different place.

"Cannot open speciality stitch File."

This message appears if you try to load a machine stitch, but it cannot be loaded. For example, it might have the extension .spx, yet not be a proper stitch file.

"Unable to add the motif to the database."

This message appears if the motif that you have created cannot be saved in the motif database.

Saving Files

"The document XX could not be saved as XX. The volume is read only. Try saving the file to another volume."

This message appears if, for instance, you try to save a design to a CD-R. A CD-R is read only, therefore you will not be able to save the design. Save the design to another medium.

"The document XX could not be autosaved. The volume is read only. Try saving the file to another volume. You can also duplicate the document or discard your changes to close it."

This message appears if, for instance, you have loaded a design from a CD-R and then attempt to save the design back to the CD. A CD-R is read only, therefore you will not be able to save the design. Save the design to another medium.

"The file already exists. Do you want to replace it?"

This message appears if an design you are trying to Save has a name that has already been used. Replace the existing design, or choose a new name before saving.

"XX.spx already exists. Do you want to replace it?"

This message appears if a machine stitch you are trying to Save has a name that has already been used. Replace the existing stitch, or choose a new name before saving.

Exporting Designs

"The file already exists. Do you want to replace it?"

This message appears if a design you are trying to Export has a name that has already been used. Replace the existing design, or choose a new name.

"Exporting to XX failed."

This message appears if you cannot save the design to the selected place, for example if you try to save to a CD-R, or to an incompatible drive.

Miscellaneous

"Not enough memory available to perform function."

This message appears when system resources are low. Close other apps and try again. If this does not work, try restarting your computer.

"Could not understand the string XX."

This message appears if the value entered in a number box is outside the valid range, or is not a number.

Other Topics

Screen Appearance

"Some of the items in a menu are dimmed."

Certain items (for example Undo in the Edit menu) are only available once a design is shown on the screen.

"I have changed grid color and spacing and now I wish to return to the original settings."

Use Preferences to change the grid color. Click the Color block and the Colors window appears to allow you to choose a color. The color set by default for your mySewnet™ Draw & Paint software is 85, 150, 185 (RGB). You can use the RGB Sliders in the Colors window to return to this color.

Use Preferences to change the grid spacing. Set the Grid Size to 10mm.

"I have changed the screen background color and now I wish to return to the original light blue."

Use Preferences to change the Canvas color. Click the Color block and the Colors window appears to allow you to choose a color. The color set by default for your mySewnet™ Draw & Paint software is 230, 245, 255 (RGB). You can use the RGB Sliders in the Colors window to return to this color.

"I can't see the toolbar or some of the icons."

To return the icons in the toolbar to their default settings, choose View > Customize Toolbar, and drag the default icon set into the toolbar.

Editing the Design

"I did not select all the objects I wanted with Box, Point or Freehand Select."

Objects must be fully enclosed by the selection line to be selected as part of a block. If even the smallest part of an object is outside the line then it will not be selected.

"Color Tolerance does not show me all the lines that will be traced by a Trace function."

The hatched shading used by Color Tolerance may not show on thin lines that are selected by Color Tolerance. Simply try the Trace function and if the result is not satisfactory then Undo the result and retry the trace with a higher Color Tolerance value.

Menus

mySewnet™ Draw & Paint Menu

	About mySewnet™ Draw & Paint	Display app information, version number and copyright.
⌘,	Preferences	Set stitch length for single and machine stitches, and color tolerance and screen options.
	Services	
⌘H	Hide mySewnet™ Draw & Paint	Hide the current app.
⇧⌘H	Hide Others	Hide other apps.
	Show All	Show all apps.
⌘Q	Quit mySewnet™ Draw & Paint	Exit the app.

File Menu

⌘N	New	Open a new window with no drawings on the screen.
⌘O	Open	Open an existing drawing.
	Open Recent	Open recently used drawings.
⌘I	Insert	Insert existing drawings into the current design.
⌘E	Export Picture	Export your picture in .SVG, .PNG or .JPG graphics format.
⌘W	Close Window	Close the current window.
⇧⌘W		Close All Close all open windows. (Press Option when viewing the menu to see this function.)
⌘S	Save	Save the contents of the open window as a drawing.
⇧⌘S	Duplicate	Make a copy of the design in the current window under a new name.
⇧⇧⌘S		Save As Save the contents of the window as a drawing under a new name. (Press Option when viewing the menu to see this function.)
	Rename	Rename the document in the currently selected window.
	Move To	Move a document from the folder it is saved in, to another folder.
	Revert To	Return to a previous version of your design.

Edit Menu

⌘Z	Undo	Reverse the last action.
⇧⌘Z	Redo	Reverse the last action that was undone by Undo.
⌘X	Cut	Delete the selected object from the screen and place it on the Clipboard.
⌘C	Copy	Make a copy of the selected object and place it on the clipboard for use in this app.
⌘V	Paste	Paste the object that has been cut or copied to the Clipboard onto the screen.
	Duplicate Selected	Make a copy of the selected object and paste it below and to the right of the original.
⌘⌘	Delete	Remove the selected object from the screen without moving it to the clipboard.
⌘/	Object Select	Click an object to select it.
	Box Select	Select a block of objects by drawing a rectangle.
	Freehand Select	Select a block of objects by drawing a line around the required objects.
	Point Line Select	Select a block of objects by drawing an area of any shape made of straight and curved lines, defined by a series of points.
	Ellipse Select	
	Magic Wand	
	Invert Selection	
⌘A	Select All	Select all visible objects as a single block.
⇧⌘A	Deselect All	Deselect every selected object.
	Select Mode	
	Replace Selection	Replace the currently selected objects with the new selection.
	Add to Selection	Add the new selection to the currently selected objects.
	Remove from Selection	Remove the new selection from the currently selected objects.
	Snap to Grid	Align objects to the Grid lines when they are drawn using Point Draw, Bezier Draw and Insert Shape, or when they are moved.
	Snap to Line	Any points placed will move on top of the old line, and the new line will snap to the existing one.
⌘:	Spelling & Grammar	Show Spelling and Grammar
⌘;		Check Document Now

		Check Spelling While Typing
		Correct Spelling Automatically
fn fn	Start Dictation	Use your voice instead of typing into a text field.
^⌘Space	Emoji & Symbols	Select characters from the Characters dialog, for example to enter into the Notes.

Draw Menu

Draw	
⌘T	Point Draw Click points to create a line.
	Bezier Draw Use Bezier drawing to create a line.
⌘F	Freehand Draw Drag to draw a line.
Trace	
	Trace Line Trace the outline of a background picture to create a line drawing.
	Trace Area Trace a background picture with no outline to create a filled drawing, or a line drawing.
	Trace Area & Hole Trace an area of a background picture the includes a hole to create a filled drawing, or a line drawing.
Smoothing	
	Very Smooth
	Smooth
	Minimal Smoothing
Points	
⇧ ⌘E	Edit Points Enable the moving and editing of an object's points, if another function is being used.
	Insert Points Insert a point in the currently selected object outline, or a stitch angle line for a satin area.
	Delete Points Remove points from the currently selected object outline, or a stitch angle line for a satin area.
⌘K	Knife Cut the selected line, shape or group into two parts.
⌘J	Join Join two open lines together.
	Convert Points to Corner Change the selected point in a Bezier line to a Corner point.
	Convert Points to Curve Change the selected point in a Bezier line to a Curve point.
Rotate 45	Rotate the selected block of objects in 45 degree steps.

Transform	Use the Transform dialog to change the size, rotation and skew of the selected block.
Center In Canvas	Move the selected objects or group of objects to the center of the canvas.
Horizontal Alignment	
	Align Left Align all selected objects on the left edge.
	Align Center Center align all selected objects horizontally.
	Align Right Align all selected objects on the right edge.
	Distribute Horizontally Align all selected objects to be equally spaced horizontally.
Vertical Alignment	
	Align Top Align all selected objects on the top edge.
	Align Middle Center align all selected objects vertically.
	Align Bottom Align all selected objects on the bottom edge.
	Distribute Vertically Align all selected objects to be equally spaced vertically.
	Convert to Point Line Change the selected Bezier Line to a Point Line.
	Convert to Bezier Line Change the selected Point Line to a Bezier Line.
Combine	
⌘B	Make Holes Create a hole in the fill for a shape.
⇧⌘B	Ungroup Break apart an object combined with Make Holes.
Group	
⌘G	Group Group selected objects together so they may be moved, resized or scaled and rotated together.
⇧⌘G	Ungroup Ungroup a selected group so that each object may edited independently.
⌘⇧G	Ungroup All Split all the groups within the selected group into their individual objects.

Layout Order	
⇧ ⌘ ↑	Move to Back Place at the back of the design.
⌘ ↑	Move Backwards Bring one step closer to the back of the design.
⌘ ↓	Move Forwards Bring one step closer to the front of the design.
⇧ ⌘ ↓	Move to Front Place at the front of the design.

Paint Menu

Mode	
	Soft Edges Use a soft edged tool for editing photos and paintings.
	Hard Edges Use a hard edged tool for editing solid areas in clipart.
Paintbrush	Paint lines on the picture that follow the movement of the pointer.
Line	Draw straight lines in the picture.
Flood Fill	Fill an area of the picture with the selected color.
Blur	Blur the area under the brush.
Highlight	Increase the lightness of an area of the picture, and make it more prominent.
Lowligh	Decrease the lightness of an area of the picture, and make it less prominent.
Erase	Remove areas of the picture with the Eraser.
Flood Erase	Fill areas of the picture to make them transparent.
Clone	Copy a color and texture from one part of a picture to another.
Expander	Increase the width of lines or areas in the picture.
Rotate 45	Rotate the selected area by 45 degrees.
Remove Red-eye	Reverse the red-eye effect caused when flash is reflected back by the retina of the eye.
Effects	Change and enhance the picture.
Line Finder	Enhance the picture with Line effects.
Canvas	
	Scale Image Increase or decrease the size of the whole picture on the Canvas.
	Crop to Selection Decrease the size of the picture by removing the parts that are not wanted.
	Rotate Canvas Rotate the whole picture by any degree.
	Perspective Correction Remove the effects of perspective in a picture, or correct skew.
	Fill Transparent Fill any transparent areas of the canvas with the selected color.

View Menu

Grid	Turn the background grid on and off.
Background Visibility	
	Background Off
	Fade Background to 25%
	Fade Background to 50%
	Fade Background to 75%
	Background On
Zoom	
⌘ +	Zoom In Increase magnification.
⌘ -	Zoom Out Decrease magnification.
⌘ 0	Zoom To Rectangle Drag a rectangle around the area you want to zoom in to.
⌘ 9	Zoom To Canvas Fit the canvas to the screen.
⌘ 8	Zoom To Selection Zoom in to the selected design or designs.
⌘ 1	Zoom 100%
⌘ 2	Zoom 200%
⌘ 3	Zoom 400%
⌘ 4	Zoom 800%
⌘ 5	Zoom 75%
⌘ 6	Zoom 50%
⌘ 7	Zoom 25%
⌘ L	Get Length Measure the distance between any two points on the canvas.
	Hide FilmStrip Panel/Show FilmStrip Panel Show and hide the FilmStrip.
	Hide Design Panel/Show Design Panel Show and hide the Design Panel
⌘ T	Hide Toolbar/Show Toolbar Show and hide the Toolbar.
	Customize Toolbar Change the buttons on the toolbar.
⌘ S	Show Sidebar
⌘ F	Enter Full Screen

Window Menu

⌘M	Minimize
⇧⌘M	Minimize All
	Zoom
	Bring All to Front

Help Menu

	Search
mySewnet™ Draw & Paint Help	List Help topics.
Inspiration and Support	Use the Internet to access information on the software.
Check for Update	Check for updates to mySewnet™ Draw & Paint.
Modify Registration Details	Update your registration details (for example, email address).
Deactivate	Deactivate mySewnet™ Draw & Paint on this computer.
Reset Module	Reset mySewnet™ Draw & Paint to factory defaults.

Context Menu

⌘Z	Undo	Reverse the last action.
⇧⌘Z	Redo	Reverse the last action that was undone by Undo.
⌘X	Cut	Delete the selected object from the screen and place it on the clipboard.
⌘C	Copy	Make a copy of the selected object and place it on the clipboard.
⌘V	Paste	Paste the object that has been cut or copied to the clipboard onto the screen.
	Duplicate Selected	Make a copy of the selected object and paste it below and to the right of the original.
⌘D	Delete	Remove the selected object from the screen without moving it to the clipboard.
	Zoom	
⌘9		Zoom To Canvas Fit the canvas to the screen.
⌘8		Zoom To Selection Zoom in to the selected design or designs.
⌘1		Zoom 100%
⌘2		Zoom 200%
⌘3		Zoom 400%
⌘4		Zoom 800%
⌘5		Zoom 75%
⌘6		Zoom 50%
⌘7		Zoom 25%
	Background Visibility	
		Background Off
		Fade Background to 25%
		Fade Background to 50%
		Fade Background to 75%
		Background On

Actions Menu

	Finish	Close the currently selected tool.
⌘Z	Undo	Reverse the last action.
⇧⌘Z	Redo	Reverse the last action that was undone by Undo.
⌘X	Cut	Delete the selected design from the screen and place it on the clipboard.
⌘C	Copy	Make a copy of the selected design and place it on the clipboard.
⌘V	Paste	Paste a design that has been cut or copied to the clipboard onto the screen.
	Duplicate Selected	Make a copy of the selected object and paste it below and to the right of the original.
⌘⌫	Delete	Remove the selected design from the screen without moving it to the clipboard.
Zoom		
	Zoom To Canvas	Fit the canvas to the screen.
	Zoom to Selection	Zoom in to the selected design or designs.
⌘1		Zoom 100%
⌘2		Zoom 200%
⌘3		Zoom 400%
⌘4		Zoom 800%
⌘5		Zoom 75%
⌘6		Zoom 50%
⌘7		Zoom 25%
Background Visibility		
		Background Off
		Fade Background to 25%
		Fade Background to 50%
		Fade Background to 75%
		Background On

Toolbar

	Actions Menu	Use the Actions menu to get quick access to many functions.
	Zoom Out	Decrease magnification.
	Zoom In	Increase magnification.
	Zoom To Rectangle	Drag a rectangle around the area you want to zoom in to.
	Zoom To Canvas	Fit the canvas to the screen.
	Zoom to Selection	Zoom to the selected design or designs.
	Object Select	Click an object to select it.
	Box Select	Select a block of objects by drawing a rectangle.
	Freehand Select	Select a block of objects by drawing a line around the required objects.
	Point Line Select	Select a block of objects by drawing an area of any shape made of straight and curved lines, defined by a series of points.
	Ellipse Select	
	Magic Wand	
	Invert Selection	
⌘A 	Select All	Select all visible objects as a single block.
	Deselect All	Deselect every selected object.
	Replace Selection	Replace the currently selected objects with the new selection.
	Add to Selection	Add the new selection to the currently selected objects.
	Remove from Selection	Remove the new selection from the currently selected objects.
	Make Holes	Create a hole in the fill for a shape.
	Uncombine	Break apart an object combined with Make Holes.
	Group	Make a more permanent group of all the currently selected objects.
	Ungroup	Split the selected group into the objects which make it up.
	Ungroup All	Split all the groups within the selected group into their individual objects.
	Snap to Grid	Align objects to the Grid lines when they are drawn using Point Draw, Bezier Draw and Insert Shape, or when they are moved.

	Snap to Line	Any points placed will move on top of the old line, and the new line will snap to the existing one.
	FilmStrip	View the numbered sequence of objects in the design.
	Design Panel	View the Design Panel.

FilmStrip

FilmStrip Items

Object

Each object is represented graphically.

Object Type

The name of the object type is shown.

Layout Order

	Move Forwards	Bring one step closer to the front of the design.
	Move Backwards	Bring one step closer to the back of the design.
	Move to Front	Place at the front of the design.
	Move to Back	Place at the back of the design.

Design Panel

Draw Tab

In the Draw tab  draw and adjust your design.

Line		
	Line Color	Click to change the line color.
	Pick Line Color	Select a color from the picture and make it the line color.
	Remove Line Color	No line is placed around a fill area.
	Swap Colors	Switch the line and fill colors.
	Line Width	Choose a width for your line from the pop-up menu.
Fill		
	Fill Color	Click to change the fill color.
	Pick Fill Color	Select a color from the picture and make it the fill color.
	Remove Fill Color	No fill is placed within the border line for an area.
Draw		
	Point Draw	Click points to create a line.
	Freehand Draw	Drag to draw a line.
	Smoothing	
		Very Smooth
		Smooth
		Minimal Smoothing
	Bezier Draw	Use Bezier drawing to create a line.
	Trace Line	Trace the outline of a background picture to create a line drawing.
	Trace Area	Trace a background picture with no outline to create a filled drawing, or a line drawing.
	Trace Area & Hole	Trace an area of a background picture the includes a hole to create a filled drawing, or a line drawing.
Points		
	Edit Points	Enable the moving and editing of an object's points.
	Insert Points	Insert a point in the currently selected object outline.
	Delete Points	Remove points from the currently selected object outline.

	Knife	Slice the selected objects along the line you draw.
	Join	Join two open lines together.
	Convert Points to Curve	Change the selected point in a line to a Curve point.
	Convert Points to Corner	Change the selected point in a line to a Corner point.
Edit		
	Rotate 45	Rotate the selected block of objects by 45 degrees.
	Transform	Use the Transform dialog to change the size, rotation and skew of the selected block.
	Center In Canvas	Move the selected objects to the center of the Canvas.
	Convert to Point Line	Change the selected Bezier Line to a Point Line.
	Convert to Bezier Line	Change the selected Point Line to a Bezier Line.
Horizontal Alignment		
	Align Left	Align all selected objects on the left edge.
	Align Center	Center align all selected objects horizontally.
	Align Right	Align all selected objects on the right edge.
	Distribute Horizontally	Align all selected objects to be equally spaced horizontally.
Vertical Alignment		
	Align Top	Align all selected objects on the top edge.
	Align Middle	Center align all selected objects vertically.
	Align Bottom	Align all selected objects on the bottom edge.
	Distribute Vertically	Align all selected objects to be equally spaced vertically.

Paint Tab

In the Paint tab  paint and adjust lines and fill areas for your picture.

Mode		
	Soft Edges	Use a soft edged tool for editing photos and paintings.
	Hard Edges	Use a hard edged tool for editing solid areas in clipart.
Tools		
	Paintbrush	Paint lines on the picture that follow the movement of the pointer.
	Line	Draw straight lines in the picture.
	Flood Fill	Fill an area of the picture with the selected color.
	Clone	Copy a color and texture from one part of a picture to another.
	Blur	Blur the area under the brush.
	Highlight	Increase the lightness of an area of the picture, and make it more prominent.
	Lowlight	Decrease the lightness of an area of the picture, and make it less prominent.
	Expander	Increase the width of lines or areas in the picture.
	Erase	Remove areas of the picture with the Eraser.
	Flood Erase	Fill areas of the picture to make them transparent
Color / Intensity		
	Pick Color	Select a color from the picture on the screen.
	Intensity	Controls the intensity of the tool you are using.
Brush		
	Brush	Choose a Brush shape for painting with.
	Size	Set the width of your brush stroke.
	Angle	Set the angle of your brush.
Tolerance		
	Tolerance	Adjust the number of shades of a color that are selected when using a tool such as Flood Fill or Magic Wand.
Edit		
	Rotate 45	Rotate the selected area by 45 degrees.
	Remove Red-eye	Reverse the red-eye effect caused when flash is reflected back by the retina of the eye.
	Effects	Change and enhance the picture.

	Canvas
	Scale Image Increase or decrease the size of the whole picture on the Canvas.
	Crop to Selection Decrease the size of the picture by removing the parts that are not wanted.
	Rotate Canvas Rotate the whole picture by any degree.
	Perspective Correction Remove the effects of perspective in a picture, or correct skew.
	Fill Transparent Fill any transparent areas of the canvas with the selected color.
	Line Finder Enhance the picture with Line effects.

Insert Tab

In the Insert tab  add Shapes and Lettering, and load drawings to add to your design.

Shape	
	Insert Shape Add a shape to the drawing.
Lettering	
	Insert Lettering Add text to your design.
Design	
	Design Gallery Load a drawing from the Design Gallery.
	Insert File Add a drawing from your computer to your design.

Multiply Tab

In the Multiply Tab  create multiple copies of drawings as a circle, line or grid.

Multiply Mode		
	Enable Multiply	Activate the Multiply options.
	Circle	Multiply designs in a circle
	Horizontal	Multiply designs along a horizontal line.
	Vertical	Multiply designs along a vertical line.
	Tile	Multiply designs within a horizontal and vertical grid.
Circle Options		
	Repeats	Set the number of repeats for the multiplied circle of designs.
	No Mirror	Do not use reflection.
	Mirror	Reflect the designs to form pairs.
	Alternative Mirror	Reflect the designs with a rotated axis.
Horizontal Options		
	Repeats	Set the number of repeats for the horizontal line of designs.
	Size	Set the width of the Multiply zone.
	No Mirror	Do not use reflection.
	Mirror	Reflect the designs to form pairs.
Vertical Options		
	Repeats	Set the number of repeats for the vertical line of designs.
	Size	Set the height of the Multiply zone.
	No Mirror	Do not use reflection.
	Mirror	Reflect the designs to form pairs.

Export Tab

In the Export tab , save your design as a picture, an embroidery, a design for a quilting robot, or for a cutter.

Exported File Type	
 Picture	Export your drawing in SVG, PNG or JPEG format.
 Embroidery with Fills	Export your design as a filled embroidery.
 Embroidery Appliqué	Export your design as an appliqué embroidery.
 Embroidery Outlines	Export your design as an outline embroidery.
 Automated Quilting	Export your design as a file suitable for your quilting robot.
 Cutting Machine	Export the design as an SVG, DXF or FCM image file for use in your cutter.
 Export	Create a design in the chosen format.
Embroidery Options	
Fabric	Select the fabric to be used for your embroidery design.
Identical Line Type	Create all border lines using the same color and Line Type.
Color	Set the color for your border lines.
Line Type	Select the stitch type to be used for the border.
Stitch Length	Select the Stitch Length for Double or Quadruple stitch.
Satin Width	Set the width of a Satin line.
Appliqué Options	
Method	Choose the method for placing and securing the appliqué fabric.
Margin	Select the margin for appliqué placement.
Match Placement Line	Adjust the position of the first running stitch line in the Placement Line appliqué.
Quilting Options	
Direction	Set the direction for the stitching.
As Drawn	Use the original lines exactly as drawn in the design.
Cutter Options	
Use	Choose the line and fill settings.
As Drawn	Use the original lines exactly as drawn in the design.

View Tab

In the View tab , set the Canvas, Grid and Background.

Canvas		
	Width	Set the width of the Canvas.
	Height	Set the height of the Canvas.
Grid		
	Show Grid	Show and hide the Grid.
	Grid Start	Start the Grid at the Center  , or at the Top Left  .
	Grid Size	Set the space between the Grid lines.
	Sub-divisions	Set the number of lines between the main Grid lines.
Backgrounds		
		Use the slider to show and hide the picture.
Get Length		
	Get Length	Use Get Length to measure the distance between any two points on the canvas.

Keyboard Shortcuts

You can use your keyboard, mouse, and trackpad to quickly perform many tasks in mySewnet™ Draw & Paint. To find shortcuts for common menu commands, look in the menus (or see the shortcuts listed here). To perform an action, press the keys in the order shown here.

Action	Shortcut
Working with designs	
Select the next object on the canvas	Command–right arrow (⌘ →)
Select the previous object on the canvas	Command–left arrow (⌘ ←)
Add objects to (or remove them from) the current selection	Command–click to add or remove objects from the current selection
Resize the selected object(s)	Drag corner handle
Resize proportionally	Hold Shift and drag a corner handle
Resize from center	Hold Option and drag a corner handle
Nudge the selected object(s) to the left	Left arrow (←)
Nudge the selected object(s) to the right	Right arrow (→)
Nudge the selected object(s) up	Up arrow (↑)
Nudge the selected object(s) down	Down arrow (↓)
Rotate the selected object(s)	Drag round handle
Mirror the selected object(s) vertically	Click the triangular top handle
Mirror the selected object(s) horizontally	Click the triangular side handle
Open a Shortcut Menu	Control–click

- For more shortcuts, see “Tools and Techniques” on page 3 and “Quick Reference Guide” on page 127.

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