



mySewnet™ Draw & Paint

Reference Guide

Windows®

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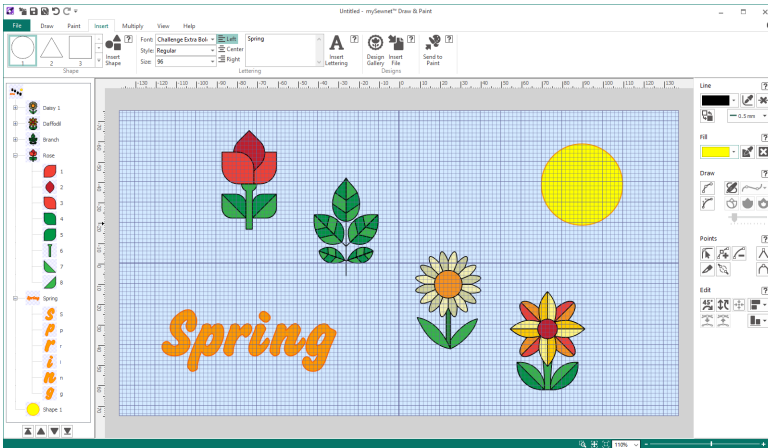
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Getting Started


1

Welcome to mySewnet™ Draw & Paint, the software that helps you create wonderful drawings for embroideries, quilting and cutter designs, and pictures for backgrounds, PhotoStitch embroideries, and ExpressDesigns. Work with clipart images or create your own designs using a background picture in the Paint window.



Finding Information


Reference Guide

The Reference Guide shows how to start the software and provides a quick tour of the main screen. This is followed by information on key features, together with short 'How-To' examples, which will help you learn how to use your software. The Reference Guide additionally contains full reference information. The Reference Guide is supplied in PDF format , ready for printing.

To view and print the PDF Guides, you will need a PDF reader such as Windows® Reader (included in Windows® 10) or Adobe® Reader (available from adobe.com).

Tooltips and Online Help


To learn the name of a function, position the arrow pointer over its icon. A tooltip with the function name will appear.

The online help contains the 'How-To' examples and full reference information. Use the Help icon , press F1 or click the Help button. Where available, a help topic will appear that is relevant to the item where help was requested.

Where to Start

Starting mySewnet™ Draw & Paint


Windows® 10 Start Screen

- 1 At the bottom left of your computer screen, open the Windows® 10 Start menu.
- 2 In the Windows Start menu, scroll down to the mySewnet folder.
- 3 In this section, click on mySewnet™ Draw & Paint  to launch it.


Shortcuts

An alternative to the Start screen/menu method described previously is to use a Shortcut to mySewnet™ Draw & Paint. This is created automatically during the installation process.

Windows® 10 (Start Screen)

- 1 Click on the mySewnet™ Draw & Paint  tile in the Start Screen.

Windows® 10 (Desktop)


- 1 Close or minimize any programs you have running.
- 2 Double-click on the Shortcut to the mySewnet™ Embroidery Software folder. A list of the programs appears.
- 3 Double-click on mySewnet™ Draw & Paint  to launch it.

Closing mySewnet™ Draw & Paint

Exit

Ends the mySewnet™ Draw & Paint session. You can also use the Exit command on the mySewnet™ Draw & Paint Control menu.

Shortcuts

- Mouse: Click the Close icon  on the title bar or double-click the Control menu box.
- Keys: Alt + F4

About mySewnet™ Draw & Paint

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

Shortcut

- Keys: Alt, H, A

Parts of the Software Window

Title Bar

The title bar at the top of the window is highlighted if mySewnet™ Draw & Paint is active. The Quick Access toolbar gives icons for the following frequently used features: Insert, Save, Save As, Undo, Redo.

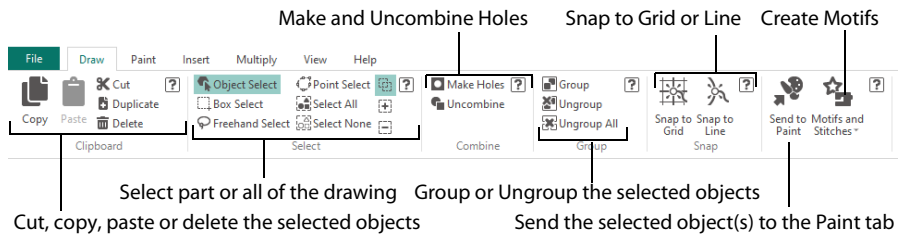
If more than one instance of mySewnet™ Draw & Paint is open, each open window will show the name of the drawing file.

Ribbon Bar

There are 7 tabs on the ribbon: File, Draw, Paint, Insert, Multiply, View and Help.

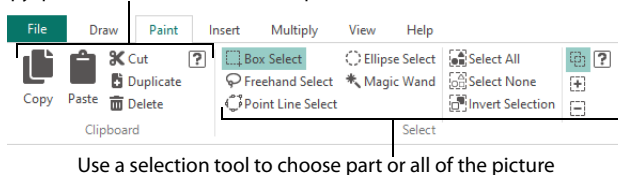
An alternative way to access ribbon options is to press the Alt key, then the highlighted letter of the tab, followed by the highlighted letter of the tab item, e.g. Alt, D, CC to Copy the selected object. Some functions are available by pressing the Ctrl key and another key at the same time. These shortcuts are shown in the tooltip for the relevant function.

Use the Draw tab to select, copy and Group parts of a drawing; and to create holes in filled shapes.



Use the Paint tab to select, copy and delete parts of a bitmap (raster) picture.

Cut, copy, paste or delete an area of the picture

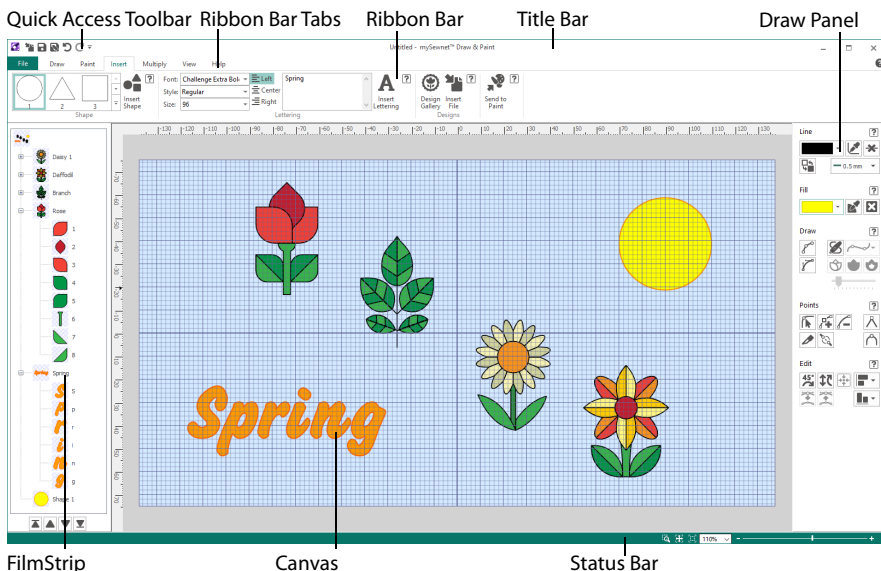


Use the Insert tab to add Shapes, Lettering and Designs to your drawing.

Use the Multiply tab to repeat drawings or actions automatically by reflecting across and/or down, and by rotating.

Use the View tab to adjust the Grid, measure the design, and show and fade the background picture.

Draw Window



Use the Draw window to load or create a vector drawing for your design. Modify a drawing as desired, or make your own drawing. Load a raster image to use as a background in the Paint window. The Draw window contains a FilmStrip to the left and design panel to the right of the Canvas, in addition to the ribbon tab.

The Draw tab has tools for copying, selecting, combining and grouping objects.

FilmStrip

To the left of the Canvas is the FilmStrip. The FilmStrip displays the objects such as the lines, fills and groups in the drawing, and enables you to move objects within the drawing.

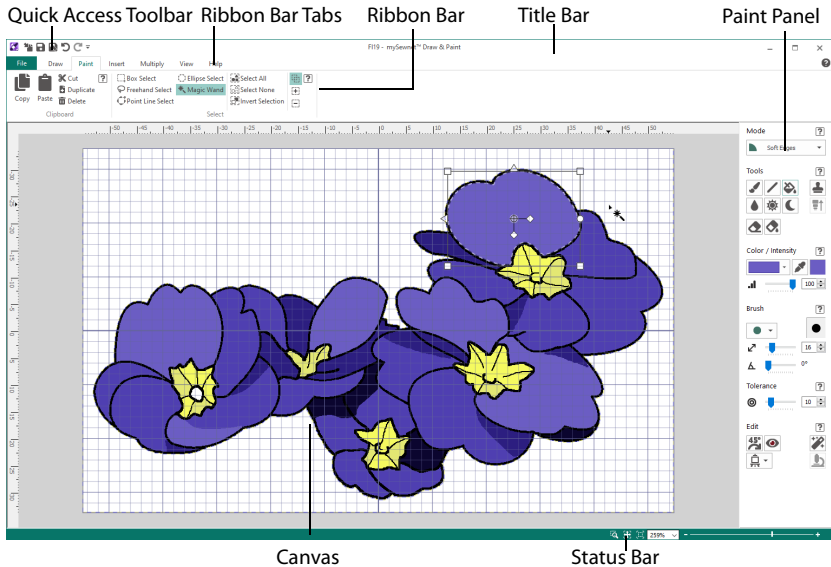
Use the FilmStrip to view the numbered sequence of objects, select objects, change the sequence of objects, and delete objects.

Design Panel

To the right of the Canvas is the design panel. At the top are the line and fill colors, each giving access to a color palette of 40 common colors, and the Colors dialog which enables you to use many more colors.

The middle section has tools for drawing and editing pictures. The tool options change according to the drawing tool being used.

Paint Window



Use the Paint window to load, scan or create a picture or background for your design. Load pictures or photos, modify pictures as desired, or draw your own picture. The Paint window contains a control panel to the right of the work area, as well as the ribbon tab.

In the Paint tab, select part of your picture with one of the range of selection tools, and Copy, Cut or Duplicate the selected area.

Control Panel

To the right of the Paint window work area is the control panel. Choose a design mode, and add to your picture with paintbrush, pen and fill tools. Select colors in the color box with a color palette of 40 common colors, or choose a wider range from the Colors dialog. Use Effects to alter all or part of the picture.

Title Bar

The title bar at the top of the window is highlighted if mySewnet™ Draw & Paint is active. The title bar shows the program name and the name of the currently loaded drawing.

Canvas

The Canvas is the area where the picture is displayed and edited, and the design is created and edited.


Status Bar


The status bar is found at the bottom of each window. Starting from the left, the status bar shows:






- The zoom tools.
- The Zoom Bar.

mySewnet™ Draw & Paint Terms and Conventions






On-screen Pointers


The pointer is most commonly shown as an arrow  on the screen.



If it is positioned over a text box it changes to an I-bar  and you can type, such as the Edit Notes dialog box in the Design Panel.




If Zoom To Rectangle  is chosen, the Zoom In pointer  appears. If the Pan feature is used to move around the screen, the Pan cursor  appears. If Get Length  is chosen the Measure pointer  appears.





If the Freehand functions are used the pointer becomes a pen .









If the Point Line functions are chosen the pointer becomes a circle , and when lines are drawn with Bezier Draw , the pointer becomes a Bezier Draw pointer . When points are converted to Curve the pointer becomes the Convert Points to Curve pointer , and when points are converted to Corner points the pointer becomes the Convert Points to Corner pointer .

When points on Point Lines or Bezier Lines are adjusted the pointer becomes a small cross  (a Move pointer).

When the Pick Line Color  or Pick Fill Color  functions are selected, the eyedropper pointer  appears.

The Box Select pointer , Freehand Select pointer  or Point Line Select pointer  appear when the associated Select function is chosen.

There are several pointers indicating functions in the selection box. The Rotate pointer  appears when the mouse pointer is over the Rotate handle . The cross-hair pointer  appears when the mouse is over the center of rotation .

The diagonal double-headed arrow  pointer appears when the mouse pointer is over a square corner handle . The horizontal double-headed arrow  pointer appears when the mouse pointer is over the Flip Horizontal handle . The vertical double-headed arrow  pointer appears when the mouse pointer is over the Flip Vertical handle . The horizontal and vertical double-headed arrows also appear when the Skew handles  are used. The pointer becomes a four-headed arrow  (a move pointer) when it is over a selection box.

Touch Gestures

Touch gestures are used when viewing and moving drawings in mySewnet™ Draw & Paint. They are available when using a touch-sensitive screen.

General

Select and move

One finger touch and one finger slide are equivalent to click and drag with a mouse. Use to move embroideries, select, draw or create stitches with freehand features, and so on.

Autoscroll

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 a selected embroidery.

- Use a two finger swipe on the Canvas.

Pinch to zoom

Pinch two fingers to zoom in, and spread two fingers to zoom out.

Context menu

Press and hold and a context-sensitive menu will appear if available (similar to a right-click).

Picture File Formats




mySewnet™ Draw & Paint can load vector files in the following formats: mySewnet™ Draw & Paint Files (.ecq), 4D / 5D QuiltDesign Creator 4QB (*.4qb) and Scalable Vector Graphics (.svg) formats. Windows Meta File (.wmf), Windows Enhanced Meta File (.emf), CorelDraw (.cdr version 7-13, .cmx) and Encapsulated PostScript File (*.eps) files can also be loaded.



mySewnet™ Draw & Paint can load quilting files in the following formats: QuiltSewClever / Quilt Artist / Shirley Stitcher QCC (*.qcc), HPGL (*.hp and *.plt), PC Quilter (*.txt), Statler Stitcher (*.qli), AutoCAD (*.dxf), CompuQuilter (*.cmd and *.cqp), Handi Quilter (*.hqf) and IntelliQuilter (*.iqp).

mySewnet™ Draw & Paint can load the following bitmap file formats: Windows or OS2 Bitmap (.bmp), JPEG-JFIF Compliant (.jpg, .jif, .jpeg), Portable Network Graphics (.png) and Tagged Image File Format uncompressed (.tiff, .tif).


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

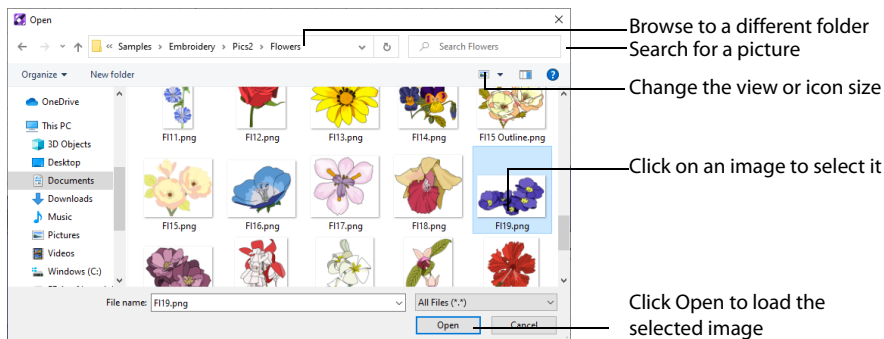
You may open drawings (vector graphics) and pictures (bitmap graphics) with Insert  and Open , and open pictures with From Scanner or Camera .

You can only use Open  when there are no objects in the drawing. Either use Insert  instead, or click File, New Window and then open the drawing.

Insert

Use Insert  to add an existing drawing or painting to the current design. All sections of a vector graphic design will be grouped together, ready for moving, resizing and so on.

mySewnet™ Draw & Paint displays the Open dialog so you can choose an image to open. You may load quilting and vector graphic design files in a variety of formats, and bitmap files.



Open a folder, and scroll down and click a drawing to select it. Click OK to load the drawing on the Canvas.

File Name

Type or select the filename you want to open.




Files of Type

This is set to All Files (*.*)

Look In

Select the drive or folder containing the file that you want to open.

More Options

Switch from list  or details  view to icons with thumbnail images of the drawing. For example, Extra Large icons .

Preview Pane

Preview the drawing file before opening .


You can change the icon size, and show the names of the drawings.

You may load vector files in the following formats: mySewnet™ Draw & Paint Files (.ecq), 4D / 5D QuiltDesign Creator 4QB (*.4qb) and Scalable Vector Graphics (.svg) formats. Windows Meta File (.wmf), Windows Enhanced Meta File (.emf), CorelDraw (.cdr version 7-13, .cmx) and Encapsulated PostScript File (*.eps) files can also be loaded.



You may load quilting files in the following formats: QuiltSewClever / Quilt Artist / Shirley Stitcher QCC (*.qcc), HPGL (*.hp and *.plt), PC Quilter (*.txt), Statler Stitcher (*.qli), AutoCAD (*.dxf), CompuQuilter (*.cmd and *.cqp), Handi Quilter (*.hqf) and IntelliQuilter (*.iqp).

The following bitmap file formats may be loaded: Windows or OS2 Bitmap (.bmp), JPEG-JFIF Compliant (.jpg, .jif, .jpeg), Portable Network Graphics (.png) and Tagged Image File Format uncompressed (.tiff, .tif).


Shortcut

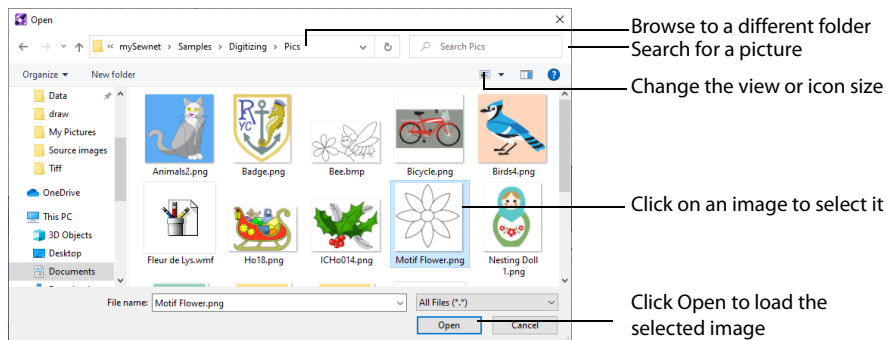
- Quick Access Toolbar and File Menu: 
- Keys: Ctrl + I

Insert an Image

- 1 In the Quick Access toolbar, click Insert . The Open dialog box appears.
Alternatively, click File, Insert .
- 2 Browse through the drives and folders of the computer to the desired folder.
- 3 Click on an icon to select the image.
- 4 Click Open to load the image into the Canvas.
Alternatively, double-click the icon for the drawing.

Open

Use File, Open  to open an existing image. mySewnet™ Draw & Paint displays the Open dialog box so you can choose an image to open.



Open a folder, and scroll down and click a drawing to select it. Click OK to load the drawing on the Canvas.

File Name

Type or select the filename you want to open.




Files of Type

This is set to All files.


Look In

Select the drive or folder containing the file that you want to open.

More Options

Switch from list  or details  view to icons with thumbnail images of the drawing. For example, Extra Large icons .


Preview Pane

Preview the drawing file before opening .


Shortcuts

- File Menu: 
- Keys: Ctrl + O

Open an Image

- 1 Click File, Open . The Open dialog appears.
- 2 Browse through the drives and folders of the computer to the desired folder.
- 3 Click on an icon to select the drawing.
- 4 Click Open to load the drawing into the Canvas.
Alternatively, double-click the icon for the drawing.

From Scanner or Camera

Use From Scanner or Camera  to display the program that is used to acquire pictures from the selected scanner, digital camera or other suitable device. Only devices that use Windows Image Acquisition (WIA) can be used to obtain pictures.

WIA (Windows Image Acquisition) is a standard method for transferring pictures from the device's scanning or downloading program to another program, in this case the mySewnet™ Draw & Paint module of the mySewnet™ Embroidery Software. If the manufacturer provides the appropriate software components needed for WIA compliance, these should have been installed when the device was installed. Each scanner or digital camera has its own program that is used to scan or download pictures. Refer to the manual or online help provided with the program for instructions, if required. When the device and its software finish processing the picture, it will be shown in the work area.

mySewnet™ Draw & Paint displays pictures in High Color (16-bit), so some difference may be noticeable compared with the display in other picture viewing programs if your computer is set to True Color (24-bit or 32-bit). This does not affect the quality of the embroideries produced.

Shortcut

- File Menu: 

Load a Design with Drag and Drop

To drag and drop a drawing or bitmap graphic file onto the screen, use Windows® Explorer.

Drag a Design to the Canvas

- 1 In Windows®, open an Explorer window. If required, resize the Explorer window so you can see both Explorer and mySewnet™ Draw & Paint.
- 2 Browse through the drives and folders of your computer to find the folder with your drawings in it.
- 3 Click on the desired design name or icon to highlight it.
- 4 Use the mouse to drag and drop the design onto the mySewnet™ Draw & Paint screen. The design will be displayed on the screen.
- 5 Close Explorer.


Recent

Open previously used image files via the file names in the Recent section of the File menu. Select the name of the desired design file.

Shortcut

- File Menu: Recent


New

Use New  to clear the mySewnet™ Draw & Paint screen and create or load a new design. You are prompted to save the current design if changes have been made.


Shortcuts

- File Menu: 
- Keys: Ctrl + N

New Window


Use File, New Window  to open an additional mySewnet™ Draw & Paint window so that you can start a new design. To move between open mySewnet™ Draw & Paint windows, hover over the mySewnet™ Draw & Paint icon on the taskbar, and select the desired window.

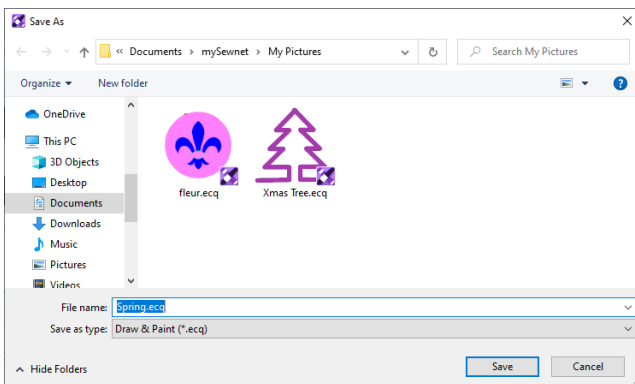
Shortcuts

- File Menu: 
- Keys: Ctrl + Shift + N

Save Designs

Save

Use Save  to save the design file under its current name and folder. When you save a design for the first time, mySewnet™ Draw & Paint displays the Save As dialog box so you can name the design file. To change the name and folder of an existing design file, use Save As.



Shortcuts

- Quick Access Toolbar; File Menu:
- Keys: Ctrl + S; Alt, 2

Save As

Use Save As to save and name the design file. mySewnet™ Draw & Paint displays the Save As dialog box so you can name your design. To save a design with its existing file name and folder, use the Save command.

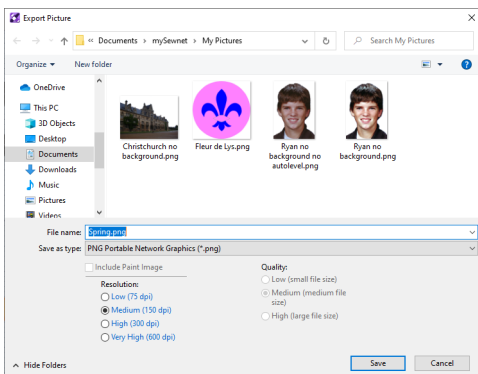
Shortcuts

- Quick Access Toolbar; File Menu:
- Keys: Ctrl + Shift + S; Alt, 3

Export Picture

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

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



- When you export as .SVG the vector graphics from the Draw tab are saved.



- When you export as .PNG, the raster graphics from the Paint tab, and the vector graphics from the Draw tab are saved as a single .PNG layer.
- When you export as .JPG, the raster graphics from the Paint tab, and the vector graphics from the Draw tab are saved as a .JPG file. Select the quality of the image from Low, Medium or High.

Shortcut

- File Menu: 

Selecting Areas and Objects

When one of the editing tools is being used, the currently active line or area is surrounded by a box. If that box is selected, the line or area can be moved, resized, mirrored, rotated and skewed. The selection tools can also be used to select and manipulate several individual objects at once, or several objects forming a Group.

You can select more than one object by holding down Ctrl and clicking the desired objects in the FilmStrip. See "FilmStrip" on page 58. You can also select a sequence of objects in the FilmStrip with Shift. See "Select Objects in the FilmStrip" on page 59. To change the selection of objects on the Canvas, use Add to Selection  and Remove from Selection . See "Add To Selection" on page 20 and "Remove From Selection" on page 20.

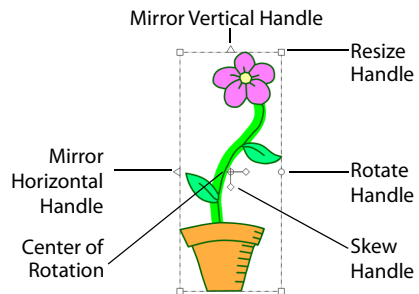
Select a Block


The select functions allow you to select a block of lines or areas. A selected block can be resized, rotated, skewed, mirrored, moved, copied, cut and deleted.

When making a selection, only objects that are completely enclosed by the selection line will be included in the selection.





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 mirror the block.

- Click and drag inside the block to move it, or use the arrow keys on the keyboard to nudge the block by small amounts.
- Click and drag the square corner















handles  to resize the block.

Hold down Shift as you click and drag to resize proportionally. Hold down Ctrl to resize from the center.



- Click and drag the round rotate handle  to rotate the block freely.
- Click the triangular handles  to mirror the block horizontally or vertically.
- Click and drag the center of rotation  to rotate around a different point.
- Click and drag on of the skew handles  to skew the block.
- Right-click the block to change the properties of the lines and fills within it. The Changing the Colors for Lines and Fills dialog will appear.

See "Changing the Colors for Lines and Fills" on page 30.

If the block is smaller than 1.5mm high or wide, the selection box will just be a plain rectangle with no handles.

Object Select		Click to select an object. (Draw only)
Box Select		Click and drag to draw a rectangle around the area you want to select.
Freehand Select		Click and 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 around it. (Paint only)
Magic Wand		Select an area of similar color to where you clicked. (Paint only)
Select All		Select all visible objects in the drawing with one click.
Select None		Deselect all of the objects in the drawing.
Invert Selection		All the currently selected areas become deselected, and the deselected areas become selected. (Paint only)
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.

Inserting or Pasting a Block


When a new selection is added to a design by paste or one of the insert functions, it is automatically selected as the current block and Object Select  (Draw only) or Box Select  is activated.

Deselecting a Block



Click the drawing area outside a block to deselect it. The selection box around the block will disappear. Right-click to deselect a block and also turn off the current select function.

Object Select

Object Select is only available on the Draw tab.

With Object Select , click on the object (line or filled area) that you want to select. The selection box will show you the extent of the block. Click outside the block to deselect it. Object Select is also activated automatically when a block is pasted.

Object Select is enabled until another tool is activated.

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.


If the wrong area is selected, click in the active window, but outside the box, to deselect.

Shortcuts



- Draw Tab, Select: 

- Keys: Alt, D, O



Select an Object with Object Select

- 1 In the Draw tab, click the Object Select icon .
- 2 Click on the required object. It becomes the current selection, indicated by a rectangle with white handles.
- 3 If you want to make a new selection, click on a different object to select it.
- 4 Object Select is enabled until another tool is activated.


Box Select

With Box Select , click and drag to draw a rectangle around the area you want to select. Alternatively, click on a line or group to select it. The four-headed arrow Move pointer  appears as you approach an object. Click and drag around the area you want to select. When you release the mouse button, the selection box will show you the extent of the block. Click outside the block to make a new selection using this method. Only objects that are completely enclosed by the selection line will be selected.


Box Select is enabled until another tool is activated.

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.
If the wrong area is selected, click in the active window, but outside the box, to deselect.




Shortcuts

- Draw Tab, Select; Paint tab: Select: 
- Keys: Alt, D, B; Alt, P, B



Select Objects with Box Select

- 1 Click the Box Select icon .
- 2 Click and drag to draw a rectangle around the required objects.
- 3 Lift the pen or release the mouse button when the required objects are enclosed. They will become the current selection, indicated by a rectangle with white handles.
- 4 If you want to make a new selection, click outside the current selection to deselect it. Then draw a new box around the required objects.
- 5 Box Select is enabled until another tool is activated.

Freehand Select

With Freehand Select , click and drag to draw an irregular outline around the desired area. Alternatively, click on a line or group to select it. The four-headed arrow Move pointer  appears as you approach an object. Click Freehand Select and the pointer changes to the freehand select pointer . Click and drag to draw an irregular outline around the desired area. When you release the mouse the area is closed automatically with a straight line between the last mouse position and the start position. The selection box will show you the extent of the block. Click outside the block to make a new selection using this method. Only objects that are completely enclosed by the selection line will be selected.


Freehand Select is enabled until another tool is activated. Right-click to deselect.

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 is useful when an area cannot be easily selected by using the simpler Box Select function.

If the wrong area is selected, click in the active window, but outside the box, to deselect.




Shortcuts

- Draw Tab, Select; Paint tab: Select: 
- Keys: Alt, D, F; Alt, P, F



Select Objects with Freehand Select

- 1 Click the Freehand Select icon .
- 2 Click and drag to draw a line around the required objects. The objects inside the line will become the current selection, indicated by a rectangle with white handles.
- 3 The line is closed automatically in a straight line between your start point and end point. If you are not close enough to your start point then you could leave out some desired objects by accident.
- 4 If you want to make a new selection, click outside the current selection to deselect it. Then draw a new line around the required objects.
- 5 Freehand Select is enabled until another tool is activated, or you right-click to deselect.

Point Line Select


With Point Line Select , click a series of points to create an irregular outline of straight or curved lines around the desired area. Click Point Line Select and the pointer changes to the Point Select pointer . Click a series of points to create an irregular outline of straight or curved lines around the desired area, using Shift+click to place a square (straight line) point. Click and drag  to reposition an existing point. Click Delete to remove the last-placed point. Right-click when the area is complete. The selection box will show you the extent of the block. Point Line Select may be easier to use than Freehand Select for precise selections. Click to deselect. Only objects that are completely enclosed by the selection line will be selected.

Point Line Select is enabled until another tool is activated. Right-click to deselect.



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.


If the wrong area is selected, click in the active window, but outside the box, to deselect.


Shortcuts

- Draw Tab, Select; Paint tab: Select: 
- Keys: Alt, D, P; Alt, P, P

Select Objects with Point Line Select

- 1 Click Point Line Select . The pointer changes to the Point Line Select pointer .
- 2 Click to place the first point for the selection. A yellow square point appears.
- 3 Click to place a series of points around the desired area.
As you click the third point on the line, the line becomes closed (it becomes a loop). As you place more points the line adjusts itself.
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 Point pointer . Adjust the point as desired.
When the Move Point pointer is active you can adjust existing points.


If you click while the Point select pointer  is active, another point will be added to the line.

- 6 When your line is as desired, right-click to surround the area with a selection box.
- 7 Right-click to deselect Point Line Select.

Ellipse Select



Ellipse Select is only available on the Paint tab.

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

Click Ellipse Select and the pointer changes to the ellipse select pointer . Click and drag around the area that you want to select.

If the wrong area is selected, click in the active window, but outside the selected area, to deselect.


To resize, click and drag one of the corner resize handles as desired. Rotate the selection to any degree with the rotate handle. Click and drag inside the selection to move it to a new position in the picture.

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


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

Ellipse Select is enabled until another tool is activated. Right-click to deselect.

Shortcuts


- Paint Tab, Select: 
- Keys: Alt, P, E


Select an Area with Ellipse Select

- 1 Click Ellipse Select .
- 2 Click and drag around the desired area of the picture. The selection will be shown by the dashed selection box.
- 3 If you want to make a new selection, click outside the current selection to deselect it. Then draw a new ellipse around the required area.
- 4 Ellipse Select is enabled until another tool is activated, or you right-click to deselect it.


Magic Wand

Magic Wand is only available on the Paint tab.



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

Click Magic Wand Select and the pointer changes to the magic wand pointer .


If the wrong area is selected, click in the active window, but outside the selected area, to deselect.

Use the Tolerance  settings on the Paint tab to set the color variation for the Magic Wand selection. Drag the slider, or change the numbers. See “Tolerance” on page 86.



The Magic Wand is enabled until another tool is activated. Right-click to deselect.

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

Shortcuts


- Paint Tab, Select: 
- Keys: Alt, P, M

Use Magic Wand Select

- 1 Click Magic Wand Select .
- 2 Change the color sensitivity of the Magic Wand with Tolerance , by moving the slider, or adjusting the numbers.
- 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 will be shown by a dashed line.
- 4 If you want to make a new selection, click outside the current selection to deselect it. Then make a new selection.
- 5 The Magic Wand is enabled until another tool is activated, or you right-click to deselect it.

Invert Selection


Invert Selection is only available on the Paint tab.

When Invert Selection  is clicked all the currently selected areas become deselected, and the deselected areas become selected.


This is useful when you want to apply an effect to everything except a small area.

If the wrong area is selected, click in the active window, but outside the selected area, to deselect.


Shortcuts

- Paint Tab, Select: 
- Keys: Alt, P, SV


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.


Select All

Select All  is a one click function that selects all visible objects in the drawing, or the whole image. This is useful to resize or reshape the entire drawing.


Shortcuts

- Draw Tab, Select; Paint Tab, Select: 
- Keys: Ctrl + A; Alt, D, SA; Alt, P, SA


Select None

Use Select None  to deselect all of the objects or selected areas in the image.




Shortcuts

- Draw Tab, Select; Paint Tab, Select: 
- Keys: Alt, D, SN; Alt, P, SN


Replace Selection

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


Replace a Selection

- 1 Place an image on the Canvas.
- 2 Use Box Select  (or another selection tool) to select an area.
- 3 Ensure that Replace Selection  is selected.
Replace Selection is initially selected.
- 4 Using Box Select , select something else.
The new selection replaces your old selection.




Shortcuts

- Draw Tab, Select; Paint Tab, Select: 
- Keys: Alt, D, SR; Alt, P, SR


Add To Selection

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


Add an area to a Selection

- 1 Place an image on the Canvas.
- 2 Use Box Select  (or another selection tool) to select an area.
- 3 Click Add to Selection .
- 4 Using Box Select , select a different area.
The new selection is added to your old selection.




Shortcuts

- Draw Tab, Select; Paint Tab, Select: 
- Keys: Alt, D, SD; Alt, P, SD


Remove From Selection

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

Remove an area from a Selection

- 1 Place an image on the Canvas.
- 2 Use Box Select  (or another selection tool) to select some an area.
- 3 Click Remove From Selection .
- 4 Using Box Select , select an area within your selection.
The new selection is removed from your original selection.

Shortcuts


- Draw Tab, Select; Paint Tab, Select: 
- Keys: Alt, D, SM; Alt, P, SM

Modify a Block


Move a Block

Move a selected block using click and drag, or nudge. Click on an area or object inside the block and drag it to the required position, or use the arrow keys to nudge it into place.

If Snap to Grid is enabled in the Draw window, the block of objects will snap to the grid when moved.



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

How to Move a Block

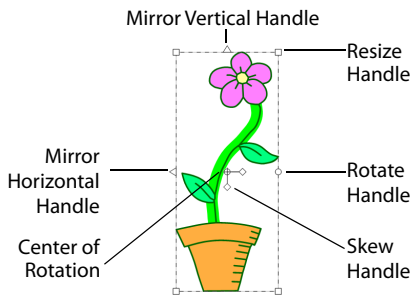
- 1 Click on an area or any of the objects inside the selection. The pointer becomes a four-headed arrow . Drag the selection to the required position. The rectangle around the selection will be dragged with the pointer.
- 2 Lift the pen or release the mouse button to drop the selection in place. The selected area will be redrawn in its new location.
Alternatively, use the arrow keys to nudge the selection into position, then click outside the block to place it.

When you move a selection, you may sometimes move the center of rotation by accident. Simply release the center of rotation, then click and drag the selection as usual. The center of rotation will snap back to the center of the selection when you drop the selection in its new position.



Resize a Block

Click and drag one of the square corner handles  to resize the block. The pointer becomes a double-headed arrow .


Hold down Shift as you click and drag to resize proportionally. Hold down Ctrl to resize from the center.

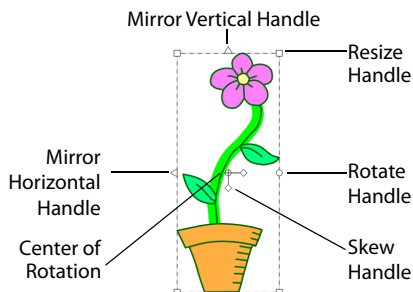


How to Resize a Block




- 1 If you want to keep the selected area in proportion, hold down the Shift key.
- 2 Click and drag any of the square  resize handles. The pointer becomes a double-headed arrow .
- 3 Lift the pen or release the mouse button, and then release the Shift key if you used that to keep the proportions. The selection will be redrawn at its new size.

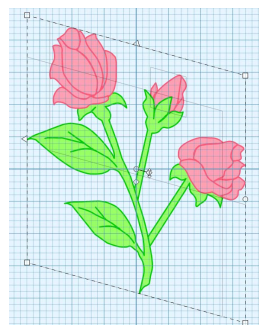
Skew a Block

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





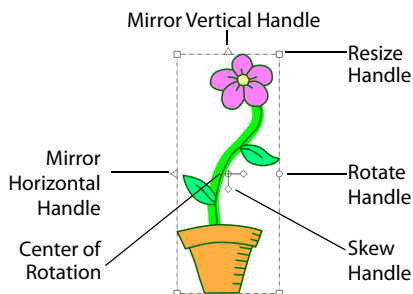
How to Skew a Block

- 1 Mouse over the horizontal diamond shaped  skew handle. The pointer becomes a vertical double-headed arrow  .
When the vertical skew handle is used, the pointer becomes a horizontal arrow .
- 2 Drag to skew the drawing.
- 3 Adjust the skew, then release the mouse button.
When you release the mouse button the selection box is redrawn as a square in the new position.
- 4 Click and drag again to make any further adjustments.
*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

Mirror a block vertically or horizontally using the triangular mirror handles  on the block selection box. The pointer becomes a double-headed arrow .



If the area to be mirrored was originally symmetrical, and has been rotated or skewed, deselect and reselect before mirroring. This is because the mirroring effect is applied to a design before rotating or skewing.




Horizontally Mirror Block

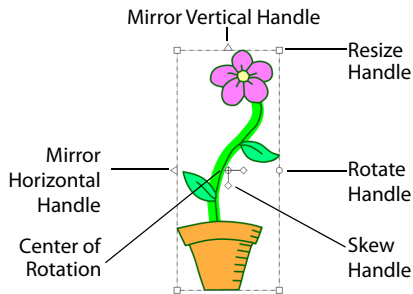
Click the Mirror Horizontal handle  to mirror a block horizontally.

Vertically Mirror Block

Click the Mirror Vertical handle  to mirror a block vertically.


Rotate a Block

Click and drag the rotation handle  to rotate the block freely to any angle. The pointer becomes the rotate pointer . If desired, move the center of rotation  before rotating the block.



The selection box around the block is rotated around the center of rotation.


Move the Center of Rotation

The center of rotation  is initially shown in the middle of the block. Click on or within the center of rotation, then drag it to any position in the drawing. This changes the pivot point around which the block rotates.

If you mirror a rotated area, this applies to the original shape before the rotate was applied. To apply it after the rotate, deselect and reselect the object.


Otherwise, if the rotated area was originally symmetrical only the mirror handle may appear to move.

Delete

Use Delete  to delete a block after it has been selected using one of the block selection methods (for example, Box Select, Freehand Select, Point Line Select or Select All). Alternatively, use the Delete key.

This function differs from Cut because it does not place the objects on the Clipboard Block. Therefore objects that have been Deleted cannot be pasted into another drawing (although Undo can be used if the wrong area is deleted).

Deleting Single Points

Use Delete Points  to delete individual points in a drawing in the Draw window.

See "Delete Points" on page 47.

Shortcuts

- Draw Tab, Clipboard; Paint Tab, Clipboard: 


- Keys: Delete; Alt, D, CX; Alt, P, CX

Cut, Copy and Paste

Once an area has been selected with the selection tools, it can be cut and copied onto the clipboard.


In the Draw window, only objects that are completely enclosed by the selection line will be selected.

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.

Cutting to the clipboard replaces the contents previously stored there.

Shortcuts


- Draw Tab, Clipboard; Paint Tab, Clipboard: 
- Keys: Ctrl + X; Alt, D, CU; Alt, P, CU

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.

Copying to the clipboard replaces the contents previously stored there.


Shortcuts

- Draw Tab, Clipboard; Paint Tab, Clipboard: 
- Keys: Ctrl + C; Alt, D, CC; Alt, P, CC


Paste

Use Paste  to place part or all of a drawing that has been cut or copied to the clipboard onto the screen. The pasted area appears in a highlighted box, ready to be moved or altered.


Shortcuts

- Draw Tab, Clipboard; Paint Tab, Clipboard: 
- Keys: Ctrl + V; Alt, D, CP; Alt, P, CP

Duplicate


Use Duplicate  to make a copy of the selected part or all of the drawing, which is automatically pasted on the Canvas below and to the right of the original.

Shortcuts

- Draw Tab, Clipboard; Paint Tab, Clipboard: 
- Keys: Alt, D, CD; Alt, P, CD

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, drawing a line, box or ellipse, or an effect that has been applied. Unlimited Undos are possible in the Draw window.


Only actions that change the picture can be reversed using Undo on the Draw window. For example, the Zoom commands cannot be reversed using Undo.

The Undo and Redo steps are reset when a new picture is opened.

Shortcuts


- Quick Access Toolbar: 
- Keys: Ctrl + Z

Redo

Use Redo  to reverse any actions that have been undone. Redo only works if nothing has happened after the last Undo. For instance, if you draw a line, then Undo and draw a rectangle then it is not possible to Redo the line because something different has happened instead. Unlimited Redos are possible in the Draw window.

The Undo and Redo steps are reset when a new picture is opened.

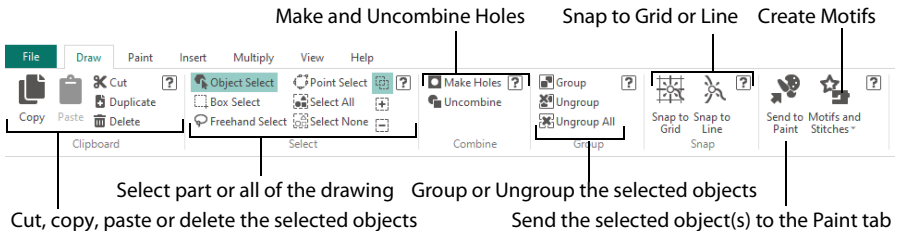
Shortcuts

- Quick Access Toolbar: 
- Keys: Ctrl + Y

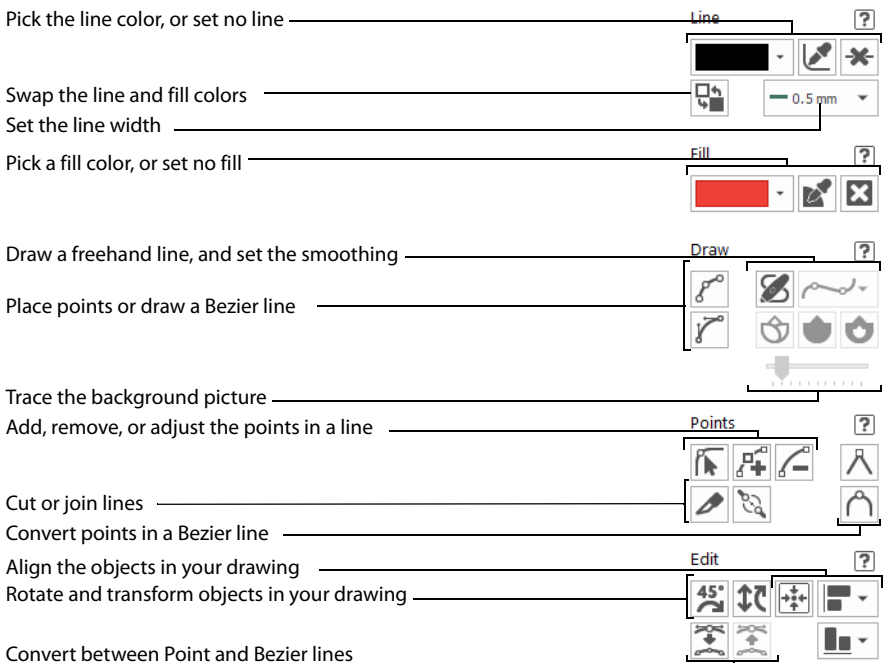
Creating a Drawing

4

A full range of drawing functions is available for vector graphics files (easily resizable images using lines, curves and shapes). Use the Draw tab to select, organize and edit your drawing.



Use the design panel to select colors, and to draw and edit lines and fill areas.



After drawing lines and areas, use the Multiply feature (see "Multiply" on page 71) to repeat them in your drawing.

Creating Drawings

Create your designs using the drawing tools and Gallery designs. Save or Export the designs as drawings or pictures.

The Freehand, Point and Bezier Draw features allow you to work in detail. Draw an outline, place points, or draw Bezier curves freely or over a picture to create your design.

Design Choices

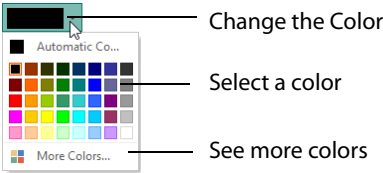
Adjust designs using easy editing features: Navigate around the design with the Filmstrip. Grouping features allow you to keep smaller parts of your design together.

Choose Drawing Colors

Colors and the Color Palette

Use the Color palette to choose the colors for drawing Lines and Fills.



The Color palette provides 40 commonly used colors. Click on a color in the palette to place it in the Design Panel as the Line or Fill color.




Colors Area

The Colors area at the top of the Design Panel displays the currently selected Line and Fill colors. The top color is the Line color and the lower color is the Fill color.

Change a Color in the Colors Area

- Click the drop-down menu for Line or Fill, then click on a color from the Color palette to select it as the Line or Fill color.
- To choose a color that is not in the Color palette, click More Colors in the palette to bring up the Colors dialog box. (After a color is chosen, it will be placed as the Line or Fill color.)
- To select a color from the picture on the screen use the Pick Line Color  or Pick Fill Color  function in the Drawing panel.

Pick Line Color

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





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


Shortcut

- Draw Windows Control Panel, Line: 

Pick a Color for Line Color

- 1 Click Pick Line Color . The pointer changes to an eyedropper .
- 2 Click the desired color in the drawing or background picture to make it the Line color.

Remove Line Color

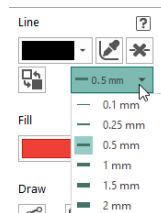
Use Remove Line Color  to draw a fill area with no surrounding line.

Shortcut


- Draw Windows Control Panel, Line: 

Line Width

Select a line width from the drop-down list in the Line section. The available widths are 0.1, 0.25 and 0.5mm, and 1, 1.5, 2, 2.5, 3, 3.5, 4, 5, 6, 7, 8, 9 and 10mm. The default width is 0.5mm.




Swap Colors

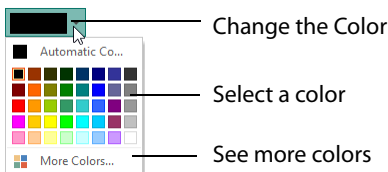
Use Swap Colors  to switch the line and fill colors for the selected object, or before creating a new object.

Shortcut

- Draw Windows Control Panel, Line: 

Pick Fill Color

Use Pick Fill Color  to select a color from the picture on the screen, or other objects in the drawing, and make it the color in the Fill color block for drawing. Also use Pick Fill Color to change the Fill color for the selected object or objects.





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


Shortcut

- Draw Windows Control Panel, Fill: 

Pick a Color from the Picture for a Fill

- 1 Click Pick Fill Color . The pointer changes to an eyedropper .
- 2 Click the desired color in the drawing or background picture to make it the color for the Fill color block.

Remove Fill Color

Use Remove Fill Color  when you do not want a fill within a closed line.

Shortcut

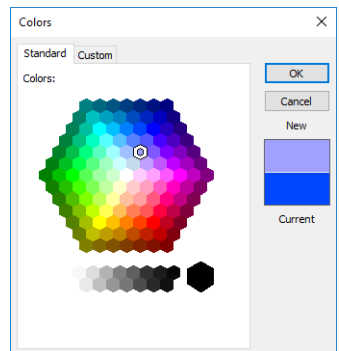
- Draw Windows Control Panel, Fill: 

Colors Dialog Box

The Colors dialog box is used to choose a new color for the Line, Fill or Paint color.

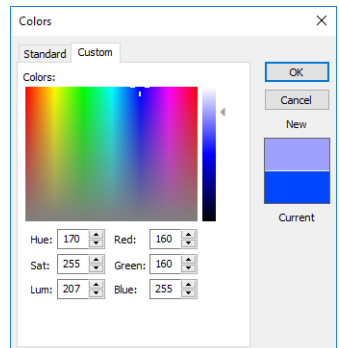
When the Colors dialog box appears, it shows the Standard color selection. If desired, click one of the Standard colors. A highlight shows the selected color. The New/Current box shows the difference between the newly chosen color and the color currently used.

Click the Custom tab to be able to select any of the 16 million RGB colors.



Click in the blended color palette to choose a basic color, then use the slider at the side to choose the desired brightness level. The HSL and RGB values are updated as you change the color and the color is previewed in the New/Current box.

You can also directly enter Hue, Sat(uration), Lum(inance) (HSL) and/or Red, Green, Blue (RGB) values. Alternatively, use the up/down buttons on each of the HSL and RGB value boxes to make fine adjustments to the color.



Color Models

Hue, Saturation, Luminance (HSL) Color Model

Hue is the color (red, yellow, green, or blue) for the selected color, expressed as a value between 0 and 239. Saturation (Sat) is the strength or purity of color in a specified hue. This is related to the amount of gray in it and is measured from 0 (completely gray) up to a maximum of 240 (no gray). The higher the saturation, the purer or more vivid the color. Luminosity (Lum) is the intensity of lightness or darkness in a color, specified by a value between 0 (black) and 240 (white). If Saturation is 0, the Luminosity setting specifies a shade of gray.

Red, Green, Blue (RGB) Color Model

The RGB model, one of the Additive Color models, is used on computer monitors. It has three primary colors — red, green, and blue — that it creates by emitting light. These three colors are combined in various proportions to produce all the colors displayed on your screen. They are referred to as additive because they combine to produce white. Primary colors are measured as a value from 0-255. The colors produced by combining the three primaries are a result of the amount of each of those shades present. For example,

pure red has a red value of 255, a green value of 0, and a blue value of 0. Yellow has a red value of 255, a green value of 255, and a blue value of 0. If Red, Green and Blue are set to zero, the color is black; if all three are 255, they produce white.



Changing the Colors for Lines and Fills

You can change line and fill color for the selected block in the Design Panel.

Select a block, and the Line and Fill colors become those for that block. Change the colors, then deselect the block.


See "Change Color and Other Properties" on page 52.

Change the Colors for an Existing Line and Fill

- 1 Click to select a block of objects. The block is surrounded by a box.
The objects can be a variety of colors.
- 2 Look at the Design Panel, the Line and Fill color are those for the selected block.
- 3 In the Line section select a color and the width that you want to use, or select Remove Line Color .
- 4 In the Fill section select a color for the Fill or choose Remove Fill Color .
- 5 All of the objects in the block change to your selected color, Line and Fill type.

Drawing Lines



Freehand Draw

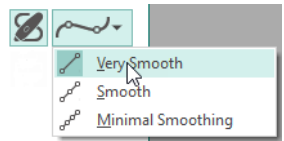
Use Freehand Draw  to draw a line that follows the movement of the pointer. Adjust the flow of the line with the smoothness options. Freehand Draw is enabled until another tool is selected.

Shortcut

- Draw Windows Control Panel, Draw 

Draw a Line with Freehand Draw

- 1 Select the desired line color from the Color palette. Use Pick Color  if you want to select colors from the picture.
If you want a fill, also choose a Fill color.
- 2 Select a line thickness option from the drop-down list in the Lines section.
- 3 Click the Freehand Draw icon .
- 4 If desired, change the line smoothness by clicking on the desired setting in the Smoothness Options menu.
- 5 Click and drag across the Canvas 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.
- 6 Lift the pen or release the mouse button and the freehand line is completed. Each time you drag and release a new freehand line will be drawn, until another feature is selected.



Smoothness Option

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

Very Smooth



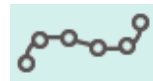
The line is greatly smoothed, with very few points.
This is the default option.

Smooth




The line is slightly smoothed, with fewer points.

Minimal Smoothing



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

Point Draw

Use Point Draw  to place points from which a line will be made. Point Draw is a good way to draw either a curved line, or one with straight sections.



The minimum number of points is two (which forms a straight line). Three points form an angled line. The line is smoothed after placing four or more points. Hold down Shift to place straight sections.

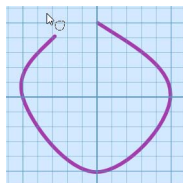
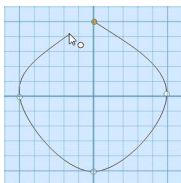
Point Draw is enabled until another tool is selected.

Shortcut

- Draw Windows Control Panel, Draw: 

Using Point Draw


- 1 Select the desired line color from the Color Select panel. Use Pick Color  if you want to select colors from the picture.
To make an enclosed area, also choose a Fill color.
- 2 Click the Point Draw icon .
- 3 Click a series of points on the Canvas from the desired start point to the desired end point to draw a smoothed line. The points (nodes) are displayed as circles.
- 4 Right-click on the Canvas to place the line. Each time you click, a point for a new line will be placed until you select another feature.

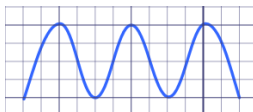
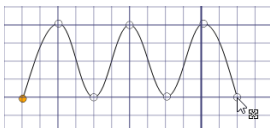


Straight and Curved Lines

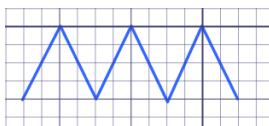
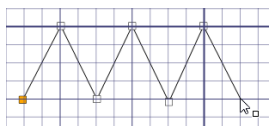
Hold down Shift while placing a point to make an angled section. The point will be displayed as a square, and that part of the line will be converted to points with no curves.

Draw Straight and Curved Lines


- 1 Select the desired color in the Color palette.
- 2 Click the Point Draw icon .
- 3 Click seven points in a zigzag line, following the squares on the drawing area grid.
The points formed where you clicked are round.
- 4 Right-click the mouse button to draw the line. A curved line is drawn, using the points that you clicked on the drawing area.



- 5 Hold down the Shift key and click seven more points.
The points are now square.
- 6 Right-click the mouse button to draw the line. This time the line has straight sections.

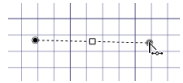


Bezier Draw

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.

The points (nodes) for Bezier lines are always square.

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



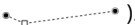

For information on Control Points and the other Bezier Line editing tools, see "Convert Points" on page 49.

Creating Bezier Lines

When creating Bezier lines:



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

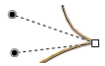
Use the Shift key while drawing to affect how the handles are placed:

- 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 button was 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.
- 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 Design Panel to add and remove points from the Bezier line.



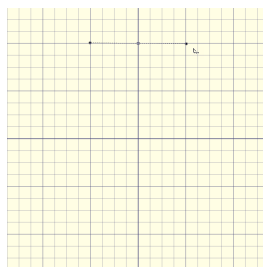
Shortcuts

- Draw Windows Control Panel, Draw: 
- Keys: Alt, P, BM

Draw a Circle in Bezier Mode

- 1 Click the View tab, and 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 (Remove Fill Color  should be highlighted).
- 4 Select a color for your line.
- 5 Click Bezier Draw  to select (highlight) it. The Bezier Draw pointer appears .
- 6 Click to place a point, then click to place three more of these square points in a rough curve.
- 7 Right-click to finish the line. The points are joined by straight lines.
These are Corner Points, in Bezier Mode they are joined by straight lines.
- 8 Click Undo  to remove the line.

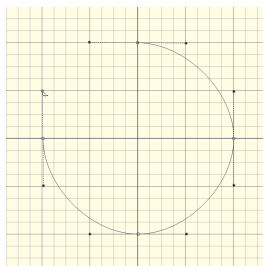
- 9 Starting 2 squares above the center of the canvas, click and drag to the right one square, to the crosshairs of the next grid square.
- 10 Release the mouse button.
A white square (a Point) appears at the place where you clicked, and a black handle appears at the place where you released the button. This is the forward handle.




- 11 Note that a second handle has appeared the same distance behind the white point.
This is the backward handle, it is the same distance from the white point as the forward handle (it is symmetrical).

- 12 Starting 2 squares to the right of the center of the grid, click and drag downwards one square, then release the mouse button.
A curved line appears between the two square white points.

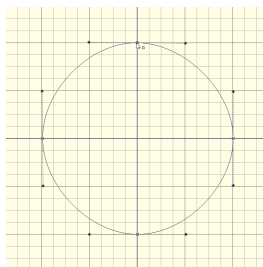
- 13 Starting 2 squares below the center of the grid, click and drag one square to the left to place the next section of the curved line.
- 14 Then, starting 2 squares to the left of the center of the grid, click and drag one square upwards to place another section of the curved line. You should now have three quarters of a circle.




- 15 Move the pointer over the square white point on the right. The pointer changes to the Move pointer .
- 16 Drag the point and place it exactly where the grid lines cross.
- 17 Move the pointer over the forward handle for that point (the black handle below the point that you just moved).
- 18 Drag the handle a about half a square downwards. The backward handle for this point moves the same distance upwards.

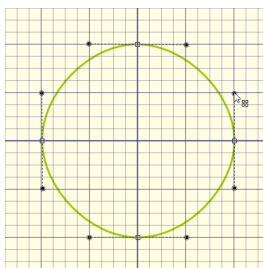
While you are still placing points, if you adjust the handles they behave symmetrically. You can also drag to add symmetrical handles to a Corner point.








- 19 Move the handle to the right and left.
Note that the curved line changes shape as you move the handle.
- 20 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.
- 21 If needed, adjust the other points and handles so that you have a smooth three quarters curve.
- 22 Move the pointer over first point that you placed until it becomes a cross.
- 23 Click on that original point to form a circle.
Alternatively, right-click and select Finish and Close Line in the context menu to place the line.

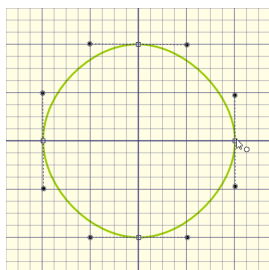
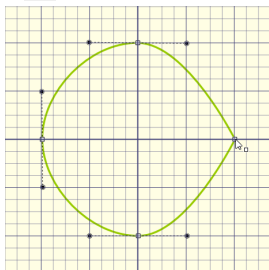


Edit a Bezier Line






- 24 In the Draw section of the Design Panel, click Edit Points . The points and their handles are displayed.
- 25 Move the pointer over the handle above the point on the right (the backward handle for the second point in the line).
- 26 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.
When editing a line the points are Curved, and not Symmetric. The handles can be moved independently along the straight line.
- 27 Drag the handle up to its previous position and the shape becomes a circle again.
- 28 Hold down the Shift key and drag the handle to one side. A corner is created in the shape.
Use the Shift key to create a corner or other angle in the line.

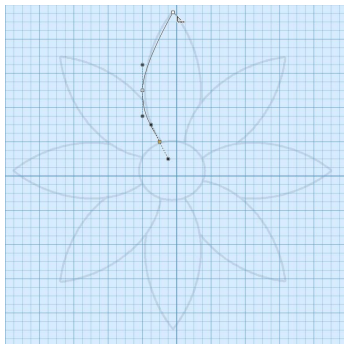


- 29 In the Points section of the Design Panel, select Convert Points to Curve . The pointer changes to the Convert Points to Curve pointer .
- 30 Click on the point. The handles become symmetrical, and the shape you drew becomes a circle again. *For more information on Control Points and the other editing tools, see "Convert Points" on page 49.*
- 31 In the Points section of the Design Panel, select Convert Points to Corner .
- 32 Move the pointer over one of the points in your line. The pointer changes to the Convert Points to Corner pointer .
- 33 Click on the point. It now has no handles, and the sections of the line by it are straight.
There are no handles to drag, so you can only change the line by moving this Corner Point. Use Corner Points for straight lines.
- 34 In the Points section of the Design Panel, select Convert Points to Curve .
- 35 Click on the corner point. It changes back to a curved point.
- 36 Click Edit Points .
- 37 Drag the upper handle downwards very close to its point and release the mouse button. The handle vanishes, and the section of the line without a handle becomes straight.
- 38 Drag the other handle upwards. It also vanishes.
This is another way of creating a corner point.
- 39 Select Convert Points to Curve  and use it to change the corner point back to a curved point.
You can use Convert Points to Curve to regain use of both handles.
- 40 Right-click to deselect Convert Points to Curve.
To create a corner point with full control over the angle of the lines, 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 35.



Draw a Flower using Bezier Curves

- 1 Open mySewnet™ Draw & Paint, and in the View tab ensure that Grid size is set to 10mm, and that the canvas is set to 100mm x 100mm.
- 2 In the File menu, click Open .
- 3 Load the picture file 'Motif Flower.png' from the samples area on the website:
www.premierplusecq.com
- 4 Drag the Background slider to the left so that the picture is very pale.
- 5 In the Design Panel, ensure that Fill is not selected (Remove Fill Color  should be highlighted).
- 6 Select a color for your line.
- 7 Set the Line width to 0.5mm.
- 8 Click Bezier Draw  to select (highlight) it. The Bezier Draw pointer then appears .
See "Draw a Circle in Bezier Mode" on page 33 for the essentials of drawing Bezier lines.
- 9 At the left side of the base of the petal at the top, click and drag up and slightly to the left, then release the mouse button.
- 10 Starting where the petal to the left meets the petal you are drawing, click and drag upwards a short distance to where the next set of grid lines cross.
- 11 Click (without dragging) to place a point at the tip of the petal. This is a Corner point.
- 12 Move the pointer over the second square white point. The pointer changes to the Move pointer .



13 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.

14 Click and drag downwards a short distance from the mid point of the right side of the petal.

15 Click to place a single point where the line touches the next petal.

As you become more skilled, try clicking and dragging to place a curved line using a single point at the base of the petal.

16 Right-click to place the line.

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.

17 At the left side of the base of the petal to the right of the one that you just drew, click and drag upwards a short distance, then release the mouse button.

18 Starting where the petal to the left meets the petal you are drawing, click and drag diagonally towards the top right corner of the grid.

19 Release the mouse button when you reach the grid line above.

20 Click (without dragging) to place a point at the tip of the petal.

21 From the mid point of the right side of the petal, click and drag diagonally towards the bottom left corner of the grid.

22 Click to place a single point where the line touches the next petal.

23 Use the Move pointer to adjust the position of the white squares so that the curved line fits the picture behind.
You can further adjust the Bezier line using the black handles.

24 Right-click to place the line.

25 Starting at the bottom left of the third petal, click and drag a short distance diagonally to the right to place the first point.

26 Where the outline of the petal meets the grid, click and drag a horizontal line a short distance to the right to place the next part of the curve.

27 Click to place a point at the tip of the petal.

28 Mid way down the other side of the petal, click and drag to the left and slightly down to place the next point.

29 At the base of the petal, click to place a final point, then right-click to place the line.

30 Place Bezier curve lines to draw the other petals, finishing at the petal to the left of where you started.

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.

31 Right-click to finish placing the Bezier line.

32 Click outside the design to deselect the final petal.

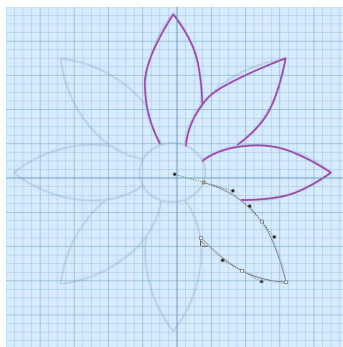
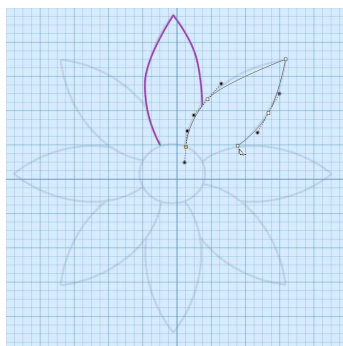
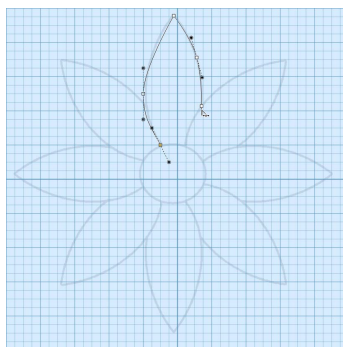
33 Click the Line color block and choose a golden yellow color.

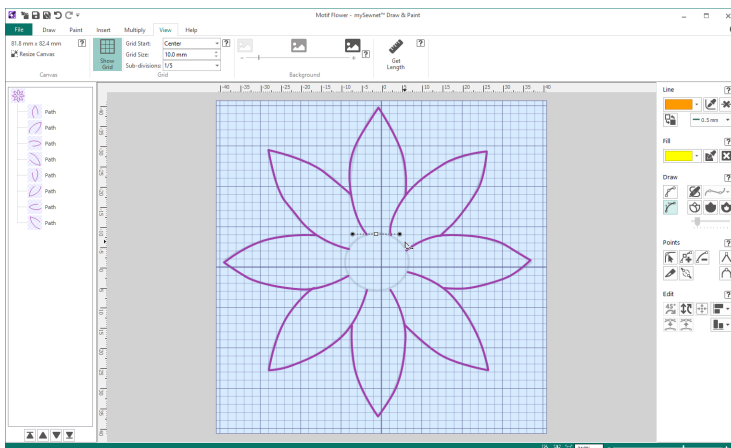
34 Click the Fill color block and choose a pale yellow color.

The Fill color changes to your selected color from no color.

35 Click Bezier Draw  to select (highlight) it. The Bezier Draw pointer appears .


36 Starting at the top of the center of the flower, click and drag a short distance to the right, then release the mouse button.

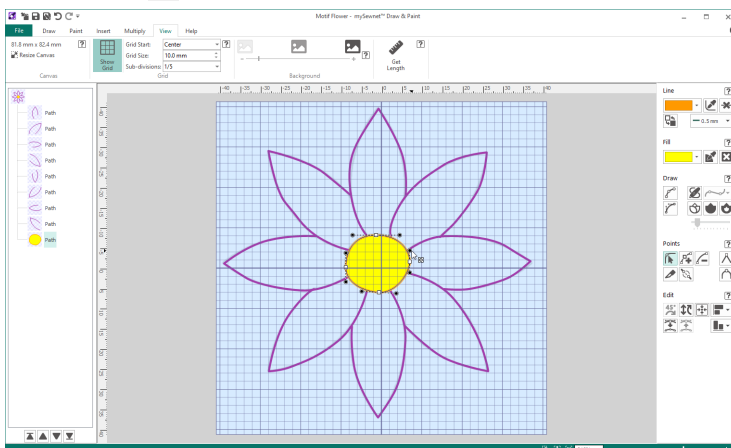




37 Click and drag vertical and horizontal lines of similar lengths to place the other three points creating the circle.

38 Right-click to place the center of the flower.

39 Click Edit Points . The points you drew for the center of the flower can be seen.




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

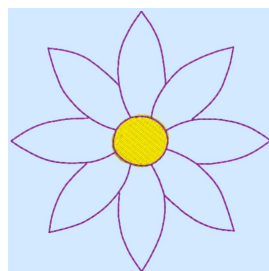
41 Adjust the handles on the points to make the Bezier line follow the background.

If the handles from two different points overlap, move both nearer to their own point, to smooth the curve. For more information on editing, see "Edit a Bezier Line" on page 34.


42 When you have made your changes on one petal, select the next petal in the FilmStrip and adjust that one.

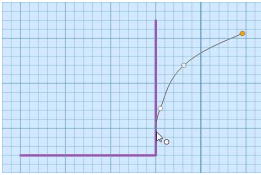
If you find that one of corner points actually has very short handles, either use Convert to Corner  in the Draw tab to change it to a corner, or drag the handles sufficiently close to their point that they vanish.

43 Save your flower. You can adjust it further when you open the file again.

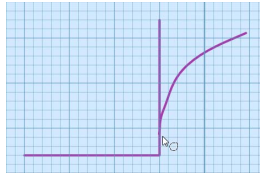


Snap to Line


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.




Place points with Snap to Line




Lines snapped together

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

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

You can use Snap to Line  when editing. See "Snap to Line" on page 46.


Shortcuts

- Draw Tab, Snap: 
- Keys: Alt, D, NL




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.

Shortcuts


- Draw Tab, Snap: 
- Keys: Alt, D, NG

Closing Lines

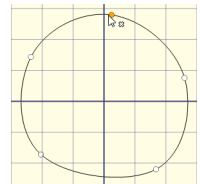
You can join lines to themselves when using Freehand Draw , Point Draw  and Bezier Draw .

Use Multiply to automatically create copies of lines.


Closed Lines

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.



Trace Line


Use Trace Line  to trace the outline of a background picture to create a line drawing. Use the Color Tolerance slider to select the desired part of the picture.

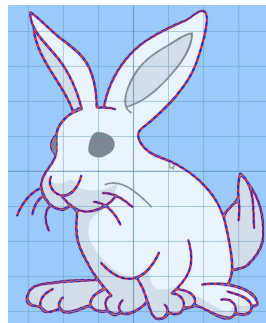
Use Trace Area to trace a picture with no outlines.

Shortcuts


- Draw Windows Control Panel, Draw: 

Trace a Picture with Trace Line

- 1 In the Paint tab, load a picture with clear outlines, or a line drawing. *Trace Line finds the center of a line or area when tracing. Use Trace Area, or Trace Area & Hole to trace a filled area without clear outlining.*
- 2 In the Design Panel, click Trace Line .
- 3 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.
To find an outline, it may be best to zoom in and to fade the background on the View tab.
- 4 Drag the Color Tolerance slider below the Trace icons until the required part of the picture is selected.
- 5 Click to trace the outline.
Your traced outline will appear 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.

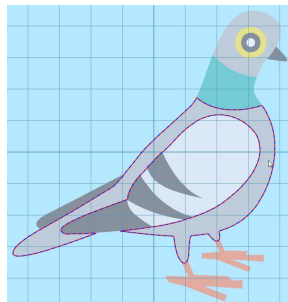
Use Trace Line to trace a picture with good outlines to create a line drawing.

Shortcuts


- Draw Windows Control Panel, Draw: 

Trace a Picture with Trace Area

- 1 In the Paint tab, load a picture without clear drawn outlines. *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.*
- 2 In the Design Panel, click Trace Area .
- 3 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.
To view the area that you have placed, it may be best to zoom in and to fade the background on the View tab.
- 4 Drag the Color Tolerance slider below the Trace icons until the required part of the picture is selected.
- 5 Click to trace the area in the picture.
Your traced area will appear in the FilmStrip.




Trace Area & Hole

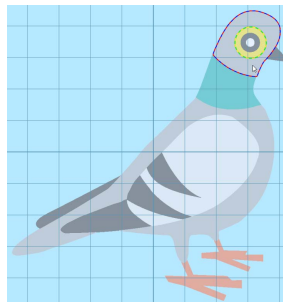
Use Trace Area & Hole  to trace an area of a background picture that includes a hole to create a filled drawing, or a line drawing. Use the Color Tolerance slider to select the desired part of the picture.

Shortcuts

- Draw Windows Control Panel, Draw: 

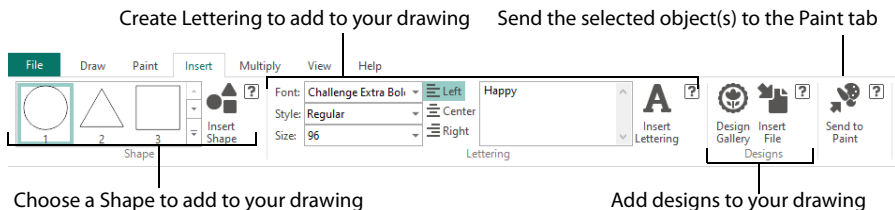
Trace a Picture with Trace Area & Hole

- 1 In the Paint tab, load a picture without clear outlines.
Trace Area & Hole finds the outlines of an area when tracing to trace a filled area with a hole.
- 2 In the Design Panel, click Trace Area & Hole .
- 3 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.
To view the area that you have placed, it may be best to zoom in and to fade the background on the View tab.
- 4 Drag the Color Tolerance slider below the Trace icons until the required part of the picture is selected.
- 5 Click to trace the area in the picture.
Your traced area will appear in the FilmStrip.




Insert Tab


Use the Insert tab to add Shapes, Lettering and Designs to your drawing.



Drawing Shapes

Insert Shape

Use Insert Shape  to add shapes to the drawing. The shape will be drawn as a closed line, that may be filled. Select your shape from the drop-down list. 120 different shapes are available.


Hold the Shift key down when resizing with Insert Shape  to keep the original proportions of the shape.

For example, use Shift to draw a square rather than a rectangle, or a circle instead of an ellipse.


If Snap to Grid is used when drawing a shape, the shape will snap to the grid lines.

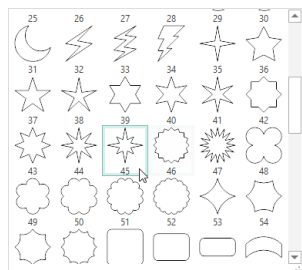
Use Multiply to automatically create copies of shapes.

Shortcuts

- Insert tab, Shape: 
- Keys: Alt, I, S

Draw a Shape

- 1 Select the desired line and fill colors and the line width.
- 2 In the Insert Shape drop-down menu, select a shape.
- 3 Click the Insert Shape icon . The shape is placed on the canvas.
- 4 Drag the corner handles to resize as desired.
To resize proportionally (so that a square remains square), place the pointer over the corner handle so it becomes a double-arrow pointer, then hold down the Shift key and drag.
Hold down Ctrl to resize from the center. By default, shapes are drawn from the corner.
- 5 Click outside the shape to deselect.
- 6 If the shape needs to be moved, click to reselect, then move.
Alternatively, use one of the select tools to move the shape.

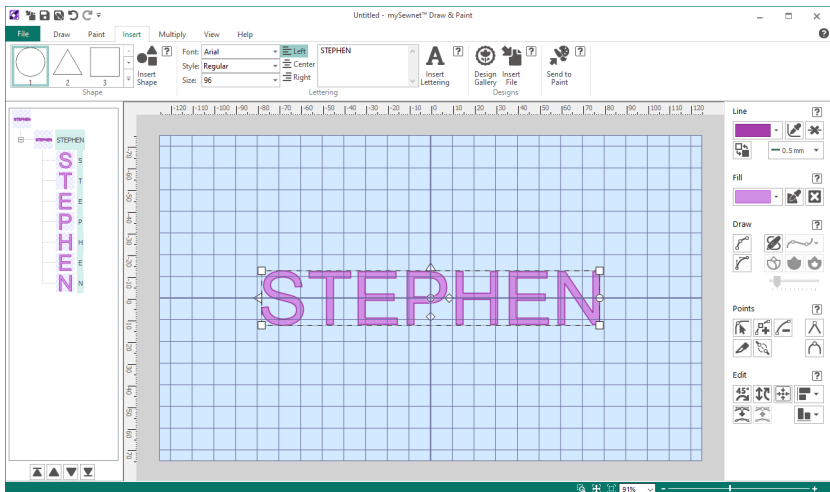


Shape Type




Select one of 120 shape types from a drop-down list.

Insert Lettering

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



Choose from Regular, Bold, Italic or Bold Italic styles, and adjust the font size in points. Then enter the desired text and click Insert Lettering **A**. The text then appears in the center of the canvas in a highlighted box that may be moved, resized or rotated. Create multi-line text by pressing ENTER while typing in the Text box.

Use the Alignment tools to align multi-line text to the Left , Center  or Right .

Shortcut

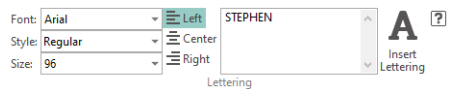
- Insert tab: **A**
- Keys: Alt, I, L


Add Lettering to Your Drawing

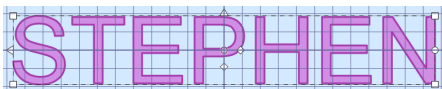
- 1 Select the desired colors for line and fill in the Design Panel.

Use Pick Line Color  or Pick Fill Color  to select colors from the picture.

- 2 Click the drop-down arrow for the Font and select the desired TrueType® Font installed on your computer.
- 3 Click the drop-down arrow for Style and choose Regular, Bold, Italic or Bold Italic.
- 4 Set the size in points by typing in a number, or click on the drop-down arrow and choose a point size.
- 5 Choose the Alignment for your text.
- 6 Click in the Text box and the arrow cursor becomes an I-bar.
- 7 Type the desired text. Press Enter to create a new line and type more text.




- 8 Click the Insert Lettering icon . The lettering is placed on the canvas. The selection box has handles to adjust it.



- 9 If desired, use the resize handles to make the text bigger or smaller. Hold down Shift to resize proportionally, and Ctrl to resize from the center. Use the rotate handle to rotate the text to any degree.
- 10 Click anywhere outside the box to deselect.
Use Multiply to automatically create copies of the text.


Design Gallery

Use the Design Gallery  to add any of the clipart pictures included with your mySewnet™ Draw & Paint. An added Gallery design is automatically selected, ready to be moved or copied.


To see the name of a Gallery design, position the arrow pointer over the desired thumbnail. A label showing the file name will appear.

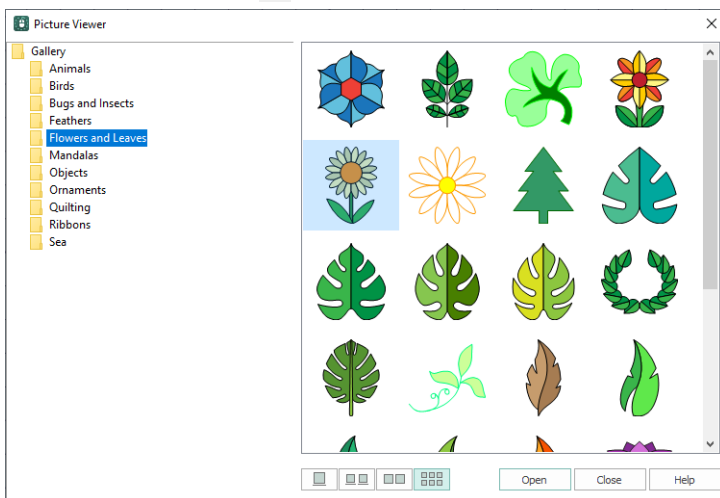
Use Multiply to automatically create copies of Gallery designs.

Shortcut

- Insert tab: 
- Keys: Alt, I, M

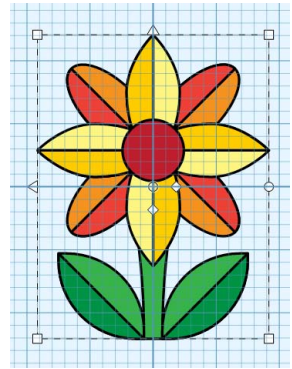
Add a Gallery design to Your Drawing

- 1 Click the Design Gallery icon  and the Viewer dialog box will be displayed.




- 2 To look at Gallery designs in a different folder, select a folder in the browse pane on the left.
The browser only looks for Gallery designs folders in ProgramData\mySewnet\Embroidery1\Gallery
- 3 Scroll down to see more Gallery designs, if available.


- 4 Click a thumbnail picture to select a Gallery design, then click the Open button at the bottom of the window. Alternatively, double-click on a thumbnail picture to load the Gallery design onto the screen. The Gallery design is placed in the picture with a selection box around it.
- 5 Click and drag the newly placed Gallery design to the required position on your picture. You can also resize the Gallery design, and flip it or rotate it. You may need to move the Viewer dialog box out of the way to position the Gallery design where you want it (click and drag the Viewer dialog box using its title bar).
- 6 Use the scroll bar on the right to display all the Gallery designs in the folder, and click a picture to choose a new Gallery design.
- 7 Continue adding Gallery designs as required. When you select the next Gallery design, the previous design is deselected. *Each Gallery design is inserted as a group, so it can be separately selected later.*
- 8 Click Close to finish adding Gallery designs.









Insert File

Click Insert File  to display the Open dialog box to add a drawing from your computer to your design. See “Insert” on page 8.


Shortcut

- Insert tab: 
- Keys: Alt, I, F

Editing Tools

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

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 .

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.

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

Round Points

Round points indicate a curved line.

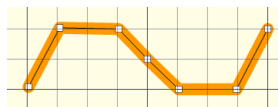
You can change a round point to a square point by holding down Shift and clicking the point. To change it back, hold down Shift and click the point again.




Square Points

Square points indicate a straight line with angled sections.

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. Edit Points is enabled until another tool is selected, or you right-click to deselect.

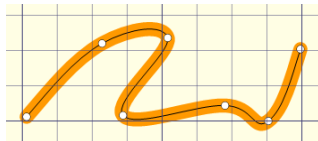
If you edit the points of a filled object, the fill will adjust to the new shape.

Shortcut

- Draw tab, Points: 


Editing the Points in a Line

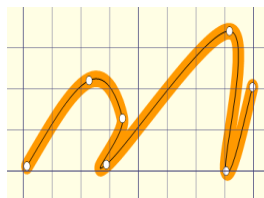
- 1 Click the Edit Points icon .
- 2 Click the line that you want to edit. Its points will be displayed.
- 3 Click and drag a point to change the shape of the line. Lift the pen or release the mouse button to place the point in its new position.





The Edit Points tool is active until another feature is selected, or you right-click to deselect. 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 Click the Edit Points icon .
- 3 Click the line you just drew. The line is defined by a series of round points.
- 4 Click and drag one of the points in the middle of the line.
- 5 Move the point around freely. You will see the line flex 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 button. 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 will not flex.







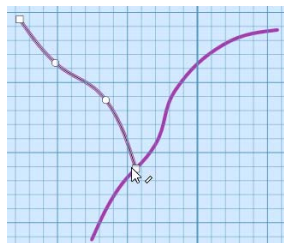
Snap to Line

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 .


You can use Snap to Line  when drawing. See “Snap to Line” on page 38.

Using Snap to Line


- 1 Use Freehand Draw  to draw two separate curved lines.
- 2 Click the Edit Points icon .
- 3 Select Snap to Line .
- 4 Click one of the lines you just drew.
- 5 Click and 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 button 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.



Join

Use Join  to join two open lines together.

You cannot join closed lines (shapes) with Join.


Click Join , and all open line endings are highlighted with a circular handle. Click the two handles to be joined, or drag one on top of the other.

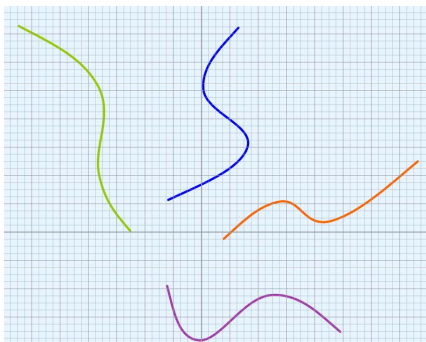
The line will take on the color of the second handle clicked.

If you Join the two ends of the same line, a closed area is formed.

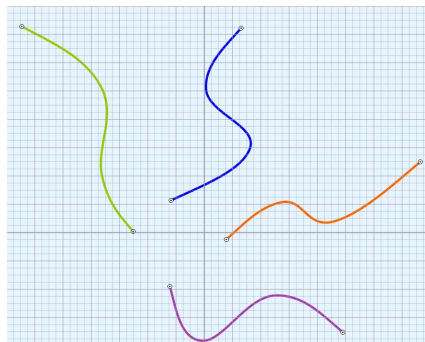
Joining Two Lines

- 1 Draw several lines with different colors.

- 2 Click Join .
All open line endings are highlighted with a circular handle.

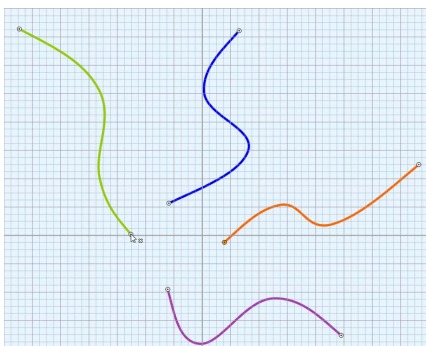


Draw some lines

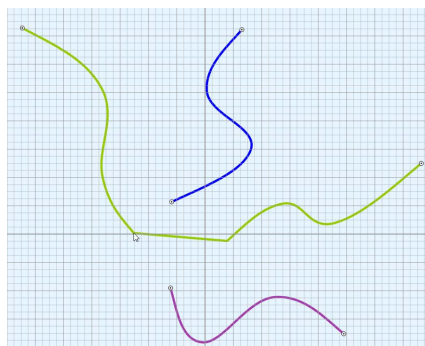


Click Join  to highlight the line ends.

- 3 Click the end handle of one of the lines to be joined.
4 Click the end handle of the other line to be joined.



Click the handle for the first line to join.



Click to join the two lines.

The two lines are joined with a straight section, and the joined line takes on the color of the second line selected.

You can also drag one handle on top of the other to join two lines.

- 5 Right-click to deselect.

Delete Points


Use Delete Points  to remove the currently selected point.

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.

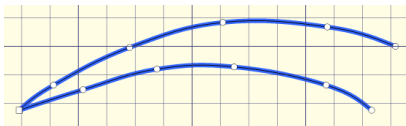
Delete Points is enabled until another tool is selected, or you right-click to deselect.

Shortcut

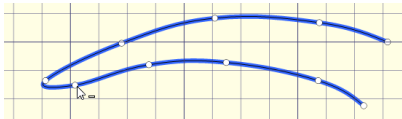
- Draw tab, Points: 

Delete a Point

- 1 Click the Delete Points icon .
- 2 Click the line that you want to edit. The points will be displayed.




- 3 Click each individual point that you want to delete.




- 4 The line will be reshaped. The Delete Points tool is active until another feature is selected, or you right-click to deselect.

Insert Points




Use Insert Points  to add a point to the currently selected line.

Insert Points is enabled until another tool is selected, or you right-click to deselect.

Shortcut

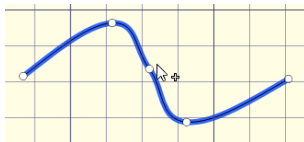
- Draw tab, Points: 

Add a Point to a Line

- 1 Click the Edit Points icon  to make sure that you are in Edit Points mode.
- 2 Click the line that you want to edit. The points will be displayed.
- 3 Click the Insert Points icon . The pointer changes to the Insert Points pointer .
- 4 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 will be 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 Points functions to change Bezier lines and Point lines.

Convert Points

Use the Convert Points functions Convert Points to Curve  and Convert Points to Corner  to change between types of points in a line in Bezier Mode.

For information on how to draw and adjust Bezier Lines, see “Bezier Draw” on page 32.






Convert Points to Curve

Use Convert Points to Curve  to change the selected point in a Point line or Bezier line to a Curved point (for Bezier, a point with handles that can be adjusted independently). Right-click to deselect the function.

Shortcuts


- Design Panel, Points: 

Change a Bezier Mode Point to a Curve Point

- 1 In the Points section of the Design Panel, click Edit Points .
- 2 Click on a line created with Bezier Draw to show the points that make it up.
- 3 In the Points section of the Design Panel, select Convert Points to Curve . Edit Points  is no longer highlighted.
- 4 Move the pointer over a corner point in your line. 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 Right-click to deselect the function.
- 8 If desired, click the Convert Points to Curve  again and repeat.

For more information on how to adjust Bezier Lines, see “Edit a Bezier Line” on page 34.






Convert Points to Corner

Use Convert Points to Corner  to change the selected point in a Point or Bezier line to a Corner point (a point with no handles for Bezier). Right-click to deselect the function.

Shortcuts


- Design Panel, Points: 

Change a Bezier Mode Point to a Corner Point

- 1 In the Points section of the Design Panel, click Edit Points .
- 2 Click on a line created in Bezier Draw to show the points that make it up.
- 3 In the Points section of the Design Panel, select Convert Points to Corner . Edit Points  is no longer highlighted.
- 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 Right-click to deselect the function.
- 8 If desired, click the Convert Points to Corner  again and repeat.


For more information on how to adjust Bezier Lines, see “Edit a Bezier Line” on page 34.

Convert to Point Line


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

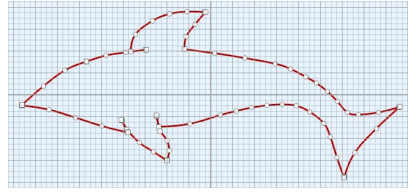
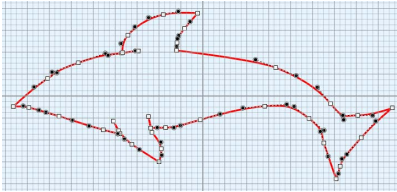
The change takes place immediately.

Shortcut

- Design Panel, Points: 

Change a Bezier Line to a Point Line


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



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 click 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.


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

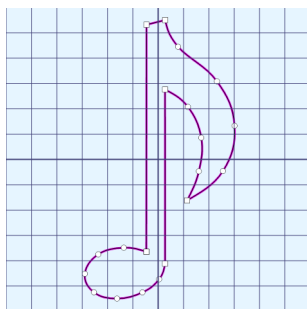
Shortcut

- Design Panel, Points: 

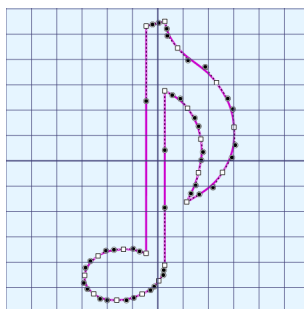
Change a Point Line to a Bezier Line

- 1 Click on an object created in Point Mode.


- 2 In the Design Panel, click Convert to Bezier Line . The line changes to a Bezier line immediately. *If you change your mind, use Undo rather than converting back.*




Point Line



Converted to Bezier Line

- 3 If desired, select another object and click Convert to Bezier Line  again to repeat. *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.*

Knife


Use the Knife tool  to cut the currently selected line, shape or group (object) into two parts.

One part is automatically selected.



The Knife is deselected automatically after use.

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

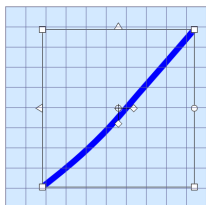
Shortcut

- Draw tab, Points: 

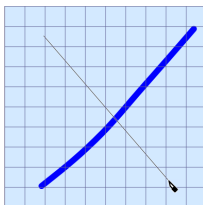
Cut a Shape with the Knife

- 1 Draw a line, or place a shape.
- 2 Click Object Select , then click the object that you just drew to ensure it is selected. It is now surrounded by a box.
- 3 Click the Knife Tool icon .
- 4 Click to one side of the object that you drew, then drag to get to the other side of the object. A straight line representing the path of the cut is displayed.

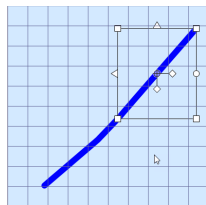
- 5 Release the mouse button to cut diagonally across the object with the Knife. It is divided in two, as can be seen in the FilmStrip.




Select the line



Draw the cut line



Right-click to end cutting

- 6 Right-click to finish using the Knife. One section is selected. The Knife can also be used to cut groups. Load a Gallery design , then cut it with the Knife. It will now be displayed as two groups that can be moved separately.

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

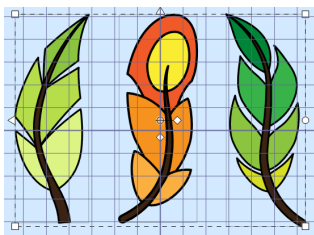
Change Color and Other Properties

Once objects have been selected, the line and fill color and other properties of the selected block can be changed.

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

Change the Color of a Block

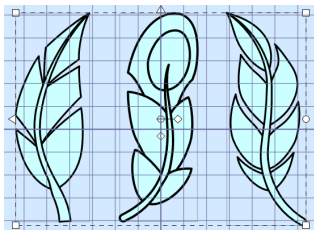
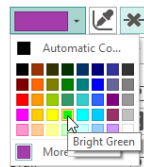
- 1 Select a block of objects of varying colors.





- 2 In the Design Panel, click on the lower color by the drawing tools, then select a new color in the palette.

To select a new line color, click on the upper color, then select a new color in the palette.

- 3 Click OK to apply the new color to your selected block.




Rotate 45°

Use Rotate 45°  to rotate all selected objects in a block around the Center of Rotation .

Shortcuts

- Design Panel, Edit: 

Transform

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

Shortcuts

- Design Panel, Edit: 





Transform Dialog

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

Modify the currently selected block as desired, then click OK to show your changes on the Canvas.

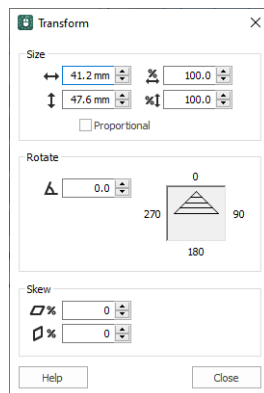
Click Undo  to reverse your changes.

Size


Show and change the height  and width , or height  and width  percentage of the currently 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.




If desired, move the center of rotation before rotating.

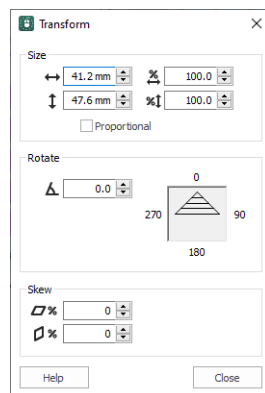
Skew %

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

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 Click the Design Gallery icon  and the Viewer dialog box will be displayed.
- 2 Browse to the folder Flowers and Leaves, and click to highlight the design Orange Flower.
- 3 Click Open to load the flower design.
- 4 In the Draw tab, ensure that Object Select  is active.
- 5 Click the flower to select it.
- 6 Click Transform . The Transform dialog box appears.
- 7 In the Size section, ensure Proportional is checked, then change Height percentage to 75%.
- 8 The Width percentage will decrease by the same amount, and in the background the flower changes in size.
- 9 In Rotate, click and hold on the up arrow. The flower rotates.
- 10 Change the width and height percentage Skew to reshape the flower design.
- 11 Click Close. The flower now uses your new settings.
- 12 Left-click outside the select box to deselect the flower drawing.



Alignment Tools


The Alignment tools allow objects to be aligned precisely.

The Alignment tools are only available when more than one object is selected.


Select the objects that you want to align, then use one of the alignment tools.

Objects can be aligned horizontally or vertically. They can also be centered.

Horizontal Alignment

Align objects horizontally with the Horizontal Alignment  tools.

Align Left

Align Left  aligns all selected objects with the left edge of the object furthest to the left.

Shortcut

- Keys: Alt, D, AL, H, L


Align Center

Align Center  centers all selected objects horizontally relative to each other.

Shortcut

- Keys: Alt, D, AL, H, C


Align Right

Align Right  aligns all selected objects with the right edge of the object furthest to the right.

Shortcut

- Keys: Alt, D, AL, H, R


Distribute Horizontally

Distribute Horizontally  aligns all selected objects to be equally spaced horizontally.


Shortcut

- Keys: Alt, D, AL, H, D

Vertical Alignment

Align objects vertically with the Vertical Alignment  tools.


Align Top

Align Top  aligns all selected objects with the top edge of the highest object.

Shortcut

- Keys: Alt, D, AL, V, T


Align Middle

Align Middle  centers all selected objects vertically relative to each other.

Shortcut

- Keys: Alt, D, AL, V, M

Align Bottom

Align Bottom  aligns all selected objects with the bottom edge of the lowest object.

Shortcut

- Keys: Alt, D, AL, V, B

Distribute Vertically

Distribute Vertically  aligns all selected objects to be equally spaced vertically.


Shortcut

- Keys: Alt, D, AL, V, D

Center in Canvas

Use Center in Canvas  to move the selected objects to the center of the Canvas.

Shortcut


- Status Bar: 

Grouping Selected Objects


In the Draw tab you can edit lines or areas individually, in a selected block, or in groups which can remain as a section after saving. You can also place groups in larger groups.

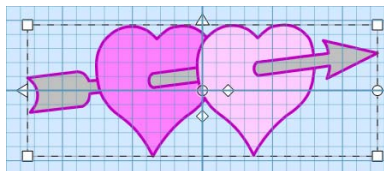
When a drawing is loaded using Insert, all sections will be grouped together, ready for moving, resizing and so on.

Group

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


A group can be modified in the same way as a block. You can move, resize, skew, mirror and rotate it, and change the color of its objects.

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





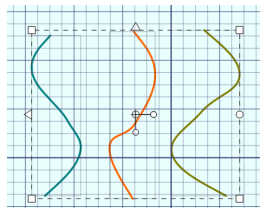
Group can only be used in conjunction with one of the selection tools.


Shortcuts

- Draw Tab, Group: 
- Keys: Alt, D, G

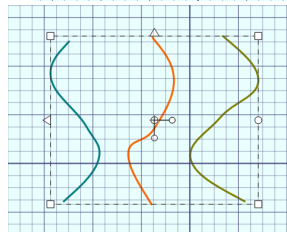
Group Several Objects

- 1 Use Freehand Draw  to draw several short lines in the drawing area.
- 2 Look at the Group area in the ribbon bar. The tools are currently grayed out (unavailable).
- 3 Use Box Select  to click and drag to draw a rectangle around the lines to select them. The Group tools are now active.






- 4 While the lines are selected as a block, click Group . The block will be 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 grayed out.

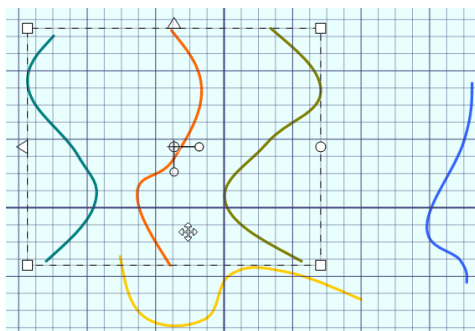
In the same way that an object partially outside the selection does not become part of a block, only objects fully inside the selection can become part of a group.



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 Right-click on the Canvas to 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 mouse pointer over the drawing area. 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 .




Highlight each group, or individual line, in turn using the Tab key. Alternatively, view the complete structure of your drawing in the FilmStrip.

Ungroup



Use Ungroup  to split the currently selected group into the objects which make it up. These may be lines, filled or unfilled areas, or smaller groups.

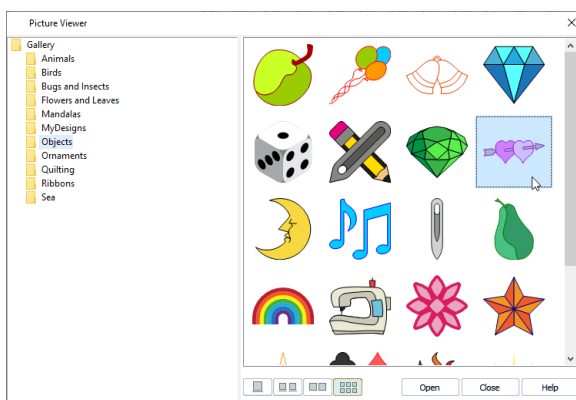
Ungroup can only be used when a group is selected.

Shortcuts

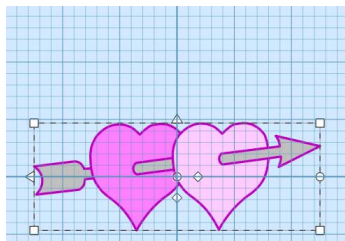
- Draw Tab, Group: 
- Keys: Alt, D, UG

Ungroup Grouped Objects

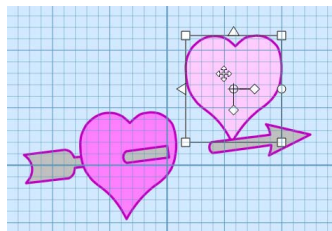
- 1 Open the Insert tab.
- 2 Select the Design Gallery  and load a design into the Canvas. Click Close. The design is displayed as a group in the drawing area.
- 3 Click the Draw tab. Note that the Group tools in the ribbon bar are active.
- 4 Move the design around the screen. It moves as one unit.
- 5 In the Group section of the Draw tab, click Ungroup . The group has now become a block. *In the FilmStrip note that there are now several objects within the block.*
- 6 Move the Gallery design. As it is a block it moves in one piece. While the block is still selected you can reverse the effects of Ungroup by using either Group or Undo.
- 7 Click outside the design. A box is no longer displayed around the design.



- 8 Click inside the 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 All

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

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

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

Shortcuts

- Draw Tab, Group: 
- Keys: Alt, D, GA

FilmStrip

Use the FilmStrip to view the structure of objects in your drawing. View your drawing structure by opening its groups. Examine and move the individual lines or fills (paths) and groups within those groups.

FilmStrip Items

The top, or Root, entry in the FilmStrip shows the whole drawing in miniature. It represents the Group (object) that contains all the other objects in the drawing.

Below the top entry, the FilmStrip shows the sequence of objects within the drawing. The currently selected object is highlighted in the FilmStrip, and objects can be selected directly in the FilmStrip.

Each item in the FilmStrip shows two pieces of information: the object and its type.

Object

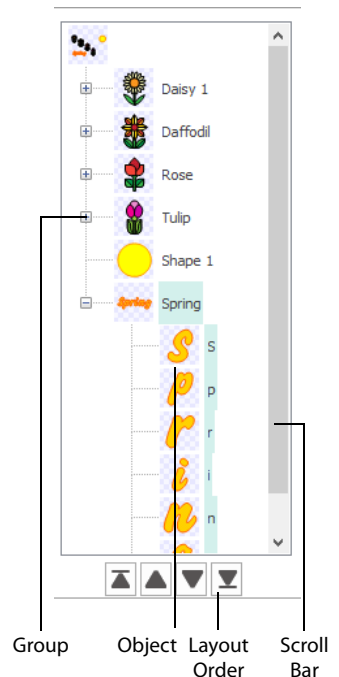
Each object is represented graphically, showing its shape and color. Double-click a group to see the objects within it.

Object Type and Name

The name of the object type may be shown. The types are Group and Path (for Cardinal Path, or line). Paths may be open or closed. Closed paths may be filled or unfilled.


Scroll Bar

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



Select Objects in the FilmStrip

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, or double-click to open the Group it is in. When you edit or select a line in the drawing area it is also highlighted in the FilmStrip.

If you have zoomed in, the selected object may not be shown on the visible part of the drawing area. To see the object, either Zoom To Canvas  or use the scroll bars on the edges of the drawing area.

You can also select objects using the keyboard. Click on the FilmStrip, then use the arrow keys to step up and down the list by one object at a time. Use the Page Up and Page Down keys to jump up and down the list one screenful at a time. Use Home to go to the first object and End to go to the last object.

Open a Group by double-clicking it, or by clicking on the plus sign + to its left.

To select several objects that are next to each other, hold down the Shift key, and click the start and end object in the sequence.

To select objects that are not next to each other, hold down the Ctrl key and click the desired objects.


When selecting a mixture of paths and groups with Ctrl + click, if you want to change their properties, select the paths within the groups, not the group headings.

Change the Sequence of Objects

Objects and groups of objects may be moved up and down the FilmStrip with the arrow (Layout Order) buttons.

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.

You can move any object in the FilmStrip except the Root (first) entry.

To delete an object, select it in the FilmStrip and click Delete .


Layout Order

The Layout Order buttons are used to move objects within the FilmStrip.


Move Forwards

Move Forwards  brings the object one step down the FilmStrip.


Move Backwards

Move Backwards  brings the object one step up the FilmStrip.


Move to Front

Move to Front  places the object at the bottom of the FilmStrip or Group.

Move to Back


Move to Back  places the object at the top of the FilmStrip or Group.

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.


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

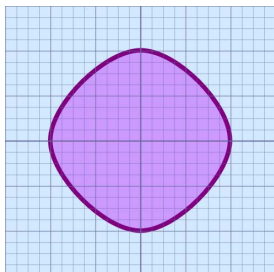
Shortcuts

- Draw Tab, Combine: 
- Keys: Alt, D, MH

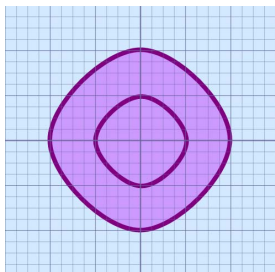
Use Make Holes to Create a Filled Shape with a Hole

- 1 Use Freehand Draw  or Insert Shape  to draw a filled shape.
Make Holes is grayed out (unavailable) while you do this.
- 2 Use Freehand Draw or Insert Shape to draw a second filled shape completely inside the first filled shape (for example, a circle within a circle).
- 3 Use Box Select  to select both shapes as a block. Make Holes  is now available.
Check in the FilmStrip to see that both shapes are selected.

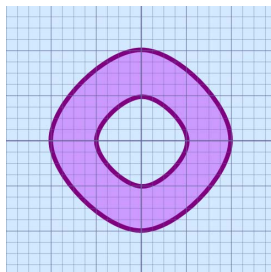
- 4 Click Make Holes . The shape within a shape is now a filled area with an unfilled hole in it. *All of the combined lines and fills are now the same colors.*



Draw a filled shape





Add a filled shape inside




Select Make Holes




Uncombine

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


Shortcuts

- Draw Tab, Combine: 
- Keys: Alt, D, P, U

Uncombine a Combined Object


- 1 Use Box Select  or another selection tool to select an object that you combined with Make Holes .
- 2 In the Combine area of the Draw tab, click Uncombine . The combined object is split into separate paths, and any holes in fill areas have now gone. *The lines and fills remain the same colors that they were when combined.*

Send to Paint


Use Send to Paint  to send the selected vector objects in the Draw window to the Paint window as a raster image (area of pixels).

Use Send to Paint to build up your background picture, or even to add a cartoon to a photo!

Shortcuts

- Draw Tab: 
- Keys: Alt, D, ST; Alt, I, ST

Using Motifs

Create and adjust motifs and machine stitches in the Motifs and Stitches  drop-down 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.

You can 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.


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 1 category.

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

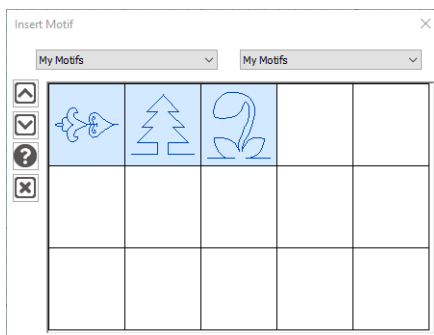
Insert and Export Motifs

Insert Motif


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

Use the motif viewer to browse thumbnails of motifs before opening them. mySewnet™ Draw & Paint displays the Viewer dialog box. Choose a Group and a Category to view, then load a motif.

To see the motif number, position the arrow pointer over the desired thumbnail. A label showing the number will appear.





Shortcuts


- Draw Tab, Motif: 
- Keys: Alt, D, M, I

Insert a Motif

- 1 Click My Motifs, Insert Motif and the Viewer dialog box appears.
- 2 Click on the drop-down menu on the left to select a motif Group (for example Universal or My Motifs)
- 3 Click on the drop-down 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. The Viewer closes.

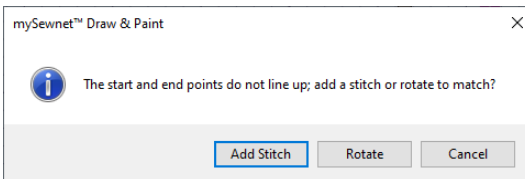
Click the down arrow icon  at the left hand side of the dialog box to see more motifs, if available.
Click the exit icon  at the bottom left of the dialog box to exit without selecting a motif.

Export to My Motifs

Use Export to My Motifs  to save the design or selected area on the screen to the My Motifs database. There is no confirmation of this action.

Only the motif design is saved, not the color.


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




Click Yes to add the alignment stitch and then export the motif to the My Motifs database. Click No to export the motif in its current state. Click Cancel to do nothing, which will give you to the opportunity to align the start and end stitches as required.

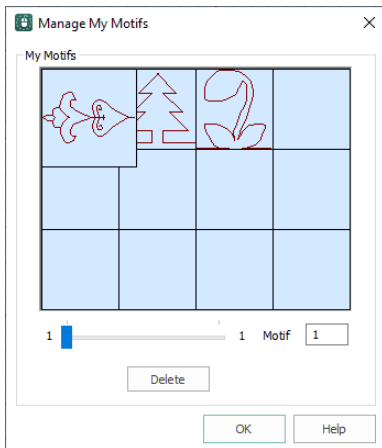
If the start and end points are the same, for example if a closed line or shape is used, a different message about start and end points will be displayed, and the design will not be exported to My Motifs. Edit the design to give suitable start and end points, then export again.

Shortcuts


- Draw Tab, Motif: 
- Keys: Alt, D, M, E

Manage My Motifs

Use Manage My Motifs  to delete unwanted My Motifs.



Shortcuts

- Draw Tab, Motif: 
- Keys: Alt, D, M, M

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 used that motif, or any of those that followed, will change accordingly.

If there are more than 12 My Motifs, the number at the right-hand end of the slider bar will show how many pages of My Motifs there are. Use the slider bar to select the required page of My Motifs. if there are no My Motifs, an error message will be displayed before the dialog box is opened.


Backing up My Motifs

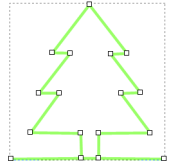
To backup up My Motifs, use the Backup MySettings feature in mySewnet™ Configure.


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 .




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.

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

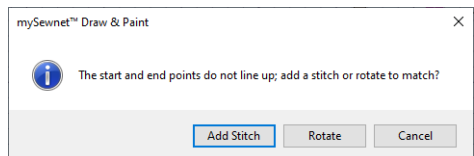
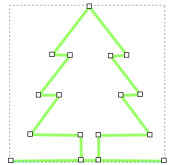
- 1 In the Draw window, select Point Draw .
- 2 Place points, using the Shift key to create corner or square points, to draw the outline of a tree from left to right. Right-click to finish the line. Start and finish on the same horizontal line.

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 Click Save As  and save the motif design as Tree Outline.ecq.
- 4 Ensure that the tree outline is selected.
- 5 Click My Motifs, 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.

If you want to adjust the motif yourself, click Cancel to return to the work area, where you can align the start and end stitches as required.

- 7 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. *If there are more than 12 My Motifs, the number at the right-hand end of the slider bar will show how many pages of My Motifs there are. Use the slider bar to select the required page of My Motifs.*



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.

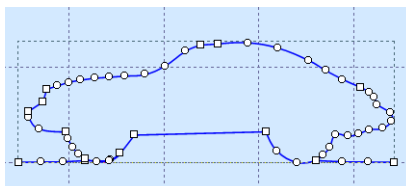
Lead-in and Lead-out Lines

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



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 Add 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.

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


See "Export to My Motifs" on page 63.

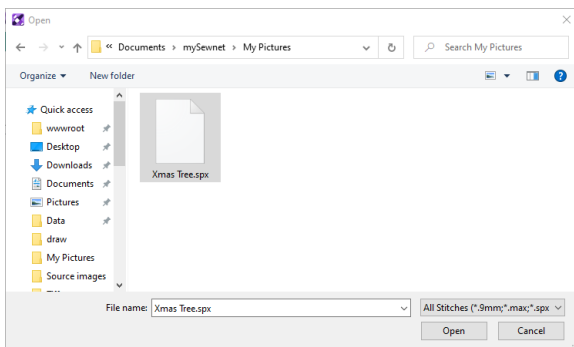
Use a Motif that you Created in mySewnet™ Digitizing

- 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 Right-click the object to open the Fill Area and Line Properties dialog box.
- 3 In the Group drop-down list select My Motifs. The My Motifs Category is selected automatically.
- 4 From the Pattern drop-down list select the desired motif.
- 5 Use Height and Width to set the size of your chosen motif.
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 box 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:

File Name

Type or select the filename you want to open. This box lists files with the extension you select in the Files of Type box.


Files of Type

Select the type of file you want to open, .9mm, .max or .spx files.


Look In

Select the drive or folder containing the file that you want to open.

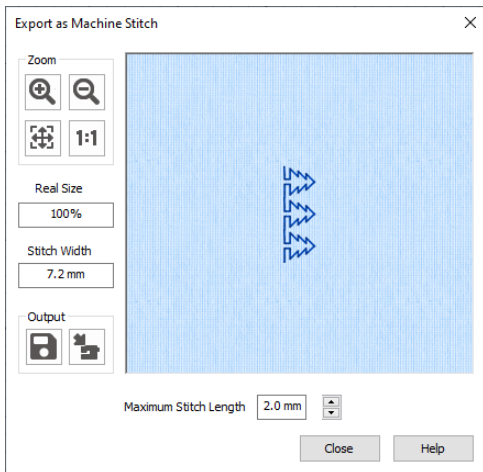
Shortcuts

- Draw Tab, Motif: 
- Keys: Alt, D, H, I

Export as Machine Stitch

Use Export as 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 Export as 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.




Maximum Stitch Length

Define a maximum length for the stitch.

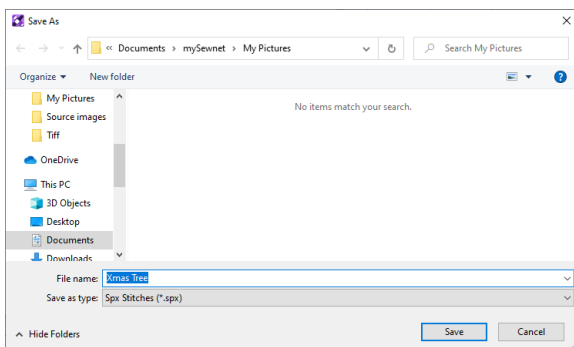
Output

Save or send the design as a machine stitch.

Export as Machine Stitch

Click Export As Machine Stitch  to export the stitch, then click Save. The Save As dialog for machine stitches is displayed so you can name your stitch.

Files can be saved in Spx (.spx) format.





Send to Machine



Use Send to Machine  to send a saved Spx stitch file to your connected machine.


Alternatively, copy the Spx stitch file to a USB Embroidery Stick.


Zoom

Use the Zoom functions to change the view of the stitch.


Use Zoom In  to magnify the view. Move the pointer over the picture and the pointer changes to the zoom in pointer . Then either click a point you want to zoom in towards, or click and drag a rectangle around the area you want to zoom in to and release the mouse button to zoom. When zoomed in, use the scroll bars to move around.


Use Zoom Out  to shrink the view. Move the pointer over the picture and the pointer changes to the zoom out pointer . Then click a point you want to zoom out from.

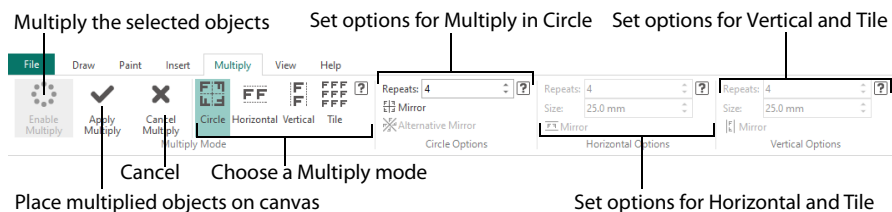
Click Zoom To Fit  to fit the picture to the preview area.

Click Real Size  to view the picture at its real size in pixels. This means that one pixel of the picture uses one pixel of the screen.

Shortcuts

- Draw Tab, Motif: 
- Keys: Alt, D, H, X



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.



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

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


Try drawing and inserting designs while Multiply is active.

Click Enable Multiply  on the Multiply tab to turn Multiply on, and click Apply Multiply  to place the multiplied designs on the canvas.

Multiply Mode


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

Enable Multiply


Use Enable Multiply  to activate the Multiply options.

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


Shortcuts

- Multiply Tab, Multiply Mode: 
- Keys: Alt, M, E


Apply Multiply

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


Shortcuts

- Multiply Tab, Multiply Mode: 
- Keys: Alt, M, A


Cancel Multiply

Use Cancel Multiply  to cancel the current Multiply.


Shortcuts

- Multiply Tab, Multiply Mode: 
- Keys: Alt, M, N


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.


Shortcuts

- Multiply Tab, Multiply Mode: 
- Keys: Alt, M, MC


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.


Shortcuts

- Multiply Tab, Multiply Mode: 
- Keys: Alt, M, MR


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.

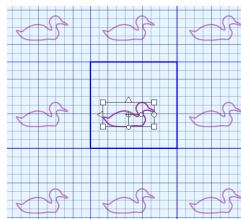
Shortcuts

- Multiply Tab, Multiply Mode: 
- Keys: Alt, M, MV


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.









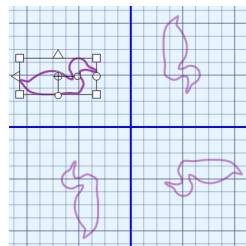
Shortcuts



- Multiply Tab, Multiply Mode: 
- Keys: Alt, M, MT

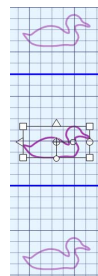
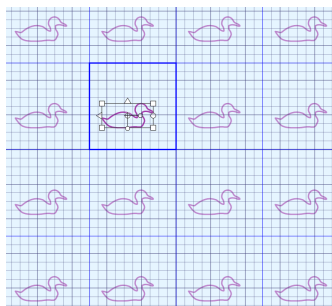
Use Multiply to Create Copies of a Design



- 1 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.
 - 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.
- The initial settings are Circle  and four Repeats, without Mirroring.*
- 6 In the Multiply tab, click Horizontal . The three repeated designs are now either side of the original, and the blue Multiply lines run vertically.



- 7 In the Multiply tab, click Vertical . The three repeated designs lie above and below the original, and the Multiply lines run horizontally.
- 8 In the Multiply tab, 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. *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. *To go back to your original single design, click Undo  after using Apply Multiply.*

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.

Shortcuts

- Keys: Alt, M, CR

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.

Shortcuts

- Keys: Alt, M, CM






Alternative Mirror

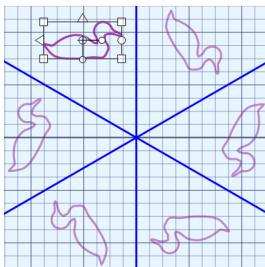
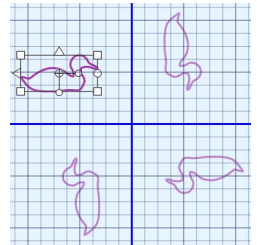
Use Alternative Mirror  to reflect the designs with a rotated axis.

Shortcuts

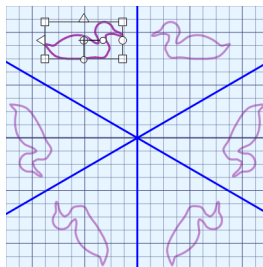
- Keys: Alt, M, CA

Use the Multiply Circle Options

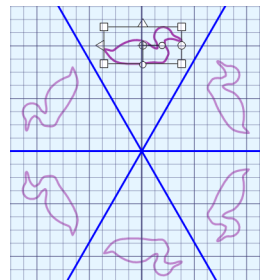
- 1 Use New Window to start a new work area.
- 2 Load or draw a design.
- 3 Select the design with Box Select , Point Line Select , or Freehand Select .
- 4 Drag the design upwards and to the left to move it a short distance from the center of the canvas.
- 5 Click the Multiply tab.
- 6 Click Enable Multiply . Your design is multiplied in a circle with four repeats. The reflected areas are marked by heavy horizontal and vertical blue lines.
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

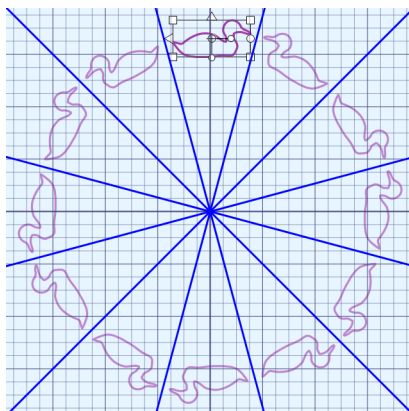


With Mirror



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 . 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. 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.

The initial settings use 4 Repeats and a Size of 25.0 mm in a 100 mm x 100 mm Canvas.

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. The initial number is 4.

Shortcuts

- Keys: Alt, M, RR

Size

Use Size to set the width of the Multiply zone from 10.0.mm to 1000.0 mm. in steps of 0.1 mm. The initial Size is 25.0 mm.


Increase the Size to move the designs further apart. Decrease the Size to move the designs closer together, and to overlap the designs.

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.

Shortcuts

- Keys: Alt, M, RS






Mirror

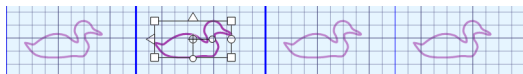
Use Mirror  to reflect the designs to form pairs. Each alternate copy of the design is reflected.

Shortcuts

- Keys: Alt, M, RM

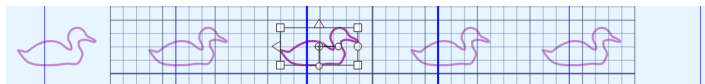
Use the Multiply Horizontal Options

- 1 In the View tab, ensure that the Canvas is set to 100mm x 100mm in size.
- 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.
- 6 In the Multiply tab, click Horizontal .
- 7 Click Enable Multiply . Three repeated designs can be seen either side of the original. Blue Multiply lines run vertically.




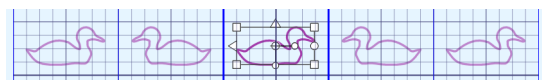
The initial settings are 4 Repeats, with the Size of the Multiply zone set to 25.0mm.

- 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.
Use Size to fit a design within a Multiply zone.
- 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.

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.

The initial settings use 4 Repeats and a Size of 25.0 mm in a 100 mm x 100 mm Canvas.

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. The initial number is 4.

Shortcuts

- Keys: Alt, M, VR

Size

Use Size to set the width of the Multiply zone from 10.0mm to 1000.0 mm. in steps of 0.1 mm. The initial Size is 25.0 mm.


Increase the Size to move the designs further apart. Decrease the Size to move the designs closer together, and to overlap the designs.

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.

Shortcuts

- Keys: Alt, M, VS





Mirror


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


Shortcuts

- Keys: Alt, M, VM

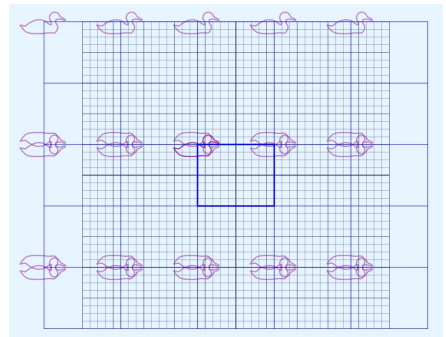
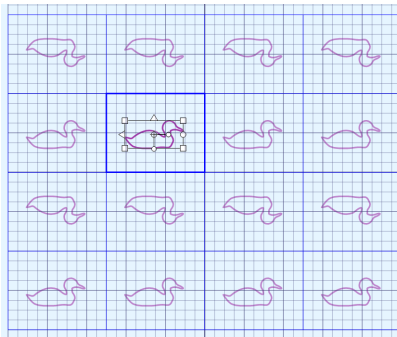
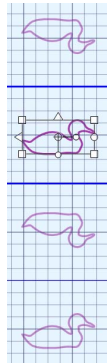
Use the Multiply Vertical Options

- 1 In the View tab, ensure that the Canvas is set to 100mm x 100mm in size.
- 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.
- 6 In the Multiply tab, click Vertical .

The three repeated designs lie above and below the original, and the Multiply lines run horizontally.
- 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!

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.


Your designs may show confusing overlapping.


- 11** Drag your original design into the center of the blue Multiply box.

If your design is larger than the box, there will still be some overlapping.

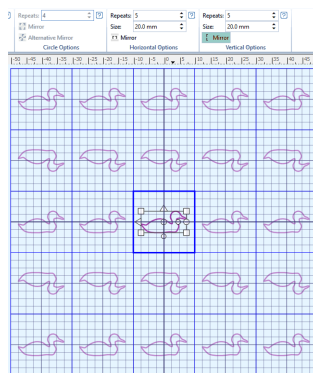
Increase the Horizontal or Vertical Size to prevent overlapping.

- 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.

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.

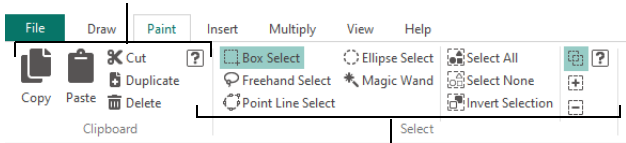
Drag your original design up and towards the left, and your designs will spread out around the circle.



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, mySewnet™ Draw & Paint includes a range of Effects for improving pictures ready for creating designs.

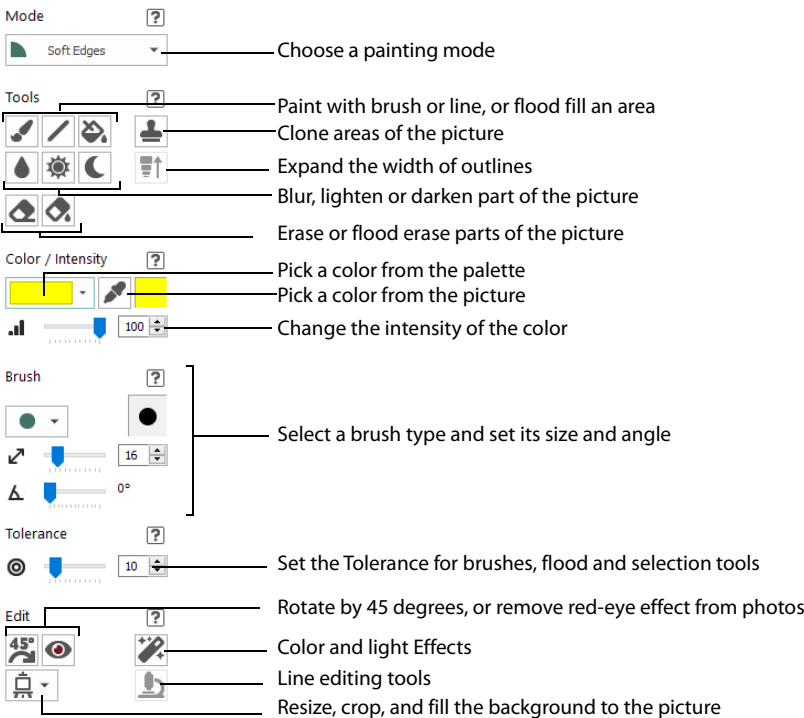
Use the Paint tab and control panel to select and edit your picture.

Cut, copy, paste or delete an area of the picture





Use a selection tool to choose part or all of the picture

Use the Paint window control panel to select colors, and paint lines and fill areas for 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 drop-down menu before starting work.

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.

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.

Shortcut

- Paint Window Control Panel, Mode: 

Hard Edges

Hard Edges  are typically 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 give a pixelated edge.

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

Shortcut

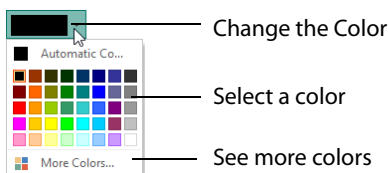
- Paint Window Control Panel, Mode: 

Choose Painting Colors

Color Box and Color Palette

Use the Color box and Color palette to choose the colors for painting.


The Color palette provides 40 commonly used colors. Click on a color in the palette to place it in the Design Panel.




The Colors area in the Design Panel displays the currently selected color.

For information on selecting additional colors, see “Colors Dialog Box” on page 29.

Change a Color in the Colors Area

- Click the drop-down menu for colors, then click on a color from the Color palette to select it.
- To choose a color that is not in the Color palette, click More Colors in the palette to bring up the Colors dialog box. (After a color is chosen, it will be placed as the color.)
- To select a color from the picture on the screen use Pick Color  in the Paint panel.

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.

Shortcut

- Paint Window Control Panel, Color / Intensity: 

Intensity


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

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 86.



Shortcut

- Paint Window Control Panel, Tools: 

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 Click and 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 will be drawn, until another feature is selected.
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 86.



Shortcut

- Paint Window Control Panel, Tools: 

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 Click and 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 will be 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.

Shortcut


- Paint Window Control Panel, Tools: 

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 86.
- 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

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.

Shortcut


- Paint Window Control Panel; Tools: 

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 86.
- 3 Click and 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. Lift the pen or release the mouse button to complete the action. Each time you drag and release a new area will be affected, until another feature is selected.

Highlight

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.

Shortcut


- Paint Window Control Panel; Tools: 

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 86.
- 3 Click and drag across the work area from the desired start point to the desired end point. That part of the picture will be highlighted (brightened). Lift the pen or release the mouse button to complete the action. Each time you drag and release a new area will be affected, until another feature is selected.

Lowlight

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.

Shortcut

- Paint Window Control Panel; Tools: 



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 86.
- 3 Click and 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. Each time you drag and release a new area will be 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 86.

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



Shortcut

- Paint Window Control Panel; Tools: 


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 Click and 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 click and drag, areas will be 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 86.


Shortcut

- Paint Window Control Panel; Tools: 

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 86.
- 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.

Right-click and select Reset Origin from the context menu, or press the Ctrl 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 110.

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.

Shortcut


- Paint Window Control Panel; Tools: 

Using the Clone Tool

- 1 Load a photo or picture for editing.
- 2 Choose the brush size.
A small brush will take longer, but help with detail.
- 3 Choose the type of brush for copying.
Clone is most easily used at 100% Intensity, and with a solid edged brush such as Circle.
For a smooth shading between copied and original areas, use a soft brush such as Soft Circle, or a lower Intensity.
- 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.
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.
The copied area is refreshed each time the pointer is lifted, so lift frequently when copying cloned areas.
- 10 Right-click and select Reset Origin Point from the context menu to use the crosshairs pointer to select a new area to copy from.
Alternatively, press Ctrl to reset the origin.

Expander



Not available with Soft Edges.

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

Shortcut

- Paint Window Control Panel; Tools: 

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 will be expanded.
Click again to expand the lines further.

Brush Types

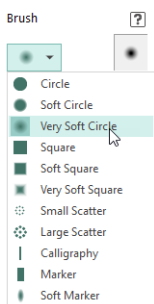
Choose a Brush Shape, then set a Size and Angle for your painting tool.

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

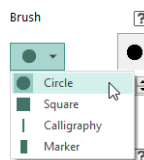
Brush Shape

Choose a Brush shape for painting with.

A greater range of brush shapes is available with Soft Edges mode. See “Mode” on page 80.




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.


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.

A Tolerance value of 0 will select only pixels that exactly match, whereas a value of 255 will select all pixels.

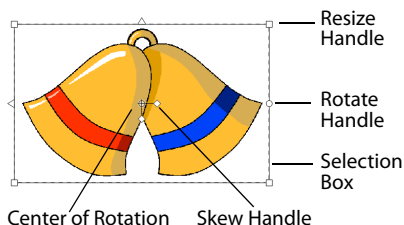
Drag the Tolerance  slider to choose the range of color shades that will be selected with Tolerance.

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


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 14.



Resize Part of a Picture


When part of the picture has been selected with one of the selection tools, click and 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.

If no part of the picture is selected, use the Scale Image  function to change the size of the whole picture. See "Scale Image" on page 89.

Rotate Part of the Picture

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

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 Click and drag the round rotate handle on the selection box to Rotate the area to any degree. *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.


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 unavailable if there is no selection.

Shortcuts






- Paint Window Control Panel, Edit: 
- Keys: Alt, D, 9

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.

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

Remove the Red Eye Effect from a Photo


- 1 If desired, 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 20.
- 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.

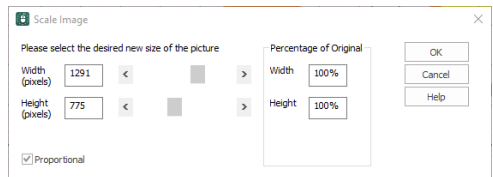
Shortcuts

- Paint Window Control Panel; Edit: 
- Keys: Alt, P, D

Adjust the Canvas and Picture

Scale Image

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




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" on page 14.


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.

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





Shortcuts



- Paint Window Control Panel; Edit: 
- Keys: Alt, D, I

Resize a Picture

- 1 In the Canvas drop-down menu, click Scale Image . The Resize dialog box will appear.
- 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 the Proportional option is selected, the slider bars will 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 will be 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 drop-down 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.

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 .


Shortcuts

- Paint Window Control Panel, Edit: 
- Keys: Alt, D, P

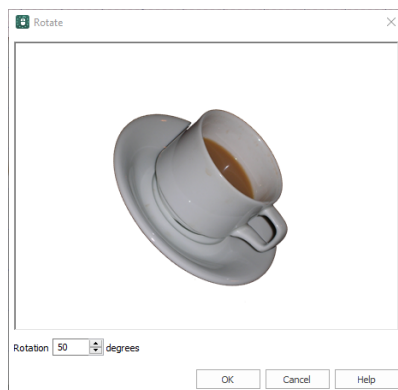
Rotate Canvas

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

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 88.

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


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.



Shortcuts


- Paint Window Control Panel, Edit: 
- Keys: Alt, D, R

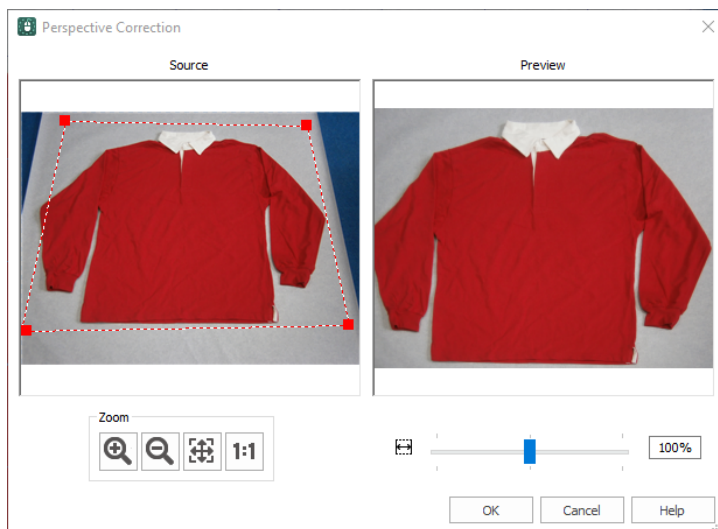
Rotate a Picture


- 1 Ensure that no part of the picture is selected. *Any selection will be ignored.*
- 2 In the Canvas drop-down menu, click Rotate Canvas  and the Rotate dialog box will appear.

- 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 will be 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.

Shortcuts

- Paint Window Control Panel, Edit: 
- Keys: Alt, D, R


Expand to Match Canvas

Use Expand to Match Canvas  to resize the contents of the Paint canvas so that it fits the width of the Draw Canvas.


The picture on the screen is not resized. Any area that is added around the edge of the picture is added as a Transparent area.

To resize the picture itself, or part of the picture, select and resize the block. See "Resize Part of a Picture" on page 88.



Shortcuts

- Paint Window Control Panel, Edit: 
- Keys: Alt, D, R


Fill Transparent

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


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 drop-down menu, click Fill Transparent .
- 3 Any transparent areas around the picture, or within the picture, will be filled with your selected color.

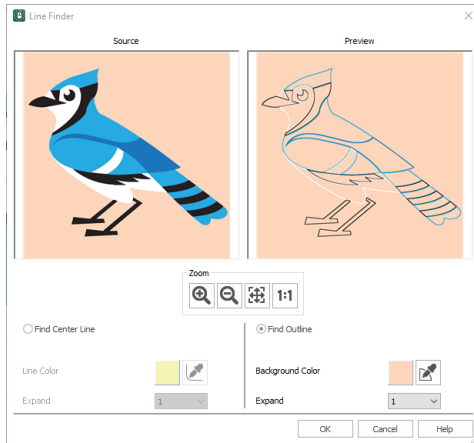
Shortcuts

- Paint Window Control Panel, Edit: 
- Keys: Alt, D, R

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 80.

Shortcuts




- Paint Window Control Panel, Line Finder 
- Keys: Alt, D, E, N

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.

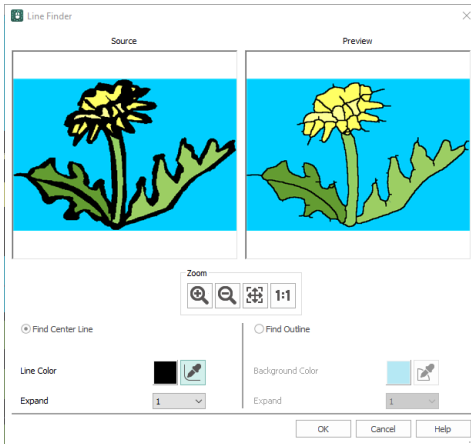
Reduce the Thickness of an Outline

- 1 Click Open  and open ThinEg.bmp from Documents\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.





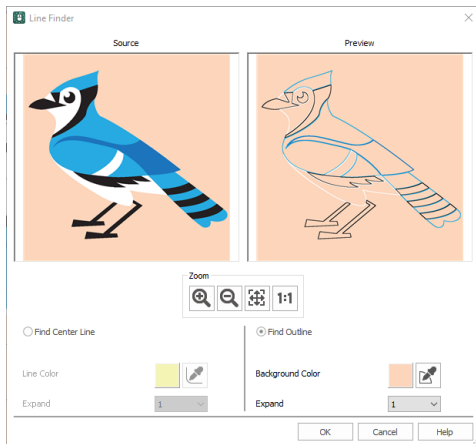
7 When the picture in the preview window at the right appears as desired, click OK.
The Find Center Line tool may not work if your picture has dithering, for example a scanned image or one that has been converted from a JPEG file.

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 functions to change the view of the picture.

Use Zoom In  to magnify the view. Move the pointer over the picture and the pointer changes to the zoom in pointer . Then either click a point you want to zoom in towards, or click and drag a rectangle around the area you want to zoom in to and release the mouse button to zoom. When zoomed in, use the scroll bars to move around.

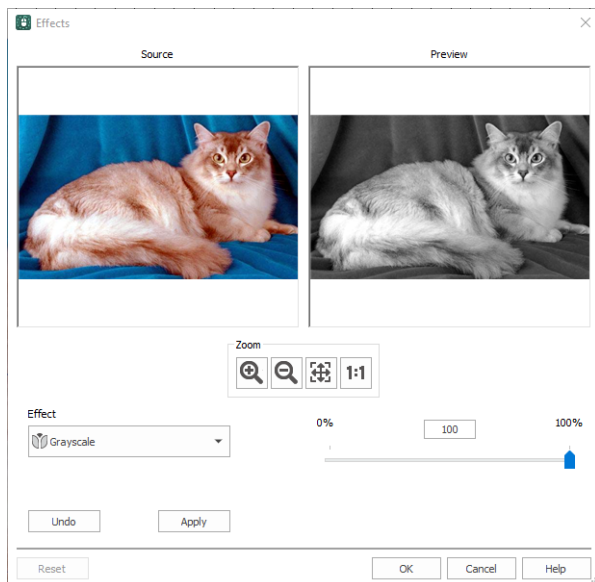
Use Zoom Out  to shrink the view. Move the pointer over the picture and the pointer changes to the zoom out pointer . Then click a point you want to zoom out from.

Click Zoom To Fit  to fit the picture to the preview area.

Click Real Size  to view the picture at its real size in pixels. This means that one pixel of the picture uses one pixel of the screen.

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 functions to change the view of the picture.

Use Zoom In  to magnify the view. Move the pointer over the picture and the pointer changes to the zoom in pointer . Then either click a point you want to zoom in towards, or click and drag a rectangle around the area you want to zoom in to and release the mouse button to zoom. When zoomed in, use the scroll bars to move around.

Use Zoom Out  to shrink the view. Move the pointer over the picture and the pointer changes to the zoom out pointer . Then click a point you want to zoom out from.


Click Zoom To Fit  to fit the picture to the preview area.

Click Real Size 1:1 to view the picture at its real size in pixels. This means that one pixel of the picture uses one pixel of the screen.


Undo

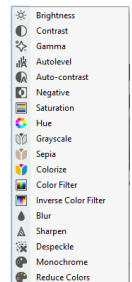
Reset the picture back to the original settings.

Shortcuts


- Paint Window Control Panel, Edit: 
- Keys: Alt, D, E, L

Select an Effect

- 1 Click Effects  in the Paint tab control panel.
- 2 In the Effects dialog box, click the drop-down arrow and a list of effects appears.
- 3 Click the desired effect type. The effect dialog box 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 from -255 (Dark) to +255 (Light) in steps of 1. The initial setting is 0.


Adjust Brightness for the whole picture, or use Box Select or another selection tool to choose an area of the picture to change.

Change the Brightness of a Picture

- 1 Click Effects  in the Paint tab control panel.

- 2 In the Effects dialog box, click the drop-down arrow 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.
Click Undo to start again.



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 from -10 to +10 in steps of 0.1. The initial setting is 0.

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 box, click the drop-down arrow 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 box, click the drop-down arrow 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 from -100 (Gray) to +100 (Bright) in steps of 1. The initial setting is 0.

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 box, click the drop-down arrow 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 from -180 to +180 in steps of 1. The initial setting is 0.


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 box, click the drop-down arrow 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 box, click the drop-down arrow 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 box, click the drop-down arrow 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 box, click the drop-down arrow 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 box, click the drop-down arrow 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 box, click the drop-down arrow 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 box, click the drop-down arrow 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.

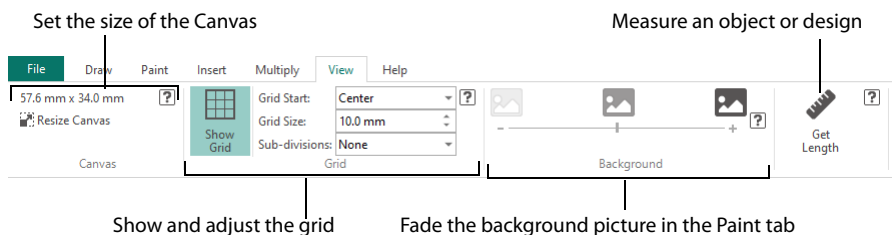
Reduce Colors determines the optimal number of colors for the picture. This optimal number is given as the recommended number of colors, out of the total number of colors.

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 box, click the drop-down arrow 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 the View tab to set how you view the drawing, grid fade the picture, and measure appts of your design.




Canvas

Use the Canvas area to set the size of the Canvas.

Use Scale Image  to increase or decrease the size of the picture on the Canvas. See "Scale Image" on page 89.

Resize Canvas

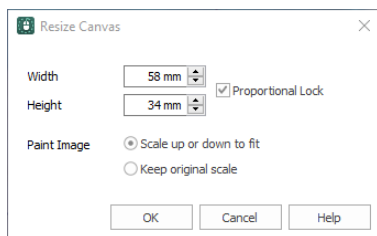
Use Resize Canvas  to change the size of the Canvas for the Draw and Paint windows.

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

If Scale up or down to fit is selected in Paint Image, the image in the paint tab will be rescaled to fit the new canvas.

If Keep original scale is selected in Paint Image, the Paint image may be cropped to fit the new canvas.

If Keep original scale is selected, a drawing created in the Draw window over an image in the Paint window may no longer fit over the image in the Paint window.



Width

Set the Canvas Width from 20mm to 1000mm. The initial size is 100mm.

Height

Set the Canvas Height from 20mm to 1000mm. The initial size is 100mm.

Paint Image

Scale up or down to fit

Add padding to the sides of the image so that the canvas matches the new proportions.

The Paint image will remain the same quality, but any Draw objects drawn over it may no longer match.

Keep original scale


Maintain the scale of the Paint image in relation to the Draw objects. This will crop the Paint image when the size is reduced.

Any Draw objects drawn over the Paint image will retain the same proportions. The Paint image may be cropped, or become pixellated.

Grid

Use the Grid functions to set the position and size of the grid, and to show or hide it.


Show Grid

Use Show Grid  to turn the background grid on and off. The grid may be used to help align objects and points.

Turn the background grid on or off using Show Grid.

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.

Shortcuts

- View Tab, Grid: 
- Keys: Alt, V, SG

Grid Start

Choose a position for the start of numbering for the grid. Select Center or Top-Left from the drop-down menu. The initial Start position is Center.

Shortcut

- Keys: Alt, V, GS

Grid Size

Choose the distance between the heavier grid lines.

The grid size is initially set to 5mm. Adjust its Size between 2 and 50mm, depending on what setting is most suitable for your screen resolution and design. Type in a figure and press ENTER (or use the up and down arrows to change the number).

Shortcut

- Keys: Alt, V, GR

Sub-divisions

Choose the distance between the pale grid lines.

Sub-divisions are initially set to 1/4. In the drop-down menu, choose from: None, 1/2, 1/3, 1/4, 1/5, 1/6, 1/8, 1/10 or 1/16.

Shortcut

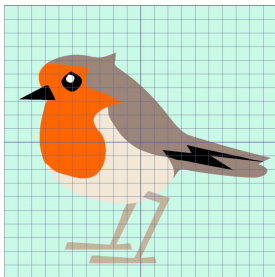
- Keys: Alt, V, SU


Background

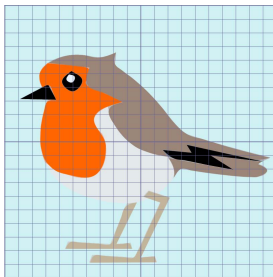
Show, fade or hide the picture in the Paint window to use it as a background on which to create a drawing.


View Background

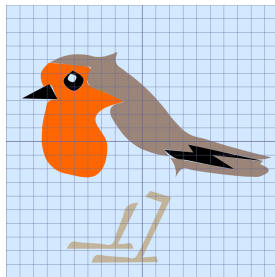
Use the Background slider bar to show, fade or hide the background picture in the Canvas. Change the view of the background picture to make it easier to see the lines and fills for the design.




Use Background On  to show the picture in the background.






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

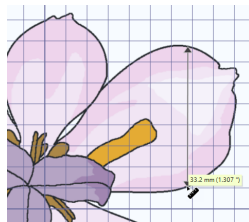


Use Background Off  to hide the picture.

Get Length


Use Get Length  to measure the distance between any two points on the canvas. Click the Get Length icon  and the mouse pointer changes to the Measure pointer . Then click and drag a line across the design. The length of the line is displayed.

For example, use this to obtain the width of a design, or the distance between two sections.





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


Shortcuts

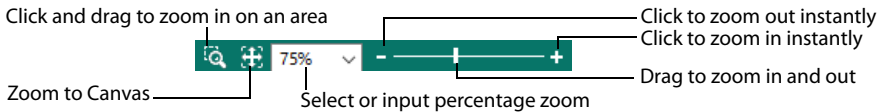
- View Tab: 
- Keys: Alt, V, GL

Measure a Distance with Get Length

- 1 In the View tab, click the Get Length  icon. The pointer changes to the measure pointer .
- 2 Click and 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.
If desired, make a note of the number.
- 3 Repeat the click and drag to measure any other distances, as required.
- 4 Right-click to deselect the function.

Zoom Commands


A number of functions are available to make it easier to navigate around designs. These include the Zoom functions and the Overview Window. By default, each design is shown at a size so that the grid fills the window, the same as if you click Zoom To Canvas  after zooming in or out.





Shortcuts

Zoom Out	Keys: Ctrl + -
Zoom To Rectangle	Keys: Ctrl + 0
Zoom In	Keys: Ctrl + =
Zoom To Canvas	Keys: Ctrl + 9
Zoom to Selection	Keys: Ctrl + 8


Zoom To Rectangle

Use Zoom To Rectangle  to enlarge the view of an area of the design.

Click the Zoom To Rectangle icon  to the right of the status bar, and the mouse pointer changes to the zoom in pointer . Then either click a point on the design you want to zoom in towards, or click and drag a rectangle around the area you want to enlarge and release the mouse button to zoom.

Zoom To Rectangle is automatically deselected after you have used it.


Shortcuts

- Status Bar: 
- Keys: Ctrl + 0

If you have a wheel mouse, hold the Ctrl key and move the wheel to zoom.



Pan Mode


Use the Pan feature to move around the screen easily. The Pan feature works when you are Zoomed In on part of the screen, making the scroll bars visible at the right and bottom of the Canvas.

Hold the Space key down until the pan cursor  appears, then click and drag.



The pan occurs in real time, that is you see the canvas move as you drag across the screen.

Pan Around the Canvas


- 1 Click Zoom To Rectangle  and the arrow pointer changes to the zoom in pointer .
- 2 Click and drag to draw a box, then release to zoom in. Scroll bars appear to allow you to move around the screen at this higher zoom level.

- 3 Hold the Space key down, then start to click and drag. The pan cursor  appears.
- 4 Click and drag until the pointer is in the desired part of the screen. (If you have a wheel mouse, you can click the wheel to pan around the screen.)
- 5 Lift the pen or release the mouse button.



Zoom To Canvas

Use Zoom To Canvas  to view the whole work area. Click the Zoom To Canvas icon  and the view will zoom in or out to show the Canvas in the window.


Shortcuts

- Status Bar: 
- Keys: Ctrl + 9

Zoom to Selection

Use Zoom to Selection  to zoom to the selected designs, or to all designs on the canvas. Click the Zoom to Selection icon  and the view will zoom in or out to show the selected designs, or all designs on the canvas.

Shortcuts

- Status Bar: 
- Keys: Ctrl + 8

Zoom by Percentage

Use the drop-down list in the Status Bar to set percentage levels to zoom in from 10% up to 800%. Alternatively, enter a number in the percentage text box.



Select 100% to display the design at a magnification as close as possible to the Real Size setting you chose in Preferences.


Zoom Bar

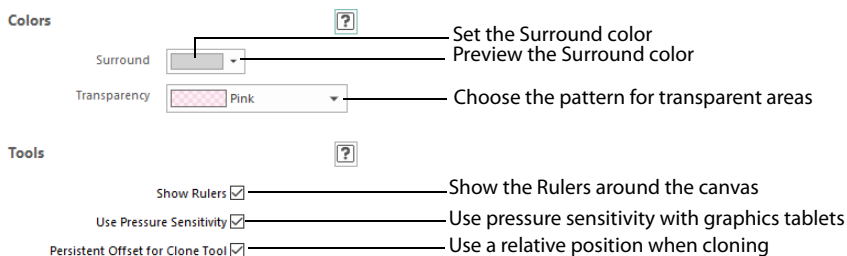
Use the Zoom Bar to zoom in or out from the center of the picture or design.



The Zoom Bar is on the right side of the Status Bar.

Use the slider to zoom in or out of the picture or design, or click on the Zoom Out  or Zoom In  icons.

Use Preferences  to select the Surround color and Transparency pattern, and to choose whether to show the rulers around the Canvas, and use pressure sensitivity with graphics tablets. When these are changed, the new settings will be remembered when mySewnet™ Draw & Paint is closed and reopened.



Shortcut

File Menu: 

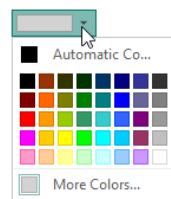
Colors

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 software to whatever you prefer. Click on the down arrow next to the Color block and a palette appears of 40 colors. Move the pointer over the Color palette until the color you prefer is highlighted, then click again.

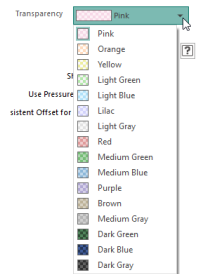
Alternatively, select More Colors and the Colors window appears to allow you to choose any color from the 16 million colors of the Windows Color Matrix (see "Colors Dialog Box" on page 29). The color set by default is 210, 210, 210 (RGB).



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.

Use Pressure Sensitivity

Use pressure sensitivity with graphics tablets.

Persistent Offset for Clone Tool

Change the default behavior for the origin pointer when using the Clone  tool. See “Clone” on page 84.

- 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, when the mouse button is released the origin point reverts to its original position. The same area is then copied each time Clone is used.
This is useful when copying the same motif repeatedly in different part of a picture.

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

Error Messages

Acquiring and Loading Pictures

"Could not load picture file."

This message could appear if the desired picture is not where the module expects it to be, for example if it was loaded from a USB stick, then closed and the USB stick removed. It could also appear if the file you are attempting to load is corrupt. For example, it might have an extension such as .bmp or .jpg, yet not be a proper picture file.

"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.

Saving Files

"Error saving picture."

This message appears on attempting to save the picture and the picture is not saved. For example, if you attempt to overwrite an existing picture that is read only or if you attempt to save the picture to a read only location such as a CD-ROM.

Exporting Files

"Cannot export design."

This message appears if you try to use the Export function when there is no information to export.

"Cannot save file."

The program cannot save the file. Ensure that the disk where you are trying to save the design is not write-protected, then try again.

"You can't save here. Please choose another location."

This message appears if, for instance, you have loaded a drawing from a CD-ROM and then attempt to save the embroidery back to the CD. A CD-ROM is read only, therefore you will not be able to save the embroidery.

"Design File is read-only. Cannot continue."

This will happen if you attempt to open a design that has been set as read-only, or is read-only because it is stored on a CD-ROM. If the design file is on your hard disk as read-only then you must change its properties in Windows® Explorer so that it is no longer read-only. For designs on CD-ROMs, use Windows® Explorer to copy them to your hard disk, then change the properties so that they are no longer read-only. (Windows® Explorer Help has information on the read-only attribute.)

"Filename already exists. Do you want to replace it?"

This happens when you are doing a Save As on the .ecq design file and you have given the name of a file that is already there. Click Yes or No as appropriate. You may have to replace a file several times if you are creating stitch files to stitch out tests of your design.

"Disk is write-protected. File not saved"

This will happen if you try to save a file to a floppy disk that has the write-protect tab open. Either take out the floppy disk and close the write-protect tab, or use a different floppy disk.

Choosing and Creating Motifs and Creating Machine Stitches

"Please choose a valid motif pattern."

This message appears if you try to select a motif from My Motifs, and all the motifs have been deleted from My Motifs. Use mySewnet™ Draw & Paint to add at least one motif to My Motifs.

"The start and end points do not line up. Add a stitch?"

This message may appear when exporting a drawing to My Motifs 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 to ensure the start and end points line up.

Miscellaneous

"Error. Not enough memory to perform operation."

This message will appear when system resources are low. Close other programs and try again. If this does not work, try restarting your computer.

Other Topics

Screen Appearance

"Some of the icons in the Ribbon bar are 'grayed out'."

Certain icons (for example Cut on the Draw tab) are only highlighted once a design is shown on the screen. Also, when there is a design on the screen, some functions that might cause a mismatch between the size of the design and the size of the picture are not available in the Picture window.

"I have changed grid color and spacing and now I wish to return to the original settings."

Use Preferences to change the grid color. Follow the instructions in the Preferences section and select Mid Blue (RGB values 85, 150, 185) from the standard color drop-down on the Grid Color button.

Use the Size setting on the View tab to change the grid spacing. Set the Grid Size to 10.

"I have changed the screen background color and now I wish to return to the original light blue."

Use Preferences to change the background color. Follow the instructions in the Preferences section and select the RGB values 230, 245, 255 in the Colors dialog box.

Loading Pictures

"I loaded a small picture, and it has too many jagged lines."

Although the program automatically doubles the size of a picture if its height and width are less than 500 pixels, this may still produce jagged lines. For a smoother effect, rescan the picture.

Selecting Parts of a Design

"I did not select all the objects I wanted with Box, Point Line 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.

Working on the Draw Tab

"Color Tolerance does not show me all the lines that will be traced by a Trace function."

The dashed line used by Color Tolerance only shows the outside of the area that is selected by the current Color Tolerance value. 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.













"I have selected Join, but I cannot join any objects."

Join can only join together open lines. Closed lines (shapes) cannot be Joined.






When Join is used, all open lines are indicated by a round handle. If no round handles are visible when Join is selected, there are no open lines.

Ribbon Tabs










File Tab/Menu

	New	Clear the screen ready to create or load a new design. Ctrl + N
	New Window	Open an additional mySewnet™ Draw & Paint window. Ctrl + Shift + N
	Open	Open an existing design, replacing the design on the screen. Ctrl + O
	Recent	Open recently used designs.
	Insert	Insert an existing design into your current project. Ctrl + I
	From Scanner or Camera	Display the program that is used to acquire pictures from the selected device.
	Save	Save the design with the same name. Ctrl + S
	Save As	Save the design under a new name. Ctrl + Shift + S
	Export Picture	Export your picture in .SVG, .PNG or .JPG graphics format.
	Preferences	Set the stitch and screen options.
	Configure	Open mySewnet™ Configure.
	Exit	Close the current window and prompt to save new and changed designs. Alt + F4

Clipboard Section



Clipboard		
	Copy	Copy the selected objects to the clipboard, without affecting the current selection. Ctrl + C; Alt, D, CC
	Paste	Paste the objects on the clipboard back into the design. Ctrl + V; Alt, D, CP
	Cut	Cut out the selected objects and place them on the clipboard. Ctrl + X; Alt, D, CU
	Duplicate	Make a copy of the selected objects, which is automatically pasted on the Canvas below and to the right of the original. Ctrl + D; Alt, D, CD
	Delete	Delete the selected object or the last object in the design. Delete; Alt, D, CX

Select Section

Select		
	Object Select	Click on the object that you want to select. Alt, D, O
	Box Select	Select a block of objects by drawing a rectangle. Alt, D, B
	Freehand Select	Select a block of objects by drawing a line around the required objects. Alt, D, F
	Point Line Select	Select a block of objects by clicking a series of points to create an irregular outline of straight or curved lines around the required objects. Alt, D, P
	Select All	Select all visible objects as a single block. Ctrl + A; Alt, D, SA
	Select None	Deselect all of the objects in the work area, including any outside the grid. Ctrl + Shift + A; Alt, D, SN
	Replace Selection	Replace the currently selected objects with the new selection. Alt, D, SR
	Add To Selection	Add the new selection to the currently selected objects. Alt, D, SD
	Remove From Selection	Remove the new selection from the currently selected objects. Alt, D, SN




Combine Section

Combine

- | | | |
|-----------------------------------------------------------------------------------|-------------------|---------------------------------------------------------------------------------------------------------|
|  | Make Holes | Create a hole within the selected objects.
Alt, D, MH |
|  | Uncombine | Break apart an object combined using Make Holes. Any holes in fill areas will be removed.
Alt, D, MU |



Group Section

Group





- | | | |
|-----------------------------------------------------------------------------------|--------------------|---------------------------------------------------------------------------------------------|
|  | Group | Group all selected objects together.
Ctrl + G; Alt, D, GG |
|  | Ungroup | Separate the objects, or groups, within the selection.
Ctrl + U; Alt, D, GU |
|  | Ungroup All | Split all the groups within the selected group into their individual objects.
Alt, D, GA |

Snap Section

Snap

- | | | |
|-----------------------------------------------------------------------------------|---------------------|--------------------------------------------------------------------|
|  | Snap to Grid | Align objects to the Grid lines when drawn or moved.
Alt, D, NG |
|  | Snap to Line | Snap to an existing drawn line when drawing.
Alt, D, NL |

Send Section

- | | | |
|-------------------------------------------------------------------------------------|----------------------------|-------------------------------------------------------------------------------------------------------------|
|  | Send to Paint | Send the selected vector objects in the Draw window to the Paint window as an area of pixels.
Alt, D, ST |
|  | Motifs and Stitches | |
|  | Insert Motif | Open an existing motif to modify it.
Alt, D, MA, IM |
|  | Export to My Motifs | Save the design or selected area on the screen to the My Motifs database.
Alt, D, MA, ET |



Manage My Motifs

Delete unwanted My Motifs.

Alt, D, MA, M



Insert Machine Stitch

Open an existing stitch to modify it, or to export it as a motif.

Alt, D, MA, IS








Export as Machine Stitch












Save the drawing or selected area as an .spx machine stitch.

Alt, D, MA, EM

Clipboard Section


Clipboard		
	Copy	Copy the selected objects to the clipboard, without affecting the current selection. Ctrl + C; Alt, P, CC
	Paste	Paste the objects on the clipboard back into the design. Ctrl + V; Alt, P, CP
	Cut	Cut out the selected objects and place them on the clipboard. Ctrl + X; Alt, P, CU
	Duplicate	Make a copy of the selected objects, which is automatically pasted on the Canvas below and to the right of the original. Alt, P, CD
	Delete	Delete the selected object or the last object in the design. Delete; Alt, P, CX

Select Section





Select		
	Box Select	Select a block of objects by drawing a rectangle. Alt, P, B
	Freehand Select	Select a block of objects by drawing a line around the required objects. Alt, P, F
	Point Line Select	Select a block of objects by clicking a series of points to create an irregular outline of straight or curved lines around the required objects. Alt, P, P
	Ellipse Select	Select an area of the picture by drawing a circle or ellipse around it. Alt, P, E
	Magic Wand	Select an area of similar color to where you clicked. Alt, P, M
	Select All	Select all visible objects as a single block. Ctrl + A; Alt, P, SA
	Select None	Deselect all of the objects in the work area, including any outside the grid. Ctrl + Shift + A; Alt, P, SN
	Invert Selection	All the currently selected areas become deselected, and the deselected areas become selected. Alt, P, SV
	Replace Selection	Replace the currently selected objects with the new selection. Alt, P, SR
	Add To Selection	Add the new selection to the currently selected objects. Alt, P, SD
	Remove From Selection	Remove the new selection from the currently selected objects. Alt, P, SM

Insert Tab




Shape Section

Shapes	Select a Shape from the gallery. Alt, I, P
 Insert Shape	Add a shape to the drawing. Alt, I, SS

Lettering Section








Font	Choose a font on your computer. Alt, I, O
Style	Choose a font Style. Alt, I, W
Size	Set the font size in points. Alt, I, I
Alignment	Align the lettering Left, Center or Right. Left  : Alt, I, AL Center  : Alt, I, AC Right  : Alt, I, AR
 Insert Lettering	Add text to your design. Alt, I, L

Design Section



 Design Gallery	Add a drawing from the Design Gallery. Alt, I, M
 Insert File	Insert a drawing into your design. Alt, I, F
 Send to Paint	Send the selected vector objects in the Draw window to the Paint window as an area of pixels. Alt, I, ST

Multiply Tab


Multiply Mode Section

	Enable Multiply	Activate the Multiply options. Alt, M, E
	Apply Multiply	Place the multiplied designs on the canvas. Alt, M, A
	Cancel Multiply	Cancel the current Multiply. Alt, M, N
	Circle	Multiply designs in a circle. Alt, M, MC
	Horizontal	Multiply designs along a horizontal line. Alt, M, MR
	Vertical	Multiply designs along a vertical line. Alt, M, MV
	Tile	Multiply designs within a horizontal and vertical grid. Alt, M, MT


Circle Options Section

	Repeats	Set the number of repeats for the multiplied circle. Alt, M, CR
	Mirror	Reflect the designs to form pairs. Alt, M, CM
	Alternative Mirror	Reflect the designs with a rotated axis. Alt, M, CA

Horizontal Options Section


	Repeats	Set the number of repeats for the multiplied line. Alt, M, RR
	Size	Set the width of the Multiply area. Alt, M, RS
	Mirror	Reflect the designs to form pairs. Alt, M, RM

Vertical Options Section


	Repeats	Set the number of repeats for the multiplied line. Alt, M, VR
	Size	Set the height of the Multiply area. Alt, M, VS
	Mirror	Reflect the designs to form pairs. Alt, M, VM

View Tab

Canvas Section

Canvas		
	Resize Canvas	Change the size of the Canvas for the Draw and Paint windows. Alt, V, R


Grid Section

Grid		
	Grid	Show or hide the background grid, and set its size. Alt, V, SG
	Grid Start	The start position of the Grid, Center or Top-Left. Alt, V, GS
	Grid Size	The Grid size. Alt, V, GR
	Sub-divisions	Alt, V, SU



Background Section

Background		
	Fade	Use the slider to Hide, Fade or Show the Paint window image.

Length Section

	Get Length	Measure the distance between any two points on the Canvas. Alt, V, GL
-----------------------------------------------------------------------------------	------------	--------------------------------------------------------------------------

Help Tab

	Help Topics	List help topics. F1; Alt, H, H
	About mySewnet™ Draw & Paint	Display program information, version number and copyright. Alt, H, A

FilmStrip

FilmStrip Items

Object

Each object is represented graphically.





Object Type

The name of the object type is shown.

Object Name




The name of the object 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.

Draw Panel







Line Section

	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.
	Swap Colors	Switch the line and fill colors.
	Line Width	Choose a width for your line.








Fill Section

	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 an area.
















Draw Section

	Point Draw	Click points to create a line.
	Freehand Draw	Click and drag to draw a line.
	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 Section



	Edit Points	Use Edit Points to enable the moving and editing of an object's points if another function is being used.
	Insert Points	Add a new point to the currently selected line.
	Delete Points	Delete points from the currently selected line.
	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 Bezier line to a Curve point.
	Convert Points to Corner	Change the selected point in a Bezier line to a Corner point.

Edit Section











	Rotate 45	Rotate the selected block of objects by 45 degrees.
	Transform	Use the Transform dialog to show and change the size, rotation and skew of the currently selected block.
	Center in Canvas	Move the selected 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.

Paint Panel




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.
	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.
	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.
	Erase	Remove areas of the picture with the Eraser.
	Flood Erase	Fill areas of the picture to make them transparent.


Color / Intensity

	Color	Choose the colors for the picture.
	Pick Color	Select a color from the picture on the screen.
	Intensity	Change the intensity of the color in the brush or tool you are using.












Brush

	Brush Shape	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 Magic Wand or Flood Fill.
-------------------------------------------------------------------------------------	-----------	--------------------------------------------------------------------------------------------------------------

Edit

 Rotate 45	Rotate the selected block of objects by 45 degrees.
 Remove Red-eye	Reverse the red-eye effect caused when flash is reflected back by the retina of the eye.
 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.
	 Expand to Match Canvas Resize the contents of the Paint canvas so that it fits the width of the Draw Canvas by adding Transparent areas.
	 Fill Transparent Fill any transparent areas of the canvas with the selected color.
 Effects	Change and enhance the picture.
 Line Finder	Enhance the picture with Line effects.




Toolbars



Quick Access Toolbar

	Insert	Insert an existing design into your current project. Ctrl + I; Alt, 1
	Save	Save the design with the same name. Ctrl + S; Alt, 2
	Save As	Save the design under a new name. Ctrl + Shift + S; Alt, 3
	Undo	Undo the last action. Ctrl + Z; Alt, 7
	Redo	Redo the previously undone action. Ctrl + Y; Alt, 8

Status Bar

Use the Zoom Commands on the Status Bar to navigate around designs.

	Zoom To Rectangle	Increase magnification of an area of the design. Ctrl + 0
	Zoom To Canvas	Fit work area to screen. Ctrl + 9
	Zoom to Selection	Zoom to the selected designs. Ctrl + 8
		100% Display picture at 100% magnification. Ctrl + 1
		200% Display picture at 200% magnification. Ctrl + 2
		400% Display picture at 400% magnification. Ctrl + 3
		800% Display picture at 800% magnification. Ctrl + 4
		75% Display at 75% magnification. Ctrl + 5
		50% Display at 50% magnification. Ctrl + 6

		25%
		Display at 25% magnification.
		Ctrl + 7
	Zoom Out	Decrease magnification.
		Ctrl + -
	Zoom In	Increase magnification.
		Ctrl + =

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