



PREMIER+™ 2 Modify

Reference Guide

Mac®

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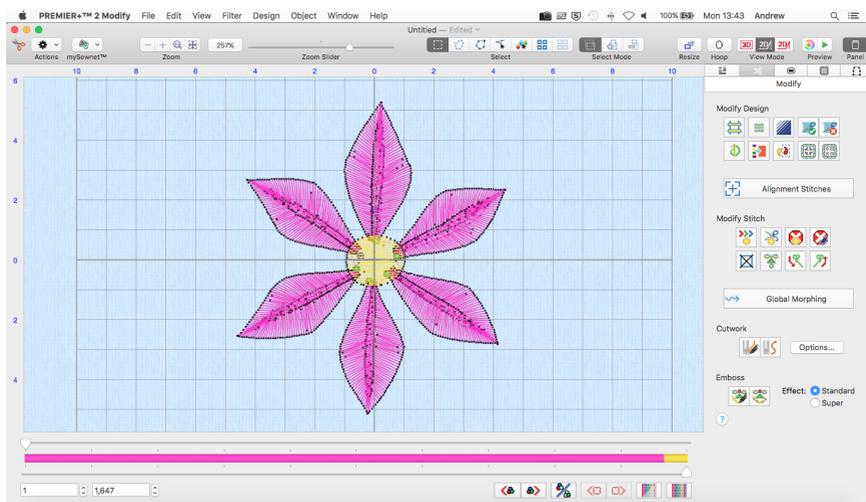
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Welcome to PREMIER+™ 2 Modify

Use PREMIER+™ 2 Modify to adjust and improve your embroideries and to transform them into new ones. PREMIER+™ 2 Modify contains all the editing facilities of PREMIER+™ 2 EXTRA, with many additional powerful features.

To get started with PREMIER+™ 2 Modify, open it and select stitches to adjust.

Edit stitches directly in 3D or 2D, as desired. Use the Design Player  to play through all sections of an embroidery as if it is stitching out. Use Life View  to view the embroidery in real-world perspective with the desired export options.



Use Emboss to add beautiful patterns to your embroideries, and use the eight global morphing  effects to change the shape of an embroidery. Use Freehand Tablet Border Line , Freehand Point Border Line , Draw Border Shape  or Border Embroidery  to make a new embroidery with a satin line, triple stitch, running stitch or motif line border, and if desired preview an appliqué fabric and add appliqué placement stitches to the embroidery. Keep the section of embroidery from inside or outside the border, or simply overlay the border on top of the embroidery. Use Insert Freehand Tablet Cutwork Line  and Insert Freehand Point Cutwork Line  to automatically remove fabric for cutwork and reverse appliqué, or simply to cut out a shape.

Use the Density Advisor  to see dense stitch areas and, if desired, automatically reduce the density. Use the Stitch Optimizer  to improve the stitchout of the

embroidery, both in speed and quality. Use Automatically Add Trim Commands  to trim stitches while stitching out, and Basting Line for Visible Stitches  to secure your fabric and stabilizer before stitching. Use Design Separator  to creatively cut out and keep any area of an embroidery, without affecting the original embroidery. Also add Tie On  or Tie Off  stitches as desired.

Add and remove Color Change , Stop  and Trim  Commands. Center in Hoop , Compensate Stitches , Break Up Stitches  to your preferred maximum length, and so much more.

Use Object Editing to reshape and restyle your embroidery. Change the properties for a stitch type in a line, fill or satin area in your embroidery. Convert an object from one stitch type to another. Change the outline of a line, fill or satin area by using Insert Point  or Delete Point . Remove underlay and packing with Remove Underlying Stitches . Add Freehand Tablet  or Freehand Point  wave lines to a MultiWave fill.

Open PREMIER+™ 2 Modify by clicking its icon in the Launchpad, or by double-clicking its icon in the finder. The PREMIER+™ 2 Modify work area appears.

Further Information

Reference Guide

The Reference Guide shows how to start the app and provides a quick tour of the main screen. The Reference Guide is supplied in PDF format , ready for printing, and contains full reference information.

Help

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

Viewing and Printing PDF Guides

To find all the Reference and Sample Guides for your PREMIER+™ 2 Embroidery System software, go to Home/Premier+2/Guides, then double-click Reference Guides or Sample Guides. Select the desired PDF guide.

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

Readme

The most up-to-date details about the PREMIER+™ 2 Embroidery System are in the Readme.rtf file available when you install your PREMIER+™ 2 Embroidery System.

Internet FAQs

The FAQ option on the Help menu connects to an internet database of frequently asked questions about the PREMIER+™ 2 Embroidery System. Search topics relating to the app you are using, or search all topics.

Tutorials

Interactive training exercises are available for many of the apps. They provide a 'show-me' experience that will help you learn how to use key features of the software. The tutorials are found in the online Learning Center on the Internet. Use the Help menu, or browse to EmbroideryLearningCenter.com.

Sample Files

Samples are included for your use. The sample files are installed to subfolders of Home/Premier+2/Samples/Modify or the folder of your choice.

Further Information

For general information on installing the PREMIER+™ 2 Embroidery System, refer to the PREMIER+™ 2 Embroidery System Getting Started Guide.

About PREMIER+™ 2 Modify

Access via the PREMIER+™ 2 Modify menu. The version number of PREMIER+™ 2 Modify is given here. You will need this if you contact technical support at any time.

Starting PREMIER+™ 2 Modify

- Click the PREMIER+™ 2 Modify icon  in the Launchpad.
- Double-click the PREMIER+™ 2 Modify icon  in the Finder.

Close a Document

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

A saved document is autosaved as it closes. If the document has not been saved, the Save on Close dialog appears. See “Save On Close” on page 23.

Close All

To close all documents:

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

Minimize and Maximize

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

Quit PREMIER+™ 2 Modify

When you quit PREMIER+™ 2 Modify the open windows are remembered for when the program is next opened.

To quit PREMIER+™ 2 Modify

- Choose PREMIER+™ 2 Modify > Quit PREMIER+™ 2 Modify.
- Press ⌘Q

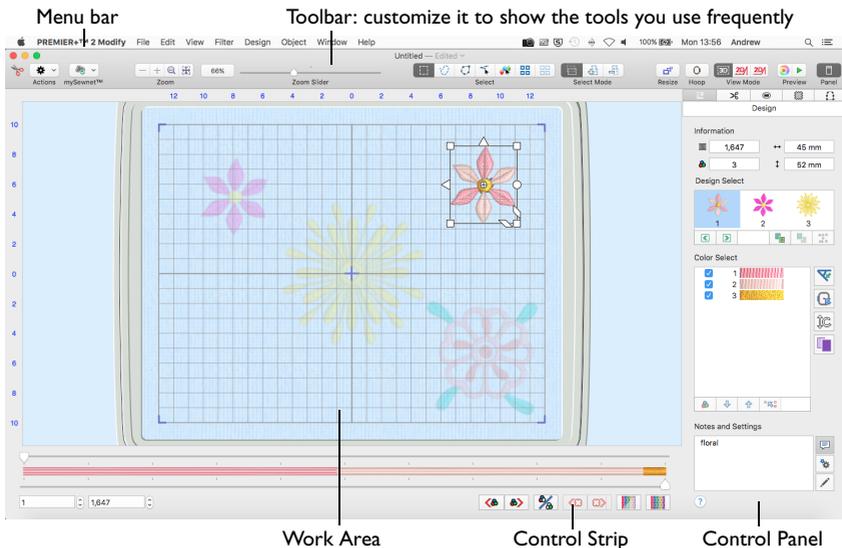
Get familiar with the tools you use to create embroideries with PREMIER+™ 2 Modify.

Each embroidery project that you create with PREMIER+™ 2 Modify is an individual document. If it is a multipart embroidery, with sections that have not been combined in PREMIER+™ 2 Embroidery, only the stitches of the first loaded design are available initially.

The first time you open PREMIER+™ 2 Modify (by clicking its icon in the Launchpad or by double-clicking its icon in the Finder), the PREMIER+™ 2 Modify work area appears. This is where you will adjust your embroideries.

The work area is surrounded by the selected hoop.

The PREMIER+™ 2 Modify Window



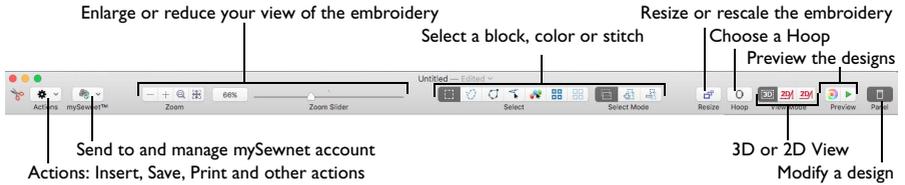
Showing and Hiding Tools

- The toolbar gives quick access to the tools needed to create and edit your embroidery project. To show or hide the toolbar, choose View > Show Toolbar, or View > Hide Toolbar (⌘⌘T).
- The Control Panel gives access to the tools needed to edit your embroidery. To show the Control Panel, choose View > Show Control Panel, or click .

The Toolbar

The PREMIER+™ 2 Modify toolbar gives one-click access to many of the features you will use as you work in PREMIER+™ 2 Modify. You can add, remove, or rearrange toolbar buttons as desired.

The default set of toolbar buttons is shown below.



To Customize the Toolbar

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

Control Panel

Use the Control Panel to design and edit embroidery designs.

To Open the Control Panel

- Click the Control Panel button  in the toolbar.
- Choose View < Show Control Panel.

There are 5 windows in the Control Panel:

Design	Change and merge colors and embroidery designs, select blocks and colors, rotate, resize and ColorSort. See “Design Window” on page 33.
Modify	Optimize and morph embroidery designs, and add color changes, trims, stitches, ties, cutwork and embossed lines. See “Modify Window” on page 78.
Border	Add a satin border to your design, optionally with appliqué fabric. See “Create Borders and Appliqué Areas” on page 121.
Appliqué	Adjust appliqué areas within your designs. See “View and Adjust Appliqué Pieces” on page 148.
Object	Edit areas and lines as objects, adding and deleting points in the outline, and changing the stitch type for the object. See “Editing Objects” on page 160.

Menu Bar

The PREMIER+™ 2 Modify menu bar is visible if PREMIER+™ 2 Modify is the active window. Each open embroidery or group of embroideries also has its own document window showing its name.

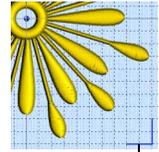
There are eight menus in addition to the Apple (🍏) menu and the application menu: File, Edit, View, Filter, Design, Object, Window and Help.

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

Work Area

The work area is the area where embroideries are loaded. The work area includes the area surrounding the selected hoop. It is where you make changes to an embroidery. The stitch area is the available area inside the selected hoop.

Stitches are drawn in the appropriate colors. The embroideries are shown in either 3D or 2D. The background color and texture can be changed using PREMIER+™ 2 Configure.



In all modes including 3D View Mode , the real hoop is shown, with blue corners showing the stitch area within the hoop.

In 2D View without Stitch Points , stitches are drawn in plain colors only, and stitches using multicolor threads are drawn using only the first color in the thread definition.

In 2D View with Stitch Points , the embroidery is shown in 2D with the stitch points shown as black dots.

Background Grid

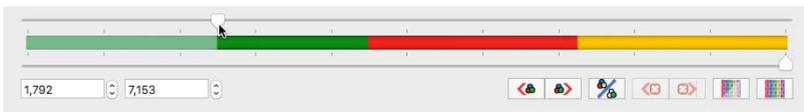
The work area has a grid. Zooming in or out makes the grid squares look bigger or smaller. You can also number the grid.

Select the Grid and its Size

- To turn the Grid on or off, choose View > Grid and choose one of the grid options.
- To change the size of the grid squares, choose PREMIER+™ 2 Modify > Preferences (or ,), General  and set the size.

Control Strip

Use the Control Strip to view the colors in the selected section of the embroidery, and to select stitches by number, by color block, or with the handles on the slider bar. Stitches can be hidden for ease of editing or to protect them from being changed by other functions.



Hoop

By default, the hoop is shown at a size so that the hoop fills the window, as if you had clicked Zoom To Fit .

To Select a Hoop

- Click Hoop  in the toolbar, or choose Edit > Hoop to open the Hoop dialog. See “Hoop Selection” on page 15.

Note: In PREMIER+™ 2 Modify the handles of the selection box do not change from square to round to indicate that a design, or part of it, is outside the selected hoop.

Design Select

The Design Select area of the Design window shows the different sections of a multipart design. See “Design Select” on page 34.

Design Information

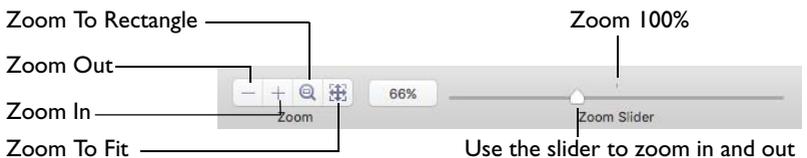
The stitch count , dimensions (height  and width ) and number of colors  for the selected embroidery are shown in the Information area of the Design window.

Color Select

The Color Select area of the Design Window shows the colors used in the selected embroidery. See “Color Select” on page 41.

Zooming In or Out

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



Zoom To Fit shows the hoop so that it fills the window. This is the default size. Click the center marker on the zoom slider to see the embroidery at 100% or real size. See “Zooming In or Out” on page 54.

Using Text and Number Boxes

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

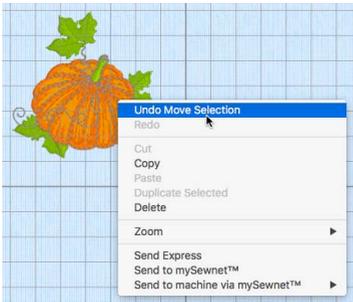
Keyboard Shortcuts and Shortcut Menus

You can use the keyboard to perform many of the PREMIER+™ 2 Modify menu tasks and commands. To see a full list of keyboard shortcuts, open PREMIER+™ 2 Modify and choose Help > Keyboard Shortcuts. See “Keyboard Shortcuts” on page 278.

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

To Open a Shortcut Menu

- Press the Control key while you click on a design.
- Right-click on the mouse or trackpad.



Keyboard Shortcuts

Shortcut key codes

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

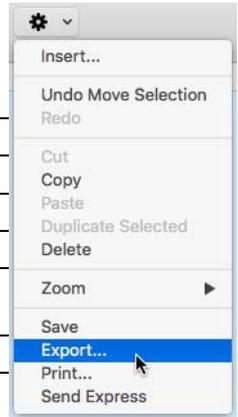
Note: On Mac portable keyboards use Function–Delete or Function–Backspace (fn ⌫) to delete an object.

Actions Menu

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

Actions menu commands:

Insert	Open an embroidery in the current window.
Undo	Undo the last action.
Redo	Redo the last Undo.
Copy	Make a copy of the selected block.
Cut	Remove the block from the work area and place it on the Clipboard.
Paste	Paste the block on the Clipboard.
Duplicate Selected	Make a copy of the selected block and paste it on the work area.
Delete	Delete one or more selected blocks or stitches.
Zoom	Select your desired magnification.
Save	Save the embroidery in the current window in .vp4 format.
Export	Export the embroidery in the current window in any embroidery format.
Print	Print a worksheet for the embroidery.
Send Express	Send the embroidery in the current window to the screen of the connected embroidery machine.



Additional options may be available, depending on what is selected.

To open the Actions Menu

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

PREMIER+™ 2 Modify Terms and Conventions

For a general overview of terms and conventions, please refer to the PREMIER+™ 2 Embroidery System Getting Started Guide.

On-screen pointers

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

The following pointers are also used in addition to those in PREMIER+™ 2 Embroidery:

	I-beam	Used when entering text, e.g. in the Notes dialog.
	Move	A four-headed arrow is used when the pointer is over the selection box for one or more blocks or embroideries.
	Zoom To Rectangle	Used to drag an area to zoom in to.
	Adjust/Resize	A diagonal double-headed arrow is used when the pointer is over the square corner handle  for a selection box.
	Rotate	Used when the pointer is over the Rotate handle on a selection box.
	Horizontal	A horizontal double-headed arrow is used when the pointer is over the flip horizontal handle  on a selection box.
	Vertical	A vertical double-headed arrow is used when the pointer is over the flip vertical handle  on a selection box.
	Box Select	The Box Select pointer appears when Box Select is chosen.
	Freehand Select	The Freehand Select pointer appears when Freehand Select is chosen.
	Freehand Point Select	The Freehand Point Select pointer appears when Freehand Point Select is chosen.
	Freehand Point	When the Freehand Point functions are used, the pointer is a circle.
	Adjust Nodes	When nodes placed by the Freehand functions are adjusted, the pointer becomes a small cross.
	Measure	The Measure pointer appears when the Get Length function is selected.
	Draw	When the Freehand Tablet functions are used, the pointer is a pen.
	Object Select	In the Object window, the pointer is the Object Select pointer.

Dialog Controls

The following control symbols are used in many dialogs.

	Proportional
	Non-proportional
	Rotational Slider
	Flip Vertically
	Flip Horizontally

Information Symbols

The following information symbols are used.

	Height
	Width
	Number of Stitches
	Number of Colors
	Rotate
	Height (percentage)
	Width (percentage)

Multi-Touch Gestures

Multi-Touch gestures are used when viewing and moving embroideries in PREMIER+™ 2 Modify.

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

Autoscroll

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

When you drag within a document, the autoscroll feature moves the pointer automatically, changing the view of the work area. This is useful when zoomed in. Use autoscroll while moving or resizing a selected embroidery.

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

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

Pinch to zoom

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

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

Note: You must set the trackpad scroll and zoom options to Zoom in or out. See "Customizing Multi-Touch Gestures on a Trackpad" on page 14.

Rotate

Twist your thumb and forefinger to rotate the selected embroidery, lettering or SuperDesign when using a trackpad.

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

Note: You must set the Trackpad scroll and zoom options to Rotate. See "Customizing Multi-Touch Gestures on a Trackpad" on page 14.

Secondary click for Control-click

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

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

PREMIER+™ 2 Embroidery and PREMIER+™ 2 Modify Only

Pinch to resize or scale

You can use Pinch to resize or scale the selected embroidery on a trackpad.

- On a portable Mac's Multi-Touch trackpad, or a Magic Trackpad, pinch two fingers to reduce the size, and spread two fingers to increase the size.

Note: You must set the trackpad scroll and zoom options to Zoom in or out. See "Customizing Multi-Touch Gestures on a Trackpad" on page 14.

Rotate

Twist your thumb and forefinger to rotate the selected embroidery, block of stitches, lettering or SuperDesign when using a trackpad.

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

Note: You must set the Trackpad scroll and zoom options to Rotate. See “Customizing Multi-Touch Gestures on a Trackpad” on page 14.

Customizing Multi-Touch Gestures on a Trackpad

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

- 1 Choose Apple Menu > System Preferences.
- 2 Select Trackpad.
- 3 To use Pinch to zoom, select Scroll & Zoom, and then select the "Zoom in or out" checkbox.
When Zoom in or out is highlighted, a video demonstrates how to use Pinch to zoom.
- 4 To use Rotate, select Scroll & Zoom, and then select the Rotate checkbox.
A video demonstrates how to use Rotate.

File Formats

Embroidery Files

PREMIER+™ 2 Modify can load any of the following embroidery file formats: Bernina (.art version 1, 2, 3), Brother/Baby Lock/Bernina PEC (.pec), Brother/Baby Lock/Bernina PES (.pes version 2 - 10), Compucon/Singer PSW (.xxx), Husqvarna Viking / Pfaff (.vp4, .vp3, .vip), Husqvarna (.hus, .shv), Janome (.jef, .sew), Melco (.exp), Pfaff (.pcs), Tajima (.dst) and Toyota (.10*).

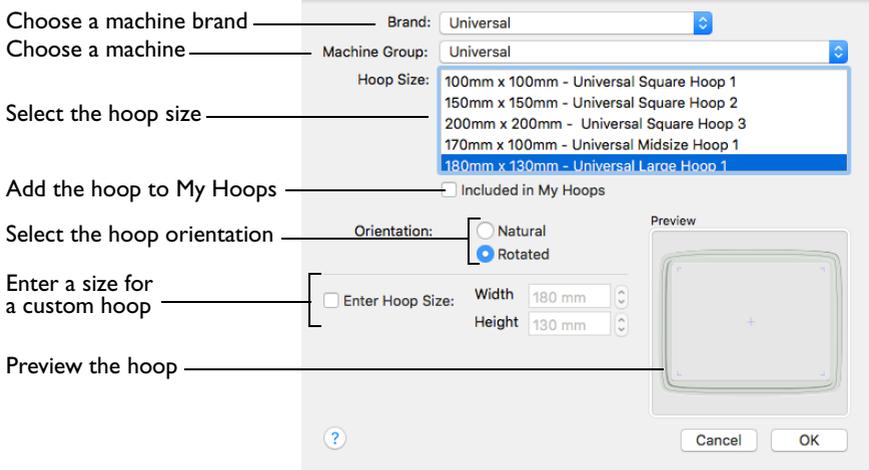
PREMIER+™ 2 Modify saves embroidery files in Husqvarna Viking / Pfaff (.vp4) format.

Note: Embroideries may only be saved in .vp4 format as this will preserve the separate parts of multipart designs. It also preserves thread color information and notes.

PREMIER+™ 2 Modify exports embroidery files in any of the following embroidery file formats: Husqvarna Viking / Pfaff (.vp4, .vp3, .vip), Brother/Baby Lock/Bernina PEC (.pec), Brother/Baby Lock/Bernina PES (.pes version 2 - 10), Compucon/Singer PSW (.xxx), Husqvarna (.hus, .shv), Janome (.jef, .sew), Melco (.exp), Pfaff (.pcs), Tajima (.dst) and Toyota (.10*).

Hoop Selection

Use Hoop Selection  to select a hoop size to use in PREMIER+™ 2 Modify. You can use the size of your embroidery, the hoop you wish to use for stitching out, or enter any other desired size.



To open the Hoop Selection dialog

- Click Hoop  in the toolbar, or choose Edit > Hoop to open the Hoop dialog.

Brand

The pop-up Brand menu shows all the machine brands, and Universal hoops.

Hoop Group

The pop-up Machine Group menu shows all the machine Hoop Groups.

Note: All available hoops for the selected machine are listed.

Hoop Size

The Hoop Size list shows the hoops in the chosen Hoop Group. A picture of the selected hoop is shown in the Preview.

Included in My Hoops

The Included in My Hoops checkbox is used to add hoops to the My Hoops list. Use this to create a list of your favorite hoops.

Note: The selected hoops are displayed in the My Hoops group in the order that they were chosen.

Orientation

Select Natural (vertical) or Rotated (horizontal) orientation according to the shape of the embroidery that is to fit in the hoop.

Enter Size

Use Enter Size to enter a hoop size that is not listed in any of the Hoop Groups. You can enter any size from 10mm to 2000mm in the width and height boxes.

Choose a Hoop

- 1 Click Hoop in the toolbar.
- 2 Choose a Brand from the pop-up menu.
Select a machine brand, or use Universal.
- 3 Choose a Machine Group from the pop-up menu.
Select the name of a machine, or a group of similar machines.
- 4 Select the hoop orientation.
The hoop is shown in the preview pane.
- 5 Click OK to use the hoop in the work area.

Enter a Size for a Custom Hoop

- 1 Click Hoop in the toolbar.
- 2 Select the checkbox labelled "Enter Hoop Size".
- 3 Enter the dimensions in the height and width number boxes.
Your custom hoop is shown in the preview pane.
- 4 Click OK to use the hoop in the work area.

Learn how to open embroideries and new windows, and how to save and export embroideries. Also learn how to add notes to them.

Start a new design with **New**. This opens a new window where you can create a design.

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

Use **Insert Design** to add a design to an existing window.

Save finished designs with **Save**, then save the final embroidery with **Export**.

New

Use **New** to create a blank embroidery work area in PREMIER+™ 2 Modify. To open an existing embroidery, use **Insert** or **Open**.

Use a new embroidery to:

- Create a blank canvas on which to assemble parts from other embroideries.
- Paste an embroidery from another PREMIER+™ 2 Embroidery System app.
- Hold temporary copies of blocks that you are working with.

You may create as many new embroideries as desired.

Note: Use the options on the **Window** menu to switch between multiple open embroideries.

To open a new window

- Choose **File > New**.
- Press ⌘N

Opening Embroideries

Open embroideries into an existing or new window.

- Use **Insert Design** to load individual files by icon, name or number into the current window.
- Use **Open** to load individual files by icon, name or number into a new window.
- Use **Open Recent** to re-open recently edited files into a new window.
- Use **Paste** to insert a file from the Clipboard into the current window.
- Control-click on an embroidery file in the Finder and select **Open With PREMIER+™ 2 Modify** from the menu. The embroidery will open in a new window.

Note: Only one copy of each embroidery can be loaded with **Open**. If you attempt to open an embroidery again when it is already loaded then it will become the

currently active embroidery. You can use Insert to open the same embroidery as many times as desired. Each time it is opened, a new copy is added to the work area.

The following embroidery file formats may be loaded: Husqvarna Viking / Pfaff (.vp4, .vp3, .vip), Bernina (.art version 1, 2, 3), Brother/Baby Lock/Bernina PEC (.pec), Brother/Baby Lock/Bernina PES (.pes version 2 - 10), Compucon/Singer PSW (.xxx), Husqvarna (.hus and .shv), Janome (.jef and .sew), Melco (.exp), Pfaff (.pcs), Tajima (.dst), and Toyota (.10*).

Note: Use Insert to load Melco .exp format.

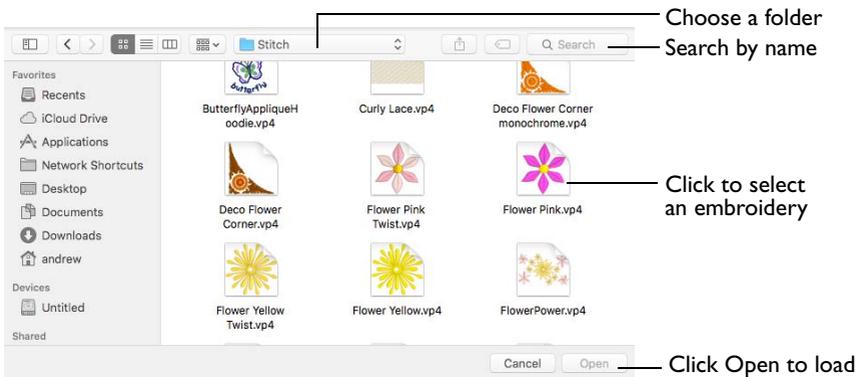
PREMIER+™ 2 Modify saves embroidery files in Husqvarna Viking / Pfaff (.vp4) format.

Note: Embroideries may only be saved in .vp4 format as this will preserve the separate parts of multipart designs. It also preserves thread color information and notes.

PREMIER+™ 2 Modify exports embroidery files in any of the following embroidery file formats: Husqvarna Viking / Pfaff (.vp4, .vp3, .vip), Brother/Baby Lock/Bernina PEC (.pec), Brother/Baby Lock/Bernina PES (.pes version 2 - 10), Compucon/Singer PSW (.xxx), Husqvarna (.hus, .shv), Janome (.jef and .sew), Melco Expanded (.exp), Pfaff (.pcs), Tajima (.dst) or Toyota (.10o).

Insert

Use Insert to load a saved embroidery into an existing window. PREMIER+™ 2 Modify displays the Open dialog so you can select an embroidery to insert.



Note: Use Insert to load Melco .exp format.

To insert an embroidery

- Click Actions  on the toolbar and choose Insert.
- Choose Edit > Insert > Insert Design.
- Press ⌘I

Insert an Embroidery

- 1 Click Actions  on the toolbar and choose Insert. Alternatively, choose File > Insert > Insert Design.
- 2 Browse to the desired folder in the Open dialog.
- 3 Click an embroidery to highlight it.
- 4 Click the Open button to load the embroidery.
The embroidery is placed in the current window.

File Formats

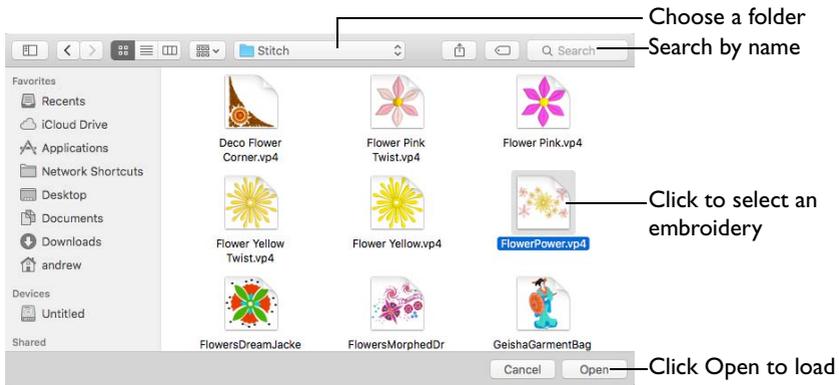
Use Insert to load the following file formats: Husqvarna Viking / Pfaff (.vp4, .vp3), Bernina (.art version 1, 2, 3), Brother/Baby Lock/Bernina PEC (.pec), Brother/Baby Lock/Bernina PES (.pes version 2 - 10), Compucon/Singer PSW (.xxx), Husqvarna Viking / Pfaff (.vip), Husqvarna (.hus and .shv), Janome (.jef and .sew), Pfaff (.pcs), Tajima (.dst), and Toyota (.10*).

Note: Use Insert to load Melco .exp format.

Only Husqvarna Viking / Pfaff (.vp4 and .vp3) embroidery files contain full thread color information that is shown in the original thread colors. Other files that hold some color information, such as .hus, .shv, .pcs, .pes, .sew and .xxx, are shown in the nearest match to the colors in which they were created. The shades are converted to the Import Thread Range, as selected in PREMIER+™ 2 Configure. For files that do not store colors, such as .dst, .exp and .10*, the embroidery is shown in a default color sequence, using thread colors from the Import Thread Range.

Open

Use Open to load a saved embroidery into a new window. PREMIER+™ 2 Modify displays the Open dialog so you can choose an embroidery to open.



The new window uses the filename as its title.

Use Insert to load Melco .exp format.

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

To use Open

- Choose File > Open.
- Press ⌘O
- Control-click on an embroidery in the Finder and select Open With PREMIER+™ 2 Modify.

Open an Embroidery

- 1 Choose File > Open (or press ⌘O).
- 2 Browse to the desired folder in the Open dialog.
- 3 Click an embroidery to highlight it.
- 4 Click the Open button to load the embroidery.
The embroidery is placed in a new window with its name in the window title.

Open Recent

Use Open Recent to open a menu of previously used embroideries.

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

To open a recently used embroidery

- Choose File > Open Recent, and choose an embroidery from the menu.

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

Notes and Settings

Use the Notes  and Settings  to add a description to your embroidery. The Notes and Settings boxes are found on the Design window.

Store up to 2000 characters of notes about an embroidery. This information is shown in the Notes and Settings tabs of the Design window.

Note: To keep the Notes information, save your embroideries as file type Husqvarna Viking / Pfaff (.vp4, .vp3 or .vip).

To Edit the Notes or Settings

- In the Design  window of the Control Panel , select Notes  or Settings , then click Edit  to open the Notes or Settings dialog and add some text.

Note: Use Option–Return or Control–Return to start a new line of text.

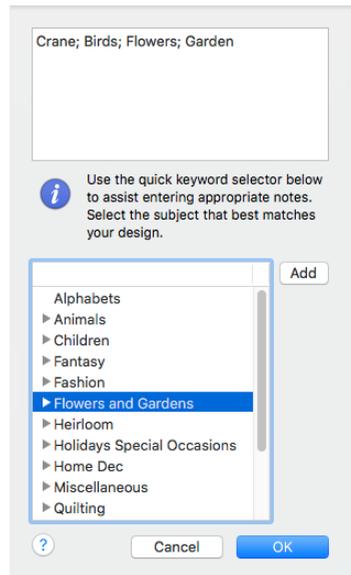
Notes

The Notes  dialog allows free text and keywords to be added to the Notes for the selected embroidery.

Up to 2000 characters can be entered in the Notes.

Add Keywords for the embroidery from the list.

When embroideries in .vp4, .vp3, .vip, .hus, .pcs and .pes formats are loaded in PREMIER+™ 2 Modify, any notes are automatically placed in the Notes box.



Enter Notes for an Embroidery

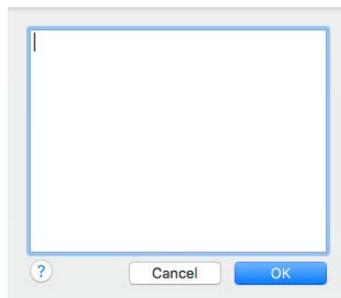
- 1 Select the embroidery for which you want to amend the notes.
- 2 Open the Design  window in the Control Panel .
- 3 Click Notes .
- 4 Click Edit . The Notes dialog appears.
- 5 In the Notes text box add some text to the Notes.
Use Option–Return or Control–Return to start a new line of text.

- 6 To add keywords, select the Keyword from the Category heading or subcategory in the scrolling list. Then click Add to add them to the Notes.
- 7 Click OK to save your Notes. The notes can be seen in the Design window.

Settings

Use the Settings  to store information on the settings used in your embroidery.

Up to 2000 characters can be entered in the Settings.



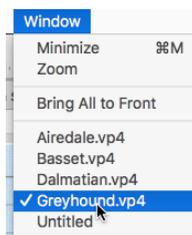
Enter Settings Information

- 1 Select the embroidery for which you want to amend the settings.
- 2 Open the Design  window in the Control Panel .
- 3 Click Settings .
- 4 Click Edit . The Settings dialog appears.
- 5 In the Settings text box make your desired changes to the Settings. Use Option–Return or Control–Return to start a new line of text.
- 6 Click OK to save your amended Settings. The settings information can be seen in the Settings area in the Design window.

Switch Between Open Embroideries

Switch between open embroideries using any of the following methods:

- If the windows are not maximized, click anywhere on a window to switch to it.
 - Select the required window from Mission Control.
 - Select the required window from the Window menu, as described below.
- The currently active window is indicated on the Window menu by a check mark .



Select a Window from the Window Menu

- 1 In the menu bar, choose Window. PREMIER+™ 2 Modify displays a list of currently open embroidery windows at the bottom of the Window menu. A check mark appears in front of the embroidery name of the active window.
- 2 Choose an embroidery from this list to make its window active.

Save Embroideries

There are five methods of saving embroideries:

Save

This saves the contents of the open window as a multipart embroidery in .vp4 format, with the name you give it, in the Save dialog.

When saving subsequently, this saves the contents of the open window under its current name as a multipart embroidery in .vp4 format. For instance, you might remove part of an embroidery and want to save the changed embroidery with a new name. A backup is made of previous versions.

Duplicate

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

Save As

Use Save As to save the contents of the open window as a multipart embroidery in .vp4 format under a new name.

Export

This saves the contents of the open window in the desired format according to the chosen options to optimize for sewing.

Save On Close

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



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

You are asked about the unsaved embroidery. Choose between:

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

Note: If you make a mistake when changing an embroidery, use Revert To to recover the previous version. See "Revert To" on page 32.

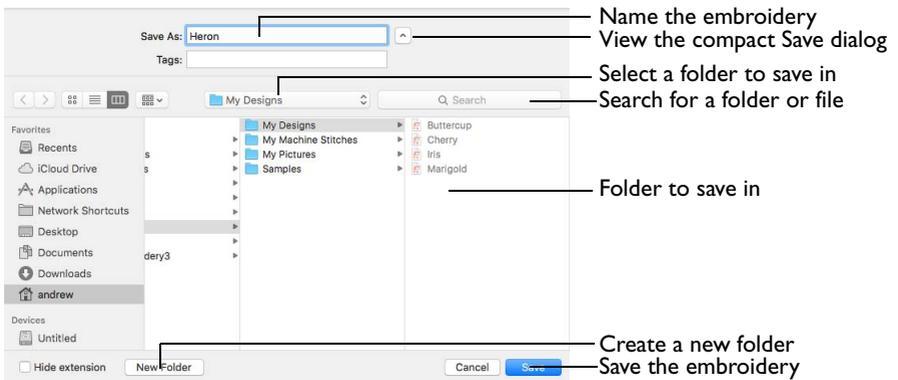
After saving you may Rename an embroidery. See "Rename" on page 32.

Save

When you save an embroidery file for the first time, PREMIER+™ 2 Modify displays the Save dialog so you can name your multipart .vp4 embroidery file.



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



The embroidery is saved as a multipart embroidery in .vp4 format. This keeps the separate sections, and preserves thread color information and notes.

Note: To use other embroidery formats, choose Export. See “Export” on page 26.

To use Save

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

Save an Embroidery

- 1 Create an embroidery.
- 2 Click Actions  on the toolbar and choose Save to save the design in the Save dialog. Alternatively, choose File > Save (or press ⌘S).
- 3 In the Save As text box, enter a name for your embroidery.
- 4 Browse to the desired folder, or create a new folder.
- 5 Click the Save button to save the embroidery.

Duplicate

Use Duplicate to make a copy of the embroidery in the current window using that embroidery's name. The new window will use the original name with the word "copy" at the end. You could use Duplicate to remove part of an embroidery and save the changed embroidery under a new name. Then use Save to save the copied embroidery under a different name and/or folder.

Note: When an embroidery is Duplicated the version history is not kept.

To use Duplicate

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

Duplicate an Embroidery

- 1 Create an embroidery.
- 2 Choose File > Save (or press ⌘S) to Save the embroidery. See "Save" on page 24.
- 3 Choose File > Duplicate (or press \uparrow ⌘S).

A new window is opened containing a copy of the saved embroidery. The new window uses the same name as the original, but with the word "copy" at the end.

- 4 Choose File > Save (or press ⌘S).
- 5 Save the duplicated embroidery in the Save dialog under the desired name and folder.

Save As

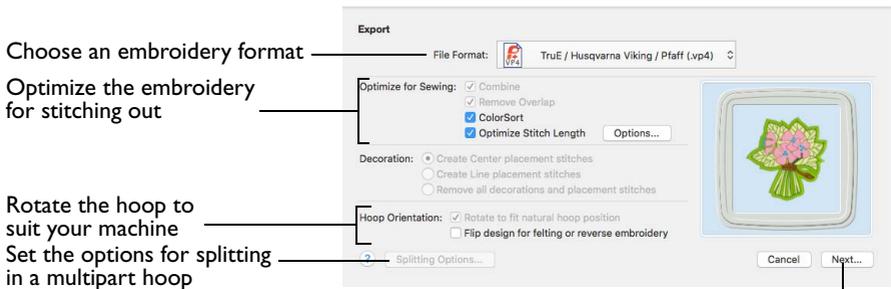
Use Save As to save the contents of the current window as a multipart embroidery in .vp4 format under a new name.

To use Save As

- Choose File > \backslash > Save As.
- Press \backslash \uparrow ⌘S

Export

Save the embroidery in the current window as a flattened .vp4 file, or in an alternative embroidery format. The embroidery must fit in the currently selected hoop. Use the Design Player to see how the embroidery will be exported according to the current Optimize for Sewing options.



The preferred file format for exporting embroideries is Husqvarna Viking / Pfaff .vp4, as this will preserve the separate parts of multipart designs. It also preserves thread color information and notes.

You can also export embroideries as Husqvarna Viking /Pfaff (.vp4, .vp3, .vip), Brother/Baby Lock/Bernina PEC (.pec), Brother/Baby Lock/Bernina PES (.pes), Compucon/Singer PSW (.xxx), Husqvarna (.hus, .shv), Janome (.jef and .sew), Melco Expanded (.exp), Pfaff (.pcs), Tajima (.dst) or Toyota (.l0o).

To use Export

- Click Actions  on the toolbar and choose Export.
- Choose File > Export.
- Press $\backslash \&S$

Optimize for Sewing Options

All of these options are initially selected when saving as a .vp4 file, or in any other format.

Note: You can customize the initial Optimize for Sewing Options in PREMIER+™ 2 Configure.

Combine: Merge the embroideries into a single embroidery during Export.

Note: Combine is not enabled if there is only one design, and for embroidery formats that are automatically combined.

Remove Overlap: Prevent areas of stitches building up where embroideries overlap.

Remove Overlap is not available when Combine is not enabled.

Note: Only deselect this option if, for example, your embroideries are low density and you wish to have a blend effect where they overlap.

ColorSort: Reduce the number of thread colors during Export. See “ColorSort” on page 47.

Optimize Stitch Length: Automatically remove small and insignificant stitches. See “Optimize Stitch Length” on page 29.

Note: Cutwork Needle lines in the Inspira Cutwork Needle "thread range" are unaffected by Optimize Stitch Length.

Decoration

The Decoration options are not available in PREMIER+™ 2 Modify.

Hoop Orientation

Set the hoop orientation.

Rotate to fit natural hoop position: Rotate the embroidery if needed to fit with the default hoop orientation for the machine. This option is only available if the hoop on the main screen is in the rotated orientation. It is useful if you prefer to create a "landscape" shaped project in the rotated orientation.

Flip design for felting or reverse embroidery: Flip the embroidery for being stitched in reverse. If an embroidery contains a Felting Needle color effect this option is selected initially. See “Felting Needle” on page 45.

Splitting options

Click the button to open the splitting options dialog. See “Splitting for Multipart Hoops” on page 28.

Note: Splitting for Multipart Hoops is available if .vp4, .vp3, .pes or .jef is chosen.

Additional Sections

Additional dialog sections are available, depending on the chosen file format.

- If .vp4, .vp3, .pes or .jef is chosen, Splitting for Multipart Hoops is present. See “Splitting for Multipart Hoops” on page 28.
- If .pes is chosen, you can select your machine type, file version, hoop size and rotation.
- If .jef is chosen, you can select your machine type, hoop size and rotation.

Next

View the Save, or Saving As dialog, depending on the selected file format.

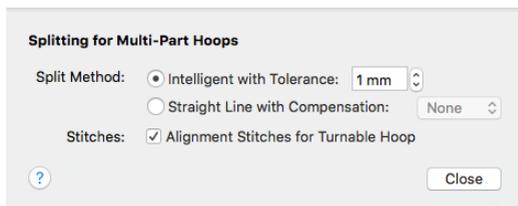
Export an Embroidery

- 1 Create an embroidery project using existing designs, text, frames and SuperDesigns.
- 2 Save the embroidery. See “Save” on page 24.
- 3 Choose File > Export (or press $\backslash \text{C} \text{H} \text{S}$).
- 4 Choose an embroidery format from the pop-up menu.

- 5 Select your optimization options.
- 6 If you are using a multipart hoop, set Intelligent or Straight Line split.
- 7 Click Next.
- 8 The Save or Saving As dialog will appear. Save the embroidery as desired.

Splitting for Multipart Hoops

Note: This section appears if .vp4, .vp3, .pes or .jef is selected as the file format.



Embroideries for Multipart hoops are split automatically, according to your Export settings. Use an Intelligent or Straight Line Split.

Note: There is no need to ensure embroideries are in one stitch area of the hoop; just place your embroideries in the most pleasing arrangement.

Split Method

You can use one of two split methods:

- **Intelligent Split** automatically calculates a split line that cuts the minimum number of stitches, and minimizes cuts through solid sections of embroidery. Where possible, use Intelligent Split.
- **Straight Line Split** cuts the embroidery straight across the center line of the overlap zone.

Intelligent with Tolerance

Intelligent Split calculates a split line that cuts the minimum number of stitches, and minimizes cuts through solid sections of embroidery. For example, a large embroidery is split at a narrow section, and an embroidery that fits in one stitch area of the hoop is left in one piece even if it is part of a larger design.

Tolerance ensures that the Intelligent Split line stays a short distance from the edges of the overlap. This allows for play in the hoop when going from one hoop area to another, such as when aligning a hoop that has been turned to stitch out the other side of an embroidery.

You can set Tolerance from 0 to 3mm, in steps of 1mm. The initial setting is 1mm.

Use Intelligent Split with Tolerance

- Select the "Intelligent with Tolerance" checkbox, then enter a number in the Tolerance number box, or use the arrows to increase or decrease the Tolerance.

Straight with Compensation

Straight Line Split cuts straight across the center of the overlap zone. Straight Line Split will only split an individual embroidery if, before it is combined with everything else, it does not fit entirely into one stitch area of the hoop.

Note: Lettering is split straight down the middle, as with any other type of embroidery. This may cut through characters rather than gaps and spaces. In such cases, it is recommended to use Intelligent Split instead.

Compensation adds overlapping stitches along the edges where the embroidery is split. This compensates for pull on the fabric.

None	Use None if you can split an embroidery without cutting through any of the design elements. Compensation is initially set to None.
Low	Use Low when cutting through a lightly stitched embroidery or when the split lines go through only a few stitch areas.
High	Use High when the embroidery is dense, when the split lines make long splits through stitch areas, or when stitching onto materials such as knitted or stretchy fabric.

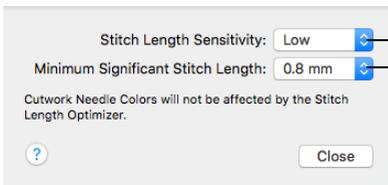
Alignment Stitch for Turnable Hoops

Select this option to add an alignment cross at the end of the first embroidery section when using the HUSQVARNA VIKING® Designer Majestic™, PFAFF® creative Grand Dream™, Universal Multipart hoop or Brother Jumbo Frame Hoop. A hoop movement to the alignment cross is added at the beginning of the next section. The next embroidery section can then be correctly aligned, or alignment can be confirmed.

Note: Alignment stitches are only added if Combine is selected.

Optimize Stitch Length

Use Optimize Stitch Length to automatically remove small and insignificant stitches.



Adjust the sensitivity

Set your shortest desired stitch length

Stitch Length Sensitivity

Adjust the sensitivity of the optimization. Low is set as the default.

- Choose Low, Medium or High from the pop-up menu.

Minimum Significant Stitch Length

Select the shortest stitch length that you consider to be significant. Stitches below this length are removed during the optimization process. The default stitch length is 0.8 mm.

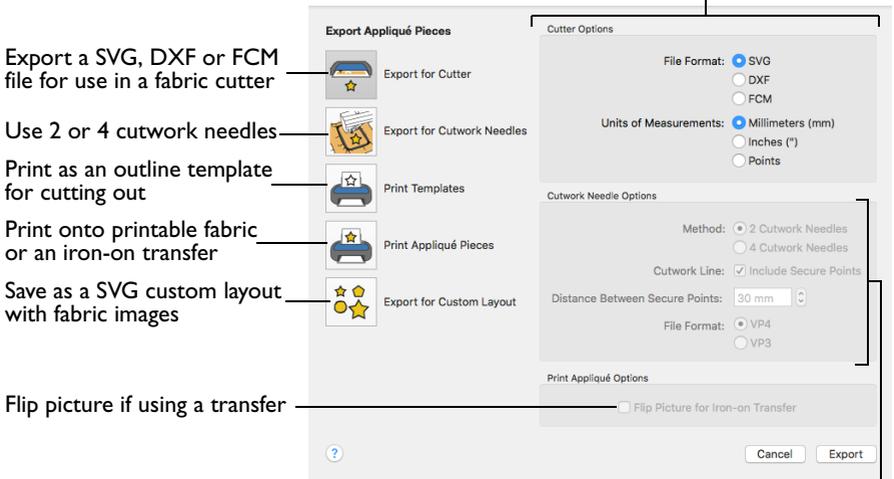
Note: Cutwork Needle lines are unaffected by the Minimum Significant Stitch Length.

- Choose 0.6 mm, 0.8 mm or 1.0 mm from the pop-up menu.

Export Appliqué Pieces

Use Export Appliqué Pieces to save or print appliqué outlines ready for cutting.

Set file formats and measurement units for your cutter



Export a SVG, DXF or FCM file for use in a fabric cutter

Use 2 or 4 cutwork needles

Print as an outline template for cutting out

Print onto printable fabric or an iron-on transfer

Save as a SVG custom layout with fabric images

Flip picture if using a transfer

Set cutwork needle type, file format, and secure points for fabric stability

There are five appliqué piece export methods:

- Export for Cutter:** Save as SVG, DXF or FCM files for use in fabric cutters
- Export for Cutwork Needles:** Save as VP4 or VP3 stitch files that can be used with INSPIRA™ Cutwork Needles
- Print Templates:** Print as an outline template to stick or pin to fabric and then cut out
- Print Appliqué Pictures:** Print directly onto printable fabric or an iron-on transfer; this also prints the image of the appliqué piece
- Export for Custom Layout:** Save as SVG files with the fabric image placed as the fill for each shape. This is designed for use with fully customized layouts.

Export for Cutter

Export the appliqué piece as a SVG, DXF or FCM image file for use in a fabric cutter.

Set the units of measurement (millimeters or inches), and select a file type. Click Export to save the file.

Note: The maximum size for the Brother ScanNCut FCM format is 12" x 12" (305mm x 305mm).

Recommended file formats for cutters:

Cutter	Software	Export Format
Cricut Explore®	Cricut Design Space 3.1512	SVG (points)
KNK Zing Air®	Make the Cut! 4.6.1 (Zing Plugin 2.1.0)	SVG (points)
Silhouette Cameo®	Silhouette Studio 3.6.57 ss (Use "As Is" import settings)	DXF (millimeters)
Brother ScanNCut® (2)	Direct to USB stick or machine	FCM
Sizzix Eclips2	eCal2 2.203	SVG (points)

Export for Cutwork Needles

Export the appliqué piece for cutting with INSPIRA™ Cutwork Needles. Select 2 or 4 needles, choose whether to use secure points for fabric stability and their length, and use a .vp3 or .vp4 stitch file.

Print Templates

Print the appliqué piece as an outline template to stick or pin to fabric and then cut out.

Select a printer and paper size in the Print dialog. See “Print” on page 237.

Print Appliqué Pictures

Print directly onto printable fabric or an iron-on transfer; this also prints the image of the appliqué piece.

Flip the picture for an iron-on transfer, and select a printer and paper size in the Print dialog. See “Print” on page 237.

Export for Custom Layout

Save as SVG files with the fabric image placed as the fill for each appliqué piece shape. This is designed for use with fully customized layouts, for example if you wish to arrange the shapes in your cutter software or in another graphics package.

Using Export Appliqué Pieces

In the Export appliqué pieces dialog, select the desired method and options, then click the Export or Print button.

To use Export Appliqué Pieces

- Choose File > Export Appliqué Pieces.

Rename

You can rename the document in the currently selected window.

- If the document has not been saved, the Save dialog is displayed so you can save your embroidery. See “Save” on page 24.
- If the document has been previously saved, you can rename the document in the application title bar.

Rename a document

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

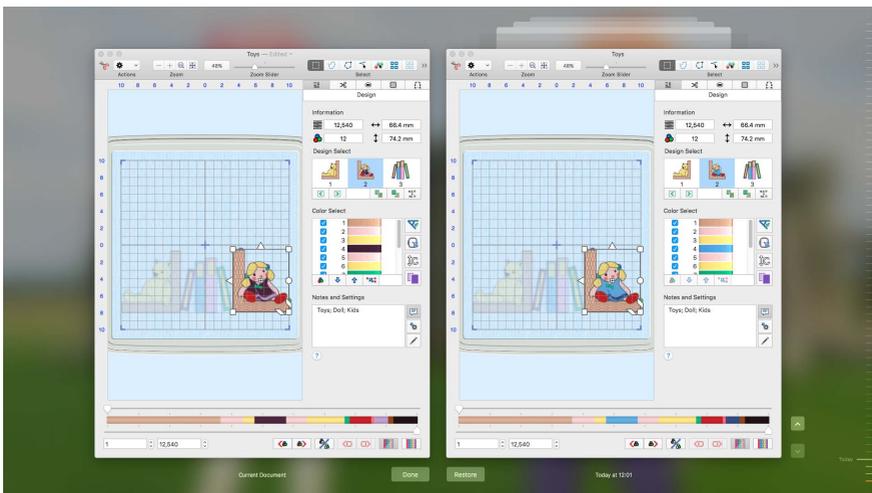
Move To

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

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

Revert To

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



Use Revert To

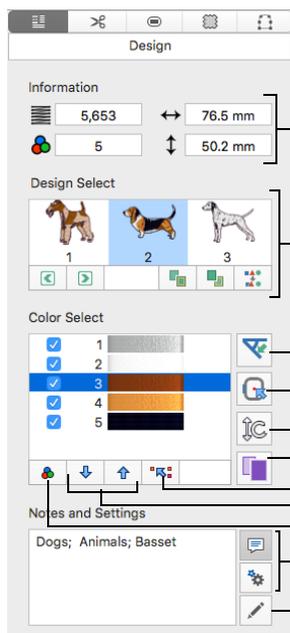
- 1 Create an embroidery.
- 2 Choose File > Save (or press ⌘S) to save the embroidery. See “Save” on page 24.
- 3 Change the embroidery.
- 4 Choose File > Save (or press ⌘S) to save the embroidery again.
- 5 Choose File > Revert To. All of the changes that you have made and saved can be selected on the screen.
- 6 Click Restore to go back to an older version, or Done to return without reverting.

Viewing Embroideries & Colors 4

View your embroidery in 3D and 2D with or without stitch points, use the Control Strip to choose which stitches to see, view by color, use Ghost Mode and the Design Player, and zoom in and out.

Design Window

Use the Design  window to select designs, move and change thread colors, select blocks and stitches, edit the notes and settings, rotate and resize.



The Design Window interface includes the following sections and features:

- Information:** Displays design ID (5,653), width (76.5 mm), height (50.2 mm), and thread count (5).
- Design Select:** Shows three design thumbnails (1, 2, 3) for selection and combination.
- Color Select:** Lists five color blocks (1-5) with checkboxes and a color tone adjustment tool.
- Notes and Settings:** Displays design notes (e.g., "Dogs; Animals; Basset") and settings for editing.

Callouts from the right side of the image point to specific controls:

- Check the design information
- Select, move and combine designs
- Rotate the block 45 degrees (Rotate 45)
- Center the block in the hoop
- Resize or rotate (Modify Block)
- Adjust the brightness and colors (Color Tone)
- Combine a color with the color block above
- Move a color block up or down
- Change a thread color
- Read the Notes and Settings information
- Edit the Notes and Settings information

To Open the Design Window

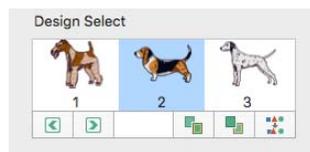
- Click Control Panel, then click Design .

To learn how to	Go to
Change a thread color	See "Changing a Thread Color" on page 43.
Choose a color to use for a thread	See "Select a Color for a Thread" on page 47.
Check the embroidery information	See "Design Information" on page 34.
Move and merge color blocks	See "Move and Merge Color Blocks" on page 42.
Move and merge designs	See "Select, Move and Merge Designs" on page 108.

To learn how to	Go to
Read and edit the Notes and Settings	See “Notes and Settings” on page 21.
Rotate the embroidery by 45 degrees	See “Rotate 45” on page 75.
Resize or rotate the embroidery	See “Modify Block” on page 77.
Center the embroidery in the hoop	See “Center in Hoop” on page 76.
Select a single stitch	See “Select Stitches” on page 67.
Select a block of stitches	See “Select a Block of Stitches” on page 68.
Select a block by color	See “Color Block Select” on page 71.
Select all visible stitches	See “Select All Visible” on page 72.
Adjust brightness and colors	See “Color Tone” on page 48.
Minimize the number of color changes	See “ColorSort” on page 47.

Design Select

Use the Design Select area to view the different sections of a multipart design. The selected section is displayed in the work area. To move sections within the multipart design, see “Select, Move and Merge Designs” on page 108.



Note: Automatic Ghost Mode is used to show the position of the other parts of the design in the work area.

Select sections of a multipart design

- Press the up and down arrow keys to view different sections of the design.
- Choose Design > Display Next Design (▶) for the next section.
- Choose Design > Display Previous Design (◀) for the previous section.
- Press ⌘← to view the previous section, and ⌘→ to view the next section.

Design Information

The dimensions (Height \updownarrow and Width \leftrightarrow), Stitch Count \equiv , and number of colors $\color{red}\blacksquare\color{green}\blacksquare\color{blue}\blacksquare$ for the active embroidery are shown on the Design window of the control panel.

The Design window also shows the order of the color blocks in the color worksheet and any notes that are included in the embroidery. Click on a color block to change thread colors. Also use the color worksheet to show or hide stitches by color block, and to move and merge color blocks. Edit or add information to the Notes and Settings as desired.

Get Length

Use Get Length to measure the distance between any two points on an embroidery. For example, use it to obtain the width of a column of stitches or the distance between lines of stitching.

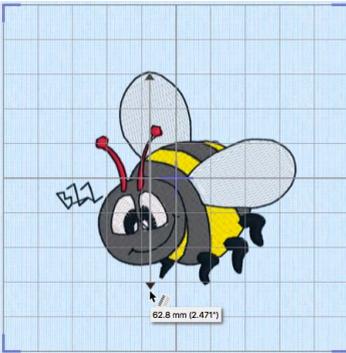
Note: The length is shown in millimeters or inches, according to the setting for Show Measurements in PREMIER+™ 2 Configure. The alternative units are shown in parentheses.

To use Get Length

- Choose View > Get Length.
- Press ⌘L

Measure a Design with Get Length

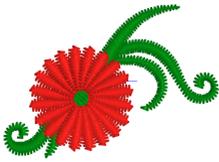
- 1 Open a design.
- 2 Choose View > Get Length. The pointer changes to the measure pointer .



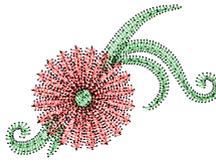
- 3 Drag across the part of the design you want to measure. A line shows the length you are measuring, and a tooltip displays the distance.
- 4 If desired, make a note of the number.
- 5 Drag to measure any other distances, as required.
Note: If you hold the Shift key while dragging, only 45 and 90 degree lines can be drawn.
- 6 Control-click, and choose "Finish Get Length" to deselect the function.

View Mode

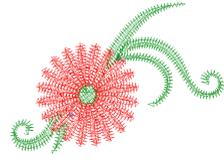
Use View Mode to show stitches in 3D View Mode, 2D View with Stitch Points, or 2D View without Stitch Points.



3D View 



2D View with Stitch Points 



2D View without Stitch Points 

2D with Stitch Points shows lines with stitch points

3D View shows three-dimensional shading



2D without Stitch Points shows lines with no points

Stitches and blocks can be edited in both 3D and 2D stitch display.

3D View Mode

Use 3D View Mode to see embroideries and grid in standard 3D mode. The stitches of the embroideries have three-dimensional shading.

To view embroideries in 3D View Mode

- Click the 3D View Mode button  on the toolbar.
- Choose View > View Mode > 3D View Mode

2D View with Stitch Points

Use 2D View with Stitch Points to see the individual stitches in your embroideries as lines with no shading, and to display the black dots that show the stitch points (needle insertions) into the fabric.

When you zoom in, the stitch points are displayed as small squares. Showing the stitch points may be helpful for inserting new stitches, moving stitches and pasting stitch blocks.

To view embroideries in 2D View with Stitch Points

- Click the 2D View with Stitch Points button  on the toolbar.
- Choose View > View Mode > 2D View with Stitch Points

2D View without Stitch Points

Use 2D View without Stitch Points to see the individual stitches in your embroideries as lines with no shading or stitch points.

To view embroideries in 2D View without Stitch Points

- Click the 2D View without Stitch Points button  on the toolbar.

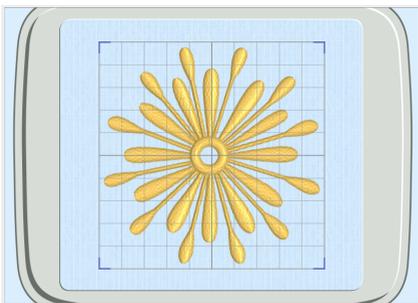
- Choose View > View Mode > 2D View without Stitch Points

Grid

Use the grid options to turn the background grid on and off, optionally with numbered grid lines. The grid may be used to help align stitches, adjust selected blocks and so on. The grid options are: Grid On, Grid Numbered Half, Grid Numbered Full and Grid Off.

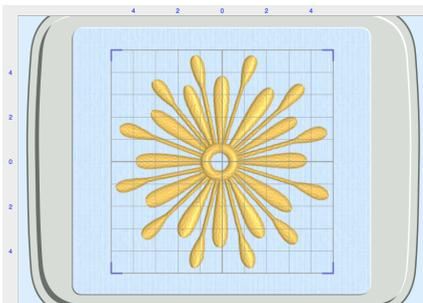
All open embroideries use the same grid option, and the setting is remembered for the next PREMIER+™ 2 Modify session.

Grid On



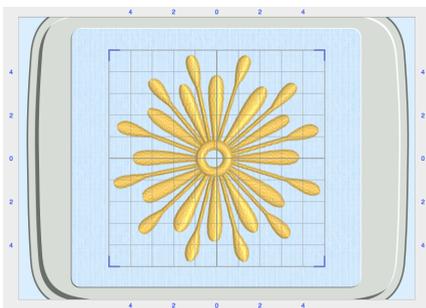
Use Grid On to show the grid.

Grid Numbered Half



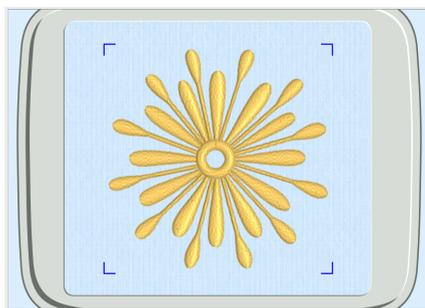
Use Grid Numbered Half to show the grid with the even grid lines numbered on the top and left.

Grid Numbered Full



Use Grid Numbered Full to show the grid with the even grid lines numbered on all sides.

Grid Off



Use Grid Off to hide the grid.

The grid is initially set at 10mm intervals, so the apparent size will vary depending on the size of the currently active embroidery and the zoom level. Adjust its size between 2mm and 50mm using the General Preferences.

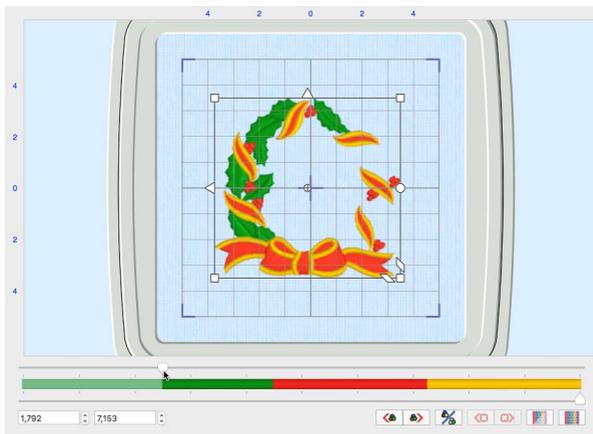
To set the grid

- Choose View > Grid > Grid On

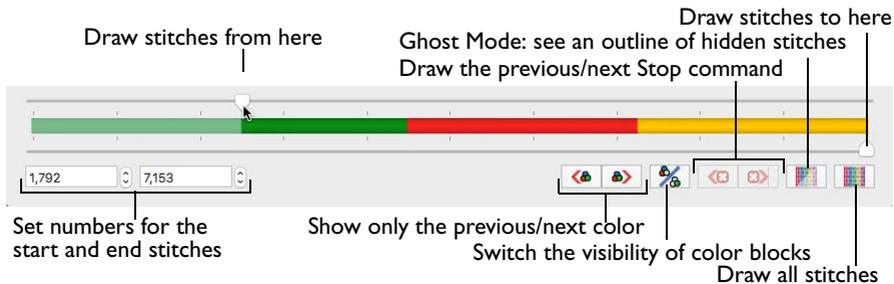
- Choose View > Grid > Grid Numbered Half
- Choose View > Grid > Grid Numbered Full
- Choose View > Grid > Grid Off

Control Strip

Use the Control Strip to view the colors in the selected section of the embroidery, and to select stitches using the handles on the slider bar.



For precise positioning, enter numbers in the start and end boxes, or select stitches within the next  or previous  color block, or between the next  and previous  Stop Commands. View the whole embroidery with Draw All Stitches , or see an outline of the hidden stitches with Ghost Mode .



Note: Use Design Player  to view how the complete project will be stitched out, using the Optimize for Sewing settings from PREMIER+™ 2 Configure. See “Design Player” on page 61.

Show Commands

Use Show Commands to show or hide the command markers for Color Change , Stop  and Trim  commands.

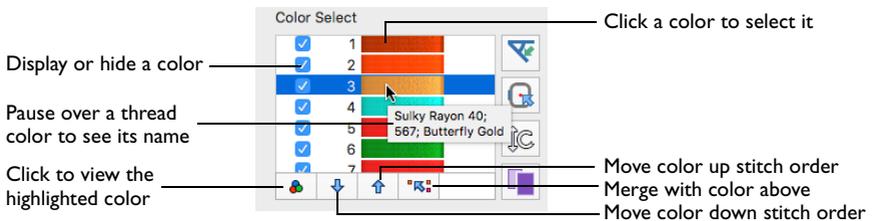
Thread Colors

The thread colors are shown in the color worksheet on the Design window. This shows the order in which the colors are used. Colors can be added or changed using any color available in the standard thread ranges. A Color Change command  is shown in the embroidery by a small blue circle with a C.

Note: To add a color change, use Insert Color Change . See “Insert Color Change” on page 79.

Color Select

The Color Select area in the Design window shows the order in which the thread colors are used. Each thread color corresponds to a Color Change command in the embroidery. There can be unlimited color changes in an embroidery saved in .vp4 or .vp3.



The group of stitches using a particular thread color is called a color block. The color worksheet can be used to change thread colors and to hide and show the stitches in any of the color blocks. The numbers show the order in which the colors are used, and the samples show solid blocks of each thread color in 3D.

The first color in the embroidery is at the top of the list. The check boxes show which color blocks are hidden.

Click a thread sample to access the Color Selection dialog and select a different thread color. Click a check box to show or hide a color block, as shown here:



If there are many colors in a design, use the scroll bar to see the desired section of the list.

To Change a Thread Color

- Highlight a thread color and click the Change Color button  to access the Color Selection dialog and select a different thread color.
- Double-click a thread sample to access the Color Selection dialog and select a different thread color. See “Color Selection Dialog” on page 42.

To Hide a Thread Color

- Click a check box to show or hide a color block.

Move and Merge Color Blocks

Use the arrows in the color worksheet to change the order of the color blocks, and to select color blocks to merge together selectively.

Note: This may be useful if you want to merge two blocks of an identical thread color without affecting the color order of the rest of the embroidery. Alternatively, use the Move and Merge Color Blocks features if ColorSort does not merge colors owing to a few overlapping stitches that do not affect the design stitchout. You can also use Merge when optimizing designs with multiple areas of cutwork and stabilizing lines. ColorSort may occasionally merge stabilizing lines in these circumstances.

To select and change colors, see “Changing a Thread Color” on page 43.

Move and Merge Colors in the Worksheet

- Select a color in the worksheet.

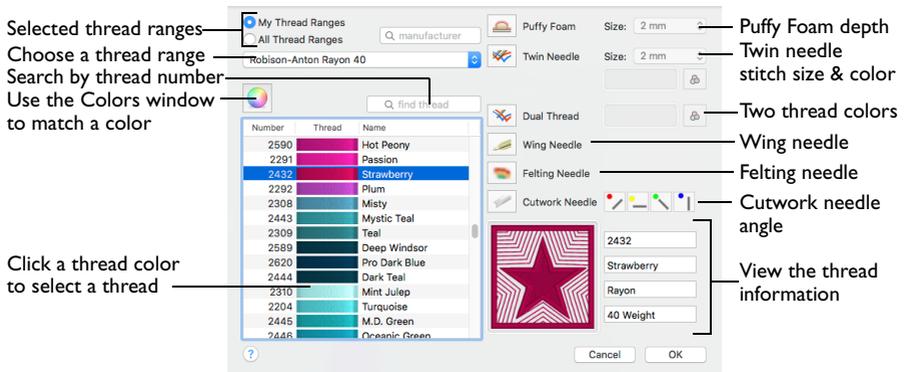
Note: Click the white area to the right of a color block to select without opening the dialog.

- Click the up arrow  below the color blocks to move the selected block up the stitching order.
- Click the down arrow  below the color blocks to move the selected block down the stitching order.
- Click the merge  arrow to combine the selected color block with the block above it, removing the Color Change command.

Note: Use Merge to delete color changes easily. Also use it to combine color blocks with the same thread color, after first moving one of the color blocks so that they are adjacent.

Color Selection Dialog

The Color Selection dialog appears when you click a thread color in the Color Select area. You may choose any thread shade from the available thread manufacturers' palettes (for instance, Robison-Anton Rayon 40 or Sulky Rayon 40).



Selected thread ranges — My Thread Ranges
Choose a thread range — All Thread Ranges
Search by thread number — find thread
Use the Colors window to match a color — [Color Wheel Icon]

Number	Thread	Name
2590	Hot Peony	
2291	Passion	
2432	Strawberry	
2292	Plum	
2308	Misty	
2443	Mystic Teal	
2309	Teal	
2589	Deep Windsor	
2620	Pro Dark Blue	
2444	Dark Teal	
2310	Mint Julep	
2204	Turquoise	
2445	M.D. Green	
2446	Oceanic Green	

Click a thread color to select a thread — [2444]

Puffy Foam depth — Puffy Foam Size: 2 mm
Twin needle stitch size & color — Twin Needle Size: 2 mm
Two thread colors — Dual Thread
Wing needle — Wing Needle
Felting needle — Felting Needle
Cutwork needle angle — Cutwork Needle
View the thread information — 2432 Strawberry Rayon 40 Weight

When you select a new thread color, the Color Select area will show the change and the work area will show the block of stitches in the new color (assuming the stitches are not hidden).

To Choose a Thread Range

- Select from the pop-up menu of thread ranges.
- Search for a manufacturer, then select from the list of thread ranges.

To Select a Thread Color

- Select colors by visual selection or by entering a shade number.
- Click the Colors  button, and in the Colors window choose a colored pencil color to select the nearest matching thread color.

Changing a Thread Color

- 1 Hover the pointer over a color you wish to change in the Color Select area. The color block will be highlighted in the work area.
- 2 Click to select the color, and the Color Selection dialog appears.
- 3 Choose a thread range. The available shades for the thread range are shown in the list. Alternatively, enter a name in the manufacturer search box, then choose a thread range from the manufacturer pop-up list.

Note: To clear the manufacturer text box, click the Close  button in the box.

- 4 Click a color in the list to select a thread shade visually. Scroll to see more threads.
- 5 If you know the shade number, click in the number search box and enter the shade number. Alternatively, enter some numbers in the number search box, and choose a thread from the thread number pop-up list. The current color is always shown.
- 6 To choose a color visually, click Colors  to select a color in the Colors window. See “Select a Color for a Thread” on page 47.

This is a quick way to jump to threads of the selected color (for example, click the light yellow colored pencil to jump to light yellow thread shades).

- 7 Click OK to confirm the color selection and close the color selection dialog.

Effects

Use the Effects area to show the results of using thread effects or special needles.



Puffy Foam Show the effect of stitching over embroidery foam



Dual Thread Show the effect of using two threads in one needle



Twin Needle Show the effect of using a twin needle



Wing Needle Show the effect of using a wing needle for hemstitch or heirloom designs



Felting Needle Show the effect of using a felting needle with a roving fiber



Cutwork Needle Select a cutwork needle in one of four angles

Note: Only one thread effect can be used on any thread. In the 2D View and 2D View with Stitch Points, most thread effects are not shown in the active subdesign, as it would be difficult to edit the stitches. They are shown in Design Player  and Life View , in addition to the other tabs.

To use Thread Effects

- Click the desired color block in the list, then choose an effect:
 - If you choose Puffy Foam , set the foam height.
 - If you choose Twin Needle , set the Twin Needle size. Click the color button for the Second Color if you wish to use a different thread color.
 - For Dual Thread , it is recommended to change the Second Color.
 - For Felting Needle , select a color for the roving fiber for felting.
 - For Cutwork Needle , choose the angle for your needles.

Puffy Foam

Use Puffy Foam  to show the three-dimensional effect of stitching over embroidery foam.

- Choose the height of the puffy foam in the pop-up menu from 2.0mm to 6.0mm.

Dual Thread

Use Dual Thread  to show the effects of stitching out two threads through the same needle. This is particularly suited to blending threads for special effects, such as mixing a rayon thread with a metallic thread, as in the center of the star.

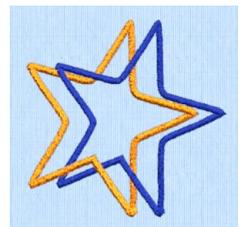


Twin Needle

Use Twin Needle  to show the effect of stitching out the color block with a twin needle. This creates a horizontal offset between the original thread color in the left-hand needle, and a second thread color in the right-hand needle.

There are several ways that the Twin Needle effect can be used, including:

- Use with running stitch to create a ribbon effect, typically using the same thread color in both needles



- Use with a low density fill area to blend two different thread colors and also have a lightly shadowed effect
- Use with a dense fill area to create a shadow effect

Note: On the screen, the Twin Needle effect is shown horizontally from left to right. If you rotate an embroidery for stitching out, the twin needle stitchout will be different from the effect on screen.



Size: Twin Needle Size is only available if the Twin Needle effect is selected for the current color block. Choose the size of the gap between the twin needles.

Preview the effect of changing the twin needle size to help decide which needles to buy. Ensure that the desired size is recommended for embroidery on your machine.

- Click the pop-up menu to choose the size of the gap between the twin needles.

Second Color: The second thread color for the twin needle is initially set to the same color as the original color block. Use Second Color  to choose a different thread for the second needle in the Color Selection dialog. The other color is displayed in the Twin Needle area.

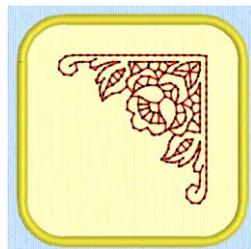
- Click the color change button  to choose a different thread for the second color. Select the desired thread and click OK.

Wing Needle

Use Wing Needle  to show the effect of stitching out the color block with a wing needle and the chosen thread.

The wing needle creates holes in the fabric, for hemstitch and other heirloom techniques.

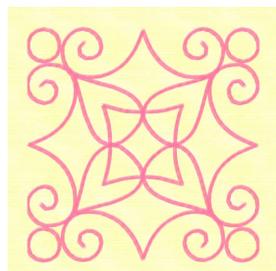
Note: To see the holes more than the stitch, use a fine thread such as Poly 60 weight. To see the actual stitching, Rayon 40 weight is ideal.



Felting Needle

Use Felting Needle  to show the effect of embellishing the selected color block using a felting needle and a contrasting roving fiber.

Choose a color for the roving fiber for the felting in the Color Selection dialog. In projects without a roving fiber, choose a felting needle color similar to the back of the fabric.



Note: If you select Felting Needle in PREMIER+™ 2 Create the stitching will be adjusted. In other modules the effect is purely visual; for example, to see how felting will look in a pre-made design.

When Exporting an embroidery with a Felting Needle effect, the option "Flip design for felting or reverse embroidery" is initially selected in the Export dialog. See "Export" on page 26.

Cutwork Needle

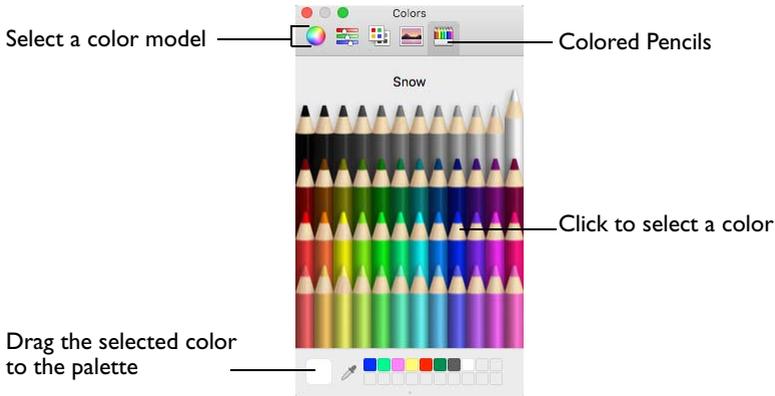
Use Cutwork Needle  to show the line that would be used by cutwork needles to automatically cut holes in your fabric, or create appliqué areas. Use cutwork needle lines for reverse appliqué embroideries and free-standing lace, or simply to cut out a shape or design.

Choose the cutting angle for the cutwork needle.

(When creating cutwork needle lines in PREMIER+™ 2 Modify or PREMIER+™ 2 Create, or converting running lines to cutwork needle lines in any PREMIER+™ 2 module, you may use two needles; or for more precise work use four needles.)

Colors Window

Use the Colors window to choose a color for a thread. The nearest shade in the current thread range is selected.



Use the Colored Pencils to select a color quickly.

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

Select a Color for a Thread

- 1 Select a thread in the Color Selection dialog.
- 2 Click Colors  to open the Colors window.
- 3 Click Colored Pencils  to select the Colored Pencils color model.
- 4 Click one of the 48 pencils. The thread color changes in the Color Selection dialog. The shade nearest to the colored pencil shade is used.
- 5 Click OK in the Color Selection dialog to confirm the color selection.

ColorSort

Use ColorSort to reduce the embroidery to the minimum number of color blocks.

The final number of color blocks produced in the ColorSort process can vary, depending on any overlap between areas. If possible, it leaves only one color block for each thread color used. If necessary, trims are added to connect the areas that use the same thread color. Unnecessary Color Change commands are removed.

Note: ColorSort affects the whole of the design, even if only part of it is selected. All stitches in the selected design are shown when the ColorSort is complete. ColorSort does not affect the other sections of a multipart embroidery.

To ColorSort an Embroidery

- Select the embroidery, then choose Design > ColorSort.

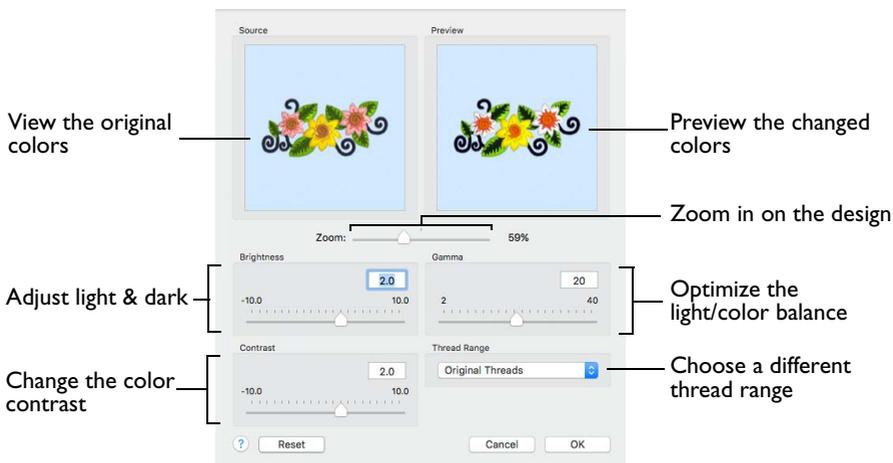
Undo to return to the original colors.

Color Tone

The Color Tone  page includes the Brightness, Contrast and Gamma sliders, and the Thread Range box.

Note: Try different settings to enhance different designs. You can combine more than one Color Tone tool.

In the Thread Range box, convert all the threads in an embroidery to a new thread range, with or without adjusting the Color Tone options.



To use Color Tone

- Select the embroidery, then in the Design  window click Color Tone .
- Select the embroidery, then choose Design > Color Tone.

Brightness

The Brightness effect makes the selected part or all of an embroidery lighter or darker than the original. Use it to lighten or darken embroideries.

- Drag the Brightness slider from -10 to +10. The default setting is 0.

Contrast

The Contrast effect changes the amount of shading between areas for the embroidery. 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.

- Drag the Contrast slider from -10 to +10. The default setting is 0.

Gamma

Use Gamma to adjust the brightness and contrast together so that dark areas are made brighter, but bright areas are not overexposed. Lower values make the embroidery appear lighter.

- Drag the Gamma slider from 2 to 40. The default setting is 10.

Thread Range

Use the Thread Range box to select the thread range used for the embroidery from the pop-up menu. Choose from any of the manufacturer's thread ranges or one of the My Threads ranges you create using PREMIER+™ 2 Thread Cache.

Note: If the embroidery originally used more than one thread range, only one thread range will now be used.

To return to the original thread range(s) used in the design select 'Original Threads' from the top of the list.

Reset

Reset the embroidery back to the original settings.

Use Color Tone to Change the Colors in a Floral Embroidery

- 1 Choose Edit > Insert > Insert Design and in the folder Home/Premier+2/Samples/Premier+2Emb/Stitch2/Flowers browse to "Floral Motif".
- 2 Open the Design  window of the Control Panel .
- 3 Click the first thread in the color worksheet. The thread name and thread range is displayed in the Color Selection dialog. The Thread Range is Robison-Anton Rayon 40.
- 4 Click OK to close the dialog.
- 5 Click the Color Tone button . The Color Tone dialog appears.
- 6 Choose Robison-Anton Poly Neon 40 in the Thread Range pop-up menu. The colors are much brighter.
Note: The threads in the design are mapped to the nearest color in the range, and the result shown in the preview.
- 7 Choose Sulky Rayon 40 in the Thread Range pop-up menu. The change is more subtle.
Note: You can use Reset to reverse all changes made to the design.
- 8 Scroll up the Thread Range pop-up menu and choose Original Threads.
The threads return to the original thread range(s) used in the design.
- 9 Drag the Brightness slider to the right to change the brightness to 2. The thread colors become paler.
Alternatively, enter a positive number in the box.
Note: To adjust the Brightness between -10 and +10 relative to the starting point, enter a number in the box, drag the slider, or click to one side of the slider. To darken the embroidery, drag the slider to the left, click to the left, or enter a negative number.
- 10 In the Contrast number box, enter 2.0 to change the contrast.
Note: To adjust the Contrast between -10 and +10 relative to the starting point, enter a number, drag the slider, or click to one side of the slider.
- 11 Click to the right of the Gamma slider to change the Gamma to 20.
Note: To adjust the Gamma between 2 and 40, enter a number, drag the slider, or click to one side of the slider.
- 12 Click OK to close the Color Tone dialog. The threads in the color worksheet change to their new color and range.

Zoom

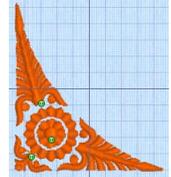
Use the Zoom functions to change the view of the embroidery. Zoom in (drag the slider to the right) to magnify the view. Zoom out (drag the slider to the left) to shrink the view.

When zoomed in, use the scroll bars or swipe to move around.

Monochrome

Monochrome  changes all visible stitches to one color. Use the Monochrome effect to create silhouette and cameo designs from multicolored embroideries.

The Color Selection dialog appears so you can choose a color and/or thread effect.

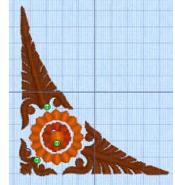


Create a Monochrome Version of an Embroidery

- Select the stitches that you want to set to the same color, then in the Modify  window click Monochrome .
- Select the stitches that you want to set to the same color, then choose Design > Monochrome.

Create a Monochrome Embroidery from a Multicolor Design

- 1 Choose File > New to open a new window.
- 2 Choose Edit > Insert > Insert Design and in the folder Home/Premier+2/Samples/Modify/Stitch load the 'Deco Flower Corner' embroidery.
- 3 In the Modify tab, click Monochrome . The Color Selection dialog opens.
- 4 Click Colors  to open the Colors window.
- 5 Click Colored Pencils  to select the Colored Pencils color model.
- 6 Click the Tangerine color pencil.
- 7 Click OK to select the color. The complete embroidery is now orange.



Note: Monochrome only changes visible stitches. If you use the sliders or other functions to hide some of the stitches, the color of those stitches will not be changed.

View Selected Colors

There are several methods for changing which stitches are displayed. Displaying the stitches according to their color using the check boxes in the Color Select area is an easy method of showing sections of an embroidery. Use commands to display particular color blocks.

Draw Next Color Block

Draw Next Color Block  steps through the color blocks one at a time in the order shown in the Color Select area. Only one color is visible at a time. All the other colors are automatically hidden (unchecked). The work area displays only the stitches in the visible color block.

Note: The Draw Range shows the Start and End stitches of the color block and the sliders move as each color is selected.

To show the next color block

- Click the Draw Next Color Block  button in the Control Strip.
- Choose Filter > Draw Next Color Block.
- Press ⌘]

Draw Previous Color Block

Draw Previous Color Block  steps through the color blocks in reverse order. Only one color is visible at a time. All the other colors are automatically hidden (unchecked). The work area displays only the stitches in the visible color block.

Note: The Draw Range shows the Start and End stitches of the color block and the sliders move as each color is selected.

To show the previous color block

- Click the Draw Previous Color Block  button in the Control Strip.
- Choose Filter > Draw Previous Color Block.
- Press ⌘[

Invert Visible Color Blocks

Invert Visible Color Blocks  switches the visibility of the color blocks so that those that were visible become hidden, and those that were hidden are displayed.

Note: This is a useful method to quickly turn off all color blocks. You can then use Draw Next Color, Draw Previous Color, or choose colors in the color worksheet.

To switch the visibility of the color blocks

- Click the Invert Visible Color Blocks  button in the Control Strip.
- Choose Filter > Invert Visible Color Blocks.

Draw Previous Stop

Use Draw Previous Stop  to step through the Stop commands in reverse order.

- Click the Draw Previous Stop  button in the Control Strip.
- Choose Filter > Draw Previous Stop.

Draw Next Stop

Use Draw Next Stop  to step through the Stop commands one at a time.

- Click the Draw Next Stop  button in the Control Strip.
- Choose Filter > Draw Next Stop.

Draw All Stitches

Draw All Stitches  displays all stitches in the currently active embroidery. This is automatically used when a new embroidery is opened or PREMIER+™ 2 Modify is started.

When stitches have been hidden by changing the color selection or the Draw Range, click the button to view all stitches again. All the color blocks become visible and the Draw Range is reset to all stitches.

To draw all stitches

- Click the Draw All Stitches  button in the Control Strip.
- Choose Filter > Draw All Stitches.
- Press 

Effect of Draw Range on Color Blocks

Using Draw Next Color Block or Draw Previous Color Block sets the Start and End slider bars to the beginning and end of the currently visible color block. If you then change the Start or End stitch in the Draw Range, no additional stitches are made visible, as they are not in the selected color blocks. If you make another color block visible again after using Draw Next Color Block or Draw Previous Color Block then the Draw Range is reset to all stitches, but only the stitches in the visible color blocks are shown in the work area.

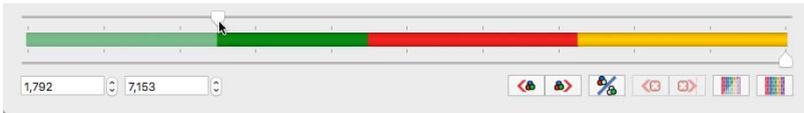
Note: If you set a Draw Range, then only the stitches in the color blocks that are visible within the range are displayed. Also, hidden colors are not highlighted when the pointer is paused over them in the color worksheet.

View a Range of Stitches

The draw Start and End slider bars in the Control Strip provide a very powerful way of viewing an embroidery and understanding exactly how it is formed. They allow you to progress forwards and/or backwards through an embroidery stitch by stitch and isolate a specific sequence of stitches. If desired, select the visible stitches as a block to work on (Select All Visible ) or use a feature such as global morphing without affecting the hidden stitches. You can use Ghost Mode  to show the overall shape of the embroidery while only working on visible stitches. Changing the range of stitches can be combined with selecting colors to display a particular set of stitches that would be difficult to isolate with other functions.

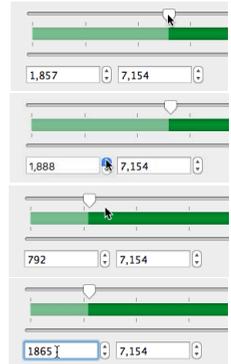
Draw Range (Slider Bar)

The left handle and left stitch number box set the Draw From Start stitch number. The right handle and right stitch number box set the Draw To End stitch number.



Use the Draw Range to set the Start or End stitch number in any of the following ways, as shown here for Draw From Start:

- 1 Drag the handle along the slider bar. The stitch number changes as you move the handle.
- 2 Click the arrows at the end of the number boxes to change the stitch number by one at a time. Click and hold on an arrow to progress more rapidly.
- 3 Click in the space on the slider bar on either side of the handle to move it to the point where you click, or to the other handle if that is closer.
- 4 Enter a stitch number directly in the stitch number box. A number that is outside the range is ignored. In all cases, the work area will show the range of stitches as the Start or End number changes.

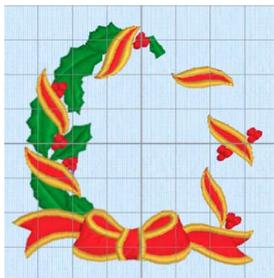


Effect of Color Block Selection on Draw Range

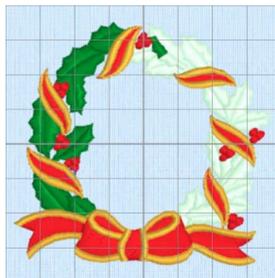
Using the Draw Next Color Block or Draw Previous Color Block buttons sets the Start and End slider handles to the beginning and end of the currently visible color block. If you make another color block visible again immediately after using Draw Next/Previous Color Block then the Start and End slider handles will stay in the same place, and only the stitches within that range are shown in the work area. Alternatively, if you then move the Start or End slider handle, only the stitches selected with the slider handles are shown in the work area. When you set a Draw Range, only the stitches in the color blocks that are visible within the range are displayed

Ghost Mode

Use Ghost Mode  to display pale 'ghost' stitches where there are hidden stitches. This allows you to see the overall embroidery and the placement of the visible stitches within the embroidery while working only with the visible stitches.



Ghost Mode Off



Ghost Mode On

If the background is white or very pale it may be difficult to see the 'ghost' stitches.

To use Ghost Mode

- Click the Ghost Mode  button in the Control Strip.
- Choose Filter > Ghost Mode.
- Press \mathbb{E}

Note: Click the Ghost Mode icon to turn the pale ghost stitches on and off. Ghost Mode is turned on and off individually for each embroidery that is open.

Zooming In or Out

You can enlarge (zoom in) or reduce (zoom out) your view of the work area up to 1600%. The maximum zoom level is higher in PREMIER+™ 2 Modify to allow fine adjustment to stitches.



Zoom To Fit shows the hoop so that it fills the window. This is the default size.

Click the center marker on the zoom slider, or press $\mathbb{1}$ to see the embroidery at 100% or real size.

To Zoom In

- Click the Zoom In  button on the toolbar.
- Choose View > Zoom > Zoom In.
- Press $\mathbb{+}$

- Drag the zoom slider to the right.
- Use Pinch to zoom on a trackpad (close two fingers) to zoom in.
- Use Zoom To Rectangle  or Percentage Zoom to select your desired magnification.
- Control-click and choose Zoom > Percentage Zoom.

To Zoom Out

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

Using Zoom To Fit

- Click the Zoom To Fit  button on the toolbar.
- Choose View > Zoom > Zoom To Fit.
- Press $\text{⌘}0$

Zoom To Rectangle

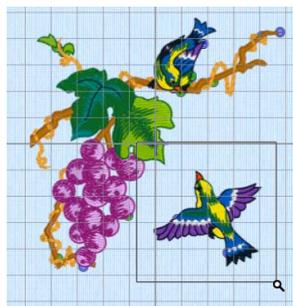
You can select the position and size of an area to zoom in on with Zoom To Rectangle .

To Select Zoom To Rectangle

- Click the Zoom To Rectangle  button on the toolbar.
- Choose View > Zoom > Zoom To Rectangle.
- Press $\text{⌘}*$

Magnify an Area with Zoom To Rectangle

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



Pan

When zoomed in, move around the work area using pan.

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

- Drag the scroll bars.
- Swipe with one finger on a Magic Mouse mouse, or two fingers on the trackpad to scroll in any direction.

Percentage Zoom

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

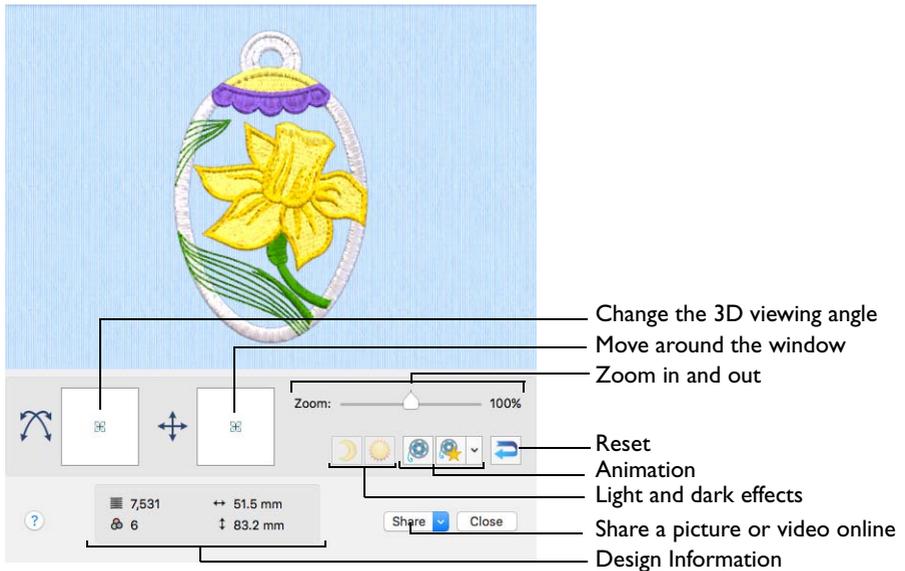
Using Percentage Zoom

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

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

Life View

Use Life View  to show how an embroidery exported from the project will look in 3D with real-world perspective. Zoom in to see detail, and move and rotate the embroidery in a three-dimensional view. All parts of the embroidery that are within the hoop area are shown, whether or not they are selected.



Use Life View  at any time when you want to see the design with no grid, stitches selected, or markers displayed, and when you want to see the effects of glow in the dark and solar reactive threads, and of twin needles, dual thread, and puffy foam.

To Select Life View

- Click the Life View button  on the toolbar.
- Choose View > Life View.
- Press \uparrow ⌘ Y

Position

Use the position  slider to move to another part of the Life View window.

- Drag the cross marker in the center of the box to view the desired part of the embroidery, using the zoom slider to control the magnification.

Rotation

Use the rotation  slider to view the stitching in the embroidery in 3D.

Note: Use the zoom and position sliders to select the part of the embroidery to view.

- Drag the cross marker in the center of the box to change the angle at which the embroidery is viewed, and allow you to visualize the project in varying real-world views.
- Alternatively, drag directly in the embroidery preview area to change the angle of view.

Zoom

Use the zoom slider to change the magnification of the embroidery. The box below the zoom bar displays the current magnification.

Note: When zoomed in, use the position slider to move around the embroidery.

- Drag the slider to the right to magnify the view of the embroidery, and to the left to shrink the view of the embroidery.
- Click the marker in the center of the zoom bar (100%) to view the embroidery at a magnification as close as possible to the Real Size setting you chose in PREMIER+™ 2 Configure.

Design Information

View the dimensions (Width ↔ and Height ↓), the number of stitches ■ and the number of colors 🎨 in the embroidery.

Glow in the Dark

Use Glow in the Dark 🌙 to view the effect of using glow in the dark threads. The preview darkens to simulate the lights dimming, and the glow in the dark threads are shown in their luminescent colors.

Note: Glow in the Dark is only available if glow in the dark thread colors are present in the design.



- Click Glow in the Dark 🌙 to view the effect of luminescent threads.

Solar Reactive

Use Solar Reactive  to view the effect of using photochromic threads. The preview simulates the sun shining on the design, and the photochromic threads change shade to show the colors they become in sunlight.



Photochromic threads change color in sunlight.

Note: Solar Reactive is only available if photochromic thread colors are used in the design.

- Click Solar Reactive  to view the effect of photochromic threads.

Play Demo

Use Play Demo  to animate the preview and show the embroidery at different angles automatically.

- Click Play Demo  to start and stop the animation.

Play My Demo

Use Play My Demo  to animate the preview using your own demo. Use the menu options to add the current position as a point in the demo, or reset to create a new demo.



The My Demo animation is used for Life View in all PREMIER+™ 2 Embroidery System apps. It is stored in the AnimationPath.txt file in the /[User]Library/ApplicationSupport/VSMSSoftware/Premier+2/System folder.

Note: Copy this file to another location as a backup before creating additional My Demo animation paths for Life View.

- Click Play My Demo  to start and stop your saved animation.
- Choose Play My Demo > Store Demo Point to save a point for your demo.
- Choose Play My Demo > Reset My Demo to create a new demo.

Create Your own Demo

- 1 Adjust the window to the desired position and rotation.
- 2 In the Play My Demo pop-up menu, choose Store Demo Point.
- 3 Adjust the window again, and store more demo points.

Note: To start again from the beginning, in the Play My Demo pop-up menu, choose Reset My Demo.

- 4 When complete, select Play My Demo to see a preview animation between the stored positions.
- 5 Click Play My Demo  to start and stop the saved animation.

Reset

Use Reset  to set Rotation, Position and Zoom back to the default settings.

Share

Use Share to save or share a picture or video of your design on your favorite social media site. Share over Facebook® , Flickr® , Twitter®  and YouTube® . See “Share Picture” on page 62 and “Share Video” on page 62.

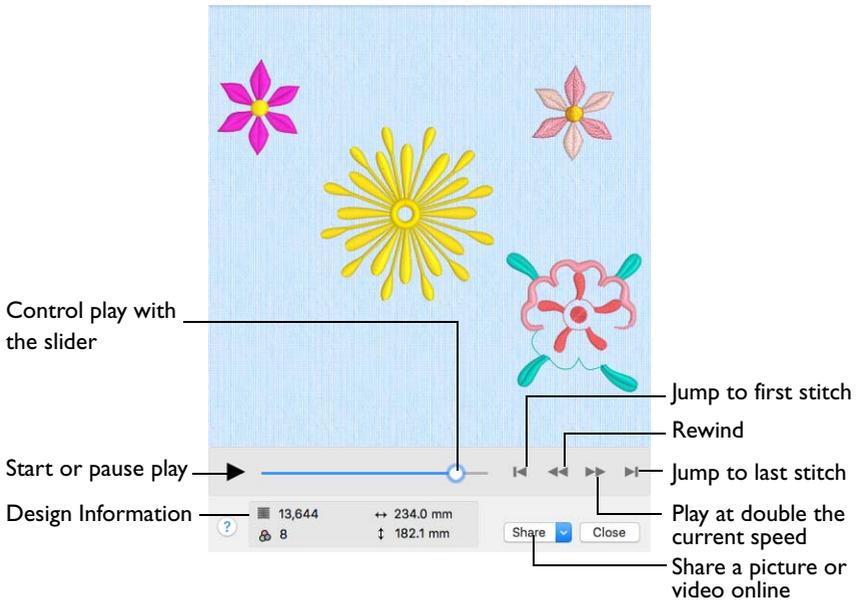
- Choose Share > Share Picture to share a picture.
- Choose Share > Share Video to share a video.

Design Player

Use Design Player to play through the stitches in the embroidery as if they were being stitched from an exported embroidery. All parts of the embroidery that are within the hoop area are shown, whether or not they are selected.

The current Optimize for Sewing settings from PREMIER+™ 2 Configure are used.

Note: All the designs in a multipart embroidery are shown in the Design Player. This is therefore a good way to see the whole project after adjusting stitches in one of the designs.



Embroideries that are outside the hoop are not shown in the Design Player.

Note: If an embroidery contains a felting needle, the project will be shown "flipped", as it would actually be stitched.

Share

Use Share to save or share a picture or video of your design on your favorite social media site. Share over Facebook® , Flickr® , Twitter®  and YouTube® . See "Share Picture" on page 62 and "Share Video" on page 62.

To Select the Design Player

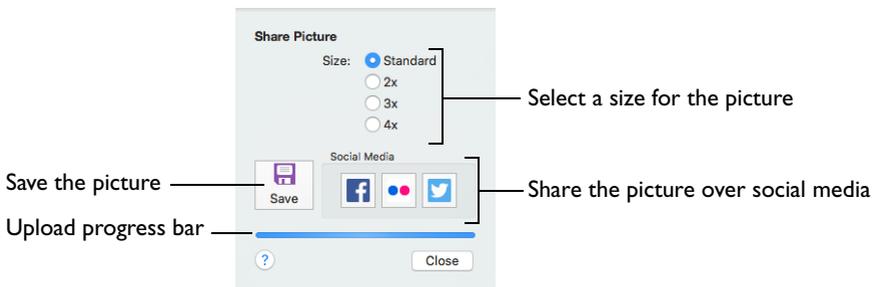
- Click the Design Player button  on the toolbar.
- Choose View > Design Player.
- Press ⌘Y

Using the Design Player

- 1 Choose Edit > Insert > Insert Design and in the folder Home/Premier+2/Samples/Modify/Stitch2/Butterflies and Bugs browse to "Dragonfly 2".
- 2 Click to load the embroidery into the work area.
- 3 Click Design Player . Alternatively, choose View > Design Player or press ⌘Y. The Design Player dialog opens and the embroidery is shown being stitched out.
- 4 Use the Play button  at the bottom left to start playing through the stitches in the embroidery.
- 5 Use the controls to play forwards or backwards through the embroidery at two different speeds, jump to the start or end of the stitches, and stop at any time.

Share Picture

Save or share a picture of your design. Share over Facebook® , Flickr®  or Twitter® .



Select a size for the picture, then save the picture to your computer or share it over Facebook®, Twitter® or Flickr®.

Note: Standard size is the size of the picture in Design Player or Life View.

Save

Use Save to save the picture to your computer in the Save As dialog. The default file name is the same as the design.



The following file formats may be saved: JPEG Low Quality (.jpg), JPEG High Quality (.jpg), Tagged Image File Format uncompressed (.tif) and Portable Network Graphics (.png).

Social Media

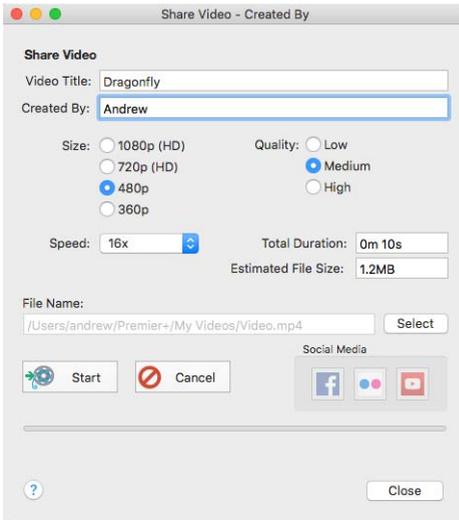
Upload the picture to Facebook® , Flickr® , or Twitter® . Log in to the Social Media website to upload your picture.

Share Video

Save or share a video of your design. Share over Facebook® , Flickr®  or YouTube® .

Name the video and select its size, quality and speed. Then save it to your computer or share it over Facebook®, Flickr® or YouTube®. A progress bar is displayed while the video is created.

The higher the image quality, the slower the speed of upload and download.



Video Title and Created By

The video title and the name of the creator are used on the opening frames of the video. Enter the name of the video, and the name of the creator.

Size

The size of the moving image in pixels. The higher numbers create a higher quality video. Choose from 1080p (HD), 720p (HD), 480p and 360p. The initial setting is 480p.

Quality

The bit rate, or speed of data transfer. Choose between Low, Medium and High. The initial setting is Medium.

Speed

Set the speed of the Design Player for the video. Choose from Standard, 2x, 4x, 8x, 16x, 32x, 64x, and 128x. The initial speed is 16x.

Note: This option is only available for videos created from Design Player.

Video Information

The Total Duration of the video in minutes and seconds, and the estimated file size in MB are displayed. The duration and size vary according to the Size, Quality and Speed of the video.

File Name

Select a folder and name for the video file. Click Select to browse to a different folder on your computer.

Start and Cancel

Click Start to create your video, using the settings that you chose above. A progress bar shows during the creation of the video, with an estimate of the creation time. Click Cancel to stop the video creation.

Note: All other functions in the dialog box are dimmed (grayed out) during video creation.

Social Media

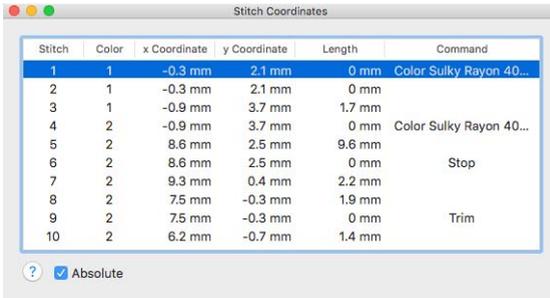
Upload the video to Facebook® , Flickr®  or YouTube® . Log in to the Social Media website to upload your video.

Show Coordinates

Use Show Coordinates to show and hide the Stitch Coordinates dialog, which shows the coordinates of stitch points. This can also be used to change stitch point positions by editing x and y coordinates.

Note: This is an advanced function that can be used to help find individual stitches or commands.

The Stitch Coordinates dialog shows the technical details of the stitches in the current Draw Range. Either absolute (related to the start point of the embroidery) or relative coordinates (related to the previous stitch) may be displayed.



Stitch	Color	x Coordinate	y Coordinate	Length	Command
1	1	-0.3 mm	2.1 mm	0 mm	Color Sulky Rayon 40...
2	1	-0.3 mm	2.1 mm	0 mm	
3	1	-0.9 mm	3.7 mm	1.7 mm	
4	2	-0.9 mm	3.7 mm	0 mm	Color Sulky Rayon 40...
5	2	8.6 mm	2.5 mm	9.6 mm	
6	2	8.6 mm	2.5 mm	0 mm	Stop
7	2	9.3 mm	0.4 mm	2.2 mm	
8	2	7.5 mm	-0.3 mm	1.9 mm	
9	2	7.5 mm	-0.3 mm	0 mm	Trim
10	2	6.2 mm	-0.7 mm	1.4 mm	

Absolute

While the Stitch Coordinates dialog is open, you can change the Draw Range as required and the Stitch Coordinates dialog will show the relevant stitches and commands.

The X, Y and Length columns are shown in millimeters or inches, according to the Show Measurements setting in PREMIER+™ 2 Configure.

Open the stitch coordinates dialog

- Choose View > Show Coordinates

Stitch No

The number of each stitch. The asterisk indicates the first or last visible stitch, depending whether Cursor is set to Start or End respectively.

Color

The number of the color as listed in the Color Select window.

X and Y Coordinate

The horizontal and vertical coordinates of the stitches. If Type is set to Absolute then this is the distance of each stitch from the center of the hoop. If Type is not set to Absolute then this is the distance from the previous stitch.

Length

The length of each stitch from the previous point to the current stitch point.

Command

This indicates if the stitch or stitch point is a special type of stitch, or if there is a Command associated with the stitch point.

Command	Description
Color	Color Change Command. The thread range and thread number is also shown.
Stop	Stop Command.
Trim	Trim Command.

Type

This indicates whether the X and Y coordinates are Relative to the previous stitch point or Absolute distances from the center of the hoop.

Cursor

Click Start or End to see the first or last stitches in the Draw Range. End is selected when the Stitch Coordinates dialog is displayed.

Coordinates

When a stitch in the list is selected by clicking it, the Coordinates boxes show the position (Relative or Absolute) of the stitch point. This does not apply to any item that has an entry in the Command column. If desired, edit the X and Y coordinates and click the Apply button to change the position of the stitch point.

This chapter shows you how to select individual stitches or blocks for editing.

When viewing stitches, it is often helpful to use 2D View with Stitch Points [2D](#). This makes the stitch points visible for selecting and moving.

Note: Zoom in close enough to see the separate stitch points.

Color Change , Stop  and Trim  command markers can be moved, but they can only be deleted using Delete Commands .

Note: The command markers are enlarged when one of the top row of the Stitch functions in the Modify window is selected. See “Modify Stitch” on page 79.

To learn how to	Go to
Select individual stitches	See “Select a Series of Stitches” on page 67.
Select a block of stitches	See “Select a Block of Stitches” on page 68.
Select stitches using a particular color	See “Color Block Select” on page 71.
Select all the visible stitches	See “Select All Visible” on page 72.

Select Stitches

Select Stitches  is used to select and edit single stitches.

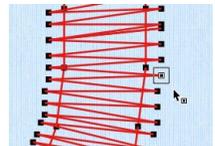
To select a stitch

- Click Select Stitches  in the toolbar (or choose Edit > Select Stitches), then click on a stitch point to select it. Drag the box to move the stitch point. If desired, use Delete to delete the stitch point.

Note: If you click the wrong stitch, hold down Command and click again to deselect.

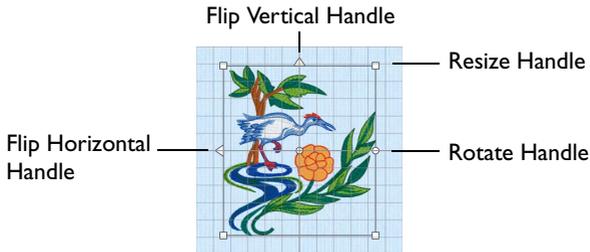
Select a Series of Stitches

- In the toolbar, click Select Stitches . The pointer changes to the stitch point pointer .
- Click the first required stitch point. A box appears around the point to show that it is selected.
- To select several individual stitches, hold down Command and click the desired stitch points.
- To select a sequence of stitches, hold down Shift and then click the first and last required stitch points. The two stitches you click and all stitches between them are selected.
- Click outside the block to make a new selection using this method.



Select a Block of Stitches

Use the block Select functions on the toolbar to select part of an embroidery. A selected part of an embroidery is called a block. A block can be resized, rotated, mirrored, moved, nudged, duplicated, copied, cut and deleted.



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

Use Add to Selection to add an area to your selection, or Remove From Selection to remove an area from your selection.



Blue handles for resize



White handles for scale

Note: You may find it easier to select a block when you have selected colors to display and/or changed the ranges of stitches that are visible.

Move and Modify a Block

- 1 Drag inside the block to move it, or use the arrow keys on the keyboard to nudge it in small amounts for accurate positioning.
- 2 Drag the square corner handles to scale the block with constant stitch count (white handles) or resize with constant density (blue handles).
- 3 Drag the round rotate handle to rotate the block freely.
- 4 Click the triangular handles to flip the block horizontally or vertically.

Note: You can also resize, scale and rotate a block precisely using the Modify Block  dialog available from the Design window. See "Modify Block" on page 77.

Pasting a Block

- When a block is pasted into an embroidery it is automatically selected as the current block, and Box Select is activated. The block is attached to the last visible stitch.

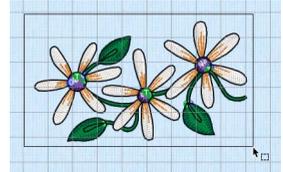
Deselecting a Block

- Click the work area outside a block to deselect it. The selection box around the block disappears.

Box Select

With Box Select , drag to select stitches in a rectangular area.

Note: Use Add to Selection to add an area to your selection, or Remove From Selection to remove an area from your selection.



Select Box Select

- In the toolbar, click Box Select . Drag to select the desired stitches.
- Choose Edit > Box Select. Drag to select the desired stitches.

Select an Area with Box Select

- 1 If desired, use the Draw Range sliders, Filters and color worksheet to hide objects so that it is easier to see the required stitches.
- 2 In the toolbar, click the Box Select button . The pointer changes to the box select pointer .
- 3 Drag to draw a rectangle around the stitches you want to select.
- 4 Lift the pen or release the mouse button when the required stitches are enclosed. They become the current selection, as indicated by a rectangle with blue or white handles.
- 5 If you want to make a new selection, click outside the current selection to deselect it. Then draw a new box around the required stitches.

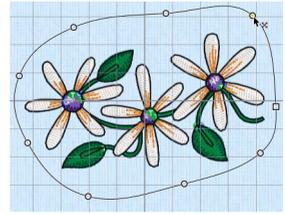
Note: Use Add to Selection to add an area to your selection, or Remove From Selection to remove an area from your selection.

Freehand Point Select

With Freehand Point Select , place points to select a block of stitches of any shape. Freehand Point Select may be easier to use than Freehand Select for precise selections.

Use Freehand Point Select

- In the toolbar, click Freehand Point Select . Place points to draw an irregular outline around the stitches you want to select, and press Return to finish.
- Choose Edit > Freehand Point Select. Place points to draw an irregular outline around the stitches you want to select and press Return to finish.



Select an Area with Freehand Point Select

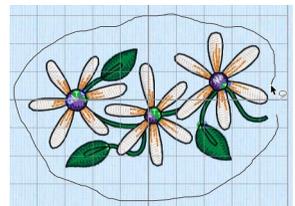
- 1 If desired, use the Draw Range sliders, Filters and color worksheet to hide objects so that it is easier to see the required stitches.
- 2 In the toolbar, click the Freehand Point Select  button. The pointer changes to the Freehand Point Select pointer .
- 3 Click to place the first point, and the pointer changes to the point pointer .
- 4 Click to place a series of points for the border.
Note: As you click the fourth point on the line, the line becomes curved. The line may 'swing' while you place points. Just carry on, you can adjust it afterwards.
- 5 Use Shift-click to place square points for straight lines.
- 6 Move the pointer over one of the points on the line. The pointer changes to the Move Node pointer . Adjust the point as desired.
Note: When the Move Node pointer is active you can adjust existing points. If you click while the point pointer  is active, another point is added to the line.
- 7 When your line is as desired, press Return or double-click to surround the area with a selection box.
- 8 If you want to make a new selection, complete the current selection and then place a new line around the required stitches.
Note: Use Add to Selection to add an area to your selection, or Remove From Selection to remove an area from your selection.
- 9 Control-click and select Finish Freehand Point Select to deselect the function.

Freehand Select

Use Freehand Select  to select a block of stitches within an area of any shape. Freehand Select is useful when an area cannot be easily selected by using the simpler Box Select function. It is particularly useful to highlight part of a color area which could not otherwise be easily selected.

Use Freehand Select

- In the toolbar, click Freehand Select . Drag to draw an irregular outline around the stitches you want to select.
- Choose Edit > Freehand Select. Drag to draw an irregular outline around the stitches you want to select.



Select an Area with Freehand Select

- 1 If desired, use the Draw Range sliders, Filters and color worksheet to hide objects so that it is easier to see the required stitches.
- 2 In the toolbar, click the Freehand Select button  and the pointer changes to the freehand select pointer .
- 3 Drag to draw an irregular outline around the stitches you want to select.
- 4 Lift the pen or release the mouse button to select the stitches. The area is closed automatically with a straight line between the last mouse position and the start position. The block shows you the extent of your selection.
Note: Use Add To Selection to add an area to your selection, or Remove From Selection to remove an area from your selection.
- 5 If you want to make a new selection, click outside the current selection to deselect it. Then draw a new line around the required stitches.
- 6 Control-click and select Finish Freehand Select to cancel the Freehand Select tool.

Replace Selection

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

To change the selection with Replace Selection

- Click Replace Selection  in the toolbar, and select some stitches. Click one of the selection tools and select a different group of stitches. The new selection replaces the old one.

Add To Selection

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

To change the selection with Add To Selection

- Click Add to Selection  in the toolbar, and some stitches. Click one of the selection tools and select a few different stitches. The new selection is added the old one.

Remove From Selection

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

To change the selection with Remove From Selection

- With some stitches selected, in the toolbar click Remove from Selection . Click one of the selection tools and select stitches within that selection. The stitches you selected are removed from the selection.

Color Block Select

Use Color Block Select  to select a block of stitches by thread color.

Note: Multiple color blocks using the same thread color are not selected. If you want to select multiple color blocks, then either change the color order and merge the required color blocks, or perform a ColorSort which will combine identical thread colors into single color blocks where possible.

Use Color Block Select

- In the toolbar, click Color Block Select , then click a visible color on the embroidery.
- Choose Edit > Color Block Select, then click a visible color on the embroidery.

Select an Area with Color Block Select

- 1 In the toolbar, click the Color Block Select button .
- 2 Click a visible color on the embroidery.
The block is selected according to the visible stitches of the color you clicked.
- 3 If you want to make a new selection, click outside the current selection to deselect it. Then click a different color.
- 4 Control-click and select Finish Color Block Select to cancel the Color Block Select tool.

Select All Visible

Select All Visible  is a one-click function that selects all visible stitches in the current embroidery.

Use Select All Visible

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

Select an Area with Select All Visible

- 1 Use the color worksheet and the Draw Range to select which stitches are visible in the current embroidery.
This is useful to isolate an area of stitches, especially if it includes more than one color, or you only wish to select part of the area.
- 2 In the toolbar, click the Select All Visible  button. All visible stitches in the current embroidery are selected.

Note: The previously active select function, or Box Select, is selected after Select All Visible is used.

Deselect All

Deselect All  deselects every selected stitch and block, including any that are outside the chosen hoop.

To Deselect All

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

This chapter describes how you can move and reshape blocks of stitches, in addition to adding commands and stitches.

Move Block

Drag a block to move it. Any stitches which lead to or from the block are stretched to accommodate the new position of the stitches moved in the block.

- Click inside the block and drag  it to the required position.

Nudge

A block of stitches can be moved in small amounts to nudge it accurately into the desired position.

- Use the arrow keys on the keyboard to nudge a block.

Resize Block and Scale Block

Use Resize  to switch between resize and scale.

- Use resize to change the size of the block and retain constant density.
- Use scale to change the size of the block and retain constant stitch count.

The handles on the block selection show when resize or scale is selected.



Blue handles for resize



White handles for scale

Alternatively, click Modify Block  and enter the desired percentage values in the Height % and Width % boxes to see what the actual height and width will be in millimeters.

Note: Use Resize Preferences to adjust the resize settings, for example if you make large changes to the size of a block. The Stitch Optimizer is used automatically after each resize, as selected by default in Resize Preferences. (Choose PREMIER+™ 2 Modify > Preferences (or ) , Resize .)

To Switch between Resize and Rescale

- Click the Resize button  in the toolbar.
- Choose Edit > Resize Mode.
- Press ⌘R

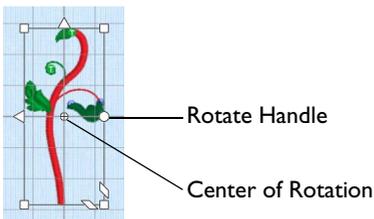
Resize and Rescale a Block or Embroidery

- 1 Open the Design  window of the Control Panel .
- 2 Select a small embroidery (for example, Toy Soldier in Home/Premier+2/Samples/Modify/Stitch2/Toys) and place it in the bottom left corner of the hoop.
- 3 Click Select All Visible  to select the whole of the embroidery.
- 4 With a selection box around the embroidery, click Resize  until the handles are white.
- 5 Look at the stitch count  in the Information section of the Design window.
- 6 Move the pointer over one of the square corner handles  and it becomes the diagonal double-arrow pointer .
- 7 Drag the handle at the top right until the embroidery is much larger.
Gaps appear between the stitches. Although the size has increased, the stitch count has remained the same.
Hold down Shift as you drag to resize or scale proportionally. Hold down the Option key to resize or scale from the center.
- 8 Click Actions  > Undo or ⌘Z to return the embroidery to its original size.
- 9 Select the embroidery again, and click Resize  until the handles are blue.
- 10 Drag the handle at the top right until the embroidery is several times larger.
The stitching in the embroidery remains dense, as the stitch count has increased greatly.

Rotate Block

Rotate the selected block of stitches to any degree using free rotation with the mouse, entering a specific angle or rotating in 45 degree steps.

If desired, move the center of rotation before rotating the embroidery.



Rotate a Block

- Select the block and use the round rotation handle to rotate it freely. See “Using Free Rotation” on page 75.
- Select the block, and in the Design window click Rotate 45  to rotate the block by 45 degrees. See “Rotate 45” on page 75.
- When using a trackpad, twist your thumb and forefinger to rotate the selected block.

- Select the block, and in the Design window click Modify Block . In the Modify Block dialog rotate the block, then click OK. See “Modify Block Dialog” on page 77.

Using Free Rotation

- 1 Select a block.
- 2 Move the pointer over the round rotation handle and it changes to the rotate pointer .
- 3 Drag the rotation handle to rotate the block freely to any angle. The block is rotated around the center of rotation .
- 4 Release the mouse button. The block is now in its new position.
- 5 Undo to return to the original angle.



Move the Center of Rotation

The center of rotation  is initially shown in the middle of the selection. Drag it to change the pivot point around which the embroidery rotates for any of the rotation methods.

Note: Click outside the selection box and then select again to return the center of rotation to its initial position.

- Move the pointer over the center of rotation and it changes to the cross-hair pointer . Click on or within the center of rotation, then drag it to any position in the work area.

Rotate 45

Rotate 45 rotates the selected block or area of stitches in 45 degree steps.

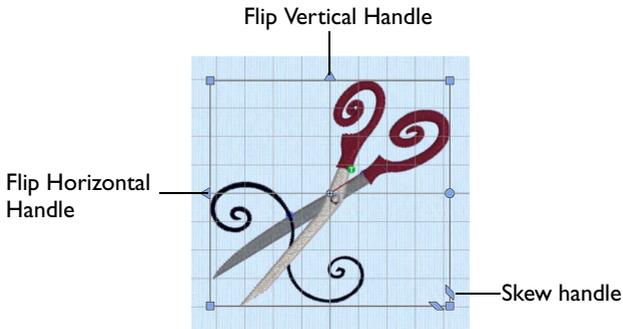
Note: To rotate an embroidery freely in the work area, see “Using Free Rotation” on page 75.

To Rotate a block or area of stitches by 45 Degrees

- Select the block, then in the Design window click Rotate 45 .
 - Select the block, then choose Design > Rotate 45.
- Undo to return to the previous angle.

Flip Vertical or Horizontal and Skew

Mirror a block of stitches vertically or horizontally using the flip handles on the block selection box, or skew it with the trapezoidal skew handles.



To Flip Horizontally

- Move the pointer over the Flip Horizontal handle and it becomes the horizontal double-arrow pointer. Click the Flip Horizontal handle to mirror the block horizontally.

To Flip Vertically

- Move the pointer over the Flip Vertical handle and it becomes the vertical double-arrow pointer. Click the Flip Vertical handle to mirror the block vertically.

To Skew

- Move the pointer over one of the trapezoidal Skew handles in the bottom right corner of the block and it becomes the vertical or horizontal double-arrow pointer. Drag to skew the block.

Reverse Order of Stitches

Use Reverse Order of Stitches to reverse the order of stitches in the same thread color, stop and trim sequence, within the selected block.

Only continuous sets of stitches can have their order reversed. Stitches are a continuous set if they are immediately in sequence one after the other, with no commands (color changes, stops and trims). This ensures that the order of color blocks is preserved, as well as the sequence of stops and trims.

Use Reverse Order of Stitches

- Select the block, then choose Design > Reverse Order of Stitches.

Center in Hoop

Use Center in Hoop  to move the embroidery to the center of the hoop.

Note: When an embroidery is not centered, it may be difficult to repeatedly stitch out the embroidery so that the stitchouts line up. This can happen with certain

embroideries that have a start point at the side. Use Center in Hoop to correct this.

To use Center In Hoop

- Select the embroidery to be centered, then in the Design window click Center In Hoop .
- Select the embroidery to be centered, then choose Design > Center In Hoop.

Modify Block

Use Modify Block  to open the Modify Block dialog, where you can resize, rotate and skew the selected block.

Note: Whenever you resize, rotate or skew, it is from the original settings.

To Open the Modify Block Dialog

- Select the block, then in the Design window click Modify Block .
- Select the block, then choose Design > Modify Block.

Modify Block Dialog

In the Modify Block dialog you can change the height and width of the currently selected block, rotate the currently selected block, or skew the block. The changes are made when you click OK.

Click the Lock button to adjust dimensions proportionally (lock closed ) or non-proportionally (lock open )

Note: Choose Edit > Undo to reverse your changes.

Size

Adjust height and width separately, or select Lock to change them proportionally. The size is given in millimeters, and as a percentage of the size when the dialog was opened.

Changing the Size

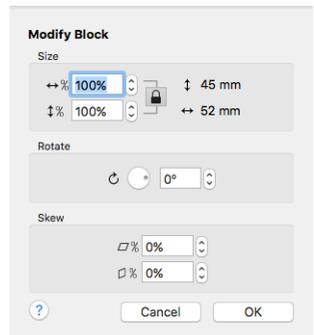
- Enter a number in the height or width number box.
- Use the arrows to increase or decrease the height or width.
- Ensure the Lock button is closed  to automatically resize height together with width.

Rotate

Rotate the block to the desired angle.

Rotating the Block

- Enter a number in the rotation angle number box.
- Use the arrows to increase or decrease the angle of rotation.



- Drag the rotational slider to rotate the embroidery.

Skew %

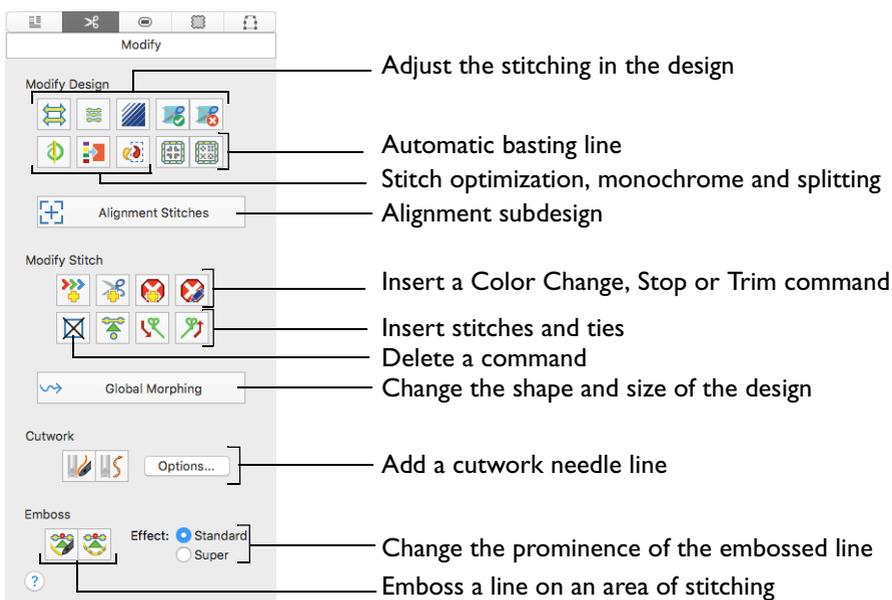
Skew the currently selected block horizontally and vertically. The block is scaled or resized according to the Resize mode.

Note: 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.

- Enter values in the horizontal  and vertical  percentage boxes, then click OK.

Modify Window

Use the Modify window to adjust the stitching, change the shape and size of an embroidery, insert color, stop and trim commands, add a cutwork needle line, and emboss an area of stitching.



To Open the Modify Window

- Click Control Panel, then click Modify .

To learn how to	Go to
Change the shape and size of a design	See "Morphing, Cutwork & Embossing" on page 88.

To learn how to	Go to
Compensate or break up stitches	See “Compensate Stitches” on page 110 and “Break Up Stitches” on page 111.
Optimize the stitching	See “Density Advisor” on page 112 and “Stitch Optimizer” on page 113.
Add trims to an embroidery	See “Automatically Add Trim Commands” on page 114 and “Insert Trim Command” on page 81.
Insert a Color Change	See “Insert Color Change” on page 79.
Insert a Stop command	See “Insert Stop Command” on page 80.
Insert Stitches and Ties	See “Insert Stitches” on page 83 and “Inserting Tie Stitches” on page 83.
Add a cutwork needle line	See “Add Cutwork Needle Lines” on page 98.
Emboss an area of stitching	See “Embossing” on page 105.
Break an embroidery into two parts	See “Design Separator” on page 116.
Add a border or appliqué	See “Borders and Appliqué” on page 121.

Modify Stitch

When using the Modify Stitch functions, click on the stitch that you want to modify.

Note: When Insert Color Change , Insert Stop Command , Insert Trim Command  and Delete Commands  are selected, the command markers are enlarged to make them easier to identify.

Note: To find a marker, click one of the Modify Stitch functions so that the markers are shown at a larger size, then Control-click to cancel the function.

Insert Color Change

Use Insert Color Change  to add a new color change at the point where you click. The stitches in the embroidery are displayed in the new color after the new color change and up to the next color change.

A Color Change command  is shown by a blue circle with a C.

Select Insert Color Change

- In the Modify  window of the Control Panel , click Insert Color Change .
- Choose Edit > Insert > Insert Color Change.

Insert a Color Change

- 1 In the Modify  window of the Control Panel , click Insert Color Change . Alternatively, choose Edit > Insert > Insert Color Change.
- 2 Click on the stitch where you want the color change. The Color Selection dialog is displayed. See “Color Selection Dialog” on page 42.

- 3 Select the thread color for the new color change, then click OK to close the dialog. In the work area, the new Color Change command  is shown by a blue circle with a C.
- 4 Select the Design  window in the Control Panel . The new color block is placed in the worksheet sequence according to where you inserted the Color Change command.
- 5 Control-click and select Finish Insert Color Change to cancel the Insert Color Change tool.
Note: The Color Change command marker becomes smaller when Insert Color Change is deselected.

Insert Stop Command

Use Insert Stop Command  to add a command which instructs the embroidery machine to stop at the point where you click. A Stop command  is shown by a red circle containing the letter S.

Use stop commands to transform an existing satin stitched 'outline' embroidery into an appliqué. Insert the stop commands so the appliqué fabric may be placed on the hoop, tacked down and trimmed. Stop commands may also be useful where a trimmed stitch might become trapped under the stitches that follow it.

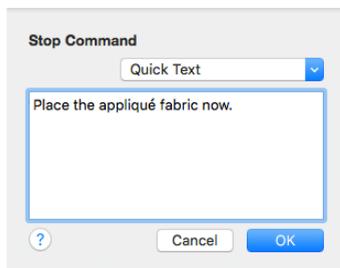
Note: To view Stop commands with their messages, use Draw Next Stop and Draw Previous Stop on the Control Strip, or use the Design Player. Alternatively, view Stop Commands and their messages in the printed worksheet.

Use Insert Stop Command

- In the Modify  window of the Control Panel , click Insert Stop Command .
- Choose Edit > Insert > Insert Stop Command.

Insert a Stop Command

- 1 In the Modify  window of the Control Panel , click Insert Stop Command . Alternatively, choose Edit > Insert > Insert Stop Command.
- 2 Click on the stitch where you want to insert the stop command. The Stop Command dialog opens.
- 3 Use the Quick Text pop-up menu to insert a stitchout hint, or enter a message. See “Stop Properties” on page 81.
- 4 Click OK to place the Stop Command. A large Stop command marker  shows the place where the command was inserted.
- 5 Control-click and select Finish Insert Stop Command to cancel the Insert Stop Command tool.



Note: The Stop command marker becomes smaller when Insert Stop Command is deselected.

Edit Stop Command

Use Edit Stop Command  to add or change the message or stitchout hint for an existing Stop Command in the Stop Command dialog. (Alternatively, use Draw

Next Stop and Draw Previous Stop in the Control Strip to locate the desired Stop command.)

Use Edit Stop Command

- In the Modify  window of the Control Panel , click Edit Stop Command .
- Choose Edit > Edit Stop Command.

Edit a Stop Command

- 1 Open an embroidery containing a Stop Command.
- 2 In the Modify  window of the Control Panel , click Edit Stop Command . Alternatively, choose Edit > Edit Stop Command.
Note: All visible Stop Commands are highlighted as a red circle containing the letter S .
- 3 Click on a Stop marker. The Stop Command dialog opens. See “Stop Properties” on page 81.
- 4 Edit the message for the Stop command, or select another stitchout hint from the pop-up menu.
- 5 Click OK to close the Stop Command dialog, and save the new message.

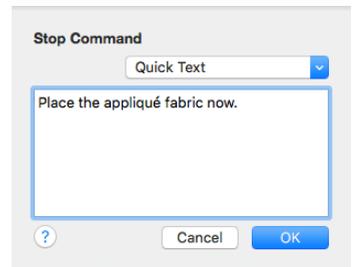
Stop Properties

Add a stitchout hint to a Stop Command in the Stop Command properties dialog.

Quick Text

You can select one of the following texts:

- Place the appliqué fabric now
- Cut around the appliqué
- Place the appliqué shape onto the placement line
- Cut the hole in your fabric
- Place the puffy foam on the fabric now
- Remove any excess puffy foam
- Check alignment now.



- Select a Quick Text comment from the pop-up menu, or enter text in the Comment text field. Click OK to save the text.

Insert Trim Command

Use Insert Trim Command  to add a command which instructs some embroidery machines to cut the thread. A Trim command  is shown by a green circle containing the letter T.

Note: When adding trims to an embroidery, first use Automatically Add Trim Commands , then add any additional trims with Insert Trim Command. See “Automatically Add Trim Commands” on page 114.

Use Trim commands when converting embroideries made for non-trimming machines for use on machines that support Trim commands. Trim commands can

be added between areas of the same color. For instance, insert Trim commands to trim out the joining stitches between lettering when the thread color contrasts with the fabric.

Use Insert Trim Command

- In the Modify  window of the Control Panel , click Insert Trim Command .
- Choose Edit > Insert > Insert Trim Command.

Insert a Trim

- 1 In the Modify  window of the Control Panel , click Insert Trim Command . Alternatively, choose Edit > Insert > Insert Trim Command.
- 2 Click on the stitch where you want to insert the trim command. When a trim is inserted, the stitch disappears.
A large Trim command marker  shows the place where the command was inserted.
- 3 Control-click and select Finish Insert Trim Command to cancel the Insert Trim Command tool.

Note: The Trim command marker becomes smaller when Insert Trim Command is deselected.

Delete Commands

Use Delete Commands  to delete an unwanted Color Change , Stop  or Trim  command.

Use Delete Commands

- In the Modify  window of the Control Panel , click Delete Commands .
- Choose Edit > Delete Commands.

To cancel the function, Control-click and Choose Finish Delete Command.

Show Commands

Use Show Commands to show or hide the command markers for Color Change , Stop  and Trim  commands.

The markers are no longer visible, but the commands will still be present in a selection or stitch count.

Note: If Delete Commands  is used, all commands will be visible while it is selected.

- Choose View > Show Commands.

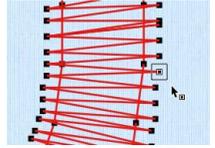
Edit and Add Stitches

Editing Stitches

When editing stitches, it may be helpful to select 2D View with Stitch Points  and zoom in close enough to see the separate stitch points, so they are visible for selecting and moving.

Edit Individual Stitches

- 1 In the toolbar, click Select Stitches . The pointer changes to the stitch point pointer .
- 2 Click a stitch point. A box appears around the point to show that it is selected.
- 3 Drag the box to move the stitch point.
- 4 If desired, press the Delete key to delete the stitch point. You can move Color Change , Stop  and Trim  command markers, but you can only delete command markers by using Delete Commands .
- 5 Control-click and select Finish Select Stitches to cancel the Select Stitches tool.



Insert Stitches

Use Insert Stitches  to add new stitches to an embroidery. For example, you may add more underlay to an embroidery or make a new section of an embroidery. You can even change an embroidery into an appliqué embroidery by adding placement stitches and Stops to secure the appliqué fabric.

Select Insert Stitches

- In the Modify  window of the Control Panel , click Insert Stitches .
- Choose Edit > Insert > Insert Stitches.

Using Insert Stitches

- 1 In the Modify  window of the Control Panel , click Insert Stitches .
- 2 Click the stitch where you want to add stitches.
- 3 Click again to place a new stitch point after the stitch point you started from.
Note: The stitches are added using the thread color where you insert the stitches. If you need to use a different color for the stitches, insert color changes before and after the new stitches have been added.
- 4 Each following click will place a new stitch point after the previous one.
- 5 Press Return or double-click to finish the line of inserted stitches.
- 6 Control-click and select Finish Insert Stitches to close the Insert Stitches tool.

Inserting Tie Stitches

Create a tie stitch automatically, to hold down the stitching at the point you click. Typically, tie stitches are used at the beginning and end of areas of satin or fill.

Note: You can add tie stitches to an embroidery where sections are coming loose after stitching out.

Insert Tie-On Stitch

Use Insert Tie-On Stitch  to add a tie stitch at the beginning of the stitch area to be secured. The stitches making up the tie stitch are inserted in the embroidery before the first stitch point of the selected stitch.

Select Insert Tie-On Stitch

- In the Modify  window of the Control Panel , click Insert Tie-On Stitch .
- Choose Edit > Insert > Insert Tie-On Stitch.

Insert Tie-Off Stitch

Use Insert Tie-Off Stitch  to add a tie stitch at the end of the stitch area to be secured. The stitches making up the tie stitch are inserted in the embroidery after the last stitch point of the selected stitch.

Select Insert Tie-Off Stitch

- In the Modify  window of the Control Panel , click Insert Tie-Off Stitch .
- Choose Edit > Insert > Insert Tie-Off Stitch.

Add Tie Stitches to Secure a Fill Area

- 1 Open an embroidery with a fill area.
 - 2 In the Modify  window of the Control Panel , click Insert Tie-On Stitches .
 - 3 Find the beginning of the fill area to be secured.
 - 4 Click the stitch where you wish to insert the tie stitch. A tie stitch is placed to secure the beginning of the fill area.
 - 5 In the Modify  window, click Insert Tie-Off Stitches .
- Note: There is no need to deselect the previous tool if another Modify tool is selected.
- 6 Find the end of the fill area to be secured.
 - 7 Click the stitch where you wish to insert the tie stitch. A tie stitch is placed to secure the end of the fill area.
 - 8 Control-click and choose Finish Insert Tie-Off Stitches to deselect.
- Note: To delete a tie stitch, delete the stitch points making up the tie stitch.

Cut, Copy, Paste and Duplicate Selected

Cut

Use Cut to remove the whole embroidery or the currently selected block of stitches from the embroidery and place it on the Clipboard. It can then be pasted into the same or another embroidery, or pasted into another PREMIER+™ 2 Embroidery System app.

Note: Use one of the block selection methods (Box Select, Color Block Select, Freehand Select, Freehand Point Select or Select All Visible) to select the desired block to be cut.

To Cut the selected block of stitches

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

Copy

Use Copy to make a copy of the whole embroidery or the currently selected block of stitches. The copy is placed on the Clipboard. It can then be pasted into any open embroidery as many times as required, including into PREMIER+™ 2 Embroidery.

To Copy the selected embroidery

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

Copy All

Use Copy All to make a copy of all visible stitches in all designs. The copy is placed on the Clipboard. It can then be pasted into any open embroidery window as many times as required, including into another PREMIER+™ 2 Embroidery System app.

Note: Only the visible stitches are copied from each of the open designs.

To use Copy All

- Choose Edit > Copy All.
- Press ⇧⌘C

Paste

Use Paste to insert the contents of the Clipboard into the embroidery by attaching it to the last currently visible stitch.

Note: To insert a block at any stitch, use any of the controls in the Design window or Control Strip that change the End stitch in the Draw Range. Alternatively, start a New embroidery and Paste the stitches as the new embroidery.

A pasted block is automatically selected with Box Select so that it is ready to be moved and manipulated as required.

To Paste an embroidery

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

Paste into New Window

Use Paste into New Window to paste the embroidery in the Clipboard into a new window.

Use Paste into New Window

- Choose Edit > Paste into New Window.

- Press  ⌘V

Paste as Design

Use Paste as Design to paste the embroidery in the Clipboard into the current window as a new design.

Use Paste as Design

- Choose Edit > Paste as Design.
- Press  ⌘V

Duplicate Selected

Use Duplicate Selected to make a copy of the whole embroidery or the currently selected block, which is automatically pasted on the work area below and to the right of the original and after the selected block in the stitch sequence.

To duplicate the selected embroidery

- Select the embroidery or block, then click Actions  on the toolbar and choose Duplicate Selected.
- Choose Edit > Duplicate Selected.
- Press ⌘D
- Control-click and choose Duplicate Selected.

Delete

Use Delete to remove individual stitches, all visible stitches, or a block of stitches after it has been selected using one of the block selection methods (Box Select , Color Block Select , Freehand Select , Freehand Point Select  or Select All Visible ).

When all visible stitches are deleted because no block is selected, all remaining stitches are shown.

Note: Delete differs from Cut because it does not place the stitches on the Clipboard. Therefore stitches that have been Deleted cannot be pasted into another embroidery (although Undo can be used if the wrong stitches are deleted).

Delete Single Stitches

When you have a single stitch selected, use Delete to remove the stitch point.

To Delete a Selected Stitch or Block

Select the stitch(es) or block(s), then:

- Click Actions  on the toolbar and choose Delete.
- Control-click the selected item(s) and choose Delete.
- Choose Edit > Delete.
- On full-size keyboards, press Delete .

- On Mac portable keyboards, press Function–Delete or Function–Backspace (fn ⌫).

Undo and Redo

Undo reverses the last action. The undone action then becomes a Redo.

For instance, you might move a stitch point and then Undo the move. You could now Redo the move or do something else. If you delete the stitch point instead of using Redo then the Redo is lost, along with any other Redos that may have followed.

This is because Redo only works if nothing has happened after the last Undo. It is not possible to Redo the stitch movement as something different has happened instead.

Undo

Use Undo to reverse the last action. If you are not satisfied with the result, click Redo. The Undo steps are recorded separately for each open design.

There are unlimited Undo steps for each open embroidery. Undo steps are only lost when you close an embroidery.

Note: Each time you use Undo the undone action becomes a Redo.

To use Undo

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

Redo

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

There are unlimited Undo and Redo steps for each open embroidery.

To use Redo

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

Morphing, Cutwork & Embossing 7

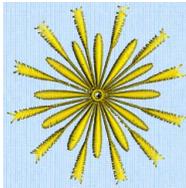
Global Morphing changes the shape and size of the embroidery, Cutwork adds cutting lines, and Embossing adds beautiful patterns.

Use Global Morphing  to move all the visible stitches to change the shape and size of the embroidery.

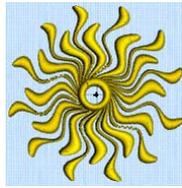
Note: Global Morphing effects are generally more pleasing when applied to an embroidery that is mainly or completely symmetrical.

Global Morphing

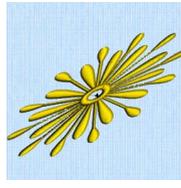
Choose any of the following global effects:



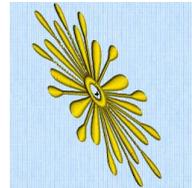
Pinch
Pinch the stitches together in the center, while pulling the outer stitches away.



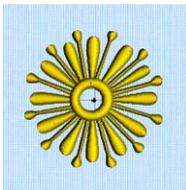
Ripple
Apply a wave pattern radiating from the center, like dropping a stone into a pond.



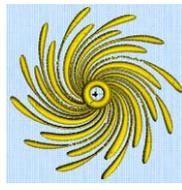
Skew Horizontal
Slant the stitches horizontally to the left or right.



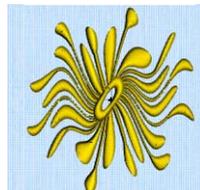
Skew Vertical
Slant the stitches vertically up or down.



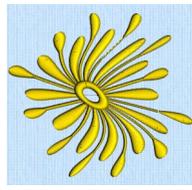
Spherize
Stretch the stitches around an imaginary sphere.



Twirl
Twist the stitches around the center like a whirlpool.



Wave Horizontal
Move the stitches to follow a horizontal wave pattern.



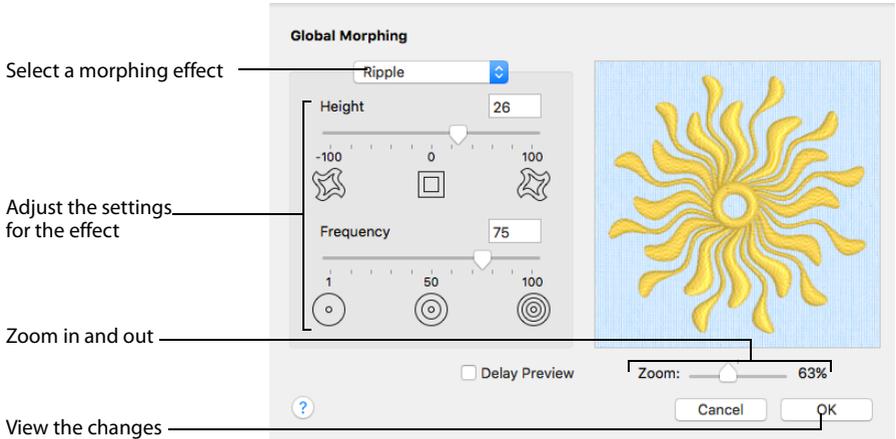
Wave Vertical
Move the stitches to follow a vertical wave pattern.

To select Global Morphing

- In the Modify  window click Global Morphing .
- Choose Design > Global Morphing.

Use Global Morphing

- 1 In the Modify  window of the Control Panel  click Global Morphing . Alternatively, choose Design > Global Morphing.
- 2 As Global Morphing works on the entire visible area, use the Draw Range sliders, Filters and color worksheet to isolate an area of the embroidery if you do not wish to affect the whole embroidery.
- 3 Choose a morphing option from the pop-up menu at the top.
- 4 Move one or two slider bars, or type in a number, to adjust the intensity or height and frequency for each effect. The preview shows the effect of morphing.



- 5 All visible stitches are morphed by the chosen effect, regardless of any selected blocks.
- 5 Drag the zoom slider to the right to zoom in to the preview, and to the left to zoom out.
- 6 When zoomed in, use the scroll bars to move around the preview pane.
- 7 Select Delay Preview if you wish to change the preview only on releasing a slider bar. Otherwise, the preview will update in real time as you move a slider bar.

Zoom Controls

Use the Zoom Controls to zoom in and out. The preview changes in real time when you adjust the settings.

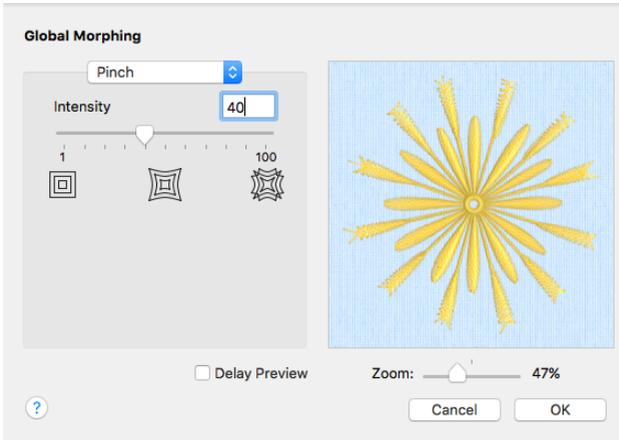
Note: For slower computers it may be helpful to select Delay Preview.

Delay Preview

Select Delay Preview if you wish to change the preview only on releasing a slider bar. Otherwise, the preview will update in real time as you move a slider bar.

Pinch

Pinch the stitches together in the center, while pulling the outer stitches away from each other.



Intensity

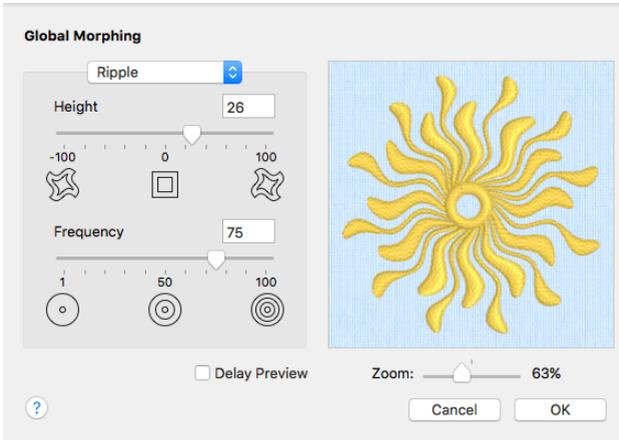
Adjust the Intensity from 0 to 100. The higher the number, the more the stitches are Pinched.

Use Pinch to Morph an Embroidery

- 1 In the Modify  window of the Control Panel  click Global Morping . Alternatively, choose Design > Global Morping.
- 2 Choose Pinch from the pop-up menu of effect types at the top of the dialog.
- 3 Drag the Intensity slider bar, or enter a number from 0 to 100 in the Intensity box. The preview shows the effect on the stitches.
- 4 Click OK. The visible stitches on the work area are pinched.

Ripple

Apply a wave pattern radiating from the center of the visible stitches, like dropping a stone in a pond.



Height

Adjust the Height from -100 to +100. The higher the number, the larger the size of the ripples. Negative values reverse the peaks and troughs of the waves.

Frequency

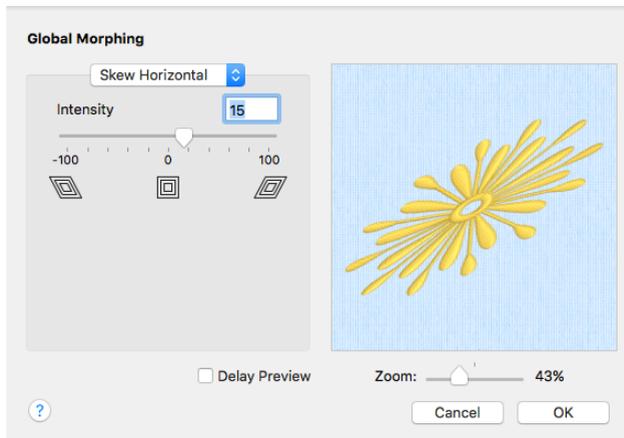
Adjust the Frequency from 1 to 100. This changes the number of ripples radiating from the center.

Use Ripple to Morph an Embroidery

- 1 In the Modify  window of the Control Panel  click Global Morphing . Alternatively, choose Design > Global Morphing.
- 2 Select Ripple from the pop-up menu of effect types at the top of the dialog.
- 3 Drag the Height slider bar, or click in the Height box and enter a number from -100 to 100.
- 4 Drag the Frequency slider bar, or click in the Frequency box and enter a number from 1 to 100. The preview shows the effect on the stitches.
- 5 Click OK. The visible stitches on the work area are rippled.

Skew Horizontal

Slant the stitches horizontally to the left or right.



Intensity

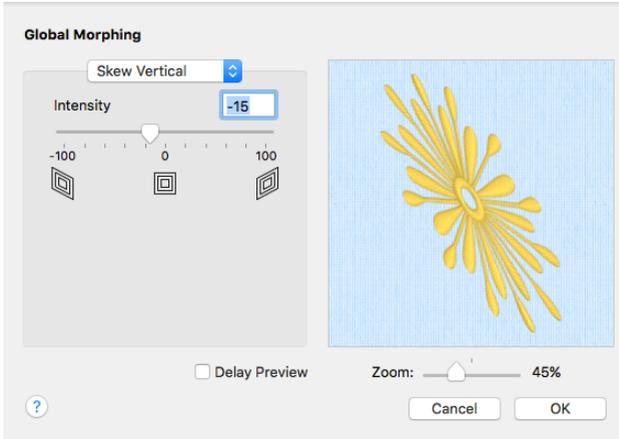
Adjust the Intensity from -100 to +100. The higher the number, the greater the slant. Negative values slant the stitches to the left and positive values slant the stitches to the right.

Use Skew Horizontal to Morph an Embroidery

- 1 In the Modify  window of the Control Panel  click Global Morphing .
- 2 Alternatively, choose Design > Global Morphing.
- 3 Select Skew Horizontal from the pop-up menu of effect types at the top of the dialog.
- 3 Drag the Intensity slider bar, or click in the Intensity box and enter a number from -100 to 100. The preview shows the effect on the stitches.
- 4 Click OK. The visible stitches on the work area are skewed.

Skew Vertical

Slant the stitches vertically up or down.



Intensity

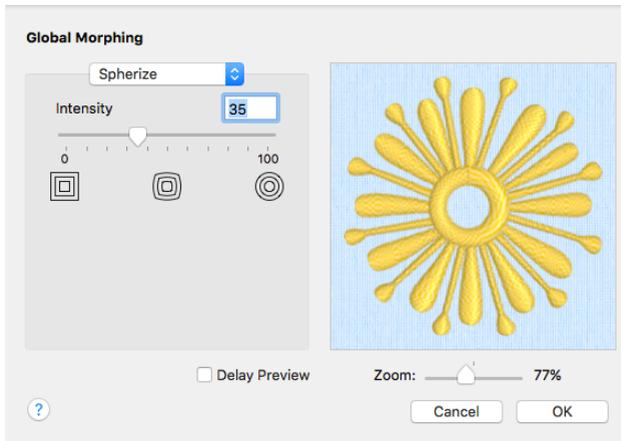
Adjust the Intensity from -100 to +100. The higher the number, the greater the slant. Negative values slant the stitches down and positive values slant the stitches up.

Use Skew Vertical to Morph an Embroidery

- 1 In the Modify  window of the Control Panel  click Global Morphing .
- 2 Alternatively, choose Design > Global Morphing.
- 3 Select Skew Vertical from the pop-up menu of effect types at the top of the dialog.
- 3 Drag the Intensity slider bar, or click in the Intensity box and enter a number from -100 to 100. The Before and After boxes show the original stitches and a preview of the effect.
- 4 Click OK. The visible stitches on the work area are skewed.

Spherize

Stretch the stitches around an imaginary sphere.



Intensity

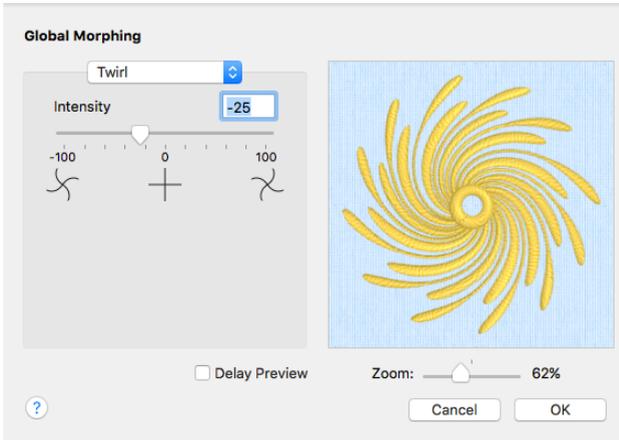
Adjust the Intensity from 0 to 100. The higher the number, the more rounded the stitches become.

Use Spherize to Morph an Embroidery

- 1 In the Modify  window of the Control Panel  click Global Morphing . Alternatively, choose Design > Global Morphing.
- 2 Select Spherize from the pop-up menu of effect types at the top of the dialog.
- 3 Drag the Intensity slider bar, or click in the Intensity box and enter a number from 0 to 100. The Before and After boxes show the original stitches and a preview of the effect.
- 4 Click OK. The visible stitches on the work area are rounded.

Twirl

Twist the stitches around the center of the visible stitches, creating a swirling effect like a whirlpool.



Intensity

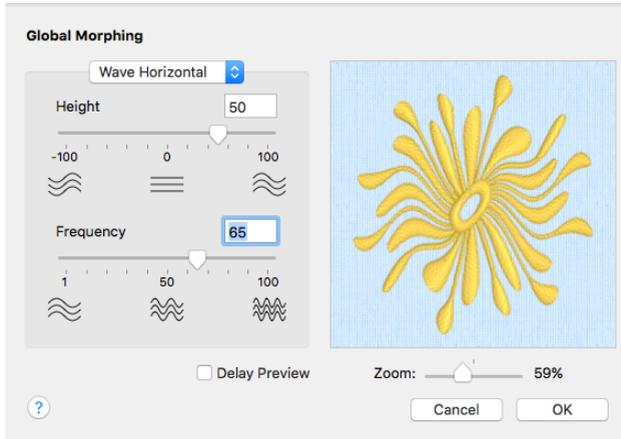
Adjust the Intensity from -100 to +100. The higher the number, the more extreme the swirling effect. Negative values twirl the stitches counter-clockwise, while positive values twirl the stitches clockwise.

Use Twirl to Morph an Embroidery

- 1 In the Modify  window of the Control Panel  click Global Morphing . Alternatively, choose Design > Global Morphing.
- 2 Select Twirl from the pop-up menu of effect types at the top of the dialog.
- 3 Drag the Intensity slider bar, or click in the Intensity box and enter a number from -100 to 100. The Before and After boxes show the original stitches and a preview of the effect.
- 4 Click OK. The visible stitches on the work area are twirled.

Wave Horizontal

Move the stitches to follow a horizontal wave pattern.



Height

Adjust the Height from -100 to +100. The higher the number, the larger the size of the waves. Negative values reverse the peaks and troughs of the waves.

Frequency

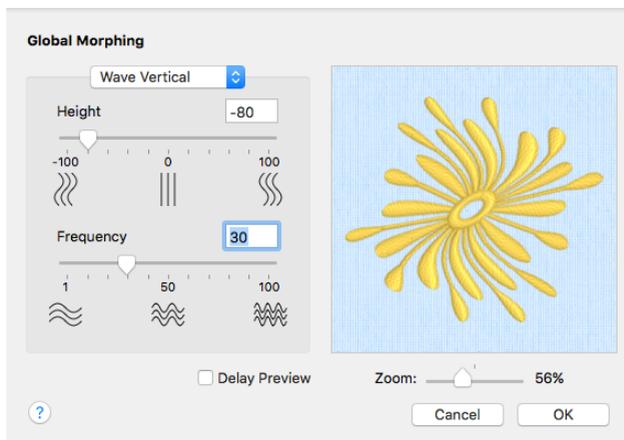
Adjust the Frequency from 1 to 100. This changes the number of waves across the stitches.

Use Wave Horizontal to Morph an Embroidery

- 1 In the Modify  window of the Control Panel  click Global Morphing . Alternatively, choose Design > Global Morphing.
- 2 Select Wave Horizontal from the pop-up menu of effect types at the top of the dialog.
- 3 Drag the Height slider bar, or click in the Height box and enter a number from -100 to 100.
- 4 Drag the Frequency slider bar, or click in the Frequency box and enter a number from 1 to 100. The Before and After boxes show the original stitches and a preview of the effect.
- 5 Click OK. The visible stitches on the work area are waved.

Wave Vertical

Move the stitches to follow a vertical wave pattern.



Height

Adjust the Height from -100 to +100. The higher the number, the larger the size of the waves. Negative values reverse the peaks and troughs of the waves.

Frequency

Adjust the Frequency from 1 to 100. This changes the number of waves across the stitches.

Use Wave Vertical to Morph an Embroidery

- 1 In the Modify  window of the Control Panel  click Global Morphing . Alternatively, choose Design > Global Morphing.
- 2 Select Wave Vertical from the pop-up menu of effect types at the top of the dialog.
- 3 Drag the Height slider bar, or click in the Height box and enter a number from -100 to 100.
- 4 Drag the Frequency slider bar, or click in the Frequency box and enter a number from 1 to 100. The Before and After boxes show the original stitches and a preview of the effect.
- 5 Click OK. The visible stitches on the work area are waved.

Add Cutwork Needle Lines

Use the Cutwork features to draw a cutting line within your design, optimized for the INSPIRA® Cutwork Needle Kit. There are two cutwork line input methods:

- Insert Freehand Tablet Cutwork Line 
- Insert Freehand Point Cutwork Line 

Create two or four needle lines automatically, with secure points and stabilizing lines according to the settings in Cutwork Options. See “Cutwork Preferences” on page 244.

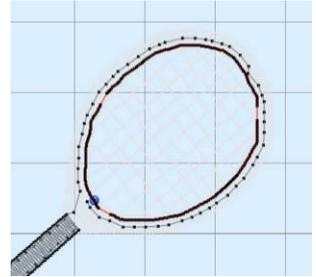
- In the Modify  window of the Control Panel , click the Options button.
- In Preferences (or ) select Cutwork .

You can use cutwork needle lines for reverse appliqué embroideries and free-standing lace, or simply to cut out a shape or design.

About Cutwork Needle Lines

The stitch points for cutwork needle lines are very close together (0.3mm).

Where two cutwork needles are used, the two lines are represented by the colors red and yellow. Where four needles are used, the four lines are red, yellow, green and blue. The gaps in these lines represent the secure points.



Surrounding the cutwork lines are the more widely spaced points for the stabilizing line. (As the points for the cutwork lines are placed on top of each other, you cannot see the separate lines.)

Note: You may prefer to move and merge color blocks in the worksheet when changing the order of designs with multiple areas of cutwork and stabilizing lines, as ColorSort may occasionally merge stabilizing lines in these circumstances.

Insert Freehand Tablet Cutwork Line

Use Insert Freehand Tablet Cutwork Line  to draw a line to be cut using cutwork needles. Create two or four needle lines automatically, with secure points and stabilizing lines according to the settings in Cutwork Options.

Note: If the desired line is not achieved when created initially, either redo the line or select and move the stitch points as desired.

Select Insert Freehand Tablet Cutwork Line

- In the Modify  window of the Control Panel , click Insert Freehand Tablet Cutwork Line .

- Choose Edit > Insert > Insert Freehand Tablet Cutwork Line.

Draw a Cutwork Line

- 1 Open an embroidery with a fill area.
- 2 In the Modify  window of the Control Panel , click Insert Freehand Tablet Cutwork Line .
- 3 Move the pointer over the work area. The pointer becomes the draw pointer .
- 4 Draw a line on the work area, then release the mouse button. When you release the mouse button the line is drawn as a closed line (a loop) of cutwork stitch points.
Note: The points for the cutwork needle and stabilizing lines are inserted automatically, along the line that you drew.
- 5 Move the stitch points as desired, or choose Edit > Undo to delete the line.
- 6 Repeat to places as many cutwork lines as desired.
- 7 Control-click and choose Finish Insert Freehand Tablet Cutwork Line to deselect.

Insert Freehand Point Cutwork Line

Use Insert Freehand Point Cutwork Line  to place points to define a line to be cut using cutwork needles. Create two or four needle lines automatically, with secure points and stabilizing lines according to the settings in Cutwork Options.

Select Insert Freehand Point Cutwork Line

- In the Modify  window of the Control Panel , click Insert Freehand Point Cutwork Line .
- Choose Edit > Insert > Insert Freehand Point Cutwork Line.

Cut out a Shape with Insert Freehand Point Cutwork Line

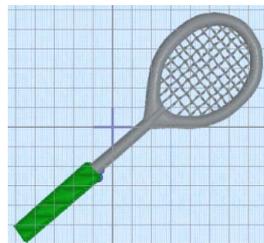
- 1 Open an embroidery with a fill area.
- 2 In the Modify  window of the Control Panel , click Insert Freehand Point Cutwork Line . The pointer changes to the Freehand Point pointer .
- 3 Click to place a series of points for the line.
Note: As you click the fourth point on the line, the line becomes curved. As you place more points the line adjusts itself. Just carry on, you can adjust it afterwards.
- 4 Hold down Shift and click to place a point. The point is square, and the line leading to it is straight.
- 5 Move the pointer over one of the nodes on the line. The pointer changes to the Move Node pointer . Adjust the node as desired.
Note: When the Move Node pointer is active you can adjust existing nodes. You can also use Shift-click to change the nodes to square nodes.
- 6 Place as many points as desired.
Note: If you click while the Freehand Point pointer  is active, another point is added to the line.
- 7 Press Return or double-click to complete the cutwork shape. The area is closed automatically with a straight line between the last point position and the start position.
Note: If the desired line is not achieved when created initially, either redo the line or select and move the stitch points you wish to change.
- 8 Draw as many more cutwork shapes as desired.

Note: The points for the cutwork needle and stabilizing lines are inserted automatically, along the line that you placed.

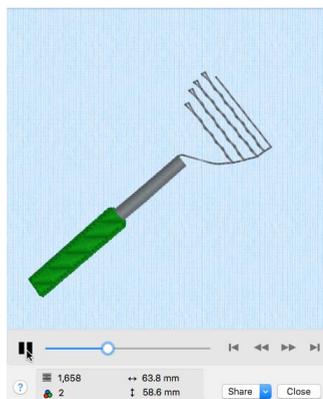
- 9 Control-click and choose Finish Insert Freehand Point Cutwork Line to deselect.

Cutwork Racket

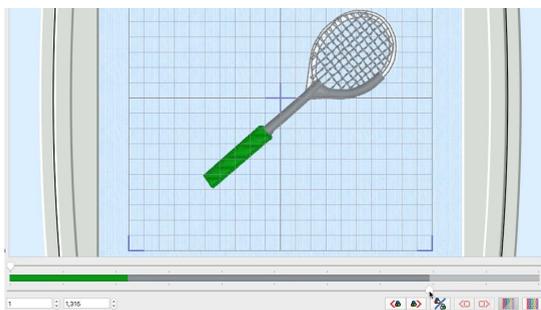
- 1 Choose File > New to open a new window.
- 2 Click Hoop  in the toolbar.
- 3 In the Universal Hoop Group, set the Hoop Size to 100mm x 100mm - Universal Standard Hoop I. Click OK.
- 4 Choose Edit > Insert > Insert Design.
- 5 In the folder Home/Premier+2/Samples/Modify/Stitch, open the embroidery Racket.vp4.
- 6 Ensure that the Design window  of the Control Panel  is selected.



- 7 Look at the Color Select area. There are two thread colors in the worksheet.
- 8 In the toolbar, click Design Player .
- 9 Use the Play button  at the bottom left to start playing through the stitches in the embroidery as if they were being stitched. The handle and shaft of the racket are stitched out before the strings and head.
Note: This enables a cutwork line to be placed before the strings and head.
- 10 Close the Design Player.

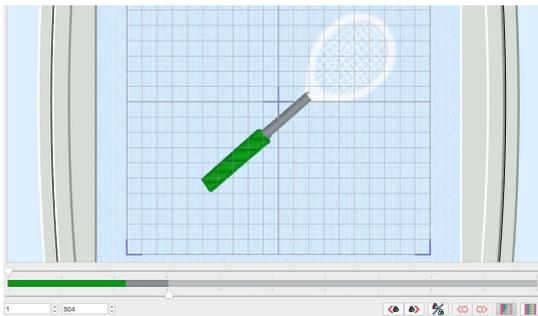


- 11 In the Control Strip, click Draw All Stitches .
- 12 In the Draw Range, slowly move the slider for the End (right) towards the left.
As you move the slider, some of the stitches forming the head of the racket and the strings are hidden.
Note: The Draw Range enables you to insert stitches (or in this case a cutwork line) into a design. However, to work accurately you need to be able to see where the stitches after the cutwork line will be placed.



- 13 Click Ghost Mode .
- The stitches that were hidden are now white.

- 14** Move the End slider to the left to where the stitches move into the strings for the racket, approximately stitch number 504. *Note:* If needed, click the arrows on the number boxes below the slider bar to show or hide stitches one at a time. This is where the cutwork line will be inserted. *Note:* Stitch numbers are given as guides only. It is more important to ensure that the correct stitches are hidden or left showing than to follow the exact stitch numbers.



- 15** Click the Modify  window of the Control Panel .
- 16** In the Cutwork area, click the Options button. The Cutwork page of the Preferences dialog appears.
- 17** In Method, ensure that 2 Cutwork Needles is selected. *Note:* With 2 needles, a bladed needle set at one angle is used to cut around the shape, and then the second needle travels around the shape cutting at a different angle. 4 Cutwork Needles is a little more precise, and is recommended for delicate fabrics, but takes longer to complete the cutwork process. In this design the cutwork line will be covered by a satin border, therefore it is not necessary to use four needles.

- 18** In Cutwork Line ensure that Include Secure Points is selected (checked), and that Distance Between Secure Points is set to 30mm.

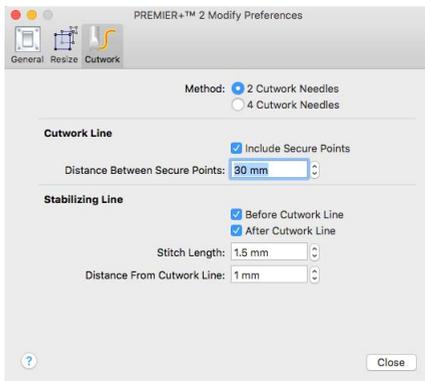
Note: Secure Points prevent the fabric from lifting up while it is being cut. The secure points are trimmed away, and the fabric removed, after the cutwork line has been completed, and before washable stabilizer (or reverse appliqué fabric) is placed.

- 19** In Stabilizing Line ensure that both Before Cutwork Line and After Cutwork Line are selected (checked).

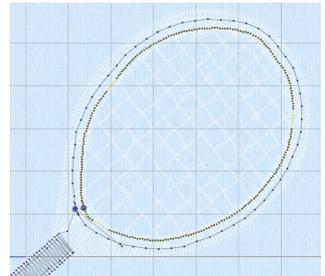
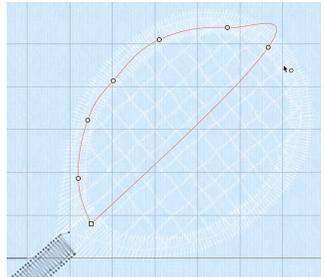
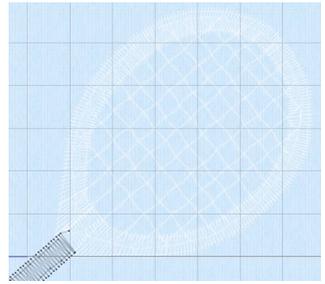
- 20** Ensure that Stitch Length is set to 1.5mm, and set Distance from Cutwork Line to 1mm.

Note: The line cut through the fabric may have a sharper edge if a stabilizing line of stitching is placed before the cutwork line. This can prevent the fabric from shifting when the cutting needle moves in and out.

Note: A stabilizing line placed after the cutwork line may also add security. Stabilizing lines may not always be suitable when embroidering on delicate fabrics, or if you are simply cutting out a shape.



- 21 Click Close to save your settings.
- 22 In the toolbar, click 2D View with Stitch Points . The individual stitches are now visible.
- 23 Click Zoom to Rectangle . The pointer changes to the zoom pointer .
- 24 Drag to draw a rectangle around the racket head, then release the mouse button to zoom in.
- 25 In the Cutwork area of the Modify panel, click Freehand Point Cutwork Line . The pointer changes to the Freehand Point pointer .
- 26 Click to place points around the inside edge of the racket head, a short distance from the edge of the satin stitch. *Note:* 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. Continue, and you can adjust it afterwards if required.
- 27 Place points until you are near to your starting point, then Control-click and choose Finish Freehand Point Cutwork Line to finish.



Note: The points for the cutwork needle lines and the stabilizing lines are inserted automatically.

The stitch points for the cutwork lines are very close together (0.3mm).

The gaps in this line represent the secure points.

Surrounding this cutwork line are the more widely spaced points for the two stabilizing lines. (As the points for the two cutwork lines and the two stabilizing lines are placed on top of each other, you cannot see the separate lines.)

- 28 Click the Design window  of the Control Panel .
- 29 Look at the Color Select area. There are now five thread colors in the color worksheet. *Note:* The gray for the racket shaft and head is now in two parts, with the bright red and yellow for the Inspira Cutwork needles in between.

- 30 Ensure that Ghost Mode  is still selected.
- 31 Move the End (right) slider on the Draw Range to the end of the gray stitching, approximately stitch number 570. *Note:* This includes the first stabilizing line.
- 32 Hover the mouse pointer over the first gray thread in the Color Worksheet. The thread in the embroidery is highlighted, and a tooltip displays the name of the thread (Robison-Anton Rayon 40, 2585 Banner Gray).



- 33 Hover the mouse pointer over the colors below, in turn.

The bright red is the cutwork line for Inspira Cutwork Needle 1, and the bright yellow is for Inspira Cutwork Needle 2. The satin of the racket head uses Banner Gray.

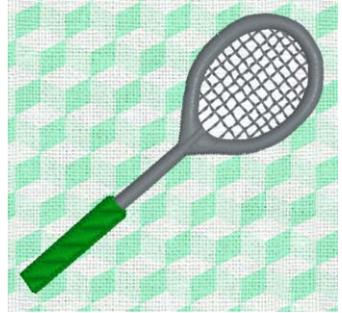
- 34 Choose File > Save.

- 35 Browse to the folder Home/Premier+2/MyDesigns. In the Save As box, change the name to 'RacketCutwork', then click Save.

Note: The preferred file format for saving embroideries is .vp4, as this will preserve background and appliqué information, thread color information and notes.

When inserting washable stabilizer (or appliqué fabric), insert it after needle color 2 - red, and before the second stabilizing line. The stitch line will then hold the stabilizer or fabric in place.

When the racket embroidery has been stitched out, wash the fabric to remove the washable stabilizer that the racket strings were stitched on.



View Cutwork Stitching Order in Detail

Note: Use the cutwork embroidery you created in the exercise above, or use the design Home/Premier+2/Samples/Modify/Stitch/RacketCutwork.

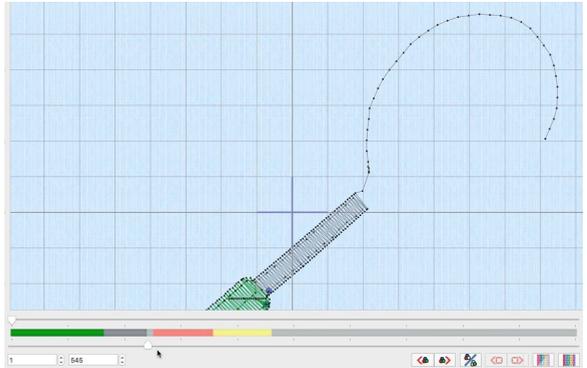
- 36 Click Draw All Stitches .

- 37 Ensure that Ghost Mode  is not selected.

- 38 Ensure that 2D View with Stitch Points  is selected.

- 39 Move the slider on the Zoom Slider to zoom out until you can see the top of the green for the racket handle.

- 40 Move the End (right) slider on the Draw Range to the beginning of the racket shaft stitching, approximately stitch number 372.



- 41 Slowly move the End slider on the Draw Range to the right. The shaft of the racket is drawn.

- 42 Move the slider further to the right. A circle is drawn. This is the stabilizing line stitched before the cutwork line is placed.

- 43 Move the slider again to the right. The first circular line is completed, and a second heavier circular line is placed within the first. This is the line



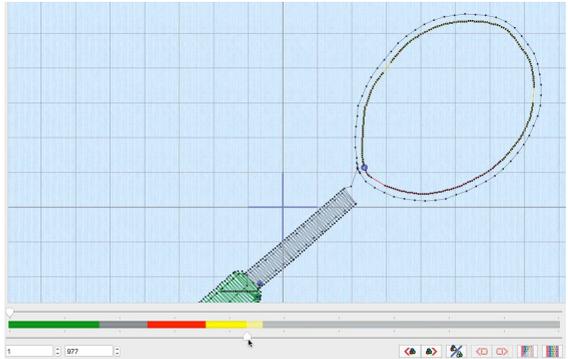
for the first cutwork needle (the red in the color worksheet).

Note: The closely spaced (0.3mm) needle points are shown as a heavy line. The secure points (gaps) are shown as a thin red line.

- 44 Move the slider further still to the right. A second cutwork line (the yellow in the color worksheet) is placed directly on top of the first.

Note: The best way to detect the added line is that the lines in the gaps for the secure points change from red to yellow.

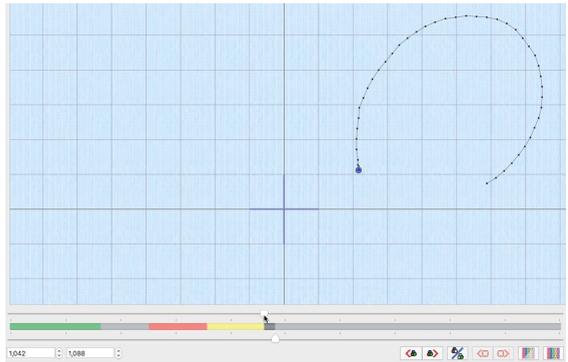
You could also see the changes by deselecting (unchecking) the check box next to the red in the color worksheet after drawing the yellow (first) cutwork line. The red cut line will disappear.



- 45 Move the Draw Range slider further to the right, to the end of the yellow color on the Control Strip.

- 46 Drag the Start (left) slider to the right to the last of the yellow cutwork line stitches, to meet the other slider.

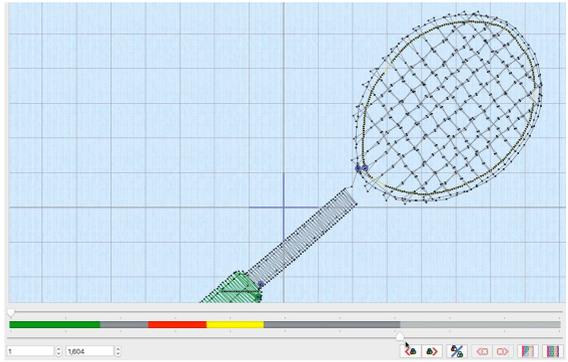
- 47 Move the End (right) slider to the right again to draw the second stabilizing line.



- 48 Drag the Start (left) slider back to the start point to view all of the stitching and the cutwork lines.



- 49 Move the End (right) slider to the right. The mesh for the racket strings is displayed.



- 50 Finally, move the slider the rest of the way, and the satin for the racket head is placed over the stabilizing and cutwork lines.



Embossing

Use the Emboss features to add beautiful patterns to your embroideries.

Effect

Use Effect to change the prominence of embossed effects. Select from Standard or Super.

Note: The Super effect creates a heavier impression as more needle points are removed surrounding the embossed line.

Standard: When needle points are added, they are not placed close to existing needle points.

Super: When needle points are added, if an existing needle point is found close by, it is removed before adding the new needle point. This creates a heavier impression in the stitched area.

Using Emboss Effects

- In the Modify  window of the Control Panel , select Standard or Super.

Emboss Lines

Use Freehand Tablet Emboss Line  and Freehand Point Emboss Line  to emboss lines of stitch points on areas of stitching.



Freehand Tablet Emboss Line

Use Freehand Tablet Emboss  to draw a line to emboss on an area of stitching.

Select Freehand Tablet Emboss Line

- In the Modify  window of the Control Panel , click Freehand Tablet Emboss Line .
- Choose Design > Emboss Line > Freehand Tablet Emboss Line.

Emboss a Line with Freehand Tablet Emboss

- 1 Select an area of stitching.
- 2 In the Modify  window of the Control Panel , click the Freehand Tablet Emboss  button.
- 3 Move the pointer over the work area. The pointer becomes the draw pointer .
- 4 Draw a line on the work area, then release the mouse button. When you release the mouse button the line is drawn as a line of embossing stitch points.
- 5 Move the stitch points as desired, or choose Edit > Undo to delete the line.
- 6 Repeat to place as many embossed lines as desired.
- 7 Control-click and choose Finish Freehand Tablet Emboss Line to deselect.

Freehand Point Emboss Line

Use Freehand Point Emboss  to place points to emboss a line on an area of stitching.

Select Freehand Point Emboss Line

- In the Modify  window of the Control Panel , click Freehand Point Emboss Line .
- Choose Design > Emboss Line > Freehand Point Emboss Line.

Emboss a Line with Freehand Point Emboss Line

- 1 Select an area of stitching.
- 2 In the Modify  window of the Control Panel , click the Freehand Point Emboss Line  button. The pointer changes to the Freehand Point pointer .
- 3 Click to place a series of points for the line.
Note: As you click the fourth point on the line, the line becomes curved. As you place more points the line adjusts itself. Just carry on, you can adjust it afterwards.
- 4 Hold down Shift and click to place a point. The point is square, and the line leading to it is straight.
- 5 Move the pointer over one of the nodes on the line. The pointer changes to the Move Node pointer . Adjust the node as desired.

Note: When the Move Node pointer is active you can adjust existing nodes. You can also use Shift-click to change the nodes to square nodes. This creates straight lines and corners.

- 6 Continue placing points along the desired path.

Note: If you click while the Freehand Point pointer  is active, another point is added to the line.

- 7 Press Return or double-click to complete the line. The emboss line appears on the selected fill or other area.
- 8 Move the stitch points as desired, or choose Edit > Undo to delete the line.
- 9 Repeat to place as many embossed lines as desired.
- 10 Control-click and choose Finish Freehand Point Emboss Line to deselect.

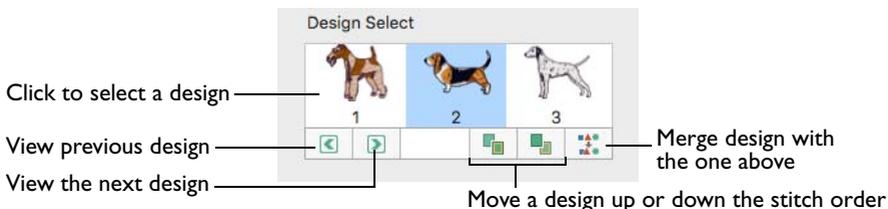
This chapter shows how to optimize the embroideries you create.

Change the order of design sections, make blocks bolder, remove very long stitches and areas of very dense stitching, and add trims and a basting line.

To learn how to	Go to
Select and change the order of designs	See “Select, Move and Merge Designs” on page 108.
Change the stitch density in an embroidery	See “Density Advisor” on page 112.
Add and remove trim commands	See “Automatically Add Trim Commands” on page 114.
Add a basting line to your embroidery	See “Basting Line” on page 114.
Separate an embroidery into two parts	See “Design Separator” on page 116.
Add alignment stitches	See “Alignment Stitches” on page 119.

Select, Move and Merge Designs

Use the arrows in the Design Select area to change the order of the designs, and to select designs to merge together.



Note: Automatic Ghost Mode is used to show the position of the other parts of the design in the work area.

Use Merge Design if you are confident you will not wish to move the sections separately, and if there are few or no overlapping stitches.

Select a different design

- Click the design in the Design Select window.
- Click Previous , choose Design > Display Previous Design, or press $\text{⌘} \leftarrow$ to display the design above the selected design in the Design Select window.
- Click Next , choose Design > Display Next Design, or press $\text{⌘} \rightarrow$ to display the design below the selected design in the Design Select window.

Move and merge designs

- Click Move Design Backwards  below the Design Select area to move the selected design up the stitching order.
- Click Move Design Forwards  below the Design Select area to move the selected design down the stitching order.
- Click Combine with Previous  to merge the selected design with the design above it.

Note: To remove overlapping stitches when combining designs, use Export with the Combine and Remove Overlap option checked. See “Export” on page 26.

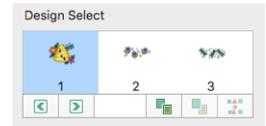
Move and Merge Dragonflies and Bees

- 1 If required, choose File > New.
- 2 Click Hoop  and from the Universal Hoop Group, set the Hoop Size to 240mm x 150mm - Universal Large Hoop 2. Set the Orientation to Rotated. Click OK.
- 3 Select the Design  window of the Control Panel .
- 4 Choose Edit > Insert > Insert Design and in the folder Home/Premier+2/Samples/Premier+2Emb/Stitch2/Butterflies and Bugs, load the following embroideries in this order: 'Floral Beehive', 'Three Bees' and 'Three Dragonflies'.

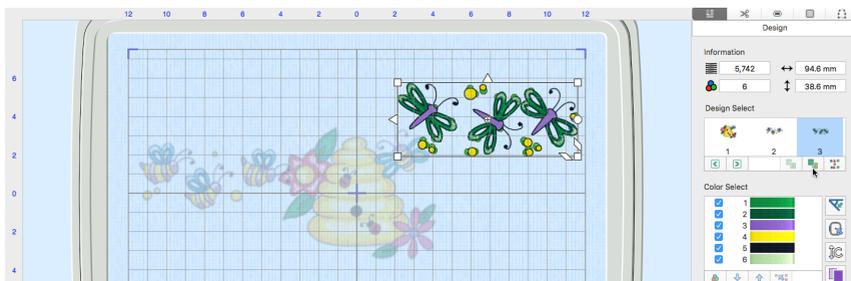
The embroideries are loaded into the center of the work area.

Note: The embroideries are shown in the Design Select area in the order that you loaded them. This is also the stitching order.

- 5 In the Design Select area, click the beehive.
The dragonflies and bees are shown in automatic ghost mode.
- 6 Click Select All Visible . The beehive is surrounded by a selection box.
- 7 Drag the beehive embroidery to the bottom of the hoop.
- 8 In the Design Select area, click Next Design . The three bees are selected.
Note: Click a design in the Design Select area to select it, or use Previous Design  and Next Design  to browse through the sections of a multipart design.
- 9 Click Select All Visible . The bees are surrounded by a selection box.
- 10 Drag the bees to the left of the hoop, so that the antennae of the bee on the right overlap the red and yellow flower by the hive.
- 11 Select the dragonflies and drag them to the right so that the yellow bubbles underneath the dragonfly on the left overlap the wings of the bee to the right of the beehive.
- 12 Click Life View . This shows the whole project as it will be stitched out.
The hive was loaded first, so it is stitched out before the bees and dragonflies. This works well for the overlapping antennae on the left, but on the right it would be better if the bee by the hive was placed over the yellow bubbles.
- 13 Click Close to close Life View.
- 14 In the Design Select area, click the dragonflies.



- 15 Click the Move Design Backwards button  below the Design Select area twice to move the dragonflies to the top of the stitching order.



The dragonflies are now above the hive in the Design Select area, and will be stitched out first.

Note: Use Move Design Forwards  to move a design down the stitching order.

- 16 In the Design Select area, click the bees to make them the active section of the multipart design, then click Combine with Previous . The bee and hive designs are merged, and are both now fully visible in the work area.

Compensate Stitches

Use Compensate Stitches  to make a stitch block appear 'bolder' by increasing the relative size of the stitches by a factor of 1 to 15. Stitch lengths are increased at the edges of areas by the compensation factor. Only visible stitches are affected.

Compensation allows for the effects of stitches' tendency to pull in, which varies according to fabric weight and type. A common use is to 'thicken up' lettering in an embroidery when it is being embroidered on knitwear, as lettering tends to have thinner columns relative to the rest of the embroidery.

Select Compensate Stitches

- In the Modify  window of the Control Panel , click Compensate Stitches .
- Choose Design > Compensate Stitches.

Use Compensate Stitches

- 1 In the Modify  window of the Control Panel , click Compensate Stitches .

Note: As Compensate Stitches works on the entire visible area, if you do not wish to affect the whole embroidery, hide colors and use Draw Range to isolate the desired part.
- 2 Enter the required value in the Compensate Stitches dialog.



- 3 Click OK. All the visible stitches are compensated by the value entered.

Break Up Stitches

Use Break Up Stitches  to add extra stitch points to the embroidery so that no stitches are longer than the specified maximum length. Only visible stitches are affected.

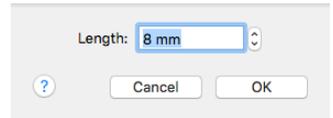
This is useful to reduce the length of stitches if they are causing any difficulties during embroidery, however it does increase the number of stitches in the embroidery.

Select Break Up Stitches

- In the Modify  window of the Control Panel , click Break Up Stitches .
- Choose Design > Break Up Stitches.

Use Break Up Stitches

- 1 In the Modify  window of the Control Panel , click Break Up Stitches .
Note: As Break Up Stitches works on the entire visible area, if you do not wish to affect the whole embroidery, hide colors and use Draw Range to isolate the desired part.
- 2 Enter the desired Length in the Break Up Stitches dialog. The maximum length of visible stitches in the embroidery can be set to between 2mm and 12mm in steps of 0.1 mm. The initial setting is 8mm.
Note: If you position the arrow pointer over the box without clicking, the alternative units are shown.
- 3 Click OK to break up the stitches.

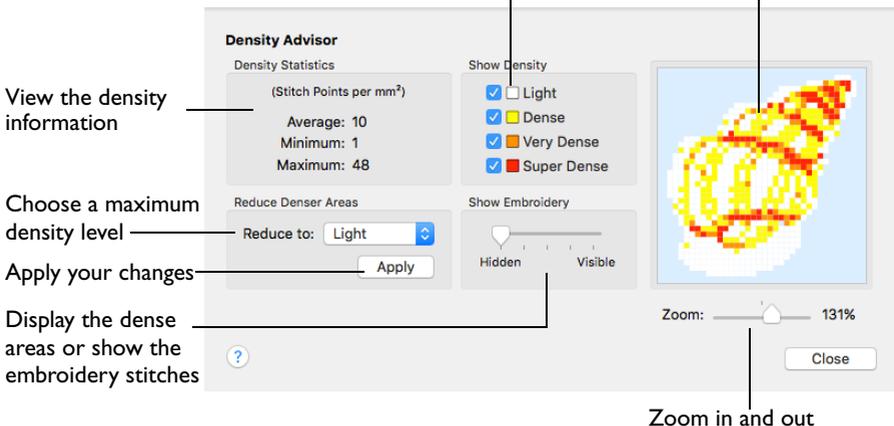


Density Advisor

Use the Density Advisor  to view the density of the embroidery and, if desired, reduce the density where stitch points are tightly packed together.

Show the areas where the density is light or heavy

Density map of the embroidery



View an embroidery with Density Advisor to determine if a particular embroidery may be troublesome when it is stitched out. Extensive areas of Very Dense or Super Dense stitching may cause difficulties such as thread and needle breakage.

Note: Isolated spots of dense stitching are unlikely to need adjustment.

Select Density Advisor

- In the Modify  window of the Control Panel , click Density Advisor .
- Choose Design > Density Advisor.

A density map shows the density of stitch points in the embroidery.

Using the Density Advisor

- 1 Open an embroidery to view its density.
Note: The complete embroidery is shown, not a selected block.
- 2 In the Modify  window of the Control Panel , click Density Advisor .
- 3 In Show Density select the stitch densities to display.
- 4 Drag the Show Embroidery slider to view the embroidery and the density map.
- 5 Choose a maximum density level from the Reduce Denser Areas pop-up menu, then click Apply.
- 6 Click Close when you have finished changing the density.

Note: Use Undo to reverse the effects of Density Advisor.

Density Settings

Density Statistics: This shows the density of the stitches, per square millimeter. Average is the overall density of the stitches, Minimum is the lowest, and Maximum is the highest density.

Note: This is not affected by the Show Measurements setting in PREMIER+™ 2 Configure.

Show Density: Select options to show where the density is:

- Light (up to 10 stitch points per mm²)
- Dense (up to 17 stitch points per mm²)
- Very Dense (up to 25 stitch points per mm²)
- Super Dense (over 25 stitch points per mm²).

Zoom: Use the slider to zoom in and out.

Reduce Denser Areas: Choose the level of density reduction from the pop-up menu, then click Apply. The available options are Light, Dense and Very Dense.

Note: The density is reduced to the maximum allowed for the option you choose. For instance, if you choose Dense, then Very Dense and Super Dense areas are reduced to 17 stitch points per mm².

Stitch Optimizer

Click Stitch Optimizer  to improve the stitchout of the embroidery, both in speed and quality. One of the effects of the Stitch Optimizer is to remove unnecessary short stitches. The Stitch Optimizer only affects visible stitches.

Note: The Stitch Optimizer does not affect INSPIRA® cutwork needle lines.

You can change the settings used by Stitch Optimizer in General Preferences. This is recommended only if you feel that stitches have been removed that affect the look of the embroidery. Changes to Optimizer Preferences are very rarely needed.

Note: By default, Stitch Optimizer is also used automatically after using Resize.

Select Stitch Optimizer

- In the Modify  window of the Control Panel , click Stitch Optimizer .
- Choose Design > Stitch Optimizer.

Use the Stitch Optimizer

- 1 As the Stitch Optimizer works on the entire visible area, if you do not wish to affect the whole embroidery, hide colors and use Draw Range to isolate the desired part.
- 2 In the Modify  window of the Control Panel , click Stitch Optimizer . A confirmation message appears that shows the number of stitches removed from the embroidery.

Note: Feel free to try using the Stitch Optimizer on most embroideries, especially if changes have been made to an embroidery, before saving the final result. However, the Stitch Optimizer only optimizes an embroidery once, rather than making progressive changes to the embroidery.

Automatically Add Trim Commands

Use Automatically Add Trim Commands  to add Trim Commands before most movement stitches in the visible stitch area.

Note: To add individual trim commands to an embroidery, use Insert Trim Command . See “Insert Trim Command” on page 81.

To add trims automatically to an embroidery with no trims when it is opened, set “Add trims automatically when opening a file” in the General  tab of Preferences. See “General Preferences” on page 240.

Use Automatically Add Trim Commands

- In the Modify  window of the Control Panel , click Automatically Add Trim Commands .
- Choose Design > Trimming > Automatically Add Trim Commands.

Remove All Trim Commands

Use Remove All Trim Commands  to delete all existing trims from the visible stitch area.

Note: You can then add trims automatically with Automatically Add Trim Commands, or individually with Insert Trim Command. See “Automatically Add Trim Commands” on page 114 and “Insert Trim Command” on page 81.

Use Remove All Trim Commands

- In the Modify  window of the Control Panel , click Remove All Trim Commands .
- Choose Design > Trimming > Remove All Trim Commands

Basting Line

Use a basting line to secure your fabric before beginning embroidery. Basting Line for Visible Stitches  places a line around visible stitches, and Basting Line for All Designs  places a line around all designs on the screen.

A basting line will secure the fabric and stabilizer before beginning embroidery. You can place a basting line around the visible stitches, or around all designs.

Note: The basting line is automatically created using a medium gray color. You can set the margin width and stitch length in General Preferences; choose PREMIER+™ 2 Modify > Preferences (or ) , General .



Basting Line for Visible Stitches

Use Basting Line for Visible Stitches  to insert a rectangular basting line automatically around the visible stitches. This will secure the fabric and stabilizer before beginning embroidery.

You can set the margin and stitch length in the Basting Line section of General Preferences. See “Preferences” on page 240.

Note: The basting line is automatically created immediately before the visible stitches using a medium gray color.



Select Basting Line for Visible Stitches

- In the Modify  window of the Control Panel , click Basting Line for Visible Stitches .
- Choose Design > Basting Line > Basting Line for Visible Stitches.

Basting Line for All Designs

Use Basting Line for All Designs  to insert a rectangular basting line automatically around all designs on the screen. This will secure the fabric and stabilizer before beginning embroidery, and is useful for an embroidery project with multiple sections.

Set the margin and stitch length in Preferences. See “Preferences” on page 240.

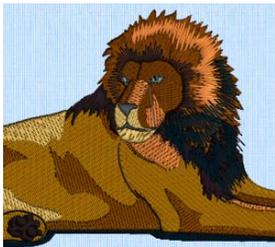
Note: The basting line is automatically created as the first subdesign, using a medium gray color.

Select Automatic Basting Line

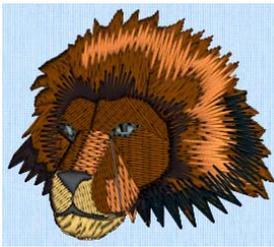
- In the Modify  window of the Control Panel , click Basting Line for All Designs .
- Choose Design > Basting Line > Basting Line for All Designs.

Design Separator

Use Design Separator  to break an embroidery into two parts. Place a line to enclose the area of the embroidery you wish to split. The embroidery is split along this line. Both parts can be seen in the Design Select area of the Design window.



The original embroidery



A separated section

Design Separator can be used to cut out a section of an embroidery you wish to keep, or to cut away a section of an embroidery you wish to discard. This may be preferable to making a selection and then using Cut, as Design Separator creates a clean split with traveling stitches where it is necessary to move along the split line. Design Separator may also be used to split an embroidery into two complete sections for stitching out.

If you want to keep the split sections then you must save them.

Note: To automatically split an embroidery for stitching out multiple hoops in a particular hoop, it is recommended to use the Split Project Assistant in PREMIER+™ 2 Embroidery.

Using the Design Separator

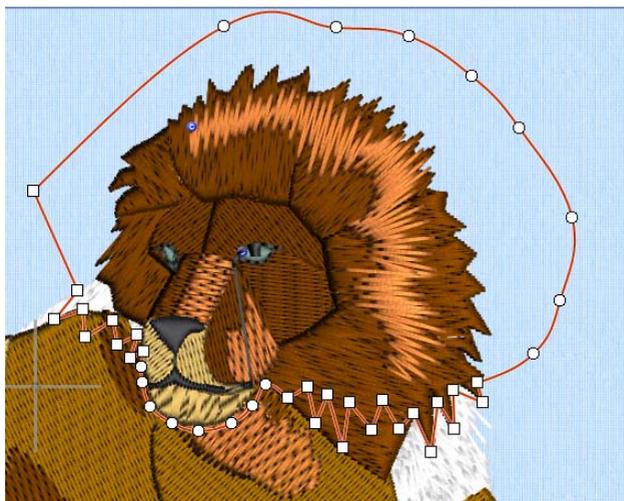
- Select an embroidery, and in the Modify  window of the Control Panel  click Design Separator . Place a line to enclose the area of the embroidery you wish to split, and Control-click and choose Finish Design Separator Tool to split the embroidery.

Separating for Cutting Out

Note: Use these steps when separating an embroidery to cut out or cut away a section.

- 1 If required, choose File > New.
- 2 In the folder Home/Premier+2/Samples/Modify/Stitch load the 'Lion' embroidery.
- 3 Click Draw All Stitches  to ensure that all stitches on the work area can be seen.
Note: This is recommended as Split Design cuts through all stitches whether or not they are visible. Alternatively, ensure Ghost Mode  is selected.
- 4 If desired, select 2D View with Stitch Points  and View > Grid Off to see all details, and Zoom In  to the area around which you will place the separating line.
- 5 Select the Modify  window in the Control Panel .
- 6 Click Design Separator . The pointer changes to the place point pointer .

- 7 Click the desired start point for your cut line. If possible, choose a start point in clear space as this will make it easier to see where you started.
- 8 Click to place more points. This is the line along which the embroidery will be cut.
Note: 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.
- 9 Use Shift-click to place square nodes for straight lines.
When you cross stitching in the embroidery, try to avoid following outlining stitches as this may fragment the outline.
- 10 Move the pointer over one of the nodes on the line. The pointer changes to the Move Node pointer . Adjust the node as desired.
Note: When the Move Node pointer is active you can adjust existing nodes. If you click while the Freehand Point pointer  is active, another point is added to the line.
- 11 Click points until you are at or near the start point again.



Note: The dark thread color has been hidden and shown in Ghost Mode. This makes it easier to see where to place the cut line.

- 12 Control-click and choose Finish Design Separator Tool to split the embroidery. The split is calculated.
- 13 Select the Design  window in the Control Panel .
- 14 There are now two designs in the Design Select area, the head and body of the lion. The part that is not selected uses automatic ghost mode.
- 15 Save the split sections.

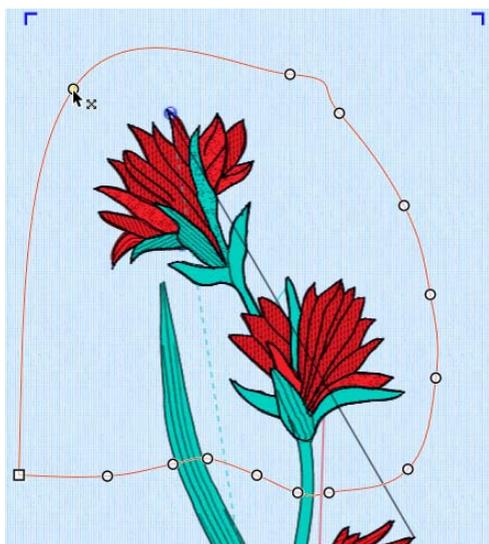


Separating for Stitching Out

Note: Use these steps when splitting an embroidery for stitching out in sections.

- 1 If required, choose File > New.
- 2 In the folder Home/Premier+2/Samples/Modify/Stitch load the 'Large Flower' embroidery.
- 3 Click Hoop  to select a hoop size large enough for the embroidery, or use Enter Size to set a temporary custom hoop size. Click OK after selecting your hoop.

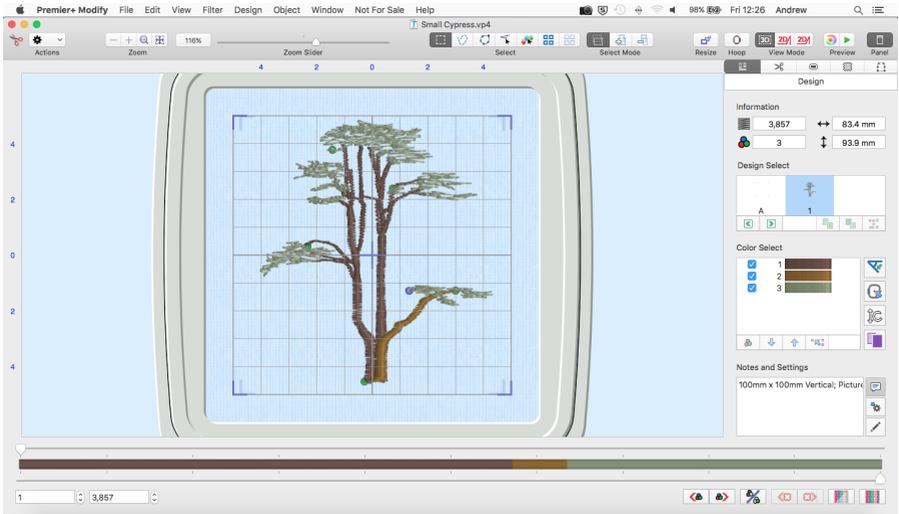
- 4 Click Draw All Stitches  to view all of the stitches in the embroidery.
- 5 If desired, select 2D View with Stitch Points  and View > Grid Off to see all details.
Note: It is particularly useful to see any movement stitches when splitting for stitching out in sections, as this may help avoid creating unnecessary short stitches.
- 6 Zoom In  to the end of the hoop where you will place the cut line.
- 7 Select the Modify  window in the Control Panel .
- 8 Click Design Separator , and then click to place the first point outside the hoop. Click on one side of the section of the embroidery where you wish to cut across.
- 9 Click points to place a cut line across the embroidery to the opposite side of the hoop. When you cross stitching in the embroidery, try to follow the angle of the stitches. Also, avoid following outlining stitches as this may fragment the outline.
- 10 Click two or three points around the outside of the hoop to go around one end of the hoop in long steps and return to the start point.



- 11 Adjust the nodes with the Move Node  pointer as desired.
- 12 Control-click and choose Finish Design Separator Tool to split the embroidery.
- 13 Select the Design  window in the Control Panel .
- 14 Choose Edit > Cut. The selected part of the split embroidery is cut.
- 15 Choose Edit > Paste into New Window.
- 16 Click Hoop  to change the hoop size to the hoop you will use to stitch out the sections. Click OK after selecting your hoop.
- 17 Click Select All Visible , then click Center in Hoop .
- 18 Save the section as Large Flower_2, and Print a worksheet for this section at 100%, to use as a template when stitching out.
- 19 Choose Window, and the name of the other window.
- 20 Change to the hoop you will use to stitch out this section, and select and center the section. Then save the section as Large Flower_1, and Print a worksheet for the section at 100%.

Alignment Stitches

Use Alignment Stitches  to mark the first or last subdesign as an alignment stitch subdesign.



Alignment Stitch Sections

Either the first or last subdesign in a design can be marked as Alignment Stitches. In the Design  window an Alignment Stitch subdesign is shown by the letter 'A' in the Design Select area, rather than the number used for standard subdesigns.

Note: Most editing functions are not available for Alignment Stitch subdesigns. To edit the subdesign, change it to a normal subdesign, edit it, then change it back again after editing.

- When a .vp4 design with alignment stitches is Opened, the alignment stitches are retained.
- When a .vp4 design with alignment stitches is Inserted into a project, the alignment stitches are discarded.

Mark a Stitch Section as an Alignment Stitch Subdesign

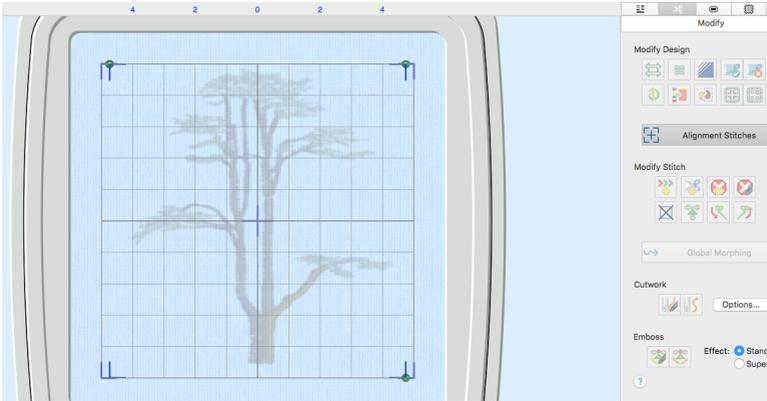
Select the alignment stitch section on the work area using the select tools, then in the Modify  window in the Control Panel  click Alignment Stitches  to flag the selection as a set of alignment stitches.

Note: To mark a set of alignment stitches as a normal subdesign, select the section, and then deselect Alignment Stitches  in the Modify window.

Using Alignment Stitch Sections

- 1 Click Hoop  and in the Universal Hoop Group, set the Hoop Size to 100mm x 100mm - Universal Square Hoop 1.

- 2 Select the Design  window in the Control Panel .
- 3 Choose File > Open to open an existing design in a new window.
- 4 In the folder Home/Premier+2/Samples/Modify/Stitch load the 'Small Cypress' embroidery.
Note: The embroidery is opened with the second subdesign selected, the tree, as the first subdesign is alignment stitches.
- 5 In the Design Select area, click design 'A' - the alignment stitches. Most of the editing functions become dimmed (unavailable).
Note: You cannot edit the stitches in an alignment stitch subdesign.
- 6 Select the Modify  window in the Control Panel . Alignment Stitches  is enabled, but all other functions are disabled.



- 7 Click Alignment Stitches . The editing functions are now available.
- 8 Select the Design  window in the Control Panel . In the Design Select area the alignment stitch section is now subdesign 1, and the tree has been renumbered to 2.
- 9 Close the window without saving your changes.
- 10 Choose File > New to open a new window.
- 11 Choose Edit > Insert > Insert Design.
- 12 In the folder Home/Premier+2/Samples/Modify/Stitch load the 'Small Cypress' embroidery.
- 13 Look at the Design Select area. This time there is no Alignment Stitch subdesign.
Note: When you Open an existing embroidery the alignment stitches are retained, as they are part of a complete design. However, when you Insert a design into an existing project, any alignment stitches are not needed, so they are not retained.

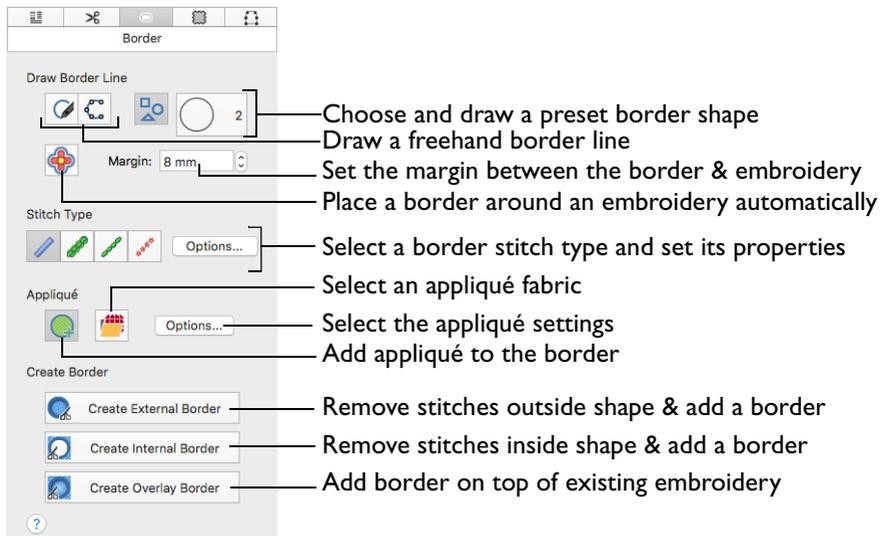
Convert the Alignment Stitches in a .VP3 Embroidery

To change the alignment stitches in a .vp3 format embroidery into an alignment stitch subdesign, do as follows:

- 1 Select the Modify  window in the Control Panel .
- 2 Use the Design Separator  to create two different subdesigns; one for the embroidery, and one for the alignment stitches.
- 3 In the Design Select area of the Design  window, move the alignment stitches to the front (or back) of the design.
- 4 With the alignment stitches selected, in the Modify  window click Alignment Stitches  to change them into an 'A' alignment stitch subdesign.

Use the Border and Appliqué options to make a border for an embroidery, optionally with appliqué, and to adjust appliqué areas.

Create Borders and Appliqué Areas



Use the Border and Appliqué options to make a new embroidery by adding a border, optionally with stitches for appliqué. Use a preset shape for the border, draw your own freehand shape, or place a border around the selected stitches automatically. There are three options each for border and appliqué:

- **External**  Remove the stitches outside the shape that has been drawn and add a border around the stitches
- **Internal**  Remove the stitches inside the shape that has been drawn and add a border inside the stitches
- **Overlay**  Add the border on top of or with the existing embroidery

The border is always added at the end of the embroidery. If an appliqué option is used, the stitches for placing the appliqué fabric are added at the beginning of the embroidery.

Note: All stitches, including stitches you may have hidden, are used when the new embroidery is created. If you wish to use only the visible stitches, use Select All

Visible  to select all the visible stitches, Copy the stitches, and use Paste into New Window. Then draw a border shape and use the desired border or appliqué function.

To learn how to	Go to
Draw a line to create a border or appliqué	See “Freehand Tablet Border Line” on page 122.
Place points to create a border or appliqué	See “Freehand Point Border Line” on page 123.
Draw a shape to create a border or appliqué	See “Border Shape” on page 123.
Set the options for appliqué placement stitches	See “Appliqué Options” on page 146.
Create an internal, external or overlay border	See “Create Border” on page 127.
Place a border around an embroidery	See “Draw a Border Shape” on page 124.
Create a border around an embroidery automatically	See “Draw a Border Around an Embroidery Automatically” on page 126.
Create an internal, external or overlay appliqué	See “Add Appliqué” on page 128.
Create an internal appliqué	See “Draw Internal Heart Appliqué” on page 129.

Freehand Tablet Border Line

Use Freehand Tablet Border Line  to draw a line to create a border or appliqué.

Draw a line, and the line is closed automatically to form a shape. Adjust the shape by moving the nodes, and select a border or appliqué option.

Draw a Freehand Tablet Border Line

- 1 If required, choose File > New.
- 2 Load an embroidery.
- 3 Select the Border  window of the Control Panel .
- 4 Select a Stitch Type, and set the Options for the border line in the properties dialog for the stitch type.
- 5 If desired, click Add Appliqué , select an appliqué fabric  and click the Options button to set the appliqué type.
- 6 Click Freehand Tablet Border Line . The pointer changes to the draw pointer .
- 7 Draw a line on the work area, then release the mouse button. The line is drawn as a closed line (a loop) with nodes.
Note: If the desired line is not achieved when created initially, either redo the line or select and move the nodes as desired.
- 8 Move the pointer over one of the nodes on the line. The pointer changes to the Move Node pointer . Adjust the node as desired.

Use Shift-click to change a round node to a square node, to make the line straight.

- 9 When your line is as desired, choose whether to add appliqué, and select a Border option. The border is placed on the work area.

Note: Use Control-click to deselect Freehand Tablet Border Line without placing a border.

- 10 In the Design  window of the Control Panel, change the border color to the desired color.

Freehand Point Border Line

Use Freehand Point Border Line  to create a border of any shape by placing points to create an irregular outline of curved and straight lines around the desired area. Select a border or appliqué type when the border is complete.



When the border is sized and positioned as desired, use one of the Border or Appliqué functions.

Create a Freehand Point Border

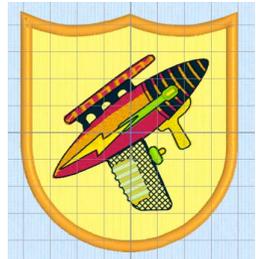
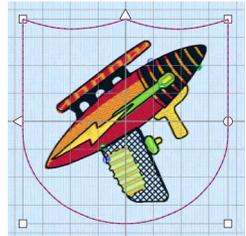
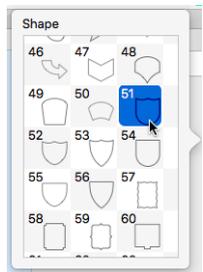
- 1 If required, choose File > New.
- 2 Load an embroidery.
- 3 Select the Border  window of the Control Panel .
- 4 Select a Stitch Type, and set the Options for the border line in the properties dialog for the stitch type.
- 5 If desired, click Add Appliqué , select an appliqué fabric  and click the Options button to set the appliqué type.
- 6 Click Freehand Point Border Line . The pointer changes to the Freehand Point pointer .
- 7 Click to place a series of points for the border.
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.
Note: The line may 'swing' while you place points. Just carry on, you can adjust it afterwards.
- 8 Use Shift-click to place square nodes for straight lines.
- 9 Move the pointer over one of the nodes on the line. The pointer changes to the Move Node pointer . Adjust the node as desired.
Note: When the Move Node pointer is active you can adjust existing nodes. If you click while the Freehand Point pointer  is active, another point is added to the line.
- 10 When your line is as desired, choose whether to add appliqué, and select a Border option. The border is placed on the work area.
Note: Use Control-click to deselect Freehand Point Border Line without placing a border.
- 11 In the Design  window of the Control Panel, change the border color to the desired color.

Border Shape

Use Border Shape  to draw an outline with the selected border shape, using an internal, external or overlay border or appliqué. Drag the chosen shape to the desired size and position.

Draw a Border Shape

- 1 If required, choose File > New.
- 2 Load an embroidery.
- 3 Select the Border  window of the Control Panel .
- 4 Select a Stitch Type, and set the Options for the border line in the properties dialog for the stitch type.
- 5 If desired, click Add Appliqué , select an appliqué fabric  and click the Options button to set the appliqué type.
- 6 In the Border / Appliqué section, choose a border or appliqué type from the pop-up menu.
- 7 Click the Shape button and choose a Shape from the pop-up menu.
- 8 Click Draw Border Shape  to select shape drawing.
- 9 Drag over the embroidery on the work area to draw a rectangle that sets the size of the shape. Hold down Shift as you drag to draw proportionally. Hold down the Option key to draw from the center.
Note: When drawing shapes with sharp points, it is recommended to hold down Shift so that the shape is perfectly in proportion.
- 10 Release the mouse to draw the shape. The shape is shown as a dashed line, with handles to resize, flip and rotate the it. The border may extend beyond the edge of the hoop.
- 11 Drag inside the border to move it, and resize the border with the handles on the corners, using Shift to keep the proportions. Use the circular rotate handle on the right to rotate the border, and use the triangular flip handles on the left and top to mirror the border horizontally or vertically.
Note: Click outside the selection to make a new selection.
- 12 Click Create External Border  to create the border.
Note: Use Control-click to deselect Finish Insert Border / Appliqué Shape and cancel without creating a border.
- 13 In the Design  window of the Control Panel, change the border color to the desired color.



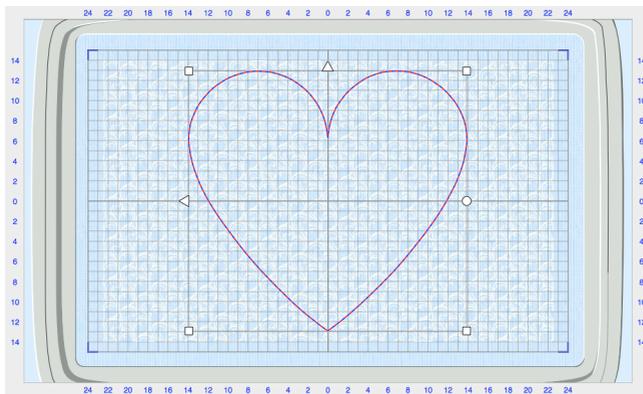
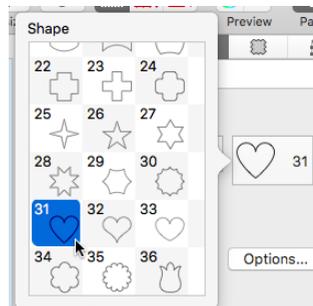
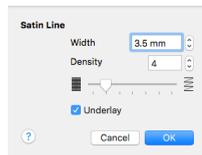
Note: You could cut this badge out automatically by using Border Embroidery to add a cutwork line around the outside of the badge. See “Border Embroidery” on page 126.

Cut a Heart Border Shape from Lace

- 1 If required, choose File > New.
- 2 Click Hoop  and from the Universal Hoop Group, set the Hoop Size to 240mm x 150mm - Universal Large Hoop 2. Set the Orientation to Rotated. Click OK.
- 3 Choose Edit > Insert > Insert Design and in the folder Home/Premier+2/Samples/Modify/ Stitch load the 'Curly Lace' embroidery.
- 4 Choose PREMIER+ 2 Modify > Preferences. In the General window, ensure Grid Size is 5mm and click Close to close the dialog.
- 5 Choose View > Grid > Grid Numbered Full. This is so there are grid numbers along the right and lower sides of the stitch area.
- 6 Click Invert Visible Color Blocks  to hide the stitches of the lace.
- 7 Ensure Ghost Mode  is on, so that a pale version of the stitches is shown.

Note: Hiding the stitches and using Ghost Mode will make it easier to see where to draw the box for the Border Shape.

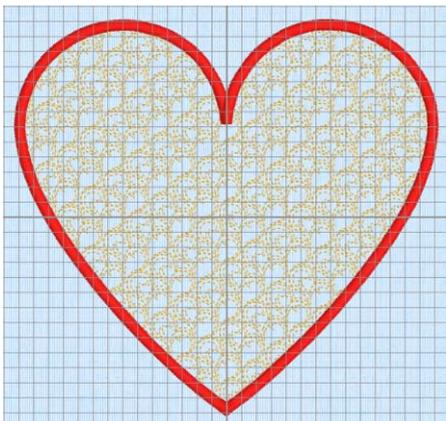
- 8 Select the Border  window of the Control Panel .
- 9 In Stitch Type select Satin Line .
- 10 In the Stitch Type area, click the Options button.
- 11 In the Satin Line dialog, set the Width to 3.5mm and the Density to 4.
- 12 Ensure Underlay is selected (checked) and click OK.
- 13 In the Appliqué Options dialog ensure that Running Stitch Length is set to 2.0mm and Double Stitch Length is set to 2.0mm.
- 14 Click OK to close the Appliqué Options dialog.
- 15 In the Shape pop-up menu, choose shape 31, the first heart shape. If necessary, use the scroll bar at the side of the list to find the shape.
- 16 Click Draw Border Shape .
- 17 Hold down the Shift key. This will force the shape to be proportional.
- 18 Drag diagonally across the hoop to draw a box from upper grid line 13 to lower grid line 13, then release the mouse button. The heart shape is shown on the work area in a selection box.
- 19 If the heart shape is out of the hoop on one side, drag inside the shape to ensure it is entirely within the hoop.



Note: Although the stitches are hidden, the Border and Appliqué functions will still affect all stitches in the embroidery. If desired, to see stitches more easily, use the Draw Range slider bar on the Control Strip to change the stitches displayed while adjusting the border shape.

- 20 In the Modify  window, click Create External Border . A lace embroidery with a heart-shaped border is created.
- 21 In the Design  window of the Control Panel, click the border thread color (the color at the bottom of the Color Select area) and in the Color Selection dialog set the Thread Range to Sulky Rayon 40, and browse for thread number 1246 (Orange Flame) in the list or type 1246 in the Find Thread box and select the color. Click OK to close the Color Selection box. The heart border is now red.
- 22 In the Design Select area, select the second design (the lace design outside the heart), and click Select All Visible .

- 23 Choose Edit > Delete to remove this lace design.



- 24 Save the embroidery as Lace Heart.vp4.

Border Embroidery

Use Border Embroidery  to create a border automatically around the selected embroidery or stitches, using an internal, external or overlay border, optionally with appliqué. Use Margin to set the distance between the selected stitches and the border.

Note: Use a Running Stitch border line for a basting or cutwork line around an embroidery.

Draw a Border Around an Embroidery Automatically

- 1 If required, choose File > New.
- 2 Load an embroidery design.
- 3 Select the part of the design that you want to surround by a border.
Note: If no part of the design is selected, the border will be placed around the whole embroidery.
- 4 Select the Border  window of the Control Panel .
- 5 Select a Stitch Type, and set the Options for the border line in the properties dialog for the stitch type.
- 6 If desired, click Add Appliqué , select an appliqué fabric  and click the Options button to set the appliqué type.
- 7 Set the Margin to the desired distance from the stitches in your embroidery.

Note: The initial setting is 10mm.

- 8 Click Border Embroidery . The position for the border is shown by a red and blue dashed line.
- 9 If desired, adjust the Margin setting. The position of the preview line will change.

Note: Holes and appliqué areas within the embroidery will also have a border, each with its own color block. To remove one of these internal borders, after creation select its color block and delete those stitches.



Note: If there are holes or appliqué areas within the embroidery, only the Create Overlay Border option may be available.

- 10 Click to select an External, Internal or Overlay Border. The border is placed around the embroidery.

Note: Use Control-click and Finish Border Embroidery to deselect Border Embroidery without placing a border.

Border Stitch Type

Select a border stitch type and select its settings in the properties dialog for that stitch type - for example, choose width, pattern, density or stitch length.

Choose from:

- Satin Line 
- Motif Line 
- Running Stitch 
- Triple Stitch 

For more information on these stitch types, see “Line Types” on page 222.

To Select a Border Stitch Type

- Select a border stitch type, then click the Options button. Set the properties for the border type in the properties dialog.

Create Border

Use the Create Border options to create a new embroidery with a satin border in the shape you have drawn and placed. There are three Create Border functions:

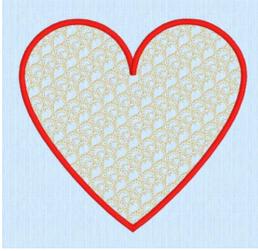
- Create External Border 
- Create Internal Border 
- Create Overlay Border 

Create a Border

Draw the desired border shape. Use a preset shape with Draw Border Shape , draw your own shape with Freehand Tablet Border Line  or Freehand Point Border Line , or create a border around an embroidery automatically with Border Embroidery . Move, scale, rotate and mirror the border shape as desired. Use the desired Create Border function to create the new embroidery.

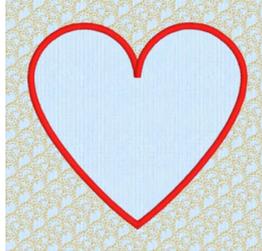
Note: Change the border to the desired color in the Design  window of the Control Panel.

Create External Border



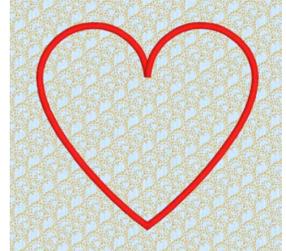
Create External Border removes the stitches outside the shape that has been drawn and adds a border around the stitches.

Create Internal Border



Create Internal Border removes the stitches inside the shape that has been drawn and adds a border inside the stitches.

Create Overlay Border



Create Overlay Border adds the satin border on top of the embroidery.

Add Appliqué

Use Add Appliqué  to add appliqué to the border that you create. Appliqué placement stitches are automatically added to the border that you draw.

Add Appliqué to a Border

- Select Add Appliqué , and draw the desired border shape with one of the Draw Border Line tools. Change the shape as desired, then use the desired Create Border function.

A new color block, using the same color as the border is placed at the beginning of the embroidery for the appliqué placement stitches. The appliqué placement stitches use the method, appliqué piece margin, running stitch length and double stitch length set in Appliqué Options. A Color Change is also placed at the

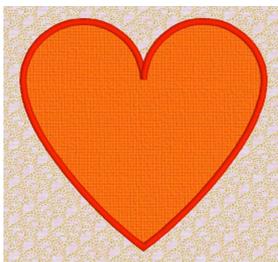
beginning of the border line, using the default border color. The border uses the stitch type settings set in the Line Options for the selected stitch type.

External Appliqué



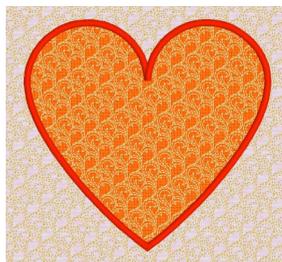
Create External Border  with appliqué removes the stitches outside the shape that has been drawn. It then adds appliqué placement stitches at the beginning of the embroidery and a border around the stitches.

Internal Appliqué



Create Internal Border  with appliqué removes the stitches inside the shape that has been drawn. It then adds appliqué placement stitches at the beginning of the embroidery and a border inside the stitches.

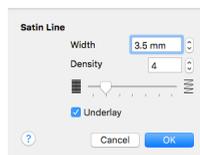
Overlay Appliqué



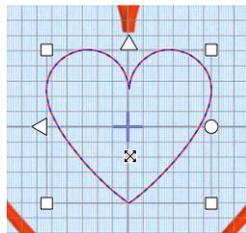
Create Overlay Border  with appliqué keeps all the stitches in the embroidery. It then adds appliqué placement stitches at the beginning of the embroidery and a satin border on top of the embroidery.

Draw Internal Heart Appliqué

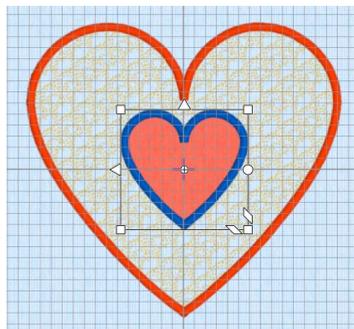
- 1 If required, choose File > New.
- 2 Click Hoop  and from the Universal Hoop Group, set the Hoop Size to 240mm x 150mm - Universal Large Hoop 2. Set the Orientation to Rotated. Click OK.
- 3 Choose Edit > Insert > Insert Design and in the folder Home/Premier+2/Samples/Modify/Stitch load the 'Lace Heart' embroidery.
- 4 Choose PREMIER+ 2 Modify > Preferences. In the General window, ensure Grid Size is 5mm and click Close to close the dialog.
- 5 Choose View > Grid > Grid Numbered Full. This is so there are grid numbers along the right and lower sides of the stitch area.
- 6 Select the Border  window of the Control Panel .
- 7 In Stitch Type select Satin Line .
- 8 In the Stitch Type area, click the Options button.
- 9 In the Satin Line dialog, set the Width to 3.5mm and the Density to 4.
- 10 Ensure Underlay is selected (checked) and click OK.
- 11 In the Appliqué section, click Add Appliqué , then click Options.
- 12 In the Appliqué Options dialog, in Appliqué Method ensure that the first method (Standard Appliqué) is selected.
- 13 Ensure Running Stitch Length is set to 2.0mm and Double Stitch Length is set to 2.0mm.
- 14 Click OK to close the Appliqué Options dialog.
- 15 Select the Design  window of the Control Panel .
- 16 In the color worksheet, click the check box for the first thread color to hide the stitches of the lace.
- 17 Click the Border  window of the Control Panel .



- 18 In the Shape pop-up menu, choose shape 31, the first heart shape. If necessary, use the scroll bar at the side of the list to find the shape.
- 19 Click Draw Border Shape .
- 20 Hold down the Shift key. This will force the shape to be proportional.
- 21 Drag diagonally across the hoop to draw a box from left grid line 6 to right grid line 6, so that the box is 12 grid squares wide, then release the mouse button. The heart shape is shown on the work area in a selection box.

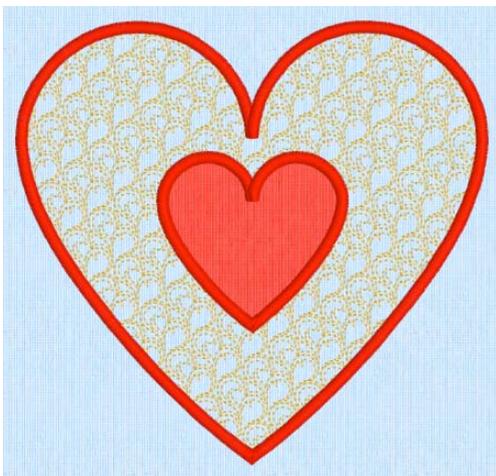


- 22 Drag inside the small heart shape and move it to the center of the hoop. The shape is centered when the points of the flip handles are on the center grid lines.
- 23 Create Internal Border . The lace stitches in the central part of the embroidery are replaced by an appliqué area.
- 24 Select the Design  window of the Control Panel.
- 25 In the Design Select area there are two subdesigns: a heart with an internal and external border, and a lace heart with no border. Select the lace heart and click Select All Visible , then choose Edit > Delete to remove this lace heart.



- 26 The first and last colors in the embroidery should match the red for the external border. Select the first color.

Note: These are the appliqué placement stitches.
- 27 Change the thread color to Sulky Rayon 40 thread number 1246 (Orange Flame).
- 28 Select the final color (the internal border) and change the thread color to Sulky Rayon 40 thread number 1246 (Orange Flame). The heart internal border is now red.



- 29 Save the embroidery as Internal Lace Heart.vp4.

Select Fabric

Use Select Fabric  to audition a fabric for your appliqué area in the Appliqué Selection dialog.

To change the fabric for an appliqué piece

- Click Select Fabric  and choose a fabric in the Appliqué Selection dialog. See “Appliqué Selection” on page 132.

Appliqué Selection

Use the Appliqué Selection dialog to select a fabric or picture to use for appliqué.

- Open the Appliqué Selection dialog and select a fabric or picture to use for appliqué. Click OK to use the selected appliqué fabric.

Preview the appliqué fabric

Select a color & texture

Choose an appliqué type

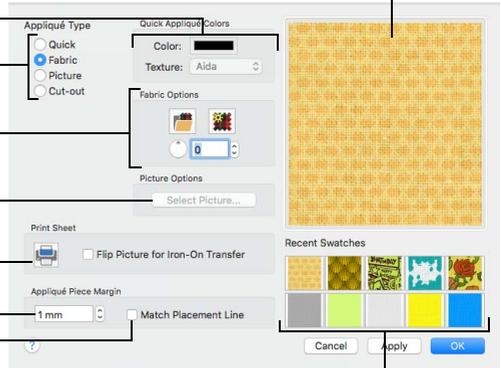
Choose a system fabric or add a new one

Load an individual picture for printed appliqué

Print a sheet of appliqué fabric

Set the appliqué border margin
Match pre-cut piece and outline

Reuse a recent fabric



Appliqué Type

Choose an appliqué type (or simply select one of the recently used swatches). Select from:

- Quick
Select a color and texture for your fabric. See “Quick Appliqué Options” on page 132. In the PREMIER+™ 2 QuickFont Wizard only the Quick Appliqué options are available.
- Fabric
Select a background fabric, or add a new background fabric from a picture. Set the angle for the fabric. See “Fabric Options” on page 133.
- Picture
Create in individual non-tiling appliqué from a picture. For instance, use a photo for a printed appliqué memory piece. See “Picture Options” on page 133.
- Cut-out
Create an appliqué placement line as a guide to where the fabric should be cut to form a hole; for example, for reverse appliqué.

Quick Appliqué Options

Select a color and texture for your fabric.

Note: The Quick Appliqué Options are available when Quick is selected in Appliqué Type. In the PREMIER+™ 2 QuickFont Assistant only the Quick Appliqué options are available.

Color

Click the color sample to change the color in the Colors window. See “Colors Window” on page 47.

Texture

Select the texture to use for the fabric. Click on the down arrow and choose the desired fabric type.

Fabric Options

Note: The Fabric Options are available when Fabric is selected in Appliqué Type.

Load Previously Saved Fabric

Use Load Previously Saved Fabric  to load a sample fabric, or a fabric from My Fabrics, in the Background Picture Viewer. See “Background Picture Viewer” on page 134.

Add New Background Fabric

Use Add New Background Fabric  to create a new fabric background in the Background Assistant. See “Background Assistant” on page 135.

Angle

Use Angle to change the angle at which the pattern will be displayed.

Note: You may also change the angle and position of the fabric pattern directly by selecting the appliqué piece in the work area.

Enter an Angle from 0 to 359 degrees. The initial setting is 0. Alter the Angle by entering a number in the box, or use the up and down arrows to change the number. Changes in Angle are visible in the preview pane.

Print Sheet

Print a sheet of appliqué fabric from the selected Quick Appliqué or Fabric pattern. Flip the picture for an iron-on transfer, and select a printer and paper size in the Print dialog. See “Print” on page 237.

Picture Options

Note: The Picture Options are available when Picture is selected in Appliqué Type.

Click Select Picture to create a picture background in the Load Picture Assistant. See “Load Picture Assistant” on page 142.

Fabric Preview

The chosen fabric is previewed on the right.

Recent Swatches

Select a recently used fabric to use again.

Appliqué Piece Margin

Set the margin for appliqué placement relative to the drawn border shape from -10mm to 10mm. The initial value is 1.0mm.

- Use a positive value when trimming the appliqué fabric before the border is stitched, for example with Standard Appliqué and Pre-placed Appliqué.
- A negative value is recommended for cut-out and reverse appliqué.

Note: Appliqué Piece Margin is only available when adjusting Express Appliqué.

Match Placement Line

Adjust the position of the first running stitch line for either Standard Appliqué or Pre-cut Piece so that it matches the outline of the appliqué piece after the Appliqué Piece Margin has been applied.

Note: This may be useful for precise positioning of appliqué pieces that have been pre-cut with an automated cutter, to ensure the placement line is visible.

Background Picture Viewer

Use the Picture Viewer to select a fabric from the system fabrics, or from the My Fabrics folder with fabric backgrounds you have added.



- To open the Picture Viewer, in the Appliqué Selection dialog select Fabric, then click Load Previously Saved Fabric .
- Open a folder, and scroll down and click a fabric to select it. Click OK to load the fabric in the Appliqué Selection dialog.
- To create a new fabric in the Background Assistant, in the Appliqué Selection dialog select Fabric, then click Add New Background Fabric . See “Background Assistant” on page 135.

Background Assistant

Use the Background Assistant to create a new appliqué fabric from a picture.

Choose Picture

Use the Choose Picture page of the Background Assistant to select a picture for the new appliqué fabric.

Select a picture on your computer

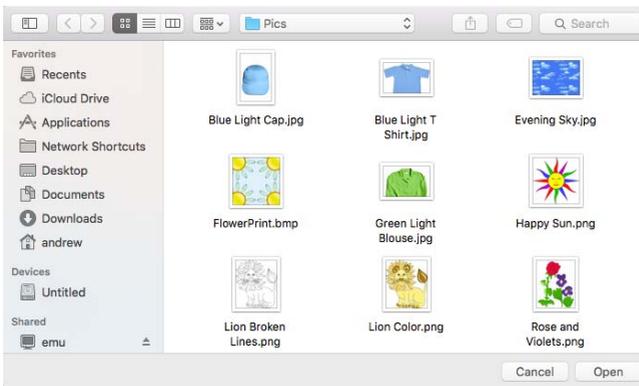
Import a file from a scanner or camera

The picture is previewed



Select File

- Click Select File to select a picture to create a background. Browse to one of the Samples subfolders, such as: Home/Premier+2/Samples/Modify/Pics. Alternatively, browse to a folder elsewhere on your computer.



The following popular image file formats may be loaded: Bitmap (.bmp), Encapsulated PostScript (.epi, .eps), Graphics Interchange Format (.gif), JPEG-JFIF Compliant (.jpg, .jif, .jpeg), JPEG 2000 (.jp2, .jpf), JPEG Multi-Picture Object (.mpo), Photoshop (.psd), Portable Document Format (.pdf), Portable Network Graphics (.png), Postscript (.ps), Tagged Image File Format uncompressed (.tiff, .tif), Camera RAW (.raw & many others), High Dynamic Range (.exr, .hdr).

These additional formats can also be loaded: Apple Icon (.icns), Fax (.fax & many others), Linux Icon (.xbm), Macintosh Picture (.pct, .lpic, .pict), MacPaint (.mac, .pnt, .pntg), Microsoft Icon (.cur, .ico), Silicon Graphics (.rgb, .sgi) and Truevision TGA (.targa, .tga).

Select a Picture

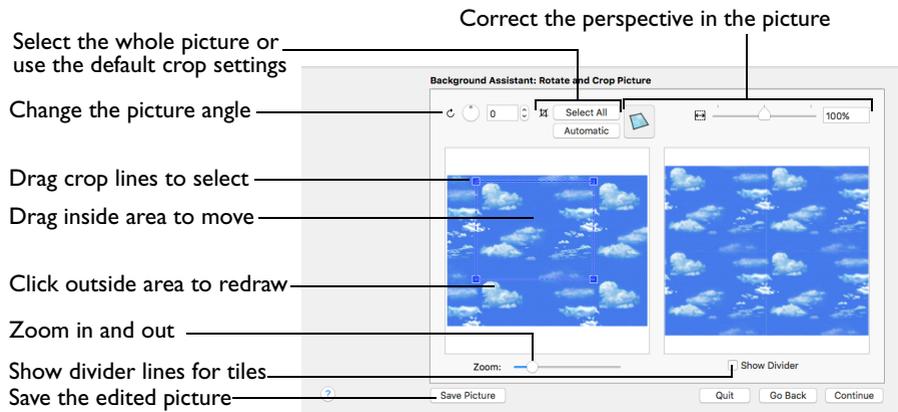
- 1 Click Select File. The Open dialog appears.
- 2 Browse to the desired folder.
- 3 Click on a picture.
- 4 Click Open to open the picture onto the Choose Picture page, and to close the dialog. Click Cancel to exit without selecting a picture.
- 5 Click Continue to prepare your picture as a background.

Continue

Go to the Rotate and Crop Picture page.

Rotate and Crop Picture

Use the Rotate and Crop Picture page of the Background Assistant to prepare a fabric sample picture.

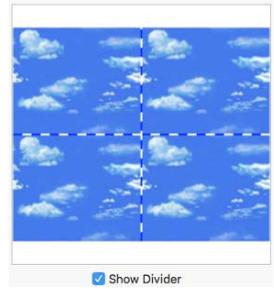


Adjusting the Crop Area

Initially, about half the area of the picture is selected from the middle of the picture, as shown by the dashed box in the picture on the left. The preview on the right shows four copies of the selected fabric area tiled together. The tiled preview changes dynamically as you change the crop area.

- To adjust the crop area, position the mouse over the crop boundary until a double-headed arrow  appears, then drag to move the boundary line.
- To move the crop area, position the mouse inside the crop boundary until a hand pointer  appears, then drag to move the whole rectangle.
- To redraw the crop area, drag outside the crop boundary to draw a new rectangle, which can then be adjusted as required.

To see where the four sections of the background are joined, select the Show Divider option. Dashed lines show where the tiled sections will be joined. This is useful for patterned fabric, to ensure the pattern repeats as desired.



When the desired area is selected, click Next.

Rotate

Rotate  the picture from 0 to 359 degrees. Adjust the picture angle as desired. This is often necessary with scanned pictures.

- Enter the desired Rotation angle  or use the up/down arrows to change the angle. The preview shows the effect.

Note: When the picture is rotated between the 90 degree steps, the picture is made larger and white background is added.

Select All and Automatic

Use Select All to select the whole of the picture. Use Automatic to set the crop lines back to the default position for the current picture.

Perspective Correction

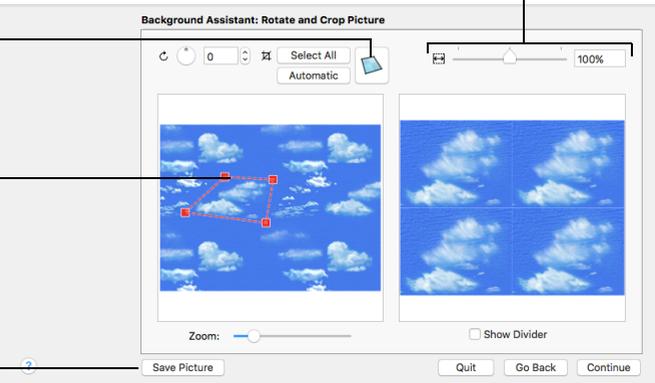
To remove the effects of perspective in a picture, or to correct skew, select Perspective Correction . When using Perspective Correction, the crop handles are red.

Adjust the proportions of the picture

Enable perspective correction

Drag the handles to select an area

Save the selected area



Drag 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. Use Save Picture to save your edited picture.

Zoom

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

When zoomed in, use the scroll bars or swipe to move around.

Go Back

Return to the Choose Picture page.

Continue

Go to the Set Size page.

Set Size

Use Set Size to enter a real measurement of the fabric so that it is displayed at real size when it is used as the appliqué fabric.



Measure the Picture

- 1 Drag the arrows at either end of the gray line to place a line across the picture. This should match a measurement you have made across the same area of the real fabric.
Note: The length can be from 10mm to 1000mm.
- 2 Click the arrows for height and width to change the line measurement. Alternatively, enter a size in the number box.
- 3 Check that the line and the length matches the measurement you made of the real garment or fabric. If desired, drag the arrows to place a new line and re-enter the line length.
- 4 When the line is measured correctly, click Next.

Zoom

Use the Zoom bar to change the view of the embroidery. Zoom in to magnify the view. Zoom out to shrink the view.

When zoomed in, use the scroll bars to move around.

Continue

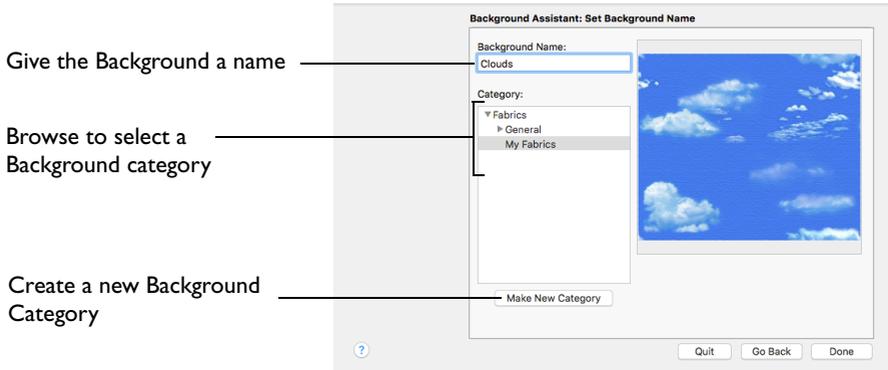
Go to the Set Background Name page.

Go Back

Return to the Rotate and Crop Picture page.

Set Background Name

Use Set Background Name to save the finished background in a category and give it a name. The categories are the folder names that you see when browsing for existing backgrounds.



Background Name

If you used an existing picture, the picture name is shown by default as the name for the new background. If you scanned a new picture, it will not have a name so you will need to enter a name.

- Enter a name for the background in the text box.

Category

Select a Category.

- Save the background in the My Fabrics folder, or browse to another backgrounds folder.

Make New Category

Create a new Category within the selected Category. Enter a name for the new Category.

Zoom

Use the Zoom bar to change the view of the embroidery. Zoom in to magnify the view. Zoom out to shrink the view. When zoomed in, use the scroll bars to move around.

Go Back

If desired, use the Back button to go back through the Background Assistant and modify settings before previewing the design again.

Done

Click Done to save the new background with the specified name in the specified Fabric Category and close the Background Assistant. The new background is displayed in the Appliqué Selection dialog.

Load Picture Assistant

Use the Load Picture Assistant to use a picture as an individual non-tiled appliqué background, for example for a printed appliqué memory piece.

Choose Picture

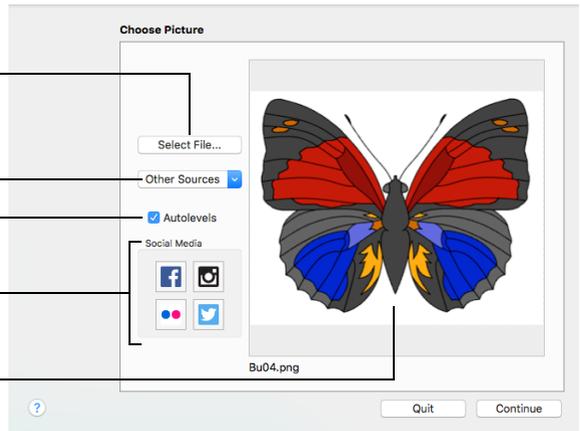
Select a picture file on your computer

Paste a copied picture or import a file from a scanner or camera

Improve the brightness and color

Load a picture from Facebook®, Instagram®, Flickr®, or Twitter®

The picture is previewed



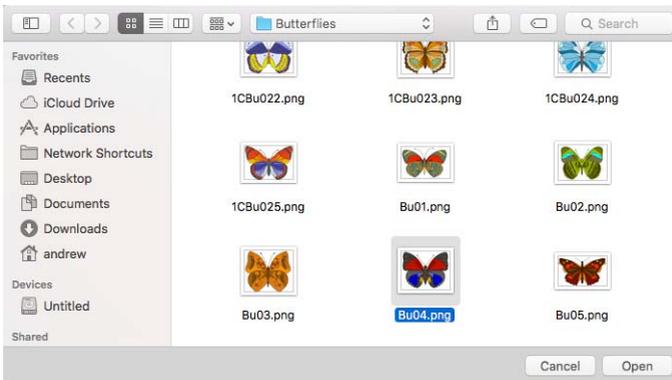
Use the Choose Picture page to select the picture you wish to use as a background.

After selecting a picture, the preview box shows the selected picture with its name underneath.

Select File

- Click Select File to open a picture from one of the Samples subfolders, such as: Home/Premier+2/Samples/Modify/Pics. Alternatively, browse to a folder elsewhere on your computer.

Note: Click Show as Icons  to view thumbnails of the pictures.



The following file formats may be loaded: Windows or OS2 Bitmap (.bmp), JPEG-JFIF Compliant (.jpg, .jif, .jpeg), PatternCAD (.4dq), Portable Network Graphics (.png), Tagged Image File Format uncompressed (.tiff., tif), Windows Meta File (.wmf), Windows Enhanced Meta File (.emf) and Windows Icon (.ico).

Select a Picture

- 1 Click Select File. The Open dialog appears.
- 2 Browse to the desired folder, for example Home/Premier+2/Samples/Modify/Pics.
- 3 Click on a picture.
- 4 Click Open to open the picture onto the Choose Picture page, and to close the dialog. Click the Cancel to exit without selecting a picture.

Other Sources

Paste

- Paste an image from the Clipboard.

Services

Use Services to import a picture.

- **Camera:** Import a picture from an integrated MacBook® camera.
- **Capture Full Screen:** make a screenshot of the whole screen.
- **Capture Selection from Screen:** make a screenshot of part of the screen.
- **Import Image:** import a picture from a camera or scanner connected to the computer.

Autolevels

Use Autolevels to improve the brightness and contrast in most photos. It can also be used to bring out the color in underexposed pictures.

By default Autolevels is enabled.

Note: Occasionally Autolevels does not improve the appearance of a picture, and may need to be switched off.

Social Media Picture

Load a picture from Facebook® , Instagram® , Flickr® , or Twitter® .

Log in to the Social Media website to load the desired picture.

Continue

Go to the Crop and Rotate Picture page.

Rotate and Crop Picture

Correct the perspective in the picture

Select the whole picture

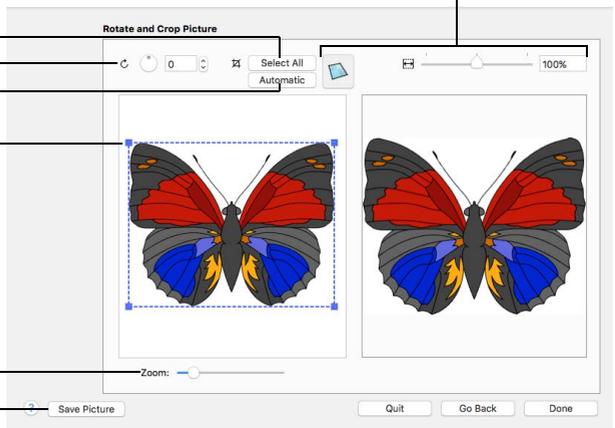
Change the picture angle

Automatically exclude the picture background

Adjust the crop lines as desired

Zoom in and out

Save the edited picture



If required, rotate the picture to any angle from 0 to 359 degrees. For example, this is useful for straightening scanned pictures.

Use Crop to select the section of the picture that is to be used to create the appliqué background.

When the picture is rotated between the 90 degree steps, the picture is made larger and the detected background color is added. If there is no distinctive background color, white is used.

Note: The size of the crop box may vary if the picture is rotated.

Select All: Select the whole of the picture.

Automatic: Select the smallest rectangle that includes all colors that are not the background color.

Note: Sometimes the automatic crop area may not appear to remove as much background as possible. This can happen when the background color appears to be a plain color such as white, but actually has minor variations that are not immediately visible. For example, this often happens with the JPEG-JFIF Compliant (*.jpg, .jif, .jpeg) picture format.

Rotate and Crop a Picture

- 1 Drag the rotational slider to rotate the picture to the desired angle. Alternatively, enter a number in the rotation angle number box, or use the arrows to increase or decrease the angle of rotation.
- 2 Drag the handles on the crop area boundary line to select the desired part of the picture. Hold the Shift key while dragging to resize the rectangle proportionally. Hold the Option key while dragging to resize the rectangle without moving its center.
- 3 Drag anywhere inside the crop box to move the crop box.

Note: If you need to expand a crop box again, make sure it is not touching the edge of the frame, as this will stop it expanding.

- 4 If desired, click **Automatic** to select the crop lines automatically, or click **Select All** to use the whole of the picture.

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.

Drag 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. Use **Save Picture** to save your edited picture.

Zoom

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

When zoomed in, use the scroll bars or swipe to move around.

Go Back

Return to the **Choose Picture** page.

Done

Use the selected image for the appliqué

Appliqué Options

Use the Appliqué Options dialog to select an Appliqué Method for appliqué placement, and set the Appliqué Piece Margin, the Running Stitch Length, and the Double Stitch Length.

Appliqué Placement

When appliqué is created from a border shape, additional stitches are added at the beginning of the embroidery for placing appliqué fabric. Use these options to determine how these stitches are added. The border used to finish the appliqué uses line options for the selected border stitch type.

Appliqué Method

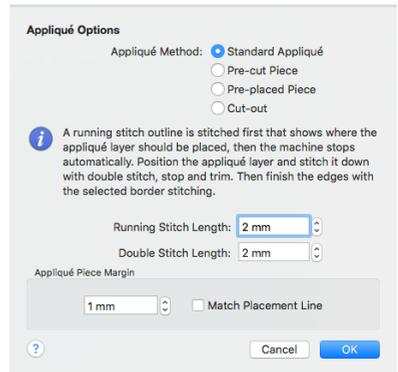
Choose the method for placing and securing the appliqué fabric.

- **Standard Appliqué**
Stitch a running line to show where appliqué fabric should be placed, then stop to position the fabric. Stitch down the appliqué fabric with double stitch, then stop so the fabric may be trimmed. Finish the edges with the selected border stitching.
- **Pre-cut Piece**
Use a pre-cut appliqué piece; created, for example, using an automatic cutter or cutwork needles.

Stitch a running line to show where the pre-cut appliqué piece should be placed, then stop to position the appliqué piece. Stitch down the appliqué piece with double stitch, then finish the edges with the selected border stitching.
- **Pre-placed Piece**
Place the appliqué fabric before stitching.

Place the appliqué layer in position, then stitch down the appliqué fabric with double stitch. Stop so the fabric may be trimmed. Finish the edges with the selected border stitching.
- **Cut-out**
Use the appliqué placement line as a guide to where the fabric should be cut; for example for reverse appliqué.

Stitch a double stitch line. Stop so the fabric may be cut to form a hole defined by the stitched outline. Finish the edges with the selected border stitching.



Running Stitch Length

Set the length of running stitch used for the placement outline in the first and second appliqué methods, from 1 to 12mm in 0.1mm steps. The initial setting is 2.0mm.

Note: If you position the arrow pointer over the box without clicking, the alternative units and range will be shown.

Double Stitch Length

Set the length of double stitch used to stitch down the appliqué fabric, from 1 to 12mm in 0.1mm steps. The initial setting is 2.0mm.

Note: If you position the arrow pointer over the box without clicking, the alternative units and range will be shown.

Appliqué Piece Margin

Set the margin for appliqué placement relative to the drawn border shape from -10mm to 10mm. The initial value is 1.0mm.

Note: Use a positive value when trimming the appliqué fabric before the border is stitched, for example with Standard Appliqué and Pre-placed Appliqué. A negative value is recommended for cut-out and reverse appliqué.

Match Placement Line

Adjust the position of the first running stitch line for either Standard Appliqué or Pre-cut Piece so that it matches the outline of the appliqué piece after the Appliqué Piece Margin has been applied.

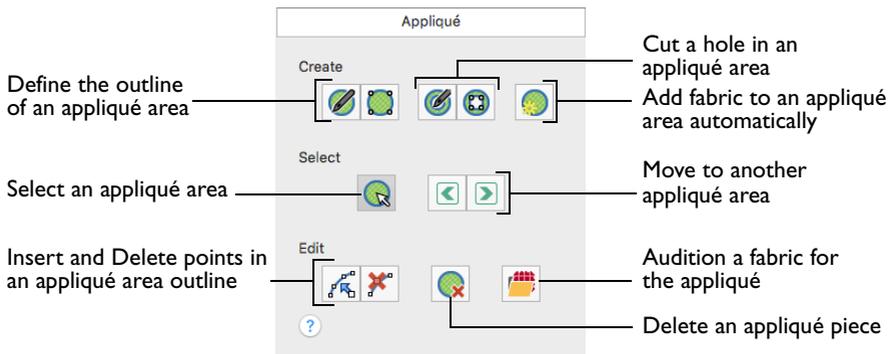
Note: This may be useful for precise positioning of appliqué pieces that have been pre-cut with an automated cutter, to ensure the placement line is visible.

View and Adjust Appliqué Pieces

Use the Appliqué window to create and adjust appliqué pieces.

To Open the Appliqué Window

- Click Control Panel , then click Appliqué .



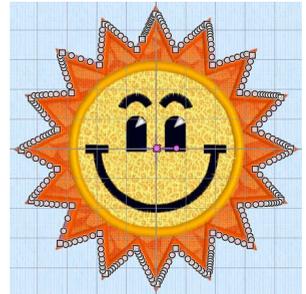
To learn how to	Go to
Change the fabric for an appliqué area	See “Change the Fabric in an Appliqué Embroidery” on page 149.
Create the outline for an appliqué area	See “Appliqué Outline” on page 149.
Create a hole in an appliqué area	See “Appliqué Hole” on page 152.
Add appliqué to an existing embroideries automatically	See “Express Appliqué” on page 153.
Select appliqué pieces in an embroidery	See “Select Appliqué Pieces” on page 155.
Add appliqué to an existing embroidery by placing points	See “Add an Appliqué Fabric to a .VP3 Flower Bouquet Embroidery” on page 150.
Add appliqué to an existing embroidery automatically	See “Add fabric to an existing appliqué embroidery with Express Appliqué” on page 153.
Select appliqué fabric	See “Appliqué Selection” on page 132.
Create a new appliqué fabric	See “Background Assistant” on page 135.
Load a Picture for appliqué	See “Load Picture Assistant” on page 142.
Select appliqué settings	See “Appliqué Options” on page 146.

Appliqué Piece

Use the Appliqué Piece functions to add appliqué fabric to an existing design with appliqué areas, and to adjust appliqué areas within a design.

Change the Fabric in an Appliqué Embroidery

- 1 Open PREMIER+™ 2 Embroidery, and click the SuperDesign tab.
- 2 Choose the Appliqué Category.
- 3 In the Children 1 set, select the 8th design, Happy Sun.
Note: Use Style 1, with a satin line border.
- 4 Click Apply to place the sun embroidery in the work area.
Note: It has green handles, indicating that it is a SuperDesign.
- 5 Choose Edit > Copy. The design is placed in the Clipboard block.
- 6 Open PREMIER+™ 2 Modify.
- 7 Choose Edit > Paste. The sun design is placed in the work area.
Note: Click Yes to any message about fixing as embroidery stitches. If you click Select All Visible  on the toolbar you will see white or blue handles, indicating that the SuperDesign is now an embroidery.
- 8 Open the Appliqué window  of the Control Panel . The points for the outer appliqué area are highlighted.
Note: All of the appliqué functions are now available.
- 9 Drag the square zigzag fabric handle . The fabric for the sun's rays moves.
Note: Use the Fabric Handle to move the origin point (center of design) of a tiled fabric. This handle  is only available for fabric tiles; you cannot rotate Quick Appliqué or Pictures.
- 10 Drag the round handle. The fabric for the sun's rays rotates.
Note: The fabric rotates around the fabric handle (the origin point of the fabric tile).
- 11 Click Select Fabric . The Appliqué Selection dialog opens.
- 12 To change the fabric, click Fabric in Appliqué Type, then click Load Previously Saved Fabric  and choose another fabric.
- 13 Click OK to close the Appliqué Selection dialog.
- 14 Click Next Piece . The points for the inner appliqué area are highlighted. You can now change, move or rotate the central appliqué fabric.



Appliqué Outline

Use the Appliqué Outline functions to draw or place points to define a line of any shape to create an appliqué outline.

Freehand Tablet Appliqué Outline

Use Freehand Tablet Appliqué Outline  to draw a line of any shape to create an appliqué outline.

To create an appliqué outline with Freehand Tablet Appliqué Outline

- Select the embroidery, then in the Appliqué window  click Freehand Tablet Appliqué Outline  and drag to draw the desired shape.

Create an appliqué outline with Freehand Tablet Appliqué Outline

- 1 Select an embroidery.

- 2 Open the Appliqué window  of the Control Panel .
- 3 Click Freehand Tablet Appliqué Outline .
- 4 Select a Color Command or Stop Command as a place to start the appliqué piece.
Note: When hovering over a Color Command you will see the stitching that follows it.
- 5 Drag to draw the outline, and release the mouse button to complete the line.
- 6 Control-click, and in the Context menu choose Finish placing appliqué. The Appliqué Selection dialog opens.
- 7 Select a fabric, then click OK to place the Appliqué Piece.
Note: Hold down Command to place a corner point when editing a line.

Freehand Point Appliqué Outline

Use Freehand Point Appliqué Outline  to place points to define a line of any shape to create an appliqué outline.

To create an appliqué outline with Freehand Point Appliqué Outline

- Select the embroidery, then in the Appliqué window  click Freehand Point Appliqué Outline  and place points to draw the desired shape.

Create an appliqué outline with Freehand Point Appliqué Outline

- 1 Select an embroidery.
- 2 Open the Appliqué window  of the Control Panel .
- 3 Click Freehand Point Appliqué Outline .
- 4 Select a Color Command or Stop Command as a place to start the appliqué piece.
Note: When hovering over a Color Command you will see the stitching that follows it.
- 5 Place points to draw the outline.
Note: Hold down Command to place a corner point when creating or editing a line.
- 6 Control-click, and in the Context menu choose Finish Appliqué Outline. The Appliqué Selection dialog opens.
- 7 Select a fabric, then click OK to place the Appliqué Piece.

Add an Appliqué Fabric to a .VP3 Flower Bouquet Embroidery

- 1 Choose File > New to open a new window.
- 2 Click Change Hoop  and from the Universal Hoop Group, set the Hoop Size to 100mm x 100mm - Universal Square Hoop 1. Click OK.
- 3 Choose Edit > Insert > Insert Design and in the folder Home/Premier+2/Samples/Modify/Stitch load the 'Appliqué Bouquet' .vp3 format embroidery.
- 4 Choose View and ensure that Show Commands is selected.
- 5 Open the Design window  of the Control Panel .

- 6 There are three green color blocks at the top of the Color Select section. Use the pointer to highlight the names; they are all the same thread.

Note: The appliqué stitch lines in this embroidery are marked by Color Commands rather than Stop Commands.

- 7 Below the Control Strip, click Draw Next Color Block . The running stitch line outlining the embroidery is shown, with a Color command  marker at the top.

- 8 In the bottom left corner of the window, click the up arrow next to the numbers box to the right. At the top of the embroidery a second Color command marker  appears. *Note:* This is the start of the stitch line that secures the appliqué fabric.

- 9 Open the Appliqué window  of the Control Panel .

- 10 Click Freehand Point Appliqué Outline .

- 11 Click the second Color command marker  (the upper one).

- 12 Click to place points just outside the outline of the appliqué area.

Note: Hold down Shift to place a corner point. The second line of stitching lies just outside the first line, so add a slight margin for the fabric to be secured by this line.

- 13 Place the last point at the Color command where you started.

Note: Don't worry if your line is uneven; you can change it afterwards.

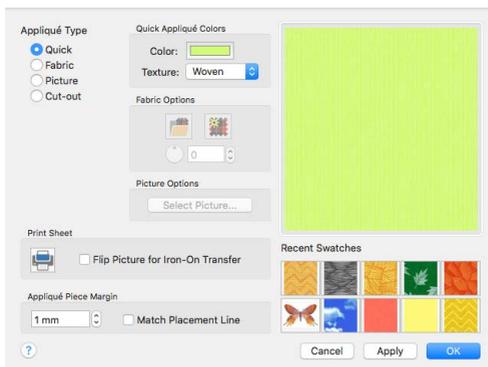
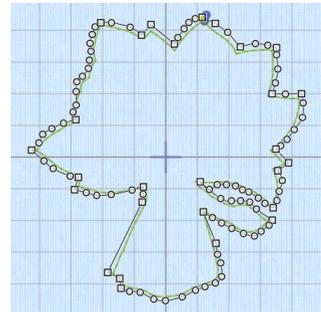
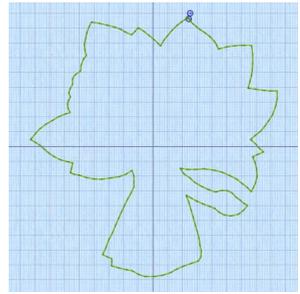
- 14 Move the points on the line to reshape it as desired.

- 15 Control-click and choose Finish Appliqué Outline. The Appliqué Selection dialog opens.

- 16 In Appliqué Type, ensure that Quick is selected.

- 17 Click Color, and in the Colors window, click Colored Pencils  to select the Colored Pencils color model.

- 18 Click the Honeydew pencil (a pale green).



- 19 Ensure that the Texture is set to Woven, then click OK. The appliqué piece can be seen in the work area, and the other appliqué options are available in the Control Panel.

- 20 Below the Control Strip, click Draw All Stitches .

- 21 Drag any points in your appliqué line that lie outside the edge of the embroidery, so that none of the fabric overlaps.
 Note: You can use Insert Points  to add points to this line, and Delete Points  to remove any unwanted points.
- 22 Click outside the embroidery. You can no longer see the outline of the appliqué piece.
 Note: Select Piece  is available. This indicates that the embroidery contains an appliqué piece.
- 23 Click Next Piece . Your appliqué piece is selected again.
- 24 Click Select Fabric . The Appliqué Selection dialog opens again, with your selected fabric previewed.
 Note: Use the Appliqué Selection dialog to change the fabric for existing appliqué. Audition new fabrics and visualize the effect using the Apply button.
- 25 Click Cancel to close the dialog.
- 26 Click Design Player , then click Play  to play the design from the beginning. The appliqué is placed after the first line of running stitch, and before the second line.
 Note: You can also view the structure of the embroidery using the sliders on the Control Strip.
- 27 Choose File >  > Save As (or  ⌘S).
- 28 Save the embroidery in your My Designs folder as Appliqué Bouquet with Fabric.vp4.
 Note: In .vp4 format the appliqué information is saved.
- 29 Close PREMIER+™ 2 Modify, then open it again.
- 30 Open the file you just saved. You can see the appliqué piece that you created.



Appliqué Hole

Use the Appliqué Hole functions to draw or place points to define a line of any shape to create a hole within the selected appliqué area. Select the desired Appliqué Piece so its points are displayed, then draw the hole.

Freehand Tablet Appliqué Hole

Use Freehand Tablet Appliqué Hole  to draw a line of any shape to create a hole within the selected appliqué area.

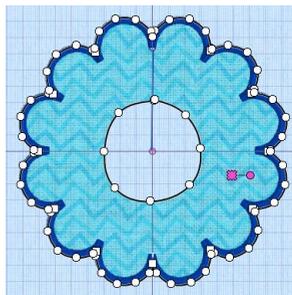
To create a hole in an appliqué area with Freehand Tablet Appliqué Hole

- In the Appliqué window, select an appliqué piece, click Freehand Tablet Appliqué Hole , then drag to draw a line to form the hole.

Draw a Hole in an Appliqué Area

- 1 Open the Border  window of the Control Panel .

- 2 In the Appliqué section, click Add Appliqué .
 - 3 Select the fabric of your choice, then use Border Shape  to draw an external border . See “Border Shape” on page 123.
 - 4 Open the Appliqué window  of the Control Panel .
 - 5 Select Freehand Tablet Appliqué Hole .
 - 6 Drag to draw a circle in the middle of your appliqué area.
 - 7 Control-click and choose Finish Appliqué Hole to create the hole.
- Note:* Hold down Command to place a corner point when adjusting a line defining a hole.



Freehand Point Appliqué Hole

Use Freehand Point Appliqué Hole  to place points to define a line of any shape to create a hole within the selected appliqué area.

To create a hole in an appliqué area with Freehand Point Appliqué Hole

- In the Appliqué window, select an appliqué piece, click Freehand Point Appliqué Hole , then place points to draw a line to form the hole.

Create a hole in an appliqué area with Freehand Point Appliqué Hole

- 1 Select an embroidery with appliqué.
 - 2 Open the Appliqué window  of the Control Panel .
 - 3 Click Select Piece , and then select the desired appliqué piece so its points are displayed.
 - 4 Click Freehand Point Appliqué Hole .
 - 5 Place points to draw the outline of the desired hole.
 - 6 Control-click and choose Finish placing appliqué hole to remove the fabric from the hole.
- Note:* Hold down Command to place a corner point when creating or adjusting a line defining a hole.
- 7 Click Freehand Point Appliqué Hole again to create further holes.

Express Appliqué

Use Express Appliqué  to automatically find appliqué stitches within the visible stitches in an existing embroidery and apply an appliqué fabric to them. Optionally, apply an overlap margin.

Note: Hide areas of the embroidery where you don't want appliqué added.

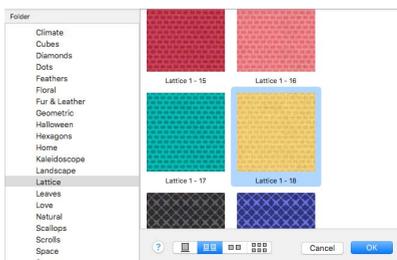
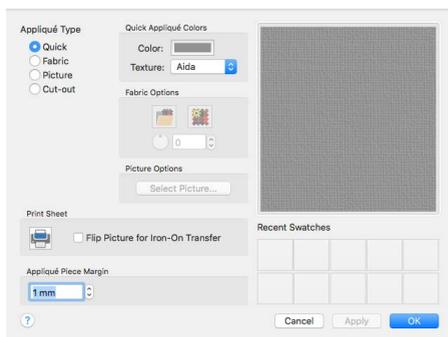
To add appliqué fabric to an existing embroidery with Express Appliqué

- In the Appliqué window, select an appliqué embroidery with no fabric, click Express Appliqué , then add a fabric in the Appliqué Selection dialog.

Add fabric to an existing appliqué embroidery with Express Appliqué

- 1 Choose File > New to open a new window.
- 2 Click Change Hoop  and from the Universal Hoop Group, set the Hoop Size to 240mm x 150mm - Universal Large Hoop 2. Set Orientation to Natural. Click OK.
- 3 Choose Edit > Insert > Insert Design to open an existing embroidery.

- 4 Browse to the folder Home/Premier+2/Samples/Premier+2Emb/Stitch and load the embroidery 'Sunshine Applique Large with Lettering'.
- 5 Click the Yes button when asked about fixing the design as an embroidery.
- 6 Select the Design  window of the Control Panel .
- 7 In the Design Select area, click the sun.
The lettering is shown in automatic ghost mode.
- 8 Open the Appliqué window  of the Control Panel .
- 9 Click Express Appliqué . The Appliqué Selection dialog opens so you can choose a fabric for your appliqué.
Note: Express Appliqué detects the pattern of Stop and Color Change Commands used by appliqué placement stitches and inserts appliqué fabric in that area.
- 10 In Appliqué Type, click Fabric.
- 11 Click Load Previously Saved Fabric  to load a fabric in the Viewer.



- 12 Browse to the folder General\Lattice.
- 13 Click the fabric Lattice 1 - 18, then click OK. The Viewer closes and the fabric is shown in the Appliqué Selection dialog.
- 14 Click OK to close the Appliqué Selection dialog. The fabric is shown under the sun's face, as if you had stitched it down as an appliqué.
- 15 In the toolbar, click Life View .
Note that the threads for the sun's face and lettering are white.
- 16 Click Solar Reactive . The white threads turn yellow and orange.
- 17 Choose File > Save and save the embroidery with the appliqué and background as 'Sunshine Large with Lettering and Applique'.
Note: The sun and lettering will be stored separately within this multipart embroidery, making further adjustment easier.



Select Piece

Use Select Piece  to select an Appliqué Piece to alter its shape and preview or adjust its fabric.

To select an appliqué piece

- Select an embroidery with appliqué and in the Appliqué window click Select Piece , and then click the desired Appliqué Piece.

Next Piece

Use Next Piece  to select the next Appliqué Piece in the stitchout order.

Note: Next Piece will select an appliqué piece even if no appliqué piece is currently selected.

To select the next appliqué piece

- Select an embroidery with appliqué, and in the Appliqué window click Next Piece .

Previous Piece

Use Previous Piece  to select the previous Appliqué Piece in the stitchout order.

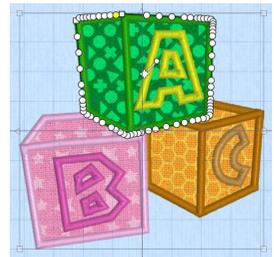
Note: Previous Piece will select an appliqué piece even if no appliqué piece is currently selected.

To select the previous appliqué piece

- Select an embroidery with appliqué, and in the Appliqué window click Previous Piece .

Select Appliqué Pieces

- 1 Click Hoop  in the toolbar and in the Universal Hoop Group set the Hoop Size to 100mm x 100mm - Universal Square Hoop I, then click OK.
- 2 Choose File > New to open a new window.
- 3 Choose Edit > Insert > Insert Design.
- 4 In the Open dialog browse to the folder Home/Premier+2/Samples/Premier+2Emb/Stitch and load the embroidery 'Blocks_fixed'.
- 5 Open the Appliqué window  of the Control Panel .
- 6 In the Appliqué window, note that the Select Piece button  is available. This indicates that there is at least one appliqué piece in the embroidery.
- 7 Click Select Piece , then click the A block. The points outlining the appliqué appear.
- 8 Drag one of the points to change the shape of the appliqué.
Note: You can change the shape of the appliqué area, but this does not affect the satin border.
- 9 Undo to return to the original shape.
Note: You can also use the Fabric Handle  to change the position and rotation of the fabric.
- 10 Click Next Piece . The letter B block is now selected.
- 11 Click Previous Piece  twice. First the A and then the C are selected.
- 12 Click Delete Piece . The appliqué fabric for the C block is removed, leaving the border lines for the brick.



Insert Points

Use Insert Points  to add new points into the currently selected Appliqué Piece.

To insert points into an appliqué piece

- In the Appliqué window, select the desired appliqué piece, then click Insert Points . With the plus pointer , click to add a point to the outline of the selected area. Control-click and choose Finish Insert Points, to finish adding points to the line.

Note: Hold down Command to place a corner point.

Delete Points

Use Delete Points  to delete points from the currently selected Appliqué Piece.

To delete points from an appliqué piece

- In the Appliqué window, select the desired appliqué piece, then click Delete Points . With the minus pointer , click to remove a point from the outline of the selected area. Control-click and choose Finish Delete Points, to stop removing points from the line.

Delete Piece

Use Delete Piece  to delete the currently selected Appliqué Piece with its outline.

To delete an appliqué piece

- In the Appliqué window, select the desired appliqué piece, then click Delete Piece . The appliqué piece is removed from the design.

Select Fabric

Use Select Fabric  to audition a fabric for the selected appliqué piece in the Appliqué Selection dialog.

To change the fabric for an appliqué piece

- In the Appliqué window, select the desired appliqué piece, then click Select Fabric  and change the fabric in the Appliqué Selection dialog. See “Appliqué Selection” on page 132.

Export Appliqué

Use Export Appliqué Pieces in the File menu to save or print appliqué outlines ready for cutting.

There are five export methods: save as SVG, DXF or FCM files for use in fabric cutters, save as VP4 or VP3 stitch files for use with INSPIRA™ Cutwork Needles, print as an outline template to cut around, print directly onto printable fabric or an iron-on transfer (this prints the image of the appliqué piece), or save as SVG files

with the fabric image placed as the fill for each shape (for use with fully customized layouts). See “Export Appliqué Pieces” on page 30 for more information.

Border and Appliqué Techniques

There are many ways the Border/Appliqué functions can be used creatively. Here are some suggestions you may wish to try.

Decorative Shapes

Use the Overlay option to simply add border or appliqué shapes as decorative additions to an embroidery. With the Overlay option, shapes can be added to the embroidery in any position. Hence, several small border or appliqué shapes can be added to the sides.



Alternatively, add overlays within the embroidery to surround elements of the design.

Appliqué Patch within Bordered Embroidery

First create an External Border around the embroidery. Then create either an Internal Appliqué or Overlay Appliqué.

Multiple Appliqué Patches

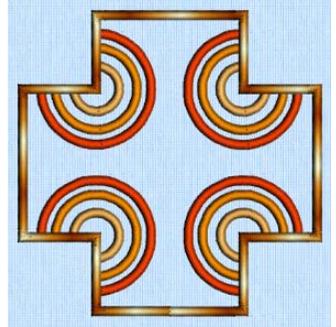
Create as many appliqué areas as desired. When stitching out, the appliqué fabric inserts are placed in the reverse order to the order the appliqué areas were created.

Note: If you wish to have overlapping appliqué areas, it is recommended to select the second appliqué method in Border Options, as this will show the changes to the shapes of overlapped areas when you stitch out the embroidery. It is also recommended to play through the embroidery with the slider bars or the Design

Player, so that you can anticipate the order in which the appliqué areas will be created.

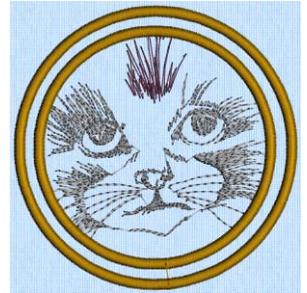
Drawing Border Shapes as the Design

Start a New embroidery. Draw the first border shape as desired, choose External Border, and click Apply. A new embroidery is created that only consists of the border. Add further border shapes as desired, generally using the Overlay Border option. Use the Edit functions with Copy and Paste to make identical copies of the same shape. Use External and Internal border where you wish to cut through previously created border shapes.



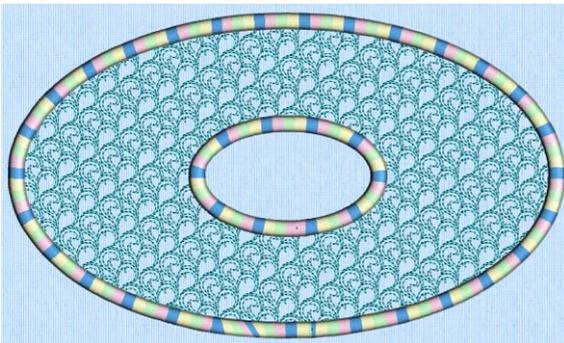
Double Border

Create the same border shape twice, one around the other, to make a double border. This is effective as an alternative type of frame, and works best with simple border shapes. Create the inner border first. This effect looks best if the border width and the gap between the double borders are approximately the same.



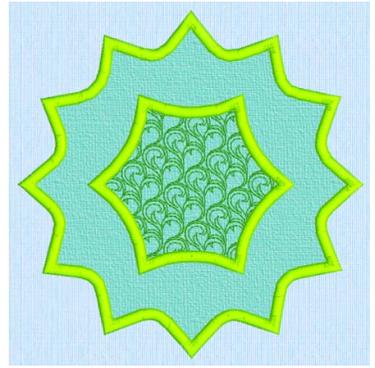
Border Donut

For this effect, create a small Internal Border and a large External Border. Hence, a small hole is cut from the middle of the overall embroidery shape, like the hole in a donut. This is particularly effective with lightly stitched fill effects created using Object editing features, or in PREMIER+™ 2 Create.



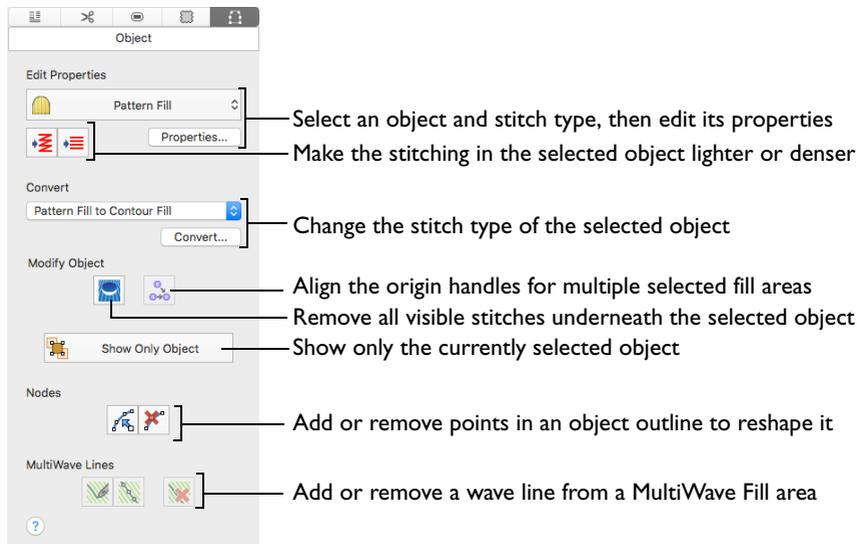
Double Layer Appliqué

Use this to create double layers of appliqué fabric using a smaller inner appliqué shape over a large outer appliqué shape. Draw the inner appliqué shape first. This can be created with any of the appliqué options to give different effects. Then create the outer appliqué shape, usually as External Appliqué. When stitching out, the larger piece of appliqué fabric is stitched down first and trimmed, and then the inner piece is placed over it.



This chapter tells you how to select and edit areas and lines as stitch objects, changing their properties.

You may want to edit areas and lines as objects, changing their properties; for example a fill type, density or pattern.



To Select an Object for Editing

- Select the Object  window, click inside the desired area to select the object, then change the outline of the object, or Control-click to access and change its properties.

Note: If an object is difficult to select, use the Control Strip features. Alternatively, use Show Only Object  to hide other objects, then select it.

To learn how to	Go to
Select objects	See “Select an Object to Edit” on page 161.
Change the properties for an object	See “Edit Properties” on page 162.
Use area types	See “Area Types” on page 165.
Change outlines to areas	See “Edit Lines and Areas” on page 168.
Use MultiWave lines	See “MultiWave Lines” on page 173.
Adjust and display objects	See “Modify Object” on page 175.

Select Objects

In the Object window in PREMIER+™ 2 Modify, designs are made up of a sequence of lines and areas (e.g. stitch lines, fills and columns). Each area, line or column is defined by a number of points.

Select an Object to Edit

- 1 In the Object  window of the Control Panel , move the pointer over the embroidery and you will see the points and outlines of the different areas.
- 2 Click  inside a line or an area to select the object. The Edit Properties section of the Object window will show what object type it is.
Note: To select multiple areas, hold down the Command key when selecting. It is often helpful to use Draw Previous Color Block  or Draw Next Color Block  to isolate areas for object editing.
- 3 After locating the desired object, drag its points to change the shape of the object. You can insert extra points  or delete unwanted points  in the selected object.
- 4 Alternatively, click the Properties button or Control-click the object and choose Edit to access a dialog to alter properties such as Fill Pattern or Stitch Length.

Change Object Settings

Change the Settings for an Object

- 1 Open an embroidery.
- 2 Select the Object  window of the Control Panel . The pointer changes to the Object Select  pointer.
- 3 Move the pointer until the desired area is highlighted, then click to select the object. You can use Command-click to select more than one object at a time.
Note: The object type is displayed in the Edit Properties and Convert sections of the Control Panel.
- 4 Control-click the object to view a context menu.
If you have selected more than one object type, you can choose the desired type in the context menu.
- 5 Choose the stitch type properties from the top of the context menu. The properties dialog for that stitch type is displayed.
- 6 In the properties dialog make the desired changes, and click OK to save the changes.

Convert an Object and Change its Settings

- 1 Open an embroidery.
- 2 Select the Object  window of the Control Panel . The pointer changes to the Object Select  pointer.
Note: To make it easier to select the desired object, use the color worksheet and slider bars to hide other objects.
- 3 Move the pointer until the desired area is highlighted, then click to select the object.
Note: To change the properties of the selected object, Control-click on the work area and select the object type from the context menu to view the properties dialog.
- 4 To convert the selected object, choose the desired object type from the Convert menu in the Object window and click Convert.
Alternatively, Control-click the object and select a stitch type from the context menu.

The properties dialog for the converted object appears. Make any desired changes.

- 5 To make further changes to the properties for a converted object, click Properties while the object is still selected, or Control-click and select the stitch type. The properties dialog for the object type appears.
- 6 Change the settings in the properties dialog then click OK to apply the new settings. Click Cancel if you decide not to save the new settings.

Note: When a design is saved and reopened, the pattern in a Pattern Fill is no longer detected. In lightly stitched fill types such as Contour Fill and MultiWave Fill, the fill will be detected as running or double stitch lines, not as a fill. Ensure that you make all desired changes before saving.

Edit Properties

The stitch type for the currently selected object is shown in the Edit Properties area.

Note: If more than one object is selected, further stitch types can be seen in the stitch type pop-up menu.

Properties

To change the properties for the selected stitch type, click the Properties button, or select Properties from the context menu. The Properties dialog for the stitch type will appear.

Lighter Density

Use Lighter Density  to make the stitches in the currently selected object(s) more open. When clicked, the density value is increased by 1.

To decrease the stitch density

- Select an object in the Object window. Click Lighter Density  to make the stitching in the selected object more open.
- Choose Object > Lighter Density.

Heavier Density

Use Heavier Density  to make the stitches in the currently selected object(s) more closed. When clicked, the density value decreases by 1.

To decrease the stitch density

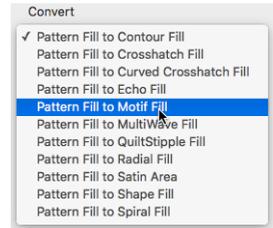
- Select an object in the Object window. Click Heavier Density  to make the stitching in the selected object more closed.
- Choose Object > Heavier Density.

Convert

Use the Convert function to change the currently selected object to another stitch type.

Select the object that you want to convert, then select a new stitch type from the pop-up menu.

Note: If more than one object is selected, there may be more than one stitch type to convert from.



Convert an object

- Click the Convert button and the stitch type properties dialog will appear. Select the desired properties and click OK to change the stitch type. See “Change Bumblebee Wings to Contour Fill” on page 209.
- Alternatively, Control-click and select the new stitch type from the context menu.

Stitch and Area Types

Stitch types in the following two groups may be changed to any other stitch type in either of these groups:

Lines

- Running Stitch
- Double Stitch
- Double Zigzag Stitch
- Triple Stitch
- Satin Line
- Motif Line

Areas

- Pattern Fill
- Motif Fill
- Shape Fill
- Radial Fill
- Spiral Fill
- QuiltStipple Fill
- Contour Fill
- Crosshatch Fill
- Curved Crosshatch Fill
- MultiWave Fill
- Echo Fill
- Satin Area

Note: When converting to a Satin Area, any holes in the fill area will be lost.

Columns

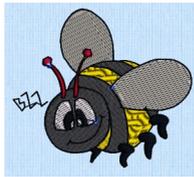
Objects in the this group may be changed to any other stitch type in the group:

- Satin Column
- Feathered Satin
- Richelieu Bars
- Tapered Motifs

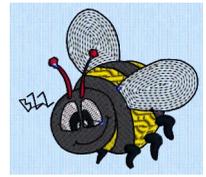
Note: Any Column can be changed into a Satin Area, but it cannot be changed back.

Area Types

Pattern Fill  areas contain small stitches with repeating patterns, which can be selected from the system fill patterns.



Contour Fill  areas use contour stitch lines. Vary the gap between stitch lines and the length of the stitches, use running, double or triple stitch.

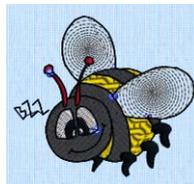


Shape Fill  areas use one of 75 different shapes. Vary the stitch density, use running stitch or motif lines for the fill.

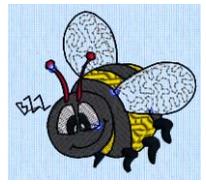


Radial Fill  areas use a pattern of radiating lines from an origin point that can be moved. Vary the stitch density.

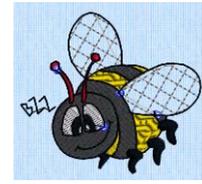
Spiral Fill  areas use a spiral pattern from an origin point that can be moved. Use constant or gradient density.



QuiltStipple Fill  areas use stipple stitch in curved or straight lines. Vary the gap between stitch lines, use running or triple stitch.

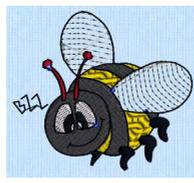


Motif Fill  areas contain repeated small stitches placed using one of the Universal or machine motif patterns. The motifs can be at any angle and at different sizes, and can be varied on alternating lines.



Crosshatch Fill  areas use diamond, square and parallel crosshatch patterns, or select the angles. Set the gap, style, line angle, stitch type and stitch length. Crosshatch fill is often used for lace designs.

MultiWave Fill  areas use a wave pattern defined by a line, or lines, drawn on the fill area. Vary the density, or use a motif for the stitch lines.



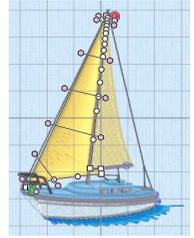
Echo Fill  areas use echo lines within or around a shape. Use rounded, square and diagonal corners, and set the gap between the echo lines.



Curved Crosshatch Fill  areas use a mesh of curving lines. Vary the curve and the gap between the lines, and use running, double, triple or motif lines.

Satin Areas

Satin Areas  contain zigzag stitches that fill the area from one end to the other at the same density. The stitch angle changes with the shape of the area, and can be adjusted as desired. Choose automatic edge walk and/or zigzag underlay.



Note: Convert Satin Areas into any type of fill area.

Columns

Note: Columns may be converted into Satin Areas, but Satin Areas cannot be converted into any type of column.

Satin Column

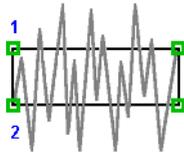
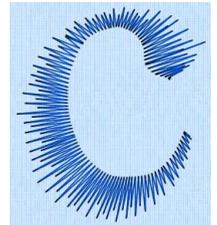
Use Satin Column  to create a straight or curved column of parallel stitches. The column may be of any length.

Note: The recommended maximum length for satin stitches is around 8-10mm, otherwise the stitches may be loose and not lie flat. To create satin wider than this, either overlap satin columns, or use a satin area.

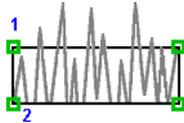


Feathered Satin

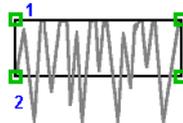
For lifelike realistic feathers or fur, use Feathered Satin , where the start and end points of the stitches are random rather than all parallel. Feathered satin may also be created with only one side feathered – the side where the first (A) or second (B) point was placed.



Feathered Both
Sides



Feathered Side A

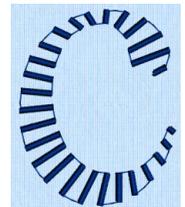


Feathered Side B

Richelieu Bars

Use Richelieu bars  to create a column of short sections of satin perpendicular to the direction of the column. Choose the number of bars, and the width of the satin.

Richelieu bars are typically used for cutwork designs.



Tapered Motifs

Use Tapered motifs  to create a line of motifs that vary in size according to the width of the column.

Tapered motifs are often used in lace designs.



Line Types

Running, Double and Triple Stitches

Set Running Stitch  from 0.3-12mm in 0.1mm steps. Set Double , Double Zigzag  and Triple  stitch to any length from 1mm to 12mm.



Running



Double



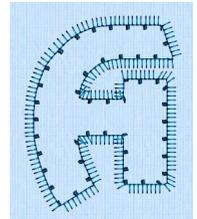
Triple

Running may also be set to cutwork needles.

Double Zigzag is a special stitch type, recommended for lace. A running stitch line is retraced in a zigzag pattern to create a mesh.

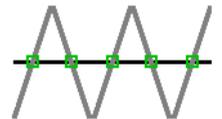
Motif Line

Motif lines  are lines of the chosen Universal or machine motif patterns.



Satin Line

Create Satin lines  where a line or border of satin stitches of constant width is desired. The line is created along the center of the chosen line.



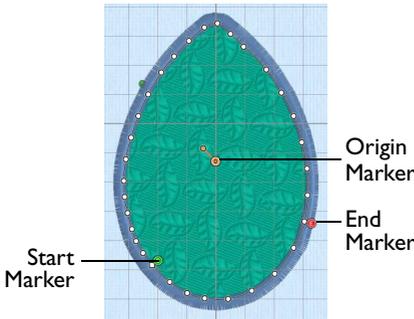
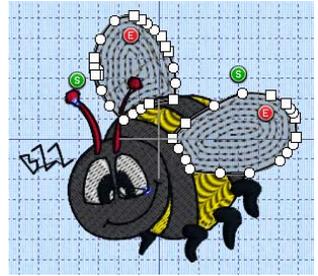
Edit Lines and Areas

The shape of a line or area can be changed in the Object window by moving the points that define its outline.

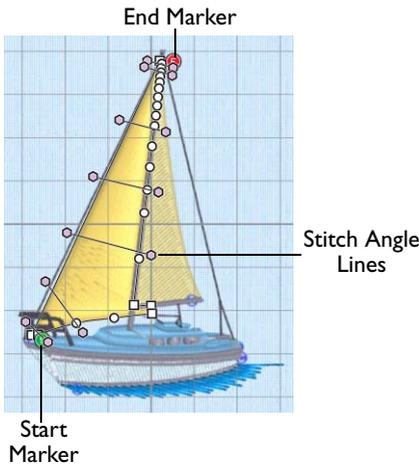
Move the pointer until the desired area is highlighted, then click to select it on the work area. When the desired line or area is selected, its points can be moved. The points are shown as small circles or squares.

Note: Square points are used for straight sections and corners. Round points are used for curves.

Objects such as fill areas, running stitch and satin lines, can have any number of points, and points may be inserted and deleted, allowing greater control over their shapes. The start and end points for fill and satin areas can be changed, typically to reduce the need for trimming. Satin areas have angle lines that are used to control the satin angle.



Fill areas have as many points as needed to define their outlines, and also have moveable start, end and origin markers

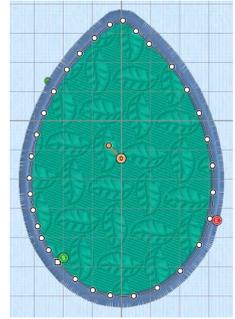


Satin areas have moveable start and end markers and adjustable stitch angle lines

Move Points

The points that define the currently selected stitch object (satin column, fill area, running stitch, etc.) are shown as small squares and circles.

The object type is shown in the Edit Properties area of the Object window. The points used to start and end fill and satin areas are shown by the start  and end  markers. Some types of fill areas also have an origin, marked by an orange circle . Satin areas also have stitch angle lines with pink ends. For Pattern Fill areas, the origin marker has a handle .



Note: To choose an object to edit, move the pointer until the desired area is highlighted, then click it on the work area.

Once the points are shown, drag the squares or circles to move them. The first point is shared with the previous object, and last point is shared with the next object, so moving these will also change the shape of those objects.

When a different point is selected for the start or end of a fill or satin area, a movement stitch (trim) may be added to prevent the previous or next object changing shape.

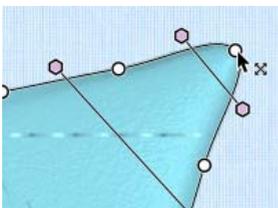
Note: Moving the points that define a satin area may also affect the stitch angle lines, but moving the stitch angle lines does not affect the shape of a satin area.

Make Lines Straight or Curved

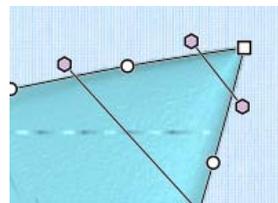
The outlines defining most types of lines and areas can have both curved and straight sections:

To have any curves, lines must be defined by at least four points. The first point of a fill or satin area is always a 'corner' (square) point. The first and last pair of points for a column are always square.

To change a curve (round) point to a square point, hold down the Shift key and click the point without moving it. When adjacent points are corners, the line between them will be straight. This is useful if, for instance, a point was not added as a corner at the desired place on a fill area or stitch line.



Point is a curve



Point is a corner after Shift-click

To change a corner point to a curve (round) point, simply click the point without moving it. There must be at least two round points next to each other to make the lines curved, so if there is one round point between two square points then the lines to the round point will be straight.

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

Move the Start and End Points for Areas

The start and end points for fill and satin areas are shown by circular markers. The start marker  is on the inside of the object, and the end marker  is on the outside of the object.

Move a start or end point

- Drag the start or end marker to the point that you wish to use as the new area start or end point. Drop at the desired point. The position of the marker changes.

Note: The marker snaps to the nearest point on the edge of the object. If an area does not have a point in the desired position, use Insert Points  to add an extra point.

Move the Origin for Areas

Some types of fill areas have an origin, marked by an orange circle . This is used to move the start point for the pattern in a pattern fill, or the center point for Radial fill, Spiral fill and Shape fill types. For Pattern Fill, the origin marker also has an adjustment handle to set the angle of the pattern .

Note: This means you can control how the pattern is repeated in a pattern fill area.

For Radial fill, Spiral fill and Shape fill areas, the origin can be moved. This sets the start point for the fill, such as the point from which stitches radiate on a Radial fill.

Note: Use Align Origin Handles  to align the origin for multiple fill areas.

Change the Stitch Angle for Satin Areas

Satin areas have stitch angle lines that show and adjust the angle of the stitches across the area. The stitch angle lines have pink handles at each end that are used to adjust each line individually.

Moving angle lines

- Drag a pink handle to the desired point. The position of the angle line changes.

If the line does not move, this is because the new end point is not usable. This will happen if, for example, you attempt to force two angle lines to cross each other within the area.

Deleting angle lines

- To delete angle lines, click Delete Points  then click the pink handle at either end of the line to be deleted. Control-click and choose Finish Delete Points Tool when you have finished deleting angle lines and/or points.

Note: A satin area must have at least one angle line. Therefore, the last angle line may not be deleted.

Nodes

Insert Points

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

Points may be inserted into all line and area types. They may also be inserted into MultiWave lines.

Note: A pair of points is inserted when Insert Points is used on a column.

Insert a point in the selected object

- Click the Insert Points icon , then click the position on the selected object where you want to add the point.
- Choose Object > Insert Points, then add points to the selected object.

Control-click and choose Finish Insert Points Tool to finish.

Change the Shape of the Bumblebee's Wing

- 1 If required, choose File > New.
- 2 In the folder Home/Premier+2/Samples/Modify/Stitch load the 'Bumblebee 2' embroidery.
- 3 Select the Object  window in the Control Panel . The pointer changes to the Object Select  pointer.
Note: All of the icons are unavailable (dimmed) as no area of stitches is selected.
- 4 Move the pointer until the upper wing is highlighted, then click to select it.
- 5 Zoom in so you can see the points with space between them.
- 6 Click the Insert Points icon . The pointer changes to the add points pointer .
Note: The Insert Points icon is only available for objects that can have points inserted.
- 7 Click an empty place along the line defining the outline of the wing. A new round point is inserted, and the wing changes slightly.
- 8 Click to place a point well outside the area of the wing. The fill area changes to include the new point.
- 9 Click to place any further desired points.
- 10 Control-click and choose Finish Insert Points Tool to deselect Insert Points. The Object Select pointer reappears.
- 11 Drag to move any of the points in the wing to further alter its shape.
- 12 If desired, click the Insert Points icon  again and repeat.
- 13 Close without saving.

Delete Points

Use Delete Points  to delete points from the currently selected line.

Note: Points may be deleted from all line and area types. Points may also be deleted from MultiWave lines.

Note: You may not delete all the points for an object. A fill or satin area must have at least three points. Satin border, motif lines and running, double and triple stitch lines must have at least two points. A satin area must also have at least one angle line.

Delete points from the selected object

- Click the Delete Points icon , then click the points on the selected object that you want to delete.
- To remove stitch angle lines from satin areas, click the Delete Points icon  and click one of the pink handles at either end of the line.

Control-click and choose Finish Delete Points Tool to finish.

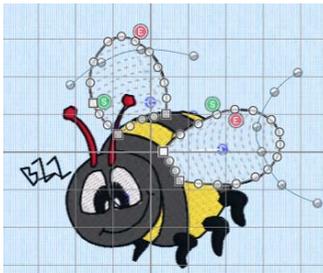
Remove Points from the Wing Outline

- 1 If required, choose File > New.
- 2 In the folder Home/Premier+2/Samples/Modify/Stitch load the 'Bumblebee 2' embroidery.
- 3 Select the Object  window in the Control Panel . The pointer changes to the Object Select  pointer.
- 4 Move the pointer until the upper wing is highlighted, then click to select it.
- 5 Zoom in so you can see the points with space between them.
- 6 Click the Delete Points icon . The pointer changes to the delete points pointer . The Delete Points icon is only available for objects that can have points deleted.
- 7 Click the points you wish to delete. They are removed and the wing changes shape accordingly.
To remove an angle line for a satin area, click the pink handle at either end of the line.
Note: You cannot remove the Start and End points for an object.
- 8 Control-click and choose Finish Delete Points Tool to deselect the function.
- 9 Drag to move any of the points in the object to alter its shape.
- 10 If desired, click the Delete Points icon  again and repeat.
- 11 Close without saving.

MultiWave Lines

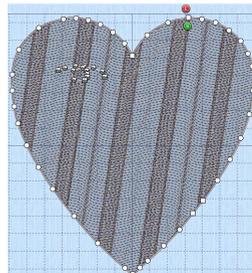
Freehand Tablet MultiWave Line

Use Freehand Tablet MultiWave Line  to draw a line that shapes the wave patterns in a MultiWave Fill.



MultiWave Fill areas, using two MultiWave Lines to shape the flow of the fill within the wings.

See “Change Bumblebee Wings to MultiWave Fill with a Wave Line” on page 195.



MultiWave Fill, using a short MultiWave Line to add texture to an embroidery

Use a long line to position the stitch lines in an embroidery, or use a short line to add texture to the stitching. The lines do not have to be within the fill area, however they should not cross each other. Vary the density or use a motif to change the effect.

Draw a Freehand MultiWave Line

- Select a MultiWave Fill area and click Freehand Tablet MultiWave Line . Draw a line across the area. Control-click and choose Finish Freehand Tablet MultiWave Line to finish.
- Choose Object > Freehand Tablet MultiWave Line, and draw a line in the selected MultiWave object. Control-click and choose Finish Freehand Tablet MultiWave Line to finish.

Draw a Wave Line on a MultiWave Fill Area

- 1 With a MultiWave Fill area selected, click the Freehand Tablet MultiWave Line  icon.
- 2 Draw a line over or near the selected area.

The MultiWave line appears on the fill, with the first and last points as a squares. The other points are circles if the line is curved, and square if the line is straight. The wave patterns in the fill follow this line.

Note: You can move points after the line has been created. To add or remove points, use Insert Point  or Delete Point .

- 3 Repeat to place as many MultiWave lines as desired.

Use Delete MultiWave Line  to remove a MultiWave line. See “Delete MultiWave Line” on page 174.

Freehand Point MultiWave Line

Use Freehand Point MultiWave Line  to place points to form a line that shapes the wave patterns in a MultiWave Fill.

Draw a Freehand MultiWave Line

- Select a MultiWave Fill area and click Freehand Point MultiWave Line . Place points to draw a line across the area. Control-click and choose Finish Freehand Point MultiWave Line to finish.
- Choose Object > Freehand Point MultiWave Line, and place points to draw a line in the selected MultiWave object. Control-click and choose Finish Freehand Point MultiWave Line to finish.

Place Points for a Wave Line on a MultiWave Fill

- 1 With a MultiWave Fill area selected, click the Freehand Point MultiWave Line  icon.
- 2 Click to place your first point.
The point appears automatically as a small hollow yellow square.
- 3 Click to place a second point.
The new point is a yellow circle, the first point is now white.
Note: Yellow is used for the most recently placed point.
- 4 Continue placing points along the desired path.
Curved lines are created automatically. For corners and straight sections, hold down the Shift key.
- 5 Control-click and choose Finish Freehand Point MultiWave Line to place the line. The MultiWave line appears on the fill, and the wave patterns in the fill follow this line.
You can move points after the line has been created. To add or remove points, use Insert Point  or Delete Point .
- 6 Repeat to place as many MultiWave lines as desired.
Use Delete MultiWave Line  to remove a MultiWave line. See “Delete MultiWave Line” on page 174.

Delete MultiWave Line

Use Delete MultiWave Line  to delete one or more MultiWave lines from the currently selected MultiWave Fill area.

Deleting a MultiWave Line

- Click Delete MultiWave Line , then click one of the nodes in the line to be deleted. Control-click and choose Finish Delete MultiWave Line to finish deleting MultiWave lines.

Remove a MultiWave Line

- 1 Select a MultiWave Fill area containing one or more MultiWave lines.
- 2 Click the Delete MultiWave Line icon .
- 3 Click a node point (square or circle) on the line you wish to delete. The wave line is deleted.
- 4 Control-click and choose Finish Delete MultiWave Line to deselect the function.
- 5 If desired, click the Delete MultiWave Line icon  again and repeat.

Modify Object

Remove Underlying Stitches

Use Remove Underlying Stitches  to remove all visible stitches within the area of the selected object, excluding stitches in the object itself, and those stitched out after it.

Use Remove Underlying Stitches to remove the packing stitches under a fill before converting it to a lightly stitched fill such as MultiWave Fill.

See “Change Bumblebee Wings to MultiWave Fill with a Wave Line” on page 195.

Note: Remove Underlying Stitches can be used to remove existing underlying stitches before adding new underlay.

Removing underlying stitches

- Select a fill area, then click Remove Underlying Stitches .

Align Origin Handles

Use Align Origin Handles  to align the patterns or focal points of multiple fill areas. It places the orange origin  handles of the fill areas in the same position as the handle of the object that is last in the stitching order.

Note: Align Origin Handles is useful when aligning fill patterns for Pattern Fill or focal points for Shape, Radial and Spiral Fill.

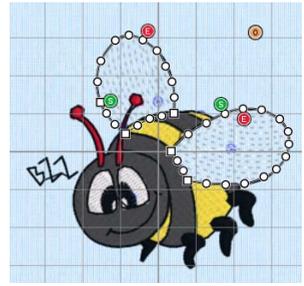
Aligning origin handles

- Select a fill area and move its origin handle to the desired position. Use Command-click to select the areas to be aligned, and click Align Origin Handles .

Align the Stitching in Bumblebee Wings

- 1 If required, choose File > New.
 - 2 In the folder Home/Premier+2/Samples/Modify/Stitch load the 'Bumblebee 2' embroidery.
 - 3 Select the Object  window in the Control Panel . The pointer changes to the Object Select  pointer.
 - 4 Click the upper wing to select it.
 - 5 In the Modify Object area, click Remove Underlying Stitches .
 - 6 Then click the lower wing to select it and click Remove Underlying Stitches .
- Note:* Remove Underlying Stitches removes any underlay stitches, or other stitches, under a fill area. This will enable you to see the stitch lines clearly in the Spiral Fill you are about to create.
- 7 Select the upper wing, then use Command-click to select the lower wing.

- 8 In the Convert pop-up menu, select "Pattern Fill to Spiral Fill".
- 9 Click Convert. The Spiral Fill properties dialog appears.
- 10 Set Density to 15.
- 11 Click OK. The bumblebee's wings now use spiral fill.
- 12 Click Align Origin Handles  to align the origin handles for the selected areas.
- 13 Move the orange origin handle  above the lower wing. The spiral pattern follows the origin point.
- 14 Click Align Origin Handles  again to align the origin handles in the new position. The focal point is now the same for both wings.



Display

Show Only Object

Use Show Only Object  to move the handles on the slider bar so that only the selected object can be seen.

Show a single object

- Click an object to select it, then click Show Only Object . Only the object that you selected can be seen.

Select a Racket Handle

- 1 If required, choose File > New.
- 2 In the folder Home/Premier+2/Samples/Modify/Stitch load the 'Racket' embroidery.
- 3 Select the Object  window in the Control Panel . The pointer changes to the Object Select  pointer.
- 4 Look at the Control Strip. All of the colors in the embroidery can be seen, and the stitch count is over 1500.
- 5 Move the pointer over the racket handle until its points appear, and click to select it.
- 6 Click Show Only Object . Only the handle of the racket can now be seen, as only the stitches in the handle are selected.
- 7 Click Ghost Mode . You can now see the rest of the stitches in pale colors. Using Ghost Mode enables you to work with part of the embroidery, without affecting other parts.

Stitch Types and Properties

This chapter describes how you can change the properties for many line and fill stitch types in embroideries.

You can change the properties for many line and fill types in the Object window in the properties dialog. Alternatively, convert a line or fill type to another line or fill type, then change its properties.

Select the properties for a stitch type

- Select a line or area. Control-click and choose Edit. The properties dialog for that stitch type appears.

Stitch Type

You can change the properties for many line and fill types in the Object window, and convert them to other line or fill types.

Fills

You can use Convert to change between the Fill stitch types:

- Pattern Fill
- Motif Fill
- Shape Fill
- Radial Fill
- Spiral Fill
- QuiltStipple Fill
- Contour Fill
- Crosshatch Fill
- Curved Crosshatch Fill
- MultiWave Fill
- Echo Fill

You can also convert to Satin Area.

Note: When you save and reload a design, lightly stitched fill areas such as Contour Fill and Motif Fill are no longer recognized as fill areas. (This is because they are so lightly stitched they are detected as running or double stitch lines.) Ensure that you make any further changes before saving.

Pattern Fill

A pattern fill area is an area of stitching where the threads all lie parallel to each other, and that has stitch points inserted to create different types of patterns. The density and color can also be changed with single gradient density and multigradient density.

Add new Patterns using Manage My Fills in PREMIER+™ 2 Create (if PREMIER+™ 2 ULTRA is owned).

The patterns may be simple textures or decorative shapes. A satin-effect pattern (pattern number 36 in Standard 3) is also available.



Pattern Fill Area with Pattern 107 from Diamonds

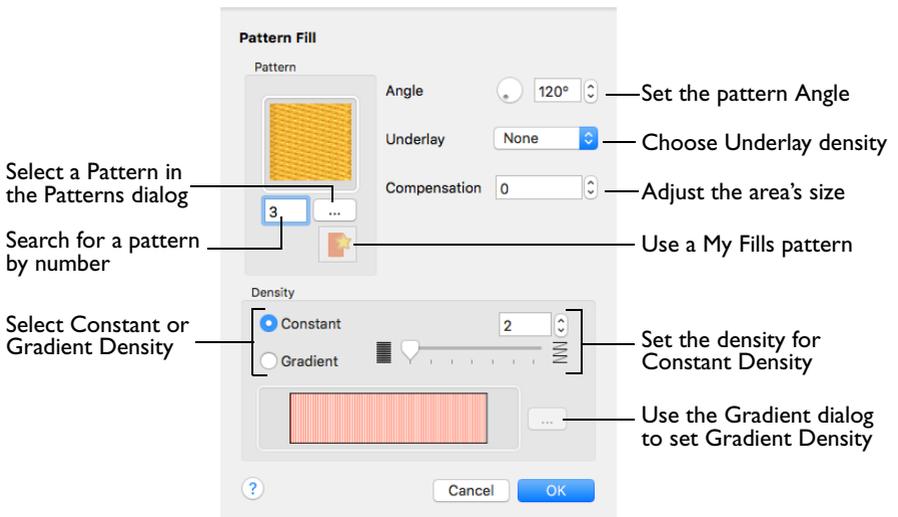
Change the properties for a pattern fill area in the Pattern Fill properties dialog.

To show the Pattern Fill dialog

- Click a pattern fill area so that the points defining its shape are shown, then Control-click and choose Edit Pattern Fill.
- Click a pattern fill area so that the points defining its shape are shown, then choose Pattern Fill in the pop-up menu in the Edit Properties section of the Object window, and click Properties.

Pattern Fill

Use the Pattern Fill dialog to set the properties on a pattern fill area.



Pattern

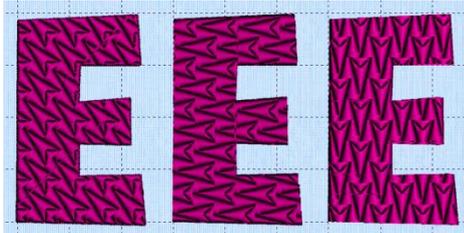
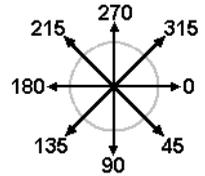
Choose a fill pattern in the Pattern dialog.

Use the Options tab to see and change the settings for fill angle, underlay and compensation.

Angle

The angle of the fill pattern, as shown by the rotational slider and numbers box. The thread is at a right angle to the fill pattern. You can set the Angle from 0 to 359 degrees.

Note: The fill angle also affects the orientation of a gradient fill.



The example shows pattern number 56 with the fill angle set to 45, 90 and 180 degrees.

Underlay

Underlay is a low density fill that is perpendicular to the stitches of the actual fill area. It is useful for stabilizing large fill areas.

Note: Underlay stitches are not generated for areas using gradient density. However it can be selected, as you may change the area to constant density. Underlay is only generated when stitches are created.

- Choose None, Low, Medium or High density underlay from the pop-up menu.

Compensation

Compensation is used to make an area 'bolder' by increasing its relative size. The higher the number, the bolder the area appears. The initial setting is 0.

- Click the arrows to set Compensation from 0 to 20, or enter a value in the numbers box.

Density

Constant density creates a uniform fill at the chosen density. Gradient density creates a fill with varying density or color.

- Select between Constant and Gradient density.

Setting Constant Density

The lower the number, the closer together the stitches and the more stitches are produced. You can set Density from 2 to 40.

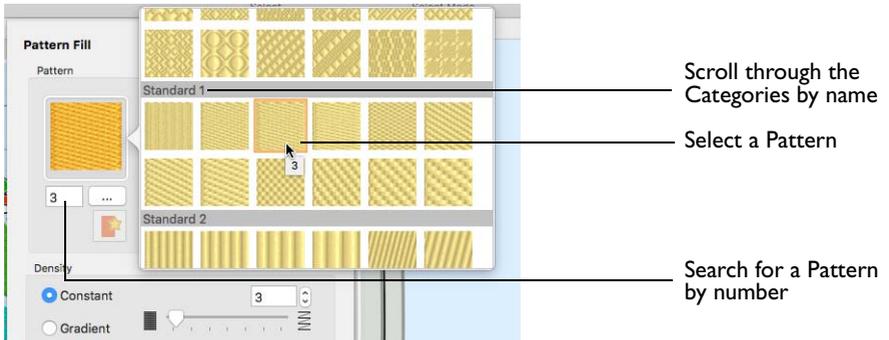
- Select Constant, then use the slider or the numbers box to set the Density.

Setting Gradient Density

- Select Gradient, then click the ellipsis button (3 dots) to open the Gradient dialog. See “Gradient” on page 182.

Pattern

Use the Pattern area to select the desired pattern category and number for fill a area.



Selecting a Pattern

The first pattern in a Category is selected each time a new Category is shown.

- Scroll through the pattern Categories, then select a pattern.
Note: To use a Pattern from those you have imported in PREMIER+™ 2 Create, select a My Patterns category.
- Enter a Pattern number directly in the Pattern box.

For more information, see “Fill and Satin Patterns” on page 233.

Add a Pattern to a Bumblebee Stripe

- 1 If required, choose File > New.
- 2 Choose Edit > Insert > Insert Design.
- 3 Browse to Home/Premier+2/Samples/Modify/Stitch and load the 'Bumblebee 2' embroidery.
- 4 Select the Object  window of the Control Panel . The pointer changes to the Object Select  pointer.
Note: All of the icons are unavailable (dimmed) as no area of stitches is selected.
- 5 Move the pointer until the lower part of the middle yellow stripe on the bumblebee is highlighted, then click to select it.

- 6 Hold down Command and click to select the upper part of the yellow stripe.

Note: The points defining most of the striped areas appear, together with the colored fill pattern origin  marker, and start  and end  points.

The front and back stripes are too small to show a pattern, therefore do not select them.

- 7 In Edit Properties, click the Properties button. The Pattern Fill properties dialog appears.

Note: The Pattern Fill properties dialog enables you to set the properties for the pattern fill.

- 8 In the Pattern Fill dialog, click the ellipsis (3 dots) button to view the fill patterns.

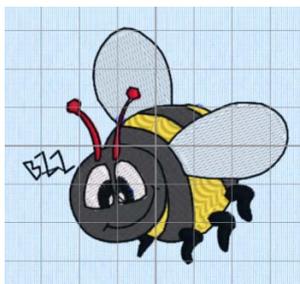
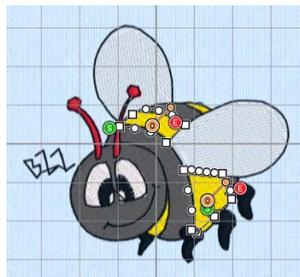
- 9 In the patterns viewer, the fill category is currently set to Standard 1. Scroll down to the 'Waves 1' category.

- 10 Click the pattern sample in row 1, column 2. The pattern number changes to 230.



Note: Patterns may also be selected directly by entering the desired pattern number in the Pattern box.

- 11 Click OK to see the new pattern in the bumblebee stripe.
- 12 Click outside the bumblebee to see the pattern clearly.

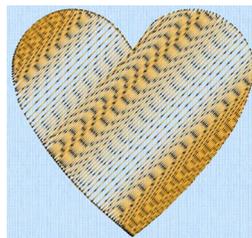


Gradient

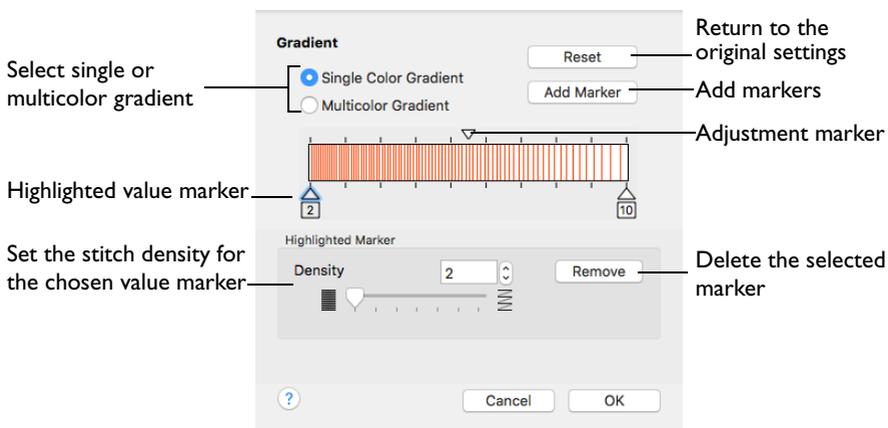
Use the Gradient dialog to see and change the gradient density or the color gradient of a fill.

Single Color Gradient

Use Single Color Gradient to change the density across a fill with only one color. Set a value for the start and end density markers for the fill, and the density gradually changes between the two values. Add multiple markers for a more complex pattern. The higher the value, the less dense the fill.



Use the adjustment marker above the gradient bar to change the gradient across the fill.



The markers can each take a value of 2 to 40, which means you can reverse the gradient simply by swapping the start and end values. A higher value means the fill is less dense.

The initial start marker density setting is 2, and the end marker density setting is 8.

Reset

Return to the initial settings.

Add Marker

Add Marker places a new value marker below the gradient bar, and an extra adjustment marker above the gradient bar. The initial value for the marker is between the existing markers. Any combination of density values is possible across a fill area.

- Click Add Marker to add new markers, then edit the density value and move the value and adjustment markers as desired.

Density

Set the fill density. The higher the number, the less dense the fill.

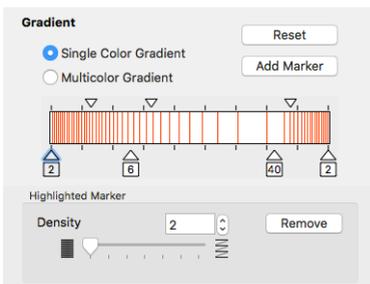
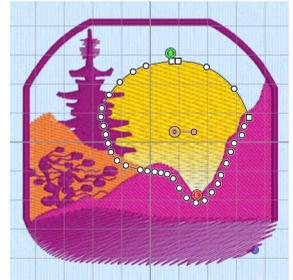
- Use the slider or the numbers box to set the Density of the stitching from 2 to 40.

Remove

Click Remove to delete the highlighted marker.

Use Single Gradient Fill on a Landscape Embroidery

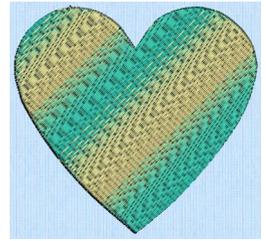
- 1 If required, choose File > New.
- 2 Choose Edit > Insert > Insert Design.
- 3 In the folder Home/Premier+2/Samples/Modify/Stitch load the 'SunsetGarmentBagOriginal' embroidery.
- 4 Select the Object  window of the Control Panel . The pointer changes to the Object Select  pointer.
Note: All of the icons are unavailable (dimmed) as no area of stitches is selected.
- 5 Move the pointer until the sun is highlighted and click to select it.
- 6 In Edit Properties, click the Properties button. The Pattern Fill properties dialog appears.
- 7 In the Density section, select Gradient.
- 8 Click the ellipsis (3 dots) button to open the Gradient dialog.
- 9 Select Single Color Gradient.
- 10 Click the value marker on the left (the marker below the gradient bar) and change the value in the Density box to 2.
- 11 Click the value marker on the right and change the value in the Density box to 40.
- 12 Click OK twice to close the Gradient dialog and the Pattern Fill dialog, and view your changes in the work area.
- 13 With the sun still selected, open the Gradient dialog again and move the adjustment marker above the gradient bar to vary the change in density across the fill.
- 14 Click OK twice to view your changes as desired. Open the Gradient dialog again to make further changes.
- 15 Click Add Marker to add another value marker and adjustment marker.
- 16 Change the density of the fill as desired.



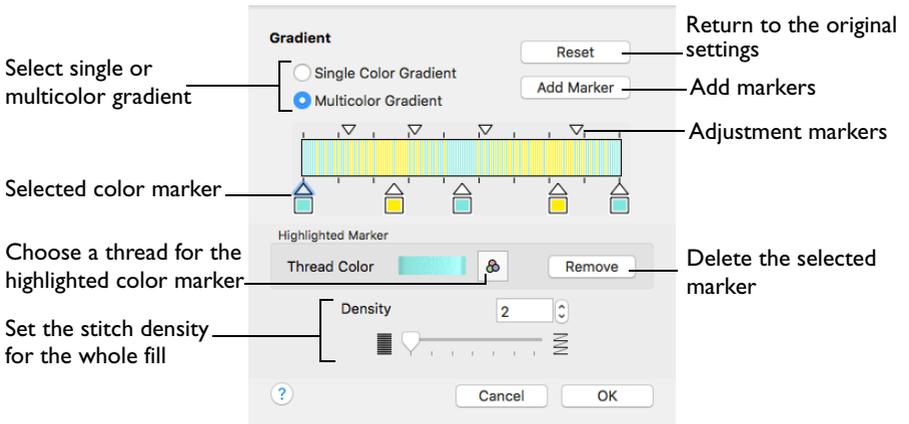
- 17 Click OK to close the properties dialog.

Multicolor Gradient

Use Multicolor Gradient to change the color across a fill with only one density. Set colors for the start and end markers for the fill, and the color gradually changes between the two values. Add extra markers for further color changes. Any combination of colors is possible across a fill area.



Use the markers above the gradient bar to change the color gradient across the fill.



Change the color on a fill area over a range, or use multiple color changes across a fill, to create gradual color changes for a sunset, or subtle shadow effects.

Note: Embroidery on thick fabrics usually looks better with more stitch coverage (a low density setting). Choose a low value such as 2 or 3 for heavy knit fabrics, and a higher value such as 5 or 6 for a light material such as linen or satin.

Reset

Return to the initial settings.

Add Marker

Add Marker places a new color marker below the gradient bar, and an extra adjustment marker above the gradient bar. The initial color for the marker is the same as the currently highlighted marker.

- Click Add Marker to add new markers, then change the colors and move the color and adjustment markers as desired.

Thread Color

Use Thread Color to change the color of the highlighted marker.

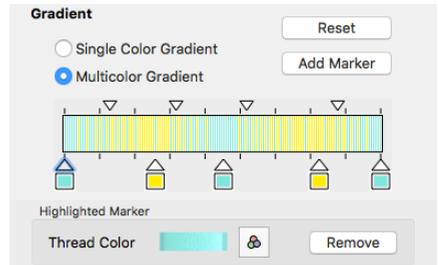
- Click Thread Color to open the Color Selection dialog.

Remove

- Click Remove to delete the highlighted marker.

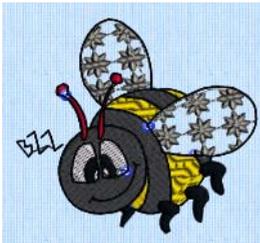
Create a Multicolor Gradient Fill

- Open an embroidery.
- Select the Object window of the Control Panel. The pointer changes to the Object Select pointer.
- Click to select a pattern fill area in the embroidery.
Note: Check the Edit Properties area to ensure that a pattern fill area is selected.
- In Edit Properties, click the Properties button. The Pattern Fill properties dialog appears.
- In the Density section, select Gradient.
- Click the ellipsis (3 dots) button to open the Gradient dialog.
- Select Multicolor Gradient.
- Click a color marker (the marker below the gradient bar) and click Thread Color to open the Color Selection dialog. See “Color Selection Dialog” on page 42.
- Change the color to the required color and click OK.
- Move the adjustment marker above the gradient bar to vary the change in color across the fill.
- Click Add Marker to add another color marker and adjustment marker.
- Change the color of the fill as desired.
- Click OK twice to close the Gradient dialog and the Pattern Fill dialog, and view your changes in the work area.



Motif Fill

Motif fill areas contain repeated small stitches placed using one of the Universal or machine motif patterns. Motif patterns typically have spaces between the stitches. The motifs can be at any angle and at different sizes, and different motifs can be used on alternating lines.

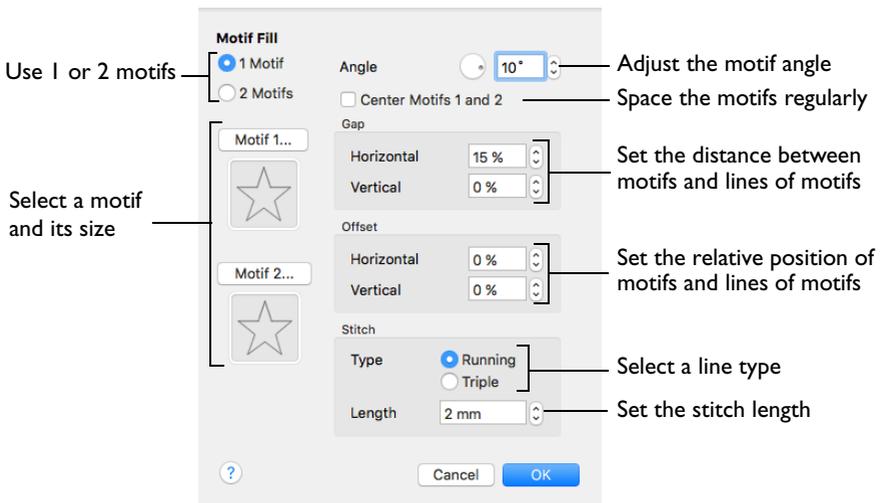


The bumblebee wings are in a Motif Fill Area, using motif 44 from Candlewicking 1

In the Motif Fill dialog you can select motifs, and set the motif angle, spacing, offset, stitch type and length when creating a motif fill area. Use Motif 1 to select the first motif and its size, and Motif 2 for a second optional motif.

To show the Motif Fill dialog

- With a motif fill area selected, Control-click and choose Edit Motif Fill.
- With a motif fill area selected, click the Properties button.
- Convert a fill area to Motif Fill in the Object window. The Properties dialog appears.



Motifs

Set the number of motifs in the fill to 1 or 2, and select the motif(s) and their size. A second motif is placed on alternating lines with the first motif.

To select motifs for a fill

- Decide whether to use 1 or 2 motifs, then click the Motif 1 or Motif 2 button to open the Motif Selection dialog. See “Motif Selection” on page 231.

Angle

Change the angle of the motif fill pattern from 0 to 359 degrees.

Center Motifs 1 and 2

When selected, extra stitches are added to either side of the narrower of the two motifs, so it is the same width as the wider motif. The motifs then can be centered, and any horizontal offset between them is constant.

Gap

Use Horizontal gap to add or remove space between motifs along a line, and Vertical gap to add or remove space between lines of motifs. Horizontal and Vertical gap can be set from -50% to +100%.

Offset

Use Horizontal offset to move motifs along a line, relative to their position in the previous line. Use Vertical offset to adjust the position of a line of motifs, relative to the previous line of motifs. Horizontal and Vertical offset can be set from -50% to 50%.

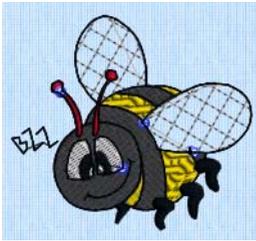
Stitch

Select between Running and Triple stitch for stitching out the motif line.

Set the maximum stitch Length from 1 to 12mm in steps of 0.1mm.

Crosshatch Fill

Crosshatch fills are used in quilting, and to create free-standing lace.



The bumblebee wings are in Crosshatch Fill, using Enter Angles style.

To show the Crosshatch Fill dialog

- With a crosshatch fill area selected, Control-click and choose Edit Crosshatch Fill.
- With a crosshatch fill area selected, click the Properties button.
- Convert a fill area to Crosshatch Fill in the Object window. The Properties dialog appears.

The Crosshatch Fill Properties dialog enables you to set the gap, style, line angle, stitch type and stitch length for the crosshatched lines of stitching in the fill. The preview changes according to the options chosen.

Crosshatch Fill

Style Diamond Square Parallel Enter Angles

Angle 1 45°

Angle 2 135°

Spacing 5 mm

Stitch

Type Running Double Double with Zigzag Return Triple

Length 2 mm

Zigzag Width 2 mm

Buttons: ? Cancel OK

Callouts:

- Select a style for the Crosshatch fill
- Set the angle for one or both crosshatch lines
- Preview your settings
- Adjust the gap between the stitch lines
- Select a stitch type for the crosshatch lines
- Set the stitch length for the fill lines
- Set the width for zigzag lines

Style

Select Diamond, Square, Parallel or Enter Angles.

- **Diamond** creates a symmetrical crosshatch pattern (balanced horizontally).
- **Square** creates a crosshatch pattern of lines set at 90 degrees.
- **Parallel** creates a pattern of parallel lines, with an initial angle of 0 degrees.
- **Enter Angles** can be used to create an asymmetrical crosshatch pattern. Enter an angle for each of the two line directions in the crosshatch.

Note: The Pattern Fills 257 to 264 provide banded fill patterns that combine with crosshatch parallel fills to create a weave effect. Set Spacing for the parallel fill at 2.4mm to combine with Pattern 257, or to 2.8mm to combine with Pattern 258, and so on.

Angle 1

Use Angle 1 to set the line angle for Diamond, Parallel and Enter Angles fill. Angle 1 is initially set to the same angle as the Diamond style previously used.

Angle 2

Use Angle 2 to set the line angle for the second line in Enter Angles crosshatch fill. Angle 2 is initially set to Angle 1 plus 90 degrees.

Spacing

Set the Gap for the desired distance between the lines of stitching. You can set Gap from 5mm to 20mm in steps of 1mm. It is initially set to 10mm.

Stitch Type

Select a stitch type for the crosshatch fill. Choose from:

- Running Stitch
- Double Stitch
- Double Zigzag
- Triple Stitch

Note: Double Zigzag is a special stitch type, recommended for lace. A running stitch line is retraced in a zigzag pattern to create a mesh. After embroidering on water soluble stabilizer, the mesh of stitches provides strength when the stabilizer is washed away.

Stitch Length

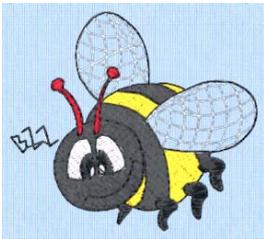
Set the Stitch Length for the line type used in the crosshatch fill. You can set Stitch Length from 1 to 12mm in steps of 0.1mm. The initial setting is 2.0mm.

Zigzag Width

Set the Zigzag width for Double Zigzag stitch from 0.2 to 6mm in steps of 0.1mm. The initial setting is 0.6mm.

Curved Crosshatch Fill

Curved Crosshatch fills use curving lines in the crosshatch, which can be used to create a feeling of depth. They are used in quilting, and to create free-standing lace.



The bumblebee wings are in Curved Crosshatch Fill, using Square style and a Gap of 4.0mm.

To show the Curved Crosshatch Fill dialog

- With a curved crosshatch fill area selected, Control-click and choose Edit Curved Crosshatch Fill.
- With a curved crosshatch fill area selected, click the Properties button.
- Convert a fill area to Curved Crosshatch Fill in the Object window. The Properties dialog appears.

Curved Crosshatch Fill

Style Diamond Square Parallel Enter Angles

Curve Lines 1
In 50%
Out 50%

Angle 1 45°
Angle 2 135°

Curve Lines 2
In 50%
Out 50%

Spacing 5 mm

Stitch Type
Type Running Stitch Double Stitch Triple Stitch Motif Line
Stitch Length 2 mm

Motif Line Options
Motif... Minimum Gap 0 mm
 Kern Fit To Line
Stitch Type Running Triple
Stitch Length 2 mm

? Cancel OK

Annotations:
- Select a style for the Curved Crosshatch fill
- Set a curve for the curved crosshatch lines
- Set the angle for one or both curved crosshatch lines
- Set a curve for the curved crosshatch lines
- Set the gap between the fill lines
- Select a stitch type and length for the curved crosshatch fill lines
- Choose a Motif for the fill lines
- Adjust the gap between the motif lines
- Select a stitch type and length for the curved crosshatch motif fill lines

The Curved Crosshatch Fill properties dialog enables you to set the curve, gap, style, line angle, stitch type and stitch length for the curved crosshatched lines of stitching in the fill, and to use Motif lines for the fill.

Style

Select Diamond, Square, Parallel and Enter Angles.

- **Diamond** creates a symmetrical crosshatch pattern (balanced horizontally).
- **Square** creates a crosshatch pattern of lines set at 90 degrees.
- **Parallel** creates a pattern of parallel lines, with an initial angle of 0 degrees.
- **Enter Angles** can be used to create an asymmetrical crosshatch pattern. Set an angle for each of the two line directions in the crosshatch.

Note: The Pattern Fills 257 to 264 provide banded fill patterns that combine with crosshatch parallel fills to create a weave effect. Set Spacing for the parallel fill at 2.4mm to combine with Pattern 257, or to 2.8mm to combine with Pattern 258, and so on.

Spacing

Set the spacing to the preferred distance between lines of stitching from 1mm to 20mm in steps of 0.1mm. It is initially set to 5mm.

Curved Crosshatch

Use Lines 1 and 2 to change the curve on the crosshatch lines.

Note: You can also change the curves in the crosshatch lines using the handles in the work area.

Lines 1

Change the position of the origin for one of the sets of curved lines.

- Set percentage Curve In and Curve Out from -100 to 100. The initial setting for Curve In % and for Curve Out % is 50.

Lines 2

Change the position of the origin for the other set of curved lines.

- Set percentage Curve In and Curve Out from -100 to 100. The initial setting for Curve In % and for Curve Out % is 50.

Stitch Type

Select a stitch type for the curved crosshatch fill. Choose from:

- Running Stitch
- Double Stitch
- Triple Stitch
- Motif Line

Stitch Length

Set the Stitch Length for the line type used in the curved crosshatch fill. You can set the Stitch Length from 1 to 12mm in steps of 0.1mm. The initial setting is 2.0mm.

Motif

The selected Motif is only used by the Curved Crosshatch Fill if the Motif Line option is selected in the Stitch Type section.

- Click Motif to select a motif in the Motif Selection dialog. See “Motif Selection” on page 231.

Minimum Gap

The Minimum Gap is the minimum amount of extra stitching that is placed between the motifs along the line. This is in addition to any spacing that is part of the selected motif.

Kern

- Use Kern to automatically increase the space between adjacent motifs where necessary, so that the motifs fit along the line without overlapping.

Fit Motif To Line

Select this option to make the shape of the motifs follow the curves of the line.



When Fit To Line is off, the ends of each motif are placed on the line.



When Fit To Line is on, each motif is adjusted to fit along the line.

Stitch Type

- Select Running or Triple stitch for stitching out the motifs. Set the maximum stitch Length from 1 to 12mm in steps of 0.1mm. Length is initially set to the recommended value for each motif.

Change Bumblebee Wings to Curved Crosshatch Fill

- 1 If required, choose File > New.
- 2 Choose Edit > Insert > Insert Design and in the folder Home/Premier+2/Samples/Modify/ Stitch load the 'Bumblebee 2' embroidery.
- 3 Select the Object  window of the Control Panel . The pointer changes to the Object Select pointer.

Note: All of the icons on the Object panel are dimmed (grayed out) as no area of stitches is selected.

- 4 Click the upper wing to select it. Note the end stitch number in the Control Strip.

5 In the Modify Object area, Click Remove Underlying Stitches .

Note: The number of stitches is reduced, as shown by a lower end stitch number in the Control Strip.

6 Click the lower wing to select it, then click Remove Underlying Stitches . The number of stitches drops again.

Note: Remove Underlying Stitches removes any underlay stitches, or other stitches, under a fill area. The wings are Pattern Fill, which uses an underlay. With Curved Crosshatch Fill the fabric should be visible underneath the lines of stitching.

7 Use Command-click to select both wings.

8 In the Convert pop-up menu select "Pattern Fill to Curved Crosshatch Fill".

9 Click the Convert button. The Curved Crosshatch Fill properties dialog appears.

10 Note the settings in Curve Lines and Curve Lines 2 areas.

11 Set the Spacing to 4.0mm.

12 Click OK to close the dialog.

13 With the wings still selected, move the pink handles for the wings. This changes the curve on the lines in the fills.

14 Ensure that both wings are still selected, then Control-click and select Edit Curved Crosshatch Fill in the context menu.

15 Look at the settings in the Curved Crosshatch area. They have changed.

Note: You can change the curve on the crosshatch lines with the handles, or with the Curve Lines 1 and Curve Lines 2 settings.

16 In Stitch Type, select Motif Line.

17 Click the Motif button.

18 In the Motif dialog set the Group to Universal and the Category to Hand Stitches 1.

19 Set the Pattern to 6.

20 With Proportional  selected (locked), set Height to 1.8mm.

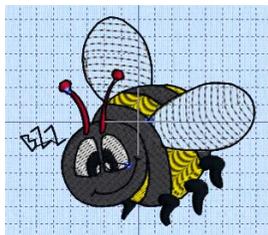
21 Click OK twice to close both dialogs. The lines on the wings now use the motif.

22 Click outside the bumblebee to deselect the wings.



MultiWave Fill

MultiWave fill areas use a wave pattern defined by a line, or lines, drawn on the fill area by the designer. Vary the density, or use a motif for the stitch lines.

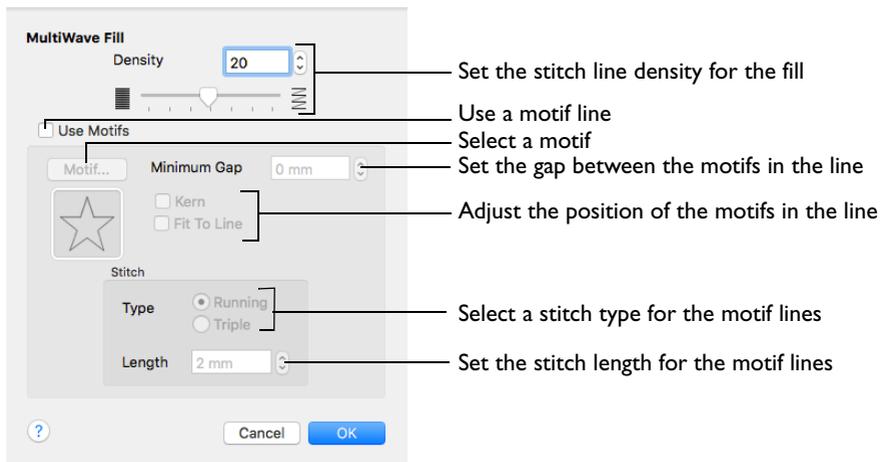


The bumblebee wings are in MultiWave Fill, using a density of 20

You can change the direction of the stitch lines, or add texture, with Freehand Tablet MultiWave Line and Freehand Point MultiWave Line. See “Freehand Tablet MultiWave Line” on page 173.

To show the MultiWave Fill dialog

- With a MultiWave fill area selected, Control-click and choose Edit MultiWave Fill.
- With a MultiWave fill area selected, click the Properties button.
- Convert a fill area to MultiWave Fill in the Object window. The Properties dialog appears.



Density

Create a uniform fill at the chosen density. The lower the number, the closer together the stitches and the more stitches are produced. You can set Density from 2 to 40.

- Use the slider or the numbers box to set the Density.

Use Motifs

Use a motif line instead of a plain line to follow the line angle selected for the fill.

- Select the Use Motifs checkbox, then click the Motif button to choose a motif. See “Motif Selection” on page 231.

Minimum Gap

This is the minimum amount of extra stitching that is placed between the motifs along the line. Minimum Gap is in addition to any spacing that is part of the selected motif.

Fit To Line

Select how the motifs follow the curves of the line.



When Fit To Line is off, the ends of each motif are placed on the line.



When Fit To Line is on, each whole motif is adjusted to fit along the line.

Kern

Kern automatically increases the space between adjacent motifs, so that the motifs fit along the line without overlapping.

Stitch

Select between Running and Triple stitch for stitching out the motif line.

Set the maximum stitch Length from 1 to 12mm in steps of 0.1mm.

Note: Length is initially set to the recommended value for each motif.

Change Bumblebee Wings to MultiWave Fill with a Wave Line

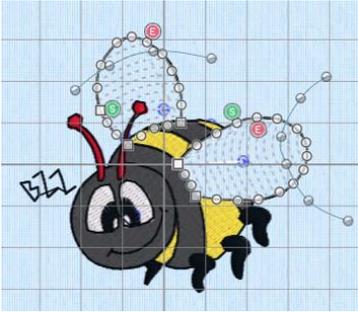
- 1 If required, choose File > New.
- 2 Choose Edit > Insert > Insert Design.
- 3 In the folder Home/Premier+2/Samples/Modify/Stitch load the 'Bumblebee 2' embroidery.
- 4 Select the Object  window of the Control Panel . The pointer changes to the Object Select  pointer.

Note: All of the icons are unavailable (dimmed) as no area of stitches is selected.

- 5 Click the upper wing to select it.
Note the end stitch number in the Control Strip.
- 6 In the Modify Objects area, click Remove Underlying Stitches .

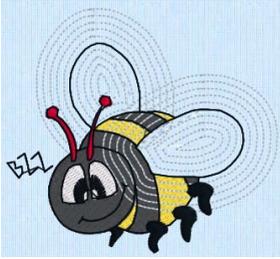
The number of stitches is reduced, as shown by a lower end stitch number in the Control Strip.

- 7 Click the lower wing to select it, then click Remove Underlying Stitches . The number of stitches drops again.
Note: Remove Underlying Stitches removes any underlay stitches, or other stitches, under a fill area. The wings are Pattern Fill, which uses an underlay. With MultiWave Fill the fabric should be visible underneath the lines of stitching.
- 8 Use Command-click to select both wings.
- 9 In the Convert pop-up menu choose "Pattern Fill to MultiWave Fill".
- 10 Click Convert. The MultiWave Fill properties dialog appears.
- 11 Click OK to close the dialog.
- 12 With the wings still selected, click Freehand Point MultiWave Line .
- 13 Starting to the left of the upper wing, click a series of points to draw a curved line that runs below the top of the wing, but follows its line.
- 14 Press Return or double-click to finish the line. The node points on the line are displayed. The stitch lines within the wing change to follow the direction of the line that you drew.
- 15 Click Freehand Point MultiWave Line , and starting above and to the right of the lower wing, click a series of points to draw a line that intersects the wing, then curves down and back.
- 16 Press Return or double-click to finish the line. The node points on the line are displayed.



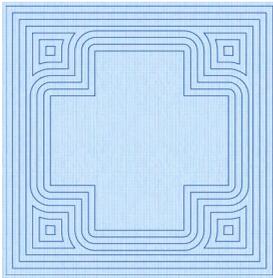
- 17 Adjust the nodes on the two wave lines as desired.
- 18 Click outside the bumblebee to deselect the wings.

Echo Fill

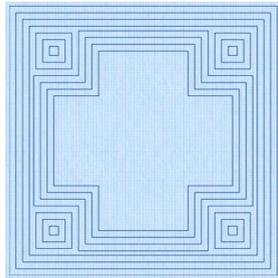


The bumblebee wings are in Echo Fill using 5 echo lines, a spacing of 2mm, rounded corners, and are embroidered in running stitch.

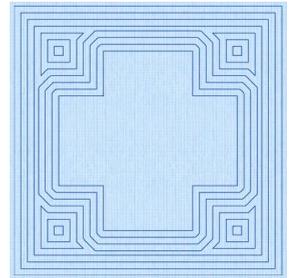
Echo Fill places echo lines within or around a shape. Choose from rounded, square and diagonal corners, and set the gap between the echo lines.



Rounded corners



Square corners



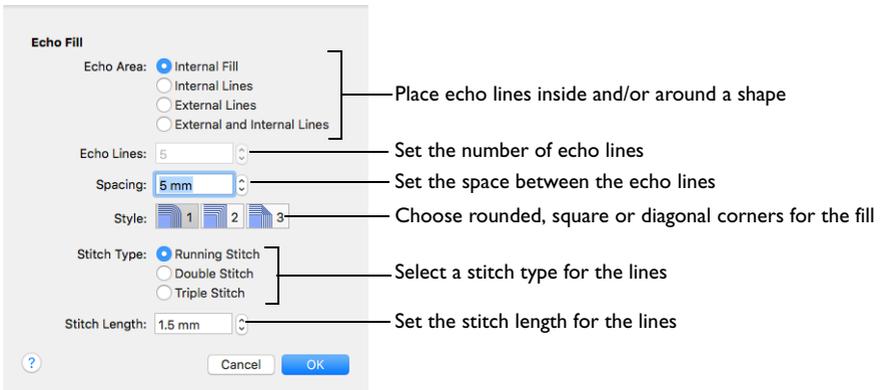
Diagonal corners

To show the Echo Fill dialog

- With an Echo fill area selected, Control-click and choose Edit Echo Fill.
- With an Echo fill area selected, click the Properties button.
- Convert a fill area to Echo Fill in the Object window. The Properties dialog appears.

Echo Fill Properties

The Echo Fill properties dialog enables you to place echo lines within or around a shape. Set the style, gap, stitch type and stitch length.



Style

Choose from 1, 2 or 3. For a square shape:

- 1  creates rounded corners
- 2  creates square corners
- 3  creates diagonal corners

Rounded corners (1) is initially selected.

Stitch type

Select a line type for the echo lines in the fill. Choose from:

- Running Stitch
- Double Stitch
- Triple Stitch

Spacing

Set the Spacing to the preferred distance between lines of stitching.

Set the Spacing from 2mm to 20mm in steps of 0.1mm. It is initially set to 5mm.

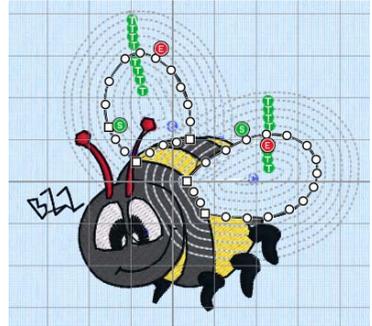
Stitch Length

Set the stitch length for the echo lines from 1 to 12mm in 0.1mm steps. The initial setting is 1.5mm.

Create Echo Fill Wings for a Bumblebee

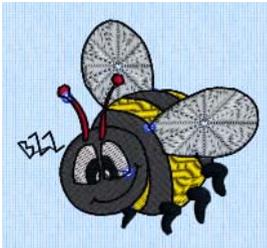
- 1 If required, choose File > New.
- 2 Choose Edit > Insert > Insert Design.
- 3 In the folder Home/Premier+2/Samples/Modify/Stitch load the 'Bumblebee 2' embroidery.

- 4 Select the Object  window of the Control Panel . The pointer changes to the Object Select  pointer.
Note: All of the icons are unavailable (dimmed) as no area of stitches is selected.
- 5 Click the upper wing to select it.
Note the end stitch number in the Control Strip.
- 6 In the Modify Objects area, click Remove Underlying Stitches .
The number of stitches is reduced, as shown by a lower end stitch number in the Control Strip.
- 7 Click the lower wing to select it, then click Remove Underlying Stitches . The number of stitches drops again.
Note: Remove Underlying Stitches removes any underlay stitches, or other stitches, under a fill area.
- 8 Use Command-click to select both wings.
- 9 In the Convert pop-up menu choose "Pattern Fill to Echo Fill".
- 10 Click Convert. The Echo Fill properties dialog appears.
- 11 In Echo Area, select External and Internal Lines.
- 12 Ensure that Echo Lines is set to 5.
- 13 Set Spacing to 2mm.
- 14 Click OK to close the dialog.
- 15 Click outside the bumblebee to deselect the wings.



Shape Fill

Shape fill areas use one of 75 different shapes. Vary the stitch density and use motif lines for the fill.



The bumblebee wings are in Shape Fill using Shape 28 and Density 8

Use the Shape Fill properties dialog to set all the properties on a shape fill area.

To show the Shape Fill dialog

- With a shape fill area selected, Control-click and choose Edit Shape Fill.
- With a shape fill area selected, click the Properties button.
- Convert a fill area to Shape Fill in the Object window. The Properties dialog appears.

The Shape Fill dialog box contains the following controls and settings:

- Shape:** A circular shape icon with the number 2 next to it. Callout: Select a shape for the fill.
- Density:** A slider and a number box set to 12. Callout: Set the stitch density for the fill.
- Use Motifs:** An unchecked checkbox. Callout: Use motif lines in the fill.
- Motif...:** A button next to a star-shaped motif icon. Callout: Select a motif.
- Minimum Gap:** A number box set to 0 mm. Callout: Set the gap between the motifs in the line.
- Kern:** An unchecked checkbox.
- Fit To Line:** An unchecked checkbox. Callout: Adjust the position of the motifs in the line.
- Stitch Type:** Radio buttons for Running (selected) and Triple. Callout: Select a stitch type for the motif lines.
- Length:** A number box set to 2 mm. Callout: Set the stitch length for the motif lines.

Buttons at the bottom: ? (help), Cancel, and OK.

Density

Create a uniform fill at the chosen density. The lower the number, the closer together the stitches and the more stitches are produced. You can set Density from 2 to 40.

- Use the slider or the number box to set the Density.

Shapes

Select one of 75 shapes for the fill.

Use Motifs

Use a motif line instead of a plain line to follow the shape selected for the fill.

Note: The displayed motif is only used by Shape Fill if this option is selected.

- Select the Use Motifs checkbox, then click the Motif button to choose a motif. See “Motif Selection” on page 231.

Minimum Gap

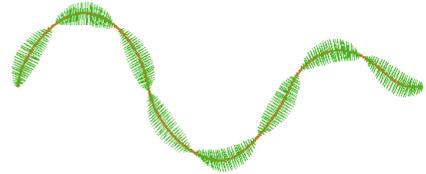
This is the minimum amount of extra stitching that is placed between the motifs along the line. Minimum Gap is in addition to any spacing that is part of the selected motif.

Fit To Line

Select how the motifs follow the curves of the line.



When Fit To Line is off, the ends of each motif are placed on the line.



When Fit To Line is on, each whole motif is adjusted to fit along the line.

Kern

Kern automatically increases the space between adjacent motifs, so that the motifs fit along the line without overlapping.

Stitch

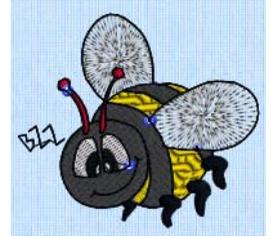
Select between Running and Triple stitch for stitching out the motif line.

Set the maximum stitch Length from 1 to 12mm in steps of 0.1mm.

Note: Length is initially set to the recommended value for each motif.

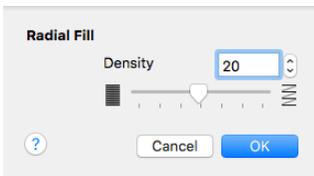
Radial Fill

Radial fill areas use a pattern of radiating lines from an origin point. The stitch density can be varied.



To show the Radial Fill dialog

- With a radial fill area selected, Control-click and choose Edit Radial Fill.
- With a radial fill area selected, click the Properties button.
- Convert a fill area to Radial Fill in the Object window. The Properties dialog appears.



Set the density from 2 to 40

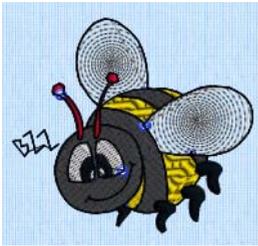
Density

Create a radial fill at the chosen density. The lower the number, the closer together the stitches and the more stitches are produced. You can set Density from 2 to 40. The initial setting is 20.

- Use the slider or the numbers box to set the Density.

Spiral Fill

Spiral fill areas use a spiral pattern from an origin point. Use constant or gradient density.



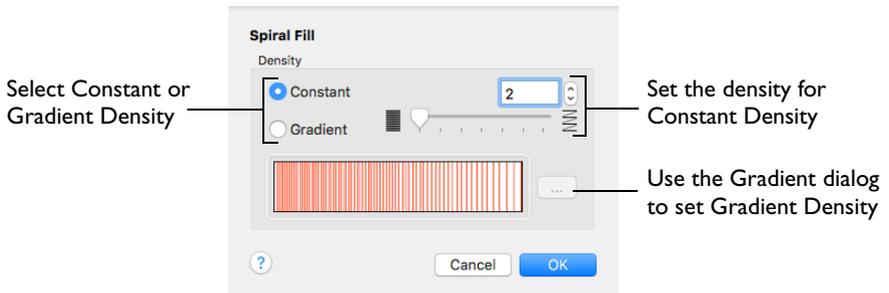
The bumblebee wings are in Spiral Fill using Gradient Density

Change the density on a spiral fill area over a range, or use multiple density changes from the origin to the edge of the fill. There are two density options: Constant and Gradient.

Note: Embroidery on thicker fabrics usually looks better with more stitch coverage, or a low density setting. Choose a low value such as 2 or 3 for heavy knit fabrics, a higher value such as 5 or 6 for a light material like linen or satin.

To show the Spiral Fill dialog

- With a spiral fill area selected, Control-click and choose Edit Spiral Fill.
- With a spiral fill area selected, click the Properties button.
- Convert a fill area to Spiral Fill in the Object window. The Properties dialog appears.



Density

Constant density creates a uniform fill at the chosen density. Gradient density creates a fill with varying density.

- Select between Constant and Gradient density.

Setting Constant Density

The lower the number, the closer together the stitches and the more stitches are produced. You can set Density from 2 to 40.

- Select Constant, then use the slider or the numbers box to set the Density.

Setting Gradient Density

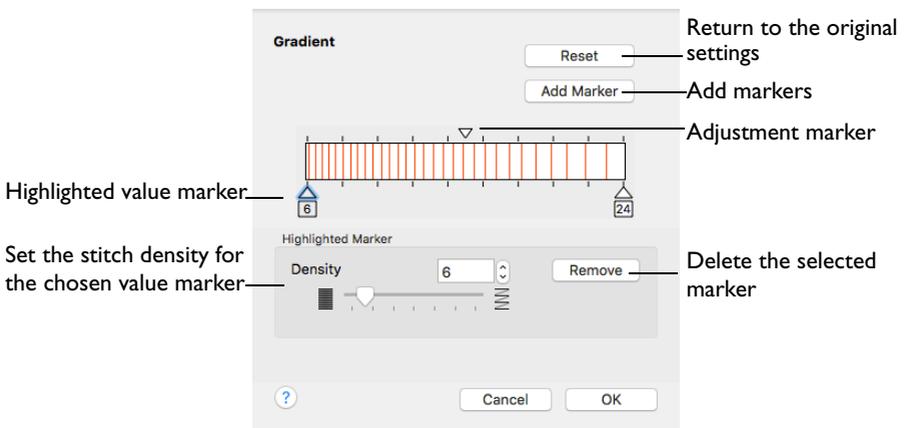
- Select Gradient, then click the ellipsis button (3 dots) to open the Gradient dialog.

Gradient

Use Gradient Density to change the density across the Spiral Fill. Set a value for the start and end density markers for the fill, and the density gradually changes between the two values. The start value is used at the origin of the spiral fill, and the end value is used at the edge.

Add multiple markers for a more complex pattern. The higher the value, the less dense the fill.

Use the marker above the gradient bar to change the gradient across the fill.



The markers can each take a value of 2 to 40, which means you can reverse the gradient simply by swapping the start and end values.

Reset

Return to the initial settings.

Add Marker

Add Marker places a new value marker below the gradient bar, and an extra adjustment marker above the gradient bar. The initial value for the marker is between the existing markers. Any combination of density values is possible across a fill area.

Note: The marker furthest to the left affects the spiral fill at the origin, then from left to right to the edge of the spiral fill.

- Click Add Marker to add a new markers, then edit the density value and move the value and adjustment markers as desired.

Density

Set the fill density. The higher the number, the less dense the fill.

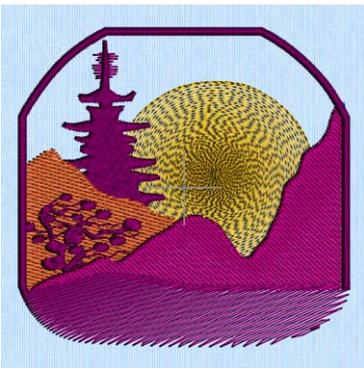
- Use the slider or the numbers box to set the Density of the stitching from 2 to 40.

Remove

Click Remove to delete the highlighted marker.

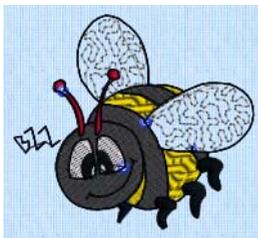
Use Spiral Fill with a Gradient

- 1 If required, choose File > New.
- 2 Choose Edit > Insert > Insert Design.
- 3 Browse to the Home/Premier+2/Samples/Modify/Stitch/SunsetGarmentBagOriginal embroidery.
- 4 Select the Object  window of the Control Panel . The pointer changes to the Object Select  pointer.
Note: All of the icons are unavailable (dimmed) as no area of stitches is selected.
- 5 Click to select the sun.
- 6 In the Convert pop-up menu select "Pattern Fill to Spiral Fill".
Note: Alternatively, Control-click and a context menu appears. Select "Convert from Pattern Fill to Spiral Fill...".
- 7 Click Convert. The Spiral Fill properties dialog appears.
- 8 In the Density section, select Gradient.
- 9 Click the ellipsis (3 dots) button to open the Gradient dialog.
- 10 Click the value marker on the left (the marker below the gradient bar) and change the value in the Density box to 2.
- 11 Click the value marker on the right and change the value in the Density box to 8.
Note: You can move the adjustment marker above the gradient bar to vary the change in density across the fill, and click Add Marker to add another value marker and adjustment marker.
- 12 Click OK twice to close the Gradient dialog and the Spiral Fill dialog, and view your changes on the work area.



QuiltStipple Fill

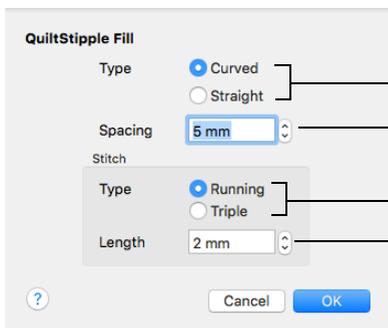
QuiltStipple fill areas use stipple stitch in curved or straight lines. Vary the gap between stitch lines and use running or triple stitch.



The bumblebee wings are in QuiltStipple Fill using a curved style

To show the QuiltStipple Fill dialog

- With a QuiltStipple fill area selected, Control-click and choose Edit QuiltStipple Fill.
- With a QuiltStipple fill area selected, click the Properties button.
- Convert a fill area to QuiltStipple Fill in the Object window. The Properties dialog appears.



Select curved or straight stipple lines

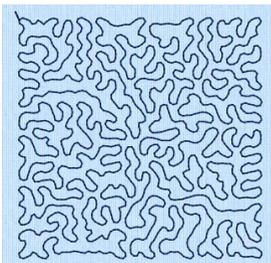
Set the spacing between the stipple lines

Select a stitch type for the stipple lines

Set the stitch length for the stipple line

Type

Use straight or curved QuiltStipple lines in the fill.



Curved



Straight

- Select between curved or straight fill lines.

Spacing

Use Spacing to set the preferred distance between lines of stitching. The distance can be set from 1 to 20mm in steps of 0.1mm. It is initially set to 5.0mm.

Note: Where possible, this is also the border inside the area, between the edge of the area and the fill pattern.

- Click the Spacing up and down arrows, or enter a number.

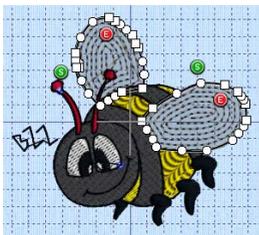
Stitch

Use Stitch to select the stitch type for stitching out the fill, and the length of the stitches used. Set stitch length from 1 to 12mm in steps of 0.1mm. The initial setting is 2mm.

- Select Running or Triple stitch, and click the Length up and down arrows, or enter a number.

Contour Fill

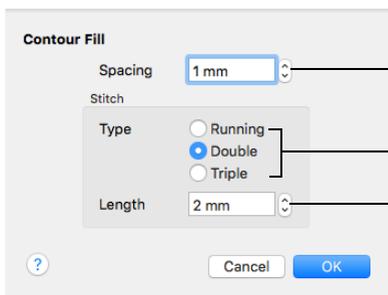
Contour fill areas use contour stitch lines. Vary the gap between stitch lines and the length of the stitches, and use running, double or triple stitch.



The bumblebee wings are in Contour Fill, using Double Stitch and a 1.4mm gap

To show the Contour Fill dialog

- With a contour fill area selected, Control-click and choose Edit Contour Fill.
- With a contour fill area selected, click the Properties button.
- Convert a fill area to Contour Fill in the Object window. The Properties dialog appears.



Spacing 1 mm — Set the space between the lines in the fill

Stitch

Type Running Double Triple — Select a stitch type for the contour lines

Length 2 mm — Set a stitch length for the contour lines

Spacing

Use Spacing to set the preferred distance between lines of stitching. The distance can be set from 0.2 to 5mm in steps of 0.1mm. It is initially set to 0.8mm.

Note: This also is the border inside the area, between the edge of the area and the fill pattern.

- Click the Spacing up and down arrows, or enter a number.

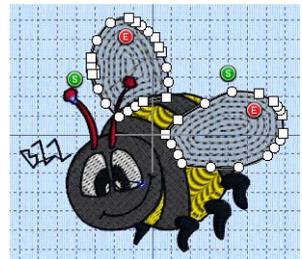
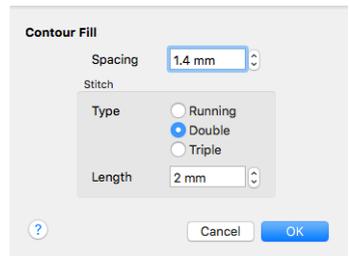
Stitch

Use Stitch to select the stitch type for stitching out the fill, and the length of the stitches used. Set stitch length from 1 to 12mm in steps of 0.1mm. The initial setting is 2mm.

- Select Running, Double or Triple stitch, and click the Length up and down arrows, or enter a number.

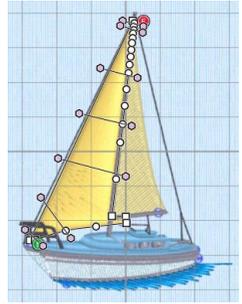
Change Bumblebee Wings to Contour Fill

- 1 If required, choose File > New.
- 2 Choose Edit > Insert > Insert Design, browse to Home/Premier+2/Samples/Modify/Stitch and load the 'Bumblebee 2' embroidery.
- 3 Select the Object  window of the Control Panel . The pointer changes to the Object Select  pointer.
Note: All of the icons are unavailable (dimmed) as no area of stitches is selected.
- 4 Click the upper wing to select it.
Note: the end stitch number below the Control Strip.
- 5 In the Modify Objects area, click Remove Underlying Stitches .
The number of stitches is reduced, as shown by a lower end stitch number in the Control Strip.
- 6 Click the lower wing to select it, then click Remove Underlying Stitches . The number of stitches drops again.
Note: Remove Underlying Stitches removes any underlay stitches, or other stitches, under a fill area. The wings are Pattern Fill, which uses an underlay. With Contour Fill the fabric should be visible underneath the lines of stitching.
Note: You can use Draw Previous Color Block  or Draw Next Color Block  to isolate areas for object editing.
- 7 Use Command-click to select both wings.
- 8 In the Convert pop-up menu, choose "Pattern Fill to Contour Fill".
Alternatively, Control-click and a context menu appears. Select "Convert from Pattern Fill to Contour Fill...".
- 9 Click Convert. The Contour Fill properties dialog appears.
- 10 Set Spacing to 1.4mm.
- 11 Click OK. The bumblebee's wings now use contour fill.

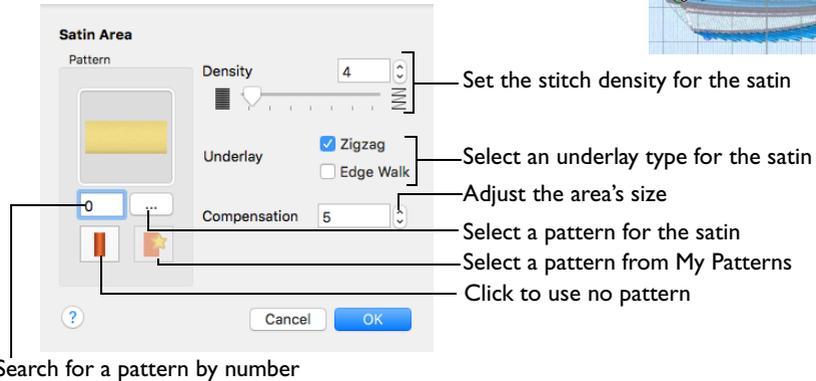


Satin Area

Satin areas contain zigzag stitches that fill the area from one end to the other at the same density. The stitch angle changes with the shape of the area, and can be adjusted as desired. Choose automatic edge walk and/or zigzag underlay. Use the Satin Area dialog to set density, compensation, pattern and underlay for satin areas.



Use the Satin Area dialog to set density, compensation, pattern and underlay for satin areas.



Search for a pattern by number

To show the Satin Area dialog

- With a Satin Area selected, Control-click and choose Edit Satin Area.
- With a Satin Area selected, click the Properties button.
- Convert a fill area or column to Satin Area in the Object window. The Properties dialog appears.

Density

Set Density from 2 to 40. The lower the number, the closer together the stitches and the more stitches are produced.

The initial setting is 4.

Compensation

Compensation is used to make an area 'bolder' by increasing its relative size. Set Compensation from 0 to 30. The higher the number, the bolder the area appears.

Pattern

Choose from more than 250 patterns for satin (for areas wider than around 8-10mm). Set the Pattern number to 0 for standard satin with no pattern, or click No Pattern. The initial setting is 0.

Add new patterns using Manage My Fills in PREMIER+™ 2 Create (if PREMIER+™ 2 ULTRA is owned). View the patterns in the pattern viewer. See "Fill and Satin Patterns" on page 233.

- Click the pattern button or enter a number to select a pattern.

Underlay

Set the Underlay option to be used for the satin area. Zigzag is initially selected.

- Zigzag creates zigzag lines of running stitch as underlay. Use zigzag underlay for wide areas of satin.
- Edge walk places lines of running stitch just inside the edges of the satin areas. Use edge walk when the satin areas have both wide and narrow sections.
- For very wide areas of satin, select both underlay types.

Adjust a Satin Area

- 1 If required, choose File > New.
- 2 Choose Edit > Insert > Insert Design.
- 3 In the folder Home/Premier+2/Samples/Studio/Stitch2/Transport/ load the 'Sailboat 2' embroidery.
- 4 Select the Object  window of the Control Panel . The pointer changes to the Object Select  pointer.
Note: All of the icons are unavailable (dimmed) as no area of stitches is selected.
- 5 Click to select the sail on the left (the front sail).
- 6 In the Convert pop-up menu choose "Pattern Fill to Satin Area".
- 7 Click Convert. The Satin properties dialog appears.
- 8 Click OK to close the dialog. The front sail is now a satin area.
- 9 Drag one of the points defining the satin area to change its shape.
- 10 Hold the Shift key and click one of the points. The point becomes square and the lines on either side of that point become straight. Use Shift-click to create corners or straight lines.
- 11 Release the Shift key and click the point again. The point is round, and the line is curved.
- 12 Click Insert Points .
- 13 Click on the outline of the satin area. A point is added to the area outline.
- 14 Click Delete Points .
- 15 Click the point you just added. It is removed from the design.
- 16 Control-click and choose Finish Delete Points Tool to deselect the function.
- 17 Drag a pink handle on one of the stitch angle lines. The stitching in the satin area changes.
- 18 Click Delete Points  again and click one of the pink handles at the end of a stitch angle line. The stitch angle line is removed.
- 19 Control-click and choose Finish Delete Points Tool to deselect the function.
- 20 Drag the start marker  to a different point on the area outline. This position becomes the new start point for the satin area.
- 21 Drag the end marker  to a different point on the area outline. This position becomes the new end point for the satin area.

Columns

You can use Convert to change between the Column stitch types:

- Satin Column
- Feathered Satin
- Richelieu Bars
- Tapered Motifs

You can also convert to Satin Area, but you cannot convert back to a column.

Note: After saving and reloading satin columns converted to lightly stitched columns such as Richelieu Bars and Tapered Motifs will no longer be recognized as columns. (This is because they are so lightly stitched they would be detected as smaller columns, or as running or double stitch lines.) Make any desired changes before saving.

Satin Column

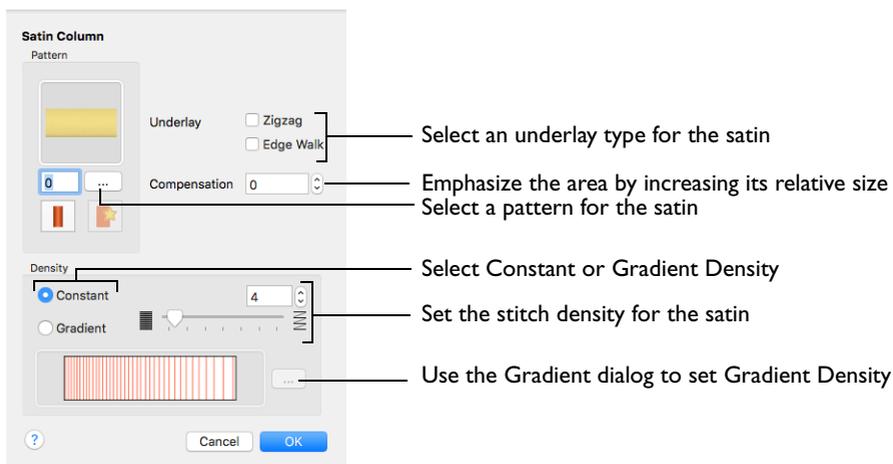
Satin Column forms a column of straight or curving satin. The satin is formed from zigzag stitches that fill the column from one side to the other.

Use the Satin Column dialog to set density, compensation, pattern (for columns wider than around 8-10mm) and underlay.



To show the Satin Column dialog

- Select a Satin Column, Control-click and choose Edit Satin Column.
- Select a Satin Column and click the Properties button.
- Convert another column type to Satin Column in the Object window. The Properties dialog appears.



The screenshot shows the 'Satin Column' dialog box with the following callouts:

- Underlay:** Select an underlay type for the satin (Zigzag, Edge Walk).
- Compensation:** Emphasize the area by increasing its relative size (0).
- Pattern:** Select a pattern for the satin.
- Density:** Select Constant or Gradient Density (Constant selected).
- Stitch Density:** Set the stitch density for the satin (4).
- Gradient Density:** Use the Gradient dialog to set Gradient Density.

Density

Set Density from 2 to 40. The lower the number, the closer together the stitches and the more stitches are produced. The initial setting is 4.

Compensation

Compensation is used to make an area 'bolder' by increasing its relative size. Set Compensation from 0 to 30. The higher the number, the bolder the area appears. The initial setting is 0.

Pattern

Choose from more than 250 patterns for satin (for areas wider than around 8-10mm). View the patterns in the pattern viewer. See "Fill and Satin Patterns" on page 234.

- Click a pattern sample or enter the Pattern number to select a pattern. Set the Pattern number to 0 for standard satin with no pattern, or click No Pattern.

Add new patterns using Manage My Fills in PREMIER+™ 2 Create (if PREMIER+™ 2 ULTRA is owned).

Note: Patterns should only be used for columns wider than about 8-10 mm.

Underlay

Choose Zigzag or Edge Walk underlay. Zigzag creates zigzag lines of running stitch as underlay. Edge walk places lines of running stitch just inside the edges of the satin areas.

Satin stitch will 'pull up' in the direction that the stitches are sewn, so it is advisable to lay down underlay stitches for stabilization.

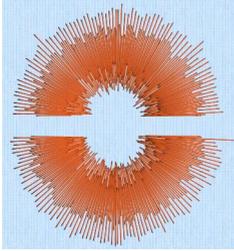
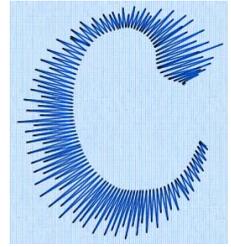
Adjust a Satin Column

- 1 Open an embroidery including satin columns, and select a column.
- 2 Drag the points making up the column to change its shape.
- 3 Use Shift-click when moving a point to make the point square, and create a straight section.
- 4 Click Insert Points , then click to add a pair of points to the column.
- 5 Click Delete Points  and click the pair of points you just added. They are removed from the design. Control-click and choose Finish Delete Points Tool to deselect Delete Points.
- 6 With the satin column selected, Control-click and choose Edit Satin Column to open the Satin properties dialog. Alternatively, click the Properties button.
- 7 Use the Satin properties dialog to set density, compensation, pattern (for wide columns) and underlay. Click OK to finish.
- 8 In the Convert pop-up menu choose "Satin Column to Feathered Satin".
Note: You can change to any other type of column.
- 9 Click Convert. The Feathered Satin properties dialog appears.
- 10 Make any desired changes to the settings, then click OK to convert the column.

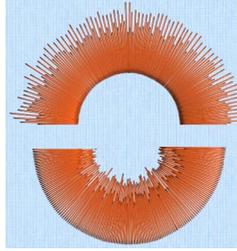
Feathered Satin

Feathered Satin forms a column of satin that is feathered on one, or both sides. A Feathered Satin column uses zigzag stitches where the start and end points of the stitches are random rather than all parallel.

You can choose whether one or both sides of the column will be feathered, and set the stitch length and density.



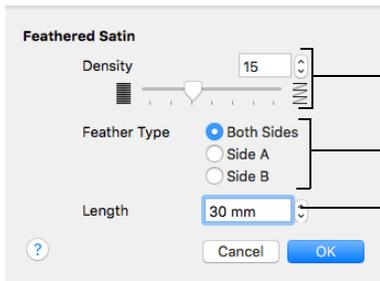
Feather Both Sides



Feather One Side

Feathered satin is used for realistic feathers or fur in animal designs, or shading in flowers. Typical shapes are arches, semicircles, circles and ovals, and squares, rectangles and triangles are also possible.

Use the Feathered Satin dialog to set density, Feather Type, and Stitch Length.



Set the density for the feathered satin

Select which side of the column to feather

Set the length of the feathering stitches

To show the Feathered Satin dialog

- With a Feathered Satin column selected, Control-click and choose Edit Feathered Satin.
- With a Feathered Satin column selected, click the Properties button.
- Convert another column type to Feathered Satin in the Object window. The Properties dialog appears.

Adjust a Column of Feathered Satin

- 1 Open an embroidery including satin columns, and select a column.
- 2 In the Convert pop-up menu choose "Satin Column to Feathered Satin".

Note: You can change to any other type of column.

- 3 Click Convert. The Feathered Satin properties dialog appears.
- 4 Use the Feathered Satin dialog to set density, feather type, and stitch length. Click OK to convert the column.
- 5 Drag the points making up the column to change its shape.
- 6 Use Shift-click when moving a point to make the point square, and create a straight section.
- 7 Click Insert Points , then click to add a pair of points to the column.
- 8 Click Delete Points  and click the pair of points you just added. They are removed from the design. Control-click and choose Finish Delete Points Tool to deselect Delete Points.
- 9 With the feathered satin column selected, Control-click and choose Edit Feathered Satin to open the Feathered Satin properties dialog. Alternatively, click the Properties button.
- 10 Make any desired changes to the settings, then click OK to finish.

Density

Set Density from 2 to 40. The lower the number, the closer together the stitches and the more stitches are produced. The initial setting is 15.

Feather Type

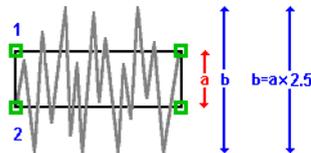
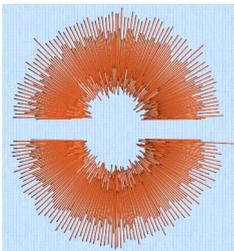
Select which side of the column to feather. The available options are Both, Side A or Side B, according to the side where the first (A) or second (B) point was placed.

Stitch Length

Set the Length of feathering stitches from 2 to 30mm in steps of 1mm. The initial setting is 30mm.

Feather Both Sides

Create a satin column with both edges feathered.



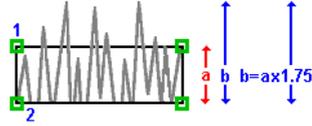
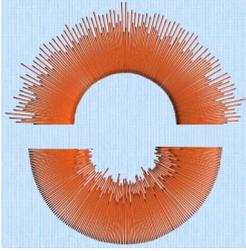
The start and end points of the stitches are random rather than all parallel.

The final width of the section is 2-2.5 times larger than it is for standard satin, as shown.

The maximum stitch lengths of the feathered satin may be from 2 to 30mm and the satin density may be from 2 to 40.

Feather One Side

Create a satin column with one edge feathered.



One edge is feathered, so the start and end points of the stitches on the feathered are random rather than all parallel.

The final width of the section is 1.5 to 1.75 times larger than it would be for standard satin, as shown.

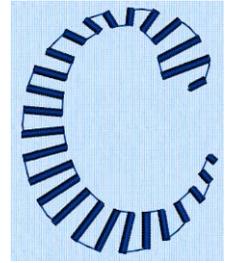
The maximum stitch lengths of the feathered satin may be from 2 to 30mm and the satin density may be from 2 to 40.

The side of the feathering is determined by the relative position of point 1. If desired, the feathered side may be altered in the properties dialog.

Richelieu Bars

Richelieu Bars forms bars in the work area. Richelieu bars are short sections of satin set perpendicular to the direction of the column. Richelieu bars are often used in lace designs.

Use the Richelieu Bars dialog to set the width and density of the satin bars, the gap between the bars, and the number of bars.



To show the Richelieu Bars dialog

- With a Richelieu Bars column selected, Control-click and choose Edit Richelieu Bars.
- With a Richelieu Bars column selected, click the Properties button.
- Convert another column type to Richelieu Bars in the Object window. The Properties dialog appears.

The screenshot shows the Richelieu Bars dialog box with the following settings and annotations:

- Width:** 2 mm (Annotation: Set the width for the bars)
- Density:** 4 (Annotation: Set the stitch density for the bars)
- Method:**
 - Minimum Gap Size: 6 mm (Annotation: Set the minimum distance between the bars)
 - Number of Bars: 6 (Annotation: Set the number of bars)
 - Include Additional First and Last Bar (Annotation: Place a bar at either end of the column)
- Underlay:**
 - Edge Walk
 - Center link with zigzag return
 - Web double with zigzag return (Annotation: Select underlay for the Richelieu bars)

Buttons: ? (Help), Cancel, OK

Adjust a Column of Richelieu Bars

- 1 Open an embroidery including satin columns, and select a column.
- 2 In the Convert pop-up menu choose "Satin Column to Richelieu Bars".
Note: You can change to any other type of column.
- 3 Click Convert. The Richelieu Bars properties dialog appears.
- 4 Use the Richelieu Bars dialog to set the width and density of the satin bars and either the number of bars, or the gap between them. Click OK to convert the column.
- 5 Drag the points making up the column to change its shape.
- 6 Use Shift-click when moving a point to make the point square, and create a straight section.
- 7 Click Insert Points , then click to add a pair of points to the column.
- 8 Click Delete Points , and click the pair of points you just added. They are removed from the design. Control-click and choose Finish Delete Points Tool to deselect Delete Points.
- 9 With the Richelieu Bars column selected, Control-click and choose Edit Richelieu Bars to open the Richelieu Bars properties dialog. Alternatively, click the Properties button.

- 10 Make any desired changes to the settings, then click OK to finish.

Width

Set the Width of the satin bars from 1mm to 6mm in steps of 0.1mm. The initial setting is 2mm.

Density

Set the Density of the satin bars from 2 to 15. The initial Density is 4.

Method

Select a method for setting the number of bars.

Select Minimum Gap Size to set the distance between the bars from 1mm to 50mm in steps of 1mm. The initial setting is 6mm.

Select Number of Bars to set the number of bars from 1 to 50. The initial number is 6.

Include Additional First and Last Bar

Place an extra bar at either end of the column. This option is initially selected.

Note: Turn off Include Additional First and Last Bar if the edges of the Richelieu bar area are to be covered by satin.

Underlay

Choose from Edge walk, Center link with zigzag return, and Web double with zigzag return. All three options are initially selected.

- Edge walk places lines of running stitch just inside the edges of the satin bars.
- Center link with zigzag return places a central line of running stitch, with a zigzag return line.
- Web double with zigzag return places a crosshatch pattern of stitching with a zigzag return line.

Note: Vary the combination of underlay, depending on the type of design. It is recommended to use all three types for free-standing lace.

Tapered Motifs

Tapered Motifs form columns of motifs that vary in size according to the width of the column. Tapered motifs are often used in lace designs.

Use the Tapered Motifs dialog to set the motif type, stitch type, and placement method.



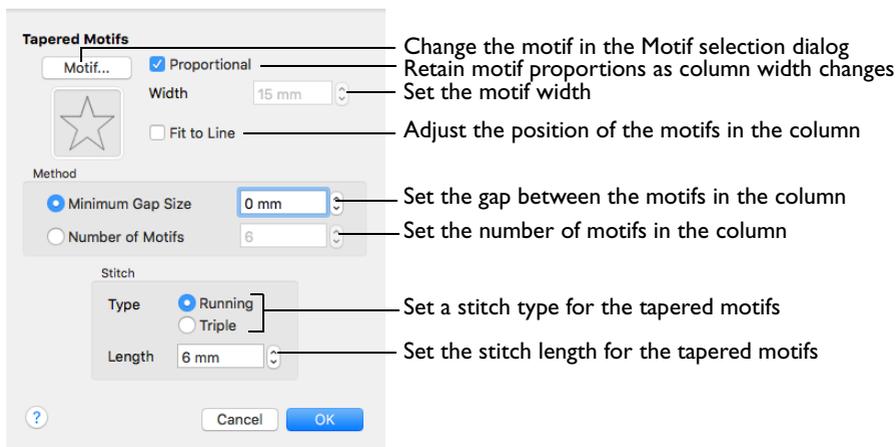
To show the Tapered Motifs dialog

- With a Tapered Motifs column selected, Control-click and choose Edit Tapered Motifs.

- With a Tapered Motifs column selected, click the Properties button.
- Convert another column type to Tapered Motifs in the Object window. The Properties dialog appears.

Adjust a Column of Tapered Motifs

- 1 Open an embroidery including satin columns, and select a column.
- 2 In the Convert pop-up menu choose "Satin Column to Tapered Motifs".
Note: You can change to any other type of column.
- 3 Click Convert. The Tapered Motifs properties dialog appears.
- 4 Use the Tapered Motifs dialog to set the motif, stitch length and either the number of motifs or the gap between them. Click OK to convert the column.
- 5 Drag the points making up the column to change its shape.
- 6 Use Shift-click when moving a point to make the point square, and create a straight section.
- 7 Click Insert Points , then click to add a pair of points to the column.
- 8 Click Delete Points  and click the pair of points you just added. They are removed from the design. Control-click and choose Finish Delete Points Tool to deselect Delete Points.
- 9 With the column selected, Control-click and choose Edit Tapered Motifs to open the Tapered Motifs properties dialog. Alternatively, click the Properties button.
- 10 Make any desired changes to the settings, then click OK to finish.



Motif

Select the motif in the Motif selection dialog.

To select tapered motifs

- Click the Motif button to open the Motif selection dialog. See “Motif Selection” on page 231.

Note: As the motif size is set by the column width, the size functions are dimmed in the Motif Selection dialog.

Proportional

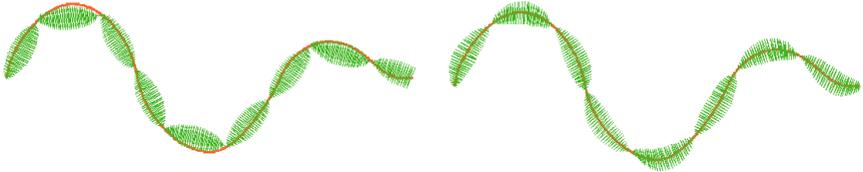
Use this option to keep the relative height and width of the motif in proportion when the column width is changed. This option is selected by default.

Width

The Width is initially set according to the chosen motif. The maximum and minimum values for Width are individual to each motif.

Fit To Line

Select how the motifs follow the curves of the line.



When Fit To Line is off, the ends of each motif are placed on the line.

When Fit To Line is on, each whole motif is adjusted to fit along the line.

Method

Minimum Gap Size

The Minimum Gap is the minimum amount of extra stitching that is placed between the motifs along the line. This is in addition to any spacing that is part of the selected motif.

Number of Motifs

Set the number of Motifs from 2 to 50. The initial number is 6.

Stitch

Type

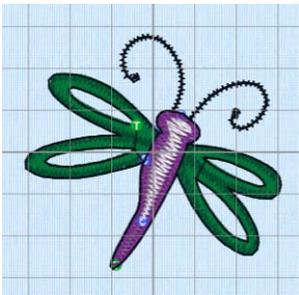
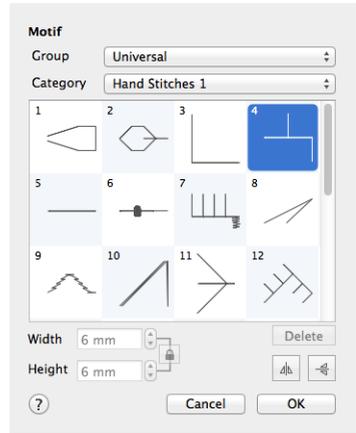
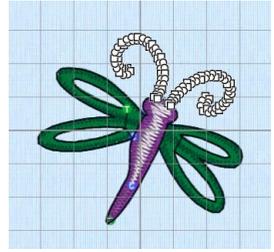
Select Running or Triple stitch for stitching out the motifs.

Length

Set the Length of stitches from 1 to 20mm in steps of 0.1mm. Length is initially set to the recommended value for each motif.

Create Textured Antennae for a Dragonfly Embroidery

- 1 If required, choose File > New.
- 2 In the folder Home/Premier+2/Samples/Modify/Stitch, open the Perky Dragonfly embroidery to load it.
- 3 Select the Object  window of the Control Panel . The pointer changes to the Object Select  pointer. Note: All of the icons are unavailable (dimmed) as no area of stitches is selected.
- 4 Command-click to select both of the antennae. The main stitch type in the antennae is Satin Column.
- 5 In the Convert pop-up menu, select "Satin Column to Tapered Motifs". If any stitch type other than Satin Column is listed as the stitch type to convert from, deselect and select again.
- 6 Click Convert. The Tapered Motifs properties dialog appears.
- 7 Click the Motif button to change the motif used.
- 8 In the Motif dialog set the Motif Group to Universal and the Category to Hand Stitches 1.
- 9 Set the Pattern to 4, a blanket stitch.
- 10 Leave the other settings unchanged, and click OK twice to close both dialogs.
- 11 Click outside the dragonfly to view the changed antennae. Some of the underlay lines may still be present. However, this is not a problem as it adds a texturing effect.



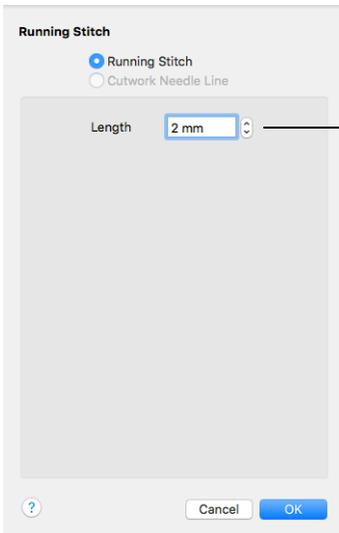
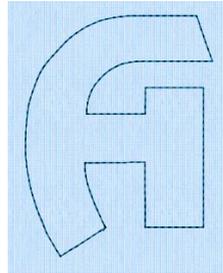
Line Types

The following line types are available:

- Running Stitch
- Double Stitch
- Double Zigzag
- Triple Stitch
- Satin Line
- Motif Line

Running Stitch

Running stitch is a row of small stitches going forward. Use lines of running stitch for light markout or as underlay for satin columns and fill areas. Running stitch is also useful for traveling stitches between sections of a design, if it can be placed where it will be covered by later stitch objects.



Set the stitch length

To show the Running Stitch dialog

- With a running stitch line selected, Control-click and choose Edit Running Stitch.
- With a running stitch line selected, click the Properties button.
- Convert a line type to Running Stitch in the Object window. The Properties dialog appears.

Note: Cutwork settings are dimmed as this stitch property is not available in PREMIER+™ 2 Modify.

Length

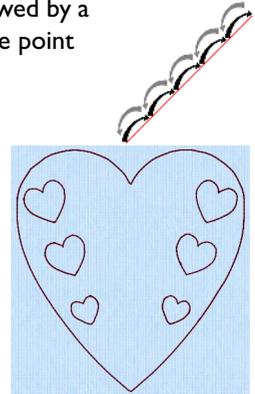
Set the Length of Running stitch from 0.3 to 12mm in steps of 0.1mm.

The initial setting is 2mm.

Double Stitch

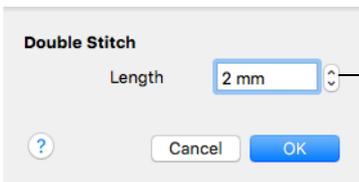
Double stitch is a row of small stitches going forward, followed by a row of small stitches going backward, so it ends at the same point where it began.

Double stitch is used for markout and to place branching outlines that need to return to their starting points.



To show the Double Stitch dialog

- With a double stitch line selected, Control-click and choose Edit Double Stitch.
- With a double stitch line selected, click the Properties button.
- Convert a line type to Double Stitch in the Object window. The Properties dialog appears.



Set the stitch length

Length

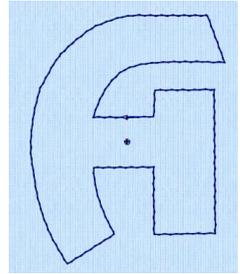
Set the Length of Double stitch from 1 to 12mm in steps of 0.1mm.

The initial setting is 2mm.

Double Zigzag

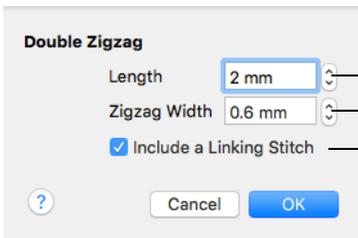
Double Zigzag stitch is a row of small stitches going forward, followed by a zigzag row of small stitches going backward, so it ends at the same point where it began.

Note: Double Zigzag is a special stitch type, recommended for lace. A running stitch line is retraced in a zigzag pattern to create a mesh if sections are placed together. This stitch type is also used for crosshatch fill.



To show the Double Zigzag dialog

- With a Double Zigzag line selected, Control-click and choose Edit Double Zigzag.
- With a Double Zigzag line selected, click the Properties button.
- Convert a line type to Double Zigzag in the Object window. The Properties dialog appears.



Set the stitch length

Set the width of the zigzag line

Use a linking stitch between sections of Double Zigzag

Length

Set the Length of Double Zigzag stitch from 1 to 12mm in steps of 0.1mm.

The initial setting is 2mm.

Zigzag Width

Set the Width of the Zigzag part of the stitch from 0.2 to 6mm in steps of 0.1mm.

The initial setting is 0.6mm.

Include a Linking Stitch

Use a linking stitch between sections of Double Zigzag.

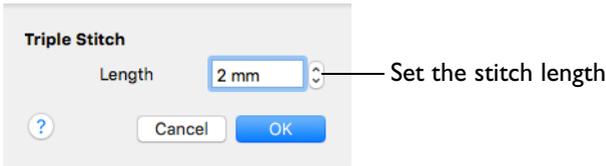
Triple Stitch

Triple stitch is a row of small three-part stitches, each composed of one stitch going forward, one going backward then one going forward. The stitch length can be changed from 1mm to 12mm for individual lines in the properties dialog.



To show the Triple Stitch dialog

- With a triple stitch line selected, Control-click and choose Edit Triple Stitch.
- With a triple stitch line selected, click the Properties button.
- Convert a line type to Triple Stitch in the Object window. The Properties dialog appears.



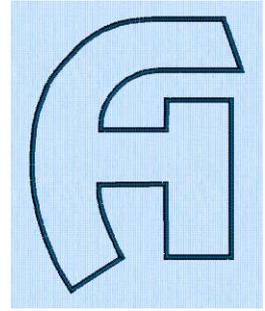
Length

Set the Length of Triple stitch from 1 to 12mm in steps of 0.1mm.

The initial setting is 2mm.

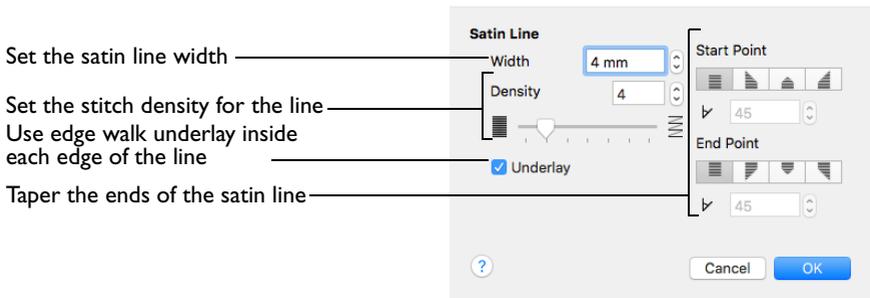
Satin Line

Satin Line is a line of constant-width satin stitch. It can be used alone, or as a border to a fill. The width of the line can be set from 1 to 12mm.



To show the Satin Line dialog

- With a satin line selected, Control-click and choose Edit Satin Line.
- With a satin line selected, click the Properties button.
- Convert a line type to Satin Line in the Object window. The Properties dialog appears.



Use the Satin Line dialog to set density and width for satin lines and borders.

Density

Set Density from 2 to 15. The lower the number, the closer together the stitches and the more stitches are produced. The initial setting is 4.

Note: Embroidery on thicker fabrics usually looks better with more stitch coverage (a low density setting). Choose a low value such as 2 or 3 for heavy knit fabrics, and a higher value such as 5 or 6 for a light material like linen or satin.

Width

Set Width for satin border from 1 to 12mm. The initial setting is 4mm.

Underlay

Use this option to place edge walk underlay inside each edge of the satin border. Underlay will not be generated if the Border Width is set below 2mm.

Tapered Ends

The Start Point and End Point settings can be used to taper the ends of your satin lines.

Note: Use these options to create mitered or pointed ends for your satin lines.

Start Point

Use these options to change the type of line beginning for the satin line. Select a taper type, then set the Taper Angle .

- No Taper 
- Left Taper 
- Central Point 
- Right Taper 

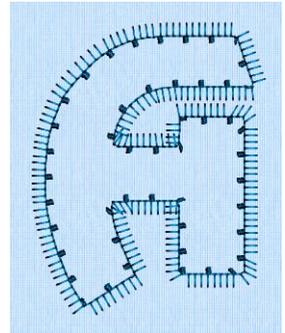
End Point

Use these options to change the type of line end for the satin line. Select a taper type, then set the Taper Angle .

- No Taper 
- Left Taper 
- Central Point 
- Right Taper 

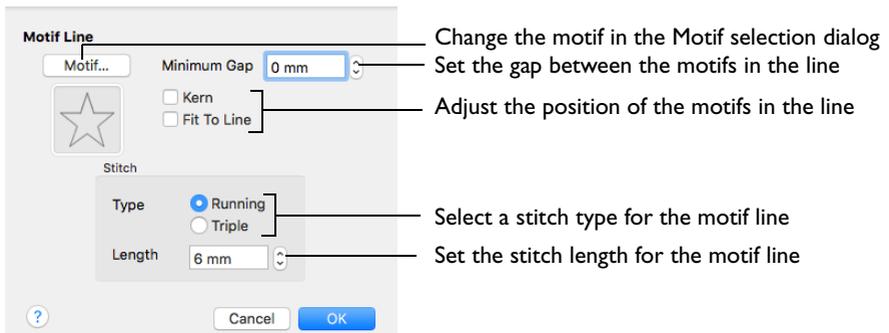
Motif Line

Motif line is used for decorative stitches and details, and to frame other embroideries.



To show the Motif Line dialog

- With a motif line selected, Control-click and choose Edit Motif Line.
- With a motif line selected, click the Properties button.
- Convert a line type to Motif Line in the Object window. The Properties dialog appears.



In the Motif Line dialog you can select motifs, and set the motif spacing, stitch type and length when creating a motif line.

Motif

Select a motif to use for the motif line.

- Click the Motif button to choose a motif. See “Motif Selection” on page 231.

Minimum Gap

This is the minimum amount of extra stitching that is placed between the motifs along the line. Minimum Gap is in addition to any spacing that is part of the selected motif.

Fit To Line

Select how the motifs follow the curves of the line.



When Fit To Line is off, the ends of each motif are placed on the line.



When Fit To Line is on, each whole motif is adjusted to fit along the line.

Kern

Kern automatically increases the space between adjacent motifs, so that the motifs fit along the line without overlapping.

Stitch

Select between Running and Triple stitch for stitching out the motif line.

Set the maximum stitch Length from 1 to 20mm in steps of 0.1mm.

Note: Length is initially set to the recommended value for each motif.

Tapered Ends

The Start Point and End Point settings can be used to taper the ends of your motif lines.

Note: Use these options to create mitered or pointed ends for your motif lines.

Start Point

Use these options to change the type of line beginning for the motif line. Select a taper type, then set the Taper Angle .

- No Taper
- Left Taper
- Central Point
- Right Taper

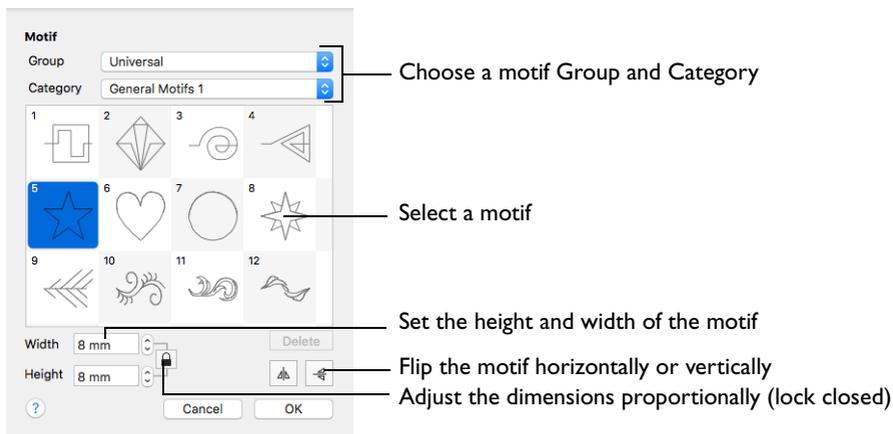
End Point

Use these options to change the type of line end for the motif line. Select a taper type, then set the Taper Angle .

- No Taper
- Left Taper
- Central Point
- Right Taper

Motif Selection

Use the Motif selection dialog to select motifs for motif lines, fills, tapered motif columns, and as lines within a MultiWave or Curved Crosshatch Fill.



The delete function is only available for motifs you have created in MyMotifs.

Note: You can only delete motifs in MyMotifs if two or more motifs have been created.

Group

Use the Group pop-up menu to choose the desired group of motif patterns.

Category

Use the Category pop-up menu to choose the desired category of motif patterns.

Pattern

Select the desired motif visually. Motifs are numbered for convenient reference.

Height and Width

The Height and Width are initially set according to the chosen motif. The maximum and minimum values for Height and Width are individual to each motif.

Proportional

Use Proportional  to keep the relative Height and Width in proportion when either is changed. Use Non-Proportional  to change the relative Height and Width separately.

Flip Horizontal

Use Flip Horizontal  to reverse the direction of the motif along the line of motifs. Some motifs are symmetrical and will have no apparent change when they are reversed.

Note: This is useful, for instance, if you have placed a QuickStitch™ Motif Line and wish to reverse the motif direction.

Flip Vertical

Use Flip Vertical  to mirror the motif along the motif line. Some motifs are symmetrical and will have no apparent change when they are mirrored.

Selecting a Motif

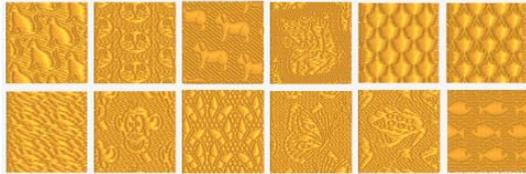
- 1 In the Motif Fill, Motif Line, Tapered Motif, MultiWave Fill, Curved Crosshatch Fill or Shape Fill dialog, click the Motif (1 or 2) button.
- 2 Choose a Group from the pop-up menu.
- 3 Choose a motif Category from the pop-up menu.
- 4 Select a motif.
- 5 Set the Width and Height for the motif. If desired, select Proportional to preserve the Height and Width ratio.
- 6 Use Flip Horizontal or Flip Vertical to mirror the motif horizontally or vertically.
Note: When creating a Motif Fill, you can set Motif 1 and Motif 2 so that the motif is reversed on alternate lines.
- 7 Click OK to use your selected motif.

Fill and Satin Patterns

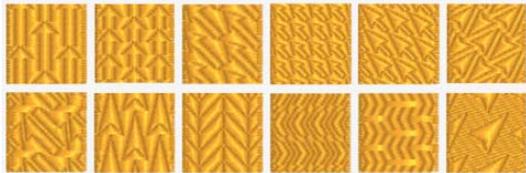
Patterns in categories other than Standard are recommended for use in relatively large fill areas, as they have repeating patterns which work well when 'tiled' together.

- Pattern 36 produces a 'satin effect' fill stitch.
- The first four patterns in the Gradient & Lace category (253-256) are recommended for multicolor gradient.
- Patterns 257 to 264 provide banded fill patterns that combine with crosshatch parallel fills to create a weave effect for lace designs. Set Spacing for the parallel fill at 2.4mm to combine with Pattern 257, or to 2.8mm to combine with Pattern 258, and so on.

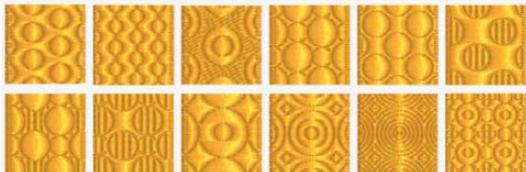
Animals I — Patterns 37 to 48



Arrows — Patterns 49 to 60



Circles I — Patterns 61 to 72



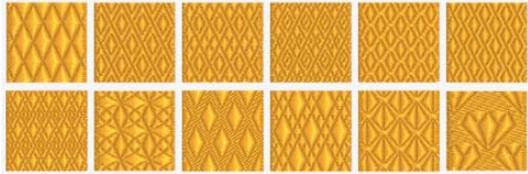
Circles 2 — Patterns 73 to 84



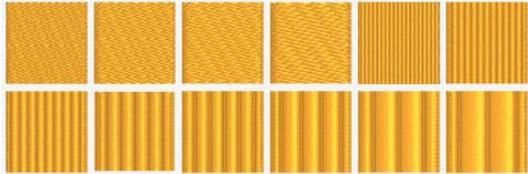
Climate — Patterns 85 to 96



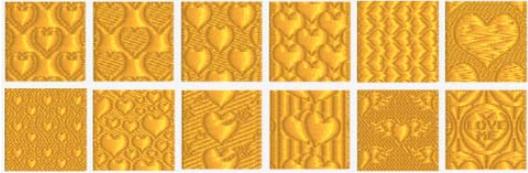
Diamonds — Patterns 97 to 108



Gradient & Lace —
Patterns 253 to 264



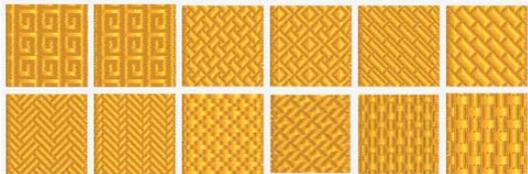
Hearts — Patterns 109 to 120



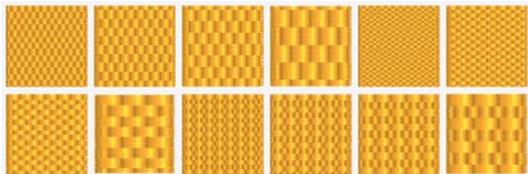
Leisure I — Patterns 121 to 132



Mosaic I — Patterns 133 to 144



Mosaic 2 — Patterns 265 to 276



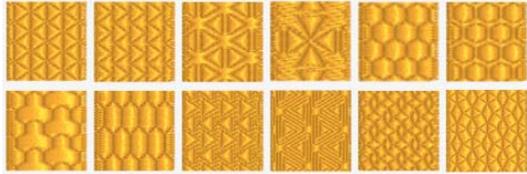
People — Patterns 145 to 156



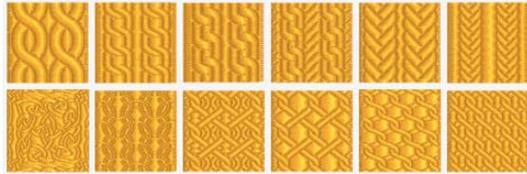
Plants & Flowers I —
Patterns 157 to 168



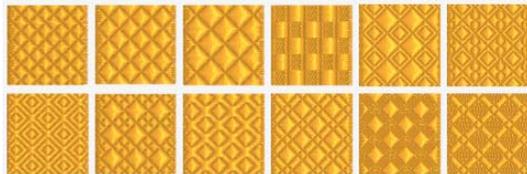
Polygons — Patterns 169 to 180



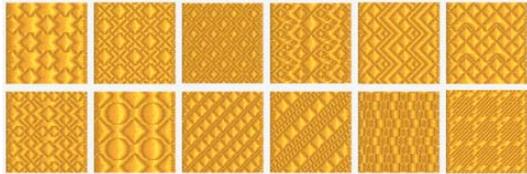
Rope & Chains —
Patterns 181 to 192



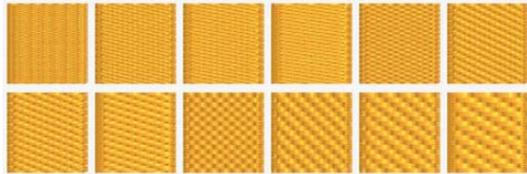
Squares I — Patterns 193 to
204



Squares 2 — Patterns 205 to
216



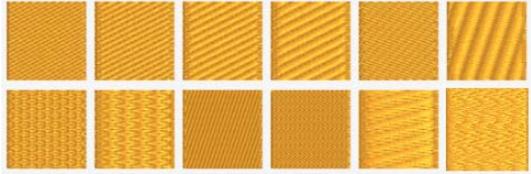
Standard I — Patterns 1 to 12



Standard 2 — Patterns 13 to 24



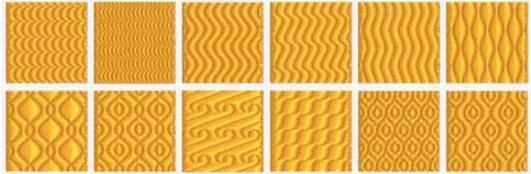
Standard 3 — Patterns 25 to 36



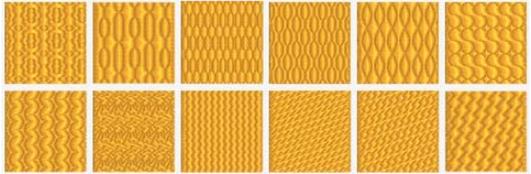
Transport — Patterns 217 to 228



Waves I — Patterns 229 to 240



Waves 2 — Patterns 241 to 252



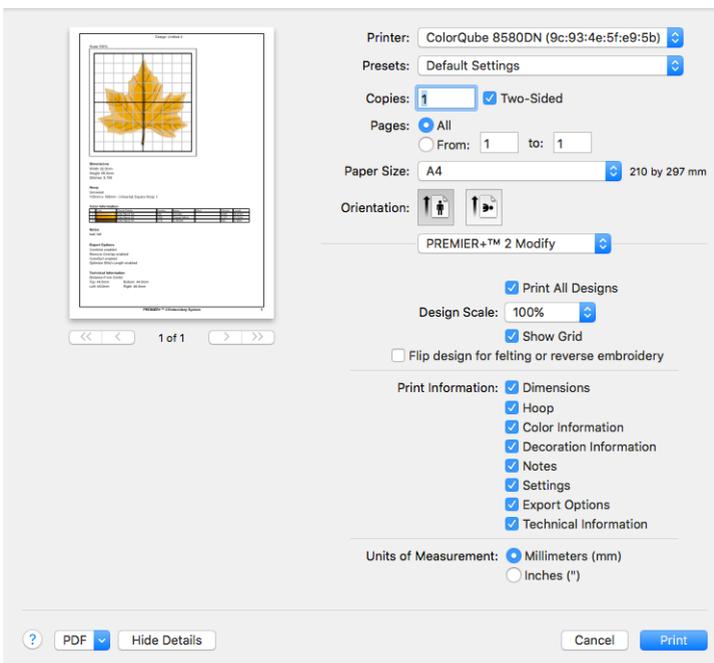
Use the Print dialog to select your print settings, and to print a worksheet for your embroidery.

To open the Print dialog

- Choose File > Print
- Press ⌘P

Print

Select Show Details to choose the information to be printed with the embroidery, select the printer and page layout, and choose a scale for the printout. Then print the embroidery worksheet.



Note: If the embroidery is not within the hoop, or is too large for the hoop, a message is displayed instead of the Print dialog. Change the hoop size, or adjust the embroidery so that it fits in the hoop.

Preview

Display the active embroidery as it would appear when printed. Other information, such as the Dimension, Color Information, Notes and Settings and Technical Information is shown, depending on the choices made in the Print dialog. Export

options such as Combine, Remove Overlap, ColorSort and Optimize Stitch Length are shown, depending on the choices made in the Export dialog. See “Export” on page 26.

If there are multiple pages, step through them with Next Page ► and Previous Page ◀.

Print All Designs

Select this to print all of the designs in the embroidery, or uncheck to print only the selected subdesign.

Scale and Information

Select the information to be printed with the embroidery, such as the Dimensions, Color Information, Notes and Technical Information. In addition, the scale may be altered and a grid turned on or off. Set the Units of Measurement for the Dimensions and Technical Information to mm or inches, as desired.

Design Scale: Select 25%, 50%, 75%, 100% or To Fit scaling when printing your embroidery. This is how large the embroidery will print compared to the real size of a stitched out embroidery. Use a reduced Design Scale if you want to ensure that the worksheet fits on one page. Use the preview to see how many pages will be printed.

Grid: This determines whether or not a grid is printed with the embroidery. If you turn this off you will still get a rectangle representing the hoop.

Print Information: This determines what additional information is printed. All items are selected initially.

Dimensions: The size of the embroidery and the stitch count.

Color Information: The sequence of thread colors used and, if available, the thread specification (range, thread number and name). Stop Commands and their text (where present) are also shown.

Notes: Any notes and settings that are included with the embroidery.

Technical Information: The distance of each edge of the embroidery from the center of the embroidery.

Units of Measurement: Select between Millimeters and Inches.

PDF

Choose PDF creation settings.

Hide Details

View a concise version of the Print dialog.

Printer

Select the printer you want to use.

Presets

Choose a saved printer setup.

Copies

Select the number of Copies you wish to print, and whether to print on two sides.

Pages

Select the range of pages you wish to print.

Paper Size

Select the size of paper that the embroidery is to be printed on.

Orientation

Choose Portrait or Landscape. Generally, you should not need Landscape for the standard hoop sizes as the embroidery is rotated automatically by the print process when you print an embroidery that uses a Horizontal hoop.

Settings Menu

Select the settings details for the following from the pop-up menu under the app name:

- Layout
- Color Matching
- Paper Handling
- Paper Feed
- Cover Page
- Supply Levels

Layout

Choose the number of pages per sheet, whether to use a border, and whether to print on two sides, reverse the page orientation, and flip horizontally.

Color Matching

Select the color match profile.

Paper Handling

Select page order, whether to collate pages, which pages to print, and scale relative to paper size.

Paper Feed

Select your paper source.

Use Preferences to set grid size and stitch options, the resize options, and the cutwork options.

Use Preferences to set grid size, basting, stitch and trim settings, the resize options, and the cutwork options. When these are changed, the new settings are remembered when PREMIER+™ 2 Modify is closed and reopened. The tabs in the Preferences dialog are:

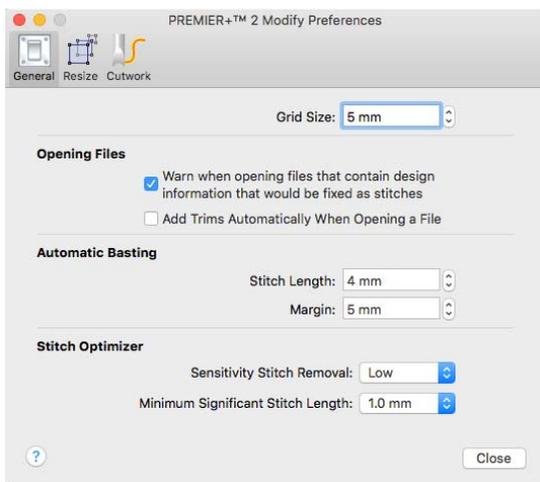
- General Preferences 
- Resize Preferences 
- Cutwork Preferences 

To open Preferences

- Choose PREMIER+™ 2 Modify > Preferences.
- Press ⌘,

General Preferences

Set the grid size, choose how the hoop affects saving files, set stitch order when mirroring and trim rules, and set the Stitch Optimizer options.



Grid Size

Set the grid size between 2mm and 50mm, depending on what setting is most suitable for your screen resolution and embroideries. The initial setting is 10mm.

- Click the Grid Size up and down arrows or enter a number to change the grid size.

Note: If you position the arrow pointer over the text box without clicking, the alternative units are shown.

Opening Files

Fixed as Stitches Warning

Display a warning message if the embroidery file contains design information that would be fixed as stitches when the file is opened (for example decorations, lettering or SuperDesigns).

Adding Trims

If trims are needed for an embroidery design, automatically add the trims when the embroidery file is opened.

Automatic Basting

Set the stitch length and margin width for a basting line to secure the fabric and stabilizer before beginning embroidery.

Stitch Length

Set the stitch length between 2.0mm and 8.0mm in steps of 0.1mm. The initial setting is 4.0mm.

Margin

Set the margin between 0mm and 20mm in steps of 1mm. The initial setting is 5mm.

Stitch Optimizer

Change the settings used by the Stitch Optimizer.

Note: This is recommended only if you feel that stitches have been removed that affect the look of the embroidery. Changes to Optimizer Preferences are very rarely needed.

Sensitivity Stitch Removal

Set the maximum level of sensitivity for Stitch removal with the Stitch Optimizer. Fewer stitches are removed when sensitivity is Low (the initial value).

- Choose a sensitivity level from the pop-up menu.

Minimum Significant Stitch Length

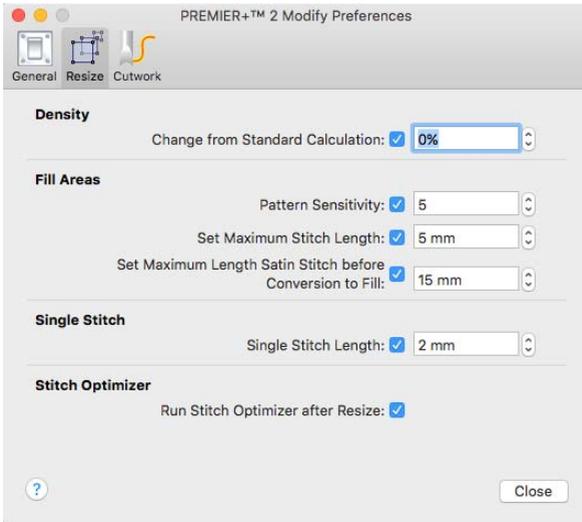
Choose the minimum stitch length that will be treated as significant by the Stitch Optimizer.

Any stitches that are longer than the selected length will be considered significant and will remain unaffected by the Stitch Optimizer. Any stitches that are shorter than this value will be checked for optimization. Select from 0.6mm, 0.8mm and 1.0mm. The initial value is 1.0mm.

- Choose a stitch length from the pop-up menu.

Resize Preferences

These settings are only used when Resize is switched on. They do not affect the Scale function.



Density

Change from Standard Calculation (%)

Use this to force the density to vary from the original density.

It can be useful to set this to a negative value when making an embroidery much smaller than the original.

Uncheck the option to use the standard calculation without having to change the value back to 0%.

Set the density change from -10% to +50%. The initial value is 0%.

Fill Areas

Pattern Sensitivity

Increase the Pattern Sensitivity value to improve the recognition of patterns that are hard to identify.

If a fill area contains an unrecognized pattern, a flat fill pattern is used.

Note: Patterned satin (a column fill) is treated as a patterned fill area by the Resize function.

- Uncheck the option to turn off pattern recognition. This will force replacement of all patterns on fill areas with a flat fill pattern.
- Set the sensitivity from 1 to 5. The initial value is 5.

Set Maximum Stitch Length

Limits the maximum stitch length in fill areas in the resized selection. This is mainly used when making a selection larger.

- Uncheck the option to avoid limiting the length of stitches when resizing.
- Set the length from 1.0mm to 15.0mm in steps of 0.1mm. The initial value is 5.0mm.

Note: If you position the arrow pointer over the box without clicking, the alternative units are shown.

Set Maximum Satin Stitch Length before Conversion to Fill

When resizing satin, the average length of stitches is compared to this setting. If the stitches would be larger than this value after resizing, the satin block is converted to a fill area.

Note: An area of satin can be made up of several blocks, each of which could be treated differently when the area is resized.

- Uncheck the option to prevent converting satin areas to fill.
- Set the length from 1.0mm to 15.0mm in steps of 0.1mm. The initial value is 15.0mm.

Note: If you position the arrow pointer over the box without clicking, the alternative units are shown.

Single Stitch

Single Stitch Length

Use this to set the stitch length for running stitch and single stitches.

The stitch curve is recalculated, which can improve the appearance of outlines. When enlarging designs, this prevents long untidy stitches. When making designs smaller, this helps curves and shapes stay accurate, although small details may be partially lost to prevent stitches from becoming too small and dense.

- Uncheck the option to resize single stitches without any recalculation of the stitch path.
- Set the length from 1.0mm to 15.0mm in steps of 0.1mm. The initial value is 2.0mm.

Note: If you position the arrow pointer over the box without clicking, the alternative units are shown.

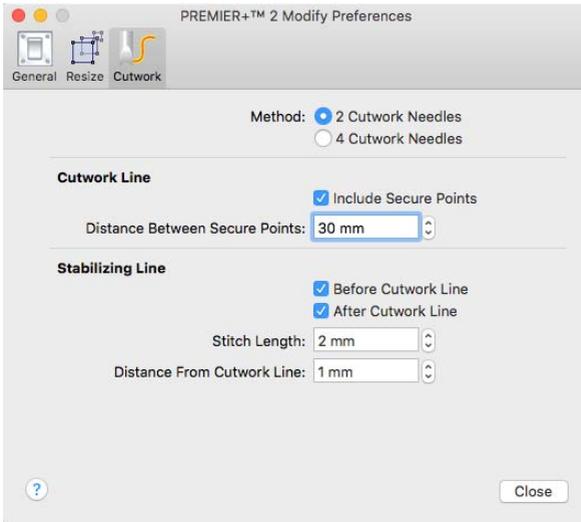
Stitch Optimizer

Run Stitch Optimizer after Resize

Use this to automatically optimize the embroidery after it has been Resized. This will improve the quality of the resized embroidery when it is stitched out. It is recommended to use this option, and it is initially selected.

Cutwork Preferences

The cutwork needle features allow you to draw a cutting line within a design, optimized for the INSPIRA® Cutwork Needles. Use two or four cutwork needles, add secure points for fabric stability, and add a stabilizing line.



Method

Choose between:

- 2 Cutwork Needles
- 4 Cutwork Needles

With 2 needles, a bladed needle set at one angle is used to cut around the shape, and then the second needle travels around the shape cutting at a different angle.

With 4 needles a more precise cutting method is used, where each needle is used for the section of the shape that closely matches its angle. This method is recommended for more delicate fabrics.

- Select 2 Cutwork Needles or 4 Cutwork Needles.

By default 2 needles is selected.

Cutwork Line

Include Secure Points

This allows the cut fabric to remain attached for stability while all the cutwork needle lines are created. Afterwards it can be easily trimmed with scissors. By default Include Secure Points is selected, and the initial distance between secure points is 30mm.

- Select Include Secure Points to create gaps in the cutwork needle line.

Distance Between Secure Points

- Click the Distance Between Secure Points up and down arrows or enter a number to change the distance from 10mm to 100mm in steps of 1mm.

Stabilizing Line

Insert a stabilizing line of stitching before and/or after the cutwork line. This may be helpful for reverse appliqué or free-standing lace, but is not required if you are simply cutting out a shape.

Before Cutwork Line

By default Before Cutwork Line is selected.

After Cutwork Line

By default After Cutwork Line is selected.

Stitch Length

The default setting is 2.0mm.

- Click the up and down arrows or enter a number to set the Stitch Length from 1.0 to 6.0mm in 0.1mm steps.

Distance from Cutwork Line

The default setting is 1.0mm.

- Click the up and down arrows or enter a number to set the distance of the stabilizing line from the cutwork line from 0.1 to 10.0mm in 0.1mm steps.

Error Messages

Opening the App

"Feature not available in this version."

This message will appear when trying to start a module or feature if the PREMIER+™ 2 Embroidery System cannot detect an activation for that module or feature. Ensure that you have activated your software.

Your license may not cover this module or feature. To upgrade, see your dealer or look in the Purchase Center at: www.EmbroideryPurchaseCenter.com

Using the App

"Feature not available in this version."

This message will appear when trying to start a module or feature if the PREMIER+™ 2 Embroidery System cannot detect an activation for that module or feature. Ensure that you have activated your software.

Your license may not cover this module or feature. To upgrade, see your dealer or look in the Purchase Center at: www.EmbroideryPurchaseCenter.com

Loading Embroideries

"The file doesn't exist."

This message appears if the desired embroidery is not where the app expects it to be, for example if an embroidery was saved to a network drive, then deleted or renamed. The message would appear if you tried to load the embroidery from the Open Recent list on the File menu.

"The document "xx" could not be opened."

This message appears if the embroidery you are attempting to load is corrupt. For example, it might have the extension .vp4, yet not be a proper Husqvarna Viking / Pfaff embroidery.

"Stitch file is corrupt."

The embroidery is corrupt and cannot be loaded. Refer to source of this file for a solution.

"Unrecognized file format."

This message appears if the embroidery you are attempting to load is corrupt. For example, it might have the extension .vp4, yet not be a proper Husqvarna Viking / Pfaff embroidery.

"Stitch file XY coordinates incorrect."

The embroidery is corrupt and cannot be loaded. Refer to source of this file for a solution.

"Unrecognized file extension."

This message may appear if the embroidery you are attempting to load is corrupt. For example, it might have the extension .vp4, yet not be a proper Husqvarna Viking / Pfaff embroidery.

"Cannot open stitch file."

This message may appear if the embroidery you are attempting to load is corrupt. For example, it might have the extension .vp4, yet not be a proper Husqvarna Viking / Pfaff embroidery.

"Not enough memory available to perform function."

This message may appear if the embroidery you are attempting to load is corrupt. For example, it might have the extension .vp4, yet not be a proper Husqvarna Viking / Pfaff embroidery.

"The file "xx" is locked. If you want to make changes to this document, click Unlock. To keep the file unchanged and work with a copy, click Duplicate."

This message appears when trying to edit an embroidery which is locked, or is on a read-only medium such as a CD-R. Unlock the embroidery before editing, or duplicate it, and then edit it, if it is on a read-only medium.

"The file "xx" is on a read-only volume and cannot be unlocked. You can duplicate this document and edit the duplicate."

This message appears when trying to unlock an embroidery which is on a read-only medium such as a CD-R. Duplicate it, then edit and save it.

Modifying Embroideries

"The value '*' is invalid. Please provide a valid value."

This message appears in the following circumstances:

- If the value entered in the Compensation dialog or Global Morphing dialog is not a number.
- If the Density for Satin Line is below 2mm or above 15mm, or is not a number.
- If the Density for Satin Area, Satin Column, Pattern Fill, MultiWave Fill, Shape Fill, Radial Fill or Spiral Fill is not a number.

"The value * is too small. Please provide a valid value."

This message appears in the following circumstances:

- If the value entered in a number box in the Global Morphing dialog is smaller than the stated minimum of 1 or -100.
- If the value entered in the Compensation dialog is smaller than 1.

- If the value entered in the Compensation box in the Satin Column, Satin Area or Pattern Fill dialog is smaller than 0.
- If the value entered in the Angle box in the Pattern Fill, Crosshatch Fill, Curved Crosshatch Fill or Motif Fill dialog is smaller than 0°.
- If the value entered in the Density box in the Satin Area, Satin Column, Pattern Fill, MultiWave Fill, Shape Fill, Radial Fill or Spiral Fill dialog is smaller than 2.
- If the value entered in the Echo Lines box in Echo Fill is smaller than 1.
- If the value entered in the Horizontal or Vertical Gap box in the Motif Fill dialog is smaller than -50%.
- If the value entered in the Horizontal or Vertical Offset box in the Motif Fill dialog is smaller than -50%.

"The value * is too large. Please provide a valid value."

This message appears in the following circumstances:

- If the value entered in a number box in the Global Morphing dialog is larger than 100, or the value entered in a number box in the Compensation dialog is larger than 15.
- If the value entered in the Compensation box in the Satin Column, Satin Area or Pattern Fill dialog is greater than 30.
- If the value entered in the Angle box in the Pattern Fill, Crosshatch Fill, Curved Crosshatch Fill or Motif Fill dialog is greater than 360°.
- If the value entered in the Density box in the Satin Area, Satin Column, Pattern Fill, MultiWave Fill, Shape Fill, Radial Fill or Spiral Fill dialog is greater than 40.
- If the value entered in the Echo Lines box in Echo Fill is greater than 30.
- If the value entered in the Horizontal or Vertical Gap box in the Motif Fill dialog is greater than 100%.
- If the value entered in the Horizontal or Vertical Offset box in the Motif Fill dialog is greater than 50%.

"The value '*mm' needs to be in the range 0.0 to 20 mm. Please provide a valid value."

This message appears if the size entered in the Minimum Gap box in the Motif Line dialog, or the Motif section of the MultiWave Fill or Shape Fill dialog is below 0mm or above 20mm.

"The value '*mm' needs to be in the range 0.2 to 5 mm. Please provide a valid value."

This message appears if the size entered in the Spacing box in the Contour Fill dialog is below 0.2mm or above 5mm, or is not a number.

"The value '*mm' needs to be in the range 0.2 to 6 mm. Please provide a valid value."

This message appears if the size entered in the Zigzag Width box in the Double Zigzag dialog or the Crosshatch Fill dialog is below 0.2mm or above 6mm, or is not a number.

"The value '*mm' needs to be in the range 0.3 to 12 mm. Please provide a valid value."

This message appears if the size entered in the Length box in the Running Stitch dialog is below 0.3mm or above 12mm, or is not a number.

"The value '*mm' needs to be in the range 1 to 5 mm. Please provide a valid value."

This message appears if the size entered in the Spacing box in the QuiltStipple Fill dialog is below 1mm or above 5mm, or is not a number.

"The value '*mm' needs to be in the range 1 to 12 mm. Please provide a valid value."

This message appears if the size entered in the Length box in the Double Stitch, Double Zigzag or Triple Stitch dialog, or the Stitch Length box in the Echo Fill, MultiWave Fill, Motif Fill, Shape Fill, Crosshatch Fill, Curved Crosshatch Fill, QuiltStipple Fill or Contour Fill dialog is below 1mm or above 12mm, or is not a number.

"The value '*mm' needs to be in the range 1 to 12 mm. Please provide a valid value."

This message appears if the size entered in the Width box in the Satin Line dialog is below 1mm or above 12mm, or is not a number.

"The value '*mm' needs to be in the range 1 to 20 mm. Please provide a valid value."

This message appears if the size entered in the Stitch Length box in the Motif Line dialog, or the Spacing box in Echo Fill is below 1mm or above 20mm, or is not a number.

"The value '*'' needs to be in the range 2 to 12 mm. Please provide a valid value."

This message appears if the value entered in the Break Up Stitches dialog, is below 2mm or above 12mm. It is also displayed if the value entered in the Break Up Stitches dialog is not a number.

"The value '*mm' needs to be in the range 2 to 20 mm. Please provide a valid value."

This message appears if the size entered in the Spacing box in the Crosshatch Fill or Curved Crosshatch Fill dialog is below 2mm or above 20mm, or is not a number.

"Could not create new document for 'Paste into New Window'"

This message appears if the object pasted from the Clipboard is not stitch data. It may be from another app. Make the selection again, then copy and paste it.

"Cannot add tie. This stitch will not be stitched and cannot have a tie placed on it."

This message appears if you try to insert a tie for a stitch that begins with a color or trim command. As it will not be stitched, a tie should not be added to it.

Using My Demo in Life View

"Do you want to remove all points from your demo? This cannot be undone."

This message appears if you use Reset My Demo in Life View. Click Yes to continue, or No to keep your existing My Demo.

Saving or Embroidering Files

"The document "xx" could not be saved. No stitch data to save."

This message appears if there are no stitches in your embroidery. For instance, if you deleted the embroidery and then tried to save it.

"The document "xx" could not be saved as "xx". The volume is read only. Try saving the file to another volume."

This message appears if, for instance, you try to save an embroidery to a CD-R. A CD-R is read only, therefore you will not be able to save the embroidery. Save the embroidery to another medium.

"The document "xx" could not be autosaved. The volume is read only. Try saving the file to another volume. You can also duplicate the document or discard your changes to close it."

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

Exporting Embroideries or Sending Embroideries

"Embroidery is too large or will not fit in hoop."

This message appears if an embroidery you are trying to Export is outside the selected hoop or larger than will fit in it. For example, with the 100mm x 100mm hoop selected, an embroidery smaller than 100mm x 100mm might be placed partially outside the work area when you choose Export. This message would then appear. Move the embroidery completely within the four blue corners of the work area and try again. Alternatively, change the size of the hoop.

"The file already exists. Do you want to replace it?"

This message appears if an embroidery you are trying to Export has a name that has already been used. Replace the existing embroidery, or choose a new name before exporting.

"Exporting to XX failed. The design was too big for the export format."

Certain formats are limited to the number of stitches they can save or the size of hoop used on their specific embroidery machine, for example the .sew or Pfaff (.pcs) file format. If you attempt to save a file in this format that is bigger than the largest available hoop size, or has more stitches than are allowed, this message will appear.

"Exporting to XX failed."

This message appears if you cannot save the embroidery to the selected place, for example if you try to save to a CD-R, or to an incompatible drive.

Printing Embroideries

"Print. Embroidery is too large or will not fit in hoop."

This message appears if the embroidery on screen is partially outside the selected hoop. Move the embroidery completely within the four blue corners of the work area and try again, or change the hoop size.

Miscellaneous

"Not enough memory available to perform function."

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

"Not For Sale. This is a Dealer version of the PREMIER+™ 2 Embroidery System and not for retail sale. If you are not a certified registered PREMIER+™ 2 Embroidery System dealer you are not entitled to use this software. Please contact your local dealer for further information."

This message means that the app is a dealer only version for demonstration and training purposes, and is not available for retail sale. Please contact software support for further information.

"Could not understand the string XX."

This message appears if the value entered in a number box is outside the valid range, or is not a number.

Other Topics

Screen Appearance

"Some of the items in a menu are dimmed."

Certain items (for example Undo in the Edit menu) are only available once an embroidery design is shown on the screen.

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

Use PREMIER+™ 2 Configure to change the grid color. Click the Color block and the Colors window appears to allow you to choose a color. The color set by default for your PREMIER+™ 2 Embroidery System is 127, 127, 127 (RGB). You can use the RGB Sliders in the Colors Sliders tab to return to this color.

Use Preferences to change the grid spacing. Set the Grid Size to 5mm.

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

Use PREMIER+™ 2 Configure to change the grid color. Click the Color block and the Colors window appears to allow you to choose a color. The color set by default for your PREMIER+™ 2 Embroidery System is 211, 233, 255 (RGB). You can use the RGB Sliders in the Colors Sliders tab to return to this color.

"I can't see the toolbar or some of the icons."

Use Reset All Apps in PREMIER+™ 2 Configure to return the toolbar and windows in the app to their default settings.

To return the icons in the toolbar to their default settings, choose View > Customize Toolbar, and drag the default icon set into the toolbar.

To use Reset All Apps

- 1 Ensure your designs are saved in any PREMIER+™ 2 Embroidery System apps that are open.
- 2 Click the PREMIER+™ 2 Configure icon in the Launchpad , or double-click the PREMIER+™ 2 Configure icon in the Finder .
- 3 Click the Utilities tab.
- 4 Click Reset All Apps.
- 5 Click the Quit Open PREMIER+™ 2 Apps button to close all open apps.
- 6 Click the Reset All Apps button.

Note: If some PREMIER+™ 2 apps are still open, a message will appear, saying that some apps appear to be running. Click OK to close all running PREMIER+™ 2 apps, or click Cancel.

The toolbar and windows in your app will have been restored to their original state.

If preferred, to check the toolbar choose View, then choose Show Toolbar if the toolbar has been hidden, or choose Customize Toolbar to reset the toolbar if icons have been added to or removed from the toolbar. If this does not restore the toolbar, use Reset All Apps.

Life View

"How do I backup a My Demo animation?"

The My Demo animated preview is stored in the AnimationPath.txt file in the folder /[User]Library/ApplicationSupport/VSMSoftware/Premier+2/System. This location may not be visible on your Mac®, but you can find it using the following steps.

To Backup a My Demo Animation

- 1 Open the Finder window.
- 2 Open the Go menu.
- 3 Hold down the Option (Alt) key, and choose Library.
- 4 Browse to /ApplicationSupport/VSMSoftware/Premier+2/System.
- 5 Copy the file AnimationPath.txt to your backup location.

Loading Embroideries

"I cannot open Melco (.exp) files in PREMIER+™ 2 Modify."

The Melco format extension (.exp) is used by default in the Mac operating system for system files, so you cannot use the Open dialog to load Melco files. Use Insert to load Melco designs in your PREMIER+™ 2 Embroidery System.

Choosing Thread Colors

"When I try to use the numbers box to select a thread number, the wrong thread shade is selected."

The find thread feature in Color Selection allows you to enter partial thread numbers. The first thread in the list matching the number is found, with priority given to an exact match. The existing thread number is also listed. If you are attempting to find a thread with only part of the number, the first thread matched may not be the desired thread. To ensure you select the correct thread, enter the thread number as it appears in the list. Some thread ranges have prefix characters on the thread number. These must also be entered to obtain an exact match.

"A thread in an embroidery from a friend had a different name or number when I first opened it."

The thread name or number is changed when the thread is opened if the Thread Range of the selected color is not found in your thread database. This could happen if the design you are attempting to edit was supplied by someone with a later version of the thread database. The color will be replaced with the nearest match in the Import Thread Range you have set in PREMIER+™ 2 Configure. You can alter it to any other color if desired. To check for the latest updates for the PREMIER+™ 2 Embroidery System, use Smart Update in PREMIER+™ 2 Configure.

Embroidery appearance and selection of stitches

"The embroidery I want to work with appears too small on the screen."

Make sure the PREMIER+™ 2 Modify window is maximized by choosing Window > Zoom. Click Zoom To Fit to expand the hoop so it fills the work area. Also, choose a Hoop Size in Hoop Selection that is suitable to the embroidery size.

"I find it hard to select the part of the embroidery I wish to edit."

Many functions of PREMIER+™ 2 Modify can be used to help see sections of embroideries more easily. They include the Zoom Commands, as well as the Draw Next Color Block and Draw Previous Color Block, Draw Range and Ghost Mode. The Design Player can also be used to help run through embroideries to find the required stitch or command. The different methods of selection (Box Select, Color Block Select, Select Stitches, Freehand Select, Freehand Point Select and Select All Visible) are also useful for different situations.

"I selected part of an embroidery, then tried to Compensate the block. The compensation has been applied to the whole embroidery, not just the area selected."

Compensation works on the visible part of an embroidery. Hide stitches with Draw Range, Draw Next Color Block, or turn colors off by deselecting them in the Color Select area on the Design window, to isolate a specific area before using this function.

"I selected part of an embroidery, then tried to Break Up Stitches. Stitches have been broken up in the whole embroidery, not just the area selected."

Break Up Stitches works on the visible part of an embroidery. Hide stitches with Draw Range, Draw Next Color Block or turn colors off to isolate a specific area before using this function.

"I cannot select the desired color using the Color Block Select function, because one color is on top of the other."

Use Draw Next Color and Draw Previous Color or turn colors off in the Color Select area on the Design window to isolate the desired color area, then click Color Block Select to select those stitches.

Creating Cutwork

"Some of the stabilizing lines on my cutwork are placed in the wrong sequence."

If you use ColorSort on multiple areas of cutwork with stabilizing lines, in some circumstances the stabilizing lines may be merged. When changing the order of designs with multiple cutwork areas, use the arrows in Color select to set the order of the color blocks.

Creating Border/Appliqué

"When using Border Embroidery only the Create Overlay Border option is available."

This may happen with some embroideries containing holes or appliqué areas. Where multiple lines are found, there cannot be a single external or internal border, so only the Create Overlay Border option is available for use.

Cancelling unwanted actions

"I used Box Select around an area, but selected some stitches I didn't want. Undo is dimmed so I can't click it."

To cancel a stitch block selection made using Box Select, Color Block Select, Freehand Select, Freehand Point Select or Select All Visible, click anywhere in the currently active embroidery, but outside the box showing the selected stitches. The stitches will no longer be selected.

Sending Files

"I cannot send a file to my embroidery machine."

First, confirm that the PREMIER+™ 2 Machine app is running. PREMIER+™ 2 Machine appears as a machine icon  in the menu bar.

If PREMIER+™ 2 Machine is not running, start it.

- Click the PREMIER+™ 2 Machine icon in the Launchpad , or double-click the PREMIER+™ 2 Machine icon in the Finder .

Second, confirm that the PREMIER+™ 2 Machine app is communicating with your embroidery machine.

- Click the machine icon in the menu bar and check that your embroidery machine is listed in the menu. If it is not, check the USB connection, then choose Quit and start PREMIER+™ 2 Machine again.

Note: If the USB connection between your embroidery machine and computer is temporarily interrupted, you may need to restart PREMIER+™ 2 Machine.

"I sent a design to my embroidery machine, but nothing happened."

You can only send a design directly to your embroidery machine if the following folder exists: /Library/Application Support/VsmSoftware/Premier+2/TempSend

If this folder does not exist, do as follows:

- 1 Open a Finder window.
- 2 In the Go menu, hold down the Option key and choose Library.
- 3 Browse to Application Support/VsmSoftware/Premier+2.
- 4 Control-click an empty area of the screen and choose New Folder from the context menu.
- 5 Name the new folder TempSend.

6 Send the design again.

Menus

PREMIER+™ 2 Modify Menu

	About PREMIER+™ 2 Modify	Display app information, version number and copyright.
⌘,	Preferences	Set the grid size, stitch and trim settings, the resize options, and the border, appliqué and cutwork options.
	Services	
⌘H	Hide PREMIER+™ 2 Modify	Hide the current app.
⇧⌘H	Hide Other	Hide other apps.
	Show All	Show all apps.
⌘Q	Quit PREMIER+™ 2 Modify	Exit the app.
⇧⌘Q		Quit and Close All Windows Exit the app and close all windows.

File Menu

⌘N	New	Open a new window with no embroideries on the screen.
⌘O	Open	Open an existing embroidery.
	Open Recent	Open recently used embroideries.
⌘W	Close	Close the current window.
⇧⌘W		Close All Close all open windows. (Press Option when viewing the menu to see this function.)
⌘S	Save	Save the contents of the open window as a multipart embroidery in .vp4 format.
⇧⌘S	Duplicate	Make a copy of the embroidery in the current window under a new name.
⇧⇧⌘S		Save As Save the contents of the window as a multipart embroidery in .vp4 format under a new name. (Press Option when viewing the menu to see this function.)
	Rename	Rename the document in the currently selected window.
	Move To	Move a document from the folder it is saved in, to another folder.
	Revert To	Return to a previous version of your embroidery.

⌘S	Export	Save the embroidery in the current window as a flattened .vp4 file, or in an alternative embroidery format.
	Export Appliqué Pieces	Save or print appliqué outlines ready for cutting by a fabric cutter or INSPIRA™ Cutwork Needles.
⌘P	Print	Print all the embroideries on the screen with their names and worksheets.
⌘1	Send Express	Send the selected embroidery to the screen of the connected embroidery machine.
⌘2	Send	Send the selected embroidery to the MyFiles or Personal Files folder of the connected embroidery machine.
⌘3	Send to mySewnet™	Send the selected embroidery to the mySewnet™ cloud for your mySewnet™ enabled embroidery machine.
	Send to Machine via mySewnet™	Send the selected embroidery to your mySewnet™ enabled embroidery machine via the mySewnet™ cloud.

Edit Menu

⌘Z	Undo	Reverse the last action.
⇧⌘Z	Redo	Reverse the last action that was undone by Undo.
⌘X	Cut	Delete the selected block from the screen and place it on the clipboard.
⌘C	Copy	Make a copy of the selected block and place it on the clipboard.
⇧⌘C	Copy All	Make a copy of all visible stitches in the currently selected designs
⌘V	Paste	Paste a block that has been cut or copied to the clipboard onto the screen, attached to the last visible stitch.
⌘⇧V	Paste as Design	Paste the embroidery in the Clipboard into the current window as a new design.
⇧⌘V	Paste into New Window	Paste the embroidery in the Clipboard into a new window.
⌘D	Duplicate Selected	Make a copy of the whole embroidery or the currently selected block, which is automatically pasted on the work area.
⌘⌫	Delete	Remove the selected block from the screen without moving it to the clipboard.
	Delete Commands	Delete an unwanted Color Change, Stop or Trim command.
	Insert	
⌘I	Insert Design	Load a saved embroidery into an existing window.
	Insert Color Change	Add a new color change at the point where you click.
	Insert Stop Command	Add a command which instructs the embroidery machine to stop at the point where you click.
	Insert Trim Command	Add a command which instructs some embroidery machines to cut the thread.
	Insert Stitches	Add new stitches to the embroidery at the point where you click.
	Insert Tie-On Stitch	Add a tie stitch at the beginning of the stitch area to be secured.
	Insert Tie-Off Stitch	Add a tie stitch at the end of the stitch area to be secured.
	Insert Freehand Tablet Cutwork Line	Draw a line to be cut using cutwork needles.

		Insert Freehand Point Cutwork Line Place points to define a line to be cut using cutwork needles.
	Edit Stop Command	Add or change the message or stitchout hint for an existing Stop Command.
⌘R	Resize Mode	Switch between resize and scale.
	Box Select	Drag to select stitches in a rectangular area.
	Freehand Select	Draw a line to select a block of stitches within an area of any shape.
	Freehand Point Select	Select a block of stitches within an area of any shape, defined by a series of points.
	Select Stitches	Select and edit single stitches.
	Color Block Select	Select stitch color by clicking the color in the embroidery. All visible stitches of the clicked color are selected.
⌘A	Select All Visible	Select all visible stitches in the current embroidery. Use in combination with hidden colors and Draw Range.
⇧ ⌘A	Deselect All	Deselect every selected stitch and block.
	Select Mode	
		Replace Selection Replace the currently selected stitches with the new selection.
		Add To Selection Add the new selection to the currently selected stitches.
		Remove From Selection Remove the new selection from the currently selected stitches.
	Hoop	Select the desired hoop size.
fn fn	Start Dictation	Use your voice instead of typing into a text field.
^⌘ Space	Emoji & Symbols	Select characters from the Characters dialog, for example to enter into the Notes.

View Menu

Grid	
	Grid On Show the grid.
	Grid Numbered Half Show the grid, with grid line numbers along the top and left sides.
	Grid Numbered Full Show the grid with grid line numbers on all sides.
	Grid Off Hide the grid.
Zoom	
⌘ +	Zoom In Increase magnification.
⌘ -	Zoom Out Decrease magnification.
⌘ *	Zoom To Rectangle Drag a rectangle around the area you want to zoom in to.
⌘ 0	Zoom To Fit Fit the work area to the screen.
⌘ 1	Zoom 100%
⌘ 2	Zoom 200%
⌘ 3	Zoom 400%
⌘ 4	Zoom 800%
⌘ 5	Zoom 75%
⌘ 6	Zoom 50%
⌘ 7	Zoom 25%
View Mode	
	3D View Mode See embroideries and grid in standard 3D mode.
	2D View with Stitch Points See the individual stitches in your embroideries as lines with no shading, and with stitch points.
	2D View without Stitch Points See the individual stitches in your embroideries as lines with no shading or stitch points.
Show Commands	Show or hide the command markers for Color Change, Stop and Trim.
⇧ ⌘ Y Life View	Show how an embroidery exported from the project will look in 3D with real-world perspective.

⌘Y	Design Player	Play through the stitches in the embroidery as if they were being stitched from an exported embroidery.
⌘L	Get Length	Measure the distance between any two points on an embroidery.
⌘/	Show Control Panel	View the Control Panel.
	Show Coordinates	Show and hide the Stitch Coordinates dialog, which shows the coordinates of stitch points.
^⌘F	Enter Full Screen/ Exit Full Screen	
⌘T	Show/Hide Toolbar	
	Customize Toolbar	Change the buttons on the toolbar.

Filter Menu

⌘[Draw Previous Color Block	Step through the color blocks in reverse order.
⌘]	Draw Next Color Block	Step through the color blocks one at a time in the order shown in the Color Select area.
	Invert Visible Color Blocks	Switch the visibility of the color blocks so that those that were visible become hidden.
	Draw Previous Stop	Step through the Stop commands in reverse order.
	Draw Next Stop	Step through the Stop commands one at a time.
⌘E	Ghost Mode	Display pale 'ghost' stitches where there are hidden stitches.
⌘\	Draw All Stitches	Display all stitches in the currently active embroidery.

Design Menu

⌘←	Display Previous Design	
⌘→	Display Next Design	
	Rotate 45	Rotate the selected area of stitches by 45 degrees.
	Center in Hoop	Move the embroidery to the center of the hoop.
	Modify Block	Open the Modify Block dialog, where you can resize and rotate the selected block.
	Reverse Order of Stitches	Reverse the order of stitches within the selected block.
⌘J	ColorSort	Reduce the embroidery to the minimum number of color blocks.
	Color Tone	Convert all the threads in an embroidery to those of another manufacturer. Also adjust brightness and contrast, selecting new threads automatically.
	Compensate Stitches	Make the visible area of stitches in the currently active embroidery appear 'bolder' by increasing the relative size of the stitches.
	Break Up Stitches	Add extra stitch points to the embroidery so that no stitches are longer than the specified maximum length.
	Density Advisor	View the density of the embroidery and, if desired, reduce the density.
	Basting Line	Insert a rectangular basting line automatically around the design to secure fabric and stabilizer before beginning embroidery.
		Basting Line for Visible Stitches Insert a rectangular basting line automatically around the visible stitches.

	<p>Basting Line for All Designs Insert a rectangular basting line automatically around all designs.</p>
Design Separator	<p>Break an embroidery into two parts along a line that you place around a section of the embroidery.</p>
Stitch Optimizer	<p>Improve the stitchout of the embroidery, both in speed and quality. One of the effects is to remove unnecessary short stitches.</p>
Monochrome	<p>Change all visible stitches to one color.</p>
Trim Commands	<p>Automatically Add Trim Commands Add Trim Commands before most movement stitches in the visible stitch area.</p>
	<p>Remove All Trim Commands Delete all existing trims from the visible stitch area.</p>
Alignment Stitches	<p>Set the selected subdesign as Alignment or Normal stitches.</p>
Global Morphing	<p>Move all the visible stitches using one of eight morphing effects to change the shape and size of the embroidery.</p>
Emboss Line	<p>Freehand Tablet Emboss Line Draw a line to emboss on an area of stitching.</p>
	<p>Freehand Point Emboss Line Place points to emboss a line on an area of stitching.</p>
	<p>Standard Effect Create a light embossed effect.</p>
	<p>Super Effect Create a heavy embossed effect.</p>

Object Menu

Edit Properties	Change the properties of the currently selected object(s).
Lighter Density	Make the stitches more open in the currently selected object(s).
Heavier Density	Make the stitches more closed in the currently selected object(s).
Convert	Change the stitch type for the currently selected object(s). Choose a new object type from the menu.
Insert Points	Add a new point into the current fill area or line.
Delete Points	Delete one or more points from the current fill area or line.
Freehand Tablet MultiWave Line	Draw one or more wave lines within the selected MultiWave Fill object.
Freehand Point MultiWave Line	Place points to define one or more wave lines within the selected MultiWave Fill object.
Delete MultiWave Line	Delete one or more wave lines from the currently selected MultiWave Fill object.
Remove Underlying Stitches	Remove all visible stitches within the area of the selected object, except those in the object itself, and those stitched after it.
Align Origin Handles	Aligns the Origin Handles of multiple fill areas to the same location. Use to align patterns or focal points.
Show Only Object	Move the sliders to show only the selected object.

Window Menu

⌘M	Minimize
⇧⌘M	Minimize All
	Zoom
	Zoom All
	Bring All to Front
	Arrange in Front

Help Menu

(⌘?)	Search
	PREMIER+ 2 Modify Help List help topics.
⇧⌘8	Learning Center
⇧⌘0	FAQ Use the Internet to access answers to Frequently Asked Questions on the software.
	Keyboard Shortcuts View the keyboard shortcuts.

Context Menu

⌘Z	Undo	Reverse the last action.
⇧⌘Z	Redo	Reverse the last action that was undone by Undo.
⌘X	Cut	Delete the selected block from the screen and place it on the clipboard.
⌘C	Copy	Make a copy of the selected block and place it on the clipboard.
⌘V	Paste	Paste a block that has been cut or copied to the clipboard onto the screen.
⌘D	Duplicate Selected	Make a copy of the whole embroidery or the currently selected block, which is automatically pasted on the work area.
⌘⌫	Delete	Remove the selected block from the screen without moving it to the clipboard.
Zoom		
⌘1		Zoom 100%
⌘2		Zoom 200%
⌘3		Zoom 400%
⌘4		Zoom 800%
⌘5		Zoom 75%
⌘6		Zoom 50%
⌘7		Zoom 25%
⌘⌘1	Send Express	Send the selected embroidery to the screen of the connected embroidery machine.
⌘⌘3	Send to mySewnet™	Send the selected embroidery to the mySewnet™ cloud for your mySewnet™ enabled embroidery machine.
	Send to Machine via mySewnet™	Send the selected embroidery to your mySewnet™ enabled embroidery machine via the mySewnet™ cloud.

Actions Menu

⌘I	Insert	Load a saved embroidery into an existing window.
⌘Z	Undo	Reverse the last action.
⇧⌘Z	Redo	Reverse the last action that was undone by Undo.
⌘C	Copy	Make a copy of the selected block and place it on the clipboard.
⌘X	Cut	Delete the selected block from the screen and place it on the clipboard.
⌘V	Paste	Paste a block that has been cut or copied to the clipboard onto the screen.
⌘D	Duplicate Selected	Make a copy of the whole embroidery or the currently selected block, which is automatically pasted on the work area.
⌘⌫	Delete	Remove the selected block from the screen without moving it to the clipboard.

Zoom		
⌘1		Zoom 100%
⌘2		Zoom 200%
⌘3		Zoom 400%
⌘4		Zoom 800%
⌘5		Zoom 25%
⌘6		Zoom 50%
⌘7		Zoom 75%
⌘S	Save	Save the contents of the open window as a multipart embroidery in .vp4 format.
⇧⌘S	Export	Save the embroidery in the current window as a flattened .vp4 file, or in an alternative embroidery format.
⌘P	Print	Print all the embroideries on the screen with their names.
⇧⌘1	Send Express	Send the selected embroidery to the screen of the connected embroidery machine.

mySewnet™ Menu

Connected	Connected to your mySewnet™ enabled embroidery machine.
mySewnet Options	View the mySewnet™ options in PREMIER+™ 2 Configure.
Send to mySewnet™	Send the selected embroidery to the mySewnet™ cloud for your mySewnet™ enabled embroidery machine.

Toolbars

Main Toolbar

	Actions Menu	Use the Actions menu to get quick access to many functions.
	mySewnet™ Menu	Manage your mySewnet™ account and your mySewnet™ enabled embroidery machine via the mySewnet™ cloud.
	Zoom Out	Decrease magnification.
	Zoom In	Increase magnification.
	Zoom To Rectangle	Drag a rectangle around the area you want to zoom in to.
	Zoom To Fit	Fit the work area to the screen.
	Zoom Percentage and Slider	Use the slider bar to change the percentage magnification.
	Box Select	Drag to select stitches in a rectangular area.
	Freehand Select	Draw a line to select a block of stitches within an area of any shape.
	Freehand Point Select	Select a block of stitches within an area of any shape, defined by a series of points.
	Select Stitches	Select and edit single stitches.
	Color Block Select	Select stitch color by clicking the color in the embroidery. All visible stitches of the clicked color are selected.
	Select All Visible	Select all visible stitches in the current embroidery. Use in combination with hidden colors and Draw Range.
	Deselect All	Deselect all selected stitches and blocks, including any that are outside the hoop.
	Replace Selection	Replace the currently selected stitches with the new selection.
	Add To Selection	Add the new selection to the currently selected stitches.
	Remove From Selection	Remove the new selection from the currently selected stitches.
	Resize	Switch between resize and scale.
	Hoop	Select the desired hoop size.
	3D View Mode	See embroideries and grid in standard 3D mode.
	2D View with Stitch Points	See the individual stitches in your embroideries as lines with no shading, and with stitch points.
	2D View without Stitch Points	See the individual stitches in your embroideries as lines with no shading or stitch points.

	Life View	Show how an embroidery exported from the project will look in 3D with real-world perspective.
	Design Player	Play through the stitches in the embroidery as if they were being stitched from an exported embroidery.
	Control Panel	View the Control Panel.

Control Strip

Draw Range

The top slider bar and left stitch number box set the Draw From Start stitch number. The bottom slider bar and right stitch number box set the Draw To End stitch number. Move the appropriate slider bar to change the start or end stitch number, or enter a stitch number directly in the box. Stitches are not displayed when the color block containing the stitches is hidden.

	Draw Previous Color Block	Step through the color blocks in reverse order.
	Draw Next Color Block	Step through the color blocks one at a time in the order shown in the Color Select area.
	Invert Visible Color Blocks	Switch the visibility of the color blocks so that those that were visible become hidden.
	Draw Previous Stop	Step through the Stop commands in reverse order.
	Draw Next Stop	Step through the Stop commands one at a time.
	Ghost Mode	Display pale 'ghost' stitches where there are hidden stitches.
	Draw All Stitches	Display all stitches in the currently active embroidery.

Control Panel

Design Window

The Design  window in the control panel is used to select and adjust designs and colors, and edit the Notes and Settings.

Design Information

Stitch Count : The Stitch Count of the embroidery.

Width : The Width of the embroidery.

Height : The Height of the embroidery.

Colors : The number of colors in the embroidery.

Design Select

The Design Select area is used to select a section of the current multipart design to edit. Move sections up  and down  the design order, and merge  parts of the design. View the previous  and next  designs.

Color Select

A worksheet panel showing the color blocks in the embroidery. It is used to change the thread color , show which color blocks are visible, turn the display of color blocks on and off, move color blocks up  and down  the design, and merge  color blocks.

Note: The Draw Range may hide threads in a visible color block.

Modify

	Rotate 45	Rotate the selected area of stitches by 45 degrees.
	Center in Hoop	Move the embroidery to the center of the hoop.
	Modify Block	Open a dialog where you can resize and rotate the selected embroidery.
	Color Tone	Convert all the threads in an embroidery to those of another manufacturer. Also adjust brightness and contrast, selecting new threads automatically.

Notes

Enter up to 2000 characters in the Notes  for information and keywords about the embroidery.

Settings

Enter up to 2000 characters in the Settings  for information on the techniques used for the embroidery.

Edit

Edit  the Notes or Settings.

Help

Show help for the Design window.

Modify Window

The Modify  window in the control panel is used to manipulate blocks, change the visible or whole embroidery, edit stitch commands and add stitches.

Design

	Compensate Stitches	Make the visible area of stitches in the currently active embroidery appear 'bolder' by increasing the relative size of the stitches.
	Break Up Stitches	Add extra stitch points to the embroidery so that no stitches are longer than the specified maximum length.
	Density Advisor	View the density of the embroidery and, if desired, reduce the density.
	Automatically Add Trim Commands	Add Trim Commands before most movement stitches in the visible stitch area.
	Remove All Trim Commands	Remove all Trim Commands in the visible stitches of the design.
	Stitch Optimizer	Improve the stitchout of the embroidery, both in speed and quality. One of the effects is to remove unnecessary short stitches.
	Monochrome	Change all visible stitches to one color.
	Design Separator	Break an embroidery into two parts along a line that you place around a section of the embroidery.
	Basting Line for Visible Stitches	Insert a rectangular basting line automatically around the visible stitches.
	Basting Line for All Designs	Insert a rectangular basting line automatically around all designs on the screen.

Alignment Stitches

	Alignment Stitches	Set the selected subdesign as Alignment or Normal stitches.
---	--------------------	---

Modify Stitch

	Insert Color Change	Add a new color change at the point where you click.
	Insert Trim Command	Add a Trim Command, which instructs some embroidery machines to cut the thread.
	Insert Stop Command	Add a Stop command, which instructs the embroidery machine to stop.
	Edit Stop Command	Add or change the message or stitchout hint for an existing Stop Command.
	Delete Commands	Delete an unwanted Color Change, Stop or Trim command.

	Insert Stitches	Add new stitches to the embroidery at the point where you click.
	Insert Tie-On Stitch	Add a tie stitch at the beginning of the stitch area to be secured.
	Insert Tie-Off Stitch	Add a tie stitch at the end of the stitch area to be secured.

Morphing

	Global Morphing	Move all visible stitches using one of eight morphing effects to change the shape and size of the embroidery.
---	-----------------	---

Cutwork

	Insert Freehand Tablet Cutwork Line	Draw a line to be cut using cutwork needles.
	Insert Freehand Point Cutwork Line	Place points to define a line to be cut using cutwork needles.
	Options	Adjust the settings for your cutwork line.

Emboss

	Freehand Tablet Emboss Line	Draw a line to emboss on an area of stitching.
	Freehand Point Emboss Line	Place points to define a line to emboss on an area of stitching.
	Standard	Create a light stamped effect.
	Super	Create a heavy stamped effect.

Help

Show help for the control panel.

Border Window

The Border  window is used to add borders and appliqué to a design.

Draw Border Line

Draw a border line or shape.

	Freehand Tablet Border Line	Draw a line of any shape to create a border.
	Freehand Point Border Line	Place points to define a line of any shape to create a border.
	Border Shape	Draw the border shape selected in the list of preset shapes.
	Border Shape List	Select the desired pre-set border shape. To draw a shape that is not in the list, use a Freehand Border.
	Border Embroidery	Draw a border around the selected stitches automatically. Set the the margin between the stitches and border.

Stitch Type

Select a stitch type for the border line.

	Satin Line	Create a line of satin stitches of constant width.
	Motif Line	Create a line of motif stitches.
	Running Stitch	Create a line of running stitches (small consecutive stitches).
	Triple Stitch	Create a line of triple stitch (small three-part stitches, each composed of one stitch going forward, one going backward then one going forward).
	Options	Open the options dialog for the line.

Appliqué

	Add Appliqué	Add appliqué stitches and fabric to your border.
	Select Fabric	Audition a new fabric for your border appliqué.
	Options	Open the Appliqué Selection dialog.

Create Border

	Create External Border	Keep only the stitches inside the shape that has been drawn and add a border around the stitches.
	Create Internal Border	Keep only the stitches outside the shape that has been drawn and add a border inside the stitches.
	Create Overlay Border	Add a border on top of the embroidery.

Help

Show help for the control panel.

Appliqué Window

The Appliqué  window is used to add appliqué fabric to an existing design with appliqué areas, and to adjust appliqué areas within a design.

Create

Appliqué Outline		
	Freehand Tablet Appliqué Outline	Draw to define a line of any shape to create an appliqué outline.
	Freehand Point Appliqué Outline	Place points to define a line of any shape to create an appliqué outline.
Appliqué Hole		
	Freehand Tablet Appliqué Hole	Draw to define a line of any shape to create a hole within the selected appliqué outline.
	Freehand Point Appliqué Hole	Place points to define a line of any shape to create a hole within the selected appliqué outline.
	Express Appliqué	Automatically find appliqué stitches within the visible stitches and apply an appliqué fabric to them.

Select

	Select Piece	Select an Appliqué Piece to alter its shape and preview or adjust its fabric.
	Next Piece	Select the next Appliqué Piece in the stitchout order.
	Previous Piece	Select the previous Appliqué Piece in the stitchout order.

Edit

	Insert Points	Add new points into the currently selected Appliqué Piece.
	Delete Points	Delete points from the currently selected Appliqué Piece.
	Delete Piece	Delete the currently selected Appliqué Piece with its outline.
	Select Fabric	Audition a new fabric for the currently selected Appliqué Piece.

Help

Show help for the control panel.

Object Window

The Object window in the control panel is used to change the properties for the fill and line objects in an embroidery, or to convert these stitch types to other fill and line types.

Edit Properties

	Stitch Type	Shows the stitch type(s) for the currently selected object(s).
	Properties	Change the properties of the currently selected object(s).
	Lighter Density	Make the stitches more open in the currently selected object(s).
	Heavier Density	Make the stitches more closed in the currently selected object(s).

Convert

Change the stitch type for the currently selected object(s). Choose the type to convert from the pop-up menu, then click the Convert button.

Modify Object

	Remove Underlying Stitches	Remove all visible stitches within the area of the selected object, except those in the object itself, and those stitched after it.
	Align Origin Handles	Aligns the Origin Handles of multiple fill areas to the same location. Use to align patterns or focal points.

Display

	Show Only Object	Move the sliders to show only the selected object.
---	------------------	--

Nodes

	Insert Points	Add a new point into the current fill area or line.
	Delete Points	Delete one or more points from the current fill area or line.

MultiWave Lines

	Freehand Tablet MultiWave Line	Draw one or more wave lines within the selected MultiWave Fill object.
	Freehand Point MultiWave Line	Place points to define one or more wave lines within the selected MultiWave Fill object.
	Delete MultiWave Line	Delete one or more wave lines from the currently selected MultiWave Fill object.

Help

Show help for the control panel.

Keyboard Shortcuts

You can use your keyboard, mouse, and trackpad to quickly perform many tasks in PREMIER+™ 2 Modify. To find shortcuts for common menu commands, look in the menus (or see the shortcuts listed here). To perform an action, press the keys in the order shown here.

Action	Shortcut
Working with designs	
Select the next embroidery in the work area	Command–right arrow (⌘ →)
Select the previous embroidery in the work area	Command–left arrow (⌘ ←)
Add objects to (or remove them from) the current selection	Command–click to add or remove objects from the current selection
Resize or scale an embroidery	Drag corner handle
Resize proportionally	Hold Shift and drag a corner handle.
Resize from center	Hold Option and drag a corner handle.
Nudge the selected design to the left	Left arrow (←)
Nudge the selected design to the right	Right arrow (→)
Nudge the selected design up	Up arrow (↑)
Nudge the selected design down	Down arrow (↓)
Rotate an embroidery	Drag round handle
Mirror vertically	Click the triangular top handle
Mirror horizontally	Click the triangular side handle
Open a Shortcut Menu	Control–click

- For more shortcuts, see “Tools and Techniques” on page 5 and “Quick Reference Guide” on page 258.

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