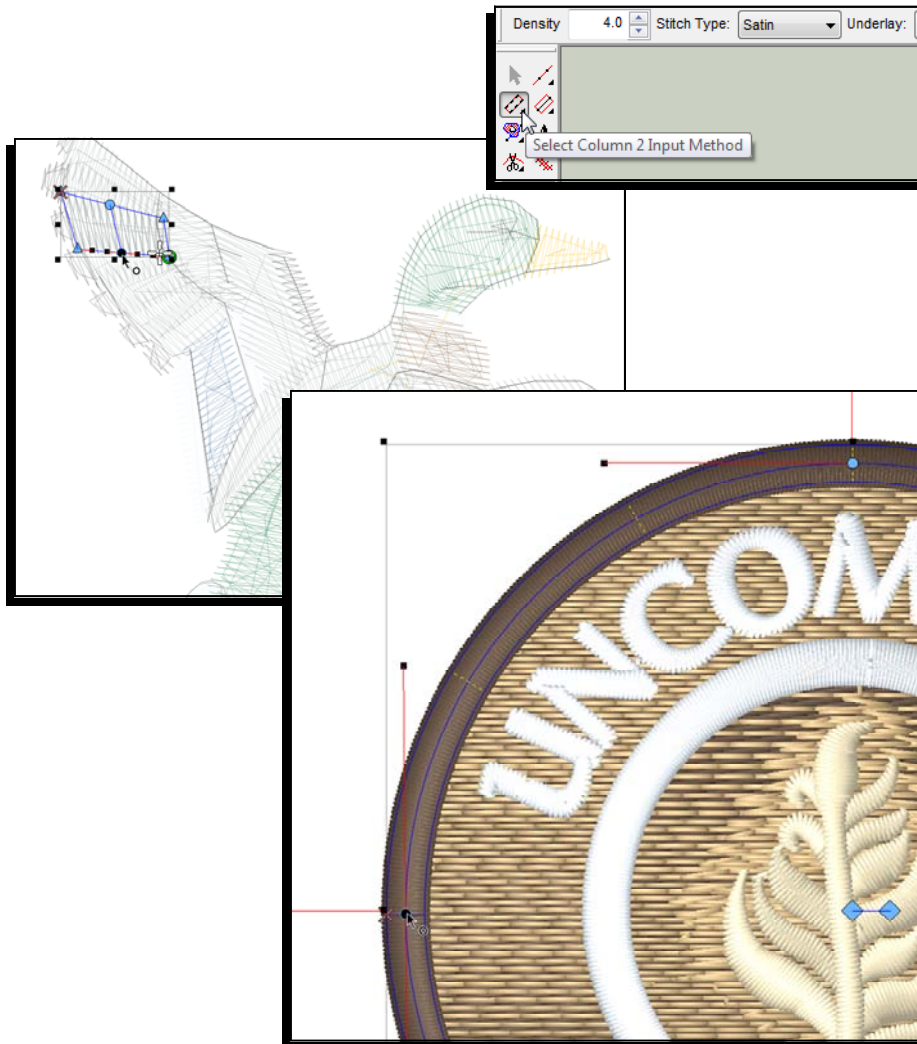


Column 1, Column 2, & Single Line Input Methods

DesignShop V9 Basic Digitizing Quick Reference Guide

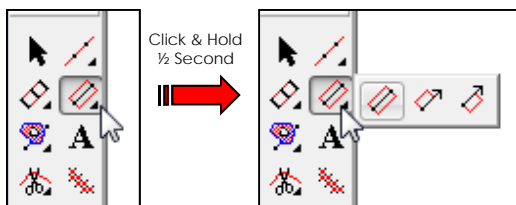


Digitizing Tools and Basic Functions

Selecting a Tool

Click on the desired tool in the input toolbar

- If you don't see the desired tool, it may be necessary to select the tool from a flyout.
- To access a flyout, click and hold on the tool within the same tool family. After a half a second, the other tools within this family will appear at the right. You may then select your desired tool. This newly selected tool will now be displayed in the input toolbar for this tool family.
- Tools with flyouts are indicated by a small black arrow in the lower right corner of the tool.



Creating the Elements

After selecting a digitizing tool and setting the properties, you can create the elements in the view window.

- Left Click = Creates a Straight Point
- Right Click = Creates a Curve Point
- Click & Drag = Pulls Bezier Handles from a point as you digitize
- [Backspace] = Deletes the last input point you created
- [Enter] = Completes the element or moves to the next step of an element
- [Ctrl] + [Enter] = Completes a column with the exit point on the opposite side
- [Shift] + [Enter] = Closes and open shape and completes the element
- Holding [Alt] = Constrains line angles to 15° increments
- [Esc] = Removes all points from the element
- [Esc] x 2 = Deselects Input Tool
- Watch the Status Bar for prompts when using the different input tools

Selecting Properties

Once a digitizing tool or an element is selected, you can change the properties on the dynamic properties bar.


Economy of Points


Use as few points as possible to create your shapes when digitizing. The fewer point an element has, the easier that element is to edit and scale. A straight line doesn't get any straighter by adding more straight points to it. A straight line is most effectively created by two straight points.


When working with curves, try stay within 180° in any sequence of three points.


DesignShop Symbols


Icons


- 

Straight Point
 (Non-Selected points display in blue)
 (Selected Points display in black)
- 

Curve Point
 (Non-Selected points display in blue)
 (Selected Points display in black)
- 


Bezier Handle
 (From a Straight Point, handles work independently)
 (From a Curve Point, handles work in tandem)
- 


Entry Point
 (Indicates the start of an element)
- 


Exit Point
 (Indicates the end of an element)
- 


Last Stitch of Previous Element
 (Displays the last stitch of the previous element. If you are creating the first element of the design, it indicates the origin of the design.)


Cursors


- 


Edit Mode
 (You can select elements)
- 


Cursor Over an Element
 (You can click and drag to move the element)
 (Hold [Alt] to constrain the movement to the X or Y axis)
- 


Cursor Over a Line
 (You can add points along the line)
 (Click and drag to move the line)
- 


Cursor Over a Straight Point
 (Click and drag to move the point)
 (Hold [Shift] and click on the point to change it to a Curve Point)
- 

Cursor Over a Curve Point
 (Click and drag to move the point)
 (Hold [Shift] and click on the point to change it to a Straight Point)
- 

Cursor Over an Entry, Exit, or Handle
 (Click and drag to move the point or letter)
 (Hold [Ctrl] and click and drag to move the letter off the line)
- 

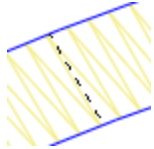
Insert Hole, Split Line, or Fill Island
 (Inserts holes, split lines, or fill islands into selected elements)
- 

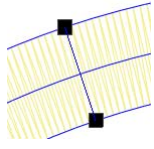
Insert Entry/Exit Points
 (Insert or change the entry and exit points of the selected element)
 (Can also resequence with multiple elements selected)
- 

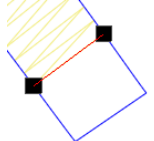
Insert Splice Line
 (Inserts splice lines within an element)
- 

Insert Stitch Direction Line
 (Inserts stitch direction lines within an element)

Stitch Direction Lines

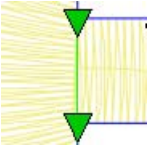
- 

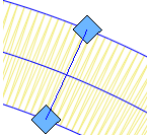
Stitch Direction Line (Wireframe Editing Mode)
 (Indicates the stitch direction of an element)
- 

Stitch Direction Line (Stitch Direction Editing)
 (Creates a stitch direction line across a form. Multiple stitch direction lines can be used to create different effects. Created by clicking and dragging across an element with the stitch direction tool))
- 

End Line (Stitch Direction Editing)
 (Creates an end line before the end of the shape. This allows for the compensation of stitch push. Created by right-click and dragging across an element with the stitch direction tool))

Other Lines

- 

Splice Lines
 (Breaks up larger, more complex shapes into smaller regions. Each region can have its own stitch direction line. Created by clicking and dragging across an element with the splice tool. This is usually done at a junction or odd angle in the shape.)
- 

Singleline Width
 (Indicates the width of a single line column. The width of the column can be changed by clicking on one of the points of the width and dragging.)

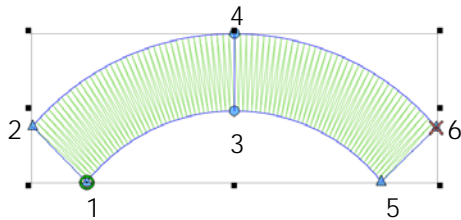
Column 1 Input Method



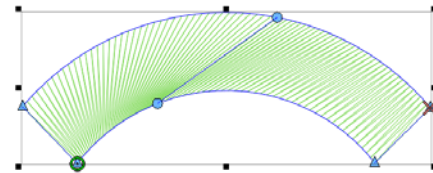
Column 1

Uses alternating pairs of points

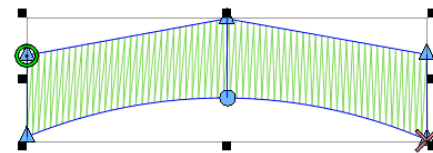
- Line between points of a pair determines the stitch direction
- Pairs of points don't need to contain the same type of point



- | | |
|-------------|-------------|
| 1. Straight | 5. Straight |
| 2. Straight | 6. Straight |
| 3. Curve | 7. [Enter] |
| 4. Curve | |



Watch your stitch directions on curves. Think of spokes on a wheel. Don't try to "help" the curve along. Notice how poorly the stitches fan on the example.



The points within a pair don't have to be of the same type. Notice on the middle pair that the top is a straight point, and the bottom is a curve.

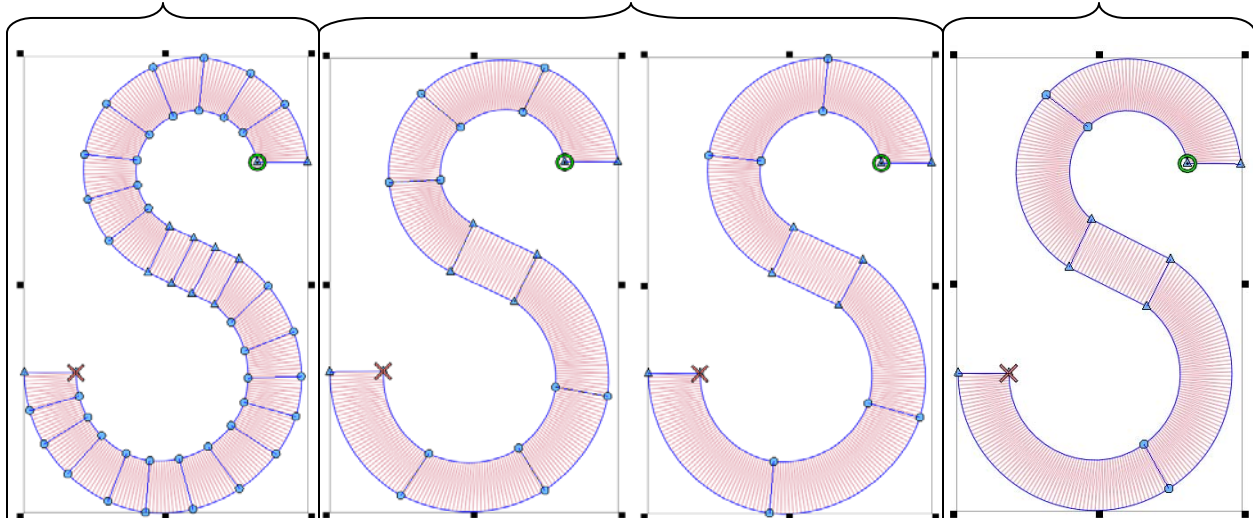
Creating Complex Curves

When dealing with more complex curves, try to divide the curves into simpler ones. Try to avoid exceeding 180° in any set of three pairs. Also, try to think about your stitch directions as spokes on a wheel. Each one coming out from the center of the arc.

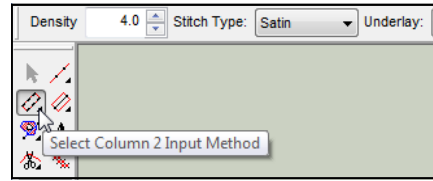
Too Many Points

Good

Too Few Points



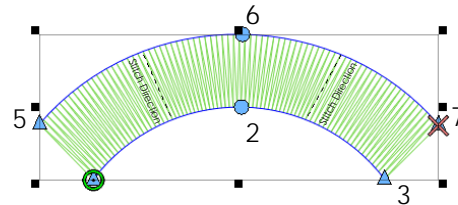
Column 2 Input Method



Column 2

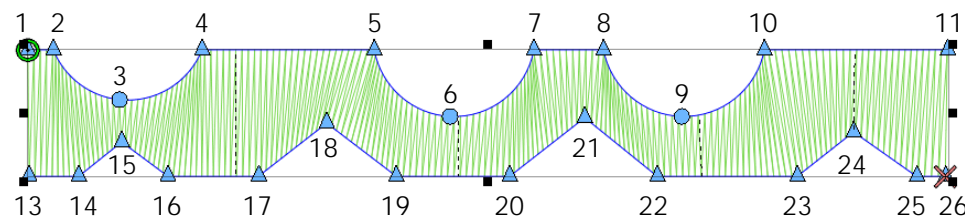
Digitize one side, press [Enter], then digitize the other side and press [Enter] to complete the element. To finish, left-click and drag stitch direction lines across the element and press [Enter].

- This is a great tool for more organic shapes with uneven sides.
- You can create elements with a different number of input points on each side.
- Stitch directions are determined independently of the points that make up the element.
- Using column 2 tends to create a more scalable and editable form.



- | | |
|-------------|----------------------|
| 1. Straight | 5. Straight |
| 2. Curve | 6. Curve |
| 3. Straight | 7. Straight |
| 4. [Enter] | 8. [Enter] |
| | 9. Stitch Directions |
| | 10. [Enter] |

Digitize Side 1, then press [Enter] on your keyboard.



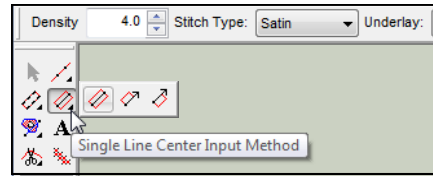
12 - [Enter]



Next, digitize Side 2 in the same direction, pressing [Enter] to complete the shape. To finish up, drag some stitch direction lines across the form, then press [Enter].

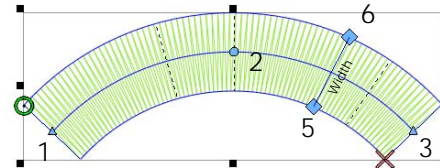
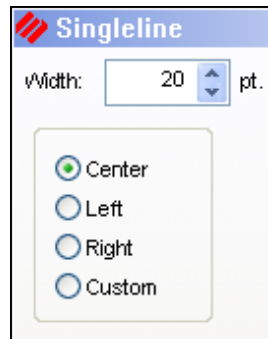
27 - [Enter]
28 - Stitch Directions
29 - [Enter]

Single Line Input Methods



Single Line

- Excellent tool for borders
- Creates a column with a consistent programmable width.
- The column is created from the digitized line based on the tool you select (Center, Left, or Right).



1. Straight
2. Curve
3. Straight
4. [Enter]
5. First Width Point
6. Second Width Point

Single Line Properties

Single Line

- With Single Line elements, you can select "Singleline" sub menu. This will allow you to change where the stitching falls in relation to the wireframe line.
- Choosing "Custom" will allow you to adjust the placement with a slider.

Corners

- Corners allows you to cap or miter the corners that are a tight angle. You can adjust when the corners will cap, how much they overlap, and how the stitches fan.
- Capping or mitering a tight corner will prevent extremely long stitches and create a smoother sewout.

