Wireframe Editing

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DesignShop Wireframe 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 axix)

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 a 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 slice lines within an element)

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

Stitch Direction Lines
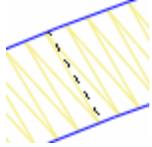
**Stitch Direction Line
(Wireframe Editing Mode)**
(Indicates the stitch direction of an element)
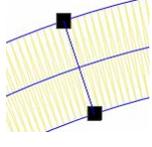
**Stitch Direction Line
(Stitch Direction Editing)**
(Creates a stitch direction line across a form. Multiple stitch direction lines can be used to create different effects. Created by clicking and dragging across an element with the stitch direction tool))
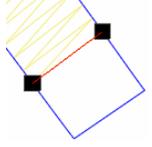
**End Line
(Stitch Direction Editing)**
(Creates an end line before the end of the shape. This allows for the compensation of stitch push. Created by right-click and dragging across an element with the stitch direction tool))

Other Lines
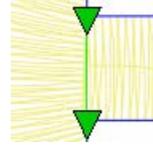
Splice Lines
(Breaks up larger, more complex shapes into smaller regions. Each region can have its own stitch direction line. Created by clicking and dragging across an element with the splice tool. This is usually done at a junction or odd angle in the shape.)
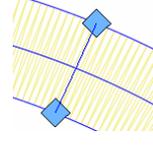
Singleline Width
(Indicates the width of a single line column. The width of the column can be changed by clicking on one of the points of the width and dragging.)
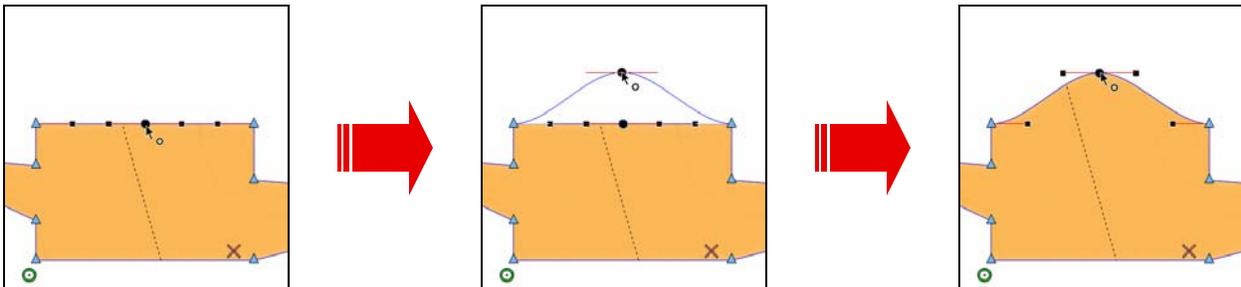
Editing Wireframe Points

Drag a point:
- Clicking and dragging on a selected point drags the point and the bezier handles connected to that point.
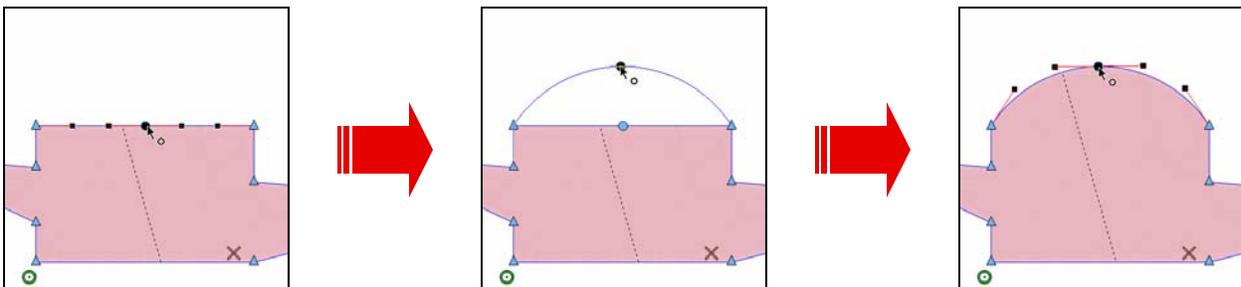
Alt + Drag a point:
- Holding the Alt key while dragging a selected point will constrain the movement of that point to fifteen degree increments.


Ctrl + Drag a point:
- Holding the Ctrl key while dragging on a selected point drags the point and adjusts the bezier handles connected to that point to generate a perfect arc between the next and previous points on that line.


Ctrl + Drag a Bezier Handle:
- Holding the Ctrl key while dragging on a Bezier handle fixes the angle of the handle. This means that even if your move the mouse off of that line, the Bezier handle will remain on the same angle.
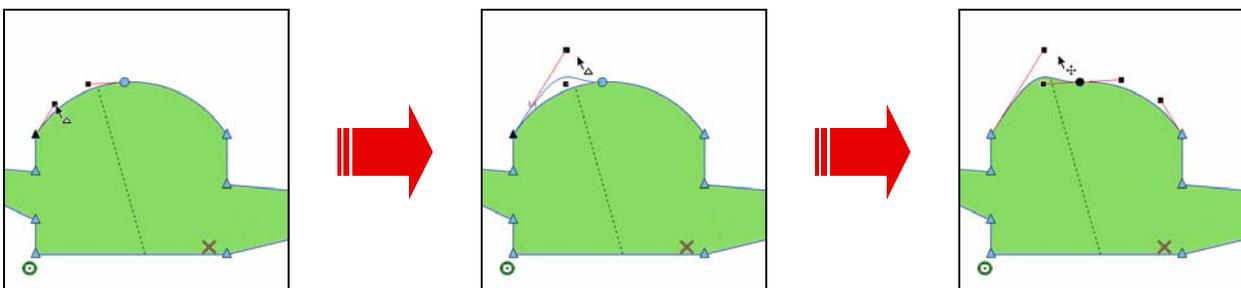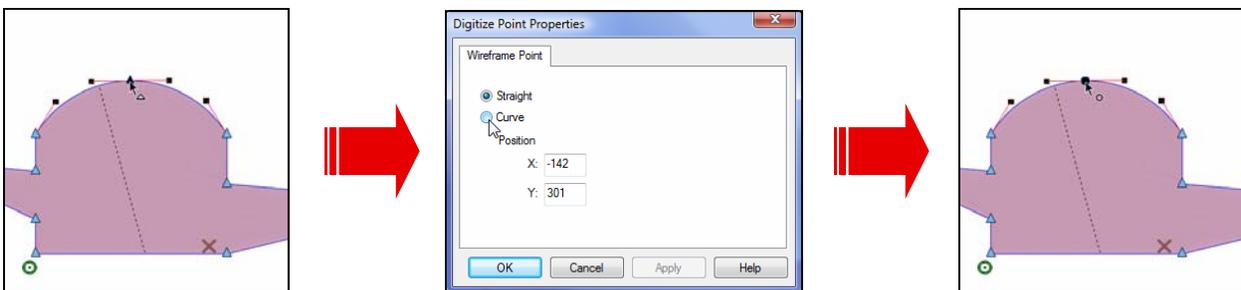
More Wireframe Point Editing

Shift + Clicking on a point:

- Holding the Shift key while clicking on a point will change it between a straight and a curve. If you change from a curve point to a straight point, the handles will stay, but they can be moved independently of each other. Handles on curve points are locked
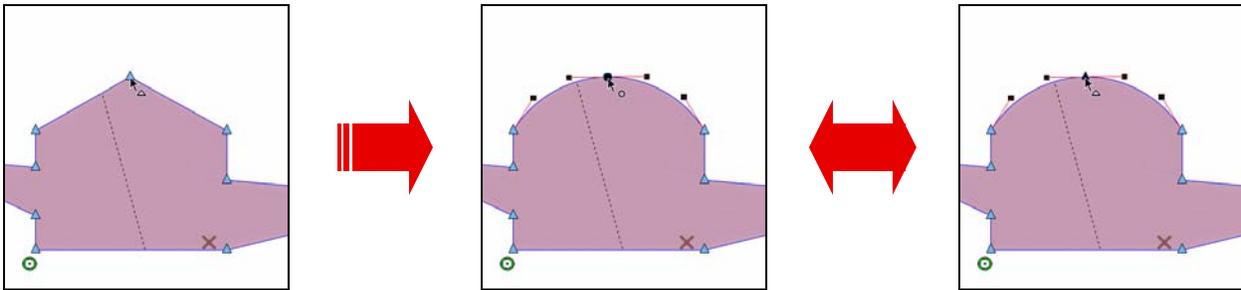

Double-Clicking on a selected point:

- Double-clicking on a selected point will bring up the digitize point properties box. This will allow you to choose which type of point you want by clicking one of the radio buttons.

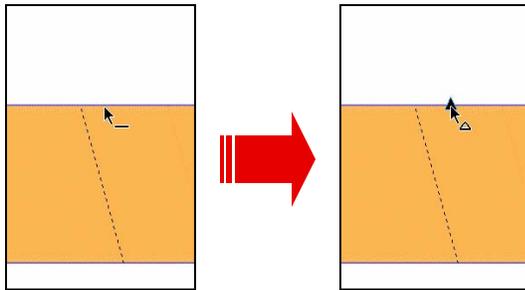**Shift + Dragging on a point:**

- Holding the Shift key while dragging on a point will pull a Bezier handle from a point that doesn't have one. This is an easy way to curve a line coming off of a straight point.
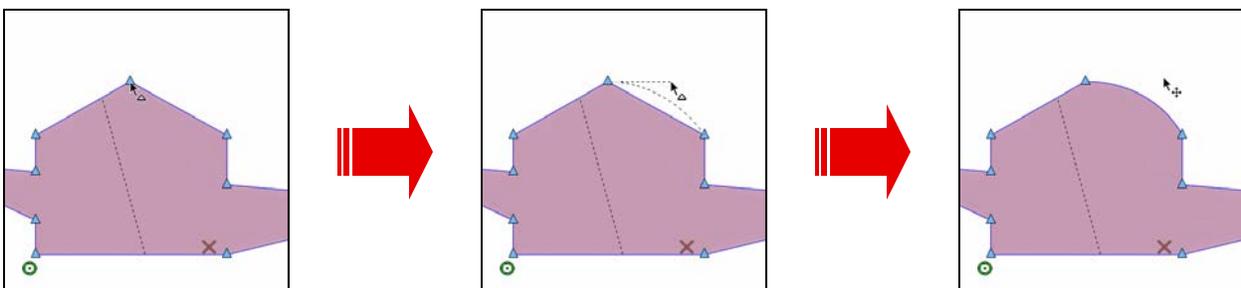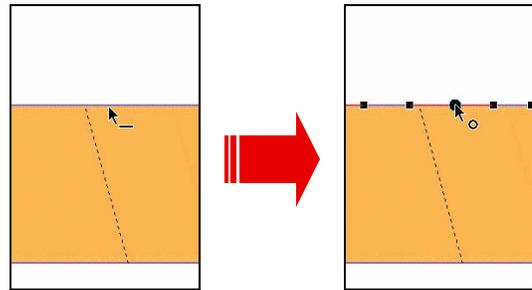
Editing Wireframe Segments

Clicking on a line:

- Left-clicking on a line will add a straight point
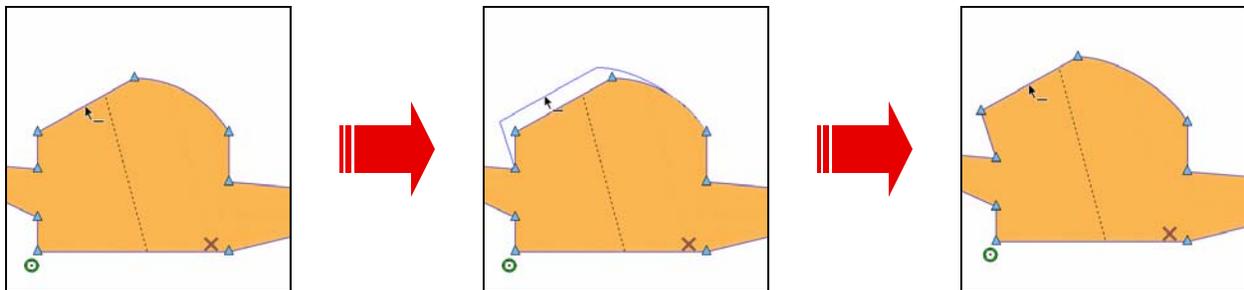
Right-Clicking on a line:

- Right-Clicking on a line will add a curve point

Clicking + dragging on a line OR Ctrl + Clicking + dragging on a line:

- Clicking and dragging on a line will drag that segment. It will adjust curves as well. This allows you to edit shapes without adding points. Holding the Ctrl key while doing this prevents accidentally adding a point.

Ctrl + Right-Clicking on a line:

- Holding the Ctrl key while right-clicking on a line will change it from a curve segment to a straight segment.