

Contents

System Introduction	2
File Introduction	3
Artist Toolkit GUI And Tool Introduction	4
Common Function	
Open and Save File	6
Import and Open emboridery libary	9
Common Functions	11
View Function	15
Basic Edit Tools	16
Environment Settings	18
Embroidery Setting	
Embroidery Stitches	21
Embroidery Preview and Setting	32
Work Area Settings	41
Account Functions	44
Online Tutorial and Software Version	46
Check Update	47
Mode Functions	
Edit Mode	50
Text Manager	66
Monogram	
Paint Mode	75
Others	
Screens Of Warning Reminder	79
System Requirements	85
Embroidery Pattern Chart	
Embroidery Pattern Chart	87

System Introduction

This software can import other formats such as DST, PES and more, then will generate output of the embroidery system edit file (.qsd) and embroidery file (.ZHS). The user interface can let users to operate through toolbar or pull down commands.

The system platform includes four major modules: Edit Mode, Text Manager, Monogram, Drawing Mode.

This system provides digitization and editing capabilities, allowing you to freely create original embroidery designs.

You can combine embroidery patterns or apply knitting methods to pictures and text. You can use the various sewing types provided to design more embroidery patterns, and produce customized patterns for embroidery machines.

File Introduction

Vector file:

The object drawn by the tools of "Drawing Module", including the outline and area of the satin, cache pattern, can change the color, stitch and stitch related parameters (stitch angle, stitch distance, thread distance .. etc.), can also edit the "line satin" path (by moving points, deleting points, adding points) to adjust the line satin shape.

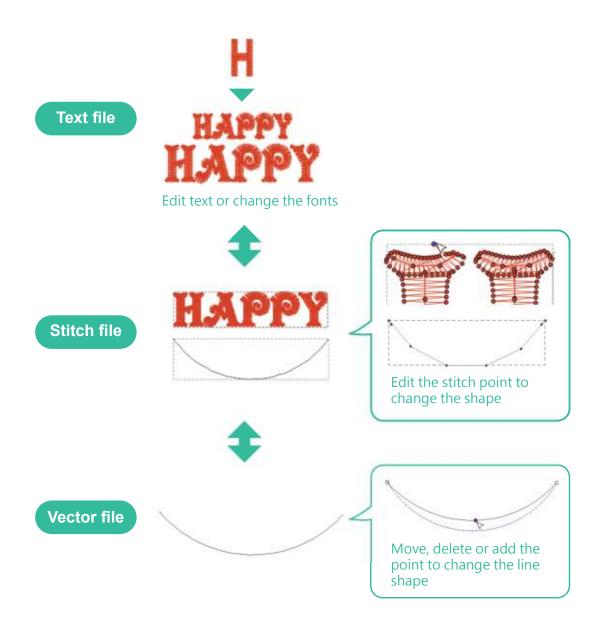
Text file:

by inputting, deleting characters, editing text, specifying font and size.

Stitch file:

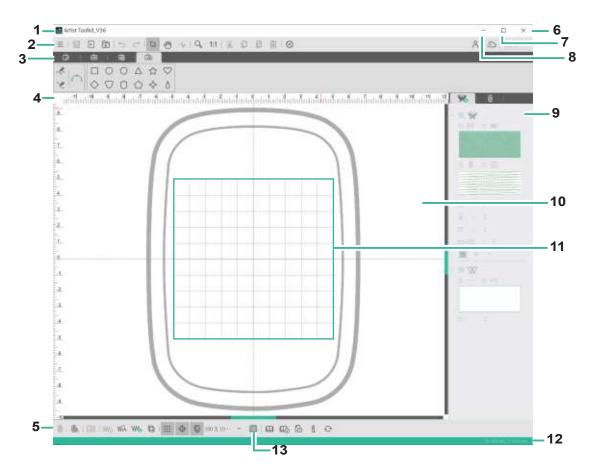
It is represented by a dashed frame. You can use the "Edit Point" function to move, delete, and add needle drop points, but you cannot change the stitching of the object outline and area.

* "Vector files" and "text files" can be converted into "stitch files" through the function of "Convert to Embroidery Objects".



Artist Toolkit GUI And Tool Introduction

The main screen area of the program is as follows:



1. Title bar

Displays the icon, program and file's name.

2. Menu bar

All program functions can be selected from this menu bar.

3. Mode toolbar/Account

Paint function to create, select, or edit patterns.

4. Ruler

5. Toolbar

A quick cache for most used function tabs.

6. Close button

- 7. The Maximize button
- 8. The Minimize button

9. Embroidery setting

Customize embroidery parameters/color settings.

10. Work area

11. Edit area

For users to edit design patterns and create embroidery stitches. The path used is the part that can actually be stored.

12. The status bar

Show the pattern size, zoom scale and coordinates of the current mouse cursor position.

13. Embroidery Hoop Size

Provide different embroidery hoop sizes for users to edit.

The default hoop size area is 100*100mm.



Open and Save File

File

New File

Path: [File] → <New File>

Description: The system can be restored to the default state when adding files.

Steps: Click on the menu [File] and click on <New File> from the dropdown menu.

Shortcut key: Ctrl+N (Windows system) / Command+N (OS system)



Open File

Path: [File] → <Open File...>

Description:

Open the system edit file (.qsd) when starting the embroidery design process.

Steps:

- 1. Click on the menu [File] and then click on <Open File...>
- 2. A windown will pop-up and select the file where the file is stored.
- 3. Select the file and click to open the old file (Ctrl+O), or double-click the icon of the file.

Shortcut key: Ctrl+O (Windows system) / Command+O (OS system)



Save File

Path: [File] → <Save File...>

Description: Save the edit file (.qsd) during the embroidery design process.

Steps: Click on the menu [File] and click on <Save File>

Shortcut key: Ctrl+S (Windows system) / Command+S (OS system)



Save File as

Path: [File] → <Save File as...>

Description:

Save the edit file (.qsd) during the embroidery design process or save as the actual format that the embrodery machine can read (*.qsd /*.zhs/*.exp)

Steps: Click on the menu [File] and click on <Save File as>

Export Image

Path: [File] → <Export Image...>

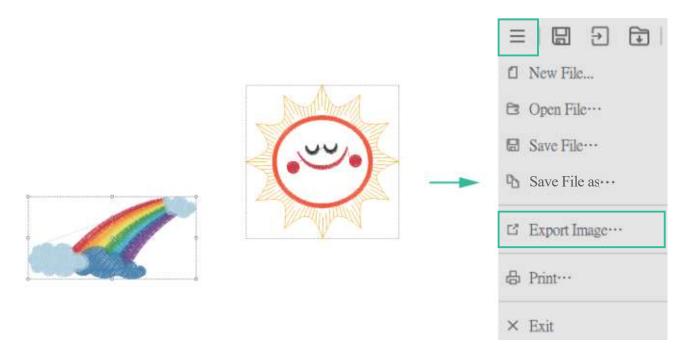
Description: Export the design as a drawing file.

Steps: Export all

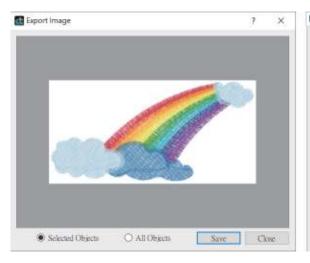
Click on the menu [File] and click on <Export Image...>, then click on <Save> and set the storage path, and finally click on <Save>.

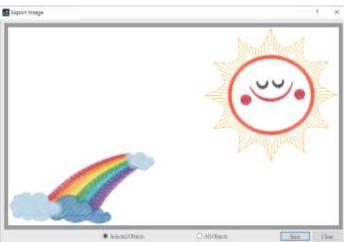
Selective export

1. When there are multiple image files in the editing area, click the left mouse button to select the object to be saved, then click the menu [File] and select <Export Image File>.



2. At the bottom of the window, click the <Select Objects> or <All Objects> option, click <Save> to set the storage path, and finally click <Save>.







Print

Path: [File] → <Print Preview>

Description:

Preview and print the content of the currently opened file. The pattern is placed in center. The preview printing function provides printing, zoom, one-page, two-page, four-page options and other options for users to use according to their needs. In addition to the pattern, the content display includes: file name, date, file name, embroidery pattern size, embroidery frame size, number of stitches, embroidery thread color, etc., for users to print for reference.

Steps:

Click the menu [File] and select <Print> and the preview print screen appears. Click <Print>, the print screen appears, select the printer, print range, number of copies and press the button to execute printing.

Shortcut key: Ctrl+P (Windows system) / Command+P (OS system)

X Exit

Path: [File] → <Exit>

Description: Shut down the system.

Steps: Click on the menu [File] and select <Exit>.

Shortcut key: Ctrl+F4 (Windows system) / Command+F4 (OS system)

Import and Open emboridery libary

Save Embroidery File

Save File

Path: [File] → <Save File>

Description: Save the edit file (.qsd) during the embroidery design process.

Steps: Click on the menu [File] and click on <Save File>

Shortcut key: Ctrl+S (Windows system) / Command+S (OS system)

Open emboridery libary

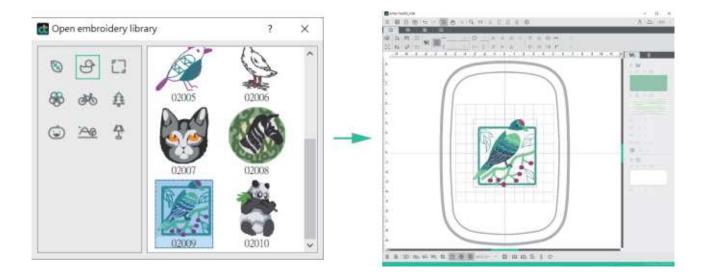
Path: Toolbar < Open Embroidery library>

Description:

The built-in embroidery patterns in the software include categories such as flowers, plants, animals, trims, totems, sports, Christmas, Halloween, landscapes, household goods, etc., which can be imported and added to the current design page.

Steps:

Click on the toolbar [Open Embroidery library], a window will pop-out, click the desired embroidery image, and double-click the mouse twice.





Import Embroidery File

Path: Toolbar < Import Embroidery>

Description:

The supported embroidery file formats includes ZengHsing(.zhs/.zhx), Tajima(.dst), Brother(.pes/.pec), Bernina(.exp), Janome (.jef/.sew), Pfaff(.pcs/.Vp3), Singer(.xxx) and Husqvarna(.hus/.vip) can be imported and added to the current design page.

Steps:

Click on the toolbar [Import Embroidery], a windown will pop-out, follow the path, and place the desired embroidery image. Drag the embroidery file to the window, you can also directly import the embroidery file.

Common Functions



← Undo

Path: Toolbar < Undo>

Description:

The system saves the data changes in the editing process, and provides the user with the data content of the previous editing action.

Steps: Click the menu < Undo>.

Shortcut key: Ctrl+Z (Windows system) / Command+Z (OS system)



→ Redo

Path: Toolbar < Redo>

Description:

The system saves the data changes during the execution of the "Recover" function, and provides users with the action before the last "Recover".

Steps: Click on the menu <Redo>.

Shortcut key: Ctrl+Y (Windows system) / Command+Y (OS system)



Select

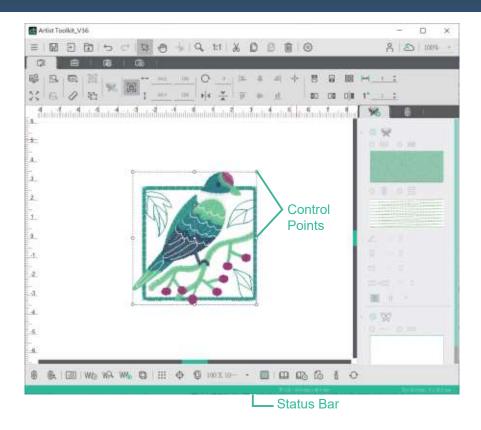
Path: Toolbar <Select>

Description: Select the object.

step:

- 1. The icon of the cursor will switch to \sigma \cdot
- 2. Click the pattern you want to select, or drag the cursor across the pattern(s) you want to select.

When dragging the cursor, all the patterns within in the selection area will be selected. Control points will appear around the selected pattern, and the status bar will display the pattern size (width and height).



- 3. Object movement can be combined with the "Ctrl" key to move vertically or horizontally, and you can also hold down the "Ctrl" key to add or remove objects.
- 4. To cancel the selected pattern, select a different pattern, click on a blank area of the design page or click any other button in the toolbar.

Shortcut keys:

move objects vertically or horizontally, add or remove patterns. Ctrl (Windows system) / Command (OS system)



Pan

Path: Toolbar <Pan>

Description:

When designing an embroidery pattern, after the picture is zoomed to the required size, you can use "Pan" to move the pattern.

Step:

The icon of the cursor will switch to $\sqrt{10}$.

- 1. Press and hold the left button of the mouse, the icon of the cursor will switch to $(^{n})$, and then drag the mouse to move the pattern.
- 2. To cancel, click any other button in the toolbar.



- 🗲 Edit Point

Path: <Edit Points>

Description:

The node of the object can be moved, deleted or added. (Including vector file, curve or stitch file)

Steps:

- 1. Click on the object you want to edit, and then click on <Edit Points> to display the object nodes.
- 2. Move the cursor over the node you want to change its position. When the shape of the cursor changes to \triangleright , hold down the left mouse button and drag the node to the desired position.



3. To add a node to the object, move the cursor over the line segment where you want to add a node. When the shape of the cursor changes to + , double-click the mouse to add a node.



4. To delete a node on the object, click on the node you want to delete and press "Delete" on the keyboard to delete, or click on the toolbar and click on <Delete> to delete the file.



* When the embroidery stitch file is in a group state, the editing and node functions cannot be used, and the editing and node functions can be performed only after the group is disbanded.

View Function

Zoom Tool

Q

Zoom

Path: Toolbar <Zoom>

Description: Enlarge or reduce the display size of the work area on the screen.

step:

- 1. Click <Zoom> on the toolbar, and the cursor will appear ♥ Press the left button of the mouse on the design panel to select the area you want to zoom in.
- 2. Click <Zoom> on the toolbar, and press the left button of the mouse, the cursor will appear 🕀 Each click will zoom in by 25%, up to 2000%.
- 3. Click the <Zoom> on the toolbar, and press the right mouse button, and the cursor will appear \bigcirc Each click will zoom out by 25%, and the minimum zoom rate can be 25%.

Shortcut keys:

Press the "Ctrl" button with the mouse wheel or the "Ctrl" button with the "+/-" button to zoom in/out the window. Ctrl (Windows system) / Command (OS system)

1:1 Zoom Original

Path: Toolbar <Zoom Original>

Description: Restore the display size of the work area on the screen. **Steps:** Click on <Zoom Original> on the toolbar to restore the view size. **Shortcut keys:** Ctrl+0 (Windows system) / Command+0 (OS system)

Basic Edit Tools



Cut

Path: Toolbar <Cut>

Description:

Remove the editing object (vector pattern or stitch pattern) selected, and temporarily store a copy of the data, which can be used to "paste" the data immediately.

Steps: After clicking the pattern you want to cut, select the toolbar and click <Cut>.

Shortcut key: Ctrl+X (Windows system) / Command+X (OS system)



Copy

Path: Toolbar <Copy>

Description:

Copy the object selected and will temporarily store a copy of the data, which can be used as an immediate data "paste" function.

Steps:

After clicking the pattern to be copied, select the toolbar and click <Copy> to copy a pattern.

Shortcut key: Ctrl+C (Windows system) / Command+C (OS system)



Paste

Path: Toolbar <Paste>

Description: "cut" or "copy" data copy into the system editing workspace.

Steps:

After performing the "cut" or "copy" action, click on the toolbar and click <Paste> to paste the pattern.

Shortcut key: Ctrl+V (Windows system) / Command+V (OS system)



Delete

Path: Toolbar < Delete >

Description: Delete the editing object selected.

Steps:

After click on the pattern to be deleted, click on <Delete> in the toolbar to delete the file.

Shortcut key: Delete (Windows system) / Delete (OS system)

Environment Settings

Function Settings Introduction

Function Set

Path: Toolbar <Grid>

Description: Below will introduce how to set Grid, Language, Auto Save.

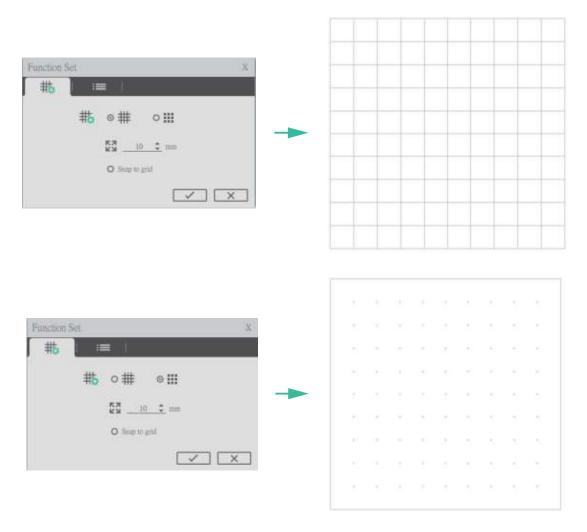
Grid

Path: Toolbar < Grid>

Description:

Set the grid size of the embroidery area, and show the grid in line or point type.

1. Grid Size (mm): 1 ~ 25 mm



- 2. Show Grid: Line, Point
- 3. Snap To Grid select whether to snap to the grid or not; if the snap function is turned on, the grid in lines or points will be automatically snapped to when creating an object or moving or scaling the object.

Steps:

Click the toolbar [Settings], select the grid tab, click <Grid>, and enter the grid size, check the grid lines or points, and check whether to align the grid lines.



Language

Path: Toolbar <Settings> → <Option> → <Language>

Description:

Set country language (currently "English, Chinese Traditional" is the main language).

Steps:

Click the toolbar [Settings], select the option tab, click on menu, and select the desired language.

Auto Save

Path: Toolbar <Settings> → <Option> → <Auto Save>

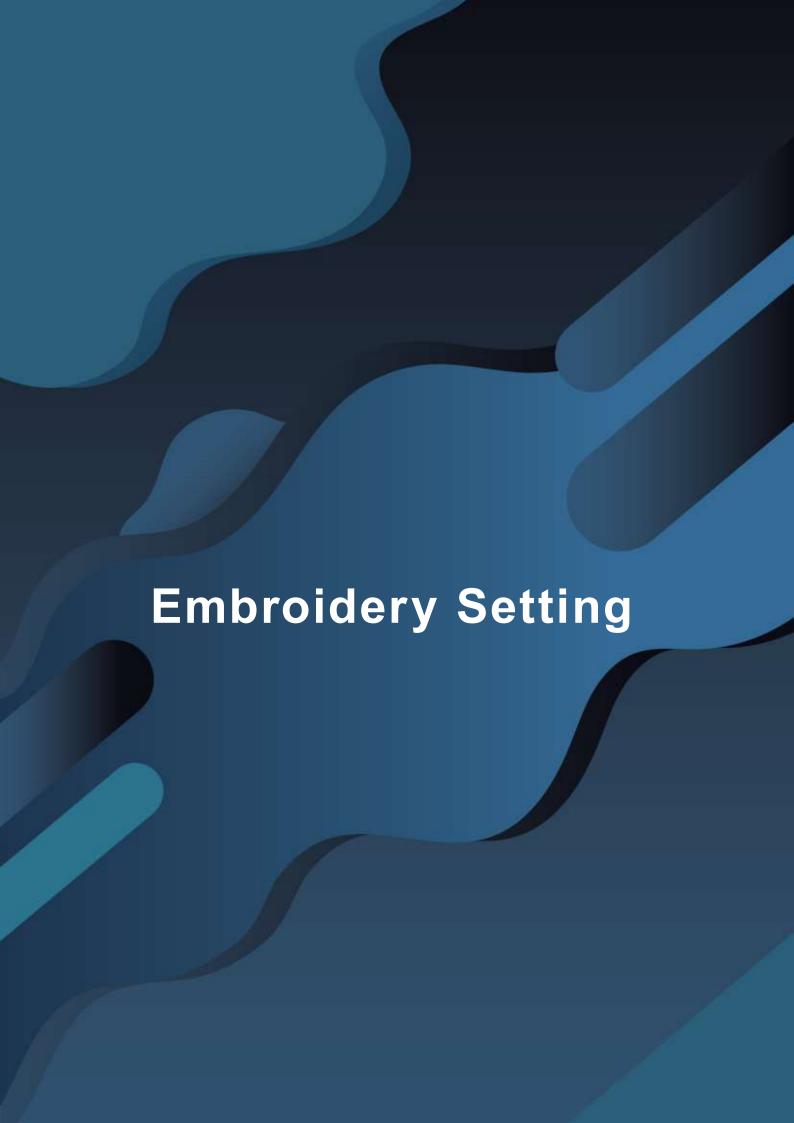
Description:

The file will be automatically saved according to the customized time. When the computer is turned off or the software is forcibly closed, the file can be saved when the software is reopened.

Steps:

Click on the toolbar [Settings], select the option tab, tick on automatic storage and enter

¾ 1(minimum)~1(default)~60(maximum) Unit: Minutes



Embroidery Stitches

Pattern Settings

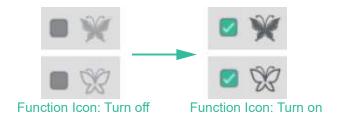


Stitch Effect

Path: <Stitch Effect>

Description:

It is divided into area sewing and contour sewing settings. When you click on the function icon (the background color of the icon is inverted), you can select the stitch method for the selected vector pattern object and set the secondary embroidery parameters, including Angle, thread pitch, stitch length, Staggered way...etc.





Region Sew

Steps:

- 1. Click on the object.
- 2. The preset the sewing area mode is "

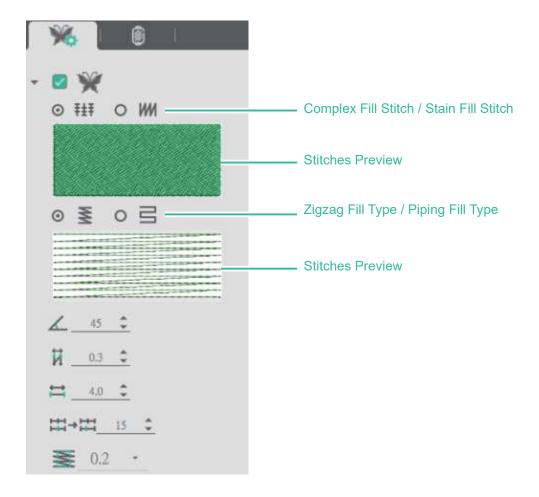


". When the icon is clicked again, will

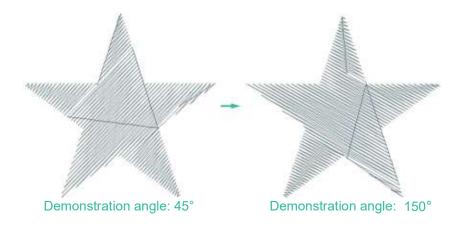
cancel the sewing area



3. After clicking the area sewing icon, the parameters below can be adjusted and set according to personal preference.



Change the direction of the stitching method, 0 (minimum) \sim 45 (default) \sim 359 (maximum) degree.



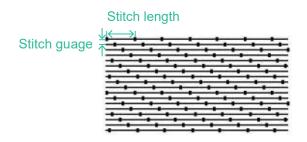
Stitch length:

Adjust the distance between two stitches, range: 0.1 (minimum) \sim 4.0 (default) \sim 10.0 (maximum) mm.

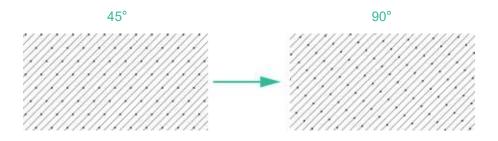


Stitch guage:

the distance between two lines, range: 0.1 (minimum) \sim 0.5 (default) \sim 10.0 (maximum) mm.

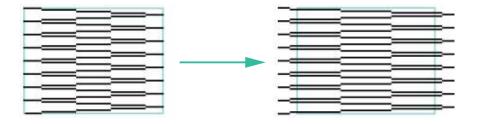


Adjust the offset of the parallel staggered needle position of the upper row and the lower row to produce different embroidering changes, range: 1 (minimum) \sim 15 (default) \sim 179 (maximum) degree.



* Pull Compensation:

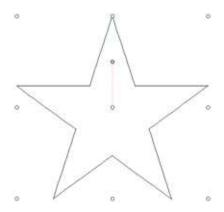
adjust the stitch expansion value of the selected area, which can be used to prevent the fabric from shrinking during embroidery and cause the embroidery pattern to be deformed. Range: 0, 0.2 (default), 0.35, 0.4mm.



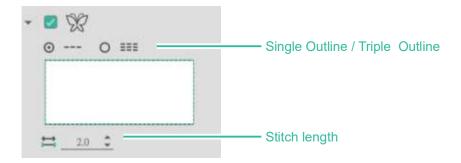


Steps:

- 1. Click on the object.
- ". When the icon is clicked 2. The preset of the contour sewing icon mode is " , will cancel contour sewing.



3. After clicking the contour sewing icon, the parameters below can be adjusted and set according to personal preference.



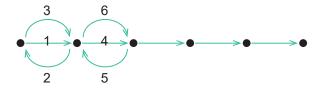
Single Outline:

The number of round trips for two stitches is once.



※ **III** Triple Outline:

The number of round trips for two stitches is three times.



* Stitch length:

adjust the distance between two stitches, 0.1 (minimum) \sim 2.0 (default) \sim 10.0 (maximum) mm.





Text stitches setting



Stitch Effect

Path: <Stitch Effect>

Description:

It is divided into area sewing and contour sewing setting. When the function icon is pressed, the stitch selection can be made for the selected vector pattern object, and the embroidery parameters can be set, including angle, thread pitch, stitch length, Staggered way... etc.



Region Sew

Steps:

- 1. Click on the object.
- 2. The preset the sewing area mode is "



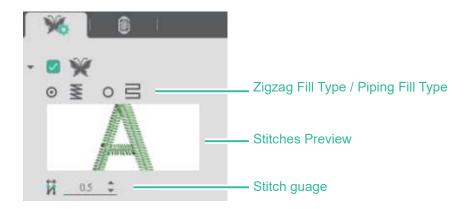
". When the icon is clicked



will cancel the sewing area.

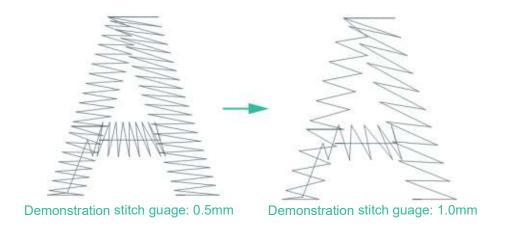


3. After clicking the contour sewing icon, the parameters below can be adjusted and set according to personal preference.



Stitch guage:

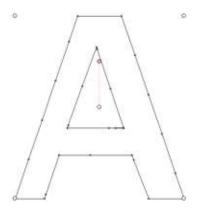
the distance between two lines, range: 0.1 (minimum) \sim 0.5 (default) \sim 10.0 (maximum) mm.



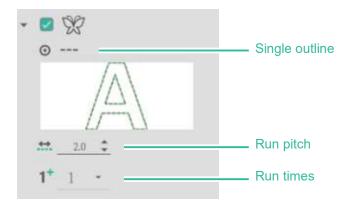


Steps:

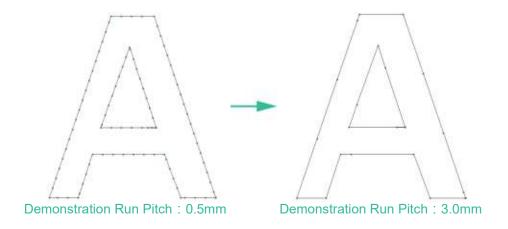
- 1. Click on the object.
- ". When the icon is clicked 2. The preset of the contour sewing icon mode is " , will cancel contour sewing.



3. After clicking the contour sewing icon, the parameters below can be adjusted and set according to personal preference.

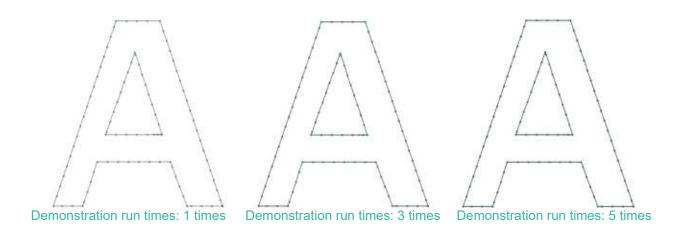


adjust the distance between two stitches, 0.1 (minimum) \sim 0.5 (preset) \sim 10.0 (maximum) mm.



% 1 Run times:

the number of embroidery of the outer frame line, you can choose 1, 3, 5 times.





Convert To Embroidery Object

Path: <Convert To Embroidery Object >

Description:

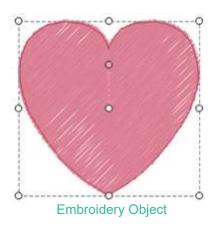
Convert vector object into stitch object and after converted, the stitch object will have dotted line to differentiate.

Steps:

Click the objects you want to convert, and click <Convert To Embroidery Object> from the menu.

※ In Text Manager, Monogram mode, Paint mode, the files are generated in vector format.





Embroidery Preview and Setting

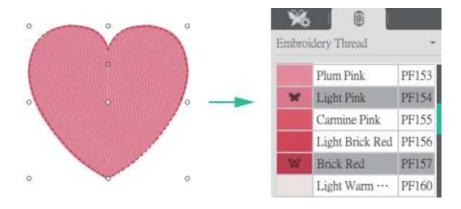


Thread Table

Path: <Thread Table>

Description:

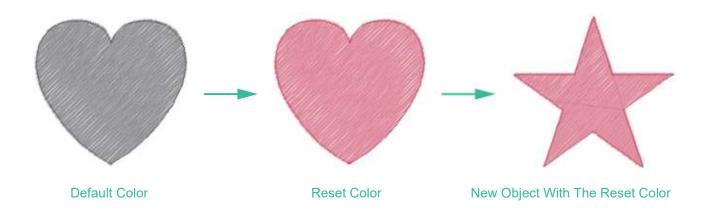
The user can change the selected thread color brand and change the embroidery color; for the selected object, click the left mouse button to fill the color in the area, and click the right mouse button to fill the outline color. The area and color will appear on the color wheel from the outline of the butterfly symbol.



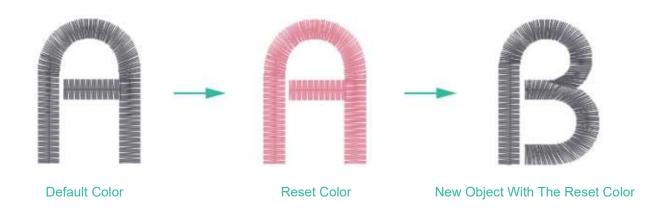
On the stitch file, click the left mouse button or the right button to fill in color directly and the butterfly symbol of the area and outline will appear on the color wheel at the same time.



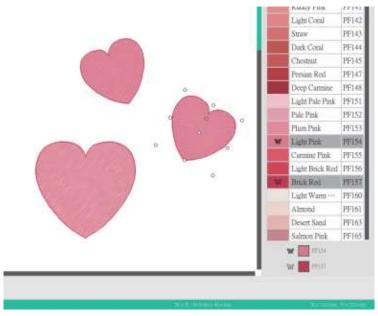
Objects drawn using the "Drawing Module" tool, including line satin, cache patterns, etc., will be automatically brought the default color (area-gray/line-dark gray), when the color of the area and outline on the color wheel is reset, the object drawn again will produce color with the reset color.



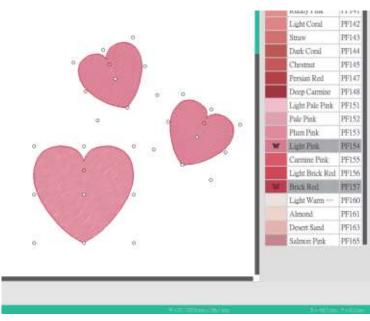
The text objects drawn by the tools of "Text Module" and "Combined Character Module", the default color is dark gray color. After the text color is reset, the new text design will continue to maintain the default color dark gray.



The selected single object will bring out the color information used by the object in the color wheel information. If multiple objects or group objects are selected, the used color information will not be brought out.



Single Object



Multiple Objects



Select Thread Color

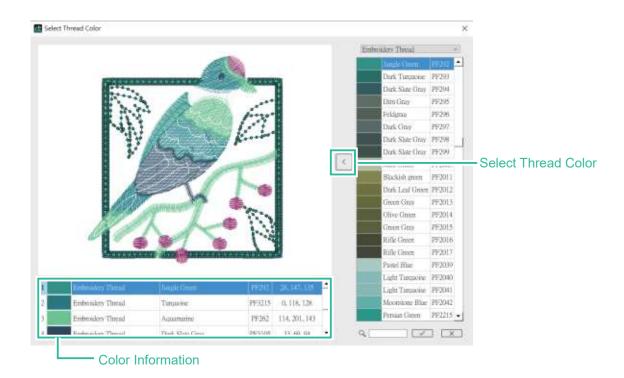
Path: <Select Thread Color>

Description:

Sort according to the color of each block, add and modify colors according to the thread colors of each brand.

step:

- 1. Click <Select Thread Color>
- 2. In the dialog box, select the section you wish to change and import the selected thread color manufacturer's designated color, or you can directly enter the thread color number or color name in the color number box to specify the desired color.
- * After selecting the color in the thread list, you can use the left mouse button on the top of the color to quickly click twice to quickly import the color.





Set User's Thread Color

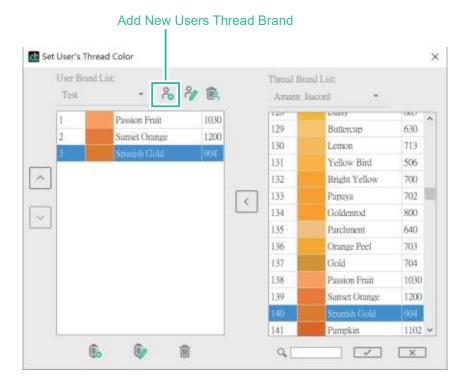
Path: <Set User's Thread Color>

Description:

Can create own labels for frequently used thread colors, add and modify colors.

Step:

- Click <Set User's Thread Color>, a window (Set User's Thread Color) appears, click <Add New Users Thread Brand>, a window (New User Brand) appears, enter the name according to personal needs, and finally click to create
- 2. Customize the name of the brand: select the thread color required by each brand, import it into the custom brand, and also edit and change the name, thread name, thread color number or delete it, and add customization R, G, B numerical value color or adjust the R, G, B numerical value to set the desired color.



36

1)) Set Embroidery Sequence

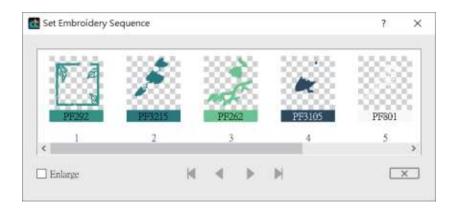
Path: <Set Embroidery Sequence>

Description:

Set the embroidery order of each stitch object, and display continuous blocks of the same color in the same color group.

Steps:

- 1. Click <Set Embroidery Sequence> and a window (Set Embroidery Sequence) will appear.
- 2. To enlarge the pattern to make it clearer, check <Enlarge> to fill the frame with stitch objects.
- 3. To change the sewing order of a color, select the color frame you want to move, and then drag the frame to the target position or use the left and right buttons to adjust.



W Run Stitches

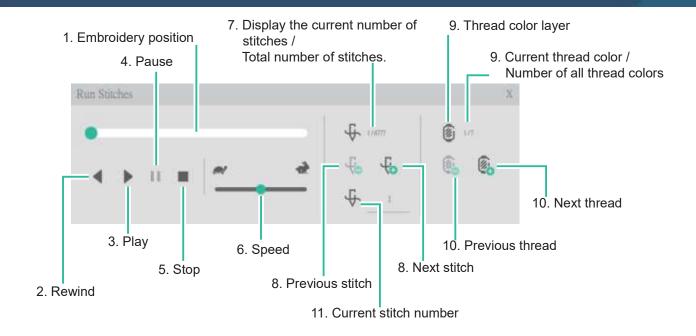
Path: <Run Stitches>

Description:

Stitch simulator function On/Off.

For the selected one or more embroidery patterns that have generated stitch paths, perform stitch embroidery simulator on the computer screen.

Steps: Click <Run Stitches> directly from the toolbar.



- 1. Embroidery position: The slider shows the current progress of the simulator, and you can also move the slider to change the simulator progress.
- 2. Rewind: start stitch simulator and simulate stitch forward.
- 3. Play: start stitch simulator, and simulate stitches in backward.
- 4. Pause: When the stitch simulator is on forward or backward, press this key to pause
- 5. Stop: stop the simulator, and the simulator position will return to the first stitch at the beginning.
- 6. Speed: drag the slider to adjust the stitch speed.
- 7. Display the current number of stitches / Total number of stitches.
- 8. Previous stitch: One stitch forward. Next stitch: One stitch backward.
- 9. Thread color layer: Current thread color / Number of all thread colors.
- 10.Previous thread: return to the beginning of the previous thread color stitch. Next thread: return to the beginning of the next thread color stitch.
- 11. Current stitch number: Can input specified stitch numbers.

Shortcut key (Stitch simulator):

- 1. "ESC key" is the exit mode. ESC (Windows system)/ ESC (OS system)
- 2. "+" to the next stitch, press "-" to go back to the previous stitch."+/-"(Windows system) / "+/-"(OS system)
- 3. Press the "Ctrl" button with the mouse wheel or the "Ctrl" button with the "+/-" button to zoom in/out the window. Ctrl (Windows system) / Command (OS system)
- 4. It can be used with the blank key to pan the screen.

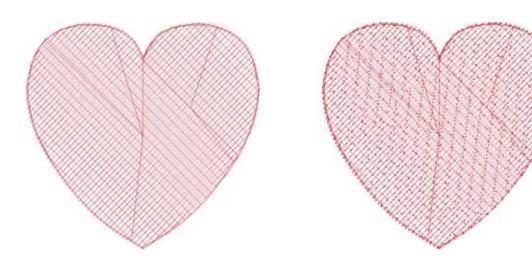
NO. Show/Hidden Needle Point

Path: <Show/Hidden Needle Point>

Description: To display each needle point in embroidering.

Steps:

Directly click <Show/Hidden Needle Point> from the toolbar to show or hide the needle point.





3D Simulate

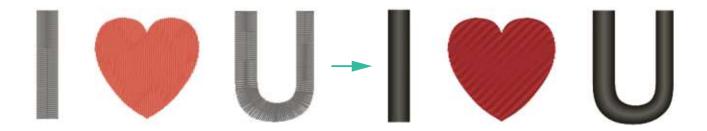
Path: <3D Simulate>

Description: The stitch lines are displayed in 3D simulation mode.

Steps: Directly click on <3D Simulate> from the toolbar to preview the finished product.

Shortcut key:

In 3D simulation, press "ESC" to exit mode. ESC (Windows system) / ESC (OS system)



Work Area Settings

Show / Hidden Grid

Path: <Show/Hidden Grid>

Description: Toggle On/Off the display of the grid.

Steps: Directly click <Show/Hidden Grid> from the toolbar to show or hide the grid (Grid).

Show / Hidden Axis

Path: <Show / Hidden Axis>

Description: Show/hide the center mark line (Axis).

Steps:

Directly click <Show / Hidden Axis> from the toolbar to show or hide the center mark line.

Show/Hidden Hoop

Path: <Show / Hidden Hoop>

Description: Toggle On/Off the display of the hoop frame on screen.

Steps:

directly click on <Show / Hidden Hoop> from the toolbar to show or hide the embroidery

frame.

Change Hoop Size

The color and size of the editing area and the color of the background can be changed, and can be selected according to the size of the embroidery hoop used by your embroidery machine.

Description:

Provide embroidery hoops of different sizes for users to choose. The default hoop size is 100*100mm.

There are six kinds of embroidery hoop sizes: Hoop- 40×40mm, Hoop 50×70mm, Hoop-100×100mm, Hoop-110×170mm, Hoop-120×180mm, Hoop-160×260mm.

Steps: Click on the menu toolbar and select the appropriate embroidery hoop size.



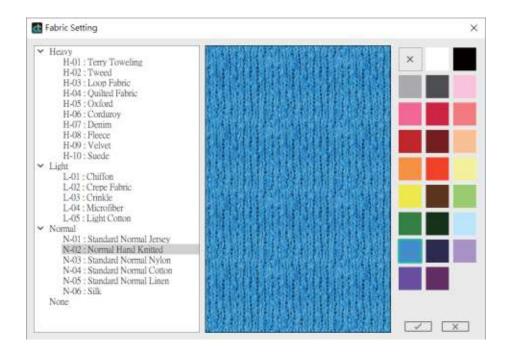
Fabric

Path: <Fabric>

Description: Choose the fabric material and color you want to match.

Steps:

Directly click on <Fabric> from the toolbar, select the fabric and color, and the background color in the editing area will be switched to the selected fabric and color. Press OK to return to the main screen, and the selected color will be displayed in the editing area. The texture of the cloth will be presented in the 3D simulation function mode.



Instrution Manual

Path: <Instruction Manual>

Description: To view the digital version of Instruction Manual.

Steps:

1. Click <Instruction Manual> from the menu.

2. To view the instruction manual in PDF format with Adobe® Reader®.

3. If your computer doesn't have Adobe® Reader® software, download and install it from Adobe Systems Incorporated website (http://www.adobe.com.tw/).

Account Functions

2

Account Functions

Path: <Account Functions>

Description: Account functions

Steps:

1. After first installation, register the user account and password to log in or close the window to skip this step.

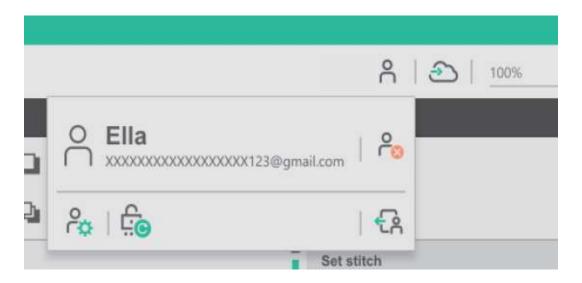






- * "Artist Tool " APP account can also log in into "Artist Toolkit" embroidery software, no need to register new account.
- * During account registration, you will receive an authentication through your mailbox.

2. The created account can be deleted, log out of account, change password and manage personal information.



Upload Emeroidery File To Cloud

Path: <Upload Embroidery File To Cloud>

Description: File transfer to cloud

step:

- 1. Click on <Upload Embroidery File To Cloud> (2); the file will be transferred to the cloud, and a successful message will appear.
- * After logging in to the account, there must be an image file in the file before the file can be sent to the cloud
- * Only one file can be placed in the cloud space and repeating upload files will overwrite the old file.



Online Tutorial and Software Version

Tutorial

Path: <Tutorial>

Description: To view the tutorial videos online.

Steps: Click <Tutorial> from the menu.

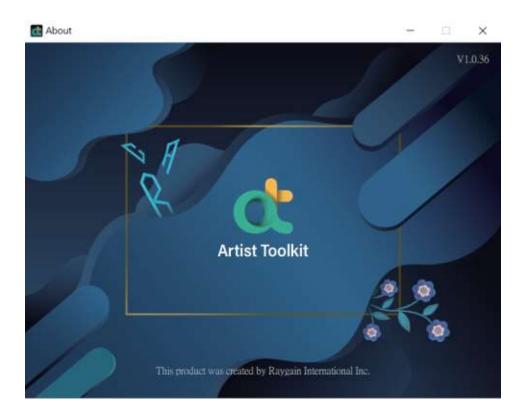
n About

Path: <About>

Description:

Check the copyright information and the version of software your device is running.

Steps: Click <About> from the menu.



Check Update

Check Update

Path: <Check Update>

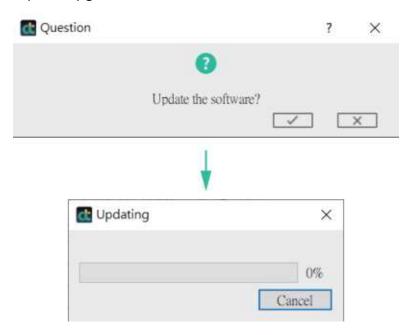
Description: Check on the software updates.

Steps:

1. 1. Click <Software Update> from the menu. The software will determine the update automaticlly.

2. If the latest version is available to upgrade, the software will show the message: Click <Yes> to download and upgrade the software, after the update is complete, it will restart the software.

Click <No> to skip the upgrade and enter the software.





Information

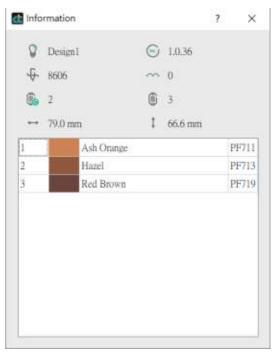
Path: <Information>

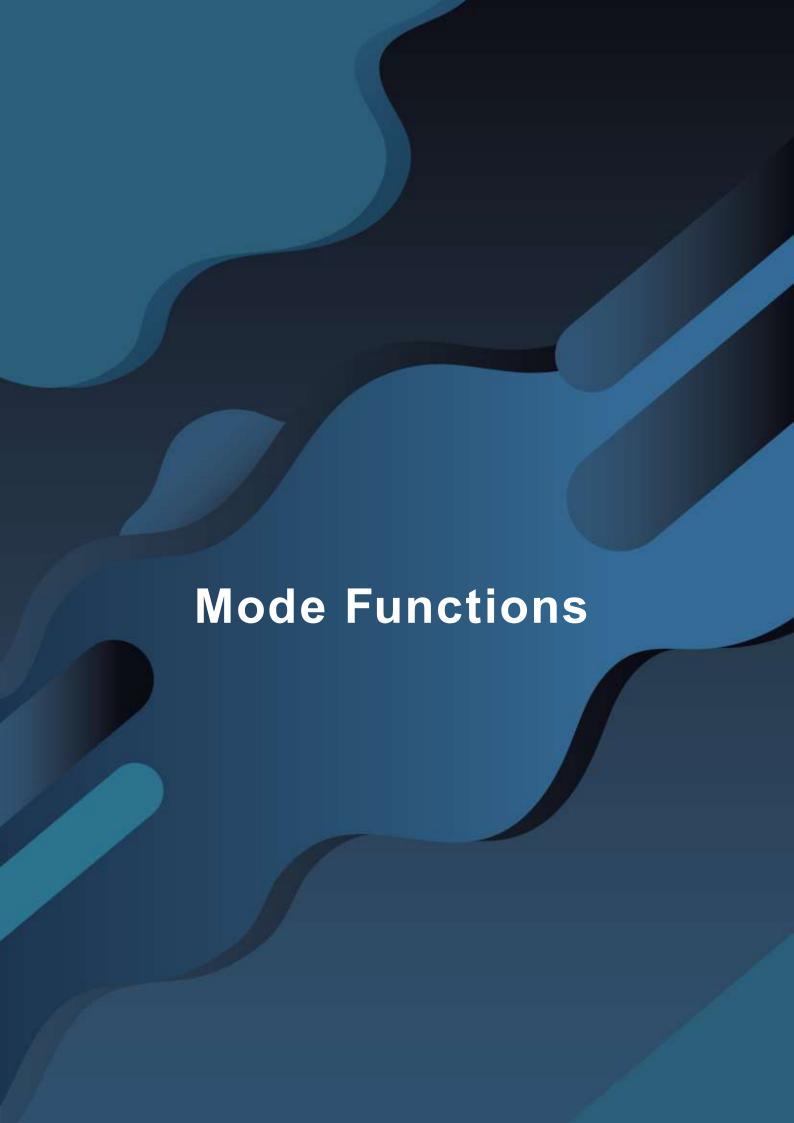
Description:

To view the current information of the embroidery design file which includes the file name, size, number of stitches, number of colors and color sequence.

Steps: Click <Information> from the menu.







Edit Mode



View The Patterns In The Preview All Window



Preview All

Path: <Preview All>

Description: View the overall layout of the workspace.

Steps: Click < Preview All > from the menu.

Shortcut key:

Preview all screen mode, press "ESC" to exit.

("ESC" in Windows and OS systems).



Normal / Full Screen

Path: <Normal / Full Screen>

Description: Display the program in a full screen.

Steps: Click <Full Screen> from the menu.

Shortcut key:

Press "F11" to display in a full screen, press "ESC" or "F11" to exit.

("ESC/F11" in Windows and OS systems).



Zoom Object

Path: <Zoom Object>

Description:

Zoom in and view the selected object in the maximum level within the workspace.

Steps:

Click the pattern you want to view, and click <Zoom Object> from the menu. The selected object will be displayed in maximum level in the work area.



Zoom Hoop

Path: <Zoom Hoop>

Description:

Zoom in and view the selected hoop in the maximum level within the workspace.

Steps: Click <Zoom Hoop> from the menu to display in maximum level in the work area.



Edit Tools



Select All

Path: <Select All>

Description: Select all the objects in the workspace.

Steps: Click <Select All> from the menu.

Shortcut key: Ctrl+A(Windows system) / Command+A(OS system)



Measure

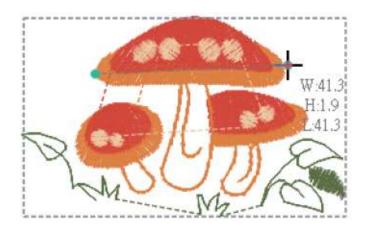
Path: <Measure>

Description: Measure the actual length of the workspace.

Steps:

Click <Measure> from the menu. The mouse will show "+", press and drag the mouse cursor in the workspace. The measurement results will be displayed in the program.

Shortcut key: Ctrl+M(Windows system) / Command+M(OS system)



Group Objects

Group Objects

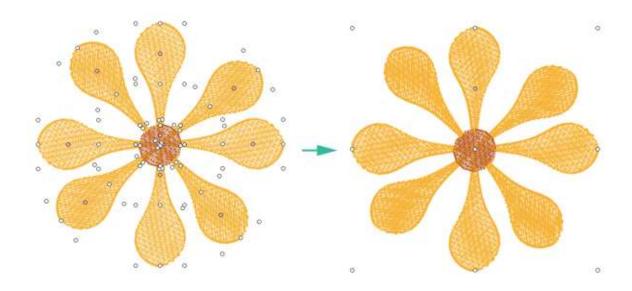
Path: <Group>

Description:

Select multiple objects and group them together as a single unit to edit and design.

Steps: Select the objects you want to group, and click <Group> from the menu.

Shortcut key: Ctrl+G(Windows system) / Command+G(OS system)



* The group function is an one time function. If you want to group multiple group objects, please disengage the grouped objects first and then group all objects again at once.

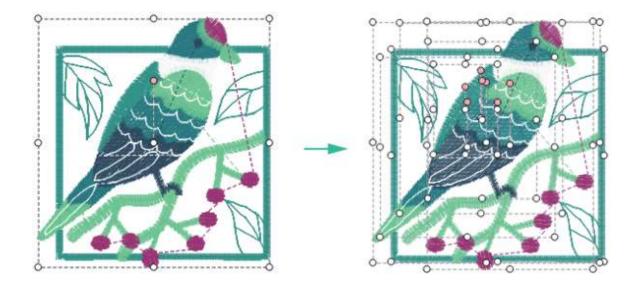
Ungroup Object

Path: <Ungroup Object>

Description: Select the group you want to disengage and restore it to separate objects.

Steps: Click the objects you want to ungroup, and click < Ungroup Object> from the menu.

Shortcut key: Ctrl+U(Windows system) / Command+U(OS system)



Edit Size

Lock Proportion

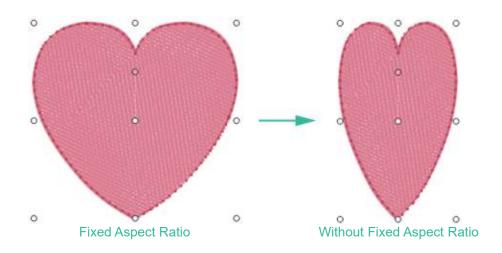
Path: <Edit Size>

Description: Edit the size of the selected object and set the aspect ratio to fixed or not.

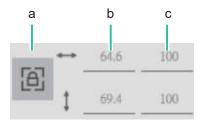
Steps:

1. 1. Click the object you want to edit, and click <Edit Size> from the menu.

2. Select the "Aspect ratio" ON/OFF (a), when it's set as ON (the pattern is highlighted grey), the original aspect ratio will be maintained.



- 3. To adjust the object to a specific size, click the size option (b) and entering a value in the Width or the Height box to adjust the size.
- 4. To adjust the object size to a specific percentage, click the percentage option (c) and entering a value in the Width or the Height box to resize it.



0

Rotate

Path: <Rotate>

Description: Edit the rotation angle of the selected object.

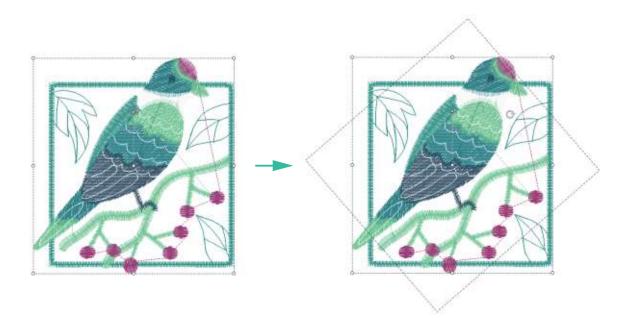
Steps:

Click the object you want to edit the rotation angle, and enter the angle value from $0\sim359$ in the field.

Rotate object manually

Steps:

- 1. Click the object you want to edit.
- 2. Move the cursor to the pink control point above the center of the selected object. When the icon of the cursor is switched to , press and hold the left mouse button to rotate it.



Horizontal Or Vertical Flip Objects

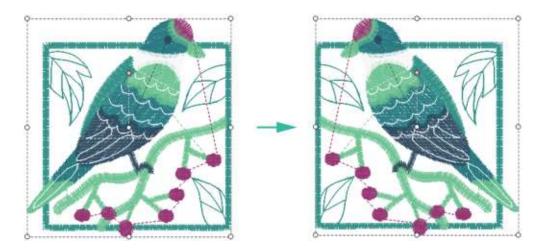
Flip Horizontal

Path: <Flip Horizontal>

Description: To flip the selected object horizontally.

Steps:

Click the object you want to flip horizontally, and click <Flip Horizontally> from the menu.



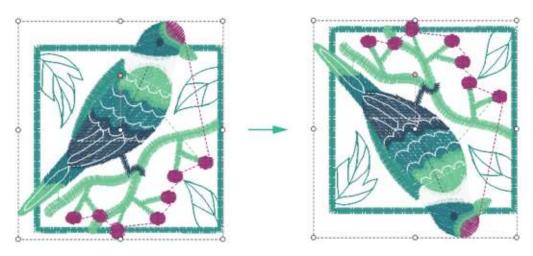
- Flip Vertical

Path: <Flip Vertical>

Description: To flip the selected object vertically.

Steps:

Click the object you want to flip vertically, and click <Flip Vertical> from the menu.



Align

Align Left

Path: <Align Left>

Description:

When 2 or more objects are selected and using this feature, all objects will be left aligned to the leftmost object.

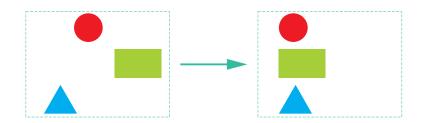
Steps:

Click <Align Left> from the menu.

Shortcut:

Press "Ctrl" key with the mouse to click on selecting objects, it can select multiple or reduce objects.

Ctrl key (for Windows) / Command key (for Mac OS)



Align Middle

Path: <Align Middle>

Description:

When 2 or more objects are selected and using this feature, all objects are aligned to the one on in the vertical center.

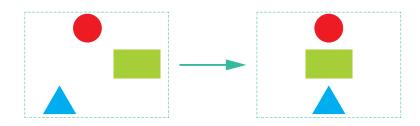
Steps:

Click <Align Middle> from the menu.

Shortcut:

Press "Ctrl" key with the mouse to click on selecting objects, it can select multiple or reduce objects.

Ctrl key (for Windows) / Command key (for Mac OS)



Align Right

Path: <Align Right>

Description:

When 2 or more objects are selected and using this feature, all objects are aligned to the one on the far right.

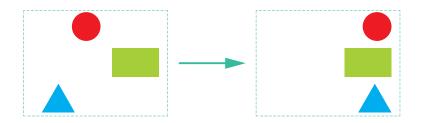
Steps:

Click <Align Right> from the menu.

Shortcut:

Press "Ctrl" key with the mouse to click on selecting objects, it can select multiple or reduce objects.

Ctrl key (for Windows) / Command key (for Mac OS)



Align Top

Path: <Align Top>

Description:

When 2 or more objects are selected and using this feature, all objects are aligned to the one on the topside.

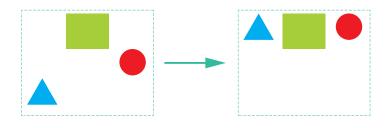
Steps:

Click <Align Top> from the menu.

Shortcut:

Press "Ctrl" key with the mouse to click on selecting objects, it can select multiple or reduce objects.

Ctrl key (for Windows) / Command key (for Mac OS)



+ Align Center

Path: <Align Center>

Description:

When using "Select All" function or drag-select multiple objects, all objects are aligned to the one on in the horizontal center.

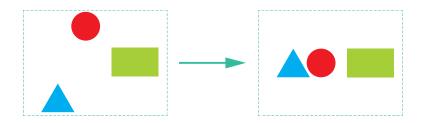
Steps:

Click <Align Center> from the menu.

Shortcut:

Press "Ctrl" key with the mouse to click on selecting objects, it can select multiple or reduce objects.

Ctrl key (for Windows) / Command key (for Mac OS)



■ Align Bottom

Path: <Align Bottom>

Description:

When 2 or more objects are selected and using this feature, all objects are aligned to the one on the downmost.

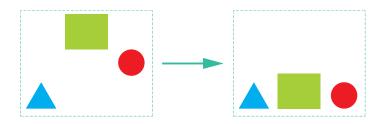
Steps:

Click <Align Bottom> from the menu.

Shortcut:

Press "Ctrl" key with the mouse to click on selecting objects, it can select multiple or reduce objects.

Ctrl key (for Windows) / Command key (for Mac OS)





→ Align Hoop Center

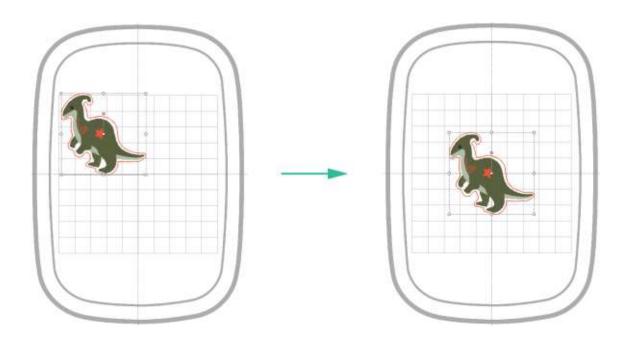
Path: <Align Hoop Center>

Description:

When objects are selected and using this feature, all objects are aligned to the hoop center.

Steps:

Click <Align Hoop Center> from the menu.





Copy Object To Top

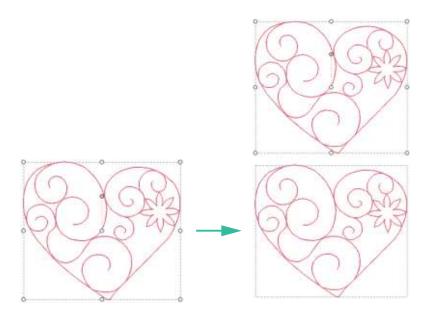
Path: <Copy object to top>

Description:

Click the object and use <Copy the objects spacing> and <Copy the objects number of times> to duplicate the objects to the upper position.

Steps:

Click <Copy object to top> from the menu.



Copy Object To Bottom

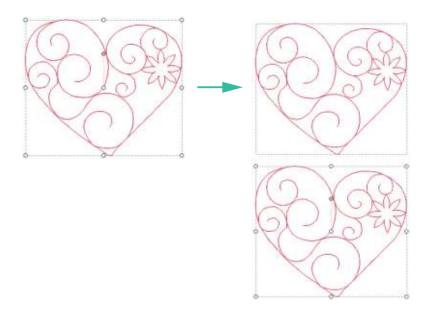
Path: <Copy object to bottom>

Description:

Click the object and use <Copy the objects spacing> and <Copy the objects number of times> to duplicate the objects to the bottom position.

Steps:

Click <Copy object to bottom> from the menu.



昔☐ Copy Object To Left

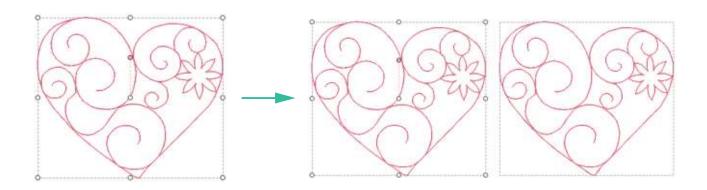
Path: <Copy object to left>

Description:

Click the object and use <Copy the objects spacing> and <Copy the objects number of times> to duplicate the objects to the left side position.

Steps:

Click <Copy object to left> from the menu.



□ Copy Object To Right

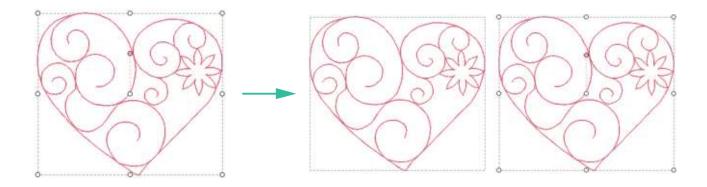
Path: <Copy object to right>

Description:

Click the object and use <Copy the objects spacing> and <Copy the objects number of times> to duplicate the objects to the right side position.

Steps:

Click <Copy object to right> from the menu.



Copy Object To Four Directions

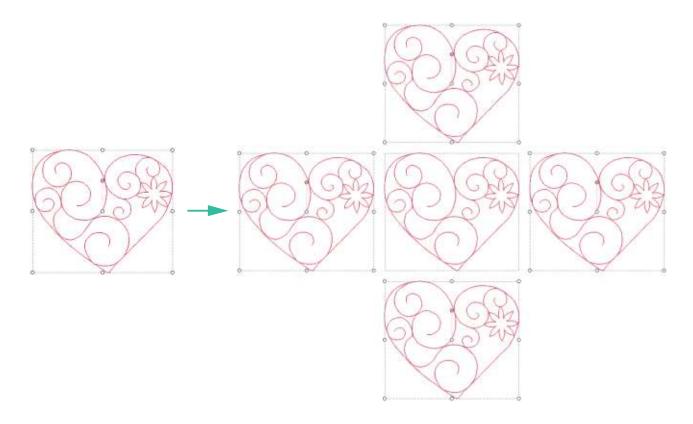
Path: <Copy object to four directions>

Description:

Click the object and use <Copy the objects spacing> and <Copy the objects number of times> to duplicate the objects to the four direction positions.

Steps:

Click <Copy object to four directions> from the menu.



☐ Copy With Flip

Path: <Copy with flip>

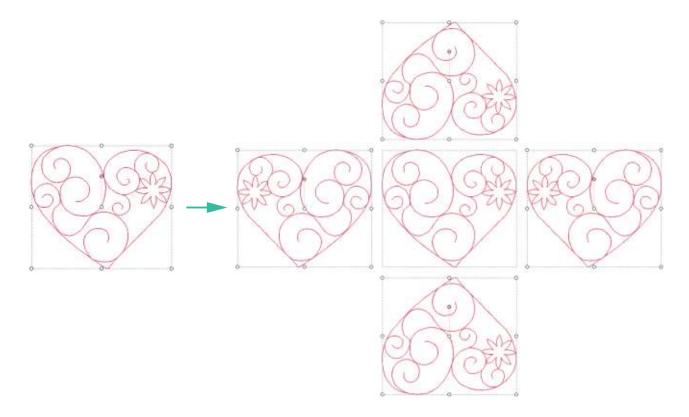
Description:

Click the object you want to copy and use <Copy with flip> to flip the duplicate object vertical or horizontal. (Choose the flip function, the button background color will be marked

in grey 📭 .

Steps:

Click <Copy with flip> from the menu.



Text Manager

Edit Text

T₊ Text Tool

Path: <Text Tool>

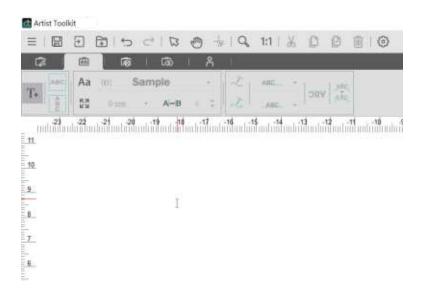
Description:

The text tool has 11 built-in fonts, and the text can enter by using the text icon on the subscreen or use the keyboard to enter the text directly.

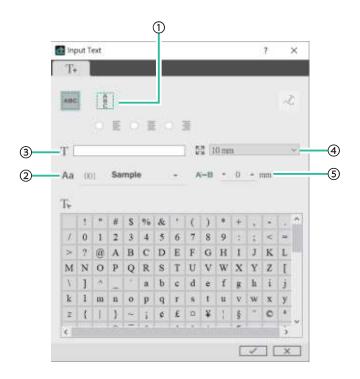
In addition to set the text spacing, it also can change the font size (the defaulted font size is 10mm). The drop-down menu provides 5 font sizes. When the text is inserted into the editing screen, you can use the size adjustment function or use the mouse to adjust the size arbitrarily.

Steps:

- 1. Click <Text Tool> from the menu, the mouse cursor will change to \Box .
- 2. Click on the working area where you want to enter the text.



3. In the pop-up screen, it will show all characters of this font, you can ① select the text direction, ② fonts, ③ enter the text, ④ select the font size, and ⑤ set the text spacing in sequence.



- ※ Select Size: The available size are 10 ⋅ 20 ⋅ 30 ⋅ 40 ⋅ 50mm.
- ※ A-B Spacing: -10(minimum)~0.0(default)~+30.0(maximum) mm.
- ※ ABC Text Align Horizontal.

4. Click \checkmark , the text you have designed will display in the working area.



** To edit the generated text again, you can double-click the left button of the mouse and the editing box will appear or click the <Text Tool> on the menu to use the font size selector, or use the mouse to adjust the font size.



...... Text Align Path

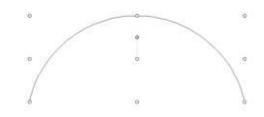
Path: <Textpath Align>

Description:

Use the generated text and drawn lines or cached graphics to align the textpath. You can edit the line shape, or change the font, edit content, size, and spacing.

Steps:

1. Select the text and line or cache graphics.





2. Click <Textpath Align> on the menu, and the text will align the path.



3. Textpath align type.

Horizontal type:

Align Left ABC ... , Align Middle ...ABC , Align Right ...ABC , Distribute Horizontally .A.B.C .

Vertical type:

Align Bottom -- ABC- , Align Center -- ABC- , Align Top -- ABC- .

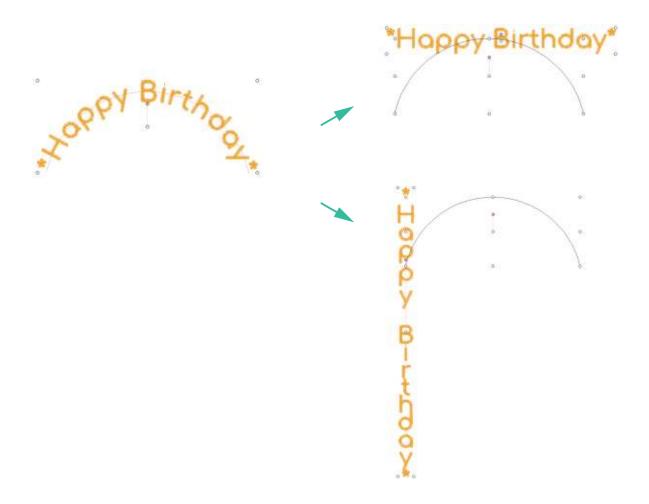
To turn an object upside-down following the path.

ABC Fixed text direction:

text angle will not adjust following the path.



4. To separate the text and line, can choose <Horizontal Text> or <Vertical Text>



Monogram

Monogram



Monogram Text Tool

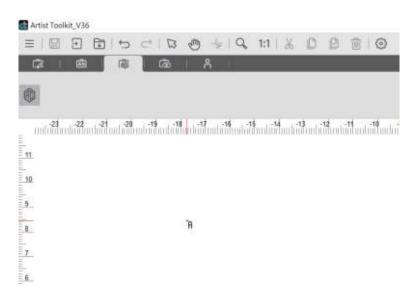
Path: <Monogram Text Tool>

Description:

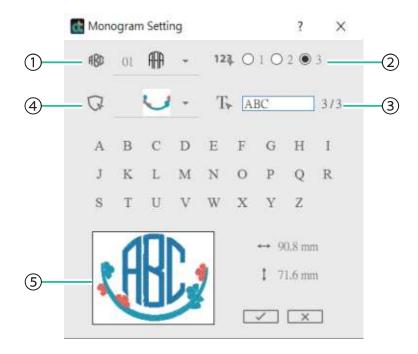
Monogram embroidery alphabets (including 26 uppercase alphabets), 3, 2 and 1 Letter monogram, 5 style of monogram fonts, and with variety of decorative frames can be selected.

Steps:

1. Click <Monogram Text Tool> on the menu, the mouse cursor will switch to



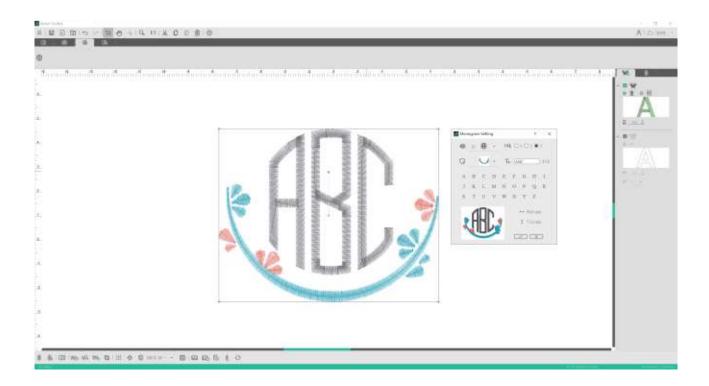
2. <Monogram> contains alphabets, ① font styles, ② 3, 2 and 1 Letter monogram. ③ Enter the alphabets by keyboard or click from the pop-up screen, ④ can choose design with decorative frames or not. ⑤ The designed monogram will appear in the preview screen.



- * Text Font: 5 style of monogram fonts.
- *** 123** Character number: 3, 2 and 1 Letter monogram.
- X Select Frame: The frames will be varied based on the fonts.
- * $T_{
 ightharpoonup}$ Text: Including 26 uppercase alphabets.

3. Click on 🗸 the editing area, and designed monogram will display on it.

If you want to modify the design, select the monogram, double click the left mouse button quickly or click <Monogram Text Tool> on the menu, the editing box will appear.



Paint Mode



Paint Function



Draw Polyline

Path: <Draw Polyline>

Description:

Draw a series of continuous line segment. You can click the right mouse button to return to the last position; to end the drawing, double click the left mouse button to finish the drawing.

Steps: Click < Draw Polyline > on the menu.

Shortcut key:

Draw a line with "Ctrl" key to draw vertically or horizontally.

Ctrl (Windows system) / Command (OS system)



Draw Curve

Path: <Draw Curve>

Description:

Draw a continuous curve. You can click the right mouse button to return to the last position ; to end the drawing, double click the left mouse button to finish the drawing.

Steps: Click <Draw Curve> on the menu.



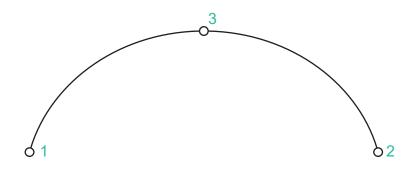
🐪 Draw Arc

Path: <Draw Arc>

Description:

To create an arc, click on the workplace to set the start point. Then decide the arc's length and click to set the end point of the arc. Move the mouse cursor until the desired arc shape and size is previewed, and then click to set the arc.

Steps: Click < Draw Arc> on the menu.



Paint Mode

Path: <Paint Mode>

Description: It can draw 12 shapes by the graphic tool, such as heart, star or polygonal.

Steps:

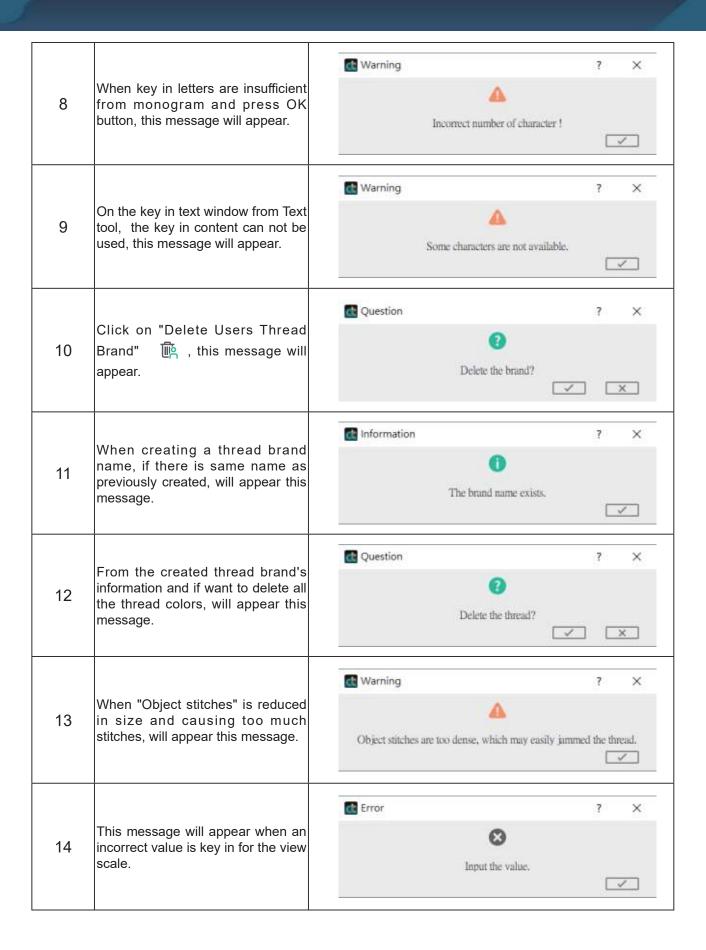
Click <Paint Mode> on the menu and select the desired pattern. Click on workplace and drag the mouse cursor to create the graphic.

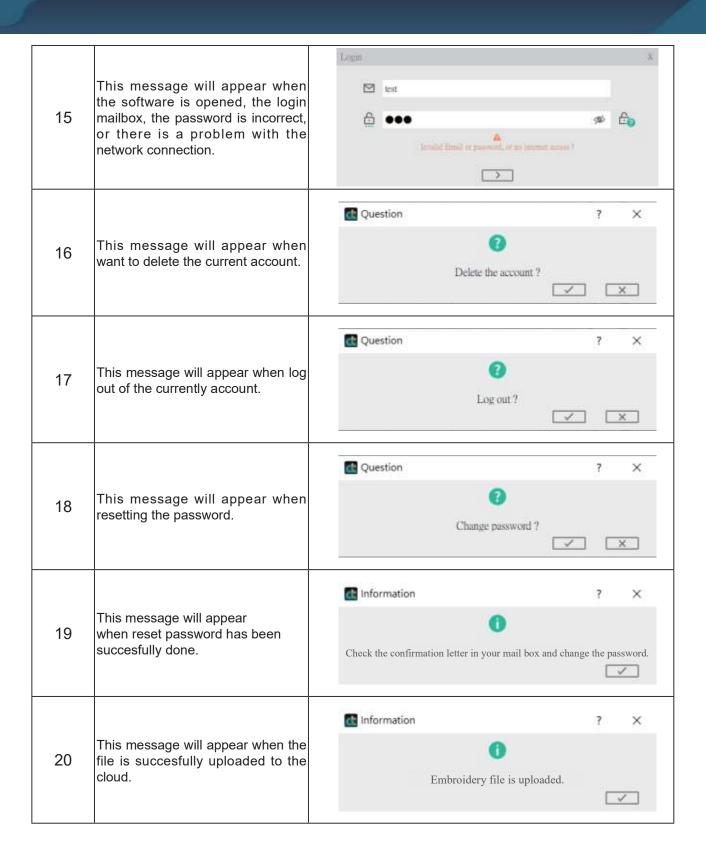
	Draw Rectangle	\Diamond	Draw Rhombus
0	Draw Ellipse	∇	Draw Shield-1
0	Draw Octagon	Û	Draw Shield-2
Δ	Draw Triangle	\bigcirc	Draw Pentagon
\triangle	Draw Star	\diamondsuit	Draw Dart
	Draw Heart	٨	Draw Water

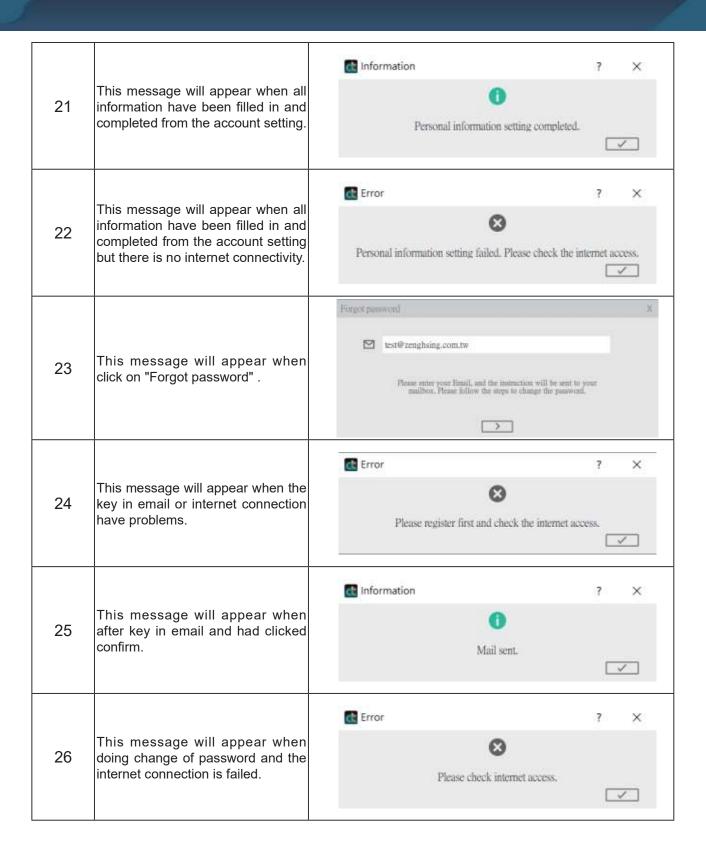


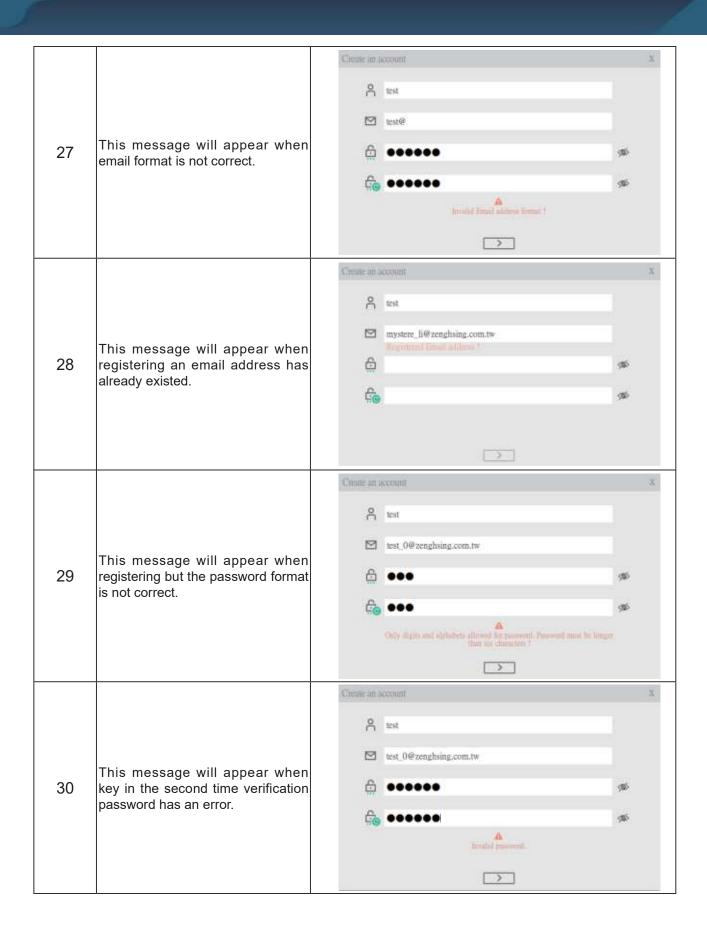
Screens Of Warning Reminder

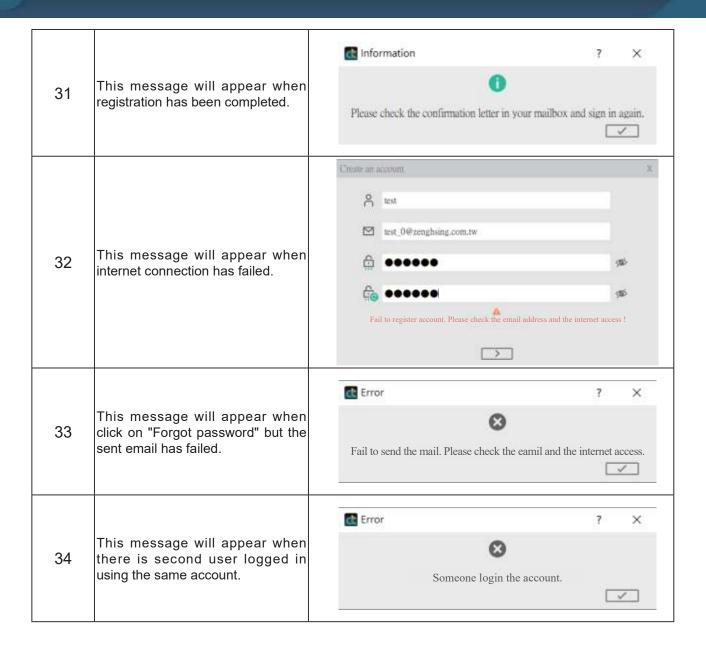
Item Number	Description	Screen
1	When launching the software, this message will appear if there is a new version available of the software that can be updated.	Question ? X Update the software?
2	Click on "Check Version" ← button, this message will appear when there is no new version of the software to update.	Information ? X This version is up to date.
3	Click on "Check Version" button, this message will appear when the update is not unsuccesfully done.	Error ? X Update failed.
4	On the key in text window from Text tool, if no letter is input and press "OK" button, this message will appear.	A
5	The function setting enables the "AutoSave" (or function. When the software crashes and restarts the software, this message will appear.	•
6	When a new file has not been saved, then click "Open New File", this message will appear.	Question ? X Save current data ?
7	When the size of the scaled object is too small, and the forming effect is likely to be poor, This message will appear.	A











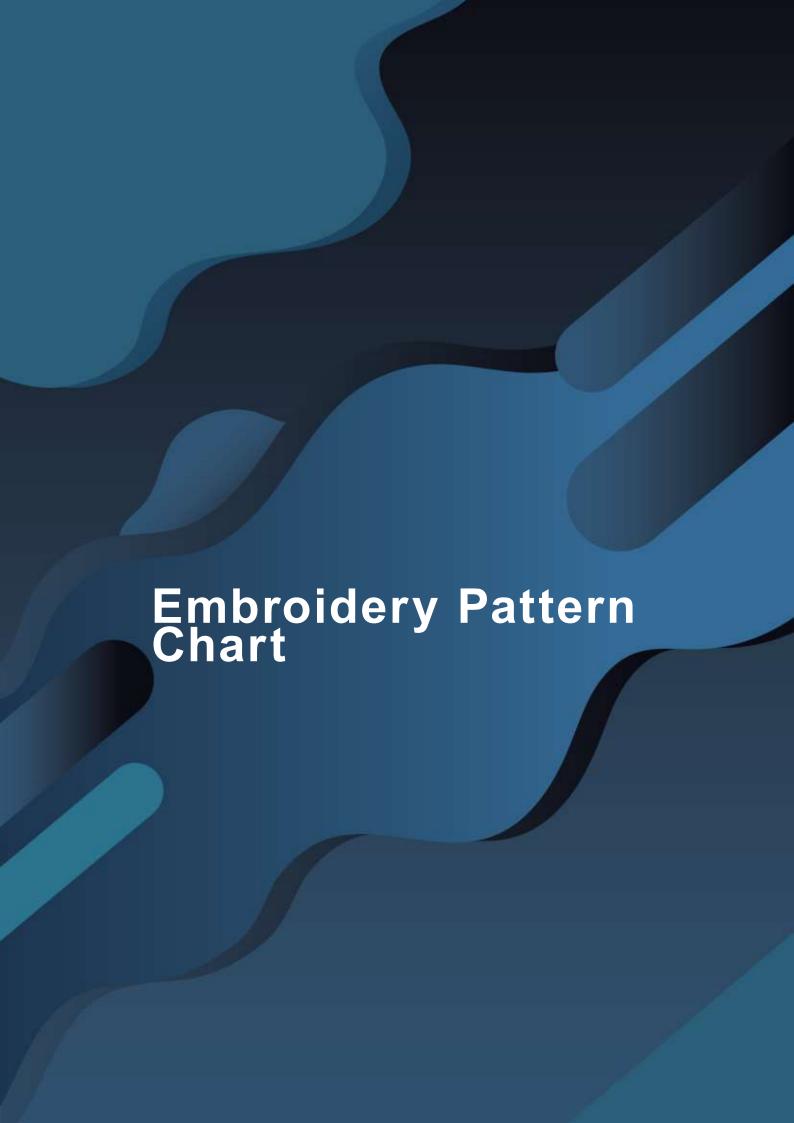
System Requirements

Microsoft Windows

- PC with intel processor or equivalent (2GHz or higher)
- Microsoft Windows 7, 8, 10
- 4 GB RAM
- 200 MB hard disk space for program installation
- Screen resolution 1024x768, 16 million colors
- Keyboard, Mouse

Apple macOS

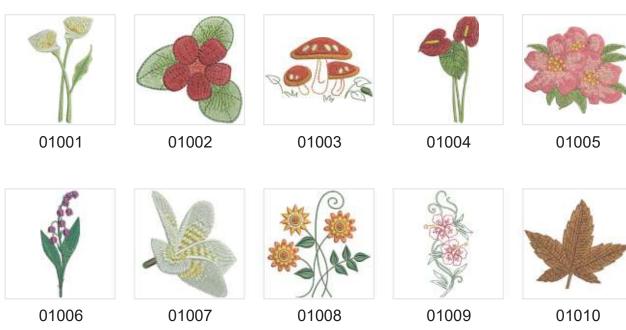
- OS X 10.13 or later
- 4 GB RAM
- 200 MB hard disk space for program installation
- Screen resolution 1024x768, 16 million colors
- Keyboard, Mouse



Embroidery Pattern Chart



Floral & Plant









Frame













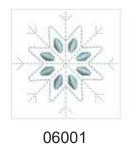








Totem

























Sport



















Christmas









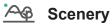


Halloween































Houseware













