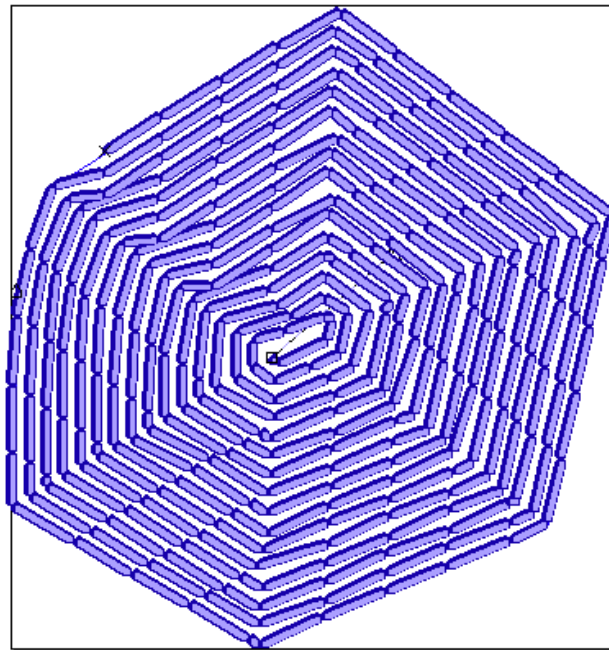


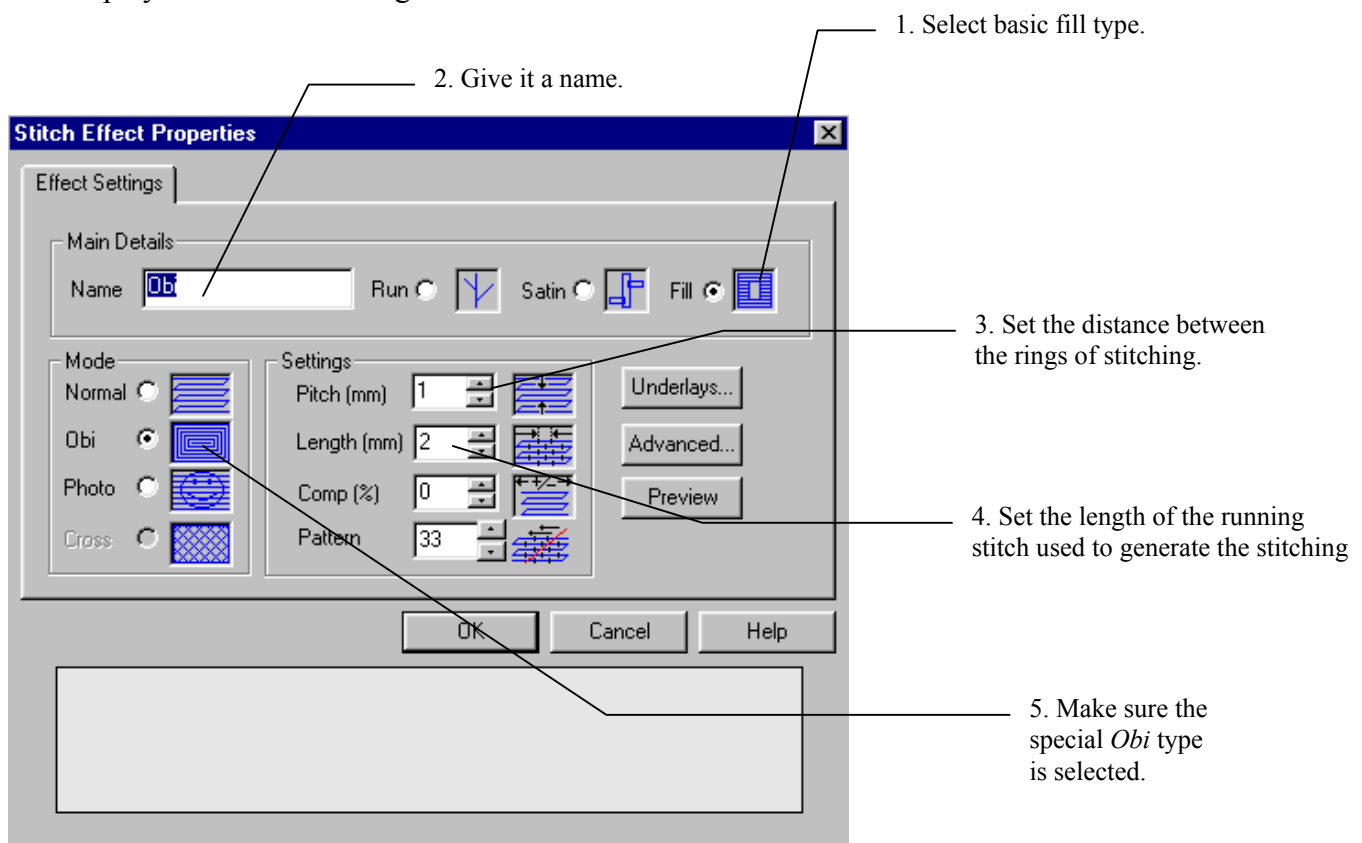
# ApS-Ethos Series - Show Me How To.....

## Generate OBI Stitching

Obi stitching is a special type of fill stitching which will fill an outline with concentric “rings” of stitching from the centre of a shape outwards. For example :-



To generate this type of stitching will require a stitch effect to be set up which has the *Obi* type specified. From the *Outlines* menu (in a punching module) select the *Create Effect* option, this will display a new effect dialog :-



1. Select basic fill type.

2. Give it a name.

3. Set the distance between the rings of stitching.

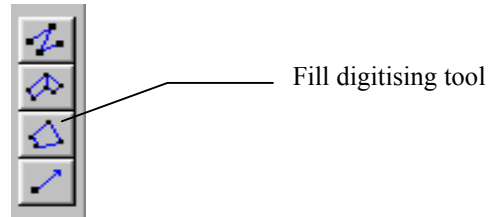
4. Set the length of the running stitch used to generate the stitching

5. Make sure the special *Obi* type is selected.

The dialog box, titled "Stitch Effect Properties", contains the following elements:

- Effect Settings** tab
- Main Details** section: Name field (containing "Obi"), Run, Satin, and Fill radio buttons.
- Mode** section: Normal, Obi (selected), Photo, and Cross radio buttons, each with a corresponding stitching pattern preview.
- Settings** section: Pitch (mm) set to 1, Length (mm) set to 2, Comp (%) set to 0, and Pattern set to 33. Includes "Underlays...", "Advanced...", and "Preview" buttons.
- Buttons: OK, Cancel, and Help.

Once the effect settings have been specified, selecting *OK* will store the effect. To digitise an obi shape simply select the fill digitising tool from the side toolbar :-



Then the newly created *Obi* effect should be selected from the effect toolbar (this will assign it to the digitised shape).



The shape should be digitised in the same fashion as normal step stitch, holes can be added using the <spacebar> button (special holes such as vector or block fill should not be used). Although the system will request an exit point, it will not be used by the obi stitching, instead the stitching will finish on the first point entered when digitising.

Once the shape has been digitised, it can be stitched in as normal.

Obi stitching is also available on True Type (fill/running) text. To do this simply generate the text as normal, selecting the *Obi* effect before typing the letters, or by highlighting the characters required in obi and re-assigning the effect to obi.

#### Example Obi Text.

