

Pacesetter
BES[®]4 Dream Edition[®]
Instruction Manual

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Important: Regarding Power Pack™ Features

This BES4 Dream Edition Instruction Manual documents all the features of the product, including those that are only available to customers who have purchased the BES4 Dream Edition Power Pack. These extra features are the following:

- ◆ Convert to Run tool
- ◆ Convert to Decorative Fill tool
- ◆ Additional tools for drawing line artwork
 - Curve tool
 - Arc tool
- ◆ Import TTF text tool
- ◆ Word Collage enhancements:
 - Applique Shape option
 - Ability to use two fonts in the same Word Collage
- ◆ Nap control feature
- ◆ Design Split save for PES (14x14 hoop)
- ◆ Send multiple designs to Dream Machine from both desktop and cloud with one action
- ◆ Send directly to a wireless-enabled ScanNCut machine via ScanNCutCanvas

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CHAPTER 1:

Learning about the Workspace

Before you start using the software, we recommend that you understand the Pacesetter BES4 Dream Edition design workspace and learn a few of the basic components outlined in this section.

Topics covered in this chapter:

- Setting up the design workspace environment.
- Showing a hoop in the workspace, and choosing the size of hoop to be displayed.
- Creating your own customized hoop.
- Using the online help.

Parts of the Workspace

The Pacesetter BES4 Dream Edition workspace contains a number of different areas which have distinct functions. The sections that follow give an overview of what each of these areas does, and the kinds of information about the design that they contain.



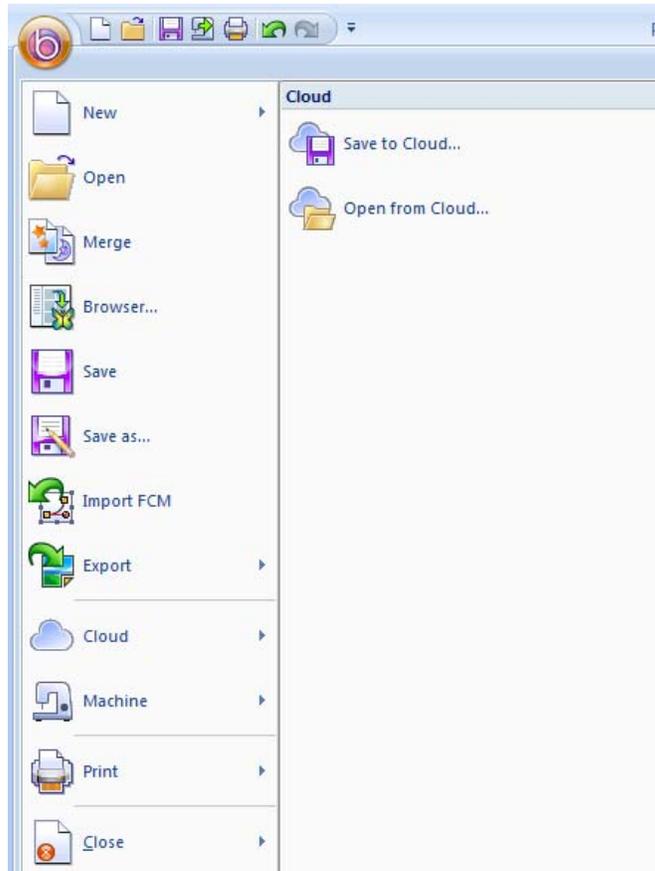
Title Bar

The Title Bar appears at the top of the Pacesetter BES4 Dream Edition design window. The Title bar displays information about the design that is open in the workspace: its name, the number of stitches and colors in the design, and the overall width and height.

Pacesetter Button

At the top left-hand corner of the window is the Pacesetter button . Clicking on the Pacesetter Button gives you access to a menu of useful tools, such as New, Save, Print, and several others. For a complete list of the tools available on this menu, and a summary of their functions, see “Pacesetter Menu Tools” in the next section.

When you open the Pacesetter Menu, you will also see displayed a list of recent files that you have been using. Just double-click on the file name to open it.



Tools available on the Pacesetter Menu

Quick Access Toolbar

The Quick Access Toolbar is located right along the top of your workspace, to the left of the Title Bar. This toolbar contains tool buttons that you will commonly use, such as Open, Save, and Print;

but it is fully customizable, meaning that you can add the tools you personally use most often, for easy access. See “Customizing the Quick Access toolbar.”

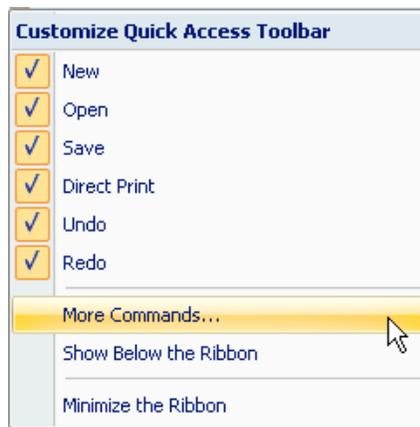
To start out, the following default tools are included on the Quick Access toolbar: New, Open, Save, Send to Machine, Print, Undo and Redo.

Customizing the Quick Access Toolbar

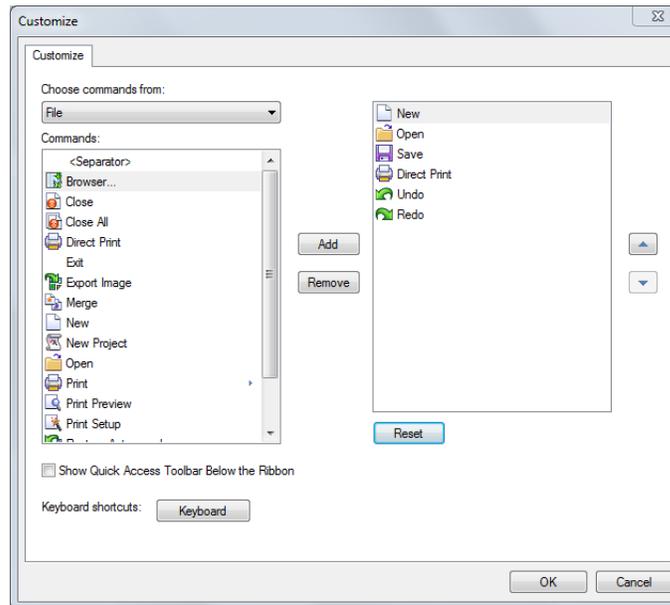
One important advantage of the Quick Access toolbar is that it is fully customizable. This means that you are able to select tools from any of the toolbars and add them to the Quick Access toolbar. You do this by way of the Customize function, which is accessed by clicking the small down arrow to the right of the Quick Access toolbar.

To customize the Quick Access toolbar:

- 1 Click the down arrow at the right end of the Quick Access toolbar.
You see a menu.



- 2 Click on More Commands...
You see the Customize dialog.

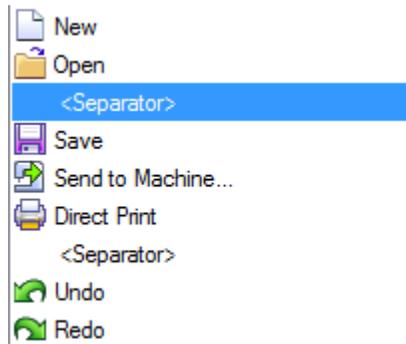


- 3 From the “Choose Commands from:” list, select the toolbar containing the command you want.
The list of tools on that toolbar now appears in the “Commands” box.
- 4 Select the desired tool from within the “Commands” box, and click Add.
The selected tool appears in the list of Quick Access Toolbar tools.
- 5 Repeat steps 3-4 until you have added all the tools you want to the Quick Access Toolbar.
- 6 If there is a tool on the Quick Access Toolbar that you do not want to have on there, select it in the right-hand box and click on the Remove button in the dialog.
- 7 When you have added and/or removed all the buttons you want, click OK.
The dialog will close; the Quick Access Toolbar will be changed accordingly.

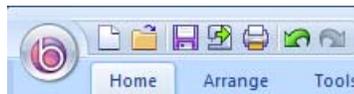
Adding Separators in the Quick Access Toolbar

You have the option of also adding separators in the Quick Access Toolbar. These are small vertical marks which appear on the Quick Access Toolbar, and divide the commands into groups for ease of use. A separator is added just the same way as you add commands; select <separator> in the “Choose commands” list and then click the Add button.

Here is an example of how the separators work. If you create an arrangement of separators and commands in the Customize dialog that looks like this:



The Quick access toolbar will be organized to look like this:



For more details, see the procedure outlined above, “Customizing the Quick Access Toolbar”.



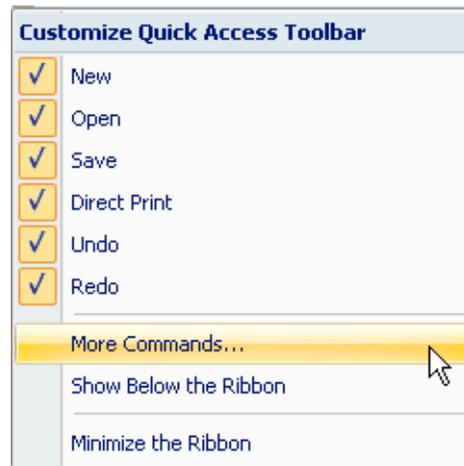
You can change the position of a separator, or any command in the Quick Access Toolbar. Select it in the box to the right in the Customize dialog, and click the up and down arrows on the right. This will move the command or separator relative to the other commands in the Quick Access Toolbar.

Customizing Keyboard Shortcuts

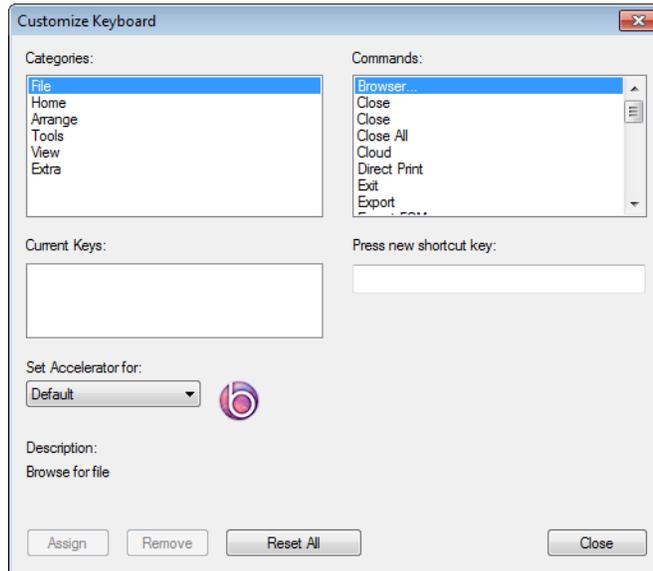
Another useful feature of the More Commands menu item (on the Quick Access Toolbar) is that it gives you the option of assigning your own custom keyboard shortcuts. Keyboard shortcuts can be very useful for those tools that you use most often.

To assign keyboard shortcuts:

- 1 Click the down arrow at the right end of the Quick Access toolbar.
You see a menu.



- 2 Click on More Commands...
You see the Customize dialog.
- 3 Click the Customize button.
You see the Customize Keyboard dialog.



- 4 From the “Categories” list, select the category containing the command you want.
The corresponding list of commands appears in the “Commands” box.
- 5 Select a command to which you would like to assign a shortcut.
- 6 Click in the “Press new shortcut key” field.
- 7 On your keyboard, press the sequence of keys that you want to use; these keystrokes will appear in the field.



If there are two or more keys used in the shortcut, a plus sign (+) will be inserted between them, to indicate that they are to be used in combination. The (+) on your keyboard is not part of the shortcut sequence.

- 8 Click the Assign button to create the custom shortcut.
The shortcut sequence will be moved into the Current Keys field.
- 9 Repeat steps 3 - 8 until you have created all the desired keyboard shortcuts.
- 10 Click close.

Toolbar and Ribbon Buttons

You can access the tools available in Pacesetter BES4 Dream Edition through the Pacesetter Button  or the tabs.

The tables below show the buttons, grouped by their place in the workspace. A brief description of what the button does is also included. Note that within each tab, some buttons are grouped together by function.

Pacesetter Menu Tools

Tool	What it means
	New: Creates a new, untitled design.
	New Project: Opens a new page and allows you to choose the name, recipe and machine format.
	Open: Opens an existing design file.
	Merge: Opens the Merge Design dialog, which you can use to import existing stitch or outline files into the current design.
	Browser: Opens a Browser window, a dialog box which allows you to search all your computer's disks and directories for design files.
	Save: Saves the current design.
	Save As: Opens the Save As dialog, allowing you to choose the destination and file type to save it as.
	Import TTF Artwork,: Opens the Import TTF dialog, which allows you to import TrueType® text into the workspace as artwork.
	Import FCM: Browse for *.FCM (cutter artwork) files and import them directly into the workspace.
	Import SVG: Browse for *.SVG (vector artwork) files and import them directly into the workspace.

Tool	What it means
	Export Image: Creates an image file based on the current design, which can be saved as a *.bmp, *.jpg, or *.png file.
	Export SVG: Exports the current design as a vector graphic image file.
	Export FCM: Exports the current design as an *.FCM file, which can be imported directly into a Brother ScanNCut machine for appliqué cutting.
	Save to Cloud: Saves the current design to your account in Pacesetter cloud storage.
	Open from Cloud: Opens a dialog from which you can select saved files.
	Logout from Cloud: Signs you out of your cloud account.
	Send to Machine: Sends a design to the machine card on your embroidery machine for sewing out.
	Batch Send to Machine: Allows you to select two or more designs and send them to the machine simultaneously.
	Open from Machine: Opens a design from the machine card on your embroidery machine.
	Setup Machine Card: Opens the setup machine card dialog.
	Send to ScanNCut Machine: Sends cut designs directly to the cutting machine through a wireless connection.
	Logout from ScanNCut Machine: Logs the current user out of cutting machine.
	Print: Opens the printer dialog on your computer, allowing you to choose your printer and adjust the printer's properties.
	Direct Print: Prints a copy of the design worksheet, bypassing the printer dialog.
	Print Preview: Opens the print preview window, which in turn will let you print the current design.

Tool	What it means
	Print Setup: Opens the print setup dialog, which allows you to select the printer, and to modify print properties.
	Close: Closes the file that you are currently working on (the active file) leaving any other files open.
	Close All: Closes all files that are open on your computer.
	Restore last Autosaved: Opens the last file saved by the Autosave feature. The frequency at which files are Autosaved can set on the Environment tab of the Preferences page; the default setting is 5 minutes.
	Exit: Closes all open files and shuts down Pacesetter BES4 Dream Edition; you will be prompted to save any open files.



Note that the **Import TTF Artwork** and **Import SVG** tools are only available to customers who have purchased or upgraded to Pacesetter BES4 Dream Edition Power Pack.

Extra Tools

Tool	What it means
	Undo: Reverses your last action.
	Redo: Reverses the action of the Undo command.

Ribbon Tools

The Ribbon appears below the Title Bar. The Ribbon has file tabs, the Home tab, the Arrange tab, the Tools tab, and the View tab. Clicking on the tabs displays all the buttons for the functions that are under that tab.

Tools on the Home Tab

Tool	What it means
 Select All	<p>Select: Selects objects in the design window.</p> <p>Select All: Accessed via the drop-down menu from the Select tool. Selects all items in the design workspace.</p>
    	<p>Cut : Cuts the selection and copies it to the clipboard.</p> <p>Copy: Copies the selection to the clipboard.</p> <p>Paste: Pastes the clipboard contents into the design, at the end of the design sequence.</p> <p>Insert: Pastes a copy of the clipboard selection into the sewing sequence immediately following the selected segment.</p> <p>Delete: Removes the selected segment.</p>
       	<p>Text: Creates lettering placed along a straight baseline.</p> <p>Path Text: Creates text segment along a path. The path may be chosen from a pre-defined list of shapes, or you may create your own shape.</p> <p>Follow Path: Creates text segment along a path. The letters of the text will be evenly distributed along the length of the path.</p> <p>Vertical Frame: Creates vertical lettering.</p> <p>Circle Frame: Creates lettering based on a circular baseline.</p> <p>Monogram Frame: Creates three-letter monogram text.</p> <p>Step Text: Creates a lettering segment in which the individual letters descend (or ascend) in a step-wise fashion.</p> <p>Spiral Text: Creates a text string in a spiral shape.</p>

Tool	What it means
	Name Drops: Quickly create a number of distinct designs, based on a single design, but each with different text string included.
	Monogram Designer: Opens the Monogram Designer dialog, for creating custom monograms with decors and/or frames.
	Alpha Mapping: Opens the Font Creator wizard, which you can use to create custom fonts from individual embroidery files.
	Add Design: Adds decorative features to your design - accents, appliqués, borders, and frames.
	Auto Baste: Automatically adds an outline of basting stitches around the current design.
	Color Sort: Automatically reduces the number of thread changes that are required in a design, by re-arranging the sewing sequence so that like colors are together.
	Add Notes: Allows you to insert (non-printing) text notations into the design.
	3D: Realistically renders your design onscreen.
	Grid: Displays a background grid, which helps with alignment. This grid can be used for the alignment of items on the display.
	Hoop: Displays the hoop as it fits relative to the embroidery. Clicking this button a second time will turn the view of the hoop off.
	Select Hoop: Accessed via the drop-down menu from the Hoop tool. Opens up the Select Hoop window, in which you can choose a new hoop.
	Fit Hoop: Accessed via the drop-down menu from the Hoop tool. Scales the design up to the maximum size of the selected hoop on the design window.
	Background: Two options are available from this button, Select Color or Select Fabric. Depending on which one you choose, a dialog box will open in which you select either the color, or the fabric pattern, that appears in the background of the active design window.

Tool	What it means
	Garment Templates: Opens the Garment Templates dialog – use this dialog to insert a garment image into the design to preview design against the selected color or fabric background
	Ruler: Measures the distance between any two points in a design.
	Zoom: Magnifies the design to fit a rectangle drawn by the user with the mouse pointer.
	Zoom in: Magnifies the view of the design by a fixed amount.
	Zoom out: Shrinks the view of the design by a fixed amount.
	Fit to Window: Displays the entire design and loaded images in the window.
	Back to 1:1: Returns design to original size.
	Slider: Drag the slider to choose a specific level of magnification; displays percentage of original size.
	Pan: Allows you to move the design around in the workspace window by clicking and dragging.

Tools on the Arrange Tab

Tool	What it means
	Select: Selects objects in the design window.
	Select All: Accessed via the drop-down menu from the Select tool. Selects all items in the design workspace.
	Distort: Displays the Distortion dialog, which you can use to add interesting effects to the selected design.
	Align Left: Aligns all selected objects with the left-most item selected.
	Align Right: Aligns all selected objects with the right-most item selected.

Tool	What it means
	Align Top: Aligns all selected objects with the top-most item selected.
	Align Bottom: Aligns all selected objects with the bottom-most item selected.
	Horizontal Center: Takes all selected objects and centers them in the selection box. The objects are moved so that they are centered left-to-right with each other, but they are not moved up or down.
	Vertical Center: Takes all selected objects and centers them in the selection box. The objects are moved so that they are centered top-to-bottom with each other, but they are not moved left or right.
	Center: Centers one or more selected objects proportionally within the current hoop. If more than one object is selected, the entire group is moved together to the center of the hoop; the objects selected remain in the same position <u>relative to each other</u> as they had before being centered.
	Distribute Horizontal: Distributes objects evenly in the horizontal direction.
	Distribute Vertical: Distributes objects evenly in the vertical direction.
	Flip Horizontal: Flips one or more selected objects horizontally.
	Flip Vertical: Flips one or more selected objects vertically.
	Rotate Left: Rotates one or more selected objects to the left by 90 degree increments.
	Rotate Right: Rotates one or more selected objects to the right by 90 degree increments.
	Rotate: Opens the Rotation dialog, which allows you to enter the exact number of degrees of rotation to apply to the selection.

Tools on the Tools Tab

Tool	What it does
 <small>Select All</small>	<p>Select: Selects objects in the design window.</p> <p>Select All: Accessed via the drop-down menu from the Select tool. Selects all items in the design workspace.</p>
	<p>Arrange on Path: Creates a repeated pattern based on a selected design element, which a pre-determined path that you can select.</p>
	<p>Arrange on Circle: Inserts a circular arrangement of small elements (based on the selected artwork or design) into the current design.</p>
	<p>Arrange on Corner: Automatically creates a reflected, four-fold image of the selected segment.</p>
	<p>Arrange Rows: Creates a repeated pattern of rows and columns, based on the selected design element.</p>
	<p>Scatter Design: Creates a random pattern of designs based on a selected design element.</p>
	<p>Word Collage: Creates a random pattern of words scattered across a user-determined shape in the design.</p>
	<p>Thread Palette creator: Allows you to create your own custom thread palettes for use in your designs.</p>
	<p>Batch Converter: Allows you to convert a set of design files in a selected folder to a different file type.</p>
	<p>ScanNCut: Generates a printed template which you can use to scan into a cutting machine for creating appliqués.</p>
	<p>Page Preview: Places dotted outlines on the screen in shape & size of the default page size. Assists in preparing Scan & Cut image files for printing.</p>
	<p>Page Preview Offset: Sets the position of the upper-left corner of the page preview.</p>
	<p>Export FCM: Exports the current design as an *.FCM file, which can be imported directly into a Brother® ScanNCut machine for appliqué cutting.</p>

Tool	What it does
	Line: Used to draw an artwork line into a design; allows you to toggle between entering straight and curved points
	Curve: Allows you to draw a line consisting of points along a curve.
	Arc: Allows you to draw arced lines, based on three anchor points.
	Close Shape: Allows you to close open shapes when working with the Line tool.
	Edit Shape: Selects a line, and allows you to add, delete, or move its anchor points
	Convert to Run: Converts the selected outline segment to a run stitch segment.
	Convert to Appliqué: Converts the selected outline segment to an appliqué segment.
	Convert to Decorative Fill: Converts the selected outline to a decorative (pattern) fill segment.
	Nap Control: Sews a layer of stipple stitches under a design to hold down the nap of the base fabric.



Note that the **Curve**, **Arc**, **Convert to Run**, **Convert to Decorative Fill**, and **Nap Control** tools are only available to customers who have purchased or upgraded to Pacesetter BES4 Dream Edition Power Pack.

The View Tab

The controls on the View Tab allow you to change what appears on your workspace; which panels are displayed, whether or not commands and stitch points are shown in the design, and so on. The areas found on this tab are Windows, Show/Hide, and Program Preferences.

Windows

In the Windows area, check the box to show the corresponding window or panel, and uncheck it to hide that window or panel.

- Sequence: Shows/hides the Sequence view.
- Palette: Shows/hides the thread palette.
- Design Palette: Shows/hides the Design Palette, which shows the colors currently in use in the design.
- Properties: Shows/hides the properties panel.
- Simulator: Shows/hides the sewing simulator.
- Status: Shows/hides the status bar.

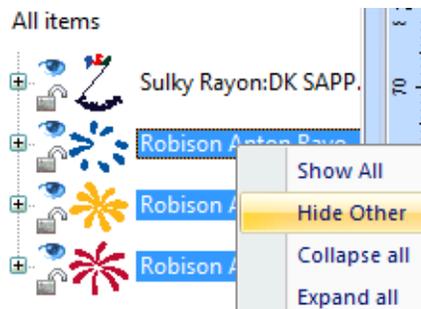
Show/Hide

Check the boxes to show the corresponding symbols in the Design Workspace.

- Entry/Exit: Shows the position of the first and last points in the sewing of a segment.
- Command: Displays icons in the workspace that show where the color changes and trims are.
- Stitch points: Shows the penetration points of the stitches.

Ghost Mode

In Pacesetter BES4 Dream Edition, an option exists to hide those segments that are not currently selected. This is accomplished by right-clicking a segment in the Sequence View, and selecting “Hide other” from the context menu.



When the Ghost Mode  is enabled you will be able to see the hidden segments as pale outlines (“ghosted”) while they are still in a hidden state. Note that hidden segments are effectively locked, and may not be selected or modified.



The intensity of the Ghost Mode can be adjusted up and down. You can do this on the Environment tab of the Preferences dialog. See “Setting up the Workspace–Environment Settings.”

Program Preferences

Click on the Program Preferences  button to open a dialog in which you can set the default machine settings, change the units of measure, and choose settings for the workspace grid. For more information on this dialog, see “Setting up your Workspace Environment”.

Simulator

The Simulator makes it easy to see on-screen how your design will sew out. You can use the Simulator to eliminate potential sewing problems.

When you select Simulator from the View tab of the Ribbon, the Simulator (scrollbar slider and the sewing simulator) will appear at the

bottom of the design space. The Simulator controls which parts of the design are drawn in the design window.



You can also open and close the Simulator by pressing Ctrl + R.

Scrollbar Slider



The length of the scrollbar slider represents all of the stitches in the opened design. You can move the scrollbar slider by dragging it to see a design as it will look sewn to a particular point. The color display within the scrollbar indicates the thread color that will be sewn when the scrollbar slider is positioned over it. Clicking on the arrows at the ends of the scrollbar will advance or retrace the design position by one stitch.

Sewing Simulator



The sewing simulator allows you to watch your design draw on a stitch-by-stitch basis, simulating the sewing action of your machine. The Simulator controls include pause, stop, sew forward and sew backwards. You can push various control buttons and slide the speed control to vary the rate of sewing.

Using the Simulator

The following table explains how to use the Simulator in more detail:

Tools	What is does
	Previous Stitch: Move backward in the design by one stitch.
	Scrollbar slider: Drag the scrollbar slider to advance the design to a specific position. When the scrollbar slider is positioned over a color, you will see the specified thread color being sewn in the design. The entire length of the scrollbar slider represents the entire design.
	Next Stitch: Move forward in the design by one stitch.
	Simulate Sewing (backward): Move backward through the design.
	Pause/Stop: Pause or stop the design while drawing. When you play or resume sewing your design, stitching will continue from the location of the last stitch.
	Simulate Sewing: Move forward through the design.
	Speed: Slide the speed control to vary the rate of sewing.
	Insert Color Stop: As you navigate through the design, click on this button to place a color stop command.

Status Line

The Status Line appears at the bottom of the Pacesetter BES4 Dream Edition window. To show or hide the Status Line, go to the Windows area of the View Tab and check or uncheck Status.

As you move the mouse over different sections of the workspace, this indicator will tell you what that area or button does. You will also find specific design information in other areas of the status bar; it shows the total number of segments in the design, the number of segments currently selected, the machine format, the recipe used by the current design, the number of stitches in the selected design components and the hoop being used.

Color Palette

The thread colors of the currently selected thread chart are shown in the Color Palette. To show or hide the Color Palette, choose Toolbars—Color Palette.



You can show/ hide the Color Palette by checking/ unchecking the “Palette” checkbox on the View tab.

You can quickly change the color of a design segment by selecting it, and then clicking on the color square in the color palette.

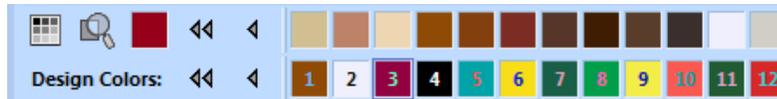
For more information, see “Editing Designs—Working with the Color Palette.”

Design Palette

The Design palette shows the colors that are used in the current design. Superimposed on each color, you will see the needle number corresponds with that color. When a thread color is changed in the design, the Design palette will immediately update to reflect the change.



You can show/ hide the Design Palette by checking/ unchecking the “Design Palette” checkbox on the View tab.



Detail of the workspace, showing the Color Palette (top) and the Design Palette (below it).

Using Scrollbars

Scrollbars are tools in the workspace that enable you to move easily around within the displayed design. There are two scrollbars, one for moving the view vertically, and one for moving it horizontally.

How to use the scrollbars:

- To pan left/right, or up/down, click and drag the track button.
- Click on the small arrows at each end of the scrollbar to move the design view incrementally.
- Click in the track of the scrollbar, to move the workspace view by one whole screen

You can also right-click the scrollbar to display a pop-up menu of scroll actions. The menu displays the following options:



Correcting Mistakes

Undo and Redo are two significant features that allow you to correct mistakes. If you make a mistake and change your mind about an action you just made, Undo reverses the action. Redo puts back the change. If Undo or Redo are grayed out, you cannot Undo or Redo.

To use Undo:

- Do one of the following:
 - ♦ On the Quick Access toolbar click the Undo  tool.
 - ♦ Press Ctrl+Z on your keyboard.

To use Redo:

- Do one of the following:
 - ♦ From the Quick Access toolbar, click the Redo  tool.
 - ♦ Press Ctrl+Y on your keyboard.

Setting up your Workspace

Certain properties of the Pacesetter BES4 Dream Edition software - such as the grid spacing, or how designs are handled - can be configured on the Preferences dialog. Open this dialog by clicking the

Program Preferences  button on the View tab.

There are several different categories of preferences on this dialog – Format, Environment, Grid, Auto Baste, Color Sort. The settings in each category will be treated separately in the following sections.

Format Properties

All designs in Pacesetter BES4 Dream Edition have a machine format. Machine formats have their own profile settings that determine how embroidery information will be interpreted when you save design files. When you create a new design file, you can select the machine format for the specific design.

The selected machine format can change how the design file is read. When you set machine format properties in the Preferences dialog, all new designs will use these machine format properties as the default settings.

The Format tab also contains the following other settings: Hoop Bracket Location, Color match on loading, Autosave .BRF Format, Maintain Hoop Placement on Load.



If you open a design with the New Project command, you can select the recipe for the new design in the New Page dialog. This will override whichever recipe is set as the default in the Preferences dialog.



Changing machine format properties after a design file has been opened will not change the machine format of the embroidery designs in that design.

To adjust format properties:

- 1 On the View tab of the Ribbon, select the Preferences  button.
You see the Program Preferences dialog box.
- 2 Select the Formats tab; do one or more of the following:

- ♦ In the **Recipe** drop-down list, select which recipe will be applied, by default, each time you open a new design.
 - ♦ From the **Machine format** list, select the machine format that you want applied to new design files.
 - ♦ **Hoop Bracket Location:** When the hoop is displayed in the workspace, it will show which side the bracket is on; use this setting to determine the bracket's location - top, bottom, left or right.
 - ♦ **Color match on loading:** Check this box to match the thread colors of an existing design that you open with the thread chart that is currently active.
For more details, see "Automatic Color Match" below.
 - ♦ **Autosave BRF Format:** Check this setting to automatically save the open files in *BRF format.
 - ♦ **Maintain Hoop Placement on Load:** When selected, the orientation and position of a design within a hoop will be preserved when the design is saved. When the design is opened again, you will see that the position of the design within the current hoop has been preserved.
If "Maintain Hoop Placement on Load" is not checked, the design will be centered in the hoop when re-opened.
- 3** Click OK.
Your preferences will be changed accordingly, and the Program Preferences dialog box will close.

Automatic Color Match

When you first open a design file, its thread colors will be those of the thread palette that was saved with the file when it was created, rather than the palette that is currently open. If you want to, however, you can convert the thread colors in a design to the current active thread palette, using the Color Match feature.



Color Match applies to all types of stitch files (such as *PES, *JEF, *SEW, etc.) However, if the design you are opening is a *.BRF (outline) file, it will retain its original colors whether this option is checked or not.

You activate this feature by checking the box marked "Color Match on loading" on the Formats page of the Properties dialog.

When you open a stitch file, “Color match on loading” will change the thread colors to match those in the current thread palette. The program searches the active palette for the closest match to the thread colors that are in the design, and automatically replaces them. Then, when you save this design, it will retain the new thread color values.

Environment Settings

On the Environment tab, you set parameters that relate to aspects of the workspace environment - the units of measurement used, the Autosave frequency, the Ghost Mode intensity, the Show BRF save warning message, and the display language.

Metric

The dimensions in Pacesetter BES4 Dream Edition can be displayed in metric values. This is the default setting, which will appear each time you run Pacesetter BES4 Dream Edition. It is generally preferable for embroiderers to use the metric values because many of the manufacturers of embroidery machines and designs use metric values.

English vs. Metric

Pacesetter BES4 Dream Edition displays inch measurements in tenths of inches. If you think in inches, then you can set the software to use the inch system. Open the Preferences dialog and click on the Environment tab, and select English from the Units list.

To set up your workspace environment:

- 1 On the View tab of the Ribbon, select the Preferences  button.
You see the Preferences dialog box.
- 2 Click the Environment tab.
- 3 From the Units list, select the units of measurement you want used for your designs: Metric or English.

- 4 From the Autosave list, select how frequently you want the open designs to be saved.



Autosave is a function that periodically saves the open design or designs to disk, so that you will not lose all your edits in case of a service interruption. If you do have such an interruption, you will be able to restore the autosaved file by clicking the Restore Autosaved tool on the Accelerator menu.

- 5 Adjust the Ghost mode intensity slider to determine the visibility of the Ghost image when Ghost mode is in use.
For more information on Ghost mode, see under “View Tab.”
- 6 Show BRF save warning: This box is checked by default.
When this box is checked, and you choose to save your design in a stitch format, the software will check to see if there is a saved outline (BRF) version of the file you are saving. If not, it will display a warning message, asking if you want to save this file in outline format first. If you uncheck BRF Save warning, this warning dialog will not appear, and the design file will close without prompting you to save in BRF (outline) format.
- 7 From Language drop-down list, select the language you want for the User Interface.
- 8 When the “Show warning for large satins” setting is enabled, a warning message will appear whenever you create a Satin segment wider than the maximum recommended stitch length (10 mm). Uncheck this box to disable the warning message.
- 9 When the “Show activation at start-up” box is checked, the Activation dialog will appear each time the program is opened. Uncheck this box to prevent the Activation dialog from opening.



You can always open the Activation Dialog by clicking on the Licence Activator button in the upper-right corner of the workspace.

- 10 Click OK.

Defining Grid Settings

The Grid Settings help you align and measure artwork and design elements. You can set the grid to measure in millimeters or inches

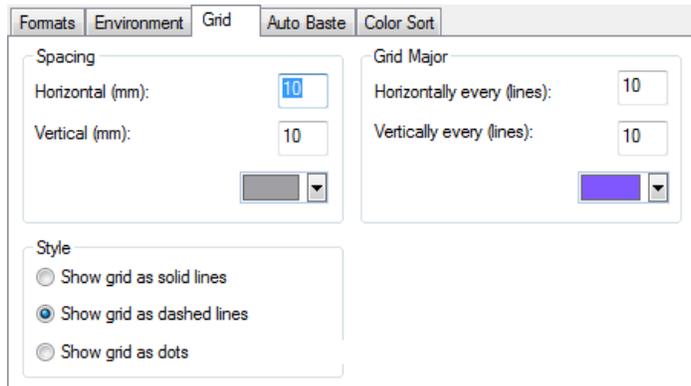
according to your preference. You can display/hide the grid by checking/unchecking the box in the Display area of the Home tab.

By default, every horizontal and vertical line will be highlighted in the major grid. If you want to have additional guide lines, you can add more major grid lines as well as a minor grid. You can increase or decrease the spacing of the minor grid; however, zero and negative spacing values are not supported. The minor grid can also have different horizontal and vertical spacing values.

To make grid lines more visible on particular backgrounds, you can change the color of the major and minor grids; separate colors may be chosen for the major and minor grids.

To define grid settings:

- 1 To open the grid settings dialog, do one of the following:
 - ♦ Right-click on the rulers at the left or top of the window and click Grid Settings.
 - ♦ On the View tab, click Preferences  and select the Grid tab.
You see the Grid settings dialog.



- 2 In the Grid Minor area, complete the following:
 - ♦ In the Horizontal spacing box, enter the measurements for horizontal spacing in millimeters or inches.
 - ♦ In the Vertical spacing box, enter the measurements for vertical spacing in millimeters or inches.

- ♦ From the Color list, select a predefined color to use for the minor grid. If you want to choose from a larger selection of colors, click Custom from the color box.
- 3 In the Grid Major area, complete the following:
 - ♦ In the Horizontally Every (lines) box, enter how often you want horizontal lines to be highlighted in the major grid. For example, if you enter 3 in this box, every third horizontal line will be highlighted in the major grid.
 - ♦ In the Vertically Every (lines) box, enter how often you want vertical lines to be highlighted in the major grid. For example, if you enter 5 in this box, every fifth vertical line will be highlighted in the major grid.
 - ♦ From the Color list, select a predefined color to use for the major grid. If you want to choose from a larger selection of colors, click Custom from the color box.
 - 4 In the Style area, select one of the following grid styles:
 - ♦ Show grid as solid lines.
 - ♦ Show grid as dashed lines.
 - ♦ Show grid as dots.
 - 5 Click OK.

Auto Baste Settings

On the Auto Baste tab, the following settings can be adjusted:

- An optional crosshair can be added in the baste to allow easier centering of designs on the fabric (this will be on by default).
- The stitch length can be adjusted to make a tighter or looser basting stitch (set to 6 mm by default).
- The basting stitches segment may be offset from the actual design. You can adjust the “Baste past outer edge of design” slider to set this value, from 0-10 mm (set to 1 mm by default.)

If the stitch length or offset settings have been modified, and you want to reset them to the default values, click **Use default**.

For more information about using basting stitches, see [Editing Designs—Adding Basting Stitches](#).

Color Sort Settings

There is a setting that allows you to adjust the sensitivity to the layering when the Color Sort tool is used. The “maximum allowable color overlap” setting determines what portion of the stitches must be overlapped, in order to allow a color change to be removed by the Color Sort tool.

The overlap setting is expressed as a percentage; 0% means that no stitches will be overlaid in the process of performing the color sort, while 100% means the file will be compressed regardless of layering. The default is 5%, which seems to work very well for most designs.

Adjusting the View of the Workspace

Magnifying and Reducing the View

Use Zoom to magnify or reduce parts of your design. With Zoom you can either left-click to enlarge your design or right-click to make your design smaller.

When you select Zoom, the cursor changes to a small magnifying glass . To use the Zoom tool, do one of the following:

- To zoom in on the spot where the mouse is currently pointing, left-click.
- To zoom out again, right-click.
- To zoom in on a particular area, left-click and drag; the display will expand to show only the area that you have dragged over.

To use the Zoom Tool:

- 1 On the Ribbon, select the Home tab.
- 2 On the Home tab, under Zoom, click the Zoom  tool.
The pointer becomes a magnifying glass.
- 3 Do either of the following:
 - ♦ Left-click to make your design larger.
 - ♦ Right-click that area to make your design smaller.

To zoom-in on a specific area:

- 1 On the Ribbon, select the Home tab.
- 2 On the Home tab, under Zoom, click the Zoom  tool.
The pointer becomes a magnifying glass.
- 3 Click and hold your mouse button and drag it to form a flexible box around the area you want to see in detail.
- 4 Do one of the following steps:
 - ♦ To increase the zoom, continue clicking and dragging the flexible box.
 - ♦ Click on the down arrow under the Zoom icon, and use the Zoom tool settings to zoom back out.

Additional options on the Zoom Menu:

When you click on the down arrow underneath the Zoom Tool, you will see an option menu. You can choose from any of the following options on this menu:

- **Zoom In** to make your design larger.
- **Zoom Out** to make your design smaller.
- **To Fit** to make the whole design the size of the design window.
- **To Selection** to zoom to the size of the currently selected embroidery segment, or set of embroidery segments if more than one is selected.
- **1:1** to see the design at the actual size.

Hiding the Sequence and Properties Panels Automatically

To increase the amount of space for your design window, you can set the Sequence and Properties panels to the Auto hide mode. When Auto hide is on, the panel will only be visible while the mouse is over it; as soon as you remove the mouse, the panel will collapse to become a small tab at the edge of the design workspace.

To turn on Auto hide for these panels, click on the small push-pin icon  at the top-right of the panel.

To show the panel again, hover the mouse over the tab to show it; then, click the push-pin  icon to turn Auto hide off.

Viewing Different Parts of the Workspace (Panning)

Sometimes you may want to work at a high level of magnification, and some part of the garment or embroidery you're working on will not show up in the workspace. You can move to parts of your design that go beyond the window's borders. In these situations, you can use keyboard arrows or the pan tool to change your view of the project.

Panning using the keyboard:

- Use the  key to move up.
- Use the  key to move down.
- Use the  key to move left.
- Use the  key to move right.

Using the Pan Tool

Use the Pan  tool to move the view of the design around in the workspace by clicking and dragging. While you are using the Pan tool, you will still be able to see the design in the window. The pan tool does not actually move parts of the design around, just your view of them.



You can right-click to switch back to whichever tool you were using before you selected the Pan tool.

Taking Measurements

The Ruler  tool lets you measure the distance between any two points in your design workspace. When you measure from one point to another, the distance is displayed in the status line located at the bottom of the window. The status line shows the total length measured, the length in the horizontal (width) and vertical (height) directions, the angle of the line (compared to horizontal).



The ruler measurements are calculated in the units you set under the Units tab of the Preferences dialog.

To measure Designs:

- 1 On the Ribbon, select the Home tab.
- 2 Click on the Ruler  tool.
Your pointer changes to a ruler when in the Design Workspace.
- 3 Click and drag your mouse until you are finished measuring the item.
- 4 Let go of your mouse when you are finished measuring.
The measurement is now displayed in the status bar.

Displaying the Hoop

Viewing the hoop or frame on the screen lets you ensure that your design fits properly when you run it on the machine. The hoop serves as a guide to help size and position your design in the design window. Pacesetter BES4 Dream Edition comes with many pre-loaded hoop sizes.



If you want the design to maintain the same position in the current hoop when it is saved, closed, and then re-opened, ensure that the “Maintain Hoop Placement on load” is checked in the Preferences dialog—Formats tab. Otherwise, the design will be centered in the hoop upon loading.

Viewing and Hiding the Hoop

Use the Hoop  tool to show and hide the hoop in the display window. Just click on the Hoop tool to show the hoop (if it is not currently shown) and click it again to hide the hoop.



The hoop’s dimensions are set using the “Select Hoop” option under the Show/Hide Hoop button. See the following section, “Selecting the Hoop.”



Displaying the Hoop may effect the magnification level of your design. For example, if you are zoomed in on the design, displaying the Hoop will cause the view to zoom out enough to fit the entire hoop into the workspace.

Selecting a Hoop

You can select one of the pre-loaded hoops using the Hoops dialog. You will notice that you can select hoops from different file types in this dialog. This is useful when you want to make sure that your design will fit for more than one kind of embroidery machine.



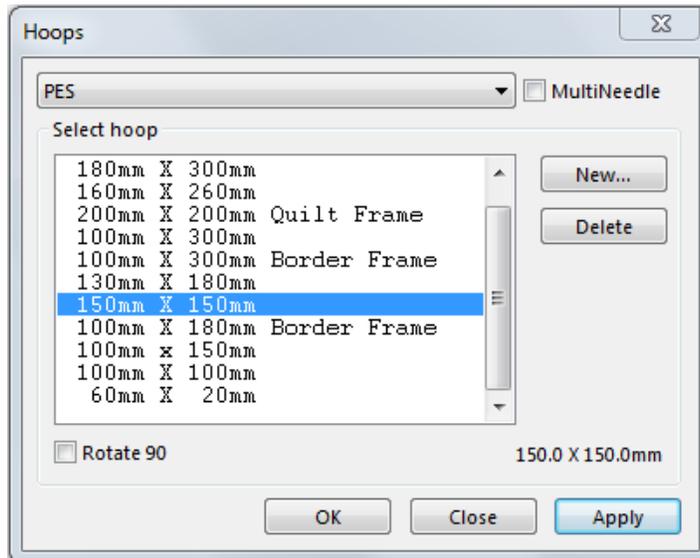
To set the location of the hoop bracket, so that it corresponds to the location of the bracket on your machine, go to the Preferences dialog—Formats tab, and chose the correct location from the list; the position of the hoop bracket in the workspace will change accordingly.

See “Format Properties”, page 30.

To select a hoop using the Hoops dialog:

- 1 On the Home Tab click the down arrow under the Hoop tool.
- 2 From the menu that appears, click on Select Hoop.

You see the Hoops dialog.



3 Select the machine format from the Format drop-down list.



If you choose the PES format, you will see that there is an option to select “MultiNeedle” hoops. This applies only if you have a MultiNeedle embroidery machine.

If you check this box, the list of hoop formats will change to a list of hoops that are used with a MultiNeedle machine.

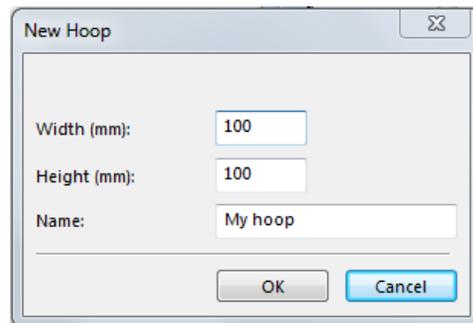
- 4 From the list of Hoops, choose a hoop size appropriate for your design.
- 5 If needed, check the “Rotate 90” box to make the hoop fit your design better.
- 6 Click OK.

Creating a Custom Hoop

You can also create your own custom-sized hoops using the Hoops dialog. Once you have set the parameters for your hoop and typed in a description, the custom hoop will be saved by the Hoops dialog; it will be available for your use in future designs.

To add a custom hoop:

- 1 On the Home Tab click the down arrow under the Hoop tool.
- 2 From the menu that appears, click on Select Hoop.
You see the Hoops dialog.
- 3 Click the New button.
You see the New Hoop dialog.



The screenshot shows a dialog box titled "New Hoop". It has a close button in the top right corner. The dialog contains three input fields: "Width (mm):" with the value "100", "Height (mm):" with the value "100", and "Name:" with the value "My hoop". At the bottom of the dialog are two buttons: "OK" and "Cancel".

- 4 Enter the dimensions for your new hoop in the Width and Height boxes.
- 5 In the Name box, type a name for your custom hoop.
- 6 Click OK.
The new hoop's name will now be displayed in the list of hoops that you can select from in the Hoops dialog.
- 7 Click on the name; the new hoop's dimensions now appear in the Hoops dialog on the lower right of the dialog.
- 8 Click Apply.
The new hoop shows in your design location.

Getting Help

The Pacesetter BES4 Dream Edition Help is a quick way to find answers to your questions and see step-by-step instructions. The Help allows you to search for topics in various ways. You can search using the table of contents, the index or a database of keywords. You can also save the topics you visit most often.



The help is also available in document form (PDF). To view or print the instruction manual as a PDF, insert your Installation USB and select View Instruction Manual from the options.

Opening the Help

To open the Help:

- 1 Double-click the Pacesetter BES4 Dream Edition icon on your desktop.
You see the blank design workspace.
- 2 Click the Help  tool in the upper right corner of the tab bar.
You see the Help.

Using the Contents

The Help has a table of contents, with a list of book icons. Each book contains a series of related topics.

To use the Contents:

- 1 Click the Help  tool in the upper right corner of the tab bar.
You see the Help.
- 2 Double-click the book you want to open.
- 3 Click the topic you want to see.
You see the topic in the right pane.

Using the Index

The Help index is similar to the index in a book.

To use the Index:

- 1 Click the Help  tool in the upper right corner of the tab bar.
You see the Help.
- 2 In the box, enter the word or words you want to search for.
In the list, you see the topics that most closely match your query.
- 3 Click the term you want to learn more about.
If there is more than one topic for the keyword, you see a menu.
- 4 Click the topic you want to see.
You see the topic in the right window pane.

Using Search

The Search tab lets you search using keywords or phrases in a database of all the words found in the Pacesetter BES4 Dream Edition Help.

To use Search:

- 1 Click the Help  tool in the upper right corner of the tab bar.
You see the Help.
- 2 Select the Search tab.
- 3 In the "Keyword" box, enter the word or phrase that you are searching for.
- 4 Click the List Topics button.
In the list below, you see the topics that contain the words you searched for.

- 5 Click the topic you want to view, and then click Display.
You see the topic in the right window pane.

Saving Favorite Help Topics

The Favorites tab lets you save the topics that you visit most often and want to access quickly.

To save your favorite topics:

- 1 Click the Help  tool in the upper right corner of the tab bar.
You see the Help.
- 2 Double-click the book you want to open.
- 3 Click the topic you want to save as your favorite.
You see the topic in the right window pane.
- 4 Click the Favorites tab.
You see the selected topic in the Current topic area.
- 5 To add the selected topic to your favorites list, click Add.
You see the selected topic appear in the Topics area.
- 6 To display your favorite topic, do one of the following:
 - ♦ In the Topics area, select the favorite topic you want to display and click Display.
 - ♦ In the Topics area, double-click the favorite topic you want to display.
You see the topic in the right window pane.
- 7 To remove one of your favorite topics, do the following:
 - ♦ In the Topics area, select the favorite topic you want to remove and click Remove.

Printing Help topics

You can print any of the topics in the Help.

To print topics:

- 1 Click the Help  tool in the upper right corner of the tab bar.
- 2 Click the topic you want to print.
The topic will appear in the Help window.

- 3 Click Print.
You see the Print Topics dialog box.
- 4 Select one of the following print options:
 - ♦ Print the selected topic
 - ♦ Print the selected heading and all subtopics
- 5 Click OK.
You see the Print dialog box.
- 6 Change any of the print settings, if necessary, and click OK.
The topic will be sent to your printer.

CHAPTER 2:

Creating Lettering

You can add beautiful lettering to your designs using various Pacesetter BES4 Dream Edition tools. Generate unique embroidery text in an array of shapes and sizes using our powerful Text tools.

Topics covered in this chapter:

- Creating lettering with the text tools: Normal, Path, Follow Path, Vertical, Circle, Step and Spiral.
- Using the Monogram Text tool to create monogram lettering.
- How to modify blocks of text, and individual letters within text segments.
- Adjusting the spacing between individual letters.

Using the Text Tools

There are seven different tools which are used to input your lettering into a design: the Normal Text tool, the Path Text tool, the Vertical Text tool, the Circle Text tool, the Monogram tool, Step Text tool, and Spiral Text tool. The following sections describe how to use these tools.

Normal Text Tool

Normal Text items are created using the Normal Text  tool. Normal text items start out with normal proportions for the font, and can be adjusted.

To create Normal Text:

- 1 On the Ribbon, select the Home tab.
- 2 On the Text bar, click on the Normal Text  tool.
- 3 Click once in the design window.



If another text item was already selected, your first click only de-selected that item. You will have to click again to place a new text segment.

An empty text frame appears in the workspace, and the mouse pointer changes to an arrow with the letter A next to it .

- 4 Type the desired text string. To create a multi-line text segment, press **ENTER**, which will drop the cursor down one line, and continue to enter your text.
- 5 Right-click to complete the text segment.
Your text appears in the design. You can now make any other changes to the text segment in the Text Properties box.
- 6 To choose a new font (i.e., other than the currently selected one) for the text string at this point, do the following:
 - ♦ In the Text area of Properties Panel, click in the Font field to select it.
 - ♦ Click on the down-arrow to the right of the font field.
You see a list of fonts.
 - ♦ Select the desired font from the list.

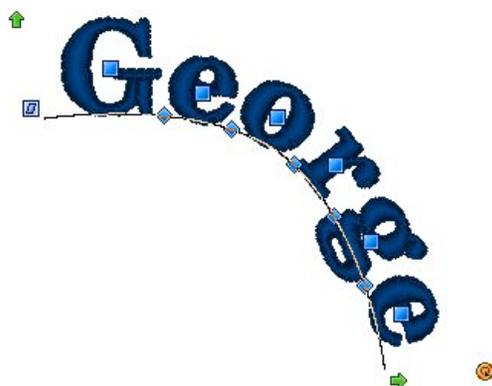
A preview of the newly selected font is now displayed at the top of the properties panel.

- ◆ Click **Apply** in the Properties Panel.

For information on changing other text settings, see “Normal Text Properties”.

Path Text Tool

The Path Text  tool creates lettering that follows a set linear path. For example, you can use the Path tool to create text that bends to follow the curved edge of a garment.



Pacesetter BES4 Dream Edition comes with a set of shapes already installed for you to choose from, or you can create and save your own shape, using the Edit Shape command.

See “Creating a Custom Text on a Path Shape”.

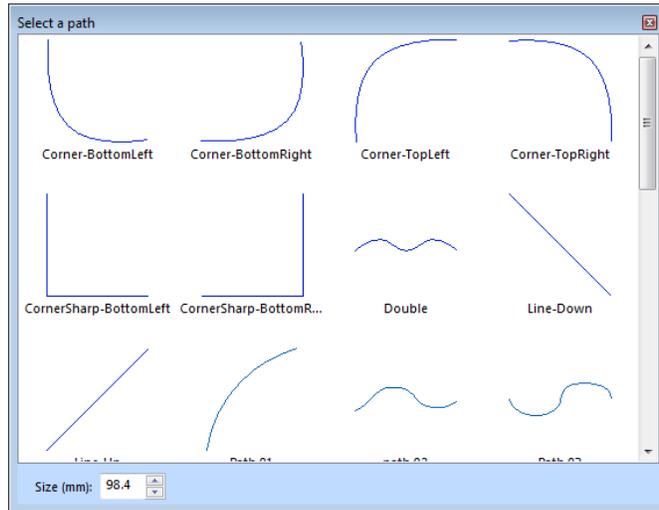
To create text along a path:

- 1 On the Home tab, click the Path Text  tool.
- 2 Click once in the design window.



If another text object was already selected, your first click only de-selected that object. You will have to click again.

*You see the **Select a text path** dialog.*



- 3 Select one of the paths from the Select a text path dialog.
The Select a text path box closes, and you see a blank text frame of the chosen shape in the design window.
 - 4 Select a font for your text by doing the following:
 - ♦ In the Text area of Properties Panel, click the down-arrow to the right of the font field.
You see a list of fonts.
 - ♦ Select the desired font from the list.
A preview of the newly selected font is now displayed at the top of the properties panel.
 - ♦ Click **Apply** in the Properties Panel.
-  **Important:** If you choose a new font, but do not click Apply at this stage, the text will revert to the font previously in use when it is generated.
- 5 Type in the text.
 - 6 Right-click to complete the text segment.
Your text appears in the design. You can now adjust its properties in the Text Properties box; for more information on changing text settings, see "Text Properties".
 - 7 Click Apply.
Your text will change accordingly.

Follow Path Text Tool

Text segments made with the Follow Path  tool, like text made with the Path Text tool, follow a pre-determined line shape (path) which is selected from a dialog. However, in a Follow Path text segment, the letters are distributed evenly along the path, rather than being aligned to the beginning, middle, or end, as in the Path Text segment.

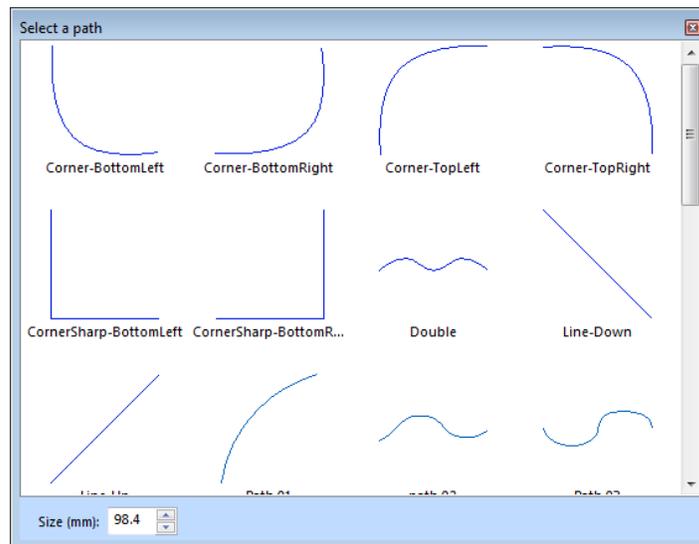
To create text along a path:

- 1 On the Home tab, click the Follow Path  tool.
- 2 Click once in the design window.



If another text object was already selected, your first click only de-selected that object. You will have to click again.

You see the **Select a text path** dialog.



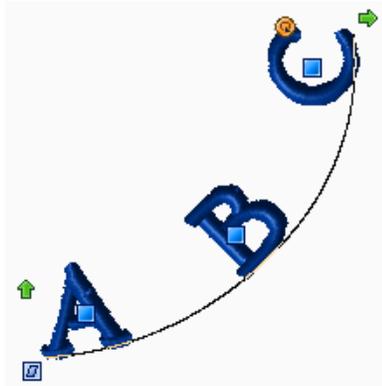
- 3 Select one of the paths from the Select a text path dialog.
The Select a text path box closes, and you see a blank text frame of the chosen shape in the design window.
- 4 Select a font for your text by doing the following:

- ♦ In the Text area of Properties Panel, click the down-arrow to the right of the font field.
You see a list of fonts.
- ♦ Select the desired font from the list.
A preview of the newly selected font is now displayed at the top of the properties panel.
- ♦ Click **Apply** in the Properties Panel.



Important: If you choose a new font, but do not click Apply at this stage, the text will revert to the font previously in use when it is generated.

- 5 Type in the text.
- 6 Right-click to complete the text segment.



Creating Custom Path Shapes

In addition to the existing Path Text shapes, you can create and save your own shape, using the Edit baseline command. You are also able to change the characteristics of the anchor points when in Edit baseline mode; you can convert the anchor point to Line, Cusp, Smooth, or Symmetrical.

For more information, see “Changing the Anchor Point Type.”

To create a custom path:

- 1 Select the Path Text tool and use it to create a text segment.

- 2 With the Path Text still selected, right-click and choose Edit baseline from the options menu.

The baseline shape appears along the bottom of the text, showing the anchor points (blue squares).



- 3 To add new anchor points to a Path Text baseline, do the following:
 - ♦ Right-click on the line.
 - ♦ From the context menu that appears, select Add Point.

A new anchor point is added to your baseline.
- 4 Click and drag the anchor points and direction lines to modify the shape of the baseline.
- 5 Right-click to redraw the lettering so that it follows the new curve.
- 6 To save your custom shape, right-click and choose “Export Text Path” from the options.

You see a Save as dialog.
- 7 Type in a name for the new Text Path and click save.

The new Text Path will now appear in the Select paths dialog when you use the Text on a Path tool.

Changing the Anchor Point Type

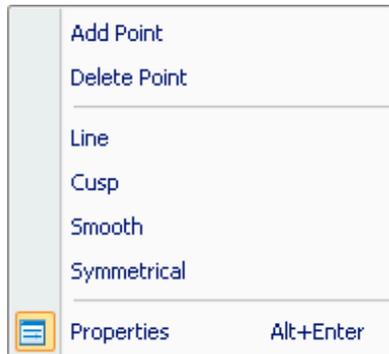
When you are editing the baseline of a Path Text segment, you can select anchor points and change their type. An anchor point can be a line, cusp, smooth or symmetrical point. The different types change the way that the baseline curves.

To change an anchor point to line, cusp, smooth or symmetrical:

- 1 Select a Path Text segment.
- 2 Right-click and choose Edit baseline from the options menu.

- 3 Hover over the anchor point you want to change (a blue dot will appear next to the mouse pointer) and right-click.

You see a shortcut menu.



- 4 Choose one of the following types of anchor points available:
 - ♦ **Line:** Removes the direction lines from the anchor point. Creates a straight point without any curved properties.
 - ♦ **Cusp:** Allows editing of the direction line on one side of the anchor point. Adds a sharp bend to a curve.
 - ♦ **Smooth:** Constrains the angle of the direction lines to 180° and allows you to vary the length of the direction line on one side of the anchor point. Creates a smooth transition between curved lines.
 - ♦ **Symmetrical:** Constrains the angle of the direction lines to 180° so the direction lines have the same length on each side of the anchor point. Creates some curvature on both sides of the anchor point.

Vertical Text Tool

Vertical Text items are created using the Vertical  tool. Vertical text items are those that are created vertically. They start out with normal proportions for the font, and can be adjusted.

To create vertical text:

- 1 On the Ribbon, select the Home tab.

- 2 On the Text bar, click on the Vertical Text  tool.
- 3 Click once in the design window.



If another text item was already selected, your first click only de-selected that item. You will have to click again to place a new text segment.

An empty vertical text frame appears in the workspace.

- 4 To choose a new font (i.e., other than the currently selected one) for the text string at this point, do the following:
 - ♦ In the Text area of Properties Panel, click the down-arrow to the right of the font field.
You see a list of fonts.
 - ♦ Select the desired font from the list.
A preview of the newly selected font is now displayed at the top of the properties panel.
 - ♦ Click **Apply** in the Properties Panel.



Important: If you choose a new font, but do not click Apply at this stage, the text will revert to the font previously in use when it is generated.

- 5 Type the desired text string.
- 6 Right-click to complete the text segment.
Your text appears in the design. You can now make any other changes to the text segment in the Text Properties box.

Circle Text Tool

Text on a circular path is created using the Circle Text  tool. When the text is first created, it is given a default font height and circle diameter, which can be adjusted using the text tools.

To create Circle Text:

- 1 On the Ribbon, select the Home tab.
- 2 On the Text bar, click the Circle Text  tool.

3 Click once in the design window.



If another text item was already selected, your first click only de-selected that item. You will have to click again to place a new text segment.

An empty Circle Frame appears in the workspace.

4 Type the desired text into the “Upper Text” and “Lower Text” fields in the Properties Panel.



Text typed in the Upper Text field will be centered at the top of the circle, and will run clockwise, while text typed in the Lower Text field will be centered at the bottom, and run counter-clockwise.

For more information, see “Changing Text Direction” in the “Text Properties” section of the manual.

5 Right-click to complete the text segment.

Your text appears in the design. You can now make any other changes to the text segment in the Text Properties box.

6 To choose a new font (i.e., other than the currently selected one) for the text string at this point, do the following:

- ♦ In the Text area of Properties Panel, click in the Font field to select it.
- ♦ Click the down-arrow to the right of the font field.
You see a list of fonts.
- ♦ Select the desired font from the list.
A preview of the newly selected font is now displayed at the top of the properties panel.
- ♦ Click **Apply** in the Properties Panel.

Creating Monograms

Monogram Text items are created with the Monogram Text  tool.

When you create a Monogram text item, it is three letters long by default (but this can be changed on the properties panel). Decorations can be added to Monogram items for those fonts that support them.

To create standard Monogram text:

- 1** On the Ribbon, select the Home tab.

- 2 On the Text bar, click on the Monogram  frame tool.
- 3 Click once in the design window.



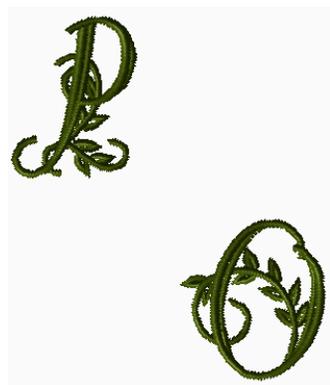
If another text item was already selected, your first click only de-selected that item. You will have to click again to place a new text segment.

A monogram text frame appears in the workspace, and the mouse pointer changes to an arrow with the letter A next to it .

- 4 Type the three letters of your monogram into the frame.
- 5 In the Monogram area of the Properties Panel, select the font you wish to use in the in the Font field.
- 6 Click the Apply button at the bottom of the properties panel.
You can also make any other changes to the settings in the Properties box.

Hint: Using Text Connectors to create a 'Custom' Monogram

Pacesetter BES4 Dream Edition features an additional way to make monograms, using a set of Text Connector designs included with the **Add design** tool. When used in conjunction with Normal text, Text Connectors can be used to make custom monograms. To do this, use the Text tool to place two letters (separate segments work best for this) in the design.



Then, on the Home tab, select Add Design tool. In the Add Design dialog, select Connectors from drop-down list, choose the desired text connector from the selection box, and click in the design to place the connector.



For more information on how to use the Add Design tool, see “Special Design Tools—Add Design Tool.”

Step Text tool

Step Text items are created using the Step Text  tool. In a Step Text text item the letters are arranged so that they go down an angled path, as if they were on a staircase. By default, the Step Text path will descend at a 45-degree angle, but this angle can be adjusted in the properties panel.

To create Step Text:

- 1 On the Home tab, select the Step Text  tool.
- 2 Click once in the design window.

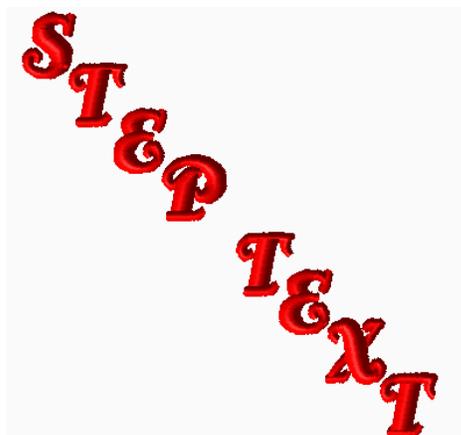


If another text item was already selected, the first click only de-selected that item; you'll have to click again.

An empty Step text frame appears in the workspace.

- 3 Enter the desired text into the frame.

- 4 Right-click to complete the text segment.
Your text appears in the design.



- 5 You can adjust the angle by entering a different angle in the Line angle field Properties box. (By default, the Step Text item will descend at a 45° angle.)



To make a text segment that ascends, rather than descends, enter a negative sign in front of the value in the Line angle field (0° will make a horizontal line).

- 6 Make any other changes in the Step Text properties box.
- 7 Click Apply.
Your text will change accordingly.

Spiral Text tool

The Spiral Text  tool creates a text segment in a spiral shape. As with other text types, the text and properties of the spiral segment can be adjusted in the properties panel.

To create spiral text:

- 1 On the Ribbon, select the Home tab.
- 2 In the Text bar, click the Spiral Text  tool.

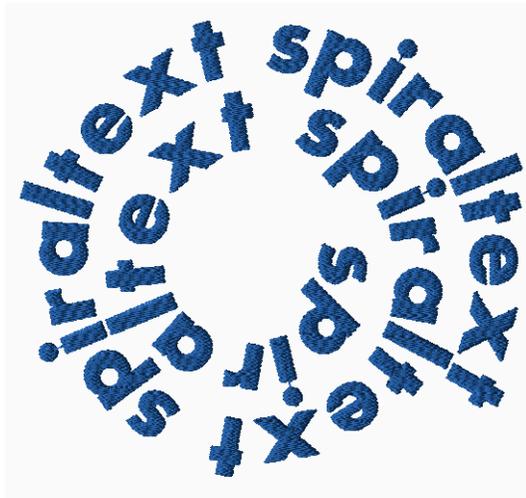
- 3 Click once in the design window.



If another text item was already selected, your first click only de-selected that item. You will have to click again to place a new text segment.

An empty Spiral Text frame appears in the workspace.

- 4 Enter the desired text into the frame.
- 5 Right-click to complete the text segment.
Your text appears in the design.



You can now make any other changes to the segment (choose font, set letter height, etc.) in the Properties Panel.

Text Frames – an Overview

In Pacesetter BES4 Dream Edition, you can modify your lettering in a number of different ways once you have created it. You can change the overall size of the text, the height, the slant, the spacing between letters (kerning), and so on.

There are two main methods of changing the size and shape of a text segment: directly, by clicking and dragging on the outline handles in the workspace, or indirectly, by changing the parameters in the Text section of the Properties Panel. The following sections will show you how to use handles for direct text manipulation; for more information about how to use the properties panel, see, “Adjusting Text Properties”.



Note that not all of the ways of adjusting the text will apply to all types of text frames; for example, the Envelope function and the Envelope handles apply to the Normal Text and Monogram frames only.

Where applicable, the section will list the frame types to which these handle can apply; if not stated, you can assume that the handle is present for all frame types.

Adjusting Size of a Text Segment

To change the size of a text segment manually, you can use the Proportional Sizing handle. This is the green arrow located on the top-left corner of the text frame.



Click and drag on the Proportional Sizing Handle to change the overall size of the text; up to increase the size, down to decrease the size. Note that the size of the text changes proportionally; that is, if you increase the size of the segment, the letters will increase in height by the same degree that they increase in width.

Adjusting the Width of Text

If you want to change the width of the text of segment, without changing the height, use the frame's Width Handle.



The Width Handle is the green arrow at the bottom-right of the text frame. Click and drag to the right to increase the width, and to the left to decrease the width.



If you want to adjust the height of a design, it can be done in the Height box in the Text tab. Enter the new size and click Apply.

Adjusting the Corners of Text Segments

Use the Corner Handles to change the shape of a text segment. The Corner Handles are at each corner of the text frame, and are pink in color.



When you click and drag these handles up or down, they change to position of the selected corner of the text frame; when you release the mouse button, the embroidery is regenerated to match the change in shape. This gives you the ability to create text that slopes up or down.



These handles are applicable only to Normal Text frames and Monogram Text frames.

Using the Envelope Handles

These handles apply only to Normal Text and Monogram text items. These two types of text are surrounded by a flexible bounding box, called an envelope. You can adjust this shape by moving the Envelope Handles.



The Envelope Handles are the pink circles, located at the mid-point of the top and bottom borders of the text frame. Click and drag these handles to make the top and/or bottom of the frame concave (“bowed in”) or convex (“bowed out”).



You can also apply an envelope shape to a text segment through the Properties Panel. You can use the Envelope property in the Text area to apply a predefined envelope to a Normal Text or Monogram text item.

Rotating Text

Use the Rotation handle to change the angle of a text segment. This is the orange circle at the top-left corner of the text frame.

To rotate a segment, first position the mouse over this handle so that the cursor changes to a circle-arrow handle . Then, drag the handle to rotate the segment to the desired angle. Drag up to rotate counter-clockwise, and down to rotate clockwise. Notice that, as you rotate, the tool displays an outline preview of the lettering, showing how far you are rotating it. Release the mouse button to “drop” the segment, and generate the stitches at the new angle.



For Circle Frames, note that the rotation handle appears on the inner circle of the frame, centered under the top text string.



Dragging this handle rotates the design to any angle. You will see an outline of the design rotate onscreen as you are dragging, and the text will be regenerated when you release the mouse.

Adjusting the Slant of Text

The angle of the letters in a text object can be adjusted with the Slant Handle. The Slant Handle is the square blue handle located to the lower-left of the selection box.



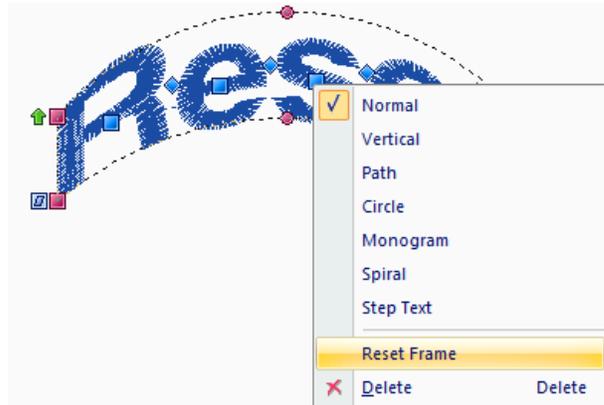
To adjust the slant of text, select the text object you want to adjust, click the Slant Handle and drag. To add a forward (positive) slant to the letters, drag to the right and to add a backward (negative) slant, drag to the left.

Resetting the Frame

The Reset Frame function allows you to undo any of the frame adjustments described above (e.g. rotating, changing the envelope, etc.) and restore it to the original state. All frame adjustments will be undone.

To reset a text frame:

- 1 Select one of the text tools.
- 2 Select the text frame, and right-click.
You see a context menu.



- 3 Click Reset Frame.
The text will be return to the original state.



Adjusting the Size of Text in the Circle Frame

The size of text items can be adjusted using the Proportional Sizing Handle. This handle is at the top of the lettering and appears as a blue circle.

Select the Circle Text tool and place your mouse pointer over this handle; you will see that it changes to a small cross.



As you drag this handle, you will see the design scale proportionally, which means that as you make the text taller, it also gets wider.

Adjusting Text Width in the Circle Frame

You can adjust the overall spacing between letters in Circle Text with the width handle; this is the blue circle at the lower-right side of your text.

To adjust the width, select the Circle Text tool, and click on the text to select it. When you place your pointer in the width handle, you will see that it changes to a small cross. By dragging this handle, you will be able to adjust the width of the text segment.



Note that the spacing between the lettering changes proportionally as you increase and decrease the size of the segment. To adjust the spacing between letters individually, see “Working with individual letters—Adjusting the spacing between letters (kerning).”

To change the height and width at the same time, see “Adjusting the size of text in the Circle Frame”

Changing the Diameter of the Circle Frame

You can change the overall diameter of the baseline of your Circle Text using the Rotation Handle. This is the orange circle on the inner edge of the Circle Text frame. Place your mouse over this handle and the pointer will change to a circle-arrow handle . Then, drag in or out along a radius to increase or decrease the diameter of your Circle Text segment.



If, after performing any of the adjustments above, you wish to return the frame to its original size and shape, right-click on the workspace and choose Reset Frame from the option menu. The frame will reset itself.

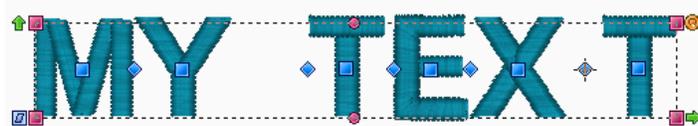
Working with Individual Letters

The text tools allow you to make changes to individual letters within the text segments in your designs.

You are able to select a letter, and move it, rotate it, and resize it by using the handles that surround the letter when it is selected. You can also change the spacing of letters within the word with the special kerning handles.

Adjusting the Space between Letters (Kerning)

The space between individual letters can be adjusted using the Kerning Handles.



Kerning Handles are blue diamonds, located between the letters of your text segment. You can drag these horizontally to adjust the spacing of the text.



When you move a kerning handle in a word, you adjust the space between only the two letters on either side of the handle you are moving; the spacing between the other letters remains the same. So, if you add space, you will see the whole length of text expand by this amount.

Moving Individual Letters

Individual letters can be moved using the Letter Handles. These appear as blue squares, centered on each letter in the segment.



To select a letter, click on its Letter Handle; once the individual letter is selected, you can adjust its position by dragging with the mouse.

Selecting a letter also activates the Letter Frame around that letter. This frame displays handles that allow you to resize or rotate it; see following sections.

Resizing Individual Letters

When an individual letter has been selected, you can resize it by clicking and dragging the Letter Size Handles. The Letter Size Handles are green squares that are located in the corners of the letter frame.



When you hover over these handles, a double-ended arrow appears; by dragging up or down on this handle, you increase or decrease the size.

Rotating Individual Letters

When you select an individual letter with its Letter Handle, you can rotate it by clicking and dragging the Letter Rotation Handles. The Letter Rotation Handles are the green circles at the corners of the Letter Frame. When you hover over these handles, the mouse pointer will become a circle with arrows, like this. ↻



Drag up to rotate counter-clockwise, and down to rotate clockwise. As you rotate, the tool displays an outline preview of the letter, showing how far you are rotating it.



When the cursor is placed over the text function handles, the cursor changes for the different functions.

Importing TrueType® Artwork

You can import TrueType® fonts as artwork segments in Pacesetter BES4 Dream Edition. Once imported you can convert the TrueType text into embroidery using either the Convert to Run, Convert to Appliqué, or Convert to Decorative Fill tools.

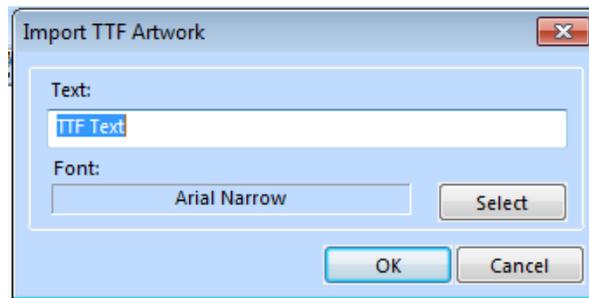


Note that the Import TTF Artwork tool is only available to customers who have purchased or upgraded to Pacesetter BES4 Dream Edition Power Pack.

To import TrueType® fonts:

- 1 Click the Pacesetter Button ,
- 2 On the menu that opens, hover over Import and click the Import TTF Artwork  tool.

You see the Import TTF Artwork dialog.



- 3 In the Text box, enter the text for the design.
- 4 To select the TTF font you want to use, do the following:
 - ♦ In the Font area, click the Select button.
You see the Font dialog.
 - ♦ Select a TrueType® font, font style, and size for your artwork segment.
 - ♦ Click OK to close the Font dialog.
- 5 Click OK on the Import TTF Artwork dialog.
The lettering will now be imported into the current design; note that each letter in the text will appear as a separate artwork segment.

Using Alpha Mapping to Create a Custom Font

The Alpha Mapping feature allows you to create a new, personalized font, based on existing stitch or outline (*.BRF) alphabet files. You build the font by assigning these designs to each of the letters in the alphabet (upper- and lower-case), plus punctuation marks. There are also a number of special Spanish-language characters available to be used, such as, á, é, ñ, ¿ etc.

You assign letters to the new font by dragging and dropping the design files onto the Font Mapping table of the Alpha Mapping dialog.



Note that each letter that you import to build the new font must come from a separate design file.

Each square of the Font Mapping table corresponds to a single keystroke on your keyboard - i.e., whatever you put in the “A” box on the Font Mapping table is what will appear (for that font) when you type a capital “A”, and so on for all the other available keystrokes.

Once you have created and saved a font using the Alpha Mapping tool, you will see the new font on the list of fonts in the Text Input dialog, and also in the list of fonts on the Text tab of the Properties Panel.

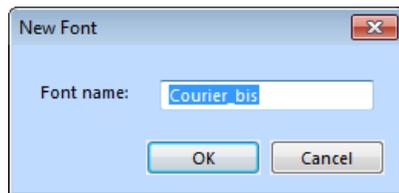


Any font that is created with the Alpha Mapping will have a small icon to the right of the font name, like this: .

Mapping a New Font

To use the Alpha Mapping:

- 1 On the Home tab click the Alpha Mapping  tool.
You see the Alpha Mapping dialog.
- 2 Click the New Font button.
A new dialog pops-up in front of the Alpha Mapping dialog.
- 3 Type a name for the font into the New Font dialog, and click OK.

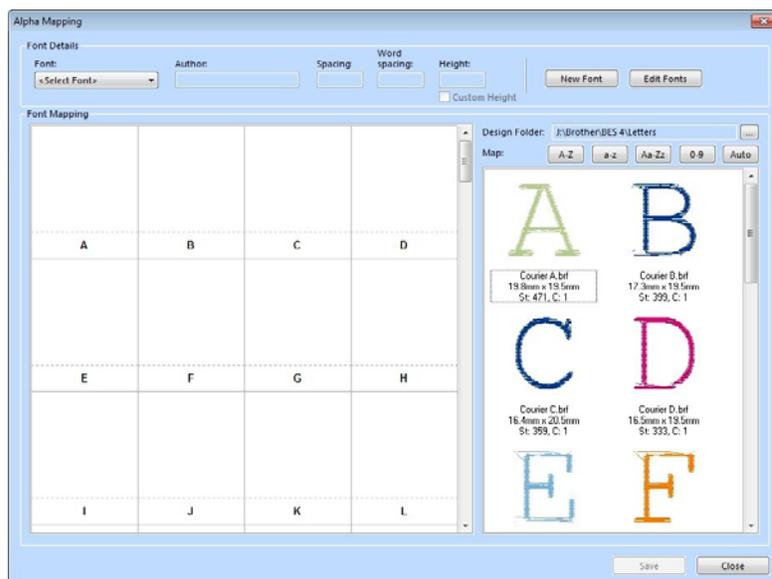


- 4 Type in your name in the Author field of the dialog (this step is optional).
- 5 Adjust any of the following parameters for the mapped font:
 - ♦ **Spacing:** Sets the letter spacing (in points) within words.
 - ♦ **Word Spacing:** Sets the spacing (in points) between words.
 - ♦ **Height:** To override the font height calculated according to the reference letter, check Custom Height and enter the override letter height value in the Height field.



For more details on the Spacing, Word Spacing, and Custom Height font settings, see “Options for the Alpha Mapping Tool,” below.

- 6 On the right side of the dialog, select the browse  button to navigate to the Design folder containing the embroidery files that you want to use to create the font.
You see thumbnails of the folder's contents in the preview window on the right side of the dialog.



When you are mapping a font, you can import the files from any number of different locations on your computer. When you have finished importing the files you want from one folder, simply click the browse  button again to navigate to a new directory.

- 7 Set the reference letter: Click and drag the design that you want to use as the reference letter for the font (normally, the capital “M” would be used) into the corresponding square in the Font Mapping table.

Important: The first letter that you add to a new font is treated as the “Reference Letter”. This means that the **extents** of this letter - that is, the maximum width, and maximum height - will be used as the basis for the entire font.

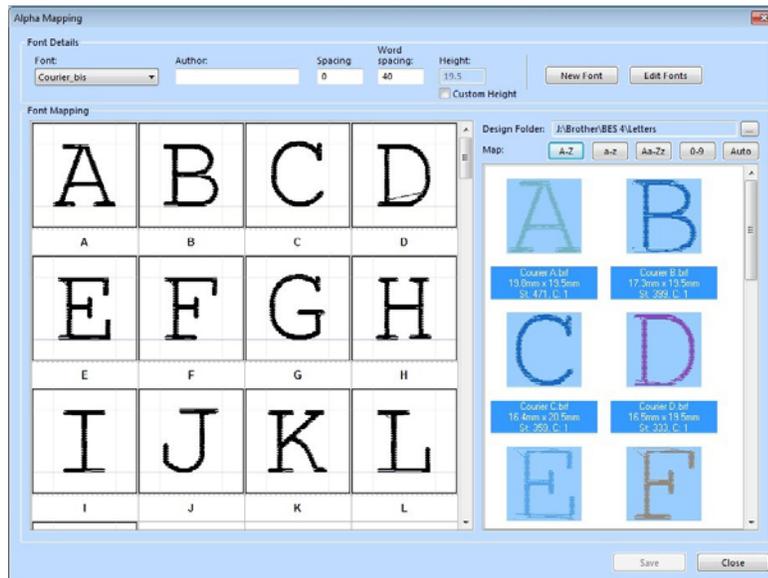
 This size effects the spacing between letters, as well as the spacing between lines in multi-line lettering segments. Also, the height of the reference letter determines the default height of this font. This is the height measurement that appears for this font in the Text input dialog. Since a capital “M” is usually the largest letter in any font, it is normal to choose M as the reference letter.

- 8 To map the remaining letters of the new font, select a range of designs and do one of the following:
- ♦ Click the A-Z button to map the designs to the upper-case letters (A, B, C...).
 - ♦ Click the a-z button to map the designs to lower-case letters (a, b, c...).
 - ♦ Click the Aa-Zz button to map the designs to upper- and lower-case letters alternately (A, a, B, b, C, c...).
 - ♦ Select 0-9 to map the designs to the numerals (1, 2, 3...).
 - ♦ Click the Auto button to map all letters and numbers automatically.



Alternatively, you can add letters to the font by dragging and dropping the design files individually into the spaces in the Font Mapping table.

The mapped letters appear in the Font Mapping window.



If you want to remove one of the letters in the font, you can click the small red "X" in the corner of the letter frame; or, you can change the letter assigned to that keystroke by simply dragging a new file onto it.

- 9 Click Save to save the font, and Close to close the dialog and return to the main Letter It workspace.

The new font will now appear on the list of fonts in any of the text tools, and also in the font list in the view.

*Note that the any of the fonts created with the Alpha Mapping have a small C in front of the of the font name, like this: **C**.*

Options for the Alpha Mapping tool

Base-line adjustment

By default, the designs you import into the new font will be placed right on the base line of the lettering segment. (You can see this base line as the blue dashed line in the individual letter's frame in Alpha Mapping).



For some letters, however, this will not be the position that you want them to be in when they are used in a text segment. For example, letters like “y” or “j” might end up with the “tail” right on the baseline, rather than below it.

To rectify this problem, there is a baseline adjustment amount, which is shown in the lower-left corner of each letter frame when that letter is selected for editing. In the default state (that is, with no base-line adjustment) this area will read 0.0. There are three ways to adjust the baseline for the letter:

- Click the letter in the frame, and drag it up or down.
- Click on the up or down arrows on the right of the baseline adjustment indicator to move the letter up or down; as you do, the letter is adjusted (up or down) by 0.1 mm per click.

- Click in the baseline adjustment indicator field to select it, and then type a number into it directly. Press **Enter** to input the change.



As you change the position of the letter, you see the preview image move relative to the dashed blue line in the letter's frame.

Spacing

If desired, you can increase the spacing by typing a value into the Spacing box on the dialog. Spacing is calculated proportionally, in terms of the reference letter of the font. The spacing is expressed in "points", where 20 points is the width of the reference letter.

For example, if you were to enter a spacing value of 10, then the spacing between letters when you typed out some text would be half the width of the reference letter.

Word Spacing

The Word Spacing setting assigns a width to the "space" character of the mapped font, expressed in "points," where 20 points = the width of the reference letter. This value is set at five points by default, but you can make it larger or smaller, to increase or decrease the spacing between words created in this font.

Height

Normally, when you create a new font using the Alpha Mapping tool, the height is fixed to a certain absolute value - determined by the original height of your reference letter. Subsequently, this height will appear as the default height for the font in the Text Input dialog, but will be "grayed out" - i.e., it cannot be adjusted.

This is because often, the files used to create letters in the Alpha Mapping are stitch files (e.g. *.PES, *.SEW, *.JEF, etc.). These files do not resize well, since new stitches are not generated when they are scaled up or down, so it is highly recommended that fonts created with these files **not** be resized.



Resizing stitch files more than a few percent larger or smaller can yield poor results when sewn out.

However, if you **do** want to be able to change the height of the new font, it is possible to override the fixed height. To do this, check the “Custom Height” box in the dialog; this will allow you to change the font’s height in the Properties Panel when you use it, like any other font. See “Changing the Size of Text” in the “Creating and Adjusting Lettering” section of this manual.

When *.BRF files are used to build a new font, the situation is different; these files include vector outlines, and so the stitches are recalculated when the letter’s size is changed. Therefore, if *.BRF files are used to build your new font, it can be resized safely.



Note that the Custom Height is given in millimeters.

Editing the Mapped Font

You can also use the Alpha Mapping dialog to make changes to your imported font, after you have created it. You can re-open a font, add or delete letters within it, or change the spacing or height of the font (if applicable - see “Custom Height”).

You can also use the Alpha Mapping dialog to delete or rename your imported fonts.

To make changes to an existing custom font:

- 1 On the Letter It tab of the ribbon, click Alpha Mapping.
You see the Alpha Mapping dialog.
- 2 In the Font list, in the upper-left corner of the dialog, click the down-arrow to display the list of fonts.
- 3 Click on the font’s name so that it is highlighted.
The font will be loaded into the Font Mapping table. You may now make changes to the letters, the spacing, and so on.
- 4 When done making changes, click the Save button.
The changes you have made will appear in the selected font.



In case you change your mind, and **DO NOT** want to have these edits applied to the font, click the **Close** button instead of the **Save** button. A warning dialog will then appear, asking if you want to proceed without saving the changes, click Yes. This will close the Alpha Mapping dialog without implementing the changes.

To edit your font list:

- 1 On the Home tab, click the Alpha Mapping tool.
You see the Alpha Mapping dialog.
- 2 On the Alpha Mapping dialog, click the Edit Fonts button.
The Edit Font dialog appears, displaying a list of all the Imported fonts in your copy of Pacesetter BES4.
- 3 Do either of the following:
 - ♦ To delete a font, select the name and click the Remove button.
 - ♦ To rename a font:
 - ♦ Select the font and click the Rename button.
 - ♦ Type the new name overtop of the old one.
- 4 In the Edit font dialog, click the Close button.
The changes you have made will now be reflected in the list of fonts in the lettering tools and in the Properties Panel.

Working with Color in Text

With Pacesetter BES4 Dream Edition, you are able to choose a text item's color from a large variety of thread colors. You apply the color by selecting from the colors available in your currently loaded thread palette. For more information on how to use the thread palette, see "Working with the Color Palette."

Changing the Color of a Text Segment

The following procedure applies to situations where you want to simply change the thread color of an existing text segment to a new color.

To change the thread color of a Text item:

- 1 Do one of the following.
 - ♦ Select the text item in the workspace, using either the Select tool or one of the text tools.
 - ♦ Click on the text item in the Sequence view.
- 2 In the Color Palette, click the color box with the thread color you want to use.



If you hover over a color square on the Palette, the thread type and number will show beside the mouse pointer.

Changing the Color of Letters in a Text Segment

If an individual letter has been selected, its color can easily be changed. Selecting the letter allows you to select a new color from the color palette.

To change colors of individual letters in a text segment:

- 1 Using one of the text tools, select a text segment.
The selection frame and letter beads appear on the text.
- 2 Select the letter you want to change by clicking on its letter bead (blue square superimposed on the letter).
The letter is enclosed in a selection frame.



- 3 Click a color in the Color Palette to change the color of the letter.
The letter will change to the selected color.



- 4 Repeat steps 2 – 3 for each letter you want to change.
- 5 Click elsewhere in the workspace to de-select the text.



Creating Multi-color Text Segments

When you are creating design compositions involving lettering, you may find that you want to have two or more colors in a single line of text. In Pacesetter BES4 Dream Edition, this can be easily done using the Properties Panel.

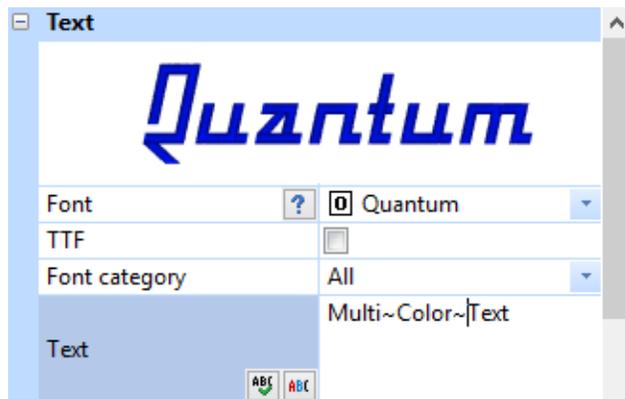
You accomplish this by inserting a special character, the tilde (~) into your text. Inserting these characters divides your text segment into sub-segments; each of the sub-segments that are created this way gets its own color identifier label (Color1, Color2, etc.) and can then be assigned its own thread color on the Color Palette.

To insert thread color changes within a text segment:

- 1 Select the text segment.
- 2 In the **Text** field of the Text Properties Panel, type a tilde (~) between letters in each position that you want a color change to occur.



Alternatively, you can click the Auto Insert Color Change  button in the properties panel to insert a color change between each letter. See “Auto-inserting Color Changes into Text” below.



- 3 Click Apply.
You see the colors change for all text sub-segments after the first one, which retains the original color.

Multi Color Text!

The text segment, as it appears initially, after being divided into sub segments. The first sub-segment retains the original color, and the subsequent ones are assigned arbitrary “placeholder” colors (until you chose your own).

- To apply your choice of colors to the sub-segments, move the mouse pointer to the desired color in the Color Palette and left-click.

A context menu appears, listing the text sub-segment color identifiers in the order they appear in your text.



Selecting the colors for the individual sub-segments; in this example, applying a red thread color to the first segment, the word ‘Multi’.

- From the context menu, click on the sub-segment identifier to apply the chosen thread color to it.

The sub-segment changes to the chosen color.

- Repeat step 5) for each sub-segment in your list.

Multi Color Text!

The text segment with new thread colors applied.



The example outlined above demonstrates two color changes being applied between words, but you can apply changes in exactly the same way between individual letters in a word. Note that the tildes do not add any space between characters or words in your text.

Changing Colors in a Two-color Font

You can also choose the thread color for each of the components (that is, the fill and the border) of a two-color font. You apply the color to each by selecting the color you want to use for each from the color palette.

To change colors in a two-color font:

- 1 Create a text segment, using any of the Text tools.
- 2 In the Properties box, select a two-color font (e.g. 2CI Team Medium) and click apply.

The text segment, appears in the workspace; colors for the fill and border are chosen arbitrarily.



- 3 Find the color you wish to apply to the fill of the lettering segment in the color palette, and left-click on it.

You see the following Options menu.



- 4 In the Options menu, click on Color 1.

The fill color of the lettering changes to the chosen color.



- 5 Find the color you wish to apply to the border of the lettering segment in the color palette, and left-click on it.
- 6 From the Options menu, click on Color 2.
The border color of the lettering changes to the chosen color.



You can also apply the border color first, and then the fill color; the order you make the change in makes no difference.

Auto-inserting Color Changes into Text

The Auto Insert Color Change feature is another way to quickly and easily create multi-color text. This tool automatically inserts a color change between each letter in the selected text.

To auto-insert color changes in a text segment:

- 1 Select a text segment.

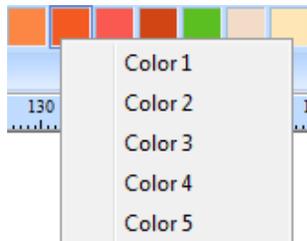


- 2 In the Text field of the properties panel, click the Auto Insert Color Change  button.
- 3 Click Apply.
A color change will be placed between each letter in the text segment.



 In the properties panel, note that the color changes will appear as tildes (~) between each letter. If you want to have fewer color changes in the text, you can achieve this by manually deleting some of the tildes in the text field; click Apply to see the changes.

- 4 To change the colors of individual letters, move the mouse pointer to the desired color in the Color Palette and left-click.
A context menu appears, listing the color changes in the order they appear in your text.



- 5 From the context menu, click the appropriate color change number to apply the chosen thread color to it.
The letter changes to the chosen color.
- 6 Repeat steps 4- 5 for each sub-segment in your list.

CHAPTER 3:

Text Properties

Topics covered in this chapter:

- Editing text objects using Properties Panel settings.
- Using the Styles feature to give a different look to your lettering.
- How to know what characters are available in each font.
- The Spell Checker feature.
- Using the color palette.

The Properties Panel

The Pacesetter BES4 Dream Edition Properties Panel appears on the right of the workspace. This panel displays, and allows you to modify, all the properties associated with the lettering in your designs. These include the text properties, the fill properties, underlay properties, and Pull Compensation properties. Each of these types of properties has its own section in the Properties Panel, and each will be discussed in detail in its own section to follow.



If you need to make room in the Properties Panel in order to see some of the fields better, you can collapse one or more areas by clicking the small minus sign next to its name; the box will then display a small plus sign. Clicking on the plus sign expands that area again.

Adjusting Text Properties

The Properties Panel allows you to modify various properties of the currently selected text segment. You can use this area of the panel to change text itself, choose a font, and select the height, alignment, and spacing of the letters. You can also alter the sewing sequence, and determine how trims and lock stitches will be applied to the segment.



The property fields you see in the text area may be different, depending on which kind of text frame is selected; for example, when a Circle frame is selected, this area will show two places where you can input text, labelled 'Upper' and 'Lower'.

The properties that you will see displayed will be slightly different depending on which type of text is currently selected.

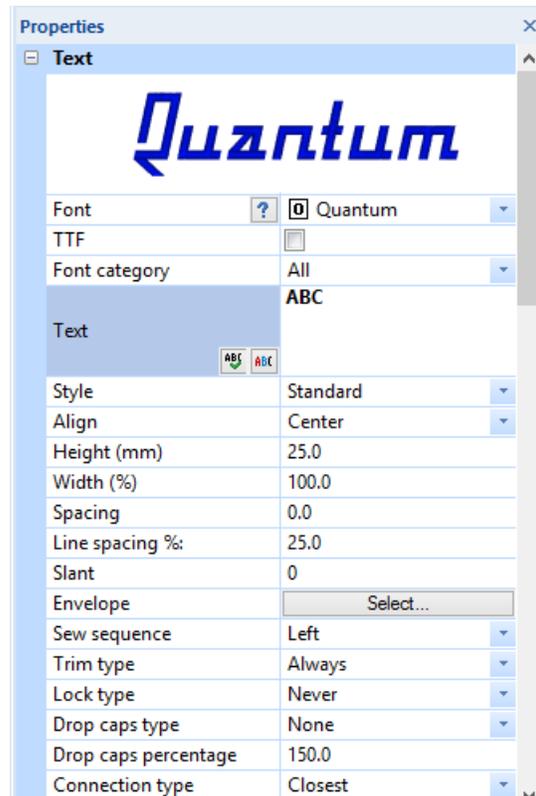


After making any changes involving the Text Properties Panel, click the Apply button at the bottom of the panel to apply them.

Changing the Text

As well as being able to type directly on the screen (see appropriate sections under "Creating Text"), you can also input your text by typing it into the Text field on the Properties Panel. Note, however, that there

is some variation on what you can type, depending on which kind of Frame is selected. For example, multi-line text segments can only be entered when a Normal Text frame is selected.



To edit text in the Properties Panel:

- 1 Select the text object you want to edit.
- 2 In the Text area of the Properties Panel, click in the Text field to select it.



If the Properties Panel is not already visible, you can display it quickly by pressing Alt + Enter on your keyboard.

- 3 Type the desired text into the Text field.
- 4 Click Apply to save your changes.

Changing the Font of Existing Text

You can change the font type of text objects using the drop-down list of fonts in the Properties Panel. At the top of the area, you see a preview image showing a sample of the selected font.



You can choose from two types of fonts at the outset; embroidery fonts or TrueType fonts. The default list of fonts you see in the Text area will be embroidery fonts; to show the TrueType fonts, check the box next to TTF.



When TrueType fonts are used for embroidery letters, the satin stitches that comprise them will sew out horizontally.

Note that, depending on the embroidery font you choose, there are different minimum and maximum height recommendations. For more information, see "Displaying font properties."

To change a font type:

- 1 Select the text segment you want to alter.
- 2 In the Text Properties area, in the TTF field, do one of the following:
 - ♦ To choose from the selection of Embroidery fonts, leave the TTF checkbox unchecked.
 - ♦ To choose from the selection of TrueType fonts, check the TTF checkbox.

The list of available fonts will change accordingly.

- 3 From the Font list, select the font you want to use.



You can preview the fonts available by clicking the arrow to the right of the font name. This will display a drop-down list of the available fonts; scroll through the list by dragging the track button. You can click on each font name to display a preview of the font in the Text area.

- 4 Click Apply to save your changes.

You see your text's font type altered accordingly.

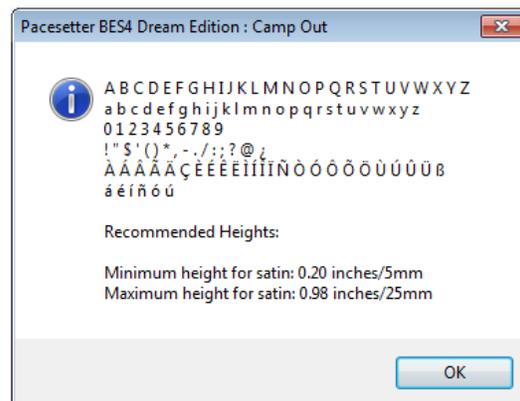
Displaying a Font's Available Characters

In Properties Panel, there is a tool which displays all the characters (keystrokes) that can be entered for available embroidery fonts. For example, some fonts only allow you to enter uppercase characters, while other fonts allow you to enter both uppercase and lowercase characters. The available characters box also tells you the minimum and maximum recommended heights for sewing out the font.

To display an embroidery font's available keystrokes:

- 1 In the Text area of the Properties Panel, select the font you want to use in the Font field.
- 2 Do one of the following:
 - ♦ Click on the available characters button  to the immediate left of the font field.
 - ♦ Hover the mouse pointer over the font preview image at the top of the Properties Panel.

A new window displays all the available keystrokes.



Spell Checker

The Spell Checker feature is found in the Properties Panel in Pacesetter BES4 Dream Edition.



Note that Spell Checker uses the Microsoft Word spell check function, so it only works on computers that have Microsoft Word installed.

To use the Spell Checker feature:

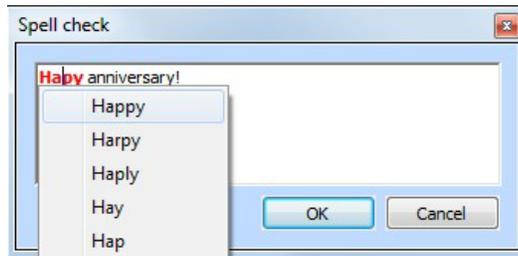
- 1 Create a text segment.
- 2 Click the Spell Checker button  in the Text field on the Properties Panel.

The spell check dialog appears. Any word that is misspelled will be shown in red.



- 3 To see a list of suggested correct spellings, right-click in the text entry box next to the incorrect word.

A list of alternatives appears beside the misspelled word.



- 4 Click on the correct word that you want to replace the incorrect one, or directly type over the incorrect word to replace it.

Your choice replaces the incorrect word.

- 5 Click Apply to create the text segment in your workspace.
The corrected text appears in your workspace.



Changing the Height of Lettering

With Pacesetter BES4 Dream Edition, it is easy to change the height of any lettering. Height refers to the tallest character in the desired lettering. So, when a text segment contains both uppercase and lowercase letters, it is the size of largest uppercase letters (usually) that is set by this property.

To change the height of lettering:

- 1 Select the text object you want to alter.
- 2 In the Text area of the Properties Panel, select the Height field.
The property label (Height) is highlighted in blue.
- 3 Type in the height you want your letters to be.
- 4 Click Apply to save your changes.
You see your text's height altered accordingly.

Changing Font Spacing

The font spacing property controls the horizontal spacing between letters in a text segment. The normal (default) value for the font spacing is zero. You can set the font spacing to a negative or a positive value. If you set the value to less than zero, then the spacing between letters decreases; if you set the value to greater than zero, then the spacing increases.

Notice that the spacing property applies to the whole segment. If you want to change the spacing selectively, to individual gaps between letters, you can use the Kerning Handles.

To change font spacing:

- 1 Select the text object you want to alter.
- 2 In the Text area of the Properties Panel, click in the Spacing field to select it.
- 3 Enter the font spacing value you want to use.
- 4 Click Apply to save your changes.

You see your text's letter spacing altered accordingly.

Width Percentage

The Width Percentage changes the overall width of a text segment. You can adjust the Width Percentage to alter the appearance of the text object, or to allow it to fit the hoop better.



When you change the width of a segment using the Width Handle, the Width Percentage of the selected segment will be adjusted automatically to reflect the change.

To change Width Percentage:

- 1 Select the text object you want to alter.
- 2 In the Text area of the Properties Panel, select the Width field.
- 3 Enter the Width Percentage value you want to use.
- 4 Click Apply to save your changes.

You see your text's Width Percentage altered accordingly.

Changing the Slant Setting

Pacesetter BES4 Dream Edition allows you to use the Slant setting to create a slanted effect in text objects. Slant changes the degree value of the slant on your lettering. A negative value slants your lettering to the left; a positive value slants it to the right.

To change slant settings:

- 1 Select the text object you want to alter.
- 2 In the Text area of the Properties Panel, select the Slant field.
- 3 Enter the slant value you want to use. To slant your lettering to the left, enter a negative value. To slant your lettering to the right, enter a positive value.

- 4 Click Apply to save your changes.
You see your text altered accordingly.



Negative slant to the left and positive slant to the right.

Applying an Envelope

One way to vary the shape of your text segment is to use the Envelope setting. This allows you to apply a predefined envelope to change the shape of a Normal Text or Monogram text item.

To apply one of the pre-determined envelope shapes:

- 1 Select the item with the Text tool, and press ALT + Enter to show the Properties Panel, if it is not already visible.
- 2 In the Text area of the Properties panel, click on the Select button next to "Envelope."

The Envelope window (below) will open.



- 3 Select one of the envelope shapes from the list.
The selected envelope shape will be applied to your lettering.

Sew sequence

This setting determines the position in the text segment at which the sewing will begin. Choose between Left, Right or Center.

Adding Trims

Use the Trims field to control how trims are applied to lettering segments. You can choose from the following options:

- Always: Inserts a trim between all letters in the segment.
- Never: No trims are placed between letters in the segment
- Auto: A trim is placed between letters if the distance between them exceeds a predetermined minimum length.

Adding Lock Stitches

You can choose to add lock stitches to the selected text segment. Each lock stitch is a set of four short overlapping stitches in a line, which secures the end of a column or fill stitch. Select one of the following options:

- Always: Locks will be added at the either end of each letter in the segment, whether there is a trim or not.
- Never: Lock stitches will not be added at any point.
- Around trim: Lock stitches will be added at either side of trims.

Setting Connection Distance

Use the connection type settings to choose the way that letters are connected in lettering. The connection types are As Digitized, Closest Point, and Furthest Point.

To set the Connection type:

- 1 In the Text area of the Properties Panel, select one of the following from the Connection list:

- ♦ Select As Digitized to connect lettering using the original digitized order.
 - ♦ Select Closest to have the connections move to the closest point between letters.
 - ♦ Select Furthest to have the connections move to the furthest point between letters.
- 2 Click Apply.
The connections will be adjusted accordingly.

Drop Caps

Drop Caps is a property that can be modified through the Text area of the Properties Panel. It can be used to change the height and vertical alignment of the letters at the beginning of the selected text. There are two settings relating to the Drop Caps Property - Alignment and Percentage.

Use the **Alignment** option to determine the position of the baseline of the relative to the main lettering. See the examples below, showing Top and Baseline alignment of the Drop Cap letter respectively.



The **Percentage** property determines how much bigger than the main segment the Drop Cap letter will be. This value is expressed as a percentage, with 100% being equal in size to the main lettering.



Some of the fonts that are installed with the software do not have the capability of working with drop caps; for these, the setting will be inactive in the Properties Panel.

Properties Specific to Particular Text Frames

Decor for Monograms

Most of the properties of a Monogram are the same as the ones that appear for Normal text; the exception is the Line Spacing property, which does not apply. There is an additional feature unique to the Monogram properties section, called Decor. Decor consists of pre-designed embroidery that frame the monogram text.



Example of the monograms made using the Decor Monogram fonts.



Decor is only available when the Monogram is created using the special monogram fonts that support it; these are the ones labelled Decor Monogram in the list of fonts.

You can create a monogram font using another kind of font, but in this case, the Decor option will be unavailable.

If you create your monogram using one of the special monogram fonts, you will see that the Decor Field is active. To choose the decor type for your monogram, you first create a monogram segment, and choose a Decor Monogram style in the font area (see “Creating Monograms” in

the “Creating Lettering” section of this manual). Click the down-arrow to the right of the decor field, select a decor from the list, and then click Apply.



If you want to use one of the Decor Monogram fonts without the decor, there is the option to do so; just select decor option “00”, which is at the top of the list, and essentially means that no decor is added.

Line Spacing

The Line Spacing parameter only applies to the Normal text mode. This property controls the spacing between lines in multi-line text segments. This quantity is expressed as percentage of the Letter Height value.

Align

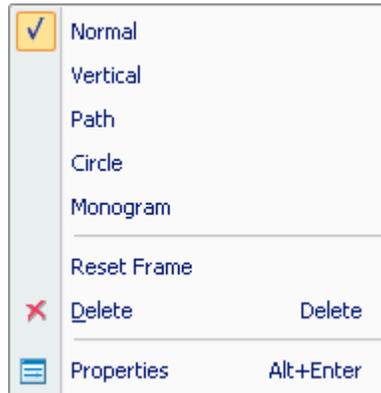
The Align setting is found only in Normal text mode and can be applied to lettering segments with more than one line. This property is equivalent to the alignment of paragraphs in word-processors; you can align your text on the left, right, or center.

Changing Properties with the Context Menu (Right-click)

You can right-click on any text object, regardless of its type, and an edit menu will appear. This menu allows you to change several important text properties, such as changing or resetting frames.

Changing Text Modes

The Text Mode can be changed for an existing text object in Pacesetter BES4 Dream Edition. You can change an existing text item to Normal, Path, Vertical, Circle, Monogram, Spiral, or Step Text frame type. Right-click the text object and select a text mode from the menu.



This feature is useful when the text is already in position, but you want to change the frame that is applied to it. For instance, you may create a normal text object, but then realize you want it to be an Circle text object instead.

Resetting the Frame

The Reset Frame command is useful when you have altered your text object a bit too much and want to start over. For details on the procedure, see [Creating Text—Text Frames-An Overview—Reset Frame](#).

Resetting Individual Letters

If you have selected a single letter in a text segment, the context menu will have an additional option, the Reset Letter command. Use this command in cases where you have manipulated a letter and want to reset it so that it looks as it would if it was never individually adjusted.



This command is available when you activate individual letter size handles and right-click the individual letter with your cursor.

Changing Text Direction (Circle Text)

Initially, when you create a Circle text segment, the letters will start at the top, and read clockwise around the circle (this is 'Text Direction Normal'). However, if you want the text to start at the bottom and read

counter-clockwise instead, you can change to this condition by right-clicking the segment and choosing Text Direction Reverse from the menu that appears.



To get text that goes in both directions, within a single Circle text segment, type text directly into the Circle text properties page: 'Normal' direction into the Upper text box, and 'Reverse' text into the Lower text box.

If you have text in both the upper and lower text fields, changing the text direction will swap the positions of the two text strings, so you will not have to re-enter them manually.

Changing Text Direction (Spiral Text)

The text in a Spiral text segment can be set to run outwards from the center, or from the outside edge inwards.

- To change the text direction, select the Spiral segment, right-click, and select "Inwards" or "Outwards" from the context menu.

Style Property for Text

There is the option in the Properties Panel, for those fonts that support it, to change the style of the embroidery that is used to draw your lettering. Styles is an option which you can use to expand the creative possibilities of embroidery lettering.



Applying the different styles to text will not always produce good results for all letter heights.

Styles cannot be applied to all the available fonts, only those that have been digitized to include outlines. In the drop-down list of embroidery fonts, these are marked with a special "outline" symbol next to the font's name, like this:  Deco .



TrueType fonts can also have styles applied to them. However, for TrueType, the style options are Standard Fill, Column, and Run Only.

Run Style

When you apply the Run style to the text segment, it converts the outline of the lettering to a run stitch. The potential options are stitch length, and style of Run.

There are four different possible Run styles; single, double, bean, and motif.

- A **Single Run** stitch is a simple forward-moving stitch that looks like any straight stitch produced by a sewing machine.
- A **Double Run** stitch sews over the line twice: once forward, and once backward, thus it ends up where it starts.
- The **Bean** stitch is also known as a Three Ply stitch and is a running stitch where the machine sews over each stitch three times (forward, back, forward again) before it moves to the next stitch. The result is a heavy running stitch.
- The **Motif Run** is a decorative, programmed stitch which usually has an open, 'lacy' look. When you select the Motif run option, the list of Motif patterns at the bottom of the Run area in the Properties becomes active. Scroll down the list to select the Motif you want.

Steil Style

This style applies a Steil border to the outline of a text segment. Steil is a constant-width satin stitch which follows the outer contour of each letter. The properties specific to Steil are width and density.



Appliqué Style

If you need to create large letters, Appliqué Style text is one way to reduce the number of stitches required. With Appliqué Lettering, you use cut pieces of fabric in place of large fill stitch areas.

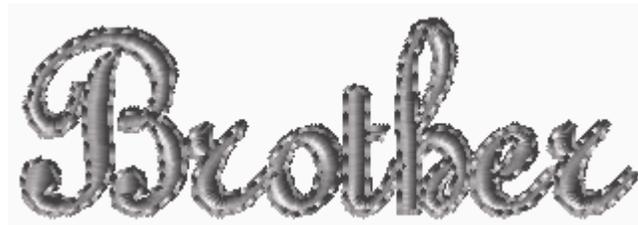


There are three different embroidery segments for each letter in appliqué style text:

- Positioning stitches. These sew onto the garment first, and serve as a guide for placing the appliqué fabric.
- Tack-down stitches. Once you have placed the appliqué fabric, the tack-down stitches hold it in place.
- The Appliqué border. Border stitches run all the way around the outline of each letter to securely attach the Appliqué fabric to the garment. There are three different kinds of border stitches possible, Satin, Motif, and Blanket. For more information about each of these types, see the procedures for each type, below.

Standard with Run Style

Like the normal Run style, Standard Fill with Run converts the outline of the lettering to a run stitch. However, unlike the Run style, the lettering also includes a standard fill in the middle of the lettering, as in Normal text.



Standard with Steil Style

Like the Steil Style, the Standard Fill with Steil Style converts the outline of the text to a Steil border stitch. However, in this style, the text segment also has a standard fill in the middle of the lettering.



The Standard Lettering properties, such as Fill, Underlay, and Pull Compensation also apply to Steil. For more information about these properties, see "Changing Lettering Properties".

Motif with Steil Style

The Motif with Steil text style converts the outline of the lettering to a Steil stitch, which is sewn over top of a Motif Fill.

You can adjust the pattern, pattern size, and stitch length of the Motif Fill in the Fill area of the Properties Panel. The width and density of the Steil border can be adjusted in the Steil area of the Properties Panel.



Adjusting the Settings for Appliqué Style Text

Satin Settings

You can modify the settings and make all changes to the satin stitches in the Appliqué box.

To adjust Satin stitch settings for Appliqué:

- 1 Select the Appliqué text segment.
- 2 In the Properties Panel, in the Appliqué type field, select Satin.
- 3 Adjust any of the following settings in the Properties Panel:
 - ♦ In the Stitch Length box, enter the stitch length of the positioning and tack down runs.
 - ♦ In the Appliqué Width box, enter the width of the Satin stitching.
 - ♦ In the Appliqué Density box, enter the density of the Satin stitching.
 - ♦ In the Inset box, set the Inset percentage value. The Inset percentage determines how far the tack-down stitch of the appliqué is inset, relative to the border.
- 4 Click Apply.

Adjusting Blanket Settings for Appliqué Style Text

After you select the Appliqué stitch type, you can adjust any of the default settings available. You must make all changes to the Appliqué stitches from the Appliqué box.

To adjust blanket settings for Appliqué:

- 1 Select the Appliqué text segment.
- 2 In the Properties Panel, in the **Appliqué type** field, select Blanket.
- 3 Adjust any of the following settings in the Properties Panel:
 - ♦ In the Stitch Length box, enter the stitch length of the positioning and tack down runs.
 - ♦ In the Appliqué width box, enter the width of the Blanket stitching.
 - ♦ In the Blanket density box, enter the spacing for the Blanket stitching.
- 4 Click Apply.



Adjusting Motif settings for an Appliqué Border

After you select the Appliqué stitch type, you can adjust any of the default settings available. You must make all changes to the Appliqué stitches from the Appliqué box.

To adjust Motif settings for Appliqué:

- 1 Select the Appliqué text segment.
- 2 In the Properties Panel, in the **Appliqué Type** field, select Motif.
- 3 Adjust any of the following settings in the Properties Panel:
 - ♦ In the Stitch Length box, enter the stitch length of the positioning and tack down runs.
 - ♦ In the Inset box, select a percentage to inset the edge of the appliqué border, relative to the outline of the lettering.
 - ♦ From the Motif list, select a Motif pattern that will be used as the Appliqué stitching.
 - ♦ In the Motif Stitch Length box, enter the motif stitch length. The motif stitch length affects the size of the motif and represents the length (width) of each motif pattern.
- 4 Click Apply.



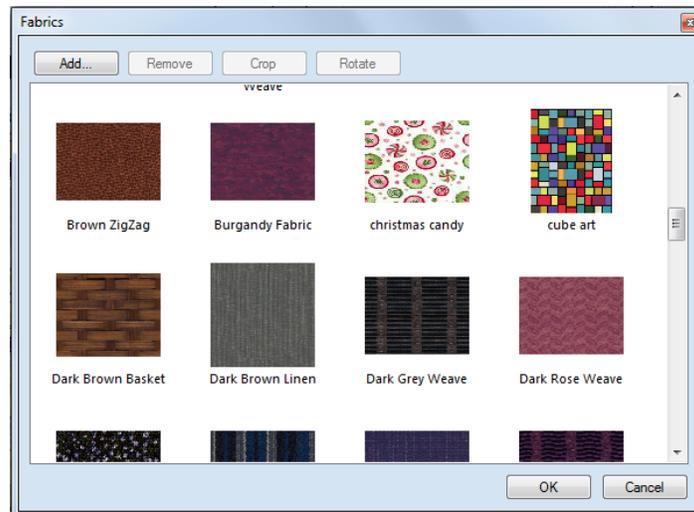
Fabric Backgrounds in Appliqué Style Text

You have the option of selecting a fabric background to display within the appliqué border. You can select either from a list of fabric images provided with Pacesetter BES4 Dream Edition, or import your own image file to use as a background.

To display a fabric background in an Appliqué segment:

- 1 Select the Appliqué text segment.
- 2 In the Appliqué area of the Properties Panel, select the **Fabric** field.
- 3 In the Fabric field, click **Select...**

The Fabrics dialog pops up in front of the workspace.



- 4 Select a fabric from the dialog by clicking on its swatch.
- 5 Click Ok.

The selected fabric image appears within the Appliqué border.



The fabric image you apply in the Properties box will also be visible in the print-out of the design.

To import an image for an Appliqué background:

- 1 Select the Appliqué Style segment.
- 2 Open the Properties Panel.
- 3 In the Appliqué area click **Select...** in the Fabric field.
The Import Fabric dialog will open.
- 4 In the Fabrics dialog, click the **Add...** button.



You can scan your own images of fabric swatches for use in your design projects. For best results, scan them with a resolution of 300 dpi. A 1 in. x 1 in. piece of fabric should be sufficient for your sample.

- 5 Browse to the location of the image you wish to use as a fabric.
- 6 Select the image and click Open.
The image appears within the Appliqué border, and it is added to your Appliqué Fabric list.



The fabric image you import will also be visible in the print-out of the design.

Changing colors in Appliqué Text

In order to stop the machine so that you can place the fabric pieces to be sewn on to the garment, the Appliqué Style lettering segment inserts a color change between each positioning, tack-down, and border segment. This means that, when first generated, the lettering segment will display many colors.

You can change the colors of lettering in a Appliqué segment by selecting a color from the list on the Color Palette.

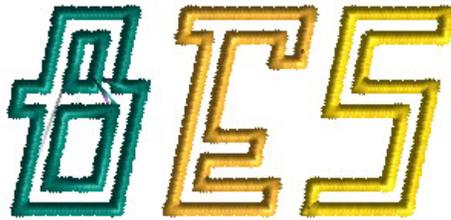
In the normal sewing-out of a Appliqué text segment, the machine will not stop between the border stitches of one letter and the positioning stitches of the subsequent one; so, the last color of one letter (the border stitches) will be the same as the first color of the next (that letter's positioning stitches).



However, you can force the segment to stop between letters by inserting the tilde symbol (~) between letters. (In the example below, you would type B~E~S.) If you add these stops, there will be three stops for each letter, and changing every third thread color will change the color of the corresponding letter.

To change the color of letters in an Appliqué Text segment:

- 1 Select the Appliqué Text segment.



- 2 In the color palette, find the color you wish to apply to the first of the letter of segment, and click on it.

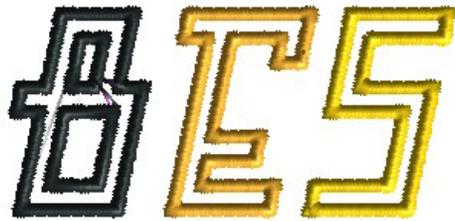
You see the a menu of colors.



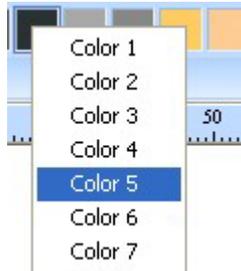
- 3 To set the color of the first letter, in the Options menu, click on Color 3. (In the first letter of an Appliqué-style text segment, Color

1 refers to the positioning stitches, and Color 2 to the tack-down stitches; Color 3 is the thread color of the visible border stitches).

The first letter changes to the chosen color.

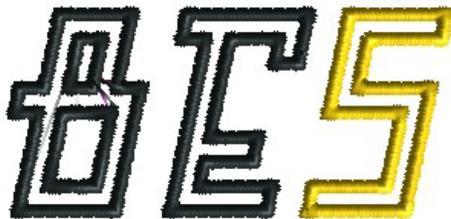


4 Choose the color you wish to apply to the next letter and click on it.



5 From the menu, click on Color 5. (For the second letter of the appliqué segment, the positioning stitches will be sewn using thread color 3, and the tack-down stitches color 4).

The second letter will change to the chosen color.



- 6 Repeat steps #4 and #5 for each letter in the segment, changing every other color in the appliqué segment, until you have changed all the colors required.



Alternatively, you can change colors by expanding the Appliqué segment in the Sequence View. Then, each portion of the appliqué (positioning, tack-down, and border) can be selected individually. Then, you can change the color of the selection by clicking on the desired color in the color palette.

Adjusting Fill Settings

In the Properties Panel, you can customize the parameters used by Pacesetter BES4 Dream Edition when it generates the fill stitching for the segment. You have the option to add a pattern type and change the text object's density settings.

Fill	
Fill Type	Carved
Pattern	 C020
Overwrite Stitch Length	<input type="checkbox"/>
Stitch Length (mm)	3.5
Density (mm)	0.4
	
Emboss Scale	<input checked="" type="checkbox"/>
Scale (%)	50
Emboss Angle	<input type="checkbox"/>
Angle	90

Choosing a Fill Pattern

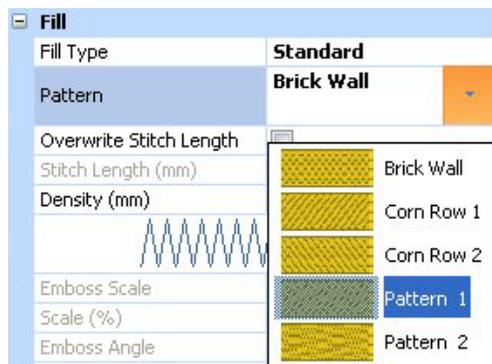
When you install Pacesetter BES4 Dream Edition, a wide variety of Standard and Carved patterns are installed along with the software. You can select which Standard or Carved pattern to use in the Properties box.

To choose the fill pattern:

- 1 Select the Lettering segment.

- 2 In the Fill area of the Properties box, in the field labelled Fill Type, select either Standard or Carved.
- 3 Click on the down arrow on the right of the Pattern field to display a drop-down list of patterns.

You see a list of patterns; the patterns that are displayed depend on the type of fill you chose in step 2.



- 4 From the Pattern list, select a pattern.
- 5 Click Apply.

The fill of your text segment is altered accordingly.

Fill Density Setting

Fill density is the distance between individual lines of embroidery. Density is measured in millimeters.



Note that the density setting is given in millimeters. Therefore, larger values correspond to a lower density, while lower values correspond to a higher density. For more details on stitch density units, see “Density” in the Glossary.

Use the density setting to adjust your fill to suit the fabric you are sewing on. For example, fabrics with a very loose weave are less able to hold a large density of stitches; in cases such as this, you can lower the density of the fill.

If you are unsure what setting to use, try the standard setting of 0.4. This setting works well almost universally, as long as you have not exceeded the font’s size recommendations.

In the Fill area, the image beneath the Density setting will change as you adjust the setting. These are not precise images; rather, they are intended to provide you with visual cues to what you are doing as you change the settings.



A general rule is to go for full-fabric coverage, but add extra stabilizer if you want to support a high-density fill on a low-density fabric.

If the letters in the text segment are large (i.e., above the maximum recommended height for the font) it is better to use a fill, rather than satin, for the lettering. Fill stitches are the type you would normally find filling an area in an embroidery design. With Fill stitches, each line across is made up of two or more individual stitches.

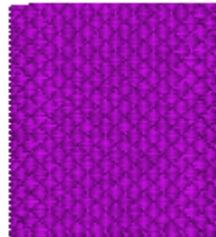
Carved Fill Properties

In addition to the density and stitch-length settings described above there are a few extra fill settings that apply only to the Carved fills. You can adjust these Carved pattern settings in the Properties box. The settings allow you to change a fill pattern's characteristics such as the size and angle of the fill pattern.

The following figures show some different effects you can create using the Carved Fill settings.



Original (scale at 100%)



Emboss Scale at 50%

To change the Emboss Scale of a Carved pattern:

- 1 Select a Carved fill segment.
- 2 In the Fill area of the Properties Panel, do the following:
 - ♦ Click the Emboss Scale box to select this property.

- ♦ In the Emboss Scale field, enter a percentage value to adjust the scaling.

3 Click Apply.

To change the Emboss Angle of a Carved pattern:

- 1 Select a Carved fill segment
- 2 In the Fill area of the Properties Panel, do the following:
 - ♦ Click the Emboss Angle box to select this property.
 - ♦ In the Emboss Angle field, enter a percentage value to adjust the angle.

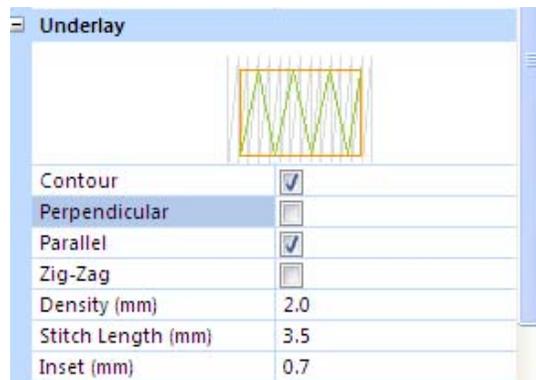
3 Click Apply.

You see your segment altered accordingly.

Underlay Properties

Underlay stitches are laid down before the visible, or “top” stitches, to help stabilize stretchy fabrics. They can also help to tack down wales or naps (on fabrics such as corduroy).

There are a variety of possible underlay types available; the following image gives a schematic view of how the different types of underlay are sewn.



The Underlay Area in the Properties Panel.

Selecting the Underlay Type

You can select Underlay types for various types of stitches. Choose from Contour, Perpendicular, Lattice, Full Lattice, Parallel, or Zig-Zag. You can combine underlay types to get maximum coverage.



Note that not all Underlay types will be available for text; in particular, Lattice and Full Lattice Underlay will not be available for text segments.

To select an Underlay type:

- 1 Select the segment.
- 2 In the Properties Panel, scroll down to the Underlay area.
- 3 Select one or more of the available Underlay types.



When you select Underlay types, you will be able to see what your Underlay type will look like in the Preview area.

- 4 Adjust any of the other settings. Refer to the related procedures for more information.
- 5 Click Apply.

Specifying the Underlay Density

You can specify the density for underlay stitches.

To set the Underlay Density:

- 1 Select the segment.
- 2 In the Properties Panel, scroll down to the Underlay area.
- 3 Select one or more of the available Underlay types.
- 4 In the Density box, enter a density value.
- 5 Adjust any of the other settings. Refer to the related procedures for more information.
- 6 Click Apply.

Specifying the Underlay Stitch Length

You can specify the stitch length for your Underlay stitches. You can increase or decrease the length according to your underlay needs.

To specify the Underlay Stitch Length:

- 1 Select the segment.
- 2 In the Properties Panel, scroll down to the Underlay area.
- 3 Select one or more of the available Underlay types.



When you select Underlay types, you will be able to see what your Underlay type will look like in the Preview area.

- 4 In the Stitch Length box, enter the stitch length that you want for your Underlay stitches.
- 5 Adjust any of the other settings. Refer to the related procedures for more information.
- 6 Click Apply.

Changing the Inset Distance

You can change the Inset Distance. Pacesetter BES4 Dream Edition calculates the Inset Distance (the distance the underlay stitches are placed from the edge of the top stitching.) Inset Distance changes the amount of underlay coverage. The smaller the Inset Distance, the more coverage you have.

To change the Inset Distance:

- 1 Select the segment.
- 2 In the Properties Panel, scroll down to the Underlay area.
- 3 Select one or more of the available underlay types.



When you select Underlay types, you will be able to see what your underlay type will look like in the Preview area.

- 4 In the Inset box, enter the amount of distance you want.
Enter a zero value if you want to place the underlay directly on the edge of the segment.
- 5 Click Apply.

Pull Compensation Settings

Pacesetter BES4 Dream Edition allows you to adjust the Pull Compensation in your design, through the Properties tab. There are two types of Pull Compensation, which differ in the way that the Pull Compensation is determined.

- A Percentage Pull Compensation calculates the change made to the stitches' width based on their original width.
- An Absolute Pull Compensation is simply an extra amount of width which is added to the stitches regardless of their original length.



When you use Percentage Pull Compensation, you can also enter a value in the Max range box of the Pull Compensation area. This value sets an absolute maximum limit on the size of the Pull Compensation. If the calculated Pull Compensation value goes over this length, the actual stitches that are generated will be limited to this length.

To adjust the Pull Compensation:

- 1 Select the item you want to adjust.
- 2 Press ALT + Enter to display the Properties Panel, if it is not already visible.
You see the Properties Panel.
- 3 In the pull compensation area of the Properties Panel, click the down arrow to the right of the **Type** field.
- 4 A list of options is displayed.
- 5 Select one of the following options:
 - ♦ None. Makes no adjustments to pull compensation.
 - ♦ Percentage. Enter the percentage in the Value % box and, if necessary, enter the maximum value of pull compensation in the Max Range box.
 - ♦ Absolute. Enter the amount of absolute pull compensation (in mm) in the Absolute Value box.
- 6 Click Apply.

Displaying Special Characters

When you create lettering, you can enter characters available on your keyboard. You can also enter characters using ASCII numbers, a feature that is available for you to use if required. An ASCII number is a code number, four digits long, which represents a character that does not have a key to represent it. For instance, ™ or © are symbols that exist in some fonts but are not type-able on a standard US/English keyboard.



Due to Windows constraints, you must enter the numbers on the keyboard's numeric keypad for this to work.

If you are working from a laptop computer, you will have to enable the keypad in order to use it to input special characters; see your computer's documentation.

Please note that not all fonts contain all of the special characters. To see which characters are available in any given font, check the font preview information for that font.



You can see the list of available characters for a font by pressing on the  button in the Font field of the Text Properties Panel, or by hovering your mouse over the font preview.

Special Characters List

The following lists the special characters that may be available in Pacesetter BES4 Dream Edition.

Character	Key Code
€	Alt + 0128
‘	Alt + 0145
’	Alt + 0146
“	Alt + 0147
”	Alt + 0148
•	Alt + 0149
—	Alt + 0151
™	Alt + 0153

Character	Key Code
ì	Alt + 0161
¢	Alt + 0162
£	Alt + 0163
¤	Alt + 0164
¥	Alt + 0165
¦	Alt + 0166
§	Alt + 0167
¨	Alt + 0168
©	Alt + 0169
-	Alt + 0173
®	Alt + 0174
-	Alt + 0175
¸	Alt + 0191
À	Alt + 0192
Á	Alt + 0193
Â	Alt + 0194
Ã	Alt + 0195
Ä	Alt + 0196
Å	Alt + 0197
Æ	Alt + 0198
Ç	Alt + 0199
È	Alt + 0200
É	Alt + 0201
Ê	Alt + 0202
Ë	Alt + 0203
Ì	Alt + 0204
Í	Alt + 0205
Î	Alt + 0206
Ï	Alt + 0207
Ð	Alt + 0208
Ñ	Alt + 0209

Character	Key Code
Ò	Alt + 0210
Ó	Alt + 0211
Ô	Alt + 0212
Õ	Alt + 0213
Ö	Alt + 0214
×	Alt + 0215
Ø	Alt + 0216
Ù	Alt + 0217
Ú	Alt + 0218
Û	Alt + 0219
Ü	Alt + 0220
Ý	Alt + 0221
Þ	Alt + 0222
ß	Alt + 0223
à	Alt + 0224
á	Alt + 0225
â	Alt + 0226
ã	Alt + 0027
ä	Alt + 0028
å	Alt + 0029
æ	Alt + 0230
ç	Alt + 0231
è	Alt + 0232
é	Alt + 0233
ê	Alt + 0234
ë	Alt + 0235
ì	Alt + 0236
í	Alt + 0237
î	Alt + 0238
ï	Alt + 0239
ð	Alt + 0240

Character	Key Code
ñ	Alt + 0241
ò	Alt + 0242
ó	Alt + 0243
ô	Alt + 0244
õ	Alt + 0245
ö	Alt + 0246
÷	Alt + 0247
ø	Alt + 0248
ù	Alt + 0249
ú	Alt + 0250
û	Alt + 0251
ü	Alt + 0252
ý	Alt + 0253
þ	Alt + 0254
ÿ	Alt + 0255

To type special characters:

- 1 In the text frame, position the cursor where you want to insert the special character.
- 2 Press and hold down the **ALT** key on your keyboard.
- 3 Type the corresponding key code for the special character from the number pad located on the right side of the keyboard.
To view a list of special characters and their corresponding key codes, see "Special Characters List".
- 4 Release the **ALT** key on your keyboard.
You see the special character.

CHAPTER 4:

Editing Designs

Once you have learned to create your own designs, you will want to create and save them as files to output to your machine. Pacesetter BES4 Dream Edition allows you to save to a number of machine formats.

Topics covered in this chapter:

- Saving designs, and the different stitch file types that are available.
- Selecting, copying, and pasting components of the design.
- Moving and aligning items in your workspace.
- Combining lettering with other designs using the Merge Design Files feature.

Creating New Designs

When you open Pacesetter BES4 Dream Edition, you can immediately begin creating a new, untitled design in the design window. The design window automatically opens using the default recipe and machine format settings specified in the Preferences dialog. For more information on default settings, see “Setting up your Workspace Environment.”

If you want to open a design and apply a different recipe to it (that is, not the default recipe), you will want to open using the New Project tool.

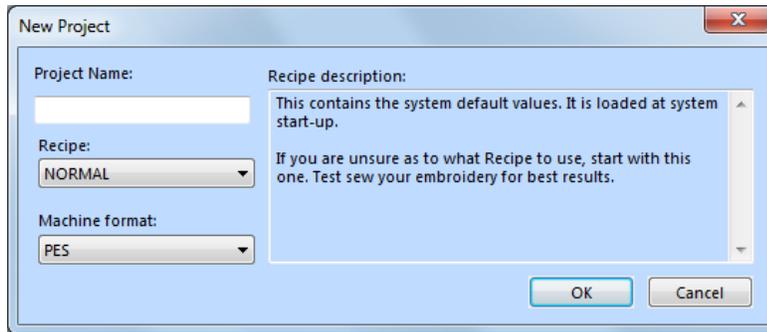
To create a new design using the recipe dialog:

- 1 Click the Pacesetter Button , hover over New, and then click the New Project  tool.



If you select the New tool from the Quick Access toolbar, you will bypass the recipe selection dialog. A new design window will open using the default recipe and machine format settings.

You see the New Project dialog.



- 2 Enter a name for the new project in the Project Name field.
- 3 In the Recipe list, select the recipe you want to use for your design.



The Recipe description box in the dialog gives you a brief description of each recipe as you scroll through the list in the Recipe drop-down list.

- 4 In the Machine format list, select the machine format that you want applied to the design when created.
- 5 Click OK.
You see a new design window.

Opening and Closing Designs

Pacesetter BES4 Dream Edition allows you to open designs in a wide variety of file formats. When you open a design file in the design window, your single design file retains the stitches for that design.

To open an existing design:

- 1 Do one of the following:
 - ♦ Click the Open  tool on the Quick Access toolbar
 - ♦ Click the Pacesetter Button  and select Open from the menu.
You see the Open Design dialog box.
- 2 In the Look in list, browse to the location of the file you want to open.
- 3 In the Files of type list, select the format for the design you want to open.
- 4 In the File name box, enter the file name, or select the file you want to open by clicking the file.
- 5 Select Preview to view a thumbnail of the design.
- 6 (Optional) Check the Convert to Outlines box. If this option is selected, the design's stitch segments will be converted to outlines, allowing you to select the segments individually in the Sequence View. Once you have converted, you can save the file as a *.BRF.
- 7 Click Open.



To view the contents of a zip (compressed) file, select the zip file and click Open. Select the design you want to open from the unzipped file list and click OK.



To open a file you have recently worked on, click the Pacesetter Button  and locate it in the "Recent file list."

To close a design:

- Click the Pacesetter Button , and select Close  or Close All  from the menu.

Opening Files with the Browser

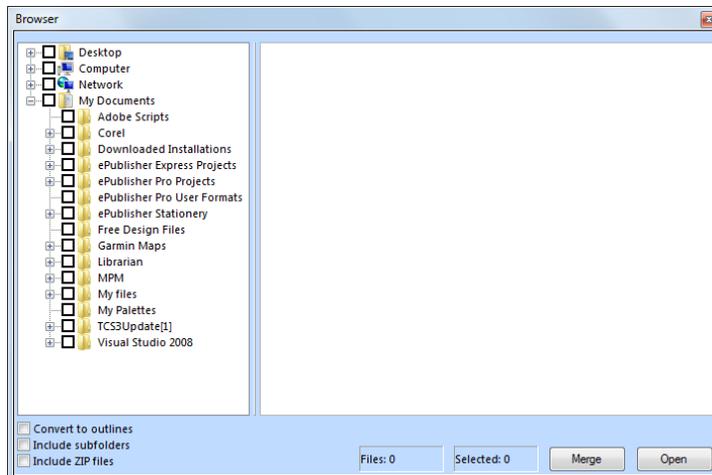
The Browser is a very convenient way to search for and open files. It allows you to search for and open embroidery files from multiple directories simultaneously.

So, if you have designs stored on a number of different media - e.g. a CD, a USB device, as well as on your hard drive - you can look in all of these places at once with the Browser feature. The Browser displays a preview image of the design in its preview pane, plus the design's name, dimensions, stitch count, and the number of colors that it uses.

You can also use the Browser dialog to merge a design into the current design. (For more information, see "Merging Design Files.")

To open files using the Browser:

- 1 Click the Pacesetter  button, and select the Browser  tool.
You see the (empty) Browser window.



- 2 Click in the check boxes next to the directories you want to browse for designs; to look in multiple locations, simply check more boxes.

When you use the Browser, you can speed up your search by restricting it to folders where you know your designs are located.



To narrow the scope of the search, click the small plus + sign next to a folder to expand it. This will display the sub-folders it contains; you can then check only those sub-folders that contain the design files you want to browse.

- 3 By default, the search will only include those folders that are checked in the list on the left of the browser window. However, you can use the following options to expand the scope of the Browser's search:

- ◆ To convert stitch segments to outlines, check **Convert to outlines**. If this option is selected, the stitch segments will be converted to outlines, allowing you to select them individually in the Sequence View.
- ◆ To include all folders nested within the selected folders, check the **Include subfolders** box at the bottom of the dialog.
- ◆ To expand the search to include compressed "ZIP" files, check the **Include ZIP files** box at the bottom of the dialog.

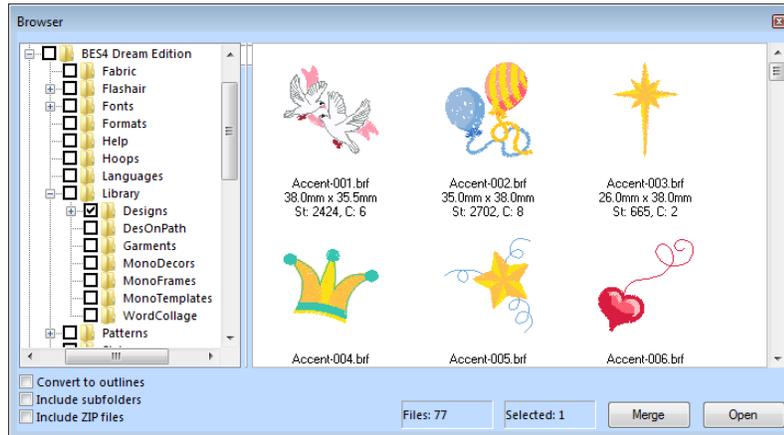
If "Include subfolders" is checked, this may add a significant amount of time to the search, depending on how many files are in the folder or folders you have selected. If possible, it is better to narrow down your search first, in step 2), to the folder or folders that contain your designs.



Similarly, looking in ZIP files may increase the time needed to search for designs, so it is advisable to check this option only if you expect that the designs you need are in a "zipped" folder.

If the search does seem to be taking too long, you can always press the Esc key to cancel it, and start a more limited search.

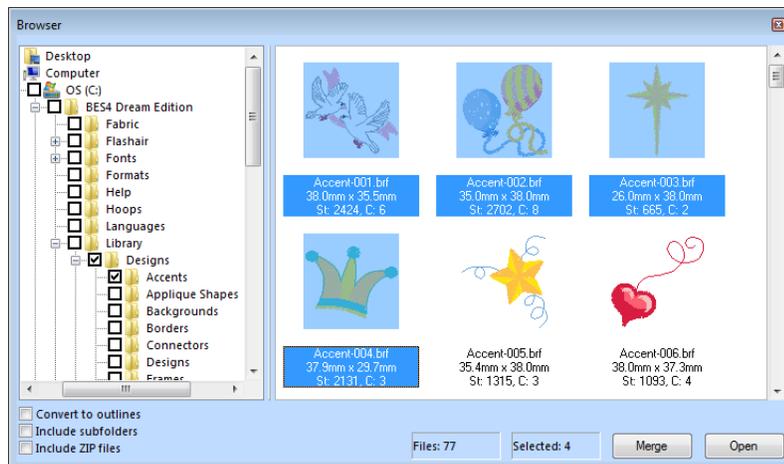
The preview pane shows a thumbnail image of each design present in the directory or directories you have selected.



4 Do one of the following:

- ◆ To select a single design, click on the thumbnail image.
- ◆ To select a number of separate designs, click on each individually while holding down Ctrl.
- ◆ To select a series of designs, click the first thumbnail, then shift + click on the final thumbnail in the range.

The selected files are highlighted.



5 Do one of the following:

- ♦ To open the selected file or files in a new window, click the Open button.

The selected design or designs open in your workspace; if multiple designs were opened, each will open in its own tab.

- ♦ To merge the selected file or files into the current design, click the Merge button.

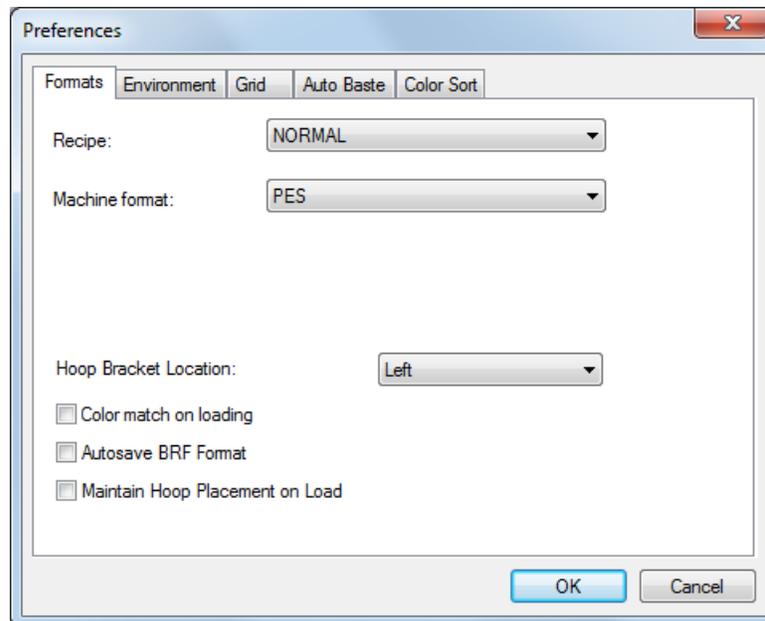
The embroidery file (or files) will open.

Choosing the Default Recipe

You choose one of the pre-installed recipes through the New design dialog each time you open a new design. The NORMAL recipe is the default for new designs; however, you can set the default to a different recipe through the Preferences dialog box.



To open the Preferences dialog box, go to the View tab on the ribbon and click on the Preferences  button.



The recipe you choose then becomes the default for all subsequent design files that you open. The recipes containing fabric settings are applied to all the lettering you create in that design.

You can also change the recipe (style) of a design, or part of a design, after it has been created.



With the Select tool active, select part of the design (or Ctrl+A to select all of the design) and then right-click; from the context menu, choose Apply Style, and then select the desired recipe from the list.

Saving a Design

Saving Designs to Disk

The Save As command lets you save an alternative version of the design with a different name, location, or file format. Save As is used when you want to keep your original design and create another design with slight modifications. The Save command saves the changes you make to the current design.

To save an alternative version of a design:

- 1 Do one of the following:
 - ♦ Click the Pacemaker Button , and choose Save As  from the menu
 - ♦ On the Quick Access Toolbar, choose the Save As tool.
You see the Save As dialog box.
- 2 In the Save in list, browse to the location you want to save your file.
- 3 In the File Name box, enter the file name for the design you want to save.
- 4 In the Save As type list, select the file type you want the design to be saved as.
- 5 Click Save.

To save changes to the current design:

- Do one of the following
 - ♦ Click the Pacemaker Button , and choose Save  from the menu.

- ◆ On the Quick Access Toolbar, click the Save  button.



If the design was created using the New Project  tool, it will be saved under the same name that you entered into the name field of the New Project dialog. If it was created using the New  tool, the design will be untitled, and you can enter a name for it in the Save as dialog when you save it.

Saving Designs to the Cloud

The Pacesetter Save to Cloud tool allows you to access your own free cloud storage space, which you can use to upload and download your embroidery designs at any time.



If you experience issues sending designs to the Cloud (e.g., if your connection being is blocked by your firewall) note that Pacesetter BES4 Dream Edition uses port 80 or port 443 to connect to the Cloud.

You should also ensure that **BesLet4.exe** is included in the Trusted Apps list on your antivirus software.

Important: Note that registration is required before uploading or downloading designs to the cloud. To register, you will need to input a valid e-mail address, and create your own password.

You will see the registration dialog the first time you start Pacesetter BES4 Dream edition, but once registered, you will be signed in automatically.



To sign out of the Cloud, click the Pacesetter Button  and choose Logout from Cloud  from the list.

To register for Cloud services:

- 1 Open Pacesetter BES4 Lettering.
You see a registration dialog.



- 2 Fill in your e-mail address and create a password.

 Click the  button to show the password in plain language as you type.
Check “Remember me” to save the e-mail and password, so that you will be signed in automatically each time you open Pacesetter BES4 Dream Edition.

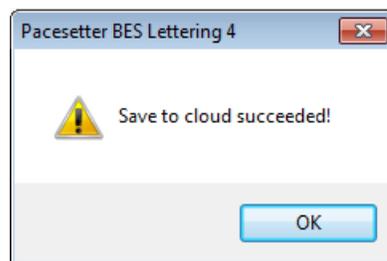
- 3 Click on the Terms of Service link at the bottom of the dialog.
You will see the Cloud Terms of Service dialog.
- 4 Check the box next to “I agree” and then click OK.
The Cloud Terms of Service dialog will close.
- 5 Back on the Register to Cloud dialog, click OK.

To save a design to the Cloud:

- 1 Create a new design, or open an existing design.
- 2 Click the Pacesetter Button  and choose Cloud—Save As  from the menu.
You see the Save to Cloud dialog.



- 3 (Optional) To distinguish the design saved in the cloud from the original, enter a new (different) name into the File name field.
- 4 (Optional) Select a different file type to save the design as (e.g. *.PES, *.VIP, etc.).
- 5 Click Save.
When the upload to the cloud is complete, you see a confirmation dialog.



- 6 Click OK to dismiss the dialog.

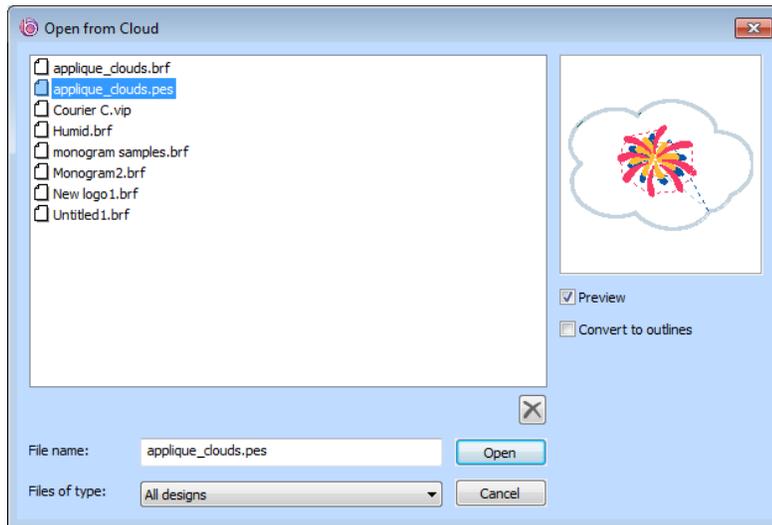


To sign out of the Cloud, click the Pacesetter Button  and choose Logout from Cloud  from the list.

To open a design from the Cloud:

- 1 Click the Pacesetter Button , and choose Cloud—Open from Cloud  from the menu.

You see the Open from Cloud dialog.



- 2 Select a file from the dialog.
If the “Preview” box is checked, a preview image will appear on the right side of the dialog.



If the file you have selected is a stitch file, there is an option on the dialog to convert the stitch segments in the file to outlines. If this option is selected, the stitch segments will be converted to outlines segments, which can be selected individually and edited.

- 3 Click Open.
The file appears in the workspace.



To sign out of the Cloud, click the Pacesetter Button  and choose Logout from Cloud  from the list.

Sending Designs to the Machine

If your sewing machine is compatible with a FlashAir SD memory card, you can send designs directly to that machine by wireless connection. Prior to using this functionality, however, the memory card must be set up to work with your computer.



If you experience issue communicating with the embroidery machine (e.g., the connection being blocked by your firewall) note that Pacesetter BES4 Dream Edition uses either port 80 or port 443 to connect to the machine.

You should also ensure that **BesLet4.exe** is included in the Trusted Apps list on your antivirus software.

Setting up the Memory Card

Before sending designs to the machine, you must first configure the memory card (FlashAir SD-type) in your computer. Once configured and inserted into your sewing machine's SD slot, you will be able to send designs directly to the machine via a wireless connection.



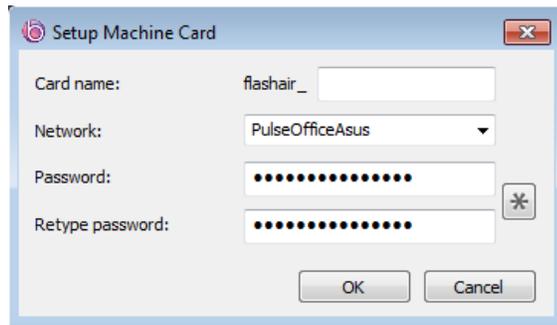
Note that, while other types of SD memory can be used to store designs, only the FlashAir SD card has wireless capability.

To set up the memory card:

- 1 Open Pacesetter BES4 Dream Edition.
- 2 Insert a memory card into your computer's SD slot. If your computer does not have a built-in SD slot, use the included USB SD Card Adaptor.
The AutoPlay dialog will open automatically on your desktop.
- 3 Close the AutoPlay dialog, and return to Pacesetter BES4 Dream Edition.
- 4 On the Pacesetter  menu, select Machine—Setup Machine

Card .

You see the Setup Machine Card dialog.



- 5 In the Card name field, enter a name for the card. The Card name entered must be less than six characters long and have no spaces.
- 6 Click OK.
You see a second Setup Machine Card dialog, confirming that the card has been set up.



- 7 Click OK to dismiss the dialog.
- 8 Return to the Windows desktop, and eject the SD card.
- 9 Insert the SD card into the sewing machine. If your compatible embroidery machine does not have a built-in SD slot, use the included USB SD Card Adaptor.

Send to Machine Tool

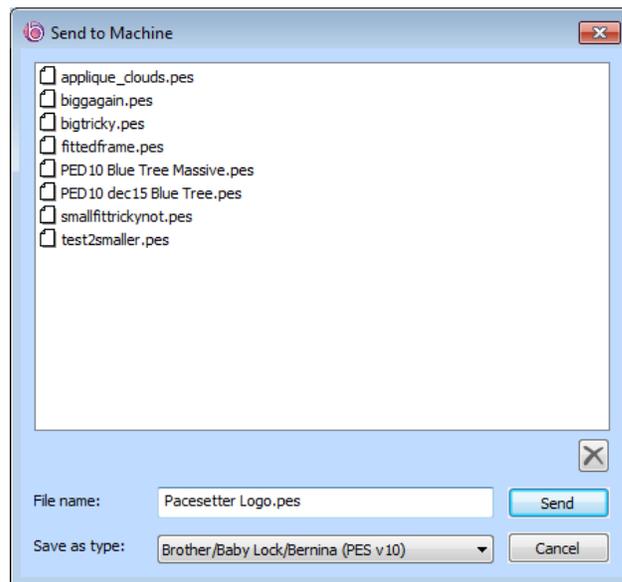
Once the memory card is configured (see “Setting up the Memory Card,” in the previous section) and inserted into your sewing machine, you can send designs directly to the machine via a wireless connection.



It is also possible to retrieve design files wirelessly from the machine using Open from Machine , which is also found on the Pacesetter menu.

To send a design to the machine:

- 1 Create a new design, or open an existing one.
- 2 On the Pacesetter menu, select Machine—Send to Machine . *You see the Send to machine dialog.*



- 3 (Optional) In the file name dialog, you can enter a new name for the design.
- 4 (Optional) Select a file type to save the design as.

5 Click Send.

You see a confirmation dialog when the send is completed.

6 Click OK.

The design will now be saved to the card on the sewing machine.

Sending files in a batch

To send two or more designs to the machine simultaneously, you can also use the Batch Send to Machine  tool.

This tool works very much like the regular Send to Machine  tool, except that a browser dialog opens before the machine connection is made, allowing you to select multiple files at once.

After the files are selected, the procedure continues exactly as it does for the Send to Machine tool, as described above.

Sending ScanNCut Files Directly to the Cutting Machine

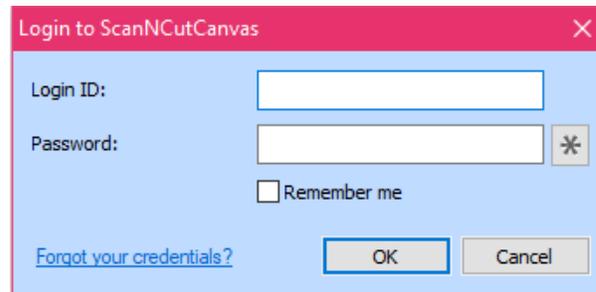
If you have a wireless-enabled cutting machine, you can send designs directly to it using the Send to ScanNCut machine tool. This saves the trouble of having to load the ScanNCut files onto a USB storage device to transfer them to the machine.

Important Note: In order to use the Send to ScanNCut Machine tool, you must first set up to the wireless-enabled cutting machine so that it can download the design files you send. This requires you to register your cutting machine with the ScanNCutCanvas online service. To enable the connection, use the serial number on the back of the ScanNCut Online Activation Card that came with the cutting machine. For instructions about connecting the machine to ScanNCutCanvas, refer to the documentation that came with the ScanNCut machine.

To send cut files to the machine via wireless:

- 1** Open a design in the workspace.

- 2 Click the Pacesetter  button, and select ScanNCut Machine  from the drop-down list.
- 3 On the menu that appears, click Send to ScanNCut Machine .
You see the send to ScanNCut machine dialog.
- 4 Enter a name for the cut file; this name will appear on the queue on the cutting machine.
If you are using Send to ScanNCut Machine for the first time, you will now see a sign-in dialog at this point; if you are already signed in, the following steps will not apply.
- 5 Enter the user name and password that you created when you registered at ScanNCutcanvas.

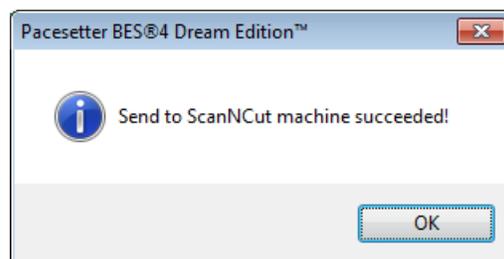


The image shows a dialog box titled "Login to ScanNCutCanvas" with a red header bar and a close button (X) in the top right corner. The dialog has a light blue background. It contains two text input fields: "Login ID:" and "Password:". The "Password:" field has a small icon of a key with an asterisk to its right. Below the "Password:" field is a checkbox labeled "Remember me". At the bottom left, there is a blue hyperlink that says "Forgot your credentials?". At the bottom right, there are two buttons: "OK" and "Cancel".



You can check the "Remember me" box to save the Login ID and Password so that you do not have to enter them again.

- 6 Click OK.
Wait a few seconds while the file is being sent; a confirmation dialog will appear when the file has been received by the machine.



7 Click OK to close the dialog.

The cut files will be queued on the cutting machine.



To sign out, select the Logout from ScanNCut Machine  tool from the Pacesetter menu.

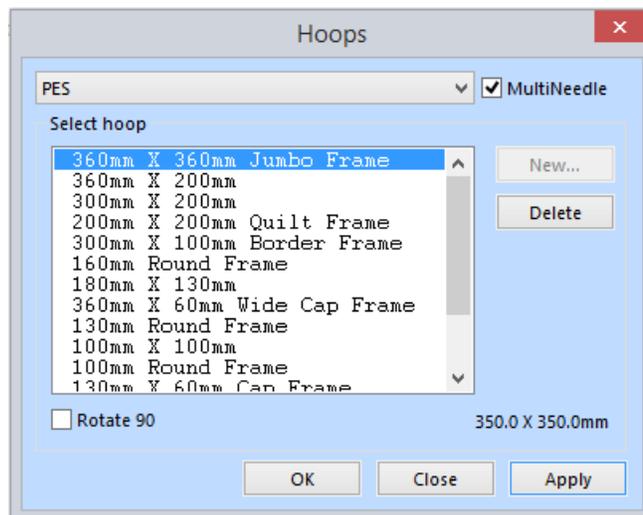
Splitting a Design for the Jumbo Hoop

In the BES4 Dream Edition Power Pack, there is a special hoop available that allows you to sew out extra-large designs.

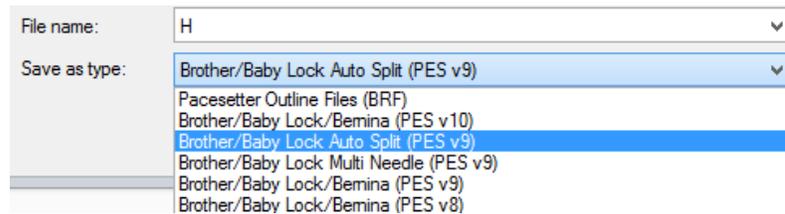
The 360mm x 360mm Jumbo Frame hoop is a multi-needle hoop with two mounts. When you save a large design in the Auto split PES v9 format, the design will be split into two separate segments. These can then be sewn in sequence — one segment is sewn out first, then the frame is rotated and attached using the other mount. The remainder of the design can then be sewn out in the new orientation.

Splitting a design using the Auto Split hoop:

- 1 Click on the Hoop down arrow and choose Select hoop
You see the Hoops dialog.
- 2 On the Hoops dialog, check the MultiNeedle box.



- 3 Select the 360mm x 360mm Jumbo Frame from the list of hoops.
- 4 Click OK.
The Hoops dialog closes, and the hoop appears in the workspace.
- 5 Create the design you wish to embroider.
- 6 When the design is finished, click on the Pacesetter  button and choose Save As.
You see the Save as dialog.
- 7 Enter a name for the file and from the Files of Type drop down menu, choose Brother/Baby Lock Auto Split (PES v9).



- 8 Press Save.
The design will now be saved as a split file.
- 9 If you now wish to send to the machine wirelessly, perform the following steps.
 - ♦ First, make sure that the machine with the Wireless SD card inserted is powered on.
 - ♦ Click on the Pacesetter button .
 - ♦ From the menu, choose Machine—Send to Machine.
You see the Send to machine dialog.
 - ♦ Enter a name for the file and from the Files of Type menu choose Brother/Baby Lock Auto Split (PES v9).
You see a confirmation dialog when the send is completed.
 - ♦ Click OK.
The design will now be saved on the sewing machine.

Using the Batch Converter

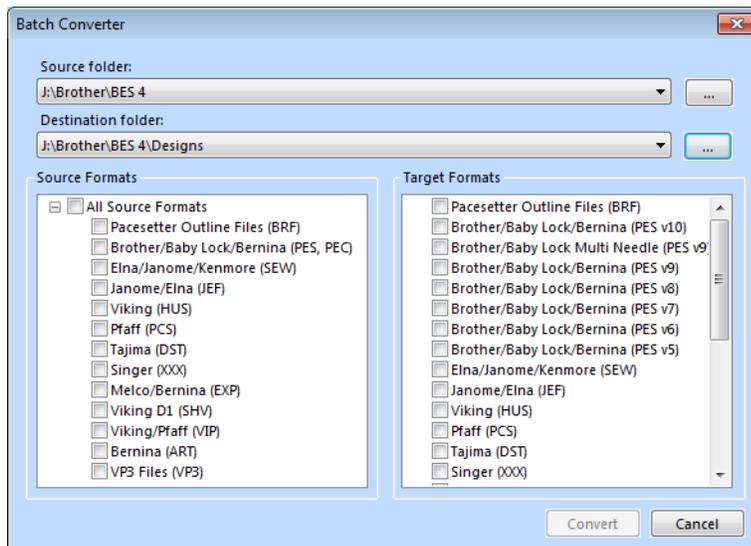
You can use the Batch Converter to convert files from one type (file extension) to another. This tool allows you to select one or more file extensions (e.g. *.BRF, *.PES, etc.) in one design folder (the source folder), and convert them *en masse* into another file type in a second folder (the destination folder).



Note that you can choose several different file types to convert from, you can only choose one file type to convert to.

To batch convert files:

- 1 On the Tools tab, select the Batch Converter  icon.
You see the Batch Converter dialog.



- 2 Click the browse  icon to the right of the Source field, and browse to the folder containing the files you want to convert.
You see a Browse for folder window.
- 3 Select the source folder and click OK.
The folder path appears in the Source Folder field.

- 4 Click the browse  icon to the right of the Destination field, and browse to the folder containing the files you want to convert.
You see a Browse for folder window.
- 5 Select the destination folder, and click OK.
The folder path appears in the Source Folder field.
- 6 In the Source Formats window, check the boxes of the file type (or types) that you want to convert.
- 7 In the Target formats window, check the box next to the file type you want to convert the files to.
- 8 Click Convert.
You see the Convert window, which shows the progress of the conversions in progress.
- 9 Click OK.
The convert dialog will close automatically.

Selecting and Moving Parts of a Design

The Select Tool

The Select  tool allows you to select and modify individual design components, or groups of design components.

Design components that have been selected using the Select tool can be moved, duplicated, or deleted. They can also be resized and rotated in either direction.

The Select tool is also used to select a number of components in order to align them as you wish; for more information, see, “Aligning design components horizontally and vertically.”

The Select tool can be used for both text segments and design segments; however, to do more detailed editing of text segments, such as resizing, stretching, or rotating, you will want to select them with the

appropriate text tool.

For more information on editing with these tools, see the corresponding sections for each tool under “Creating Lettering.”



It is important to note that, whenever you open a design, all the components will be grouped by default.

Therefore, if you want to use any of the following procedures to select individual segments of the embroidery design, you must first Ungroup the design. To do this, right-click on the design (you will see that the whole thing is enclosed in a selection box), and choose Ungroup from the context menu.

To select one segment in the design:

- 1 From the Home tab, click the Select  tool.
- 2 Click the design component you want to select.
The active segment is enclosed in a selection box.



To select multiple components in the design:

- 1 On the Home tab, click the Select  tool.
- 2 Click a design component. Press Ctrl on your keyboard while you click each design component not already selected.
The active design components will be enclosed in a selection box with handles.

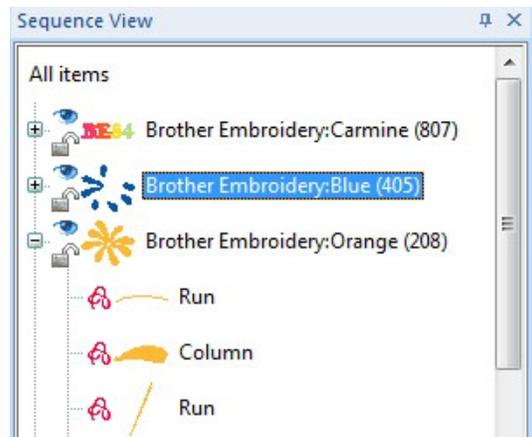
To select all components of the design:

- 1 Using the Select  tool, click in the workspace, and draw a box large enough to enclose all components of the design.
- 2 To select all the design components currently in the active window, do one of the following:
 - ♦ Click on the small down arrow under the Select tool on the ribbon, and choose **Select All**.

- ◆ Press Ctrl + A on the keyboard.

To select segments using the Sequence View area:

- 1 On the Home tab, click the Select  tool.
- 2 In the Sequence View, select the group of segments which contains the desired segment or segments; if it is not already in expanded view, click the small plus sign next to the group in order to the list of individual segments in the group.



- 3 To select one segment, click the segment from the list.
In the design workspace, the active segment is enclosed in a selection box with handles.
- 4 To select multiple segments within the Sequence View area, do any of the following:
 - ◆ Click a segment. Press Ctrl on your keyboard while you click each segment not already selected.
 - ◆ Click a segment at the start of your selection. Press Shift on your keyboard while you click the segment at the end of your selection. To extend the range of selected segments, press Shift again or Shift+Ctrl while you click any segment outside the range of segments already selected.

In the design workspace, the active segments are enclosed in a selection box with handles.

- 5** To edit or change the properties of the segments, do any of the following:
- ♦ In the design workspace, right-click the segment(s) and choose any of the options available in the edit menu.
 - ♦ In the Sequence View area, right-click the segment(s) and choose any of the options available from the menu.
 - ♦ In the Properties box, alter any property settings as required.

Copying, Cutting, and Pasting Design Components

You can use a variety of methods to copy design components in your designs. You can Copy or Cut, and Paste using tools on the Home tab, the right-click menu, or keyboard shortcuts. See the following procedures.

You can also copy and paste selections using the Power Copy tool; see the following section, “Copying segments using Power Copy.”

To copy to the clipboard:

- 1** Select one or more design components you want to copy.
- 2** To copy design components to the clipboard, do one of the following:

- ♦ In the Clipboard area on the Home tab, click on the Copy  button.
- ♦ In the design workspace, right-click on the selection and choose Copy from the menu.
- ♦ Press Ctrl + C.

The design components are copied to the clipboard.

- 3** To paste design components from the clipboard, do one of the following:

- ♦ In the Clipboard area on the Home tab, click on the Paste  button.
- ♦ In the design workspace, right-click anywhere and choose Paste from the menu.
- ♦ Press Ctrl + V.

To cut to the clipboard:

- 1 Select one or more design components you want to cut.
- 2 To cut design components to the clipboard, do one of the following:
 - ♦ In the Clipboard area on the Home tab, click on the Cut  button.
 - ♦ In the design workspace, right-click on the selection and choose Cut from the menu.
 - ♦ Press Ctrl+X.

The design components are removed from their location.

- 3 To paste design components from the clipboard, do one of the following:
 - ♦ In the Clipboard area on the Home tab, click on the Paste  button.
 - ♦ In the design workspace, right-click anywhere and choose Paste from the menu.
 - ♦ Press Ctrl + V.



A quick way to Copy and Paste segment is to do the following: Select it, then press the Ctrl key and click. Drag the mouse to the desired location on your workspace, and then, release the mouse button to place the component.

Copying segments using Power Copy

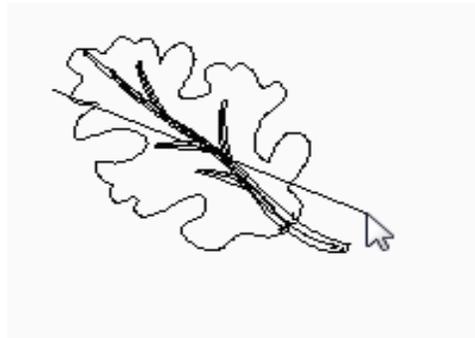
You can copy, rotate, and resize a text or design segment all in one step using Power Copy. When you are in Power Copy mode, just click and drag the mouse to draw your copy in any size, and any angle, that you want.

To use Power Copy:

- 1 Using the Select  tool, select the text or design segment.
- 2 Right-click, and choose Power Copy from the context menu.
Your mouse pointer changes into a cross hair.
- 3 Move the pointer to the location you want to place the copy.
- 4 Click and hold; this creates the first point of a baseline.

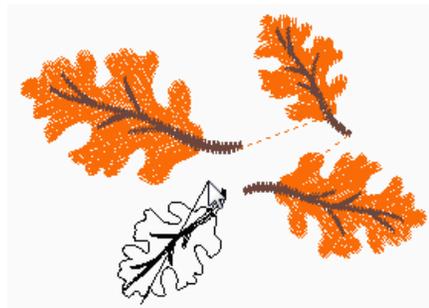
- 5 To change the size of the copy, drag the pointer away from this point; length of this baseline determines by the overall size of the copy.
- 6 Choose the orientation of the copy by dragging the base line in the direction you want.

You see the outline of the segment you are copying.



- 7 Release the mouse button to place the copy.
A copy of the selection is placed in the new location.
- 8 The original selection that was copied will still be 'loaded' at this point; to place more copies, repeat steps 3–7.

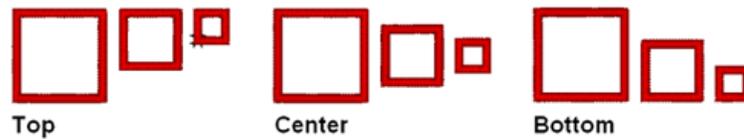
You see the additional copies in the Design Workspace.



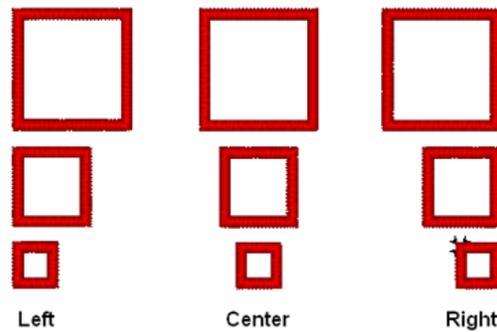
- 9 When finished placing your copy or copies, right-click to exit the Power Copy tool.

Aligning Horizontally and Vertically

You can align lettering or design components horizontally or vertically using the Align tools on the Arrange tab.



Vertical alignment



Horizontal alignment

To align design components:

- 1 Select the design components you want to align.
See “Selecting and Moving Parts of a Design.”
- 2 On the Arrange tab of the Ribbon, select the appropriate button from the following:

	Align Left: Aligns all selected objects to the left-most item selected.
	Align Right: Aligns all selected objects to the right-most item selected.
	Align Top: Aligns all selected objects to the top-most item selected.

	Align Bottom: Aligns all selected objects to the bottom-most item selected.
	Vertical Center: Takes all selected objects and centers them in the selection box. The objects are moved so that they are centered top-to-bottom with each other, but they are not moved left or right.
	Horizontal Center: Takes all selected objects and centers them in the selection box. The objects are moved so that they are centered left-to-right with each other, but they are not moved up or down.
	Center: Centers the selected objects in the current hoop. If more than one object is selected, the entire group is moved together to the center of the hoop; the objects selected remain in the same position <u>relative to each other</u> as they had before being centered.

Using the Distribute Tools

The distribute tools evenly distribute three or more selected objects within a design.



When working with designs consisting of multiple objects, you must group them before distributing.

To use the distribute tools:

- 1 Using the Select tool, select at least three objects in the workspace.
- 2 On the Arrange tab, choose one of the following:
 - ♦ **Distribute Horizontally** : Spaces the selected objects evenly in the horizontal direction.
 - ♦ **Distribute Vertically** : Spaces the selected objects evenly in the vertical direction.

The objects will be evenly distributed in the design workspace.

Moving Parts of a Design Manually

You can move the component parts of your design relative to each other by dragging them to another location.

To move a design component manually:

- 1 From the Home tab, click the Select  tool.
- 2 Click and drag the design component to its new location.
As you drag, the status line displays the horizontal (dx) and vertical (dy) distance.

Resizing segments

Resizing a segment enlarges or reduces it horizontally or vertically, relative to the percentage you designate. You can manually resize segments in the workspace, or use the Transform tab settings available for finer control.

If the Transform tab is used to resize the selection, you have the option of resizing by absolute size, or a percentage of the segment's original size.

To resize segments manually using design handles:

- 1 Select one or more segments.
The active segment(s) is enclosed in a selection box with handles.
- 2 Do one or more of the following to resize segment(s):
 - ♦ To resize by width, click and drag the design handles located on the left and right side of the selection box.
 - ♦ To resize by height, click and drag the design handles located on the top and bottom sides of the selection box.
 - ♦ To resize proportionally, click and drag the design handles located at the top or bottom corners of the selection box.

To resize segments using the Transform tab:

- 1 Select the segment or text with the Select tool.
The active segment is enclosed in a selection box with handles.
- 2 In the Transform area of the Properties Panel, do one of the following:

- ♦ To resize by absolute (linear) values, check the **Absolute** checkbox; enter the desired width and height in the corresponding fields.
- ♦ To resize by percentage, check the **Relative** checkbox; enter the desired percentage change in the width and height in the corresponding fields.



To maintain the proportions of an object while resizing it, select Maintain aspect ratio if not already selected.

3 Click Apply.

Converting to Stitch Segments

You can convert outline segments into stitch segments. Outline changes made to any part of the design will not affect segments, once they have been converted to stitch segments. If a segment has been converted to stitches, you cannot perform outline property changes, such as changing the fill or run style, or adding pull compensation or underlay. However, the converted segments may still be resized, rotated or have color changes applied to them.



Warning: Use caution when resizing or otherwise transforming segments that have been preserved as stitches; major editing of these segment is not advisable.

To convert segments into stitch segments:

- 1 Select the segment you want converted into a stitch segment.
- 2 Do one of the following:
 - ♦ In the design window, right-click the segment and choose Preserve As Stitches from the edit menu.
 - ♦ In the Sequence View area, right-click the segment and choose Preserve As Stitches from the menu.

Nudging Design Components

Nudging moves the selected design component or group of design components. Nudging is similar to dragging the design component but the distance that the design component moves is smaller.

To nudge up:

- Use Ctrl + 

To nudge down:

- Use Ctrl + 

To nudge left:

- Use Ctrl + 

To nudge right:

- Use Ctrl + 

Deleting Design Components

Deleting a design component removes it from the design. The only

way to retrieve a design component you delete is to use the Undo  tool from the Quick Access tool bar immediately after you delete it.

To delete a design component:

- 1 Select the design component.
- 2 There are three ways to delete a design component:
 - ♦ Right-click and select Delete from the shortcut menu.
 - ♦ Press Delete on your keyboard.
 - ♦ Choose the Delete command from the Home Tab on the ribbon.

Rotating Design Components

Rotating a design component moves it around the center point of the selection. The rotate tools on the Arrange tab may be used to rotate Text or merged stitch designs through 90° increments. To rotate text through a smaller angle, you can rotate the selection using the frame

handles, or by using the Rotate Angle  tool on the Arrange tab; the Rotate Angle tool allows you to type in an exact angle of rotation. See “Rotating the Text Frame” in the section on Creating Text.



You cannot use the Text tool to rotate merged segments, or text segments that have been combined with merged stitch segments.

To rotate segments manually:

- 1 Select one or more segments you want to rotate.
The active segment(s) is enclosed in a selection box with handles.
- 2 Move your mouse over the blue rotation handle beside the top, right or the bottom left design handle.
You see the cursor change to a circular arrow.
- 3 Click and drag the rotation bead to adjust the box to the angle you want.



The number of degrees of rotation is displayed on the status line in the bottom left corner of the workspace window.

To rotate design components using the Transform tools:

- 1 Select one or more design components you want to rotate.
The active design component(s) is enclosed in a selection box.
- 2 From the Arrange tab on the ribbon, select one of the following:



Rotate Left: Rotates one or more selected objects to the left by 90° increments.



Rotate Right: Rotates one or more selected objects to the right by 90° increments.



Rotate Angle: When clicked, this will open the Rotation dialog. In the dialog, enter the exact number of degrees of rotation you want to apply to the selection, then click OK.

Removing Overlapping Stitches

When you merge two or more designs together, or create multiple designs with overlapping areas, you can easily remove those stitches that are overlapped. Do this by selecting the top segment, right-clicking, and selecting “Remove Overlapped Stitches.”

Note that “Removed Overlapped Stitches” will not be applicable to designs without outlines (that is, regular machine files) unless they have been converted to outlines. However, you can convert such files to outlines using the Merge tool or the Browser tool.

See “Merging Stitch Files” and “Opening Files from the Browser”

This function also allows you to retain some of the overlap when performing Remove Overlapping stitches, by setting an overlap distance. Leaving some overlap helps eliminate the gaps that can sometimes occur when all the overlap is removed.

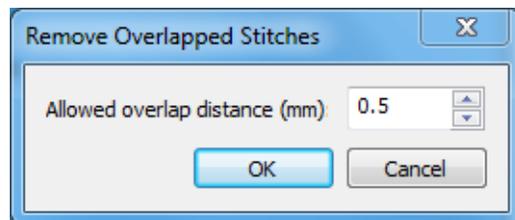


Remove overlap performance may vary due to the way the design has been digitized.

To remove overlap:

- 1 Select the top segment that overlaps other segments or designs.
- 2 Right-click, and choose Remove Overlapped Stitches from the shortcut menu.

You see the Allowed overlap distance dialog.



- 3 To retain some overlap between the stitch segments, type the distance in the box, and click OK.



The default is set at 0.5 mm. This will prevent any gaps from occurring when stitching the design.

The overlapped portions of selected segments will be removed accordingly.

Using the Line and Shape Tools

With the Line and Shape tools, you can draw and edit artwork to create new shapes in your designs.

Drawing Lines

You can use the Line tool to create artwork (that is, outlines without stitches) in designs. You can draw either straight or curved points. Use the Close Shape tool to convert an open shape to a closed shape. These artwork designs can then be converted into printable image files, using the ScanNCut tool (see above).



If you make mistakes as you draw, you can undo your last action by pressing Backspace on your keyboard; this will remove the points one at a time, in reverse order.

To create lines with the Line Tool:

- 1 On the Tools tab, select the Line  tool.
- 2 Click in the design workspace to place points:
 - ♦ To place a straight point, click in the design workspace.
 - ♦ To place a curved point, press and hold Ctrl on your keyboard while clicking.
 - ♦ To begin creating a straight line again, release Ctrl on your keyboard.

You see the curve previewed in the workspace as you place the anchor points.

- 3 To close the segment, do one of the following:
 - ♦ On the Tools tab, click the Close Shape  tool.
 - ♦ Press **H** on your keyboard.
- 4 Right-click to complete the segment.

Click on Apply Stitches to add a stitch type to the segment.

Drawing with the Curve tool

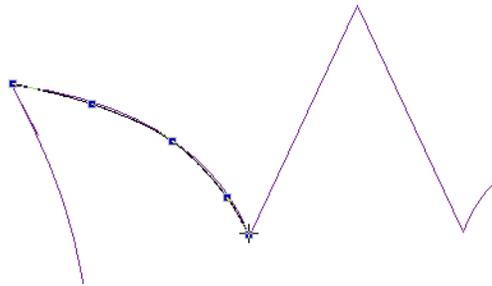
The Curve tool creates a series of points along a curve. This is particularly useful when tracing images that are composed of curved lines - you simply have to click along the line, and the correct degree of curvature will be created automatically.



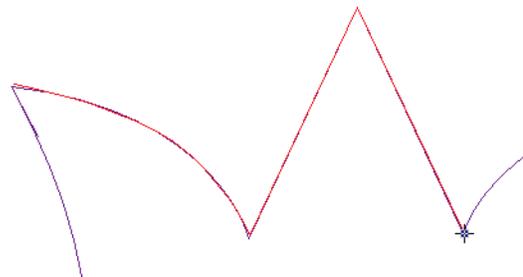
Note that the Curve tool is only available to customers who have purchased or upgraded to Pacesetter BES4 Dream Edition Power Pack.

To create artwork with the Curve tool:

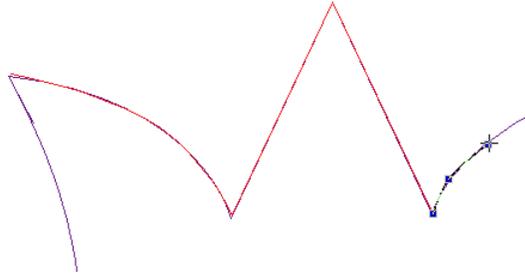
- 1 On the Tools tab, select the Curve  tool.
 - ◆ To place curved points, click the mouse along the desired path.



- ◆ To place straight points, press and hold CTRL on your keyboard while clicking.



- ◆ To begin creating a curved line again, release CTRL on your keyboard, and continue clicking along the path.



- 2 To close the segment, do one of the following:
 - ♦ On the Home tab of the Ribbon, click the Close Shape  tool.
 - ♦ Press **H** on your keyboard.
- 3 Right-click to complete the segment.
Click on Apply Stitches to add a stitch type to the segment.

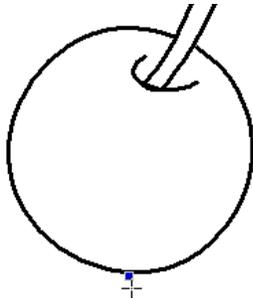
Drawing with the Arc Tool

The Arc  tool automatically creates a perfect arc, based on the three anchor points that you enter in the workspace.

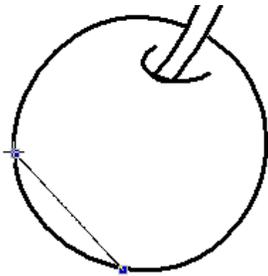
 Note that the Arc tool is only available to customers who have purchased or upgraded to Pacesetter BES4 Dream Edition Power Pack.

To create artwork with Arc tool:

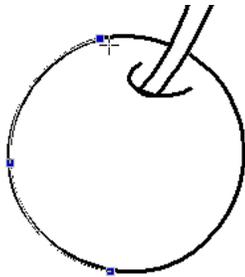
- 1 On the Tools tab, select the Arc  tool.
- 2 Click in the design workspace to place the point of the Arc.



- 3 Click again to establish the center point of the arc.



- 4 Click once more to set the end point of the arc.



- 5 Repeat steps 3-5, if necessary, to finish the artwork segment.
- 6 To close the segment (if required), do one of the following:
 - ♦ On the Home tab, click the Close Shape  tool.
 - ♦ Press **H** on your keyboard.
- 7 Right-click to complete the segment.
Click on Apply Stitches to add a stitch type to the segment.

Editing Artwork with the Edit Shape Tool

Use the Edit Shape  tool to add or delete anchor points (nodes) on a vector artwork segment (such as those created with the line tool) or embroidery segment that contains outline (e.g., a run, satin, or

appliqué). When you select the segment, and then select the Edit Shape tool, the anchor points appear as blue squares along the outline of the shape.

Adding anchor points gives you finer control over the shape of the outline segment; when you delete anchor points you simplify the outline.

You can also use this tool to move the anchor points, allowing you to modify the shape of an existing line or shape.

To add an anchor point:

- 1 Select a segment.
- 2 On the Tools tab, click the Edit Shape  tool.
- 3 Right-click the location where you want to add an anchor point.
You see a context menu.
- 4 Choose Add Point from the shortcut menu.
The new point appears on the selected line.

To delete an anchor point:

- 1 Select a segment with the Select  tool.
- 2 On the Tools tab, click the Edit Shape  tool.
- 3 Right-click the anchor point you want to delete.
You see a context menu.
- 4 Choose Delete Point from the shortcut menu.
The anchor point is removed from the selected line.

To change the shape of an existing artwork outline:

- 1 Select a segment with the Select  tool.
- 2 On the Tools tab, click the Edit Shape  tool.
- 3 The anchor points appear on the segment, as small blue squares.
- 4 To re-shape the outline, do the following:
 - ♦ Click and drag on an anchor point to move it to the desired position.
 - ♦ Release the mouse button.
- 5 Repeat step 4 for any other anchors, as required.

- 6 Click in an empty area of the workspace (or click on the Select tool) to de-select the Edit Shape tool.

The outline will take on the new shape.

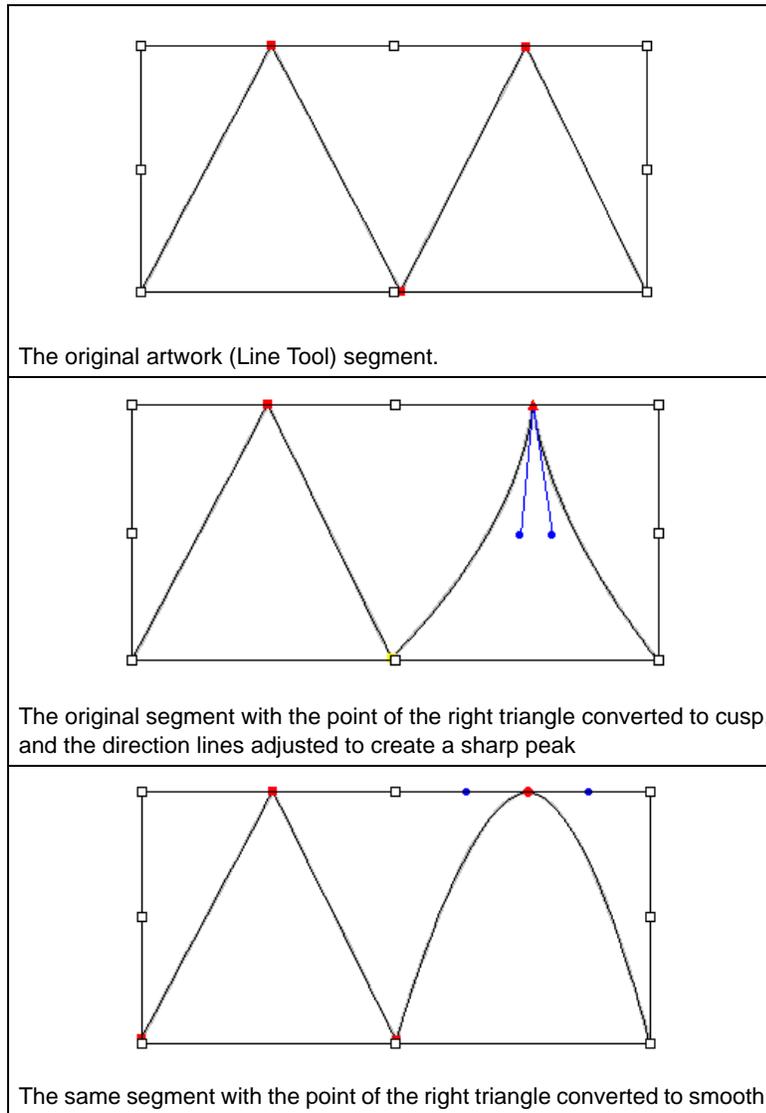
Changing the Properties of an Anchor Point

Using the Edit Shape tool, you can change the properties of an anchor point. By default, when an anchor is placed, it will create straight point - which is to say, the angle of the lines on either side go straight to the adjacent anchor points. The point may be moved, but there are no direction lines that can be move to change the shape of the path.

However, when the Edit Shape tool is active, you can right-click on the anchor point and change the given straight point to a smooth or cusp point, which have direction lines that you can click and drag to change the corner shape.

To change anchor point properties:

- 1 Select a segment with the Select  tool.
- 2 On the Tools tab, click the Edit Shape  tool.
The anchor points appear on the segment.
- 3 Right-click an anchor point.
You see a context menu.
- 4 From the context menu, select one of the following:
 - ♦ **Cusp:** Allows editing (direction and length) of the direction lines on either side of the anchor point; permits you to make a sharp (or shallow) bend to a curve.
 - ♦ **Smooth:** Constrains the angle of the direction lines to 180° and allows you to vary the length of the direction line side of the anchor point. Creates a smooth transition on either side of the point.



Creating Holes in an Artwork Segment

You can use the Edit Shape tool to insert holes (unfilled areas) in filled artwork segments. For example, you can use this tool to create holes in artwork created using the ScanNCut tool.

To create holes in an artwork segment:

- 1 Select an artwork shape.
- 2 From the Tools tab, select the Edit Shape  tool.
- 3 Hover over any anchor point and right-click.
You see a context menu.
- 4 From the menu, select Add Hole.
The cursor changes to a small cross symbol.
- 5 Left-click inside the segment to place the anchor points in the shape of the hole you want to create.
- 6 On the Tools tab, select the Close Shape  tool.
- 7 Right-click twice in the design workspace to complete the segment.
You see the Fill segment with the hole (or holes) created.



If you want to remove a hole, select one of its anchor points, right-click, and select Remove Holes from the context menu. The selected hole will be filled in again.

Using Embroidery Tools

The embroidery tools are used to convert outlines (artwork) to embroidery. You can convert artwork segments to Run, Appliqué, or Decorative Fill.

Converting to Run

Use the Convert to Run tool to create run stitches from artwork paths. Once generated, you can adjust the Run properties - style, stitch length, and bean repeats - in the Properties panel.



Note that the Convert to Run tool is only available to customers who have purchased or upgraded to Pacesetter BES4 Dream Edition Power Pack.

To convert artwork to run stitches

- 1 Select the outline segment (or segments) that you want to convert.
- 2 On the Tools tab, click the Convert to Run  tool.
The segment(s) will be converted to run stitches.
- 3 In the properties panel, adjust the properties of Run segment - the run style, stitch length and bean repeats (if applicable).
For more information, see “Embroidery Segment Properties—Run Properties.”

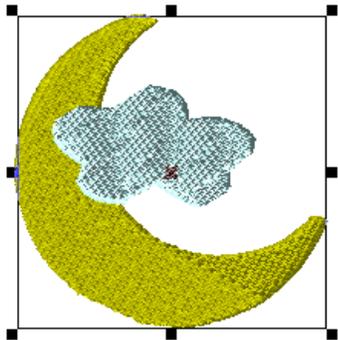
Converting to Appliqué

The Convert to Appliqué  tool converts a selected outline segment into an appliqué, complete with positioning, tack down, and border stitches. This tool may be applied to any segment containing outlines (e.g. *.BRF file). It will also convert artwork segments, such as imported *.FCM files or artwork that has been created with the Line tool; see “Using the Line and Shape Tools.”

When a segment has been converted, it will be assigned the default appliqué properties; these properties may be adjusted (e.g. Appliqué border, stitch length, offsets) in the Properties Panel.

To convert artwork to appliqué:

- 1 Select the outline segment (or segments) that you want to convert.



The original segment, consisting of two complex fill segments, prior to conversion.

- 2 On the Tools tab, click the Convert to Appliqué  tool.
The segment(s) will be converted to appliqué.



The design after conversion to appliqué, thread color change, and adding fabric backgrounds.

- 3 Adjust the appliqué properties in the properties panel.
See “Embroidery Segment Properties—Appliqué Properties.”
- 4 Save the file.

Converting to Decorative Fill

Use the Convert to Decorative Fill  tool to create embroidery fill from outline segments (e.g. artwork created with the line, curve or arc tools). It can also be used to convert imported TTF artwork, *.SVG and *.FCM files. The Decorative Fill tool creates a segment that consists of an area of stipple (or pattern) fill surrounded by either a run or steel border (there is also an option for no border).

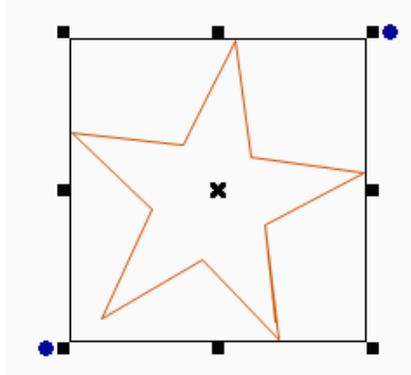
You can modify the properties of the fill and border in the Properties Panel - see “Properties of Embroidery Segments—Decorative Fill Properties.”



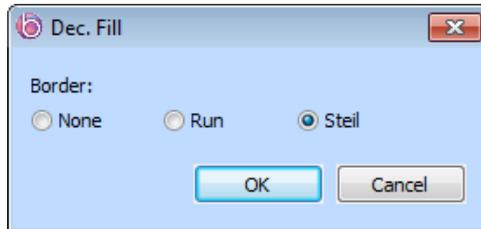
Note that Convert to Decorative fill tool is only available to customers who have purchased or upgraded to Pacesetter BES4 Dream Edition Power Pack.

To convert segments to Decorative Fill:

- 1 Select the outline segment (or segments) that you want to convert.



- 2 On the Tools tab, click the Convert to Decorative Fill  tool.
You see the Dec. Fill dialog.



- 3 Select the desired border type (None, Run, or Steil) and click OK.
The segment(s) will be converted to decorative fill, with the selected border style – in the example below, a steil border has been added.



- 4 Adjust properties in the properties panel.
See “Embroidery Segment Properties—Decorative Fill Properties.”
- 5 Save the file.

Using the Nap Control Tool

When sewing designs onto loop-pile fabric (such as terry cloth), it is sometimes the case that the designs outlines will be covered up by the loops. To prevent this, you can apply the Nap Control  tool, which inserts a layer of decorative fill stitches, which are sewn underneath the design. These stitches serve to hold down the loops in the underlying fabric.

The Nap Control area follow the shape of the selected design, but will extend a small distance beyond its outline – this distance is called the Offset. You can select the degree of offset when applying the Nap Control tool.

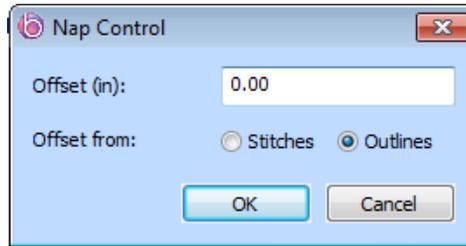


Note that Nap Control tool is only available to customers who have purchased or upgraded to Pacesetter BES4 Dream Edition Power Pack.

To apply Nap Control:

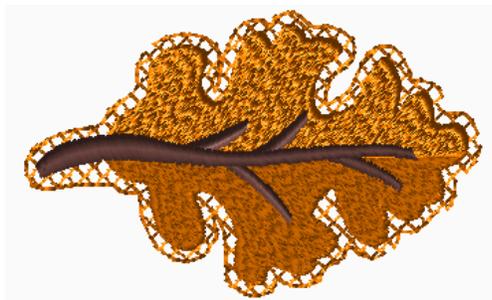
- 1 Select an embroidery segment or design.

- 2 On the Tools tab, click the Nap Control  tool.
You see the Nap Control dialog.



- 3 To change the distance that the Nap Control stitches extend past the edge of the selection, enter an offset value into the offset field.
- 4 In the Offset from area, click the appropriate radio button select how the offset distance will be applied; you can choose to have the offset start from the segment's outline, or from the position of its outermost stitches.
- 5 Click OK.
The offset dialog closes, and the Nap Control stipple stitches will now appear in the design.

 The Nap Control stitches can be adjusted in the properties panel; you can change the pattern size and/or stitch length.



Embroidery Segment Properties

Segment that have been converted to Run, Appliqué and Decorative Fill segments will be given a set of default properties when first generated. These default properties will be suitable in many situations, but may need to be adjusted in the Properties panel.

Run Properties

To adjust the properties of Run stitches, first select the segment using the select tool. The properties of run segments that can adjusted are the following.

- **Type:** Determines the type of run stitch – choose one of the following.
 - **Single run:** A simple forward-moving stitch.
 - **Double run:** A stitch that goes from the beginning of the segment to the end and back again.
 - **Bean:** Also known as three-ply stitch, this is stitch which is sewn back and forth (forward, back, and forward again) in the same place before moving on to the next stitch.
- **Stitch length:** Length of the stitches in the run segment.
- **Bean repeats:** Applies only when Bean has been selected in the Type field. This setting determines how many times the bean stitches are repeat each time. Select either 3 or 5 repeats.

Appliqué Properties

After you select the Appliqué stitch type, you can adjust any of the default settings. There are four different types of Appliqué border available:

- Satin
- Run
- Motif
- Run

The adjustable settings that you will see in the properties box will depend on which border type you select (settings that are not applicable will be grayed out). The following procedures set out how to adjust settings for each type of s

To adjust satin border settings:

- 1 Select the Appliqué segment.
- 2 In the Properties panel, click the down-arrow to the right of the Appliqué type field.
You see the list of Appliqué border options.
- 3 From the drop-down list, select Satin.
The Appliqué border of the selected segment will change to a satin segment.
- 4 Adjust one or more of the following settings:
 - ◆ In the Stitch length field, enter the stitch length of the positioning and tack down run stitches.
 - ◆ In the Width field, enter the desired width of the satin border.
 - ◆ In the Density field, enter the density of the satin border.
 - ◆ In the Inset% field, set the percentage that the satin stitch border will be inset relative to the original outline. This setting determines by how much the satin stitches overlap the Appliqué fabric.



For Appliqué with a satin border, the default setting is 50%; effectively, this means that the satin stitches will be half on the Appliqué fabric, and half on the underlying fabric.

- ◆ In the Placement Offset field, enter the displacement of the placement stitches from the segment outline. The default offset is 0 mm, which means that the placement stitches will run exactly along the segment outline.
 - ◆ In the Tackdown Offset field, enter the displacement of the tackdown stitches from the outline. The default offset is -0.5 mm, which means that the tackdown stitches will be placed 0.5 mm inside the segment outline.
 - ◆ (Optional) In the fabric field, click Select to open the Fabric dialog to display a preview image of a fabric pattern within the Appliqué.
- 5 Click Apply.

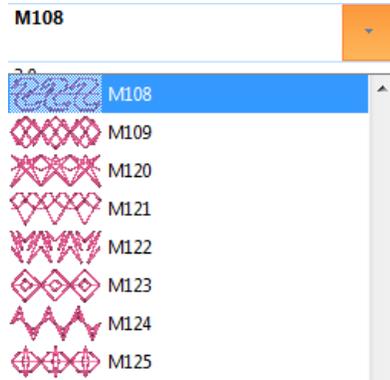
To adjust blanket settings:

- 1 Select the Appliqué segment.
- 2 In the Properties panel, click the down-arrow to the right of the Appliqué type field.
You see the list of Appliqué border options.
- 3 From the drop-down list, select Blanket.
- 4 Adjust one or more of the following settings:
 - ♦ In the Stitch Length field, enter the stitch length of the positioning and tack down run stitches.
 - ♦ In the Width field, enter the width of the Blanket stitching.
 - ♦ In the Blanket density field, enter the spacing of the stitches.
 - ♦ In the Placement Offset field, enter the displacement of the placement stitches from the segment outline (in mm.). The default is 0 mm, which means that the placement stitches will run exactly along the segment outline.
 - ♦ In the Tackdown Offset field, enter the displacement of the tackdown stitches from the outline (in mm.). The default tackdown offset is -0.5 mm, which means that the tackdown stitches will be placed 0.5 mm inside the outline.
 - ♦ (Optional) Click in the Fabric field to show a preview image of a fabric inside the Appliqué.
- 5 Click Apply.
You see the segment altered accordingly.

To adjust Motif border settings:

- 1 Select the Appliqué segment.
- 2 In the Properties panel, click the down-arrow to the right of the Appliqué type field.
You see the list of Appliqué border options.
- 3 From the Appliqué type list, select Motif.
- 4 Adjust one or more of the following settings:
 - ♦ **Stitch Length:** sets the stitch length of the positioning and tack down run stitches.
 - ♦ In the Inset field, set the percentage that the motif stitch border will be inset relative to the outline of the original Appliqué segment. This setting determines by how much the motif stitches overlap the Appliqué fabric.

- ◆ In the Motif field, click the down-arrow to select a pattern from the drop-down list of installed motifs.



- ◆ In the Motif Pattern Size field, adjust the size of the repeated unit in the motif pattern.
- ◆ In the Motif Stitch Length field, enter the stitch length for the motif border stitches.



Note that setting is independent of the stitch length for the positioning and tackdown stitches (set previously).

- ◆ (Optional) Click in the Fabric field to show a preview image of a fabric inside the Appliqué.

5 Click Apply.

The Appliqué segment will be adjusted accordingly.

To adjust Run settings:

- 1 Select the Appliqué segment.
- 2 In the Properties panel, click the down-arrow to the right of the Appliqué type field.
You see the list of Appliqué border options.
- 3 From the Appliqué type list, select Run.
- 4 Adjust one or more of the following settings:
 - ◆ **Stitch length:** Sets the stitch length of the positioning, tack down, and border run stitches.

- ♦ From the Run type field, select one of the follow run styles for the border stitches (does not apply to the placement or tackdown run stitches):
 - ♦ Run
 - ♦ Double run
 - ♦ Bean
 - ♦ In the Placement Offset field, enter the displacement of the placement stitches from the segment outline (in mm.). The default is 0 mm, which means that the placement stitches will run exactly along the segment outline.
 - ♦ In the Tackdown Offset field, enter the displacement of the tackdown stitches from the outline (in mm.). The default tackdown offset is -0.5 mm, which means that the tackdown stitches will be placed 0.5 mm inside the outline.
 - ♦ (Optional) Click in the Fabric field to show a preview image of a fabric inside the Appliqué.
- 5 Click Apply.
The Appliqué segment will be adjusted accordingly.

Adding a fabric background to an Appliqué segment

You can now specify a fabric background to display within the border. You can select either from a list of fabric images provided, or import your own image file to use as a background.

To display a fabric background in an Appliqué segment:

- 1 Select the Appliqué segment.
- 2 Open the properties field and select the Appliqué tab.
- 3 Click the down arrow next to the Appliqué Fabric list to see the available fabrics, and choose one from the list.
- 4 Click Apply.

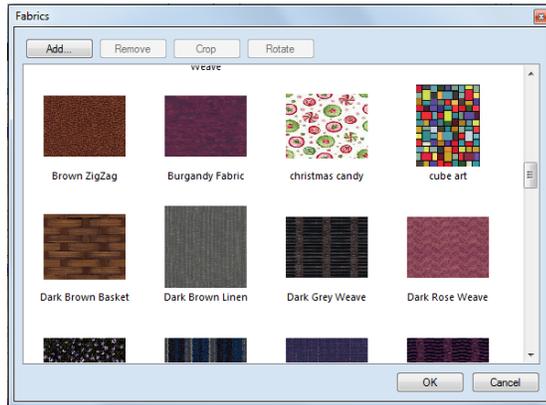
The selected fabric image appears within the Appliqué border.



The fabric image you apply in the Properties field will also be visible in the print-out of the design.

To import an image for an Appliqué background:

- 1 Select the Appliqué segment.
- 2 In the properties panel, in the Fabric field, click the Select button.
- 3 You see the Fabrics Dialog.



- 4 On the dialog, select Add...
The Import Fabric dialog will open.
- 5 Browse to the location of the image you wish to use as a fabric background image.
- 6 Select this image and click Open.
The image appears within the Appliqué border, and it is added to the fabrics in the dialog for later use.



You can also scan your own fabrics as images for use in your design projects. For best results, use a resolution of 300 dpi. A 1 in. x 1 in. piece of fabric should be sufficient for your sample.

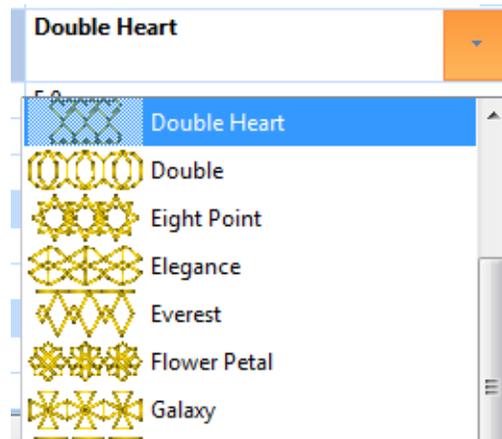
Decorative Fill Properties

Decorative fill segments consist of an area of Pattern fill, enclosed within a steel border. The follow procedure details the properties that can be adjusted for this type of segment.

To adjust Decorative Fill properties:

- 1 Select the Decorative fill segment.

- 2 In the Fill area of the Properties panel, adjust the following properties:
 - ♦ **Pattern:** Click the drop-down list to select the pattern of fill stitches; the software includes a wide variety of patterns to choose from.

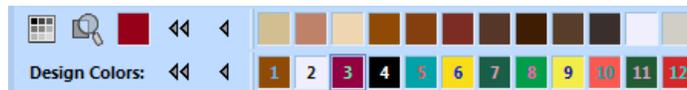


- ♦ **Pattern Size:** Sets the size (in mm) of the individual repeated units within a the pattern fill.
 - ♦ **Stitch length:** Sets the length (in mm) for the pattern fill stitches.
 - ♦ **Angle:** Click the drop-down list to choose the angle of the pattern fill rows (zero degrees = horizontal).
- 3 In the Steil area of the Properties panel, adjust the following settings:
 - ♦ **Width:** Sets the width of the steil border.
 - ♦ **Density:** Sets the density of the steil border.
 - 4 Click **Apply** to apply the changes.
The Decorative Fill segment will change accordingly.

Working with the Color Palette

In Pacesetter BES4 Dream Edition, you can change the color of any segment of your design, whether it be a lettering or a merged stitch file. If you can select it, you can change its color.

The Color Palette, which is located along the top edge of the design space, shows you the thread colors that are available in the thread chart that is currently selected.



Below the Color Palette you see the Design Palette, which displays the list of colors currently being used in the design. In the Design Palette, the individual colors have a number superimposed on them, which identifies the corresponding needle.

Selecting a Thread Chart

Pacesetter BES4 Dream Edition comes with a large number of the most popular manufacturers' thread charts already loaded. You are able to choose from amongst these charts by clicking on the Thread Chart button , which is on the left end of the Color Palette. Clicking this button will display the whole list of thread charts as a drop-down list. Click on the one that you want, and those thread colors will be loaded into the Color Palette.

Searching for a Specific Color

The Find button , located near the left end of the thread palette, allows you to search for a particular thread in the palette, if you know the name or thread number.

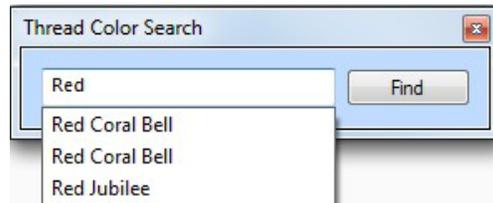
To search for a thread color:

- 1 Click the Find  button.
You see the Thread Color Search dialog.

- 2 Type in all or part of the name or number of the thread.



If you only know part of the thread name, and there is more than one possible match for that partial name, the search dialog will present you with a number of choices (as in the example below).



- 3 When you have found the color you want, click on it to select it.
- 4 Click the Find button.

The color you were looking for will now be the selected color in the palette.

Changing a Thread Color

Pacesetter BES4 Dream Edition allows you to adjust the colors of the lettering you create, or indeed any segment of the design, by using the Color Palette; you do this by choosing thread objects in the Color Palette.



When changing the color of a lettering segment, you can select it with either the Text tool or the Select tool; however, other types of segments (such as those imported with the Merge tool) must be selected with the Select tool.

To change thread colors:

- 1 Do one of the following.
 - ♦ Select a segment in the workspace with the Select tool or one of the text tools.
 - ♦ In the Sequence view, click on one of the segments.
- 2 In the Color Palette or Design Palette, click the color field with the thread color you want to use.



If you hover over a color square on the palette, the thread type and number will show beside the mouse pointer.

Using the Thread Palette Creator

The Thread Palette Creator allows you to create your own custom thread palettes for use in your designs. Use this tool to build your own palette by importing thread colors from any of the thread palettes already loaded in Pacesetter BES4 Dream Edition, or add your own colors from the RGB color wheel.

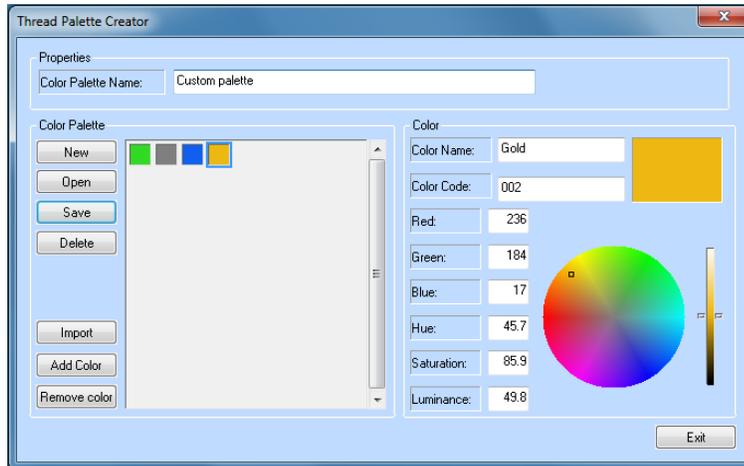


You cannot modify any of the color palettes that come installed with the software.

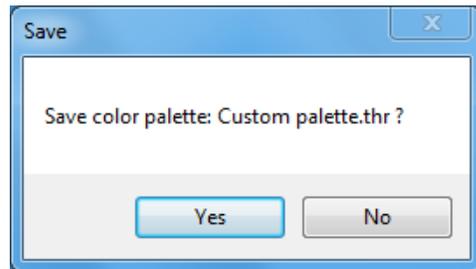
Creating and Saving a Custom Palette

To create a new color palette:

- 1 From the Tools tab, select the Thread Palette Creator .
The Thread Palette Creator dialog opens.



- 2 In the properties area, type a name for the new palette.
- 3 Add colors to the new palette by using the Import or Add Color buttons; see “Adding New Colors to a Custom Palette”.
- 4 When you have added all the colors you wish to your palette, click the Save button on the Thread Palette Creator dialog.
You see a confirmation dialog.

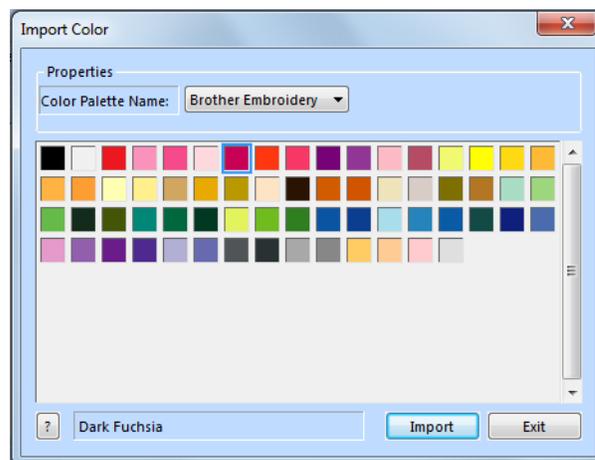


- 5 Click Yes.
Your new custom palette will be added to the list of palettes.
- 6 If you wish to create another custom palette, click the New button, and repeat steps 2-6.
- 7 Click Exit to close the dialog.

Importing Colors into a Custom Palette

To Import Colors into a custom palette:

- 1 Create a new palette, or open an existing palette.
- 2 In the Color Palette Creator dialog, click the Import button.
You see the Import Color dialog.



- 3 Choose a Color Palette name from the list (if applicable).

4 Choose the color you want from the palette.



If you already know the name or numeric code of the color you wish to add, click on the “?” button on the bottom-left of the dialog. This will open the Find Color dialog; type the name or code into this dialog, and it will select that color in the palette for you.

5 Click Import.

The color is added to your custom palette.

6 Repeat steps 3–5 until you have added all the colors you want.

7 In the Import Color dialog, click Exit.

8 In the Color Palette Creator dialog, save the custom palette, and then click Exit to close the dialog.

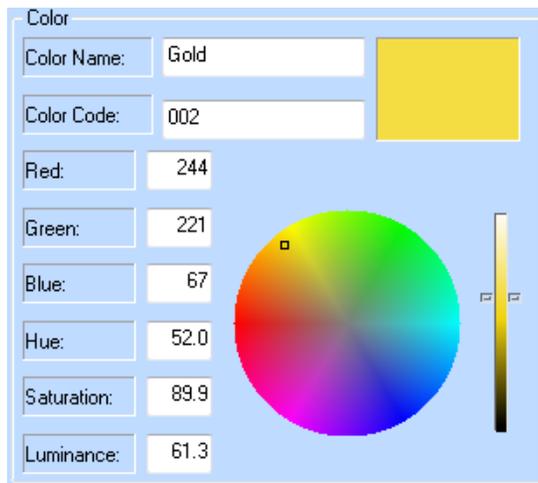
Adding New Colors to a Custom Palette

To add new colors to a custom palette:

1 Create a new palette, or open an existing palette.

2 Click on the Add Color button.

The Color area of the dialog becomes active.



The Color area of the Thread Palette Creator dialog box. The color is chosen by typing in numbers on the boxes on the left, or by adjusting the color wheel and gray-scale slider. The small square on the color wheel indicates the current hue/

saturation, and the gray-scale slider indicates the current luminance. The box in the upper-right shows the resulting color.

- 3 In the Color Name field, type a name for the new color.
- 4 In the Code field, enter a code for the color.
- 5 In the Color area, do one of the following:
 - ♦ If you already know the RGB profile of the thread color you wish to add, type it in the boxes.
 - ♦ To select the hue and saturation of the color manually, click and drag the indicator in the color wheel, and select the luminance (lightness/darkness) of the color by moving the slider (to the right of the color wheel) up and down.

You see a preview of the color you have created in a small window on the upper-right of the dialog box.
- 6 To add another color, repeat steps 2-5.
- 7 When you have finished adding new colors to the custom palette, click Save to save your changes.
- 8 Click Exit to close the Color Palette Creator dialog.

Garment Templates

Garment Templates is a feature that allows you to see how your embroidery design will look in the context of an actual garment, without having to sew it out. In this feature, you choose a graphic representation of a garment from a list, and then select a background for it – you can choose either a solid color for this, or one of a number of fabric patterns.

You can incorporate text segments and/or designs into the Garment Template, and save it as a *.BRF file. When you re-open this file, both the design and garment information (e.g., fabric or color and size) will be retained.

To use Garment Template:

- 1 Create a new design, or open an existing file
- 2 Click the Garment Template  icon from the View tool bar.

You see the Garment Template dialog.



- 3 From the garment drop-down list, choose a garment template.
- 4 To select the background of the garment, do one of the following:

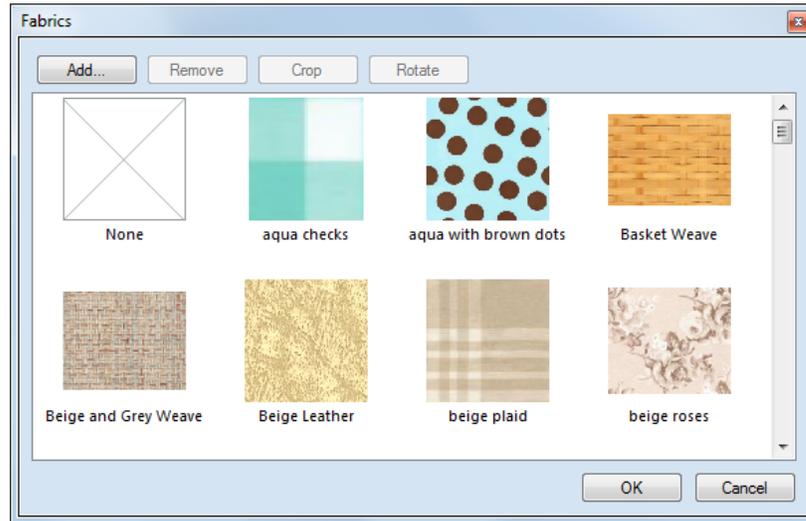
- ♦ To choose a solid color.
 - ♦ Click the color chip next to the Garment field.
You see an array of color swatches.
 - ♦ Click on the “swatch” of the desired color.



If you want to select a different color for the garment template, click on the More Colors button at the bottom of the given array of color swatches. This will open up the Color dialog, where you can choose any RGB color available from the palette.

The Garment color will change to the selected color.

- ♦ To choose a fabric background.
 - ♦ Click the Select... button.
You see the Fabrics dialog, which shows thumbnail images of the fabric patterns available.



- ♦ Choose a fabric from the list.
 - ♦ The pattern of the selected fabric will appear in the workspace.
- 5** (Optional) Change the height and/or width of the garment template.
Do one of the following:
- ♦ Type a value into the Height or Width boxes.
 - ♦ Enter a percentage change in either of the boxes that have the % symbol following them.



The “Keep aspect ratio” box is checked by default; this ensures that the height and width stay proportional to each other as you change the value of one or the other. To change the height without changing the width, or vice versa, uncheck this box.

6 Click Okay.

The garment appears in your workspace.



Once the garment is on screen, you can select it and rotate by clicking and dragging on the blue circles around the handles. You can also resize the garment template manually on screen, by clicking and dragging the black square handles at the corners of the selection frame.

Distorting Segments

Distortion, also called morphing, takes a set of stitches and moves them all around in a pattern. It distorts the design. Distortion works with working files (*.BRF) and stitch files or specified stitch segments.

Pacesetter BES4 Dream Edition allows you to choose from several distortion effects for your designs. These effects allow you to adjust them. The adjustments available are Frequency, Amplitude, Angle, Radius and Scale. As you manipulate the controls for these effects, the result is displayed in a preview inside the Distortion dialog.



The effects of the different types of distortion are discussed separately, each in its own section, following the procedure below.

To distort segments:

- 1 Open an existing design.
- 2 Select one or more segments you want to distort.

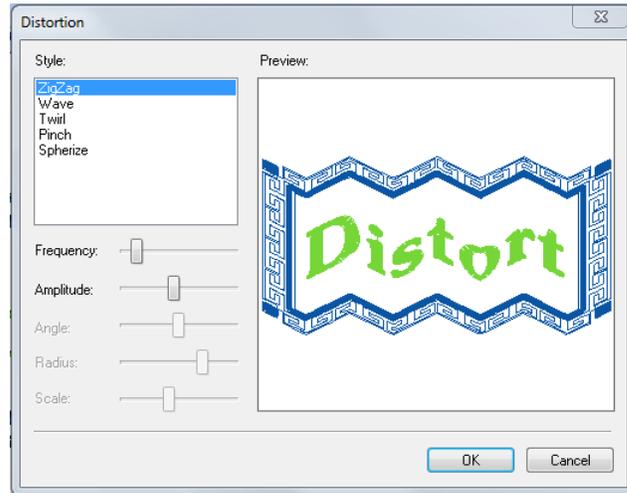


You can distort all types of segments, including the various text segments and merged stitch segments.

- 3 From the Arrange tab of the Ribbon, select the Distort tool.
The Distort dialog appears with the selected segments displayed in the preview window.
- 4 In the Style area, select the distortion style you want.
You see this style applied to your segments in the preview window.
- 5 Adjust any of the distortion controls accordingly.
- 6 Click OK.
You see selected segments altered accordingly.

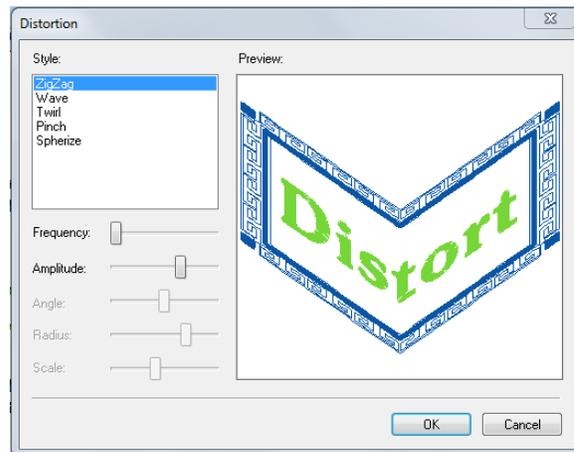
Distortion Controls: Frequency

The Wave and ZigZag distortions add a series of 'ripples' to the selected objects. The number of the ripples is controlled by the Frequency setting. You can experiment with the slider to see different numbers of 'ripples' in the preview panel of the Distortion dialog. The graphic below shows an example of ZigZag distortion.



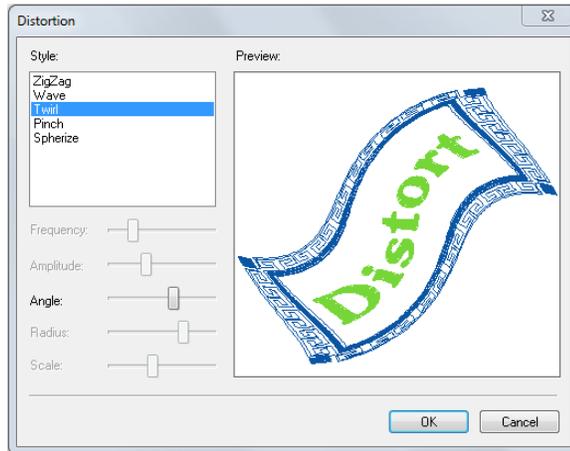
Distortion Controls: Amplitude

Going back to the 'ripples' concept, the amplitude is the height of the ripples. Here is an example ZigZag, but with an increased amplitude (the distortion frequency has been reduced for clarity):



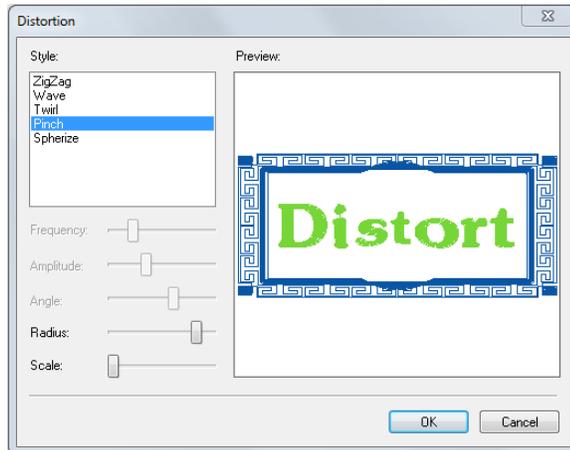
Distortion Controls: Angle

The Twirl effect uses an angle setting to determine how much 'twist' the design will be given.



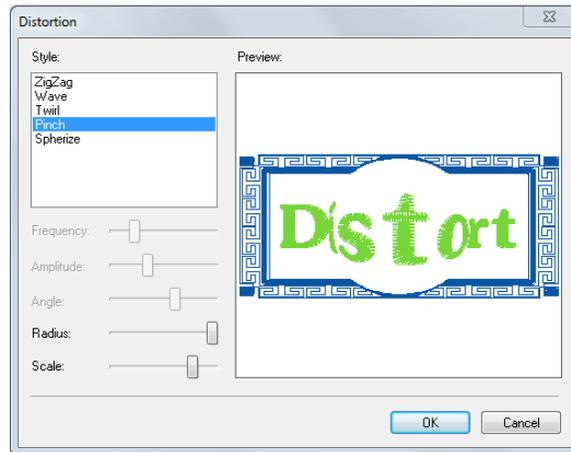
Distortion Controls: Radius

The Pinch effect takes the middle of the design and stretches it so that it looks like a ball. The radius of this ball is controlled by the radius setting. Here is a pinch with a large radius:



Distortion Controls: Scale

The scale is also used by the Pinch effect. It controls how much to expand the 'ball'. The previous picture shows a low scale. The picture below is an example of a high scale:



Adding Basting Stitches

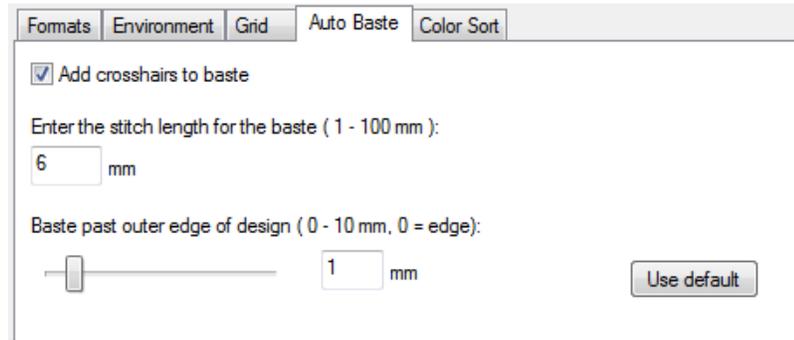
You can create a series of stitches that will baste a rectangular outline around the edge of a design. The stitches start at the top left corner of the design; these initial stitches are just jumps and do not sew. Then, a basting run stitch is sewn around the outer edge in a rectangle (close to the inside edge of the hoop) until complete. The next color is then the starting color of the design.

The basting stitches also help you to see that your hooping is lined up correct and straight, a feature that really helps where text is concerned as every error stands out clearly.

Basting Stitch settings

There is a setting in the Program Preferences window that allows you to adjust auto basting settings. On the Preferences tab, select

Program Preferences , and click the Auto Baste tab.

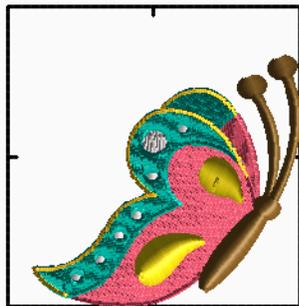


On the Auto Baste tab, you will find the following useful settings:

- An optional 'crosshair' can be added in the baste to allow easier centering of designs on the fabric (this setting will be on by default).
- The stitch length can be adjusted to make a tighter or looser basting stitch.
- The basting stitches segment may be offset from the actual design. You can adjust the "Baste past outer edge of design" slider to set this value, from 0-10 mm.

To add basting stitches to designs:

- 1 Open an existing design.
- 2 On the Home tab, in the Text section, click the Auto Baste  tool.
The basting stitches appear around your design.



Sequencing Segments

Using the Sequence View, you can alter the sequence of segments in your designs. You can move them up, down, to the beginning of the sewing order, or to the end. You can also use this view to move a segment to the nearest layer (up or down) of the same thread color.

Sequencing Segments

The sequence of the segments is the order in which they are embroidered. The sequence is important because you want segments that are near to each other to sew one after the other. This reduces jump stitches and the need to trim them later.

For example, you can have three objects, all of which start on the left and end on the right. Object 3 is in between object 1 and object 2. This might not be optimal for jump stitches, and the machine will take longer to embroider the design in this sequence, compared to if the segments were properly sequenced.

To sequence segments:

- 1 Select one or more segments you want to resequence.
- 2 Do any of the following:
 - ♦ In the design workspace or Sequence View area, click and drag the segment(s) to the location you want.
 - ♦ In the design workspace, right-click the segment(s) and choose Move—First, Move—Last, Move—Up, Move—Down, Move—Prev Match or Move—Next Match.
 - ♦ In the Sequence View area, right-click the segment(s) in the list and choose Move—First, Move—Last, Move—Up, Move—Down, Move—Prev Match or Move—Next Match.

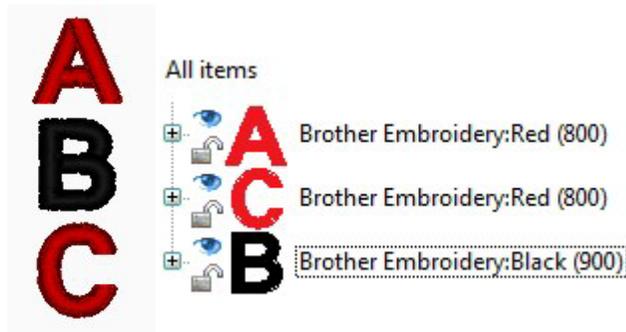


The Move—Prev Match and Move—Next Match commands automatically move segment(s) to the previous or next segment group that has the same thread color.

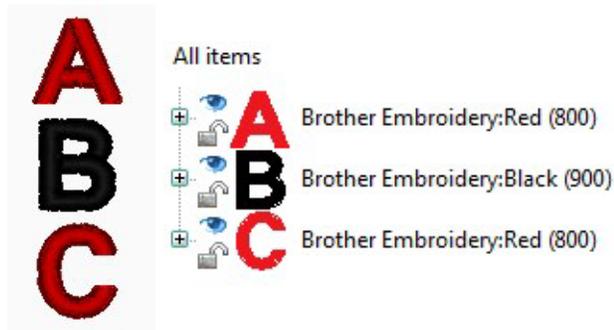
For more details, see “Moving a Segment to the nearest Matching Color Group.”

Moving a Segment Forward or Backward

Use the Move Up commands to move the selected segment closer to the beginning of the design. Conversely, the Move Down command is used to move the selected segment closer to the end of the design.



A simple design of three segments (the letters on the left), plus the sequence view of the design. The image above shows the original design, and the one below shows it after a Move Up command. In this case, the Move Up command was used to change the sewing order so that, instead of jumping to the bottom letter and then going back to the middle (A - C - B) the letters sew in order from top to bottom (A - B - C).



To move a segment forward:

- 1 Select the segment or segments.
- 2 Do one of the following:
 - ♦ In the design workspace, right-click the segment(s) and choose Move—Up.

- ◆ In the Sequence View area, right-click the segment(s) in the list and choose Move—Up.

*The segment is moved one position forward in the sewing order.
This change is reflected in its position in sequence view.*

To move a segment backward:

- 1 Select the segment(s).
- 2 Do one of the following:
 - ◆ In the design workspace, right-click the segment(s) and choose Move—Down.
 - ◆ In the Sequence View area, right-click the segment(s) in the list and choose Move—Down.

*The segment is moved one position backward in the sewing order.
This change is reflected in its position in sequence view.*

Inserting Segments Earlier in the Segment Sequence

You can add segments earlier in your design's segment sequence and change the order segments are sewn.

To insert segments before the insertion point:

- 1 Select and cut, or copy, the segment.
- 2 In the design workspace or Sequence View area, click where you want to insert the segment.
- 3 Do one of the following:
 - ◆ Choose Insert  from the Home tab on the ribbon.
 - ◆ Right-click and choose Insert from the context menu.

The selection is inserted before the insertion point.

Moving a Segment to the Start or End of the Design

Use the Move—First command to make the selected segment the first one to be stitched. When a design is sewn, the first segment sewn is usually "on the bottom" or in the "back" of the design. Use the Move—Last command to make the selected segment the last one to be stitched. When a design is sewn, the last segment sewn is usually "on top" or in the "front" of the design.

To move a segment to the start of a design:

- 1 Select the segment(s) you want to move to the start of your design.
- 2 Do one of the following:
 - ♦ In the design workspace, right-click the segment(s) and choose Move—First.
 - ♦ In the Sequence View area, right-click the segment(s) in the list and choose Move—First.



In the left image, the green letter A is originally the third segment in the sewing order; after selecting Move—First, it will be behind all the other segments, as shown on the right.

To move a segment to the end of a design:

- 1 Select the segment(s) you want to move to the end of your design.
- 2 Do one of the following:
 - ♦ In the design workspace, right-click the segment(s) and choose Move—Last.
 - ♦ In the Sequence View area, right-click the segment(s) in the list and choose Move—Last.



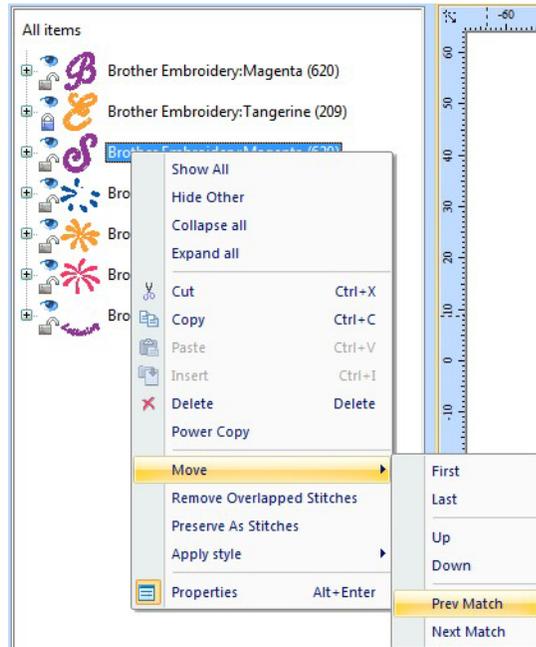
In the left image, the red letter D is originally the design's the second segment; after Selecting Move—Last, it will be on top of all other segments, as shown on the right.

Moving a Segment to the nearest Matching Color Group

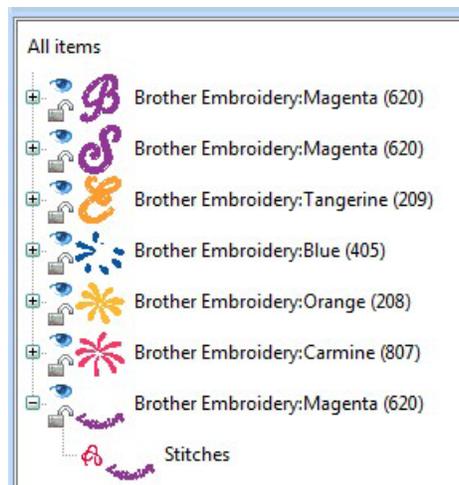
Pacesetter BES4 Dream Edition allows you to automatically move a segment to the previous or next segment group or layer that has the same thread color.

To move a segment to the previous thread color layer:

- 1 Select the segment(s) you want to move.
- 2 Do one of the following:
 - ♦ In the design workspace, right-click the segment(s) and choose Move—Prev Match.
 - ♦ In the Sequence View area, right-click the segment(s) in the list and choose Move—Prev Match.

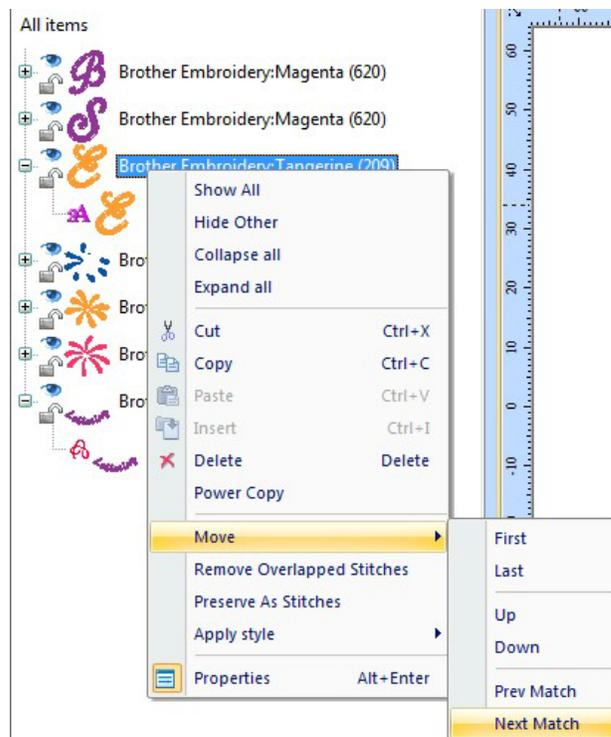


The selected segment appears in the sequence below the previous group with the same thread color.



To move a segment to the next thread color layer:

- 1 Select the segment(s) you want to move.
- 2 Do one of the following:
 - ♦ In the design workspace, right-click the segment(s) and choose Move—Next Match.
 - ♦ In the Sequence View area, right-click the segment(s) in the list and choose Move—Next Match.



The selected segment appears in the sequence below the previous group with the same thread color.

All items

-  Brother Embroidery:Magenta (620)
-  Brother Embroidery:Magenta (620)
-  Brother Embroidery:Blue (405)
-  Brother Embroidery:Tangerine (209)
-  Brother Embroidery:Tangerine (209)
-  Brother Embroidery:Carmin (807)
-  Brother Embroidery:Magenta (620)

Color Sort

The Color Sort  tool enables you to rebuild a design that has the same color used more than once into a design with a minimum of color stops.



There are times that a color is used more than once in a design by necessity. This occurs when colors need to overlay.

The Color Sort tool analyzes a design to see if any colors are repeated. It then looks to see if any of those repeated colors can be combined into a single layer. If not, the color layers are left intact.

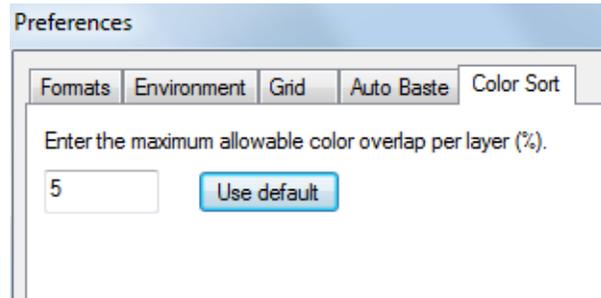


Certain file types have color limitations that make color sort inadvisable. In these cases, the designer ran out of colors and had to re-use a color to complete the design. Also, some designs use color stops to indicate an appliqué or a trim. Not all file types have these functions built-in. In these cases, Color Sort should be used with care.

Color sort layer overlap setting

There is a setting that allows you to adjust the sensitivity to the layering. This is found on the View tab – select the Program

Preferences  button, then the Color Sort tab.



This adjustment allows some portion of the stitches to be overlapped in order to allow a color change to be removed. The overlap setting is expressed as a percentage; 0% means that no stitches will be overlaid in the process of performing the color sort, while 100% means the file will be compressed regardless of layering. The default is 5%, which seems to work very well for most designs.

To use the Color Sort tool:

- 1 Open an existing design.
- 2 Select one or more segments to which you want to apply the color sort feature.
- 3 On the Home tab, click the Color Sort  tool.
A dialog appears, indicating the number of colors reduced in your design.
- 4 Click OK.

Adding Design Notes

You can now add written notations right into the Pacesetter BES4 Dream Edition workspace, using the Add Notes  tool. These notations will be saved when you save the file in outline format (*.BRF), and can be used to save (and pass on) information about the design.

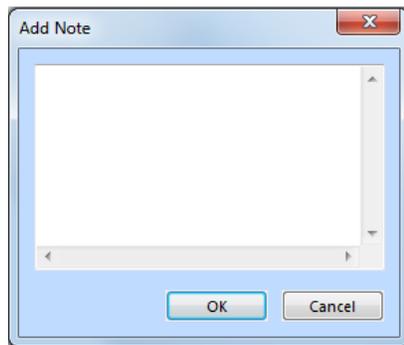


If you save the file in a stitch format (such as *.PES), the note will not be saved along with the file.

Note that these notes are not actually part of the design - neither artwork nor stitches – so they will not effect the sewing or print preview.

To add Design notes:

- 1 Open a working file format (*.BRF) design, or create a new design.
- 2 On the Home tab, click the Add Notes  tool.
- 3 Click in the Design Workspace where you want to place the note.
A new dialog pops up in front of the Workspace.



- 4 Type the note into the dialog. Click OK.
The note appears in the workspace in the place you originally clicked.
- 5 If you need to change the content of the note, do the following:
 - ◆ Open the Properties Panel.
 - ◆ When the properties panel opens, you will see a tab displaying the Note text. On this tab, you will be able to edit the contents of the note. You can also rotate it, if necessary, to fit into the design better.
 - ◆ To move the note, choose the Select tool and then select the note. The note can be easily moved to a new location.

Viewing Hidden Segments in Ghost Mode

The Ghost  tool allows you to see segments of the design that are hidden. When you turn on Ghost Mode, you will see the hidden segments of the design as an off-white color. This allows you to see where the rest of the design is, but not have confusion as to which parts of the design are selected for editing.



To apply Ghost Mode:

- 1 Open an existing design file.
- 2 Open the Sequence view.
- 3 In the Sequence View, select the segment you want to edit - that is, the segment that you do not want to have “ghosted.”
- 4 Right-click on the segment and choose Hide others from the menu.
- 5 On the View tab, click the Ghost  icon.

The segments of the design that were not selected are now hidden. You can work on the selected area.

Printing Designs

You can make print-outs of your designs in Pacesetter BES4 Dream Edition. These print-outs not only give you a preview of what the design will look like, but they have a lot of other information, including the number of stitches in the design and its overall size. Also, by selecting the “Print Color Analysis” option in the Print settings dialog, you can print the color, name, and length of each thread used.

Previewing a Design before Printing

You can preview a worksheet on the screen before sending it to the printer.

To preview a design:

- 1 Click the Pacesetter  button and select the Print  tool and then Print Preview  from the list.
- 2 To zoom in and out of the previewed worksheet, do the following:
 - ♦ To zoom in on the worksheet, click Zoom In and scroll to view specific parts of the design.
 - ♦ To zoom out on the worksheet, click Zoom Out and scroll to view specific parts of the design.
- 3 To close print preview and return to the design window, click Close.

Printing Design Worksheets

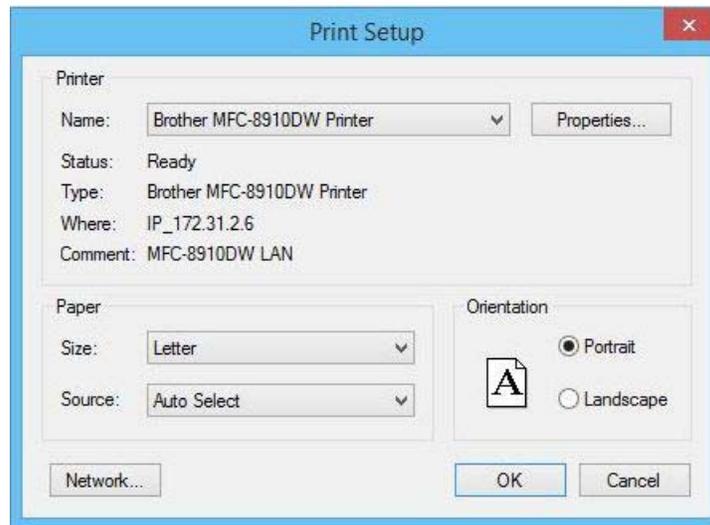
You can print a design, without previewing it. Click the Pacesetter  button, select Print  and then click on Print Setup . This button opens your computer’s Print dialog, where you can choose printer options such as how many copies you want to print.

You can also print worksheets of your design immediately, without previewing the design or changing printer options. To do this, choose the Direct Print  tool.

To print a worksheet for your design:

- 1 Do one of the following:
 - ♦ On the Pacesetter menu, select Print—Print Setup.
 - ♦ Press Ctrl+P on the keyboard.

You see the Print Setup dialog.



- 2 Make any required changes to the print settings.
- 3 Click OK to send the file to the printer.

Changing the Print Settings

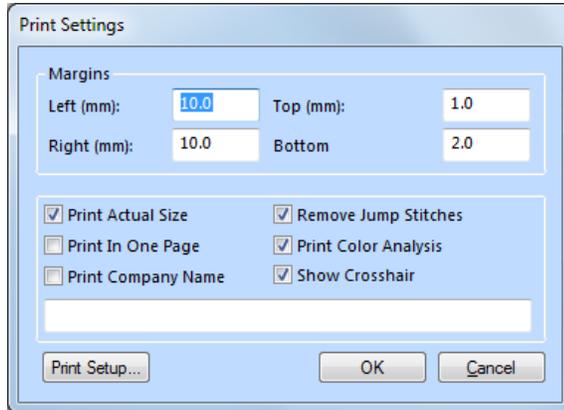
You can customize print settings for your embroidery designs. Pacesetter BES4 Dream Edition allows you to adjust the image and worksheet information displayed in design printouts.

To change a design's print settings:

- 1 Click the Pacesetter  button, select the Print  tool and then select Print Preview  from the menu.

You see the print preview window, displaying your design.

- 2 On the preview's toolbar, click Settings.
You see the Print Settings dialog.



- 3 In the Margins area, enter the margin sizes you want for your design worksheet.
- 4 Select Print Actual Size to have your design print in its actual size.
- 5 Select Print In One Page to print a single worksheet page.



If Print Color Analysis is selected along with Print In One Page, your print out will display a basic thread sequence view. This includes a simplified view of the colors used, the color sequence and the thread consumption.

- 6 Select Print Company Name to have the name of your company name printed on your design worksheet.
Enter your company name in the box below.
- 7 To prevent jump stitches from showing on your print preview, check the Remove Jump Stitches box.
- 8 Select Print Color Analysis to print an expanded thread sequence view that includes a view of the colors used, the color sequence, and the thread consumption for each color.
- 9 Select Show Crosshair to print a set of crosshairs superimposed on the design print-out.
- 10 Click OK to save the changes to print settings.
- 11 Click Print to print out the print preview, or Close to exit without printing.

CHAPTER 5:

Special Design Tools

Pacesetter BES4 Dream Edition includes some special tools that can be used to enhance your lettering designs. These include tools to add extra embroidery to embellish the lettering (such as accents, borders, frames, etc.) and tools that arrange designs into patterns (paths, circles, and corners).

You can also fill a given shape with a randomized selection of text segments, using the new Word Collage feature.

The ScanNCut tool allows you to convert Appliqué Designs into a printable image, so that they can be scanned into a fabric cutting machine, such as Brother ScanNCut.

Topics covered in this chapter:

- Merging Designs
- The Add Designs tool
- Arrange tools: Path, Corner, Circle, and Scatter Design
- Using the Word Collage tool
- Using the ScanNCut feature

Merging Design Files

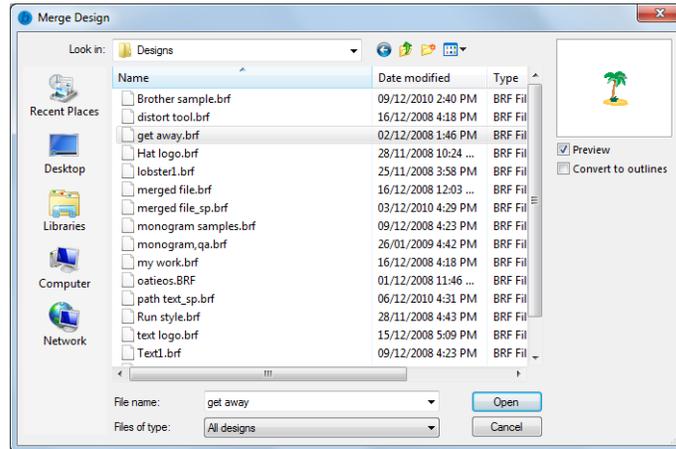
You can merge multiple design files into an active design window.

Click on Merge  to import an existing design file (or files) and add them to your design. You can merge design files from a variety of formats.

To merge a design:

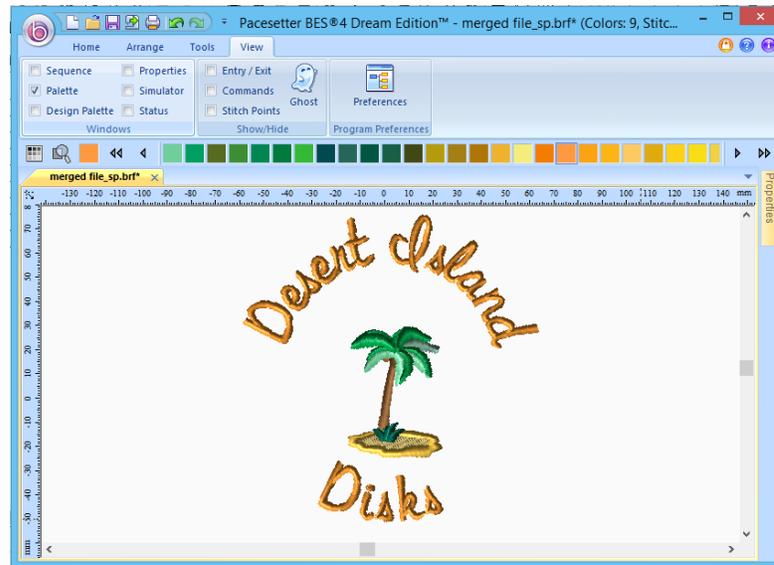
- 1 Open an existing design, or create a new design.
- 2 Click the Pacesetter  button and select the Merge  tool.
You see the Merge Design File dialog.
- 3 In the Look in list, browse to the location of the file you want to merge.
- 4 In the Files of type list, select a design file type for the design you want to merge.
- 5 In the File Name box, select the design file that you want to merge onto the current open design workspace.
- 6 To view a preview of the selected design, select Preview, if not already selected.
- 7 (Optional) Check the Convert to Outlines box.
If this option is selected, the design's stitch segments will be converted to outlines, allowing you to select the segments individually in the Sequence View. Once you have converted, you can save the file as a *.BRF.

A preview image of the selected design appears in the small window on the right-hand side of the dialog.



8 Click Open.

The merged design file appears in the design workspace.



You can now select and move the stitch file to place it in the desired position relative to your lettering.

Add Design

The Add Design  feature allows you to embellish the lettering in your design with extra decorative embroidery. With Add Designs, you can choose from among a wide variety of embroidery accents, borders, frames, appliqué shapes, text connectors, backgrounds and place them in your design using only the mouse buttons. These designs come pre-loaded with your Pacesetter BES4 Dream Edition software.

When an embroidery design is imported using the Add Design tool, the design will retain its own recipe, which may be different from the one used for the design it is being imported into.



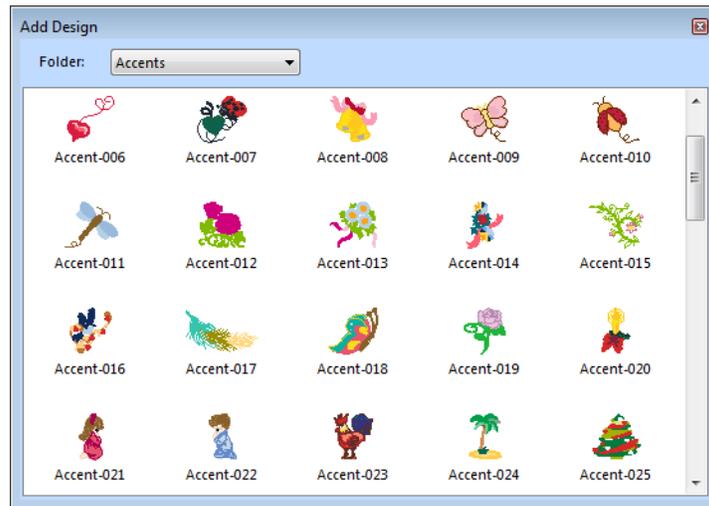
However, you can change the recipe of the imported design, if necessary, by selecting it, right-clicking, and then selecting **Apply Style...** from the context menu that appears.



The Add Design tool is also used to place Emojis and Emoji frames; note, however, that Emojis and Emoji Frames are only available to customers who have purchased or upgraded to Pacesetter BES4 Dream Edition Power Pack.

To use the Add Designs tool:

- 1 In the Home tab of the Ribbon, click on the Add Design  tool.
A pop-up window opens in front of the workspace, displaying thumbnails of the available decor designs.



2 From the Folder drop-down list, choose one of the following categories:

- ◆ Accents
- ◆ Appliqué Shapes
- ◆ Backgrounds
- ◆ Borders
- ◆ Connectors



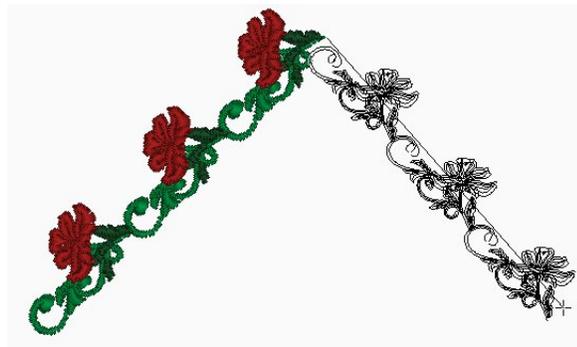
Connectors, when used between individual letters, can be used to create 'custom' monograms.

- ◆ Designs
- ◆ Frames
- ◆ Monogram Designer Decors
- ◆ Monogram Designer Frames
- ◆ Split Designs
- ◆ Emojis and Frames

The list of thumbnails in the Add Designs window changes depending on the category selected.



- 3 In the window, click on the design you want to import.
The Add Design window closes; your cursor changes to a small cross, indicating that the Add Design tool is active.
- 4 Place the mouse pointer, at the position you would like the Add Design to begin.
- 5 Click and drag the mouse; as you drag, note that the Add Design appears in outline in your workspace. This outline indicates the size and orientation of the Add Design embroidery, before it is actually generated in your design.

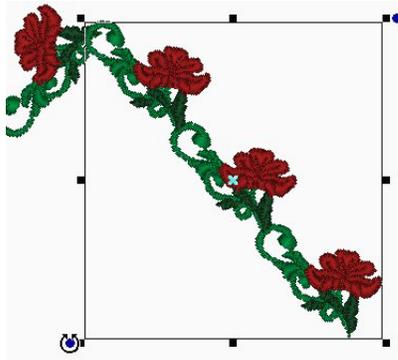


- 6 To finish placing the Add Design segment, release the mouse button.



You can also insert a design quickly by just following steps 1-4 above, and then double-clicking in the workspace. This will add the selected design at the default size.

- 7 To adjust the size and orientation of the Add Design segment after it is placed, select it with the Select tool, and use the handles to resize or rotate it.



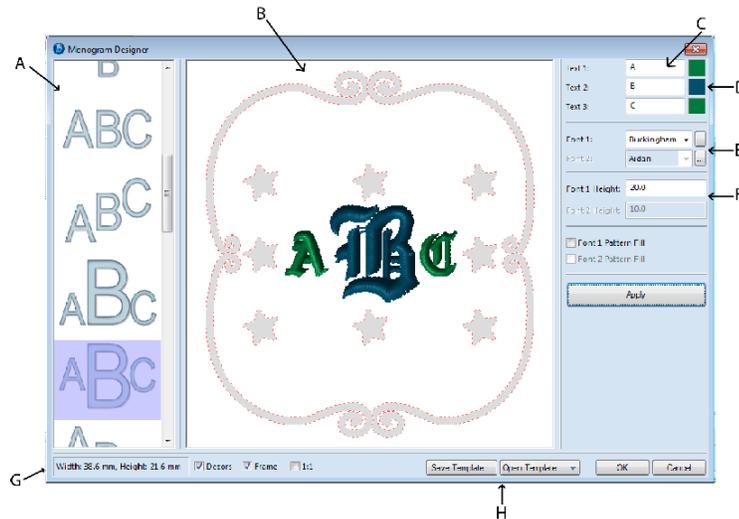
Your accent, border, frame, or appliqué appears in your design.

Monogram Designer

Custom Monogram designs may be created using the Monogram Designer dialog. Open this dialog by going to the Home tab, and clicking the Monogram Designer  tool. To close the Monogram Designer dialog, click the OK button to generate the design, or the Cancel button to return to the main workspace without adding a new monogram.

Layout of the Monogram Designer

The various areas of the Monogram Designer dialog have different functions. The following illustration identifies the parts of the dialog; these terms are useful to remember, since they will be used throughout the sections that follow.



Schematic guide to the parts of the Monogram Designer dialog: A= Monogram styles area, B= Preview panel, C= Text area, D= Color change swatches, E= Font area, F= Height field, G= Status bar, H= Template buttons

Creating a Monogram

Creating a custom, decorated monogram design is very easy with the Monogram Designer. Simply select one of the monogram layouts, type in the letters you want, choose a font and thread color, and click the OK button. The basic monogram will appear in your workspace, after which, you can save it to the appropriate file type.

You can also add embellishments to the monogram using the “Monogram Designer” dialog. For details, see the following sections, “Adding Decors to a Monogram” and “Adding a Frame to a Monogram”.

To create a new monogram design:

- 1 In the Monogram Designer dialog, select one of the styles from the monogram styles area.
- 2 In the Text area, type your lettering into the appropriate text field.

The number of text fields that are active depends on the monogram style you have chosen - “Text1” will be active when a single-letter monogram pattern, “Text 1” and “Text 2” when a two-letter style is chosen, and all three fields if a three-letter style is selected.



For Name-type templates, both the “Text 1” and “Text 2” fields will be active - the initial letter will be input into “Text 1” and the name portion will be input into “Text 2”. The exception to this is the “Name-only” (i.e. no initial) template. For this template type, the text for the name will be entered in the “Text 1” Field.

Also note that, for the Name template monogram styles, the maximum number of characters that the name field can have is 30.

- 3 Select the Font for the monogram from the fonts field.
- 4 If desired, change the height of the font by typing a new value into the Font Height field of the dialog.



For “Name Template” monogram styles, there will be two Height fields - ‘Font 1 Height’ to change the height of the monogram lettering, and ‘Font 2 Height’ to change the height of the name.

Again, there is an exception for the “Name only” style - in this case the height of the name will be controlled by the ‘Font 2 Height’ field.

Each font has maximum and minimum recommended heights; for best quality on sew-out, you should stay within these limits.



If you enter a font height that is outside of the recommended range, a warning dialog will appear when you click the Apply button. This dialog will advise you to change (increase or decrease, depending on whether you are below the minimum or above the maximum) the font height until it is within the recommended range for that font.

- 5 By default, the monogram lettering will be generated with a satin fill; however, you can change to a pattern fill by checking the Pattern Fill box in the dialog.



For “Name Template” monogram styles, there will be two Pattern fill check-boxes active in the dialog; check Font 1 Pattern Fill to change the monogram lettering to a pattern fill, and Font 2 Pattern Fill to change the “name” portion to a pattern fill.

If the “Name only” template type is being applied, the Font 1 Pattern Fill box will apply to the “name” text.

- 6 Add Decors and/or a Frame, if desired.
For more details on adding Decors and Frames, see the corresponding sections, below.
- 7 Click Apply to see your changes in the preview panel.
- 8 When all your changes have been made, click OK.
The design appears in the workspace.

Viewing the Design’s Actual Size

By default, the design’s preview in the Monogram Designer dialog will be scaled such that it fills the entire preview panel. This means that the apparent size of the lettering will change as you add or remove frames or decors.



Note that the actual size of monogram - width and height - will always be displayed in the lower-left corner of the Monogram designer dialog.

If you want the preview panel to display the design actual size instead, check the “1:1” box at the bottom of the Monogram Designer dialog. The size of the design in the preview panel will be based on the lettering height chosen, and will not change when decors and/or frames are added or removed.

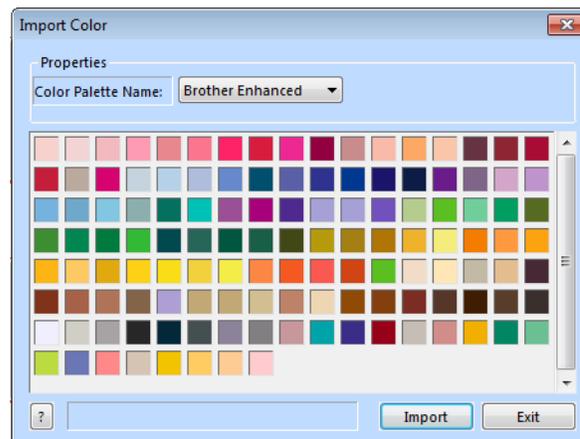
Changing the thread color in a Monogram

In the Monogram Designer dialog, the lettering will have a default color to start out with. Using the Import Color function, you can change this color to whatever suits you, based on a list of manufacturers' thread color tables. The Import Color function can be applied to each letter in the monogram separately, should you want to have your letters sewn in different colors.

To change the color of letters in the Monogram:

- 1 To the right of each letter, in the text area of the dialog, there is a colored square (the "color swatch") - this shows the current thread color. Click in this square.

You see the Import Color dialog.



- 2 Select a new color palette (if desired) by clicking the down arrow to the right of the Color Palette Name list.

The new list of thread colors appears in the dialog.

- 3 Choose a thread color from the selected palette by clicking one of them.

You can search for a particular color within the Color Palette you have chosen, if you know its name.



To do this, click the find  button in the Import Color dialog. This opens another small dialog, the Find Color dialog. Type the first few letters of the name of the color you are looking for into the box, and the Find dialog will display a list of colors that match those initial letters. Alternatively, you can type in the thread number, and the Color Find tool will locate the thread by number. Then, click the color you want in the list; this will select that color in the Palette.

- 4 Click Select.
The Import Color dialog closes, and the swatch changes to the color you have selected
- 5 On the Monogram Designer dialog, click Apply.
In the Preview panel, the letter will change to the color you chose.

Changing the Font

You can also change the font of the monogram lettering in the Monogram Designer dialog. Use any one of a large selection of digitized embroidery fonts that come with the Pacesetter BES4 Dream Edition embroidery software.

To change the font:

- 1 In the Font area, click on the down-arrow next to the Font 1 list.
A drop-down list of all the available fonts appears. As you “hover” the mouse pointer over each font’s name, you see a sample of the highlighted font.



- 2 On the drop-down list, select the desired font by clicking on it.
- 3 Click Apply.
The monogram lettering changes to the selected font.

Note: Name Template Monogram Styles

For the Name Template monogram styles, there are two separate lettering segments – the single-letter monogram in the background, and the multi-letter text in the foreground.

For these styles, it is possible to choose a different font for each part of the text; the 'Font 1' box determines the font of the single letter, and the 'Font 2' box determines the font of the multi-letter part. Choose your second font in exactly the same way as outlined above for changing 'Font 1'.

Also, in the case of the Name Template monograms, two different Letter height boxes will be active, so that the font height for the "name" part may be set separately from the font height for the monogram itself.

Similarly, there will be two separate "Pattern fill" check boxes; check Pattern Fill1 to add a pattern to the monogram, and Pattern Fill 2 to add it to the "name" portion.



The "Name only" template type is an exception to these rules: for this template, only the Text 1, Font 1, Font 1 Height and Font 1 pattern fill boxes will be active, and these will apply to the "Name" text.



An example of a Name Template style, to demonstrate the use of two different fonts. In this example, "Venezia" was selected for Font 1, and "Calligraphy" was selected for Font 2.

Displaying a Font's Available Characters

In the Monogram Designer dialog there is a button next to each of the font fields which displays all the characters (keystrokes) that can be entered for the selected embroidery font. For example, some fonts only allow you to enter uppercase characters, while other fonts allow you to enter both uppercase and lowercase characters.

The available characters box also tells you the minimum and maximum recommended heights for sewing out the font.

To display a font's available keystrokes:

- 1 Open the Monogram Designer dialog.
- 2 In the Font1 or Font2 field, select the desired font from the drop-down list.
- 3 Click on the available characters button  to the immediate right of the font field.

You see a window that displays all the available keystrokes that you can enter for the selected font.



- 4 Click the OK button to dismiss the available characters dialog.

Adding Decors to a Monogram

In the Monogram Designer dialog, you can add small decorative designs, called decors, to embellish your Monogram. There are eight possible positions where you can place decors in the dialog preview panel; these are indicated by the small placeholder graphics, which

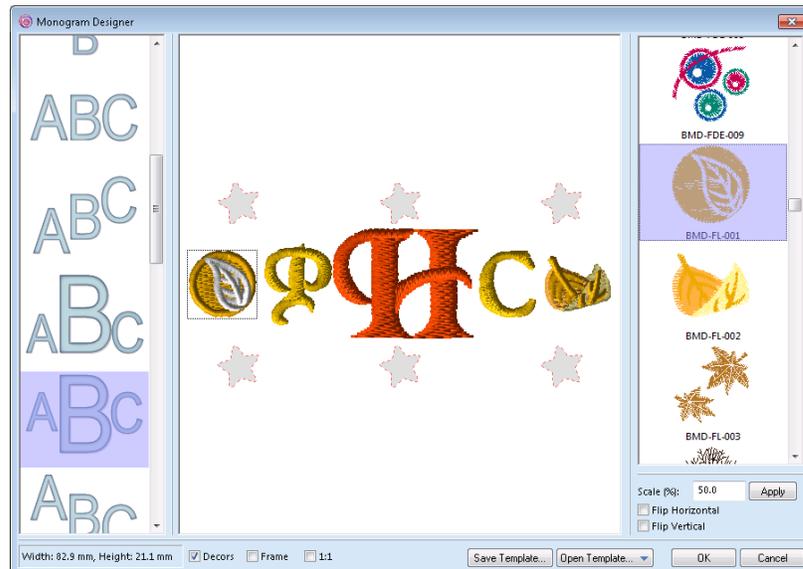
look like this: .



Note that both Decors and Frames can be added to the same Monogram design.

To add Decors to your Monogram:

- 1 Click on the placeholder position where you wish to place the first decor.
The column on the right of the dialog changes to show a list of available decors.



- 2 Click on the decor you want to add.
The selected decor appears in the monogram preview panel.
- 3 Adjust the decor by doing the following (these are optional):

- ♦ Change the size of the decor by typing a percentage into the scale box.
- ♦ Check the Flip horizontal box.
- ♦ Check the Flip vertical box.



You can also make these changes - that is, flip or scale the individual decors - after you have added all the desired decors to the preview of the monogram. Do this by selecting them individually with the Select



tool.

4 Repeat steps 1–3 to add more decors in the other positions.



If you want to add the same decor design more than once, select and place first decor as described above. Then, hold down the **CTRL** key while clicking the next placeholder; the Monogram Designer will retain your original selection and apply it to all subsequent placements.

5 When you have added all the decors required, click OK.

The completed design appears in the workspace.

Note: Monogram Designer Preview

The arrangement of lettering and frames in a design will be affected by any decors that are placed into it. When the monogram is generated, it will be centered and will fit tightly within the frame, ignoring any “unused” decor positions.

This will be relevant if, for example, a decor is placed on one side of the monogram, and not on the other. In such a case, the preview in the Monogram Designer will not look exactly the same as when it is generated in the main Workspace window, since it is still taking into account the decor placeholders.

So, in order to preview the design as it will generate, place the decors you want, and then uncheck the Decors box. This will remove any unused placeholders, and change the preview to show all the elements of the design correctly arranged.



You can also check the 1:1 box to show the lettering, frames and decors in actual size.



Above, a the preview of a design with the “Decors” box checked; below, the same design with the box unchecked. Note how the letters in the monogram have shifted up and to the right (relative to the frame), because the decors placeholders have been removed. This correctly reflects the actual arrangement of the design objects when stitches are generated.



Adding a Frame to the Monogram

You can enhance your monogram design by adding a decorative frame to it. Select the frame from a long list of embroidery designs that are included with the Pacesetter BES4 Dream Edition software. You will see previews of these frames in the pane on the right side of the Monogram Designer dialog.

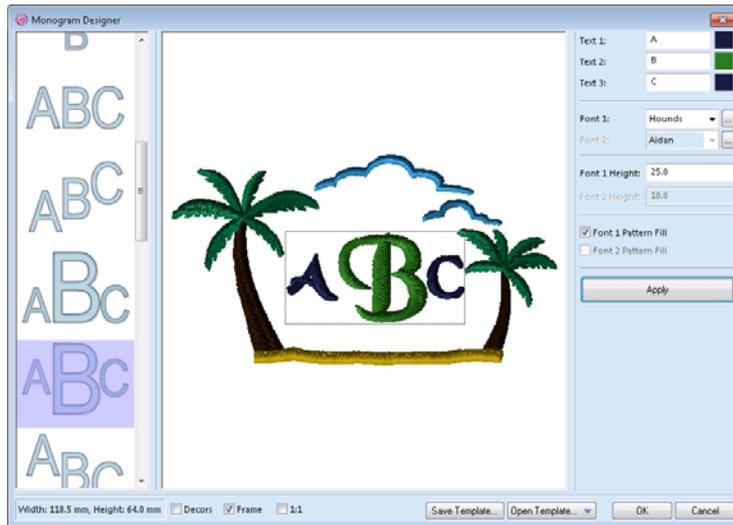


Note that both Decors and Frames can be added to the same Monogram design.

To add a frame to the monogram design:

- 1 In the preview panel of the Monogram Designer dialog, click on the Frame placeholder to select it.

The list of available frames appears in the column to the right of the dialog.



- 2 Click on one of the frames to select it.

The selected frame will appear in the preview panel of the dialog. If you wish, you can click through a number of different frames to preview them.

- 3 Click OK to create the design.

The Monogram, with the selected Frame added, will now appear in the Pacesetter BES4 Dream Edition design workspace.

Monogram Templates

Saving a Monogram Template

The “Save Template” option is very useful if you are going to be creating a number of designs that are very similar; for example, if you are going to make some designs that have exactly the same pattern of decors, but with different people’s initials in the middle. You can select the monogram style, font, decors, and frame, and then save this pattern as a template, for later re-use. Then, when you want to make a new monogram, you can open the template and change only the letters.

To save as a template.

- 1 Open the Monogram Designer dialog.
- 2 Create a new monogram design as usual, but do **not** press OK when you are finished.
- 3 Select the “Save Template” button.
You see a “Save as” dialog box.
- 4 In the “Save as” dialog, choose a destination folder for the template, and type a name in the File name field.
- 5 Click Save.

Applying a Monogram Template

When you want to use one of your saved templates in Monogram Designer, do the following.

To use a monogram template:

- 1 Open the Monogram Designer dialog.
- 2 Click the Open Template button.
You see an Open dialog.
- 3 In the “Look in” field, navigate to the folder containing your saved templates.

- 4 Choose a template, and click "Open"
The template opens in the Monogram Designer dialog.
- 5 Make any necessary alterations to the design, for example, the initials in the monogram, the color of the letters, etc.
- 6 Click OK.
The new design appears in your workspace.

Working with Name Drops

Name Drops allow you to create a model to make a number of similar designs. In a template, each lettering or design segment is treated as a unit that can be replaced. For example, a lettering segment can be changed so that it uses a different font or text, but the segment appears in the same place as the model.

(An example of an application for the Name Drops tool might be to create T-shirts for each player on a sports team; instead of creating a separate design for each T-shirt, use Name drops to create each shirt using the same logo design, but with a different name.)

Each design that will be generated by the tool will have its own row in the dialog, displaying the text, the font, the font height, and the alignment of the lettering. Add a new row for each separate embroidery design you need.

To use the Name Drops Wizard:

- 1 Create the design you want to use as a basis for the Template; using one of the text tools, include some "placeholder" text in the design.

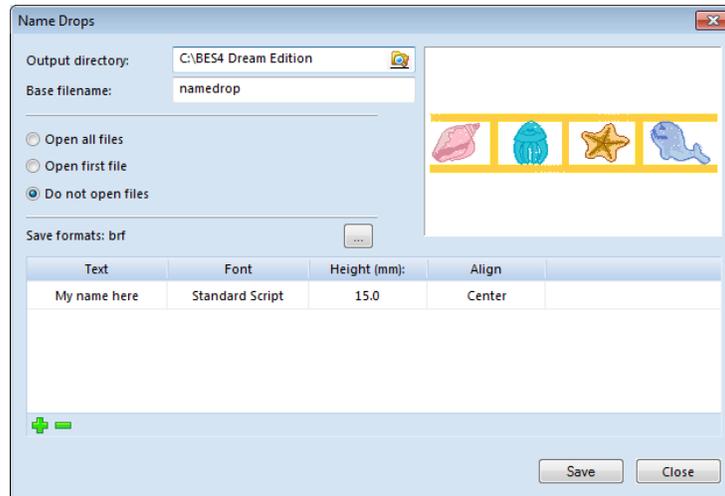
The Name Drops will only work with files that contain only a single text segment.



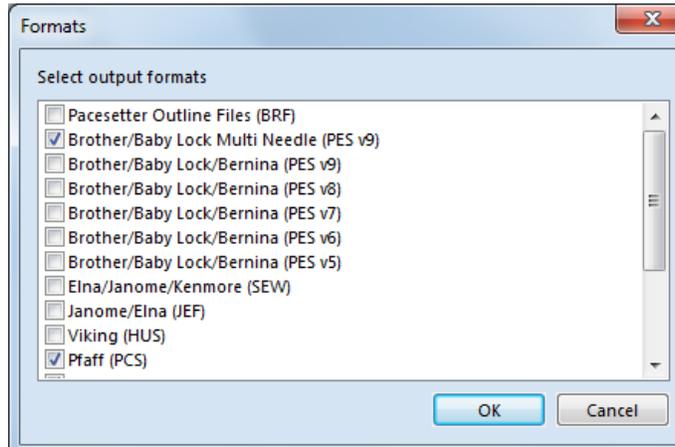
However, if you want to use a file that already has a text segment in it, you can get around this constraint by converting the original text to stitches. Select the text, right-click, and choose "Preserve as stitches" from the context menu. You can then add a new text segment to the design, and that will be the one that varies in the Name Drops Wizard.

- 2 Save the design.

- 3 On Home tab, click on the Name Drops  icon.
You see the Name Drops dialog.



- 4 In the Output directory box, browse to the folder to use as the destination for the generated files.
- 5 In the Base filename field, enter a name to use as the basis for the designs generated by the Name Drops wizard. When the files are generated, the file names they will be given will consist of the Base name, plus a sequential two-digit number - e.g. team 01.brf, team02.brf, team03.brf, etc
- 6 From the radio buttons in the dialog box, select the behavior of the Name Drops tool after generating the new files.
- ♦ **Open all files:** Each file will open (in its own tab) in the workspace.
 - ♦ **Open first file:** Only the first of the files will open.
 - ♦ **Do not open files:** The files will be generated, but not opened.
- 7 To output the generated files in your choice of stitch format, do the following:
- ♦ Click the Save formats  button in the Name Drops dialog.
The Formats dialog opens.

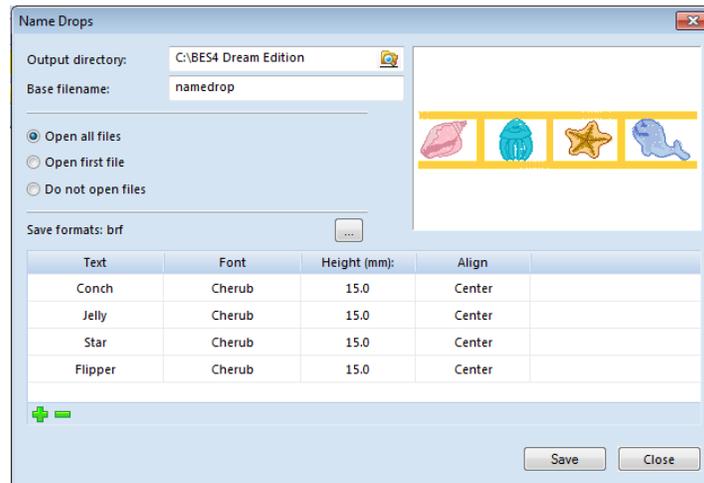


- ◆ Check the box (or boxes) next the file formats that you wish to generate.
If you choose more than one format, a separate file will be generated for each format.
 - ◆ Click Okay.
The Formats dialog will close; the select format (or formats) will be listed in the Name Drops dialog beside “Save formats.”
- 8** To add new rows to the Name Drops table, do the following:
- ◆ Click the “Add Name” button .
 - A new row will appear in the Name Drop table, with the Text field already selected.*
 - ◆ Type the next name in the field.
 - ◆ Repeat the above until all lines have added.
 - ◆ You can remove a row by clicking the “Remove name”  button.
- 9** In the text column of the table, enter the text needed for each design.
- 10** If required, make any of the following modifications to settings in the table by double-clicking the appropriate cell:
- ◆ Choose a new font for the text.
 - ◆ Change the height of each name individually.

- ◆ Change the Alignment in the Align cells (left, right, center).



To view these changes as they look in the context of the design, select a column by clicking on it, and then click the Preview button in the final column.



- 11 Click Save to create the files.

The specified files will be generated, and saved to your destination folder.

Depending on which setting you chose in step 6, one or all of the files will open in your workspace.

Arrange on Path

Arrange on Path is a design tool that may be applied to both lettering and added design segments. This tool adds a number of repeated design elements along the selected path shape.

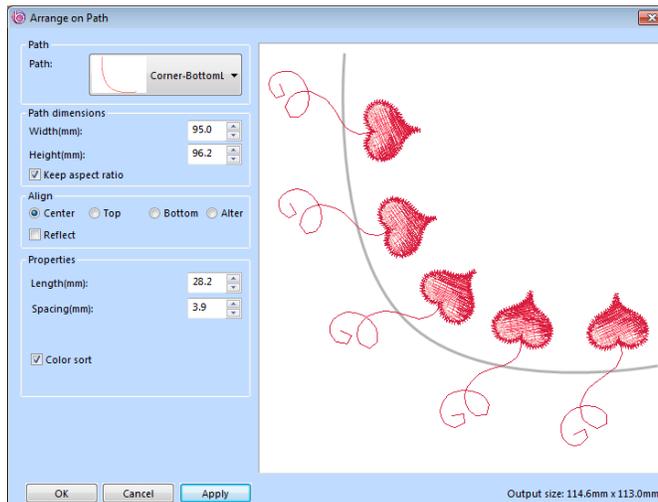
Use the settings in the Arrange on Path Design dialog box to change the characteristics of the pattern you want to create.



Arrange on Path displays the output size of the design you are creating in the lower right-hand corner of the dialog. These dimensions (width x height) are updated as you adjust any settings in the dialog that affect the design's size.

Creating a pattern with the Arrange on Path Tool:

- 1 Select a lettering or design segment.
- 2 On the Tools tab, click the Arrange on Path  tool.
The Arrange on Path dialog box appears.

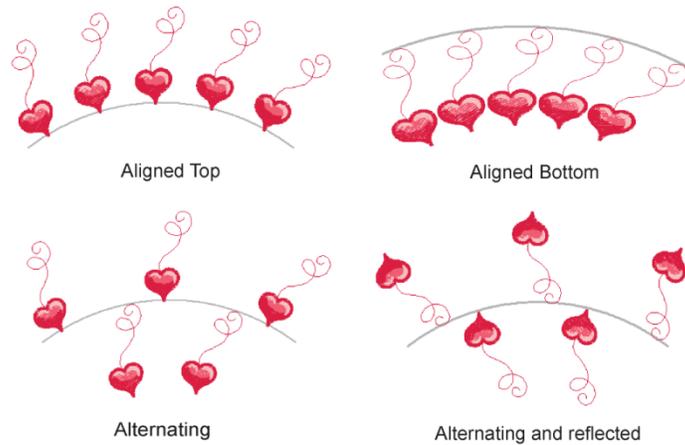


- 3 To select the desired Path shape, choose the path you want from the drop-down list at the top of the dialog.
A preview of the design on the path will appear in the small preview panel.
- 4 Make adjustments to one or more of the following:
 - ♦ To change the size of the Arrange on Path pattern as a whole, type the desired size in either the Width or Height boxes of the Path dimensions section of the dialog.



The “Keep aspect ratio” box in the dialog is checked by default; this ensures that the shape of the path stays the same as you resize it. If you want to stretch the shape horizontally or vertically, uncheck the “Keep aspect ratio” box and change the path dimensions.

- ♦ In the Align area, choose the desired alignment for the individual design units on the path: either Center, Top, Bottom, or Alter. These settings refer to the orientation of the units relative to the path (see illustrations).



- ♦ In the Align area, Check the **Reflect** box to reflect the individual design units across the path.
- ♦ In the Properties area, adjust the size of the individual units by typing a value in the Length box.
- ♦ In the Properties area, adjust the space between individual units by entering a value in the Spacing box.
- ♦ The Color sort feature automatically applies the color sort function to the design when stitches are generated. This box is checked by default, but if you want the colors NOT to sort, uncheck the Color Sort box.



Sorting colors helps you minimize the number of thread changes in a design, by organizing the sewing order so that, where possible, all of any one color is sewn at the same time.

For more information, see “Using the Color Sort Tool.”

- 5 Click Apply to preview the changes that you have made in the Preview pane.



Note that the scale of the design in the preview window will change with the overall size of the Arrange on Path, allowing the whole design to fit into the window.

The overall size of the design displayed as the “Output Size” at the bottom-right corner of the dialog.

- 6 Click OK to place the Arrange on Path in your current design page.

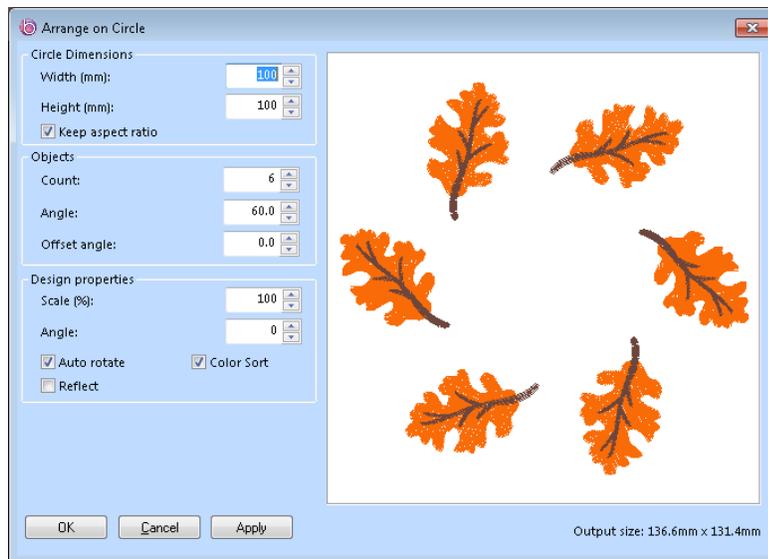
Arrange on Circle

The Arrange on Circle tool generates a circular pattern based on the selected lettering or added design segments. Use the settings in the Arrange on Circle Design dialog box to change the characteristics of the pattern you want to create.

Creating a pattern with the Arrange on Circle Tool:

- 1 Using the Select tool, select the object that you want to copy.
- 2 On the Tools tab, click the Arrange on Circle  button.

The Arrange on Circle dialog box appears.



- 3 In the Arrange on Circle dialog box, do one or more of the following:
 - ♦ To change the size of the Arrange on Circle pattern as a whole, type the desired size in either the Width or Height boxes of the Dimensions section of the dialog.



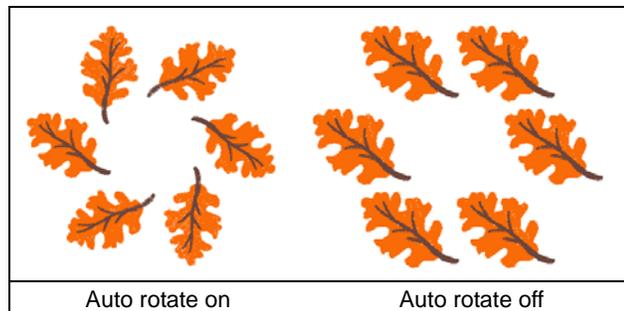
To change the shape of your Arrange on Circle to an ellipse, uncheck the “Keep aspect ratio” box, and type in new values in the width or height boxes of the Arrange on Circle Properties section.

- ◆ In the Objects section, change the number of times the segment repeats by inputting a new value in the **Count** field.
- ◆ In the Objects section, adjust the angle between each segment by typing a new value in the **Angle** field.

In the Design properties area, change the size of the repeated segments in the template by changing the percentage Scale box.

- ◆ In the Design properties area, adjust the orientation of the individual segments by typing a new value in the **Angle** box.
- ◆ **Auto rotate** (on by default). Auto rotate means that each individual design elements will be angled to follow the curve of the circle.

To arrange them all at the same angle, uncheck the “Auto rotate” box.



- ◆ **Color sort** (on by default). The Color sort feature automatically applies the color sort function to the design when stitches are generated. If you want the design NOT sorted by color, uncheck the **Color Sort** box.
 - ◆ Check **Reflect** to reflect the individual design units across the circle.
- 4 Click Apply to preview the changes that you have made in the Preview panel.
 - 5 Click OK to place the Arrange on Circle in your current design.

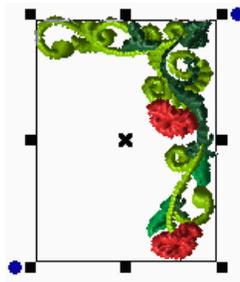
Arrange on Corner

The Arrange on Corner tool may be applied to lettering and added design segments. When this tool is applied, a four-fold copy of this selection will be created, with the reproduced sections flipped on the vertical and horizontal axes.

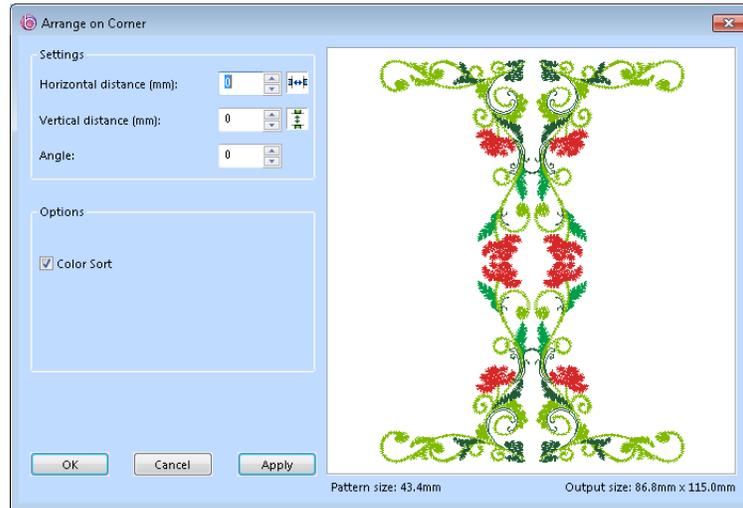
In the Arrange on Corner dialog there are also settings for changing the vertical and horizontal separation between the units, and the angle of each units.

To create Arrange on Corner design:

- 1 Using the Select tool, select the text or design object that you want to copy.



- 2 On the Tools tab, click the Arrange on Corner  tool.
You see the Mirror dialog in front of the workspace; the selected segment is displayed in the Preview window.



- 3 In the Arrange on Corner dialog, adjust any of the following:
 - ♦ In the Horizontal distance field, input a value for the amount of horizontal separation required.
 - ♦ In the Vertical distance field, input a value for the amount of vertical separation required.
 - ♦ In the angle field, enter the angle of displacement from the horizontal.
- 4 To preview how the above settings will affect the appearance of the final design (before generating the stitches) click the Apply button.



Notice that the size of the original pattern and the size the final design will be are shown in the dialog immediately beneath the Preview pane.

- 5 (Optional) To resequence the overall design so that colors are placed consecutively, check the Color Sort box.
- 6 When all adjustments have been completed, click OK.
The completed design will appear in the workspace.

Using the Arrange Rows Tool

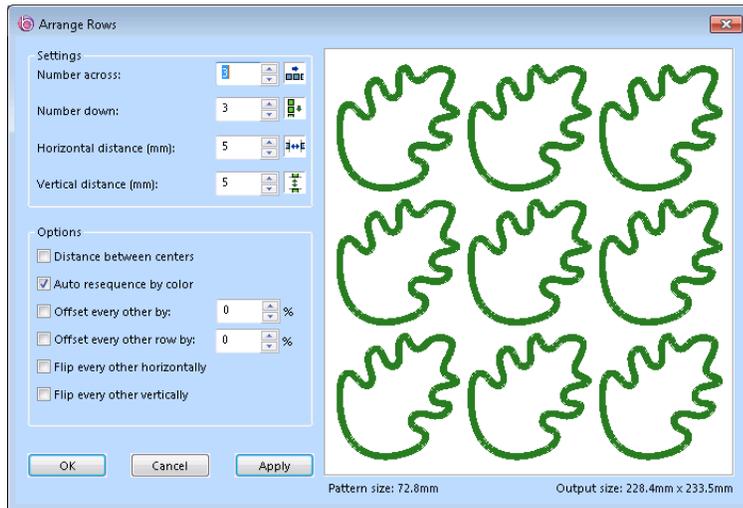
The Arrange Rows  tool takes the selected design object and makes copies, which are arranged in a regular pattern of rows and columns in the workspace.

In the Arrange Rows dialog, you control the number of times the design element repeats (vertically and horizontally), and the separation between them.

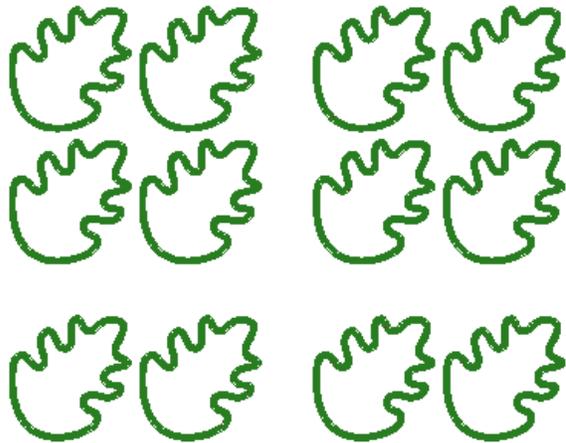
There are also options that allow you to modify the final design. You may include a percentage offset for alternate objects, add a percentage offset between every other row in the design, or flip the objects vertically or horizontally.

To use the Arrange Rows tool:

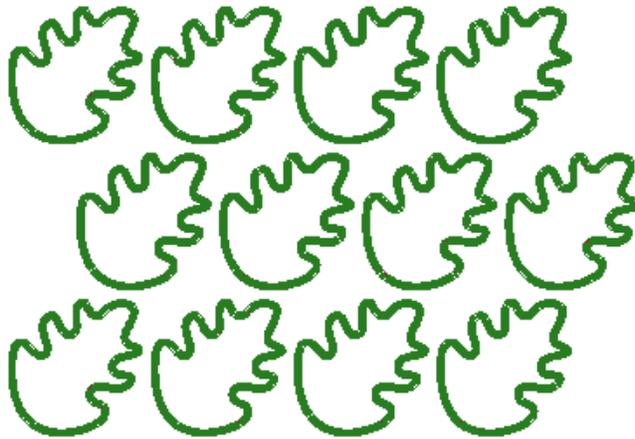
- 1 Select a design element (embroidery or artwork) in the design workspace.
- 2 On the Tool tab, click the Arrange Rows  tool.
You see the Arrange Rows dialog.



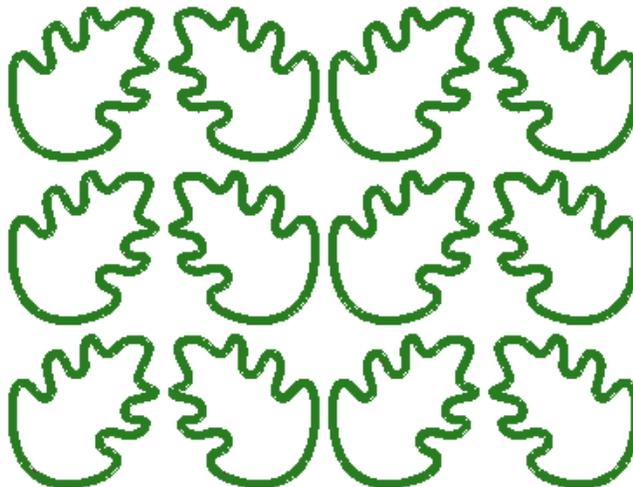
- 3 In the Settings area, set the number of repeats of the selected object.
 - ♦ Enter the number of horizontal repeats in the Number across field.
 - ♦ Enter the number of vertical repeats in the Number down field.
- 4 Enter the desired distance between objects, horizontally and vertically, the Horizontal distance field and the Vertical distance field.
- 5 In the options area of the dialog, choose any of the following:
 - ♦ Check **Distance between centers** to determine the Horizontal and Vertical separations between objects based on the center of the template object, rather than the extremities.
 - ♦ To resequence the overall design so that colors are placed consecutively, check **Auto resequence by color**.
 - ♦ Check **Offset every other** to add extra separation between every other object in the final design; enter the percentage (based on the size of the original object) in the percent field.



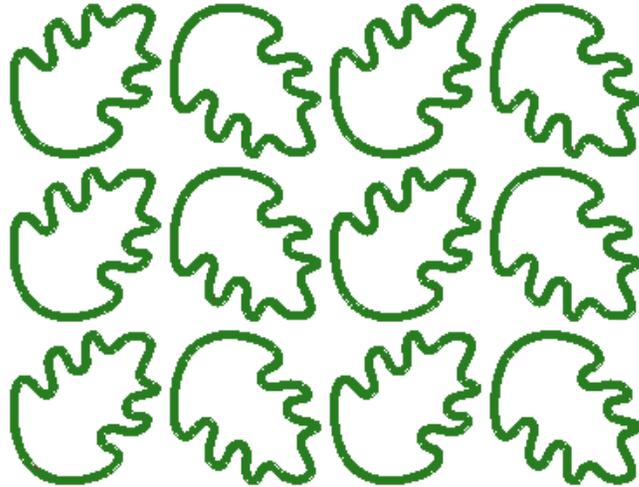
- Check **Offset every other row by** to offset alternate rows in the final design. Enter the percentage to offset by (based on the size of the original object) in the percent field.



- Check **Flip every other horizontally** to flip every other object in the design in the horizontal direction.



- Check Flip every other vertically to flip every other object in the design in the vertical direction.



- 6 Click Apply.
You see your changes reflected in the Arrange Rows dialog's preview window.



You can repeat steps 3-6 until you get the look that you want, before actually generating the stitches for the design.

- 7 Click OK
The repeated design will be generated, and will appear in the workspace.

Creating a Scatter Design

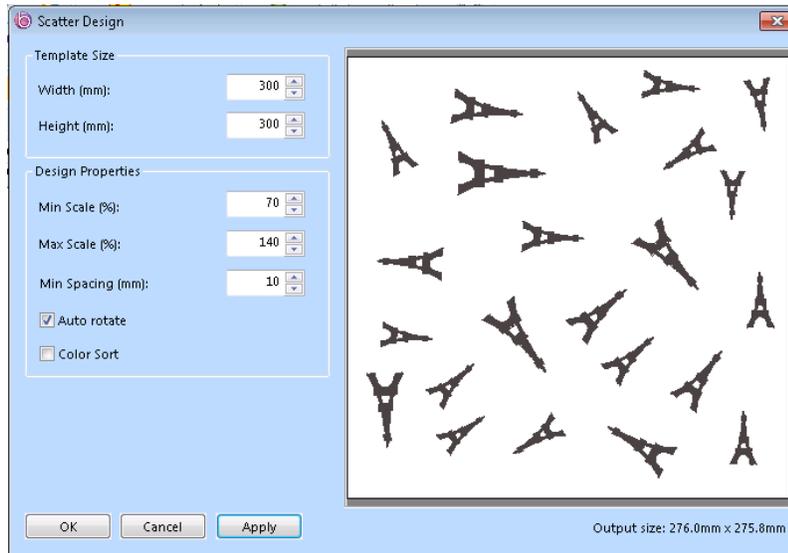
The Scatter Design feature uses a selected design element and scatters copies of it randomly in the design workspace. You can create your Fling pattern by applying it to the whole design, or just one element of the design.

 The Scatter Design dialog displays the output size of the design you are creating in the lower right-hand corner of the dialog. These dimensions (width x height) will be updated when you adjust any settings in the dialog that affect the design's size.

To use the Scatter Design tool:

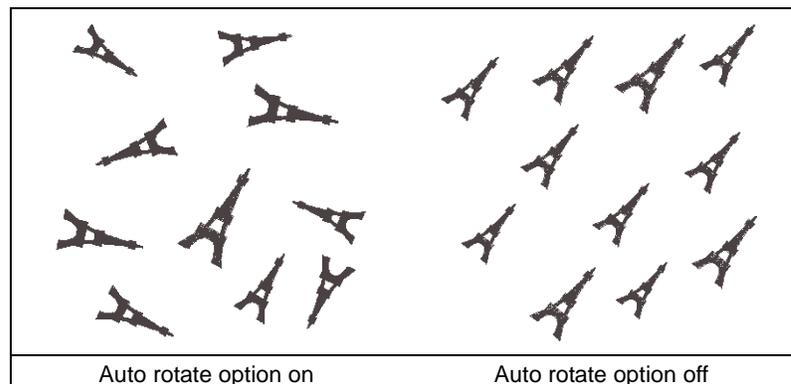
- 1 Select a design, or some part of a design.
- 2 On the Tools tab, select the Scatter Design  tool.

The Scatter Design dialog opens.



- 3 In the Template Size area of this dialog, enter the size of the area you want to cover in the height and width fields.
- 4 In the Design Properties area, make any of the following modifications:

- ◆ Change the minimum and/or maximum scale of the individual design elements that will be used to fill the area (the Scatter Design tool will make some instances smaller or larger to best fill the space). The maximum and minimum sizes are expressed as a percentage of the original size of the element.
- ◆ Adjust the minimum (closest) spacing between the design elements.
- ◆ **Auto Rotate** (on by default): When set, allows the tool to rotate the design elements randomly within the Fling. Uncheck this box to force the designs to all be placed with the same orientation.



- ◆ To resequence the overall design so that colors are placed consecutively, check **Auto resequence by color**.

5 Click the Apply button.

A preview of the resulting design is displayed in the dialog box.

You can repeat steps 2-5 until you get the look that you want, before generating the segments.



Also, each time the Apply button is clicked, the Fling tool's randomization will be re-done; so, if you are not satisfied with the particular arrangement of the objects the first time, try hitting Apply again until you get one that you like better.

6 Click OK.

The Scatter Design will appear in your design.

Word Collage

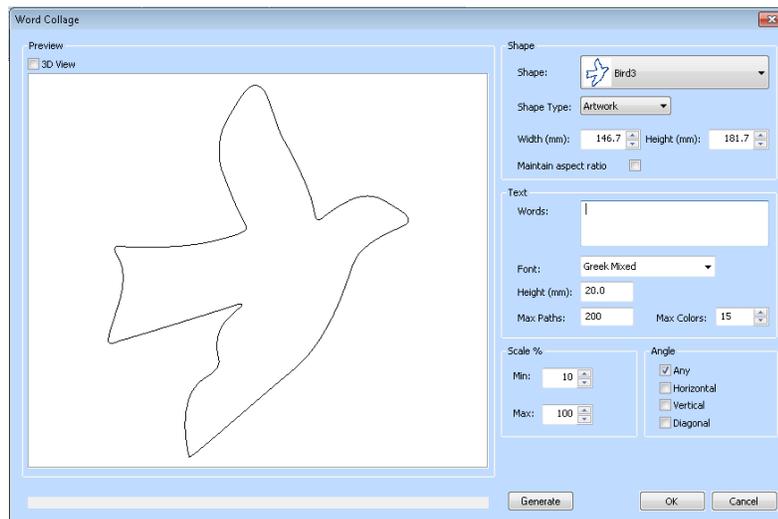
The Word Collage  tool is a special type of text tool that generates a number of words, or text paths, and puts them into the design. The text paths are scattered randomly around within the boundaries of an envelope shape, which you select from the dialog.

Use the dialog to set other parameters of the collage, such as the maximum number of text paths that will be included, the font used, the orientation of the text, etc.

The Word Collage dialog also has a preview window, which allows you to get a picture of how the collage will appear, before you actually place it in your design. This allows you to adjust settings, and re-generate the Word Collage as often as required to get the right result.

To use Word Collage:

- 1 Open a new design file.
- 2 From the tools tab, select the Word Collage  tool.
You see the Word Collage dialog.



3 In the Shape area, do the following:

- ◆ Select one of the outline types from the drop-down list:
 - ◆ **Artwork:** The outline shape (envelope) will not have any stitches, but it will appear in the final design as an artwork object.
 - ◆ **Run:** The envelope shape will be converted to Single run stitches.



After the Word Collage has been generated, you can select the shape and modify it (for example, by converting the single run to a programmed run pattern).

- ◆ **Steil:** The envelope shape will be converted to steil stitches.
- ◆ **Appliqué:** The envelope shape will be converted to an appliqué path.



The Appliqué shape option is only available for customers who have purchased the Pacesetter BES4 Dream Edition Power Pack.

- ◆ Enter the overall dimensions (height and width) of the Word Collage outline, or envelope. Clicking the up and down-arrows next to these fields to fine-tune the dimensions in 1 mm increments.



Check the "Maintain Aspect Ratio" box to scale both height and width proportionally when you adjust either of the dimensions.

4 In the Text area, do the following:

- ◆ Enter the word (or words) you want to use into the Words field; if you want to have two or more words/phrases appearing separately in the collage, separate them by commas.

Text

Words:

Font:

Height (mm):

Max Paths: Max Colors:

- ♦ Select the font you want to use from the drop-down list.

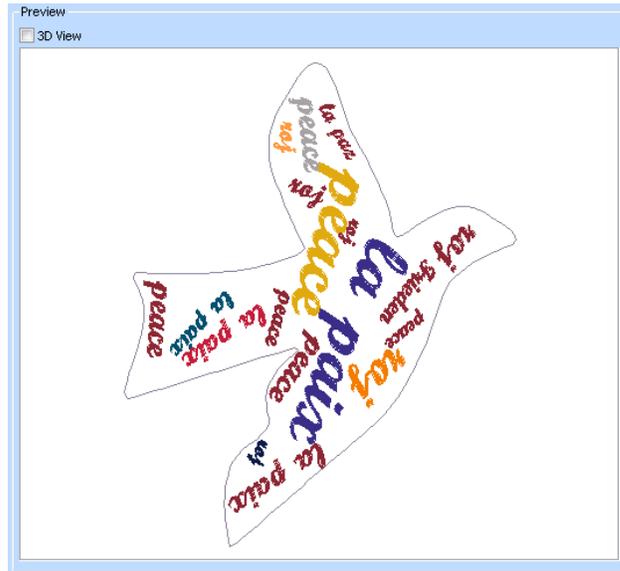


For customers who have purchased the Pacesetter BES4 Dream Edition Power Pack, there is an option to select a second font at this point; when the Word Collage is generated, it will contain words in both fonts, split 50/50 (approximately).

- ♦ If not using the default height for the selected font, enter a value in the Height field.
 - ♦ In the Max Paths field, enter maximum number text segments that you want to include in the collage.
 - ♦ The text paths in the finished collage will have colors randomly assigned to them. You can limit the maximum number of colors that will be used by entering the desired value in the Max colors field (up to 15).
- 5 In the Scale fields (Min./Max.) select the range of the variation in the height of the generated text segments. The minimum and maximum height will be expressed as percentages, where 100% equals the original font height (set in the text area, above).
- 6 Under Angle, choose the orientation of the text paths:
- ♦ **Any:** The paths will be oriented randomly, so as to best fit the chosen envelope.
 - ♦ **Horizontal:** All text paths will be oriented along the horizontal.
 - ♦ **Vertical:** All text paths will be oriented up and down.
 - ♦ **Diagonal:** Text will be placed at a 45° angle.
- 7 Click Generate to see the Word Collage in the dialog's preview window.



You can check the "3D View" check box in the upper-left corner of the dialog to see the Word Collage in realistic preview mode.



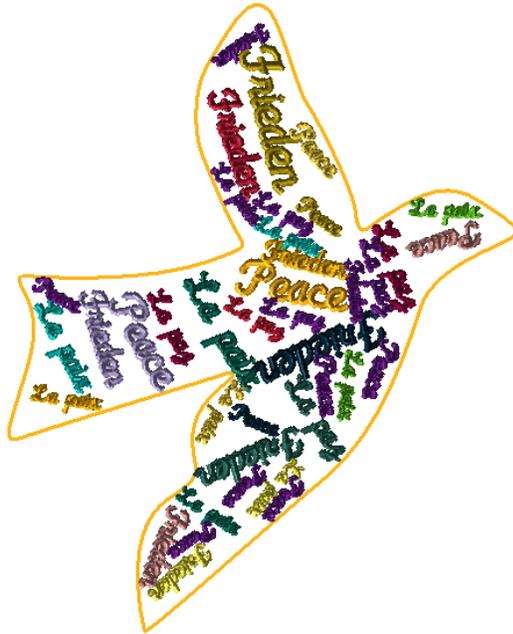
Sometimes, if there are many paths in the Word Collage, the Generate command will take a few seconds to process; a progress bar located along the bottom of the preview window, will display the status of the stitch generation.

- 8 If required, adjust your shape, text, scale, and angle settings, and regenerate until the desired effect is achieved.



It is important to note that every time you press the “Generate” button, a new Word Collage will be regenerated randomly, and so the resulting arrangement of words and colors will be different each time. The generated word placement is random; results will vary and all words may not be included.

- 9 When ready to place the Word Collage in the design, press OK.
The Word Collage will appear in the workspace.



ScanNCut

ScanNCut is a tool which is used to assist in the creation of appliqués. When applied to the selected appliqué, it generates a new file, consisting of filled artwork segments. Each filled artwork corresponds to an Appliqué segment in the original design. You can then print this file as a hard copy, and scan it into a fabric-cutting machine. This will ensure that the appliqués will exactly match the shape and size of the appliqué segments in your design.

Use the Page preview tool to preview how the pieces are arranged on the page when it is printed. The artwork can be selected and moved, to optimize the use of space on the page.



You can also change the orientation of the page using the Page

Preview Offset  tool. This tool sets the location of the top-left corner of the page.

To use ScanNCut:

- 1 Create or open a design with appliqué segments in it.



Note that this procedure will apply to outline (.brf) files only. For stitch files, there is a modified version of the procedure that must be followed; see “Applying ScanNCut to stitch files.”

- 2 Select the appliqué segment (or segments) that you want to print out and scan.

- 3 Click the ScanNCut  button.

*A new, unnamed *.BRF file containing the Artwork segments will be generated, and will open in a new tab.*

The new file will show each appliqué segment as a solid, filled artwork shape. The fill color will match on the original thread color of the segment.

- 4 Save the new file.

- 5 Click Page Preview . This will display the a preview of the page to be printed, with the appliqué artwork segments on it; the borders of the page will show as dashed lines.



Note that the page size displayed here will be determined by the current print settings; to change page size, select the Pacesetter button, and then choose Print–Print Settings.

- 6 Click Page Preview Offset .

The cursor changes to a cross.

- 7 Click in the workspace to change (if necessary) the position of the page to better fit the appliqué you are going to print. When you click, the center of the cross resets the upper-left corner of the page at that position.
- 8 Using the Select tool, drag and move the artwork segments to fit the page better. If required, the print area will expand to multiple pages (new page outlines will appear).
- 9 Click the Print tool to output the file for scanning.



When printing out ScanNCut files, ensure that “Show Crosshairs” is not checked in the Print Preferences dialog.

You can also use the Export FCM  tool to output an FCM (Brother Cutter format) file. This file type can be read directly by the Brother Cutter machine.



Alternatively, you can use the Export SVG  tool to create an editable version of the image. The SVG format is a vector format, which means that it can be edited in vector graphics programs, such as Adobe Illustrator®. After editing, you can then print a copy from your graphics program for use in your ScanNCut machine.

Special note: On creating ScanNCut artwork from a Stitch file

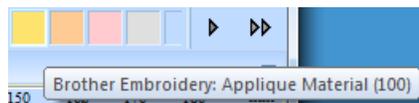
When you want to create ScanNCut artwork from an appliqué in a non-outline embroidery file (for example, an imported stitch file, such as a *.pes, *.vpn or *.dst), a special procedure must be followed. This procedure involves converting the first run stitch segment of the appliqué to a specific Brother thread color, which the ScanNCut tool then convert to a filled artwork segment in the regular way.



Note that the following procedure may not work in absolutely all cases; particularly, your results may not be correct if the run is not a closed shape.

To use the ScanNCut tool with stitch files:

- 1 Open or import a stitch file containing an appliqué.
- 2 In the Color Palette, change the current thread chart to Brother Embroidery.
For more information, see “Working with the Color Palette—Selecting a Thread Chart.”
- 3 Open the Sequence View, and select the first run in the appliqué.
- 4 In the thread palette, change the color of this run segment to Brother: Appliqué Material (100).



- 5 If there are more appliqués in the design, repeat steps 3-4 for each of the other appliqués, always selecting the first run.

- 6 Click the ScanNCut  button.
A new tab will open in the workspace, containing the Artwork segments.
- 7 Proceed according to the normal ScanNCut procedure, (steps **4-9** in the previous section).

Glossary

Appliqué

Embroidery process that involves using cut pieces of fabric in place of large fill stitch areas. The fabric pieces are sewn into the design.

Baseline

A line on which lettering segments sit.

Bean Stitch

Three stitches placed back and forth between two points. Often used for outlining because it eliminates the need for repeatedly digitizing a single-ply running stitch outline.

BRF

The Brother *.BRF file is an embroidery file type that contains both outlines (vector artwork) and stitches. See also, "Outline file."

Carved (fill type)

Carved fills are satin fills that have an embossed or "grooved" texture.

Color Palette

A collection of thread colors for a particular brand of thread.

Color Stop

A command that instructs an embroidery machine to stop sewing a design in order to change its thread colors. Also known as *Color Change*.

Column Stitch

Formed by closely arranged zig-zag stitches. Often used to form borders. See also *Satin Stitch*.

Density

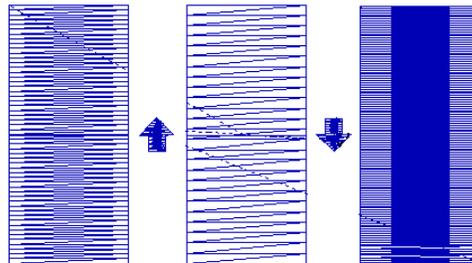
Density is the number of stitches covering a given area. Large letters and large fills need higher densities.

There are two measuring systems used in calculating density: Imperial and Metric. The Imperial system measures density in stitches per inch (spi). 65spi means 65 stitches in a 1 inch (linear) area. The Metric

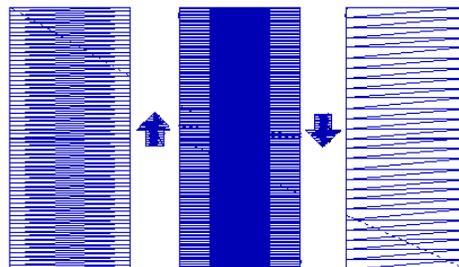
system measures density in embroidery points (pt). Points refers to the distance between each thread.

To increase density with the Imperial system, you increase the measurement number. With the Metric system, a higher number of points indicates a lower density. The following example shows what happens when you increase and decrease the density in embroidery points and stitches per inch.

Embroidery Points (pt)



Stitches per Inch (spi)



Design Workspace

The design workspace includes the Toolbars, Menus, Ribbon, and the design Window containing the design you are editing. You can change the look and functionality of your Design Workspace by showing or hiding these elements.

Envelope

The Envelope refers to the overall shape of the text segment. You can modify the envelope in one of two ways: (1) By selecting the envelope handles on the text frame, or (2) using the Envelope property in the properties panel.

Note that Envelopes are only applicable to Normal Text and Monogram Text segments.

Fill Stitch

Series of running stitches commonly used to cover large areas.

Different fill patterns can be created by altering the angle, length, and repeat sequence of the stitches.

Ghost Mode

A viewing mode of a design, in which only the selected part of the design is shown in full color, and the hidden parts of the design are “grayed out” in the background.

Ghost mode intensity

The ghost mode intensity determines the degree of visibility of the ‘hidden’ parts of the design when Ghost mode is on. The Ghost mode intensity can be adjusted between 0–100%.

Grouped Segments

A collection of segments that work together as a single unit. Grouped segments can be ungrouped to access individual segments if the software being used allows this.

Handles

Handles are the small boxes at each corner of the selection box you see around active segments. If you point to a handle, the pointer becomes a double-sided arrow. You can click and drag the handle to resize the selected segment or segments proportionally. Clicking and dragging the control points on the left and right side of a handle will resize the segment by width. Clicking and dragging the control points on the top and bottom sides of a handle will resize the segment by height.

Hoop

Device made from wood, plastic or steel with which fabric is gripped tightly between an inner ring and an outer ring. It attaches to the machine's pantograph. Machine hoops are designed to push the fabric to the bottom of the inner ring and hold it against the machine bed for embroidering.

Jump Stitch

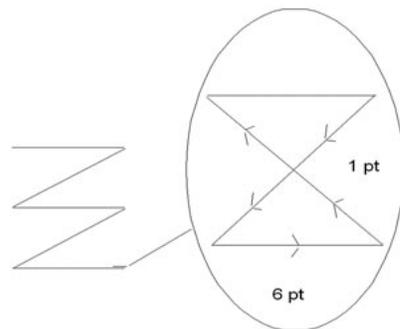
Movement of the pantograph without needle penetration, commonly used to get from one point in a design to another.

Lettering

Embroidery using letters or words. Lettering commonly called "keyboard lettering" may be created from computer software, which allows variance of letter styles, size, height, density and other characteristics.

Lock Stitch

(1) This stitch is formed by three or four consecutive stitches of at least a 10 point movement. It should be used at the end of all columns, fills and any element where a trim will follow, such as color changes or the end of a design. May be stitched in a triangle or a straight line; (2) Lock Stitch is also the name of the type of stitch formed by the hook and needle of home sewing machines, as well as computerized embroidery machines.



Machine Formats

Machine formats have their own profile settings that determine how embroidery information will be interpreted when you save design files as a machine readable format. When you use machine formats, your design information displays accurately on the screen and designs are sewn correctly on each embroidery machine. You can select a specific machine format for a design when opening or saving designs.

Monogram

Embroidered design composed of one or more letters, usually the initials in a name.

Motif Stitch

This is a decorative, pre-programmed run stitch type. Often, the patterns of motif stitches are open and have a lacy appearance. In Pacesetter BES4 Dream Edition, motif stitches can be applied to lettering for fonts that allow the run style.



Some examples of different motif stitch patterns applied to letters.

Outline file

File format for storing and retrieving designs, which allows for global changes (automatically changes density, size, stitch width, stitch count in a single operation) within that design.

Pull Compensation

Pull Compensation is a technique used to help compensate for the pushing and pulling of fabric that occurs when sewing. Pull compensation changes the width of stitches to compensate for the “give” of fabric. There are two types of Pull Compensation:

Absolute Pull Compensation:

Absolute Pull Compensation adds the same amount (in linear measure, i.e., inches or mm.) of compensation to each side of the segment, regardless of the original segment width.

Percentage Pull Compensation:

Percentage Pull Compensation increases the width of a fill or satin segment in proportion to the original width.

Recipe

A collection of embroidery settings designed for specific fabrics.

Running Stitch

Consists of one stitch between two points. Used for outlining and fine detail.

Satin Stitch

A stitch segment formed by closely arranged zig-zag stitches. Also known as a column stitch.

Segment

A single piece of a design that is created at one time. A segment has many properties such as its size, color, sequence in designs, stitch type and values, including stitching instructions.

Select tool

The Select tool allows you to select and modify individual or groups of outline segments. You can select outline segments by clicking on a single segment or by clicking and dragging to draw a box around parts of the design. Once you select outline segments, you can edit the segments.

Steil Stitch

A stitch segment type composed of zig-zag stitches, similar to a Satin Stitch, but with a fixed width. Often used to form borders.

Underlay

Stitches laid down before other design elements to help stabilize stretchy fabrics

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