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Chapter 1 Installation

1.1 System Requirement

Richpeace Design Pro 2000 requires the operation system of Microsoft Windows 95/98/2000. It can be installed on any Personal Computer which satisfies the following requirements.

Intel 80586 or Pentium processor;

32 megabytes of memory;

80 megabytes or more free hard disk space;

Standard SVGA monitor or other compatible monitor;

Richpeace Design Pro 2000 Dongle Card (provided with the software);

Microsoft mouse or other compatible mouse.

1.2 Installing Richpeace Design Pro Dongle Key

The Dongle Key should be installed properly before the setup of the software, otherwise, Richpeace Design Pro 2000 will not be able to work.

To Install the Dongle Key

1. Turn off the computer.
2. Insert the Dongle Key into the series port of the computer.
3. Turn the computer on.

1.3 Setup Richpeace Design Pro 2000

1. Exit all application programs.

2. Place the CDROM Disk in the CDROM Drive.

3. The program will be automatically installed, or else run Setup in the CDROM to install the program.

Installation information and instructions will be displayed on the screen, follow the setup wizard to setup the software.

Note:

You will be required to input the serial number during the setup. You can find the number in the Disk bearing the name of sn.txt. You can double click it to read the content.

4. When the installation finished, please run **Setup** file in your computer at first to driver the Dongle Key for Windows 2000/NT/XP, then you could use RDP2000 successfully in Windows 2000/NT/XP.

Chapter 2 Interface

2.1 Usage of Mouse, Keyboard, Dialog Box and Menu

2.1.1 Usage of Mouse

A standard mouse has three buttons, left button, middle button and right button. In RDP series, left and right buttons are the common buttons. The left button is the basic button, accomplishing nearly all the tasks, while the right one is mostly for some Shortcuts, like fast selection of the

menus and the operations of some special effects achieving.

Apart from the text inputting of the dialog boxes, mouse can fulfill all the other tasks, Operations of mouse in RDP2000:

Click: click left (or right) mouse button once.

Double click: click left (or right) mouse button twice continuously.

Drag mouse : press the left (or right) mouse button and drag the mouse to some other place in the interface at the same time.

Release mouse: release the left (or right)mouse button.

2.1.2 Usage of Cursor

In RDP2000 you can choose large cursor or small cursor. The shift between the two cursors is quite convenient:F3 key on the keyboard or Large Cursor\ Small cursor in Setup menu.

Large Cursor is an arrow with horizontal and vertical direction lines while Small Cursor is only the Arrow itself.

2.1.3 Usage of Keyboard

In RDP2000, keyboard is used to input text in the design or numerals in the dialog boxes. And there are quite a few Shortcuts in RDP2000.

2.1.4 Usage of Dialog Boxes

When select some items in the menu of click some right mouse button, a dialog box will pop out. In it, you can adjust parameter setup, add information, select options, select text of accomplish some other jobs.

Label Box: label dialog box is actually a series of dialog boxes. You can open any of the dialog boxes by clicking the labels at the top.

Text Box: you can input texts in the text box. Click at the blanks of the box, input the desired text and click OK or press Enter on keyboard.

List Box: it will show all the options, from which you can choose an item by double clicking it. **Pulldown Box:** it is a rectangle box with an arrow in the right. A click of the arrow will bring a dialog box and you can adjust the setups in it.

Check Box: it is a switch box. A click at it can set it on or off. When there is the mark (v), it is on, and without is, it is off.

Option Box: it is a series of round boxes providing different options. In one group of options, only one option can be chosen. When you select one and click it, there will be a black dot in the box.

Combo Box: it is a combination of a numeral input box and two arrows, providing the input of numerals. You can input the numeral in the box directly from the keyboard or click the arrows to increase or decrease the number in it.

Command Button: it is a button representing some certain orders. When clicking a Command button, there will be usually another dialog box pop-up or the execution of the command.

There is a Scroll Bar in many of the list boxes and pulldown boxes. They are used to show the information that exceeds the box. You can

click it to see the information out of present area.

When options in the boxes are grayed, they are not available now. When opening dialog boxes, there will be some default settings. You can choose to accept them by clicking OK or choose to adjust them.

The key of OK is used to confirm the operations and get them started. In case some adjustment has been carried out in mistake, you can click Cancel. Click Help and you can get the information about the dialog box.

2.1.5 Usage of Commands in the Menu

RDP2000 has a similar interface and menu with that of Windows:

To Choose Commands with Mouse:

Commands: Click the name in the menu to open it and then click the command in the menu.

Switch Commands: Those with the marks (v) are switch commands. When there is the mark in front of the command, it is on. Otherwise, it is off. Click it with mouse to open or close it.

Close Menu: Click at any position outside the menu.

To Choose Commands with Keyboard

1. Press the key of Alt, at the same time press the underlined letter to activate the menu. For an example: For File menu, press Alt and F at the same time and you will open it.

2. Press the underlined letter to activate the command. For

example press the letter of O to activate the command of Open.

3. Press the key of Esc to close the menu.

4. The Shortcut in the commands is usually a combination of two keys. When using the Shortcut, you should press Shortcut and an assistant key at the same time.

2.2 Starting RDP2000

You can start the program in the same way as you start other Windows programs.

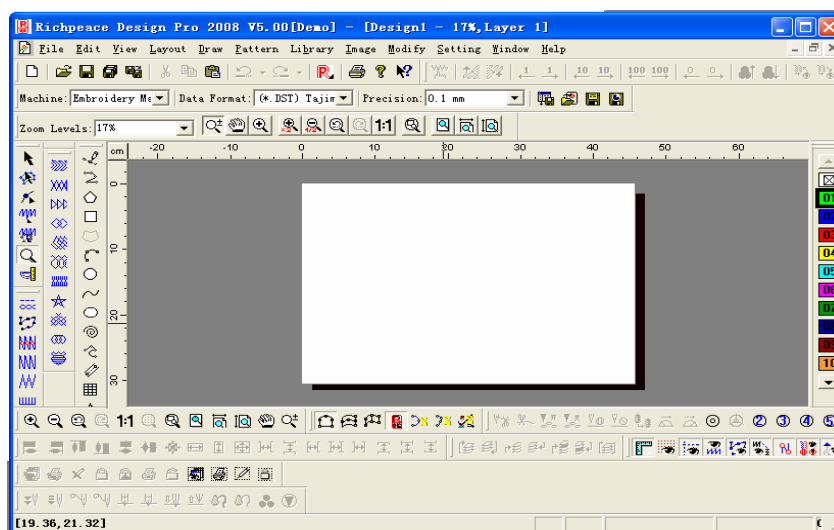
To Start RDP2000

You can start program in the following steps:

Double click the program shortcut in the Windows Desktop.

Or Click the Start Button on Windows Desktop, and the click the program icon in Program Files.

The interface of Richpeace Design Pro 2000 will show as follow(2-2-1):



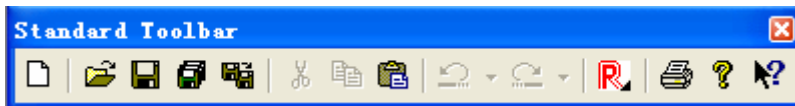
2-2-1

2.3 Using Toolbars

2.3.1 Toolbars in RDP 2000

The Interface of RD2000 is mainly series of Toolbars.

Standard Toolbar: a collection of commonly used orders(2-3-1-1).



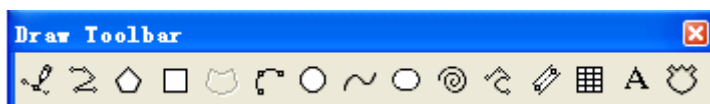
2-3-1-1

Property Bar: the reference to the objects or text. It shows the properties in buttons and combo boxes of the objects or orders chosen. You can setup or adjust the parameter of an object directly on the Property Bar.

Note:

When you setup or adjust the parameter in the property Toolbar by filling in numerals, you must press Enter key.

Draw Toolbar: consists of different Tool Buttons. You can click these buttons to activate the drawing tools with which you can draw the basic geometry graphics(2-3-1-2).



2-3-1-2

Edit Toolbar:(2-3-1-3)



2-3-1-3

Punch Toolbar 1&2: consists of series of stitch tools(2-3-1-4).



2-3-1-4

Browse Toolbar: consists of different buttons for ways of browsing the stitches(2-3-1-5).



2-3-1-5

Color Toolbar: there are 100 colors available and each button represents a color of them. You can add different colors to different graphics of objects for easy distinguish in your design and representation of the embroidery threads(2-3-1-6).



2-3-1-6

Status Bar: the information on Status Bar shows the present operation. It can be set in one column or different columns.

The program has set these Toolbars in their set places in the interface. But they are adjustable. You can drag them into the shape you like or to the place you want them to be. You can also set them to be

hidden so that you can have a large design window.

2.3.2 To Display or Hide Toolbars

To enlarge design window, you can hide the Toolbars that are not necessary at the moment.

You can hide Toolbars in the following steps:

1. Open View menu and choose Toolbar.
2. Click the Toolbars to be hidden or displayed in the list.

Note:

Toolbars are switches in the list, the mark (v) in front of the Toolbar refers that it is now in display.

2.3.3 To Change the Shapes and Positions of Toolbars

The positions of Toolbars are changeable; you can get them into drifting windows and drag them along in the interface for your convenience.

To drag Toolbars in the interface, you can follow the following steps

Point the mouse to the edge of the Toolbar and press the mouse, drag the Toolbar to any place in the interface and release the mouse, the Toolbar will become a drifting window. You can move it to the desired place in the interface. At the same time, the name of the Toolbar will be displayed at top of the drifting window.

To change the shapes of Toolbars, you can adopt the following steps:

Point the mouse to the edge of the drifting window of the Toolbar,

the cursor will show as a Double Arrow, you can drag the Double Arrow and change the Toolbar into the desired shape.

Note:

A double click of the mouse on any point of the edge of the Toolbar will get it back to the original place and shape.

The above operations could only be realized when you choose Auto Size for the toolbar from Setting/ Options/ Initialization, Otherwise, if you choose to set the Row of Column number for the toolbar in Setting / Options / Initialization, you cannot change its shape thus freely.

Please note the setup works only after restarting RDP2000.

2.3.4 To Define Status Bar

You can get information on the commands you are carrying out on Status Bar. The Status Bar can be divided into several columns and show different information in different columns. The size of columns is adjustable so that more information can be displayed.

Usually, Stitch Details, Color Information, Spacing and Stitches are set in the Status Bar. Sometimes the status of mouse and keyboard, date and running time can also be set in the columns. Snap information to Grid, Guidelines and Objects and Text Information are also often set in according to your need.

To set Columns

Status Bar can be set into 2, 3, 4, 5 or 6 columns according to your

need.

Click right mouse button at any point of the Status Bar.

Point the mouse at Column Number in the pop-up menu and choose the number of columns.

Note:

To change the size of the columns, point the mouse to the edge of column and the cursor will show as Double Arrow. Draw the Double Arrow along to set the column to the desired size.

To Shift Between Large and Small Status Bars

Click right mouse button at any point of the Status Bar and click at Large Status Bars of Small Status Bars.

You can also drag the top and bottom of the Status Bar to change the size of them. When in Large Status Bar, the information will be show in two lines if it can't be display in one line.

To Change the Position of Status Bar

Status Bar can be positioned at the bottom as well as the top in the interface.

Click right mouse button at any point in the Status Bar, then click Place at Top or Place at Bottom in the pop-up menu.

Information Display Setup for a Column

Each column of the Status Bar can be set to show different information

Click right mouse button at any of the columns of the Status Bar and select Show in the pop-up menu.

Click the item to show in the column selected.

Information Setup

Double click any column and corresponding a dialog box will show the possible information that can be shown in the column.

Following is an example of Object Details:

1. Double click any point in the column of Object Details and a dialog box will show and follows:
2. Select the items for the information in the switches.
3. Click **OK**.

In this example, the information of active and total stitches, color number and needle number, snap and print status will show about the object. You can setup each column in the same way.

Chapter3 Create, Open or Close a File

3.1 Creating and Opening a File

When entering the interface of RDP2000, the program will open your last edited file, in this situation you can open another exiting file or create a new file.

3.1.1 Creating a New File

You can create a new file in the following steps:

Open File menu and choose New.

Or double click new button on Standard Toolbar.

And a new file is created and in the design window the page of the new file appears. The file bears the name of Design1, Design 2 etc according to the creating order of the files.

SHORTCUT: Ctrl+N

3.1.2 To Open an Existing File

You can open an existing file in the following steps:

1. Open File menu and choose Open

Or double click the Open button on Standard Toolbar.

The standard Windows dialog box of Open will appear on the screen.

2. Select the file name in the list of files and click it, then click Open. Double clicking the file name can also open the file.

If the file to open is not in the list, you can change the file holder or the file format.

3. Enable the check box of Preview and/or Document Information to show the thumbnail and/or information of the file to be selected to ensure the file to be opened is the right file.

Note:

To open a recent file, click the file name to be opened in recent file list in File menu.

If the file to be opened is a paper tape file, the outline of its will appear on the screen first and the coordinates of its starting point will also be shown on the screen, which will help you position the design.

To preview the content of the file, check the box of Preview and also check the box of Document Information if you want to examine the details of the file at the same time.

SHORTCUT: Ctrl +O

3.2 Saving a File

During the process of creating a design, it is necessary to save your work from time to time so as to avoid losing data accidentally. Before you close a file or exit RDP2000, you should save your work, or your present operation will be lost.

3.2.1 To Save a file in RDP2000 format

You can save a file in RDP2000 format:

1. Open File menu and choose Save

Or click Save button on Standard Toolbar

If this is the first time for you to save the file, the standard Windows dialog box of Save As... will appear:

2. Click the Drive Name in the Save In box to select the drive and file holder.

3. Input the name for the file in the text box of File Name.
4. Click Save

Note:

If the file has been saved before, you can click Save button or choose Save in File menu to save the modifications to the file.

The input for the file name can be as long as 255 characters and the input cannot be any of the following: (/), (\), (<),(>), (*), (.), (?), (“),(;)or(;).

SHORTCUT: Ctrl + S

3.2.2 To Change Name, Location or Format when Saving

For an existing file, you may need to save it in another format, place it in another file holder or save the change but not cover the original file. In these cases, you can use the command of Save As...

1. Open File menu and choose Save As...

The dialog box of Save As... will appear.

2. In case you need to save it to another folder, select the folder for it in the list of Save In...

3. In case you want to save it in another name, input the name for it in the text box of File Name.

4. In case you want to save it in another format, select the format for it in the list of Type.

5. Click Save.

The program will save the file according to the changes thus made.

3.2.3 To Save All Files

Using the command of Save All you can save all opened files together at the same time.

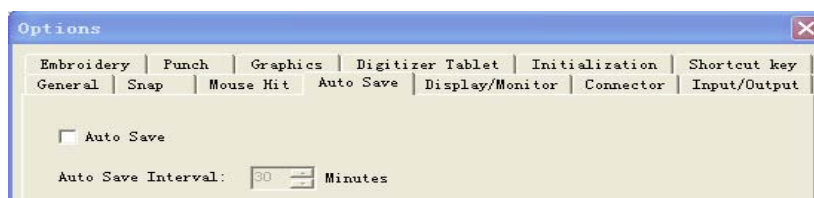
From **File** menu choose **Save All**.

Or Click the Save All button.

3.2.4 To Setup Auto Save

You can choose the program to auto-save your work for you and setup the time intervals for the auto save, so that even if you should meet accident turn-off of your computer or illegal operation, your operation will still be saved in the set time intervals.

1. Open Setup menu and then choose Options.
2. Click the label of Auto Save(show here as in 3-2-3)



3-2-3

3. In the dialog box, check the box of Auto Save.
4. Set the Auto Save Interval for Auto Save. You can input the time interval in the text box or click the arrows to get to the number.
5. Decide whether you need the program to remind you when auto-saving your digitizing based on the save intervals. If you need , check the box of Prompt when auto-saving, if not , uncheck it. If you

want the program to run foreground when auto saving, check the Check box of Run foreground when auto saving.

6. Click OK.


3.3 Closing a File and Exiting RDP2000

When you have finished creating and modifying a file, and have saved it to the hard disk or a floppy disk, you can choose to close to file. And when you have finished all the tasks in the program, you can choose to exit the program.

If there is still some unsaved work when you close the file or exit RDP2000, the program will remind you to save the modification of the file.

3.3.1 To Close a File

You can close a file in the following steps:

Click Close button  in upper-right corner of the design window.

Or open File menu and choose Close.

the file to close has not been saved, the program will remind you to save it(shown here as in **3-3-1**)



3-3-1

Click **Yes** and program will save the file before closing it.

Click **No** if you don't want to save the modification to the file

before closing it.

Click Cancel to cancel this operation and go back to the file.

3.3.2 To Exit RDP 2000

You can exit the program in the following steps:

Open File menu and choose Exit.

Or click Exit button  in the upper-right corner of the interface.

If the file has not been saved, the program will remind you to save it before exiting.

Chapter 4 Basic Operations

Once you start working with RDP2000, you use commands and dialog boxes to complete your task. You can choose commands in RDP2000 in the same way as in other Windows 95/98 applications----from pop-up menus or toolbars. You can also use keyboard shortcuts for most frequently used commands.


To most of the commands, you can select Undo or Redo for the cancellation and repeat of them. If you need help on a command, you can select the command from the Help menu, click a Help button or start context sensitive help.


In this chapter, we will discuss the most frequently used


commands.

4.1 Selecting an Object

In RDP2000, you need to select the object with a select tool before modifying or editing it. There are three select tools in RDP 2000.

Pick Tool:  you need to select the object with Pick Tool before you use any of the following commands: Move, Mirror, Copy, Rotate, Change Size, Modify Attributes, etc. You can also select multi objects for the editing or modification.

Shape Tool:  you can use Shape Tool to modify the outline of an object or adjust edit nodes. You can select and edit one object once only.

Edit Stitch:  you can use Edit Stitch to select the stitch for editing or modification.

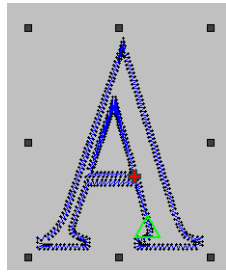
When you need to select an object or stitches, click the tool button first and then click at the object or stitches.

The following illustrates the operation:

To select an Object with Pick Tool

1. Click Pick Tool button on View Toolbar.
2. Click at any point of the object or the outline of the object.

The object is shown in the selected state with 8 handles showing the size of the object. You can change the size and shape of the object by dragging the handles (shown here as in **4-1**).



4-1

4.2 Undoing and Redoing Commands

If you are not satisfied with the effect of the last few commands, you can undo them. You can also redo them if you later decide you didn't want to undo them.

4.2.1 To Undo Last Command

Open Edit menu and choose Undo

Or click the Undo button on Standard Toolbar.

Or click right mouse button and choose Undo.

You can undo several commands in sequence, but please be noted that not every command can be undone.

You should not use Undo more than 3 or 4 times. In need to do so, it is more different to modify the design.

SHORTCUT: Ctrl +z.


4.2.2 To Redo Last Operation


Open Edit menu and choose Redo.

Or click the Redo button on the Standard Toolbar.


Or click right mouse button and choose Redo.


You can redo several commands, but please be noted that not every

1. To make stitches or objects in the design appear twice larger, click the button of Double Current Size.  **Shortcut: Ctrl + Z**

2. To make stitches of objects in the design appear twice smaller, click the button of Half Current Size button. 


Shortcut: Shift + Z

3. To display the design in the final embroidery size, click the button of Zoom to Actual Size. 


4. To zoom in and out of the design in real time, click Zoom in Real time Button. 


Dragging of the mouse upwards zooms in the objects, and dragging of the mouse downwards zooms out the objects.


5. To Zoom in the selected area, click Zoom in Selected Area button. Then drag the mouse to circle the objects in the spring box and click right mouse button, the selected area is zoomed in.

6. To fit selected object in the window, click Zoom to Selected button. 

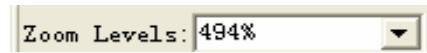
7. To fit in all objects in the window, click Zoom to All button 

8. To fit in the whole page, click Zoom to Page button. 

9. To fit in the width of page in the window, click Zoom to Page width button. 

10. To fit in the height of page in the window, click Zoom to Page Height button. 

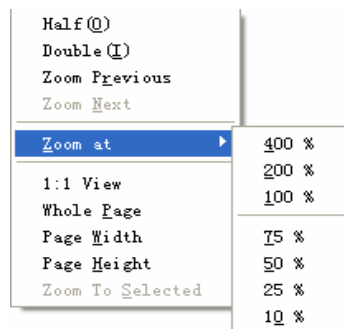
11.To zoom according to ratio, click the arrow of combo box of Zoom Ratio (shown here as in 4-3-3)and select a ratio of input the ratio in the text box and press Enter key on the keyboard.



4-3-3

Note:


When you have selected Zoom Button, a click of right mouse button will bring a Zoom List. You can also choose commands from the pup-up menu (shown here as in 4-3-4)




4-3-4

4.3.2 To Pan Objects

When you zoom in objects, sometimes parts of the objects may be out of the window. In this case, you can pan the objects around in the design window with Pan in Real-time.

Click Pan in Real-time button  in Zoom Toolbar and the cursor becomes the shape of a hand. Drag it and the objects or pattern will move around in the window.

4.4 Full Screen Displaying the Design

Full Screen Display only shows the whole pattern without the menus or Toolbars. In the mode of full screen, you can use the Shortcuts on keyboard. You can get back to the normal state by press Esc key on the keyboard or click Full Screen button. 

4.4.1 To display the design in Full Screen Mode

Open View menu and click Full Screen Display.

Or click right mouse button and choose Full Screen Display in the pop-up menu.


Or press F9 on the keyboard.

In the Design Window only the design is shown.

In the Full Screen Display mode, you can carry out the following operations:

Select hide or display Ruler: Click Ruler button.

Examine objects with Zoom in Real time: click Zoom in Real time button. 

Pan objects around in the window: click Pan in Real time button. 

Note:

In the mode of Full Screen Display, Shortcuts are all available.

4.4.2 Exit Full Screen

Click the button  in the Full Screen Floating Bar.


Or press Esc key on keyboard.

Or press F9 on keyboard.

4.5 Measuring Distance on Screen

You can use Ruler to measure the distance and angle between any two points directly on the screen.

To Measure distance and angle with Ruler on the screen

1. Click Ruler Button  on Punch Toolbar.
2. Point cursor to one of the two points and click it , then point the cursor to the other one of the two points.

Now, in the left of the Status Bar, the distance and angle between the two points will appear.

3. Click the mouse to end the operation on these two points.

4.6 Usage of Ruler, Grid and Guidelines

Ruler, Grid and Guidelines are used to help you protract exactly or arrange objects, when in need, you choose to display Ruler, Grid and Guidelines, so that you can get an exact alignment on the objects.

You can also adjust them. And Snap to Grid or Guidelines can bring ‘magnetic’ to the Grid and Guidelines, so guiding the object to align to grid or Guidelines accurately.

4.6.1 To Hide or Display Ruler, Grid and Guidelines

Open View menu, click Ruler, Grid or Guidelines.

When no object is selected, click right mouse button and select Ruler, Grid or Guidelines if the pop-up menu.

Note:

Ruler, Grid and Guidelines are switch commands. When they are selected, there will be a mark (✓) in front of them in the menu, or , they are not selected and will not be displayed.

You can also display or hide them in Layer Manager. Please refer to Layer Manager for details.

When choosing Snap to Grid or Snap to Guidelines, you can align the object accurately to the Grid or Guide. Please refer to Snap to Grid and Snap to Guidelines for details.

4.6.2 Parameter Setup of Ruler

1. Open Layout menu and choose Grid/Ruler Setup.
2. Click the Label of Ruler. The Dialog box of Ruler(shown here as in 4-6-2-1) appears:



4-6-2-1

3. Set the unit for Ruler: select the unit in the box of Horizontal.

If you have checked the box of Same Unit, the unit for Vertical will be set the same as Horizontal. You can also set the unit for them

separately.

4. Set Origin Point of Ruler: before using the Ruler, you need to set the Origin Point of it: input values in the boxes of Horizontal and Vertical. The value is the distance from the Origin to the Upper Left Point of the page.

5. You can also set the Origin with mouse: point mouse to the cross point of the horizontal and vertical rulers, drag the mouse into the window and release the mouse when you have got to the desired point (process shown here as in 4-6-2-2)

4.6.3 Parameter Setup of Grid

1. Open Layout menu and select Grid/Ruler Setup.
2. Click the Label of Grid. The dialog box of Grid (show here as in 4-6-3-1) appears:



4-6-3-1

3. Check the option box of **Frequency** or **Spacing**.

Frequency: the distance is decided by the dots in an inch.

Spacing: the distance between the lines of grid Vertically or Horizontally.

4. Set the values for Horizontal and Vertical of Frequency or Spacing.

5. Set Reference Point of Grid: it is for the exact position of the Grid, Input value in the boxes of Horizontal and Vertical. The values indicate the distance between the Reference Point of Grid and the Origin of **Ruler**.

6. You can also set the Reference Points with mouse:

a. Point mouse to the cross point of the rulers and drag the mouse into the Window while press the key of **Ctrl**.

b. Release the mouse when you get to the desired point (process shown here as in 4-6-3-2)

Note:

*Grid can be represented by lattice or lines.

*Check the box of **Draw Grid** and the grid is shown in horizontal and vertical lines.

Uncheck the box of **Drew Grid** and the grid is shown in dots.

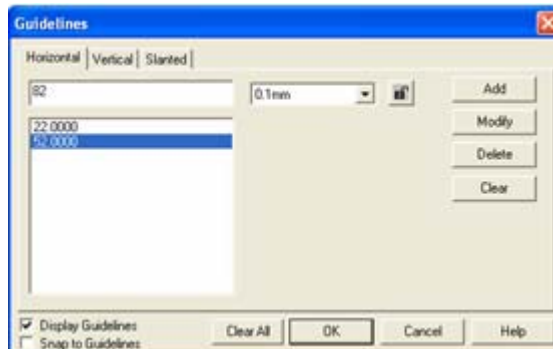
*You can check or uncheck the box of Show Grid to show or hide grid.

You can check or uncheck the box of Snap to Grid to set the digitizing to be snapped grid or not.

4.6.4 Parameter Setup of Guidelines

1. Open Layout menu and choose **Guidelines Setup**.

2. Click the Label of **Horizontal**. The dialog box of **Horizontal** (shown here as in 4-6-4-1) appears:



4-6-4-1

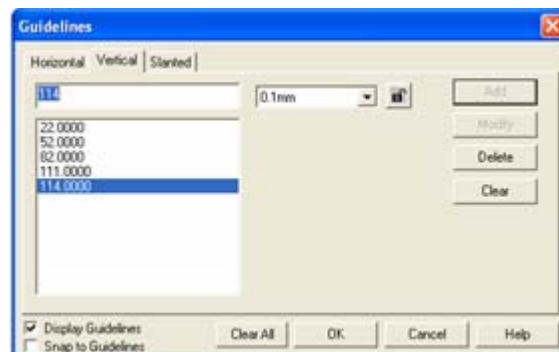
3. Set the positions for horizontal Guidelines(the Zero Point of the horizontal and vertical Rulers).

If you want to place it under the Zero Point or left of the Zero Point, you should input a negative number.

4. Select unit from the list.

5. Click **Add**.

6. Click the Label of **Vertical Line**. The dialog box **Vertical** (shown here as in 4-6-4-2) appears:

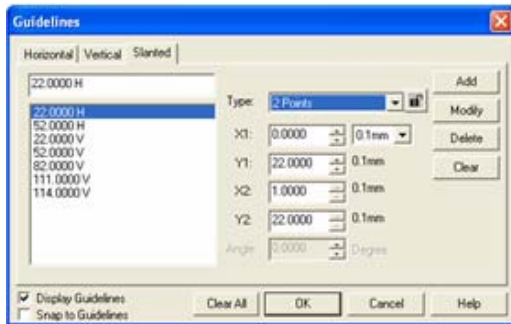


4-6-4-2

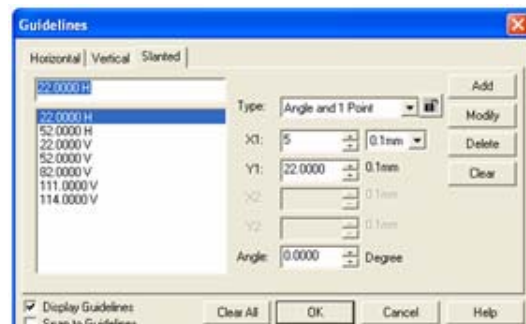
7. Set the Vertical Guidelines in the same steps.

8. Click the Label of **Slanted**. The dialog box of **Slanted** appears:

9. Select a way to setup parameters of Slanted Guidelines. You can set Slanted Guidelines in two different ways:**2 Points**(shown here as 4-6-4-3) of Angle and 1 Point(shown here as in 4-6-4-4)



4-6-4-3



4-6-4-3

When selecting **Two Points**, you need to set the coordinates of the two points.

When selecting **Angle and 1 Point**, you need to set the Coordinates of the corner and input the value for the angle.

The Slanted Guidelines will pass the coordinates with the set angle.

10. Click **Add**.

Note:

Click the Guidelines when with Pick Tool and you can get to the Dialog Box of Guidelines.

4.6.5 Snapping to Grid or Guidelines

The commands of Snap to Grid and Snap to Guidelines will add 'magnet' to them and thus the objects will be snapped to the Grid of Guidelines.

4.6.5.1 To Snap to Grid

You can get alignment of objects if you select Snap to Grid. The object will be forced to align to the nearest point on Grid.

To Snap to Grid and to Cancel Snap to Grid

When an object is selected, click the button of **Snap to Grid** on **Property Bar** to select or cancel it.

4.6.5.2 To Snap to Guidelines

Like Snap to Grid, the command of Snap to Guidelines can also get the alignment on the nearest Guideline.

To Snap to Guidelines and To Cancel Snap to Guidelines

When no object is selected, click the button of **Snap to Guidelines** on **Property Bar** to select or cancel it.

Or open **Layout** menu and choose or cancel the command.

Or double click **Guidelines** of on Status Bar, when it is grayed, the command is canceled.

4.6.6 Snapping to Objects

Snap to Object is a very useful command when digitizing, because the reference points will be snapped to the object so that your digitizing is faster and more exact.

4.6.6.1 To Snap to Objects

When no object is selected, click the button of **Snap to Objects** on **Property Bar** to choose or cancel it.

Or open Layout menu and choose or cancel it.

Or double click Objects on Status Bar, when it is grayed, it is canceled.

Hotkey:F12

4.6.6.2 To Snap to a Certain Object

1. Choose the command on in the above steps.
2. Select the object with Pick Tool.
3. Click right key of mouse and select Snap to of Object Operation Properties in the pop-up menu.

You can also select Lock and Stop to, so that you are snapping it as well as forbidding editing it.

Note:

You can choose to snap to several objects or a group of objects.

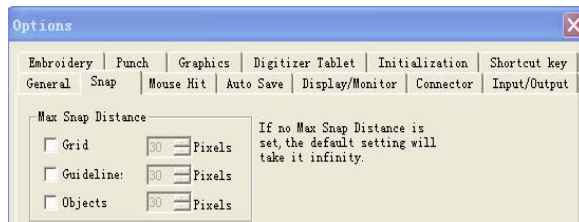
4.6.7 Max Distance for Snap to Grid, Guidelines and Object

The default value of the max distance for the snapping is infinity. You can set the value.

To Setup Distance for Snap to Grid, Guidelines and Object

1. Open **Setting** menu and choose **Options**.
2. Click the Label of Snap. The dialog box of Snap (shown here as in 4-6-7) appears:
3. Check the box of **Grid**.
4. Set the Max Distance for the snap to the Grid in the unit of

Pixels.



4-6-7

5. Setup the Max Distance for Guidelines and Objects in the Above steps.

6. Click **OK**.

4.7 Examining Designs

To examine a design more conveniently, you can choose to hide or display some properties of the design, like stitches, needle penetration, outline, connection line, some or all of machine codes of the objects. For an example, when you examine outline of object, you can hide stitches and needle penetration. And when you examine stitches, you can hide the outline of the objects.

To Display of Hide Stitches, Needle Penetration, Jump, Outline, Connection Line, Machine Codes, and Starting Point

Open **View** menu, and then choose to display or hide them.

Please be noted that all these are switch orders, and the marks (✓) in front of them show that they have been selected and will be displayed. Otherwise, they will be hidden.

Pressing of the Space Bar on keyboard displays of hides Needle

Penetr-ations.

4.8 Usage of Multi Windows

You can open several windows at the same time in the program, and you can arrange them in tiles or cascades so that all the windows will be shown in the screen. You can also shift among the windows at any time.

4.8.1 Cascades

The command of Cascade is used to arrange the window in vertical cascades.

1. Open several windows.
2. Open Window menu and choose **Cascade**.
3. All the open windows will be arranged in vertical cascades.

Note:

To shift among the windows , simply click the window to shift to.

4.8.2 Tiles

The command of Tile is used to arrange the windows in horizontal tiles.

1. Open several windows.
2. Open Window menu and choose Tile.
3. All the open windows will be arranged in horizontal tiles.

Note:

To shift among the windows, simply click the window to shift to.

4.8.3 Arrange Icon

When all the windows are minimized, **Arrange** Icon can arrange all the icons of the windows in the alphabetic order.

1. Minimize all the windows.
2. Open Window menu and choose Arrange Icon.
3. All the icons will be arrange in the alphabetic order.

4.8.4 Shift among Windows

Open Window menu and you can shift to the window by clicking the window name in the List.

4.9 Page Setup

Before staring a new file, you may want to know what size the page should be. The default page setup is A3. You can adjust the size, the direction or the color of the page, you can also create your own page size and save it.

You can set the size, the direction and the color of the page in **Page Setup**. You can also set them in the Properties Bar.

You can get the Page Setup in Properties Bar whenever you click and of the buttons of Pick Tool or Shape Tool (shown here as in 4-9)



4-9

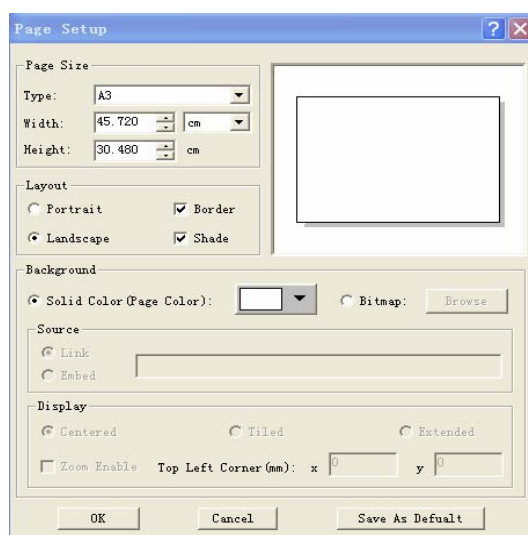
4.9.1 Page Size Setup

There are a few preset sizes and directions of pages. You can select

one from them or create a new size and direction on your own.

1. Open Layout in the Program Menu and select Page Setup.

The dialog box of Page Setup will shown in the screen (shown here as in 4-9-1):



4-9-1

2. Select one in the list of **Type** or select User-define.
3. Input the width and height in the text box of through the arrows.

4.9.2 Page Direction Setup

You can choose to place the page horizontally or vertically.

1. Open **Layout** menu and choose Page Setup.
2. Choose **Landscape** for Horizontal or **Portrait** for Vertical.



Or click the **Portrait** Button or **Landscape** Button on Properly Bar.

4.9.3 Display or Hide Page Border and Shade

Page border is a rectangle in the window, showing the size and direction of the page. Page Shade is the shade around the page border.

You can choose to display them or hide them. Please be noted that before printing, you should choose to display them so as to make sure the objects are within the border of the page.

1. Open **Layout** menu and choose **Page Setup**.
2. Choose to display or hide border and shade.

Or click **Border**  and **Shade**  buttons to display or hide them.

Note:

Double click the shade in the interface and the dialog box of **Page Setup** will appear. You can set the shade only after you have selected the page border.

4.9.4 Page Background Setup

Page Background Color Setup


You can select different colors as the background of the page.

1. Open **Layout** menu and choose **Page Setup**.
2. Click the arrow in the button of Page Color and the Dialog.

Box of Color Mixing will appear. You can select the color or mix the color in the dialog box of Color.

3. Click **Ok**.

Note:

You can also set the color for background through the Background button. 

And there are three kind of default colors:

Ctrl +Alt +W White Grounding

Ctrl + Alt + B Black Grounding

Ctrl + Alt +G Grey Grounding

You can select one of them of **Background Color** of **Setup** menu.

Set Page background with a fabric picture.

You can set the page background filled with a bitmap picture, in this way, you can insert some fabric picture into the program as the design background.

You can choose to insert the bitmap picture temporarily by **Link** way or save it together with the design through **Embed** way; there are three kinds of different display modes for the fabric background.

Centered, Tiled and **Extended**; to choose **Zoom Enable**, the picture will be zoomed in or out together with the window; to set the position of Top Left Corner could change the relative position of the picture in the page.

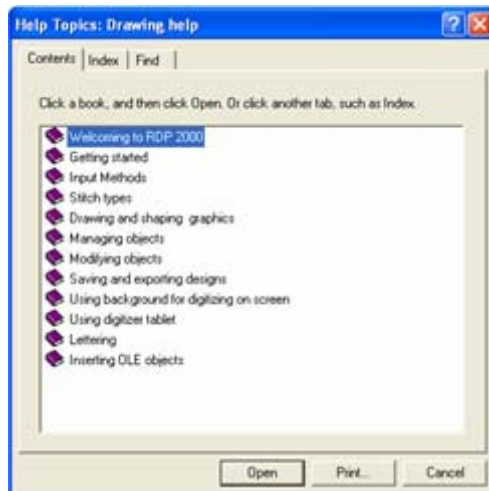
4.10 Get Help On-Line

Help On-Line is the details and instructions to the commands and functions of the program, You can get Help On-Line at any time or stage of your designing through Help menu.

4.10.1 Get Help Information

Open Help menu and select **Help Topics** and the dialog box of

Help Topics: Help on-line (shown here as in 4-10-1) will appear.



4-10-1

There are three label boxes. Contents Index and Find, Under Index are the topics of help; you can select a topic and double click it to get the help information in the information window.

You can preview, copy, print or even annotate the information or the help topics.

You can also click the label of Index to open the text box of Index and input the key words to get to the topic of help.

Double click help topic or click Display button can both open the information window.

SHORTCUT: F1

Note:

There is a Help button in some of the dialog boxes. Click it and you can get the help information on them.

4.10.2 To Get Clue on Window

Window Clue gives you the simple information about the commands in Menu or button in Toolbars.

Get Screen Clue

1. Click the help button on Standard Toolbar.
2. Point the mouse to the command or button on the screen, and there will be the information about it near it.

4.10.3 About Richpeace Design Pro2000

There is another item in **Help** menu: **About Richpeace Design Pro 2000**. It is the information about the present version of the program.

Open **Help** menu and choose **About Richpeace Design Pro 2000**.

Or click About Richpeace EmbDesign 2000 button on Standard Toolbar.

The dialog box of **About Richpeace Design Pro 2000**(shown here as in 4-10-3)will appear in the design window:



4-10-3

Chapter 5 Input Method

The digitizing procedure in embroidery designing is in fact a series of inputting of lines and curves, describing the outline of the embroidery stitch objects. When carrying on the digitizing in your designing, an input method should be selected.

The input methods RDP2000 Series offered includes: Richpeace Design Pro 2000 Input Method, Richpeace Punch II Input Method (Arc), Richpeace Punch II Input Method (Spline) and Ricpeace Punch Input Method. You can apply Side by Side input, Side to Side input, Midline input and Close Curve input method to these four types of input method.

Richpeace Punch II Input Method (Arc)

It is a combination of Line and Arc inputting, and involves three mouse buttons: the Left Button inputs Lines while the Right Button inputs Arc, to end the input, click Middle Button. For the mouse with nly two button, you can use the Enter key to replace the Middle mouse button.

Richpeace Punch Input Method (Spline)

It is a combination of Line and Spline inputting, and involves three Mouse button: the Left Button inputs Lines while the Right Button inputs Splines, to end the input, click Middle Button. For the mouse only have two buttons, you can use the Enter key to replace the Middle mouse button.

Richpeace Punch Input Method

It is an Arc Input Method, and involves two mouse buttons: the Left Button inputs arcs and the Right Button Ends the input. Pressing on the Ctrl key while inputting with Left Button will input Lines.

Richpeace Design Pro 2000 Input Method

It is the basic input method of RDP2000 Series. It is based on the Compound Curve input and it can input five types of curve: Line, Spline, Arc, Cubic Bezier and Quadric Bezier. And it involves two buttons: the left mouse button input lines and the right mouse button finish the input.

5.1 Regulation of Inputting Method

1. In the environment of RDP2000, a click of left mouse button refers to **INPUT** and the right button refers to **FINISH**.

2. If you have marked some wrong Reference Points when digitizing, you can press **Backspace** key to cancel them one by one.

3. During the digitizing process, you can press Esc key at any time to cancel last input. It can be an outline, a Direction Line, Entry or Exit. Continuous pressing of the Esc key can cancel all the previous operation.

4. When digitizing an object, you can modify and reference point or outline before stitches generate. Pressing of Space Bar will shift to the mode of Temporary Edit. You can add, delete, and move the Reference Points. Another pressing of Space Bar will shift the program back to Digitizing Mode.

5. When digitizing with vector graphics as Background, Snap to Object will greatly increase the precision of the Reference Points, and thus speeds up the digitizing. Please refer to Snap to Object for detailed information on usage.

6. When finishing inputting Reference Points, continuous clicking of right mouse button bypasses the steps of manual input of Direction Lines, Entry and Exit. The program will set them and auto-generate the stitches. Please refer to Auto Generation of Stitches for detailed information.

7. When inputting Reference Points, you can input horizontal, vertical or 45 lines by holding Ctrl key.

8. Side to Side and Midline input objects can be transferred to Side by Side input objects at any time. Select object with pick tool or shape tool, click the right mouse button to choose Shift to Side to Side Input.

9. When inputting the outline for Side by Side, Side to Side and Midline input objects, you can set different color for two borders of the outline. In Setting/Display Color Setup dialog box set the color (Outline refers to the first border color, Satin Second Border refers to the second border color.)

10. Side to Side and Midline input objects can be transferred to Side by Side input objects at any time. Select object with pick tool or shape tool, click the right mouse button to choose Shift to Side to Side

Input.

11. When inputting the outline for Side by Side, Side to Side and Midline input objects, you can set different color for two borders of the outline. In Setting/ Display Color Setup dialog box set the color (Outline refers to the first border color, Satin Second Border refers to the second border color.)

5.2 Side by Side Input Method

It is a suitable input method for digitizing embroidery objects with narrow sides or two irregular sides. It marks Reference Points on both sides of graphics and creates evenly spaced stitches all over the objects. It is applicable in Satin Stitch, Satin Stitch With Jump, Zig Zag Stitch, E-Stitch, 3D Stitch, Turn Fill Stitch and Classic Column Fill Stitch.

To Digitize Designs with Side by Side Input

We will take Satin Stitch for the example:

1. Select a stitch for digitizing.

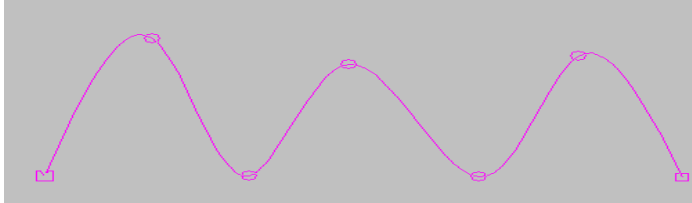
For Satin Stitch, click Satin Stitch Button.

2. Click **Side by Side Input** button on **Input Toolbar**.

Or switch to Side by Side Input by pressing Shift key on the keyboard.

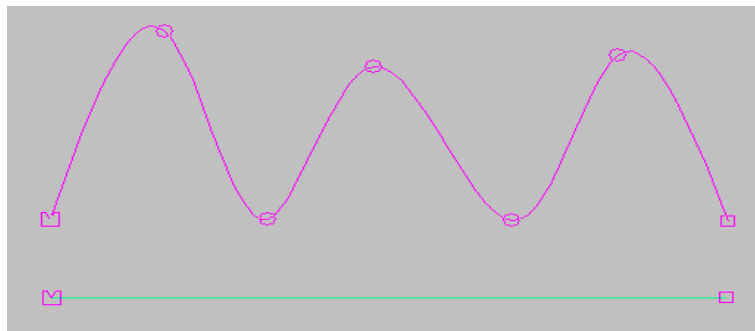
3. Click left mouse button to input Reference Points on the first side. You can shift among different Lines and Curves according to the shape of the objects in the process of the digitizing.

If some Reference Points have been input out of desire, press Backspace key to cancel them. After inputting all the Reference Points, click the right mouse button (shown here as in 5-2-1)



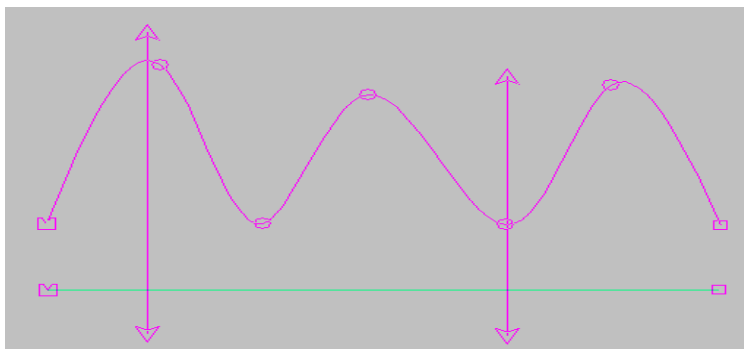
5-2-1

4. Now you can start inputting Reference Points on the second side in the same process. Up finishing, click the right mouse button (shown here as in 5-2-2)



5-2-2

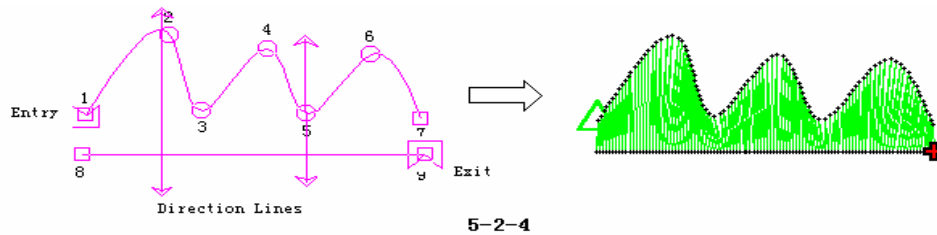
5. If no Direction Line is needed, just simply click the right mouse button (shown here as in 5-2-3).



5-2-3

Direction Lines are added to define the direction of stitches. Please reference to Direction Line to get detailed information for the usage.

6. Input Entry and Exit of the object and click right mouse button (shown here as in 5-2-4).



Please be noted that usually the Entry is at the opposite side of the Exit, and usually the first point marked. Generally, Entry is placed at the upper left corner of the pattern while Exit at the lower right corner of the pattern, In actual designing, the Exit of a pattern is mostly placed near the Entry of the pattern following it.

Satin Stitch will be filled into the object automatically after these processes.

5.3 Side to Side Input

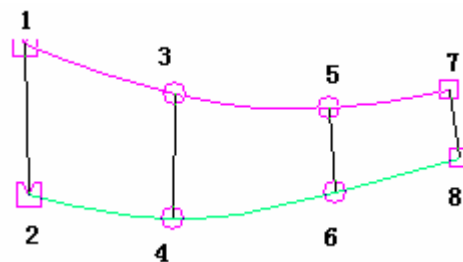
It is suitable for the digitizing of narrow objects. When using this method, the Reference Points of objects are input in pairs, thus enables a good control of the Direction Lines of the stitches of the object. When adding or deleting Reference Points, it is also in pairs. It is applicable in Satin Stitch, Satin Stitch With Jump, Zig Zag Stitch, E-Stitch, 3-D Stitch, Turn Fill Stitch and Classic Column Fill Stitch.

To Digitize Designs with Side to Side Input

We'll take Satin Stitch for the example:

1. Click Satin Stitch button in Punch Toolbar, Click Side to Side Input button or press Shift key to switch to it.

2. Use mouse to mark the Reference Points in pairs. First input the first Reference Point on the first side, then the first Reference Point on the second side, and the second Reference Point on the first side, then the second Reference Point on the second side, and so forth. In this way you can mark all the Reference Points on both sides of the pattern in pairs (shown here as in 5-3-1).

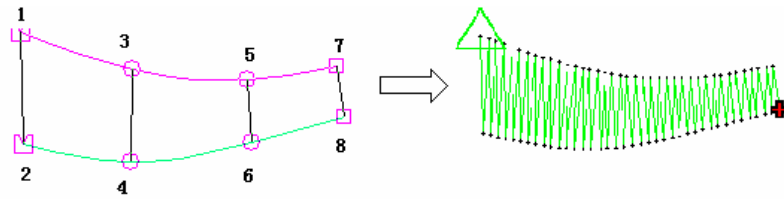


5-3-1

When inputting a wrong Reference Point, you can press Back-space key on the keyboard to delete it. You can press the key continuously to delete several wrong Reference Points.

When finishing input, click right mouse button.

3. Mark the Entry and click right mouse button. The Exit is added at the same time, and the object is filled with Satin Stitch (shown here as in 5-3-2)



5-3-2

Note:

The Reference Points are digitized in pairs. When modifying the Reference Points, you are not only modifying the shape of the object, but also modifying the Direction Line of the stitches.

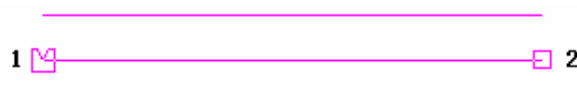
5.4 Midline Input Method

It is an input method with only the Midline, which marks the shape of the object to digitize. It is suitable for patterns with same width. It is applicable to all the Stitches except Running Stitch, Manual Stitch, Fill Stitch and Motif Fill. There are three ways to input with Midline: generate stitches on the Left Side, Right Side and Both Sides.

To Digitize Designs with Midline Input

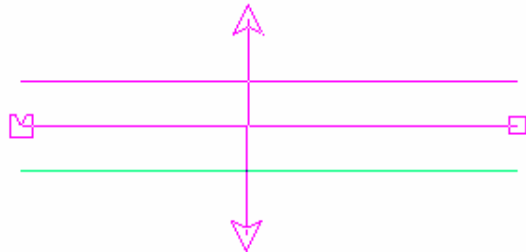
We'll take Satin Stitch for the example:

1. Click Satin Stitch button on the Punch Toolbar 1.
2. Click Midline Input button or press Shift key on the keyboard to shift to Midline Input method.
3. Digitize the Reference Points along the Midline of the pattern (shown here as in 5-4-1).



5-4-1

4. If you need to add Direction Lines, you can mark them now and click right mouse button when finishing (show here as in 5-4-2)



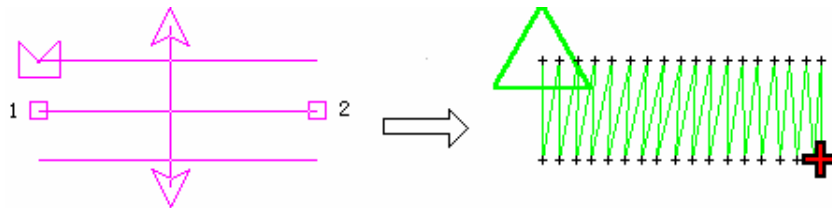
5-4-2

Please refer to Direction Line for details.

If you do not need the Direction Lines, please press N key of the keyboard and right mouse button at the same time.

5. To mark Entry of the pattern, click right mouse button.

The Exit is positioned at the opposite on the object and stitches generate (shown here as in 5-4-3)

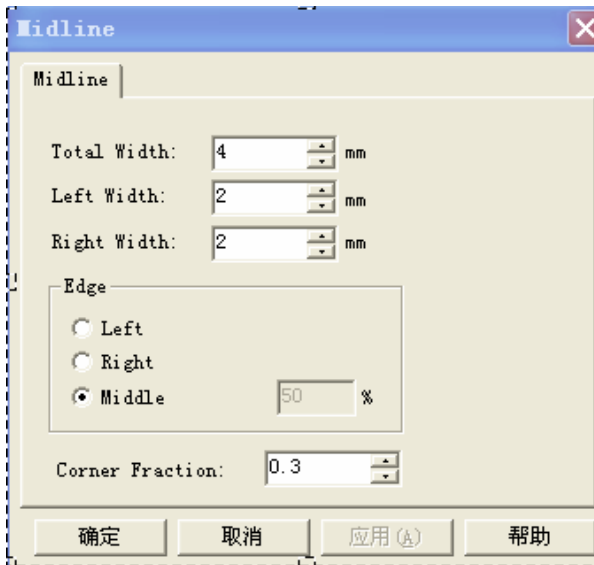


5-4-3

To Setup Parameters for Midline Input

There are three ways of Midline Input according to the position of stitches generated:

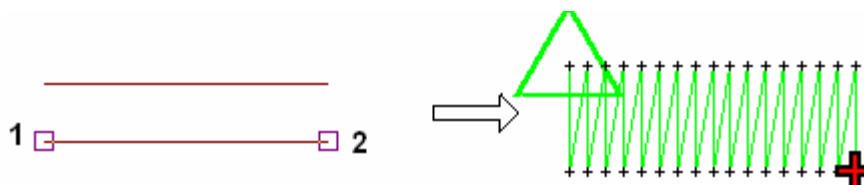
1. Click the Midline button in the Property Toolbar. The dialog box of Midline will appear (shown here as in 5-4-4):



5-4-4

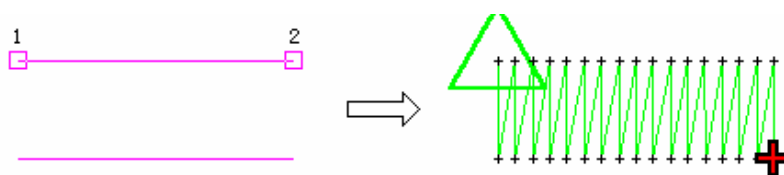
2. Click the buttons of Left, Right or Middle to select the input method.

a. When selecting Left, the stitches generate in the left side of the ,Midline, and Left Width is the same as Column Width(shown here as in 5-4-5)



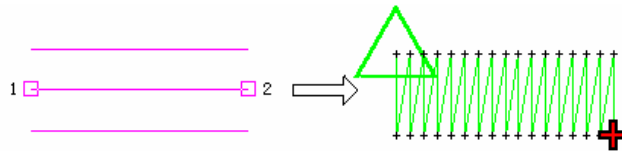
5-4-5

b. When selecting Right, the stitches generate in the right side of the Midline, and the Right Width is the same as Column width(shown here as in 5-4-6)



5-4-6

c. When selecting Middle, stitches generate on both sides of the Midline, and the column Width is the sum of left Width and Right Width, and Left Width is the same as Right Width (shown here as in 5-4-7)



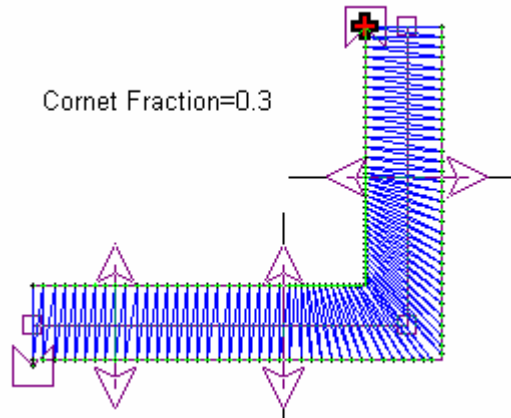
5-4-7

Note:

Left Width, Right Width and Column Width refers to the widths of Left Column, Right Column and the Whole Column.

The Left Side refers to left side of the digitizing direction of the Digitizing Line, and the right side of the digitizing direction of the Digitizing Line (shown here as in 5-4-8)

6. Set the Value for Corner Fraction : the stitches are perpendicular to the digitized line throughout the column wherever it is possible. In tight curves and around corners, the stitches turn evenly. Corner Fraction decides how many stitches involve in the turning. The larger the value, the more stitches involved (shown here as in 5-4-9) (N/A)



5-4-9

To Shift Midline Input Object into Side to Side Input object

You can shift a stitch object digitized with **Midline Input** into a stitch object digitized with **Side to Side Input**.

1. Select the object for the modification with Pick Tool or Shape Tool.

2. Click right mouse button and choose Shift to Side to Side Input.

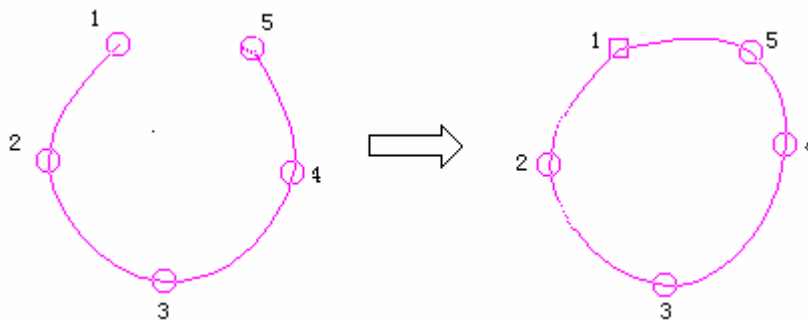
5.5 Close Curve Input Method

Close Curve Input is suitable for the digitizing of large irregular patterns. The input outline must be a closed curve. When digitizing the pattern, you should input the outline first. If there are holes in the pattern, input the holes after inputting the outline. It is used in Fill Stitches and Motif Fill only.

To Digitize Designs with Close Curve Input

1. Click Fill Stitch button on Punch Toolbar1.
2. Mark the Reference Points of the Outline of the pattern. You may leave some space between the first and last Reference Points and it

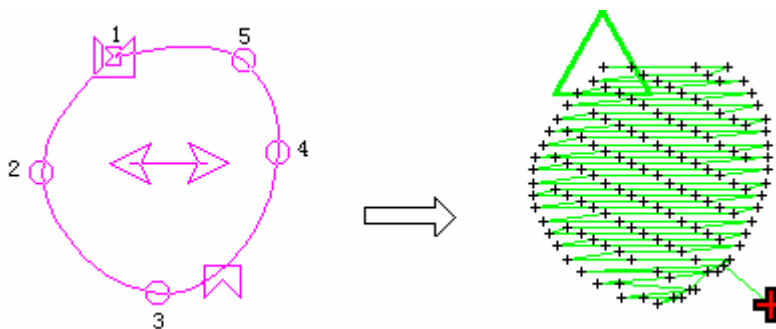
will be closed automatically. Click the right mouse button to close the pattern.(shown here as in 5-5-1)



5-5-1

3. Click right mouse once again to end the inputting of Reference Points.

4. Mark the Direction Line, Entry and then Exit of the pattern. And the object will be filled with Fill Stitches (shown here as in 5-5-2).



5-5-2

5.6 Digitizing Design with Holes in Fill Stitch

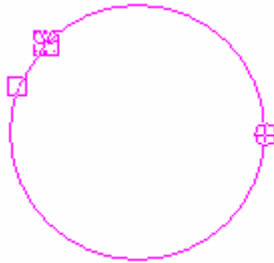
There can be some holes on an object if it is big and fill with Fill Stitich or Motif.

When digitizing such objects, you can digitize the outline of the object and then the outline of the holes on the object.

5.6.1 To Digitize designs with Holes in Fill Stitch

1. Click Fill Stitch button on Punch Toolbar1.

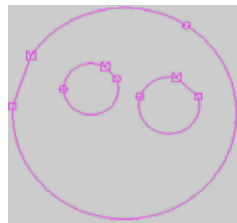
2. Input outline of the object with the Closed Curve Input method (shown here as in 5-6-1-1).



5-6-1-1

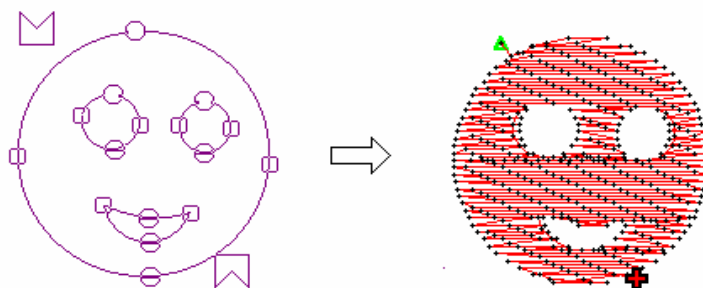
3. Click right mouse button.

4. Digitize the outlines of the holes in the objects. Click right mouse button each time finishing the outline of a hole (shown here as in 5-6-1-2)



5-6-1-2

5. Input Direction Lines, Entry and Exit. Fill Stitch will be filled in the object with the holes blank. (5-6-1-3)



5-6-1-3

Note:

When embroidering designs with holes, the design will be divided into several sections, and stitches are filled in each of the sections, linking each section with Running Stitch. The Running Stitch cannot be seen in the products because it is covered by the filled stitches. It is divided into sections according to the Entry, Exit and the Direction Lines. Usually, the Entry, and the Direction Lines vertical to the Connection Line linking the Entry and Exit. In this way, the design will be divided into lesser sections and direct the machine to embroider in the same direction. If the embroidering directions are not the same in the different sections, there might be gaps or overlaps among sections.

When the Holes in the design crossover or overlap each other , or there is another hole within a hole, they will be regarded as one hole according to the outline.

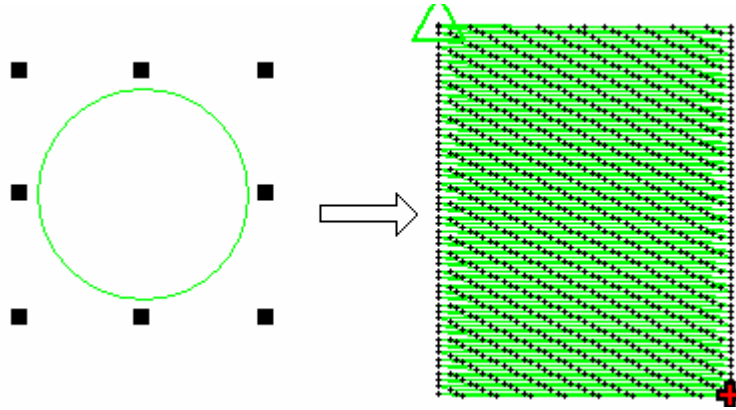
5.6.2 To Add New Holes to an Object

When you need to add holes to an object, there are two ways: Drag a Vector graphic to the object as the outline; or digitize the hole.

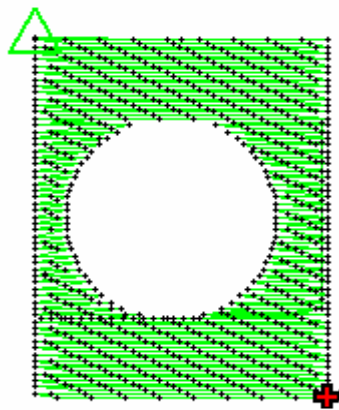
Vector Graphic as Hole

1. Select a vector graphic.
2. Press right mouse button and drag the vector graphic to the object.
3. Release right mouse button and select As Stitch Edge or other

commands in the List thus appears (shown here as in 5-6-2-1). The selected vector graphic will be added to the object as a hole (shown here as in 5-6-2-2). Please refer to As Stitch Edge for details.



5-6-2-1



5-6-2-2

Note:

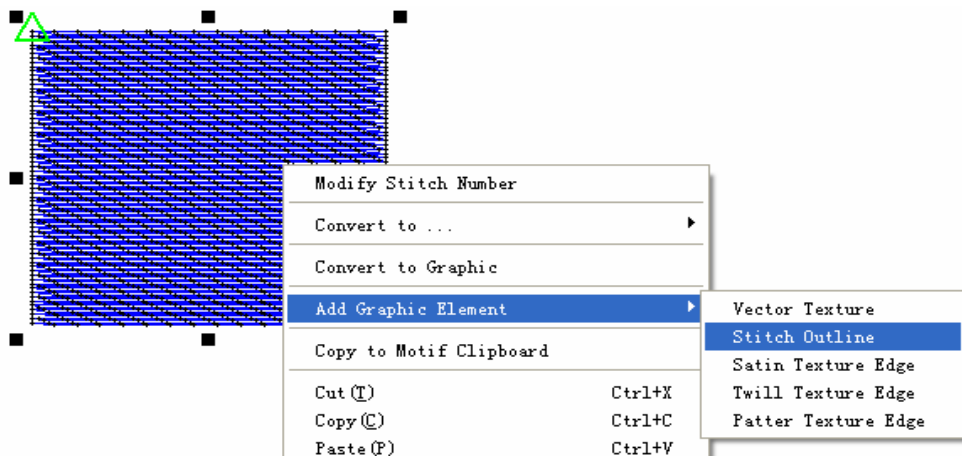
You can add only one hole to object each time.

5.6.3 To Digitize New Hole to Object

1. Select the object to modify with Shape Tool.

2. Click right mouse button and select Stitch Outline in Add

Graphic Element. (5-6-3)



5-6-3

3. Digitize the hole outline. You can digitize several hole outlines, click right mouse button each time finishing a hole outline.

4. Click right mouse button when finishing digitizing all the hole outlines.

5.7 Auto Generation of Stitches

RDP2000 provides a shortcut in input method: continuous clicking of the right mouse button after inputting the Reference Points will generate Direction Lines, Entry and Exit and finally the Stitches. If you are not so satisfied with the effect of stitches, you can adjust them through Reference Points, Direction Lines, Entry and Exit.

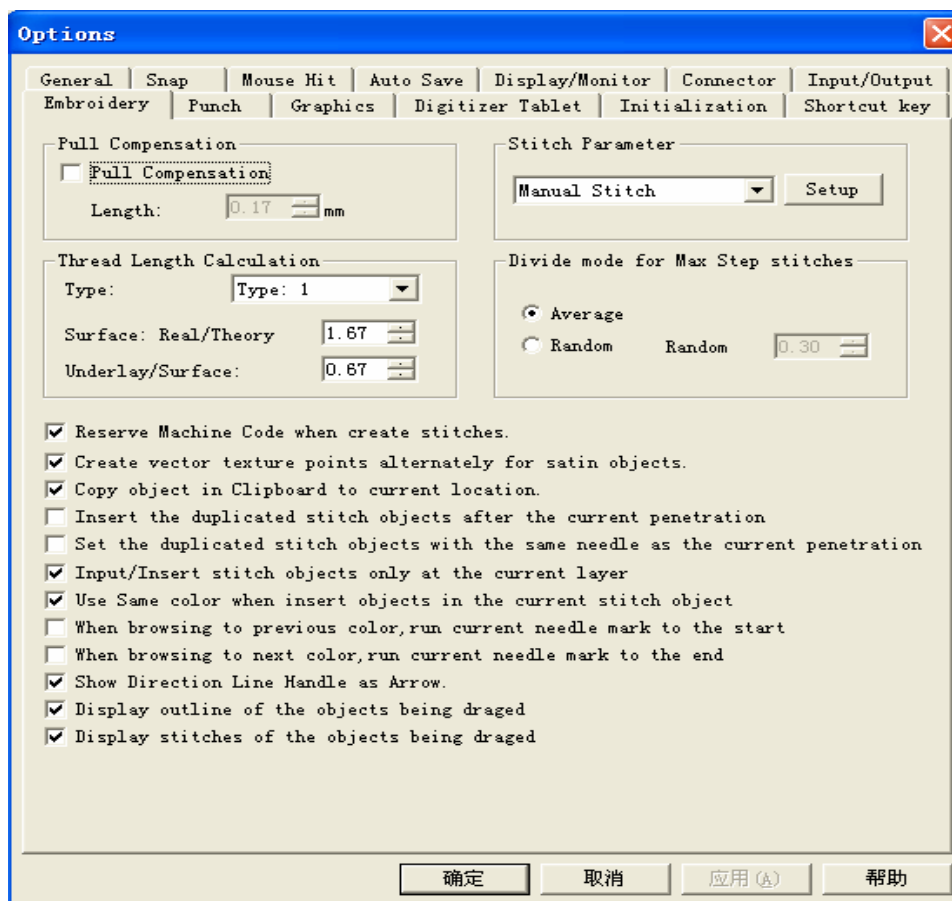
During this course, you can also choose to generate Direction Lines or not.

To Select Whether to Generate Direction Lines

1. Open **Setting** menu and choose **Options**.
2. Click the Label of **Embroidery**.
3. Click the box of **Defaule Direction Lines when input, change**

or fill in stitches.

If it is forbidden, no default Direction Line will be generated (shown here as in 5-7).



5-7

Note:

Press Y key on keyboard while digitizing and will get the default Direction Lines, Press N on keyboard while digitizing and you will not get default Direction Lines. (This does not change the setup in the Dialog Box).

5.8 Marking Reference Points on Objects

While digitizing a design, you should mark enough Reference

Points so that the program can recognize the outline and shape of the design. But too many Reference Points will cause the program to engage more time and so affect the precision of the design. Usually only the following positions need Reference Points:

The positions where pattern widens;

The positions where pattern changes direction;

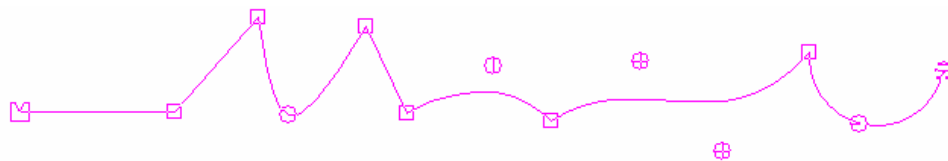
The positions where pattern change Bending;

The positions where lines change into curves;

The positions where curvatures change.

Note:

When marking Reference Points, you may need to input different types of lines: Line, Curve, Arc and Bezier. You can press Shift key on keyboard to shift among them in the order of Line, Curve, Arc, Quadric Bezier and Cubic Bezier (shown here as in 5-8). You can press the following letters to shift directly to the input method



5-8

L: Line

S: Curve

A: Arc

Q: Quadric Bezier

C: Cubic Bezier

5.9 Digitizing of Running Stitch and Manual Stitch

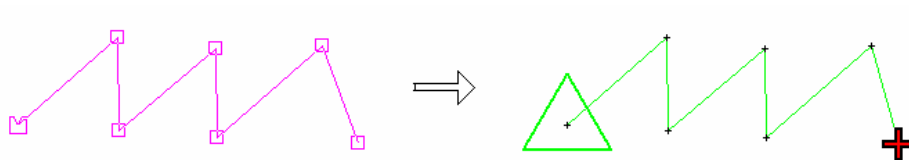
The Above-introduced input methods are not applicable to Running Stitch or Manual Stitch, which have their own input methods.

5.9.1 To Digitize Running Stitch and Manual Stitch

We'll take Running Stitch for the example:

1. Click **Running Stitch** button on Punch Toolbar 1.
2. Mark Reference Points with left mouse button.
3. Click right mouse button when finishing inputting.

Now, stitches will generate along the line digitized (shown here as in 5-9-1). The stitches are generated according to the parameters in the Attribute Bar of Running Stitch. You can modify the parameters at any time.



5-9-1

5.9.2 To Mark Reference Points for Running Stitch

When digitizing Running Stitch, you should mark Reference Points at the following positions:

The positions Where the curvatures changes;

The positions Where the is a sharp change of the direction of line;

And the points where the line changes into curve in the outline.

5.9.3 To Return to Running Stitch after Inputting a Stitch Object

You can choose to transfer the stitch type to Running Stitch each time you have finished inputting a stitch object when you choose some type of stitch on your digitizing:

1. Open **Setting** menu and choose **Options**.
2. Click the Label of **Embroidery**.
3. Check the box of **Transfer to Running Stitch after inputting each stitch object**(shown here as in 5-9-3)

For the Running Stitch, you can also choose to have Line method:

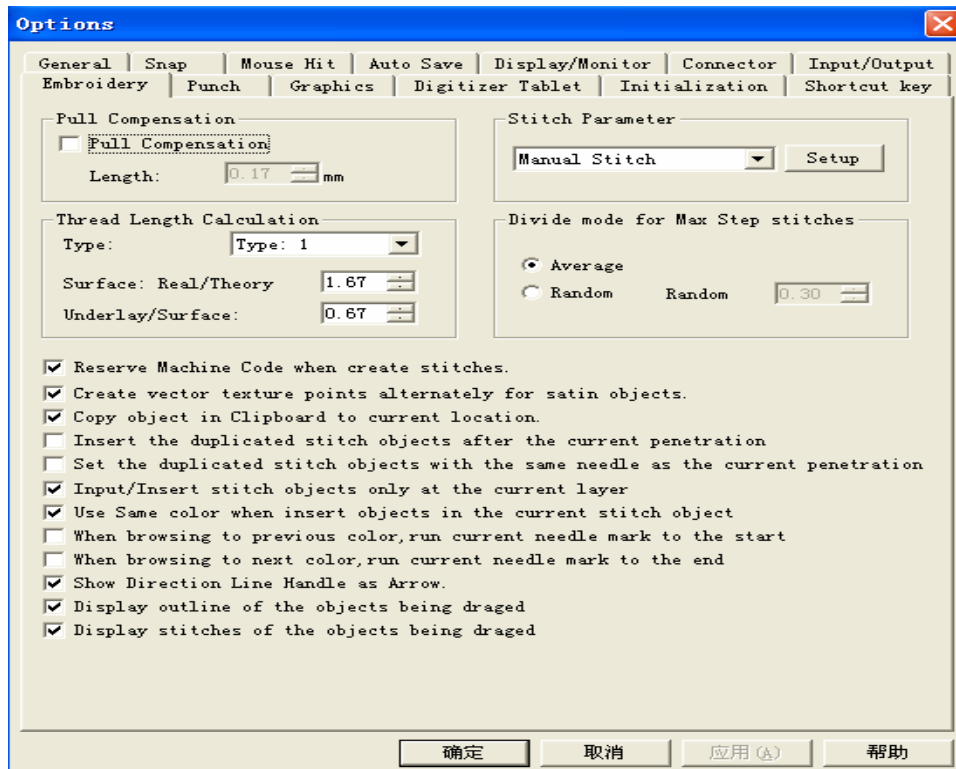
4. Check the box of **Transfer to line after inputting the other stitch object**(shown here as in 5-9-3)

Further more , you can choose to have the curve type again when shifting back to the curve type for the stitch type:

5. Check the box of **Restore the curve type when inputting the other stitch object**(shown here as in 5-9-3)
6. Click **OK**.

Note:

You can shift between the selected input Stitch and Running Stitch with Spacebar on keyboard.



5-9-3

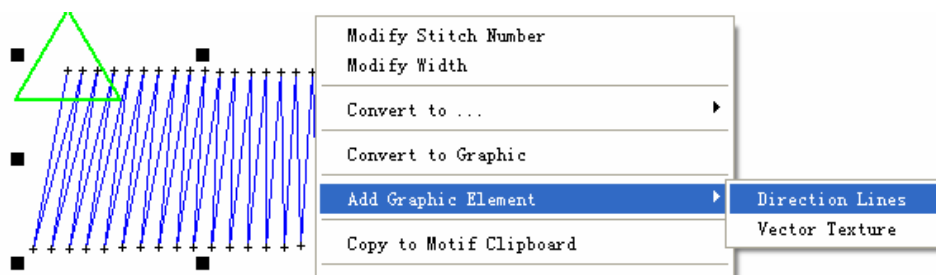
5.10 Direction Lines

Direction Lines is a group of information to decide the angles of stitches. They can be input during the process of digitizing , or added to the design after the stitches have generated. Direction lines can help arrange the stitches to be more even and fluent. You can also adjust them to improve the effect of arrangement.

5.10.1 To Add Direction Lines to Object

1. Select object to modify with **Shape Tool**.
2. Click right mouse button and choose **Add Graphic Element** in the list thus appears.
3. Select **Direction Lines** (5-10-1)
4. Mark Direction Lines in the pattern

5. Click right mouse button when finishing marking .



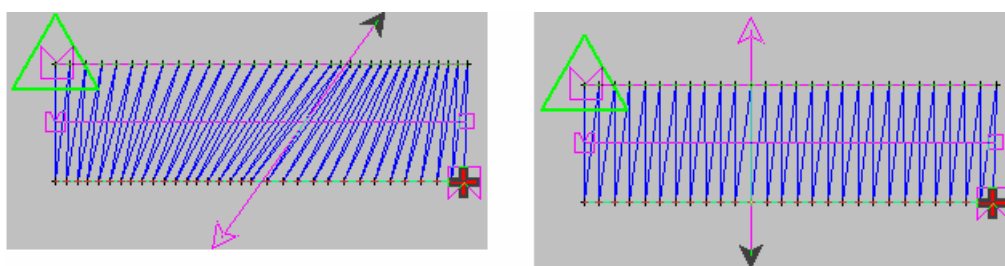
The stitches of the object will be rearranged according to the Direction lines added.

5.10.2 To Modify Direction Lines

If there are already Direction Lines in the pattern but they are not satisfying, you can adjust them to get a better effect of the arrangement of stitches.

To Move Direction Lines

1. Select the object to modify with **Shape Tool**.
2. Click either of the Handles(shown as Nodes of Arrows) of Direction Line to be modified.
3. Drag the Handle to the proper point and release mouse (shown here as in 5-10-2-1)



The Direction Line has been moved to a new position in the object

and the stitches will be regenerated according to the new Direction Lines. When you point the mouse to the Direction Line(not the two Handles of it) and drag the mouse, you will move the Line itself. You can also select both two Nodes of it to move the whole Direction Line.

To Delete Extra Direction Line

1. Select the object to modify with **Shape Tool**.
2. Click either of the Handles (shown as Nodes or Arrows)of the Direction Line to be modified.
3. Press **Delete** on keyboard, or choose Delete from Modify menu.

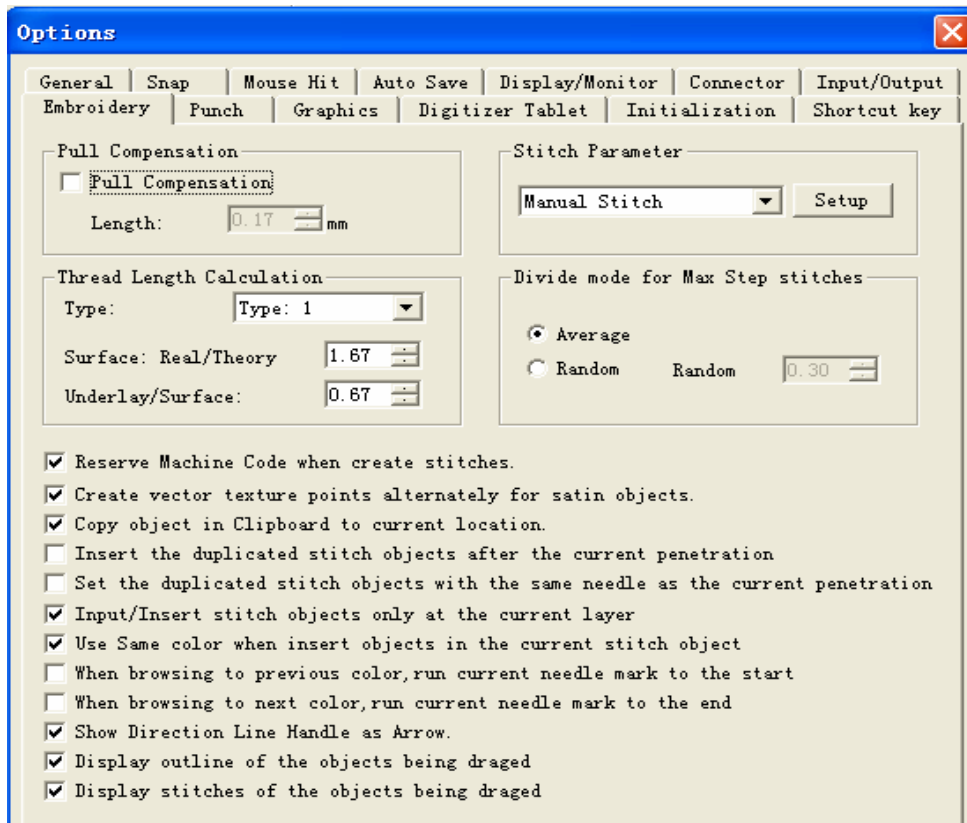
The selected Direction Line will be deleted and the stitches will be regenerate.

To Change the shape of the Direction Lines

The Direction Line Handles are shown as a line connecting two Nodes or Arrows. The System Default the shape of Direction Lines as Lines linking two Handles(shown as Nodes)each. To change the default setting you can:

1. Open **Setting** menu and choose **Options**.
2. Click the label of Embroidery. The dialog box of Embroidery (shown here as in 5-10-2-2)appears:
3. Check the box of **Shown Direction Line Handle as Arrow**.

The Direction Line Handles will be displayed as Arrows. To show them in Nodes, uncheck the box.



5-10-2-2

Chapter 6 stitch type

6.1 Stitch type and parameter setup

Richpeace Design Pro 2000 offers rich stitch types to digitize the outline of a design, fill the design with stitch, and embroider on large areas as well as to create some artistic designs. It is an advanced embroidery designing system, which incorporates modeling, design creation and 3d simulation in one.

Before you use a stitch type to digitize on your drawing, you

should first check the parameters of the stitch type on Property Bar. You can modify the parameters on Property Bar directly according to your requirements.

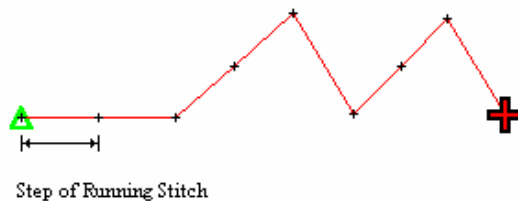
If you modify the parameters on Property Bar without selecting an object, these parameters will be adopted to the objects you will digitize later.

6.1.1 Running Stitch

Running stitch is often used to digitize thin lines, like underlay and borders. It can also be used to add decorations to patterns so as to penetrate special effects. Running stitch step is system-set. If there is a sharp corner in the pattern you can set the step smaller.

Parameters

Step: step of running stitch is the distance between two adjacent needle penetration points, then considering the embroidery machine, it is defined as the distance of the taboret movement (shown here as in 6-1-1-1). You may shorten the step when you meet a sharp corner on the pattern so as to make your stitch penetrations coincide with the border of the pattern.



6-1-1-1

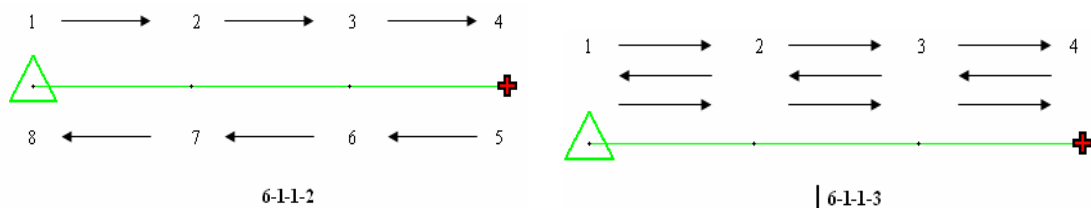
Max step: the maximum distance of taboret movement.

Min step: the minimum distance of taboret movement.

Repeat: repeat refers to the to-and-fro running times of each

Two needle penetrations along stitch penetration direction.

When repeat is an even number like 2, the stitches run to the end of the stitch penetration and then return back to the start to form the repeats (process shown as in 6-1-1-2). When it is an odd number like 3, the stitches form the repeats between each two penetrations (process shown here as in 6-1-1-3).



Repeat usually gets a bigger number when in need of a thicker Running Stitch penetration line.

Divide: there are 3 divide types: >step;<step:=step.

a.> step: length of outline divides step, residue allots evenly to step. In this way, the step is a little larger than the original step(shown here as in 6-1-1-4)

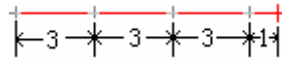
b.> step: length of outline divides step, if there is residue, it allots the out line evenly again. In this way, the step is a little smaller than the original step (shown here as in 6-1-1-5).



6-1-1-4

6-1-1-5

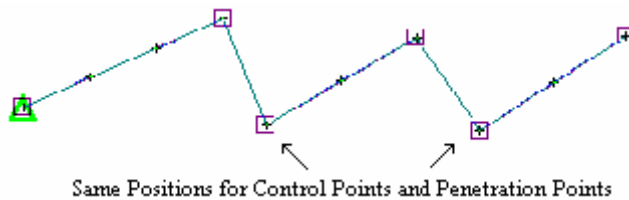
c.> step: length of out line divides step, ignore the residue. In this way the step id the same with the original step (shown here as in 6-1-1-6).



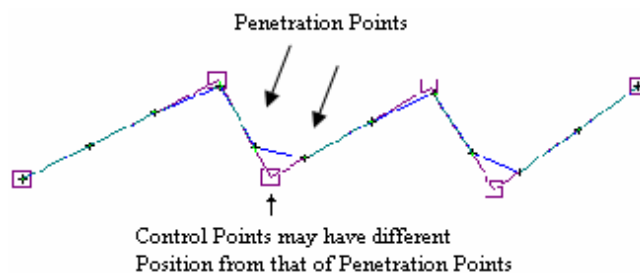
6-1-1-6

To select divide type: chick div pull-down box in Property Bar divide types appear in the box. Select divide type in box.

Control Point: if you check the box Keep CtrlPt on the Property Bar, the control Points (shown here as in 6-1-1-7). If not, stitch penetration points do not always coincide with control points (shown here as in 6-1-1-8)



6-1-1-7



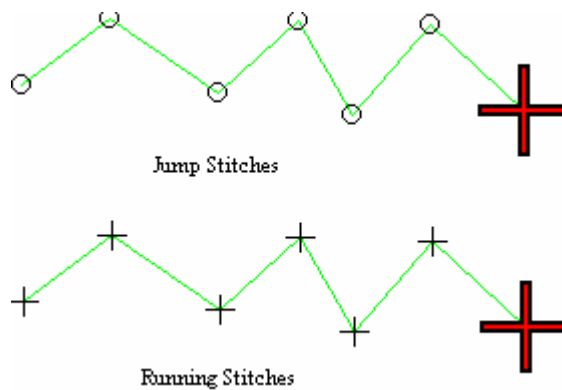
6-1-1-8

6.1.2 Manual Stitch

There is no default step for Manual Stitch, you can set step with any length and angle. The difference between Running Stitch and Manual Stitch and Manual Points in Manual Stitch is commonly used to link two short distance, its function is the same with Satin Stitch with Jump.

Parameters

Jump: this is a switch option. When it is on, the needle penetrations of Manual Stitch is jump stitches. Otherwise, it is sunning stitches. Circles on the screen, the penetration points of running stitches are displayed as a cross (or a line, dot) (shown here as in 6-1-2)



6-1-2

Notes:

If the step of Manual Stitch is larger than the max step, it runs jump stitches according to the Jump Stitch.

6.1.3 Satin Stitch

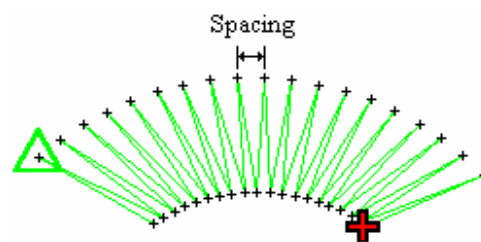
Satin Stitch is commonly used to fill narrow, long and curve patterns. The stitches run one side then the other side of the column, laying the the thread across in a tight pattern. Where the column is wide,

more stitches are required do not cover the fabric. Long stitches are loose, tend to move and thus do not cover the fabric properly. If the width of the column of Satin Stitch exceeds the Max Step of Satin Stitch, some penetrations will be added to the column, so creating a dotted line to the object created. This is the reason that Satin Stitch is not suitable for wide and large patterns.

Parameters

Repeat: repeats of Satin Stitch is the same as that of Running Stitch, please refer to Running Stitch Section.

Spacing: spacing is the distance between two adjacent needle penetration points on the longer border (shown here as in 6-1-3-1). The bigger the value is, the thinner the Satin Stitch penetrations are. The smaller the value is, the thicker the Satin Stitch penetrations are.



6-1-3-1

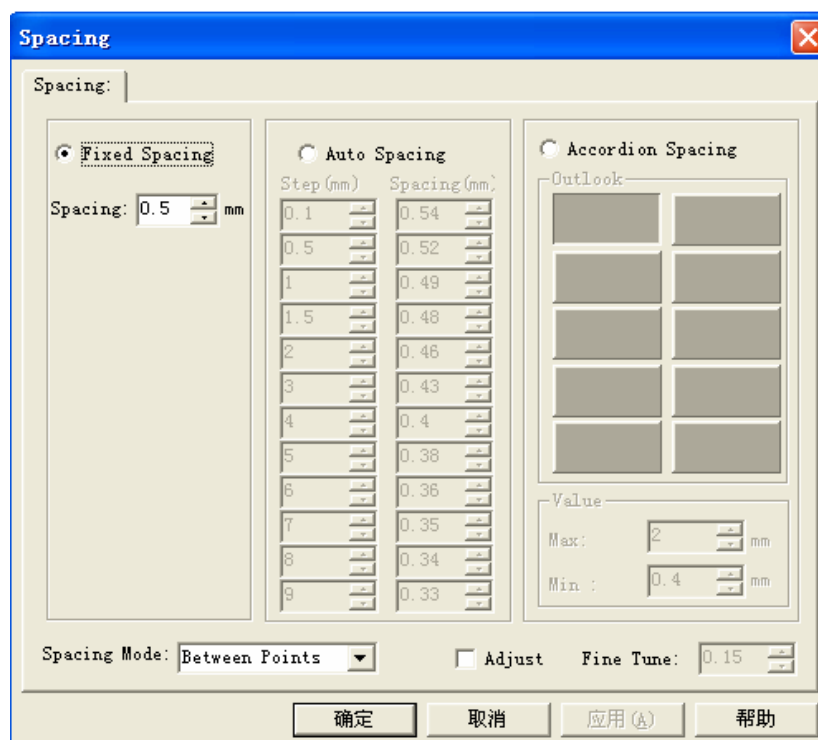
There are three spacing types; Group Spacing, Auto Spacing and According Spacing.

Click **Sp** button on Property Bar, the dialog box of spacing will appear (shown here as in 6-1-3-2)

(a) Group Spacing

Group Spacing means using a same spacing in a whole pattern.

- a. **Fixed Spacing:** the spacing set here will be adopted the object to be created without any variation (shown here in 6-1-3-3).



6-1-3-2

Check option box of **fixed Spacing** and setup the spacing.

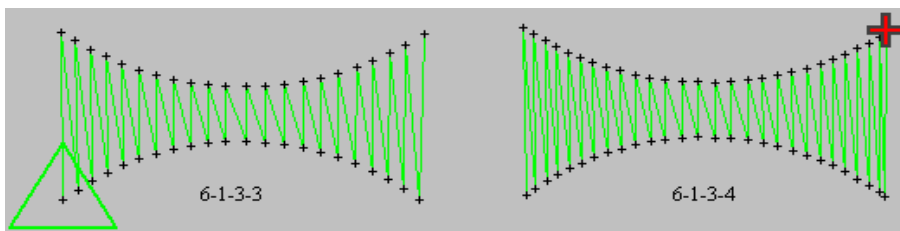
Fine Tune: the Standard way to adjust spacing is according to the outer border of the design. If the Fine Tune option is checked, spacing will be adjusted both according to outer border and to inner border, so that a nicer and more evenly spread stitches can be achieved.

b. Auto Spacing

For some Satin Stitch objects, the widths of them vary quite much. In such occasions, Auto Spacing is usually chosen, so that the spacing changes automatically according to the width of the objects: thicker

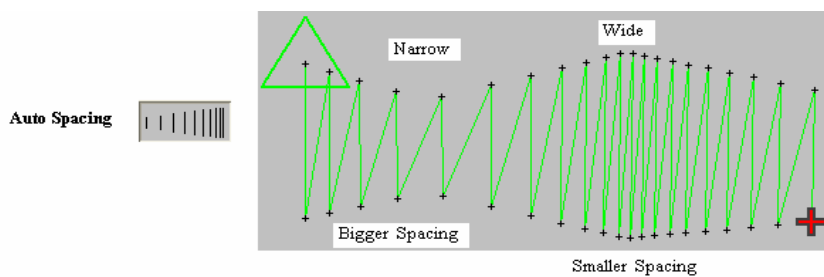
where it is wider and thinner where it is narrower. In this way the E-Stitches can better cover the objects without effecting on thick or thinner stitch part on the objects (shown here as in 6-1-3-4)

Check the option box of Auto Spacing to activate Spacing List. Step and Spacing are corresponding, you can modify them to meet your need.

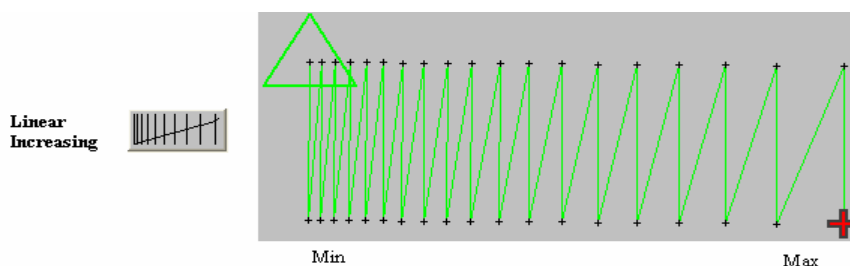


c. According Spacing

Accordion Spacing changes the stitch spacing gradually, it helps to create color blends, perspective effects and other three dimensional shadings with a single color. There are ten default Accordion Spacing effects available, which you can apply to most fill stitch types.

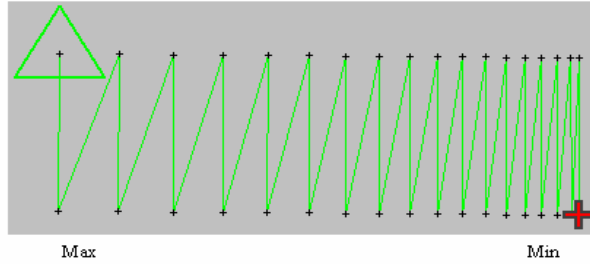
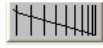


6-1-3-5



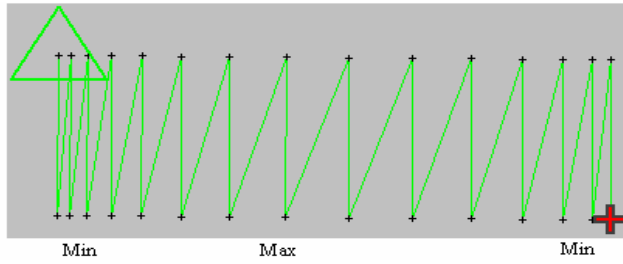
6-1-3-6

Linear
Decreasing



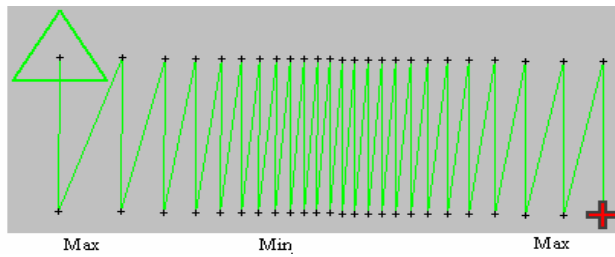
6-1-3-7

Convex



6-1-3-8

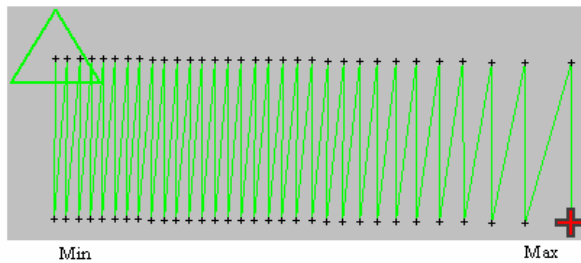
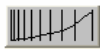
Concave



6-1-3-9

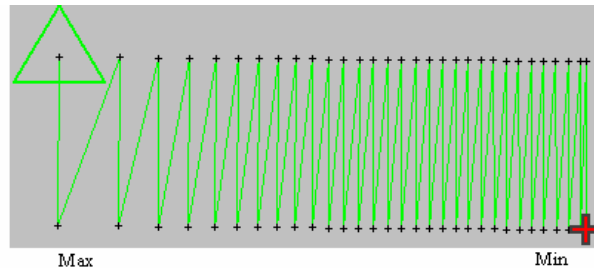
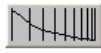
Check the option box of Accordion Spacing to activate Accordion Spacing. Click the responding Spacing button and set the maximum and minimum spacing values.

Exponential
Increasing



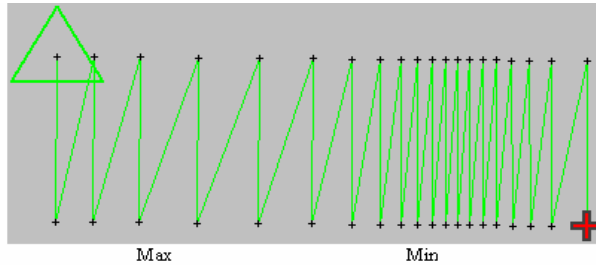
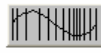
6-1-3-10

Exponential
Decreasing



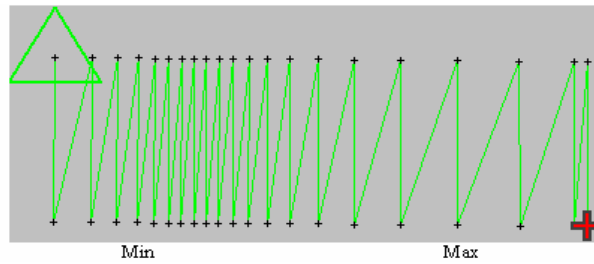
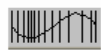
6-1-3-11

Wave
Increasing



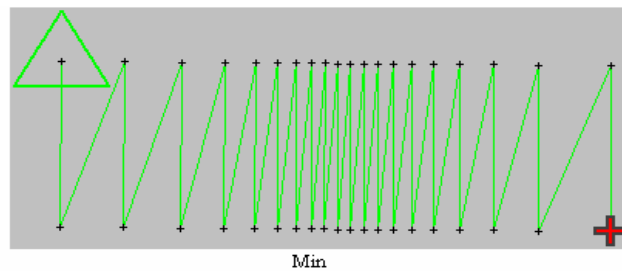
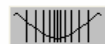
6-1-3-12

Wave
Decreasing



6-1-3-13

Cosine



6-1-3-14

Underlay: underlay types for Satin: One Side, Both Sides, Zig Zag, Cross, Zig Zag + Cross, Cross + Both Sides, Netting and so on. For details of underlay please refer to **6.1.12 Automatic Underlay** section.

Segment: segment is a parameter that is suitable to Satin Stitch and

Zig Zag Stitch. You can use Even Segment, Ratio Segment of Set length on both sides to divide the step of Satin Stitch of Zig Zag Stitch to achieve special stitch effects.

Click Sgt button, and the dialog box of Segment appears (shown here as in 6-1-3-15):



6-1-3-15

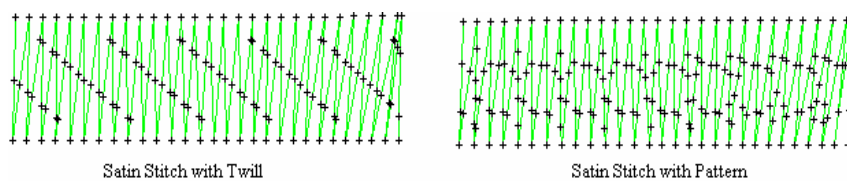
Select the type of the segment in the pull-down box.

- a. **Even Segment:** evenly divides the step of Satin Stitch into several sections (shown here as in 6-1-3-16, with the number of segment is set to be three.)
- b. **Ratio Segment:** divides the step into several sections according to segment number and ratio (shown here as in 6-1-3-17, with the ratio of 1;2;1)
- c. **Set length on both sides:** divides the step according to the values of Set Length 1 and Set Length 2 (shown here as in 6-1-3-18, with Set Length1=0.8mm, Set Length2=2.0mm)

After selecting the type of the segment, set its parameter value separately.

Note:

You can choose to have Penetration Interval (shown here as in 6-1-3-19) when using Segment; check or uncheck the box of Penetration Interval.

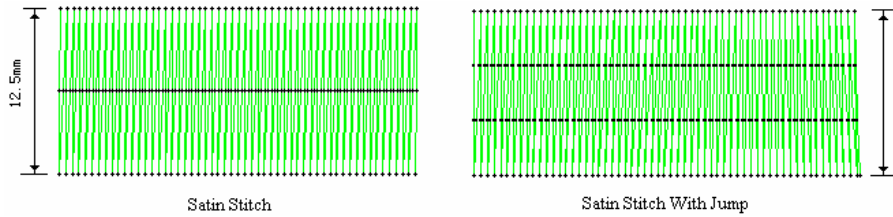


6-1-3-19

Texture: twill or pattern can be applied to Satin Stitch or Zig Zag Stitch as the texture. However, since Satin Stitch step is relatively small, it is not good to add too much penetration points. Otherwise, it will damage the fabric. So twill or pattern is not often used in Satin Stitch, unless for some certain artistic stitch effect.

6.1.4 Satin Stitch with Jump

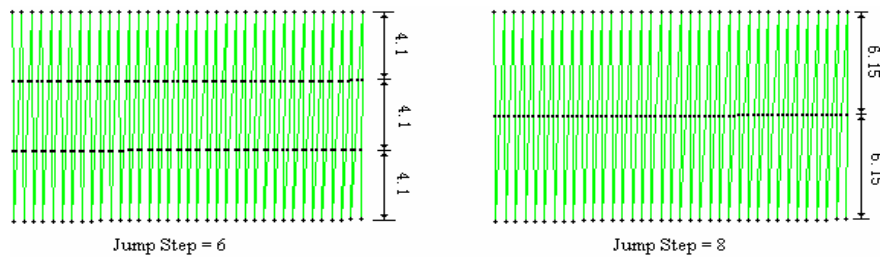
Satin Stitch with Jump is quite similar to Satin Stitch. When you choose Satin Stitch with Jump and the step exceeds the max step of Satin Stitch, some jump stitches will be added without trimming (displayed as empty circles) to cover the fabric properly. It will not form one or more lines on the pattern. In this way, it can keep the effect of Satin Stitch (difference between Satin Stitch and Satin Stitch with Jump show here as in 6-1-4-1)



6-1-4-1

Parameters

Step of Jump Stitch: when step of Satin Stitch is larger than step of Jump stitch, some Jump stitches will be added without trimming automatically (shown here as in 6-1-4-2). You can setup the parameter for Satin Stitch on Property Bar.



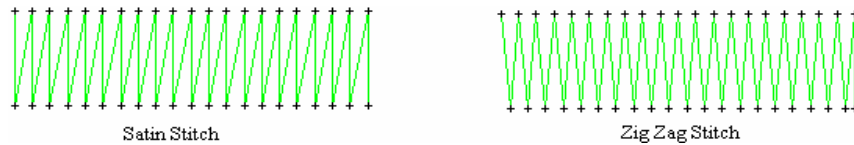
6-1-4-2

6.1.5 Zig Zag Stitch

Zig Zag Stitch is similar to Satin Stitch. The difference between them is that two adjacent stitch penetration lines of Zig Zag Stitch form two sides of an isosceles triangle, but those of Satin Stitch form the two sides of a right-angled triangle(different between Zig Zag Stitch and Satin Stitch shown here as in 6-1-5). Zig Zag Stitch is often used in bordering.

You can modify the parameters of Zig Zag Stitch on Property Bar. For parameters setting of Zig Zag Stitch, please refer to 6.3.1 Parameter

Setup for Satin Stitch.



6-1-5

6.1.6 E-Stitch

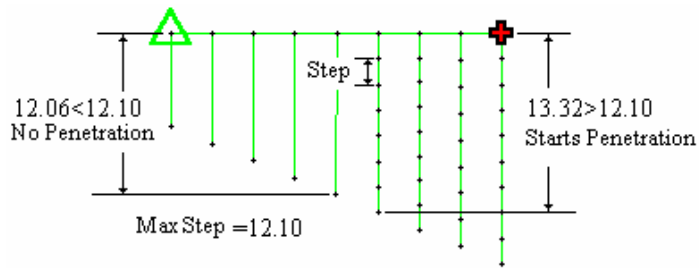
E-stitch looks like a comb. It is commonly used in bordering or filling loose shapes. It is most after used in appliqués to hold the cutting edge of appliqués so that they so not pull away while the balance of stitching is made. In order to make the E-Stitch coincides with the edge of pattern you can add some Running stitches in E-Stitch.

Parameters

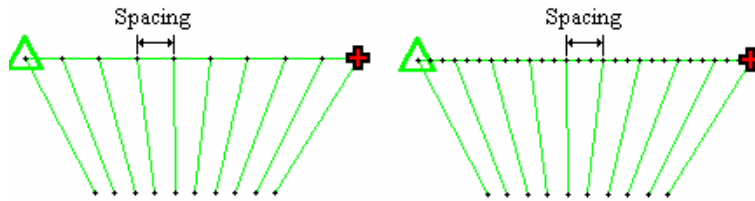
Step: when the penetration length of E-Stitch exceeds the Max step, it is divided according to the Step value. Otherwise, it will not be divided (situation shown here as in 6-1-1-1)

Spacing: spacing is the distance between two adjacent penetration points of the first digitized border when the Running Stitch number is one (situation shown here as in 6-1-6-2).

Repeat: repeat in E-Stitch is the dame as Running Stitch and Satin **Running Stitches in E-Stitch:** in order to make the E-Stitches coincide with the edge of pattern, you can ass several Running Stitches in E-stitch.

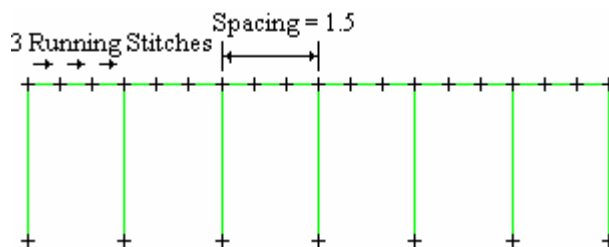


6-1-6-1



6-1-6-2

The number of Running Stitch is determined by the spacing and min step of E-stitch. For instance, when spacing=1.5mm: min step=0.5mm, you can insert no more the $(1.5/0.5=)3$ Running stitches in E-Stitch (shown here as in 6-1-6-3).



6-1-6-3

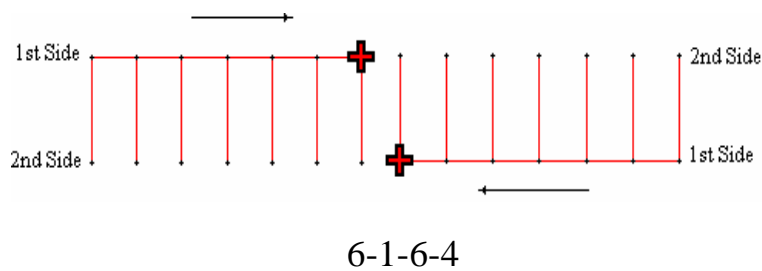
Input value to the combo box of No. on property Bar. When you try to set Running Stitch number larger than the maximum number allowed, the maximum number will be used instead of the number input.

Running Stitch penetrations allot uniformly in the E-Stitch penetrations. The length of running stitch penetrations=Spacing of E-Stitch/Number of Running Stitch. So the Number of Running Stitch in

every pair of E-Stitch penetrations is the same except for some shape with sharp corners.

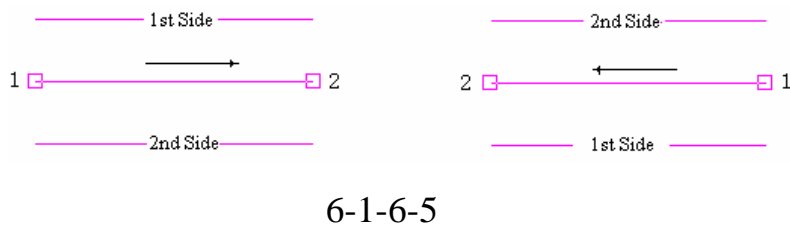
If the numbers of Running Stitch is set to 1, there will be no running stitch penetration is E-Stitch penetrations.

Direction: the direction of E-Stitch always points to the second digitized border (shown here as in 6-1-6-4).



Notes:

When you choose Midline Input mode, the left side of the Mid-line is the first border, the right side is the second border(showh here as in 6-1-6-5).



6.1.7 3-D Stitch

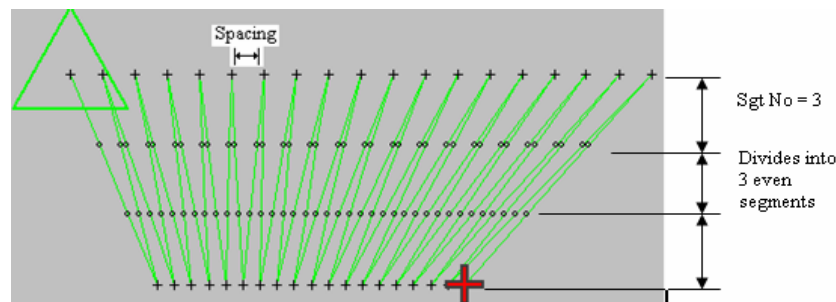
3-D Stitch is also very similar to Stain Stitch, except that there are several Jump stitches without trimming. It is most used in designs that require nice three-dimensional effect.

Parameters

Spacing: the distance two adjacent penetration points on the longer

border (shown here as in 6-1-7).

Segment: 3-D Stitch penetration can be divided to the number, you set in **Sgt** on Property Bar and generate Jump Stitch penetration where 3-D stitch penetrations are divided (shown here as in 6-1-7 **with the segment being 3**).



6-1-7

6.1.8 Fill Stitch

Fill stitch is most after used to fill large areas or irregular shape. It provides filling with special arrangement of Running Stitches. Its features are even, close-grained and parallel. The object's boundary is closed when input.

Parameters

Spacing: the distance between two adjacent penetration lines in same direction.

Edgewalk Margin and step of Running Stitch: Edgewalk Margin is the distance between the edge of pattern and the Running Stitch penetrations which link different sections of Fill Stitch penetrations. The step of Running Stitches here means the step of the running stitch

penetrations mention above.

Border type: there are 3 border types in Fill stitch.

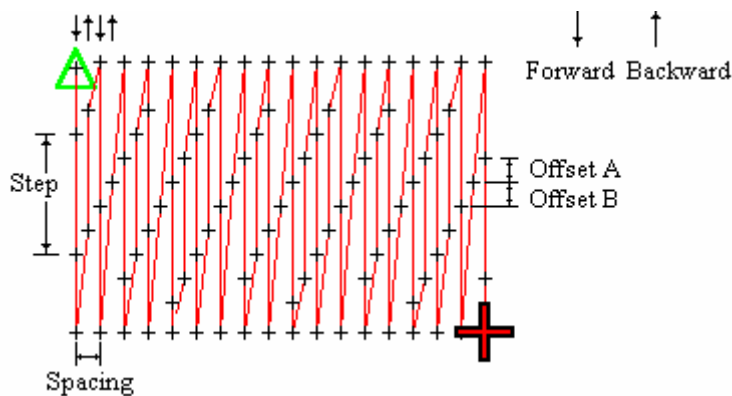
Click the Border Type button on Property Bar, select the border type you want in the pull-down list.

Underlay Type: Netting, Single Side, Both Sides, Package, Package +both Sides, Netting + Both Sides, details of underlay please refer to 6.1.12 Automatic underlay.

Texture: texture of Fill Stitch includes Twill and Pattern.

a. Twill:

When using Twill as the texture, there is an offset value in every penetration column of fill stitch, changing the offset value can create different embroidery effecters (effect shown here as in 6-1-8-1).



6-1-8-1

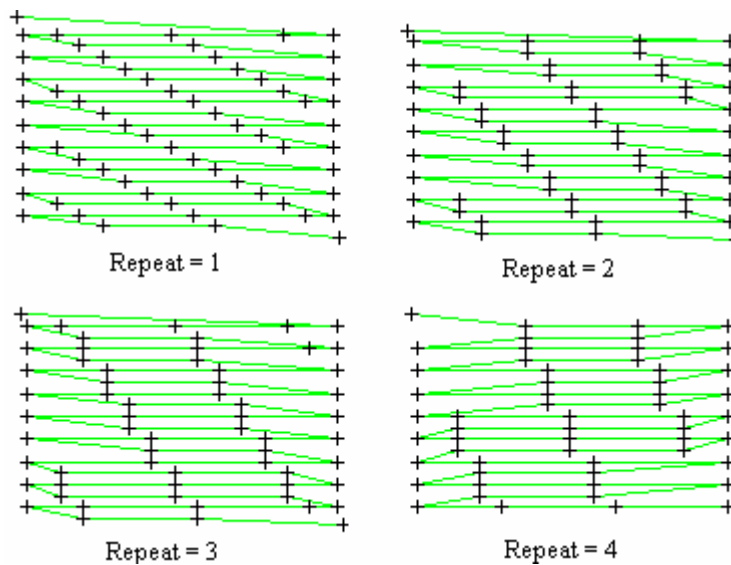
Usage of Twill: Select Twill in Texture pull-down list, then click the black arrow button behind, modify the parameters in the Twill dialog box.



6-1-8-2

Step: the distance between two adjacent penetration points on the same penetration line.

Repeat: different repeats will bring different effects on the stitches (shown here as in 6-1-8-3).



6-1-8-3

Reference Point: the reference position to arrange Twill.

b. Pattern

Patterns can be used to fill designs. When you want to use pattern in Fill Stitch, select Pattern in Texture pull-down list, then select the

pattern on the pattern clipboard. About the usage of Pattern, please refer to 6.4 Filling Designs with Pattern.

Stitch Elements: Stitch elements of Fill Stitch is the hole properties. The hole can be an empty hole (stitch edge) or filled with texture of Satin Stitch, Vector Texture, Twill Texture or Pattern Texture. For details refer to 6.1.13 Stitch elements of fill stitch.

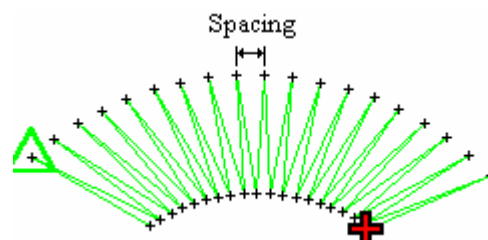
6.1.9 Turn Fill Stitch

Turn Fill Stitch is the combination of Satin Stitch and Fill Stitch. Its stitch arrangement varies according to the angle modification of design. It is mainly used in rotating sector, ring shape designs. So it is also called Rotation Fill.

Parameters

Spacing: the distance between two adjacent penetration points on the longer border (shown here as in 6-1-9).

For other parameters of Turn Fill Stitch, please refer to **6.1.3 Satin Stitch** and **6.1.8 Fill Stitch**.



6-1-9

6.1.10 Classic Column Fill Stitch

Classic Column Fill Stitch is a fill stitch, in which stitches are

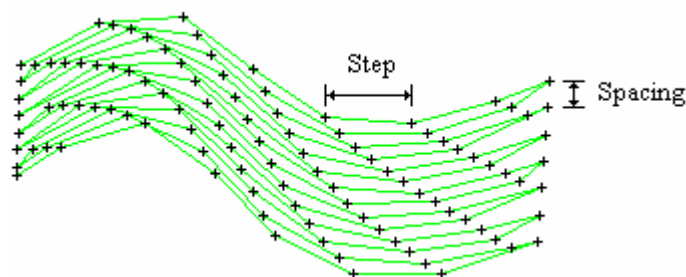
generated along the out line of the objects. The stitches follows the shape of the design, but the number of stitch lines does not change, so the stitches become denser in the narrower parts while thinner in wider part. In this way, it can create the effect of curve, flowing and sharp contrast on colors. It's most suitable for narrow designs with motion effects.

Parameters

Spacing: the distance between two adjacent penetration points on the wider side of the pattern. So it changes along with the width changing of the pattern. Spacing will become smaller where the design becomes narrower, thus make the stitches denser (shown here as in 6-1-10)

Step: it the distance between two adjacent penetration points on a same penetration line (shown here as in 6-1-10).

About other parameters of Classic Column Fill Stitch, please refer to **6.1.8 Fill Stitch**.



6-1-10

6.1.11 fagged Edge

Jagged Edge applies to Satin Stitch, Satin Stitch with jump, Zig Zag Stitch, Turn Fill Stitch etc. it ensures smooth placement of stitches over corners and creates special effect on the edge of a design by

inserting long or shore stitches. There are several jagged Edge types: jagged on one side; Jagged on both sides and Auto-jagged.

Usage of Jagged Edge

1. Select one stitch type that can apply to Jagged Edge. We will take Satin Stitch for the example.

2. Click Jag on Satin Stitch property Bar and the dialog box of jagged (shown here as in 6-1-11-1) appear:

3. Select jagged edge method in the Method pull-down list.

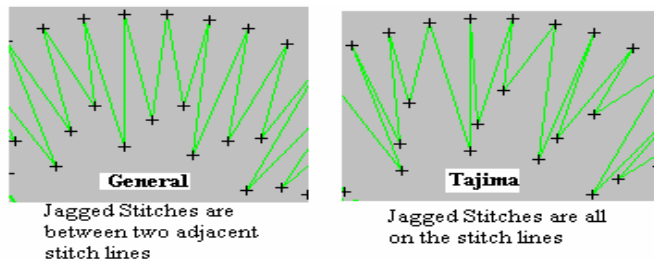
4. Set jagged number jagged ratio.

5. Click OK.

6. Digitizing on the pattern.

Parameters

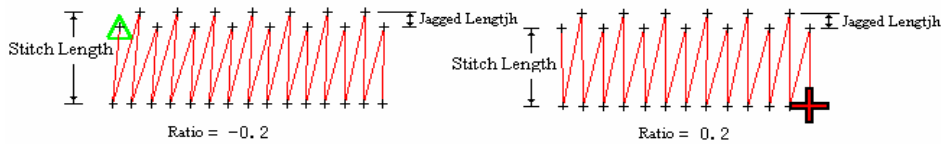
Mode: Jagged Edge can be grouped as General and Tajima with regard to stitch type. The penetration points of General are between two adjacent stitch lines, while the penetration points of Tajima are all on the stitch lines (shown here as in 6-1-11-2).



6-1-11-2

Number: Jagged number is the stitches inserted between any two adjacent stitch lines.

Ratio: Jagged stitch length/Satin Stitch length. If it is positive, the jagged stitches are outside the stitch lines (difference shown here as in 6-1-11-3).



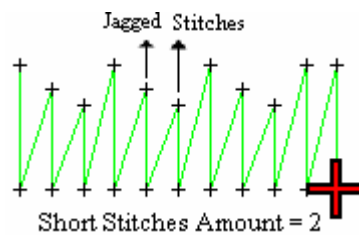
6-1-11-3

Jagged Edge Type

There are three Jagged Edge type: Short Stitches, Jagged Rough and Full Jagged.

Short Stitches: regular short stitches generated automatically.

You can set the length and number (shown here as in 6-1-11-4).

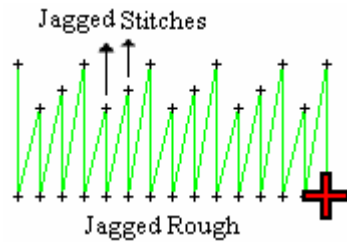


6-1-11-4

Jagged Rough: Irregular short stitches generated automatically.

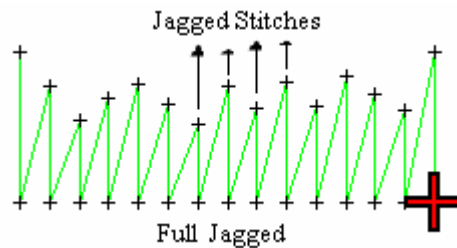
You can set the number of stitches, however, the length is uncertain, it will vary randomly within the max jagged ratio and min ratio set by user (shown here as in 6-1-11-5).

Random: Means the extent of jagged, which decides the rough degree of jagged stitch, the value < 0.3 .



6-1-11-5

Full jagged: Random short or long stitches generated automatically. The length and number of jagged stitches are both random (shown here as in 6-1-11-6).



6-1-11-6

Select Jagged Edge type in the Type pull-down list.

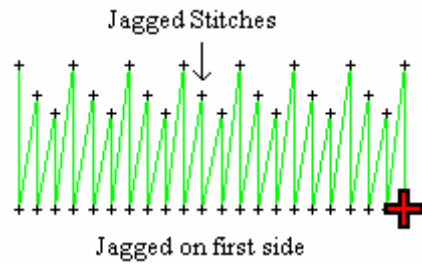
Jagged Edge Method

Group according to Jagged Method, it consists of Auto Jagged, Jagged on first side, Jagged on second side and Jagged on both sides.

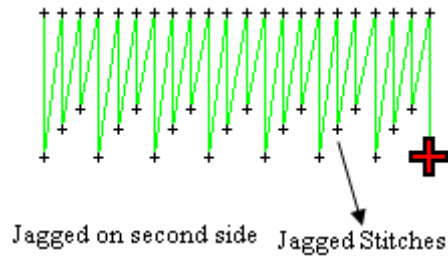
Auto Jagged: When you digitize a curved object and two outlines contrast sharply in their radian, the program will automatically insert some short stitches to decrease stitch density over the sharp corner.

Jagged on first side: Insert short stitches on the first side (shown here as in 6-1-11-7).

Jagged on second side: Insert short stitches on the second side (shown here as in 6-1-11-8).

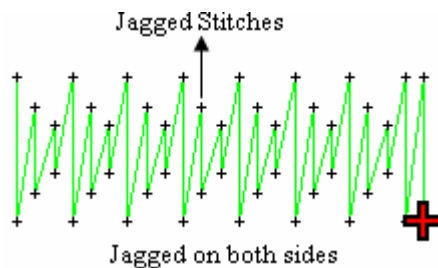


6-1-11-7



6-1-11-8

Jagged on both sides: Insert short stitches on both sides (shown here as in 6-1-11-9).



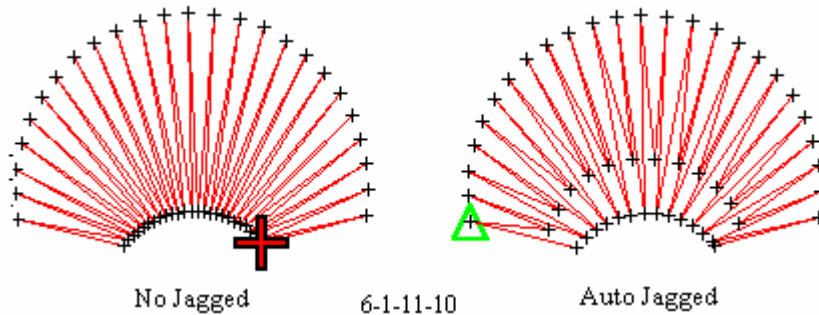
6-1-11-9

Notes:

Generally, first and second is defined according to the input sequence, the side that is entered earlier is called first side, the side that is entered after is called second side. When you choose middle line input mode, the left side of digitized line is the first side, the right side is the second side.

Valve Value: it is to control the time to add jagged stitches. When

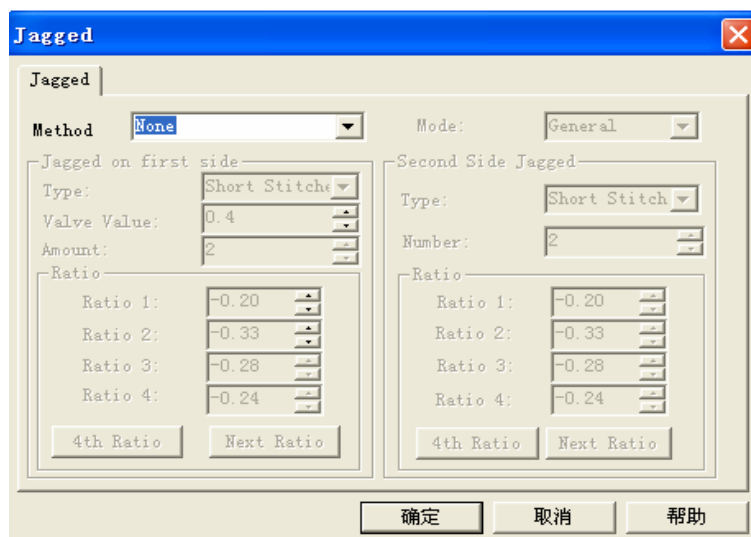
the ratio of short border and long border is smaller than the valve Value, it begins to add jagged stitches (shown here as in 6-1-11-10).



Select Jagged Edge Method in the Method pull-down list.

To Choose to Use Jagged

1. First decide what type of stitch to apply to the jagged. Usually, it can be used on Satin Stitch, Satin Stitch, Satin Stitch with Jump, Zip Zag Stitch and Turn Fill Stitch.
2. Click the button of Jap on Properly Bar and the dialog box of Jagged (6-1-11-11) appears.



6-1-11-11

3. Select jagged method in Method pull-down list.
4. Select japed type in Type pull-down list.

5. Setup the necessary parameters in the dialog box.

When Selecting Auto Jagged, you need to set the parameters of Valve Value, Max Amount and Ratio.

Click OK when finishing the setup.

6. Digitize the design, and Jagged will be added to the design automatically.

6.1.12 Underlay

Underlay is a kind of special stitch to fasten the fabric and support the surface thread. Usually, underlay is embroidered beneath the surface thread and when the design is finished on the embroidery machine, the underlay is not visible.

Underlay can be added to the design manually, but this is not always necessary, because it is a time bearing job. To solve the problem, RDP2000 provides kinds of underlay that can be added to your design automatically.

Single Side;

Both Sides;

Zigzag;

Cross;

Netting;

Package

Zigzag + Bothe Sides;

Cross + Both Sides;

Netting + Both Sides;

Package + Both Sides;

To add underlay automatically

1. Select the Stitch type first.

2. Click the Udlay button on Property Bar and the dialog box of

Underlay (shown here as in 6-1-12-1) appears:



6-1-12-1

3. Select the underlay type in Type pull-down list.

4. Setup the parameters of Edgewalk Margin, Stop and Spacing,

Click OK when finishing.

5. Digitize the design and the selected underlay will be added to the design automatically.

Parameter Setup

Edgewalk Margin:the distance between the border of the underlay and the outline of the design (stitch object). Usually, the value should be

0.2mm bigger than that of Pull Compensation.

Setup: The step of underlay

Spacing: the spacing of underlay.

To Select a Proper Underlay Type

Usually in practice, underlay type is decided by the fabric type, the design and type of the stitch.

For some large designs to be embroidered on loose fabric, more underlay will be needed.

For small design to be embroidered on tight fabric, less underlay will be needed.

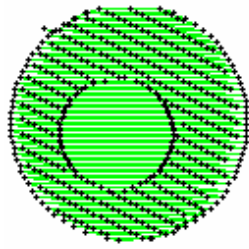
For narrow designs, Single Side Underlay might be better, while for wider panel-shaped designs, Both Sides Underlay may serve better.

To support the surface thread better, you can choose to use Zigzag or Cross Underlay.

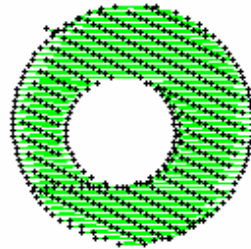
Netting, Package, Zigzag + Both Sides, Cross + Both sides, Nettings + Both Sides and Package + Both Sides can hold the surface thread strongly while tighten the fabric better.

6.1.13 Stitch Elements of Fill Stitch

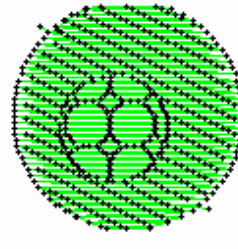
Stitch elements of Fill Stitch is the hole properties. The hole can be empty or filled with Satin Texture, Twill Texture, Pattern Texture or Vector Texture(shown here as in 6-1-13-1)



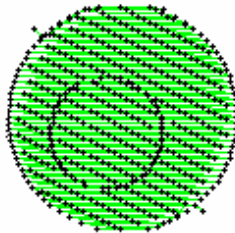
Satin Texture



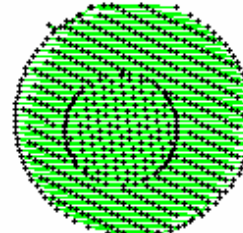
Stitch Border



Pattern Texture



Vector Texture



Twill Texture

6-1-13-1

Usage of Stitch Elements

1. Click the arrow button on the right of Property Bar, the part of stitch elements (shown here as in 6-1-13-2) appears on Property Bar:



6-1-13-2

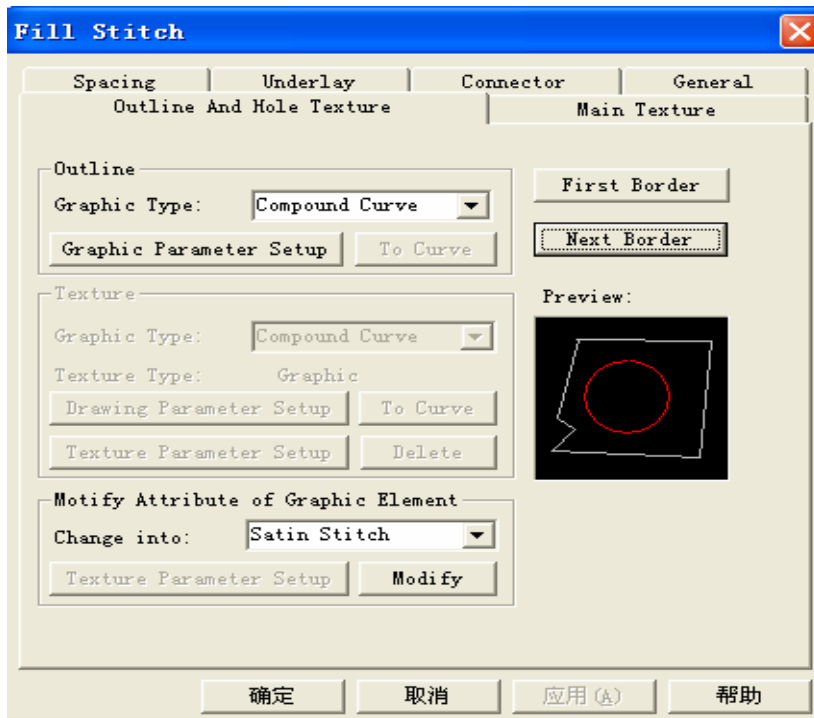
2. Select the stitch element in Stitch pull-down list.
3. Digitizing a design with a hole and the selected stitch element will be filled to the hole.

To Modify Outline

1. Select the object to modify with **Pick Tool**.
2. Choose **Modify Properties** on **Modify** menu or click right mouse button and select **Object Properties**. The dialog box of **Fill Stitch** (shown here as in 6-1-13-3) appears. Click the label of **Outline and Hole Texture**.

3. Click Next Border to select the hole border you want to modify

(First border is the exterior outline of the pattern).



6-1-13-3

Current selected border is shown in red on previewing window

4. Click Graphic Parameter Step button, modify the parameters of the pattern in the relative graphic created so as to change the shape of object outline.

5. If you want to convert object to curves, click Into Curve button.

6. Click Delete to delete selected outline.

Notes:

When you select an object with shape Tool, you can modify the outline of the object directly on the screen.

To Modify Hole Texture Properties

1. In the **Change into** pull-down list, click the border type you want to use.

2. Click **Modify** button

If you want to use texture border, click **Texture Parameter Setup** button to set texture parameters.

3. Modify other properties of outline and hole texture.

4. After all modifications, click OK.

6.2 Modifying Stitch Elements of an Existing Object

You can modify the stitch elements of an existing object at any time. You can add pattern, underlay or edgewalk margin to an object. You may also use another stitch type to replace current stitch type of the object.

You cannot only modify stitch properties of an object on Property Bar, you can also modify them in dialog boxes. These modifications are only applied to current selected object and have effect on other objects created or to create.

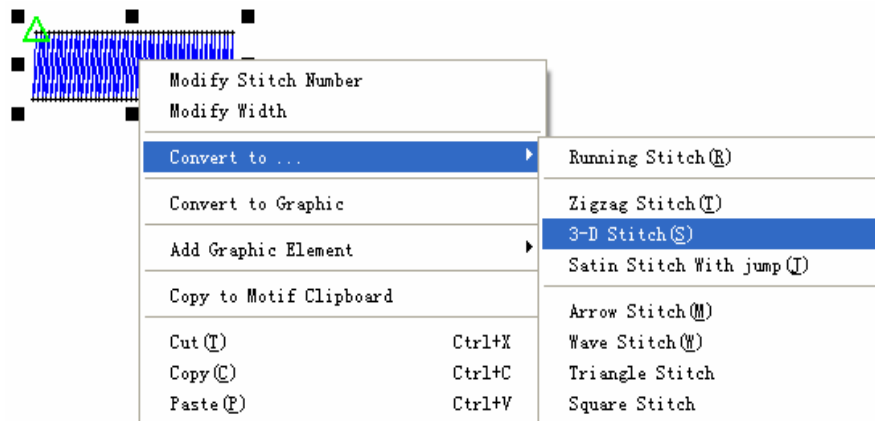
Before any modification, you should first select the object you want to modify.

6.2.1 To Convert stitch Types

You may replace the present stitch type of an object with another stitch type:

1. Select the object to be modified with **Pick Tool** or **Shape Tool**.
2. Open **Pattern** menu and choose **Stitch Type Conversion**, or click right mouse button and choose **Stitch Type Conversion** (shown

here as in 6-2-1).



6-2-1

3. Select the stitch type to convert to in the list thus appears.

The selected object will be filled with selected stitch type.

6.2.2 To Modify Properties of Stitch Element

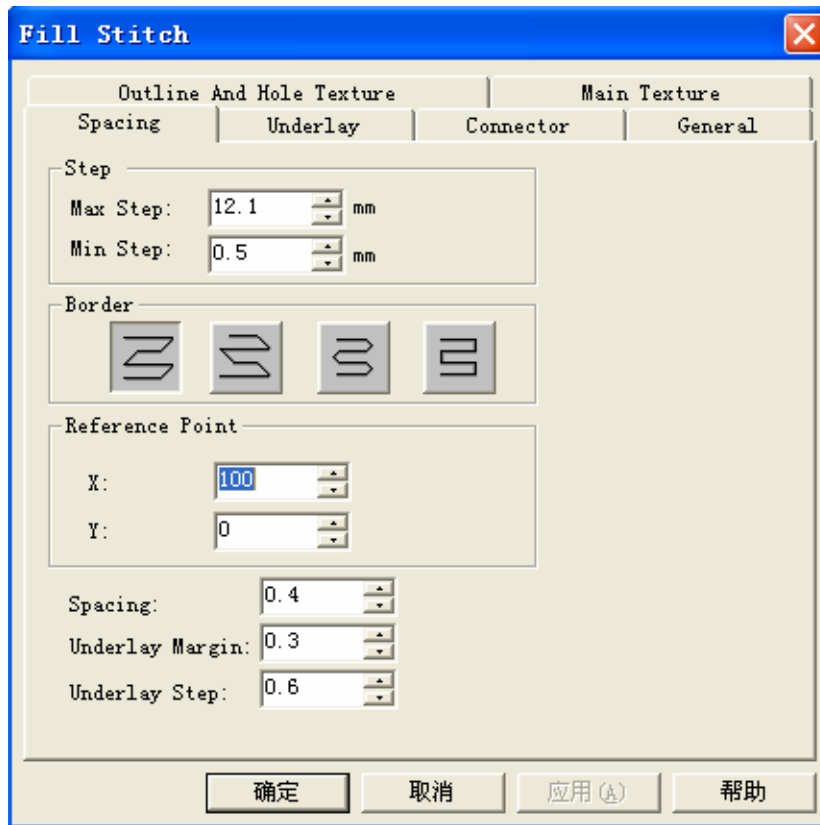
If you want to modify the properties of stitch element of an existing object, you should first select the object on Property Bar. You may also modify the properties in relative dialog boxes.

To Modify Properties of Stitch Element in a Dialog Box

1. Select the object to be modified with **Pick Tool** or **Shape Tool**.
2. Click right mouse button and choose **Object Properties** or click **Modify** menu and select **Modify Properties**. The relative dialog box will appear. For example, if you select a Fill Stitch object, dialog box of Fill Stitch appears (shown here as in 6-2-2).

3. Modify the parameters of the object.

4. After all modifications, click OK.



6-2-2

6.3 Saving to Object Parameters Library

In RDP2000, you can save several different groups of parameters. When you need to use any group of parameters, you can just load it.

6.3.1 To Save to Object Parameters Library

1. Click Library menu and choose Save to Object Parameter Library. The dialog box of Save to Object Parameter Library (shown here as in 6-3-1) appears;

2. Select a drive and a folder to save the file to.
3. Input a name for the file.
4. Click **Save**.

This group of parameters is saved in a file of this library.

需要插图.....

6.3.2 Load from Object Parameter Library

1. Click Library menu and select **Load from Object Parameter Library**. The dialog box of Load from Parameter Library (shown here as in 6-3-2) appears;

需要插图.....

2. Find the drive and the folder the library file in.
3. Click the name of the library file you want to open.
4. Click **Open**.

Or you may double click the file name to open the file.

Notes:

This group of parameters you load will replace the current parameters.

6.4 Filling Design with Pattern

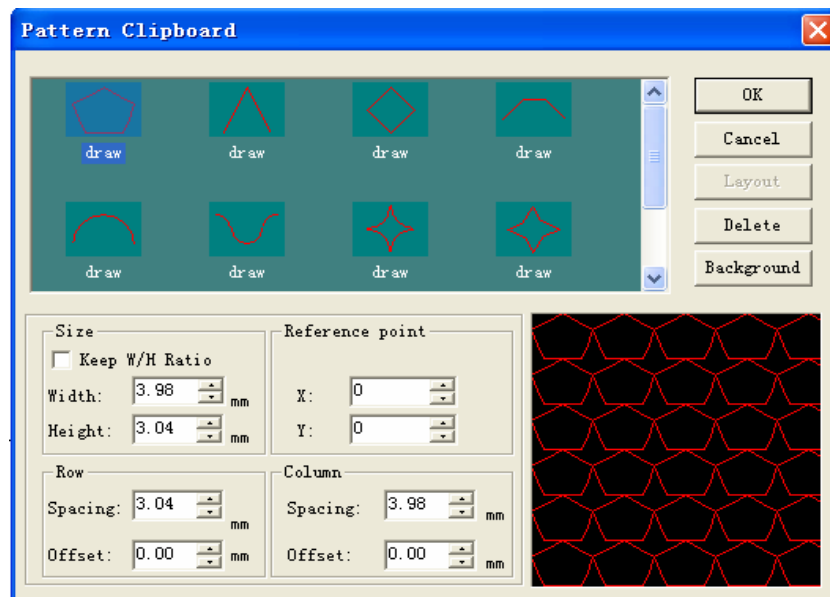
If you want to fill your designs with patterns, you can transfer patterns from Pattern Clipboard, or create your own patterns, or drag a pattern on the screen to fill a design.

6.4.1 Usage of Pattern

You can transfer patterns from Pattern Clipboard directly to fill design.

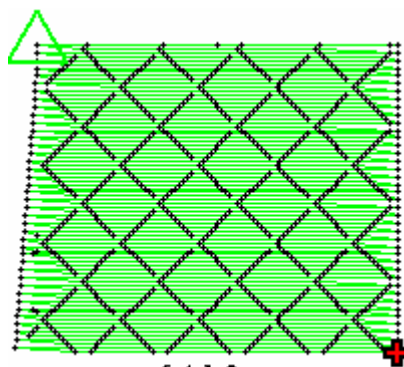
1. Select a stitch type. We will take Fill Stitch for the example.
2. Select **Pattern** from **Texture** pull-down list on Property Bar.

3. Click the arrow button, and the dialog box of **Pattern Clipboard** (shown here as in 6-4-1-1) appears:



6-4-1-1

4. Click the pattern you want to use.
5. Modify the size and layout of the pattern.
6. Click **OK**.
7. Digitize the outline of the design. The design will be filled with selected pattern (shown here as in 6-4-1-2).



6-4-1-2

Notes:

You can use patterns to fill and digitize objects of Satin Stitch, Zig Zag Stitch, Satin Stitch with Jump, Turn Fill Stitch, Contour Stitch and

Fill Stitch.

When you use patterns to fill designs, you should pay attention to the angle of the stitches. If the direction is parallel to the border of the pattern, the outline of the pattern may be invisible. Sometimes, you can adjust the direction to achieve nice effect.

6.4.2 To Create Patterns

You can create your own patterns and save them to **Pattern Clipboard**. When you want to use them, you can transfer them from the Pattern Clipboard.

1. Use tools from **Draw Toolbar** to create a vector pattern and select it with **Pick Tool**, or select an existing vector pattern with Pick Tool.

2. Click **library** menu, select **Copy to pattern Clipboard**.

Or click right mouse button and select **Copy to Pattern Clipboard**.

The selected pattern is copied to Pattern Clipboard, you can transfer the pattern from pattern Clipboard at any time.

6.4.3 To modify Name and Background Color of Pattern

The selected pattern is saved to Pattern Clipboard in a name that system defaults, you can rename the patterns and change the Background Color of Pattern Clipboard.

1. Open Library menu and choose **Open Pattern Clipboard**.

2. Select the pattern you want to modify.
3. Click the name of the pattern to be modified again, input a new name on keyboard.
4. Click **Background** button, the **Color** dialog box appears, select the color from it. You may palette your owe color and click OK.

Notes:

Use right mouse button to click a pattern on Pattern Clipboard, select **Changing Background Color**. In this way, you can also change the background color of Pattern Clipboard.

6.4.4 To Delete Patterns

You can delete patterns you do not need on Pattern Clipboard.

1. Open Library menu and select **Open Pattern Clipboard**.
2. Click the pattern you want to delete.
3. Click **Delete** button or click right mouse button and choose **Delete**.
4. Click **OK**.

6.4.5 To Copy Patterns from Pattern Clipboard to Windows Clipboard.

You can select a pattern on Pattern Clipboard and copy it to the standard Windows Clipboard, and paste it on the screen by carrying the Paste command.

1. Open **Library** menu and choose **Open Pattern Clipboard**.

2. Click the pattern to be copied by right mouse button and choose

Copy to Clipboard.

The selected pattern is copied to Windows Clipboard.

3. Click **paste** button.

The pattern is pasted directly on the screen.

Notes:

The pasted pattern is put in the center of current window.

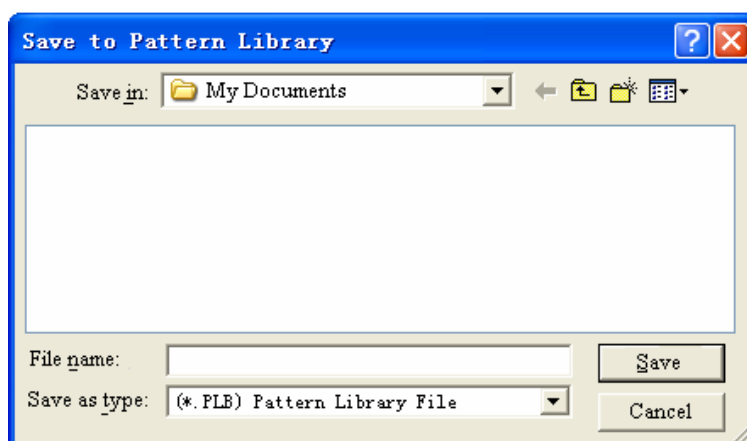
6.4.6 To Save to pattern Library

You can save the patterns on current Pattern Clipboard to the files in Pattern Library. When you want to use Pattern Library, just load the file.

1. Click **Library** menu and choose **Save to Pattern Library**.

The dialog box of save to Pattern Library (shown here as in 6-4-6)

appears:



6-4-6

2. Select a drive and a folder to put the file in.

3. Input a name for the library.

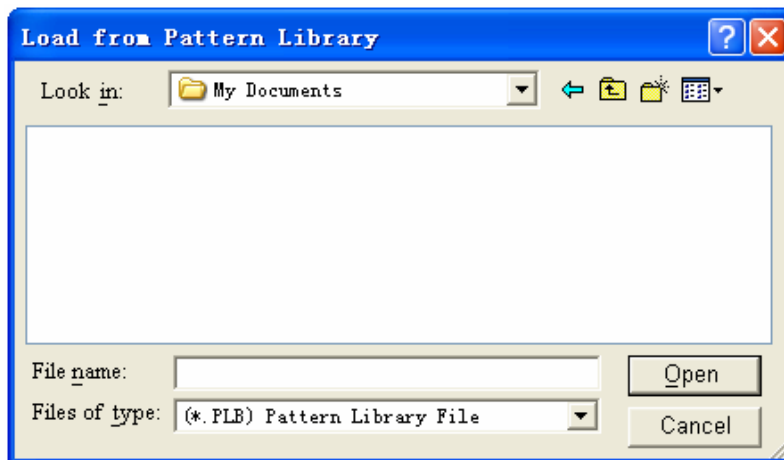
4. Click **Save**.

The content in current Pattern Clipboard is saved to that file, anytime you want to use them, just transfer them.

6.4.7 Load from Pattern Library

When you need to use Pattern Library, you can just load it. The Pattern Library loaded will replace current on Pattern Clipboard. So before you load the Pattern Library, you should first save the content on Pattern Clipboard.

1. Open **Library** menu and choose **Load Pattern Library**. The dialog box of **Load From Pattern Library** (shown here as in 6-4-7) appears:



6-4-7

2. Select the drive and folder you have put the Pattern Library file in.

3. Click the name of the library file to be loaded

4. Click **Open** or double click the name of the library file.

6.4.8 To Modify Layout of Pattern

You can modify the layout of pattern by modifying the size, direction and spacing of the pattern.

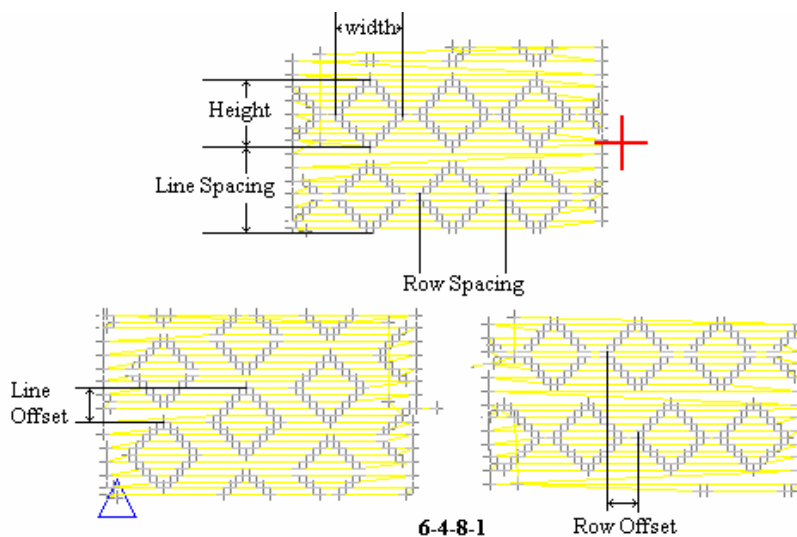
1. If you know the size and direction of the pattern, you can modify the layout of pattern on Pattern Clipboard. And the dialog box of Pattern Clipboard appears

2. Open **Library** menu and choose **Open Pattern Clipboard**. And the dialog box of **Pattern Clipboard** appears.

3. Click the pattern you want to use.

4. Set corresponding values in the dialog box.

And the effect of the modification is shown as follows (6-4-8-1):



Notes:

In the preview window, you can see the layout of the pattern at any time.

5. After finishing the setting, click **OK**

Now, you can use the pattern to create new objects.

To Modify Pattern Layout of an Existing Object

1. Select the object to modify with **Pick Tool**. We will take Fill Stitch as the example.

2. Open **Modify** menu and choose **Modify Properties**, or click right mouse button and choose **Object Properties**. The dialog box of Fill Stitch appears.

3. Click the label of **Main Texture** (shown here as in 6-4-8-2)

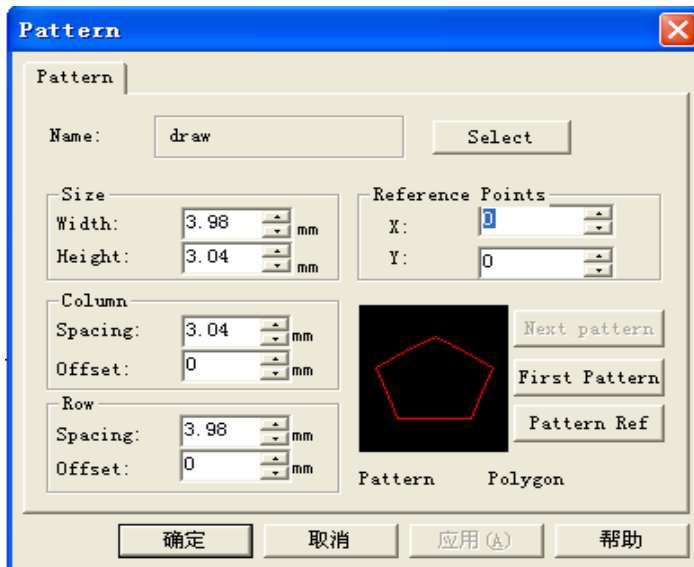


6-4-8-2

4. Click **First Main Texture** or **Next Main Texture** to select the pattern texture to modify.

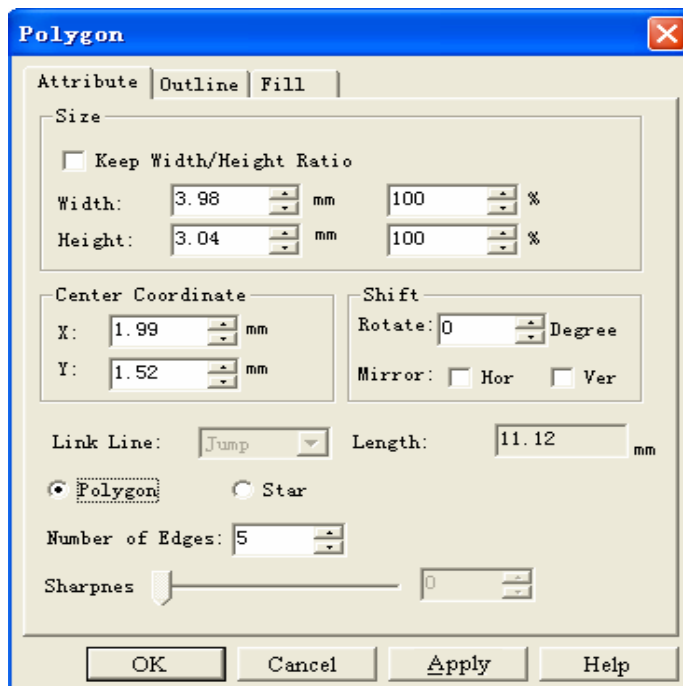
5. Click **Parameter Setup** of **Edit Main Texture** box and the dialog box of **Pattern** (shown here as in 6-4-8-3) appears:

6. Modify Size, Line Space, Row Space, Offset and Reference Point in the dialog box.



6-4-8-3

7. You can also click the **Pattern Ref** button, and the dialog box of pattern parameter appears (shown here as in 6-4-8-4), in which you can modify the pattern itself too. For example, you can modify the size, coordinates of center point of the pattern, or rotate and mirror the pattern.



6-4-8-4

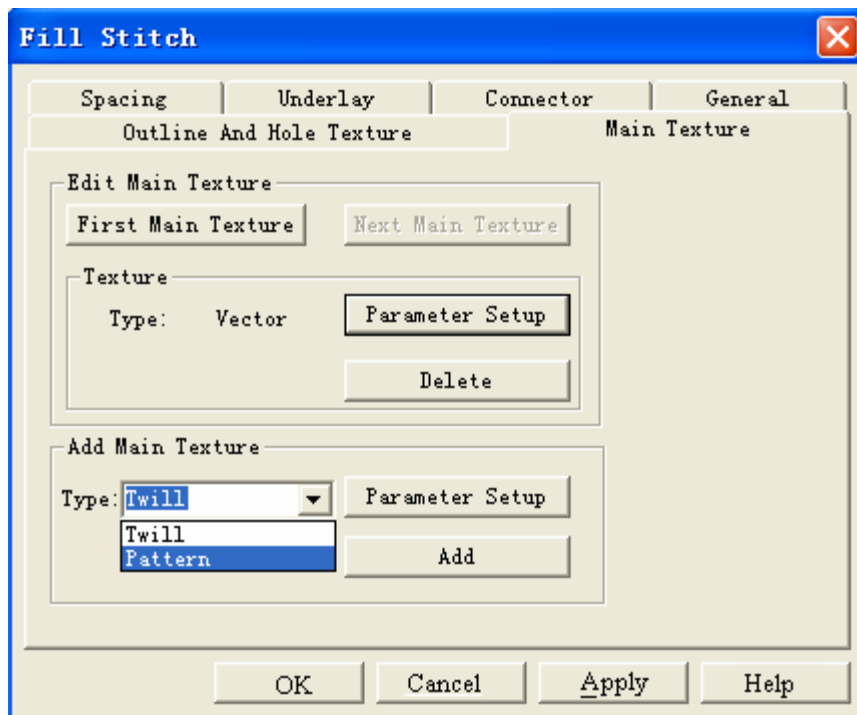
6.4.9 To add Pattern Texture to an object

You can add pattern texture to an existing object.

1. Select the object you modify with **Pick Tool** or **Shape tool**. We will take a Fill Stitch objects as the example.

2. Click right mouse button and choose **Objects Properties** or open **Modify** menu and choose **Modify Properties**. The dialog box of **Fill Stitch** appears.

3. Click the label of **Main texture** (shown here as in 6-4-9-1).



6-4-9-1

4. Select the pattern in **Type** pull-down list of the **Add Main Texture** box.

5. Click **Parameter Setup** button and the dialog box of Pattern Clipboard appear:

6. Select the pattern you want to use on Pattern Clipboard, adjust the layout of the pattern and then click **OK**.

7. Click **Add**.

8. Click **OK**

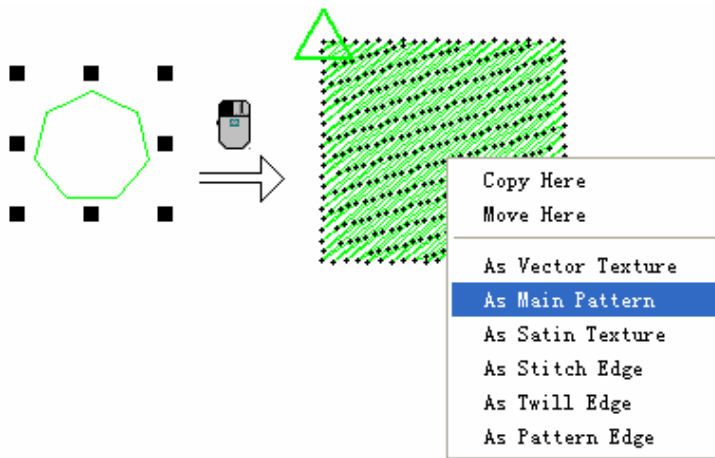
Notes:

You can also add twill to the pattern in the way mentioned above, just select Twill in the type pull-down list of Add Main Texture box.

To add Pattern Texture to an Object

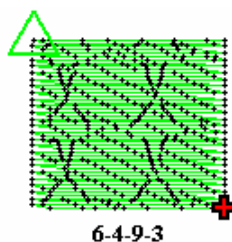
You can drag a vector pattern (or a pattern composed by several vector graphics) to fill a design directly on the screen.

1. Select a vector pattern with **Pick Tool**.
2. Click the pattern by right mouse button and drag the pattern onto the design, release the button. A list appears (shown here as in 6-4-9-2)



3. Choose **AS main patterns** on the lists.

The objects is filled with the selected pattern (shown here as in 6-4-9-3).



Chapter7 Motif Run and Motif Fill

Motifs are usually small and simple objects, or symbols that are used repeatedly in several designs. Motifs are stored on the motif Clipboard, you can transfer them at any time. You can also create your own motifs.

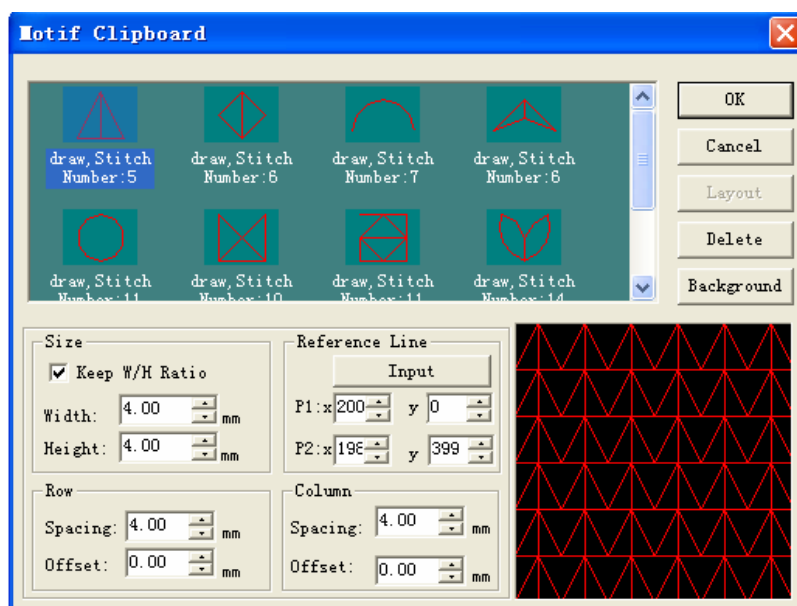
You can repeat motifs regularly along a digitized line (Motif Run), and you can also fill close shapes with motifs (Motif Fill). Motifs are ordinary patterns, except that they have two reference points that allow you to position, scale, rotate them accurately.

7.1 Usage of Motif

7.1.1 To Transfer motif

You can transfer motifs from the Motif Clipboard to create new objects directly.

1. Open **Library** menu and choose **Open Motif Clipboard**. The dialog box of Motif Clipboard (shown here as in 7-1-1-1) appears.
2. Select the motif to use.
3. If you need, you can modify the size and layout of the motif.
4. Click **OK**.



7-1-1-1

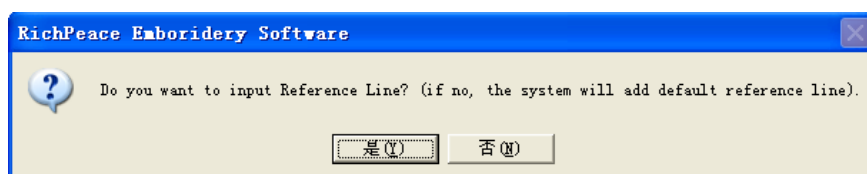
7.1.2 To Create Motifs

You can create your own motifs, save them to **Motif Clipboard** and transfer them for use at any time.

1. Create a stitch object, select it with Pick Tool.
2. Open **Library** menu and choose **Copy to Motif Clipboard**.

Or click right mouse button and choose **Copy to Motif Clipboard**.

3. A reminding box (shown here as in 7-1-2-1) appears to remind you about the reference line; the program will add the default reference line if you select **No**.



7-1-2-1

4. Click **Yes**, use the left mouse button to input two reference points.

Click **No**, adopt the default positions of the two reference points

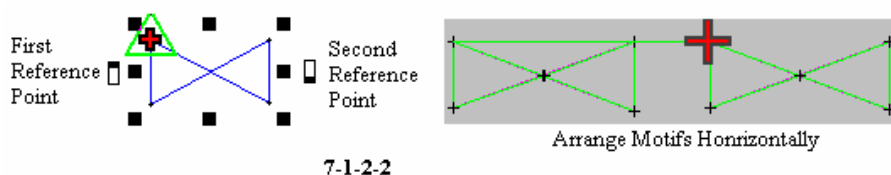
are at the first and last stitch.

The motif is saved to Motif Clipboard.

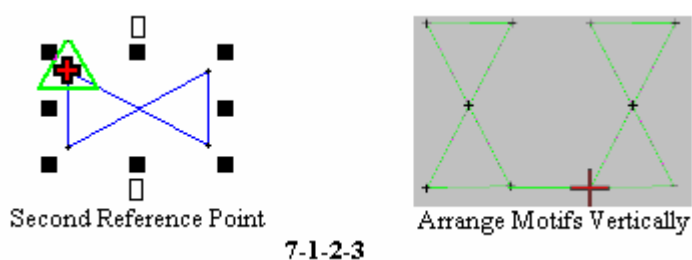
Note:

These two reference points of motif will decide the arrange method of the motifs on the digitized line in **Motif Run**.

If you put the reference points on the left side and right side of motif separately, motifs will be arranged parallel to the digitized line (shown here as is 7-1-2-2).



If you put the reference points on the left side and right side of motif separately, motifs will be arranged vertically to the digitized line (shown here as is 7-1-2-3).



7.1.3 To Change Name and Background Color of Motif

The motif is saved with a default name in Motif Clipboard, you can rename the motif or change background color of Motif Clipboard.

To Rename Motif

1. Select the motif to modify with **Pick Tool** in the dialog box of

Motif Clipboard.

2. Click the name of the motif again.
3. Input a new name on the keyboard.

Note:

After you have renamed the motif, the stitch information of the motif still remains.

To Modify Background Color of Motif Clipboard

Click **Background** button, and the dialog box of **Color** appears, select a new color from it , or palette your own color and click **Ok**.

Note:

You can also click the motif by right mouse button, choose **Change Background Color** and change the background color of Motif Clipboard.

7.1.4 To modify reference line

From Library menu choose Open Motif Clipboard.

Click Input button in Motif Clipboard dialog box, the Input Reference Line dialog box appears on the screen.

Choose the first reference points: $P1(x,y)$, click and button in the dialog box or click in the Preview Window to change place of the first reference point.

Choose the second reference points $P2(x,y)$, click any button or click in the Preview window while holding down Ctrl key to change the place of the second reference point.

(In preview window, green box deputy the first reference point and white box deputy the second reference point.)

7.1.5 To Delete Motifs

You can delete the motifs you do not need from the Motif Clipboard.

1. Open **Library** menu and choose **Open Motif Clipboard**.
2. Click the motif to delete.
3. Press **Delete** key on keyboard or click right mouse button and choose **Delete**.

7.1.6 To Copy Motif to Windows Clipboard

You can select a motif on the Motif Clipboard and copy it to the standard Windows Clipboard, and then use Paste command to paste it on the screen directly.

1. Open **Library** menu and choose **Open Motif Clipboard**.
2. Click the motif to be copied with right mouse button and choose **Copy to Clipboard**.

The selected motif is put on the clipboard.

3. Click **Paste** button, the motif is pasted on the screen.

The motif will be kept in the clipboard till new content replaces it.

Note:

When you try to paste motif on the screen, you can select **Copy object in Clipboard to current stitch position** in the dialog box of **Embroidery in Options**. Otherwise, it is put in the center of current

window.

7.1.7 To Save to Motif Library

You can save the content in Motif Clipboard to Motif Library in a file. When you need them, you can just load it from Motif Library.

1. Open **Library** menu and choose **Save to Motif Library**. The dialog box of **Save to Motif Library** appears.

2. Select a drive and a folder to save the file.

3. Input a name for the file you want to save.

4. Click **OK**.

The content in Motif Clipboard is saved to Motif Library.

7.1.8 To Load from Motif Library

You can load motifs from Motif Library, the motifs you load will replace the original content of the Motif Clipboard.

1. Open **Library** menu and choose **Load from Motif Library**, and the dialog box of **Load from Motif Library** appears.

2. Select the drive and the folder you have put in your motif library.

3. Click the name of the motif library on the file list.

4. Click **Open** or double click the name of the file to open it.

Note:

Before you load from the Motif Library, you should first save the content of current Motif Clipboard.

7.2 Motif Run

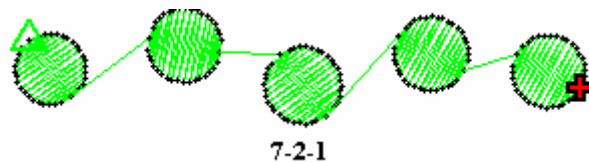
Motif Run means motifs arranged repeatedly along a digitized line.

Using the distortion control point, you can modify the size, spacing and rotation angle of the motif easily.

7.2.1 Motif Run

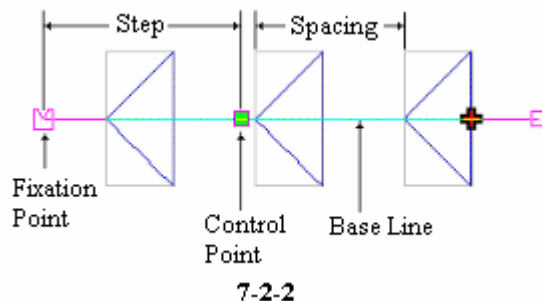
1. Create a new motif or transfer a motif from the Motif Clipboard.
2. Click **Motif Run** button
3. If you need, you can modify the step and spacing value of the motif.
4. Use mouse to digitize the base line.
5. Click right mouse button to finish the digitizing of base line.

Motifs are arranged along the digitized line according to the set parameters (shown here as in 7-2-1).



7.2.2 Parameters Setup

The parameters of Motif Run are shown here as in 7-2-2 below:



Step : the distance between each two adjacent Control Points of the motif.

Spacing: the distance between the same points of two consecutive motifs repeated along the baseline. The default value of Spacing is the same as that of Step.

Baseline: the digitized line

Fixation Point and **Control Point** when you use Motif Run, the first reference point of the baseline coincides with the first reference point of the motif, this point is the Fixation Point; the second reference point of the motif is the Control Point. If you drag the Control Point, the motifs will go around the Fixation Point.

Notes:

If the length of the baseline is not the integral multiples of Spacing the program will modify the spacing of the motif so as to make all motifs on the baseline evenly spaced.

When there is are on the baseline, you can measure the spacing of motif in two ways:

By Arc Length: the spacing of motif is the length of the arc that links these two points.

By Chord Length: the spacing is the length of the chord that links these two points.

If the length of the baseline is not the integral multiples of Space, there are three methods to arrange motif along the line: **Automatic**, **Remains** and **Synchronously Adjust Space and Step**.

Automatic: The program adjusts the space automatically to make the motif arranged along the line equably.

Remains: Arrange the motif along the line with the fixed space.

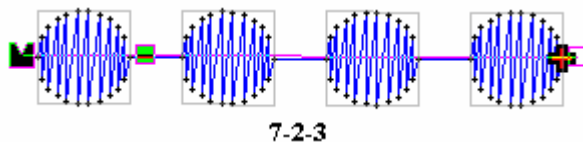
Synchronously Adjust Space and Step: The program adjusts the space and step of the motif automatically at the same time to make the motif arranged along the line equably.

7.2.3 To Modify Size of Motif by Dragging Control Point

You can drag the Control Point to rotate the motifs or modify the size of motifs.

1. Select the object of Motif Run with Shape Tool.

The outline, baseline and control point of the object (shown here as in 7-2-3) appears:



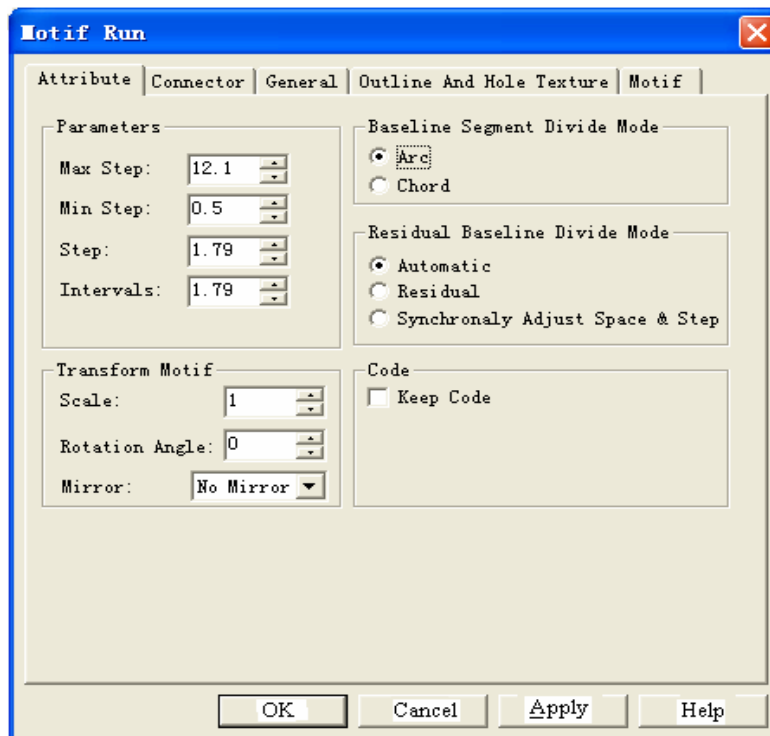
2. Drag the Control Point, you can rotate and scale the object based on Fixation Point. Dragging the mouse towards the Fixation Point magnifies the motifs; dragging the mouse away from the Fixation Point reduces the motifs. Under these operations, the length of the baseline, the spacing of motif and the step of motif are not changed.

7.2.4 To Modify Motif Run in Dialog Box

You can modify the size, step and spacing of the Motif Run in dialog boxes.

1. Select the Motif Run object to be modified with **Pick Tool** or **Shape Tool**.

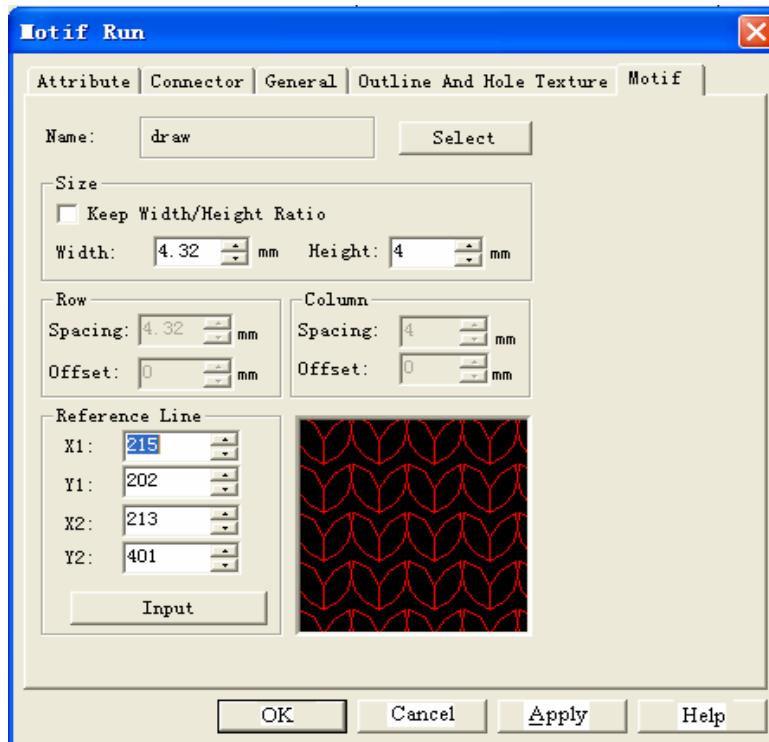
2. Open **Modify** menu and choose **Modify Properties** or click right button and choose **Object Properties**. The dialog box of Motif Run (shown here as in 7-2-4-1) appears:



7-2-4-1

3. Modify the **Spacing** and **Step** of Motif Run.

4. Click the label of **Motif**, and the dialog box of **Motif** (shown here as in 7-2-4-2) appears:



In this dialog box, you can modify the size of the motif.

In the **Width** and **Height** box, define the width value and the height value of the motif.

When you modify the coordinate value, the arrange method and the size of the motif will be modified correspondingly.

5. Click other label to modify other properties of the object.

6. After all modification, click **OK**.

Note:

You can modify the **Step** and **Spacing** directly on Property Bar.

To choose Keep Code option, all the machine codes, include color and color change information of the motif will be kept when running motif.

To dispart Motif Run objects

You can dispart a motif run object into individual objects at any

moment.

Select the motif run object, then click the right mouse button, choose Dispart.

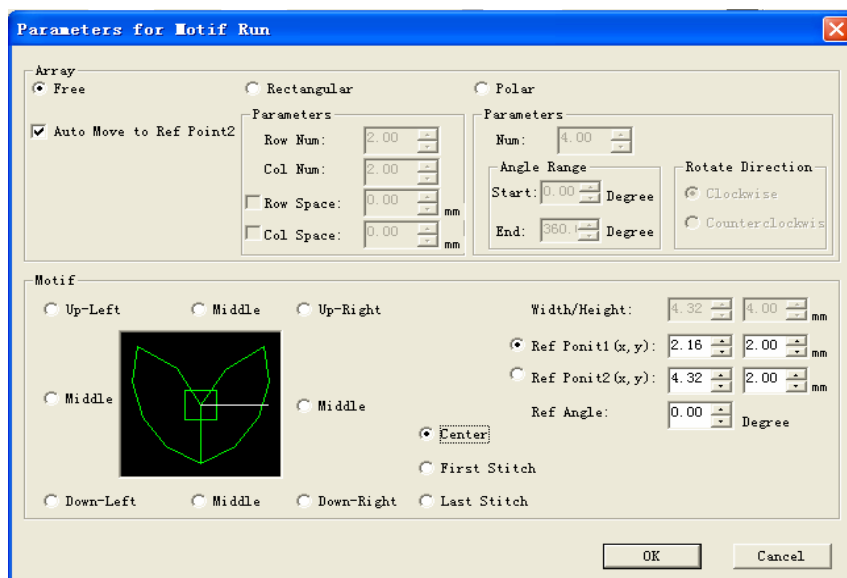
7.3 Running Selected Object, Pattern and Motif

7.3.1 To Run Selected Object

Selected Object here refer to any objects created in RDP2000, including Graphic Objects, Stitch Objects and Letters.

To Run Selected Object

1. Select the object for the run with **Pick Tool**.
2. Open **Modify** menu and choose **Run Selected Object**. The dialog box of **Reference Points for Objects of Motif Run**(shown here as in 7-3-1-1) appears:



7-3-1-1

3. Choose object array method: Free, Rectangular and Polar.
4. Select the Reference Point for the object. It is possible to define it to the 8 special points or define it through the Coordinate of the

Reference Point. The Reference Point defined will be taken as the Base Point to position the selected object.

5. When using Rectangular and Polar method, you also need to set the reference angle.

You can input an angle directly or through clicking a point in the preview window, the angle of this point and the reference point is the reference angle.

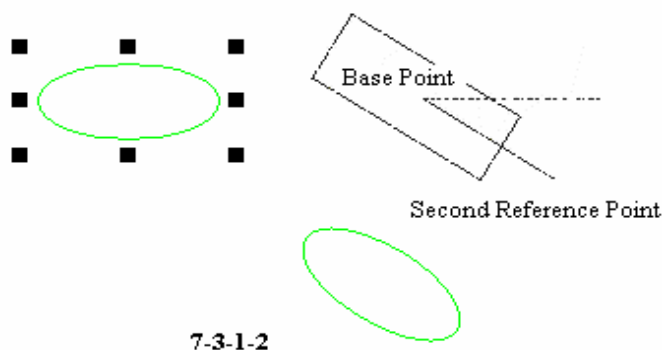
6. When using Rectangular method, you can set the row and column number and spacing to change the run object shape.

7. When using Polar method, you can set the run object number, the angle range and rotate direction.

8. Click right mouse button when finishing the running.

9. Input the Base Point for the running of the selected object. It is also the position to place the object to be run.

10. Input Second Reference Point. The angle formed (clockwise) by the line connecting it with the Base Point and the horizontal line decides the rotation angle of the object to be run (shown here as in **7-3-1-2**).



11. Go on inputting the Base Point and Reference Point for the next

object to be run till finishing the running of the selected object.

Note:

When running the object with free mode, you can see the angle between the base point and the second point in the Status bar, which decides the rotate angle of the object. when you finish the whole process of free run object, click the right mouse button to finish.

When using Rectangular mode, you can see the size of the rectangle at any time in the Status Bar before finishing the operation.

When using Polar mode, you can see the center coordinate and radius in the Status Bar before finishing the operation.

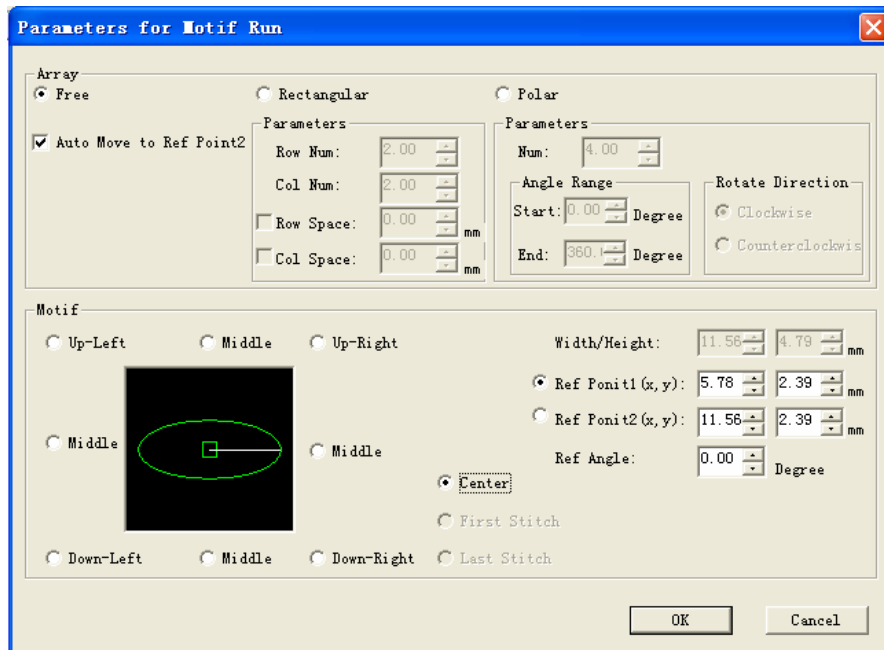
Click right mouse button when finishing the running.

7.3.2 To Run Selected Pattern

1. Open **Library** menu and choose **Open Pattern Clipboard**.

Select the pattern to be run in the dialog box of **Pattern Clipboard**.

2. Open **Modify** menu and choose **Run Selected Pattern**. The dialog box of **Reference Points for Objects of Motif Run** (shown here as in 7-3-2-1) appears:



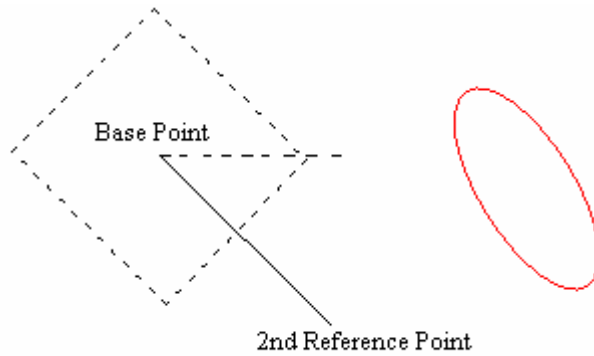
7-3-2-1

3. Select the Reference Point for the pattern. It is possible to define it to the 8 special or define it through the Coordinate of the Reference Point. The Reference Point defined will be taken as the Base Point to position the selected pattern.

4. Click ok.

5. Input the Base Point for the running of the selected pattern. It is also the position to place the pattern to be run.

6. Input Second Reference Point. The angle formed (clock wise) by the line connecting it with the Base Point and the horizontal line decides the rotation angle of the pattern to be run (shown here in 7-3-2-2).



7-3-2-2

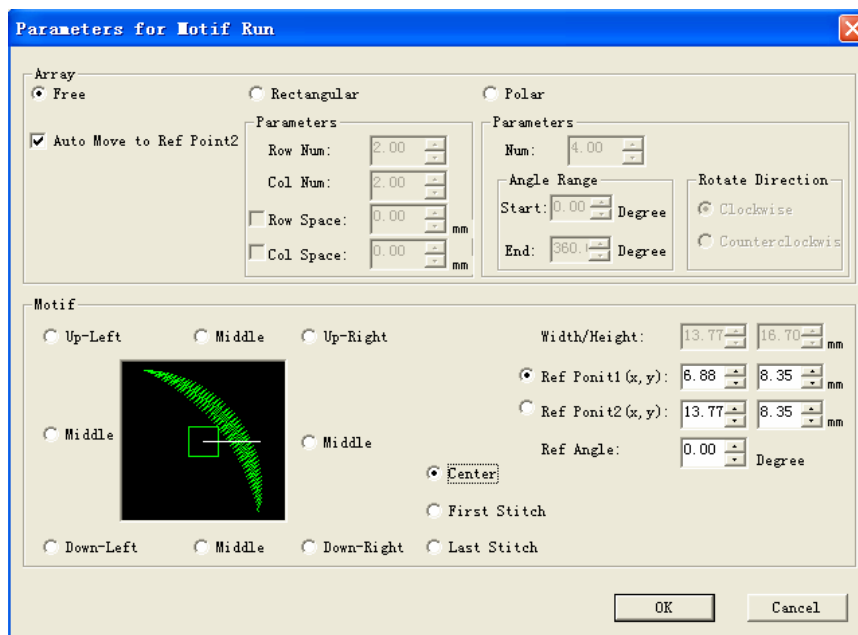
7. Go on inputting the Base Point and Reference Point for the next pattern to be run till finishing the running of the selected pattern.

8. Click right mouse button when finishing the running.

7.3.3 To Run Selected Motif

1. Open **Library** menu and choose **Open Motif Clipboard**. Select the motif to be run in the dialog box of **Motif Clipboard**.

2. Open **Modify** menu and choose **Run Selected Motif**. The dialog box of **Reference Points for Objects of Motif Run** (shown here as in 7-3-3-1) appears:



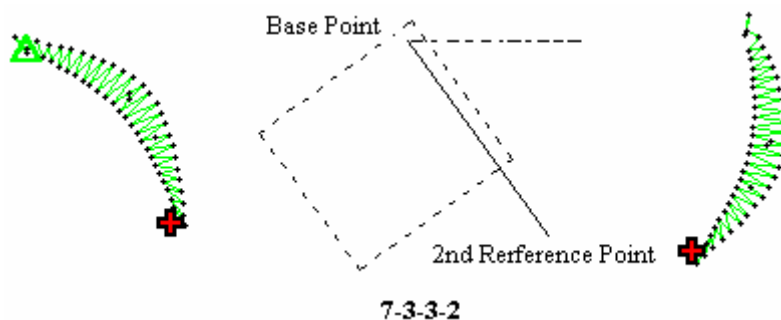
7-3-3-1

3. Select the Reference Point for the motif. It is possible to define it to the 8 special points or define it through the Coordinate of the Reference Point. The Reference Point defined will be taken as the Base Point to position the selected motif.

4. Click OK.

5. Input the Base Point for the running of the selected motif. It is also the position to place the motif to be run.

6. Input Second Reference Point. The angle formed (clockwise) by the line connecting it with the Base Point and the horizontal line decides the rotation angle of the motif to be run (shown here as in 7-3-3-2).



7. Go on inputting the Base Point and Reference Point for the next motif to be run till finishing the running of the selected motif.

8. Click right mouse button when finishing the running.

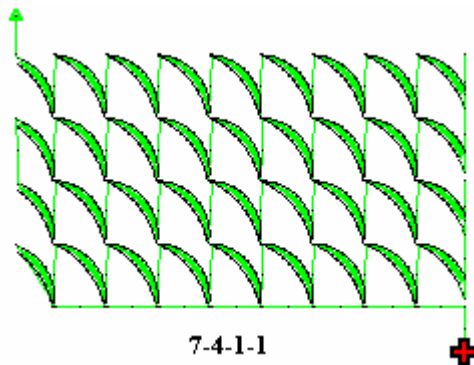
7.4 Motif Fill

You can fill a close pattern with motifs, under this operation, the two reference points of motif will be invalid—they do not work wherever these reference points locate. At this time, we call the motifs as the Motif Fill.

7.4.1 Usage of Motif Fill

1. Create you're the motif or transfer a motif from Motif Clipboard.
2. Click **Motif Fill** button.
3. Digitize the outline of the pattern using close curve input mode then click right mouse button when finish.
4. Input Entry and Exit.

The pattern is filled with selected Motif(shown here as in **7-4-1-1**)



Note:

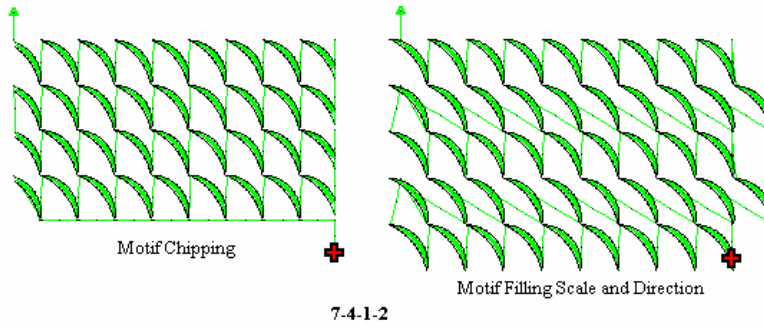
You can also use **Motif Fill** to fill the pattern object with several holes.

There are two Motif Fill types: **Motif Clipping** and **Motif Filling Scale and Direction**.

When you select Motif Clipping, the program will cut the motifs that are not fit to the pattern so as to keep a clear outline of the pattern(shown here as in **7-4-1-2**).

When you do not select Motif Clipping , the motifs will not be cut, If half of a motif is outside the object, it will remain and the outline of the object will be enlarged. In this case, the outline of the object is not quite clean as it was digitized, but no cut motif will appear in the object(shown

here as in 7-4-1-2).



7.4.2 To Modify the Layout of Motif Fill

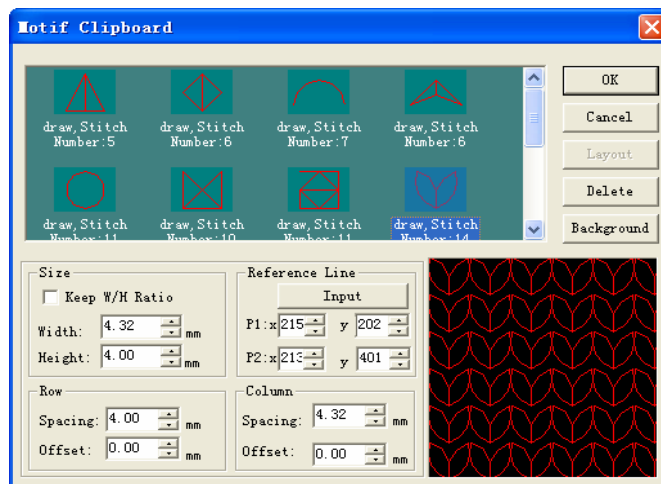
The default setting of the layout of Motif Fill is that the distances between rows and columns are decided by the height and width of the motif. In this way, there will be no gap between lines and rows. To change to layout of Motif Fill, you can preset the layout before filling in the objects with motif.

To Preset Layout of Motif Fill

1. Open Library menu and choose **Open Motif Clipboard**.

Or click the button of **Motif Fill** in Punch Toolbar 1.

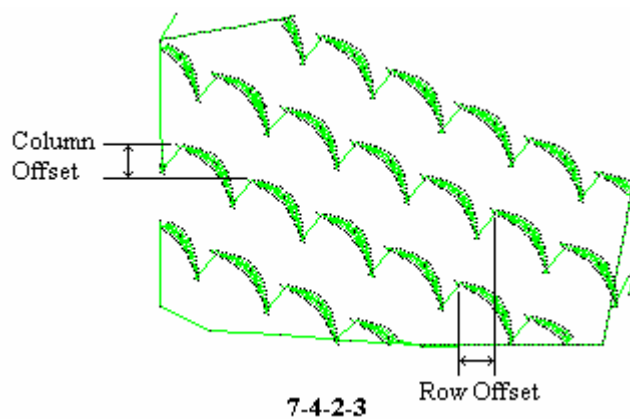
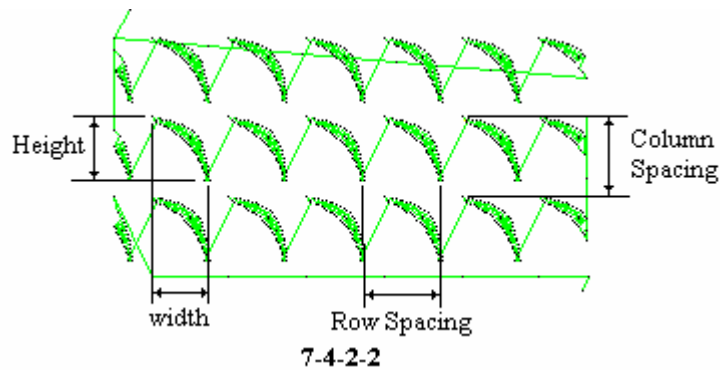
Or click the button of Motif on Property Bar. The dialog box of Motif Clipboard (shown here as in 7-4-2-1) will appear.



2. Select the Motif to use.

3. Modify the layout of Motif Fill by changing the row spacing, column spacing and value of offset.

The effect of these parameters are shown here as in **7-4-2-2** and **7-4-2-3**.



4. After you have modified the layout, click OK. Now, you can use this motif to fill in a new object.

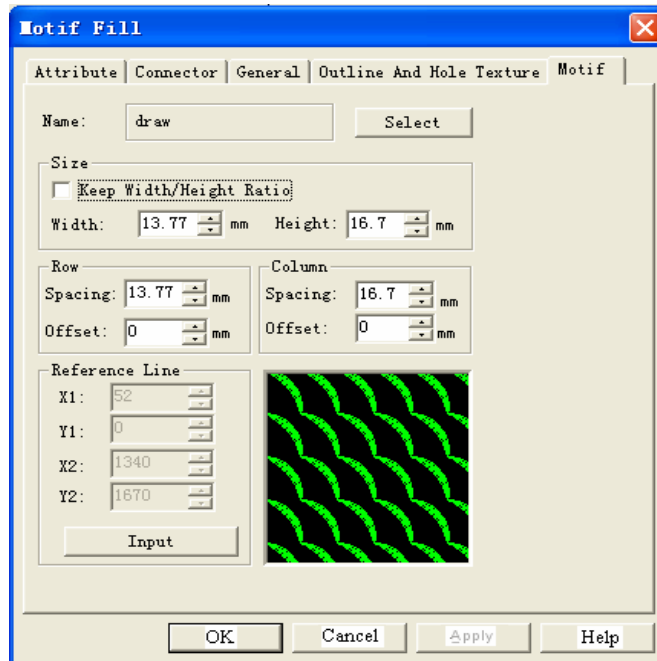
To Modify Layout of Motif Fill of an Existing Object.

If you have created and generated stitches of an object with Motif Fill, you can still modify the layout of the object.

1. Select the object filled with motif with Pick Tool or Shape Tool .
2. Open Modify menu and choose Modify Properties or click right

mouse button and choose Object Properties.

3. Click the label of Motif. The dialog box of Motif Fill (shown here as in 7-4-2-4) appears:



7-4-2-4

4. Modify the layout of motif fill by adjusting the size, row spacing, column spacing and offset values.
5. Click other labels to modify other object properties in other corresponding dialog boxes.
6. After all modifications, click **OK**.

Chapter 8 Thread Color

The method to assign colors in RDP2000 is quite similar to other drawing software. You can select a color for an object on Color Toolbar directly, or create your own color for it. When you select a color for the

new object you are creating, the color will be saved as part of the properties of the object, so it is more convenient and much easier for you to control the color of the object.

As part of the properties of the objects, thread colors can differentiate each part of the object, but they do not stand of the real color of embroidery thread.

When creating a new design, you just need to consider what kinds of color to use for each part. You do not need to consider how embroidery machines should change these colors. You can insert some Color Change Code in the design manually. However, this method is not a usual practice because the program will insert required machine codes automatically.

8.1 Working with Colors

If you want to apply a color, you just need to click the corresponding color button on Color Toolbar. You can also double click a color button to open the standard Windows Color dialog box, so that you can palette a new color.

8.1.1 To Select Colors for New Objects

When no object is chosen, you can click a color button on Color Toolbar, and a black pane appears around the button indicating this color selected. This color will be assigned to the objects to be created later till some new color is assigned.

8.1.2 To Modify Colors for an Existing Object

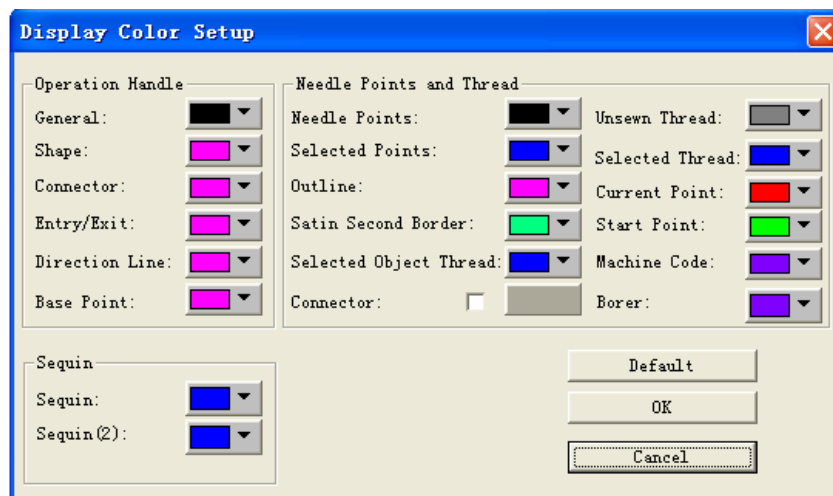
1. Choose the object to modify with **Pick Tool** or Shape Tool.
2. Choose a new color in Color Toolbar for the object chosen. And the object will appear in the new color.

8.2 Displaying Colors of Multi Objects

To view objects more conveniently, you can set different colors for different objects in a design. For an example, you can set different colors for penetration points, outline, Connector and selected objects.

8.2.1 To set Display Color for Objects

1. Click **Setting** menu and choose **Display color**, and the dialog box of **Display Color Setup** (shown here as in **8-2-1**) appears:



8-2-1

2. Click the color setup button behind the object to modify, and the standard Windows dialog box of Color appears. Select the color you want to use.
3. Modify the **color** for other objects in the same way.

Note:

If you want to resume the program default color setting, you just

need to click the Default button.

8.2.2 To set Display Color for Connector

There are two ways to display the color of Connector: by the color of the object it connects to or by the color set for it.

To apply the set color for it, you need to check the box before **Connector**, and the color button of Connector is lightened. Click the color button and you can now set color for Connector in the Windows standard dialog box of **Color**.

To apply the color of the object it connects to , uncheck the box before **Connector**.

8.3 Creating Thread List

Before you begin to digitize on a design, you can first set the Thread Sheet. In this way, you can decide the sequence of the colors for the design. You can choose colors from the Color Toolbar or palette your own colors.

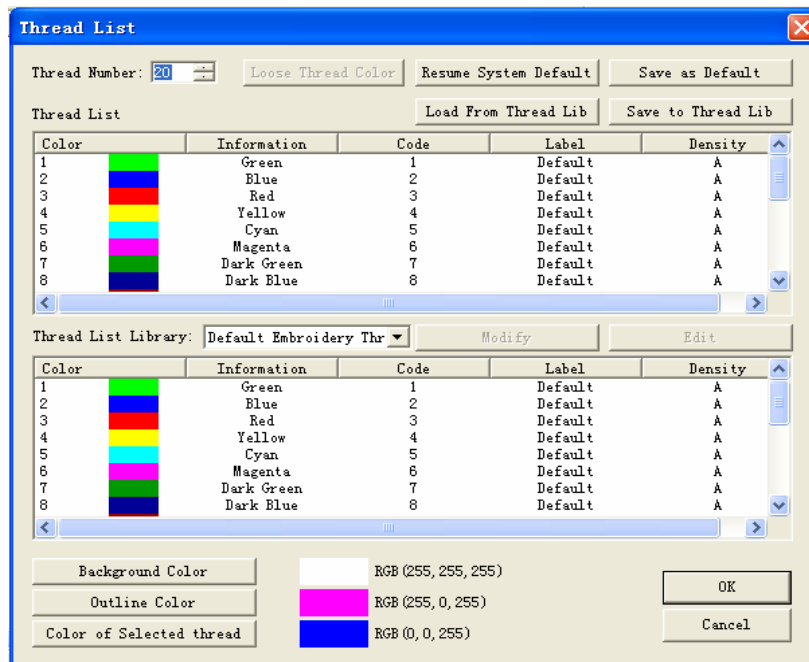
8.3.1 To Choose Thread List

1. Click **Setting** menu and select **Thread List**, and the dialog box of **Thread List** (shown here as in **8-3-1**) appears:

2. Define thread number in **Thread Number** combo box. It decides the number of colors in listed in Thread List. The maximum number is 100.

3. Select thread colors to use from Thread List.

When you open a new pattern, the Thread List that the program defaults will assign to this pattern. The program offers you Stock Thread List, you can select thread colors from **Stock Thread List**. You can also modify the colors in the thread color list so as to palette your own colors.



8-3-1

8.3.2 To Modify Thread Color

1. Click the number of the color to modify in Thread List.
2. Click the number of the color to use in Stock Thread List.
3. Click **Modify** button.

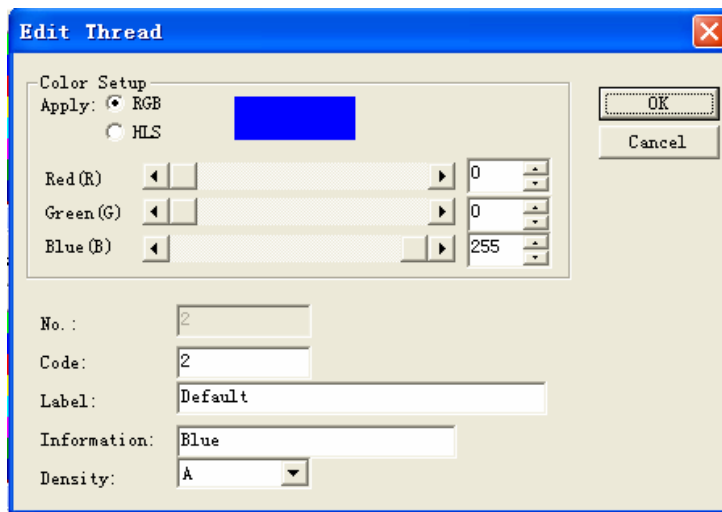
The selected color in Thread List will be replaced by the color selected in Stock Thread List.

4. Repeat above steps till you finish modifying all colors.
5. Click Ok.

8.3.3 To Edit Thread

1. Click the number of the color to edit in Thread List.

2. Click the **Edit** button, and the dialog box of **Edit Thread** (shown here as in **8-3-3**) appears:



8-3-3

3. Choose the option box of color model for the way to edit the color of the thread. RPD2000 provides 2 color models: RGB and HLS.

4. Move the sliders or click the arrows to set the color for the thread.

5. Input the necessary information for Code, Label, Density and Information separately in the corresponding boxes.

Code: used for the embroidery factories to identify threads. So it is defined by the factory.

Density of thread:

A refers to general thread density;

B refers to thick thread density;

C refers to thin thread density;

D refers to thinner thread density;

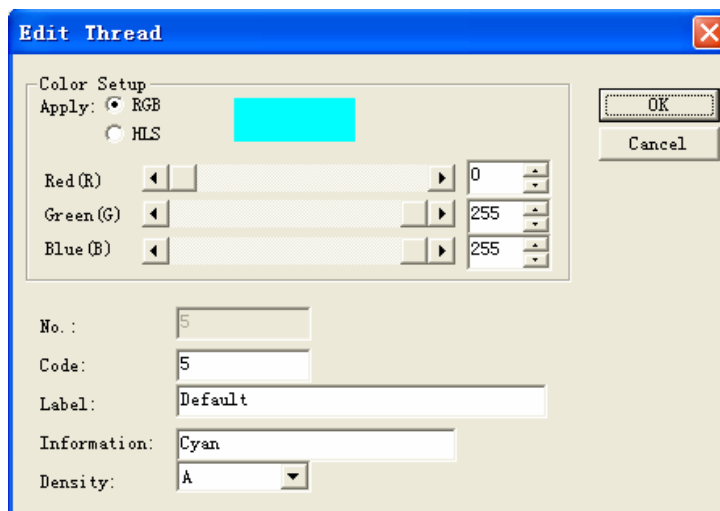
6. Click **OK**.

Note:

You can double click a color button on Color Toolbar to visit the Thread Sheet dialog box.

8.3.4 TO Modify Color for Background, Outline and Selected Stitches

1. Click the buttons of **Background Color**, or **Outline Color**, or **Color of Selected Stitches** at the button of the dialog box, the dialog box of **Color Setup**(shown here as in **8-3-4**)will appear:



8-3-4

2. Choose option box of color model for the way to edit the color of the thread. RPD2000 provides 2 color models: RGB and HLS elect a hue program , RGB or HLS.

3. Move the sliders or click the arrows to set the color.

4. Click OK.

Note:

a.If you want to save current Thread List as the default color setting of the program, Click **Save as Default** button.

b.If you want to resume the color setting the program defaults, click

Resume System Default button.

8.4 Inserting Color Change Code

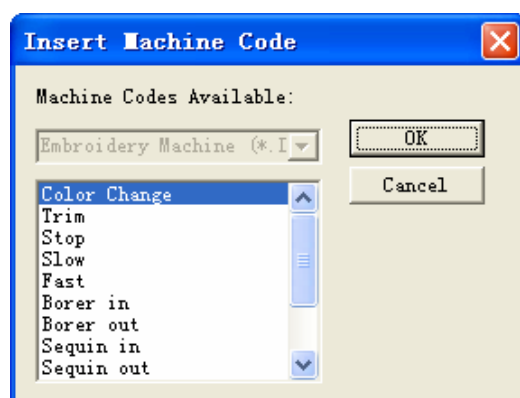
The program can deal with color change automatically, it can insert required Color Chang Codes or delete them. But you can also insert Color Change Code manually, especially when you want to use two colors to embroider one object while the object is very difficult to divide into two objects to embroider.

8.4.1 To Insert Color Change Codes Manually

1. First run current stitch to the position to insert Color Change Code.

Or click Edit Stitch on Punch Toolbar 1 and then click at the position to insert Color Change Code.

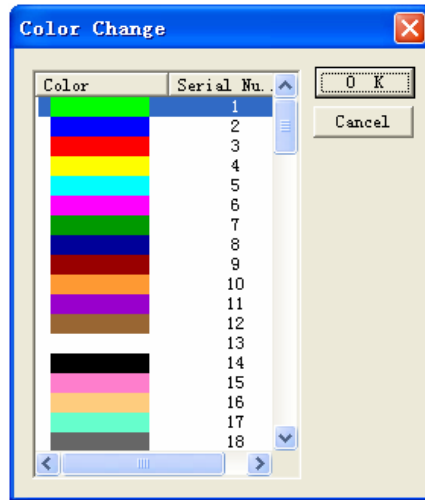
2. Open Pattern menu and choose Insert Machine Code, and the dialog box of Insert Machine Code(shown here as in 8-4-1-1)appears:



8-4-1-1

3. Select Change Color.

4. Click OK, and the dialog box of Color Change(shown here as in 8-4-1-2)appears:



8-4-1-2

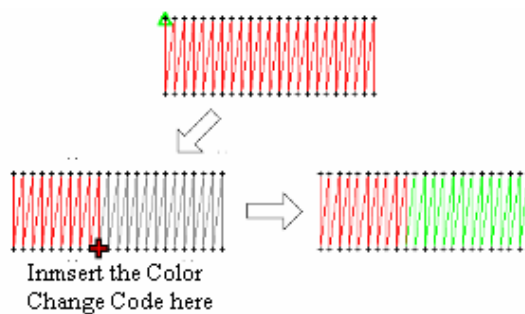
Note:

You can get the dialog box of **Color Change** by clicking **Color Change** button on Machine Code Toolbar.

5. Click the number of the color to use in the color list.

6. Click **OK**.

A Color Change Code is inserted at the current stitch position, the stitches after the position are showed in the new color(process shown here as in **8-4-1-3**).



8-4-1-3

8.4.2 To Delete Color Change Codes

Run stitches to where the Color Change Code to be deleted appear and press **Delete** key. The Color Change Code is deleted from the design.

Note:

You can run stitches by Color Change Code and get to the Color Change Code to be deleted.

Chapter 9 Machine Code and Connector

9.1 Machine Codes

Machine Codes are usually inserted automatically by the program according to the properties of the embroidery object during the process of creating a design. If you modify the design, the program will adjust them automatically, like inserting or deleting some Machine Codes. You can also insert or delete Machine Codes manually. When you regenerate stitches , you can select to save the Machine Codes or not.

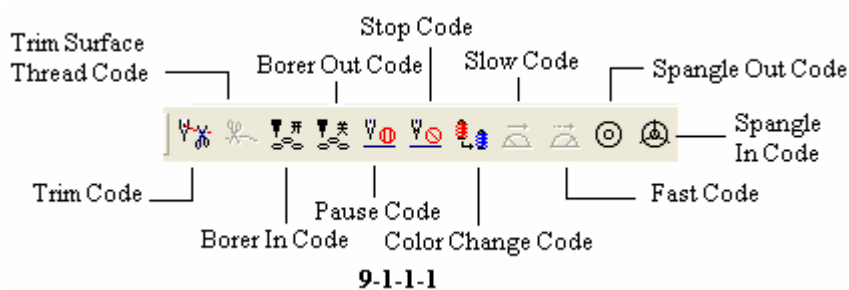
You can insert manually the following Machine Codes: Change Color Code, Trim Code, Stop Needle Code, Slow Stitch Code, Fast Stitch Code, Borer On Code, Borer Off Code, Spangle On Code, Spangle Off Code, Trim Cover Thread Code, Pause Code and so on .

9.1.1 To Insert Machine Code Manually

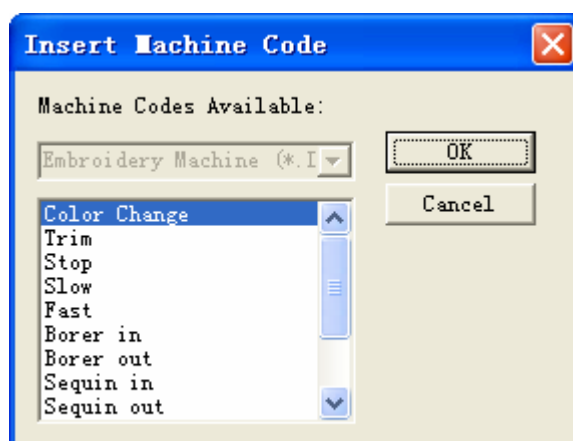
You can insert required Machine Codes in a pattern manually.

- 1.Run current stitch to where you want to insert the Machine Code.
- 2.Click a corresponding button(shown here as in **9-1-1-1**)on the

Machine Code toolbar.



Or open **Pattern** menu and choose **Insert Machine Code**, and the dialog box of **Insert Machine Code**(shown here as in 9-1-1-2)appears:



3. Click the name of the Machine Code you to insert.
4. Click **OK**.

The selected Machine Code is inserted at the current needle position.

For details about Color Change Code, please refer to **Color Change Code**.

9.1.2 To Delete Machine Code

You can delete Machine Codes manually.

- 1.Run current needle position to where the Machine Code to delete

appears.

2. Press **Delete** key.

The current Machine Code is deleted from the design.

Note:

You can only delete the Machine Codes that are inserted manually.

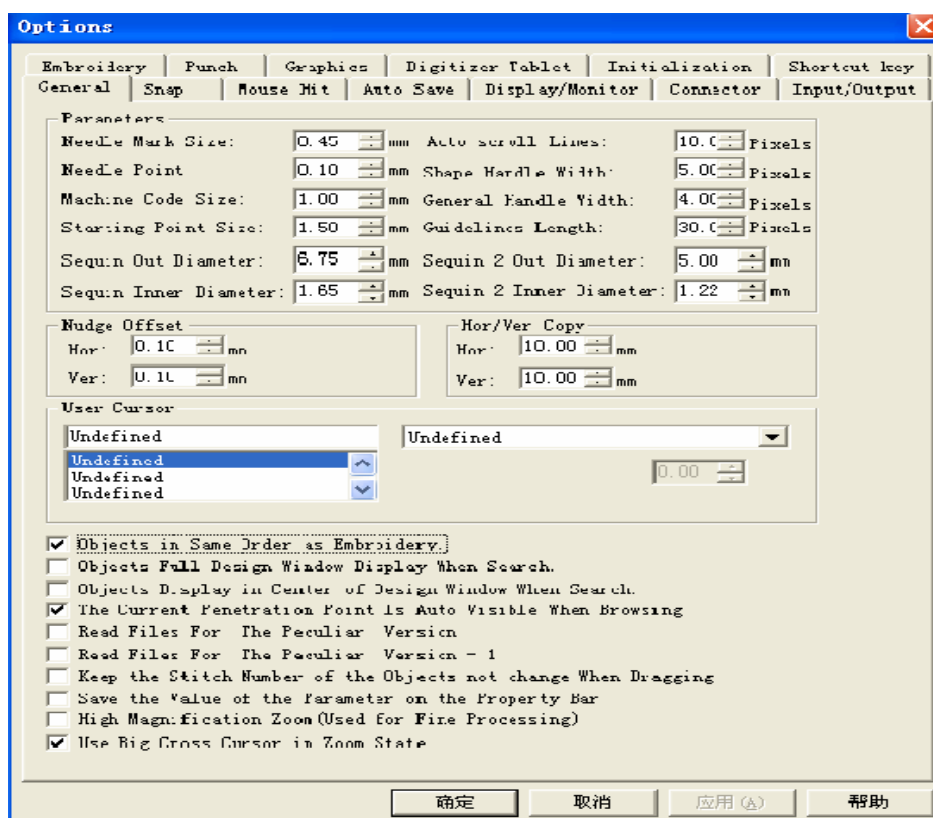
9.1.3 To Adjust Size and Color of Machine Code

9.1.3.1 To Adjust Size of Machine Code

1. Open Setting menu and choose **Options**.

2. Click the label of **General**, and the dialog box of **General**(shown

here as in **9-1-3-1**) appears:



9-1-3-1

3. Input a value in the **Machine Code** combo box(1.00mm in **9-1-3-1**).

4. Click **OK**.

9.1.3.2 To Modify Color of Machine Code

Please refer to Display Color for details.

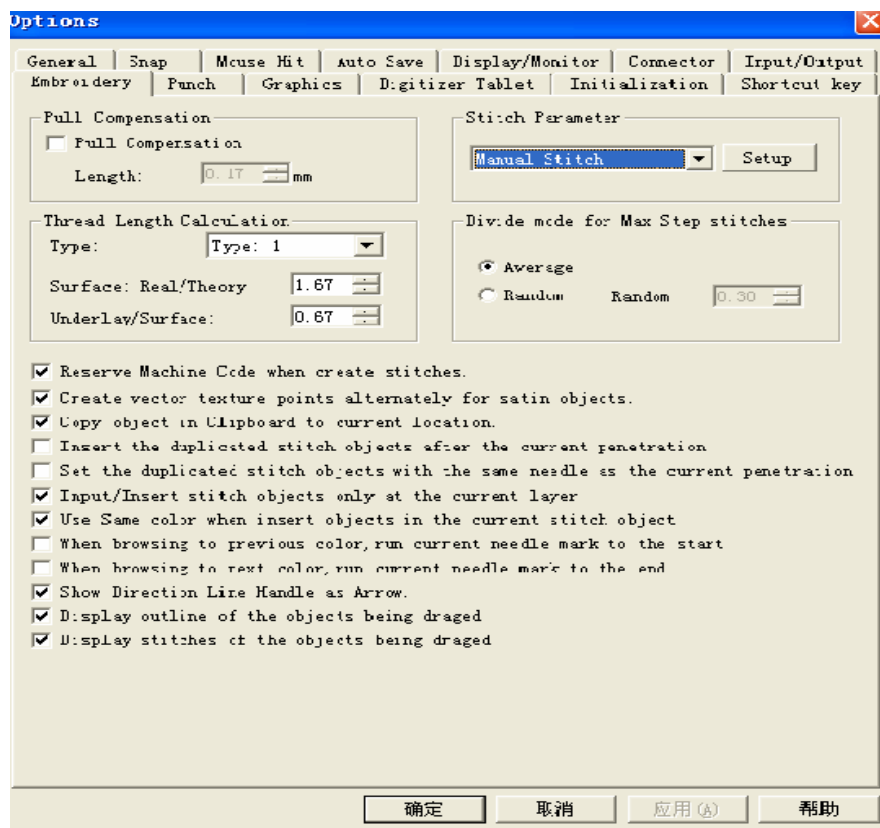
9.1.4 Saving Machine Code

After you have made some modifications to your design, you can select to save the Machine Codes.

To Save Machine Codes

1. Open Setting menu and select **Options**.

2. Click the label of **Embroidery**, and the dialog box of **Embroidery**(shown here as in 9-1-4) appears:



9-1-4

3. Check the box of **Reserve Machine Code when create stitches**.

The manual-inserted Machine Codes will be reserved when

regenerating stitches after modification.

Otherwise, they will be lost when regenerating stitches after modification.

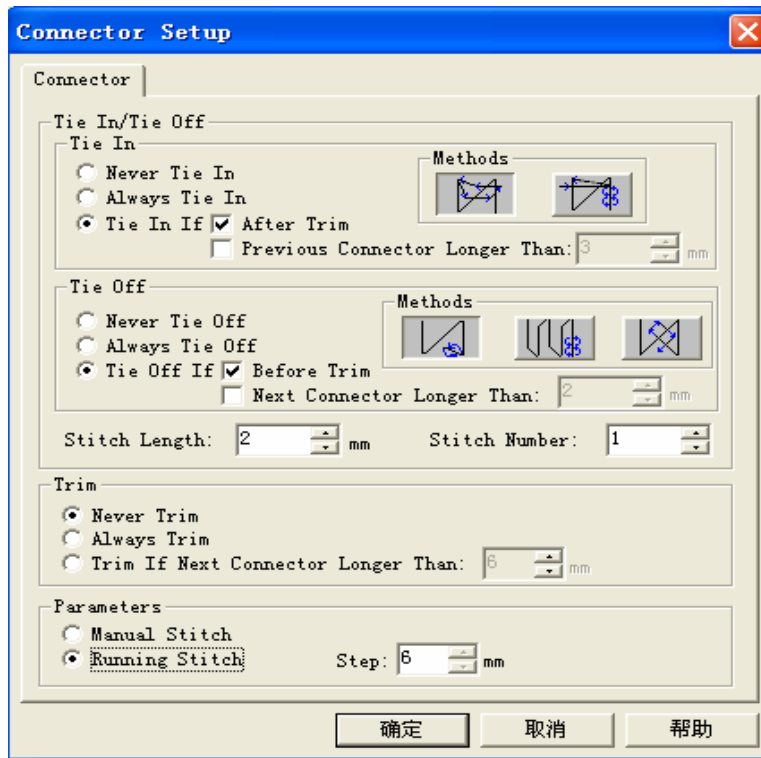
9.2 Connector

Connector is a special stitch penetration, which is used to link objects. The program will add connectors among objects. You can insert trim code, tie in code or tie off code for connectors

You can set the parameter of Connector before you create a design; you can also modify the parameter during the process of creating a design.

9.2.1 Parameter Setup for Connector

1. Click the **Connector** button on Property Toolbar. The dialog box of **Connector**(shown here as in **9-2-1**) appears:



9-2-1

2. Set insert condition for Trim Code, Tie In Code and Tie Off Code

A. First decide whether to insert Trim Code or not

Less trim codes are better for a design, because cutting threads operations will slow down the work of embroidery machine.

Check the option box of **Trim if Next Connector Longer Than**, input the value for the max length of Connector.

Click the button of **Connector** on View Toolbar, you can see the Connector on the screen when digitizing.

A. cut Connector is showed as a dot line with a Trim Code at each side of the Connector.

B. Set parameters for **Tie In** and **Tie Off**

You can add tie in stitches or tie off stitches when trimming threads or when the Connector or longer than a defined value, so as to avoid

loose thread. Tie in stitches are usually added after trimming thread and tie off stitches are usually added before trimming thread.

There are two methods to tie in and three methods to tie off.

a. Two Tie In methods:



Add two tie in stitches at the second penetration line.



Add tie in stitches at the first and the second penetration lines.

b. Three methods To Tie Off:



Add tie off stitches at the last stitch.



Add tie off stitches at the last penetration line. This method is suitable for Fill Stitch.



Add tie off stitches at the last two stitches. This method is suitable for Satin Stitch.

c. Set the length and the number for Tie In/Tie Off Stitch:

Define the length and number of tie in stitches in **Stitch Length** and **Stitch Number** separately.

Stitch Length: the stitch penetration length of Tie In Stitch and Tie Off Stitch:

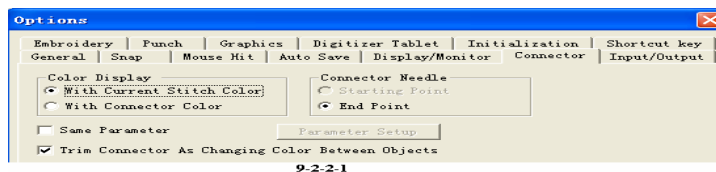
Stitch Number: the repeat of Tie In Stitch and Tie Off Stitch.

9.2.2 Setting Color for Connector

The color of Connector can be set to display in two ways, one is the color set for itself, the other is the color of the needle of the object the Connector links.

9.2.2.1 With Connector Color

1. Open **Setting** menu and choose **Options**.
2. Click the label of **Connector**. The dialog box of Connector(shown here as in **9-2-2-1**)appears:



3. Check the option box of **With Connector Color**.

The color you set of Connector in Color Display box will be assigned to the current Connector.

9.2.2.2 With Current Stitch Color

Check the option box of **With Current Stitch Color**.

Check the option box of **Starting Point** or **End Point**.(Now of End Point Available)

The color of Selected needle is assigned to the Connector.

9.2.3 Same Parameters for Connector

1. Click **Setting** menu and choose **Options**.
2. Click the label of **Connector**.

3. Select the check box of **Same Parameter** and then click the button of **Parameter Setup**, the dialog box of **Connector** appears.

4. Set parameters for Connector in the dialog box.

5. Click **Ok**.

The Connectors will be of the same parameters.

Chapter 10 Digitizing Based on Background Image

Two types of graphic files can be digitized on screen: Vector Graphic Files and Bitmap Image Files.

Vector Graphic is better for digitizing, because they have cleaner outline, after magnifying for several times, the outline is still clear, and further more, they can be locked in RDP2000 and thus making the digitizing more accurate.

You can also use Drawing Tools in the program to create your own Vector Graphics. It is possible for the program to read several formats of Vector Graphic Files.

Bitmap images can also be use for digitizing , but when magnifying them several times, the outlines of bitmap images become quite wide and not fit for digitizing. It cannot be locked either.

You can scan Artwork to get a bitmap image, or import a bitmap

image from a saved bitmap file.

OLE Object can also be digitized on screen. The program provides the method of OLE, thus expanding the functions to treat background images.

Before digitizing, you need to adjust the vector graphic or bitmap image to the proper size and position.

Please refer to Graphics for more details on treatment to vector graphics.

Please refer to Insert OLE Object for more details on OLE objects.

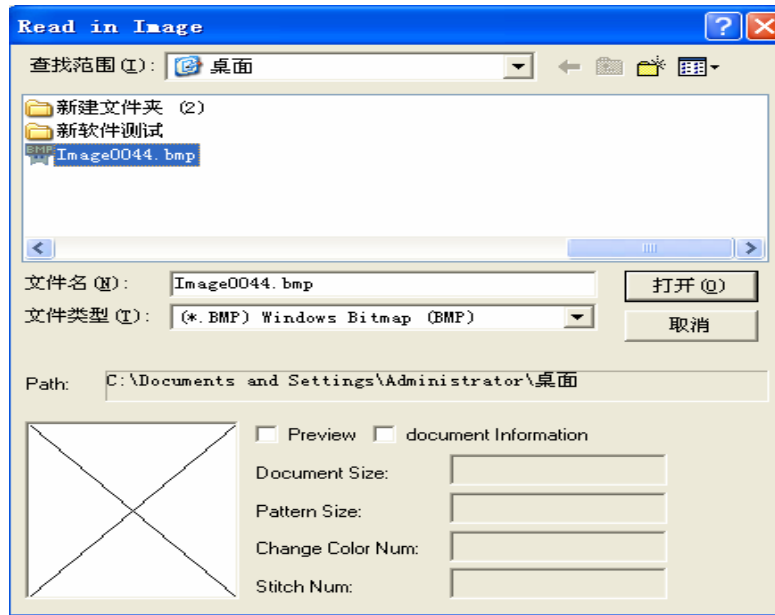
In this chapter, we will mainly discuss the treatment to Bitmap images.

10.1 Reading in a Bitmap Image

You cannot directly open a bitmap image file, but you can read in different formats of bitmap image files, or paste a bitmap image into a file of RDP2000 through clipboard.

To Read in a Bitmap Image

1. Open **Image** menu and choose **Read**. The dialog box of **Read in Image**(shown here as in 10-1)appears:



10-1

2. Click the file name to read in . Click **Open** to read it in.

Or double click the name to read it in .

The bitmap image will appear on the screen in the selected mode.

Note:

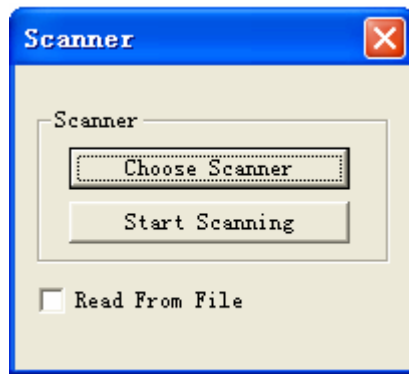
RDP2000 reads files of the following formats: **BMP, GIF, PCX, TGA** and **TIP**.

10.2 Scanning Artwork

The command of Scan in File menu can bring a bitmap image in lattice. You can scan any kind of artwork, such as photos, magazines, drawings, newspapers, or even a piece of embroidery. You can adopt any kind of scanner supported by Windows 98/95.

To Scan Artwork

1. Open **File** menu and choose **Scan**. The dialog box of Scanner (shown here as in **10-2**) will appear.



10-2

2. Click **Choose Scanner** to select the scanning program.
3. According to the program selected, different dialog box will appear for you to select the parameters.

Scanning Resolution:

Scanning Resolution is the dots per square inch. The bigger the number is, the clearer the bitmap image is. But bigger ratio will engage more storage space and thus longer time to scan in the objects. And when punching , you would only need the bitmap image clear enough for you to distinguish it, so you should select the necessary ratio.

Recommended Scanning Resolution:

Types of Artwork	Scanning Resolution
Business Cards, Letter Heads	300dpi
Hand-Draw Sketches	150dpi
Large Photos and Pictures	100dpi
Commercial Design, Line Image	50dpi

Color Mode:

You can select Black, White, Grey Scale or Color Mode according

to your scanner and the color of the original picture.

4. Click **Start Scanning** to scan the artwork

The artwork scanned will show on screen , it will be a bitmap image of lattice.

Note:

*Check the box of Read From File, then click Start Scanning , you will be able to read in a bitmap image from a file. It is the same as the command of Read in Image menu.

*Before scanning, make sure the scanner is on before starting RDP2000.

10.3 Adjusting the Size and Position of Bitmap Image

Before digitizing the image, you need to adjust the size and positions of it. You can adjust it through the commands of **Rotate**, **Move**, **Zoom Out**, **Zoom In** and **Mirror**. But the bitmap image is still a picture in RDP2000 and you cannot modify the picture itself.

10.3.1 To Rotate a Bitmap Image

The command **Rotate** is applicable to both general objects and bitmap images. Please refer to **Rotate Object** for details. You can also rotate bitmap images in the following steps:

1. Select bitmap image to rotate with **Pick Tool**.’
2. Open **Image** menu and choose **Rotate**, select the rotation angle.

The command of **Rotate** is to rotate the bitmap images in the set

angles of 90, 180,270.

It is applicable only to bitmap images.

The often used edit way to edit a picture is to change the picture rotate angle and size. RDP2000 offers two special methods to rotate the picture and set its size, that's Horizontal Position and Set Size.


Horizontal Position: choose the picture object at first, input two reference points, the picture will rotate to the horizontal direction decided by the two reference points.

Set Size: choose the object at first, input two points, the Set Size dialog box appears on the screen, you can set the rotate angle, and through setting the length between the two points, to change the size of the picture.

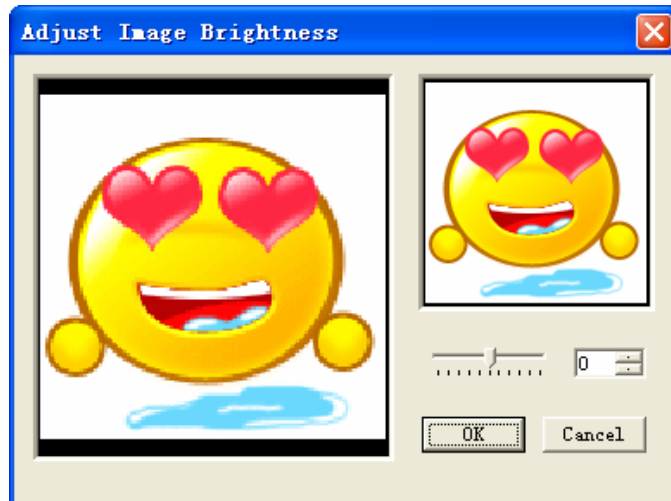
10.3.2 To Adjust Brightness of a Bitmap Image

You can adjust the brightness of a bitmap image.

1. Select the bitmap image with **Pick Tool**.
2. Open **Image** menu and choose **Adjust Brightness**.

Or click **Adjust Brightness** button  on Property Bar of Bitmap Image.

In the dialog box of **Adjust Brightness** (shown here as in **10-3-2**), the left window illustrates the original image and the right one is the preview window.



3. You can adjust the brightness through the slider or input the value in the Combo Box.

4. Click **OK** when finishing .

10.3.3 To Resume Original State

After rotating or changing the size of bitmap image, you can adopt the command of Resume Original State to get to the original state when the graphic was read in.

1. Select the changed bitmap image with **Pick Tool**.

2. Open **Image** menu and select **Resume Original State**. 

Or click Resume Original State button on Property Bar of Graphic.

Note:

This function only can resume the original angle and width/length scale of the picture, can not resume its original size.

10.3.4 To Lock a Bitmap Image

You can stop editing one or more bitmap images on the certain

positions of screen so that they will not move during the process of digitizing. When select **Lock**, you can not select the bitmap image with **Pick Tool** not adjust it.

To Lock a Bitmap Image

1. Select the image with Pick Tool.
2. Open Image menu and choose Lock.

To Unlock the Bitmap Image

You can resume editing. When you select **Unlock**, the locked bitmap image resumes original state and you can select it and edit it again.

Open **Image** menu and choose **Unlock**.

10.4 Saving Bitmap Images

You can save a bitmap image together with the design as well as save it alone. When saving with a design, save it with the commands of **Save** or **Save AS...**When saving alone, follow these steps:

To Save a Bitmap Image Alone

1. Select the bitmap image to save with **Pick Tool**.
2. Open **Image** menu and choose **Save** or **Save as...**
3. Input the name for the bitmap image in the dialog box thus appears.

Note:

The formats of BMP and PCX are allowed in RDP2000.

10.5 Displaying or Hiding Background Image

When digitizing images, you can select to display or hide bitmap images on screen so as to examine stitches more clearly.

To Display or Hide Background Graphic

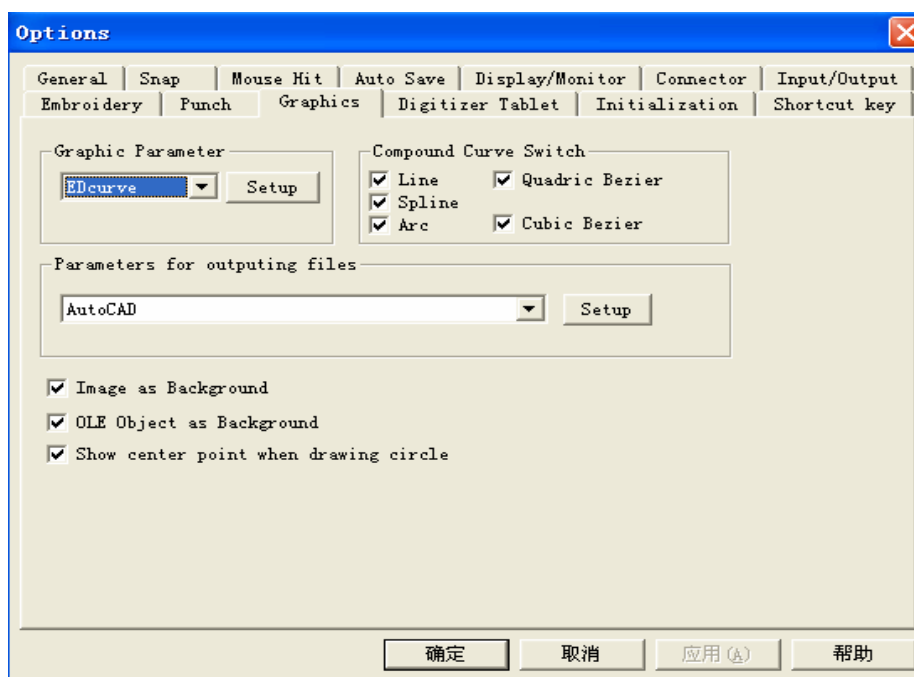
Open **View** menu and choose **Background Image**.

Note:

The command is applicable only to bitmap images and OLE objects.

1. Open **Setup** menu and choose **Options**.
2. Click the Label of **Graphic**. The dialog box of Graphic(shown

here as in 10-5)appears:



10-5

3. Check the boxes of **Images as Background** or/and **OLE Object as Background**.

Chapter 11 Insert OLE Objects

11.1 Creating a New OLE Object

You can start another program besides Richpeace Design Pro 2000, create an object and insert it in a design in RDP2000.

11.1.1 To Create an OLE Object

1. Open an existing design or create a design.
2. Open **Edit** menu and select **Insert New Object**. And the dialog box of **Insert Object**(shown as **11-1-1-1**)appears:

3. Choose **Create New**.
4. Select the type of application program in the list.
5. Click **OK**.



11-1-1-1

6. When the selected program started, you can create a new object

in it for RDP2000.

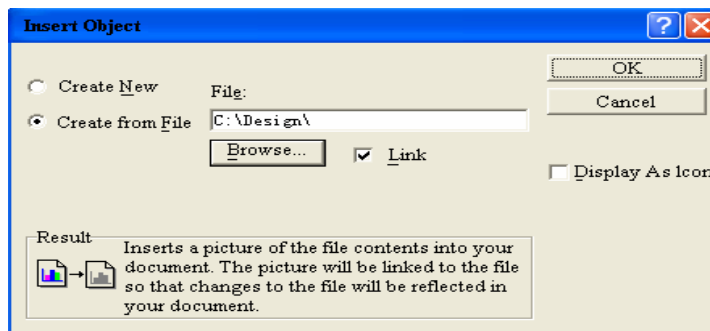
11.1.2 To Exit to RDP2000

Click at any point outside the Application Window or click Exit to get back to RDP2000, and you will exit back to RDP2000 with the new object created in the application program inserted.

11.2 Linking an Object

11.2.1 To Link an Object to RDP2000

1. Open an existing design or create a design.
2. Open **Edit** menu and choose **Insert New Object**.
3. Select **Create from File**(shown here as in **11-2-1-1**).



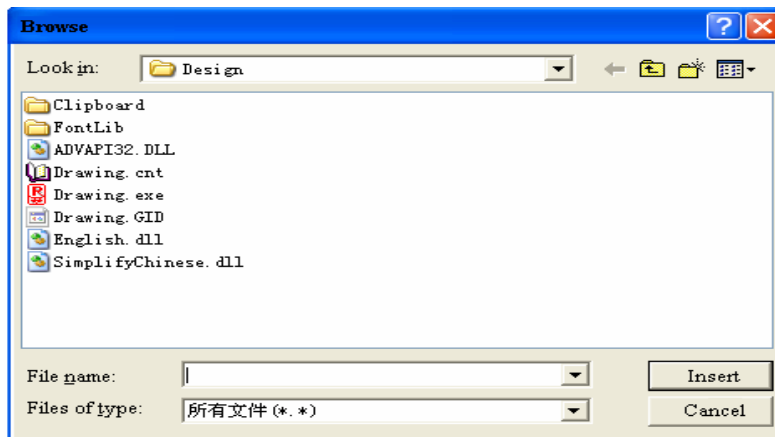
11-2-1-1

4. Click the button of **Browse** to select the file for the link in the dialog box of **Browse**(shown as **11-2-1-2**)thus appears;

5. Select the file and then click the button of **Insert** and the dialog box of **Insert Object** appears again.

6. Check the box if **Link** and then click **OK**.

The chosen file has been inserted into your design.



11-2-1-2

11.2.2 To Edit a Linked OLE Object

To edit a linked OLE object, you need to edit the original object in the application program. You can start the application program through RDP 2000. You need to save the operations so that they will be reflected in the linked OLE object in RDP 2000

1. Select the linked OLE object with Pick Tool

2. Open **Edit** and choose **Object**, then choose **Edit** in the menu thus appears.

Or double click the OLE object

The application program will start and the object will be opened
And you can edit the object in the application program

Note:

The form of the command of **Object** in **Edit** menu will vary with the application: the OLE object from Corel DRAW will make it Corel DRAW Object ,for example.

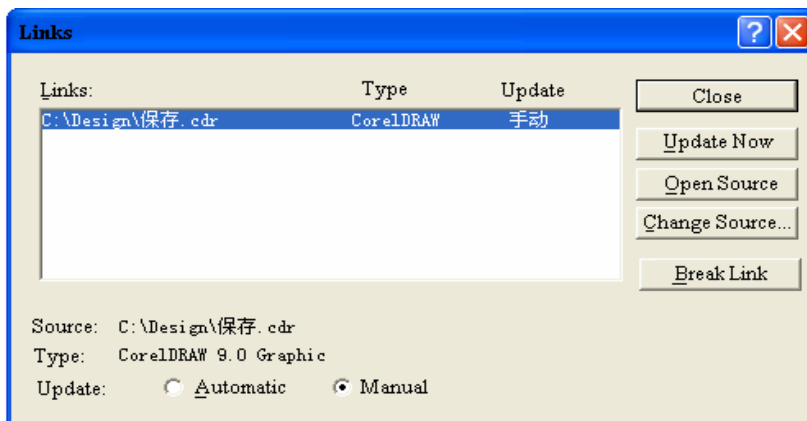
If you do not need the content of the file ,you can select **Display as Icon** in the dialog box of **Insert Object**

11.2.3 To Update a linked OLE Object

When linked ,the object updates with the editing of the original object in the application program . If you do not need the linked object to vary with the original object ,you can update it manually

To Update Linked OLE Object Manually

1.Open **Edit** menu and choose **Link**. The dialog box of **Link**(shown as 11-2-3-1)appears:



11-2-3-1

2.Select the file in the list.

3.Check the box of **Manual**

To Update a linked OLE Object Automatically

Follow the above Step 1 and 2,and then select **Automatic**

11.2.4TO Change Source of an OLE Object

When changing the content of linked OLE object ,you can change the source of the linked OLE object. Please be noted that when the contents of the new source and the old source are the same type you can only change the content , it is still in the same position of the design .If the contents are not of the same type ,there might be come severe changes

to the design

1. Select the linked OLE object with **Pick Tool**.
2. Open **Edit** menu and choose **Link**. And the dialog box of **Link**

appears

3. Click **Change source**, and the dialog box of **Change Source**

appears

4. Seek the file of new origin object
5. Double click the name of the file .

Or click the name of the file and click **OK**.

In the above example ,the origin object to another Word document and the contents are changed.

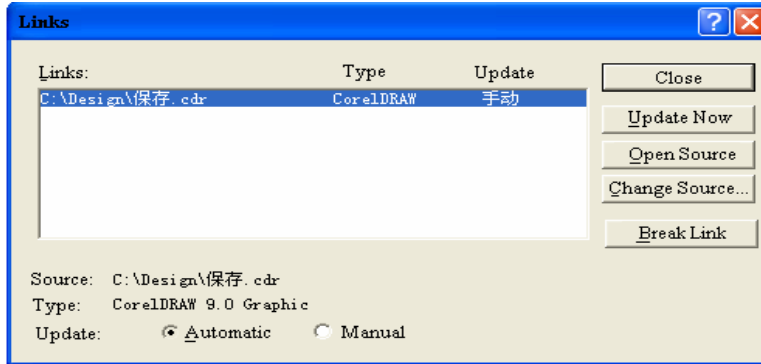
11.2.5 Break the Link to an OLE Object

If you do not need to update an OLE object ,you can break the link. When you have selected to break the link ,it cannot be resumed and the object cannot be edited

1. Select the OLE object with **Pick Tool**

2. Open **Edit** menu and choose **Link**. The dialog box of

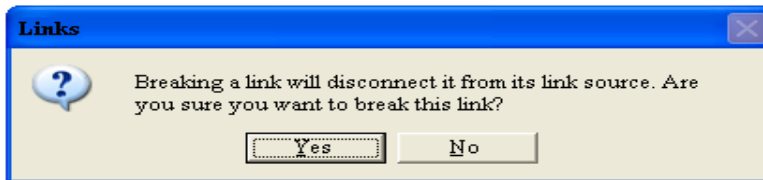
Link(shown here as 11-2-5-1)appears:



11-2-5-1

3. Click the button of **break link**.

4. Before the program stops the Link, you will be reminded(as shown in11-2-5-2)



11-2-5-2

5. To break it ,click **YES**. To resume the link, click **NO**

11.3 Inserting an OLE Object

Insertion is another way to position an OLE object in RDP2000.An Inserted OLE object is a part of the design ,not linked. So when you deit the origin object ,the inserted OLE object will not vary with it.

11.3.1 To Insert an OLE Object

1. Open **Edit** menu and choose **Insert New Object**.
2. Click the button of **Create From File**.
3. Click **Browse** to select the object to insert.
4. Check or uncheck the box of **Link**.
5. Click **OK**.

TO Insert an OLE Object

1. Start the application window containing the object to insert. Make sure that both the application window of the program are within the interface.

2. Select the object to insert in the application program

3. Drag the selected object into the design window of RDR2000. And it is now an inserted OLE object.

Note:

You can also insert the object by copying it to the Clipboard and then pasting it to the program .RDP 2000 provides standard Windows Clipboard operation, you can use it for the exchange of data between applications.

11.3.2 To Edit the Inserted OLE Object

1. Select the inserted OLE object with **Pick Tool**

2. Open **Edit** menu and point to **Linked Object** and choose **Edit** in the menu thus appears

The application program will appear in design window ,and you can edit the inserted OLE object now.

Note:

- * Double click the object will also start the application program within the program.

- * The item of **Object** menu varies with the type of the object ,For an example: when the object is a CorelDRAW object ,the item will show

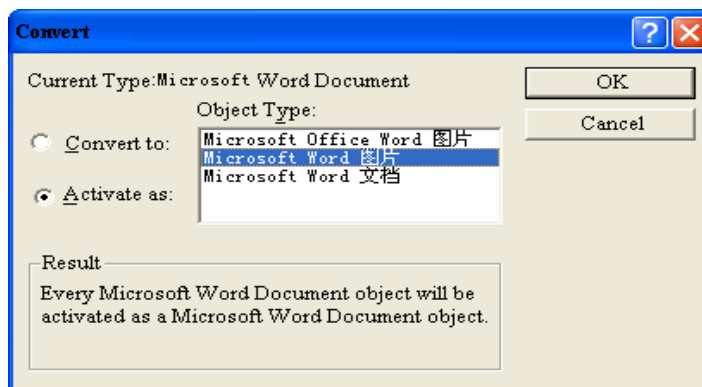
as Coreldraw Linked Object.

11.4 Editing an OLE Object as a Different Type of OLE Object

11.4.1 To Edit an OLE Object as a Different Type of OLE Object

1. Select the OLE object with **Pick Tool**.
2. Open **Edit** menu and choose **Convert...of Object**
3. In the dialog box of **Convert** , check the option box of **Activate**

As (shown here as in **11-4-1**)



11-4-1

4. Select the type to convert into in the list
5. Click **OK**.

Note:

When carrying out the command ,you are not changing the type of the object , but change the way to edit it

11.4.2 Convert an OLE Object into Another Type

1. Follow the above Step 1 and 2.
2. Check the option box of **Convert to**
3. Select the type to convert into in the list

Chapter 12 Usage of Digitizer Tablet

Traditional digitizing operation was realized through the help of Digitizer Tablet .The puncher had to magnify the artwork several times and draw the outline of it by hand ,then the drawing was fixed to the Digitizer Table so that the puncher could digitize the artwork with the mouse and so the artwork was transferred to the punch design.

Use of Digitizer Tablet can help achieve precision ,so it has been a popular method to most traditional punchers.

To satisfy the different need , Richpeace Design Pro 2000 Series support operation of Digitizer Tablet.

12.1 Using and Maintaining the Digitizer Tablet

12.1.1 To Connect Digitizer Table

Before using Digitizer Table, you need to Connect it to your computer first.

1.Install Digitizer Table :link Digitizer Table to the serial port and then power it on

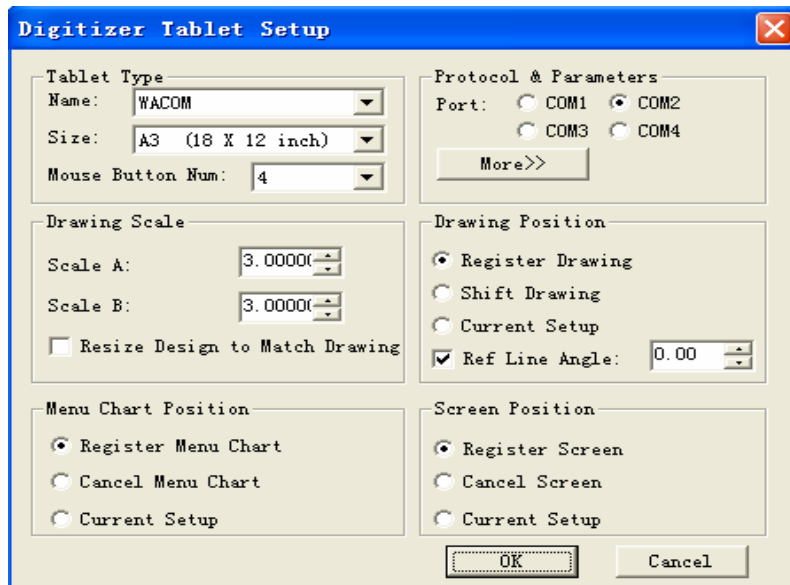
2.Connect Digitizer Tablet: Start RDP 2000, open **Setting** menu and choose **Connect Tablet** . And two beep sounds indicate connection success.

12.1.2 Setup Digitizer Table

Before using Digitizer Table, you need to setup it.

1. Open **Setting** menu and choose **Table**, The dialog box of **Digitizer tablet setup** (shown here as in **12-1-2-1**).

2. The text boxes of **Table Name** and **Tablet Size** tell those of the present Digitizer Table.



12-1-2-1

Note:

You need to set the page of RDP 2000 the same as that of the Digitizer Table. Please refer to **Page Setup** for more details.

3. Setup Drawing Ratio

Input value in the text boxes of **Scale A** and **Scale B**

Scale A =width of magnified drawing along Reference Line/width of product along Reference Line

Scale B=height of magnified drawing along Vertical Reference Line /height of product along Vertical Reference Line

Most magnified drawing have the ratio as 3:0.

When you need to distort the pattern in ratio, you can set Scale A and B with different value.

4. When using Digitizer Table for the first time, you need to register the Drawing Menu Chart and Screen Area.

For Menu Chart and Screen Area, you only need to register once.

Choose **Register Menu Chart** of Menu Chart Position and **Register Drawing** of Drawing Position and **Setup Screen** of Screen Position

5. Click **OK**

6. Register Drawing : input the Origin and Rotation Reference Point
Point the cross cursor of mouse to the Origin of drawing and click No 2 Key of the mouse ; point cross cursor to the Rotation Reference Point of drawing and click No 2 key of mouse.

7. Register Menu Chart: input the three reference Points of Menu Chart .Mark the points with mouse in the following order : Reference Point 1, the upper left corner of Menu Chart ; Reference Point 2, Lower left corner of Menu Chart ; Reference Point 3, lower right corner of Menu Chart

8. Setup Screen : input the two Reference Points screen area ,Point cross cursor to the two points in the following order and click No 2 key : Reference Point 1, upper left corner of screen area ; Reference Point 2, lower right corner of screen area.

Register completed.

When you move the cross cursor on Digitizer Table ,the cursor on screen will also move. You can digitize from the digitizer tablet now

Note:

* The input screen area cannot cover the drawing.

* If you want to choose commands from screen , you need to move the mouse to the relative location on Digitizer Tablet.

12.1.3 Reference Line Angle

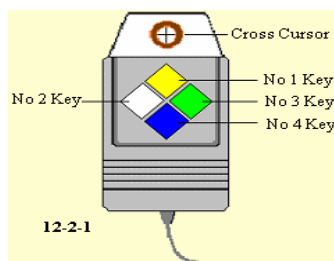
You can set the Reference line angle to any value .Choose Ref Line Angle and input the value in the Text Box. When it is 0, the Reference Line will be rotated horizontally; when it is set 90, the Reference Line will be rotated vertically.

If you do not choose **Ref Line Angle** . no rotation will happen to the drawing . It will appear on screen as it is on the Digitizer Table.

12.2 Usage of Mouse

12.2.1 Mouse

The mouse of Digitizer Table is different from that of computer Most Digitizer Tablet mouse has four keys and a cross cursor (shown here as in **12-2-1**)



Cross cursor : when marking Reference points , you need to point the cross cursor to the point on the Tablet and click the relevant key of the mouse.

No 1 key: Usually defined as Backspace key , like that on keyboard.

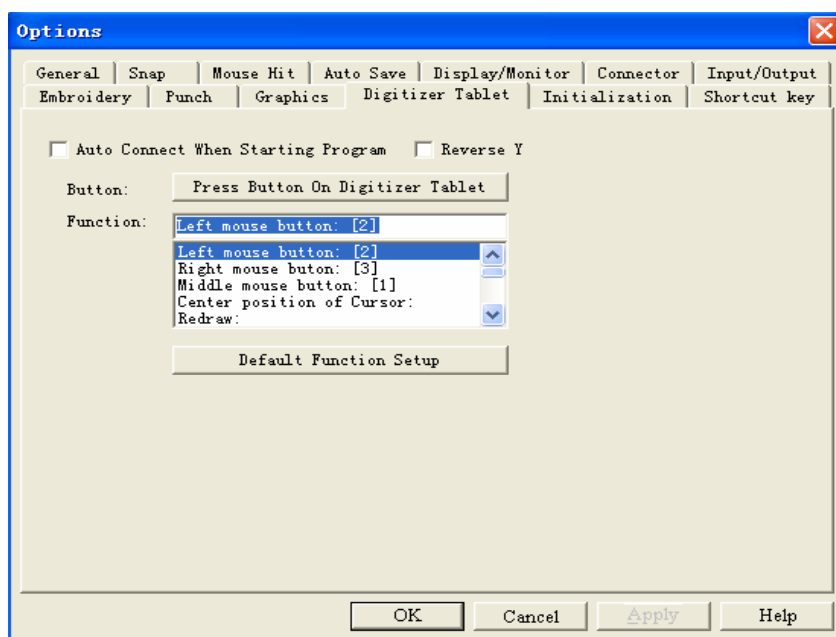
No 2 key: Usually defined as Input key, like the left key of a computer mouse.

No 3 key: Usually defined as Finish key ,like the right key of a computer mouse.

No 4 key: May be defined as the Set Center key.

12.2.2 To Define Mouse Keys

1. Open Setting menu and choose **Options**.
2. Click the Label of **Digitizer Table** and the dialog box of **Digitizer Tablet** (shown her as **12-2-2-1**) appears.



12-2-2-1

3. Modify the function of the key in the list of Functions.
4. Click the button of **Press Button on Digitizer Tablet** with the key to modify.
5. Modify other keys in the same way.
6. Click **OK** when finishing modifying all the keys.

Warning: Do not modify the default setup of left key because the mouse would not be available if there were no setup of left key. In case it is changed , you can use computer mouse instead and resume the default setup of left key in the above steps.

12.3 Moving and Registering Magnified Artwork

There are two Reference Points in magnified drawing : Origin and Rotation Reference Point ,you can mark them on the drawing for later use of the drawing.

You can change the size ratio at any time during the process of digitizing, and the program will change the size according to the changes and generate stitches.

If the Drawing is bigger than Digitizer Tablet, you can move the drawing .

To Move Artwork

When moving drawing on the Tablet , you need to mark the two Reference points on it and make sure that they will not exceed the Tablet during the process of digitizing.

1. Mark the two Reference Points on the drawing.

You can mark them at any point of the drawing , but you need to make sure that they will never exceed the Digitizer Table all the way through when you move and punch it on the Table.

2. Open Setting menu and choose Digitizer Tablet (shown here as 12-3-1)



12-3-1

3. Click move Drawing of Drawing Placing and then click ok.

4. In the status Bar on screen, you are reminded to Input Reference Point 1 on Drawing , point the cross cursor to the first Reference Point and click No 2 key. Then you are reminded to Input Reference Point 2 on

Drawing point the cross cursor to the second Reference Point and click No2 key.

5. Move the magnified drawing on the Tablet and mark sure that the area for punching is within the available area on the Tablet, the Reference Points just marked must be within the available area of the

Tablet , too.

6.Input the two Reference Points after the drawing again is moved in the same step of Step 4.

Now you can continue you designing on the moved part and the program will link the parts together.

Note:

- The Reference Points input in Step 6 must be exactly the same points .
- When the drawing is really very large and you cannot finish it even when you have moved it once , you can move it time and time again. Just make sure the Reference Point input each time before and after the moving the same.

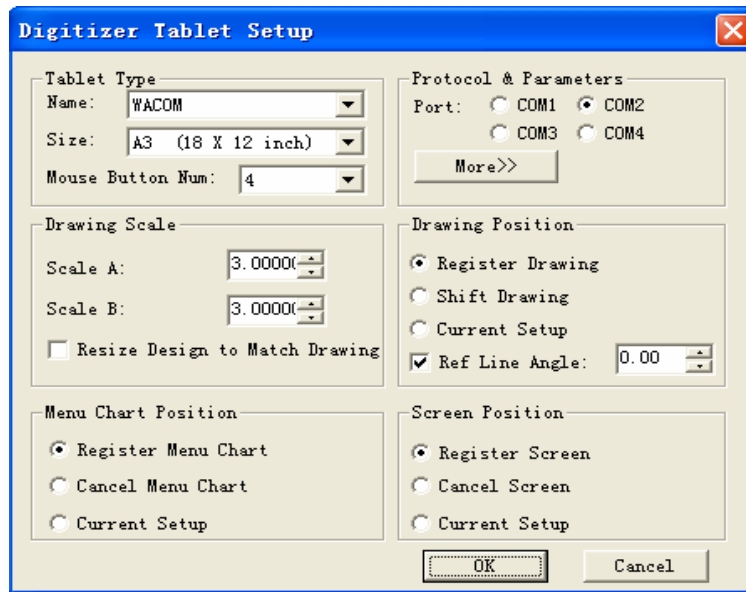
12.4 Modifying Drawing Size Scale

You can modify the size scale of drawing during the process of digitizing, and the program will alternate the size of pattern and generate stiches.

To Modify Drawing Size Scale

1. Open Setting menu and choose Digitizer Table(shown here as **12-4-1**).
2. Modify the Scales in the combo boxes of **Scale A** and **Scale B**.
3. If you choose **Resize Design for Drawing** , the digitized parts will change size for the new scales , or else ,they will not change

according to the scales.



12-4-1

4. Click **OK**.

12.5 Moving and Registering Menu Chart

Menu Chart is a series of blocks of orders in Tool Bars and menus. You can place them at any angle on the Digitizer Tablet, but they should not cover the drawing, Before using the Tablet , you need to register the Menu Chart by inputting the three Reference Points please refer to Setup Digitizer Tablet.

During the process of digitizing , you may need to move the Menu Chart so as to avoid covering the drawing after it is moved .

To Move Menu Chart

1. Open **Setting Menu** and choose **Digitizer Tablet**.
2. Choose **Register Menu**.
3. Click **OK**.
4. Input the three Reference Point of the Menu Chart and the Menu

Chart will be moved to the new location.

12.6 Preparing Magnified Artwork for Digitizing

1. **Magnify:** Magnify the drawing three or five times .
2. **Decide the Multiple:** Calculate the multiple and mark it on the drawing.

Multiple= size of magnified drawing/size of original drawing

3. **Trace:** Analyze the characteristics of the drawing , such as the width of letters, the symmetry of the drawing ,etc.
 - a. Draw the magnified drawing in lines .
 - b. Make sure the lines are even, and flat at corners

Note:

You need to repair those irregular parts of the drawing and mark the Direction Lines.

4. Mark the Reference Points of Origin and Rotation

12.7 Connecting/Disconnecting Digitizer Tablet

To Disconnect Digitizer or Connect Tablet

You can connect and disconnect the Digitizer Tablet during the process of digitizing:

1. Open **Setting** menu and choose **Disconnect Tablet**.
2. When you need to reconnect Digitizer Tablet, open **Setting** menu and choose **Connect Tablet**.


Chapter 13 Draw Basic Graphics

RDP 2000 offers you series of Draw Tools to create the basic graphics that compose a drawing file. Every drawing file is built up with several basic graphics.

When you need to use a draw tool, click the corresponding button on the Draw Toolbar , then create the shape according to particular regulations. After you have selected a draw tool, the Property bar will change along with the change of the tool selected.

13.1 Drawing Bezier Lines

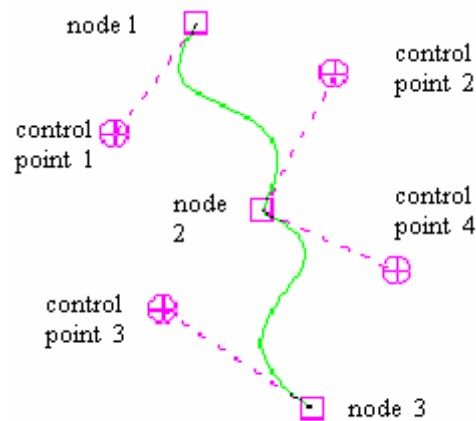
The Bezier Tool lets you draw lines and curves by placing each node with the mouse. As you place each node, it is connected to the previous placed node by a line or curve . This connect-the –nodes method lets you create complex , irregular shapes quickly and easily and gives you precise control over the position and number of nodes that form a curve.

1. Click **Bezier Tool** Button  on Draw Toolbar click the mouse to input the starting node .

2. Move the mouse and click the mouse to input the first control point of the curve .

3. Move the mouse to input the second control point. Now, a segment appears between the two nodes. As you input more nodes control points appear. The position and angle of the control points decides the shape of the segment created and the next segment to create.


4. Repeat the steps till you finish the curve(process shown here as in 13-1)



13-1

13.2 Drawing polylines

The **Polyline Tool** lets you draw polylines with any directions.

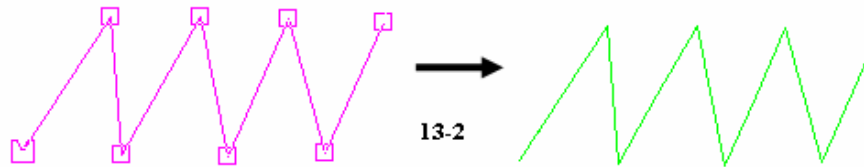
1. Click the polyline Tool button , then position the cursor where you want the first node of the polyline to appear and click the mouse.

2. Move the mouse to the second node of the playline, and click the mouse.

3. Repeat step 2 to input other nodes of the polyline till the end .


4. Click the right mouse button to finish input, In this way, you can draw polylines with any shapes and lengths (process shown here as in

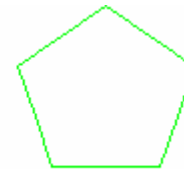
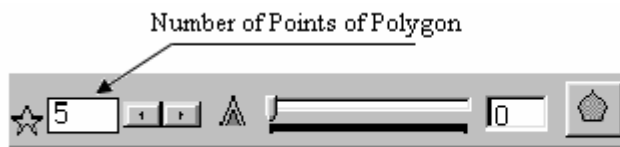
13-2)



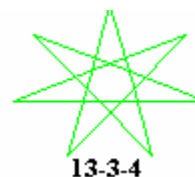
13.3 Drawing polygons or Stars

The **polygon Tool** lets you draw polygons or stars.

1. To draw a polygon , click the polygon tool button , input points number of the polygon in **Number of Points of Polygon** (3 to 500) on **property Bar**(shown here as in **13-3-1**)Position the cursor where you want the polygon to appear and click the mouse. Drag diagonally to draw the shape , click the mouse to finish input (shown here as in **13-3-2**).



2. To draw an intercross star , first draw a polygon and then click the **polygon/star** button on **property Bar** (shown here as in **13-3-3**) when it changes to the **Star** button, it will convert polygon to intercross star (shown here as in **13-3-4**); when it change to the **polygon** button, it will convert intercross star to polygon again.




Notes:

Hold down **CTRL** while you drag to create polygons with equal sides , release the mouse button and then release **CTRL**.

13.4 Drawing Rectangles

The **Rectangle Tool** lets you draw rectangles and squares.

1. To draw a rectangle , click the **Rectangle Tool** button  position the cursor where you want the rectangle to appear and click the mouse , drag diagonally to draw the shape ,click the mouse to finish drawing (shown here as in **13-4-1**).



13-4-1

2. If you want to draw a rectangle with round corners ,select a rectangle shape , then adjust the roundness of rectangle's corners in the **Rectangle Corner Roundness** on the **Property Bar** (shown here as in **13-4-2**)you can input a value or move the slider on the most left side of the sliding axle(shown here as in **13-4-3**)



13-4-2




13-4-3

3. To draw a square , hold down CTRL key while you drag the mouse . Release the mouse and then the CTRL key, and a square is drawn instead of a rectangle.

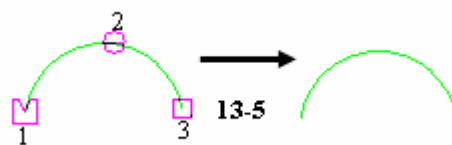
13.5 Drawing Arcs

The Arc Tool(Arc with three control points)lets you draw arcs with any shape .

1. Click the Arc Tool button  , position the cursor where you want the first control point of the arc to appear, click the mouse.
2. Move the mouse to input the second control point of the arc
3. Move the mouse to input the third control point and an arc is formed.
4. If you want to draw a consecutive arc, begin at the last point of the previous arc, repeat step 2 and step 3 till the end, click the right mouse button to finish input (process shown here as in **13-5**).


The program offers 4 types arc shape , that's Normal, S Shape , Wave Shape and Arch Shape . The input method for S and Wave shape arc are the same with Normal arc (three points) for Arch shape arc only needs to input two points for the start and end point of the arch .

While holding down T key , you can input the tangent arc, which is more smooth at the joints of arcs .



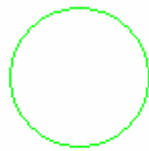
13.6 Drawing Circles

The **Circle Tool** lets you draw circles with any sizes.

1. Click the **Circle tool button**  , position the cursor where you want the circle to appear , click the mouse..
2. Drag diagonally to draw the shape and click the mouse to finish the input(shown here as in **13-6**)

Note:


The circle has start point and direction; clockwise and anticlockwise. So you can fill a circle with Satin stitch objects.

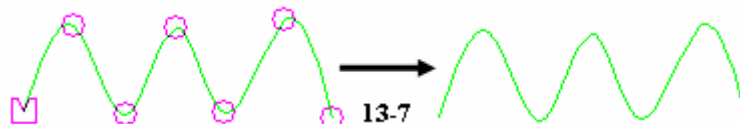


13-6

13.7 Drawing Splines

The **Spline Tool** lets you draw splines with any shape.


Click **Spline Tool button** . Position the cursor where you want the first node of the spline to appear and click the mouse, and move the mouse to next node of the spline and click the mouse , Repeat these operations till the last node of the spline, click right mouse button to finish the input and a spline is formed (process shown here as in 13-7).

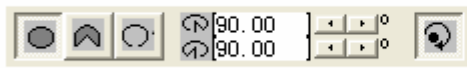


13-7

13.8 Drawing Ellipses

The **Ellipse Tool** lets you draw ellipses , pies and arcs with any shape.

1. Click the **Ellipse Tool button**  (shown here as in 13-8-1) then position the cursor where you want the ellipse to appear and click the mouse . Drag diagonally to draw the shape , click the mouse and an ellipse is formed (shown her as in 13-8-2).

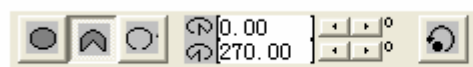


13-8-1



13-8-2

2. If you want to convert an ellipse to a pie , first draw n ellipse , then click the **pie Tool** button(shown here as in **13-8-3**),the ellipse is concerted to a pie (shown here as in **13-8-4**). if you click **Pie Tool** button before hand, you can draw a pie directly (shown here as in **13-8-4**).

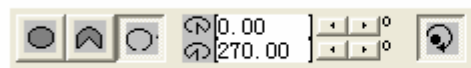


13-8-3



13-8-4

3. Convert to arc First select a formed ellipse or a pie , then click **Arc** button on **Property Bar**(shown here as in **13-8-5**),you can change an ellipse or a pie to an arc. If you click the button before hand , you can draw an arc directly (shown here as in **13-8-6**).

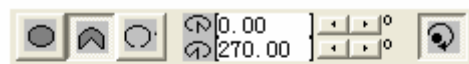


13-8-5

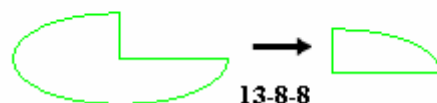


13-8-6

4. Convert to another half . Select a pie or an arc, click **clockwise /Counterclockwise Arc or Pie** button on **Property Bar**, and you can convert the shape to another half of the pie or the arc.(shown here as in **13-8-7,13-8-8**)



13-8-7



13-8-8


Note:

You can modify the wedge of a pie or an arc by changing the

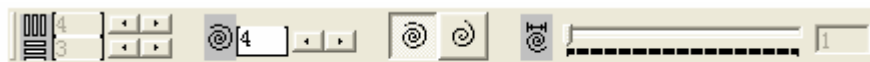
starting Angle and the Ending Angle on the **Property Bar**.

Hold down **Ctrl** while you drag to create a circle ,release the mouse button , and then release Ctrl.

13.9 Drawing Spirals

The **Spiral Tool**  lets you draw spiral shape . There are two types of spiral: Symmetrical and logarithmic spiral.

1. To draw a symmetrical spiral (shown here as in **13-9-2**):(1)Click Spiral Tool button . (2)Click **Symmetrical Spiral** button on **Property Bar**(shown here as in **13-9-1**)(3)Input the value in **Number of Revolutions** box on **Property Bar** to indicate the number of revolutions you want for the spiral(4)Position the cursor where you the spiral to appear and click the mouse (5)Drag diagonally to draw the shape (6)Click the mouse to finish the input, a spiral is formed.



13-9-1

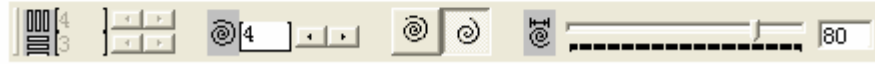
2. To draw a logarithmic spiral (shown here as in **13-9-4**):(1)Click **Logarithmic Spiral** button on **property Bar**(shown here as in **13-9-3**).(2)Move the slider on the sliding axle to change the Expansion Factor of the spiral.(3)Position the cursor where you want the spiral to appear and click the mouse.(4)Drag diagonally to draw the shape (5)Click the mouse to finish the input , a spiral is formed.



13-9-2



13-9-4




13-9-3

Note:

Hold down **CTRL** while you drag to create a right-handed spiral, release the mouse button , and then release **CTRL**.

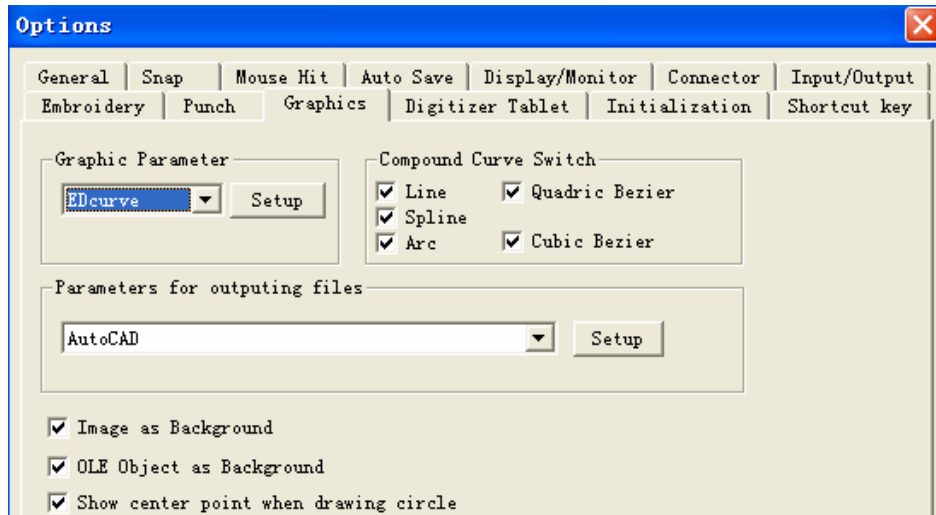
Once a spiral object is created, it becomes Bezier Line, cannot be edited in the way for spiral.

13.10 Drawing Compound Curves

The **Compound Curve Tool**  lets you draw all kinds of curves. There are five curve types in the **Compound Curve**: line , spline, arc , quadric Bezier and cubic Bezier. User Can define his own Curve type in the **Compound curve**.

To Define Compound Curve by yourself

1. Open **Setting** mene, and choose **Options**.
2. Click the label of **Graphic**, The dialog box of **Graphic** (shown as in **13-10-1**)appears:



13-10-1

3. Select the curve types in the **compound Curve switch** option.

Select or forbid the types in the check boxes.

4. Click **OK**.

When you choose line and arc , the compound curve is composed of line and arc.

To Draw Compound Curve

Click the **compound Curve Tool**; click the mouse where you want to input the nodes of the curve , you can shift curve types according to the shape of the curve.

Press **Shift** , you can shift line , spline , arc, quadric Bezier and cubic Bezier in turn. You may also use shortcuts to shift :**L** for line; **S** for spline ;**A** for Arc; **Q** for quadric Bezier and **C** for cubic Bezier.

Note:


In the shift operations mentioned above , the curve types can only shift among the curve types you defined. If you just select line and arc, it

will shift between line and arc.

Click right mouse button to finish the input.

13.11 Drawing EDcurves

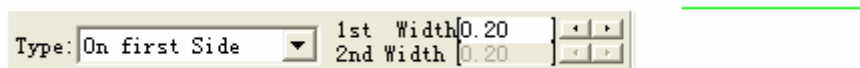
The **EDcurve Tool** lets you draw curves with equal distances. There are three types of EDcurves : On First Side, on second side and on both sides. On Second Side and on both sides . You can select EDcurve type on **Property Bar**.

1. Click **EDcurve Tool** button. 
2. Select EDcurve type in the **Type** pull down list on **Property bar** and adjust the width of the EDcurve.
3. Position the cursor where you want the EDcurve to appear and click the mouse .Move the mouse to input other nodes of the segment (you can shift the curve type at any moment, please refer to **Compound curve**)Click right mouse button to finish the input.

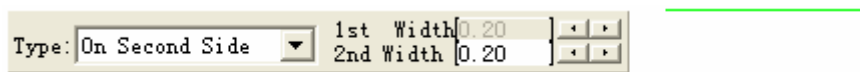
Select Type of EDcurve

There are three types of EDcurves: On First Side, On Second Side and On Both Side .

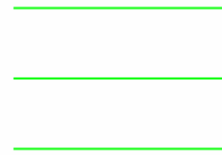
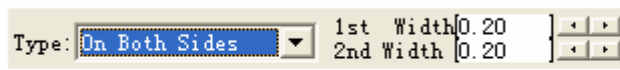
(a) On First Side:



(b) On Second side:



(c) On both Side:



Note:

The first side is the left side to the processing direction of the digitized line, the second side is the right side.

13.12 Drawing Meshes

The **Mesh Tool** lets you draw meshes with any row number and column number.

1. Click the **Mesh Tool** button. 

2. Input row number and column number of the mesh in the row number and column number box on **Property Bar**(shown here as in **13-12-1**).

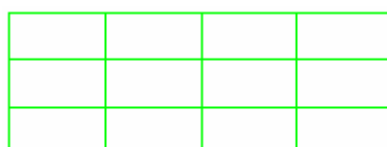


13-12-1

3. Position the cursor where you want the mesh to appear and click the mouse.

4. Drag diagonally to draw the shape.

5. Click the mouse and a mesh is formed shown here as in **13-12-2** .



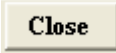
13-12-2

Note:

Hold down **CTRL** while you drag to create a mesh with equal units, release the mouse button, and then release **CTRL**.

Mesh is some special group of objects, once it's created, it becomes a group of rectangle objects, cannot be edited in the way for a mesh.

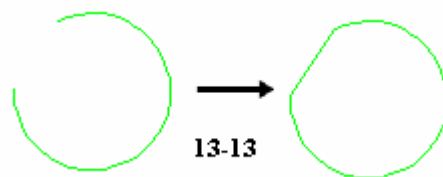
13.13 Drawing Close Curves

The **Close** button  lets you convert any curves to close curves.

1. Use **Pick Tool** to select a formed curve. It can be made with Curve Tool, Polyline Tool, Arc Tool, compound Curve Tool or Bezier Tool.

2. Click **Close** button on **Property Bar**.

3. The two nodes at the hatch of the curve will be linked automatically to form a close-curve (shown here as in **13-13**).



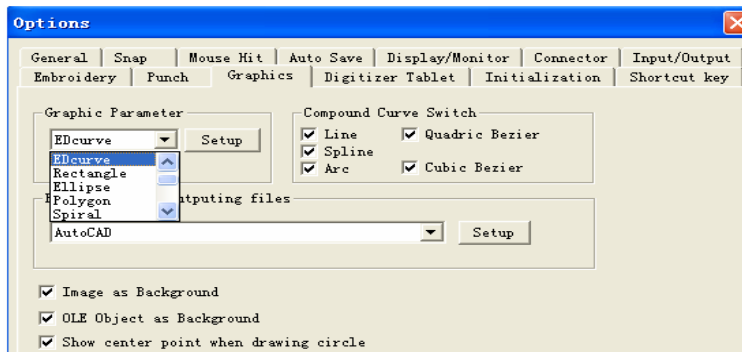
13.14 Parameter Setting

You can set involved parameters of the graphic on Property Bar before hand, or you may modify the parameter value on Property Bar or in the dialog box of Object Attributes. You can even set parameter value for all graphics in a dialog box.

Set Parameters

1. Open **Setting** menu and choose **Options**.
2. Click the label of **Graphic** and the dialog box of **Graphic**

(shown here as in **13-14-1**)appears:

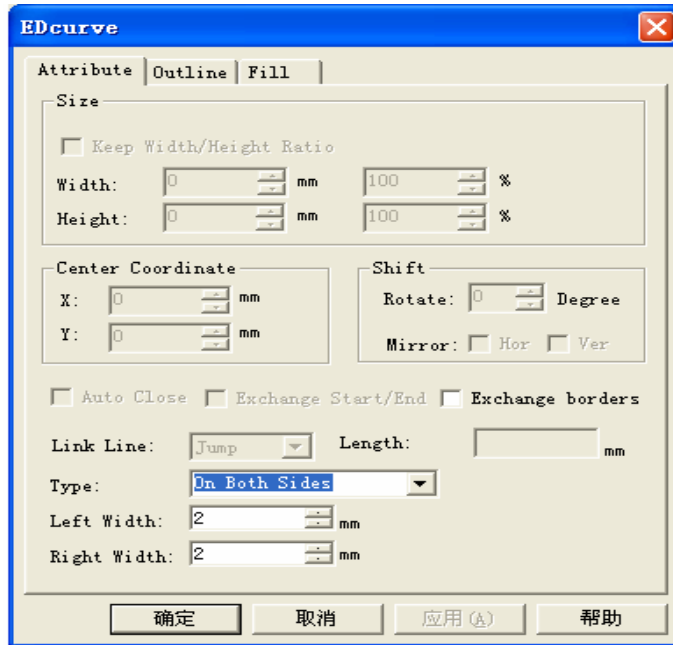


13-14-1

3. Select the name of the graphic to be modified in the **Graphic Parameters** pull-down list

4. Click **Setup** button, a corresponding attribute dialog box appears.

For example , when you choose EDcurve, the EDcurve Attribute dialog box (shown here as in **13-14-2**)appears:



13-14-2


5. Adjust these parameters in the dialog box , then click **OK**.
6. Adjust parameters of all kinds graphics in the same way mentioned above.
7. After finish setting click **OK**.

Connect for graphic objects

In this new version software, you can set the connect for some kind of graphic object , which is special used in Quilting design.

Chapter 14 Edit Graphic Objects

Each graphic is made up of paths and each path is constituted with nodes and segments (the part between any two nodes). You can change the shape of graphic by modifying nodes and segments. The tool most

often used to edit nodes is the **Shape Tool** . It lets you add, delete and move nodes, or to change the properties of nodes to change the shape of the graphic.

To some graphics, like rectangle, ellipse and polygon, which are formed in particular methods, you will come up with limit when you try to use **Shape Tool** to edit them. To curve graphic, however, there is no limit, Graphics, it does not matter what kinds they are, can be finally converted to compound curves. Once they are converted to compound curves, the modification to them will bound limit and more.

14.1 Editing Basic Graphics

Such graphics as rectangle, circle, ellipse or polygon are formed in a particular method. Each node of them is related to its corresponding nodes, so when you change one node, all involved nodes will be changed too. For example, you can change all corners of a rectangle into round corners at one time.

If you want to modify the shape of a graphic at will, you can convert it to compound curve. However, when it is changed to compound curve, it can not be formed in the original method. For example, when you convert a rectangle to a compound curve, you can not form a rectangle with round corners by only dragging the mouse.

Warning: You can not delete any node of a rectangle, circle, ellipse or polygon. Once you delete a node, the whole graphic will be

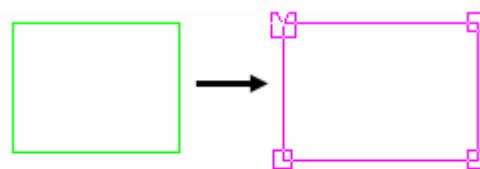
deleted.

14.1.1 To Edit Rectangle and Square

You can use the **Shape Tool** to modify the roundness of the corners. There is a node at every corner of the rectangle, when you modify the roundness of corners, each of the nodes at the corners is divided into two nodes and an arc is formed between the two nodes. You can control the size of the arc by moving any node at the corner. Whenever you try to modify a corner, the other three corners will also change along with the modification of the corner.

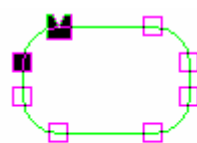
To Modify Corner Roundness

1. Click **Shape Tool** button.
2. Click the object to modify, the outline and control points of the object(process shown here as in **14-1-1-1**)appear.



14-1-1-1

3. Click the node and drag along the outline of the graphic. Each of the nodes is divided into two nodes while you drag and round corner is formed between nodes(shown here as in **14-1-1-2**).



14-1-1-2

Note:

You can modify the roundness of corner by moving the slider in the **Rectangle Corner Roundness** bar on **Properties Bar**(shown here as in **14-1-1-3**).



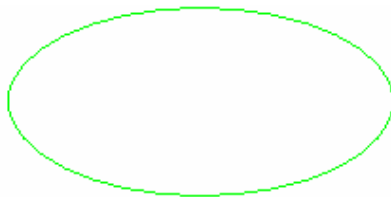
14-1-1-3

14.1.2 To Edit Ellipse and Circle

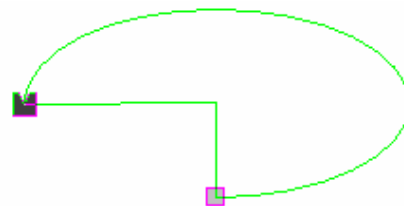
You can use **Shape Tool** to convert an ellipse or a circle to a pie or an arc. There is only one node in an ellipse or a circle. When it is changed to pie or arc, this node is divided into two. You can control the appearance of the pie or arc by moving these two nodes.

To Convert Ellipse to Arc or Pie

1. Select the ellipse(shown here as in **14-1-2-1**)with Shape Tool
2. Click the node on the outline of the ellipse and drag it to form a pie(process shown here as in **14-1-2-2**)



14-1-2-1



14-1-2-2

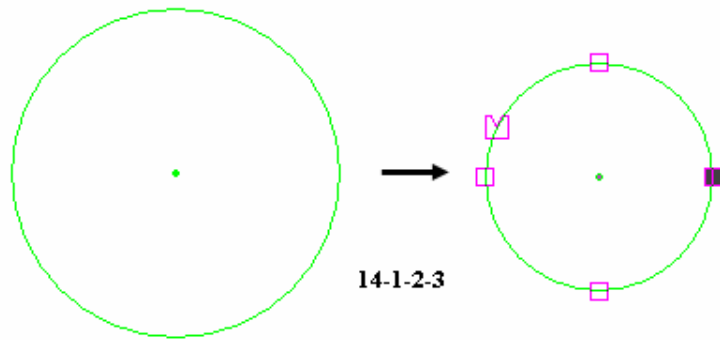
Note:

Select the object with **Pick Tool** or **Shape Tool**, click the **Pie Tool** button or the **Arc Tool** button on **Properties Bar**, you can convert ellipse to pie or arc quickly, and vice versa.

Note:

The circle here refers to the one drawn by the **Ellipse Tool**. The

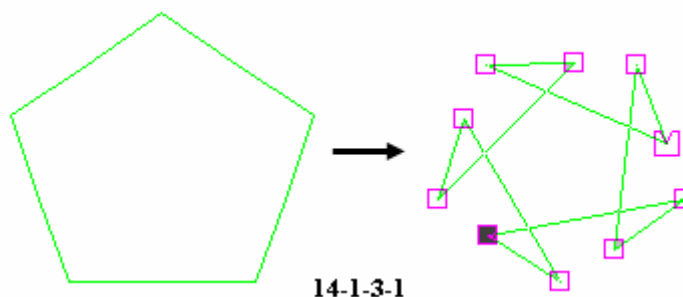
circle drawn by **Circle Tool** has four nodes. These four nodes are correlative, move one of them, other three node will move too. So if you use **Shape Tool**, you can only change the radius of the circle(process shown here as in **14-1-2-3**).



14.1.3 To Edit Polygon

Each node of polygon is correlative with all its corresponding nodes. All nodes at corner are correlative and all nodes on sides are correlative too. So when you try to change one node, all its correlative nodes will change too.

For example, there are ten nodes in a pentagon. There is one node at each corner and each side. All corner nodes are correlative and all side nodes are correlative too. If you try to move one side node, all other side nodes will move too (process shown here as in **14-1-3-1**).



14.2 Editing Curve Object

Shape Tool lets you modify the shape of all curve objects by editing their nodes and segments. The curve objects can be any lines or curves made by **Bezier Tool**, **Polyline Tool**, **Spline Tool**, **Arc Tool**, **Spiral Tool**, **EDcurve Tool** and **Compound Curve Tool**. Moreover if you have converted rectangle, ellipse, polygon or text to compound curves, they are all curve objects.

You can use **Shape Tool** to add, delete, or move the nodes of the curve object. You may also change the properties of the nodes and segment.

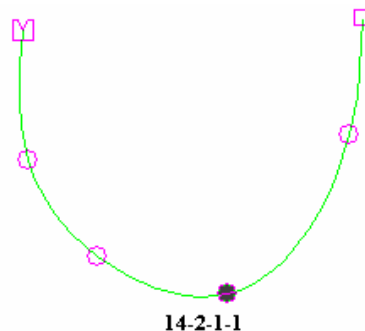
14.2.1 To Select Nodes

You should first select the node you want to edit before you do any operations to the node.

To Select Single Node

1. Click Shape Tool button
2. Click the object to modify, the nodes(and the control points)appear on the screen.
3. Click the node you want to modify.

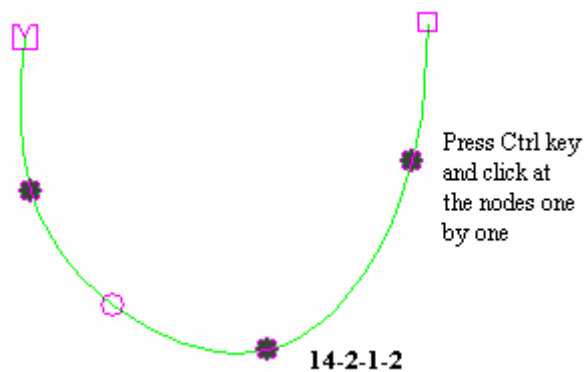
Select node is showed in solid color(Shown here as in 14-2-1-1)



To Select Multi Nodes

1. Select the object with Shape Tool.
2. Click the first node you want to select.
3. Hold down Ctrl, and click next nodes one by one (shown here as

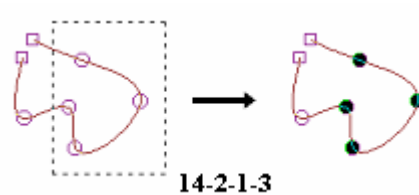
in 14-2-1-2)



To Select Nodes with Spring Box

You can also use the mouse to drag a bounding outline to select several nodes.

1. Select the object to modify with Shape Tool.
2. Click the mouse and drag out a bounding outline around the nodes to be selected.
3. Release the mouse, all nodes within the bounding outline will be selected (process shown here as in 14-2-1-3).



To Delete Selected Nodes

If you want to delete selected nodes, just press Delete key on keyboard.

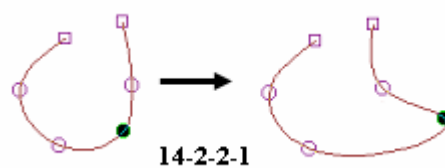
14.2.2 To Move Nodes

You can change the shape of the object by moving the nodes, control points or segments of the curve. Usually we first move the nodes and the segments to modify the shape roughly, and then move the control points to adjust the object accurately.

The node is shown in empty pane(the node of curve is shown in empty circle). The control point, however, is shown in a circle with +or- in it.

To Move Nodes of an Graphic Object

1. Select the node to modify with **Shape Tool**.
2. Drag the node to where you want the node to appear and release the mouse(process shown here as in **14-2-2-1**).



To Change Shape of Object by Moving Control Point

1. Select the control point with **Shape Tool**.
2. Drag the control point.

You can control the shape of the curve accurately by moving the control points.

Note:

If you position the cursor to the curve outline without nodes and drag the mouse, you will move the whole object.

Minim Movement of Nodes

Hold down **Ctrl**, Press four direction keys on the keyboard, you can give minim movement to the nodes in four directions separately.

1. Select the nodes to move with **Shape Tool**.

2. Hold down **Ctrl**, press any of the four direction keys , the selected node will move 0.1mm each time you press the four direction keys.

Note:

You can set the unit if minim movement by yourself. For details please refer to **Object modification**.

14.2.3 To Add Nodes

If the existing nodes can not result in satisfying effect, you can add some nodes properly to achieve the effect.

To Add Nodes

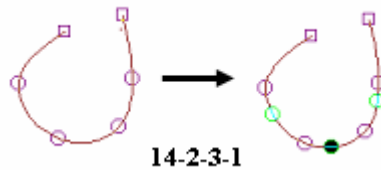
1. Select the object to modify with **Shape Tool**.

2. Position the cursor where you want to add a node on the outline of the curve and click the mouse, a new node is added on the curve (process shown here as in **14-2-3-1**).

14.2.4 To Delete Nodes

You can delete nodes from the curve.

1. Select the nodes to delete with **Shape Tool**.



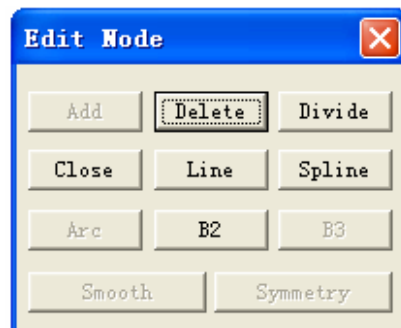
2. Press **Delete** key on keyboard.

The node will be moved from the curve.

14.2.5 Edit Node Dialog Box

You can use a Edit Node dialog box to add or delete nodes, to divide and close curve , to modify properties of node, or to make the smoothness of node and generate symmetry node.

Double click the node to modify with Shape Tool, and the Edit Node dialog box(shown here as in 14-2-5)will appear.



14-2-5

Note:

You can place the dialog box of **Edit Node** anywhere you like in the interface and it will not affect you to do other operations. When you want to use it, you just need to click a node to activate the dialog box.

1. **Add:** adds one to several nodes to the object.
2. **Delete:** deletes one or several nodes of the object.

Note:

If the **Edit Node** dialog box is on the screen, you can delete several nodes at one time by carrying it out. Otherwise, you can only delete one node at one time.

3. **Divide:** divides the object into two objects from the selected node.

4. **Close:** Links two nodes at the hatch of the curve so as to form a close curve.

5. **Smooth:** makes the sharp-angled nodes smooth.

6. **Symmetry:** generates two symmetry nodes. However it changes, the two nodes are always symmetry.

Note:

a. **Smooth** and **Symmetry** only fit to **Bezier** Curve.

b. Unless the curve changes its direction clearly at the position where the node locates, it will not change the shape of the curve remarkable when you carry out **Smooth** or **Symmetry**. But it will affect the way to change the shape.

7. **Convert node to that of Line, Spline, Arc, Quadric Bezier or Cubic Bezier:** converts node to that of spline or line of corresponding type.

There are shortcuts for these commands:

A + Shift, convert to that of arc; or cover arc point to line nodes.

S + Shift convert to that of spline; or convert spline point to line nodes.

Q + Shift convert to that of quadric Bezier; or convert Quadric Bezier to line nodes.

Shift convert to Line and then shift between line and spline.

Note:

Not all nodes can be edited. Only when the command buttons in black in current dialog box can you carry out these commands. Otherwise they are not available.

14.3 Converting Graphic Object to Compound Curve

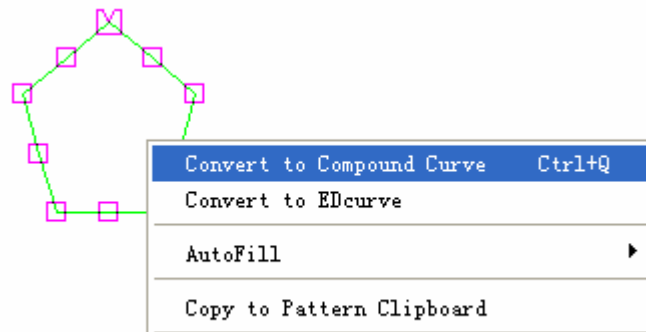
All graphics can be converted to compound curves object. After you have converted a graphic to a compound curves object, you can edit it in the way to edit a curve object.

Convert Graphic Object to Compound Curve

1. Select the object with **Pick Tool** or **Shape Tool**.
2. Click right mouse button, and choose **Convert to Compound Curve**(shown here as in **14-3**)or click the **Convert to Curve** button on the **Properties Bar**.

Note:After you have converted a graphic to compound curve, it does not change remarkably the appearance of the graphic but it changes the way to edit nodes. For the Satin Stitch objects auto filled based on polylines, circles, ellipses and polygons, only after converting their outlines to

compound curves, you can modify their width.



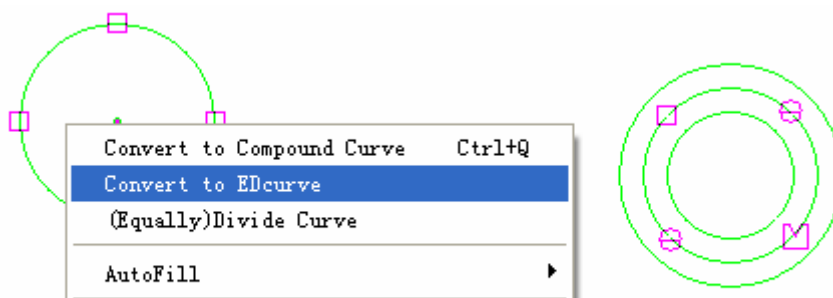
14-3

14.4 Converting EDcurve

You can convert any of graphic objects to EDcurve, the program will generate EDcurve with existing parameter values.

14.4.1 Convert Graphic Object to EDcurve

1. select the graphic object to modify with **Pick Tool** or **Shape Tool**.
2. Click right mouse button and choose **Convert to EDcurve**(shown here as in 14-4-1).



14-4-1

Note:

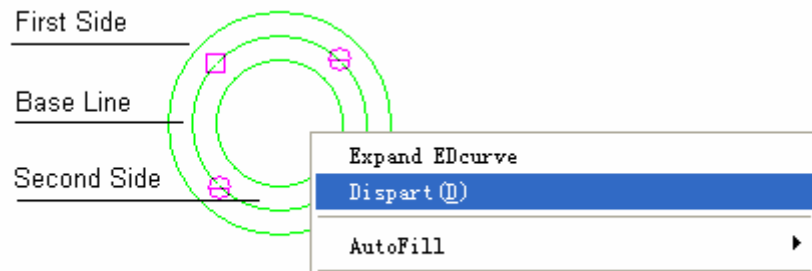
You can only convert a single object to EDcurve.

14.4.2 Dispart EDcurve

You can use **Dispart** to dispart an EDcurve into parts. Each part is

an independent object, you can select to reserve one of them.

1. Select an EDcurve with **Pick Tool** or **Shape Tool**.
2. Click right mouse button and choose **Dispart**(shown here as in **14-4-2-1**).

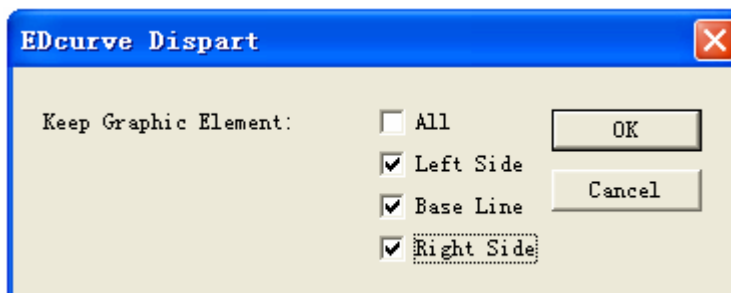


14-4-2-1

Note:

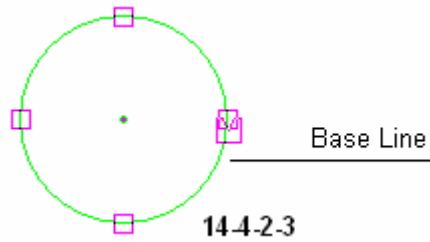
The outer side of a close graphic(except for auto-close graphic)is the first side, and the inner side is the second side.

1. If you do not want to show all parts, uncheck the box of All and check the boxes to select the parts you want to keep.
2. Click **Ok**(shown here as in **14-4-2-2**).



14-4-2-2

The original EDcurve is disparted, only the selected parts are displayed on the screen(shown here as in **14-4-2-3**).



Chapter 15 AutoFill

RDP 2000 offers a convenient way to convert vector graphics to stitch objects. You just need to select a suitable to fill in the graphic. You can create your own vector graphic file with the drawing tools provided in the program. You can also open an existing vector file in other drawing software under RDP 2000 the following vector formats are applicable in RDP 2000:

(*DXF) AutoCAD

(*WMF) Windows Metafile

(*EMF) enhanced Windows Metafile

The opened file is identified as RDP format. The parts of the graphic with clear outline can be converted to stitch object directly.

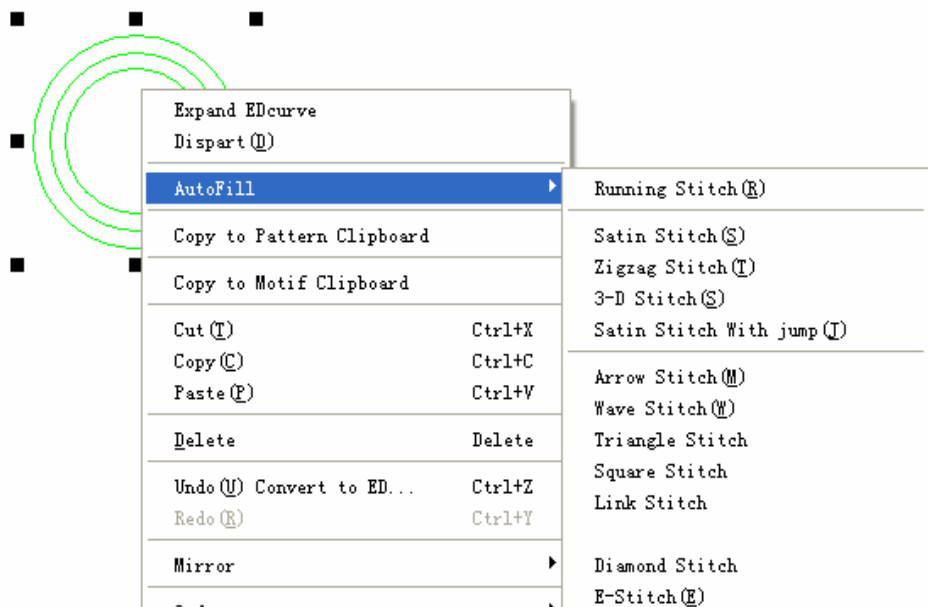
The above method is not sufficient for the digitizing of the whole file, so you can also convert the graphic objects to ED curve objects first, and then fill the ED curve objects with and stitches.

15.1 Converting Graphic Objects to stitch Objects

1. Select the object to be converted to stitch object with **Pick Tool** or **Shape Tool**.

2. Open **Pattern** menu and choose **AutoFill**.

Or Click right mouse button and choose AutoFill (process shown here as in **15-1-1**):



15-1-1

3. Select the stitch type you want to use in AutoFill pop-up menu
The graphic is filled with stitch type chosen.

Note:

For different graphic objects, there are different stitch type could be auto filled. In fact, there are in all 4 kinds of stitch types, they are single border, two borders, clove curved and circles. Only the graphics satisfactory the 4 types could be auto filled with some stitch types.

15.2 Converting Stitch Objects to Graphic Objects

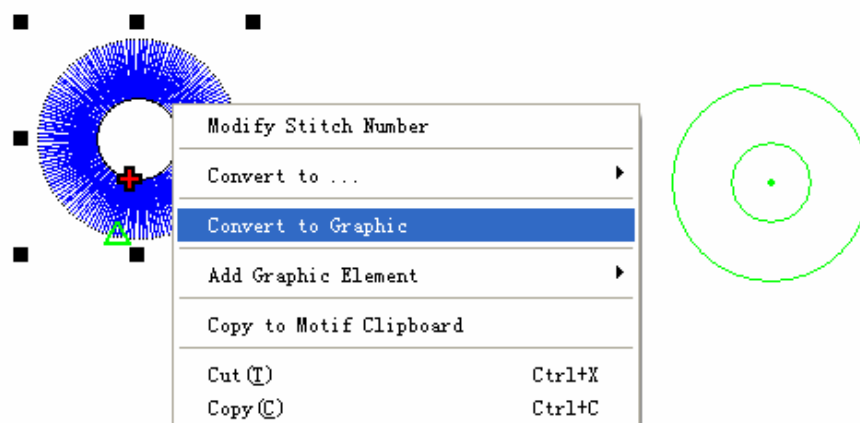
You can convert not only vector graphics to stitch objects but

also stitch objects to graphic objects.

1. Select the stitch object to convert to graphic with Pick Tool.

2. Open **Pattern** menu and choose **Convert to Graphic**.

Or click right mouse button and choose Convert to Graphic (process shown here as in **15-2-1**).



15-2-1

Note:

You can convert stitch objects to graphic (except for stitches from paper tape).

Chapter 16 Select and Modify

16.1 Selecting Objects

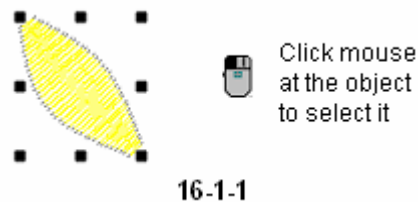
Before you can modify any object, you need to select it.

You can use **Pick Tool** to select object.

16.1.1 To Select a Single Object

1. Click **Pick Tool** button on **Draw toolbar**.
2. Click the object to select.

When it is selected, it will be covered with another color and eight handles will show around the object to indicate its size (as here as in **16-1-1**).



To cancel select it, click at any point outside the outline of the object.

16.1.2 To select objects with Polygon/Line Pick Tool

You can select an object or multi objects just through dragging out a polygon around the objects, which you want to select.

1. Click Polygon/Line Pick Tool button.
2. Drag out a polygon around the objects you want to select, show like Picture.

3. Click the right mouse button, the objects surrounded by the polygon will all the be selected.

You can also select the objects just through dragging out a line crossing the objects you want to select. Show here like Picture. Then the objects intersected with the line will all be selected.

You can also choose from **Setting/Options/Mouse Hit/Select Object Including objects intersected**, you also choose the intersect method, **Intersected by outline or Intersected by stitches**, then when the object outline or the stitches of the object intersected by the polygon or line, the object will also be selected.

16.1.3 To select objects by dragging a spring box from right to left

Choose from **Setting/Options/Mouse Hit/When selecting objects from right to left, including objects intersected**.

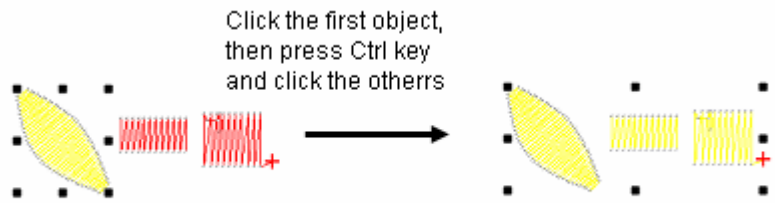
Dragging our a spring box from right to left, then the objects intersected by the spring box will all be selected.

16.1.4 To Select Multi Objects

1. Click **Pick Tool** button on **Draw Toolbar**.
2. Click the first object to select.
3. Press the key of **Ctrl** and click the other objects to select one by one (process shown here as in **16-1-4**).

Note:

When the objects are overlapped, you can press Ctrl key and click at the object to select.



16-14

16.1.5 To select a Series of Objects

1. Click Pick Tool button on Draw toolbar.
2. Click at the first object to select.
3. Press the key of **Shift** and at the same time click at the last object to select.

You can also use the shortcut key to select a series of object:

Select the first object for the series with **Pick Tool**.

To select further on forward, press Shift key and ← key.

To select further on backward, press Shift key and → key.

To cancel the selection forward, press Shift key and ↓ key.

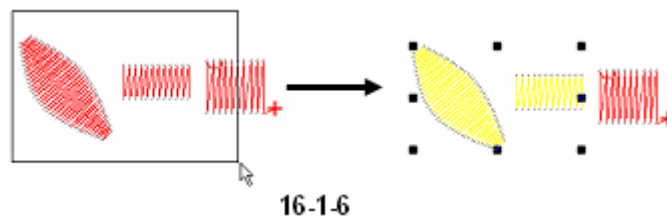
To cancel the selection backward, press Shift key and ↑ key.

16.1.6 To Select Objects with Spring Box

1. Click Pick Tool button in the Draw Toolbar.
2. Draw the mouse along and a spring box will appear on screen

3. Cover the objects to select in the spring box and release the mouse.

The selected objects will show in another color and surrounded with the eight handles (process shown here as in **16-1-6**).



16.1.7 To Select All Objects

Open **Modify** menu and choose **Select All**.

Or press the keys of **Ctrl + A** to select all objects.

16.1.8 To select the Next Object

1. Select an object with Pick Tool.
2. Press the key of **Tab** to select next object.
3. Go on pressing the key till you have selected the desired object.

When pressing **Tab** with no object selected, the program will select the last object.

16.1.9 To Select the Previous Object

Select an object with **Pick Tool**.

1. Press the keys of **Shift + TAB** and you will select the previous object of it.

2. Go on pressing the keys till you have selected the desired object.

When pressing the keys of **Shift + TAB** with no object selected, the program will select the first object.

16.1.10 To Select Previous Objects

1. Select any object apart from the last one with **Pick Tool**.

2. Press the keys of **Shift** and at the same time press the leftward key of direction keys on keyboard to select next objects.

16.1.11 To Select Next Objects

1. Select any object apart from the last one with **Pick Tool**.

2. Press the keys of **Shift** and at the same time press the Right ward key of direction keys on keyboard to select next objects.

16.1.12 Invert Selection

Use **Invert Selection** and you can select all objects except the selected ones:

1. Select one or several objects with **Pick Tool**.
2. Open **Modify** menu and choose **Invert Selection**.

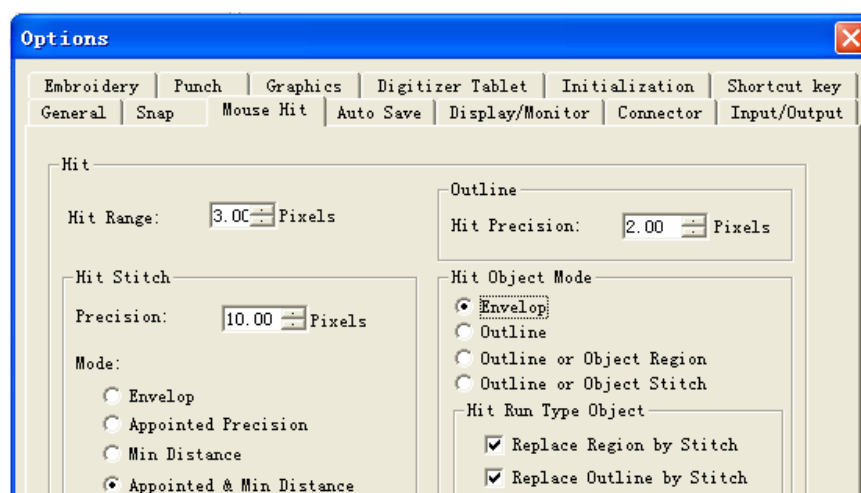
The selection will be reverted, that is, the objects that were not selected will be now selected and those that were selected will not now selected.

16.1.13 Object Hit Mode

To Select Object Hit Mode

1. Open **Setup** menu and choose **Options**.
2. Click the Label of **Mouse Hit**.

There are two modes available (shown here as in **16-1-13**):



16-1-13

Envelop: you will be able to select the object when you click anywhere within the envelop—the rectangle indicating the size of the

object.

Outline: you will be able to select the object when you click at anywhere on the outline of the object.

3. Click **OK**.

16.1.14 To select objects with the help of needle mark

Press F8 key, the object the current needle mark stays will be selected. Press Shift + F8, the object in which some parts stitches have been selected will be selected.

16.1.15 To select objects using block

Set Block Head

This function is suitable for both objects and stitches.

1. Select a stitch object.

2. Choose Set block Head from modify menu. A box appears around the stitch object to show this object is the block head. To select stitches, select a stitch, then choose this function to set the black head.

Set block Tail

1. Select a object, then choose Set Block Tail from modify menu, then the series objects between the block head and tail will all be selected,

not including the forbid and hidden objects.

2. To select stitches, select a stitch, then choose this function to set the black tail, the stitches between the black head and tail will all be selected.

16.2 Modifying the size of an Object

16.2.1 To Modify the Size of an Object by Dragging Handles

1. Select the object with Pick Tool. It will show a different color and eight handles appear around it.

2. It is possible to drag the four handles at the corners to modify the size diagonally. When the mouse is pointed to any of the handles, it will change into a set point. Drag it and the size of the object is changed diagonally. If you press the **Ctrl** key while dragging the mouse, the object will change size diagonally based on the Origin Point of it.

While dragging the handle, you can press the key of **Shift** to shift among the modes of Ratio and Free.

3. You can modify the width and height of the object with the four handles at the sides of the object.

The two handles at top and bottom are for the modification of height of the object while the two at sides the width. Point mouse to any

of the handles and it will change into a set point. Now you can drag the mouse, and only the width or height of the object will be changed based on the set point. If you press the key of Ctrl while dragging mouse, the object will change width or height diagonally based on the Origin Point of it.

16.2.2 To Modify Object Size through Dialog Box of General

1. Select the object with **Pick Tool** or **Shape Tool**.
2. Click the button of **Gen** on Property Toolbar.

Or Click right mouse button and choose **Object Properties**. Click the label of **General** in the dialog box.

3. Modify the value of Width and Height to change the size of object.

16.3 Moving Objects

16.3.1 To Drag Mouse to Move an Object

1. Select the object with Pick Tool.
2. Click and drag it, the outline of it appears. Drag the mouse to the desired position and release it And the object has been moved to the new position.

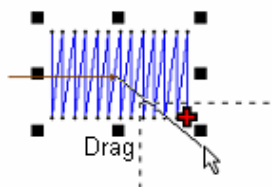
16.3.2 To Move Object With Command of Move

1. Select the object with **Pick Tool**.
2. Open **Modify** menu and choose **Move**.
3. Click at any point of the object and move the mouse.

4. While the mouse is moving along, the outline of the object appears, and a line connects the object with position the mouse moves to. The length and angle of the line decide the position to move the object to.

5. Click the mouse when the mouse gets to the desired position.

The object has been moved to the new place (process shown here as in **16-3-2-1**).



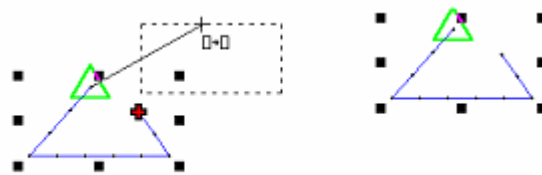
16-3-2-1

Note:

a. When moving an object with any of the above mentioned steps, you can cancel the operation by pressing **Esc** key.

b. Press the key of **Shift** while carrying out the command of **Move**, you can move the Starting Point to the desired place:

1. Select the object with Pick Tool.
2. While pressing **Shift**, open **Modify** menu and choose **Move**.
3. Click point on screen and the Starting Point will be moved there (process shown here as in **16-3-2-2**).



16-3-2-2

16.3.3 To Move an Object with Right Mouse Button

1. Select the object with **Pick Tool**.
2. Press right mouse button and drag the object to the desired position, release mouse.
3. Choose **Move Here** in the pop-up menu.

16.3.4 To Move an Object through Coordinates

1. Select the object with **Pick Tool**.
2. Input values in the Combo Box of Coordinates X and Y in Property Bar, or click the arrows to get the value.

The object will be moved to the new position according to the coordinates.

Note:

It is applicable only to graphic objects.

16.3.5 To move an object precisely

1. Select the object with **Pick Tool**.
2. Press **Ctrl** key and at the same time, press any of the direction keys, the object will move 0.1mm (default value) vertically or horizontally.

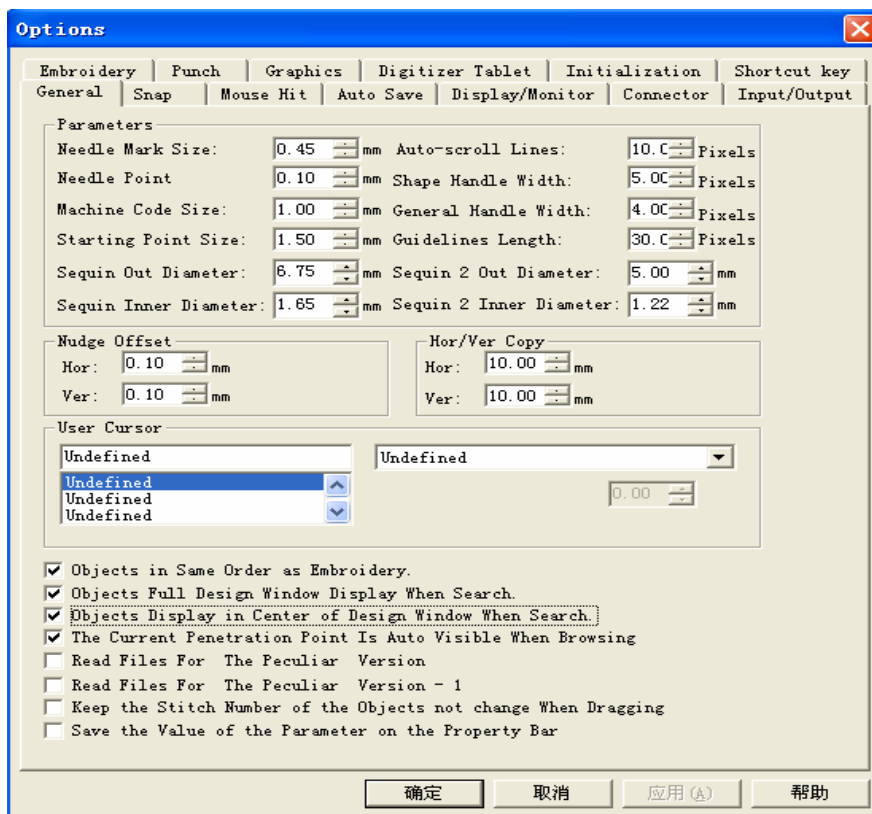
To Setup the Unit for the Option.

1. Open Setup menu and choose **Options**.
2. Click the label of **General**.
3. Input value in the Text Box of Ver and Hor of Precision Movement (shown here as in **16-3-5**).
4. Click **Ok**.

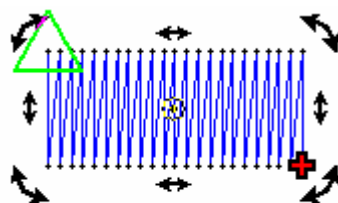
16.4 Rotating and Distorting an Object**16.4.1 To Drag Handle to Rotate and Distort an Object**

1. Select the object to modify with **Pick Tool**.
2. Click the object again and the four rotation handles will appear.

at the corners (shown here as in **16-4-1-1**).



16-3-5

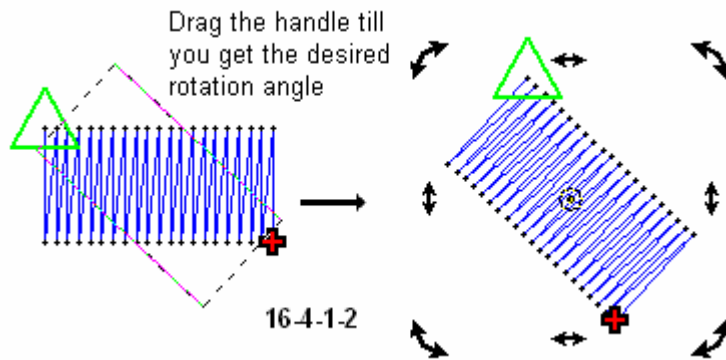


16-4-1-1

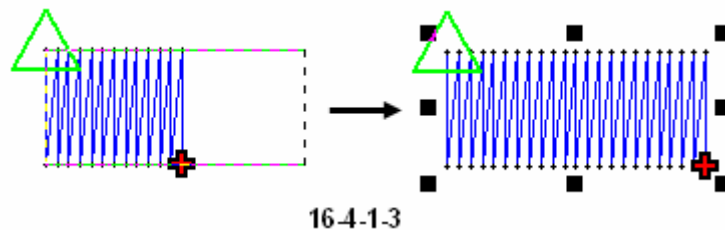
3. Drag any of handles at the corners clockwise or counterclockwise, the object will rotate based on the Rotation Center (process shown here as in **16-4-1-2**).

Note:

You can drag the Rotation Center at any point on screen.



4. Now you can distort the object by dragging the four handles at sides (16-4-1-3).



16.4.2 To Rotate an Object with the Command of Rotate

1. Select the object to modify with **Pick Tool**.
2. Open **Modify** menu and choose **Rotate**.
3. Click at any point in the selected object and the point will be set the base point to rotate the object.

4. Drag the mouse and the outline of the object appears on screen.

A line also appears to show the angle of rotation.

The value of the angle is now shown on Status Bar.

Release the mouse when getting to the desired angle.

Note:

While rotating the object, you can shift between free angle and set angle. The set angles are Horizontal, vertical and 45 degrees.

16.4.3 To Position an Object Horizontally

When using this command, you only need to input a horizontal reference line and the object will be rotated according to the reference line:

1. Select the object with **Pick Tool**.
2. Open Modify menu and choose **Horizontal Position**.
3. Input a reference line on the object.

And the object has been rotated according to the reference line.

16.5 Deleting an object**To Delete an object**

1. Select object to delete with Pick Tool.
2. Open Modify in the Program Menu and select Delete.

Or press the key of Delete on keyboard.

The selected object has been deleted.

16.6 Copying Objects

16.6.1 Cupboard

Copy: The command of Copy in Edit menu copies an object to the clipboard:

1. Select the object to copy with **Pick Tool**.
2. Open Edit menu and choose **Copy**.

Or click the **Copy** button on Standard Toolbar.

Or click right mouse button and choose **Copy** in pop-up menu. A copy of the object has been put into the Clipboard.

Cut: The command of Cut in Edit menu removes the object from the file to Clipboard:

1. Select the object to cut with **Pick Tool**.
2. Open Edit menu and choose **Cut**.

Or click the **Cut** button on Standard Toolbar.

Or click right mouse button and choose Cut in pop-up menu.

The object has been removed from the file into the Clipboard.

Paste: The command of paste can get the object in the Clipboard to

the screen:

Open **Edit** menu and choose **Paste**.

Or click the **Paste** button on standard Toolbar.

Or click right mouse button and choose **Paste** in the pop-up menu.

The object in Clipboard has been inserted into the file.

If the object was copied or cut from the file, it will be inserted to where it was copied or cut. For stitch objects, you can also copy them behind the present stitches. Please refer to **Chapter 19 Combine Stitch Objects and Designs**.

16.6.2 Usage of the Copy Command in Modify Menu

Then command of **Copy** in **Modify** menu can position the copied object precisely in the design:

1. Select the object to copy with **Pick Tool**.
2. Open **Modify** menu and choose **Copy**.
3. Click at any point of the selected object and drag it. The outline of the object and a line will appears.
4. Release the object has been inserted to the position.

Note:

When carrying out the command while pressing the key of Shift, the program will take the Starting Point as the reference point for position:

1. Select the object to copy with **Pick Tool**.
2. Press **Shift** key, at the same time open **Modify** and choose **Copy**.
3. Click at the position for the object to be copied to.

The copy of the object has been inserted to the position with the Starting Point as the reference point.

16.6.3 To Copy an Object with Mouse

You can get a copy of object directly. When doing so, the selected object will not be put to the clipboard:

1. Select the object to copy with **Pick Tool**.
2. Drag the object while pressing the Ctrl key.
3. When arriving at the desired position, release the mouse.

The copy of the object has been inserted on screen. You can made several copies of an object in this way.

Note:

Release mouse before releasing the key of **Ctrl**.

16.6.4 Drag the Object with right mouse button to copy Object.

1. Select the object to copy with Pick Tool.
2. Click right mouse button and drag it to the desired position, then release the mouse.
3. Select **Copy Here** in the pop-up menu.

Tip:

You can choose to place the stitch objects duplicated (except for the objects on the Clipboard) at the current penetration point.

1. From Setting menu choose Options
2. Click the label of Embroidery.
3. Enable the check box of Insert the duplicated stitch objects after the current penetration.

16.7 Mirroring Objects

Mirror is a command to get the object turn over along horizontally,vertically or on any angle.

16.7.1 To mirror Object Horizontally

1. Select the object to mirror with **Pick Tool**.
2. Open **Modify** menu and choose **Horizontal** in **Mirror**.
3. Input the base point for the mirroring.
4. Move the mouse, the outline and a vertical line appears on the screen, this line is also called Mirror line, the Object will be mirrored as this line is the symmetric axis. Input the second point, the object will be mirrored horizontally.

The object is mirrored horizontally.

Note:

Press the key of Ctrl while click the mouse will reserve the original object as mirroring, thus getting a mirrored copy of the selected object.

16.7.2 To Mirror an Object Vertically

1. Select the object to mirror with Pick Tool.
2. Open Modify menu and select Vertical in Mirror.
3. Input the base point.
4. Move the mouse, the outline of the object and a horizontal line

appears on the screen, this line is also called Mirror line, the object will be mirrored as this line is the symmetric axis. Input the second point, the object will be mirrored vertically.

The object is mirrored vertically.

Note:

Press the key of Ctrl while click the mouse will reserve the original object as mirroring, thus getting a mirrored copy of the selected object.

16.7.3 TO Mirror an object an any Angle

1. Select the object to mirror with Pick Tool.
2. Open Modify menu and select User-defined in Mirror.
3. Click at any point on screen and drag the mouse from the point.

A line appears (Mirror line) and the outline of object appears. The program will take the line as the axis to mirror the selected object.

4. Drag the Mirror Line and click when arriving at the desired angle.

The object is mirrored according to the angle you selected.

Note:

Press the key of Ctrl while the mouse will reserve the original

object as mirroring, thus getting a mirrored Copy of the selected object.

16.7.4 To Mirror Object on Property Bar

1. Select object with Pick Tool.
2. Click the button of either Vertical Mirror or Horizontal Mirror.

And the selected object is mirrored.

It is applicable only to graphic object.

Note:

You can also get horizontal or vertical mirror of object in the following steps:

1. Select the object to copy with Pick Tool.
2. Click right mouse button and select Properties in the pop-up menu.

3. Click the label of General.
4. Select the Hor or Ver for the Angle.
5. Click **Ok**.

The selected object is mirrored horizontally or vertically. Please be noted that the object is mirrored in the same place.

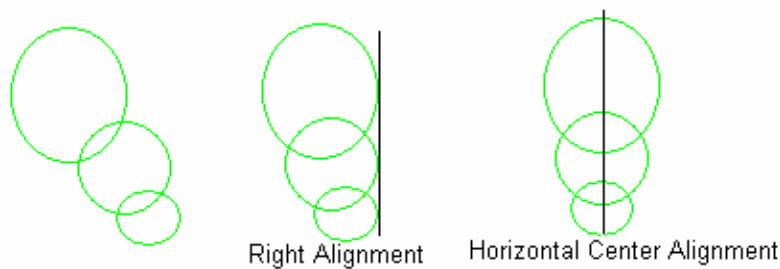
Chapter17 Manage Objects

17.1 Objects Alignment

RDP2000 offers you command to align objects accurately. You can make selected objects align to the left, right, top, bottom, horizontal center, vertical center and the center. The objects will be aligned to the first created object among them.

To Align Object

1. Select at least two objects with **Pick Tool**.
2. Choose **A lignment** from **Modify** menu.
3. Choose an alignment mode form the pup-up list, or click the corresponding button on the **Order Toolbar**, and the objects will be aligned accordingly (process shown here as in **17-1-1**):



17-1-1

Note:

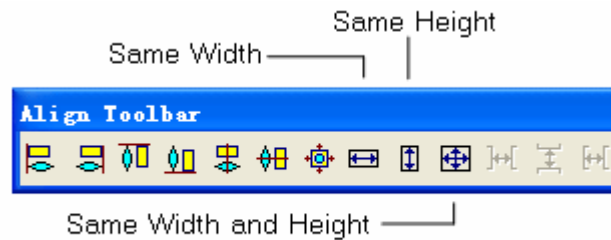
You can use several alignment modes together to achieve special effect.

17.2 Making Objects Same Size

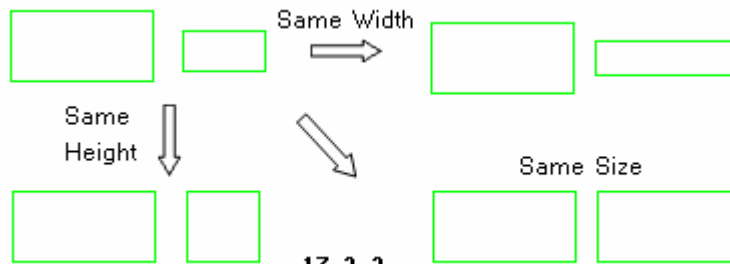
Same Size command lets you to make objects the same size according to the width, height, or the width and height of the objects. It is subject to the first created object among the objects selected for this command. The width, or height, or width and height of selected objects will be made the same size according to that of the first created object.

To Make Objects Same Size

1. Select the objects for the size adjustment with **Pick Tool**.
2. Choose **Same Size** from **Modify** menu.
3. Select the method from the pup-up menu, or click the corresponding button (shown here in **17-2-1**) on **Order Toolbar**. The selected objects will be arranged same size accordingly (shown here in **17-2-2**):



17-2-1



17-2-2

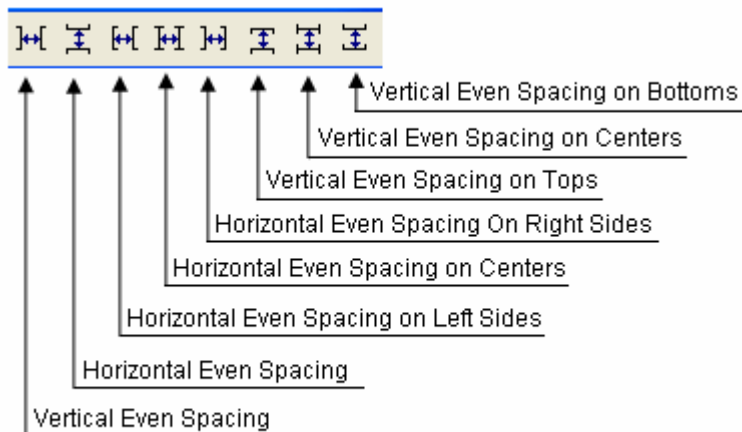
17.3 Making Objects Even spacing

Even Spacing command lets you arrange objects evenly in either horizontal or vertical direction.

1. Select the objects to be modified with **Pick Tool**.
2. Choose Even Spacing from Modify menu.
3. Choose the method to arrange objects from the pop-up menu, or click the corresponding button (shown here as in **17-3-1**) on the Order Toolbar. And the selected objects bear the even spacing accordingly.

17.4 Grouping and Ungrouping

When individual objects are ground, they behave live a single object. You will find grouped objects very useful when in need of making a series of objects in same format, same properties.



17-3-1

If you want to modify the properties of an object separately, you can use **Ungroup** or **ungroup all** command.

17.4.1 To Group Objects

1. Select the objects to group with **Pick Tool**.
2. Click the right mouse button and choose **Group** command from the pop-up menu, or click **Group** button on **Property Bar**. And the selected objects are grouped as one object.

17.4.2 To Create Nested Group

Group command also lets you create nested groups—groups composed of groups.

1. Select several grouped objects (or one object and several grouped objects, or one grouped objects and several objects) with **Pick Tool**.

2. Click right mouse button and choose **Group** command in the pop-up menu, or click **Group** button on **Property Bar**.

17.4.3 To Ungroup Objects

Grouped objects can be ungrouped at any time and the ungrouped objects will be once again a single object but bearing the same properties they got when grouped.

1. Select a grouped object with **Pick Tool**.

2. Click right mouse button and choose **Ungroup** or Ungroup all from the pop-up menu, or click the **Ungroup** or **Ungroup All** button on Property Bar.

Note:

For a nested group, if you choose **Ungroup**, the nested group will be only ungrouped to the state when it was grouped, the grouped objects in the nested group will not be ungrouped. If you choose **Ungroup all**, the nested group will be totally ungrouped and no group will remain.

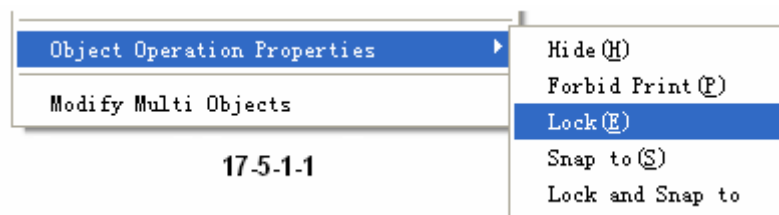
17.5 Locking Objects

Lock command lets you fix an object on the page. When locking an object, you cannot move, scale, copy or modify the object, so that you can avoid modifying the object accidentally. You can lock a single object

as well as several objects or grouped objects. Moreover, you can unlock all them when you need to modify or edit them again.

17.5.1 To Lock Objects

1. Select an object with **Pick Tool**.
2. Click right mouse button and choose **Object Operation Properties**, then click **Lock** in the pop-up menu (shown here as in **17-5-1-1**).



Note:

You can select several objects at one time and lock them.

17.5.2 To Unlock All

You can use **Unlock All** command to resume the state at which you can edit, modify the objects.

Click right mouse button and select **Object Operation Properties**, then click **Unlock All** (shown here as in **17-5-2-1**) from the pop-up menu.

17.6 Hiding Objects

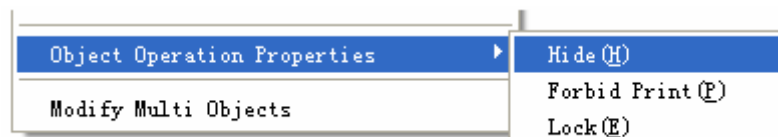


17-5-2-1

If there are overlaps or envelopes among objects in a design, you can hide part of a design to conveniently edit the object.

17.6.1 To Hide object

1. Select the object to hide with **Pick Tool**.
2. Click right mouse button and choose **Object Operation Properties**, then click **Hide** (shown here as in 17-6-1-1) from the pop-up menu. The selected object will disappear from the design window.



17-6-1-1

Note:

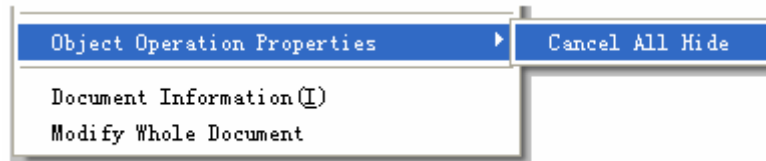
You can select several objects and hide them.

17.6.2 To Cancel All Hide

To display the hidden object(s), click right mouse button and choose **Object Operation Properties**.

And then click **Cancel All Hide** (shown here as in 17-6-2-1) from the pop-up menu. And the hidden objects will be displayed in the design

window again.



17-6-2-1

Note:

The difference between **Hide** and **Lock** is that the hidden object is not displayed on the screen while the locked objects are still displayed in the word window.

17.7 Ordering Objects

You can use **Order** command to change the stitching sequence of objects.

17.7.1 To Order objects

1. Select the objects to modify with **Pick Tool**.
2. Click right mouse button and choose **Order**.
3. Choose the command you want to use or click the corresponding button (shown here as in **17-7-1-1**) on the **Order Toolbar**. When you have selected **Object in same order as embroidery** (please refer to 17.7.2 for details), the roles of the commands are shown as follows.

To Front

Places the selected object in the first sequence number, so that it will be the first object to embroider.

Shortcut key: Shift + PageUp

To Back

Places the selected object in the last sequence number, so that it is the last object to embroider.

Shortcut key: Shift + PageDown

Forward One

Places the selected object in front of the previous one

Shortcut key: Ctrl +PageUp

Back One

Places the selected object behind the next one.

Shortcut key: Ctrl +PageDown

In the front of ...

Places the selected object behind the defined object.

Behind ...

Places the selected object behind the defined object.

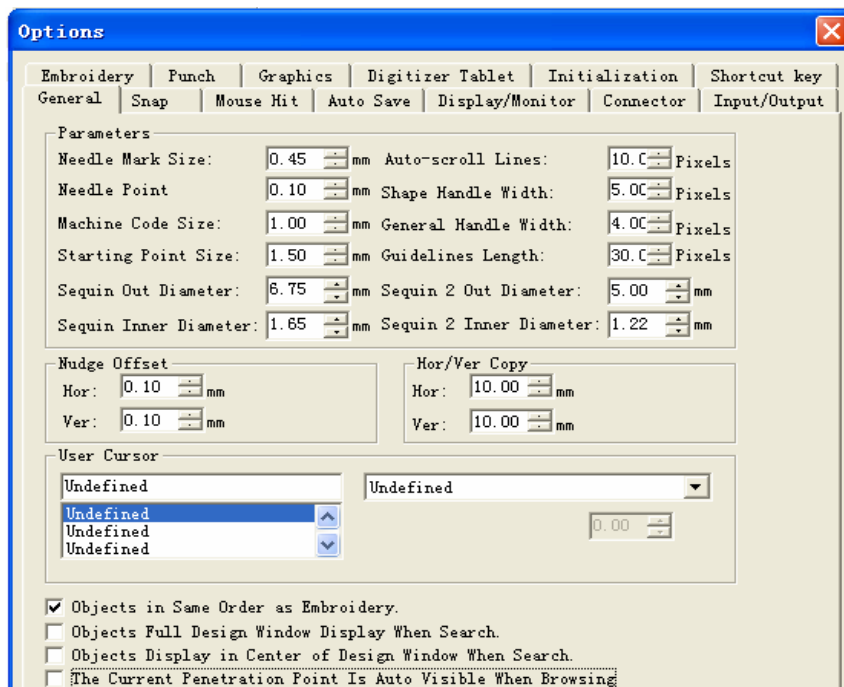
Reverse

Choose **Reverse**, and all selected objects will be rearranged in reverse sequence.

17.7.2 To Choose Different Order Mode

When using the above orders, you need to first set the order mode, otherwise, the order might be just the contrary.

1. Open **Setting** menu and choose **Options**.
2. Click the label of **General**. And the dialog box of **Options** (shown here as in **17-7-2-1**) appears:



17-7-2-1

To set the needle sequence the same as your design sequence, you

need to:

3-1. Check the box of **Object in same order as embroidery.**

To set the needle sequence the contrary as your design sequence, you need to:

3-2. Uncheck the box of **Object in same order as embroidery.**

17.7.3 To sort objects sequence by color

You can sort the objects sequence for a design by color. To Sort objects by color

1. Open the design you want to modify.
2. Choose **Sort Objects By Color** from **Layout** menu, the **Set Order by Color** dialog box appears on the screen.
3. All the objects in the design displays in the dialog box according to the color change sequence, you can change the object sequence just by moving the objects. Click the object you want to move, drag it where you want to place it. In this way, change the other object sequence.
4. Click **Merge Color** button, put all the objects in the same color together to embroider.

If need, you can adjust the background color by yourself.

17.7.4 To sort Order by objects

You can also sort the objects sequence by objects completely in a dialog box.

To sort the objects sequence by object list

1. Open the design you want to modify.
2. Choose Sort Order by Objects, the Sort Order by Objects by color dialog box appears on the screen.
3. All the objects in the design display in the dialog box by their embroidering sequence. You can change their sequence just by moving the objects, click the object you want to move, drag it where you want to place it. In the way to change the other object sequence.

Note:

1. The grouped objects, show in the dialog box as one object.
2. You can order all the objects hidden or forbidden edit in the dialog box.
3. The selected objects, show in the dialog box in the selected color.
4. You can order all the objects in different layers in this dialog box.

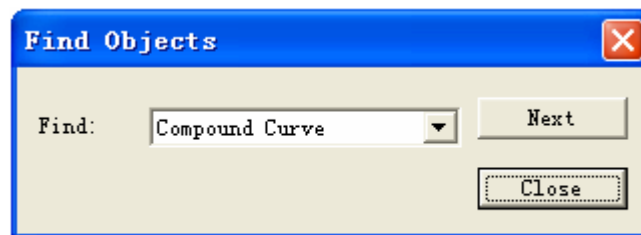
17.8 Finding and Replacing Object

Find and Replace command lets you find and replace the general objects or the objects with defined properties. You can find and replace all kinds of graphics, images, text objects or stitch objects.

17.8.1 To Find Object

You can use **Find Object** to search all kinds of graphics, images, or stitch objects.

1. Open **Edit** menu and choose **Find and Replace**, then click **Find object** (shown here as in **17-8-1-1**).



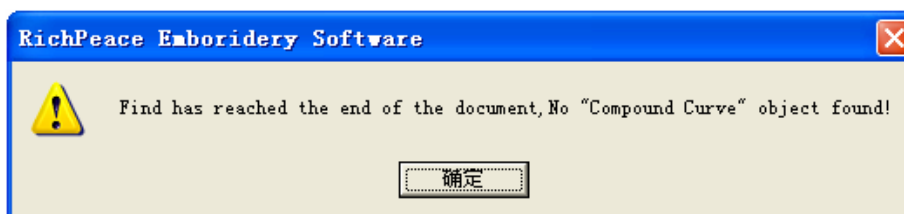
17-8-1-1

2. Click the name of the object to find in the **Find** pull down list.
3. Click **Next** button.

The program will search for the object defined from very beginning of the design (or from the selected object).

4. Continue to click **Next** button, the program will continue to search for the object defined.

If the program has searched objects to the end of the design and you continue to click Next button, or there is no defined object in the design, it will remind you (shown here as in **17-8-1-2**):



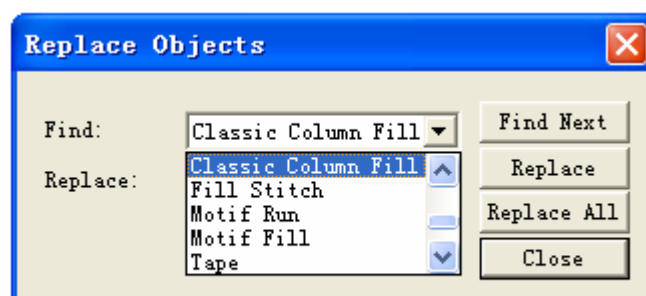
17-8-1-2

Click **OK** to return to the **Find Object** dialog box,

17.8.2 To Replace Object

Replace Object command lets you replace the found object with another object defined, you can also replace all objects with same properties in a design.

1. Open **Edit** menu and select **Find and Replace**, then click **Replace Object**.
2. Click the name of the object replace in the **Find** pull down list (process shown here as in **17-8-2-1**) shown.



17-8-2-1

3. Select the new object you want to use to replace the original object in the **Replace** pull down list (process shown here as in **17-8-2-2**).



17-8-2-2

4. Click the **Replace** button.

The program will search in the design the object defined and replace it.

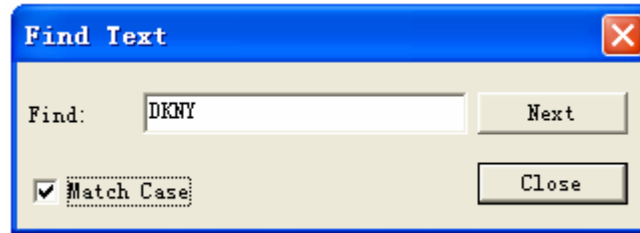
If you click **Replace All** button, all objects with defined property in the design will be replaced with the new object.

17.8.3 To Find Text

Find Text command lets you search for the text string defined properties in the design, whether it is a plain text or a text object as the stitch elements. You can define whether to match upper/lower case.

1. Open **Edit** menu and select **Find dialog Replace**, then click **Find Text**.

2. Type the string to find in the **Find** dialog box (shown here as **17-8-3-1**).



17-8-3-1

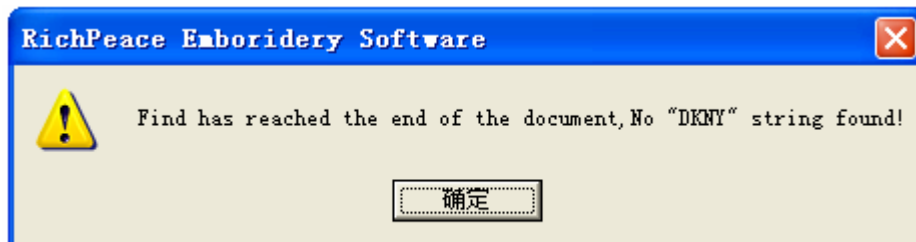
3. Click **Next** button.

The program will search for the text object that contains the string from very beginning of the design or from the selected object.

To match upper/lower case during searching, please select the check box of **Match Case**.

4. Continue to click **Next**, and the program will continue to search the string.

If the program has searched to the end of the design and you continue to click **Next**, or there is no string defined in the design, the program will remind you (shown as in **17-8-3-2**):



17-8-3-2

Click **OK** and return back to **Find Text** box.

17.8.4 To Replace Text

You can use new string to replace the original string in a text object, no matter it is a plain text or a stitch text object.

1. Open **Edit** menu and select **Find and Replace**, click the **Replace Text**.

2. Input the original string to replace in the **Find** box.

3. Input the string to replace the original one in the **Replace box**.

To match Upper/Lower case, please select the check box of Vase Sensitive.

4. Click **Replace**.

And the program will search for the defined string and replace it with the new string. If you select **Replace All**, text objects contain defined string will be replaced.

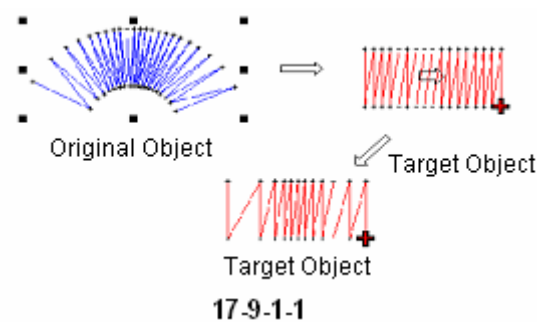
17.9 Copying Properties

The command of **Copy Properties** is used to copy the properties of one object to another, so saving the time of creating another object. This command is applicable only among objects of the same type, from one object to another object of Satin and Fill Stitch or one object to another of Fill Stitch.

17.9.1 To Copy Properties

1. Select the original object to copy properties from with **Pick Tool**.
2. Open **Modify** menu and choose **Copy Properties**.
3. The cursor becomes a big arrow. Click it at the target object to copy properties to.

The Properties (spacing in the example) of the original object has been copied to the target object (Process shown as in **17-9-1-1**)



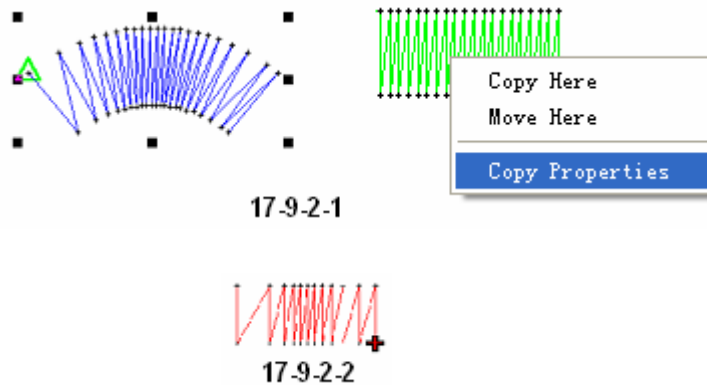
17.9.2 To Copy Properties with Mouse

1. Select the original object to copy properties from with **Pick Tool**.
2. Drag the original object to the target object to copy properties to with right mouse button and release it.
3. Select **Copy Properties** in the pop-up menu thus appears.

The properties of the original object have been copied to the target object (process shown here as in **17-9-2-1**).

And the properties (spacing in the example) of the original object

have been copied to the target object (shown here as in **17-9-2-2**):



17.10 Object Display Filter

Object Display Filter is an on-off switch, which arranges to display the objects in different types according to Graphic Objects, Image Objects, stitch Objects OLE Object and Group Objects. It is especially useful when you need to modify or edit part of a design: you can choose to display on screen only the part to modify or edit and hide all the other parts from the screen, so the complicated design new becomes a simple object.

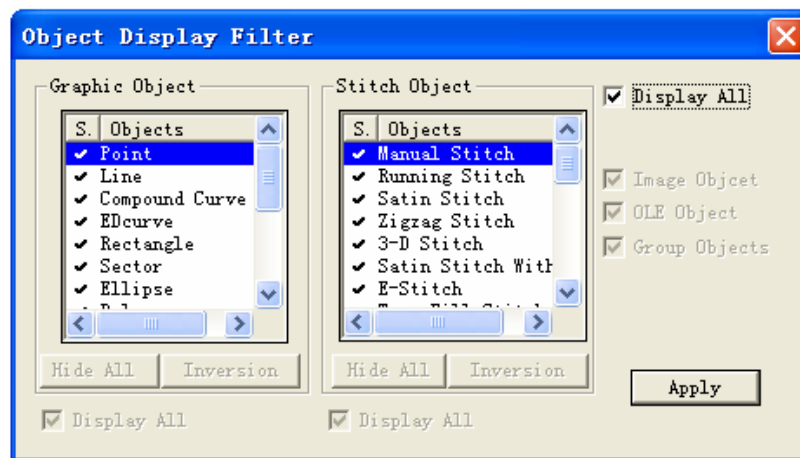
To View One Type of Objects

1. Open **Setting** menu and choose **Object Display Filter**. And the dialog box of **Object Display Filter** (shown here as in **17-10-1**) will appear:

2. The default setting of this switch is Display All, so that all the design is displayed on the screen. To view a certain type of objects,

uncheck box of **Display All** at upper-left of the dialog box.

Uncheck **Display All** at the bottom of Stitch Objects and Graphic Objects. Then click at the buttons of Hide All in both Stitch Objects and Graphic Objects. Now you can choose to display the designed type or types of object in the Dialog box (process shown here as in **17-10-1**)



17-10-1

You can choose to display different types by clicking at them while pressing the **Ctrl** key.

3. Click **Apply**. And only the selected types of objects will be displayed on screen.

4. For all Graphic Objects or Stitch Objects, you can also select to **Hide All or Inversion**.

Hide All

If you don't want to display any of the graphic objects or stitch

objects in the design, you need first to uncheck **Display All** and then click the button of **Hide All**.

Inversion

Click the button on of **Inversion**, and you will invert the selection of the items.

Note:

If you don't close the dialog box of Object Display Filter, it will float on the interface and will not interfere your other operations.

17.11 Layer Manager

Layer Manger is used to manage the objects in different layers. You can create, copy, delete, hide, lock and print layers so as to manage the overlays of the objects in the design. When there are many objects in the design, the Layer Manager is a very powerful tool to select and edit the objects.

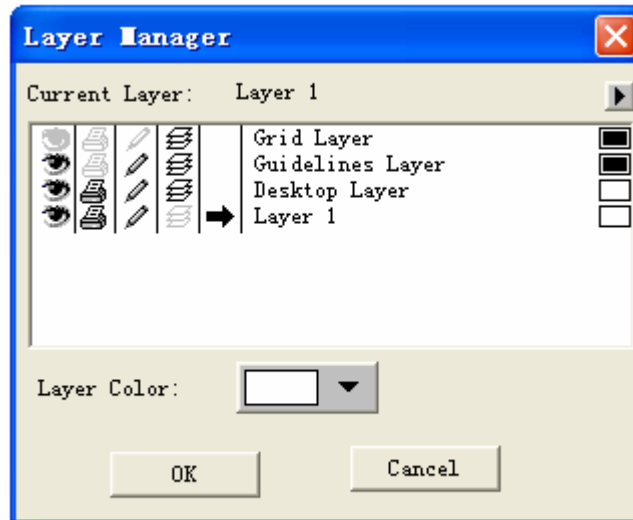
There are four default layers in a new file: Grid, Layer, Guideline Layer, Desk Layer and a Layer for the pattern (Layer1).

You can visit the Dialog box of **Layer Manager** by opening **Layout** menu and then choosing **Layer Manager**.

Or you can also press the keys of **Ctrl + F3** to visit **Layer**

Manager.

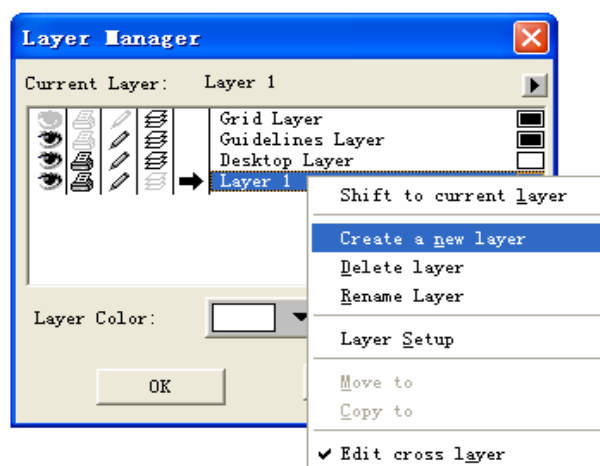
And the dialog box (17-11-1) appears:



17-11-1

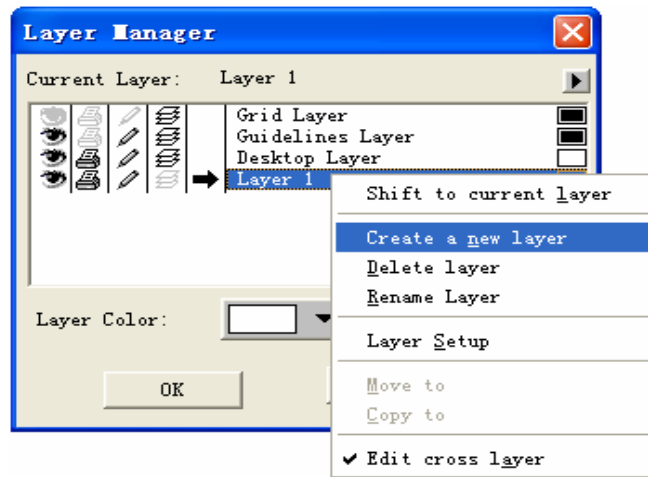
17.11.1 To Create a New Layer

1. Open Layout menu and choose Layer Manager
2. Click right mouse button at Current Layer and the choose **Create a new layer** in the pop-up menu (shown here as in 17-11-1-1) thus appears.



17-11-1-1

Or click the button of Arrow at the upper right corner of the dialog box to activate the menu (shown here as in **17-11-1-2**) and then select **Create a new layer**.



17-11-1-2

The newly created layer will get the name of Layer2, Layer3, etc.

The last created layer will be the Current Layer.

Note:

You can create a new layer by pressing the keys of **Ctrl +Alt +L** at any time and make it the Current Layer.

17.11.2 To Rename a Layer

1. Open **Layout** menu and choose **Layer Manager** to get the dialog box of **Layer Manager**.

2. Double click at name of the layer to rename and the name will be circled in a box. Now you can rename the selected layer.

You can also click right mouse button at the name of the layer to rename and choose **Rename Layer**.

Or choose the layer or rename and click at the Arrow at the right upper corner, and then choose **Rename Layer**.

17.11.3 To Delete a Layer

You can delete a layer at any time:

1. Click the layer to delete in the dialog box of **Layer Manager**.
2. Click right mouse button at the layer to delete and choose **Delete Layer**.

Or click the button of the arrow at the upper right corner of the box.

Choose **Delete Layer**.

The selected layer and the objects in it are deleted.

17.11.4 To Setup a Layer

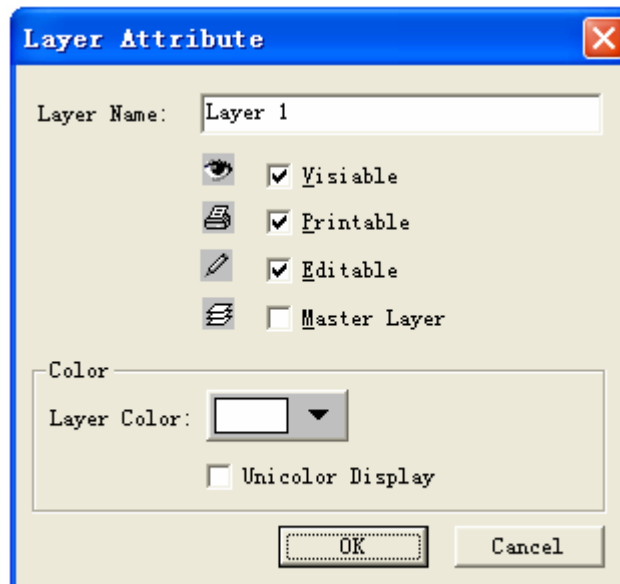
You can set the attributes of the layer in the dialog box of **Layer Manager**:

Open **Layout** menu and select **Layer Setup**.

Click right mouse button at the layer and select **Layer Setup**.

Or choose the layer and click the button of the Arrow at the upper right corner of the Box and select **Layer Setup**.

The dialog box of **Layer Attribute (17-11-4-1)** appear:



17-11-4-1


Now you can setup the properties of the layer in the box

Layer Name

It is a text box listing the name of the layer you have chosen. You can change the name of the layer by inputting text in it.

Visible


It is a check box, allowing to display or hide the layer you have chosen. You can set the layer to be visible by checking it, otherwise, the layer will be hidden and invisible from the design window together with the objects in it.

You can also set a layer visible or not visible by choosing of forbidding the icon of the eye  in front of the layer. When it is grayed, the layer with the objects in it are not displayed in the design window, thus you cannot select or edit them.

The default setting of the program sets each layer visible.

Printable

A layer (with the objects in it) can be included or excluded from the printing of the Work Sheet. To include a layer in the Work Sheet, you can check the box if **Printable**. Otherwise, the layer will not be included.

You can also choose or forbid the icon of printer  in front of the layer, when it is grayed, the layer with the objects in it will not be included in the printout of the Work Sheet of the design.

Editable

The check box of Editable is quite useful as it helps to display the objects in the design window without being able to be edited. It is good when you edit or modify parts of a design. To set a layer editable, check the box besides it. Otherwise, the layer with the objects in it will not be able to be edited.

It is also possible for you to set a layer editable or not by choosing

of forbidding the icon of pencil in front of the layer. When it is grayed, you cannot edit or modify the object in this layer.

The default setting is editable for each layer.


Note:

Grid Layer cannot be edited or modified, the pencil of it is always gray.


Unicolor Display

It is an on-off command. When it is on, all the objects in the chosen layer are displayed in the color of the layer, no matter what color they were. At this time, if you change the setup of color, the colors of all the objects in the layer will also be changed. To resume the original colors of the objects in the layer, just uncheck the box.

Layer Color

The button of Layer Color helps to setup the color of the layer. A click on the button  and you will get the standard windows pop-up dialog box of **color**. You can setup the color of the layer in it. You can also setup the color of the layer in the dialog box of Layer Manager. Click the Button of **Layer Color** in the Dialog box of **Layer Manager** to select or palette the color in the box of **Color**.

17.11.5 To select Current Layer

When creating, editing or modifying objects in a layer, you need to make it Current Layer first. Only when it is the activated current layer, can the layer be selected or edited. The Black arrow  indicates that the layer is the Current layer. When starting a new design, the Current Layer is the defaulted layer, that is, Layer 1.

1. In the dialog box of **Layer Manager**, click the layer to be the Current Layer.

2. Click right mouse button and select **Shift to Current Layer** in the pop-up menu.

Or click the layer to be current Layer and then click the Arrow at the upper right corner of the box and select **shift to /current Layer**.

Or you can select Current Layer by clicking at the icon and press the key of **Ctrl**.

Or you can also click in the column of the Black Arrow at the layer to select it.

And the Black Arrow moves to the selected layer, indicating that it is the Current Layer.

Note:

You can select the current Layer with the keys of **Ctrl + Alt ++** or **Ctrl + Alt+-** to move the Current Layer upwards or downwards.

17.11.6 To Copy or Move Objects among Layers

You can use the commands of **Move to** and **Copy to** move or copy objects among layers.

To Move Objects to Another Layer

1. Select the object to be moved with **Pick Tool**.
2. Open **Layout** menu and select **Layer Manager**.
3. Click the layer of the selected object.
4. Click right mouse button at the layer and select **Move To** in the pop-up menu.

The cursor becomes a big arrow \Rightarrow , click it at the layer to move the object to, and the object is moved to the new layer.

To Copy Object to Another layer

1. Select the object to copy with **Pick tool**.
2. Open **Layout** menu and choose **Layer Manager**. Click the layer of the selected objects.

3. Click right mouse button at the layer and select Copy to in the pop-up menu.

4. The cursor becomes a big arrow \Rightarrow , click it at the layer to copy the object to, and a copy of the objects is placed to the new layer. It is covered by the original object and cannot be seen. You can move away the original object to examine the copy.

Note:

You can also visit the commands of **move to** and **Copy to** by clicking the button of the Black Arrow at the upper right corner of the dialog box of **Layer manager**.

17.11.7 To Edit cross Layer

This is a switch command to treat all the editable layers as a group layer, so that you can edit, modify, delete, copy or move objects in the editable different layers. When this switch is off, you can only carry out operation on the Current Layer or the Desktop layer. If you need to edit object in another layer, you have to shift Current Layer to that layer.

You can also visit this command by clicking the button of Black Arrow at the upper right corner of the dialog box, and the **Edit Cross Layer** command.

17.11.8 Move Layer Locations in the Dialog Box of Layer Manager

1. Open the dialog box of **Layer Manager**.
2. Click the layer to move.
3. Drag the mouse and a dashed line will appear to indicate the location. When you get to the desired location in the dialog box, release the mouse.

The selected layer has been moved to the new location in the dialog box.

17.11.9 To set layer by color

You can set layers for a design or tape file according to its color change sequence.

To set layer for a design by color

1. Open the design you want to modify.
2. Choose Set Layer by color from Layout menu, the Layer Manager Dialog box appears on the screen, all the objects in the design will be shown in different layers according to the color change sequence. You can use all the operations in Layer Manager to edit the design.

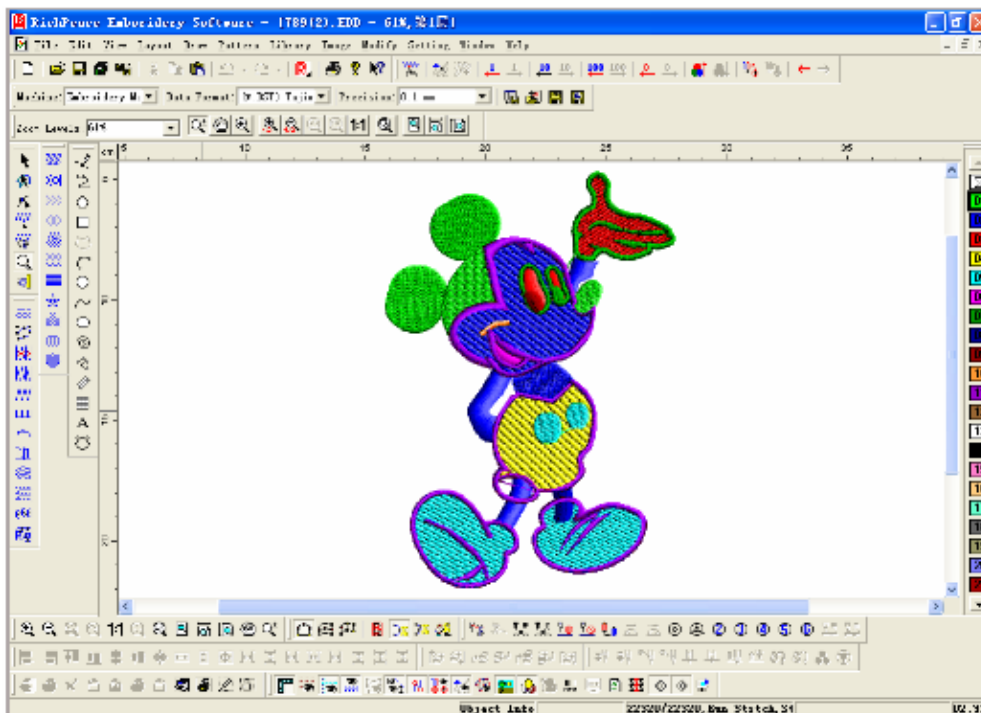
17.12 3-D Simulation

17.12.1 3-D Simulation

3-D Simulation is an on-off switch, which shifts the design displayed on the screen between the states of the design and the end product.

1. Open a design for the 3-D Simulation.
2. Open **View** menu and choose **3-D Simulation**.

Now the switch of **3-D Simulation** is on and design is shown in the state of product (17-12-1-1).



17-12-1-1

3. Choose the command of **3-D Simulation** again and the switch is off. The pattern is shown in the state of the design.

Note:

You can also visit the command of **3-D Simulation** through the shortcut button on View Toolbar.

Hotkey: f5.

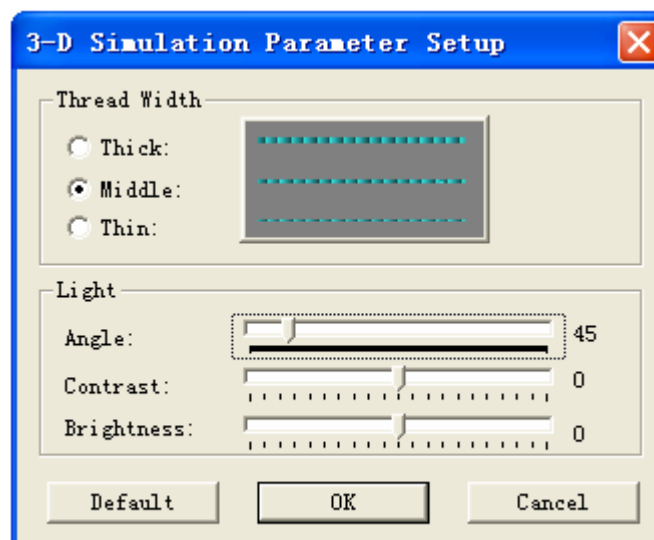
17.12.2 3-D Simulation Parameter Setup

The parameters are: Angle of the light, Contrast and Brightness:

1. Click **Thick, Middle, Thin** button to select the thread width.

And the dialog box of 3-D Simulation Parameter Setup appears

(17-12-2-1):



17-12-2-1

2. Adjust angle, Contrast and Brightness through the slider till you have got the desired effect and you can also choose the thread width for the 3-D Simulation.

3. Click **OK** to finish the setup.

Note:

Click **Simulation Punch** button, you can do all the punching functions under the simulation status.

17.13 Unicolor Display

Unicolor Display is a color switch, which allows you to display, modify or edit objects in your design according to colors they bear. You can display, modify or edit objects in several colors.

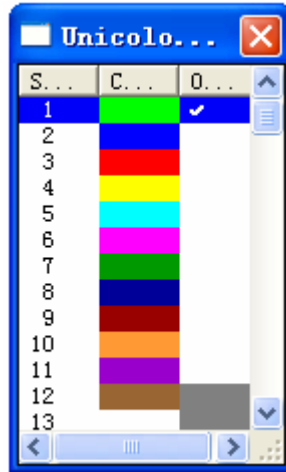
To Examine Pattern with Unicolor Display

1. Open an existing design.
2. Open view menu and choose **Unicolor Display**.

The switch of **Unicolor Display** is now on and only the objects bearing the first color sequence on **Color Toolbar** will be displayed on screen.

At the same time, dialog box of **Unicolor Display** switch (17-13-1) appears:

3. Click the color to display the objects in the box. Only the object in the chosen color will be displayed.



17-13-1

You can also display objects bearing different colors at one time;

A. Click the colors while holding the **Ctrl** key.

B. Or click the first color and then click the last color while pressing Shift key to cover a series of colors.

Note:

You can close the dialog box, then press the **Tab** key and you can shift among the objects bearing different colors in the color sequence on Color Toolbar.

4. Open **View** menu and choose **Unicolor Display** again, and you will turn the switch off and exit the state of Unicolor Display.

Note:

You can turn the switch on and get the dialog box floating in the Window.

It is also possible for you to visit the command through the shortcut button on View Toolbar.

Hotkey: F4

17.14 Slow Redraw

Slow Redraw is on-off switch. To switch it on, the design is display in the process when it was designed. It is also the process that the design will be embroidered.

17.14.1 Slow Redraw of a Design

1. Open an existing design.
2. Open View menu and choose **Slow Redraw**.

The design is now being redraw in the set speed to show you how it will be embroidered when finished.

You can press the Esc key to stop redrawing the design at any time during the process. But this does not turn the switch off. Any other operation will activate the command and the design is being redrawn again.

3. Open **View** menu and choose **Slow Redraw** again, and you will exit the state of **Slow Redraw**.

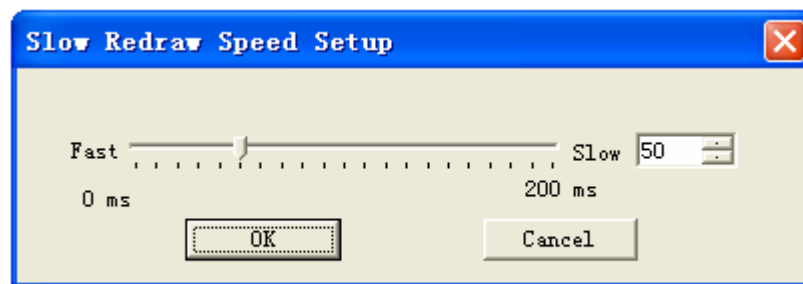
Note:

The parts that can apply to the command of Slow Redraw are those of the design within the window.

17.14.2 Slow Redraw Speed Setup

1. Open Setting menu and choose **Slow Redraw Speed**.

And the dialog box of **Slow Redraw Speed Setup (17-14-2-1)** will appear:



17-14-2-1

2. You can adjust the speed by the slider or inputting value in the text box.
3. Click **OK**.

Chapter 18 Modify Object Outline

When you use **Shape Tool** to select a stitch object, it shows the

outline, edit nodes of the outline, entry, exit, direction line and other information of the object on the screen. You can add, delete, or move edit nodes for the object; you can modify the properties of the edit nodes; you can add or move direction lines. Please refer to Direction Lines for details about direction lines. For details of adding, deleting or moving edit nodes and modifying the properties of edit nodes, please refer to **Modify Graphic Object**.

You can choose to generate stitches at once when you modify a stitch object. You can also choose not so generate stitches till you press the **Enter** key.

As to stitch object converted from vector graphics, when you use **Shape Tool** to select the object, the outline showed on the screen is the outline of the original vector graphic. So, the way to **modify accurately**.

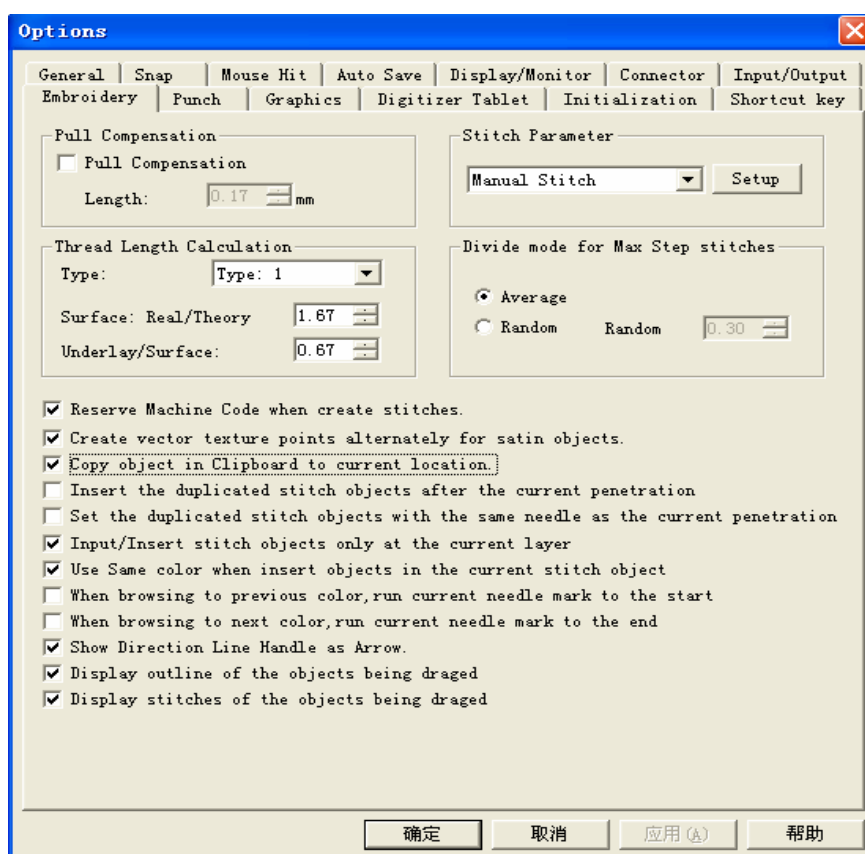
If there are overlaps among edit node,entry,exit and direction lines,you can use the following keys to help you select the object you want to modify accurately.

Hold down **E** key, you can only select edit nodes; Hold down **D** key, you can only select direction line; Hole down **I** key, you can only select entry; Hold down **O** key, you can only select exit.

18.1 Selecting Mode to Generate Stitches

When you modify a stitch object, you can choose to generate stitches at once or not to generate stitches till you press the **Enter** key.

1. Choose **Options** from **Setting** menu.
2. Click the label of **Punch**.
3. Check the box of **Generate stitches when modify stitch object** (process shown here as in **18-1-1**). The program will regenerate stitches at once as you modify the outline of the object.



18-1-1

If you uncheck the box, the program will only show the outline after modification. It will not.

Regenerate stitches until you press the Enter key

Note:

If you choose not to generate stitches at once, then after modification, you can press **ESC** to cancel the modification to outline before you press the **Enter** key.

18.2 Entry and Exit

The Entry and Exit are usually put at the top left corner and the bottom right corner separately. But when in practice, you should consider the principle of **Minimum Distance**, which is to make the Exit of the previous object as near to the Entry of next object as possible. So you can adjust the positions of entries and exits of the objects in the design to your need.

To change the positions of Entry and Exit

1. Select the object to modify with **Shape Tool**, and the object will show the outline edit nodes, Entry Exit, direction line and other information of it on the screen.

2. Drag the Entry and Exit to where you want them to appear.

3. Add Entry and Exit: select object at first,click the right mouse button to choose Add Graphic Element,Entry/Exit,then input the Entry

and Exit.

4. Delete Entry and Exit: select the Entry or Exit with Shape tool, then click Delete to remove them.

To keep default Entry &Exit of satin stitch objects

The default position of Entry is usually at the start of the first border of a Satin Stitch object, while the Exit is at the end of the second border. When editing the Satin Stitch objects, if you want to keep the Entry and Exit at their default positions, you can set it from **Setting/Options/Punch/Keep default Entry &Exit of Satin Stitch objects**.

18.3 Exchanging Entry and Exit

Using **Exchange Star/End** command, you can exchange the positions of Entry and Exit of a stitch object.

1. Select the object to modify with **Pick Tool**.
2. Choose **Exchange Star/End** from **Pattern** menu.

And the Entry and Exit of the selected object is exchanged.

Chapter 19 Combine Stitch Objects and Designs

You can cut or copy part or all of a design and paste it to another design, the object you cut or copy is put on the Windows clipboard, you can repeatedly use till it is replaced by new content.

You can also use **Merge** command in **File** menu to insert a design to another one.

When you use clipboard or **Merge** command to insert objects, current layer always has the precedence over current needle position. That is to say, when current needle position is not in current layer. The object will be inserted to the current layer.

There are two ways to position inserted objects: a. Keep the position when the object was cut or copied: b. Paste the object to current needle position.

19.1 Inserting an Object in a Design through Clipboard

19.1.1 To Copy and Paste Stitch Object

1. Select the object to be copied with **Pick Tool**.
2. Open **Edit** menu and choose Copy, or click **Copy** button on Standard Toolbar. The selected object is copied in to the clipboard.
3. Use command buttons on **Browse Toolbar** to travel current

needle position (shown as Needle Mark) to where you want to paste the object. (To paste the object to another design, first open it, and then travel current needle position to where you want to insert the object).

Note:

Choose from **Setting/Options/Embroidery/Copy Object in Clipboard to Current Location** or **Insert the Duplicated Stitch Objects after the Current Penetration**, the first option will insert the object at the current stitch location, while the second option will insert the object after the current penetration in the stitch sequence.

4. Open **Edit** menu and choose **Paste**, or click **Paste** button on **standard Toolbar**.

The selected stitch object is pasted behind the current needle position or where it was cut or copied. It is in the chosen state with the eight handles around it, and you can move it to some other position.

Note:

There are two ways to position the object according to you setting. One is to place the object at the same position where it was originally cut or copied, the other is to position the object coincides with current needle position point. Please refer **To Select Insert Mode** for details.

The current needle position must be on the current layer. Otherwise, the object will be pasted to the current layer rather than behind the current needle position.

You can click right mouse button and select Copy or Paste command.

19.1.2 To Cut and Paste Stitch Object

1. Select the stitch object with **Pick Tool**.
2. Open **Edit** menu and choose **Cut**, or click **Cut** button on **Standard Toolbar**. The selected object is removed from the design and put on the clipboard.
3. Use command buttons on **Browse Toolbar** to travel current needle position (shown as Needle Mark) to where you want to paste the object. (To paste object to another design, you should first open it and run current needle position to where you want to insert the object.)
4. Open **Edit** menu and choose **Paste**, or click **Paste** button on **Standard Toolbar**. The stitch object cut is pasted where you have selected.

Note:

You can also click right mouse button to choose **Cut** and **Paste**

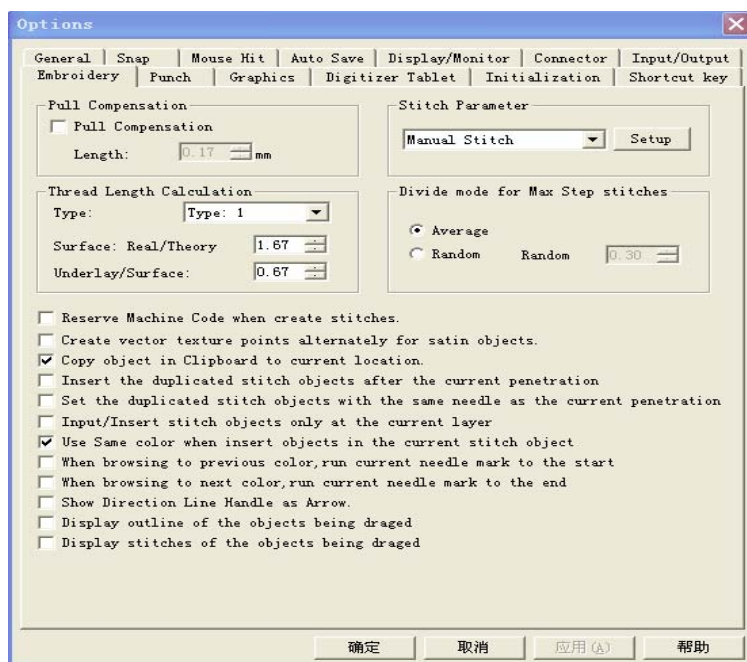
commands.

19.1.3 To Select Insert Mode

When you insert a stitch object into a design, you have two choices to position it: to paste it at the current needle position of the design, or paste it when it was cut or copied.

To Select Position for Inserted Object

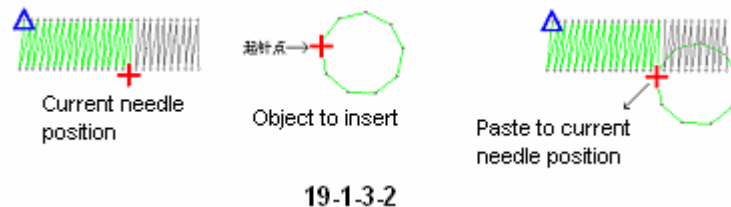
1. Open Setting menu and choose **Options**.
2. Click the label of **Embroidery**.
3. Check the box of **Copy object on Clipboard to current needle position** (shown as in 19-1-3-1).



19-1-3-1

In this way, the object in Clipboard is copied to the current needle

position of the design, the Start Point of the object coincides with the current needle position (process shown here as in **19-1-3-2**):



If you uncheck the box, the object on the clipboard will be pasted where it was cut or copied, but the Start Point of the object still coincides with current needle position.

4. To use the color of current stitch object for the stitch object to be inserted, check the box of **Use same color when insert objects in current stitch object** (shown here as in **19-1-3-1**).

Note:

There is an option in **Setting/Options/Embroidery Input/Insert stitch objects only at the current layer**, if you don't choose this option you can insert objects at any layer.

19.2 Inserting an Object with Mouse

If you want to insert an object in to some other part in the design, you can drag the mouse to create a copy of the object and insert the copy into another object in the design.

1. Select the stitch object to insert with **Pick Tool**.
2. Use command buttons on **Browse Toolbar** to travel the needle position to where you want to insert the object.
3. Pass **Ctrl** key and at the same time drag the object to where you want to insert it and release the mouse. The selected object has been copied and pasted at the position you have dragged it to. The pasted object is in the selected state and you can modify or edit it.

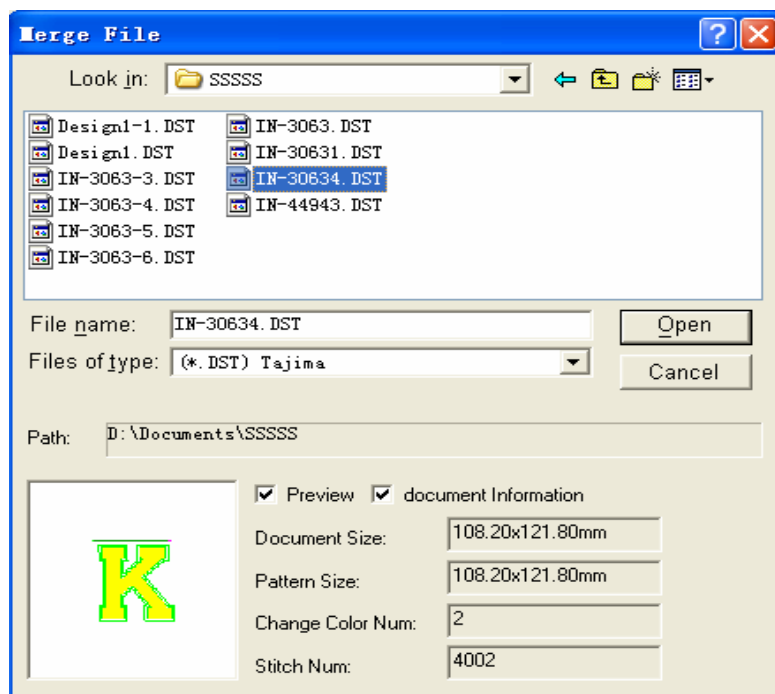
19.3 Merging Designs

You can insert an entire design into the current design with the command of Merge. There types of embroidery files apply to this command: DST format files, DSZ format files and DSB format files. The design is inserted at current needle position of the design. But when the current needle position is not on current layer, it will be inserted into the current layer.

19.3.1 To Insert a Design into Current Design

1. Use command buttons on **Browse Toolbar** to run the needle position to where you want to merge the design.
2. Check whether current needle position is in current layer. If not, shift to current layer.

3. Choose **Merge** from **File** menu, and the dialog box of **merge** (shown here as in **19-3-1-1**) appears:



19-3-1-1

4. Click the name of the design you want to insert into the other design.

5. Click **Open**.

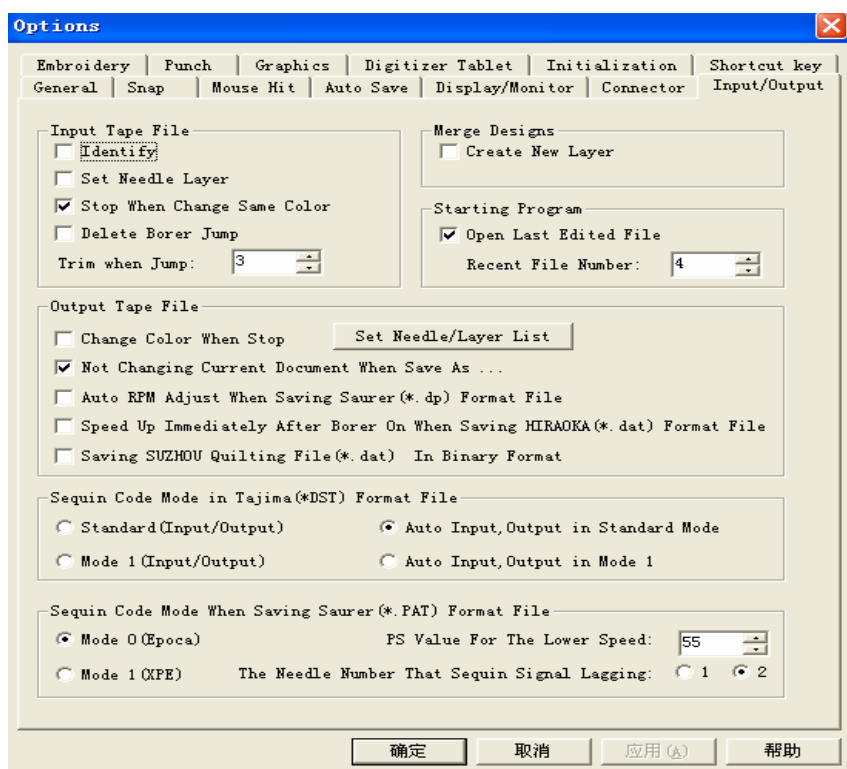
6. The outline of the design to be inserted appears on screen. Move outline to a proper position and click the mouse. An entire design is inserted into the current design at the position you have chosen.

19.3.2 To Select Merge Mode

When you merge designs to create a new design, you can choose to insert it on the current layer or in a new layer.

To Set Merge Mode

1. Choose **Options** from **Setting** menu.
2. Click the label of **Input/Output**.
3. Check the box of Create New Layer in the box of Merge Designs (shown here as in **19-3-2-1**), and the merged design will be inserted in a new layer. Uncheck it, and the merged design will be inserted in the current layer.



19.3.2.1

19.4 Shifting Current Layer to Current Needle Layer

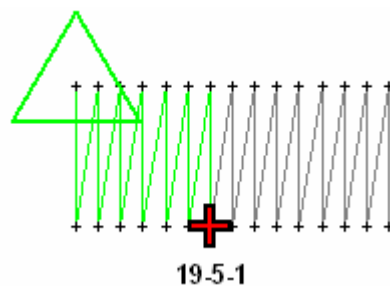
In case you are now not in current needle layer, the design to merge will be inserted into current layer rather than current needle layer. To shift

to current needle layer, you should open **Pattern** menu and choose Shift **Current...** You can also shift to current needle layer by pressing the keys of **Ctrl + F8**.

19.5 Dividing Object

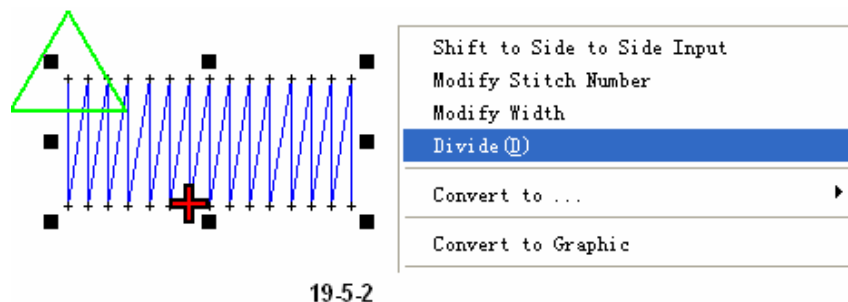
You can use **Divide** command to divide a stitch object into two objects at the current needle position.

1. Use command buttons on **Browse Toolbar** to travel to the needle position where you want to divide the object (shown here as in **19-5-1**).



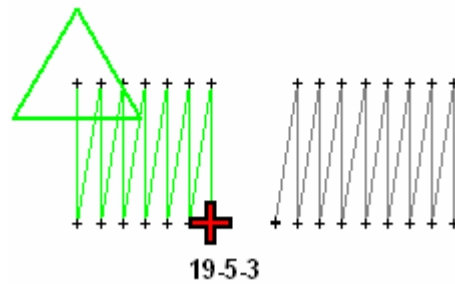
2. Select the object to divide with Pick Tool.

3. Click right mouse button and choose **Divide** or choose **Divide** from **Pattern** menu (shown here as in **19-5-2**).



The object is divided into two objects at the selected needle

position (19-5-3).



19.6 Ordering Objects in design

The embroidery objects in a design form a stitching sequence. Usually, the embroidery objects are stitched in the same order as they are created. But you can order the objects in a design to change the stitching sequence.

You can use command buttons on **Order Toolbar** to rearrange the order of the objects. You can also change the position of a selected object by cutting it, then pasting it back somewhere else in the design.

To Order Objects with Commands of Cut and paste

1. Select the object or a series of objects with Pick tool.
2. Choose **Cut** from **Edit** menu. Or click **Cut** button on **Standard Toolbar**.

The selected object is removed from the design and placed on the Clipboard.

3. Click **Edit Stitch** button to travel to the needle position where you want to paste the object you have cut.

4. Click **Paste** from **Edit** menu, or click **Paste** button on **standard Toolbar**.

The object on the Clipboard is pasted behind the current needle position

You can also click right mouse button to choose **Cut** or **Paste** command.

Note:

You can check the stitching sequence of a design with **Slow redraw** in **View** menu or the **Slow Redraw** button on **Browes Toolbar**.

Chapter 20 Modify Properties of Multi Objects

RDP2000 allows modifying the properties of selected objects in a design. You can modify the properties of Multi Objects at the same time, such as the properties of Width and Height, Stitch Count, Spacing, Texture and Size. You can convert stitches for all the selected objects and identify tape objects. All the tasks are fulfilled within the same dialog box.

Select the Objects to modify before getting into the dialog box.

The program will automatically arrange the types of the objects in

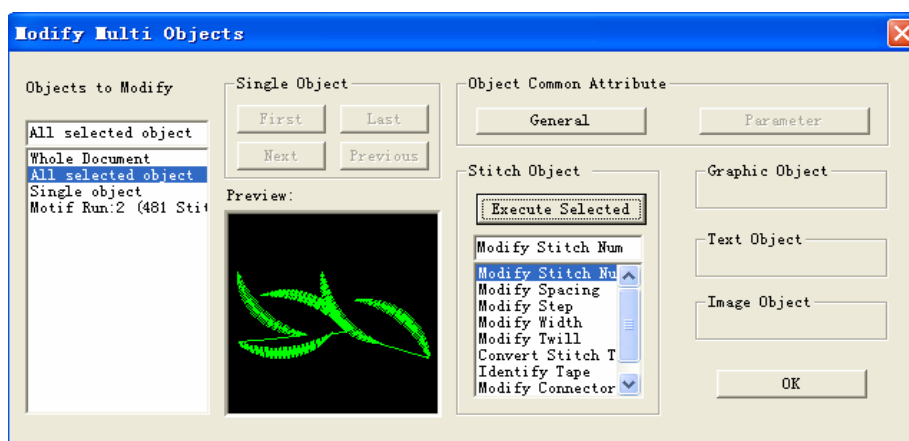
Stitch, Graphic, Image and Text.

20.1 Modifying Properties of Multi Objects

Select the objects to modify with **Pick Tool**.

Click right mouse button and choose **Modify Multi Objects** in the pop-up-menu.

And the dialog box of **Modify Multi Objects** will appear (shown here as in **20-1**):



20-1

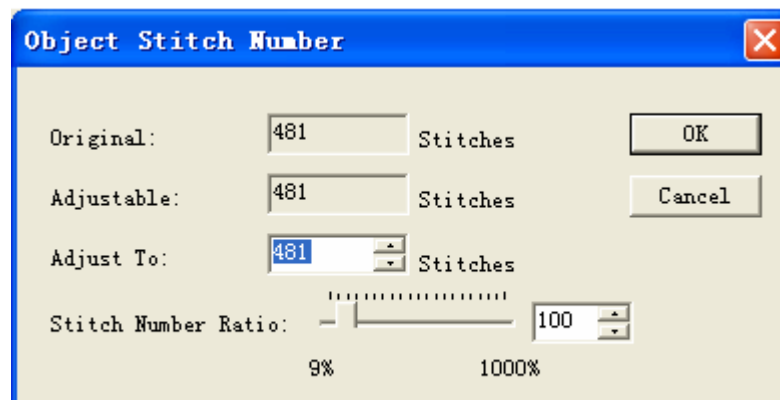
You can now select the objects to modify in the box of Objects to Modify. The program defaults two items: Whole Document and All selected objects, you can also select group objects for the modification-objects of the same stitch type or graphic type. Apart; from them, you can also choose single object for the modification(please refer to **20.2 Modifying Single Object**.)

For section, we take multi objects both as group objects and all selected objects. For them, some of the button in the dialog box might not be activated and are grayed, and they are not available for the selected

objects. In the Preview Window, all the selected objects are included in . When you choose them for the modification, they will be brightened and the others are grayed.

20.1.1 To Modify Stitch Number

Select **Modify Stitch Num** and click **Execute Selected** button, the dialog box of it will appear(shown here as in **20-1-1**):



20-1-1

There are two ways to adjust the **Stitch Number**:

a) The Way of Absolute Value: set the total stitch number for the modification. Input the value of the total stitches in the text box of **Adjust to**.

b) The way of **Ratio**: set the stitch number ratio for the modification, Adjust the slider or input the percentage.

The two ways are associated and if one of them changes, the other will vary too.

Click **OK**.

Note:

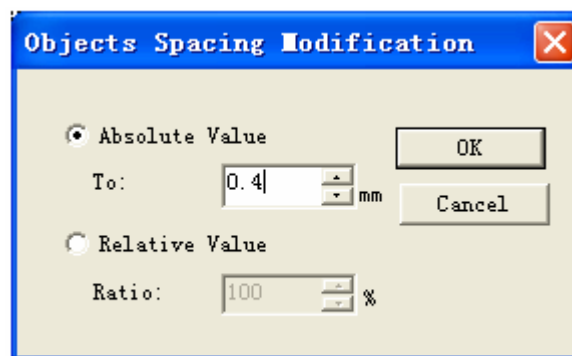
The Box of **Adjustable** refers to those stitches that can be adjusted.

There might be some stitches that cannot be adjusted, like some from the tape files.

20.1.2 To Modify Spacing

You can adjust the spacing of Multi Objects at the same time.

Select **Modify Spacing** and click **Execute Selected** button, the dialog box of it will appear (shown here as in **20-1-2**):



20-1-2

There are two ways to adjust **Spacing**:

(a) The way of **Absolute Value**: set the value for the adjusted spacing. Check the option box first and input the value for the target spacing.

(b) The way of **Relative Value**: set the percentage of the adjusted spacing. Check option box first and input the value for the target percentage.

Click **OK**.

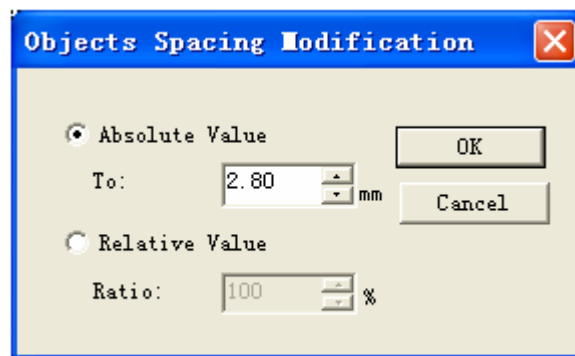
Note:

When modifying stitch numbers, the spacing of Satin Stitch objects and the step of Running Stitch objects will accordingly change.

20.1.3 To Modify Step

If you have a Running Stitch object or objects containing Running Stitch, you can modify the Steps of them:

Select **Modify Step** and click Execute Selected button, the dialog box of it will appear(shown here as in **20-1-3**):



20-1-3

There are two ways to modify step:

(a) The way of **Absolute Value**: set the target step. Check the option box of Absolute Value in first and input the value for the target step.

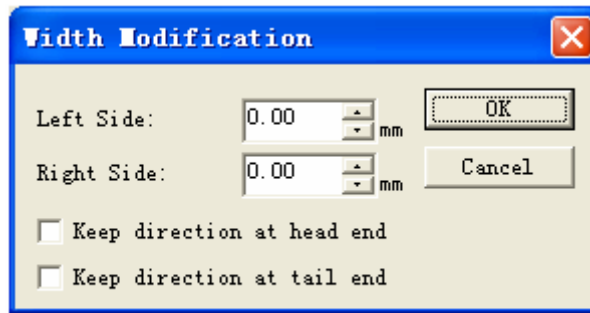
(b) The way of **Relative Value**: set the percentage for the modified step. Check the option box of Relative Value first and then input the value for the percentage of the target step.

Click **OK**.

20.1.4 To Modify Width

Select **Modify Width** and click Execute Selected button. The dialog box of it will appear(shown here as in **20-1-4**):

Set the width for the Left Side and the Right Side.



20-14

Click **Ok**.

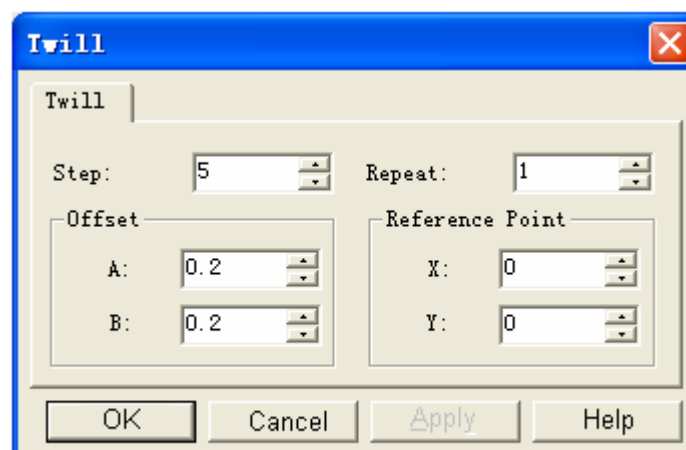
Note:

The positive value, widens the object. The negative value, narrows the object. When the outline of the stitch object is Circles, Ellipses, Polygons and so on, only after converting the outline to Compound Curves, you can modify their width.

20.1.5 To Modify Twill

For the objects with Twill, you can modify them at the same time:

Select **Modify Twill** and click **Execute Selected** button. The dialog box of it appears (shown here as in 20-1-5)



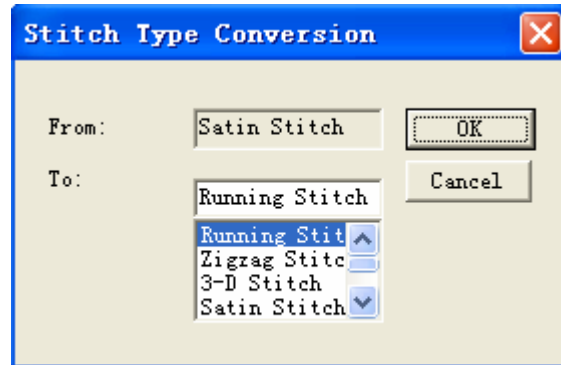
20-1-5

Modify the parameters in the box.

Click **OK**.

20.1.6 To Convert Stitch Type for Multi Objects

Select **Convert Stitch Type** and click **Execute Select** button. The dialog box of it appears (shown here as in **20-1-6**):



20-1-6

Select the stitch to convert to in the list.

Click **OK**.

20.1.7 To Identify Tape Objects

You can identify multi tapes at the same time.

Select **Identify Tape** and click **Execute Selected** button. The tape objects are being identified.

20.1.8 To Modify Connector

Select **Modify Connector** and click **Execute Selected** button. The dialog box of Connector Setup appears. Please refer to **Chapter 9 Machine Code and Connector**.

20.2 Modifying Properties of Single Object

Fist, select **Single Object** in the list of Objects to Modify. And now you have activated the orders for modifying single object, the four buttons in the box of Single Object for selecting the object is

available(shown here as in **20-2**):

The button of **First**: select the first single object.

The button of **Next**: select the next single object.

The button of **Previous**: select the previous object.

The button of **Last**: Select the last object.

Note:

When you select objects with the four buttons, you can see the colors of objects in the Preview Window vary. When it is brightened, the object is selected. At the same time, in the top of the window, the status of the selected object will show, such as Stitch Type, Stitch Number and the position of the object among the selected one.

When you have selected the object, click the button of Parameter to get the dialog box of it and modify the object in it. You can modify the parameters of the object, such as the **Spacing, Jagged, Underlay, Segment, Connector, Hole Property, Texture**, etc.

To select the selected stitches object

This function is very usable in selecting one or multi objects in a complicated design. The method is that you can select some stitches in the object(or multi objects), which you want to select, then press **SHIFT + F8**, the object(or multi objects) will be all selected.

Chapter 21 Edit Stitches

You can use **Edit Stitch** to edit the stitches of an object in a design. But we don't. Because once the stitches of an object are re-generated, for example, after scaling, all the changes you made to the stitches will be lost. Whenever possible, you should modify the outline of the objects, or change their properties instead of editing the stitches.

If you really need to modify several particular stitches, you can select these stitches for editing. You can move or delete it, or add some stitches to the object.

Browse Toolbar lets you browse stitches and check the stitching sequence of a design conveniently.

You can delete small steps in a design to avoid damaging fabric or breaking needles before you output a design.















12.1 Traveling Through Stitches

RDP 2000 offers you different ways to travel through stitches, you can travel by 1, 10, or 100 stitches, you can also travel by object, color or machine code, and you can go directly to the Start Point or large Red Cross – **Needle Position Mark**, which shows where the stitch arrives.

Click the up half part of a button to travel by one unit and hold down the down part of a button to travel backward or forward continually. Moreover, shortcut keys are provided for most tools.

21.1.1 To Travel Through Stitches

To Travel Through Stitches and Their Shortcut Keys

Go to the Starting Point of the design	Home
 Go to the end of the design	Left
 Travel backwards by 1 stitch	left
 Travel forwards by 1 stitch	Right
 Travel backwards by 10 stitches	Up
 Travel forwards by 10 stitches	Down
 Travel backwards by 100 stitches	=
 Travel forwards by 100 stitches	-
 Travel backwards to the Starting Point of previous object	
 Travel forwards to the Starting Point of next object	
 Travel backwards to previous color change point	Page UP
 Travel forwards to next color change point	Page Down
 Travel backwards to previous machine code	
 Track forwards to next machine code	
 Track	

Note:

When browsing stitches, you can also choose to make the current needle position is always auto visible.

1. From **Setting** menu choose **Options**.
2. Click the label of **General**.
3. Enable the Check box of **Current Penetration Point Auto**


Visible When Browsing.

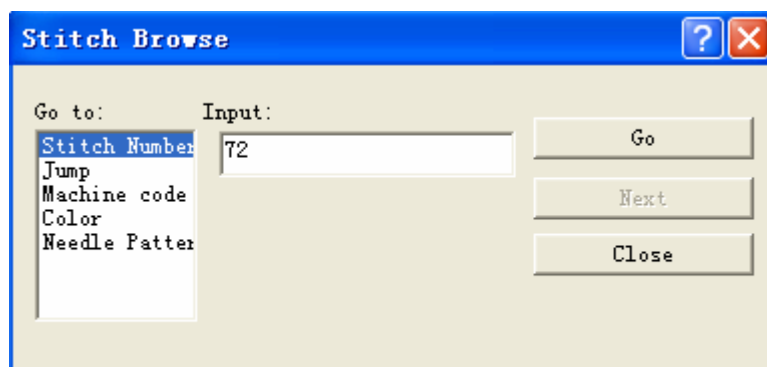
If you disable the check box, the current penetration point will be invisible when it is browsing to out of the design window.

21.1.2 To Track

There are four ways to track stitch: Go to defined stitch number; Go to previous or next jump stitch; Go to previous or next machine code; Go to previous or next color.

To Track Stitch


1. Click the button of Track , and the dialog box of Stitch Browse (shown here as in 21-1-2) appears:



21-1-2

2. Click **Stitch Number**.
3. Input the number of the stitch you want to check in the input box.
4. Click **Go**.
5. The needle position marker will move to the stitch point of defined number.
6. Close the dialog box and continue to search other stitches.

To Travel by Jump Stitches

1. Click the button of Track .
2. Click **Jump Stitch** in Stitch Browse dialog box.
3. Click the button of **To previous one** or **To next one**.


After the needle position marker traveled to the position you want, close the dialog box.

Note:

If you click To Travel To previous one or to next one button continually, you can travel through jump stitches of the design backward or forward continually.

To Travel by Machine code

You can use the tool to run current stitch to the machine code with defined type backward or forward.

1. Click the button of **Track** .
2. Click **Machine Code**.
3. Select machine code to travel to in input pull down list.
4. Click the button of **To previous one** or **to next one**.


The program will run current stitch backward or forward to the defined machine code.

Note:

If you keep on clicking **To previous one** or **To next one**, the program will run stitch backward or forward continually.

To Travel by Color

You can use this tool to search objects with defined color backward or for ward:

1. Click **Track** button  .
2. Click **Color**.
3. Click **To previous one** or **To next one**.

The program will search for the object with defined color backward or forward.

Note:

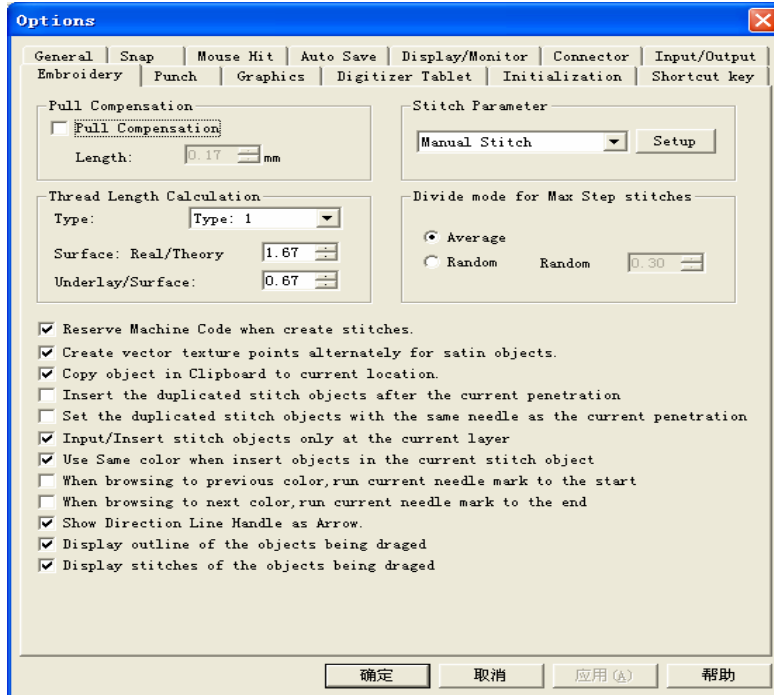
You can run the stitch to last stitch of next object or to the first stitch of previous object:

1. Open **Setting** menu and choose **Options**. Check the label of **Embroidery**.
2. Check the boxes of **When browsing to next color, run current needle mark to the end** or **When browsing to previous color, run current needle mark to the start** (shown here as in **21-1-2-4**).

21.1.3 Run current needle mark to the start/end when browsing stitches with color.

When browsing stitches with colors, you can choose to when browsing to previous object, run current needle mart to the end.

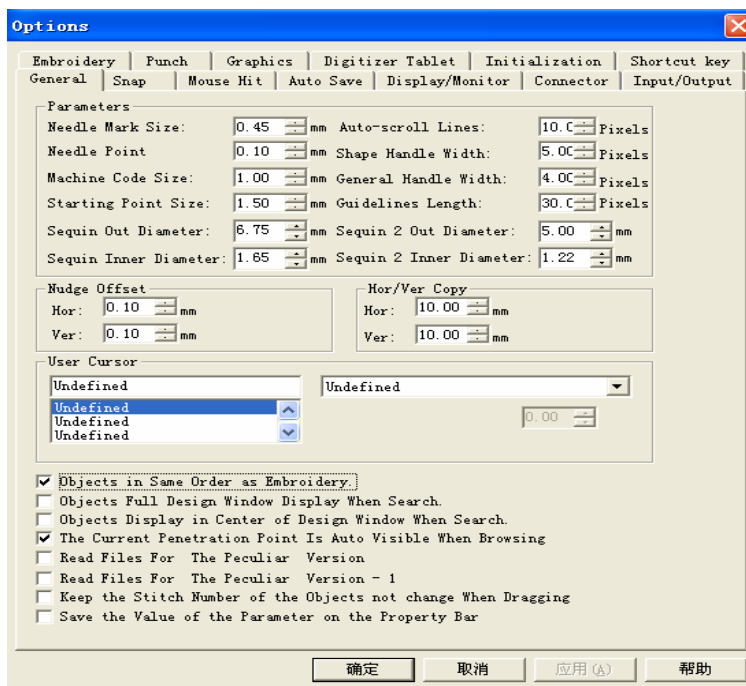
1. From Setting menu choose **Options**.



21-1-2-4

2. Click the label of **Embroidery**.

3. Enable the check box of **when browsing to previous object,run current needle mark to the start** or **When browsing to next object, run current needle mark to the end**. (Shown here as in 21-1-3).



21-1-3

21.1.4 To select current Stitch Position Object

You can select directly the object in which the current stitch locates while you are using **Browse Toolbar** to browse stitch penetrations.

To select the current stitch position object

1. Use **Browse Toolbar** to run current stitch to the stitch you want to modify

2. Open **Pattern** menu and choose **Select Current** or Press the shortcut key **F8**.

The current object is selected.

21.2 Editing stitches

21.2.1 To Select Stitches

You must first select the stitches before you modify them. You can select several stitches at one time.

To Select Single Stitch

1. Click **Edit Stitch** button.


2. Click at the stitch you want to modify.

The needle position mark travels to the stitch indicating the selection. All stitches behind the needle position mark are showed in another color. The program default color of the stitches behind the needle position mark is gray.

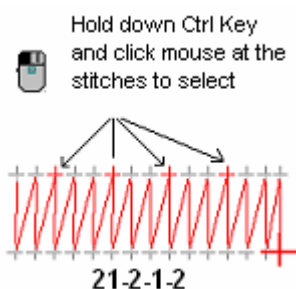
Note:

You can also use **Browse Toolbar** to run to the stitch you want to modify.


To Select Multi Stitches

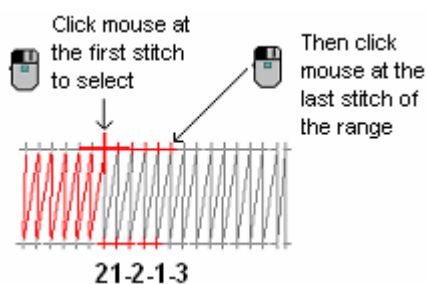
1. To **Edit Stitch** button 
2. Hold down **Ctrl** key and click the stitches you want to modify.

In this way, you can select multi stitches. The selected stitches are shown in another color (as in **21-2-1-2**), you can move and delete selected stitches.



Select range of Stitches

1. Click **Edit Stitch** button 
2. Click the first stitch you want to select, the needle position mark travel to the selected stitch.
3. Hold down **Shift** and click the last stitch to be selected, the needle position mark travel to the selected stitch (shown here as in **21-2-1-3**).



The stitches between the first selected stitch and the last selected stitch are all selected. The selected stitches are showed in another color.

You can move or delete a range of stitches

To Select Stitches with Spring Box

1. Click **Edit Stitch** button.
2. Click mouse and drag it over the stitches to be selected. A spring box is format, cover the stitches to select in it.

Note:

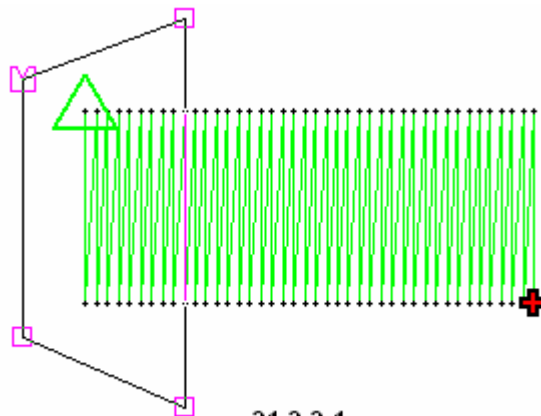
When you use spring box to select stitches, before you release the mouse, you can press **Esc** to cancel the selected stitches.

When you are modifying stitches, you must select **Penetration** in **View** menu.

21.2.2 To select stitches using Edit Stitch by Polygon/Lone Pick tool

You can select stitches through dragging out a polygon around the stitches, which you want to select.

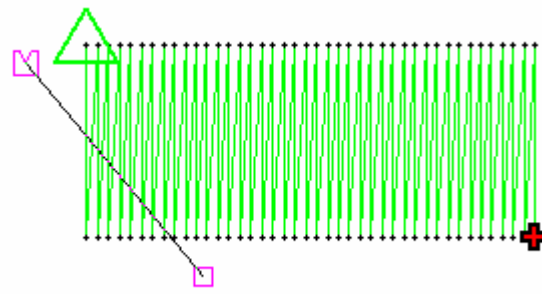
1. Click **Edit Stitches by Polygon/Line Pick Tool** button.
2. Drag out a polygon around the stitches you want to select (shown here as in **21-2-2-1**).



3. Click the right mouse button, the stitches surrounded by the

polygon will all be selected.

You can also select the stitches just through dragging out a line across the stitches you want to select, (show here as in **21-2-2-2**), then the stitches intersected with the line will all be selected.



21-2-2-2

You can also choose from **Setting/Options/Mouse Hit/Select stitches Including Stitches Intersected**, intersected by the polygon or line will also be selected.

21.2.3 Hit Mode of stitch selection

RDP 2000 offers you several hit modes to select stitches, you can choose different hit mode in different situation.

1. Open **Setting** menu and choose **Options**.
2. Click the label of **Mouse Hit**.

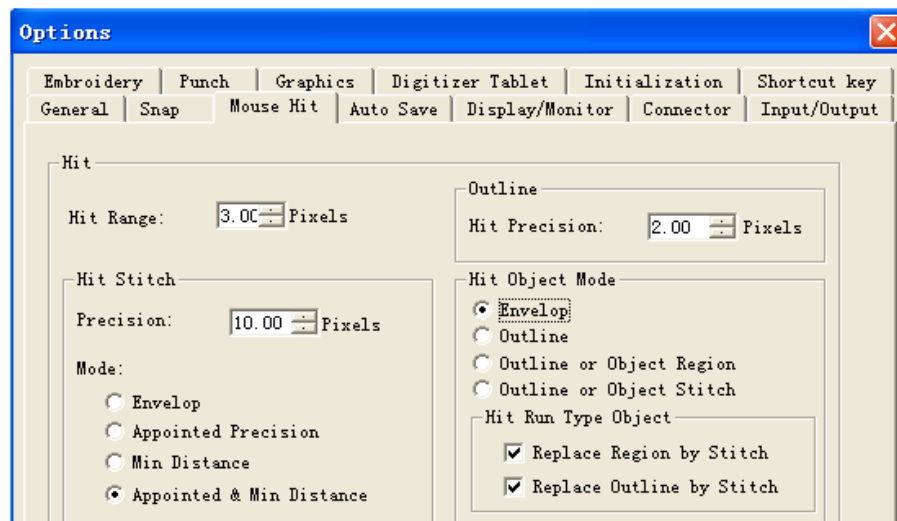
The dialog box of Mouse Hit (shown here as in **21-2-3**) appears:

Modes:

Envelope: Only when you click the mouse within the envelope rectangle which stands for the position of the stitches can you select these stitches.

Appointed Precision: Only when you click the mouse within a

defined precision can you select stitches. The precision is measured by pixels and you can set the precision by yourself.



: 21-2-3

Min Distance: When you click a point, the program will automatically measure the distance between this point and each stitch of the design and select the stitch with the shortest distance.

Appointed Precision and Min Distance: This mode is the combination of Appointed Precision and Min Distance, the program will select the stitch with shortest distance within a defined precision. It is the program default hit mode.

Select the mode in the option boxes

3. Click **OK**

21.2.4 To Move Stitches

To Move stitches

1. Click **Edit Stitch** button.
2. Select the stitch or stitches to be moved.

3. Drag selected stitch or stitches to a new position and release the mouse and the stitches are moved to the new position.

Note:

When you are moving stitches, as long as you did not release the mouse, you can press **ESC** to cancel the move.

Precise Movement of Stitches

You can make very fine adjustment to stitch or stitches with 0.1mm as unit, you can also set the unit of precise movement by yourself.

1. Click Edit Stitch button.
2. Select the stitch or stitches you want to move.
3. Hold down **Ctrl** and press **Up or down**, or **Left**, or **Right** arrow key repeatedly to move the selected stitch or stitches by small increments in the desired direction...

You can set the unit of precise movement by yourself. Please refer to the **Object Modification** for deletes.

21.2.5 To Delete Stitches

1. Click **Edit Stitch** button
2. Select the stitch or stitches you want to delete.
3. Press **Delete** key.

21.2.6 To Insert Stitches in Design

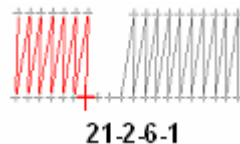
You can insert additional stitches to fill in gaps between stitches in a design. The inserted stitches will be part of the design and will share the

same properties. If you change the size or shape of the design and regenerate stitches, the inserted stitches will be lost. You can also insert stitches using manual input method. The stitches inserted in this way will be an independent design. When you try to modify the original design, these stitches will be constant.

To Insert Stitches in Design

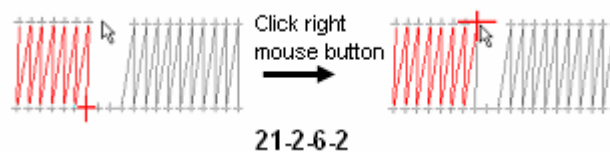
1. Click **Edit Stitch** button.
2. Click the stitch before which you want to insert the stitches

(shown here as in **21-2-6-1**)

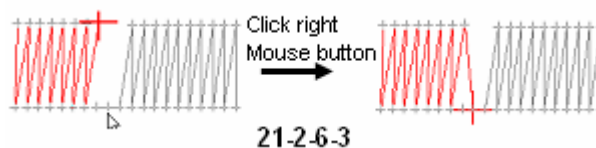


3. Move the mouse to the stitch you want to insert stitches and click right mouse button.

A new stitch is inserted in the defined position (process shown here as in **21-2-6-2**).



4. Move the mouse to next stitch to insert stitches and click right mouse button (process shown as in **21-2-6-3**)



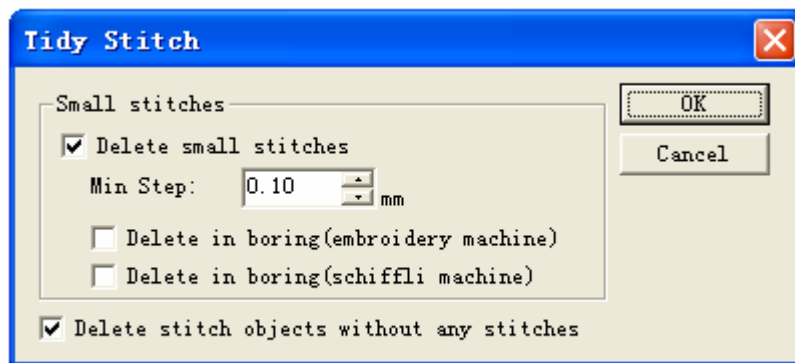
5. Repeat those operations till you fill all gaps.

21.3 Modifying Stitches

The command of **Remove Small Stitch** lets you remove small stitches that are smaller than a defined value in a design. The small stitches in a design may damage fabric or break needles or threads, so they are usually deleted before the design is out for the production.

To Delete Small Stitches

1. Open an existing file or create a design.
2. Open Design menu and choose Remove Small Stitches, and the dialog box of Tidy Stitch (shown here as in **21-3-1**) appears:



21-3-1

3. Check box of **Remove Small stitches**.
4. Input length for **Min Step**.
5. Click **OK**

The small stitches that are smaller than the Min Step in the design will be all removed from the design.

Note:

For Schiffli designs or Boring designs, some small stitches are necessary for the boring, so the program provides two options for your

chose whether to delete these small stitches in Schiffli or Boring designs.

Chapter 22 Identify Tape Files

RDP 2000 can identify tope files in many formats, like Tajima, Barudan, Melco

The program can identify a tape file automatically when it is opened. It is also possible for the program to identify single or multi objects after the file is opened.

It is only possible to identify general stitch types. For some certain stitch type that cannot be identified, the program will treat it as tape stitch.

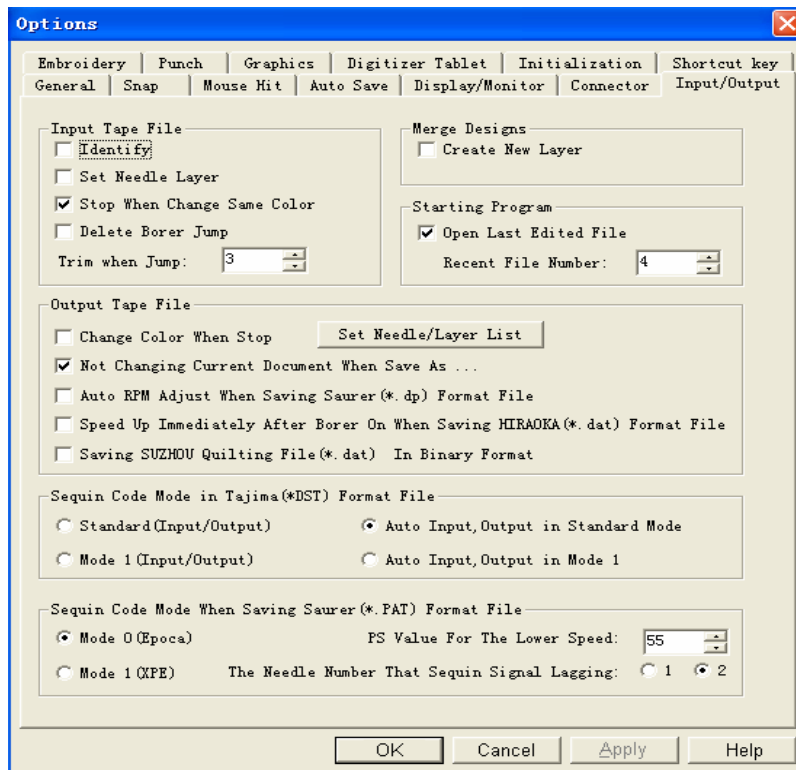
22.1 Identify Tape Files Automatically

1. Open **Setting** menu and select **Options**.
2. Click the label of **Input/output** in the **Options** dialog box (shown here as in **22-1-1**).
3. Select the check box of Identify.
4. Click OK
5. Open one or several paper tape files.

Objects in it will be identified when the file is opened.

If you uncheck the box of **Identify**. The objects at the same time.

22.2.1 To Identify Single Tape Stitch Object



22-1-1

First uncheck the box of **Identify**, choose **Open** in **File** menu or Choose **Embroidery Disk** to open a tape file. The file opened in this way will not be identified.

1. Select the tape stitch objects you want to identify with **Pick Tool**.
2. Click right mouse button and select **Identify Tape**.

And the selected stitch objects will be identified.

22.2.2 To Identify Multi Objects

1. Select several tape stitch objects with **Pick Tool**.
2. Click right mouse button and select **Modify Multi Objects**.
3. Choose **Identify Tape** from the list and click Execute Selected in the **Modify Multi Objects** dialog box. Please refer to **Modify Multi Objects** for details.

And the tape stitch objects selected are being identified.

Note:

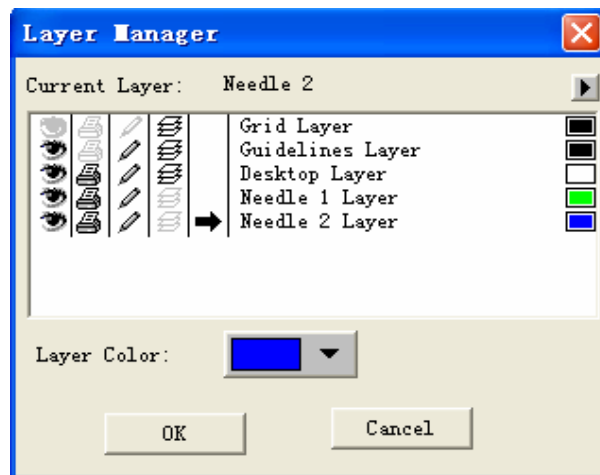
RDP 2000 defaults identified objects as a group object. If you want to edit single objects, select Ungroup or Ungroup all to cancel the group.

22.3 Setting a Layer for Each Needle

You can place different objects in a tape file in different layers according to their needle number when you open the file. It is convenient for you to check and modify a design with needle as unit. You can edit needle layers and adjust sequence of needle layers in the **Layer manager**.

To Set a Layer for Each Needle

1. Open **Setting** menu and choose **Options**.
2. Click the label of **Input/output**.
3. Select the check box of **Set Needle Layer**.
4. Open one or several tape files.
5. Open **Layout** menu and choose **Layer manager**. You can see different objects in different needle layer in the **Layer manager** (shown here as in **22-3-1**).



22-3-1

Note:

You can edit needle layer in the way you edit general layers, like adjust the sequence of layers. Please refer to **Layer Manager** for details.

To put all the different needles in one layer, you can uncheck the box of **Set Needle/Layer in Input/Output** of **Options** dialog box before you open the file.


Chapter 23 Create Letter Objects

You can create letters easily in RDP2000. The letter created can be standard fonts or user-defined. It is possible for you to create your own Satin Font Library or adopt the Font Library provided with the program. You can modify the outline of letters and create art fonts.

You can input letters directly on screen or edit letters in the dialog box of Edit Font. And you can fill in different stitches in the letters created.

23.1 Inputting Letters

To Inputting letters on screen

1. Click the button of **Font List**  on **Draw Toolbar**.
2. Click at the position where you will input the letters, and an **I** cursor appears for the input.
3. You can choose the Font and Size of the letters, whether **Bold** or **Italic**, on **Property Bar**. Input the letters through keyboard.

If you have input a wrong letter, you can press the key of **Backspace** to delete it. Continuous pressing of the key will delete the last input letters.

Note:

You can input several each time, press **Esc** key to end the input of them. Press **Enter** key to shift to next line.

23.2 Editing Letters

You can edit letters through the dialog box of **Edit Text**. You can change the font, size, or whether broad or italic of the letters, and you can also set the Letter Spacing and Line Spacing, or delete or add letters. It is quite like that of Microsoft Word.

To Edit Letters

1. Select the letters to edit with **Pick Tool**.
2. Click right mouse button and select **Object Property** in the pop-up menu.

Or click the button of **Others** on **Property Bar**.

And the dialog box of **Art Text** (shown here as in **23-2**) appears:

You can choose the Font, Size, whether Broad or Italic, or add or delete letters.

To Delete Letters

Position the **I** cursor before or behind the letters to delete. Press the key of Backspace and you can delete the letter before the **I** cursor. Press

the Key of Delete and you will delete the letter behind the **I** cursor.



23-2

To Select Letters

To select letters, drag mouse over the letters and they will be selected and show in another color.

You can delete the selected letters or input from keyboard to replace them.

To Add Letters

To add letters, point the **I** cursor to the position and input the letters from keyboard.

To Adjust Word Spacing and Line Spacing

The spacing between letters and lines are represented by the percentage of Font Width and Font Height.


Input the values in the text boxes of **Word Spacing** and **Line**

Spacing.

Note:


The above ways are applicable only to graphic letters. For stitch letters, you can modify them in the same way as modifying stitch objects, or use the command of **Convert to Graphic** and modify them in the above ways.

23.3 Creating Art Letters

1. Click the button of **Font List**  on **Draw Toolbar** and an **I** cursor appears on screen.
2. Click at the position for the letters and the **I** cursor is moved to the position.

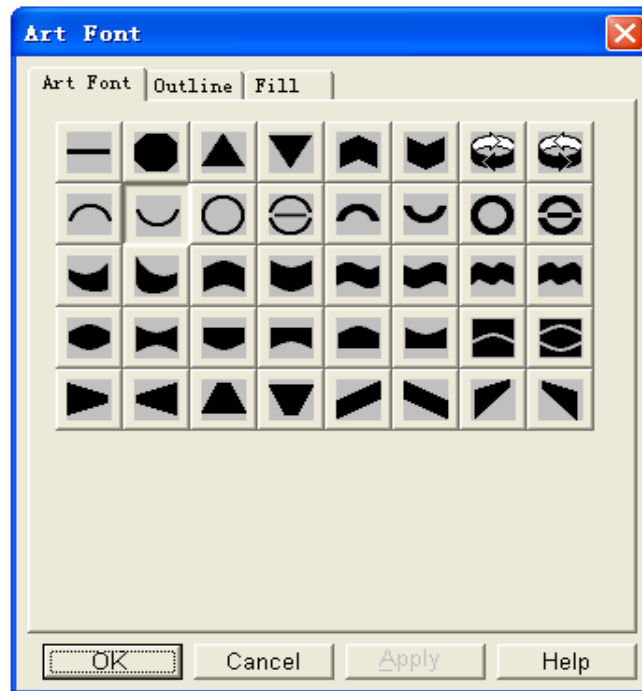
And the **Property Bar** becomes that of Font.

3. Select Font and Size, decide whether Broad or Italic in the Property Bar of Font.

4. Click the button of **Art Font**  on Property Bar of Fond and click the arrow of **Others**. The dialog box of **Art Font**(shown here as in **23-3-1**)appears:

5. Select the art font in the dialog box by clicking the corresponding button.
6. Click **OK**.
7. Input the letters from keyboard.

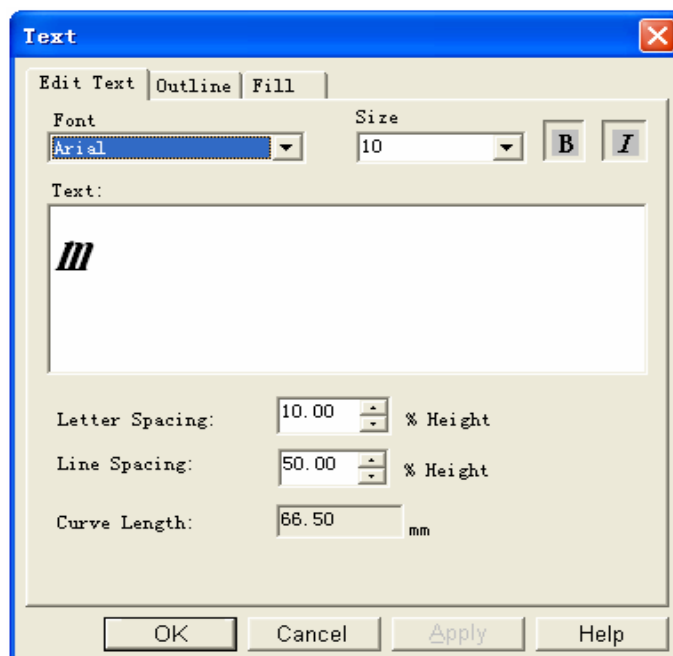
23.4 Editing Art Font



23-3-1

1. Select the art letter to edit with **Pick Tool**.
2. Click the arrow button of **Others** on **Property Bar**.

And the dialog box of **Art Font**(shown here as in 23-4)appears:



23-4

3. Click the Label of **Edit Font** and you can add, delete letters, change the **Word Spacing** or **Line Spacing**.

Please refer to Edit Font for more details.

4. To change the art font: click the Label of **Art Font**. You can choose another type of art font.

5. Click **OK** when finishing editing.

Note:

You can only use the above ways to edit graphic letters. For stitch letters, you can edit them in the same way as modifying stitch objects, or choose the command of **Convert into Graphic** and edit them in the above ways.

23.5 Distorting Letters

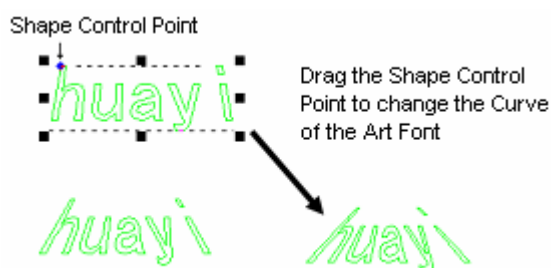
You can modify the letters in different ways---to modify them in the same ways as modifying other objects: select them with **Pick Tool**, adjust the size, rotate, mirror, copy, move, deflect, align, snap and lock, etc(shown here as in **23-5-1**):



When selecting art font with **Pick Tool**, you can change the shape and curve of them by dragging the control points(process shown here as in **23-5-2**):

You can modify the shape of letters with **Shape Tool**: select the letters and they will show in outlines and Edit Node. You can modify

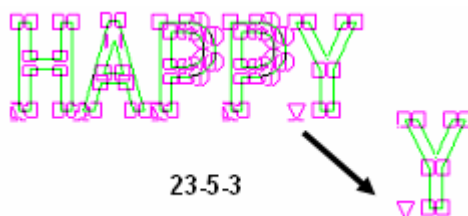
them in the same ways as you modify other graphic objects. Please refer to Modify Shape of Graphic Objects for more details.



23-5-2

And at the lower left corner of each letter, there is a triangle mark.

Drag it to move the letter(process shown here as in 23-5-3):



Dispart letters

Using Dispart function, you can dispart the letters into single objects, each curver segment becomes one single object.

Choose the letters you want to dispart, then click the right mouse button, select Dispart.

23.6 Converting Letters into Stitch Objects

When having created letters, you can select a stitch for them and convert them into stitch objects.

To Select Stitch for Letters

1. Select the letters with **Pick Tool**.
2. Click right mouse button and select **AutoFill**.

Or open **Pattern** menu and select **AutoFill**.

3. Select the stitch to fill in the letter in the pop-up menu.

And the letters will be filled with the selected stitch.

Note:

If there is no such Font Library, the program will remind you (shown here as in **23-6**): Click **Yes** to create the Satin Stitch Letter to the Font Library, click **No** to cancel **AutoFill**.



23-6

Note:

Once the letters filled with stitches, they become normal stitch objects, you can modify their properties in the same way modifying the normal stitch objects.

Chapter 24 Create User's Font Library

It is possible for you to create user-defined letters. They can be any kind of characters, numbers and symbols. You can group them together and save a font library.


You can save a stitches letter of a group of stitches letters into a font

library, or add them to a font library. It is also possible to create a new font library with them.

24.1 Creating Satin Font Library

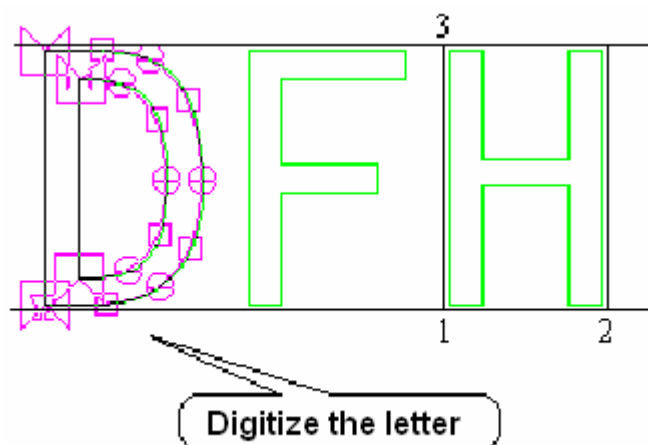
You can create your own Satin Font Library.

To Digitize Letters for Font Library

1. Click **Font List** button  on **Punch Toolbar**.
2. Input the letters for the **Font Library**.
3. Select the letters created with **Pick Tool**.
4. Open **Library** menu and choose **Create Font Library**.

Click at the (first) letter for the digitizing and the program shift to Satin Stitch. To shift to other Input method, press Shift on keyboard. Your digitizing will be snapped to the letter selected automatically.

5. Digitize the letter (shown here as in **24-1-1**).

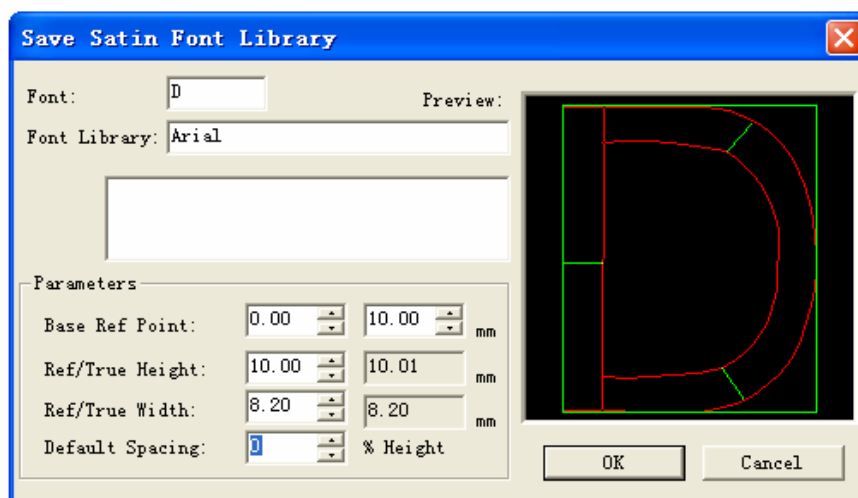


24-1-1

To Save to Satin Library

6. Click right mouse button when finishing digitizing the letter. You can also press **Enter** key on keyboard. The dialog box of **Save Satin**

Font Library(shown here as in **24-1-2**)appears:



24-1-2

7. Input a name for the letter created.
8. Select or create the name for the library to save the letter to.
9. Setup the parameters for the letter.

Each letter has three Reference Points: Reference Point 1 is the Base Point, it decides the width of the letter with Reference Point 2 and decides the height of the letter with Reference Point 3. Before saving the letter to the Library, you need first to define the three Reference Points.

Reference Point 1(the Base Point): the default setting is that it is at the left lower corner of the letter. You can set it elsewhere by clicking at the desired position in the Preview Window with mouse or define it through the boxes of X and Y Coordinate.

Reference Point 2: to decide the width of the letter.

Hold **Ctrl** key and click at the desired position in the Preview Window with mouse or define it through the box of Ref Width. Reference Point 3 to decide the height of the letter.

Hold Ctrl key and click at the desired position in the Preview Window with mouse or define it through the box of **Ref Height**.

10. To Define Letter Spacing

The Letter Spacing is defined with the percentage of the letter height. You can define the letter spacing for each letter so that the spacing for all the letters in the library is defined. Input the value in the box of **Default Spacing**.

11. Click **OK**.

You will be reminded that the letter has been saved to the relative library (shown here as in **24-1-3**).



24-1-3

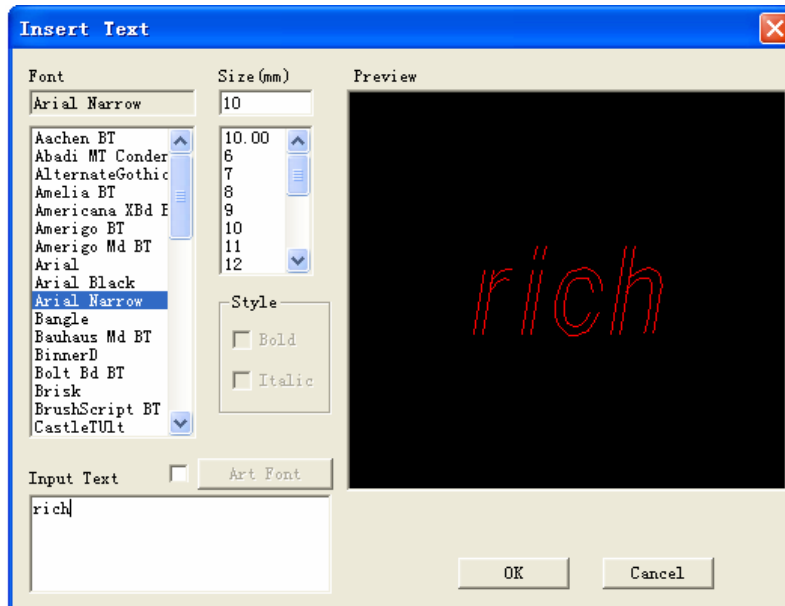
24.2 Loading from User-defined Font Library

You can load from a font library at any time during your digitizing on a design.

To Load from a Font Library

1. Open **Pattern** menu and choose **Insert Text**. The dialog box of **Insert Text** (shown here as in **24-2**) appears:
2. Select the Font Library.
3. Input the letter in the box of **Input Text** (shown here as in **24-2**).
4. Select the Size for the letter.

5. Check or uncheck the boxes of **Bold** and **Italic**.



24-2

6. To load art letters, check the box of Art Font and click the button of it. The dialog box of Art Font appears. Select the art font type in the dialog box.

You can see the effect of the letters input in the Preview Window.

7. Click **OK**.

8. Click right mouse button and choose the stitch type in **Auto Fill** in the pop-up menu.

24.3 Modify User-defined Font Library

You can modify the font libraries or the letters in them. You can rename the library or the letters in it, modify the letter spacing of a letter or other parameters. You can modify or shape a letter with **Pick Tool** or **Shape Tool** and save it to the library. The original letter will be replaced with the modified one if they bear the same name.

To Modify User-defined Font Library

1. Select the object to modify with **Pick Tool** or **Shape Tool**.
2. Modify of shape it in the same way as modifying or shaping other objects.
3. Open **Library** menu and choose **Save to Font Library** to save the modification to the letter.
4. Follow the steps to save a letter to a font library.

For details, please refer to **To Save to Satin Library**.

Chapter 25 Save and Export Designs

25.1 Information of a Design

You can export your designs directly to any disk or the special embroidery disk. You can also export the design directly to the embroidery machines. Before exporting, you may need to examine the information about them or print them or print them out to be a guide to the workers at the machines. To examine the design, you can select **Information**.

To Examine Information of an Design

1. Open the design.
2. Open **File** menu and choose **Document Info....**

And the dialog box (shown here as **25-1-1**) of Document

Information will appear:

3. You can choose to show the information by selecting the items in the dialog box.

4. Click **Close** to exit **Document Information**.

Note:

The information shown in the dialog box cannot be modified.

The information of thread length shown in the Document Information box is counted by the color, while if you want to check the thread information for a DST file by the needle, you should set the needle numbers by yourself at first.

25.2 Generating Outline of a Design

When finishing a design, you can generate the outline of it to examine the size and bounding of it.

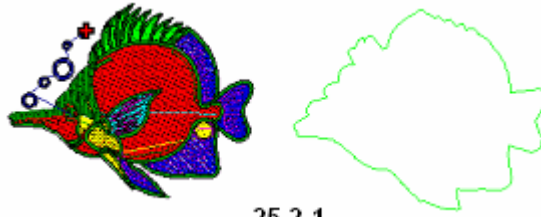
The outline generated is actually a closed circle, you can modify it to get a better effect of the design.

To Generate the Outline of Design

1. Open the design.

2. Open **Patten** menu and choose **Create Pattern Outline**. And the outline of it (shown here in **25-2-1**) will generate around it:

If you are not satisfied with it, you can modify it with **Pick Tool** or **Shape Tool**.



25-2-1

25.3 Pull Compensation

When embroidering the design, the stitches will pull the grounding fabric inwards along the stitches, and at the same time push the extra grounding fabric outwards vertically against the stitches. And due to this, the design might appear more slender when embroidered than on the screen, sometimes even cause unnecessary spaces between the objects in the design.

This can be solved if you use some strong material for the interfacing or add underlay to strengthen the grounding fabric. Besides, you can also use the method of Pull Compensation.

To Adopt Pull Compensation

1. Open **Setup** Menu and choose **Options**.
2. Click the label of **Embroidery**.
3. Check the box of **Pull Compensation** in the dialog box.
4. Input the length in the text box of **length**.
5. Click **OK**.

25.4 Start Point Setup

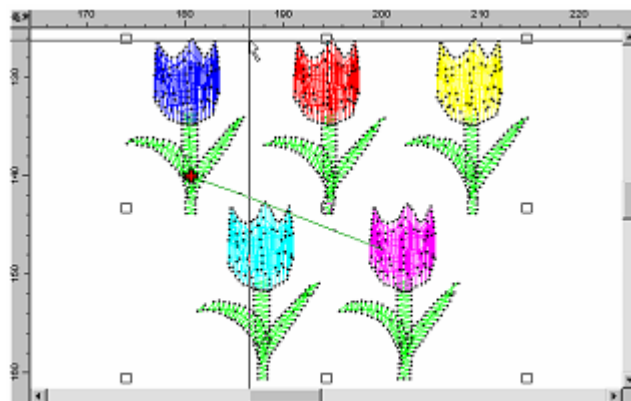
You can set up the Starting Point anywhere in the design you like.

When you select the command of Setup Start Point, the whole

design and the nine points will show on screen. When you drag mouse along, the design will move on screen showing the movement of the taboret of the machine. When you click the mouse at the proper point at the design, the Start Point has been set there. You can set the Start Point at one of the nine points. The nine points are the special points on the design: 4 points at the four corners, four at the center of the four sides, and one at the center of the design.

25.4.1 To Setup Start Point

1. Open the design.
2. Open **Pattern** menu and choose **Setup Start Point**. The whole design and the nine points will show on screen.
3. Move mouse to the proper point and click it. The point is set the Start Point of design(shown here as in **25-4-1-1**).



25-4-1-1

25.4.2 To Set Start Point at One of the Nine Points

1. Follow the above 3 steps.
2. Point mouse at any of the nine points and it will turn from the shape of a square to a diamond, Click mouse and the Start Point is set at

the special location of the design.

Note :

While holding down D key, click at any point, a Input Cursor's Coordinate box appears on the screen, in this way, you can position the Start point accurately.

25.4.3 Cancel Start Point

To cancel Start Point, open Pattern menu and choose Cancel Start Point. The Start Point will go back to the default position on the design: the very beginning of the designing.

25.5 Tape Coding Parameter

To setup tape Coding Parameter

1. Open the design.
2. Open **Setup** menu and choose **Tape Coding Parameter**.
3. Setup the parameter in the dialog box(shown here as **25-5-1**)

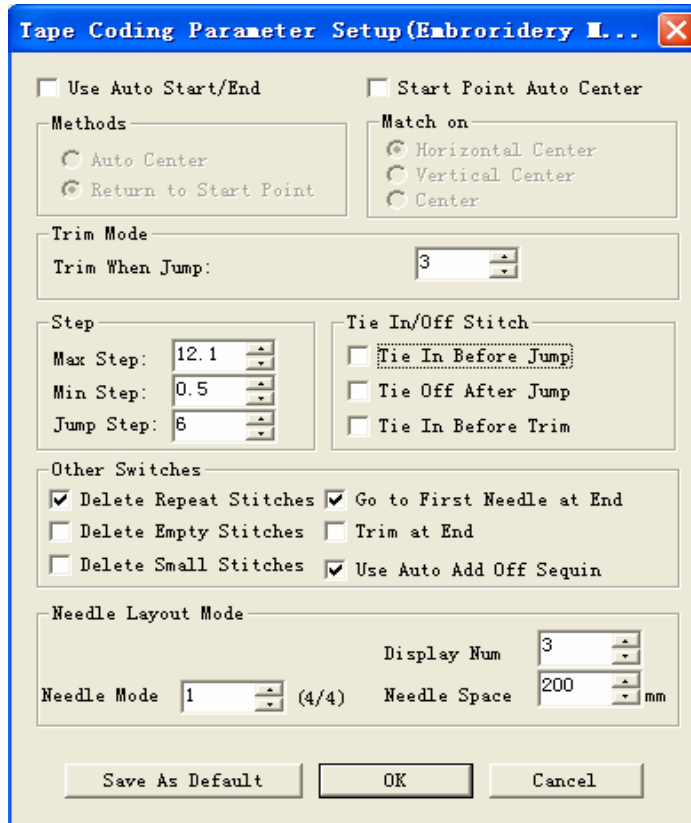
thus appears.

a. Step:

Max Step: the maximum space between two close stitches. It is also the maximum movement of the taboret on the embroidery machine.

Min Step: the minimum space between two close stitched. It is also the minimum movement of the taboret on the embroidery machine.

Jump Step: the embroidery machine carries out jumps according to the value of Jump Step. You can setup the value to your need.



25-5-1

b: Trim When Jump: when jump stitches are over the number, the embroidery machine will carry out the operation of trimming thread.

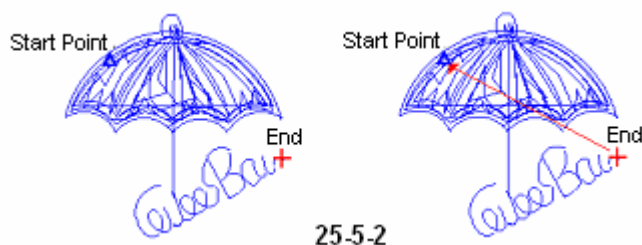
C: Use Auto Start/End: there are two different methods to get the Needle of the embroidery machine back: **Auto Center and Return to Start Point.**

Choose the methods in the option boxes of **Auto Center** and **Return to Start Point.**

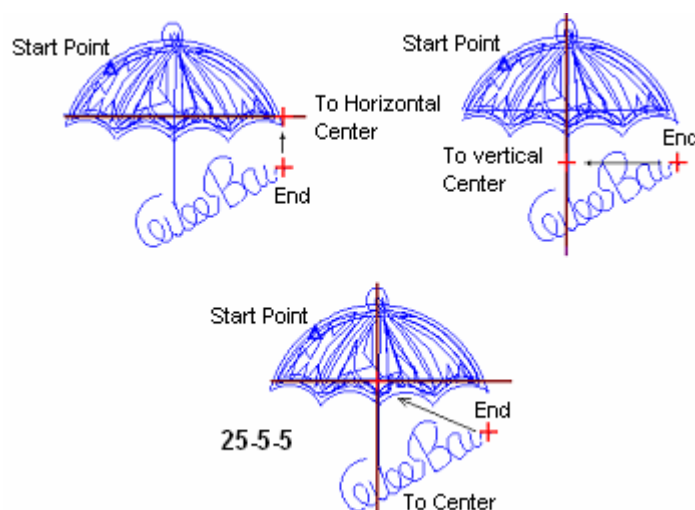
Start Point: after finishing previous design embroidering, the needle of embroidery machine goes back to the Start Point (process shown here as in **25-5-2**).

When embroidering large quantities of the same design, you can set the needle of the machine to go back to the Start Point each time finishing

an embroidery, and in the way, you can guarantee each embroidery is the same.



Center: after finishing previous design embroidering, the needle of embroidery machine goes back to the center. There are three ways to set the needle center: Horizontal Center (25-5-3), Vertical(25-5-4) or Center(25-5-5).



d: Tie in/ off: there are three ways to tie in or off the stitches: Tie in before Jump, Tie Off After Jump and Tie In before Trim.

25.6 Setting Needle /Color List.

You can setup the Needle/Color List when outputting the tape file of your design, so as to reflect the response between the colors and the needles correctly.

To set needle/color list

1. Open **Setting** menu and choose **Options**.
2. Click the label of **Input/Output**, and the dialog box of it appears.
3. Don't choose **Forbid Change Color when Stop**, Click the button of **Set Needle/Color List**, and the dialog box of **Corresponding List of Color and Needle** appears.
4. Click the color to modify and then click at the needle number.
5. Input the needle number for the color.
6. Modify all the other colors in the same way and click **OK** when finished.

Note:

* Check the option box of **Hide unused colors** and the unused colors will not be displayed.

* Check the option box of **Shield unused colors**, the unused color will be displayed on the grayed background and they will not be able to be selected or modified.

* Unchecked either of them, all the colors will be displayed in the order of the **Thread List**.

* If you don't want to change the parameter setup of the active file when saving it to the tape file, choose **Not Changing Current Document When Save As Tape File**.

Tip:

If the check box of Change Color When Stop is enabled, you need not to set needle----- color list any longer, it will change at every Stop function.

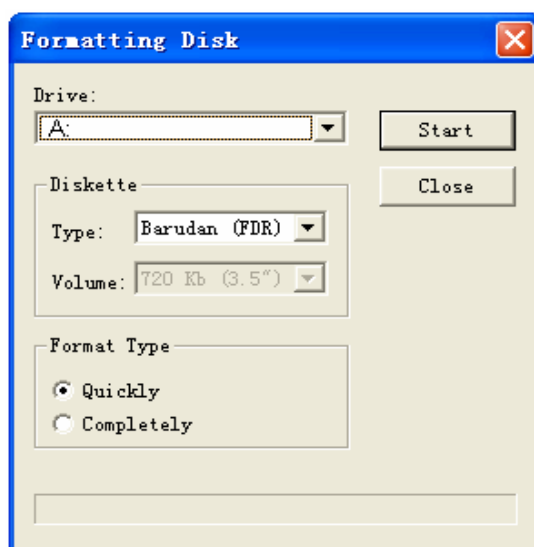
25.7 Embroidery Disk

25.7.1 To Format Embroidery Disk

1. Insert a disk into the driver

Some embroidery machines require disks of double density(DD), while others require disks of high density(HD), Make sure you use the correct type of disk for disk for your embroidery machine.To forma a Embroidery disk of BARUDAN-FDR,BARUDAN-FMC,ZSK-EMB, ZSK-SHUTILE, you must insert a disk of DD to the driver.

2. From **File** menu choose **Embroidery Disk, Format**. The dialog box of **Formatting Disk** appears(25-7-1-1).



25-7-1-1

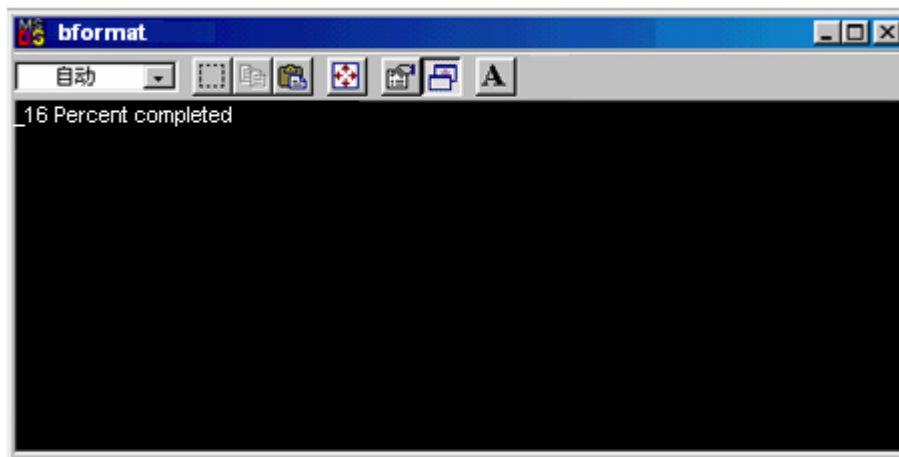
3. Choose the format from the list of **Disk Format**. RDP2000 can

format the following types of Embroidery disks:BARUDAN-FDR, BARUDAN-FMC, ZSK-EMB, ZSK-SHUTILE and MS-DOS diskette.

4. Choose the format type. To format vacant disk or to change the format of a disk, you'd better choose Completely type, while if you only need to clear the date but not need to reformat the disk, you can choose Quickly type.

5. Click **Start** to start formatting the disk.

When you are formatting a special format Embroidery disk, the dialog box of formatting disk of MS-DOS will appear.(25-7-1-2)



25-7-1-2

While formatting a MS-DOS disk, the dialog box of formatting disk of Windows will appear.

6. When finishing formatting the software will remind you “**Formatting disk completed**”, Click **OK**.

7. You can format another disk

Or click **Stop** to finish the formatting.

25.7.2 To Save Design to an Embroidery Disk

You can save the design to a formatted embroidery disk:

1. Insert the formatted disk into the drive.
2. Open the design.
3. Open **File** menu and choose **Save As** from the **Embroidery**

Disk And the dialog box of Save in Emb Disk will appear.

4. Input the file name in the text box of Name.
5. Click **Ok**.

The design will be save in the format of the disk.

25.7.3 To Read in Designs from Embroidery Disk

To Read in from Embroidery Disk

You can directly open a design in a floppy disk with the command of **Open in Embroidery Disk**:

1. Insert the disk into drive.
2. Open **File** menu and select **Open** from **Embroidery Disk**.
3. The program will automatically check the format of the file and show it in the text box of **Type**.
4. The details of the designs in the disk will be listed in the dialog box, such as file name, stitch number, file length, etc.
5. Click the name of the design and click **OK** to open it. Or double click the name of the design.

To Rename a Design in Embroidery Disk

You can rename design or delete it in the Dialog Box of

Embroidery Disk

1. Open **File** menu and choose **Open** from **Embroidery Disk**.
2. Click the name of the file, click it again and it is selected.
3. Input the new name for the design.

The design has a new name.

To Delete a Design from Embroidery Disk

1. Open **File** menu and choose **Open** from **Embroidery Disk**.
2. Click the name of the design.
3. Press the key of **Delete** on keyboard.

And the design has been deleted from the disk.

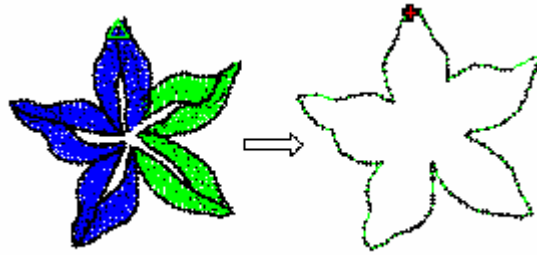
25.8 Creating Outing Positioning Tape

When you have finished a design, you can create the Outline Positioning Tape for it. It might be easier for the workers in the workshop to set the position of the design accurately on the fabric with the positioning tape of the design, and the tape can help to save the supplementary materials.

The Start Point of the Outline Positioning Tape is coincident with that of the design, and the file will be in another window when created.

To Create the Outline Positioning Tape

1. Create a design or open an existing design.
2. Open **Pattern** and then select **Create Outline Tape**. And the outline for the tape created is as follows(process shown as in **25-8-1**):



25-8-1

25.9 Send a Design with E-mail

Using the command of Send you can send the active design as the accessory of a e-mail message to one or a series of users directly in Design Pro2000. But your computer must be equipped with a correct program such as Microsoft Outlook Express or any other a program which can be compatible with Messaging Application Programming Interface.

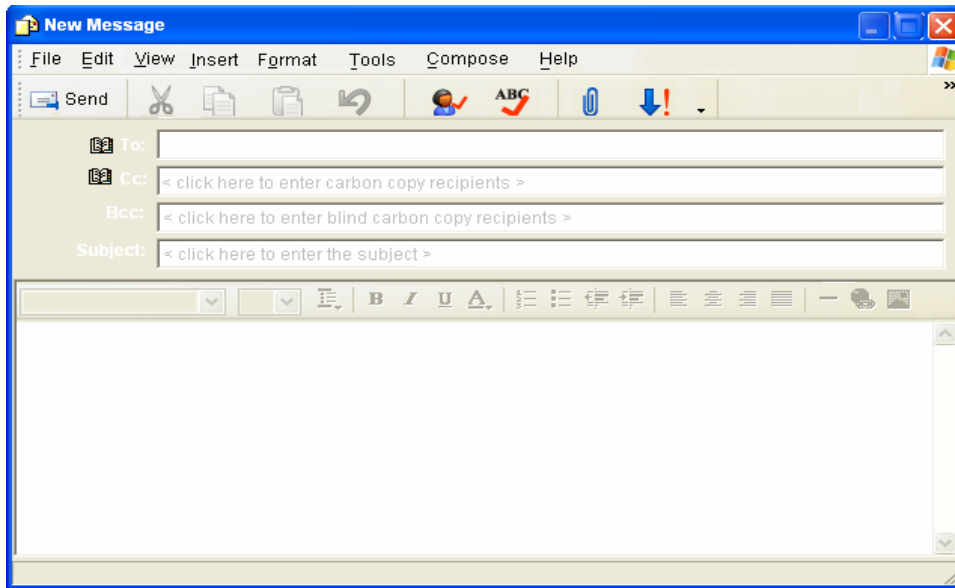
To send a e-mail message

1. Open the design to be send out.
2. From **File** menu choose **Send** command. The dialog box of **New Message** appears on the screen. The design becomes the accessory of the message automatically.
3. In the **To**, **Cc**, and **Bcc** boxes, type the e-mail name of each recipient, separated by a comma or semicolon(25-9-1).

To add e-mail names from the Address Book, click the **To** icon in the **New Message** window, and then select names.

In the **Subject** box, type a message title.

Type your message , and then click the **Send** button on the toolbar.



25-9-1

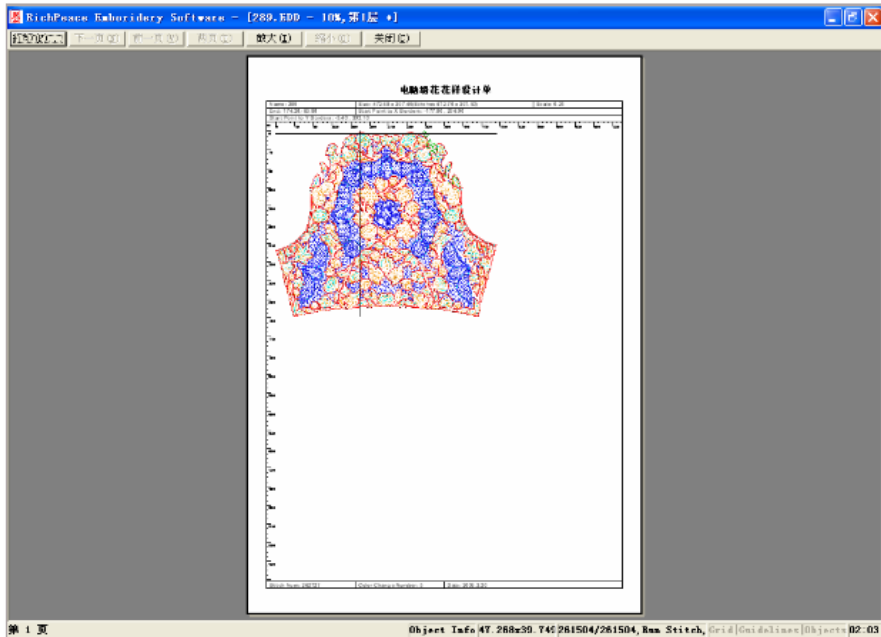
Chapter 26 Print

The Work Sheet is a document including the necessary information about the design. It is very important for the workers in the workshop to correctly comprehend the design. You can print it out for the workers.

26.1 Print Preview

Before printing you can check the effect on screen with **Print Preview** in **File** menu. It is possible to check the details with the **Zoom Function**.

1. Open the design.
2. Open **File** menu and choose **Print Preview**. The design will be shown on screen(show here as in **26-1-1**):
3. Click **Print** to print the design or **Close** to exit to the interface.



26-1-1

Note:

When the design size is bigger than the page size, you could choose to print it in multi pages, click Next Page, Prev Page to view the pages; click Two Pages, two pages will be shown at the same time on the screen.

26.2 Print Setup

Before printing, you need to select a printer and setup the parameter through **Print Setup**:

1. Open **File** menu and select **Print Setup**. The standard Windows dialog box of **Print Setup** will appear. It varies with the different types of printers.

2. follow the instructions and setup the printer and parameter for the present print task .

3. Click **OK**.

26.3 Work Sheet Setup

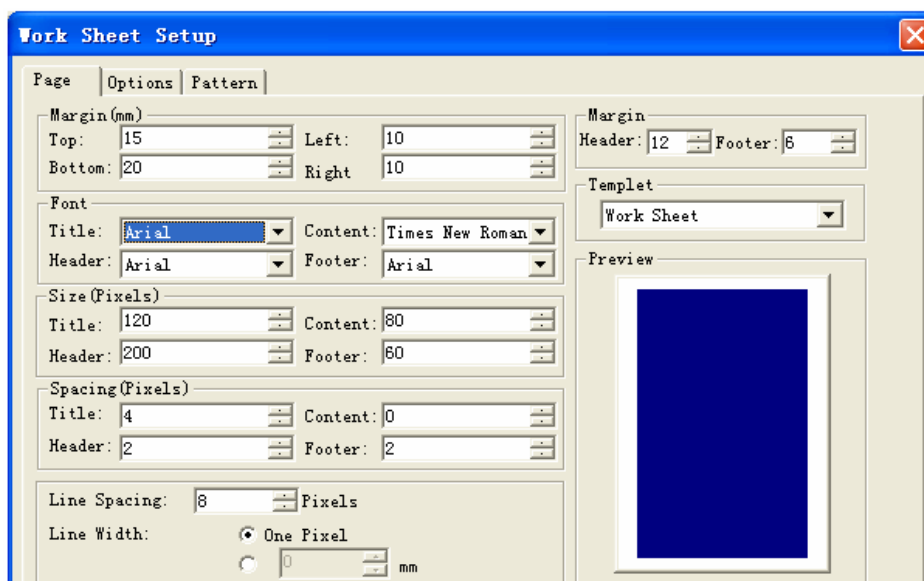
Work Sheet is the link between the designer and the workers. It does not only contain the design itself, but the details like size, color sequence and stitch number of the design. You can select the details to include in the **Work Sheet** about the design.

1. Open the design.
2. Open **File** menu and choose **Work Sheet Setup**.

And the dialog box of Work Sheet Setup appears. There are three labeled dialog boxes and you can setup the parameter through them:

26.3.1 To Setup the Page

Click the Label of Page and you will get into the dialog box of **Page**(shown here as in **26-3-1**):



26-3-1

Select page type in the Comb Box of Template: Default Page or Work Sheet.

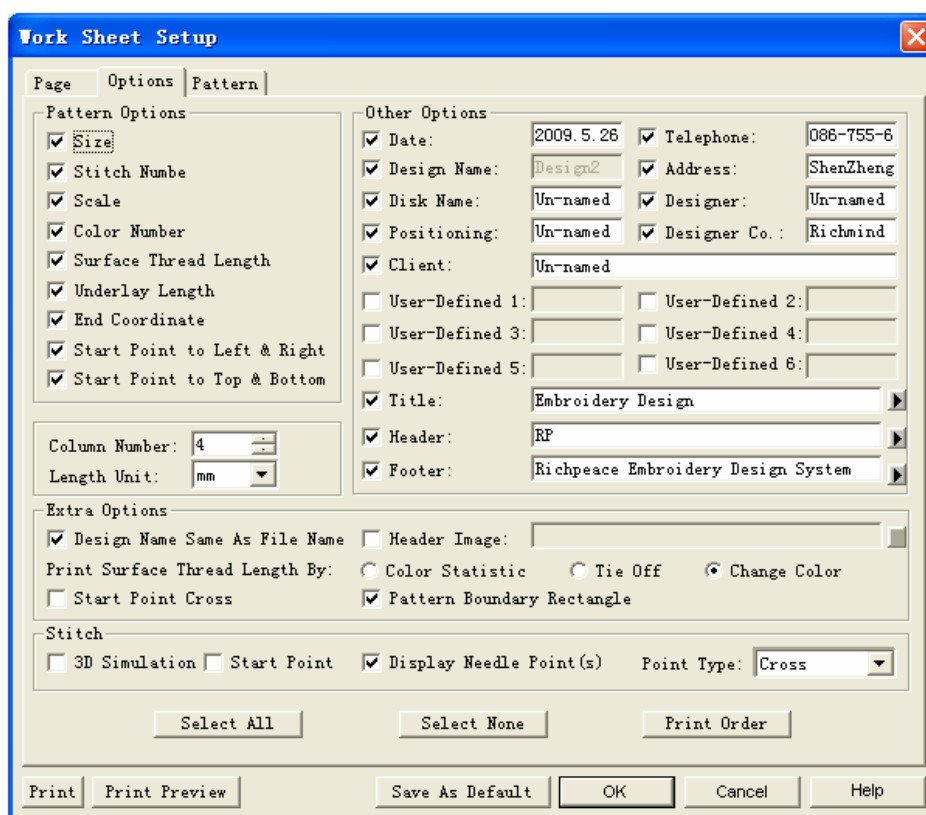
Default Print: only the design itself is printed.

Work Sheet: the design is printed with its details selected.

If you decide to print the Work Sheet, you can go on setting parameter of the page like the header, footer, margin, font and font size etc.

26.3.2 To Select the Print Options

Click the Label of Options and you will get into the dialog box of Option(shown here as in **26-3-2-1**):



26-3-2-1

Select the items to print by checking the boxes and input the text for them when in need.

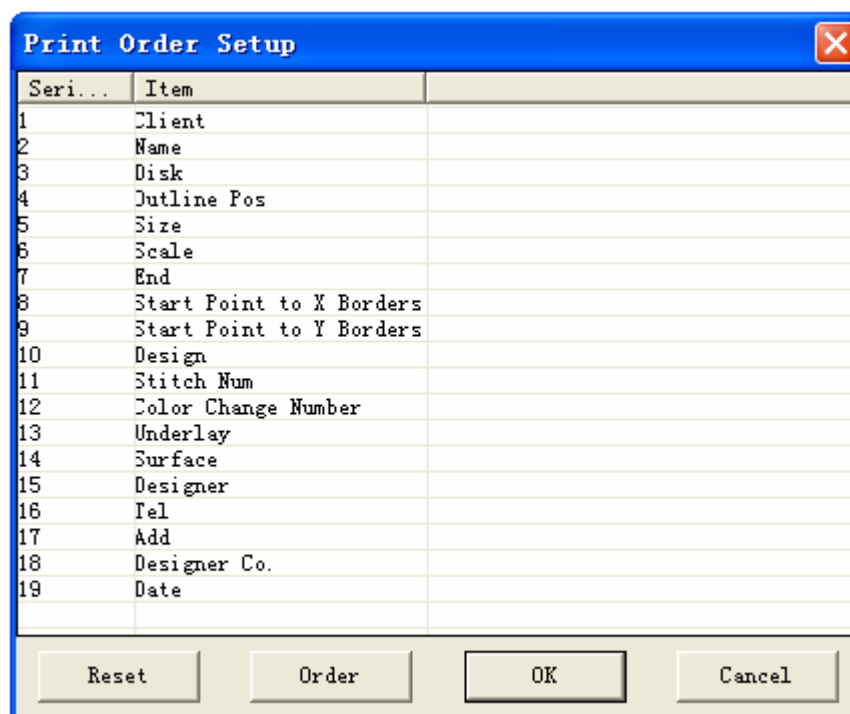
Click the arrow buttons behind the columns of Title, Header and Footer and select the locations for them and the date and time information if necessary.

If **3-D Simulation** is selected, the design is printed in the form of

embroidered product.

You can also choose to include the **Start Point** and **Needle Points** in the Work Sheet. When including Needle Points, you can choose the type of Needle Points: Crosses, Horizontal Lines, Vertical Lines or dots.

Setup Print Order: click the button of **Print Order** and the dialog box of Setup **Print Order** will appear on screen (shown here as in **26-3-2-2**):



26-3-2-2

The names of the items to include in the Work Sheet are listed in this dialog box, you can decide the orders for them to appear in the Work Sheet:

The first item you clicked it ordered the first, and in the same way, the second till the last. The order is show in a new number when you click at the item.

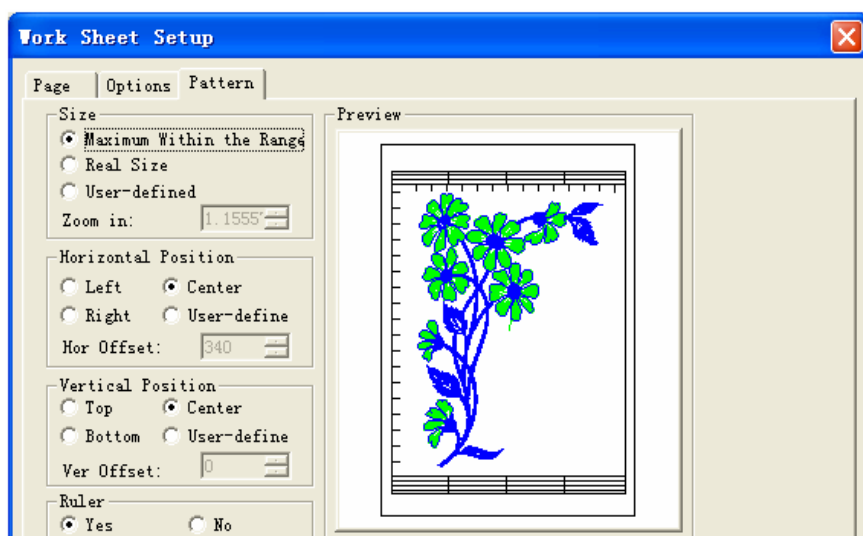
Click **Order** and the items will be arranged according to the order you click the items.

Click **Reset** when you want to stop the previous setting procedure for another round of setting. When clicking Reset button, you will not do any change to the ordering, it only provides you another start of the setting of the order.

Click **Ok** when finish, and you will exit back to the dialog box of **Options**.

26.3.3 To setup the layout of the Work Sheet

Click the Label of Pattern and setup the layout **and size of the design in the dialog box of Pattern**(shown here as in 26-3-3):



26-3-3

Maximum within Range: print the design as large as the blank of the Work Sheet can hold.

True Size: print the design at the size at which it will be embroidered.


User-defined: print the design according to the size you setup.

Note:

If the design size is bigger than the page size and you want to print it true size, you can choose to print it in multi pages.

26.4 Printing

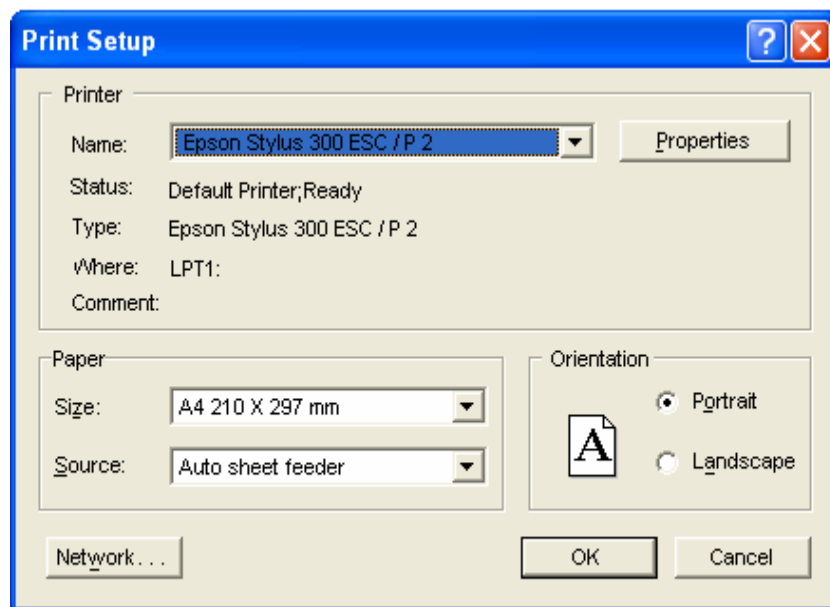
When you feel satisfied with the preview of the design, you can print it out in the form of Work Sheet or Default Sheet:

1. Open File menu and choose Print. 

Or click the button of **Print** in the Standard Toolbar.

Or click the button of **Print** in the dialog box of Print Preview.

And the dialog box of **Print**(shown here as in **26-4-1**)will appear on screen.



26-4-1

2. Setup the parameter and click **Ok**, and the design will be printed out in Work Sheet you have setup.

Note:

You can press the key of Esc to cancel the printing.

Shortcut: **Ctrl + P**

Appendix:

Shortcut Key List	
Shortcut Keys	Functions & Usage
To Select Objects	
Ctrl	Hold Ctrl and click at the objects one by one to select them
Shift	Hold Shift and click the first then the last objects to select the series of objects
Ctrl+ A	Select all objects in the design
Tab	Select the next object, when no object is selected, select the last object.
Shift + Tab	Select previous objects; when no object is selected, select the first object.
Shift + ←	Select a series of objects forwards

Shift + →	Select a series of objects backwards
Backspace	Shift between Pick Tool and Shape Tool
F8	Select object at current stitch position
Shift + F8	Select object at selected stitches with shape Tool

To Modify Objects	
Shift	Press Shift to shift between free and ratio when dragging the handles of an object to scale up or down an object
Shift	Hold Shift when carrying on the command of Copy or Move to copy or move an object based on its Start Point
Ctrl	Hold Ctrl when dragging the handles of an object to scale it up or down based on the center of it.
Ctrl	Hold Ctrl when mirroring an object on get a mirrored copy of it.
Ctrl	Hold Ctrl when dragging an object to copy it
Ctrl + ← → ↑	Move an object, edit node or stitch precisely
Alt + ← → ↑ ↓	Copy the selected object horizontally or vertically
+then ← → ↑ ↓	Copy the selected object once
To Add Graphic Element	

Alt +1	Add Direction Lines
Alt +2	Add Stitch Edge
Alt +3	Add Vector Texture
Alt +4	Add Entry and Exit(DRP format)
Alt +5	Add Satin Texture Edge
Alt +6	Add Twill Texture Edge

Alt + 7	Add Pattern Texture Edge
To Zoom objects	
Z	Zoom to the double of current size
Shift +Z	Zoom to half to current size
Z	Temporary Zoom when in digitizing state
F9	Full screen display
F2	Zoom in all objects in the design window
F6	Redraw
To View Design	
Spacebar	Display or hide needle point
F5	3-D Simulation
F4	Unicolor Display
F7	Slow Redraw
Esc	Stop Slow Redraw

+	Speed up in Slow Redraw
-	Speed down in Slow Redraw
To digitize	
Ctrl	Hold Ctrl to input horizontal, vertical or 45 lines
Backspace	Cancel last input node
Esc	Cancel last input
Shift	Shift among the Input Methods
L	Input Lines

S	Input Spline
A	Input Arcs
Q	Input Quadric Bezier Lines
C	Input Cubic Bezier Lines
Shift	Shift among the lines and curves in the turn of Line, Spline, Arc, Quadric Bezier, Cubic Bezier
Spacebar	Shift between Running Stitch and the selected stitch type
X	Insert Trim Code
To Modify Border	
Shift + S	Shift to Spline from Line
Shift + A	Shift to Arc from Line
Shift + Q	Shift to Quadric Bezier from Line

Shift + C	Shift to Cubic Bezier from Line
Shift + T	Shift to Line or shift between Line and Spline
When there are overlaps on Reference Points, Entry and Exit:	
E	Hold E to select Outline nodes
D	Hold D to select Direction Lines
I	Hold I to select Entry
O	Hold O to select Exit
N	Hold N not to select outline
Tab	Select next node

Shift + Tab	Select previous node
To Browse Stitches	
HOME	To the Start Point of the design
END	To the End of the design
PAGEUP	To next color
PAGEDOWN	To previous color
=	100 stitches forwards
-	100 stitches backwards
↑	10stitches forwards
↓	10 stitches backwards
←	1 stitch forwards
→	1 stitch backwards

To Snap	
F 10	Snap to Grid
F 11	Snap to Guidelines
F 12	Snap to Objects
Shift	Press Shift to shift between free or 45 rotation on objects
Scroll Lock	Scroll Lock
To Draw	
Ctrl	Hold Ctrl to draw regular squares, regular polygons, regular spirals, regular meshes or circles

When drawing with Compound Curve	
L	
S	
A	
Q	
C	
Shift	
To change Background color	
Ctrl +Alt +W	White
Ctrl+ Alt+ B	Black
Ctrl+ Alt+ G	Grey

About Layers	
Ctrl+ Alt+ L	Greate a new layer
Ctrl+F8	Shift to current stitch position layer
Ctrl+ Alt+	Shift current layer
To input Text	
Esc	Finish the input of a string
Enter	Shift to next line
Others	
Ctrl +N	Create a new file
Ctrl +O	Open an existing file
Ctrl +S	Save current file
Ctrl + P	Print current file

Shift + M	Merge files
D	Precise positioning when opening or merging files
Ctrl + Z	Cancel
Ctrl +Y	Redo
Ctrl + X	Cut
Ctrl +C	Copy
Ctrl +V	Paste
Ctrl+ M	Modify Properties
F1	Help

F3	Shift between big cursor and small cursor
Esc	Cancel the commant