

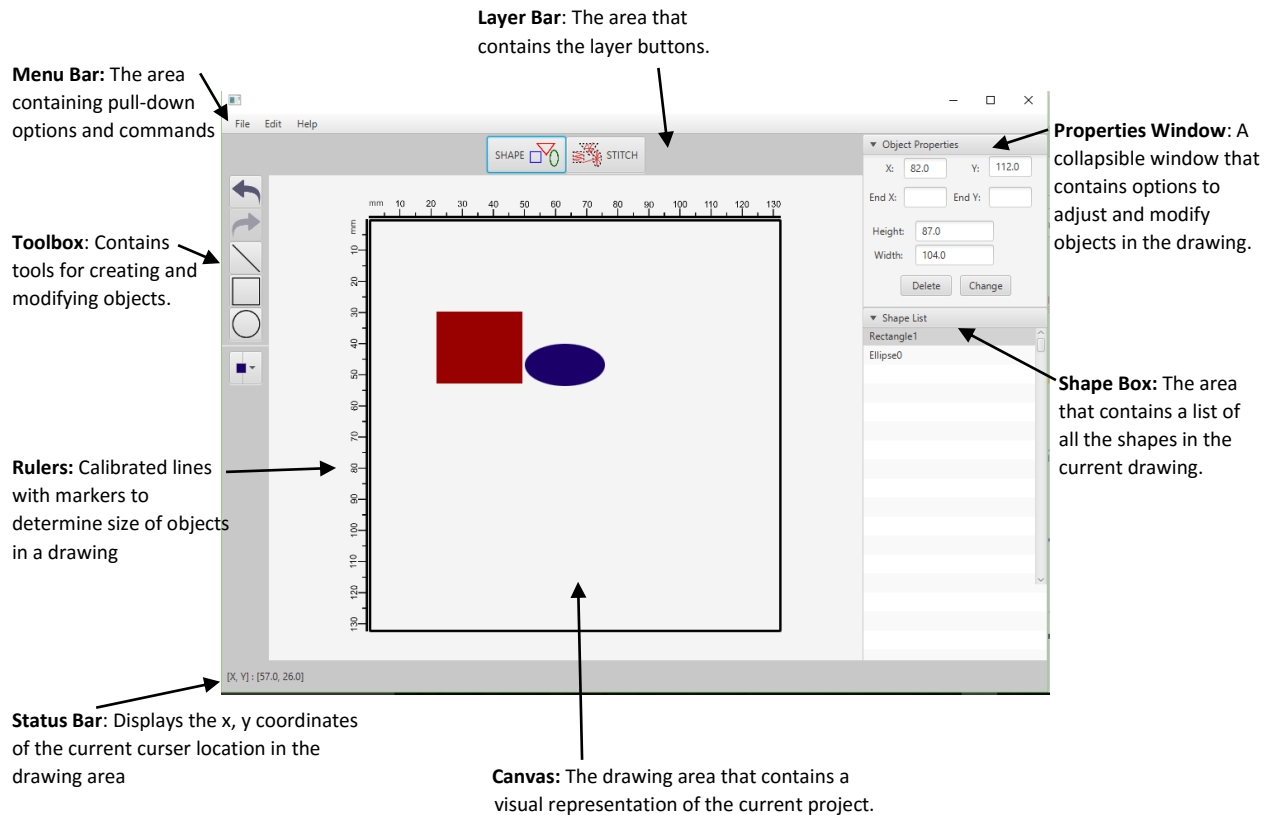
# **EMBROID-IT<sub>1.0</sub>**

## **QUICK START GUIDE**

## Embroid-It 1.0

Embroid-It offers a clean, easy-to-use interface containing simple tools for the user to create and edit embroidery projects.

### Embroid-It Workspace



## Projects

You can easily start a new embroidery project (**File -> New**, or **Ctrl + N**), as well as open a project that has previously been created (**File -> Open**, or **Ctrl + O**). The file management system within Embroid-It also allows you to save your current project (**File -> Save**, or **Ctrl + S**).

## Importing Files

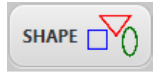
Embroid-It lets you import (**File->Import**, or **Ctrl + I**) PES formatted files to use in your projects.

## Exporting Files

You can export (**File->Export**, or **Ctrl + E**) your projects to be saved as a PES formatted file to use with an embroidery machine. Keep in mind, the PES format is not compatible with all embroidery machines, but is used mainly with *Brother* and *Babylock* name brand machines.

## Layers

Embroid-It provides two layers for viewing your project. You can select either view by clicking the buttons in the Layer Bar:




The *Shape* layer view shows the project as complete shapes with a full color fill.




The *Stitch* layer view shows your project as stitches, allowing you to see the stitch fill in each shape.

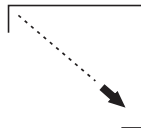
## Drawing Lines and Shapes

### Lines


The **Line**  tool lets you draw straight lines on the canvas with a simple click and drag of the mouse.

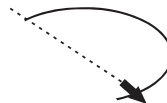
### Rectangles

By dragging diagonally with the **Rectangle**  tool, you can draw rectangles and squares.





### Ellipses


You can draw an ellipse or circle by dragging diagonally with the **Ellipse**  tool.



## Tools

In addition to the drawing tools mentioned above, Embroid-it provides you with a few other tools as well.

You can take back your last action by clicking the **Undo**  button. Similarly, you can re-do any undo action by clicking the **Redo**  button.

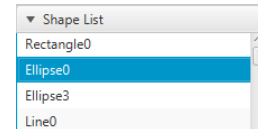
Embroid-it also lets you choose a color for each shape you create. Before shape creation, you can select a color by clicking on the **Color Picker**  tool, and selecting your desired color from the list.

## Working with shapes


Each shape created is stored in the **Shape List** box by their shape name and sequential number in which they were created. For example, *Ellipse0*, would be the first ellipse that was created in the project and would be followed by *Ellipse1*.

### Selecting a shape

You can select a shape by clicking its corresponding name from the **Shape List**. Once the shape is selected, its x/y coordinates, height, and width will be displayed in the **Properties Window** above.




### Moving a shape

You can move a shape by keying in the desired values into the x and y coordinate field, and then click the **Change**  button.




*Note: **Lines** also contain an 'end x' and 'end y' value that represents the endpoint of the line.*

### Resizing a shape

To change the size of a shape, after the shape has been selected, you can change the values in the height and/or width fields. The size will be adjusted when you click the **Change**  button.



### Deleting a shape

To delete a shape from your project, just select the desired shape from the **Shape List**, and click the **Delete**  button.