

# Embroid-It

## Briefing 11

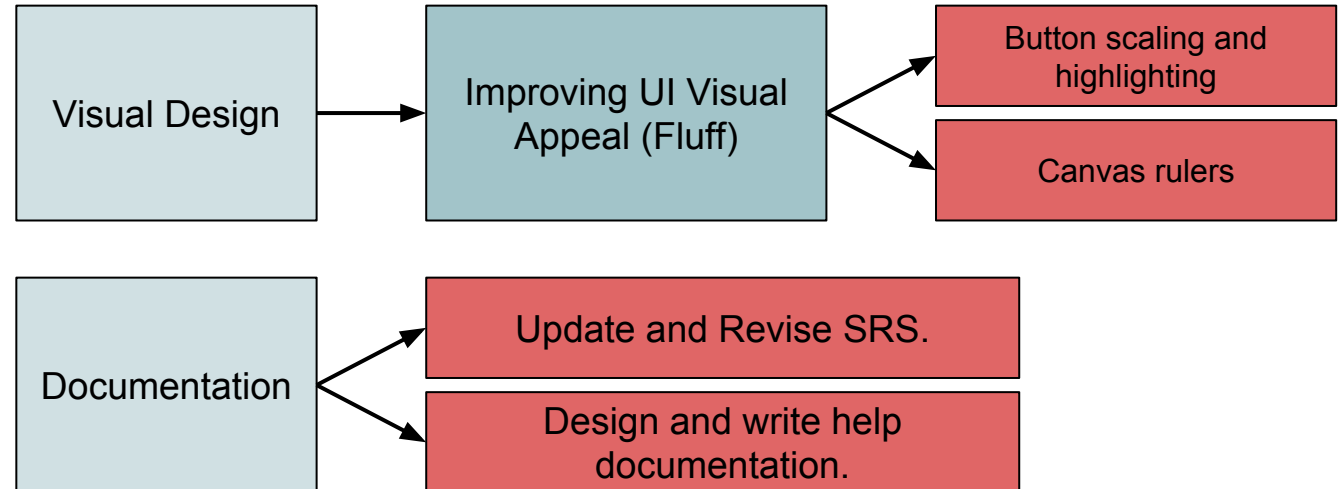
Team 5: Chris Park, Trae Rawls, Nate Owens

# Current Work

# Visual Design & Documentation

## **Nate: GUI Design/Documentation**

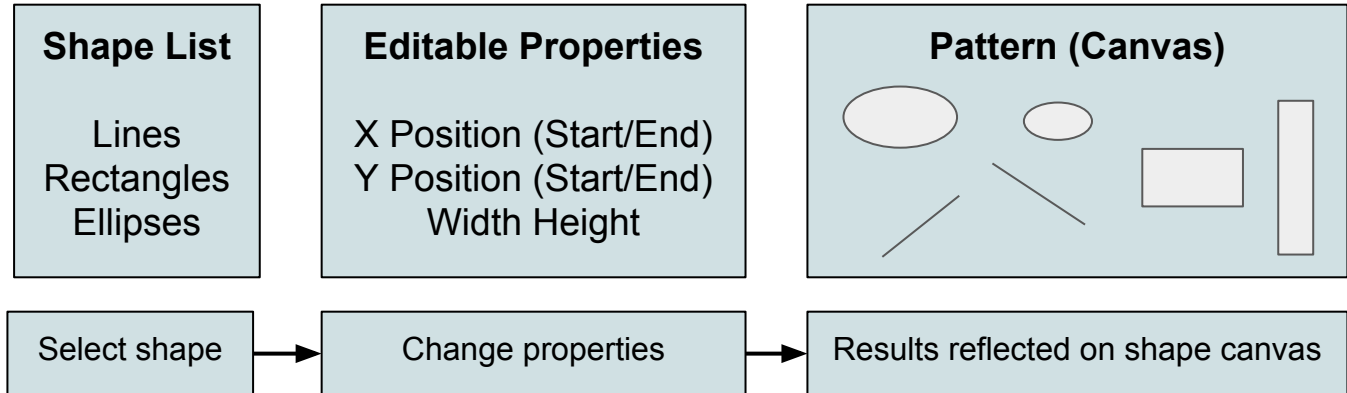
- General Visual Design (Buttons, Scales, Ordering and Arrangement)
- Embedded documentation. (Help - About/Getting Started)
- SRS revision.



# Shape Editing

## Trae: Shape List Management

- Shape Editing now functional.
- Ensuring simultaneous list management for shapes, wrappers and properties editor during all user interaction.
  - Test operations for shapes. (create, modify, delete)



# Export Encoding

## Chris: Embroid-It library

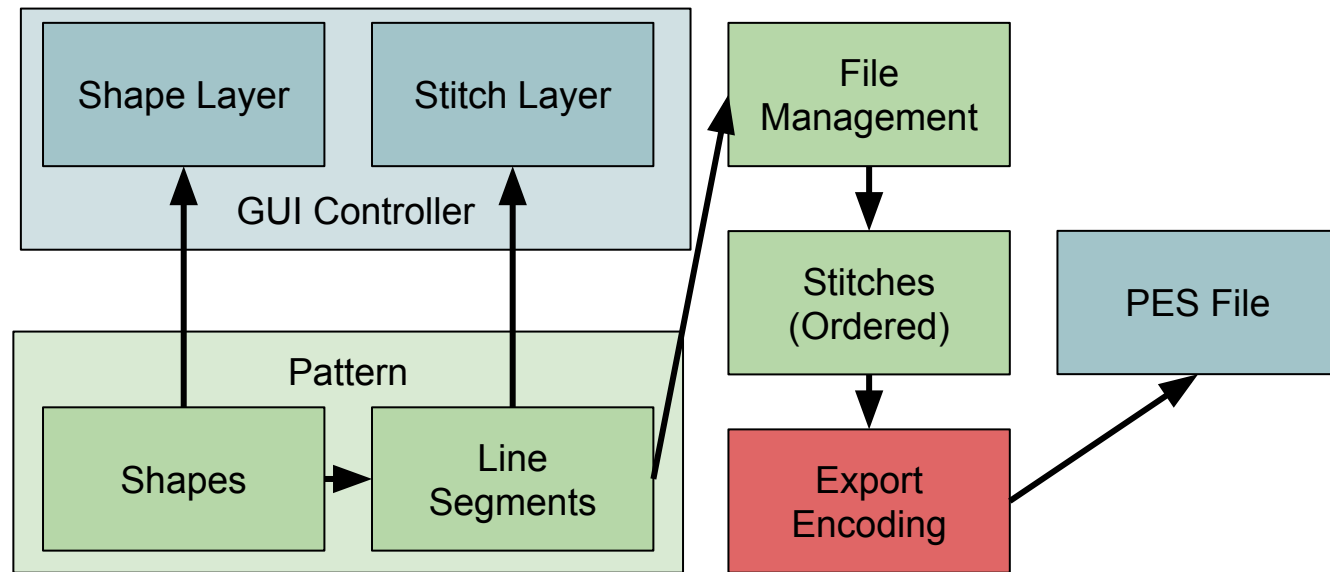
- Export encoding.
  - PECEncoder/PESFormat (coding/value testing)
- Library documentation. (updating Javadocs)
- Extraneous code removal (Temporary debug code/print statements)

### Key

Completed:



Current:



# Build Preview

# Overview

## Menu Items

- New Save Open
- Import PES file
- Help documentation

## Layer Switching

- Display and edit shapes and view resulting stitch fills.

## Shape Drawing

- Draw shape that outline fill stitch patterns.

## Color Picking

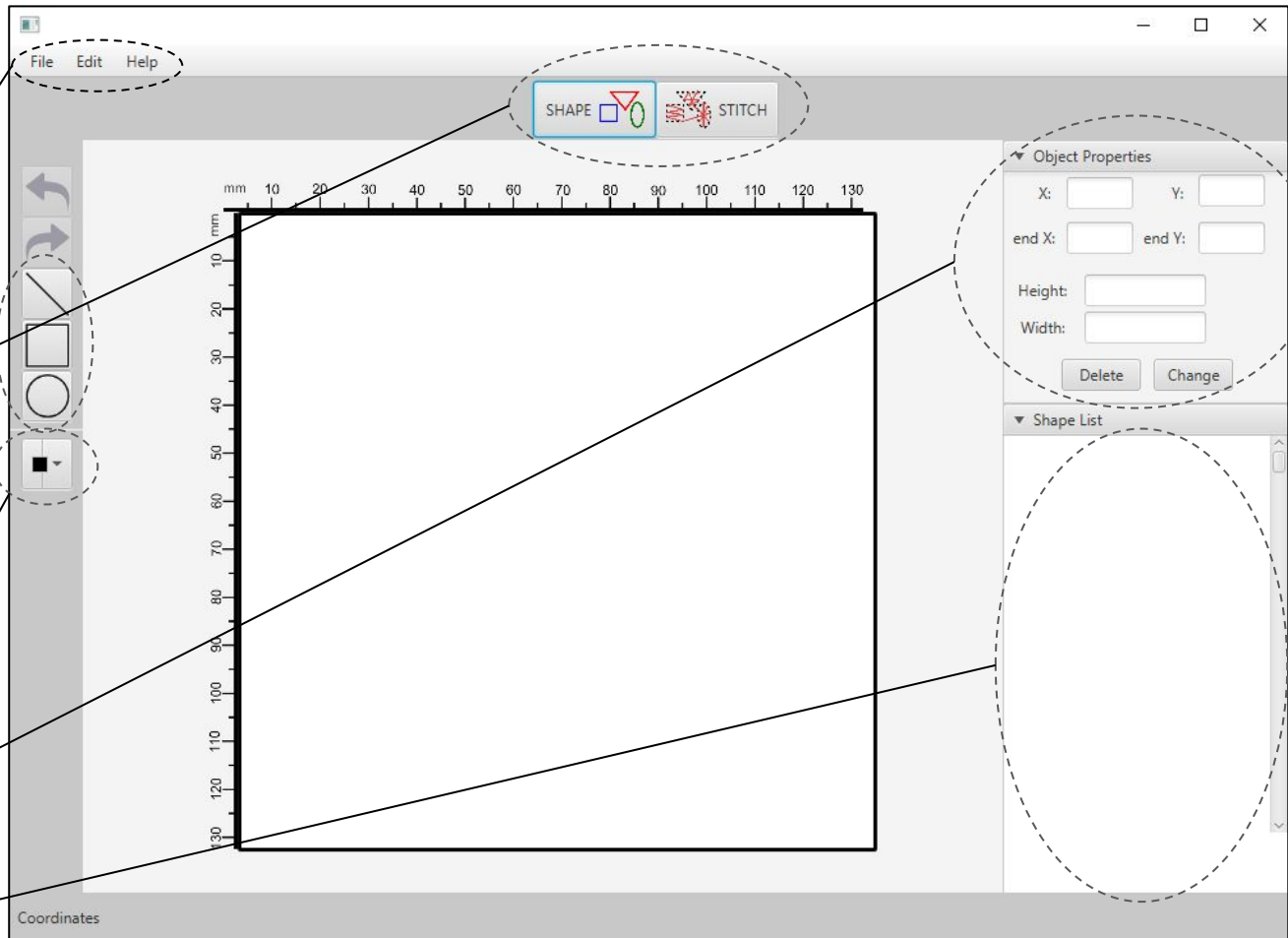
- Customize stitch coloring when drawing shapes.

## Shape Properties

- Changes scale and position of a selected shape.

## Shape Editing List

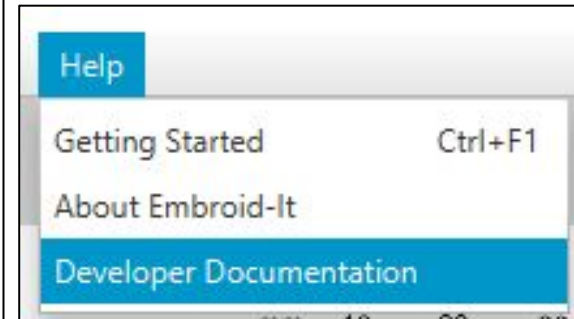
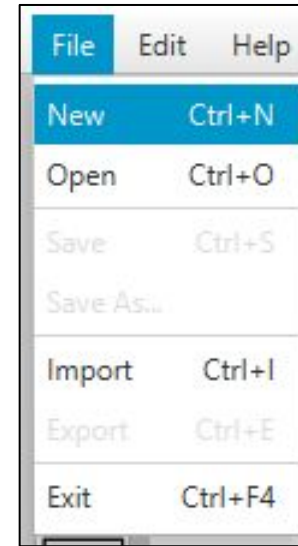
- Select existing shapes to edit.



# Menus

## Menu Features:

- Standard file management
  - New/Save/Open
  - Import PES Pattern
- State Editing
  - Undo/Redo
- Help/Documentation
  - Getting Started Instructions
  - Developer Documentation (Javadocs)
  - About (Repository and resource links)
- Shortcuts (Hotkeys) for all standard menu operations.
- Interactivity properly dependant on program state. (Ex. If a pattern state has already been saved, do not allow duplicate save operations)





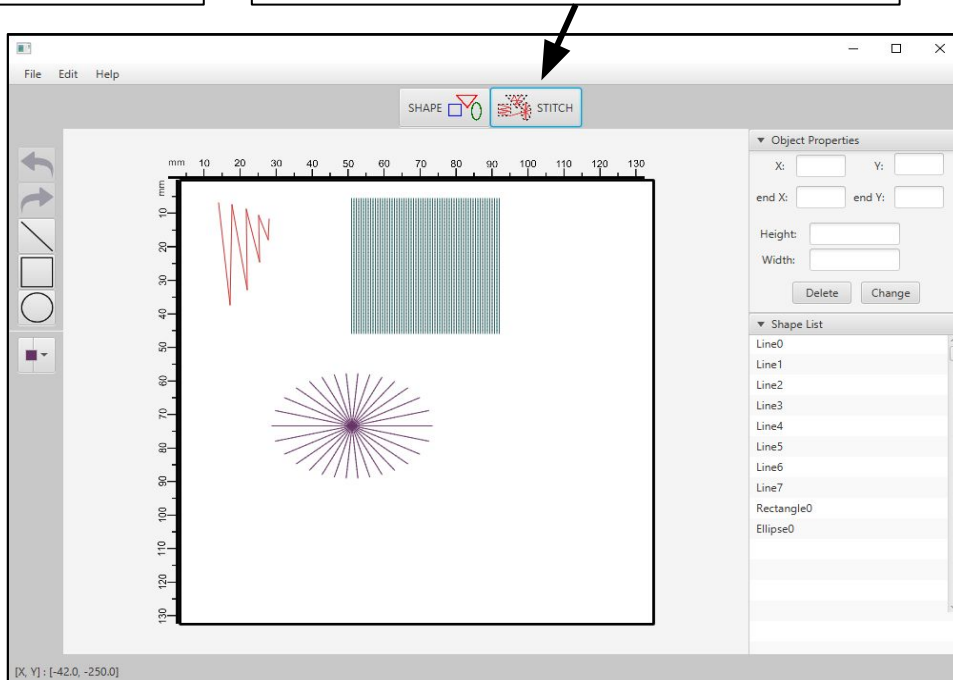
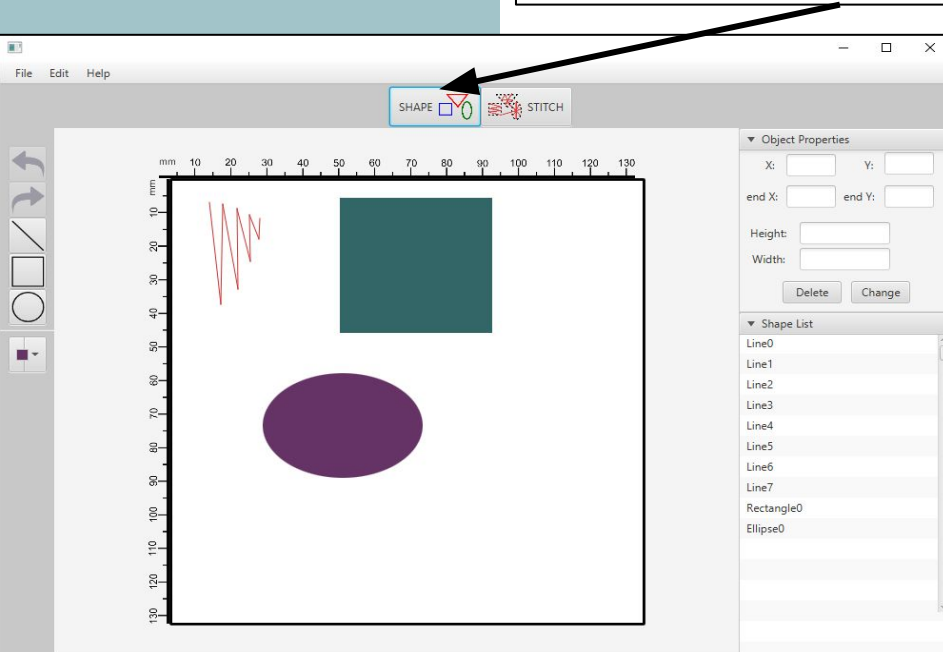
# Layers and Drawing

## Shape Layer

- Select a shape type
- Select a shape color.
- Draw using click and drag mechanics.
- Mouse coordinates tracked in lower left corner

## Stitch Layer

- Switch to the stitch layer to preview a pattern and its shape stitch fills.



# Shape Properties and Editing

## General Use:

- Shape Selection
  - Clicking on a shape in the Shape List displays its properties for editing.
- Shape Changes
  - After property fields have been edited as desired. Clicking “Change” will confirm and implement the changes.
  - Selecting a shape and clicking “Delete” removes that shape and its fill stitches from the pattern.

## Available Shape Properties:

- Line
  - X,Y Starting and Ending bounds
- Rectangle & Ellipse
  - X, Y, starting bounds
  - Width, Height of shape

The image shows a software interface with two panels. The top panel, titled 'Object Properties', contains input fields for 'X' (179.0), 'Y' (22.0), 'end X', 'end Y', 'Height' (151.0), and 'Width' (160.0). Below these fields are two buttons: 'Delete' and 'Change'. The bottom panel, titled 'Shape List', contains a scrollable list of shapes: Line0, Line1, Line2, Line3, Line4, Line5, Line6, Line7, Rectangle0 (which is currently selected and highlighted), and Ellipse0. A vertical scrollbar is visible on the right side of the Shape List.

# Documentation

- Embroid-It Team SRS
- Beginners Guide documentation (In Progress)
- Library documentation for developer use (Javadocs)

file:///C:/Users/Desolis/Desktop/Working Directory/Embroidery/EmbroideryProject/Chrisp/lib/EmbLib/dist/javad

types of software testing

Most Visited Canvas EWU | EWU Libraries MyEwu Video Game Prices &... Tiled TwitchAlerts HabitRPG | Your Life T... Technical Info EWU | CPLA Challenge fkgCoder.com - Java ...

All Classes

Packages

- ewu.embroidit.parkc.fill
- ewu.embroidit.parkc.io
- ewu.embroidit.parkc.pattern
- ewu.embroidit.parkc.shape
- ewu.embroidit.parkc.util
- ewu.embroidit.parkc.util.math

All Classes

- A\_EmbFill
- A\_EmbShapeWrapper
- EmbFillLine
- EmbFillRadial
- EmbFillTatamiRect
- EmbHoop
- EmbMath
- EmbPattern
- EmbShapeDimension
- EmbShapeWrapperLine
- EmbShapeWrapperRadialFill
- EmbShapeWrapperTatamiFill
- EmbStitch
- EmbThread
- EmbUtil
- FileManager
- FormatPES**
- PECDecoder
- PECEncoder
- StitchCode
- VerticalLineSort

OVERVIEW PACKAGE **CLASS** USE TREE DEPRECATED INDEX HELP

PREV CLASS NEXT CLASS FRAMES NO FRAMES

SUMMARY: NESTED | FIELD | CONSTR | METHOD DETAIL: FIELD | CONSTR | METHOD

ewu.embroidit.parkc.io

**Class FormatPES**

java.lang.Object  
ewu.embroidit.parkc.io.FormatPES

public class **FormatPES**  
extends java.lang.Object

This Class opens a .PES file and interprets the stitch data extracted by the PECDecoder class. This data is used to create the stitches for an embroidery pattern.

**Constructor Summary**

**Constructors**

Constructor and Description
<b>FormatPES()</b> Basic constructor that does not initialize any importing functionality.
<b>FormatPES(EmbPattern pattern, java.io.File file, java.util.List&lt;A_EmbShapeWrapper&gt; wrapperList)</b>
<b>FormatPES(java.io.File file)</b> Constructs a pattern from the imported file.

**Method Summary**

**\*\*Library documentation (Pictured above) endeavors to be simple, concise, and informative, giving future developers a clear resource for functionality research..**