Embroid-It
Briefing 9

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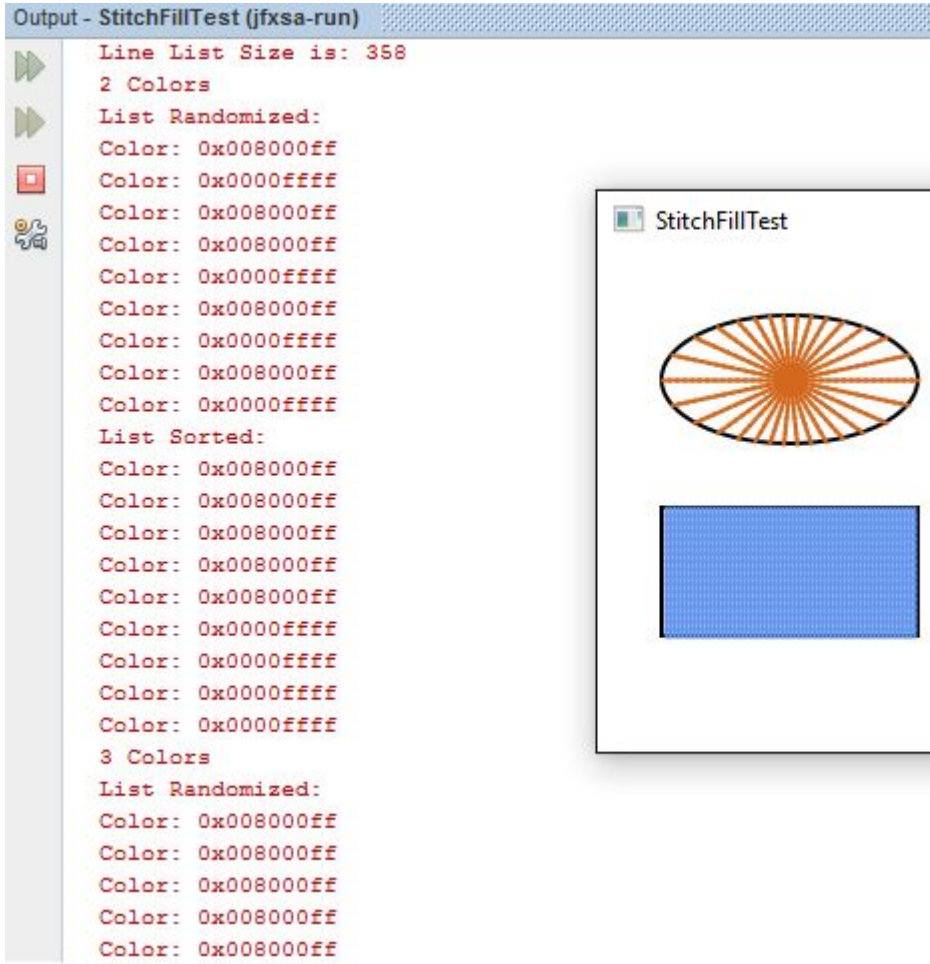
Library

Generic stitch subdivision

- Minimum stitch width of approx 3.78 pixels. (1mm or 10 embroidery units)
- Maximum will not exceed shape bounds.
- User definable.

Shape Color Grouping

- Each iterative pass through the shape wrapper list picks out one color.
- Once all shapes of a single color are gathered, they are removed from the original list and added to a new list.
- This process is repeated until all shapes are sorted. Color ordering is arbitrary.
- Tested for single, odd, and even numbers of different colors.



GUI

GUI Mouse Coordinate Tracking

- Canvas mouse coordinates are now updated as mouse position changes.
- Values are displayed in the GUI.
- Display placement open to design consideration, but likely to be in the bottom bar of the interface.

Shape Creation Draw Preview

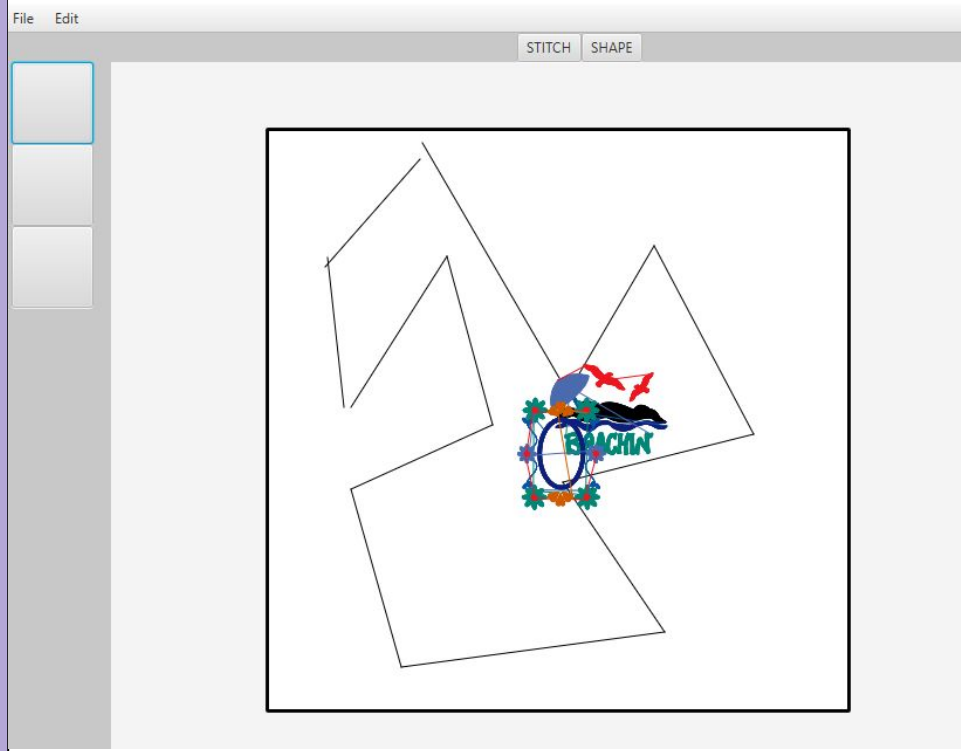
- Visible shape lines shown in real time as drawing occurs.

(Demo? Or Screenshot?)

Scenebuilder - Design and Integration

Scenebuilder

- The Scenebuilder GUI is now integrated into a Netbeans project space.
- The FXMLDocumentController class handles all event driven behavior for a Scenebuilder design.
- Spent a meeting learning the differences in event structure. And how to port draw logic over.
- Integration of user driven events:
  - Line Drawing
  - Layer Switching
  - Stitch Importing



Integrate:

- Remaining shape handlers:
  - Rectangle
  - Ellipse
- Draw Preview.
- Mouse Coordinates.
- Save/Open Menu Functionality.
  - Store/Retrieve Pattern information.

GUI Design:

- Button graphics

Library:

- Jump Stitch Encoding.

Continuing Work