



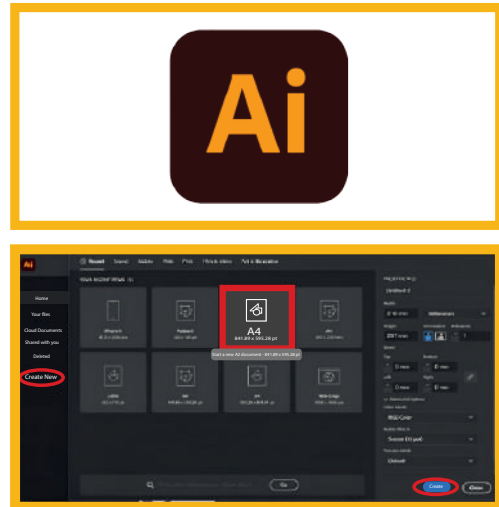
PREPARING DATA FOR BROTHER PR100E EMBROIDERY MACHINE



Data Making with Adobe Illustrator

1

Launch the Adobe Illustrator program. Select “Create New File” then choose size of the artboard.



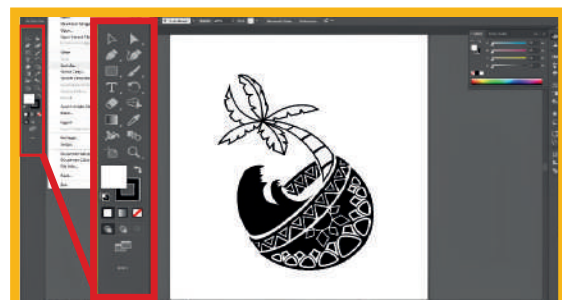
2

To create a design, you can use text, shapes, or import images to be trace. You can use the features of the Ai to make your design better.

NOTE:

Features such as:

Pen Tool - Create paths with precision using anchor points and handles. Shortcut key “P”.



Curvature Tool - Create and edit curve and straight lines easily. Shortcut key (**Shift+~**).

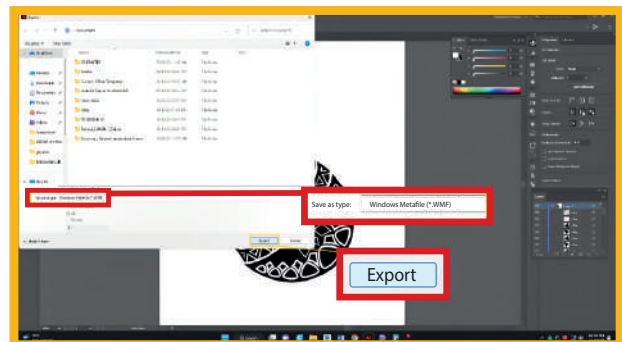
Rectangle Tool - Create squares and rectangles. Shortcut key (**M**).

Type Tool - Enter text at a point or in a container. Shortcut key **T**. Eraser Tool Remove parts of paths and shapes Shortcut key (**Shift-E**).

Shape Builder Tool - Create new shapes by combining and erasing parts of simpler ones. Shortcut key (**Shift+M**).

3

After completing your design in Illustrator, click the "File" tab, choose "Save As" give your file a name, and choose (.bmp,.tif,.jpg,.wmf. or.eps file) from the list of available file types.



FAQ/s

Is there other software to be used?

Any 2D applications can be used such as AutoCad, Photoshop, and etc.

4

Insert the PE- Design 10 key or the allocated Flash drive to the computer.



What kinds of embroidery data file formats are available?

FAQ/s

The embroidery data files bmp., tif., jpg., wml., eps file, can be used in the machine. Using data other than the machine's saved data design may cause the machine to malfunction.

- **Bmp.**

an uncompressed raster file designed to display high-quality images on Windows and store printable photos.

- **Tif.**

s a computer file used to store raster graphics and image information. A favorite among photographers, TIFFs are a handy way to store high-quality images before editing if you want to avoid lossy file formats.

- **Jpg.**

one of the world's most widely used image file formats. Able to compress impressive detail into a shareable file size, JPEGs are most helpful in storing and sharing digital images. They're ideal for social, email, and blog content.

Data Making with PE-Design 10 Software

5

Launch the PE-Design 10 software.



6

Import the vector file/ image data.

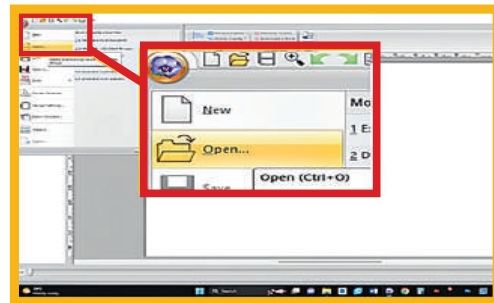
NOTE:

To import file you can also use the following methods.

Method A

1

Click the purple flower icon. Then **“open”**. Select the folder and the file, then click **“open”**.



What types of data are used in the PE DESIGN 10?

FAQ/s

- **Stitch pattern**

Built-in embroidery data (created through a conversion in PE-DESIGN 10).

- **Text pattern**

Data created with the [Text] tools.

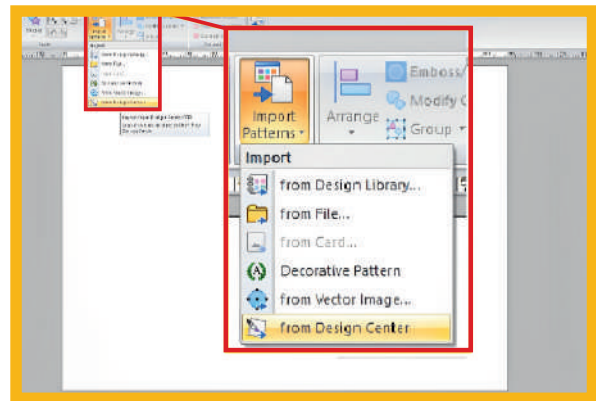
- **Shape pattern (Outline pattern)**

Data created with the Shapes tools. A uniform/multiple sewing direction(s) are applied to the entire region.

Method B

1

From the "Home" tab, go to "Import Patterns" and choose from the categories: "from Design Library", "from File", "from Card", "from Decorative Pattern", "from Vector Image", or "from Design Center".

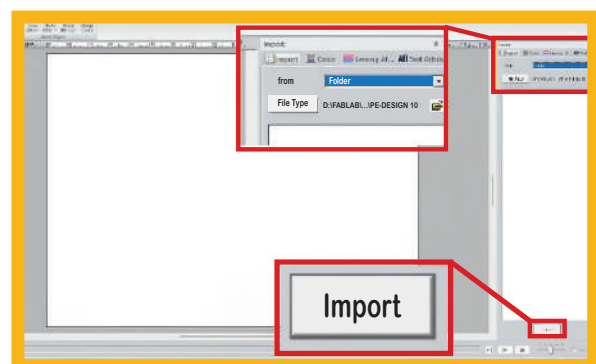


2

The "Import" pane appears on the right side of the screen. Select file to be imported, then click "Import".

NOTE:

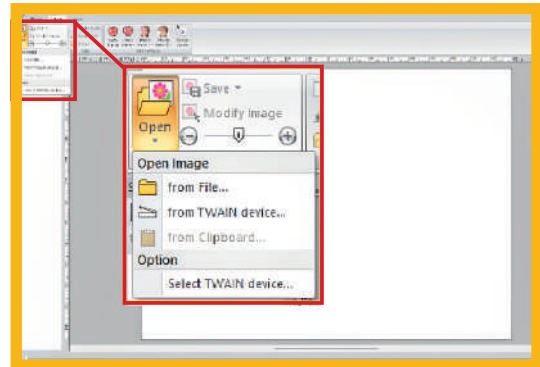
You can also simply click the "View" tab, choose "Import" pane, and then click the "Import" pane.



Method C

1

Import from the "Image" tab, Click "Open", then choose from the three categories: "from a File", "from TWAIN Device"(a scanner), or "from Clipboard".

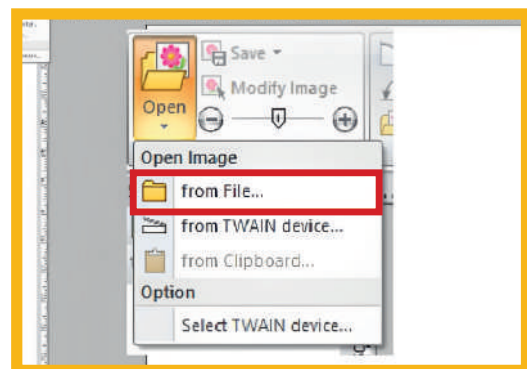


2

Select the folder and the file.

NOTE:

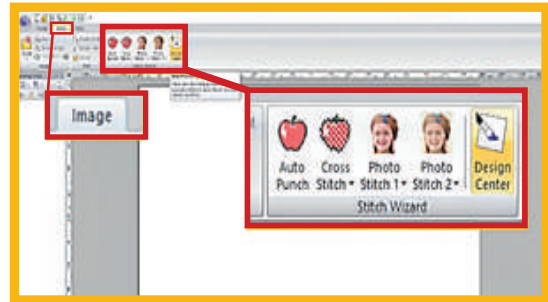
Only select TWAIN device if the device's driver software is present, and select "Clipboard" if any image data has been copied to the clipboard.



Method D

1

From the “Image” tab, go to the Stitch wizards and choose from the categories [from Auto punch], [cross stitch], [from Photo stitch 1] or [from Photo stitch 2].



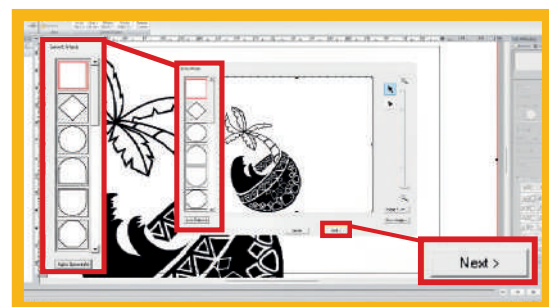
2

Click “Auto punch” in the stitch wizard group.



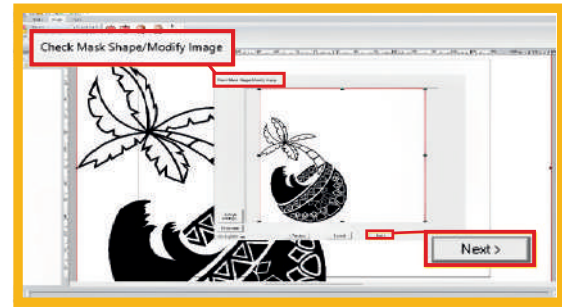
3

Select any of the image mask in the Select mask group. To adjust the size of the mask, drag the handle and drag the mask to adjust its position. Then click “next”.



4

Check mask shape/modify image dialog box will appear where you can adjust the image's location and size. Then click next.

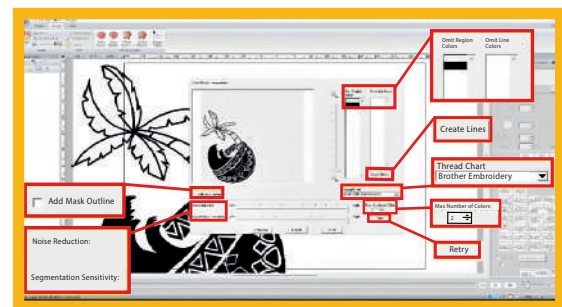


5

Auto punch Parameters Dialog box will appear.

NOTE:

Select the **Noise reduction** and **Segmentation Sensitivity** to High. Adding or reducing the maximum number of colors to be used is optional.



Some guide information of the tools in the PE Design 10 software:

- A. Result view** – that's where the image is seen.
- B. Omit region colors/omit line colors** – this is where to click the colors whether or not they'll be sewn. Colors that are crossed out indicates that is not to be sewn.
- C. Zoom**
- D. Create lines** - press the "create lines" button then "select regions" dialog will appear, the select the areas to be converted to lines then click "Ok".
- E. Thread cart** – select the thread chart to be used.
- F. Add mask outline** – to create line data from the mask outline, click or check the box.
- G. Noise reduction** – sets the lever of noise (distortion) that is remove from the imported image.
- H. Segmentation sensitivity** – sets the sensitivity for the image analysis.
- I. Max. number of colors** – sets the number of colors used.
- J. Retry** – click this button to view the results of the changes.

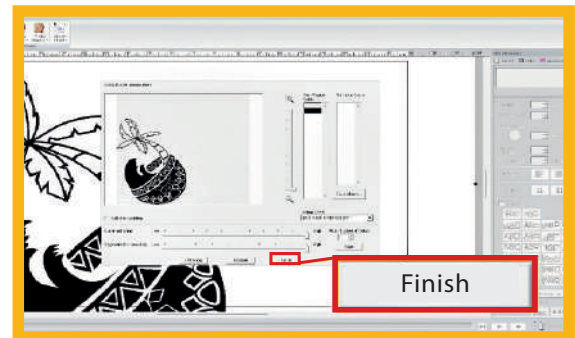
6

Then click “**finish**”

Cross stitch this function creates cross stitch pattern embroidery Images.

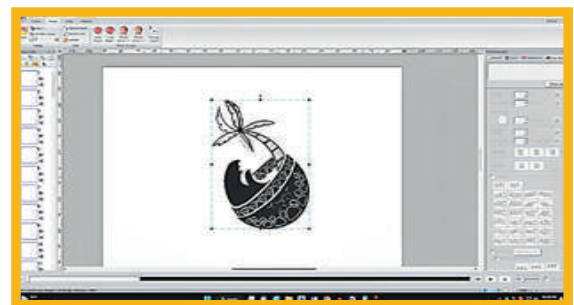
- **Photo Stitch 1** – clicking this function, embroidery patterns can be created from Photos. This type of embroidery patterns created from a photo has detailed and overlapping stitching.

- **Photo Stitch 2** – the embroidery patterns is still created from a photo although in this function, the type of embroidery pattern contains repeating zigzag stitches. This produces a more general rendering than with Photo Stitch 1.



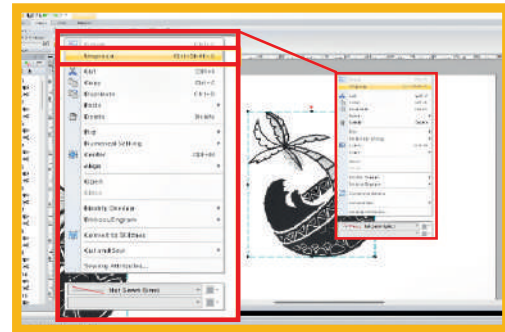
7

Position the image to the center, adjust the size.



8

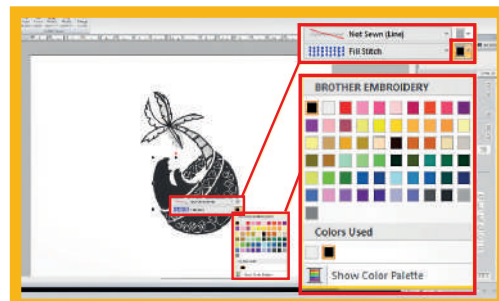
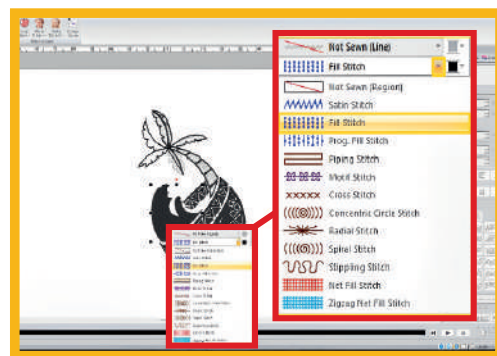
Once the design has been settled, **Ctrl + A** to select all. Then ungroup to separate the icons and to change the stitches and color of or choice.



9

To change the type of stitches and color in the design you can choose in two ways, select an icon and then:

- Right click> click **fill stitch**> choose the type of stitch.
- While to change the color, same steps, right click, then click the right part besides the fill stitch and then pick your color.

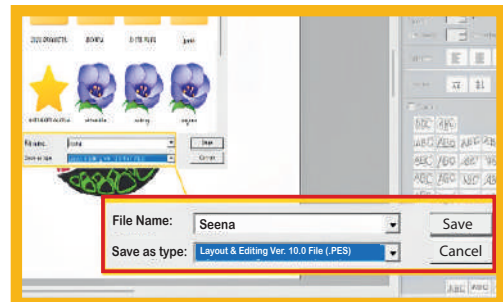


10

To change the angle of the design. **Ctrl + A** > shift/hold/drag.

11

Save your design by clicking the flower(pe design) icon-save as change the tile type to "Layout & Editing Ver.10.0 File (*.PES)" > click "save".



12

Once the design is saved, copy it to the flash drive then eject and unplug the flash drive from the computer.

NOTE:

You can use other flash drive to put your (*.PES) file.



Data Making Using PE Design 10 Software

1

Insert PE-DESIGN 10 flash drive into the computer.



2

Open the PE-Design 10 software.

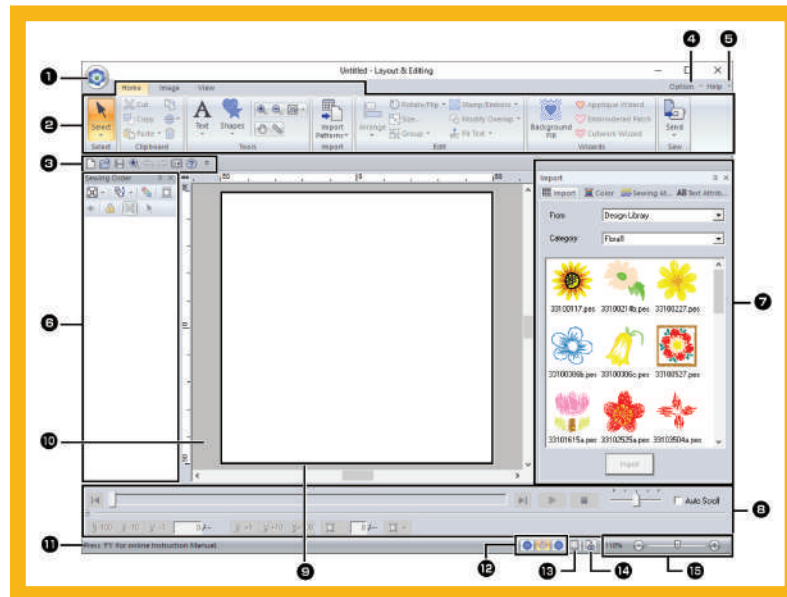
NOTE:

Guide about the tools of PE Design 10 software.



Data Making Using PE Design 10

Guide on the Tools of PE Design 10 Software



1. APPLICATION BUTTON

Click to display a menu containing commands for file operations, such as “New”, “Save”, “Print” and “Design settings”.

2. RIBBON

Click a tab at the top to display the corresponding command. Refer to the name below each group when selecting the desired command. Clicking a command with the mark displays a menu containing a choice of commands. Some other tabs may appear depending on the tool or embroidery pattern that is selected. These tabs contain various commands for performing operations with the selected tool or embroidery pattern.

Data Making Using PE Design 10

3. QUICK ACCESS TOOLBAR

This contains the most frequently used commands. Since this toolbar is always displayed, regardless of the Ribbon tab that is selected, adding your most often used commands makes them easily accessible.

4. OPTION BUTTON

Click this button to start up other applications and specify application settings, such as user thread charts.

5. HELP BUTTON

Click this button to display the Instruction Manual and view information about the software.

Data Making Using PE Design 10

6. SEWING ORDER PANE

This pane shows the sewing order. Click the buttons at the top of the pane to change the sewing order or thread color.

7. IMPORT/COLOR/SEWING ATTRIBUTES/TEXT ATTRIBUTES PANES

This pane combines tabs for importing embroidery patterns as well as for specifying thread colors, sewing attributes and text attributes. Click a tab to display the available parameters.

8. STITCH SIMULATOR PANE

The Stitch Simulator shows how the pattern will be sewn by the machine and how the stitching will appear.

Data Making Using PE Design 10

9. DESIGN PAGE

The actual part of the work area that can be saved and sewn.

10. WORK AREA

Where you work with your design.

11. STATUS BAR

This displays the size of the embroidery data, the number of stitches or a description of the selected command.

Data Making Using PE Design 10

12. VIEW MODE BUTTONS

Click a button to change the View mode.

13. SHOW GRID BUTTON

Click to switch between displaying and hiding the grid.

Data Making Using PE Design 10

14. DESIGN PROPERTY BUTTON

Click to display a dialog box containing sewing information for the embroidery data.

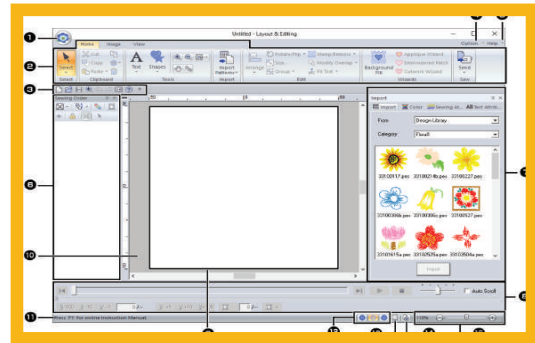
15. ZOOM SLIDER

This displays the current magnification ratio. Click to specify a value for the magnification ratio. Drag the slider to change the magnification ratio.

Data Making Using PE Design 10

3

Create design using the given features such as text and shapes. In shape you can also use pencil for open curve drawing your design directly on the artboard of the PE Design 10 software.

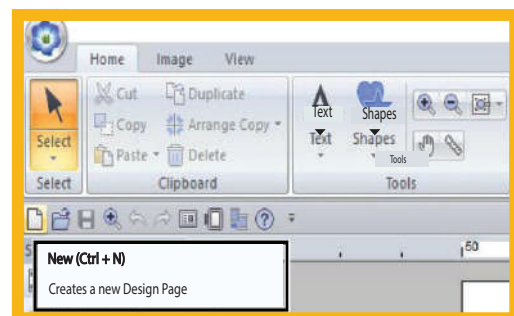


4

After you made your design to select your desired stitches and color you can choose in two ways:

- **Right click > click “fill stitch” > choose the type of stitch.** While to change the color, same steps, right click, then click the right part besides the fill stitch and then pick your color.

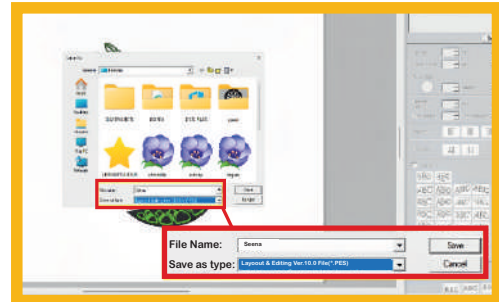
- **Select specific part in your design.** then the shape appears click it then find sew, you can change the type of line and type of sew as well as the color.



Data Making Using PE Design 10

5

Save your design by clicking PE-Design 10 Icon then "Save as" then change the file type to "Layout & Editing ver.10.0 file(".PES") and click "Save".



6

Once the design is saved, unplug the USB from the computer.

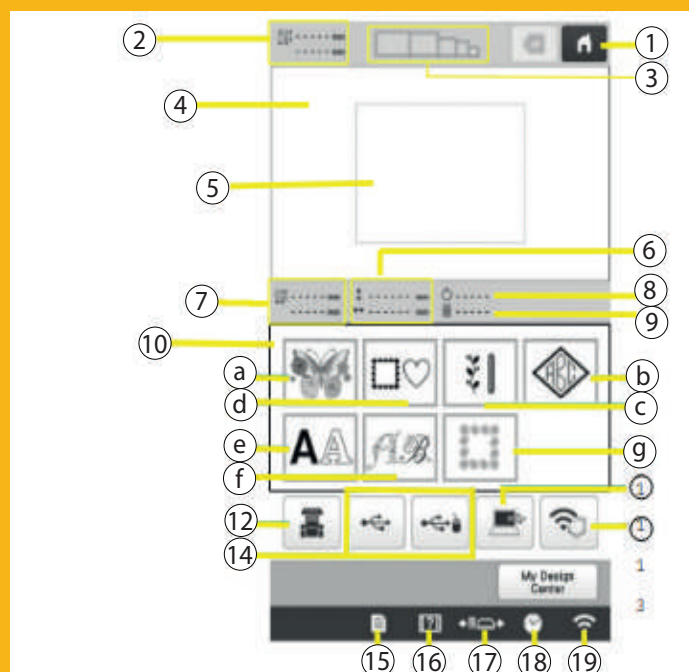


7

Insert the USB into the machine.



Guide information of the embroidery panel tools.



1. Home key

2. Pattern size via wireless network

3. Embroidery frame size

4. Pattern display area media

5. Embroidering line

6. Vertical and horizontal distance from center key.

7. Size of the selected pattern

8. Rotation angle key

9. Number of thread color

10. General Pattern Type

a. Embroidery Patterns

b. Frame Patterns

c. Character Patterns

d. Decorative alphabet Patterns

e. Monogram and frame Patterns

f. Utility Embroidery Patterns/

Large buttonhole patterns

g. Quilting Border Patterns

11. Patterns saved on computer

12. Pattern stored in the machine's memory

13. Patterns to be transferred

14. Patterns saved on USB

15. Setting key

16. Machine operations guide

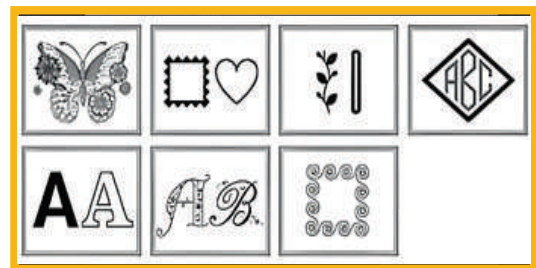
17. Needle bar/Frame move

18. Clock key

Data Making Using PE Design 10

1

In the pattern type selection screen, touch the key of the desired category design such as embroidery patterns, frame patterns, monogram and frame designs, character pattern, utility embroidery patterns/large buttonhole patterns, decorative alphabet patterns and quilting border patterns.



2

Once you touch any category, a list of specific pattern design screen under the selected category design will appear. Touch any of list then touch "Set".



FAQ/s

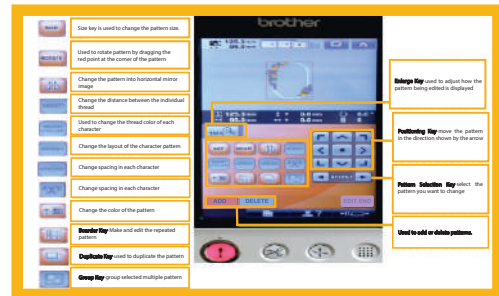
Can the images be inserted into the embroidery machine right away?

No, for this machine, there is a specific software that must be used to create an image/ design, like Adobe Illustrator, then transfer the file to the PE-DESIGN 10.

Data Making Using PE Design 10

3

Edit the selected pattern.



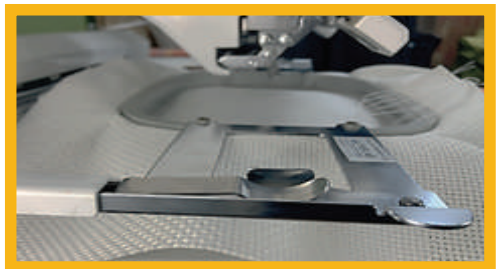
4

Hoop the fabric in frame. stabilizer and the embroidery.



5

Attach the embroidery frame to the machine.



Are there limitations to what fabric is to be used?

FAQ/s

Fabric with large holes/mesh or net fabrics. An example would be Sinamay fabric and Maguey fabrics. They cannot be embroidered properly, so they need pilon cloth placed below the fabric to be embroidered.

Data Making Using PE Design 10

6

Touch the "Edit End", then touch "Sewing".



FAQ/s

What is the best way to import images from Adobe Illustrator or any 2d software into the PE-Design 10?

Vector image data in .wmf file format can be imported from vector image.

Step 1: Save and export your vector image to wml file.

Step 2: Open the PE DESIGN 10 SOFTWARE.

Step 3: Click the "Home" tab.

Step 4: Click "Import Pattern" then click "from vector image".

Step 5: Select the folder and file, and then click "Open".

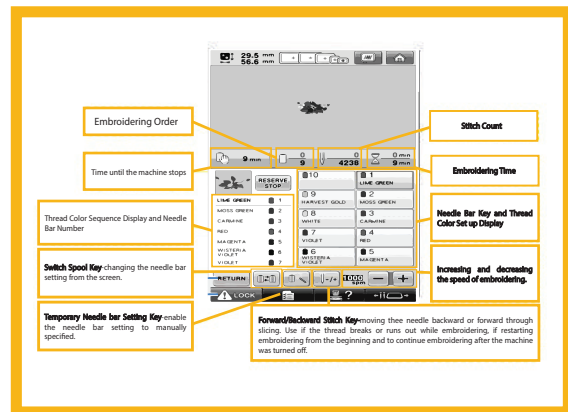
NOTE:

With this method, they can be converted into shape patterns or into embroidery pattern.

Data Making Using PE Design 10

7

Check the embroidering screen and thread the upper threads.



8

Touch “Lock” then press start button to begin embroidering.



FAQ/s

Is there a time limit or duration for embroidery on fabric?

It is dependent on the design to be embroidered. You can increase the speed for faster results, but the quality will not be the same as at normal speed.