PREMIER+ ECQ™

Reference Guide

Mac®

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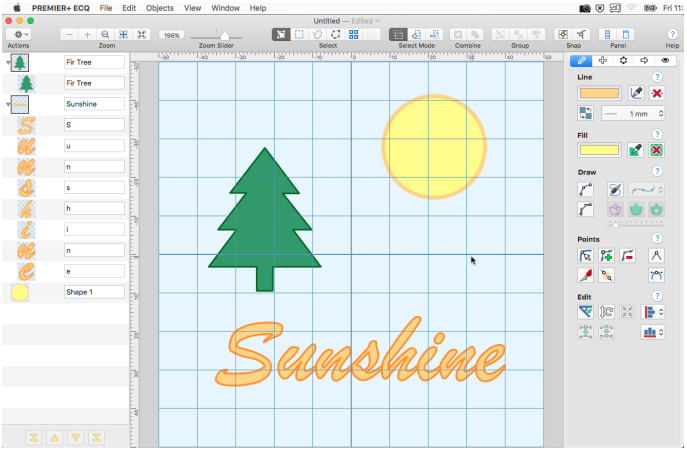
Contents

Welcome to PREMIER+ ECQ™

Use PREMIER+ ECQ™ to create wonderful drawings for embroideries, quilting and cutter designs on your computer.

To get started with PREMIER+ ECQ™ , work with clipart images or create your own pictures using a background picture. Turn these drawings into embroideries and see them on the screen exactly as you will sew them.



Design Choices

Adjust designs using easy editing features: Navigate around the design with the Filmstrip, change easily between lines, fills, stitch types and patterns and so much more.

Open PREMIER+ ECQ™ by clicking its icon in the Launchpad, or by double-clicking its icon in the Finder. The PREMIER+ ECQ™ canvas appears.

Further Information

Reference Guide

The Reference Guide shows how to start the app and provides a quick tour of the main screen. The Reference Guide is supplied in PDF format, ready for printing and contains full reference information. You can download it from www.premierplusecq.com/

Note: To view and print the PDF Guide, you may use Preview which is included in your Mac® OS.

Help

The integrated help contains full reference information. Click the Help button . Where available, a help topic appears that is relevant to the selected item. Alternatively, use the Help menu.

Inspiration and Support

The Inspiration and Support option on the Help tab connects to a website with information on PREMIER+ ECQ™ , and the answers to frequently asked questions. See www.premierplusecq.com/

About PREMIER+ ECQ™

Access via the PREMIER+ ECQ™ menu. The version number of PREMIER+ ECQ™ is given here. You will need this if you contact technical support at any time.

Starting PREMIER+ ECQ™

Click the PREMIER+ ECQ™ icon in the Launchpad.

Double-click the PREMIER+ ECQ™ icon in the Finder.

Close a Document

Use the red close button at the top left.
Choose File > Close.
Press ⌘W

A saved document is autosaved as it closes. If the document has not been saved, the Save on Close dialog appears. See “Save On Close” on page 95.

Close All

To close all documents:

Choose File > ⌥ > Close Window.
Press ⌥⌘W

Minimize and Maximize

Use the yellow minimize button at the top left to minimize the current window.
Use the green zoom button at the top left to switch between a larger and smaller window size.

Quit PREMIER+ ECQ™

When you quit PREMIER+ ECQ™ the open windows are remembered for when the program is next opened.

To quit PREMIER+ ECQ™

Choose PREMIER+ ECQ™ > Quit PREMIER+ ECQ™ .
Press ⌘Q

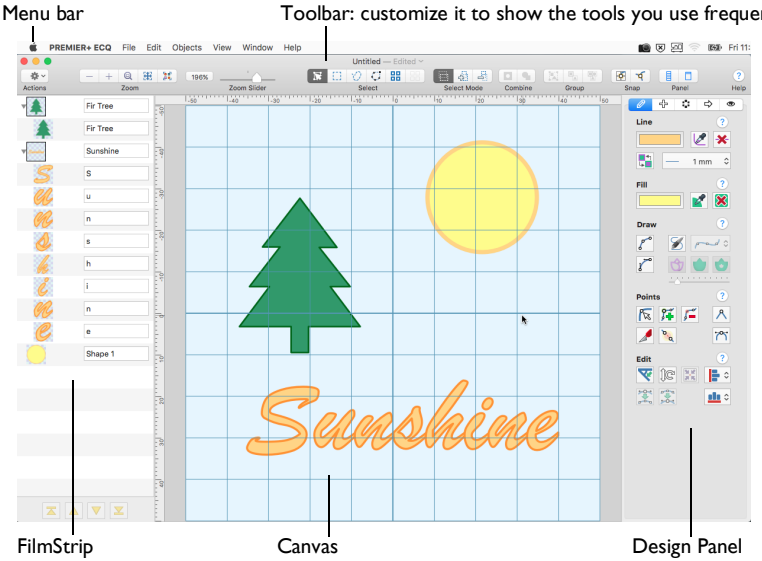
Tools and Techniques 2

Get familiar with the tools you use to create designs with PREMIER+ ECQ™ .

Each design outline that you create with PREMIER+ ECQ™ is an individual document.

The first time you open PREMIER+ ECQ™ (by clicking its icon in the Launchpad or by double-clicking its icon in the Finder), the PREMIER+ ECQ™ canvas appears. This is where you will create and edit your designs.

The PREMIER+ ECQ™ Window



Showing and Hiding Tools

The toolbar gives quick access to the tools needed to create and edit your design. To show or hide the toolbar, choose View > Show Toolbar, or View > Hide Toolbar (⌥⌘T).

The Design Panel gives access to the tools needed to create and edit your design. To show the Design Panel, choose View > Show Design Panel, or click .

The FilmStrip shows the sequence of objects in the design.

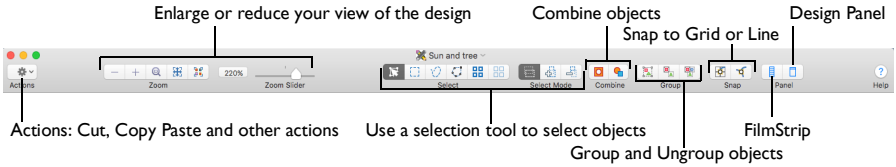
To show the FilmStrip, choose View > Show FilmStrip or click .

Use Open to open drawing files. Choose File > Open (⌘O). See “Insert” on page 4.

The Toolbar

The PREMIER+ ECQ™ toolbar gives one-click access to many of the features you will use as you work in PREMIER+ ECQ™ . You can add, remove, or rearrange toolbar buttons as desired.

The default set of toolbar buttons is shown below.



To Customize the Toolbar

1. Choose View > Customize Toolbar. Alternatively, Control–click in the toolbar and choose Customize Toolbar.
2. Make changes as desired: drag items to add or remove them, to return to the defaults drag the default set, choose an icon/text type from the Show menu, and select the size.
3. Click Done.

Design Panel

Use the Design Panel to use the color worksheet and Filters to select parts of the design to be edited.

To Open the Design Panel

Click the Design Panel button in the toolbar.

Menu Bar

The PREMIER+ ECQ™ menu bar is visible if PREMIER+ ECQ™ is the active window. Each open design has its own document window showing its name.

There are six menus in addition to the Apple ( ) menu and the application menu: File, Edit, Objects, View, Window and Help.

To access the menu options, use the mouse to pull them down from the menu bar.

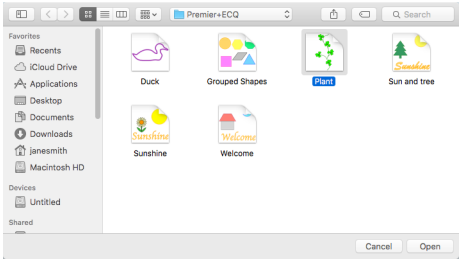
Insert

Use the Insert dialog to insert drawings to edit.

Note: Use Insert to edit a design as part of a new project. Use Open to change the original design. See “Open” on page 92.

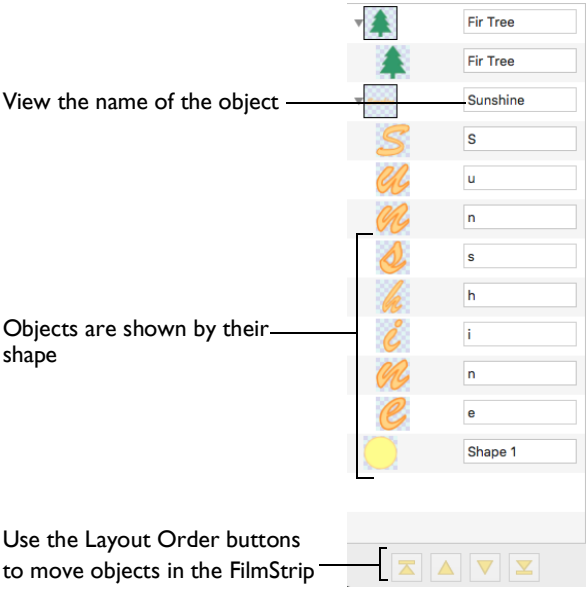
To Insert a Drawing

1. Choose File > Insert.
2. Browse to the desired folder in the Insert Design dialog.
3. Click a drawing to highlight it.
   Files other than drawings are dimmed in the Insert dialog.
4. Click the Open button to load the design.
5. The drawing is placed on the canvas.



FilmStrip

In the FilmStrip you can view the Groups and Paths (line and fill objects) making up the drawing. See “FilmStrip” on page 54.



The Canvas

The canvas is the area where drawings are create, loaded and edited.

The background color can be changed using Preferences. You can also load a background image.

Background Grid

The canvas has a grid. Zooming in or out makes the grid squares look bigger or smaller.

Select the Grid and its Size

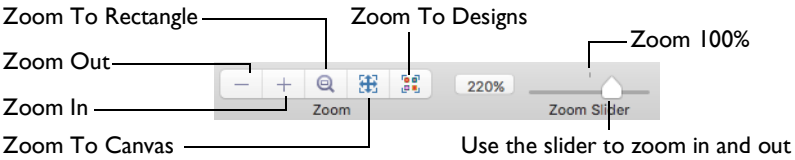
To turn the Grid on or off, in the View Tab of the Design Panel check Show Grid, or choose View > Grid.
To change the size of the grid squares, use the Sub-divisions pop-up menu in the Grid section of he View Tab .

Color Selection

The Line and Fill areas of the Design tab of the Design Panel show the colors used in the design. See “Colors Window” on page 27.

Zooming In or Out

You can enlarge (zoom in) or reduce (zoom out) your view of the canvas.



Zoom To Canvas shows the canvas so that it fills the window. This is the default size. Click the center marker on the zoom slider to see the design at 100% or real size. See “Zooming In or Out” on page 22.

Using Text and Number Boxes

To view changes made in a text or number box, click in another text/number box, or press the Return key.

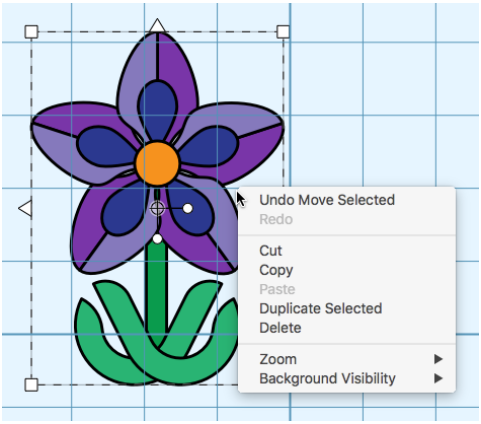
Keyboard Shortcuts and Shortcut Menus

You can use the keyboard to perform many of the PREMIER+ ECQ™ menu tasks and commands. See “Keyboard Shortcuts” on page 125.

Many commands are available from shortcut menus accessed from the design you are creating.

To Open a Shortcut Menu

Press the Control key while you click on an object in the canvas or FilmStrip. Right-click on the mouse or trackpad.



Keyboard Shortcuts

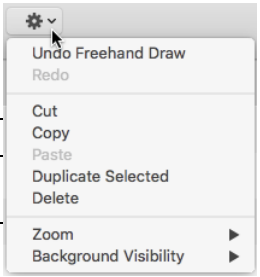
Shortcut key codes

↵	Return key
⌘	Command key (cmd)
⇧	Shift key
⌦	Delete - full sized keyboard only
^	Control key (ctrl)
⌥	Option key (alt)
⇥	Tab key
←	Left arrow
→	Right arrow
↑	Up arrow
↓	Down arrow
fn	Function key
⌫	Delete back key (backspace)

Note: On Mac portable keyboards use Function–Delete or Function–Backspace (fn ⌫) to delete an object.

Actions Menu

You can use the Actions menu to get quick access to many functions.



Actions menu commands:

Undo	Reverse the last action.
Redo	Reverse the last action that was undone by Undo.
Cut	Remove the object or block from the work area and place it on the Clipboard.
Copy	Make a copy of the selected object or block.
Paste	Paste the object or block on the Clipboard.
Duplicate Selected	Make a copy of the selected object or block and paste it on the canvas.
Delete	Delete the selected object or block.
Zoom	Select your desired magnification.
Background Visibility	Set visibility for the active background to a range of levels.

Different options are available, depending on what is selected.

To open the Actions Menu

Click Actions on the toolbar. The Actions pop-up menu opens.

PREMIER+ ECQ™ Terms and Conventions

On-screen pointers

The mouse pointer is most commonly shown as an arrow on the screen. The following pointers are also used:

	I-beam	Used when entering text, e.g. when entering lettering.
	Move	A four-headed arrow is used when the pointer is over the selection box for one or more blocks.
	Zoom To Rectangle	Used to drag an area to zoom in to.
	Adjust/Resize	A diagonal double-headed arrow is used when the pointer is over the square corner handle for a selection box.
	Rotate	Used when the pointer is over the Rotate handle on a selection box.
	Horizontal	A horizontal double-headed arrow is used when the pointer is over the flip horizontal handle on a selection box.
	Vertical	A vertical double-headed arrow is used when the pointer is over the flip vertical handle on a selection box.

	Box Select	The Box Select pointer appears when Box Select is chosen.
	Freehand Select	The Freehand Select pointer appears when Freehand Select is chosen.
	Point Line Select	The Point Line Select pointer appears when Point Line Select is chosen.
	Measure	The Measure pointer appears when the Get Length function is selected.
	Pick Color	The Pick Colors pointer appears when picking colors from a drawing or the background image.
	Cross	The Cross pointer is used to select part of the picture.
	Place Point	The Place Point pointer appears when adding points to a line with the Point Line functions, and when converting Corner points to Curve points.
	Bezier Mode	The Bezier Mode pointer appears when you draw lines with Bezier Draw.
	Convert Points to Corner	The Convert Points to Corner pointer appears when you change the selected point in a Bezier line to a Corner point.
	Adjust Points	When nodes placed by the Freehand functions are adjusted, the pointer becomes a small cross.
	Insert Point	The Insert Point pointer appears when inserting points into an existing object line.
	Remove Point	The Remove Point pointer appears when removing points from an existing object line.
	No Entry	The No Entry pointer appears when the pointer is outside the editing area.

Dialog Controls

The following control symbols are used in many dialogs.

	Proportional
	Non-proportional
	Rotational Slider

Information Symbols

The following information symbols are used.

	Height		Height percentage
	Width		Width percentage
	Rotate		

Multi-Touch Gestures

Multi-Touch gestures are used when viewing and moving designs in PREMIER+ ECQ™ .

To set the use of Multi-Touch Gestures, scroll bars and secondary click options, choose Apple Menu > System Preferences, then select Mouse or Trackpad to set the preferences for your hardware.

Autoscroll

You can autoscroll on a portable Mac's Multi-Touch trackpad, a Magic Trackpad or a Magic Mouse.

When you drag within a document, the autoscroll feature moves the pointer automatically, changing the view of the canvas. This is useful when zoomed in. Use autoscroll while moving or resizing selected objects, or when creating objects using the Freehand Create (Freehand Tablet) functions.

On a portable Mac's Multi-Touch trackpad, or a Magic Trackpad, use a two finger swipe.
On a Magic Mouse, use a one finger swipe.

Note: The scroll bars may only appear when you are scrolling. To always show the scroll bars, choose Apple Menu > System Preferences > General > Show scroll bars: Always.

Pinch to zoom

You can use Pinch to zoom on a trackpad to zoom in and out.

On a portable Mac's Multi-Touch trackpad, or a Magic Trackpad, pinch two fingers to zoom in, and spread two fingers to zoom out.

Note: You must set the trackpad scroll and zoom options to Zoom in or out. See "Customizing Multi-Touch Gestures on a Trackpad" on page 11.

Rotate

Twist your thumb and forefinger to rotate the selected objects when using a trackpad.

On a portable Mac's Multi-Touch trackpad, or a Magic Trackpad, twist your thumb and forefinger to rotate the selected objects.

Note: You must set the Trackpad scroll and zoom options to Rotate. See "Customizing Multi-Touch Gestures on a Trackpad" on page 11.

Swipe between pages

When viewing the Pattern pages for Pattern fill, swipe with three fingers on a trackpad, or two fingers on a mouse, to move between the pages of patterns.

Choose Apple Menu > System Preferences, then select Mouse. In More Gestures, select Swipe between pages: Swipe left or right with two fingers.

Choose Apple Menu > System Preferences, then select Trackpad. In More Gestures, select Swipe between pages: Swipe with two or three fingers.

Secondary click for Control–click

You can set a secondary click for Control–click when using a trackpad or the Magic Mouse. A short video demonstrates how to use these gestures.

Choose Apple Menu > System Preferences, then select Mouse. In Point & Click, select Secondary Click: Click on right side.
Choose Apple Menu > System Preferences, then select Trackpad. In Point & Click, select Secondary Click, then choose a click method in the pop-up menu, for example, Click in bottom right corner.

Customizing Multi-Touch Gestures on a Trackpad

The System Preferences options below show short videos of how the gestures should be used.

1. Choose Apple Menu > System Preferences.
2. Select Trackpad.
3. To use Pinch to zoom, select Scroll & Zoom, and then select the "Zoom in or out" checkbox.
   When Zoom in or out is highlighted, a video demonstrates how to use Pinch to zoom.
4. To use Rotate, select Scroll & Zoom, and then select the Rotate checkbox.
   A video demonstrates how to use Rotate.
5. To swipe between pages of Patterns, select More Gestures, and then choose Swipe between pages > Swipe with two or three fingers.
   A video demonstrates how to swipe between pages.

File Formats

Picture Files

PREMIER+ ECQ™ can load any of the following drawing file formats: PREMIER+ ECQ™ Files (*.ecq), 4D / 5D QuiltDesign Creator 4QB (*.4qb), Scalable Vector Graphics (.svg).

PREMIER+ ECQ™ can load the following picture file formats as a background picture: JPEG-JFIF Compliant (.jpg, .jif, .jpeg) and Portable Network Graphics (.png).

PREMIER+ ECQ™ can save drawings in the PREMIER+ ECQ™ (.ecq) drawing file format.

PREMIER+ ECQ™ can Export a picture in any of the following picture file formats: Scalable Vector Graphics (.svg), JPEG Low Quality (.jpg), JPEG High Quality (.jpg) and Portable Network Graphics (.png).

Cutter Files

PREMIER+ ECQ™ can Export a cutter file in any of the following cutting file formats: Scalable Vector Graphics (.svg), .dxf and .fcm.

Quilting Files

PREMIER+ ECQ™ exports quilting files in the following formats: 4D / 5D QuiltDesign Creator 4QB (*.4qb), QuiltSewClever / Quilt Artist / Shirley Stitcher QCC (*.qcc), PC Quilter (*.txt), Statler Stitcher (*.qli), AutoCAD (*.dxf), HPGL (*.plt), CompuQuilter (*.cmd), CompuQuilter (*.cqp), Handi Quilter (*.hqf) and IntelliQuilter (*.iqp).

Embroidery File Formats

PREMIER+ ECQ™ exports any of the following embroidery file formats: Husqvarna Viking / Pfaff (.vp3), PREMIER+ (.vp4), Brother/Baby Lock/Bernina PES (.pes version 2 - 10), Compucon/Singer PSW (.xxx), Janome/Singer (.jef), Melco Expanded (.exp) and Tajima (.dst).

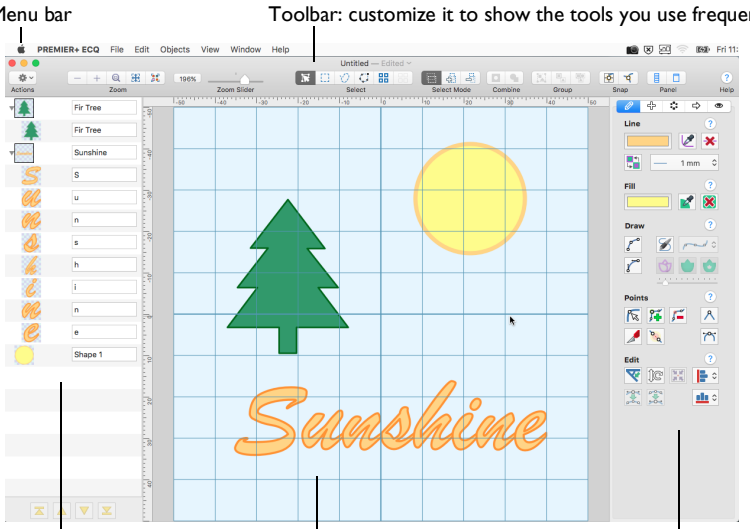
Note: For more information on Export formats, see See “Exporting Designs” on page 82.

Opening and Inserting

When you start PREMIER+ ECQ™ you can create a new design, or Open or Insert an existing design.

Drawing

1 Start PREMIER+ ECQ™. It opens at the Design tab of the Design Panel.



2 Click Point Draw. This draws using the default colors.
3 Place points to create a rough circle.
4 To finish, place the final point on top of the first point.
The pointer changes to a 'x', and a rough filled shape is created.
5 Place points in a line, and then double-click. A line is created.
You can also finish using Control–click and the context menu.
6 Control–click and choose Finish Point Draw in the context menu.
7 Click outside the line you just drew.
8 Click the Line color in the Design tab and select a new outline color from the Colors window.

Note: You can also pick a color from the background picture, set the width of the line, or select No Line.

9 Click the Fill color in the Design tab and choose a new fill color from the Colors window.
10 Click Bezier Draw.

You can also use Freehand Draw with three smoothing options, or load a picture in the View tab with Load Background, and then use Trace Line, Trace Area or Trace Area & Hole to trace the background picture.

11 Drag to draw a shape with a Bezier line.

12 To complete the shape, click to place the final Bezier point on top of the first point.

13 Control–click and choose Finish Bezier Draw.

The shape that you just drew is selected. It uses the colors that you chose.

14 Note the colors in the Design tab, then click to select the first shape that you drew. The colors change back to the first set.

15 Click the Line color in the Design tab. You can now select a different outline color.

Note: Change the colors for a selected object in the Design tab. Click outside all objects or use Deselect All when selecting colors for a new object.

16 Click Swap Colors.

In both the Design tab and the selected shape, the Line and Fill colors exchange places. The colors also change on the shape in the FilmStrip.

Editing

17 Click Edit Points to show the points in the selected shape.

18 Then use Insert Points and Delete Points to add and remove points from your selected shape.

19 Click Knife.

20 Draw a line straight across the shape that you created with Point Draw.

There is no longer a fill color in the shape, and in the FilmStrip you can see that the shape is now two lines.

21 Click Object Select, then click on one of the cut lines in the canvas. It is surrounded by a selection box.

22 Drag the box a short distance away from the other line.

23 In the Design tab, click Join. There are round handles on all of the open lines in your design.

Note: You cannot Join closed areas, only open lines.

24 Where you dragged the two lines apart, click one handle on the section of cut line. The handle is colored orange.

25 Click the other handle for that section. The lines join.

26 Join the other two handles.

27 Click Edit Points, then click the shape that you created with Bezier lines.

28 Click Convert Points to Corner, and click one of the points. It changes to a Bezier corner point.

Note: If you cut your Bezier shape with the Knife, some of the points may be corner points already and cannot be converted.

29 Then click Convert Points to Curve, and click the point to change it back.

You can also convert line types using Convert to Point Line and Convert to Bezier Line.

Reshaping, Selecting and Grouping

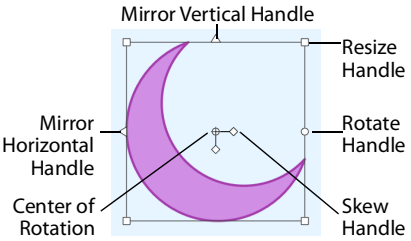
30 Use Select All in the toolbar, then choose Edit > Delete to clear the canvas.

31 In the Insert tab of the Design Panel, click the Shape pop-up menu and choose shape 30, a crescent.

32 Click Insert Shape.

33 Use the Mirror Vertical and Mirror Horizontal handles to flip the shape.

34 Move the Center of Rotation, and then rotate using the Rotate handle.
You can also rotate by set amounts with Rotate 45 and Transform.



35 Drag the lower Skew handle to skew the crescent horizontally, then skew it vertically with the other skew handle.

36 Control–click the crescent and choose Delete in the context menu.

37 In the Shape pop-up menu choose shape 8, an octagon.

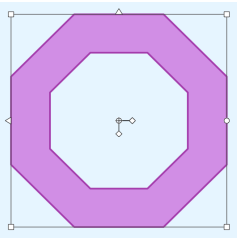
38 Click Insert Shape.

39 Hold down the Option and Shift keys, then drag the corner of the selection box to make the octagon larger.

40 Click Insert Shape again to place a second octagon on top of the first.

41 In the toolbar click Box Select, and drag to select both shapes.

42 Click Make Holes. The smaller octagon is now a hole cut in the larger one.



43 With the octagon selected, click Uncombine.
There are two octagon shapes again.

44 Click Object Select, then click to select the larger octagon.

45 Hold down the Option and Shift keys, then drag the corner of the selection box to reduce the size of the larger octagon.

46 Drag it away from the other octagon.

47 Select the Insert tab of the Design Panel, then click inside the Lettering text box.

48 Type a name in the text box.

49 Click Insert Lettering. The name is placed on the canvas.

50 Move the lettering out of the way of the two octagons.

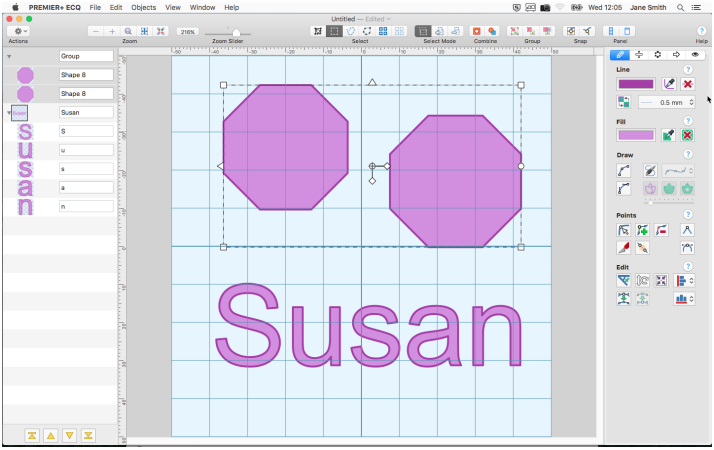
51 In the FilmStrip, click the down arrow by the name.
The letters in the name are within a group.

52 Click on the name in the canvas. All of the letters are selected in the FilmStrip.

53 Click on one of the letters in the FilmStrip. That letter is selected individually and can be moved.

54 In the toolbar click Box Select and drag to select both octagons.

55 Click Group . The octagons now form a group in the FilmStrip.



56 With the grouped octagons selected, click Ungroup .

Note: Use Ungroup All to ungroup nested groups.

Multiply

57 Choose File > New to open a new Canvas.

58 In the Insert tab of the Design Panel use Design Gallery to load a flower design.

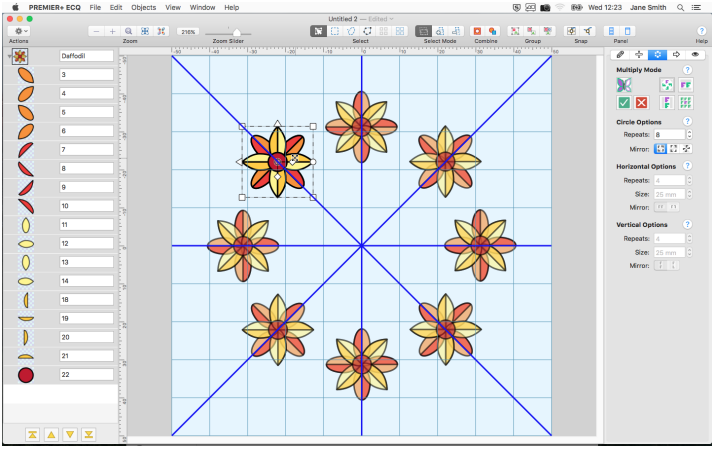
Note: Here I used Daffodil in the Flower and Leaves folder, then deleted the leaves and resized it.

59 Click the Multiply Tab in the Design Panel .

60 Ensure that Circle is selected.

61 Drag the design to the top left, then click Enable Multiply . The design is repeated.

62 Set the number of repeats to 8, and drag the designs into position.



63 Click Apply Multiply to finish the Multiply.

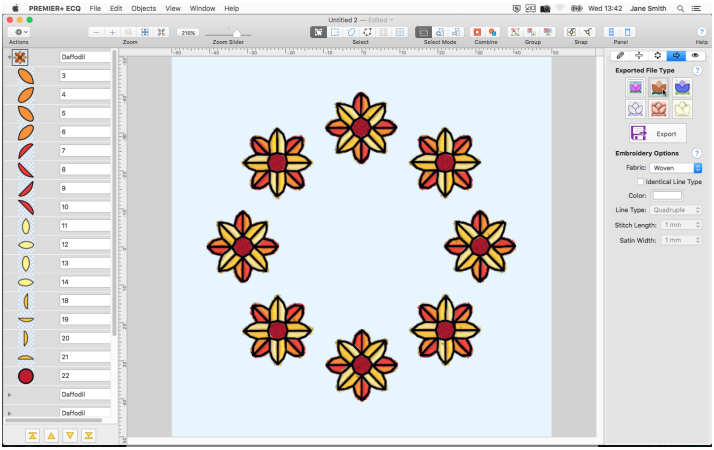
You can also multiply designs in a line or within a grid with the Tile option.

Exporting

64 Choose File > Save and save the drawing.

Note: Use this version if you need to make further adjustments later.

65 In the Export Tab ⇨ of the Design Panel ▯ click Embroidery with Fills . An embroidery of your design is displayed.



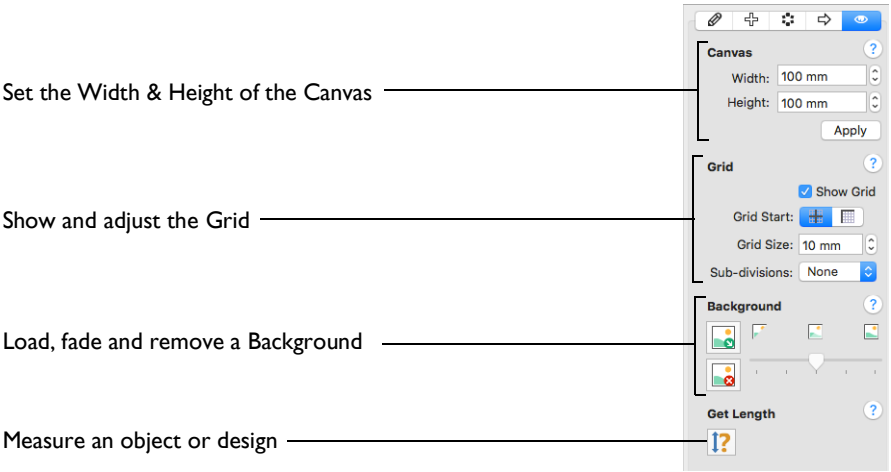
If desired, click the Draw tab and adjust your drawing further - for example, use thicker outlines for a satin line border.

66 Click Export and save your embroidery as a .vp4 file for stitching out.

Viewing Designs

4

Select the way you view your designs. Set the size of the Canvas, and use a grid for alignment. Load a background image, then move and fade it as desired. Zoom in and out.



Canvas

Use the Width and Height settings for Canvas to set or change the size of the design area.

In the View Tab of the Design Panel , set Width and Height. Click Apply to use the new settings.

Grid

Use the grid to help align parts of your drawing.

The apparent grid size varies, depending on the size of the design and the zoom level. The grid is initially set at 10mm intervals.

To switch the grid on and off

In the View Tab of the Design Panel , select Show Grid.
Choose View > Grid.

Adjust the Grid

1. In the View Tab of the Design Panel , select Show Grid.
2. Use Grid Start to set the grid to start at the Center , or at the Top Left .
3. Set the Grid Size by entering a number in the number field, or by using the stepper.

Note: Use Sub-divisions to set the number of lines between the main grid divisions.

Grid Start

Set the position from which the Grid numbering will start. Choose between:

- Start Center
- Start Top-Left

Grid Size

Set the grid size between 1 and 50mm, depending on what setting is most suitable for your screen resolution and designs. The grid size is initially set to 10mm.

Turn the background grid on or off using Show Grid.

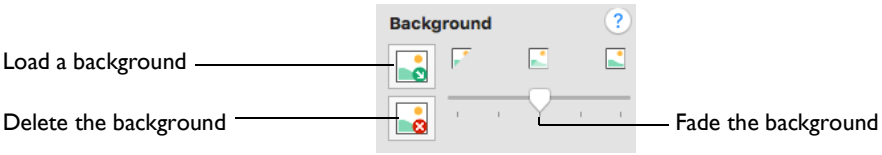
Change the Grid Size

Click the arrows or enter a value for the grid size.

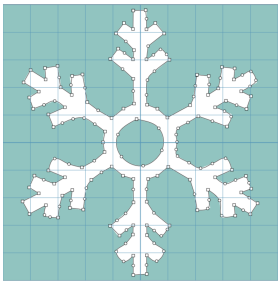
Note: The grid size is measured in pixels of the background picture, so the apparent grid size will vary according to the dimensions of the picture stored in a design. The grid may be turned on and off.

Backgrounds

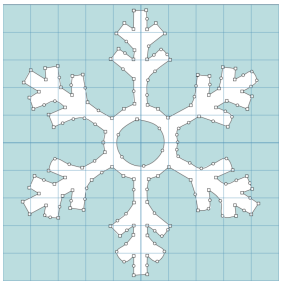
Use the Background tools to load a background picture, to remove a background, or to fade a background. See "File Formats" on page 11.



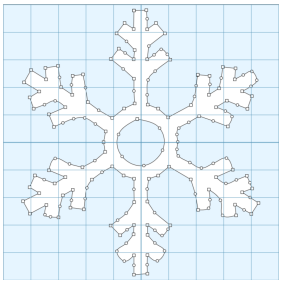
Note: The Background tools are only available after a Background has been selected.



Use Background On to show the picture in the background.



Use Fade 50% to show the picture in the background with the colors faded by 50%.



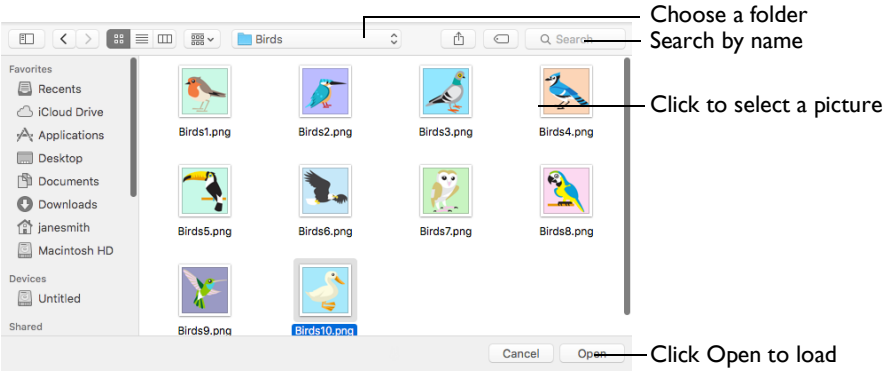
Use Background Off to hide the picture.

Load Background

Use Load Background to load a background picture.

In the View Tab of the Design Panel, click the Load Background button. Choose View > Load Background.

Use Load Background to load a picture. PREMIER+ ECQ™ displays the Load Background Image dialog so you can choose a picture to open.



Load a Background Picture

1. In the View Tab of the Design Panel, click the Load Background button, or choose View > Load Background.
2. Browse to the desired folder in the Load Background dialog.
3. Click a picture file to highlight it.

   Files other than picture files are dimmed in the Load Background dialog.
4. Click the Open button to load the picture.
   The picture is now used as the background in the open window.

Background Visibility

Use the Background Visibility slider or menu options to select the background visibility.

- Background On shows the background at full visibility. See “Background On” on page 20.
- Background Off hides the background. See “Background Off” on page 21.
- Fade Background opens the Fade Background dialog where you can set the visibility for the background picture. See “Fade Background” on page 21.

Background On

View the background picture at full visibility.

To use Background On

Control–click and choose Background Visibility > Background On.

Choose View > Background Visibility > Background On.

Background Off

Hide the background picture.

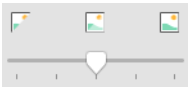
Note: To remove the background, use Remove Background. See "Remove Background" on page 21.

To use Background Off

Control–click and choose Background Visibility > Background Off.
Choose View > Background Visibility > Background Off.

Fade Background

Use the Fade Background slider to set the visibility for the background picture.



Use Fade Background

1. In the View Tab of the Design Panel load a background picture.
2. Drag the slider to set the background visibility to any point between 0% (background off) and 100% (background fully on).
3. As you drag the slider the appearance of the background changes.

Background Visibility

Use the Background Visibility menu to set the visibility for the active background to a range of levels, including 100% (On) and 0% (Off).

Using Background Visibility

Choose View > Background Visibility and select a background visibility option.
Choose a visibility level from the Background Visibility menu:

Off	Choose View > Background Visibility > Background Off
25%	Choose View > Background Visibility > Fade Background to 25%
50%	Choose View > Background Visibility > Fade Background to 50%
75%	Choose View > Background Visibility > Fade Background to 75%
On	Choose View > Background Visibility > Background On

Remove Background

Use Remove Background to delete the background picture that you are using to create your drawing.

Remove a Background

In the View Tab of the Design Panel , click the Remove Background button.
Choose View > Remove Background.

Get Length

Use Get Length to measure the distance between any two points on the canvas. For example, use it to obtain the width of a design, or the distance between two sections.

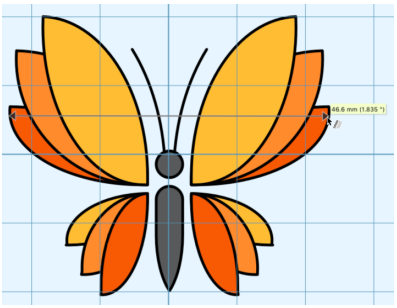
Note: The length is shown in millimeters or inches, according to the setting for Show Measurements in Preferences. The alternative units are shown in parentheses.

To Select Get Length

In the View Tab of the Design Panel, click the Get Length button.
Choose View > Get Length.
Press ⌘L

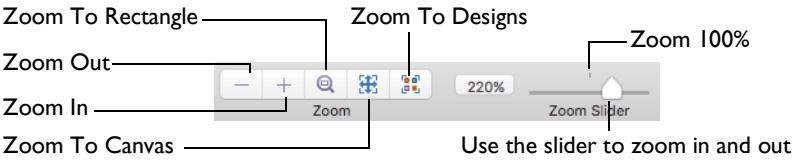
Measure a Design with Get Length

1. Open a design.
2. In the View Tab of the Design Panel, click the Get Length.
3. Alternatively, choose View > Get Length, or press ⌘L.
   The pointer changes to the measure pointer.
4. Drag across the part of the design you want to measure.
   A line will show the length you are measuring, and a tooltip displays the distance.
5. If desired, make a note of the number.
6. Drag to measure any other distances, as required.
7. Control–click, and choose "Finish Get Length" to deselect the function.



Zooming In or Out

You can enlarge (zoom in) or reduce (zoom out) your view of the canvas.



Zoom To Canvas shows the canvas so that it fills the window. This is the default size. Click the center marker on the zoom slider, or press ⌘1 to see the design at 100% or real size.

Zoom to Designs zooms in to the selected design or designs.

To Zoom In

Click the Zoom In button on the toolbar.

Choose View > Zoom > Zoom In.
Press ⌘+
Drag the zoom slider to the right.
Use Pinch to zoom on a trackpad (close two fingers) to zoom in.
Use Zoom To Rectangle or Percentage Zoom to select your desired magnification.
Control–click and choose Zoom > Percentage Zoom.

To Zoom Out

Click the Zoom Out button on the toolbar.
Choose View > Zoom > Zoom Out.
Press ⌘–
Drag the zoom slider to the left.
Use Pinch to zoom on a trackpad (spread two fingers) to zoom out.
Use Percentage Zoom to select your desired magnification.
Control–click and choose Zoom > Percentage Zoom.

Using Zoom To Canvas

Click the Zoom To Canvas button on the toolbar.
Choose View > Zoom > Zoom To Canvas.
Press ⌘9

Using Zoom To Designs

Click the Zoom To Designs button on the toolbar.
Choose View > Zoom > Zoom To Designs.
Press ⌘8

Zoom To Rectangle

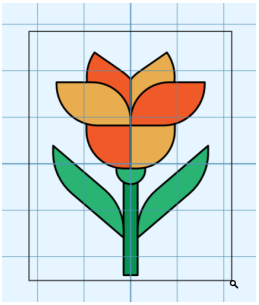
You can select the position and size of an area to zoom in on with Zoom To Rectangle.

To Select Zoom To Rectangle

Click the Zoom To Rectangle button on the toolbar.
Choose View > Zoom > Zoom To Rectangle.
Press ⌘0

Magnify an area with Zoom To Rectangle

1. Select Zoom To Rectangle .
   The pointer changes to the Zoom To Rectangle pointer .
2. Drag a rectangle around the area you want to zoom in to.
3. Release the mouse to zoom in.
   Zoom To Rectangle is automatically deselected after you have used it.



Pan

When zoomed in, move around the canvas using pan.

Note: The scroll bars may only appear when you are scrolling. To always show the scroll bars, choose Apple Menu > System Preferences > General > Show scroll bars: Always.

Drag the scroll bars.
Hold the Shift key and drag.
Swipe with one finger on the Magic Mouse, or two fingers on the trackpad to scroll in any direction.

Note: When zoomed in, use Autoscroll while moving or resizing objects, or to assist in drawing new objects using the Freehand Create (Freehand Tablet) functions.

Percentage Zoom

You can set zoom percentage levels for the active design from 25% to 800%, with 100% being the real size of the design.

Using Percentage Zoom

Click Actions on the toolbar and choose Zoom > Percentage Zoom.
Control–click and choose Zoom > Percentage Zoom.
Choose a magnification level from the zoom menu:

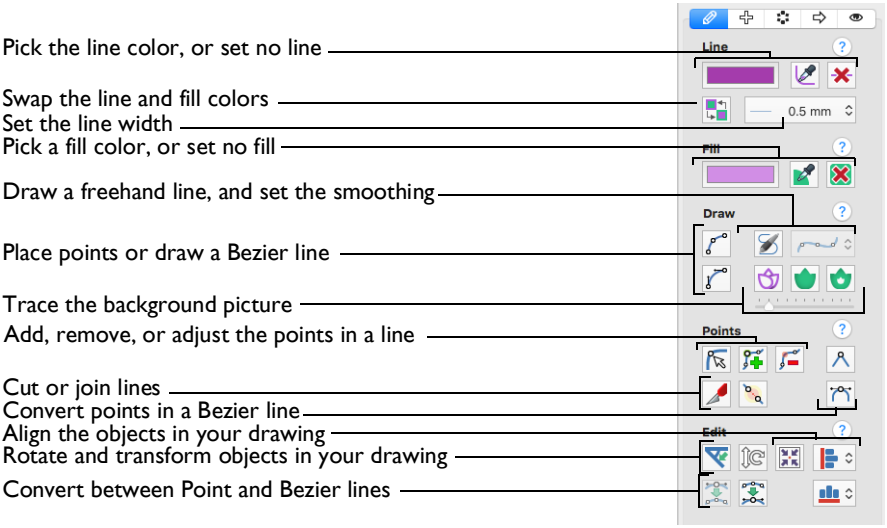
⌘1	100%	Choose View > Zoom > Zoom 100%
⌘2	200%	Choose View > Zoom > Zoom 200%
⌘3	400%	Choose View > Zoom > Zoom 400%
⌘4	800%	Choose View > Zoom > Zoom 800%
⌘5	75%	Choose View > Zoom > Zoom 25%
⌘6	50%	Choose View > Zoom > Zoom 50%
⌘7	25%	Choose View > Zoom > Zoom 75%

Drawing Designs

5

Create designs with the Freehand, Point and Bezier draw functions. Move points to adjust your drawing.

Use the Design tab of the Design Panel to select colors, and to draw and edit your design.



To learn how to	Go to
Choose a color for lines and fills	See “Choosing and Changing Colors” on page 26.
Drawing lines and fills	See “Drawing with Freehand, Point and Bezier Draw” on page 27.
Drawing Bezier curves	See “Draw a Circle with Bezier Draw” on page 30.
Move and edit points	See “Editing Individual Point Lines” on page 45.
Convert points in Bezier objects	See “Converting Point and Bezier Lines” on page 48.

Choosing and Changing Colors

Use the Colors Window to select the colors for drawing Lines and Fills. See “Colors Window” on page 27.

To change an existing color, select the object to change, then click the Line or Fill color block.

Pick Line Color

Use Pick Line Color to select a color from the drawing or background as the new line color for drawing.

Use Remove Line Color to create a fill area with no surrounding line.

In the Design Tab of the Design Panel, click the Pick Line Color button, then click the desired color in the drawing or background.

Pick a new line color

1. In the Design Tab of the Design Panel, click Pick Line Color.
2. Click the desired color in the drawing or background.
3. In the Line Size pop-up menu, choose a width for your line.
4. Use that color for drawing.

Pick Fill Color

Use Pick Fill Color to select a color from the drawing or background as the new line color for drawing.

Use Remove Fill Color to create a closed line with no fill inside.

In the Design Tab of the Design Panel, click the Pick Fill Color button, then click the desired color in the drawing or background.

Pick a new fill color

1. In the Design Tab of the Design Panel, click Pick Fill Color.
2. Click the desired color in the drawing or background.
3. Use that color for drawing.

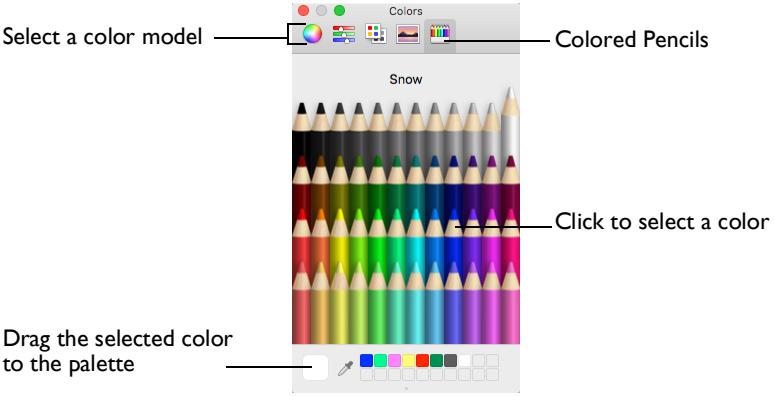
Swap Colors

Use Swap Colors to swap between the line and fill colors. The line color becomes the fill color, and the fill color becomes the line color.

In the Design Tab of the Design Panel, click the Swap Colors button.

Colors Window

Use the Colors window to choose a color for a line or fill.



Use the Colored Pencils to select a color quickly.

Note: Other color models show a greater variety of shades: Color Wheel, Color Sliders, Color Palettes and Image Palettes.

Select a Color for a Line or Fill

1. In the Design Tab of the Design Panel, click the Line or Fill color to open the Colors window.
2. Click Colored Pencils to select the Colored Pencils color model.
3. Click one of the 48 pencils. The color changes in the Design Tab, and in the affected objects on the canvas.
4. Close the Colors Window.

Drawing with Freehand, Point and Bezier Draw

Use the Freehand, Point and Bezier Draw functions to create new lines and fill areas. The outlines may follow a background picture, if desired, but no picture is required.

Note: If the curve produced does not match the background picture as closely as desired, you can move points on the canvas.

Drawings are created either by drawing an outline (Freehand Draw) or by placing and adjusting points to define an outline (Point Draw and Bezier Draw).

Freehand Draw

Use Freehand Draw to draw outlines by using a pen on a graphics tablet or by dragging with the mouse.

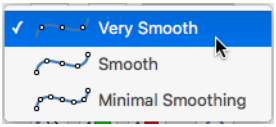
Draw each individual object by drawing a continuous line. When the pen is lifted, or the mouse is released, the object is completed. The next line drawn creates another new object. This continues until the function is deselected.

Note: Freehand Draw provides a more natural drawing experience and is generally recommended.

In the Design Tab of the Design Panel, click the Freehand Draw button.
Choose Objects > Draw > Freehand Draw.
Press ⌘F

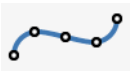
Using Freehand Draw

1. Set the drawing colors.
2. In the Design Tab of the Design Panel, select Freehand Draw.
3. To set the line smoothness, choose an option in the Smoothness options pop-up menu.
4. Draw a line.
5. When the line is complete, lift the pen from the tablet (or release the mouse). The line appears.
6. Continue to draw as many areas or lines as desired.
7. Control–click and choose "Finish..." to deselect the function.



Smoothing

When the line is drawn it is converted into points. How smooth the line is depends on which option is set.

Very Smooth	Smooth	Minimal Smoothing
		
The line is greatly smoothed, with very few points. This is the default option.	The line is slightly smoothed, with more points.	The line is represented as a series of points, with minimal smoothing.

Point Draw

Use Point Draw to create lines and area by placing a series of points that define the outline. This allows precise positioning of curves, corners and straight line sections.

Note: To create an area with Bezier lines, use Bezier Draw. See “Bezier Draw” on page 29.

In the Design Tab of the Design Panel, click the Point Draw button.
Choose Objects > Draw > Point Draw.
Press ⌘T

Place Points for Point Draw

1. Set the drawing colors.
2. In the Design Tab of the Design Panel, select Point Draw. The Point Draw pointer appears.

3 Click on the canvas to place the first point. The first point is placed, and the place points pointer appears.

4 Continue placing points along the desired path, such as a chosen section of the background picture. If you are following a picture, place a point every time the direction of the picture outline changes.

5 Hold the Shift key to place square (angular) points, instead of round (curved) points.

Note: Curved lines are created automatically, unless fewer than three points are placed, in which case the lines will be straight. For corners and straight sections, hold the Shift key.

6 Double-click or press Return to end the line. A line appears in the current color.

7 Repeat to place as many lines as desired.

8 Control–click and choose "Finish..." to deselect the function.

Adjust a Filled Area

1 Click a filled area in the FilmStrip or canvas to select it.

2 If another function is being used, in the Design Tab of the Design Panel click Edit Points.

3 Drag one of the points defining the fill area to change its shape.

4 Hold the Shift key and click one of the points. The point becomes square and the lines on either side of that point become straight. Use Shift–click to create corners or straight lines.

5 Release the Shift key and click the point again. The point remains square.

6 Hold the Shift key and click the point again. The point is now round, and the line is curved.
Note: Hold the Shift key to change the shape of the point.

7 Hold the Command key. The pointer changes to the Insert Points pointer.

8 Click on the outline of the fill area. A point is added to the area outline.
Alternatively, use Insert Points.

9 Release the Command key.

10 Hold the Command (⌘) key, and move the mouse pointer over one of the points. The pointer changes to the Delete Points pointer.
Alternatively, use Delete Points.

11 Click the point you just added. It is removed from the design.

12 Release the Command key.

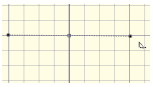
Bezier Draw

Use Bezier Draw to draw shapes with finely graduated curves. Control the exact shape of the line using the black handles to either side of the points you place.

Select Bezier Draw

In the Design Tab of the Design Panel, click the Bezier Draw button.
Choose Objects > Draw > Bezier Draw.

Click to place Corner points, or drag to place curve points with handles.



Note: For information on Control Points and the other Bezier Line editing tools, see “Converting Point and Bezier Lines” on page 48.

Creating Bezier Lines

When creating Bezier lines:

Click without dragging to create a Corner point (no handles)
Drag to create a Curve point (the handles are initially symmetric)

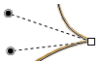
Use the Shift key while drawing to affect how the handles are placed:

Hold down the Shift key while dragging to place the first handle opposite the position where the key was pressed, and the second handle where the mouse is released (the handles are asymmetric and can be angled).
Hold down the Shift key before clicking, then drag and release. A single handle is placed where the mouse button was released.

Editing Bezier Lines

When a point is dragged, its handles move with it, keeping the same angle and distance.

The handles on a Curve point can be moved independently along the straight line between the point and handles.
When first drawn, the handles on a Curve point stay the same distance from their point when moved along the straight line between the point and handles. (They are symmetric.)
Hold down the Shift key while dragging a handle to create an angle at the point between the two handles.

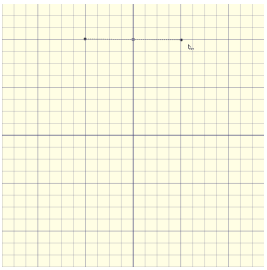


Use Insert Points and Delete Points on the Design tab to add and remove points from the Bezier line.

Draw a Circle with Bezier Draw

1. In the View Tab of the Design Panel , ensure that Grid size is set to 10mm, and that the canvas is set to 100mm x 100mm.
2. Click the Design Tab .
3. Ensure that Fill is not selected (the Fill color block should be empty).
4. Select a color for your line.
5. Click Bezier Draw to select (highlight) it.
6. Move the pointer over the canvas. The Bezier Mode pointer appears .
7. Click to place a point, then click to place three more of these square points in a rough curve.
8. Control–click and choose Finish drawing the line to finish the line. The points are joined by straight lines.
   Note: These are Corner Points, in Bezier Mode they are joined by straight lines.
9. Choose Edit > Undo... to remove the line.

10 Starting 2 squares above the center of the canvas, drag to the right one square, to the crosshairs of the next grid square.



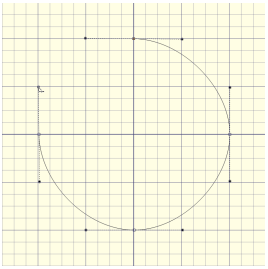
11 Release the mouse.
Note: A square (a Point) appears at the place where you clicked, and a black handle appears at the place where you released the button. This is the forward handle.

12 Note that a second handle has appeared the same distance behind the point.
Note: This is the backward handle, it is the same distance from the point as the forward handle (it is symmetrical).

13 Starting 2 squares to the right of the center of the canvas, drag downwards one square, then release the mouse.

Note: A curved line appears between the two square points.

14 Starting 2 squares below the center of the canvas, drag one square to the left to place the next section of the curved line.
Note: Your original square point becomes orange in color.



15 Then, starting 2 squares to the left of the center of the canvas, drag one square upwards to place another section of the curved line.
You should now have three quarters of a circle.

16 Move the pointer over the square white point on the right.
The pointer changes to the Move pointer .

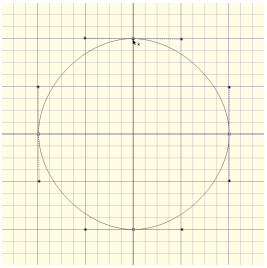
17 Drag the point and place it exactly where the grid lines cross.

18 Move the pointer over the forward handle for that point (the black handle below the point that you just moved).

19 Drag the handle a short distance downwards. The backward handle for this point moves the same distance upwards.

Note: While you are still placing points, if you adjust the handles they behave symmetrically. You can also drag to add symmetrical handles to a Corner point.

20 Move the handle to the right and left.
Note: The curved line changes shape as you move the handle.



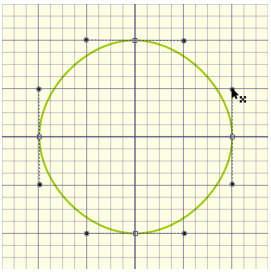
21 Move the forward handle so that both handles are over the cross hairs of the squares above and below the point, and so that the line between the handles runs along the grid line.

22 Adjust the other points and handles so that you have a smooth three quarters curve.

23 Move the pointer over your original point (it is now orange).
The cross shaped Close pointer appears .

24 With the Close pointer showing, click to finish drawing the line.

Edit a Bezier Line

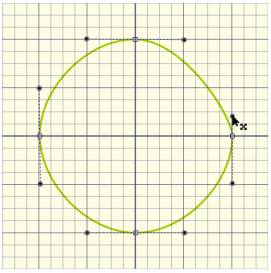


25 In the Design Tab of the Design Panel , select Edit Points . The points and their handles are highlighted.

26 Move the pointer over the handle above the point on the right (the backward handle for the second point in the line).

27 Drag the handle a short distance downwards. This time the handle below (the forward handle) does not move, and the shape of the circle distorts.
Note: When editing a line the points are smooth, and not symmetric. The handles can be moved independently along the straight line.

28 In the Points section of the Design tab, choose Convert Points to Curve .
Note: Edit Points is no longer highlighted.

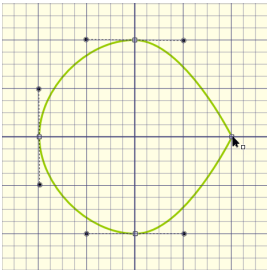


29 Move the pointer over the square white point whose handles you just changed. The pointer changes to the Convert Points to Curve pointer .

30 Click on the point. The shape you drew becomes a circle again.

31 Control–click and choose Finish Convert Point to Curve to deselect Convert Point to Curve.

32 In the Points section of the Design tab, select Convert Points to Curve .
Note: For more information on Control Points and the other editing tools, see "Converting Point and Bezier Lines" on page 48.



33 Move the pointer over the square white point whose handles you just changed. The pointer changes to the Convert Points to Curve pointer .

34 Click on the point.

35 Control–click and choose Finish Convert Points to Curve to deselect Convert Points to Curve. You can now move the handles independently.
Note: If you move a handle very close to its point and release the mouse, the handle will vanish. The section of the line without a handle becomes straight. Use Convert Points to Curve to regain use of both handles.

36 In the Design Tab of the Design Panel , select Convert Points to Corner .

37 Move the pointer over one of the square white points in your line. The pointer changes to the Convert Points to Corner pointer .

38 Click on the point. It now has no handles, and the sections of the line by it are straight.
Note: There are no handles to drag, so you can only change the line by moving this Corner Point. Use Corner Points for straight lines.

39 In the Design Tab of the Design Panel , select Convert Points to Curve .

40 Click that point again to return to handle adjustment.

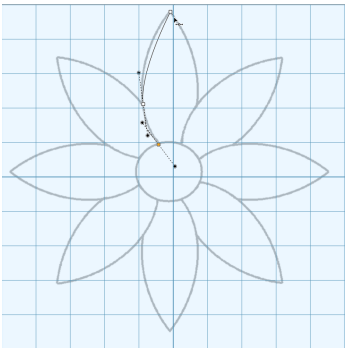
41 Control–click and choose Finish Convert Points to Curve to deselect Convert Points to Curve.

Note: To create a corner point with full control over the angle of the lines, with Edit Points selected hold down Shift and click the point. You can then move the handles independently.

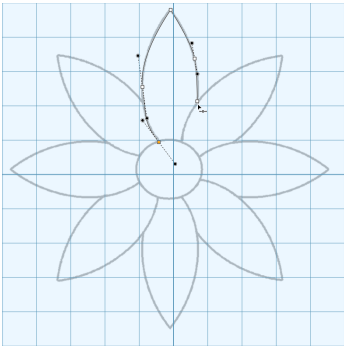
To create a flower design from a motif using Bezier lines see “Draw a Flower using Bezier Curves” on page 33.

Draw a Flower using Bezier Curves

1. In the View Tab of the Design Panel, ensure that Grid size is set to 10mm, and that the canvas is set to 100mm x 100mm.
2. Click the Load Background button.
3. Load the picture file 'Motif Flower.png' from the samples area on the website: www.premierplusecq.com
4. Drag the Background slider to the left so that the picture is very pale.
5. In the Design Tab of the Design Panel, click Pick Line Color.
6. Select a pink color in the Colors window, and then close the Colors window.
7. Ensure that the line width is set to 0.5mm.
8. In the Design Tab of the Design Panel, click Remove Fill Color.
9. Click Bezier Draw to select (highlight) it. The Bezier Mode pointer appears.
   Note: See “Draw a Circle with Bezier Draw” on page 30 for the essentials of drawing Bezier lines.

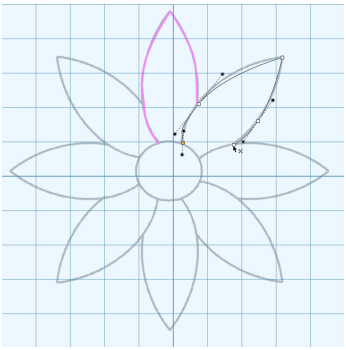


10. At the left side of the base of the petal at the top, drag up and slightly to the left, then release the mouse.
11. Starting where the petal to the left meets the petal you are drawing, drag upwards a short distance to where the next set of grid lines cross.
12. Click (without dragging) to place a point at the tip of the petal. This is a Corner point.
13. Move the pointer over the second square white point. The pointer changes to the Move pointer.
14. Drag the point a short distance up and to the left, along the outline of the petal until the curved line underneath fits the outline of the drawing.



15. Drag downwards a short distance from the mid point of the right side of the petal.
16. Click to place a single point where the line touches the next petal.
    Note: As you become more skilled, try clicking and dragging to place a curved line using a single point at the base of the petal.
17. Double click or Control–click and choose Finish to place the line.
    Note: The curve of the line will probably need some adjustment, but this is better done later, after you have placed lines for the other petals.
18. At the left side of the base of the petal to the right of the one that you just drew, drag upwards a short distance, then release the mouse.

19 Starting where the petal to the left meets the petal you are drawing, drag diagonally towards the top right corner of the canvas.



20 Release the mouse when you reach the grid line above.

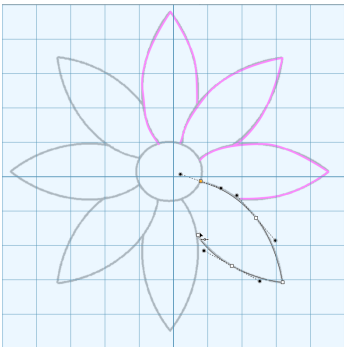
21 Click (without dragging) to place a point at the tip of the petal.

22 From the mid point of the right side of the petal, drag diagonally towards the bottom left corner of the canvas.

23 Click to place a single point where the line touches the next petal.

24 Use the Move pointer to adjust the position of the white squares so that the curved line fits the picture behind.
Note: You can further adjust the Bezier line using the black handles.

25 Double click or Control–click and choose Finish to place the line.



26 Starting at the bottom left of the third petal, drag a short distance diagonally to the right to place the first point.

27 Where the outline of the petal meets the grid, drag a horizontal line a short distance to the right to place the next part of the curve.

28 Click to place a point at the tip of the petal.

29 Mid way down the other side of the petal, drag to the left and slightly down to place the next point.

30 At the base of the petal, click to place a final point, then right-click to place the line.

31 Place Bezier curve lines to draw the other petals, finishing at the petal to the left of where you started.
Note: If you move the black handle to the left or right as you draw, you can place the curve to follow the outline, often with no need for later editing.

32 Control–click and choose Finish Bezier Draw.

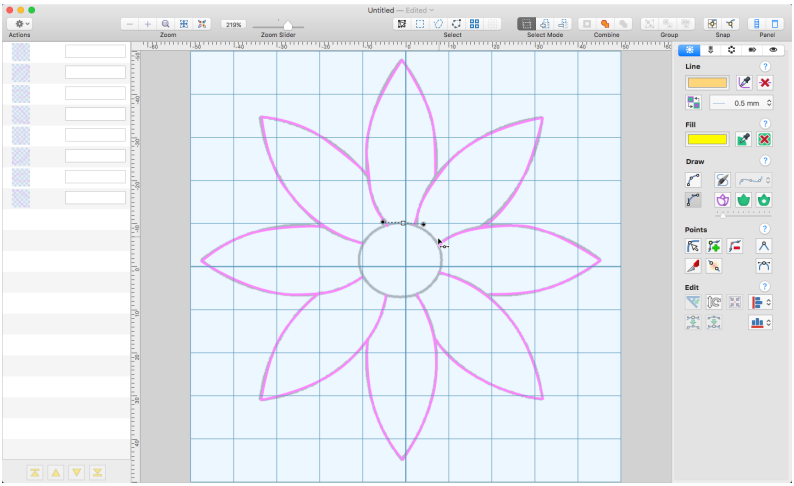
33 Click the Line color block and choose a golden yellow color in the Pencils.

34 Click the Fill color block and choose a pale yellow color in the Pencils.
Note: The Fill color changes to your selected color from no color.

35 Close the Colors window.

36 Click Bezier Draw to select (highlight) it. The Bezier Mode pointer appears .

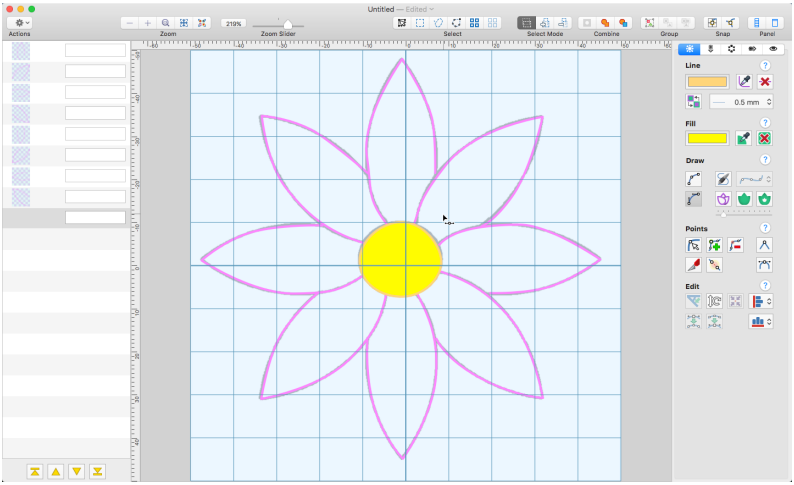
37 Starting at the top of the center of the flower, drag a short distance to the right, then release the mouse.



38 Drag vertical and horizontal lines of similar lengths to place the other three points creating the circle.

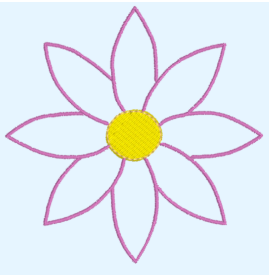
39 Double-click or Control–click and choose Finish drawing the line to place the center of the flower.

40 In the points area of the Design tab, select Edit Points . The points you drew for the center of the flower can be seen.



41 In the FilmStrip, click on each petal in turn, and make a note of the ones you will need to adjust.

42 Adjust the handles on the points to make the Bezier line follow the background.
Note: If the handles from two different points overlap, move both nearer to their own point, to smooth the curve.
Note: For more information on editing, see "Edit a Bezier Line" on page 32.



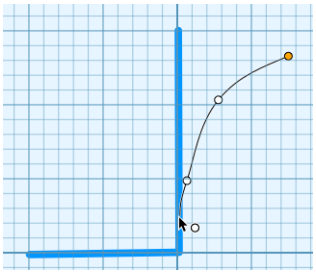
43 When you have made your changes on one petal, select the next petal in the FilmStrip and adjust that one.
Note: If you find that one of corner points actually has very short handles, either use Convert to Corner in the Design Panel to change it to a corner, or drag the handles sufficiently close to their point that they vanish.

44 Save your flower. You can adjust it further when you open the file again.

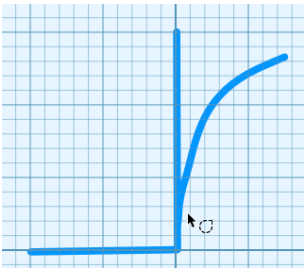
Snap to Line

When the Snap to Line option is selected, if the mouse pointer is close to an existing line, any points placed will move on top of the old line, and the new line will snap to the existing one.

Snap to Line allows you to place points so that they align with other objects cleanly and without a gap.



Place Points with Snap to Line



Lines snapped together

Snap to Line works with Point Draw and Bezier Draw, and when using Edit Points.

Note: You can also use Snap to Line when editing. See "Snap to Line" on page 47.

Select Snap to Line

In the toolbar select Snap to Line.
Choose Edit > Snap to Line.

Snap to Grid

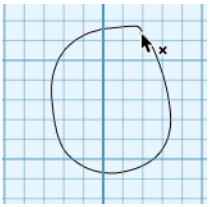
Use Snap to Grid to align objects to the Grid lines when they are drawn using Point Draw, Bezier Draw and Insert Shape, or when they are moved.

Select Snap to Grid

In the toolbar select Snap to Grid.

Choose Edit > Snap to Grid.

Closing Lines



You can join lines to themselves when using Freehand Draw, Point Draw and Bezier Draw.

If a line is drawn close to its own starting point, then the mouse pointer will change to a cross.

If that line is completed while the pointer is a cross, the line will be closed to form an area that may be filled.

Tracing

The Trace tools automatically follow lines and borders in the background picture. Use the Color Tolerance slider to select the desired part of the picture.

Trace Line

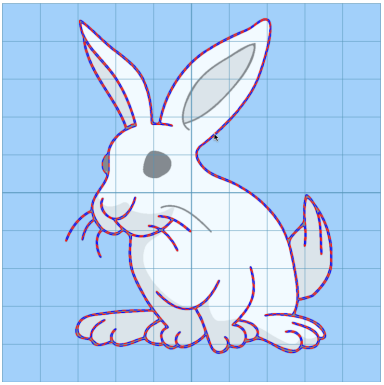
Use Trace Line to trace the outline of a background picture to create a line drawing.

Note: Use Trace Area to trace a picture with no outlines.

To use Trace Line

In the Design Tab of the Design Panel, click the Trace Line button.

Trace a Picture with Trace Line



1. In the View Tab of the Design Panel, click the Load Background button and browse to a folder with pictures.
2. Load a picture with clear outlines, or a line drawing.
   Note: Trace Line finds the center of a line or area when tracing. Use Trace Area or Trace Area & Hole to trace a filled area.
3. In the Design Tab of the Design Panel click Trace Line.
4. Hover the pointer over the outline that you wish to trace. A red and blue highlight on the Canvas shows the outline that will be traced.
   Note: To find an outline, it may be best to zoom in and to fade the background on the View tab.

5 Drag the Color Tolerance slider below the Trace buttons until the required part of the picture is selected.

6 Click to trace the outline.

Your traced outline appears in the FilmStrip.

Trace Area

Use Trace Area to trace a background picture with no outline to create a filled drawing, or a line drawing. Use the Color Tolerance slider to select the desired part of the picture.

Note: Use Trace Line to trace a picture with good outlines to create a line drawing.

To use Trace Area

In the Design Tab of the Design Panel, click the Trace Area button.

Trace a Picture with Trace Area

1 In the View Tab of the Design Panel, click the Load Background button and browse to a folder with pictures.

2 Load a picture without drawn outlines.
Note: Trace Area finds the outline of an area when tracing. Use Trace Line to trace a clear outline, or Trace Area & Hole to trace a filled area with a hole.

3 In the Design Tab of the Design Panel click Trace Area.

4 Hover the pointer over the area that you wish to trace.
A red and blue highlight on the Canvas shows the area that will be traced.

Note: To view the area that you have placed, it may be best to zoom in and to fade the background on the View tab.

5 Drag the Color Tolerance slider below the Trace buttons until the required part of the picture is selected.

6 Click to trace the area in the picture.

Your traced area will appear in the FilmStrip.

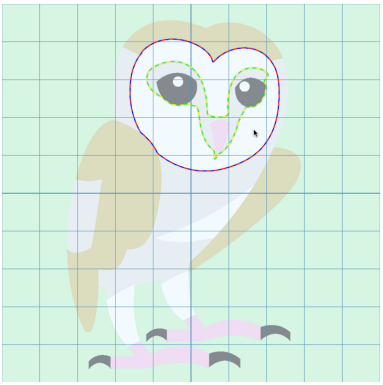
Trace Area & Hole

Use Trace Area & Hole to trace an area of a background picture that includes a hole to create a filled drawing, or a line drawing. Use the Color Tolerance slider to select the desired part of the picture.

To use Trace Area & Hole

In the Design Tab of the Design Panel, click the Trace Area & Hole button.

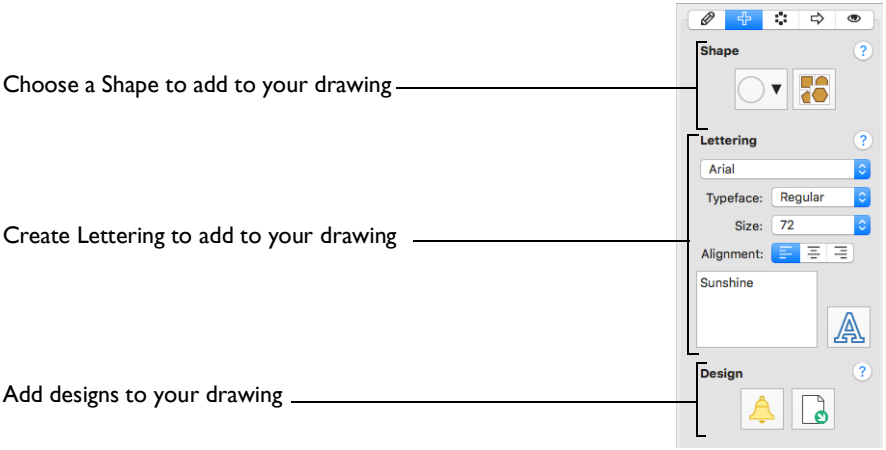
Trace a Picture with Trace Area & Hole



1. In the View Tab of the Design Panel , click the Load Background button and browse to a folder with pictures.
2. Load a picture without clear outlines.
   Note: Trace Area & Hole finds the outlines of an area when tracing to trace a filled area with a hole.
3. In the Design Tab of the Design Panel , click Trace Area & Hole .
4. Hover the pointer over the outline that you wish to trace.
   A red and blue highlight on the Canvas shows the outside of the area that will be traced, and any holes in the area are highlighted by a green and yellow dashed line.
   Note: To view the area that you have placed, it may be best to zoom in and to fade the background on the View tab.
5. Drag the Color Tolerance slider below the Trace buttons until the required part of the picture is selected.
6. Click to trace the area in the picture.
   Your traced area will appear in the FilmStrip.

Inserting Designs

Use the options on the Insert tab to insert a Shape, add Lettering, use the Design Gallery and load drawing files.



Insert Shape

Use Insert Shape to select a shape and create a fill area, or line, in that shape. Then adjust its size and properties. Select a fill and line to draw a fill area surrounded by a border, or select a line type only to draw a closed line with no fill.

Draw a ring, a square, a frame or other shape using Insert Shape.

Select Shape

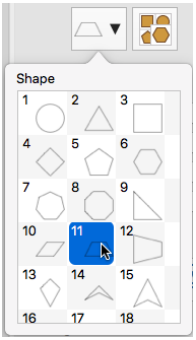
In the Insert tab of the Design Panel, choose a Shape from the pop-up menu, then click the Insert Shape button.

Create a Shape

1. Select colors for a line and fill in the Design Tab of the Design Panel.
2. Open the Insert tab of the Design Panel.
3. In the Shape section, select a shape from the pop-up menu.
4. Click the Insert Shape button to place the shape on the canvas.
5. Drag one of the square corner handles to resize the shape.

   Hold down Shift as you drag to resize proportionally. Hold down the Option key to resize from the center.

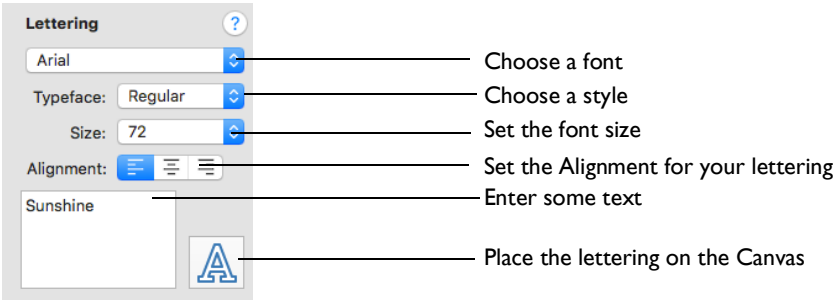
Draw a Filled Shape with a Border



1. Select the line and fill colors.
2. Select the type of shape you wish to draw from the Shape pop-up menu.
3. Click the Insert Shape button. The shape is placed in the center of the canvas as a selected block.
4. Drag the shape to the preferred position, and resize it as desired using the square corner handles.
   Hold down Shift as you drag to resize proportionally. Hold down the Option key to resize from the center.
5. If desired, draw another shape or use Undo and draw the shape again.
   Note: To draw an unfilled shape, set Remove Fill Color on the Design tab when selecting your colors.

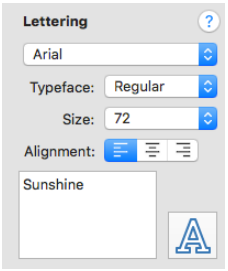
Insert Lettering

Use Insert Lettering to add text to your picture using any TrueType® or Open Type® font available on your computer. Text is drawn using the selected line and fill colors.



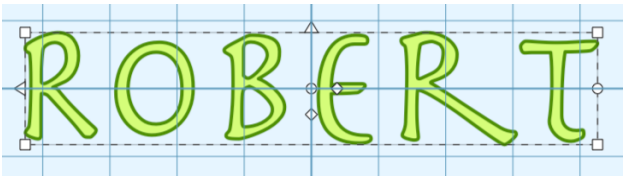
In the Insert tab of the Design Panel select Insert Lettering.
Choose Edit > Insert > Insert Lettering.

Insert Lettering into a Design



1. Select colors for a line and fill in the Design Tab of the Design Panel.
2. Open the Insert tab of the Design Panel.
3. Click the pop-up menu for the font and select the desired TrueType® Font installed on your computer.
4. Click the pop-up menu for Typeface and choose Regular, Bold, Italic or Bold Italic.
5. Set the Size in points by entering a number, or click pop-up menu and choose a point size.
6. Set the Alignment for your lettering.
7. Click in the text box and the arrow cursor becomes an I-bar.
8. Enter some text.
   Press Return to create a new line and type more text.
9. Click Insert Lettering.

The lettering is placed on the canvas. The selection box has handles to adjust it.



10 If desired, use the resize handles to make the text bigger or smaller.

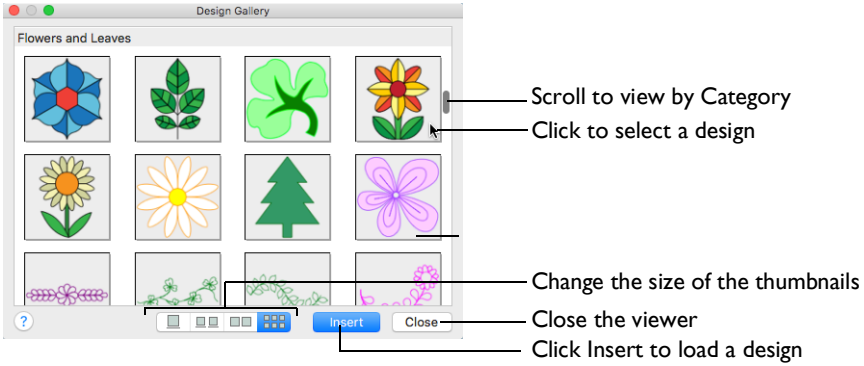
Note: Hold Shift to resize proportionally, and Command to resize from the center. Use the rotate handle to rotate the text.

11 Click anywhere outside the box to deselect.

You can use Multiply to automatically create copies of the text.

Design Gallery

The Design Gallery is a library of design files.



In the Insert Tab of the Design Panel , select Design Gallery .

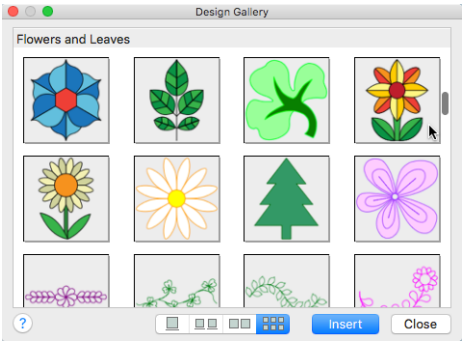
Insert a Drawing from the Design Gallery

1 In the Insert Tab of the Design Panel , select Design Gallery .

2 Scroll then click to select a design in the Gallery.

3 Click Insert to add a design to the Canvas.

4 Click Close to finish loading designs.



Insert File

Use Insert File  to add a drawing from your computer to your design. The Insert dialog is opened. See “Insert” on page 93.

In the Insert Tab  of the Design Panel  , select Insert File  and choose a drawing.

Editing Drawings

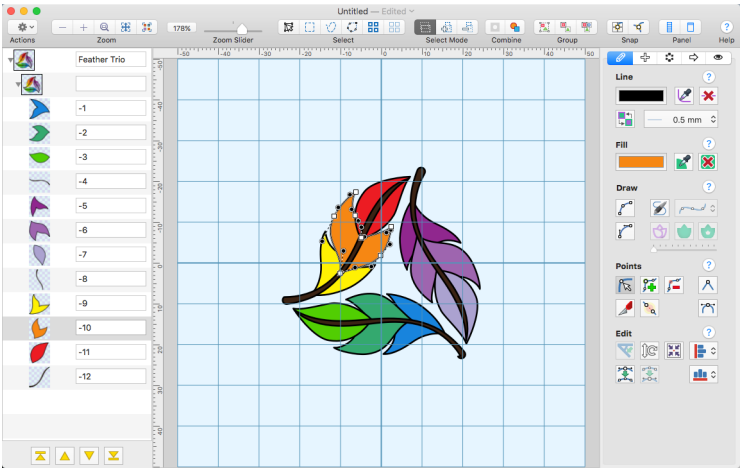
6

After you have created an object such as a line or fill, you may want to change its shape, or use it as part of a block.

The editing tools are found on the Design Tab of the Design Panel and on the toolbar. They include Edit Points, Insert Points, Delete Points, Knife and Make Holes.

Edit Lines and Areas

The shape of a line or area can be changed on the canvas by moving the points that define its outline. The points for the currently selected object are shown.



To Select an Object

Click on the object on the canvas or the FilmStrip.
Use the arrow keys to step through the objects in the order they are used in the design.

Points and Lines

When the desired line or area is selected, its points can be moved. The points are shown as small circles or squares. In Point Draw lines square points are used for straight sections and corners, and round points are used for curves. In Bezier Draw lines handles are used to define the angle of the line. See “Bezier Draw” on page 29.

Straight and Curved Lines

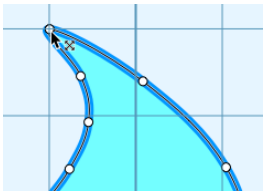
Point Draw lines using round points are curved, and lines using square points are straight. Lines and areas can have both curved and straight sections:

- To have any curves, a line must be defined by at least four points.
- To have any curves, an area must be defined by at least three points.

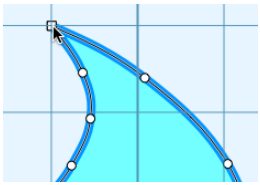
To change a round point to a square point

Hold down the Shift key and click the point without moving it.

When adjacent points are square, the line between them is straight. This is useful if, for instance, a point was not added as a corner at the desired place.



Point is a curve



Point is a corner after Shift–click

How to change a square point to a round point

Hold down the Shift key and click the point without moving it.

There must be at least two round points next to each other to make a line curved, so if there is one round point between two square points then the lines to the round point are straight.

Note: If a line does not have enough points to make the desired section curved, insert an extra point to use for the curve.

Editing Individual Point Lines

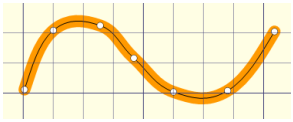
In the Draw window of PREMIER+ ECQ™ , all drawings are made up of lines or groups of lines (objects), and each line is defined by a series of points (nodes). You can select any individual line and change it by adjusting, adding or deleting points. You can also cut lines and groups of lines with the Knife .

Note: Use the Zoom Bar to zoom in close enough to see the separate points clearly.

Point types vary according to the form of the line.

Note: When a line is first drawn, the end points are round unless Shift was used.

Round Points

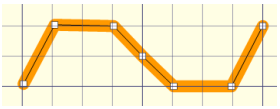


Round points indicate a curved line.

Note: You can change a round point to a square point by holding down Shift and clicking the point. To change it back, hold down Shift and click the point again.

Square Points

Square points indicate a straight line with angled sections.



Note: You can change a square point to a round point by holding down Shift and clicking the point. To change it back, hold down Shift and click the point again.

Edit Points

Use Edit Points to change the position of the points on the currently selected line or area. Use Edit Points to change points created by any of the drawing tools.

Note: If you edit the points of a filled object, the fill will adjust to the new shape.

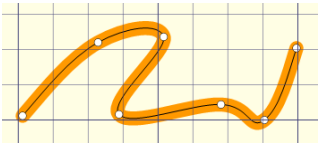
Select Edit Points

In the Design Tab of the Design Panel, click Edit Points.
Choose Objects > Edit Points > Edit Points.
Press ⌘E

Select and Move Points

1. In the Design Tab of the Design Panel, click Edit Points.
2. Click an object in the FilmStrip, or on the canvas, to select it and view its points.
3. Drag the points to change the shape of the object.

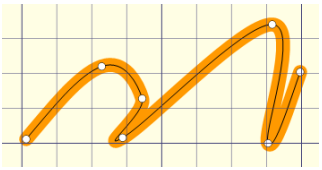
Edit the Points in a Line



1. In the Design Tab of the Design Panel, click Edit Points.
2. Click the line that you want to edit. Its points are displayed.
3. Drag a point to change the shape of the line.
4. Lift the pen or release the mouse button to place the point in its new position.

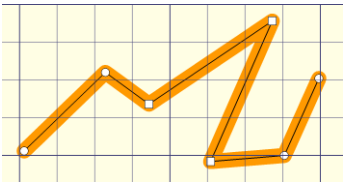
The Edit Points tool is active until another feature is selected, or you use Control–click to deselect.
Note: Moving a round point affects the two sections of line to either side of that point. This ensures line smoothness.

Reshaping a Curved Line



1. Draw a curved line.
2. In the Design Tab of the Design Panel, click Edit Points.
3. Click the line you just drew. The line is defined by a series of round points.
4. Drag one of the points in the middle of the line.
5. Move the point around freely. The line flexes not only up to the adjoining point, but to the next point on either side. (The line beyond the second point is unaffected.)

6 Release the mouse. The line takes on the new shape.
7 Hold down Shift and click the points to either side of the point you were moving. They become square.
8 Move the point around again. This time the line to the far side of the square points does not flex.

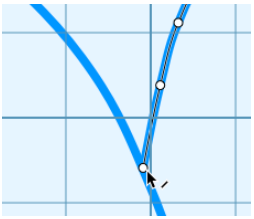


Snap to Line

Snap to Line is available as an option for Edit Points. When selected, if the mouse pointer is close to an existing line, the pointer will change to a diagonal bar and the lines snap together.

Using Snap to Line

1 Use Freehand Draw to draw two separate curved lines.
2 Click Edit Points.
3 Select the Snap to Line option.
4 Click one of the lines you just drew.
5 Drag one of the end points towards the middle of the other line. As it nears the line, the pointer changes to a diagonal bar.
6 Release the mouse or lift the pen. The two lines are neatly joined.
7 Click one of the round points in the middle of the line. Drag the point towards and over the other line. Note how the pointer changes as you pass over the other line.



Delete Points

Use the Delete Points pointer to remove points from the currently selected object outline.

- If a middle point is deleted, the line will be redrawn to follow the path between the points that are left.
- If an end point is deleted from an open line, the line will be shortened and the next point in the line will become the end point.

To Delete Points

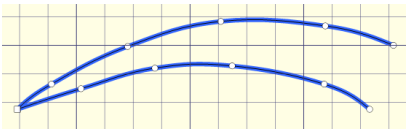
In the Design Tab of the Design Panel, click Delete Point, then click to delete points.
Choose Objects > Edit Points > Delete Points, then click to delete points.
Use Option–click (⌥) to delete a point at the selected position.

To remove all the points for an object, use Delete.

Delete a Point from a Line

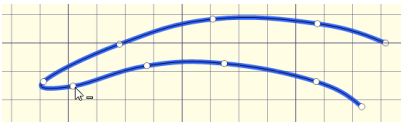
1 Open the Design Tab of the Design Panel.
2 Click Edit Points, then click the desired object to show the points that make it up.
3 Click Delete Points to enable point deletion. Alternatively, when in Edit Points mode, use Option–click.

4 Click the line that you want to edit. The points are displayed.



5 Move the pointer over one of the points in the lne. The pointer changes to the delete point pointer .

6 Click the place on the line where you want to delete the point. The points that you delete are removed and the line changes shape accordingly.



7 Change back to Edit Points mode to drag the points for the object to alter its shape.

Insert Points

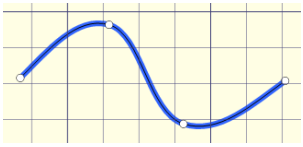
Use the Insert Points pointer to insert a point in the currently selected object.

Select Insert Points

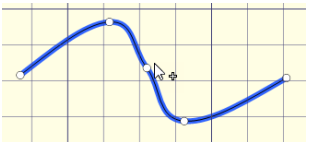
In the Design Tab of the Design Panel , click Insert Point , then click to insert points.
Choose Edit > Points > Insert Points, then click to insert points.
Use Command–click to add a point at the selected position.

Add a Point to a Line

1 Open the Design Tab of the Design Panel .
2 Click Edit Points to enable points editing.
3 Click the line that you want to edit. The points are displayed.
4 Click the Insert Points . The pointer changes to the Insert Points pointer .
5 Click the place on the line where you want to add a point.



Click the line to display the points



Click to add a point

The line is reshaped accordingly. The Insert Points tool is active until another feature is selected, or you right-click to deselect.

Converting Point and Bezier Lines

Use the Convert functions to change between types of points in a line in Bezier Mode, or to change a Point Line to a Bezier Line, or a Bezier Line to a Point Line.

Note: For information on how to draw and adjust Bezier Lines, see "Bezier Draw" on page 29.

Convert Points to Curve

Use Convert Points to Curve to change the selected point in a Bezier line to a Curve point (a point with handles that can be adjusted independently).

Select Convert Points to Curve

In the Design Tab of the Design Panel, click Convert Points to Curve.
Choose Objects > Points > Convert Points to Curve.

Change a Bezier Draw Point to a Curve Point

1. In the Design Tab of the Design Panel click Edit Points.
2. Click on an object created in Bezier Draw to show the points that make it up.
3. In the Points section of the Design Tab, click Convert Points to Curve.
4. Move the pointer over one of the points in your object. The pointer changes to the Convert Points to Curve pointer.
5. Click on the point. It now has two handles, and the dashed line between them is straight.
6. Click to adjust any other points that you want to change in your design.
7. Control–click and choose Finish Convert Points to Curve to deselect.
8. If desired, choose Convert Points to Curve again and repeat.

Note: For more information on how to adjust Bezier Lines, see "Edit a Bezier Line" on page 32.

Convert Points to Corner

Use Convert Points to Corner to change the selected point in a Bezier line to a Corner point (a point with no handles).

Select Convert Points to Corner

In the Design Tab of the Design Panel, click Convert Points to Corner.
Choose Objects > Points > Convert Points to Corner.

Change a Bezier Draw Point to a Corner Point

1. In the Design Tab of the Design Panel click Edit Points.
2. Click on an object created in Bezier Draw to show the points that make it up.
3. In the Design Tab of the Design Panel, select Convert Points to Corner.
4. Move the pointer over one of the points in your object. The pointer changes to the Convert Points to Corner pointer.
5. Click on the point. It now has no handles, and the sections of the line by it are straight.
6. Click to adjust any other points that you want to change in your design.
7. Control–click and choose Finish Convert Points to Corner to deselect.
8. If desired, choose Convert Points to Corner again and repeat.

Note: For more information on how to adjust Bezier Lines, see "Edit a Bezier Line" on page 32.

Convert to Point Line

Use Convert to Point Line to change the selected Bezier Line to a Point Line.

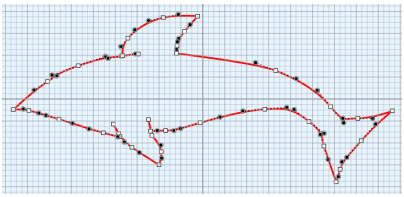
Note: The change takes place immediately.

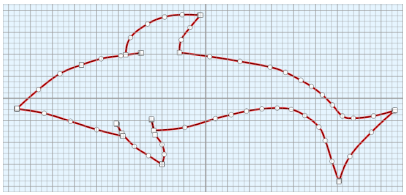
Select Convert to Point Line

In the Design Tab of the Design Panel, click Convert to Point Line.
Choose Objects > Convert to Point Line.

Change a Bezier Line to a Point Line

1. Click on an object created in Bezier Draw.
2. In the Design Tab of the Design Panel, click Convert to Point Line.
The line changes to a standard Precise Create line immediately.





Note: Curved points are added to the line when it is converted. If you change your mind, use Undo rather than converting back.

3. If desired, select another object and choose Convert to Point Line again to repeat.

Convert to Bezier Line

Use Convert to Bezier Line to change the selected Point Line to a Bezier Line. The change takes place immediately.

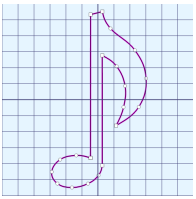
Note: A smoothly drawn line with the minimum of points is more likely to produce a good result.

Select Convert to Bezier Line

In the Design Tab of the Design Panel, click Convert to Bezier Line.
Choose Objects > Convert to Bezier Line.

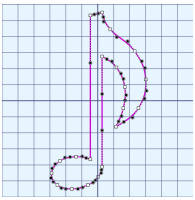
Change a Point Line to a Bezier Line

1. Click on an object created in Point Mode.
Note: This is an object that was created with Quick Create, Freehand Create or drawn by placing points in Precise Create.
2. In the Design Tab of the Design Panel, click Convert to Bezier Line. The line changes to a Bezier line immediately.
Note: If you change your mind, use Undo rather than converting back.



Note: The number of points in the Bezier line will depend on the number of points in the original line. Delete points and adjust the handles on the remaining points to optimize the Bezier line.

If desired, select another object and choose Convert to Bezier Line again to repeat.



Knife

Use the Knife tool to cut the currently selected line, shape or group into two parts. One part is automatically selected.

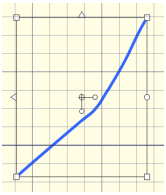
Note: Any filled shapes are converted into lines when cut with the Knife. As the cut lines still have a fill type assigned to them, the fill is displayed again if those lines are joined to make another shape, or a different shape.

Select the Knife

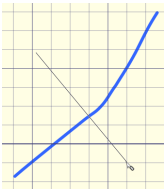
In the Design Tab of the Design Panel, click the Knife button.
Choose Objects > Points > Knife.
Press ⌘K

Cut a Line with the Knife

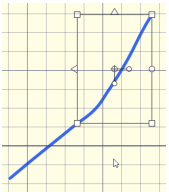
1. Draw a sloping line.
2. In the Design Tab of the Design Panel, click the Knife button.
3. Drag across the line that you drew. A straight line representing the path of the cut is displayed.
4. Release the mouse to cut diagonally across the line with the Knife. The line is divided in two, as can be seen in the FilmStrip.



Select the line



Draw the cut line



Control–click to end cutting

5. Control–click to finish using the Knife. One section is selected

The Knife can also be used to cut groups. Load a design from the Design Gallery, then cut it with the Knife. You can now select and move some of the objects separately.

Note: Use the Knife to remove an unwanted section of a drawing, then join the remaining lines to make a single line.

Join

Use Join to join two open lines together.

Note: You cannot join closed lines (shapes) with Join.

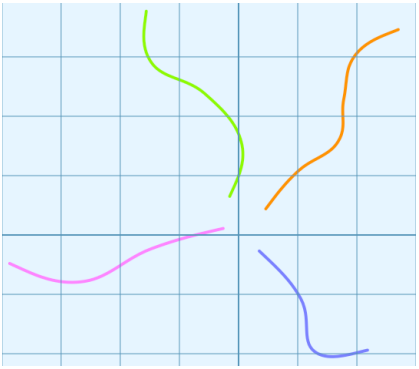
Join lines together with Join

In the Design Tab of the Design Panel, click the Join button, then click the two handles to be joined, or drag one on top of the other.

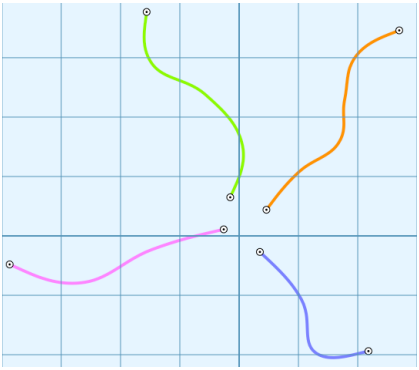
Joining Two Lines

1 Draw several lines with different colors.

2 In the Design Tab of the Design Panel , click Join .
All open line endings are highlighted with a circular handle.



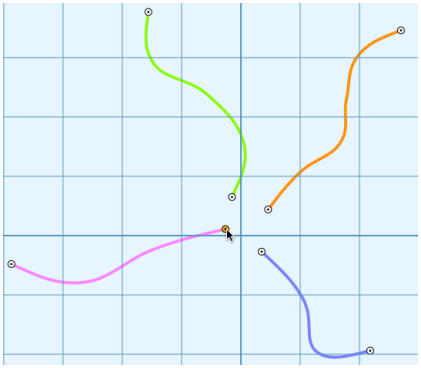
Draw some lines



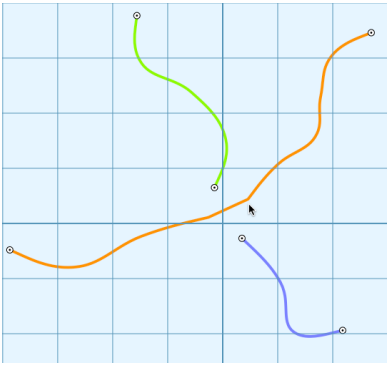
Click Join to highlight the line ends

3 Click the end handle of one of the lines to be joined.
Note: You can also drag one handle on top of the other.

4 Click the end handle of the other line to be joined.
The two lines are joined with a straight section, and the joined line takes on the color of the second line selected.



Click the handle for the first line to join



Click to join the two lines

If you Join the two ends of the same line, a closed area is formed.

5 Right-click to deselect.

Select Objects

In PREMIER+ ECQ™ , designs are made up of a sequence of lines and areas. Each area or line is defined by a number of points that can be seen on the canvas. The selected object is highlighted in the FilmStrip.

Select an Object to Edit

On the canvas, click an object to show a select box or the points that make it up, and check it in the FilmStrip.
Click an object in the FilmStrip. It is highlighted on the canvas.

Step Through Designs

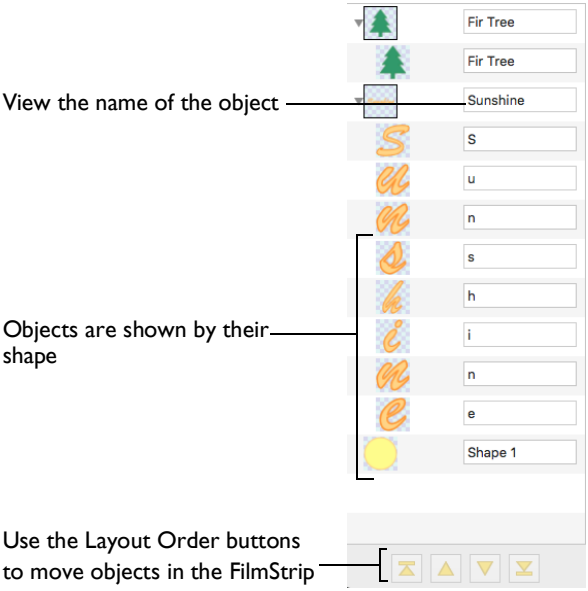
Click an object in the FilmStrip and use the up and down arrow keys on the keyboard to step through all the objects in sequence.

Select Several Objects

Click the top of a sequence of objects selected in the FilmStrip, then hold the Shift key and click the bottom of the desired sequence (Shift-click).
Hold the Command key and click the desired objects (Command-click).

FilmStrip

In the FilmStrip you can view the numbered sequence of objects, select an object, change the sequence of objects, select objects to display, delete objects, insert Color Changes and Stops, view the properties of the selected object and change the properties of objects globally or in a selected group.



To open the FilmStrip

Click the FilmStrip button on the toolbar.
Choose View > Show FilmStrip Panel

Moving an object up and down the FilmStrip does not change the position of the object on the canvas. However, it may change the appearance of the design according to whether or not it changes the overlap with adjacent objects.

Move a selection of objects

Select several objects, then click the desired Layout Order button.

FilmStrip Items

Starting at the top, the FilmStrip shows the numbered sequence of objects in the design. The last object in the design is at the bottom of the list, together with the Layout Order functions.

The currently selected object is highlighted in the FilmStrip, and objects can be selected directly in the FilmStrip.

Object

Each object is represented graphically, showing the shape of the object.

Object Name

The name of the object is shown.

Scroll Bar

Use the scroll bar to move rapidly up and down the FilmStrip.

To learn how to	Go to
Change the sequence of objects in the FilmStrip	See "Change the Sequence of Objects" on page 55.
Move an object or group of objects within the FilmStrip	See "Move an Object With the Layout Order Buttons" on page 56.

Selecting Objects in the FilmStrip

1. To select an object, click it in the FilmStrip.
   If necessary, use the scroll bar on the side of the FilmStrip to view the object, and click the pop-up arrow to open the Group it is in.
   Note: When you edit or select a line in the drawing area it is also highlighted in the FilmStrip.
2. Alternatively, select objects using the keyboard. Click on the FilmStrip, and use the arrow keys to step up and down the list by one object at a time.
3. To select several objects that are next to each other, press the Shift key, and click the start and end object in the sequence.
4. To select objects that are not next to each other, press the Command key and click the desired objects.

Change the Sequence of Objects

Objects and groups of objects can be moved up and down the FilmStrip with the Layout Order buttons. This changes the

order of the objects, and also changes the order in which the final design is created.

Objects can only be moved within their current group within the FilmStrip. To move an object outside its group, Cut and Paste it. Alternatively, use Ungroup, move the object, and Group the remaining objects again.

Note: To delete an object, select it in the FilmStrip and choose Edit > Delete.

Layout Order

Move Forwards

Move Forwards brings the selected object(s) one step down the FilmStrip.

At the bottom of the FilmStrip click Move Forwards.
Choose Objects > Layout Order > Move Forwards.
Press ⌘↓

Move Backwards

Move Backwards brings the selected object(s) one step up the FilmStrip.

At the bottom of the FilmStrip click Move Backwards.
Choose Objects > Layout Order > Move Backwards.
Press ⌘↑

Move to Front

Move to Front places the selected object(s) at the bottom of the FilmStrip.

At the bottom of the FilmStrip click Move to Front.
Choose Objects > Layout Order > Move to Front.
Press ⇧⌘↓

Move to Back

Move to Back places the selected object(s) at the top of the FilmStrip.

At the bottom of the FilmStrip click Move to Back.
Choose Objects > Layout Order > Move to Back.
Press ⇧⌘↑

Move an Object With the Layout Order Buttons

1. Click the desired object. It is highlighted in the FilmStrip.
2. Click Move Backwards to move the object one step up the FilmStrip (towards the first stitch object in the design). A bar moves up the list to show the new position.

   Note: Move Forwards moves the object one step down the FilmStrip. Move to Back makes the object the first created, and Move to Front the last.
3. Move the object to the desired position.

Select a Block of Objects

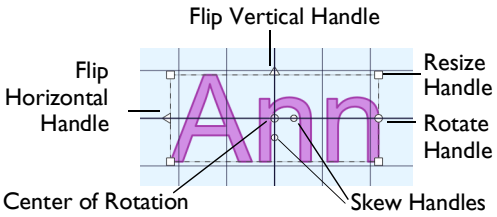
The select functions in the toolbar allow you to select a block of objects. A selected block of objects can be resized, rotated, skewed, mirrored, moved, copied and cut.

Click on an object in the FilmStrip or canvas to select it. Command–click or Shift–click in the FilmStrip to select additional objects individually or in a sequence. Use the Select Mode tools to replace, add to, or remove from your selection. Replace Selection replaces the selected objects, Add to Selection adds the new selection to the selected objects, and Remove from Selection removes the new selection from the selected objects.

Note: Use Control–click to finish using a select tool, or select a different create or select tool.

Object Select	Click to select the desired object.
Box Select	Click and drag to draw a rectangle around the area you want to select.
Freehand Select	Click and drag to draw an irregular outline around the desired area.
Point Line Select	Click a series of points to create an irregular outline of straight or curved lines around the desired area.
Select All	Select all visible objects in the drawing with one click.
Replace Selection	Replace the currently selected area with the new selection.
Add to Selection	Add the new selection to the currently selected area.
Remove from Selection	Remove the new selection from the currently selected area.

When a block has been selected, it has a selection box around it on the canvas. The selection box has handles which are used to resize, rotate and flip the block.



Move and Resize a Block of Objects

Drag inside the block to move it.

Drag the square corner handles to resize the block.

Note: Hold down the Shift key as you drag to resize proportionally. Hold down the Option key to resize from the center.

Drag the round rotate handle to rotate the block freely.
Click the triangular handles to flip the block horizontally or vertically.
Drag either of the Skew handles to reshape the selected block.

Note: When making a selection, only objects that are completely enclosed by the selection line (box, freehand line) are included in the selection. If you cut across a line of shape when making a selection, it is not included because it was not completely enclosed in the selection.

Inserting or Pasting a Block

When a new selection is added to a design by paste, duplicate, or one of the insert functions, it is automatically selected as the current block.

To Deselect a Block

Click the canvas outside a block to deselect it. The selection box around the block disappears.
Control-click to deselect a block and also turn off the current select function.

Object Select

With Object Select, click to select the desired object.

Note: Object Select is also activated automatically when a block is pasted.

Select Object Select

In the toolbar, click Object Select.
Choose Edit > Object Select.

Box Select

With Box Select, drag to draw a rectangle around the area you want to select. Only objects that are completely enclosed by the selection line are selected.

Select Box Select

In the toolbar, click Box Select.
Choose Edit > Box Select.

Select an Area with Box Select

1. In the toolbar, click Box Select.
2. Drag to draw a rectangle around the area you want to select.
3. Lift the pen or release the mouse when the required objects are enclosed. They become the current selection, as indicated by a rectangle with handles.
4. If you want to make a new selection, draw a new box around the required objects.
   Note: Use Command–click to add or remove an area to your selection.
5. Control–click and select Finish Box Select to cancel the Box Select tool.

   Note: Use Add to Selection with any select function to increase the area of selected objects, or use Remove From Selection to make the currently selected area smaller.

Freehand Select

With Freehand Select, drag to draw an irregular outline around the desired area. Only objects that are completely enclosed by the selection line are selected.

Select Freehand Select

In the toolbar, click Freehand Select.
Choose Edit > Freehand Select.

Select an Area with Freehand Select

1. In the toolbar, click the Freehand Select button. The Freehand Select pointer is displayed.
2. Drag to draw a line around the required objects, and lift the pen or release the mouse button to close the area. The objects inside the line are selected, as indicated by a rectangle with handles.

   Note: The line is closed automatically by a straight line between your start point and the point. If the start and end points are not close enough, you may leave out some objects by accident.
3. To make a new selection, draw a new line around the required objects.

   Note: Use Command–click to add or remove an area to your selection.
4. Control–click and select Finish Freehand Select to cancel the Freehand Select tool.

Note: Use Add to Selection with any select function to increase the area of selected objects, or use Remove From Selection to make the currently selected area smaller.

Point Line Select

With Point Line Select, place points to select an area of the drawing of any shape. Only objects that are completely enclosed by the selection line are selected.

Point Line Select may be easier to use than Freehand Select for precise selections.

Select Point Line Select

In the toolbar, click Point Line Select.
Choose Edit > Point Line Select.

Select an Area with Point Line Select

1. In the main toolbar, click the Point Line Select button. The pointer changes to the Point Line Select pointer.
2. Click to place the first point, and the pointer changes to the point pointer.
3. Click to place a series of points around the required objects.

   Note: As you click the third point on the line, the line becomes curved. The line may 'swing' while you place points. Just carry on, you can adjust it afterwards.
4. Use Shift–click to place square points for straight lines.
5. Move the pointer over one of the points on the line. The pointer changes to the Move Points pointer. Adjust the point as desired.

   Note: When the Move Points pointer is active you can adjust existing points. If you click while the point pointer is active, another point is added to the line.
6. Move the pointer over the first point that you placed, the pointer changes to a cross.

7 Click to surround the area with a selection box.

8 If you want to make a new selection, complete the current selection and then place a new line around the required objects.

Note: Use Command–click to add or remove an area to your selection.

9 Control–click and select Finish Point Line Select Tool to deselect the function.

Select All

Select All selects all visible objects in the design.

Select Select All

In the toolbar, click Select All Visible.
Choose Edit > Select All.
Press ⌘A

Selecting Objects with Select All

1 In the main toolbar, click Select All button.

The currently visible objects are selected, as indicated by a rectangle with handles.

2 After using Select All, the previously active selection tool, or Box Select, is active.

Deselect All

Deselect All deselects every selected object, including any that are outside the canvas.

To Deselect All

In the toolbar, click Deselect All.
Choose Edit > Deselect All.
Press ⇧⌘A

Replace Selection

Use Replace Selection to replace the currently selected objects with the new selection.

To change the selection with Replace Selection

Click Replace Selection in the toolbar, and select several objects. Click one of the selection tools and select a few different objects. The new selection replaces the old one.
Choose Edit > Select Mode > Replace Selection.

Replace a Selection

1 Place several objects on the canvas.

2 Use Box Select (or another selection tool) to select some of these objects.

3 Ensure that Replace Selection is selected.

4 Using Box Select, select some different objects.

The new selection replaces your old selection.

Add to Selection

Use Add to Selection to add the new selection to the currently selected objects.

To change the selection with Add To Selection

Click Add to Selection in the toolbar, and select several objects. Click one of the selection tools and select a few different objects. The new selection is added the old one.
Choose Edit > Select Mode > Add to Selection.

Add Objects to a Selection

1. Place several objects on the canvas.
2. Use Box Select (or another selection tool) to select some of these objects.
3. Click Add to Selection.
4. Using Box Select, select some different objects.

The new selection is added to your old selection.

Remove from Selection

Use Remove from Selection to remove the new selection from the currently selected objects.

To change the selection with Remove From Selection

With several objects selected, in the toolbar click Remove from Selection. Click one of the selection tools and select objects within that selection. The objects you selected are removed from the selection.
Choose Edit > Select Mode > Remove from Selection.

Remove Objects from a Selection

1. Place several objects on the canvas.
2. Use Box Select (or another selection tool) to select some of these objects.
3. Click Remove From Selection.
4. Using Box Select, select some of the objects within your selection.

The new selection is removed from your original selection.

Modify a Block of Objects

Move a Block of Objects

You can move a selected block using drag, or nudge. Click inside the block and drag it to the required position, or use the arrow keys to nudge it into place.

If you accidentally move the center of rotation, simply drag it inside the selection box again.

Note: If Snap to Grid is enabled, the block of objects will snap to the grid when moved.

Moving a Block of Objects

1. Click anywhere inside the selection and drag it to the required position. The rectangle around the selection is dragged with the pointer .
2. Lift the pen or release the mouse button to drop the selection in place. The selected objects are redrawn in their new location.
3. Alternatively, you can use the arrow keys to nudge the selection into position, then click outside the block to place it.

Resize a Block of Objects

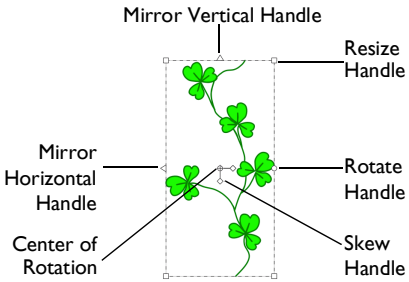
Drag one of the square corner handles to resize.

Resizing a Block of Objects

1. Drag any of the square resize handles.
   To keep the selected objects in proportion, hold down the Shift key and then drag the selection.
2. Lift the pen or release the mouse button, and then release the Shift key if you used that to keep the proportions. The selection is redrawn at its new size.
   Note: Hold down the Option key to resize from the center.

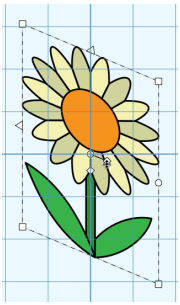
Skew a Block of Objects

Skew a block of objects vertically or horizontally using the Skew handles to the right of and below the Center of Rotation. Drag either handle to reshape the selection box, and the drawing.



How to Skew a Block of Objects

1. Move the pointer over the diamond shaped horizontalskew handle. The pointer becomes a vertical double-headed arrow .
   Note: When the vertical skew handle is used, the pointer becomes a horizontal arrow .
2. Drag to skew the drawing.
3. Adjust the skew, then release the mouse.
   When you release the mouse the selection box is redrawn as a square in the new position.



4 Drag again to make any further adjustments.
Note: If you mirror a skewed object, this applies to the original shape before the skew was applied. To apply it after the skew, deselect and reselect the object.
Otherwise, if the skewed object was originally symmetrical only the mirror handle may appear to move.

Mirror a Block of Objects

Mirror a block of stitches vertically or horizontally using the flip handles on the block selection box.

Horizontally Flip Block

Click the Flip Horizontal handle to mirror a block horizontally.

Vertically Flip Block

Click the Flip Vertical handle to mirror a block vertically.

Rotate a Block of Objects

Drag the rotation handle to rotate the block freely to any angle.

The selection box around the block is rotated around its center. The block is redrawn in its new position.

Move the Center of Rotation

The center of rotation is initially shown in the middle of the block. You can drag it to any position in the drawing. This changes the pivot point around which the block rotates.

Rotate 45

Rotate 45 rotates the selected block of objects in 45 degree steps around the Center of Rotation .

To rotate a block of objects freely on the canvas, see “Rotate a Block of Objects” on page 63.

To Rotate a Block of Objects by 45 Degrees

In the Design Tab of the Design Panel , click Rotate 45 .

Select the block of objects, then choose Objects > Rotate 45.

Undo to return to the previous angle.

Transform

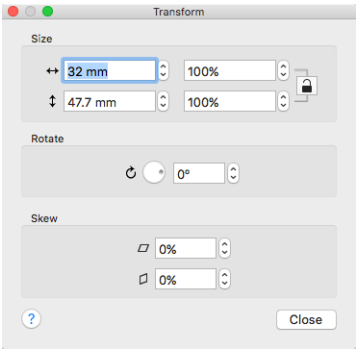
Use Transform to open the Transform dialog, where you can show and change the size, rotation and skew of the selected block.

To open the Transform dialog

In the Design Tab of the Design Panel , click Transform .

Select the block of objects, then choose Objects > Transform.

Transform Dialog



Use the Transform dialog to show and change the size, rotation and skew of the currently selected block.

Use Undo to reverse your changes.

Size

Show and change the height ↕ and width ↔, or height ↕% and width ↔% percentage of the selected block.

Proportional

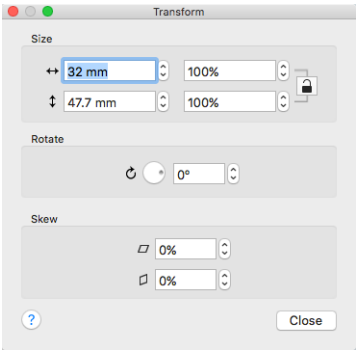
Use this option to keep the relative Height and Width in proportion when either is changed.

Rotate

Enter an angle , from 0 to 359 degrees, in the Angle box. The preview shows the selected angle.

Note: If desired, move the center of rotation before rotating.

Resize a Flower Drawing



1. In the Insert tab of the Design Panel click to open the Design Gallery .
2. In the viewer, scroll to the Flowers and Leaves Category, and select a flower design.
3. Click Insert to load the flower design.
4. Click Close to close the Design Gallery.
5. In the toolbar, ensure that Object Select is active and that the flower is selected.
6. Open the Design Tab of the Design Panel .
7. Click Transform . The Transform dialog appears.
8. In the Size section, ensure that Proportional is selected (locked).
9. Change the Height percentage to 75%. The Width percentage will decrease by the same amount.
10. Click anothe text box to change the focus. In the background the flower changes in size.
11. In Rotate, click and hold on the up arrow. The flower rotates.
12. Change the width and height percentage Skew to reshape the flower design.
13. Click Close. The flower is using your new settings.
14. Click outside the select box to deselect the flower drawing.

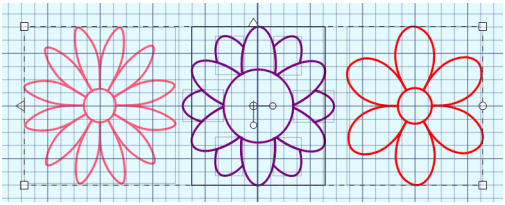
Changing Colors

Once objects have been selected, the line and fill color can be changed.

Select a block to change its properties in the Design Panel.

Change the Color of a Block

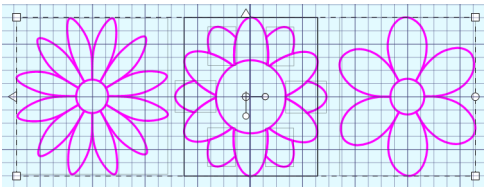
1 Select a block of objects of varying colors.



2 In the Design Tab of the Design Panel , click the Line color, then select a new color in the Colors Window. See "Choosing and Changing Colors" on page 26.

Note: To select a new color for a fill, click Fill color, the select a new color in the Colors Window.

3 Click OK to apply the new color to your selected block.



Delete

Use Delete to remove the currently selected object or objects from the design. Select the object on the canvas or in the FilmStrip or select multiple objects with one of the block selection methods (Box Select, Freehand Select, Point Line Select or Select All).

Note: Use Delete Points to delete single points. (See "Delete Points" on page 47.)

To delete the selected objects

Click Actions on the toolbar and choose Delete.
Control–click the selected object and choose Delete.
Choose Edit > Delete.
On full-size keyboards, press Delete ⌦.
On Mac portable keyboards, press Function–Delete or Function–Backspace (fn ⌫).

Alignment Features

Use the alignment features to position parts of your drawing in the canvas.

Center In Canvas

Use Center In Canvas to move the selected objects or group of objects to the center of the canvas.

To use Center In Canvas

Select the object to be centered, then in the Design Tab of the Design Panel , click Center In Canvas .
Select the object to be centered, then choose Objects > Center In Canvas.

Precise Alignment Tools

Use the Alignment tools on the Design Tab to align objects precisely. Objects can be aligned horizontally or vertically. They can also be centered.

Note: The Alignment tools are only available when more than one object is selected. See "Multiple Select" on page 68.

Select the objects that you want to align, then use an alignment tool.

Horizontal Alignment

Align Left

Use Align Left to align all selected objects with the left edge of the design furthest to the left.

Select the objects that you want to align, then in the Design Tab of the Design Panel , click Align Left .
Select the objects that you want to align, then choose Objects > Horizontal Alignment > Align Left.

Align Center

Use Align Center (Center Horizontally) to center all selected objects horizontally relative to each other.

Select the objects that you want to align, then in the Design Tab of the Design Panel , click Align Center .
Select the objects that you want to align, then choose Objects > Horizontal Alignment > Align Center.

Align Right

Use Align Right to align all selected objects with the right edge of the design furthest to the right.

Select the objects that you want to align, then in the Design Tab of the Design Panel , click Align Right .

Select the objects that you want to align, then choose Objects > Horizontal Alignment > Align Right.

Distribute Horizontally

Use Distribute Horizontally to align all selected objects to be equally spaced horizontally.

Select the objects that you want to align, then in the Design Tab of the Design Panel , click Distribute Horizontally .
Select the objects that you want to align, then choose Objects > Horizontal Alignment > Distribute Horizontally.

Vertical Alignment

Align Top

Use Align Top to align all selected objects with the top edge of the highest design.

Select the objects that you want to align, then in the Design Tab of the Design Panel , click Align Top .
Select the objects that you want to align, then choose Objects > Vertical Alignment > Align Top.

Align Middle

Use Align Middle (Center Vertically) to center all selected objects vertically relative to each other.

Select the objects that you want to align, then in the Design Tab of the Design Panel , click Align Middle .
Select the objects that you want to align, then choose Objects > Vertical Alignment > Align Middle.

Align Bottom

Use Align Bottom to align all selected objects with the bottom edge of the lowest design.

Select the objects that you want to align, then in the Design Tab of the Design Panel , click Align Bottom .
Select the objects that you want to align, then choose Objects > Vertical Alignment > Align Bottom.

Distribute Vertically

Use Distribute Vertically to align all selected objects to be equally spaced vertically.

Select the objects that you want to align, then in the Design Tab of the Design Panel , click Distribute Vertically .
Select the objects that you want to align, then choose Objects > Vertical Alignment > Distribute Vertically.

Multiple Select and Groups

Multiple Select

Use multiple select to select more than one object at a time.

The selected objects are surrounded by a selection box with a dashed outline. The whole selection can be scaled, rotated and mirrored.

Note: If you click outside the selection box, the objects become separate. Use Undo, or select them again to recreate the multiple selection.

Select Several Objects

In the FilmStrip, hold down the Command key and click the desired objects.
Use one of the multiple select tools in the Select area.

A selection box is placed around the selected objects.

Grouping Selected Objects

In PREMIER+ ECQ™ , you can edit objects individually, in a selected block, or in groups which remain as a selection after saving. To reshape or change the properties of an individual object inside a group, select it on the FilmStrip.

Note: When a design including groups is loaded using Insert or Open, all sections are grouped together, ready for moving, resizing and so on.

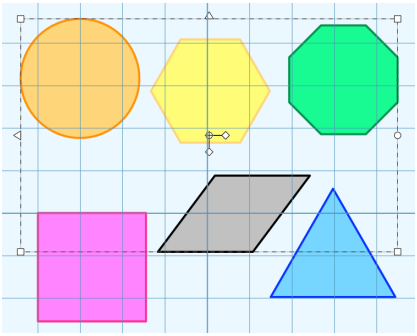
Group

Use Group to make a more permanent group of all the currently selected objects. Use Group to group the objects permanently, or to make a temporary Group while moving or editing them.

Note: A group can be modified in the same way as a selection. You can move, resize, mirror and rotate it.

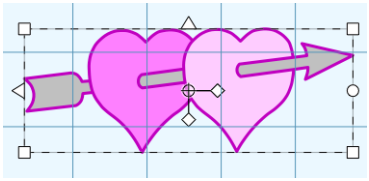
Group can only be used in conjunction with one of the selection tools.

The grouped objects are surrounded by a selection box. The group can be scaled, rotated and mirrored.



Note: If you click outside the selection box, and then click one of the objects within the group, the objects will still be grouped.

Gallery designs are made from groups. You can use the FilmStrip to see the objects inside group structures such as the design Hearts in the Objects Category.

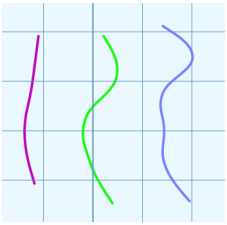


Create a Group of Objects

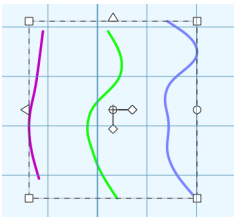
Select several objects in the FilmStrip or on the canvas, then click Group .
Select several objects, then choose Objects > Group > Group.
Press ⌘G

Group Several Objects

1. In the Design Tab of the Design Panel , use Freehand Draw to draw several short lines in the drawing area.
2. Look at the Group area in the toolbar. The tools are currently dimmed (unavailable).
3. Use Box Select to drag a rectangle around the lines to select them. The Group tools are now active.



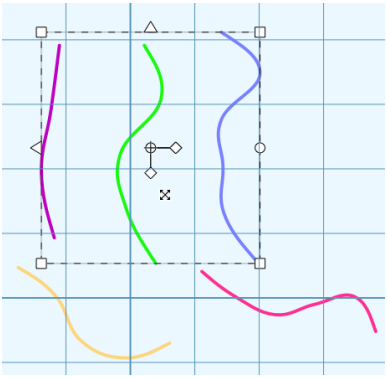
4. While the lines are selected as a block, in the toolbar click Group . The block is changed into a group.
5. Move, rotate and resize the group as a single unit.
6. Click outside the group to deselect it. The Box Select tool is now active again, and Group is dimmed.
   Note: In the same way that an object partially outside the selection does not become part of a block, only objects fully inside the selection can become part of a group.



Highlighting a Group or Line

You can select existing objects on the canvas when a selection tool is active.

1. Place a mixture of lines and groups in the drawing area.
2. Deselect the drawing tool.
3. Click outside the drawing area to deselect everything.
4. Click to select a line. If it is part of a group the whole group will be displayed as a block. If it is not, the line will form a block on its own.
5. Move the pointer over the canvas. As it goes over a selected line the pointer changes from an arrow to a four-headed arrow .
6. To select all objects at once, click Select All .
   You can view the complete structure of your drawing in the FilmStrip.



Ungroup

Use Ungroup to split the selected group into the objects which make it up.

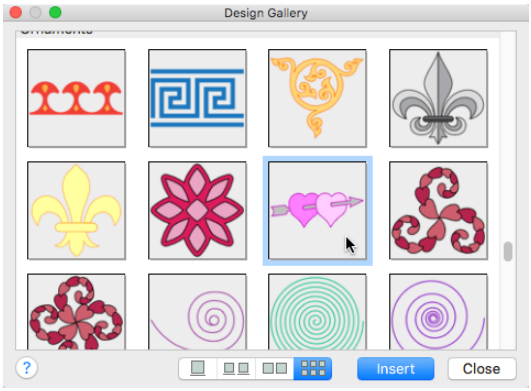
Note: Ungroup can only be used when a group is selected.

Ungroup some objects

Select a Grouped object in the FilmStrip or on the canvas, then click Group .
Select a Grouped object, then choose Objects > Group > Ungroup.
Press ⇧⌘G

Ungroup Grouped Objects

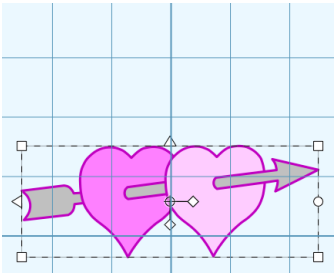
1. Open the Insert Tab of the Design Panel .
2. Click to select Design Gallery .
3. In the Design Gallery dialog, load a design onto the canvas and click Close.
   The Gallery design is displayed as a group in the drawing area. Note that Group is now active in the toolbar.



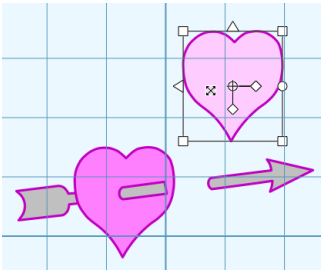
4. Move the Gallery design around the screen. It moves as one unit.
5. In the toolbar click Ungroup .
   The group is now a block.
6. Move the Gallery design. As it is a block it moves in one piece.

Note: While the block is still selected you can reverse the effects of Ungroup by using either Group or Undo.

7. Click outside the Gallery design. A box is no longer displayed around the design.
8. Click inside the Gallery design again. This time only a part of the design is selected. You can move it separately.



A Gallery design is a single Group



When Ungrouped it is a block. You can move a part separately

Use Ungroup followed by Delete, then Group again to remove an unwanted section from a drawing.

If a piece of a drawing is accidentally left behind when you move it, use Undo and Group before trying again.

Ungroup a Group of Objects

Select a Group, then click Ungroup .
Select a Group, then choose Objects > Group > Ungroup.
Press ⇧⌘G

Ungroup All

Use Ungroup All to split all the groups within the selected group into their individual lines and areas.

Use Select All and then Ungroup All to Ungroup whole drawings.

Note: You can use Undo to reverse the effects of Ungroup All.

Ungroup all grouped objects

Select a Group, then click Ungroup All .
Select a Group, then choose Objects > Group > Ungroup All.
Press ^⌘G

Combine

Make Holes

Use Make Holes to create a hole in the fill for a shape. This is done by combining the paths (lines) for the selected objects. Make Holes is only enabled when more than one filled shape is selected.

Note: The shapes should overlap for Make Holes to show an effect.

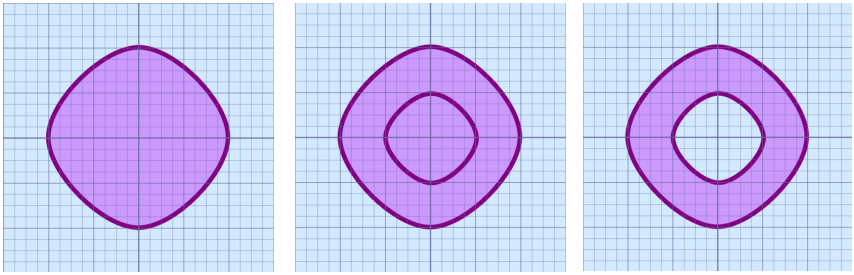
Make Holes in filled objects

Select two overlapping filled objects on the canvas, then click Make Holes .
Select two overlapping filled objects on the canvas, then choose Objects > Combine > Make Holes
Press ⌘B

Use Make Holes to Create a Filled Shape with a Hole

1. Use Freehand Draw or Insert Shapes to draw two filled shapes.
   Note: Make Holes is dimmed (unavailable) while you do this.
2. Resize one of the shapes so that it will fit entirely within the other shape (for example, a circle within a circle).
3. Move the smaller shape on top of the larger shape.
4. Use Box Select to select both shapes as a block. Make Holes is now available.
   You can check in the FilmStrip to see that both shapes are selected.

5 Click Make Holes . The shape within a shape is now a filled area with an unfilled hole in it.



Draw a filled shape | Add a filled shape inside | Select Make Holes

Uncombine

Use Uncombine to break apart an object combined with Make Holes .

Uncombine combined objects

Select a combined object in the FilmStrip or on the canvas, then click Uncombine .

Select a combined object, then choose Objects > Combine > Make Holes

Press ⇧⌘B

Uncombine a Combined Object

1 Use one of the selection tools to select an object combined with Make Holes .

2 In the toolbar click Uncombine .

The combined filled area is split into separate overlapping shapes, and any holes in fill areas have now gone.

Note: The filled areas remain the same colors that they were when combined.

Cut, Copy and Paste

Once objects have been selected with Box Select, Point Line Select or Freehand Select, they can be cut and copied. The selection of objects on the clipboard can be pasted as many times as desired on the canvas of PREMIER+ ECQ™ .

Note: Only objects that are completely enclosed by the selection line are selected.

Clipboard

When objects are copied and cut they are placed on the Clipboard. The selection of objects on the clipboard can be pasted as many times as desired within PREMIER+ ECQ™ .

Cut

Use Cut to cut the selected part of the drawing to the clipboard, where it can be pasted into the same file or a new drawing.

Note: Cutting to the clipboard replaces the contents previously stored there.

Click Actions on the toolbar and choose Cut.
Control–click and choose Cut.
Choose Edit > Cut.
Press ⌘X

Copy

Use Copy to make a copy of the selected part or all of the drawing and place it on the clipboard, where it can be pasted into the same file or a new drawing.

Note: Copying to the clipboard replaces the contents previously stored there.

Click Actions on the toolbar and choose Copy.
Control–click and choose Copy.
Choose Edit > Copy.
Press ⌘C

Paste

Use Paste to place part or all of a drawing that has been cut or copied to the clipboard onto the screen.

Note: The pasted area appears in a highlighted box, ready to be moved or altered.

Use Paste to paste the objects on the clipboard back into the design.

Click Actions on the toolbar and choose Paste.
Control–click and choose Paste.
Choose Edit > Paste.
Press ⌘V

Duplicate Selected

Use Duplicate Selected to make a copy of the selected object or block. The copy is automatically pasted on the canvas below and to the right of the original.

To duplicate the selected object

Select the object or block, then click Actions on the toolbar and choose Duplicate Selected.
Choose Edit > Duplicate Selected.
Control–click an object and choose Duplicate Selected.

Undo and Redo

Undo

Use Undo to reverse the last action that has been applied to the picture on the screen, such as moving, deleting or mirroring an area. Unlimited Undos are possible. Every time you use Undo, the previous action is reversed. If you are not satisfied with the result of the Undo, you can use Redo.

Note: The Zoom commands cannot be reversed using Undo.

To use Undo

Click Actions on the toolbar and choose Undo.
Choose Edit > Undo.
Press ⌘Z
Control–click and choose Undo.

Note: When using Undo from the Edit menu, the name of the specific action to be undone is listed.

Redo

Use Redo to reverse the last action that was undone by Undo. If you are not satisfied with the result of the Redo, use Undo.

To use Redo

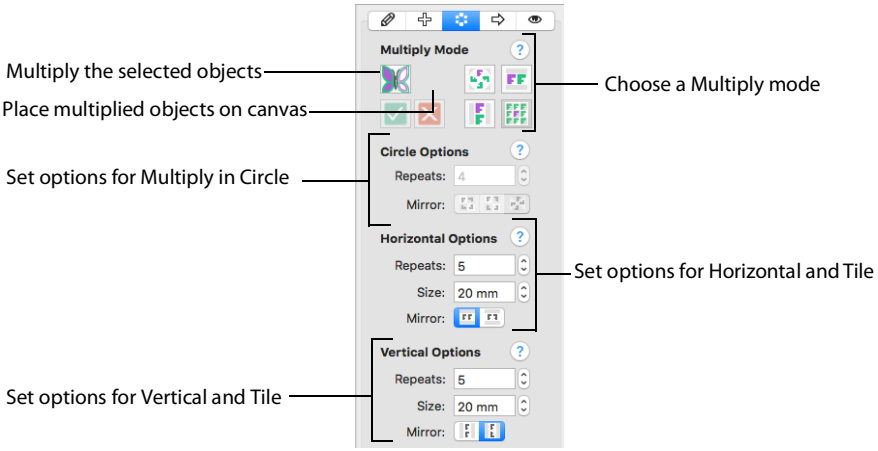
Click Actions on the toolbar and choose Redo.
Choose Edit > Redo.
Press ⇧⌘Z
Control–click and choose Redo.

Note: When using Redo from the Edit menu, the name of the specific action to be redone is listed.

Multiplying Designs 7

Create multiple copies of drawings as a circle, line or grid with Multiply. Reflect and rotate the copied designs.

Use Multiply to repeat drawings or actions automatically by reflecting across and/or down, and by rotating. Symmetrical designs can be created quickly and easily. All changes in the drawing, such as adding, editing, pasting and removing lines and groups are multiplied.



Note: You can use the select tools, and Group and Ungroup, while Multiply is active.

Multiply can reflect or rotate images. Existing objects are not affected, but the selected objects or any new object that is either drawn or pasted in is reflected or rotated. The blue Multiply reflection lines are shown on the canvas when Multiply is enabled.

Note: Try drawing and inserting designs while Multiply is active.

To start Multiply

In the Multiply Tab of the Design Panel , click Enable Multiply .

Use Multiply to Create Copies of a Design

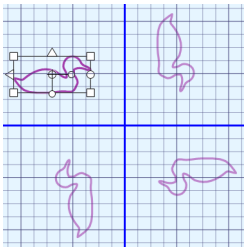
1 Load or draw a design.

2 Select the design with Box Select, Point Line Select, or Freehand Select.

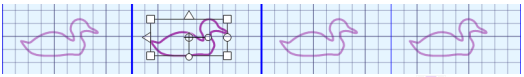
3 Drag the design upwards and to the left to move it a short distance from the center of the canvas.

4 Click the Multiply Tab in the Design Panel.

5 Click Enable Multiply. Your design is multiplied in a circle with four repeats. The reflected areas are marked by heavy horizontal and vertical blue lines.
Note: The initial settings are Circle and four Repeats, without Mirroring.



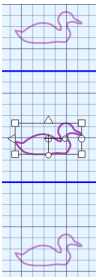
6 In the Multiply Mode section click Horizontal. The three repeated designs are now either side of the original, and the blue Multiply lines run vertically.

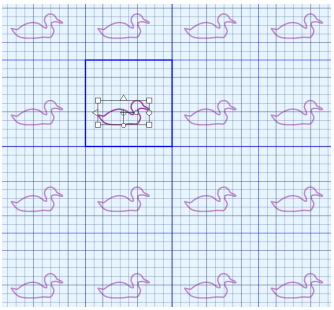


7 In the Multiply Mode section click Vertical.
The three repeated designs lie above and below the original, and the Multiply lines run horizontally.

8 In the Multiply Mode section click Tile.
There are now 15 copies of your original design, forming a grid, with the original design within a blue outlined square.

9 If needed, move your original design within the blue square.
Note: This blue square forms the original area that is multiplied.
You can use the Mirror and Size options to reflect the multiplied designs, and to set the size of the zone within the blue lines.





10 Click Apply Multiply to place the multiplied designs on the canvas.
Note: To go back to your original single design, use Undo after using Apply Multiply.

Multiply Mode

Use the Multiply Mode functions in the Multiply Tab to set your Multiply style, and to enable Multiply.

Enable Multiply

Use Enable Multiply to activate the Multiply options.

Note: Only new objects, or objects that were selected when Multiply was started, are affected by Multiply.

Circle

Use Circle to multiply designs in a circle, and to create kaleidoscope style patterns.

Use the Circle Options to change the number of designs, and to mirror the designs.

Horizontal

Use Horizontal to multiply designs along a horizontal line.

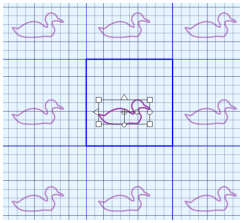
Use the Horizontal Options to change the number of designs, the size of the Multiply zone, and to mirror the designs.

Vertical

Use Vertical to multiply designs along a vertical line.

Use the Vertical Options to change the number of designs, the size of the Multiply zone, and to mirror the designs.

Tile



Use Tile to multiply designs within a horizontal and vertical grid, from a square blue Multiply zone.

Use the Horizontal Options and the Vertical Options to change the number of designs, the size of the Multiply zone, and to mirror the designs.

Apply Multiply

Use Apply Multiply to place the multiplied designs on the canvas.

Circle Options

The Circle Options enable you to set the number of repeats and reflect copies of the multiplied designs as facing pairs.

Repeats

Set the number of repeats for the multiplied circle of designs from 2 to 40. The initial number is 4.

Mirror

Use Mirror to reflect the designs to form pairs. Each alternate copy of the design is reflected. This generally looks best if the number of Repeats is an even number.

Alternative Mirror

Use Alternative Mirror to reflect the designs with a rotated axis.

Use the Multiply Circle Options

1 Choose File > New to open a new canvas.

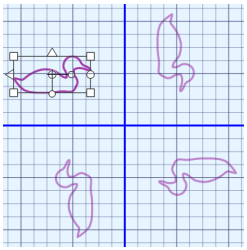
2 Load or draw a design.

3 Select the design with Box Select, Point Line Select, or Freehand Select.

4 Drag the design upwards and to the left to move it a short distance from the center of the canvas.

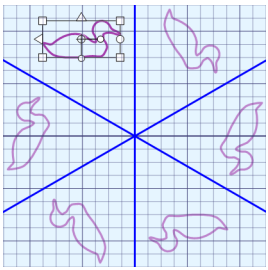
5 Click the Multiply Tab in the Design Panel.

6 Click Enable Multiply. Your design is multiplied in a circle with four repeats. The reflected areas are marked by heavy horizontal and vertical blue lines.
Note: The initial settings are Circle and four Repeats, without Mirroring.

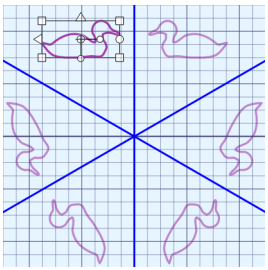


7 In the Circle Options area, increase Repeats to 6.
There are now six blue Multiply lines.

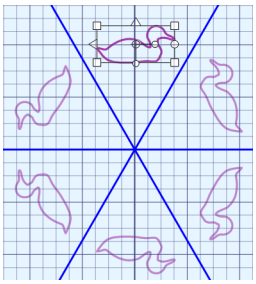
8 Move your design so that it does not cross any of the blue Multiply lines.



Without Mirror



With Mirror



With Alternative Mirror

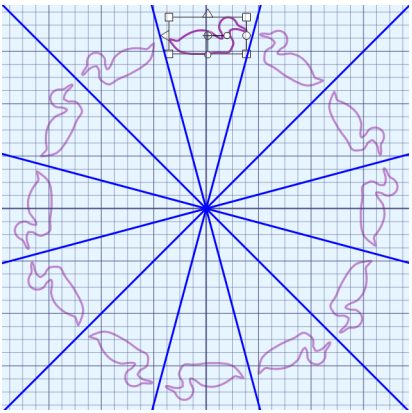
9 In the Circle Options area, click Mirror.
Pairs of designs now face each other.

10 In the Circle Options area, click Alternative Mirror.
Note: Some of your designs may now be badly overlapping.

11 Move your original design so that it is between two of the blue Multiply lines, and over the central grid line.
Note: When using Mirror and Alternative Mirror, designs will overlap if they cross one of the blue Multiply lines.

12 Try using a different number of Repeats, and options with and without Mirroring.

13 Click Apply Multiply to place the multiplied designs on the canvas.



Horizontal Options

The Horizontal Options enable you to set the number of repeats, set the Size of the Multiply zone, and reflect copies of the multiplied designs as facing pairs.

Note: The Horizontal Options are used with the Horizontal and Tile Multiply Modes.

Repeats

Set the number of repeats for the horizontal line of designs from 2 to 40.

Size

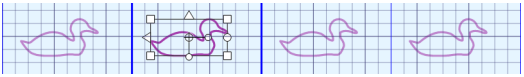
Use Size to set the width of the Multiply zone from 10.0.mm to 1000.0 mm. in steps of 0.1 mm.

Mirror

Use Mirror to reflect the designs to form pairs. Each alternate copy of the design is reflected.

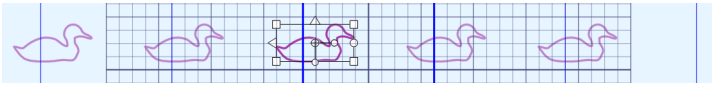
Use the Multiply Horizontal Options

1. In the View Tab of the Design Panel , ensure that the Canvas is set to 100mm x 100mm in size.
   Note: This is the initial setting for the Canvas.
2. Load or draw a design.
3. Select the design with Box Select , Point Line Select , or Freehand Select .
4. Drag the design upwards and to the left to move it a short distance from the center of the canvas.
5. Click the Multiply Tab in the Design Panel .
6. In the Multiply Mode section click Horizontal .
7. Click Enable Multiply . Three repeated designs can be seen either side of the original. Blue Multiply lines run vertically.



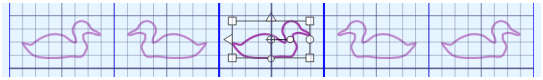
The initial settings are 4 Repeats, with the Size of the Multiply zone set to 25.0mm.

8. Set Repeats to 5. At least one of your designs is outside the Canvas grid, and the central blue line may cross your design.



Pale blue lines mark out the other Multiply zones.

9. Set the Size to 20mm, so that the designs will fit within the Canvas grid.
   Note: Use Size to fit designs within a Multiply zone. Increase the Size to move the designs further apart. Decrease the Size to move the designs closer together, and to overlap them.
10. Ensure that your original design is between the two central heavy blue lines, then click Mirror . The designs form facing pairs.



11. Move the central design to the right towards its reflected copy. The designs now overlap.
    Note: It is often desirable to adjust the Size until designs are touching or very close together when creating an embroidery, as this will reduce the number of movement stitches.

Vertical Options

The Vertical Options enable you to set the number of repeats, set the Size of the Multiply zone, and reflect copies of the multiplied designs as facing pairs.

Note: The Vertical Options are used with the Vertical and Tile Multiply Modes.

Repeats

Set the number of repeats for the horizontal line of designs from 2 to 40.

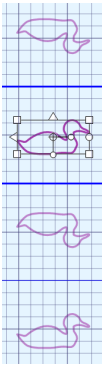
Size

Use Size to set the width of the Multiply zone from 10.0.mm to 1000.0 mm. in steps of 0.1 mm.

Mirror

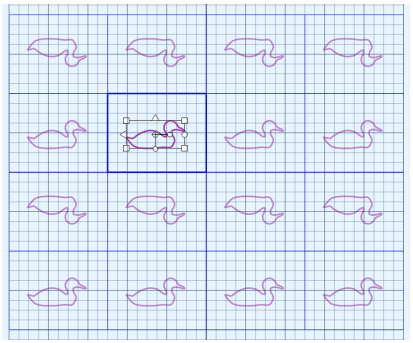
Use Mirror to reflect the designs to form pairs. Each alternate copy of the design is reflected.

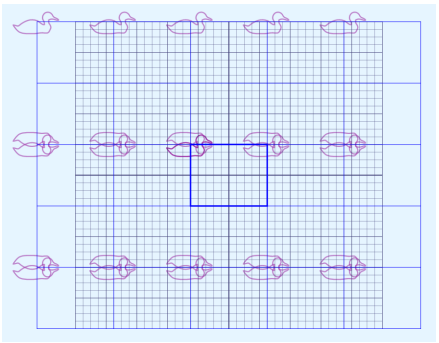
Use the Multiply Vertical Options



1. In the View Tab of the Design Panel, ensure that the Canvas is set to 100mm x 100mm in size.
   Note: This is the initial setting for the Canvas.
2. Load or draw a design.
3. Select the design with Box Select, Point Line Select, or Freehand Select.
4. Drag the design upwards and to the left to move it a short distance from the center of the canvas.
5. Click the Multiply Tab in the Design Panel.
6. In the Multiply Mode section click Vertical.
   The three repeated designs lie above and below the original, and the Multiply lines run horizontally.
   Note: The initial settings are 4 Repeats, with the Size of the Multiply zone set to 25.0mm.
7. Set the Size to 20mm, to reduce the size of the Multiply zone.
8. Click Mirror, half of your designs are now upside down!
   Note: Use Size to adjust the distance between your designs, and use Repeats to increase or decrease the number of designs.

9 In the Multiply mode section, click Tile . Both the Horizontal and Vertical Options are now available.

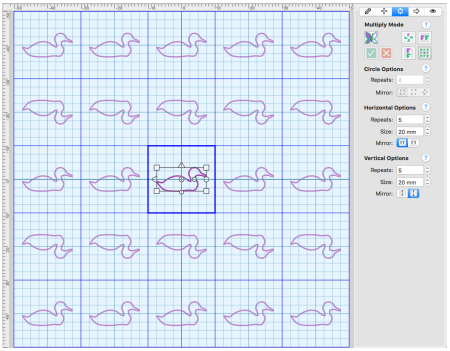




10 Increase both the Horizontal and Vertical number of Repeats to 5.
Note: Your designs may show confusing overlapping.

11 Drag your original design into the center of the blue Multiply box.
Note: If your design is larger than the box, there will still be some overlapping. Increase the Horizontal or Vertical Size to prevent overlapping.

12 Try using a different number of Repeats, and different settings for Size and Mirror with both the Horizontal and Vertical Options.



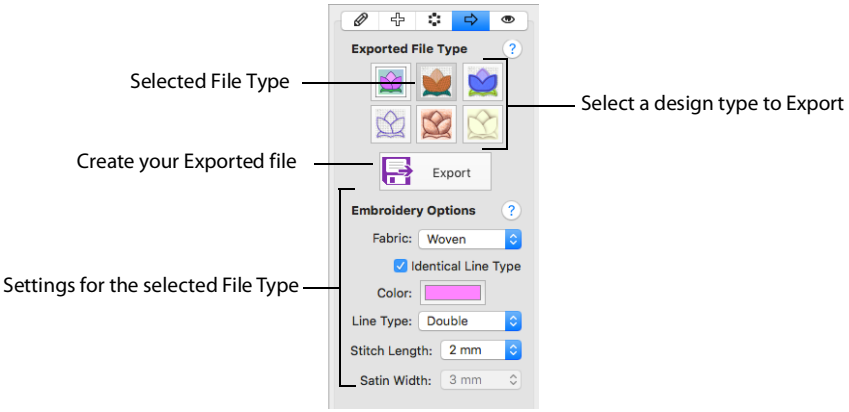
13 Click Apply Multiply to place the multiplied designs on the canvas.
Note: If you change to Circle with a design in the center of the Canvas, all of the design copies will appear to collapse into the middle. Drag your original design up and towards the left, and your designs will spread out around the circle.

Exporting Designs

8

Use the Export options to save your design as a picture, an embroidery, a design for a quilting robot, or for a cutter.

Use the options on the Export tab to save your design as a picture, an embroidery, a design for a quilting robot, or for a cutter.



Use Export to create the design in the desired format.

Exported File Type

Export your drawing as a design in one of the following formats:

- Picture
- Embroidery with Fills
- Embroidery Appliqué
- Embroidery Outlines
- Automated Quilting
- Cutting Machine

Picture

Use Picture to export your drawing in SVG, PNG or JPEG format. Click Export to create the file.

To create a Picture from your design

Create your drawing, then in the Export Tab of the Design Panel click Picture. Use Export to save the picture in your chosen format.

Embroidery with Fills

Use Embroidery with Fills to export your design as a filled embroidery. Use the Embroidery Options to choose the settings for the embroidered border, and the background fabric type to embroider on. Click Export to create the file.

You can export embroideries as Husqvarna Viking / Pfaff .vp3, PREMIER+ .vp4, Brother/Baby Lock/Bernina PES (.pes), Compucon/Singer PSW (.xxx), Janome/ Singer (.jef), Melco Expanded (.exp), and Tajima (.dst).

Create a Filled Embroidery

1. Create a design.
2. Save the design. See "Save" on page 95.
3. In the Export Tab of the Design Panel click Embroidery with Fills.
4. In the Embroidery Options, choose a Fabric type from the pop-up menu. See "Embroidery Options" on page 86.

   Note: The initial fabric type is Woven.
5. To use the same Line Type and Color for all of the lines in your embroidery, select (check) Identical Lines, then choose a color, a Line Type, and the stitch settings for the line.

   Note: Fills and their colors are taken from your original drawing.
6. Click Export. The Export dialog appears.
7. Select an embroidery format from the pop-up menu.
8. Browse to the folder for your designs.
9. Click Save.

   The embroidery is saved in your chosen folder.

Embroidery Appliqué

Use Embroidery Appliqué to export your design as an appliqué embroidery. Use the Embroidery Options to choose the settings for the embroidered border, and use the Appliqué Options to set the appliqué Method. Click Export to create the file.

You can export embroideries as Husqvarna Viking / Pfaff .vp3, PREMIER+ .vp4, Brother/Baby Lock/Bernina PES (.pes), Compucon/Singer PSW (.xxx), Janome/ Singer (.jef), Melco Expanded (.exp), and Tajima (.dst).

Create an Appliqué Embroidery

1. Create a design.
2. Save the design. See "Save As" on page 97.
3. In the Export Tab of the Design Panel click Embroidery Appliqué.
4. In the Embroidery Options, choose a Fabric type from the pop-up menu. See "Embroidery Options" on page 86.

   Note: The initial fabric type is Woven.
5. To use the same Line Type and Color for all of the lines in your embroidery, select (check) Identical Lines, then choose a color, a Line Type, and the stitch settings for the line.
6. In the Appliqué Options, choose an Appliqué Method, and set a Margin. See "Appliqué Options" on page 87.

7 Click Export. The Export dialog appears.
8 Select an embroidery format from the pop-up menu.
9 Browse to the folder for your designs.
10 Click Save.
The appliqué embroidery is saved in your chosen folder.

Embroidery Outlines

Use Embroidery Outlines to export your design as an outline embroidery. Use the Embroidery Options to choose the settings for the embroidered border, and the background fabric type to embroider on. Click Export to create the file.

You can export embroideries as Husqvarna Viking / Pfaff .vp3, PREMIER+ .vp4, Brother/Baby Lock/Bernina PES (.pes), Compucon/Singer PSW (.xxx), Janome/ Singer (.jef), Melco Expanded (.exp), and Tajima (.dst).

Create an Outline Embroidery

1 Create a design.
2 Save the design. See "Save As" on page 97.
3 In the Export Tab of the Design Panel click Embroidery Outlines.
4 In the Embroidery Options, choose a Fabric type from the pop-up menu. See "Embroidery Options" on page 86.
Note: The initial fabric type is Woven.
5 To use the same Line Type and Color for all of the lines in your embroidery, select (check) Identical Lines, then choose a color, a Line Type, and the stitch settings for the line.
6 Click Export. The Export dialog appears.
7 Select an embroidery format from the pop-up menu.
8 Browse to the folder for your designs.
9 Click Save.
The outline embroidery is saved in your chosen folder.

Automated Quilting

Use Automated Quilting to export your design as a file suitable for your quilting robot. Use the Quilting Options to set the line direction and type. Click Export to create the file.

You can export quilting files in the following formats: 4D / 5D QuiltDesign Creator 4QB (*.4qb), QuiltSewClever / Quilt Artist / Shirley Stitcher QCC (*.qcc), PC Quilter (*.txt), Statler Stitcher (*.qli), AutoCAD (*.dxf), HPGL (*.plt), CompuQuilter (*.cmd), CompuQuilter (*.cqp), Handi Quilter (*.hqf) and IntelliQuilter (*.iqp).

Create an Automated Quilting Embroidery

1 Create a design.
2 Save the design. See "Save As" on page 97.
3 In the Export Tab of the Design Panel click Automated Quilting.
4 In the Quilting Options, choose a line direction in the pop-up menu. See "Quilting Options" on page 88.

5 Click Export. The Export dialog appears.
6 Select a quilting format from the pop-up menu.
7 Browse to the folder for your designs.
8 Click Save.

Cutting Machine

Use Cutting Machine to export the design as an SVG, DXF or FCM image file for use in your cutter. The Cutter Options allow you to use the lines, fills, or lines and fills in your drawing. Click Export to create the file.

Note: The maximum size for the Brother ScanNCut FCM format is 12" x 12" (305mm x 305mm).

Recommended file formats for cutters:

Cutter	Software	Export Format
Cricut Explore®	Cricut Design Space 3.1512	SVG (points)
KNK Zing Air®	Make the Cut! 4.6.1 (Zing Plugin 2.1.0)	SVG (points)
Silhouette Cameo®	Silhouette Studio 3.6.57 ss (Use "As Is" import settings)	DXF (millimeters)
Brother ScanNCut® (2)	Direct to USB stick or machine	FCM
Sizzix Eclips2	eCal2 2.203	SVG (points)

Create a design for a cutting machine

1 Create a design.
2 Save the design. See “Save As” on page 97.
3 In the Export Tab of the Design Panel click Cutting Machine.
4 In the Cutter Options, choose a line and fill option in the pop-up menu. See “Cutter Options” on page 89.
5 Click Export. The Export dialog appears.
6 Select a cutter format from the pop-up menu.
7 Browse to the folder for your designs.
8 Click Save.

Export

Click Export to create a design in the chosen format. In the Save As dialog, select a file type and click Save.

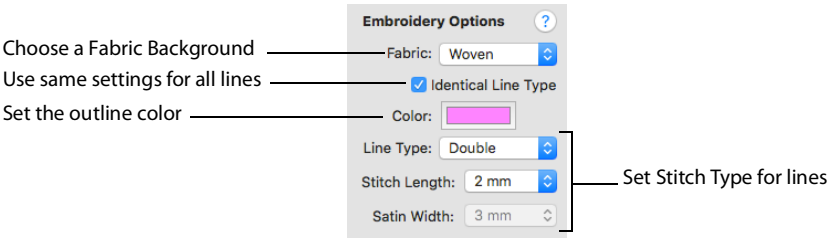
Export a Design

1 Create a design.
2 Save the design. See “Save As” on page 97.
3 In the Export Tab of the Design Panel select a project file type.
4 Click Export. The Export dialog appears.

5 Select a format from the pop-up menu.
6 Browse to the folder for your designs.
7 Click Save.
The design is saved in your chosen folder.

Embroidery Options

Use the Embroidery Options to choose the settings for the embroidered border, and the background fabric type to embroider on.



Fabric

Select the fabric to be used for your embroidery design. The Fabric affects the compensation used for the design.

Note: All stitches have a tendency to pull in. The pull varies according to fabric weight and type. Compensation is used to make a whole design or areas within it 'bolder' by increasing their relative size.

To choose a Fabric type

In the Fabric pop-up menu, choose a Fabric. Choose from: Sheer, Woven, Knit, Fleece, Terrycloth. The initial fabric is Woven.

Identical Line Type

Use Identical Line Type to create all border lines using the same color and Line Type.

Note: When the Identical Line Type checkbox is checked (selected), the Line Type color and stitch type options become available.

Color

Set the color for your border lines. See “Choosing and Changing Colors” on page 26.

Note: The colors for the fills in a filled embroidery are taken from the colors in the original drawing.

Line Type

Select the stitch type to be used for the border of your embroidery. Choose from: Satin, Double and Quadruple line.

Stitch Length

Select the Stitch Length for Double or Quadruple stitch.

The available options are: 1.0mm, 1.5mm, 2.0mm, 2.5mm, 3.0mm, 3.5mm, 4.0mm, 5.0mm and 6.0mm. The initial value is 2.0mm.

Satin Width

Set the width of a Satin line.

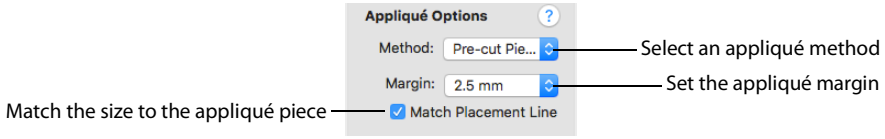
The available options are: 1.0mm, 1.5mm, 2.0mm, 2.5mm, 3.0mm, 3.5mm, 4.0mm, 5.0mm and 6.0mm. The initial value is 2.0mm.

Setting Embroidery Options

1. Create a design.
2. Save the design. See "Save As" on page 97.
3. In the Export Tab ⇨ of the Design Panel click Embroidery with Fills, or another of the embroidery options.
4. Choose a Fabric type from the pop-up menu.
   Note: The initial fabric type is Woven.
5. Select (check) Identical Lines. The line options become available.
6. Click the color block and select a color from the Colors Window. See "Colors Window" on page 27.
7. Choose a Line Type in the pop-up menu, and set its stitch length or width.
   Note: For Double and Quadruple stitch lines you can choose the line length, for Satin you can choose the width of the line.
8. Click Export. The Export dialog appears.
9. Select a format from the pop-up menu.
10. Browse to the folder for your designs.
11. Click Save.
    The embroidery is saved in your chosen folder.

Appliqué Options

Select a Method for appliqué placement, and set the appliqué piece Margin.



Method

Choose the method for placing and securing the appliqué fabric.

Pre-cut Piece

Use a pre-cut appliqué piece; created, for example, using an automatic cutter or cutwork needles.

Stitch a running line to show where the pre-cut appliqué piece should be placed, then stop to position the appliqué piece. Stitch down the appliqué piece with double stitch, then finish the edges with the selected border stitching.

Tack and Trim

Stitch a running line to show where appliqué fabric should be placed, then stop to position the fabric. Stitch down the appliqué fabric with double stitch, then stop so the fabric may be trimmed. Finish the edges with the selected border stitching.

Margin

Select the margin for appliqué placement relative to the drawn border shape.

The available options are: None, 0.5mm, 1.0mm, 1.5mm, 2.0mm, 2.5mm, 3.0mm, 4.0mm and 5.0mm. The initial value is 1.0mm.

Match Placement Line

Adjust the position of the first running stitch line for either Tack and Trim or Pre-cut Piece so that it matches the outline of the appliqué piece after the appliqué piece Margin has been applied.

Note: This may be useful for precise positioning of appliqué pieces that have been pre-cut with an automated cutter, to ensure the placement line is visible.

Setting Appliqué Options

1. Create a design.
2. Save the design. See "Save As" on page 97.
3. In the Export Tab ⇨ of the Design Panel click Embroidery Appliqué.

   Note: For Embroidery Appliqué you need to set Embroidery Options as well as Appliqué Options. See "Embroidery Options" on page 86.
4. Choose an Appliqué Method from the pop-up menu.

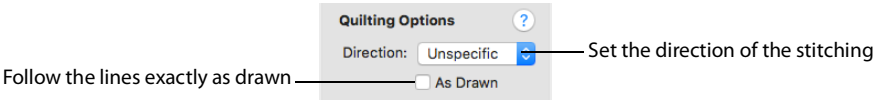
   Use Pre-Cut Piece to use a pre-cut piece of appliqué fabric in your embroidery.

   Use Tack & Trim to stitch down the appliqué fabric, then stop to trim the fabric.
5. Use Margin to set the margin for appliqué placement relative to the border.
6. Use Match Placement Line to set the position of the first running stitch line so that it matches the outline of the appliqué piece.
7. Click Export. The Export dialog appears.
8. Select a format from the pop-up menu.
9. Browse to the folder for your designs.
10. Click Save.

    The appliqué embroidery is saved in your chosen folder.

Quilting Options

Use the Quilting Options to set the line direction and type for stitching on the quilting robot. The drawing is traced automatically unless As Drawn is selected.



Direction

Set the direction for the stitching. Choose from Unspecific (as drawn or traced), From Left or From Right.

Note: Use From Left or From Right to start on one side and finish on the other. They are ideal for patterns that repeat along a quilted row.

As Drawn

Select As Drawn to use the original lines exactly as drawn in the design.

When As Drawn is selected, hidden lines and lines drawn on top of other lines will be used in the design.

Note: The automatic method traces the best path through the drawing. It does not trace lines hidden by fills.

Setting Quilting Options

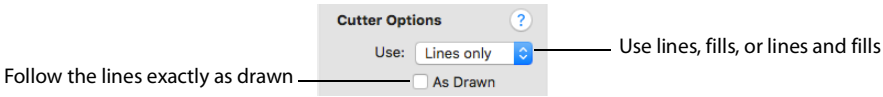
1. Create a design.
2. Save the design. See "Save As" on page 97.
3. In the Export Tab of the Design Panel click Automated Quilting.
4. Choose the stitching Direction from the pop-up menu.
   Use Unspecific to use an automatically created route.
   Use From Left to create a stitch route that runs from left to right.
   Use From Right to create a stitch route that runs from right to left.
5. Select As drawn to use the original lines exactly as they were drawn in the design.
   Note: Use this when the design was created by hand for optimum stitching on a quilting robot.
6. Click Export. The Export dialog appears.
7. Select a format from the pop-up menu.
8. Browse to the folder for your designs.
9. Click Save.

   The quilting design is saved in your chosen folder.

Cutter Options

Export the drawing as an SVG, DXF or FCM image file for use in a fabric cutter.

Set the units of measurement (millimeters or inches), and select a file type. Click Export to save the file.



Use

Use only the lines in the design, only the fills in the design, or both the lines and fills.

As Drawn

Select As Drawn to use the original lines exactly as drawn in the design. Any hidden lines will be included in the design.

Next: The automatic method traces the best path through the drawing. It does not trace lines hidden by fill areas.

Setting Cutter Options

1. Create a design.
2. Save the design. See "Save As" on page 97.
3. In the Export Tab ⇨ of the Design Panel click Cutting Machine .
4. Choose the line and fill settings from the pop-up menu.
   Use Lines Only to use only the lines in the design.
   Use Lines & Fills to use the lines and fills in the design.
   Use Fills Only to use only the fills in the design.
5. Select As drawn to use the original lines exactly as they were drawn in the design.
   Note: This will use any lines that are covered by a fill area.
6. Click Export . The Export dialog appears.
7. Select a format from the pop-up menu.
8. Browse to the folder for your designs.
9. Click Save.
   The cutting design is saved in your chosen folder.

Creating and Managing Designs 9

Start a completely new design with New, or use Open or View to edit an existing design. Save or Export your created designs.

A new design can be started with New. This opens a new window where you can create a design.

Open a design into a new window with Open a design or Open Recent.

Use Insert (see page 93).

When starting from a blank design, you may set the size of your Canvas and start creating your design. However, it is more common to follow a picture when creating a design. Open a picture with Load Background  .

Save finished designs with Save, then save the final design with Export. See “Export” on page 85.

New

Use New to open a new PREMIER+ ECQ™ window so that you can make new designs on the canvas or insert designs.

Note: To load a design into an existing PREMIER+ ECQ™ window, use Insert.

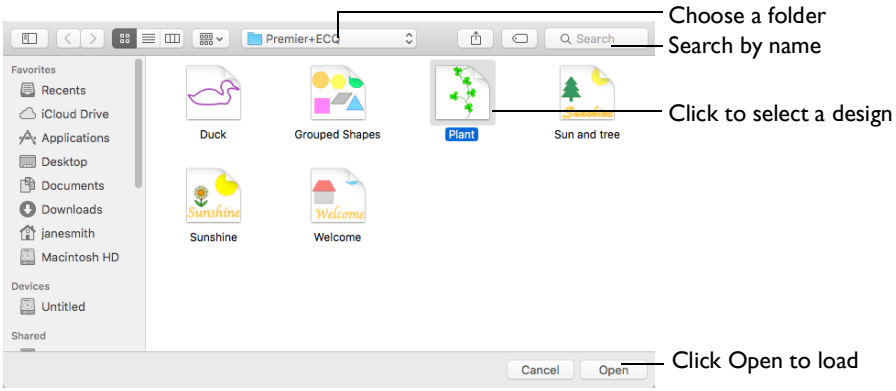
To open a new window

Choose File > New.
Press ⌘N

Open Designs

Open

Use Open to load an existing drawing file (extension .ecq). PREMIER+ ECQ™ displays the Open dialog so you can choose a design to open.



The new window uses the filename as its title.

Note: To avoid accidentally overwriting your original design, it is recommended to use Duplicate or Save As and work from a copy when using Open. Alternatively, use Insert (see "Insert" on page 93).

To use Open

Choose File > Open.
Press ⌘O
Double-click on a design in the Finder.

Open a Design

1. Choose File > Open (or press ⌘O).
2. Browse to the desired folder in the Open dialog.
3. Click a drawing (.ecq) file to highlight it.
   Files other than .ecq drawing files are dimmed in the Open dialog.
4. Click the Open button to load the design.
   The design is placed in a new window with its name in the window title.

Open Recent

Use Open Recent to open previously used drawing (.ecq) files.

Note: To avoid accidentally overwriting your original design, it is recommended to use Duplicate and work from a copy when using Open Recent.

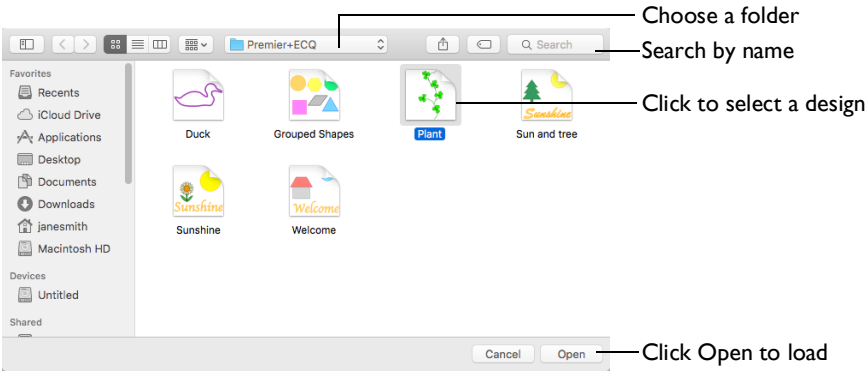
To open a recently used design

Choose File > Open Recent, and choose a design from the menu.

Note: Click File > Open Recent > Clear Menu to remove the list of recent designs.

Insert

Use Insert to insert existing drawings into the current design. The drawing is automatically selected so that it can be moved, resized, mirrored, rotated, copied or cut. Drawings are inserted at the size they were created.



In the Insert Tab of the Design Panel , select Insert File and choose a drawing.
Choose File > Insert and select a drawing.
Press ⌘I

Insert a Drawing

1. Choose File > Insert.
2. Browse to the desired folder in the Insert dialog.
3. Click a drawing to highlight it.
   Files other than drawings are dimmed in the Insert Design dialog.
4. Click the Open button to load the drawing.
5. The drawing is placed on the canvas.

Transferring Drawing Elements with Insert

You can use Insert to transfer drawing elements between drawings.

1. Delete all the objects from a drawing except the desired piece (for instance, in a floral design, delete everything except one flower that you want to use elsewhere).
2. Save the isolated drawing element as a new drawing file (.ecq).
3. Open the drawing in which you want to insert the isolated element.
4. Insert the new element with Insert.
   If you do this several times then you will gradually build up your own library of drawing elements.

File Formats

PREMIER+ ECQ™ can load drawing files with the extensions: PREMIER+ ECQ™ Files (*.ecq), 4D / 5D QuiltDesign Creator 4QB (*.4qb), Scalable Vector Graphics (.svg).

Save Designs

There are three methods of saving drawings:

Save

This saves the contents of the open window as a drawing (.ecq) with the name you give it, in the Save dialog.

Duplicate

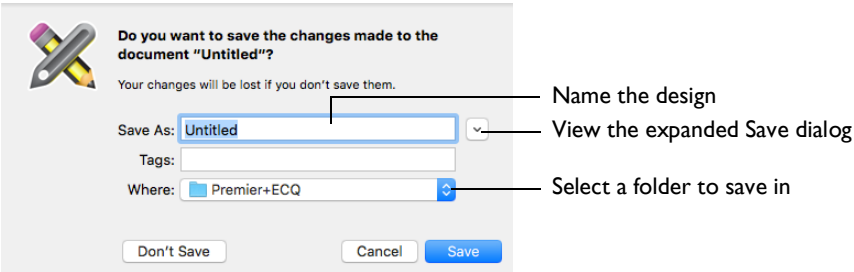
This makes a copy of the drawing in the open window using that document's name, with the word "copy" at the end. Use Save to save this copy under a different name, or in another folder, in the Save dialog.

Save As

Use Save As to save the contents of the current window as a drawing (.ecq) file.

Save On Close

If you make changes to an unsaved design, then try to close the design window before saving the changes, a message appears, asking if you want to save the design.



Note: If you have already saved the design, this message will not appear, as an autosave is made as the window closes.

You are asked about the unsaved design. Choose between:

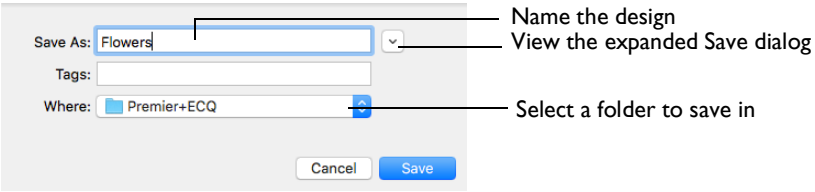
Save	Save the changes to the design. Use the name and folder selected in the dialog.
Don't Save	Do not save the design and continue. The design is discarded without being saved.
Cancel	Do not save the design, but keep the design window open.

Note: If you make a mistake when changing a design, use Revert To to recover the previous version. See "Revert To" on page 98.

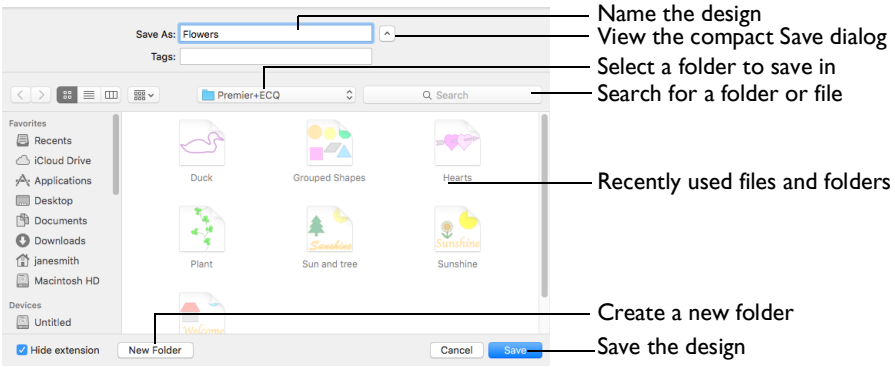
Note: After saving you may Rename a design. See "Rename" on page 97.

Save

When you save a drawing file for the first time, PREMIER+ ECQ™ displays the Save dialog so you can name your .ecq design file.



Note: Depending on previous choices when saving files, the compact or expanded save dialog is shown.



The drawing is saved as a design in .ecq format.

Note: To create an embroidery file to stitch out, choose Export. See “Export” on page 85.

To use Save

Click Actions on the toolbar and choose Save.
Choose File > Save.
Press ⌘S

Save a Drawing

1. Create a design using the drawing features.
2. Choose File > Save (or press ⌘S).
3. In the Save As text box, enter a name for your drawing.
4. Browse to the desired folder, or create a new folder.
5. Click the Save button to save the drawing.

Duplicate

Use Duplicate to make a copy of the drawing in the current window using that drawing’s name. The new window will use the original name with the word "copy" at the end.

Then use Save to save the copied drawing under a different name and/or folder.

Note: When a drawing is Duplicated the version history is not kept.

To use Duplicate

Choose File > Duplicate.
Press ⇧⌘S

Duplicate a Drawing

1. Create a drawing using the Draw and Insert features.
2. Choose File > Save (or press ⌘S) to Save thedrawing. See “Save” on page 95.
3. Choose File > Duplicate (or press ⇧⌘S).

   A new window is opened containing a copy of the saved drawing. The new window uses the same name as the original, but with the word "copy" at the end.
4. Choose File > Save (or press ⌘S).
5. Save the duplicated drawing in the Save dialog under the desired name and folder.

Save As

Use Save As to save the contents of the current window as a drawing (.ecq) file in .ecq format.

To use Save As

Choose File > ⌥ > Duplicate.
Press ⌥⇧⌘S

Rename

You can rename the document in the currently selected window.

- If the document has not been saved, the Save dialog is displayed so you can save your drawing. See “Save” on page 95.
- If the document has been previously saved, you can rename the document in the application title bar.

Rename a document

Choose File > Rename, then save or rename the document.

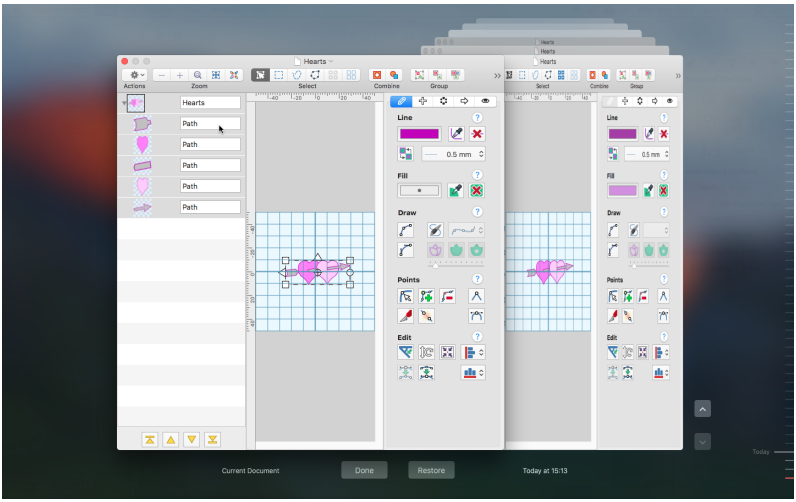
Move To

You can move a document from the folder it is saved in, to another folder.

Choose File > Move To, then browse to the destination folder.

Revert To

Use Revert To to return to a previous version of your design.



Use Revert To

1. Create a drawing using the Draw and Insert features.
2. Choose File > Save (or press ⌘S) to save the design. See “Save” on page 95.
3. Change the design.
4. Choose File > Save (or press ⌘S) to save the design again.
5. Choose File > Revert To. All of the changes that you have made and saved can be selected on the screen.
6. Click Restore to go back to an older version, or Done to return without reverting,

Preferences

10

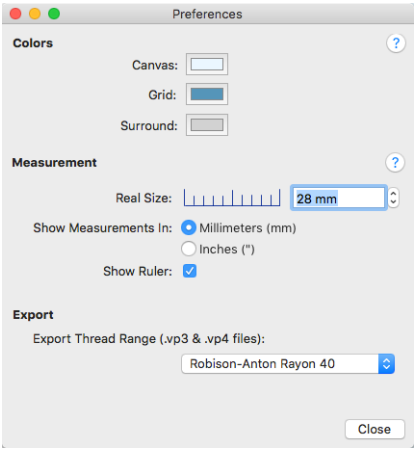
Use Preferences to set the Background and Grid color, units and Real Size.

When the Preferences settings are changed, the new settings are remembered when PREMIER+ ECQ™ is closed and reopened.

To open Preferences

Choose PREMIER+ ECQ™ > Preferences.
Press ⌘,

Use the Preferences settings to vary the way your PREMIER+ ECQ™ is displayed.



Colors

Canvas

Set the color for the Canvas for PREMIER+ ECQ™ to whatever you prefer. Click the Color block and the Colors window appears to allow you to choose a color. The color set by default for your PREMIER+ ECQ™ is 230, 245, 255 (RGB).

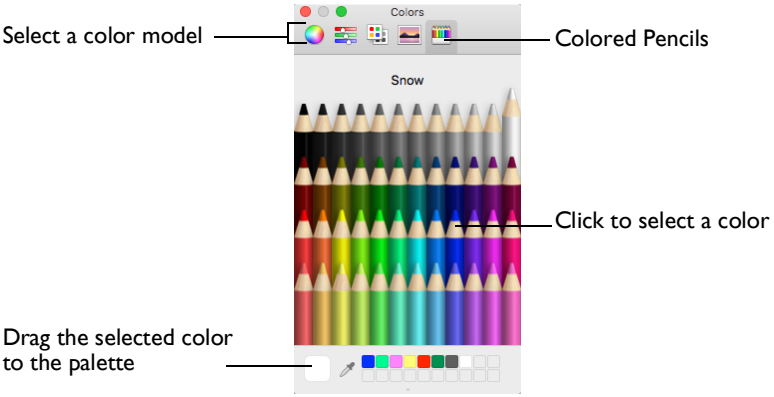
Note: When you click on a color, the Color will change immediately. You will see the effect in PREMIER+ ECQ™ . When you are happy with the color, close Preferences.

Grid

Set the grid color for your PREMIER+ ECQ™ to whatever you prefer. Click the Color block and the Colors window appears to allow you to choose a color. The color set by default for your PREMIER+ ECQ™ is 85, 150, 185 (RGB).

Surround

Set the Surround color for your PREMIER+ ECQ™ to whatever you prefer. Click the Color block and the Colors window appears to allow you to choose a color. The color set by default for your PREMIER+ ECQ™ is 210, 210, 210 (RGB).



Measurement

Real Size

Use the on-screen ruler to adjust the settings so that your PREMIER+ ECQ™ can display designs at their real-world size.

Note: The real size measurement is 100% on the Zoom Slider.

Change the Measurement for Real Size

1. Hold a ruler against the screen and measure the number of millimeters that correspond to the length of the on-screen ruler.
2. Enter this number in the box, or use the arrows to change the number.
   Note: You will see the effect on the Zoom Percentage in PREMIER+ ECQ™ .
3. When you are happy with the measurement, close Preferences.

Show Measurements In

Choose between Millimeters and Inches for entering and viewing measurements in your PREMIER+ ECQ™ . The alternative units will be shown when you hover the pointer over a measurement.

Note: When Inches is selected, the underlying dimensions are still in Millimeters and the nearest equivalent Lengths are shown in inches.

The default measurements for your PREMIER+ ECQ™ are Millimeters.

Show Ruler

Show the rulers around the Grid area.

Export

Export Thread Range

Select the palette that will be active when saving embroidery files in your PREMIER+ ECQ™ software. Choose from the following Thread Manufacturers: Robison-Anton Rayon 40, Isacord Poly 40, Isafil Rayon 40, Madeira PolyNeon 40, Madeira Rayon 40, Robison-Anton Poly 40, Sulky Poly Deco 40, Sulky Rayon 40.

The thread range is initially set to Robison-Anton Rayon 40.

To select a Thread Range

In the Export section of the Preferences dialog click the pop-up menu and choose a Thread Range.

Utilities

Use the utilities to check for updates, manage your registration, deactivate and reset your software.

The utilities in the Help menu enable you to manage your PREMIER+ ECQ™ installation.

Check for Update

Use Check for Update to check for any updates to your PREMIER+ ECQ™ installation.

You are either told that your software is up-to-date, or any available updates are downloaded and installed.

To use Check for Update

Choose Help > Check for Update.

Modify Registration Details

Use Modify Registration Details to make changes to your software registration, for example to update your address or change your dealer.

To use Modify Registration Details

Choose Help > Modify Registration Details, then enter your email address and password to access your account.

Deactivate

Use Deactivate to reclaim the activation code on a computer before installing on another computer.

To use Deactivate

Choose Help > Deactivate, then enter your email address and password to access your account. Deactivate in the Activation page of your registration.

Reset Module

Use Reset Module to return PREMIER+ ECQ™ to its original settings. Some settings are changed immediately, others are reset when you next restart.

Note: Use Reset Module with an empty Canvas, as any work on the screen may be significantly changed when Reset Module is used.

To use Reset Module

Choose Help > Reset Module, then restart your computer.

Troubleshooting 12

Error Messages

Opening the App

"Feature not available in this version."
This message will appear when trying to start if PREMIER+ ECQ™ cannot detect an activation. Ensure that you have activated your software.

Loading Designs

"The file doesn't exist."
This message appears if the desired design is not where the app expects it to be, for example if a design was saved to a network drive, then deleted or renamed. The message would appear if you tried to load the design from the Open Recent list on the File menu.

"Unrecognized file format."
This message appears if the design you are attempting to load is corrupt. For example, it might have the extension .ecq, yet not be a proper design outline file.

"Unrecognized file extension."
This message may appear if the design you are attempting to load is corrupt. For example, it might have the extension .ecq, yet not be a proper design outline file.

"The data is from an incompatible version."
The drawing file was created by a later version of PREMIER+ ECQ™ , or is corrupt. Refer to source of this file for a solution.

"Some incompatible data was lost."
The drawing file was created by a later version of PREMIER+ ECQ™ , or is corrupt. The design may behave unpredictably. Refer to source of this file for a solution.

"The data is not in the correct format."
The drawing file was created by a later version of PREMIER+ ECQ™ , or is corrupt. Refer to source of this file for a solution.

"The file XX is locked. If you want to make changes to this document, click Unlock. To keep the file unchanged and work with a copy, click Duplicate."
This message appears when trying to edit a drawing which is locked, or is on a read-only medium such as a CD-R. Unlock the drawing before editing, or duplicate it and then edit it, if it is on a read-only medium.

"The file XX is on a read-only volume and cannot be unlocked. You can duplicate this document and edit the duplicate."

This message appears when trying to unlock a drawing which is on a read-only medium such as a CD-R. Duplicate it, then edit and save it.

Tracing Areas

"Trace Failed. Maybe the image is too thick?"

This happens when you use one of the Trace tools to follow an outline in the picture and then Trace finds a part of the outline that is very thick. This can be caused by excessively broad outlines or by selecting too much of the picture with a high Color Tolerance value. In this case, Trace does not know where to trace the outline as the problem part of the outline is more like a fill area. Use a lower Color Tolerance value, or change the picture in a picture editor to make the outline thinner or break up the outline so that the wide parts are isolated from the rest of the outline.

Background Images

"Background Image Error. Could not open the background image."

This message appears if you try to load a background image and the picture is corrupt. For example, it might have an extension such as .jpg, yet not be a proper picture file.

Saving Files

"The document XX could not be saved as XX. The volume is read only. Try saving the file to another volume."

This message appears if, for instance, you try to save a design to a CD-R. A CD-R is read only, therefore you will not be able to save the design. Save the design to another medium.

"The document XX could not be autosaved. The volume is read only. Try saving the file to another volume. You can also duplicate the document or discard your changes to close it."

This message appears if, for instance, you have loaded a design from a CD-R and then attempt to save the design back to the CD. A CD-R is read only, therefore you will not be able to save the design. Save the design to another medium.

"The file already exists. Do you want to replace it?"

This message appears if an design you are trying to Save has a name that has already been used. Replace the existing design, or choose a new name before saving.

Exporting Designs

"The file already exists. Do you want to replace it?"

This message appears if a design you are trying to Export has a name that has already been used. Replace the existing design, or choose a new name.

"Exporting to XX failed."

This message appears if you cannot save the design to the selected place, for example if you try to save to a CD-R, or to an incompatible drive.

Miscellaneous

"Not enough memory available to perform function."

This message appears when system resources are low. Close other apps and try again. If this does not work, try restarting your computer.

"Could not understand the string XX."

This message appears if the value entered in a number box is outside the valid range, or is not a number.

Other Topics

Screen Appearance

"Some of the items in a menu are dimmed."

Certain items (for example Undo in the Edit menu) are only available once a design is shown on the screen.

"I have changed grid color and spacing and now I wish to return to the original settings."

Use Preferences to change the grid color. Click the Color block and the Colors window appears to allow you to choose a color. The color set by default for your PREMIER+ ECQ™ software is 85, 150, 185 (RGB). You can use the RGB Sliders in the Colors window to return to this color.

Use Preferences to change the grid spacing. Set the Grid Size to 10mm.

"I have changed the screen background color and now I wish to return to the original light blue."

Use Preferences to change the Canvas color. Click the Color block and the Colors window appears to allow you to choose a color. The color set by default for your PREMIER+ ECQ™ software is 230, 245, 255 (RGB). You can use the RGB Sliders in the Colors window to return to this color.

"I can't see the toolbar or some of the icons."

To return the icons in the toolbar to their default settings, choose View > Customize Toolbar, and drag the default icon set into the toolbar.

Editing the Design

"I did not select all the objects I wanted with Box, Point or Freehand Select."

Objects must be fully enclosed by the selection line to be selected as part of a block. If even the smallest part of an object is outside the line then it will not be selected.

"Color Tolerance does not show me all the lines that will be traced by a Trace function."

The hatched shading used by Color Tolerance may not show on thin lines that are selected by Color Tolerance. Simply try the Trace function and if the result is not satisfactory then Undo the result and retry the trace with a higher Color Tolerance value.

Menus

PREMIER+ ECQ™ Menu

	About PREMIER+ ECQ™	Display app information, version number and copyright.
⌘,	Preferences	Set stitch length for single and machine stitches, and color tolerance and screen options.
	Services	
⌘H	Hide PREMIER+ ECQ™	Hide the current app.
⌥⌘H	Hide Others	Hide other apps.
	Show All	Show all apps.
⌘Q	Quit PREMIER+ ECQ™	Exit the app.

File Menu

⌘N	New	Open a new window with no drawings on the screen.
⌘O	Open	Open an existing drawing.
	Open Recent	Open recently used drawings.
⌘I	Insert	Insert existing drawings into the current design.
⌘W	Close Window	Close the current window.
⌥⌘W		Close All Close all open windows. (Press Option when viewing the menu to see this function.)
⌘S	Save	Save the contents of the open window as a drawing.
⇧⌘S	Duplicate	Make a copy of the design in the current window under a new name.
⌥⇧⌘S		Save As Save the contents of the window as a drawing under a new name. (Press Option when viewing the menu to see this function.)
	Rename	Rename the document in the currently selected window.
	Move To	Move a document from the folder it is saved in, to another folder.
	Revert To	Return to a previous version of your design.

Edit Menu

⌘Z	Undo	Reverse the last action.
⇧⌘Z	Redo	Reverse the last action that was undone by Undo.
⌘X	Cut	Delete the selected object from the screen and place it on the Clipboard.
⌘C	Copy	Make a copy of the selected object and place it on the clipboard for use in this app.
⌘V	Paste	Paste the object that has been cut or copied to the Clipboard onto the screen.
	Duplicate Selected	Make a copy of the selected object and paste it below and to the right of the original.
⌦	Delete	Remove the selected object from the screen without moving it to the clipboard.
⌘/	Object Select	Click an object to select it.
	Box Select	Select a block of objects by drawing a rectangle.
	Freehand Select	Select a block of objects by drawing a line around the required objects.
	Point Line Select	Select a block of objects by drawing an area of any shape made of straight and curved lines, defined by a series of points.
⌘A	Select All	Select all visible objects as a single block.
⇧⌘A	Deselect All	Deselect every selected object.
	Select Mode	
		Replace Selection Replace the currently selected objects with the new selection.
		Add to Selection Add the new selection to the currently selected objects.
		Remove from Selection Remove the new selection from the currently selected objects.
	Snap to Grid	Align objects to the Grid lines when they are drawn using Point Draw, Bezier Draw and Insert Shape, or when they are moved.
	Snap to Line	Any points placed will move on top of the old line, and the new line will snap to the existing one.
⌘:	Spelling & Grammar	Show Spelling and Grammar
⌘;		Check Document Now
		Check Spelling While Typing

		Correct Spelling Automatically
fn fn	Start Dictation	Use your voice instead of typing into a text field.
^⌘Space	Emoji & Symbols	Select characters from the Characters dialog, for example to enter into the Notes.

Objects Menu

	Draw	
⌘T		Point Draw Click points to create a line.
		Bezier Draw Use Bezier drawing to create a line.
⌘F		Freehand Draw Drag to draw a line.
	Trace	
		Trace Line Trace the outline of a background picture to create a line drawing.
		Trace Area Trace a background picture with no outline to create a filled drawing, or a line drawing.
		Trace Area & Hole Trace an area of a background picture the includes a hole to create a filled drawing, or a line drawing.
	Smoothing	
		Very Smooth
		Smooth
		Minimal Smoothing
	Points	
⇧⌘E		Edit Points Enable the moving and editing of an object's points, if another function is being used.
		Insert Points Insert a point in the currently selected object outline, or a stitch angle line for a satin area.
		Delete Points Remove points from the currently selected object outline, or a stitch angle line for a satin area.
⌘K		Knife Cut the selected line, shape or group into two parts.
⌘J		Join Join two open lines together.
		Convert Points to Corner Change the selected point in a Bezier line to a Corner point.
		Convert Points to Curve Change the selected point in a Bezier line to a Curve point.
	Rotate 45	Rotate the selected block of objects in 45 degree steps.

	Transform	Use the Transform dialog to change the size, rotation and skew of the selected block.
	Center In Canvas	Move the selected objects or group of objects to the center of the canvas.
	Horizontal Alignment	
		Align Left Align all selected objects on the left edge.
		Align Center Center align all selected objects horizontally.
		Align Right Align all selected objects on the right edge.
		Distribute Horizontally Align all selected objects to be equally spaced horizontally.
	Vertical Alignment	
		Align Top Align all selected objects on the top edge.
		Align Middle Center align all selected objects vertically.
		Align Bottom Align all selected objects on the bottom edge.
		Distribute Vertically Align all selected objects to be equally spaced vertically.
		Convert to Point Line Change the selected Bezier Line to a Point Line.
		Convert to Bezier Line Change the selected Point Line to a Bezier Line.
	Combine	
⌘B		Make Holes Create a hole in the fill for a shape.
⇧⌘B		Uncombine Break apart an object combined with Make Holes.
	Group	
⌘G		Group Group selected objects together so they may be moved, resized or scaled and rotated together.
⇧⌘G		Ungroup Ungroup a selected group so that each object may edited independently.
^⌘G		Ungroup All Split all the groups within the selected group into their individual objects.

Layout Order	
⇧⌘↑	Move to Back Place at the back of the design.
⌘↑	Move Backwards Bring one step closer to the back of the design.
⌘↓	Move Forwards Bring one step closer to the front of the design.
⇧⌘↓	Move to Front Place at the front of the design.

View Menu

	Grid	Turn the background grid on and off.
	Load Background	Load a background picture.
	Background Visibility	
		Fade Background Open the Fade Background dialog to adjust the background visibility.
		Background Off
		Fade Background to 25%
		Fade Background to 50%
		Fade Background to 75%
		Background On
	Remove Background	Remove a background that you have placed behind your designs.
	Zoom	
⌘+		Zoom In Increase magnification.
⌘–		Zoom Out Decrease magnification.
⌘0		Zoom To Rectangle Drag a rectangle around the area you want to zoom in to.
⌘9		Zoom To Canvas Fit the canvas to the screen.
⌘8		Zoom To Designs Zoom in to the selected design or designs.
⌘1		Zoom 100%
⌘2		Zoom 200%
⌘3		Zoom 400%
⌘4		Zoom 800%
⌘5		Zoom 75%
⌘6		Zoom 50%
⌘7		Zoom 25%
⌘L	Get Length	Measure the distance between any two points on the canvas.
	Hide Design Panel/ Show Design Panel	Show and hide the Design Panel
	Hide FilmStrip Panel/Show FilmStrip Panel	Show and hide the FilmStrip.

⌥⌘T	Hide Toolbar/Show Toolbar	Show and hide the Toolbar.
	Customize Toolbar	Change the buttons on the toolbar.
^⌘S	Show Sidebar	
^⌘F	Enter Full Screen	

Window Menu

⌘M	Minimize	
⌥⌘M		Minimize All
	Zoom	
	Bring All to Front	

Help Menu

	Search	
	PREMIER+ ECQ™ Help	List Help topics.
	Inspiration and Support	Use the Internet to access information on the software.
	Check for Update	Check for updates to PREMIER+ ECQ™ .
	Modify Registration Details	Update your registration details (for example, email address).
	Deactivate	Deactivate PREMIER+ ECQ™ on this computer.
	Reset Module	Reset PREMIER+ ECQ™ to factory defaults.

Context Menu

⌘Z	Undo	Reverse the last action.
⇧⌘Z	Redo	Reverse the last action that was undone by Undo.
⌘X	Cut	Delete the selected object from the screen and place it on the clipboard.
⌘C	Copy	Make a copy of the selected object and place it on the clipboard.
⌘V	Paste	Paste the object that has been cut or copied to the clipboard onto the screen.
	Duplicate Selected	Make a copy of the selected object and paste it below and to the right of the original.
⌦	Delete	Remove the selected object from the screen without moving it to the clipboard.
	Zoom	
⌘9		Zoom To Canvas Fit the canvas to the screen.
⌘8		Zoom To Designs Zoom in to the selected design or designs.
⌘1		Zoom 100%
⌘2		Zoom 200%
⌘3		Zoom 400%
⌘4		Zoom 800%
⌘5		Zoom 75%
⌘6		Zoom 50%
⌘7		Zoom 25%
	Background Visibility	
		Background Off
		Fade Background to 25%
		Fade Background to 50%
		Fade Background to 75%
		Background On

Actions Menu

	Finish	Close the currently selected tool.
⌘Z	Undo	Reverse the last action.
⇧⌘Z	Redo	Reverse the last action that was undone by Undo.
⌘X	Cut	Delete the selected design from the screen and place it on the clipboard.
⌘C	Copy	Make a copy of the selected design and place it on the clipboard.
⌘V	Paste	Paste a design that has been cut or copied to the clipboard onto the screen.
	Duplicate Selected	Make a copy of the selected object and paste it below and to the right of the original.
⌦	Delete	Remove the selected design from the screen without moving it to the clipboard.
	Zoom	
	Zoom To Canvas	Fit the canvas to the screen.
	Zoom to Designs	Zoom in to the selected design or designs.
⌘1		Zoom 100%
⌘2		Zoom 200%
⌘3		Zoom 400%
⌘4		Zoom 800%
⌘5		Zoom 75%
⌘6		Zoom 50%
⌘7		Zoom 25%
	Background Visibility	
		Background Off
		Fade Background to 25%
		Fade Background to 50%
		Fade Background to 75%
		Background On

Toolbar

		Actions Menu	Use the Actions menu to get quick access to many functions.
		Zoom Out	Decrease magnification.
		Zoom In	Increase magnification.
		Zoom To Rectangle	Drag a rectangle around the area you want to zoom in to.
		Zoom To Canvas	Fit the canvas to the screen.
		Zoom to Designs	Zoom to the selected design or designs.
		Object Select	Click an object to select it.
		Box Select	Select a block of objects by drawing a rectangle.
		Freehand Select	Select a block of objects by drawing a line around the required objects.
		Point Line Select	Select a block of objects by drawing an area of any shape made of straight and curved lines, defined by a series of points.
⌘A		Select All	Select all visible objects as a single block.
		Deselect All	Deselect every selected object.
		Replace Selection	Replace the currently selected objects with the new selection.
		Add to Selection	Add the new selection to the currently selected objects.
		Remove from Selection	Remove the new selection from the currently selected objects.
		Make Holes	Create a hole in the fill for a shape.
		Uncombine	Break apart an object combined with Make Holes.
		Group	Make a more permanent group of all the currently selected objects.
		Ungroup	Split the selected group into the objects which make it up.
		Ungroup All	Split all the groups within the selected group into their individual objects.
		Snap to Grid	Align objects to the Grid lines when they are drawn using Point Draw, Bezier Draw and Insert Shape, or when they are moved.
		Snap to Line	Any points placed will move on top of the old line, and the new line will snap to the existing one.
		FilmStrip	View the numbered sequence of objects in the design.
		Design Panel	View the Design Panel.

FilmStrip

FilmStrip Items

Object

Each object is represented graphically.

Object Type

The name of the object type is shown.

Layout Order

	Move Forwards	Bring one step closer to the front of the design.
	Move Backwards	Bring one step closer to the back of the design.
	Move to Front	Place at the front of the design.
	Move to Back	Place at the back of the design.

Design Panel

Design Tab

In the Design tab draw and adjust your design.

Line		
	Line Color	Click to change the line color.
	Pick Line Color	Select a color from the picture and make it the line color.
	Remove Line Color	No line is placed around a fill area.
	Swap Colors	Switch the line and fill colors.
	Line Width	Choose a width for your line from the pop-up menu.
Fill		
	Fill Color	Click to change the fill color.
	Pick Fill Color	Select a color from the picture and make it the fill color.
	Remove Fill Color	No fill is placed within the border line for an area.
Draw		
	Point Draw	Click points to create a line.
	Freehand Draw	Drag to draw a line.
	Smoothing	
		Very Smooth
		Smooth
		Minimal Smoothing
	Bezier Draw	Use Bezier drawing to create a line.
	Trace Line	Trace the outline of a background picture to create a line drawing.
	Trace Area	Trace a background picture with no outline to create a filled drawing, or a line drawing.
	Trace Area & Hole	Trace an area of a background picture the includes a hole to create a filled drawing, or a line drawing.
Points		
⇧⌘E	Edit Points	Enable the moving and editing of an object's points.
	Insert Points	Insert a point in the currently selected object outline.
	Delete Points	Remove points from the currently selected object outline.

	Knife	Slice the selected objects along the line you draw.
	Join	Join two open lines together.
	Convert Points to Curve	Change the selected point in a line to a Curve point.
	Convert Points to Corner	Change the selected point in a line to a Corner point.
Edit		
	Rotate 45	Rotate the selected block of objects by 45 degrees.
	Transform	Use the Transform dialog to change the size, rotation and skew of the selected block.
	Center In Canvas	Move the selected objects to the center of the Canvas.
	Convert to Point Line	Change the selected Bezier Line to a Point Line.
	Convert to Bezier Line	Change the selected Point Line to a Bezier Line.
	Horizontal Alignment	
		Align Left Align all selected objects on the left edge.
		Align Center Center align all selected objects horizontally.
		Align Right Align all selected objects on the right edge.
		Distribute Horizontally Align all selected objects to be equally spaced horizontally.
	Vertical Alignment	
		Align Top Align all selected objects on the top edge.
		Align Middle Center align all selected objects vertically.
		Align Bottom Align all selected objects on the bottom edge.
		Distribute Vertically Align all selected objects to be equally spaced vertically.

Insert Tab

In the Insert tab add Shapes and Lettering, and load drawings to add to your design.

Shape		
	Insert Shape	Add a shape to the drawing.
Lettering		
	Insert Lettering	Add text to your design.
Design		
	Design Gallery	Load a drawing from the Design Gallery.
	Insert File	Add a drawing from your computer to your design.

Multiply Tab

In the Multiply Tab, create multiple copies of drawings as a circle, line or grid.

Multiply Mode		
	Enable Multiply	Activate the Multiply options.
	Circle	Multiply designs in a circle
	Horizontal	Multiply designs along a horizontal line.
	Vertical	Multiply designs along a vertical line.
	Tile	Multiply designs within a horizontal and vertical grid.
Circle Options		
	Repeats	Set the number of repeats for the multiplied circle of designs.
	No Mirror	Do not use reflection.
	Mirror	Reflect the designs to form pairs.
	Alternative Mirror	Reflect the designs with a rotated axis.
Horizontal Options		
	Repeats	Set the number of repeats for the horizontal line of designs.
	Size	Set the width of the Multiply zone.
	No Mirror	Do not use reflection.
	Mirror	Reflect the designs to form pairs.
Vertical Options		
	Repeats	Set the number of repeats for the vertical line of designs.
	Size	Set the height of the Multiply zone.

No Mirror	Do not use reflection.
Mirror	Reflect the designs to form pairs.

Export Tab

In the Export tab ⇨, save your design as a picture, an embroidery, a design for a quilting robot, or for a cutter.

Exported File Type	
Picture	Export your drawing in SVG, PNG or JPEG format.
Embroidery with Fills	Export your design as a filled embroidery.
Embroidery Appliqué	Export your design as an appliqué embroidery.
Embroidery Outlines	Export your design as an outline embroidery.
Automated Quilting	Export your design as a file suitable for your quilting robot.
Cutting Machine	Export the design as an SVG, DXF or FCM image file for use in your cutter.
Export	Create a design in the chosen format.
Embroidery Options	
Fabric	Select the fabric to be used for your embroidery design.
Identical Line Type	Create all border lines using the same color and Line Type.
Color	Set the color for your border lines.
Line Type	Select the stitch type to be used for the border.
Stitch Length	Select the Stitch Length for Double or Quadruple stitch.
Satin Width	Set the width of a Satin line.
Appliqué Options	
Method	Choose the method for placing and securing the appliqué fabric.
Margin	Select the margin for appliqué placement.
Match Placement Line	Adjust the position of the first running stitch line in the appliqué.
Quilting Options	
Direction	Set the direction for the stitching.
As Drawn	Use the original lines exactly as drawn in the design.
Cutter Options	
Use	Choose the line and fill settings.
As Drawn	Use the original lines exactly as drawn in the design.

View Tab

In the View tab , set the Canvas, Grid and Background.

Canvas		
	Width	Set the width of the Canvas.
	Height	Set the height of the Canvas.
Grid		
	Show Grid	Show and hide the Grid.
	Grid Start	Start the Grid at the Center , or at the Top Left .
	Grid Size	Set the space between the Grid lines.
	Sub-divisions	Set the number of lines between the main Grid lines.
Backgrounds		
	Load Background	Load a background picture.
	Remove Background	Remove the background picture.
Get Length		
	Get Length	Use Get Length to measure the distance between any two points on the canvas.

Keyboard Shortcuts

You can use your keyboard, mouse, and trackpad to quickly perform many tasks in PREMIER+ ECQ™ . To find shortcuts for common menu commands, look in the menus (or see the shortcuts listed here). To perform an action, press the keys in the order shown here.

Action	Shortcut
Working with designs	
Select the next object on the canvas	Command–right arrow (⌘→)
Select the previous object on the canvas	Command–left arrow (⌘←)
Add objects to (or remove them from) the current selection	Command–click to add or remove objects from the current selection
Resize the selected object(s)	Drag corner handle
Resize proportionally	Hold Shift and drag a corner handle
Resize from center	Hold Option and drag a corner handle
Nudge the selected object(s) to the left	Left arrow (←)
Nudge the selected object(s) to the right	Right arrow (→)
Nudge the selected object(s) up	Up arrow (↑)
Nudge the selected object(s) down	Down arrow (↓)
Rotate the selected object(s)	Drag round handle
Mirror the selected object(s) vertically	Click the triangular top handle
Mirror the selected object(s) horizontally	Click the triangular side handle
Open a Shortcut Menu	Control–click

For more shortcuts, see “Tools and Techniques” on page 3 and “Quick Reference Guide” on page 107.

Index