PREMIER+ ECQ™

Reference Guide

Windows®

The software to which this Reference Guide relates is subject to change without notice. All efforts have been made to ensure the accuracy of the contents of this Reference Guide.

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Contents

Getting Started

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Welcome to PREMIER+ ECQ™, the software that helps you create wonderful drawings for embroideries, quilting and cutter designs. Work with clipart images or create your own designs using a background picture. Turn these drawings into embroideries and see them on the screen exactly as you will sew them.

Creating Pictures

Create your pictures using the drawing tools and Gallery designs. Save drawings or pictures or Export them as embroideries, quilting designs, and for your cutting machine.

The Freehand, Point and Bezier Draw features allow you to work in detail. Draw an outline, place points, or draw Bezier curves freely or over a picture to create your design.

Design Choices

Adjust designs using easy editing features: Navigate around the design with the Filmstrip. Grouping features allow you to keep smaller parts of your design together. Export your design when ready.

Finding Information

Reference Guide

The Reference Guide shows how to start the software and provides a quick tour of the main screen. This is followed by information on key features, together with short 'How-To' examples, which will help you learn how to use the your software. The Reference Guide additionally contains full reference information. The Reference Guide is supplied in PDF format , ready for printing. You can download it from www.premierplusecq.com/

To view and print the PDF Guides, you will need a PDF reader such as Windows® Reader (included in Windows® 10 and 8) or Adobe® Reader (available from adobe.com).

Tooltips and Online Help

To learn the name of a function, position the arrow pointer over its icon. A tooltip with the function name will appear.

The online help contains the 'How-To' examples and full reference information. Use the Help icon , press F1 or click the Help button. Where available, a help topic will appear that is relevant to the item where help was requested.

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. www.premierplusecq.com/

Where to Start

Starting PREMIER+ ECQ™

Windows® 10; Windows® 8 Start Screen

1   At the bottom left of your computer screen, open the Windows® 10 or Windows® 8 Start Screen.
2   Type "Prem" and the Search Screen will appear.
3   Ensure Apps is selected.
4   Click on PREMIER+ ECQ™ ✖ to launch it.

Windows® 7 Start Menu

1   Click the Start button at the bottom left of your computer screen and the Start menu appears.
2   Move the arrow pointer to All Programs and another menu will appear.
3   Move the arrow pointer to PREMIER+ ECQ™.
4   Click on PREMIER+ ECQ™ ✖ to launch it.

Shortcuts

An alternative to the Start screen/menu method described previously is to use a Shortcut to PREMIER+ ECQ™. This is created automatically during the installation process.

Windows® 10 (Start Screen); Windows® 8

1   Click on the PREMIER+ ECQ™ ✖ tile in the Start Screen.

Windows® 10 (Desktop); Windows® 7

1   Close or minimize any programs you have running.
2   Double-click on the Shortcut to the PREMIER+ ECQ™ folder.
3   Double-click on PREMIER+ ECQ™ ✖ to launch it.

Closing PREMIER+ ECQ™

Exit

Ends the PREMIER+ ECQ™ session. You can also use the Close command on the PREMIER+ ECQ™ Control menu.

Shortcuts

Mouse: Click the Close icon ✖ on the title bar or double-click the Control menu box.
Keys: Alt + F4

About PREMIER+ ECQ™

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

Shortcut

Keys: Alt, H, A

Parts of the Software Window

Title Bar

The title bar at the top of the window is highlighted if PREMIER+ ECQ™ is active. The Quick Access toolbar gives icons for the following frequently used features: Insert, Save, Save As, Undo, Redo.
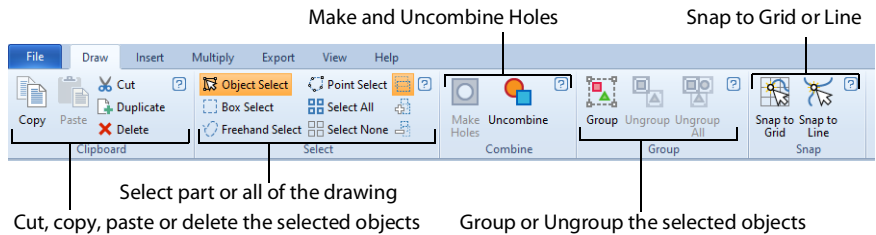
If more than one instance of PREMIER+ ECQ™ is open, each open window will show the name of the drawing file.

Ribbon Bar

There are 7 tabs on the ribbon: File, Draw, Insert, Multiply, Export, View and Help.

An alternative way to access ribbon options is to press the Alt key, then the highlighted letter of the tab, followed by the highlighted letter of the tab item, e.g. Alt, D, CC to Copy the selected object. Some functions are available by pressing the Ctrl key and another key at the same time. These shortcuts are shown in the tooltip for the relevant function.

Use the Draw tab to select, copy and Group parts of a design; and to create holes in filled shapes.

Make and Uncombine Holes   Snap to Grid or Line

Select part or all of the drawing

Cut, copy, paste or delete the selected objects   Group or Ungroup the selected objects

Use the Insert tab to add Shapes, Lettering and Designs to your drawing.

Use the Multiply tab to repeat drawings or actions automatically by reflecting across and/or down, and by rotating.

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

Use the View tab to adjust the Grid, measure the design, and show and fade the background picture.

Draw Window

Quick Access Toolbar Ribbon Bar Tabs Ribbon Bar Title Bar Design Panel

FilmStrip Canvas Status Bar
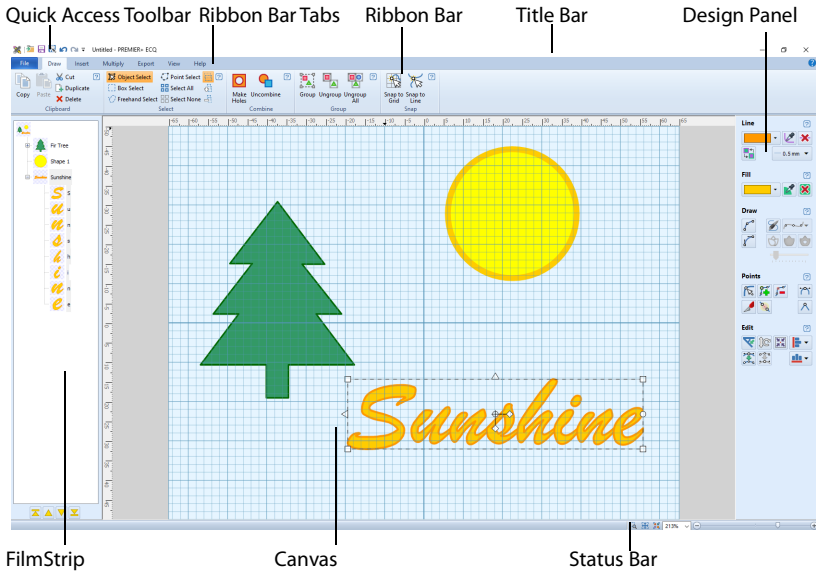
Use the Draw window to load or create a vector drawing for your design. Modify a drawing as desired, or make your own drawing. You can also load a raster image to use as a background. The Draw window contains a FilmStrip to the left and design panel to the right of the Canvas, in addition to the ribbon tab.

The Draw tab has tools for copying, selecting, combining and grouping objects.

FilmStrip
To the left of the Canvas is the FilmStrip. The FilmStrip displays the objects such as the lines, fills and groups in the drawing, and enables you to move objects within the drawing.

Design Panel
To the right of the Canvas is the design panel. At the top are the line and fill colors, each giving access to a color palette of 40 common colors, and the Colors dialog which enables you to use many more colors.

The middle section has tools for drawing and editing pictures. The tool options change according to the drawing tool being used.

FilmStrip

Use the FilmStrip to view the numbered sequence of objects, select objects, change the sequence of objects, and delete objects.

Design Panel

The Design Panel contains the color worksheet, notes and settings for the design, and the Clipboard and Overview window.

Title Bar

The title bar at the top of the window is highlighted if PREMIER+ ECQ™ is active. The title bar shows the program name and the name of the currently loaded drawing.

Canvas

The Canvas is the area where the picture is displayed and edited, and the design is created and edited.

Status Bar

The status bar is found at the bottom of each window. Starting from the left, the status bar shows:

- The zoom tools.
- The Zoom Bar.

Group   Object   Layout   Scroll
                   Order   Bar
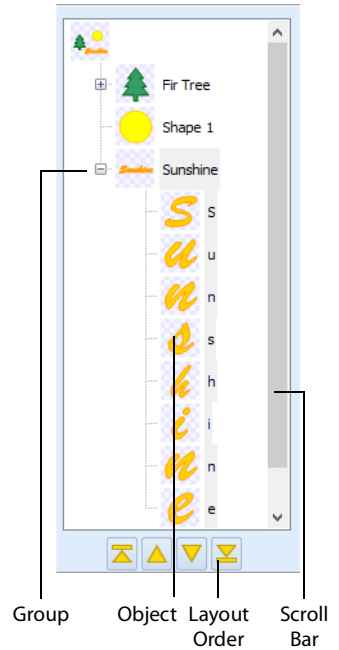
PREMIER+ ECQ™ Terms and Conventions

On-screen Pointers

The pointer is most commonly shown as an arrow on the screen.

If it is positioned over a text box it changes to an I-bar and you can type, such as the Edit Notes dialog box in the Design Panel.

If Zoom To Rectangle is chosen, the Zoom In pointer appears. If the Pan feature is used to move around the screen, the Pan cursor appears. If Get Length is chosen the Measure pointer appears.

If the Freehand functions are used the pointer becomes a pen .

If the Point Line functions are chosen the pointer becomes a circle , and when lines are drawn with Bezier Draw , the pointer becomes a Bezier Draw pointer . When points are converted to Curve the pointer becomes the Convert Points to Curve pointer , and when points are converted to Corner points the pointer becomes the Convert Points to Corner pointer .

When points on Point Lines or Bezier Lines are adjusted the pointer becomes a small cross (a Move pointer).

When the Pick Line Color function is selected, the Line eyedropper pointer appears. When the Pick Fill Color function is selected, the Fill eyedropper pointer appears.

The Box Select pointer , Freehand Select pointer or Point Line Select pointer appear when the associated Select function is chosen.

There are several pointers indicating functions in the selection box. The Rotate pointer appears when the mouse pointer is over the Rotate handle . The cross-hair pointer appears when the mouse is over the center of rotation .

The diagonal double-headed arrow pointer appears when the mouse pointer is over a square corner handle . The horizontal double-headed arrow pointer appears when the mouse pointer is over the Flip Horizontal handle . The vertical double-headed arrow pointer appears when the mouse pointer is over the Flip Vertical handle . The horizontal and vertical double-headed arrows also appear when the Skew handles are used. The pointer becomes a four-headed arrow (a move pointer) when it is over a selection box.

Touch Gestures

Touch gestures are used when viewing and moving drawings in PREMIER+ ECQ™. They are available when using a touch-sensitive screen.

General

Select and move
One finger touch and one finger slide are equivalent to click and drag with a mouse. Use to move embroideries, select, draw or create stitches with freehand features, and so on.

Autoscroll
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 a selected embroidery.

Use a two finger swipe on the Canvas.

Pinch to zoom
Pinch two fingers to zoom in, and spread two fingers to zoom out.

Context menu
Press and hold and a context-sensitive menu will appear if available (similar to a right-click).

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) AND 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).
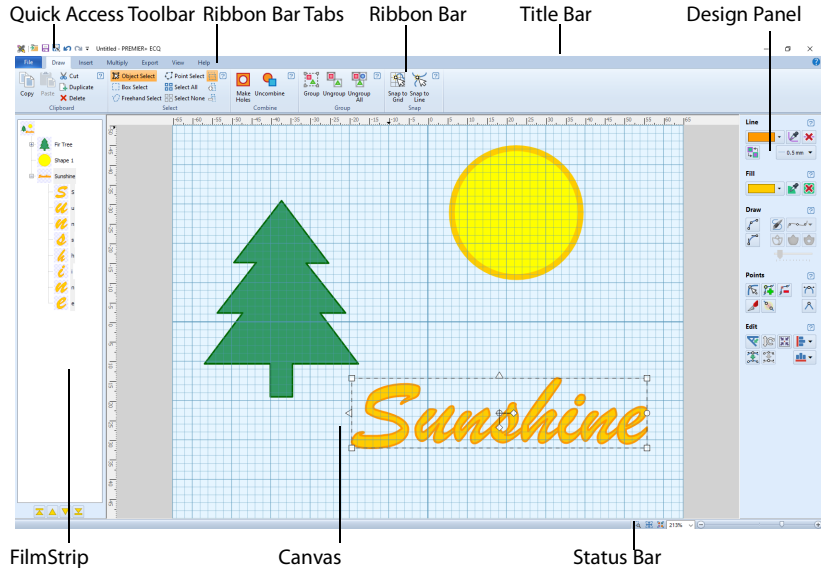
Embroidery File Formats

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).

PREMIER+ ECQ™ Overview

2

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 Draw tab.

Quick Access Toolbar Ribbon Bar Tabs   Ribbon Bar   Title Bar   Design Panel

FilmStrip   Canvas   Status Bar

2   Click Point Draw 🖉.
This will draw 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 the right-click menu.

6   Right-click and choose Finish Point Draw.

7   Click outside the line you just drew.

8   Click the Line color in the Design Panel and choose a new outline color from the palette.

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 Panel and choose a new fill color from the palette.

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   Click and 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	Right-click and choose Finish Bezier Draw.

13 Right-click and choose Finish Bezier Draw.
The shape that you just drew is selected. It is using the colors that you chose.

14 Note the colors in the Design Panel, 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 Panel. You can now choose a different outline color.

Change the colors for a selected object in the Design Panel. Click outside all objects or use Select None ⊞
*when selecting colors for a new object.*

16 Click Swap Colors ⧉.
In the Design Panel 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 it 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 Panel, click Join 🔾. There are round handles on all of the open lines in your design.
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 𝔸, and click one of the points. It changes to a Bezier corner point.
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 ⊞ followed by Delete ✖ to clear the canvas.

31 Click the Insert tab.

32 In the Shape drop-down list select shape 30, a crescent.

33 Click Insert Shape 🔾.

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

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

Mirror Vertical Handle
Resize Handle
Mirror Horizontal Handle
Rotate Handle
Center of Rotation
Skew Handle

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

37 Right-click on the crescent and Delete ✖ it.

38 In the Shape drop-down list select shape 8, an octagon.

39 Click Insert Shape 🔾.

40 Hold down the Ctrl and Shift keys, then drag the corner of the selection box to make the octagon larger.
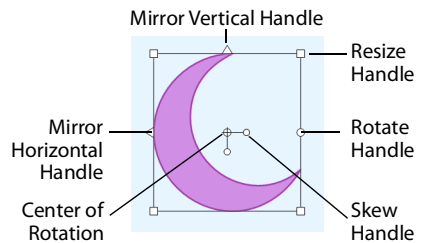
41 Click Insert Shape 🔳 again to place a second octagon on top of the first.

42 Click the Draw tab, then click Box Select ⬚, and drag to select both shapes.

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

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

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

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

47 Drag it away from the other octagon.

48 Click the Insert tab, then click inside the Lettering text box.

49 Enter a name in the text box.

50 Click Insert Lettering 🅰. The name is placed on the canvas.

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

52 In the FilmStrip, click the '+' by the name.
The letters in the name are within a group.

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

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

55 Click the Draw tab, then click Box Select ⬚, and drag to select both octagons.

56 Click Group 🔳. The octagons now form a group in the FilmStrip.
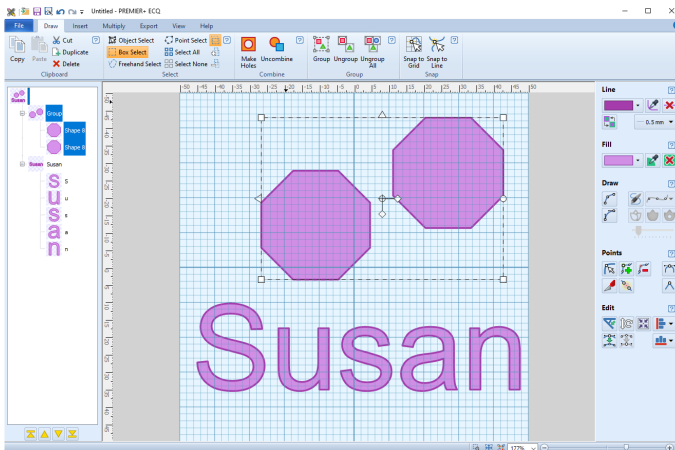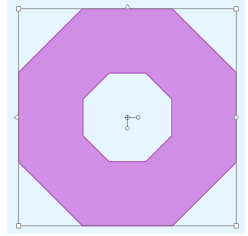
57 With the grouped octagons selected, click Ungroup 🔳.
Use Ungroup All 🔳 to ungroup nested groups.

Multiply

58 Click New Window 🔳 on the File menu to open a new Canvas.

59 On the Insert tab, use Design Gallery 🔔 to load a flower design.
Here I used Daffodil in the Flower and Leaves folder, then deleted the leaves and resized it.

60 Click the Multiply tab.

61 Ensure that Circle 🔳 is selected.

62 Move the design to the top left, then click Enable Multiply 🦋. The design is repeated in a circle.

63 Set the number of repeats to 8, and drag the designs into position.
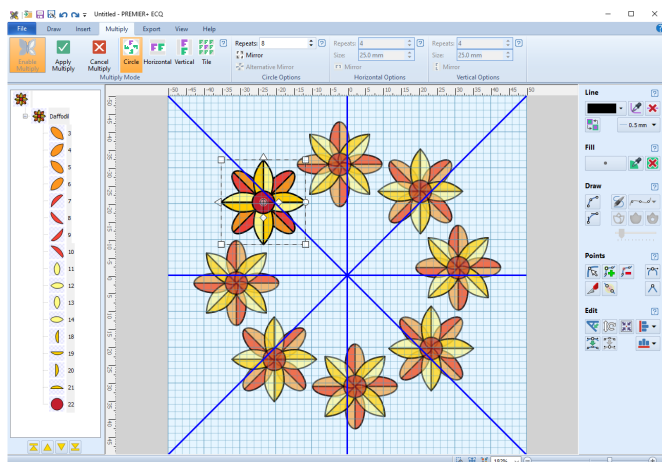
64 Click Apply Multiply ✅ to finish the Multiply.
You can also multiply designs in a line or within a grid with the Tile option.

Exporting

65 In the Quick Access toolbar, click Save As 🖫.
66 Save the drawing.
Use this version if you need to make further adjustments later.
67 Click the Export tab, then click Embroidery with Fills 🏵. An embroidery of your design is displayed.
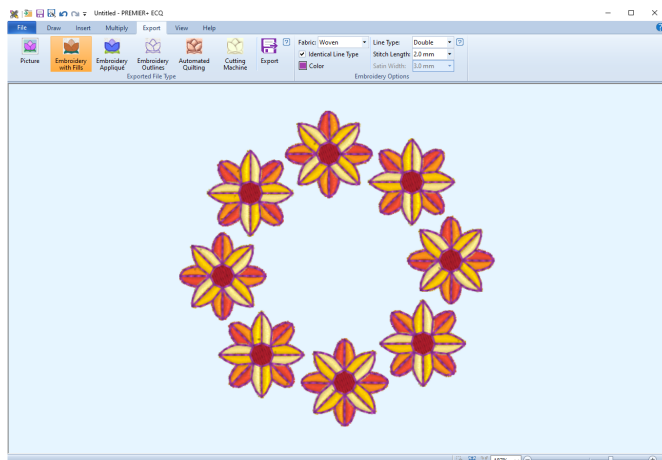
If desired, click the Draw tab and adjust your drawing further - for example, use thicker outlines for a satin line border.

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

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Managing Drawings

3

You may open drawings with Insert ⬛, Open ⬛, and open a background picture with Open Background Picture ⬛.

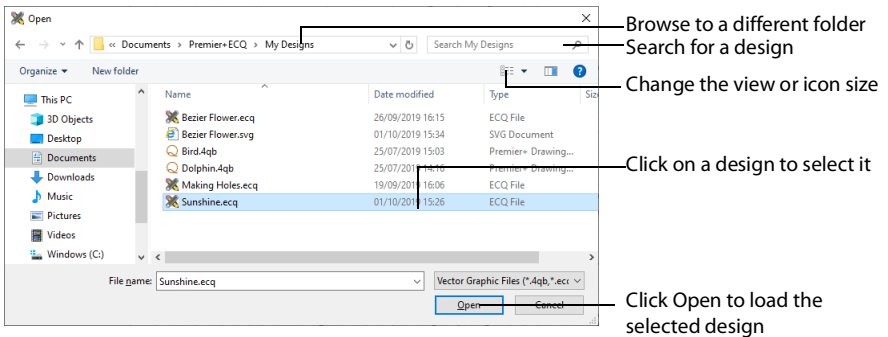*You can only use Open ⬛ when there are no objects in the design. Either use Insert ⬛ instead, or click File, New Window and then open the drawing.*

Insert

Use Insert ⬛ to add an existing drawing to the current design. All sections of the design will be grouped together, ready for moving, resizing and so on.

PREMIER+ ECQ™ displays the Open dialog so you can choose a drawing to open. You may load quilting and vector graphic design files in a variety of formats.

Browse to a different folder
Search for a design

Change the view or icon size

Click on a design to select it

Click Open to load the selected design

Open a folder, and scroll down and click a drawing to select it. Click OK to load the drawing on the Canvas.

File Name
Type or select the filename you want to open.

Files of Type
This is set to ECQ Files (*.ecq).

Look In
Select the drive or folder containing the file that you want to open.

More Options
Switch from list ⬛ or details ⬛ view to icons with thumbnail images of the drawing. For example, Extra Large icons ⬛ .

Preview Pane
Preview the drawing file before opening ⬛ .

You can change the icon size, and show the names of the drawings.

You may load files in PREMIER+ ECQ™ Files (.ecq), 4D / 5D QuiltDesign Creator 4QB (*.4qb) and Scalable Vector Graphics (.svg) formats.

Shortcut

Quick Access Toolbar and File Menu: ![icon]

Insert a Drawing

1 In the Quick Access toolbar, click Insert ![icon]. The Open dialog box appears.
Alternatively, click File, Insert ![icon].

2 Browse through the drives and folders of the computer to the desired folder.

3 Click on an icon to select the drawing.

4 Click Open to load the drawing into the Canvas.
Alternatively, double-click the icon for the drawing.

Open

Use File, Open ![icon] to open an existing picture. PREMIER+ ECQ™ displays the Open dialog box so you can choose a drawing to open.

Browse to a different folder
Search for a design
Change the view or icon size
Click on a design to select it
Click Open to load the selected design

Open a folder, and scroll down and click a drawing to select it. Click OK to load the drawing on the Canvas.

File Name

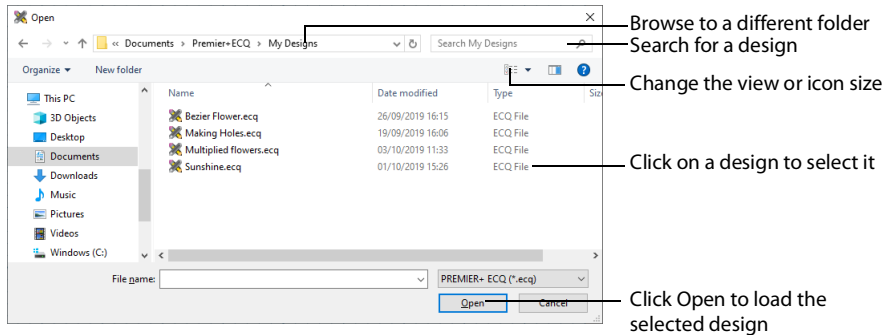Type or select the filename you want to open.

Files of Type

This is set to ECQ Files (*.ecq).

Look In

Select the drive or folder containing the file that you want to open.

More Options

Switch from list ![icon] or details ![icon] view to icons with thumbnail images of the drawing. For example, Extra Large icons ![icon].

Preview Pane

Preview the drawing file before opening ▥ .

Shortcuts

File Menu: 📂
Keys: Ctrl + O

Open a Drawing

1   Click File, Open 📂 . The Open dialog appears.
2   Browse through the drives and folders of the computer to the desired folder.
3   Click on an icon to select the drawing.
4   Click Open to load the drawing into the Canvas.
    Alternatively, double-click the icon for the drawing.

Load a Design with Drag and Drop

To drag and drop a drawing (.ecq) file onto the screen, use Windows® Explorer.

Drag a Design to the Canvas

1   In Windows®, open an Explorer window. If required, resize the Explorer window so you can see both Explorer and PREMIER+ ECQ™.
    In Windows® 10 and 8, click File Explorer on the Status Bar. In Windows® 7, right-click the Start button on the Taskbar, then click Explore.
2   Browse through the drives and folders of your computer to find the folder with your drawings in it.
3   Click on the desired design name or icon to highlight it.
4   Use the mouse to drag and drop the design onto the PREMIER+ ECQ™ screen. The design will be displayed on the screen.
5   Close Explorer.

Recent

Open previously used drawing (.ecq) files via the file names in the Recent section of the File menu. Select the name of the desired design file.

Recently used designs may only be chosen from the File menu in the Design window. There is no recent files list for background pictures.

Shortcut
File Menu: Recent

New

Use New ▢ to clear the PREMIER+ ECQ™ screen and create or load a new design. You are prompted to save the current design if changes have been made.

Shortcuts

File Menu: ▢
Keys: Ctrl + N

New Window

Use File, New Window ![icon] to open an additional PREMIER+ ECQ™ window so that you can start a new design. To move between open PREMIER+ ECQ™ windows, hover over the PREMIER+ ECQ™ icon on the taskbar, and select the desired window.
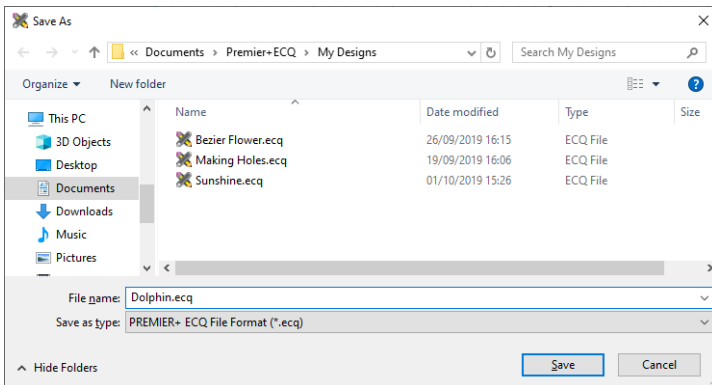
Shortcuts

File Menu: ![icon]
Keys: Ctrl + Shift + N

Save Designs

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. See "Export" on page 72.

Save

Use Save ![icon] to save the design file under its current name and folder. When you save a design for the first time, PREMIER+ ECQ™ displays the Save As dialog box so you can name the design file. To change the name and folder of an existing design file, use Save As.

Shortcuts

Quick Access Toolbar; File Menu: ![icon]
Keys: Ctrl + S; Alt, 2

Save As

Use Save As ![icon] to save and name the design file. PREMIER+ ECQ™ displays the Save As dialog box so you can name your design. To save a design with its existing file name and folder, use the Save command.
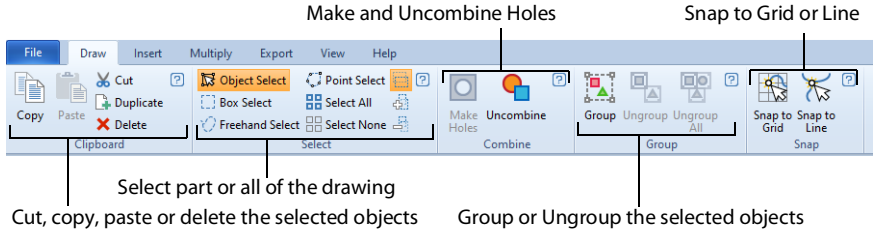
Shortcuts

Quick Access Toolbar; File Menu: ![icon]
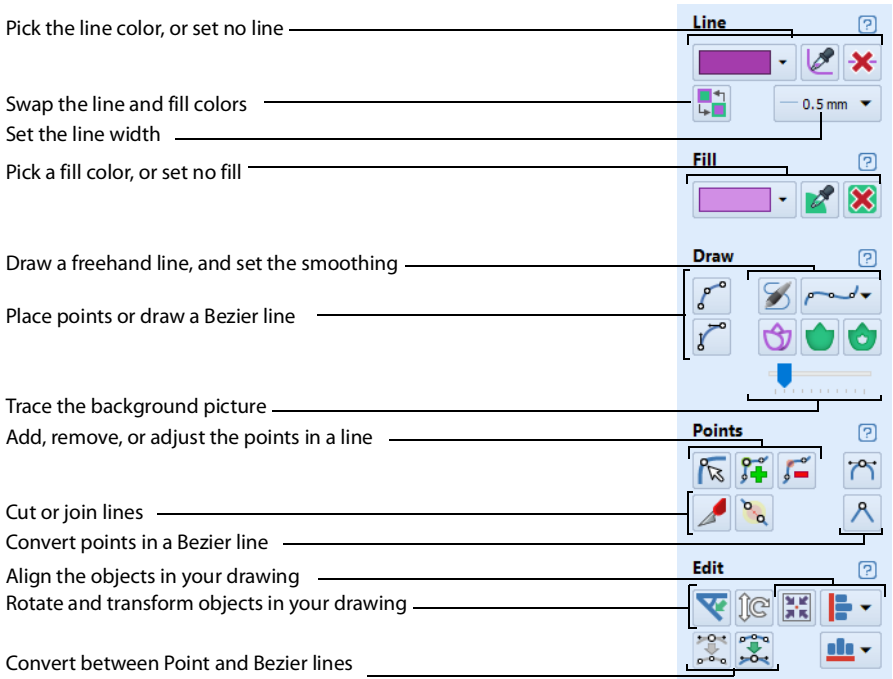Keys: Ctrl + Shift + S; Alt, 3

Creating a Drawing

4

A full range of drawing functions is available for vector graphics files (easily resizable images using lines, curves and shapes). Use the Draw tab to select, organize and edit your drawing.

Make and Uncombine Holes

Snap to Grid or Line

Select part or all of the drawing

Cut, copy, paste or delete the selected objects

Group or Ungroup the selected objects

Use the design panel to select colors, and to draw and edit lines and fill areas.

Pick the line color, or set no line

Swap the line and fill colors
Set the line width

Pick a fill color, or set no fill

Draw a freehand line, and set the smoothing

Place points or draw a Bezier line

Trace the background picture
Add, remove, or adjust the points in a line

Cut or join lines
Convert points in a Bezier line

Align the objects in your drawing
Rotate and transform objects in your drawing

Convert between Point and Bezier lines

After drawing lines and areas, use the Multiply feature (see "Multiply" on page 62) to repeat them in your drawing.

Choose Drawing Colors

Colors and the Color Palette

Use the Color palette to choose the colors for drawing Lines and Fills.

The Color palette provides 40 commonly used colors. Click on a color in the palette to place it in the Design Panel as the Line or Fill color.

Change the Color

Select a color

See more colors
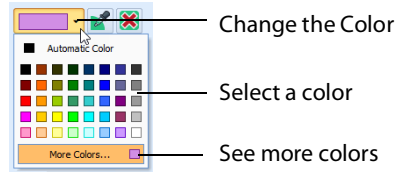
Colors Area

The Colors area at the top of the Design Panel displays the currently selected Line and Fill colors. The top color is the Line color and the lower color is the Fill color.
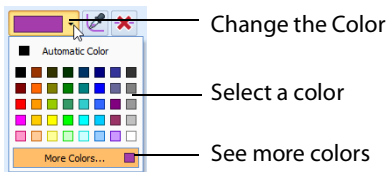
Change a Color in the Colors Area

Click the drop-down menu for Line or Fill, then click on a color from the Color palette to select it as the Line or Fill color.

To choose a color that is not in the Color palette, click More Colors in the palette to bring up the Colors dialog box. (After a color is chosen, it will be placed as the Line or Fill color.)

To select a color from the picture on the screen use the Pick Line Color or Pick Fill Color function in the Drawing panel.

Pick Line Color

Use Pick Line Color to select a color from the picture on the screen and make it the Line color in the Color box.

Change the Color

Select a color

See more colors

This is useful for choosing colors from the picture for drawing that do not appear in the Color palette.

Shortcut

Design Panel, Line:

Pick a Color for Line Color

1   Click Pick Line Color . The pointer changes to an eyedropper .
2   Click the desired color in the drawing or background picture to make it the Line color.
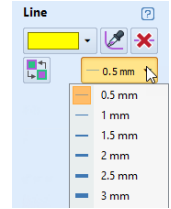
No Line

Use No Line to draw a fill area with no surrounding line.

Shortcut

Design Panel, Line: ✳

Line Width

Select a line width from the drop-down list in the Line section. The available widths are 0.5mm and 1, 1.5, 2, 2.5, 3, 3.5, 4, 5, 6, 7, 8, 9 and 10mm. The default width is 0.5mm.

Swap Colors

Use Swap Colors 🔲 to switch the line and fill colors for the selected object, or before creating a new object.

Shortcut

Design Panel, Line: 🔲

Pick Fill Color

Use Pick Fill Color 🖊 to select a color from the picture on the screen, or other objects in the drawing, and make it the color in the Fill color block for drawing. Also use Pick Fill Color to change the Fill color for the selected object or objects.
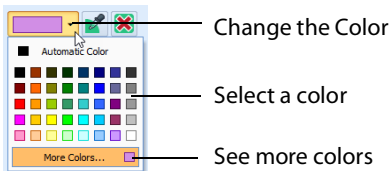
Change the Color

Select a color

See more colors

This is useful for choosing colors from the picture for drawing that do not appear in the Color palette.

Shortcut

Design Panel, Fill: 🖊

Pick a Color from the Picture for a Fill

1 Click Pick Fill Color 🖊. The pointer changes to an eyedropper 🖊.
2 Click the desired color in the drawing or background picture to make it the color for the Fill color block.

No Fill

Use No Fill ❌ when you do not want a fill within a closed line.

Shortcut

Design Panel, Fill: ❌

Colors Dialog Box

The Colors dialog box is used to choose a new color for the Line or Fill color.

When the Colors dialog box appears, it shows the Standard color selection. If desired, click one of the Standard colors. A highlight shows the selected color. The New/Current box shows the difference between the newly chosen color and the color currently used.

Click the Custom tab to be able to select any of the 16 million RGB colors.
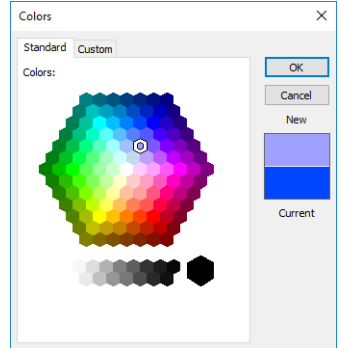
Click in the blended color palette to choose a basic color, then use the slider at the side to choose the desired brightness level. The HSL and RGB values are updated as you change the color and the color is previewed in the New/Current box.

You can also directly enter Hue, Sat(uration), Lum(inance) (HSL) and/or Red, Green, Blue (RGB) values. Alternatively, use the up/down buttons on each of the HSL and RGB value boxes to make fine adjustments to the color.
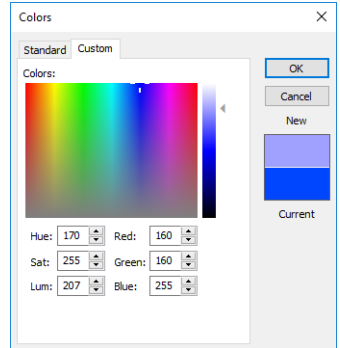
Color Models

Hue, Saturation, Luminance (HSL) Color Model
Hue is the color (red, yellow, green, or blue) for the selected color, expressed as a value between 0 and 239. Saturation (Sat) is the strength or purity of color in a specified hue. This is related to the amount of gray in it and is measured from 0 (completely gray) up to a maximum of 240 (no gray). The higher the saturation, the purer or more vivid the color. Luminosity (Lum) is the intensity of lightness or darkness in a color, specified by a value between 0 (black) and 240 (white). If Saturation is 0, the Luminosity setting specifies a shade of gray.

Red, Green, Blue (RGB) Color Model
The RGB model, one of the Additive Color models, is used on computer monitors. It has three primary colors — red, green, and blue — that it creates by emitting light. These three colors are combined in various proportions to produce all the colors displayed on your screen. They are referred to as additive because they combine to produce white. Primary colors are measured as a value from 0-255. The colors produced by combining the three primaries are a result of the amount of each of those shades present. For example, pure red has a red value of 255, a green value of 0, and a blue value of 0. Yellow has a red value of 255, a green value of 255, and a blue value of 0. If Red, Green and Blue are set to zero, the color is black; if all three are 255, they produce white.

Changing the Colors for Lines and Fills

You can change line and fill color for the selected block in the Design Panel.

Select a block, and the Line and Fill colors become those for that block. Change the colors, then deselect the block.

See "Change Color and Other Properties" on page 51.

Change the Colors for an Existing Line and Fill

1   Click to select a block of objects. The block is surrounded by a box.
The objects can be a variety of colors.
2   Look at the Design Panel, the Line and Fill color are those for the selected block.
3   In the Line section select a color and the width that you want to use, or select No Line ✖.
4   In the Fill section select a color for the Fill or choose No Fill ✖.
5   All of the objects in the block change to your selected color, Line and Fill type.

Drawing Lines

Freehand Draw

Use Freehand Draw ✐ to draw a line that follows the movement of the pointer. Adjust the flow of the line with the smoothness options. Freehand Draw is enabled until another tool is selected.

Shortcut

Design Panel, Draw ✐

Draw a Line with Freehand Draw

1 Select the desired line color from the Color palette. Use Pick Color ✐ if you want to select colors from the picture.
If you want a fill, also choose a Fill color.
2 Select a line thickness option from the drop-down list in the Lines section.
3 Click the Freehand Draw icon ✐.
4 If desired, change the line smoothness by clicking on the desired setting in the Smoothness Options menu.
5 Click and drag across the Canvas from the desired start point to the desired end point to draw a line. A line appears showing the freehand line as it is drawn.
6 Lift the pen or release the mouse button and the freehand line is completed. Each time you drag and release a new freehand line will be drawn, until another feature is selected.
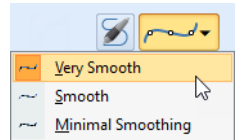
Smoothness Option

When the line is drawn it is converted into points. How smooth the line is will depend 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 fewer points.	The line is represented as a series of points, with minimal smoothing.
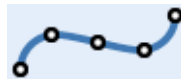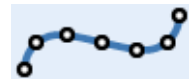
Point Draw

Use Point Draw ⌐ to place points from which a line will be made. Point Draw is a good way to draw either a curved line, or one with straight sections.

The minimum number of points is two (which forms a straight line). Three points form an angled line. The line is smoothed after placing four or more points. Hold down Shift to place straight sections.
Point Draw is enabled until another tool is selected.

Shortcut

Design Panel, Draw: ⌐

Using Point Draw

1 Select the desired line color from the Color Select panel. Use Pick Color ![icon] if you want to select colors from the picture.
   To make an enclosed area, also choose a Fill color.
2 Click the Point Draw icon ![icon].
3 Click a series of points on the Canvas from the desired start point to the desired end point to draw a smoothed line. The points (nodes) are displayed as circles.
4 Right-click on the Canvas to place the line. Each time you click, a point for a new line will be placed until you select another feature.
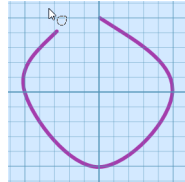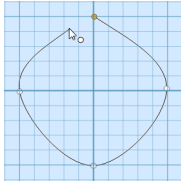
Straight and Curved Lines

Hold down Shift while placing a point to make an angled section. The point will be displayed as a square, and that part of the line will be converted to points with no curves.

Draw Straight and Curved Lines

1 Select the desired color in the Color palette.
2 Click the Point Draw icon ![icon].
3 Click seven points in a zigzag line, following the squares on the drawing area grid.
   The points formed where you clicked are round.
4 Right-click the mouse button to draw the line. A curved line is drawn, using the points that you clicked on the drawing area.
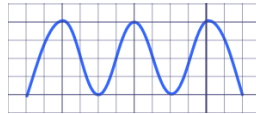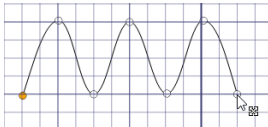
5 Hold down the Shift key and click seven more points.
   The points are now square.
6 Right-click the mouse button to draw the line. This time the line has straight sections.
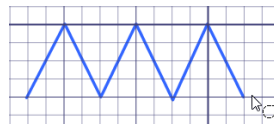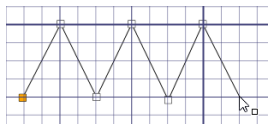
Bezier Draw

Use Bezier Draw ![icon] 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.

The points (nodes) for Bezier lines are always square.

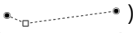Click to place Corner points, or click and drag to place curve points with handles.

For information on Control Points and the other Bezier Line editing tools, see "Convert Points" on page 40.

Creating Bezier Lines

When creating Bezier lines:

- Click without dragging to create a Corner point (no handles)
- Click and 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 button was 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.
- 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 Panel to add and remove points from the Bezier line.
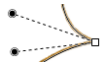
Shortcuts

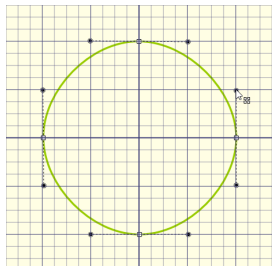Design Panel, Draw:
Keys: Alt, P, BM

Draw a Circle in Bezier Mode

1 Click the View tab, and ensure that Grid size is set to 10mm, and that the canvas is set to 100mm x 100mm.
2 Click the Draw tab.
3 Ensure that Fill is not selected (No Fill should be highlighted).
4 Select a color for your line.
5 Click Bezier Draw to select (highlight) it. The Bezier Draw pointer appears .
6 Click to place a point, then click to place three more of these square points in a rough curve.
7 Right-click to finish the line. The points are joined by straight lines.
   These are Corner Points, in Bezier Mode they are joined by straight lines.
8 Click Undo to remove the line.

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

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

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

12   Starting 2 squares to the right of the center of the grid, click and drag downwards one square, then release the mouse button.
A curved line appears between the two square white points.

13   Starting 2 squares below the center of the grid, click and drag one square to the left to place the next section of the curved line.

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

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

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

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

18   Drag the handle a about half a square downwards. The backward handle for this point moves the same distance upwards.
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.

19   Move the handle to the right and left.
Note that the curved line changes shape as you move the handle.

20   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.

21   If needed, adjust the other points and handles so that you have a smooth three quarters curve.

22   Move the pointer over first point that you placed until it becomes a cross.

23   Click on that original point to form a circle.
Alternatively, right-click and select Finish and Close Line in the context menu to place the line.
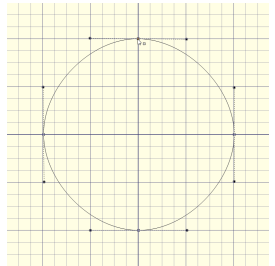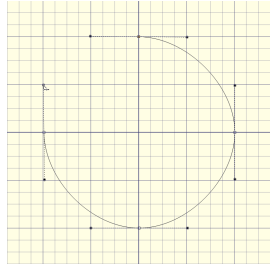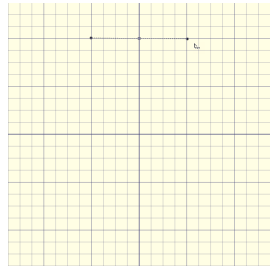
Edit a Bezier Line

24   In the Draw section of the Design Panel, click Edit Points ⬚. The points and their handles are displayed.

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

26   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.
When editing a line the points are Curved, and not Symmetric. The handles can be moved independently along the straight line.

27   Drag the handle up to its previous position and the shape becomes a circle again.

28   Hold down the Shift key and drag the handle to one side. A corner is created in the shape.
*Use the Shift key to create a corner or other angle in the line.*

29	In the Points section of the Design Panel, select Convert Points to Curve . The pointer changes to the Convert Points to Curve pointer .
30	Click on the point. The handles become symmetrical, and the shape you drew becomes a circle again. *For more information on Control Points and the other editing tools, see "Convert Points" on page 40.*
31	In the Points section of the Design Panel, select Convert Points to Corner .
32	Move the pointer over one of the points in your line. The pointer changes to the Convert Points to Corner pointer .
33	Click on the point. It now has no handles, and the sections of the line by it are straight. *There are no handles to drag, so you can only change the line by moving this Corner Point. Use Corner Points for straight lines.*
34	In the Points section of the Design Panel, select Convert Points to Curve .
35	Click on the corner point. It changes back to a curved point.
36	Click Edit Points .
37	Drag the upper handle downwards very close to its point and release the mouse button. The handle vanishes, and the section of the line without a handle becomes straight.
38	Drag the other handle upwards. It also vanishes. *This is another way of creating a corner point.*
39	Select Convert Points to Curve and use it to change the corner point back to a curved point. *You can use Convert Points to Curve to regain use of both handles.*
40	Right-click to deselect Convert Points to Curve. *To create a corner point with full control over the angle of the lines, 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 26.*
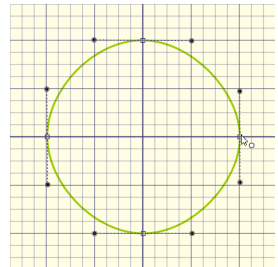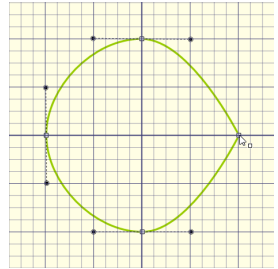
Draw a Flower using Bezier Curves

1	Open PREMIER+ ECQ™ and in the View tab, and ensure that Grid size is set to 10mm, and that the canvas is set to 100mm x 100mm.
2	Select Load Background .
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 Panel, ensure that Fill is not selected (No Fill should be highlighted).
6	Select a color for your line.
7	Set the Line width to 0.5mm.
8	Click Bezier Draw to select (highlight) it. The Bezier Draw pointer appears . *See "Draw a Circle in Bezier Mode" on page 24 for the essentials of drawing Bezier lines.*
9	At the left side of the base of the petal at the top, click and drag up and slightly to the left, then release the mouse button.
10	Starting where the petal to the left meets the petal you are drawing, click and drag upwards a short distance to where the next set of grid lines cross.
11	Click (without dragging) to place a point at the tip of the petal. This is a Corner point.
12	Move the pointer over the second square white point. The pointer changes to the Move pointer .
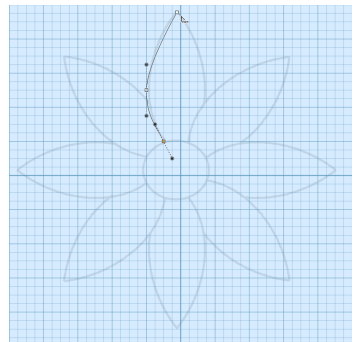
13	Drag the point a short distance up and to the left, along the outline of the petal until the curved line underneath fits the outline of the drawing.
14	Click and drag downwards a short distance from the mid point of the right side of the petal.
15	Click to place a single point where the line touches the next petal. *As you become more skilled, try clicking and dragging to place a curved line using a single point at the base of the petal.*
16	Right-click to place the line. *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.*
17	At the left side of the base of the petal to the right of the one that you just drew, click and drag upwards a short distance, then release the mouse button.
18	Starting where the petal to the left meets the petal you are drawing, click and drag diagonally towards the top right corner of the grid.
19	Release the mouse button when you reach the grid line above.
20	Click (without dragging) to place a point at the tip of the petal.
21	From the mid point of the right side of the petal, click and drag diagonally towards the bottom left corner of the grid.
22	Click to place a single point where the line touches the next petal.
23	Use the Move pointer to adjust the position of the white squares so that the curved line fits the picture behind. *You can further adjust the Bezier line using the black handles.*
24	Right-click to place the line.
25	Starting at the bottom left of the third petal, click and drag a short distance diagonally to the right to place the first point.
26	Where the outline of the petal meets the grid, click and drag a horizontal line a short distance to the right to place the next part of the curve.
27	Click to place a point at the tip of the petal.
28	Mid way down the other side of the petal, click and drag to the left and slightly down to place the next point.
29	At the base of the petal, click to place a final point, then right-click to place the line.
30	Place Bezier curve lines to draw the other petals, finishing at the petal to the left of where you started. *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.*
31	Right-click to finish placing the Bezier line.
32	Click outside the design to deselect the final petal.
33	Click the Line color block and choose a golden yellow color.
34	Click the Fill color block and choose a pale yellow color. *The Fill color changes to your selected color from no color.*
35	Click Bezier Draw ✐ to select (highlight) it. The Bezier Draw pointer appears ⬚.
36	Starting at the top of the center of the flower, click and drag a short distance to the right, then release the mouse button.
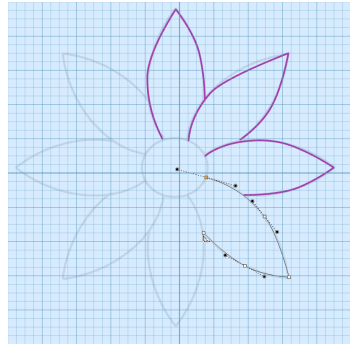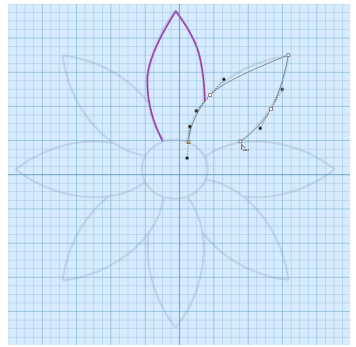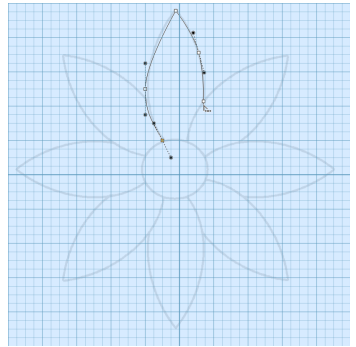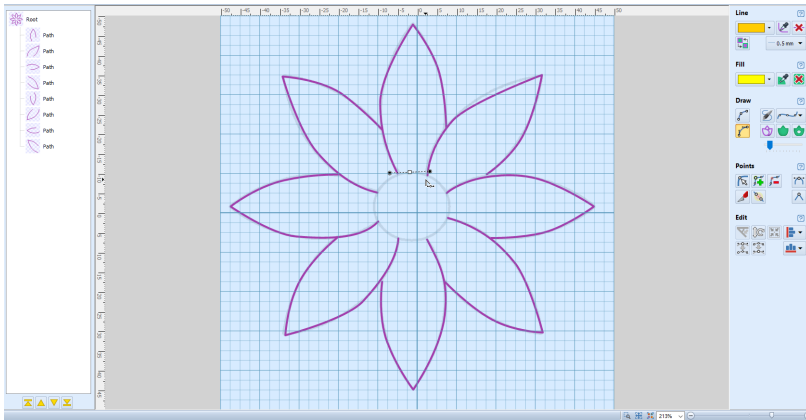
37 Click and drag vertical and horizontal lines of similar lengths to place the other three points creating the circle.

38 Right-click to place the center of the flower.

**39** Click Edit Points ⬚. The points you drew for the center of the flower can be seen.
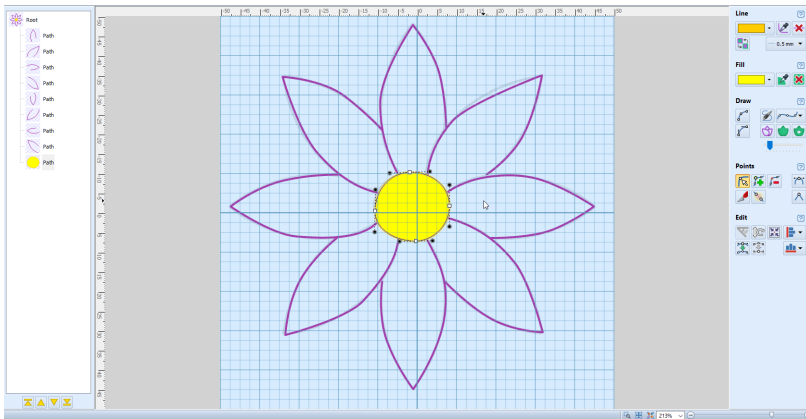
40 In the FilmStrip, click on each petal in turn, and make a note of the ones you will need to adjust.

41 Adjust the handles on the points to make the Bezier line follow the background.
If the handles from two different points overlap, move both nearer to their own point, to smooth the curve. For more information on editing, see "Edit a Bezier Line" on page 25.

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

43 Save your flower. You can adjust it further when you open the file again.
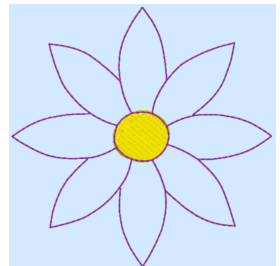
Snap to Line

When the Snap to Line ![icon] 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.
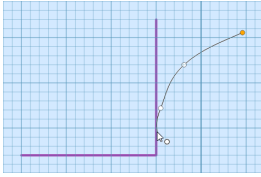
Place points with Snap to Line   Lines snapped together
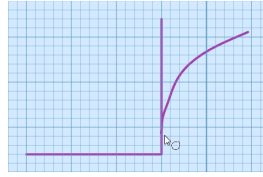
Snap to Line works with Point Draw ![icon] and Bezier Draw ![icon], and when using Edit Points ![icon].

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

You can use Snap to Line ![icon] when editing. See "Snap to Line" on page 37.

Shortcuts

Draw Tab, Snap: ![icon]
Keys: Alt, D, NL

Snap to Grid

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

Shortcuts

Draw Tab, Snap: ![icon]
Keys: Alt, D, NG

Closing Lines

You can join lines to themselves when using Freehand Draw ![icon], Point Draw ![icon] and Bezier Draw ![icon].

Use Multiply to automatically create copies of lines.

Closed Lines

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

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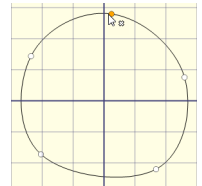
Trace Line

Use Trace Line ![icon] to trace the outline of a background picture to create a line drawing. Use the Color Tolerance slider to select the desired part of the picture.

Use Trace Area to trace a picture with no outlines.

Shortcuts

Design Panel, Draw: 🪷

Trace a Picture with Trace Line

1 Use Load Background 🖼 in the View tab to load a picture with clear outlines, or a line drawing.
Trace Line finds the center of a line or area when tracing. Use Trace Area, or Trace Area & Hole to trace a filled area without clear outlining.

2 In the Design Panel, click Trace Line 🪷.

3 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.
To find an outline, it may be best to zoom in and to fade the background on the View tab.

4 Drag the Color Tolerance slider below the Trace icons until the required part of the picture is selected.

5 Click to trace the outline.
Your traced outline will appear in the FilmStrip.
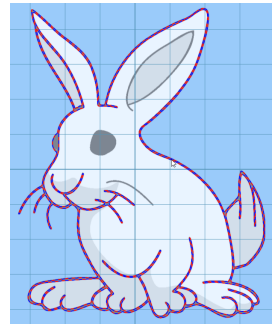
Trace Area

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.

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

Shortcuts

Design Panel, Draw: 🪷

Trace a Picture with Trace Area

1 Use Load Background 🖼 in the View tab to load a picture without clear drawn outlines.
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.

2 In the Design Panel, click Trace Area 🪷.

3 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.
To view the area that you have placed, it may be best to zoom in and to fade the background on the View tab.

4 Drag the Color Tolerance slider below the Trace icons until the required part of the picture is selected.

5 Click to trace the area in the picture.
Your traced area will appear in the FilmStrip.
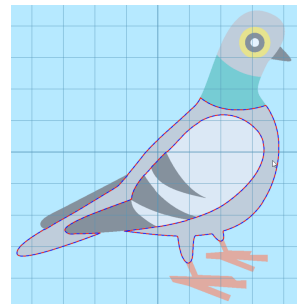
Trace Area & Hole

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.

Shortcuts

Design Panel, Draw: 🛡

Trace a Picture with Trace Area & Hole

1 Use Load Background 🖼 in the View tab to load a picture without clear outlines.
Trace Area & Hole finds the outlines of an area when tracing to trace a filled area with a hole.

2 In the Design Panel, click Trace Area & Hole 🛡.

3 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.
To view the area that you have placed, it may be best to zoom in and to fade the background on the View tab.

4 Drag the Color Tolerance slider below the Trace icons until the required part of the picture is selected.

5 Click to trace the area in the picture.
Your traced area will appear in the FilmStrip.
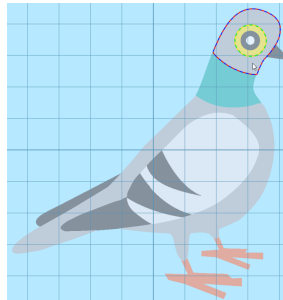
Insert Tab

Use the Insert tab to add Shapes, Lettering and Designs to your drawing.

Create Lettering to add to your drawing

Choose a Shape to add to your drawing   Add designs to your drawing
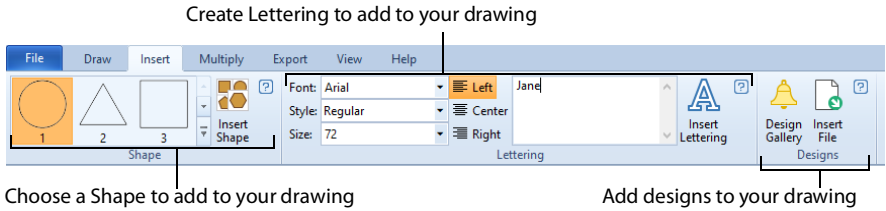
Drawing Shapes

Insert Shape

Use Insert Shape ▩ to add shapes to the drawing. The shape will be drawn as a closed line, that may be filled. Select your shape from the drop-down list. 120 different shapes are available.

Hold the Shift key down when resizing with Insert Shape ▩ to keep the original proportions of the shape. For example, use Shift to draw a square rather than a rectangle, or a circle instead of an ellipse.
If Snap to Grid is used when drawing a shape, the shape will snap to the grid lines.
Use Multiply to automatically create copies of shapes.

Shortcuts

Insert tab, Shape: ▩
Keys: Alt, I, S

Draw a Shape

1   Select the desired line and fill colors and the line width.
2   In the Insert Shape drop-down menu, select a shape.
3   Click the Insert Shape icon ▩. The shape is placed on the canvas.
4   Drag the corner handles to resize as desired.
        To resize proportionally (so that a square remains square), place the pointer over the corner handle so it becomes a double-arrow pointer, then hold down the Shift key and drag.
        Hold down Ctrl to resize from the center. By default, shapes are drawn from the corner.
5   Click outside the shape to deselect.
6   If the shape needs to be moved, click to reselect, then move.
        Alternatively, use one of the select tools to move the shape.
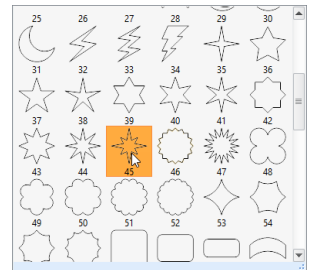
Shape Type

Select one of 120 shape types from a drop-down list.

Insert Lettering

Use Insert Lettering ▲ to add text to your picture in any TrueType® or Open Type® font available on your computer. Text is drawn using the selected line and fill colors.
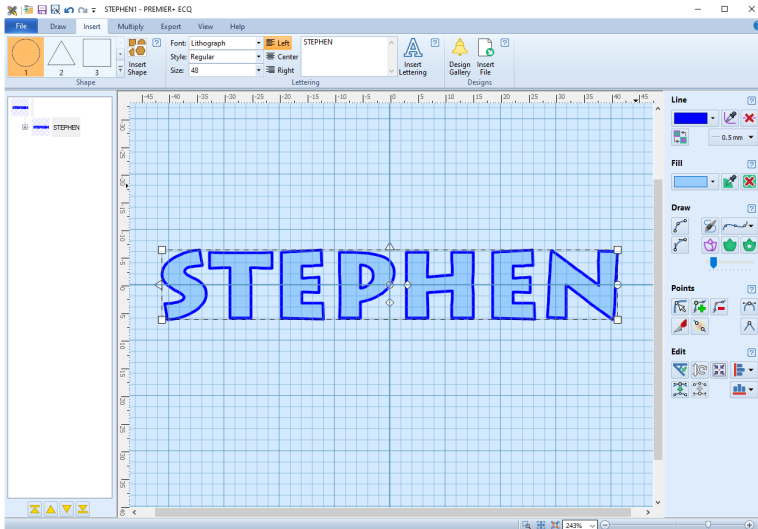
Choose from Regular, Bold, Italic or Bold Italic styles, and adjust the font size in points. Then enter the desired text and click Insert Lettering ▲. The text then appears in the center of the canvas in a highlighted box that may be moved, resized or rotated. Create multi-line monograms by pressing ENTER while typing in the Text box.

Shortcut

Insert tab: ▲
Keys: Alt, I, L

Add Lettering to Your Drawing

1   Select the desired colors for line and fill in the Design Panel.

Use Pick Line Color 🖊 or Pick Fill Color 🖊 to select colors from the picture.

2   Click the drop-down arrow for the Font and select the desired TrueType® Font installed on your computer.

3   Click the drop-down arrow for Style and choose Regular, Bold, Italic or Bold Italic.

4   Set the size in points by typing in a number, or click on the drop-down arrow and choose a point size.

5   Choose the Alignment for your text.

6   Click in the Text box and the arrow cursor becomes an I-bar.

7   Type the desired text. Press Enter to create a new line and type more text.
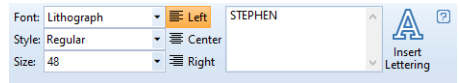
8   Click the Insert Lettering icon ![A]. The lettering is placed on the canvas. The selection box has handles to adjust it.
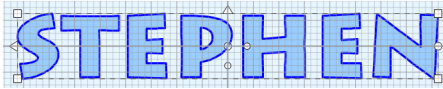
9   If desired, use the resize handles to make the text bigger or smaller. Hold down Shift to resize proportionally, and Ctrl to resize from the center. Use the rotate handle to rotate the text to any degree.

10   Click anywhere outside the box to deselect.
Use Multiply to automatically create copies of the text.

Design Gallery

Use the Design Gallery ![bell] to add any of the clipart pictures included with your PREMIER+ ECQ™. An added Gallery design is automatically selected, ready to be moved or copied.

To see the name of a Gallery design, position the arrow pointer over the desired thumbnail. A label showing the file name will appear.

Use Multiply to automatically create copies of Gallery designs.

Shortcut

Insert tab: ![bell]
Keys: Alt, I, M

Add a Gallery design to Your Drawing

1   Click the Design Gallery icon ![bell] and the Viewer dialog box will be displayed.
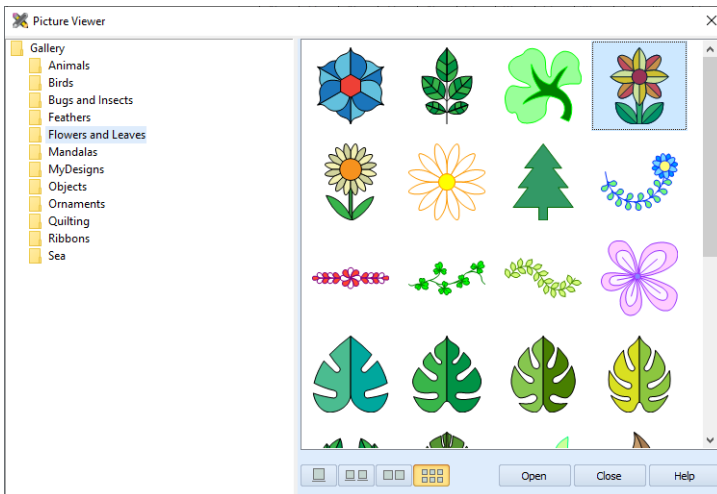
2   To look at Gallery designs in a different folder, select a folder in the browse pane on the left.
The browser only looks for Gallery designs folders in ProgramData\VSMSoftware\Premier+ECQ\Gallery

3   Scroll down to see more Gallery designs, if available.

4   Click a thumbnail picture to select a Gallery design, then click the Open button at the bottom of the window. Alternatively, double-click on a thumbnail picture to load the Gallery design onto the screen. The Gallery design is placed in the picture with a selection box around it.

5   Click and drag the newly placed Gallery design to the required position on your picture. You can also resize the Gallery design, and flip it or rotate it. You may need to move the Viewer dialog box out of the way to position the Gallery design where you want it (click and drag the Viewer dialog box using its title bar).

6   Use the scroll bar on the right to display all the Gallery designs in the folder, and click a picture to choose a new Gallery design.

7   Continue adding Gallery designs as required. When you select the next Gallery design, the previous design is deselected.
     Each Gallery design is inserted as a group, so it can be separately selected later.

8   Click Close to finish adding Gallery designs.
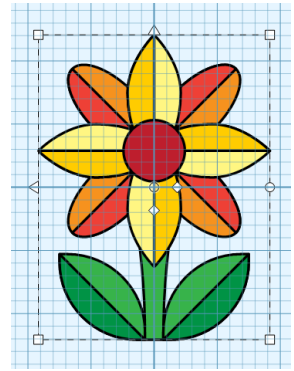
Insert File

Click Insert File ![icon] to display the Open dialog box to add a drawing from your computer to your design. See "Insert" on page 13.

Shortcut

Insert tab: ![icon]
Keys: Alt, I, F

Editing Drawings 5

Editing Tools

The editing tools are found on the Design Panel and the Draw tab. The editing tools are Edit Points ✎, Insert Points ✎, Delete Points ✎, Knife ✐, Join ✎ and Make Holes ◯.

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 ✐.

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.

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

Round Points

Round points indicate a curved line.

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.

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.
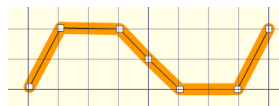
Edit Points

Use Edit Points ✎ to change the position of the points on the currently selected line. Edit Points is enabled until another tool is selected, or you right-click to deselect.

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

Shortcut

Draw tab, Points: ✎

Editing the Points in a Line

1   Click the Edit Points icon ✎.
2   Click the line that you want to edit. Its points will be displayed.
3   Click and drag a point to change the shape of the line. Lift the pen or release the mouse button to place the point in its new position.
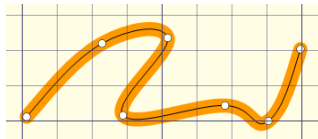
The Edit Points tool is active until another feature is selected, or you right-click to deselect. Moving a round point affects the two sections of line to either side of that point. This ensures line smoothness.

Reshaping a Curved Line

1   Draw a curved line.
2   Click the Edit Points icon.
3   Click the line you just drew. The line is defined by a series of round points.
4   Click and drag one of the points in the middle of the line.
5   Move the point around freely. You will see the line flex 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 button. 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 will not flex.
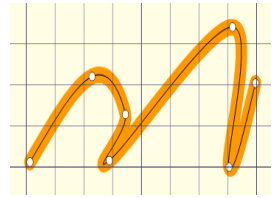
Snap to Line

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.

You can use Snap to Line when drawing. See "Snap to Line" on page 29.

Using Snap to Line

1   Use Freehand Draw to draw two separate curved lines.
2   Click the Edit Points icon.
3   Select Snap to Line.
4   Click one of the lines you just drew.
5   Click and 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 button 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.
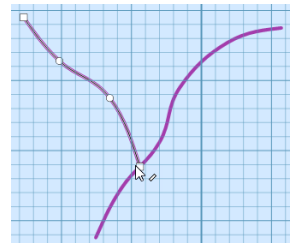
Join

Use Join to join two open lines together.

You cannot join closed lines (shapes) with Join.

Click Join, and all open line endings are highlighted with a circular handle. Click the two handles to be joined, or drag one on top of the other.

The line will take on the color of the second handle clicked.

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

Joining Two Lines

1   Draw several lines with different colors.

2 Click Join 🔗.
All open line endings are highlighted with a circular handle.
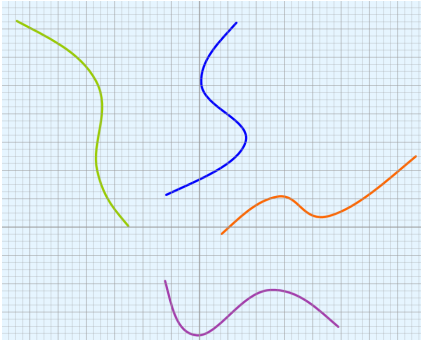
Draw some lines
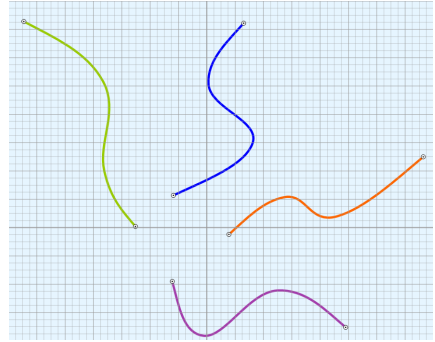
Click Join 🔗 to highlight the line ends.

3 Click the end handle of one of the lines to be joined.
4 Click the end handle of the other line to be joined.
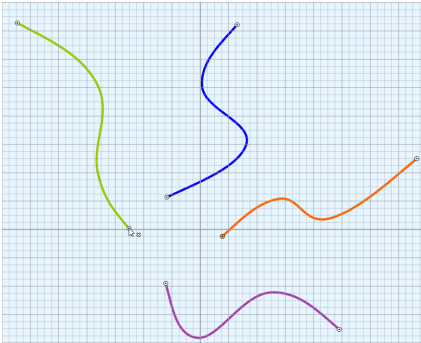
Click the handle for the first line to join.
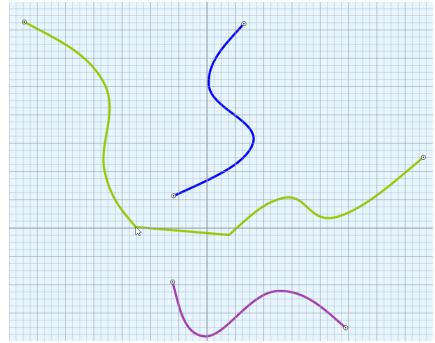
Click to join the two lines.

The two lines are joined with a straight section, and the joined line takes on the color of the second line selected.
You can also drag one handle on top of the other to join two lines.

5 Right-click to deselect.

Delete Points

Use Delete Points 🔗 to remove the currently selected point.

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.

Delete Points is enabled until another tool is selected, or you right-click to deselect.

Shortcut

Draw tab, Points: ![icon]

Delete a Point

1   Click the Delete Points icon ![icon].

2   Click the line that you want to edit. The points will be displayed.
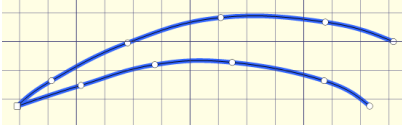
3   Click each individual point that you want to delete.
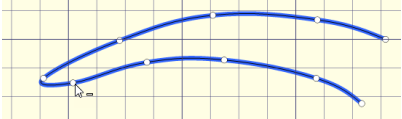
4   The line will be reshaped. The Delete Points tool is active until another feature is selected, or you right-click to deselect.

Insert Points

Use Insert Points ![icon] to add a point to the currently selected line.

Insert Points is enabled until another tool is selected, or you right-click to deselect.

Shortcut

Draw tab, Points: ![icon]

Add a Point to a Line

1   Click the Edit Points icon ![icon] to make sure that you are in Edit Points mode.

2   Click the line that you want to edit. The points will be displayed.

3   Click the Insert Points icon ![icon]. The pointer changes to the Insert Points pointer ![icon].

4   Click the place on the line where you want to add a point.
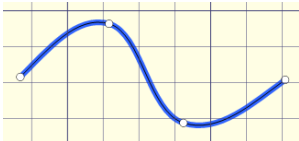
      Click the line to display the points   Click to add a point
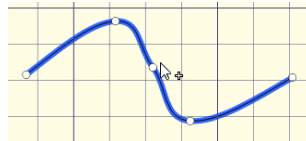
The line will be reshaped accordingly. The Insert Points tool is active until another feature is selected, or you right-click to deselect.

Converting Point and Bezier Lines

Use the Convert Points functions to change Bezier lines and Point lines.

Convert Points

Use the Convert Points functions Convert Points to Curve ⌒ and Convert Points to Corner ⋀ to change between types of points in a line in Bezier Mode.

For information on how to draw and adjust Bezier Lines, see "Bezier Draw" on page 23.

Convert Points to Curve

Use Convert Points to Curve ⌒ to change the selected point in a Point line or Bezier line to a Curved point (for Bezier, a point with handles that can be adjusted independently). Right-click to deselect the function.

Shortcuts

Design Panel, Points: ⌒

Change a Bezier Mode Point to a Curve Point

1. In the Points section of the Design Panel, click Edit Points ⧖.
2. Click on a line created with Bezier Draw to show the points that make it up.
3. In the Points section of the Design Panel, select Convert Points to Curve ⌒. Edit Points ⧖ is no longer highlighted.
4. Move the pointer over a corner point in your line. 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. Right-click to deselect the function.
8. If desired, click the Convert Points to Curve ⌒ again and repeat.
   For more information on how to adjust Bezier Lines, see "Edit a Bezier Line" on page 25.

Convert Points to Corner

Use Convert Points to Corner ⋀ to change the selected point in a Point or Bezier line to a Corner point (a point with no handles for Bezier). Right-click to deselect the function.

Shortcuts

Design Panel, Points: ⋀

Change a Bezier Mode Point to a Corner Point

1. In the Points section of the Design Panel, click Edit Points ⧖.
2. Click on an line created in Bezier Draw to show the points that make it up.
3. In the Points section of the Design Panel, select Convert Points to Corner ⋀. *Edit Points ⧖ is no longer highlighted.*
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. Right-click to deselect the function.
8. If desired, click the Convert Points to Corner ⋀ again and repeat.
   For more information on how to adjust Bezier Lines, see "Edit a Bezier Line" on page 25.

Convert to Point Line

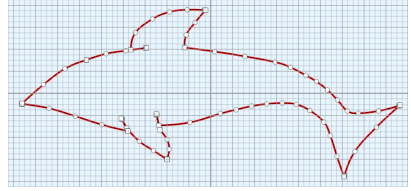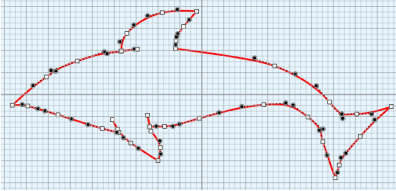Use Convert to Point Line to change the selected Bezier Line to a Point Line.

The change takes place immediately.

Shortcut

Design Panel, Points:

Change a Bezier Line to a Point Line

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

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 click 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.

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

Shortcut

Design Panel, Points:

Change a Point Line to a Bezier Line

1   Click on an object created in Point Mode.

2   In the Design Panel, click Convert to Bezier Line ⬡. The line changes to a Bezier line immediately.
If you change your mind, use Undo rather than converting back.
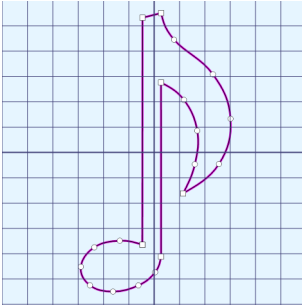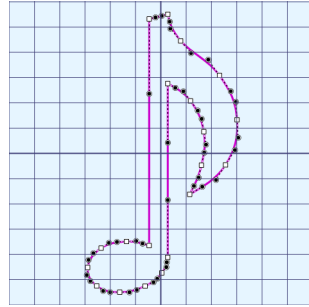
Point Line   Converted to Bezier Line

3   If desired, select another object and click Convert to Bezier Line ⬡ again to repeat.
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.

Knife

Use the Knife tool 🔪 to cut the currently selected line, shape or group (object) into two parts.

One part is automatically selected.

The Knife is deselected automatically after use.

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

Shortcut

Draw tab, Points: 🔪

Cut a Line with the Knife

1   Draw a sloping line.
2   Click Object Select 🔲, then click the line that you just drew to ensure it is selected. The line is now surrounded by a box.
3   Click the Knife Tool icon 🔪.
4   Click to one side of the line that you drew, then drag to get to the other side of the line. A straight line representing the path of the cut is displayed.

5   Release the mouse button to cut diagonally across the line with the Knife. The line is divided in two, as can be seen in the FilmStrip.
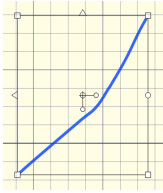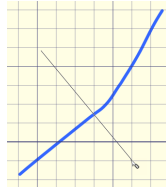
| Select the line | Draw the cut line | Right-click to end cutting |
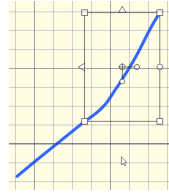
6   Right-click to finish using the Knife. One section is selected
The Knife can also be used to cut groups. Load a Gallery design 🔔, then cut it with the Knife. It will now be displayed as two groups that can be moved separately.

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

Selecting Objects

When one of the editing tools is being used, the currently active line or area is surrounded by a box. If that box is selected, the line or area can be moved, resized, mirrored, rotated and skewed. The selection tools can also be used to select and manipulate several individual objects at once, or several objects forming a Group.

You can select more than one object by holding down Ctrl and clicking the desired objects in the FilmStrip.See "FilmStrip" on page 57.You can also select a sequence of objects in the FilmStrip with Shift. See "Select Objects in the FilmStrip" on page 58. To change the selection of objects on the Canvas, use Add to Selection ⊞ and Remove from Selection ⊟. See "Add To Selection" on page 47 and "Remove From Selection" on page 48.

Select a Block of Objects

The select functions allow you to select a block of lines or areas. A selected block can be resized, rotated, skewed, mirrored, moved, copied, cut and deleted.

When making a selection, only objects that are completely enclosed by the selection line will be included in the selection.

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 mirror the block.

- Click and drag inside the block to move it, or use the arrow keys on the keyboard to nudge the block by small amounts.
- Click and drag the square corner handles ⌞ to resize the block.
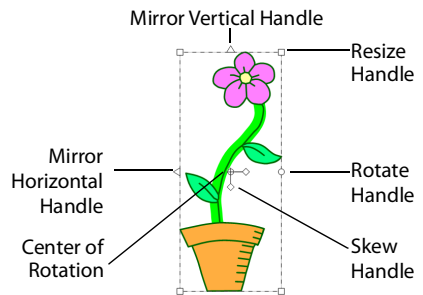
Hold down Shift as you click and drag to resize proportionally. Hold down Ctrl to resize from the center.

- Click and drag the round rotate handle $\odot$ to rotate the block freely.
- Click the triangular handles $\triangle$ to mirror the block horizontally or vertically.
- Click and drag the center of rotation $\oplus$ to rotate around a different point.
- Click and drag on of the skew handles to skew the block.
- Right-click the block to change the properties of the lines and fills within it. The Changing the Colors for Lines and Fills dialog will appear.

See "Changing the Colors for Lines and Fills" on page 21.

If the block is smaller than 1.5mm high or wide, the selection box will just be a plain rectangle with no handles.

Object Select		Click to select an 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.
Select None		Deselect all of the objects in the drawing.
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.

Inserting or Pasting a Block

When a new selection is added to a design by paste or one of the insert functions, it is automatically selected as the current block and Object Select (or Box Select) is activated.

Deselecting a Block

Click the drawing area outside a block to deselect it. The selection box around the block will disappear. Right-click to deselect a block and also turn off the current select function.

Object Select

With Object Select, click on the object (line or filled area) that you want to select. The selection box will show you the extent of the block. Click outside the block to deselect it.

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

Object Select is enabled until another tool is activated.

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.

If the wrong area is selected, click in the active window, but outside the box, to deselect.

Shortcuts

Draw Tab, Select: [icon]
Keys: Alt, D, O

Select an Object with Object Select

1   Click the Object Select icon [icon].
2   Click on the required object. It becomes the current selection, indicated by a rectangle with white handles.
3   If you want to make a new selection, click on a different object to select it.
4   Object Select is enabled until another tool is activated.

Box Select

With Box Select [icon], click and drag to draw a rectangle around the area you want to select. Alternatively, click on a line or group to select it. The four-headed arrow Move pointer [icon] appears as you approach an object. Click and drag around the area you want to select. When you release the mouse button, the selection box will show you the extent of the block. Click outside the block to make a new selection using this method. Only objects that are completely enclosed by the selection line will be selected.

Box Select is enabled until another tool is activated.

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

If the wrong area is selected, click in the active window, but outside the box, to deselect.

Shortcuts

Draw Tab, Select: [icon]
Keys: Alt, D, B

Select Objects with Box Select

1   Click the Box Select icon [icon].
2   Click and drag to draw a rectangle around the required objects.
3   Lift the pen or release the mouse button when the required objects are enclosed. They will become the current selection, indicated by a rectangle with white handles.
4   If you want to make a new selection, click outside the current selection to deselect it. Then draw a new box around the required objects.
5   Box Select is enabled until another tool is activated.

Freehand Select

With Freehand Select [icon], click and drag to draw an irregular outline around the desired area. Alternatively, click on a line or group to select it. The four-headed arrow Move pointer [icon] appears as you approach an object. Click Freehand Select and the pointer changes to the freehand select pointer [icon]. Click and drag to draw an irregular outline around the desired area. When you release the mouse the area is closed automatically with a straight line between the last mouse position and the start position. The selection box will show you the extent of the block. Click outside the block to make a new selection

using this method. Only objects that are completely enclosed by the selection line will be selected.

Freehand Select is enabled until another tool is activated. Right-click to deselect.

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 is useful when an area cannot be easily selected by using the simpler Box Select function.

If the wrong area is selected, click in the active window, but outside the box, to deselect.

Shortcuts

Draw Tab, Select:
Keys: Alt, D, F

Select Objects with Freehand Select

1 Click the Freehand Select icon .
2 Click and drag to draw a line around the required objects. The objects inside the line will become the current selection, indicated by a rectangle with white handles.
3 The line is closed automatically in a straight line between your start point and end point. If you are not close enough to your start point then you could leave out some desired objects by accident.
4 If you want to make a new selection, click outside the current selection to deselect it. Then draw a new line around the required objects.
5 Freehand Select is enabled until another tool is activated, or you right-click to deselect.

Point Line Select

With Point Line Select , click a series of points to create an irregular outline of straight or curved lines around the desired area. Click Point Line Select and the pointer changes to the Point Select pointer . Click a series of points to create an irregular outline of straight or curved lines around the desired area, using Shift+click to place a square (straight line) point. Click and drag to reposition an existing point. Click Delete to remove the last–placed point. Right-click when the area is complete. The selection box will show you the extent of the block. Point Line Select may be easier to use than Freehand Select for precise selections. Click to deselect. Only objects that are completely enclosed by the selection line will be selected.

Point Line Select is enabled until another tool is activated. Right-click to deselect.

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.*
If the wrong area is selected, click in the active window, but outside the box, to deselect.

Shortcuts

Draw Tab, Select:
Keys: Alt, D, PS

Select Objects with Point Line Select

1 Click Point Line Select . The pointer changes to the Point select pointer .
2 Click to place the first point for the selection. A yellow square point appears.

3 Click to place a series of points around the desired area.
As you click the third point on the line, the line becomes closed (it becomes a loop). As you place more points the line adjusts itself.
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 Point pointer. Adjust the point as desired.
When the Move Point pointer is active you can adjust existing points.

If you click while the Freehand Point pointer is active, another point will be added to the line.

6 When your line is as desired, right-click to surround the area with a selection box.

7 Right-click to deselect Point Line Select.

Select All

Select All is a one click function that selects all visible objects in the drawing. This is useful to resize or reshape the entire drawing.

Shortcuts

Draw Tab, Select:
Keys: Ctrl + A; Alt, D, SA

Select None

Use Select None to deselect all of the objects in the drawing.

Shortcuts

Draw Tab, Select:
Keys: Alt, D, SN

Replace Selection

Use Replace Selection to replace the currently selected area with the new 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.
Replace Selection is initially selected.

4 Using Box Select , select some different objects.
The new selection replaces your old selection.

Shortcuts

Draw Tab, Select:
Keys: Alt, D, RS

Add To Selection

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

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.*

Shortcuts

Draw Tab, Select: ⊞

Keys: Alt, D, AT

Remove From Selection

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

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.

Shortcuts

Draw Tab, Select: ⊟

Keys: Alt, D, RF

Modify a Block of Objects

Move a Block of Objects

Move a selected block using click and drag, or nudge. Click on an object inside the block and drag it to the required position, or use the arrow keys to nudge it into place.

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

If you accidentally move the center of rotation ⊕, simply click and drag it inside the selection box again.
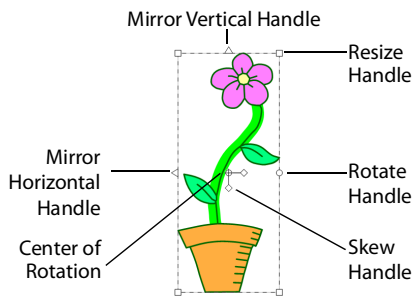
How to Move a Block of Objects

1   Click on any of the objects inside the selection. The pointer becomes a four-headed arrow ✥ . Drag the selection to the required position. The rectangle around the selection will be dragged with the pointer.
2   Lift the pen or release the mouse button to drop the selection in place. The selected objects will be redrawn in their new location.
Alternatively, use the arrow keys to nudge the selection into position, then click outside the block to place it.
When you move a selection, you may sometimes move the center of rotation by accident. Simply release the center of rotation, then click and drag the selection as usual. The center of rotation will snap back to the center of the selection when you drop the selection in its new position.

Resize a Block of Objects

Click and drag one of the square corner handles ⬚ to resize the block. The pointer becomes a double-headed arrow ⤢ .

Hold down Shift as you click and drag to resize proportionally. Hold down Ctrl to resize from the center.

Mirror Vertical Handle

Resize Handle

Mirror Horizontal Handle

Rotate Handle

Center of Rotation

Skew Handle

How to Resize a Block of Objects

1 If you want to keep the selected objects in proportion, hold down the Shift key.

2 Click and drag any of the square ⬚ resize handles. The pointer becomes a double-headed arrow ⬉.

**3** Lift the pen or release the mouse button, and then release the Shift key if you used that to keep the proportions. The selection will be redrawn at its new size.

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. Click and drag either handle to reshape the selection box, and the drawing.

Mirror Vertical Handle

Resize Handle

Mirror Horizontal Handle

Rotate Handle

Center of Rotation
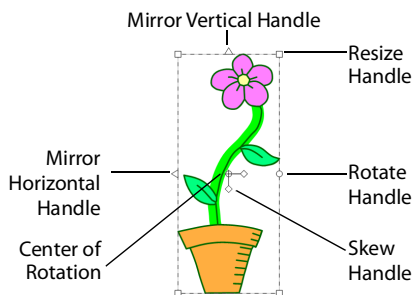
Skew Handle

How to Skew a Block of Objects

1 Mouse over the horizontal diamond shaped ⬥ skew handle. The pointer becomes a vertical double-headed arrow ↕ .
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 button.
When you release the mouse button the selection box is redrawn as a square in the new position.

4 Click and drag again to make any further adjustments.
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.
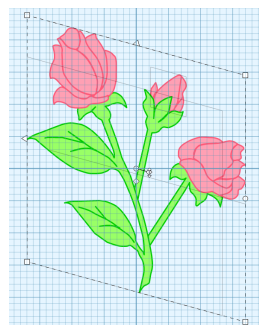
Mirror a Block of Objects

Mirror a block of objects vertically or horizontally using the triangular mirror handles ⚠. on the block selection box. The pointer becomes a double-headed arrow ⟺.
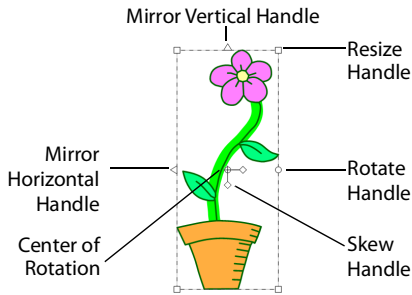
If the object to be mirrored was originally symmetrical, and has been rotated or skewed, deselect and reselect before mirroring. This is because the mirroring effect is applied to a design before rotating or skewing.

Horizontally Mirror Block

Click the Mirror Horizontal handle ◁ to mirror a block horizontally.

Vertically Mirror Block

Click the Mirror Vertical handle △ to mirror a block vertically.

Rotate a Block of Objects

Click and drag the rotation handle ○ to rotate the block freely to any angle. The pointer becomes the rotate pointer ℭ. If desired, move the center of rotation ⊕ before rotating the block.
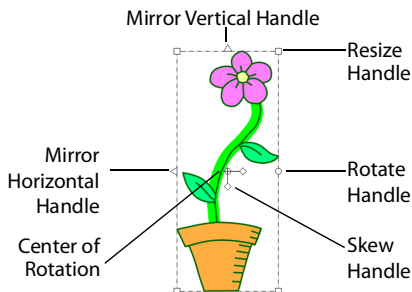
The selection box around the block is rotated around the center of rotation.

Move the Center of Rotation

The center of rotation ⊕ is initially shown in the middle of the block. Click on or within the center of rotation, then drag it to any position in the drawing. This changes the pivot point around which the block rotates.

If you mirror a rotated object, this applies to the original shape before the rotate was applied. To apply it after the rotate, deselect and reselect the object.

Otherwise, if the rotated object was originally symmetrical only the mirror handle may appear to move.

Change Color and Other Properties

Once objects have been selected, the line and fill color and other properties of the selected block 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.
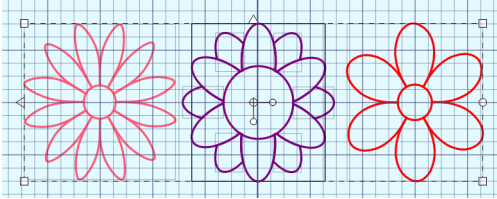
2   In the Design Panel, click on the upper color by the drawing tools, then select a new color in the palette.
To select a new fill color, click on the lower color, then select a new color in the palette.

3   Click OK to apply the new color to your selected block.
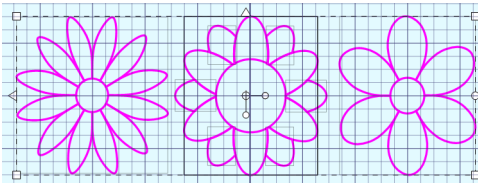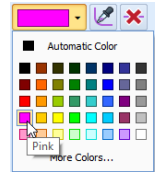
Rotate 45º

Use Rotate 45º to rotate all selected objects in a block around the Center of Rotation ⊕.

Shortcuts

Design Panel, Edit:

Transform

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

Shortcuts

Design Panel, Edit:

Transform Dialog

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

Modify the currently selected block as desired, then click OK to show your changes on the Canvas.

Click Undo ↺ *to reverse your changes.*

Size

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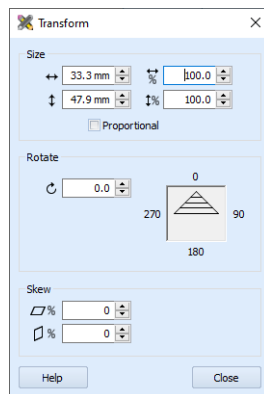
Proportional

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.

If desired, move the center of rotation before rotating.

Resize a Flower Drawing

1 Click the Design Gallery icon 🔔 and the Viewer dialog box will be displayed.
2 Browse to the folder Flowers and Leaves, and click to highlight the design Orange Flower.
3 Click Open to load the flower design.
4 In the Draw tab, ensure that Object Select ▦ is active.
5 Click the flower to select it.
6 Click Transform ⫴⊂. The Transform dialog box appears.
7 In the Size section, ensure Proportional is checked, then change
8 Height percentage to 75%.
   The Width percentage will decrease by the same amount, and in the background the flower changes in size.
9 In Rotate, click and hold on the up arrow. The flower rotates.
10 Change the width and height percentage Skew to reshape the flower design.
11 Click Close. The flower now uses your new settings.
12 Left-click outside the select box to deselect the flower drawing.
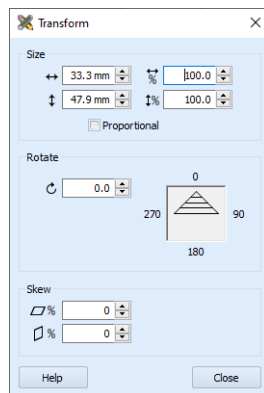
Delete

Use Delete ✖ to delete a block of objects after it has been selected using one of the block selection methods (Box Select, Freehand Select, Point Line Select or Select All). Alternatively, use the Delete key.

This function differs from Cut because it does not place the objects on the Clipboard Block. Therefore objects that have been Deleted cannot be pasted into another drawing (although Undo can be used if the wrong objects are deleted).

Deleting Single Points

Use Delete Points ![icon] to delete individual points.

See "Delete Points" on page 38.

Shortcuts

Draw Tab, Clipboard: ✖
Keys: Delete; Alt, D, DE

Alignment Tools

The Alignment tools allow objects to be aligned precisely.

The Alignment tools are only available when more than one object is selected.
Select the objects that you want to align, then use one of the alignment tools.

Objects can be aligned horizontally or vertically. They can also be centered.

Horizontal Alignment

Align objects horizontally with the Horizontal Alignment ![icon] tools.

Align Left

Align Left ![icon] aligns all selected objects with the left edge of the object furthest to the left.

Shortcut
Keys: Alt, D, AL, H, L

Align Center

Align Center ![icon] centers all selected objects horizontally relative to each other.

Shortcut
Keys: Alt, D, AL, H, C

Align Right

Align Right ![icon] aligns all selected objects with the right edge of the object furthest to the right.

Shortcut
Keys: Alt, D, AL, H, R

Distribute Horizontally

Distribute Horizontally ![icon] aligns all selected objects to be equally spaced horizontally.

Shortcut
Keys: Alt, D, AL, H, D

Vertical Alignment

Align objects vertically with the Vertical Alignment ![icon] tools.

Align Top

Align Top ▊▊ aligns all selected objects with the top edge of the highest object.

Shortcut
Keys: Alt, D, AL, V, T

Align Middle

Align Middle ▊▊ centers all selected objects vertically relative to each other.

Shortcut
Keys: Alt, D, AL, V, M

Align Bottom

Align Bottom ▊▊ aligns all selected objects with the bottom edge of the lowest object.

Shortcut
Keys: Alt, D, AL, V, B

Distribute Vertically

Distribute Vertically ▊▊ aligns all selected objects to be equally spaced vertically.

Shortcut
Keys: Alt, D, AL, V, D

Center in Canvas

Use Center in Canvas ▊▊ to move the selected objects to the center of the Canvas.

Shortcut
Status Bar: ▊▊

Grouping Selected Objects

In the Draw tab you can edit lines or areas individually, in a selected block, or in groups which can remain as a section after saving. You can also place groups in larger groups.

When a drawing is loaded using Insert, all sections will be grouped together, ready for moving, resizing and so on.

Group

Use Group ▊▊ to make a group of all the currently selected objects. Either Group the objects permanently, or Group them temporarily while moving or editing them.

A group can be modified in the same way as a block. You can move, resize, skew, mirror and rotate it, and change the color of its objects.

Gallery designs 🔔 are made from groups. You can use the FilmStrip to see the objects inside complex group structures such as the Gallery design Hearts.ecq in the Objects section of the Design Gallery.
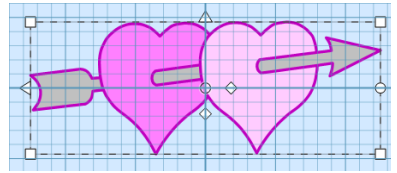
Group can only be used in conjunction with one of the selection tools.

Shortcuts

Draw Tab, Group: 🔲
Keys: Alt, D, G

Group Several Objects

1 Use Freehand Draw 🖌 to draw several short lines in the drawing area.
2 Look at the Group area in the ribbon bar. The tools are currently grayed out (unavailable).
3 Use Box Select ⬚ to click and drag to draw a rectangle around the lines to select them. The Group tools are now active.

4 While the lines are selected as a block, click Group 🔲. The block will be 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 grayed out.
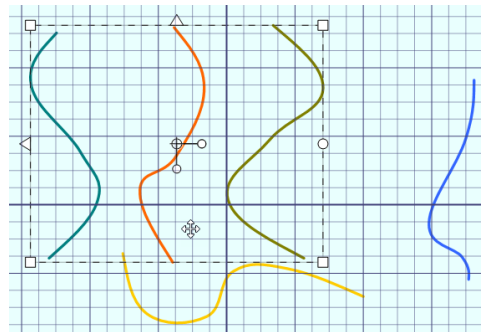*In the same way that an object partially outside the selection does not become part of a block, only objects fully inside the selection can become part of a group.*
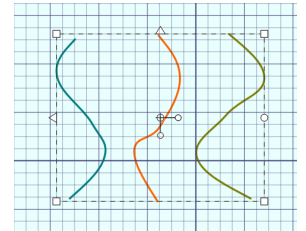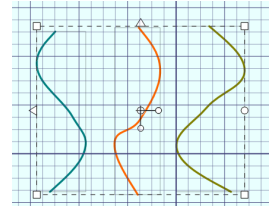
Highlighting a Group or Line

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 Right-click on the Canvas to 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 mouse pointer over the drawing area. 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 ⬛⬛.
Highlight each group, or individual line, in turn using the Tab key. Alternatively, view the complete structure of your drawing in the FilmStrip.

Ungroup

Use Ungroup to split the currently selected group into the objects which make it up. These may be lines, filled or unfilled areas, or smaller groups.

*Ungroup can only be used when a group is selected.*

Shortcuts

Draw Tab, Group:

Keys: Alt, D, UG

Ungroup Grouped Objects

1 Open the Insert tab.

2 Select the Design Gallery and load a design into the Canvas. Click Close.
The design is displayed as a group in the drawing area.

3 Click the Draw tab.
Note that the Group tools in the ribbon bar are active.

4 Move the design around the screen. It moves as one unit.

5 In the Group section of the Draw tab, click Ungroup. The group has now become a block.
In the FilmStrip note that there are now several objects within the block.

6 Move the Gallery design. As it is a block it moves in one piece.
While the block is still selected you can reverse the effects of Ungroup by using either Group or Undo.

7 Click outside the design. A box is no longer displayed around the design.

8 Click inside the design again. This time only a part of the design is selected. You can move it separately.
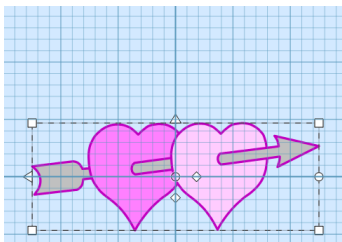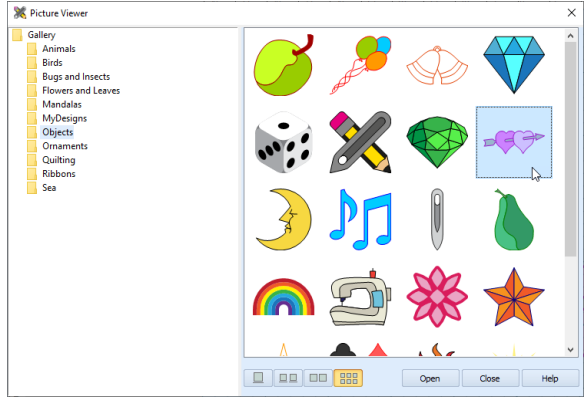
A Gallery design is a single Group
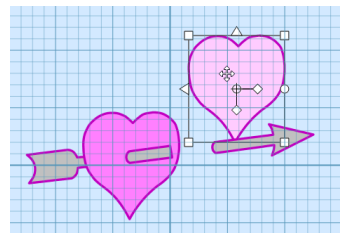
When Ungrouped it is a block. You can move a part separately

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 All

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

You can use Undo ![icon] to reverse the effects of Ungroup All.

Use Select All ![icon] and then Ungroup All to Ungroup whole drawings.

Shortcuts
Draw Tab, Group: ![icon]
Keys: Alt, D, GA

FilmStrip

Use the FilmStrip to view the structure of objects in your drawing. View your drawing structure by opening its groups. Examine and move the individual lines or fills (paths) and groups within those groups.

FilmStrip Items

The top, or Root, entry in the FilmStrip shows the whole drawing in miniature. It represents the Group (object) that contains all the other objects in the drawing.

Below the top entry, the FilmStrip shows the sequence of objects within the drawing. The currently selected object is highlighted in the FilmStrip, and objects can be selected directly in the FilmStrip.

Each item in the FilmStrip shows two pieces of information: the object and its type.

Object
Each object is represented graphically, showing its shape and color. Double-click a group to see the objects within it.

Object Type and Name
The name of the object type may be shown. The types are Group and Path (for Cardinal Path, or line). Paths may be open or closed. Closed paths may be filled or unfilled.

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

Group   Object   Layout   Scroll
   Order   Bar
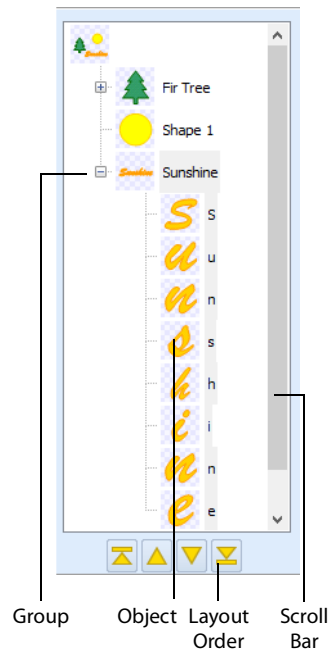
Select Objects in the FilmStrip

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, or double-click to open the Group it is in. When you edit or select a line in the drawing area it is also highlighted in the FilmStrip.

If you have zoomed in, the selected object may not be shown on the visible part of the drawing area. To see the object, either Zoom To Canvas ✛ or use the scroll bars on the edges of the drawing area.

You can also select objects using the keyboard. Click on the FilmStrip, then use the arrow keys to step up and down the list by one object at a time. Use the Page Up and Page Down keys to jump up and down the list one screenful at a time. Use Home to go to the first object and End to go to the last object.

Open a Group by double-clicking it, or by clicking on the plus sign + to its left.

To select several objects that are next to each other, hold down the Shift key, and click the start and end object in the sequence.

To select objects that are not next to each other, hold down the Ctrl key and click the desired objects.

When selecting a mixture of paths and groups with Ctrl + click, if you want to change their properties, select the paths within the groups, not the group headings.

Change the Sequence of Objects

Objects and groups of objects may be moved up and down the FilmStrip with the arrow (Layout Order) buttons.

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.

You can move any object in the FilmStrip except the Root (first) entry.

To delete an object, select it in the FilmStrip and click Delete ✖.

Layout Order

The Layout Order buttons are used to move objects within the FilmStrip.

Move Forwards

Move Forwards ▽ brings the object one step down the FilmStrip.

Move Backwards

Move Backwards △ brings the object one step up the FilmStrip.

Move to Front

Move to Front ⊻ places the object at the bottom of the FilmStrip or Group.

Move to Back

Move to Back ⊼ places the object at the top of the FilmStrip or Group.

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.

*The shapes should overlap for Make Holes to show an effect.*
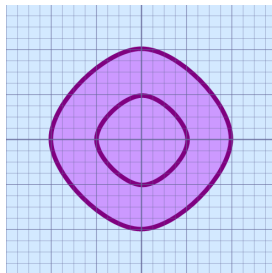
Shortcuts

Draw Tab, Combine: ⬚
Keys: Alt, D, MH

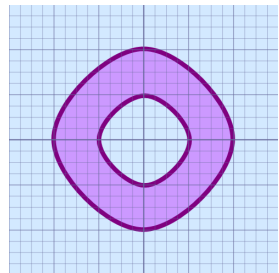## Use Make Holes to Create a Filled Shape with a Hole

1   Use Freehand Draw 🖊 or Insert Shape 🔳 to draw a filled shape.
    Make Holes is grayed out (unavailable) while you do this.
2   Use Freehand Draw or Insert Shape to draw a second filled shape completely inside the first filled shape (for example, a circle within a circle).
3   Use Box Select ⬚ to select both shapes as a block. Make Holes ⬚ is now available.
    Check in the FilmStrip to see that both shapes are selected.
4   Click Make Holes ⬚. The shape within a shape is now a filled area with an unfilled hole in it.
    All of the combined lines and fills are now the same colors.
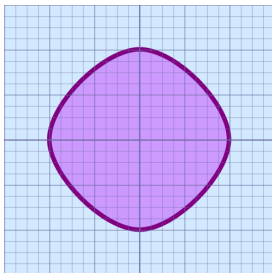
Draw a filled shape   Add a filled shape inside   Select Make Holes

Uncombine

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

Shortcuts

Draw Tab, Combine: 🔵
Keys: Alt, D, P, U

Uncombine a Combined Object

1   Use Box Select ⬚ or another selection tool to select an object that you combined with Make Holes ⬚.
2   In the Combine area of the Draw tab, click Uncombine 🔵. The combined object is split into separate paths, and any holes in fill areas have now gone.
    The lines and fills remain the same colors that they were when combined.

Cut, Copy and Paste

Once objects have been selected with the selection tools, they can be cut and copied onto the clipboard.

In the Draw window, only objects that are completely enclosed by the selection line will be selected.

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.

Cutting to the clipboard replaces the contents previously stored there.

Shortcuts

Draw Tab, Clipboard: ✂
Keys: Ctrl + X; Alt, D, CU

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.

Copying to the clipboard replaces the contents previously stored there.

Shortcuts

Draw Tab, Clipboard: 📋
Keys: Ctrl + C; Alt, D, CC

Paste

Use Paste 📋 to place part or all of a drawing that has been cut or copied to the clipboard onto the screen. The pasted area appears in a highlighted box, ready to be moved or altered.

Shortcuts

Draw Tab, Clipboard: 📋
Keys: Ctrl + V; Alt, D, CP

Duplicate

Use Duplicate 📋 to make a copy of the selected part or all of the drawing, which is automatically pasted on the Canvas below and to the right of the original.

Shortcuts

Draw Tab, Clipboard: 📋

Keys: Alt, D, CD

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, drawing a line, box or ellipse, or an effect that has been applied. Unlimited Undos are possible in the Draw window.

Only actions that change the picture can be reversed using Undo on the Draw window. For example, the Zoom commands cannot be reversed using Undo.
The Undo and Redo steps are reset when a new picture is opened.

Shortcuts

Quick Access Toolbar: ↶
Keys: Ctrl + Z; Alt, 7

Redo

Use Redo ↷ to reverse any actions that have been undone. Redo only works if nothing has happened after the last Undo. For instance, if you draw a line, then Undo and draw a rectangle then it is not possible to Redo the line because something different has happened instead. Unlimited Redos are possible in the Draw window.

The Undo and Redo steps are reset when a new picture is opened.

Shortcuts

Quick Access Toolbar: ↷
Keys: Ctrl + Y; Alt, 8

Multiply   6

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.

Multiply the selected objects   Set options for Multiply in Circle   Set options for Vertical and Tile

Cancel   Choose a Multiply mode

Place multiplied objects on canvas   Set options for Horizontal and Tile
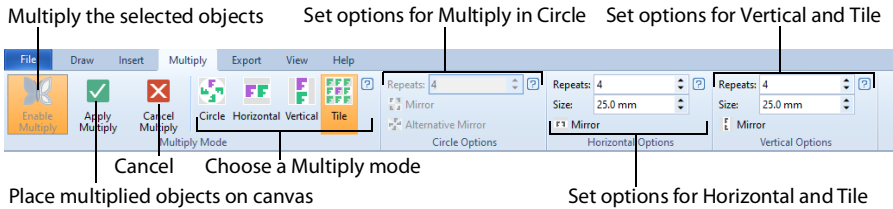
You can use the select tools, and Group and Ungroup, while Multiply is active.
Multiply can reflect or rotate images. Existing objects will not be affected, but the selected objects or any new object that is either drawn or pasted in will be reflected or rotated. The blue Multiply reflection lines are shown on the canvas when Multiply is enabled.

Try drawing and inserting designs while Multiply is active.
Click Enable Multiply 🦋 on the Multiply tab to turn Multiply on, and click Apply Multiply ✅ to place the multiplied designs on the canvas.

Multiply Mode

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

Enable Multiply

Use Enable Multiply 🦋 to activate the Multiply options.

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

Shortcuts

Multiply Tab, Multiply Mode: 🦋
Keys: Alt, M, E

Apply Multiply

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

Shortcuts

Multiply Tab, Multiply Mode: ✅
Keys: Alt, M, A

Cancel Multiply

Use Cancel Multiply ❌ to cancel the current Multiply.

Shortcuts

Multiply Tab, Multiply Mode: ![X icon]
Keys: Alt, M, N

Circle

Use Circle ![icon] 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.

Shortcuts

Multiply Tab, Multiply Mode: ![icon]
Keys: Alt, M, MC
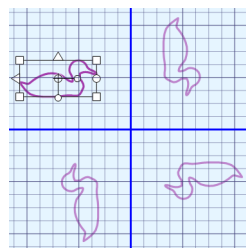
Horizontal

Use Horizontal ![icon] 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.

Shortcuts

Multiply Tab, Multiply Mode: ![icon]
Keys: Alt, M, MR

Vertical

Use Vertical ![icon] 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.

Shortcuts

Multiply Tab, Multiply Mode: ![icon]
Keys: Alt, M, MV

Tile

Use Tile ![icon] 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.
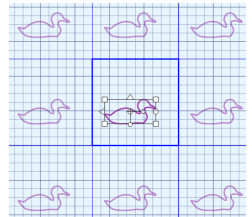
#### Shortcuts

Multiply Tab, Multiply Mode: ![icon]
Keys: Alt, M, MT

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.

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.
The initial settings are Circle ⊹ and four Repeats, without Mirroring.

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

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

8   In the Multiply tab, click Tile ꓞꓞꓞ.
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.
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.
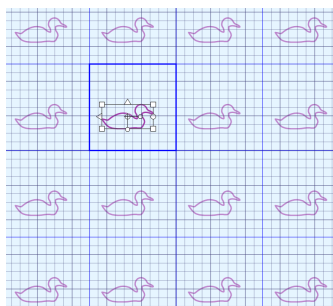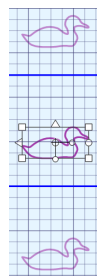
10   Click Apply Multiply ✅ to place the multiplied designs on the canvas.
To go back to your original single design, click Undo ↩ after using Apply Multiply.

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.

Shortcuts

Keys: Alt, M, CR

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.

Shortcuts
Keys: Alt, M, CM
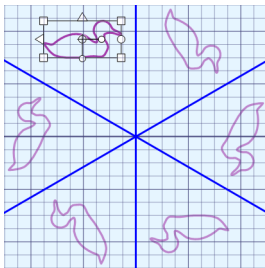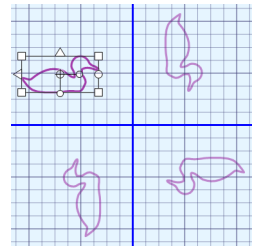
Alternative Mirror

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

Shortcuts
Keys: Alt, M, CA

Use the Multiply Circle Options

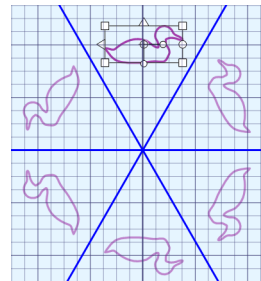1. Use New Window to start a new work area.
2. Load or draw a design.
3. Select the design with Box Select ⬚, Point Line Select ⬚, or Freehand Select ⬚.
4. Drag the design upwards and to the left to move it a short distance from the center of the canvas.
5. Click the Multiply tab.
6. Click Enable Multiply ⬚. Your design is multiplied in a circle with four repeats. The reflected areas are marked by heavy horizontal and vertical blue lines.
   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.
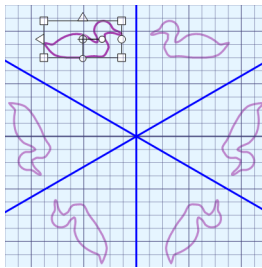
Without Mirror   With Mirror   With Alternative Mirror

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

10 In the Circle Options area, click Alternative Mirror ⊞.
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.
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.
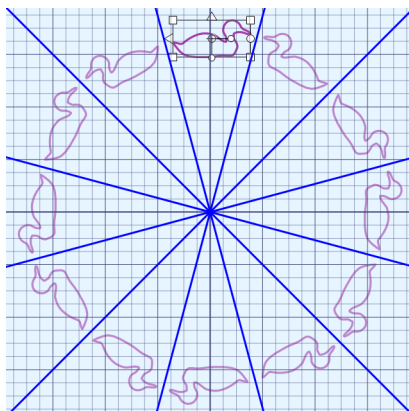
Horizontal Options

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.

The initial settings use 4 Repeats and a Size of 25.0 mm in a 100 mm x 100 mm Canvas.

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. The initial number is 4.

Shortcuts
Keys: Alt, M, RR

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. The initial Size is 25.0 mm.

Increase the Size to move the designs further apart. Decrease the Size to move the designs closer together, and to overlap the designs.

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.

Shortcuts
Keys: Alt, M, RS

Mirror

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

Shortcuts
Keys: Alt, M, RM

Use the Multiply Horizontal Options

1 In the View tab, ensure that the Canvas is set to 100mm x 100mm in size.

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.

6 In the Multiply tab, 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.
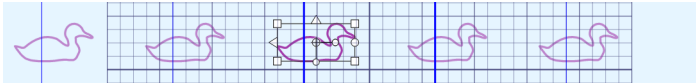
Pale blue lines mark out the other Multiply zones.

9 Set the Size to 20mm, so that the designs will fit within the Canvas grid.
Use Size to fit a design within a Multiply zone.

10 Ensure that your original design is between the two central heavy blue lines, then click Mirror 🔲.
The designs form facing pairs.
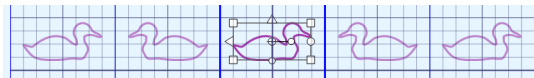
11 Move the central design to the right towards its reflected copy. The designs now overlap.

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.

The initial settings use 4 Repeats and a Size of 25.0 mm in a 100 mm x 100 mm Canvas.

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. The initial number is 4.

Shortcuts

Keys: Alt, M, VR

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. The initial Size is 25.0 mm.

Increase the Size to move the designs further apart. Decrease the Size to move the designs closer together, and to overlap the designs.

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.

Shortcuts

Keys: Alt, M, VS

Mirror

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

Shortcuts

Keys: Alt, M, VM

Use the Multiply Vertical Options

1   In the View tab, ensure that the Canvas is set to 100mm x 100mm in size.
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.
6   In the Multiply tab, click Vertical ⬚ .
    The three repeated designs lie above and below the original, and the Multiply lines run horizontally.
    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!
    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.
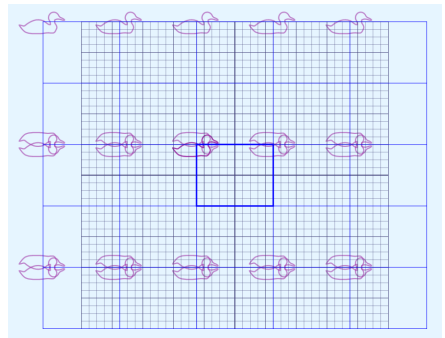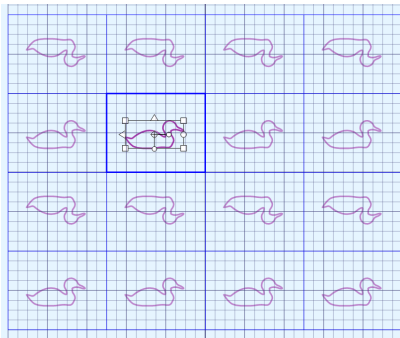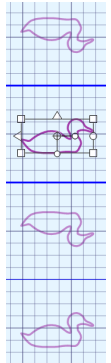
10 Increase both the Horizontal and Vertical number of Repeats to 5.
Your designs may show confusing overlapping.

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

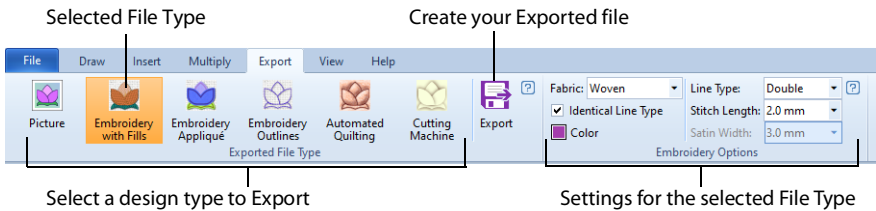**12** Try using a different number of Repeats, and different settings for Size and Mirror with both the Horizontal and Vertical Options.

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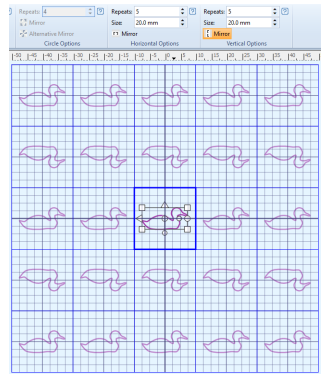
Exporting Designs

7

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.

Selected File Type   Create your Exported file

Select a design type to Export   Settings for the selected File Type

Use Export ⬚ to create the design in the desired format.

Exported File Type

Picture

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

Shortcuts

Export tab, Exported File Type: ⬚
Keys: Alt, E, EP

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).

Shortcuts

Export tab, Exported File Type: ⬚
Keys: Alt, E, EF

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).

Export tab, Exported File Type:
Keys: Alt, E, EA

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).

Shortcuts

Export tab, Exported File Type:
Keys: Alt, E, EO

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).

Shortcuts

Export tab, Exported File Type:
Keys: Alt, E, EQ

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.

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)

Shortcuts

Export tab, Exported File Type:
Keys: Alt, E, EC

Export

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

Shortcuts

Export tab, Exported File Type:
Keys: Alt, E, X

Export a Design

1   Create a design.
2   Save the design. See "Save As" on page 16.
3   Select a project file type.
4   Click Export . The Export dialog box appears.
5   Select a format from the drop-down list.
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.

Choose a Fabric Background

Use same settings for all lines
Set the outline color
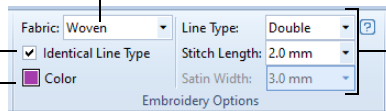
Set Stitch Type for lines

Fabric

Select the fabric to be used for your embroidery design. Click on the down arrow and select the desired fabric type. Choose from: Sheer, Woven, Knit, Fleece, Terrycloth. The initial fabric is Woven. The Fabric affects the compensation used for the design.

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.

Shortcut
Keys: Alt, E, MF

Identical Line Type

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

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

Shortcut
Keys: Alt, E, MI

Color
Set the color for all of your border lines. The color that you select replaces the initial color.

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

Shortcut
Keys: Alt, E, MC

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

Shortcut
Keys: Alt, E, MT

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.

Shortcut
Keys: Alt, E, ML

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.

Shortcut
Keys: Alt, E, MW

Appliqué Options

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

Select an appliqué method ————

Method: Pre-cut Piece ▾ [?]
Margin: 1.0 mm ▾ ———— Set the appliqué margin
Match the size to the appliqué piece ——— ☑ Match Placement Line
Appliqué Options

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.

Shortcut
Keys: Alt, E, AM

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.

Shortcut
Keys: Alt, E, AG

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.

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.

Shortcut
Keys: Alt, E, AP

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.

Follow the lines exactly as drawn ———— Set the direction of the stitching
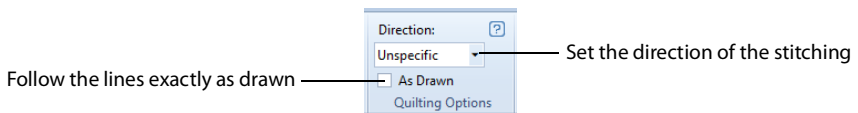
Direction
Set the direction for the stitching. Choose from Unspecific (as drawn or traced), From Left or From Right.

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.

Shortcut
Keys: Alt, E, QD

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.

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

Shortcut

Keys: Alt, E, QA

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.

Follow the lines exactly as drawn ———

——— Use lines, fills, or lines and fills
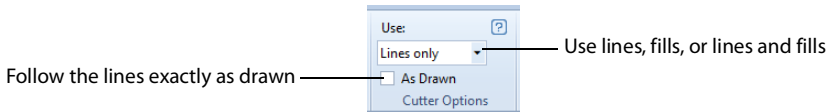
Use

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

Shortcut

Keys: Alt, E, CU

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.

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

Shortcut

Keys: Alt, E, CA

Viewing Pictures and Designs   8

Use the View tab to set how you view the design, grid and background picture.

Set the size of the Canvas   Measure an object or design

Show and adjust the grid   Load, fade and remove a background
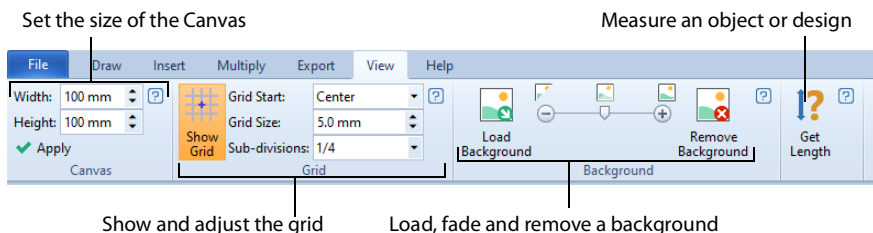
Canvas

Use the Width and Height settings for Canvas to set or change the size of the design area. Click Apply ✔ to use the new settings.

Width
Set the Canvas Width from 20mm to 1000mm. The initial size is 100mm.

Shortcut
Keys: Alt, V, W

Height
Set the Canvas Height from 20mm to 1000mm. The initial size is 100mm.

Shortcut
Keys: Alt, V, HE

Apply
Use Apply ✔ to use the new Canvas size.

Shortcut
Keys: Alt, V, A

Grid

Use the Grid functions to set the position and size of the grid, and to show or hide it.

Show Grid

Use Show Grid ⊞ to turn the background grid on and off. The grid may be used to help align objects and points.

Turn the background grid on or off using Show Grid.

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.

Shortcuts

View Tab, Grid: ⊞
Keys: Alt, V, SG

Grid Start

Choose a position for the start of numbering for the grid. Select Center or Top-Left from the drop-down menu. The initial Start position is Center.

Shortcut

Keys: Alt, V, GS

Grid Size

Choose the distance between the heavier grid lines.

The grid size is initially set to 5mm. Adjust its Size between 2 and 50mm, depending on what setting is most suitable for your screen resolution and design. Type in a figure and press ENTER (or use the up and down arrows to change the number).

Shortcut

Keys: Alt, V, GR

Sub-divisions

Choose the distance between the pale grid lines.

Sub-divisions are initially set to 1/4. In the drop-down menu, choose from: None, 1/2, 1/3, 1/4, 1/5, 1/6, 1/8, 1/10 or 1/16.

Shortcut

Keys: Alt, V, SU

Background

Use an existing picture as a background on which to create a design.

View Background

Use the Background slider bar to show, fade or hide the background picture in the Canvas. Change the view of the background picture to make it easier to see the lines and fills for the design.
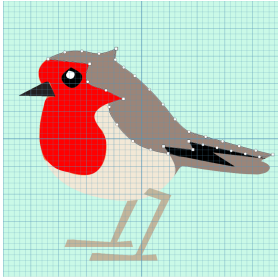
Use Background On 🖼️ to show the picture in the background.
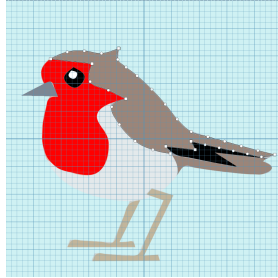
Use Fade 🖼️ to show the picture in the background with the colors faded by 50%.
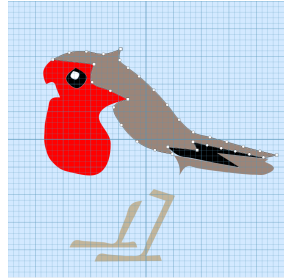
Use Background Off 🖼️ to hide the picture.

Load Background

Use Load Background 🖼️ in the View tab to open an existing picture as a background on which to create a design. PREMIER+ ECQ™ displays the Picture Viewer so you can choose which painting to open.

Choose a picture folder

Click to select a picture

Scroll to view more folders

Load the selected picture
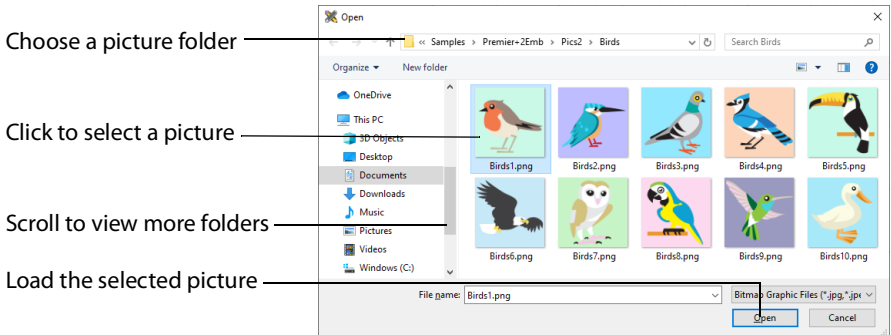
Load Background allows you to use picture formats that are not compatible with vector graphics as a background for freehand tracing.

Open a folder, and scroll down and click a picture to select it. Click Open to load the picture on the Canvas.

You can change the icon size, and show the names of the pictures.

Shortcuts

View tab, Background: 🖼️

Keys: Alt, V, L

Open a Picture as a Background

1 In the View tab, click File, click Load Background ![icon]. The Picture Viewer appears.
2 Browse through the drives and folders of the computer to the desired folder.
3 Click on an icon to select the picture.
4 Click Open to load the picture into the Canvas.
Alternatively, double-click the icon for the picture.

Remove Background

Use Remove Background ![icon] to remove the current background picture from the canvas.

Alternatively, you can use Load Background ![icon] to select a different background picture.

Shortcuts

View tab, Background: ![icon]
Keys: Alt, V, R

Get Length

Use Get Length ![icon] to measure the distance between any two points on the canvas. Click the Get Length icon ![icon] and the mouse pointer changes to the Measure pointer ![icon]. Then click and drag a line across the design. The length of the line is displayed.

For example, use this to obtain the width of a design, or the distance between two sections.

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

Shortcuts

View Tab: ![icon]
Keys: Alt, V, GL

Measure a Distance with Get Length

1 In the View tab, click the Get Length ![icon] icon. The pointer changes to the measure pointer ![icon].
2 Click and 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.
If desired, make a note of the number.
3 Repeat the click and drag to measure any other distances, as required.
4 Right-click to deselect the function.
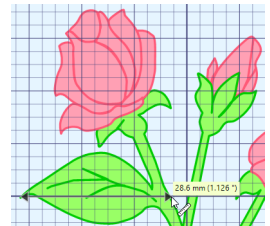
Zoom Commands

A number of functions are available to make it easier to navigate around designs. These include the Zoom functions and the Overview Window. By default, each design is shown at a size so that the grid fills the window, the same as if you click Zoom To Canvas ⊞ after zooming in or out.

Click and drag to zoom in on an area

Zoom to Canvas

Zoom to Designs

Select or input percentage zoom

Click to zoom out instantly

Click to zoom in instantly

100% zoom

Drag to zoom in and out
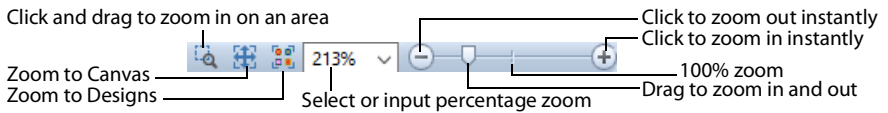
Shortcuts

Zoom Out	Keys: Ctrl + -
Zoom To Rectangle	Keys: Ctrl + 0
Zoom In	Keys: Ctrl + =
Zoom To Canvas	Keys: Ctrl + 9
Zoom To Designs	Keys: Ctrl + 8

Zoom To Rectangle

Use Zoom To Rectangle 🔍 to enlarge the view of an area of the design.

Click the Zoom To Rectangle icon 🔍 to the right of the status bar, and the mouse pointer changes to the zoom in pointer 🔍 . Then either click a point on the design you want to zoom in towards, or click and drag a rectangle around the area you want to enlarge and release the mouse button to zoom.

Zoom To Rectangle is automatically deselected after you have used it.

Shortcuts

Status Bar: 🔍
Keys: Ctrl + 0

If you have a wheel mouse, hold the Ctrl key and move the wheel to zoom.

Pan Mode

Use the Pan feature to move around the screen easily. The Pan feature works when you are Zoomed In on part of the screen, making the scroll bars visible at the right and bottom of the Canvas.

Hold the Space key down until the pan cursor 🖐 appears, then click and drag.

The pan occurs in real time, that is you see the canvas move as you drag across the screen.

Pan Around the Canvas

1 Click Zoom To Rectangle 🔍 and the arrow pointer changes to the zoom in pointer 🔍 .

2   Click and drag to draw a box, then release to zoom in. Scroll bars appear to allow you to move around the screen at this higher zoom level.

3   Hold the Space key down, then start to click and drag. The pan cursor ![pan cursor] appears.

4   Click and drag until the pointer is in the desired part of the screen. (If you have a wheel mouse, you can click the wheel to pan around the screen.)

5   Lift the pen or release the mouse button.

Zoom To Canvas

Use Zoom To Canvas ![icon] to view the whole work area. Click the Zoom To Canvas icon ![icon] and the view will zoom in or out to show the Canvas in the window.

Shortcuts

Status Bar: ![icon]
Keys: Ctrl + 9

Zoom to Designs

Use Zoom to Designs ![icon] to zoom to the selected designs, or to all designs on the canvas. Click the Zoom To Designs icon ![icon] and the view will zoom in or out to show the selected designs, or all designs on the canvas.

Shortcuts

Status Bar: ![icon]
Keys: Ctrl + 8

Zoom by Percentage

Use the drop-down list in the Status Bar to set percentage levels to zoom in from 10% up to 800%. Alternatively, enter a number in the percentage text box.

Select 100% to display the design at a magnification as close as possible to the Real Size setting you chose in Preferences.

Zoom Bar

Use the Zoom Bar to zoom in or out from the center of the picture or design.

![Zoom Bar slider]

The Zoom Bar is on the right side of the Status Bar.

Use the slider to zoom in or out of the picture or design, or click on the Zoom Out ![icon] or Zoom In ![icon] icons.

Preferences 9

Use Preferences 📄 to select the Background, Grid and Surround colors, to set the theme for your PREMIER+ ECQ™, to set the screen size measurements, and choose the default Export thread range. When these are changed, the new settings will be remembered when PREMIER+ ECQ™ is closed and reopened.

Colors
- Background — Set the background color
- Preview the background color and grid color
- Grid — Set the grid color
- Surround — Set the Surround color
- Styles — Office 2010 Blue — Set the screen color and style

Measurements
- Set real size measurements for designs
- Real Size — 26.0 mm
- Show Measurements In — ● Millimeters (mm) ○ Inches (") — Set the units of measurement
- Show Rulers — ✓ — Show the Rulers around the canvas

Export
- Export Thread Range — Robison-Anton Rayon 40 — Choose the thread range for Exporting

Shortcut

File Menu: 📄

Colors

Color

Set the background color for your PREMIER+ ECQ™ software to whatever you prefer. Click on the down arrow next to the Color block and a palette of 40 colors appears. Move the pointer over the Color palette until the color you prefer is highlighted, then click again. Alternatively, select More Colors and the Colors window appears to allow you to choose any color from the 16 million colors of the Windows Color Matrix (see "Colors Dialog Box" on page 20). The color set by default for your PREMIER+ ECQ™ software is 230, 245, 255 (RGB).
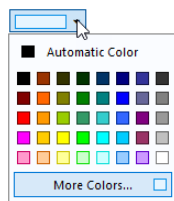
When you change the Background Color the new color is immediately applied to the canvas in PREMIER+ ECQ™.

Grid Color

Set the grid color for your PREMIER+ ECQ™ software to whatever you prefer. Click on the down arrow next to the Color block and a palette appears of 40 colors. Move the pointer over the Color palette until the color you prefer is highlighted, then click again. Alternatively, select More Colors and the Colors window appears to allow you to choose any color from the 16 million colors of the Windows Color Matrix (see "Colors Dialog Box"

on page 20). The color set by default for your PREMIER+ ECQ™ software is 85, 150, 185 (RGB).

Surround

The Surround color is the color used outside the grid boundaries. Set the Surround color for your PREMIER+ ECQ™ software to whatever you prefer. Click on the down arrow next to the Color block and a palette appears of 40 colors. Move the pointer over the Color palette until the color you prefer is highlighted, then click again. Alternatively, select More Colors and the Colors window appears to allow you to choose any color from the 16 million colors of the Windows Color Matrix (see "Colors Dialog Box" on page 20). The color set by default for your PREMIER+ ECQ™ software is 210, 210, 210 (RGB).

Canvas Preview

Use the preview to assess the appearance of the grid color and the selected background colors.

Styles

Set the theme for the main windows in your PREMIER+ ECQ™ to whatever you prefer. Click on the down arrow and choose the desired theme. The default theme for your PREMIER+ ECQ™ software is Office 2010 Blue.

Measurements

Real Size

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

The real size measurement is 100% on the zoom bar.

Hold a ruler against the screen and measure the number of millimeters that correspond to the length of the on-screen ruler. Type this number in the box, then click OK (or press ENTER). The program will close. When you reopen your PREMIER+ ECQ™ software, designs will be displayed at real size if 100% is selected on a zoom Slider.

If a design is too large to be shown at Real Size in a window, the percentage size will be displayed.

Show Measurements In

Select whether to show and enter measurements in millimeters or inches.

This may be overridden for printing. When Inches is selected, inches are shown as decimal values. Fractions may be used to enter measurements.

The alternative units will be shown when you hover the pointer over a measurement. You may also enter the alternative measurement with units of mm or " (including fractions) and it will be automatically converted. For example, ¼" will be converted to 6mm.

Measurements are initially set to be shown in millimeters.

Rulers

Hide or show the rulers around the left and top sides of the canvas.

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. Click the down arrow and the list of options appears. Select the desired option by clicking on it.

The thread range is initially set to Robison-Anton Rayon 40.

Utilities   10

Use the utilities in the Help and title bar menus to check for updates, manage your registration, deactivate and reset your PREMIER+ ECQ™ installation.

Check for Update

Use Check for Update ⊕ in the Help tab 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.

Shortcut
Keys: Alt, H, C

Modify Registration Details

Use Modify Registration Details 📄 in the Help tab to make changes to your software registration, for example to update your address or change your dealer. Enter your email address and password to access your account.

Shortcut
Keys: Alt, H, M

Deactivate

Use Deactivate 🔓 in the Help tab to reclaim the activation code on a computer before installing on another computer. Enter your email address and password to access your account. You can Deactivate in the Activation page of your registration.

Shortcut
Keys: Alt, H, D

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.

To access Reset Module, click the PREMIER+ ECQ™ icon in the title bar, or right-click the title bar, then choose Reset Module from the menu.

Use Reset Module with an empty Canvas, as any work on the screen may be significantly changed when Reset Module is used.

Troubleshooting 11

Error Messages

Acquiring and Loading Pictures

"Could not load picture file."
This message could appear if the desired picture is not where the module expects it to be, for example if it was loaded from a USB stick, then closed and the USB stick removed. It could also appear if the file you are attempting to load is corrupt. For example, it might have an extension such as .bmp or .jpg, yet not be a proper picture file.

Saving Files

"Error saving picture."
This message appears on attempting to save the picture and the picture is not saved. For example, if you attempt to overwrite an existing picture that is read only or if you attempt to save the picture to a read only location such as a CD-ROM.

Exporting Files

"Cannot export design."
This message appears if you try to use the Export function when there is no information to export.

"Cannot save file."
The program cannot save the file. Ensure that the disk where you are trying to save the design is not write-protected, then try again.

"You can't save here. Please choose another location."
This message appears if, for instance, you have loaded a drawing from a CD-ROM and then attempt to save the embroidery back to the CD. A CD-ROM is read only, therefore you will not be able to save the embroidery.

"Design File is read-only. Cannot continue."
This will happen if you attempt to open a design that has been set as read-only, or is read-only because it is stored on a CD-ROM. If the design file is on your hard disk as read-only then you must change its properties in Windows® Explorer so that it is no longer read-only. For designs on CD-ROMs, use Windows® Explorer to copy them to your hard disk, then change the properties so that they are no longer read-only. (Windows® Explorer Help has information on the read-only attribute.)

"Filename already exists. Do you want to replace it?"

This happens when you are doing a Save As on the .ecq design file and you have given the name of a file that is already there. Click Yes or No as appropriate. You may have to replace a file several times if you are creating stitch files to stitch out tests of your design.

"Disk is write-protected. File not saved"

This will happen if you try to save a file to a floppy disk that has the write-protect tab open. Either take out the floppy disk and close the write-protect tab, or use a different floppy disk.

Miscellaneous

"Error. Not enough memory to perform operation."

This message will appear when system resources are low. Close other programs and try again. If this does not work, try restarting your computer.

Other Topics

Screen Appearance

"Some of the icons in the Ribbon bar are 'grayed out'."

Certain icons (for example Cut on the Draw tab) are only highlighted once a design is shown on the screen. Also, when there is a design on the screen, some functions that might cause a mismatch between the size of the design and the size of the picture are not available in the Picture window.

"I have changed grid color and spacing and now I wish to return to the original settings."

Use Preferences to change the grid color. Follow the instructions in the Preferences section and select Mid Blue (RGB values 85, 150, 185) from the standard color drop-down on the Grid Color button.

Use the Size setting on the View tab to change the grid spacing. Set the Grid Size to 10.

"I have changed the screen background color and now I wish to return to the original light blue."

Use Preferences to change the background color. Follow the instructions in the Preferences section and select the RGB values 230, 245, 255 in the Colors dialog box.

Loading Pictures

"I loaded a small picture, and it has too many jagged lines."

Although the program automatically doubles the size of a picture if its height and width are less than 500 pixels, this may still produce jagged lines. For a smoother effect, rescan the picture.

Editing the Design

"I did not select all the objects I wanted with Box, Point Line 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 dashed line used by Color Tolerance only shows the outside of the area that is selected by the current Color Tolerance value. 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.

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Ribbon Tabs

File Tab/Menu

	New	Clear the screen ready to create or load a new design. Ctrl + N
	New Window	Open an additional PREMIER+ ECQ™ window. Ctrl + Shift + N
	Open	Open an existing design, replacing the design on the screen. Ctrl + O
	Save	Save the design with the same name. Ctrl + S
	Save As	Save the design under a new name. Ctrl + Shift + S
	Insert	Insert an existing design into your current project. Ctrl + I
	Recent	Open recently used designs.
	Preferences	Set the stitch and screen options.
	Exit	Close the current window and prompt to save new and changed designs. Alt + F4

Draw Tab

Clipboard Section

Clipboard		
Copy	Copy the selected objects to the clipboard, without affecting the current selection. Ctrl + C; Alt, D, CC	
Paste	Paste the objects on the clipboard back into the design. Ctrl + V; Alt, D, PA	
Cut	Cut out the selected objects and place them on the clipboard. Ctrl + X; Alt, D, CU	
Duplicate	Make a copy of the selected objects, which is automatically pasted on the Canvas below and to the right of the original. Alt, D, CD	
Delete	Delete the selected object or the last object in the design. Delete; Alt, D, CX	

Select Section

Select		
Object Select	Click on the object that you want to select. Alt, D, O	
Box Select	Select a block of objects by drawing a rectangle. Alt, D, B	
Freehand Select	Select a block of objects by drawing a line around the required objects. Alt, D, F	
Point Line Select	Select a block of objects by clicking a series of points to create an irregular outline of straight or curved lines around the required objects. Alt, D, PS	
Select All	Select all visible objects as a single block. Ctrl + A; Alt, D, SA	
Select None	Deselect all of the objects in the work area, including any outside the grid. Ctrl + Shift + A; Alt, D, SN	
Replace Selection	Replace the currently selected objects with the new selection. Alt, H, RS	
Add To Selection	Add the new selection to the currently selected objects. Alt, H, A	
Remove From Selection	Remove the new selection from the currently selected objects. Alt, H, RF	

Combine Section

Combine		
	Make Holes	Create a hole within the selected objects. Alt, D, MH
	Uncombine	Break apart an object combined using Make Holes. Any holes in fill areas will be removed. Alt, D, UN

Group Section

Group		
	Group	Group all selected objects together. Ctrl + G; Alt, D, GG
	Ungroup	Separate the objects, or groups, within the selection. Ctrl + U; Alt, D, GU
	Ungroup All	Split all the groups within the selected group into their individual objects. Alt, D, GA

Snap Section

Snap		
	Snap to Grid	Align objects to the Grid lines when drawn or moved. Alt, D, NG
	Snap to Line	Snap to an existing drawn line when drawing. Alt, D, NL

Insert Tab

Shape Section

	Shapes	Select a Shape from the gallery. Alt, I, P
	Insert Shape	Add a shape to the drawing. Alt, I, S

Lettering Section

	Font	Choose a font on your computer. Alt, I, O
	Style	Choose a font Style. Alt, I, W
	Size	Set the font size in points. Alt, I, I
	Alignment	Align the lettering Left, Center or Right. Left: Alt, I, AL Center: Alt, I, AC Right: Alt, I, AR
	Insert Lettering	Add text to your design. Alt, I, L

Design Section

	Design Gallery	Add a drawing from the Design Gallery. Alt, I, M
	Insert File	Insert a drawing into your design. Alt, I, F

Multiply Tab

Multiply Mode Section

	Enable Multiply	Activate the Multiply options. Alt, M, E
	Apply Multiply	Place the multiplied designs on the canvas. Alt, M, A
	Cancel Multiply	Cancel the current Multiply. Alt, M, N
	Circle	Multiply designs in a circle. Alt, M, MC
	Horizontal	Multiply designs along a horizontal line. Alt, M, MR
	Vertical	Multiply designs along a vertical line. Alt, M, MV
	Tile	Multiply designs within a horizontal and vertical grid. Alt, M, MC

Circle Options Section

	Repeats	Set the number of repeats for the multiplied circle. Alt, M, CR
	Mirror	Reflect the designs to form pairs. Alt, M, CM
	Alternative Mirror	Reflect the designs with a rotated axis. Alt, M, CA

Horizontal Options Section

	Repeats	Set the number of repeats for the multiplied line. Alt, M, RR
	Size	Set the width of the Multiply area. Alt, M, RS
	Mirror	Reflect the designs to form pairs. Alt, M, RM

Vertical Options Section

	Repeats	Set the number of repeats for the multiplied line. Alt, M, VR
	Size	Set the height of the Multiply area. Alt, M, VS
	Mirror	Reflect the designs to form pairs. Alt, M, VM

Export Tab

Exported File Type

	Picture	Export your drawing in SVG, PNG or JPEG format. Alt, E, EP
	Embroidery with Fills	Export your design as a filled embroidery. Alt, E, EF
	Embroidery Appliqué	Export your design as an appliqué embroidery. Alt, E, EA
	Embroidery Outlines	Export your design as an outline embroidery. Alt, E, EO
	Automated Quilting	Export your design as a file suitable for your quilting robot. Alt, E, EQ
	Cutting Machine	Export the design as an SVG, DXF or FCM image file for use in your cutter. Alt, E, EC
	Export	Create a design in the chosen format. Alt, E, X

Embroidery Options

	Fabric	Choose a background fabric. Alt, E, MF
	Identical Line Type	Create all border lines using the same color and Line Type. Alt, E, MI
	Color	Set the color for your border lines. Alt, E, MC
	Line Type	Select the stitch type to be used for the border of your embroidery. Alt, E, MT
	Stitch Length	Select the Stitch Length for Double or Quadruple stitch. Alt, E, ML
	Satin Width	Set the width of a Satin line. Alt, E, MW

Appliqué Options

	Method	Choose the method for placing and securing the appliqué fabric. Alt, E, AM
	Margin	Select the margin for appliqué placement relative to the drawn border shape. Alt, E, AG
	Match Placement Line	Adjust the position of the first running stitch line. Alt, E, AP

Quilting Options

	Direction	Set the direction for the stitching. Alt, E, QD
	As Drawn	Use the original lines exactly as drawn in the design. Alt, E, QA

Cutter Options		
Use	Use lines, fills or both.	
	Alt, E, CU	
As Drawn	Use the original lines exactly as drawn in the design.	
	Alt, E, CA	

View Tab

Canvas Section

Canvas		
	Width	Set the width of the Canvas. Alt, V, W
	Height	Set the height of the Canvas. Alt, V, HE
✔	Apply	Apply your changes. Alt, V, A

Grid Section

Grid		
	Grid	Show or hide the background grid, and set its size. Alt, V, SG
	Grid Start	The start position of the Grid, Center or Top-Left. Alt, V, GS
	Grid Size	The Grid size. Alt, V, GR
	Sub-divisions	Alt, V, SU

Background Section

Background		
	Fade	Use the slider to Hide, Fade or Show the background image.
	Load Background	Open an existing picture as a background on which to create a design. Alt, V, L
	Remove Background	Remove the current background picture from the canvas. Alt, V, R

Length Section

	Get Length	Measure the distance between any two points on the Canvas. Alt, V, GL

Help Tab

?	Help Topics	List help topics. F1; Alt, H, H
	Inspiration and Support	Use the Internet to access inspiration and answers about the software. Alt, H, I
	Check for Update	Check for updates to your software. Alt, H, C
	Modify Registration Details	Change your registration details. Alt, H, M
	Deactivate	Deactivate your software, for example to move it to another computer. Alt, H, D
	About PREMIER+ ECQ™	Display program information, version number and copyright. Alt, H, A

FilmStrip

FilmStrip Items

Object
Each object is represented graphically.

Object Type
The name of the object type is shown.

Object Name
The name of the object 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

Line Section

	Line Color	Click to change the line color.
	Pick Line Color	Select a color from the picture and make it the line color.
	No Line	No line is placed around a fill.
	Swap Colors	Switch the line and fill colors.
	Line Width	Choose a width for your line.

Fill Section

	Fill Color	Click to change the fill color.
	Pick Fill Color	Select a color from the picture and make it the fill color.
	No Fill	No fill is placed within an area.

Draw Section

	Freehand Draw	Click and drag to draw a line.
	Point Draw	Click points to create a line.
	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 Section

	Edit Points	Use Edit Points to enable the moving and editing of an object's points if another function is being used.
	Insert Points	Add a new point to the currently selected line.
	Delete Points	Delete points from the currently selected line.
	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 Bezier line to a Curve point.
	Convert Points to Corner	Change the selected point in a Bezier line to a Corner point.

Edit Section

	Rotate 45	Rotate the selected block of objects by 45 degrees.
	Transform	Use the Transform dialog to show and change the size, rotation and skew of the currently selected block.
	Center in Canvas	Move the selected 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.

Toolbars

Quick Access Toolbar

	Insert	Insert an existing design into your current project. Ctrl + I; Alt, 1
	Save	Save the design with the same name. Ctrl + S; Alt, 2
	Save As	Save the design under a new name. Ctrl + Shift + S; Alt, 3
	Undo	Undo the last action. Ctrl + Z; Alt, 7
	Redo	Redo the previously undone action. Ctrl + Y; Alt, 8

Status Bar

Use the Zoom Commands on the Status Bar to navigate around designs.

	Zoom To Rectangle	Increase magnification of an area of the design. Ctrl + 0
	Zoom To Canvas	Fit work area to screen. Ctrl + 9
	Zoom to Designs	Zoom to the selected designs. Ctrl + 8
		100% Display picture at 100% magnification. Ctrl + 1
		200% Display picture at 200% magnification. Ctrl + 2
		400% Display picture at 400% magnification. Ctrl + 3
		800% Display picture at 800% magnification. Ctrl + 4
		75% Display at 75% magnification. Ctrl + 5
		50% Display at 50% magnification. Ctrl + 6

		25% Display at 25% magnification. Ctrl + 7
⊖	Zoom Out	Decrease magnification. Ctrl + -
⊕	Zoom In	Increase magnification. Ctrl + =

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