



add-on

Editing



User's Manual



**SINGER**

Futura™

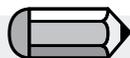


# Inside Block Edit

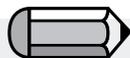
## Outline Edit

The features of this software make it possible to Edit or change an embroidery design.

If a design has been digitized using Software, all of the information of a block (a segment of the design) can be modified. The Outline (the points of the shape), Stitch Angle, Entry/Exit Points, Embroidery Settings, and Stitch Type are all the ingredients that make up a block, and that can be easily changed.



*In order to follow along with these guidelines, a .FHE design must be open on-screen.*



*Notice that the cursor (symbol) changes when over a point or line.*



*Editing can also very successfully be applied to the result generated by the optional FUTURA products like 'AutoPunch' and 'HyperFont'*

## Outline Mode

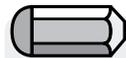
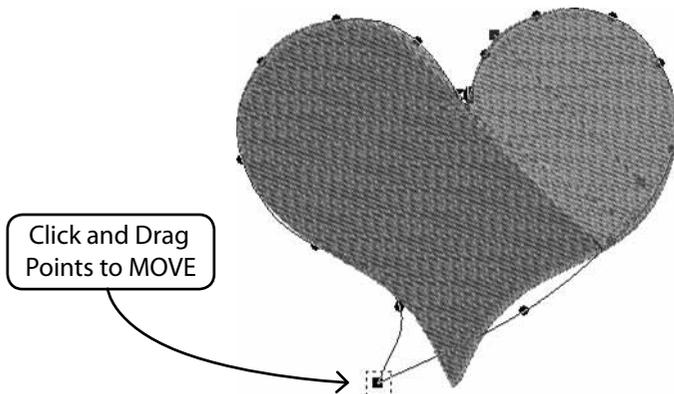
The points can be moved on any object even after stitches have been applied.

### To move, add, or delete points in Outline Mode

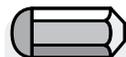
Step	Action	Result
>1	Select <b>Editing</b>  icon.	The Editing toolbar will open.
>2	Click on block to be changed.	The block will be highlighted with original stitch points.
>3	<b>Click and drag</b> on any point to <b>move</b> to a new position.	
>4	Right-click and select <b>Insert Point</b> and <b>click</b> in the desired position (between points, etc.) to <b>add</b> a point.	
>5	Right-click and select <b>Delete Point</b> (after clicking on a point). <b>Continue</b> to hit <b>Delete</b> on the keyboard to <b>delete points sequentially</b> .	

Continues >

Step	Action	Result
>6	Select <b>Stitch It</b> from the editing toolbar.	The stitches will regenerate with changes.



*Holding the space bar down will allow you to use the mouse to scroll on the working area of the software.*



*The line (between two points) can also be moved!*

### Stitch Angle

The Stitch Angle can be changed, adding interest and variation to the design.

#### To change the Stitch Angle

Step	Action	Result
>1	Select <b>Editing</b>  icon.	The Editing toolbar will open.
>2	Click on block to be changed.	The block will be highlighted with original input points.
>3	Choose <b>Stitch Angle</b> from the Edit drop-down list.	
>4	Click <b>blue line</b> on either end (that represents the <b>stitch angle</b> ).	
>5	<b>Swing</b> line to the desired angle.	
>6	Select <b>Stitch It</b> from editing toolbar.	The stitches will regenerate with change.

**Image 1**

*Move points on outline.*



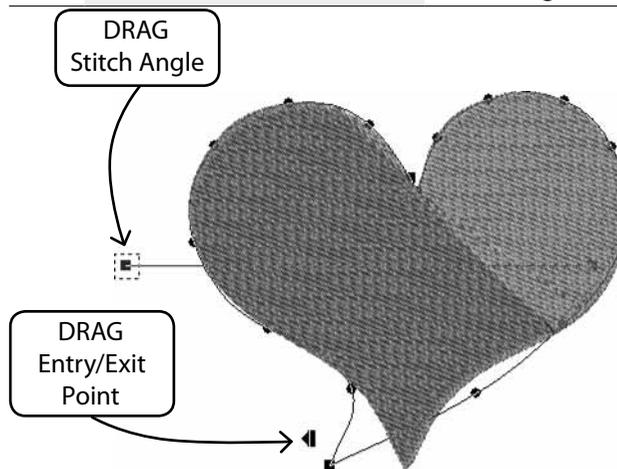
**Points, Stitch Angle, and Entry/Exit points** can all be changed at once (before applying "Stitch It") **without** changing the **Editing Mode** in the list. The mode will change if either of the options is clicked.

## Entry/Exit Points

It is also possible to change the location of the Entry and/or Exit points – where the 1<sup>st</sup> stitch **enters**, and the last stitch **leaves** the shape. Smooth-running embroidery has a carefully plotted path.

### To change the Entry/Exit Point(s):

Step	Action	Result
>1	Select <b>Editing</b>  icon.	The Editing toolbar will open.
>2	Click on the <b>block</b> to be changed.	The block will be highlighted with original input information.
>3	Choose <b>Entry &amp; Exit Point</b> from the <b>Edit</b> drop-down list.	
>4	<b>Click</b> and <b>drag</b> the <b>Entry</b> and/or <b>Exit</b> point to a new location.	
>5	Select <b>Stitch It</b> .	The stitches will regenerate with change.



## Embroidery Settings in Editing mode

Other factors, such as **Density, Underlay, Stitch Type** and their relative **Embroidery Settings** can be changed **after stitches have been applied**.

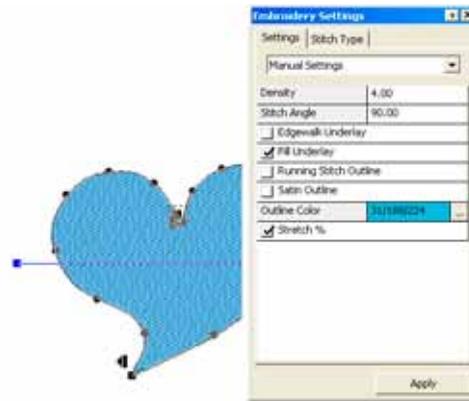
### *Changing Embroidery Settings in Editing mode*

Changing the Embroidery Settings of any block in Editing only requires one additional step from the procedure of **using Embroidery Settings** - That is to **be active in Editing mode**.

**The Additional Step for Embroidery Settings changes in Editing mode.**

Step	Action	Result
>1	Select <b>Editing</b>  icon.	The Editing toolbar will open.
>2	Click on the <b>block</b> to be changed.	The block will be highlighted with original input information.
>3	<b>Right-click</b> and select <b>Embroidery Settings</b> and choose/change any categories.	
>4	Select <b>Apply</b> at the bottom of the Embroidery Settings box.	The stitches will regenerate with change(s).

**Image 1**  
Change Embroidery Settings for a block



### Changing Preset Fabric in Editing Mode

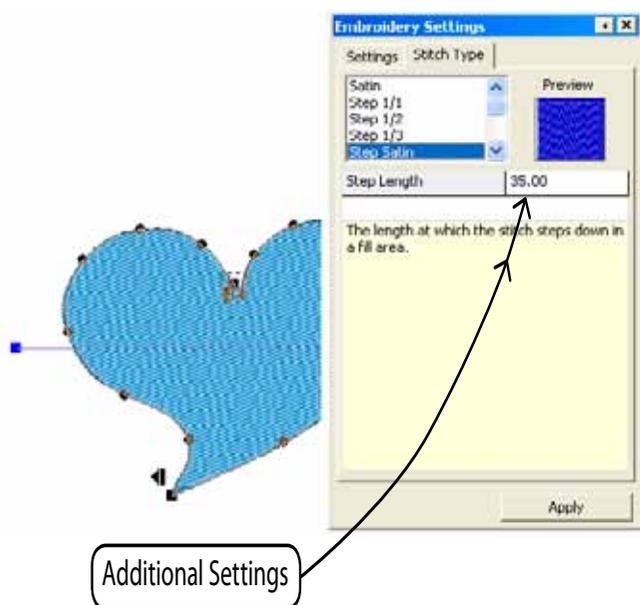
Step	Action	Result
>1	Select <b>Editing</b>  icon.	The Editing toolbar will open.
>2	Click on <b>Block</b> to change <b>Fabric Settings</b> .	Original input points will be highlighted.
>3	<b>Right-click</b> and choose <b>Embroidery Settings</b> from the pop-out menu.	Embroidery Settings box will open with relevant settings.
>4	Click (any) <b>category</b> and type desired value.	The category will be highlighted for change.
>5	Choose <b>apply</b> .	The selected block will re-generated with changes.

### Changing Stitch Types in Editing mode

Changing the Stitch Type of any block in Editing only requires one additional step from the procedure of **using Stitch Types** - That is to be **active in Editing mode**. See **“Inside Stitch Types”**.

**The additional Step for changing Stitch Type in Editing mode.**

Step	Action	Result
>1	Select <b>Editing</b>  icon.	The Editing toolbar will open.
>2	Click on the <b>block</b> to be changed.	The block will be highlighted with original input information.
>3	<b>Right-click</b> and select <b>Embroidery Settings/Stitch Types</b> and choose from the list.	
>4	Select <b>Apply</b> at the bottom of the Embroidery Settings box.	The stitches will regenerate with new Stitch Type.



**Image 1**  
Stitch type list.

## Inside Embroidery settings

The 'Embroidery settings' is the basic dialogue from within the software related to editing the embroidery settings of any block, it can be considered as the 'embroidery core' of the software.

This window allows editing and alteration of all embroidery attributes of one (or more than one) embroidery blocks, settings that can be changed include :

**Density** - to change the density of a block

**Stitch angle** (for complex fill blocks) – to give in specific angle for a complex fill block

**Underlay** – to add Underlay to a block.

There are various types of underlay :

- **Central underlay** – adds a central running stitch to the block (only available for column blocks)
- **Edgewalk underlay** – adds a perimetric underlay to the block
- **Fill underlay** – adds a 'zig-zag' fill underlay to the block

**Running/Satin outline** – to add automatic outline, either running stitch or satin around one block.

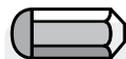
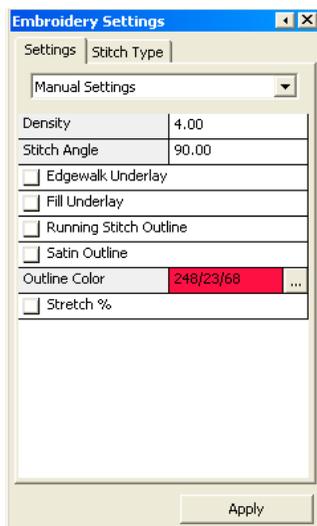
There is also the option to assign a different 'Outline color' to the automatic outline.

**Short stitches** – for column blocks, to insert short stitches in difficult (usually curve) areas where many stitches gather together on a close spot, and this way 'lighten up' the specific areas and achieve a better result.

**Stretch** – to stretch the stitches of block further outside their original outline, to compensate for any push/pull effect of the fabric that it will be embroidered on.

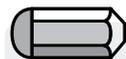
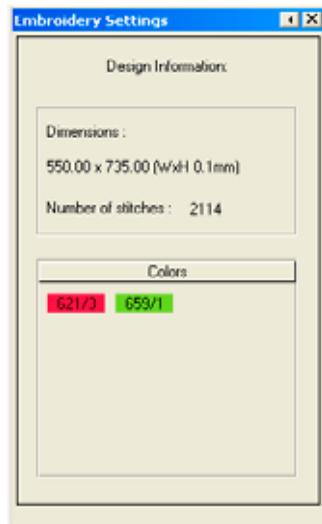
The same window also allows for call and use of the 'Preset fabrics' which automatically apply a set of fabric specific values to the various embroidery settings, while even these proposed values can then be further edited.

The standard way of editing the 'Embroidery settings' is by selecting each desired block and editing it's settings, then click on 'Apply' to have the changes take effect.



You can have the 'Embroidery settings' window open at all time while working or you can set it to 'roll up' each time the mouse is being moved away from it. Choose the way which comforts you while working.

In case a stitch format design is opened (like .dst, which contains no 'block outline' information) and parts of it selected, the Embroidery settings window will display more generic information on the design or parts of the design selected, such as : Dimensions , number of stitches and list of colors.



As described, the 'Embroidery settings' window can only display the above information when block(s) of the design that contain outline information are selected – that is blocks that originated from the automated wizards (like AutoPunch and HyperFont) or as a result of a 'Stitch to Block' conversion.

## Inside Edit Preset Fabric

**Preset Fabric** are the factory preset **Embroidery Settings** for particular types of fabrics or apparel. There are two ways in which use **Preset Fabric** – **before digitizing a segment and after digitizing a segment**, in **Editing Mode**.

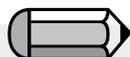
### How to use Edit Preset Fabric

Step	Action	Result
>1	Select <b>Editing</b>  icon.	The Editing toolbar will open.
>2	Click on the <b>block</b> to be changed.	The block will be highlighted with original input information.
>3	Right-click and choose <b>Embroidery Settings</b> from the pop-up menu.	
>4	Select <b>Preset Fabric</b> tab.	A Select Fabric dialogue box will open.
>5	Select <b>Garment</b> (of your choice) from left-hand column.	
>6	Select <b>Type</b> from the right-hand column.	
>7	Click <b>Ok</b> .	The Embroidery Settings box will open with current fabric values.

These settings are only suggestions. There are many factors that come into play when putting an embroidery design onto apparel. The **Embroidery Settings** that appear (after a fabric is chosen) can be changed.



**Preset Fabric** settings can also be used to apply to the whole of the design. From the menu item 'Design' choose the option 'Apply fabric'.



If the values of **Preset Fabric** are not giving the desired results, choose "Manual Settings" (though Editing Mode) and adjust as required.

### Modify Settings

As you experiment and learn the meaning of the categories in Embroidery Settings, you may want to make minor changes.

### Apply

To activate any/all changes made within the Embroidery Settings dialogue box, select **Apply** at the bottom of the dialogue box.

### Select to 'Change Parameters'

This option allows for editing of embroidery settings of multiple blocks.

Select the desired blocks, click the right mouse button and choose to 'Change Parameters'.

The changes performed to the values of the embroidery settings will apply to all of the select blocks.



The change of values to embroidery settings will only apply to block(s) that correspond to a particular embroidery setting, for example it is not possible to change 'density' to a running stitch block, as this type of block does not relate to such a value.

## Inside Edit Lettering

Text created from within the Software can be edited in two ways,

- either by editing the outlines of the text objects, following the guidelines provided above for 'Outline Edit'.
- or by going one step further to edit all attributes of the text in the 'wireframe' mode from within the lettering environment. Simply click on 'OutlineEdit', select the text and click on the



All editing options presented can also be applied to text objects.

## Inside Stitch Types

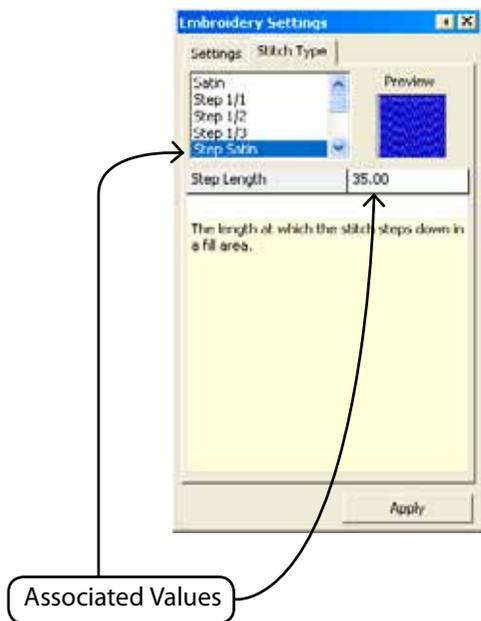
**Stitch Types** offer creative options for digitizing. While the traditional (default) **Stitch Type** for **Freeform**, for example, “Step Satin” is Fill; texture and interest may be obtained by selecting a different style of stitches such as “**Random**”. Choosing a special Stitch Type is up to **you**, the user.

Step	Action	Result
>1	Choose ‘ <b>Edit</b> ’ and select a block.	
>2	Right-click and select <b>Embroidery Settings</b> from the pop-out menu.	The floating Embroidery Settings box will open.
>3	Select <b>Stitch Type</b> tab.	A list of available Freeform Stitch Types will appear.
>4	Select a <b>type</b> from the column.	
>5	Select <b>Apply</b> at the bottom.	The selected Stitch Type will fill the <b>next</b> shape.

### Stitch Type Values

Each of the **Stitch Types** also has associated **values** that are unique. The **Default values** create quality stitching. Experiment with the values to create different effects.

To change any of the values, simply highlight the category, and type the new value.



## Freeform Stitch Types

The following image shows the available Stitch Types for **Freeform**. Experimentation is the key to discovering your favorites!

### Image 1

Satin

### Image 2

Step 1/1

### Image 3

Step 1/2

### Image 4

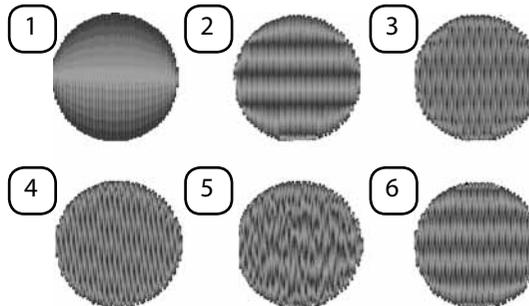
Step Satin

### Image 5

Random

### Image 6

Step 1/3



## Column Stitch Types

The following image shows the available Stitch Types for Column.

### Image 7

Satin

### Image 8

Step 1/1

### Image 9

Step 1/2

### Image 10

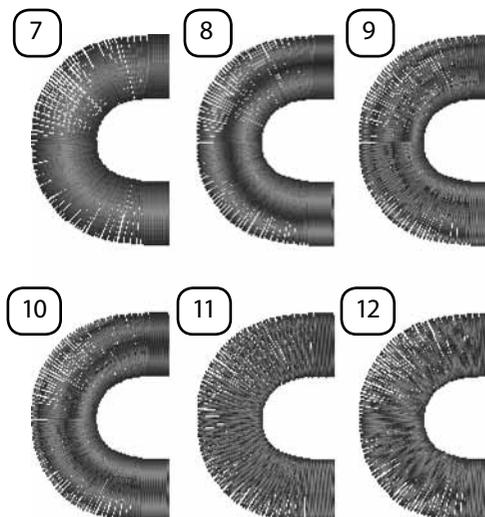
Step 1/3

### Image 11

Step Satin

### Image 12

Random



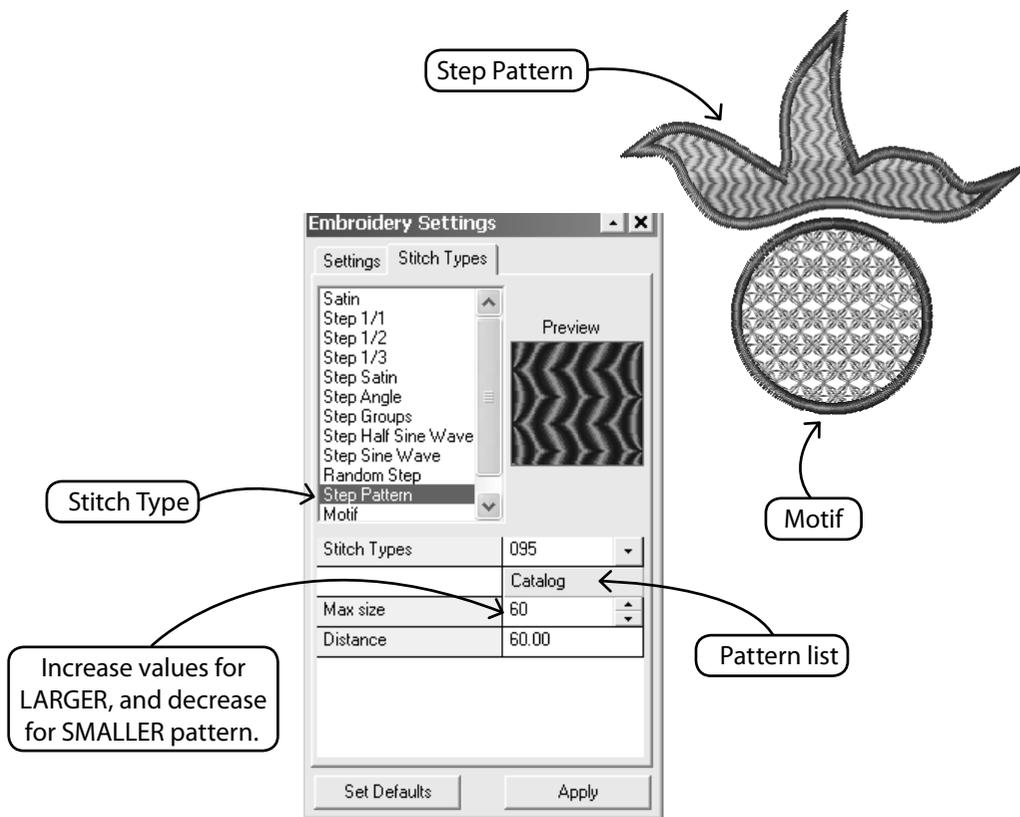
### Freeform's Normal Fill- Pattern, Elastic and Motif Stitch Types

These are stitch types that have repeated patterns. Step Pattern and Elastic are like “carved” shapes inside a block. Motif has “lacy” elements that typically leave the background showing.

Step Pattern can be found in the following: Freeform & Shapes/ Normal Fill; Column/ Normal Fill. Motif can be found: Freeform & Shapes/ Normal Fill & Running Stitch.

### Use Stitch Types

To use these stitch types, choose one from the Stitch Types list. Then, click on “Catalog” and choose a pattern or motif from the list. Click “Apply” and the pattern will be generated in the block.



## Inside Stitch Edit

### Stitch Edit

With the Stitch Edit feature, **individual stitches** can be **moved, deleted** and **inserted**, and blocks can be divided using “**Split Block**”.

The **Stitch Edit** function can be used with “block format”- the native language of your software, or “machine stitch format” - stock designs that were not digitized using the Software.



If working with a **Block file** (that was digitized with FUTURA), all **Stitch Edit** changes will be lost if **Block Editing** is done afterwards. To prevent this, **do all stitch editing last!**

### To edit individual stitches:

Step	Action	Result
>1	Select <b>Editing/Stitch Edit</b>  icon.	The mouse cursor will change appearance.
>2	<b>Click and drag</b> any <b>stitch to MOVE</b> to a new position.	
>3	<b>Right-Click</b> to “locate” on desired stitch. Travel with up and down arrows (on keyboard).	
>4	Choose the <b>Delete</b> key or Delete Icon to <b>DELETE</b> a stitch, or <b>hold down key to delete an area</b> .	The stitch(es) will be “erased”.
>5	<b>Right-Click</b> to “locate” on desired stitch.	
>6	Choose the <b>Insert</b>  Icon.	
>7	<b>Click two times</b> to <b>Insert</b> a stitch.	The 1 <sup>st</sup> Click is <b>locating</b> ; the 2 <sup>nd</sup> Click is <b>positioning</b> .
>8	Select <b>Esc</b> . Alternatively, Click <b>Editing</b> icon again.	Editing mode will end.

## Inside Stitches to Blocks

The **'Stitches to Blocks'** function allows for transformation of a design in stitch format (only stitch information) into block outline information, thus allowing for advanced outline editing.

What the software does is by looking at the stitches of a design (and its color parts) to try to assume how these parts were built and, based on this information, to rebuild the blocks.

During this process it is expected for the software not to be able to rebuild it exactly as it had been originally digitized.

Nevertheless, this feature provides the powerful capability of taking a design that due to its format (for example .dst) allows for only limited editing capabilities and convert it into a format that provides unlimited capabilities to edit outlines, stitch direction, stitch types etc. and take advantage of the power provided through the features offered in the FUTURA Editing module.

## Inside Optimize

The **'Optimize'** option allows 'cleaning' of unnecessary very small stitches and also jump stitches that might be likely to cause thread breakage.

The **FUTURA editing** module provides the option through this feature to specifically set the value of length of stitches that should be eliminated.



*Make sure to save any design that has been converted with 'Stitches to blocks' to the FUTURA native file format (.fhe), in order to maintain full editing capabilities anytime opening the design.*

