



Embroidery Software  
**USER'S MANUAL**

AutoPunch™



**SINGER**

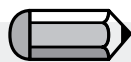
| Futura™



# Inside Autopunch

**Autopunch** is designed to **automatically digitize** an embroidery design from **clean artwork**. Autopunch has a **Wizard** that walks you through a step-by-step process for creating an **automatic** embroidery design. In this segment, each step and process will be defined.

## Open Wizard



*You must launch the Software (see section called "How to Open FUTURA) to use the Autopunch wizard.*

Step	Action	Result
>1	Select <b>Autopunch...</b> from the Create drop-down menu.	Autopunch Wizard/Introduction page will open.
>2	Click <b>Next</b> .	

### >1: Open Image

This is the step to choose the image, or artwork to be used with **Autopunch**. It is important to use a clean image for this process. A vector type Image (.WMF) like "**clipart**" works best. If the image was **scanned**, it is a **Bitmap** type (millions of pixels) image – either **.bmp** or **.jpg**, and must have a reasonably "high resolution". **150-300 DPI** is good. The software will **reduce the colors** so that it is feasible to stitch the art in embroidery.



*Sometimes it is better to include background and delete segments after stitching.*

Step	Action	Result
>1	Choose <b>Select</b> from the <b>Open Image</b> box.	The Open Image dialogue box will open.
>2	Choose <b>Image</b> (of your choice) from the folder where images are stored.	
>3	Click <b>Next</b> .	

### >2: Crop Image

In the 2<sup>nd</sup> step the Wizard is supplying the option to **Crop** (cut) the **Image**. Though it is not necessary to crop, there may be some areas that are not desired in the embroidery design.

Step	Action	Result
>1	Click on <b>square</b> on the frame around image.	
>2	Drag <b>square</b> to <b>Crop</b> .	
>3	Click <b>Next</b> .	

### >3: Set Dimensions

The 3<sup>rd</sup> step is your chance to change the **Dimensions** (size) of the image.

Step	Action	Result
>1	Set <b>unit</b> (of measurement) size.	
>2	Click <b>Width</b> (or <b>Height</b> ) box.	
>3	Type <b>new value</b> .	<b>Both</b> dimensions will change at once.
>4	Click <b>Next</b> .	

### >4: Color Selection

In this step the software is prepared to reduce the number of colors in the image. The Wizard is **very** self-explanatory. Remember when, in referring to a "Bitmap" type of image, we said it has "millions of pixels"? How many threads/colors do you want to change?

Step	Action	Result
>1	Check <b>Reduce Colors Automatically</b> in the Color set suggestion box.	

Continues >



You have the option of skipping all steps of the wizard, by directly clicking on the 'Finish' button.



It is possible to **change the Unit** (of measurement) from **CM** to **MM** or **Inches** in the "Units" box.



1. It is possible to “Pan” the image in the small screen on the right-hand side of the **dialogue** box. Simply **right-click** and **drag** the image.

2. It is also possible to **delete** segments that you do not want to be digitized. Simply highlight the color in the Suggested Colors box, and select **Remove**.

Step	Action	Result
>2	Click <b>Suggest</b> .	The Wizard will look at the image and suggest some colors.
	<b>or</b>	
>1	Check <b>Reduce Colors to</b> and Type in <b>number of desired (thread) colors</b> .	
>2	Click <b>Suggest</b> .	The Wizard will look at the image and suggest (the amount entered) colors.
>3	Click <b>Next</b> .	

### >5: Classify Blocks

This 5<sup>th</sup> step is designed to offer some control over the way that the software “automatically” handles different segments of the image. Since nearly all embroidery shapes are either **columns or filled shapes**, this feature poses the question “At what width do you want columns, and at what width fills?”



The default value is stating:  
 “All widths in the image that is 6mm or less – generate **Satin columns**.  
 For all widths **above** 6mm, generate **Fills**”.

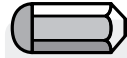
Step	Action	Result
>1	Move <b>slide bar</b> until desired width is displayed.	Design will be “digitized” using specified values.
>2	Click <b>Next</b> .	A “Simplifying Image” progress bar will be displayed.

### >6: Customize Stitch Blocks

At this juncture, the software has broken the image into simple blocks given the amount of colors specified in Step>4. Now, you have the ability to **remove, change color sequence** and **change fill method** of any block(s).

#### Delete unwanted Block

Step	Action	Result
>1	Click <b>Block</b> to be removed from the <b>Image Preview</b> .	The block will be highlighted.
>2	Click <b>Remove</b> button in center column.	The block will be deleted.



'Show Preview window' will display a preview of the selected block in regards to the whole of the design.

#### Change Stitching Sequence

Step	Action	Result
>1	Click <b>Block</b> to be moved from the <b>Image Preview</b> .	The block will be highlighted.
>2	Click <b>Move Up</b> or <b>Move Down</b> button in center column.	The block will moved <b>one step</b> for each Click.



More than one blocks can be selected with the use of the 'Ctrl' or 'Shift' buttons on the keyboard.

### Select Stitch Background

Step	Action	Result
>1	Check <b>Stitch Background</b> if color is vital to design.	
>2	Check 'Stitch blocks that have the same colors as the Background', if so required.	
>3	Click <b>Next</b> .	

### >7: Embroidery Settings

In this step a **Fabric** can be selected so that the **Embroidery Settings** will be adjusted. Also, you have the option in this step to change basic embroidery settings of the design to be created.

### Select Fabric

Step	Action	Result
>1	Click <b>Fabric</b> box.	A list of Fabrics will open.
>2	Click <b>your choice</b> upon which the embroidery design will be stitched.	The Embroidery Settings will be adjusted.

### Change Fill Type

Step	Action	Result
>1	Click <b>Block</b> to be changed from the <b>Image Preview</b> .	The block will be highlighted.
>2	Click <b>Colum</b> or <b>Fill</b> button in center column.	The block fill method will be changed.
>3	Click <b>Next</b> .	

### Change specific parameters for the selected block(s)

Step	Action	Result
>1	Click <b>block(s)</b> to be changed from the <b>Image Preview</b> .	The block(s) will be highlighted.
>2	Select stitch type <b>Satin</b> or <b>Fill</b> .	The block stitch type will be changed.
>3	Set the <b>Density</b> of the stitches.	Defines the distance between the stitches for the block(s) to be created.
>4	Set the <b>Angle</b> for the column fill	Defines the angle of the stitches that will be generated with the use of the column tool.
>5	Choose <b>Underlay</b> type	To add underlay stitches of the selected type to the blocks chosen.
>6	Set % of <b>Stretch</b>	This setting will stretch the stitches out of the original outline, to compensate for push/pull effect of the fabric.
>7	Click <b>Next</b> .	



*More than one blocks can be selected with the use of the 'Ctrl' or 'Shift' buttons on the keyboard.*





You have the option of skipping all steps of the wizard, by directly clicking on the 'Finish' button.

### Connection

The final step will allow you to define the type of connection between blocks that will be generated by AutoPunch.

Step	Action	Result
>1	Choose either Running or Jump stitch to connect between the blocks	
>2	Click <b>Finish</b> .	The image will be processed showing progress bars until complete.

**Voila!** Now, you have an embroidery design that was created with a minimum of labor, and a maximum of control.



**Image 1**  
Finished Autopunch result.

# Inside Scan Image

## Scan Image

**Scan Image** is a function used to **Scan an Image**, or take a “snapshot” of the physical artwork. A scanner must first be installed on your computer. Since each scanner has its own software, the instructions are generalized. You must become familiar with your own scanner and software.

## How to Scan Artwork

Step	Action	Result
>1	Place <b>artwork</b> on the scanner bed.	
>2	Select <b>File/Scan Image</b> .	The window for the scanning software will open.
>3	Select <b>Preview</b> (if available).	The scanner will take a snapshot of your artwork for your approval.
>4	Select <b>Scan</b> .	The scanner will take a snapshot of your artwork employing any options that you selected and bring the image <b>into your screen</b> .



### Tip! for step>3



1. This is your opportunity to crop your artwork to capture the portion that you desire and make desired changes.

2. A **DPI** of 100-150 is sufficient for digitizing **manually**. If “Magic Wand” is to be used, choose a DPI of 200 or more.

### Note

If you want to save an image to the computer, you must scan and save it at the Desktop.

# Inside Draw Package

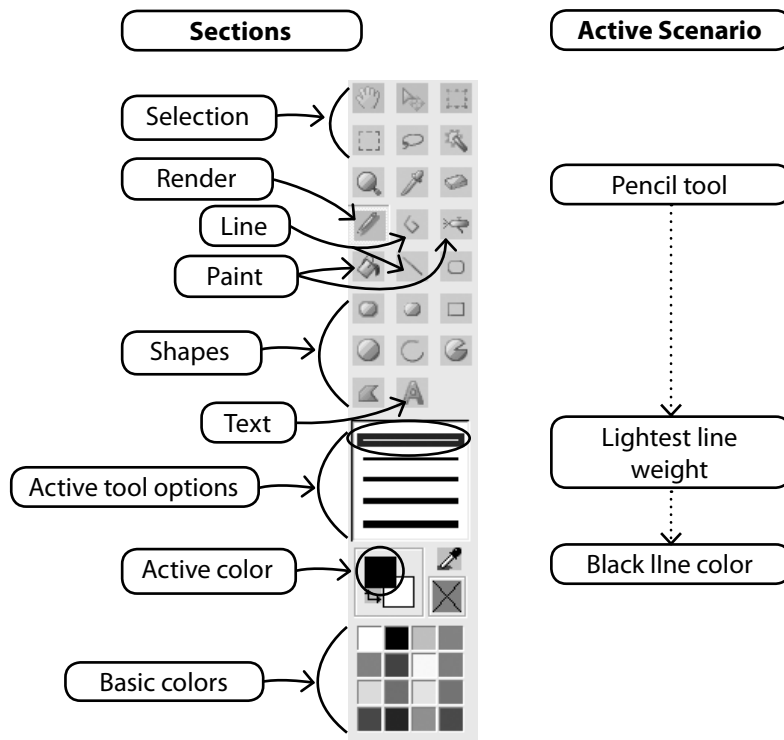
FUTURA has a bitmap drawing package on-board. Create new drawings and modify existing images to be used for embroidery.

## Use Draw Package

Choose "New Bitmap" in the Create drop-down menu. You will be directed to the Draw Package screen after approving or setting the size for the drawing.

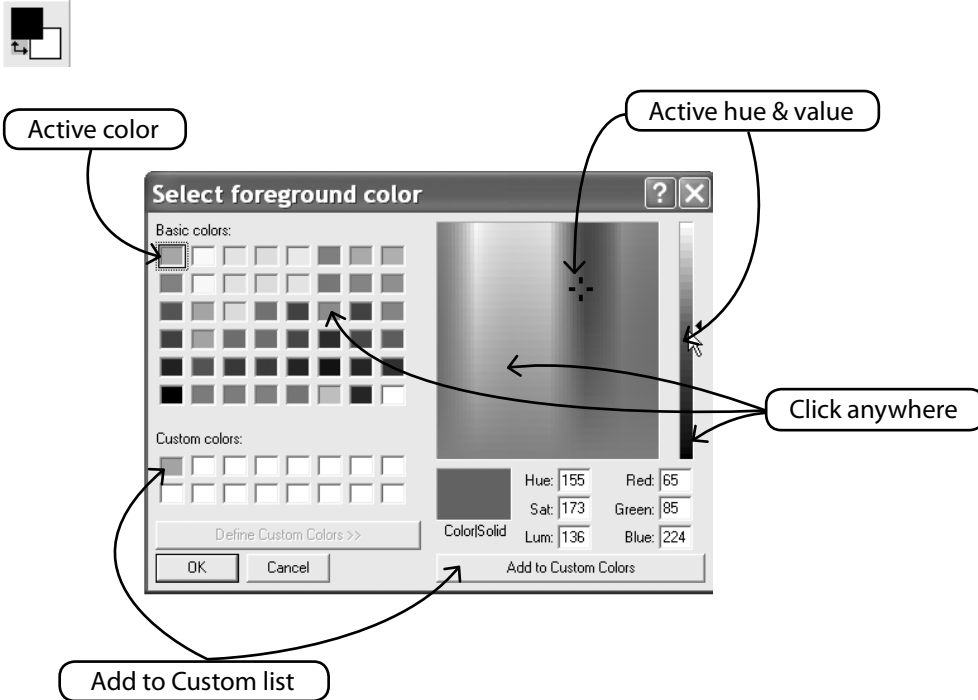
## Main Tool Bar

The tool bar has different sections for drawing needs. Just click on a tool, and draw in the white box.



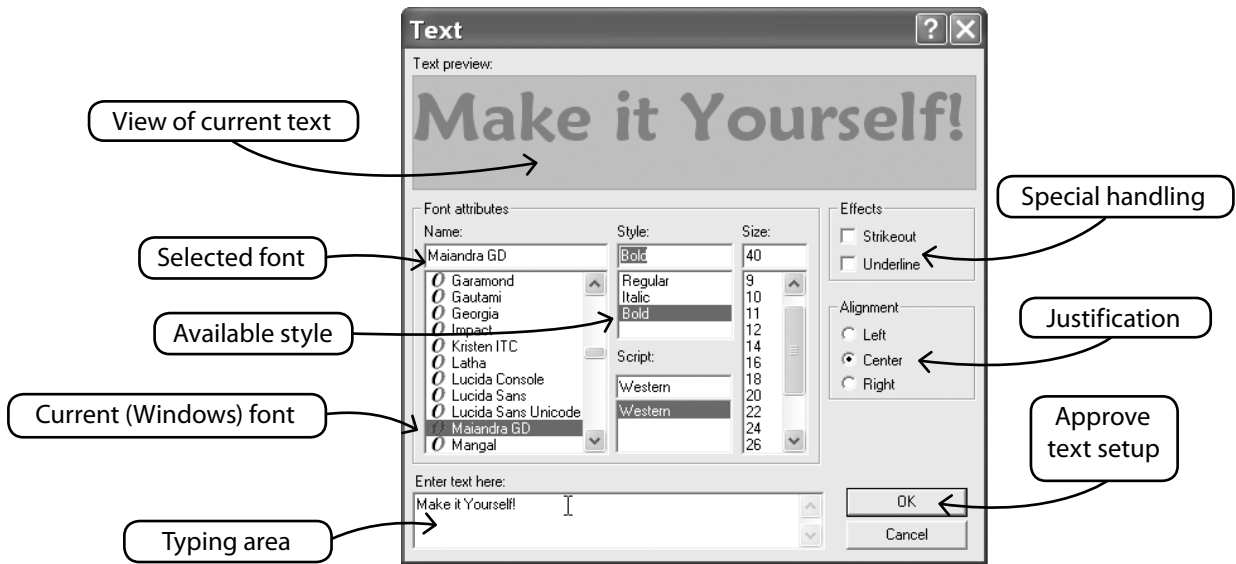
### Change Color

Whether you are about to use a drawing, painting, or text tool, you may need to establish a color for drawing. If there isn't a color in the basic color blocks, double-click the foreground (front) color to open the color palette. Choose a color and value, and save as a Custom color if desired.



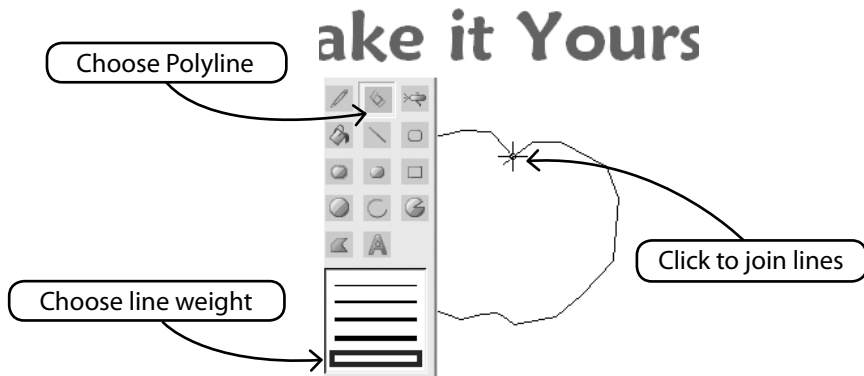
### Create Text

If there is lettering in your logo, create it with the Draw Package. Simply click on the Text icon and follow the dialogue box.



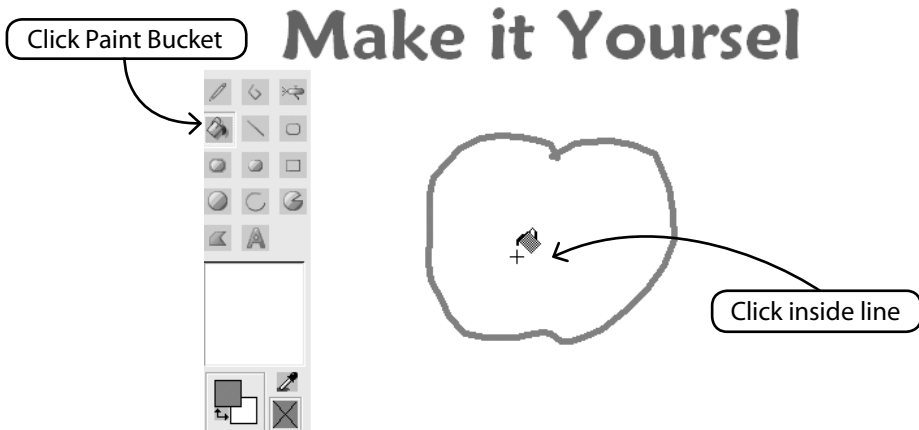
### Draw With Polyline

There is a Pencil and Polyline tool for freehand drawing. Use the Polyline like digitizing with left clicks at short distances (for curves). Simply right-click to complete the line.



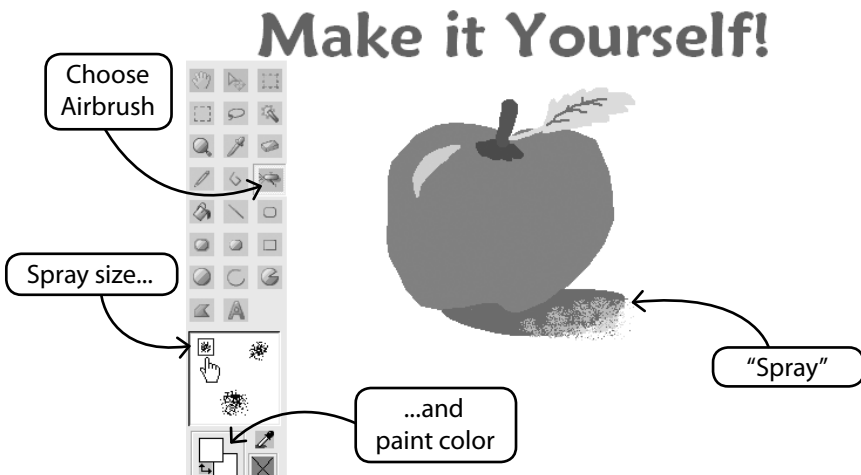
**Fill With Color**

If you close a line, it can be filled with color using the Paint Bucket. Also, make geometric shapes with the different tools.



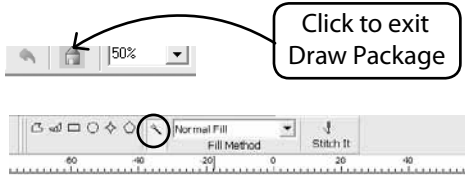
**Continue Drawing**

Use all the different tools and have fun making a new drawing. Use the Airbrush to add sophistication.

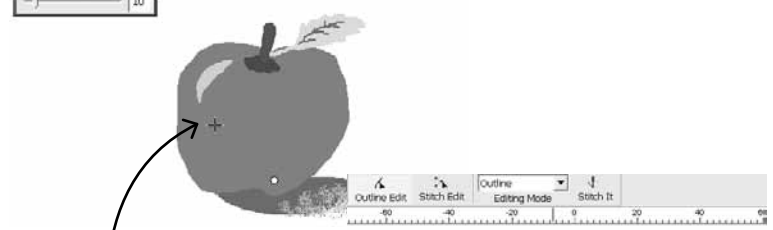


**Use New Drawing**

Exit the Draw Package and create embroidery in Stitch & Sew. Use Magic Wand to make easy work of it.

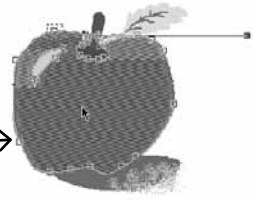


**Make it Yourself!**



Choose Magic Wand & click!

**Make it Yourself!**



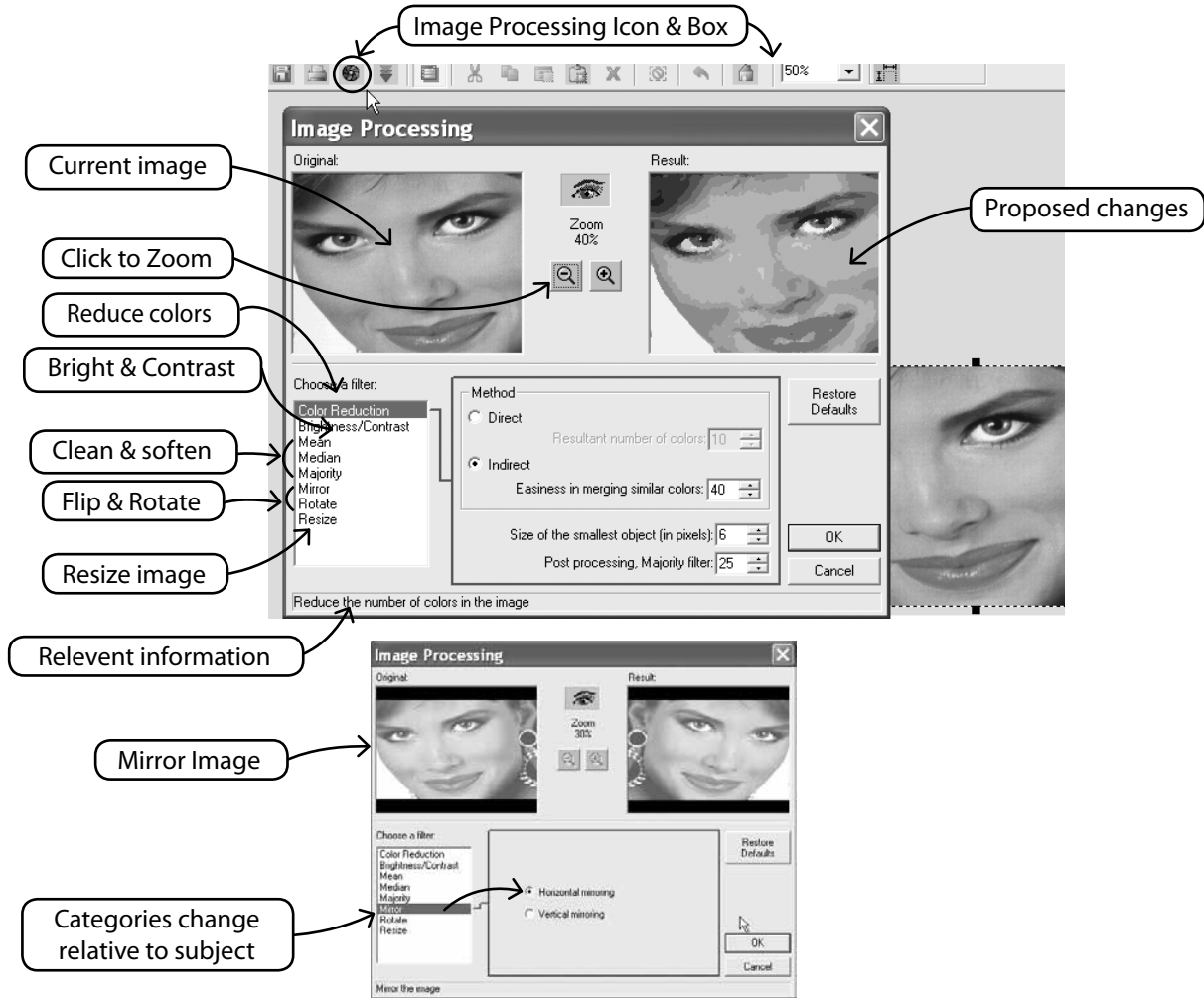
**Modify Existing Images**

The Draw Package has a sophisticated Image Processor to enhance images. For example, most images need to have "Brightness & Contrast" adjusted to be a good candidate for PhotoStitch.

### Import Image and Open Draw Package

Choose "Import Image" from the Create drop-down menu. Then choose "Draw Package". Click on the Image Processing icon and choose from a variety of options.

EXPERIMENT for desired results.

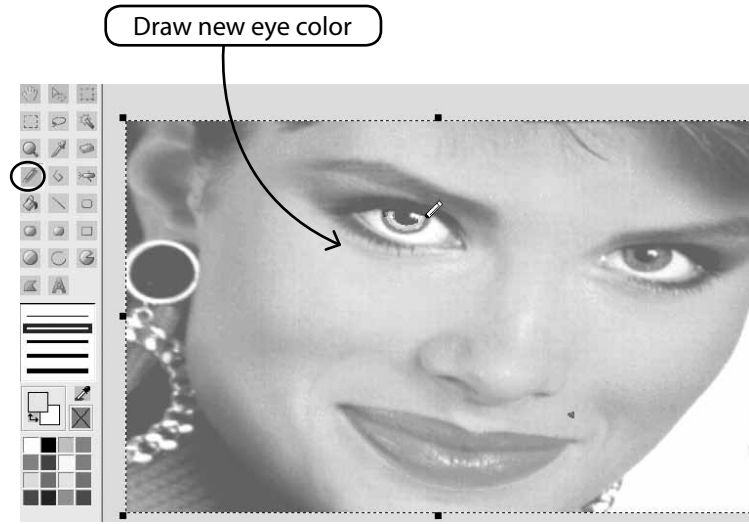




### Draw on Image, too

Have you ever had the irresistible urge to paint a moustache on your friend? Now's your chance. Use any of the drawing tools to further enhance the image.

*Enhancing images for PhotoStitch helps to make better quality. For example, draw darker nostrils; thicker eyelashes, lips, and brows; add or erase hair... "Bolder is better" for PhotoStitch!*



## Inside Show/hide image

Turn on or off image, as background on the working screen.



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