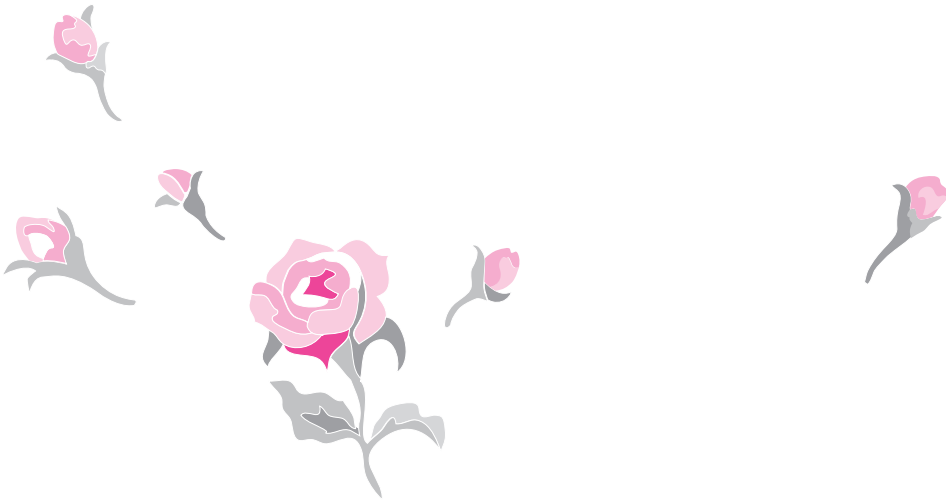


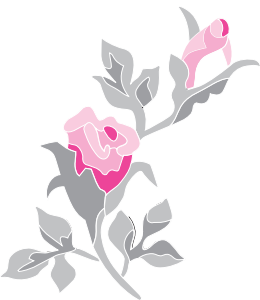
brother®



PE-DESIGN

PERSONAL EMBROIDERY DESIGN SOFTWARE SYSTEM

Lite



IMPORTANT INFORMATION: REGULATIONS

Federal Communications Commissions (FCC) Declaration of Conformity (For USA Only)

Responsible Party: Brother International Corporation
100 Somerset Corporate Boulevard
Bridgewater, NJ 08807-0911 USA

declares that the product

Product Name: Brother USB Writer
Model Number: PE-DESIGN

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.
- Changes or modifications not expressly approved by the manufacturer or local sales distributor could void the user's authority to operate the equipment.

Canadian Department of Communications Compliance Statement (For Canada Only)

This digital apparatus does not exceed the Class B limits for radio noise emission from a digital apparatus as set out in the interference-causing equipment standard entitled "Digital Apparatus", ICES-003 of the Department of Communications.

Radio Interference (Other than USA and Canada)

This machine complies with EN55022 (CISPR Publication 22) /Class B.

Congratulations on choosing our product!

Thank you very much for purchasing our product. To obtain the best performance from this unit and to ensure safe and correct operation, please read this Instruction Manual carefully, and then keep it in a safe place together with your warranty.

Please read before using this product

For designing beautiful embroidery patterns

- This software program allows you to create embroidery patterns and text patterns with the capability of changing the sewing attribute settings (thread density, direction, etc.). However, the final result will depend on your particular sewing machine model. We recommend that you make a trial sewing sample with your sewing data before sewing on the final material.

For safe operation

- Avoid dropping a needle, a piece of wire or other metallic objects into the unit or into the card slot.
- Do not store anything on the unit.

For a longer service life

- When storing the unit, avoid direct sunlight and high humidity locations. Do not store the unit close to a heater, iron or other hot objects.
- Do not spill water or other liquids on the unit or cards.
- Do not drop or hit the unit.

For repairs or adjustments

- In the event that a malfunction occurs or adjustment is required, please consult your nearest service center.

Notice

This Instruction Manual does not explain how to use your computer under Windows®. Please refer to the Windows® manuals.

Copyright acknowledgment

Windows® is a registered trademark of Microsoft Corporation. Other product names mentioned in the Instruction Manual may be trademarks of registered trademarks of their respective companies and hereby acknowledged.

Important

Using this unit for unauthorized copying of material from embroidery cards, newspapers and magazines for commercial purpose is an infringement of copyrights which is punishable by law.

Caution

The software included with this product is protected by copyright laws. This software can be used or copied only in accordance with the copyright laws.

SAVE THESE INSTRUCTIONS This product is intended for household use.

For additional product information and updates, visit our web site at:

<http://www.brother.com/> or <http://solutions.brother.com/>

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What you can do with this software

This software provides digitizing and editing capabilities, allowing you the creative freedom to design original embroidery. Easily combine images and text to create embroidery patterns that can be written to an original card. The images may come from clip art, scanned images, or created with computer based drawing program.

After assembling the different parts of your embroidery pattern, you can use the layout functions to adjust their relative position, orientation and scale.

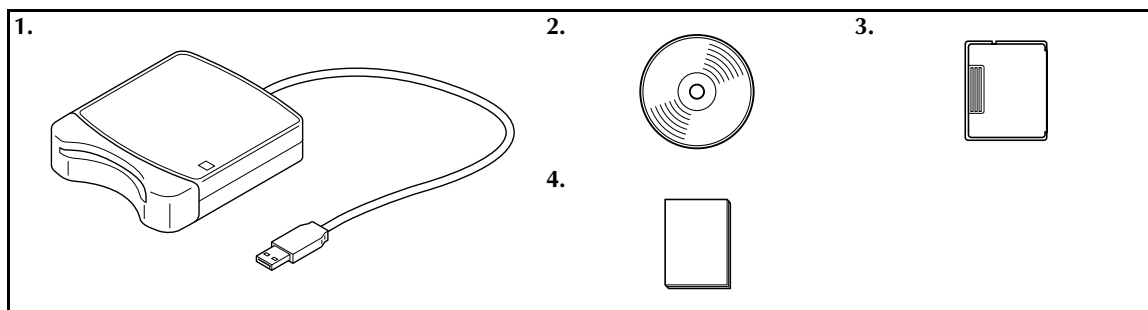
When an embroidery design is complete, you can save it and write it to an original card.

The original card can then be inserted into your embroidery machine for the embroidery design to be sewn.

Introduction

Package Contents

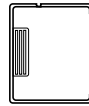
Check that the following items are included. If anything is missing or damaged, contact your authorized dealer or Brother Customer Service.



No.	Part Name	No.	Part Name
1	USB card writer module	3	Original card
2	CD-ROM*	4	Instruction manual

*Contains the software and Instruction Manual (PDF format).

Optional Supply



Original card



Note:

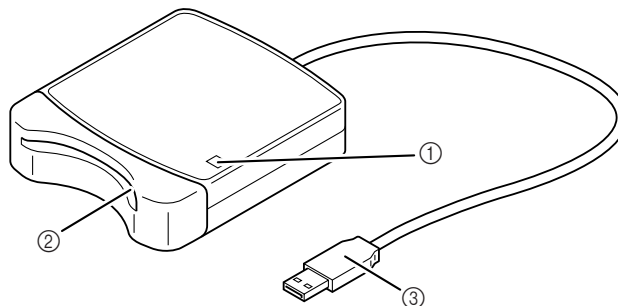
The only original cards that can be used with this USB card writer module are those like the one enclosed or optional original cards of the same type.



Memo:

Additional blank original cards can be purchased through an authorized dealer.

Principal Parts



- ① LED indicator
This indicator lights up when the unit is turned on, and flashes when the USB card writer module is communicating with the computer.
- ② Card slot
Insert an original card/embroidery card here.
- ③ USB connector
Connect to the computer.



Note:

Never remove an original card or unplug the USB cable while this indicator is flashing.



Memo:

- Since power is supplied to the USB card writer module through the USB connection to the computer, there is no power supply cable or power switch.
- Be sure to keep original cards away from high humidity, direct sunlight, static electricity and strong shocks. Furthermore, do not bend the cards.

Installation

Please Read Before Installation

- Before beginning the installation, check that the computer meets the system requirements.
- In order to install the software on Windows® Operating System, you must log on to the computer using an account with administrator privileges. For details on logging on to the computer using an account with administrator privileges, refer to the Windows manual.
- If the installation is canceled before it is completed or if the procedure is not performed as described, the software will not be installed correctly.
- Do not remove the CD-ROM from the CD-ROM drive of the computer while the installation is being performed. Remove the CD-ROM after the installation is completed.
- Before turning on the computer, be sure to disconnect the USB card writer module.

System Requirements

Before installing the software on your computer, make sure that the computer meets the following minimum PC requirements.

Computer	IBM-PC or compatible computer
Operating system	Windows® 2000, XP, Vista™
Processor	Pentium III 800 MHz or higher
Memory	128 MB (512 MB or more is recommended.)
Hard disk free space	100 MB
Monitor	SVGA (800 x 600), 16-bit color or higher
Port	1 available USB
Printer	A graphic printer that is supported by your system (if you wish to print your images)
CD-ROM drive	Required for installation



Note:

- Power is supplied to the USB card writer module through the USB connection. Connect the USB card writer module to a USB connector on the computer or to a self-powered USB hub that can supply enough power to the card writer module. If the card writer module is not connected in this way, it may not operate correctly.
- This product may not operate correctly with some computers and USB expansion cards.

Installing the Software

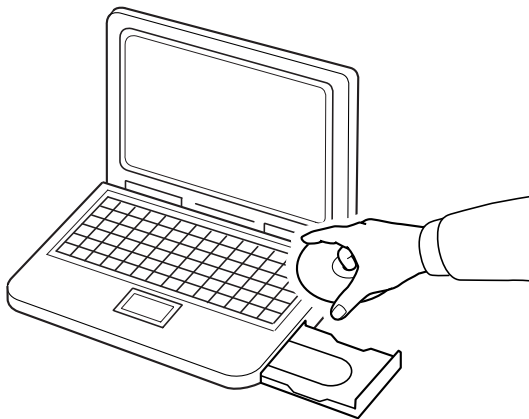
This section describes how to install the application software.



Note:

- If the installation is interrupted or not performed as described, the software will not be installed correctly.
- Before turning on the computer, be sure that the USB card writer module is **DISCONNECTED**.
- In order to install the software, you must log on to the computer using an account with administrator privileges.

1. Insert the enclosed CD-ROM into the computer's CD-ROM drive.



■ For Windows® XP or 2000 users:

- After a short while, the **Choose Setup Language** dialog box automatically appears.
Continue with step **4.** on page 6.



Memo:

The following installation procedure includes descriptions and dialog boxes for Windows® XP. The procedure and dialog boxes for other operating systems may be slightly different.



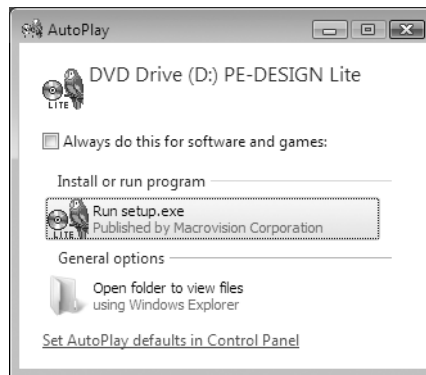
Memo:

If the installer does not automatically start up:

- 1) Click the **Start** button.
- 2) Click **Run**.
→ The **Run** dialog box appears.
- 3) Type in the full path to the installer, and then click **OK** to start up the installer.
For example: D:\setup.exe (where "D:" is the name of the CD-ROM drive)

■ Windows Vista™ users only

→ After a short while, the **Auto Play** dialog box automatically appears.



📖 Memo:

If the Auto Play Dialog does not automatically start up:

4) Click the **Start** button.

5) Click **All Programs** → **Accessories** → **Run**.

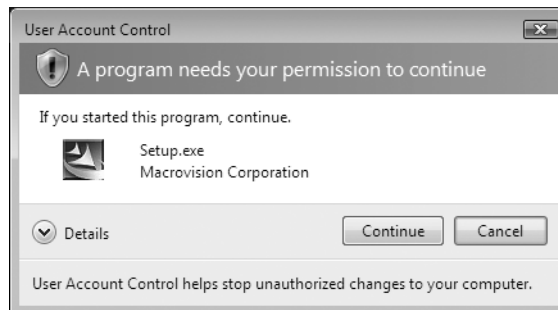
→ The **Run** dialog box appears.

6) Type in the full path to the installer, and then click **OK** to start up the installer.

For example: *D:\setup.exe* (where "D:" is the name of the CD-ROM drive)

2. Click **Run setup.exe**.

→ The **User Account Control** dialog box appears.



3. Click **Continue**.

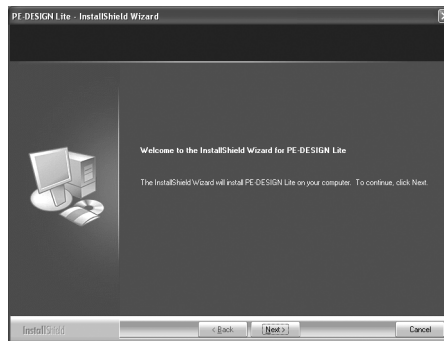
→ After a short while, the **Choose Setup Language** dialog box automatically appears.

4. Select the **desired language**, and then click **OK**.



→ The InstallShield Wizard starts up, and the first dialog box appears.

5. Click **Next** to continue with the installation.



→ A dialog box appears, allowing you to select the folder where the software will be installed.



Memo:

• **To install the application into a different folder:**

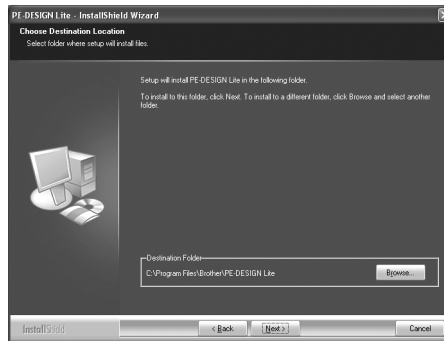
- 1) Click **Browse**.
- 2) In the **Choose Folder** dialog box that appeared, select the drive and folder. (If necessary, type in the name of a new folder.)
- 3) Click **OK**.

→ The **Choose Destination Location** dialog box of the InstallShield Wizard shows the selected folder.

- 4) Click **Next** to install the application into the selected folder.

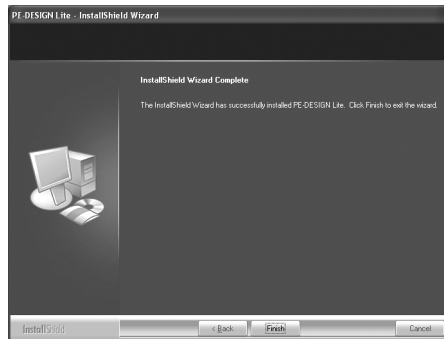
- To return to the previous step, click **Back**.
- To quit the installation, click **Cancel**.

6. Click **Next** to install the application into the selected folder.



→ When the installation is completed, the following dialog box appears.

7. Click **Finish** to complete the installation of the software.



Note:

This procedure also automatically installs the card writer driver. The card writer may now be connected to your computer. Make sure that PE-DESIGN Lite starts up correctly.



Memo:

If the dialog box calling for restarting the computer appears, it is necessary to restart the computer.

Technical Support

Contact Technical Support if you have a problem. Please check the company web site (<http://www.brother.com/>) to find the technical Support in your area. To view the FAQ and information for software updates, visit the Brother Solutions Center at (<http://solutions.brother.com/>).



Note:

Before contacting web site:

- 1) Please have your Windows® Operating System updated to the most current version.
- 2) The make and model number of the computer that you are using as well as the Windows® Operating System version.
- 3) Information about any error messages that appear.
This information will help expedite your questions more quickly.

Online Registration

If you wish to be contacted about upgrades and provided with important information such as future product developments and improvements, you can register your product online by following a simple registration procedure.

Click **Online Registration** on the **Help** menu of PE-DESIGN Lite to start up the installed Web browser and open the online registration page on our Web site.

The online registration page on the Web site appears when the following address is entered in the **Address** bar of the Web browser.

<http://www.brother.com/registration/>



Memo:

Online registration may not be available in some areas.

Uninstallation

1. Click the Start button in the task bar, and then click Control Panel.
2. In the Control Panel window, double-click Add or Remove Programs.
3. In the dialog box that appeared, select this software, and then click Remove.

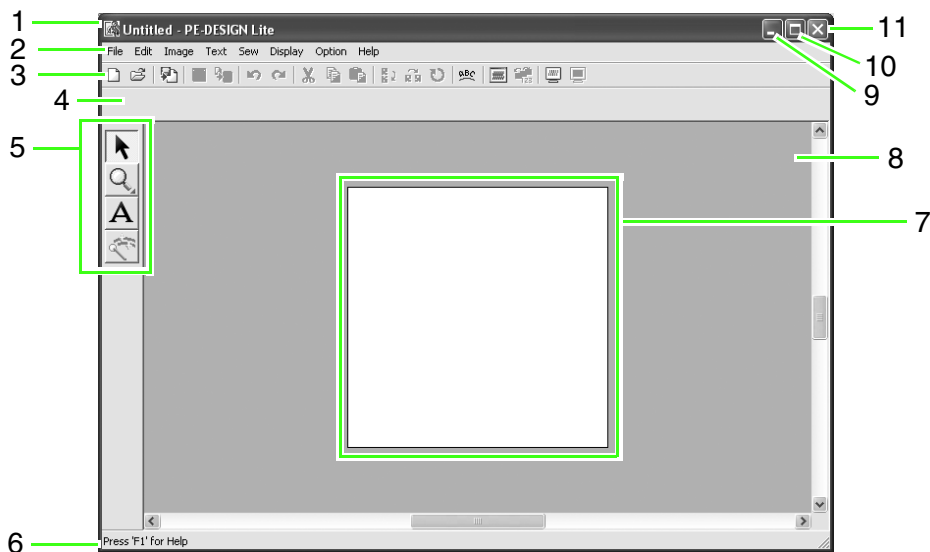


Memo:

- The uninstallation procedure is described for Windows XP.
- For Windows 2000, click **Settings** in the Start menu, and then click Control Panel. In the **Control Panel** window that appeared, double-click **Add/Remove Programs**.
- For Windows Vista™, click the  button, then **Control Panel**. Click **Uninstall a program** under **Programs**. (It is to open **Programs and Features**.) Select a program, and then click **Uninstall**.

Understanding the Window and Using Tools

The default value for the design page size in this example is 100 × 100 mm.



- 1 **Title bar**
- 2 **Menu bar**
Provides access to the functions.
- 3 **Toolbar**
Provides shortcuts for the menu commands.
- 4 **Sewing Attributes bar**
Sets the sewing attributes (color and sew type) of regions in the pattern.
- 5 **Tool Box**
Used to select and zoom objects, add text, and convert image data into embroidery data.
- 6 **Status bar**
Provides helpful information.
- 7 **Design Page**
The actual part of the work area that can be saved and sewn.
- 8 **Work area**
- 9 **Minimize button**
- 10 **Maximize button**
- 11 **Close button**

Adding Text and Converting an Image to an Embroidery Design (Auto Punch Function)

In this section, we are going to use the Auto Punch function to automatically create an embroidery pattern from an image.

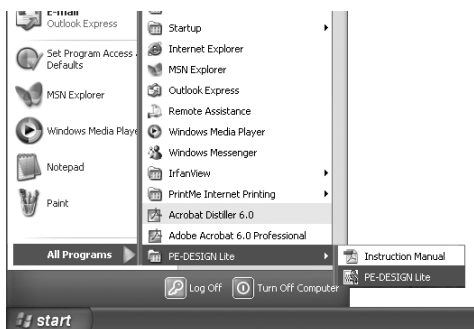
This procedure will go through each step of the basic operation.

Step 1	Entering text
Step 2	Adjusting the text layout
Step 3	Importing image data
Step 4	Automatically converting the image to an embroidery pattern
Step 5	Specifying the sewing color and direction
Step 6	Changing the sewing order
Step 7	Displaying a preview of the embroidery
Step 8	Saving the embroidery design
Step 9	Transferring the design to an original card

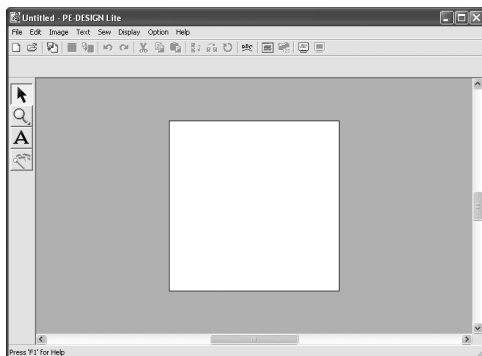
Step 1 Entering text

First, we will start up PE-DESIGN Lite and enter text.

1 Start up PE-DESIGN Lite.



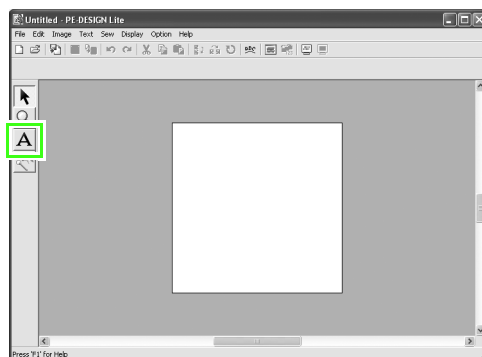
Click **start**, then select **All Programs**, then **PE-DESIGN Lite**, then **PE-DESIGN Lite**.



Memo:

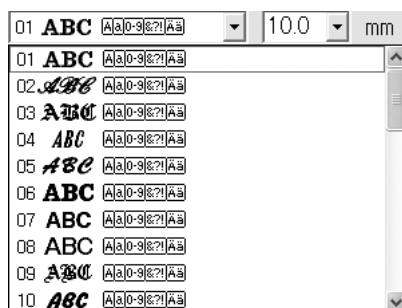
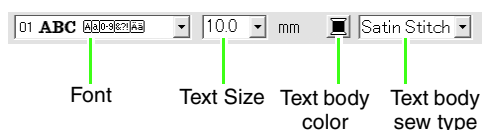
The default value for the Design Page size in this example is 100 x 100 mm.

2 Enter the text.

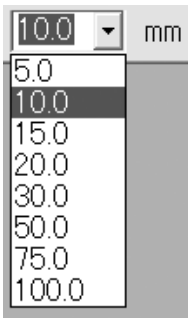


Click **A** on the Tool Box.

→ The shape of the pointer changes to , and the Sewing Attributes bar appears as shown below appears.



Select the font. For this example, use the default font, **01**.

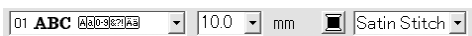


Specify the size. For this example, use the default size of **10.0 mm**.



Memo:

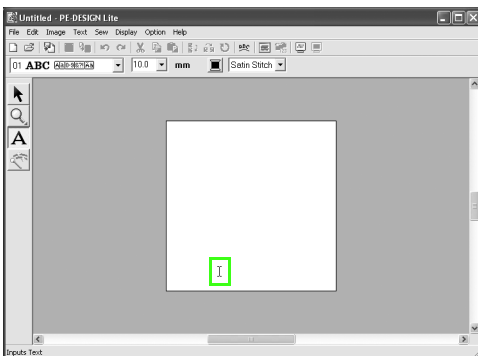
The value indicates the height of the characters.



Select the color. For this example, use the default color, **BLACK**.

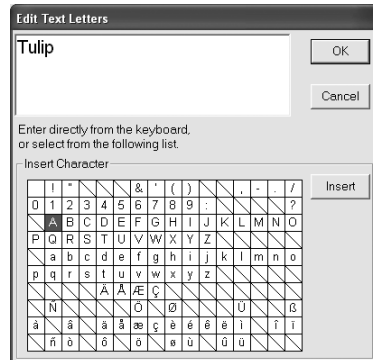


Select the sew type. For this example, use the default sew type, **Satin Stitch**.



Move **I** to where you want to add the text, and then click.

→ The **Edit Text Letters** dialog box appears, containing a chart of all characters available with the selected font.



Type in "Tulip" using the keyboard.

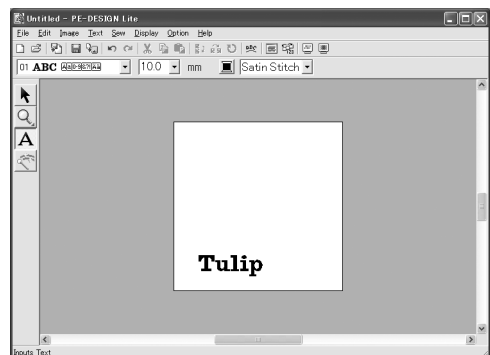


Memo:

- To move the dialog box to a more convenient place on the screen, move the pointer over the title bar, and then drag the dialog box.
- Press the **Enter** key to enter a new line of text.
- You can also enter a character by selecting it in the character table, then clicking Insert, or simply by double-clicking it. This is particularly useful if you have to enter accented characters that are not available on your keyboard.
- An enlarged image of the character appears below the pointer, providing a better view of the character, when the pointer is moved over a character in the character table.

Click **OK**.

→ The text appears in the Design Page.

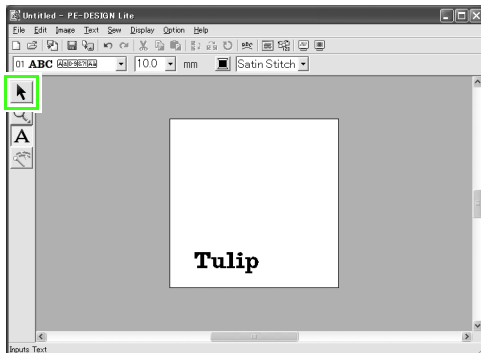




Memo:

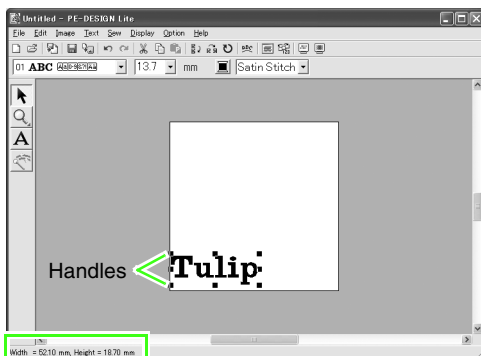
- If you want to edit the entered text, click  on the Tool Box, click the text to select it, and then select the menu command **Text - Edit Letters**. Edit the text in the **Edit Text Letters** dialog box that appeared. (For more details, refer to "Editing entered text" on page 36.)
- If you want to delete the text, select it, and then press the **Delete** key.
- If you want to change the text color, font or other attributes after entering the text, click  on the Tool Box, click the text to select it, and then change the settings on the Sewing Attributes bar. (For more details, refer to "Applying Sewing Attributes to Text and Regions" on page 39.)

3 Adjust the text size and position.



Click  on the Tool Box.

→ The shape of the pointer changes to



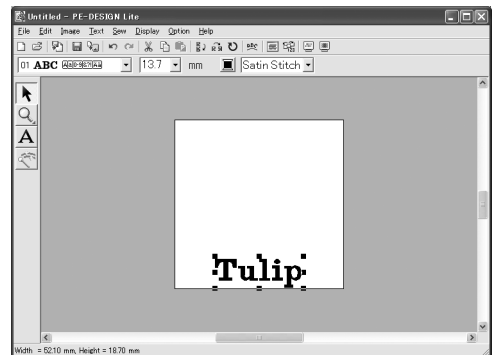
The status bar shows the dimensions (width and height) of the text.

Click the text **Tulip**, and then drag a handle to adjust the selected text to the desired size.



Memo:

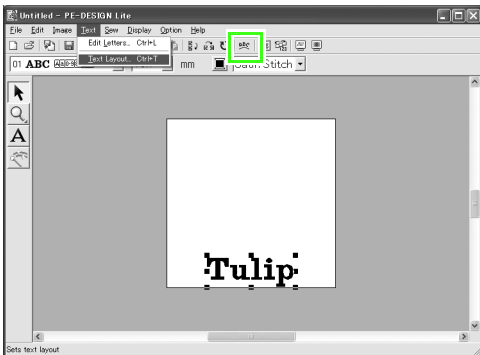
- The shape of the pointer changes to , , or , depending on the handle that the pointer is over.
-  is for scaling the width.
-  is for scaling the height.
-  and  are for scaling both dimensions at the same time. (The height-to-width proportion is maintained.)
- If the **(Shift)** key is held down while a handle is dragged, the text is enlarged or reduced in both width and height from the center of the text. (The height-to-width proportion is maintained.)
- If the handles have disappeared, click the text to show them again.



Move the pointer over the selected text. The pointer changes to . Drag the text to the desired position.

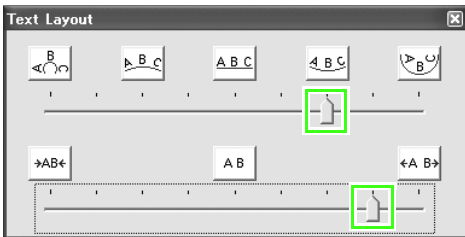
Step 2 Adjusting the text layout

Next, we will change the text arrangement.



Click **Text**, then **Text Layout**, or click  on the toolbar.

→ The **Text Layout** dialog box appears.

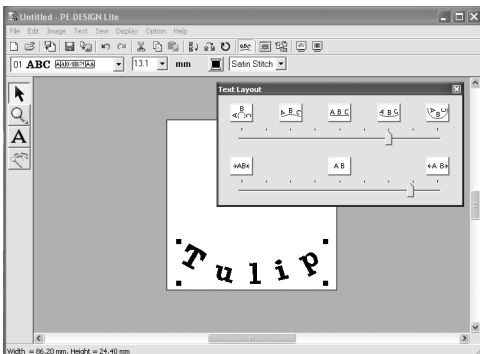


 Memo:

- To move the dialog box to a more convenient place on the screen, move the pointer over the title bar, and then drag the dialog box.

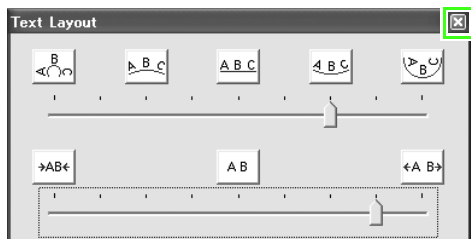
Move the top and bottom sliders, or click a button to select the desired text curving and spacing.

→ The text is displayed with the selected characteristics.



 Memo:

If you want to change the text arrangement afterwards, click  on the Tool Box, click the text to select it, and then change the settings in the **Text Layout** dialog box. (For more details, refer to “Specifying text arrangement” on page 37.)

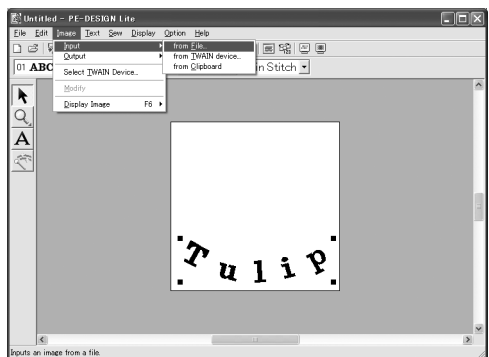


Click  in the upper-right corner of the dialog box to close the dialog box.

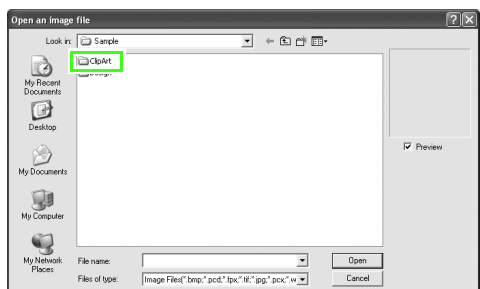
Step 3 Importing image data

Next, we need to import the image that will be converted into an embroidery pattern. For this example, we will use the tulip image (tulip.bmp) provided with this application.

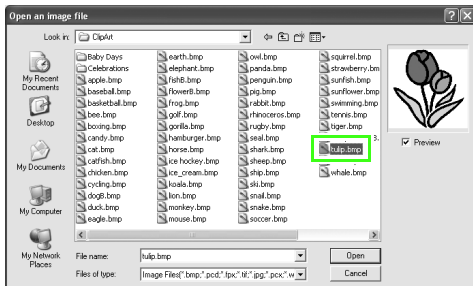
1 Import the image.



Click **Image**, then **Input**, then **from File**.

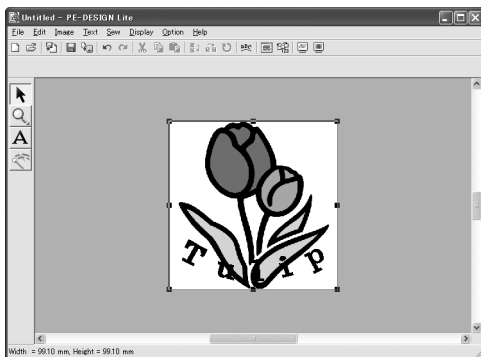


Double-click the **ClipArt** folder to open it.

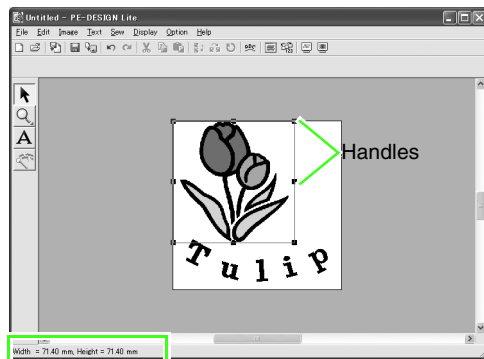


Select the sample file **tulip.bmp**, and then click **Open**, or double-click the file's icon.

→ The image appears in the Design Page.



2 Adjust the image size and position.



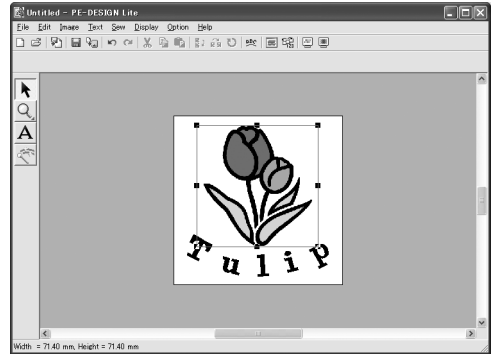
The Status bar shows image dimensions (width and height).

Drag the handle to adjust the selected image to the desired size.



Memo:

If the handles have disappeared, right-click the image, and then click **Modify Image** in the menu that appeared.

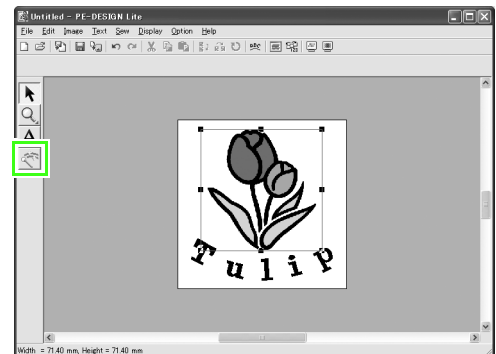


Move the pointer over the selected image, and then drag the image to the desired position.

Step 4 Automatically converting the image to an embroidery pattern

Next, the image will automatically be converted to an embroidery pattern.

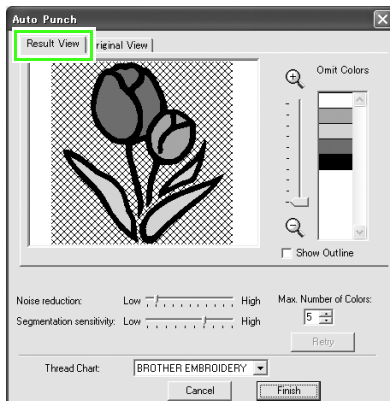
1 Start Auto Punch.



Click  on the Tool Box.

→ The **Auto Punch** dialog box appears.

2 Convert the image to an embroidery pattern.



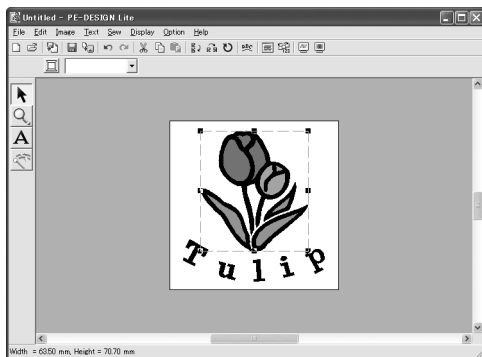
Check the Result View of the conversion, and then click **Finish**.



Memo:

For details on the settings in the **Auto Punch** dialog box, refer to “Automatically Converting an Image to an Embroidery Pattern (Auto Punch)” on page 23.

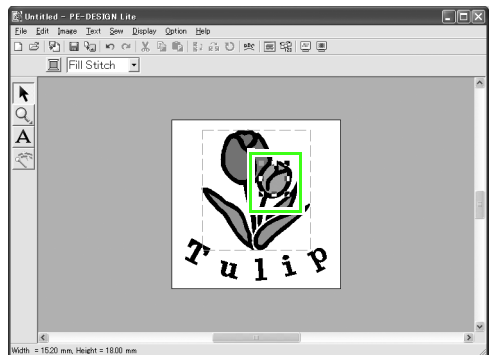
→ The generated embroidery pattern is displayed.



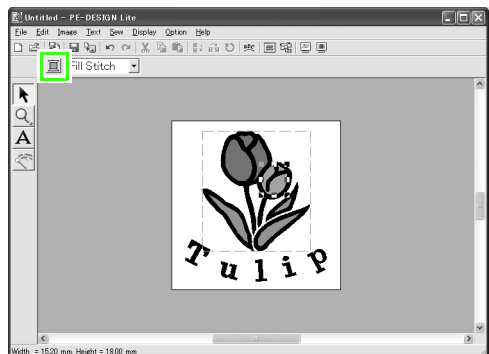
Step 5 Specifying the sewing color and direction

Next, we will change the sewing color and direction.

1 Change the region color

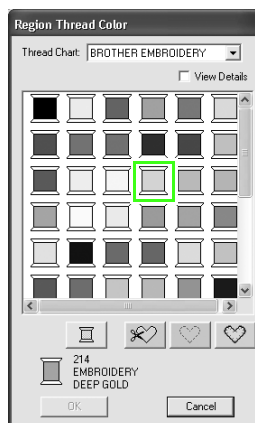


Select the region whose color you want to change by clicking it while holding down the **Alt** key.



Click  on the Sewing Attributes bar.

→ The **Region Thread Color** dialog box appears.

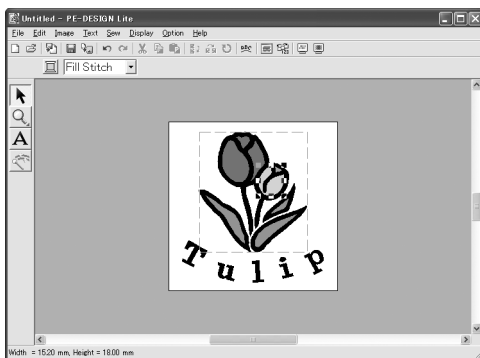


Specify the color. For this example, click  to select **HARVEST GOLD**, and then click **OK**.

Memo:

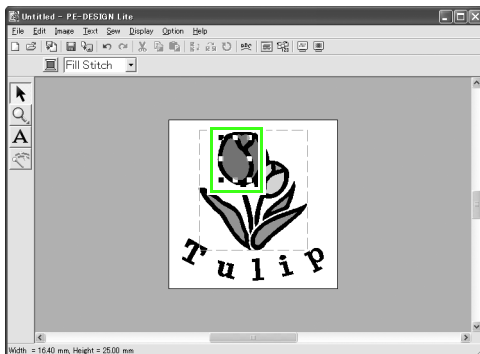
- To move the dialog box to a more convenient place on the screen, move the pointer over the title bar, and then drag the dialog box.
- For details on specifying the thread color, refer to "Setting the thread color and sew type" on page 39.

→ The color of the selected region changes to HARVEST GOLD.

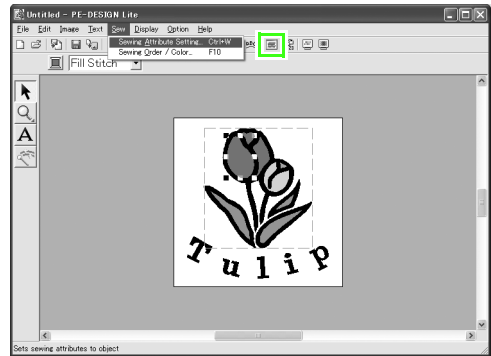


2 Change the sewing direction.

To add contrast and improve the appearance of the embroidery, we can use different sewing directions for different regions.

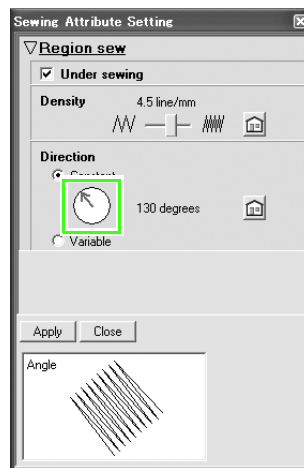


Select the region whose sewing direction you want to change by clicking it while holding down the **Alt** key.



Click **Sew**, then **Sewing Attribute Setting**, or click  on the toolbar.

→ The **Sewing Attribute Setting** dialog box appears.



To change the direction of the fill stitching, click **Constant**, move the pointer over the red arrow inside the circle, drag the red arrow to the desired angle, and then click **Apply**.

Memo:

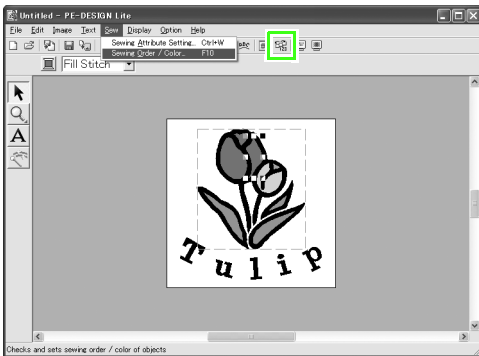
- To move the dialog box to a more convenient place on the screen, move the pointer over the title bar, and then drag the dialog box.
- When the pointer is moved over the red arrow, its shape changes to .
- If you want to set underlay stitching on or off, set the number of lines per millimeter, or change the sewing Direction to Variable, refer to "Specifying sewing attributes" on page 41.

Repeat the steps above until the desired sewing direction has been applied to each region, and then click **Close**.

Step 6 Changing the sewing order

Next, we will change the sewing order so that the black text and the black tulip outline are sewn together.

This feature is also used when you want to change the overlapping order of patterns so that the desired color comes forward.



Click **Sew**, then **Sewing Order / Color**, or

click  on the toolbar.

→ The **Sewing Order / Color** dialog box appears.



To display in one frame all patterns of the same color that will be sewn together, click



Memo:

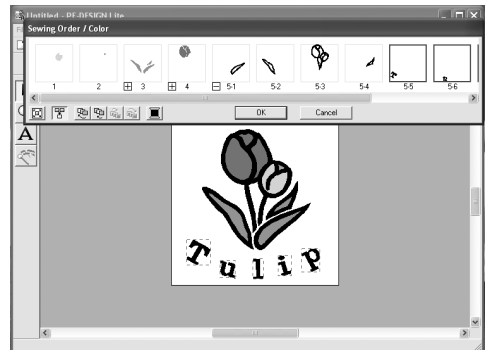
The dialog box can be made longer so that all parts of the pattern can be viewed.



Click the frame containing the text, to select it, and then drag the frame to the right of the tulip outline. (The text will be sewn last.)

Memo:

When a frame in the **Sewing Order / Color** dialog box is selected, the buttons at the bottom of the dialog box become available. The sewing order of the selected pattern can also be changed by using these buttons. (For more details, refer to "Editing the sewing order" on page 45.)

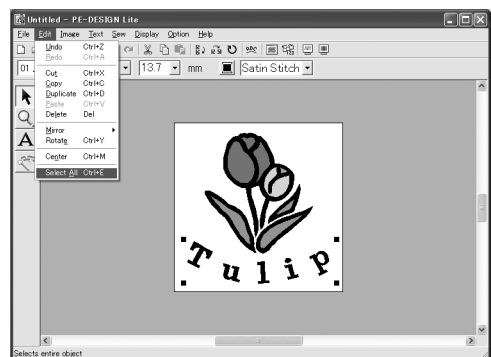


Click **OK**.

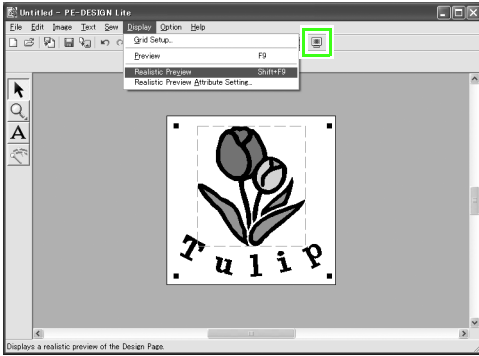
→ The text will be sewn last, after the black tulip outline.

Step 7 Displaying a preview of the embroidery

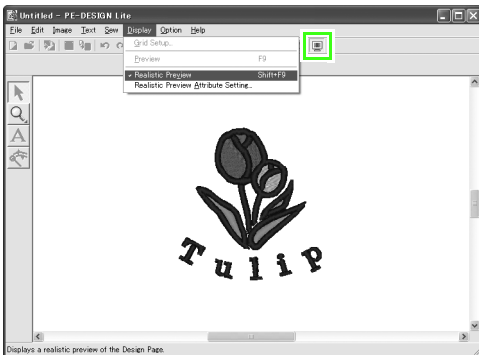
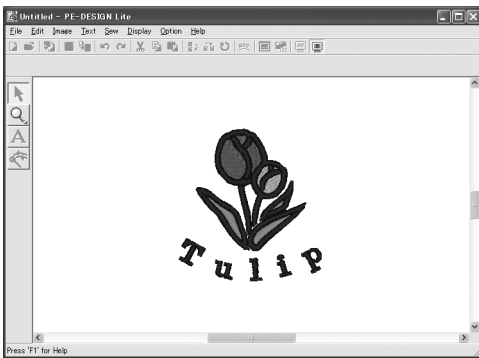
Preview the finished embroidery.



Click **Edit**, then **Select All**.



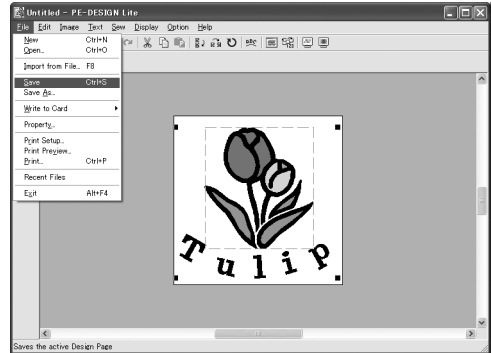
Click **Display**, then **Realistic Preview**, or click  on the toolbar.



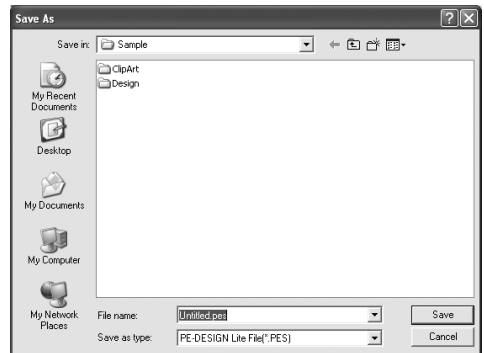
To return to the normal view, click **Display**, then **Realistic Preview**, or click  on the toolbar, or press the **Esc** key.

Step 8 Saving the embroidery design

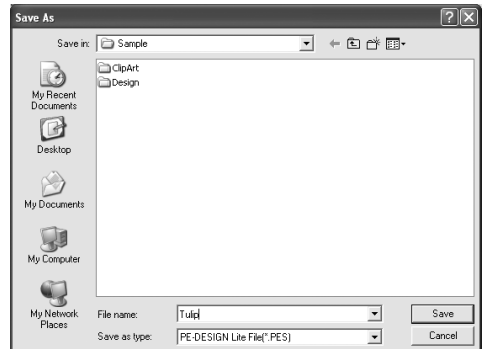
Once the embroidery design is finished, you may want to save it in order to retrieve it later.



Click **File**, then **Save**, or click on  the toolbar.



Select the drive and the folder, and then type in the file name.



Click **Save**.

Step 9 Transferring the design to an original card

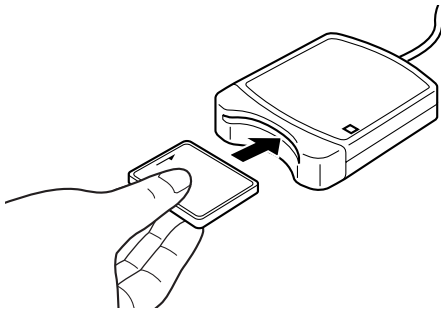
By writing a design to a media that can be used in your sewing machine and transferring it to your sewing machine, you can actually sew the design. For this example, we will transfer the design to an original card.



Memo:

You can also use Floppy Disks, Compact Flash Card, and USB Media to save designs. For the types of media that can be used with your sewing machine, refer to your sewing machine's user's manual.

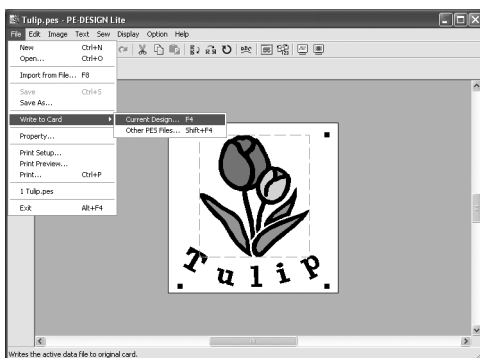
- 1 Insert an original card into the USB card writer module.



Note:

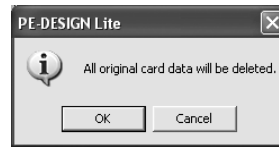
The original card is inserted correctly when you hear it snap into place.

- 2 Transfer the embroidery design.



Click **File**, then **Write to Card**, then **Current Design**, or click on  the toolbar.

→ The following message appears.



Click **OK**.



Note:

Before using the original card, make sure that the designs on the card are no longer needed.

→ The following message appears.



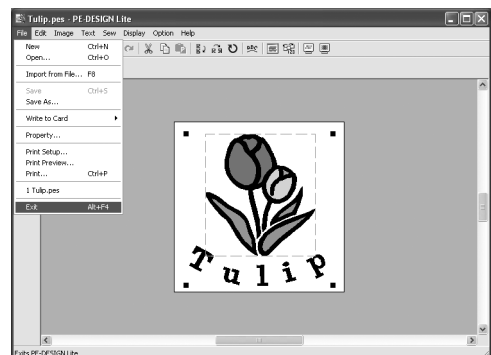
Click **OK**.



Note:

- If the card writer module is not correctly connected or powered, an error message of "No card writer module is connected. Please connect card writer module." will appear.
- If the original card is not inserted or is defective, an error message of "No original card is inserted. Please insert an original card." will appear.

- 3 Quit PE-DESIGN Lite



Click **File**, then **Exit**.

Automatically Converting an Image to an Embroidery Pattern

Importing Image Data

Importing image data

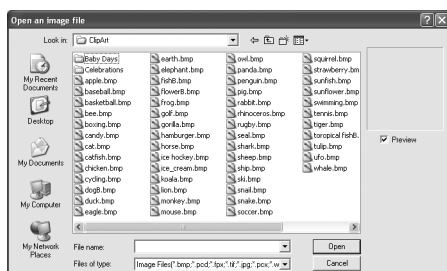
Different types of clip art can be imported into PE-DESIGN Lite to create embroidery patterns. There are many different types of files that can be imported:

Windows bitmap (.bmp)
Exif (.tif, .jpg)
ZSoftPCX (.pcx)
Windows Meta File (.wmf)
Portable Network Graphics (.png)
Encapsulated PostScript (.eps)
Kodak PhotoCD (.pcd)
FlashPix (.fpx)
JPEG2000 (.j2k)

To get the best results, use clip art that are clear and have a distinguishable outline or color borderline for importing.

1. Click **Image**, then **Input**, then **from File**.

→ An **Open an image file** dialog box similar to the one shown below appears.



2. Select the drive, the folder and the desired file.

Memo:

If the **Preview** check box is selected, the contents of the selected file will appear in the **Preview** box.

3. Click **Open** to open the file.

→ The image appears in the work area.

Memo:

- Double-clicking the file name also opens the file and closes the dialog box.
- To quit the operation, click **Cancel**.
- If the image was saved at a specific resolution, it is displayed at that resolution.
- If the image currently displayed in the Design Page has not yet been saved, you will be asked whether you want to save it.
- To display, hide, or display a faded copy of the image that remains in the work area, click **Image**, then **Display Image**, and then click the desired display setting.
- The displayed image can also be imported into PE-DESIGN Lite by dragging the image file into the PE-DESIGN Lite window.

Note:

- With .pcd and .fpx files containing many pages, only the first page can be opened. Tiff files with LZW compression cannot be opened.
- You can change the size and position of an imported image, and then save that information with the .pes file. The next time that you import the same image into the saved .pes file, a message appears, asking whether to input the image at its previously saved position and size or at its original position (the center of the Design Page).
- Only one image can be added to the work area. If you try to display a different image, it will replace the previous one.

Importing image data from a scanner

Images can be imported into the current Design Page from a scanner (TWAIN device) to create an embroidery design using the Auto Digitizing Wizard.

Memo:

TWAIN is an application interface (API) standardization for software that controls scanners and other devices.

1. Check that the scanner or other TWAIN device is correctly connected to your computer.

2. Click **Image**, then **Select TWAIN device**.

→ A **Select Source** dialog box similar to the one shown below appears.



3. From the **Sources** list, click the desired device to select it.

Note:

If no TWAIN device is installed, there will be no names displayed in the **Sources** list. First, install the driver software for the TWAIN device that you want to use.

4. Click **Select** to choose the selected device and to close the dialog box.

Memo:

To quit the operation and close the dialog box, click **Cancel**.

5. Click **Image**, then **Input**, then **from TWAIN device**.

→ The driver interface for the device selected in the **Select Source** dialog box appears.

6. Specify the necessary settings for importing an image, and then import the image.

Note:

For information on using the driver interface, refer to the help manual for that interface, or contact the manufacturer of the interface.

→ When the image transfer between the scanner (or other device) and the driver is completed, the imported image will be pasted into the Design Page at its original size.

Memo:

- If the image currently displayed in the Design Page has not yet been saved, you will be asked whether you want to save it.
- To display, hide, or display a faded copy of the image that remains in the work area, click **Image**, then **Display Image**, and then click the desired display setting.
 - To hide the original image, click **Off**.

Note:

Only one image can be added to the work area. If you try to display a different image, it will replace the previous one.

Importing image data from the Clipboard

Image data can be imported into the Design Page from the Clipboard. This allows you to import an image without saving it first.

1. Click **Image**, then **Input**, then **from Clipboard**.

Note:

This can only be done when there is image data on the Clipboard.

→ The image is displayed in the Design Page.

Memo:

- The image is displayed with a resolution of 100 dpi for both the height and width.
- If the image currently displayed in the Design Page has not yet been saved, you will be asked whether you want to save it.

Changing the Image Settings

Changing the display of the background image

The image that remains in the work area can be displayed or hidden, or a faded copy of the image can be displayed.

1. Click **Image**, then **Display Image**, and then select the desired setting.
To display the original image, click **On (100%)**.
To display a faded copy of the image, click the desired density (**75%**, **50%** or **25%**).
To hide the original image, click **Off**.



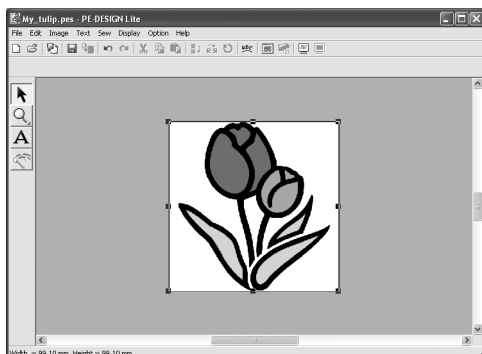
Memo:

- This function is not available if no image has been imported into the Design Page.
- Press the shortcut key (**F6**) to switch between displaying the image (**On (100%)**) to displaying it faded at each density (**75%**, **50%** and **25%**) to hiding the image (**Off**).

Changing the size and position of the image

The size and position of the image can be adjusted.

1. Click **Image**, then **Modify**.
→ A red line and handles appear around the image.



Memo:

- The status bar shows the dimensions (width and height) of the image.

Moving an image:

1. Move the pointer over the image.
→ The shape of the pointer changes to .
2. Drag the image to the desired location.

Scaling an image:

1. Move the pointer over one of the handles.
→ The shape of the pointer changes to , , or , depending on the handle that the pointer is over.



Memo:

- is for scaling the width.
- is for scaling the height.
- and are for scaling both dimensions at the same time. (The height-to-width proportion is maintained.)
- If the **Shift** key is held down while a handle is dragged, the image is enlarged or reduced from the center of the image.

2. Drag the handle to adjust the image to the desired size.

Deleting an image:

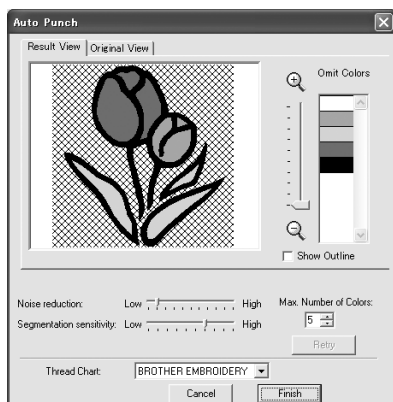
1. Press the **Delete** key, or click **Edit**, then **Delete**.
→ The image will be deleted from the Design Page.

Automatically Converting an Image to an Embroidery Pattern (Auto Punch)

The Auto Punch gives step-by-step instructions for converting an image into an embroidery pattern.

1. If no image is displayed in the Design Page, use one of the commands on the **Input** sub-menu of the **Image** menu to display the image that you want to convert to an embroidery pattern.
2. Click **Image**, then **Modify**, and then re-size and re-position the image for creating the embroidery pattern.
3. Click  on the Tool Box.

→ After the image has been analyzed by the software, an **Auto Punch** dialog box similar to the one shown below appears.



Note:

The dialog box will not appear if no image is displayed in the Design Page. Instead, a dialog box appears, allowing you to open an image file.

4. Select the desired settings.

To display the resulting analyzed image, click the **Result View** tab. The embroidery pattern will be created with this image.

To adjust the zoom ratio that the image is displayed in, move the slider between 

and .

To display the outline extracted from the analyzed image, select the **Show Outline** check box.

Use the following sliders to specify the settings for analyzing the image.

Noise reduction: Sets the level of noise (distortions) that is removed from the image.

Segmentation sensitivity: Sets the sensitivity for the image analysis.

Max. Number of Colors: Sets the number of colors used.

From the **Thread Chart** selector, select the desired thread color chart. The most appropriate thread colors from the selected thread chart are selected.

To display the original image, click the **Original View** tab.

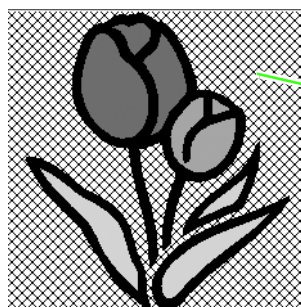
Memo:

- After changing the settings, click **Retry** to display the image with the new settings applied. If **Retry** is not clicked, the new settings are not applied.
- To quit the operation and close the dialog box, click **Cancel**.

5. On the **Result View** tab, click the areas of the image to select whether or not they are to be sewn.

Memo:

Areas not set to be sewn are shown filled with a crosshatch pattern.



This area will not be sewn.

6. If necessary, in the **Omit Colors** list, click the colors to select whether or not they will be sewn.



Memo:

Colors that are crossed out are set to not be sewn.

7. After selecting the desired settings, click **Finish**.
- An embroidery pattern is created from the analyzed data, the appropriate thread colors and sew type settings are applied, and then the pattern is displayed in the Design Page.

Arranging Embroidery Designs

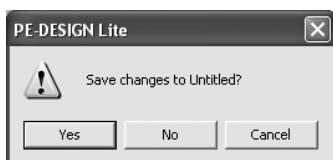
Opening/Importing Embroidery Designs

Creating a new embroidery design

Toolbar button: 

1. Click , or click **File**, then **New**.

- If the current Design Page has already been saved or has not been edited, a new Design Page immediately appears.
- If the current Design Page has not been saved, you will be asked whether you want to save the changes.



Memo:

- To save the Design Page, click **Yes**.
- To abandon the Design Page, click **No**.
- To return to the Design Page, for example, to modify it or save it with another file name, click **Cancel**.

2. Specify the Design Page settings.

Memo:

For more details, refer to “Specifying the Design Page Size and Color” on page 29.

Opening a PE-DESIGN Lite file

An embroidery design that has previously been saved as a PE-DESIGN Lite file (.pes file) can be opened.

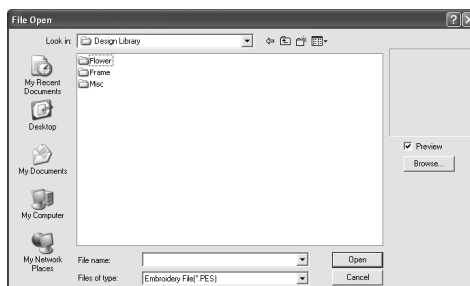
Note:

If a .pes file created with PE-DESIGN version 7 or earlier is opened with this software, the message “This file will be imported onto a new Design Page.” appears before the embroidery design is displayed on the new Design Page.

Toolbar button: 

1. Click , or click **File**, then **Open**.

- A **File Open** dialog box similar to the one shown below appears.



2. Select the drive and the folder.

Memo:

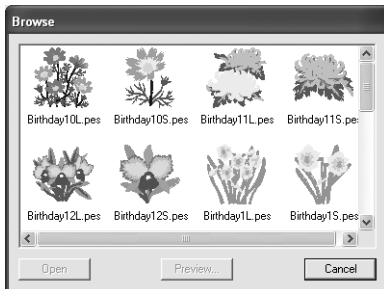
- If the **Preview** check box is selected, the contents of the selected file will appear in the **Preview** box.
- To quit the operation and close the dialog box, click **Cancel**.

Note:

- Be sure to select a folder that contains .pes files.
- If a .pes file is saved with Pattern extending off the Design Page or with the number of stitches or number of colors for the design exceeding the Design Page limitations, a preview of the image cannot be displayed.

3. To view the contents of the .pes files in the currently selected folder, click **Browse**.

→ A **Browse** dialog box similar to the one shown below appears.



Memo:

- To return to the **File Open** dialog box, click **Cancel**.
- To see a more detailed design, select a file, and then click **Preview**. A **Preview** dialog box similar to the one shown below appears.



- To open the displayed file, click **Open**.
- To return to the **Browse** dialog box, click **Cancel**.

Note:

If a .pes file is saved with objects extending off the Design Page or with the number of stitches or number of colors for the objects exceeding the Design Page limitations, a preview of the design cannot be displayed.

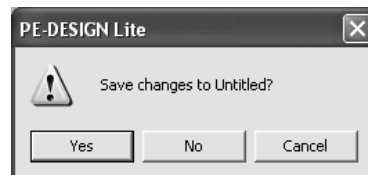
4. To open a file, select it, and then click **Open**, or double-click the file's icon.

→ If the current Design Page has already been saved or has not been edited, the contents of the selected file immediately appear in the Design Page.

Memo:

An embroidery design that is displayed in Explorer can also be opened by dragging to the PE-DESIGN Lite window.

→ If the current Design Page has not been saved, you will be asked whether you want to save the changes.



Memo:

- To save the Design Page, click **Yes**.
- To abandon the Design Page, click **No**.
- To return to the Design Page, for example, to modify it or save it with another file name, click **Cancel**.

 "Saving" on page 49.

Importing embroidery design files

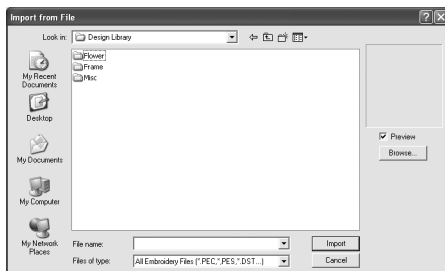
Embroidery designs from embroidery cards (.pec), and files created in the Tajima (.dst), Melco (.exp), Pfaff (.pcs), Husqvarna/Viking (.hus, .vip, .shv), Janome (.jef, .sew), Singer (.csd, .xxx) and embroidery sewing machine (.phc) formats can be imported and added to the current Design Page.

With this function, you can also add .pes files to the Design Page, allowing you to combine several files created with this application.

Toolbar button: 

1. Click  or **File**, then **Import from File**.

→ An **Import from File** dialog box similar to the one shown below appears.



Note:

Be sure to select the correct file name extension from the **Files of type** box.

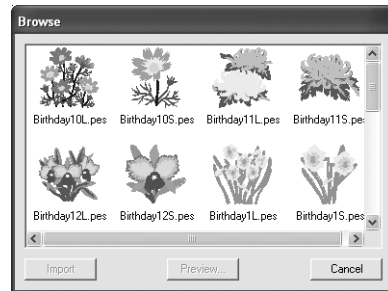
2. Select the drive and the folder.

Memo:

- If the **Preview** check box is selected, the contents of the selected file will appear in the **Preview** box.
- To quit the operation and close the dialog box, click **Cancel**.

3. To view the contents of the files in the currently selected folder, click **Browse**.

→ A **Browse** dialog box similar to the one shown below appears.



Memo:

- This dialog box can be resized so that the folder contents can be viewed better. The size of the dialog box is retained until it is changed again.
- To return to the **Import from File** dialog box, click **Cancel**.
- To see a more detailed design, select a file, and then click **Preview**. A **Preview** dialog box similar to the one shown below appears.



- To import the displayed file, click **Import**.
- To return to the **Browse** dialog box, click **Cancel**.

4. To import a design, select it, and then click **Import**, or double-click the file's icon.
→ The embroidery design is displayed in the Design Page.



Note:

- When importing designs from other makers, be sure to choose a design that will fit in the Design Page.
- The colors of designs imported from .dst, .exp, .pcs, .hus, .vip, .shv, .jef, .sew, .csd, .xxx and .phc files will be slightly different. If this happens, you can change the color with the menu command **Sew – Sewing Order/Color**.



Memo:

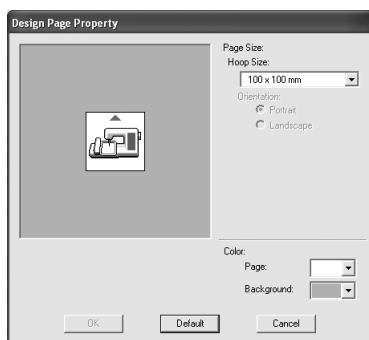
- To quit the operation and close the dialog box, click **Cancel**.
- Single or multiple embroidery designs displayed in Explorer can also be included by selecting them while holding down the **Ctrl** key and dragging them to the PE-DESIGN Lite window.

Specifying the Design Page Size and Color

The color and size of the Design Page in addition to the color of the background can be changed. You can select a Design Page size according to the size of hoop that you will be using with your embroidery machine.

1. Click **Option**, then **Design Page Property**.

→ The **Design Page Property** dialog box appears.



2. Select the Design Page size.

To adjust the Design Page size according to the hoop size, select the desired hoop size from the **Hoop Size** selector.

Memo:

- The preview area shows the setting changes that you make.
- When **Hoop Size** is selected, the embroidery machine image shows the orientation of the Design Page (hoop) in relation to the machine.

3. From the **Page** selector, select the desired color for the Design Page.

4. From the **Background** selector, select the desired color for the background.

5. Click **OK**.

Note:

Do not select a hoop size larger than the embroidery hoop that can be used with your machine.

Memo:

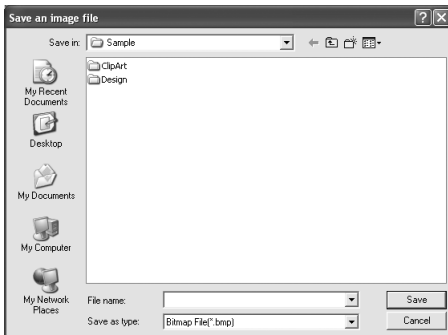
- To return to the default settings (**100 × 100 mm (4" × 4") of Hoop Size**), click **Default**.
- To close the dialog box without applying the changes to the settings, click **Cancel**.
- The measurements for values displayed in the application can be in either millimeters or inches. For more details, refer to "Changing the measurement units" on page 55.

Saving the Image Data

The image can be saved as a file or output to the Clipboard.

■ Saving as a file

1. Click **Image**, then **Output**, then to **File**.
→ A dialog box similar to the one shown below appears.



2. Select the drive, the folder and the format in which you want to save the image data.
3. Type in the file name.



Memo:

- The correct extension is automatically selected.
- The image data can be saved in either of the following formats: Windows bitmap (.bmp), Exif (.jpg).

4. Click **Save** to save the data.



Memo:

To quit the operation, click **Cancel**.

■ Outputting to the Clipboard

1. Click **Image**, then **Output**, then to **Clipboard**.
→ The image data in the Design Page is copied onto the Clipboard.

Editing Embroidery Designs

Selecting patterns

To apply settings to an existing pattern, you must first select it. The Select Object tool is used to select one or more patterns. Once a pattern is selected, you can move it, scale it, and change its direction by rotating it or inverting it.

1. Click  on the Tool Box.
→ The shape of the pointer changes to



2. Click the pattern that you want to select.
→ Handles appear around the pattern.



Memo:

- The status bar shows the dimensions (width and height) of the pattern.
- To deselect the pattern, select a different pattern, click a blank area of the Design Page.

3. To select an additional pattern, hold down the **Ctrl** key and click the other pattern.



Memo:

- You can also select patterns by dragging the pointer across the pattern that you want to select. As you drag the pointer, a selection frame is drawn. All patterns that are contained in that selection frame are selected when the mouse button is released.
- If you selected patterns that you did not want, click a blank area of the Design Page to deselect all patterns, and start again.

Selecting patterns in the created order

With  selected, press the **Tab** key to select the next object that was created. Hold down the **Shift** key and press the **Tab** key to select the previous object that was created.

If the **Tab** key (or the **Shift** and **Tab** keys) are pressed:

- and no object is selected, the first object (or the last object) that was created is selected.
- and multiple objects are selected, all objects are deselected except the first (or last) object that was created.
- and the last (or first) object that was created is selected, the first (or last) object is selected.

Selecting all embroidery patterns

All patterns in the Design Page can easily be selected.

1. Make sure that  on the Tool Box is selected.
2. Click **Edit**, then **Select All**.

Moving patterns

1. Move the pointer over a selected pattern or group of selected patterns.

→ The shape of the pointer changes to



2. Drag the pattern to the desired location.



Memo:

- To move the pattern horizontally or vertically, hold down the **(Shift)** key while dragging it.
- Pressing the arrow keys moves the selected pattern 0.5 mm (about 0.02 inch) in the direction of the arrow on the key. Holding down the arrow key for the desired direction continues moving the outline in that direction.
- If **Snap to Grid** is selected, each press of an arrow key moves the pattern one grid mark in the direction of the arrow on the key. Refer to “Changing the grid settings” on page 55.

Moving embroidery patterns to the center

The selected patterns can easily be moved to the center of Design Page.

1. Select one or more patterns.
2. Click **Edit**, then **Center**.
→ All selected patterns move to the center of Design Page.

Scaling patterns

Scaling manually

1. Select the patterns that you want to resize.
2. Move the pointer over one of the handles of a selected pattern or group of patterns.
→ The shape of the pointer changes to , , or , depending on the handle that the pointer is over.



Memo:

- is for scaling the width.
- is for scaling the height.
- and are for scaling both dimensions at the same time. (The height-to-width proportion is maintained.)
- If the **(Shift)** key is held down while a handle is dragged, the pattern is enlarged or reduced from the center of the pattern.

3. Drag the handle to adjust the selected pattern(s) to the desired size.



Memo:

As you drag the handle, the current size is displayed on the status bar.

Flipping patterns horizontally or vertically

1. Select the pattern that you want to flip horizontally (up/down) or vertically (left/right).
2. To flip the pattern horizontally, click **Edit**, then **Mirror**, then **Horizontal**, or click on the Toolbar.
To flip the pattern vertically, click **Edit**, then **Mirror**, then **Vertical**, or click on the Toolbar.

Rotating patterns

Rotating manually

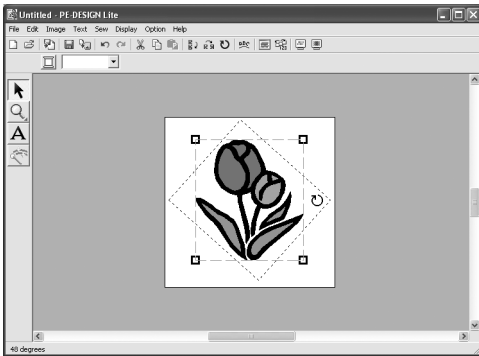
1. Select the pattern that you want to rotate.
2. Click **Edit**, then **Rotate**, or click on the Toolbar.
→ The handles around the selected pattern are replaced by smaller squares at the four corners of the selected pattern.
3. Move the pointer over one of the four rotation handles.
→ When the pointer is moved over a rotation handle, the shape of the pointer changes to .

4. Drag the rotation handle clockwise or counterclockwise to rotate the pattern in 1° increments.



Memo:

To rotate the pattern in 15° increments, hold down the **(Shift)** key while dragging the rotation handle.



Selecting patterns individually

After an embroidery pattern has been created with Auto Punch, each individual region within the pattern can be edited.

1. To select an individual region within a pattern, hold down the **(Alt)** key while clicking the region. To select multiple regions within a pattern, hold down the **(Alt)** and **(Ctrl)** keys while clicking the regions.



Memo:

The color and attributes of the selected pattern can be changed. For details, refer to "Applying Sewing Attributes to Text and Regions" on page 39.

Adding Text

Entering Text

1. Click **A** on the Tool Box.

→ The shape of the pointer changes to , and the Sewing Attributes bar appears similar to the one shown below.



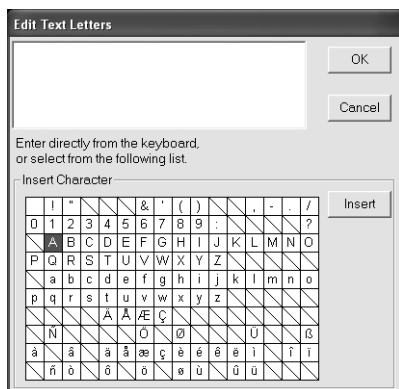
2. If necessary, change the font, text size, color and sew type.

Memo:

- You can change the font, text size, color, and sew type either before or after creating the text. For more details on changing these settings, refer to “Font” on page 35, “Text Size” on page 36, “Color” on page 39 and “Sew type” on page 40.
- You can also use the settings in the **Sewing Attribute Setting** dialog box to define other attributes of the text. (For more details, refer to “Specifying sewing attributes” on page 41.) If you do not change these settings at this time, the current settings will be applied, however you can modify them later.

3. Click in the Design Page where you want the text to appear.

→ The **Edit Text Letters** dialog box appears, containing a chart with all characters available with the selected font.



4. Type the text.

Memo:

- Press the **Enter** key to enter a new line of text.
- You can also enter a character by selecting it in the character table, then clicking **Insert**, or simply by double-clicking it. This is particularly useful if you have to enter accented characters that are not available on your keyboard.
- An enlarged image of the character appears below the pointer when it is moved over a character in the character table, providing a better view of the character.

5. Click **OK**.

→ The text is displayed in the Design Page.

Memo:

- To quit the operation, click **Cancel**.
- If you want to edit the entered text, select it, and then select the menu command **Text – Edit Letters**. Edit the text in the **Edit Text Letters** dialog box that appears. (For more details, refer to “Editing entered text” on page 36.)

Note:

If you entered a character that is not available for the selected font, an error message appears. Click **OK** to close the message and return to the **Edit Text Letters** dialog box, where you can correct the text.

Selecting text attributes

Font

Use this selector to select a font for the text.

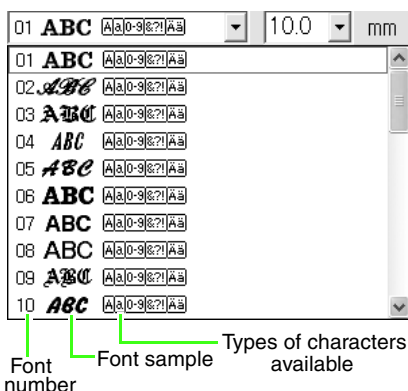


Memo:

The **Font** selector appears when **A** on the Tool Box is selected. It also appears when text in the Design Page has been selected.

1. Click in the Font selector.

→ A list of fonts appears when clicking on the menu arrow at the right.



2. Click the desired font.

→ The setting is applied to all text patterns that you will create, until the setting is changed.

→ If text patterns were selected, the setting is also applied to the selected text.

The available fonts and the types of characters available with each font are listed below.

01	ABC	Aa0-9&?!Aa
02	ABC	Aa0-9&?!Aa
03	ABC	Aa0-9&?!Aa
04	ABC	Aa0-9&?!Aa
05	ABC	Aa0-9&?!Aa
06	ABC	Aa0-9&?!Aa
07	ABC	Aa0-9&?!Aa
08	ABC	Aa0-9&?!Aa
09	ABC	Aa0-9&?!Aa
10	ABC	Aa0-9&?!Aa
11	ABC	Aa0-9&?!Aa
12	ABC	Aa0-9&?!Aa
13	ABC	Aa0-9&?!Aa
14	ABC	Aa0-9&?!Aa
15	ABC	Aa0-9&?!Aa
16	ABC	Aa0-9&?!Aa
17	ABC	Aa0-9&?!Aa
18	ABC	A
19	ABC	A
20	ABC	Aa0-9&?!Aa
21	ABC	A
22	ABC	Aa
23	ABC	A
24	ABC	A
25	ABC	A
26	ABC	A
27	ABC	A
28	ABC	A
29	ABC	A 0-9
30	ABC	Aa0-9&?!Aa
31	ABC	Aa0-9&?!Aa
32	ABC	Aa0-9&?!Aa
33	ABC	Aa0-9&?!Aa
34	ABC	Aa0-9&?!Aa
35	ABC	Aa0-9&?!Aa

Built-in Fonts

-  Uppercase letters of the English alphabet
-  Lowercase letters of the English alphabet
-  Numerals
-  Punctuation marks, brackets and other symbols
-  Uppercase and lowercase accented letters

 "Entering Text" on page 34.

Text Size 10.0 mm

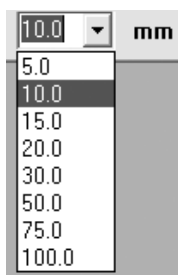
Use this selector to select the size of the text.



Memo:

The **Text Size** selector appears in the **Sewing Attributes** bar when **A** on the **Tool Box** is selected. It also appears when text in the **Design Page** has been selected.

1. Click in the **Text Size** selector.



2. Type the desired height (5 to 100 mm (0.20 to 3.93 inches)) and press the **Enter** key, or click the desired value.

→ The setting is applied to all text patterns that you will create, until the setting is changed.

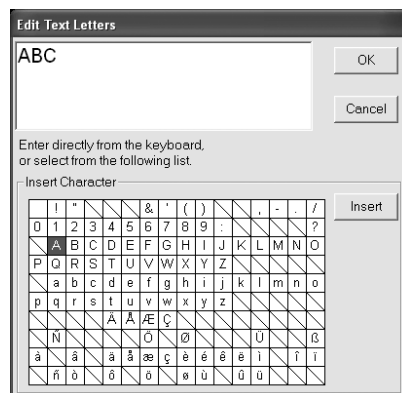
→ If text patterns were selected, the setting is also applied to the selected text.

 "Entering Text" on page 34.

Editing entered text

Text that has been entered can easily be edited.

1. Select the text that you want to edit.
2. Click **Text**, then **Edit Letters**.
→ The **Edit Text Letters** dialog box appears.



Note:

You cannot edit more than one text pattern at a time. If you select more than one text pattern, this menu command is not available.

3. The selected text is displayed in the text field.
4. Edit the text as needed.



Memo:

- Press the **Enter** key to enter a new line of text.
- You can also enter a character by selecting it in the character table, then clicking **Insert**, or simply by double-clicking it. This is particularly useful if you have to enter accented characters that are not available on your keyboard.
- An enlarged image of the character appears below the pointer when it is moved over a character in the character table, providing a better view of the character.

5. Click **OK**.
→ The edited text is displayed in the Design Page.



Memo:

To close the dialog box without applying the changes, click **Cancel**.



Note:

If you entered a character that is not available for the selected font, an error message appears. Click **OK** to close the message and return to the **Edit Text Letters** dialog box, where you can correct the text.



"Entering Text" on page 34.

Specifying text arrangement

A line of text can be arranged along a curved line.

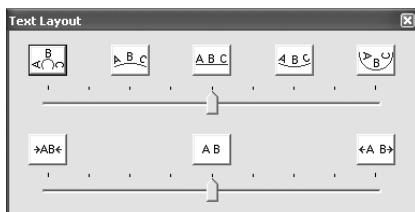
Toolbar button: 

1. Select the text.



2. Click  or **Text**, then **Text Layout**.

→ The **Text Layout** dialog box appears.



3. Click one of the top buttons, or move the top slider to select the desired curving.

4. Click one of the bottom buttons or move the bottom slider to select the desired spacing.
→ The text is displayed with the selected characteristics.



Memo:

To cancel the text arrangement, select the center button or move the slider to the center.

5. Click  in the upper-right corner of the dialog box to close the dialog box.

Curving	Sets the shape of curving.	
Spacing	Sets the spacing between characters.	

Applying Sewing Attributes to Text and Regions

The Sewing Attributes bar allows you to set the following attributes:

- text attributes (font, size)
- embroidery attributes (thread color and sew type)

The sewing attributes that are available depend on the tool selected in Tool Box, and the type of embroidery pattern selected.

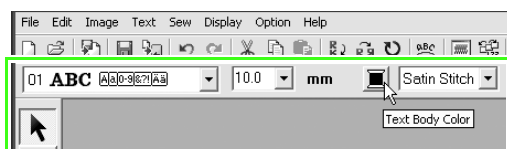
Example 1: When the Select Object tool is selected, and an object or pattern is selected



Example 2: When a text tool is selected, or text is selected



When the pointer is positioned over a button or selector in the Sewing Attributes bar, a label indicating the name of that element appears. In the following instructions, we will refer to the elements of the Sewing Attributes bar according to these labels.



As a general rule, the different characteristics available for a given pattern can be set either just before creating the pattern, or after the pattern is created. For example, when creating text, you can set the font and size immediately after entering the text input mode, or when creating text is finished. You can select the created text and change its characteristics afterwards.

Text attributes

	Font: Selects a font for text. (For more details, refer to "Font" on page 35.)
	Text Size: Selects the size for text. (For more details, refer to "Text Size" on page 36.)

Embroidery attributes

	Region color, Text color: Sets the thread color for inside regions and text. (For more details, refer to "Color" on page 39.)
	Special colors (For more details, refer to "Special colors" on page 40.)
	Region sew type: Sets the sew type for an inside region and text. (For more details, refer to "Sew type" on page 40.)

Memo:

To change the attributes of a pattern within a set of patterns created with Auto Punch, hold down the **Alt** key while clicking the pattern to select it, and then apply the new attributes. For more details, refer to "Selecting patterns individually" on page 33.

Setting the thread color and sew type

Color

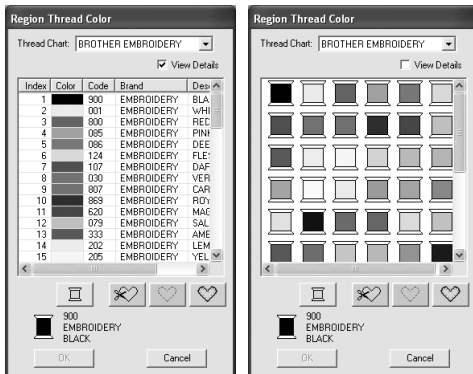
Click this button to set the thread color for inside regions and text.

Memo:

When you enter text input mode, or select an existing pattern, the color button for the corresponding pattern appears.

1. Click the **Color** button.

→ A **Thread Color** dialog box similar to the one shown below appears.



Memo:

- If the **View Details** check box is selected, the dialog box shown on the left appears. If the check box is cleared, the dialog box shown on the right appears.
- In the View Detail mode, to display the colors arranged according to their tones (from warm colors to cold colors), click **Color** in the heading for the list of thread colors. Click **Color** again to reverse the order (from cold colors to warm colors). To return the list to its original display, click **Index** in the heading.

2. From the **Thread Chart** selector, select a thread brand.

3. From the list of thread colors, select the desired color.

Memo:

- The color can also be selected by double-clicking it.
- For details on the four buttons under the list, refer to "Special colors" on page 40.

4. Click **OK**.

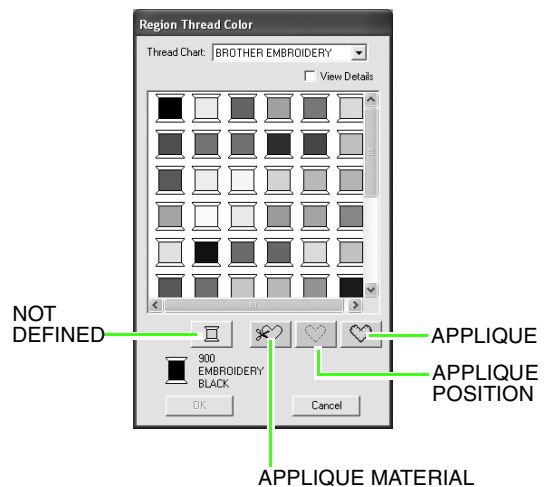
Memo:

To quit the operation, click **Cancel**.

→ This setting is applied to all patterns of the same type that you will create, until the setting is changed. The color button of each category shows the current color for that category.

→ If a pattern is selected, the setting is applied to the selected pattern.

■ Special colors



→ **NOT DEFINED**: Embroidery machines that feature automatic thread color display will automatically switch the display to the specified color. If you are using such a machine and if you want to be able to select manually the color for a monochrome pattern, you can select **NOT DEFINED**.

- The following buttons are not available when creating embroidery data with PE-DESIGN Lite.

APPLIQUE MATERIAL
APPLIQUE POSITION
APPLIQUE

■ Sew type

Use these to set the sew type for inside regions and text.

Memo:

- The **Region sew type** selector appears in the Sewing Attributes bar when the **Select Object** tool is selected.
- When you enter the text input mode, or select an existing pattern, the sew type selector for the corresponding pattern appears.

1. Click in a sew type selector.

→ The available settings that appear differ depending on the object that is selected.

Object type	Region sew type settings
Text	Satin Stitch, Fill Stitch,
Others	Satin Stitch, Fill Stitch.

2. Click the desired sew type.
 - This setting is applied to all patterns of the same type that you will create, until the setting is changed.
 - If a pattern is selected, the setting is applied to the selected pattern.



Note:

You can set the sewing attributes for the selected region sew types in the **Sewing Attribute Setting** dialog box.



"Specifying sewing attributes" below.

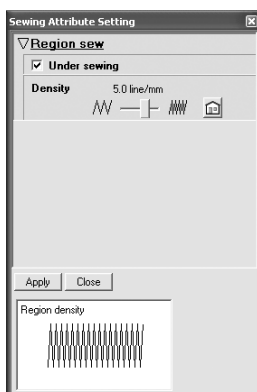
Specifying sewing attributes

Various sewing attributes for regions can be set in the **Sewing Attribute Setting** dialog box

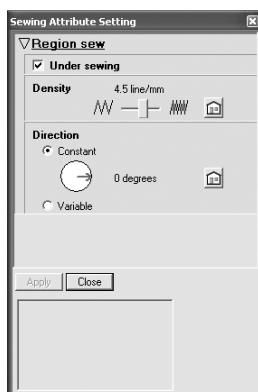
Toolbar button: 

1. Select the object.
2. Click  in the Toolbar
 - The **Sewing Attribute Setting** dialog box appears.

Text



Others



Memo:

An alternate method to start this dialog box is to select the menu command **Sew-Sewing Attribute Setting**.

3. If necessary, change the sewing attributes displayed under **Region Sew**.



Memo:

- In some cases, you may need to scroll through the settings, or resize the dialog box by dragging one of its corners in order to view all of the sewing attributes.
- If  appears, click the button to return to the default setting.



For details on the different sewing attributes and settings, refer to "Region sewing attributes" on page 42.



Note:

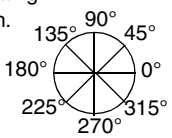
All settings made in the dialog box are retained and will be applied regardless of the mode, until they are changed.

4. Click the **Apply** button in the dialog box to apply the new sewing attributes.
5. Click **Close** to close the dialog box.

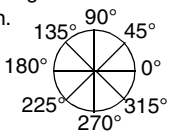
Region sewing attributes

The available attributes differ depending on the selected sew type.

Satin stitch

Under sewing	Sets underlay stitching on or off. Use underlay stitching in order to prevent shrinking during stitching. On: Underlay stitching will be sewn. Off: Underlay stitching will not be sewn. Default: Off
Density	Sets the number of lines per millimeter. Range: 1.0–7.0 lines per mm (25–178 lines per inch) Default: - Non-text pattern: 4.5 lines per mm (114 lines per inch) - Text pattern: 5.0 lines per mm (127 lines per inch)
Direction	[Type] Specifies the type of sewing direction. This setting can be specified for non-text patterns.. Constant: Sews at a fixed angle. The angle is specified by the angle setting. Variable: Varies the sewing direction according to the object being sewn. [Angle] Specifies the sewing angle. Available only when the sewing direction type is set to Constant. Range: 0–359 degrees Default: 45 degrees 

Fill stitch

Under sewing	Sets underlay stitching on or off. Use underlay stitching in order to prevent shrinking during stitching. On: Underlay stitching will be sewn. Off: Underlay stitching will not be sewn. Default: Off
Density	Sets the number of lines per millimeter. Range: 1.0–7.0 lines per mm (25–178 lines per inch) Default: - Non-text pattern: 4.5 lines per mm (114 lines per inch) - Text pattern: 5.0 lines per mm (127 lines per inch)
Direction	[Type] Specifies the type of sewing direction. This setting can be specified for non-text patterns. Constant: Sews at a fixed angle. The angle is specified by the angle setting. Variable: Varies the sewing direction according to the object being sewn. [Angle] Specifies the sewing angle. Available only when the sewing direction type is set to Constant. Range: 0–359 degrees Default: 45 degrees 

Zooming

You can zoom in to work on details of the embroidery pattern or you can zoom out to work on any part of the embroidery pattern that cannot be viewed in the work area.

Zooming in

1. Click  on the Tool Box.
→ Five buttons appear:     .
2. Click .
→ The shape of the pointer changes to .
3. Click the area that you want to view enlarged.



Memo:

To zoom in on a specific area, move the pointer near the desired area, and then drag the pointer diagonally over the desired area.

Zooming out

1. Click  on the Tool Box.
→ Five buttons appear:     .
2. Click .
→ The shape of the pointer changes to .
3. Click the area that you want to view reduced.

Displaying at actual size

1. Click  on the Tool Box.
→ Five buttons appear:     .
2. Click .
→ The Design Page is displayed at its actual size.

Displaying selected patterns to fill the window

1. Select the patterns that you want to zoom on.
2. Click  on the Tool Box.
→ Five buttons appear:     .
3. Click .
→ The Design Page is zoomed to display only the selected patterns.

Zooming Design Page to window

1. Click  on the Tool Box.
→ Five buttons appear:     .
2. Click .
→ The entire Design Page is displayed to fit within the window.

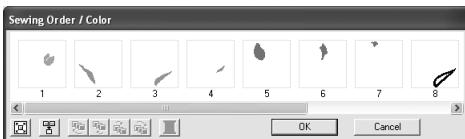
Checking and editing the sewing order/ color

The sewing order of pattern colors as well as the sewing order of the patterns within a combination of patterns of the same color can be checked and modified as necessary.

Toolbar button: 

1. Click , or click **Sew**, then **Sewing Order/Color**.

→ A **Sewing Order/Color** dialog box similar to the one shown below appears.



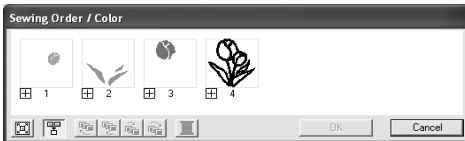
Memo:

The dialog box can be made longer so that all parts of the pattern can be viewed.

To enlarge each pattern to fill its frame, click



To display in one frame all patterns of the same color that will be sewn together, click

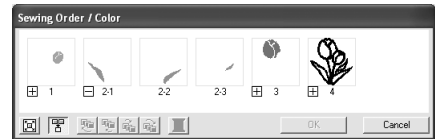


2. Click **OK** to apply the settings and to close the dialog box.

Memo:

- When multiple patterns are combined into one frame,  appears to the left of the number of that frame.

Click  to display the combined patterns in separate frames.



 appears under the first frame, and each frame is displayed with a subnumber following the first, to indicate its sewing order within the patterns of the same color.

Click  to recombine all of the patterns back into one frame.

- To close the dialog box without applying the changes to the settings, click **Cancel**.

Selecting a pattern

1. Select a pattern in the **Sewing Order/Color** dialog box.

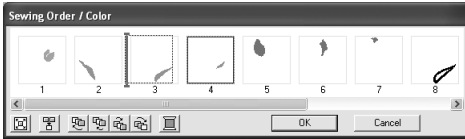
→ The selected pattern has a pink line around it, and “marching lines” appear around the corresponding pattern in the Design Page.

Memo:

- To select multiple patterns, hold down the **Shift** or **Ctrl** key while clicking the frames for the desired patterns. In addition, multiple frames can be selected by dragging the pointer over them.
- When the **Sewing Order/Color** dialog box is closed, the pattern that was selected in the dialog box remains selected in the Design Page.

Editing the sewing order

The sewing order can be changed by selecting the frame containing the pattern that you want to move, then dragging the frame to the new location. A vertical red line appears, indicating the position where the frame is being moved.



An alternative method for moving the frames is by clicking the buttons at the bottom of the dialog box.

To move the selected pattern to the beginning of the sewing order, click .

To move the selected pattern ahead one position in the sewing order, click .

To move the selected pattern back one position in the sewing order, click .

To move the selected pattern to the end of the sewing order, click .

Memo:

When dragging a frame containing combined patterns, the patterns will display in separate frames after you release them.

Click  to the left of the first pattern for that color to recombine them into one frame. Dropping a frame containing combined patterns next to another frame containing combined patterns of the same color displays all patterns in separate frames.

Combining patterns of the same color

When a Design Page contains a combination of patterns, those patterns with the same color can be grouped together from the **Sewing Order/Color** dialog box. Simply drag the frame of the patterns with the same color to position them beside each other.

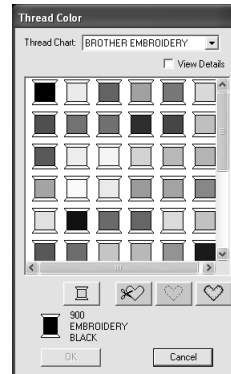
Memo:

Check the stitching after changing the sewing order to be sure that overlapping patterns will not be sewn in the wrong order.

Editing the color

1. Select the frame for the pattern whose color you want to change, and then click .

→ The **Thread Color** dialog box appears.



Memo:

- To switch between displaying the thread color number and brand and the thread color name in the list of thread colors, select the **View Details** check box.
- To display the colors arranged according to their tones (from warm colors to cold colors), click **Color** in the heading for the list of thread colors. Click **Color** again to reverse the order (from cold colors to warm colors). To return the list to its original display, click **Index** in the heading.

2. Select the desired color, and then click **OK**.

→ The object appears in the new color in the **Sewing Order/Color** dialog box and in the Design Page.

3. Click **OK**.

→ The pattern is displayed with the new color.

Memo:

To close the dialog box without applying the changes to the settings, click **Cancel**.

Displaying a preview of the embroidery

Once the embroidery design is complete, you can display a preview of it in order to see how the stitching is connected, or you can display a realistic preview of it in order to see how the design will appear once it is sewn.

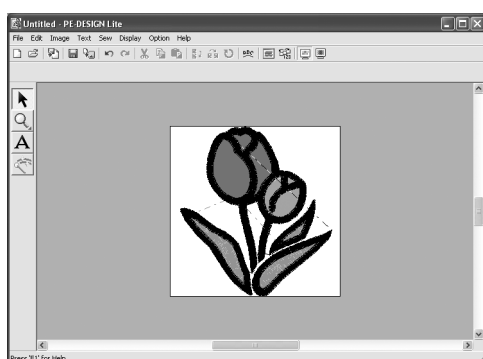
1. To display a preview of the embroidery design, click **Display** on the menu bar, and then click **Preview**.

An alternate method is to click the Toolbar button indicated below.



Preview

→ A preview of the embroidery design appears.



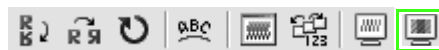
Memo:

To zoom in (or out), click  on the Tool Box, click  (or ), and then click the desired area of the embroidery design.

2. To leave the preview display, repeat step 1., or press the **Esc** key.

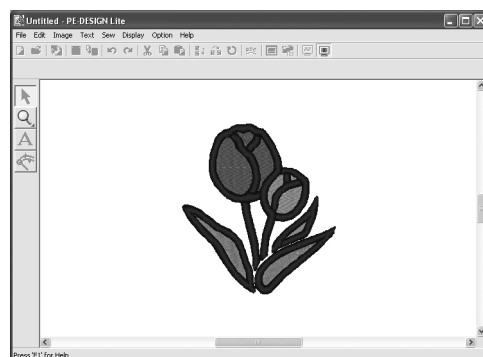
3. To display a realistic preview of the embroidery design, click **Display** on the menu bar, and then click **Realistic Preview**.

An alternate method is to click the Toolbar button indicated below.



Realistic Preview

→ A realistic preview of the embroidery design appears.



Memo:

To zoom in (or out), click  on the Tool Box, click  (or ), and then click the desired area of the embroidery design.

4. To leave the realistic preview display, repeat step 3., or press the **Esc** key.

Note:

The embroidery design cannot be edited while the realistic preview is displayed.

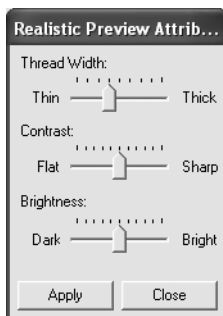
■ Changing realistic preview settings

Set the realistic preview settings for the desired realistic preview display.

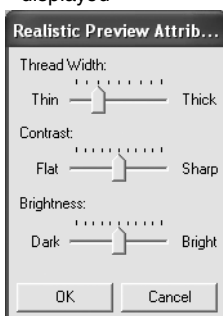
1. Click **Display**, then **Realistic Preview Attribute Setting**.

→ A **Realistic Preview Attribute** dialog box similar to the ones shown below appears.

When a realistic preview is displayed



When a realistic preview is not displayed



2. Use the **Thread Width** slider to set how wide the thread will appear.
3. If necessary, use the **Contrast** slider to set the contrast.
4. If necessary, use the **Brightness** slider to set how bright the display is.
5. Click **Apply** to display a realistic preview of the patterns with the new settings (when the realistic preview is displayed).

Or, click **OK** to save the settings for the next time that the Realistic Preview function is select (when the realistic preview is not displayed).



Memo:

To close the dialog box without applying the changes to the settings, click **Close** or **Cancel**.



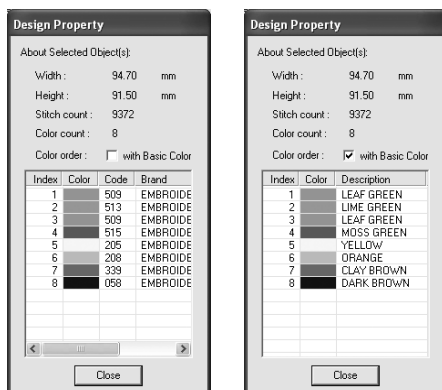
"Displaying a preview of the embroidery" on page 46.

Checking embroidery design information

Sewing information such as dimensions, needle count, color count and color order of patterns can be checked in the **Design Property** dialog box.

1. Click **Option**, then **Design Property**.

→ The **Design Property** dialog box appears.



Memo:

- You can select and check the properties of individual patterns within a set of embroidery patterns by selecting the pattern before opening this dialog box.
- To display the colors as the machine's preset color names, select the **With Basic Color** check box.
- This dialog box can be resized. The size of the dialog box is retained until it is changed again.
- To close the dialog box, click **Close**.

Saving and Printing

Saving

Overwriting

Once the design has been saved, changes can easily be saved so that the latest version can be retrieved later.

Toolbar button: 

1. Click , or click **File**, then **Save**.

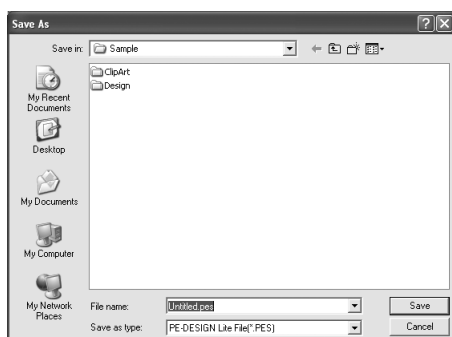
- If the design has already been saved at least once, the file is saved immediately.
- If no file name has been specified or if the file cannot be found, the **Save As** dialog box appears.

Saving with a new name

The current file can be saved with a different file name in order to keep the original unchanged or to keep various versions of the same image or design. The files are saved as .pes files.

1. Click **File**, then **Save As**.

- A **Save As** dialog box similar to the one shown below appears.



2. Select the drive and the folder, and then type in the file name.



Note:

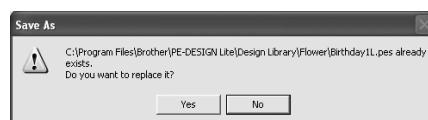
Saved files can be opened with this software or PE-DESIGN version 7; however, they cannot be opened with version 6 or earlier.

3. Click **Save** to save the data.



Memo:

- To quit the operation, click **Cancel**.
- If a file already exists with the name specified in the **Save As** dialog box, the following message appears.



- To overwrite the file, click **Yes**.
- If you do not want to overwrite the existing file, click **No**. You can then enter a different file name.

- The new file name appears in the title bar of the PE-DESIGN Lite window.

Writing an embroidery design to an original card

You can save a displayed embroidery design onto an original card in order to transfer it to an embroidery machine.



Memo:

For details on writing two or more files to an original card, refer to "Writing multiple embroidery files to an original card" on page 50.



Note:

Be sure that the hoop size of the design does not exceed the hoop that will be used on the embroidery machine.

Toolbar button: 

1. Insert an original card into the USB card writer module.



Note:

- The original card is inserted correctly when you hear it snap into place.
- It is not necessary to turn off the computer when original cards are inserted or removed from the USB card writer module.

- Click  or **File**, then **Write to Card**, then **Current Design**.

→ The following message appears.



Note:

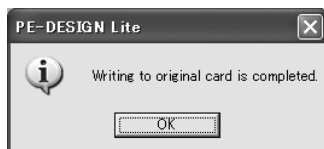
- If the original card is not brand new, make sure that the designs already stored on the card are no longer needed.
- If no original card is inserted, the following message appears



- Insert an original card, and then click **Retry**.
- To quit the operation, click **Cancel**.
- If a .pes file is saved with objects extending off the Design Page or with the number of stitches or number of colors for the objects exceeding the Design Page limitations, the design cannot be saved on an original card.

- Click **OK**.

→ The message “Now transmitting” appears while the current embroidery design is transferred to the original card, and then the following message appears.



Memo:

To quit the operation, click **Cancel**.

- Click **OK** to close the message.

Memo:

“Overwriting” on page 49 and “Saving with a new name” on page 49.

Writing multiple embroidery files to an original card

You can save multiple .pes files to an original card at the same time.

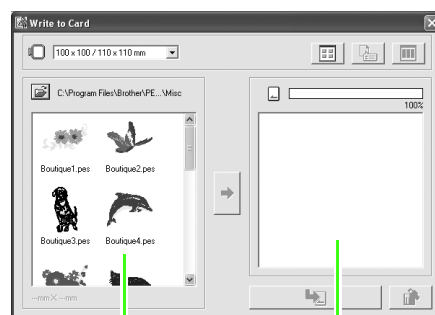
- Insert an original card into the USB card writer module.

Note:

- The original card is inserted correctly when you hear it snap into place.
- It is not necessary to turn off the computer when original cards are inserted or removed from the USB card writer module.

- Click **File**, then **Write to Card**, then **Other PES files**.

→ The following dialog box appears with the contents of the last folder accessed displayed in the available patterns list.



Available patterns

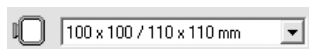
Selected patterns

Memo:

Patterns that are either too large or have too many stitches for the embroidery hoop size selected with the Hoop size selector, are displayed with a red crossed-out hoop



- From the Hoop size selector, select the appropriate size of embroidery hoop.



Memo:

- Do not select a hoop size larger than the embroidery hoop that can be used with your embroidery machine. Otherwise, the created original card will not work correctly with the embroidery machine.
- Make sure to select a hoop size that is the same or larger than the largest hoop size of the files you want to write to the card, otherwise the pattern cannot be written to a card and “” appears.

- Click , and then select the folder where the desired pattern file (.pes) is saved. The available pattern list displays the image of the embroidery pattern files (.pes).

Memo:

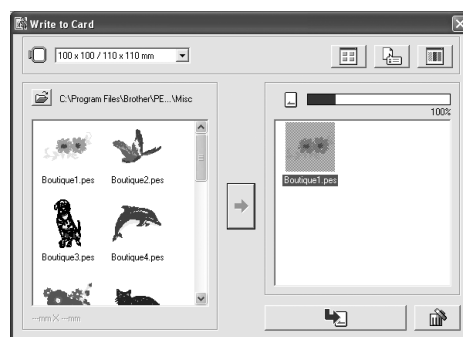
If an original card was selected, the patterns saved on the inserted card are displayed.

- In the available patterns list, click the pattern that you want to write onto a card to select it.

Memo:

- To deselect a file, click the white area around the pattern.
- To switch between the large and small display size of the embroidery pattern images shown in the lists, click .
- To display the information (size, number of stitches, and colors) for the pattern selected in either list, click . (This button is available only if a single pattern is selected.)
- To display a three-dimensional image of the pattern selected in either list, click . (This button is available only if a single pattern is selected.)
-  shows the capacity of the patterns selected in the selected patterns list.

- To add the embroidery pattern selected in the available patterns list to the selected patterns list, click .



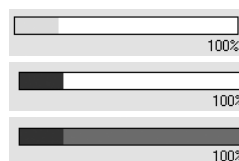
Memo:

- To remove the embroidery pattern selected in the selected patterns list, click .

- Continue until all embroidery patterns that you want to write to an original card are selected.

Memo:

During this process, the card capacity indicator allows you to plan which patterns you would like to save on an original card. The space used by patterns in the selected patterns list appears in blue. The space used by the files selected in the available patterns list appears in light blue. If several files exceed the available space, the progress bar appears in red.



- After the embroidery patterns to be written to the original card appear in the selected patterns list, click  to write the patterns to the card.

→ The patterns are written to an original card in the order that they are listed after all data already on the card is erased. After the patterns are written to the original card, the card containing the patterns can be used with the embroidery machine.

Note:

- Since original cards are erased completely before patterns are written to it, it is useful to keep a copy with the contents of each card in the card folder that comes with the software so that you can easily recover the files that were on the card.
- To check the contents of the original card, open the Browse dialog box, and then click , which appears at the top of the list in the Browse window. The patterns saved on the inserted card appear in the available patterns list.
- Do not remove the card or unplug the USB cable while patterns are being written to the card (while the LED indicator is flashing).

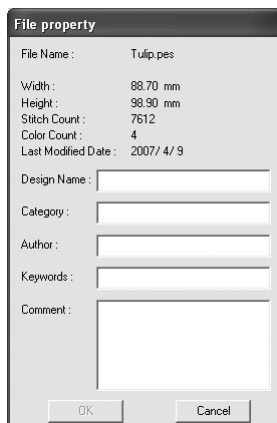
9. Click  in the upper-right corner of the dialog box to close the dialog box.

■ Adding comments to saved .pes files

You can enter comments and information about the pattern to a saved .pes file.

1. Click **File**, then **Property**.

→ The **File property** dialog box appears.



Memo:

The stitch count is the total of all stitches.

2. To enter or change the information, type it in.
3. Click **OK** to save the entered information.

Memo:

- The entered information will be saved to the file the next time that it is saved.
- To quit the operation and close the dialog box, click **Cancel**.

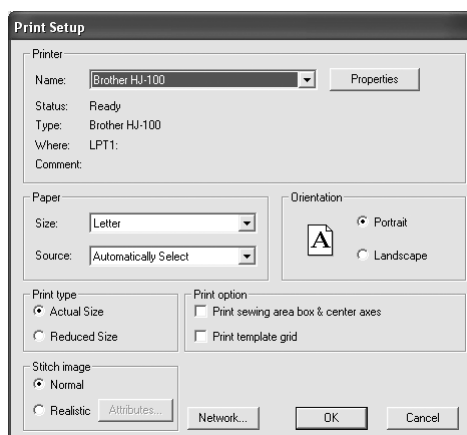
Printing

■ Specifying print settings

Before printing, you may need to change the print settings for the embroidery design files that you want to print.

1. Click **File**, then **Print Setup**.

→ A **Print Setup** dialog box similar to the one shown below appears.



2. Under **Paper** and **Orientation**, select the appropriate settings.
3. Under **Print type**, **Print option** and **Stitch image**, select how the data is to be printed.

Print type

Actual Size: Select this option to print the design in actual size and the sewing information (dimensions of the embroidery, the sewing color order and the stitch count, the hoop position) on separate pages.

Reduced Size: Select this option to print a reduced image together with all of the above-mentioned information on a single page.

Print option

Print sewing area box & center axes: Select this check box to print black lines for indicating the sewing area and the center axes of the data. (This setting is only available when **Actual Size** is selected.)

Print template grid: Select this check box to print green lines to represent the grid printed on the embroidery sheet included with the hoop.

Stitch image

Normal: Select this option to print the design as lines and dots.

Realistic: Select this option to print a realistic image of the design. To change the settings of the realistic image, click **Attributes**. (For details, refer to “Changing realistic preview settings” on page 47.)

4. Click **OK**.



Memo:

- To change the printer settings, click **Properties**.
- To quit the operation, click **Cancel**.



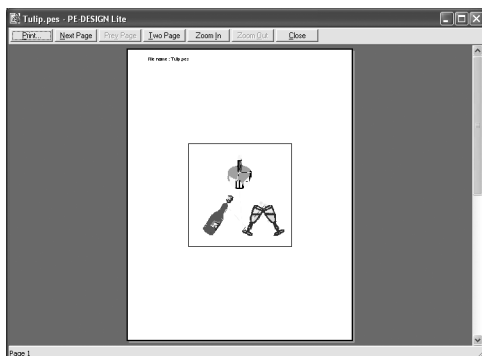
“Displaying a preview of the embroidery” on page 46.

■ Checking the print image

You can preview the contents of the Design Page and check the sewing color order, the dimensions and the stitch count before printing.

1. Click **File**, then **Print Preview**.

→ If **Actual Size** was selected in the **Print Setup** dialog box, the PE-DESIGN Lite window appears as shown below.



Memo:

- To enlarge and reduce the page, click **Zoom In** or **Zoom Out**. Enlarge the image either by clicking **Zoom In**, or by clicking directly the location that you want to enlarge. To reduce the size of the image, click **Zoom Out**.
- To display the following page, click **Next Page**. (For Design Pages set to **Hoop Size**, this button is not available if **Reduced Size** was selected in the **Print Setup** dialog box.)
- To go back to the display of the embroidery, click **Prev Page**. (For Design Pages set to **Hoop Size**, this button is not available if **Reduced Size** was selected in the **Print Setup** dialog.)
- To display two pages at the same time, click **Two Page**. (The **Two Page** button becomes the **One Page** button.)
- To display one page at a time, click **One Page**.
- To open the **Print** dialog box, click **Print**.
- If you need to view an image in detail, displaying only one page at a time allows you to enlarge it more.
If you want to check the sewing information for individual objects in your embroidery design, select the menu command **Option – Design Property**.



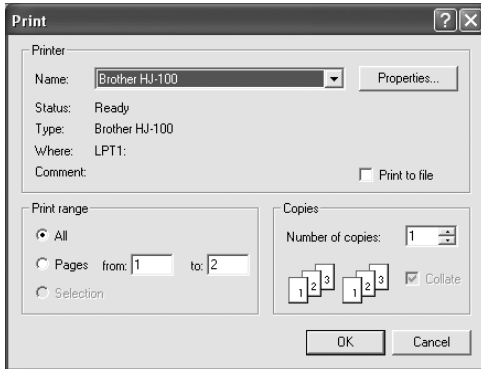
“Specifying print settings” on page 52, “Printing” on page 54 and “Checking embroidery design information” on page 48.

■ Printing

You can print the Design Page together with its sewing information.

1. Click **File**, then **Print**.

→ A **Print** dialog box similar to the one shown below appears.



2. Select the necessary settings.

3. Click **OK** to begin printing.



Memo:

- To change the printer settings, click **Properties**.
- To quit the operation, click **Cancel**.

4. Follow the instructions for the printer to finish printing.

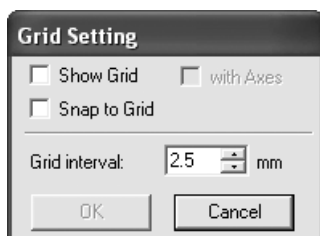
→ Depending on the **Print type** setting, one or two pages will be printed for one pattern.

Changing Software Settings

Changing the grid settings

A grid of dotted lines or solid lines can be displayed or hidden, and the spacing for the grid can be adjusted.

1. Click **Display**, then **Grid Setup**.
→ The **Grid Setting** dialog box appears.



2. To display the grid, select the **Show Grid** check box.
To hide the grid, clear the **Show Grid** check box.
3. To use the grid for aligning patterns or creating patterns of the same size, select the **Snap to Grid** check box.

Memo:

*The pointer will move by the amount set in **Grid interval**.
The snap feature works whether or not the grid is displayed.*

4. To set the grid spacing, type or select a value in the **Grid interval** box. (The setting range is 0.1 to 25.4 mm (0.004 to 1.0 inch).)
5. To display the grid as solid lines, select the **with Axes** check box.
To display the grid as dotted lines, clear the **with Axes** check box.

Note:

*When the **Show Grid** check box is selected and the **with Axes** check box is cleared, only the intersecting points of the grid will be displayed.*

6. Click **OK** to apply the changes and to close the dialog box.

Memo:

*To close the dialog box without applying the changes to the grid, click **Cancel**.*

Changing the measurement units

The measurements for values displayed in the application can be in either millimeters or inches.

1. Click **Option**, then **Select System Unit**, and then select the desired measurement units (**mm** or **inch**).

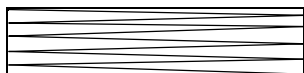
 *"Changing the grid settings" on this page and "Specifying the Design Page Size and Color" on page 29.*

Tips and Techniques

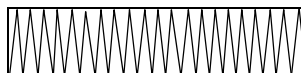
This system allows you to create a wide variety of embroidery patterns and supports wider ranges for the setting of the sewing attributes. However, the final result also depends on your particular embroidery machine model. We recommend that you make a trial sewing sample with your sewing data before sewing on the final material. Remember to sew your trial sample on the same type of fabric as your final material and to use the same needle and the same machine embroidery thread.

Sewing Direction

In order to limit shrinking, select a stitch direction perpendicular to the larger edge of the area.



Shrinking more likely to occur



Shrinking less likely to occur

Sewing Order

After creating an embroidery pattern made of several different parts, be sure to check the sewing order and correct it if necessary.

The default sewing order is the order in which the elements are drawn.

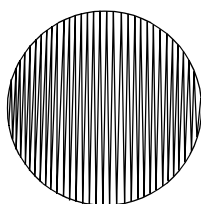
Sewing Wide Areas

- For best sewing results, set **Under sewing** to **On** when sewing wide regions.

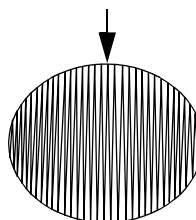


For more details, refer to "Specifying sewing attributes" on page 41.

- When sewing multiple regions, changing the **Sewing Direction** setting for each region prevents shrinkage of the stitching.
- Be sure to affix stabilizer material to the back of the fabric. If no stabilizer material is used, especially when embroidering on thin or stretch fabrics, the needle may break or bend, the fabric may become over-stretched, or the embroidery may not be sewn correctly.
- When satin stitching is sewn in a wide area, the stitched area may shrink after sewing, depending on the material and the type of thread used. If this happens, switch to this alternate method: Select the fill stitch and use stabilizer material on the reverse side of the fabric.



Pattern



After sewing



Note:

When using the satin stitch in a wide area, the needle may move out of position by about 10 mm with some machines. In order to avoid this, use the above-mentioned alternate method.

List of Tool Box Buttons

Tool Box	Purpose	Reference
	Sets the pointer in selection mode. When you start up the application, the selection mode is selected. Pointer shape: 	p. 31
	Sets the pointer in zoom mode. Pointer shape:  or 	p. 43
	Sets the pointer in text input mode. Pointer shape: 	p. 34
	Converts image data into embroidery data.	p. 23

List of Menus



Memo:

Many menu commands are available as buttons on the Toolbar or in the menu that appears when the right mouse button is clicked.

■ File menu

The **File** menu contains commands for handling file input/output, such as opening, saving and printing.

Menu	Toolbar	Purpose	Shortcut key	Reference
New		Creates a new Design Page.	Ctrl + N	p. 25
Open		Opens a previously saved embroidery design.	Ctrl + O	p. 25
Import from File		Imports embroidery designs from embroidery cards (.pec) , files created with PE-DESIGN (.pes), files created in the Tajima (.dst), Melco (.exp), Pfaff (.pcs), Husqvarna/Viking (.hus, .vip, .shv), Janome (.jef, .sew), Singer (.csd, .xxx) and embroidery sewing machine (.phc) formats, to be added to the current Design Page.	F8	p. 27

Menu		Toolbar	Purpose	Shortcut key	Reference
Save			Saves your embroidery design on the computer's hard disk as a PE-DESIGN Lite file.	Ctrl + S	p. 49
Save As		—	Saves your embroidery design on the computer's hard disk under a new file name.	—	p. 49
Write to Card	Current Design		Writes your embroidery design to an original card.	F4	p. 49
	Other PES Files	—	Writes multiple .pes files to an original card at the same time.	Shift + F4	p. 50
Property		—	Used to enter comments in the .pes file being edited.	—	p. 52
Print Setup		—	Allows you to change the printing settings for previewed embroidery.	—	p. 52
Print Preview		—	Allows you to preview the contents of the Design Page and check the sewing color order, the dimensions and the needle count before printing.	—	p. 53
Print		—	Prints your Design Page and some sewing information.	Ctrl + P	p. 54
Exit		—	Exits the application.	Alt + F4	p. 19

■ Edit menu

The **Edit** menu contains commands for performing simple actions on selected patterns, such as cutting and pasting.

Menu		Toolbar	Purpose	Shortcut key	Reference
Undo			Undoes the last operation.	Ctrl + Z	
Redo			Cancels the effect of the last Undo.	Ctrl + A	
Cut			Removes the selected pattern(s) from the screen while saving a copy in the Clipboard.	Ctrl + X	
Copy			Saves the selected pattern(s) in the Clipboard without removing them from the screen.	Ctrl + C	
Duplicate		—	Makes a copy of the selected pattern(s).	Ctrl + D	
Paste			Pastes the contents of the Clipboard on the screen.	Ctrl + V	
Delete		—	Removes the selected pattern(s) from the screen without saving them in the Clipboard.	Delete	

Menu		Toolbar	Purpose	Shortcut key	Reference
Mirror	Horizontal		Flips the selected pattern(s) up/down.	Ctrl + H	p. 32
	Vertical		Flips the selected pattern(s) left/right.	Ctrl + J	
Rotate			Allows you to manually rotate the selected pattern(s) by an arbitrary angle.	Ctrl + Y	p. 32
Center		—	Moves the selected pattern to the center of the Design Page.	Ctrl + M	p. 32
Select All		—	Selects all of the patterns.	Ctrl + E	p. 31

■ Image menu

The **Image** menu contains commands for importing and exporting image data and creating embroidery data from image data.

Menu		Toolbar	Purpose	Shortcut key	Reference
Input	from File	—	Imports image data from an existing file so that it can be used as a guide for creating embroidery data.  Note: <i>The file name extension must be one of the following: Windows bitmap (.bmp), Exif (.tif, .jpg), ZSoftPCX (.pcx), Windows Meta File (.wmf), Portable Network Graphics (.png), Encapsulated PostScript (.eps), Kodak PhotoCD (.pcd), FlashPix (.fpx), JPEG2000 (.j2k).</i>	—	p. 20
	from TWAIN device	—	Operates a TWAIN standardized scanner or other device to import an image.	—	p. 20
	from Clipboard	—	Imports image data from the Clipboard.	—	p. 21
Output	to File	—	Saves the image data as a file.	—	p. 30
	to Clipboard	—	Copies the image data onto the Clipboard.	—	p. 30
Select TWAIN device		—	Selects which TWAIN device installed in the computer to use.	—	p. 21
Modify		—	Adjusts the size and position of the image data.	—	p. 22
Display Image	On (100%)	—	Displays the template image (density: 100%).	F6	p. 22
	75%	—	Displays a faded copy of the template image (density: 75%).	F6	
	50%	—	Displays a faded copy of the template image (density: 50%).	F6	
	25%	—	Displays a faded copy of the template image (density: 25%).	F6	
	Off	—	Hides the template image.	F6	

■ Text menu

The **Text** menu contains commands for performing actions on text patterns.

Menu	Toolbar	Purpose	Shortcut key	Reference
Edit Letters	—	Allows you to edit entered text.	Ctrl + L	p. 11 p. 34
Text Layout		Arranges the curving and spacing of a line of text.	Ctrl + T	p. 37

■ Sew menu

The **Sew** menu contains commands for controlling the way each pattern will be sewn.

Menu	Toolbar	Purpose	Shortcut key	Reference
Sewing Attribute Setting		Sets the density, under sewing and direction of the stitches in a region, or sets the density and under sewing of the stitches in text.	Ctrl + W	p. 41
Sewing Order/Color		Allows you to check and change the sewing order of pattern colors as well as the sewing order of the patterns within a combination of patterns of the same color.	F10	p. 44

■ Display menu

The **Display** menu contains commands for modifying the appearance of the screen.

Menu	Toolbar	Purpose	Shortcut key	Reference
Grid Setup	—	Controls the display and characteristics of the grid.	—	p. 55
Preview		Specifies whether the patterns appear as stitches or in the normal view.	F9	p. 46
Realistic Preview		Displays a realistic image of how either selected patterns or all patterns will look after being embroidered.  Note: <i>The Realistic Preview function cannot display a clean preview of the pattern if the monitor is set to 256 colors or less. The monitor should be set to at least 16-bit High Color (65536 colors).</i>	Shift + F9	
Realistic Preview Attribute Setting	—	Sets the preview attributes for the Realistic Preview function.	—	p. 47

■ Option menu

The **Option** menu contains commands for providing additional options.

Menu		Toolbar	Purpose	Shortcut key	Reference
Design Property		—	Displays a dialog box containing sewing information for the selected pattern(s).	—	p. 48
Design Page Property		—	Allows you to change the size of the Design Page, and the color of the Design Page and the background.	—	p. 29
Select System Unit	mm	—	Allows you to change the system units to millimeters.	—	p. 55
	inch	—	Allows you to change the system units to inches.	—	

■ Help menu

The **Help** menu contains commands for accessing the on-screen help information system.

Menu		Toolbar	Purpose	Shortcut key	Reference
Instruction Manual		—	Starts up the Instruction Manual (PDF format) for this application.  Note: <i>To view the Instruction Manual, use Adobe® Reader® or Adobe® Acrobat® Reader®.</i>	F1	
Customer Support		—	Opens the FAQ (Frequently Asked Questions) page on our Web site.  Note: <i>This function cannot be used if there is no Internet connection.</i>	—	p. 8
Online Registration		—	Displays the online registration page from our Web site.  Note: <i>This function is available only if the Internet browser is correctly installed and an Internet connection can be established. *Online registration is not possible in certain countries and regions.</i>	—	p. 8
About PE-DESIGN Lite		—	Gives information about the version of this application.	—	

Troubleshooting

If a problem occurs, visit the following Web site to find causes and solutions to those problems and answers to frequently asked questions.

<http://welcome.solutions.brother.com/bsc/public/midlink2.aspx?prod=pe-design-lite&lang=all>

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