

# REFERENCE MANUAL

**bernette Embroidery Software  
Customizer**

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# CHAPTER 1

## INTRODUCTION

Welcome to the Customizer embroidery design application for bernette users. Customizer is an MS Windows-based product incorporating many of the conventions with which most PC users are already familiar.



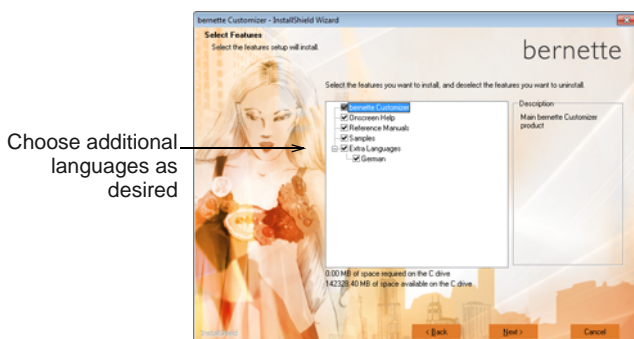
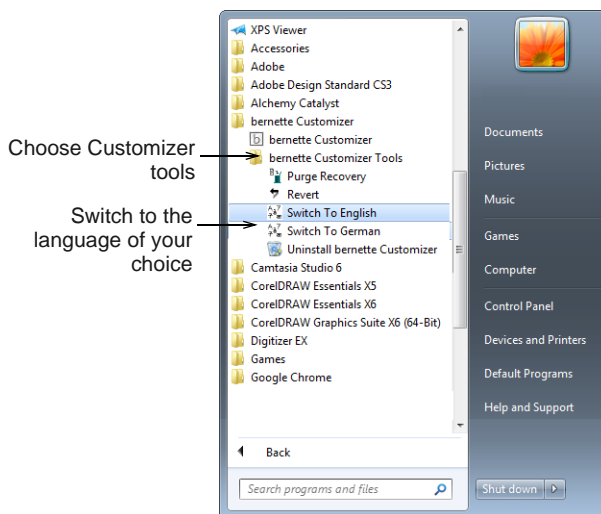
### First-time users

If you are new to Customizer, you'll be pleased with its flexible capabilities, the ease with which you can open and edit designs. You should familiarize yourself with **Basic Procedures**. Here you will learn how to start the application, open a design, print designs, and output designs for your bernette embroidery machine. The chapter **Viewing & Selecting Designs** also provides an overview of the design viewing modes in Customizer.

Depending on which languages you have selected for installation, these are available via the bernette Customizer program group as shown below. Or, if you are running Windows 8, you will find the language switches under the relevant **Apps** menu.

### Switch languages

When you install Customizer, the installation program detects the language of your operating system and, if available, installs that language by default. However, you are prompted to select additional languages as shown below. You can always re-run the installation to add languages if not already selected.



**Note** The software must be closed before you switch languages. You need to wait for confirmation before re-starting Customizer.

### Customizer documentation

Customizer documentation includes:

- ▶ Onscreen Reference Manual
- ▶ Onscreen Help

## Reference Manual

The Reference Manual is produced in onscreen form. The onscreen version is accessed from the Help menu.

## Onscreen Help

Onscreen Help is accessed from the Help menu in Customizer.

## Conventions used in the manual

The following conventions are adopted and used throughout the manual.






### Commands






In this manual, commands on a menu or submenu are referred to by both the menu and command names. For example the 'Show All' command in the 'View' menu is referred to as **View > Show All**.

### Dialog boxes

Dialog boxes are referred to as 'dialogs' and are shown in the manual only if they provide important information on using Customizer. The screen images provided are intended to be representations, not exact duplicates of the layouts generated by the software.

### Keyboard conventions

Instruction	Symbol	Action
Click		Click the left mouse button.
Right-click		Click the right mouse button.
Double-click		Click the mouse button twice without moving the mouse.
Click OK	 or 	Click OK with the mouse or press the Enter key on the keyboard to complete the action.

Shortcut	Description
 + 	While holding down the Control key (Ctrl), press the lowercase letter S key.
 +  + 	While holding down the Control key (Ctrl), press Shift and the H key.
For a complete list of keyboard shortcuts, refer to the Quick Reference Guide.	

## Viewing information onscreen

Select **Help > Help Topics** to view onscreen help.

Select **Help > Reference Manual** to view the onscreen manual.

Select **Help > bernette Home Page** to view the Embroidery Online Web Page.

Onscreen user documentation is provided in the form of an Reference Manual and Onscreen Help.

## Viewing Onscreen Help

Onscreen Help provides quick access to general information on Customizer features and step-by-step instructions.

### To view Onscreen Help

- 1 Select **Help > Help Topics** to open the main Help window.
- 2 Click **Contents** to display the main list of topics. Topics are grouped under high-level headings with 'book' icons.
- 3 Double-click a book to view the list of topics, then double-click a topic.



**Tip** Alternatively, click **Find** and enter keywords to search on a specific subject.

## Viewing the Reference Manual

You can view the Reference Manual using Adobe Acrobat™ Reader. The Reference Manual lets you quickly search for the information you need using standard Acrobat Reader features.

### To view the Reference Manual

- ▶ Select **Help > Reference Manual**.



**Note** If Customizer is not running, you can open the Reference Manual directly from Windows Explorer. To do this, navigate to the ..\Program Files\bernette\Customizer\BIN folder, and double-click **ReferenceManual.pdf**.

## Linking to online support

You can access sales and support information about the products easily from within the software.



**Note** You must have a correctly configured web browser on your system together with web access.

-----  
**To link to online support**

- ▶ Connect to your Internet Service Provider (ISP).
- ▶ Select **Help > bernette Home Page**.

You are directly connected to the **bernette** homepage.

# CHAPTER 2

## BASIC PROCEDURES

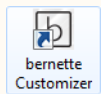
To start using Customizer, you need to know the basic procedures, such as starting up, opening designs, and saving. Once you start Customizer, you use commands or icons, and dialogs to complete your tasks. You select commands in the same way as other MS Windows® applications – from menus or toolbars.

Customizer opens a range of native ART files, as well as some other embroidery file formats, from computer hard disk, floppy disk or CD ROM. Customizer gives you a wide range of standard factory-supplied hoops to select from. Grid lines help you accurately align or size embroidery objects.

This section describes how to start Customizer and access the available commands and tools. It covers basic procedures to do with opening and saving design files. It also explains how to activate hoops and grids.



### Starting Customizer



Double-click to start Customizer.

Customizer can be opened via the desktop icon or MS Windows® **Start** menu.

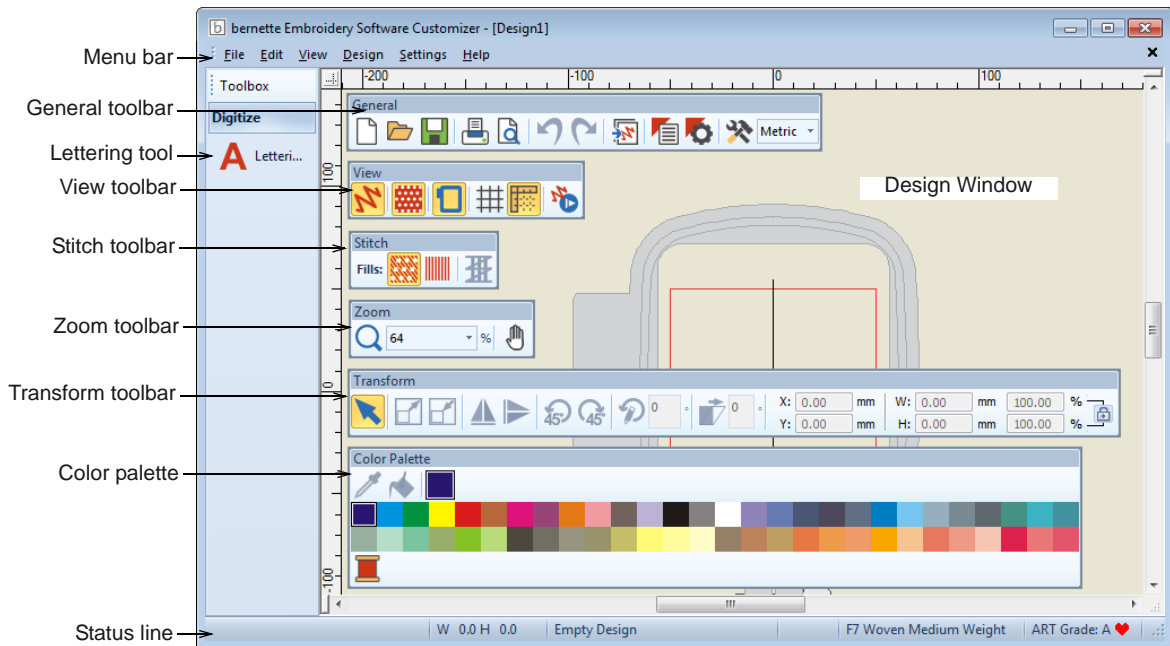
#### To start Customizer

- ▶ Double-click the Customizer shortcut icon on the MS Windows® desktop.

Alternatively, select **Programs > bernette Customizer** from the **Start** menu.



Customizer opens with a new, blank design (Design1). The screen image below displays an 'exploded' view of **all** toolbars in Customizer.



**Note** Toolbars are dockable left, right, top and bottom, and can be 'floated' anywhere on screen.

- ▶ Customize the design window by showing or hiding the grid, changing the grid dimensions, and showing and hiding toolbars. See [Displaying the grid](#) for details.

The Status Line provides valuable information about the current design:

- ▶ **W** and **H** indicators tell you the design width and height respectively.

Drag to pan W 120.6 H 78.2 X= 10.0 Y= -2.6 L= 10.3 A= -15

- ▶ Next to these are the measurement indicators, **X**, **Y**, **L** and **A**. See [Measuring distances on-screen](#) for details.

W 120.6 H 78.2 X= 10.0 Y= -2.6 L= 10.3 A= -15 11323

- ▶ Next to the measurement indicators are the **Total Stitch Count** indicator.

Y= -2.6 L= 10.3 A= -15 11323 F7 Woven Medium Weight

- ▶ Next to this is the **Current Fabric Type** indicator.

-15 11323 F7 Woven Medium Weight ART Grade: A

- ▶ On the far right is the **File Type** indicator. Customizer native ART designs are classified in

four grades depending on how the file was created. See [Working with design files](#) for details.

A= -15 11323 F7 Woven Medium Weight ART Grade: A

## Using commands & tools

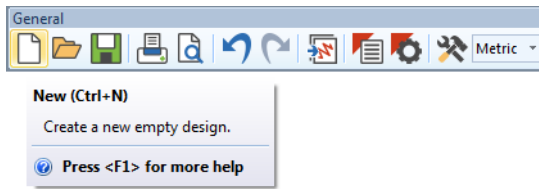
Once you start Customizer, you use commands or icons, and dialogs to complete your tasks. You select commands in Customizer in the same way as other MS Windows® applications – from menus or toolbars. Keyboard shortcuts are also available for the most frequently used commands. See [Customizer Shortcut Keys](#) for details.

### Selecting commands from toolbars

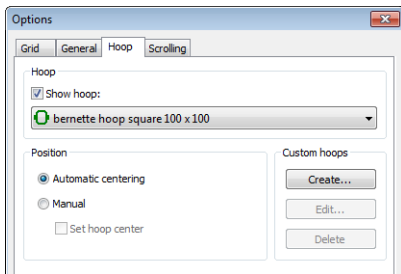
Toolbars provide quick and easy access to Customizer commands. Click a toolbar button to activate a command or, where applicable, right-click to set its properties.

### To select commands from toolbars

- ▶ Hover the pointer over an icon to see its name in a 'tooltip'.



- ▶ Click the icon to activate the command.
- ▶ Right-click to adjust settings or activate the secondary command.
  - ▶ If the icon has both left and right-click commands, the name is split with a slash (/). For example, the **Scale Down/Up** icon lets you scale objects down by 20% when you click it, or scale objects up by 20% when you right-click.
  - ▶ For many tools, right-click accesses current command settings. For example, **Show Hoop** displays or hides the hoop when you click, or opens the **Options > Hoop** dialog when you right-click. See [Hoops & grids](#) for details.



### Undoing & redoing commands



Use General > Undo to undo a command.



Use General > Redo to reapply a command which has been 'undone'.

You can undo the effects of most commands. If you change your mind, you can redo them again. Customizer remembers the last few commands you used.

### To undo or redo a command

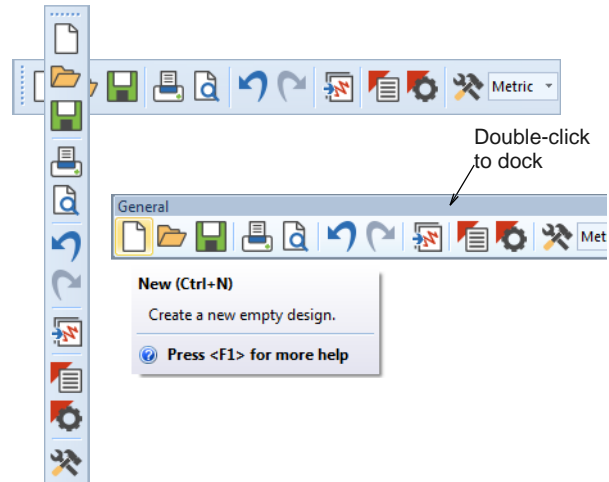
- ▶ To undo a command, click the **Undo** icon. When Customizer cannot remember more commands, **Undo** is dimmed.
- ▶ Click the **Redo** icon to re-apply an 'undone' command.

### Moving & docking toolbars

Toolbars provide quick and easy access to Customizer commands. Toolbars are 'dockable'. This means you can move them around the design window.

### To move or dock a toolbar

- ▶ To move a toolbar to a more convenient location, click and drag it:
  - ▶ Toolbars are dockable left, right, top and bottom.
  - ▶ They can be 'floated' anywhere on screen.



- ▶ To dock it in its normal position, double-click the toolbar title.

### Working with design files

By default Customizer saves designs to the current 'ART' file format. This format contains all information necessary both for stitching a design and for later modification. Customizer opens a range of native ART files from computer hard disk, floppy disk or CD ROM. You can save designs in various ART formats as well as Customizer templates.

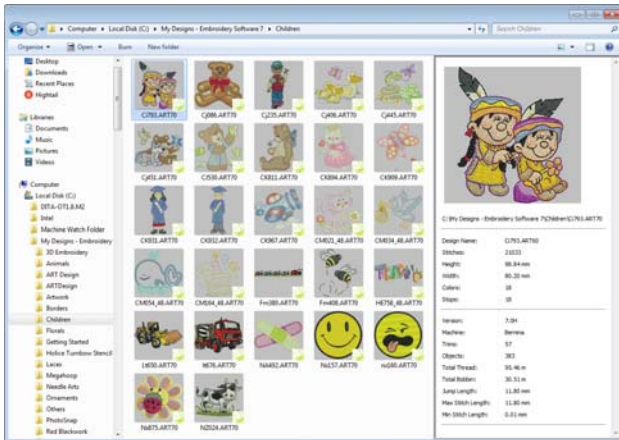


**Tip** For information about the source of a design file, refer to the **Open** dialog or the **Design Properties** dialog. See [Viewing design information](#) for details.

### Organize designs with Windows Explorer

Customizer is installed with a number of sample designs in ART format. These show various stitching techniques and effects. They can be used 'out of the box' or modified and combined for use in different contexts. They can be found in your `..\Documents\My Designs\Customizer\` folder.

When starting out as a new user, make sure to spend time exploring these designs.



Open designs from within Customizer as you would any other Windows file. Alternatively, locate the designs folder and double-click a design.

## Opening designs



Use General > Open to open an existing design.

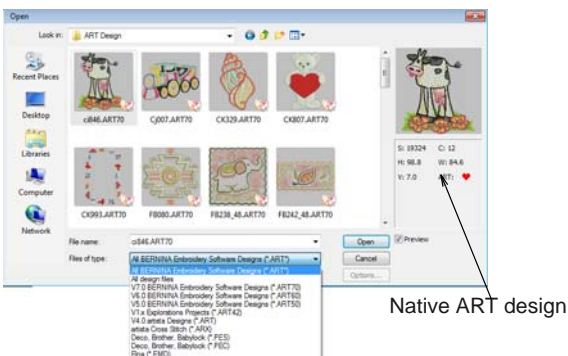
Customizer opens a range of native ART files in addition to the current ART format. Native ART designs are classified in four grades depending on how the file was created.



**Caution** You cannot open ART files created with a later version of the software to the one you are running. If you attempt to, you will be prompted to update your system to the current version.

## To open a design

- 1 Click the **Open** icon.  
The **Open** dialog opens.



- 2 Select a folder from the **Look In** list.



**Note** You can read designs stored on floppy disk or CD as well as computer hard disk.

- 3 If the design is not in the current ART format, select a file type from the **Files of Type** list.
- 4 Select a design.
- 5 Optionally, select the **Preview** checkbox to preview the design (for supported file formats) together with design data.  
This includes stitch and color numbers, design height and width, and software version number.
- 6 Click **Open**.

## Starting designs



Use General > New to create a new empty design.

When you create a file, template settings are copied into the new design. Templates contain pre-set styles, defaults or objects, to make digitizing quicker and easier.

## To start a design

- ▶ Click the **New** icon.  
A blank design opens in the design window based on the **NORMAL** template.

## Saving designs



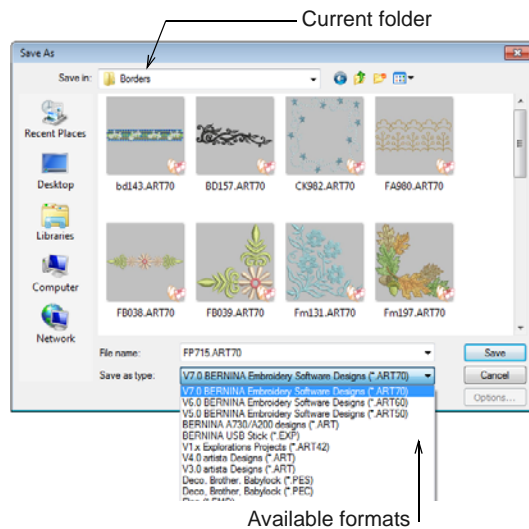
Use General > Save to save the current design.

Not all files will be saved as pure ART format. Customizer saves designs in the same grade of ART file that was opened. Saving a design records its file name, location and format, and updates it with any changes you make. When you save an existing design under a new name, to a different location or format, you create a copy of the original design.

## To save a design

- 1 Click the **Save** icon.

If this is the first time you have saved the design, the **Save As** dialog opens.



- 2 Select the folder where you want to save the design from the **Save In** list.
- 3 Enter a name for the design in the **File name** field.
- 4 Select a file format from the **Save as type** list.



**Note** To allow you to edit or resize your files, as well as to share them with other users, save to ART format to preserve the complete data set.

- 5 Click **Save**.



**Note** In order to output to bernette embroidery machines, you must save the designs on a USB as 'BERNINA USB Stick (\*.EXP)'. See also [Converting designs](#).

## Hoops & grids

Fabrics should be hooped before stitching out on the machine. Customizer gives you a wide range of standard factory-supplied hoops to select from. Grid lines help you accurately align or size embroidery objects.

### Displaying the hoop



Click View > Show Hoop to view the hoop. Right-click to change the settings.

The large hoop is displayed when you open Customizer. The hoop represents the embroidery hoop that you connect to your bernette embroidery machine. As you position objects, the hoop position

adjusts automatically so that it is always centered around objects in the window. See also [Hooping Designs](#).

### To display the hoop

- ▶ Click the **Show Hoop** icon to turn on the hoop display.



- ▶ Click the **Show Hoop** icon again to turn off the hoop display.

### Displaying the grid



Click View > Show Grid to show or hide the grid. Right-click to change the Grid settings.

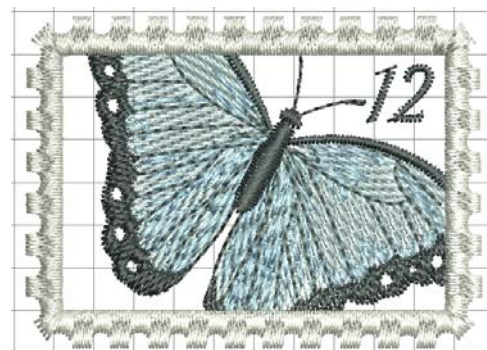
Use grid lines to help accurately align or size embroidery objects. You can show or hide the grid.



**Tip** You can change the grid spacing, select a reference point and turn **Snap to Grid** on or off in the **Options** dialog. See [Setting grid options](#) for details.

### To display the grid

- ▶ Click the **Show Grid** icon to turn on the grid display.



- ▶ Click the **Show Grid** icon again to turn off the grid display.

## Displaying rulers & guides



Click View > Show Rulers & Guides to show or hide workspace rulers and guides. Right-click for settings.

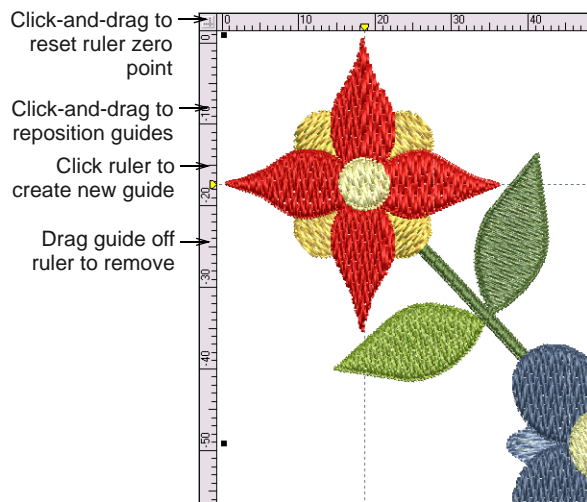


Drag the Ruler Zero Point to reset a new ruler zero point.

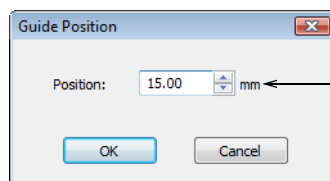
The software allows you to turn rulers on and off and create guides for more accurate digitizing. These make it possible to accurately position and size objects and whole designs. The unit of measurement – mm or inches – defaults to the regional settings in the MS Windows® Control Panel. These, however, can be changed from within the software. See also [Setting measurement units](#).

### To display rulers and guides

- ▶ Click the **Show Rulers & Guides** icon or press **Ctrl+R**.



- ▶ Reset the ruler zero point by clicking and dragging the box in the top left-hand corner to the required point in the design.
- ▶ To create a guide, click on either ruler – horizontal or vertical – and click-and-drag it into position. Multiple guides can be created and just as easily removed.
- ▶ For more accurate positioning of guides, double-click the yellow handle. In the **Guide Position** dialog, enter a precise distance from the zero point, and click **OK**.

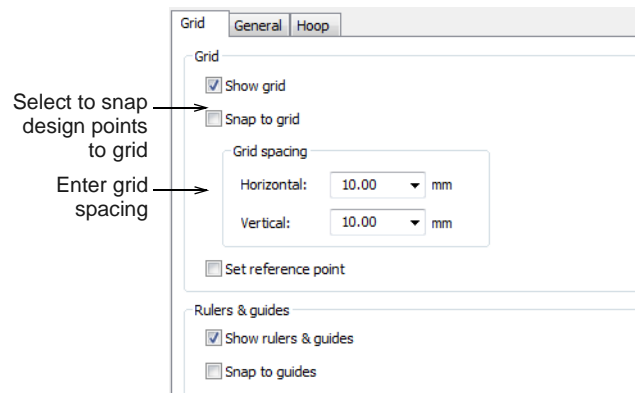


Enter precise position

- ▶ To remove a guide, drag the yellow guide handle off the design window.



**Tip** You can turn **Snap to Grid** and **Snap to Guide** on or off in the **Options** dialog. See also [Displaying the grid](#).



## Measuring distances on-screen

Use View > Measure to measure distances on-screen.

Measure the distance between two points on screen using the **Measure** command. This command displays coordinates, distance and angle of the mouse pointer from a point corresponding to the center of a hoop in an empty design. View the measurements in the Status Line or in a tooltip. See [Interpreting pointer position values](#) for details.



**Tip** For more accurate results, zoom in before you measure. The measurement is always the actual size, and is not affected by the zoom factor.

### To measure a distance on-screen

- 1 Select **View > Measure** or press **M**.
- 2 Click the start point.
- 3 Move the pointer to the end point and hold the mouse still.

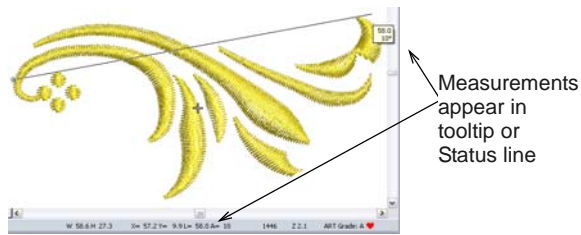
The following information displays in the **Status Line**:

- ▶ Position coordinates of the end point (**X=, Y=**).
- ▶ Length of the measured line (**L=**).
- ▶ Angle of the line relative to the horizontal (**A=**).

Measurements are shown in millimeters or inches, depending on the option selected in the



MS Windows® Control Panel. See your Windows documentation for more information.



**Tip** If activated, length and angle measurements will also appear in a tooltip. See [Hiding the Measure tooltip](#) for details.

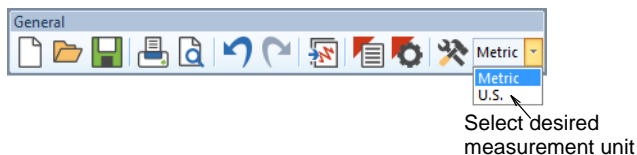
- 4 Press **Esc** once to recreate the first measuring point.
- 5 Press **Esc** twice to exit measuring mode altogether.

## Setting measurement units

The first time you run Customizer, the measurement system will default to whatever the operating system is using. You can use different measurement units within Customizer without having to exit and change system settings.

### Accessing the feature

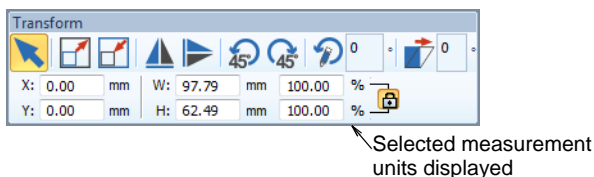
The measurement system may be changed via a droplist on the **General** toolbar:



**Note** Technically, when you select 'U.S.', you will get the imperial measurement system – inches, feet, and yards.

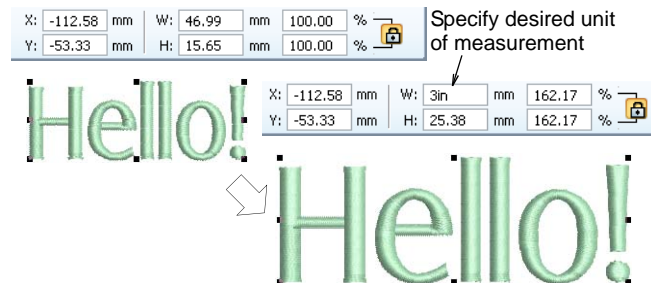
### Ripple-on effects

Changing the measurement system will change the units used by most controls – e.g. **Transform** toolbar units of measurement.



## Specifying measurement units on-the-fly

As an alternative to changing the overall measurement system used in Customizer, you can specify units of measurement when typing values into a measurement control. The software automatically converts the entered value into the units of the control.



Say, for example, you are using the metric measurement system so your lettering heights are in mm. Simply enter '3/4in' or '3/4 in' into the **Lettering Height** field and it is automatically converted to 19.05mm. Supported units include:

- ▶ millimeters, mm
- ▶ inches, in
- ▶ feet, ft
- ▶ yards, yd
- ▶ centimeters, cm
- ▶ meters, m



**Tip** Customizer also allows entering units in text form, both English and the language the software is currently running in.

# CHAPTER 3

## VIEWING & SELECTING DESIGNS

Customizer provides many viewing features to make it easier to work with your design. Zoom in on an area to see more detail or view the design at actual size. Preview a design in different colors on different backgrounds. Even show or hide needle penetration points.



Before even opening Customizer or your design, you can check the software version number and other design information for ART files directly from MS Windows® Explorer. You can view stitching details about a design in the Design Properties dialog. Also the Print Preview provides essential design information, including a design preview, the size of the design, color sequence and any special instructions.

This section explains the design viewing modes available in Customizer as well as the various design viewing settings. It also explains how to obtain and customize information about your designs.

### Design viewing modes

Customizer provides a number of distinct viewing modes. You can also zoom in on an area to see more detail, view the design at actual size, as well as zoom out to see the whole design. You can show a graphical representation of what the final embroidery will look like with Artistic View.

Customizer provides two views – ‘Design’ and ‘Artistic’. Use Design View to open designs and view stitches and stitching sequence. Artistic View offers a graphical representation of what the final embroidery will look like. The design is shown more realistically than in Design View. All editing commands are available in Artistic View.

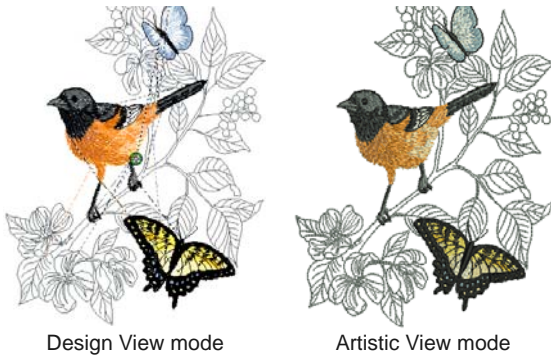
### Switching design views



Click View > Show Artistic View to toggle artistic or design view on/off.

### To switch design views

- Click the **Show Artistic View** icon to toggle between 'Design' and 'Artistic' views.



- Alternatively, press **T** on the keyboard to toggle between views.

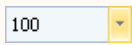


**Tip** Use **Artistic View** together with a background color to see how your design will look when stitched out. See [Changing backgrounds](#) for details.

### Zooming in & out



Click **Zoom > Zoom** to left-click to zoom in, right-click to zoom out, or drag a 'zoom box'.



Use **Zoom > Zoom Factor** to select a preset zoom scale from the droplist or key in your own zoom scale and press **Enter**.



Click **Zoom > Pan to Drag** to pan across the design at high zoom factors

Magnify your view of the design by zooming in on individual stitches or details, or zoom out to display more of the design in the window. See also [Customizer Shortcut Keys](#).

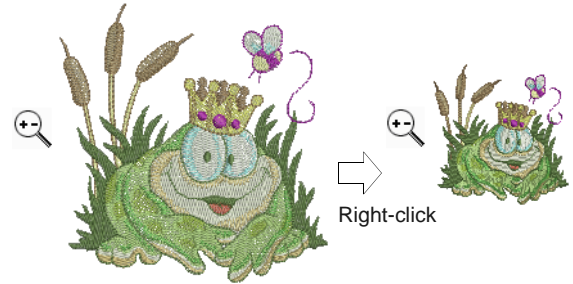


**Note** To make sure your design is being displayed at the correct size, calibrate your monitor. See [Calibrating the monitor](#) for details.

### To zoom in and out

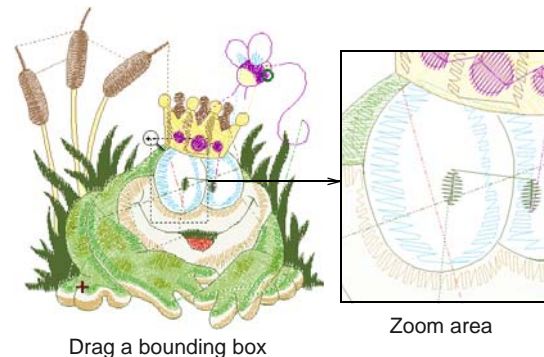
- Click the **Zoom** icon or press shortcut key **B**. The cursor becomes a magnifying glass.

- Right-click in the design window to zoom out – the view zooms out to half the previous screen magnification, centered at the point you clicked.

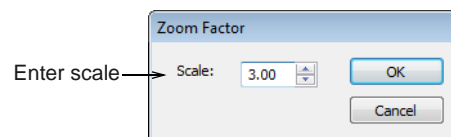


**Tip** The Status Line displays the current 'zoom factor'. See [Starting Customizer](#) for details.

- Left-click in the design window to zoom in – the view zooms to twice the previous screen magnification, centered at the point you clicked.
- Left- or right-click-and-drag a bounding box around the zoom area. Release the mouse to view the entire boxed area on screen.



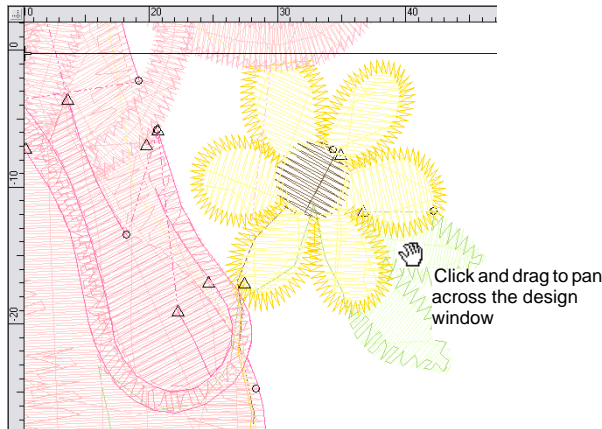
- To display the design at a particular scale, press **F** on the keyboard. Enter a scale as a percentage of the actual size, and click **OK**.



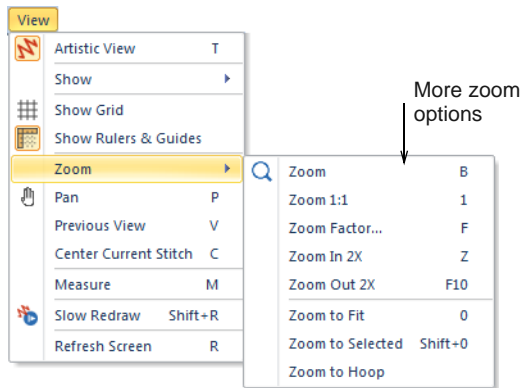
- To pan across a design in the design window, use the scroll bars. Alternatively, select **Pan** or press **P**



and use the 'grabbing hand' tool. Click to 'hold' the design window and drag it around.



- ▶ Alternatively, use the **View > Zoom** commands to access more zoom options.



- ▶ Select **Zoom > Zoom to Fit** to display the whole design. Alternatively, press shortcut key **0** (zero).
- ▶ To display the design at actual size, select **Zoom > Zoom 1:1**. Alternatively, press shortcut key **1**. See also [Calibrating the monitor](#).
- ▶ Press **Esc**, **Enter** or **Spacebar** keys to exit **Zoom** mode.



**Tip** Use **Auto Scroll** to scroll the design automatically while digitizing. This can be more convenient than using panning or scroll bars. See also [Setting auto scroll options](#).

## Viewing needle points

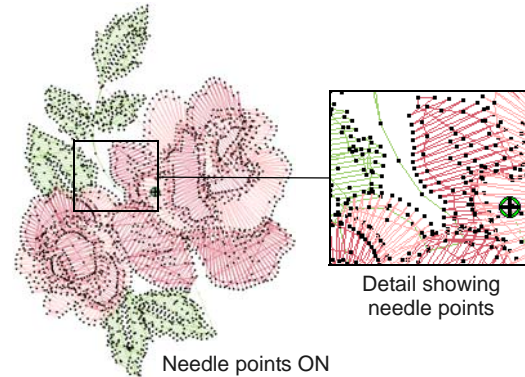


Click View > Show Needle Points to show or hide the needle points in embroidery stitching.

In Design View, you can show or hide needle points. For example, when you scale designs up / down by more than 20%, check the needle points. In this view, you can verify whether designs are too densely or openly stitched.

### To view needle points

- ▶ Press **T** to toggle off Artistic View and return to Design View.
- ▶ Click the **Show Needle Points** icon to toggle between 'Design' and 'Needle Point' views. Alternatively, press the **.'** (period) key.



## Viewing stitching sequence

When working with embroidery designs, you need to understand the stitching sequence. You can check a design's stitching sequence by 'traveling' through it by stitches, colors or objects. You can also check the sequence by slowly redrawing your design on screen. Customizer simulates stitching out by changing stitches from black to their allocated thread colors as they are 'stitched'.

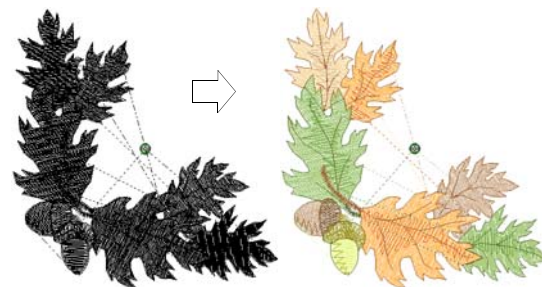
### Traveling to start or end

Use the keyboard shortcuts to travel quickly to the start or end of the stitching sequence.

#### To travel to the start or end of a design

- ▶ To travel to the start of the design, press the **Home** key.

The entire design is displayed in black.



- ▶ To travel to the end of the design, press the **End** key.

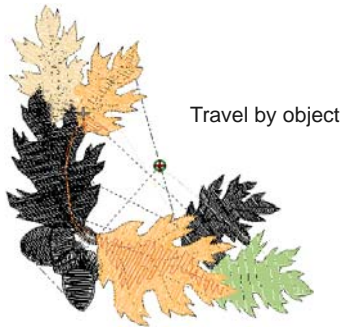
The design is displayed in the selected thread colors.

### Traveling by object

Use the keyboard shortcuts to travel through the design by object.

#### To travel by object

- ▶ Travel to the start of the design, by pressing the **Home** key.
- ▶ To travel to the next object, press **Ctrl+T**.



- ▶ To travel to the previous object, press **Shift+T**.

### Traveling by color

Use the keyboard shortcuts to travel through the design by color.

#### To travel by color

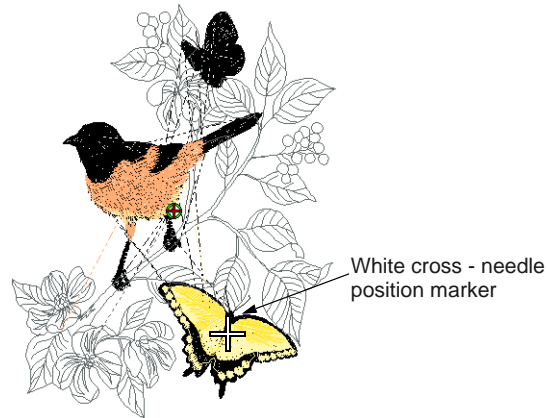
- ▶ To travel to the previous color, press the **Page Up** key.



- ▶ To travel to the next color, press the **Page Down** key.

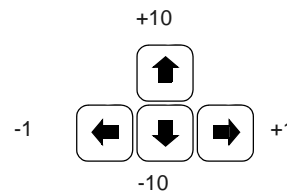
### Traveling by stitches

Use the arrow keys to travel through the design one or more stitches at a time. The current needle position is indicated by a large white cross or 'needle position marker'. Initially, this is located at the end of the design. When you travel through stitches, the needle position marker moves accordingly. The current stitch number appears in the **Status Line**. See also **Viewing the stitchout**.

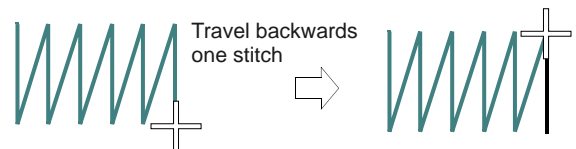


#### To travel by stitches

- 1 Ensure that **Select Object** is not selected, then press the arrow keys to travel by 1 or 10 stitches.



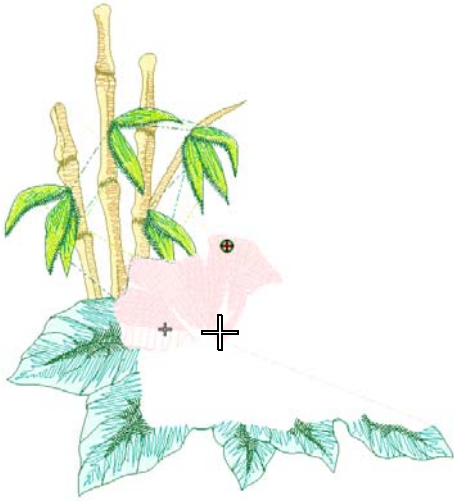
- ▶ Press the left or right arrow key to travel 1 stitch backward or forward.
  - ▶ Press the up or down arrow key to travel 10 stitches backward or forward.
- 2 Press the **+** or **-** keys located on the keypad to travel by 100 stitches. The **+** key moves you forward, while the **-** key moves you backwards.



**Tip** If you travel outside the visible area, press the **C** key to center the current stitch on the screen.

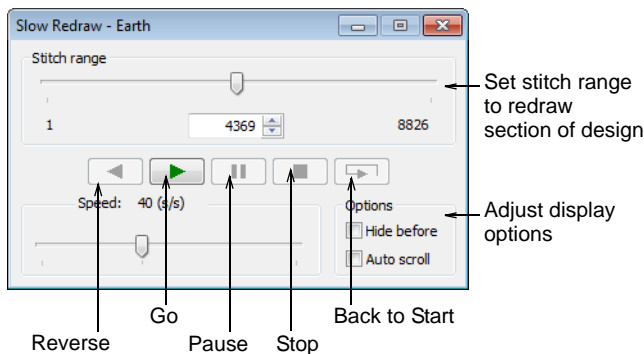
## Viewing the stitchout

You can check a design's stitching sequence by slowly redrawing your design on screen. Designs can be redrawn in both **Artistic View** and normal view.



### To view the stitchout

- 1 Select **View > Slow Redraw** or press **Shift+R**. The **Slow Redraw** dialog opens.



- ▶ To redraw only a section of design, specify the start and end stitch in the **Stitch Range** field.
- ▶ Use the slider bar to adjust redraw speed.
- ▶ Adjust options as required:

Option	Notes
Hide Before	Hide all sections of the design prior to the current cursor position.
Auto Scroll	With larger designs, scroll automatically so that the area being stitched remains on screen.

- ▶ Use the controls to stitch forwards or backwards through the design.

## Summary of travel keys

To travel	Press or select
to the start of design	Home key
to the end of design	End key
1 stitch backward	left arrow key
1 stitch forward	right arrow key
10 stitches backward	up arrow key
10 stitches forward	down arrow key
100 stitches forward	+ (on keypad)
100 stitches backward	- (on keypad)
to the previous color	Page Up key
to the next color	Page Down key
to next object	Ctrl + T
to previous object	Shift + T

## Selecting designs



Click Transform > Select Object as necessary (generally activated by default), and click objects to select.

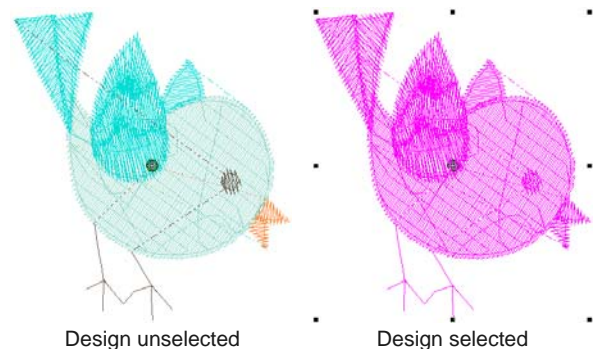
Select your design to apply changes. You can cancel all selections in the design.

### To select designs

- 1 Click the **Select Object** icon.
- 2 Click the design.

When you click an object, selection handles appear around it. You can click anywhere within these extents to click and drag the design.

Selection handles appear around the entire design.



- ▶ To deselect, press **Esc**.

### To deselect designs

- ▶ Cancel a selection using any of the following methods.
  - ▶ Press **Esc**.
  - ▶ Click an empty area of the background.

## Changing backgrounds

Select **Design > Thread Colors** to change background colors.

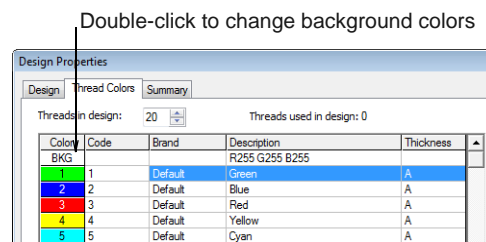
In Customizer, you can change the background color of the design window to match the color of your fabric. The background is saved with the design.



### To change the background

- 1 Select **Design > Thread Colors**.

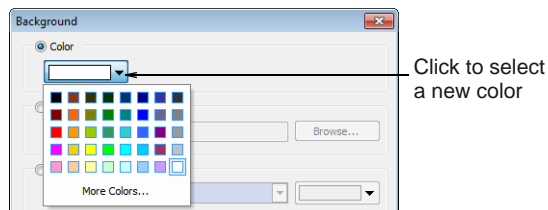
The **Design Properties > Thread Colors** dialog opens.



- 2 Select **BKG** from the list.

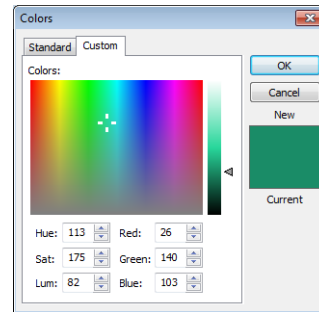
- 3 Click the **Edit** button.

The **Background** dialog opens.



- 4 Select a color from the droplist or mix your own colors by clicking **More Colors**.

- 5 Select a color from the **Color** dialog – this may vary slightly with the operating system you are using.



- 6 Select from the standard (pre-defined) colors or mix your own.

- 7 To further refine your color choice, drag the crosshairs on the color spectrum.

- 8 To adjust color brightness, drag the arrow on the slider bar.

- 9 Alternatively, set the exact HLS or RGB values you require.

- 10 Click **OK**.

The background is saved with the design.

## Viewing design information

Customizer provides information about designs in a variety of ways and formats. Before even opening Customizer or your design, you can check the software version number and other design information for ART files directly from MS Windows® Explorer. You can view stitching details in the **Design Properties** dialog. The **Print Preview** tool provides essential design information, including a design preview, the size of the design, color sequence and any special instructions.

### Viewing design information

Use **Design > Design Properties** to view stitching details about a design.

You can check software version number and other design information through the **Design Properties** dialog. Stitching details are also provided. Most of the fields cannot be modified directly.

### To view design information

- 1 Select **Design > Design Properties**.

The **Design Properties > Design** tab opens. This tab contains information about height and width



and stitch count and colors. The data is extracted from the design and cannot be modified.

Design		Thread Colors		Summary	
Design name:	c0846				
Version:	7.0				
Stitches:	19324				
Color changes:	11				
Colors:	12				
Fabric type:					
Required stabilizers:					
From start point ...					
Left:	42.3 mm	Right:	42.3 mm		
Up:	49.4 mm	Down:	49.4 mm		
End X:	0.0 mm	End Y:	0.0 mm		
Height:	98.8 mm	Width:	84.6 mm		



**Note** The **Design** tab also indicates grade of ART design – Customizer native ART designs are classified in four grades depending on how the file was created. See [Converting designs](#) for details.

- 2 Select the **Summary** tab to view or enter summary information about the design.

Design		Thread Colors		Summary	
Author:	Bon Howard				
Keywords:	Fall, Autumn, Red, Leave				
Comments:	Used on gardening apron				
Title:	Design4				
Subject:					

- 3 Click a field and enter any text which will help you identify the design at a later date.



**Note** Information from this tab is included on the Print Preview as well as the **Summary** tab of the **Windows Properties** dialog. See [Previewing designs](#) for details.

- 4 Click **OK**.

## Previewing designs



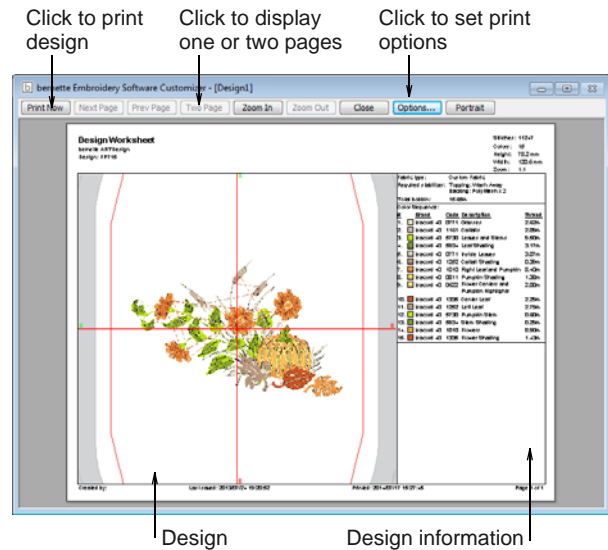
Click General > Print Preview to preview the print preview on-screen.

The **Print Preview** contains a design preview and essential design information, including the size of the design, color sequence and any special instructions. See also [Printing designs](#).

### To preview designs

- 1 Click the **Print Preview** icon.

The design preview displays in a preview window.



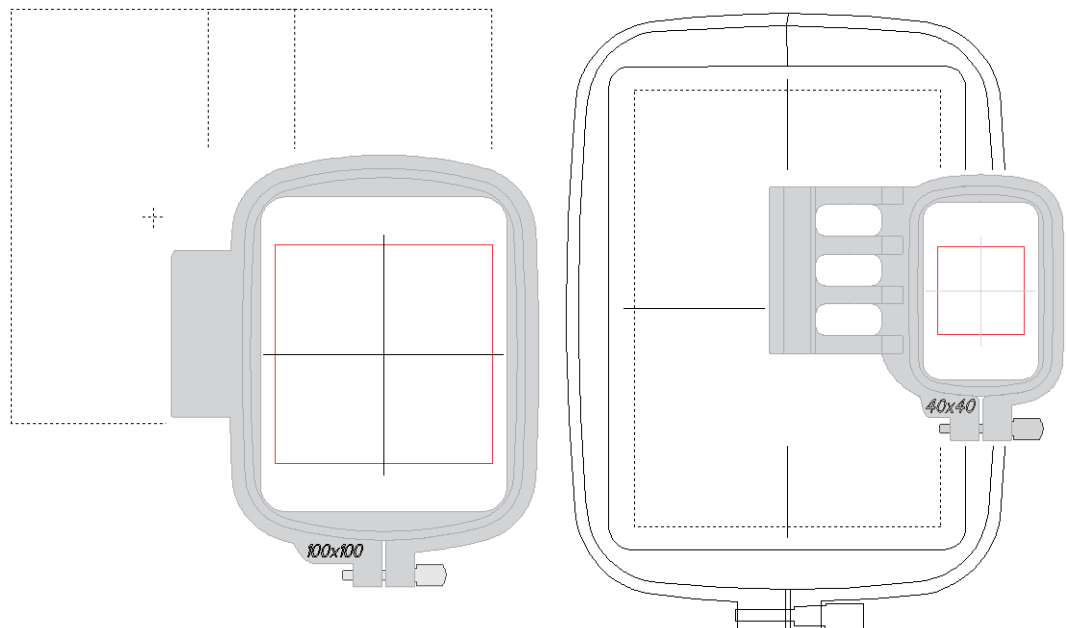
- 2 Adjust the view as required:

- ▶ To change the orientation of the paper, click **Landscape** or **Portrait**.
- ▶ To change the information that displays, and set printing preferences, click **Options**. See also [Setting print options for embroidery](#).
- ▶ Click **Zoom In** to read the design information or view the design preview more closely. Large designs may be displayed over a number of pages.
- ▶ To print the design, click **Print**.
- ▶ To close the print preview, click **Close**.

# CHAPTER 4

## HOOPING DESIGNS

Fabrics must be hooped before stitching out on the machine. Customizer allows you to select from a wide range of standard factory-supplied hoops. If you have a hoop which does not appear in the list, you can define a custom hoop from scratch or based on a standard hoop. See also [Displaying the hoop](#).



This section describes how to choose and display hoops in Customizer. It covers creating and modifying custom hoops. It also deals with hooping large designs.

### Selecting hoops

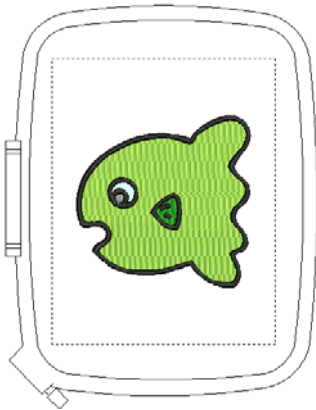
Whenever you create a new design, a single hoop representing the embroidery hoop you connect to your embroidery machine appears by default in the middle of the design window. As you position objects, the hoop position adjusts automatically so that it is always centered around objects in the window. The **Show Hoop** tool allows you to toggle hoop display on or off. A range of hoop sizes and orientations is available for a wide variety of design types.

### Changing hoops



Click View > Show Hoop to turn hoop display on or off. Right-click to change hoop settings.

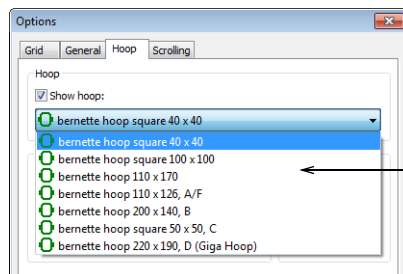
From the range of hoop sizes available, select the smallest hoop which will accommodate your design. This will hold the fabric tight while stitching.



**Note** When you choose a new hoop, it becomes the 'current' hoop until changed in the present or a future session.

### To change hoops

- 1 Right-click the **Show Hoop** icon or select **Settings > Options**.  
The **Options > Hoop** dialog opens.



- 2 Select a hoop from the **Hoop** list.
- 3 If you want a significant point of the design to be stitched in a particular part of the hoop, select **Manual** and select **Set hoop center**.
- 4 Click **OK**.  
If you selected **Set hoop center**, click where you want the center to be in the design window.

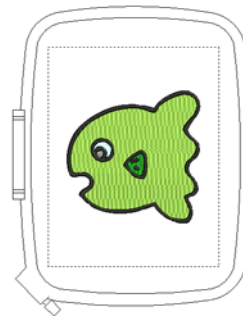
### Setting hoop centers



Click **View > Show Hoop** to turn hoop display on or off. Right-click to change hoop settings.

By default, Customizer ensures that your design is always centered in the hoop. However, you can use the manual option if you need to digitize in another

part of the hoop. You can also change the center position of the hoop.



Automatic Centering

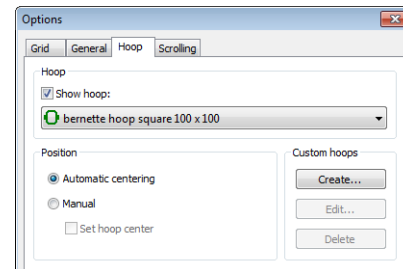


Manual

### To set the hoop center

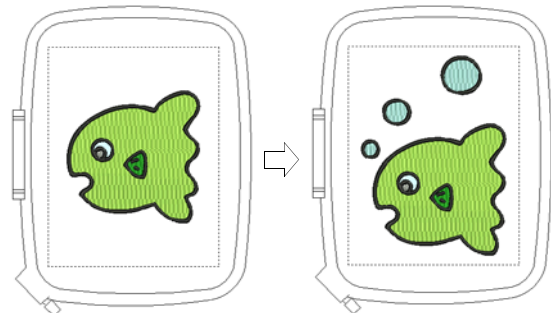
- 1 Right-click the **Show Hoop** icon or select **Settings > Options**.

The **Options > Hoop** dialog opens.



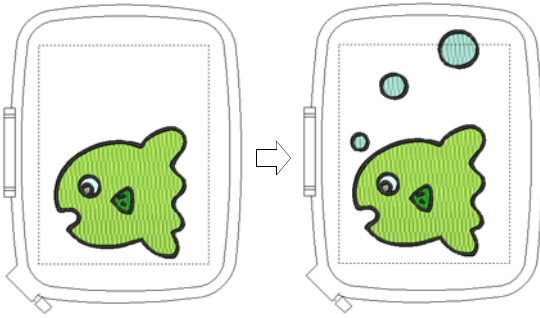
- 2 In the **Position** panel, select how to center the hoop.

► **Automatic centering:** the hoop moves so that the design is always in the center.



► **Manual:** the hoop remains in its original position.

Select **Set hoop center** to change the hoop position.



### 3 Click **OK**.

If you selected **Set hoop center**, click in the design window where you want the center to be.

## Defining custom hoops

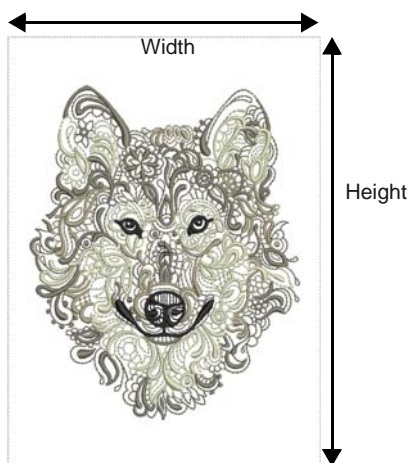
If you are using a hoop size that is not in the hoop list, you can define your own hoops and save them for later use. You can create or edit four types of hoop – rectangular, oval, sliding and 3-position.

### Defining rectangle hoops



Click **View > Show Hoop** to turn hoop display on or off. Right-click to create hoops.

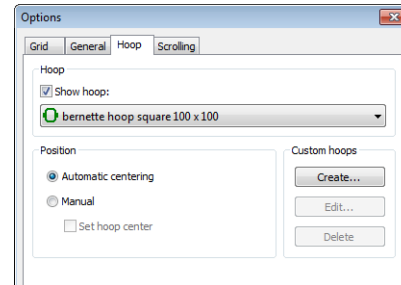
Rectangle hoops are displayed as dotted black lines. You can set the height and the width of the rectangle according to the dimensions of the hoop you are using.



### To define a rectangle hoop

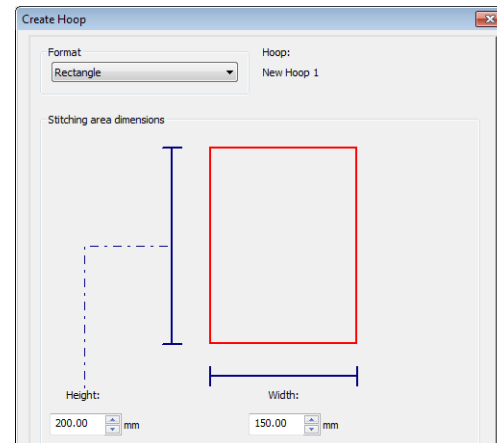
- 1 Right-click the **Show Hoop** icon or select **Settings > Options**.

The **Options > Hoop** dialog opens.



### 2 Click **Create**.

The **Create Hoop** dialog opens.



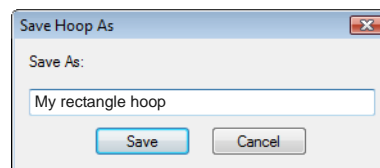
### 3 In the **Format** panel, select **Rectangle**.

### 4 In the **Stitching area dimensions** panel, enter the **Height** and the **Width** of the rectangle hoop.

### 5 Click the **Save Hoop** button.

The **Save Hoop As** dialog opens.

### 6 Enter a hoop name.



### 7 Click **OK** and **Save Hoop**.

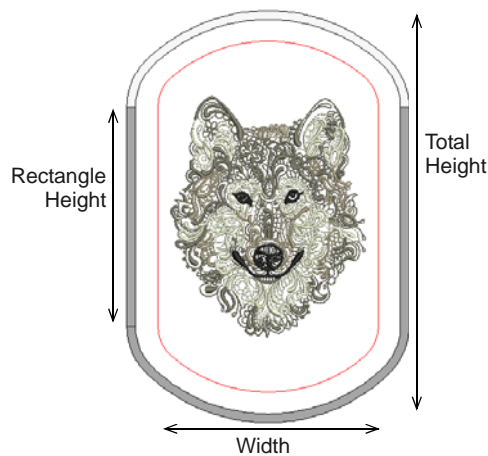
## Defining oval hoops



Click **View > Show Hoop** to turn hoop display on or off. Right-click to create hoops.



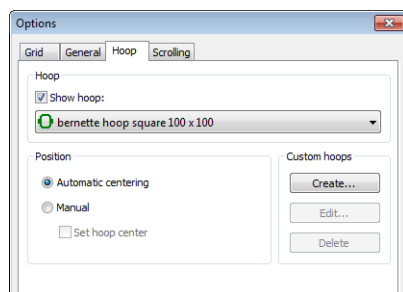
Oval hoops are displayed as black dotted outlines. You can set the height and the width of the oval according to the dimensions of the hoop you are using.



### To define an oval hoop

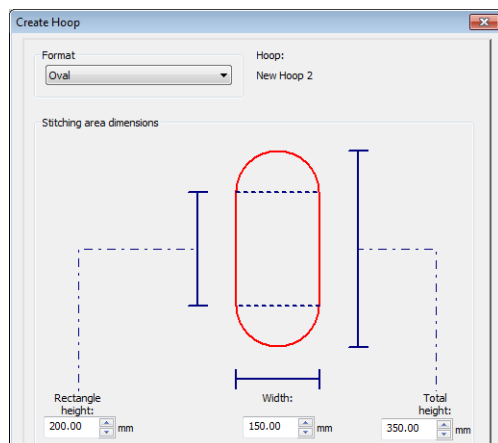
- 1 Right-click the **Show Hoop** icon or select **Settings > Options**.

The **Options > Hoop** dialog opens.



- 2 Click **Create**.

The **Create Hoop** dialog opens.



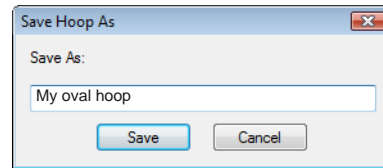
- 3 In the **Format** panel, select **Oval**.

- 4 In the **Stitching area dimensions** panel, enter the **Rectangle height**, **Total height** and the **Width** of the oval hoop.

- 5 Click the **Save Hoop** button.

The **Save Hoop As** dialog opens.

- 6 Enter a hoop name.



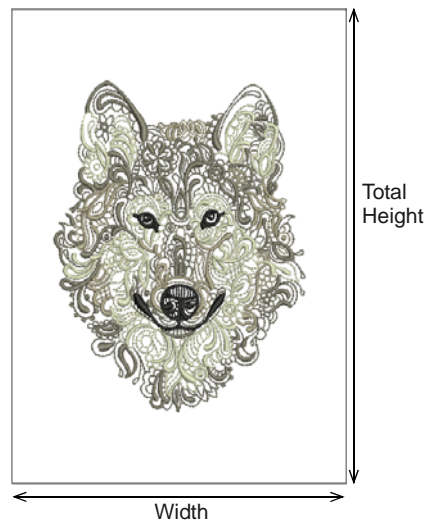
- 7 Click **OK** and **Save Hoop**.

### Defining sliding hoops



Click **View > Show Hoop** to turn hoop display on or off. Right-click to create hoops.

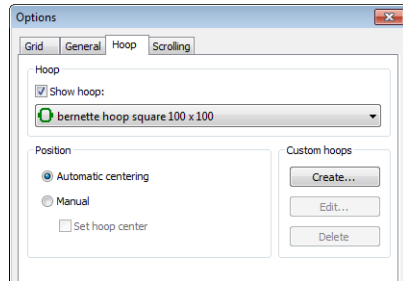
Sliding hoops are special hoops with adjustable frames to accommodate unusual size designs. You can set the height and the width of the hoop as well as the sewing field within according to the dimensions of the hoop you are using.



### To define a sliding hoop

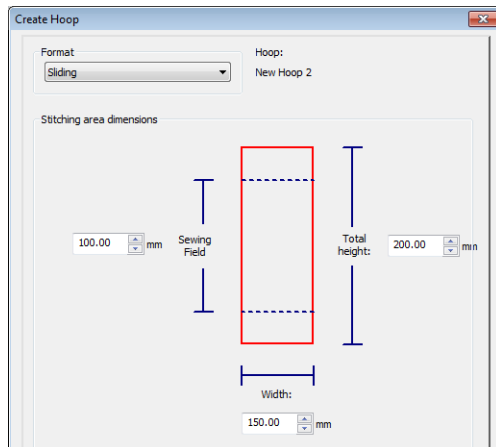
- 1 Right-click the **Show Hoop** icon or select **Settings > Options**.

The **Options > Hoop** dialog opens.



## 2 Click **Create**.

The **Create Hoop** dialog opens.



## 3 In the **Format** panel, select **Sliding**.

## 4 In the **Dimensions** panel, enter the **Sewing Field**, **Total Height** and **Width** of the hoop.

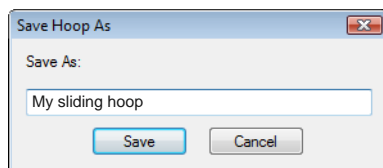


**Note** It is best to enter the total height of the hoop first. If the sewing field is larger than the default total height, the size will go back to a smaller size.

## 5 Click the **Save Hoop** button.

The **Save Hoop As** dialog opens.

## 6 Enter a hoop name.



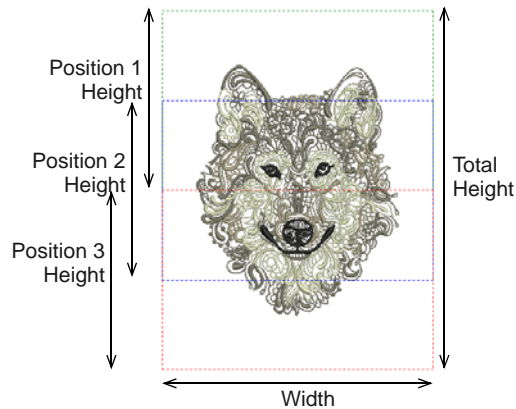
## 7 Click **OK** and **Save Hoop**.

## Defining 3-position hoops



Click **View > Show Hoop** to turn hoop display on or off. Right-click to create hoops.

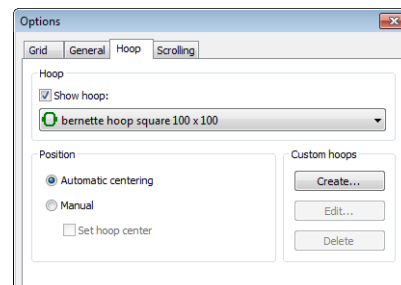
3-position hoops allow large designs to be split manually and stitched without the usual registration problems. Unlike sliding hoops, the sewing fields are in fixed positions with known dimensions, making it easy to register objects stitched in each position. In the software, they are displayed as three dotted rectangles. The top rectangle is green, the middle, blue and the bottom, red. You can define your own 3-position hoop according to the dimensions of the hoop you are using.



## To define a 3-position hoop

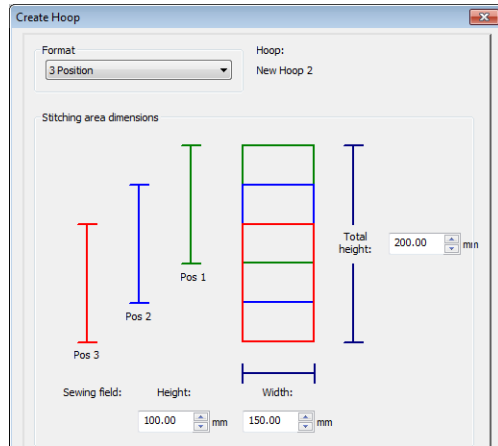
### 1 Right-click the **Show Hoop** icon or select **Settings > Options**.

The **Options > Hoop** dialog opens.



## 2 Click **Create**.

The **Create Hoop** dialog opens.

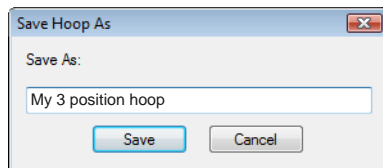


- 3 In the **Format** panel, select **3-Position**.
- 4 In the **Dimensions** panel, enter the **Total Height**, the heights for **Position 1, 2 and 3**, followed by the hoop **Width**.



**Note** It is best to enter the total height of the hoop first. If the sewing field is larger than the default total height, the size will default to a smaller size.

- 5 Click the **Save Hoop** button.  
The **Save Hoop As** dialog opens.
- 6 Enter a hoop name.



- 7 Click **OK** and **Save Hoop**.

## Modifying custom hoops



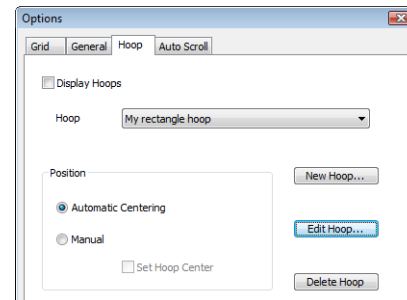
Click **View > Show Hoop** to turn hoop display on or off. Right-click to edit hoops.

You can change the height and width of new hoops as required. Only custom hoops can be modified.

### To modify a custom hoop

- 1 Right-click the **Show Hoop** icon or select **Settings > Options**.

The **Options > Hoop** dialog opens.



- 2 In the **Custom hoops** list, select the custom hoop.

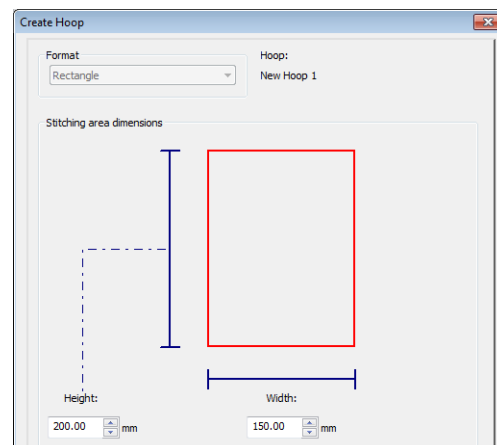
Both **Edit** and **Delete** buttons are activated.



**Note** To delete a hoop, click **Delete** and click **OK** to confirm.

- 3 Click **Edit**.

The **Create** dialog opens.



- 4 Enter the new dimensions.
- 5 Click the **Save Hoop** button.

## Setting automatic start & end points

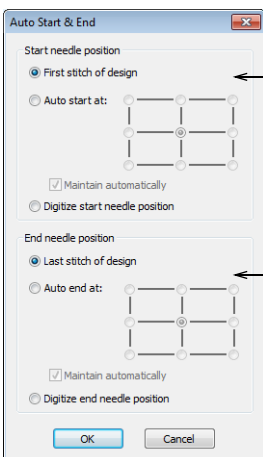
Use **Design > Auto Start & End** to set the start and end points of the design.

Before stitching, some embroidery machines require you to position the starting needle exactly above the first needle penetration point. This reduces the chance of the needle hitting the side of the hoop. Use automatic **Auto Start & End** to set the positions of first and last stitches in a design.

## To set automatic start & end points

### 1 Select **Design > Auto Start & End**.

The **Auto Start & End** dialog opens.



Select a start  
needle position  
method

Select an end  
needle position  
method

### 3 Select an **End needle position** method:

Method	Description
Last Stitch of Design	The end point is set to the last stitch in the design.
Auto End at	The end point is automatically maintained at a specified point in the design.
Digitize End Needle Position	You are prompted to manually mark the end point.

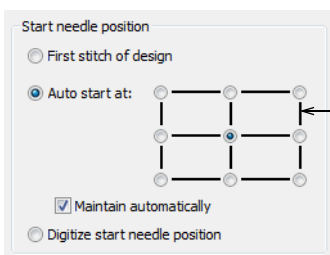
### 4 Select the **Maintain automatically** checkbox (the default) to automatically maintain start and/or end needle positions.

### 5 Click **OK**.

Connecting stitches will be inserted as required before the first and after the last stitches in the design.

### 2 Select a **Start needle position** method:

- ▶ **First stitch of design:** The start point is set to the first stitch in the design.
- ▶ **Auto start at:** The start point is automatically maintained at a specified point in the design. Choose from the available options:



Select a start  
needle position

- ▶ **Digitize start needle position:** You are prompted to manually mark the start and end points.



Start point: top left  
End point: center



Start point: first stitch  
End point: last stitch

# CHAPTER 5

## ADDING LETTERING

Add embroidery lettering to designs quickly and easily, either on-screen using current settings or via object properties. Place lettering on a straight baseline or curve it around a circle or arc. You can apply formatting to lettering objects in the same way as a word processor, including italics, bolding, and letter spacings.

This section describes how to add lettering to embroidery designs. It also covers applying lettering baselines, formatting lettering and adjusting letter spacing.



### Adding lettering to embroidery designs

You can add lettering to a design by typing it directly on-screen. Adjust **object properties** to specify letter formatting before or after adding it to a design. Select from any TrueType or OpenType font installed on your system. Customizer will convert it to embroidery lettering.

#### Creating lettering on-screen

**A** Use Digitize > Lettering to create embroidery lettering directly on screen.

If it is not essential to fit letters precisely to a certain area, you can type them directly on-screen. You can also modify lettering objects to achieve various artistic effects. Appearance and layout depend on current settings. You can change them at any time.

#### To create lettering on-screen

- 1 Click the **Lettering** icon.
- 2 Select a color from the **Color Palette**. See **Changing lettering colors** for details.
- 3 Click where you want to start typing.

An I-beam appears where you clicked.



- 4 Type the letters you want to embroider.



**Tip** To start a new line, press **Shift+Enter**.

- 5 Press **Enter** to complete.

Stitches are generated immediately.

**Prestige**



**Note** Appearance and layout depend on current settings in the **Object Properties > Lettering** dialog. You can change them at any time.

#### Creating lettering via dialog

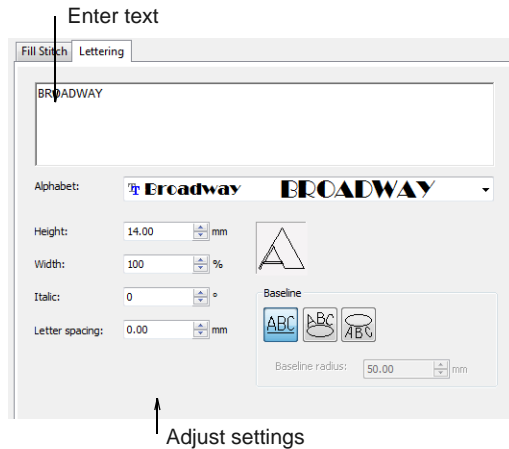
**A** Right-click Digitize > Lettering to enter text in the dialog and adjust settings for embroidery lettering.

You can specify letter formatting before adding it to the design. Select TrueType or OpenType fonts from the dropdown menu.

### To create lettering via dialog

- 1 Right-click the **Lettering** icon.

The **Object Properties > Lettering** dialog opens.



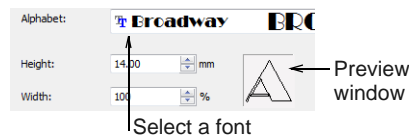
- 2 Enter the text you want to embroider in the text entry panel.

To start a new line, press **Enter**.



**Tip** You can insert a color change between two letters by keying a caret (^) symbol. Subsequent letters default to the next color in the palette.

- 3 Select an alphabet from the **Alphabet** list.



**Tip** Check min/max recommendations for each alphabet and stay within them for best results.

- 4 Adjust formatting and baseline settings as required. See [Formatting lettering](#) for details.
- 5 Click **Apply**.
- 6 Click where you want to place the lettering, or mark reference points for the baseline you selected. See [Applying lettering baselines](#) for details.



**Note** Letters are filled with stitches according to current stitch settings in the **Object Properties** dialog. You can change these at any time. See [Selecting fills for lettering](#) for details.

### Changing lettering colors



Use Color Palette > Color Picker to pick up a color from an existing object and make it current.



Use Color Palette > Apply Current Color to apply the currently selected palette color to lettering objects.



Use Color Palette to set current color.

New lettering objects are digitized using the selected color on the **Color Palette**. You can change colors at any time. When you digitize a new lettering object, it automatically takes the 'current' color.

### To change object colors

- ▶ Select the lettering object. The current (default) color is shown on the toolbar.



Pick a color with the color picker

Current color

- ▶ Pick a color from an existing object with the **Color Picker** tool.
- ▶ Transfer this to other objects with the **Apply Current Color** tool.





- ▶ Alternatively, select the object/s you want to recolor and select a color from the **Color Palette**.





Elephant



Select color from  
Color Palette

Elephant

## Applying lettering baselines

-  Right-click Digitize > Lettering to enter text in the dialog and adjust settings for embroidery lettering.
-  Use Free Line (Lettering tab) to create straight horizontal baselines of no fixed or pre-determined length.
-  Use Circle CW (Lettering tab) to create clockwise baselines.
-  Use Circle CCW (Lettering tab) to create counter-clockwise baselines.

Baselines determine the shape of lettering objects. You can place lettering on a straight line or curve it around a circle or arc.

Bamboo

Baselines use default settings to determine their size, spacing and angles. Techniques are available to modify baseline type, length, radius and angle, as well as baseline position.



**Note** Customizer will remember which baseline you used last and use this if you type letters directly on-screen.

## To apply lettering baselines

- ▶ Double-click or right-click a lettering object.

The **Object Properties > Lettering** dialog opens.



- ▶ Select a baseline.

The baseline you choose depends on the effect you want to achieve. You need to digitize different reference points depending on the type of baseline you select. Options include:

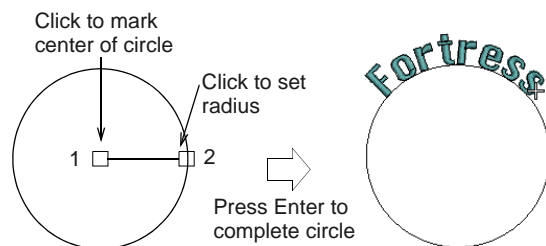
- ▶ **Straight Horizontal:** Free-line baselines do not have a fixed or pre-determined length. They extend as long as you keep adding letters.

Bamboo

- ▶ **Circle CW** and **Circle CCW:** Use these baselines to place letters around a full circle or ellipse in clockwise or counter-clockwise directions.

Fortress

- ▶ If using **Circle CW** or **Circle CCW** methods, mark two points.



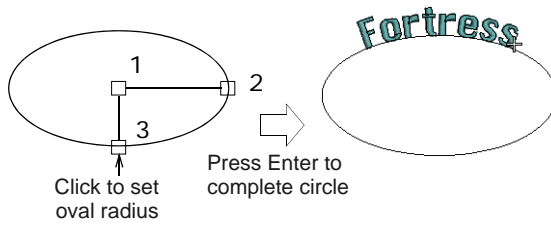
- ▶ Press **Enter** to complete the circle.

Fortress

Circle CW

Circle CCW

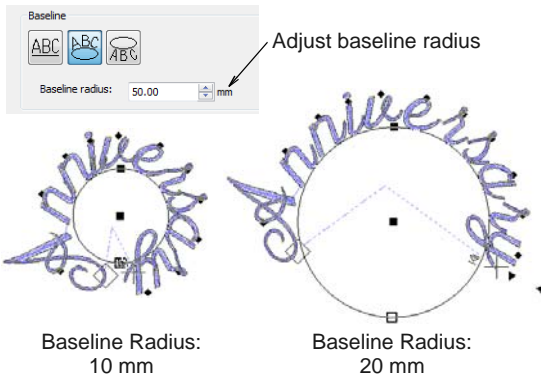
- Alternatively, if you want to create an oval baseline, mark a third reference point.



- Press **Enter** to complete the oval.



**Tip** If the circle is too small, or the lettering too large, you can adjust the baseline radius in the dialog.



## Formatting lettering



Right-click Digitize > Lettering to enter text in the dialog and adjust settings for embroidery lettering.



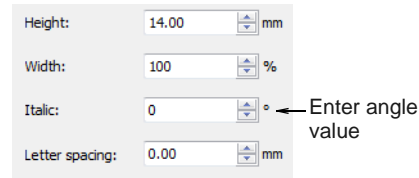
Use General > Effects to apply stitch effects to selected objects or preset with nothing selected.

You can slant letters to the left or right for an italic effect. The default italic angle is 0° which is equivalent to no italics. You can create the effect of bold lettering by increasing **pull compensation**.

### To format lettering

- Double-click or right-click a lettering object.

The **Object Properties > Lettering** dialog opens.



- Enter an angle in the **Italic** field.

You can enter an angle anywhere between 45° and -45°.



Italic angle: 0°



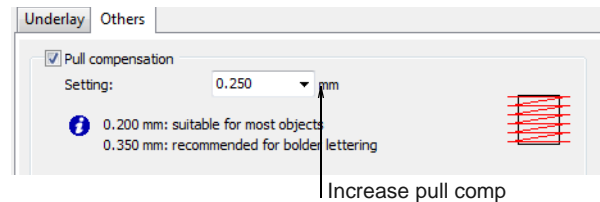
Italic angle: -45°



Italic angle: 45°

- Click the **Effects** button.

The **Effects** dialog opens.



- Select **Others** and set **Pull Compensation** to 0.4–0.6 mm. More than 0.6 mm and the letters may distort.

- Click **Apply**.

The settings are applied to any selected lettering object or to newly created lettering objects.



Pull comp: 0.2 mm

Pull comp: 0.6 mm

## Selecting fills for lettering



Use **Stitch > Step Fill** to create stitch fills for larger, irregular shapes.





Use **Stitch > Satin Fill** to create stitch fills for narrow shapes.

Customizer provides basic Satin and Step fills, as well as more decorative stitch types. You can interchange these at any stage.

### To select fill stitching for lettering

- 1 Select or digitize a lettering object. See also [Adding lettering to embroidery designs](#).



- 2 Select a **Fill** stitch type from the **Stitch** toolbar. See also [Stitch toolbar](#).

The selected stitch type is applied.



**Tip** Select a stitch type with no object selected in order to make current for new objects.

### Stabilizing with underlays

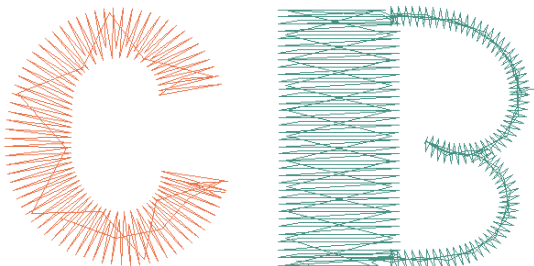


Use **Stitch > Auto Underlay** to strengthen and stabilize objects with underlay stitching.



Use **General > Effects** to apply stitch effects to selected objects or preset with nothing selected.

To improve the quality of the stitchout, you need to add **underlay**. Underlay helps stabilize fabric and reduce distortion due to the pull effect. The **Auto Underlay** tool generates **underlay** stitching based on current settings.

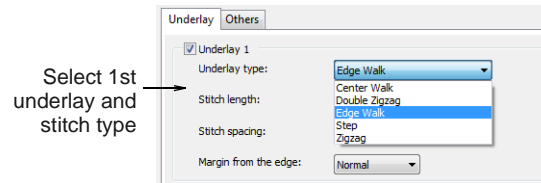


### To apply underlays

- ▶ Create a lettering object. See also [Adding lettering to embroidery designs](#).  
The object is digitized using current settings.

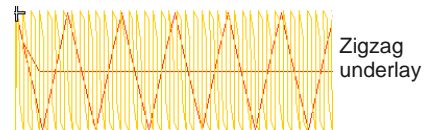
- ▶ Click the **Auto Underlay** icon to toggle the feature.
- ▶ To change **underlay** settings, select the object and click the **Effects** icon to access the **Effects > Underlay** dialog.

The **Effects > Underlay** dialog opens. This tab gives you the option of a single underlay or combined first and second underlays.

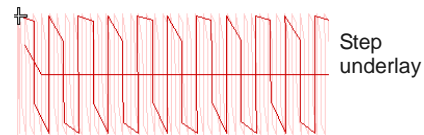


- ▶ Select **Apply Underlay 1** and select an underlay type from the dropdown list.

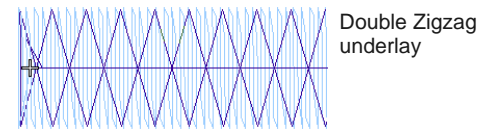
The type of underlay you choose is determined by the purpose it is to serve.



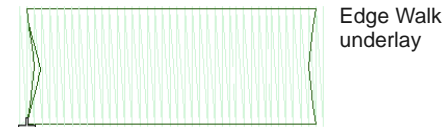
Zigzag underlay



Step underlay



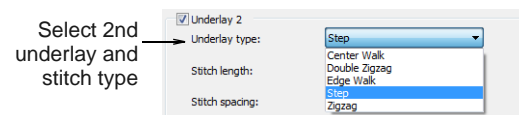
Double Zigzag underlay



Edge Walk underlay

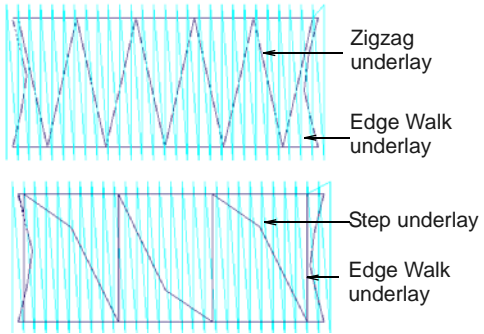
- ▶ Adjust stitch length and margin settings as required. See below for details.

All underlay types available for Underlay 1 are also available for Underlay 2.



- ▶ For extra stability, select a second underlay.

Any combination of underlay types can be used.



# CHAPTER 6

## THREAD COLORS & CHARTS

When your design was digitized, thread colors were selected for each object from a color palette. The color palette contains a selection of thread colors tailored for each design. This color scheme represents the actual thread colors in which a design will be stitched.



You can preview a design in different colors and on different backgrounds. In effect, you can preview multiple color schemes. You can also print multiple color schemes, design backgrounds, and icons of color blocks with the print preview.

For each color scheme, you can select colors from commercial thread charts containing a range of colors from different thread manufacturers, or define your own. To save time when setting up new color schemes, you can create your own thread charts, using the most frequently used colors. You can add, edit and delete threads from a thread chart, or rename or delete the chart itself. In Customizer you can search for particular threads by various criteria.

This section describes how to select colors from the Color Palette as well as how to assign threads to the colors in your design. How to modify thread charts is also covered, as well as creating custom thread charts.

### Matching thread colors

In Customizer you can search for particular threads manually by various criteria. Thread color matching lets you to find and change a thread color based on closest match in one or several thread charts.

### Searching for thread types

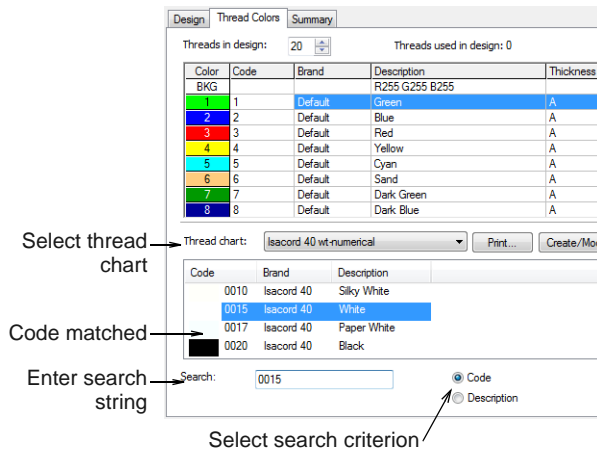
Select Design > Thread Colors to search for a thread.

You can search for a thread by code or description in the **Thread Colors** dialog.

### To search for a thread type

- 1 Select **Design > Thread Colors**.

The **Design Properties > Thread Colors** tab opens.



- 2 Select the thread chart to be included in the search from the **Thread charts** list.
- 3 Select the thread criterion to search on – **Code** or **Description**.  
Code is the identification number of a thread color in a brand.
- 4 In the **Search** field, enter the first few characters of the required code or description.  
The system searches for the closest match and displays them in the thread color list.

## Matching threads from different charts

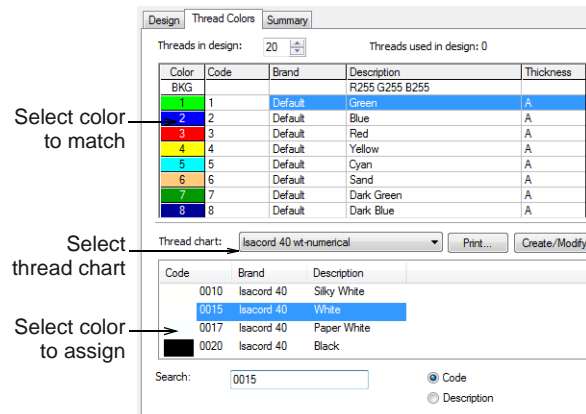
Select **Design > Thread Colors** to match threads from different charts.

You can find and change a thread color based on closest match in one or several thread charts. You can also use this method to change all objects of one color to another color. For example, change all light green objects to light blue.

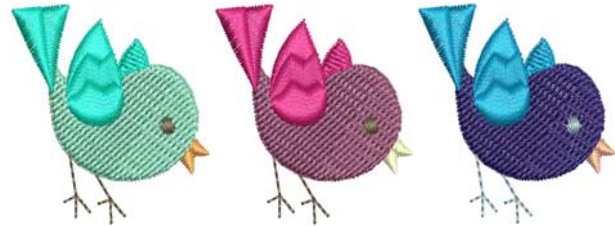
### To match threads from different charts

- 1 Select **Design > Thread Colors**.

The **Design Properties > Thread Colors** tab opens.



- 2 Select a color to match.
- 3 Select the nearest matching thread and assign to the thread palette by clicking **Assign**.
- 4 Repeat until all the colors you intend to use in the design have been matched.



- 5 Click **OK**.  
The system assigns selected thread colors to the design.

## Creating your own thread charts

Select **Design > Thread Colors** to create new thread charts.

Thread charts are lists of pre-defined thread colors. They may be based on commercially available thread charts, or charts you define yourself.

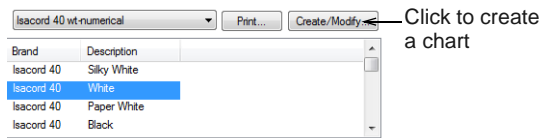
### Creating new thread charts

When you create a thread chart, you are creating a store of colors to use in your designs.

### To create a new thread chart

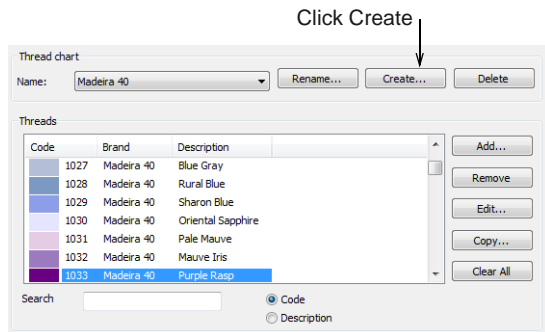
- 1 Select **Design > Thread Colors**.

The **Design Properties > Thread Colors** tab opens.



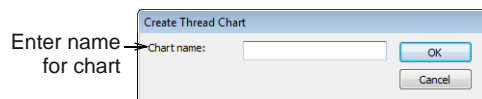
## 2 Click **Create/Modify**.

The **Modify Thread Chart** dialog opens.



## 3 Click **Create**.

The **Create Thread Chart** dialog opens.



## 4 Enter a name for the chart and click **OK**.



**Note** Do not use symbols or punctuation, such as commas, when creating your own color charts or editing existing color charts.

You return to the **Modify Thread Chart** dialog. The new chart is created, ready for you to add thread colors.

## 5 Click **Add** to open the **Add Thread** box. See [Adding your own threads](#) for details.

## 6 Click **Copy** to add colors from an existing chart. See [Copying colors between charts](#) for details.

## 7 Click **OK**.

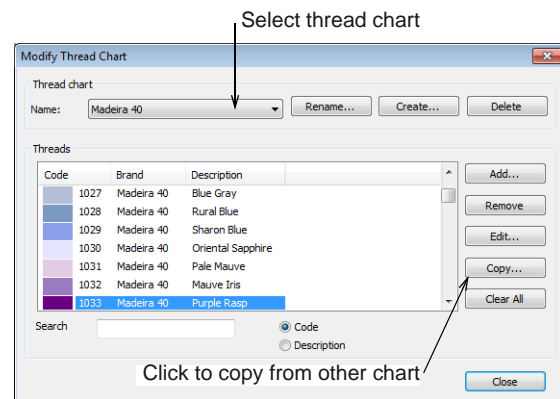
The new chart is created and ready for use.

## Copying colors between charts

You can copy colors between different thread charts to create your own charts from existing colors.

## To copy colors between charts

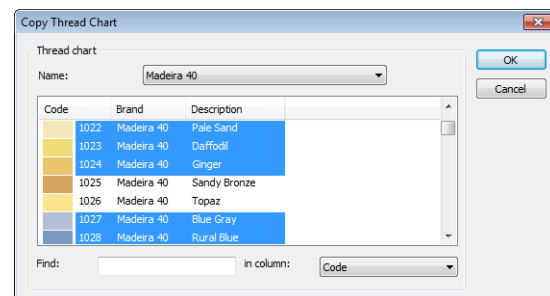
### 1 Open the **Modify Thread Chart** dialog. See [Creating new thread charts](#) for details.



### 2 Select a chart from the **Thread Chart > Name** list.

### 3 Click **Copy**.

The **Copy Thread Chart** dialog opens.



### 4 From the **Name** list, select the thread chart containing the color you want to copy.

### 5 Select the color you want to copy, then click **OK**.

The color is copied to the thread chart, and appears at the bottom of the list.

## Adding your own threads

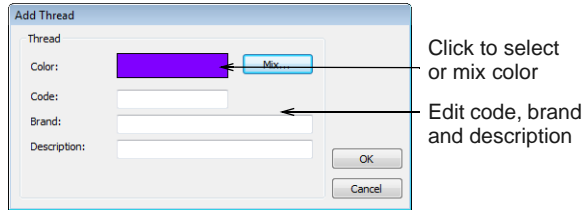
You can add colors to thread charts using colors from other charts or colors you mix yourself.

## To add your own threads

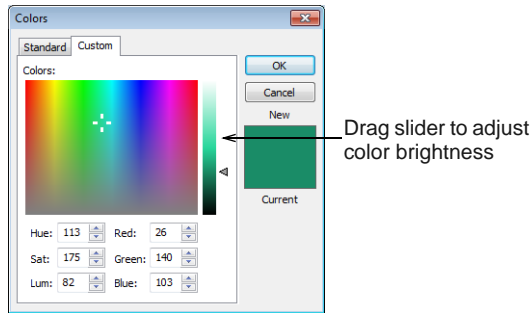
### 1 Open the **Modify Thread Chart** dialog. See [Creating your own thread charts](#) for details.

### 2 Click **Add** to add your own colors.

The **Add Thread** dialog opens.



- 3 Click **Mix** to set the thread **display** color.



- 4 Enter code, brand, and description details for the new thread color.  
Code is the identification number of a thread color in a brand.

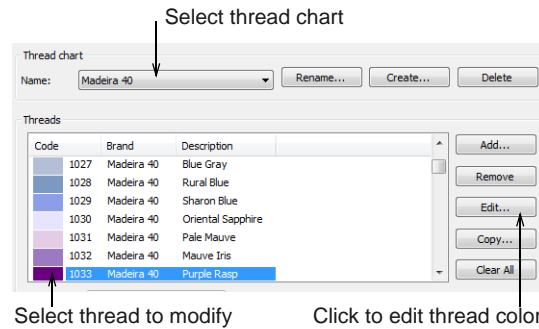
- 5 Click **OK**.

The new color appears in the **Threads** list.

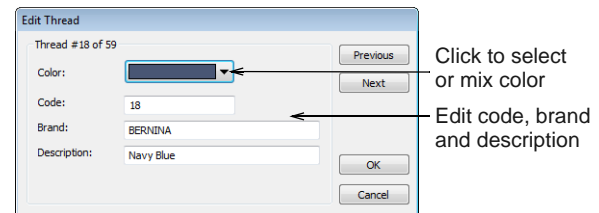


**Tip** Select names that will help you remember the charts you need, or that sort frequently used charts to the top of the list.

- ▶ To delete a chart, simply click the **Delete** button.
- ▶ From the **Threads** list, select the thread (or threads) to modify.



- ▶ Use the **Edit** button to edit thread details. See also [Adding your own threads](#).



## Modifying thread charts

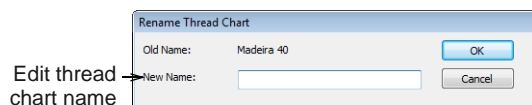
Update existing thread charts by modifying thread details or removing threads. You can also rename or delete thread charts.

### To modify thread charts

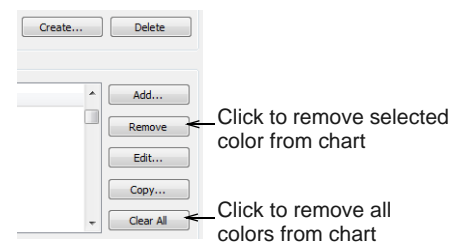
- ▶ Open the **Modify Thread Chart** dialog. See [Creating new thread charts](#) for details.
- ▶ From the **Name** list, select the chart to modify.



- ▶ To rename a chart, click **Rename**.  
The **Rename Thread Chart** dialog opens.



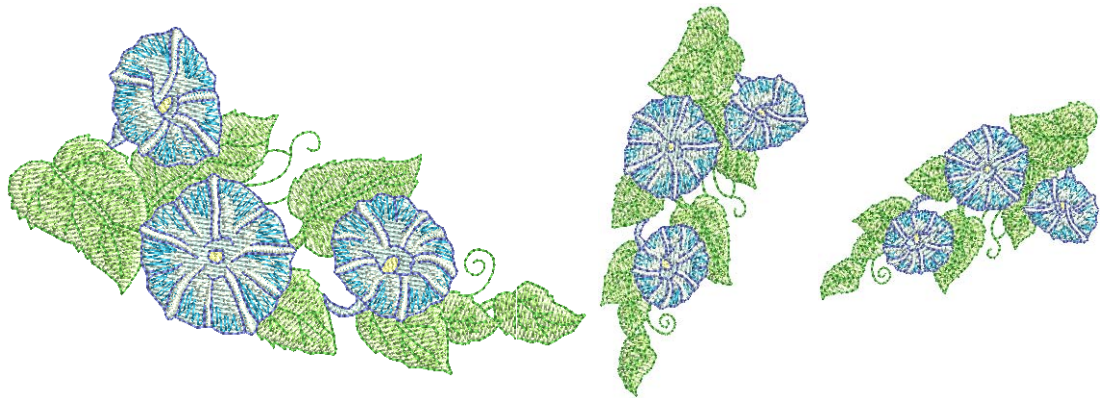
- ▶ Use the other buttons to add, remove, or copy threads.



# CHAPTER 7

## ARRANGING & TRANSFORMING DESIGNS

Customizer allows you to change design position, size and orientation by moving, scaling and transforming operations. You can modify designs directly on-screen.



This section describes how to position designs, as well as how to scale, rotate, skew, and mirror designs.



**Note** The scalability and stitching quality of a design ultimately depends on its original source – ART Grade A, ART Grade B, ART Grade C, or ART Grade D. Only native ART Grade A designs contain the complete set of design information required for 100% perfect scaling and transformation.

### Positioning designs



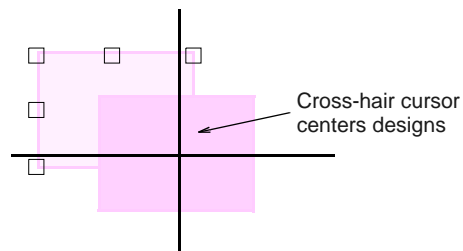
Click Transform > Select Object as necessary (generally activated by default), and click objects to select.

Position designs using the mouse to drag them to a new position, or nudging them with the arrow keys.

#### To position a design

- 1 Select the design to move. See [Selecting designs](#) for details.

- 2 Click and drag it to a new position.



- 3 For more accurate positioning, press the arrow keys to 'nudge' the design into the required position.



**Tip** Zoom in to make it easier to make small adjustments. The distance the design moves



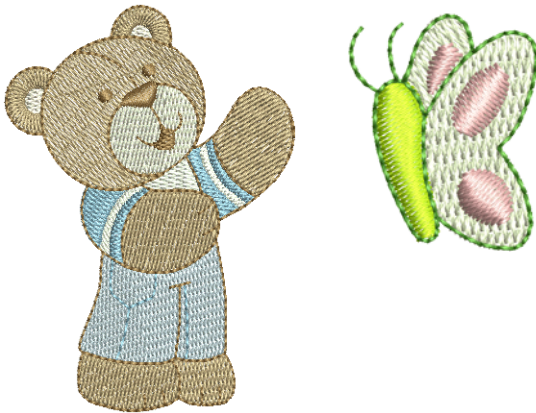
depends on the current zoom factor. The greater the zoom factor, the smaller the distance moved.

## Inserting designs



Use General > Insert Embroidery to import embroidery design files into the current design.

Customizer lets you insert one design into another. The two (or more) designs can then be saved as a combined design. When you insert a design in another, the two color palettes are combined. Colors with the same RGB values are automatically identified as having the same thread color. If you want to preserve these as separate colors, you need to change one or other before merging.



**Caution** It's best, when combining designs, to use Art Grade A or Grade B file formats. Art Grade C and D designs may produce poor results if resizing. See [Working with design files](#) for details.

### To insert designs

- 1 Open the base design.
- 2 Click **Insert Embroidery**.  
The **Insert Embroidery** dialog opens.
- 3 Find the design file you want to use and click **Open**.  
The design is placed at the end of the stitching sequence.

- 4 Size the inserted design as required. See [Scaling designs](#) for details.



- 5 Move to the required position. See [Positioning designs](#) for details.
- 6 Save the combined designs under the original or a new name.

## Scaling designs

You can scale designs by dragging the selection handles with the mouse. As a design is scaled, the stitch count changes to preserve the current stitch spacing.



**Note** Only native ART designs contain the complete set of design information required for 100% perfect scaling and transformation.

### Scaling by properties



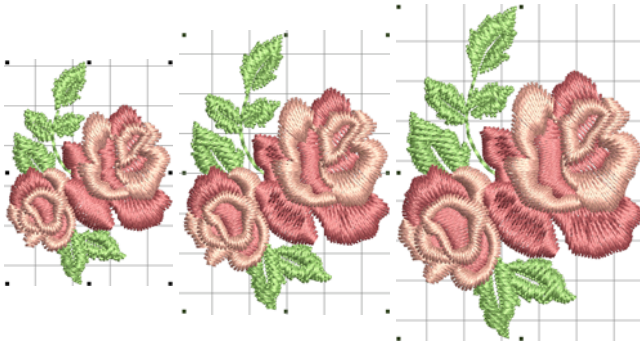
Click Transform > Scale Up to increase design size in 20% increments.



Click Transform > Scale Down to decrease design size in 20% increments.

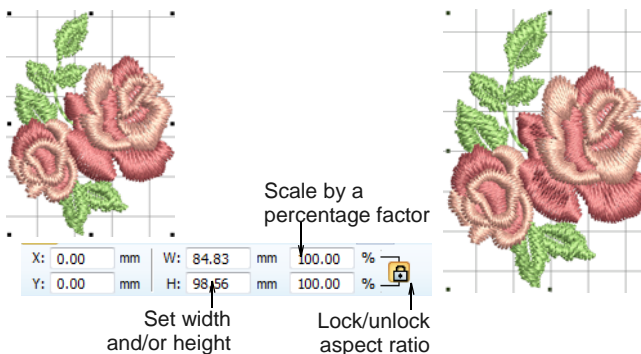


You can scale the height and width of a whole design using **object properties**.



### To scale by properties

- ▶ Select the design to scale.
- ▶ For quick scaling, use the **Scale Up/Down** icons.
- ▶ For more precise scaling, adjust dimensions of selection in the **Transform** toolbar and press **Enter**. See also **Measuring distances on-screen**.



- ▶ Optionally, you can specify measurement units on-the-fly. See also **Specifying measurement units on-the-fly**.
- ▶ Use the **Aspect Ratio** toggle to decouple width and height settings.

### Scaling designs using click & drag



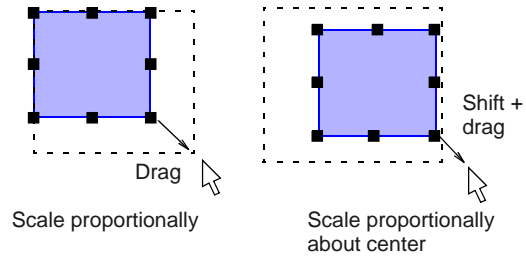
Use Transform > Select Object to scale designs using click and drag.

You can change the height and width of a design, or scale it proportionally using the selection handles.

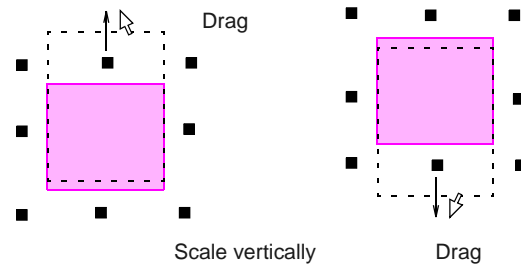
### To scale designs using click and drag

- 1 Select the design.  
Eight selection handles display around the design.

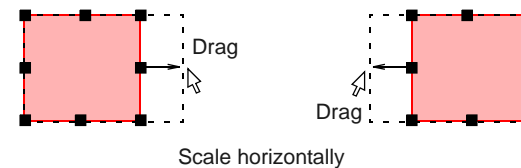
- 2 Click and drag a selection handle to resize the design.



- ▶ To scale height and width proportionally, use a corner handle.



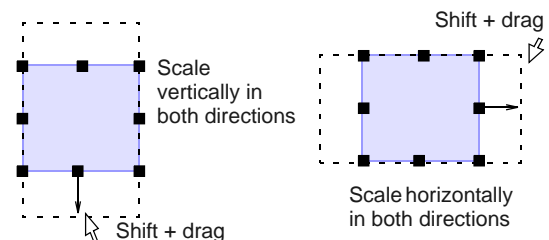
- ▶ To change the height, use the handles at the center-top or center-bottom.



- ▶ To change the width, use the handles at the center-sides.

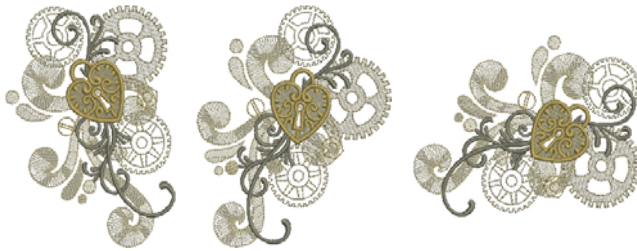


**Tip** To resize around a center anchor, hold down **Shift** while you resize. **Ctrl+Shift** resizes height and width simultaneously around a center anchor.



## Rotating designs

You can rotate designs directly on-screen using click and drag or the **Rotate CCW/CW** tool.



### Rotating by properties



Click Transform > Rotate Right to Rotate designs in 45° increments to right.



Click Transform > Rotate Left to rotate designs in 45° increments to left.



Rotate designs by specified amount – positive or negative – in degrees.

Use the rotation tools to rotate design by specified degrees in either direction.

### To rotate by properties

- ▶ Select the designs to rotate.
- ▶ Click **Rotate Right / Left** on the toolbar.
- ▶ Alternatively, use the **Rotate By** field on the **Transform** toolbar to enter an exact rotation angle – plus or minus – and press **Enter**.

### Rotating designs using click & drag



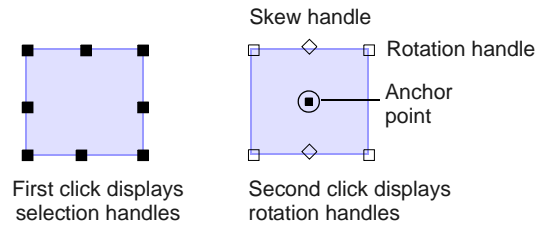
Use Transform > Select Object to rotate designs using click and drag.

When you select a design, selection handles display at its extremities. If you click the design again, the handles change to rotation handles.

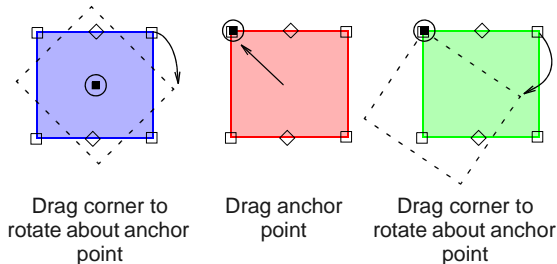
### To rotate designs using click and drag

- 1 Select the design.
- 2 Click the design a second time.

Rotation handles appear at the corners of the design and an anchor point displays at the design's center.



- 3 If required, drag the rotation anchor from the center to a new position.
- 4 Click a rotation handle, and drag it clockwise or anti-clockwise. An outline and cross-hairs display as you rotate.



## Skewing designs



Skew selected objects by specified amount – positive or negative – in degrees.

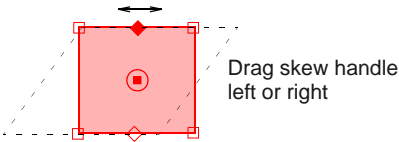
You can skew designs along the horizontal plane by clicking skew handles and dragging to the required angle.



### To skew a design

- ▶ Select the design.
- ▶ Click the design a second time.

- ▶ Rotation and skew handles appear around the design. Skew handles are diamond-shaped and appear at the center-top and bottom of the design.
- ▶ Drag the skew handles left or right.
- ▶ The design skews along the horizontal plane. An outline and cross-hairs show the change to the design's shape.



- ▶ Alternatively, use the **Skew** field on the **Transform** toolbar to enter an exact skew angle – plus or minus – and press **Enter**.

## Mirroring designs



Click Transform > Mirror Horizontally to flip a design horizontally.

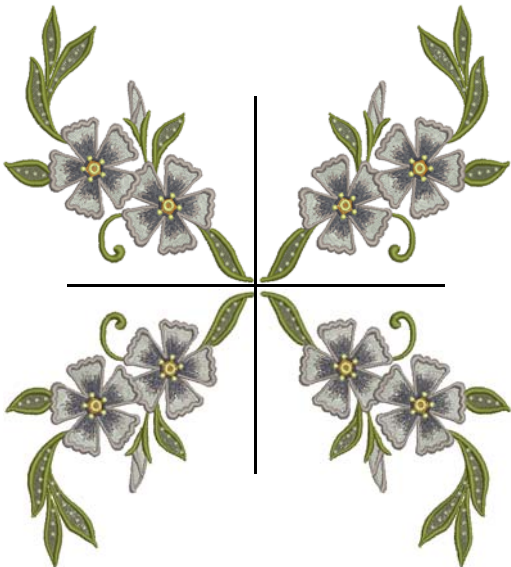


Click Transform > Mirror Vertically to flip a design vertically.

You can mirror designs horizontally or vertically using the **Mirror** tools.

### To mirror a design

- 1 Select the design.



- 2 Click the **Mirror Horizontally** icon to flip horizontally or **Mirror Vertically** to flip vertically.

# CHAPTER 8

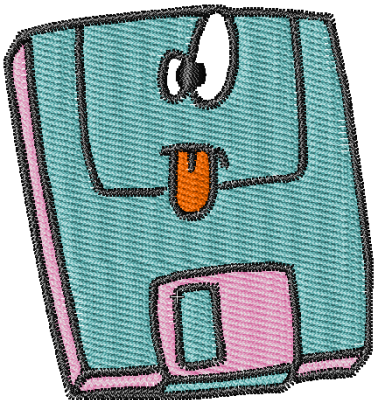
## PRINTING & CONVERTING DESIGNS

You can output embroidery designs in a variety of ways – by printing as worksheets, as appliqué patterns, color films, or as thread charts.

Customizer also allows you to save your designs as images for use with fabric and garment applications.

Different embroidery machines understand different languages. Each has its own control commands for the various machine functions. Before you can stitch a design, it must be in a format which can be interpreted by the machine. Customizer opens and saves pure ART format designs as well as a range of machine formats.



This section describes how to print worksheets, appliqué patterns, color films, and thread charts. It also deals with converting designs to machine format.



### Printing designs

You can create a hard copy of your designs using default or custom printer options. Preview designs before printing. Set print options to display the information you require. If you are using a color printer, you can print in Artistic View. Even print thread charts as a shopping reference when purchasing threads.

### Previewing & printing worksheets

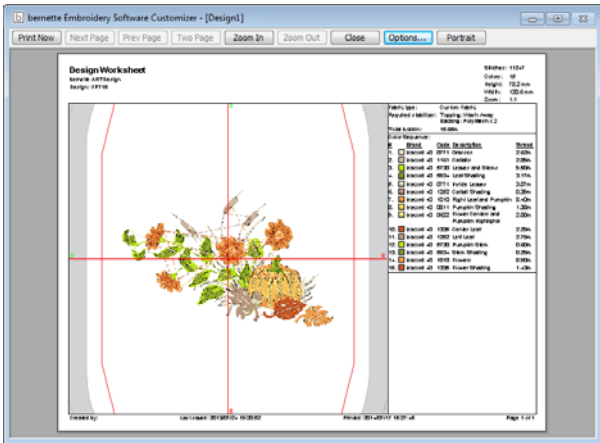
-  Use General > Print Preview to preview a design before printing.
-  Use Print General > to print a design.

Use **Print Preview** to view stitching information. Use it to check the sewing sequence before you stitch out your design. You can create a hard copy of your designs using default or custom printer options.

#### To preview and print a worksheet

- 1 Click the **Print Preview** icon.

Your design displays as it will be printed. Large designs may be displayed over a number of pages if printed at actual size.



- 2 Use the **Preview** buttons as required:

Field	Description
Next Page	View the next page.
Prev Page	View the previous page.

Field	Description
Two Page	Display two pages in the Preview Window.
Portrait / Landscape	Toggle design display between landscape and portrait views.
Zoom In / Out	Use to examine portions of the design or to read production information.

3 Click **Options** to set any **Print Options**. See [Setting print options for embroidery](#) for details.

4 Click **Print Now** to proceed with printing.

The MS Windows® **Print** dialog opens allowing you to choose a printer and adjust any other print settings you require. See also [Setting print options for embroidery](#).

5 Click **Close** to return to the design window.

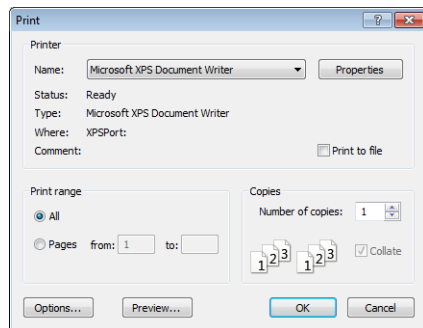
## Setting print options for embroidery

Print options provide precise control over your design printout. You can include information about design size, color sequence, and stitch count, together with a picture of the design. There are options to include or exclude start/end point crosshairs, connectors, background color and the current hoop in Artistic View. Design information includes author, estimated length of upper thread per color and total bobbin usage.

### To set print options for embroidery

1 Select **File > Print**.

The **Print** dialog opens.

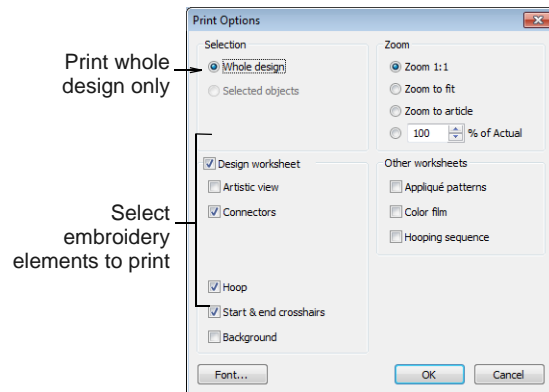


2 Select a printer from the **Name** list.

3 Type the number of copies you want to print and other printing information.

4 Click **Options** to change the size of the picture, the type of view or the items to be included.

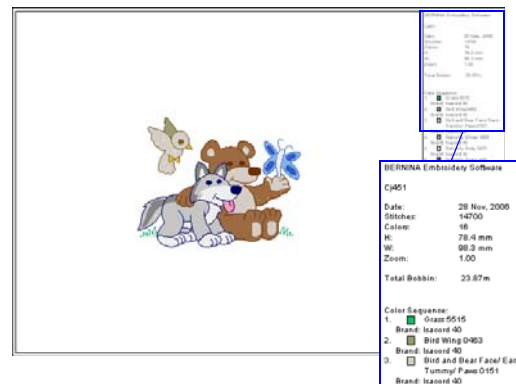
The **Print Options** dialog opens.



5 Choose whether to print the whole design or selected objects only.

The **Selected Objects** option is only available if you have already selected the objects you want to print.

6 Select checkbox if you want to print the design as a **Design Worksheet**.



7 Include required elements:

- ▶ **Artistic View:** Print the design in Artistic View.
- ▶ **Hoop:** Include the hoop in the printout.

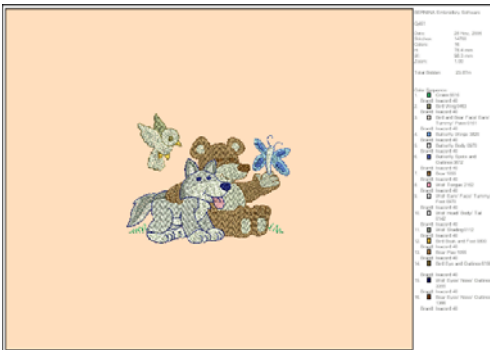




- ▶ **Connectors:** Include all connecting stitches in the printout. Not applicable if **Artistic View** is selected.



- ▶ **Start & End Crosshair:** Include the start/end needle position in the printout.
- ▶ **Background:** Include the current background color in the printout. See [Changing backgrounds](#) for details.



- 8 Select a size option from the **Zoom** panel:

- ▶ **Zoom 1:1:** the design is printed at the same size it will be stitched.
- ▶ **Zoom to fit:** large designs will be reduced to fit the printing paper, small designs will be enlarged.
- ▶ **Zoom to article:** The whole article or garment backdrop is scaled to fill available space on the printout.

- ▶ **% of Actual:** The design view is resized according to this setting.



Zoom 1:1



Zoom to fit

- 9 Click **OK**.

### Printing appliqué patterns

Print a copy of the appliqué pattern to use to cut out the fabric pieces. Each appliqué pattern piece is numbered according to the stitching sequence.

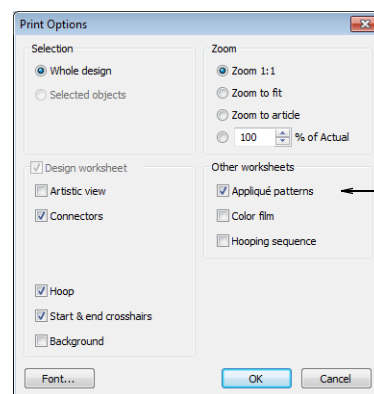
#### To print an appliqué pattern

- 1 Select **File > Print Preview**.

- 2 Click **Options** icon.

**Print Options** dialog opens.

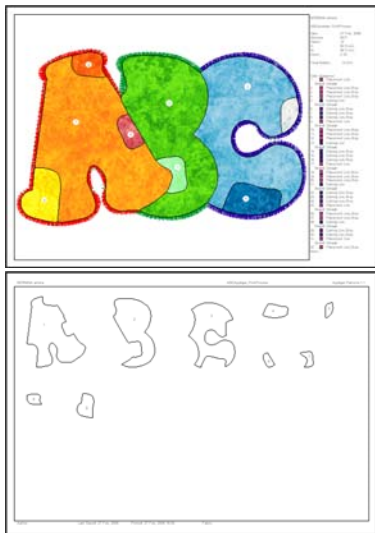
- 3 Select the **Appliqué Pattern** checkbox from the **Other worksheets** panel.



- 4 Click **OK**.



Each appliqué pattern piece is numbered according to the stitching sequence.



Appliqué  
Assembly page

Appliqué  
Patterns page



**Note** If the **Zoom 1:1** option is selected, both an assembled appliqué layout and individual patterns in the actual size are created on separate pages. If the **Zoom to fit** or **% of Actual** options are selected, the assembled appliqué layout is created in the selected size, but individual patterns are still printed in the actual size on separate pages.

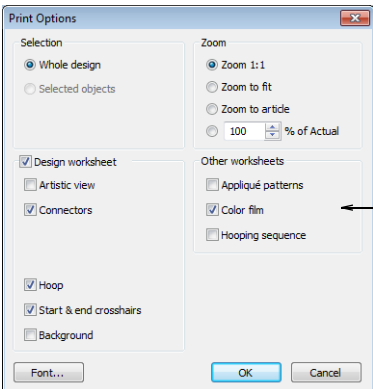
5 Click **Print**.

### Printing Color Film

The **Color Film** option lets you include a list of color layers in the current design, together with color and stitch information for each layer.

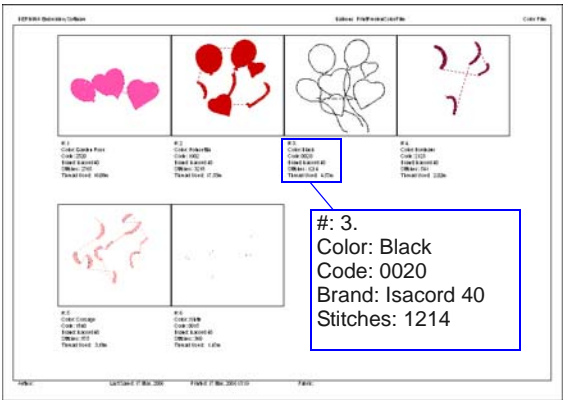
#### To print a Color Film

- 1 Select **File > Print Preview**.
- 2 Click **Options** icon.  
The **Print Options** dialog opens.
- 3 Select the **Color Film** checkbox.



Select to print  
color film

4 Click **OK**.

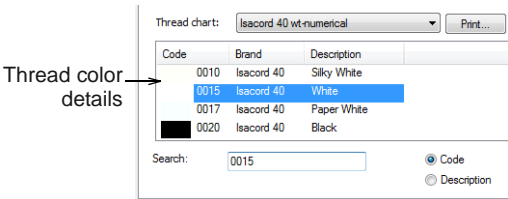


The following information is included:

Field	Description
Number	Number in the stitching sequence.
Color	Color name listed in the associated thread chart.
Code	Thread code for ease of ordering.
Brand	Thread brand – e.g. Isacord 40.
Stitches	Total stitch count for individual color layer.
Thread Used	Total stitch length of the individual color layer in the measurement unit currently set for the system – e.g. 'meters'.



**Note** The information displayed here is the same as the information displayed in the **Thread Colors** dialog. See **Matching thread colors** for details.



5 Click **Print**.

### Printing thread charts

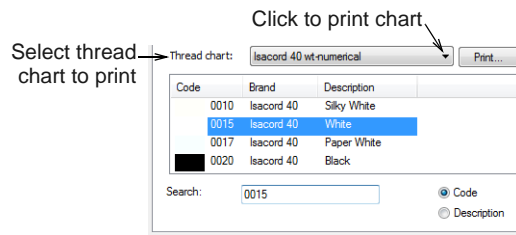
Select **Design > Thread Colors** to print thread charts.

The **Thread Chart > Print** option allows you to print the thread list in the current thread chart as a shopping reference when purchasing threads.

#### To print a thread chart

- 1 Select **Settings > Thread Colors**.

The **Design Properties > Thread Colors** dialog opens.



2 Select a thread chart from the **Thread chart** list.

3 Click the **Print** button.

A **Print Preview** page opens displaying a printed form of the selected thread chart in the current sorting order.

Thread Chart: Isacord 40 wt-numerical Printed: 17 February 2006

	Code	Brand	Description	Memo
<input type="checkbox"/>	0010	Isacord 40	Silky White	
<input type="checkbox"/>	0015	Isacord 40	White	
<input type="checkbox"/>	0017	Isacord 40	Paper White	
<input type="checkbox"/>	0020	Isacord 40	Black	
<input checked="" type="checkbox"/>	01 01	Isacord 40	Eggshell	
<input type="checkbox"/>	01 08	Isacord 40	Cobblestone	
<input type="checkbox"/>	01 11	Isacord 40	White	
<input type="checkbox"/>	01 12	Isacord 40	Leadville	
<input type="checkbox"/>	01 24	Isacord 40	Fieldstone	
<input type="checkbox"/>	01 31	Isacord 40	Smoke	
<input type="checkbox"/>	01 32	Isacord 40	Dark Printer	

This printable thread chart includes the Thread Chart name, Code, Brand, and Description.

4 Use the **Preview** buttons as required:

Field	Description
Next Page	View the next page.
Prev Page	View the previous page.
Two Page	Display two pages in the Preview Window.
Portrait/Landscape	Toggle page display between landscape and portrait views.
Zoom In/Out	Use to examine portions of the thread chart.

5 Click **Print Now** to proceed with printing.

The MS Windows® **Print** dialog opens allowing you to choose a printer and adjust any other print settings you require.

6 Use the tick boxes in the printed document to mark off any threads you want to purchase. There is also a **Memo** field for notes.

7 Click **Print**.



## Converting designs

Customizer opens and saves pure ART format designs as well as a number of non-native formats. Other

format designs which can be read into Customizer are generally 'stitch-based'. This means they were not created object-by-object but stitch-by-stitch. When you open other formats into Customizer, the software reads the data and, depending on your settings, attempts to determine object outlines and properties so that you can modify the designs like native ones.

## ART files

Native ART designs, called 'ART Grade A', contain a complete set of design information in a single file – object outlines and properties, actual stitches, thread colors, a picture icon and comments. There are three other grades of ART file, depending on how the ART file was created – Grade B is more reliable than Grade C, but not as good as Grade A format, and Grade D is the least reliable. It goes without saying that only ART Grade A files provide 100% perfect scaling and transformation.

File source	Description
Art Grade A 	Pure ART file created in Customizer-based software. These files contain pure ART objects, outlines and stitches.
Art Grade B 	Designs read from outline format such as GNC and saved in ART format. Such designs cannot be read directly in Customizer but once converted to ART in other software, Customizer reads them as Grade B designs.
Art Grade C	Designs read from stitch files – SEW, PCS, PES, etc – where stitches have been converted to objects.
Art Grade D	Designs read from stitch files – SEW, PCS, PES, etc – where stitches have NOT been converted to objects.

All files saved in ART format are automatically compressed when saved, and decompressed when re-opened. This reduces the storage space required, and makes it possible to save large files to floppy disk, or send them as email attachments.



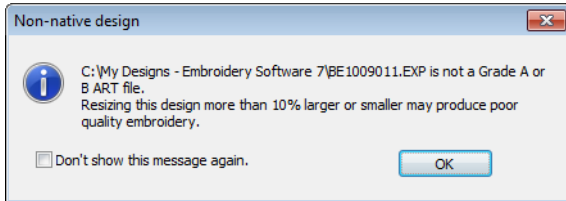
**Tip** For information about the source of a design file, refer to the **Open** dialog or the **Design Properties** dialog. See also [Viewing design information](#).

## Stitch files

Different embroidery machines understand different languages. Each has its own control commands for the various machine functions. Before you can stitch a design, it must be in a format which can be interpreted by the machine. Stitch or 'expanded' designs are low-level formats for direct use by embroidery machines. They contain only stitch

coordinates and machine functions. They are generally created 'on the fly' when sending designs to machine. They can also be output to embroidery disk or design card.

When read into Customizer, stitch files do not contain object information such as outlines or stitch types, but present the design as a collection of 'stitch blocks'. Stitch blocks are created wherever colors change or trims are detected in the design. Stitch designs are generally not suited to modification because stitches are not regenerated. You will be warned if the design you are opening should not be scaled.



**Tip** You can make this warning display when opening designs by selecting **Help > Show Design Warning**.

## Comparison of outline and stitch files

Customizer uses the native ART embroidery file format which combines the advantages of both outlines and calculated stitches. The table below shows the type of data found in ART files compared with stitch files.

Included in file	Stitch files	ART files
Object properties	No	Yes
Stitch data	No	Yes
Stitch types	No	Yes
Includes stitch coordinates	Yes	Yes
Thread colors	Some	Yes
Comments	No	Yes
Pull compensation settings	No	Yes
Auto spacing settings	No	Yes

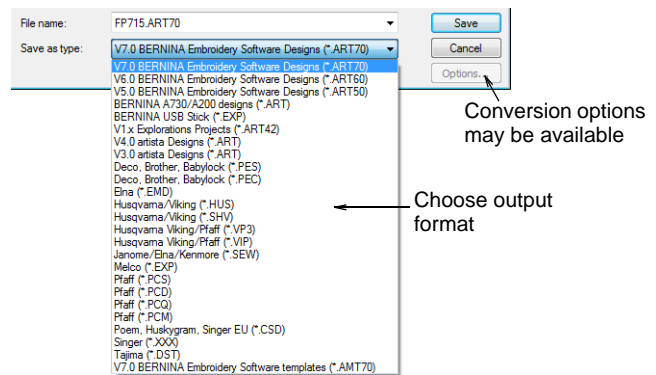
## Saving files for machine



Use General > Save to save the current design.

Saving the current design to native ART format is as simple as clicking the **Save** button. Converting

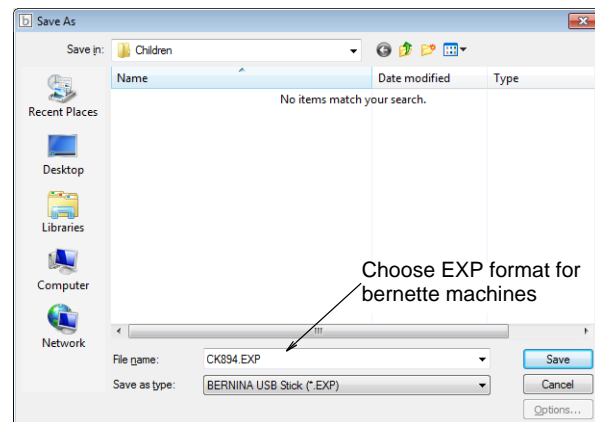
designs to other formats is as simple as choosing **File > Save As**.



Customizer lets you save designs in various native ART formats. This can be important if your suppliers or clients use previous versions of Wilcom software. But the main purpose is to output stitch file formats for use by your target machines. Customizer reads and converts many popular machine file formats.



**Note** In order to output to bernette embroidery machines, you must save the designs on a USB as 'BERNINA USB Stick (\*.EXP)'.



## Supported embroidery file formats

Customizer supports the following specific file formats:

Format	File	Grade	Read	Write
Vx.0 BERNINA Embroidery Software	ARTx0	A	●	●
¥ AMT50 and AMT60 no longer supported for write. ^ V1 and V2 ART no longer supported for write * Save back as SHV but not convert to SHV				

Format	File	Grade	Read	Write
BERNINA A730/A200 designs	ART	A	●	●
artista designs	ART ^		●	●
V1.x Explorations Projects	ART42	A	●	●
V7.0 BERNINA ES templates	AMT70	A	●	●
Vx.0 BERNINA ES templates	AMTx0 ¥	A	●	
artista templates	AMT	A	●	
BERNINA USB stick	EXP			●
artista Cross Stitch	ARX	D	●	
Deco, Brother, Babylock	PEC	C	●	●
Deco, Brother, Babylock	PES	C	●	●
Elna Xpressive	EMD	C	●	●
Great Notions	GNC	C	●	
Husqvarna / Viking	HUS	C	●	●
Husqvarna / Viking	SHV *	C	●	●
Husqvarna Viking / Pfaff	VP3	C	●	●
Husqvarna Viking / Pfaff	VIP	C	●	●
Janome / Elna / Kenmore	SEW	C	●	●
Melco	EXP	C	●	●
Pfaff	PCS	C	●	●
Pfaff	PCD	C	●	●
Pfaff	PCQ	C	●	●
Pfaff	PCM	C	●	●
Poem, Huskygram, Singer EU	CSD	C	●	●
Singer	XXX	C	●	●
Tajima	DST	C	●	●

¥ AMT50 and AMT60 no longer supported for write.

^ V1 and V2 ART no longer supported for write

\* Save back as SHV but not convert to SHV

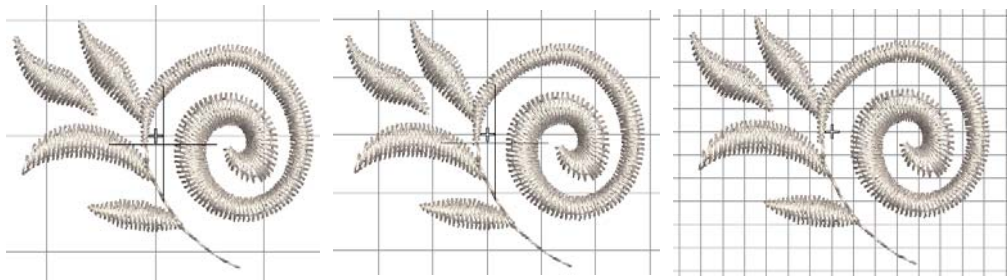


**Note** Customizer will convert designs to non-native home formats which are current at the time of development. Later releases of other-brand software may not produce compatible formats of the same file types.

# CHAPTER 9

## HARDWARE & SYSTEM SETUP

You will need to connect peripheral devices for use with Customizer. These may include printers and embroidery machines. Customizer lets you adjust various system settings controlling the appearance of designs on screen, display of design information, the behavior of the design window, and other settings.



This section describes how to set up embroidery machines and describes how to calibrate the monitor. It also describes how to change grid spacing and positioning options, and change hoop options. There is also information about how to adjust the pointer position display, and how to set automatic save.

### Setting up hardware

Different devices are set up in different ways – some in MS Windows®, via the Control Panel, others within Customizer itself.

Peripheral devices such as printers are connected to an available 'port' at the front or back of your computer. USB – Universal Serial Bus – ports can also be used to connect your embroidery machine.

Customizer will use the default printer that you have specified through the **Printer** icon in the MS Windows® **Control Panel**.

For instructions on connecting devices to your computer and setting up in MS Windows®, see the documentation for the device as well as your Microsoft MS Windows® documentation.

See MS Windows® **Help** (select **Windows Start > Help > Index**, then type 'default printer') for directions on how to set up a default printer.

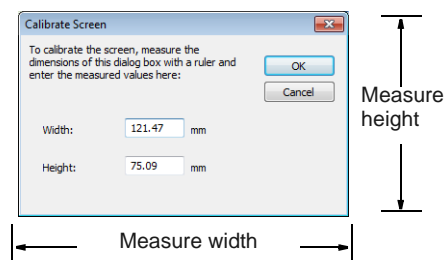
### Calibrating the monitor

You need to calibrate your monitor so that designs at 1:1 scale appear at real size. Do this when you first install Customizer or whenever you change your monitor.

#### To calibrate the monitor

- 1 Select **Settings > Calibrate Screen**.

The **Calibrate Screen** dialog opens.



- 2 Measure the height and width of the dialog box.

- 3 Enter the measurement in the **Width** and **Height** fields.
- 4 Click **OK**.

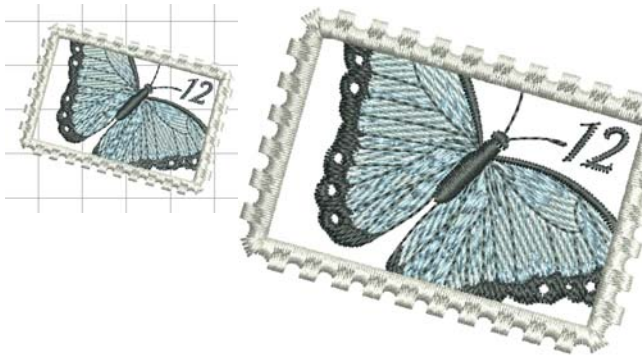
If you selected **Set reference point**, mark the reference point on your design. The grid aligns so that horizontal and vertical grid lines intersect at this point.

## Setting grid options



Right-click View > Show Grid to set grid reference point and spacing.

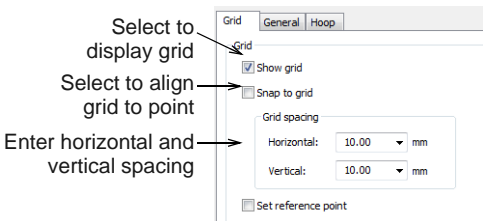
You can turn the grid on or off, change the grid spacing, or set a reference point.



Align the grid with a specific point in the design by setting a reference point – for example, when you want grid lines to intersect the center point of the design, or a horizontal grid line to sit under a particular object.

### To set grid options

- 1 Right-click the **Show Grid** icon.  
The **Options > Grid** dialog opens.



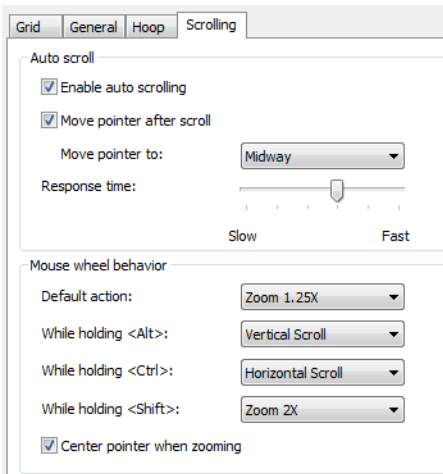
- 2 Select the **Show grid** checkbox to display the grid.
- 3 Select the **Set reference point** checkbox to align a significant point of the design with a grid line or grid point.  
For example, you can set the grid reference point to the design center. This is easier and faster than moving the whole design.
- 4 Enter **Grid spacing** values for horizontal and vertical grid lines.
- 5 Click **OK**.

## Setting auto scroll options

Use **Scrolling** to scroll the design automatically while you are digitizing. This can be more convenient than using panning or the scroll bars.

### To set auto scroll options

- 1 Select **Settings > Options** and select the **Scrolling** tab.



- 2 Adjust **Auto Scroll** options as required:

Option	Purpose
Auto scroll	Tick checkbox to enable automatic scrolling while digitizing.
Move pointer after scroll	Tick checkbox to force pointer to move with the current cursor position after each scroll.
Response time	Enter smaller values to increase scrolling speed.

The effect of the **Auto Scroll** setting only becomes apparent when you start to digitize. The design window automatically scrolls to follow the current cursor position.



- 3 Select the pointer position after scrolling from the **Move Input Point To** list:

Option	Purpose
Center	Center of the window. Use this setting for large movements.
Midway	Halfway between the original pointer position and the center of the window. Use this setting for smaller movements – e.g. when zooming into a small area of the design.
Corner	The edge of the screen. Use this setting for slow scrolling.

- 4 Set the precise behavior of your mouse wheel action as desired.
- 5 The same four options are available for use when deploying the mouse wheel on its own or in combination with **Alt**, **Ctrl**, and **Shift** keystrokes.
- 6 Tick **Center Pointer when Zooming** to ensure that the pointer stays centered on screen at all times.
- 7 Click **OK**.



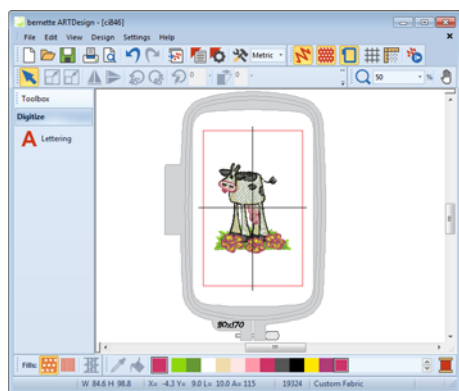
**Tip** Hold down the **Shift** key to temporarily deactivate **Auto Scroll**.

## Setting hoop options



Right-click View > Show Hoop to change the hoop settings.

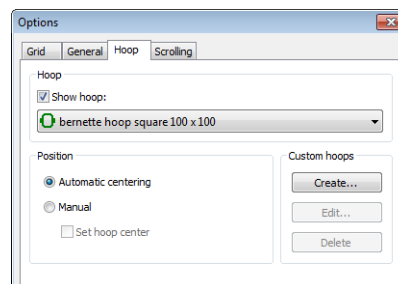
A range of sizes is available to suit the size of your design as well as a number of embroidery machines. Select the smallest hoop which fits the design from the range of hoop sizes available. This will hold the fabric tight while stitching.



### To set hoop options

- 1 Right-click the **Show Hoop** icon.

The **Options > Hoop** tab opens.



**Tip** Hide the hoop by clearing the **Show hoop** checkbox.

- 2 Select a hoop from the **Hoop** list.  
Select a position in the **Position** panel to center your hoop. See [Setting hoop centers](#) for details.
- 3 Click **Create** to create customized hoops. See [Defining custom hoops](#) for details.
- 4 Click **Edit** to edit existing hoops. See [Modifying custom hoops](#) for details.
- 5 Click **Delete** to delete existing hoops.
- 6 Click **OK**.

## Setting general options

Customizer lets you adjust various general settings controlling the automatic saving of designs, the position of the pointer on-screen, as well the display of measurements.

### Setting automatic save

Select Settings > Options to set automatic save and backup options.

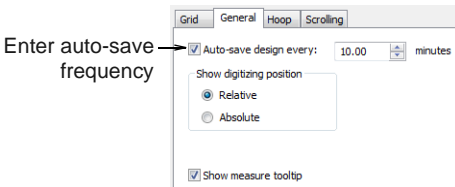
Save your work automatically at regular intervals using **Auto Save** to protect you from losing work in the event of hardware or software failure. A backup file is created every time you save a design. The design will be saved in the BACKUP folder of your Customizer installation. It will have the same name as the original file with the extension **BAK**.



**Caution** Backup files remain in the BACKUP folder until you delete them. To prevent the folder from using too much hard disk space, delete unwanted files regularly.

To set automatic save

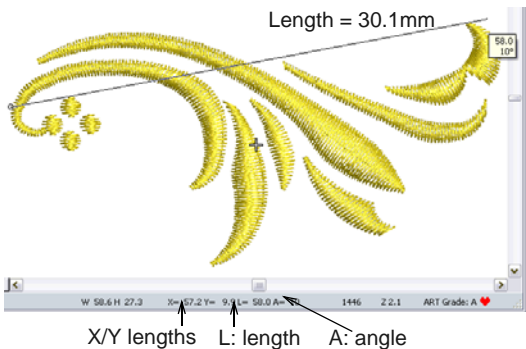
1 Select **Settings > Options > General** tab.



- 2 Select the **Save Design** checkbox.
- 3 Enter the auto-save frequency in the **Auto-save design period** field.
- 4 Click **OK**.

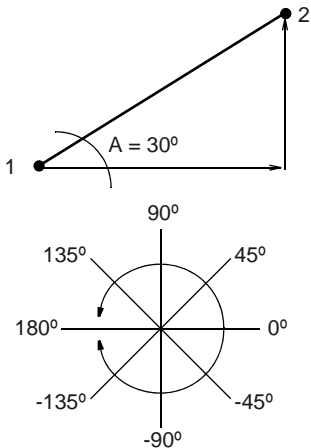
Interpreting pointer position values

The **X** and **Y** values show the horizontal and vertical distance of the pointer from the relative or absolute point. The **L** value is the length of the line connecting the pointer with the previous point, while **A** is the angle of that line, relative to the horizontal.



A negative **X** value indicates that the second point was placed to the left of the first point, while a negative **Y** value displays when the second point is below the first. Negative angles indicate angles of

more than 180° – for example, an angle of -60° is equal to 300°.



**Tip** You can measure on-screen distances using the values in the **Status Bar**. See [Measuring distances on-screen](#) for details.

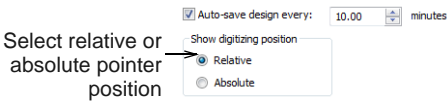
Setting pointer position display options

Select **Settings > Options** to set pointer position display options.

When you move the mouse, the pointer position is displayed in the **Status Bar** at the bottom of the screen. You can optionally display the pointer position relative to the last digitized point or stitch point, or as an absolute value from the first needle point of the design.

To set pointer position display options

1 Select **Settings > Options > General** tab.



2 Select a **Relative** or **Absolute** setting for the pointer.

Position	Description
Relative	Shows pointer position relative to the last digitized point or stitch point. Useful while digitizing or editing stitches.
Absolute	Shows pointer position as an absolute value from the first needle point of the design. Useful for checking that the design fits a given area.

3 Click **OK**.

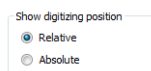
## Hiding the Measure tooltip

Select Settings > Options to display Show Measure tooltip.

The **Measure** tool displays the coordinates, distance and angle of the mouse pointer from a point corresponding to the center of a hoop in an empty design. You can show or hide these measurements using the **Show measure tooltip** checkbox.

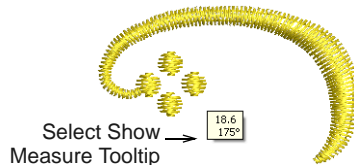
### To hide the Measure tooltip

- 1 Select **Settings > Options > General** tab.



Select Show Measure Tooltip → ☒ Show measure tooltip

- 2 Select the **Show measure tooltip** checkbox to turn on the measure tooltip.

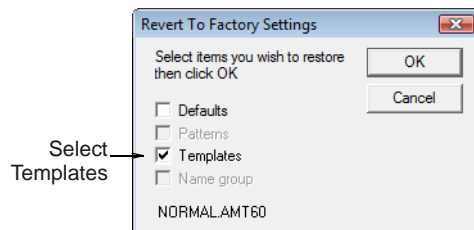


## Reverting to the NORMAL template

If you modify the NORMAL template supplied with Customizer, you can revert to the original version. A factory copy is always maintained so that the NORMAL template can be restored.

### To revert to the NORMAL template

- 1 Close Customizer.
- 2 Click the MS Windows® **Start** button and go to the Customizer programs folder.
- 3 Select the **Tools** folder and click the **Revert** icon.  
The **Revert to Factory Template** dialog opens.



**Note** It may take up to 1 or 2 minutes for the dialog to open.

- 4 Select the **Templates** checkbox and click **OK**.

The original settings for the NORMAL template are restored.

# APPENDIX A

## CUSTOMIZER SHORTCUT KEYS

### Working with designs

To	Press
Exit the program	<b>[Alt]+[F4]</b>
Open an existing design	<b>[Ctrl]+[O]</b>
Print a design	<b>[Ctrl]+[P]</b>
Save a design	<b>[Ctrl]+[S]</b>

### Selecting, moving & deleting designs

To	Press
Delete selected design	<b>[Delete]</b>
Deselect all objects	<b>[Esc]</b> or <b>[X]</b>
Nudge selected designs	<b>[↑]</b> <b>[↓]</b> <b>[←]</b> <b>[→]</b>
Select all objects	<b>[Ctrl]+[A]</b>

### Zooming & viewing

To	Press	or
Center current stitch	<b>[C]</b>	<b>[F6]</b>
Redraw the screen	<b>[R]</b>	<b>[F4]</b>
Return to previous view	<b>[V]</b>	<b>[F5]</b>
Show needle points	<b>[.]</b> (period or full stop)	
Show whole design	<b>[0]</b> (Zero)	<b>[F2]</b>
Show/hide connectors	<b>[Shift]+[C]</b>	
Slow Redraw	<b>[Shift]+[R]</b>	
Specify zoom factor	<b>[F]</b>	<b>[F3]</b>
Turn on/off Artistic View	<b>[T]</b>	
Zoom in on a selected area (box)	<b>[B]</b>	<b>[F8]</b>
Zoom out 2x	<b>[Shift]+[Z]</b>	<b>[F10]</b>
Zoom to 1:1 scale (100%)	<b>[1]</b>	

### Cancelling & undoing commands

To	Press
Cancel some commands	<b>[Esc]</b>
Redo a command	<b>[Ctrl]+[Y]</b>
Undo a command	<b>[Ctrl]+[Z]</b>

### Traveling through designs

To travel	Press	
	Keyb'rd	Keypad *
1 stitch backward	<b>† [←]</b>	<b>[4]</b>
1 stitch forward	<b>† [→]</b>	<b>[6]</b>
10 stitches backward	<b>† [↑]</b>	<b>[8]</b>

\* Num Lock OFF † Select Object tool OFF

To travel	Press	
	Keyb'rd	Keypad *
10 stitches forward	<b>† [↓]</b>	<b>[2]</b>
100 stitches backward		<b>[-]</b>
100 stitches forward		<b>[+]</b>
To next color	<b>[PageDown]</b>	<b>[9]</b>
To next object	<b>[Ctrl]+[T]</b>	
To previous color	<b>[PageUp]</b>	<b>[3]</b>
To the end of a design	<b>[End]</b>	<b>[1]</b>
To the start of a design	<b>[Home]</b>	<b>[7]</b>

\* Num Lock OFF † Select Object tool OFF

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