

## **New Things in SEDS Version 7.0 and 7.2**

These illustrated Release Notes describe in detail the changes and enhancements made to the new versions, 7.0 and 7.2 of the SEDS Digitizing System.

All 7.2 new additions are preceded by: **(7.2)**

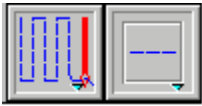
### **For All Three Levels of SEDS Digitizing Systems:**

#### ***Enhanced Stitch Generation:***

The algorithm for stitch and underlay generation in all stitch types has been revised for better stitch quality.

#### ***Additional Stitch Type for Impression: One Line Walking***

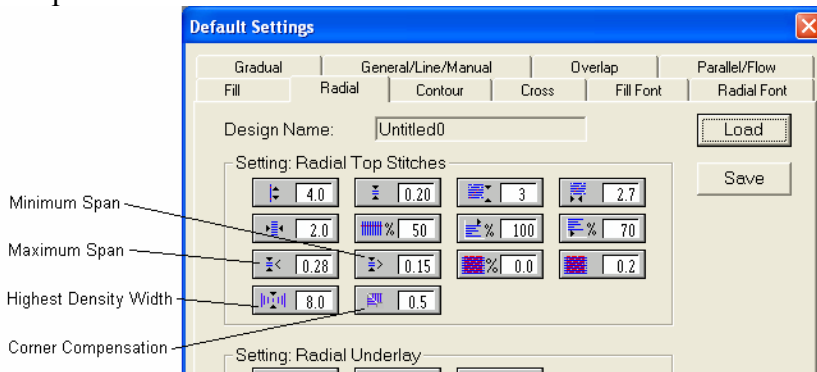
One Line Walking has been added to Impression as a standard stitch type.



#### **(7.2) Improved Settings Manager:**

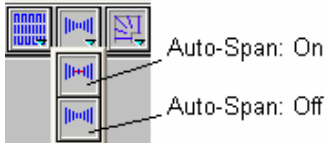
The Settings Manager has been re-organized. Together with the addition of tool-tips, it makes managing settings much easier and simpler than before.

Four New Settings are introduced: Minimum Span, Maximum Span, Highest Density Width and Corner Compensation.



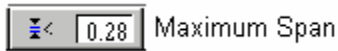
#### **(7.2) Auto-Span New Settings:**

In a satin stitch block, when the width of the column changes drastically, it may require the Span to change accordingly. Auto-Span is designed to deal with such situation.



Auto-Span works in Radial Stitch, One and Two Lines, and in Lettering modules. This option is located in the upper right hand corner of the system window. 'Off' is its default position.

When Auto-Span is on, density of stitches is monitored by 'Minimum Span', 'Maximum Span' and 'Highest Density Width'.



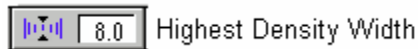
**(7.2)** 1.) Maximum Span:

This value controls the span when column width is at its narrowest, normally 0.1 mm. That means density of stitches is the lowest.



**(7.2)** 2.) Minimum Span:

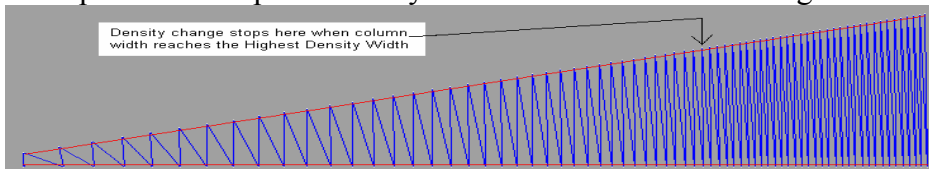
This value controls the span when column width reaches the widest value preset by 'Highest Density Width'.



**(7.2)** 3.) Highest Density Width:

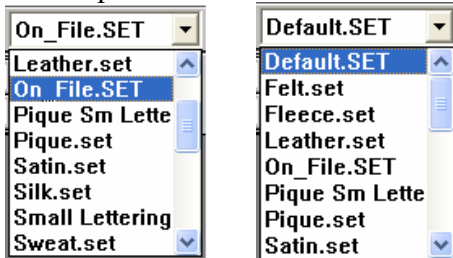
When column width is at the Highest Density Width, it will also be at its Minimum Span (Highest Density). Even when the stitch length goes beyond this value, density won't go any higher.

Example of Auto-Span: Density varies as column width changes.



**Quick Settings Selector:**

A new pull-down menu for fast accessing suggested settings has been added.



**On\_File.SET:**

We can now pre-set and save stitch settings for individual designs.

1. Open the Settings Manager. (Click on Tools, then 'Settings Manager'.)
2. Change the settings value wherever desired.
3. Click 'OK'.
4. Save the design.

Notes: The next time the same file is opened, the saved settings will be loaded and the Quick Settings Selector will display 'On\_File.SET'.

**Default.SET:**

Whenever a new file is opened, the system's preset stitch settings will be loaded as 'Default.SET', which, without any user intervention, serves also as the system's recommended settings. For better flexibility, users can change any value in the default according to their own experience and habit in digitizing.

1. Open the Settings Manager. (Click on Tools, then 'Settings Manager'.)
2. Change the settings value wherever desired.
3. Click on 'Save'.

4. In the Save As window, select 'Default.SET' and click 'Save' to replace the existing file.
5. Click 'OK' to close the Default Settings window.

Notes: As it affects ALL designs, be extra cautious in making changes.

### **(7.2) New and Revised Settings Recipes:**

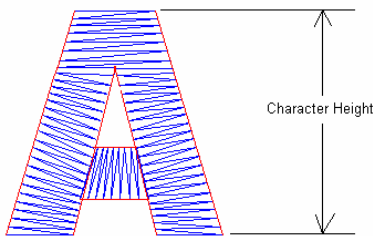
There are now eleven tested, revised or new, settings recipes in Quick Settings Selector for easy reference. Just click the pull-down menu to select what's best for the situation.

### **(7.2) Re-Organized Input Boxes on Settings Bars:**

Input boxes on Settings Bars of all stitch types are re-organized to be more logical and consistent.

### **(7.2) 'True' Character Height in Lettering (SEDS and TTF):**

In older versions of SEDS, character height in lettering is the total height measuring from the tip of an upper case letter to the bottom of lower case letters, such as 'j's and 'g's. In this new version, the input value reflects the height of a typical upper case letter, such as 'A's and 'H's measuring from top to bottom. This allows the user to have a much better control over lettering size.

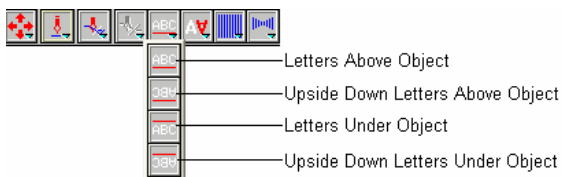


### **(7.2) Character Width measured as a percentage of its Original Width:**

In older versions of SEDS, character width was an independent factor. The new version changes it to be a percentage of the original character width. The default is 100%, without distortion to the character itself.

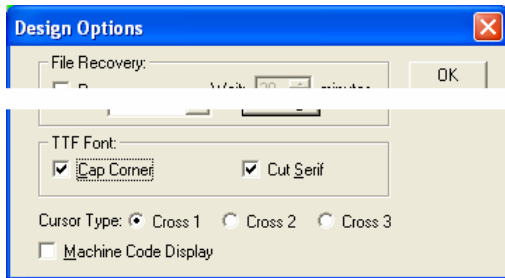
### **New Font Orientation Options:**

Four new Re-designed Font Orientation Options, replacing the old ones, are included in the Lettering Module.



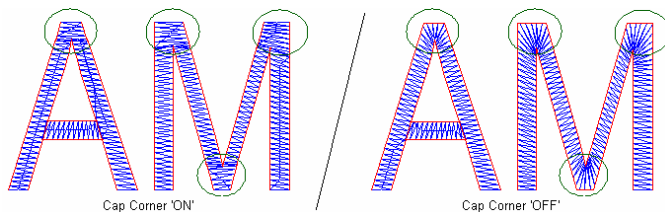
### **(7.2) New Design Options for TrueType Font Lettering:**

There are two new additions to the Design Options dialogue box. 'Cap Corner' and 'Cut Serif'. With these options, quality and flexibility of lettering stitches generated from TrueType Font is greatly improved.



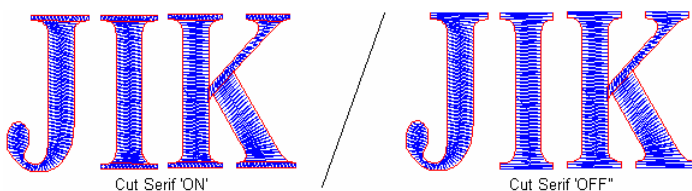
1. At the menu bar, go to 'Edit', then, 'Options....'.
2. In the Design Options window, check the box next to 'Cap Corner' or 'Cut Serif'.
3. Click 'OK'.

#### **(7.2) 1.) Cap Corner:**



The circled areas in the above examples show clearly how the stitches cornered differently even when they are of the same font type.

#### **(7.2) 2.) Cut Serif:**



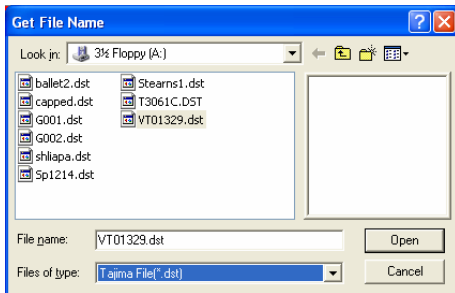
Font characters that have Serifs can be treated two ways:

1. 'Cut Serif' On: Serifs appear as independent blocks with stitches running perpendicular to the main stroke they connect to. This kind of Serifs looks more prominent and solid. It's good for larger font size.
2. 'Cut Serif' Off: In this case, serifs are just wider extensions of main strokes. It's more appropriate for small lettering.

#### **(7.2) Open or Save DOS Base Machine Format Files:**

In previous versions, users are required to go to the 'Punch Read' or 'Punch Write' windows in order to open, or output to a diskette, a stitch file such as Tajima 'dst' and Happy 'tap'...etc.

Now, we can 'Open' or 'Save' such files directly through the menu bar.



1.) 'Open' a DOS Base Machine Format File:

1. Go to 'File'.
2. Click 'Open'
3. In the 'Get File Name' window, locate and highlight the file wanted.
4. Select and change the target file format inside the 'Files of Type' window if necessary.
5. Click 'Open'.

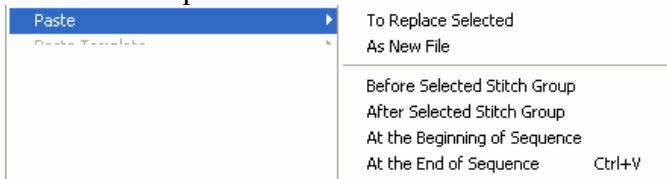
2.) Output to a DOS Base Machine Format File from an Active Design:

1. Open or create a design.
2. Go to 'File'.
3. Click on 'Save' or 'Save As'.
4. In the 'Get File Name' window, set the target location for the file to be output.
5. Type a name for the file in the 'File Name' window.
6. Select and change the target file format inside the 'Files of Type' window if necessary.
7. Click 'Save'.

Notes: Unlike 'Punch Write', where the user can select any EDF file in any folder to convert to a machine format, the above operations only work with the active design on screen. The best advantage is that it's no longer necessary for a new design to be saved first as an EDF file before conversion.

**(7.2) New Paste Options:**

The 'Paste' Options under Edit has been redefined for more practical use.

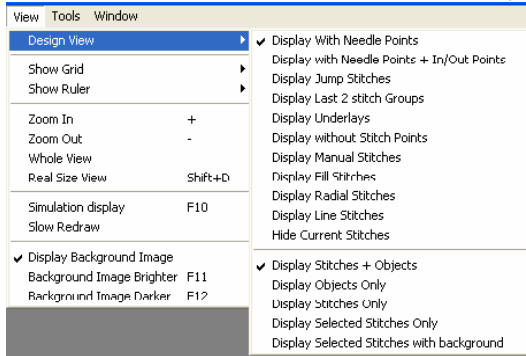


1. Select the item(s) to be copied.
2. Go to 'Edit' and click 'Copy', or, simply press the 'Ctrl' and 'C' keys at the same time.
3. Go to 'Edit' and click 'Paste'. A fly-out menu with 6 options appears.
4. Select the option that's suitable.

Notes: An Object or Stitch Block must be selected before hitting 'To Replace Selected'. A Stitch Block must be selected before hitting 'Before Selected Stitch Group' or 'After Selected Stitch Group'. Pressing 'Ctrl' and 'V' keys at the same time pastes the copied stitch block(s) at the end of the sewing sequence. By default, all pasted item(s) appear at the left upper corner of the design file and should be moved to the appropriate location immediately.

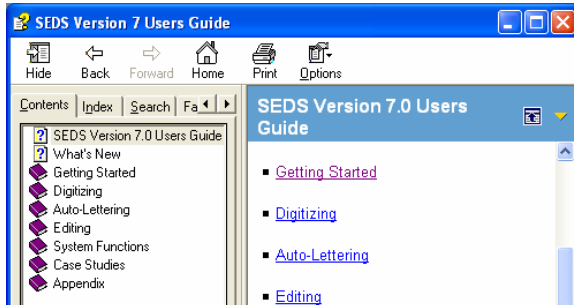
### View Options:

'View' has been added to the menu bar, allowing a lot more viewing options to be accessed easily.



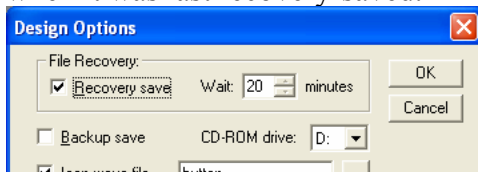
### Online Help User's Guide:

The addition of the Online User's Guide provides a quick and easy reference on using the program. It can be opened by simply clicking on the F1 key on the keyboard, or, on the Help button on the menu bar.



### Recovery Save:

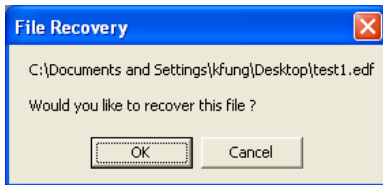
The Recovery Save, previously called the 'Auto Save', feature has been greatly improved. When it is activated, it will automatically create a temporary copy of the *saved* original file. If something happened that caused the system, or the computer to crash, the user will be able to recover the file at the stage when it was last recovery-saved.



4. At the menu bar, go to 'Edit', then, 'Options....'.
5. In the Design Options window, check the box next to 'Recovery Save' at the top.
6. Input the number of minutes between each save. 10 to 20 is recommended.
7. Click OK.

**Notes:** 'Recovery Save' *DOES NOT* save changes made to a design in progress. Occurrence should be more frequent than the regular manual save. Digitizers should develop the habit of saving design as it progresses manually at an interval of no more than 20 minutes.

Whenever a recovery is required, the 'File Recovery' window will appear.



1. Click OK to recover file.
2. Open the recovered design and continue.

Notes: 'Backup Save', (in Design Options) provides additional file protection.

When a file is saved manually, 'Backup Save' makes a copy of the already saved file and store it in the same folder as the original design file first, before the actual saving of the file begins. That means this backup file, with an 'edk' file extension will always be one version behind what is currently saved. If something went wrong with the original file and couldn't be opened, the user can find the backup (by the same name), renames its extension to 'edf' and open. Backup Saved files will always remain in the folder. For saving hard disk space, it would be a good idea to delete such files when no more changes to the original designs are expected.

#### ***New Lock Stitch Pattern:***

A new 'Lock Stitch Pattern', (-0.4,0.3,-0.3,0.4), will be posted in the Design Options Window as the Default. These numbers can be changed to fit the requirement of individual machines.

#### ***New Hotkey for Stitch Block Navigation:*** Shift-Arrow Key

1. Select one stitch block.
2. Press and hold the 'Shift' key, then, hit one of the Arrow Keys to go to the next or the previous stitch block in the stitching sequence.

#### ***New Hotkey for Zoom In / Out:*** + / -

Zooming has never been simpler. Just press the '+' or the '-' key.

#### ***New Hotkey for Panning:*** Alt-Arrow Key

1. Zoom in to an area in the design.
2. Press and hold the 'Alt' Key, then, press one of the Arrow Keys to view different areas of the design.

#### ***(7.2) New Hotkey for 'XOR' selection during 'Point Select':*** Alt-Click

'XOR' Selection means it's a toggle between two states of selection.

1. Go to 'Point Selection'.
2. Press and hold the 'Alt' Key.
3. Click the item to be selected, or de-selected.

#### ***(7.2) New Hotkey for Box Selection:*** 'B'

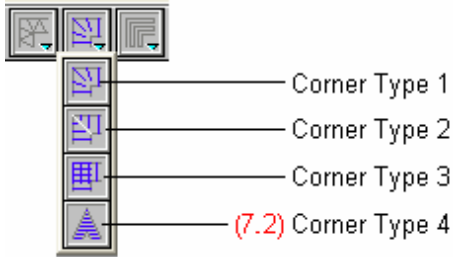
User can go to 'Box Selection' by pressing 'B' on the keyboard.

(Go to 'Point Select' by pressing 'T'.)

## For SEDS Imagine and Higher:

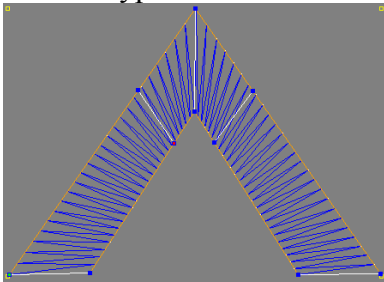
### *New Cornering Options for Radial (Satin) Stitches:*

Three options are devised, giving users more choices in dealing with cornering in radial stitches.



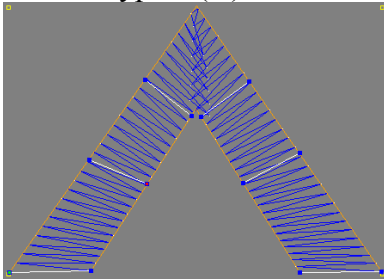
#### 1.) *Two Line Radial*

Corner Type 1: This is most commonly used type of cornering.

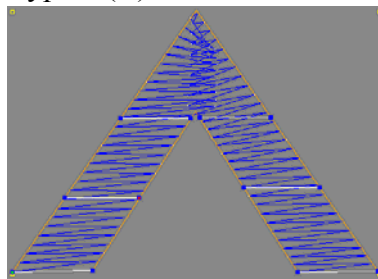


The guide lines are applied the usual way.

#### Corner Type 2 (A):

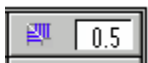


#### Corner Type 2 (B):



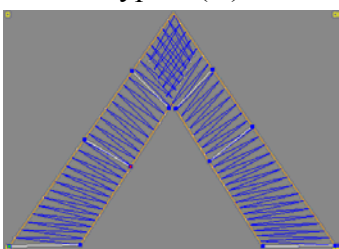
Stitching is from left to right. (A) and (B) show different ways of applying guide lines to achieve different effects.

For this corner type ONLY, the amount of overlap from the side that sews first is controlled by the 'Corner Compensation' setting, which is in mm.

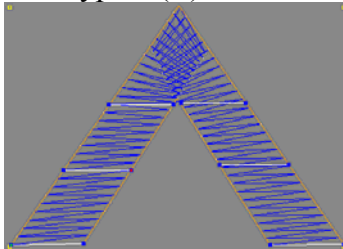


Corner Compensation

#### Corner Type 3 (A):

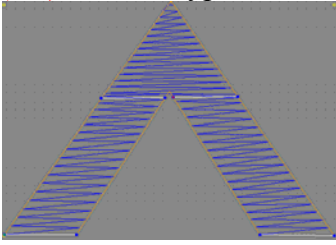


#### Corner Type 3 (B):



In this corner type, overlapping occurs fully on both sides, creating a more solid corner. (A) and (B) show different ways of applying guide lines to achieve different effects.

**(7.2) Corner Type 4:**

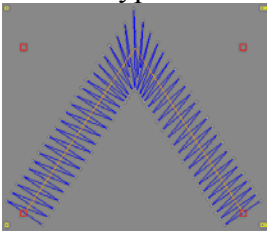


In this type, the system automatically put a 'capped' block connecting the stitches going into the corner and the stitches coming out of the corner. It's better to have 'Auto-Span' turned on to accommodate the stitch length variation.

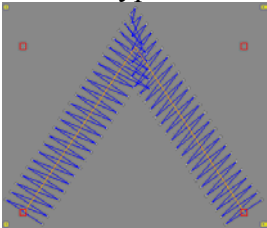
**2.) One Line Radial**

For One Line Radial, there's no guide line to apply.

**Corner Type 1:**

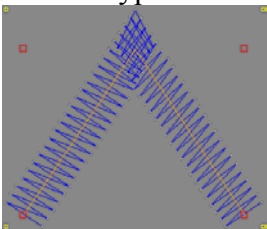


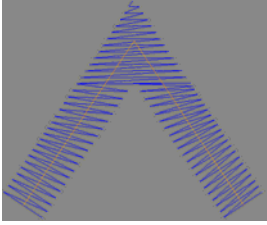
**Corner Type 2:**



For this type, the amount of overlap can be controlled by the 'Corner Compensation' setting.

**Corner Type 3:**



**(7.2) Corner Type 4:**

In Type 4, the system automatically put a 'capped' block connecting the stitches going into the corner and the stitches coming out of the corner. It's better to have 'Auto-Span' turned on to accommodate the stitch length variation.

***Image Processing:***

Imported or scanned in images can be *Rotated*, and *Mirrored Horizontally or Vertically*.

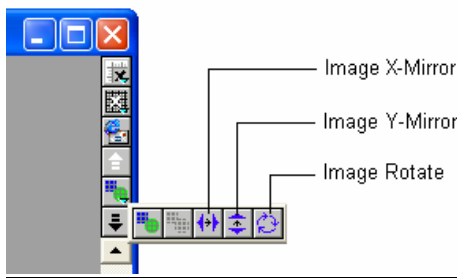
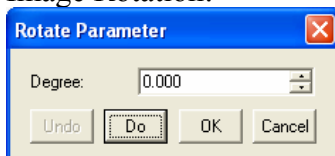


Image Processing features can be found at the upper right hand corner of the design window. Right click at the 'Image On' icon to reveal the fly-out menu.

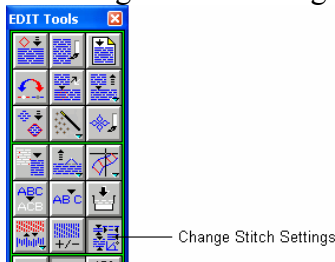
The 'Image X-Mirror' and 'Image Y-Mirror' are for flipping the image horizontally and vertically, respectively.

**Image Rotation:**

1. Click on the 'Rotate Image' button and the 'Rotate Parameter' dialogue box comes out.
2. Input the degree of rotation. A positive number means a clockwise rotation and a negative value makes the rotation turns counter-clockwise.
3. Click 'Do'.

***Change Underlay Type for Multiple Stitch Blocks:***

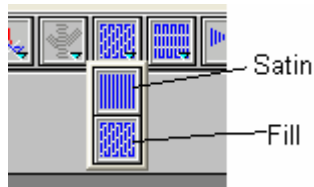
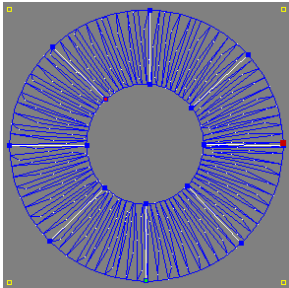
It is now possible to change the underlay type of multiple stitch blocks of the same primary stitch type, at 'Change Stitch Settings'.



1. Select all the stitch blocks to be changed. (Must be of the same stitch type.)
2. Click on the 'Change Stitch Settings' button.
3. At the Settings bar, right click on the 'Underlay Pattern' window to reveal all the available underlay types.
4. Select the type desired.
5. Right click in the design window to finalize the change.

### ***Additional Stitch Type for Imagine: Turn Radial Fill***

Turn Radial Fill is now a standard stitch type for SEDS Imagine.



Creating a donut shape fill stitch:

1. Draw two circular or elliptical closed objects, one inside the other and have them remain selected.
2. Select the Two Line Radial Stitch mode.
3. At the top right hand corner of the system window, right click on 'Satin' to reveal the 'Fill' option.
4. Click on 'Fill'.
5. Go back to the design window and go to the punching mode.
6. Adjust the settings.
7. Apply the guide lines as shown in the sample above.
8. Right click and put down the Start and End points.
9. Right click to generate stitches.

### ***New Contour Stitch Options:***

- 1.) Digitize Selected Area:

Users can now choose between 'Contour Stitching' a whole picture or just a part of it (leave out the background). Not only it is good for lessen the stitch count; this improvement invites the creative mind in applying different artistic elements to the background of pictures.

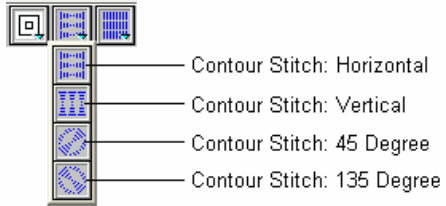


The process is quite simple:

1. Import or scan in a good quality picture.
2. Go to 'Contour Stitch' mode.
3. Choose the 'Selected Area' option at the upper right hand corner of system window.
4. Adjust parameters.
5. Outline the area in the picture to be stitched with a *closed* object.
6. Go to punching.

**(7.2) 2.) Contour Stitch running at 45° and 135°:**

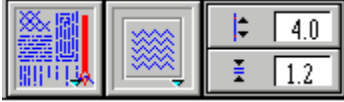
Apart from the original Vertical and Horizontal sewing angle options in Contour Stitch, two more new choices are added.



## For SEDS Insignia Only:

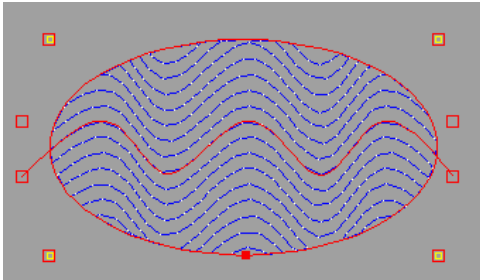
### *New Stitch Type for Insignia: Flow Stitch*

Flow Stitch is the latest addition of stitch type to Insignia's arsenal. It's very useful for digitizers with an artistic mind.



Flow Stitch is listed under 'Special Stitch Types'. It requires 2 objects, one closed and one open. The closed one is the stitch blocks actual shape. The open one directs the 'flow' of the stitches.

Below are two examples of Flow Stitch:



(Flow1)



(Flow2)

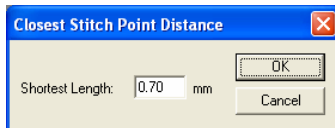
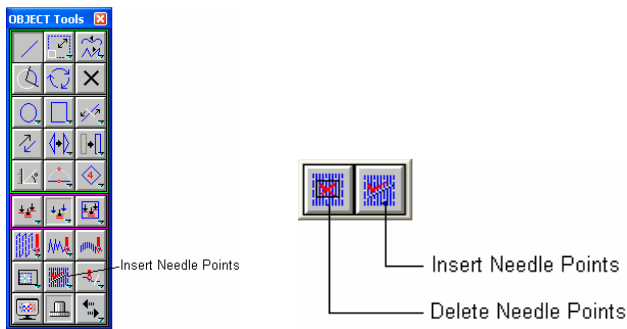
1. Go to the Flow Stitch mode.
2. Draw a closed object.
3. Draw an open object (controller) to steer the stitch flow direction. (The controller has to be drawn over and beyond the limit of the closed object.) Stitches created will be running parallel to the controller.
4. Select both objects.
5. Adjust the parameters.
6. Right click and put down the Start and End points.
7. Right click to generate stitches.

Notes: In case some of the stitches aren't flowing correctly, adjust the position and length of the controller with 'Move Points' and right click to re-generate stitches.

To achieve a good 'flow' visual effect, density must be set so low that individual parallel lines of stitches can be seen clearly.

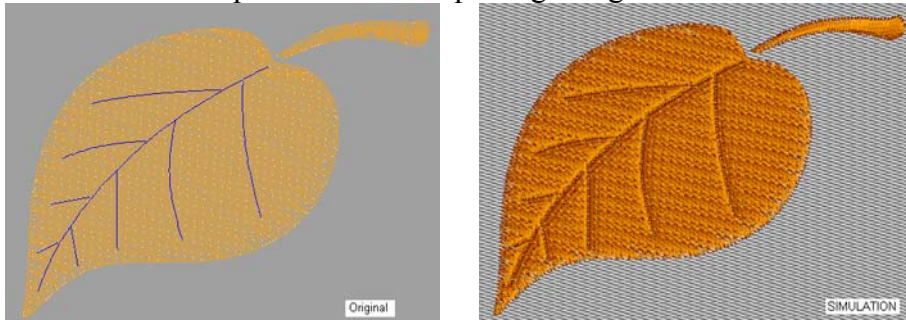
### *Enhanced Stitch Sculpturing:*

With the inclusion of the ability to remove neighboring stitch points in the 'Insert Needle Points' feature, sculpturing on a filled block becomes more outstanding.



1. Make a fill.
2. Create objects inside fill.
3. Make sure the new objects and the fill are selected.
4. Go to the Object Tools box and select 'Insert Needle Points'.
5. Click 'Insert Needle Points'.
6. A 'Closest Stitch Point Distance' dialogue box comes up.
7. Input the desired number and click OK to finish.

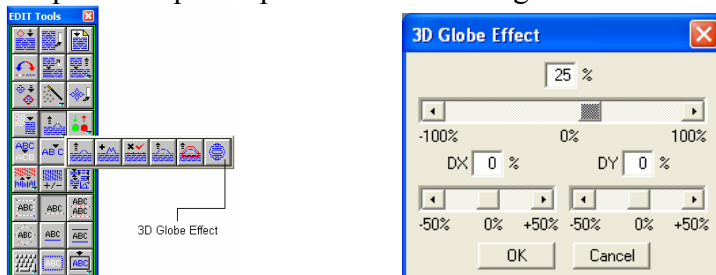
Below is an example of Stitch Sculpturing using 'Insert Needle Points'.



The blue lines in the Original are the objects imitating the veins on the leaf.

### ***Enhanced 3D Globe:***

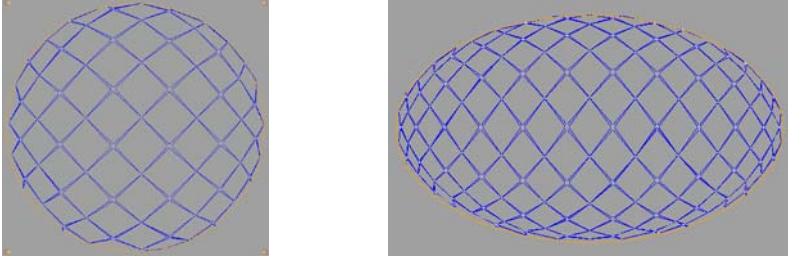
Elliptical shape warp is added to the original '3D Globe' feature.



Applying the 3D Globe Effect feature is really easy.

1. Create a circular or elliptical stitch block.
2. Pick the '3D Globe Effect' in the Edit Tools box.
3. The 3D Globe Effect dialogue box will come out.
4. Slide the top bar towards the right slowly to watch the instant change.
5. Click OK.

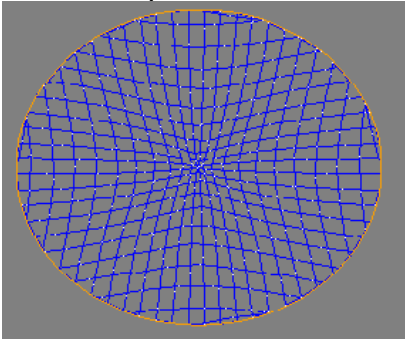
Below are two examples:



***New Feature in 3D Globe:***

Concave 3D warp (Reverse Warp) is added to the original 3D Globe.

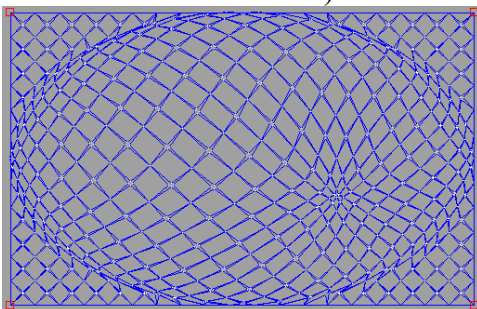
Slide the top bar in the 3D Globe Effect dialogue box to the left creates the concave effect.



Concave Warp

Notes:

1. The DX and DY factors in the 3D Globe Effect dialogue box, are for moving the center of the warp horizontally and vertically.
2. Theoretically, there is no restriction to the shape and stitch type to do 3D. Warping occurs inside the stitch block and the shape of warp is circular and elliptical.
3. A shape can be warped many times to achieve different effect. In the example below, the stitch block was warped first normally, (top bar slides to the right), then warped again reversely (top bar slid to the left) with the center moved.



***New Hotkey for Moving Selected Stitch Block:*** Ctrl-Arrow Key

1. Select a stitch block.
2. Press and hold the 'Ctrl' key and press one of the Arrow Keys to move selected item(s).

\*All functions and features described in the above document are subject to changes without prior notification by the manufacturer or its agents.