

Data7 Consultancy

www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Contents

Introduction to project	3
Work flow for digitizing and stitching out the design	4
Instructions for Stitching out	5
Setting up EDS to start Digitizing	6
Step 1: Open EDS Program	6
Step 2: Design Preferences	6
Step 3: Open an image to use as a template	6
Step 4: Start Digitising	6
Step 5: Choose thread colour	6
Step 6: Mark centre of design- Origin	7
Step 7: Running stitch digitising mode	7
Step 8: End Session	7
Step 9: Saved as condensed	7
Digitizing the Design	8
Step 1: Digitising the placement square	8
Step 2: Moving on to the tacking square	9
Step 3: Placing Holding stitches for patches 2a, & 2b	10
Step 4: Seam lines for patches 2a & 2b	11
Step 5: Placing 2 nd set of holding stitches for patches 2a, & 2b	12
Step 6: Placing patches 2c, & 2d	13
Step 7: Tacking down Patches 2a-2d and placement line for patches 3a-3d	14
Step 8: Placing patches 3a-3d	15

Data7 Consultancy

www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Editing in Condensed Mode	16
Firstly the theory	16
Step 1: Benefits of working in Condensed mode	16
Step 2: Getting started	16
Step 3: Zooming	16
Step 4: Editing Toolbar Descriptions	17
Step 5: Selecting Points	17
Now the practical	18
Step 1: Moving around the design	18
Step 2: Moving Points	18
Step 3: Inserting extra Stitch Points	18
Step 4: Inserting functions – correcting mistakes	19
Stitch Length	19
Jump Stitch	19
Change Colour	19
Final saving and exporting to machine format	20
Step 1: Saved as Expanded	20
Step 2: Export to Machine Code	20
Appendix 1 21	
Routine for setting up EDS ready to start digitizing	21
Routine for Jump Stitch, Colour Change & Stitch Size	21
Routine for Placement and Tacking Squares	21
Routine for creating Holding Stitches	21
Routine for Seam Lines	22
Appendix 3 23	
Undo	23
Zooming in Standard and Digitizing Mode	23
Zooming in Point Editing Mode	23
Loading Digitised designs	23

Data7 Consultancy

www.data7consultancy.com

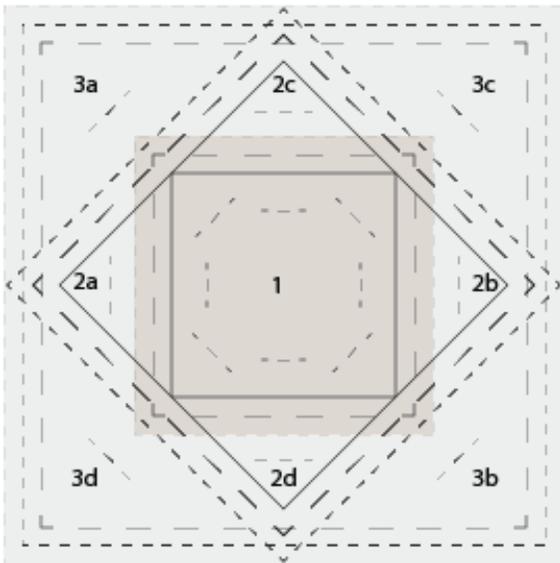
Miniature Patchwork In The Hoop Project Part 1

Introduction to project

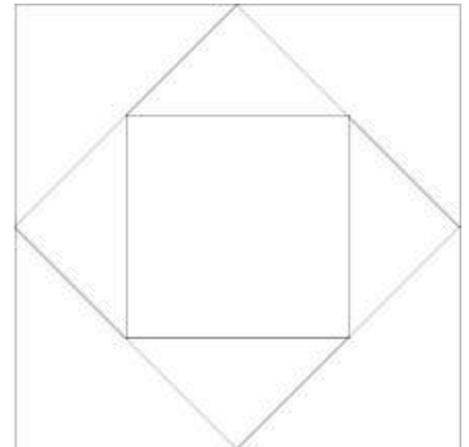


For this project we are going to create a in the hoop design, making a miniature square in square patchwork block.

When sewing this design out I would recommend not using any interfacing or at the most a very light weight one as the design is very light on stitches but will have a lot of seam allowances.



Although this images look busy and complicated, when you get to understand the idea you will only need a simple drawing of the seam lines as these are the only lines that need to be drawn accurately



When we stitch the project out, we will only be using a single thread colour for the whole design. However when we digitize the design we will be adding colour change points at each stage that we want the machine to stop, to allow us to manually work on the design, either to add a patch or fold the material out

Yellow are the placement lines
Dark and Pale Green are hold stitches
Red are tacking lines
Dark and Pale Blue are seam lines

Work flow for digitizing and stitching out the design

Stage 1 - Yellow	Placement for 1 st & 2 nd patches		Stage 2 - Red	Tacking for 1 st patch		
Stage 3 - Green	Holding for 2 nd patch set		Stage 4 - Blue	Seam line for 2 nd patch set		
Stage 5 - Green	Holding for 2 nd patch set		Stage 6 - Green	Holding for 2 nd patch set		
Stage 7 - Blue	Seam line for 2 nd patch set		Stage 8 - Green	Holding for 2 nd patch set		
Stage 9 - Red	Tacking for 2 nd patch set		Stage 10 - Yellow	Placement for 3 rd patch		
Stage 11 - Green	Holding for 3 rd patch set		Stage 12 - Blue	Seam line for 3 rd patch set		
Stage 13 - Green	Holding for 3 rd patch set		Stage 14 - Green	Holding for 3 rd patch set		

Data7 Consultancy

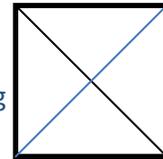
www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Stage 15 - Blue Seam line for 3 rd patch set			Stage 16 - Green Holding for 3 rd patch set		
Stage 17 - Red Tacking for 3 rd patch set			Stage 18 -Yellow Placement for cutting		

Instructions for Stitching out

- 1) Cut out three squares of material for your block – 4inch, 3inch and 2inch
- 2) Cut the two larger squares in to triangles as in the diagram
- 3) If your machine has the option to adjust stitch speed, set it to the slowest setting
- 4) Use a fine needle
- 5) Set-up and thread-up machine
- 6) Hoop-up backing material and Attach hoop
- 7) Stitch **Placement** square (stage 1)
 - a. Place patch 1
 - b. Stitch **Tacking** square around patch (stage 2)
- 8) Place patches 2a & 2b,
 - a. Stitch **Holding** stitches to hold patches down and ensure that patches are correctly placed (stage 3)
 - b. Stitch **Seam** lines for these patches (stage 4)
 - c. Remove **Holding** stitches
 - d. Fold patch's back and finger press
 - e. Stitch **Holding** stitches and ensure that patches are correctly placed and not buckled (stage 5)
- 9) **Repeat Step 3** for patches 2c & 2d (stage 6, 7 & 8)
- 10) Stitch **Tacking** line around patches 2a-2d (stage 9)
- 11) Stitch **Placement** line for patches 3a-3d (stage 10)
- 12) **Repeat Step 3-5** for patches 3a - 3d (stage 11-17)
- 13) Stitch **Placement** line as guide for accurate cutting out once removed from hoop (stage 18)



This square can be used as part of a larger project (ideas to follow in next tutorial) or made into a small pincushion, this one has had elastic add so it can be put on the wrist.



Data7 Consultancy

www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

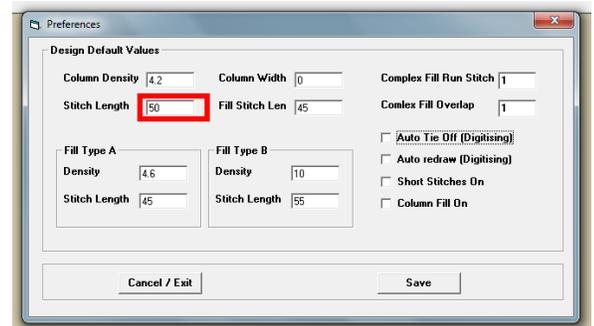
Setting up EDS to start Digitizing

Step 1: Open EDS Program

To start, open the Data 7 EDS program.



Step 2: Design Preferences

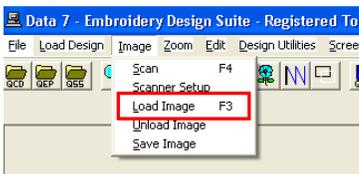


For this project we will only be using running stitch, therefore we only need to set the default stitch size, using the EDS **Preferences** from the “**Design**” menu.

We will set the default value to 50 points at this stage; this is a suitable length of stitch for the placement, tacking and holding stitches. As we work through the project we will change this value to 30 points whenever we start a set of seam lines, and back to 50 points when we finish the set.

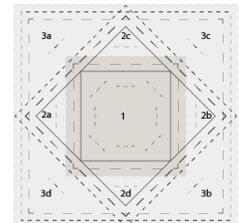
(Values are measured in points each point is 0.1mm and so 50 points = 5mm)

Step 3: Open an image to use as a template



For this project, you will need to download the 2 images and **Line Drawing.gif** saving them somewhere you can find easily on your computer.

Then load **Patchwork Block.gif** via the **Load Image** option from the **Image** menu.

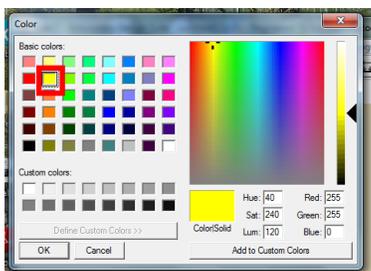


Step 4: Start Digitising



Start a new digitising session by selecting **Start Session** from the **Digitise** menu

Step 5: Choose thread colour



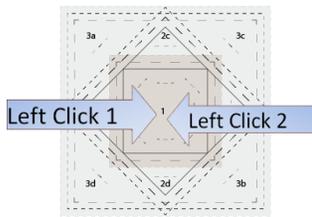
The **Color** dialog box should now appear automatically
Choose the starting colour which will be a bright yellow.

Data7 Consultancy

www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Step 6: Mark centre of design- Origin



Left Click somewhere in the centre of the design to, mark the **Origin**, then **Left Click** to the right to create one small stitch.

Step 7: Running stitch digitising mode

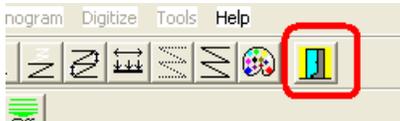


By default when you start digitising, the mode is set to **Running Stitch**.

You can toggle between running stitch and column stitch at any time by either clicking the **Running Stitch** and **Column Stitch** buttons below **or** by pressing the **Enter** key. However as already stated we will only be using running stitch in this project. So be careful that you do not accidentally switch to column stitch.

Please note that as all lines are going to be **Straight Running Stitch** when digitizing, we will only be using the **Left Click** to place our stitch points.

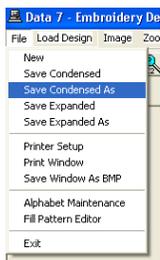
Step 8: End Session



It is probably good practice to save our design on a regular base, so we need to exit the digitizing mode to do this.

Simply click the **End Digitising Session** button

Step 9: Saved as condensed



All Data 7 EDS digitised designs are first saved in what is called a **Quick Condensed Format** in which only the outline of a design is recorded or digitised. Condensed formats make it easy to edit and resize designs without the issue of final stitch size and density changing.

So select **Save Condensed As** from the **File** menu or choose the **Save Condensed As** button, and give your design a name.



Data7 Consultancy

www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

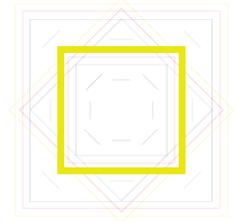
Digitizing the Design

We now need to go back into our design and continue to digitise it.

So select **Start Session** from the **Digitise** menu, this time we are not asked for a colour choice as it will continue from where we left off.

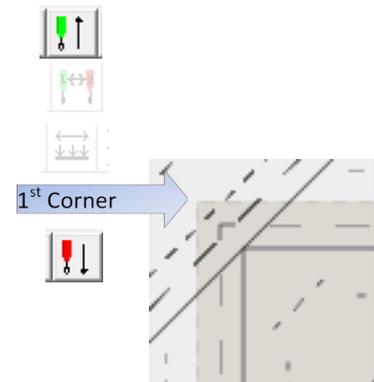
Step 1: Digitising the placement square

We must first create a **Jump Stitch** from the origin to the start point of our design, and create a **Tie Off** stitch (this consists of a few stitches in a small triangle) so that when we cut the threads our work does not come undone!



Routine for Jump Stitch & Colour Change

- Needle Up** button
- Change Colour** button
(as we have just set the colour there is no need to change on this occasion)
- Change Stitch Size**
(on this occasion we can omit this command)
- Left Click on Next Location**
(on this occasion top left corner of 1st placement square)
- Needle Down** button



The **Jump Stitch** will show as a dashed line.

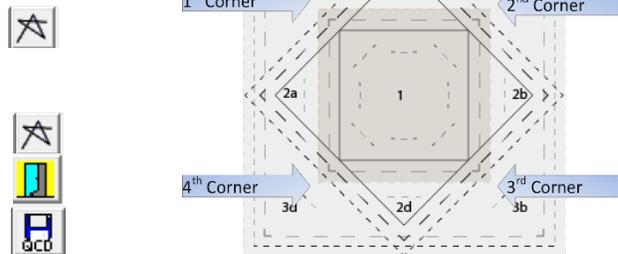
While in digitising mode we work in **Quick Condensed Format** where only the outline of a design is recorded which makes it easy to edit and resize designs without the issue of final stitch size. It also means we only have to place **Points** of particular importance i.e. the start and end of lines, at the corners or change of direction within a line. The actual stitches are placed later when we have finished digitizing and editing the design and we save as an **Expanded Format**

We now need to place the **Points** on our design.

In the step above when we placed our **Needle Down** we also placed our first **Point** for the start of the line, so there is no need to click in this corner again to start the line.

Routine for Placement and Tacking Squares

- Tie Off** button
- Left Click** in the **2nd, 3rd, & 4th** corners
- Left Click** back again at the **1st** corner.
- Tie Off** button
- End Digitising Session** button
- Save Condensed** button
- Start Session** from the **Digitise** menu



(For more detailed instructions on running stitch see [How to digitise a straight and curved running stitch](#) tutorial.)

Data7 Consultancy

www.data7consultancy.com

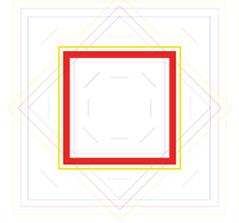
Miniature Patchwork In The Hoop Project Part 1

Step 2: Moving on to the tacking square

At this stage, when we are stitching out, we will need to place our 1st patch.

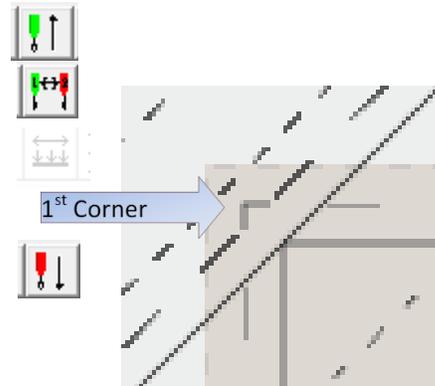
We will insert a **Colour Change** so that the machine will stop and allow us time to put on the patch (at this point we do not need to change the stitch length as we are not yet at a seam line)

The **Tacking** square is digitised in exactly the same way as we have just done with the **Placement** square so to summarize



Routine for Jump Stitch and Colour Change

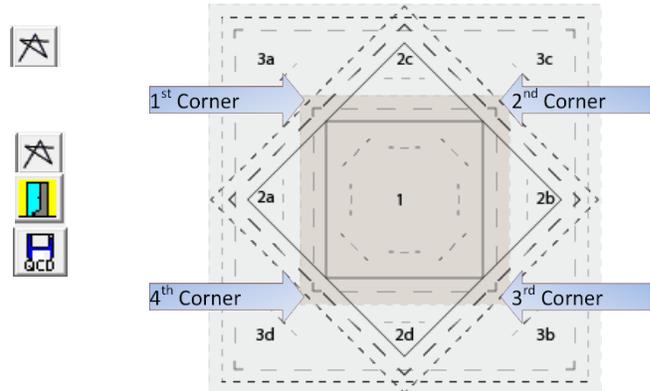
- Needle Up** button
- Change Colour** button –
(on this occasion **Red** for the tacking line)
- Change **Stitch Size**
(on this occasion we can omit this command)
- Left Click** on next location
(on this occasion top left of 1st tacking square)
- Needle Down** button



Note -It is important when creating a jump stitch to insert the colour change directly after needle up and before clicking on next location.

Routine for Placement and Tacking Squares

- Tie Off** button
- Left Click** in the **2nd, 3rd, & 4th** corners
- Left Click** back again at the **1st** corner.
- Tie Off** button
- End Digitising Session** button
- Save Condensed** button
- Start Session** from the **Digitise** menu



Data7 Consultancy

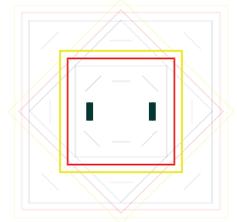
www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Step 3: *Placing Holding stitches for patches 2a, & 2b*

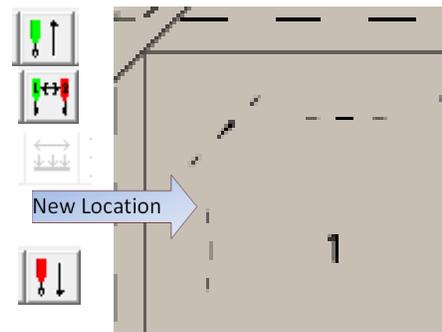
At this point when we stitch out we will need to place patches 2a & 2b as shown in diagram.

At this point in digitizing we need to place some large stitches to hold the patches in place while we sew them down. This saves having to remove the frame from the machine and pin the patches in place. As we are going to want to remove the holding stitches easily, we **Do Not** add tie off stitches either to start or to finish. However we do need to add one small stitch at the start of the 1st of each pair of holding stitches to catch the under-thread



Routine for Jump Stitch and Colour Change

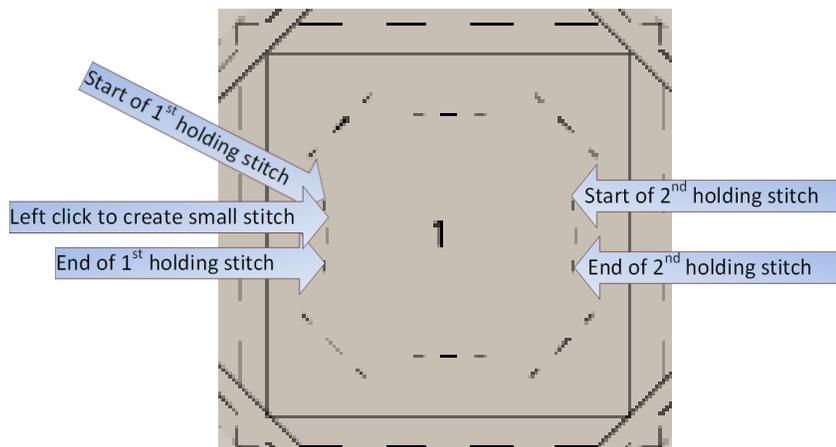
- Needle Up** button
- Change Colour** button –
(on this occasion **Dark Green** for the 1st set **Holding Stitches**)
- Change Stitch Size**
(on this occasion we can omit this command)
- Left Click** on next location
(on this occasion start of the 1st set of holding stitch)
- Needle Down** button



Note -It is important when creating a jump stitch to insert the colour change directly after needle up and before clicking on next location.

Routine for creating Holding Stitches

- Left Click** start of 1st holding stitch
- Left Click** just below to create a small stitch
- Left Click** end of 1st holding stitch
- Needle Up** button
- Left Click** on start of 2nd holding stitch
- Needle Down** button
- Left Click** on end of 2nd holding stitch
- End Digitising Session** button
- Save Condensed** button
- Start Session** from the **Digitise** menu



Data7 Consultancy

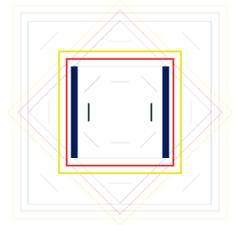
www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Step 4: Seam lines for patches 2a & 2b

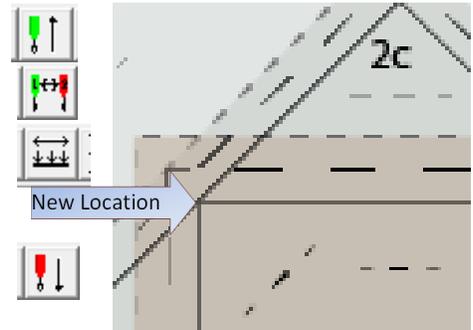
We now need to place the **Seam** lines for patches 2a & 2b.

We need to remember to change the **Stitch Size** down to 30 points for the **Seam** lines



Routine for Jump Stitch, Colour Change & Stitch Size

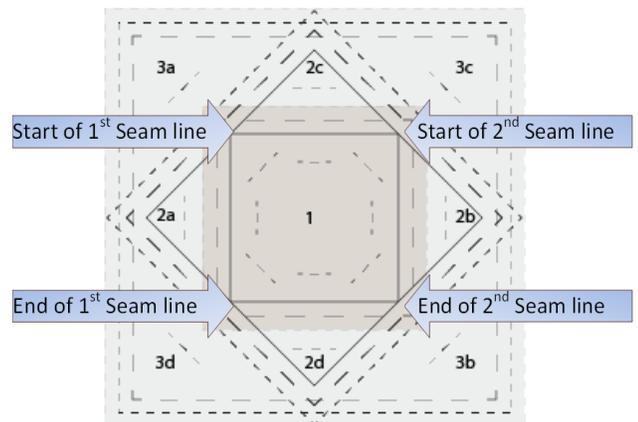
- Needle Up** button
- Change Colour** button –
(on this occasion **Dark Blue** for the 1st set of seam lines)
- Change Stitch Size**
(on this occasion we need to change to **30 points** for seam lines)
- Left Click** on next location
(on this occasion start of 1st seam line)
- Needle Down** button



Note -It is important when creating a jump stitch to insert the colour change directly after needle up and before clicking on next location.

Routine for Seam Lines

- Tie Off** button
- Left Click** at end of 1st seam line
- Tie Off** button
- Needle Up** button
- Left Click** on start of 2nd seam line
- Needle Down** button
- Tie Off** button
- Left Click** at end of 2nd seam line
- Tie Off** button
- End Digitising Session** button
- Save Condensed** button
- Start Session** from the **Digitise** menu



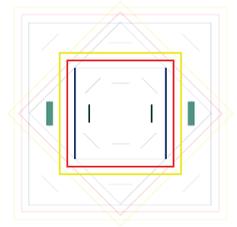
Data7 Consultancy

www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Step 5: Placing 2nd set of holding stitches for patches 2a, & 2b

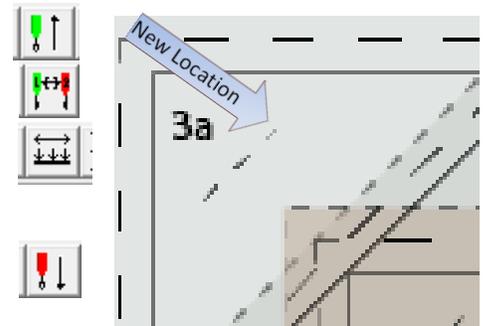
When we stitch out we will now need to remove the 1st set of holding stitches and open out and finger press patches 2a & 2b.



At this point in digitizing we need to place some large stitches to hold the patches in place once we have folded them back into their finished place, while we sew on patches 2c & 2d.

Routine for Jump Stitch, Colour Change & Stitch Size

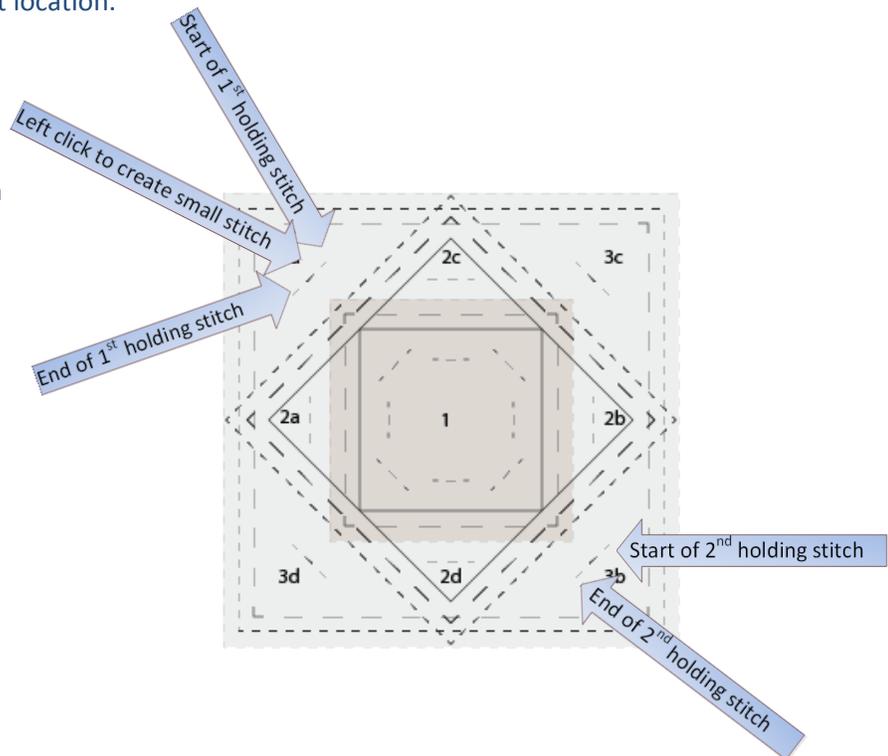
- Needle Up button
- Change Colour button –
(on this occasion Pale Green for the 2nd set of holding stitches)
- Change Stitch Size
(on this occasion we need to change back to 50 points)
- Left Click on next location
(on this occasion start of the 2nd set of holding stitch)
- Needle Down button



Note -It is important when creating a jump stitch to insert the colour change directly after needle up and before clicking on next location.

Routine for Creating Holding Stitches

- Left Click start of 1st holding stitch
- Left Click just below to create a small stitch
- Left Click end of 1st holding stitch
- Needle Up button
- Left Click on start of 2nd holding stitch
- Needle Down button
- Left Click on end of 2nd holding stitch
- End Digitising Session button
- Save Condensed button
- Start Session from the Digitise menu



Data7 Consultancy

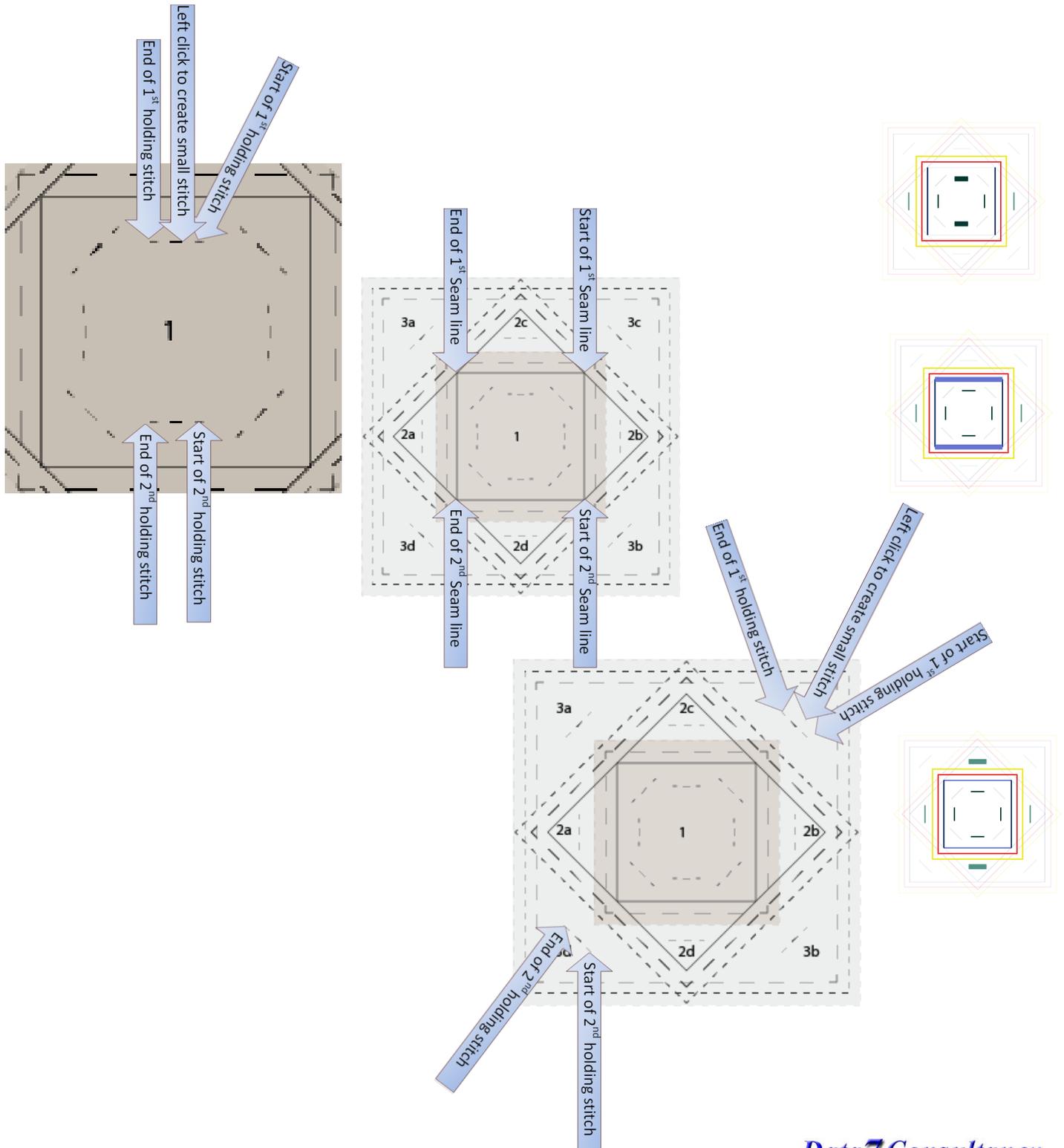
www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Step 6: *Placing patches 2c, & 2d*

We now need to Repeat Steps 3, 4 and 5 for patches 2c and 2d, using the following diagrams as guides.

Just one point to note - although we have just placed one set of holding stitches and are now going to place another set, **We Do Need to Change Colour** in order to stop the machine and allow us to place patches 2c & 2d down on to the design, so we will change colour from **Pale Green** to **Dark Green**.



Data7 Consultancy

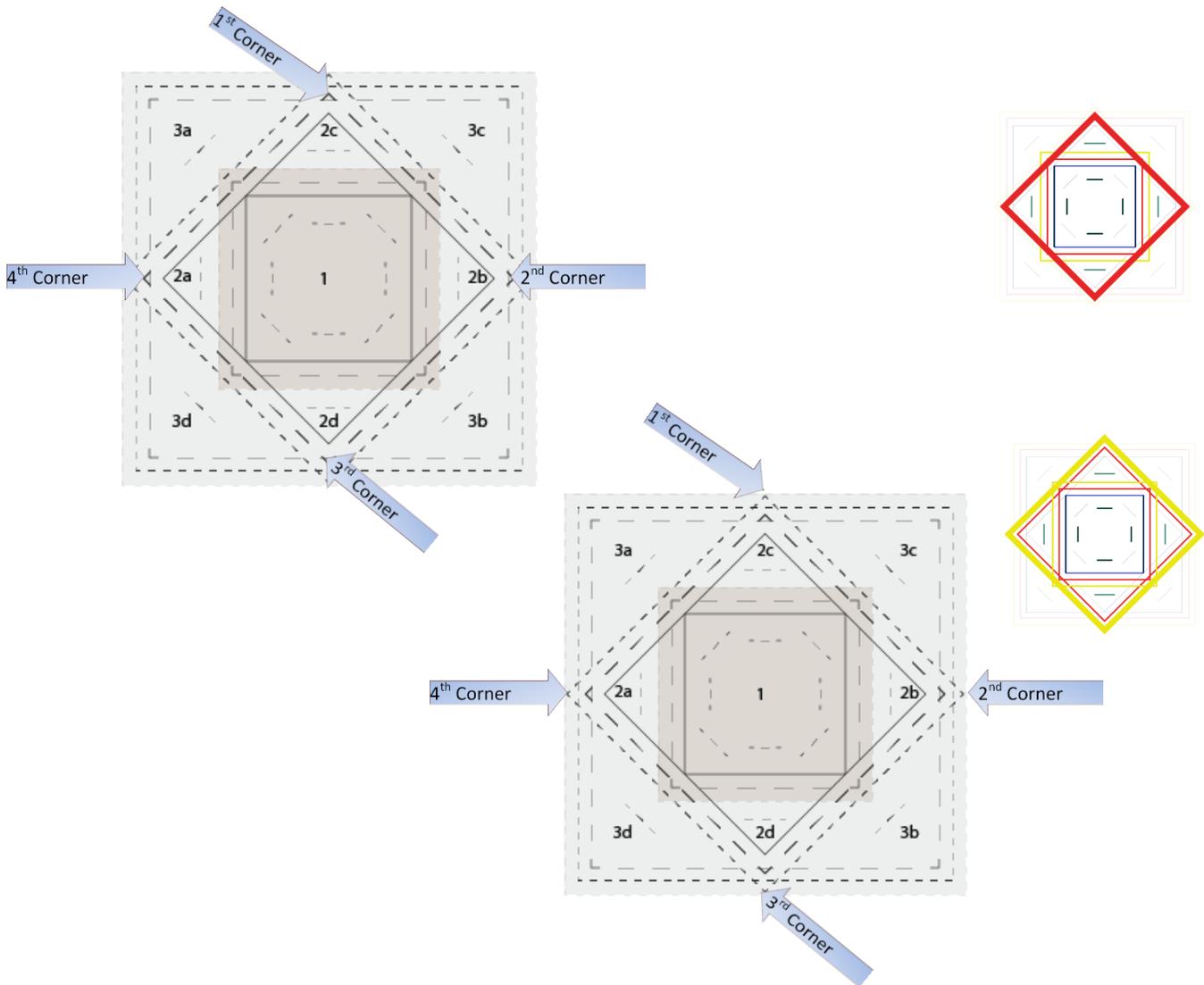
www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Step 7: Tacking down Patches 2a-2d and placement line for patches 3a-3d

We now need to tack patches 2a-2d down firmly and draw the placement lines for patches 3a-3d.

So **Repeat Step 2** for the **Tacking** square and then **Repeat Step 1** for the **Placement** square, again using the following diagrams as guides.



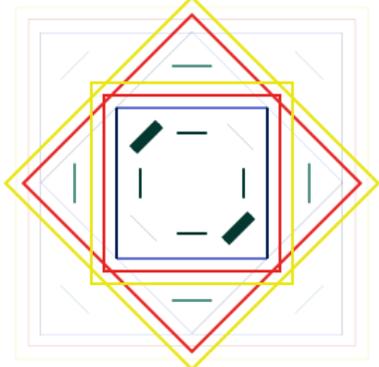
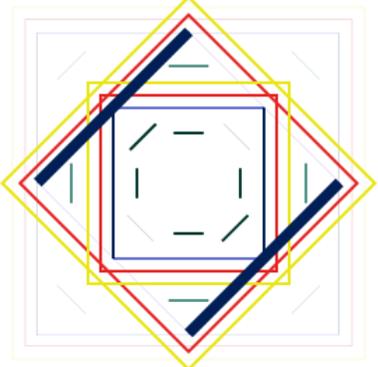
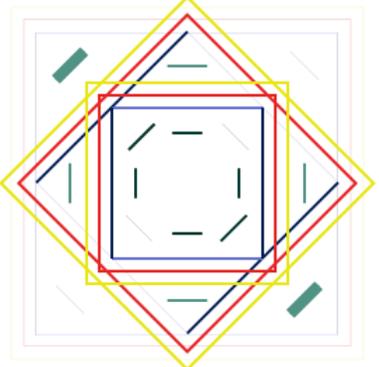
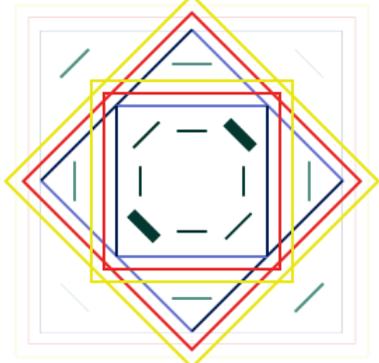
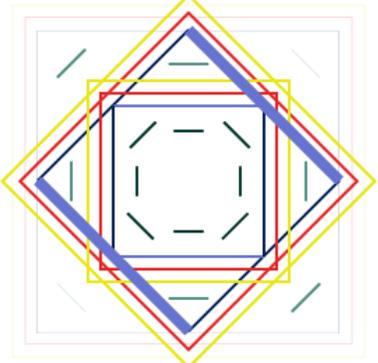
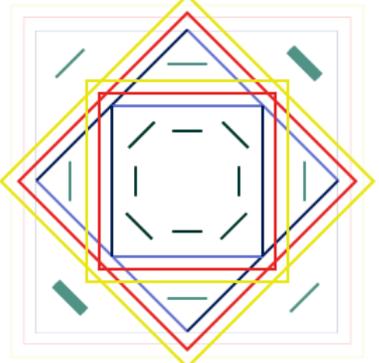
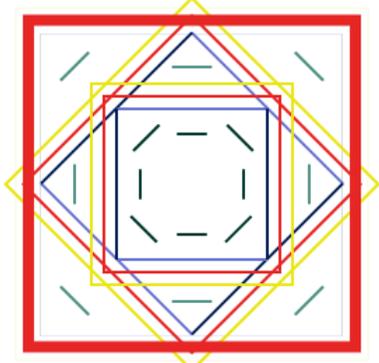
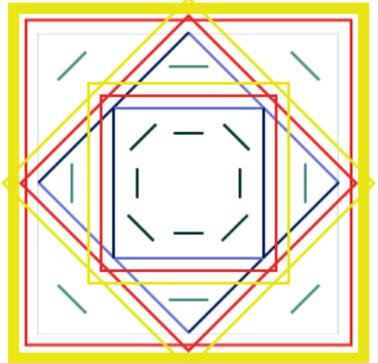
Data7 Consultancy

www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Step 8: *Placing patches 3a-3d*

We now need to place patches 3a-3d in the same manor, using the following diagrams as guides
Don't forget to use [Jump Stitch Routine](#) between each stage

		
<p>Holding Stitches for patches 3a & 3b Use routines in Step 3 as a guide</p>	<p>Seam Lines for patches 3a & 3b Use routines in Step 4 as a guide</p>	<p>Holding Stitches for patches 3a & 3b Use routines in Step 5 as a guide</p>
		
<p>Holding Stitches for patches 3c & 3d Use routines in Step 3 as a guide</p>	<p>Seam Lines for patches 3c & 3d Use routines in Step 4 as a guide</p>	<p>Holding Stitches for patches 3c & 3d Use routines in Step 5 as a guide</p>
		
<p>Tacking Square for patches 3a & 3b Use routines in Step 2 as a guide</p>	<p>This Placement line is put down right on the outside of the design and is used as a cutting guide when the finished patch is removed from the hoop.</p>	

Data7 Consultancy

www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Editing in Condensed Mode

Firstly the theory

Step 1: *Benefits of working in Condensed mode*

While we have been digitizing we have not had to worry about individual stitches but merely been placing **Points** at the start/end of each line of stitches, tie off stitches and jump stitches. These are all saved in **Condensed Mode**. This has a number of benefits, the main one is that it keeps the number of **Points** down, this allows us to;

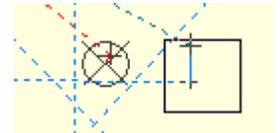
- Find a particular **Point** easily,
- To be able to resize the whole/part of the design without worrying about the actual stitch length/density becoming too small/big
- When moving **Points**, all stitches between the selected **Point** (which you are moving) and the **Points** directly either side will be automatically reshaped. This allows easy manipulation of the design, i.e. a column can easily be reshaped.

Step 2: *Getting started*

To start editing or to fix mistakes made while digitizing we need to work in **Point Edit Mode**. To do this, first make sure you have exited **Digitized Mode** and **Save** your work as a **Condensed** file. Then either

- Choose **Point Edit** from the **Edit** menu
- Choose **Point Edit** from the **Right Click Context Menu**
- Click **F8**

You will notice that a new toolbar has now appeared and also there is a small circle marking the **Origin** – (the design start point) and a small square (that your mouse will push around) for selecting the **Point** required.



Step 3: *Zooming*

There are no function buttons in point edit for zooming however you can use the keyboard shortcuts **Ctrl plus +** and **Ctrl plus -** (that is hold the Ctrl key down and click the + or - keys on the numeric keyboard) to zoom in and out.

Once zoomed in, if, when stepping through the design, the point selected is outside the area you can see on the screen, use the **Centre Selection** button.



Data7 Consultancy

www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Step 4: Editing Toolbar Descriptions

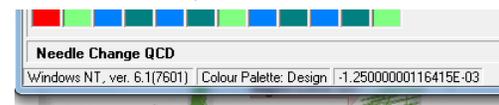
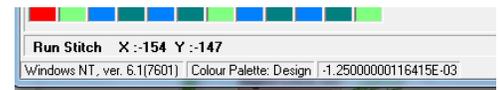
Now familiarise yourself with the new toolbar that has now appeared

	The first set of buttons Step Through/Back the Points that you have laid down.	Pg Up/Pg Down for 1
	The next two will take you to the Previous/Next Colour Change	
	And these will take you to the Start/End of Design	
	The next set is for Inserting Points (Running/Column/Curved)	
	Then we get four buttons, three to Insert Functions (Colour Change/Jump Stitch /Expanded Stitch) . The last gives a dialogue box with access to All Functions	
	Find Function such as a Needle change, a Fill etc...	
	Then we get a button to Delete the selected point. You may need to Exit Point Edit mode to see changes	
	A button to Insert Block of stitches either from disk or the clipboard	
	Centre Selection in View brings the selected Point to the centre of the current window. It is used when stepping through the design and the selected Point is outside the current window view. (There are no other zoom or pan buttons available within this mode. However you can use keyboard shortcuts Ctrl+/- to zoom in and out)	
	Change Value button allows changes to the currently selected function such as a fill density or column density etc...	
	The next two Mark the currently selected point as the Start/End of Block of stitches	
	Finally the End Editing button, will take you back to the Main View and Refresh the screen to show new changes	Enter

Step 5: Selecting Points

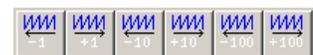
There are two types of Points that we will be working with;

- Firstly **Stitch Points** which are shown by the **Small Cross Hairs** marking the **Points** that you set down while digitising. When a **Point** is selected a **Large Cross Hair** marker will show, you will also notice the **Status Bar** at the bottom of the screen tells you the type of stitch (running, column or curved) and the x, y coordinates.
- The second set which are the **Functions Points** - needle up/down, stitch length, change colour (also known as needle change) etc. These don't show on the design and when selected the **Large Cross Hair** marker disappears, however the **Status Bar** will indicate what they are (so if you cannot see the **Large Cross Hair** marker don't panic, just check the **Status Bar** and click the **Next Stitch** button to move on)



To select a **Point** in your design simple **Left Click** on any of the **Small Cross Hairs** and it will be replaced with the **Large Cross Hair**. You can then move through your design by;

- stepping through **Point by Point** using the **Pg up/Pg Dn** keys on the keyboard,
- using the first set of buttons on the toolbar to step through by 1, 10 or 100 points at a time (the last one is more useful when you come to Expanded Point Editing)



Or by using one of the **Find Function** buttons



Data7 Consultancy

www.data7consultancy.com

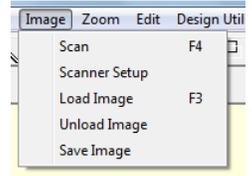
Miniature Patchwork In The Hoop Project Part 1

Now the practical

Step 1: Moving around the design

If need be, open your **Condensed File** that we made in the first part of this project or if already open ensure that you are in the **Standard Mode** (not in **Digitizing Mode**). If you still have the image template open close it by going to **Unload Image** from the **Image** menu.

Then load the second image – **line drawing.gif** provided with this tutorial (I have done a simpler drawing so that you can see the lines easier when editing, this however is not normally necessary)



Now enter **Point Editing** with one of the methods,

- Choose **Point Edit** from the **Edit** menu
- Choose **Point Edit** from the **Right Click Context Menu**
- Click **F8**

Now we will find the starting **Point** by using the **Start Of Design** button  a **Large Cross Hair** will appear in the centre of the design and the **Status Bar** will declare the **Point** we are on is the start of the design with a x,y coordinates of 0



Step through the design to get used to using the **Pg Up / Pg Dn** keys on the keyboard and the **Step Through/Back** buttons on the toolbar. Keeping an eye on the **Status Bar** to note where the **Jump Stitches (Needle Up/Down)** and **Colour Changes (Needle Change)** are.



Now come out of **Point Editing Mode** with the **End Editing** button or use the **Entre** key on your keyboard



Step 2: Moving Points

At this stage it is probably best to zoom into the design to check how accurately we have placed our **Points** of interest. As stated before the **Placement** block, **Tacking** squares and **Holding** stitches are not too important; however the **Seam** lines do need to be as accurate as possible.

Routine for Moving Points

- In Standard mode, zoom into area of interest
- Left Click** on the **Point** to be moved
Or **Left Click** on a **Point** somewhere near and use **Pg Up/Pg Dn** keys to move to the **Point**
- Use mouse to **drag and drop** the **Large Cross Hair** to new location

Step 3: Inserting extra Stitch Points

You can insert extra **Stitch Points** very easily, although in this project we are only using running stitch, you would insert **Column** and **Curved Stitch Points** in exactly the same way

- Start **Point Editing Mode**
- Either **Left Click** on, or navigate to, the **Stitch Point** directly before the position that you want the new **Point** to be located
- Click the **Insert Run Stitch** button (or required button)
- Now with the mouse **Drag And Drop** the **Large Cross Hair** to new location
- Exit **Point Editing Mode** with the **End Editing** button or use the **Entre** key



Data7 Consultancy

www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Step 4: Inserting functions – correcting mistakes

Stitch Length

When we set up the default settings for the project we set the **Stitch Length** to **50 points** (5mm long) this is an ideal setting for the **Placement** and **Tacking** squares and especially for the **Holding** stitches which we need to remove easily during stitch out but it is too large for the **Seam** lines which need to be set at **30 points**.

While digitizing the design, we should have added a **Change Stitch Size Function** each time we started and ended a set of **Seam** lines. If however we missed one, we can add it now

Still in **Point Edit** – go back to the beginning of the design using the **Start Of Design** button

We now need to find the start of the first **Seam** line to check that we have inserted a **Change Stitch Length** function.

- click the **Forward To Next Colour Change** button
- click the **Next Stitch** button
(by using the Pg Dn key after each 'forward to next colour change' button press, you will be able to see where we are in the design)
- click **Repeat 3 Times** until you reach the 1st set of **Seam** lines,
- Now click the **Next Stitch** button **twice** and you should see the command **Stitch Length :30.00** in the **Status Bar**.

If it is there, step through the design using the **Next Stitch** button until you reach the end of this set of **Seam** lines and check for the command **Stitch Length :50.00** in the **Status Bar**.

Repeat this routine for the other three sets of **Seam** lines

If any of these are missing

- click the **Insert Function** button and select the **Stitch Length** button
- enter either **30** for the beginning of the set or **50** for the end

When finished come out of **Point Editing Mode** with the **End Editing** button or use the **Entre** key **Save** you work!

Jump Stitch

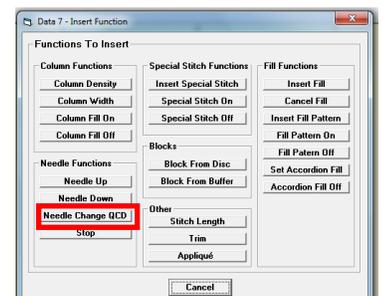
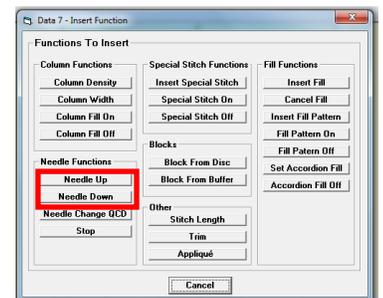
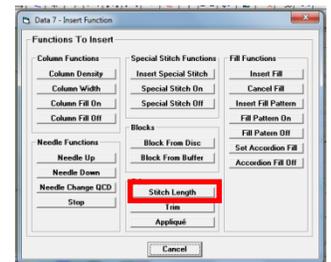
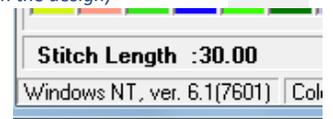
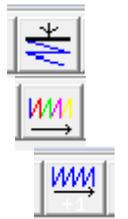
If when you inspect your design, you discover you either having more dotted lines than expected or a solid line where you expect to see a dotted line for a **Jump Stitch**, you have missed a **Needle Up/Needle Down** function

Start the **Point Editing Mode**, navigate your way to the location needed, then use the **Insert Function** button and select the **Needle Up** or **Needle Down** Function as needed

Change Colour

The **Change Colour Function** is known as a **Needle Change**

If when you inspect your design you discover that you forgot to insert a **Change Colour Function**, start the **Point Editing Mode**, navigate your way to the location needed and then use the **Insert Function** button and select the **Needle Change** button.



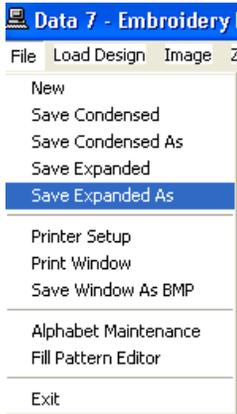
Data7 Consultancy

www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Final saving and exporting to machine format

Step 1: Saved as Expanded



Embroidery machines cannot use **Condensed Format** designs as they need to know every stitch so we have to convert it to an **Expanded Format** first, before we can export it to your embroidery machines native format.

So either use, the **Save Expanded As** from the **File** menu or use the **Save Expanded As** button.

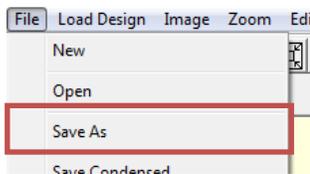


Once saved as **Expanded Format**, the **Condensed** design is unloaded and is replaced with the **Expanded** version you have just saved.

Step 2: Export to Machine Code

Having created our **Quick Expanded Design**, we are now ready to export it to our embroidery machine

(Data 7 EDS exports to about 20 listed in the [How to export your digitised design to a machine format for embroidering](#) tutorial. See this tutorial for more details on exporting designs)



Choose **Save As** from the **File** menu

You will now see the **Export Design Dialog** screen appear

This allows you to choose what **Embroidery**

Machine Format to export to, where to **Save** it and what **Name** to call it.

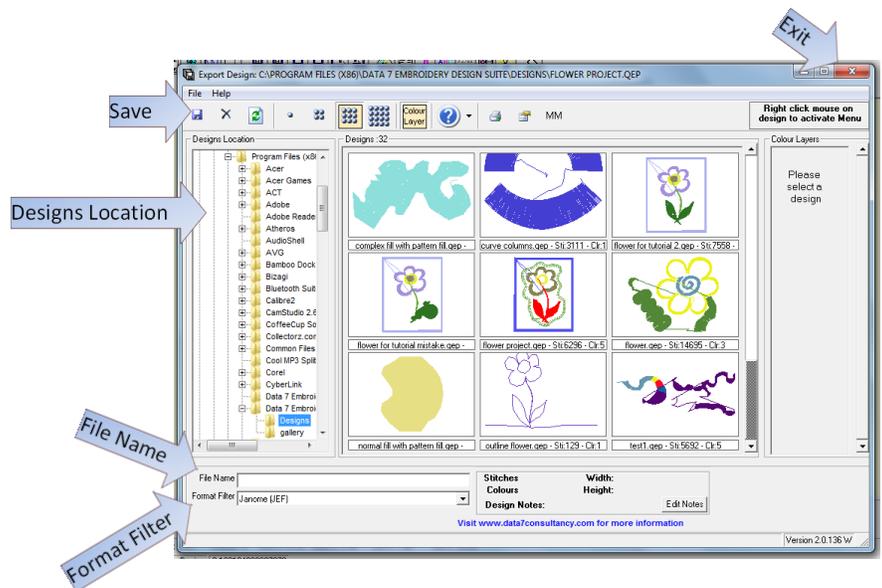
So in the **Designs Location Browser** choose where you want to save the design

Use the **Format Filter**, to choose which format you want to export to.

Enter the file name in the **File Name** box that you want to call your design.

And then click the **Process** or **Save** button in the top left corner

Once done simply click the **Exit** button to return to the Data 7 EDS system.



Data7 Consultancy

www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Appendix 1

Routine for setting up EDS ready to start digitizing

- Open EDS Program
- Preferences from the **Tools** menu. - **Set Default Stitch Size**
- Load Image** option from the **Image** menu. - **Open An Image** to use as a template
- Start Session** from the **Digitise** menu
- Color Dialog** box appears automatically –
- Left Click** in the centre of design to **Mark The Origin** of design
- Create a Stitch** to the right of the origin with a **Left Click**
- End Digitising Session** button
- Save Condensed As** from the **File** menu – **Name Your Design**.

Routine for Jump Stitch, Colour Change & Stitch Size

- Needle Up** button
- Change Colour** button - **Choose Colour**
- Change Stitch Size** - optional
- Left Click** on next location
- Needle Down** button



Note -It is important when creating a jump stitch to insert the colour change directly after needle up and before clicking on next location.

Routine for Placement and Tacking Squares

- Tie Off** button
- Left Click** in the **2nd, 3rd, & 4th** corners
- Left Click** back again at the **1st** corner.
- Tie Off** button
- End Digitising Session** button
- Save Condensed** button
- Start Session** from the **Digitise** menu



Routine for creating Holding Stitches

- Left Click** start of 1st holding stitch
- Left Click** just below to create a small stich
- Left Click** end of 1st holding stitch
- Needle Up** button
- Left Click** on start of 2nd holding stitch
- Needle Down** button
- Left Click** on end of 2nd holding stitch
- End Digitising Session** button
- Save Condensed** button
- Start Session** from the **Digitise** menu



Data7 Consultancy

www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Routine for Seam Lines

- a) **Tie Off** stitch start of 1st seam line
- b) **Left Click** at end of 1st seam line
- c) **Tie Off** stitch at end of 1st seam line
- d) **Needle Up** button
- e) **Left Click** on start of 2nd seam line
- f) **Needle Down** button
- g) **Tie Off** stitch start of 2nd seam line
- h) **Left Click** at end of 2nd seam line
- i) **Tie Off** stitch at end of 2nd seam line
- j) **End Digitising Session** button
- k) **Save Condensed** button
- l) **Start Session** from the **Digitise** menu



Data7 Consultancy

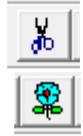
www.data7consultancy.com

Miniature Patchwork In The Hoop Project Part 1

Appendix 3

Undo

At present there is no actual undo button, but, if you make a mistake or something unexpected happens, use the **Delete Stitch** button or click the **Delete** key on the keyboard. You may at times also need to click the **Redraw Screen** button to refresh the screen.



Zooming in Standard and Digitizing Mode

To zoom in to our image to start digitising use the **Zoom** and **Pan** functions.



To use the free **Zoom** function **Left Click** once at the top left of the area you want to zoom in to and then **Left Click** again at the bottom right. This will result in zooming in to the design making it much easier to digitise.



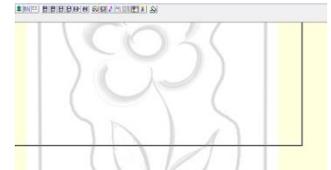
The second button **Zoom *2** zooms in, doubling each time, and the third button **Pan *2** zooms back out.



The next two buttons will restore the design to 100% scale **Actual Size** and **Fit Window** will fit the whole design on the screen



A few buttons along you will find the **Move Window View**. Use this button when you are zoomed in, large box will appear, left click to reposition the design on the screen.



Zooming in Point Editing Mode

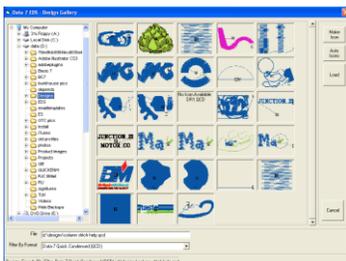
There are no function buttons in point edit for zooming however you can use the keyboard shortcuts **Ctrl plus +** and **Ctrl plus-** (that is hold the **Ctrl** key down and click the **+** or **-** keys on the numeric keyboard) to zoom in and out.

Once zoomed in, if, when stepping through the design, the **Point** selected is outside the area you can see on the screen, use the **Centre Selection** button.



Loading Digitised designs

To load a previously digitised design, to continue working on it or to convert it to expanded format



We can do this in two ways;

Either choose **Data 7 Quick Condensed** in the **Load Design** menu, or use the **Open Condensed File** button.



Then simply choose your design from the **Design Gallery**, by clicking on the button and clicking **OK**.

Or choose the design wanted from the list of last saved designs if it is there.