

# **JANOME**

**Embroidery Software**

*JANOME DigitizerJr*

**V3.0**

# **INSTRUCTION BOOK**

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# Chapter 1

## SYSTEM SETUP

This chapter covers steps necessary to set up a new Janome DigitizerJr system on your PC. You will also need to connect peripheral devices for use with DigitizerJr including, of course, your embroidery machine. Different devices are set up in different ways – some in Windows, via the Control Panel, others within DigitizerJr itself. For instructions on connecting devices to your computer and setting up in Windows, see the documentation for the device as well as your Microsoft Windows documentation.



### Installation checklist

Use the following as a checklist of all necessary steps to follow when installing and configuring your new Janome DigitizerJr software.

- ❑ **Step 1:** Make sure your system meets the minimum requirements. See [Minimum requirements for Janome DigitizerJr](#) for details.
- ❑ **Step 2:** When installing Janome DigitizerJr, read through **all** necessary installation steps carefully before getting started.
- ❑ **Step 3:** When the installation is complete, you will be prompted to restart your computer.
- ❑ **Step 4:** Connect your machine to the PC. See [Supported machine models and memory cards](#) for details.

- ❑ **Step 5:** Read carefully through the introductory chapters to the onscreen Instruction Book provided with your Janome DigitizerJr installation pack.

### Minimum requirements for Janome DigitizerJr

To install Janome DigitizerJr software on your computer, it must meet the following system requirements:

Component	Recommended
CPU	1 Ghz 32-bit (x86) processor
Operating System	Windows® XP® SP2 or later or Windows® Vista®

† Internet connection required by certain parts of the system as well as for access to product information and online support.

Component	Recommended
Internet Browser †	MS I.E. 7 or above
Memory (RAM)	1GB or higher
Hard Drive	40 GB or higher
Free Disk Space	1 GB
Monitor	15" or larger for on-screen digitizing
Graphics Card	128 MB or higher (non-integrated)
Screen Resolution	1280 x 1024 pixels
CD-ROM Drive	Any late model drive
Machine Connection	Optional
Scanner, Printer, Plotter Connection	Optional
Dongle Connection	Dedicated USB port
Mouse	Serial, PS/2 or USB
Sound Card	Recommended for training material

† Internet connection required by certain parts of the system as well as for access to product information and online support.

### Updating Microsoft Internet Explorer and Adobe Acrobat Reader

As well as the Janome DigitizerJr software itself, you will require recent versions of Microsoft Internet Explorer and Adobe Acrobat Reader to be installed on your system. You can download Adobe Acrobat Reader from the [Adobe website](#).



**Caution** You need to log on with Administrator level rights in order to install the software.

### System security

Janome DigitizerJr is controlled by a security device or 'dongle' attached to the computer. The software will **not** work properly if the dongle is unplugged from the computer while Janome DigitizerJr is open. In this event, the application may hang or crash and any open files may be corrupted.



Janome DigitizerJr Full Kit is shipped with a USB security dongle. Each dongle has a unique serial number and identity code so your system can be uniquely recognized. The security device plugs into a USB port on your computer. If your computer does not have a USB port, you will need to install a USB card. Parallel port dongles are not supported.



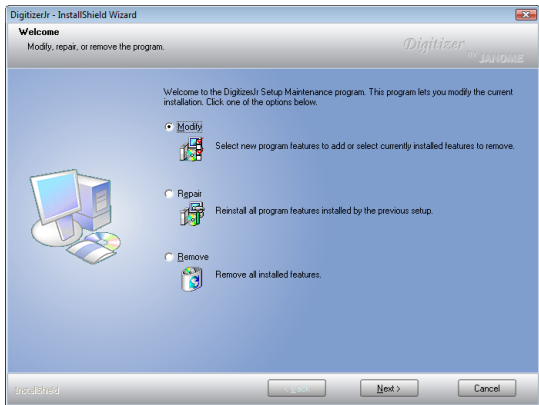
**Caution** The dongle is the most important and valuable part of your system and should be treated with care. Always store it in a safe place when not in use. The dongle is guaranteed against defects in material and workmanship – under normal use and service when properly installed – for a period of 90 days from the date of delivery. If it is faulty, it may be exchanged. If it is physically damaged, return it to your distributor and a replacement can be purchased. However, in case of loss or theft, you will need to purchase an entire Janome DigitizerJr replacement system. For this reason, you should consider insuring your dongle.

### Modifying an installation

Whether you are updating your **current** Janome DigitizerJr software or wanting to uninstall it, you follow the same procedure. When you run the installation program again, it will automatically detect if there is an existing copy of Janome DigitizerJr on your system and give you the option to modify, repair or remove it.

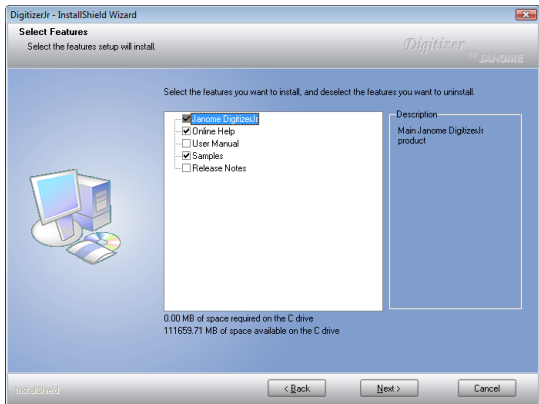
To modify an installation

- 1 Close all Windows programs but leave Windows running.
- 2 Insert the Janome DigitizerJr Installation CD-ROM. If Janome DigitizerJr software is already installed on the computer, the following Welcome screen will appear.



- 3 Choose the option you require – Modify, Repair, Remove – and click **Next**.

If you choose to modify or repair your current installation, the **Select Components** screen will appear.



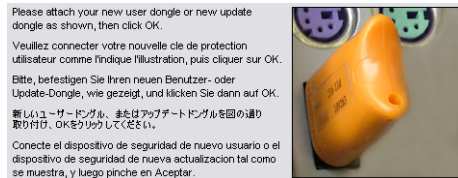
- 4 Select the components to install or remove:

Component	Description
Janome DigitizerJr	Main Janome DigitizerJr product.
Onscreen Help	Context-sensitive help – to invoke, use the F1 function key or click Help in the dialog boxes.
Instruction Book	An electronic (onscreen) Instruction Book – accessible via the Help menu.
Samples	Sample embroidery designs and images – installed to the Embroidery Album folder on your hard drive.
Release Notes	An electronic (onscreen) set of Release Notes – accessible via the Help menu.
Extra Languages	In the multilingual version, extra languages are available. If onscreen documents are available in the same language(s) you select here – e.g. Japanese – these will be installed automatically. If documents are not available in your selected languages, English documents will be installed. After installation, you can switch between languages using the Switch Language utility in the Program folder.



**Note** Total available space is automatically detected and displayed. This updates automatically depending on items selected.

- 5 Click **Next**.  
The **Ready to Install** screen appears.
- 6 Click **Install**.  
Upon successful installation of the software and any additional Windows files that need updating, the **Installation Complete** screen appears.
- 7 Click **Finish**. The computer will be rebooted and you will be prompted to attach your dongle.



- 8 Click **OK**.
- 9 Upon detecting the dongle, a **Setup Complete** screen appears.

## Connecting to your machine

Once you have successfully installed and tested your Janome DigitizerJr software, you can attach your machine to your computer. To connect supported machines to a PC, you need to use a USB cable connected to your PC USB port. See your machine manual for details on connecting to computer.

### Supported machine models and memory cards

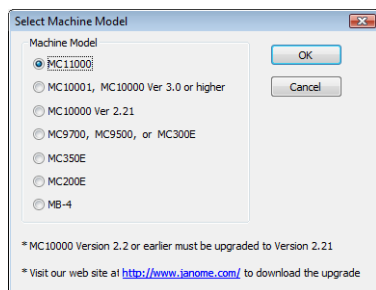
Janome DigitizerJr gives you the option of sending designs directly to machine or to memory card. The option you choose depends, in part, on the machine you are using.



**Note** Before design files are sent to machine, they are automatically converted to JEF stitch file format.

### Supported machine models

Janome DigitizerJr supports the following machine models:



- MC11000, MC10001, and MC10000 machines can be connected by cable directly to your PC. See [Connecting to your machine](#) for details.
- MC10000 V2.2 or earlier machines must be upgraded to Version 2.21. Visit our website at <http://www.janome.com/> to download the necessary upgrade.
- The MC9700, MC9500, MC300E and MC350E machines do not support direct connection but they do read ATA PC cards. MC350E machines also support USB sticks.
- The MC200E machine does not support direct connection but the machine does read USB sticks.

- The MB-4 machine appears on the selection list. Janome DigitizerJr supports a limited set of MB-4 hoops as well as saving JEF files for those hoops. While you can write to memory card on the MB-4 machine, direct connection to the machine itself is not available.

Janome DigitizerJr is able to automatically detect which type of supported machine is currently connected to the PC USB port. The **Machine** menu items are determined by the type of machine connected to the PC. If no machine is detected, all menu items will be grayed out. Your distributor will advise you about supported machine types. See also [Sending designs to machine](#).

### Supported memory cards

Besides USB connection, you can write to ATA PC card or 'Flash Memory'. The ATA PC card is a PCMCIA standard PC memory card that is used for storing designs in JEF format to be read/written from/to machine. The ATA PC card is designated as a drive in your computer. The drive designation may become E: or F: or some other letter. After writing your design, you simply insert the card into the ATA PC card slot of your machine (if supported), and read the design.



**Note** If your computer is a laptop, there may be a slot where you can insert the ATA PC card and its adapter directly. If you have desktop computer, you may need an ATA PC card reader/writer connected to a USB port.

### USB memory sticks

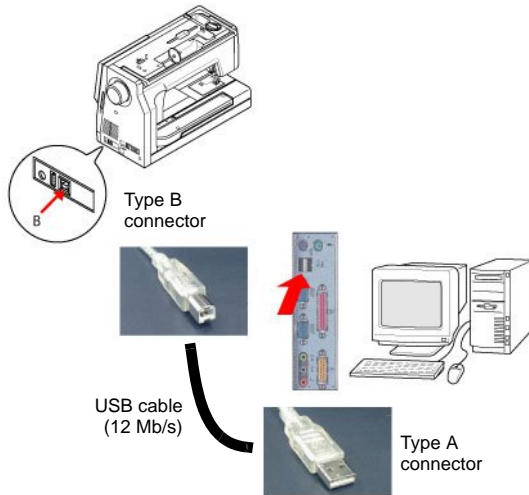
The latest machine models can read from and write to USB memory sticks. These are very convenient portable memory devices which can hold large amounts of data in a small 'stick'.

### Linking your PC by USB cable

All the supported Windows operating systems support the use of a USB cable to connect a supported machine directly to your PC, provided your PC has a USB port installed.

#### To link your PC by USB cable

- 1 Turn on your PC and sewing machine.
- 2 Connect the Type A connector to the PC and the Type B connector to the sewing machine.



**Note** Do not turn the PC or sewing machine off before setup is complete.

- 3 Install the USB driver for the sewing machine.



**Note** This setup procedure is only necessary on first usage. The cable can be disconnected with the power on or off.

## Installing USB drivers for direct connection

The USB drivers for XP/Vista are included on your Janome DigitizerJr Installation CD. You need to install them when connecting your machine to PC. The Hardware Wizard automatically searches for the correct drivers and guides you through the process.

### To install a USB driver for direct connection

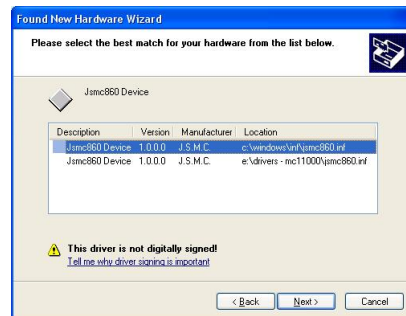
- 1 Connect your machine to the computer with the USB cable and turn both on.  
The computer will search for new hardware and prompt you to install a device driver.



- 2 Select **No** to the Windows Update and click **Next**.



- 3 Select the automatic installation options, insert your installation CD into the CD ROM drive, and click **Next**.  
The installation will search for a suitable device driver and prompt you to choose if it finds more than one copy on your system.



**Note** The MC11000 (Jsmc860 Device) drivers are copied to the hard drive when the software is installed and don't actually require the installation CD. The MC10001 machine requires the installation CD while the Wizard is running in order for the (Jsmc850 Device) drivers to be installed.

- 4 Choose an option and click **Next** to start installing.

The following dialog appears when installation is complete.



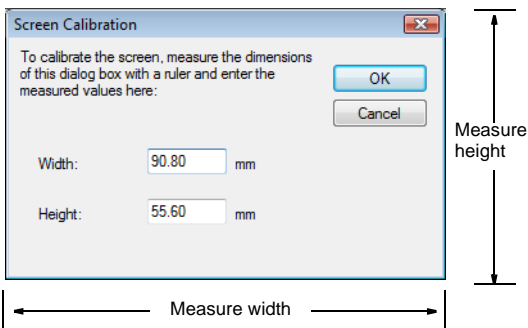
- 5 Click **Finish** to close and restart your computer.

## 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 DigitizerJr or whenever you change your monitor.

### To calibrate the monitor

- 1 Select **Setup > Screen Calibration**.  
The **Screen Calibration** 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** to confirm.



# Part I

# BASICS

Designs created in DigitizerJr are composed of 'embroidery objects'. They are called 'objects' because they are discrete entities which can be manipulated independently of each other. Each object has certain defining characteristics or 'details' such as color, size, position, and so on. The most important property of an embroidery object is its stitch type.

## Basic procedures

This section describes how to start the software, how to open designs, start new ones and save designs. It covers the use of basic commands. It also explains how to turn on and off the grid and hoop and measure distances on-screen. See [Basic Procedures](#) for details.

## Grids and hoops

This section describes how to display hoops and grids in JANOME DigitizerJr as well as how to change hoops. It also deals with hooping large designs. See [Grids and Hoops](#) for details.

## Viewing designs

This section explains the design viewing modes available in JANOME DigitizerJr as well as the various design viewing settings. It describes how to view the stitching sequence in slow motion. It also deals with viewing and hiding images as well as accessing design information. See [Viewing Designs](#) for details.

## Chapter 2

# BASIC PROCEDURES

To start using JANOME DigitizerJr, you need to know a few basic procedures such as starting up, opening and creating designs, and saving. Others include showing and hiding the grid, displaying and using toolbars.

This section describes how to start the software, how to open designs, start new ones and save designs. It covers the use of basic commands. It also explains how to turn on and off the grid and hoop and measure distances on-screen.



### Getting started

JANOME DigitizerJr can be launched from your Windows desktop or program group under the **Start** menu. Once started, you can open existing JAN files or create new files from scratch.

#### Starting JANOME DigitizerJr



Double-click to start DigitizerJr.

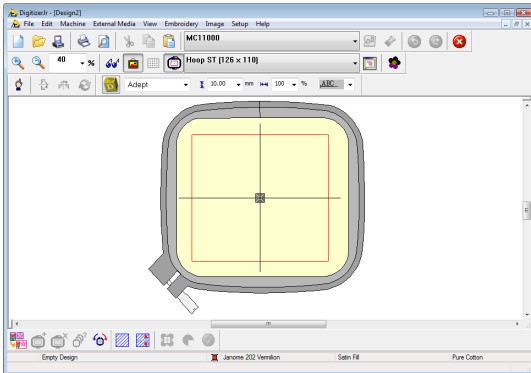
JANOME DigitizerJr is launched from your Windows desktop. Before you can start using the application, the security device or 'dongle' must be attached to your PC. See also [System security](#).



**Caution** If the security device is removed or loses connection while you are working in JANOME DigitizerJr, error messages will display. Cancel the messages, then exit JANOME DigitizerJr. You will lose any unsaved changes to your design. Re-attach the security device to your computer, making sure that it is firmly secured, then restart JANOME DigitizerJr.

#### To start DigitizerJr

- 1 Double-click the DigitizerJr shortcut icon on the Windows desktop. Alternatively, select **Programs > JANOME DigitizerJr > DigitizerJr** from the Start menu. DigitizerJr opens with a new, blank design (Design1).



- 2 Choose from a set of pre-defined fabrics as required. See [Changing fabrics and backgrounds](#) for details.  
JANOME DigitizerJr provides a set of optimized fabric settings so that the software will take into account the type of fabric you are stitching on.
- 3 Customize the design window by showing or hiding the grid, changing the grid dimensions, and showing and hiding toolbars. See [Displaying the grid](#) and [Showing or hiding toolbars](#) for details.

## Opening designs



Use Open (Standard toolbar) to open an existing design.

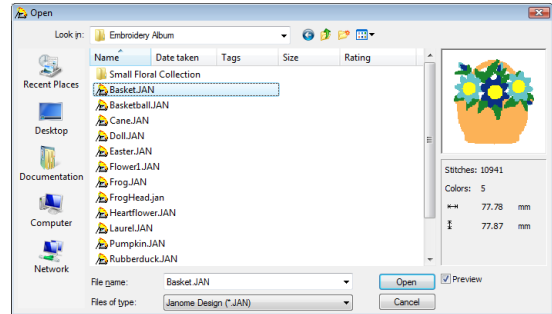
JANOME DigitizerJr opens JAN files. See [Embroidery design formats](#) for details.




**Caution** You cannot open files created with a later version of the software to the one you are running.

### To open a design

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



- 2 Select a folder from the **Look In** list.
  - 3 If the design is not in JAN format, select a file type from the **Files of Type** list.
  - 4 Select a design or designs.
    - ♦ To select a range of items, hold down **Shift** as you select.
    - ♦ To select multiple items, hold down **Ctrl** as you select.
  - 5 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.
-  **Try this!** For more information about a selected file, right-click in Windows Explorer and select **Properties** from the popup menu.
- 6 Click **Open**.

## Creating new designs



Click New (Standard toolbar) to start a new design with the NORMAL template.

When you start JANOME DigitizerJr, a new file – **Design1** – is automatically created, ready for you to start digitizing. By default, **Design1** is based on the NORMAL template. Templates contain pre-set styles, defaults or objects, to make digitizing quicker and easier.



**Try this!** Whenever you create a new design, save it with a new name. See [Saving designs](#) for details.

### To create new designs

- ♦ Click the **New** icon.  
A blank design opens in the design window. See also [Digitizing with Artwork](#).

## Using commands

Once you start JANOME DigitizerJr, you use commands or tools, and dialogs to complete your tasks. You select commands in the same way as other Windows applications – from menus, toolbars, or popup menus.



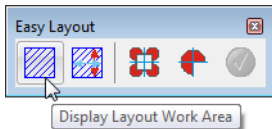
**Try this!** Keyboard shortcuts are also available for the most frequently used commands. See [Quick Reference](#) for details.

### Selecting commands from toolbars

Toolbars provide quick and easy access to JANOME DigitizerJr commands. Some of these commands are also available from dropdown menus. Click a toolbar icon to activate a command. JANOME DigitizerJr provides 'flyout toolbars' from the **Digitize** toolbar in order to minimize crowding. Selecting a tool on the flyout toolbar causes it to become the active tool on the **Digitize** toolbar.

#### To select commands from toolbars

- Rest the pointer over a tool icon to see its name in a 'tooltip'.



- Click the icon to activate the command.

### Showing or hiding toolbars

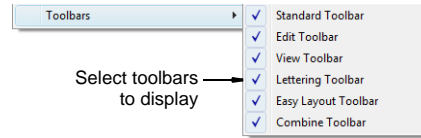
Toolbars provide quick and easy access to JANOME DigitizerJr commands. You can choose to show or hide them for convenience.



**Try this!** To increase your working area, hide unwanted toolbars and use the menu and keyboard commands instead. See [Quick Reference](#) for details.

#### To show or hide toolbars

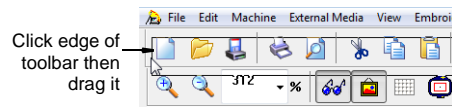
- Select **View > Toolbars**.  
The following toolbars are available to you in JANOME DigitizerJr.



- Select the toolbars you want to display.
- Deselect the toolbars you want to hide.



**Note** JANOME DigitizerJr toolbars are dockable. To move a toolbar to a more convenient location, click and drag it. To dock it in its normal position, double-click the toolbar title.

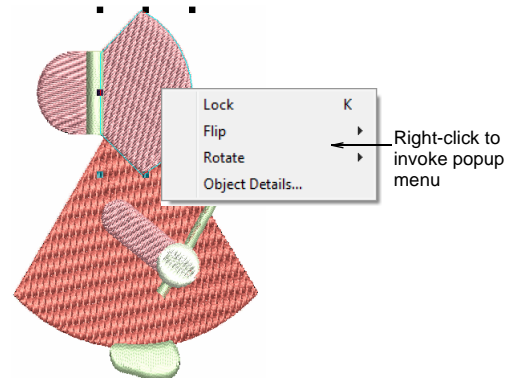


### Using popup menus

Right-clicking a selected object opens a popup menu containing frequently used commands.

#### To use popup menus

- Right-click a selected object.  
The popup menu opens.



- Select a command from the menu.

### Undoing and redoing commands



Use Undo (Standard toolbar) to undo a command.



Use Redo (Standard toolbar) to reapply a command which has been 'undone'.

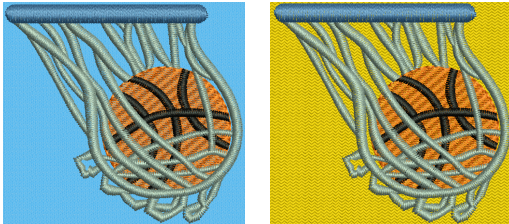
You can undo the effects of most commands. If you change your mind, you can redo them again. JANOME DigitizerJr remembers the last few commands you used.

### To undo and redo commands

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

## Changing fabrics and backgrounds

Embroidery stitches pull fabric inward where the needle penetrates. This can cause fabric to pucker, and gaps to appear in the embroidery. JANOME DigitizerJr provides a set of optimized fabric settings so that the software will take into account the type of fabric you are stitching on. You can also set colors both inside and outside the hoop to match the fabric you intend to stitch on.

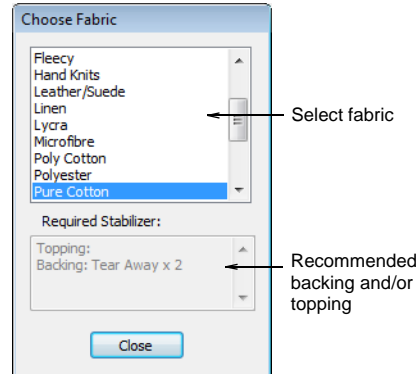


### Changing fabric settings

You can change fabric settings of existing designs. Choose from a set of pre-defined fabrics aimed at minimizing stitching defects when designs are sewn out. These make the necessary changes to the system settings – e.g. 'stretchiness'. The new settings can be applied to all applicable objects – all object types other than Motif Fill, Appliqué, or Run. Objects can subsequently be modified via **Object Details**. See [Editing Objects](#) for details.

### To change fabric settings

- 1 Select individual objects in your design as required.
- 2 Select **Setup > Choose Fabric**.  
The **Choose Fabric** dialog opens.



- 3 Select a fabric type from the list.  
The **Required Stabilizer** field displays the name of one or more recommended stabilizers and any other relevant information.
- 4 Click **OK**.  
Stitch settings will be automatically adjusted for **all** applicable objects – i.e. all object types other than Motif Fill, Appliqué, Photo Click, Single Run and Triple Run.

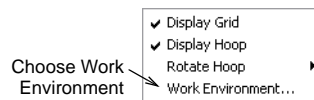
## Changing background colors

Use **Setup > Work Environment** to change background colors.

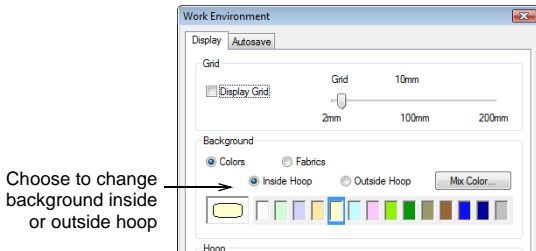
Set the color inside the hoop to match the fabric you intend to stitch out on. You can also set a background color outside the hoop. See also [Changing fabric settings](#).

### To change the background color

- 1 Select **Setup > Work Environment** or right-click the design window and select from the popup menu.



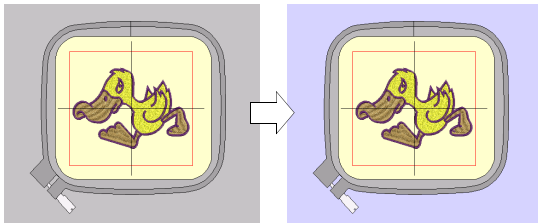
The **Work Environment** dialog opens.



- 2 If not already selected, select the **Colors** option.
- 3 Select the **Inside Hoop** or **Outside Hoop** option as required:

Option	Purpose
Outside Hoop	When selected, you choose a background color to apply to the area outside the hoop, or when the hoop is not displayed, to the whole design window.
Inside Hoop	When selected, a background color can be applied within the hoop.

- 4 Select a color from the palette or mix your own. See [Mixing your own background color](#) for details.
- 5 Click **OK**.



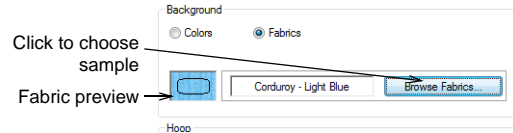
Outside hoop area recolored

## Changing background fabrics

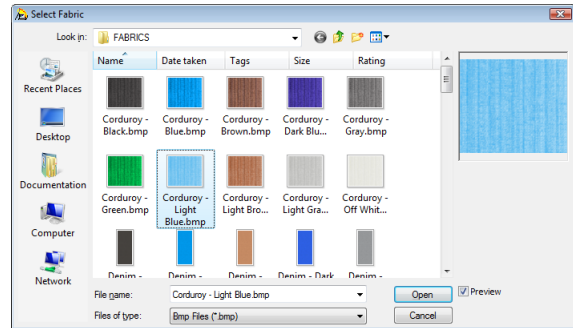
Set the color inside the hoop to match the color of the fabric you intend to stitch out on. See also [Changing fabric settings](#).

### To change the background fabric

- 1 Select **Setup > Work Environment** or right-click the design window and select from the popup menu. The **Work Environment** dialog opens.
- 2 Select the **Inside Hoop** or **Outside Hoop** option as required.
- 3 Select the **Fabrics** option. The dialog changes as shown.

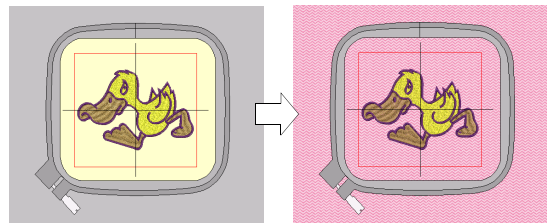


- 4 Click the **Browse Fabrics** button. The **Select Fabric** dialog displays a selection of fabric samples to choose from.



**Try this!** You can add your own fabric samples to the **Fabrics** folder in any of the supported file formats. You can also browse to another folder on your PC and select a file in any of these formats. See also [Supported embroidery file formats](#).

- 5 Select a fabric sample and click **Open** or simply double-click the file. The selected fabric is displayed in the hoop preview in the **Work Environment** dialog.
- 6 Click **OK**. The selected fabric is applied to the whole design window.



Fabric applied to hoop and background

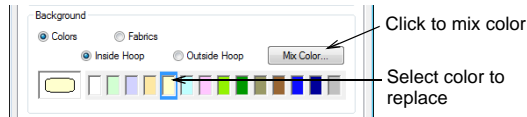
## Mixing your own background color

Use **Setup > Work Environment** to mix a new background color.

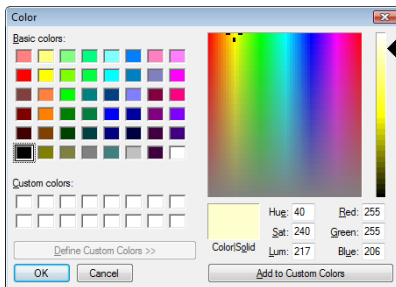
You can create a new background color for use with the current design. Each new design uses the default colors.

### To mix your own background color

- 1 Select **Setup > Work Environment**.  
The **Work Environment** dialog opens.



- 2 Select a color slot in the palette.
- 3 Click **Mix Color**.  
The **Color** dialog opens.



- 4 From the **Basic colors** table, select a color that most closely matches the color you want.
- 5 Click and drag the crosshairs on the color spectrum to get the exact color you require.
- 6 Drag the slider on the right of the color spectrum to adjust color brightness.  
The Hue, Luminosity and Saturation (HLS) and Red, Green and Blue (RGB) values appear in the bottom right-hand corner of the dialog. Enter these values directly if you want to define an exact color.
- 7 When you have mixed your color, click **Add to Custom Colors** and then click **OK**.  
The new color appears in the selected color slot.



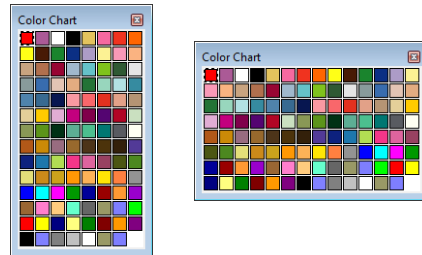
**Note** The new color is only saved with this design. New designs use the default colors.

## Setting up thread charts

JANOME DigitizerJr lets you manage thread colors for each design you create or modify. Select from a wide range of commercial thread charts. Add or remove colors – you can assign up to 128 color slots. Find and sort specific colors by Color Code. See also [Changing colors of selected objects](#).

### To set up a thread chart

- 1 Select **View > Color Chart** or press Ctrl + R.

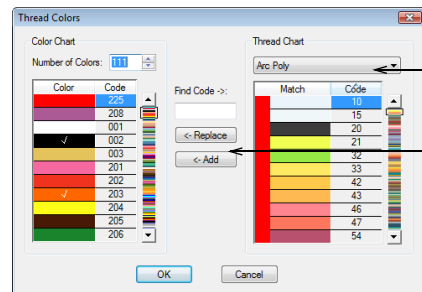


**Try this!** Resize and click-and-drag the Color Chart anywhere within the design window.

- 2 Access the **Thread Colors** dialog by one of the following means:

- ♦ Select **Setup > Thread Colors**, or
- ♦ Right-click a color in the Color Chart.

The **Thread Colors** dialog opens. The left-hand column represents the colors in the actual Color Chart. The right-hand column represents the threads available for use in the selected thread chart.



**Note** If a color is already being used by one or more objects in the current design, a tick will appear in the color field of the Color Chart list.

- 3 Set the exact number of colors required in the **Number of Colors** field.



If you are only using six colors, limit the number in the Color Chart to those six. Add extra slots as required.

- 4 In the left-hand column, select the color slot you want to assign a thread to.
- 5 In the left-hand column, select a thread chart from the **Thread Chart** dropdown list.
- 6 Locate the color you want to use by scrolling down the list.



**Try this!** If you know the exact code of the color you are looking for, key it into the **Find Code** field.

- 7 Use one of the following buttons to transfer the selected color to the Color Chart:

Button	Purpose
Replace	The color will replace the currently selected color in the Color Chart list. Double-clicking a thread in the Thread Chart list has the same result.
Add	The color will be appended to the Color Chart list. The Number of Colors field will increase by one automatically.

- 8 Repeat for other color slots in the Color Chart.



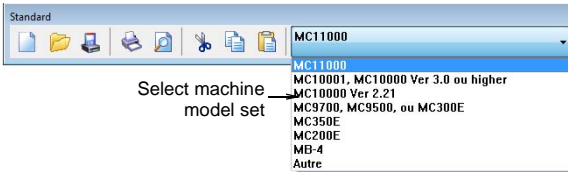
**Note** The Color Chart you define here is saved with the current design.

## Selecting machine models

JANOME DigitizerJr supports various sets of machine model. Some Janome machines can be connected by cable directly to your PC via the USB port. Older-style machines do not support direct connection but they do read ATA PC cards and/or USB memory sticks. See also [Sending and writing designs](#).

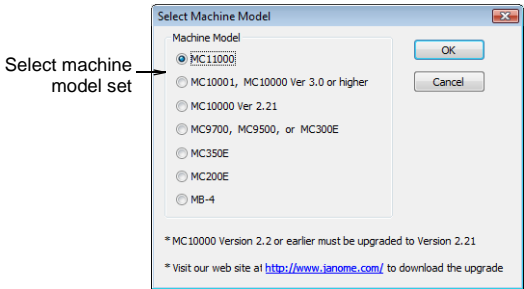
### To select a machine model

- 1 Click the **Machine Model** dropdown list on **Standard** toolbar.



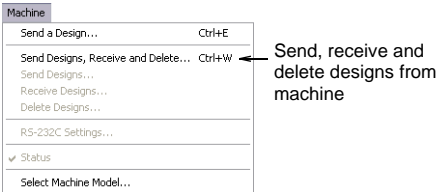
Alternatively, select **Machine > Select Machine Model**.

The **Select Machine Model** dialog opens.

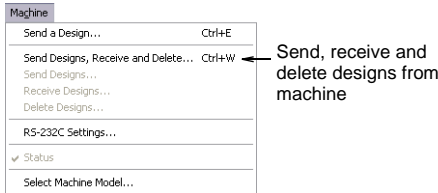


- 2 Select one of the available machine model sets.
- 3 Click **OK**.
- This becomes the default machine type until you change it. Menu options change depending on which machine set is chosen:

- ♦ If you choose the MC11000, the **Machine** menu items will appear as shown. See [Outputting to MC11000 machines](#) for details.

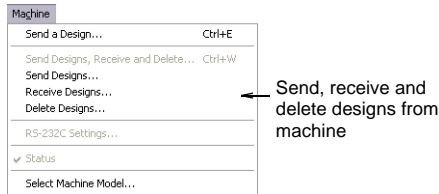


- ♦ If you choose the MC10001 and MC10000 V3.0 or higher option, the **Machine** menu items will appear as shown. See [Outputting to MC1000\\* machines](#) for details.



- ♦ If you choose the MC10000 V2.21 option, the **Machine** menu items will appear as shown. See [Outputting to MC10000 V2.21 machines](#) for details.





- ♦ If you choose the MC9700, MC9500, MC300E, MC350E, or MC200E option, the **Machine** menu is effectively deactivated. You have the option of using the **External Media** menu only. See [Outputting to MC9700 or lower machines](#) for details.

## Saving designs

JANOME DigitizerJr lets you save designs in native JAN as well as other 'outline' and 'stitch' file formats. See [Embroidery design formats](#) for details.

### Saving current design



Use Save (Standard toolbar) to save the current design.

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. See [Saving designs for machine](#) for details.



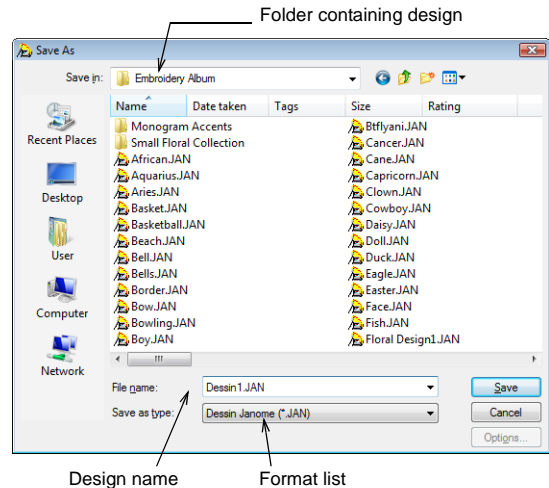
**Try this!** Save your design early and often. Do not wait until you finish working. You can also set JANOME DigitizerJr to save automatically while you work. See [Setting automatic save options](#) for details.

### 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.



**Try this!** To save changes to an existing file but preserve the original, use **Save As**.



- 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. See [Supported embroidery file formats](#) for details.
- 5 Click **Save**.

Once you have saved a design, every time you click **Save** on the toolbar the file will be updated.



**Note** Files saved in JAN 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 for sending as email attachments.

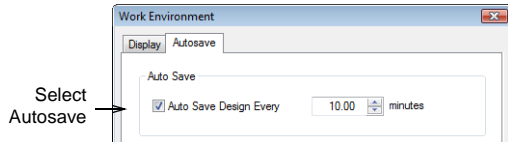
## Setting automatic save options

Select **Setup > Work Environment** to set automatic save 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. See also [Problem recovering design files from backup folder](#).

### To set automatic save options

- 1 Select **Setup > Work Environment**.  
The **Work Environment > Display** dialog opens.
- 2 Select the **Autosave** tab.



- 3 Select the **Auto Save Design Every** checkbox.
- 4 Enter the auto-save frequency in the **Minutes** field.  
The design will be saved in the BACKUP folder of your JANOME DigitizerJr installation. It will have the same name as the original file with the extension **BAK**.



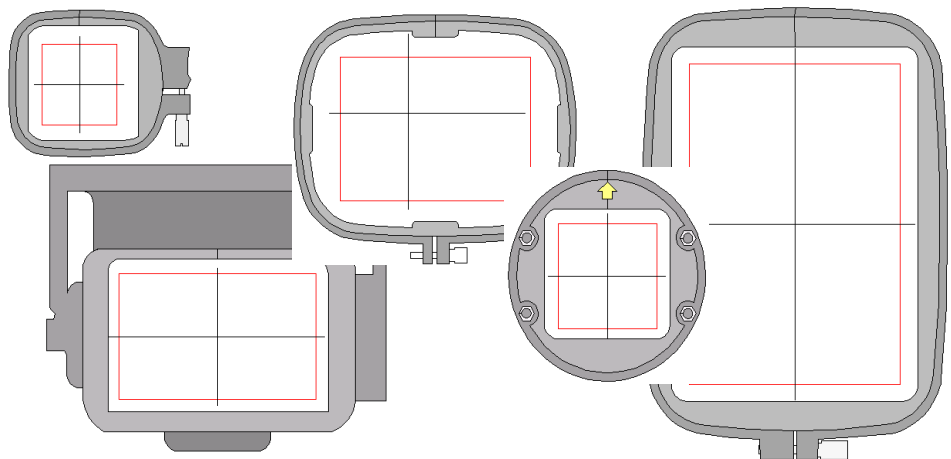
**Caution** Backup files remain in the **Backup** folder until you delete them. To prevent the folder from using too much hard disk space, delete unwanted files regularly.

- 5 Click **OK**.

## Chapter 3

# GRIDS AND HOOPS

Hoops are required to hold the fabric tight while stitching on your machine. They are available in different sizes. JANOME DigitizerJr allows you to select from a wide range of standard factory-supplied hoops. A representation of the selected hoop providing a guideline for sizing and positioning your design is displayed in the design window.



This section describes how to display hoops and grids in JANOME DigitizerJr as well as how to change hoops. It also deals with hooping large designs.

### Displaying hoops and grids

A representation of the selected hoop is displayed in the design window. This provides a guideline for sizing and positioning designs. Use grid lines to help accurately align or size embroidery objects.

### Displaying the hoop



Click Display Hoop (View toolbar) to hide or show the hoop.

Hoops are required to hold the fabric tight while stitching on your machine. They are available in different sizes. A representation of the selected hoop providing a guideline for sizing and

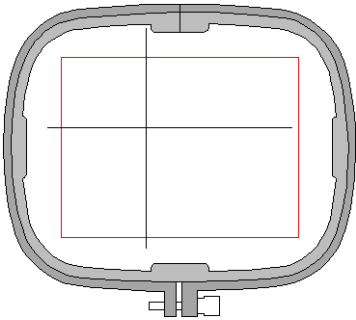
positioning your design is displayed in the design window.



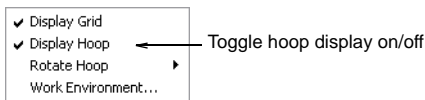
**Note** The boundary of the working area within the hoop is displayed as a thin red line. If any part of the design lies outside the stitching area for the selected hoop, a warning appears when saving. This prevents you from accidentally stitching outside this area and damaging your machine by hitting the hoop with the needle. You can show or hide the hoop at any time.

### To display the hoop

- Click the **Display Hoop** icon to toggle hoop display on or off.



- Alternatively select **View > Hoop**.
- Alternatively, right-click a blank part of the design window. This brings up a popup menu:



### Displaying the grid

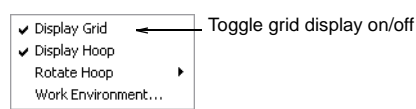


Click Display Grid (View toolbar) to hide or show the grid.

You can show or hide the grid at any time.

### To display the grid

- Click the **Display Grid** icon to toggle grid display on or off.
- Alternatively select **View > Grid**.
- Alternatively, right-click a blank part of the design window. This brings up a popup menu:

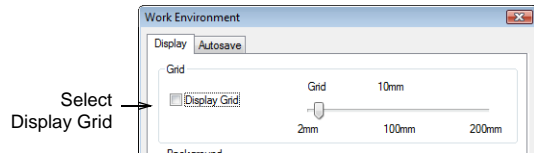


### Setting grid spacings

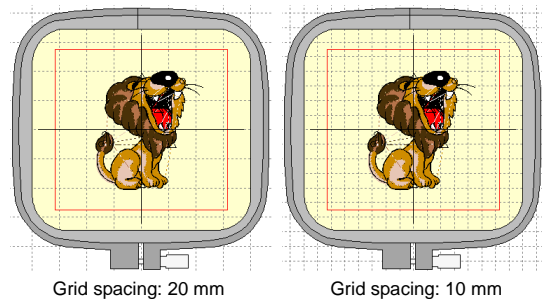
Use grid lines to help accurately align or size embroidery objects. Turn on or off the grid, or change grid spacing as required.

#### To set grid spacings

- Select **Setup > Work Environment**.  
The **Work Environment > Display** tab opens.
- Select the **Display Grid** checkbox to display the grid.



- Adjust **Grid Spacing** by moving the slider.  
The spacing value is displayed above the slider.
- Click **OK**.



### Measuring distances on screen

Use **View > Measuring Tape** to measure distances on-screen.

Measure the distance between two points on screen using the **Measuring Tape** command. Measurements are shown in millimeters or inches, depending on the option selected in the Windows Control Panel. See your Windows documentation for more information.



**Try this!** 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 > Measuring Tape**.
- 2 Click the start point.
- 3 Move the pointer to the end point and hold the mouse still.

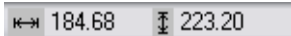
The tooltip displays the length of the measured line together with the stitch angle.



- 4 Press **Esc** to finish.



**Note** You can also check the width and height of your design in the status bar.



## 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. The selected hoop is saved with the design in the native JAN file format. It is also saved to the JEF file which the machine reads. A range of hoop sizes is available for a wide variety of design types. You can also change hoop orientation on screen for ease of digitizing. See also [Rotating hoops](#).



**Caution** Make sure you have the correct hoop selected and that your design fits within the design area on your embroidery machine. When the machine reads the JEF file, the stitching area is limited by the selected hoop type. See also [Hooping large designs](#).

### Changing hoops

Hoop ST (126x110)

Use Hoop Type dropdown list to change hoops.

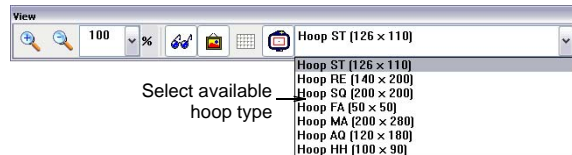
It is a good idea to have the correct hoop selected before you stitch out a design. But sometimes you may wish to change hoops before stitching out. The **Hoop Type** dropdown list control lets you quickly confirm what hoop is currently being used and change it at any time. Select the smallest hoop which fits the design from the available range. See [Supported hoop types](#) for details.



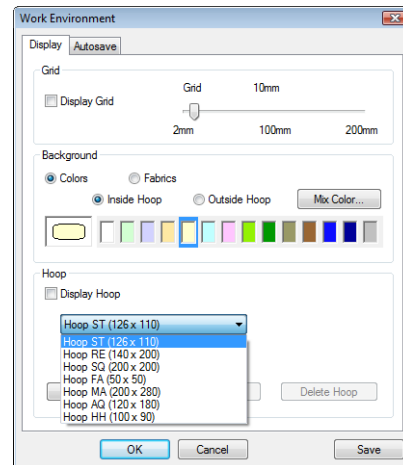
**Note** The **Hoop Type** list is automatically filtered according to the selected machine set. Only those hoops supported by the selected machine are available. See [Selecting machine models](#) for details.

### To change hoops

- ♦ Select a hoop type by either of the following means:
  - ♦ Select from the **Hoop Type** dropdown menu on the **View** toolbar.



- ♦ Select **Setup > Work Environment** and select a hoop from the **Hoop** list.



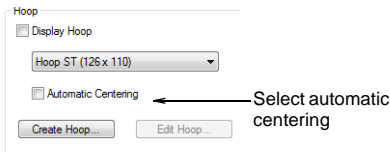
**Try this!** The hoop background color can be changed. See [Changing fabrics and backgrounds](#) for details.

## Centering hoops

The **Automatic Centering** function ensures that the center of the hoop (or offset center for older style hoops – i.e. Hoop No.1&3), is automatically positioned at the center of the current design, or at the (0, 0) point of the current design window while the design contains no stitches. Otherwise the hoop center – or offset center for old hoops – is fixed at the (0, 0) point of the current design window.

### To center the hoop

- 1 Open the **Work Environment** dialog:
  - ♦ Select **Setup > Work Environment**.
  - ♦ Right-click on the design window with nothing selected and select **Work Environment**.
- 2 Click the **Automatic Centering** checkbox in the **Display** tab.



## Rotating hoops

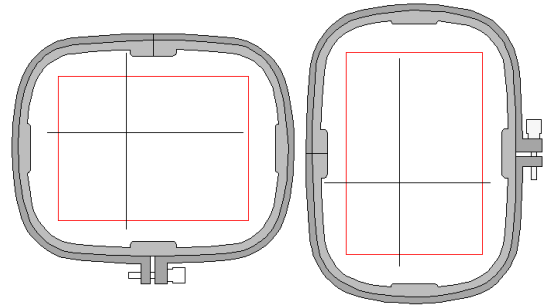


Use Rotate Hoop 90° CCW / CW (Combine toolbar) to rotate the hoop 90° in either direction.

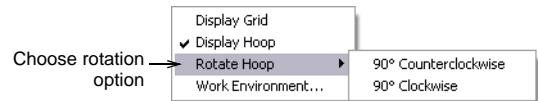
The **Rotate Hoop** tool allows you to rotate the hoop for ease of digitizing. The attachment mechanism is indicated, both on screen and printed worksheets. You can thereby tell the orientation of the design with respect to the hoop and decide how to position it. Rotate the current hoop by any one of the means described below.

### To rotate the hoop

- ♦ Click the **Rotate Hoop 90° CCW / CW** icon.



- ♦ Right-click anywhere in the design window with nothing selected and select **Rotate Hoop > 90° Counterclockwise** or **90° Clockwise**.



## Hooping large designs



Use Combine Mode (Combine toolbar) to activate the Combine functions.



Use Add Hoop (Combine toolbar) to center a new hoop in the design window in an upright orientation.



Use Delete Hoop (Combine toolbar) to remove selected hoops from the design window.

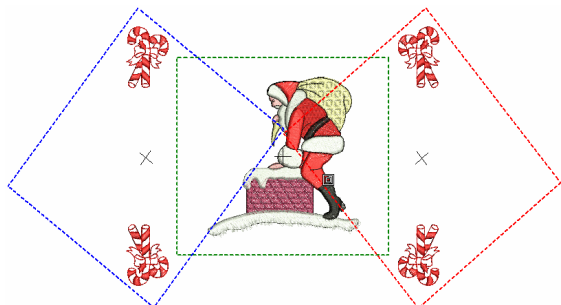


Use Calculate Hoopings (Combine toolbar) to evaluate the hoopings that will result from the current hoop layout.



Click Rotate Hoop (Combine toolbar) with left or right mouse buttons to rotate a selected hoop 45° in either direction.

A problem arises when you create a large design which has multiple design elements spread over a large area which cannot fit in a single hoop. Using the **Combine** toolbar functions, you can combine one or more designs in a single hoop or place multiple hoops over a large design layout. These can then be sent to the embroidery machine as a single JEF file per hooping. You can also print a template which can be used to position each of the hooped portions of a design. See also [Printing design layouts](#).



**Try this!** JANOME Embroidery Software supports the Giga Hoop. This is a two-position hoop which expands the available sewing area of the machine for which it is supplied. See [Sending designs with a Giga Hoop](#) for details.



**Try this!** DigitizerJr allows you to define a work area of up to 3m x 3m. See [Creating design layouts](#) for details.

### Hooing sequence

When a large design or design layout requires multiple hoopings, it is important to establish the stitching order so that objects in the foreground are sewn after those in the background. DigitizerJr allows you to set up the position and sequence of each hoop. Multiple hoops are color-coded as follows, according to their position in the sequence:

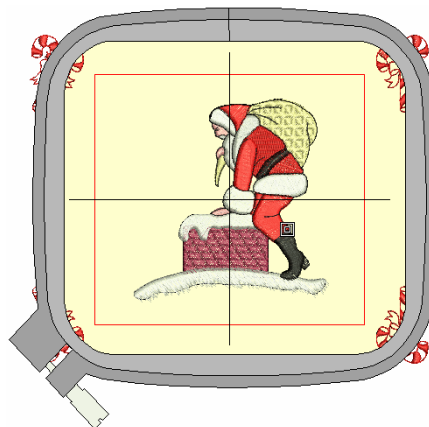
Hoop	Color
1	Dark Green
2	Blue
3	Red
4	Brown
5	Orange
6	Purple
7	Teal
8	Aqua



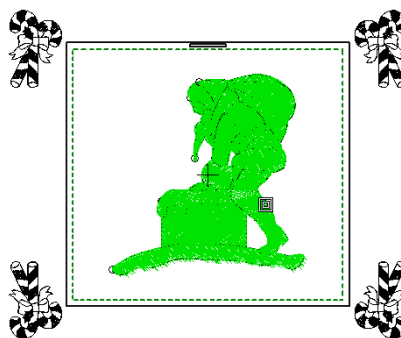
**Note** In the unlikely event that you use more than eight hoopings, the color sequence is repeated, as long as none of the previously created hoop positions is deleted.

### To hoop a large design

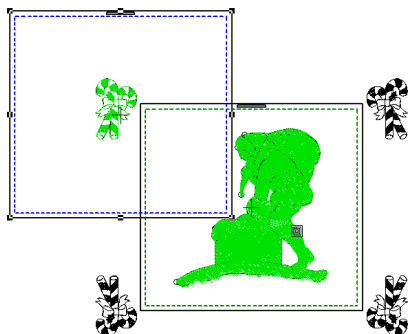
- 1 Open or create the large design or design layout you want to sew out. See also [Creating design layouts](#).



- 2 Choose the hoop you want to work with from the dropdown list. See [Selecting hoops](#) for details.
- 3 Click the **Combine Mode** icon.  
This places the design in **Combine Mode** view and enables the **Add Hoop** and **Calculate Hoopings** tools.



- 4 Click the **Add Hoop** button to add another hooping.
- 5 Position this over the design elements you want to stitch first.

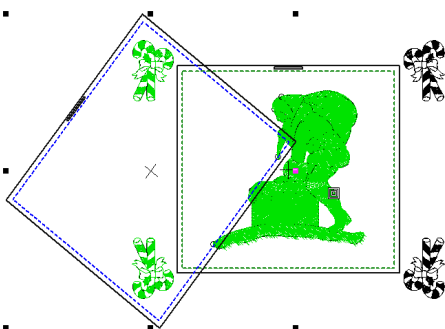


- 6 Repeat these steps as required.



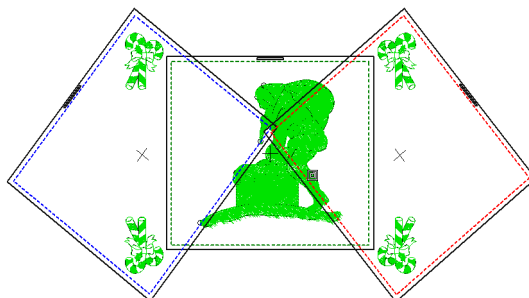
**Try this!** You can select a different hoop at any time. This will change all hoopings in the design.

- 7 Re-position additional hoops and, if necessary, rotate them so that they completely cover all objects in the design.
- Click the **Rotate Hoop** icon with left or right mouse buttons to rotate a selected hoop 45° in either direction.
  - Alternatively, click the hoop again and rotate hoops by means of rotation handles and rotation center-point.

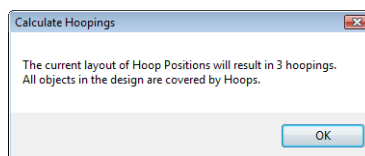


**Try this!** Nudge selected hoops into position using the Arrow keys.

- 8 Delete hoops as required with the **Delete Hoop** icon or **Delete** key on your keyboard.
- 9 Repeat these steps until all design elements are covered.
- All covered design elements are displayed in green.



- 10 Finally, click the **Calculate Hoopings** icon to evaluate the hoopings that will result from the current hoop layout.



You are now ready to save the design to one or more files or send it to machine. See [Reading and Writing Design Files](#) for details. See also [Outputting to Machine](#).



**Try this!** Print a copy of the design showing the hoop positions to help you stitch it in the correct hooping order. See [Printing design layouts](#) for details.



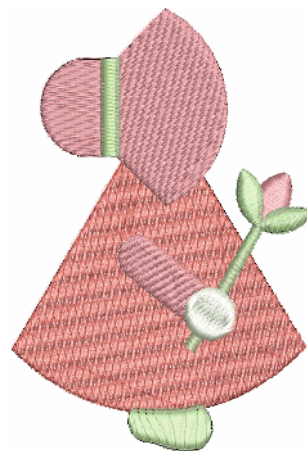
## Chapter 4

# VIEWING DESIGNS

JANOME DigitizerJr 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. Show or hide various design elements with the available display settings.

JANOME DigitizerJr also provides information about designs in a variety of ways and formats. Before even opening JANOME DigitizerJr or your design, you can check the design information for JAN or JEF files directly from Windows Explorer. The design printout too provides essential production 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 JANOME DigitizerJr as well as the various design viewing settings. It describes how to view the stitching sequence in slow motion. It also deals with viewing and hiding images as well as accessing design information.



## Viewing design elements

JANOME DigitizerJr provides many viewing modes 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. You can show or hide design elements with a variety of display settings.

### Viewing designs with Visualizer

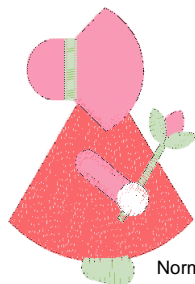


Click Visualizer (View toolbar) to change between normal view and Visualizer view.

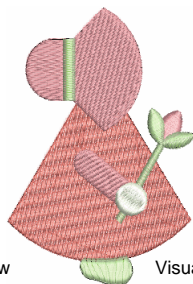
Visualizer offers a graphical representation of what the final embroidery will look like.

#### To view designs with Visualizer

- Click the **Visualizer** icon to switch between Visualizer and normal view.



Normal view



Visualizer on



**Try this!** Use Visualizer together with a background fabric to see how your design will look when stitched out. See [Changing fabrics and backgrounds](#) for details.

### Zooming and panning designs



Click Zoom In (View toolbar) to display a design at twice its current size.



Click Zoom Out (View toolbar) to display a design at half its current size.



Click Zoom Box (View toolbar) and enter a percentage value to zoom in on a section of a design.

Select View > Zoom > Whole Hoop to view the whole hooped area.

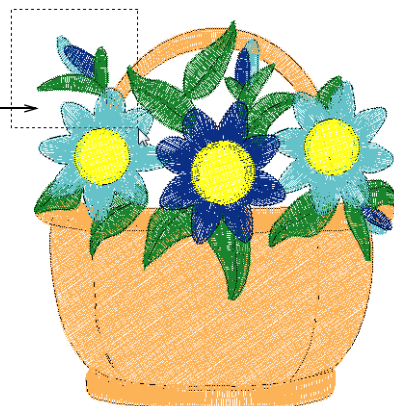
Select View > Zoom > Whole Design to view the whole design.

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. In addition to the scroll bars, panning provides a quick way to view parts of a design which are not currently visible in the design window. Panning is typically used after zooming in on an area.

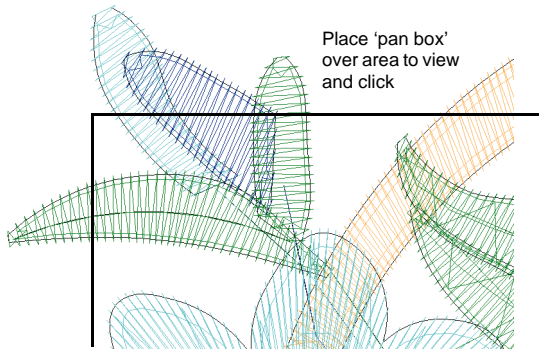
#### To zoom and pan a design

- To display a design at twice its current size, select **View > Zoom In**.
- To display a design at half its current size, select **View > Zoom Out**.
- To zoom in on a section of the design, select a zoom percentage from the **Zoom Box**.
- To zoom in on a section of the design, press the **B** key on your keyboard, then drag a bounding box around the zoom area.

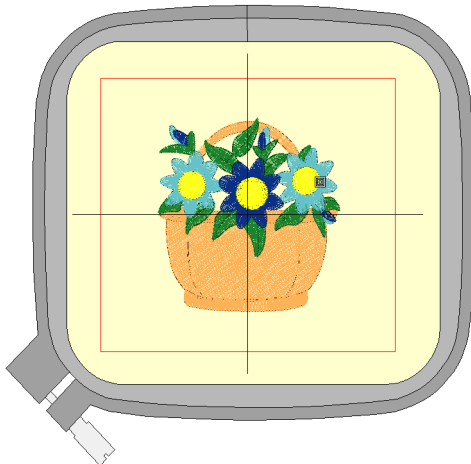
Click & drag bounding box around area to zoom



- To pan across a design in the design window, select **View > Pan** or press **P**. Move the 'pan box' over the part of the design you want to view and left-click. DigitizerJr centers the design window around the point you clicked.



- ♦ To view the whole design again, select **View > Zoom > Whole Design** or press **0**.
- ♦ To view the whole hoop, select **View > Zoom > Whole Hoop** or press **1**.



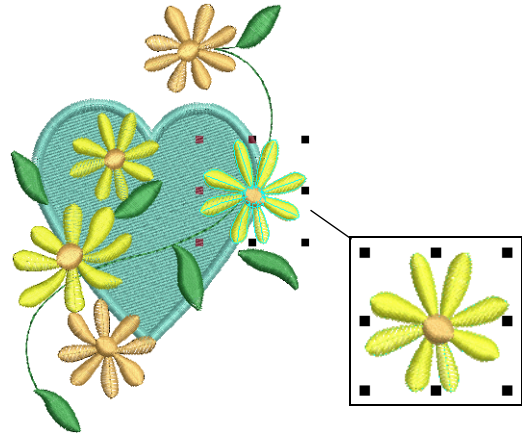
## Viewing design elements

Select **View > Show > Selected Objects Only** to show selected objects in a design.

You can set your system to display all embroidery objects in a design, or hide all but the selected objects.

### To view design elements

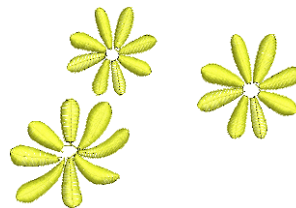
- ♦ Select the required object/s.



- ♦ Select **View > Show > Selected Objects Only**. Only objects that are currently selected are visible. This option is only available when objects are selected.
- ♦ To display selected colors in the window, select **View > Show > Selected Colors only**.

Thread	Code	Brand	Description	Thickness	
1	217	Janome	Sky	A	<input type="checkbox"/>
2	206	Janome	Bright Green	A	<input type="checkbox"/>
3	204	Janome	Yellow	A	<input checked="" type="checkbox"/>
4	274	Janome	Tangerine	A	<input type="checkbox"/>

- ♦ Select the colors to display and click **OK**. See also [Viewing and selecting colors](#).



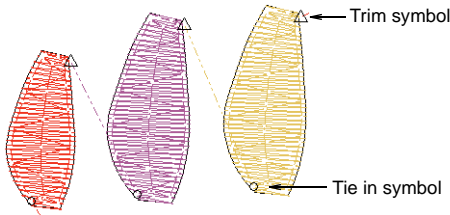
- ♦ To fit the objects in the design window, press **0**.
- ♦ To view the whole design again, select **View > Show > All Objects**.



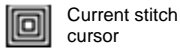
**Note** This option is only available when one or more objects are already hidden.

## Viewing connectors

The software automatically adds connectors between objects in a design. When connectors become long enough to trim, the software automatically adds tie-in and trim commands indicated by the symbols shown below.



The symbols shown below may also appear and are helpful in understanding what appears on-screen.



Current stitch cursor



Start of design



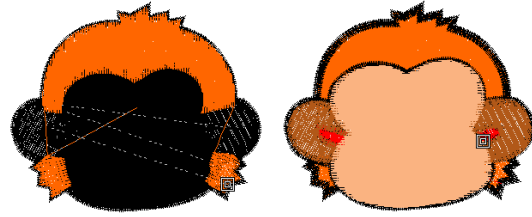
End of design

## Traveling through designs

When working with embroidery designs, you need to understand the stitching sequence. You can view a design's stitching sequence in DigitizerJr by 'traveling' through it by colors. JANOME DigitizerJr simulates stitching out by changing stitches from black to their allocated thread color as they are 'stitched'.

### Traveling by color

Use the **Jump by Color** function to travel through the design by color. This is useful if you need to locate a specific color change in order to insert an object or delete it from the stitching sequence.



### To travel by color

- ♦ To travel to the start of the design, press the **Home** button on your keyboard.
- ♦ To travel to the next color, press the **PageDown** button on your keyboard.
- ♦ To travel to the previous color, press the **PageUp** button on your keyboard.
- ♦ To travel to the end of the design, press the **End** button on your keyboard.

### Simulating design stitchout



Use Slow Redraw (View toolbar) to view the stitching and color sequence of a design in slow motion.

**Slow Redraw** lets you view the stitching and color sequence of a design in slow motion.

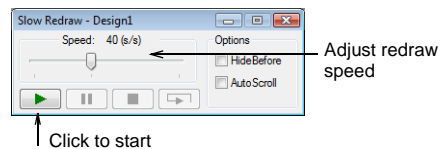


**Note** Slow Redraw cannot be used with Visualizer.

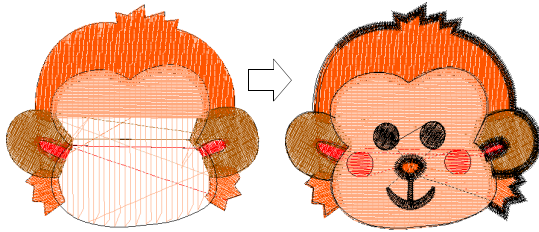
### To simulate design stitchout

- 1 Click the **Slow Redraw** icon or press **Shift + R**.

The **Slow Redraw** dialog opens.



- 2 Use the slider bar to adjust the redraw speed.
- 3 Select the options as required:
  - ♦ **Hide Before:** Hide all sections of the design prior to the current cursor position. See also [Traveling by color](#).



- ♦ **Auto Scroll:** With larger designs, scroll automatically so that the area being stitched remains on-screen.
- 4 Click the **Play** button.  
The design is redrawn on-screen according to the stitching sequence and selected speed.
  - 5 Click **Pause**, **Stop** or **Back to Start** as required.
    - ♦ **Pause** pauses the redraw, letting you resume where you left off.
    - ♦ **Stop** stops the redraw and returns to the beginning of the design.
    - ♦ **Back to Start** redraws from the beginning of the design.

## Viewing and hiding images

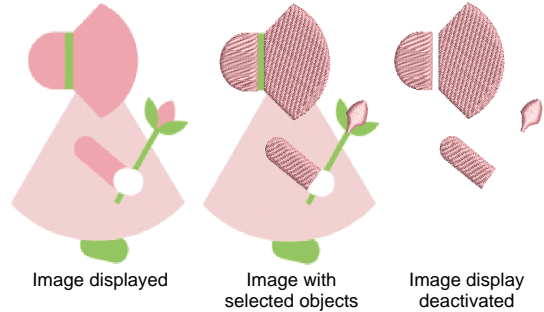


Use Display Images (View toolbar) to show and hide backdrops.

You can show or hide a bitmap backdrop temporarily while you work. Hiding backdrops does not delete them from the design. See also [Inserting images](#).

### To view or hide images

- ♦ Click the **Display Images** icon or press **D**.  
When selected, backdrop images are visible. See also [Viewing design elements](#).



- ♦ To hide the image, click **Display Images** or press **D** again.

## Viewing design information

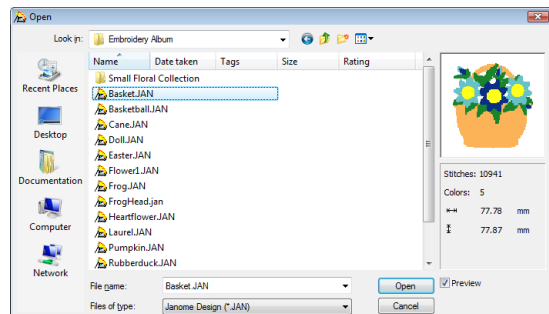
JANOME DigitizerJr provides information about designs in a variety of ways. Before even opening DigitizerJr, you can check design information directly from Windows Explorer. The **Open** dialog also gives you important file information. The status bar in the design window is another source of information about designs. The print preview provides complete design information.

### Viewing design details

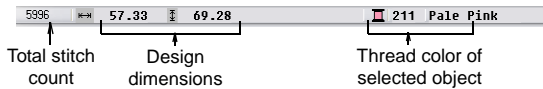
Within JANOME DigitizerJr, the **Open** dialog gives you important file information as well as the status bar in the design window.

### To view design details

- ♦ Click the **Open** icon.  
The **Open** dialog shows limited information about selected designs in the preview panel.



- When you open a design, the status bar shows design information such as total stitch count.



## Previewing design printouts

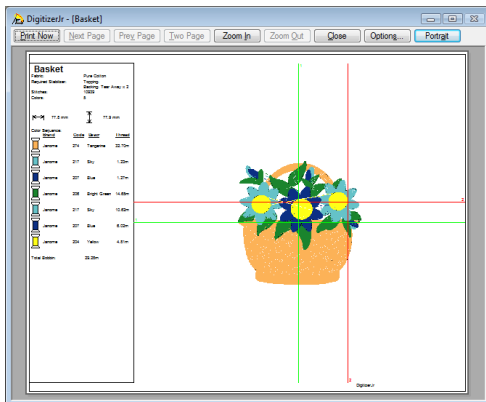


Click Print Preview (Standard toolbar) to preview the design printout on screen.

The print preview contains a design preview and essential information, including the size of the design, color sequence and any special stitching instructions. See also [Printing Designs](#).

### To preview a design printout

- Click the **Print Preview** icon.  
The design printout displays in a preview window.



- Adjust the view as required:
  - To change the orientation of the paper, click **Landscape** or **Portrait**.
  - To change the information that displays, click **Options**. See also [Setting print options](#).
  - To print the design, click **Print**.
  - To close the print preview, click **Close**.



**Try this!** Zoom in to view the design preview more closely. Large designs may be displayed over a number of pages.

# Part II

# DIGITIZING ESSENTIALS

In DigitizerJr, designs are composed of basic shapes or 'embroidery objects'. These are like ordinary drawing objects in that they have certain defining characteristics or 'details' such as color, size, position, and so on. They also have settings unique to embroidery such as stitch type and density.

## **Digitizing with artwork**

This section describes how to import suitable artwork into JANOME DigitizerJr and convert it automatically to embroidery. It also explains how to automatically generate outlines and borders. See [Digitizing with Artwork](#) for details.

## **Editing objects**

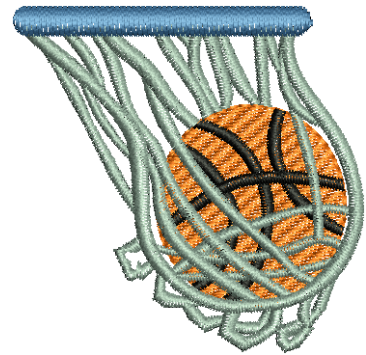
This section describes how to select objects using the selection tools. It also covers modifying object details, including line stitch and fill stitch details. See [Editing Objects](#) for details.

# Chapter 5

## DIGITIZING WITH ARTWORK

Artwork can be inserted or pasted into JANOME DigitizerJr for use as digitizing templates or 'backdrops'. Digitize complete images automatically with the **Click-to-Design** tool. You select the image and the tool automatically determines the shapes and stitches needed to digitize the design.

This section describes how to import suitable artwork into JANOME DigitizerJr and convert it automatically to embroidery. It also explains how to automatically generate outlines and borders.



### Choosing suitable artwork

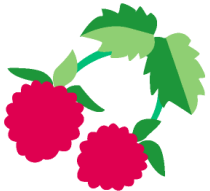
For both manual and automatic digitizing purposes, 'clean' images, sometimes referred to as 'cartoons', work best. Such images have a limited number of solid colors which in turn have well-defined outlines. Ideally, they are:

- ♦ Well defined, where each shape is made up of pixels of the same color
- ♦ Clearly 'blocked', where each shape is a stitchable size, at least 1 sq mm
- ♦ Saved at a color depth of at least 256 colors (8 bit), or preferably millions of colors (16 bit). (Images are automatically reduced to 256 colors or less when loaded into JANOME DigitizerJr.)





Clean picture with well-defined outlines



Clean picture with well-defined color blocks



Complex picture, needs editing to remove background and clean color blocks

Automatic digitizing techniques produce best results with images of the type found in clipart libraries or created from scratch in a graphics package. Automatic digitizing can work with images from other sources but they require some preparation. This is because most commonly available images are **not** made up of solid colors. Scanners introduce noise, while graphics packages perform 'dithering' and 'anti-aliasing' to improve image print quality.

Automatic digitizing works least effectively with photographic images which may contain many dithered colors and complex forms. With photographs, however, you can pick out shapes that you want to embroider, leaving out unnecessary detail.

## Scanned images

Images scanned from hardcopy drawings or existing embroidery typically contain a lot of introduced 'noise'. While they can be used as input to automatic digitizing, once again, best results are achieved with relatively clean images consisting of solid color blocks. Typically, logos and simple drawings scanned from business cards, letterheads, books, magazines, cards fall into this category.

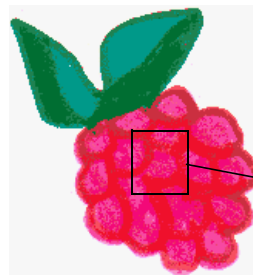


Image containing a lot of scanner 'noise'

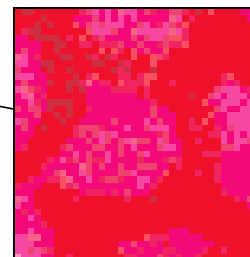
Noisy images typically need to be prepared by reducing the color count and sharpening the outlines.

## Dithered images

Dithering is a software technique which combines existing colors in a checkerboard arrangement of pixels. It is typically used to simulate colors that are missing from an image palette.



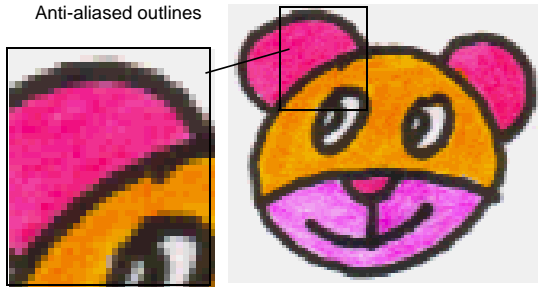
Dithered color blocks



Like noisy images, dithered images need to be color-reduced before use. Be aware, however, that while the software is excellent at processing dithered colors within a defined outline, it does not work so well with non-outlined images.

## Anti-aliased images

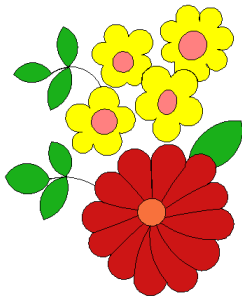
Anti-aliasing is a software technique similar to dithering which is used to soften hard outlines where color blocks intersect. It produces smoother outlines by 'blurring' the pixels where colors join.



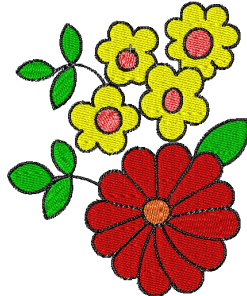
Where anti-aliasing is deliberately used to blur outlines, these need to be 'sharpened' before use with automatic digitizing.

## Importing images into DigitizerJr

Bitmap images can be inserted or pasted into JANOME DigitizerJr for use as digitizing backdrops. For digitizing purposes, 'clean' images, sometimes referred to as 'cartoons', work best.



Traced image



Auto-digitized



**Try this!** You can scale and transform images after importing, but it is generally better to do so during scanning. Scaling afterwards may distort the image.

## Inserting images

Use **Image > Insert Image** to insert an image for use as a backdrop.

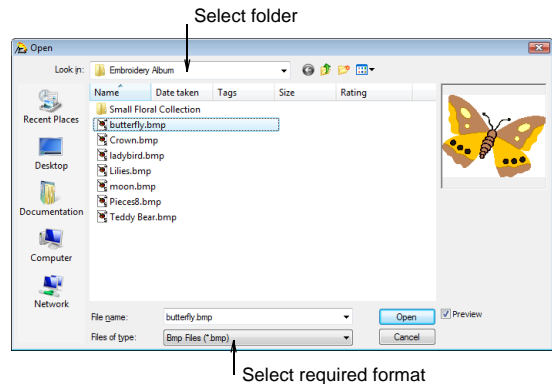
You can load bitmap images of various formats for use as digitizing backdrops. See also [Choosing suitable artwork](#).



**Note** Vector drawings are converted to bitmap images when loaded into JANOME DigitizerJr.

### To insert an image

- 1 Select **Image > Insert Image**.  
The **Open** dialog opens.



- 2 Select a folder from the **Look In** list.
- 3 Select a file type from the **Files of Type** list – e.g. BMP.
- 4 Select the file you want to insert.
- 5 Click **Open**.



**Try this!** Select the **Preview** checkbox to preview the selected file.

## Copying and pasting images



Click **Paste** (Standard toolbar) to paste copied images in the design.

You can copy and paste an image into DigitizerJr by copying it from another embroidery design or graphics application, and pasting it into your design.

### To copy and paste an image

- 1 Select the image you want to copy and paste.
- 2 Copy it to the Windows clipboard by pressing **Ctrl + C**.
- 3 Create a new file in DigitizerJr or open the design file into which you want to insert the image.
- 4 Click the **Paste** icon or press **Ctrl + V**.  
The image is pasted into the design.



**Note** You may need to resize the image to fit within the dimensions of the selected hoop. See [Scaling objects using Object Details](#) for details.

## Digitizing images with Click-to-Design

Click-to-Design recognizes shapes in artwork and makes decisions about the most suitable stitch types to use. It also determines the stitching sequence based on closest join. Artwork is effectively 'batch processed' to create the many embroidery objects that make up a design.

### Creating whole designs with Click-to-Design

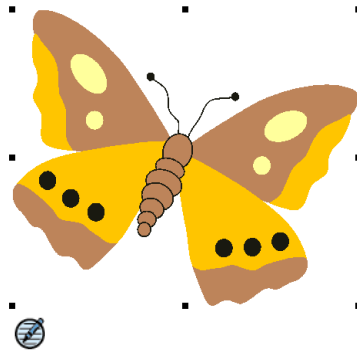


Use Click-to-Design (Digitize toolbar) to create embroidery designs directly from imported images using default settings.

In essence, creating an embroidery design with the **Click-to-Design** tool is simply a matter of selecting the image you want to convert, and clicking the tool. The system automatically determines the color to omit, fill colors, detail color and most suitable stitch types to apply to an image using the default settings.

### To create a whole design with Click-to-Design

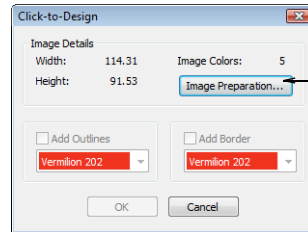
- 1 Insert an image into DigitizerJr and select it. See [Importing images into DigitizerJr](#) for details. The **Click-to-Design** tool becomes available for use.



**Note** Only one image may be selected at a time. The tool is disabled if the selection contains anything other than an image.

- 2 Click the **Click-to-Design** icon.

The **Click-to-Design** dialog opens. Image information is given, including width and height values as well as the number of image colors.

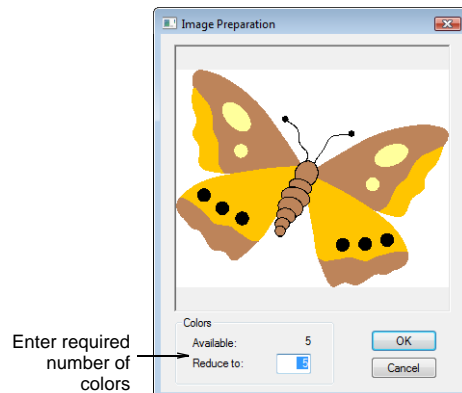


Click to prepare image for conversion

Even if your artwork looks ready to stitch when inserted into the software, it will need to be image-processed before conversion.

- 3 Click the Image Preparation button to process the image.

The **Image Preparation** dialog opens.

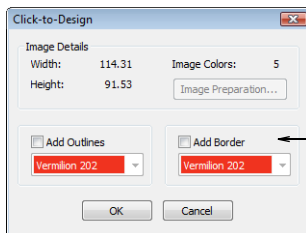


The image appears in the preview panel. The **Available** field shows the number of image colors.

- 4 Check how many colors are in the image.  
This is indicated in the **Available** field. If there appear to be too many, the image probably contains unwanted noise.
- 5 Enter the number of colors you require.  
The preview shows you how the design will look.

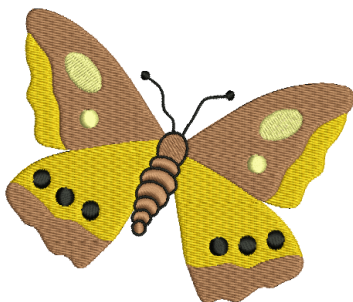


- 6 Click OK to apply the changes.  
You are returned to the **Click-to-Design** dialog. The **Outline** and **Border** options are now available. See [Creating outlines and borders with Click-to-Design](#) for details.



Outline and Border options now available

- 7 Click OK.  
Click-to-Design converts the artwork to embroidery objects and generates stitches.



**Try this!** The software matches colors from the existing palette. If the design does not seem to convert colors properly, check that your monitor is set for 16 Bit Colors.

## Creating outlines and borders with Click-to-Design

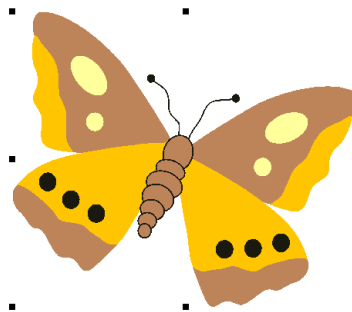


Use Click-to-Design (Digitize toolbar) to create automatic outlines and borders from imported images.

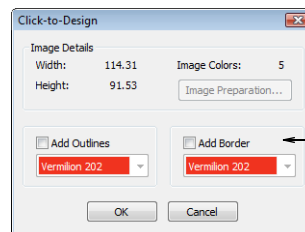
The **Click-to-Design** tool allows you to automatically generate outlines during image conversion. These may be in the form of outlines between objects and/or borders around the design itself. You can select the outline colors to use at the time of converting the image. Colors and object details of generated objects can be changed at any time.

### To create outlines and borders with Click-to-Design

- 1 Insert an image into DigitizerJr and select it. See [Importing images into DigitizerJr](#) for details.  
The **Click-to-Design** tool becomes available for use.



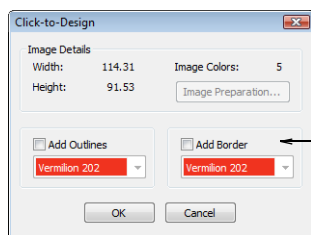
- 2 Select the image and click the **Click-to-Design Advanced** icon.  
The **Click-to-Design** dialog opens.



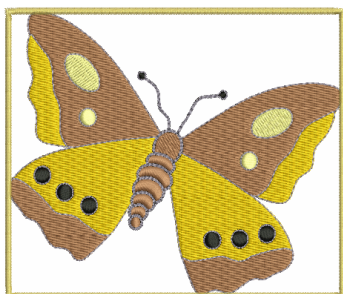
Add outlines and/or borders as required and set colors

- 3 Click the Image Preparation button to process the image. See [Creating whole designs with Click-to-Design](#) for details.
- 4 Click the **Add Outlines** and/or **Add Border** options as required.

- Generated outline stitching uses Run Line stitching to surround separate color blocks in the source image. The Run Line stitching has the same stitch settings as any details generated during conversion. See also [Changing line stitch details](#).
  - Generated border outlines are created as Border objects with the current design settings for width and other details. The border is oriented clockwise for consistent stitching with objects such as appliqué. See also [Changing line stitch details](#).
- 5 Select thread colors for outlines from the dropdown lists.



- 6 Click OK.  
Click-to-Design converts the artwork to embroidery objects and generates stitches.

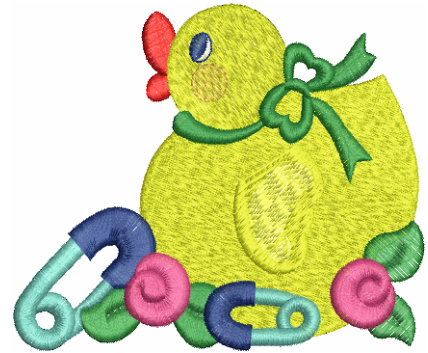


# Chapter 6

## EDITING OBJECTS

Embroidery objects have certain defining characteristics or 'details' such as color, size, position, and so on. They also have settings unique to embroidery such as stitch type and density. Details are defined when objects are created but they can be modified at any time. The most important property for an embroidery object is its stitch type. Different stitch types are suited to different shapes.

This section describes how to select objects using the selection tools. It also covers modifying object details, including line stitch and fill stitch details.



### Object types

Embroidery objects divide broadly into two categories – **Line Stitch** and **Fill Stitch**. Line stitching is used for outlines, borders and details, while fill stitching is used to fill larger areas of color.

#### Line stitch objects

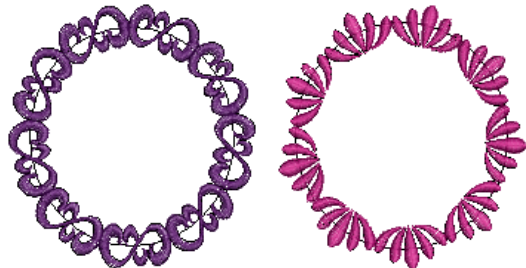
JANOME DigitizerJr supports three styles of line stitch:

Line Style	Purpose
Single Run	Single row of run stitches along a straight or curved line. Typically used to add outlines or details to designs.
Triple Run	Triple Run repeats each stitch three times for a thicker line creating a more handcrafted appearance.

#### Line Style Purpose

**Satin Line** Satin Line is typically used for borders and outlines of larger shapes. Border width can be adjusted.

Other types of line stitch, such as Motif Run, can be opened and viewed in JANOME DigitizerJr, but details cannot be modified.

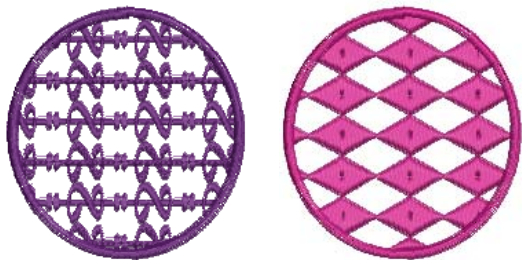


### Fill stitch objects

Larger, closed shapes are known as **Parallel Fill** objects. Most shapes are in fact formed by this type of object. Parallel Fill objects can be filled with different types of fill stitch. JANOME DigitizerJr supports three styles:

Line Style	Purpose
Satin Fill	Satin stitch is well-suited to narrow columns and shapes. Satin stitches are almost parallel, with every second stitch slightly slanted, where the length of each stitch forms the width of the column. Because there are generally no needle penetrations breaking up the fill, Satin stitch creates a glossy, high-quality effect.
Weave Fill	Weave Fill stitch consists of rows of run stitches and is suitable for filling large, irregular shapes. Stitches are laid in rows going back and forth across the shape. These can be parallel or slightly turning.
Embossed Fill	Embossed Fill is a decorative stitch type used to fill wide and large areas with decorative patterns while keeping the appearance of a solid field of stitching.

Other types of fill stitch, such as Motif Fill, can be opened and viewed in JANOME DigitizerJr, but details cannot be modified.



### Selecting objects in designs

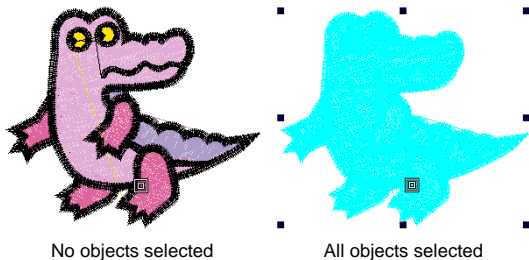
DigitizerJr provides various ways to select the objects that comprise an embroidery design. You can select all objects to modify the design as a whole, or individual objects for more precise modification.

### Selecting all objects in a design

The **Select** tool provides various means for selecting objects including point and click, bounding box selection, and – in conjunction with **Shift + Tab** keys – first/last and next/previous object selection. You can also select all objects to apply changes to a whole design. See also [Quick Reference](#).

#### To select all objects in a design

- Select **Edit > Select All** or press **Ctrl + A**. Sizing handles appear around the entire design.



- To deselect, press **X** or **Esc**.

### Selecting objects by point and click



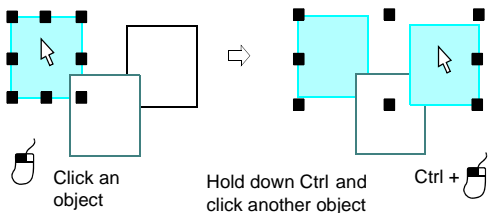
Click **Select** (Edit toolbar) and click an object to select it.

The simplest way to select objects is by pointing and clicking with the mouse with the **Select** tool activated. With **Shift** and **Ctrl** keys, you can select multiple objects.

#### To select objects by point and click

- Click the **Select** icon.
- Click the object you want to select.

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





- To select a range of items, hold down **Shift** as you select.
- To select multiple items, hold down **Ctrl** as you select.



**Try this!** To select an object which is behind another object, zoom in and click the outline. Alternatively, position the pointer over the object, hold down the **2** key, and click until the object is selected. Each click selects the next overlapping object.

## Selecting objects with a bounding box



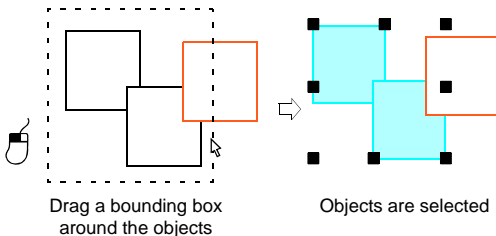
Click Select (Edit toolbar) and drag a bounding box around the object to select.

With the **Select** tool activated, you can select objects by dragging a bounding box around them.

### To select objects with a bounding box

- 1 Click the **Select** icon.
- 2 Drag a bounding box around the objects you want to select.

Objects are selected when you release the mouse button.



**Note** Unless they have already been grouped, only objects completely within the bounding box will be selected when you release the mouse button. See also [Grouping objects](#).

## Selecting a range of objects by point and click



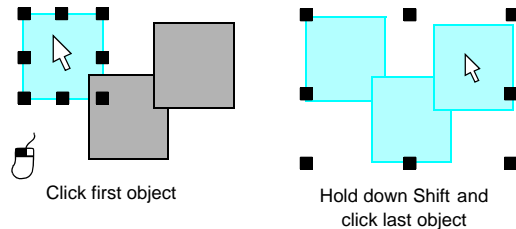
Click Select (Edit toolbar) together with the Shift key to select a range of objects.

You can select a range of objects by holding down **Shift** while you click the first and last objects in the range.

### To select a range of objects by point and click

- 1 Click the **Select** icon.
- 2 Click the first object in the range and hold down **Shift**.
- 3 Click the last object in the range.

All objects in the stitching sequence between first and last selected objects are selected.



**Note** It helps to know the design stitching sequence for this method. See [Simulating design stitchout](#) for details.

## Viewing and selecting colors



Use Resequence (Edit toolbar) to select design objects.

The **Resequence List** provides a sequential list of embroidery objects as digitized, grouped by color block. It offers an easy way to select and view colors. It is normally docked on the right but can be dragged to any position you require.



**Try this!** You can use the **Resequence List** to lock objects as well as flip and rotate them. See also [Arranging and Transforming Objects](#).

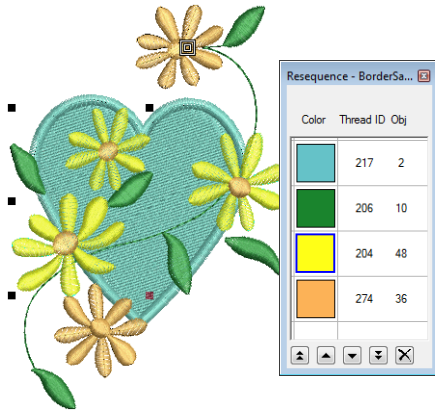
### To view and select colors

- Click the **Resequence** icon.

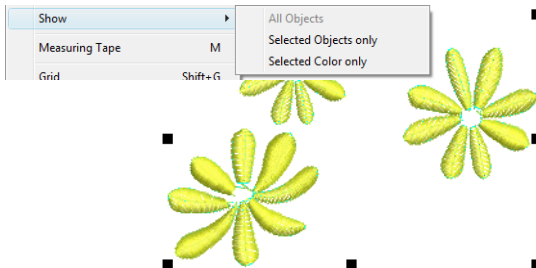
The **Resequence List** opens. It can be docked to the right side of the design window or floated in any position. A separate icon for each color block in the design appears in order of stitching sequence.

- Click a color corresponding to the object/color block you want to select.

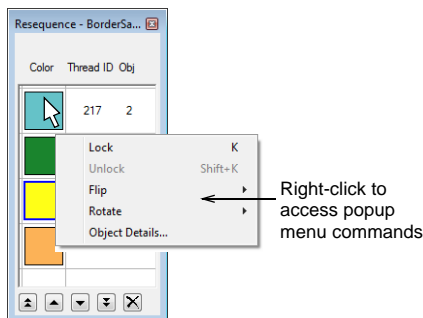




- ♦ Select more colors as required:
  - ♦ Holding down **Ctrl**, select multiple objects to resequence.
  - ♦ Holding down **Shift**, select a range of objects to resequence.
- ♦ View selected colors via the **View > Show** options.



- ♦ Access commands via the **Resequence List** including lock/unlock and object details.

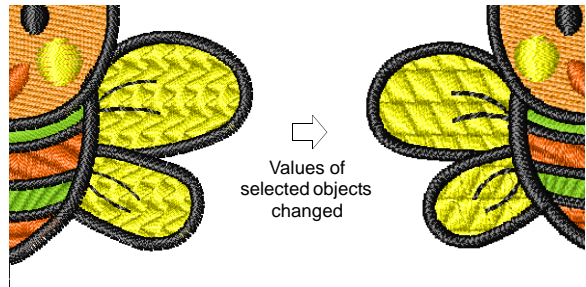


**Caution** Any changes to object details, such as flipping, rotating, or changing stitch types, will affect **all** objects in the selected color.

- ♦ To deselect all objects, click the design window.

## Changing object details

Embroidery objects divide broadly into two categories – **Line Stitch** and **Fill Stitch**. You can change the details of selected objects via the **Object Details** dialog.



## Changing details of selected objects

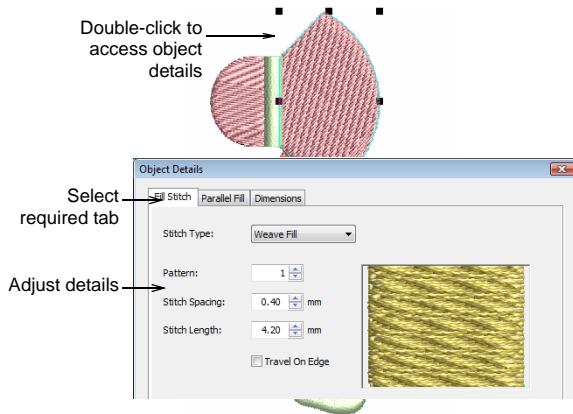
- ♦ You can change the details of selected objects individually or as a group. If you select more than one object, the **Object Details** dialog will only display tabs that include details relevant to **all** selected objects. If selected objects have different current values for the same setting, the field will be blank. If you enter a new value, it will apply to all selected objects.



**Note** Changing the details of existing objects does **not** affect the current or default settings, nor the details of any objects **not** currently selected. See also [Changing fabrics and backgrounds](#).

## To change details of selected objects

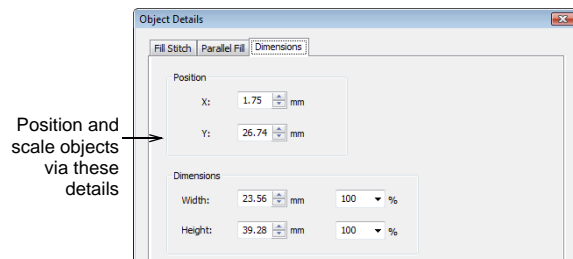
- 1 Select the object/s whose details you want to change.



- 2 Double-click to open the **Object Details** dialog.
  - 3 Select the tab you want and adjust details as required.
  - 4 Click **OK**.
- The selected object/s updates according to the new details.

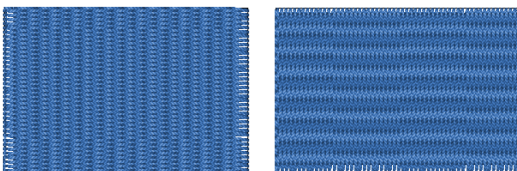


**Note** All objects have dimensions. These can be modified via the **Object Details** dialog as well. See [Scaling objects using Object Details](#) for details.



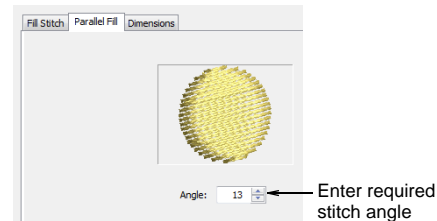
## Changing Parallel Fill details

Larger, closed shapes are known as **Parallel Fill** objects. Most shapes are in fact formed by this type of object. Parallel Fill objects can be filled with different types of fill stitch. JANOME DigitizerJr supports three styles – Satin Fill, Weave Fill, and Embossed Fill. You can change the stitch angle of Parallel Fill objects via **Object Details**.

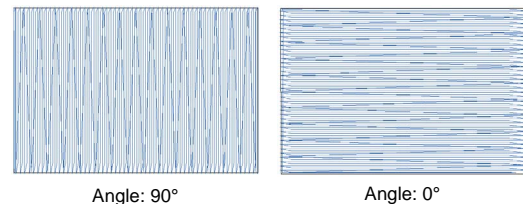


## To adjust Parallel Fill stitch angles by object details

- 1 Select and double-click a **Parallel Fill** object. See [Selecting objects in designs](#) for details.  
The **Object Details** > **Fill Stitch** tab opens.
- 2 Select the **Parallel Fill** tab.



- 3 Enter the required stitch angle in the **Fill Stitch Angle** field.
- 4 Click **OK**.



## Changing colors of selected objects

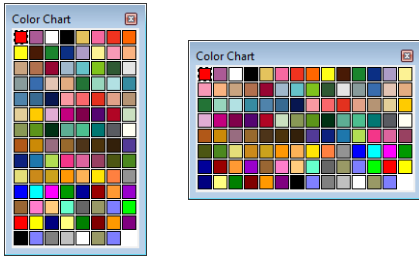
Change the color of one or more selected objects in your design at any time. You can select all objects of the same color with a single command. Use this feature to apply a change across all objects of the same color. See also [Setting up thread charts](#).



**Try this!** When you insert one design in another, the two Color Charts are merged. See also [Inserting designs](#).

## To change colors of selected objects

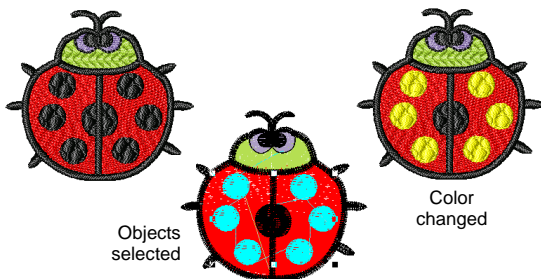
- 1 Deselect all objects.
- 2 Select **View** > **Color Chart** or press Ctrl + R.



**Try this!** Resize and click-and-drag the Color Chart anywhere within the design window.

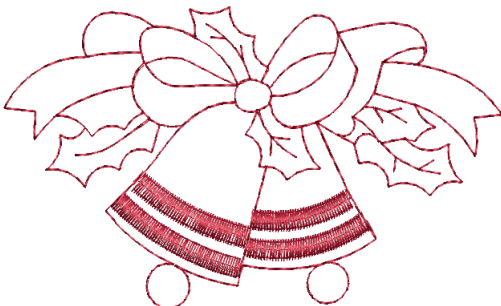
- 3 Update the Color Chart to use the exact threads you want to use as required. See [Setting up thread charts](#) for details.
- 4 Select the object (or objects) you want to recolor.
- 5 Hover the mouse pointer over a color in the Color Chart to view its brand, code and description in a tooltip.
- 6 Select the color you want.

The selected objects update accordingly.



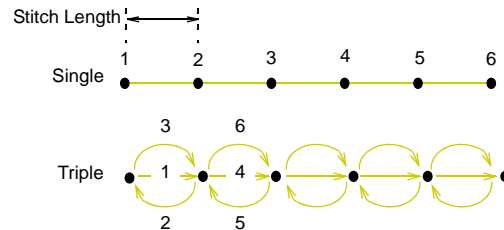
## Changing line stitch details

JANOME DigitizerJr supports three styles of line stitch – Single Run Line, Triple Run Line, and Satin Line. Other types, such as Motif Run, can be opened and viewed but details cannot be modified.



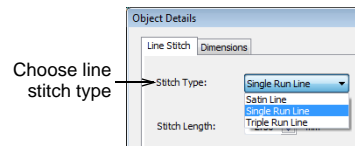
## Changing line stitch type

You can change line stitch type at any time, for example, from Run to Triple Run for a thicker line. Or, if scaling up, you may want to change an outline from Run to Satin. See also [Scaling objects](#).

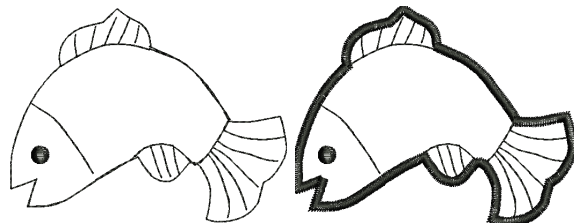


## To set Run Line stitch type

- 1 Double-click the **Run Line** object.  
The **Object Details > Line Stitch** dialog opens.



- 2 Select a line stitch type from the dropdown list.



- 3 Click **OK**.

## Setting Run Line stitch length

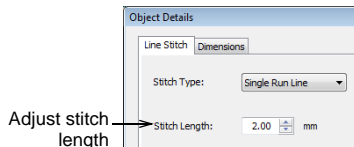
For **Run Line** stitches, set the stitch length to suit the digitized shape. Where the object has tight curves, select a shorter stitch length. To reduce the stitch count for flatter curves, increase the stitch length.



**Note** These values only apply to objects created with the **Run Line** digitizing methods. They do not affect travel runs, or underlay stitching.

### To set Run Line stitch length

- 1 Select and double-click a **Run Line** object. See [Selecting objects in designs](#) for details.
- 2 The **Object Details > Line Stitch** dialog opens.



- 3 Enter a stitch length in the **Stitch Length** field.



If a line has tight, sharp curves, reduce the length, for example to 1.8mm, so that the stitches follow the line.



**Try this!** Mimic hand-made embroidery by setting the triple run length to 4.0mm.

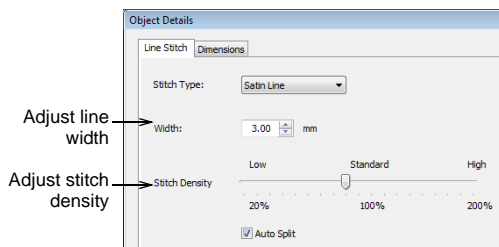
- 4 Click **OK**.

### Setting Satin Line width and density

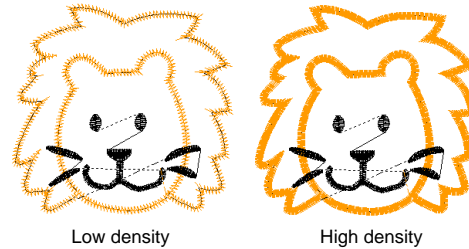
You can set the exact width of **Satin Line** columns in the **Object Details** dialog.

#### To set Satin Line width and density

- 1 Select and double-click a **Line Stitch** object – Run or Satin. See [Selecting objects in designs](#) for details. The **Object Details > Line Stitch** dialog opens.
- 2 Select **Satin Line** if not already selected.



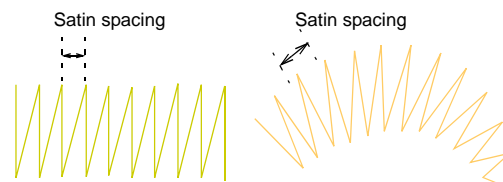
- 3 Enter a new width in the **Width** field.
- 4 Drag the slider to set the stitch density:
  - ♦ Use a lower density for a zigzag effect.
  - ♦ Use a higher density when using thin thread.
- 5 Click **OK**.



**Note** If a Satin shape is wide, some stitches may exceed the maximum stitch the embroidery machine can produce. When the **Auto Split** setting applied, DigitizerJr breaks any long Satin stitches into shorter ones. It also distributes needle penetrations in a random pattern so that they do not form a line in the middle of the shape.

### Changing Satin Fill details

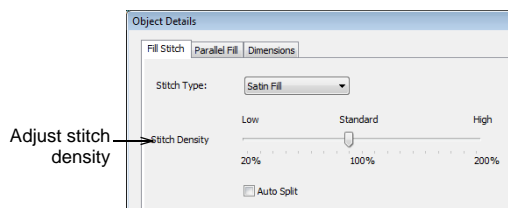
Satin Fill creates a glossy, high-quality effect. It is well suited to stitching narrow shapes or 'columns', where each stitch traverses the width of the column. Stitch spacing is the distance in millimeters between two needle penetrations on the same side of a column. Where a column is narrow, stitches are tight, thus requiring fewer stitches to cover the fabric. Where a column is very narrow, stitches need to be less dense because too many needle penetrations can damage the fabric.



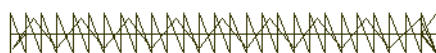
Change the stitch density in Satin fills by dragging the slider in the **Object Details** dialog. The larger the spacing between stitches, the lower the density. The smaller the spacing, the higher the density.

#### To change Satin Fill spacing

- 1 Select and double-click a Satin Fill object. See [Selecting objects in designs](#) for details. The **Object Details > Fill Stitch** dialog opens.



- 2 Move the slider to adjust stitch density:
  - ♦ To increase density, move the slider to the right.
  - ♦ To reduce density for more open stitching, move the slider to the left.
- 3 Click **OK**.



Density reduced



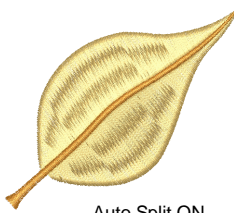
Density increased



**Note** If a Satin Fill shape is wide, some stitches may exceed the maximum stitch the embroidery machine can produce. When the **Auto Split** setting applied, DigitizerJr breaks any long Satin stitches into shorter ones. It also distributes needle penetrations in a random pattern so that they do not form a line in the middle of the shape.



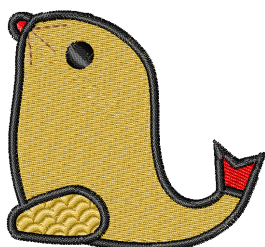
Auto Split OFF



Auto Split ON

## Changing Weave Fill details

JANOME DigitizerJr supports three styles of fill stitch – Satin Fill, Weave Fill, and Embossed Fill. Weave Fill stitch consists of rows of run stitches and is suitable for filling large, irregular shapes. You can select from many attractive



Weave Fill patterns. Generally the default size and spacing will produce the best results, but you may like to change the stitch angle.



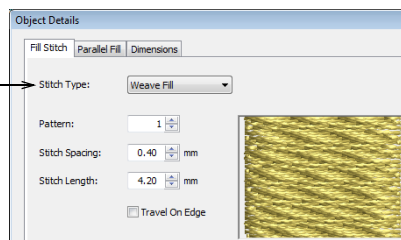
**Note** Other types, such as Motif Fill, can be opened and viewed, but details cannot be modified.

## Selecting Weave Fill patterns

You can select from various Weave Fill patterns. Generally the default size and spacing will produce the best results, but you may like to change the stitch angle.

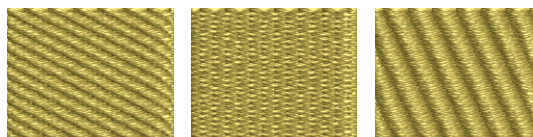
### To select a Weave Fill pattern

- 1 Select and double-click a **Weave Fill** object. See [Selecting objects in designs](#) for details.  
The **Object Details > Fill Stitch** dialog opens.



Select weave pattern

- 2 Click the 'spin box' to cycle through a list of patterns, or enter the number directly into the field.  
A sample appears in the preview panel.



- 3 Click **OK**.

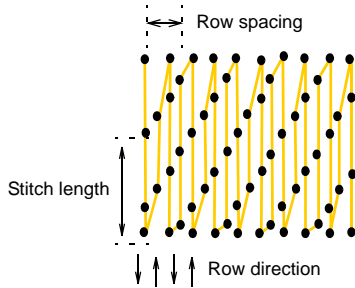


**Try this!** You can affect pattern orientations by adjusting the **Parallel Fill** angle. See [Changing Parallel Fill details](#) for details.

## Adjusting Weave Fill details

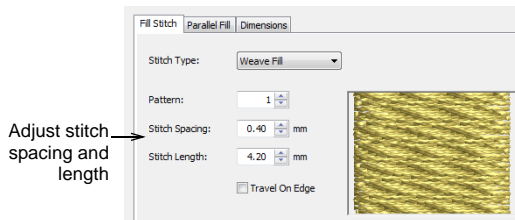
For Weave Fill, stitch density is determined by the distance between each row of stitches. The spacing setting is the distance between two forward rows. You can also adjust Weave Fill stitch length.





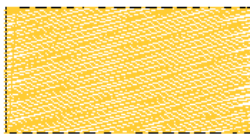
### To adjust Weave Fill details

- 1 Select and double-click a **Weave Fill** object. See [Selecting objects in designs](#) for details.  
The **Object Details > Fill Stitch** dialog opens.

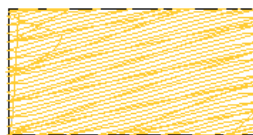


- 2 In the **Stitch Spacing** field, enter the new spacing value.  
This value is the distance between each forward row of stitching.

- To increase the density, enter a smaller value.
- To decrease the density, enter a larger value.

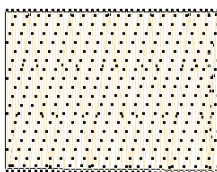


Stitch Spacing: 0.4 mm

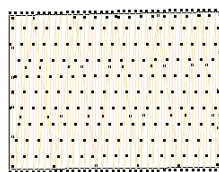


Stitch Spacing: 0.8 mm

- 3 In the **Stitch Length** field, enter a stitch length.  
This setting varies slightly in order to ensure that small stitches are not generated at object edges.



Length: 2.5 mm  
Minimum Stitch: 0.4 mm

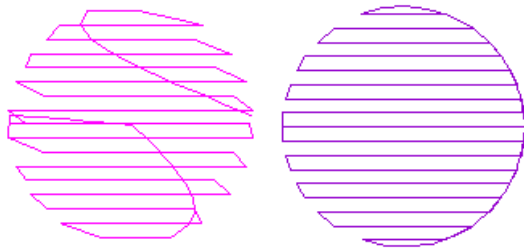


Length: 4.5 mm  
Minimum Stitch: 0.4 mm

- 4 Click **OK**.

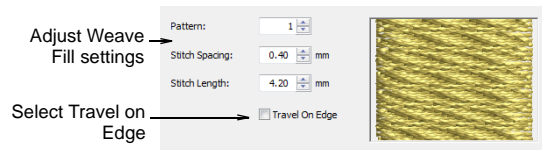
### Creating open weave effects

In DigitizerJr, the **Travel on Edge** feature is typically used in combination with open Weave Fill stitching to fill backgrounds or for shading effects where the absence of travel runs under the fill is more important than exact spacing. Travel on Edge automatically moves underlying travel runs to the edges of an object so they can't be seen.



### To create open weave effects

- 1 Select and double-click a Weave Fill object.  
The **Object Details > Fill Stitch** dialog opens.



- 2 With Weave Fill selected as the stitch type, tick the **Travel on Edge** checkbox.

Travel on Edge is automatically checked when Stitch Spacing is greater than 0.80 mm or when Gradient Fill is selected, but it can be unchecked at any time.

- 3 Adjust the **Stitch Spacing** setting as required.  
The larger the value, the more open the spacing.



Spacing: 5 mm



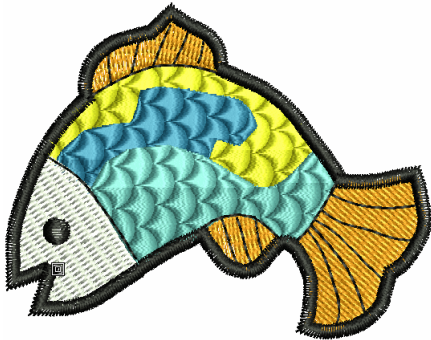
Spacing: 3 mm

- 4 Adjust other Weave Fill settings as required. See [Changing Weave Fill details](#) for details.
- 5 Click **OK**.

Travel runs and overlapping rows are removed and consistent row spacing applied.

## Changing Embossed Fill details

JANOME DigitizerJr supports three styles of fill stitch – Satin Fill, Weave Fill, and Embossed Fill. Embossed Fill is a decorative fill stitch in which the needle penetrations form a tiled pattern. Select from a variety of available patterns.



**Note** Other types, such as Motif Fill, can be opened and viewed, but details cannot be modified.

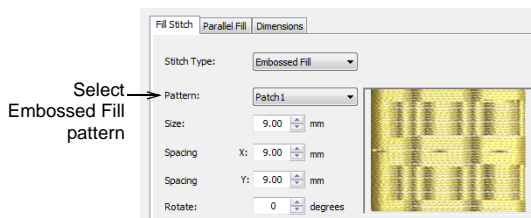
## Selecting Embossed Fill patterns

You can select from various Embossed Fill patterns. Generally the default size and spacing will produce the best results, but you may like to change the stitch angle.

### To select an Embossed Fill pattern

- 1 Select and double-click an **Embossed Fill** object. See [Selecting objects in designs](#) for details.

The **Object Details > Fill Stitch** dialog opens.



- 2 From the **Pattern** dropdown list, select the required pattern.

A sample appears in the preview panel.



- 3 Click **OK**.

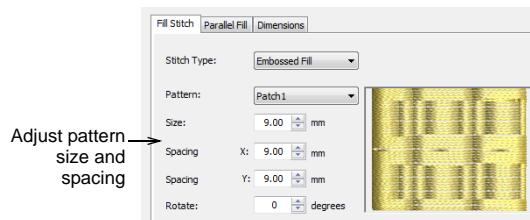
## Adjusting Embossed Fill size and spacing

You can change the size of **Embossed Fill** patterns to get different effects. The spacing setting determines the distance between patterns.

### To adjust Embossed Fill size and spacing

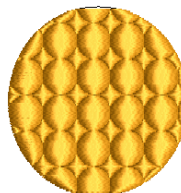
- 1 Select and double-click an **Embossed Fill** object. See [Selecting objects in designs](#) for details.

The **Object Details > Fill Stitch** dialog opens.

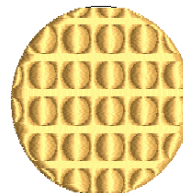


- 2 In the **Size** field, enter the size you require.

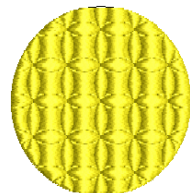
- 3 Click **OK**.



Size 5.00 mm



Size 4.00 mm



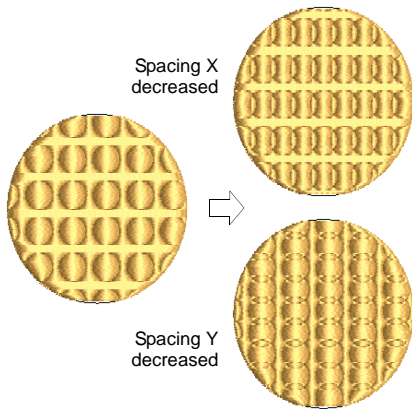
Size 7.00 mm

- 4 In the **Spacing** fields, enter a new spacing value.

This value is the distance between patterns – X is the horizontal and Y the vertical spacing.

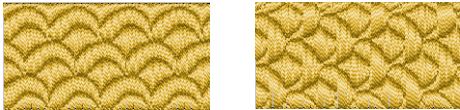
- ♦ To increase spacing, enter a smaller value.
- ♦ To decrease spacing, enter a larger one.

- 5 Click **OK**.



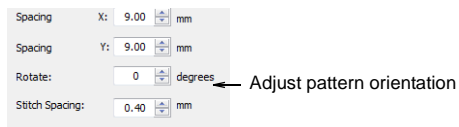
## Adjusting Embossed Fill stitch angle

You can change the stitch angle to get the best results for each angle.



### To adjust Embossed Fill stitch angle

- 1 Select and double-click the Embossed Fill object.  
The **Object Details > Fill Stitch** dialog opens.



- 2 In the **Rotate** field, enter the rotation angle you require.

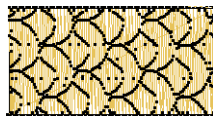


**Try this!** You can also affect pattern orientations by adjusting the **Parallel Fill** angle. See [Changing Parallel Fill details](#) for details.

- 3 Click **OK**.



Rotation Angle 0°



Rotation Angle 90°



# Part III

# MODIFYING DESIGNS

After digitizing a design, you can modify it as a whole or even edit individual objects.

## **Combining and resequencing objects**

This section describes how to combine objects and designs by copying and pasting, duplicating, and inserting techniques. It also describes how to resequence objects by cut and paste, by color or object. See [Combining and Resequencing Objects](#) for details.

## **Arranging and transforming objects**

This section describes how to position objects, lock and group, as well as how to scale, rotate, skew, and flip objects. See [Arranging and Transforming Objects](#) for details.

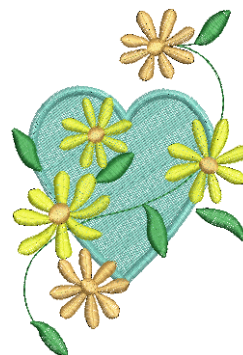
## Chapter 7

# COMBINING AND RESEQUENCING OBJECTS

JANOME DigitizerJr lets you add to designs quickly by duplicating and copying existing objects. It also lets you combine designs by inserting the contents of one file into another.

Stitching sequence usually occurs in the order in which the design was digitized. However, you can change this by a variety of methods.

This section describes how to combine objects and designs by copying and pasting, duplicating, and inserting techniques. It also describes how to resequence objects by cut and paste, by color or object.



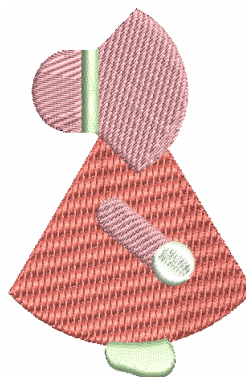
### Inserting designs

Use Embroidery > Insert Design to combine two or more designs.

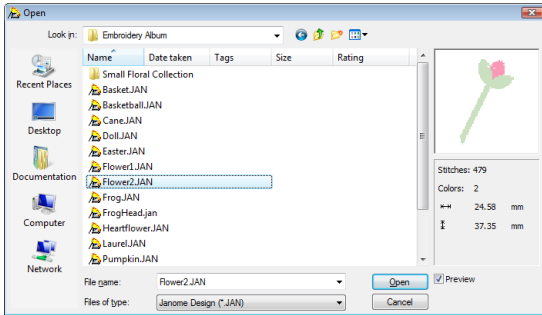
JANOME DigitizerJr lets you insert one design into another. The two (or more) designs can then be saved as a combined design.

#### To insert designs

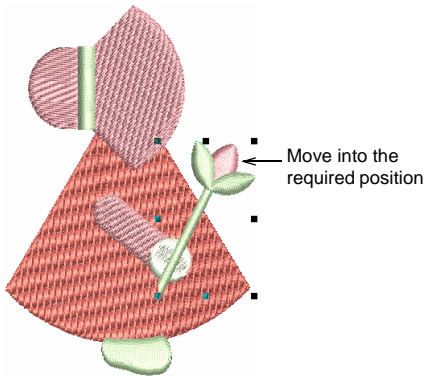
1 Open the first design.



2 Select **Embroidery > Insert Design**.  
The **Open** dialog opens.

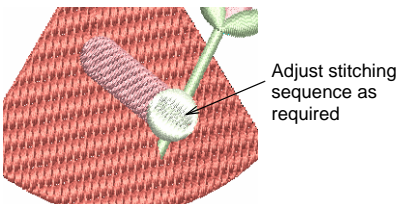


- 3 From the **Look In** dropdown list, select the folder where the design you want to insert is stored, and select the required format from the **Files of type** dropdown list.
- 4 Select the design file to insert, and click **Open**.  
The design is inserted at the current needle position.
- 5 Move the second design into the required position. See [Positioning objects by click and drag](#) for details.



**Try this!** To ensure that all the objects in the inserted design stay together, group the design while working with it. See [Grouping objects](#) for details.

- 6 Adjust the stitching sequence as required. See [Resequencing designs by color](#) for details.



- 7 Save the combined design under the original or different name.  
The designs you have inserted are now combined into one design.



**Try this!** If the two designs share colors, you may want to resequence them for efficient stitchout. See [Resequencing designs by color](#) for details.

## Copying objects

A design or design objects can be copied or cut and placed on the Windows clipboard for temporary storage. It can then be pasted any number of times, within either the same or another design, until replaced on the clipboard. You can also cut, copy and paste lettering objects within and between designs. When you insert one design in another, the two Color Charts are merged.

## Copying and pasting objects

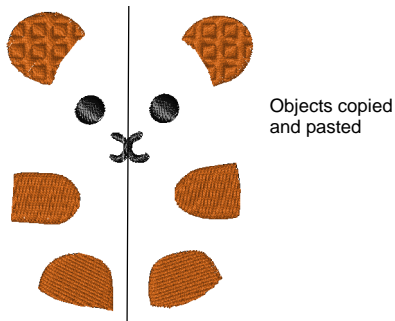


Click Copy (Standard toolbar) to copy selected objects to the clipboard.



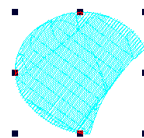
Click Paste (Standard toolbar) to paste copied objects in the design.

You can copy objects to create multiple, identical objects, or to insert objects from other designs.



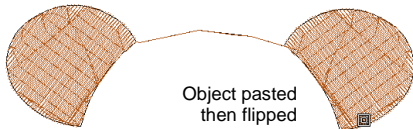
## To copy and paste objects

- 1 Select the object/s to copy.



- 2 Click the **Copy** icon.  
The selected object is copied to the clipboard.
- 3 Click the **Paste** icon.

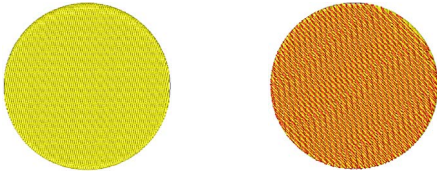
The object is pasted in the design. The object remains on the clipboard and can be pasted repeatedly until the next **Copy** or **Cut** command.



## Duplicating objects

Select **Edit > Duplicate** to duplicate selected objects.

Objects can be duplicated rather than copied. When an object is duplicated, it is not copied to the clipboard. This leaves the clipboard free for you to cut or copy other objects.



Duplicated object spacing increased and color changed to create blending effect

### To duplicate objects

- 1 Select the object/s to duplicate.
- 2 Select **Edit > Duplicate**.

The duplicate object is placed directly on top of the original, in the specified position in the stitching sequence.



**Caution** Make sure that there is only one copy of an object at any one position. If an object is pasted twice into the same position, it will be stitched twice.

## Cloning objects



Click **Select** (Edit toolbar) and click an object to select it.

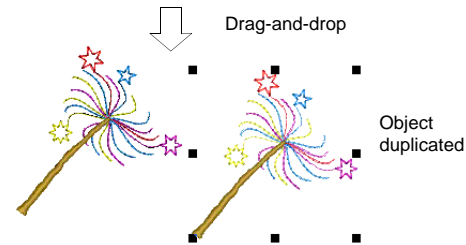
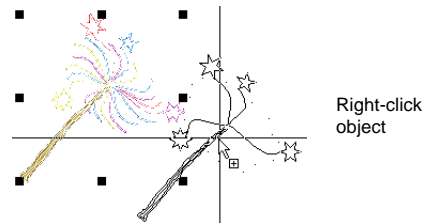
The **Quick Clone** feature lets you quickly duplicate selected objects by right-clicking, dragging and releasing at a new position.

### To clone objects

- 1 Select an object or objects.

- 2 Holding down the right mouse button, drag the object(s) to a new position.

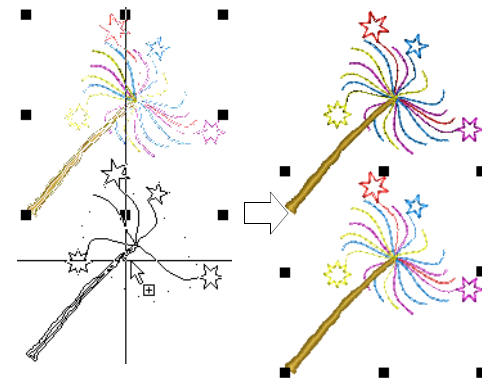
A black outline of the object appears. The cursor icon includes a plus symbol.



**Try this!** For more precise positioning, hold down the **Ctrl** key while dragging – movement is thereby constrained to X or Y axes.

- 3 Release the mouse.

A duplicate object(s) is created at the release point.



**Try this!** Clone objects to another window by the same method. To temporarily deactivate automatic scrolling, hold down the **Shift** key while dragging. An identical copy of the selection is created at the same coordinates as the first window, no matter where the mouse is released.

## Deleting objects

Various methods are available for deleting objects.

### To delete objects

- Select the object/s to delete, and do one of the following:
  - ♦ Press **Delete**.
  - ♦ Select **Edit > Delete**.

## Resequencing designs by color

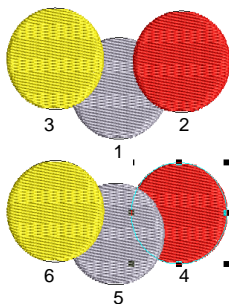
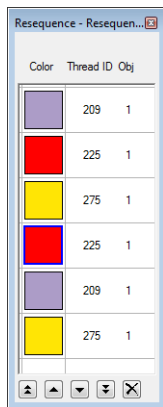


Click Resequence (Edit toolbar) to resequence objects by color.

You can resequence designs by color. This reduces the number of color changes required. The **Resequence List** is 'modeless' meaning that it stays on the design window as long as you need it.

### To resequence a design by color

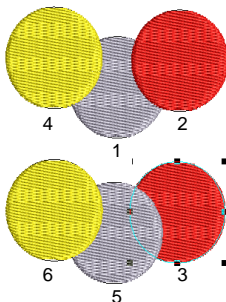
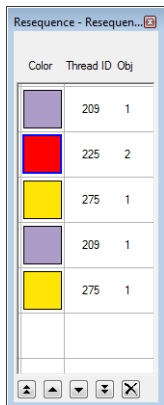
- 1 Click the **Resequence** icon.  
The **Resequence List** opens. In the sample below, the stitching sequence is labelled. Note that each color is stitched twice.



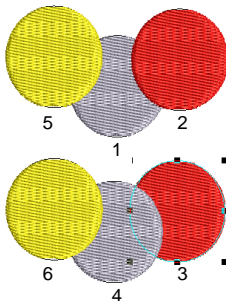
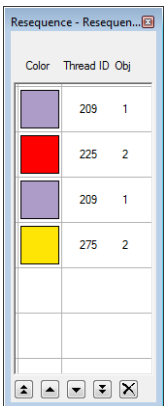
- 2 Select the first color you want to resequence.
- 3 Use the dialog buttons to reposition selected color/s in the stitching sequence:

Button	Purpose
	Top: moves it to the start of the sequence.
	Up: moves it up one place up in the sequence.
	Down: moves it one place down in the sequence.
	Bottom: moves it to the end of the sequence.
	Delete: removes it from the sequence.

Alternatively, click and drag selected colors to the required locations.



- 4 Repeat as many times as required to optimize the color stitching sequence.  
Notice in the sample below that color changes have been reduced to four – only the purple color still needs to be stitched twice.



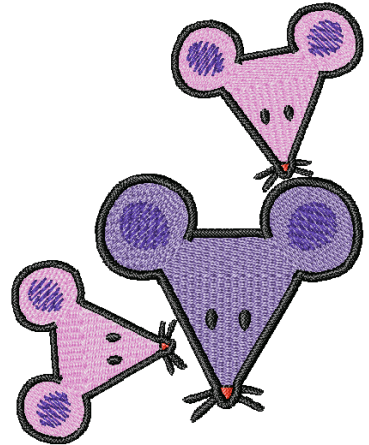
## Chapter 8

# ARRANGING AND TRANSFORMING OBJECTS

You can change the position, size and orientation of objects in a design by moving, scaling and transforming them. Group objects together to apply a change to them all at once, or lock them to avoid unintentional modification. You can modify objects directly on-screen or by changing their settings. You can also access some of these functions using the popup menu.

The scalability and stitching quality of a design ultimately depend on its original source. Only native JAN designs contain the complete set of design information required for 100% perfect scaling and transformation. See also [Embroidery design formats](#).

This section describes how to position objects, lock and group, as well as how to scale, rotate, skew, and flip objects.



### Positioning objects

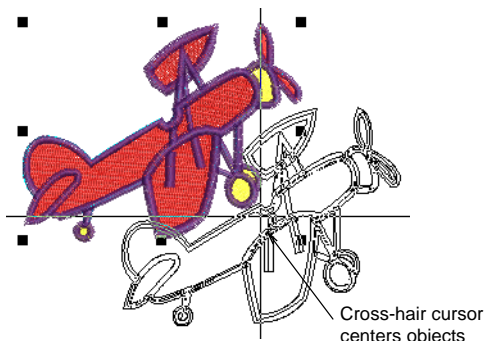
Position objects in your design using the mouse to drag them to a new position, nudging them with the arrow keys or by specifying the X:Y coordinates in the **Object Details** dialog.

#### Positioning objects by click and drag

The simplest way to move an object in your design is to click and drag it to a new position. Alternatively, use the arrow keys to 'nudge' objects into position.

#### To position objects by click and drag

- 1 Select the object/s to move.
- 2 Click and drag the object to a new position.



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



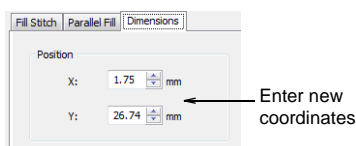
**Try this!** Zoom in to make small adjustments. The distance the object moves depends on the current zoom factor. The greater the zoom factor, the smaller the distance moved.

## Positioning objects via settings

You can position selected objects relative to the center of a design by entering its X:Y coordinates in the **Object Details** dialog.

### To position objects via settings

- Select the object/s to move.
- Double-click the object to open the **Object Details** dialog, and select the **Dimensions** tab.



- Enter the new object coordinates in the **Position** fields.
- Click OK.  
The object is centered over the coordinates you set.

## Locking and grouping objects

When you lock objects, you can prevent them from being moved or modified by accident. When you group objects, you can apply a change to all objects at once, saving time, and ensuring that the change is consistent across all.

## Locking objects

Select **Edit > Lock** to lock selected objects. Select **Edit > Unlock** to unlock objects.

Lock objects to prevent them from being moved or modified by accident. For example, locking backdrop images or vector drawings holds them in place as you manipulate embroidery objects around them. Locked objects can be unlocked for modification at any time.

### To lock objects

- Select the object you want to lock and select **Edit > Lock**.

The selection handles disappear, indicating that the object can no longer be selected or modified.

- To unlock objects, select **Edit > Unlock**.

All locked objects in the design are unlocked.



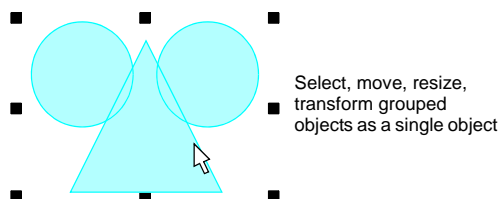
**Try this!** Right-click the selected objects and select lock from the popup menu.

## Grouping objects

You can group selected objects or the whole design to keep them together for moving, scaling and transforming actions.

### To group objects

- Select the objects to group.
- Select **Edit > Group**.



Selected objects are combined into a group. This can be selected, moved, resized and transformed as a single object.



**Try this!** To select with a bounding outline, simply drag the outline over one component object and the whole group will be selected. See also [Selecting objects with a bounding box](#).



## Ungrouping objects

Select **Edit > Ungroup** to ungroup selected objects.

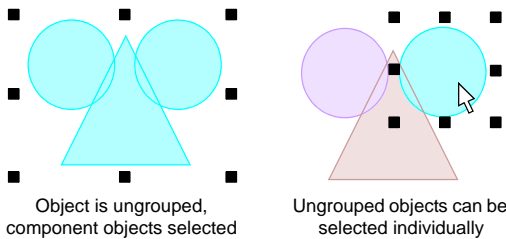
When you have finished making changes to a group, you can ungroup it and work with the objects individually.



**Note** You need to ungroup before you can set embroidery details for any individual object in the group.

### To ungroup objects

- 1 Select the grouped object.
- 2 Select **Edit > Ungroup**.  
The object is ungrouped, and the component objects selected.



## Scaling objects

You can scale objects by dragging the selection handles with the mouse, specifying the exact dimensions in the **Object Details** dialog, or by setting the distance between reference points on the design. As an object is scaled, the stitch count changes to preserve the current stitch spacing.



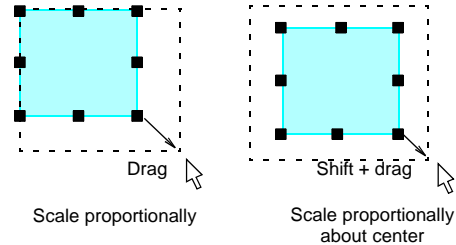
**Note** Only native JAN designs contain the complete set of design information required for 100% perfect scaling and transformation.

### Scaling objects using click and drag

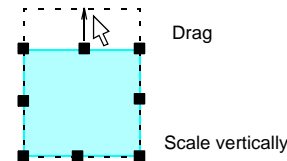
You can change the height and width of an object, or scale it proportionally using the selection handles. Scale objects individually, or select multiple objects and scale them together.

### To scale objects using click and drag

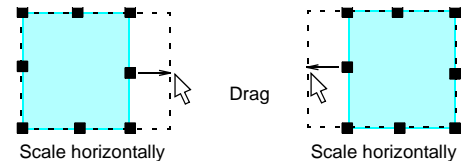
- 1 Select the object/s to scale.  
Eight selection handles appear around the object.
- 2 Click and drag a selection handle to resize the object.



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



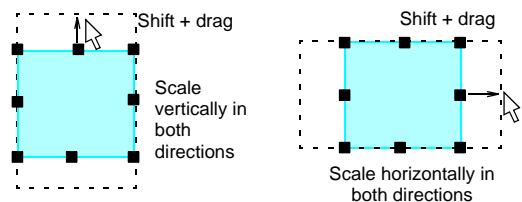
- ♦ To change the height, use the handles at the center-top or center-bottom.



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



**Try this!** To resize around a center anchor, hold down Shift while you resize.



### Scaling objects using Object Details

You can scale selected objects or a whole design using **Object Details**. This allows stitches to be



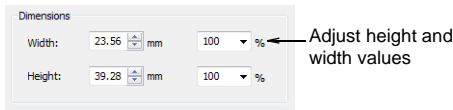
regenerated and the original stitch density preserved.



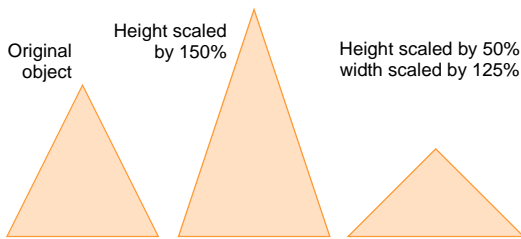
**Caution** If you scale a stitch design by more than 5%, changes to stitch density will affect the design quality. See also [Embroidery design formats](#).

### To scale objects via settings

- 1 Select the object/s to scale.
- 2 Double-click the object to open the **Object Details** dialog, and select the **Dimensions** tab.



- 3 In the **Dimensions** panel, scale the object as required. Either:
  - ♦ Enter exact height and width values
  - ♦ Enter the new height and width as a percentage of the current dimensions.
- 4 Click OK.



**Note** After scaling, the new object size is reset to 100%.

## Rotating objects

You can rotate objects directly on-screen or by using the Rotate tool.

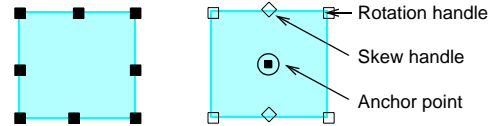
### Rotating objects using click and drag

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

### To rotate objects using click and drag

- 1 Select the object/s to rotate.
- 2 Click the object a second time.

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



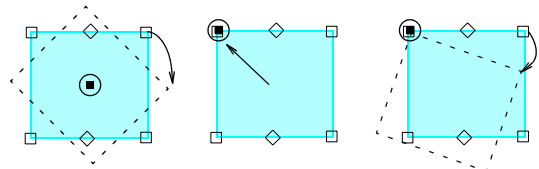
First click displays selection handles

Second click displays rotation handles



**Note** If you click too quickly, the **Object Details** dialog opens.

- 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.



Drag a corner to rotate about the anchor point

Drag the anchor point

Drag a corner to rotate about the anchor point

### Rotating objects using Rotate CCW/CW

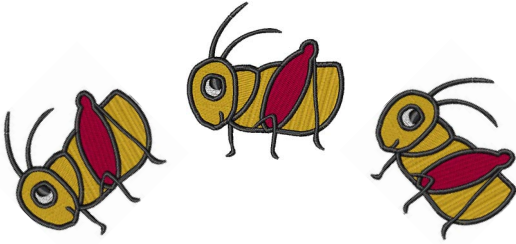


Click Rotate 45° CCW/CW (Edit toolbar) to rotate a selected object or design by 45° clockwise. Right-click to rotate by 45° counter-clockwise.

Use the **Rotate 45° CCW/CW** tool to rotate objects by 45° rotations in either direction.

### To rotate objects using Rotate CCW/CW

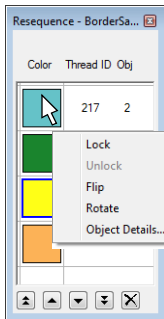
- 1 Select object/s with the **Select** tool.



- 2 Click **Rotate 45° CCW/CW** on the toolbar.
  - ♦ Click to rotate 45° counter-clockwise.
  - ♦ Right-click to rotate 45° clockwise.



**Try this!** You can also access the commands via the **Resequence List**. See also [Resequencing designs by color](#).



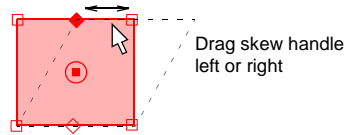
Right-click to access popup menu commands

## Skewing objects using click and drag

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

### To skew objects using click and drag

- 1 Select the object/s to skew.
- 2 Click the object a second time.  
Rotation and skew handles appear around the object. Skew handles are diamond-shaped and appear at the center-top and bottom of the object.
- 3 Drag the skew handles left or right.  
The object skews along the horizontal plane. An outline and cross-hairs show the change to the object's shape.



## Flipping objects



Click Flip Vertically (Edit toolbar) to flip a selected object or design up/down.

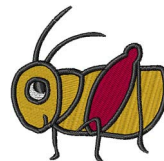


Click Flip Horizontally (Edit toolbar) to flip a selected object or design left/right.

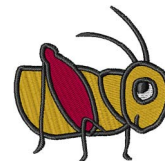
You can flip selected objects horizontally or vertically using the dedicated tools.

### To flip objects

- ♦ Select the object/s to flip.
  - ♦ Click the **Flip Horizontally** tool to flip the object left/right.
  - ♦ Click **Flip Vertically** to flip up/down.
- Alternatively, right-click the object and select **Flip Horizontally** or **Flip Vertically** from the popup menu.



Source object



Flip horizontally



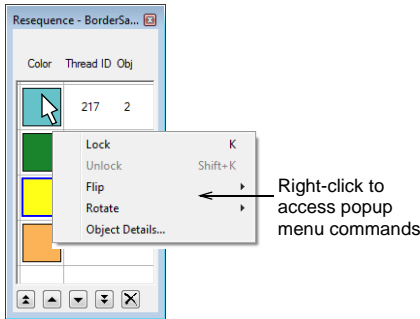
Flip vertically



Flip in both directions



**Try this!** You can also access the commands via the **Resequence List**. See also [Resequencing designs by color](#).



## Creating design layouts

The **Easy Layout** feature allows you to arrange multiple embroidery designs on the item or fabric to be sewn. You can create a large embroidery layout using **Easy Layout** and any selected design/s or object/s. Designs are automatically copied, rotated and placed in the work area according to the chosen transformation method.






You can also print out the layout with Cloth Setter marks to enable them to use the JANOME Cloth Setter to physically layout the designs on the item or fabric you wish to embroider. You can also print the template which can be used to position each of the hooped portions of the design. See [Printing Designs](#) for details.



**Try this!** When used in conjunction with the **Combine** toolbar, you can place multiple hoops in a single design. See [Hooping large designs](#) for details.

## Defining work areas

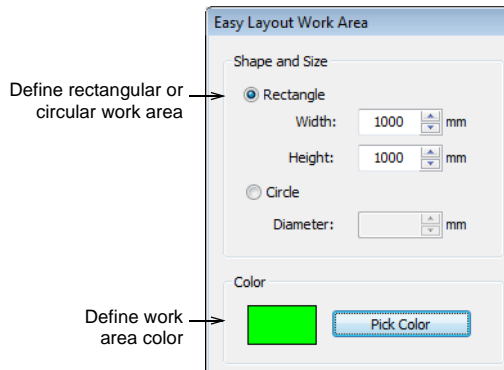
-  Use Display Layout Work Area (Easy Layout toolbar) to toggle display of the defined work area.
-  Use Define Layout Work Area (Easy Layout toolbar) to access the Easy Layout Work Area dialog.
-  Use Apply to generate the object/s and stitches of copies created by Easy Layout operations. Pressing the Enter key has the same effect.

Before you can create a design layout, you first need to define a work area according to the characteristics of the item or fabric you intend to sew to. Work areas may be defined as rectangular or circular spaces. DigitizerJr allows you to define a work area of up to 3m x 3m.

### To define a work area

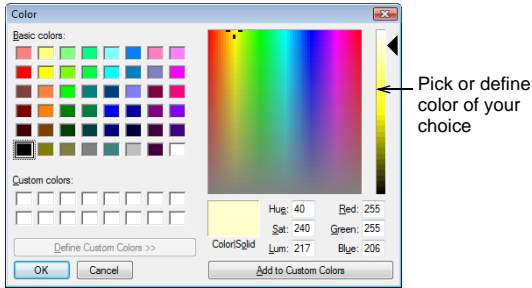
- 1 Click the **Define Layout Work Area** button to create a new work area.

The **Easy Layout Work Area** dialog is displayed.

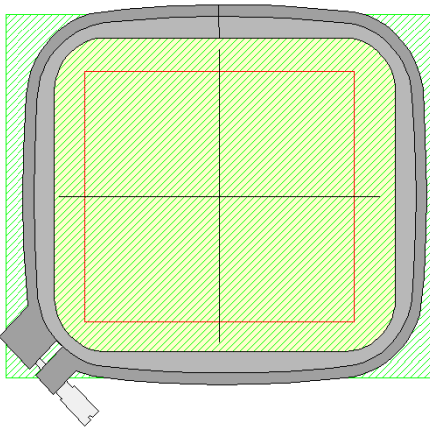


- 2 Select either a rectangular or round work area and enter the required size.
- 3 Optionally click the **Pick Color** button to change the display color.

The **Color** dialog where you can select another color or create a new color of your choice.



- 4 Click **OK** to confirm selections.
- 5 Click the **Display Layout Work Area** button to display the layout.



## Creating layouts



Use Copy And Mirror To Corners (Easy Layout toolbar) to automatically create copies of any selected object/s in each corner of the layout work area.



Use Move To Center (Easy Layout toolbar) to automatically move selected object/s to the center of the work area.



Use Apply to generate the object/s and stitches of copies created by Easy Layout operations. Pressing the Enter key has the same effect.

Create large embroidery layouts using **Easy Layout** together with selected design/s and/or object/s. Designs are automatically copied, rotated and placed in the work area according to the chosen transformation method. Designs are always placed equidistant around the center of the work area based on the reference design/s or

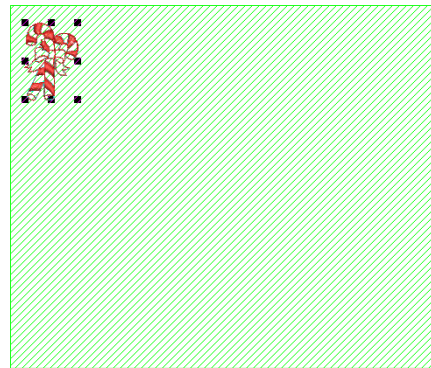
object/s – i.e. the design/s or object/s selected to perform the operation.



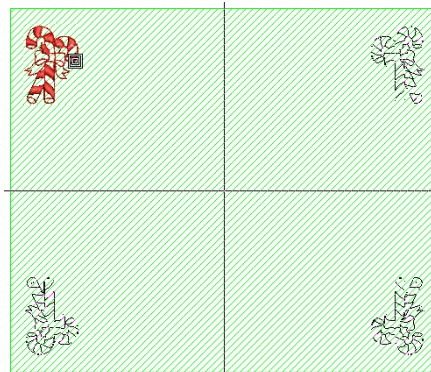
**Note** There is no merging of overlapping designs and there is no optimization of color changes.

## To create a layout

- 1 Define a work area as required, and click the **Display Layout Work Area** icon. See also [Defining work areas](#).
- 2 Insert a design and/or select a design/s or object/s already on-screen.
- 3 Move them to the desired position in the work area.



- 4 Click the **Copy And Mirror To Corners** tool. Four wireframe copies are displayed and placed equidistant around the center of the work area. Each copy is mirrored about the vertical or horizontal plane depending on the location of the reference design.



- 5 Click the **Apply** button or press **Enter** to confirm.
- 6 Insert or create additional designs as required.



- 7 Use the **Move To Center** tool to automatically move selected object/s to the center of the work area.



- 8 Press **Enter** to confirm.

# Part IV

# EMBROIDERY LETTERING

Create top-quality lettering quickly and simply. DigitizerJr provides a large range of scalable closest-join alphabet styles and multi-color and fancy stitching alphabets to choose from.

## **Creating embroidery lettering**

This section describes how to add lettering, change formatting settings, and set lettering orientation. It also covers adding special characters as well as the creation of monogram designs. See [Creating Embroidery Lettering](#) for details.

## **Editing embroidery lettering**

This section describes how to edit lettering including stitch type and letter spacing. It also covers scaling and transforming lettering. See [Editing Embroidery Lettering](#) for details.

## Chapter 9

# CREATING EMBROIDERY LETTERING

JANOME DigitizerJr lets you add lettering to designs quickly and easily using the built-in library of embroidery fonts. Apply formatting to lettering objects in the same way as a word processor, including italics.

Orientation determines the shape of lettering objects in a design. You can place lettering on a straight horizontal or vertical baseline, curve lettering around a circle or arc baseline, or digitize your own. JANOME DigitizerJr gives you interactive control over many baseline settings.

Embroidery fonts generally contain many more characters than are available via your keyboard. Use the Windows Character Map to provide quick access to special characters and symbols.

Create monogram designs using special monogramming fonts. These provide three sets of the upper-case alpha characters.

This section describes how to add lettering, change formatting settings, and set lettering orientation. It also covers adding special characters as well as the creation of monogram designs.



## Adding lettering to embroidery designs

DigitizerJr lets you add lettering to designs quickly and easily using the built-in library of embroidery fonts. Apply formatting to lettering objects in the same way as a word processor, including italics.



### Creating embroidery lettering



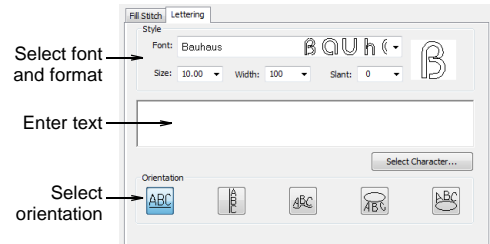
Use Lettering (Lettering toolbar) to add embroidery lettering to designs or edit selected lettering.

You can change lettering characteristics before or after you digitize. You can also modify lettering objects directly on-screen to achieve various artistic effects. DigitizerJr provides a font range suitable for many applications.

Bauhaus  
Bauhaus  
Bauhaus

### To create embroidery lettering

- 1 Click the **Lettering** icon.  
The **Object Details > Lettering** dialog opens.



- 2 Enter the text you want to embroider in the text entry panel.  
To start a new line of lettering, press **Enter**.



**Try this!** 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 a font from the **Font** list.  
A sample character of the chosen font appears in the preview window. For samples of the complete selection of standard fonts, see [Packaged Fonts](#).
- 4 Adjust the lettering **Size**, **Width**, and **Slant** settings as required. See also [Editing Objects](#).

Bauhaus  
Bauhaus  
Bauhaus



**Try this!** Consider the font before changing letter size. Some fonts look best in a smaller size. Others can be stitched at a larger size. See also [Packaged Fonts](#).

- 5 Select a lettering orientation. See [Setting lettering orientations](#) for details.
- 6 Click **OK**.
- 7 Click where you want to place the lettering, or mark reference points for the selected baseline.
- 8 Press **Enter**.



**Note** Letters are filled with stitches according to current settings in the **Fill Stitch** tab of the **Object Details** dialog. You can change these at any time. See [Changing lettering stitch types](#) for details.



## Adding special characters



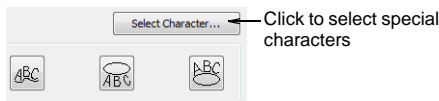
Click Lettering (Lettering toolbar) to add lettering directly on-screen.

You can quickly add special characters and symbols to your lettering designs. If you know the keyboard shortcut for a symbol, add it to your lettering by entering the combination on-screen or in the **Object Details > Lettering** dialog.

!"#\$%&'()\*

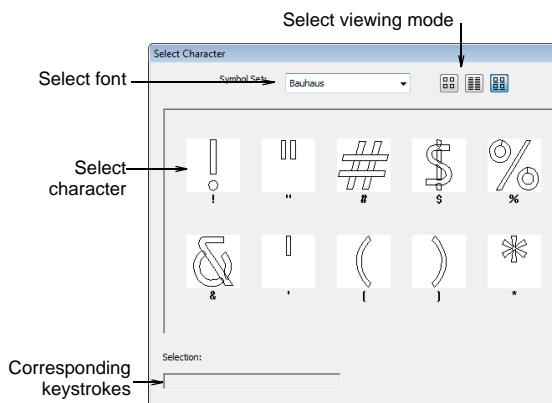
### To select special characters

- 1 Right-click the **Lettering** icon.  
The **Object Details > Lettering** dialog opens.



**Try this!** If you know the **Alt** key code for the special character you require, you can key it directly into the text entry field. The Windows Character Map gives you codes for all characters.

- 2 Click **Select Character**.  
The **Select Character** dialog opens.



**Try this!** Select a viewing mode – you can list fonts by picture, character, or both.

- 3 Select a font from the **Symbol Set** list.
- 4 Select the character(s) you want to use.



**Try this!** When you select a character, a keystroke appears in the **Selection** field. This indicates the key combination required to type the character directly on-screen. For example, 'm' means press the **m** key while 'M' means press **Shift + M**.

- 5 Click **Make Current** to close the dialog.  
The selected characters are displayed in the text entry panel. See [Creating embroidery lettering](#) for details.
- 6 Click **OK**.

## Setting lettering orientations

Orientation determines the shape of lettering objects in a design. You can place lettering on a straight horizontal or vertical baseline, curve lettering around a circle or arc baseline, or digitize your own. Different reference points are needed depending on the orientation you use.



Baselines use default settings to determine their size, spacing and angles. JANOME DigitizerJr gives you interactive control over many baseline settings. Techniques are available to modify baseline type, length, radius and angle, as well as baseline position.

### Selecting lettering orientation



Click Lettering (Lettering toolbar) to select orientation and adjust baseline settings.

You can select different orientation through the **Object Details** dialog. You can also adjust

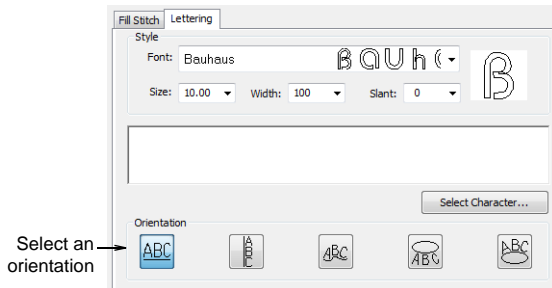
baseline settings. You can apply orientation to new or selected objects.



**Try this!** Create identical baselines by duplicating or copying them in your design.

### To select a lettering orientation

- 1 Double-click a selected lettering object.  
The **Object Details > Fill Stitch** dialog opens.
- 2 Select **Lettering** tab.
- 3 In the **Orientation** panel, click an orientation icon.



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

- Horizontal: See [Creating horizontal orientations](#) for details.
- Vertical: See [Creating vertical orientations](#) for details.
- Any Shape: See [Creating custom orientations](#) for details.
- Circle CCW: See [Creating circular orientations](#) for details.
- Circle CW: See [Creating circular orientations](#) for details.

- 4 Click **OK**.

### Creating horizontal orientations

Free Line baselines are straight, horizontal baselines. Free Line does not have a fixed or pre-determined length – the baseline extends as long as you keep adding letters.

Bauhaus

### To create a horizontal orientation

- 1 Create a new lettering object. See [Creating embroidery lettering](#) for details.
- 2 In the **Object Details > Lettering** dialog, select **Free Line** as the orientation.



- 3 Click **OK** and click on-screen to establish the start-point of the baseline.

Bauhaus

### Creating vertical orientations

Vertical orientation does not have a fixed or pre-determined length – the baseline extends as long as you keep adding letters. Line spacing is calculated horizontally while letter spacing is calculated vertically. Letters, by default, are centered along vertical lines. New lines are placed by default from right to left to suit Asian languages. Vertical orientation is effective for embroidering on sleeves, as a decorative effect, and for Asian text.

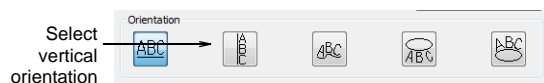


**Try this!** Vertical lettering best suited to uppercase for Western languages because descenders in lowercase letters are not accommodated in the letter spacing.

Heissie

### To create a vertical orientation

- 1 Create a new lettering object. See [Creating embroidery lettering](#) for details.
- 2 In the **Object Details > Lettering** dialog, select **Vertical** as the orientation.



- 3 Enter your text in the text entry box.
- 4 Click **OK** and click on-screen to establish the start-point of the baseline.

## Creating circular orientations

Use the **Circle CCW** or **Circle CW** orientation to place letters around a full circle.



For a circle you need to mark two reference points, while for an oval you need to mark three. The position of the second reference point determines the justification point of the text. The text is centered around this point.

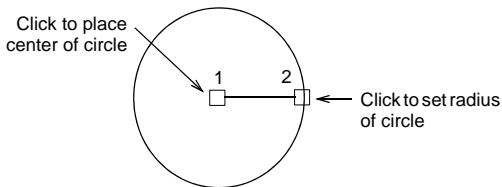
### To create a circular orientation

- 1 In the **Object Details > Lettering** dialog, click the **Circle CCW** or **Circle CW** orientation icon.

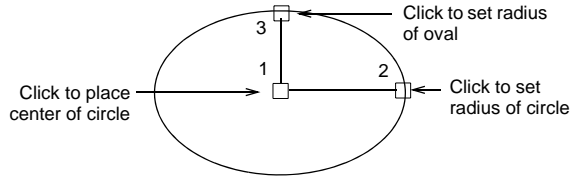


Select circular orientation

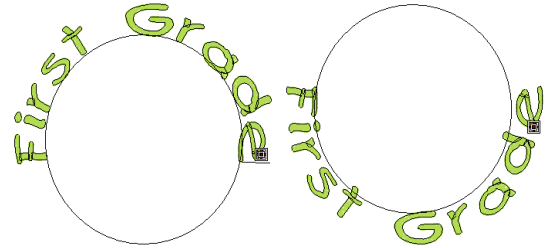
- 2 Enter your text in the text entry box.
- 3 Click **OK**.
- 4 Mark the center of the circle on-screen.
- 5 Mark a point on the circumference to define the radius.



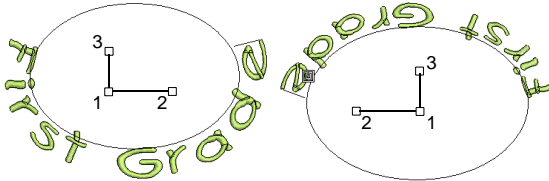
- 6 Press **Enter** for a perfect circle, or click again to form an oval.



As soon as the last point is marked, the letters of your text are positioned around the circle.

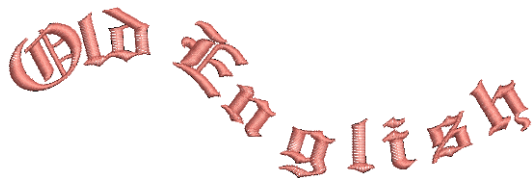


**Note** Orientation of the text around the oval depends on where you mark the reference points.



## Creating custom orientations

Use **Free Line** orientation to shape lettering around elements in your design. Digitize **Free Line** baselines by marking reference points to form the required line. The number of reference points and length of baseline are practically unlimited.



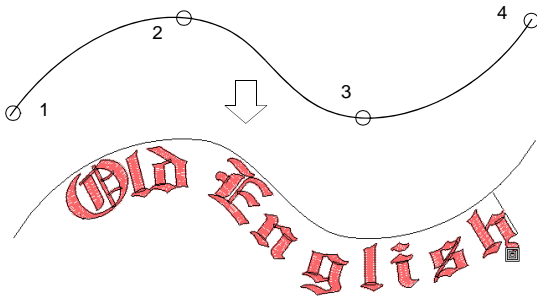
**Try this!** If the baseline has tight curves, or sharp corners, the letters may overlap. For best results, only mark curve points, and digitize lines which have shallow, gentle curves.

### To create a custom orientation

- 1 In the **Object Details > Lettering** dialog, click the **Any Shape** orientation icon.



- 2 Enter your text in the text entry box.
- 3 Click **OK**.
- 4 Mark the baseline reference points.
  - ♦ Mark curve points with the right mouse button.
  - ♦ Mark corner points with the left mouse button.
- 5 Press **Enter** to complete.



### Adding monogram lettering



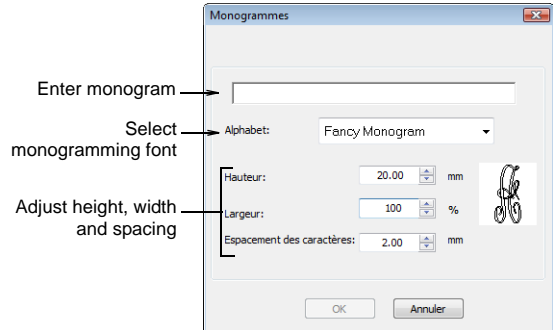
Click Monogramming (Lettering toolbar) to add monograms directly on-screen.

Monogramming fonts provide three sets of the upper-case alpha characters. The first, known as the 'left set', is designed to appear on the left side of a monogram. The second, or 'middle set', is designed for the middle position(s). And then there is a 'right set'. Each set is mapped to a specific set of character equivalents in the font. See [Monogram font mappings](#) for details.



### To add monogram lettering

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



- 2 Select the desired monogramming font. See also [Monogramming fonts](#).
- 3 Key in the letters comprising the monogram.



**Note** It doesn't matter whether you enter characters in upper or lower case. Any non-alpha characters are ignored.

- 4 Adjust letter height, width and spacing in the fields provided.
- 5 Click **OK**.

A lettering object is created using the settings entered. The left-most letter is replaced by its equivalent left character – e.g. F is replaced by 'Left F'. Similarly, the right-most letter is replaced by its equivalent right character – e.g. F is replaced by 'Right F'. All other letters are left unchanged.



**Note** You can't take a monogram object back to the **Monogramming** dialog to make changes. But you can edit it like a normal lettering object by adjusting the object details. See [Editing monograms](#) for details.

## Chapter 10

# EDITING EMBROIDERY LETTERING

JANOME DigitizerJr gives you interactive and precise numeric control over many settings affecting lettering objects. You can adjust lettering objects as a group as well as the individual letters comprising a lettering object. Letter and line spacings can be determined before or after creating lettering objects and placing them in your design.

When you first create lettering, it may be too big or too small. Size can be adjusted both interactively and via settings. Apart from scaling, you can interactively skew and rotate lettering objects.

This section describes how to edit lettering including stitch type and letter spacing. It also covers scaling and transforming lettering.



## Editing lettering



Click Lettering (Lettering toolbar) to edit lettering on-screen.

When you have created a lettering object, you can select it and make changes to it directly on-screen or by adjusting object details.



### To edit lettering

- Select a lettering object, and click the **Lettering** icon. An I-beam appears after the last letter of the object. You can move it using arrow keys.

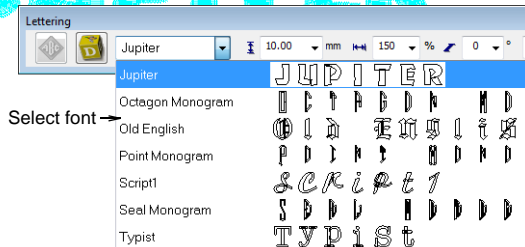


- Edit the text as required:
  - Use the arrow keys to move between letters.
  - Use **Backspace** and **Delete** keys to remove letters.
  - Press **Enter** to complete.

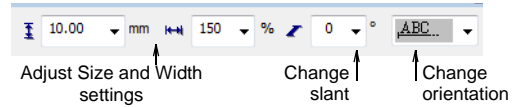


**Try this!** Press **Shift + Enter** to start a new line.

- With the lettering object selected, change fonts by selecting another font from the **Font** list on the **Lettering** toolbar.



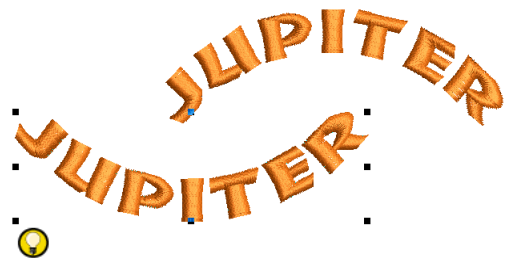
- Adjust lettering **Size** and **Width** settings as required. See also [Scaling lettering](#).



- Change slant settings as required.



- Change orientation settings as required. See [Setting lettering orientations](#) for details.



**Try this!** Alternatively, double-click a selected lettering object or objects. The **Object Details > Fill Stitch** dialog opens. Select the **Lettering** tab and edit settings as required.



**Note** Letters are filled with stitches according to current details in the **Object Details > Fill Stitch** tab. See also [Changing lettering stitch types](#).

## Editing monograms

JANOME DigitizerJr lets you create monogram designs using special monogramming fonts. These provide three sets of the upper-case alpha characters.





### Changing monogram details

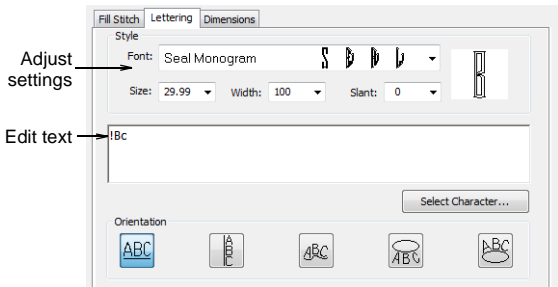
You can't take a monogram object back to the **Monogramming** dialog to make changes. But you can edit it like a normal lettering object by adjusting the object details. However, when the object is selected, you will see the real characters used to make the lettering object – e.g. instead of 'Left F', you will see ampersand (&) as per the table. Use the table to edit the characters in the dialog. See [Monogram font mappings](#) for details.

#### To change monogram details

- 1 Select the monogramming object.



- 2 Double-click the object. Alternatively right-click it and select **Object Details** from the popup menu.  
The **Object Details > Fill Stitch** dialog opens.
- 3 Select the **Lettering** tab.



**Note** Letters are filled with stitches according to current settings in the **Fill Stitch** tab of the **Object Details** dialog. You can change these at any time. See [Changing lettering stitch types](#) for details.

- 4 Edit the text in the text entry panel as required.
- 5 Make any other adjustments you require. See also [Setting lettering orientations](#).
- 6 Click **OK**.



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



### Monogram font mappings

JANOME DigitizerJr contains four monogramming fonts – Fancy, Octagon, Point and Seal. Monogramming fonts provide three sets of the upper-case alpha characters. The first, known as the 'left set', is designed to appear on the left side of a monogram. The second, or 'middle set', is designed for the middle position(s) of a monogram. The 'right set' is designed to appear on the right side of a monogram. Each set is mapped to a specific set of character equivalents in the font.

Letter	Left	Middle	Right
A	!	A	a

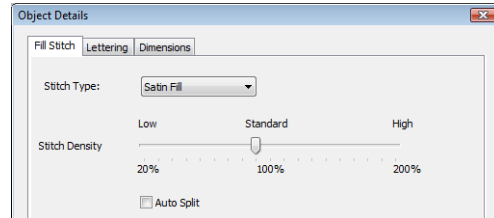
Letter	Left	Middle	Right
B	"	B	b
C	#	C	c
D	\$	D	d
E	%	E	e
F	&	F	f
G	'	G	g
H	(	H	h
I	)	I	i
J	*	J	j
K	+	K	k
L	,	L	l
M	-	M	m
N	.	N	n
O	/	O	o
P	0	P	p
Q	1	Q	q
R	2	R	r
S	3	S	s
T	4	T	t
U	5	U	u
V	6	V	v
W	7	W	w
X	8	X	x
Y	9	Y	y
Z	:	Z	z

## Changing lettering stitch types

By default, lettering objects are filled with **Satin Fill**. You can also apply other fill stitch types, such as **Weave Fill** and even **Embossed Fill**, as with other embroidery objects. See [Editing Objects](#) for details.

### To change lettering stitch types

- Double-click a selected lettering object.  
The **Object Details > Fill Stitch** dialog opens.



- To adjust Satin settings, move the slider to adjust the lettering stitch density.  
By default, lettering objects are filled with **Satin Fill**. Where a letter is narrow, stitches are tight, thus requiring fewer stitches to cover the fabric. Where a column is very narrow, stitches need to be less dense because too many needle penetrations can damage the fabric. See also [Changing Satin Fill details](#).

Galant  
Galant  
Galant

- Select a **Weave Fill** and adjust settings as required.  
Weave Fill is suitable for large, irregular lettering shapes. See also [Changing Weave Fill details](#).

Brush  
Brush  
Brush



**Try this!** You can even select from various **Embossed Fill** patterns. Generally these are only suitable for large, block lettering objects. See [Changing Embossed Fill details](#) for details.



## Scaling lettering

When you first create lettering, it may be too big or too small. Size can be adjusted via:

- Resize handles available with the **Select** tool,
- Size and height settings in the **Lettering** toolbar,
- Size and height settings in the **Object Details** > **Lettering** dialog, or
- Width and height settings in the **Object Details** > **Dimensions** dialog.



**Try this!** You can change the appearance of a font by changing the letter width in proportion to the height. The original width value is 100%.

### Scaling lettering on screen



Use Select (Edit toolbar) to scale lettering objects on-screen.

You can scale your lettering objects vertically, horizontally and proportionally with the **Select** tool. See also [Transforming lettering](#).

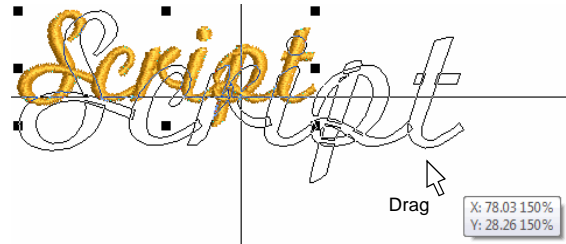


### To scale lettering on screen

- 1 Click the **Select** icon and select the lettering object.



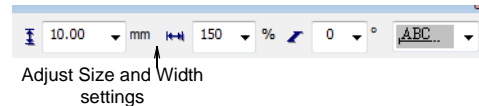
- 2 Click and drag one of the square control points to resize the object horizontally, vertically or proportionally.  
A shadow outline shows the new size of the lettering object as you drag.



- 3 Release the mouse to complete.



**Try this!** Alternatively, adjust lettering **Size** and **Width** settings via the **Lettering** toolbar. See [Editing lettering](#) for details.



### Scaling lettering via settings

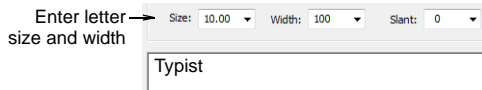
You can scale your lettering objects vertically, horizontally and proportionally via the **Object Details** > **Lettering** tab or **Object Details** > **Dimensions** tab. The **Dimensions** tab is easier for scaling height and width settings independently of each other.



**Try this!** You can change the appearance of a font by changing the letter width in proportion to the height. The original width value is 100%.

### To scale lettering via settings

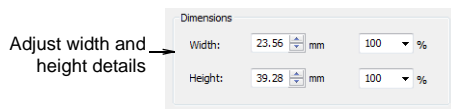
- 1 Double-click selected lettering object/s.  
The **Object Details > Fill Stitch** dialog opens.
- 2 Select the **Lettering** tab.



- 3 Enter the size of your lettering object in the **Size** field.
- 4 Enter the width of your lettering object in the **Width** field as a percentage of the height.
  - ♦ For wide letters, increase the percentage – e.g. 140%.
  - ♦ For narrow letters, decrease the percentage – e.g. 70%.



**Try this!** Alternatively, select the **Dimensions** tab and adjust width and height settings either as absolute values (mm) or as a percentage of current settings.



### Transforming lettering



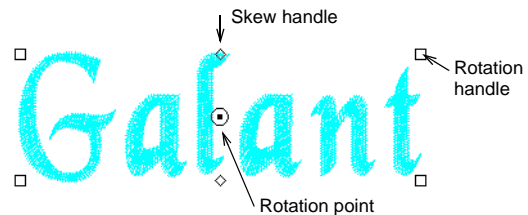
Use Select (Edit toolbar) to transform lettering objects on-screen.

You can transform lettering objects by manipulating control points on-screen with the **Select** tool. See also [Scaling lettering on screen](#).

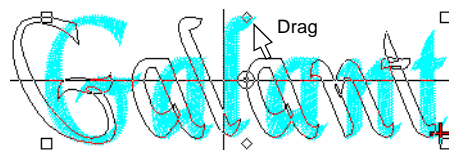


### To transform lettering

- 1 Click the **Select** icon and select the lettering object.  
The resizing control points appear. See also [Scaling lettering on screen](#).
- 2 Click the lettering object again.  
Another set of control points appear. These let you rotate and skew the lettering object.



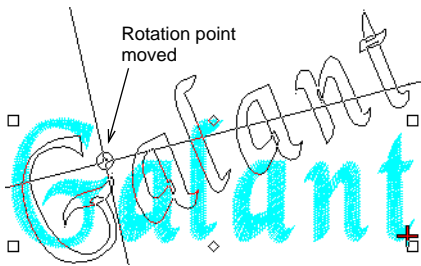
- 3 Click and drag one of the diamond-shaped control points to skew the lettering object horizontally.  
A shadow outline shows the skewed lettering object as you drag.



- 4 Click and drag one of the hollow square control points to rotate the lettering object.  
A shadow outline shows the rotated lettering object as you drag.



- 5 Click and drag the rotation point itself to a new position before rotating.



- 6 Press **Esc** to complete.

# Part V

# DESIGN PROCESSING

You can output embroidery designs in a variety of ways – saving to disk or sending directly to machine for stitching. Designers frequently want to distribute their designs so that they can be seen in real colors, in Visualizer or otherwise. In DigitizerJr you can save both design images and production worksheets to disk or email them.

## **Printing designs**

This section describes how to preview printouts, set print options, print embroidery elements, appliqué patterns, as well as color layers. See [Printing Designs](#) for details.

## **Reading and writing design files**

This section describes embroidery stitch and outline design formats, as well as how to open embroidery files in JANOME DigitizerJr. It also describes saving designs for machine as well as sending and receiving designs by direct connection. Writing designs to Flash Memory reader/writer is also covered. See [Reading and Writing Design Files](#) for details.

## **Outputting to machine**

This section describes how to output designs directly to supported machine models. See [Outputting to Machine](#) for details.

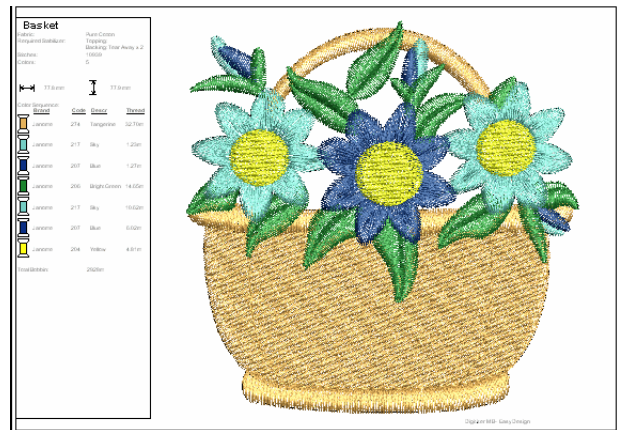
# Chapter 11

## 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 exact information you require. There are options to include or exclude start/end point crosshairs, connectors, background color/fabric as well as the current hoop. Print a copy of the appliqué pattern to use to cut out the fabric pieces.

A Color Layers option allows you to include a list of color layers together with color and stitch information for each layer. If you are using a color printer, you can print in Visualizer mode.

This section describes how to preview printouts, set print options, print embroidery elements, appliqué patterns, as well as color layers.



## Previewing printouts



Use Print Preview (Standard toolbar) to preview a design printout.



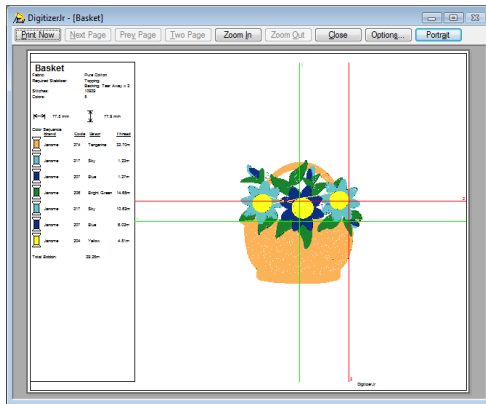
Use Print (Standard toolbar) to print a design using the current settings.

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 a printout

- 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:

Button	Purpose
Next Page	View the next page.
Prev Page	View the previous page.
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 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](#).

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

## Setting print options

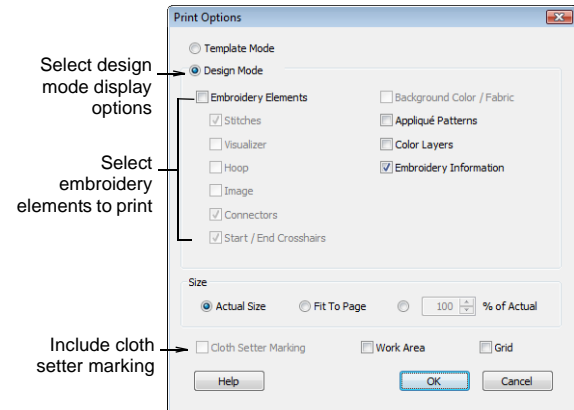
Print options give you precise control over your design printout. You can include templates or designs in the printout, embroidery elements, and cloth setter marking. You can include a copy of the appliqué pattern as well as a list of color layers in the current design. Design information includes author, estimated length of upper thread per color and total bobbin usage.

### To set print options

- 1 To access the **Print Options** dialog, either select **File > Print** or **File > Print Preview**.

- 2 Click **Options**.

The **Print Options** dialog opens.

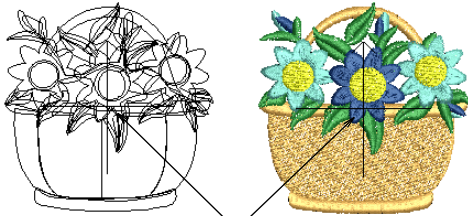


- 3 Select **Template** or **Design** mode option.

- ♦ **Template Mode:** shows the design outline with no stitches. By default, it includes cloth setter marks to allow accurate placement of designs within layouts on the item or fabric to be sewn. See [Printing design layouts](#) for details.
- ♦ **Design Mode:** shows the design as it appears in the design window. When you choose this mode, further choices become available to you.

- 4 Check **Embroidery Elements** as required. See [Printing embroidery elements](#) for details.

- 5 Check **Appliqué Patterns** if you want a copy of the appliqué pattern as a template for cutting out fabric pieces. See [Printing appliqué patterns](#) for details.
- 6 Check **Color Layers** for a list of colors in the design, together with color and stitch information for each layer. See [Printing color layers](#) for details.
- 7 Check **Embroidery Information** to toggle the display of embroidery details on/off. In **Design** mode, information is removed from the worksheet as it is in **Template** mode.
- 8 Check **Cloth Setter Marking** as required.  
The option applies to both **Template** and **Design** modes. In the latter case, it is only available with **Embroidery Elements** and **Actual Size** selected. Each hooping will have a number printed near the cloth setter mark to indicate the hoop stitching sequence.



Cloth Setter marking displayed

The cloth setter marking is displayed at the center of a design with an arrow and is supported in JAN, JEF and SEW files. The marking is intended for use with a Cloth Setter device, used for accurate design centering within a hoop. The device has a transparent plastic bar with marked cross.



- 9 Check **Work Area** to include an outline of the work area on the worksheet. See [Creating design layouts](#) for details.

The option applies to both **Template** and **Design** modes.

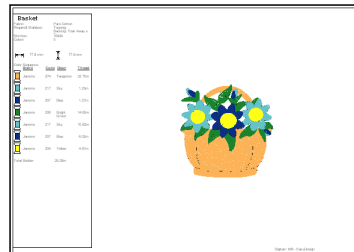


**Try this!** When printing a large layout the software will display a warning dialog if the number of pages needed for the printout exceeds 10. Use the **Fit To Page** option or choose a **% of Actual** size to reduce the page count.

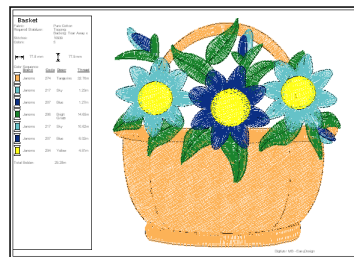
- 10 Check the **Grid** option to include the background grid on the worksheet.

- 11 Select a size option from the **Size** panel.

The option applies to both **Template** and **Design** modes. When selecting **Template** mode, the **Actual Size** option is automatically selected.



Actual Size



Fit to Page

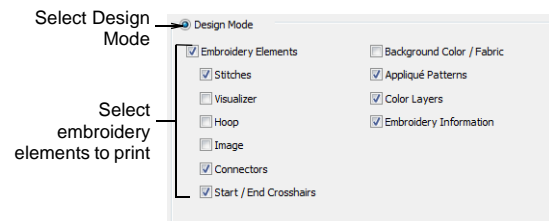
- 12 Click **OK**.

## Printing embroidery elements

If you choose to print embroidery elements, there are options to include or exclude start/end point crosshairs, connectors, background color/fabric as well as the current hoop. Design information includes author, estimated length of upper thread per color and total bobbin usage.

### To print embroidery elements

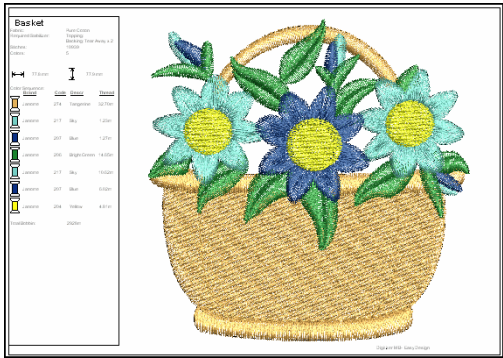
- 1 Open the **Print Options** dialog. See [Setting print options](#) for details.



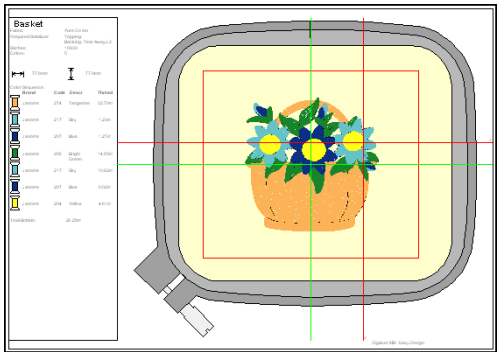
- 2 Select the **Embroidery Elements** option in the **Elements** panel if not already selected.



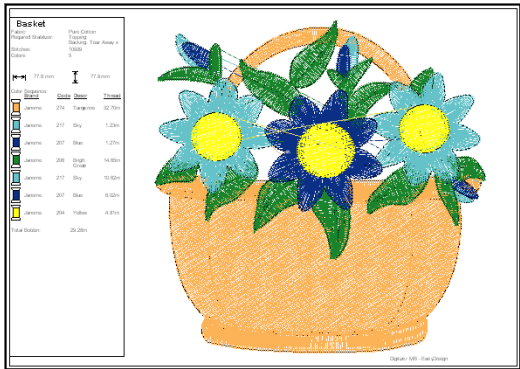
- 3 Choose the **Visualizer** option to print out graphical representation of what the final embroidery will look like. With this option selected, the **Background Color/Fabric** element is also available. See also [Changing fabrics and backgrounds](#).



- 4 Deselect the Visualizer option and experiment with other available options:
- **Hoop:** The hoop is included in the printout.



- **Start/End Crosshairs:** Start and end needle positions are included in the printout. The green crosshairs indicate the start point of the design, while the red crosshairs, the end point. By default, the green crosshairs are usually set to the center of the hoop.
- **Image:** The design image is included in the printout.
- **Connectors:** All connecting stitches in the design are displayed.



**Note** With **Visualizer**, the **Connectors** option is disabled – i.e. you cannot view connecting stitches in this view mode.

## Printing design layouts



Use Print Preview (Standard toolbar) to preview a design printout.

You can sew embroidery out by sending the design directly to a sewing machine or saving it to removable media and stitching out using a layout template and the JANOME Cloth Setter. Printing in **Template Mode** shows the design outline with no stitches. It includes cloth setter marks to allow accurate placement of designs within predefined layouts on the item or fabric to be sewn. DigitizerJr allows you to define layout work areas of up to 3m x 3m. See also [Creating design layouts](#).

## Printing large layouts

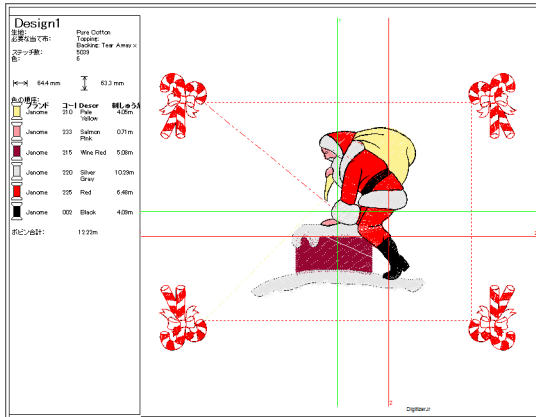
Large layouts may print to many pages. To save paper, you may choose to print at a percentage of actual size. You must then remember to multiply the template dimensions by a scale factor. For example, if you print at 50%, you need to double the measurements on the worksheet when transferring to the fabric. Use the table below as a guide.

%	Scale	Factor
50%	2:1	x 2
25%	4:1	x 4
20%	5:1	x 5

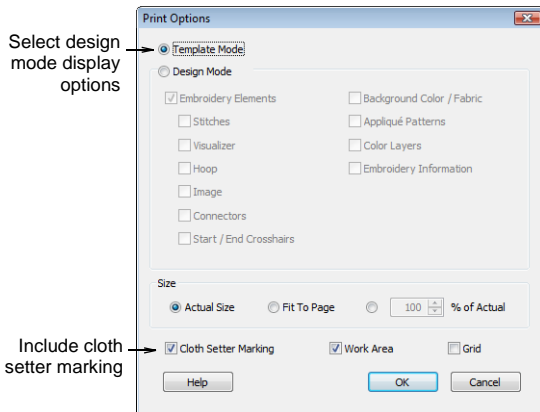
%	Scale	Factor
10%	10:1	x 10

## To print a design layout

- 1 Click the **Print Preview** icon.  
Your design layout displays as it will be printed.

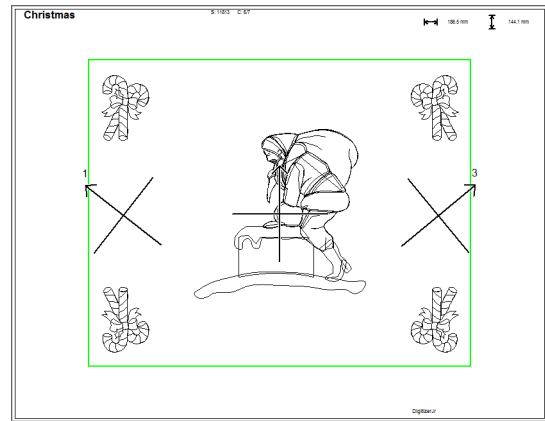


- 2 Click **Options**.  
The **Print Options** dialog opens.



- 3 Select **Template Mode**.  
This shows the design outline with no stitches. By default, it includes cloth setter marks to allow accurate placement of designs within layouts on the item or fabric to be sewn.
- 4 Make sure **Cloth Setter Marking** and **Work Area** options are checked.
- 5 Select the **Actual Size** option in the **Size** group.
- 6 Click **OK**.

Cloth setter marks are printed for each hooping in the design.



- Try this!** You can print out an overview of the layout by selecting **Fit to Page** or entering a value in the **% of Actual** field.

## Printing appliqué patterns

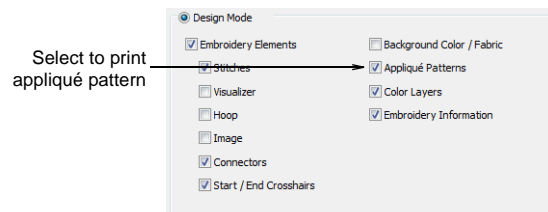


Use Print Preview (Standard toolbar) to preview a design printout.

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 Click the **Print Preview** icon.  
Your appliqué design displays as it will be printed.
- 2 Click **Options** button.  
The **Print Options** dialog opens.



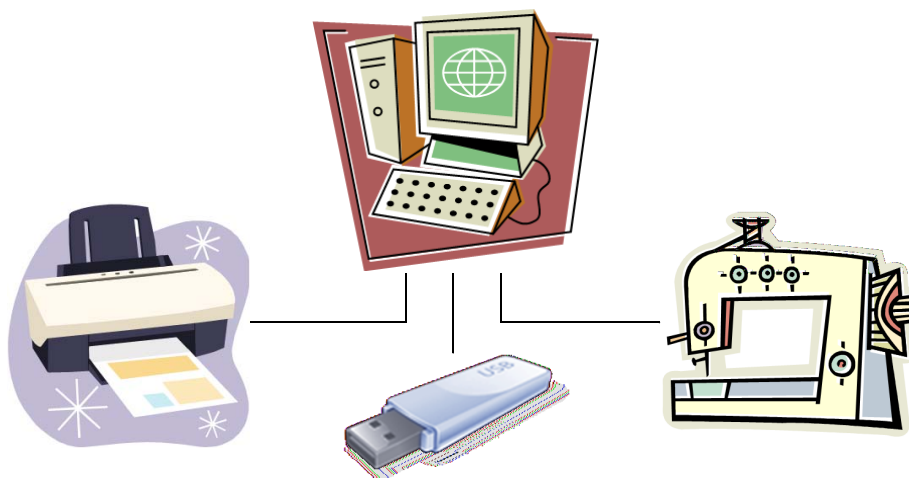
- 3 Select the **Appliqué Patterns** checkbox and click **OK**.  
Each appliqué pattern piece is numbered according to the stitching sequence.



## Chapter 12

# READING AND WRITING DESIGN FILES

You can output embroidery designs in a variety of ways – saving to computer, USB memory stick, ATA PC card, or sending directly to machine for stitching.



JANOME DigitizerJr uses three native Janome embroidery file formats – JAN, JEF and SEW – which allow you to make the most of both outline and stitch formats. JAN format is an object-based format while JEF and SEW formats are stitch-based. By default, DigitizerJr saves to JAN format. These formats contain all information necessary both for stitching a design and for later modification. When opening designs created or saved in other formats, DigitizerJr converts the design internally to JAN format. You can then modify it using the full range of JANOME DigitizerJr features. See also [Supported embroidery file formats](#).

This section describes embroidery stitch and outline design formats, as well as how to open embroidery files in JANOME DigitizerJr. It also describes saving designs for machine as well as sending and receiving designs by direct connection. Writing designs to Flash Memory reader/writer is also covered.

## Embroidery design formats

Embroidery designs are saved in one of two formats – ‘outline’ format or ‘stitch’ format. JAN is an outline format while JEF and SEW are stitch formats.



**Note** For details of specific formats supported by JANOME DigitizerJr, see [Supported embroidery file formats](#).

### Outline files

Outline files such as JAN are high-level formats which contain object outlines, object details and stitch data. They can be scaled and transformed without affecting stitch density or quality. After modification in DigitizerJr, you can save your design to the native JAN format, or to a different format altogether.

### Stitch files

Different embroidery machines speak different languages. Before you can stitch a design, it must be in a format which can be interpreted by the machine. Stitch files such as JEF and SEW are low-level formats for direct use by embroidery machines. In their raw form, they are not suited to modification because stitches are not regenerated. However, DigitizerJr by default converts stitch files to outlines and objects upon opening. They can then be saved in JAN format. Processing is effective for most stitch designs but cannot produce the same level of quality as original outlines and may not handle some fancy stitches.

### File sources

While embroidery files are broadly classified as ‘outline’ or ‘stitch’, JANOME DigitizerJr internally tags files as belonging to one of four types – **Native Design**, **Imported Outlines**, **Processed Stitches**, or **Imported Stitches**.

Source	Description
Native Design	Designs created in JANOME DigitizerJr (or equivalent).
Imported Outlines	Designs read from non-JAN outline files where stitches have been generated in JANOME DigitizerJr (or equivalent) from original outlines and stitching data.
Processed Stitches	Designs read from stitch files where stitches have been regenerated by processing.

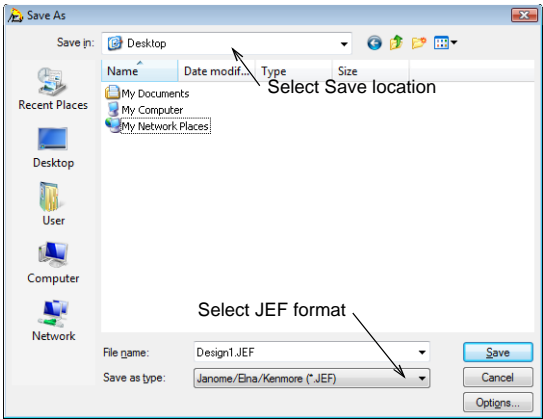
Source	Description
Imported Stitches	Designs read from stitch files, where outlines may or may not have been recognized, but stitches have not been regenerated through stitch processing.  Note, however, that if you change a stitch design – e.g. add a lettering object – the status changes to ‘Processed Stitches’ even though the imported stitches may not have been regenerated.

## Saving designs for machine

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. Before design files are sent to machine, they are automatically converted to JEF stitch file format. They can also be saved directly to hard disk. When saving in JEF format, you must choose the particular machine type you wish to save for. See also [Sending and writing designs](#).

### To save a design for machine

- 1 Select **File > Save As**.  
The **Save As** dialog opens.



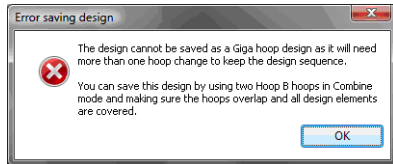
- 2 Select the folder where you want to save the design from the **Save In** list.
- 3 Enter a name for the design in the **File name** field.
- 4 Select JEF as the file format from the **Save as type** list.

- 5 Select the required machine type and click **OK**.
- 6 Click **Save**.



**Warning** JANOME DigitizerJr supports the Giga hoop. This is a two-position hoop which expands the available sewing area. When sending to machine, in most cases DigitizerJr will only create one file as the two hoop positions are saved in a single JEF file.

- ♦ With Giga hoop designs, the red area is stitched first, the hoop is rotated, and then the blue area is stitched. If, in the design sequence, the blue area is stitched before the red area, it cannot be saved as a Giga hoop design.
- ♦ If the design will not stitch as a single Giga hoop design – i.e. it would require more than one rotation of the Giga hoop in order to preserve the stitching sequence – the following message is displayed:



In this case, you need to use **Combine** mode to create two Hoop B hoopings as instructed. See [Hooping large designs](#) for details.

## Sending and writing designs

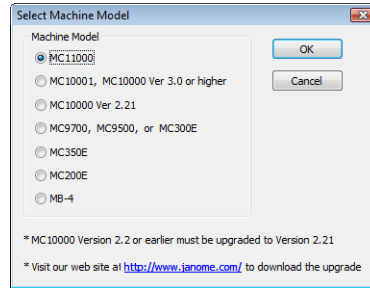
JANOME DigitizerJr gives you the option of sending designs directly to machine or to memory card. The option you choose depends, in part, on the machine you are using.



**Note** Before design files are sent to machine, they are automatically converted to JEF stitch file format. See also [Saving designs for machine](#).

### Supported machine models

JANOME DigitizerJr supports the following machine models:



- ♦ MC11000, MC10001, and MC10000 machines can be connected by cable directly to your PC. See [Selecting machine models](#) for details.
- ♦ MC10000 V2.2 or earlier machines must be upgraded to Version 2.21. Visit our website at <http://www.janome.com/> to download the necessary upgrade.
- ♦ The MC9700, MC9500, MC300E and MC350E machines do not support direct connection but they do read ATA PC cards. MC350E machines also support USB sticks.
- ♦ The MC200E machine does not support direct connection but the machine does read USB sticks.
- ♦ The MB-4 machine appears on the selection list. JANOME DigitizerJr supports a limited set of MB-4 hoops as well as saving JEF files for those hoops. While you can write to memory card on the MB-4 machine, direct connection is not available.

JANOME DigitizerJr is able to automatically detect which type of supported machine is currently connected to the PC USB port. The **Machine** menu items are determined by the type of machine connected to the PC. If no machine is detected, all menu items will be grayed out. Your distributor will advise you about supported machine types. See also [Sending designs to machine](#).

### Supported memory cards

Besides USB connection, you can write to ATA PC card or 'Flash Memory'. The ATA PC card is a PCMCIA standard PC memory card that is used for storing designs in JEF format to be read/written from/to machine. The ATA PC card is designated as a drive in your computer. The drive designation may become E: or F: or some other letter. After writing your design, you simply insert the card into the ATA PC card slot of your machine (if supported), and read the design.

### Precautions using ATA PC cards

- It is recommended to save data stored in the machine's built-in memory to hard disk or ATA PC card to prevent accidental loss of data due to improper operations or malfunctions.
- If an ATA PC card is formatted on PC or on your machine, all information on the card will be lost. Check the contents of any used cards before formatting them.



**Note** If your computer is a laptop, there is a slot where you can insert the ATA PC card and its adapter directly. If you have a desktop computer, you will need an ATA PC card reader/writer connected to a USB port.

### USB memory sticks

The latest machine models can read from and write to USB memory sticks. These are very convenient portable memory devices which can hold large amounts of data in a small 'stick'.

## Sending designs to machine



Use Send to Machine (Standard toolbar) to send a design to a machine for stitching.

Depending on the machine model, the direct machine connection option may be available to you. This means you can send individual or multiple design files directly to three possible destinations:

- Built-in: internal machine memory
- ATA PC Card: PC memory card slot on machine which can be used as an ATA PC card reader/writer
- USB Memory: USB stick attached to your machine.

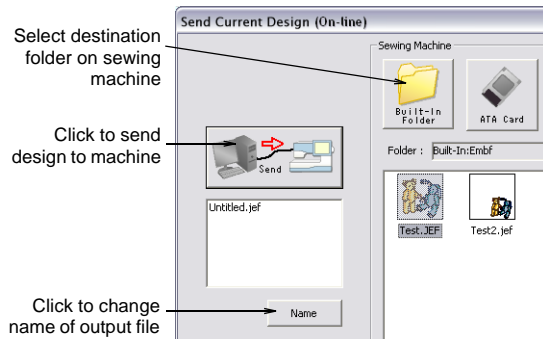


**Try this!** Alternatively, you can use an external 'Flash Memory' (ATA PC) reader/writer to write designs in JEF format directly to card. See [Writing to Flash Memory reader/writer](#) for details.

### Sending the current design to machine

The procedure for sending a single design to machine varies slightly with the machine model, but the principle is the same. Whichever machine you are using, the steps will involve one or all of the following:

- Select the machine model you intend to connect to. See [Selecting machine models](#) for details.
- Insert the ATA PC card or USB stick into your machine as required.
- Open or create the design you want to send.
- Click the **Send to Machine** icon or select **Machine > Send Current Design**. The particular dialog which opens will depend on the selected machine model.



- Select a storage location on the sewing machine – machine memory (built-in folder), ATA PC card, or USB memory stick.
- Start the file transfer.  
In the unlikely event that a file exceeds the limits set, it will be split into two or more files.

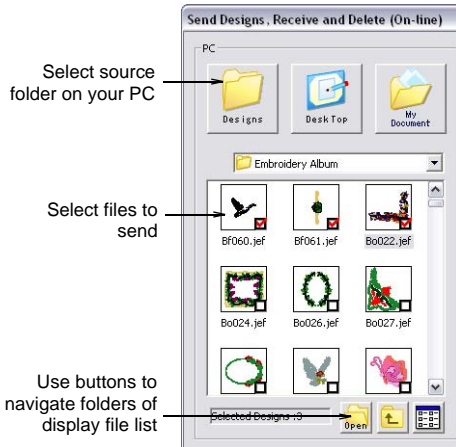


**Note** For detailed procedures relating to your particular machine, see [Outputting to Machine](#).

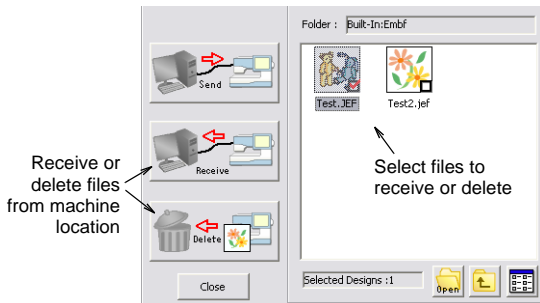
### Sending or receiving multiple designs

As with single designs, the procedure for sending multiple designs to machine varies slightly with the machine model you are using.





In addition to sending design files to machine, you can generally receive or delete files from the destination folder.



**Note** For detailed procedures relating to your particular machine, see [Outputting to Machine](#).

## Writing to Flash Memory reader/writer



Use Write to Card (Standard toolbar) to send a design to an ATA PC card.

You can use an external 'Flash Memory' (ATA PC) reader/writer to write designs in JEF format directly to card. Some machines do not support direct connection, in which case you will need to use this method to transfer design files from your PC to ATA PC card to machine. Depending on the machine model the card is intended for, make sure this is selected as your current machine. After

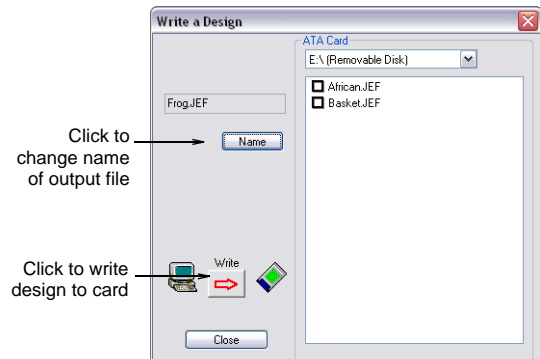
writing your design, simply insert the card into the ATA PC card slot of your machine, and read in the design.

### Writing a design to ATA PC card

The procedure for writing a single design to card varies slightly with the machine model, but the principle is the same. Whichever machine you are using, the steps will involve one or all of the following:

- ♦ Select the machine model you intend to write to. See [Selecting machine models](#) for details.
- ♦ Make sure the reader/writer is securely plugged into the USB port of your PC.
- ♦ Open or create the design you want to send.
- ♦ Click the **Write to Card** icon or select **External Media > Write a Design**.

The particular dialog which opens will depend on the selected machine model.



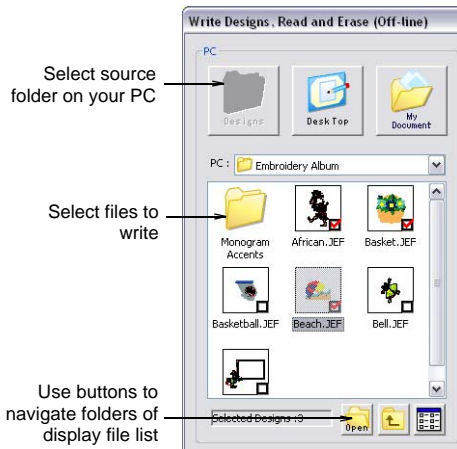
- ♦ Start the file transfer.  
In the unlikely event that a file exceeds the limits set, it will be split into two or more files.



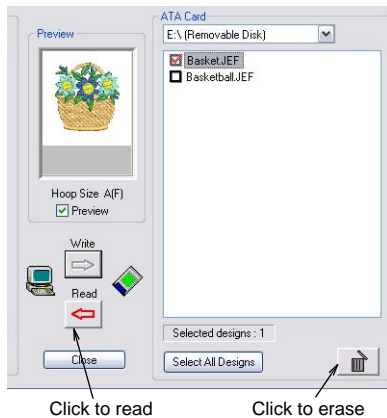
**Note** For detailed procedures relating to your particular machine, see [Outputting to Machine](#).

### Writing multiple designs to ATA PC card

As with single designs, the procedure for writing multiple designs to ATA PC card varies slightly with the machine model. Select the machine model you intend to write to and select **External Media > Write Designs, Read and Erase**. The particular dialog which opens will depend on the selected machine model. See [Selecting machine models](#) for details.



In addition to writing design files to machine, you can generally receive or delete files from the destination folder.



**Note** For detailed procedures relating to your particular machine, see [Outputting to Machine](#).

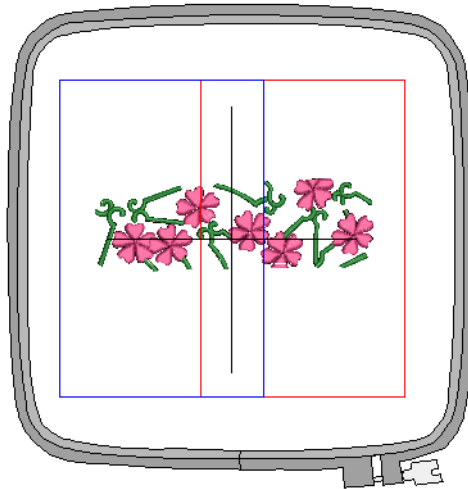
## Sending designs with a Giga Hoop



Use **Standard > Send to Machine** to send the current design to a machine for stitching.

JANOME Embroidery Software supports the Giga Hoop. This is a two-position hoop which expands the available sewing area of the machine for which it is supplied. In the list of available hoops, the Giga Hoop is identified as 'Hoop D (220 x 190

(Giga)'. The two sewing fields are shown in red and blue. The red area is normally stitched first then, after rotating the hoop, the blue area is stitched. When digitizing, each embroidery object must fit entirely in one or other hoop position. If the design in the blue area is sequenced before the red area, you cannot save the design as a Giga hoop design.

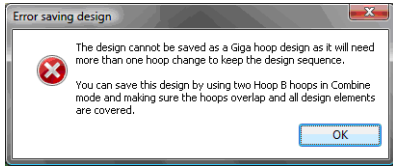


**Note** The original embroidery area of the Giga Hoop is 230 x 200 mm, however when the hoop is rotated, it may cause a small positioning gap. To avoid this problem a margin of 5mm is put inside the hoop which makes the actual embroidery area 220 x 190 mm.

### To send a design with a Giga Hoop

- 1 Open the design to send to machine. The two sewing fields are shown in red and blue. When digitizing, each embroidery object must fit entirely into one or other hoop position.
- 2 Click the **Send to Machine** icon on the **Standard** toolbar or select **Machine > Send Current Design**. If the machine is correctly linked, the **Send Current Design** dialog opens. See [Sending and writing designs](#) for details.
- 3 Click the **Send** button.  
JANOME DigitizerJr determines whether there are any objects that do not lie wholly within one of the hoop's two positions.  
  - If the design can be stitched in the Giga hoop, the **Send a Design** (on-line) dialog opens.

- ♦ If the design will not stitch as a single Giga hoop design – i.e. it would require more than one rotation of the Giga hoop to preserve the stitching sequence – the following message is displayed:



Click **OK** and use **Combine** mode to create two Hoop B hoopings as instructed. See also [Combining objects and designs](#).

- 4 Select the design name and click the **Send** button.



**Note** The design will be sent to the machine as two individual JEF files – Hoop position A and Hoop position B. However, the machine display will show the design as a single design unless the file cannot be stitched in two files due to the object stitching sequence.

## Chapter 13

# OUTPUTTING TO MACHINE

JANOME DigitizerJr supports various sets of machine model: MC11000 machines, MC1000\* machines, MC10000 V2.21 machines, MC9700/9500 machines, and MC350E/300E/200E machines.

The first two sets of machine support direct connection, although menu options change depending on the chosen machine set. MC10000 V2.2 or earlier machines must be upgraded to Version 2.21.

The MC9700, MC9500, MC300E, and MC350E machines do not support direct connection but they do read ATA PC cards and USB memory sticks. MC200E machines support USB memory sticks.

This section describes how to output designs directly to supported machine models.

## Outputting to MC11000 machines

If you have selected MC11000 as your current machine, the direct machine connection option is available to you. This means you can send individual or multiple design files directly to three possible destinations:

- built-in machine memory of your JANOME MemoryCraft
- ATA PC card attached to PC memory card slot on your machine, or
- a USB memory stick attached to your machine.



**Try this!** Alternatively, you can use an external 'Flash Memory' (ATA PC) reader/writer to write designs in JEF format directly to card. See [Writing to Flash Memory reader/writer](#) for details.

### Sending the current design to machine



Use Send to Machine (Standard toolbar) to send the current design to a machine for stitching.

When sending the current design to machine, you can send the design file directly to three possible destinations:

- Built-in machine memory of your JANOME MemoryCraft
- ATA PC card attached to PC memory card slot on your machine, or
- USB memory stick attached to your machine.



**Note** The procedure for sending a single design to machine is a little different to sending multiple designs. See also [Sending or receiving multiple designs](#).

### To send the current design to machine

- 1 If you haven't already done so, select MC11000 as your current machine. See [Selecting machine models](#) for details.
- 2 Insert the ATA PC card or USB stick into your JANOME MemoryCraft machine if required.

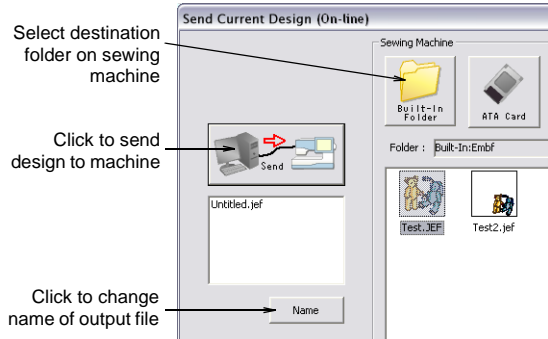


**Note** Both ATA PC card and USB stick can be attached at the same time.

- 3 Open or create the design you want to send.

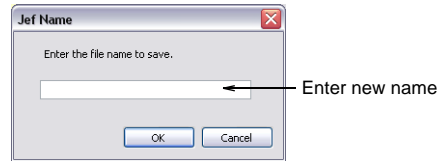
- 4 Click the **Send to Machine** icon or select **Machine > Send Current Design**.

If the machine is correctly linked, the **Send Current Design** dialog opens.

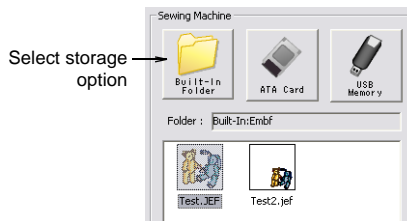


**Note** The machine itself must be in PC-Link Mode in order to receive the design.

- 5 Click **Name** to change the file name as required. The **JEF Name** dialog opens.



- 6 Select a storage location on the sewing machine – machine memory (built-in folder), ATA PC card, or USB memory stick.



- 7 Click **Send**.  
JANOME DigitizerJr checks whether the selected hoop is supported by the destination machine.
- 8 Click **Start**.  
File transfer begins. The selected design is copied to the specified location.



**Note** In the unlikely event that a file exceeds the limits set, it will be split into two or more files.

## Sending or receiving multiple designs

You can simultaneously send more than one design in JEF file format to your machine. You can also retrieve all designs from machine memory for editing and/or to store them on hard disk or other location. Alternatively, delete all designs from machine memory to free up space.

### To send or receive multiple designs

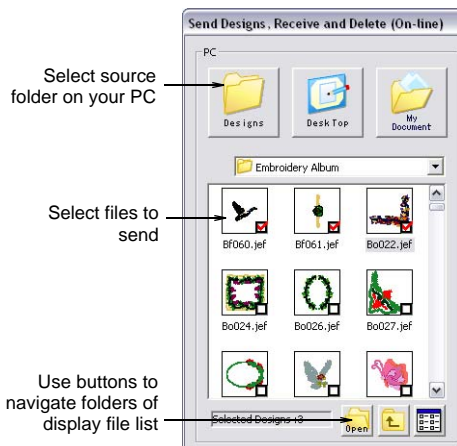
- 1 If you haven't already done so, select MC11000 as your current machine. See [Selecting machine models](#) for details.
- 2 Insert the ATA PC card or USB stick into your JANOME MemoryCraft machine if required.



**Note** Both ATA PC card and USB stick can be attached at the same time.

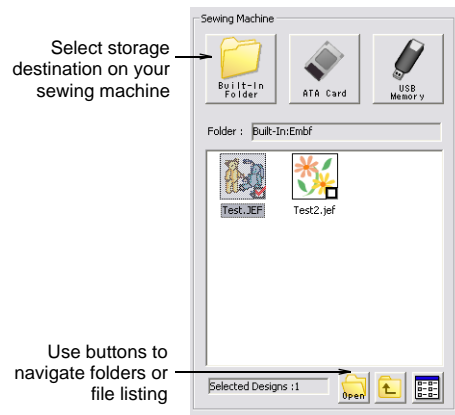
- 3 Select **Machine > Send Designs, Receive and Delete**.

The **Send Designs, Receive and Delete** dialog opens. The dialog is divided in two sections – source (PC) and destination (sewing machine).

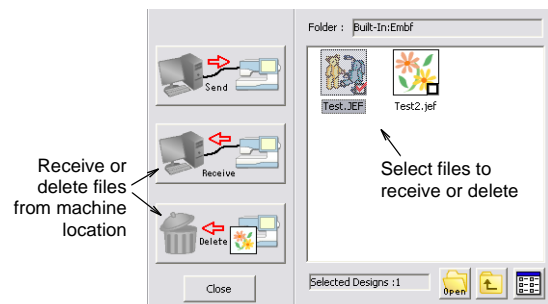


**Note** The machine itself must be in PC-Link Mode in order to receive designs.

- 4 Select a source folder from the **PC** list. Only JEF files are displayed.
- 5 Select the file or files that you want to send in the viewing panel.
- 6 Select a storage location on the sewing machine – machine memory (built-in folder), ATA PC card, or USB memory stick.



- 7 Click **Send**.  
A confirmation box appears.
- 8 Click **Start**.  
File transfer begins and selected designs are copied to the selected location.
- Note** In the unlikely event that a file exceeds the limits set, it will be split into two or more files.
- 9 Select any files you want to receive or delete from the destination folder.



- 10 Choose from the available options as required:
  - ♦ Click **Receive** to copy files from the machine to the current location folder on your PC.
  - ♦ Click **Delete** to remove selected files from your machine storage location.

## Writing to Flash Memory reader/writer



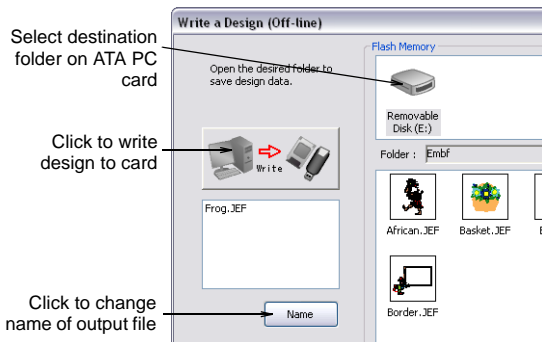
Use Write to Card (Standard toolbar) to send a design to an ATA PC card.

If you are using an external 'Flash Memory' (ATA PC) reader/writer, you can write designs in

JEF format directly to card. Make sure the reader/writer is securely plugged into the USB port of your PC. If you are writing to a card intended for use with an MC11000 machine, make sure this is selected as your current machine. After writing your design, simply insert the card into the ATA PC card slot on your machine and read in the design. See [Selecting machine models](#) for details.

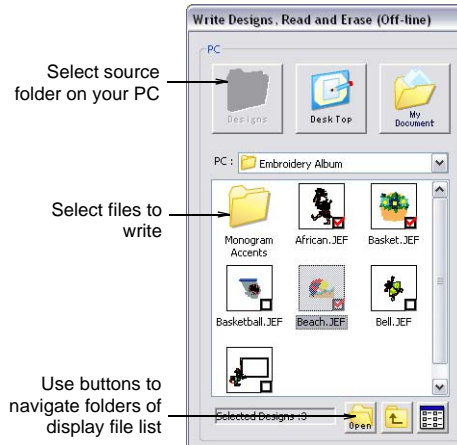
### Writing a design to ATA PC card

The procedure for writing a single design to Flash Memory reader/writer is essentially the same as sending a single design file to machine except that you click the **Write to Card** icon or select **External Media > Write a Design**. See [Sending the current design to machine](#) for details.



### Writing multiple designs to ATA PC card

The procedure for writing multiple designs to Flash Memory reader/writer is essentially the same as sending multiple design files to machine except that you select **External Media > Write Designs, Read and Erase**. See [Sending or receiving multiple designs](#) for details.



## Outputting to MC1000\* machines

If you have selected MC10001 and MC10000 V3.0 or higher as your current machine, the direct machine connection option is available to you. This means you can send individual or multiple design files directly to two possible destinations:

- ♦ built-in machine memory of your JANOME MemoryCraft
- ♦ ATA PC card attached to PC memory card slot on your machine.



**Try this!** Alternatively, you can use an external 'Flash Memory' (ATA PC) reader/writer to write designs in JEF format directly to card. See [Writing to Flash Memory reader/writer](#) for details.

### Sending the current design to machine



Use Send to Machine (Standard toolbar) to send the current design to a machine for stitching.

When sending the current design to machine, you can send the design file directly to two possible destinations:

- ♦ built-in machine memory of your JANOME MemoryCraft
- ♦ ATA PC card attached to PC memory card slot on your machine.



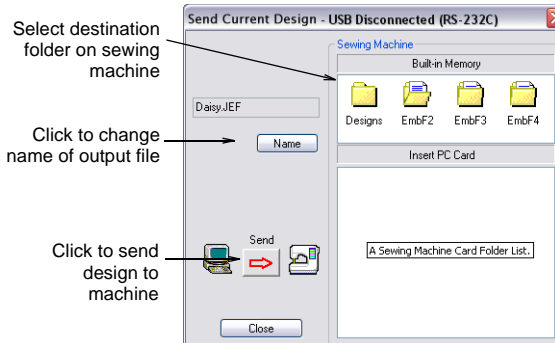


**Note** The procedure for sending a single design to machine is a little different to sending multiple designs. See also [Sending or receiving multiple designs](#).

### To send the design to machine

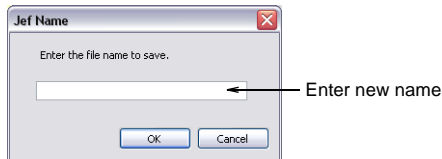
- 1 If you haven't already done so, select a MC10001 and MC10000 V3.0 or higher machine model as your current machine. See [Selecting machine models](#) for details.
- 2 Insert the ATA PC card into your JANOME MemoryCraft machine if required.
- 3 Open or create the design you want to send.
- 4 Click the **Send to Machine** icon or select **Machine > Send Current Design**.

If the machine is correctly linked, the **Send Current Design** dialog opens.

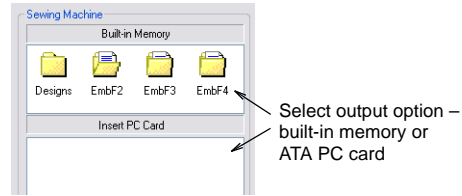


**Note** The machine itself must be in PC-Link Mode in order to receive the design.

- 5 Click **Name** to change the file name as required. The **JEF Name** dialog opens.



- 6 Select a storage location on the sewing machine – machine memory (built-in folder) or ATA PC card.



- 7 Click **Send**.  
A confirmation box appears.

- 8 Click **Start**.  
File transfer begins. The selected design is copied to the specified location.



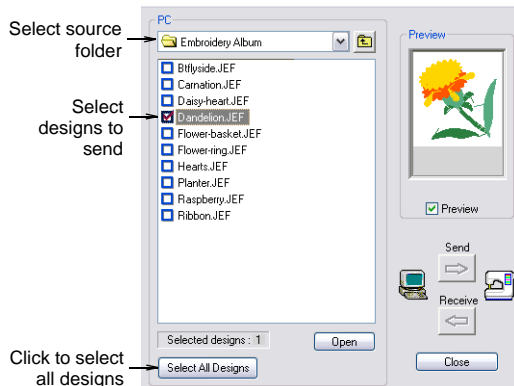
**Note** In the unlikely event that a file exceeds the limits set, it will be split into two or more files.

### Sending or receiving multiple designs

You can simultaneously send more than one design in JEF file format to your machine. You can also retrieve all designs from machine memory for editing and/or to store them on hard disk or other location. Alternatively, delete all designs from machine memory to free up space.

### To send or receive multiple designs

- 1 If you haven't already done so, select a MC10001 and MC10000 V3.0 or higher machine model as your current machine. See [Selecting machine models](#) for details.
- 2 Insert the ATA PC card into your JANOME MemoryCraft machine if required.
- 3 Select **Machine > Send Designs, Receive and Delete**.  
The **Send Designs, Receive and Delete** dialog opens.

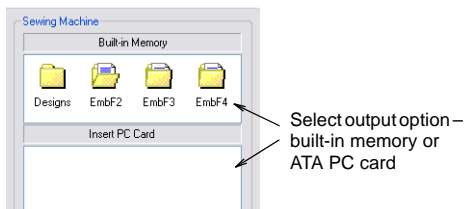


- 4 Select a source folder from the **PC** list.  
Only JEF files are displayed.
- 5 Select the file or files that you want to send in the viewing panel.  
The preview panel displays an image of the last selected design.



**Try this!** Click **Select All Designs** to select all designs in the source folder.

- 6 Select a storage location on the sewing machine – machine memory (built-in folder) or ATA PC card.



- 7 Click **Send**.  
A confirmation box appears.
- 8 Click **Start**.  
File transfer begins and selected designs are copied to the selected location.



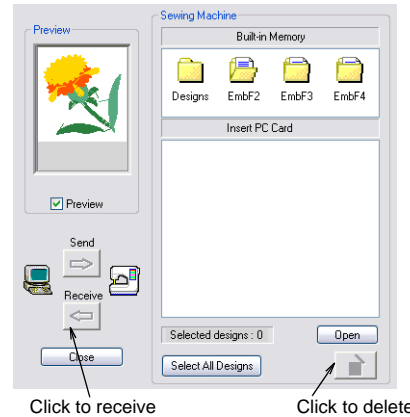
**Note** In the unlikely event that a file exceeds the limits set, it will be split into two or more files.

- 9 Select any files you want to receive or delete from the destination folder.



**Try this!** Click **Select All Designs** to select all designs in the source folder.

The preview panel displays an image of the last selected design.



- 10 Choose from the available options as required:
  - ♦ Click **Receive** to copy files from the machine to the current location folder on your PC.
  - ♦ Click **Delete** button to remove selected files from your machine storage location.

## Writing to Flash Memory reader/writer

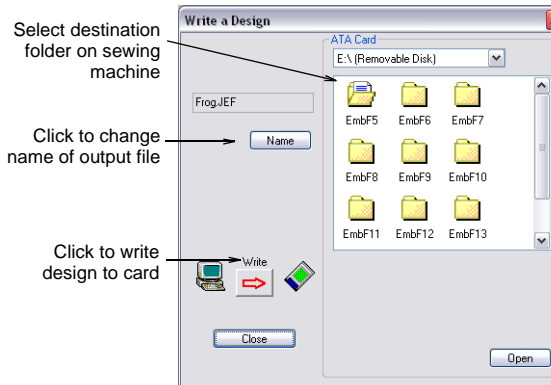


Use Write to Card (Standard toolbar) to send a design to an ATA PC card.

If you are using an external 'Flash Memory' (ATA PC) reader/writer, you can write designs in JEF format directly to card. Make sure the reader/writer is securely plugged into the USB port of your PC. If you are writing to a card intended for use with an MC10001, MC10000 V3.0, or higher machine model, make sure this is selected as your current machine. After writing your design, simply insert the card into the ATA PC card slot on your machine and read in the design. See [Selecting machine models](#) for details.

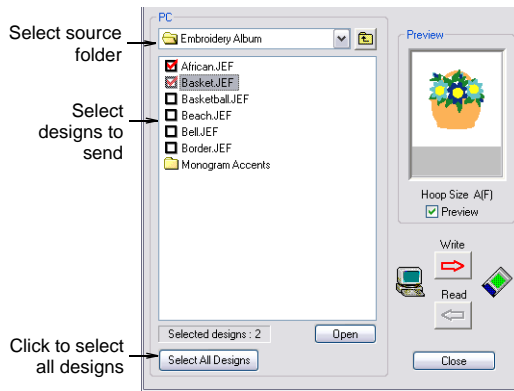
## Writing a design to ATA PC card

The procedure for writing a single design to Flash Memory reader/writer is essentially the same as sending a single design file to machine except that you click the **Write to Card** icon or select **External Media > Write a Design**. See [Sending the current design to machine](#) for details.



### Writing multiple designs to ATA PC card

The procedure for writing a single design to Flash Memory reader/writer is essentially the same as sending multiple design files to machine except that you select **External Media > Write Designs, Read and Erase**. See [Sending or receiving multiple designs](#) for details.



## Outputting to MC10000 V2.21 machines

If you have selected MC10000 V2.21 as your current machine, the direct machine connection option is available to you. This means you can send individual or multiple design files directly to two possible destinations:

- built-in machine memory of your JANOME MemoryCraft
- ATA PC card attached to PC memory card slot on your machine.



**Try this!** Alternatively, you can use an external 'Flash Memory' (ATA PC) reader/writer to write designs in JEF format directly to card. See [Writing to Flash Memory reader/writer](#) for details.

### Sending the current design to machine



Use Send to Machine (Standard toolbar) to send the current design to a machine for stitching.

When sending the current design to machine, you can send the design file directly to two possible destinations:

- built-in machine memory of your JANOME MemoryCraft
- ATA PC card attached to PC memory card slot on your machine.

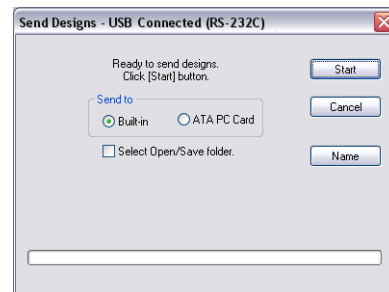


**Note** The procedure for sending a single design to machine is a little different to sending multiple designs. See also [Sending multiple designs to machine](#).

### To send the current design to machine

- 1 If you haven't already done so, select a MC10000 V2.21 machine model as your current machine. See [Supported machine models and memory cards](#) for details.
- 2 Insert the ATA PC card into your JANOME MemoryCraft machine if required.
- 3 Open or create the design you want to send.
- 4 Click the **Send to Machine** icon or select **Machine > Send Current Design**.

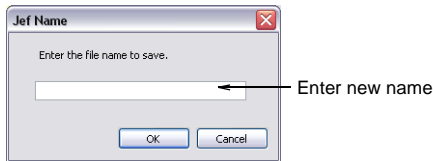
The **Send Designs** dialog opens.



- 5 Select a destination for the files to be sent:
  - Built-in: internal machine memory

- ATA PC Card: PC memory card slot on machine which can be used as an ATA PC card reader/writer. See [Writing multiple designs to ATA PC card](#) for details.

- 6 Click **Name** to change the file name as required. The **JEF Name** dialog opens.



- 7 Click **OK**. A progress bar shows the progress of the file transfer.



**Try this!** You can cancel the file transfer by closing the **Send Designs** dialog.

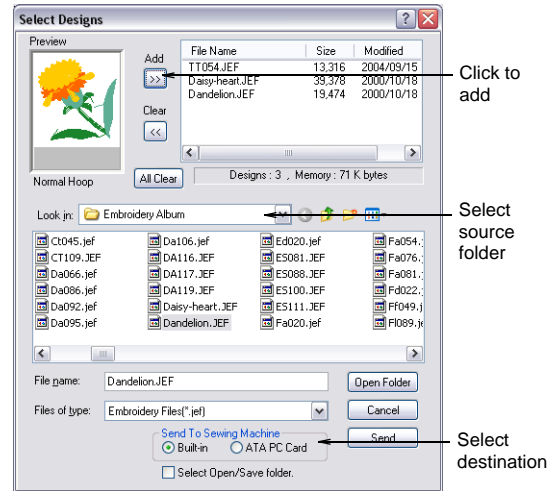
## Sending multiple designs to machine

You can send multiple design files in JEF file format to your machine at a time. There are two possible destinations:

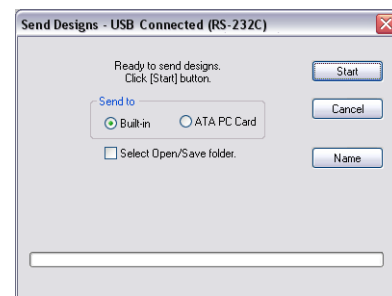
- built-in machine memory of your JANOME MemoryCraft
- ATA PC card attached to PC memory card slot on your machine.

### To send multiple designs to machine

- 1 If you haven't already done so, select a MC10000 V2.21 machine model as your current machine. See [Supported machine models and memory cards](#) for details.
- 2 Insert the ATA PC card into your JANOME MemoryCraft machine if required.
- 3 Select **Machine > Send Designs**. The **Select Designs** dialog opens.



- 4 Select a source folder from the **Look In** list.
- 5 Select a file or files from the list. The preview panel displays an image of the last-selected design.
- 6 Click **Add** to add to the list of files to send. If you add a wrong file, click **Clear** to remove it from the list. Select any design by name to preview.
- 7 Select a destination for the files to be sent:
  - Built-in: internal machine memory
  - ATA PC Card: PC memory card slot on machine which can be used as an ATA PC card reader/writer.
- 8 Click **Send**. The **Send Designs** dialog opens.



- 9 Select to send the design to either the built-in memory or PC card slot.
- 10 Click **Start**. A progress bar shows the progress of the file transfer.



**Try this!** You can cancel the file transfer by closing the **Send Designs** dialog.

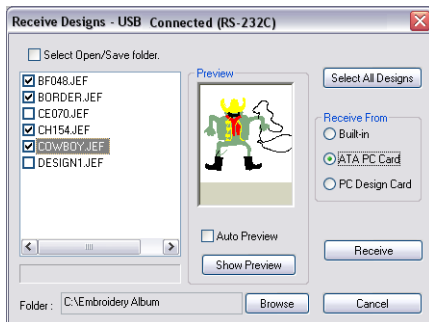
## Receiving designs from machine

You can retrieve designs from three possible sources:

- Built-in machine memory of your JANOME MemoryCraft
- ATA PC card attached to PC memory card slot on your machine
- PC Design Card attached to PC memory card slot on your machine, which generally contains stock designs.

### To receive designs from machine

- 1 If you haven't already done so, select a MC10000 V2.21 machine model as your current machine. See [Supported machine models and memory cards](#) for details.
- 2 Insert the ATA PC card or PC Design card into your JANOME MemoryCraft machine if required.
- 3 Select **Machine > Receive Designs**.  
When all designs are retrieved from the machine, the **Receive Designs** dialog opens. This allows you to receive one, many, or all designs.



**Note** By default the PC-Link built-in memory is selected. This means that the **Select Open/Save folder** checkbox is unchecked and the **Built-in** radio button selected.

- 4 Select a source for the files to be received as required:
  - Built-in: internal machine memory
  - ATA PC Card: PC memory card slot on machine which can be used as an ATA PC card reader/writer
  - PC Design Card: these cards also fit into the PC memory card slot and generally contain stock designs.
- 5 Select the **Select Open/Save Folder** checkbox to toggle between the two built-in memory types – PC-Link or Embroidery.  
If you have selected Built-in memory:

- Unchecked: means designs will be received from the PC-Link built-in memory.
- Checked: means designs will be received from Embroidery built-in memory.

If you have selected ATA PC Card:

- Unchecked: means designs will be received from the PC Link folder on the ATA PC card. You must put your machine in PC Link mode and press the **ATA PC Card** tab.
- Checked: means designs will be received from the Embroidery folder on the ATA PC card. You must put your machine in Embroidery mode and press the **Open File Mode** tab.

A list of all designs resident in the selected memory source will appear.



**Note** If you are receiving designs from a PC Design Card, the **Select Open/Save Folder** option is greyed out.

- 6 Select a file or files to receive.  
A checkmark appears beside each selected design.



**Try this!** Click **Select All Designs** to select all designs in the source folder.

- 7 Click the **Auto Preview** checkbox to view selected designs.  
The preview panel displays an image of the last-selected design. Select any design by name to preview it.
- 8 Click **Browse** and select a destination folder on the PC. JANOME DigitizerJr must know where to put the design it is receiving from built-in memory or ATA PC card.
- 9 Click **Receive**.  
The selected designs are copied from machine memory to the specified location.

## Deleting designs from machine

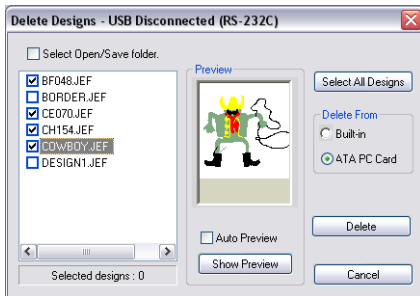
In order to free up space, you can delete designs from two possible locations:

- built-in machine memory of your JANOME MemoryCraft
- ATA PC card attached to PC memory card slot on your machine.

### To delete designs from machine

- 1 If you haven't already done so, select a MC10000 V2.21 machine model as your current machine. See [Supported machine models and memory cards](#) for details.

- 2 Insert the ATA PC card into your JANOME MemoryCraft machine if required.
- 3 Select **Machine > Delete Designs**.  
When all designs are retrieved from the machine, the **Delete Designs** dialog opens. This allows you to delete one, many, or all designs.



**Note** By default the PC-Link built-in memory is selected. For other options, see [Receiving designs from machine](#).

- 4 Select a location for the files to be deleted from:
  - ♦ built-in machine memory of your JANOME MemoryCraft
  - ♦ ATA PC card attached to PC memory card slot on your machine.
- 5 Select a file or files to delete.  
A checkmark appears beside each selected design.



**Try this!** Click **Select All Designs** to select all designs in the source folder.

- 6 Click **Delete**.  
A confirmation box appears. The selected designs are deleted from the specified location.

## Writing to Flash Memory reader/writer

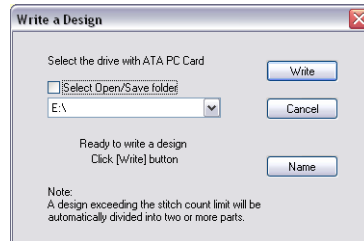


Use Write to Card (Standard toolbar) to send a design to an ATA PC card.

If you are using an external 'Flash Memory' (ATA PC) reader/writer, you can write designs in JEF format directly to card. Make sure the reader/writer is securely plugged into the USB port of your PC. If you are writing to a card intended for use with an MC10000 V2.21 machine model, make sure this is selected as your current machine. After writing your design, simply insert the card into the ATA PC card slot on your machine and read in the design. See [Supported machine models and memory cards](#) for details.

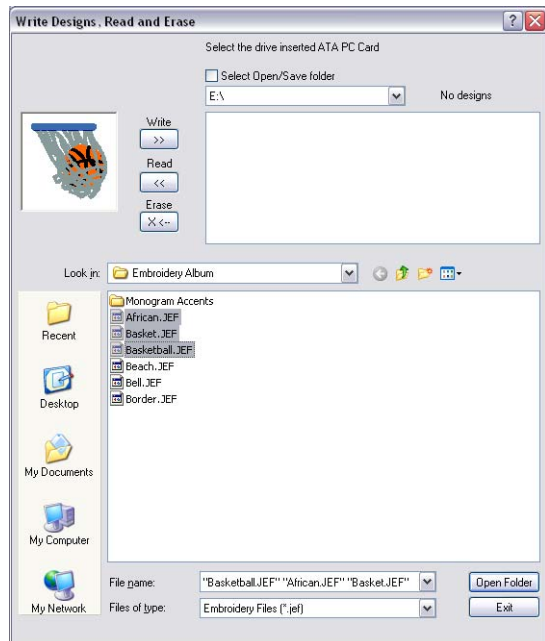
## Writing a design to ATA PC card

The procedure for writing a single design to Flash Memory reader/writer is essentially the same as sending a single design file to machine except that you click the **Write to Card** icon or select **External Media > Write a Design**. See [Sending the current design to machine](#) for details.



## Writing multiple designs to ATA PC card

The procedure for writing a single design to Flash Memory reader/writer is essentially the same as sending multiple design files to machine except that you select **External Media > Write Designs, Read and Erase**. See [Sending multiple designs to machine](#) for details.



## Outputting to MC9700 or lower machines

If you have selected an MC9700 or lower machine model – MC9500, MC350E, or MC300E – as your current machine, the direct machine connection option is not available to you. These machines have a PC memory card slot which is used read designs into the machine. Using an external 'Flash Memory' (ATA PC) reader/writer, you can write designs in JEF format directly to card. Then simply insert the card into the ATA PC card slot on your machine, and read in the design. See [Supported machine models and memory cards](#) for details.



**Note** Some machines can read USB memory sticks as well as ATA PC cards. The procedure for writing to them is the same. The MC200E machine only supports USB memory sticks. The procedure is slightly different for this model. See [Outputting to MC200E machines](#) for details.

### Writing a design to ATA PC card

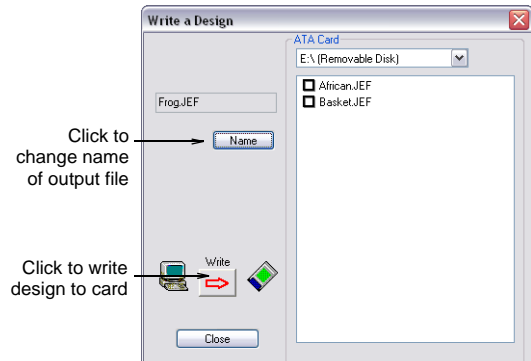


Use Write to Card (Standard toolbar) to send a design to an ATA PC card.

If you have selected an MC9700 or lower machine model as your current machine, the direct machine connection option is not available to you. This means you need to use an external 'Flash Memory' (ATA PC) reader/writer to write designs in JEF format directly to card.

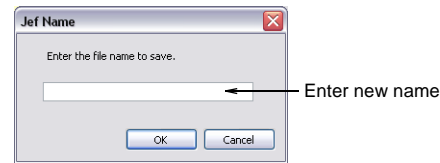
### To write a design to ATA PC card

- 1 If you haven't already done so, select an MC9700 or lower machine model as your current machine. See [Selecting machine models](#) for details.
- 2 Make sure the reader/writer is securely plugged into the USB port of your PC.
- 3 Open or create the design you want to send.
- 4 Click the **Write to Card** icon or select **External Media > Write a Design**.  
If the machine is correctly linked, the **Write a Design** dialog opens.



**Note** The machine itself must be in PC-Link Mode in order to receive the design.

- 5 Click **Name** to change the file name as required. The **JEF Name** dialog opens.



- 6 Click **Write**.  
A confirmation box appears.
- 7 Click **Start**.  
File transfer begins. The selected design is copied to the ATA PC card.



**Note** In the unlikely event that a file exceeds the limits set, it will be split into two or more files.

### Writing or reading multiple designs

If you have selected an MC9700 or lower machine model as your current machine, the direct machine connection option is not available to you. This means you need to use an external 'Flash Memory' (ATA PC) reader/writer to write designs in JEF format directly to card.

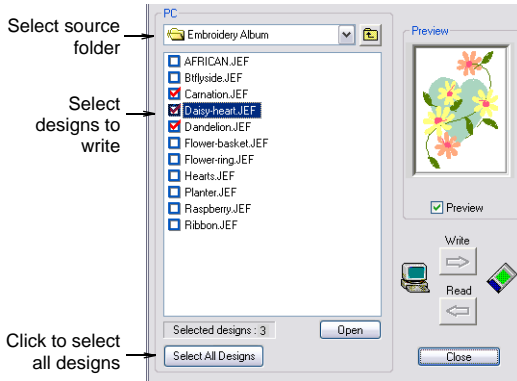
### To write or read multiple designs

- 1 If you haven't already done so, select a MC9700 or lower machine model as your current machine. See [Selecting machine models](#) for details.
- 2 Insert the ATA PC card into the external 'Flash Memory' (ATA PC) reader/writer.



### 3 Select **External Media > Write Designs, Read and Erase**.

The **Write Designs, Read and Erase** dialog opens. The dialog is divided in two sections – source (PC) and destination (ATA PC card).



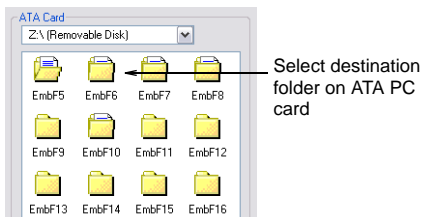
- 4 Select a source folder from the **PC** list.  
Only JEF files are displayed.

- 5 Select the file or files that you want to write.  
The preview panel displays an image of the last selected design.



**Try this!** Click **Select All Designs** to select all designs in the source folder.

- 6 Select a destination folder on the ATA PC card.



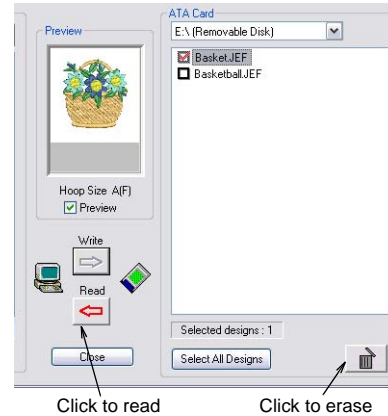
- 7 Click **Write**.  
A confirmation box appears.

- 8 Click **Start**.  
File transfer begins and selected designs are copied to the selected location.



**Note** In the unlikely event that a file exceeds the limits set, it will be split into two or more files.

- 9 Select any files you want to read or erase from the ATA PC card.



- 10 Choose from the available options as required:

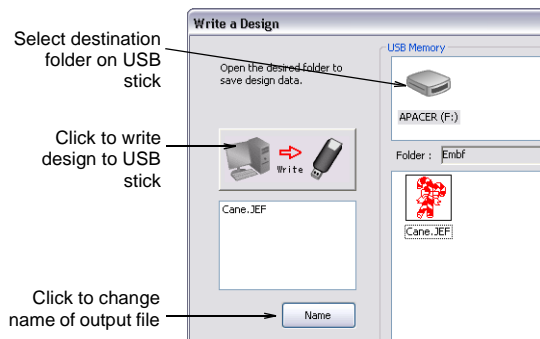
- ♦ Click **Read** to copy files from the machine to the current location folder on your PC.
- ♦ Click **Erase** button to remove selected files from your machine storage location.

## Outputting to MC200E machines

If you have selected an MC200E machine as your current machine, the direct machine connection option is not available to you. These machines have a USB memory stick slot which is used read designs into the machine. After writing your design(s) to the memory stick, simply insert it into the USB port on your machine and read in the design. See [Selecting machine models](#) for details.

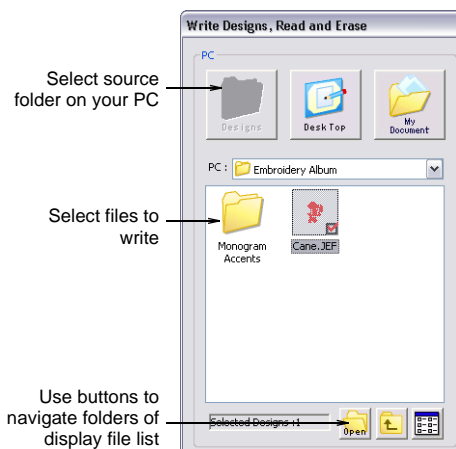
## Writing a design to USB stick

The procedure for writing a single design to USB memory stick is essentially the same as sending a single design file to machine except that you select **External Media > Write a Design**.



## Writing multiple designs to USB stick

The procedure for writing multiple designs to Flash Memory reader/writer is essentially the same as sending multiple design files to machine except that you select **External Media > Write Designs, Read and Erase**.



## Writing to Flash Memory reader/writer

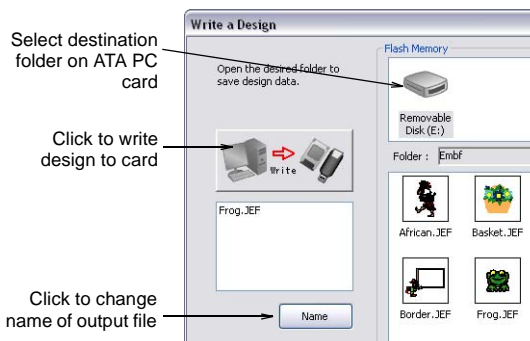


Use Write to Card (Standard toolbar) to send a design to an ATA PC card.

If you are using an external 'Flash Memory' (ATA PC) reader/writer, you can write designs in JEF format directly to card. Make sure the reader/writer is securely plugged into the USB port of your PC. If you are writing to a card intended for use with an MC10000 V2.21 machine model, make sure this is selected as your current machine. After writing your design, simply insert the card into the ATA PC card slot on your machine and read in the design. See also [Selecting machine models](#).

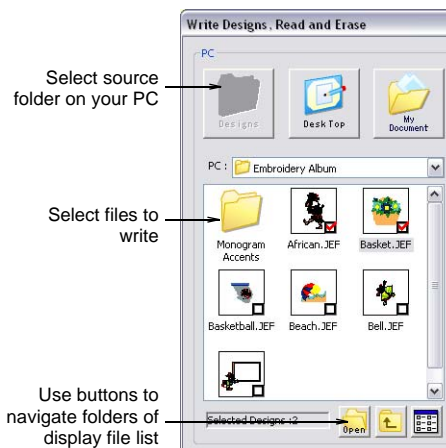
## Writing a design to ATA PC card

The procedure for writing a single design to Flash Memory reader/writer is essentially the same as sending a single design file to machine except that you click the **Write to Card** icon or select **External Media > Write a Design**.



## Writing multiple designs to ATA PC card

The procedure for writing multiple designs to Flash Memory reader/writer is essentially the same as sending multiple design files to machine except that you select **External Media > Write Designs, Read and Erase**.



# Part VI

# APPENDICES, GLOSSARY & INDEX

# Appendix A







## QUICK REFERENCE








Janome DigitizerJr uses toolbars and shortcut keys to provide quick and easy access to common commands. This section provides a list of all keyboard shortcuts available in the software, as well as short descriptions of the tools you will find in the toolbars.

### Tools and toolbars


You can access commands using the toolbar buttons on the toolbars on your design window. To use a tool, simply move the mouse pointer over it, and click with the left mouse button.

#### Standard toolbar






Tool	Description
	Click New to start a new design with the NORMAL template.
	Use Open to open an existing design.
	Use Save to save the current design.
	Use Print to print a design using the current settings.
	Click Print Preview to preview the design printout on screen.
	Click Cut to cut selected objects to the clipboard.

Tool	Description
	Click Copy to copy selected objects to the clipboard.
	Click Paste to paste copied objects in the design.
	Use Send to Machine to send a design to a machine for stitching.
	Use Write to Card to send a design to an ATA card.
	Use Undo to undo a command.
	Use Redo to reapply a command which has been 'undone'.
	Click Stop to cancel the function you are using or cancel all selections in a design.






#### Digitize toolbar

Tool	Description
	Use Click-to-Design to create embroidery designs directly from imported images using default settings.






## Edit toolbar

Tool	Description
	Click Select and click an object to select it. Alternatively, drag a bounding box around the object to select.
	Click Flip Vertically to flip a selected object or design up/down.
	Click Flip Horizontally to flip a selected object or design left/right.
	Click Rotate CCW/CW to rotate a selected object or design by 45° clockwise. Right-click to rotate by 45° counter-clockwise.
	Use Resequence to resequence selected objects by object or color.



## Easy Layout toolbar

Tool	Description
	Use Display Layout Work Area to toggle display of the defined work area.
	Use Define Layout Work Area to access the Easy Layout Work Area dialog.
	Use Copy And Mirror To Corners to automatically create copies of any selected object/s in each corner of the layout work area.
	Use Move To Center to automatically move selected object/s to the center of the work area.
	Use Apply to generate the object/s and stitches of copies created by Easy Layout operations. Pressing the Enter key has the same effect.









## Combine toolbar

Tool	Description
	Use Combine Mode to activate the Combine functions.
	Use Add Hoop to center a new hoop in the design window in an upright orientation.
	Use Delete Hoop to remove selected hoops from the design window.
	Use Calculate Hoopings to evaluate the hoopings that will result from the current hoop layout.
	Click Rotate Hoop with left or right mouse buttons to rotate a selected hoop 45° in either direction.

## Lettering toolbar

Tool	Description
	Click Monogramming to add monograms directly on-screen.
	Use Lettering to add embroidery lettering to designs or edit selected lettering.

## View toolbar

Tool	Description
	Click Zoom In to display a design at twice its current size.
	Click Zoom Out to display a design at half its current size.
	Click Zoom Box to zoom in on a section of a design.
	Click Visualizer to change between normal view and Visualizer view. DigitizerJr only.
	Use Display Images to show and hide backdrops.
	Click Display Grid to hide or show the grid.
	Click Display Hoop to hide or show the hoop.
	Use Slow Redraw to view the stitching and color sequence of a design in slow motion.

## Keyboard shortcuts

### General functions

To	Press
Create a new design	<b>Ctrl</b> + <b>N</b>
Open an existing design	<b>Ctrl</b> + <b>O</b>
Save a design	<b>Ctrl</b> + <b>S</b>
Print a design	<b>Ctrl</b> + <b>P</b>
Exit an application	<b>Alt</b> + <b>F4</b>
Show/hide Color Chart	<b>Ctrl</b> + <b>R</b>
Open Thread Colors	<b>Alt</b> + <b>T</b>
Open Lettering Details	<b>A</b>
Set work area	<b>Ctrl</b> + <b>W</b>

To	Press
Show/hide Resequenece List	<b>[Shift]</b> + <b>[L]</b>
Apply/select Satin	<b>[Shift]</b> + <b>[I]</b>
Apply/select Weave	<b>[Shift]</b> + <b>[M]</b>
Apply/select Run	<b>[Shift]</b> + <b>[N]</b> then press <b>[↩]</b>

### Selection functions

To	Press or Click
Choose Select tool	<b>[O]</b>
Select multiple objects	<b>[Ctrl]</b> + <b>[⌘]</b>
Select a range of objects	<b>[Shift]</b> + <b>[⌘]</b> First and last objects
Select next object	<b>[Tab↗]</b>
Select previous object	<b>[Shift]</b> + <b>[Tab↖]</b>
Add next object to selection	<b>[Ctrl]</b> + <b>[Tab↗]</b>
Add previous object to selection	<b>[Ctrl]</b> + <b>[Shift]</b> + <b>[Tab↖]</b>
Select all objects	<b>[Ctrl]</b> + <b>[A]</b>
Deselect all objects	<b>[Esc]</b> or <b>[X]</b>

### Viewing functions

To	Press
Show/hide images	<b>[D]</b>
Measure a distance on screen	<b>[M]</b>
Show/hide hoop	<b>[Shift]</b> + <b>[H]</b>
Show/hide whole hoop	<b>[/]</b>
Show/hide whole design	<b>[0]</b> (zero)
Show/hide stitches	<b>[S]</b>
Show/hide needle points	<b>[.]</b> (period)
Show/hide connectors	<b>[Shift]</b> + <b>[C]</b>
Show/hide grid	<b>[Shift]</b> + <b>[G]</b>
Show/hide work area	<b>[W]</b>
Redraw the screen	<b>[R]</b> or <b>[F4]</b>
Redraw slowly	<b>[Shift]</b> + <b>[R]</b>
Turn on/off Visualizer	<b>[T]</b>

### Editing functions

To	Press or click
Cut an object	<b>[Ctrl]</b> + <b>[X]</b>
Copy an object	<b>[Ctrl]</b> + <b>[C]</b>

To	Press or click
Paste an object	<b>[Ctrl]</b> + <b>[V]</b>
Duplicate an object	<b>[Ctrl]</b> + <b>[D]</b>
Delete selected objects or last object	<b>[Delete]</b>
Group selected objects	<b>[Ctrl]</b> + <b>[G]</b>
Ungroup selected objects	<b>[Ctrl]</b> + <b>[U]</b>
Lock selected objects	<b>[K]</b>
Unlock selected objects	<b>[Shift]</b> + <b>[K]</b>
Nudge selected object	<b>[⌘]</b> + <b>[↑]</b> <b>[↓]</b> <b>[←]</b> <b>[→]</b>
Undo a command	<b>[Ctrl]</b> + <b>[Z]</b>
Redo a command	<b>[Ctrl]</b> + <b>[Y]</b>
Cancel command	<b>[Esc]</b>

### Travel functions

To travel	Keyb'rd †	Keypad ‡
To start of design	<b>[Home]</b>	<b>[7]</b>
To end of design	<b>[End]</b>	<b>[1]</b>
To next color	<b>[PageDown]</b>	<b>[3]</b>
To previous color	<b>[Page Up]</b>	<b>[9]</b>

† Press Esc first ‡ Num Lock OFF

# Appendix B

## SUPPORTED FILES AND HOOPS

Details are provided here of the embroidery file types, and vector and bitmap formats supported by Janome DigitizerJr as well as supported hoop types.

### Supported embroidery file formats

There are two types of embroidery file formats:

- **Outline files:** Outline or 'condensed' files usually contain digitized shapes and lines, selected stitch types and stitch values and effects.
- **Stitch files:** Stitch files contain only stitches and machine functions and are suited to specific embroidery machines.

See also [Reading and Writing Design Files](#).

### Supported file formats

Janome DigitizerJr supports the following embroidery file formats:

Extension	Format	Read	Write
JAN	Janome Design	●	●
JAN	Digitizer 10000 V2.0	●	●
JAN	DigitizerPro V1.0/V2.0	●	●
JEF	Janome/Elna/Kenmore	●	●
JEF+	Janome/Elna/Kenmore	●	
JMT	Janome template	●	●
SEW	Janome/Elna/Kenmore	●	

Extension	Format	Read	Write
DST	Tajima	●	
EMD	Elna	●	●
HUS	Husqvarna/ Viking	●	
PCS	Pfaff	●	
PEC	Brother	●	
PES	Brother	●	
VIP	Husqvarna/Viking/Pfaff	●	
VP3	Husqvarna/Viking/Pfaff	●	
XXX	Singer	●	

### Supported electronic artwork formats

Artwork can be imported into Janome DigitizerJr in both vector and bitmap formats. Generally speaking, vector images preserve the picture quality when resized, whereas bitmap images cause problems of pixilation and image degradation when enlarged or scaled down. However, any scaling required should be done before importing into DigitizerJr as the importing operation automatically transforms vector images



into bitmaps. See [Digitizing with Artwork](#) for details.

Supported vector formats

Janome DigitizerJr supports the following vector formats:

Extension	Format	Read	Write
EMF	Enhanced Metafile	●	
WMF	Windows Metafile	●	

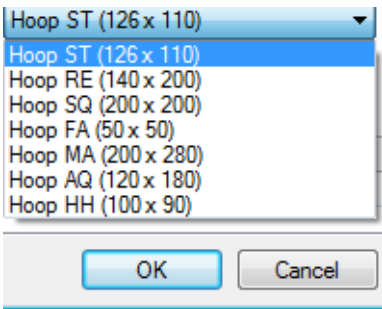
Supported bitmap formats

Janome DigitizerJr supports the following bitmap formats:

Extension	Format	Read	Write
BMP	Windows Bitmap	●	●
JPG	JPEG File Interchange	●	●

Supported hoop types

Janome DigitizerJr supports a variety of hoop types used with the different machine models.



The **Hoop Type** list is automatically filtered according to the selected machine set. Only those hoops supported by the selected machine are available.



**Note** If you attempt to save a design in a hoop size not supported by the machine, Janome DigitizerJr will prompt you to select a different hoop. If you attempt to send a design to machine with a hoop not supported by the machine, you will be prompted to select a different hoop. See also [Saving designs for machine](#).

## Appendix C

# PACKAGED FONTS

The table below includes all fonts that are standard with your Janome DigitizerJr software. For best results when stitching, do not exceed the recommended maximum or minimum sizes. Recommended maximum and minimum heights refer to UPPER CASE letters. Some lower case letters – e.g. **a** and **c** – are about 70% the height of a capital letter. Thus you may need to make these characters larger than the recommended minimum.

You can create special characters in each font by holding down the **Alt** key on your keyboard and typing **0** (zero), its code, using the numbers on the keypad. For example, to type **ê** with the code **234**, type **Alt + 0234**. The accented letter will appear when you release the **Alt** key. Note that not all characters are available in all fonts. See also [Adding special characters](#).

Standard fonts

Font	Sample	Recommended Sizes			
		Min		Max	
		in.	mm	in.	mm
Bauhaus	ABCDEF abcdef 0123456789	0.4	10	2.0	50
Block1	ABCDEF abcdef 0123456789	0.27	7	1.8	45
Brush	<i>ABCDEF abcdef</i> <i>0123456789</i>	0.32	8	2.0	50
First Grade	ABCDEF abcdef 0123456789	0.5	12	1.15	30
Galant	ABCDEF abcdef 0123456789	0.5	13	2.0	50
Heisei Kaisho	平成楷書 あいうえおアイウエオ	0.32	8	2.7	70
Hollowblock	ABCDEF !"\$%&' ÆÇÈÌÑ	0.4	10	2.4	60
Japanese Kaisho	光公功効勾厚口后向坑 垢好孔孝宏工巧幸広庚	0.32	8	2.7	70
Jupiter	ABCDEF 0123456789	0.25	6	1.2	30

Font	Sample	Recommended Sizes			
		Min		Max	
		in.	mm	in.	mm
Old English	ABCDEFGHIJ abcdef 0123456789	0.3	8	2.0	50
Script 1	ABCDEFGHIJ abcdef 0123456789	0.5	13	3.0	75
Typist	ABCDEFGHIJ abcdef 0123456789	0.5	13	2.0	50

## Monogramming fonts

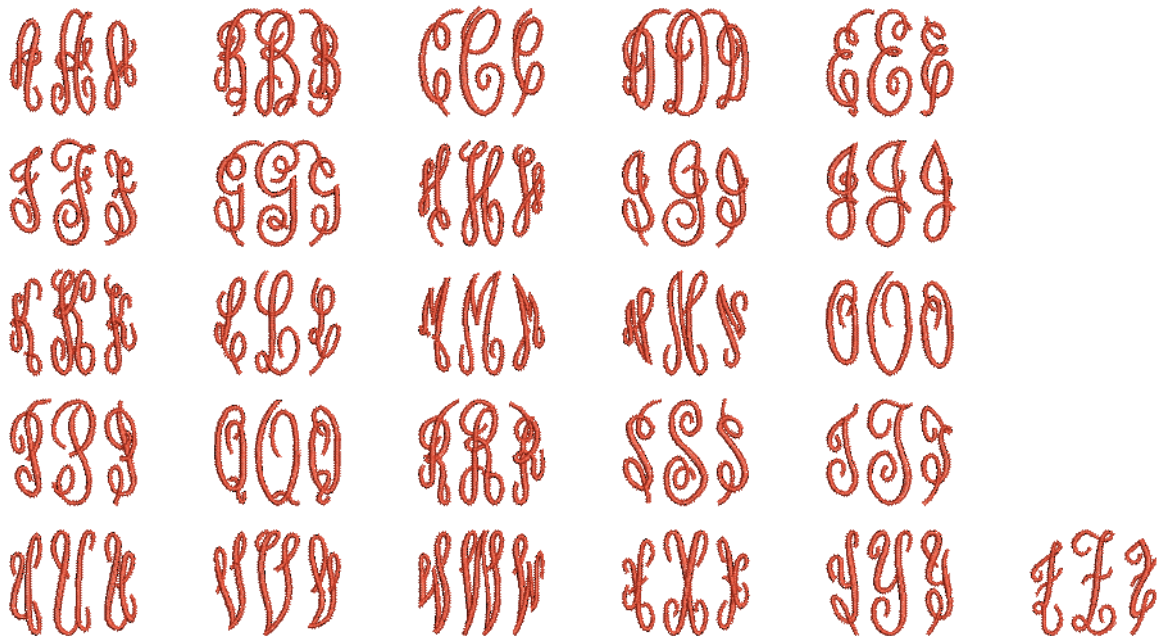
Janome DigitizerJr contains four Monogram Alphabets – Fancy Monogram, Octagon Monogram, Point Monogram and Seal Monogram. Monogram alphabets provide three sets of the upper-case alpha characters. The first, known as the ‘left set’, is designed to appear on the left side of a monogram. The second, or ‘middle set’, is designed for the middle position(s) of a monogram. The ‘right set’ is designed to appear on the right side of a monogram. Each set is mapped to a specific set of character equivalents in the alphabet.

Letter	A	B	C	D	E	F	G	H	I	J	K	L	M
Left	!	“	#	\$	%	&	‘	(	)	*	+	,	-
Middle	A	B	C	D	E	F	G	H	I	J	K	L	M
Right	a	b	c	d	e	f	g	h	i	j	k	l	m

Letter	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Left	.	/	0	1	2	3	4	5	6	7	8	9	:
Middle	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Right	n	o	p	q	r	s	t	u	v	w	x	y	z

Fancy Monogram

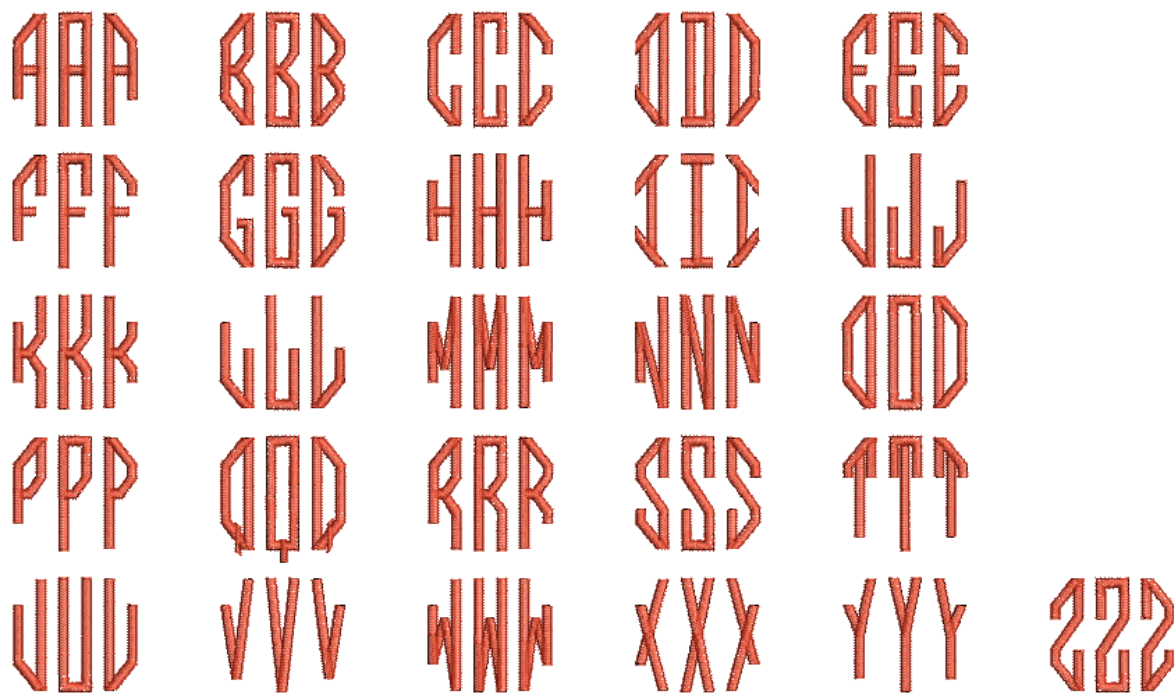
Fancy Monogram is a special monogramming alphabet using three sets of the upper-case alpha characters.



Alphabet contains	Left, Center and Right letters for 3-letter monogram. Use symbols for the left letter, upper case for the center letter, and lower case for the right letter.		
Colors	1 color		
Stitching	Satin		
Recommended height	Minimum	1.0 in	25 mm
	Maximum	4.0 in	100 mm

Octagon Monogram

Octagon Monogram is a special monogramming alphabet using three sets of the upper-case alpha characters.

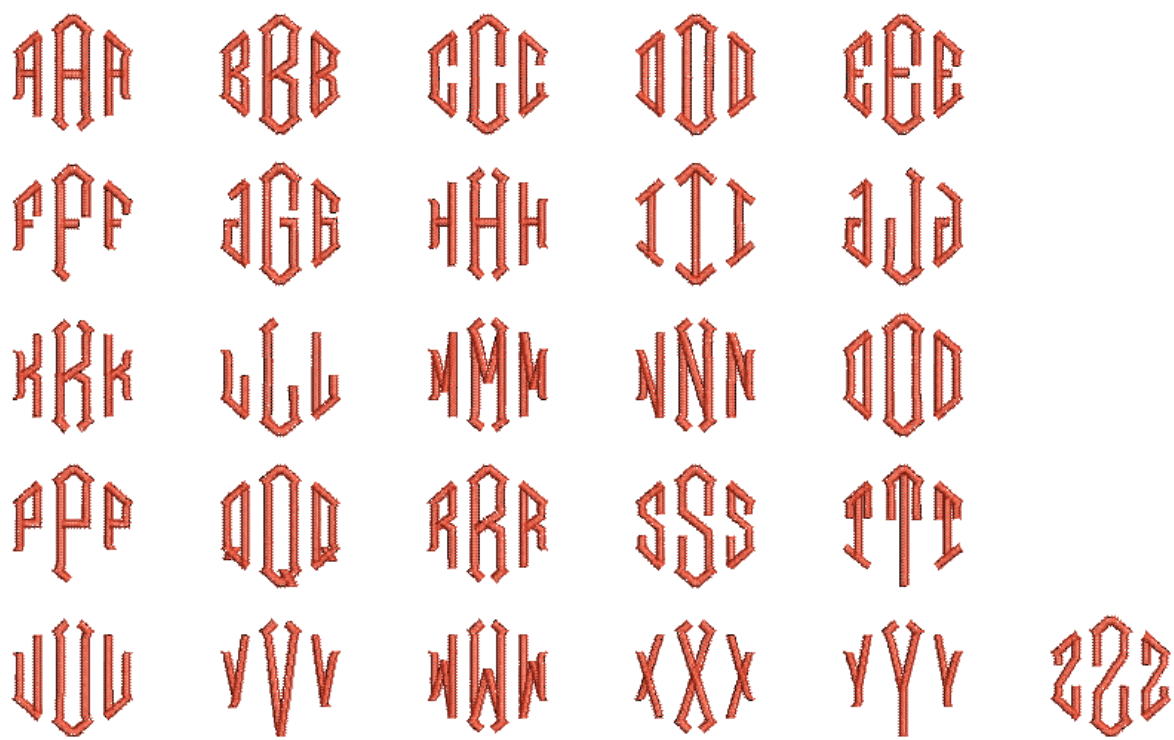


Alphabet contains	Left, Center and Right letters for 3-letter monogram. Use symbols for the left letter, upper case for the center letter, and lower case for the right letter.		
Colors	1 color		
Stitching	Satin		
Recommended height	Minimum	0.7 in	18 mm
	Maximum	4.0 in	100 mm



### Point Monogram

Point Monogram is a special monogramming alphabet using three sets of the upper-case alpha characters.



Alphabet contains	Left, Center and Right letters for 3-letter monogram. Use symbols for the left letter, upper case for the center letter, and lower case for the right letter.		
Colors	1 color		
Stitching	Satin		
Recommended height	Minimum	0.7 in	18 mm
	Maximum	4.0 in	100 mm

### Seal Monogram

Seal Monogram is a special monogramming alphabet using three sets of the upper-case alpha characters.



Alphabet contains	Left, Center and Right letters for 3-letter monogram. Use symbols for the left letter, upper case for the center letter, and lower case for the right letter.		
Colors	1 color		
Stitching	Satin		
Recommended height	Minimum	0.7 in	18 mm
	Maximum	4.0 in	100 mm

# Appendix D

## TROUBLESHOOTING

This section provides help for solving problems in Janome DigitizerJr. It includes procedures for checking your system's requirements and settings, reverting to original values, and testing disks and connections. It also lists causes for common error messages and problems.

### Solving problems in Janome DigitizerJr

---

If you encounter a problem, refer to the following references for help:

- ♦ Janome DigitizerJr User Manual – select Help > Online Manual (or printed version)
- ♦ Janome DigitizerJr Online Help – select Help > Help Topics
- ♦ Windows Online Help – select Start > Help
- ♦ Windows manual
- ♦ Documentation supplied with your hardware.

#### Getting help

If you are unable to solve a problem, you should contact your Janome DigitizerJr reseller. Before seeking help, check that your PC meets the system requirements, and check the [Security device messages](#) in this chapter.

#### Checking CPU/RAM specifications

Check your CPU and RAM specifications, and the version of Windows you are running to ensure they meet Janome DigitizerJr requirements. See [Minimum requirements for Janome DigitizerJr](#) for details.

---

#### To check CPU/RAM specifications

- 1 On the Windows desktop, right-click the **My Computer** icon and select **Properties**.  
The **System Properties > General** dialog opens.
- 2 Check the Windows version, the CPU and the amount of RAM.

#### Checking your hard disk space

Check that your hard disk has enough space to run Janome DigitizerJr effectively. See [Checking CPU/RAM specifications](#) for details.

---

#### To check your hard disk space

- 1 Double-click the **My Computer** icon on your Windows Desktop.  
The **My Computer** window opens.
- 2 Right-click the hard-disk drive icon (usually C:) and select **Properties**.  
The **Properties > General** dialog opens.  
This tab shows the hard-disk capacity as well as any free space. This must be greater than 100 MB or 10% of your total hard drive space, whichever is the greater amount.

## Unrecoverable errors

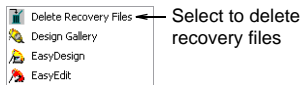
Problem	The system fails and displays 'unrecoverable' error.
Cause	The design you tried to open is corrupt.
Suggestion	Delete any files in the C:\Program Files\Janome\Digitizer\Recover folder using Windows Explorer.

### Delete recovery files

On rare occasions when Janome DigitizerJr crashes, it may cause files to corrupt. This may destabilize the program when you next try to run it. Use the **Delete Recovery Files** option in the **Start > Programs** menu. This allows you to delete corrupt files.

#### To delete recovery files

- 1 Close DigitizerJr.
- 2 On the Windows taskbar, click the **Start** button and select **Programs > JANOME DigitizerPro > Delete Recovery Files**.



The **Purge Recovery and Backup Directories** dialog opens.



**Try this!** To delete backup files as well, select **Delete Backup** files.

- 3 Click OK.  
If some files cannot be deleted, a message will display. Using Windows Explorer, delete any remaining files from the C:\Program Files\Janome\Digitizer\Recover and C:\Program Files\Janome\Digitizer\Backup folders.

## Security device messages

This section describes the messages related to the security device. Most security device messages are caused by incorrect connection, access codes,

interference or conflict from another hardware device on the PC. To prevent security device errors, enter all access codes as soon as you receive them. If you skip any access codes, features may become unavailable, or Janome DigitizerJr may stop working altogether.



**Try this!** After entering new codes, exit Janome DigitizerJr and then restart.

### Security device not found (dongle)

Message	Security device not found
Cause	Software is unable to detect dongle or there is a conflict with another device on your PC.
Suggestion	Log on to the Janome Website and download the latest dongle driver and install. If this does not solve the problem, the dongle maybe faulty. Please contact your Janome reseller for further assistance.

### Design dimensions

Problem	Dimensions of design are incorrect.
Cause	If the design's dimensions are too large or too small, the system units of measurement may be set incorrectly. The units of measurement are set in Windows Regional settings.
Suggestion	Change the units of measurement in Windows. Select Start > Settings > Control Panel > Regional Settings.

### Colors change in Visualizer

Problem	When the design is displayed in Visualizer the color of some of the objects change.
Cause	In Visualizer, the colors are limited to those available on the embroidery machine. If your design has more colors than are available on your machine, the colors will 'wrap around' back to color 1.
Suggestion	Switch to normal view to see the actual colors of your design.

## Missing toolbar buttons

Problem	Buttons missing from toolbars
Cause	Screen resolution is set too low.
Suggestion	Change the screen resolution to 1024x768 or higher.

## Control points missing

Problem	The control points on selected objects are missing in systems updated to V3.0 from a previous version. This problem may be accompanied by 'Exception Access Violation Error' messages followed by a system crash.
Cause	This problem is related to the video card and occurs more on newer and 3D video cards than older ones.
Suggestion	<p>Download and install the latest software driver from the video card manufacturer's Internet website. These are normally free from the provider. Some websites to try include:</p> <ul style="list-style-type: none"> <li>♦ <a href="http://www.nvidia.com/">http://www.nvidia.com/</a></li> <li>♦ <a href="http://www.ati.com/">http://www.ati.com/</a></li> <li>♦ <a href="http://www.s3.com/">http://www.s3.com/</a></li> <li>♦ <a href="http://www.matrox.com/">http://www.matrox.com/</a></li> <li>♦ <a href="http://www.trid.com/">http://www.trid.com/</a></li> <li>♦ <a href="http://www.tseng.com/">http://www.tseng.com/</a></li> <li>♦ <a href="http://www.diamondmm.com/">http://www.diamondmm.com/</a></li> <li>♦ <a href="http://www.sis.com/">http://www.sis.com/</a></li> <li>♦ <a href="http://www.cirrus.com/">http://www.cirrus.com/</a></li> </ul> <p>Other sites that provide drivers or links to other sites are:</p> <ul style="list-style-type: none"> <li>♦ <a href="http://www.download.com/">http://www.download.com/</a></li> <li>♦ <a href="http://www.tucows.com/">http://www.tucows.com/</a></li> <li>♦ <a href="http://www.windrivers.com/">http://www.windrivers.com/</a></li> </ul>

## Problem recovering design files from backup folder

Problem	You can't see the backup design – e.g. DesignName.BAK – in the backup folder.
---------	---

Cause	If you have the Janome DigitizerJr 'Auto Save' option enabled, backups of JAN design files will be saved to the C:\Program Files\Janome\Digitizer\Backup folder. This is a basic way of backing up your files.
Suggestion	<p>Start Windows Explorer and browse to the C:\Program Files\Janome\Digitizer\Backup folder. Select the file and select File &gt; Rename. Change the file extension to JAN – e.g. DesignName.JAN – and press Enter. Move the JAN file to your C:\Embroidery Album folder. You can now open the file normally in Janome DigitizerJr.</p> <p>Note: If you cannot see the file extension BAK, you need to change your view settings in Windows Explorer.</p>

## Problem recovering design files from recover folder

Problem	You want to use recovery files.
Cause	Your software crashes due to a hardware or software failure, recovery files usually created.
Suggestion	<p>Start Janome DigitizerJr.</p> <p>Select File &gt; Open from the top of your Janome DigitizerJr screen.</p> <p>Navigate to the C:\Program Files\Janome\Digitizer\Recover directory, using the Look in: dropdown menu.</p> <p>Select All Files (*.*) from the Files of type: dropdown menu.</p> <p>Select and open the recovery file you want from the list – it will have EMA as the last part of its name – and check that it is the one you want.</p> <p>Re-name it with the JAN extension in the C:\Embroidery Album folder (or another of your choice).</p>

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