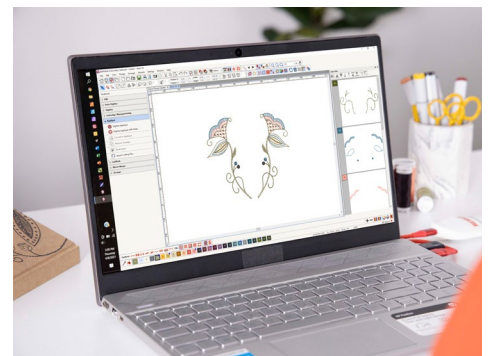
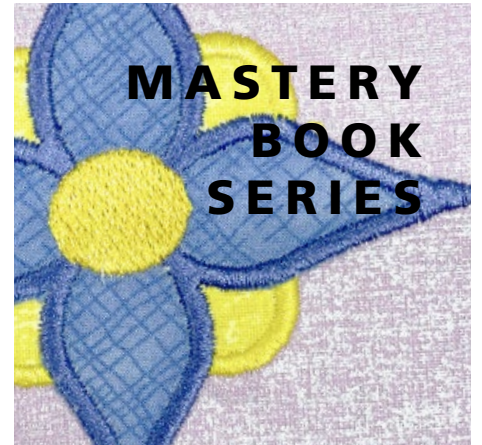


MY BERNINA



BERNINA EMBROIDERY SOFTWARE 9 Creator Workbook

made to create **BERNINA**

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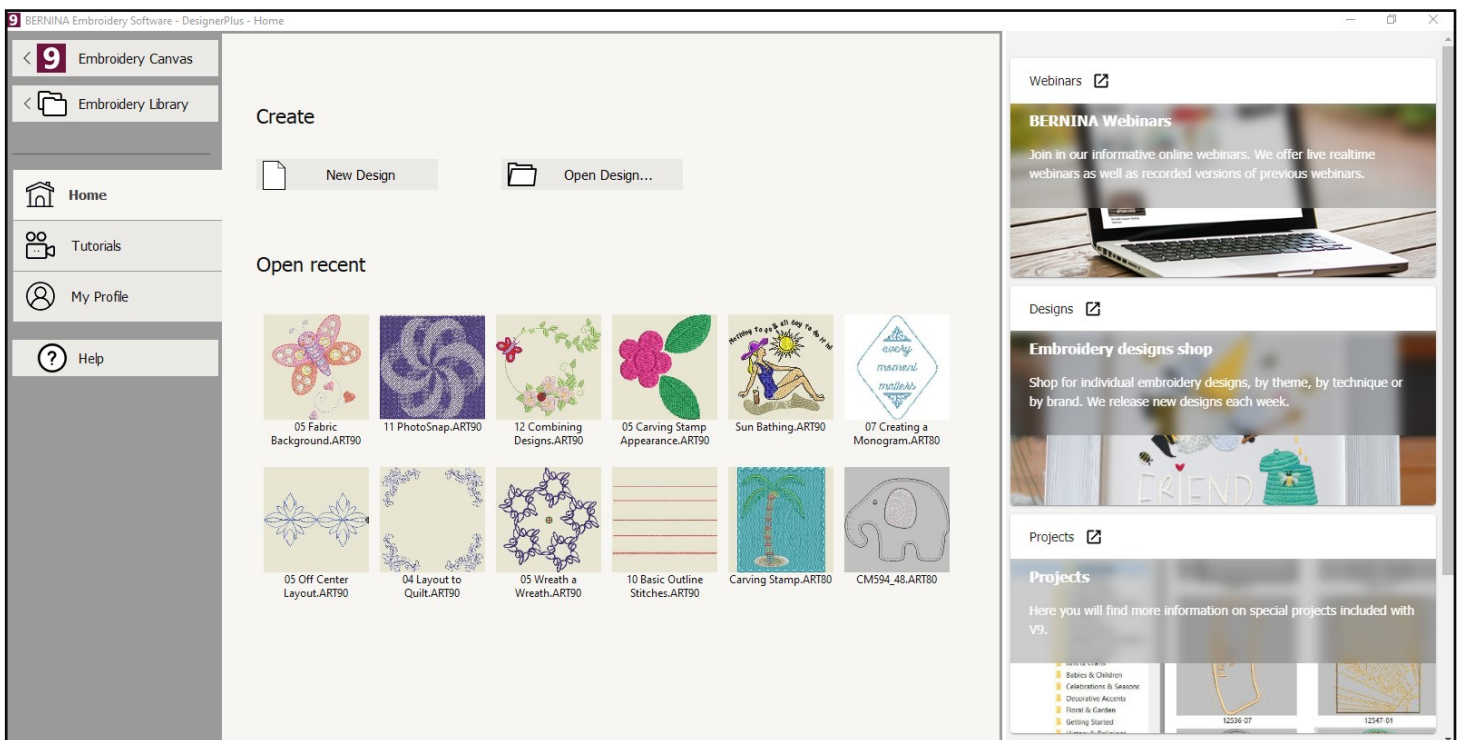
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Introduction to Software Screen

HOME SCREEN:

The software opens to a Home Screen and you can choose where you wish to navigate from this screen.

- **EMBROIDERY CANVAS** takes you to the Embroidery Canvas where you can choose to open a design, insert a design, add lettering, or begin digitizing.
- **EMBROIDERY LIBRARY** takes you to BERNINA's file management system where you can select a design from the library, search for a design, convert a design to another format and much more.
- **TUTORIALS** will show a listing of tutorials that link to YouTube instructional videos. Select Tutorials; then click on Featured Tutorials to view the software videos.
- **HELP** will open the BERNINA Embroidery Software 9 Help Menu. You must be online to view this.
- On the right, you will find links to projects, Embroidery Online, and BERNINA webinars. Scroll to find a link to the BERNINA Blog.



LEVELS OF SOFTWARE

BERNINA Embroidery Software 9 has two levels; Creator and DesignerPlus. Creator is an all-in-one creative package for creating lettering and monogramming. In addition, Creator has automatic methods of converting artwork into stitches. This level also has some manual digitizing tools and basic applique.

BERNINA Embroidery Software DesignerPlus level has all the tools and features of the Creator level plus more fonts, more stitches, creative effects, and all the manual digitizing tools.

TOUR OF SCREEN

GENERAL INFORMATION

The next few pages contain information about the Embroidery Canvas screen and the icons you will find on the screen. These pages can help you learn about the icons and what they do.

- Resting your cursor on an icon will display the name of the icon.
- After resting your cursor on an icon, pressing F1 (or FN + F1 on some computers) will open an appropriate page of the Help Menu when you are online.
- If you wish show tool names at all times, click on Options> General Tab. Place a check mark by Show Tool Names and click OK.
- The name of the icon will be placed under each of the icons on the Embroidery Screen.
- When you add icon names, some of the icons will be hidden.
- To show the hidden icons, click on drop-down arrow at the end of the toolbar. All icons that are hidden in that row will be shown in a drop-down bar.



SCREEN DISPLAY

Title Bar:

This bar will display the name and level of the software.

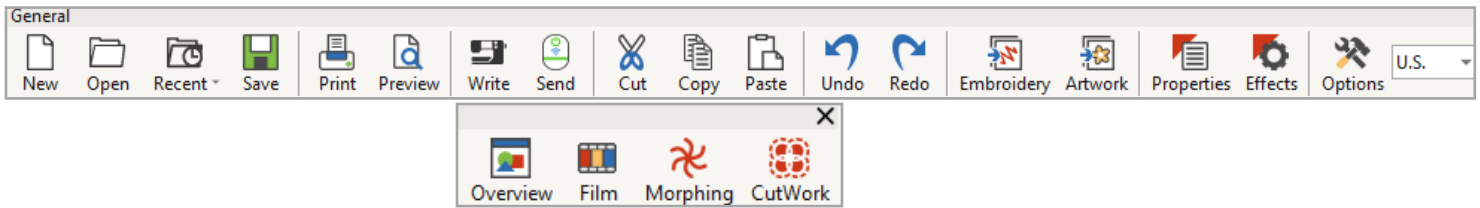
Menu Bar:

This has pull-down menus to access various software features. Many of the features also have corresponding short-cut icons.

Canvas Toolbar:

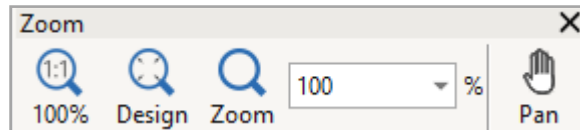
This toolbar toggles between Embroidery Canvas and Embroidery Library. The Embroidery Library is a design management system that is part of the software.

General Toolbar



The General Toolbar contains basic Windows tools, such as Cut, Copy, Paste; as well as icons that launch special dialog boxes and docker dialog boxes within the software.

Zoom Toolbar:



The Zoom Toolbar will change the zoom level on screen and the Pan icon can be used to move the design on the screen without changing the zoom level. You can select the Zoom icon and left click on the design screen to zoom in, right click on the design screen to zoom out, or click and drag a box around an object to zoom in on that object. You can use the Zoom 1:1 icon to zoom to actual size and the Zoom to Fit icon to zoom so the design is as large as it can be on the screen.

Additionally, you can zoom to the selected object, zoom to fit the screen, or zoom to the hoop. In order to zoom to a hoop, a hoop must be visible on the screen. To zoom to a selected object, an object must be selected.

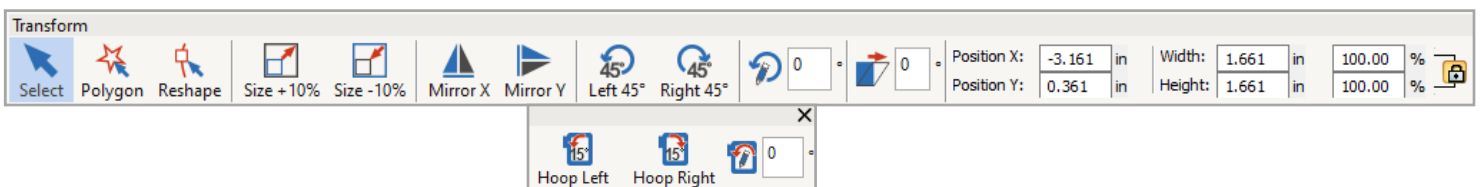
A quick way to zoom to selected is to right click on an object and select Zoom to Selected.

Travel Toolbar:



The Travel Toolbar lets you travel through a design object by object, color by color, or to the start or end.

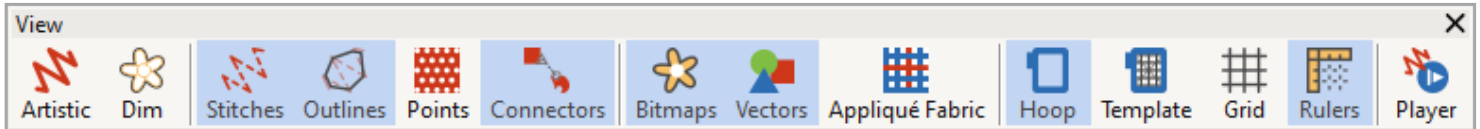
Transform Toolbar



This toolbar is used in editing your design. There are icons to resize, mirror, rotate, skew designs and change their positions. The last section of this toolbar lets you rotate the hoop by 15 degrees or by a specified amount. The hoop must be displayed on the screen to activate these icons.

Tour of Screen

View Tool Bar:



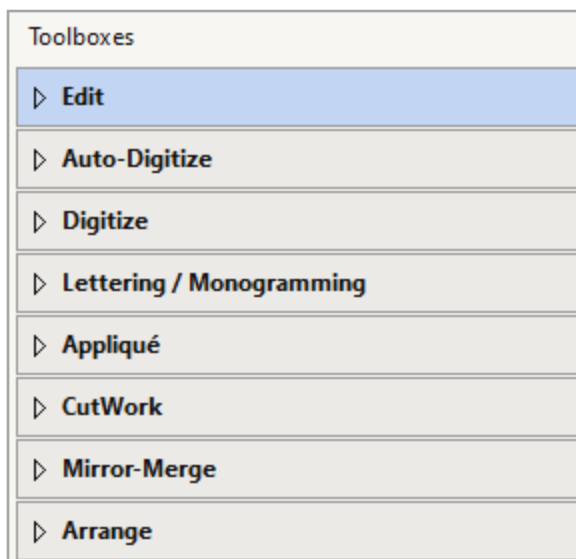
The View Toolbar contains icons to change your view on the design screen. Blue highlighted objects are active icons.

Toolboxes:

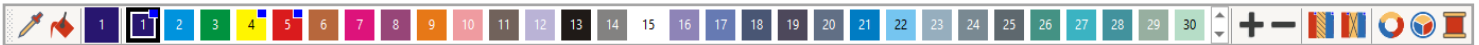
On the left of the screen, there are toolboxes. By clicking on the title bar of the toolbox, the icons grouped in that toolbox will appear.

When a toolbox is opened, a scroll bar on the right side of the toolbox area lets you scroll to other toolboxes.

Icons that are grayed out are not activated until something is selected. They will remain grayed out if they cannot be used on the selected item.



Color Toolbar:



The Color Palette Toolbar is below the design screen.

Available colors from your default palette are shown when you open a new blank design. If you open a design, rather than insert a design, only colors used in the design are shown. The colors used in the design are designated by a blue box in the upper right-hand corner of the color chip.



With the Pick Color icon, you can select a color by clicking on a color that is part of the design. The symbol changes into a paint bucket icon and you can change another object to the selected color by clicking on the new object.



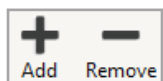
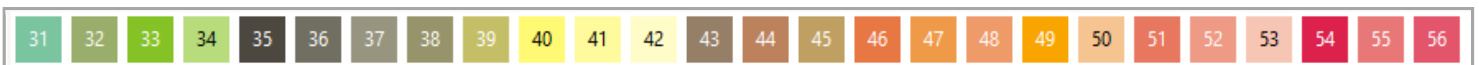
The Apply Current Color icon allows you to change a color in the design to the color currently selected in the palette. The Current Color is shown in the color chip just to the right of Apply Current Color icon.



The Current Color is shown after Apply Current Color. This shows the color that will be applied to a digitized object. It is also highlighted by a black outline around the color chip in the Color Toolbar.



The scroll arrows at the end of the toolbar will show additional colors. There are 56 default colors in the BERNINA color palette, which is the default color palette.



Add colors to the palette by clicking on the plus sign; delete the last color in the palette by clicking on the minus sign.



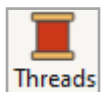
Hide the unused colors by clicking on Hide Unused Colors. Bring colors back by clicking on the icon again. Remove Unused Colors removes color chips from the palette. You can bring the colors back by clicking Undo.



Cycle Used Colors, at the end of the Palette, assigns the colors used in the design to different objects in the design.

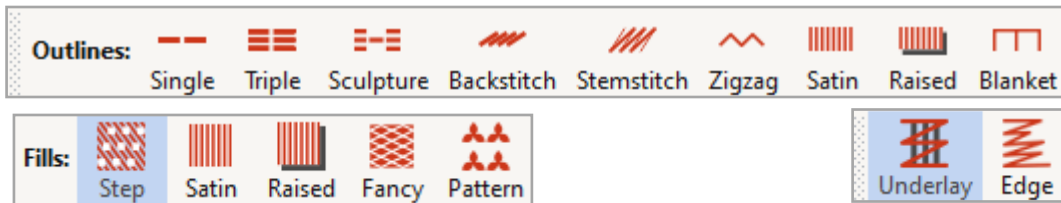


Color Wheel will change the color of individual parts of a design or the design in total to new colors.



A left click on Threads/Thread Colors will open the Threads Docker while a right click will open the Design Properties dialog box, Thread Colors tab.

Stitch Bar: At the bottom of the screen, you will find a selection of stitch types. There are outlines, fills, and effects.

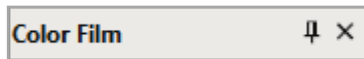


Docker Tabs & Icons:



There are Docker tabs on the right side of the screen. The number of tabs will be determined by which dockers you have activated. Many of the dockers are opened by icons in the General Toolbar; some are activated by icons in the Toolboxes.

Rest your mouse or stylus on one of the tabs to display the docker dialog box.



Dockers will be hidden and shown as tabs if the Auto Hide (thumbtack icon) is turned on its side. The Dockers will remain open if the Auto Hide icon is in an upright position.

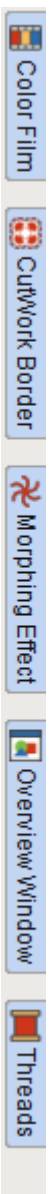
To close the docker, click on the X in the upper right-hand corner of the title bar. To reopen, click on the corresponding icon in the General Toolbar.

Docker dialog boxes can be moved to any position on the screen by clicking on the title bar of the dialog box and dragging it to another position. This can only be done if the Auto Hide icon is in an upright position. To re-dock the dialog box, double click on the title bar.











Status Bar:















The Status bar is located at the bottom of your screen. The left side of the status bar will give you information about the next step in the process for your selected icon, if appropriate.







On the right side of the status bar, you will see information about the design; including size, location, number of stitches, type of fabric (if one has been selected) and design grade (indicating the editing capabilities of the design).





Toolbox Icons







Edit	
	Add Stitch Angles
	Remove Stitch Angles
	Branching
	Apply Closest Join
	Outlines and Offsets
	Break Apart
	Remove Overlaps
	Weld
	Knife
	Stitch Edit









Auto-Digitize	
	Insert Artwork
	Crop Background
	Adjust Bitmap
	Touch Up Bitmap
	Color PhotoStitch
	PhotoSnap
	Prepare Bitmap
	Auto-Digitize
	Instant Auto-Digitize
	Magic Wand
	Magic Wand Block Digitizing
	Magic Wand Fill without Holes
	Magic Wand Centerline
	Color Matching Method







Digitize	
	Open Object
	Closed Object
	Ellipse
	Rectangle
	Buttonhole
	Buttonholes














Lettering / Monogramming	
	Lettering
	Monogramming

Toolbox Icons

▲ Appliqué	
	Digitize Appliqué
	Digitize Appliqué with Holes
	Convert to Appliqué
	Remove Overlaps
	Break Apart
	Export Cutting File...

▲ CutWork	
	Add CutWork Border
	Digitize Open Cut
	Digitize Closed Cut
	Digitize Piece
	Digitize Hole
	Convert to CutWork Border
	Combine Selected
	Un-combine

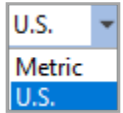
▲ Mirror-Merge	
	Mirror Copy Horizontal
	Mirror Copy Vertical
	Mirror Copy Horizontal & Vertical
	Array
	Reflect
	Wreath

▲ Arrange	
	Group
	Ungroup
	Lock
	Unlock All
	Align Left
	Align Centers Vertically
	Align Right
	Align Top
	Align Centers Horizontally
	Align Bottom
	Align Centers
	Space Evenly Across
	Space Evenly Down

Software Basics

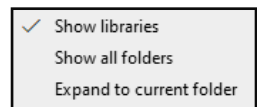
SETTING THE MEASUREMENT SYSTEM

- You may choose U.S. or Metric Measurement System in the software.
- In the middle of the top tool bar, there is a drop down arrow next to the Options icon that will switch between the type of measurements, regardless of what is set in your Control Panel.
- Simply click on the arrow and choose the measurement unit you wish to use.
- While working in the software, if you enter either “mm” or the inch symbol (“”) or “in” in a value box, the measurement will automatically be calculated for the corresponding measurement in the other system.
- Stitch settings that relate to your embroidery machine (stitch length and stitch width for example) will usually remain in metric even if you have chosen inches, but design measurements (size of design and height of letters for example) will change based on what system you have chosen.

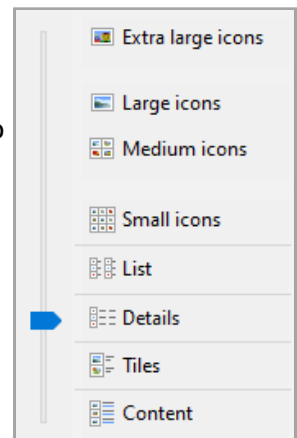


FINDING DESIGNS

- After clicking on Insert Designs or Open designs, a dialog box will open.
- To locate the folder of BERNINA 9 Embroidery designs, follow this file path: *This PC: C drive> Users> Public> Public Embroidery> BERNINA 9 Embroidery.*
- You may also find embroidery designs in Windows Libraries. Libraries are activated in Windows Explorer by right clicking in an empty white space in the left side of Windows Explorer. Place a check mark by Show Libraries. After Libraries is shown, you will find built-in designs under Libraries> Embroidery> Public Embroidery> BERNINA 9 Embroidery.



- All BERNINA Embroidery Files are organized in folders. Once you navigate to the folder to find the design, double click on the folder to open the folder; then double click on the design you wish to open or insert. As an alternative, You can also select a folder or file; then click on Open.



- You can change the view of the way the files are viewed, by clicking on the options arrow and selecting how you wish to view the files (see image at right for options).

OPEN vs INSERT

You may open or you may insert designs into the Embroidery Canvas. It is usually best to insert designs so that you don't accidentally save over a built-in design.



- Insert Embroidery is found in the middle of the top row of icons.
- Inserted designs are grouped by default. Having designs grouped makes it easier to move designs without danger of dragging only a part of design away from the design.
- TIP: If you wish to select a part of a design for editing, hold down the Alt key and click on the part you wish to select.

SENDING A DESIGN TO THE MACHINE



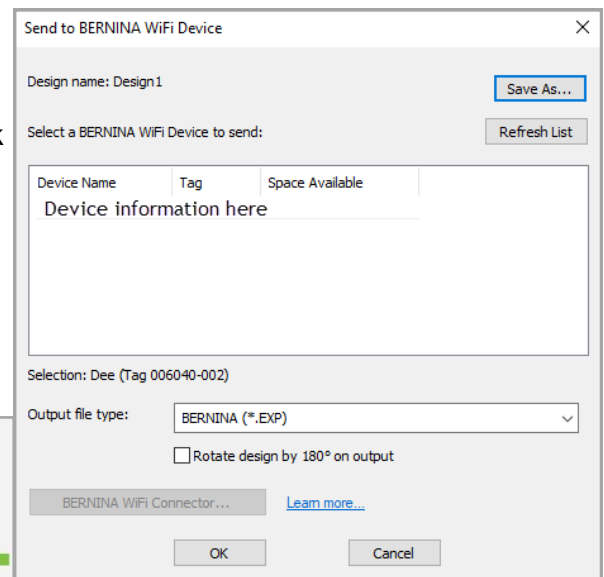
- To send a design to the machine, click on the Write to Card/Machine icon or select File> Write to Card/Machine.
- The Device Selection dialog box will open.
- Choose your method of exporting the design.
 - Select the EXP option for sending the design to a USB stick for machines that read EXP format. (All BERNINA machines will read EXP except those listed below). Also use this option for the bernette machines, b 70 and b 79.
 - Select the Deco button if you are sending the design to a Deco 330, 340, or a bernette Chicago. Trim information is not sent to these machines.
 - Select the serial port button if you are sending the design to an artista 165, 170, 180, or 185. Trim information is not sent to these machines. A serial to USB cable is required for these machines.
 - Select the ART USB if you are sending the design to a 200 or 730. You must send an ART40 if you use the ART option. These machines also read EXP format, so the first option can be used as well.
- If you are connected to a BERNINA Embroidery machine, you will have additional options for sending the design to the machine to stitch out without saving (the needle icon) or saving the design in the machine's memory (the file folder and machine icon). The direct connect option to stitch without saving must be used for the aurora 430, 440, or 450. Trims are not sent to these machines.
- To close the dialog box without sending a design, click on the X in the upper right hand corner.



SENDING A DESIGN VIA WiFi DEVICE



- After setting up the BERNINA WiFi Device (see Quick Start Guide), you may also choose to send a design via WiFi to USB-enabled embroidery machines.
- Turn on the BERNINA WiFi Device by double clicking on the WiFi Connector desktop icon. This must be up and running on only one computer on the network.
- A separate BERNINA WiFi Device is needed for each embroidery machine on the network.
- Plug the WiFi Device into your target machine and power the machine. It is best to keep the device plugged into the machine after it is set up to minimize start-up time.
- Make sure the device is in ready mode, with all lights on.
- Open the design in BERNINA Embroidery Software 9 Embroidery Canvas.
- Click on Send to BERNINA WiFi Device.
- The Send to BERNINA WiFi Device dialog box will open.
- Click OK.
- You will receive a message that the design has been sent; click OK.
- You may also send a design from the Embroidery Library.
- Only one design can be sent to the device at a time.

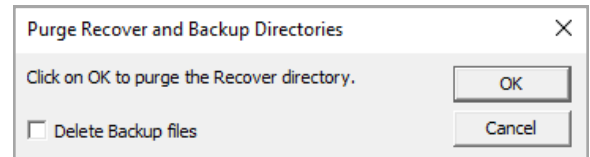


Note: If you have not saved the design on your computer, you will first be prompted to save the design before sending it via WiFi Device.

GOOD SOFTWARE HABITS

When you work in the software, it is a good idea to end your session with deleting the back-up files that are saved in the background while you are working in the software. Once a file is saved, there is no need to keep these back-up files.

- In the Search box for your computer, type, Purge.
- Click on the Purge Recovery App.
- In the dialog box, place a check mark in front of Delete Backup Files.
- Click OK.
- A dialog box will appear saying that the files have been successfully deleted. Click OK.
- This will help keep your computer clean of unnecessary files.

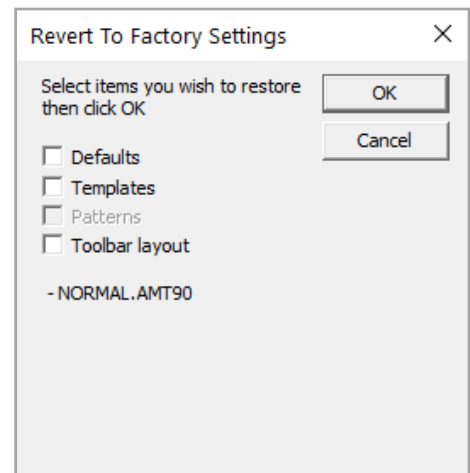


You will want to do this after working a few hours in the software or after a software crash. You can do this process when the software is open or when it is closed.

RESTORING TOOLBARS

If at any time you lose, move, or otherwise misplace a toolbar, close the software and go to Start> Programs> BERNINA Embroidery Software 9. Click on the drop-down arrow and select Revert.

This opens a display and you can place a check mark by Toolbar layout and click OK to restore the default layout.



REVERTING TO DEFAULTS

To restore your software to factory defaults, navigate to this same Revert to Factory Settings dialog box. Check Defaults and Templates; then click OK. Your software screen will be restored as it was when you first installed the software. None of your saved files are affected when you do this, but you will need to re-enter your email and password to open the software.

RELEASING A LICENSE

An Internet connections is required to sign in to authenticate BERNINA V9, to receive software updates, and to access online content. You can use the software offline provided you connect to the Internet at least once every 30 days to validate your software license.

Your software Product Key allows your system to be uniquely identified. You will be prompted to enter the product key to register and activate the software after installation. Keep the product key in a safe and secure place. Take a picture of it with your smart phone.

Each licensed copy is for a single user. You can install the product on up to three devices. All devices must use the same user login details (email address and password). If you need to release a license from one of your computers to install it on another computer, you must first release the license from your current computer. This is done through the file menu (File> Sign Out and Release License) or through the Home Page (My Profile> Active Sessions> End Session).

Lettering Basics

Note: Click means left click; Right click is specified.

Open a Blank Design File

- Open BERNINA Embroidery Software 9 by double clicking on the desktop icon. Switch to Embroidery Canvas.
- Select File/Save As.
- Navigate to the desired location to save the file.
- Name the file, Lettering Basics and click on Save.



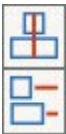
Adding Lettering

- In the Lettering/ Monogramming Toolbox, click on the Lettering icon.
- Click in the center of the screen; type the word BERNINA.
- Press Enter on the keyboard to generate the lettering.
- While the lettering is selected, double click on the lettering to open the Object Properties dialog box.
 - ◆ Select the Ketchikan alphabet from the drop-down choices in the Font field.
 - ◆ Enter .5 inches in the height field.
 - ◆ Press OK to confirm changes and close the dialog box.
- While the lettering is selected, right click and drag to make a quick clone.
- Repeat until there are four sets of lettering.
- Right click on Show Hoop.
 - ◆ For the machine, choose BERNINA 8 series.
 - ◆ From the Hoop choices, choose the Large Oval Hoop, 255 x 145.
 - ◆ Choose the #26 foot.
 - ◆ Make sure there is a check mark in front of Show Hoop.
 - ◆ Click OK.
- Move the top set of letters toward the top of the hoop and the bottom set toward the bottom of the hoop by clicking and dragging on the words.



Alignment & Spacing of Objects

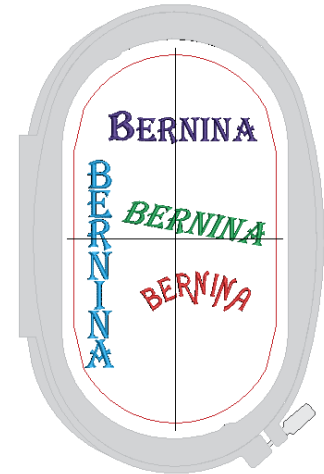
- Select Edit> Select All or Ctrl + A.
- Open the Arrange Toolbox by clicking on the title bar.
- Click on Align Centers Vertically.
- Click on Space Evenly Down.



Changing Colors of Lettering

- Deselect the lettering by clicking outside the black boxes.
- Click on the second set of lettering.
- In Color Palette, select the turquoise color chip.
- The color of the letters change and there is now a blue box in the upper right corner of the turquoise color chip, indicating that the color has been used in the design.
- Repeat for the third and fourth group of letters, choosing a new color for each of the words.

Notes:



Lesson covers:

- ◆ Adding lettering
- ◆ Cloning
- ◆ Show Hoop
- ◆ Alignment & Spacing
- ◆ Deselecting
- ◆ Changing lettering properties (font type, size, color, skew, rotate)
- ◆ Break Apart
- ◆ Reshape
- ◆ Baselines

For best results when editing, zoom into the design.

For best results when resizing lettering, remember to stay within the recommended size range for each selected style. The size range is shown in front of the preview in the dialog box.

Left clicking on the Show Hoop icon will toggle the hoop on and off; right clicking will open the dialog box.

There must be at least three objects selected to use the Space Evenly Across and Space Evenly Down tools.



Changing the Size & Font of a Letter

- Select the first BERNINA.
- In the Edit Toolbox, select Break Apart.
- Double click on the letter B. In Object Properties, notice that the software still sees this as lettering.
- Click on the drop down arrow for the font and choose Castle.
- Change the size of the font to .7" while the letter is selected. Press OK.
- Move the letter to the left using the left arrow key on the keyboard.

Scaling Lettering Visually

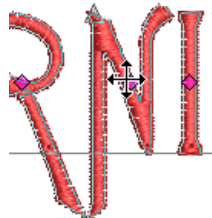
- Select Lettering Group 2.
- Hold the Shift key and click and drag a corner resizing handle (black square) to resize the word. Holding the Shift key while dragging the corner will resize from center out.
- Notice the flag indicates the size and the % of change.
- Release mouse to complete.

Transforming Lettering Objects

- Select Lettering Group 3.
- Click the lettering again— another set of selection handles appears around the lettering (outlined squares).
- Click and drag one of the diamond-shaped handles (at the middle top or middle bottom of the lettering) to skew the lettering object horizontally. The diamond at either side of the word will skew the lettering group vertically.
- Click and drag one of the hollow corner square handles to rotate the lettering around the center of the word.
- Release the mouse to set the position.

Spacing Individual Letters (Kerning)

- Select Lettering Group 4.
- Double click to open Object Properties.
- Change the font to Alice. Click OK.
- Select Reshape Object.
- Click on a magenta diamond at the center of the first letter N.
- Move the letter toward the letter I using the right arrow key.
- You can use this feature to manipulate the spacing between the letters. Press Esc.



Changing the Baseline

- Select the second BERNINA.
- Open Object Properties.
- Click on the Free Line Vertical Baseline. Click Apply.
- Select the fourth BERNINA.
- Click on Circle CW baseline. Click OK.
- Move the words to fit within the hoop.
- To move a broken apart word like the first BERNINA, drag a bounding box around the word to select the entire word.
- Click Save.



Notes:

When lettering is broken apart, each letter can have its own properties—the type of font, the width, the height, etc., in addition to the color.

When choosing another font in Object Properties, you can click on the drop-down arrow by Font and begin typing the name of the font, when it is selected, press Enter to activate the new font.

Within the Object Properties box, you can change the alphabet style, the height, width, justification or baseline. Clicking OK will make the changes and close the dialog box; clicking Apply will make the changes and keep the dialog box open for more changes.

The corner sizing handles rescale letters or objects proportionally. The resizing handles in the middle (top and bottom) of the letters will rescale the letters in height; the ones at either side will rescale only the width of the letters.

The Transform Tool Bar can also be used to rescale, rotate, and skew objects. You may lock proportions to rescale both width and height to maintain proportions or unlock to make individual changes to the width and height.

Esc releases the selected icon.

You may also Group a word that has been broken apart before moving that word. Drag a bounding box around the word and select Group in the Arrange Toolbox.

Editing Overview



Open a Design File

- Click on New Blank Design.
- Select Insert Embroidery.
- Navigate to Libraries> Embroidery> BERNINA 9 Embroidery> Alphabets & Monograms. Select FS239_48. Open the design.



Selecting Part of a Design

- With the design selected, right click on the design and select Ungroup.
- Select Polygon Select. Click around the smaller flower with the leaves to select all the objects of that group. Press Enter to enclose the shape. See illustration. The clicks just have to surround the object you wish to select and they can cross over objects you don't want to include.
- Let the software enclose the shape by pressing Enter.
- Select Copy.
- Open a New Blank Design.
- Select Paste.
- While the design is selected, right click and select Group.



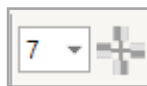
Rotating

- While the copy is selected, click on the object to change the black control handles to outlined squares. This is the rotation mode.
- Rotate the flower to the left until the flag reads about 65 degrees. Release the mouse to set the rotation.



Mirror Merge

- With the design selected, select Wreath in the Mirror Merge Toolbox.
- In the floating dialog box that appears, change the number of repeats to 7.
- Click to set the wreath when the tips of the leaves touch in a circle. Make sure they are touching.
- Zoom in for accuracy. (See illustration).
- If asked to merge objects, select No.



Re-coloring the Design

- Click on Color Wheel.
- The default Color Scheme is Harmonious.
- The circle with the white circle will change all the colors at once.
- Select the small circles within the color wheel and drag the circles to new positions to re-color the design as you wish.
- Click OK if you like the way it was re-colored or click Cancel to return to the original colors.

Notes:

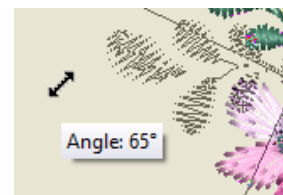
Lesson covers:

- ♦ Ungroup/ Group
- ♦ Polygon Select
- ♦ Copy, paste, & rotate
- ♦ Color Wheel
- ♦ Mirror-Merge
- ♦ Stitch Player
- ♦ Branching
- ♦ Lock
- ♦ Digitizing a circle
- ♦ Resizing
- ♦ Ellipse tool
- ♦ Weld

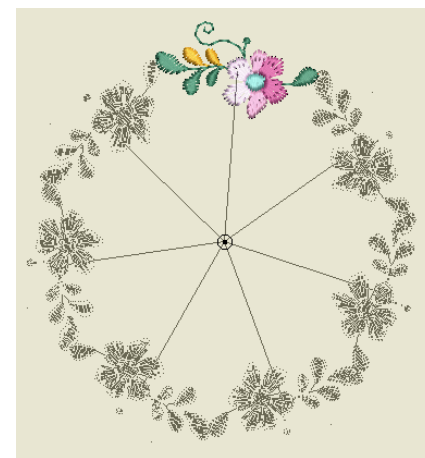
The Polygon Select tool is a good tool to use when selecting an irregularly shaped object.



Rotating:



Another option for rotating is to input the degree of rotation in the Rotate box.



Selecting a Hoop



- Right click on Show Hoop.
- From the drop-down choices, select BERNINA Midi Hoop, 165 x 265.
- Place a check mark by Show Hoop. Click OK.
- Save the design as Editing Overview.

Re-Sequencing the Colors

- Select Design> Optimize Color Changes.
- Click OK in the dialog box that opens.

Stitch Player: Previewing the Design



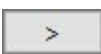
- Select Stitch Player.
- The design begins to stitch on the screen. Notice how the design is stitching.
- Click on Pause to stop.
- Press Play to resume.
- Click and drag on the slider to change the speed.
- Click and drag on the slider in the color bar to pass by colors you don't want to see stitch out.
- Start will take the redraw back to the beginning.
- End will end the process.
- Previous Color and Next Color can be used as a quick way to view the stitch out by color.
- Stop will end the process and close Stitch Player.
- You can also click on Stitch Player to close Stitch Player.

Branching

- Press T on the keyboard to view the design in Design View. This will show you the jump stitches in the design.
- The jump stitches between the flower petals and the lighter green leaves cannot be eliminated because they do not touch.
- The jump stitches that happen in the darker green leaves can be eliminated since those objects are in a continuous circle in the wreath. This is why it was important to make sure they touched.
- Hold the Alt key and select the darker green leaves in Color Film.
- In the Edit Toolbox, select Branching.
- In the Status Bar, you are prompted to select a start point. Click on the beginning of one of the green leaves within a flower set. (see red arrow on illustration)
- Click again at this point to enter the exit point.
- Activate Stitch Player once again to see that the jumps within the green leaves are no longer present.
- Close Stitch Player.



Selecting Thread Colors



- Click on Threads. This opens the Threads Docker.
- Click on Select Thread Chart.
- Isacord 40 is the default thread chart.
- You may add others by selecting the chart on the left and then clicking on the right arrow to send it to the selected side of the dialog box. Click OK to close the dialog box.

Notes:

Optimize Color Changes will combine any colors in the design sequence that can be combined while maintaining the correct layering of colors.

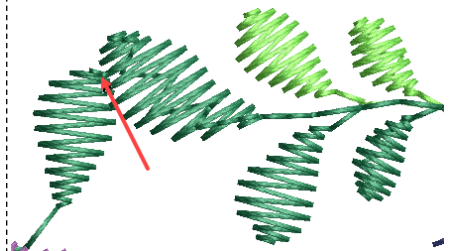
It is always a good idea to watch a design stitch out on screen before sending it to the machine to be stitched.



The Alt key lets you select part of a grouped object without ungrouping.

Branching will join touching or overlapping objects to form a single branched object.

You cannot eliminate jump stitches between the flower petals because the objects do not touch.





- The closest thread color match is assigned to your design.
- Select Ctrl + A and select Lock in the Arrange Toolbox.

Digitizing a Circle



- Select the Digitize Toolbox and select the Ellipse tool.
- Select a color in the Color Palette that has been used in the design. These colors have a blue square in the upper right corner.
- Draw a small circle by clicking inside the design at the center of the hoop, dragging away from the center to the desired circumference of the circle, clicking again and pressing Enter.
- Press Esc to deactivate the Ellipse tool. Select the circle.
- In the Transform Toolbar, change the width of the circle to .75".
- Press Enter to activate the change.

Mirror-Merge



- Open the Mirror-Merge Toolbox.
- Select Mirror-Merge Horizontal & Vertical.
- Bring the repeats together as shown in the illustration, with only a slight overlap. Click to set.



- Select No when prompted to merge the objects.



- Drag a bounding box around the objects.



- Select Weld in the Edit Toolbox.
- Click on Satin Outline.
- With the object selected, click on Rotate Left.
- While the object is still selected, right click and select Group.

Centering Objects



- Show Objects in Color Film should be deactivated.
- Right click on one of the objects and select Unlock All.
- To group the circle of flowers, select the first color box in Color Film, hold the Shift key, and click on the last color box in Color Film.



- Right click and select Group.



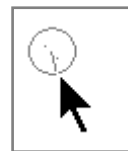
- Select everything with Ctrl + A.
- Select Align Centers in the Arrange Toolbox.
- Select the center design and click on Back One Color in Color Film until it is combined with the same color in Color Film.

Changing Density

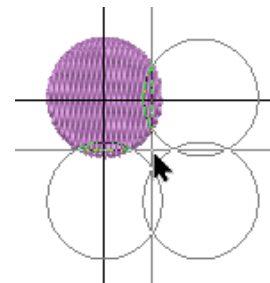
- Double click on the center design to open Object Properties.
- In Object Properties, place a dot in front of Manual and change the spacing to .75 mm. Click Apply.
- Click on Effects. The Underlay tab should be selected.
- Change the Underlay type to Edge Walk by clicking on the drop-down arrow and choosing Edge Walk. Click OK.
- Save the file.
- Close the original file without saving the changes.



Notes:

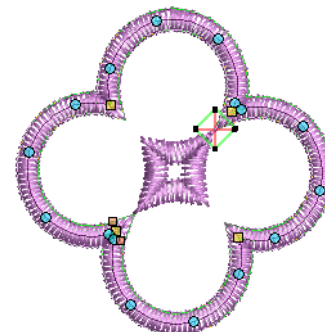


Esc deactivates any tool that is selected and enables the Select Object tool.



Lessen the density of an object by increasing stitch spacing.

You may wish to change the Start (red cross) and Stop (green square) points of the center design to eliminate a center travel stitch. Select Reshape and place the Start and Stop points to end at the same place. See picture below.



Monogramming



Selecting the Monogram

- Select New Blank Design.
- In the Lettering/Monogramming Toolbox, select Monogramming.
- A Monogramming Docker opens on the right side of your screen. The Designs Tab is selected.
- There are 23 styles of quick monograms available with different options.
- The first 23 have a border, ornament, and lettering; the next 23 have a border and lettering, and the last 23 have only lettering.
- Choose Style09bo.
- It automatically appears with border, ornaments, and letters on the design screen.

Editing the Monogram

- Click on the Letters Tab of the Monogramming Docker.
- In the box, highlight ABC and type your initials in the box.
- Change the font by clicking on the drop-down arrow next to Font to choose your new lettering.
- Choose Medley.
- The monogram automatically updates.
- At this point, you could save the monogram if you liked the ornaments and border that are part of the default design, but you can also edit this monogram further.

Kerning the Letters



- With the monogram selected, click on Reshape.
- Click on the diamond control point in the center of the letter you wish to edit. The diamond turns blue, indicating it is selected.
- Use your arrow keys to increase the spacing between the letters. Use the left arrow key for the first initial and the right arrow key for the last initial.
- Press Esc.

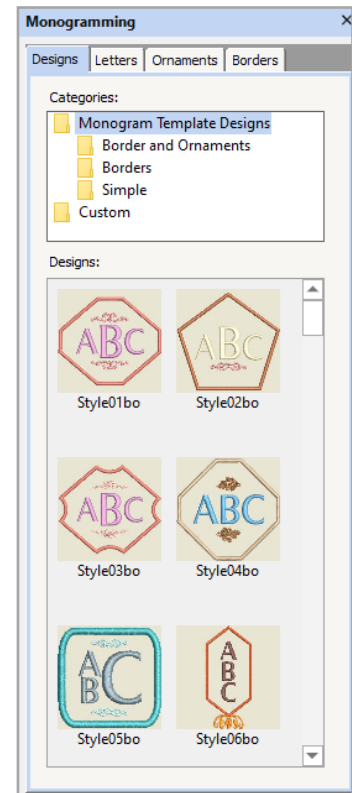
Editing the Ornaments

- Click on the Ornaments Tab of the Monogramming docker.
- Make sure the monogram is selected.
- The current monogram ornament is shown in the display.
- Click on Change to change the ornament.
- You can choose from Patterns or Design.
- Select From Design.
- In the Decorative Accents folder, Choose NZ943.
- Click on Open.
- The new ornament replaces the old one.

Notes:

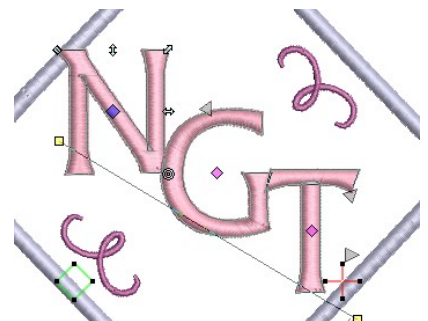
Lesson covers:

- ♦ **Creating monograms from templates**
- ♦ **Editing monograms**
- ♦ **Kerning letters in monograms**
- ♦ **Cycle Used Colors**



You can select the category under the base folder, Monogram Template Designs, to filter what you view in the docker.

You can also create Custom Monogram Templates.



Advanced Editing of Monogram Ornaments

- Click on the Advanced tab to edit the monogram further.
- Change the Height to 1". Press Enter.
- Uncheck Positions 3 and 7 and check positions 2 and 8.
- Enter 25 degrees in the Rotate by box.
- Change the margin to -.14". Press Enter.

Editing Borders

- Make sure that the monogram is selected.
- Select the Borders tab.
- Change the Offset to .06" using the up arrow.
- Select Add.
- Select the first border in the Monogramming docker box.
- Place a dot by Fill Type.
- Click on the drop-down arrow for Fill Type and select Pattern Fill.
- Click on Properties to open Object Properties.
- Click on Select.
- Select Nature from the drop-down choices for Pattern Set.
- Select #113.
- Click OK.
- Change the angle to 90 degrees.
- Click OK.
- Select the second border in the docker box.
- Change the Offset to .06 inches. Press Enter.
- Close the Monogramming Docker by clicking on the x in the upper right corner.

Editing Colors

- Click away from the monogram to deselect.
- Hold the Alt key and click on one of the ornaments.
- Change the color by clicking on a different color chip in the Color Palette.
- Repeat to change the border color, the background border, and the letters to other colors. Hold the Alt key in all cases before selecting the object.
- Click on Cycle Used Colors to rotate your selected color changes through the design. Pick your favorite color arrangement.
- Select File> Save As and name the file, Monogram.



Notes:

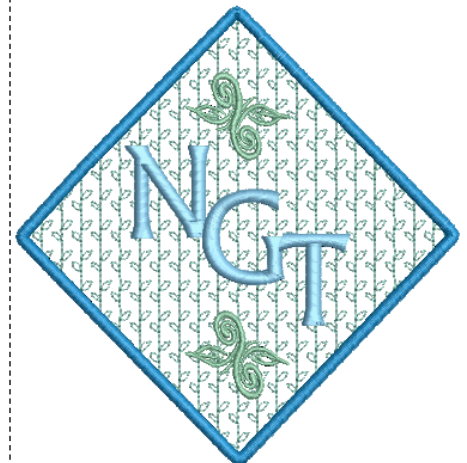
You can add up to four borders of the same shape to a monogram design.

Use Outline and Fill tool buttons to change outline or fill stitch type for selected borders.

Stitch Properties of the Pattern Fill can be changed if desired in Object Properties.

#	Name	Category
1	D0001	Diamond Borders
2	D0001	Diamond Borders

Cycle Used Colors applies the colors used in the design to different objects within the design.



Auto-Digitize



Setting up File

- Select New Blank Design.
- Select Insert Artwork.
- Navigate to C: Users> Public> Public Pictures> BERNINA 9 Pictures> Artwork> Artwork by Gaby Seeberg> Cooking & Baking PNG.
- Select Cooking & Baking 08.png. Open the picture.
- Press 0 on the keyboard to fit the design to the screen.

Auto Digitizing



- With the artwork selected, select Auto-Digitize In the Auto-Digitize Toolbox.
- The Bitmap Artwork Preparation dialog box can be used for reducing colors in the image. This image has six colors and doesn't need to be reduced. Click OK.
- In the Auto-Digitize dialog box, you can omit certain colors or change the fills to details.
- You can also add outlines or a border around the design.
- No changes will be made with this design, so click OK.

Editing the Design

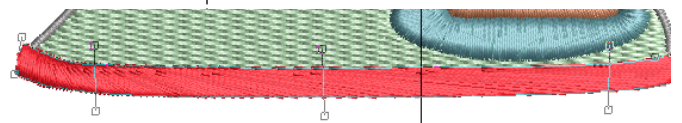


- Deselect the design.
- Select the mixing bowl.
- Right click on the Fancy Fill icon in the Stitch Toolbar. This opens Object Properties and applies the default Fancy Fill to the selected object.
- Select 003 Ruby from the list of Patterns. Select Apply.
- Select the red oval. Change the Step pattern to # 26 by clicking on the radio dot in front of #26. Click Apply.
- Select the green mixer. Place a dot by Step pattern # 6. Click on Apply.
- Click on the Stitch Angle tab and change the angle to 15°. Click Apply.
- Select the red knob on the front of the mixer. Change the Stitch Angle to 0°. Click OK.

Adding Stitch Angles



- Select the red base of the mixer.
- In the Edit Toolbox, select Add Stitch Angles.
- Using two left clicks, click across the object as shown in the illustration. Three sets of two left clicks were added.
- Press Enter to activate the change.
- Press Esc.



Notes:

Lesson covers:

- ♦ Auto Digitizing colored artwork
- ♦ Editing Auto Digitized objects
- ♦ Changing stitch type
- ♦ Changing stitch angle
- ♦ Pull Compensation

A number of different graphic file formats may be used with and are included in BERNINA Embroidery Software 9.

With Auto Digitizing, all stitches are the same step #1 fill with a 45° stitch angle or a satin stitch.

Note for Stitch Details:

Satin Lines create an even satin stitch while Satin follows the shape of the object.

Apply makes the change to a design and keeps Object Properties open; OK will make the change, but closes the dialog box.

There are 30 different types of Step Fills in the software. Refer to the Appendices in the Reference Manual for pictures of the different types of Step and Fancy Fills.



Reshaping Stitch Angles

- Select the teal satin stitch. Click on Reshape.
- In reshape mode, you will see yellow squares, peach squares, turquoise circles, a red cross, and a green square.
 - ◆ The yellow squares are digitized points used to turn a corner or change direction.
 - ◆ The turquoise circles create curves.
 - ◆ The peach squares connected with a line show the stitch angle.
 - ◆ The red cross is the end point of the object.
 - ◆ The green square is the start point of the object.
 - ◆ All these points can be changed.
- Zoom in for greater accuracy.
- Some of the stitches are crossed because of the stitch angles.
- Move the red cross out of the way by clicking and dragging on it. You should see a white “hand” symbol when this point is selected.
- Click on the peach square and move the stitch angle to 90°.
- Move the stop point back into place.
- Repeat on the other side of the teal bar. This time you will move the start point to access the peach square.
- Move the start point back into place.
- Press Esc.

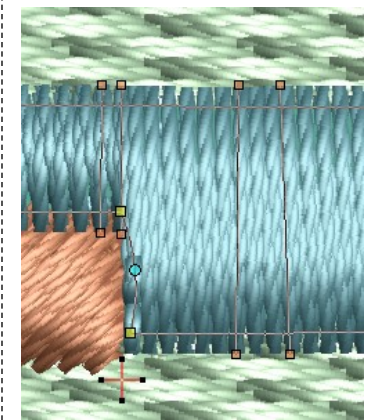
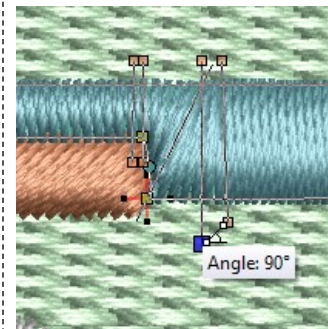
Changing Color

- Select the Satin stitches around the mixing bowl in Color Film.
- Change the color to Color # 60.

Pull Compensation

- Hide the picture by clicking on Bitmap.
- Select the green mixer.
- Open Effects.
- Select the Others tab.
- Notice that the Pull Compensation is set to 0.40 mm.
- The software will automatically adjust the Pull Compensation of Auto Digitized objects.
- Click OK.
- Select File> Save As and name the file Auto-Digitizing.

Notes:



Pull Compensation is added to a design to counteract the pulling in of fabric as it is embroidered.

A test stitch out is the true test of whether the pull compensation needs to be changed further. You may find that some of the nodes may need to be edited to create more overlap.

Magic Wand Tools



Open a New File/Blank File

- Select New Blank Design.
- Select Insert Artwork.
- Navigate to the BERNINA 9 Picture folder (C: Users> Public> Public Pictures> BERNINA 9 Pictures> Artwork> Artwork by Gaby Seeberg> Hobby Sewing PNG).
- Select Hobby Sewing 10. Click on Open.
- Select Insert Artwork. Select Hobby Sewing 11. Click on Open.
- In the Transform Toolbar, change the % size to 75%.
- Press Enter.
- Move the needle to the right of the pin cushion.
- Select Insert Artwork. Select Hobby Sewing 12. Click on Open.
- Move the thimble to the left of the pin cushion.



Prepare the Images

- Each of the images will need to be processed separately.
- Select the pin cushion.
- Click on Prepare Bitmap in the Auto Digitize Toolbox. Click OK.
- Repeat for the other two images.



Plan the Design

- With Magic Wand, the stitch order must be planned so that there will be less editing to do. You can either plan the stitch order before converting the images to stitches or you can change the color order after processing the images to stitches.
- Always begin with objects in the background. For example, the pin cushion needs to stitch before the pins.
- Also, choose the tools you plan to use to process the image.
- The Magic Wand tools that will be used include:
 - ◆ Magic Wand—use for large filled objects.
 - ◆ Magic Wand Block Digitizing—use for curved objects to apply multiple angles.
 - ◆ Magic Wand Centerline—use for running stitch designs.
 - ◆ Magic Wand Fill without Holes—use to simplify objects.

Digitizing with Magic Wand Tools

- Select Magic Wand in the Auto Digitize Toolbox.
- Step Fill is selected.
- Click on the pin cushion to add stitches.
- Click on the turquoise base.
- Select Magic Wand Fill without Holes.
- Click on the turquoise thimble.
- Select Magic Wand Block Digitizing.
- Click on the base of the thimble.



Notes:

Lesson covers:

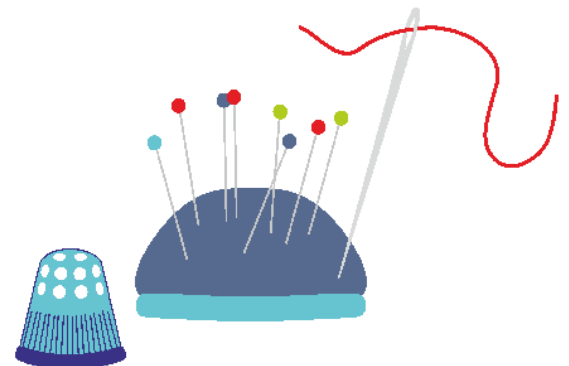
- ◆ Changing the size of an image
- ◆ Magic Wand Digitizing
- ◆ Adding outlines with the Magic Wand

Hobby Sewing 11 and 12 images are only available in DesignerPlus; Creator-level will work with the image, Hobby Sewing 10.

Create dimension by digitizing the objects from background to foreground.

If you right click on an object, an outline will be added with the same color as the fill.

Zooming in helps to select tiny areas.





- Click on the needle.
- Select Magic Wand Centerline.
- Zoom in on the pins. Click on each of the pins.
- The pins on the far right might be covered by the image of the needle, so stitches can't be added unless the needle image is hidden or moved.



- To hide the image, click on Show Objects in Color Film.
- Right click on the image of the needle and select Hide.
- Reselect Magic Wand Centerline to complete the pins.
- Select Magic Wand.
- Select the Satin Fill.
- Click on each of the pin heads, beginning with the dark blue pins since a dark blue pin is the furthest in the background. Be sure to click on each pin of the same color before choosing another color. Right click on the needle and select Unhide if you hid the needle.
- Reselect Magic Wand Centerline to click on the red thread through the needle. This will need to be done in two sections.
- Press Esc.

Editing

- Double click on the pin cushion to open Object Properties.
- Change the step fill to # 8. Click Apply.
- Select the turquoise thimble. Select Fancy fill from the drop-down fill choices in Object Properties.
- Select 004 Sapphire for the pattern.
- Click OK.
- Deselect; then select the dark blue base of the thimble.
- Change the blue base of the thimble to the same blue as the pin cushion by clicking on Color #57 in the Color Palette.
- If the turquoise pin head is a different color than the thimble, change it as well.
- Change the needle and pins so they will use the same color of gray.
- This will help reduce the number of color changes.
- Select Design> Optimize Color Changes.
- Click OK in the dialog box to reduce the color changes.

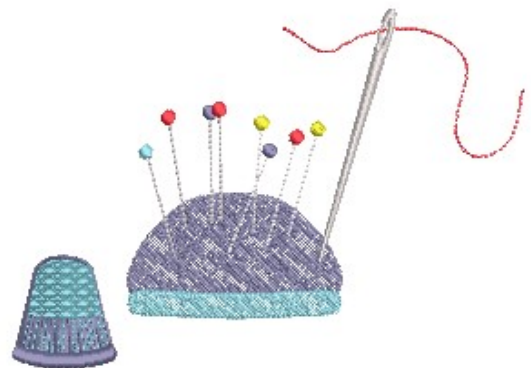
Rotate the Hoop



- Right click on Show Hoop.
- Select the BERNINA Large Oval Hoop, 255 x 145.
- Make sure Show Hoop is checked, click OK.
- Nothing should be selected.
- Enter 90 degrees in the Rotate Hoop box.
- Press Enter.
- Save the file as Magic Wand Tools.

Notes:

Deactivate Show Objects to collapse the objects into colors so that the assigned color number will be visible.



Applique



Convert to Applique

- Select New Blank Design.
- Select Insert Embroidery.
- Navigate to Libraries> Embroidery> BERNINA 9 Embroidery> 01_Basic Shapes.
- Select Shape 27. Open the shape.
- In the Transform Toolbar, change the Width to 2.5". Press Enter.
- While the object is selected, click on Convert to Applique in the Applique Toolbox.
- A placement line, a tack down, and a cover stitch are added.
- Show Objects in Color Film must be deactivated to show these.



Editing the Applique

- Double click on the applique to open Object Properties.
- Change the Tackdown Type to Single.
- Change the cover to Blanket Stitch.
- Change the width to 2 mm.
- Click Apply.
- Uncheck Offsets locked to cover offset and change the Cover Offset to -0.039. Click Apply.
- Click on Applique Fabric.
- Click on the + sign in front of Benartex.
- Click on the + sign in front of Apple Butter.
- Choose a fabric; click OK and OK again.
- Click on Show Applique Fabric if your fabric is not visible.



Adding a Flower Center



- If the hoop is not visible, click on Show Hoop.
- Select the Ellipse tool in the Digitize Toolbox.
- Choose a color for the flower center.
- Click in the center of the flower and drag to the desired circumference of the circle. Use the center lines of the hoop as a guide.
- Click again; press Enter. Press Esc.
- With the circle selected, change the width to 0.75". Press Enter.
- Reselect the Ellipse tool.
- Create a second circle on top of the first. Make the second circle smaller and a contrast color. Press Esc.
- Drag a box around the designs.
- Select Align Centers in the Arrange Toolbox.



Remove Overlaps

- Deselect.
- Right click on the applique, and select Lock.
- Select the top circle.
- Click on Remove Overlaps in the Edit Toolbox.
- Right click on a color chip in Color Film and select Unlock All.



Notes:

Lesson covers:

- ♦ Convert to Applique
- ♦ Digitize Applique with Holes
- ♦ Combine Applique
- ♦ Export Cutting Files
- ♦ Digitizing circles
- ♦ Remove Overlaps



If the hoop is activated, that will show the center of the flower.

The applique is locked to prevent Remove Overlaps from cutting a hole in the center of the applique.

Digitizing Applique



- Select Insert Artwork.
- Navigate to the BERNINA 9 Picture folder (C: Users> Public> Public Pictures> BERNINA 9 Pictures> Artwork). Select the 02_Basic Shapes folder.
- Select Shape_10. Click on Open.
- Move the artwork above the first design.
- Zoom into the picture.
- Select Digitize Applique with Holes in the Applique Toolbox.
- Left click at the corners of the picture along the outside petals and right click at the crest of the curved area.
- Let the software close the object by pressing Enter once.
- With the same tool selected, right click around the circle using four right clicks at 12:00, 3:00, 6:00, and 9:00.
- Press Enter twice to activate the applique.
- Press Esc.



Digitize Applique with Holes is used for multiple boundaries.

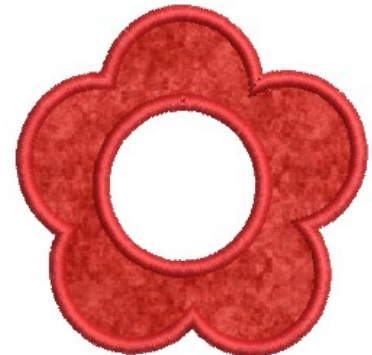
Press Enter to enclose each shape; then to generate the applique, press Enter once more.

Press Backspace to erase one click at a time. Press Esc to start over.

Editing



- Select the new applique in Color Film.
- Open Object Properties.
- Change the Width of the Cover stitch to 2 mm.
- Press Apply.
- Click on Applique Fabric.
- Select a fabric; click OK; then OK again.
- Save the file as Applique.



Exporting Cutting Files



- Select only the applique components in Color Film using the Ctrl key.
- Select Export Cutting File to export the files.
- Place a dot by Export selected objects only.
- Place a dot by Automatically distributed to spread the design components out.
- Applique Shapes is checked; select SVG from the format types.
- The SVG files are automatically exported to a folder called My Cutting Files, but you can Browse to another location if desired.
- Click on Export.
- The cutting file is found in the My Embroidery> My Cutting Files.
- Open your cutting machine software and navigate to this file location.



Exporting CutWork Files



- With the applique elements selected, select Export Cutting File to export the CutWork files.
- Keep the same choices for the Objects section of the dialog box.
- Select EXP from the drop-down choices by Applique Shapes.
- The files are automatically exported to the same folder, My Cutting Files.
- Click on Export to send the cutwork design.



Opening CutWork Files



- Click on Open.
- Navigate to the My Cutting Files in the Embroidery Folder.
- Make sure All Embroidery Files is selected for file type.
- Select the Applique-applique EXP CutWork file.
- Click Open.
- Click OK in the Non-native design dialog box.
- To center the designs in the hoop, right click on Show Hoop.
- Uncheck At start needle position.
- Click OK.
- To create a more efficient stitch out, you must combine all the cut 1's, cut 2's, cut 3's and cut 4's.
- Because the design is no longer pure ART, resequencing must be done in the Color Film docker.
- Click and drag on each cut type and drop in between the cut types to place in the correct location.
- Do all the Cut 1's first; then repeat for Cut 2 and Cut 3. Cut 4's will automatically be combined when 3 is completed.
- Save the file.
- It can be saved as an ART file, but it will not be a pure ART file.
- Close the cutwork file and the applique file.

