

**BERNINA<sup>+</sup>**

***Embroidery Software 6***



# RELEASE NOTES

Rev 1 May 2009

These Release Notes contain descriptions of all features and improvements in the BERNINA Embroidery Software product range new to this release. The BERNINA User Manual contains descriptions of all product features as of the last major release. Every effort has been made to ensure their accuracy.

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# BERNINA® EMBROIDERY SOFTWARE RELEASE NOTES

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BERNINA® Embroidery Software represents a departure from previous versions in providing seamless integration with CorelDRAW® Essentials 4 by the Corel Corporation, the most popular vector-based drawing package for home users. For this reason, the latest release offers a more efficient, user-friendly approach to embroidery design by combining the embroidery capabilities of BERNINA Embroidery Software with graphical capabilities of CorelDRAW®.



**Note** These Release Notes give detailed descriptions of new and improved features in BERNINA Embroidery Software V6.0 and provide direct links to relevant sections of the Onscreen Manual. Additional information may be included in the Release Notes that was not available when the manual was sent to production.

## Contents of BERNINA Embroidery Software V6.0

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The BERNINA Embroidery Software V6.0 kits include some or all of the following components:

- ▶ BERNINA® Embroidery Software Installation DVD
- ▶ USB dongle with tag attached
- ▶ BERNINA® Embroidery Software Quick Start Guide



**Note** The BERNINA Embroidery Software installation DVD includes software for **all** products, including BERNINA DesignerPlus, BERNINA EditorPlus, BERNINA Portfolio, BERNINA Cross Stitch and Quilter.

### Product levels

There are now two BERNINA Embroidery Software product levels:

- ▶ BERNINA EditorPlus
- ▶ BERNINA DesignerPlus



**Tip** BERNINA Embroidery Software users can now purchase software upgrades directly from the Internet. See the Onscreen Quick Start Guide for details.

## System requirements

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You need to ensure that the following pre-requisite system requirements are met in order to run the BERNINA® Embroidery Software application.

### PC specifications

Check that your PC meets the system requirements. Check CPU/RAM as well as hard disk space. The table below provides minimum system requirements.

Item	Minimum Requirements
CPU	Single Core 1GHz or greater processor
Operating System	Windows XP® SP2 (Home or Professional)
Internet Connection	Optional: Internet connection for access to regular product information
Internet Browser	Internet Explorer 6.x
System Memory	1GB for running multiple applications
Hard Disk Size	30GB available before installation
Free Disk Space	2GB or more than 10% of the Hard Drive Size, whichever is greater
Data Drives	DVD-ROM drive for software installation
Graphics Card	Support for High Color (16 bit) and high resolution (1024 x 768)
Monitor	15" or larger for on-screen digitizing
USB Ports	Dedicated USB port for security device. Additional USB ports for Bernina Reader/Writer Box or direct machine connection.

Item	Minimum Requirements
Serial Ports	Additional serial port for artista Reader/Writer Serial Box connection (optional)
Scanner	MS Windows® XP compatible
Printer	MS Windows® XP compatible
Mouse	MS Windows® XP compatible
Sound cards	Not required

## Security device

BERNINA Embroidery Software is controlled by a security device or 'dongle' attached to the computer, in conjunction with security access codes entered into the software. Each dongle has a unique serial number and identity code so your system can be uniquely recognized.



**Caution** Do not attach your dongle until requested on screen by the software installation. Otherwise the generic USB drivers will be used and will prevent the correct working of the security system.

All purchases of the latest software release, whether new or updates, are shipped with a USB type dongle. Whenever you update your software, you need to carry out a 'brain transplant' from your previous dongle to the latest one. Parallel port dongles are no longer provided or supported by the brain transplant. See Installation Notes in the Quick Start Guide for details.



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



USB Port Dongle

## BERNINA Embroidery Software interface

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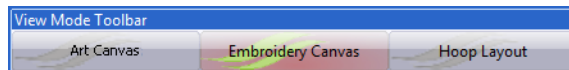
Double-click to start BERNINA® Embroidery Software.

BERNINA® Embroidery Software has a new desktop icon as shown above. The BERNINA Embroidery Software interface (GUI) has been updated to bring it into line with the latest MS Windows® developments. It contains new-look icons, new-look 'docker' dialogs, as well as new toolbars for improved efficiency and ease-of-use. The aim is to minimize confusion while preserving easy-access for experienced users to the rich feature set. The main elements of the re-design are:

- ▶ Updated icons and color scheme
- ▶ Use of 'dockers'
- ▶ Removal of Artistic View

### Integration with CorelDRAW® Essentials 4

BERNINA Embroidery Software integrates BERNINA Embroidery Software and CorelDRAW® Essentials 4 into a single application, allowing users to create, not just embroidery, but true, multi-medium designs. The application has one workspace or 'design window' but you interact with it in separate modes: **Art Canvas** and **Embroidery Canvas**. A third mode is available for multi-hooping large designs. See also [Vector conversion capabilities](#).



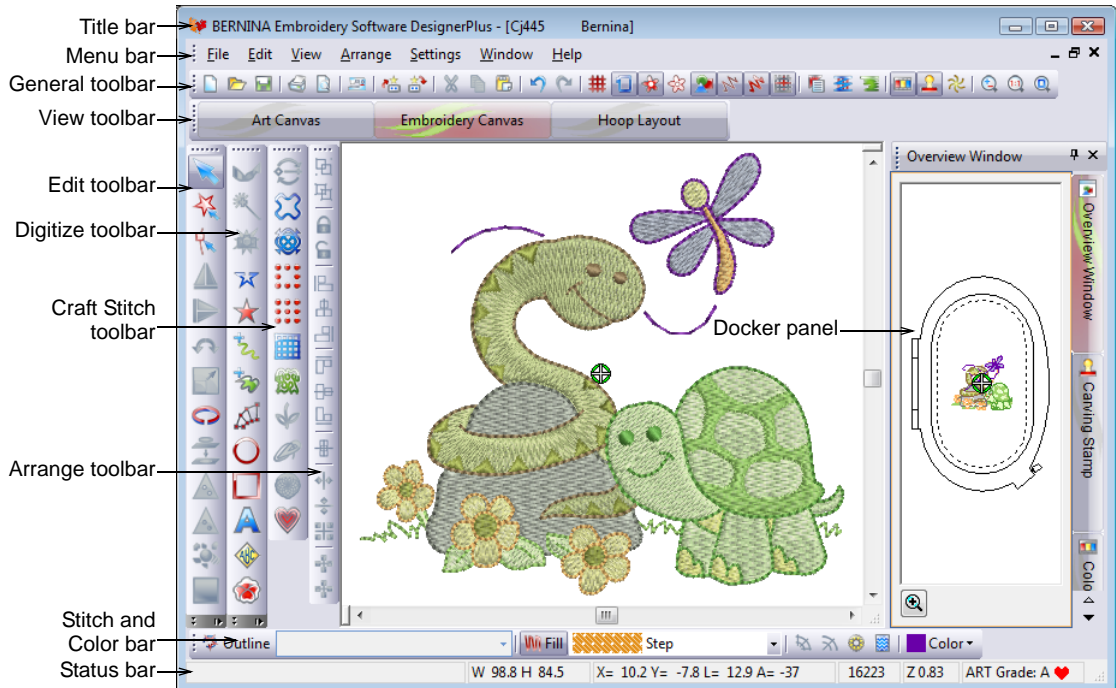
- ▶ **Art Canvas:** This mode allows you to create and edit vector objects using the CorelDRAW® Essentials 4 toolset.
- ▶ **Embroidery Canvas:** This mode allows you to create and edit embroidery objects using the embroidery digitizing toolset.
- ▶ **Hoop Layout:** This mode allows you to set up the position and sequence of each hoop used in a design.



**Note Artistic View** mode is no longer available. This functionality is now available in the **Embroidery Canvas** mode via the **Show Artistic View** icon on the **General** toolbar or 'T' shortcut key.

## Embroidery Canvas

Below is a screen image of the **Embroidery Canvas** workspace. This shows an exploded view of all toolbars in the BERNINA DesignerPlus product. The workspace has been minimized for the purposes of clearer readability here. Depending on your product level, you will have access to some or all of these options.

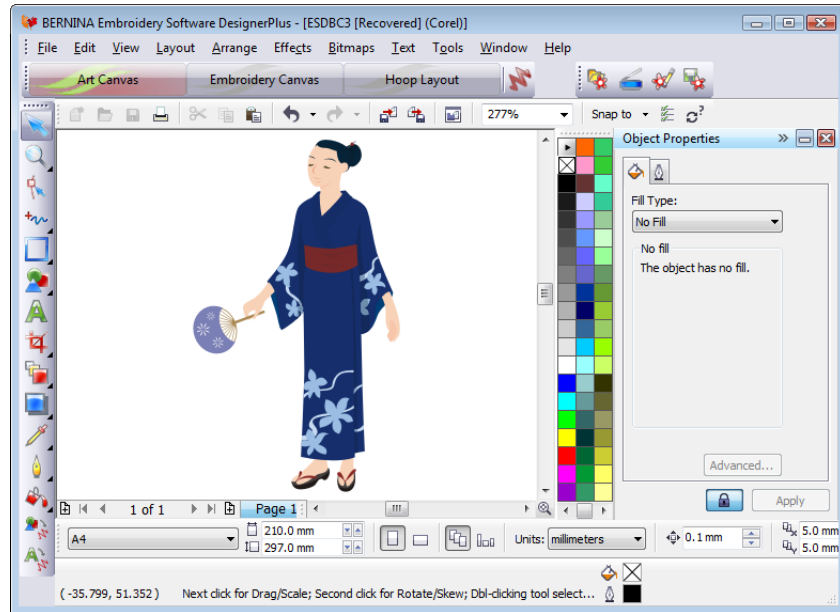


**Note** BERNINA Embroidery Software has a 'multiple document interface' (MDI), meaning that it allows more than one design to be opened at a time. If multiple documents are open, the current design mode – **Art Canvas** or **Embroidery Canvas** – is maintained when switching between designs.

## Art Canvas

Below is a screen image of the **Art Canvas** workspace. This replaces the old 'Picture Mode' and includes the entire suite of CorelDRAW® Essentials 4

drawing tools which offer many sophisticated techniques for drafting outlines and shapes on screen.



In addition to the CorelDRAW<sup>®</sup> Essentials 4 toolset, **Art Canvas** provides capabilities to convert vectors and vector text directly to embroidery objects. Vector graphics or text created or imported into the **Art Canvas** can be converted directly to embroidery designs. You can use **Art Canvas** to insert or paste third-party vector graphics such as clipart for use in embroidery designs. Alternatively, insert, paste or scan bitmap artwork for use as digitizing templates or 'backdrops'.

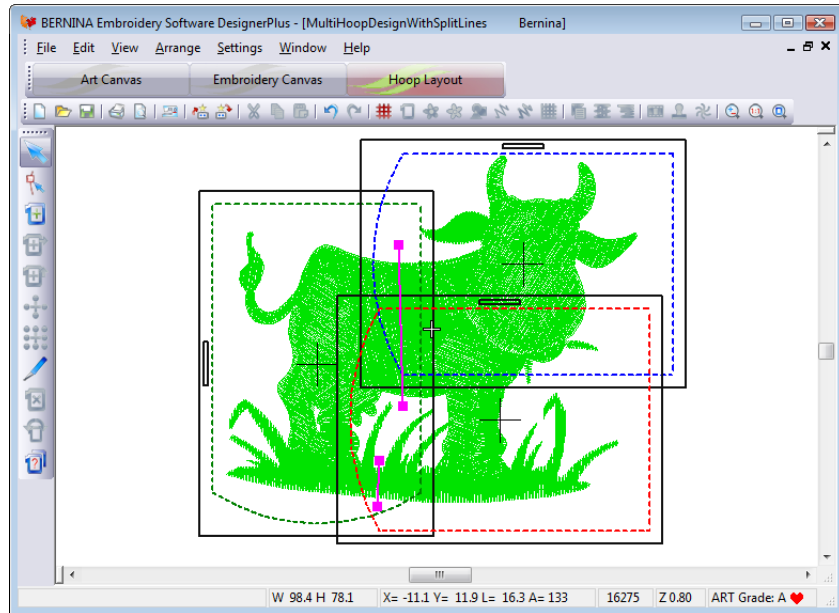


**Note** For a full description of the CorelDRAW<sup>®</sup> Essentials 4 tools, refer to the electronic User Guide available via the Windows **Start > Programs** group. Alternatively, use the onscreen help available from the **Graphics** mode **Help** menu.

## Hoop Layout

Below is a screen image of the **Hoop Layout** workspace, previously known as **Multi-Hooping View**. If your embroidery is too large or contains a number of designs spaced around an article, you can split it into multiple

hoopings. **Hoop Layout** allows you to set up the position and sequence of each hoop. See [Multi-hooping improvements](#) for details.



## Application menus

A number of changes have been made to the menu structure in BERNINA Embroidery Software. Menu display varies with the selected view mode – **Art Canvas**, **Embroidery Canvas**, or **Hoop Layout**.

File Edit View Arrange Settings Window Help Embroidery Canvas menu bar

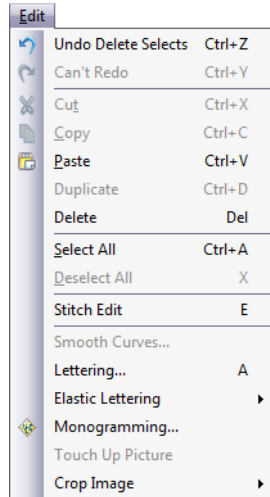
File Edit View Layout Arrange Effects Bitmaps Text Tools Window Help

Art Canvas menu bar

The changes outlined below pertain to **Embroidery Canvas** mode. For a description of the CorelDRAW® Essentials 4 menus, refer to the electronic User Guide available via the Windows **Start > Programs** group or onscreen help available from the **Graphics** mode **Help** menu.

## Edit menu changes

Depending on the selected view mode, a revised **Edit** menu contains some or all of the following commands:

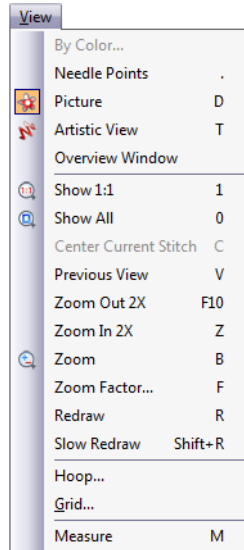


Note these changes:

Command	Function
Smooth Curves	New command which lets you apply curve 'smoothing' to embroidery objects. Selecting it opens the Smooth Curves dialog. See <a href="#">Curve smoothing</a> for details.
Delete	Changed from 'Del'.
Touch Up Picture	The Touch Up Picture menu item, previously only enabled in Picture View, is now enabled in Embroidery Canvas when a bitmap is selected. (Cannot be applied to vector objects.)
Crop Image	The Crop Image menu item, previously only enabled in Picture View, is now enabled in Embroidery Canvas when a bitmap image is selected. (Cannot be applied to vector objects).

## View menu changes

Depending on the selected view mode, a revised **View** menu contains some or all of the following commands:

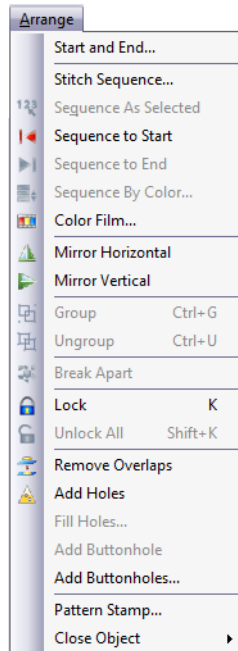


Note these changes:

Command	Function
Show All	Shortcut 0 (zero) added.
Center Current Stitch	New menu item – shortcuts C and F6 already available.
Previous View	New menu item – shortcuts V and F5 already available.
Zoom Out 2X	Shortcut Shift+Z added.
Zoom In 2X	New menu item and shortcut Z.
Zoom	Changed from Zoom Box and shortcut F8 added.
Zoom Factor	New menu item – shortcuts F and F3 already available.

## Arrange menu changes

A revised **Arrange** menu contains the following commands:



Note these changes:

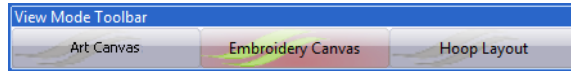
Command	Function
Lock / Unlock All	New menu items and shortcut keys.
Close Object	Use to close any open object with the option of using straight or curved points. See <a href="#">Digitizing open shapes</a> in the Onscreen Manual for details.

## Application toolbars


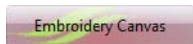


A number of changes have been made to the toolbars in BERNINA Embroidery Software. Toolbar display varies with the selected view mode – **Art Canvas**, **Embroidery Canvas**, or **Hoop Layout**.

## View Mode toolbar

The **View Mode** toolbar now contains the following buttons:



By default, the toolbar is docked immediately beneath the menu bar.

Button	Function
	Changed from 'Picture View'.
	Changed from 'Design View'.
	Changed from 'Multi Hooping View'.
	In Art Canvas mode, the toolbar includes an additional Show Embroidery button.



**Note Artistic View** mode is no longer available. This functionality is now available in the **Embroidery Canvas** mode via the **Show Artistic View** icon on the **General** toolbar or 'T' shortcut key.

## General toolbar

A revised **General** toolbar contains the following commands:



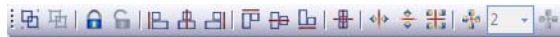
Note these changes:

Tool	Function
Show Pictures	Tool name updated from 'Show Picture'.
Dim Artwork	Moved from Picture Toolbar in Picture View and updated from 'Dim Picture'. Can be applied to both bitmaps and vectors. See <a href="#">Viewing backdrops</a> in the Onscreen Manual for details.
Show Vectors	New tool with shortcut to toggle on/off display of vector graphics.
Show Artistic View	New tool replacing the old Artistic View mode.
Carving Stamp	New tool. See <a href="#">New 'carving stamps'</a> for details.

Tool	Function
Morphing Effect	New tool. See <a href="#">Morphing effects</a> for details.

## Arrange toolbar

A revised **Arrange** toolbar contains the following commands:



Note these changes:

Tool	Function
Group and Ungroup	Tooltips include keyboard shortcuts.
Lock and Unlock All	New tools allowing you to lock objects into position as required.

## Digitize toolbar

A revised **Digitize** toolbar contains the following icons:



This toolbar is only available in the **Embroidery Canvas**. Note these changes:

Tool	Function
Auto Digitizer	Name changed from 'AutoDigitizer'. See <a href="#">Auto digitizing improvements</a> for details.
Magic Wand	Improved functionality: <ul style="list-style-type: none"> <li>• Clicking an area of an image will stitch the area immediately rather than selecting the area and pressing Enter.</li> <li>• Left-clicking will stitch the area with the current fill stitch type.</li> <li>• Right-clicking will stitch it with the current outline stitch type.</li> </ul> The prompt message is updated to reflect the changed functionality. See <a href="#">Auto digitizing improvements</a> for details.
PhotoSnap	Moved from Picture View > Picture toolbar.
Free Hand Embroidery - Open Object	New tool. See <a href="#">Freehand embroidery</a> for details.

Tool	Function
Free Hand Embroidery - Closed Object	New tool. See <a href="#">Freehand embroidery</a> for details.
Lettering / Fill Values	Moved from Edit toolbar.
Monogramming	Moved from Edit toolbar.
Outline Design	New tool. See <a href="#">Automatic outlines and borders with Outline Design</a> for details.
Cross Stitch	Moved from Edit toolbar.
Quilter	Moved from Edit toolbar.

### Edit toolbar

A revised **Edit** toolbar contains the following icons:



This toolbar is only available in the **Embroidery Canvas**. Note these changes:

Tool	Function
Select Object	Shortcut O added in tooltip.
Reshape Object	Shortcut H added in tooltip.
Rotate 45° CCW / CW	Changed from 'Rotate 45 deg CCW / CW'.
Double Run	Shortcut Ctrl+B added in tooltip.
Add Holes	Moved from Digitize toolbar.
Fill Holes	Moved from Digitize Toolbar.
Artwork Preparation	Access new Image Preparation dialog which replaces the Artwork Preparation dialogs previously accessed via the Artwork Preparation tool and Outlined Artwork Preparation tool in Picture View. See <a href="#">Image Preparation dialog</a> for details.
Convert Selected Embroidery to Art Vectors	New tool. See <a href="#">Vector conversion capabilities</a> for details.

## Craft Stitch toolbar

A revised **Craft Stitch** toolbar contains the following icons:

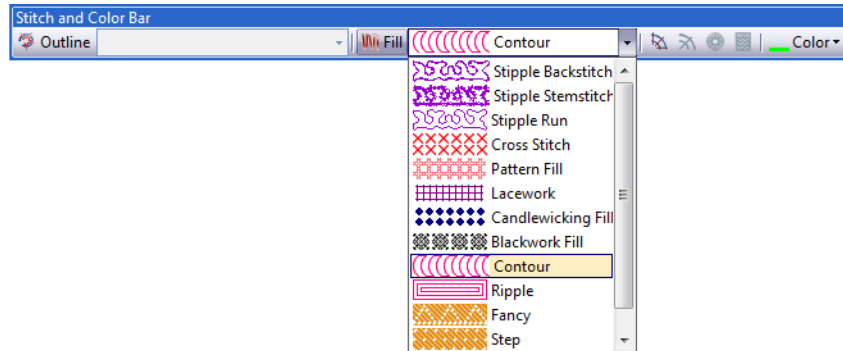


This toolbar is only available in the **Embroidery Canvas**. Note these changes:

Tool	Function
Stipple Run	Changed icon and tooltip. Selecting will cause the Stipple Run fill stitch type to be selected / applied. See <b>Improved Stipple fill</b> for details.
Ripple	New tool. See <b>New Ripple fill</b> for details.

## Stitch and Color Bar

A revised **Stitch and Color Bar** toolbar contains the following icons:



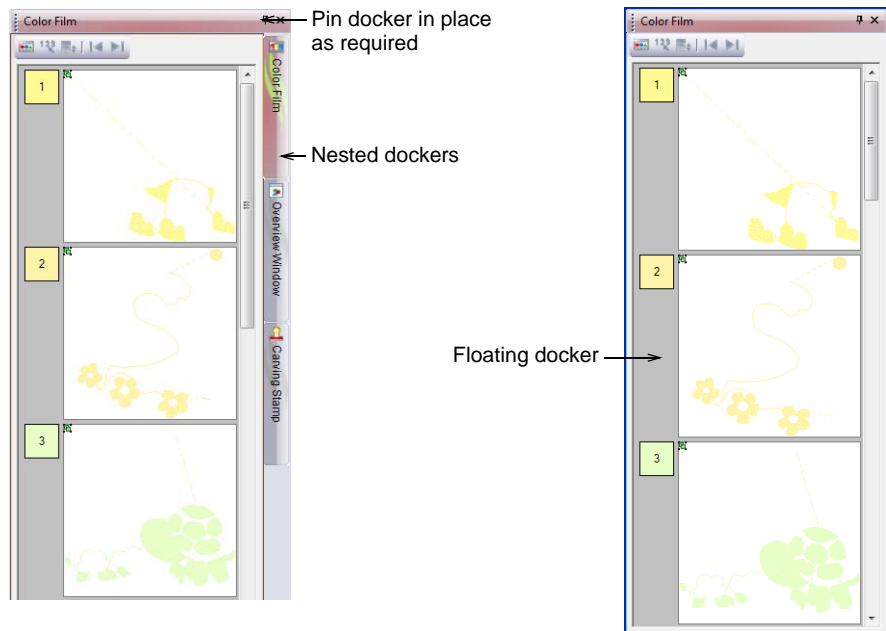
This toolbar is only available in **Embroidery Canvas** mode. Note these changes:

Tool	Function
Add Stitch Angles / Values	Changed from Stitch Angles / Values. See <b>Turning stitch angles</b> for details.
Remove Stitch Angles	New tool. See <b>Turning stitch angles</b> for details.
Star Fill	New tools. Left-clicking these icons toggles on/off the associated effect. Right-clicking causes Effects > Star & Wave Fill dialog to display. See <b>Star Fill effects</b> for details.
Wave Fill	

Tool	Function
Fill Type list	New stitch types: Ripple, Contour, Stipple Run, Stipple Stemstitch, and Stipple Backstitch. See <a href="#">New stitch types</a> for details.

## Docking panes in Embroidery Canvas

BERNINA Embroidery Software includes new 'dockers' for key functions. **Embroidery Canvas** has four docking panes for **Color Film**, **Carving Stamps**, **Morphing Effects**, and **Overview Window**. All panes are dockable at the right side of the design window.

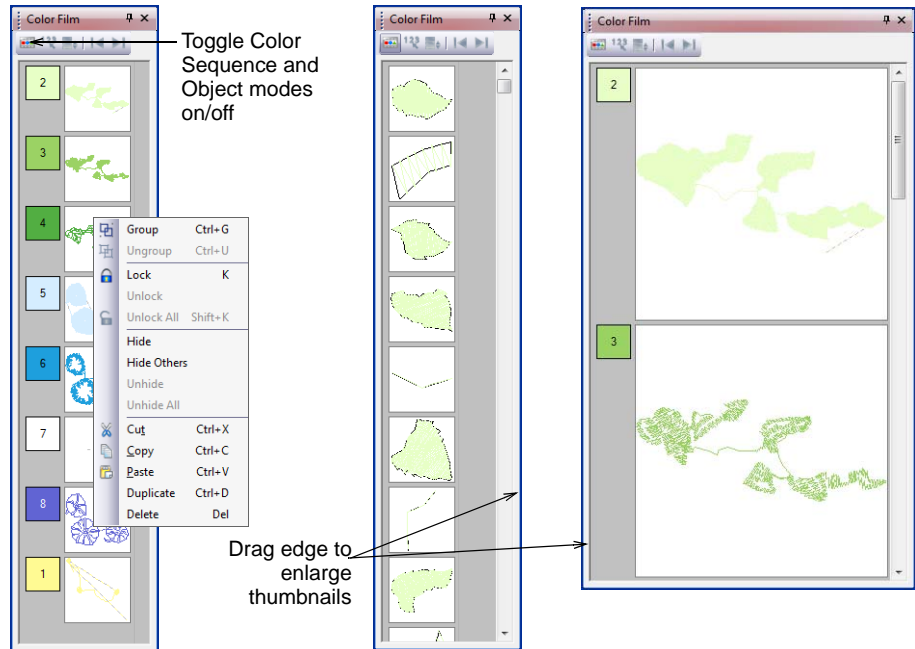


Dockers can be 'nested' to increase available workspace. When nested, tab buttons for each dialog are to the right of the docking panes. All dockers can be fixed or minimized. By hovering the mouse over the tab, a minimized docker will 'fly out', allowing you to access its functions. It automatically minimizes when not in use. Dockers may also be 'floated' by dragging the caption bar to the design window or double-clicking it when 'pinned' in place.

### Color Film docker

The **Color Film** dialog is now implemented as a docker. **Color Sequence** mode displays the color blocks and number of colors and sequence used in the design. In addition it displays the groups of objects to the right of the

color blocks. To enlarge thumbnail images of color blocks or objects, click and drag the edge of the dialog.



The **Color Film** right-click popup menu can be invoked in both **Color Sequence** and **Object** modes. Note that it includes new menu items: Lock, Unlock, Unlock All, Hide, Hide Others, Unhide and Unhide All.

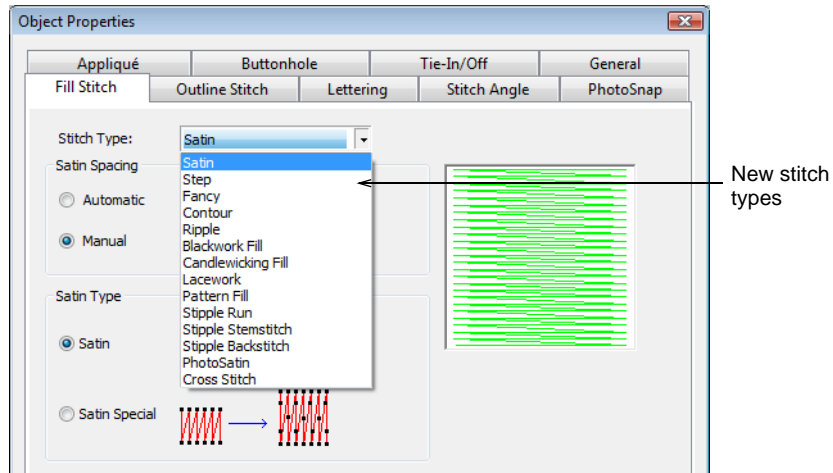
## Application dialogs

BERNINA Embroidery Software includes revised dialogs.

### Object Properties > Fill Stitch tab

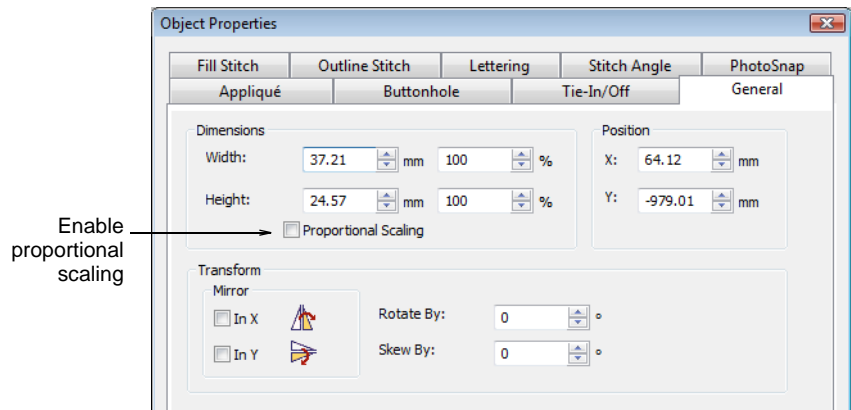
The **Object Properties > Fill Stitch** dialog includes a variety of exciting new decorative stitch types. All are accessible from the fill stitch list on the **Stitch and Color Bar**. Some are also available from the **Craft Stitch**

toolbar. New fill stitch types include: Ripple, Contour, Stipple Run, Stipple Stemstitch, Stipple Backstitch. See [New stitch types](#) for details.



### Object Properties > General tab

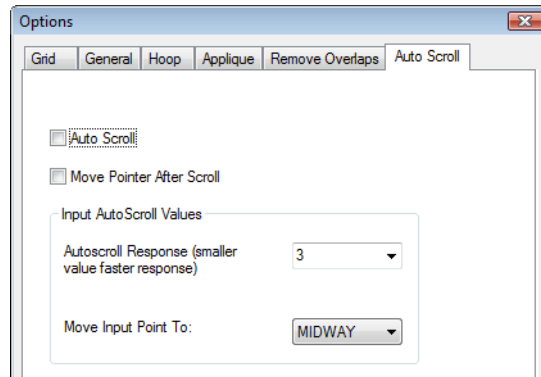
The **Object Properties > General** tab includes a new checkbox which enables proportional scaling. See [Scaling objects using object properties](#) in the Onscreen Manual for details.



### Options > Auto Scroll tab

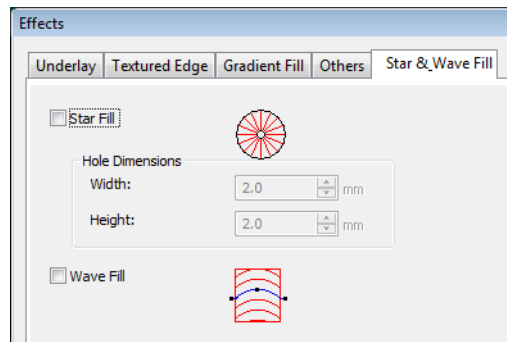
A new **Auto Scroll** feature has been added to the **Options** dialog. Use **Auto Scroll** to scroll the design automatically while you are digitizing. This can be more convenient than using panning or the scroll bars. To temporarily

disable the **Auto Scroll** function, hold down the **Alt** key. See [Setting auto scroll options](#) in the Onscreen Manual for details.



## Effects dialog

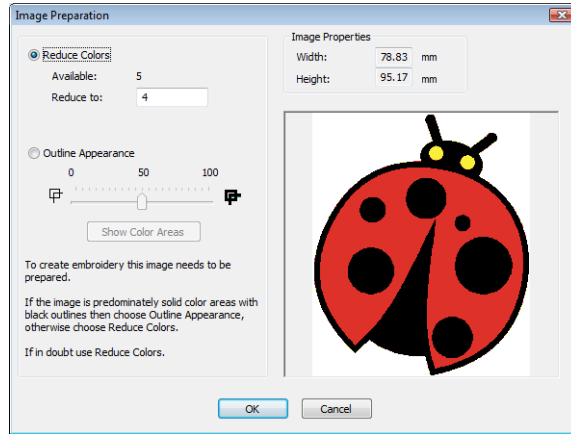
A new **Star & Wave Fill** tab has been added to the **Effects** dialog. New **Star Fill** is enabled via a checkbox. The **Wave Effect** checkbox has been renamed **Wave Fill** and moved from the **Others** tab. See also [New stitch effects](#).



## Image Preparation dialog

The **Artwork Preparation** dialogs, previously accessed via the **Artwork Preparation** tool and **Outlined Artwork Preparation** tool in **Picture View**, have been combined into a single **Image Preparation** dialog which is accessed via the **Magic Wand** tool or **Auto Digitizer** tool. There is also

an **Artwork** preparation button on the **Edit** toolbar which accesses the new Artwork Preparation tool. See [Auto digitizing improvements](#) for details.



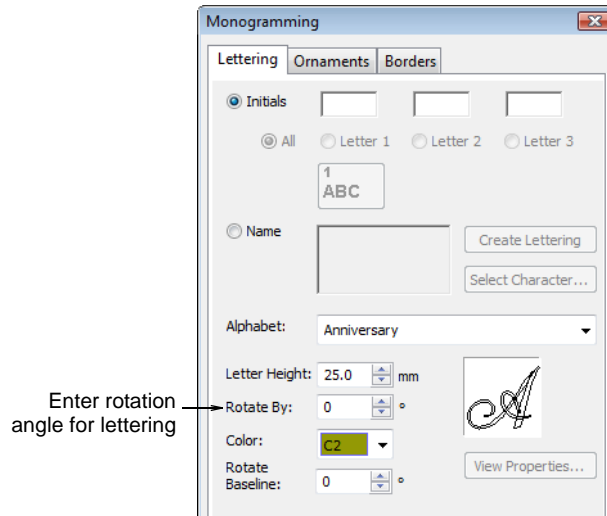
### Color Wheel dialog

The new **Color Wheel** function allows you to change colors in an entire design and match them automatically to colors in the chart (if sufficiently defined). If BERNINA Embroidery Software cannot find a useful match, it adds colors to the palette instead. You then need to manually match them to threads (or use **Match & Assign All**). The main purpose of the tool is to create a new 'colorway' quickly and easily in order to 'spice up' old designs or place them on a different fabric. See [Changing entire design colors](#) in the Onscreen Manual for details.



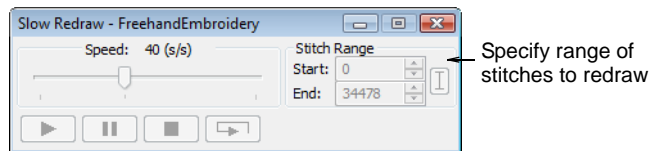
## Monogramming dialog

**Monogramming** controls have improved. You can now enter a rotation angle for letters as a group, for individual letters, or the entire baseline. See [Creating monogram lettering](#) in the Onscreen Manual for details.



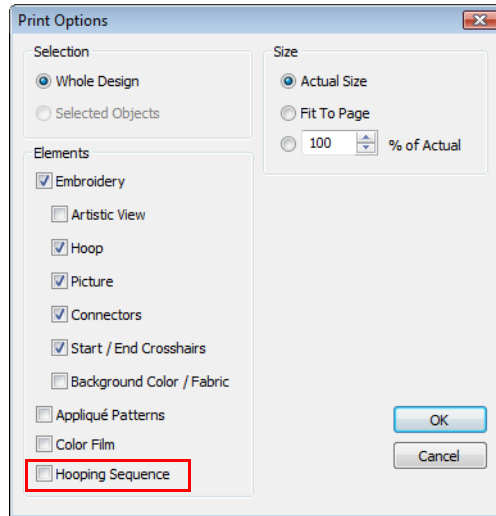
## Slow Redraw dialog

**Slow Redraw** now allows you to select the range of stitches to redraw. See [Simulating design stitchouts](#) in the Onscreen Manual for details.



## Print Options dialog

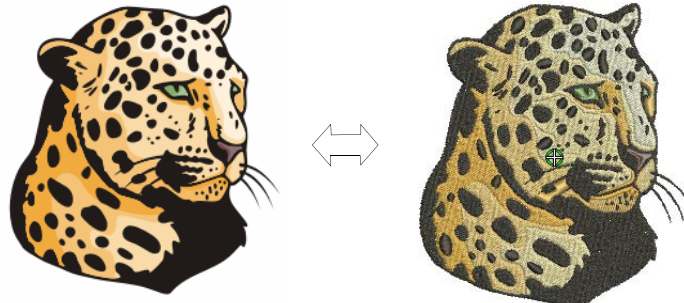
A new **Hooping Sequence** option has been added to the **Print Options** dialog. This allows you to print a **Color Film** type printout showing the objects in each hooping. See [Multi-hooping improvements](#) for details.



## Vector conversion capabilities

Through its integration with CorelDRAW® Essentials 4, BERNINA Embroidery Software now provides powerful inter-conversion of vector and embroidery objects. New conversion tools automatically convert vector objects and text to embroidery or lettering objects. In fact, entire vector drawings can be quickly and easily converted to embroidery designs. When creating embroidery objects, the software determines optimum object and stitch type for given shapes. These can be modified as required. You can also

convert embroidery designs or objects to vector objects. See [Converting vectors to embroidery](#) in the Onscreen Manual for details.



**Caution** Included artwork (clipart) and embroidery designs can only be used for personal use – i.e. they cannot be commercially sold in any form. Changing the medium – i.e. clipart to embroidery or embroidery to clipart – does not remove copyright protection.

### Conversion tools

The conversion feature provides three tools:

- ▶ Convert Vectors to Embroidery: See [Converting vectors to embroidery](#) in the Onscreen Manual for details.
- ▶ Convert Vector Text to Embroidery: See [Converting text to embroidery](#) in the Onscreen Manual for details.
- ▶ Convert Selected Embroidery to Art Vectors: See [Converting embroidery to vectors](#) in the Onscreen Manual for details.

The **Convert Vectors to Embroidery** and **Convert Text to Embroidery** tools are accessed via buttons on the **Art Toolbox** in **Art Canvas**. The **Convert Selected Embroidery to Art Vectors** tool is accessed via the **Edit** toolbar in **Embroidery Canvas**.



### Working with bitmaps

Bitmap artwork can be inserted via the **File > Import** as well as **File > Acquire Image** functions in **Art Canvas**. These commands replace the **Load Picture** and **Scan Picture** tools previously located on the **Picture** toolbar in **Picture View**. Bitmaps cannot be converted to embroidery via the **Convert to Embroidery** tool as these still need to be processed prior

to conversion. The **Artwork Preparation** tools have been moved to the **Embroidery Canvas** and combined with **Auto Digitizer** and **Magic Wand** tools. See also [Auto digitizing improvements](#).

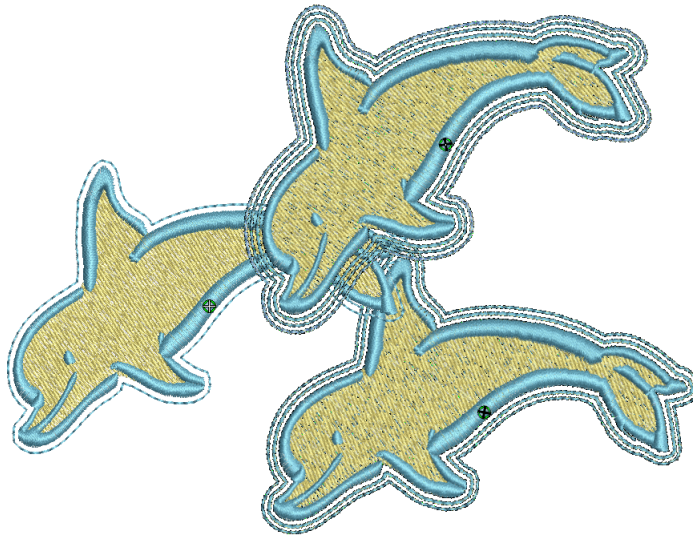
## Auto digitizing improvements

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As in previous releases, **Auto Digitizer** and **Magic Wand** only work on bitmap images. The artwork preparation tools have moved from the old **Picture** mode (now **Art Canvas**) and are incorporated into the **Auto Digitizer** and **Magic Wand** tools. There are two types of automatic outlining in BERNINA Embroidery Software:

- ▶ **Outline Design:** initiated from the **Outline Design** button on the **Digitize** toolbar.
- ▶ **Automatic Image Outline:** accessed via the **Automatic Digitizing** dialog when converting bitmaps to embroidery.

These features are complementary and can be used singly or together on designs based on bitmap artwork. **Outline Design** works equally well on existing embroidery objects as a standalone tool.

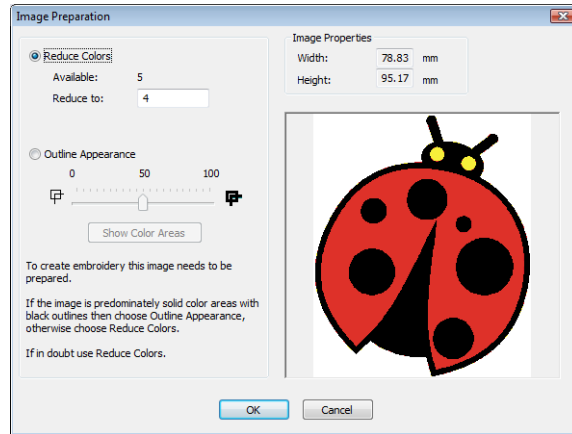


## Image preparation improvements



Use **Edit > Artwork Preparation** to prepare bitmap artwork for automatic digitizing.

The new **Image Preparation** dialog has a panel containing two options for image preparation: **Reduce Colors** and **Outline Appearance**. The controls for these are the same as those of the old **Artwork Preparation** and **Outlined Artwork Preparation** dialogs. An **Image Properties** panel located above the image preview contains width and height measurements. See [Processing Images for Automatic Digitizing](#) in the Onscreen Manual for details.



**Note** Bitmaps can now be selected and scaled in **Embroidery Canvas**. Scaling and transforming of bitmaps can also be performed in **Art Canvas**.

## Magic Wand improvements



Use Digitize > Magic Wand to digitize filled or outlined shapes in your artwork.

**Magic Wand** has been improved. When an image has been processed, you initiate automatic digitizing by clicking the image. However, whereas you previously had to press **Enter** after clicking an area, now stitches are generated immediately – left-click generates fill stitches, right generates outline stitches. See [Digitizing with Magic Wand](#) in the Onscreen Manual for details.

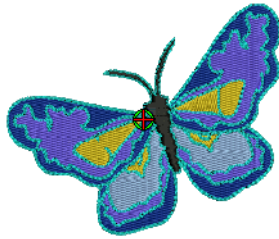
## Automatic outlines and borders with Auto Digitizer



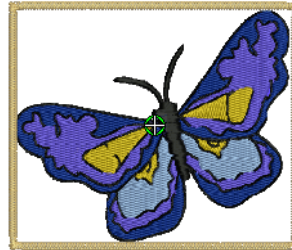
Use Digitize > Auto Digitizer to create automatic outlines and borders from imported bitmap images.

The **Auto Digitizer** tool now allows you to automatically generate outlines during image conversion. These may be in the form of outlines around

objects and/or a border around the design itself. Automatic outlining can also provide open-filled backgrounds for stitching on difficult fabrics or simulating shadows, etc. You can select outline colors to use when converting the image. However, colors and object details of generated objects can be changed at any time. See [Creating automatic outlines and borders](#) in the Onscreen Manual for details.



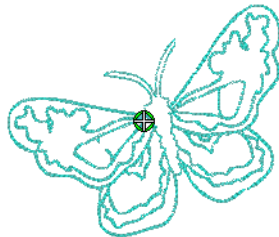
Outlines added



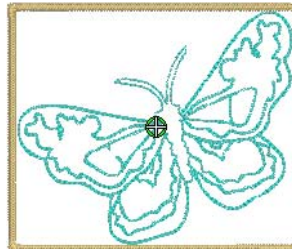
Borders added



**Tip** You may, if you wish, omit all image colors from the selection criteria and generate only outlines and/or borders.



All image colors omitted

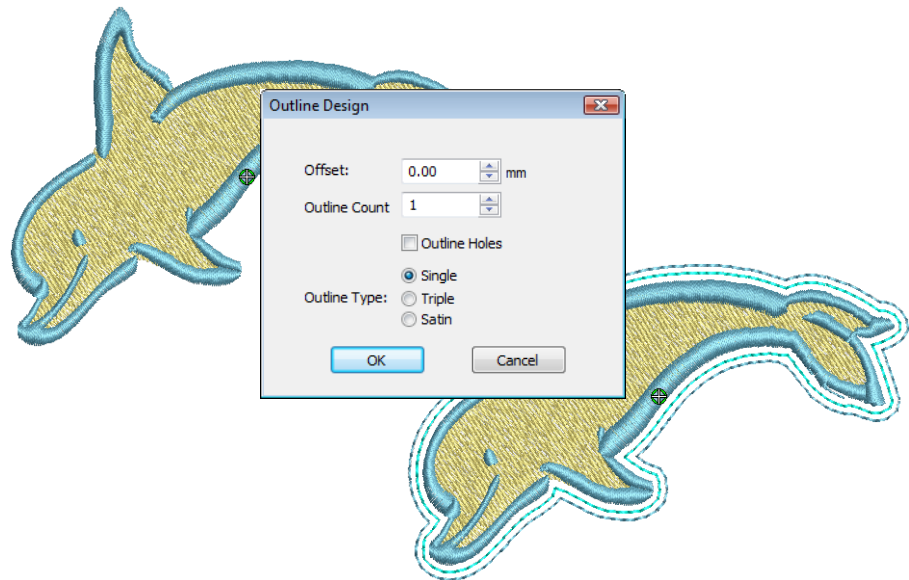
All image colors omitted,  
borders added

### Automatic outlines and borders with Outline Design



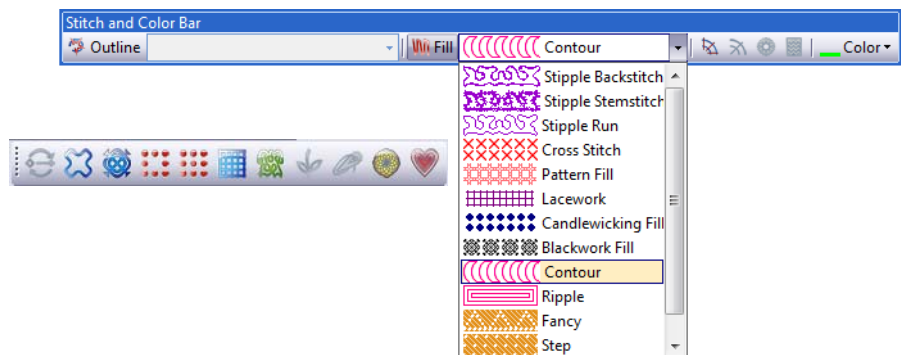
Use Digitize > Outline Design to stitch around groups of objects with Single, Triple or Satin Line.

**Outline Design** allows you to quickly create outline stitching around selected objects or entire designs with **Single**, **Triple** or **Satin Line**. See [Creating outlines and borders](#) in the Onscreen Manual for details.



## New stitch types

BERNINA Embroidery Software includes a variety of exciting new decorative stitch types. All are accessible from the fill stitch list on the **Stitch and Color Bar**. Some are available from the **Craft Stitch** toolbar.



New fill stitch types include:

- ▶ Contour
- ▶ Ripple
- ▶ Stipple Run
- ▶ Stipple Stemstitch
- ▶ Stipple Backstitch

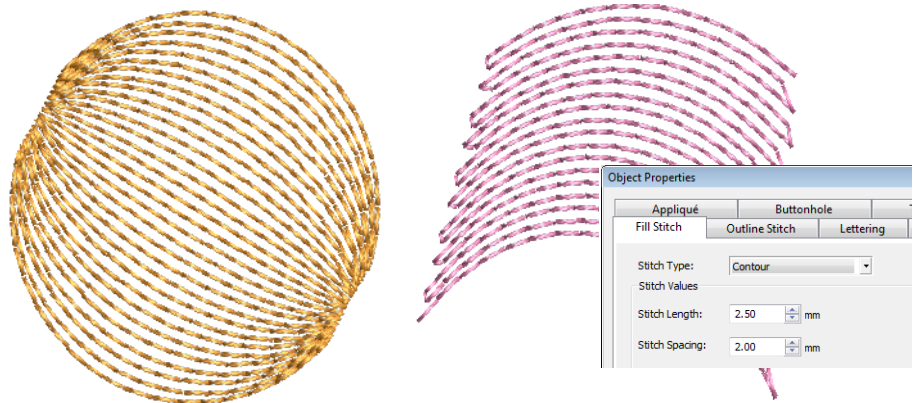
They are also available from the **Object Properties > Fill Stitch** tab. See [Object Properties > Fill Stitch tab](#) for details.

Some are closely related but have different names to make it easier to identify the objects they can be applied to. The newly added stitch types and effects can be applied to the following objects:

- ▶ Closed objects with turning stitch angles
- ▶ Closed objects with a single stitch angle
- ▶ Rectangle objects with a single stitch angle
- ▶ Circle/oval objects with a single stitch angle
- ▶ Block digitizing objects.

### New Contour fill

**Contour** stitch provides back and forth stitching with a fixed number of lines with variable spacing depending on the object outline. **Contour** stitch can only be applied to block digitizing objects, including **Circle** objects.



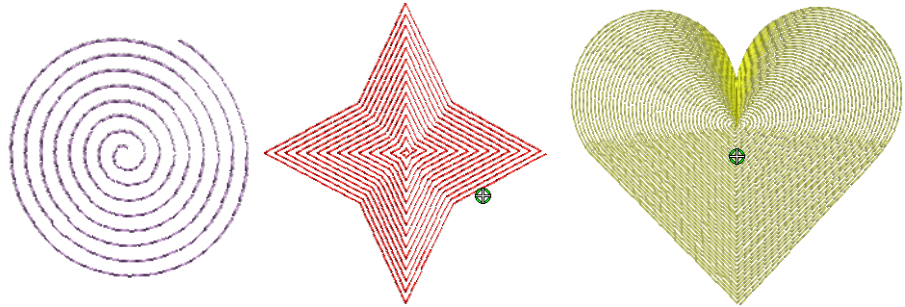
**Contour** stitch is accessed from the stitch list in the **Stitch and Color Bar** and the **Fill Stitch** object properties tab. See [Creating contour fills](#) in the Onscreen Manual for details.

### New Ripple fill

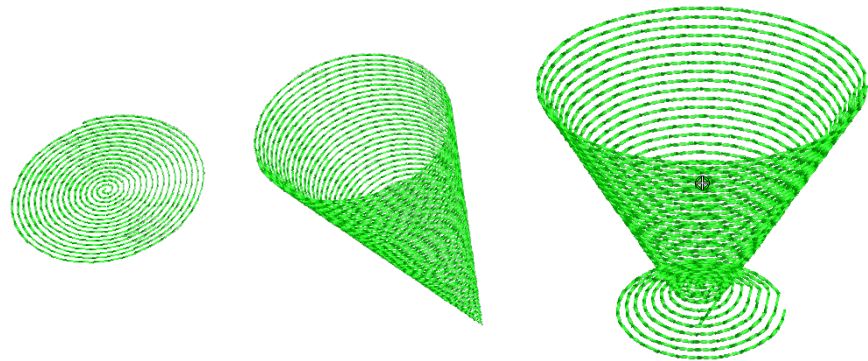


Use Craft Stitch > Ripple to create spiral stitching from the center of any filled object.

New **Ripple** stitch is related to **Contour** stitch, providing a similar look (with a fixed number of lines and variable spacing) but spiralling out from the center of a filled object. This stitch type works best for 'blobby' shapes but can be applied to longer shapes.



**Tip** Some interesting visual effects can be achieved by reshaping and moving the centre of the **Ripple** stitch outside the object outline.



**Ripple** stitch can be applied to any filled object and is accessed from the stitch list in the **Stitch and Color Bar** and the **Fill Stitch** object properties tab as well as from the **Craft Stitch** toolbar. The center of the **Ripple** stitch can be moved with the **Reshape Object** tool. See [Creating ripple fills](#) in the Onscreen Manual for details.

### New Sculpture fill



Use Craft Stitch > Sculpture to create turning tiled patterns using pre-defined needle penetrations.

New **Sculpture** stitch is related to **Fancy Fill** stitch using needle penetrations form a tiled pattern. The difference is that **Sculpture** stitch

can be applied to objects with turning stitches creating three dimensional effects which can't be achieved by **Fancy Fill** alone. See [Creating Sculptured Fancy fills](#) in the Onscreen Manual for details.

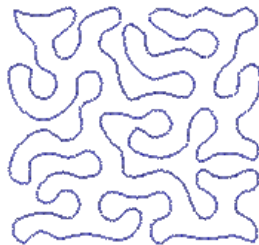


### Improved Stipple fill

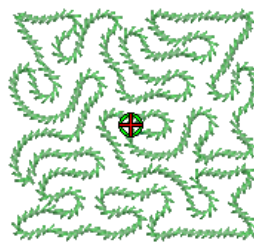


Use Craft Stitch > Stipple Run to create a fill made of run stitches which meander around within a border.

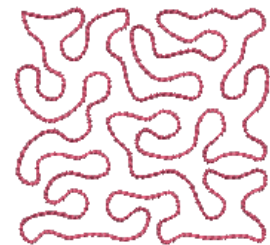
**Stipple** stitch has been improved in BERNINA Embroidery Software. It is now a stitch type with the same functionality as all other selectable stitch types. You can now reshape and scale stipple fill object outlines while preserving settings. There are now three stipple fill stitch types: **Stipple Run**, **Stipple Backstitch**, and **Stipple Stemstitch**. See [Creating stippling fills](#) in the Onscreen Manual for details.



Stipple Run



Stipple Stemstitch



Stipple Backstitch

The **Stipple** button on the **Craft Stitch** toolbar has been replaced by the **Stipple Run** button. Selecting this will also cause **Stipple Run** to be selected as the current fill stitch type.



Stipple Run

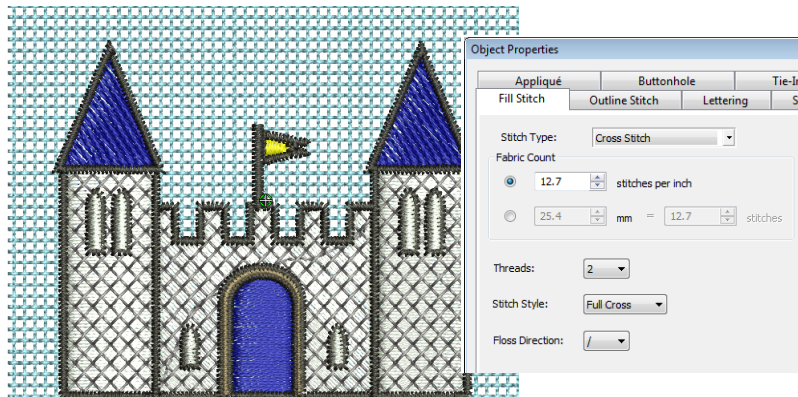
Stipple stitch types can be applied to the same objects as **Pattern Fill** – i.e. closed objects with a single stitch angle – not lettering, auto appliqué or composite objects.



**Tip** The **Break Apart** command can be applied to stipple fill objects. As a result, you can edit the stipple run line directly. Apply **Pattern Run**, **Satin** and other outline stitch types as desired. See also **Splitting into component objects** in the Onscreen Manual.

## New Cross Stitch fill

The new **Cross Stitch** fill is a stitch type in its own right but does not replace the BERNINA Cross Stitch application available from the **Digitize** toolbar. It is something like **Pattern Fill** but it is generated differently and uses travel runs under and along the cross stitching. Crosses are horizontal to suit a global or standard grid for the whole design. See **Creating cross stitch fills** for details.



**Tip** The cross stitch grid is not displayed but you can set the background grid to the cross size to get a better idea of how the grid is used to generate the crosses. Use **Snap to Grid** to ensure that your object outlines line up with the cross stitch grid.

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## New stitch effects

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BERNINA Embroidery Software includes a variety of exciting new decorative stitch effects which can be applied to several stitch types.



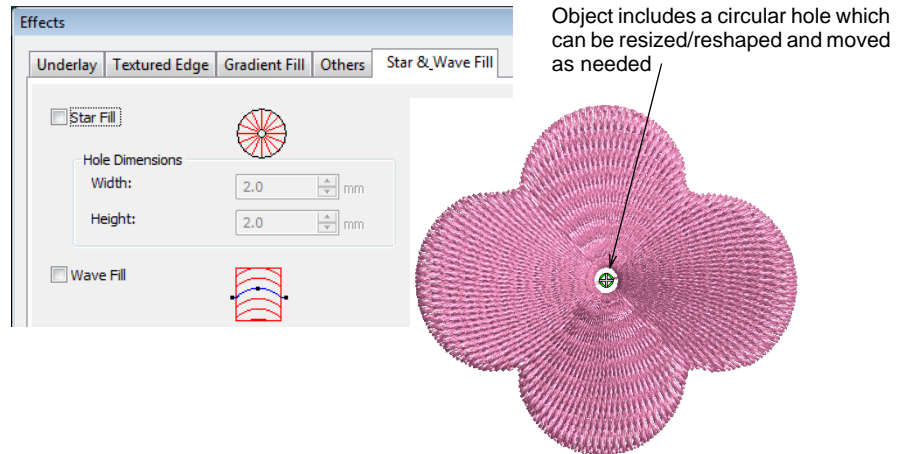
### Star Fill effects



Use **Stitch & Color > Star Fill** to generate radial turning stitching in several stitch types such as **Satin** and **Tatami** stitch.

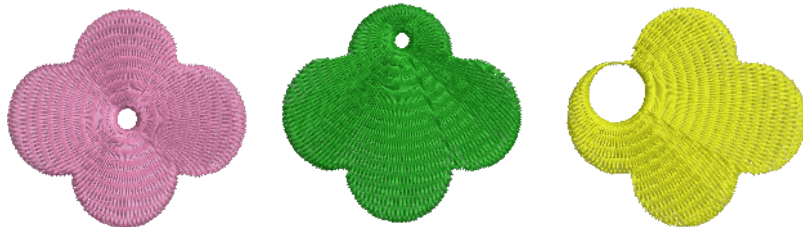
**Star Fill** generates radial turning stitching in several stitch types such as **Satin** and **Tatami** stitch. Stitches are generated from the outside edge to the geometric center. **Star Fill** is applicable to several object shapes – closed, circle and rectangle – with optional holes. The effect may be on or

off while digitizing. See [Creating star fill effects](#) in the Onscreen Manual for details.



**Tip** Keep the following points in mind when using **Star Fill** effect:

- ▶ Use a sharp needle – i.e. one that doesn't have a ball end such as you would use on woollen knits.
- ▶ For best effect, use with ring type shapes to avoid small areas in the center of the object which could cause problems. The size of the ring should be about 20% of the outer diameter.
- ▶ Use larger stitch spacing – increase by about 20%.
- ▶ Only use **Edge Walk** underlay with small objects, to help reduce the number of stitches at the object center.



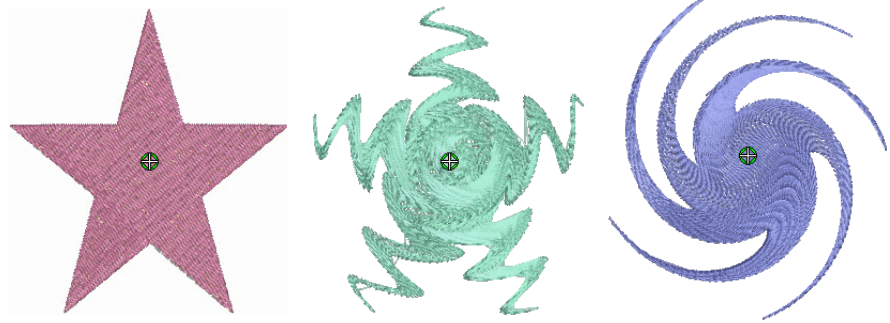
**Tip** Unlike **Ripple** stitch, the center of **Star Fill** effect can be moved outside the shape or into an included hole to achieve a different effect, without losing the original object shape.

## Morphing effects

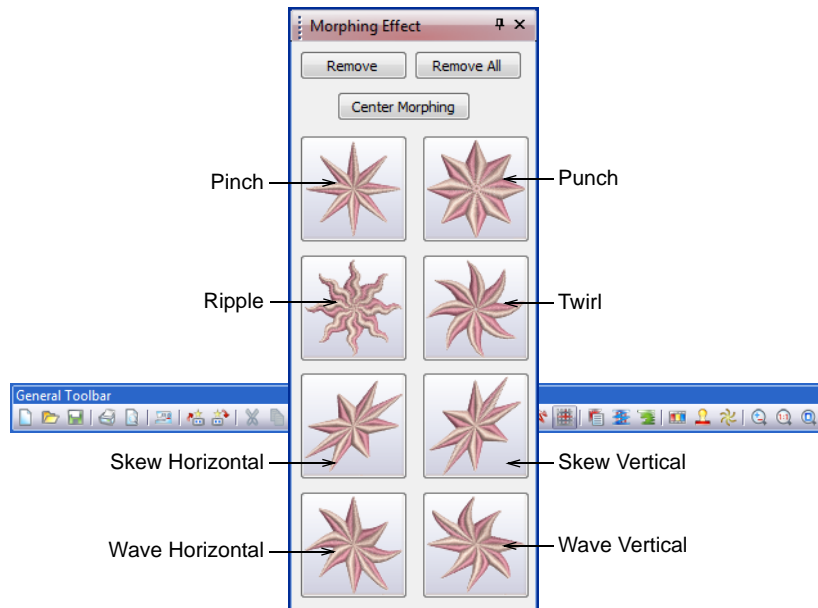


Use General > Morphing to create transformed object outlines and stitches.

The new **Morphing** feature allows you to transform object outlines and stitches in a variety of novel and interesting ways. They are additive in the sense that more than one effect can be applied to a given selection.



The feature is accessed by means of the new **Morphing** icon on the **General** toolbar. This toggles on and off the **Morphing Effect** dock. See [Creating morphing effects](#) in the Onscreen Manual for details.





**Tip Morphing** is a powerful feature but don't overdo it. Keep in mind the following points when morphing objects/designs:

- ▶ To avoid poor quality embroidery, don't use too much of the effect. Less is more when it comes to morphing.
- ▶ Use larger stitch spacing – increase it by about 20%.
- ▶ Avoid morphing Satin stitches – in some objects they become too long.
- ▶ Increase the underlay margin to avoid it projecting outside the cover stitch.

## Freehand embroidery

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Use Digitize > Freehand Draw Embroidery - Open Object to draw embroidery outlines directly on screen and view a stitch simulation as they are drawn.



Use Digitize > Freehand Draw Embroidery - Closed Object to draw freehand filled embroidery objects on screen.

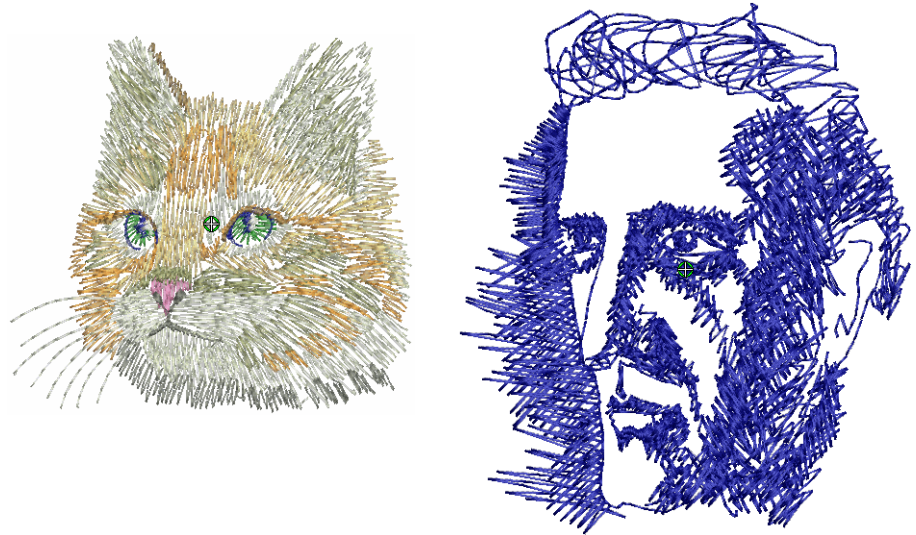
The new **Freehand Draw Embroidery** feature provides functionality similar to CorelDRAW® **Freehand** and **Polyline** tools. **Freehand Draw Embroidery** has many benefits. It lets you easily and fluidly create designs with a hand-drawn appearance, something which is difficult to achieve through conventional digitizing methods. See [Creating freehand embroidery](#) in the Onscreen Manual for details.



The aim is to mimic designs formed on an embroidery machine by freehand motion with the fabric secured in an embroidery hoop, allowing the needle to 'draw' on the fabric surface. Other techniques include stitching on top of photographic images or detailed line drawings. For example, use the tools

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to manually trace a color photo-stitch design. This technique requires accuracy and control of corners, similar to the CorelDRAW® **Polyline** tool.



Alternatively, designs resembling pencil or charcoal sketches can be quickly digitized. Use the tools to create 'doodle' type drawing effects without following detailed artwork – for example, adding to a basic clipart design or decorative text and so on.

## New 'carving stamps'

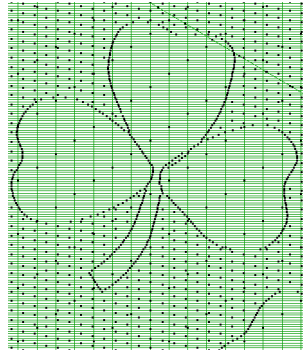
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Use General > Carving Stamp to define a pattern of needle penetrations using a 'carving stamp' as a template.

The new **Carving Stamp** feature allows you to define a pattern of needle penetrations using a 'carving stamp' as a template. A carving stamp can be

any vector and/or embroidery shape or shapes. A needle penetration is placed wherever a stitch intersects with the vector or embroidery shape.



With the **Carving Stamp** feature, you can:

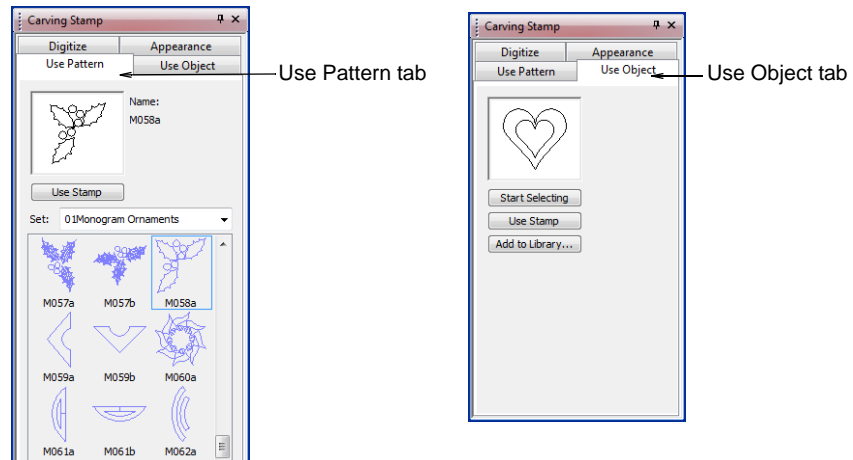
- ▶ Create and manage your own user-defined carving stamps in a pattern library for future reference.
- ▶ Apply pre-defined or temporarily-selected or -digitized carving stamps to applicable objects.
- ▶ Move/rotate/scale/reshape/delete carving stamps associated with an applicable object while in **Reshape** mode.

Selected carving stamps can be applied to any of the following objects:

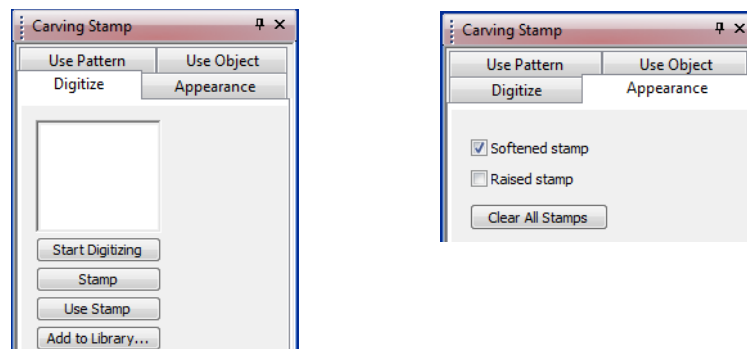
- ▶ Outline objects with Satin stitch type
- ▶ Closed objects with Satin/Step/Fancy stitch type
- ▶ Rectangle objects with Satin/Step/Fancy stitch type
- ▶ Block objects with Satin/Step/Fancy stitch type
- ▶ Circle/oval objects with Satin/Step/Fancy stitch type
- ▶ Lettering and composite objects.

## Carving Stamp docker

The **Carving Stamp** docker contains four tabs: **Use Pattern**, **Use Object**, **Digitize**, and **Appearance**. See [Creating stitch patterns with carving stamps](#) in the Onscreen Manual for details.



The **Use Pattern** tab lets you select and apply pre-defined stamp patterns to selected applicable objects only or any applicable objects if nothing is selected. The **Use Object** tab allows you to select object outlines from the design window as a temporary stamp and apply to applicable objects. Selectable objects can include vectors from **Art Canvas**. This is the only time vectors can be selected in the **Embroidery Canvas**. See [Applying pre-defined patterns](#) in the Onscreen Manual for details.

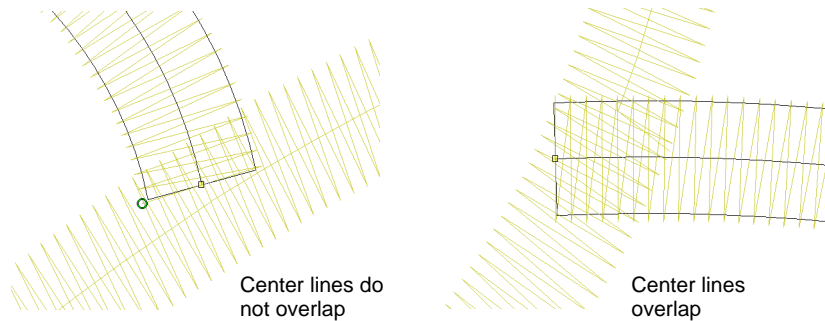


The **Digitize** tab allows you to digitize stamp outlines and either directly apply the digitized stamp where it was digitized, or apply it to applicable objects in the design window. The **Softened Stamp** and **Raised Stamp** checkboxes and **Clear All Stamps** button in the **Appearance** tab are

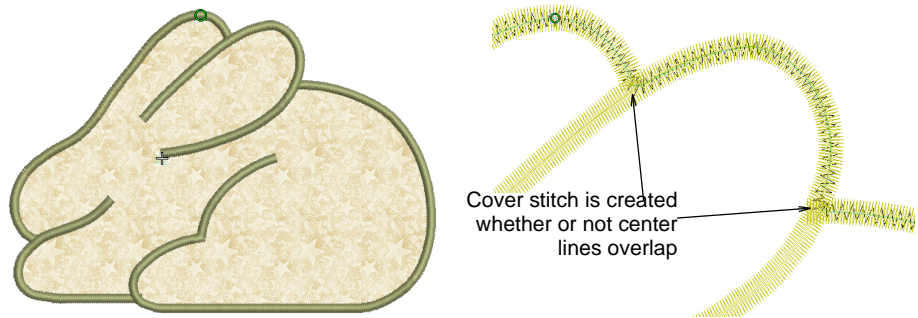
enabled when one or more objects with stamps are selected. See [Digitizing carving stamps](#) in the Onscreen Manual for details.

## Advanced appliqué improvements

Advanced appliqué has been improved to make it easier to create closed areas. Previously, when using outline stitches to create an area to be used for appliqué, you had to ensure that the centers of the outline overlapped.

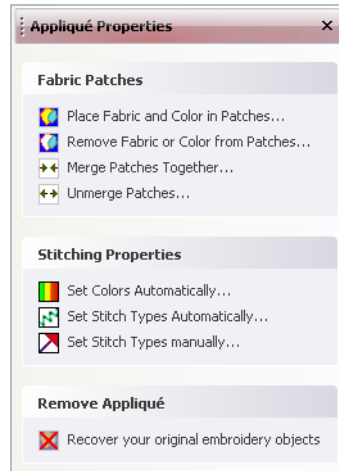


Now you only need to have part of the cover stitches overlap in order to create a valid closed area.



The **Appliqué Properties** dialog has undergone some minor changes. The caption in the title bar has changed from **Applique Properties** to **Appliqué Properties**. The caption in the **Remove Applique** panel has similarly

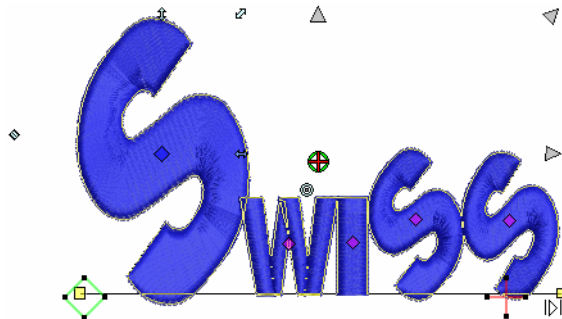
changed to **Remove Appliqué**. See [Creating open-object appliqué](#) in the Onscreen Manual for details.



While it is not implemented as a docking pane, instead of being docked at the left of the design window, the **Appliqué Properties** dialog docks by default to the right. If any of the dockers are open (nested or otherwise), BERNINA Embroidery Software will temporarily hide them while **Appliqué Properties** is open.

## Lettering enhancements

Lettering now allows you to perform full lettering reshape operations – i.e. move, resize, stretch, skew and rotate **individual** letters in a lettering object. You can also kern letters away from the lettering baseline by dragging while holding down the **Shift** key. See [Adjusting individual letters](#) in the Onscreen Manual for details.



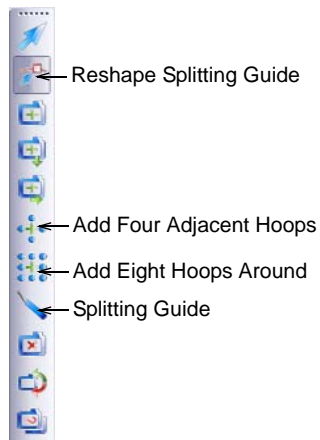
## Multi-hooping improvements

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View and edit multi-hoopings. If embroidery is too large or contains multiple designs spaced around an article, split into multiple hoopings.

The old **Multi-Hooping View** has changed to **Hoop Layout** mode and incorporates a number of enhancements. The purpose of these is to improve the efficiency and ease of hoop placements and give you greater choice in how a design is split. Four new tools have been added to the **Multi-Hooping** toolbar:



### Adding multiple adjacent hoopings



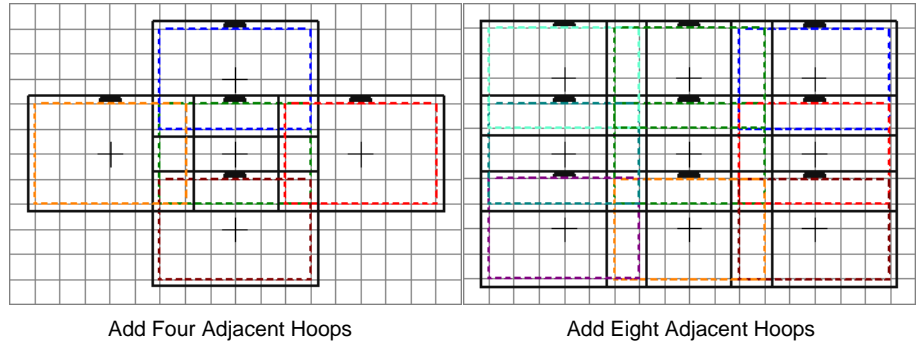
Use Add Four Adjacent Hoops (Multi-Hooping toolbar) to automatically add four hoopings around a selected hoop's perimeter.



Use Add Eight Adjacent Hoops (Multi-Hooping toolbar) to automatically add eight hoopings around a selected hoop's perimeter.

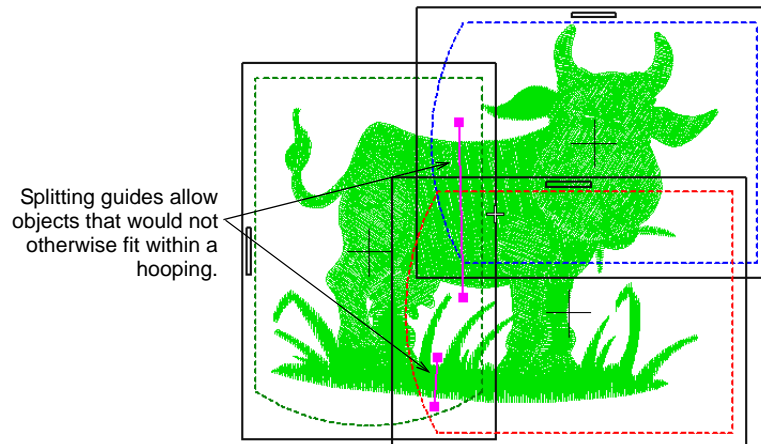
The new **Add Four Adjacent Hoops** and **Add Eight Hoops Around** tools become available when a single hoop is selected in the design window. Clicking the icon causes four or eight hoopings to be added around hoop's perimeter, starting from the top and continuing in a clockwise direction, with

a 10mm overlap between sewing fields. See [Creating multi-hoop designs](#) in the Onscreen Manual for details.



### Splitting objects between hoopings

The new **Splitting Guide** tool allows you to stitch out objects that would not otherwise fit within a hooping. In effect, it allows you to digitize one or more split lines in a multi-hooped design prior to outputting to file, machine or memory card. Although split lines are only visible in **Hoop Layout**, they are maintained when switching to other modes. Split lines do not have any permanent effect on objects prior to output. See [Splitting objects between hoopings](#) in the Onscreen Manual for details.



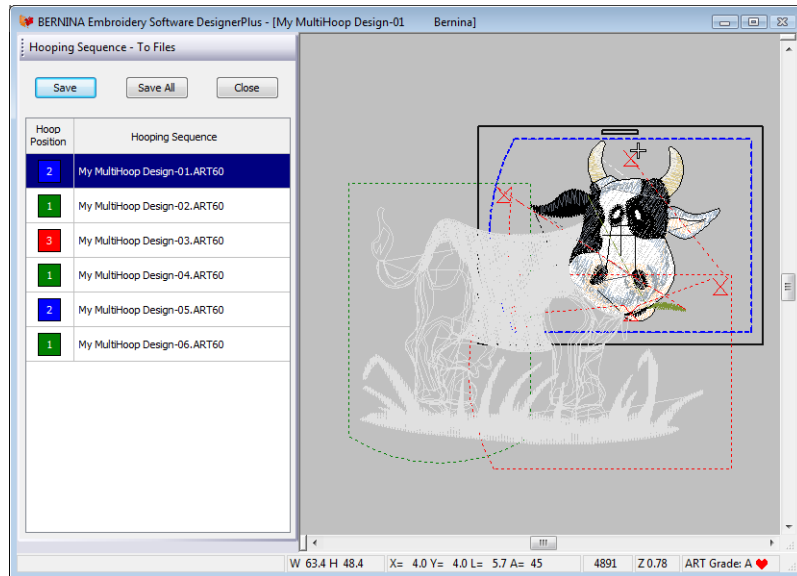
### Saving multi-hooped designs

The following commands are now available in **Hoop Layout** mode:

- ▶ Save As

- ▶ Write to Machine
- ▶ Card/Machine Write
- ▶ Write to Magic Box

When any of these commands is invoked, multi-hooping and split lines are applied. **Hooping Sequence** mode is activated, showing the separate hoopings. In the case of the **Save As** command, however, **Hooping Sequence** mode is only activated if you choose to export split files. See **Outputting designs with split lines** in the Onscreen Manual for details.



## Multi-hoop registration marker

To reduce the number of needle penetrations and make it easier to unpick, the alignment cross has been modified as follows:

- ▶ It is now stitched with fewer needle penetrations.
- ▶ It has been made larger to be stitched within a 4mm x 4mm cell.

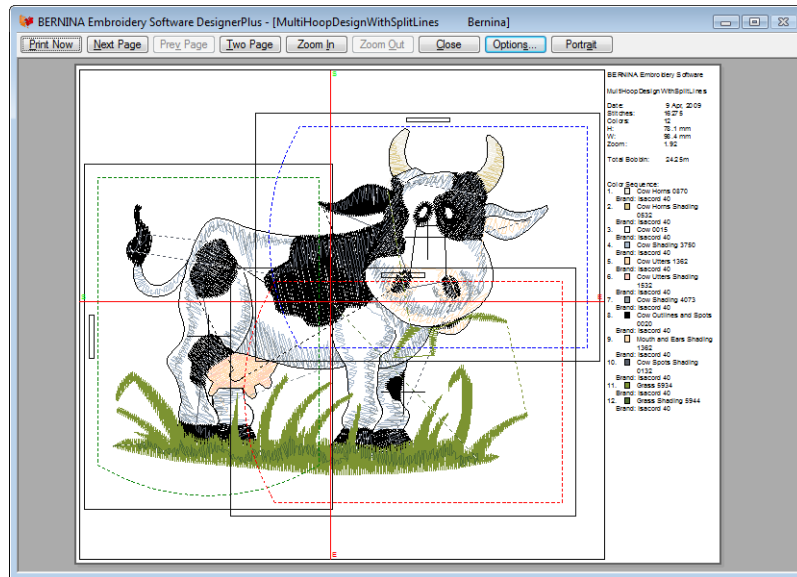
Both these enhancements make the cross easier to remove after the design portions have been aligned. They also ensure that, if the machine is not threaded, there will still be a needle penetration in the middle of the registration point which you can use to register the design.

## DEL key operation

BERNINA Embroidery Software allows you to delete all selected hoops with the **Delete** key. Behavior is identical to clicking the **Delete Hoop** toolbar button.

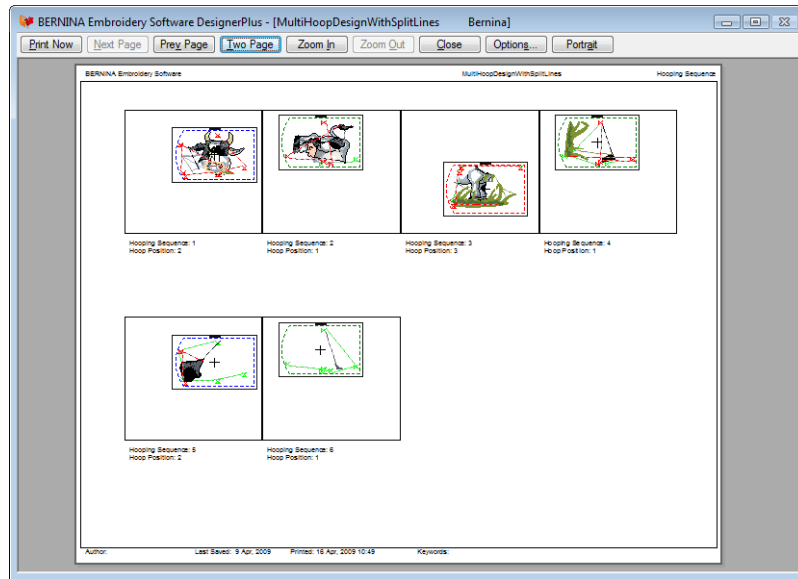
## New print layout for multi-hoop designs

Previous version print layouts show hoops in black and not the coded colors shown in **Multi-Hooping View** (now **Hooping Layout**). In the new print layout, if there is more than one hooping, hoops are shown with their coded colors. See **Printing multi-hooped designs** in the Onscreen Manual for details.



The **Hooping Sequence** printout has the same layout as the **Color Film** printout. The following information is included for each hooping: hooping

sequence number and hoop position. See [Printing multi-hooped designs](#) in the Onscreen Manual for details.



## Other improvements

BERNINA Embroidery Software also includes the following miscellaneous improvements.

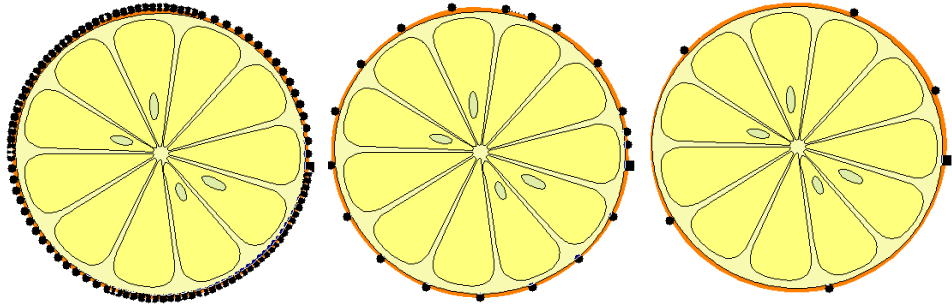
### Curve smoothing



Use Reshape Object in combination with Edit > Smooth Curves to remove unnecessary reshape nodes from embroidery objects.

Like vector objects, embroidery objects contain reshape nodes on their outlines. On shapes where the angle changes constantly, the software may insert hundreds of reshape nodes, making reshaping difficult. The **Smooth**

**Curves** command lets you apply curve 'smoothing' to embroidery objects. See [Smoothing curves](#) in the Onscreen Manual for details.



## Turning stitch angles



Use **Stitch and Color Bar > Add Stitch Angles** to add stitch angles to closed objects with or without holes.



Use **Stitch and Color Bar > Remove Stitch Angles** to remove stitch angles from closed objects with turning stitches.

The **Stitch Angles** tool has been renamed to **Add Stitch Angles** on the revised **Stitch and Color Bar** toolbar. A new **Remove Stitch Angles** has been added. See [Adjusting stitch angles](#) in the Onscreen Manual for details.



Remove Stitch Angles  
Add Stitch Angles

In BERNINA Embroidery Software, the **Add Stitch Angles** tool can be applied to closed objects with:

- ▶ turning stitch angles
- ▶ a single stitch angle, with or without hole(s).



**Note** When an object with **Star Fill** or **Wave Fill** effect is selected and the **Add Stitch Angles** tool activated, the effect is removed from the object.

## Automatic creation of stitch angles

If you press **Enter** without entering stitch angle lines after the **Add Stitch Angles** tool is activated, stitch angle line/s are automatically created. You either press **Enter** again to accept the angle lines or **Spacebar** to discard them so a single stitch angle is applied.

## New Remove Stitch Angles tool

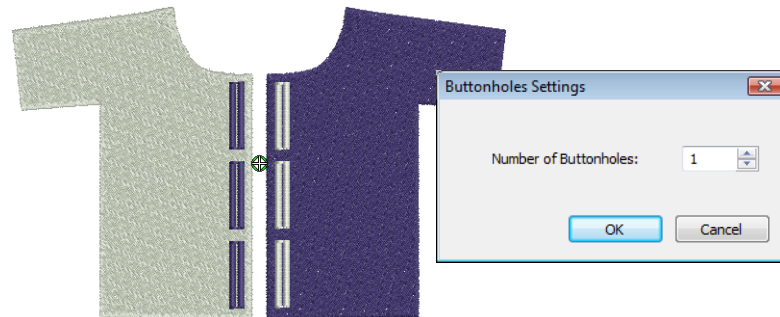
The new **Remove Stitch Angles** tool has been added to the **Stitch and Color Bar**. This tool is enabled when one or more of the following objects are selected:

- ▶ Closed object (including Rectangle object) with turning stitch angles
- ▶ Block digitizing object.

Whenever **Remove Stitch Angles** is applied to selected objects with turning stitch angles, the resultant object takes a single, nominal stitch angle. This was previously achieved by applying the **Stitch Angles** tool to selected objects with turning stitches.

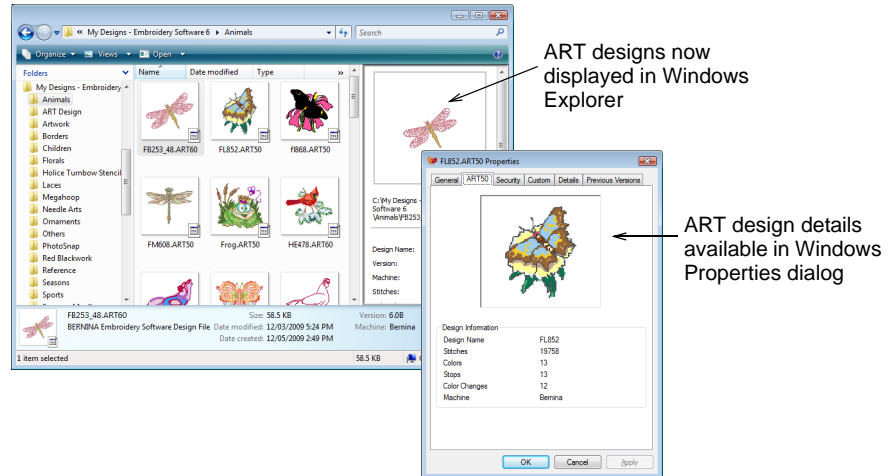
## Evenly spaced buttonholes

Add a line of evenly spaced buttonholes to a design with the new **Add Buttonholes** command. See [Creating a line of buttonholes](#) in the Onscreen Manual for details.



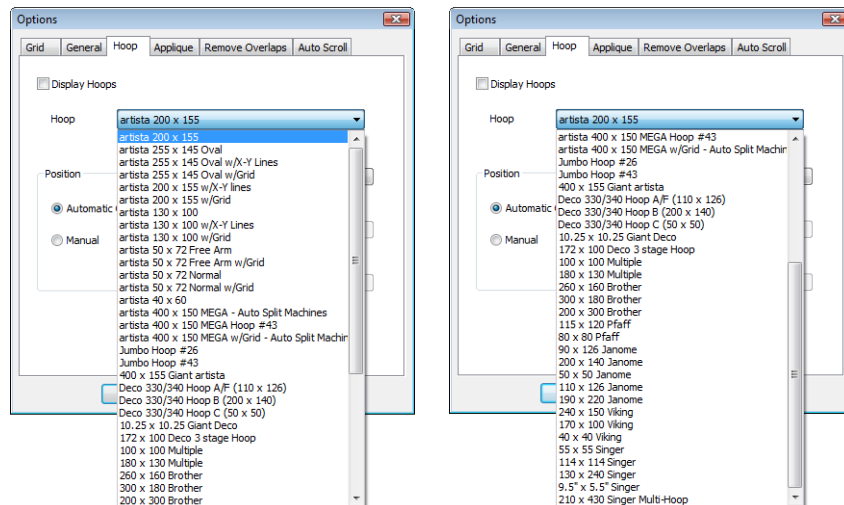
## Design details available in Windows Explorer

Design thumbnails and information are now available in Windows Explorer. See [Viewing design information](#) in the Onscreen Manual for details.



## Support for new Deco and Janome hoops

BERNINA Embroidery Software now provides support for Deco hoops (3 new Deco 330/340 hoops added) Hoop A/F, Hoop B and Hoop C as well as Janome hoops 50 x 50, 110 x 126 and 190 x 220. See [Selecting hoops](#) in the Onscreen Manual for details.

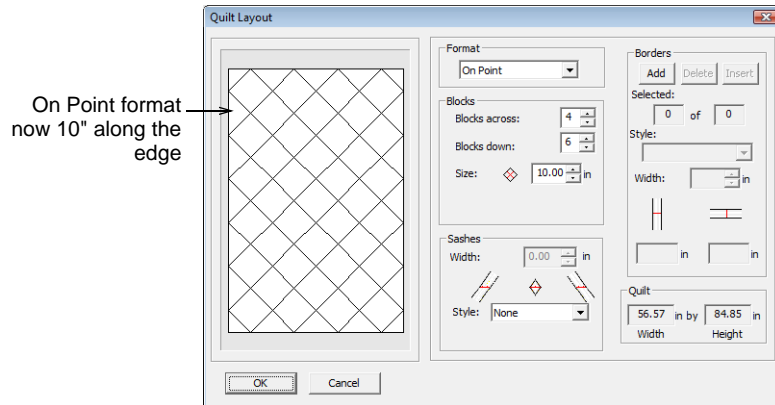


## Quilter improvements

BERNINA Quilter includes the following improvements:

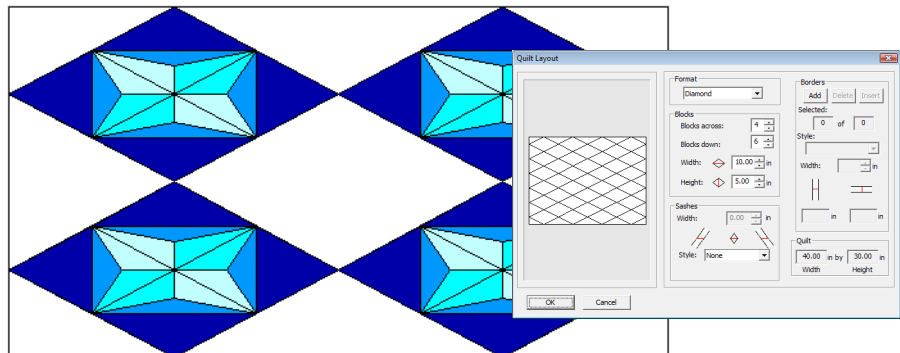
### On Point Measurement

The **On Point** format measurement has been corrected. It now defaults to 10" along the edge rather than across the middle.



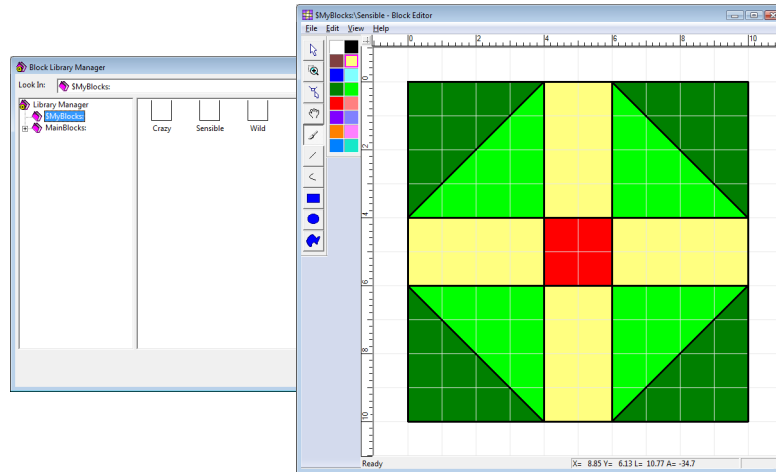
### New Diamond format

A new Diamond format has been added for non-square blocks.












## Quilt Block Editor

BERNINA Quilter now allows you to create and edit square blocks. This feature is available in BERNINA DesignerPlus only.



In general the drawing tools work the same way as in BERNINA Embroidery Software:

Tool	Purpose
	Use Select Shapes to select any lines drawn in the design window.
	Use Zoom Box to zoom in on details in your design. Use in conjunction with Pan.
	Use Reshape to modify selected lines in the block. Click and drag them as required. Right-click to add reshape nodes.
	Use Pan to click and drag the design within the editor window when working at high zoom factors.
	Use Color in conjunction with the color palette to color in selected areas of the block.
	Use Line to draw lines and divide up the grid as required.
	Use Curve to create curved lines.
	Use Solid Rectangle to create rectangular shapes in the currently selected color.
	Use Solid Circle to create circular shapes in the currently selected color.

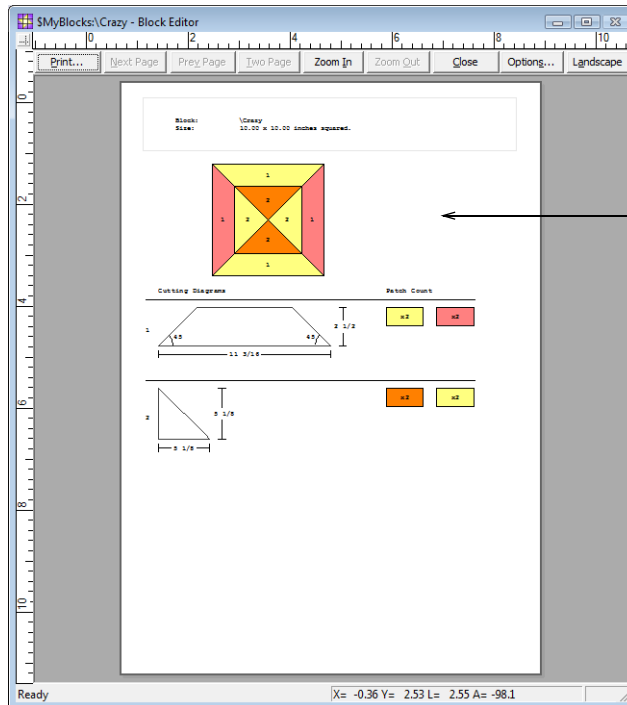
**Tool Purpose**



Use Solid Shape to create any shape in the currently selected color.

**Rotary cutting instructions**

You can print **Rotary Cutting** instructions for your own custom blocks from inside the **Block Editor**.



Rotary cutting instructions

## Supported file formats

BERNINA® Embroidery Software supports a number of new embroidery and image file formats. See below for a complete listing.

### Supported embroidery file formats

You may need to store designs in file formats other than ART60. For example:

- ▶ You may wish to send a design to a someone else who uses BERNINA Embroidery Software or some other compatible embroidery software.
- ▶ You may wish to stitch the design on a sewing machine that is not directly connected to your PC. This may be a BERNINA A200, older BERNINA, or other brand of machine. In this case the file will need to be saved in ART or a stitch file format for delivery to that machine.
- ▶ If more than one hoop is needed to cover the design, you may wish to split the design into separate files for each hooping.

BERNINA Embroidery Software supports the following formats. The writable file formats are available in BERNINA EditorPlus as well as BERNINA DesignerPlus.

Format	File	Grade	Read	Write	Note
V6.0 BERNINA Embroidery Software	ART60	A	●	●	Current release
V5.0 BERNINA Embroidery Software	ART50	A	●	●	
BERNINA A730/A200 designs	ART	A	●	●	All BERNINA Embroidery Software Designs
BERNINA USB Stick	EXP			●	
V1.x Explorations Projects	ART42	A	●	●	
V4.0 artista Designs	ART		●	● <sup>^</sup>	
artista Cross Stitch	ARX	D	●	● <sup>‡</sup>	
Deco, Brother, Babylock	PEC	C	●	●	
Deco, Brother, Babylock	PES	C	●	●	Includes V5.0 and V6.0
Elna Xpressive	EMD	C	●	●	
Husqvarna/Viking	HUS	C	●	●	
<sup>^</sup> V1, V2 and V3 ART no longer supported for write <sup>‡</sup> Cross Stitch program only <sup>†</sup> Quilter program only    * Save back as SHV but not convert to SHV					

Format	File	Grade	Read	Write	Note
Husqvarna/Viking	SHV	C	●	●*	
Husqvarna Viking/Pfaff	VP3	C	●	●	
Husqvarna Viking/Pfaff	VIP	C	●	●	
Janome/Elna/Kenmore	SEW	C	●	●	
Melco	EXP	C	●	●	
Pfaff	PCS	C	●	●	
Pfaff	PCD	C	●	●	
Pfaff	PCQ	C	●	●	
Pfaff	PCM	C	●	●	
Poem, Huskygram, Singer EU	CSD	C	●	●	
Singer	XXX	C	●	●	
Tajima	DST	C	●	●	
artista Templates	AMT	A	●	●	
V6.0 BERNINA Embroidery Software templates	AMT60	A	●	●	
artista Quilter	ARQ	D	●†	●†	
^ V1, V2 and V3 ART no longer supported for write ‡ Cross Stitch program only † Quilter program only * Save back as SHV but not convert to SHV					



**Note** \* In all situations where **File > Open** and **File > Insert Design** dialogs are invoked, the first item in the list of file types is always 'All ART (\*.ART\*)'. The reason for this is that there are a huge number of ART files of versions earlier than ART60 in the market.

### Supported graphic formats

With full integration with CorelDRAW® Essentials 4 by the Corel Corporation, graphic file formats now supported by BERNINA Embroidery Software include the following:

File format	Extension	Import	Export	Note
Illustrator Vector Graphic	AI	●	●	Vector file format native to Adobe Systems Incorporated.

File format	Extension	Import	Export	Note
Windows Bitmap	BMP	●	●	Device-independent bitmap (DIB) format that allows Windows to display the bitmap on any type of display device.
CALS compressed bitmap	CAL			Developed in mid-1980s to standardize graphics data interchange for electronic publishing.
CorelDRAW	CDR	●		Vector file format native to CorelDRAW and other Corel applications.
CorelDRAW Compressed	CDX	●		Same as CDR file but compressed.
Computer Graphics Metafile	CGM	●	●	File format for 2D vector graphics, raster graphics, and text.
R.A.V.E. animation file	CLK			Animation file format native to CorelDRAW and other Corel applications.
Corel Presentation Exchange	CMX	●	●	Presentation format of Corel Suite applications.
Corel PHOTO-PAINT Image	CPT	●	●	Native file format of Corel PHOTO-PAINT application.
Corel CMX Compressed	CPX	●		Same as CMX file but compressed.
Corel Symbol Library	CSL	●		Symbol library stores reusable objects or 'symbols'.
Corel DESIGNER	DES	●		3D technical illustration created with Corel Designer, a technical graphics design program.
MS Word	DOC / DOCX	●	●	MS Word Binary File Format containing text, tables, fields, pictures, embedded XML markup, and other document content.
Enhanced Windows Metafile	EMF	●	●	Windows Metafile (WMF and EMF) formats are vector formats that may or may not also contain a bit-mapped image.

File format	Extension	Import	Export	Note
Encapsulated Postscript	EPS		●	Standard file format for importing and exporting PostScript files. Can contain any combination of text, graphics and images.
Macromedia Freehand	FH	●		Vector file format native to Macromedia Freehand.
GEM File	GEM	●	●	Digital Research (GEM Paint) image.
CompuServe Bitmap	GIF	●	●	Bit-mapped graphics file format widely used on the Internet. Includes data compression but is limited to 256 colors.
HyperText Markup Language	HTM	●		Common webpage file type. Generally used on Internet for webpages with static content.
GEM Paint File	IMG	●	●	Digital Research (GEM Paint) image.
Joint Photographic Experts Group Bitmaps	JPG / JPEG	●	●	Compressed format for grayscale and color images.
Macintosh PICT	PCT	●	●	Originates on Apple Macintosh – basically a metafile recording a series of Macintosh QuickDraw graphics commands.
PaintBrush	PCX	●	●	File format created by ZSoft. Compresses image data with RLE type compression.
Adobe Type 1 Font	PFB		●	Adobe Type Manager Type 1 PostScript font file format.
Portable Network Graphics	PNG	●	●	Designed to replace older and simpler GIF format. Features lossless compression and supports up to 48-bit truecolor or 16-bit grayscale.
Picture Publisher 4	PP4	●		Bitmap graphics file extension used by version 4 of Micrografix Picture Publisher.
Picture Publisher 5.0	PP5	●	●	Bitmap graphics file extension used by version 5 of Micrografix Picture Publisher.
Picture Publisher	PPF	●	●	Bitmap graphics file extension used by Micrografix Picture Publisher.

File format	Extension	Import	Export	Note
Microsoft PowerPoint	PPT	●		Microsoft PowerPoint proprietary file format – also known as Binary Interchange File Format (BIFF).
Adobe Photoshop	PSD	●	●	Native Adobe Photoshop graphic file format that takes up less memory than uncompressed TIF files.
Corel Paint Shop Pro	PSP	●		Native graphic file format of Paint Shop Pro.
MS Publisher Document Format	PUB	●		Native file format of Microsoft Publisher.
Painter	RIFF	●		Generic meta-format introduced in 1991 by Microsoft and IBM as default format for Windows 3.1 multimedia files.
Rich Text Format	RTF	●	●	Text with some very common formatting stored in a plain ASCII text file somewhat like HTML files. Used to exchange text files between different word processors or operating systems.
Corel Presentations	SHW	●		Native file format of Corel Presentations, usually packaged as part of Corel's WordPerfect Office.
Macromedia Flash	SWF		●	Adobe (formerly Macromedia) Flash movie file. ShockWave Flash, Animated Vector Format for Internet.
Targa Bitmap	TGA	●	●	Created by Truevision Inc. Supports uncompressed and RLE compressed TGA file formats.
Tagged Image File Format Bitmap	TIFF	●	●	Tag-based file format designed to promote universal interchanges of digital image data.
True Type Font	TTF		●	A file containing typeface information.
ANSI Text	TXT	●	●	Common text file associated with many MS-DOS, Unix, Windows applications and text editors. May vary from simple ASCII to UTF.
Corel Quatro Pro	WB / WQ	●		Corel Quatro Pro spreadsheet file.

File format	Extension	Import	Export	Note
LOTUS 1-2-3	WK	●		Lotus 1-2-3 spreadsheet file.
Windows Meta-file	WMF	●	●	Windows Metafile (WMF and EMF) formats are vector formats that may or may not also contain a bit-mapped image.
Corel WordPerfect 4.2	WP4	●	●	Document format used by Corel WordPerfect word editor version 4.
Corel WordPerfect 5	WP5	●	●	Document format used by Corel WordPerfect word editor version 5.
Corel WordPerfect	WPD	●	●	Document format used by Corel WordPerfect word editor.
Corel WordPerfect Graphic	WPG	●	●	Can contain bitmaps, line art, and vector graphics.
WordStar	WSD	●	●	WordStar document file format.
Gimp Image	XCF	●		Gimp bitmap image format.
XPixMap Image	XPM	●	●	ASCII-text-based image format used by the X Window System.
Microsoft Excel	XSL	●		Microsoft Excel spreadsheet file.



**Note** For a full description of the CorelDRAW® Essentials 4 tools, refer to the electronic User Guide available via the Windows **Start > Programs** group. Alternatively, use the onscreen help available from the **Graphics** mode **Help** menu.

## Software inclusions

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BERNINA Embroidery Software provides many new software inclusions for sample designs and artwork and embroidery alphabets.

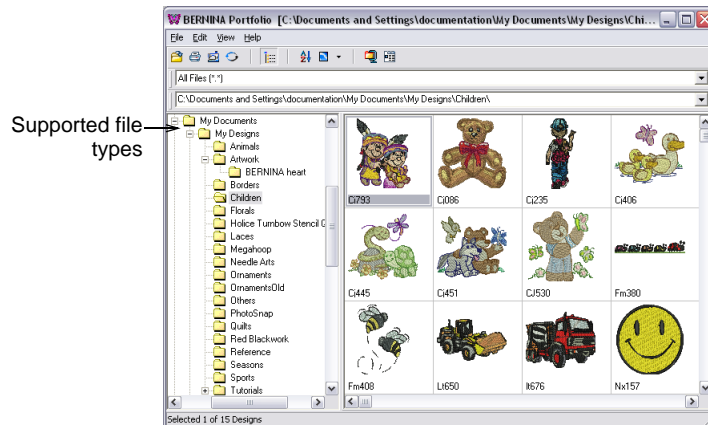
### Sample designs and artwork

BERNINA Embroidery Software contains hundreds of ready-to-stitch designs including many new attractive ornaments, samples and artwork backdrops. Design files (ART files) and images (BMP, JPG, and WMF files) can be found

in your **My Designs - Embroidery Software 6** folder. See also [Digitizing with Backdrops](#) in the Onscreen Manual.

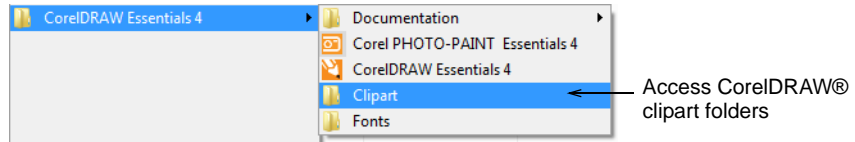


**Tip** BERNINA Portfolio displays embroidery design thumbnails and limited design information. You can filter the contents of the display window to show only certain embroidery file types. See [Browsing designs in folders](#) in the Onscreen Manual for details.

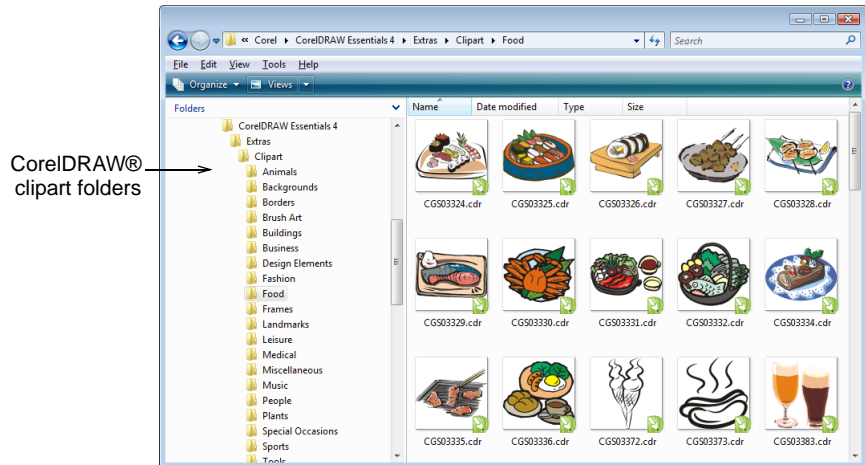


CoreIDRAW® Essentials 4 itself is packaged with a selection of clipart which can be accessed via the CoreIDRAW® Essentials 4 program group. This

clipart can be used as digitizing backdrops or converted directly into embroidery.



It may be more convenient to take a copy of the entire CoreIDRAW® Essentials 4 **Clipart** folder and copy it to **My Designs - Embroidery Software 6** folder for easy reference.



**Caution** Included artwork (clipart) and embroidery designs can only be used for personal use – i.e. they cannot be commercially sold in any form. Changing the medium – i.e. clipart to embroidery or embroidery to clipart – does not remove copyright protection.

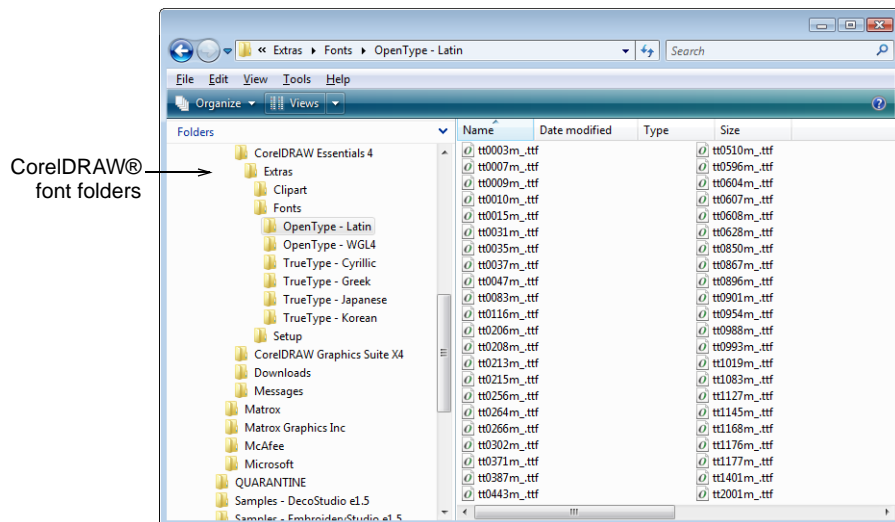
## Embroidery alphabets

BERNINA Embroidery Software provides over 50 professional quality embroidery alphabets including over 10 brand new ones. See [Alphabet Samples](#) in the Onscreen Manual for details.



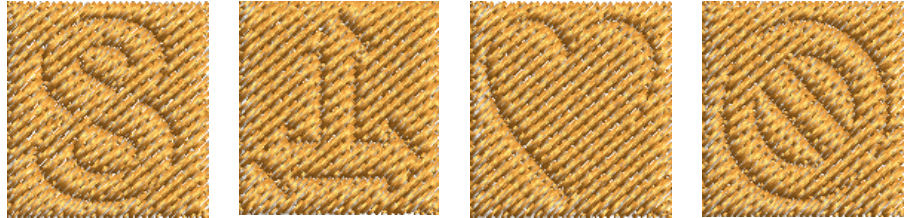
**Note** Not all alphabets are included in all product levels.

CoreIDRAW® Essentials 4 itself is packaged with a selection of TrueType and OpenType fonts which are automatically registered during installation. These can be automatically converted to embroidery alphabets. See also [Converting fonts to alphabets](#) in the Onscreen Manual.



## Carving Stamp patterns

BERNINA Embroidery Software provides a number of attractive new **Carving Stamp** patterns. See **Pattern set: Carving Stamps** in the Onscreen Manual for details.



## Known limitations in BERNINA® Embroidery Software

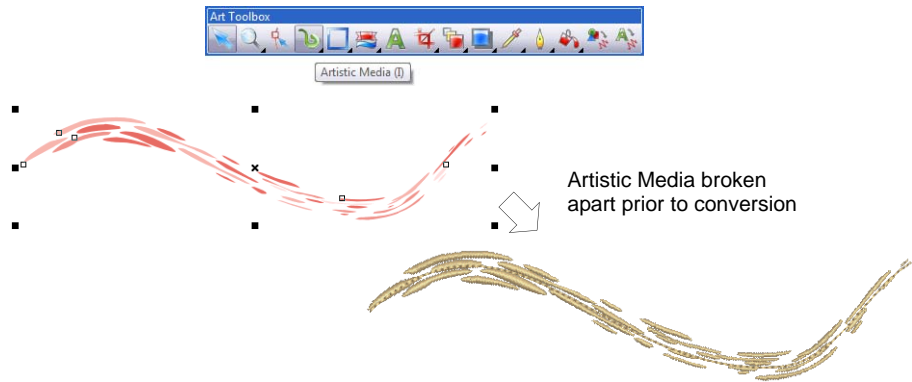
The following are known limitations in BERNINA Embroidery Software V6.0.

### Conversion of artistic media

There are some limitations when converting some CoreIDRAW® vectors to embroidery. Vector special effects, such as drop shadow, contour, and transparency, do not convert well as there is no equivalent embroidery effect. Enveloped text and **Fountain** or **Mesh** fills do not always give the expected result either.



Also **Artistic Media** is not always converted to embroidery as you might expect. Unless you first break the object into its constituent parts, the result is sometimes just a single line of run stitches.



However, as long as the vector object has a fill and/or an outline, BERNINA Embroidery Software will attempt to convert it. But if there is no embroidery equivalent, the object is converted with solid colors only. Enveloped text is converted to embroidery objects rather than embroidery text. See also [Converting vectors to embroidery](#) in the Onscreen Manual.



**Tip** A workaround is to break apart any 'special' vector objects using the **Arrange > Break Apart** command in **Art Canvas**. In most cases, you will get a result, but it may not be exactly the one you want.

## PhotoSnap

- ▶ The **Mirror Merge** feature is not intended to be used with **PhotoSnap** designs. Objects are not placed in the correct mirrored position.
- ▶ Some PhotoSnap designs, when sent to a BERNINA artista 200 machine, may produce **Out of Memory** errors. It is recommended that the photograph or image be removed from the design before sending to the machine.
- ▶ When opening a **PhotoSnap** design created in BERNINA artista V3 or V2, it will open correctly. However, if the design is resized, excessive stitches are generated. To regenerate stitches, producing a better result and lower stitch count:
  - ▶ Select and double-click the **PhotoSnap** object.
  - ▶ Select **PhotoSnap** tab in the **Object Properties** dialog.
  - ▶ Adjust the **Resolution** setting and click **OK**.



**Note** After generating the stitches, the stitch angle of the object is greater than the stitch angle for a comparable V6.0 PhotoSnap object.

### Gradient Fill limitations

**Gradient Fill** is subject to the following limitations

- ▶ You cannot use **Gradient Fill** and **Travel on Edges** at the same time with Block Digitized objects. When applying **Gradient Fill** to a Block Digitized object, you must explicitly turn off **Travel on Edges** or the effect will not be applied.
- ▶ Adding a holes to a Block Digitized object will destroy any **Gradient Fill** effect applying.

See also [Creating gradient fills](#) in the Onscreen Manual.

### Stitching out elastic lettering

When sending a design that contains a single lettering object with **Elastic Lettering** applied, an **Out of Memory** error is generated when selecting the design after sending. The workaround is to use the **Break Apart** tool which will turn the lettering into embroidery patches – i.e. it is no longer a lettering object. Alternatively save as EXP and send to machine as an EXP file. See [Creating special effects with Elastic Lettering](#) in the Onscreen Manual for details.

### Wave Effect stitch angles

Don't alter stitch angles after applying **Wave Effect** as it can displace **Fancy Fill** patterns.

### Zoom factors in Art Canvas

The zoom factors in **Art Canvas** of **To Page**, **To Width** and **To Height** do not work the same as in standalone CoreIDRAW® Essentials 4.

### Design file formats

Some designs created in BERNINA Embroidery Software and saved in PES format may not be readable by other machines. See [Writing designs to machine](#) in the Onscreen Manual for details.

### Multi-hooping large areas of Step fill

Large areas of **Step** fill with stitch spacings of 1 mm or more cannot be split using the **Splitting Guide**. Attempting to split these objects may give you an **Out of Memory** error.

### **Saving split designs to earlier versions**

Saving split designs to earlier versions of ART file may create a large number of manual stitch objects which will have scaling limitations in earlier versions of the software.

### **Saving objects with added stitch angles**

Saving objects which have had stitch angles manually added to earlier ART file versions can cause problems when changing underlays in earlier versions of the software.

### **PCM and EMD file formats**

The newly supported PCM and EMD file formats may not convert exactly as expected. If not, you will need to save to another format supported by your machine.

### **Monogram TrueType fonts and characters**

Monogramming does not work with all TrueType fonts and characters. For example:

- ▶ On MS Windows® XP SP2 English with East Asian language support, most unicode characters (including Kanji characters) are generated as '?' characters.
- ▶ On MS Windows® XP SP2 Chinese Traditional the situation is better, however some characters still generate outlines as ? characters.



**Tip** Character outlines are generated correctly, however, when you create ordinary lettering or monogramming objects using the **Name** field instead of **Initials** fields. See [Creating monogram lettering with names](#) in the Onscreen Manual for details.

### **BERNINA Cross Stitch**

If BERNINA Cross Stitch has been left open for a while without being used, a message displays asking if you want to save your design. Click the **Cancel** button to keep BERNINA Cross Stitch open and continue working. Click the **Save** button to save the current design and close BERNINA Cross Stitch.

### **BERNINA Portfolio**

- ▶ When viewing converted files in BERNINA Portfolio for DST and EXP, design connectors are displayed in thumbnail view.
- ▶ In this version, it is not possible to export Tab and CSV (Comma Separated Value files) formats for use by spreadsheets.
- ▶ When reading a memory stick in BERNINA Portfolio, the icon appears in the folder tree as a floppy disk. When you select it, the contents do not

display immediately. Right-click the icon and select **Refresh Display** – the contents are then displayed correctly in the folder tree.

### **Windows Vista 64 Bit**

If the error message 'Failed to load rapi.dll' is displayed when trying to connect to BERNINA home embroidery machine, update to the newest Windows Mobile Device Center Driver. Download and install the update from the [Microsoft website](#). The current Driver Version 6.1.

# BERNINA Embroidery Software Product Feature List

Capability	Feature Name	EditorPlus	DesignerPlus	Relevant topic in Onscreen Manual
<b>Basics</b>				<b>Basic Procedures</b>
Open designs from PC		●	●	Opening designs
Open multiple designs		●	●	Opening designs
Create designs (templates)		●	●	Starting new designs
Save designs		●	●	Saving designs
Display the hoop and grid		●	●	Hoops and grids
Measure distances onscreen		●	●	Measuring distances onscreen
Undo/redo commands	Undo/Redo	●	●	Undoing and redoing commands
Move/dock toolbars		●	●	Moving and docking toolbars
Access object properties		●	●	Accessing object properties
<b>View designs</b>				<b>Viewing Designs</b>
View designs in Art Canvas mode	Art Canvas	▲	▲	Art Canvas mode
View designs in Embroidery Canvas mode	Embroidery Canvas	▲	▲	Embroidery Canvas mode
View designs in Hoop Layout mode	Hoop Layout		▲	Hoop Layout mode
View simulated embroidery	Artistic View	●	●	Viewing simulated embroidery
View embroidery stitches	Stitch View	●	●	Viewing simulated embroidery
View needle points		●	●	Viewing needle points
View stitches and outlines		●	●	Viewing stitches and outlines
View design objects by color		●	●	Viewing objects by color
View designs in overview	Overview Window	●	●	Viewing designs in overview
Zoom in/out		●	●	Zooming in and out
Travel by object/color block		●	●	Traveling by object and color block
Travel by stitches		●	●	Traveling by stitches
View simulated design stitchout	Slow Redraw	●	●	Simulating design stitchouts
View/hide backdrops		●	●	Viewing backdrops
Change background colors/fabrics		●	●	Changing backgrounds
View design information		●	●	Viewing design properties
Preview designs		●	●	Previewing designs
<b>Select objects</b>				<b>Selecting Objects</b>
Select objects by point and click	Select Object	●	●	Selecting objects by point and click
● Included as standard ▲ New/improved feature/option				

Capability	Feature Name	EditorPlus	DesignerPlus	Relevant topic in Onscreen Manual
Select objects with bounding box		●	●	Selecting objects by bounding box
Select objects with Polygon Select	Polygon Select	●	●	Selecting objects by Polygon Select
Select objects by Tab key		●	●	Selecting objects by Tab key
Select all objects in design		●	●	Selecting all objects in a design
Deselect objects		●	●	Deselecting objects
View and select color blocks	Color Film	●	●	Viewing and selecting color blocks
<b>Working with hoops</b>				<b>Hooping Designs</b>
Display hoops		●	●	Selecting hoops
Create multi-hooped designs	Hoop Layout		▲	Creating multi-hoop designs
Split objects between hoopings	Splitting Guide		▲	Splitting objects between hoopings
Create custom hoops		●	●	Defining custom hoops
Modify custom hoops		●	●	Modifying custom hoops
<b>System setup</b>				<b>Hardware and Software Setup</b>
Calibrate monitor		●	●	Calibrating the monitor
Set grid options		●	●	Setting grid options
Set automatic scrolling		▲	▲	Setting auto scroll options
Set hoop options		●	●	Setting hoop options
Set closed-object appliqué options	Auto Appliqué		●	Setting Auto Appliqué options
Set Remove Overlaps options	Remove Overlaps	●	●	Setting Remove Overlaps options
Set automatic save		●	●	Setting automatic save
Set pointer position display options		●	●	Setting pointer position display options
Set other general options		●	●	Setting other general options
<b>Digitizing methods</b>				<b>Digitizing Methods</b>
Switch between fill and outline methods		●	●	Switching between fill and outline digitizing methods
Digitize open shapes	Open Object		●	Digitizing open shapes
Digitize closed shapes	Closed Object		●	Digitizing closed shapes
Digitize columns of varying width	Block Digitizing		●	Digitizing columns of varying width
Digitize circles and ovals	Circle/Oval		●	Digitizing circles and ovals
Digitize squares and rectangles	Rectangle		●	Digitizing squares and rectangles
<b>Outline and fill stitches</b>				<b>Outline and Fill Stitches</b>
Select outline stitches		●	●	Selecting outline stitches
Select fill stitches		●	●	Selecting fill stitches
● Included as standard ▲ New/improved feature/option				

Capability	Feature Name	EditorPlus	DesignerPlus	Relevant topic in Onscreen Manual
Create Single/Triple outlines	Single/Triple	●	●	Creating outlines with Single and Triple stitch
Create Satin outlines	Satin	●	●	Creating outlines with Satin stitch
Create Blanket outlines	Blanket	●	●	Creating outlines with Blanket stitch
Create Satin fills	Satin Fill	●	●	Creating fills with Satin fill
Create Step fills	Step Fill	●	●	Creating fills with Step fill
Change Step patterns	Step Pattern	●	●	Applying Step patterns
<b>Thread colors and thread charts</b>				<b>Thread Colors and Charts</b>
Change current colors		●	●	Changing current colors
Recolor selected objects		●	●	Recoloring selected objects
Search and assign threads		●	●	Searching and assigning threads
Match and assign threads		●	●	Matching and assigning threads
Change colors in entire design		▲	▲	Changing entire design colors
Modify thread charts		●	●	Modifying thread charts
Create custom thread charts		●	●	Creating custom thread charts
<b>Object properties and templates</b>				<b>Object Properties and Templates</b>
Set current object properties		●	●	Setting current object properties
Change object properties		●	●	Changing properties of selected objects
Change default object properties		●	●	Changing default object properties
Create design templates		●	●	Creating design templates
Modify design templates		●	●	Modifying design templates
Save current properties to template		●	●	Saving current properties to a template
Revert to NORMAL template		●	●	Reverting to the NORMAL template
<b>Improving stitch quality</b>				<b>Improving Stitch Quality</b>
Adjust fabric settings		●	●	Adjusting fabric settings
Apply automatic underlays		●	●	Stabilizing with underlays
Apply automatic pull compensation		●	●	Compensating for fabric stretch
Preserve long stitches	Auto Jump	●	●	Preserving long stitches
Adjust tie-in/off settings		●	●	Adjusting tie-in/off settings
Set automatic start and end points	Auto Start/End	●	●	Setting automatic start and end points
<b>Digitizing with backdrops</b>				<b>Digitizing with Backdrops</b>
Scan bitmap images		▲	▲	Scanning artwork
Load bitmap and vector pictures		▲	▲	Loading pictures
Crop images for digitizing		●	●	Cropping images for digitizing
● Included as standard ▲ New/improved feature/option				

Capability	Feature Name	EditorPlus	DesignerPlus	Relevant topic in Onscreen Manual
Reshape cropped images	Reshape Object	●	●	Reshaping cropped images
Edit images in a graphics application	Touch Up Picture	▲	▲	Editing images in graphics applications
Save backdrops as separate files		●	●	Saving backdrops as separate files
Prepare non-outlined images	Image Preparation	▲	▲	Preparing non-outlined images
Prepare outlined images	Outlined Image Preparation	▲	▲	Preparing outlined images
<b>Automatic digitizing</b>				<b>Automatic Digitizing</b>
Convert vectors to embroidery	Convert to Embroidery	▲	▲	Converting vectors to embroidery
Convert embroidery to vectors	Convert Selected Embroidery to Art Vectors		▲	Converting embroidery to vectors
Digitize filled shapes automatically	Magic Wand	●	●	Digitizing fills automatically
Digitize outlines automatically	Magic Wand	●	●	Digitizing outlines automatically
Digitize whole images automatically	Auto Digitizer	●	●	Digitizing whole images automatically
Create automatic outlines and borders	Auto Digitizer	▲	▲	Creating automatic outlines and borders
Create designs from photographs	PhotoSnap	●	●	Digitizing with PhotoSnap
<b>Combining and sequencing objects</b>				<b>Combining and Sequencing Objects</b>
Insert designs		●	●	Inserting designs
Copy and paste objects		●	●	Copying and pasting objects
Duplicate objects		●	●	Duplicating objects
Clone objects	Quick Clone	●	●	Cloning objects
Group/ungroup objects	Group/Ungroup	●	●	Grouping and splitting objects
Break objects apart	Break Apart	●	●	Splitting into component objects
Resequence objects		●	●	Sequencing objects
Manipulate color blocks and objects	Color Film	▲	▲	Sequencing objects with Color Film
Sequence entire designs automatically	Stitch Sequence	●	●	Auto-sequencing entire designs
<b>Arranging and transforming objects</b>				<b>Arranging and Transforming Objects</b>
Position objects		●	●	Positioning objects
Align objects		●	●	Aligning objects
Scale objects		●	●	Scaling objects
Rotate objects		●	●	Rotating objects
Skew objects		●	●	Skewing objects
● Included as standard ▲ New/improved feature/option				

Capability	Feature Name	EditorPlus	DesignerPlus	Relevant topic in Onscreen Manual
Mirror objects		●	●	Mirroring objects
Mirror-merge objects		●	●	Mirror-merging objects
Create wreaths		●	●	Creating wreaths
<b>Reshaping and editing objects</b>				<b>Reshaping and Editing Objects</b>
Reshape objects	Reshape Object	●	●	Reshaping objects
Adjust stitch angles		▲	▲	Adjusting stitch angles
Change entry and exit points		●	●	Adjusting entry and exit points
<b>Stitch editing</b>				<b>Editing Stitches</b>
Select stitches		●	●	Selecting stitches
Insert stitches		●	●	Inserting stitches
Move stitches		●	●	Moving stitches
Delete stitches		●	●	Deleting stitches
<b>Specialized digitizing techniques</b>				<b>Specialized Digitizing Techniques</b>
Create freehand embroidery	Freehand Draw Embroidery		▲	Creating freehand embroidery
Reinforce outlines			●	Reinforcing outlines
Cut holes in objects	Add Holes		●	Cutting holes in objects
Remove underlying stitching	Remove Overlaps	●	●	Removing underlying stitching
Fill holes in objects	Fill Holes		●	Filling holes in objects
Create outlines and borders	Outline Design		▲	Creating outlines and borders
Create buttonholes	Add Buttonhole	●	●	Creating buttonholes
<b>Artistic stitch effects</b>				<b>Artistic Stitch Effects</b>
Create contour fills	Contour		▲	Creating contour fills
Create fancy fills	Fancy Fill	●	●	Creating fancy fills
Create cross stitch fills	Cross Stitch		▲	Creating cross stitch fills
Create textured edges	Textured Edge	●	●	Creating textured edges
Create wave effects	Wave Effect	●	●	Creating wave effects
Creating star fills	Star Fill		▲	Creating star fill effects
Create gradient fills	Gradient Fill		●	Creating gradient fills
Create open fills	Travel on Edges	●	●	Creating open fills
Create color blending effects	Color Blending		●	Creating color blending effects
Create morphing effects	Morphing		●	Creating morphing effects
● Included as standard ▲ New/improved feature/option				

Capability	Feature Name	EditorPlus	DesignerPlus	Relevant topic in Onscreen Manual
<b>Pattern runs and fills</b>				<b>Patterned Stamps, Runs and Fills</b>
Add pattern stamps	Pattern Stamp		●	Adding pattern stamps
Create pattern runs	Pattern Run	●	●	Creating pattern outlines
Create pattern fills	Pattern Fill	●	●	Creating pattern fills
Create your own pattern sets			●	Managing patterns
Create stitch patterns with carving stamps	Carving Stamp		▲	Creating stitch patterns with carving stamps
<b>Craft stitch borders and fills</b>				<b>Craft Stitch Borders and Fills</b>
Create blackwork outlines	Blackwork Border		●	Creating blackwork outlines
Create backstitch outlines	Backstitch		●	Creating backstitch outlines
Create stemstitch outlines	Stemstitch		●	Creating stemstitch outlines
Create candlewicking outlines	Candlewicking Border		●	Creating candlewicking outlines
Create blackwork fills	Blackwork Fill		●	Creating blackwork fills
Create candlewicking fills	Candlewicking Fill		●	Creating candlewicking fills
Create lacework fills	Lacework		●	Creating lacework fills
Create ripple fills	Ripple		▲	Creating ripple fills
Create stippling fills	Stipple		▲	Creating stippling fills
<b>Appliqué</b>				<b>Digitizing for Appliqué</b>
Create appliqué	Auto Appliqué		●	Creating closed-object appliqué
Create partial cover appliqué	Partial Appliqué		●	Creating partial cover appliqué
Create open-object appliqué	Advanced Appliqué		●	Creating open-object appliqué
<b>Embroidery lettering</b>				<b>Embroidery Lettering</b>
Add lettering to embroidery designs		●	●	Adding lettering to embroidery designs
Create horizontal baselines		●	●	Creating horizontal baselines
Create vertical baselines		●	●	Creating vertical baselines
Create circle baselines		●	●	Creating circular baselines
Create multiple baselines		●	●	Creating predefined baselines
Create custom baselines		●	●	Creating custom baselines
Format lettering (italics, bolding, justification)		●	●	Formatting lettering
Adjust letter spacing (overall, individual, line)		●	●	Adjusting spacings
Edit lettering text		●	●	Editing lettering text
● Included as standard ▲ New/improved feature/option				

Capability	Feature Name	EditorPlus	DesignerPlus	Relevant topic in Onscreen Manual
Scale lettering		●	●	Scaling lettering
Remove underlay from small lettering		●	●	Removing underlay from small lettering
Transform lettering objects (rotate, skew)		●	●	Transforming lettering objects
Adjusting individual letters (reposition, transform, reshape)		●	▲	Adjusting individual letters
Add stitch angles to letters		●	●	Adding stitch angles to letters
Recolor letters		●	●	Recoloring letters
<b>Embroidery lettering – special</b>				<b>Embroidery Lettering</b>
Convert text to embroidery			▲	Converting text to embroidery
Convert TrueType fonts to embroidery			●	Converting fonts to embroidery
Add special characters and symbols		●	●	Adding special characters
Special alphabets		●	●	Using special alphabets
Create special effects with Elastic Lettering	Elastic Lettering	●	●	Creating special effects with Elastic Lettering
<b>Monogramming</b>				<b>Monogramming</b>
Create monogram lettering with initials	Monogramming	▲	▲	Creating monogram lettering with initials
Create monogram lettering with names		▲	▲	Creating monogram lettering with names
Add ornaments to monograms		●	●	Adding ornaments to monograms
Create ornament layouts		●	●	Creating multi-ornament layouts
Add borders to monograms		●	●	Adding borders to monograms
Create your own borders			●	Creating custom borders
<b>Design processing</b>				<b>Design Processing &amp; Output</b>
Print designs		●	●	Previewing and printing worksheets
Set print options for embroidery		●	●	Setting print options for embroidery
Print appliqué patterns		●	●	Printing appliqué patterns
Print Color Film		●	●	Printing Color Film
Print multi-hooped designs		▲	▲	Printing multi-hooped designs
Print thread charts		●	●	Printing thread charts
Save designs as images		●	●	Saving designs as images
Stitch out designs		●	●	Stitching out designs
Output multi-hooped designs			▲	Outputting multi-hooped designs
Open stitch files with object conversion		●	●	Opening files with conversion
Open stitch files without object conversion		●	●	Opening files without conversion
Read designs from machine		●	●	Reading designs from machine
● Included as standard ▲ New/improved feature/option				

Capability	Feature Name	EditorPlus	DesignerPlus	Relevant topic in Onscreen Manual
Write designs to machine		●	●	Writing designs to machine
Write designs to USB stick		●	●	Writing designs directly to USB stick
Store designs with Magic Box		●	●	Storing designs with Magic Box
Save designs in PES format		●	●	Saving designs in PES format
<b>Design management</b>				<b>Design Management</b>
Browse for designs in folders		●	●	Browsing designs in folders
View zipped designs in folders		●	●	Viewing archived designs
Locate missing files		●	●	Locating missing files
Change locale		●	●	Changing locale
Open designs in BERNINA Embroidery Software		●	●	Opening designs in BERNINA Embroidery Software
Create designs with custom templates		●	●	Creating designs with custom templates
Run simple and complex sorts		●	●	Sorting files in folders
Print designs		●	●	Printing designs with BERNINA Portfolio
Print design catalogs		●	●	Printing design catalogs
Stitch out designs		●	●	Stitching out designs
Convert design files		●	●	Converting design files
Archive design files		●	●	Archiving design files
Organize designs in folders		●	●	Organizing designs in folders
● Included as standard ▲ New/improved feature/option				