

eBook
SERIES

Just Design It!

BERNINA 880 Stitch Transfer

Machine - Software - Simulator Interplay



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- ~ Saving Stitches
- ~ Stitch Transfer - Simulator to/from Sewing & Embroidery Machine
- ~ Stitch Transfer - Embroidery Software to/from Sewing & Embroidery Machine

BERNINA 880 Stitch Transfer

Machine - Software - Simulator Interplay

With the BERNINA 880, BERNINA Embroidery Software 7, and BERNINA 880 Simulator, there are many opportunities for transferring designs and stitches. You can transfer stitches either for sewing or for embroidery. The chart below illustrates the possibilities and outlines the section that covers the type of transfer.

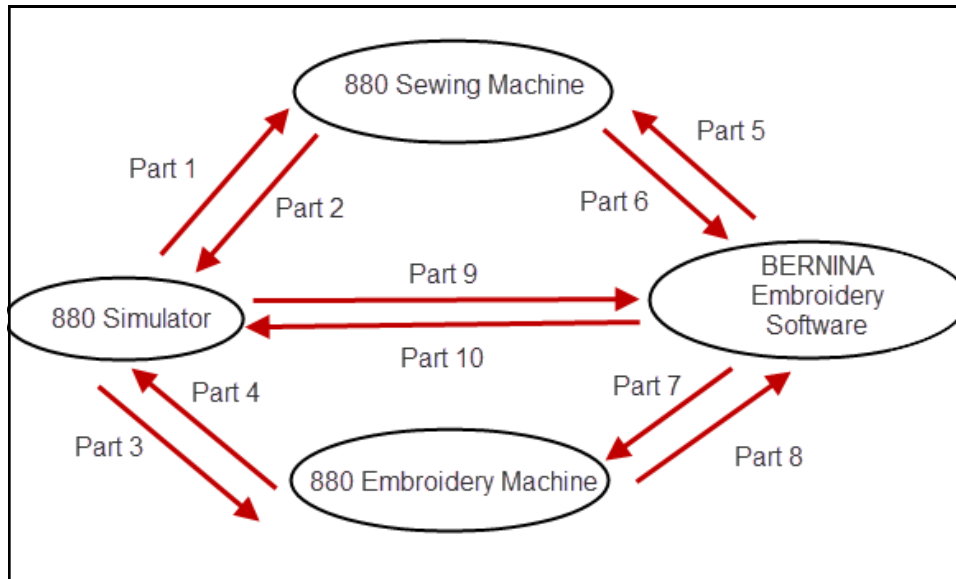


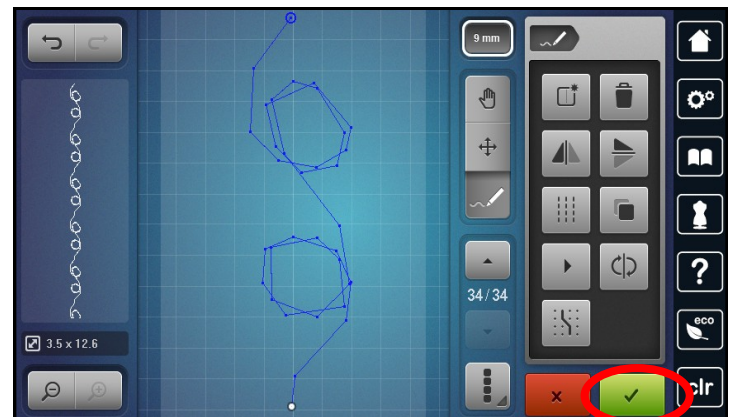
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PART 1

Transferring a stitch designed in the simulator to the sewing machine:

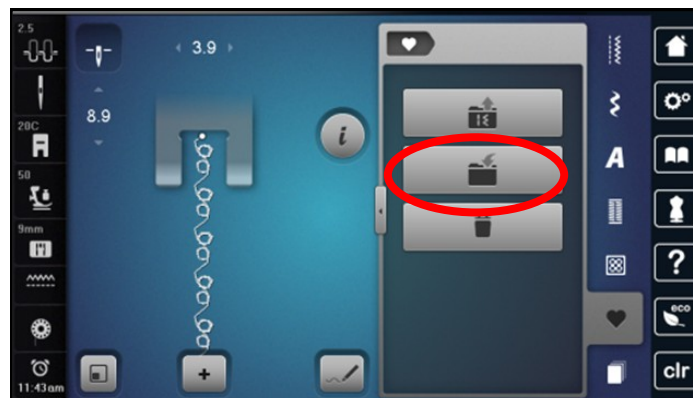
-  1. Open the simulator and select the Stitch Designer.
-  2. Select Create New.
3. Create the stitch in the Stitch Designer.
4. Confirm.



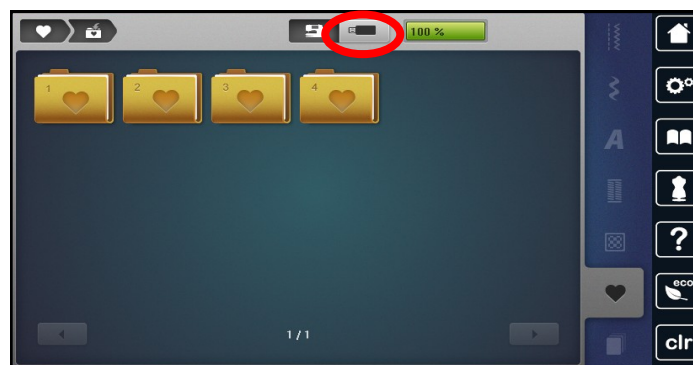
5. Select the Personal Program.



6. Select Save.

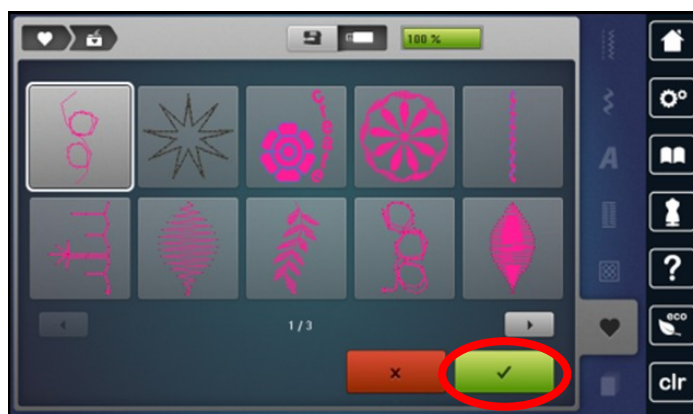


7. Select the USB option.



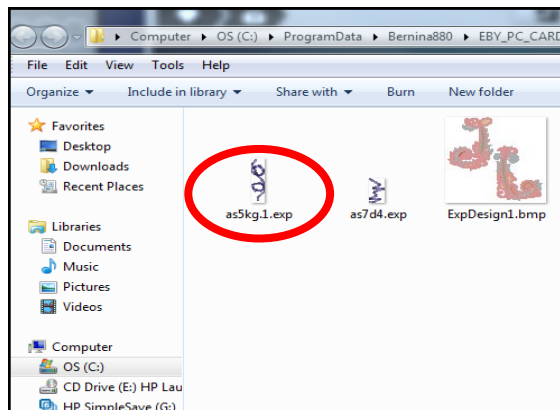
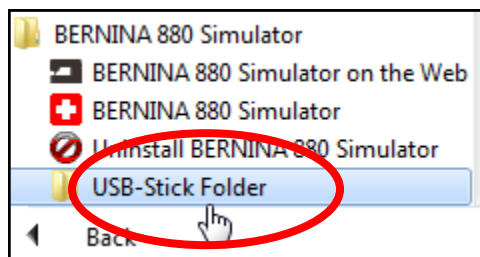
8. Confirm.

9. The designed stitch has been saved in the simulator, but is not yet transferred to a USB stick in the computer.



To retrieve the saved stitch from the simulator and place on the USB stick:

1. Place a USB stick in your computer.
2. Go to Start> All Programs> BERNINA 880 Simulator. (For Windows 8, begin typing USB.)
3. Select the USB-Stick Folder. This opens a Windows Explorer folder to the location of the designed exp file.



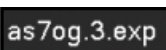
4. Select the file, right click, and select Copy from the choices.



~ If you do not see thumbnails in the dialog box, return to the simulator, select Delete.



~ Select the USB option.



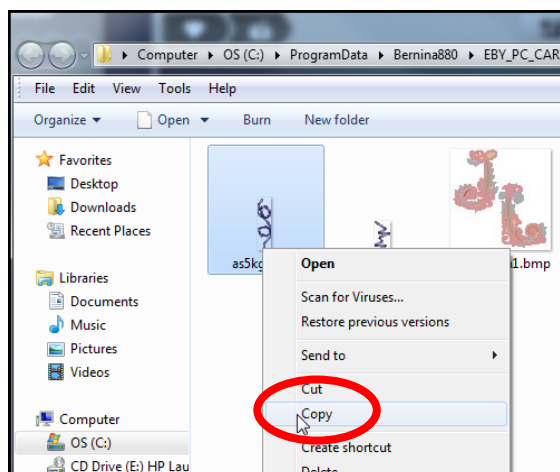
~ Select the stitch you want to transfer to the USB.



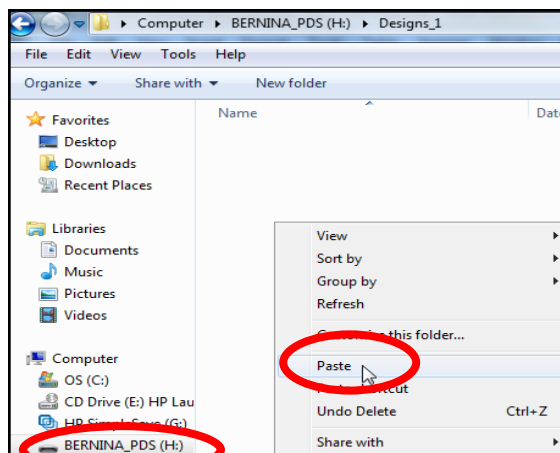
~ The named stitch is shown in the delete window.

~ Select the X (Esc).

~ You now know the name of the stitch to select from the dialog box. Right click and Copy.



5. Select the USB destination from the left side of the dialog box.
6. Right click in the right side of the dialog box and select Paste. This places the designed stitch on the USB stick.



To load the saved stitch onto the sewing machine:

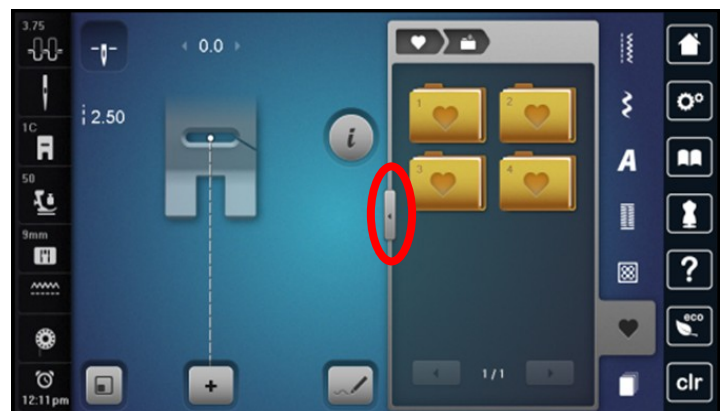
1. Remove the USB stick from the computer and place in the machine.
2. In sewing mode, select the Personal Program icon.



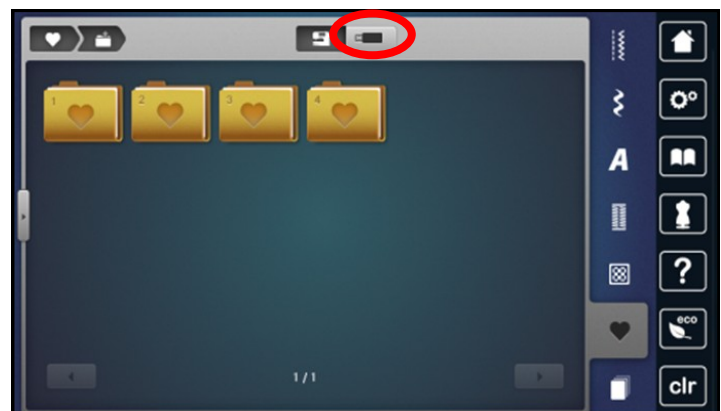
3. Select Retrieve.



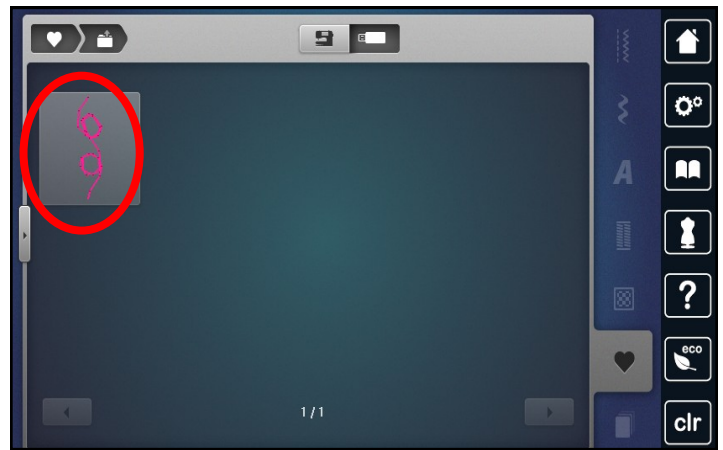
4. Expand the screen.



5. Select the USB.



6. Select the stitch.



7. The stitch can be stitched from this screen without saving or can be saved into one of your Personal Program folders. You may also edit the stitch in the machine: stitch length, stitch width, needle position, mirror, etc.

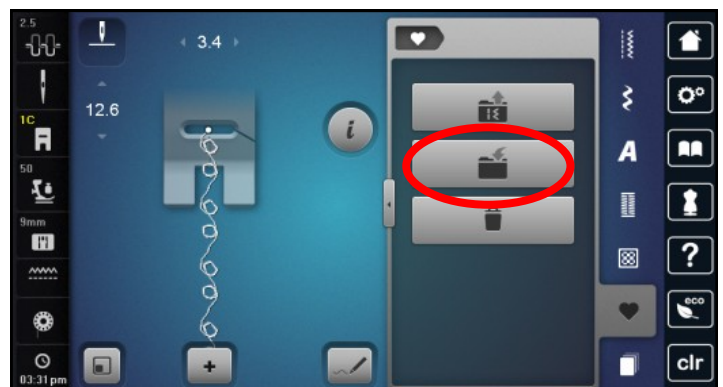


To save the transferred stitch on the sewing machine:

1. Select the Personal Program breadcrumb.



2. Select Save.



3. Select one of the folders.



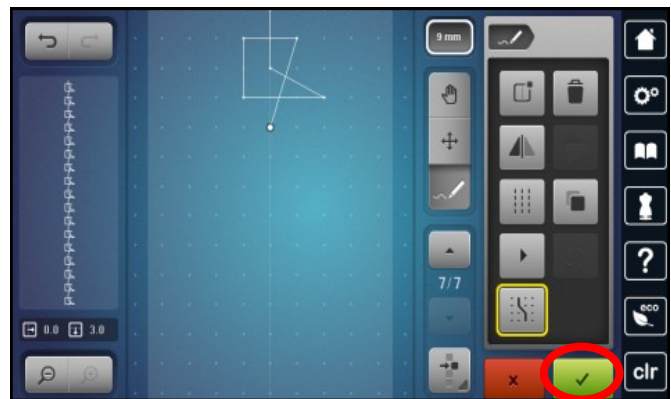
4. Confirm.



PART 2

To send designs from the sewing machine to the simulator:

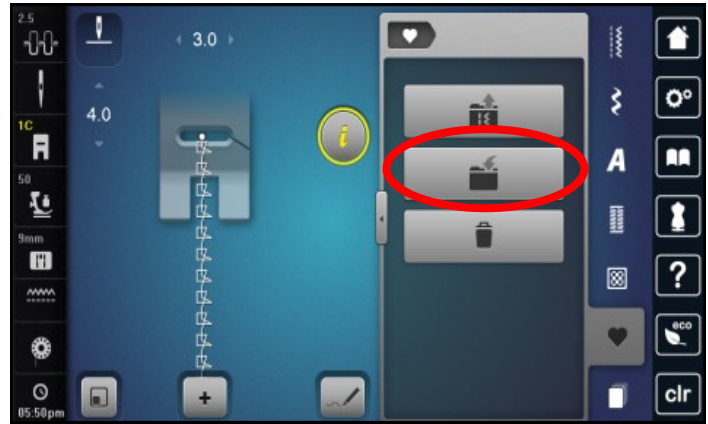
1. Design a stitch in the Stitch Designer of the sewing machine; confirm.



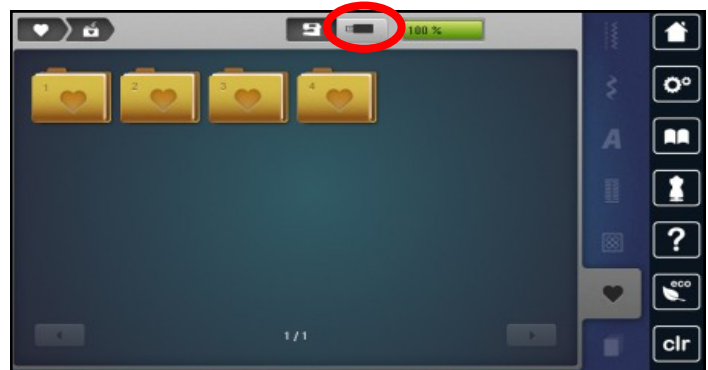
2. Select Personal Program.



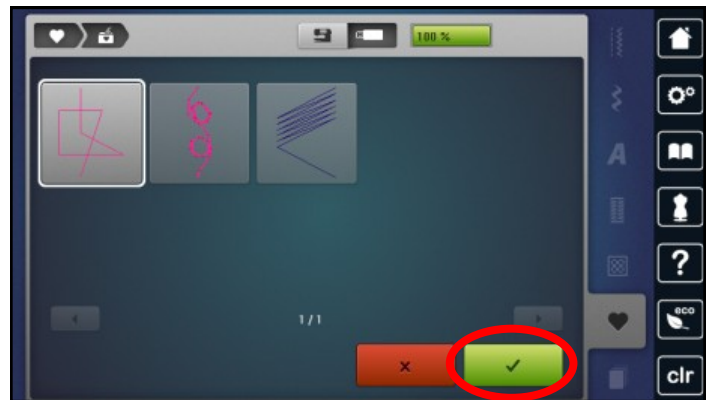
3. Select Save.



4. Select the USB stick.

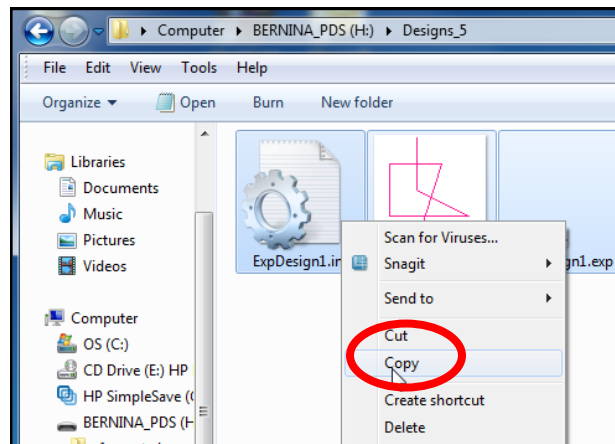


5. Confirm.

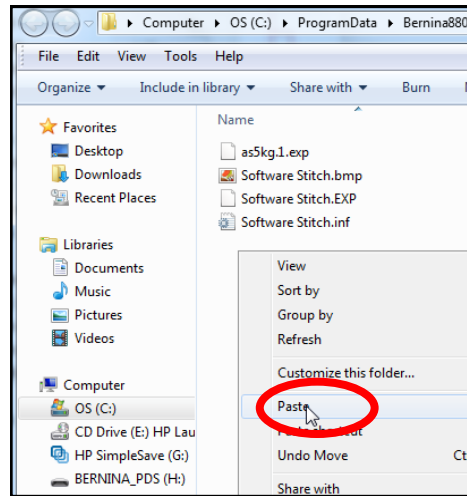


To transfer the design from the USB stick to the simulator:

1. Remove the USB stick from the machine and place it in your computer.
2. Select the USB stick to view the files in Windows Explorer.
3. Select the .inf, .bmp, and .exp files on the USB stick while holding the Ctrl key.
4. Right click and select Copy.



5. Go to Start> Programs> BERNINA 880 Simulator> USB Stick Folder.
6. Right click on the right hand side and select Paste. Close the dialog box.



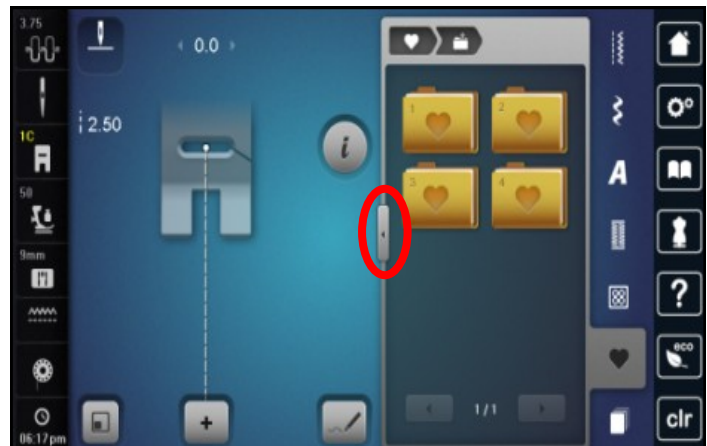
7. Open the simulator. In sewing mode, retrieve the stitch first by selecting the Personal Program.



8. Select Retrieve.



9. Select Expand.



10. Select the USB.



11. Select the stitch.

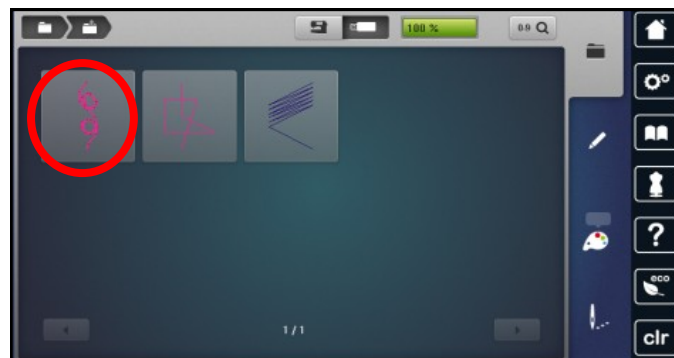
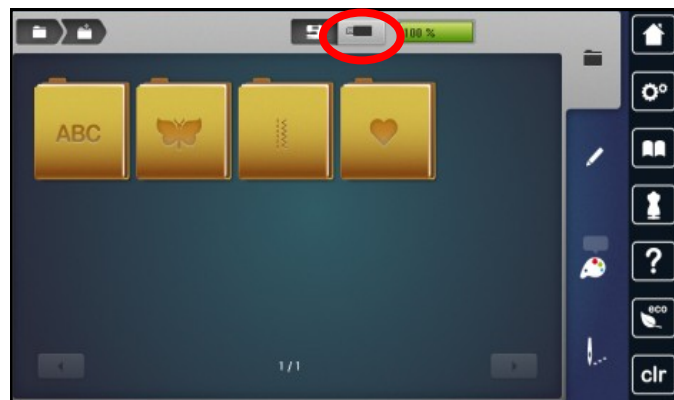


12. The stitch can now be manipulated in the simulator through the "i" button or edited in the Stitch Designer.

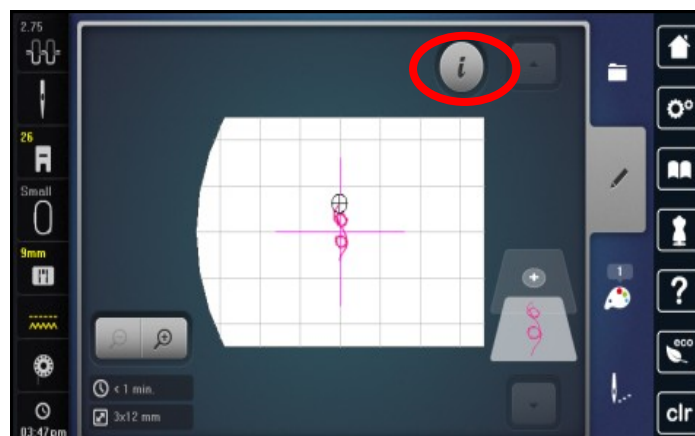
PART 3

To send a designed stitch from the simulator to the embroidery machine:

1. Follow the same process to save the designed stitch created in the simulator onto a USB stick (see pages 2-4).
2. Remove the USB from the computer and place the USB in the embroidery machine.
3. Select Embroidery Mode.
4. Select the USB stick.
5. Select the stitch.



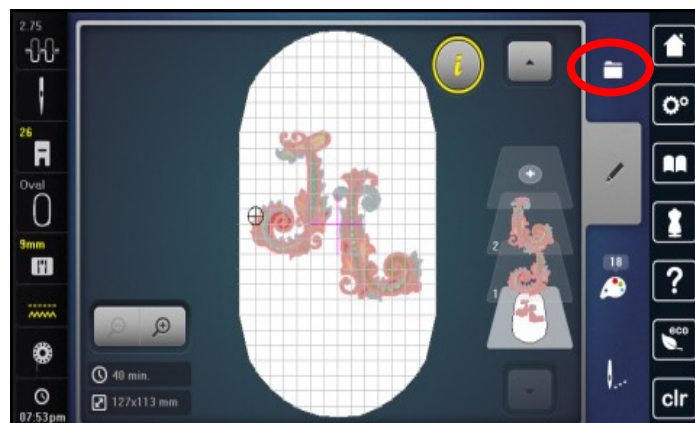
6. The stitch is brought into the center of the hoop.
 - ~ The stitch can then be edited by selecting the "i" button.
 - ~ It can be shaped, duplicated, combined, rotated, mirrored, resized, or you can use endless embroidery.



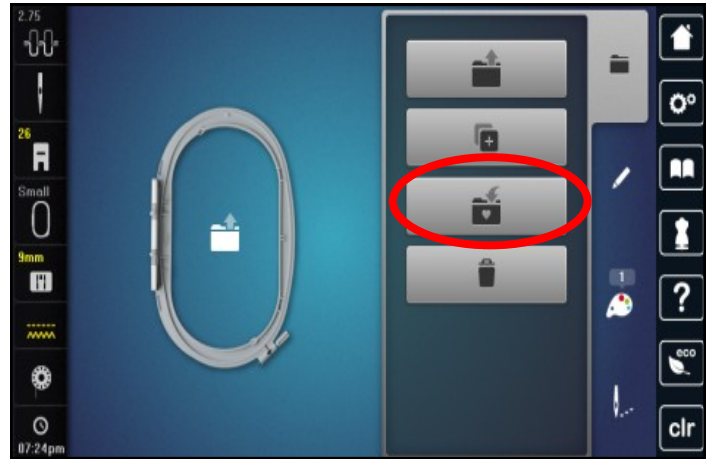
PART 4

To send a design from the embroidery machine to the embroidery simulator:

1. Place a USB stick in the embroidery machine.
2. In Embroidery Mode, create the design for embroidery using the editing tools in the "i" button.
3. Close the Edit Mode.
4. Select the Selection icon.

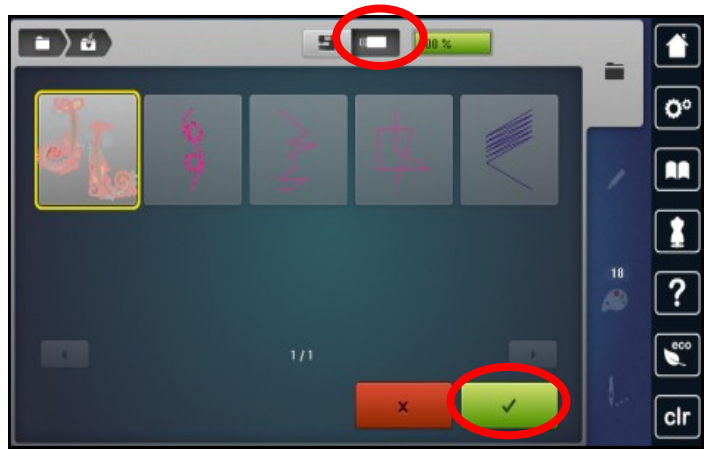


5. Select Save.



6. Select the USB; then Confirm.

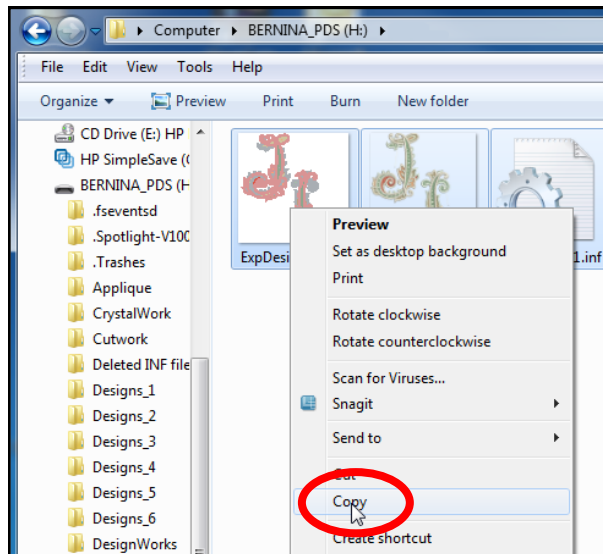
7. Remove the USB stick from the machine.



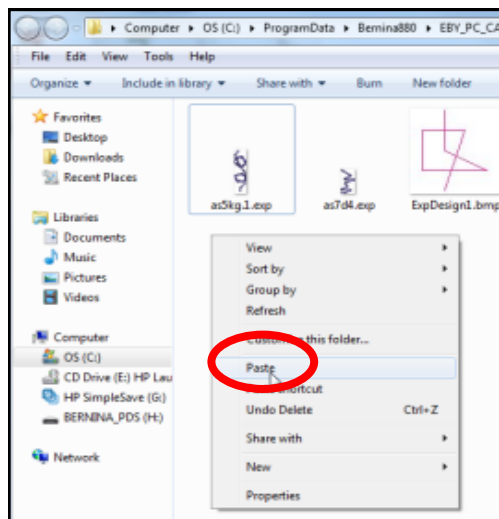
8. Insert the USB stick into your computer.

9. Open the USB in Windows Explorer to view the files.

10. Select the design (hold the Ctrl key and select the .exp, .inf, and .bmp files), right click and select Copy.



11. Go to Start> Programs> BERNINA 880 Simulator> USB Stick folder.
12. Right click on the right side of the dialog box and select Paste.
13. The design can now be retrieved in the embroidery simulator by selecting Embroidery Mode, the USB stick, and then the design.
14. It can be edited in the simulator and later sent to the machine.

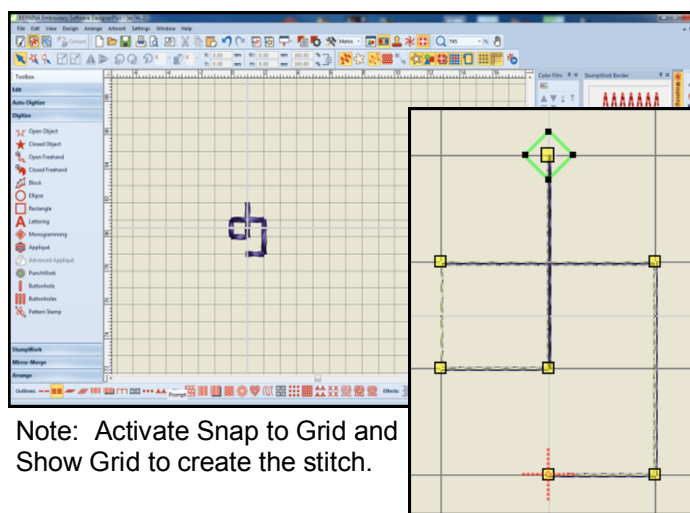


PART 5

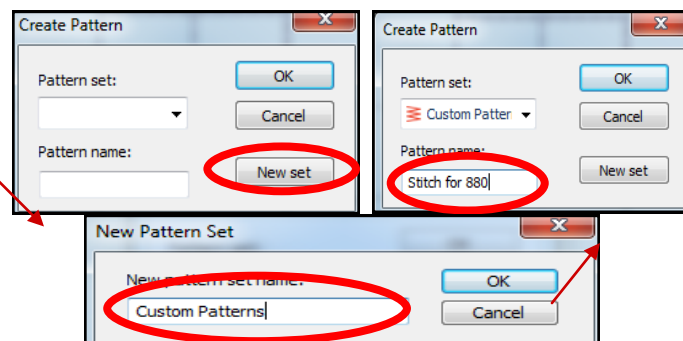
To send stitches created in the BERNINA Embroidery Software to the sewing machine:

Note: Only for DesignerPlus

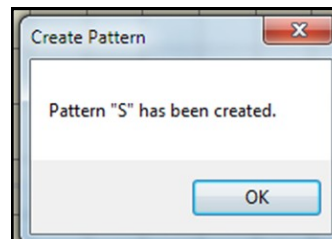
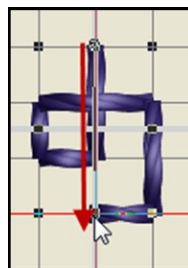
1. Create a stitch pattern in the software using one of the digitizing tools in the software.
2. Change the start and stop points as needed to create a continuous stitch through Reshape Object.



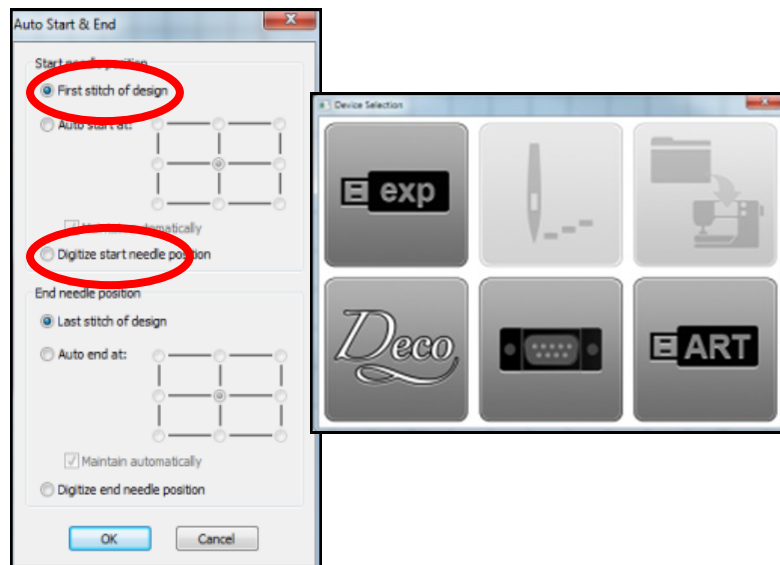
3. Select the stitch; then select Settings> Create Pattern.
4. Select New Set and name the Pattern Set, Custom Patterns; click OK.
5. Name the Pattern in the dialog box; click OK.



6. Set the reference points of the stitch where the stitch will start and where it will stop with two left clicks. The stitch pattern will be confirmed. Select OK with the confirmation.

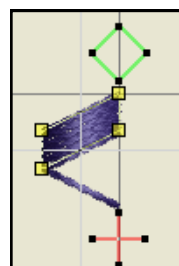
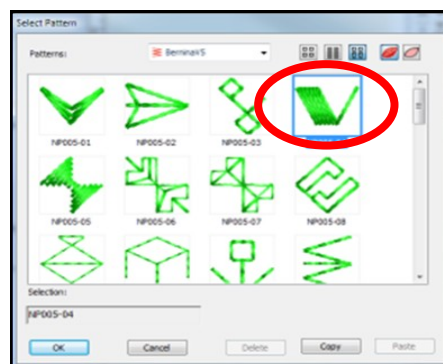


7. Select Design > Auto Start & End.
 - ~ Set the Start Needle Position at the First stitch of the design.
 - ~ Set the End Needle Position to the Last stitch of the design.
 - ~ Press OK.
8. Place a USB stick in the computer.
9. Select Write to Card/Machine to export the stitch to your USB stick.
 - ~ Select .exp option.
 - ~ Click OK in the dialog box that opens.
 - ~ The stitch can be deleted from the software screen.

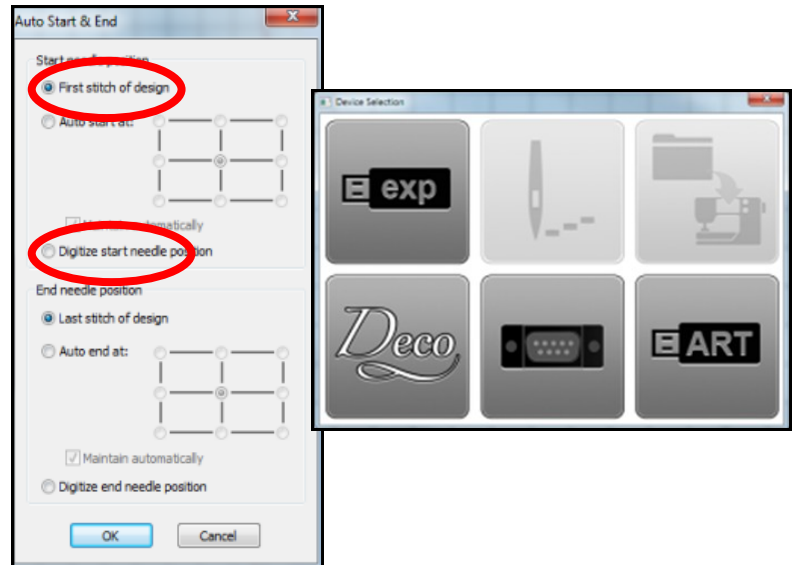


To use a built-in pattern from the software as a stitch:

1. Select Pattern Stamp in the Digitize Toolbox.
2. Navigate to the stitch you wish to use. Select it and click OK.
3. Set the pattern with two left clicks; then press Esc.
 - ~ Make sure that the stitch is oriented in the proper way to form a sewing stitch.
 - ~ You may do this as you set the pattern stamp or you can rotate the stitch after the stamp is created.
 - ~ Use Slow Redraw to check the way it will stitch.
 - ~ You may need to change the starts & stops of the stitch through Reshape Object.



- As noted on the previous page, change the Start and End Needle Positions so that the Start begins at the first stitch of the design and the End ends at the Last stitch of the design. Press OK.
- Select Write to Card/Machine to send the stitch to the USB stick as outlined on the previous page.



To add the created or built-in software stitches to the sewing machine:

- In Sewing mode, place the USB stick into the machine.
- See the previous directions to load a stitch into the machine. (pages 5-6)

PART 6

To send a stitch from the sewing machine to the software:

- In Sewing Mode, select the stitch; then select information "i".



- Select one Pattern Repeat; then select the Breadcrumb stitch number.
Note: This step is not necessary for Sideways Motion stitches.



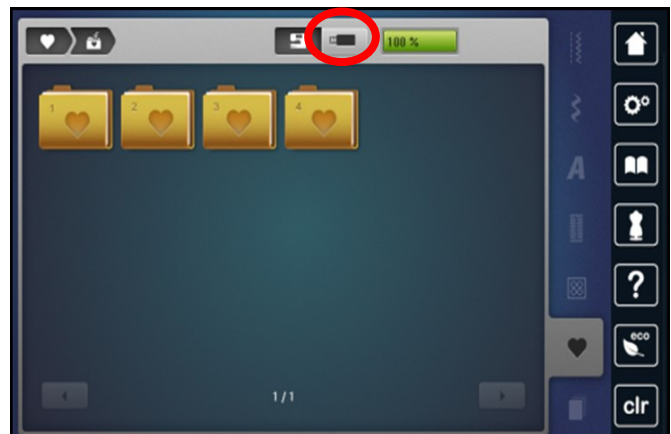
3. Select Personal Program.



4. Select Save.



5. Select the USB icon.



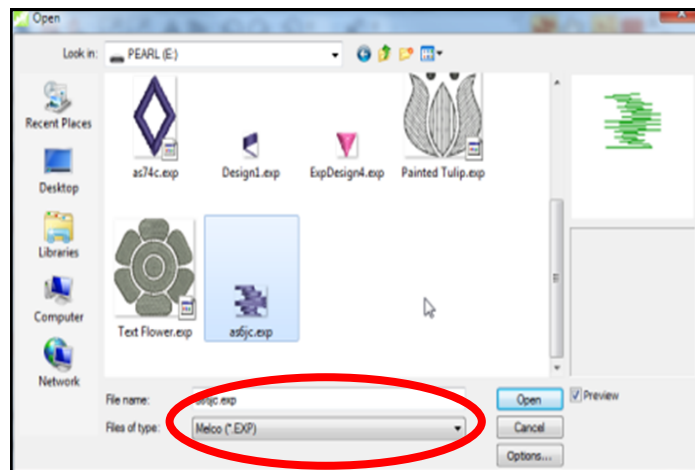
6. Save the stitch on the USB stick by checking Confirm.

7. Remove the USB stick from the machine.

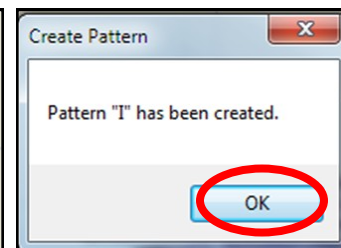
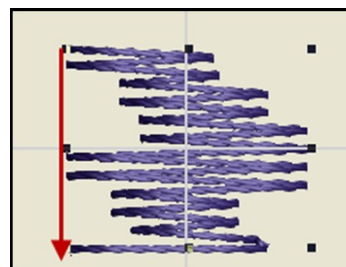
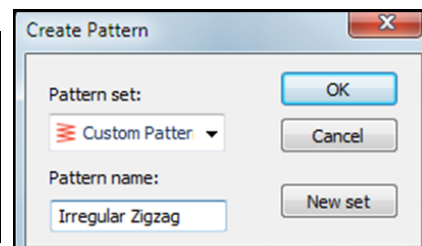
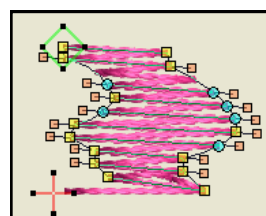


To open the stitch in the software:

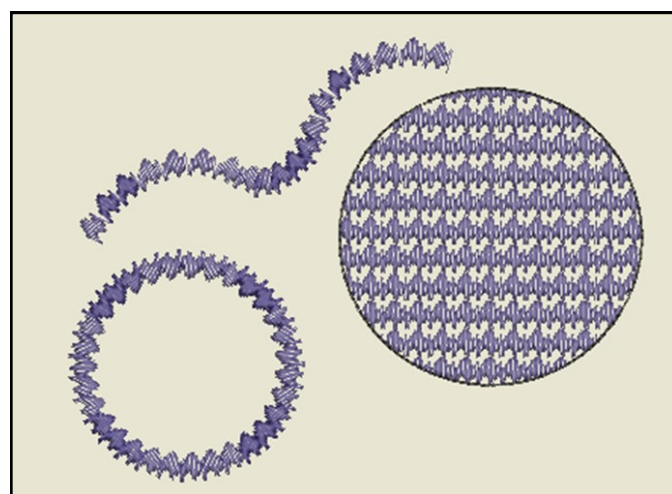
1. Select File> Open.
2. Navigate to the USB stick and select Melco (*.exp) as Files of Type.
3. Select the stitch and click on Open.



4. Change the Start & Stops through Re-shape Object and the Start & End through Design> Auto Start & End if necessary.
5. Select the stitch on the design screen. Select Settings> Create Pattern. Select the Pattern Set you wish to use or create a New Set. Name the pattern; click OK.
6. Draw the reference line.
7. Click OK in the dialog box that appears.
8. Delete the stitch.



9. Open Object Properties.
10. In Object Properties, select Fill Stitch Tab; then select Pattern from the Fill drop-down menu to create a closed object. Select Outline Stitch Tab; then select Pattern Run from the Outline drop-down menu for an open object.
11. Navigate to the saved stitch through the Select button in Object Properties. Select Custom Patterns in the Select Pattern dialog box. Select the stitch; click OK; then OK again.
12. Select the appropriate digitizing tool to digitize the shape you wish to draw.

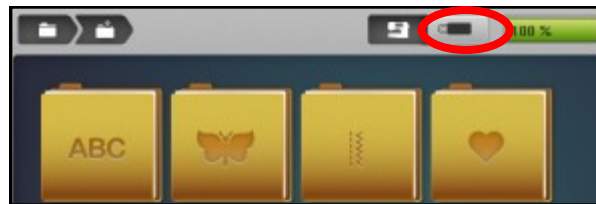


Note: This stitch can also be selected through Pattern Stamp.

PART 7

To add a created or built-in software stitch to the embroidery machine:

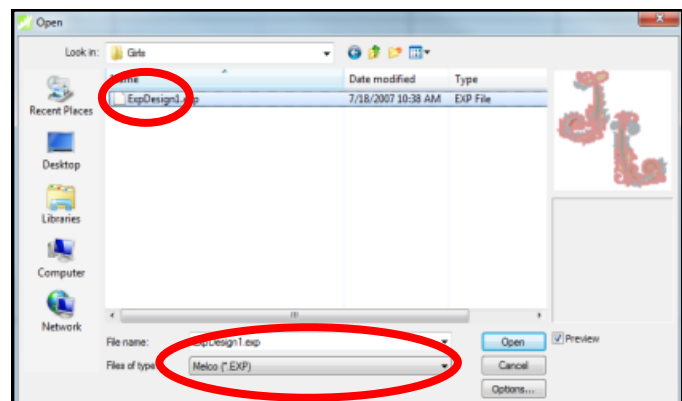
1. Create the stitch and export the stitch to the USB as directed in Part 5 on pages 12 and 13.
2. In Embroidery mode, place the USB stick into the machine.
3. Select the USB stick.
4. Select the stitch.
5. The stitch can then be edited by clicking on the "i" button. It can be shaped, duplicated, combined, rotated, mirrored, resized, or you can use endless embroidery.



PART 8

To send a design from the embroidery machine to the software:

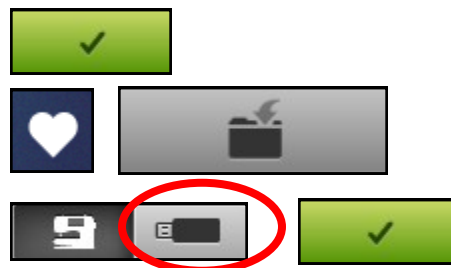
1. Create the design in the embroidery machine.
2. Save the design on a USB stick as outlined in PART 4, pages 10-11.
3. Open the software and select Insert Embroidery.
4. Navigate to the USB stick.
5. Select Melco (*EXP) as the Files of Type.
6. Select the exp design and click open.
7. Edit and manipulate as desired in the software.



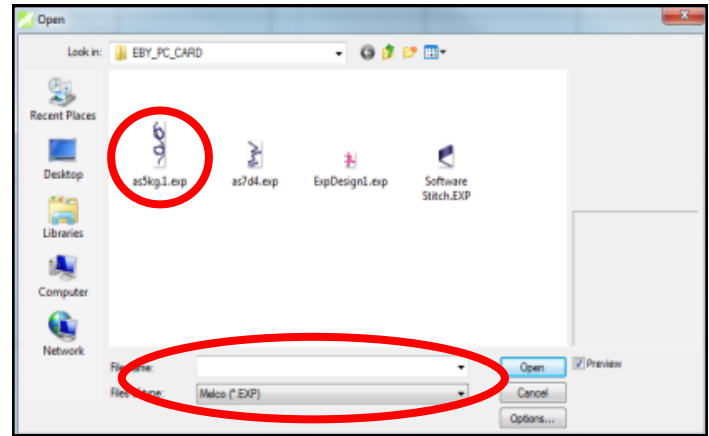
PART 9

To send a stitch created in the simulator to the software:

1. Design the stitch in the simulator.
2. Confirm the stitch.
3. Select Personal Program.
4. Select Save.
5. Select the USB stick.
6. Confirm.



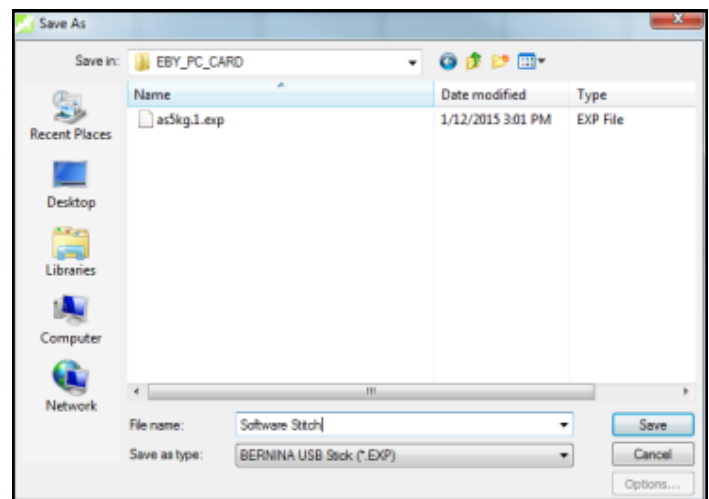
- Open the software; select File> Open.
- Navigate to C: Program Data> BERNINA 880> EBY_PC_Card. Make sure you have Melco selected in the Files of Type.
- Double click on the stitch to open it in the software.
- Manipulate and edit as desired in the software.



PART 10

To add a stitch created in the software to the simulator:

- Create the stitch in the software following the directions in Part 5, pages 12-14.
- Select File> Save As.
- Navigate to My Computer: C: Program Data> BERNINA 880> EBY_PC_CARD.
- Name the file as desired.
- In Save as type, choose BERNINA USB Stick. Select Save.
- This stitch can be accessed in the simulator either in embroidery or sewing mode.
- Open the simulator.



To access the stitch in Sewing Mode:

- Select Personal Program.
- Select Retrieve.
- Expand the screen.
- Select the USB.
- Select the stitch.
- The stitch can be edited through the "i" button or in the Stitch Designer.



To access the stitch in Embroidery Mode:

- Select Embroidery Mode.
- Select the USB icon.
- Select the stitch.
- The stitch can be edited through the "i" button.



HAVE FUN CREATING!!!