ARTlink
BERNINA®

Online User Guide

Version 2.0

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Fritz Gegauf AG, BERNINA Sewing Machines
CH-8280 Steckborn/Switzerland,

Tel: (41) 052-762 11 11
Fax:: (41) 052-762 16 11

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About this guide

Welcome to BERNINA ARTlink, a revolutionary software application for working with embroidery designs at home. The BERNINA ARTlink software is a Windows 95 and 98 product containing many of the computer features familiar to most of today's computer users.

Using this guide

This guide is divided into chapters that apply to the various features of BERNINA ARTlink.

- Chapter 1, *Introduction to BERNINA ARTlink*, provides an overview of BERNINA ARTlink's capabilities.
- Chapter 2, *Installing your software*, provides instructions on how to set up BERNINA ARTlink on your computer.
- Chapter 3, *Getting started*, describes the basic procedures you need to know before using BERNINA ARTlink.
- Chapter 4, *Stitching a design*, gets you started with embroidery by teaching you how to stitch one of the stock designs.
- Chapter 5, *Making simple changes*, introduces basic customization of stock designs.
- Chapter 6, *Changing designs*, describes techniques for customizing the objects in your design.
- Chapter 7, *Working with color*, describes the color-related features of BERNINA ARTlink.
- Appendix A, *Quick Reference Guide*, provides a list of shortcut keys available in BERNINA ARTlink.
- Appendix B, *Software summary*, describes all the toolbars and menu options provided with BERNINA ARTlink.
- Appendix C, *Stock designs color sequence*, provides the color sequence of each stock design supplied with BERNINA ARTlink.
- Appendix C, *Glossary*, explains the computer and embroidery terms used in this manual.

Naturally you are anxious to get started using BERNINA ARTlink as quickly as possible. But before you begin working with the product, we recommend that you familiarize yourself with Chapter 3, *Getting started.* There you will learn how to start the application, create or open a design, print production work sheets, and how to use all the tools and features that BERNINA ARTlink provides.

Using BERNINA ARTlink documentation

BERNINA ARTlink provides you with a number of ways to access information about the software and how to use it.

User Guide

The User Guide is available on-line — see *Reading your On-line Manual* on page 16.

On-line Help

The On-line Help is accessed from the Help menu in BERNINA ARTlink. The On-line Help contains the same step-by-step instructions that are in this on-line manual, in Windows Help format. See *Getting On-line Help* on page 16.

Installation Instructions

Instructions for setting up BERNINA ARTlink on your computer are found in Chapter 2, *Installing your software*. These easy-to-follow instructions show how to set up BERNINA ARTlink properly on your system and how to connect peripheral devices.

Quick Reference Guide

Information about the toolbars, menu options and keyboard shortcuts are listed in Appendix A, *Quick Reference Guide*, of this User Guide.

Windows 95 and 98

BERNINA ARTlink is compatible with the Windows 95 and 98 operating systems, but not with earlier versions of Windows, such as Windows 3.1.

Where you see "Windows" written in this User Guide, we are referring to Windows 95 and 98 operating systems.

Dialog boxes and windows

Most of the dialog boxes used in BERNINA ARTlink are from Windows 95. Dialog boxes are shown in the manual only if they give important information on using BERNINA ARTlink. Standard dialog boxes are generally not shown.

Some illustrations in this Guide contain filenames and images from the BERNINA artista range of products. These images are for illustration purposes only.

Keyboard conventions

Instructions for mouse actions:

Instruction	Symbol	Action
Click		Click the left mouse button.
		Click the right mouse button.
Double-click		Click the mouse button twice without moving the mouse.
Shift-click		Hold down SHIFT and click the mouse button.
Click OK		Click the OK button with the mouse or press ENTER to complete the action.

Example key combinations for shortcuts:

Shortcut	Description
CTRL+E	While holding down the Control key (CTRL), press the lowercase letter E key.
CTRL+SHIFT+H	While holding down the Control key (CTRL), press SHIFT and the H key.

For a complete list of keyboard shortcuts, refer to *Quick Reference Guide* on page 75.

Chapter 1

Introduction to BERNINA ARTlink

Congratulations on your purchase of BERNINA ARTlink home embroidery software. This software allows you to open your .ART designs, rescale them and then download them to your BERNINA artista home embroidery machine. And, if you are using BERNINA's embroidery reader/writer box, you can download them direct to a blank card.

This User Guide guides you through the software and introduces you to the art of computerized embroidery.

About BERNINA ARTlink

Additional sample designs and alphabets for use with this software may be bought from your local BERNINA dealer.

Move up to BERNINA artista Customizer or Designer

BERNINA's artista Customizer and Designer programs, described below, contain many more features than BERNINA ARTlink. See your local BERNINA dealer for details of how you can either of these programs.

BERNINA artista Customizer

BERNINA artista Customizer provides you with a range of designs that can be stitched using your machine. You can also load and view designs from your hard disk, CD-ROM or floppy disk. These can be designs from another embroidery software package.

BERNINA artista Customizer allows you to:

- Customize stock designs — move, resize, rotate, mirror, etc.
- Combine designs
- Add lettering and create monograms
- Apply different alphabets and shapes to lettering

- Work with real thread colors — thread charts are provided for several common brands
- Artistic View — preview how the design will look on the final embroidery without stitching
- Accurately view and measure the final size of your design
- Download designs to a design card or directly to your BERNINA artista home embroidery machine
- Print a production work sheet before you stitch
- Save designs to multiple formats

BERNINA artista Designer

BERNINA artista Designer allows you to perform all of the features included in BERNINA artista Customizer — with the added ability to create your own designs.

BERNINA artista Designer allows you to:

- Perform advanced customizing and digitizing
- Scan your own images directly into the software
- Automatically digitize a picture with the Magic Wand
- Manually digitize with design tools
- Select different stitch types to fill or outline a shape
- Set up and change object properties
- Customize objects — including reshape
- Vary the angle of stitching
- Change the stitching sequence
- Apply special effects to create a more professional look to your embroidery
- Create objects with holes (the overlay remove function).

Chapter 2
Installing your software

If you are new to computing, some of the terms used in this chapter may be unfamiliar to you. See Appendix C, *Glossary*, at the back of this Online User Guide for explanations of terms used (the Glossary also contains many common embroidery terms).

You can install your BERNINA ARTlink software on any computer which satisfies the following requirements:

- Pentium, Pentium II or Pentium III compatible computer
- Windows 95 or 98 operating system installed
- 32Mb RAM, but 64 Mb RAM is recommended
- 100Mb available space on your hard drive
- Available serial port for connection to embroidery machine (COM1 or COM2, and sometimes COM3 and COM4)
- Available parallel port for connection to printer
- Available PS/2 port if connecting to BERNINA artista embroidery card reader/writer box

Installing BERNINA ARTlink

Your new BERNINA ARTlink software comes standard on a CD (compact disk). If you do not have a CD drive on your computer, ask your BERNINA ARTlink distributor to make you a set of 3.5" diskettes from the CD.

CD installation

Follow the instructions in *To install BERNINA ARTlink from a CD* on page 4.

Floppy disk installation

Follow the instructions under *To install BERNINA ARTlink from floppy disks* on page 5.

To install BERNINA ARTlink from a CD



Important Close all Windows programs, but do not close Windows itself. You should see only icons on your desktop, and only the Windows Start button on the Windows task bar at the bottom of your screen.

1. Insert the CD into the CD drive and gently push the drawer shut.

   The installation program should start automatically. (If it does not start immediately, follow the instructions in *If the CD does not start the installation automatically*, below.)

2. Follow the directions on your screen, and click the Next button after completing each screen.



Tip If you want to change an earlier screen or check its details, click the Previous button to go back.

3. When asked which directory (folder) on your computer's hard disk will be used to store the software, we recommend that you accept the one suggested (the **C:**ARTlink directory).

   If you want to use another directory, use the Browse button to locate it (or type the directory name in the text box on the dialog box). If the directory you nominate does not exist, the installation software can create it for you.

4. At the end of the installation BERNINA ARTlink icons appear on your computer desktop.



Important Reboot (restart) your computer after installing the software or it may not work properly.

If the CD does not start the installation automatically

Method 1:

- Open Windows Explorer by clicking the Start button and selecting Programs > Explorer.
- Select the CD drive under My Computer (it is probably called D: or E:
- In the main directory, you will see a number of folders and a few files, including setup.exe.
- Double-click setup.exe to start the CD installation.
- Follow the directions from Step **2.**, above.

Method 2:

- Click the Start button on the Windows task bar, then choose Run from the menu.

- Type **D:\setup.exe** in the Run box (if **D:** is the letter for your CD drive), and click OK.
- Follow the directions from Step **2.**, above.

To install BERNINA ARTlink from floppy disks



Important Close all Windows programs, but do not close Windows itself. You should see only icons on your desktop, and only the Start button on the Windows task bar at the bottom of your screen.

1. Insert Disk 1 into the floppy drive.
2. Click the Start button on the Windows task bar, then choose Run from the menu.
3. Type A:\setup.exe in the Run dialog box and click OK.
4. Follow the directions on your screen, and click the Next button after completing each screen.



Tip If you want to change an earlier screen or check its details, click the Previous button to go back.

5. Replace the disks when asked to do so by the installation program and press Enter.
6. When asked which directory (folder) on your computer's hard disk will be used to store the software, we recommend that you accept the one suggested (the **C:\artista** directory).

   If you want to use another directory, use the Browse button to locate it (or type the directory name in the text box on the dialog box). If the directory you nominate does not exist, the installation software can create it for you.
7. At the end of the installation BERNINA ARTlink icons appear on your computer desktop.



Important Make sure you restart your computer after installing the software or it may not work properly.

To start BERNINA ARTlink for the first time



Important The first time you start BERNINA ARTlink, you will need the CD case which came with your software (your Security Access Codes are printed on it)

1. Double-click the BERNINA ARTlink icon on your desktop.

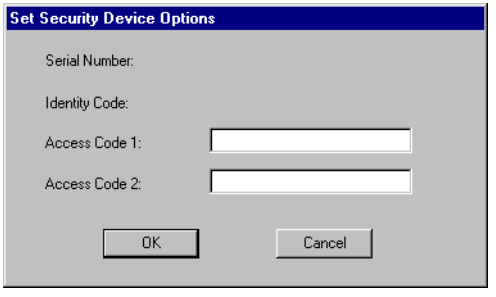
   Or, select Windows Start > Programs > ARTlink > BERNINA ARTlink (that is, click the Start button on the task bar at the bottom left of your screen, then select Programs, then select ARTlink and then BERNINA ARTlink).

2. It normally takes about 15 seconds for BERNINA ARTlink to load and set up the display; but this can vary, depending on the speed of your computer.

3. If this is the first time you have started BERNINA ARTlink, you will see the Security Error message after a short delay.



4. Click OK to open the Set Security Device Options box.





Note This box has space for the two sets of Access Codes printed on the sleeve containing your BERNINA ARTlink CD.

5. Type the first 12 characters into the Access Code 1. field.



Important Do not enter any spaces — the software will enter them for you, automatically.

6. Type the second set of 12 characters into the Access Code 2. field, and click OK.

7. If you have typed the codes correctly, the following message will confirm this.



8. You do not have any more codes to enter, so click OK and close BERNINA ARTlink. You can use all of the functions of BERNINA ARTlink next time you open it.

Important If you have **not** typed the codes correctly, repeat the steps from Step **5.**

To remove BERNINA ARTlink from your computer

- Choose Windows Start > Programs > ARTlink > Uninstall from the Windows Start button.

Installing peripheral devices

"Peripheral devices" (e.g., printers, embroidery machines) are set up by connecting to an available "port" (a connection at the back of a computer used to plug in cables); configuring the port settings on the device; and configuring the software settings using the Windows Control Panel.

This is not as difficult as it appears, if you follow the directions for each type of device on the next few pages.

There are serial and parallel ports at the back of your computer. The serial ports are usually named COM1, COM2, etc. The parallel ports are usually named LPT1, LPT2, etc.

Important You must be able to identify the port names and the port types on your computer. See your computer's user manual, or contact the store which sold you the machine, if you don't know this information.

BERNINA artista home embroidery machines

Your BERNINA artista home embroidery machine should be connected to the COM1 or COM2 port of your computer.

See your BERNINA artista home embroidery machine manual for details on connecting the machine to your computer.

Printers

Your printer is connected to a parallel port. BERNINA ARTlink will use the default printer that you have specified through the Printer icon in the Control Panel of Windows.

See your printer manual for directions on setting it up properly.

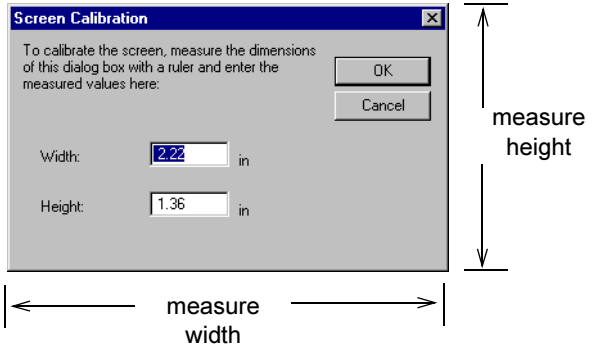
See Windows Help (choose Windows Start > Help > Index, then type **default printer**) for directions on how to set up a default printer.

Display monitor

When the screen calibration is correct, a design at 1:1 scale will be displayed at the same size and proportions as the final embroidery. For an accurate image you must enter information that allows the software to adjust the display according to the size of the monitor you use. Screen calibration settings need to be entered when you install the software or if you change the monitor.

To set the screen calibration

1. Start BERNINA ARTlink.
2. Choose Settings > Display Setup...
3. When the Screen Calibration dialog box is displayed, measure the width and length of the dialog box with a ruler.





Important Use a plastic ruler. A metal ruler may distort the screen.

4. Type the width and length in the text boxes.

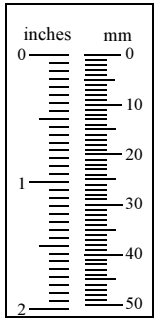
5. Click OK.

Selecting the preferred measurement system

When working with BERNINA ARTlink, you can choose between using millimeters or inches (see *To change units of measurement* on page 9). Embroidery professionals prefer millimeters.

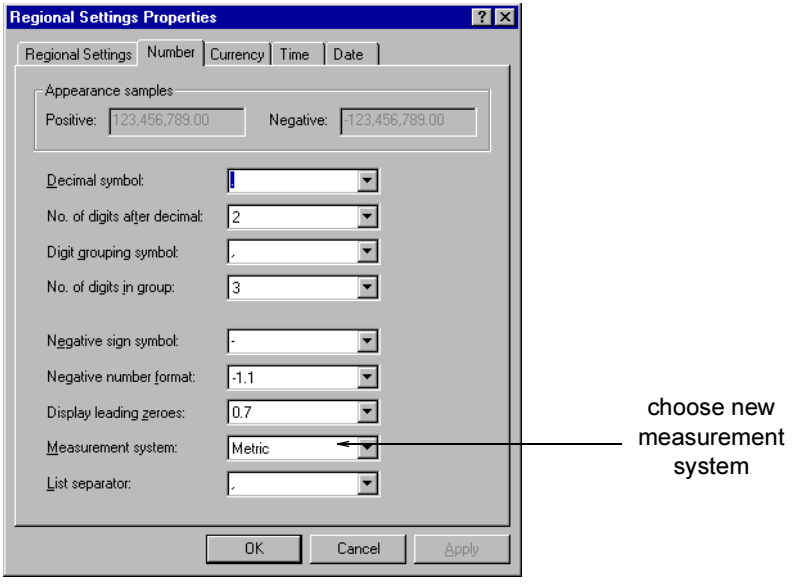
Note Some values in BERNINA ARTlink are always displayed in millimeters, regardless of the measurement system you use.

1 inch = 25.4mm



To change units of measurement

1. Close BERNINA ARTlink if it is running.
2. Click Start > Settings > Control Panel > Regional Settings > Number > Measurement system:



3. Choose either Metric or US from the drop-down menu.
4. Click OK.
5. Start BERNINA ARTlink.

Chapter 3

Getting started

This chapter shows you how to open existing designs, and how to work with commands, dialog boxes and windows. It also covers setting up the design window, viewing the design in different ways, saving design files, then printing and storing the design. Finally, it shows you what to do when you finish working with a design.

Starting BERNINA ARTlink

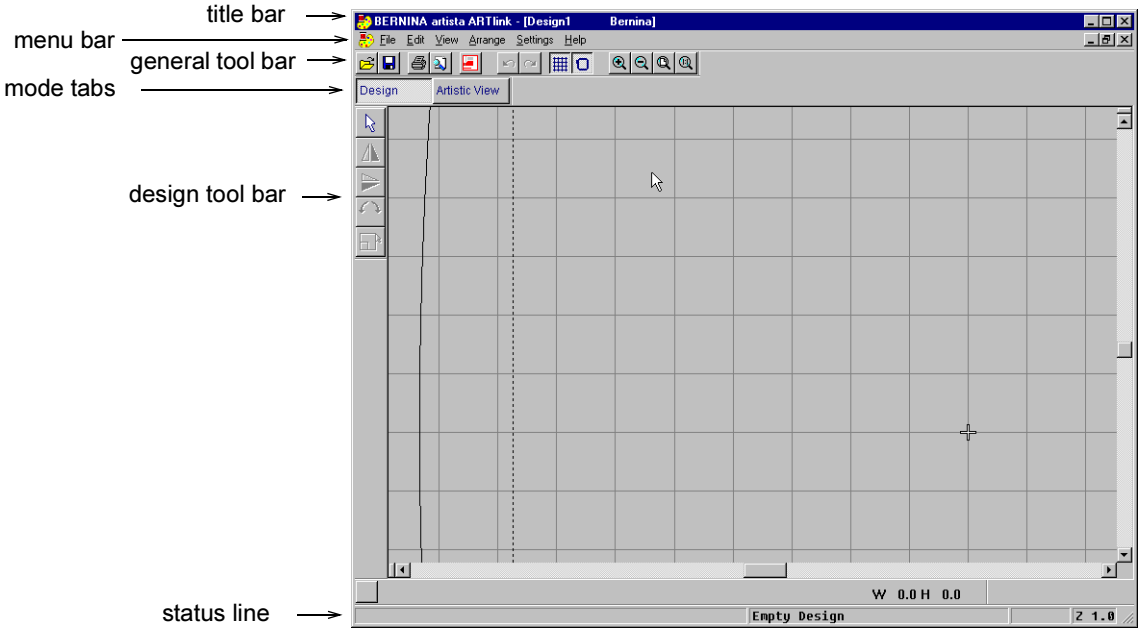
To start BERNINA ARTlink

- Double-click the BERNINA ARTlink shortcut icon 

on the Windows desktop.

  Or, from the Windows task bar, choose Start > Programs > ARTlink > BERNINA ARTlink.

  The BERNINA ARTlink application window appears. A new file is automatically created.



BERNINA ARTlink window modes

You can view your designs in two modes in the BERNINA ARTlink window:

- Design
- Artistic View

Note Some Windows 95 screens shown in this User Manual appear differently on Windows 98 computers, but work the same way.

Design

In this view you open and customize all your designs.

Artistic View

Artistic View mode lets you see what your design looks like after it has been stitched. The design is shown more realistically in Artistic View than in Design mode.

If a tool is selected in Design mode, it will still be active when you swap to Artistic View. You can use that tool in Artistic View, but we recommend that you perform all customization and digitizing while in the Design window.

Opening a design

When you start BERNINA ARTlink, a new empty file called "Design1" is created automatically. You can use this empty file to create new designs, but we recommend that you re-name the file to something more meaningful (e.g., School Badge) as soon as possible. See *To save a design* on page 31.

To open an existing design

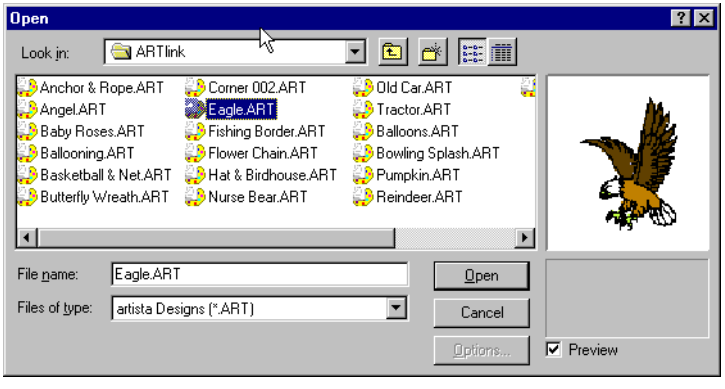
1. Click the Open button on the General toolbar. Or, choose File > Open... from the top of your BERNINA ARTlink screen.

   The Open dialog box is displayed, showing the names of the .ART files in your My Designs\ARTlink folder.

Tip Check the Preview box and highlight the .ART file to see a small copy of it in the preview window.

Tip Click on any design in the list, then use the arrow keys to move through all the designs until you see the one you want to open.

2. Select the name of the design you want to open. For example, click Eagle.ART.

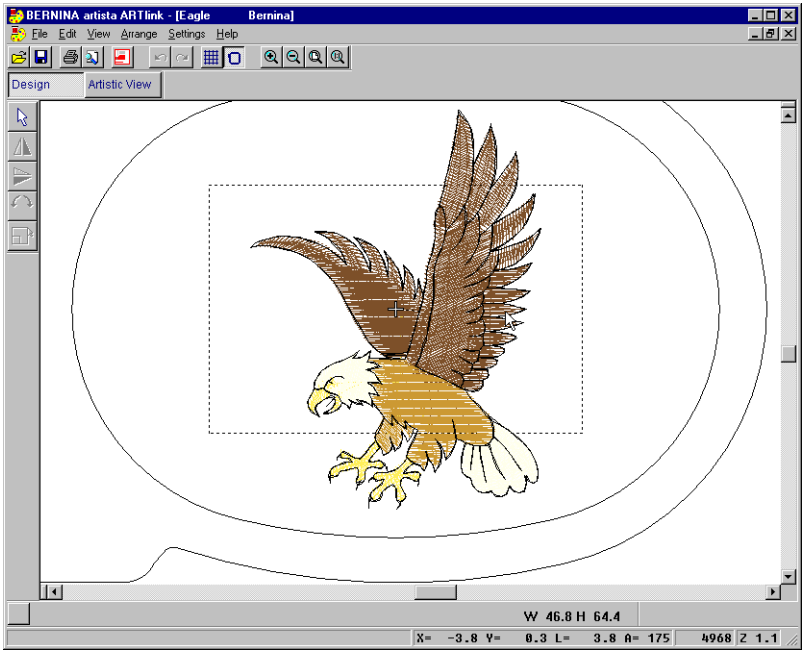


All BERNINA ARTlink embroidery files have the extension .ART. Each .ART file has an icon associated with it that is displayed in the preview window.

To open a design in one step, double-click its name in the list. If the design you want to open is not in the list, change to another folder.

3. Click Open.

   The selected design opens.



Using commands

Once you start BERNINA ARTlink, you use commands and dialog boxes to complete your tasks. You choose commands in BERNINA ARTlink in the same way as in other Windows applications — from pull down menus or toolbars. Keyboard shortcuts are also available for the most frequently used commands. See Appendix A, *Quick Reference Guide*, for a complete list of shortcuts.

You can undo and redo most commands. If you need help on a command, choose Help Topics... from the Help menu.

Using toolbars

Toolbars give you quick access to frequently used commands.

To use toolbars

- To find out what each button does, rest your mouse pointer over the button. A small 'Tool Tips' box appears, displaying the name of the button.
- To choose a command from a toolbar, click its command button with the left mouse button.

- A dialog box appears allowing you to make adjustments to the settings before you start using that command.
- To move a toolbar, move your pointer over an unused area on the left side, or between tools, then drag the toolbar to a new position.



Tip Move toolbars close to the part of the design you are working on. After you have finished working with a toolbar, drag it back to its original position, or double-click its title bar to send it back.

Selecting embroidery designs

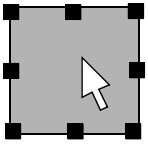
The Select Object tool on the Design toolbar is used to select designs. Use the Select Object tool to select designs for moving or resizing or for changing stitch types or settings, just as in other applications.



Note A design is one object. You cannot select the individual parts of a design.

To select an embroidery design

1. Click the Select Object tool  on the Design toolbar.
2. Click the design you want to select.



Eight sizing handles appear around the selected design. You can drag the selected design to a new position by clicking inside the design and dragging the mouse. When you drag a handle, you resize the design.

Undoing and redoing commands

You can undo the effects of most commands. If you change your mind, you can redo it again. BERNINA ARTlink remembers the last few commands you used. You can undo several commands in sequence.

To undo and redo a command

- To undo the last, second last, third last, etc., commands, click the Undo button  on the General toolbar repeatedly. Or, choose Edit > Undo from the top of your BERNINA ARTlink screen.

When BERNINA ARTlink does not remember more commands, the Undo button is dimmed.

- To redo a command, click the Redo button  on the General toolbar. Or, choose Edit > Redo from the top of your BERNINA ARTlink screen.

Getting On-line Help

The BERNINA ARTlink On-line Help provides quick access to step-by-step instructions.

To get On-line Help

- From the top of your BERNINA ARTlink screen, choose Help > Help Topics...

  BERNINA ARTlink Help displays a list of topics for which help is available.

Reading your On-line Manual

An electronic copy of this User Guide was installed automatically when you installed BERNINA ARTlink. It is an Adobe Acrobat® .PDF file which can be read, searched and printed using Acrobat Reader 3 or 4.

If you already have Acrobat Reader on your computer, the Manual will open when you select it (see *To open your On-line Manual*).

If you do *not* have Acrobat Reader, and your computer has a CD-ROM drive, you can install Reader 4 quickly by following the instructions in *To install Adobe Acrobat Reader from CD-ROM*.



Note If you do not have a CD-ROM drive, you can obtain a free copy of Reader 4 by downloading it from Adobe's website at **http://www.adobe.com**.

You can zoom in or out to make it easier to read or to get a closer look at illustrations (see *To adjust the view in Acrobat Reader* on page 18).

To open your On-line Manual

1. From the top of your BERNINA ARTlink screen, choose Help > Online Manual.
2. If you already have a copy of Acrobat Reader (or Acrobat Exchange), the manual will open automatically.

Tip Choose Help > Reader Guide from the top of the Reader screen for comprehensive information about using Reader. And see *To adjust the view in Acrobat Reader* on page 18.

Note If you do not have Acrobat on your computer, an Adobe message will appear, telling you that it cannot find Acrobat Reader, and asking you if you want to install it now.

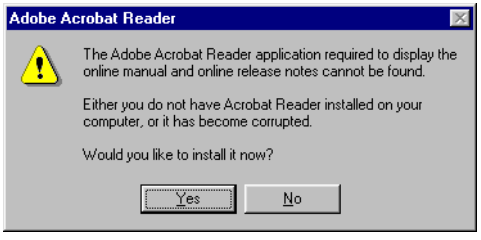
If you have a CD-ROM drive, Click Yes then follow the instructions in *To install Adobe Acrobat Reader from CD-ROM*.

If you do *not* have a CD-ROM drive, click No. You can download a free copy of Reader 4 from **http://www.adobe.com**.

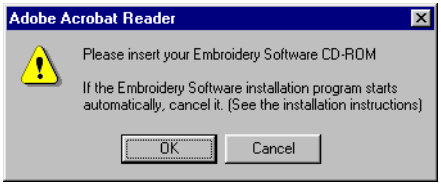
To install Adobe Acrobat Reader from CD-ROM

Note Locate your BERNINA ARTlink CD-ROM before starting, but do not place it in the CD-ROM drive until prompted.

1. From the top of your BERNINA ARTlink screen, choose Help > Online Manual.
2. When the following message appears, click Yes.



3. Insert your BERNINA ARTlink software CD-ROM in the drive when asked, but do *not* click OK yet.

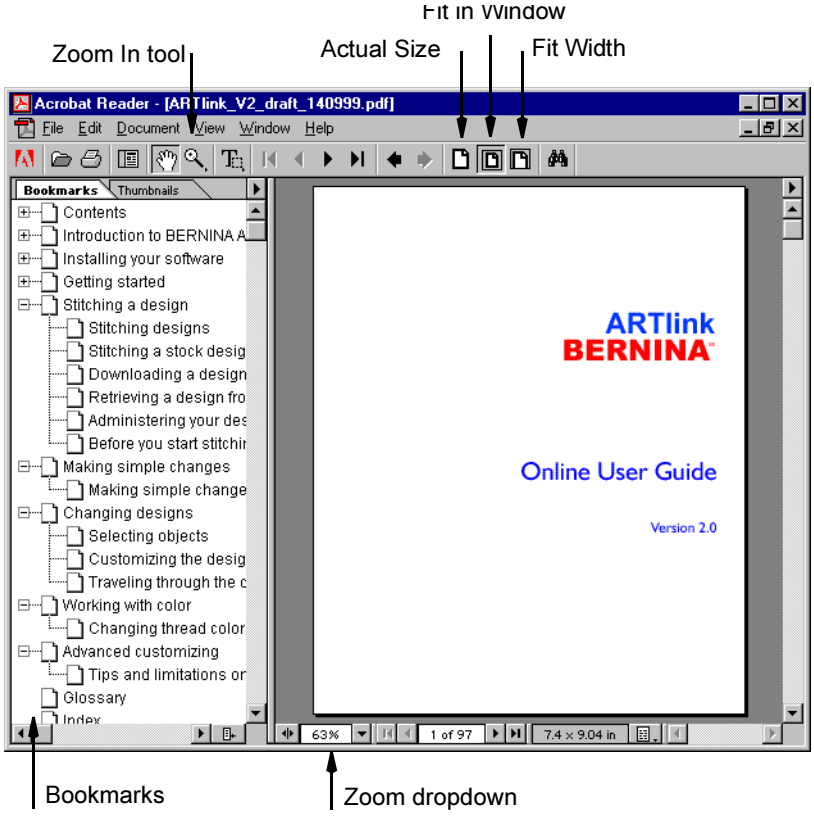


   - **If the** BERNINA ARTlink **installation starts**, click Cancel on the BERNINA ARTlink Welcome screen, *then* click OK on the Adobe dialog box. Acrobat Reader will start installing automatically.
   - **If the** BERNINA ARTlink **installation does** *not* **start**, click OK on the Adobe dialog box. Acrobat Reader will start installing automatically.
4. When the Acrobat Reader dialog box is displayed, click Next.

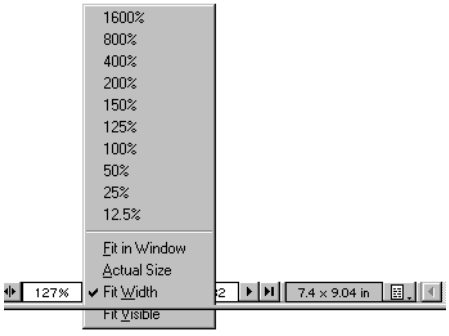
5. Follow the prompts on your screen to accept the license agreement and to complete the Acrobat installation.

To adjust the view in Acrobat Reader

1. Open your document in Reader (see *To open your On-line Manual* on page 16).



2. Select the chapter you want by clicking on its "Bookmark" (e.g., Getting started).
3. Change the magnification of the view in Reader:
   - click the Reader Zoom dropdown and select a setting (we suggest 200% if you want to look closely at screen diagrams) or,



- select the Zoom In Tool, then click anywhere on the page (each click increases the magnification); or,
- click the Actual Size, or Fit in Window, or Fit Width buttons.

Using the design window

Once you open a design, you work in a design window where you can view the design's objects and stitches. You can change the way the design window looks for each design.

You can show and hide the hoop, grid, needle penetration points, stitches, and colors. You can display any combination of the design window guides.

If you want to check what the final embroidery will look like, display the stitches in Artistic View.

Zooming in and out

You can magnify the design to focus on individual stitches or other details, or zoom out to display more of the design in the window. Changing the zoom factor does not change the size of the final embroidery — it only makes the design look bigger or smaller on the screen. The current zoom factor is shown at the lower right corner of the screen.

To zoom in and out

- To make stitches appear twice as small and to fit more in the window, click the Zoom Out 2x button on the General tool bar. Or, choose View > Zoom Out 2X from the top of your BERNINA ARTlink screen. Or, press the hot key combination SHIFT + PGUP, or press F10.

- To magnify a selected part of a design, click the Zoom Box button  on the General tool bar and, using the left mouse button, click/hold and drag a box around the stitches you want to zoom in on. Or, choose View > Zoom Box from the top of your BERNINA ARTlink screen., and drag a box around the stitches. Or press the hot key B.

  BERNINA ARTlink fits the selected area to the window.
- To display the design in the size of the final embroidery, click the Show 1:1 button  on the General tool bar. Or, choose View > Show 1:1 from the top of your BERNINA ARTlink screen. Or, press the hot key 1.
- To display the entire design in the window, click the Show All button  on the General toolbar. Or, choose View > Show All from the top of your BERNINA ARTlink screen. Or press F2.

Changing the background color

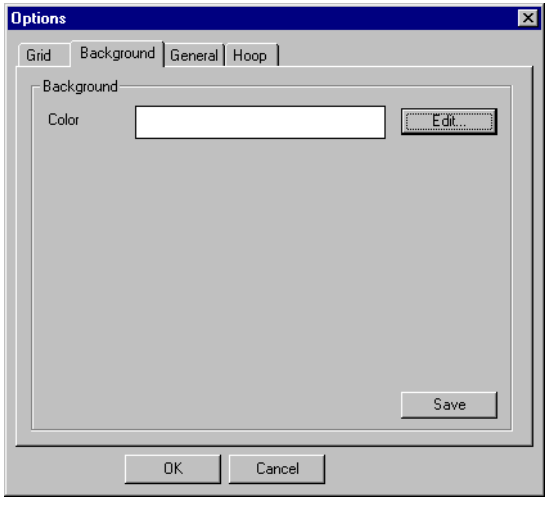
The design window has a plain gray background by default. This color is recommended as it shows the stitches and needle points clearly, but you can change it to another if you wish.



Tip You can also save background colors and fabrics for use as backgrounds for all new designs. (the Background section of the Options... dialog box contains a Save button which is used to save settings to templates). See *Creating and modifying templates* on page 152 for details.

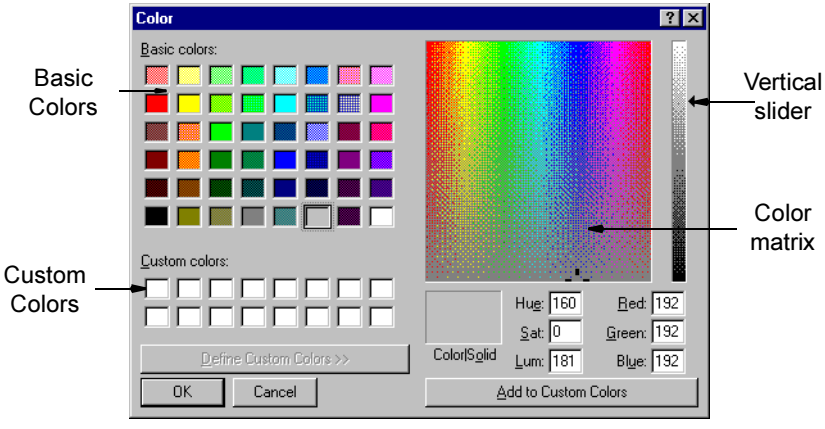
To change the background color

1. From the top of your BERNINA ARTlink screen, choose Settings > Options... to open the Options dialog box.



2. Click on the Background tab.
3. Click the Color button, then click Edit...

   The Color dialog box appears.



4. Select any of the basic colors by clicking the one you want in the Basic Colors boxes.
5. Or, design your own color using either the RGB (Red, Green, Blue) or HLS (Hue, Light, Saturation) color mixing method.
   - Change the color by clicking on a color in the large color matrix area, then adjusting the vertical slider until the exact color you want appears in the sample box

- Click Add to Custom Colors to save the new color.

The new color will appear in one of the previously blank Custom Colors boxes for use in other designs.

6. Click OK.

The change in background color is displayed immediately.

If you want to revert to the default background color, set the following values:

RGB	HLS
R 192	H 0
G 192	L 180
B 192	S 0

Measuring the size of a design

BERNINA ARTlink automatically measures the height and width of any design selected on the screen. It displays the width as W and height as H on the Stitch and Color bar at the bottom of the screen.



To measure the height and width of a design

1. Click the Select Object tool on the Design toolbar.
2. Select the design.

   Read the width (W) and height (H) measurements on the Stitch and Color bar.

Measuring a distance or length on the screen

You can measure the distance between two points on the screen (for example, the width and height of part of a design). You can also measure a rotation angle. The measured distance and angle are displayed in the status line in actual size, regardless of the current display scale.

Tip For greater accuracy, zoom in to a larger display scale before measuring.

To measure a distance on the screen

1. Choose View > Measure from the top of your BERNINA ARTlink screen
2. Position the pointer over the point from which you want to measure a distance, and click the left mouse button.
3. Move the mouse.

   In the status line read the length and the rotation angle of the imaginary line which connects the first point you clicked and the current position of the pointer.
4. To continue measuring the distance between points, repeat steps 2 and 3.
5. Press the Esc key on your keyboard to cancel the measure tool.

Absolute and relative measurements

BERNINA ARTlink gives the option to measure your designs using:

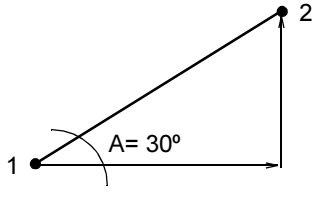
- Relative values, which show you how far the pointer is from the previously marked point; and
- Absolute values, which show you how far the pointer is from the first needle penetration of the design.

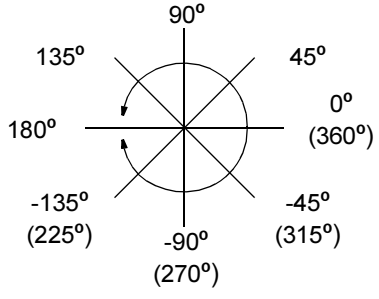
Use absolute measurements if you want to limit your design to a certain width need to know how far you have moved from the first needle penetration.

The X and Y values show the horizontal (X) and vertical (Y) distance of the pointer from the previous point. The length value (L) shows the distance between the pointer and the previous point.

If a negative X, Y or L value is shown on the status bar, this means that the second point was placed to the left of or below the first point.

Negative A values indicate that the angle is greater than 180 degrees (for example, an angle of -60° is equal to 300°).





To set the type of measurement taken

1. Choose Settings > Options... from the top of your BERNINA ARTlink screen.

   The Options dialog box is displayed.

2. Click on the General Tab.
3. In the Show Values section, select whether you want to measure in Absolute or Relative terms.
   - **Relative values** show you how far the pointer is from the previously marked point
   - **Absolute values** show you how far the pointer is from the first needle penetration of the design.
4. Click OK.

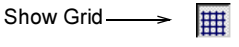
   All measurements will now be displayed in the form you specified.

Viewing the grid

The grid lines, which can easily be turned on and off, provide visual cues to help you accurately place embroidery designs.

To view the grid

- Click the Show Grid button on the General toolbar.

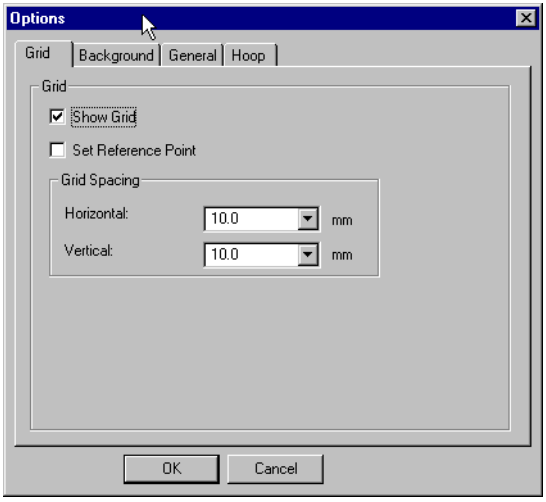
  

  When the grid button is depressed, the grid is displayed on your screen. When the grid button is not depressed, the grid is hidden.

To change the grid display

1. Right-click the Grid button on the General toolbar. Or, choose View > Grid... from the top of your BERNINA ARTlink screen.

   The Grid tab is displayed in the Options dialog box.



If the grid is already displayed on your screen, the Show Grid box will be checked.

If you do not want the grid displayed on your screen, remove the check by clicking in the Show Grid box.

2. If required, check Set Reference Point.

   Check this if you want a significant point of the design to be aligned with a grid line or grid point. For example, you can set the grid reference point at the design center.



Tip Setting or changing the grid reference point is easier and faster than moving the design.

3. If required, type a new horizontal and vertical grid spacing.

   The horizontal and vertical spacing determines the size of the grid squares on your screen. If you want the squares to be bigger, type a larger amount in the text boxes. If you want the squares to be smaller, type a smaller amount in the text boxes.

4. Click OK.

5. If you checked Set Reference Point, click the point where you want to place a grid point.

   This grid point determines the position of the entire grid. Once you click the reference point, the grid appears.

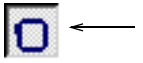
   If you did not check Set Reference Point, the grid is displayed after you click OK.

Viewing the hoop

The large hoop is displayed automatically when you open BERNINA ARTlink. The hoop represents the embroidery hoop that you connect to your BERNINA artista home embroidery machine.

To view the hoop

- Click the Hoop button on the General toolbar.

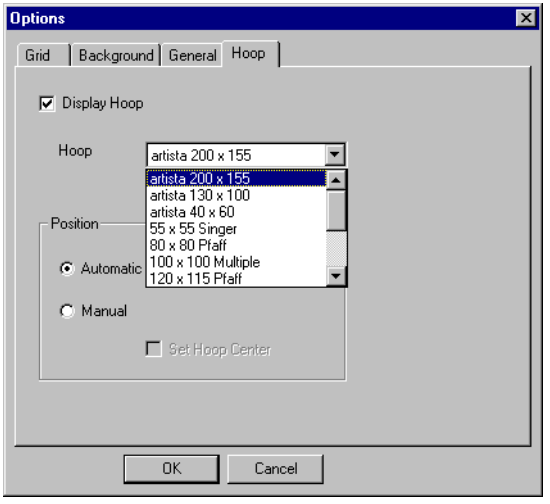


The hoop is always displayed when the hoop button is depressed — and always hidden when the hoop button is not depressed.

To change the hoop display

1. Right-click the Hoop button on the General toolbar. Or, choose View > Hoop... from the top of your BERNINA ARTlink screen.

   The Hoop tab is displayed in the Options dialog box.



   If the hoop is already displayed on your screen, the Display Hoop box is checked. You can hide the hoop by un-checking the Display Hoop box.

2. Select the size hoop you require from the Hoop drop-down list.



Tip Select the smallest hoop which will fit the design from the range of hoop sizes available. This will hold the fabric tight while stitching.

3. If you want a significant point of the design to be stitched in a particular part of the hoop, check Manual and check Set Hoop Center.
4. Click OK.

   If you checked Set Hoop Center, click the point where you want the center to be.

   The hoop is displayed in the design window.

   If you did not check Set Hoop Center, the hoop is displayed when you click OK.

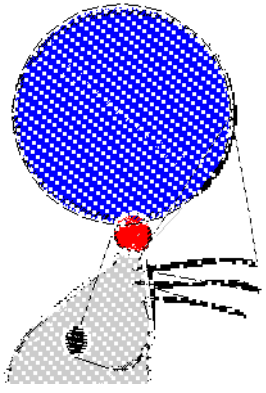
Viewing needle points

The needle points of a design can be switched on and off by pressing the '**.**' key. The needle points show where the embroidery machine needle will penetrate the fabric. Viewing the needle points helps you see where you have digitized a shape and where stitching will be placed.

To view needle points

- Choose View > Needle Points from the top of your BERNINA ARTlink screen, or press the '**.**' (period or full stop) key.

  The needle points in your design appear as white dots. The Needle Points option on the View menu is checked.



- To hide the needle points, choose View > Needle Points from the top of your BERNINA ARTlink screen, or press the '**.**' key.

  The needle points in your design are hidden. The Needle Points option on the View menu is unchecked.

Printing your design

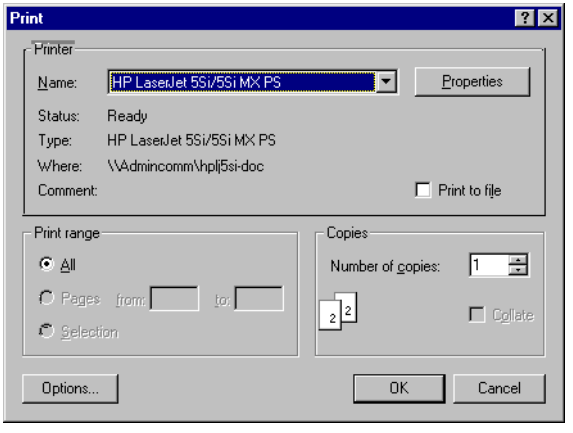
The print option allows you to print a copy of the design you are going to stitch with detailed information about the design. It contains essential information about the design (such as, the size of the design, color sequence, stitch count, etc.) and a picture of the design.

You can print designs in color or black and white on most Windows 95 or 98 supported printers (see *Printers* on page 8 for information about why some printers do not operate successfully). Use the Windows printer properties dialog to set the paper size and orientation (i.e., portrait or landscape).

To print a design

1. Click the Print button on the general toolbar. Or, choose File > Print from the top of your BERNINA ARTlink screen.

   You can preview the printout before printing to check if it is correct. See *To preview a design printout before printing* on page 29 for details.



2. When the Print dialog box is displayed, choose your printer from the Name drop down list if you have more than one printer.
3. Type the number of copies you want to print and other relevant printing information.
4. Select Options... if you want to change the size of the image, the type of view or the items to be included.
5. When the Print Options dialog box is displayed, choose what you want to include in the printout.



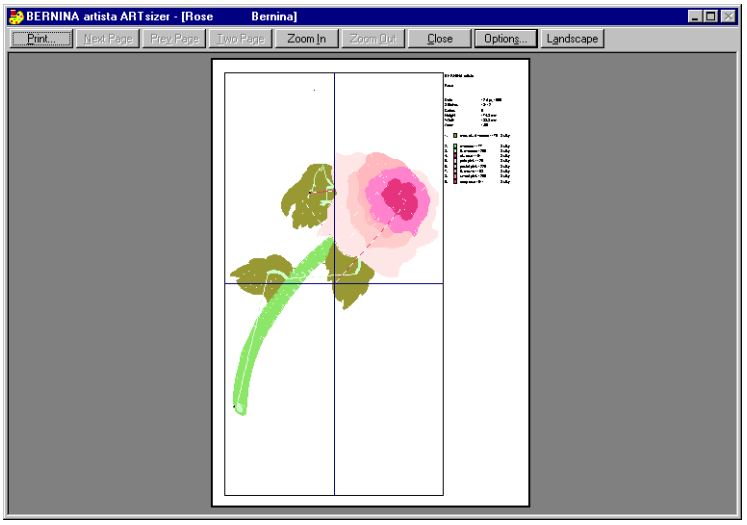
If you click:

- Actual Size — the design is printed at the same size as it will be stitched.
- Fit to Page — large designs will be reduced to fit the printing paper, while small designs will be enlarged when printed.
- Artistic View — the design will be printed to look similar to its image in Artistic View.
- Hoop — the design is printed as it appears in the design window with the hoop displayed.
- Picture — the design is printed as it appears in the design window with the picture behind it.

6. Click OK.

To preview a design printout before printing

1. Click the Print Preview button on the General toolbar. Or, choose File > Print Preview... from the top of your BERNINA ARTlink screen.
2. When the Print Options dialog box is displayed, choose what you want to include in the printout, then click OK.
3. When the information is displayed, make sure that it is correct.



Your design is displayed in the same format in which it will be printed. Large designs may be displayed over a number of pages if printed at actual size.

Click the Zoom In button to examine portions of the design or to read the production information on the screen.

4. Click the Print... button to print the page. Or click Close to return to the design window without printing.

Saving a design

If you are customizing a design or creating a new one, save your design regularly. Do not wait until you finish working.



Tip When saving a customized version of an existing design, give it a new name so that you do not lose the original design. Use names which describe the design so that you — and any other people who might use it later — will recognize it quickly.

Before starting to modify a design, save a copy under a new name and keep the original, in case you want to discard all your changes and start again.

BERNINA ARTlink also has an automatic save option which you can set to save your design periodically as a backup file while you work. This protects you from losing work if there is a hardware or software failure. Before saving a design automatically, BERNINA ARTlink displays a message asking whether you want to save the changes.

Backup files are for emergency use. You should still save your design periodically with the Save command from the File menu.

To save a design

1. Click the Save button on the General Toolbar. Or, choose File > Save from the top of your BERNINA ARTlink screen.

   If this is the first time you save the design, BERNINA ARTlink displays the Save As dialog box.

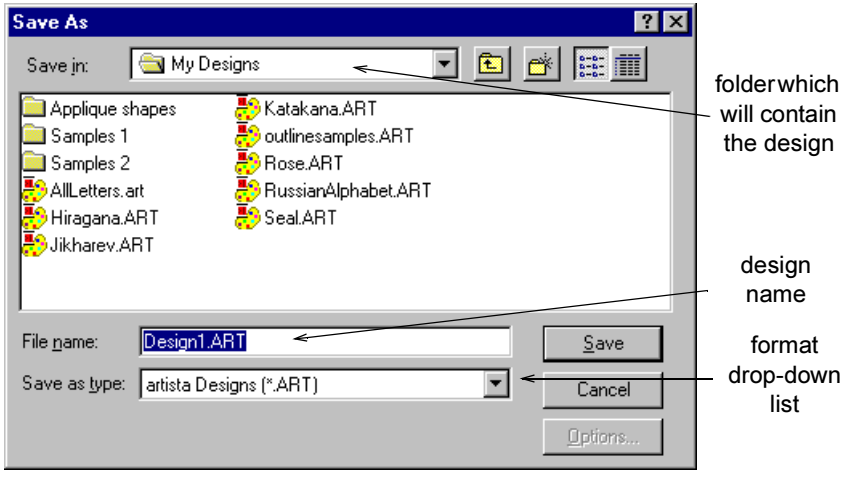
2. Type a new name for the design.
3. Click Save.

   BERNINA ARTlink saves the design.

To change a design's name and location

1. Choose File > Save As... from the top of your BERNINA ARTlink screen.

   In the Save As dialog box, select a folder to hold the design, and type a new file name.



   To save the design in a different folder or disk drive, navigate through the folders until the correct one is displayed, or click the New Folder icon and type in the new folder's name.



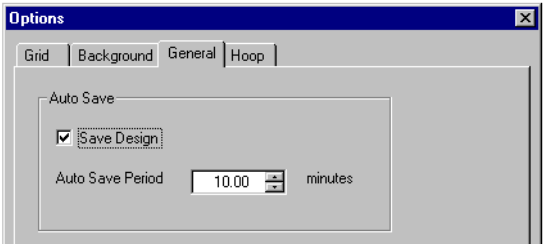
Note BERNINA ARTlink saves only to .ART format files. If you need to save in other formats, consider upgrading to BERNINA artista Designer or Customizer.

2. Click Save.

   BERNINA ARTlink saves the design.

To turn on the automatic save function

1. Choose Settings > Options... from the top of your BERNINA ARTlink screen.
2. When the Options dialog box is displayed, click the General tab.
3. Check Save Design to turn on automatic save.



4. Decide how frequently you want to save your designs, and type the number of minutes in the text box.
5. Click OK.

   Your design is saved in a directory called Backup which is part of your BERNINA ARTlink program. The file is saved with the same name as your original file, but with a .BAK file extension. For example, Mydesign.BAK.



Important The automatically saved files remain in the Backup directory until you delete them. It is important, therefore, that you delete old backup files to prevent the directory from taking up too much space on your hard disk. See *To delete backup files* for details.

Recovering from a hardware or software failure

If your software crashes due to a hardware or software failure, recovery files are usually created. When you restart BERNINA ARTlink after such a failure, the design you were last working on is opened automatically. If a recovery file was not made during the failure, the auto save backup file is retrieved if you enabled this option.

If a recovery file is opened, save the file to a new name with the .ART extension in the My Designs folder (or a folder of your choice).



Important The file must *not* be saved to the Recover folder, or it will be deleted.

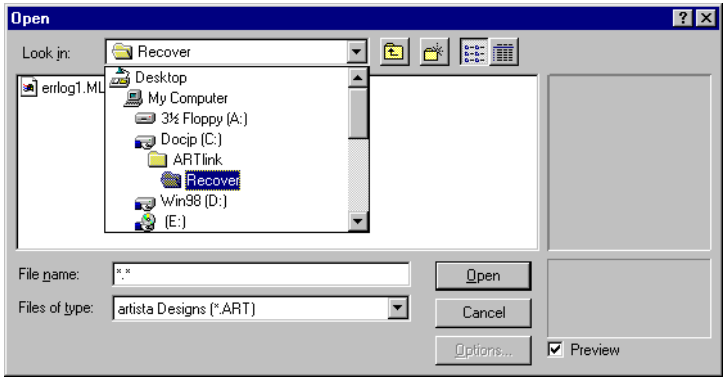
Once your recovery file has been saved and re-named with the .ART extension, delete the recovery files

To ensure that your software performs correctly, use the Delete Recovery Files program to delete files created during a hardware or software crash.

You should also periodically delete the backup files created by Auto Save.

To use recovery files

1. Start BERNINA ARTlink.
2. Select File > Open from the top of your BERNINA ARTlink screen.
3. Navigate to the ARTlink > Recover directory, using the Look in: dropdown menu.



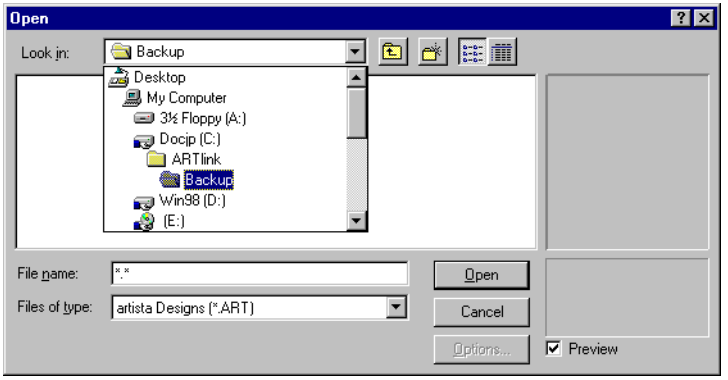
4. Select All Files (*.*) from the Files of type: dropdown menu
5. Select and open the recovery file you want from the list — it will have .EMA as the last part of its name — and check that it is the one you want.
6. Re-name it with the .ART extension in the My Designs folder (or another of your choice).

To delete recovery files

- Choose Windows Start > Programs > ARTlink > Delete Recovery Files.

To use BERNINA ARTlink .BAK (backup) files

1. Start BERNINA ARTlink.
2. Select File > Open from the top of your BERNINA ARTlink screen.
3. Navigate to the ARTlink > Backup directory, using the Look in: dropdown menu.



4. Select All Files (*.*) from the Files of type: dropdown menu
5. Select and open the .BAK (backup) file you want from the list., and check that it is the one you want.
6. Re-name it with the .ART extension in the My Designs folder (or another of your choice).

To delete backup files

1. Start Windows Explorer.
2. Access the ARTlink folder.
3. Access the Backup folder.
4. Select the backup files you wish to delete and press the DELETE key.

Closing a design and exiting

When you have finished creating or modifying a design, you can close it to remove the design from your system's memory. When you have finished using BERNINA ARTlink, you can exit it to end the current session.

To close a design

- Choose File > Close from the top of your BERNINA ARTlink screen. Or, click the 'X' at the top right hand corner of your *design* window (not the one at the top of the BERNINA ARTlink screen, which will close the program).

  If changes made to the design have not been saved, BERNINA ARTlink asks whether you want to save the changes or cancel when closing the document.

To exit BERNINA ARTlink

- Choose File > Exit from the top of your BERNINA ARTlink screen. Or, click the 'X' at the top right hand corner of your BERNINA ARTlink screen.

  If any modified designs are open and have not been saved, BERNINA ARTlink asks whether you want to save the designs.

Chapter 4

Stitching a design

Stitching your first design is simple using any of the stock designs supplied with BERNINA ARTlink. These stock designs are ready to be stitched using your BERNINA artista home embroidery machine.

This chapter describes how to stitch one of the stock designs.

Stitching designs

Designs from BERNINA ARTlink must first be downloaded (copied electronically) to the machine's embroidery module memory or to a design card.

- If you intend to stitch the design immediately — download designs to the machine's embroidery module memory. Designs stored in this memory will be lost when you exit BERNINA ARTlink.
- If you want to stitch a design many times, stitch it later, or stitch it on a machine which is not connected to your computer — download the design to a design card. See *Downloading a design to a design card* on page 40

  Designs stored on a design card can also be retrieved from the card and customized in BERNINA ARTlink. You can delete or rename the designs you create and save on a design card using the administration feature. See *Retrieving a design from a design card* on page 42.

Stitching a stock design

Before stitching one of the stock designs provided with BERNINA ARTlink, you need to ask yourself:

- Is your machine ready for stitching? Check your machine manual.
- Do you have something to stitch on? Find a scrap piece of fabric to test the design on before stitching it in its final form.



Tip For best results from a test, choose a fabric and stabilizer similar to those to be used in final embroidery.

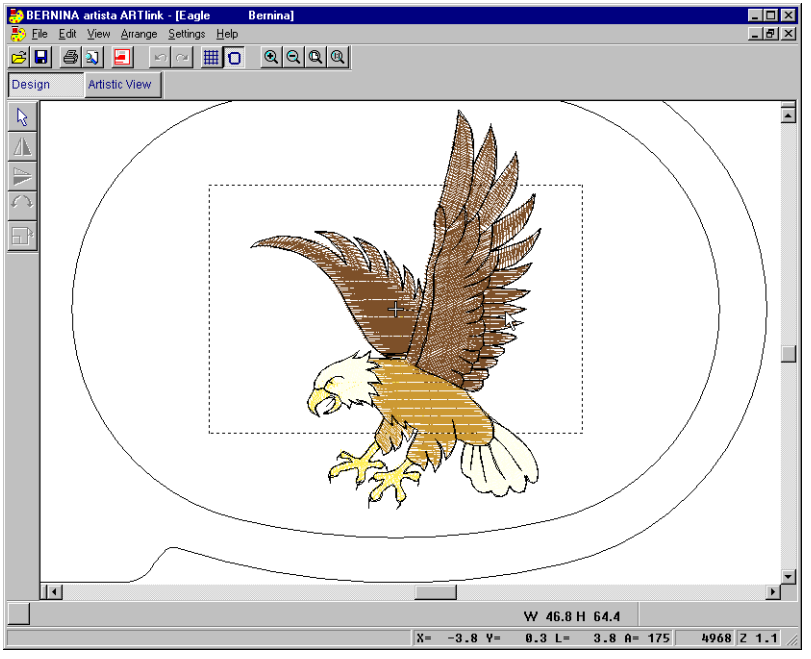
- Do you have a selection of thread colors? Work out how many thread colors you will need to stitch the design. If you do not have all the colors displayed in the design you have chosen, replace them with colors you do have.

Tip Always check the sewing sequence before you stitch a design. You need to know what sequence the colors will be stitched in. Use the print preview option to view stitching information about the design you are about to stitch. See *Printing your design* on page 28 for details.

These questions are considered in more detail at the end of this chapter.

To stitch a design

1. Open the design you want to stitch. For example, open the design named Eagle.ART. See *To open an existing design* on page 13 for details.



Important Click the Design mode tab Design if you are not already working in Design mode

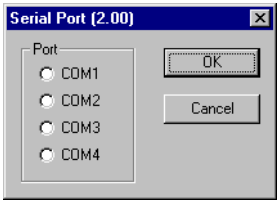
Check how the design fits in the hoop. The Eagle design is small and could quite easily fit into a smaller hoop.

Tip Stitch designs in the smallest hoop possible. If the hoop is too large for a design, the fabric may come loose in the hoop and the stitches may not line up correctly.

2. Click the Write to Machine button on the General toolbar. Or, choose Card/Machine Write... from the File menu.

Note If this is the first time you have stitched a design after turning on the machine, the Serial Port dialog box is displayed. If you have stitched a design before this, go straight to step 4.

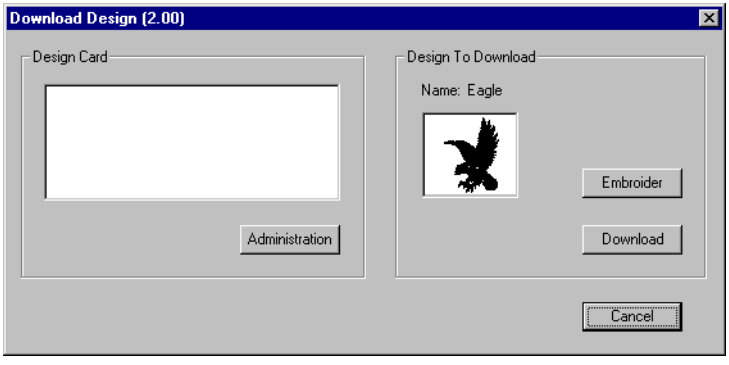
3. If the Serial Port dialog box is displayed, select the serial port on your PC that your machine is connected to and click OK.



If you do not have your embroidery machine attached to the PC correctly, an Error dialog box is displayed. Ensure that the serial port is connected correctly before you try again.

If the link to the serial port is correct, the Download Design dialog box is displayed. The name and a picture of your design is displayed in the Design to Download section.

4. When the Download Design dialog box is displayed, click Embroider to send the design to your machine's embroidery module memory.



Note Make sure the needle bar is up, and the hoop is attached, before downloading the design.



Tip If an error message appears, pull the card out then push it back in while machine is turned on.

The machine touch screen goes blank while the download takes place. When the download is completed, the machine touch screen displays the downloaded design.

5. Press the Quick Reverse button on your machine to start stitching. When the machine requires a color change, it will stop. You need to change to the next color in the stitching sequence then press the Quick Reverse button to continue.



Tip When stitching a stock design, print out your design (see *To print a design* on page 28) to see the color sequence of the design.



Tip Always clip the connectors between color changes for a better, cleaner looking design.

Refer to your BERNINA artista home embroidery machine manual for details on how to operate the machine while stitching a design.

After stitching



Tip When a design has finished stitching, trim the stitch connectors.

Connectors are created when the needle finishes stitching one part of the design and moves to another. They are displayed on the screen as dotted lines.

Downloading a design to a design card

When you download a design to a design card, the design is stored on the card for future use. You can stitch it as many times as you like. A design card eliminates the need for the computer to be connected to the machine when you stitch a design. See the documentation that came with your machine for details on how to stitch a design from a design card.

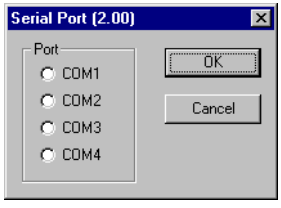
Note Downloading to the Embroidery Card Reader/Writer Box. See the instructions which came with your Embroidery Card Reader/Writer Box for connection details.

To download a design to a design card

1. Insert a design card in the machine or the Reader box (Embroidery Card Reader/Writer Box).
2. Click the Write to Machine button on the General toolbar. Or, choose File > Card/Machine Write... from the top of your BERNINA ARTlink screen.

Note If this is the first time you have downloaded a design after turning on the machine or Reader box, the Serial Port dialog box is displayed. If you have downloaded a design before this, go straight to step 4.

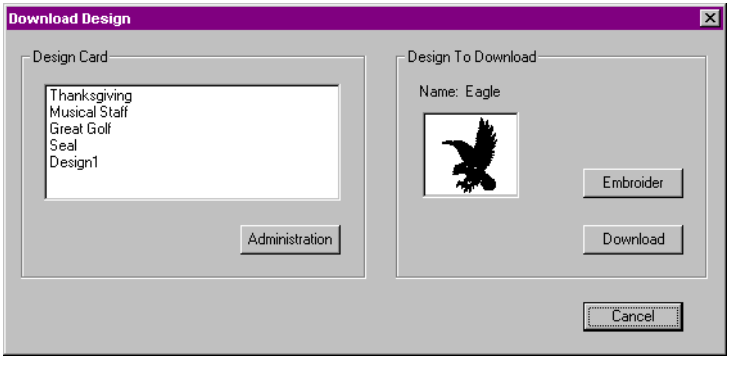
3. If the Serial Port dialog box is displayed, select the serial port on the PC connected to your machine or Reader box and click OK.



If you do not have your embroidery machine or Reader box switched on and correctly attached to the PC, an Error dialog box is displayed. Ensure that the serial port is correctly connected before you try again.

If the link to the serial port is correct, the Download Design dialog box is displayed. The name and a picture of your design is displayed in the Design to Download section.

4. When the Download Design dialog box is displayed, click Download to send the design to your Design Card.



Note Make sure the needle arm is up while downloading the design to a card in the machine.

The machine touch screen goes blank while the download takes place.

The design is now stored on your design card. You can stitch a design from a design card at any time without a computer connected to your machine.

Retrieving a design from a design card

You can use designs stored on design cards using BERNINA ARTlink.

To retrieve a design from a design card

1. Open a new, blank design file in BERNINA ARTlink.
2. Insert a Design Card into your BERNINA artista home embroidery machine or Reader box (Embroidery Card Reader/Writer Box).



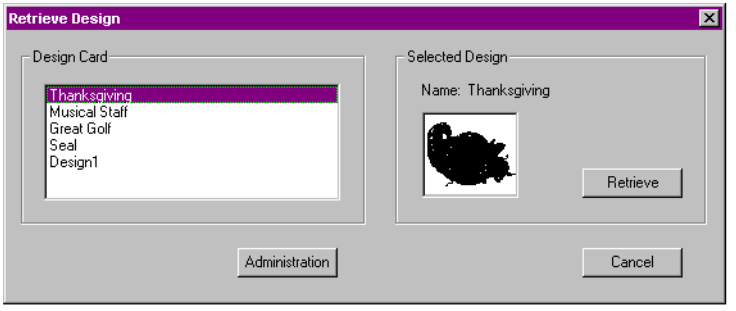
Note The machine or Reader box must be switched on before you insert the card — otherwise designs will not show up on the machine screen nor be loaded into the machine).

3. Click on the Bear icon on the machine's screen to display the contents of the card. (or, remove the card and re-insert it).
4. Choose File > Card/Machine Read... from the top of your BERNINA ARTlink screen.



Note If this is the first time you have retrieved a design after turning on the machine or Reader box, the Serial Port dialog box is displayed. If you have retrieved a design before this, go straight to step 6.

5. If the Serial Port dialog box is displayed, select the serial port on the PC connected to your machine.
6. When the Retrieve Design dialog box is displayed, select the design you want to retrieve.



A list of the designs on the design card is displayed in the Design Card window. When you select a design a preview of the design is shown in the Selected Design window along with its name.

7. Click Retrieve.

   The design you selected is displayed in the design window ready to be used.

Administering your design cards

Design cards can store many different designs at once. Each of the designs can be renamed or deleted from the design card when you have changed them or they are no longer required.

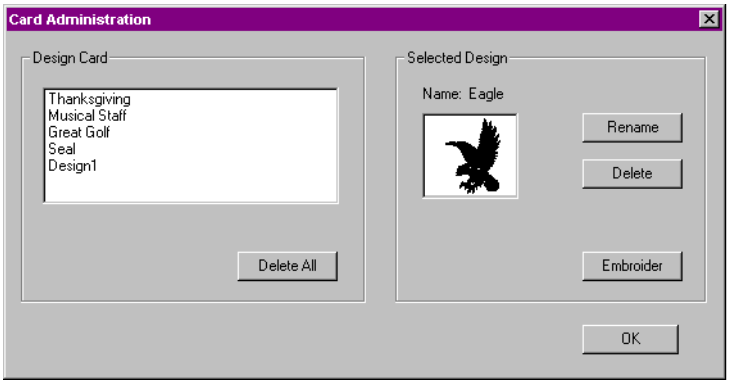
To administer your design cards

1. Open a new design.
2. Insert a Design Card into the machine or Reader box (Embroidery Card Reader/Writer Box).
3. Choose File > Card/Machine Read... from the top of your BERNINA ARTlink screen.
4. When the serial port dialog box is displayed, select the serial port your machine is connected to.



Note If this is the first time you have administered a Design Card after turning on the machine, the Serial Port dialog box is displayed. If you have administered a Design Card before this, go straight to step 5.

5. When the Retrieve Design dialog box is displayed, click the Administration button.
6. When the Card Administration dialog box is displayed, delete or rename one or more designs on the design card.



A list of the designs on the design card is displayed in the Design Card window. When you select a design from the list a preview of the design is shown in the Selected Design window along with it's name.

- To delete all the designs on the design card, click Delete All.
- To delete a single design, select the required design from the list and click Delete.
- To rename a design, select the required design from the list and click Rename. Type the new name and click OK.
- To stitch a design, select the required design from the list and click Embroider.

7. Click OK to finish administering your Design Card.

Before you start stitching

As mentioned at the beginning of this chapter, there are some important questions you need to ask yourself before stitching a design:

- What is the design going to be stitched on?
- What thread colors do I have?

Stitching on different types of fabric

Depending on the fabric you are stitching on, you might need to add a top or bottom layer of stabilizer before stitching.



Tip For best results, hoop all stabilizers.

Stabilizer

Very fine fabrics (e.g., fine cotton), and open weave fabrics, need something to stabilize them during stitching. Very thick fabrics like denim or canvas may not need a bottom stabilizer, but may need a top wash-away stabilizer if the fabric texture is not smooth.

This stabilizer is placed underneath the fabric to ensure that stitches do not push too many fibers aside. A stabilizer will add a more professional look to your embroidery.

Stabilizer does not need to be the same color as the fabric you are stitching on. In most cases it will not be seen from the front. If you are stitching on a very sheer fabric, you might need to use a firm wash-away or tear-away stabilizer.

Top stabilizer

When stitching on a fabric which has a rough texture or deep surface nap (e.g., velvet), use a top stabilizer. The top stabilizer prevents the stitches from disappearing into the fabric pile.

Top stabilizers are usually a water-soluble plastic film. The top stabilizer is always removed after stitching.

Chapter 5

Making simple changes

Before stitching a design, you can increase or reduce its size, mirror image or rotate.

Making simple changes to a design

Making simple changes to a design allows you to customize the stock designs so they can be used in different ways and can be stitched in different places.

Making a design bigger or smaller

You might want to stitch a design on two garments. The design will fit on one garment but not on the other. By making the design smaller you can stitch it on both garments.

When you make a design bigger or smaller you are resizing the design. Do not resize a design radically. If you make the design too big or too small, the quality of the final embroidery will suffer. As a rough guide, do not change the original size to less than half size, or more than twice size.



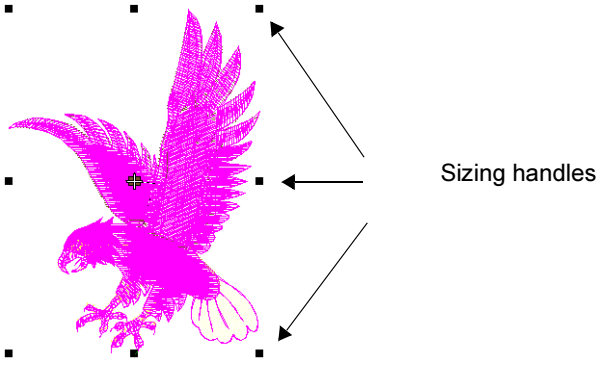
Tip For best results, do not increase designs by more than 150%, or reduce them by more than 75%.

Resizing is explained in more detail in *Resizing an object* on page 52. You should also read *Tips and limitations on resizing designs* on page 71.

To resize a design

1. Select a design with the Select Object tool . For example, select Eagle.ART.

   Eight sizing handles are displayed around the design.



2. Drag a sizing handle to change the size of the design using the left mouse button.
3. Release the mouse button to accept the new size.



Tip Experiment with each sizing handle. See how the handles at the four corners can be used to enlarge/reduce the design without changing the eagle's shape. Change the design's width without changing the height, using the left and right handles. And change the design's height without changing its width, using the top and bottom handles.

Chapter 6

Changing designs

Now you know how to stitch stock designs in their original size and layout, and with simple changes. But a stock design can also be customized in many other ways.

In this chapter you will learn how to:

- select designs
- move, resize, rotate, and mirror designs
- delete designs
- travel through a design

Selecting designs

Before you can move, resize, rotate, skew or delete a design, you must select it first using the Select Object tool.

To cancel a selection, press the Esc key or select another object. You can also click on an empty area of the background which is not occupied by other objects.

In BERNINA ARTlink, the whole design is one object and can only be selected as a whole.

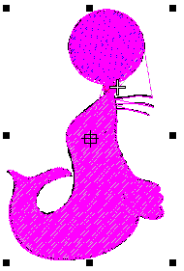
Selecting designs

To select a design, simply click on it with the Select Object tool.

To select a design

1. Click the Select Object tool  on the Design toolbar.
2. Click the design you want to select using the left mouse button.

   The selected design changes color, and eight sizing handles are displayed around the design.



To deselect a design

- Choose Edit > Deselect All from the top of your BERNINA ARTlink screen to deselect any currently selected designs.
- Or, click the Select Object tool  on the Design toolbar, then
  - click your left mouse button anywhere outside the selected area.
  - or, press the Esc key
  - or, press the X key on your keyboard.

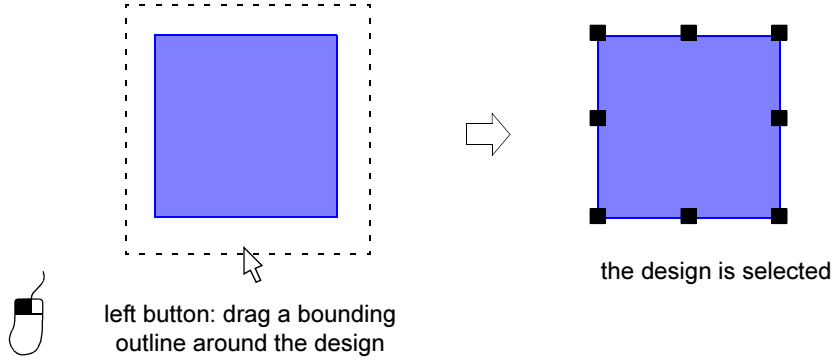
To select designs using a bounding outline

1. Click the Select Object tool  on the Design toolbar.
2. Hold the left mouse button down and drag the bounding outline over the design.

   Start at a point on the design window which does not contain any a design. This prevents a design from being accidentally moved. A bounding outline or marquee (dotted rectangle) is formed from one corner to the diagonally opposite corner.
3. Release the button to select the design which is completely within the bounding outline.

   Eight sizing handles are displayed around the design selected.

Customizing the design



You can move, rotate, skew, delete and flip selected designs. After customizing a design, it is re-processed according to the object properties set.

Moving designs

You can move designs by selecting them, and then dragging with your mouse or with the arrow keys (←→↑↓) on your keyboard.

Tip Use your mouse to move designs longer distances, and then use your arrow keys to make fine adjustments.

To move designs using your mouse

1. Select one the design with the Select Object tool .
2. Position your mouse pointer over the selected design.
3. Hold the left mouse button down and drag the design to the new position.
   A shadow outline of the object and cross-hairs are provided for accurate positioning.
4. Release the mouse button to place the design at the new position.
   The design is re-processed in the new position.

To move designs with your keyboard arrow keys

1. Select the design with the Select Object tool .
2. Press the appropriate arrow keys on your keyboard to move the design.
   A shadow outline of the design and cross-hairs are provided for accurate positioning.

Note Arrow keys only move designs vertically and horizontally. If you want to move a design diagonally (e.g., down and to the left) you will need to make two moves (e.g., with the DOWN arrow key, then the LEFT arrow key).

3. Release the arrow key to place the design at the new position.

   The design is re-processed in the new position.

Deleting designs

Deleting a design removes it permanently from your screen (and, depending on the method used to delete the design, from your computer's memory).

To delete designs

1. Select the design with the Select Object tool .
2. Choose Edit > Delete from the top of your BERNINA ARTlink screen. Or, press the DELETE key.

   The selected design is removed from the screen.
3. If necessary, choose View > Redraw from the top of your BERNINA ARTlink screen to refresh the screen.

   If you change your mind, choose Undo from the Edit menu.

Resizing an object

You can resize the whole design. Some tips and limitations on resizing designs are described in *Advanced customizing* on page 71.

There are two basic methods of resizing designs available to you. The first, described under *To resize designs quickly and accurately*, is used to make reasonably accurate changes to the size of the object. The second method (see *To resize designs quickly* on page 54) is used to make very quick changes.

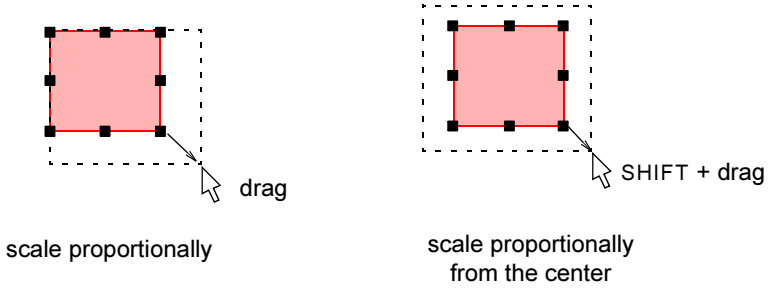
To resize designs quickly and accurately

1. Select the design with the Select Object tool .

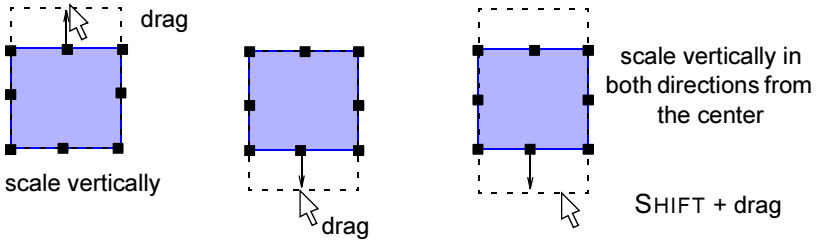
   Eight sizing handles are displayed at the extent of the design.
2. Drag a sizing handle to change the size of the design using the left mouse button.

Dragging away from the design makes the design bigger. Dragging toward the center of the design makes the design smaller. A shadow outline of the design and cross-hairs show the size of the design as you size it.

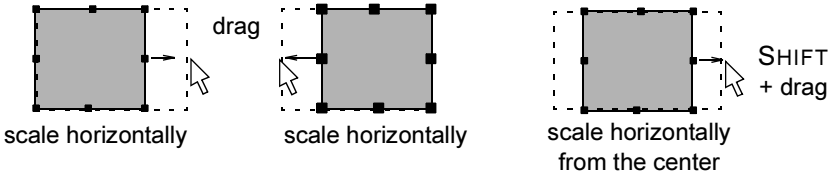
The sizing handles in the corners size the design proportionally. The opposite corner is anchored and the design is sized proportionally from the anchored point. Hold SHIFT while dragging to anchor the center of the design and size proportionally from the center.



Sizing handles at the center top and center bottom of the design size the design vertically. The opposite side is anchored and the design is scaled proportionally from the anchored point. Hold SHIFT while dragging to anchor the center of the design and size vertically equally from the center.



Sizing handles at the center sides of the design size the design horizontally. The opposite side is anchored and the design is sized proportionally from the anchored point. Hold SHIFT while dragging to anchor the center of the design and size vertically equally from the center.



3. Release the mouse button to place the new design outline.

To resize designs quickly

1. Select the design with the Select Object tool .
2. Click the Scale Down/Up button  on the toolbar. The mouse button used determines whether the design is made bigger or smaller:
   - Click the left mouse button to make the design 20% smaller.
   - Click the right mouse button to make the design 20% bigger.



Note Each click will make the design 20% bigger or smaller than the *present* size. If you make a design 20% bigger, then make it 20% smaller, the final design will not be the same size as the original — it will be slightly smaller.

Rotating and skewing designs

You can rotate or skew a whole design.

For example, you may need to rotate the entire design by 90° clockwise or counter-clockwise. Perhaps a garment or tablecloth can only be inserted in the frame sideways to keep the excess fabric outside the sewing area.

There are two methods of rotating objects designs, and one method of skewing, available in BERNINA ARTlink.

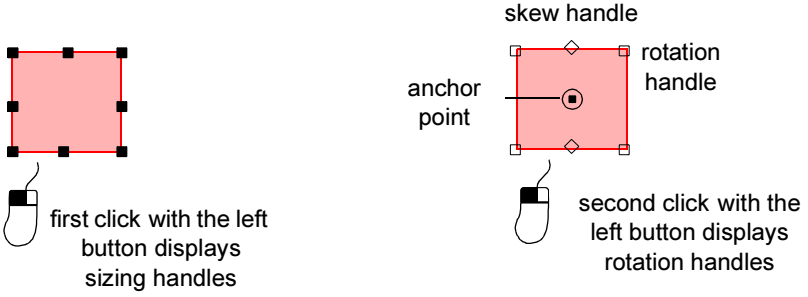
The first rotation method, described under *To rotate designs precisely* on page 54) is used to rotate objects reasonably precisely. The second method (see *To rotate designs quickly* on page 56) is used to make very quick 45° rotations in either direction.

The skewing method, described under *To skew designs quickly* on page 57, is used to make quick changes.

To rotate designs precisely

1. Select the design with the Select Object tool .
2. Click a second time on the design using the left mouse button.

   Rotation handles appear at the corners of the design and an anchor point is displayed at the center of the design.



3. Select the anchor of rotation.

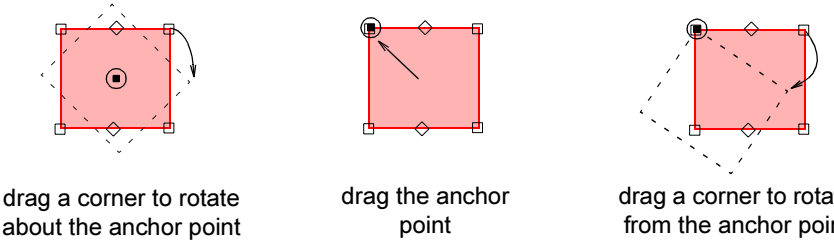
   To change the anchor of rotation, drag the anchor point from the center to the required location. The anchor point stays in position, while the design is rotated around this point.

   You can pick an anchor point anywhere inside or outside of the design.

   The center is the default anchor point.

4. Rotate the design.

   To rotate the design, drag a rotation handle in a corner clockwise or anti-clockwise. A shadow of the object design and cross-hairs are provided as a guide to accurate rotation.



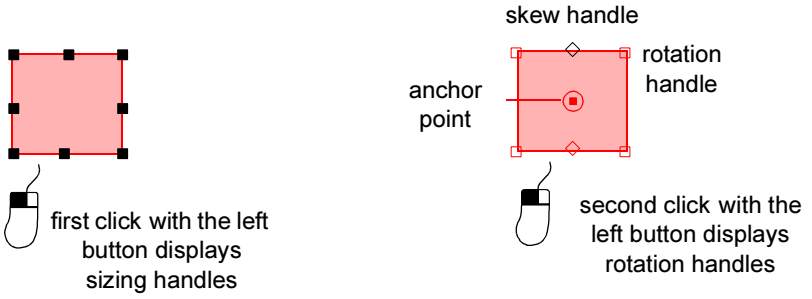
5. Release the mouse button when the design has been rotated to the desired position.

   The design is re-processed in the new position.

To rotate designs

1. Select the design with the Select Object tool .
2. Click a second time on the design using the left mouse button.

   Rotation handles appear at the corners of the design and an anchor point is displayed at the center of the design.



3. Select the anchor of rotation.

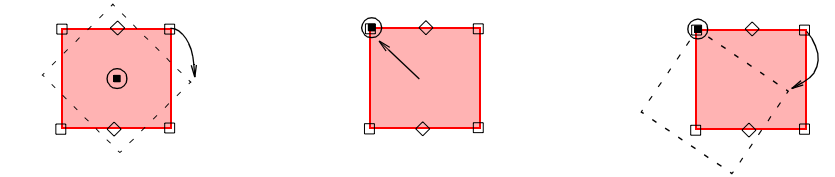
   To change the anchor of rotation, drag the anchor point from the center to the required location. The anchor point stays in position, while the design is rotated around this point.

   You can pick an anchor point anywhere inside or outside of the design.

   The center is the default anchor point.

4. Rotate the design.

   To rotate the design, drag a rotation handle in a corner clockwise or anti-clockwise. A shadow of the design and cross-hairs are provided as a guide to accurate rotation.



5. Release the mouse button when the design has been rotated to the desired position.

   The design is re-processed in the new position.

To rotate designs quickly

1. Select the design with the Select Object tool .
2. Click the Rotate CCW/CW button  on the toolbar.

   The mouse button used determines whether the design rotates clockwise or counter clockwise:

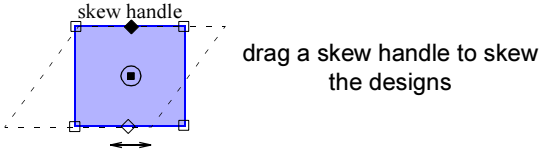
   - Click the left mouse button to make the design rotate 45° counter clockwise.
   - Click the right mouse button to make the design rotate 45° clockwise.

To skew designs quickly

1. Select the design with the Select Object tool .
2. Click the design again.

   Skew handles appear at the center of the top and bottom of the design.
3. Drag the skew handles to the left or to the right to skew the design.

   The design skews along the horizontal plane. The shadow outline of the design shows the changed outline of the design.

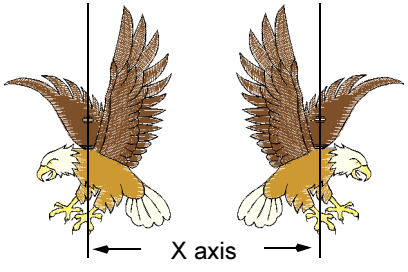


4. Release the mouse button when the angle is correct.

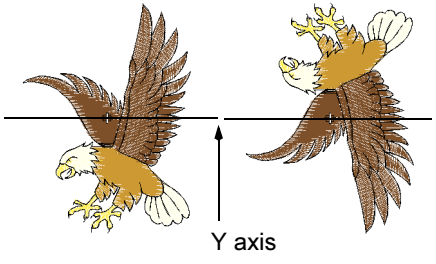
   BERNINA ARTlink automatically re-processes the design and displays it on your screen.

Mirroring (flipping) designs

You can mirror (flip) an entire design or an object. Typically, you will flip a design left/right or up/down. For example, you can mirror a design if you want to stitch it on opposite sides of a collar. When you flip left/right, you are mirroring on the X axis. When you flip up/down, you are mirroring on the Y axis.



Mirror left/right (on X axis)



Mirror up/down (on Y axis)

To flip a design left/right (horizontally)

1. Select a design with the Select Object tool .
2. Click the Mirror Horizontal tool from the Design toolbar. Or, choose Arrange > Mirror Horizontal from the top of your BERNINA ARTlink screen.

The design is flipped on the X axis.

If you change your mind, choose Edit > Undo from the top of your BERNINA ARTlink screen.

To flip a design up/down (vertically)

1. Select the design with the Select Object tool .
2. Click the Mirror Vertical tool from the Design toolbar. Or, choose Arrange > Mirror Vertical from the top of your BERNINA ARTlink screen.

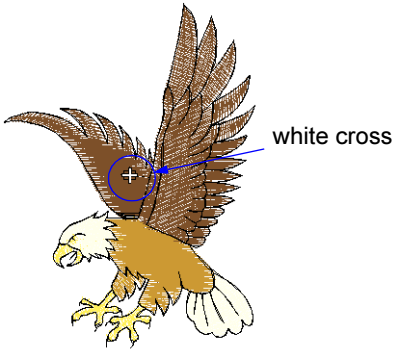
   The design is flipped on the Y axis.

   If you change your mind, choose Edit > Undo from the top of your BERNINA ARTlink screen.

Traveling through the design

To see how a design will be stitched, you can travel forward and backward through the design to discover the stitch and color sequence.

The current stitch — the stitch where you currently are — is marked with a white cross. When you open a stock design, initially the white cross is at the end of the design. The last stitch is the "current stitch". When traveling through the design, you are moving this white cross backward and forward.



The number of the current stitch is displayed in the status line, in the bottom right corner of the design. The number of the last stitch indicates the total number of stitches in the design.

Tip Traveling through a design is a powerful learning tool. Before you start creating your own designs, explore some of the sample designs. Pay particular attention to the sequence of objects, the sequence of colors and what type stitches were used.

To travel to the start of a design

- Press the HOME key on your keyboard.

  Now the white cross is located at the first stitch, and the entire design is displayed in dark gray. All stitches after the white cross are displayed in dark gray, so that it is easy for you to see the current stitch even when working in a relatively small display scale.

To travel to the end of a design

- Press the END key on your keyboard.

  Now the white cross is located at the last stitch, and the design is displayed in the selected thread colors.

  If a design starts and finishes in the center, it may seem that the white cross has not moved, even though its position in the sequence of stitches has changed.

To travel by color

It can be faster to travel by color. This is useful when you want to find out the color sequence of a design and how many different colors are used.

- Press the PAGE UP key on your keyboard to travel to the previous color.
- Press the PAGE DOWN key on your keyboard to travel to the next color.

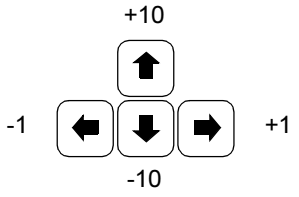
To travel by 1, 10 and 100 stitches

When you want to travel through a design, you can travel by 100 or by 10 stitches or by 1 stitch, depending on how fast you want to travel.

1. Choose Edit > Stitch Edit from the top of your BERNINA ARTlink screen.

   Or press ESC on your keyboard.

2. Ensure that the Select Object tool  is OFF, then press the arrow keys located on the right side of your keyboard to travel by 1 or 10 stitches, and
   - Press the left or right arrow key to travel 1 stitch backward or forward.
   - Press the up or down arrow key to travel 10 stitches backward or forward



3. Press the + or - keys located on the keypad (on the right side of your keyboard) to travel by 100 stitches. The + key moves you forward, while the - key moves you backwards.

Tip If you want to see exactly how the design is stitched, turn needle points on, zoom right in so you can see each stitch and needle point, and use the arrow keys to travel through the stitches.

Summary of the travel functions

To travel	Press or choose
to the start of design	HOME key
to the end of design	END key
1 stitch backward	left arrow key
1 stitch forward	right arrow key
10 stitches backward	up arrow key
10 stitches forward	down arrow key
100 stitches forward	+ (on keypad)
100 stitches backward	- (on keypad)
to the previous color	PAGE UP key
to the next color	PAGE DOWN key

Chapter 7

Working with color

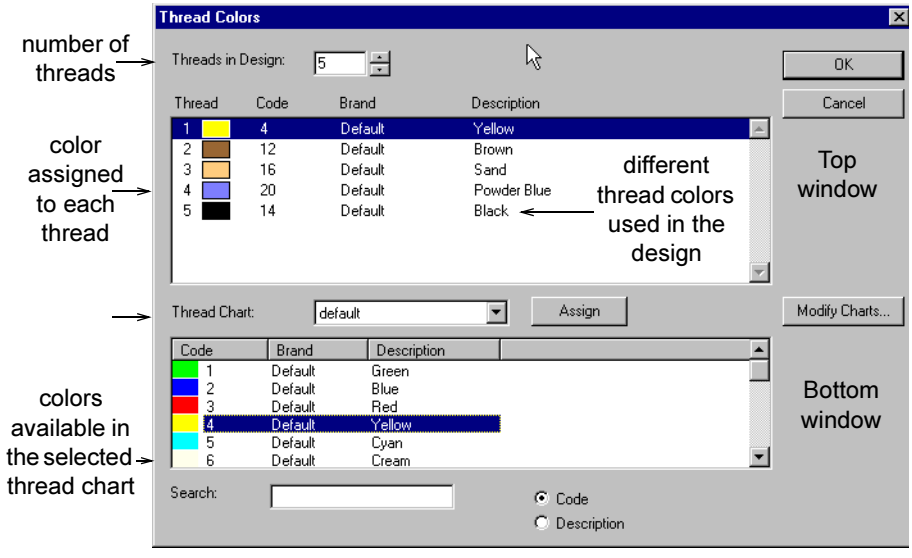
This chapter describes how to work with the color related features of BERNINA ARTlink. It describes how to:

- Change thread colors
- Change object colors

To change the color of existing designs

1. Choose Settings > Thread Colors... from the top of your BERNINA ARTlink screen.

   The Thread Colors dialog box is displayed.



   The top window contains the colors which will be used in the design. These colors are selected from the colors in the thread charts in the bottom window.

2. In the Threads in Design text box, specify the number of different threads you want to use in the design. This sets the number of colors that will be listed on the thread bar on the main screen.

3. Check which colors are assigned to each thread and decide if you want to keep these colors.
4. Inspect the colors available in the thread chart in the bottom window and identify the colors you want for your design.
5. Assign colors to each thread.
   - Click the first thread number in the top window.
   - Select a thread color from the bottom window. You can scroll through the list, search by code (click Code, then type in the number in the Search box), or search by Description (click Description, then type in the color name in the Search box).
   - Click Assign

   Repeat this process until you have assigned colors to all threads.
6. Click OK.

   The colors you set are now available in the Color drop-down list on the Color and Stitch toolbar.

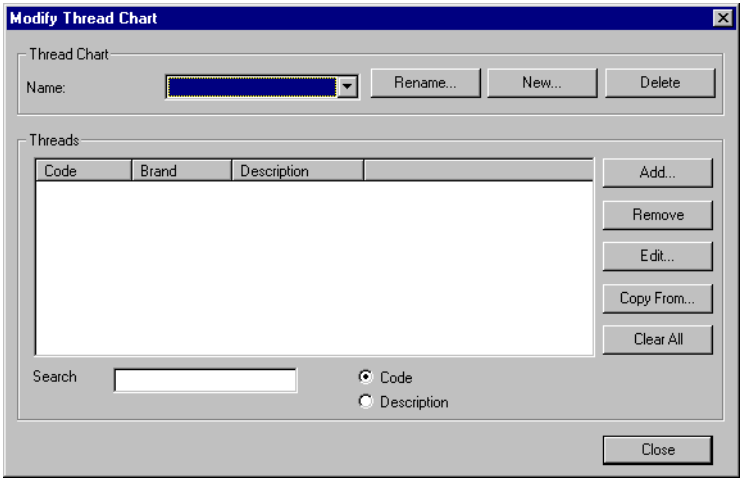


Note These color settings only apply to the current design. If you open an existing design, the colors set when that design was created will apply.

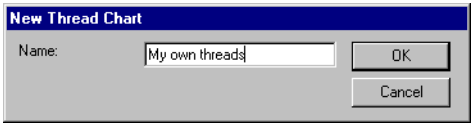
To add your own thread charts

1. Choose Settings > Thread Colors... from the top of your BERNINA ARTlink screen.

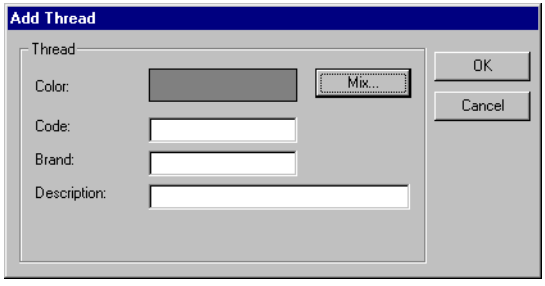
   The Thread Colors dialog box is displayed.
2. Click Modify Charts... to open the Modify Thread Chart dialog box.



3. Click New... to open the New Thread Chart box, then type in a name for your new chart (e.g., My own threads), and click OK.



4. Click Add... to open the Add Thread box, then type in the Code, Brand and Description of the first thread.



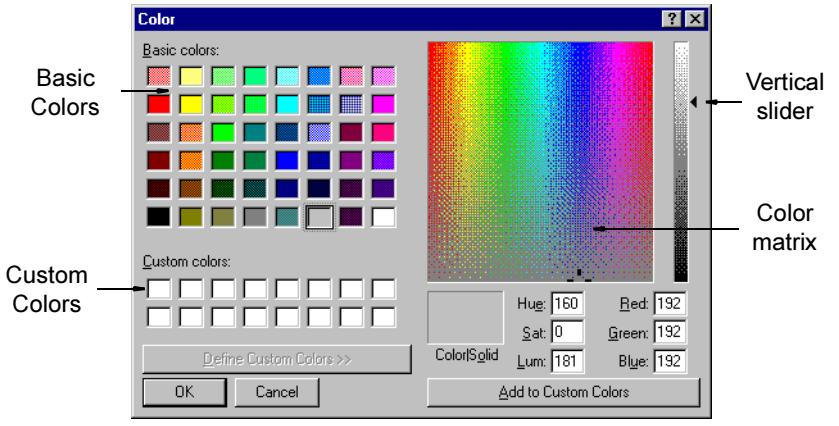


Tip If a thread is already included in an existing thread chart, click Copy From..., select a thread chart name from the drop-down list, select the thread, and click OK. The copied thread's color, brand and description will be added to your new chart.

5. Select a color in the Add Thread box by clicking Mix... and selecting/mixing a color as described in *To mix a new thread color* on page 63
6. Click OK when finished, then repeat the steps from step 4. for the other threads in your new thread chart.

To mix a new thread color

1. Complete steps 1. to 4. in *To add your own thread charts* on page 62.
2. Click the Mix... button to open the Color dialog box.



3. Select any of the basic colors by clicking one which matches the actual color of the thread from the Basic Colors boxes.
4. Or, if none of the basic colors is suitable, mix a matching color:
   - Click on a similar color in the large color matrix area.
   - Adjust the vertical slider until the exact color you want appears in the sample box
   - Click Add to Custom Colors to save the new color.

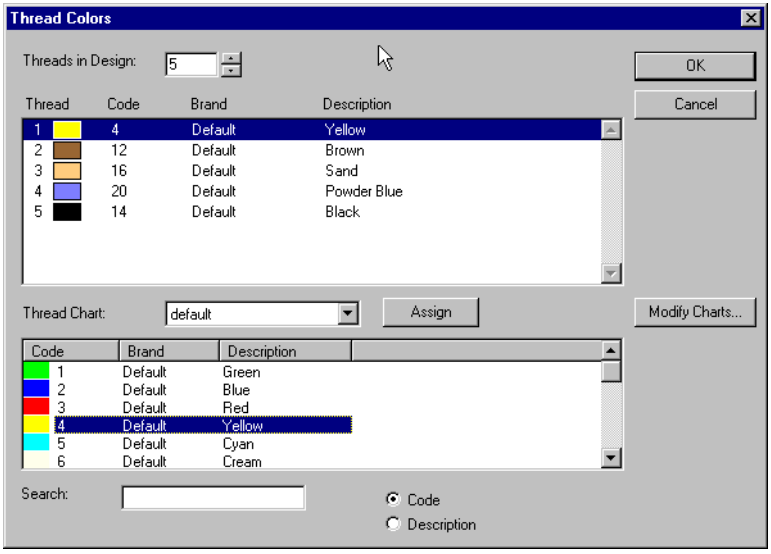
   The new color will appear in one of the previously blank Custom Colors boxes for use in other designs.
5. Click OK.

To change the appearance of colors on your screen

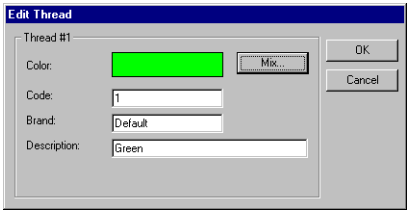
Sometimes it is difficult to see parts of a design on your screen because the colors of some threads are very similar (e.g., light orange and dark yellow). You can change the on-screen colors of threads without changing the final stitched embroidery or any of part of the thread's description (Code, Brand, Description).

1. Open your design.
2. Choose Settings > Thread Colors... from the top of your BERNINA ARTlink screen.

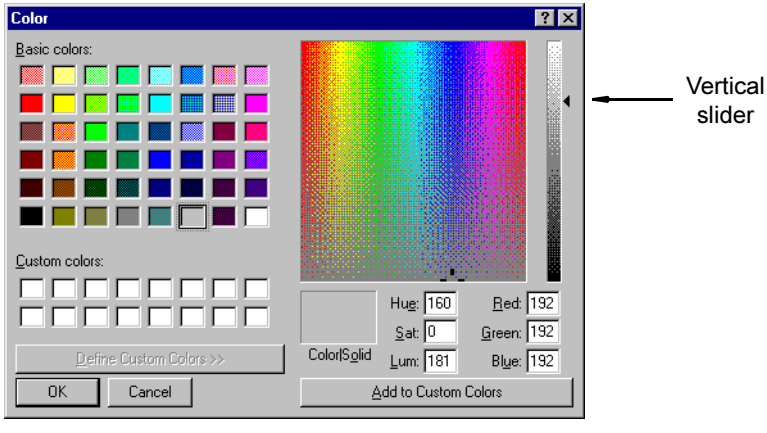
   The Thread Colors dialog box is displayed.



3. Double-click the Description of the thread color you want to change.
   The Edit Thread dialog appears, showing the details of the thread.



4. Click the Mix... button.
   The Custom Color dialog appears.



5. To make the color darker, drag the Vertical Slider down with your mouse. To make it lighter, drag it up.
6. If you want to make other changes to the color, see *To mix a new thread color* on page 63.
7. Repeat for any other threads which you want to alter.
8. Click OK when all the thread colors are correct.

   The design is displayed showing the new thread colors on your screen.

Changing thread colors

When you open a design, it uses the thread colors saved with it.

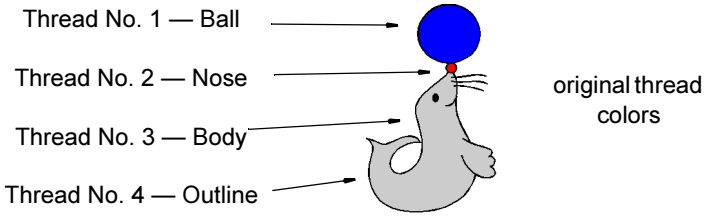
You can re-color a design by simply selecting a new color for each thread.

For example, you may want to change the original thread colors of a stock design because they do not match the color of the fabric, or you do not have those threads at home, or because you prefer something else.

Changing the thread colors is the only way to re-color a design.

To change the thread colors of a design

1. Open a design. For example, open Seal.ART. There are 4 thread colors used in this design.





Note The thread numbers are not related to the order in which the colors will be stitched.

2. Choose Settings > Thread Colors... from the top of your BERNINA ARTlink screen.

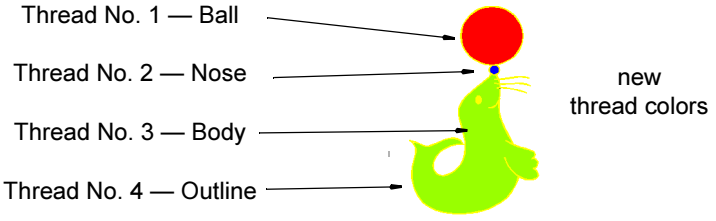
   The Thread Colors dialog box is displayed.
3. Select new colors for the required threads.
   - Select a thread by clicking on its number. For example, click on 1.
   - Select a color for that thread by clicking on a color box at the bottom of the dialog. For example, click on the first colored box.

- Click Assign. The color of the selected thread changes to the new color.

Continue with the other threads. Change only those thread colors which are actually used in the design. Changing the color of a thread which is not used in the design will not have any effect.

4. Click OK when all the thread colors are correct.

The design is displayed in the new thread colors.



Determining thread colors in existing designs

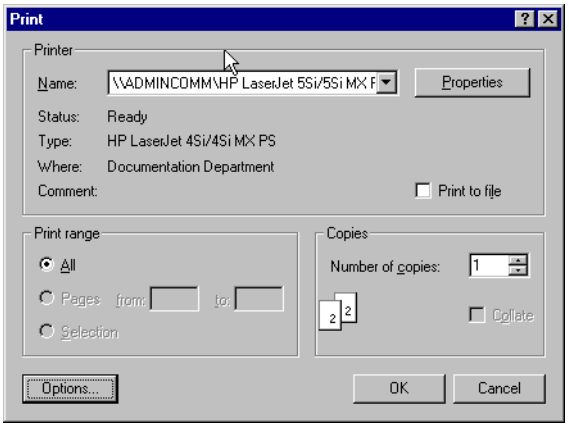
The sample designs supplied with your BERNINA ARTlink software, and others bought through your BERNINA dealer, already have thread colors assigned to them. These colors are selected by professional embroiderers to provide the best effect in your final embroidery. You can use BERNINA ARTlink's report printing ability to list the name of each of the threads used in these designs.

To print full details of threads used in designs

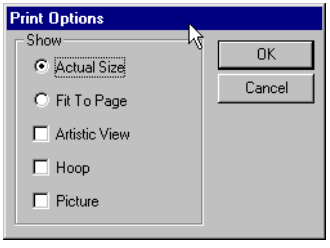
1. Open a design. For example, open LR Bear in Raincoat.ART.



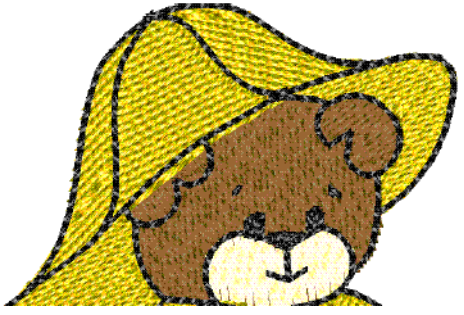
2. Select File > Print... from the top of your BERNINA ARTlink screen.



3. Select your printer from the Name drop-down and change any settings.
4. Click Options and select any of the specific settings for your design in the Print Options box.



5. Click OK when finished to clear the Print Options box, then click OK again to send the design and report to your printer.



BERNINA artista

LR Bear in Raincoat

Date:	17 Sep, 1999
Stitches:	13873
Colors:	7
Height:	99.0 mm
Width:	82.6 mm
Zoom:	1.82

1.		brown 1055	Isaco rd 40
2.		beige 0870	Isaco rd 40
3.		orange gold 0800	Isaco rd 40
4.		white 0015	Isaco rd 40
5.		medium olive green 5833	Isaco rd 40
6.		dark red 1902	Isaco rd 40
7.		black 0020	Isaco rd 40



Tip Choose File > Print Preview... from the top of your BERNINA ARTlink screen if you want to see but not print the design and report.

The design will be displayed on your screen, with full details of the design and the threads used.

Chapter 8
Advanced customizing

Tips and limitations on resizing designs

To resize a design on page 47 covers resizing in detail.

The following tips and limitations will help you make your embroidery look even more professional. The better you understand the sizing process, the better the results you will achieve.

Size limitations

There are limits to how much you can resize a design without reducing the quality of the embroidery. In practice, limit re-sizing from 75% to 150% of the "original" design size.

Sizing different stitch types

When sizing a design or an element of a design, you are not only changing its shape — you are also changing the number of stitches which form and fill that shape.

More stitches are needed to fill a larger area and fewer stitches are required to fill a smaller area. The BERNINA ARTlink software therefore has to recalculate the stitches to fit the new size. If there are not enough stitches or there are too many stitches in a certain element of the design after sizing, it may be necessary to change the stitch density.



Note You cannot change stitch density in BERNINA ARTlink, but you can make these and many other changes using BERNINA **artista Designer** software. Contact your local BERNINA dealer for more details.

Designs are created using Outline or Fill Stitch. Different types of stitches are handled differently when scaling a design.

Outline stitch

When a design is made bigger, the number of Outline stitches increases, but each stitch is still the same length. If you make a design smaller, however, the size of each Outline Stitch may be too long to follow a curve.



Tip Consider upgrading to BERNINA artista Designer if you need to edit stitches.

Fill stitch

There are three types of Fill Stitch: Satin, Step and Fancy. Each one requires different considerations when resizing.

Satin Fill

When a design is resized, the spacing between each Satin stitch is preserved. The number of stitches, therefore, is reduced or increased to fit the new size. Since the stitches are placed along the sides of the shape, they become longer or shorter after sizing. But, long stitches are loose and may not cover the fabric adequately.



Tip Consider upgrading to BERNINA artista Designer if you need to edit stitches.

Step Fill

Step Fill is the most flexible stitch type. When a design is resized, the length of the Step stitches and the spacing between the rows of stitches are preserved. The number of Step stitches, therefore, is automatically reduced or increased to fit the new size. The density of stitches after scaling remains exactly the same.

Fancy Fill

Fancy Fill is a decorative stitch type. Use Fancy Fill to fill wide and large areas if you want to achieve unique artistic effects while keeping the appearance of a solid field of stitching.

The stitching is similar to Step Fill with standard backstitch, except that in Fancy Fill the needle penetrations form a tile pattern. The pattern is repeated along a grid.

Table 1: Summary of scaling different stitch types

Stitch type	Total number of stitches	Length	Spacing
Outline stitch	changes	preserved	not applicable
Satin Fill stitch	changes	changes	preserved
Step Fill stitch	changes	preserved	preserved
Fancy Fill stitch	changes	preserved	preserved

Gaps and holes

As you increase the size of an embroidery design, any gaps present also increase in size. Even minor gaps in the original may become unacceptable once the design is enlarged.

Decreasing the size of embroidery also brings problems. Gaps or spaces which are essential parts of the design may become too small or even disappear.

Keep your re-scaling to 75%–150% of the "original" design.

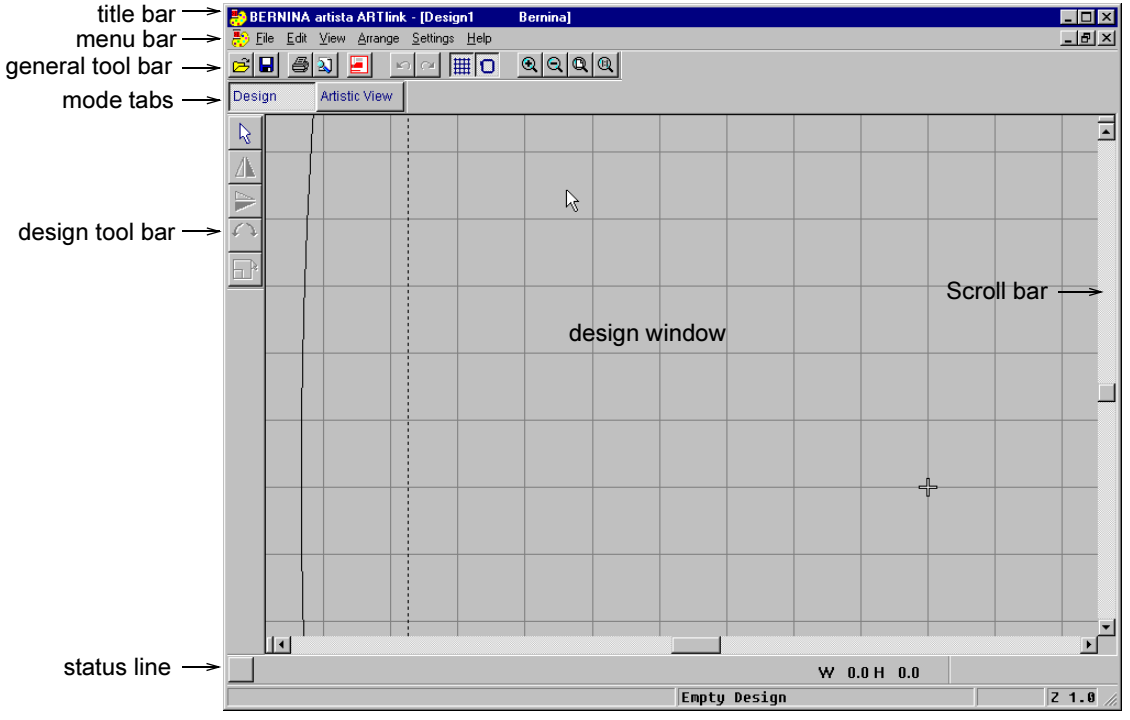


Tip Consider upgrading to BERNINA artista Designer if you need to make greater changes to the size of designs.

Appendix A

Quick Reference Guide

The BERNINA ARTlink design window



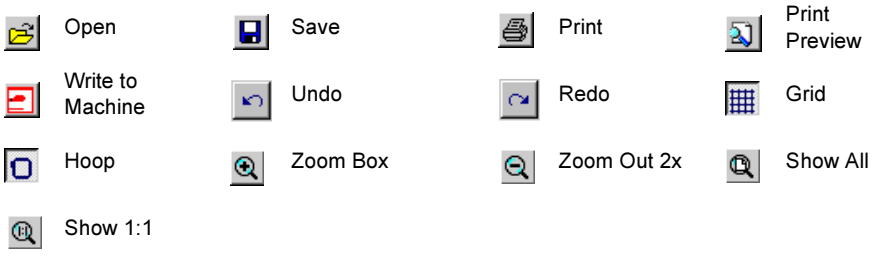
Mode Tabs

There are two Mode tabs. These tabs provide access to different functions of BERNINA ARTlink:

Design	Use Design mode to open and customize designs
Artistic View	Use Artistic View mode to see what the final embroidery looks like

General Toolbar

The General toolbar has the following tools:



Design Toolbar

The Design toolbar has the following tools:

	Select Object tool
	Mirror Horizontal (Left/Right) tool
	Mirror Vertical (Up/Down) tool
	Rotate 45 deg CCH/CW tool
	Scale by 20% Down/Up tool

Menus

File

Open...	Ctrl+O
Close	
Save	Ctrl+S
Save As...	
Information...	
Print...	Ctrl+P
Print Preview...	
Card/Machine Read...	
Card/Machine Write...	
Most Recent File List	
Exit	X

Edit

Undo	Ctrl+Z
Redo	Ctrl+Y
Delete	Del

View

Needle Points	.
Show 1:1	1
Show All	0
Zoom Out X2	Shift+Z
Zoom Box	B
Redraw	R
Hoop...	
Grid...	
Measure	M

Arrange

Auto Center
Mirror Horizontal
Mirror Vertical

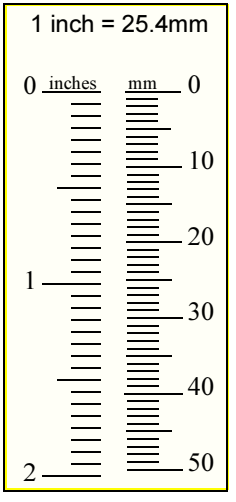
Settings

Thread Colors...
Options...
Security...
Display Setup...

Help

Help Topics...
Online Manual
About...

Imperial vs Metric



Shortcut Key List

Working with designs

To	Press
Open an existing design	Ctrl + O
Save a design	Ctrl + S
Print a design	Ctrl + P
Get on-line help	F1
Exit an application	Alt + F4

Selecting, moving and deleting designs

To	Press
Choose Select Object tool	O
Nudge selected designs	↑ ↓ ← →
Delete selected design	Delete

Zooming & viewing

To	Press	or
Zoom out 2x	Shift + Z	F10
Zoom in on a selected area (box)	B	F8
Zoom to 1:1 scale (100%)	1	
Fit design in window	0 (Zero)	F2
Specify zoom factor	F	F3
Return to previous view	V	F5
Redraw the screen	R	F4
Show/Hide connectors	Shift + C	
Show needle points	. (period or full stop)	

Cancelling & undoing commands

To	Press
Cancel some commands	Esc
Undo a command	Ctrl + Z
Redo a command	Ctrl + Y

Toolbars

To	Press or click
Show Design Mode toolbar	+ Design
Show General toolbar	Shift + P

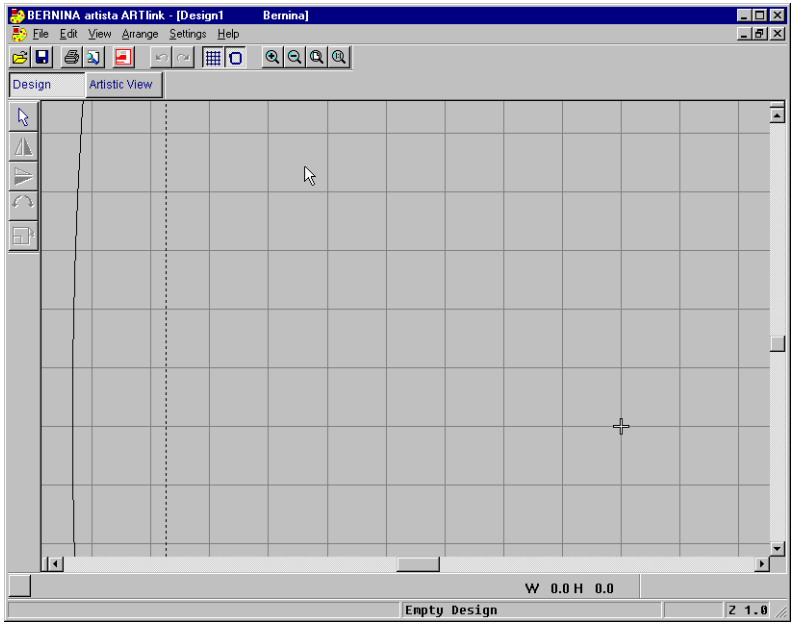
Traveling through the design (* = Select Object tool OFF)

To travel	Press	
	Keyboard	Keypad
To the start of a design	Home	7 (Num Lock on)
To the end of a design	End	1 (Num Lock on)
To next color	Page Up	9 (Num Lock on)
To previous color	PageDown	3 (Num Lock on)
* 1 stitch forward	→ (right arrow)	6 (Num Lock on)
* 1 stitch backward	← (left arrow)	4 (Num Lock on)
* 10 stitches forward	↓ (down arrow)	2 (Num Lock on)
* 10 stitches backward	↑ (up arrow)	8 (Num Lock on)
100 stitches forward		+
100 stitches backward		-
1 segment forward	Ctrl + →	
1 segment backward	Ctrl + ←	

Appendix B
Software summary

This appendix describes the menu options and toolbars available in BERNINA ARTlink.

BERNINA ARTlink main window



Title bar

The title bar identifies the name of the current design being displayed. This bar is a typical Windows bar, with three buttons in the top right hand corner that let you reduce BERNINA ARTlink to an icon on the taskbar, minimize the window, and quit.

Pull down menu bar

This bar has these pull down menus:

- File
- Edit
- View
- Arrange
- Settings
- Help

The underlined letters allow you to select the associated menu without using the mouse, by first pressing the ALT key and then the underlined letter. To exit this view of menu mode, press ESC twice. The menus are discussed in greater detail below.

Items that are followed by an ellipsis (...) when selected will open another box giving you more information and prompting you for input.

File

Open...	Displays a dialog box in which you select an existing design for opening into a new window. This will display a range of file types located on Windows drives, e.g. hard disk, floppy disk or CD-ROM.
Close	Closes the current design window and prompts you to save if there are unsaved items present on the display.
Save	Saves the current design in .ART format.
Save As...	Saves the current design in .ART format to any Windows disk device after prompting you for a new file name and disk device.
Information...	Displays information concerning the current file.
Print...	Prints the design to any Windows supported printer using the previously set Windows parameters.
Print Preview...	Displays a production worksheet for a design.
Card/Machine Read	Reads a design from a BERNINA ARTlink Design Card.
Card/Machine Write	Downloads a design to the BERNINA artista home embroidery machine or BERNINA ARTlink Design Card.
Recent File List	Displays a list of the most recently used files which upon selection will open the selected file into a new window.
Exit	Closes any open designs, prompting you to save if necessary and shuts down the BERNINA ARTlink software.

Edit

Undo	Undoes the last command you executed.
Redo	Redoes the last command you executed.
Delete	Deletes the selection without placing it on the clipboard.

View

Needle Points	Allows you turn needle point display on or off.
Show 1:1	Shows the design in its correct size. Make sure the screen is correctly calibrated.
Show All	Shows all elements of the design.
Zoom Out X2	Zooms out from the design by a factor of two.
Zoom Box	After selection you can draw a box over your design with the mouse showing the area you wish to enlarge to full window size.
Redraw	Redraws the screen. Sometimes after you have made a change the screen does not show the design in its entirety. This command forces the PC to refresh the entire image.
Hoop	Displays the Hoop Tab in the Options dialog box. This allows you to turn the hoop on and off, and select the hoop size.
Grid	Displays the Grid Tab in the Options dialog box. This allows you to turn the grid on and off, and select the grid size.
Measure	Allows you to measure the size of your design or of a selected part of a design.

Arrange

Auto Center	Calculates the center of the design and adds jump stitches at the start and at the end of the design. Stitching will start and end in the center of the design.
Mirror Horizontal	Mirrors the selected object(s) horizontally about the geometrical center of the selection. It is deactivated if nothing is selected.
Mirror Vertical	Mirrors the selected object(s) vertically about the geometrical center of the selection. It is deactivated if nothing is selected.

Settings

Thread Colors...	Displays a dialog box with a palette of available colors from which you can assign colors to threads for use in your design.
Options...	Displays a multi-tabbed dialog box from which you select the properties for the display window.
Security...	Displays a dialog box in which you enter codes to make your BERNINA ARTlink fully functional.
Display Setup...	Allows you to calibrate your screen.

Help

Help Topics.	Displays a Contents box listing the major headings in BERNINA ARTlink as books. These headings are the same as the major chapter headings in this User Guide. Click on any heading to see the topics underneath. Select a topic by double-clicking.
Online Manual	Opens this User Guide in Adobe Acrobat .PDF format.
About...	Displays the BERNINA ARTlink “splash screen”, which contains precise information about the version of artista that you are running

Modes

There are two modes available in BERNINA ARTlink:

- Design
- Artistic View

No toolbar is associated with Artistic View.

Design

By default the Design tab is the one in use on starting the software. This shows any loaded embroidery shapes. Use this view to customize and design embroidery designs. The hoop and grid are shown or hidden, depending on settings.

Artistic View

This tab shows you what the final embroidery will look like after it has finished stitching.

Toolbars

There are two toolbars in BERNINA ARTlink: the General toolbar and the Design toolbar.

General toolbar

Immediately below the pull down menus is a toolbar of buttons for carrying out commonly used functions. These buttons are short-cuts to the equivalent items on the pull down menus. The buttons (activated by a mouse click) are:

 Open	Displays a dialog box in which you select an existing design for opening into a new window. This will display a range of file types located on Windows drives, e.g. hard disk, floppy disk or CD-ROM.
 Save	Saves the current design in .ART format.
 Print	Prints the design to any Windows supported printer using the previously set Windows parameters.
 Print Preview	Displays a production worksheet for a design.
 Write to Machine	Downloads a design to the BERNINA artista home embroidery machine or BERNINA ARTlink Design Card.
 Undo  Redo	Enable you to backtrack to correct mistakes and wrong commands.
 Show Grid	Turns the display grid on and off. Right button mouse click pops up the Grid Tab in the Options dialog box.
 Show Hoop	Turns the hoop on and off. Right button mouse click pops up the Hoop Tab in the Options dialog box.
 Zoom Box	After selection you can draw a box on your design with the mouse showing the area you wish to enlarge to full window size.
 Zoom Out 2X	Zooms out from the design by a factor of two.
 Show All	Shows all elements of the design.
 Show 1:1	Shows the design in its correct size. Make sure the screen is calibrated.

Design toolbar

The Design toolbar has these buttons which are activated by a mouse click.

 Select Object	Selects the shape where the cursor is located for sizing, moving, mirroring and rotating the picture.

 Mirror Horizontal	Mirrors the selected shape(s) horizontally about the geometrical center of the selection. It is deactivated if nothing is selected.
 Mirror Vertical	Mirrors the selected shape(s) vertically about the geometrical center of the selection. It is deactivated if nothing is selected.
 Rotate 45 deg CCW/CW	Rotates selected object(s) CW (clockwise) by 45 degrees when right-clicked; and same amount CCW (counter clockwise) when left-clicked.
 Scale by 20% Down/Up	Reduces (scales down) the size of selected object(s) by 20% when left-clicked; and increases (scales up) size by the same amount when right-clicked.

Appendix C
Glossary

This glossary contains many embroidery and computing terms which you may meet while using your BERNINA ARTlink software.

Active Describes the windows or icon to which the next keyboard or command will apply. If a window is active, its title bar changes color to differentiate it visually from other open windows.

Anchor Point A fixed point used when rotating, skewing or mirroring a design.

Background The area inside the active window.

Backing Woven or nonwoven material used underneath the item or fabric being embroidered to provide support and stability. Can be hooped with the item or placed between the machine throat plate and hooped garment. Available in various weights and types such as cutaway, tearaway and soluble.

Backup The copying of files onto floppy disk or other media so that the data is secure. Usually two copies are made and kept separately.

Baseline The imaginary line on which the letters of an alphabet sit. (Only descenders extend below it.)

Bit mapped graphic A picture or other graphic made up of dots rather than of shape outlines or vectors. Typically produced by paint programs and has the file extension .BMP.

Bitmap An image made up of dots.

Cascade A way of arranging open windows on the desktop so that they overlap each other, with the title bar of each window remaining visible.

Check box A small square box that appears in a dialog box and that can be selected or cleared. When the check box is selected, a tick appears in the box. A check box represents an option that you can set.

Click To press and release a mouse button quickly.

Clipboard A temporary storage area in memory for what was last cut or copied. Stitching on the clipboard can be pasted into designs any number of times.

COM1 (or COM2) A standard serial port used as a connection point for peripherals. Other ports may be present if the appropriate internal option cards have been installed. The computer must be informed which port is being used by which peripheral.

Command A word or phrase, usually found in a menu, that you can choose in order to carry out an action.

Command button A button in a dialog box. It carries out or cancels the selected action. Two common command buttons are labeled Cancel and OK.

Configuration The size and type of computer hardware. Can also be used to mean the options provided with your software.

Confirmation message A message displayed by the software asking you if you are sure you want to proceed. For example, when you want to delete a design.

Connectors Hardware devices to connect cables to ports. If the connection is male, the port is female, and vice versa. The wiring configuration of each device is determined by its function.

Copy To place a copy of a selection onto the clipboard. See Duplicate.

Cut An editing function. To delete a selection from a design. The deletion is stored on the clipboard and can be pasted back into the same or a different design in a chosen location.

Default Values Values that are automatically used unless you override them with special values.

Density Number of stitches per given area (or stitch lines per distance in a fill).

Desktop The screen background for Windows on which windows, icons and dialog boxes appear.

Destination folder The directory or folder to which you intend to copy or move one or more files.

Dialog box A box that either requests or provides information. Many dialog boxes present options to choose among before a command is carried out. Some dialog boxes present warnings or explain why a command cannot be completed.

Disk drive Computers usually have two types of disk drives. A hard disk (or fixed disk) which usually supports the mass storage of information and applications. The other type is a floppy disk drive for removable data. One or more floppy disk drives are usual, with 3.5" being recent and 5.25" being older. The upper, left or only floppy disk drive is conventionally called the A: drive. C: is the hard disk drive.

Display The part of computer which includes the screen. Also known as the monitor.

Dithering A type of optical illusion created by placing two pixels of different color next to each other. The human eye automatically combines the two colors into a third color.

Dongle A small security device which is connected to your computer's parallel port to let the computer run particular software.

Dots per inch (dpi) A measurement of screen or printer resolution; the number of dots in a line one inch long. Abbreviated dpi.

Double-click To rapidly press and release a mouse button twice without moving the mouse. Double-clicking carries out an action such as opening an icon.

Drag An operation of the mouse. Holding the (left) mouse button while moving the mouse. Typically used for moving something on the screen.

Drop-down list box A single-line dialog box that opens to display a list of choices.

Exit To leave a current window or application.

Extension The period and three letters at the end of a filename. An extension identifies the kind of information a file contains, e.g., .BMP.

Facing Material hooped or placed on top of fabrics that have definable nap or surface texture, such as corduroy and terry cloth, prior to embroidery. The facing compacts the wale or nap and holds the stitches above it. Includes a variety of substances, such as plastic wrap, water-soluble plastic "foil" and open-weave fabric that has been chemically treated to disintegrate with the application of heat. Also known as topping.

File A named collection of specifically related information stored on a disk. Designs that have been saved are stored as files.

Filename The name of a file, including the extension.

Finishing Processes done after embroidery is completed. Includes trimming loose threads, cutting or tearing away excess backing, removing facing or topping, cleaning any stains, pressing or steaming to remove wrinkles or hoop marks and packaging for sale or shipment.

Floppy disk A flexible disk permanently sealed in a square plastic jacket. Used for information storage "off-line" for security and/or infrequently used data. Also called a diskette.

Folder A collection of files and subfolders that are stored together on a disk. Part of structure for organizing files on a disk.

Font A set of characters, including letters, numbers and other typographic symbols, of the same design and style. Also called Alphabet, even if it includes non-letter characters.

Handle Eight small squares that appear symmetrically at the corners and edges of a bounding box around a selected shape.

Hard disk A device for mass information storage. Usually the disk is fixed inside the system unit, and a second hard disk can be added. There are also "external" hard disks where are greater storage requirements. When you store information on the hard disk it will remain there until you delete it. As it has a finite capacity, file management is required.

Hoop Device made from wood, plastic or steel with which fabric is gripped tightly between an inner ring and an outer ring and attached to the machine's pantograph. Machine hoops are designed to push the fabric to the bottom of the inner ring and hold it against the machine bed for embroidering.

I-beam One shape taken by the PC pointer, it indicates that text can be input at the point selected. The shape is like the capital letter "I".

Icons Miniature pictures used in the screen display instead of, or as well as, text. The file list can be displayed as icons with the filenames underneath; the toolboxes which appear in the left of the screen are composed of icons.

Jump A hoop movement without a needle penetration, commonly used to get from one point in a design to another.

Justification The position of lettering on the embroidery baseline.

Lettering Embroidery using letters or words. Lettering commonly called 'keyboard lettering' may be created from pre-defined alphabet styles or fonts, allowing variance of size, height, spacing, density and other characteristics.

Maximize button For Windows, the small box in the center of the group of three at the right of the title bar. Click the Maximize button to enlarge a window to its maximum size.

Memory The place in the computer's system unit that stores information while you are working with it. If you exit without saving information in memory, it will be lost.

Menu bar The row of text options across the top of the screen. Items can be selected to display drop-down menus.

Minimum Stitch Length The minimum movement of the hoop. It is measured between needle penetration points.

Minimize button For Windows, the small box to the left of the group of three at the right of the title bar. Click the Minimize button to reduce a window to its minimum size.

Mirror A method of reproducing selected objects as if they were a reflection of the original. The location and orientation of the mirrored stitches are determined by location and angle of the axis of reflection relative to the position of the original stitches.

Monogram Embroidered design composed of one or more letters, usually the initials of a name.

Mouse An input device, equipped with control buttons, housed in a palm sized case and designed to roll about on the table next to the keyboard. As the mouse moves, its circuits relay signals that move a pointer on the screen.

Needle Small, slender piece of steel with a hole for thread and a point for piercing fabric. A machine needle differs from a handwork needle; the machine needle's eye is found at its pointed end. Machine embroidery needles come with sharp points for piercing heavy, tightly woven fabric; ball points which glide between fibers of knit; and variety of specialty points, such as wedge points, which are used for leather.

Object In embroidery design terms, a single "piece" of the design created at one time, with a tool. An object has many properties, such as its size, color, sequence in the design, stitch type and values, including the rules for stitching.

Parallel port A connection on a computer, usually LPT1, where you plug in the cable for a parallel printer and/or a dongle.

Paste To insert an object, which has previously been placed on the clipboard by cutting or copying selected objects, into a design. You can paste from the clipboard as many times as you like.

Peripherals Any device connected to a computer which is to some degree controlled by the computer, e.g. an embroidery machine or printer.

Pixel A dot. For example, dots of light that make up the picture on a computer screen. (The name is short for picture element.) The more pixels there are in a given area — that is, the smaller and closer together they are — the higher the resolution. Often pixels are called dots.

Pointer A part of the screen display, the pointer can take various shapes. It is moved by moving the mouse and can be used to point to anything on the screen to make selections and indicate points for input. It also indicates when the computer is working and no input is possible.

Port A connection on a computer where you plug in the cable that carries data to another device. Ports which are used to attach peripherals have names like COM1 or LPT1 so that you can specify where the peripherals are attached.

Program A computer program used for a particular kind of work, such as word processing or database management.

Redraw The screen display is refreshed. This is useful when parts of the display have become obscured in the course of editing.

Satin stitch A type of fill stitch. The thread is laid across a shape with needle penetration on each side of the shape only, hence it is only suitable for small or narrow shapes.

Save To store (design) information in a file. Each time you save a design, you replace the previous version using the filename. You should save your design frequently.

Scanner A device that converts physical images into digital form so that they can be stored and manipulated by computer.

Scanning Scanners convert images into a computer format. Scanning allows you to use artwork without recreating the design.

Scroll bar The bar at the bottom and right edge of a window whose contents are not entirely visible. Each scroll bar contains a small box, called a scroll box, and two scroll arrows to allow different types of scrolling.

Select A group of objects selected for customizing.

Serial port A connection point on a computer, usually COM1, where you plug a plotter or another serial communications devices, such as a modem.

Shortcut key A key stroke or a series of keystrokes you can use to perform a task instead of using the mouse. For example, CTRL+C for the Copy command.

Software The programs which run your computer.

Step stitch Series of parallel stitches commonly used to cover large areas. Different step patterns can be created by altering the angle, the length and repeat sequence of the stitches.

Stitch A stitch is one needle penetration; also used to refer to the thread laid down from one needle penetration to the next.

Stitch Angle The angle of stitching of a shape.

Stitch Count The number of stitches in a design.

Stitch Length Stitch length is the distance between two needle penetration points. For maximum stitch length, the length is measured according to the X and Y co-ordinates, whichever is greater.

Title bar The horizontal bar located at the top of a window and containing the title of the window. On many windows, the title bar also contains the Control-menu box and Maximize and Minimize buttons.

TWAIN An industry standard which allows devices (such as scanners) to communicate directly with design and layout programs (such as BERNINA ARTlink). Both device and program must be TWAIN-compliant. This lets you use any TWAIN-compliant scanner with BERNINA ARTlink.

X and Y co-ordinates The X and Y values are the horizontal (X) and vertical (Y) distances on a graph or computer screen. Use X values to measure width, and Y values to measure height.

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