

Cross-Stitch Designer

The following is an index of all available help topics. To get more information on one of the topics, either click the mouse on a topic or press tab to hilite an item and return to select it.

Help Index

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For information on how to use Help, press F1 or choose Help Using Help.

General Information

The Cross-Stitch Designer allows you to create and edit cross-stitch patterns. The goal of this program is to display your pattern design using the computer so that you can see how the stitched pattern will appear before any stitching is done.

Full, half, quarter, and outline stitches are supported by this program. Many of the standard thread colors are provided in a list from which you chose when creating a pattern. Complete printing capability is provided. You can print a pattern using symbols for representing thread types and colors on a standard single-color printer, or print a pattern using stitches and actual colors on a color printer.

All pattern editing is done using the mouse. You use the mouse to select the type of stitch, the thread color, and the location of each stitch. The mouse can also be used to select a region of a pattern which then can be moved to another location on the pattern, copied to the clipboard, or cut from the pattern.

Cross-Stitch Designer also supports the conversion of Windows bitmaps into a pattern region. This very powerful feature allows you to create patterns using existing graphics files. These bitmaps can be created using graphics programs such as the Windows Paintbrush program or any program that can create Windows 3.0 bitmaps.

Cross-Stitch Designer supports the VGA color palette. These means that pure colors can be used for thread colors if your monitor cards supports the 256 color mode.

Command Menus

Edit

Alters pattern contents.

File

Provides access to pattern files and information about the current pattern.

Fabric

Selects the type of fabric displayed for the current pattern.

Help

Provides access to Help topics and information about this version of Cross-Stitch Designer.

Threads

Controls the thread palette used for the current pattern.

View

Controls the display of the current pattern.

Edit Menu Commands

Clear

Clears the selected pattern region.

Copy

Copies the selected pattern region onto the Clipboard.

Cut

Removes the selected pattern region from the pattern and puts it on the Clipboard.

Paste

Inserts a copy of the Clipboard contents within the current pattern.

Paste Bitmap

Converts the current Clipboard bitmap into a pattern and inserts it into the specified region.

Edit Clear Command

This command clears the selected pattern region. If no region is selected, then the entire pattern is cleared. See [Selecting a Region](#).

Edit Copy Command

This command copies the selected pattern region onto the Clipboard. This command is unavailable if nothing is selected. See [Selecting a Region](#).

This command is useful in copying all or part of one pattern into another pattern. See [Reusing Pattern Designs](#).

Edit Cut Command

This command removes the selected pattern region from the pattern and puts it on the Clipboard. This command is unavailable if nothing is selected. See [Selecting a Region](#).

Edit Paste Command

This command inserts a copy of the Clipboard contents within the current pattern. When selected, a dotted box will appear in the upper left corner of the pattern. This box marks the region that will be filled with the pattern from the clipboard. To position this region to the location that you want it displayed, simply place the mouse within the box, press and hold the left mouse button, and then move the mouse. The box will then follow the mouse. When the mouse button is released, the pattern from the clipboard will be inserted.

This command is useful in copying all or part of one pattern into another pattern. See [Reusing Pattern Designs](#).

Edit Paste Bitmap Command

This command inserts the bitmap currently on the Clipboard into the pattern region currently specified. If this command is selected without specifying a pattern region, a message box is displayed to remind you to specify a region. (See [Selecting a Region](#).) Based upon the specified region, the bitmap is converted into a pattern area that is less than or equal in size to the specified region. For this conversion, only full stitches are used. The conversion attempts to match the colors of the bitmap as closely as possible to the DMC thread list and the currently selected thread palette. For example, if the thread that best matches a particular color in the bitmap is not included in the current palette, and there is room in the palette for more threads, then that thread is automatically added to the palette. If no room is available in the current palette, then the thread in the current palette is used that best matches the particular bitmap color.

Please note that the conversion process may take several seconds depending upon the size of bitmap being converted and the type of computer you are using. After conversion, you may reposition the converted region in the same manner as for the [Edit Paste](#) Command.

File Menu Commands

<u>Exit</u>	Quits Cross Stitch Designer.
<u>Information</u>	Displays information about the current pattern.
<u>New</u>	Creates a new pattern.
<u>Open</u>	Opens an existing pattern file.
<u>Print</u>	Prints the current pattern.
<u>Save</u>	Saves the current pattern using the current file name.
<u>Save As</u>	Saves the current pattern with a new file name.

File Exit Command

This command quits Cross-Stitch Designer.

File Information Command

This command displays information about the current pattern. This includes the name of the pattern, name of the designer, size of the pattern, color of the fabric, and notes. This information is edited using a dialog box.

File New Command

This command is used to create a new pattern. When this command is selected, a dialog box is displayed. This dialog box allows you to specify the horizontal and vertical size of the pattern. The pattern size is specified in stitch counts.

File Open Command

This command opens an existing pattern file. When this command is selected, a dialog box is displayed. This dialog box includes an edit box and a list box. The edit box can be used to directly specify the name of an existing pattern file. When directly specifying a pattern, you may enter only the name of the file if the current subdirectory contains the file. The current subdirectory is displayed below the edit box. You may also directly specify a pattern not in the current subdirectory by giving a full directory path for the pattern file.

The list box can be used to choose a pattern file from the current subdirectory. This list box displays all of the pattern files stored in the current subdirectory. To select one of the files, simply double-click the pattern name.

The list box also allows you to change the current subdirectory by double-clicking on a subdirectory name denoted by '[']'.

File Print Command

This command prints the current pattern. The format of the print-out depends upon the current view mode as selected by the View Menu. If View Stitches is selected, then a print-out showing cross-stitches will be produced. If View Symbols is selected, then a print-out using alphabetic and numeric symbols in place of the stitches will be produced. In the symbol mode, a symbol legend and the pattern information is also printed. The symbol legend lists the threads used in the pattern and the symbols used to represent the stitches. The pattern information includes the following information:

- Name of the pattern
- Name of the designer
- Size of the pattern in counts and inches
- Fabric used
- Notes

Most of this information may be edited using the File Information command.

Be sure to check the printer settings to make sure the current printer is setup appropriately (landscape/portrait, etc.). The printer settings can be examined using the Windows Control Panel.

File Save Command

This command saves the current pattern using the current file name. This command cannot be used until the pattern is first saved using the File Save As command.

File Save As Command

This command saves the current pattern using the file name you specify. This command opens a dialog box that contains an edit box. The edit box is used to specify the file name with or without a file path.

Fabric Menu Commands

<u>Aida 11</u>	Selects Aida 11 fabric.
<u>Aida 14</u>	Selects Aida 14 fabric.
<u>Aida 18</u>	Selects Aida 18 fabric.
<u>Ivory</u>	Selects ivory fabric.
<u>White</u>	Selects white fabric.
<u>Zoom</u>	Displays a close-up view of pattern.

Fabric Aida 11 Command

This command selects Aida 11 fabric type. This fabric consists of 11 stitch counts per inch. A check mark appears by the command when it is selected.

Fabric Aida 14 Command

This command selects Aida 14 fabric type. This fabric consists of 14 stitch counts per inch. A check mark appears by the command when it is selected.

Fabric Aida 18 Command

This command selects Aida 18 fabric type. This fabric consists of 18 stitch counts per inch. A check mark appears by the command when it is selected.

Fabric Ivory Command

This command selects ivory colored fabric. A check mark appears by the command when it is selected.

Fabric White Command

This command selects white fabric. A check mark appears by the command when it is selected.

Fabric Zoom Command

This command selects a close-up view of the pattern. This mode of display allows you to easily draw fine stitch detail. When this mode is enabled, a check-mark is displayed next to the command. The zoom mode is canceled by selected the command again or selecting any of the other fabric types. This display mode cannot be printed.

Help Menu Commands

About

Displays the Cross-Stitch Designer version number and copyright notice.

Index

Displays the categories of Help topics.

Using Help

Displays the introductory topic about how to access and use Help.

Help About Command

This command displays the Cross-Stitch Designer version number and copyright notice.

Threads Menu Commands

<u>Edit Thread</u>	Edit the color and/or name of the currently selected thread.
<u>Open Palette</u>	Opens a thread palette for the current pattern.
<u>Save Palette As</u>	Save the current thread palette in a specified file.
<u>Select Symbol</u>	Allows a symbol to be selected for a thread.
<u>Fonts</u>	Allows a font to be chosen for the current thread palette.

Threads Edit Command

This command is used to edit the color and/or name of the currently selected thread. This command displays a dialog box that shows the name, number, and color of the current thread, and a list of all other threads of the same thread type. Several buttons are also included that can be used to:

- Edit the color of the current thread
- Create a new thread
- Delete the thread from the list
- Choose the selected thread into the thread palette of the current pattern
- Select another thread type (DMC, ANC, or custom)

Threads Open Palette Command

This command is used to select a previously created thread palette into the current pattern. This command displays a dialog box that can be used to directly specify a palette file name or choose one from a list. This dialog box is the same as that used for the File Open command. When a palette is selected, the pattern is re-drawn using the new palette.

This command allows several sets of threads to be defined for the same pattern. In this way, you can compare several color schemes before selecting the palette to be saved with the pattern.

Threads Save Palette As Command

This command saves the current thread palette in the specified file. This command displays a dialog box which contains an edit box. The name of the palette file should be entered in the box.

Threads Select Symbol

This command allows a symbol to be selected for the currently selected color of the palette. The command opens a dialog box that displays all of the available symbols for the current font. Those symbols which have already been assigned to a color are grayed-out. Any of the remaining symbols may be selected for the current color.

Threads Fonts

This command allows a font to be chosen for the current palette. This command displays a dialog box that lists all of the available fonts which are compatible with the currently selected printer. The font used for the information print-out can also be selected via the dialog box.

Note that only one font may be selected for a palette.

View Menu Commands

Grid

Controls the display of pattern grid lines.

Stitches

Selects the display of stitches.

Symbols

Selects the display of symbols.

View Grid Command

This command displays the pattern grid if it is not currently displayed or removes the pattern grid if it is currently displayed. A check mark is displayed next to the command if the grid is enabled.

View Stitches Command

This command selects the display of cross stitches instead of symbols. In this mode, full, half, and quarter stitches are represented by stitch lines of the selected color.

View Symbols Command

This command selects the display of symbols instead of cross stitches. In this mode, alphabetic and numeric symbols are used to represent the threads of the pattern. This mode should be used when printing a pattern using a monochrome printer.

Mouse Commands

The mouse is used for drawing all stitches and for selecting a region of the pattern. See the following topics for more information:

[Drawing/Deleting Stitches](#)[Drawing/Deleting Outlines](#)
[Selecting A Region](#)

Procedures

Drawing/Deleting Stitches

How to draw and delete stitches.

Drawing/Deleting Outlines

How to draw and delete outline stitches.

Merging Threads

How to merge two thread colors.

Moving A Region

How to move a selected region to another location.

Reusing Pattern Designs

How to copy existing patterns into another pattern.

Selecting A Region

How to select a region for copying, cutting, clearing, or moving.

Importing a Bitmap

How to convert and paste a bitmap into a region of the current pattern.

Drawing/Deleting Stitches

To draw a full, half, or quarter stitch, follow these steps:

1. Select a stitch type by clicking the mouse on one of the stitch icons in the Tool Menu.
2. Select the thread color to be used by clicking it with the mouse.
3. Put the mouse pointer on a pattern square where a stitch should be placed.
4. Press the left mouse button to add the stitch.
5. Release the left mouse button to stop drawing or move the mouse with the button depressed to draw continuously.

When drawing stitches, only one stitch type may be drawn in a given pattern square. If a square already has a stitch, then it is replaced if a stitch of another type or color is drawn in the square. Note that two quarter stitches of the same color may be drawn in the same square. These stitches must be in opposite corners of the square, however.

To delete a full, half, or quarter stitch. Follow the same instructions above except use the right mouse button instead of the left mouse button.

Drawing/Deleting Outlines

To draw an outline stitch, follow these steps:

1. Select the outline stitch type by clicking the mouse on the outline stitch icon of the Tool Menu.
2. Select the thread color to be used by clicking it with the mouse.
3. Enable grid lines if they are not already enabled by selecting the View Grid command.
4. Put the mouse pointer at the crossing of two grid lines where you wish the outline to begin.
5. Press and hold the left mouse button.
6. Move the mouse pointer to the location where the outline stitch should end.
7. Release the mouse button.

Outline stitches can only be drawn in the vertical, horizontal, or diagonal direction. When drawing an outline stitch, a dotted line will appear. This dotted line shows where the outline stitch will be drawn when the mouse button is released.

A cross-stitch square can have several outline stitches passing through it. However, the color of the outline stitches passing through a given square must be the same.

To delete an outline stitch. Follow the same instructions above except use the right mouse button instead of the left mouse button.

Moving A Region

To move a portion of a pattern to another location within the same pattern, follow these steps:

1. Select the region to be moved.
2. Move the mouse into the select box.
3. Press and hold the left mouse button.
4. Move the mouse, and consequently the selected region, to the desired location.
5. Release the mouse button to drop the region.

Selecting a Region

A region is selected by moving the mouse to one corner of the desired region, pressing and holding the left mouse button, dragging the mouse to the opposite corner of the region, and then releasing the mouse button. When a region is selected, a dotted box is displayed around the region.

Reusing Pattern Designs

To copy all or part of one pattern into another pattern, follow these steps:

1. Open the pattern that is to be copied.
2. Select the region of the pattern to be copied.
3. Select Edit Copy.
4. Open the pattern to receive the copied pattern.
5. Select Edit Paste.
6. Position the copied region to the desired location.

Note that the thread colors used for the copied pattern are also used in the second pattern if possible. That is, if the same thread colors are already selected in the second pattern or if there is room in the thread list for the new thread colors, then exact colors are maintained in the copied region. However, if for a given copied thread the color does not already exist in the palette and there is not room in the thread list for a new thread, then the closest thread color of the palette is used.

Merging Threads

Two threads of the Thread Menu can be merged. This is useful when it is desired to replace a given thread color with a thread color already in the Thread Menu. To merge two threads, follow these steps:

1. Place the mouse over the thread box to be replaced.
2. Press and hold the left mouse button.
3. Move the mouse, and consequently the thread box, until the box is on top of the other thread.
4. Either accept or reject the operation when the confirmation dialog box appears. This confirmation box shows the color to be replaced and the color that will replace it.

Importing a Bitmap

A Windows 3.0 bitmap can be converted into a pattern and pasted into a region of the current pattern. This feature is very useful for 'roughing-in' a pattern design. To convert and paste a bitmap into a pattern region, follow these steps:

1. Copy a bitmap onto the Clipboard from another program, such as Windows Paintbrush.
2. Select the pattern region that is to receive the converted bitmap. See [Selecting a Region](#).
3. Select the Edit Paste Bitmap command.
4. Wait for the conversion to complete.
5. Reposition the region as desired.

The quality of the bitmap conversion depends upon several factors. First, the more stitch squares used for the bitmap the better the result. Also, the more available stitch positions in the current palette prior to conversion, the more accurate the color conversion. Sometimes it may be necessary to repeat the procedure several times to get the most desirable results.

In general, this feature is meant to allow you to get at least a rough translation of an existing bitmap so that you don't have to start drawing the pattern from scratch.

Screen Regions

The screen is divided into the following parts:

Application Control Menu Box

Command Menu Bar

Maximize Box

Minimize Box

Pattern Area

Restore Box

Thread Menu Boxes

Title Bar

Tool Menu Icons

Application Control Menu Box

The Application Control Menu Box is located in the upper left of the window. When this box is selected, the Application Control Menu is displayed. To select this menu, either click the box using the mouse, or press Alt-space bar.

Command Menu Bar

The Command Menu Bar lists all of the command menus of the program. To activate a menu, either click on the name of the menu with the mouse, or press Alt and the underlined letter of the menu name. For more information on the available commands, see [Command Menu](#).

Maximize Box

The Maximize Box is located in the upper right of the window. When the Maximize box is clicked via the mouse, the window is enlarged to fill the entire screen.

Minimize Box

The Minimize Box is located to the left of the Maximize Box. When the Minimize box is clicked via the mouse, the window is reduced to an icon.

Pattern Area

The Pattern Area is used to display the current pattern. This region is divided into cross-stitch squares having a size corresponding to the selected fabric type. When the size of the current pattern is larger than the available pattern area of the screen, only a portion of the pattern is visible. To view other parts of the pattern, horizontal and/or vertical scroll bars are provided to shift the viewing window.

The pattern area may be displayed with a grid. This grid shows the boundary of each cross-stitch square. The View Grid Command controls the display of the grid.

Restore Box

The Restore Box is located in the upper right of the window when a window is maximized. When the Restore box is clicked via the mouse, the window is size is set to its previous size.

Thread Menu Boxes

The Thread Menu Boxes are located at the bottom of the screen. These boxes represent the current thread palette chosen for the current pattern. When a thread is selected into the pattern/palette, its color is displayed in one of the thread boxes. To choose one of the threads in the Thread Menu, click the mouse on one of the boxes. The selected thread will then be used for all subsequent stitches drawn in the pattern area.

A maximum of 30 thread colors may be used for a pattern. When no thread color is assigned to a thread box, its color is grey. This box cannot be selected for use in a pattern until an actual thread color is assigned to it. To assign a thread color, double-click on the thread box. This will display a dialog box allowing you to choose an existing thread color or create a new thread color. See the Edit Palette Command for more information.

After a thread box has been assigned a color, it can be moved to another location in the thread menu. To move a box, place the mouse pointer on the box, press and hold the left mouse button, move the box to the new location, and release the left mouse button. A box may be moved to either a used or unused thread box. If a thread box is moved to an unused box, then the unused box becomes used and the previous box becomes unused. If a thread box is moved to a used box, then the two boxes are merged. See Merging Threads for more information.

When the symbol mode is selected, the symbol selected for each color is displayed in the thread menu in addition to the color.

Title Bar

The Title Bar is located at the top of the window in the center. This area is used to display the name of the program and the name of the current pattern.

Tool Menu Icons

The Tool Menu Icons are located to the left of the pattern area. The tool menu icons form a graphical menu that is used to select the current stitch type or enable the 'select mode'. A menu icon is selected by clicking it with the mouse. When selected, a menu icon is hilited. The icons of this menu are show below.



Select this icon to draw full stitches.



Select this icon to draw half stitches. When this icon is clicked after it is selected, the stitch alternates between left and right half stitches.



Select this icon to draw quarter stitches. When this icon is clicked after it is selected, the stitch alternates between upper-left, lower-left, lower-right, and upper-right quarter stitches.



Select this icon to draw outline stitches.



Select this icon to enable the select mode. In this mode a region of the current pattern may be selected for moving, copying, or cutting.

Registration

This program is distributed on the Shareware concept. This allows you to evaluate the program before paying for it. If you find the program useful, please support the shareware system by registering your copy. The suggested trial period is 30 days. To register your copy of Cross-Stitch Designer, please send the [registration form](#) (click on 'registration form' to display the form) and \$30 to the address below:

HobbyWare
9686 Spruce Lane
Fishers, IN 46038

When you register your copy of Cross-Stitch Designer, you will be sent a copy of the latest version or next version of Cross-Stitch Designer that does not display the registration notices. Thereafter, you will be informed whenever new versions of Cross-Stitch Designer are available. Currently, the following features and improvements are being considered for future versions of Cross-Stitch Designer:

- More provided thread colors
- Editing features such as flip and mirror region
- Zoom-out feature

Problem reports and suggestions are accepted from all users, although registered users get priority attention. Please send problem reports and suggestions to the address listed above.

Registration Form

Cross-Stitch Designer 2.0 Registration form.

To print this form, select: File Print Topic.

Please send this form and \$30 to:

HobbyWare
9686 Spruce Lane
Fishers, IN 46038

Your Name: _____

Address: _____

City: _____

St:ate: _____

Zip Code: _____

Disk Format: _____ 5.25" or _____ 3.5"

How did you obtain this copy of Cross-Stitch Designer?

Do you have suggestions, comments, or problems to report?

Thank you for registering Cross-Stitch Designer.

Clipboard

This is a topic that describes the Windows term "clipboard". If you click the "clipboard" term within the Copying Text or Glossary topic, this Help topic will be displayed in a pop-up window.

This topic is also tagged with the keyword "clipboard," for use with the WinHelp Search option.

