



PC-Stitch Table of Contents

The Contents lists Help topics available for PCStitch. Use the scroll bar to see entries not currently visible in the Help window.

To learn how to use Help, press F1 or choose Using Help from the Help menu

Select from the following categories for additional help topics.

[Drawing Functions](#)

[Display Options](#)

[Printout Options](#)

[File Options](#)

[Block Options](#)

[Graphic File Options](#)

[What's New with Release 2.0](#)



What's New with PC-Stitch 2.0

Here is a list of some of the enhancements made for PC-Stitch release 2.0



The Color palette has been enhanced. We now have 360 DMC numbers as well as the Anchor & J&P thread numbers. You can also now update any color description as well as globally changing all stitches of one color to another.



You can now Flip a section of your pattern either vertically or Horizontally



A Rotate option has been added that allows you to rotate a section of your pattern 90, 180, or 270 degrees clockwise.



The right mouse button now erases the stitch you click on when in stitch mode. The right mouse button also cancels any edit function while in edit box mode.



When you overwrite a pattern the original is automatically saved with the same name and a .BPT extension for Backup Pattern. You can open these backup patterns within the open dialog box by changing the file type box to Backup Files.



An undo option is now available following all edit box options including Move, Copy, Erase, Flip, Rotate, & Import as well as after a Paint.



We have placed center marks on the screen and printouts to indicate the center points of the pattern.



We now print the Anchor, DMC, & J&P thread numbers on the pattern printouts.



We have increased the maximum number of threads in any pattern from 48 to 64.



You can now place 2 opposite quarter stitches in the same box.



We have added an additional window for viewing the entire pattern.



The import functionality has been improved. Now you can import BMP, PCX, TIF, or GIF file formats. We have also added preview & information buttons to assist you in the import.



PC-Stitch Drawing Functions

The following is a list of the drawing functions available in **PC-Stitch for Windows**

Stitch Types

Mirror Mode

Paint

Draw Mode

Erase Mode



PC-Stitch Display Options

The following is a list of the pattern display options within **PC-Stitch for Windows**

- Changing the Cloth Color
- Changing the grid line color
- Displaying the grid lines
- Zooming in and out on the pattern
- Saving Defaults



PC-Stitch Printout Options

The following is a list of the printout options for **PC-Stitch for Windows**

Printing the entire pattern

Printing pattern information

Printing a section of a pattern

Color Printing

Drawing Outline Stitches

Symbol Printout Font



PC-Stitch File Options

The following is a list of the file options for **PC-Stitch for Windows**

Opening a pattern file

Saving a pattern

Renaming a pattern

Entering pattern information & Comments

Overlaying



PC-Stitch Block Options

The following is a list of the block options for **PC-Stitch for Windows**

Moving a block area within a pattern

Copying a block area to another part of a pattern

Erasing a block area of a pattern

Printing a block area of a pattern



PC-Stitch Graphic File Options

The following is a list of the block options for **PC-Stitch for Windows**

Importing an image from the clipboard or a file

Exporting an area of a pattern to the windows clipboard








Exporting an area of a pattern to a bit map file



Stitch Types

PC-Stitch for windows supports 7 different types of stitches for you to design with. The Current Stitch Box on the right side of the Design Grid displays the current stitch that you are drawing with. The current stitch type can be changed in two ways. Clicking on the stitch box while in Stitch Mode will step you through the available stitches or you can select stitch type from the Options Menu.

The available stitch types are:

-  Whole Stitch
-  Top Left Quarter Stitch
-  Top Right Quarter Stitch
-  Bottom Left Quarter Stitch
-  Bottom Right Quarter Stitch
-  Forward Half Stitch
-  Backward Half Stitch

Also See
Outline Mode
Erase Mode



Mirror Mode



Mirror mode allows you to draw symmetrical objects such as hearts, circles, or boxes. When you enter mirror mode the first thing you do is to select a center point on the grid by moving the mouse pointer onto the grid and clicking the left mouse button. From that point on, any stitch that you draw on the left side of the center point will be drawn on the right.

Pressing the right mouse button while in mirror mode will release the center point. You can then move the mouse pointer to another point on the grid, click the mouse and set a new center point.

You enter mirror mode by selecting the mirror mode option from the Tools Menu. While in mirror the option on the menu is checked. Selecting the option again will take you out of mirror mode. This option is only available in Stitch Mode.



Paint Mode

Paint mode allows you to fill an area with the current stitch & color. You enter paint mode by selecting the option from the tools menu. While in paint mode, clicking the mouse on the grid will begin the pain function. Every stitch connected to the stitch clicked on of the same color will be painted. For example, If you had a blue box and your current color was red, and you clicked on one of the stitches within the blue box, The box would become red. Only the blue area would be changed so if the blue box had a green border the green border would be left alone.

NOTE: Only stitches can define the outside area. Also be careful and make sure the area that you are attempting to paint is completely contained or you will paint the entire cloth.



Draw Mode

The Draw Mode basically determines what you will be drawing on the grid. The following is a list of the available Draw Modes:

Stitch Mode Mouse movements on the grid with the mouse down will draw a stitch of the current type in the current color in that box.

Outline Mode Individual lines are drawn from one point to another. All lines are drawn from the top-left corner of the last box clicked on to the next box clicked on. Pressing the right mouse button while in line mode will "un-set" the last point and allow you to start your next line at a new location.

Box Edit Mode This Mode allows you to draw an edit box around any area of the grid and then perform options on that area. The available options are Move, Copy, Erase, Import, Export, and Print Section.

The draw mode is changed by clicking on the [Draw Mode Icon](#) in the tool bar. You can also change modes by selecting the draw mode option from the Tools Menu.



Drawing Lines



Individual lines are drawn from one point to another. All lines are drawn from the top-left corner of the last box clicked on to the next box clicked on. Pressing the right mouse button while in line mode will "un-set" the last point and allow you to start your next line at a new location. You can enter Outline mode in two ways. First you can cycle through the Draw mode icon until the edit box mode icon is displayed. Secondly you can select draw mode option from the tools menu.



Drawing Stitches



Stitch mode allows you to draw individual stitches on the grid. To draw a stitch on the grid, move the mouse pointer onto the grid and press the left mouse button. If you drag the mouse pointer over the grid while holding the mouse pointer down additional stitches will be drawn. Stitches drawn will be of the current color in the current stitch type.



Erase Mode



Erase mode allows you to remove stitches or lines on your grid. You can enter erase mode from the tools menu or simply by pressing the erase/draw icon in the tool bar. If you are in Stitch Mode and then enter erase, any box you click on the grid will be cleared. If you are in Outline Mode then any line with an end point in the box you click will be removed

See Also

[Erasing a Section of the pattern](#)



Setting Cloth Color

PC-Stitch for windows allows you to select from 8 different cloth colors. The cloth color can be changed by selecting the cloth color option from the Options Menu

The available cloth colors are:

Gray	Blue	Green	Cyan
Red	Yellow	White	Magenta



Setting Grid Line Color

PC-Stitch for Windows allows you to select from 8 different grid line colors. The grid line color can be changed by selecting the grid line color option from the Options Menu

The available cloth colors are:

Gray	Blue	Green	Cyan
Red	Yellow	White	Magenta



Displaying Gridlines

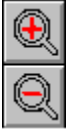


This option allows you to turn the grid lines on the design grid on or off. You may wish to view the pattern without the grid lines to get a better picture of what the pattern may look like. There are 2 ways to turn the grid lines on/off. The first is by clicking on the grid line icon in the tool bar. The second is by selecting the grid line option from the Tools Menu

NOTE: The grid lines are automatically turned off in the smallest Zoom Mode



Zooming



You have 5 different levels of magnification on the design grid. Increasing or decreasing the level can be changed by the [Zoom Control Icons](#) on the design grid or by selecting the zoom in or zoom out options from the view menu.

NOTE: The grid lines are automatically turned off in the smallest two zoom modes.



Printing

Selecting the print option from the file menu will print the entire pattern.

To print a pattern:

- Select the print option from the File Menu.

- Follow the instructions on the print dialog box to print the entire pattern.

See Also

[Printing pattern information](#)

[Printing a section of the pattern](#)

[Symbol Printout Font](#)



Printing Pattern Information

Selecting the print information option from the file menu will print out any comments that you may have entered about the current pattern as well as the color chart for the pattern.

To print pattern information:

- Select the print information option for the File Menu

- Follow the instructions on the print dialog box to print the information.

See Also

[Printing](#)

[Printing a section of the pattern](#)

[Symbol Printout Font](#)



Printing a Section of the Pattern

Printing a selected area of a pattern allows you to print part of your work without printing the entire pattern. This is accomplished by drawing an Edit Box around the area that you wish to print and then selecting the print section option from the Edit Menu.

To print a section of your pattern:

- Change your Draw Mode to Edit box mode.

- Draw a edit box around the area you wish to print

- Select Print Section option from the Edit Menu.

- Follow the instructions on the print dialog box to print the section.

See Also

[Printing pattern information](#)

[Printing](#)

[Symbol Printout Font](#)



Symbol Printout Font

The Symbol Font option allows you to select any True Type font on your system to represent the printed symbols. Only True Type fonts can be used. You can also determine the size of your printed grid by increasing or decreasing the point size of the font. The larger the point size, the larger the printed grid will be on your paper printouts.

To select the font for your printouts:

Select the Symbol Font option from the Options menu.

NOTE: Your symbol font selections are saved with the Save Defaults option.



Color Printouts

Turning this option on will cause all printouts to be printed in color. If your printer does not support color output we suggest you do not use this option.

To turn on the color print option.

Select the "Color Printouts" option from the Options Menu

The option in the menu will then be checked. Select it again to turn off the color option.

NOTE: Color printouts can take a very long time to print due to the 256 color palette.



Opening a Pattern



By selecting this tool bar button or by selecting the "Open" option from the file menu will bring up a file dialog box that allows you to open a PC-Stitch pattern file. All PC-Stitch pattern files have the extension of **.PAT**. Backup pattern files have the extension of **.BPT** and can be opened by changing the file type box to "Backup Files". Backup files are created automatically when a pattern is saved with the same name as an existing pattern. The original is copied to a backup type file and then the new pattern is saved.

NOTE: The Color Palette will be changed to the one saved with the pattern.

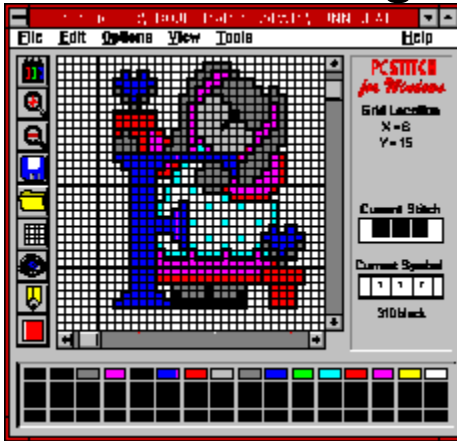
See Also

[Saving a Pattern](#)

[Renaming a Pattern](#)



The Design Grid



This is the PCStitch Design Grid. Notice on the left is the vertical tool bar. The actual Design grid is in the middle. The color palette is on the bottom and the information area is on the right.



The Tool Bar



The color Palette



Zoom In



Zoom Out



Save the Pattern



Open a Pattern



Turn Grid Lines ON/OFF



View the Pattern



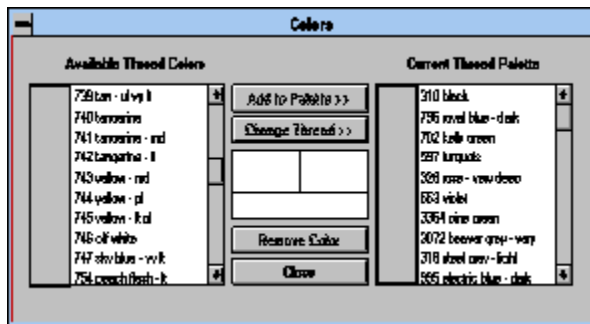
Draw / Mirror / Erase Mode



Stitches / Lines / Edit Box Mode



The Color Palette



The color palette defines what colors you can use to draw your pattern. The Left scroll box shows you all of the 360 available colors to choose from to build your palette. The right scroll box shows you your current colors with their descriptions & color numbers. To display a different set of numbers you need to select DMC, Anchor, or J&P from the **Color Descriptions** option from the **options** pull down menu from the design grid window.

To add a new color

Click on the color in the Available list that you wish to add.

Click on the "Add to Palette" control button

A window will open for you to choose the symbol for that color.

To Remove a color from your palette

Click on the color in the Current list that you wish to delete

Click on the "Remove Color" control button

A window will open showing you number of stitches you are about to delete

NOTE All stitches of that color will be removed from your pattern!

The change button allows you to change the current color.

When you press the Change Thread button a window is displayed showing the current color with its corresponding symbol and description.

To Change the Description move your mouse into the text box that contains the description and press the mouse button. Change the description to what you desire and press the OK button. The new description will be displayed on the screen and the pattern printout.

To Change the Symbol press the Change Symbol Button. A window will be displayed with a scrollable region on the left. These are the available symbols that you can use. Use the scroll bar to move up and down through the list until you find the symbol you wish then select it. The new symbol will be displayed in the right box. Press the OK button.

Change All Stitches from one color to another by pressing the Change Color button. A window will be displayed with all of the available colors in a list. Colors with a (P) beginning the description are colors that are already in your palette. Select the new color of your choice and press the OK button. The Symbol of the original color will be used and the description is that of the new color. Pressing the OK button from the Change a Color window will make the changes to your pattern. **All stitches** of the original color will be changed to the new color.

NOTE: If you select a color that is already in your palette(P), all stitches of the original color will be changed to the new color and the old color will be removed from your palette. If you change the color to a new color then the all stitches of the original color will be changed to the new color and the new color will be added to you palette.



Saving a Pattern



There are two ways to save a pattern that you are working on. The save icon will bring up the save file box allowing you to save your pattern. You may also select the "Save" or "Save As" option from the file menu.

NOTE: If you save a pattern over the top of an existing pattern of the same name, the original will automatically be copied to a backup pattern file. This backup has the same name as the original with an extension of **.BPT**. See the [open a pattern](#) option for accessing these back pattern files.

See Also

[Opening a Pattern](#)

[Renaming a Pattern](#)



Renaming a Pattern

The Save As option from the file menu allows you to save a pattern with a different name.



The Edit Box



The Edit Box allows you to draw a box around an area of your pattern to perform another option on. These options include moving that area somewhere else on the pattern, copying that area somewhere else, or printing the section. You can enter the [edit box draw mode](#) in two ways. First you can cycle through the draw mode icon until the edit box mode icon is displayed. Secondly you can select draw mode option from the tools menu.

See Also

[Copying an area of your pattern](#)

[Moving an area of your pattern](#)

[Erasing an area of your pattern](#)

[Importing a Graphic Image](#)

[Printing a section of a pattern](#)



Entering Pattern Information

Each pattern has a comment section as well as allowing you to set the size of the pattern you are working on. You can bring up the pattern information box by selecting the "Pattern Info" option from the tools menu.



Moving a section of your pattern

The move function allows you to draw an edit box around an area of your pattern and move the selected area to another place on the pattern. To move a section of your pattern

1. Enter Box Edit mode.
2. Draw a box around the area you wish to move by moving the mouse pointer onto the grid and while holding down the left mouse button, drawing a box.
3. Select "Move" from the edit menu
4. A second box will now appear in the design grid. Move that box to your selected area and click the left mouse button.
NOTE: If you wish to cancel this move operation you can click the right mouse button at this time and both edit boxes will be cleared.
- 5 A Duplicate copy of what you drew a box around will be moved to the new area and the old area will be cleared.

NOTE: The "Move" option on the edit menu is only available **after** an edit box has been drawn.

NOTE: If you are not pleased with the results after you move the section, an **UNDO** option will be available to you to return the pattern to it's original state before the move was performed. The **UNDO** option is available directly following the move and is not available after the first change to the pattern following the move (EX. drawing another stitch or performing another move).

See Also

[Copying an area of your pattern](#)

[Erasing an area of your pattern](#)



Copying a section of your pattern

The copy function allows you to draw an edit box around an area of your pattern, move that box to another area on the pattern and copy that section there. To make a copy of a section of your pattern

1. Enter Box Edit mode.
2. Draw a box around the area you wish to copy by moving the mouse pointer onto the grid and while holding down the left mouse button, drawing a box.
3. Select "Copy" from the edit menu
4. A second box will now appear in the design grid. Move that box to your selected area and click the left mouse button.

NOTE: If you wish to cancel this copy operation you can click the right mouse button at this time and both edit boxes will be cleared.

- 5 A Duplicate copy of what you drew a box around will be copied to the new area.

NOTE: The "Copy" option on the edit menu is only available after an edit box has been drawn.

NOTE: If you are not pleased with the results after you copy the section, an **UNDO** option will be available to you to return the pattern to it's original state before the copy was performed. The **UNDO** option is available directly following the copy and is not available after the first change to the pattern following the move (EX. drawing another stitch or performing another move).

See Also

[Moving an area of your pattern](#)

[Erasing an area of your pattern](#)



Erasing a section of your pattern

The Erase function allows you to draw an edit box around an area of your pattern and erase it. To erase a section of your pattern

1. Enter Box Edit mode.
2. Draw a box around the area you wish to erase by moving the mouse pointer onto the grid and while holding down the left mouse button, drawing a box.
NOTE: If you wish to cancel this erase operation you can click the right mouse button at this time and both edit boxes will be cleared.
3. Select "Erase" from the edit menu

NOTE: The "Erase" option on the edit menu is only available after an edit box has been drawn.

NOTE: If you are not pleased with the results after you erased the section, an **UNDO** option will be available to you to return the pattern to it's original state before the erase was performed. The **UNDO** option is available directly following the erase and is not available after the first change to the pattern following the move (EX. drawing another stitch or performing another move).

See Also

[Moving an area of your pattern](#)

[Erasing an area of your pattern](#)

[Erase Mode](#)



Exporting a section of your pattern

The export function of PC-Stitch allows you to copy a section of your pattern to either a bmp type file or to the windows clipboard. To export perform the following

1. Enter Box Edit mode.
2. Draw a box around the area you wish to export by moving the mouse pointer onto the grid and while holding down the left mouse button, drawing a box.
3. Select "Export" from the edit menu
4. A second menu is displayed allowing you to copy to the clipboard or to a file.



Overlaying another Pattern

You can place a different PC-Stitch pattern over the top of the one you are working on by selecting the overlay option from the file menu. Any overlaid pattern will be placed at the 1x1 coordinate on the current grid. This feature allows you to save small patterns such as trees or birds and then bring them in to larger patterns that you may be working on.

NOTE: The Color Palette will be changed to add any colors needed by the overlaid pattern but remember that there are only 64 available.



Saving Defaults

This option allows you to save your favorite options so that the next time you start a new pattern, they will already be set up. If you select the save defaults option from the options menu, the Symbol font, pattern size, Stitch per Inch, and Color Palette settings will be saved.



Flipping a section of your pattern

The flip function allows you to draw an edit box around an area of your pattern and flip the selected area either vertically or horizontally. To flip a section of your pattern

1. Enter Box Edit mode.
2. Draw a box around the area you wish to flip by moving the mouse pointer onto the grid and while holding down the left mouse button, drawing a box.
3. Select "Flip" from the edit menu
4. A second menu will be displayed to the right giving you the option to flip either vertically or horizontally. Vertically flips the top to the bottom where horizontally flips left to right..

NOTE: The "Flip" option on the edit menu is only available after an edit box has been drawn.

NOTE: If you are not pleased with the results after you flipped the section, an **UNDO** option will be available to you to return the pattern to it's original state before the flip was performed. The **UNDO** option is available directly following the flip and is not available after the first change to the pattern following the flip (EX. drawing another stitch or performing another flip).

See Also

[Rotating an area of your pattern](#)



Rotating a section of your pattern

The rotate function allows you to draw an edit box around an area of your pattern and rotate the selected area either 90, 180, or 270 Degrees. To rotate a section of your pattern

1. Enter Box Edit mode.
2. Draw a box around the area you wish to rotate by moving the mouse pointer onto the grid and while holding down the left mouse button, drawing a box.
3. Select "Rotate" from the edit menu
4. A second menu will be displayed to the right giving you the option to rotate either 90, 180, or 270 Degrees. The rotation is clockwise.

NOTE: Only square areas can be rotated. If your edit box is not square, a window will be displayed informing you and giving you the option to automatically increase the size of your edit box to square.

NOTE: The "Rotate" option on the edit menu is only available after an edit box has been drawn.

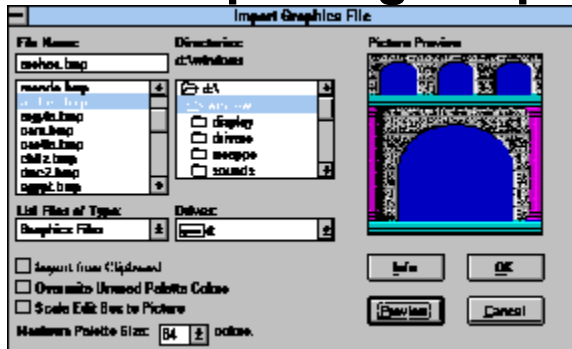
NOTE: If you are not pleased with the results after you rotated the section, an **UNDO** option will be available to you to return the pattern to it's original state before the rotate was performed. The **UNDO** option is available directly following the rotate and is not available after the first change to the pattern following the rotate (EX. drawing another stitch or performing another rotate).

See Also

[Flipping an area of your pattern](#)



Importing Graphics



PC-Stitch for Windows allows you to import files of many popular graphics formats into PC-Stitch patterns. The file formats which can be imported are .BMP, .PCX, .GIF, and .TIF files. When importing, the image to be imported is first sized to be the same size in pixels as your edit box is in stitches. Then each pixel is converted to the closest color stitch available. If the palette is not full, new colors will be added as they are encountered in the image. In order to import, you must first draw an edit box on the design grid, then select import from the Edit menu. You will see this screen:

You may either enter the name of the file you wish to import from in the File Name box or use the drive, directory, and file list boxes to choose from the available files. By default, files of all the supported formats are listed, but you may filter out all but a given type by changing the value in the file type list box.

If there is bit mapped graphics data available on the Windows clipboard, then the Import From Clipboard check box will be enabled. Checking this box will disable all of the file boxes and import the data from the clipboard.

If the Overwrite unused palette colors check box is checked, then any colors in your current palette which are not used in the pattern will be removed from the palette before performing the import. This will allow more of the colors from the graphics file to be added to your palette, giving you a better reproduction of your file.

Checking the Scale Edit Box to Picture box will resize your edit box to be proportional to the file you are importing. For example, if your picture is 100 x 100 pixels and you have drawn an edit box which is 50 x 75 stitches, the edit box will be resized to be 50 x 50 stitches. You can find out what the size of your scaled edit box will become by clicking on the Info button before importing.

By changing the value in the Maximum Palette Size list box, you can limit the number of colors which can be added to your palette as a result of the import. Clicking on the Preview button will display a picture of the image you will be importing on the screen. This picture is not necessarily to scale, and will only be an approximation of the actual colors which will be imported.

Clicking on the Info button will tell you how big the image to be imported in is in pixels, how many colors the image contains, and what the size of the scaled edit box would be.



Viewing your pattern



You can now view your entire pattern by pressing the view button on the tool bar. There is also a hot key to perform this function [**F2**]. When you select a view a new window will be opened and your pattern will be drawn in that window. PCStitch will display the pattern as large as possible in that window, keeping the pattern in scale.

