This is a Demo version of Stitch-It II. The full featured software package sells for $75 and is available from
Sheridan Software
5495 Windmill Lane
Freeland, WA 9824
9206-321-1316

In order to install the Demo version of Stitch-It II on your hard drive, do the following:
(1) Create a subdirectory called StI.
(2) Copy all the files and subdirectories except VBRun100.DLL to StI.
(3) Copy VBRun100.DLL to your Windows subdirectory.

STITCH-IT DEMO

INTRODUCTION

Stitch-It Demo is a demonstration version of Stitch-It II, a software package for designing needlework with your IBM or compatible computer, running under Windows 3.0 or 3.1. Two supplementary items of software, called Shape Editor Demo and Symbol Table Demo are also provided. The instructions for Shape Editor Demo and Symbol Table Demo are included with these instructions.

Designs can be created from "scratch" by placing symbols on a grid or created from shapes by using the shapes provided with Stitch-It II or the shapes you have created with Shape Editor. In the Demo version, you can use only the shapes in the set Misc. The shapes can be moved to any position on the screen. When a shape has the desired position, the program will draw the shape on the design. There are 295 shapes provided with Stitch-It II. However, only 17 shapes are provided in the Demo package. The latter shapes will be found in the subdirectory \ Misc within the subdirectory \StI. There are 93 symbols included for creating your designs from scratch, including straight stitch symbols. Fractional stitches can be used in your design.Instead of using a blank grid for designing, you can overlay a picture on the design grid and replace the parts of the picture with the appropriate symbols. Also, with Stitch-It II, you can have the computer automatically convert the overlayed picture to a design having symbols for up to 75 colors. However, only 16 colors are included in the Demo version.Designs as large as 80 squares wide and 55 squares high can be created. In Stitch-It II, larger designs can be created by editing and printing the design in sections. Additional editing features, including copy and paste, make it easy to create and change your designs.You can save the design as a picture file for use in other programs such as painting, drawing and desktop publishing programs. (This feature is disabled in the Demo version.)You can have the program print the design on your printer (also disabled in the Demo version) and a symbol table, based on your design, can be created and printed.

Detailed instructions for each part of the program are included in the following pages.

SYSTEM REQUIREMENTS

In order to use Stitch-It Demo, Symbol Table and Shape Editor Demo, Windows 3.0 or 3.1 must be installed on your hard disk. It is possible to use an IBM 286 or compatible but a 386 or higher is recommended. The minimum RAM required for this software (plus Windows) is 2 megabytes but if you have other applications, such as screen savers, running you will need at least 2.5 megabytes.In order to use the overlay and automatic conversion features, your monitor must be a VGA or better.The disk space required for installing the Stitch-It II software is about 1.68 megabytes. The provided shapes require about another 644 kilobytes on the hard disk. The Demo version requires about 2.23 megabytes, including instructions and sample design.

GETTING STARTED

Starting from the DOS prompt, you can type win \Stl\StlDemo and press Enter to start Stitch-It Demo. Also, you can start Stitch-It Demo from within Windows by selecting the file StlDemo.exe in the subdirectory \Stl on your hard disk and pressing Enter or by double clicking with the mouse on the file StlDemo.exe. (Files can be selected from within Windows by using the File Manager.)

When you follow the above procedure, a logo will appear after the software (including Windows) has loaded. Click the Continue button with the mouse or press Enter to continue. Then, the design screen will appear, allowing you to select a menu item from the pull down menus or to move the symbol to the desired location and place it on the grid.

THE MENUS

The pull down menus are File, Program, Special and Run. The File menu has the items Load Design, Load Shape, Print Design, Print Standard Table, Save Design and Quit. The Program menu has the items New Design, Place Symbols, Place Shapes, Overlay and Convert Picture to Design. The Special menu has the items Strikeover Mode, Insert Mode, Show Symbols, Show Edit Commands, Show Shape Commands and Show Standard Table.The Run menu has the items Shape Editor and Symbol Table.Initially, the menu items Load Shape, Place Symbols, Strikeover Mode and Show Shape Commands are dimmed. Load Shape, Place Symbols and Show Shape Commands are selectable when you are placing shapes on a design. Strikeover Mode is selectable when you are in the Insert Mode. Also, in the Demo package, the items Print Design and Save Design are not available.

Selecting menu items with a mouse
In order to select a menu item with a mouse, click the left mouse button when the cursor is on the menu heading and then click again when the cursor is on the item you wish to select.

Selecting menu items from the keyboard

To select a menu item in the normal way with keys on the keyboard, first press the Alt key. Then, the File menu heading will be highlighted. You can use the right or left arrow keys to highlight another menu heading. Then, you can use the up and down arrows to move the highlighting from one item to another within a menu. Once the desired menu item is highlighted, press Enter to initiate the action. Pressing Alt again or pressing Esc will deselect the menus. Also, there are shortcut keys to give faster keyboard access to a menu item. When a given menu is activated, you will see some menu items with a letter underlined. For example the y is underlined in the Show Symbols item in the Special menu. Once the menu is visible, pressing that letter will initiate the action for that menu item.   Some shortcut keys allow activating a menu item without using the menus. You will see displayed to the right of many menu items a key or key combination for activating the item without using a menu. For example, F6 for the Shape Editor item in the Run menu.

An hourglass will appear when the computer is busy. Also, when you run Shape Editor or Symbol Table from Stitch-It, an hourglass will appear when you return but the normal cursor will appear when you press a key or click the mouse.

A brief description of each menu item follows

Quit Will cause an exit from Stitch-It Demo

Load Design A design will be loaded from the disk and folder of your choice. In the Demo version, only the design Sample1.bmp is available.

Print Standard Table Causes printing of the table of symbols used for automatic conversion of a picture.

Load Shape Loads a shape from the disk and folder of your choice into the computer memory. In the Demo version, only the shapes in \Misc are available.

New Design Clears the design screen and replaces it with a fresh design grid.

Place Symbols Allows creation and editing of a design by drawing symbols on the design grid.

Place Shapes Allows creation and editing of a design by placing predrawn shapes on the design grid.

Overlay Causes the picture which you choose to be superimposed on the design grid.

Convert Picture to Design Automatically converts the picture which is overlaying the design grid to a needlework design.

Strikeover Mode After this item is selected, symbols or shapes placed on the design replace what is beneath them.

Insert Mode When this item has been selected, symbols or shapes placed on the design are merged with what is beneath them.

Show Edit Commands Shows the (key) commands which are used for editing your design.

Show Shape Commands Shows the (key) commands used for placing shapes on your design

Show Standard Table Displays the table of symbols used for automatic conversion of a picture to a design.

Show Symbols Displays the symbols available for creating or editing your design.

Shape Editor Causes Shape Editor Demo to run. Then, when you quit Shape Editor Demo, you will be returned to Stitch-It Demo. Separate instructionsl for Shape Editor Demo are included here.

Symbol Table Causes Symbol Table to run. Then, when you quit Symbol Table, you will be returned to Stitch-It Demo. Separate instructions for Symbol Table are included here.

Although the menus and directions which appear on the screen when you select one of the menu items are usually enough to allow you to operate the program, a detailed explanation of some of the items follows.

LOAD DESIGN

This menu item allows you to load a design from any folder in any drive. In the Demo version, only the design Sample1.bmp is available. When you have selected Load Design, a dialog box will appear, allowing you to select a file.No action will occur if the name in the text box has not been changed. If you want to load a file with the name which originally appeared, just change it to something else and change it back.

LOAD SHAPE

This option allows you to load one of the shapes provided with Stitch-It Demo. This menu item is active only after you have selected Place Shapes.The shapes normally provided are grouped into 11 "sets" of shapes. However, only the shapes in the Misc set are included with the demo package. When you select Load Shape, the dialog box mentioned in the Load Design section will appear, allowing you to select a shape file of your choice. Follow the procedures described in the Load Design section for loading a file. After you have done this, it will be loaded and the design screen will reappear, with the loaded shape shown.

PRINT STANDARD TABLE

This menu item permits you to print the table of symbols used for automatic conversion of a picture to a design. After you have activated Print Standard Table, the table will be printed on the printer which is currently active in your Windows environment and then you will be returned to the design screen.

PLACE SYMBOLS

Place Symbols and Place Shapes are the heart of Stitch-It II. These menu items are used for the creation and editing of your designs. When Place Symbols is selected, the design screen will appear with a symbol in the upper left corner. You can move the symbol from square to square, change to a new symbol, draw the symbol in the current square or erase the symbol in the current square. By choosing the Overlay option, you can use a picture superimposed on the design screen to help you in creating a design. After you are through editing the design, you can carry out other actions, such as saving and/or printing the design.

The menu items which are initially selectable while you are creating or editing your design are Quit, Load Design, New Design, Place Shapes, Overlay, Insert Mode, Show Symbols, Show Edit Commands, Shape Editor and Symbol Table.When you select Show Edit Commands or Show Symbols, the commands used for editing your design or the symbols available will be displayed, respectively. In each case, you will be returned to the design screen after you click the Continue button or press Enter.

Movement of the symbol is done either with the mouse or with the keys. Pressing an arrow key will move the symbol one square in the direction of the arrow. For faster movement, the Tab key moves the symbol 10 squares to the right, the Delete key moves the symbol 10 squares to the left, the + key moves the symbol 10 squares up and the - key moves the symbol 10 squares down. If you click with the mouse, the symbol will move to the square where you clicked.For moving symbols within a square when using fractional stitches, the keys i, j, k and m will move the symbol one pixel up, left, right and down, respectively. We advise you not to use the keys for moving 1 pixel at a time except when entering fractional stitches. When entering fractional and straight stitches, the Insert Mode should be used so you can enter more than one symbol in a square. Also, only the smaller symbols (17 and 62 - 93) should be used for fractional stitches.

If you press N, to change to a new symbol, you will be asked to enter the symbol number. When you have done this you will be returned to the design screen and the new symbol will appear there. If you press E, the symbol at the current location will be erased.In order to draw the current (moving) symbol onto your design, just press the Enter key. The symbol will be drawn at the current location. The manner in which the symbol is drawn will depend on whether you have selected Strikeover Mode or Insert Mode. In the Strikeover Mode, the square under the symbol will be erased and replaced with the symbol. In the Insert Mode, the symbol will be merged with what

is already in the square beneath it. In order to see the effect of drawing the symbol you will need to move the current symbol away from its current location.

Any rectangular section of your design can be copied for later pasting onto a different part of the design. In order to copy a design section, move the symbol to the upper left corner of the section to be copied and press C. Then, move the symbol to the lower right corner of the section to be copied and press F. Whenever you are ready to paste the copied section onto the design, move the symbol to the position where you wish the upper left corner of the section to appear and press P. The section will then be pasted onto the design.Also, you can use the above procedure to copy part of a design and paste it onto another design. First, copy the desired section from the 1st design. Then, load or create a 2nd design and paste the section at the desired location.

PLACE SHAPES

When you select the menu item Place Shapes, the symbol will disappear and a shape (initially a yellow ball) will appear on the design grid. You can then load shapes and place them on the grid.

The menu items which are initially active while you are working with shapes are Quit, Load Shape, Place Symbols, Insert Mode, Show Symbols, Show Shape Commands, Shape Editor and Symbol Table.If you select Show Shape Commands, the commands for working with shapes will be displayed and, when you have clicked the Continue button with the mouse or pressed the Enter key, you will be returned to the design screen for continuing your work with shapes.

The procedure for moving a shape is the same as for moving symbols, except that shapes can not be moved 1 pixel at a time.Pressing Enter will draw the shape on the design at its current position. The Appearance of the design when you have done this depends on which drawing mode you are in. If you are in the Strikeover Mode, the shape will replace the design under it. If you are in the Insert Mode, the symbols of the shape will be merged with the design under it. In order to see the effect of placing the shape, you will need to move the shape away from the location where it was drawn. Pressing E will cause the design screen under the shape to be replaced with a blank grid. By pressing N, you can load another shape from the Misc set. When you press N, you will be asked to enter the shape number. Be sure to use a two digit number. After you have entered the shape number, the new shape will be loaded and displayed on the screen.

NEW DESIGN

When you select this menu item, the design screen is cleared to a blank grid.

OVERLAY

When Overlay is selected, the dialog box mentioned in the Load Design section will appear, allowing you to load a picture to be placed on your design grid. Follow the procedures described there for loading a file. Pictures which can be used have a "bit mapped" format, i.e. you can load any file whose name ends with .bmp. When you have done this, the picture you have chosen will be superimposed on the design grid.Then you can use the picture to create a design by replacing the parts of the picture with the appropriate symbols. For this purpose the Strikeover Mode should be used. You can have the computer automatically convert the picture to a design by using the Convert Picture to Design menu item which is described below. Also, you can print the picture/grid combination by choosing Print Design from the menu without replacing the parts of the picture with symbols. This latter operation is not available in the Demo version.

The bit mapped picture format used by Stitch-It Demo is the same as that used by a number of Windows applications, including Paint Brush, which is packaged with Windows. Different picture formats used by some software and by some optical scanners can be converted to the bit mapped (.bmp) format by using any of a number of Shareware utilities available.. Also, there are a number of commercially available utilities (including Hijack and Fullshot) which convert pictures from one format to another.

CONVERT PICTURE TO DESIGN

Activating this menu item causes the computer to change each square of the picture which is overlaying the design grid to a symbol which corresponds to the color at the center of that square. This has the effect of converting the picture to a needlework design.The picture conversion process takes about 28 minutes on a 386SX computer. Once this menu item is activated, you will see each square of the picture, in turn, being changed to a symbol. You can exit the automatic conversion by pressing a button on your mouse for 1 second or more, while the mouse is anywhere on the design screen, and then releasing the button. Because of the nature of RGB color commands with Windows and the nature of a design grid, the symbol replacing the square on the picture will correspond to the color at the center of the square. Also, color boundaries are limited, as in all needlework designs which do not use fractional stitches, to the boundaries of the squares.

You can display the symbol table which shows the names for the 16 colors used in the automativ conversion, along with the symbol used to represent each color and the DMC color # for each color, by selecting the menu item Show Standard Table from the Special menu.

After you have used this automatic conversion feature, you can still "touch-up" the design by using the other editing features of Stitch-It Demo. For example, symbols in some squares can be replaced by symbols for fractional stitches and you can change the color for selected squares, including addition of colors not included among the 16 colors used for the automatic conversion. Although the Demo version has only 16 colors in the automatic conversion, Stitch-It II uses 75 colors in the automatic conversion.

We hope you enjoy using Stitch-It Demo and decide to purchase Stitch-It II.

SHAPE EDITOR DEMO

GETTING STARTED

Normally, Shape Editor Demo is started by selecting it from the Run menu of Stitch-It Demo. When this is done, you are returned to Stitch-It Demo when you quit Shape Editor Demo.Also, Shape Editor Demo can be run independently. Starting from the DOS prompt, you can type win \Stl\SEDemo and press Enter to start Shape Editor Demo. Also, you can start Shape Editor Demo from within Windows by selecting the file SEDemo.exe and pressing Enter or by double clicking with the mouse on that file. Files can be selected from within Windows by using the File Manager.

When you follow one of the above procedures, the design screen will appear, allowing you to select a menu item from the pull down menus or to move the symbol to the desired location and place it on the grid.

THE MENUS

The pull down menus are File, Program and Special. The File menu has the items Load Design, Load Shape and Quit.The Program menu has the items New Shape, Place Symbols, Place Shapes and Overlay. The Special menu has the items Strikeover Mode, Insert Mode, Show Symbols, Show Edit Com-mands and Show Shape Commands.Initially, the menu items Load Shape, Place Symbols, Strikeover Mode and Show Shape Commands are dimmed. Load Shape, Place Symbols and Show Shape Commands are selectable when you are placing shapes on the design screen. Strikeover Mode is selectable when you are in the Insert Mode. An additional menu item, Save Shape, is available in the full version of Shape Editor but is not available in the Demo version. See the Stitch-It Demo instructions for information about selecting menu items and for general procedures.

A brief description of each menu item follows.

Quit Will cause an exit from Shape Editor Demo.

Load Design A design will be loaded from the disk and folder of your choice. In the Demo version, only the design Sample1.bmp is available.

Load Shape Loads a shape from the disk and folder of your choice into the computer memory. In the Demo version, only the shapes in \Misc are available.

New Shape Clears the design screen and replaces it with a fresh design grid.

Place Symbols Allows creation and editing of a shape by drawing symbols on the design grid.

Place Shapes Allows creation and editing of a shape by placing predrawn shapes on the design grid.

Overlay Causes the picture which you choose to be superimposed on the design grid.

Strikeover Mode After this item is selected, symbols or shapes placed on the design replace what is beneath them.

Insert Mode After this item is selected, symbols or shapes placed on the design are merged with what is beneath them.

Show Edit Commands Shows the (key) commands which are used for editing your shape.

Show Shape Commands Shows the (key) commands used for placing shapes on your screen.

Show Symbols Displays the symbols available for creating or editing your shape.

Although the menus and directions which appear on the screen when you select one of the menu items are usually enough to allow you to operate the program, a detailed explanation of some of the items follows.

LOAD DESIGN

This menu item allows you to load a design from any folder in any drive for using in the creation and editing of a shape. In the Demo version, only the Design Sample1.bmp is available. When you have selected Load Design, a dialog box will appear, allowing you to select the file you want to load. No action will occur if the name has not been changed. If you want to load a file with the name which originally appeared, just change it to something else and change it back.

LOAD SHAPE

This option allows you to load one of the shapes provided with Stitch-It Demo. This menu item is active only after you have selected Place Shapes. The provided shapes are grouped into 11 "sets" of shapes. However, only the set Misc is included in the Demo package. When you select Load Shape, the dialog box mentioned in the Load Design section will appear, allowing you to select a shape file of your choice from the folder you select. Follow the procedures described in the Load Design section for loading a file. After you have done this, it will be loaded and

the design screen will reappear, with the loaded shape shown.

PLACE SYMBOLS

Place Symbols and Place Shapes are the heart of Shape Editor Demo. These menu items are used for the creation and editing of your shapes. When Place Symbols is selected, the design screen will appear with a symbol in the upper left corner. You can move the symbol from square to square, change to a new symbol, draw the symbol in the current square or erase the symbol in the current square. By choosing the Overlay option, you can also use a picture superimposed on the design screen to help you in creating a shape. The menu items which are initially selectable while you are creating or editing your shape are Quit, Load Design, New Shape, Place Shapes, Overlay, Insert Mode, Show Symbols and Show Edit Commands. When you select Show Edit Commands or Show Symbols, the commands used for editing your shape or the symbols available will be displayed, respectively. In each case, you will be returned to the design screen after you click the Continue button or press Enter.

Movement of the symbol is done either with the mouse or with the keys. Pressing an arrow key will move the symbol one square in the direction of the arrow. For faster movement, the Tab key moves the symbol 10 squares to the right, the Delete key moves the symbol 10 squares to the left, the + key moves the symbol 10 squares up and the - key moves the symbol 10 squares down. When you click with the mouse the symbol moves to the square where you have clicked.For moving symbols within a square when using fractional stitches, the keys i, j, k and m will move the symbol one pixel up, left, right and down, respectively. We advise you not to use the keys for moving 1 pixel at a time except when entering fractional stitches. When entering fractional and straight stitches, the Insert Mode should be used so you can enter more than one symbol in a square. Also, only the smaller symbols (17 and 62 - 93) should be used for fractional stitches.

If you press N, to change to a new symbol, you will be asked to enter the symbol number. When you have done this you will be returned to the design screen and the new symbol will appear there. The symbols available for creating and editing a design are shown on a separate sheet.If you press E, the symbol at the current location will be erased.In order to draw the current (moving) symbol onto your shape, just press the Enter key. The symbol will be drawn at the current location. The manner in which the symbol is drawn will depend on whether you have selected Strikeover Mode or Insert Mode. In the Strikeover Mode, the square under the symbol will be erased and replaced with the symbol. In the Insert Mode, the symbol will be merged with what is already in the square beneath it. In order to see the effect of drawing the symbol you will need to move the moving symbol away from its current location.

Any rectangular section of your shape can be copied for later pasting onto a different part of the shape or onto a different shape. In order to copy a shape section, move the symbol to the upper left corner of the section to be copied and press C. Then, move the symbol to the lower right corner of the section to be copied and press F. Whenever you are ready to paste the copied section onto a shape, move the symbol to the position where you

wish the upper left corner of the section to appear and press P. The section will then be pasted onto the shape.

PLACE SHAPES

When you select the menu item Place Shapes, the symbol will disappear and a shape (initially a yellow ball) will appear on the design grid. You can then load shapes and place them on the grid. The menu items which are initially active while you are working with shapes are Quit, Load Shape, Place Symbols, Insert Mode, Show Symbols and Show Shape Com-mands.If you select Show Shape Commands, the commands for working with shapes will be displayed and, when you have clicked the Continue button with the mouse or pressed the Enter key, you will be returned to the design screen for continuing your work with shapes.

The procedure for moving a shape is the same as for moving symbols, except that shapes can not be moved 1 pixel at a time. Pressing Enter will draw the shape on the design screen at its current position. The Appearance of the design screen when you have done this depends on which drawing mode you are in. If you are in the Strikeover Mode, the shape will replace whatever is under it. If you are in the Insert Mode, the symbols of the shape will be merged with the symbols under it. In order to see the effect of placing the shape, you will need to move the shape away from the location where it was drawn. Pressing E will cause the design screen under the shape to be replaced with a blank grid. By pressing N, you can load another shape from the same set as that of the current shape. When you press N, you will be asked to enter the shape number. Be sure to use a two digit number. After you have entered the shape number, the new shape will be loaded and displayed on the screen.

NEW SHAPE

When you select this menu item, the design screen is cleared to a blank grid.

OVERLAY

When Overlay is selected, the dialog box described in the Load Design section will appear, allowing you to load a picture to be placed on your design grid. Follow the procedures described there for loading a file. Any file ending with .bmp can be used. When you have done this, the picture you have chosen will be superimposed on the design grid.You can then use the picture to create a shape by replacing the parts of the picture with the appropriate symbols. For this purpose the Strikeover Mode should be used.

SYMBOL TABLE DEMO

GETTING STARTED

Normally, Symbol Table is started by selecting it from the Run menu of Stitch-It Demo. When this is done, you are returned to Stitch-It Demo when you quit Symbol Table.Also, Symbol Table can be run independently. Starting from the DOS prompt, you can typewin \Stl\SymTand press Enter to start Symbol Table. Also, you can start Symbol Table from within Windows by selecting the file SymT.exe and pressing Enter or by double clicking with the mouse on that file. Files can be selected from within Windows by using the File Manager.When you follow one of the above procedures, the form for the symbol table will appear, allowing you to fill in the cells with the pertinent information.

THE MENUS

The pull down menus are File and Special.The File menu has the items Print Table and Quit.The Special menu has the items New Table, Show Instructions and Show Symbols.See the instructions for Stitch-It Demo for information about selecting menu items.

A brief description of each menu item follows
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Print Table After the table is completed, select this item to print the table on your printer.

Quit Will cause an exit from Symbol Table.

New Table Selecting this item clears the form for the symbol table, allowing you to start a new one.

Show Instructions Shows a summary of instructions for constructing a symbol table.

Show Symbols Displays the symbols available for creating designs and shapes.

CONSTRUCTING A TABLE

A symbol table is constructed by filling in the blanks ("cells") in the symbol table form.In order to fill in the color name or DMC #, just click with the mouse on the cell you wish to fill in and type the pertinent information. You can

edit your entry by using the right or left arrow keys to move the insertion point and the Backspace key to delete characters. You can also return to any cell later and change its contents. For placing a symbol in a cell, click (with the mouse) on the cell in which you wish to place a symbol and change the displayed symbol until it is the one you want. Initially, symbol #1 (the X) is displayed when you click on one of the cells for symbols. The number of the symbol which is displayed can be increased or decreased by pressing the right arrow or left arrow, respectively. You can also select a particular symbol by pressing N (for new symbol). In the latter case, you will be asked to enter the symbol number. When you have done this the symbol corresponding to that number will be displayed.When you have completed filling in the symbol table, choose Print Table from the File menu. The table will then be printed on your printer. Be sure to print the table before quitting because the symbol table will not be saved!

We hope you enjoy using this Demo software and decide to purchase Stitch-It II. To purchase Stitch-It II, send a check for $75 to

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