

Tajima DG/ML by Pulse Version 14 – Release Notes

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Introduction

Thank you for purchasing Tajima DG/ML by Pulse 14. This is the latest in embroidery creation technology brought to you by Tajima and Pulse Microsystems.

This document outlines the major differences between Version 2009 and Version 14. This document is intended to be used in combination with the program user's guide or the online help. There is an electronic copy of the latest Tajima DG/ML by Pulse user's guide in PDF format on the installation CD. To access this guide click on the "View Documentation" button on the window that appears after you insert the installation CD into your CD drive. You can also access documentation under the Help menu or by pressing F1 key from within the program.

The Tajima DG/ML by Pulse release notes are also included on the install CD.

Tajima DG/ML by Pulse 14 has many exciting new features designed to increase your productivity and allow you greater flexibility when editing or creating designs. Some features may only apply to specific levels of the software.

Recommended Computer Specifications

Below is a list of the recommended computer specifications if you plan to purchase a computer for Version 14. Increasing RAM memory and/or processor speed will improve system performance. Please contact your distributor for more information on system requirements.

- 2.9 GHz Dual Core Genuine Intel Pentium 4 Processor
- Microsoft Windows® XP Home or XP Professional, Microsoft Windows® Vista, or Microsoft Windows® 7
- Monitor with 1024x768 video resolution with 16-bit color display (or higher)
- CD-ROM drive
- 1 GB of RAM (Windows XP), 2 GB RAM (Windows Vista or Windows® 7)
- Minimum 1 GB hard disk drive space available
- Mouse (three-button is preferred for digitizing)
- At least one Universal Serial Bus (USB) Port
- A LAN (Local Area Network) connection



For users operating Tajima DG/ML by Pulse on computers with the Windows XP operating system, Service Pack 3 is required.

Embroidery Machine Connectivity for Older Machines

Most new embroidery machine models can transfer designs using a LAN connection or via a USB flash drive. Some older machine models require additional hardware such as:

- 3.5-inch high-density drive for most disk formats
- If you are reading or writing old style (non-DOS) Melco and Barudan disk formats, your computer will require a compatible disk controller card, and an on-board Floppy Disk Drive (USB Drives are not supported). The driver required for these floppy disk formats are not compatible with 64 bit operating systems.
- Serial ports are required if you are transferring designs to serial based embroidery machines through cable.
- A parallel port and optional hardware is required if you are transferring designs to an older parallel based embroidery machine through cable.

Contact your embroidery machine distributor if you have questions about machine connectivity.

1 Installation

The installation program has been changed to make it easier to install and keep the program up to date. The installation program will display different options depending on whether you are installing Tajima DG/ML by Pulse on your computer for the first time or installing over an existing installation. The installation program also supports downloading program updates over the Internet so you are always running with the latest version. The following sections describe the different installation options.

1.1 New Installation

Choose Setup Language: First, you will be prompted to select a language. Choose a language and click OK. The program will be configured to start in this language.

License Agreement: Please read the license agreement. You must accept the agreement to install and use Tajima DG/ML by Pulse 14.

Setup Type: You will see the following options:

Complete: Installs all components. We recommend this option.

Minimum: Installs the minimum number of features required, in order to conserve disk space.

Personalized: Gives you more options for setting up the program. You may choose the features you want from a list of all features included in the program.

By default the program files will be installed into the following folder: "Program Files\Tajima\DGML by Pulse\14." (The Custom setup type will allow you to change the installation's destination folder). Additional program files including the designs, samples, and artwork are installed into the folder "Documents and Settings\All Users\Application Data\Tajima\DGML by Pulse" (Windows XP) or "Program Data\Tajima\DGML By Pulse" (Windows Vista and Windows 7).

The files for the Design Spooler will be installed in "Documents and Settings\All Users\Application Data\Pulse\Design Spooler" (Windows XP) or "Program Data\Pulse\Design Spooler" (Windows Vista and Windows 7).

Embroidery Machine Connection: This option is not displayed if you choose "Custom" installation. Choose "Yes" if you will be connecting your computer to one or more embroidery machines with a cable or wireless connection for downloading designs. This will install the Design Spooler application. For more information on Design Spooler please refer to the section on "Configuring embroidery machines in Tajima DG/ML by Pulse" under the "Getting Started" chapter in the User's Guide.

Program Update Check: After all files have been installed you have the option to have the install program check for updates through the Internet. If your computer is not connected to the Internet then please skip this step. Select "Yes" and click the Finish button to have the program check for an update. If an update is available you can download and install it immediately. We recommend updating to the latest version.

If you have a Firewall program installed on your computer, you may be prompted to allow the InstallShield Update Service program to access the Internet.

1.2 Additional Installation Options

If you run the same install again after it is installed you are presented with three options, Modify, Repair and Remove. You can also uninstall the program by using the Add or Remove Programs feature under the Windows Control Panel (Windows XP) or Control Panel—Uninstall a Program (Windows 7).

Modify: This option will allow you to add or remove components of the program. This feature is useful if you need to add a feature not yet installed or to free up disk space by removing unneeded components. The components affected by this feature are Lesson files, Help files, All Language files, Librarian, and Design Spooler.

Repair: This option will attempt to repair your installation by reinstalling all components you had previously selected. This option is useful if you are experiencing problems with the program as a result of a corrupted installation.

Remove: This will uninstall the program from your computer. Any user created files, such as design files, will not be deleted; only the program files will be removed.

1.3 To Install Design Spooler as a Stand-alone

If you wish to install a standalone Design Spooler without Tajima DG/ML by Pulse, follow these steps:

- Run the Tajima DG/ML by Pulse install.
- Choose a "Personalized" setup type.
- In the Select Features screen uncheck the "Programs and Features" check box to clear all check boxes.
- Check the "Design Spooler" check box.
- Click the Next button to continue with the installation.

During the installation, a Security program installed on your computer may warn you about the Design Spooler service installation. If it does, please accept these changes since they are required to properly run Design Spooler. Please restart your computer after the installation is complete to start the Design Spooler service.

1.4 Program Updates

When updates become available for the software, a notification message will appear on the Tajima DG/ML by Pulse start page. You can download updates by visiting the Pulse Support website at www.pulsesupport.com.

2 User Interface Improvements

2.1 New Keyboard Shortcuts

In Tajima DG/ML by Pulse 14, some of the keyboard shortcuts have been changed, so as to make them more intuitive. For example, if you want to switch to the Quickdraw mode when using drawing or digitizing tools, the key is now Q (as opposed to U). Collectively, these new keyboard shortcuts are known as the "Standard Shortcuts".

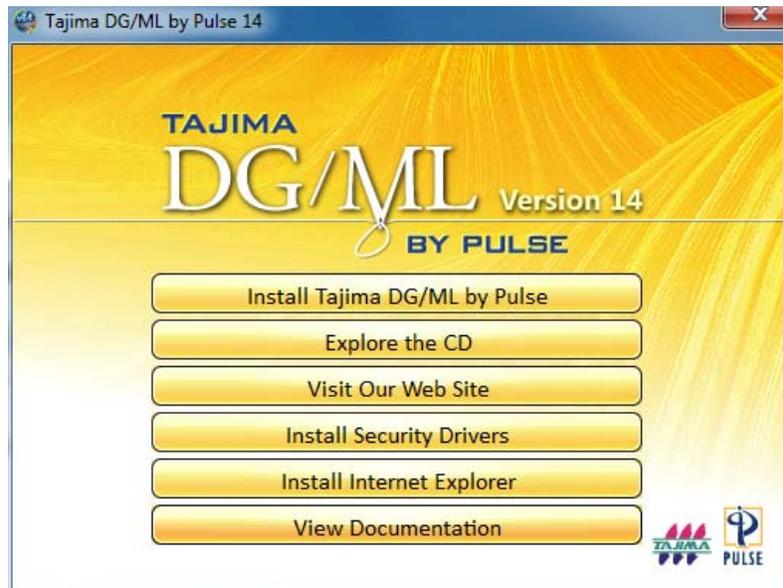
You can also configure Tajima DG/ML by Pulse so that it uses the keyboard shortcuts that were in place in previous versions of the software: these are called the "Classic" shortcuts. See below, "Selecting the Classical Keyboard Shortcuts".

To view all of the shortcuts for Tajima DG/ML by Pulse 14, see the Quick Reference Card (QRC); this is available in PDF form on the Tajima DG/ML by Pulse Installation CD.

To download the QRC from the installation disk, do the following:

1. Insert the Installation CD into your computer's disk drive.

You see the Autorun screen.



2. Click the "View Documentation" button.

You see a new dialog.

3. Click the "Quick Reference Card" button.

The QRC will open on your computer.



Note that Adobe® Acrobat® reader must be installed on your computer in order to read the Quick Reference card, and other documentation. To download and install the reader, select the "Install Adobe Reader" button at the bottom of the View Documentation dialog.

Selecting the Classical Keyboard Shortcuts

For embroiderers who have become accustomed to the keyboard shortcuts as they were previously (the Classic shortcuts), you can reconfigure Tajima DG/ML by Pulse to use these. This is done by way of the User Settings dialog.

To apply Classic shortcuts:

1. Open Tajima DG/ML by Pulse.
2. From the menu bar, select Tools–Configuration–User settings.

You see the User Settings pages.

3. From the User Settings pages, expand the Environment category, and select the Shortcuts page.

You see the Shortcuts User Settings page.

4. Click the Apply Classic button.

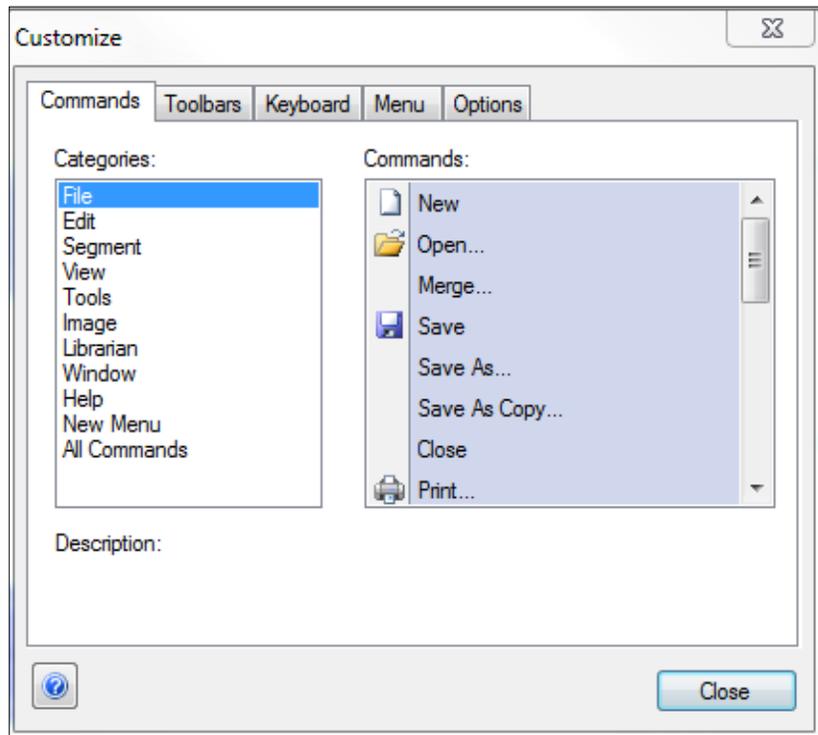


Similarly, if you want to change Tajima DG/ML by Pulse back to the standard shortcuts, you can do so on the Environment–Shortcuts page by clicking the "Apply Standard" button.

2.2 The Customization Dialog

2.2.1 Customizing Existing Toolbars

One of the exciting new Version 14 features is the ability to customize your Tajima DG/ML by Pulse toolbars. This is done through the Customize dialog, which is an entirely new feature of the program. To open this dialog, from the Menu bar, select Tools—Configuration—Customize.



Once this dialog is open, you are free to customize any toolbar that is open in the workspace. Click the Commands tab, and then select a category from the left column, which will display a list of commands on the right. You can then move a command onto the toolbar you wish, by simply clicking and dragging it.

It is also possible to drag commands directly between already existing toolbars, so long as the Customize dialog is open.



To move and copy a command, hold down Alt while dragging.

2.2.2 Creating new toolbars

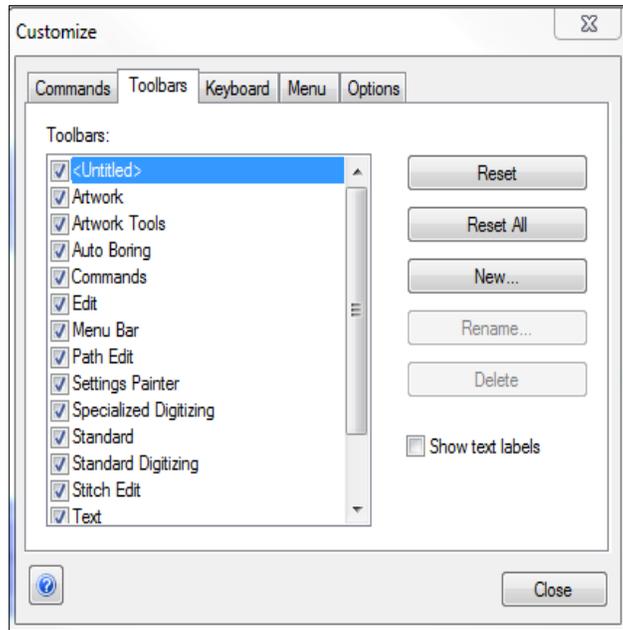
You can also create completely new toolbars with the Customize Dialog, combining tools and commands as you wish.

To create a new customized toolbar, select the “Toolbars” tab, and click the “New” button. Then, in the new dialog that opens, create a name for the Toolbar and click OK. A new, blank toolbar will now appear in the workspace; drag and drop tools and/or commands into the new toolbar as described above.

You can also rename or delete a Custom toolbar from the Toolbars tab. Note, however, that standard Tajima DG/ML by Pulse toolbars cannot be deleted or renamed.

2.2.3 Custom Shortcut Keys

Another new feature of the Customize dialog is that it allows you to create custom shortcut keys for the tools and commands that you use most often.



To create a custom shortcut, select the Keyboard tab in the Customize dialog. From the Categories drop-down list, select the category containing the command you want. Then, in the Commands list, choose the command to which you would like to assign a shortcut. Finally, click in the “Press new shortcut key” area of the dialog, type the sequence of keys that you want to use, and click assign.

If there are two or more keys used in the shortcut, a plus sign (+) will be inserted between them, to indicate that they are to be used in combination. The (+) on your keyboard is not part of the shortcut sequence.

Product level availability: All levels

2.2.4 Keyboard Shortcut List

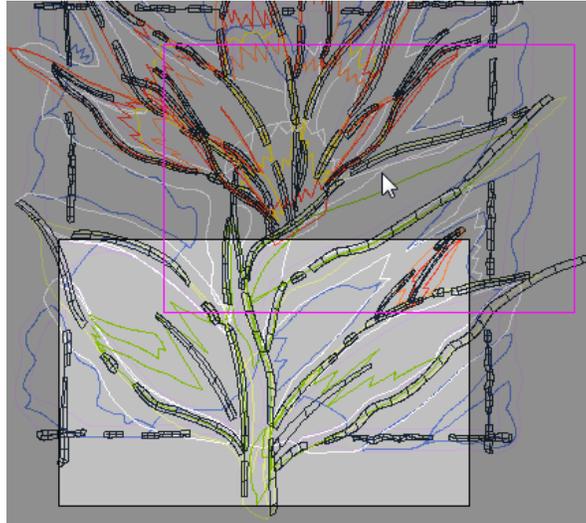
There is a new panel that gives a quick reference to the Tajima DG/ML by Pulse shortcuts. It lists all the commands with the corresponding keyboard shortcut (if there is one) next to them. If you add your own shortcut, it will appear on the list as well. By selecting one of the categories in the Category list at the top of the list, you can restrict the commands shown to a single type – for example, just the File tools, or just the Edit tools.

By default, this panel will be tabbed with the segment properties (to the right of the design workspace), but you can arrange it if you wish by floating and docking it elsewhere (See “Docked and Floating Panels,” below). To show or hide the Shortcut list, select View—Toolbars and Docking Windows—Shortcuts.

2.3 Workspace Layout & Arrangement

2.3.1 Global View

The Global View in Version 14 now has been enhanced. The Global View will highlight the area of the design that appears in the Workspace; the portion of the design outside of the area shown Workspace will appear the Global View with a dark grey background.



You can now click and drag the outlined box within the Global View to move the area displayed in the Main window. You can also change the size of the workspace view by holding down Ctrl while you click and drag with the mouse within the Global View. This will change the view of the design in the main Window to correspond with the area you drew.

2.3.2 Highlighting Segments

In the new Tajima DG/ML by Pulse workspace, when the Select tool is active (in other words, when you are in Outline Mode), segments will be highlighted as you roll the mouse over them. This makes it easier to determine which segment will be selected when you click.



2.3.3 Panning in the Workspace

There is a new way pan around the workspace in Tajima DG/ML by Pulse. Simply hold your keyboard's SPACEBAR (you will notice that the mouse pointer image has changed to a hand); then, click and drag to move the image of the design in the screen.

2.3.4 Enter Full Screen

There is now a full-screen view available for Tajima DG/ML by Pulse. In full-screen mode, the workspace expands as much as is possible to fit your screen. In this mode however, the toolbar buttons will be hidden, so it is most useful for digitizers who are used to working with the keyboard shortcuts.

To enter full-screen mode, press Shift + F12 on your keyboard; to exit full-screen, click the "Close full screen" button, or press Shift + F12 again.

2.3.5 Tabbed Workspace

The new workspace view for Tajima DG/ML by Pulse has a tab for each design that is open. Just click on the tab to bring whichever design you like to the front.

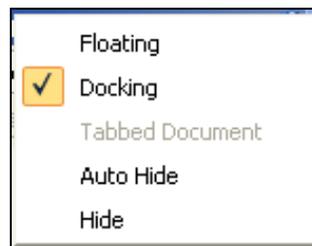


For Windows 7 users, the contents of each tab are also listed along the taskbar. If you 'mouse over' these items, a thumbnail of them will expand out of the taskbar.

2.3.6 Docked and Floating Panels

Another brand-new item for the Tajima DG/ML by Pulse software is the ability to dock various panels, such as the Sequence View, the Thread Palette, the Properties Window (and any other you choose) to suit your preferences.

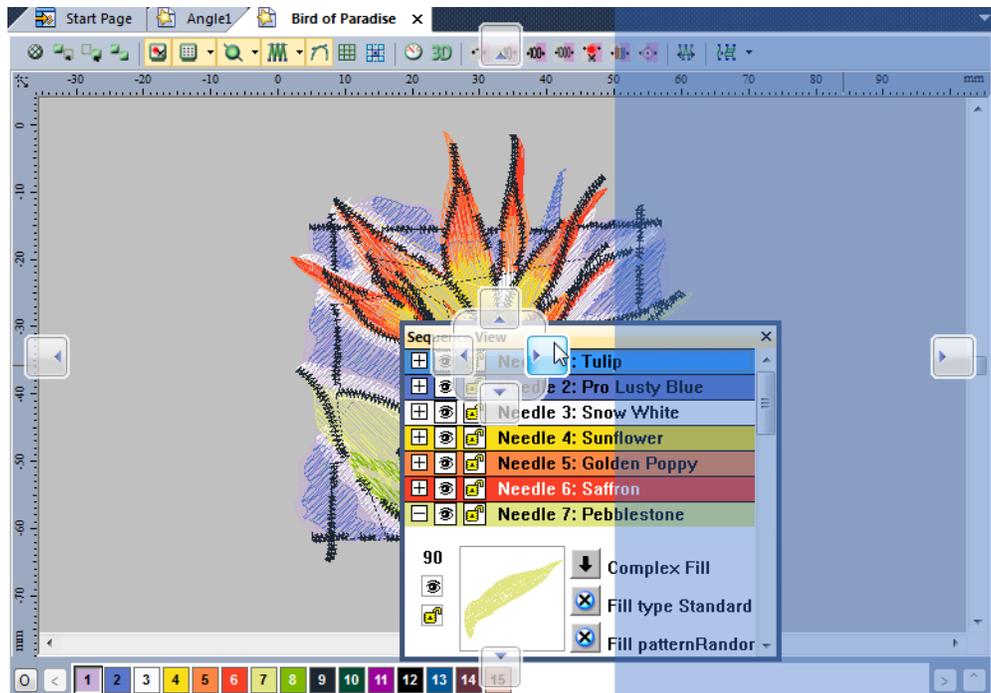
For example: You can "float" them above the workspace, in which case they can be move anywhere on your desktop; you can hide them when they are not needed; or you can undock them from their current positions and dock them elsewhere.



To switch a docked panel to floating, or vice versa, right-click on the title bar of this panel, and select either Floating or Docking (as appropriate) from the menu that appears.

To dock a floating panel:

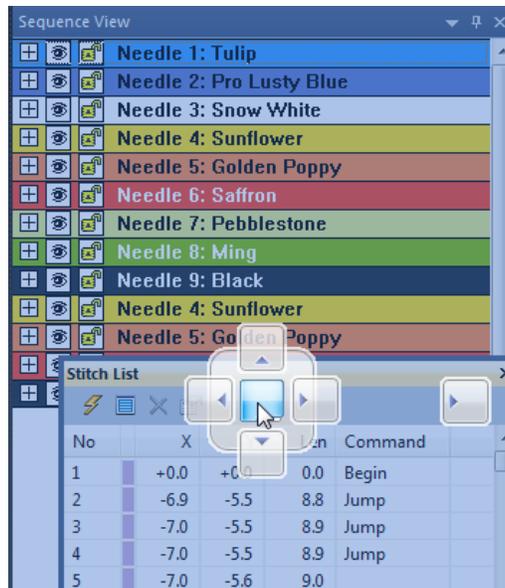
Click in the panel's title bar, hold down the mouse button, and drag a short distance. A set of directional "target arrows" will appear on the screen, pointing to the four edges of the frame. Still holding down the mouse button, drag the panel to the arrow pointing towards the side that you want to dock to. When you hold the pointer over the blue area of the target, a large blue rectangle appears in the area you have selected (as a preview). When you release the mouse button, the panel will then dock to that side of the workspace.



Anchoring a floating panel (in this case, the Sequence View) to the side of the workspace: Drag the title bar of the floating panel over any of the eight anchor arrows, and the blue shading indicates the part of the workspace the panel will be anchored to.

To Create Tabbed Panels:

You can also use the Docking/Floating feature to create a tabbed panel from a floating panel. This is done in a similar way to the above procedure. You drag a floating panel over top of a docked panel, at which point a cross-shaped set of buttons will appear in the middle of this panel. In this case, instead of releasing the mouse over one of the arrow targets, you drag it over the tab target (the middle button). When you release the mouse button, the panel you were dragging will be inserted as a tab attached to the docked panel.



Creating a tabbed (layered) panel: Click the title bar of a floating panel, and drag over the center button to create a tabbed panel; in this case, the Stitch List is being tabbed with the Sequence View.

Auto hide:

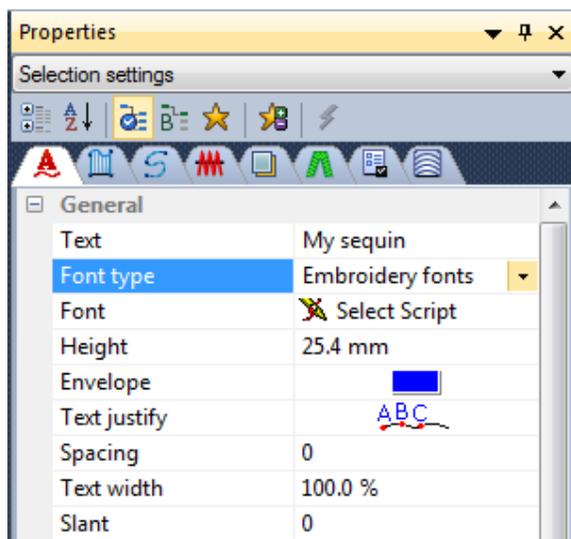
To increase the amount of space for your design window, you can set any of the dockable panels to the Auto hide mode. When Auto hide is on, the panel will only be visible while the mouse is over it; as soon as you remove the mouse, the panel will collapse to a narrow sidebar.

To turn on Auto hide for a panel, click on the push-pin icon  at the top-right of the panel. When the panel is in Auto hide mode, the push-pin will be on its side, like this: . Now, whenever you move the mouse to another part of the screen, the panel will be hidden. To turn Auto hide off, click on the  icon again.

Product level availability: All levels

2.4 Properties Panel

There way that you view and modify properties of a segment in Tajima DG/ML by Pulse has been revised for Version 14. These properties (which would formerly have been accessed via the Ribbon or the Segment Settings dialog) are now displayed on single panel, the Properties Panel. If this panel is not visible, you can display it by selecting View—Toolbars and Docking Windows—Properties.



As well as showing the settings for segments, the Properties panel is also used to display the overall design settings, and the settings that pertain to the tool currently in use. Choose between the three different types of settings from the list in the heading area of the panel.

2.4.1 Types of Settings Displayed in the Properties Panel

There are two different categories of settings that are displayed in the Properties panel – Selection settings and Tool settings.

Selection Settings – These are the settings that apply to the currently-selected embroidery segment. The information in the selection settings panel is context-dependent; that is, it changes depending on which type of segment is selected. So, for example, if a satin segment is selected, the fill type, density, type of lock stitches used, and so on will appear in this panel.

Tool Settings – Under tool settings, you see the settings that are applicable to the current tool. At first, you will see the default settings for each tool (the ones that come loaded with the software); however, you can adjust some of the settings to suit your own preferences. Options on the Properties Panel

2.4.2 Options on the Properties Panel

Expand/Collapse and Sort:

Some of the settings in the properties panel will be grouped into categories. You can choose to display all the settings in all categories by clicking on the “Expand all” button – or you can collapse them back into their groupings by clicking the “Expand all” button again.

You can also opt to see the properties listed in strictly alphabetical order – without grouping – by clicking the “Sort Alphabetically” button.

Display Property Options

If you wish, you can configure which settings are displayed in the Properties Panel. This is done using the All , Basic , and Favorites  buttons, which are located along the top of the Properties Panel, next to the Sort button. Clicking the All button will display every property related to the current segment or tool; the Basic will display a sub-set of the most commonly-used properties; and the Favorites will show a set of properties that you choose yourself.



You can add properties to the Favorites list very easily, by clicking the Add to Favorites  button. To add a property, just select it from the list (in either All or Basic), and then click on the button. The Property will then appear on your favorites list.

Product level availability: All levels

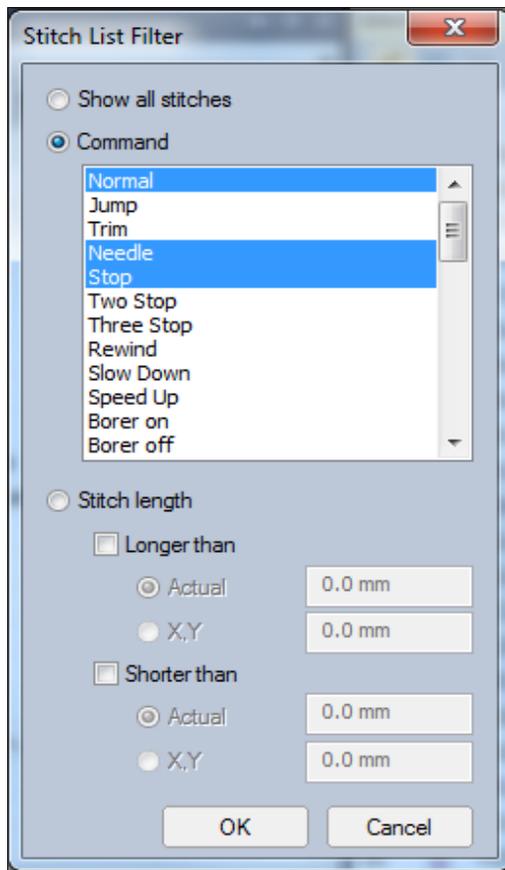
2.5 Improvements to Stitch List

The stitch list is one the dockable or floating panels in the Tajima DG/ML by Pulse workspace. Displayed in the Stitch List, you see the color, vertical and horizontal displacements, and length of each stitch. Also, if there is a command associated with the stitch, (such as a jump, trim, or needle change) that is listed in the right column (for “normal” stitches, this column is left blank).

2.5.1 Stitch list: Applying a Filter

To view only a particular type of stitch, or stitches of a certain length, you can apply a filter. With stitch filtering, you can filter either by the command, or by stitch length.

To use the Stitch list filter: From the toolbar at the top of the filters list, select the Filter Button. This will open the filter dialog.



In the filter dialog, you can select to filter the stitches either by Command or by Stitch length.

Filtering by Command: Select the 'Command' radio button. Filtering by command can apply to any stitch that has a command associated with it, such as a jump, trim, stop, etc. You can select several command types, by clicking on them; the selected commands will be outlined in blue. (To deselect a command, click it again). Press the OK button to apply the filter.

Filtering by Stitch Length: Select the Stitch Length radio button – this will make the Longer than and Shorter than selection boxes active. Choose Longer than or Shorter than, and type a stitch length in the selection boxes. (Or, choose both to select a range of lengths between the longest and shortest length that you specify.)



Note that there are two ways to define the stitch length – either by the actual, absolute length of the stitch, or by the vertical/horizontal displacement of the stitch (select the "X,Y" radio button).

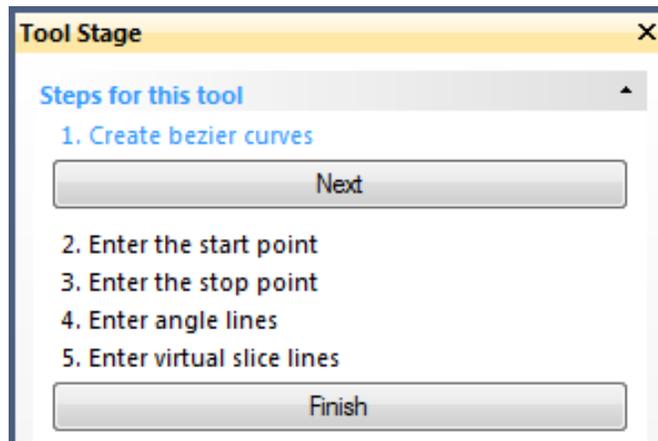
Product level availability: All levels

3 Tools

3.1 Tool Guide

The Tool Stage is a new feature that describes the steps required to complete a particular task in Tajima DG/ML by Pulse. This panel has three components:

In the top part of the panel, you will see the list of steps required to use the selected tool. These are listed in order, with the current step appearing in blue letters.



Next below this, there is a section that gives a brief description of the current step.

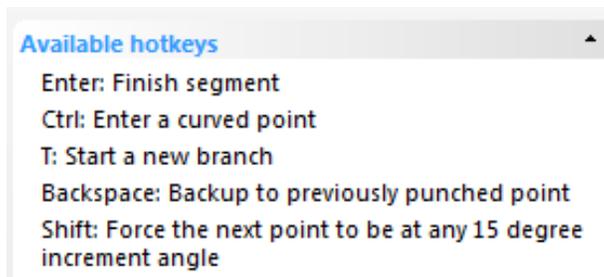


Lastly, there is a list showing all of the shortcut keys that can be used with the current step.



The step list changes depending on the tool currently selected, and which step of the procedure is currently on.

For example, if the tool you are using is a digitizing tool, the first step in would be "Create Bezier curves." Under the Available Hotkeys, you would see included "A: Arc mode" "B: Bezier mode" "F: Freehand mode", etc.



Product level availability: All levels

3.2 "Cycling" through Segments with the Select Tool

Previously, the Select tool could only select the top stitch segment of a multi-layer embroidery design; to select any overlapped segment below, you had to open the Sequence View and select it in there. Now, in the new Tajima DG/ML by Pulse software, you have the ability to "cycle through" overlapped stitch segments in complex designs.

Using the select tool, click to select the top segment; then, without moving the mouse, click again to select the one below; and again to select the one underneath that; and so on. When the selection reaches the lowest segment, it will “cycle” back up to the top-most one again.

Product level availability: All levels

3.3 Repeat Move or Setting

There is a new function, available when you are in editing in Outline Mode, called the **Repeat** function. This allows you to repeat the last move or settings change that you put on a segment. To apply the Repeat command, select a segment and press Shift + R.

So, for example, if you select a segment with the select tool, and displace it manually in the design, you can then select another segment, and move it the exact same direction and distance by using Repeat.

Or, if you select a segment, and change any of the segment properties (such as density, pull-compensation, etc.), you can apply the exact same changes to another segment with the Repeat Function.

Product level availability: All levels

3.4 Snap to Artwork

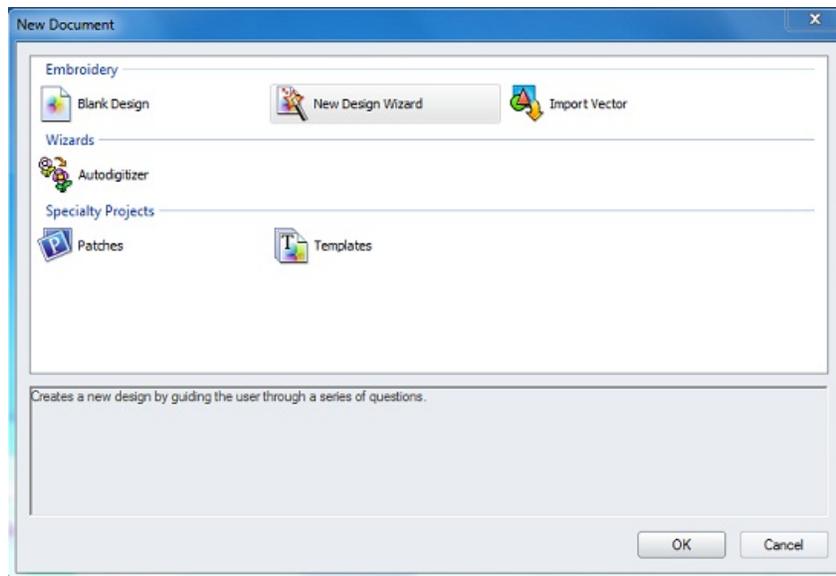
Snap to artwork is a new feature that helps when you are digitizing by tracing over artwork segments. When you are digitizing manually, by placing individual points, snap to Artwork will automatically place these points right on top of a nearby artwork outline. Snap to can be used with any of the digitizing tools.

To use Snap to Artwork, select a digitizing tool, and then press the F4 key. To turn off the Snap to Artwork, press F4 again.

Product level availability: Illustrator Extreme and higher

3.5 New Document Dialog

The new document dialog has undergone a major renovation in Tajima DG/ML by Pulse. The scope of the dialog has been greatly expanded, allowing you to start an embroidery design in many different ways. These include some functions from the Tools menu (such as the Autodigitizer, and the Move & Copy wizard), but also some completely new functions (such as Smart Templates and Name Drops). The dialog is organized into categories of new projects that you can create: New Design, Wizards, and Specialty Projects.



3.5.1 New Design Wizard

The New Design Wizard is an innovation to the way in which you create a new design in Tajima DG/ML by Pulse. It leads you through a series of steps, which set up a new embroidery design for you.

Step 1: Choose a recipe. This is similar to the Recipe option you would have chosen in the New dialog in previous versions of Tajima DG/ML by Pulse – choose the set of design properties you want from the drop-down list. The settings for each recipe are given in window in the dialog.

Step 2: Machine format; allows you to set the format of the machine that will sew out the design.

Step 3: Select a tool preset; tool presets create a group of settings that are associated with your Punching tools. The settings of each preset are listed in a window in the dialog.

Step 4: Select the start and stop locations of the design. (This setting also would have been set in the New Design dialog in previous versions of Tajima DG/ML by Pulse).

Step 5: Save as favorite or set as default. The Save as Favorite option allows you to preserve the settings you just chose in Steps 1–4 as a template. You give a name to the New Design template, and it will now be saved to the list of favorites which appear.

3.5.2 Other Functions available in the New Document Dialog:

The New Document dialog gathers together in one place many of the functions that, in former versions of Tajima DG/ML by Pulse, were accessed through the menu bar. You will also find a number of new “Wizard” tools on this dialog, such as the following:

Blank Design: Opens a new design with the default settings.

Import Vector: Imports a vector artwork file into the workspace.

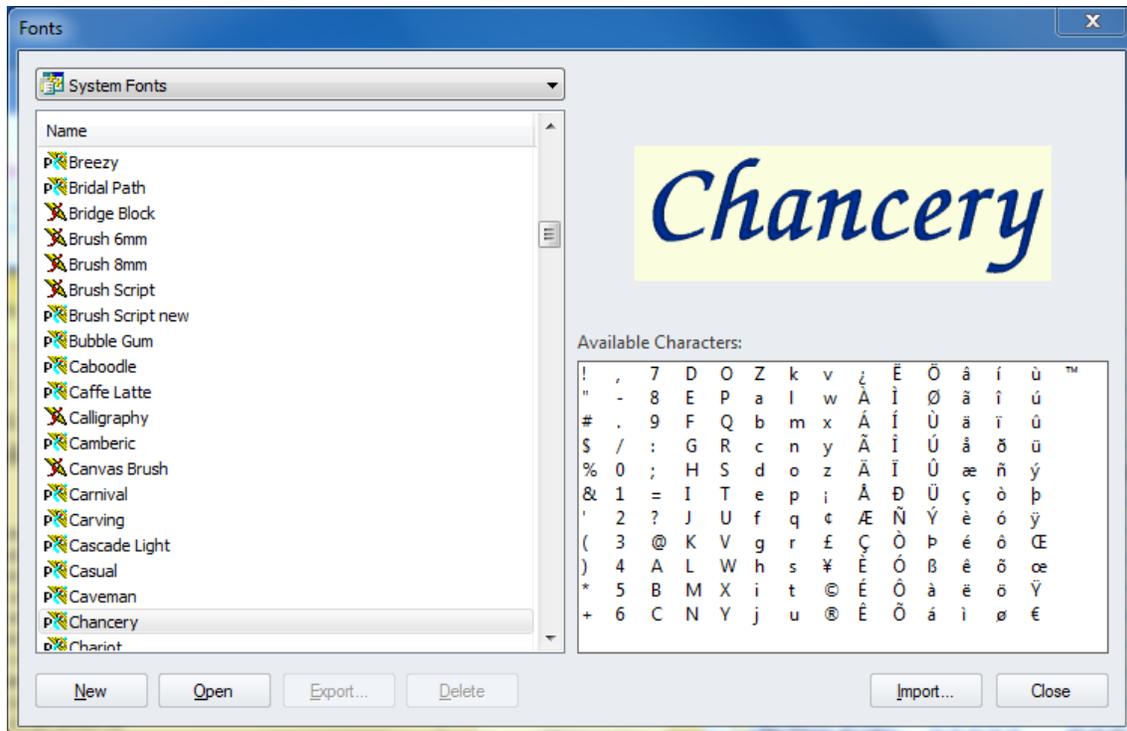
Autodigitizer: Opens the Autodigitizer Wizard.

Patches: Opens the Patches Wizard, which creates multiple copies of a single design in one file. You may vary the text strings, font, and lettering height for each patch.

Templates: Opens the Templates wizard, which is used to create a number of different designs based on an initial template; the text strings, font, and letter height may be varied for each new design based on the template.

3.6 Font Manager

Users familiar with previous versions of Tajima DG/ML by Pulse will be aware of two powerful tools for creating custom embroidery fonts – the Font Creator and the TrueType® font (TTF) Converter. These two tools now open by way of a single dialog, the Font Manager.



You will find that all the functionality of the Font Creator and TTF Converter has been maintained in this new arrangement; only the order of steps for creating and editing custom fonts has been slightly changed (see the steps that follow).

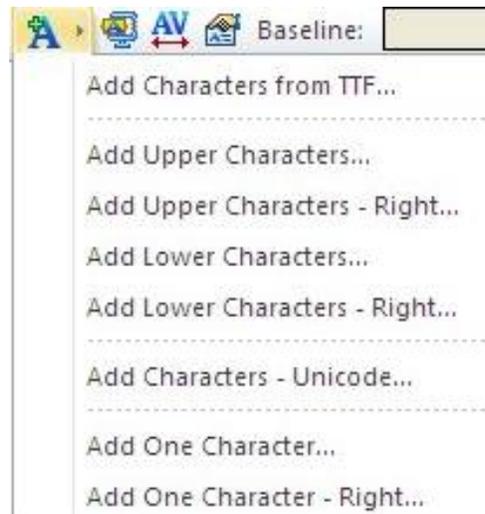
There is one other important change in the User Interface - instead of opening in a new window, as the Font Creator and the TTF Converter did, the new font opens in a new tab in the regular workspace. This allows you to easily switch back and forth between the font you are creating, and any design files you are working on.

As well as creating custom fonts, the Font manager can also be used to view all the character in any of your installed embroidery fonts. Simply select the font in the list, and the all its characters will be displayed in the window; a sample image of the font will also be displayed. You can also import new fonts, and export fonts to a different disk or directory.

The following procedure demonstrates how to use the Font Manager to create new fonts; for further information on options and settings, see the Tajima DG/ML by Pulse User's Guide.

1. To open the Font Manager, select Tools—Manage—Fonts.
The Font Manager dialog will open.
2. To create a new font, click the New button on the Font Manager dialog.
You now see the Font Properties dialog.
3. Fill in the required properties of the font - version, default spacing, author, font type, etc.
The Font Properties dialog will close, and a new tab will open in the workspace.

4. Click the Add Characters button. This will show a drop-down list of options.



- To create a font from a TrueType font, choose the **Add Characters from TTF...** option.

The Character generation wizard will open; use this wizard to select your TrueType font, and choose the letters from it.

- To create a font using existing embroidery files, choose one of the other options (e.g. Add Upper Characters..., Add Lower Characters..., Add One Character... etc.)

The Add Characters dialog will open; browse to the location of the embroidery files that you want to add to the font.

5. When you are finished adding characters to the font, press Save on the File toolbar.

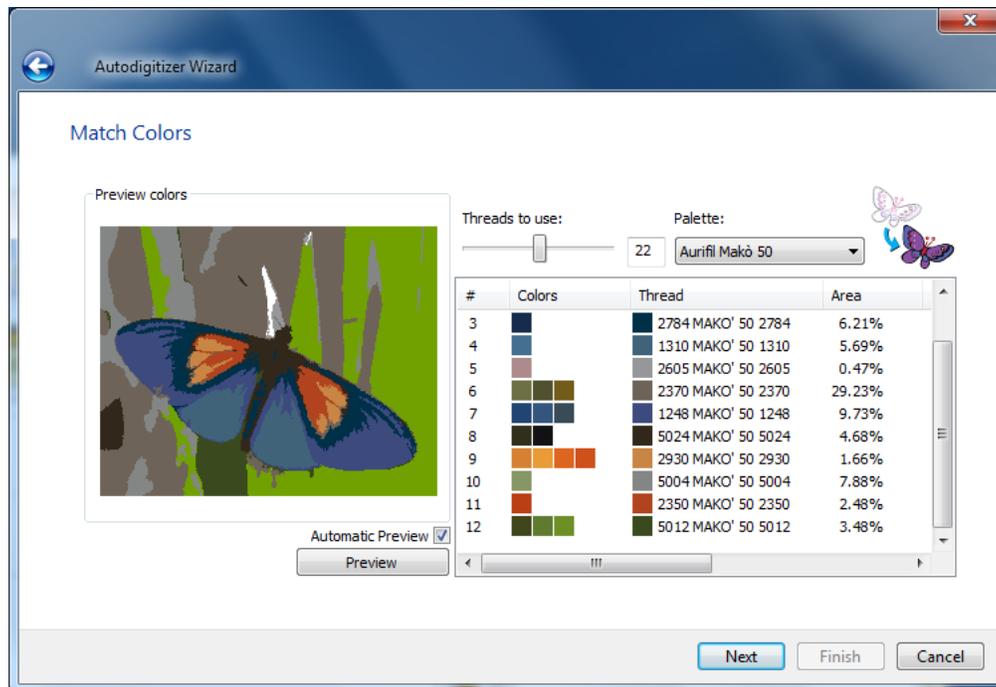
The Save As dialog will open. You can now name the new custom font, and choose the directory in which to save it. (The default directory is Documents and Settings\All Users\Application Data\Tajima DGML By Pulse\Fonts).

Product level availability: Font Manager is available at all levels for viewing, importing, and exporting fonts; creating new fonts from TTF or embroidery files is standard to Maestro.

3.7 Autodigitizer Enhancements

The Autodigitizer Wizard has had some very useful improvements added to it for Version 14. Below is a brief description of each new feature.

Match Colors: The color match step matches the color in the image to the closest color in whichever installed thread palette you have selected. In the Match Color dialog, the original colors of the image (RGB) will be shown in the "colors" column. When you choose the thread palette, the wizard will match these RGB colors to the closest color in the chosen palette.

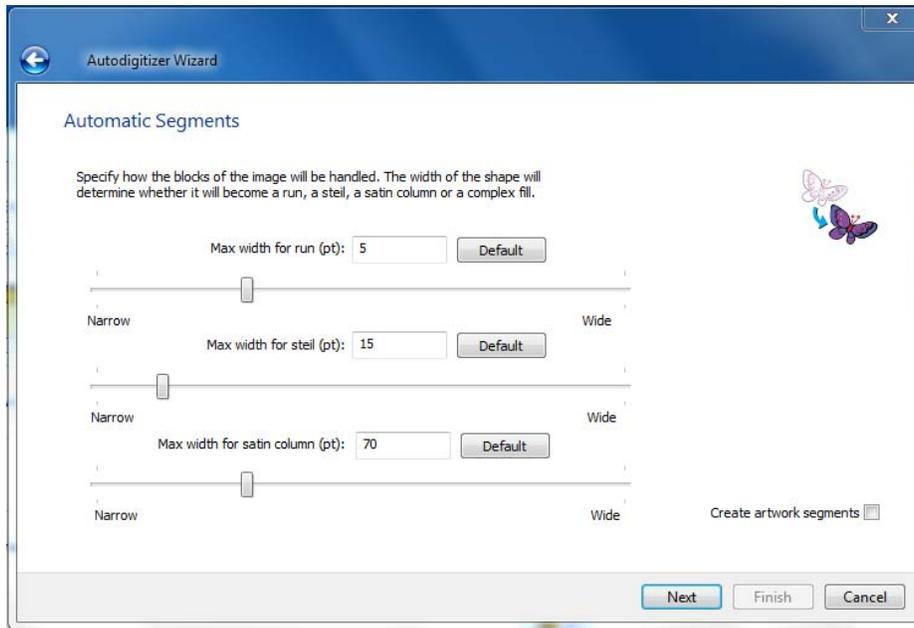


In the Area column, the Match Colors window also displays the percentage of the image that is covered by each color.

Color Reduction: You can reduce the number of colors in the design manually by dragging and dropping the color swatches between rows in the Match colors dialog. This allows you to combine blocks of similar color value, thereby reducing the number of thread colors required. Using this function, you now have unprecedented control over the process of reducing colors. (Note that you can still use the "Threads to use" slider control to reduce the number of colors automatically.)

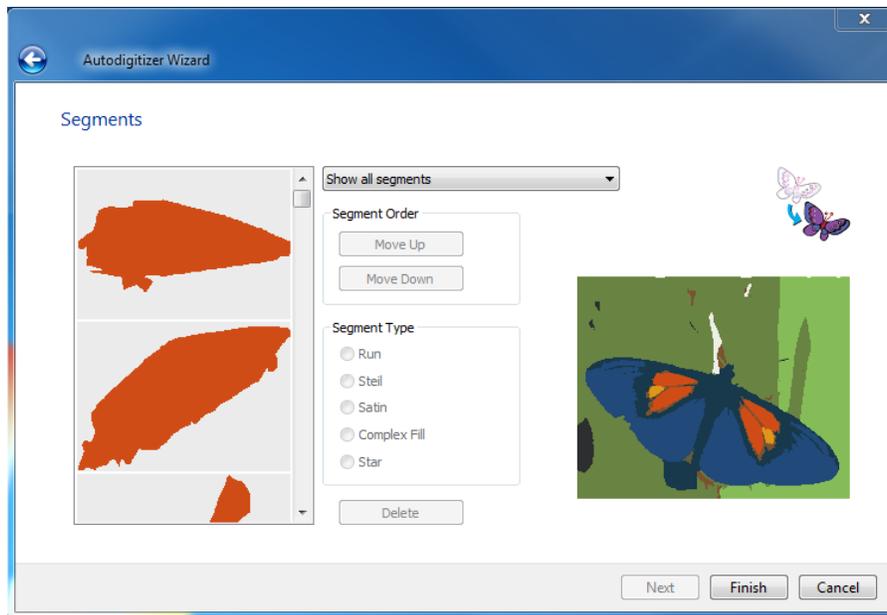
Judgment tolerance: The Autodigitizer wizard automatically chooses different stitch types to apply, depending on the shapes that it encounters in the image to be digitized. Effectively, what happens is that long, narrow parts of the image will be digitized as either Run, Steil, or Satin (anything larger than a certain defined width will be digitized as a Complex Fill). Which of these three types will be used for the narrow parts of the image will depend on the actual width (in mm.) of the color segment to be digitized

The user interface for this step has been changed to ease the process of setting the thresholds for digitizing color blocks. You will see sliding controls that determine which stitch type will be applied to any given width of color block in the image.



Create Artwork: There is an option to turn the image directly into Artwork (vector outlines, with color information attached) directly, bypassing the generation of stitches.

Segments list: There is now a Segments window in the Autodigitizer window, which adds extra functionality to the wizard. You can see all the individual segments before committing to generating the stitches. You can alter the sewing sequence of the design in this window by selecting a segment and clicking on the “Move Up” or “Move Down” buttons (similar to the Sequence View in the main workspace).



You can also select a segment and change its stitch type (for example, you could make a run into a Steil), or remove a segment completely by deleting it.

Product level availability: All levels

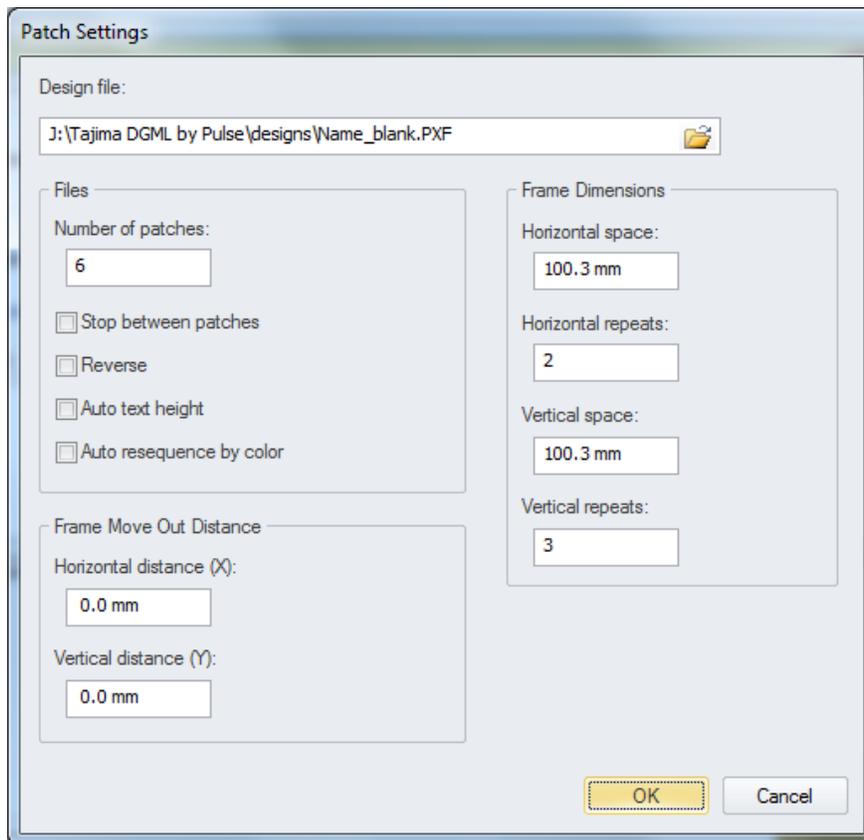
3.8 Working with the Patches Wizard

The Patches Wizard automates the task of placing a number of designs into one embroidery frame. For example, you could use the same name design for a school team's warm-up suits with the school's logo and the team member's name on the jacket. For customers familiar with previous versions of Tajima DG/ML by Pulse, the Patches wizard replaces the functionality of the Move and Copy wizard in earlier versions.

To open the Patches Wizard, select File–New to open the New Document dialog, and then click on the Patches icon.

To use Patches:

1. Create and save the design you want to use as the basis for the Patch Frame.
2. Do one of the following
 - Choose File—New.
 - In the File toolbar, click New You see the New Document dialog.
3. In the Special Projects area of the dialog, click on the Patches  icon.
You see the Patch settings dialog.



4. In the Design file field, browse to find the design file you want to base the patches on.
5. In the Number of Patches box, enter the number of copies you want of the design.
6. Check one or more of the following optional setting boxes in the dialog:

- Select **Stop between patches** to insert a stop command between the sewing of each patch.
- Select **Reverse** to sew the patches from bottom to top (left to right) rather than the traditional top to bottom (left to right).
- Select **Auto text height** to set the lettering height to fit the design frame.
- Select **Auto resequence by color** to resequence the patches by color.

7. Define the patch frame dimensions.



The dimensions that you enter must take into consideration the size of the design you are basing the patch on, so as to avoid overlap.

8. Enter the Vertical space required to fit the patch.

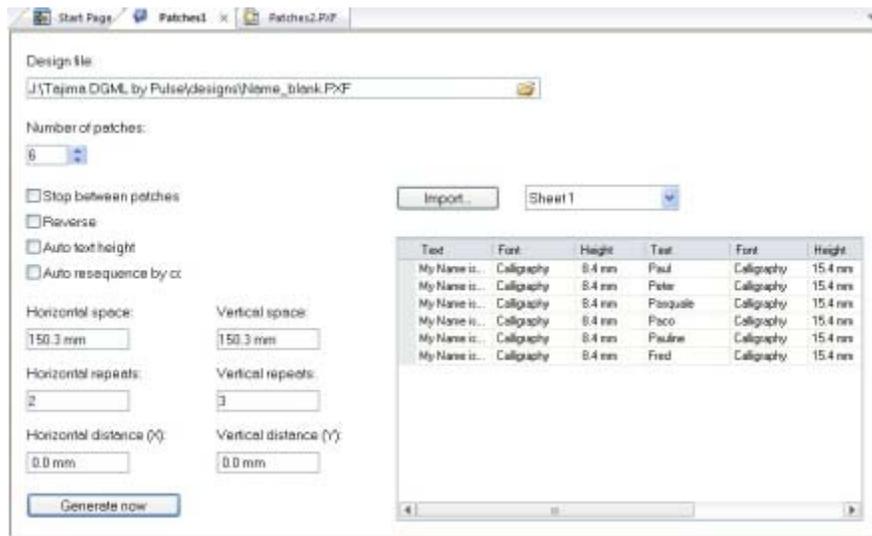
- In the Vertical repeats box, enter the number of rows of patches to create.
- Enter the Horizontal space required to fit the patch (by default, set to 100.3 mm/3.95 in).
- In the Horizontal repeats box, enter the number of columns required.

You only have to enter the horizontal and vertical spacing for the patch dimensions once because the system stores the spacing from session to session.

9. (Optional): Include a “Frame Out” distance to displace the frame away from the needles when sewing has completed; this is to make it easier to remove the finished work. Set the horizontal (X) and vertical distance (Y) in the Frame Move Out Distance area of the Patch Settings dialog.

10. Click Okay.

The Patch settings dialog will close, and a new tab will open in the main workspace, containing the patch information.



You can further modify the patch settings in this tab. In addition to all the settings described in steps 4 to 9 above, this tab also contains a table that allows you to enter the specific names and/or numbers that you wish to sew onto the patches.

11. There are two ways to enter the text for patches; manually, or by importing it from an Excel spreadsheet. (Note that, in order to import the text, you must have Microsoft Excel installed on your computer.)

12. To enter the patch text manually, click in each cell in the text column, and type in the text.

13. To import text information from an Excel spreadsheet:

- Click the Import button.

A Windows browser window appears.

- Browse to the directory containing your Excel file.
- Select your file, and click Open.
- If required, select the appropriate worksheet from the drop-down list to the right of the Import button.



If the text in the file you are importing contains characters that are not in the font specified in the Patches table, you will see an error message. The file will still be generated, but it may be missing some of the letters.

The text information will be entered into the table.

14. You can also modify the Font, Font Height, and orientation of the patches in the table.

- In the Font column, select a particular font for each patch.
- In the Height column, enter a new height value or change the existing height value for each patch.
- In the Flip column, select **Yes** to flip the patch.
- In the Mirror column, select **Yes** to mirror the patch.

15. Click Generate Now button.

The Patch design will open in a new tab.

Product level availability: All levels

3.9 Working with Lettering Templates

Templates allow you to create a model to make a number of similar designs. In a template, each lettering or design segment is treated as a unit that can be replaced. For example, a lettering segment can be changed so that it uses a different font or text, but the segment appears in the same place as the model.

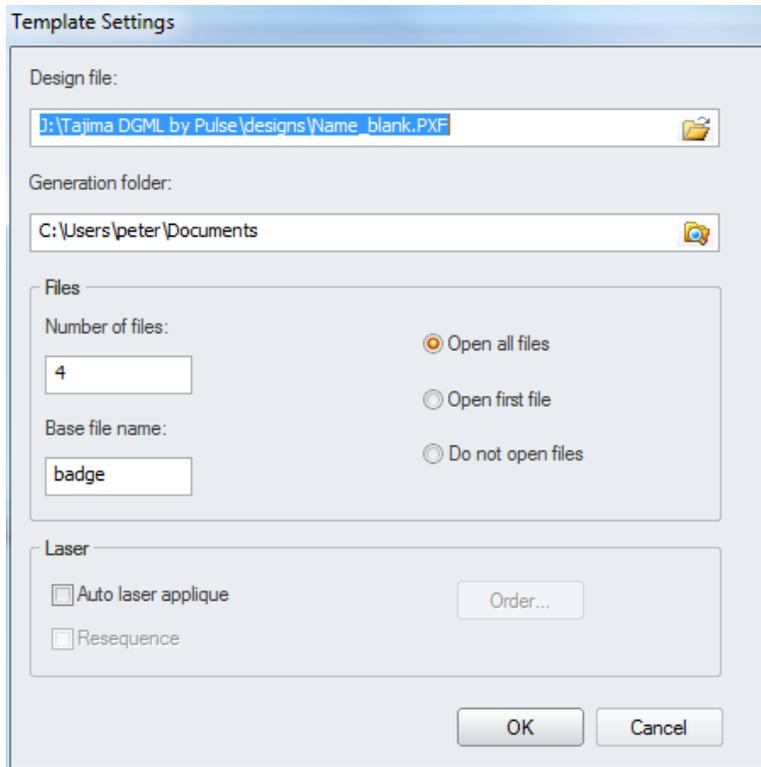
To create & apply a Template:

1. Create the design you want to use as a basis for the Template; using the text tools, include some "placeholder" text in the design.
2. Save the design.
3. To create the template, do one of the following:
 - Choose File—New.
 - In the File toolbar, click the New button.

You see the New Document dialog.

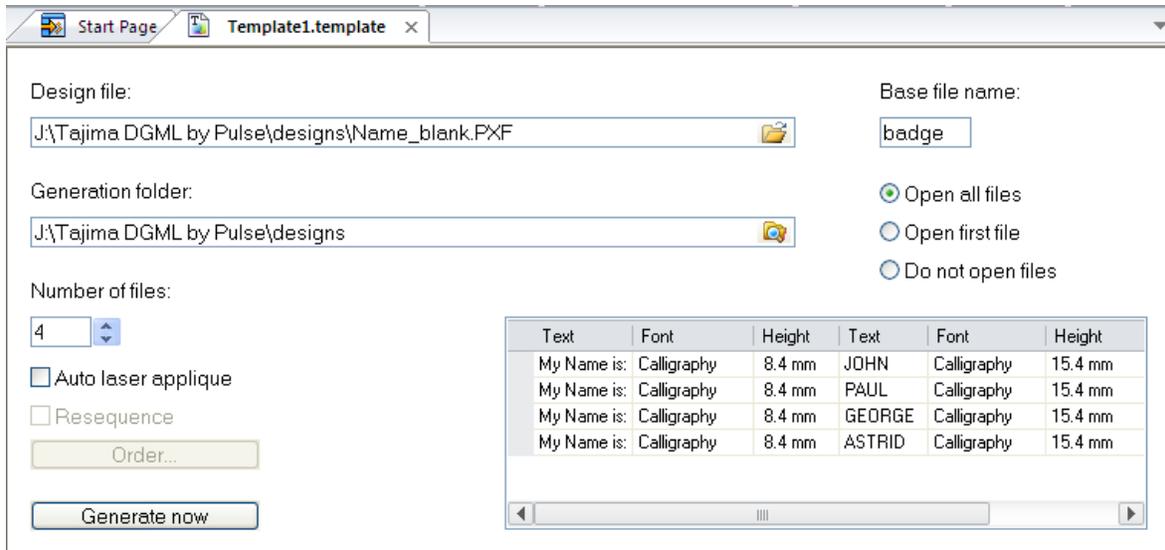
4. In the Special Projects area, click on the templates  icon.

You see the Template Settings dialog.



5. In the top field of the Template Settings dialog, browse to the directory of the design file you wish to use as a template.
6. Select a folder to use as the destination folder for the finished files.
7. In the Number of Files box, enter the number of different designs you need to create from this template.
8. In the Base Filename box, enter the common name, or prefix, for all the designs.
9. Select one of the following options:
 - Open All Files: Each file will open (in its own tab) in the workspace.
 - Open First File: Only the first of the files will open.
 - Don't Open Files: The files will be generated, but not opened.
10. Click OK.

The Template settings dialog will close; a tab for the Template will open in the workspace, containing the specified settings. If desired, you can also change these settings (such as the number of designs to be created, or the location of the destination folder) in the template tab.



The Template tab also contains a grid, displaying a row for each of the files you will be creating from the template.

Text	Font	Height	Text	Font	Height
My Name is:	Calligraphy	8.4 mm	JOHN	Calligraphy	15.4 mm
My Name is:	Calligraphy	8.4 mm	PAUL	Calligraphy	15.4 mm
My Name is:	Calligraphy	8.4 mm	GEORGE	Calligraphy	15.4 mm
My Name is:	Calligraphy	8.4 mm	ASTRID	Calligraphy	15.4 mm

11. In the grid, enter the names you want to assign to each design, individually in the appropriate text field
12. (Optional) You can also change the font and/or lettering height of each name individually, by selecting the appropriate cell in the table.
13. Click Generate.

The specified files will be generated, and saved to your destination folder; depending on what setting you choose in step (8), one or all of the files will open in your workspace.

14. To save the template for re-use at a later time, click the Template tab again, and choose File—Save as.

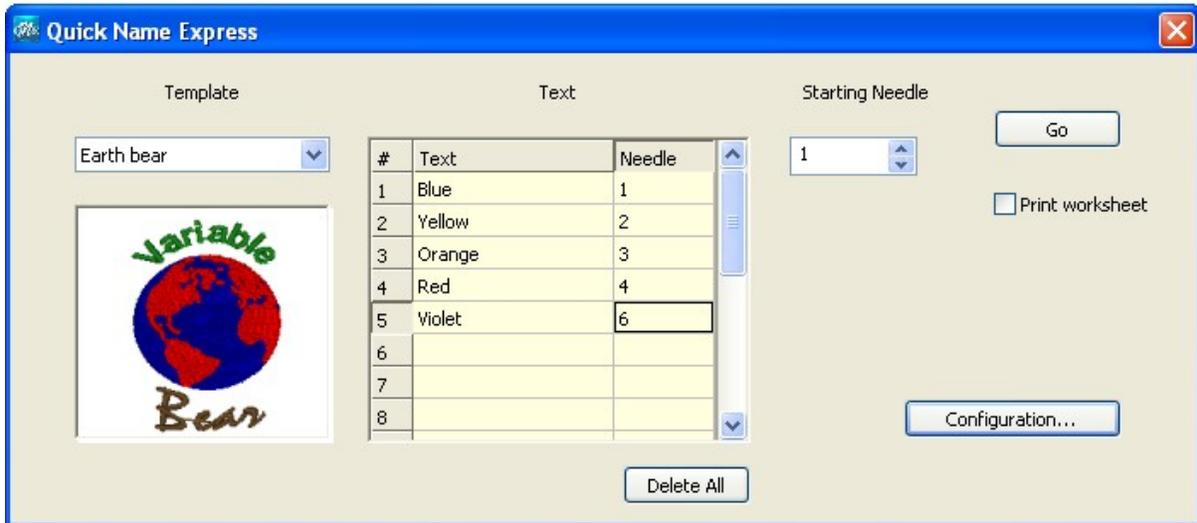
Templates are saved as their own special file type, a “Template Definition file” (.template); to make other designs based on this template, open it directly in Tajima DG/ML by Pulse*

Product level availability: All levels

3.10 Quick Name Express

Quick Name Express is an option that allows you to quickly create a number of similar embroidery designs all at the same time, using a template. This template is an embroidery design which includes at least one segment of text (as a placeholder) plus whatever additional designs and/or text that is required.

Using the Quick Name Express application window, you can input a list of text strings (for example, names) into a table. These will then be substituted in for the placeholder text in the original template; the program then outputs a separate file for each name, and then saves these files in a separate folder.



As well as changing the name for each design that is output, you can also customize the color of the lettering for each design, by changing the needle number associated with that string.



Important: Quick Name Express will only substitute for a single text string; if there are two or text segments in the template, it will change the first one, but not any of the subsequent ones.

Therefore, in the template, the text segment that you want to change must be set up so that it is first in the sewing order.

Although Quick Name Express is one of the options to Tajima DGML by Pulse, it operates as its own, separate Application. To start Quick Name Express, go to the Start Menu on your computer, and select All Programs–Tajima–DGML by Pulse 14–Quick Name Express.

Option to Composer and higher

4 Stitch Types and Settings

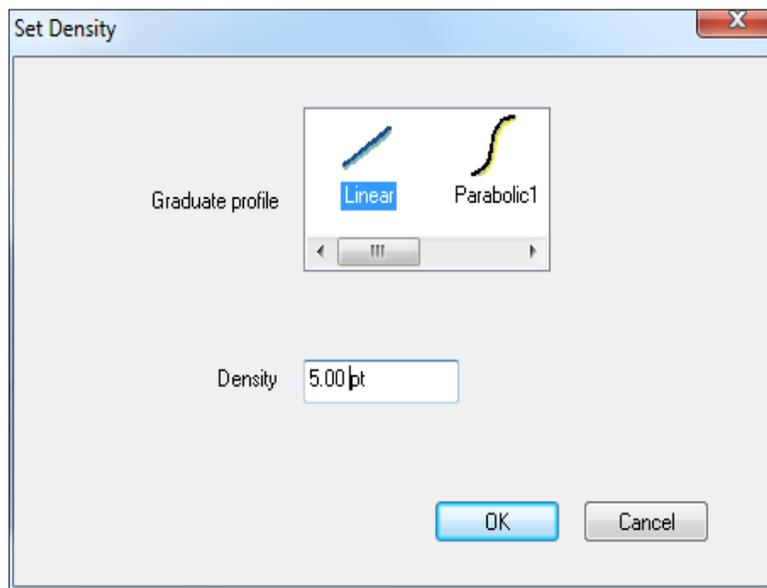
4.1 Variable Density

The Variable Density setting for segments allows you to generate Satin and Fill segments with a density that changes within the segment. To vary the density, you set a Graduate Profile (to determine the way in which the density changes), and a Density Shift (which determines the amount of density varies from the segment's original density. The variable density is set at the angle lines of the segment.

4.1.1 Variable Density for Satin Segments:

To add variable density to a satin segment, perform the following steps:

1. In a Satin or fill segment, select the Angle Line tool.
2. Hover over one of the end points in the Angle Line in the segment that you wish to change, and right-click; choose Set Density from the context menu. This will open up the Set Density dialog.



3. Set the density profile: choose from one of the pre-set density profiles. These determine the manner in which the density changes.

Linear: The density change is uniform.

Parabolic1 and Parabolic2: Density changes at different rates, depending on the part of the segment.

Step1 and Step2: The density change occurs all at once, at the angle line.

4. Set the difference in density. In this box, set the desired amount of difference between the start and finish of your density gradient. Note that the value you type here can be positive or a negative number, depending on whether you want to have an increasing or decreasing density.
5. Regenerate the segment.

Product level availability: Maestro

4.1.2 Variable Density for Complex Fill Segments

When applying a density variation to a complex fill segment, the procedure is somewhat different from the procedure for Satin segment; rather than making the change at the direction line, there is a special tool for adding beads, the Density Line tool. When you activate this tool, the Density Line appears in the Complex fill segment – this line connects the extremes of the segment. You use the Density Line tool to add beads to it, and then set the density changes that you want to have at those points.

1. Select a complex fill segment, using the Select tool (or create a new complex fill segment).

2. From the Path Edit toolbar, select the Density Line  tool.

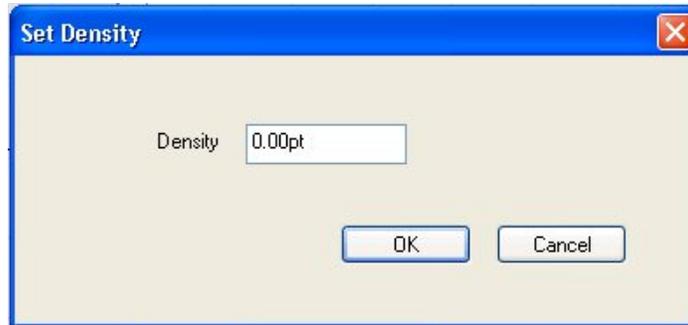
The density line will appear in the selected segment; this line is drawn automatically, such that it connects the furthest extents of the segment.

3. Mouse-over the density line, right-click, and choose, “Add density bead” from the context menu.

A square Density bead  is placed on the density line.

4. Right-click on the bead, and choose “Set density” from the context menu.

You see the following dialog.

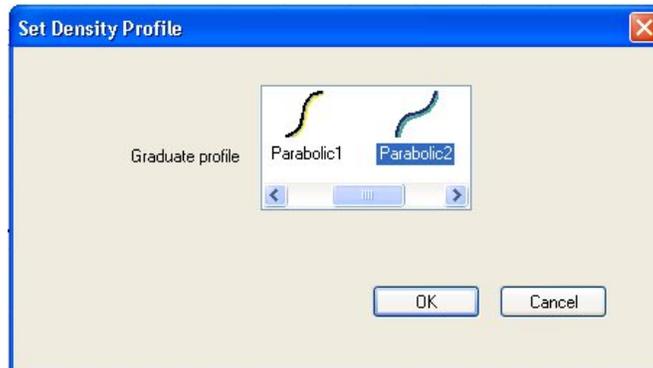


5. In the Density field, enter the value of the change in density that you want to apply to the fill.

6. To change the density profile (that is, the manner in which the density will change between beads), right-click on the Density line, in the area of the complex fill where you want the density change to take place.

7. From the context menu, select “Set density profile”

You see the following dialog:



8. Choose one of the density profiles:

Linear: The density change is uniform.

Parabolic1 and Parabolic2: Density changes at different rates, depending on the part of the segment.

Step: The density change occurs all at once, at the bead.

9. To set more density changes within the same complex fill segment, repeat steps 3 – 8.

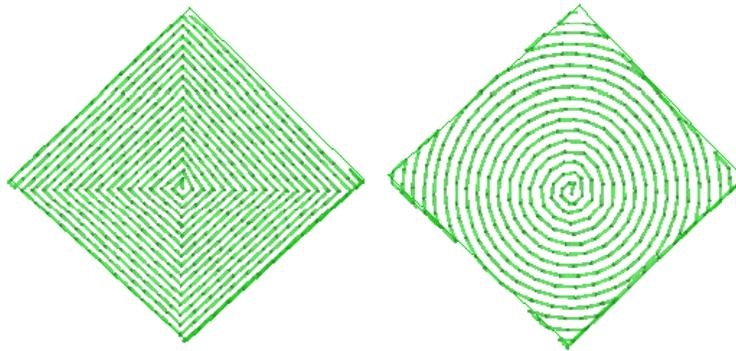
10. Press G to regenerate the stitches.

Product level availability: Maestro

4.2 Spiral Fill

The Spiral Fill is a new fill tool that creates a segment that fills the digitized outline with linear (run-type) stitches. It looks somewhat like a contour stitch, except in the Spiral fill pattern, the stitches are laid out in one continuous run, "spiraling" out from a central point.

With the Spiral fill segment, you have the option to have the stitches run parallel to the punched outline, or run parallel to a custom shape, like a circle.

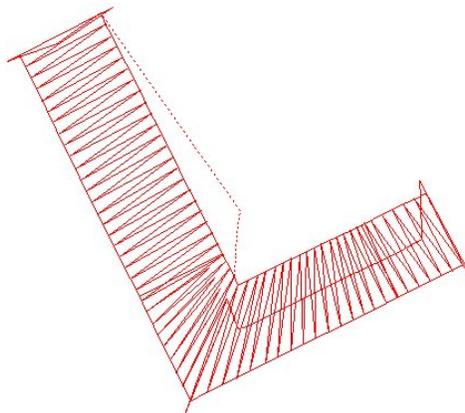


Product level availability: Maestro

4.3 Extend Stitches at Corners and Ends

There is a new option available that allows digitizers the option to extend the length of the stitches in a satin column at corners and ends. In certain situations, this can help to make corners and ends look sharp and crisp.

Corner and end extended stitches is applied to the satin by way of the Properties panel; choose Selection Settings—Satin—Stitch Quality.



Under stitch quality, check the boxes to apply extended stitches – either to corners or ends (or both) as required. Also, within the Selection Settings, you can apply the following conditions to the extended corner or end:

Length (applies to both corners and ends): Determines the amount of extra length that is added to a stitch when Extended corners/ends is applied.

End Extension type: Choose the side of the segment that the end extension will apply to; the A side, B side, or both sides.

Corner Extension Min. angle/Max. angle: These two settings determine the limits on what is considered a corner, for the purpose of adding extended stitches. Extended stitches will be added when the angle of the corner is greater than the Min. Angle, but less than the Max. Angle. (Default setting is Min. angle = 30° and Max angle = 100°).

Product level availability: Illustrator Extreme

4.4 Fix Gap

A new setting called Fix Gap has been added to the Quality Control tab of the satin segment settings. This function works with Automatic Overlap and will be available only when Automatic Overlap is activated. When activated, this function adds extra stitches to the adjoining ends of branched segments. These stitches are intended to cover areas that may show a gap when stitches are sewn at the same angle from two different directions.

The following settings can be adjusted for Fix Gap:

Fix Gap: Check this box to enable the setting.

Repeats: The number of repeats lines of stitches being used to cover the gap; default is 1.

Angle Tolerance: The maximum angle between the satin lines to that will activate the function. The default is 20 degrees.

Product level availability: Maestro

4.5 Center Run Underlay

Center Run is a new type of underlay that has been added in version 14. This creates a line (or repeated lines) of stitches running along the exact center of a column, regardless of its shape or width.

To add Center Run underlay, check the “Center run underlay” box, located in the Underlay  tab of the Selection Settings. **Note:** this type of underlay applies only to satin columns.

Product level availability: All levels

4.6 Smart Join Mode

The Smart Join mode automatically updates the start and stop locations of consecutive segments in the sewing sequence, such that the closest point connections are made. This minimizes the length of any connections that must be made between adjacent segments.

There are two situations to which Smart Join mode can be applied:

- When digitizing new segments. In this case, the start/stop points will automatically be placed at the points of closest connection, as you create them.
- Retroactively, to existing segments. In this case, the start/stop points will be moved to the points of closest connection, when you invoke the Smart Join mode.

To use Smart Join Mode when digitizing:

1. Do one of the following:

- Select Segment—Smart Join mode
- Press Ctrl + J on your keyboard.

2. Digitize your segments as usual.

The entry and exit points will line up to the points of closest connection, as you add new segments.

To apply Smart Join Mode to existing segments:

1. Using either the Select tool or the Lasso Select tool, select the segments.
2. Do one of the following:
 - Right-click the segments and choose Auto—Smart Join Mode from the context menu
 - Press Ctrl+Shift+J on the keyboard.

4.7 Quotation Estimator

The Quotation Estimator (open under Tools-Quotation Estimator Wizard) is a Wizard-type tool which collects specific information about a design, and then calculates a detailed job estimate. The Quotation Estimator Wizard incorporates the important design parameters, allows you to add pricing information, and then makes a printable sheet that you can send to the customer.

When the Quotation Estimator Wizard does the estimate, it uses the following design parameters:

- Number of: stitches, trims, color changes, stops, and appliqués;
- The machine speed;
- Number of heads required;
- Time required for each trim and color change;
- Machine set-up time.

Set machine settings

Machine settings to be used for quotation estimation

Machine speed:

Number of heads used:

Time for a trim:

Time for a color change:

Machine setup time:

The Quotation Estimator Wizard also has a panel that allows you to set the price per unit, and to allow for pricing that varies with the scale of the job.

From	To	Price/1000St
1	10	1.00
11	30	0.80
31	max	0.70

There is also the option to go into greater detail with the quotation, and include additional costs such as those arising from operational concerns (e.g. the use of special equipment, such as cap or cylinder frames), extra material costs (non-standard thread types, backing), or the cost of digitizing the design.

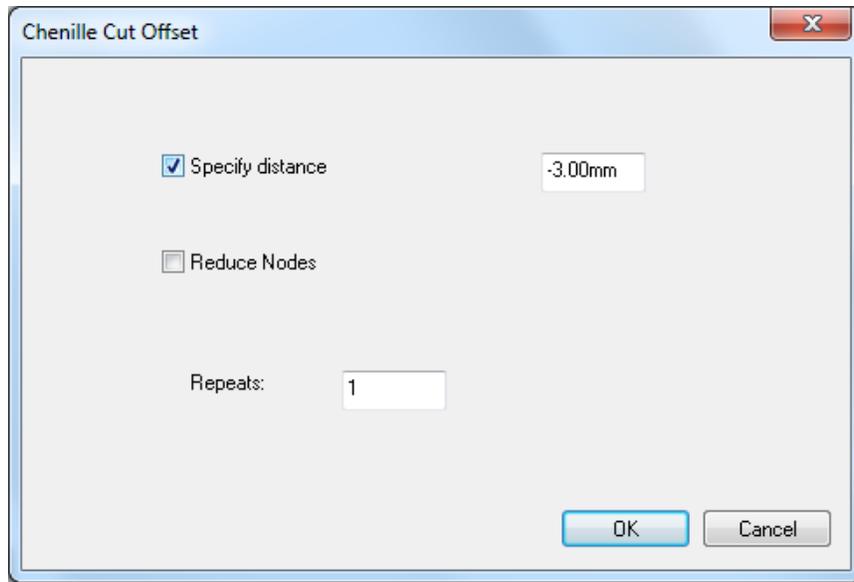
The Quotation Estimator Wizard then records the customer's contact information, which can be included on the print-out. If you wish, the Wizard also allows you to create a simulation of the design, as it will look on a garment, and include this image in your Quotation sheet.

Product level availability: Creator and higher

4.8 Chenille Cut Outline

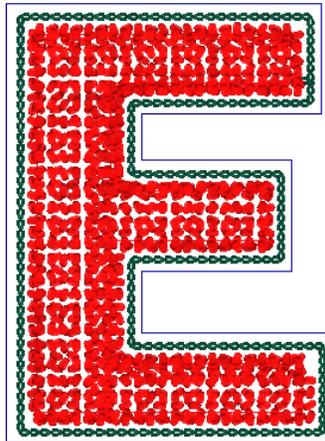
The new Cut Outline option creates an outline (or outlines) around a Chenille segment. This outline is an Artwork (i.e., vector graphic) segment that matches the edge of the selected Chenille, but is offset by a small distance.

To create a Chenille Cut Outline, first select the chenille with the Select tool, and then right-click to bring up the context menu. From this menu, select Shape—Chenille Cut Outline, which will open the following dialog:



To determine the distance from the Chenille segment to the cut outline there are two options: You can set the offset by checking the Specify distance box, and then typing the distance (in mm.) into the box in this dialog.

- Alternatively, you can just OK the dialog to close it, and then click in the workspace at the point where you think the cut needs to be placed. (Hold down the mouse button and drag to make fine-scale adjustments to the placement of the cut line.)



A chenille segment with a Cut outline (in blue) added. The chenille chain has an offset of 3.00 mm (in this instance), so the outline offset has been set to 5.00 mm to clear it.

Another setting on the Chenille Cut Offset dialog allows you to set number of times the outline is repeated (this defaults to 1, but more can be set, if required.) Subsequent cut outlines will be offset by once again as much distance as the first outline (so if the first is place 3 mm. away from the Chenille segment, the second will be at 6 mm, and so on.



The Chenille Cut Outline will be offset based on the outline of the Chenille segment, rather than the edge of the stitches of the Chenille. The chain, moss, or lattice stitches of the segment may already have a degree of offset from this outline, based on the settings in the Chenille properties. So, you may have to take these offsets into account when adding your Cut line offset.

The Cut Outline artwork segment created can then be converted to any type of segment (such as a Laser Cut, or a run stitch) that the operator can use to cut the chenille felt.

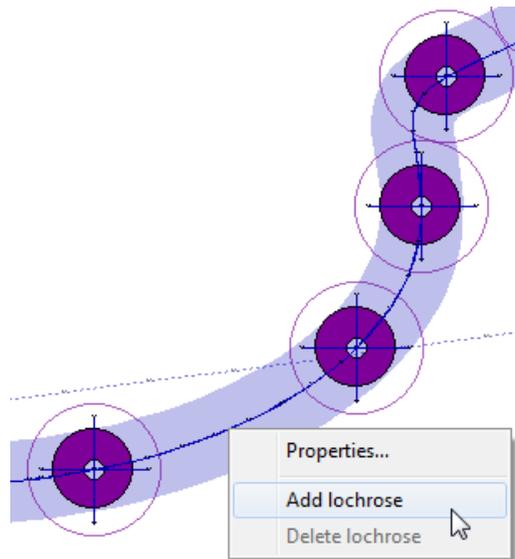
4.9 Lochrose Stone tools:

New tools are available as an option to Tajima DG/ML by Pulse, for use in placing Lochrose sew-on stones. There are three different tools relating to these stones:

Lochrose Freeplace 🧠: This tool allows you to place stones as part of a run sequence, using any of the applicable digitizing modes (Bezier, Quickdraw). The spacing of the run stitches, and other parameters (such as lock stitches) are determined automatically through the properties panel.

Manual Lochrose 🧠: Works very much like the Manual Stitch tool, in that needle penetrations are placed wherever you click; however, when the Manual Lochrose tool is active, hitting the Tab key will place a Lochrose stone along the path with the next click. Tack-down and lock stitches are not created automatically, and must be punched individually by the digitizer.

Edit Lochroses 🧠: This tool allows for the editing of Lochrose stones on completed Freeplace Lochrose segments (does not apply to Manual Lochrose segments). Stones may be added, deleted, or moved along the path with the Edit Lochroses tool.



Adding a Lochrose stone to an existing Freeplace Lochrose segment; first, hold the pointer over the desired place on the segment, and then right-click. This will open the context menu, allowing you to add a lochrose.

Similarly, when you hold the Edit Lochrose tool over a stone that is already in place, you can right-click and choose "Delete lochrose" to remove it.

4.9.1 Creating a Freeplace Lochrose Segment

The Freeplace Lochrose tool allows you to digitize a segment while placing stones along the segment. This works much like the manual digitizing tools, except that you can place stones by holding down the **Alt** key while digitizing.

The Freeplace Lochrose tool creates a segment that includes the both the Lochrose placement stitches and the tack down stitches.

To use the Freeplace Lochroses tool:

1. Select the Freeplace Lochroses tool.
2. Choose a drawing mode for creating your path.



QuickDraw or Bezier modes work best when placing Lochrose stones.

3. Create the path as usual by clicking to place anchor point; press the Alt key at each point that you want to place a stone.

You see a path with "ghost outlines" where the Lochroses have been placed.

4. To add additional Lochrose stones between anchor points on the path, hold down the Alt key while clicking on the path.
5. Press **ENTER** to complete the segment.

4.9.2 Creating a Manual Lochrose Segment

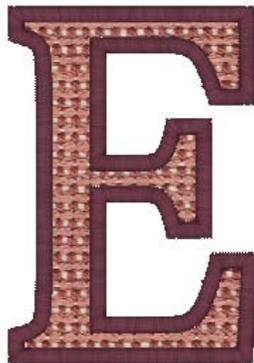
The tool works by toggling back and forth between two modes - placing manual stitches (just like using the Manual stitch tool) and dropping stones. The tool starts out in the stitch mode, and you toggle into the sequin mode by pressing the spacebar. After each sequin is placed, the tool automatically switches back to manual mode, so that the tack-down stitches may be placed.

To place stones with the Manual Lochrose tool:

1. In the Digitizing toolbar, click the Manual Lochrose tool.
2. Click the design workspace to place the anchor points (manual stitches).
3. To change into drop stone mode, press and release the space bar.
The point changes to an outline of a stone.
4. Move the stone outline to the desired position and left-click.
The stone is placed on the design, and the cursor changes back to a cross, showing that you are again in manual stitch mode.
5. Use the manual mode to place tack-down stitches between the edge of the stone and the center
6. Proceed to the next location where you wish to place a stone, and repeat steps 2-5 until all stones are placed.
7. Press **ENTER** to complete the segment.

4.10 Appliqué fabric preview

Use the Appliqué Fabrics setting (located in the Properties panel) to add a fabric background to an Appliqué segment. This can simulate the effect of having real fabric in the segment, appearing right in your workspace.



You can use either the fabric images supplied with the software, or import your own images to use as fabric background. You can import images for this using the Appliqué Fabrics dialog (Tools—Manage—Appliqué Fabrics). This allows you to import image files into the Appliqué Fabrics folder on your computer. You can use image files in any of the following formats: *.bmp, *.jpg, *.png, or *.gif. Tajima DG/ML by Pulse will convert the image file to the correct format to use as an appliqué fabric fill.