

How to use the Simple Area Tool

The Simple Area Tool creates a closed shaped object that, when generated, is filled with stitches. Many different types of simple shapes and, some just a bit more difficult can be made using the Simple Area Tool. Like other tools, areas are created using mouse clicks and mouse movements completely enveloping the shape so that stitches fill the area.

NOTE: Although Design Maxx offers Zig Zag stitch only for the Simple Area Tool, advanced levels offer other types such as Uniform Pattern as well as Special Stitches. We are going to discuss the Zig Zag stitch type, settings as well as stitch alterations that can be made in the Properties, also known as the Object Inspector.

1

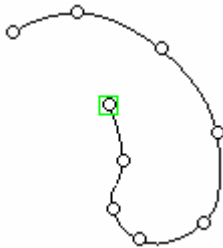
Click on the pull-down menu next to the Simple Area icon to select Simple Area with Zigzag. Or, you can just click on the Simple Area icon to activate the tool.



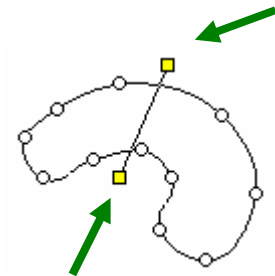
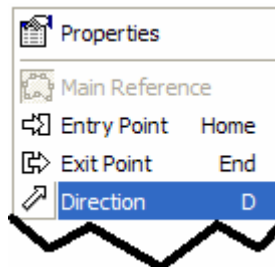
Simple Area with Zig-Zag

2

OUTLINE OBJECT

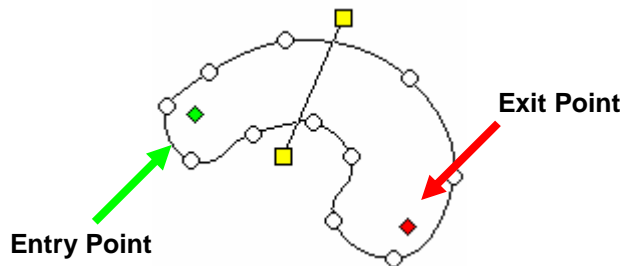
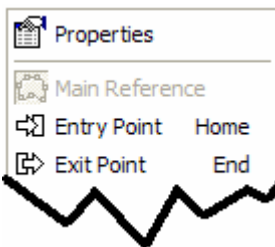


CLOSE OBJECT AND ADD A DIRECTION LINE



Right click on the grid area and select Direction. Left click for the anchor point of the Direction line then move across the object and left click to form the opposite side.

ADD ENTRY AND EXIT POINTS



Right-click on the design area and select ENTRY Point (Green) to determine the place where you want your object to start sewing. To choose where it finishes sewing, repeat process with EXIT Point from same menu.

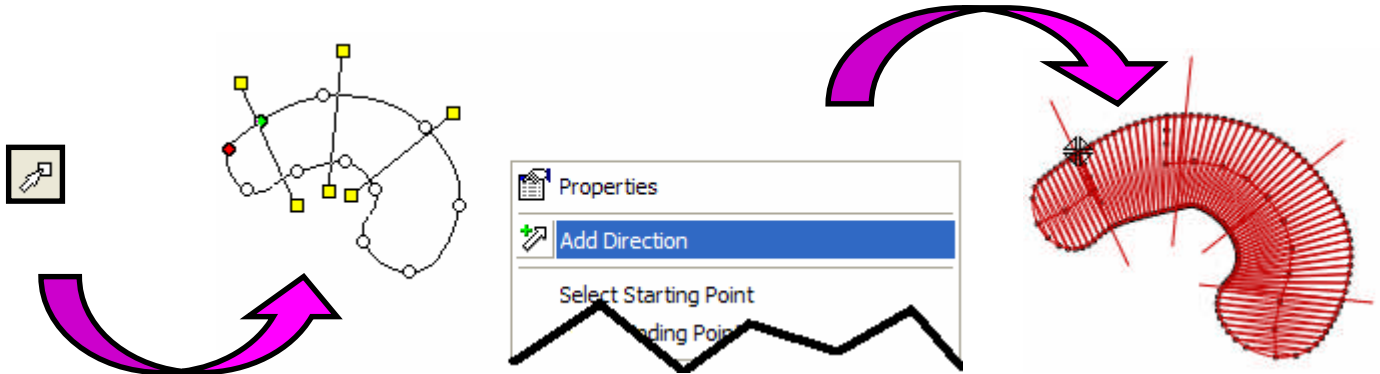
GENERATE SECTION TO FILL WITH STITCHES



Once the Entry Point, Exit Point and Direction line have been added to the object, you can generate the section by clicking the Lightning Bolt (see icon on the left). Once generated, the object will fill in with stitches (graphic on the right)



NOTE: The Simple Area can have many Direction lines, which can be added either while the object is being created or after the object has been finished.



The illustration above shows Direction lines that have been added AFTER the section has been created. To add additional Direction lines >> click the Edit Section icon >> click the object >> RIGHT-click the design area >> choose Add Direction >> enter the two points needed to determine the Direction line. The stitches will then follow the angle of the Direction lines (see finished section on the right).

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EDIT OBJECT

Click the Edit Section Icon



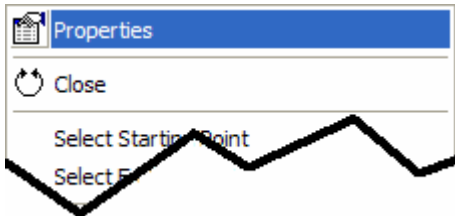
AND

Click the section then click on the Object Inspector



OR

Right-click on the design area and select Properties from the fly out menu.



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OBJECT INSPECTOR (PROPERTIES)

In the Object Inspector (Properties), notice the functions available when different icons are clicked. We will discuss the different Stitch Function Headings where changes can be made to our created object.

Tool Bar

Quick View

Hint: Clicking the icons at the top of the Object Inspector offers an At-A-Glance view, such as the Toolbar and the Properties Quick View. Using the quick mode, many commonly used tools are at your fingertips, and settings can be changed quickly.

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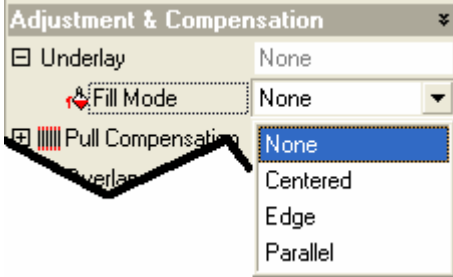
Main Tab – FILL TYPE, COLOR & DENSITY

Fill Mode	Zig-Zag	→	Stitch Type Selected
Color	1	→	Color of the Current Object
Density	5.00 lines/mm	→	Density of Section Selected. Note: 10 pts = 1 mm
Spacing	0.20 mm	→	Distance between Stitches
Z Stitches	No	→	Ability to create zigzag stitches that sew like a “Z”

Note: the Spacing setting will automatically change when a new number is entered in the Density box. **Both settings, while technically different, basically measure the same parameter >>> stitch density.** Spacing is the distance between rows of thread, while Density is the actual number of rows of thread per mm.

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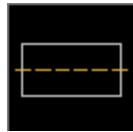
Adjustment & Compensation Tab – UNDERLAY



You will find the Underlay parameters in the Adjustment & Compensation section of the Object Inspector.
 Below we see three different types of underlay available. Each type has its own properties that can be further edited according to the material type that is being sewn.
 Note: The values in the boxes are representations only (not necessarily recommended for every material or stitch type).

CENTERED

Underlay	Centered
Fill Mode	Centered
Stitch Length	20 pts
Passes	1



EDGE

Underlay	Edge
Fill Mode	Edge
Margin	2 pts
Stitch Length	25 pts
Passes	2



PARALLEL

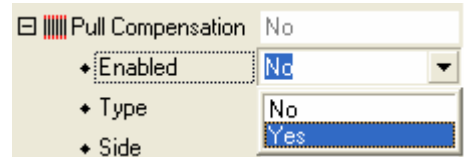
Underlay	Parallel
Fill Mode	Parallel
Margin	5 pts
Density	1.25 lines/mm
Spacing	0.80 mm
Max. Stitch Length	35 pts



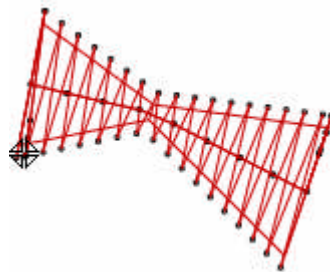
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Adjustment & Compensation Tab – PULL COMPENSATION

Adding Pull Compensation to a section will make the stitch wider, depending on the value and type of Pull Compensation used. Activate Pull Compensation from the “Enabled” menu.
TIP: Use Pull Comp to prevent “stitch sinking” on knits, particularly when sewing narrow columns.

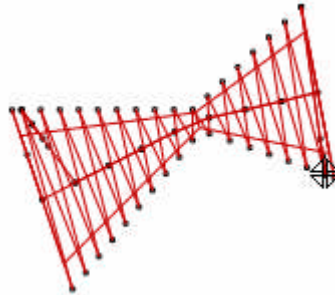


Pull Compensation	Yes
Enabled	Yes
Type	Fixed
Side	Both
Value	1 pts



Fixed Pull Compensation gives the stitch extra width, based on the value entered by the user. The extension from the wireframe remains the same throughout the object, regardless of stitch width.

	Pull Compensation	Yes
◆	Enabled	Yes
◆	Type	Proportional
◆	Side	Both
◆	Value	10 %

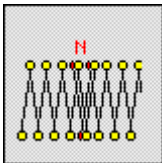


Just like the fixed version does, proportional Pull Compensation gives the stitch extra width as well. However, the compensation is based on the measurement of each stitch, so the extension from the wire frame varies based on such measurement. Generally speaking, the wider the stitch, more pull is added.

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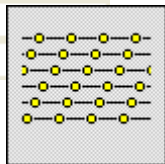
Adjustment & Compensation Tab – OVERLAP AND UNDER PATH

	Overlap	2 line(s)	Rows of stitches to overlap when segments converge (to avoid gaps on the stitching)
	Under Path	Yes	Set of stitches that travel within objects (to generate closest point connection).



Overlap is a good function to ensure gaps don't occur when opposite sections of the object meet. This is especially helpful when sewing on woven fabrics sewn on the bias. Generally speaking, two (2) lines is a good overlap value to use for most fabrics.

	Under Path	Yes
◆	Centered	Yes
◆	Stitch length	20 pts
◆	Edge Distance	10 pts



The Under Path is ALWAYS active. It is responsible for the "Closest Point Connection" between any consecutive sections. **The Under Path can be either centered, or set to travel along either side of an object, depending on the values entered.** While the default Stitch Length setting of 20 points is good for most situations, there are times when you need that length shortened to between 10 and 12 points, i.e. small lettering.

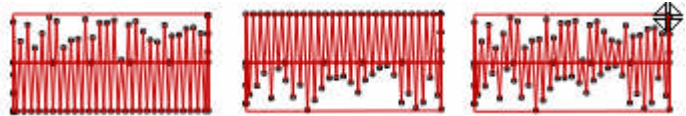
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Stitch Effects — RANDOM

Use Random Stitches to add jagged edges to your objects, using a factor ranging from 0% to 100% on either or both sides of Areas.

Stitch Effects		▼
	Random	Yes
◆	Enabled	Yes
◆	Side	Side A
◆	Value	50 %

- Side A
- Side B
- Both**



SIDE A SIDE B BOTH

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Connections & Functions — ENTRY POINT, EXIT POINT and CUTS

The screenshot shows the 'Connections & Functions' menu with the following options:

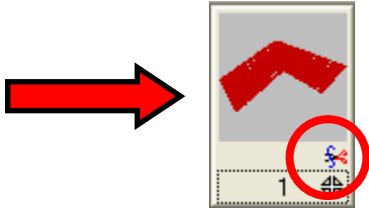
- ☑ Entry Point: Fixed at [-321, 62]
- ☑ Exit Point: Fixed at [255, 263]
- Control Before Section: None
- Control After Section: None
- Cut at the End: No (dropdown menu with options: No, Yes, Auto)

Expanded views of the 'Entry Point' and 'Exit Point' sub-menus are shown to the right:

- Entry Point:** Fixed at [-321, 62], Lock Stitches: 2, Lock Stitches Length: 10 pts, H: -321 pts, V: []
- Exit Point:** Fixed at [255, 263], Lock Stitches: 4, Lock Stitches Length: 10 pts, H: 255 pts, V: 263 pts

When editing an object to add Lock Stitches, these can be found in the Entry Point and Exit Point menus, under Connections & Functions. These menus offer information about the Entry and Exit Points of the selected section.

Trims can be added to the section using the “Cut at the End” function, located in the Connections & Functions menu. To view the inserted trim, open the Sequence View; a pair of scissors will appear at the lower right corner of the object icon.



DID YOU KNOW?

- Simple Area with Zig-Zag
- Simple Area with E Stitch
- Simple Area with EE Stitch
- Simple Area with Square Stitch
- Simple Area with Uniform Pattern
- Simple Area with Special Stitch
- Simple Area with Longitudinal Fill

These Stitch Types are available for Simple Areas in higher levels of Embroidery Office®.

SIERRA SAYS...

Use the Simple Area Tool if you want to outline sections with a Satin Stitch of varying widths. A Satin Stitch column should not be over ¼” wide; otherwise it will be vulnerable to snags. When available, use the Split Stitch option for a “bleed satin” look, which splits the column stitch at various intervals, thus reducing risk of snags.