


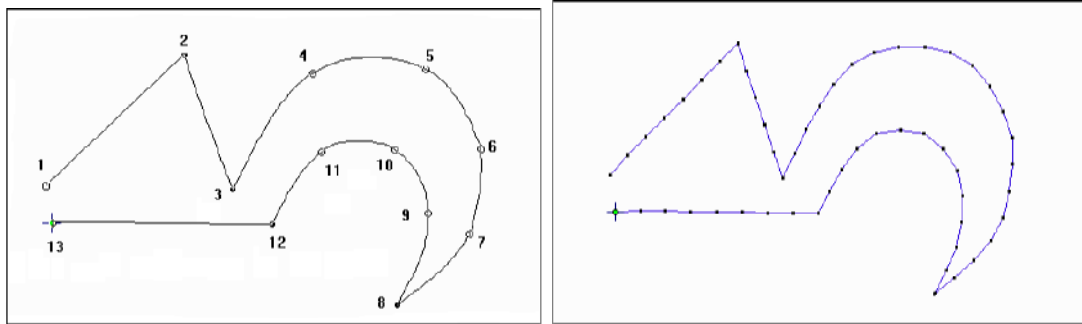
## MANUAL STITCH




**Manuel** - Move the cursor into position for your first digitized point. Click once, then move the cursor to the next input point. Continue until all desired points are input. The program will place a needle penetration on every digitized point unless the points are separated over the maximum stitch length. In many cases, the first point is an end point of an automatic program. This is the simplest way of recording stitches. A jump stitch (no needle penetration at the end of the travel path) is generated with right mouse click. All automatic programs begin at the last entered manual stitch or end point of the previous program.

## RUNNING STITCH

 **Running** – Running stitches are input in a single line, The Running automatic program places stitches automatically at specified millimeter intervals. Trace around the area on which you wish to have a running stitch and press ones the center button to calculate the stitches



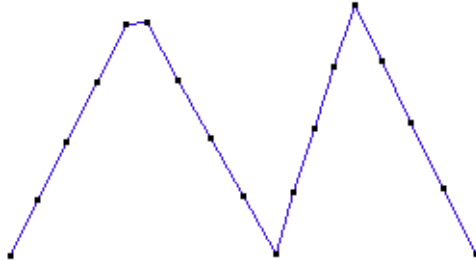
**FIGURE 4: RUNNING STITCH**

1. Click here  to start the running stitch program
2. Input with left mouse point 1 to 2
3. Double click on point 3
4. Right click to change from line to curve
5. Input with left mouse point 4 to 7
6. Double click on point 8
7. Input with left mouse point 9 to 11
8. Double click on point 12
9. Left click to change from line to line
10. Input with left mouse point 13
11. Confirm with the middle button



### Corners

Double clicking on the required position of the corner produces corners in the contour. Cutting corners off a design change the overall appearance of the design. This option specifies whether angles in the stitch have sharp or flattened points.



By pressing the right mouse button the popup menu appears and the existing points or corners can be changed. Corners are displayed on the screen as black dots.

### **BRANCHING**

Hold the center button pressed to activate the **Branching** mode, if desired, Branching is a powerful feature within Accurate4 which allows you to attach several sections together to be sewn as a unit. Refer to the section on Branching for a description.

### **RUNNING RING**

Choose the “Ring satin” from the Program list box, position the tip of your cursor where you want to anchor the circle or ellipse. Drag your mouse to create a circle or ellipse around the area you want to. The circle or ellipse is completed as soon as you release the mouse button. This concludes the circle input



### Tips

Hold down CTRL and drag diagonally. Ensure that you release the mouse button before releasing CTRL button.

#### **1. Deleting points while still in Digitize mode**

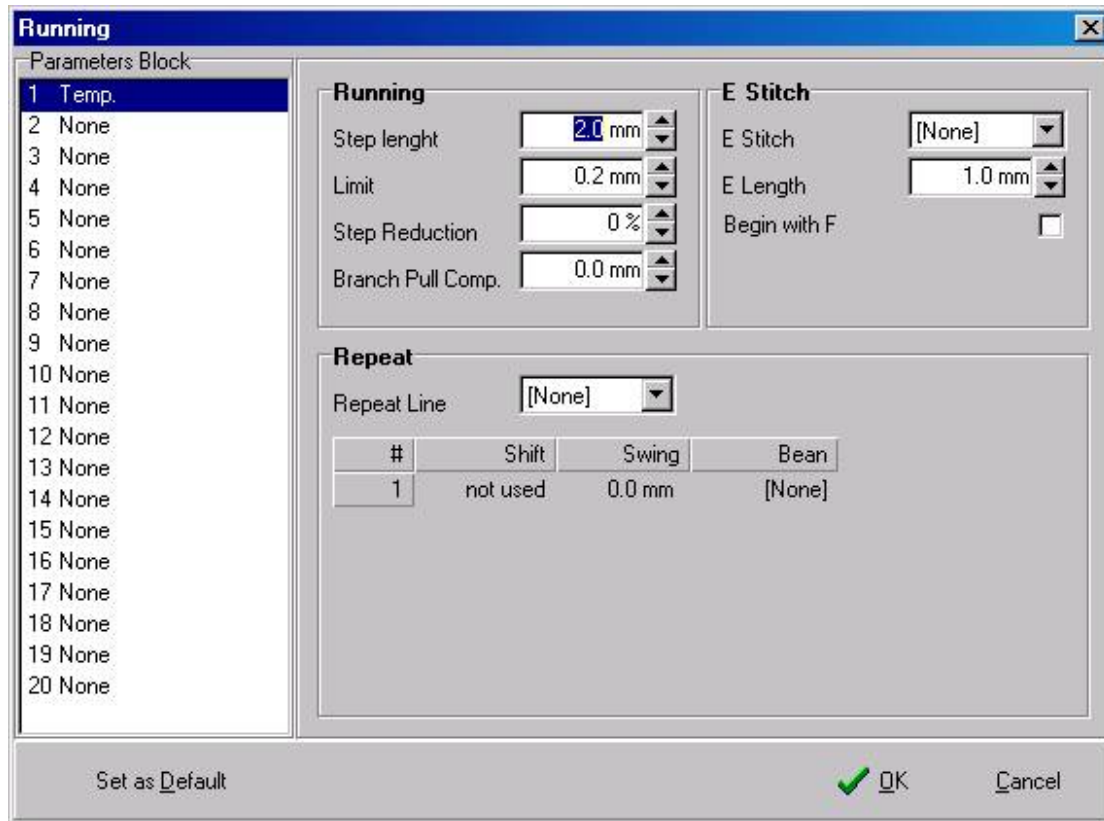
Often, while you are learning Accurate4 , you will accidentally misplace a point while digitizing. A misplaced point can be erased while still in the Digitize mode by pressing the Delete key. You may continue pressing Delete until all the misplaced points are deleted. This works while using any automatic stitch program type.

#### **2. Parameter for running stitch**



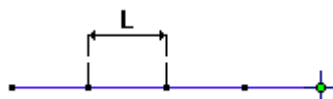
Different parts of a design will require different types of stitching. Which type of stitch to use for certain parts of a design can be learned by consulting with experienced digitizers, or by looking at embroidered logos as they sew out. Accurate4 allows you to use all the standard stitch types, as well as

unique special effect stitches The parameter setting menu is the central location for choosing and changing the type of stitch to digitize with, as well as all other stitch details, such as stitch density, underlay, etc.

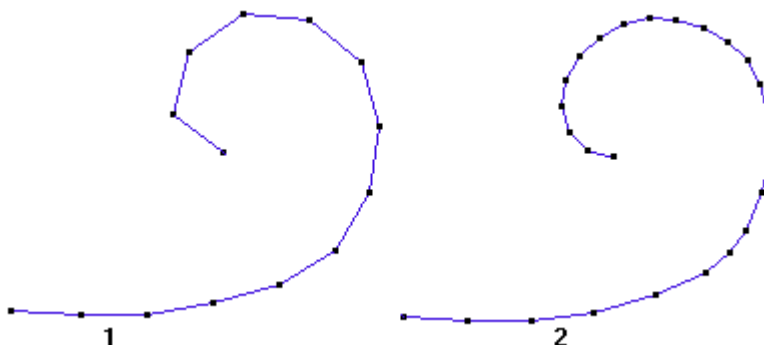


**FIGURE 5: PARAMETER SETING DIALOG BOX (RUNNING STITCH)**

- **Step length** - This parameter determines the length of the running stitches.

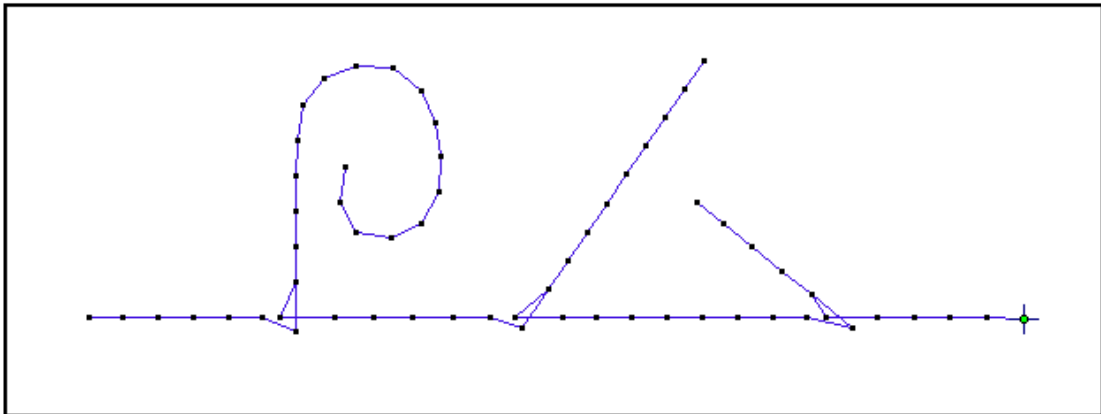


- **Step Reduction** - In tight curves, the program will reduce the stitch lengths within the margin of the reduction factor. Defined as a percentage allow optimum curve execution even in narrow curves. This is defined as a percentage of the stitch length. The value of 50% means that stitches can be shortened to a minimum of 50 % of their original length.



**FIGURE 6: RUNNING STITCH REDUCTION**

- **1** = with out reduction
- **2** = with reduction
- 
- **Limit** - No stitch is generated whose axial length is shorter than the minimum stitch length. We recommend the selection of a value no less than 0.5mm and no further than 1mm.
- **Branch Pull comp.** - The pull compensation indicates the value which can be used to manipulate the running stitch contour in order to equalize the thread tension.

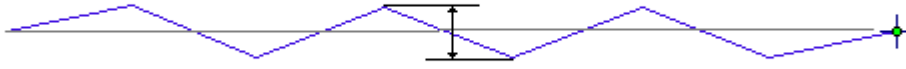


**FIGURE 7: PULL COMPENSATION IN RUNNING STITCH**

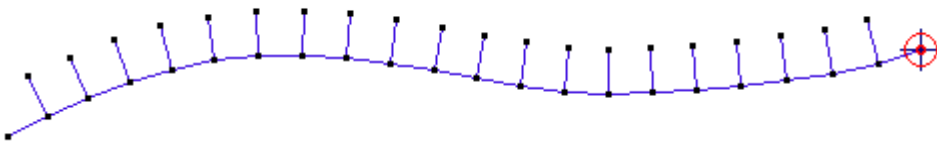
- **Repeat line** – This parameter specifies how many times each **line** is to be executed. With a repeat of greater than 1, means that the entire running line is reworked several times, this produces a duplicate line. Valid repetition values lie between 1 and 9.
- **Bean stitch** – This parameter specifies how many times each **stitch** is to be executed. With a repeat of greater than 1(one), the needle will double back on itself after each stitch, so that **3** layers of stitching are created in the same area. Valid repetition values lie between 1 and 9 this creates a thicker Running stitch.



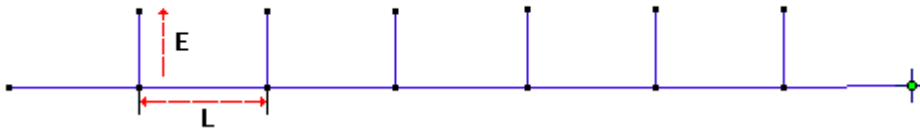
- **Swing Distance** – This parameter sets the exoneration between the insertion points and the normal running stitch line (lateral deflection or swing).



- **E. stitch** –The E-stitch or application stitches are running stitches with perpendicular at right angles to the main path. They can be used as the border for applications or as decoration.

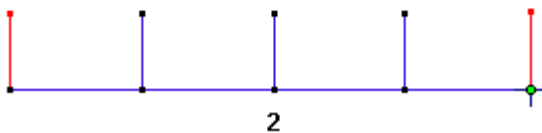
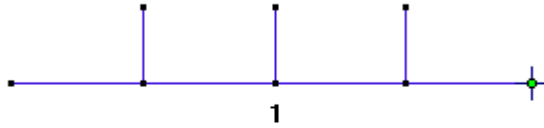


- **E. length** – The length of the perpendicular stitch (E-stitch) is defined in 1mm units.



L= Stitch length  
E= Perpendicular length

- **Begin with F** – Begin with perpendicular stitch.



### 3. Saving Parameter setting

While digitizing a design, you may wish to save certain settings you have established for one part of a design or for use in other design. A set of saved settings for a particular stitch type or for a particular fabric known as a Presetting. For example, suppose you digitized a section of the design using a Satin stitch, with double running and single underlay, 0.4 Density, and 10% Compensation and max pull compensation at 2 mm. Now you wish to save this setting to be applied to other parts or as default to use it in other design as standard presetting. The procedure is as follows:

#### PARAMETER SETTING ONLY FOR THE ACTUAL DESIGN:


1. Select one of the free parameter memories.
2. Press F2 to give the memory a meaningful name. For example, “Cotton” this way, you can identify the memory by its materiel.
3. Change the settings you want in the Parameter setting Dialog Box
4. Click OK.

#### PARAMETER SETTING AS DEFAULT FOR DESIGNS:

1. Select one of the free parameter memories.
2. Press F2 to give the memory a meaningful name. For example, “Cotton” this way, you can identify the memory by its materiel.
3. Change the settings you want in the Parameter setting Dialog Box
4. Check marks the default.
5. Click OK.
6. Click OK.

### **APPLYING PRESET PARAMETER TO THE DESIGN**

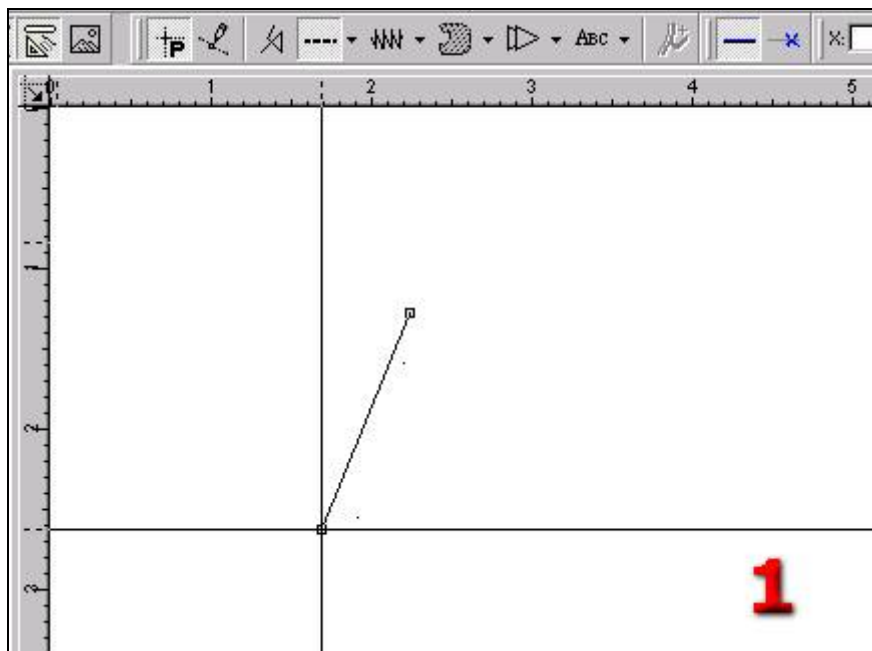
You can now re-use the Parameter you made for other parts of the design. To do this, use the following procedure:

1. Start an automatic program. For example, Satin stitch.
2. Click on  parameter setting icon.
3. You will see a Dialog Box appear.
4. Click on the preset parameter. For example, the name “Cotton” you created.
5. Click OK.

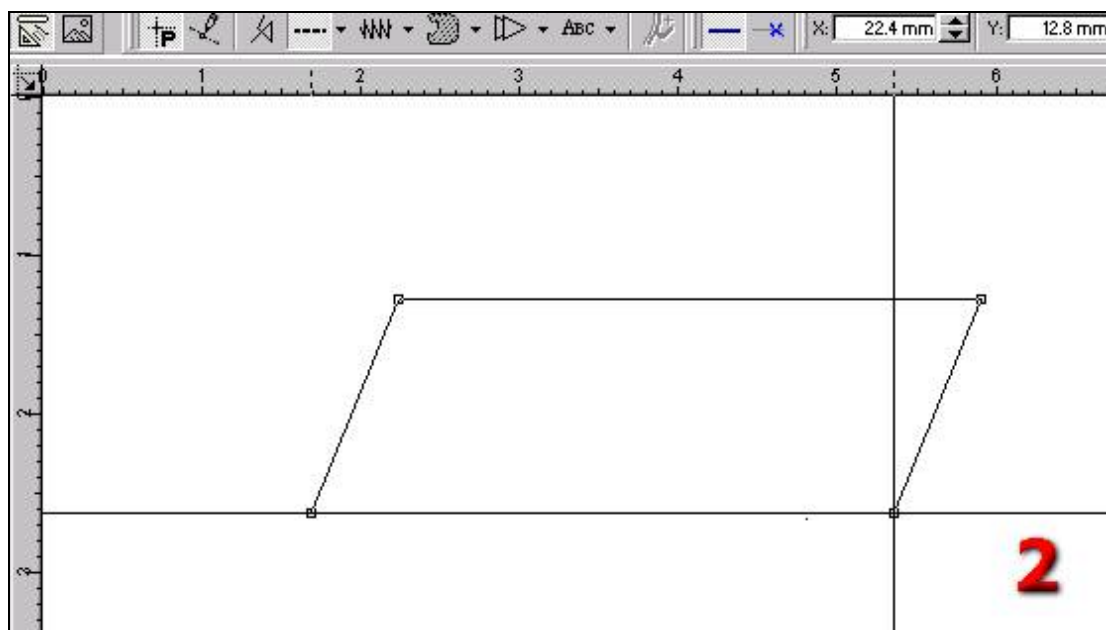
### **4. Running Stitch (Parallelogram)**

Please follow these picture to use parallelogram function.

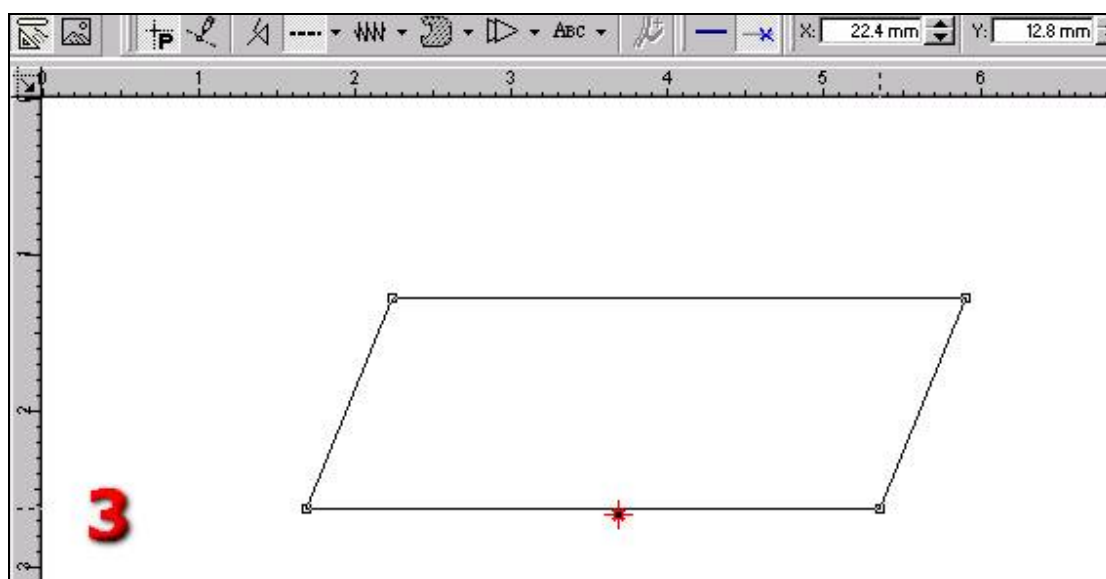
- a. Select parallelogram function on Running menu.
- b. Press mouse left button for the first reference point. This point will be your left-top point for your paralel.



- c. move your mouse and give an other reference point for the left-bottom point of parallel.
- d. move your mouse and give an other reference point for the right-bottom point of parallel. As you see, your parallelogram created automatically.



e. press middle mouse button for accepting these ref. Points.



- f. give an END point for your paralel. If you want, you can also move your cursor where you want to give a Start point and press "1" button on your keyboard. You will see a Green Start point.
- g. You have to press middle button for calculating these shape.

