The software to which this User's Guide relates is subject to change without notice. All efforts have been made to ensure the accuracy of the contents of this User's Guide.

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Welcome to PREMIER+™ 2 Create

Use PREMIER+™ 2 Create to create beautiful embroideries on your computer.

To get started with PREMIER+™ 2 Create, open it and create embroideries using the ExpressDesign Assistant to automatically create designs from a picture, or design over a picture with QuickStitch and QuickTrace or Freehand features. Choose stitch line and fill types for your design.

ExpressDesign Assistant
PREMIER+™ 2 Create includes the ExpressDesign Assistant. Use it to automatically create embroideries from a picture, either to fit the current hoop or to fit an area you select.

Quick Create and Shape Features
QuickStitch™ and QuickTrace are alternatives to the ExpressDesign Assistant for creating sections of your design.

With QuickStitch™, click in an area and stitches are produced automatically in an instant! Choose to embellish your designs with motifs, running, double or triple outline stitches, motif lines, borders with any combination of straight lines and curves or appliqué.

The QuickTrace feature automatically creates stitches that follow a continuous line. Create a Double trace , Quadruple trace , Satin line or Motif line trace.

Also in Quick Create, create one of 75 shapes automatically as a fill area or line.
Freehand and Precise Create Features
The Freehand and Precise Create features allow you to work with your stitches in detail. Draw an outline, place points, or draw Bezier curves around an area of the picture and the stitches appear with your choice of pattern. Include a satin stitch or other line border if you wish, and set the angle of stitching to any degree. Insert holes where you choose.

Choose Satin Column (including over 250 patterns, and multigradient and multicolor gradient options for color blending), Satin Areas or constant width Satin Lines and emboss them with needle point highlights. Create Feathered Satin and texture either or both edges for special embroidery effects on fur or flowers. Create columns of Tapered Motifs.

Make cutwork designs easily with Richelieu Bars. Use other features such as Double Zigzag stitch, Crosshatch Fill and Curved Crosshatch Fill to create free-standing lace.

Add individual stitches in straight or curved lines of Running, Double and Triple Stitch from 1 to 12mm.

Design Choices
Adjust designs using easy editing features: Navigate around the design with the Filmstrip, change easily between lines, fills, stitch types and patterns and so much more.

Fill patterns and techniques are amazing – choose from over 250 fill patterns, or make your own. Emboss patterned fill or satin areas, or satin columns, with personal highlights. Use single gradient density to produce beautiful shading effects, and multicolor gradient density to produce gradual shimmering color changes.

Beautiful fill types include Radial, Spiral, Shape with 75 shape options and motif options, QuiltStipple, Contour, Crosshatch, Echo and MultiWave Fill. Curved Crosshatch Fill provides wonderful intersecting patterns for three-dimensional effects.

Choose from machine stitch Motifs or Universal Motifs such as the beautiful Hand Stitches for Motif Fill areas. Even create your own motifs!

Open PREMIER+™ 2 Create by clicking its icon in the Launchpad, or by double-clicking its icon in the Finder. The PREMIER+™ 2 Create work area appears.

This user guide provides instructions to help you design embroidery projects in PREMIER+™ 2 Create. In addition to this book, other resources are available.

Reference Guide
The Reference Guide shows how to start the app and provides a quick tour of the main screen. The Reference Guide is supplied in PDF format, ready for printing and contains full reference information.
Help
The integrated help contains full reference information. Click the Help button 🎨. Where available, a help topic appears that is relevant to the selected item. Alternatively, use the Help menu.

Viewing and Printing PDF Guides
To find all the Reference and Sample Guides for your PREMIER+™ 2 Embroidery System software, go to Home/Premier+2/Guides, then double-click Reference Guides or Sample Guides. Select the desired PDF guide.

Note: To view and print the PDF Guides, you may use Preview which is included in your Mac® OS.

Readme
The most up-to-date details about the PREMIER+™ 2 Embroidery System are in the Readme.rtf file available when you install your PREMIER+™ 2 Embroidery System.

Internet FAQs
The Internet FAQ option on the Help menu connects to a database of frequently asked questions about the PREMIER+™ 2 Embroidery System. Search topics relating to the app you are using, or search all topics.

Tutorials
Interactive training exercises are available for many of the apps. They provide a ‘show-me’ experience that will help you learn how to use key features of the software. The tutorials are found in the online Learning Center on the Internet. Use the Help menu, or browse to EmbroideryLearningCenter.com.

Sample Files
Samples are included for your use. The sample files are installed to subfolders of Home/Premier+2/Samples/Create or the folder of your choice.

Further Information
For general information on installing the PREMIER+™ 2 Embroidery System, refer to the PREMIER+™ 2 Embroidery System Getting Started Guide.

About PREMIER+™ 2 Create
Access via the PREMIER+™ 2 Create menu. The version number of PREMIER+™ 2 Create is given here. You will need this if you contact technical support at any time.

Starting PREMIER+™ 2 Create
- Click the PREMIER+™ 2 Create icon 🎨 in the Launchpad.
- Double-click the PREMIER+™ 2 Create icon 🎨 in the Finder.
Get familiar with the tools you use to create embroidery designs with PREMIER+™ 2 Create.

Each embroidery design outline that you create with PREMIER+™ 2 Create is an individual document.

The first time you open PREMIER+™ 2 Create (by clicking its icon in the Launchpad or by double-clicking its icon in the Finder), the PREMIER+™ 2 Create work area appears. This is where you will create and edit your embroideries.

The work area is surrounded by the selected hoop.

**The PREMIER+™ 2 Create Window**

The PREMIER+™ 2 Create toolbar gives one-click access to many of the features you will use as you work in PREMIER+™ 2 Create. You can add, remove, or

**The Toolbar**

The PREMIER+™ 2 Create toolbar gives one-click access to many of the features you will use as you work in PREMIER+™ 2 Create. You can add, remove, or
rearrange toolbar buttons as desired. The default set of toolbar buttons is shown below.

**The Create Toolbars**

Use the Create toolbars (Quick Create, Freehand Create and Precise Create) to create embroidery designs on the work area, selecting fill and line types. The Quick Create toolbar is shown below.

See “Quick Create” on page 32, “Freehand Create” on page 34 and “Precise Create” on page 34.

**Control Panel**

Use the Control Panel to use the color worksheet and Filters to select parts of the design to be edited.

**To Open the Control Panel**

- Click the Control Panel button in the toolbar.

**Menu Bar**

The PREMIER+™ 2 Create menu bar is visible if PREMIER+™ 2 Create is the active window. Each open embroidery or design outline also has its own document window showing its name.

There are seven menus in addition to the Apple ( ) menu and the application menu: File, Edit, View, Create, Object, Window and Help.

To access the menu options, use the mouse to pull them down from the menu bar.

**FilmStrip**

In the FilmStrip you can view the numbered sequence of objects, select an object, change the sequence of objects, select objects to display, delete objects, insert Color Changes and Stops, view the properties of the selected object and change
the properties of objects globally or in a selected group. See “FilmStrip” on page 24.

Work Area
The work area is the area where embroidery design outline files are loaded. The work area includes the area surrounding the selected hoop. It is where you make changes to an embroidery. The stitch area is the available area inside the selected hoop.

Stitches are drawn in the appropriate colors. The embroidery design is shown in object view, 3D or 2D. The background color and texture can be changed using PREMIER+™ 2 Configure. You can also load a background image.

In Object view an outline of the objects in the design is shown.

In 3D view the embroidery design, background and hoop are shown, with blue corners showing the stitch area within the hoop.

In 2D view stitches are shown as lines, together with the object outlines.

Background Grid
The work area has a grid. Zooming in or out makes the grid squares look bigger or smaller.
Select the Grid and its Size

- To turn the Grid on or off, choose View > Grid (or ⌘.).
- To change the size of the grid squares, choose PREMIER+™ 2 Create > Preferences (or ⌘,) and set the size.

**Hoop**

By default, the hoop is shown at a size so that the hoop fills the window, as if you had clicked Zoom To Fit 📸.

**To Select a Hoop**

- Click Hoop 📸 in the toolbar, or choose Edit > Hoop to open the Hoop dialog.

**Color Select**

The Color Select area of the Control Panel shows the colors used in the selected embroidery. See “Use the Color Worksheet” on page 21.

**Zooming In or Out**

You can enlarge (zoom in) or reduce (zoom out) your view of the work area.

Zoom To Fit shows the hoop so that it fills the window. This is the default size. Click the center marker on the zoom slider to see the embroidery at 100% or real size. See “Zooming In or Out” on page 16.

**Keyboard Shortcuts and Shortcut Menus**

You can use the keyboard to perform many of the PREMIER+™ 2 Create menu tasks and commands. To see a full list of keyboard shortcuts, open PREMIER+™ 2 Create and choose Help > Keyboard Shortcuts.

Many commands are available from shortcut menus accessed from the design you are creating.

**To Open a Shortcut Menu**

- Press the Control key while you click on an object in the work area or FilmStrip.
- Right-click on the mouse or trackpad.

**To open the Assistants Menu**

- Click Assistants 🌟 on the toolbar. The Assistants pop-up menu opens.

**To open the Actions Menu**

- Click Actions 📅 on the toolbar. The Actions pop-up menu opens.
Different options are available, depending on what is selected. For example, Finish the selected function, Properties or Global Properties, and so on.

**PREMIER+™ 2 Create Terms and Conventions**

For a general overview of terms and conventions, please refer to the PREMIER+™ 2 Embroidery System Getting Started Guide.

**On-screen pointers**

The mouse pointer is most commonly shown as an arrow on the screen. The following pointers are also used:

<table>
<thead>
<tr>
<th>Pointer</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="I-beam" /></td>
<td>Used when entering text, e.g. in the Notes dialog.</td>
</tr>
<tr>
<td><img src="image" alt="Move" /></td>
<td>A four-headed arrow is used when the pointer is over the selection box for one or more blocks or embroideries, or when Move Background is selected. It is also used when moving the crop area in the Rotate and Crop Picture page of the assistants.</td>
</tr>
<tr>
<td><img src="image" alt="Zoom To Rectangle" /></td>
<td>Used to drag an area to zoom in to.</td>
</tr>
<tr>
<td><img src="image" alt="Adjust/Resize" /></td>
<td>A diagonal double-headed arrow is used when the pointer is over the square corner handle for a selection box. It is also used when moving a crop line in the Rotate and Crop Picture page of the assistants.</td>
</tr>
<tr>
<td><img src="image" alt="Rotate" /></td>
<td>Used when the pointer is over the Rotate handle on a selection box.</td>
</tr>
<tr>
<td><img src="image" alt="Horizontal" /></td>
<td>A horizontal double-headed arrow is used when the pointer is over the flip horizontal handle on a selection box.</td>
</tr>
<tr>
<td><img src="image" alt="Vertical" /></td>
<td>A vertical double-headed arrow is used when the pointer is over the flip vertical handle on a selection box.</td>
</tr>
<tr>
<td><img src="image" alt="Box Select" /></td>
<td>The Box Select pointer appears when Box Select is chosen. It also appears when ExpressDesign into Rectangle is chosen in the assistants.</td>
</tr>
<tr>
<td><img src="image" alt="Freehand Select" /></td>
<td>The Freehand Select pointer appears when Freehand Select is chosen.</td>
</tr>
<tr>
<td><img src="image" alt="Freehand Point Select" /></td>
<td>The Freehand Point Select pointer appears when Freehand Point Select is chosen.</td>
</tr>
<tr>
<td><img src="image" alt="Measure" /></td>
<td>The Measure pointer appears when the Get Length function is selected.</td>
</tr>
<tr>
<td><img src="image" alt="Pick Color" /></td>
<td>The Pick Colors pointer appears when picking colors from a picture for thread colors in the Choose Thread Colors page of the ExpressDesign Assistant, or in a background image.</td>
</tr>
<tr>
<td><img src="image" alt="Freehand Point" /></td>
<td>The Freehand Point pointer appears when adding points to a line with the Precise Create or Freehand Point functions.</td>
</tr>
</tbody>
</table>
Multi-Touch Gestures

Multi-Touch gestures are used when viewing and moving embroideries in PREMIER+™ 2 Create.

To set the use of Multi-Touch Gestures, scroll bars and secondary click options, choose Apple Menu > System Preferences, then select Mouse or Trackpad to set the preferences for your hardware.

Autoscroll
You can autoscroll on a portable Mac’s Multi-Touch trackpad, a Magic Trackpad or a Magic Mouse.

When you drag within a document, the autoscroll feature moves the pointer automatically, changing the view of the work area. This is useful when zoomed in. Use autoscroll while moving or resizing selected objects, or when creating objects using the Freehand Create (Freehand Tablet) functions.

On a portable Mac’s Multi-Touch trackpad, or a Magic Trackpad, use a two finger swipe.

On a Magic Mouse, use a one finger swipe.

Pinch to zoom
You can use Pinch to zoom on a trackpad to zoom in and out.

On a portable Mac’s Multi-Touch trackpad, or a Magic Trackpad, pinch two fingers to zoom in, and spread two fingers to zoom out.

Note: You must set the trackpad scroll and zoom options to Zoom in or out.
Swipe between pages
When viewing the Pattern pages for Pattern fill, swipe with three fingers on a trackpad, or two fingers on a mouse, to move between the pages of patterns.

- Choose Apple Menu > System Preferences, then select Mouse. In More Gestures, select Swipe between pages: Swipe left or right with two fingers.
- Choose Apple Menu > System Preferences, then select Trackpad. In More Gestures, select Swipe between pages: Swipe with two or three fingers.

File Formats

Embroidery Design Files
PREMIER+™ 2 Create can only load embroidery design outlines in files with the extension .edo. PREMIER+™ 2 Create saves embroidery design outline files in .edo format. When a design is saved, the picture is saved with it.

Embroidery Files
PREMIER+™ 2 Create can insert any of the following embroidery file formats: Brother/Babylock/Bernina PEC (.pec), Brother/Babylock/Bernina PES (.pes version 2 - 10), Compucon/Singer PSW (.xxx), Husqvarna Viking / Pfaff (.vp4, .vp3, .vip), Husqvarna (.hus, .shv, .dhv), Janome (.jef, .sew), Melco (.exp), Pfaff (.pcs), Tajima (.dst) and Toyota (.10*).

PREMIER+™ 2 Create exports embroidery files in any of the following embroidery file formats: Husqvarna Viking / Pfaff (.vp4, .vp3, .vip), Brother/Babylock/Bernina PEC (.pec), Brother/Babylock/Bernina PES (.pes version 2 - 10), Compucon/Singer PSW (.xxx), Husqvarna (.hus, .shv), Janome (.jef, .sew), Melco (.exp), Pfaff (.pcs), Tajima (.dst) and Toyota (.10*).

Note: The preferred file format for saving embroideries is .vp4, as this will preserve the separate part of multipart designs. It also preserves thread color information and notes.

Image Files
The following popular image file formats may be loaded: Bitmap (.bmp), Encapsulated PostScript (.epi, .eps), Graphics Interchange Format (.gif), JPEG-JFIF Compliant (.jpg, .jif, .jpeg), JPEG 2000 (.jp2, .jpf), JPEG Multi-Picture Object (.mpo), Photoshop (.psd), Portable Document Format (.pdf), Portable Network Graphics (.png), Postscript (.ps), Tagged Image File Format uncompressed (.tiff, .tif), Camera RAW (.raw & many others), High Dynamic Range (.exr, hdr).

These additional formats can also be loaded: Apple Icon (.icns), Fax (.fax & many others), Linux Icon (.xbm), Macintosh Picture (.pct, .lpic, .pict), MacPaint (.mac, .pnt, .pntg), Microsoft Icon (.cur, .ico), Silicon Graphics (.rgb, .sgi) and Truevision TGA (.targa, tga).
PREMIER+™ 2 Create is used to create designs for embroideries. Use a design outline file made in PREMIER+™ 2 Create to create an embroidery at any time. Resize the same design to create otherwise identical embroideries for different hoops.

Start with a picture.

View and create objects in the design in the work area.

Use the ExpressDesign Assistant to create a design.

View and edit objects as 3D, 2D or outlines.

Add areas, for example tapered motifs or Richelieu bars.

Edit areas, for example to specialty fills.
In PREMIER+™ 2 Create, you work with objects of different stitch types, not individual stitches.

Use New to open a new work area and start a new design.

Create a design automatically from a picture to fill the hoop, or part of it, with the ExpressDesign Assistant.

On the main screen, you can Open a design, or Open Recent.

Note: To open an embroidery as a design, use New to start a design with no picture. Choose Edit > Insert > Insert Embroidery to convert an embroidery to a design.

When starting from a blank design, you may choose a hoop, and start creating your design with the Freehand, Command and Column features. However, it is more common to follow a picture when creating a design.

Use Load Background to open a picture, or choose PREMIER+™ 2 Create > Services > Import Image to load a picture from a scanner or digital camera. Start creating your design with QuickStitch™ and Freehand features in the work area.

Save finished designs with Save, then create the final embroidery with Export Embroidery. When the design is exported, trims and ties are added automatically according to the settings in Creating Stitches Preferences.

How to Create New Designs

There are three ways to make a new design:

• Create a design automatically with the ExpressDesign Assistant. The assistant requires a picture to convert to a design.
• Load a picture, then create a design on the work area of PREMIER+™ 2 Create by following the picture automatically with the QuickStitch™ and QuickTrace features. Additional design elements can be added using the Freehand Create (drawing outlines with a mouse or on a tablet) or Precise Create (placing points or drawing Bezier lines) features, as well as Shapes and Columns.
• Create a free-form design, with no background picture, mainly using the Freehand, Shape, Column, and Command features in the work area.
The ExpressDesign Assistant

Use the ExpressDesign Assistant to create new designs automatically from pictures. There are three design types that can be created in the ExpressDesign Assistant: Quick Embroidery, Quick Trace and Quick Border.

There are two ways to start the ExpressDesign Assistant to create a new design.

- Use ExpressDesign into Hoop to use the dimensions of your current hoop.
- Use ExpressDesign into Rectangle to create a new design in the ExpressDesign Assistant that fits proportionally in a rectangle you draw on the work area.

Using Existing Designs

Any design (.edo file) can be used as the starting point for a new design. This includes a design you may have just created with the ExpressDesign Assistant, which you can modify and embellish as desired.

For example, a design might be changed dramatically by adding or removing a border, changing the fill type, or changing the pattern in a fill area. Also, for a design that you wish to use at a different size, you could change line types from satin to running, triple or motif stitch. Any line or area can be changed to appliqué.

Use existing designs, and designs created in the ExpressDesign Assistant, to create new designs and design collages.

What Makes a Design

A design in PREMIER+™ 2 Create is composed of areas, lines, columns and commands.

- **Areas:** The area features are used to create many different types of filled or stitch areas in which fills, for example Pattern fill 🎨, (and holes) can be placed.
- **Lines:** The line features are used to create Running stitch ⛩️ (standard or cutwork needle lines), Double stitch 🛏️, Double Zigzag stitch 🛏️, Triple stitch 🛏️, Satin 🛏️ or Motif lines 🛏️. Lines may be created alone or to border an area. Lines or areas may be set as appliqués.
Note: Lines are defined by points, which can be moved to change the shape of the line, or the area it encloses.

- **Columns:** The column features are used to create Satin Column 🍭, Feathered Satin 🍭, Richelieu bars 🍭 and Tapered motifs 🍭.

- **Commands:** Commands are instructions such as a change of thread Color 🍭, an Alignment Stitch ✈️, or a Stop ⏹️.

Note: The term 'object' is used to refer to any or all of these.

When an embroidery is created from a design, each line or area is converted to stitches, and the stitch order is controlled by the order of the objects in the design.

Note: You can see the order of objects in the FilmStrip.

There are several ways to add objects to a design:

- Use the ExpressDesign Assistant to create a whole design, with all the necessary lines, areas and commands. Edit or add to the design as desired.
- Add new objects to a design which can be based on a picture shown in the background, and change the properties of those objects.
- Insert complete design elements, embroideries, font characters, or copy and paste selections.

**Pictures**

Most designs are based on pictures, either by using the ExpressDesign Assistant or by following the picture on the work area of PREMIER+™ 2 Create.

**Pictures for the ExpressDesign Assistant**

If you wish to modify a picture before using it in the ExpressDesign Assistant, you will need to use a picture editor such as Preview. Adjust your picture, save it with a new name, then use the new picture in the ExpressDesign Assistant.

Note: It is recommended to keep your original picture in case you wish to adjust it again with different options.

**Pictures for QuickStitch™ and Freehand**

The best size for a background picture for PREMIER+™ 2 Create is approximately 1500x1500 pixels (or greater).

The QuickStitch™ features use defined color areas to place areas and lines. The Color Tolerance function allows you to merge different color shades to change the size of this area.
Pictures as Backgrounds

Use Embroidery to Enhance a Picture

Using PREMIER+™ 2 Create with pictures allows you to choose different stitches to highlight the desired features in a picture printed on fabric. For example, outline a shape in complementary or contrasting thread colors, use metallic threads to add sparkle, create three-dimensional effects with shading and add embellishments with motifs.

- To see stitches against a picture, choose View > Background Visibility > Fade Background to change the picture display between On, Faded and Off.
- Use Alignment Stitches to align the embroidery on a picture that you have printed on fabric.

Printing Pictures on Fabric

It is recommended to test the printouts of pictures onto the final fabric, as the colors may not be reproduced onto fabric in the same way as on the screen.

The picture can be printed with the colors faded by 50%. This is an effective technique for making the embroidery stand out over the picture.
Select the way you view your designs. Zoom in and out, switch between Object, 3D and 2D View, and use a grid for alignment. Load a background image, then move and fade it as desired. Use the Design Player and Life View to view how your embroideries will stitch out, and in 3D with a real-world perspective.

**View Mode**

Select Outline, Standard 3D, or 2D View stitch display with View Mode.

Create your embroidery in 3D View. 2D shows stitches as lines with no shading. Object shows object outlines without stitches.

Use 3D View to see the embroidery design, background and hoop in 3D mode. The stitches of the embroidery design have three-dimensional shading. The outline of the last created or selected area is shown.

Use Object View to view object outlines with no stitches.

Use 2D View to see the individual stitches in your embroideries as lines with no shading, together with the object outlines. Stitches are drawn in plain colors only, and stitches using multicolor threads are drawn using only the first color in the thread definition.

**Zooming In or Out**

You can enlarge (zoom in) or reduce (zoom out) your view of the work area.

Zoom To Fit shows the hoop so that it fills the window. This is the default size. Click the center marker on the zoom slider, or press ⌘ 1 to see the embroidery at 100% or real size.

You can select the position and size of an area to zoom in on with Zoom To Rectangle.
Magnify an area with Zoom To Rectangle

1. Select Zoom To Rectangle. The pointer changes to the Zoom To Rectangle pointer ⬠.
2. Drag a rectangle around the area you want to zoom in to.
3. Release the mouse to zoom in. Zoom To Rectangle is automatically deselected after you have used it.

Pan

When zoomed in, move around the work area using pan.

*Note:* The scroll bars may only appear when you are scrolling. To always show the scroll bars, choose Apple Menu > System Preferences > General > Show scroll bars: Always.

- Drag the scroll bars.
- Swipe with one finger on the Magic Mouse, or two fingers on the trackpad to scroll in any direction.

*Note:* When zoomed in, use Autoscroll while moving or resizing objects, or to assist in drawing new objects using the Freehand Create (Freehand Tablet) functions.

Get Length

Use Get Length to measure the distance between any two points on the work area. For example, use it to obtain the width of a design, or the distance between two sections.

*Note:* The length is shown in millimeters or inches, according to the setting for Show Measurements in PREMIER+™ 2 Configure. The alternative units are shown in parentheses.

Measure a Design with Get Length

1. Open a design.
2. Choose View > Get Length, or press ⌘L. The pointer changes to the measure pointer ⬠.
3. Drag across the part of the design you want to measure. A line will show the length you are measuring, and a tooltip displays the distance.
4. If desired, make a note of the number.
5. Drag to measure any other distances, as required.
6. Control–click, and choose "Finish Get Length" to deselect the function.
Show and Hide Objects

Use the color worksheet and the Filter Objects buttons in the Control Panel to show and hide blocks of colors and object types in the design. You can also use the Draw Range slider bars to change the view of the design.

Use any combination of color block display, object filters and draw range, in combination with the FilmStrip, to hide objects. Hiding objects leaves the visible objects available for modification, without affecting the hidden objects.

Hiding objects can help when you need to choose a set of objects that are difficult to isolate directly with the Select functions. For example, if you want to change the pattern in a group of fill areas using Global Properties, or to select a group of objects to copy.

<table>
<thead>
<tr>
<th>To learn how to</th>
<th>Go to</th>
</tr>
</thead>
<tbody>
<tr>
<td>Insert a thread color change</td>
<td>See “Add Color Change, Pick Color and Quick Colors” on page 19.</td>
</tr>
<tr>
<td>Show or hide a color block or change a</td>
<td>Show or hide a color block or change a color</td>
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<td>color</td>
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<td>Step through color blocks in order</td>
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<td>Show or hide stitch types</td>
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---|---
Show or hide color changes and Stop commands | See "Hide Stops and Colors" in “Filters” on page 23.
Read and edit the Notes and Settings | See “Notes and Settings” on page 73.
Show all stitches and other objects | See "Display All Objects" in “Filters” on page 23
Use Draw Range | See “Draw Range” on page 23.
Select part or all of a design | See “Select Objects” on page 54.
Change and delete objects | See “Delete Object” on page 55.
Move and edit points | See “Points” on page 59.
Convert points in Bezier objects | See “Convert Points and Bezier Lines” on page 61.

Add Color Change, Pick Color and Quick Colors

Use Add Color Change 🔄, Insert Color Change in the FilmStrip, Pick Color 🎨 or Quick Colors to select a new thread color for objects you are about to add to the design. The initial color is set to medium blue. A Color Change command is shown by a small blue circle with a C 🔄.

Note: To change an existing color, in the Control Panel click the desired color in the color worksheet, then click Change Color 🔄 to see the Color Selection dialog. Alternatively, Control–click the color in the FilmStrip and choose Properties. See “Use the Color Worksheet” on page 21.

Add a Color Change
Use Add Color Change 🔄 to open the Color Selection dialog to insert a color change in your design.

- Click Add Color Change 🔄 in the Quick Create, Freehand Create or Precise Create toolbar.
- Choose Create > Color Change
- Control–click in the FilmStrip and choose Insert Color Change.
- Press ^C

Pick a Color
Use Pick Color 🎨 to select a color from the background picture as the new thread color. The Color Selection dialog opens displaying that color.

- Click Pick Color 🎨 in the Add Color Change pop-up menu in the Quick Create, Freehand Create or Precise Create toolbar, and click a color in the background picture. The Color Selection dialog opens at that color.
- Choose Create > Pick Color, and click a color in the background picture. The Color Selection dialog opens at that color.
The first Color Change is initially set to medium blue.

Quick Colors

Use the Quick Colors palette to choose a color for the new thread color. A block of the color in the current thread range that is nearest to the chosen color is placed below the selected object in the FilmStrip.

- Click Quick Colors in the Add Color Change pop-up menu in the Quick Create, Freehand Create or Precise Create toolbar, and click a color in the palette. The thread color block is placed below the selected object in the FilmStrip.

Effects

Use the Effects area to show the results of using thread effects or special needles.

Note: Only one thread effect can be used on any thread. In the Modify tab of PREMIER+™ 2 Embroidery Extra, most thread effects are not shown in the active subdesign, as it would be difficult to edit the stitches. They are shown in Design Player and Life View, in addition to the other tabs.

To use Thread Effects

- Click the desired color block in the list, then choose an effect:
  - If you choose Puffy Foam, set the foam height.
  - If you choose Twin Needle, set the Twin Needle size. Click the color icon for the Second Color if you wish to use a different thread color.
  - For Dual Thread, it is recommended to change the Second Color.
  - For Felting Needle, select a color for the roving fiber for felting.
  - For Cutwork Needle, choose the angle for your needles.

Puffy Foam

Use Puffy Foam to show the three-dimensional effect of stitching over embroidery foam.
Dual Thread
Use Dual Thread to show the effects of stitching out two threads through the same needle. This is particularly suited to blending threads for special effects, such as mixing a rayon thread with a metallic thread, as in the center of the star.

Twin Needle
Use Twin Needle to show the effect of stitching out the color block with a twin needle. This creates a horizontal offset between the original thread color in the left-hand needle, and a second thread color in the right-hand needle. There are several ways that the Twin Needle effect can be used, including:

* Use with running stitch to create a ribbon effect, typically using the same thread color in both needles
* Use with a low density fill area to blend two different thread colors and also have a lightly shadowed effect

Note: On the screen, the Twin Needle effect is shown horizontally from left to right. If you rotate an embroidery for stitching out, the twin needle stitchout will be different from the effect on screen.

Size
Twin Needle Size is only available if the Twin Needle effect is selected for the current color block. Choose the size of the gap between the twin needles.

Preview the effect of changing the twin needle size to help decide which needles to buy. Ensure that the desired size is recommended for embroidery on your machine.

Second Color
The second thread color for the twin needle is initially set to the same color as the original color block. Use Second Color to choose a different thread for the second needle in the Color Selection dialog. The other color is displayed in the Twin Needle area.

Use the Color Worksheet
1. Open a design.
2. Click Control Panel, then click one of the color blocks in the color worksheet. The color selection dialog opens.
3. Change a color, and then close the color selection box. The color in the design changes.
4 Deselect the checkbox next to one of the color blocks. The color can no longer be seen in the design.
5 Click Display All Objects to show all of the colors again.

Secondary Colors
Extra design property colors for some objects are set in the properties dialog for that object, for example multigradient fills and the border for a fill area. They then appear as secondary colors in the color worksheet, and can be adjusted from there.

A multicolor gradient fill or satin column will show a hatched pattern in the FilmStrip. To view these colors in the worksheet, ensure that Design Property Colors below the color worksheet in the Control Panel is selected.

Design Property Colors
Use Design Property Colors to show or hide thread colors in the Color Select area that are part of an object’s property, for example an alternative border color or color gradients.
Filters
The Filters buttons are used to hide and show the objects in the design by object type, and/or by color block sequence. When a filter is used to hide objects, the objects are hidden in the work area and in the FilmStrip.

The Hide Line Types filter is used to hide and show Running, Double and Triple Stitches, Motif Lines and Tapered Motifs.

The Hide Fill Types filter is used to hide and show Pattern Fill Areas, Motif Fill Areas and QuiltStipple, Shape, MultiWave, Radial, Spiral, Contour, Echo and Crosshatch Fill Areas.

The Hide Satin Area filter is used to hide and show Satin Areas.

The Hide Column Types filter is used to hide and show Satin Column, Richelieu Bars, Feather Satin and Satin Lines.

The Hide Single Stitches filter is used to hide and show Single Stitches and Alignment Stitches.

The Hide Stops and Colors filter is used to hide and show Color Change and Stop commands.

The Hide Groups filter is used to hide and show Groups.

The Hide Appliqués filter is used to hide and show Appliqué areas.

The Draw Previous Color Block filter is used to step through the color blocks in reverse order.

The Draw Next Color Block filter is used to step through the color blocks one at a time.

The Display All Objects filter is used to display all objects and commands in the design.

Draw Range
Use the Draw Range to determine the range of visible objects.

The Draw Range has Start and End sliders, which are used to control which objects are displayed. Each step is one distinct object, similar to stepping through objects with the arrow keys. The upper slider bar sets the first object at the Start of the visible objects. The lower slider bar sets the End object.

Note: When you set a Draw Range, only objects within the visible color blocks are displayed.
**FilmStrip**

In the FilmStrip you can view the numbered sequence of objects, select an object, change the sequence of objects, select objects to display, delete objects, insert Color Changes and Stops, view the properties of the selected object and change the properties of objects globally or in a selected group.

**To Open the FilmStrip**

- Click the Filmstrip button on the toolbar.
- Choose View > Show Filmstrip

**FilmStrip Items**

Starting at the top, the Filmstrip shows the numbered sequence of objects in the design. When all objects are visible, the first object at the top of the list is a Color, then any other objects that make up the design. The last object in the design is at the bottom of the list, together with the Layout Order functions.

The currently selected object is highlighted in the FilmStrip, and objects can be selected directly in the FilmStrip.

**Note:** When objects are hidden, using the color worksheet, object filters, slider bars or Filmstrip options, they are also hidden in the FilmStrip.

Each item in the FilmStrip shows four pieces of information: the number, color, object and object type.
Note: Trims and ties are added automatically at export according to the settings in Creating Stitches Preferences; they are not visible in the FilmStrip.

Select Objects in the FilmStrip

Until you select a specific object, the last visible object is selected automatically in the work area.

1. Open a design.
2. Click the FilmStrip button on the toolbar to open the FilmStrip. Alternatively, choose View > Show FilmStrip.
3. Click an object in the FilmStrip to select it. It is highlighted in blue.
4. If necessary, scroll to the object in the FilmStrip.
5. Click a different object in the work area. That object is now highlighted.
   
   Note: To see an object in the work area when zoomed in, either Zoom To Fit or use the scroll bars on the edges of the work area.
6. Click on the FilmStrip to highlight an object.
7. Press the up and down arrow keys to step up and down the list one object at a time, selecting each object.
8. Press the Page Up (or fn ↑) and Page Down (or fn ↓) keys to jump up and down the list one screenful at a time. Then click on the desired object to select it.
9. Press Home (or fn ←) to go to the first visible object. Then click on the desired object to select it.
   
   Alternatively, click Select Last Visible object in the FilmStrip to jump to and select the last visible object.
   
   Note: You can only select visible objects. If a filter (or other function) is used so that the selected object is no longer visible, the last visible object is selected automatically.
10. Click Display Group Contents to show the objects within Groups.
    
    Note: When Display Group Contents is not highlighted only the Groups themselves can be seen.
11. Click an object in the FilmStrip and hold the Shift key. Then click an object several places below it. All of the objects in that sequence are highlighted and selected in the work area.
12. Click an object in the FilmStrip and hold the Command key. Then click a selection of other objects. These objects are highlighted and selected in the work area.
    
    You can add objects to a sequence in this way.

Change the Sequence of Objects

Objects and groups of objects can be dragged to move them up and down the FilmStrip. This changes the order of the objects, and also changes the order in which the stitches are created for the final embroidery. Alternatively, use the Layout Order buttons.

<table>
<thead>
<tr>
<th>To learn how to</th>
<th>Go to</th>
</tr>
</thead>
<tbody>
<tr>
<td>Change the sequence of objects in the FilmStrip</td>
<td>See “Change Objects’ Sequence” on page 56.</td>
</tr>
<tr>
<td>To learn how to</td>
<td>Go to</td>
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<tr>
<td>----------------------------------------------------</td>
<td>----------------------------------------------------------------------</td>
</tr>
<tr>
<td>Move an object within the FilmStrip</td>
<td>See “Drag an Object within the FilmStrip” on page 57.</td>
</tr>
<tr>
<td>Move a group of objects in the FilmStrip</td>
<td>See “Drag Several Objects in the FilmStrip” on page 57.</td>
</tr>
<tr>
<td>Use the Layout Order buttons to move objects in the FilmStrip</td>
<td>See “Move an Object With the Layout Order Buttons” on page 57.</td>
</tr>
</tbody>
</table>

**FilmStrip Context Menu Options**

Use the FilmStrip context menu to view options relating to the currently selected object or group of objects.

- Control–click on an individual item in the FilmStrip to view its context menu, and choose an option from the menu.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Display Only Selected</td>
<td>Show only the currently selected object or group. Use this to isolate a single object or group. For example, once an object is isolated, you can select it with Select All Visible and move, resize, flip or rotate it.</td>
</tr>
<tr>
<td>Display Only From Start</td>
<td>Hide all objects after the selected object or group. Only the currently visible objects from the start to the selected object are shown.</td>
</tr>
<tr>
<td>Display Only To End</td>
<td>Hide all objects before the selected object or group. Only the currently visible objects from the selected object to the end of the design are shown.</td>
</tr>
<tr>
<td>Display All Objects</td>
<td>Display all objects and commands in the design.</td>
</tr>
<tr>
<td>Cut</td>
<td>Delete the selected object or group from the screen and place it on the Clipboard.</td>
</tr>
<tr>
<td>Copy</td>
<td>Make a copy of the selected object or group and place it on the clipboard for use in this app.</td>
</tr>
<tr>
<td>Paste</td>
<td>Paste the object or group that has been cut or copied to the Clipboard onto the screen.</td>
</tr>
<tr>
<td>Duplicate Selected</td>
<td>Make a copy of the whole design or the currently selected objects, which is automatically pasted on the work area.</td>
</tr>
<tr>
<td>Delete Object</td>
<td>Delete the selected object or group from the design.</td>
</tr>
<tr>
<td>Insert Color Change</td>
<td>Insert a Color Change after the currently selected object. The Color Selection dialog appears so you can choose the new color.</td>
</tr>
<tr>
<td>Insert Stop</td>
<td>Insert a Stop after the currently selected object. Note: A Stop is not inserted if this would place two Stops together.</td>
</tr>
<tr>
<td>Group</td>
<td>Group selected objects together so they may be moved, resized or scaled and rotated together.</td>
</tr>
<tr>
<td>Ungroup</td>
<td>Ungroup a selected group so that each object may edited independently.</td>
</tr>
<tr>
<td><strong>Select Similar from Visible</strong></td>
<td>Select all visible objects with similar properties.</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td><strong>Select Similar from Group</strong></td>
<td>Select all objects with similar properties that are in the same Group.</td>
</tr>
<tr>
<td><strong>Properties</strong></td>
<td>Show the properties dialog for the selected object or group. This is the same as using Control–click on the work area.</td>
</tr>
<tr>
<td><strong>Global Properties</strong></td>
<td>Show the properties dialog for the selected object. When the settings in the dialog are confirmed with the OK button, all visible objects of the same type will also have their properties changed to match the settings.</td>
</tr>
</tbody>
</table>
| **Scroll into View**           | Automatically scroll the work area so that the selected object can be seen in the work area.  
  *Note:* This option is only active when zoomed in. |
| **Layout Order**              | Move objects in the FilmStrip. |

**Backgrounds**

Use the Background tools to load a background picture, to move a background, or to fade a background. See “Image Files” on page 10.

- **Load a background**
- **Fade the background**
  - **Move the background**

*Note:* The Background tools are only available after a Background has been selected.

Use Background On to show the picture in the background.  
Use Fade 50% to show the picture in the background with the colors faded by 50%.  
Use Background Off to hide the picture.

**Load Background**

Use Load Background 📷 to load a background picture.

- Click the Load Background 📷 button on the toolbar.
- Choose View > Load Background.
- Press ⌘K

Use Load Background to load a picture. PREMIER™ 2 Create displays the Load Background Image dialog so you can choose a picture to open.
Note: You are warned if you try to load a picture when there is an existing background picture.

Background Visibility
Use Background Visibility to open a pop-up menu and select one of the background visibility options.

- Background On shows the background at full visibility.
- Background Off hides the background.
- Fade Background opens the Fade Background dialog where you can set the visibility for the background picture.

Click the Background Visibility button on the toolbar, then choose Background On, Fade Background or Background Off from the pop-up menu.

Move Background
Use Move Background to move and resize the background picture that you are using to create your embroidery design. The mouse pointer changes to a four-headed arrow.

Using Move Background
1 Click the Move Background button. The mouse pointer changes to a four-headed arrow. Alternatively, choose View > Move Background (or press \ key).
2 Drag the background around the hoop or project area.
3 When the background is in the desired location, Control–click to deselect the function.

Resize a Background
1 Click the Move Background button. The mouse pointer changes to a four-headed arrow. Alternatively, choose View > Move Background (or press \ key).
2 Drag the square resize handles using the two-headed resize pointer to resize the background picture.
To keep the picture in proportion, hold down the Shift key. Hold down the Option key to resize from the center.

3 Release the mouse button, and then release the Shift key if you used that to keep the proportions. The background picture is redrawn at its new size.

4 When the background is the desired size, Control–click to deselect the function.

**Fade Background**

Use the Fade Background dialog to set the visibility for the background picture.

![Fade Background dialog](image)

**Delete Background**

Use Delete Background to remove the background picture that you are using to create your embroidery design.

- Choose View > Delete Background.
Life View

Use Life View to show how an embroidery exported from the project will look in 3D with real-world perspective. Zoom in to see detail, and move and rotate the embroidery in a three-dimensional view.

Note: Life View will not open if part of the embroidery is outside the hoop.

Use Life View at any time when you want to see the design with no grid, stitches selected, or markers displayed, and when you want to see the effects of glow in the dark and solar reactive threads.
Design Player

Use Design Player to play through the stitches in the embroidery design as if it was being stitched from an exported embroidery. All parts of the design that are within the hoop area are shown, whether or not they are selected. Designs are shown in 3D [3D].

Note: The current Optimize for Sewing settings from PREMIER+™ 2 Configure are used.

![Design Player interface]

Control play with the slider
Start or pause play

Design Information
- Jump to first stitch
- Jump to last stitch
- Rewind
- Play at double the current speed
- Share a picture or video online

Note: The Design Player will not open if part of the embroidery is outside the hoop.

Use Share to save or share a picture or video of your design on your favorite social media site. Share over Facebook®, Flickr®, Twitter®, and YouTube®.

Using the Design Player

1. Choose File > Open (or press ⌘O).
2. Browse to Home/Premier+2/Samples/Create/Edo.
3. Scroll down to "Sleigh.edo".
4. Click to load the design into the work area.
5. Click Design Player. Alternatively, choose View > Design Player or press ⌘Y. The Design Player dialog opens and the embroidery is shown being stitched out.
6. Use the Play button at the bottom left to start playing through the stitches in the embroidery.
7. Use the controls to play forwards for backwards through the embroidery at different speeds, jump to the start or end of the stitches, and stop at any time.
Creating Design Elements

Use the Quick, Freehand and Precise Create tools to add objects to your design.

A design in PREMIER+™ 2 Create is composed of areas, lines, columns and commands (objects).

After creating any fill or satin area, or satin column, you can emboss it by placing needle points to enhance the pattern.

Note: Any line type can be converted to another line type, and most area types can be directly changed to any other area type.

Create columns by placing alternate points.

Commands are instructions such as a change of thread color or a stop.

Creating Areas and Lines

Areas and lines are created using the QuickStitch™, QuickTrace and Freehand features, or automatically with the ExpressDesign Assistant.

Draw a line with the Freehand features, or follow a line in a picture with QuickStitch™, QuickTrace and the ExpressDesign Assistant.

Note: You can change an open line to a fill area. The fill area is created by closing the gap between the line ends, or by using the Closed Border option on the Line tab of the Fill Area and Line properties dialog. The points defining the area are not changed. This allows you to create a fill area with a closed or open border.

Quick Create

Use the features of the Quick Create tab (QuickStitch™, QuickTrace and Shape) to create design areas automatically.

Creating with QuickStitch™, QuickTrace and Shape
Click in a defined color area, or on a defined color line, in the background picture to create a QuickStitch™ or QuickTrace line or fill. The area outline is filled or the line is followed automatically.

Use Color Tolerance to choose the color shades used when defining the area, and to set the relative number of points in the outline for QuickStitch™ areas. Low produces a smoother outline, while High follows the lines of the picture more precisely.

Using Color Tolerance with QuickStitch™ and QuickTrace
1. Select the desired QuickStitch™ or QuickTrace function, according to the type of stitches you want over the picture area you are about to select.
2. Click in the desired area (for example, on the cat’s left side) of the picture for QuickStitch™ functions or on the desired line for QuickTrace functions.
3. If Color Tolerance is enabled, the Color Tolerance dialog appears.
   A blue and white checkered pattern shows the area of the picture that will be filled or traced. If you have chosen to detect holes, any holes in the area will not contain the checkered pattern.
4. Use the slider to adjust the Color Tolerance value until the required part of the picture is selected.
5. For QuickStitch™ areas, select the relative number of points along the outline. Choose from Low, Medium and High. Low produces a smoother outline, while High follows the lines of the picture more precisely.
6. Click OK to confirm the desired area is highlighted, and the line or area is created.

Turning Color Tolerance Off
When Color Tolerance is not enabled, the stitch object(s) are created immediately, using only the color area that was selected. You can use the Color Tolerance option in General Preferences to turn Color Tolerance off, but this is only advisable if your picture has well defined flat color areas, and you have no need to select more than one color area to create new objects.

Shape
Use Shape 🎨 to select a shape and create a fill area, or line, in that shape. Then adjust its size and properties.

Note: Draw a ring, a square, a frame or other shape. Select a fill and line to draw a fill area surrounded by a border, or select a line type only to draw a closed line with no fill.

Creating with Freehand Create and Precise Create
The Freehand and Precise functions are used to create new stitch objects by creating object outlines directly on the design. The outlines may follow a
background picture, if desired, but the Freehand and Precise functions do not require a picture. Most of the Freehand Create functions are used by drawing an outline, and most of the Precise Create functions are used by placing points or drawing Bezier lines to define an outline.

Freehand Create

Use the Freehand Create functions to create lines and areas by drawing outlines on the design with a pen on a graphics tablet, or by dragging with the mouse.

Note: All of the Freehand Create tools work in the same way, except for Commands and Columns.

Draw a Fill Area with Freehand Create

1. Select the stitch types.
2. Select Create Freehand Area or Line .
3. Draw one continuous line to create a line or area.
4. Lift the pen or release the mouse button to complete the line or area.
5. Draw another line to create another new object.
6. Control–click to deselect the Freehand function when you have finished, or simply select another Create tool.

Note: Freehand Create provides a natural drawing experience and is generally recommended. When zoomed in, use Autoscroll to assist in drawing new objects.

Precise Create

Use the Precise, or Freehand Point functions, to create lines and areas by placing a series of points that define the outline.

Place Points with Precise Create

1. Select the stitch types.
2. Select Precise Area or Line . The Precise (Freehand Point) pointer appears.
Note: To create an area with Bezier lines, use Bezier Mode. See “Bezier Mode” on page 182.

3 Place each point with a single click.

Note: Hold down the Shift key to place square points for the precise positioning of corners and straight line sections.

4 To move a point, hover the pointer over the point and when the move pointer appears, drag the point to the desired position.

5 Double-click or press Return to complete the outline.

6 Control–click to deselect the Precise function when you have finished, or simply select another Create tool.

**Bezier Mode**

Use Bezier Mode to draw shapes with finely graduated curves. Control the exact shape of the line using the black handles to either side of the points you place.

Click to place Corner points, or drag to place curve points with handles.

Note: For information on Control Points and the other Bezier Line editing tools, see “Convert Points and Bezier Lines” on page 61.

**Area Types**

Any area can have a border, or no border. The border can be closed or open, and it can use any line type. Holes can be defined inside any fill area. Appliqué properties may be set for any area or line. Use Break Apart on the Object menu to change an area with a border into separate fill area and line objects.

Note: Any fill area can be converted into a Satin Area, however any holes in the fill area will be lost.

**Pattern Fill**

Pattern Fill areas contain small stitches with repeating patterns from an origin point that can be moved. Select from one of the themed collections. A pattern fill area can have holes defined inside it. The stitches can be at any angle and the density can be constant, gradient or multicolor as desired. Constant density fill
areas can also have automatic underlay, which is turned off automatically for gradient density areas.

**Note:** If you change a gradient density fill back to standard, then you should also select the desired underlay.

**Motif Fill**
Motif Fill areas contain repeated small stitches placed using one of the Universal or machine motif patterns. A motif fill area can also have holes defined inside it. The motifs can be at any angle and at different sizes, and different motifs can be used on alternating lines.

**Shape Fill**
Shape Fill areas use one of 75 different shapes from an origin point that can be moved. Vary the stitch density, use running stitch or motif lines for the fill and add holes.

![Shape Fill Area using Shape 23 and Motif 1 from Hand Stitches 1](image1)
![Radial Fill with origin moved to top of heart](image2)
![Spiral Fill using Gradient Density](image3)

**Radial Fill**
Radial Fill areas use a pattern of radiating lines from an origin point that can be moved. Vary the stitch density and add holes.

**Spiral Fill**
Spiral Fill areas use a spiral pattern from an origin point that can be moved. Use constant or gradient density, and add holes.
QuiltStipple Fill
QuiltStipple Fill areas use stipple stitch in curved or straight lines. Vary the gap between stitch lines, use running or triple stitch, and add holes.

Contour Fill
Contour Fill areas use contour stitch lines. Vary the gap between stitch lines and the length of the stitches, use running, double or triple stitch, and add holes.

Crosshatch Fill
Crosshatch Fill areas use diamond, square and parallel crosshatch patterns, or select the angles for the crosshatch. Set the gap, style, line angle, stitch type and stitch length for the crosshatching, and add holes to the fill.

Note: Crosshatch fill is often selected for lace designs, typically using a Double Zigzag stitch type.

Curved Crosshatch Fill
Curved Crosshatch Fill areas use curving lines in the crosshatch, which can be used to create a feeling of depth. They are used in quilting, and to create free-standing lace.
MultiWave Fill
MultiWave Fill areas use a wave pattern defined by a line, or lines, drawn on the fill area. Vary the density, or use a motif for the stitch lines.

Echo Fill
Echo Fill places echo lines within and/or around a shape. Choose from rounded, square and diagonal corners, set the gap between the echo lines and the number of lines, and select the stitch type and length.

Satin Areas
Satin Areas contain zigzag stitches that fill the area from one end to the other at the same density. The stitch angle changes with the shape of the area, and can be adjusted as desired. Choose automatic edge walk and/or zigzag underlay.

Note: Satin Areas can be converted into any type of fill area. They cannot be created with a border, but a border can be placed around them using the Area Properties dialog.

Columns
Create Columns by placing points, or when using the Precise Create toolbar by drawing Bezier lines. The Column functions are found both on the Freehand and Precise Create toolbars. Place alternate points to define a column of any length. Choose a column type before creation, or change it afterwards in Column Properties.

Satin Column
Use Satin Column to create a straight or curved column of parallel stitches. The column may be of any length.

Note: The recommended maximum length for satin stitches is around 8-10mm, otherwise the stitches may be loose and not lie flat. To create satin wider than this, either overlap satin columns, or use a satin area.
Feathered Satin
For lifelike realistic feathers or fur, use Feathered Satin, where the start and end points of the stitches are random rather than all parallel. Feathered satin may also be created with only one side feathered – the side where the first (A) or second (B) point was placed.

Richelieu Bars
Use Richelieu Bars to create a column of short sections of satin perpendicular to the direction of the column. Choose the number of bars, and the width of the satin.

Note: Richelieu bars are typically used for cutwork designs.

Tapered Motifs
Use Tapered Motifs to create a line of motifs that vary in size according to the width of the column.

Note: Tapered motifs are often used in lace designs.

Line Types
Choose a line type before drawing the line, or change it afterwards in Area Properties.

Running, Double and Triple Stitches
Set Running Stitch from 0.3-12mm in 0.1mm steps (standard, or cutwork needle line with secure points). Set Double, Double Zigzag and Triple stitch to any length from 1mm to 12mm.

Note: Double Zigzag is a special stitch type, recommended for lace. A running stitch line is retraced in a zigzag pattern to create a mesh.
Motif Line
Motif lines are lines of the chosen Universal or machine motif patterns.

Satin Line
Create Satin lines where a line or border of satin stitches of constant width is desired. The line will be created along the center of the chosen line.

Note: Individual satin lines and the satin borders used around fills or appliqué are identical.

Commands
Commands are instructions such as the Add Color Change that changes the thread at the start of a new color block, and the Stop that tells an embroidery machine to stop without a color change.

Color changes, stops and alignment stitches are indicated by special blue and red markers on the work area.

Alignment Stitches
Use Alignment stitches to add stitches at the beginning of an embroidery that you can use to align the embroidery, for example with a previously embroidered design. Alignment stitches are typically placed at the beginning of an embroidery. They are inserted after the currently selected object, but may be moved if desired. Alignment stitches are created as a cross, but may be altered after placement.

Select Alignment stitches, then click to place a point for the stitch.
Single Stitch

Use Single stitch to create single stitches that are embroidered at whatever length they are made. Alternatively, if you select to Break Up into Smaller Stitches they will be broken up into stitches of Running Stitch at any length from 1 to 12mm.

■ Select Single stitch, then click to place points for the stitches.

Creating Motifs and Machine Stitches

Use Create Motif from Selection in the Edit menu to make a motif from a Running Stitch design that will be suitable as a repeated element. You can also use Export as Machine Stitch to use a design to create a .spx machine stitch for certain sewing machines. Save the design in .edo format in case you wish to edit it later.

See “Motifs and Machine Stitches” on page 51.

Objects Created in the ExpressDesign Assistant

Lines and areas created in the ExpressDesign Assistant may be modified in the same way as those created by any other method. When the ExpressDesign Assistant is used to create a new design, the design will fit the hoop or use the selected design size.

Note: Columns are not created by the ExpressDesign Assistant. Any satin will be a Satin Area or a Satin Line.
Area Properties

Use the Area properties dialog to set properties before creation, or to change the fill and line type for a previously created area or line. Then edit the properties using the tabs in the dialog.

Note: The options available below the two pop-up menus will vary, depending upon the selected fill and line type.

![Diagram of the Area properties dialog]

Note: You can change a previously created area to any other fill or line type in the pop-up menus, including No Fill or No Border Line.

To show the Area properties dialog

- Choose an object type from the Options pop-up menu on the Create toolbar to set the properties before creating an object.
- Control–click an existing line or fill in the work area and select Properties from the context menu.
- Control–click a line or fill in the FilmStrip and select Properties from the context menu.

Note: If accessed from the Options menu before creating the area, you cannot change the fill and/or line type.
Column Properties

Use the Column properties dialog to change the column type for a previously created column, and edit the properties as desired.

Choose a column type

Change the properties as desired

Click OK to apply your changes

Note: You can change a previously created column to any other column type, or to a Satin Area.

To show the Column properties dialog

- Control–click a column in the work area and select Properties from the context menu.
- Control–click a column in the FilmStrip and select Properties from the context menu.

Object Properties

The following settings can be changed for stitch objects before or after they are created:

- Density
- Compensation
- Stitch Length
- Satin Line Width
- Fill and Satin Patterns
- Gap and Shape
- Start, End and Origin
- Motif
- Underlay
- Feathered Side
• Alignment Stitch Type

The settings for new areas and lines are set by clicking the Options pop-up menu in one of the Create toolbars, selecting the object type, and adjusting the settings in the properties dialog for that stitch type.

Note: Not all settings can be changed for all stitch types.

Note: Options that set properties for new objects are only applied when using the work area to create stitch objects. Objects created in the ExpressDesign Assistant do not use the current settings, but may be changed.

Density

Density of stitching may be set from 2 to 40, except for Satin line which can be set from 2 to 15.

Pattern and Spiral fill areas may also have density gradients. The higher the number, the farther apart the stitches and the fewer stitches are produced. Pattern fills may also have multicolor gradient density.

Note: Embroidery on thicker fabrics usually looks better with more stitch coverage, or a low density setting. Choose a low value such as 2 or 3 for heavy knit fabrics, a higher value such as 5 or 6 for a light material like linen or satin.

Compensation

All stitches have a tendency to pull in. The pull varies according to fabric weight and type. Compensation is used to make a whole design or areas within it 'bolder' by increasing their relative size. The higher the number, the bolder the areas appear. You can also alter compensation for any individual area of satin or fill.

Note: Compensation does not apply to feathered satin, satin line, or any fill other than pattern fill.
You can set compensation from 0 to 30 for satin and 0 to 20 for fill areas. The setting for any Continuous satin, Satin area and Pattern fill area in the design is shown in the Area Properties for that satin or fill.

Note: Embroidery on thicker fabrics usually looks better with higher compensation, while on thin materials such as satin or twill a lower value or zero setting is usually more appropriate. As you create a design, use overlaps to prevent pulling from creating gaps between blocks of stitches that have different stitch directions. This provides 'built-in' compensation.

Stitch Length
Stitch Length can vary according to the object type as follows:

• **Single Stitches** : each stitch may be set from 1-12mm in 1mm steps, or embroidered without breaking up into smaller stitches.
  Note: The current maximum stitch length for new Single stitches if it is desired to break them up into smaller stitches is shown in the General Preferences.

• **Running stitch** : may be set from 0.3-12mm in 0.1mm steps.
  Note: Cutwork needle lines are automatically set to 0.3mm.

• **Double stitch**, **Double Zigzag** or **Triple stitch** : stitches may be set from 1-12mm in 0.1mm steps.

• **Motif line** : stitches may be set from 1-20mm in 0.1mm steps.

• **Motif fill** : the length of the running or triple stitches making the motif shapes can be set from 1-12mm in 0.1mm steps.

• **Feathered satin** (feathered both sides or one side): the maximum length of the stitches may be set from 2-30mm in 1mm steps.

• **MultiWave fill**, **Shape fill** and **Curved Crosshatch Fill** : where Motifs are used, the length of the running or triple stitches making the motifs can be set from 1-12mm in 0.1mm steps.

• **QuiltStipple**, **Contour** and **Crosshatch** fill: the length of the running, double or triple stitches making the fill can be set from 1-12mm in 0.1mm steps.

• **Echo Fill** and **Curved Crosshatch Fill** : the length of the running, double or triple stitches making the fill can be set from 1-12mm in 0.1mm steps.
Satin Line Width

Satin line or border width may be set from 1 to 12mm in 0.1mm steps.

Fill and Satin Patterns

Choose from over 250 system patterns for QuickStitch™ and Freehand fill areas. Choose any available motif for QuickStitch™ and Freehand motif fill areas, lines and tapered motif columns. Choose from 12 patterns for satin.

Note: Patterns in categories other than Standard are recommended for use in relatively large fill areas, as they have repeating patterns which work well when 'tiled' together. Pattern 36 produces a 'satin effect' fill stitch. The first four patterns in the Gradient & Lace category (253-256) are recommended for multicolor gradient. The other eight (257-264) are suitable for a weave pattern combined with parallel crosshatch, as used for lace designs.

Set the angle of orientation for the stitches in Pattern fill, Motif fill and Crosshatch fill areas to any degree.

Gap and Shape

The QuiltStipple, Contour, Crosshatch, Shape and Echo styles of fill have additional properties that are unique to these fill styles. QuiltStipple fills can have curved or straight stipple stitching, and a gap setting controls the spacing of the lines of stipple stitch. Contour fill also uses a gap setting that controls the spacing of the lines of Contour stitch. Shape fills have a choice of 75 shapes, which control the path of the stitching. Crosshatch fills can use diamond, square and parallel styles. They have a gap setting that controls the spacing between the lines in the crosshatch. Echo Fills can use internal or external lines, varying the number or spacing. They also have a choice of three styles, with curved, square or diagonal corners.

Note: Richelieu bars may have a minimum gap or number of bars specified.

Start, End and Origin

Fill and satin areas have adjustable green start and red end points, which can be moved to any point defining the shape of the area. Use this to control the connection between an area and the objects that precede or follow it. For example, this is useful for shortening or hiding gaps so the need for trimming is reduced.
Pattern, Shape, Radial and Spiral fill areas also have an orange origin. For Pattern Fill, the origin marker also has an adjustment handle.

- In a pattern fill area, the origin is the start point for the repeating pattern.
- In Shape, Radial and Spiral fills, the origin is the point from which stitches radiate.

Moving the origin
You can move the origin anywhere on the work area.

- For a pattern fill area, move the origin to change the position of the pattern, and rotate the handle to change the angle.
- For Shape, Radial and Spiral fills, move the origin to change the radiation point of the fill.

Motif
Choose any available motif for Motif fill areas and lines. Motifs can also be used in Shape fills, MultiWave fills, Curved Crosshatch fills, and tapered columns. The size of motifs can be changed, and they can be stitched in either running or triple stitch. For motif fill areas, a second motif can be chosen for alternating lines, and the spacing, offset and angle of lines can be changed.

*Note:* You may also insert a single motif as running or triple stitch. See “Insert Single Motif” on page 52.

Underlay
Underlay is used to stabilize an area of fabric before stitching over it. Automatic underlay is optionally available for pattern fill areas, satin areas, satin column, Richelieu bars and satin line. To create underlay for other object types, use running stitch or single stitches.

*Note:* Embroidery designs created with the ExpressDesign Assistant have an option to create underlay for the whole design.

Feathered Side
Individual areas that were created as both sides feathered, Feather Side A or Feather Side B may have their feathered edges changed.
Alignment Stitch Type

Alignment stitches are added (usually at the beginning) to an embroidery to align it, for example, with a previously embroidered design, or a background picture on fabric.

Alignment stitches are initially placed as a cross ✈️. Use the Alignment Stitches properties dialog to change the stitch type. Select from cross ✈️, top left 🚦, top right 🚦, bottom left 🚦, bottom right 🚦 and Point 🤗.

To open the Alignment Stitch dialog

Global Properties

The properties of all visible objects of a chosen type can be changed with Global Properties.

Global Properties is not used for Stops, and has no effect on Color Changes.

Note: To change the properties of several objects of the same type, Command–click or Shift–click the objects in the FilmStrip to select them, then Control–click and choose Properties.

Change Object Settings with Global Properties

1. Use the Control Panel to hide any objects you do not wish to affect. For example, hide objects by color, or use the Filters.
2. Select an object of the desired type.
3. Control–click in the FilmStrip or on the work area and select Global Properties from the menu.
   The properties dialog for the object appears, with the current settings taken from the selected object.
4. Adjust the properties as desired.
5. Click OK.
   All the settings in the dialog are applied to all visible objects of the same type.
   When you click OK, the settings are applied globally even if you did not change anything. For example, if you have a fill area that already has the desired settings, select the fill area then select Global Properties and click OK to replicate the settings on all visible fill areas.

Note: Global Properties is only available if a single object is selected.

Manage My Fills

Use Manage My Fills to load new pictures for fill patterns to use with Pattern Fills, export an existing My Fill pattern as a picture and delete unwanted My Fills.

Note: If you have a design using a My Fill pattern and give it to a friend, it is likely that their My Fill database will have different patterns to your My Fill database. Export the My Fill pattern and give the picture to your friend to import into their My Fill database.
To Select Manage My Fills
Choose Edit > Manage My Fills.

Export
Use Export to save a My Fill pattern as a picture. The picture can then be copied and imported into a friend’s My Fills.

- Click Export. In the save dialog the file name is automatically set to the number used for the pattern in your My Fills.

Delete
Use Delete to remove the selected My Fill pattern. Delete can be used to remove unwanted patterns.

Import
Use Import to create a new My Fill based on a picture or a previously exported My Fill. After importing a picture, that fill will be available in the My Patterns category of the Pattern dialog.

- Click the Import button and in the open dialog select the picture to import, then click Open.

Note: The height and width of the picture must each be from 120 to 700 pixels.

Use a Bee for a My Fill Pattern
1. If required, choose File > New.
2. Choose Edit > Manage My Fills.
3. In the Manage My Fills dialog, click Import and the open picture dialog appears.
4. Browse to the folder Home/Premier+2/Samples/Create/Pics.
   Note: Simple black and white pictures are recommended. The height and width of the picture must be between 120 and 700 pixels.
5. Click 'Bee.bmp', then click Open. The bee fill is created and a preview sample is shown in the Manage My Fills dialog.
6. Click Close.
7. Click Precise Create to open the Precise Create toolbar.
8. In the stitch types section choose Pattern Fill and No Border Line.
9. Click the Create Precise Area or Line button.
10. Draw a large circle in the work area. It is filled with Pattern Fill.
11. Control-click the circle and choose Properties.
12. Click the Pattern button to open the Pattern dialog.
13. Click My Patterns. The My Patterns category is displayed. Alternatively, you can choose this category from the pop-up menu.
14. Click the bee fill pattern that you just created. Note that the bee design has automatically been given pattern number 501. Enter this number to go directly to the bee pattern.
15. Click OK to close the Pattern dialog. The bee pattern is now displayed in the Area Properties dialog.
16. Click OK to close the Area Properties dialog and view the bee fill pattern on your fill.
Motifs and Machine Stitches

Use motifs to personalize your motif fills and lines. Create your own motifs to add to My Motifs, or create your own .spx machine stitches.

Using Motifs

A motif is a small element designed so that it will repeat along a line or along multiple lines to fill an area. Choose any available motif for motif lines, tapered motif columns and fill areas. You may also insert a single motif.

All the system motifs are in the Universal Group. My Motifs is used for motifs that you create. You can create motifs to add to My Motifs, and machine stitches for certain machines.

Motif Selection

Use the Motif selection dialog to select motifs for motif lines, fills, tapered motif columns, and as lines within a Shape, MultiWave or Curved Crosshatch Fill.

Choose a motif Group and Category

Select a motif

Set the height and width of the motif

Flip the motif horizontally or vertically

Adjust the dimensions proportionally (lock closed)

The delete function is only available for motifs you have created in My Motifs.

Note: You can only delete motifs in My Motifs if two or more motifs have been created.
**Insert Single Motif**

Use Insert Single Motif to insert a single motif into the current design, using the motif selection dialog.

The motif is automatically selected so that it can be moved, resized, mirrored, rotated, copied or cut.

*Note:* You may also modify the inserted motif and save the selection as a new My Motif.

- Choose Edit > Insert > Insert Single Motif.

**Create and Manage Motifs**

Use Create Motif from Selection to make a motif from a Running Stitch design. Use the My Motifs page of the Motif Selection dialog to delete unwanted My Motifs.

Use Create Motif from Selection to save the running stitch design or selected block of running stitch on the screen to the My Motifs database. There is no confirmation of this action.

- Choose Object > Create Motif from Selection.

**Create a Motif**

1. Select the Precise Create toolbar.
2. In the Precise Create toolbar, choose Running Stitch in the Line pop-up menu.
3. Deselect the Fill and Appliqué buttons so they are gray, not blue.
4. Select Create Precise Area or Line.
5. Place points, using the Command key to create corner or square points, to draw the outline of a tree from left to right. Double-click or press Return to finish the line. Start and finish on the same horizontal line.
   *Note:* The start and end stitches should always be aligned horizontally, with the start stitch on the left and the end stitch on the right.
6. Choose File > Save and save the motif design as Tree Outline.edo.
7. Ensure that the tree outline is selected.
8. Choose Object > Create Motif from Selection.
9. If the first and last stitches are not aligned horizontally, a message appears to give you the option to rotate the motif or add an alignment stitch. Click the desired option and then export the motif to the My Motifs database.
Managing My Motifs
Use the My Motifs page of the Motif Selection dialog to delete unwanted My Motifs.

To back up My Motifs, use the Backup My Settings feature in PREMIER+™ 2 Configure.

Export as Machine Stitch
Use Export as Machine Stitch to save the running stitch design or selected block of running stitch as a .spx machine stitch for certain sewing machines. Save and name the design file. PREMIER+™ 2 Create displays the Save Machine Stitch dialog.

Choose Object > Export as Machine Stitch.

Note: If the first and last stitches are not aligned, a message appears to give you the option to add an alignment stitch.

To send the stitch to your connected machine, choose Object > Send Machine Stitch. Alternatively, copy the Spx stitch file to a USB Embroidery Stick.

Send Machine Stitch
Use Send Machine Stitch to send a saved Spx stitch file to your connected machine.

Choose Object > Send Machine Stitch.

Insert Machine Stitch
Use Insert Machine Stitch to open an existing stitch to modify it, or to export it as a motif. PREMIER+™ 2 Create displays the Open dialog so you can choose a machine stitch design file to open. Spx files may be loaded.

Choose Edit > Insert > Insert Machine Stitch.
After you have created an object such as a line, fill or hole, you may want to change its properties; for example the motif size, fill pattern or stitch length.

Select individual objects, or select objects as a block. See “Select a Block of Objects” on page 65.

To Edit an Object

- Control–click the object in the FilmStrip, and choose Properties.
- Control–click the object in the work area and choose Properties.
- To change the properties of all visible objects of the selected type, Control–click in the FilmStrip or in the work area and choose Global Properties.
- To change the properties of several objects of the same type, Command–click or Shift–click the objects in the FilmStrip to select them, then Control–click and choose Properties.

You can then make the desired changes in the properties dialog. See “Area Properties” on page 42.

Note: If an object is difficult to select, use the color worksheet, object Filters and Draw Range to help isolate it, then select it on the FilmStrip.

Select Objects

In PREMIER™ 2 Create, designs are made up of a sequence of lines and areas (e.g. stitch lines, fills and columns). Each area, line or column is defined by a number of points that can be seen in the work area. The selected object is highlighted in the FilmStrip.

Select a Place to Insert New Objects

1. In the FilmStrip or in the work area, find the object after which you wish to insert new objects and click it to highlight it.
2. Select one of the Create tools. The create cursor can be seen at the insert point.
3. Insert the new object. It appears below the object that you selected.

Insertion Markers

When a Freehand tool is selected, a marker shows the location of the last point of the preceding object. This is where new objects are inserted:

- When objects will be added to the end of the design, the marker is pink.
- When objects are to be inserted (i.e. the selected object is not the last object in the design), the marker showing the final point of the selected object is orange.
- When objects are to be inserted, a blue marker shows the position of the first point in the next object in the design.
Select an Object to Edit

- In the work area, click an object to show the points that make it up, and check what type it is in the FilmStrip.
- Click an object in the FilmStrip. It is highlighted in the work area.

You can then drag the points on the object to change its shape, delete it, or Control–click and choose Properties to change the stitch type.

Step Through Designs

- Click an object in the work area and press the arrow keys on the keyboard to step through all the objects in sequence. (If a selection box is visible, then use the arrow keys to nudge the selected object(s).)
- Click an object in the FilmStrip and use the up and down arrow keys on the keyboard to step through all the objects in sequence.
- Click the Page Up (or fn ↑), Page Down (or fn ↓), Home (or fn ←) and End (or fn →) keys to move rapidly up and down the FilmStrip.
- Click Select Last Visible Object to move to the last object in the FilmStrip.
- Control–click the FilmStrip and choose Display Only From Start to show only the objects from the start to the selected object.
- Control–click the FilmStrip and choose Display Only To End to show only the objects from the selected object to the end of the design.
- Control–click the FilmStrip and choose Display Only Selected to show only the selected object.
  
**Note:** The color worksheet, object filters and Draw Range are useful to isolate objects.

Select Several Objects

- Click the top of a sequence of objects selected in the FilmStrip, then hold the Shift key and click the bottom of the desired sequence (Shift-click).
- Hold the Command key and click the desired objects (Command-click).

Delete Object

Use Delete Object to remove the currently selected object from the design. Select the object in the work area or in the FilmStrip.

To delete the selected object

- Click Actions on the toolbar and choose Delete Object.
- Control–click the selected object and choose Delete Object.
- Control–click the object in the Filmstrip and choose Delete Object.
- Choose Edit > Delete Object.
- On full-size keyboards, press Delete .
- On Mac portable keyboards, press Function–Delete or Function–Backspace (fn ).
Insert Commands

Use the FilmStrip to insert a new Color Change or Stop Command immediately after the selected object.

Insert a Command

Select the object above the insertion point, then Control–click that object and choose the desired option from the context menu.

Insert Color Command

Insert a Color Change after the currently selected object. The Color Selection dialog appears so you can choose the new color.

Insert Stop Command

Insert a Stop after the currently selected object.

Note: A Stop will not be inserted if this would place two Stops together.

Change Objects’ Sequence

Objects and groups of objects can be dragged to move them up and down the FilmStrip, or moved with the arrow (Layout Order) buttons. This changes the order of the objects, and also changes the order in which the stitches are created for the final embroidery. See “FilmStrip” on page 24.

The first object is always a color.

View the object color in the Thread Color Bar

Objects are shown by their shape or a marker

Use the Layout Order buttons to move objects in the FilmStrip

Select the last visible object

Display objects within groups

Scroll up and down the FilmStrip

View the name of the object type

Line between chains of linked objects

No line between linked objects
Moving an object up and down the FilmStrip does not change the position of the object on the work area. However, it may change the appearance of the design according to whether or not it changes the overlap with adjacent objects. For example, the color may change.

**Note:** You cannot move or delete the first visible object in the FilmStrip. Also, you cannot move objects above the first visible object in the FilmStrip. This ensures that, when it is visible, the initial color change in the design cannot be moved or deleted and nothing can be moved before it, unless it is another color change.

### Drag an Object within the FilmStrip

1. To move an object by dragging it, click the desired object and drag it up or down the FilmStrip. A bar moves up and down the list to show the new list position.
2. Release the mouse button to drop the object at the desired point.

### Drag Several Objects in the FilmStrip

1. Select a number of objects in the FilmStrip.
2. Drag one of the objects in the selection. A bar will show where the objects can be inserted in the FilmStrip.
3. Move the bar up or down the FilmStrip to the desired insertion point.
4. Release the mouse button to insert the objects.
   **Note:** Hidden objects will not be moved.
5. To move to a part of the FilmStrip that is not visible, move the pointer above the top or below the bottom of the list. The list scrolls automatically.
6. To scroll faster, move the pointer further above or below the list.
7. Move the pointer back into the list to stop scrolling.
   **Note:** Moving the pointer onto the scroll bar has no effect when dragging an object up or down the FilmStrip.

### Move an Object With the Layout Order Buttons

1. To move an object with the Layout Order buttons, click the desired object. It is highlighted in the FilmStrip.
2. Click Move Backwards ▲ to move the object one step up the FilmStrip (towards the first stitch object in the design). A bar moves up the list to show the new position.
   **Note:** Move Forwards ▼ will move the object one step down the FilmStrip. Move to Back ▼ will make the object the first to be stitched out, and Move to Front ▼ the last.
3. Move the object to the desired position.
Edit Lines and Areas

The shape of a line or area can be changed in the work area by moving the points that define its outline. The points for the currently selected object are shown.

To Select an Object

- Click on the object in the work area or the FilmStrip.
- Use the arrow keys to step through the objects in the order they are used in the design.

Points, Angle Lines and Markers

When the desired line or area is selected, its points can be moved. The points are shown as small circles or squares. Square points are used for straight sections and corners. Round points are used for curves.

Some stitch object types, such as single stitches have a fixed number of points.

Other objects, such as fill areas, running stitch and satin lines, can have any number of points, and points may be inserted and deleted, allowing greater control over their shapes. The start and end points for fill and satin areas can be changed, typically to
reduce the need for trimming. Satin areas have angle lines that are used to control the satin angle.

Fill areas have as many points as needed to define their outlines, and also have moveable start, end and origin markers.

Satin areas have moveable start and end markers, and adjustable stitch angle lines.

Color change and stop commands, and alignment stitches are shown as a single point when selected.

Points
The points that define the currently selected stitch object (satin column, fill area, running stitch, etc.) are shown as small squares and circles. Emboss lines and MultiWave lines have similar points.

The points used to start and end all fill and satin areas are shown by the start \( \text{S}\) and end \( \text{E}\) markers. Some types of fill areas also have an origin, marked by an orange circle \( \text{O}\). In addition, satin areas have stitch angle lines with pink hexagonal ends.

Edit Points
Use Edit Points \( \text{E}\) to enable the moving and editing of an object’s points if another function is being used. Alternatively, click an object to select it and you will be in Edit Points mode.

Select Edit Points
- In the Control Panel, click Edit Points \( \text{E}\).
- Choose Edit > Points > Edit Points.
- Press \( \text{⇧⌘E}\)

Select and Move Points
1. In the Control Panel, click Edit Points \( \text{E}\).
2. Click an object in the FilmStrip, or on the work area, to select it and view its points.
Drag the points to change the shape of the object. 
*Note:* Moving the points that define a satin area may affect the stitch angle lines, but moving the stitch angle lines will not affect the shape of a satin area.

**Straight and Curved Lines**

Lines using round points are curved, and lines using square points are straight. The outlines defining most types of lines and areas can have both curved and straight sections:

- To have any curves, a line must be defined by at least four points.
- To have any curves, an area must be defined by at least three points.
- The first and last pair of points for a column are always square.

**Change a Round Point to a Square Point**

- Hold down the Shift key and click the point without moving it.

When adjacent points are square, the line between them is straight. This is useful if, for instance, a point was not added as a corner at the desired place on a fill area or stitch line.

![Point is a curve](image1) ![Point is a corner after Shift-click](image2)

**Change a Square Point to a Round Point**

- Click the point without moving it.

There must be at least two round points next to each other to make a line curved, so if there is one round point between two square points then the lines to the round point are straight.

*Note:* If a line does not have enough points to make the desired section curved, insert an extra point to use for the curve.

**Insert Points**

Use the Insert Points pointer to insert a point in the currently selected object outline, or a stitch angle line for a satin area.

Points can be inserted into all line and area types, including emboss lines and MultiWave lines. The only exception is Single Stitch, where points cannot be added or removed.
Select Insert Points

- In the Control Panel, click Insert Point , then click to insert points.
- Choose Edit > Points > Insert Points, then click to insert points.
- Use Command–click to add a point at the selected position.
- Press 

*Note:* A pair of points is inserted when a point is added to a column.

Stitch angle lines can be added to satin areas in the same way.

Delete Points

Use the delete points pointer to remove points from the currently selected object outline, or a stitch angle line for a satin area.

Points may be deleted from all line and area types, including emboss and MultiWave lines, except Single Stitch.

You may not delete all the points for an object.

- A fill or satin area must have at least three points.
- Satin border, motif lines and running, double and triple stitch lines must have at least two points.
- A column must have a least four points (the start and end pairs).
- A satin area must also have at least one angle line.

- In the Control Panel, click Delete Point , then click to delete points.
- Choose Edit > Points > Delete Points, then click to delete points.
- Use Option–click ( ) to delete a point at the selected position.
- Press 

*To remove all the points for an object, use Delete Object.*

Convert Points and Bezier Lines

Use the Convert Points functions to change between types of points in a line in Bezier Mode, or to change a Point Line to a Bezier Line, or a Bezier Line to a Point Line.

*Note:* For information on how to draw and adjust Bezier Lines, see the PREMIER+™ 2 Create Reference Guide.

Use Convert Points to Corner to change the selected point in a Bezier line to a Corner point (a point with no handles).

- In the Control Panel, click Convert Points , then choose Convert Points to Corner .
- Choose Edit > Convert Points > Convert Points to Corner.

Use Convert Points to Smooth to change the selected point in a Bezier line to a Smooth point (a point with handles that can be adjusted independently).
In the Control Panel, click Convert Points 🔄, then choose Convert Points to Smooth 🔄.

Choose Edit > Convert Points > Convert Points to Smooth.

Use Convert Points to Symmetric 🔄 to change the selected point in a Bezier line to a Symmetric point (a point with handles that are the same distance from the point).

In the Control Panel, click Convert Points 🔄, then choose Convert Points to Symmetric 🔄.

Choose Edit > Convert Points > Convert Points to Symmetric.

Start and End Points for Areas

The start and end points for fill and satin areas are shown by circular markers. The start marker 🍁 is on the inside of the object, and the end marker 🍂 is on the outside of the object.

Move the Start and End Points for Areas

Drag the desired marker. Move the marker to the point that you wish to use as the new start or end point of the area. Drop at the desired point and the position of the marker will change.

Note: The marker snaps to the nearest point on the edge of the object. If an area does not have a point in the desired position, insert a point at that place.

The Origin for Areas

Some types of fill areas have an origin, marked by an orange circle 🍁. This is used to move the start point for the pattern in a pattern fill, or the center point for Radial fill, Spiral fill and Shape fill types.

Note: Use the Origin to control how the pattern is repeated in a pattern fill area.

For Radial fill, Spiral fill and Shape fill areas, the origin can also be moved. This sets the center point for the fill, such as the point from which stitches radiate on a Radial fill.

Move the Origin for Areas

Drag the origin marker 🍁 to the desired position. The origin can be moved anywhere on the design area.

You can create several of the same types of fill area with a common origin. Move the origin to the same grid position for all the desired areas, so that the pattern of stitches is unified across the group of areas.
Change the Stitch Angle for Satin Areas

Satin areas have stitch angle lines that show and adjust the angle of the stitches across the area. The stitch angle lines have hexagonal handles at each end that are used to adjust each line individually.

Drag the desired hexagonal handle. Drop at the desired point and the position of the angle line will change. If the line does not move, this is because the new end point is not usable. This will happen if, for example, you attempt to force two angle lines to cross each other within the area.

Add Angle Lines

To add angle lines, click Insert Point (or press the Command key), then draw a line where you want to add the line.

Delete Angle Lines

To delete angle lines, click Delete Point (or press the Option key), then click the hexagon at either end of the line to be deleted.

Note: A satin area must have at least one angle line. Therefore, the last angle line may not be deleted.

Delete Hole

Use Delete Hole to delete one or more holes from the currently selected area.

Remove a Hole from an Area

1. Click the Control Panel button on the main toolbar to select the Control Panel.
2. Click a fill area containing one or more holes. The points that make up the hole are shown.
3. In the Delete pop-up menu in the Control Panel, select Delete Hole to enable hole removal.
4. Move the pointer over the edge of a hole. The pointer changes to the delete pointer.
5. Click the edge of the hole. The hole is removed from the design.
6. If desired, delete further holes.
Delete Emboss Line

Use Delete Emboss Line to delete one or more embossed lines from the currently selected area.

Note: Use Delete a Point to remove individual points from an emboss line. See “Delete Points” on page 61.

Remove an Emboss Line from an Area

1. Click the Control Panel button on the toolbar.
2. Click a fill area or column containing one or more emboss lines. The points that make the object and its emboss lines are shown.
3. In the Delete pop-up menu in the Control Panel, select Delete Emboss Line to enable emboss line removal.
4. Move the pointer over an emboss line. The pointer changes to the delete pointer .
5. Click the emboss line. It is removed from the fill area.
6. If desired, delete further emboss lines.
7. Control–click to deselect the function.

Delete MultiWave Line

Use Delete MultiWave Line to delete one or more MultiWave lines from the currently selected MultiWave Fill area.

Note: Use Delete a Point to remove individual points from an MultiWave line. See “Delete Points” on page 61.

Remove a MultiWave Line from a MultiWave Fill Area

1. Click the Control Panel button on the toolbar.
2. Click a MultiWave fill area containing one or more MultiWave lines. The points that make the object and its MultiWave lines are shown.
3. In the Delete pop-up menu in the Control Panel, select Delete MultiWave Line to enable MultiWave line removal.
4. Move the pointer over a MultiWave line. The pointer changes to the delete pointer .
5. Click the MultiWave line. It is removed from the MultiWave fill area.
6. If desired, delete further MultiWave lines.
7. Control–click to deselect the function.

Break Apart

Use Break Apart to break apart a fill area with a border into a separate line and fill area.

Choose Object > Break Apart.

Reversal Functions

Reverse Column End to End

Reverse the order of all the points defining a column so that the start becomes the end, and vice versa.
Note: This option is only available when a column is selected.

■ Choose Object > Reversal > Reverse Column End to End.

**Reverse Column Side to Side**
Swap each pair of points within a column.

Thus, if a column started with a left point and ended with a right point, then all right points would be swapped to become left points. The column would then start on the right and end on the left.

Note: This option is only available when a column is selected.

■ Choose Object > Reversal > Reverse Column Side to Side.

**Reverse Line**
Reverse the order of the points defining a line so that the start becomes the end, and vice versa.

Note: This option is only available when a line is selected.

■ Choose Object > Reversal > Reverse Line.

**Select a Block of Objects**
The select functions in the main toolbar allow you to select a block of objects. A selected block of objects can be resized, rotated, mirrored, moved, copied and cut.

■ Click on an object in the FilmStrip or work area to select it. Command–click or Shift–click in the FilmStrip to select additional objects individually or in a sequence. Use the Select Mode tools to replace, add to, or remove from your selection. Note: Use Control–click to finish using a select tool, or select a different create or select tool.

When a block has been selected, it has a selection box around it on the work area. The selection box has handles which are used to resize, rotate and flip the block.

Note: The handles are blue to indicate that you can freely manipulate the selection without changing density or stitch length in the objects. This is because the stitches are only generated when you use Export Embroidery.
Move and Resize a Block of Objects

- Drag inside the block to move it.
- Drag the square corner handles  to resize the block.
  **Note:** Hold down the Shift key as you drag to resize proportionally. Hold down the Option key to resize from the center.
- Drag the round rotate handle  to rotate the block freely.
- Click the triangular handles to flip the block horizontally  or vertically .
  **Note:** When making a selection, only objects that are completely enclosed by the selection line (box, freehand line) are included in the selection. If you cut across a Running stitch line when making a selection, it is not included because it was not completely enclosed in the selection.

Inserting or Pasting a Block
When a new selection is added to a design by paste or one of the insert functions, it is automatically selected as the current block.

Deselect a Block

- Click the work area outside a block to deselect it. The selection box around the block will disappear.

Box Select

With Box Select , drag to draw a rectangle around the area you want to select. Only objects that are completely enclosed by the selection line are selected.

- In the main toolbar, click Box Select .
- Choose Edit > Box Select.

Freehand Point Select

With Freehand Point Select , place points to select a block of stitches of any shape around the desired area. Only objects that are completely enclosed by the selection line are selected. Freehand Point Select may be easier to use than Freehand Select for precise selections.

- In the main toolbar, click Freehand Point Select .
- Choose Edit > Freehand Point Select.

Freehand Select

With Freehand Select , drag to draw an irregular outline around the desired area. Only objects that are completely enclosed by the selection line are selected.

- In the main toolbar, click Freehand Select .
- Choose Edit > Freehand Select.
Replace, Add and Remove Selections
Use Replace Selection to replace the currently selected objects with the new selection. Use Add to Selection to add the new selection to the currently selected objects. Use Remove from Selection to remove the new selection from the currently selected objects.

Select All Visible
Select All Visible selects all visible objects in the design.

- In the main toolbar, click Select All Visible.
- Choose Edit > Select All Visible.
- Press ⌘A

Deselect All
Deselect All will deselect every selected object, including any that are outside the chosen hoop.

- In the main toolbar, click Deselect All.
- Choose Edit > Deselect All.
- Press ⌘⇧A

Multiple Select and Groups

Multiple Select
Use multiple select to select more than one object at a time. The selected objects are surrounded by a selection box with a solid outline, and blue handles. The whole selection can be scaled, rotated and mirrored.

Note: If you click outside the selection box, the objects become separate. Use Undo, or select them again to recreate the multiple selection.

Select Several Objects

- In the FilmStrip, hold down the Command key and click the desired objects.
- Use one of the multiple select tools in the Select area.

A selection box is placed around the selected objects.

In PREMIER+™ 2 Create, you can edit objects individually, in a selected block, or in groups which remain as a selection after saving. To reshape or change the properties of an individual object inside a group, select it on the FilmStrip.

Note: When a design including groups is loaded using Insert or Open, all sections are grouped together, ready for moving, resizing and so on.
Group

Use Group to make a more permanent group of all the currently selected objects. Use Group to group the objects permanently, or to make a temporary Group while moving or editing them.

Note: A group can be modified in the same way as a selection. You can move, resize, mirror and rotate it.

The grouped objects are surrounded by a selection box with a solid outline, and orange handles. The group can be scaled, rotated and mirrored.

Note: If you click outside the selection box, and then click one of the objects within the group, the objects will still be grouped.

Create a Group of Objects

- Select several objects in the FilmStrip or on the work area, then click Group.
- Select several objects, then choose Object > Group.
- Press ⌘G

Use Ungroup to split the selected group into the objects which make it up.

Note: Ungroup can only be used when a group is selected.

Ungroup a Group of Objects

- Select a Group, then click Ungroup.
- Select a Group, then choose Object > Ungroup.
- Press ⌥⌘G

Select Similar from Visible

Use Select Similar from Visible to select all visible objects with similar properties (i.e. the same name in the FilmStrip); for example, select all Radial Fill areas, or all Satin Lines.

Note: Select Similar from Visible selects all Pattern Fills, whether or not they have a border, but does not select Pattern Fill Appliqué areas at the same time as Pattern Fill.

Select Similar from Group

Use Select Similar from Group to select all objects with similar properties (i.e. the same name in the FilmStrip) that are in the same Group.

Note: Objects with similar properties that are in a different Group, or in no Group will not be selected.
Scale to Fit Hoop

Use Scale to Fit Hoop to resize the design in the work area proportionally, to fit within the boundaries of the hoop, centered in the hoop. The whole design is resized, including hidden areas.

Note: Use this to resize a whole design to fit in a different hoop. You should consider whether to change settings or stitch types. For example, when enlarging you could add a pattern to wide satin columns.

Rotate 45

Rotate 45 rotates the selected block of objects in 45 degree steps.

To rotate a block of objects freely in the work area, drag the round rotation handle on the right side of the block.

To Rotate a Block of Objects by 45 Degrees

Select the block of objects, then choose Object > Rotate 45.

Undo to return to the previous angle.

Modify Block

Use Modify Block to open a dialog where you can resize and rotate the selected block.

To Open the Modify Block Dialog

Select the block, then choose Object > Modify Block.

In the Modify Block dialog you can change the height and width of the block, or rotate the block. The changes are made when you click OK.

Click the lock button to adjust dimensions proportionally (lock closed 🗝) or non-proportionally (lock open 🗝).

Size

Adjust height and width separately, or select Lock to change them proportionally. The size is given in millimeters, and as a percentage of the size when the dialog was opened.

Changing the Size

Enter a number in the height or width number box.

Use the arrows to increase or decrease the height or width.

Select Lock to automatically resize height together with width.

Rotate

Rotate the block to the desired angle.

Rotating the Block

Enter a number in the rotation angle number box.
- Use the arrows to increase or decrease the angle of rotation.
- Drag the rotational slider to rotate the block.

**Cut, Copy and Paste Objects**

Once objects have been selected with Box Select, Freehand Point Select, Freehand Select or Select All Visible, they can be cut and copied. The selection of objects on the clipboard can be pasted as many times as desired in the work area of the PREMIER+™ 2 Create app.  
*Note:* Only objects that are completely enclosed by the selection line are selected.

**Cut**

Use Cut to cut out the selected objects and place them on the clipboard. The selection can then be pasted back in.

- Click Actions on the toolbar and choose Cut.
- Control–click and choose Cut.
- Choose Edit > Cut.
- Press ⌘X

**Copy**

Use Copy to copy the selected objects to the clipboard, without affecting the objects on the work area. The selection can then be pasted back in.

- Click Actions on the toolbar and choose Copy.
- Control–click and choose Copy.
- Choose Edit > Copy.
- Press ⌘C

**Paste**

Use Paste to paste the objects on the clipboard back into the design.  
*Note:* Color changes are only transferred if they are within the copied block. If there are no Color changes in a pasted block then all the objects will use the thread color already in use where the block is pasted.

- Click Actions on the toolbar and choose Paste.
- Control–click and choose Paste.
- Choose Edit > Paste.
- Press ⌘V

**Paste into New Window**

Use Paste into New Window to paste the objects on the clipboard back into a design on a different window.  
*Note:* Color changes are only transferred if they are within the copied block. Therefore some or all objects may be the initial blue color.
Choose Edit > Paste into New Window.
Press ⌘ V

**Paste into Center**
Use Paste into Center to paste the objects on the clipboard into the center of the work area.

*Note:* Color changes are only transferred if they are within the copied block. If there are no Color changes in a pasted block then all the objects will use the thread color already in use where the block is pasted.

Choose Edit > Paste into Center.
Press ⌘ V

**Paste and Replace**
Use Paste and Replace to paste the objects on the clipboard, replacing the objects that are currently selected on the work area at their position in the FilmStrip.

*Note:* Color changes are only transferred if they are within the copied block. Therefore some or all objects may be the initial blue color.

Paste and Replace can be used to copy part of a design to a separate window, adjust it, and use it to replace the section that was originally copied.

Choose Edit > Paste and Replace.
Press ^ V

**Duplicate Selected**
Use Duplicate Selected to make a copy of the selected object or block. The copy is automatically pasted on the work area below and to the right of the original.

Select the object or block, then click Actions ⚙ on the toolbar and choose Duplicate Selected.
Choose Edit > Duplicate Selected.
Press ⌘ D
Control–click and choose Duplicate Selected.

**Copy Embroidery**
Use Copy Embroidery to copy the whole design to the clipboard, without affecting the objects on the work area. The design can then be pasted into any PREMIER+™ 2 Embroidery System app.

Choose Edit > Copy Embroidery.
Press ⌘ E

**Insert Design**
Use Insert Design to insert existing outline designs (.edo files) into the current design. The design is automatically selected so that it can be moved, resized,
mirrored, rotated, copied or cut. Designs are inserted at the size they were created.

- Click Actions 🛠️ on the toolbar and choose Insert Design.
- Choose Edit > Insert > Insert Design.
- Press ⌘I

**Insert Embroidery**

Use Insert Embroidery to insert any embroidery into the current design, or into a new window.

An inserted embroidery is automatically converted to stitch objects and selected as a block. The first object in the block is placed after the selected object or the last visible object in the design. The block can be moved, resized, mirrored, rotated, copied or cut. Embroideries are inserted at the size they were created.

- Choose Edit > Insert > Insert Embroidery.

**Insert Lettering**

Use Insert Lettering to insert letters from any PREMIER+™ 2 Embroidery System font into the current design. The character is automatically selected so that it can be moved, resized, mirrored, rotated, copied or cut. Characters are inserted at a fixed size relative to the 'A' character in the font.

![Insert Lettering dialog]

- Click Actions 🛠️ on the toolbar and choose Insert Lettering.
- Choose Edit > Insert > Insert Lettering.

**Insert Lettering into a Design**

1. Click Actions 🛠️ on the toolbar and choose Insert Lettering.
2. In the Insert Lettering dialog, click the displayed font. The Font Viewer opens.
3 Scroll through the Font Viewer to select a font. Alternatively, search for a font by name.

4 Set the Size in millimeters as desired, from 3mm to 200mm. This sets the height of the 'A' character in the font. Other characters and symbols are sized accordingly.

5 Choose a letter from the pop-up menu and click Insert. The letter is placed in the work area.

6 Select and Insert other letters to create a word.

7 Click Close to finish placing lettering. The last placed letter is automatically selected with Box Select, so you can adjust it as desired.

8 Repeat to place additional text as desired.

Insert SuperDesign

Use Insert SuperDesign to insert a SuperDesign from the SuperDesign sets available in PREMIER+™ 2 Create. SuperDesigns are special designs that can be resized with constant stitch density. Some SuperDesigns are multicolored, and the stitch type and style for many can be changed. Alter the size, proportions, stitch type and thread color:

- Click Actions on the toolbar and choose Insert SuperDesign.
- Choose Edit > Insert > Insert SuperDesign.

Notes and Settings

Use the Notes and Settings to add a description to your design. The Notes and Settings boxes are found on the Control Panel.

To Edit the Notes or Settings

- In the Control Panel, select Notes or Settings, then click Edit to open the Notes or Settings dialog and add some text.

Note: Use Option–Return or Control–Return to start a new line of text.

Undo and Redo

Undo

Use Undo to reverse the last action. Unlimited Undos are possible. Every time you use Undo, the previous action is reversed. If you are not satisfied with the result of the Undo, you can use Redo.

Note: The Zoom commands cannot be reversed using Undo.

To use Undo

- Click Actions on the toolbar and choose Undo.
- Choose Edit > Undo.
Press ⌘ Z

Control–click and choose Undo.

Note: When using Undo from the Edit menu, the name of the specific action to be undone is listed.

Redo

Use Redo to reverse the last action that was undone by Undo. If you are not satisfied with the result of the Redo, use Undo.

To use Redo

- Click Actions  on the toolbar and choose Redo.
- Choose Edit > Redo.
- Press ⌘ Z
- Control–click and choose Redo.

Note: When using Redo from the Edit menu, the name of the specific action to be redone is listed.