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Information for users of older versions of Pro-Q Designer

Versions of Pro-Q Designer prior to 3.23 used the "S" key in the editor to select multiple points, and required that you use the SHIFT key in conjunction with moving your mouse to move the cursor (to select the initial point) and move points. This has all been simplified. You need do nothing more than click on a point to select it. To move a point, hold down the mouse button and drag. Multiple points are now selected with the SHIFT key.

The zoom slider did not function as intended and has now been removed and replaced. There are now several ways to Zoom. If you forget, simply hit "F1" to review the list of common hotkeys and functions. It is recommended that you take the time to browse through the documents regarding the changes to familiarize yourself with some of the functions that you might not use regularly.

Screen Layout and General Function

The large, black/dark gray area which takes up the majority of the screen is commonly referred to as the workspace. It will contain the pattern or pass you are editing and allow you point by point control. This is TRUE digitizing, and the most powerful feature of Pro-Q Designer! New to Pro-Q is version 3.23, are scroll bars on the right and bottom of the workspace. These function just like they do in Windows. However, we will be discussing other methods of scrolling later in this document, that we find more reliable and accurate.

The large yellow **FINISHED** button on the left side of the screen closes the editor and registers your changes with the main part of the program. It accomplished the same thing as clicking the X on the upper right corner of the EDITOR window.

The large pink **PREVIEW** button opens another window (discussed more fully in another document) which will let you view the pattern "like it would sew", check sewing order, print full size, etc.

The individual tabs as well as the pop-up menus that are available in the editor will EACH have their own document in the near future.

Pattern Information - The upper left of the Pattern/Pass editor features several pieces of helpful information. While processing/editing a pattern, referring back to this info is usually a good idea. Here is a synopsis of the info and what it means:

> **Points** – this is the number of total points in the pattern. If you are smoothing or trimming points, this is a good way to see if you are actually adding to, or decreasing the number of pattern points.

> **Jumps** – this is the total number of SEGMENTS in the current pattern/pass. You will always have at least one jump, which denotes the single segment you are working on. A segment is defined as a series of connected pattern points. A jump (no sew line) is a divider between segments. A good way to think about segments is to look at fonts. The letter "A" is TWO segments, the outside of the letter and the inside triangular shape. The letter "B" is THREE segments, the outside of the letter and the two inner D-shaped objects.

> **Pauses** – Pauses are denoted by blue dots and are used to assist in preserving pattern detail when smoothing and trimming. Pauses are also used by certain systems to attempt to force a stitch at that location (PC Quilter and MQR) or to allow for a thread color change or fabric manipulation (Statler Stitcher). Pauses are automatically deleted when saving files in a robotic format if your system does not support them. The number of pauses is helpful in determining how a pattern will sew on systems that support them.

> **Pattern Type** – Pro-Q has 3 designations for pattern type: **Open**, **Closed**, and **Repeatable**. You can read more about these in the **Glossary**. When you are editing a pattern, moving the first or last point can significantly impact the pattern type, so it is a good idea to keep an eye on this.

Pattern Point Index – This information is in two parts: a numeric display with controls (**NPPI**), and a visual slider. This is a VERY powerful tool for assisting in selecting pattern points and checking sewing order. Please note that the FIRST point in every pattern is "0" (zero), and the last point will always be one less than the value shown in **Points**.

Pattern Name – This is an editable field that will let you change the name of the pass/pattern you are working on. If you are using the **Pattern Editor**, Pro-Q will preserve the name of the pattern. However, if you are using the **Pass Editor**, Pro-Q will change the name of the pass to "*Merged Pass X*" (where X is a number) to denote that it is edited and may contain what was likely multiple patterns. To avoid having a generic name assigned by the **Pass Editor**, OR to denote that changes have been made in the **Pattern Editor**; it is usually a good idea to CHANGE the name of the pattern.
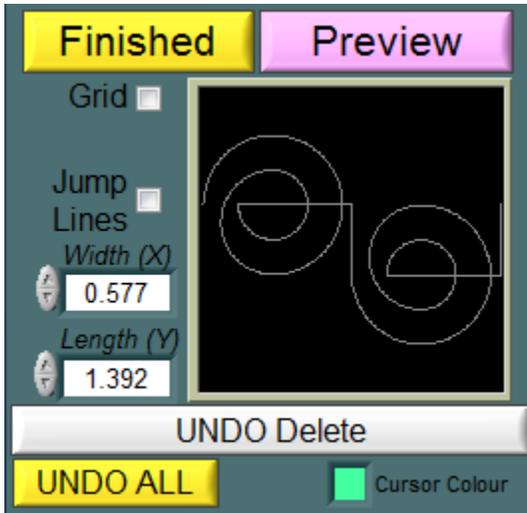
Grid and Jump Lines – These two checkboxes are located near the bottom of the control area on the left, just to the left of the **Navigation Thumbnail**. It is highly recommended that you check this box to display the Jump Lines (no sew lines) which appear as fine, green lines if they are present. Some people also find the grid very useful.

Navigation Thumbnail – this is one of the most reliable ways to scroll through your pattern when you are zoomed in to edit just a small portion of it. The portion of the pattern you are viewing on the workspace will be framed with a yellow box. Simply drag the box to a new area of the pattern to scroll.

Selected Point Location: Width (X) and Length (Y) - this is the location of the cursor in the pattern. If you are editing a pass, it is the location relative to the lower left hand corner of the layout workspace. If you are editing a pattern, it is relative to whatever point in the pattern was declared 0,0 by the original digitizer (software). This location can also be edited to move the pattern point. Please check out other documents for more information on how to use this feature for creating **REPEATABLE** or **CLOSED** patterns, or determining the location for custom registration.

Cursor Colour – this function is provided for those who have a personal preference for a custom color, or issues due to color blindness. Simply click on the small square to open up a standard windows dialog for color selection. Pro-Q will automatically save your choice when you close the dialog.

UNDO/UNDO ALL – the undo feature within the editor is localized and JUST processes events that occur within a single editing session. Once you click the **FINISHED** button, the data for the INDIVIDUAL changes within the editor are lost. You can undo a full editing session by clicking **UNDO** on the main screen. Doing so essentially functions identically to **UNDO ALL**.

Scrolling

Frequently it is necessary to zoom in and edit a specific part of a pattern or pass. That means that the majority of your pattern or pass might actually be off screen! Pro-Q Designer offers three ways to navigate (scroll) your pattern:

Scroll bars – Version 3.23 added this feature. Windows requires that a limitation is placed on scroll bars, and rather than make it so large that you lose your pattern, Pro-Q tries to keep a moderate sizing of the workspace. That means that depending on how much you are zoomed in you might not be able to scroll the full extent of your pattern. If this is the case, zoom out slightly before scrolling, and then zoom in again.

Naviagation Thumbnail – This is the most powerful and accurate way of scrolling! The yellow lines (box) in the small window represent your workspace. Simply click and drag the yellow box that is around the section of the pattern in the thumbnail to the new part of the pattern you want to edit. This is the best way to scroll unless you are zoomed way in and are working on a very large pattern or pass, in which case, the yellow box might be quite small.

CTRL + CLICK/HOLD + DRAG – This is the same method that is used on the main layout screen. It allows you control of scrolling by "panning" the workspace. Cursor position is not affected when using this method.

QUICK NOTES

Editor Hotkey List

NOTE – Unless specified, CLICK means a LEFT mouse click.

F1 – Opens the hotkey list.

ZOOM FUNCTIONS:

MOUSE WHEEL – Zooms in/out with the focus on the current mouse position.

Z + CLICK/HOLD + DRAG – Zooms in when moving right or up. Zooms out when moving left or down. Focus is on the current mouse position.

CTRL + +/- – Zoom for those who use keyboards ONLY for most Pro-Q functions. The **+/-** zoom in and out respectively. These are the +/- located on the top row of the main keyboard area, not the numeric keypad. Focus is on the current mouse position.

CLICK – Selects the point (moves the cursor to) nearest where you click.

SHIFT + CLICK – Selects all the points between the cursor and the point closest to where you click.

DOUBLE SHIFT – Quickly pressing the shift key twice selects all of the points in the pattern segment that contains the cursor.

CLICK/HOLD + DRAG – Moves the currently selected point.

CTRL+CLICK/HOLD + DRAG – Pans (scrolls) the workspace. Note that while panning, your mouse pointer will change to a small hand.

P – Toggles PAUSE on/off for the selected point.

J – Toggles JUMP (start of new segment) on/off for selected point.

D – Displays a measuring tool. Click to anchor the tool, and then move your mouse to where you want to measure to. Pro-Q will give the linear measurement as well as the X and Y distance and angle.

DEL (DELETE) – deletes the selected point/points.

INS (INSERT) – Inserts a single point AFTER the selected point (cursor position if multiple points are selected) located halfway between the current point and the NEXT point in sewing order. If the last point of segment is selected, Pro-Q will insert an additional point slightly up and to the right of the last point.

CTRL + Z – Duplicates pressing the UNDO button.

CURSOR KEYS (Upside down "T" of arrow keys) – Function as NUDGE keys to move the currently select point/points 1/1000th of an inch in the direction indicated by the arrow. Holding down the CTRL key while using the NUDGE feature causes the selected point/points to move 1/100th of an inch.

PAGE UP/PAGE DN – Allows you to scroll through pattern points (move the cursor, not the points) one point at a time. Holding down the CTRL key while using this feature will cause the cursor to move 10 points at a time.

RIGHT CLICK – Brings up a context sensitive menu with special functions. See additional documents covering specific functions of the Single Point and Multiple Point edit menus.

R + CLICK/HOLD + DRAG – MULTIPLE POINTS ONLY - allows you to rotate the selected pattern points.

M + CLICK/HOLD + DRAG – MULTIPLE POINTS ONLY - allows you to RESIZE the selected pattern points. Moving your mouse right and up, makes the select area larger, while left and down make it smaller.

Checking Sewing Order

Preview – **Preview** offers **SLOW REDRAW**, a way to view the pattern similar to how it would sew without the "points".   This is a great way to check your pattern quickly. **Preview** and printing full size will be covered in its own document. You can control the speed at which the pattern redraws by using the **Redraw Speed** slider at the top left of the **Preview** window.

Pattern Point Index Slider – This is a very FAST and powerful tool – not only to check how a pattern will sew, but to select points very quickly (see later in this document). Move the slider all the way to the left so that the number to the left of it reads "0". This is the first pattern point. Drag the slider to the right to view how the pattern will sew.

Numeric Pattern Point Index (NPPI)– The NPPI displays the location of the pattern point where the cursor is currently located. You can click on and enter a value in the NPPI to move the cursor to a specific point in the pattern. For example if your pattern has 536 points, and you want to move the cursor to a point halfway through the pattern, you would enter the value 268.

The NPPI can also be used to scroll through the pattern with much more control than the slider has as it has **CURSOR CONTROLS** that can be used by clicking the arrows to the left of the edit box with your mouse, or by using the up/down cursor (arrow) keys on your keyboard when your flashing edit cursor is in the edit box. Here are some hints to help you use this function:

- Click anywhere in the **NPPI** box. Whatever number you are to the RIGHT of controls what number you will affect.
- You can use your mouse to click the up or down arrows OR you can use the up/down arrows (cursor keys) on your keyboard.
- If you click to the right of the right-most digit and click up (or down), you will scroll through the pattern one point at a time. If you are to the right of the digit in the "10's" position, you will scroll 10 points at a time. If you are to the right of the digit in the 100's position, you will scroll 100 points at a time!

Pg Up/Down – These buttons allow you to scroll through a pattern point by point. This is perfect if you want to check fine details of how a pattern will sew or select points on lines that overstitch or points that overlap. You can also move through the pattern 10 points at a time by using the CTRL key as a modifier. There are more details on using this feature in the Selecting and Moving Multiple Pattern Points section of this doc.

Selecting and Moving a Pattern Point

Selecting a pattern point is as simple as clicking on (or near it) with your mouse. Moving the point freely is also just as easy! Simply Click(hold) and drag the point to a new position.

Using Numeric Values – There are two special cases where you will want to use NUMERIC values to fix a pattern that is not performing "as advertised". This will typically happen when you convert from a format that does not require exact placement of the first and last points for REPEATABLE or CLOSED patterns.

1) To fix a pattern that should be **REPEATABLE** but isn't
   a) Use the **Pattern Point Index Slider** and move it all the way to the left so that the **NPPI** reads 0.
   b) Record the **Length (Y)** value of the point.
   c) Use the **Pattern Point Index Slider** and move it all the way to the right so that the **NPPI** reads one LESS than the number of Points. This will be the last point of the pattern.

    d) In the **Length (Y)** field, enter the number you recorded in Step "b" and hit the enter key for Pro-Q to record it.

    e) Your pattern type should now read **REPEATABLE**. If not, check your values again.

2) To fix a pattern that should be **CLOSED** but isn't
    a) Use the **Pattern Point Index Slider** and move it all the way to the left so that the **NPPI** reads 0.
    b) Record the **Width (X)** value AND the **Length (Y)** value of the point.
    c) Use the **Pattern Point Index Slider** and move it all the way to the right so that the **NPPI** reads one LESS than the number of Points. This will be the last point of the pattern.
    d) In the **Width (X)** value AND the **Length (Y)** field, enter the numbers you recorded in Step "b" and hit the enter key when finished for Pro-Q to record it.
    e) Your pattern type should now read **CLOSED**. If not, check your values again.

Nudge and Super Nudge – When you want more control over point placement, using the *CURSOR KEYS* on your keyboard (4 arrow keys arranged in an upside down "T") are the best option. These are especially useful when you are trying to place points immediately on top of each other to get perfectly overstitched lines, or tapering a line to fix a curve. Each time you tap a cursor key, it move the currently selected point 1/1000th of an inch. If you hold down the *CTRL* key while using the *cursor keys*, it allows you to move the currently selected point 1/100th of an inch.

Selecting and Moving Multiple Pattern Points

Moving multiple points is easy! All the functions that apply to a single point work the SAME with multiple points. There is only one important thing to remember: IT IS IMPORTANT WHERE YOUR CURSOR IS! As long as your cursor is somewhere on one of the selected points, everything you do will affect the SELECTION. If your cursor is on a point outside of the selection, what you do will affect ONLY that single point.

Selecting a full segment – simply click on any point on the segment to move your cursor there, and then double-tap the SHIFT key to select the full segment.

Selecting a small area – click on the first point you want in your selection, hold down the *SHIFT* key and click on the last point. Pro-Q will select those two points and everything in between.

Selecting from a specific point to the end or beginning of the pattern – This technique is perfect when the end or beginning of a pattern segment overlaps another or when you are dealing with a very large pattern with lots of points where it is difficult to select a point (e.g. you might be zoomed in and can't see the first or last point). Choose the point in the middle of the pattern by clicking on it. Then, while holding down the *SHIFT* key, drag the **Pattern Point Index Slider** all the way to the left (for beginning) or right (for end) to select the desired points.

Selecting complex areas (overstitching, crossed lines, etc.) - This is a precision technique. It is especially useful when you want to select half of an over-stitched line OR you want select a loop of a pattern where the first and last points you want to select are on top of each other. *Click* on the first (or last) point you want in your selection, then:

- Hold down the *SHIFT* key and use *Page Up/Dn* to extend your selection until you are happy with it OR
- Hold down the *SHIFT* key and use the **NPPI** and *click* on the arrow buttons to extend your selection.