The Basics

Getting Started

Janome Digitizer Jr can be launched from your Windows desktop or program group under the Start menu. Once started, you can open existing JAN files or create new files from the beginning.

Starting Digitizer Jr

Double-click to start Digitizer Jr.

Janome Digitizer Jr is launched from your Windows desktop. Before you can start using the application, the security device or ‘dongle’ must be attached to your PC.

⚠️ Caution: If the security device is removed or loses connection while you are working in Janome Digitizer Jr, error messages will display. Cancel the messages, then exit Janome Digitizer Jr. You will lose any unsaved changes to your design. Re-attach the security device to your computer, make sure that it is firmly secured, then restart Janome Digitizer Jr.

To start Digitizer Jr


![Digitizer Jr Window]

2. Choose from a set of pre-defined fabrics as required. Janome Digitizer Jr provides a set of optimized fabric settings so that the software will take into account the type of fabric you are stitching on.

3. Customize the design window by showing or hiding the grid, changing the grid dimensions and showing and hiding toolbars.
Opening designs

Use Open (Standard toolbar) to open an existing design.

Janome Digitizer Jr supports the following embroidery formats:

<table>
<thead>
<tr>
<th>Extension</th>
<th>Format</th>
<th>Read</th>
<th>Write</th>
</tr>
</thead>
<tbody>
<tr>
<td>JAN</td>
<td>Janome Design</td>
<td>●</td>
<td>●</td>
</tr>
<tr>
<td>JAN</td>
<td>Digitizer 10000 V2.0</td>
<td>●</td>
<td>●</td>
</tr>
<tr>
<td>JAN</td>
<td>DigitizerPro V1.0/V2.0</td>
<td>●</td>
<td>●</td>
</tr>
<tr>
<td>JEF</td>
<td>Janome/Elna/Kenmore</td>
<td>●</td>
<td>●</td>
</tr>
<tr>
<td>JEF+</td>
<td>Janome/Elna/Kenmore</td>
<td>●</td>
<td>●</td>
</tr>
<tr>
<td>JMT</td>
<td>Janome template</td>
<td>●</td>
<td></td>
</tr>
<tr>
<td>SEW</td>
<td>Janome/Elna/Kenmore</td>
<td>●</td>
<td>●</td>
</tr>
<tr>
<td>DST</td>
<td>Tajima</td>
<td>●</td>
<td></td>
</tr>
<tr>
<td>EMD</td>
<td>Elna</td>
<td>●</td>
<td></td>
</tr>
<tr>
<td>HUS</td>
<td>Husqvarna Viking</td>
<td>●</td>
<td></td>
</tr>
<tr>
<td>PCS</td>
<td>Pfaff</td>
<td>●</td>
<td></td>
</tr>
<tr>
<td>PEC</td>
<td>Brother</td>
<td>●</td>
<td></td>
</tr>
<tr>
<td>PES</td>
<td>Brother</td>
<td>●</td>
<td></td>
</tr>
<tr>
<td>VIP</td>
<td>Husqvarna Viking/Pfaff</td>
<td>●</td>
<td></td>
</tr>
<tr>
<td>VP3</td>
<td>Husqvarna Viking/Pfaff</td>
<td>●</td>
<td></td>
</tr>
<tr>
<td>XXX</td>
<td>Singer</td>
<td>●</td>
<td></td>
</tr>
</tbody>
</table>

To open a design

1. Click the Open icon.
   The Open dialog opens.

2. Select a folder from the Look In list

3. If the file is not in the JAN format, select a file type from the Files of Type list.

4. Select a design or designs:
   - To select a range of items, hold down Shift as you select.
   - To select multiple items, hold down Ctrl as you select.
5. Select the **Preview** checkbox to preview the design (for supported file formats) together with design data. This includes stitch and colour numbers, design height and width.

6. Click Open.

**Creating new designs**

Click New (Standard toolbar) to start a new design with the NORMAL template.

When you start Janome Digitizer Jr, a new file – **Design1** – is automatically created, ready for you to start digitizing. By default, **Design1** is based on the NORMAL template. Templates contain preset styles, defaults or objects, to make digitizing quicker and easier.

**To create new designs**

1. Click the **New** icon.
   A blank design opens in the design window.

**Using Commands**

Once you start Janome Digitizer Jr, you use commands or tools, and dialogs to complete your tasks. You select commands in the same way as other Windows applications – from menus, toolbars, or popup menus.

![Try this!](image)

Keyboard shortcuts are also available for the most frequently used commands. See [Quick Reference](#) for details.

**Selecting commands from toolbars**

Toolbars provide quick and easy access to Janome Digitizer Jr commands. Some of these commands are also available from dropdown menus. Click a toolbar icon to activate a command. Janome Digitizer Jr provides ‘flyout toolbars’ from the Digitize toolbar in order to minimize crowding. Selecting a tool on the flyout toolbar causes it to become the active tool on the Digitize toolbar.

**To select commands from toolbars**

1. Rest the pointer over a tool icon to see its name in a ‘tooltip’.

![tooltip image]

2. Click the icon to activate the command.
Showing or hiding toolbars

Toolbars provide quick and easy access to Janome Digitizer Jr commands. You can choose to show or hide them for convenience.

⚠️ Try this! To increase your working area, hide unwanted toolbars and use the menu and keyboard commands instead.

To show or hide toolbars

1. Select View > Toolbars.
   The following toolbars are available to you in Janome Digitizer Jr
   ![Toolbars are dockable.](image)
   - Standard Toolbar
   - Edit Toolbar
   - View Toolbar
   - Lettering Toolbar
   - Easy Layout Toolbar
   - Combine Toolbar

2. Select the toolbars you want to display.

3. Deselect the toolbars you want to hide.

📝 Note Janome Digitizer Jr toolbars are dockable. To move a toolbar to a more convenient location, click and drag it. To dock it in its normal position, double-click the toolbar title.

Using popup menus

Right-clicking a selected object opens a popup menu containing frequently used commands.

To use popup menus

1. Right-click a selected object.
   The popup menu opens.
   ![Popup menu](image)

2. Select a command from the menu.
Undoing and redoing commands

Use Undo (Standard toolbar) to undo a command.
Use Redo (Standard toolbar) to reapply a command which has been ‘undone’.

You can undo the effects of most commands. If you change your mind, you can redo them again. Janome Digitizer Jr remembers the last few commands you used.

To undo and redo commands

- To undo a command, click the Undo icon.
  When Janome Digitizer Jr cannot remember more commands, Undo is dimmed.
- Click Redo to re-apply and ‘undone’ command.

Changing fabrics

Embroidery stitches pull fabric inward where the needle penetrates. This can cause fabric to pucker, and gaps to appear in the embroidery. Janome Digitizer Jr provides a set of optimized fabric settings so that the software will take into account the type of fabric you are stitching on.

Changing fabric settings

You can change fabric settings of existing designs. Choose from a set of pre-defined fabrics aimed at minimizing stitching defects when designs are sewn out. These make the necessary changes to the system settings – e.g. ‘stretchiness’. The new settings can be applied to all applicable objects – all object types other than Motif Fill, Appliqué, Photo Click, as well as Single and Triple Run. Objects can subsequently be modified via Object Details.

To change fabric settings

1. Select individual objects in your design as required.
2. Select Setup > Choose Fabric.
The Choose Fabric dialog opens.

![Choose Fabric dialog]

3. Select a fabric type from the list.
The Required Stabilizer field displays the name of one or more recommended stabilizers and any other relevant information.

4. Click OK.
Stitch settings will be automatically adjusted for all applicable objects – ie. all object types other than Motif Fill, Appliqué, Single run and Triple run.

Setting up thread charts

Janome DigitizerJr lets you manage thread colours for each design you create or modify. Select from a wide range of commercial thread charts. Add or remove colours – you can assign up to 128 colour slots. Find and sort specific colours by Colour Code.

To set up a thread chart

1. Select View > Color Chart or press Ctrl+R.

![Color Chart]

Try this! Resize and click-and-drag the Color Chart anywhere within the design window.
2. Access the **Thread Colors** dialog by one of the following means:
   - Select **Setup > Thread Colors**, or
   - Right-click a colour in the Color Chart.
   The **Thread Colors** dialog opens. The left-hand column represents the colours in the actual Color Chart. The right-hand column represents the threads available for use in the selected thread chart.

   ![Color Chart](image)

   **Note** The new colour is only saved with this design. **Note** If a colour is already being used by one or more New designs use the default colours. Objects in the current design, a tick will appear in the colour field of the Color Chart list.

3. Set the exact number of colours required in the **Number of Colors** field.
   If you are only using six colours, limit the number in the Color Chart to those six. Add extra slots as required.

4. In the left-hand column, select the colour slot you want to assign a thread to.

5. In the right-hand column, select a thread chart from the Thread Chart dropdown list.

6. Locate the colour you want to use by scrolling down the list.

   **Try this!** If you know the exact code of the colour you are looking for, key it into the **Find Code** field.

7. Use one of the following buttons to transfer the selected colour to the Color Chart.

<table>
<thead>
<tr>
<th>Button</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Replace</td>
<td>The colour will replace the currently selected colour in the Color Chart list. Double-clicking a thread in the Thread Chart list has the same result.</td>
</tr>
<tr>
<td>Add</td>
<td>The colour will be appended to the Color Chart list. The Number of Colors field will increase by one automatically.</td>
</tr>
</tbody>
</table>

8. Repeat for other colour slots in the Color Chart.

   **Note** The Color Chart you define here is saved with the current design.
Selecting machine models

Janome DigitizerJr supports various sets of machine model. Some Janome machines can be connected by cable directly to your PC via the USB port. Older-style machines do not support direct connection but they do read ATA PC cards and/or USB memory sticks.

To select a machine model

1. Click the Machine Model dropdown list on Standard toolbar.

![Select machine model set](image)


![Select machine model set](image)

2. Select one of the available machine model sets.

3. Click OK.
   This becomes the default machine type until you change it. Menu options change depending on which machine set is chosen:
   - If you choose the MC110000, the Machine menu item will appear as shown.

![Send, receive and delete designs from machine](image)

- If you choose the MC10001 and MC10000 V3.0 or higher option, the Machine menu will appear as shown.

![Send, receive and delete designs from machine](image)
• If you choose the MC10000 V2.21 option, the Machine menu will appear as shown.

• If you choose the MC9700, MC9500, MC300E, MC350E or MC200E option, the Machine menu is effectively deactivated. You have the option of using the External Media menu only.

Saving designs

Janome DigitizerJr lets you save designs in native JAN as well as other ‘outline’ and ‘stitch’ file formats.

Saving current design

Use Save (Standard toolbar) to save the current design.

Saving a design records its file name, location and format, and updates it with any changes you make. When you save an existing design under a new name, to a different location or format, you create a copy of the original design.

Try this! Save your design early and often. Do not wait until you finish working. You can also set Janome DigitizerJr to save automatically while you work.
To save a design

1. Click the Save icon.
   If this is the first time you have saved the design, the Save As dialog opens.

   Try this! To save changes to an existing file but preserve the original, use Save As.

2. Select the folder where you want to save the design from the Save In list.

3. Enter a name for the design in the File name field.

4. Select a file format from the Save as type list.

5. Click Save.
   Once you have saved a design, every time you click Save on the toolbar the file will be updated.

Note Files saved in JAN format are automatically compressed when saved and decompressed when re-opened. This reduces the storage space required, and makes it possible to save large files for sending as email attachments.

Setting automatic save options

Select Setup > Work Environment to set automatic save options.

Save your work automatically at regular intervals using Auto Save to protect you from losing work in the event of hardware or software failure.
To set automatic save options

The Work Environment > Display dialog opens

2. Select the Autosave tab.

3. Select the Auto Save Design Every checkbox.

4. Enter the auto-save frequency in the Minutes field.  
The design will be saved to the BACKUP folder of your Janome Digitizer Jr installation it will have the same name as the original file with the extension BAK.

⚠️ Caution: Backup files remain in the Backup folder until you delete them. To prevent the folder from using too much hard disk space, delete unwanted files regularly.

5. Click OK.
Lesson One

Part One - Digitizing an Image

1. Select your relevant embroidery machine model from the drop down list on the Standard Toolbar.

2. Select either the ST Hoop or the "A" Hoop from the drop down list on the View Toolbar.

3. LMC Image then LMC Insert Image from the Menu Bar. LMC Computer or My Computer from the left side of the Open screen. Open C:\Embroidery Album\butterfly.bmp. LMC Open.

4. LMC Click-to-Design icon.

5. LMC Image Preparation button. Leave the Reduce to: at 5. LMC OK.

6. Place a tick in the Add Outlines box. LMC on the drop down arrow on colour box and select Sepia 259. LMC OK.

7. LMC Visualiser icon to see the design in 3D.

8. LMC Save icon. Locate a directory on your computer for saving your lesson files. Name the design Butterfly. LMC Save.
Part Two – Editing a Design

9. LMC outside of the image to deselect all objects.

10. LMC in the large yellow dot of the left wing. Hold down the Ctrl key on the keyboard and LMC in the large yellow dot of the right wing. RMC select Object Details. Change the Stitch Type to Satin Fill. LMC OK.

11. RMC on the butterfly's head. Select Object Details. Change the Stitch Type to Satin Fill. LMC OK.

12. 2LMC on left outer section of lower wing. Change the Weave Fill to pattern 4. LMC Parallel Fill tab at top of window and change the Angle to 90°. LMC OK.

13. 2LMC on right outer section of lower wing. Change the Weave Fill to pattern 4. LMC Parallel Fill tab at top of window and change the Angle to 140°. LMC OK.

14. 2LMC on the main section of the lower right wing. Change the Stitch Type to Embossed Fill. From the drop down list select Blossom 1 as the pattern. Rotate to 115°. LMC OK.

15. 2LMC on the main section of the lower left wing. Change the Stitch Type to Embossed Fill. From the drop down list select Blossom 1 as the pattern. Rotate to 60°. LMC OK.
16. LMC on the main section of the upper left wing. Hold down the Ctrl key and LMC on main section of upper right wing. RMC and select Object Details. Change the Stitch Type to Embossed Fill. Change the Pattern to Feather 1. LMC OK.

17. LMC on one of the black dots in a lower wing. Hold down the Ctrl key and LMC in all the other lower wings black dots.

18. If you thread colour chart is not visible then do the following. Select View, then LMC Color Chart. Select colour 258 Sienna.

19. Select both large dots in the upper wings. Change colour to 273 Honey Dew.

20. Select both small dots in the upper wings. Change the colour to 275 Canary Yellow.

21. Select both outer sections of the lower wings. Change the colour to 237 Umber.

22. LMC Save icon.

Notice in the Resequence Bar that there are now a couple of colour changes that have repeated. We don’t as a general rule like to change threads when it is not absolutely necessary. So let’s combine these duplicate colours to make the embroidering process easier.

Also you must know and check your design prior to merging colours so as not to upset the layering of the design.

23. LMC outside of the hoop to ensure that all objects are deselected.

24. In the Resequence Bar highlight (LMC) on the first 275 colour then using the single down arrow at the bottom of the Resequence Bar LMC once.

If having difficulty selecting the dot use the Zoom In function.

The thread colour chart is a floating window and can be placed anywhere on the screen by left mouse clicking on the titlebar and dragging.

The threads in the Color Bar are the Janome threads and are in numerical order to make finding the colours easier.

**NOTE:** It is best to move a colour down to combine as it keeps the stitching order of the design in its correct sequence. If you move a colour up then it places the objects for that colour before the objects of the top colour.

Another option for moving colours in the Resequence Bar is by selecting and dragging them to on top of the colour you want to merge with.
25. LMC outside of the hoop to ensure that all objects are deselected.

26. In the Resequence Bar highlight (LMC) on the first 273 colour then using the single down arrow at the bottom of the Resequence Bar LMC once.

27. LMC outside of the hoop to ensure that all objects are deselected.

28. In the Resequence Bar highlight (LMC) on the first 258 colour then using the single down arrow at the bottom of the Resequence Bar LMC once.

29. LMC Save Icon.

After having altered the original stitching order of the design by merging colours we can now check to see if what we have done has no adverse effect on the design prior to actually stitching it out.

30. LMC Display Image icon to hide the background image on screen.

31. LMC Visualiser Icon to return the design view back to 2D.

32. LMC Slow Redraw icon. LMC Play button. By default the draw speed is set to 40 stitches per second. However you can increase or decrease the speed by dragging the speed slider bar.

33. LMC Save Icon.
Lesson Two

One Design from Many

1. Select your relevant embroidery machine model from the drop down list on the Standard Toolbar.

2. Select either the RE Hoop or the "B" Hoop from the drop down list on the View Toolbar.

3. Select Embroidery then Insert Design from the Menu Bar. Open C:\Embroidery Album\Laurel\jan. LMC Open.

4. In the Resequence Bar LMC on the green colour square (selects all objects in that colour). RMC on green square and select Object Details. LMC Dimensions Tab. Recentre by changing Position X & Y to 0.00. Change the dimensions percentage to 165% for both height and width. LMC OK.

5. LMC Zoom Out icon to reduce the view to half.

6. LMC Embroidery then LMC Insert Design from the Menu Bar. Open C:\Embroidery Album\Heartflower\jan. LMC Open.

7. Move this design to the right so it is outside of the hoop.

8. Press "B" on the keyboard and release. Starting at the top left corner of the Heartflower design LMC and draw a selection box around the design. This zooms specifically on the drawn area.

By using the Open File icon on the Standard Toolbar to bring in designs it will open a new worksheet for each one. If you want to bring in multiple designs into one worksheet then you use the Embroidery, Insert Embroidery option.

If you LMC on either the Zoom In or Zoom Out Icon then it will effectively double or halve the view percentage that is showing in the View Toolbar. If you want a specific percentage then you can use the drop down menu to select preset percentages or you can type in your own percentage and press Enter.
9. LMC View, LMC Show then LMC Selected Color Only. LMC colour 3 and hold down Ctrl and LMC colour 4. LMC OK.

10. Draw a selection box around the top yellow flower on the left side.

11. LMC Copy icon or Ctrl+C.

12. LMC View, LMC Show then LMC All Objects.

13. LMC Paste icon or Ctrl+V. The new flower has been pasted exactly on top of the original flower. LMC and drag the pasted flower over to the Laurel design and position between the 1st set and 2nd set of lower leaves on the right side.

14. RMC on selected flower and drag a cloned flower and position opposite on the left hand side.

15. RMC on left flower and drag cloned flower up to between the 3rd set and 4th set of leaves on the left side.

16. Hold down the “Shift” key on your keyboard, position the cursor on one of the corner black handles until you see the double headed arrow and decrease the size of the flower to 80%. Release the mouse button, then release the “Shift” key.

17. RMC on left flower and drag cloned flower up to between the 3rd set and 4th set of leaves on the right side.

18. RMC on right flower and drag cloned flower up to between the 5th set and 6th set of leaves on the right side.

19. Hold down the “Shift” key on your keyboard, position the cursor on one of the corner black handles until you see the double headed arrow and decrease the size of the flower to 80%. Release the mouse button, then release the “Shift” key.
20. RMC on right flower and drag cloned flower up to between the 5th set and 6th set of leaves on the left side.

21. Position the screen so that you can see the Heartflower design. Drag a selection box to select its objects. Press Delete on your keyboard.

22. LMC Save icon. Locate the directory on your computer for saving your lesson files. Name the design Floral Wreath. LMC Save.

Now we need to merge the number of colour changes to make sewing the design easier.

23. LMC outside of the hoop to ensure that no objects are selected.

24. LMC on the first yellow square and move it down to the next yellow square. Repeat this process until you have only one yellow square. Remember to deselect all objects between moving colours.

25. LMC on first tangerine square and move it down to the next tangerine square.

26. LMC Save icon.

27. LMC Zoom Out icon to approximately 50%.

28. LMC Embroidery then LMC Insert Design from the Menu Bar. Open C:\Embroidery Album\Basket.jan. LMC Open. Move design over to the right outside of the hoop.

29. Press "B" on the keyboard and release. Draw a selection box around the flowers of the basket.

30. Select all 4 pieces of the centre bud using the Ctrl key. LMC Edit. LMC Group or Ctrl+G.

31. RMC and drag a cloned copy over to the centre of the wreath design.
32. Press "V" on the keyboard to return the zoom to the previous level.

33. LMC on the design again to see the rotation handles. Rotate the design approximately 45°. Move the design and position of the outside of the wreath between the 4th and 5th sets of leaves. Make any additional rotation adjustments if required.

34. RMC and drag a cloned copy of the design into the middle of the hoop.

35. LMC Flip Horizontally icon. Move the design over to the right side to correspond with the design on the left.

36. LMC Save icon.

37. Move over to the basket design again and zoom in if necessary. Select the 4 parts of the bud on the left side of the design. LMC Edit. LMC Group or Ctrl+G.

38. RMC and drag a cloned copy of the design into the middle of the wreath design.

39. LMC on the leaf on the right side as shown in the diagram. Press Delete on the keyboard. LMC the running stitch left behind and delete it also. Repeat the process for the leaf on the left side of the design.

40. LMC on bud in centre of wreath and move it over to the right side where you have just deleted the leaf. Position the bud and rotate if necessary to obtain a nice fit.

41. RMC and drag a cloned copy into the middle of the wreath.

42. LMC Flip Horizontally icon. Move the design over to the left side to correspond with the design on the right.
43. LMC Save icon.

44. Move back over to the basket design and select both the light blue flower and its yellow centre.

45. RMC and drag a cloned copy of the flower to the lower centre of the wreath where the two stems overlap.

46. Move back over to the basket design and select the entire basket and press Delete on the keyboard.

47. LMC Save icon.

48. In the Resequence bar select the 2\textsuperscript{nd} last colour square and change it to 228 Baby Blue.

49. Select each of the 4 bud designs. LMC Edit. LMC Ungroup or Ctrl+U.

50. LMC outside of the hoop to ensure that all objects are deselected.

51. Select the 1\textsuperscript{st} square of colour 217(sky). Move this colour square down to the 2\textsuperscript{nd} 217 colour square. LMC outside the hoop to deselect all objects. Repeat this 2 more times, until you have only one 217 colour square.

52. Select the 1\textsuperscript{st} square of colour 207(blue). Move this colour square down to the 2\textsuperscript{nd} 207 colour square. LMC outside the hoop to deselect all objects. Repeat this 2 more times, until you have only one 207 colour square.

53. Select the 2\textsuperscript{nd} 206(green) square and move down to the 3\textsuperscript{rd} 206 square. LMC outside the hoop to deselect all objects.

54. Select the 3\textsuperscript{rd} 217(sky), 4\textsuperscript{th} 207(blue) and 5\textsuperscript{th} 206 (green) and using the Move to Top arrow. Resulting that these 3 colours will now stitch out first and the green of the buds and the green of the wreath will be merged.
55. So that we can have the 2 yellows merge. Select both of the last 2 colour squares 228 & 204. Move them up to the 1st 204 (yellow) square.

56. LMC Save icon.

57. LMC Visualiser icon to return back to 2D view.

58. LMC Slow Redraw icon. LMC the Play button in the Slow Redraw screen. Alter the s/s speed as preferred.

59. If you are satisfied with the way the design will embroider then LMC Save icon.
Lesson Three

Square Layout

Part One – Creating the Layout

1. Select your relevant embroidery machine model from the drop down list on the Standard Toolbar.

2. Select either the RE Hoop or the "B" Hoop from the drop down list on the View Toolbar.

3. LMC Display Hoop icon to turn it off.

4. LMC Grid icon to turn it off.

5. LMC Define Layout Work Area.

6. LMC Define Layout Work Area. Select Rectangle and set the Width and Height to 1000mm (1 metre square). LMC OK.

7. LMC Zoom Out icon until you can see the whole Layout Area.

8. LMC Embroidery, LMC Insert Design. Select the following design C:\Embroidery Album\DollJan. LMC Open.

9. Because the doll has been bought in with its image behind, we need to remove the image. In the Resequence Bar LMC on the picture (11" square) and press Delete on the keyboard.

10. Ensure that the doll design is selected. LMC Edit, LMC Group or Ctrl+G to group together all objects of the doll design.

The size of a layout can be any dimension up to 3000mm (3 metres).

If the background image is not showing you will need to LMC on Display Image icon.
11. **LMC Setup, LMC Work Environment.**
    Set the Grid Size to 50mm. LMC OK.

12. **Move the doll design down to the bottom left corner of the layout area.**
    Align the centre lines of the design on the first set of grid lines of the layout.

13. **RMC and drag a clone of the doll to the right and align on the 2nd vertical grid from the corner doll.**

14. **LMC on the corner doll to select the design. RMC on Rotate 45° icon.**

15. **LMC on the doll to the right of the corner doll to select it. RMC and drag a clone and align on the vertical grid maintaining the same spacing as previous. Repeat this until you have 4 dolls along the bottom of the layout.**

16. **LMC and drag a selection box around the 4 doll along the bottom of the layout (do not include the corner doll). LMC Copy icon (Ctrl+C), LMC Paste icon (Ctrl+V).**

17. **RMC rotate 45° icon twice. Group these design together to make moving easier (Ctrl+G). LMC and drag over to the left side of the layout area and align.**

18. **LMC Flip Vertically icon.**
19. LMC Save icon. Save as "Dolly Layout jan". LMC Save.

20. Select all designs on the layout. LMC Edit. LMC Select All or Ctrl+A.

21. LMC Copy and Mirror to Corners icon. You will now see an outline of where the corners will be placed. If you are satisfied with the placement the LMC Apply icon or press Enter on the keyboard. If you are not satisfied with the placement then press Esc on the keyboard.

After you have LMC Apply icon be patient while the computer recalculates all the design placements. Watch the status bar in the bottom left corner of the screen.

22. LMC outside of the layout area to deselect all designs.

23. LMC Save icon.

24. LMC Embroidery, LMC Insert Design. Select the following design C:\Embroidery Album\Basket.jan. LMC Open.

25. LMC Edit, LMC Group or Ctrl+G.

26. Position the cursor over a corner black handle and LMC and drag and resize the design to approximately 150%.

27. LMC and move the design to the upper right side and position the centre alignment lines on the 6th grids both vertically and horizontally.

28. RMC Rotate 45° icon to rotate basket design.

29. LMC Copy and Mirror to Corners icon. You will now see an outline of where the corners will be placed. If you are satisfied with the placement the LMC Apply icon or press Enter on the keyboard. If you are not satisfied with the placement then press Esc on the keyboard.
30. LMC outside of the layout area to deselect all designs.

31. LMC Save icon.

32. LMC Embroidery, LMC Insert Design. Locate the Butterfly design on your computer from the previous lesson in this workbook. LMC Open.

33. Move right to the top of the Resequence Bar and LMC on the first square which is the image behind the butterfly. Press Delete on the keyboard.

34. Ensure that the butterfly is selected. LMC Edit, LMC Group or Ctrl+G.

35. Position the cursor over a corner black handle and LMC drag and resize the design to approximately 120%.

36. LMC and move the butterfly up and centre between the 2 baskets.

37. LMC Copy icon (Ctrl+C), LMC Paste icon (Ctrl+V).

38. LMC Flip Vertically icon. Move the butterfly down and centre between the 2 lower baskets.

39. Hold down the Ctrl key on the keyboard and also select the upper butterfly (both butterflies should be selected). LMC Copy icon (Ctrl+C), LMC Paste icon (Ctrl+V).

40. LMC Rotate 45° icon twice.

41. LMC outside of layout area to deselect all designs.

42. LMC Save icon.
Part Two – Combining the Designs

43. **LMC Combine Mode icon.**

44. **LMC Add Hoop icon.** LMC and drag this hoop over the 2 dolls in the lower right corner. This hoop will have a blue outline. Also use the grid lines to assist in aligning the hoop. When you release the mouse you will notice that both dolls will now be green. This means that all objects have been selected.

45. **LMC and move the original hoop (green outline) that is in the middle of the layout and place it over the next 2 dolls above the previous ones.**

46. **LMC Add Hoop icon.** Repeat the above process a further 3 times until all of the right side dolls are hooped.

47. **LMC Add Hoop icon.**

48. **LMC Rotate Hoop 90° icon.** LMC and move this hoop over the 2 dolls in the upper right of the layout.

49. Repeat steps 47 & 48 until all the upper dolls are hooped.

50. **LMC Add Hoop icon.**

51. **LMC Rotate Hoop 90° icon twice (hoop top will be pointing down).** LMC and move hoop over the 2 dolls on the upper left side.

52. Repeat steps 50 & 51 until all the dolls on the left side are hooped.

When selecting Combine mode all the designs in the layout will go black. This means that they are unsellected.

Also as soon as you select Combine mode a hoop matching the size you have selected in the hoop box appears in the centre of the layout. You cannot move this one until you have added a hoop and moved that one first. Then you can select the original hoop and move that over designs.

Another thing to keep in mind when placing the hoop over the designs in the layout is the positioning of the top of the hoop as it will sit on the sewing machine. It is always easier to embroider if the bull of the fabric can be placed on the outside of the machine. All hoops in Combine Mode when added have a black mark which is on the top centre of the hoop (shown with a red box around it in picture).
53. LMC Add Hoop icon.
54. RMC Rotate Hoop 90° icon (hoop top will be pointing to the right). LMC and move the hoop over the 2 dolls at the bottom left.
55. Repeat steps 53 & 54 until all the lower dolls are hooped.
56. LMC Save icon.
57. LMC Add Hoop icon. LMC inside hoop to view the rotation handles in the corners of the hoop. LMC and rotate the hoop 45°. Use the alignment lines to assist. LMC and move the hoop over the basket in the upper left corner. Again the alignment line will assist with centring the design in the hoop.
58. Repeat the above process for the remaining 3 baskets. However remember to rotate the hoop around enough so that the top of the hoop is pointing outwards.
59. LMC Save icon.
60. LMC Add Hoop icon. LMC and move over to butterfly on the left side. Use alignment lines to centre hoop.
61. LMC Add Hoop icon.
62. LMC Rotate Hoop 90° icon. LMC and move hoop over the upper butterfly. Use alignment lines to centre hoop.
63. LMC Add Hoop icon.

64. LMC Rotate Hoop 90° icon twice. LMC and move hoop over the butterfly on the right side. Use alignment lines to centre hoop.

65. LMC Add Hoop icon.

66. RMC Rotate Hoop 90° icon. LMC and move hoop over the lower butterfly. Use alignment lines to centre hoop.

67. LMC Save icon.

68. LMC Calculate Hoopings icon. Watch the status bar in the bottom left corner of the screen to view the progress.

69. When the process is completed you will see a screen telling you how many hoopings there will be and most importantly that all objects in the design are covered by the hoops. LMC OK.

70. LMC Write to Card icon. Now this is where the patience is really required. My computer took 5 minutes to complete this process and unfortunately there is not status bar to watch to monitor the progress. DO NOT attempt to do anything else on your computer as it can lock up the program. When the process is finished the Write Design screen appears. You will notice on the left side under the Write button there are now 26 Dolly Layout files. Open a folder on the right side of the screen and LMC Write button to save the designs to either the USB memory key or the ATA PC card whichever one your machine uses.

71. LMC Combine Mode icon, to turn off Combine mode.
Lesson Four

Circular Floral Layout

Part One – Creating the Layout

1. Select your relevant embroidery machine model from the drop down list on the Standard Toolbar.

2. Select either the RE Hoop or the “B” Hoop from the drop down list on the View Toolbar.

3. LMC Display Hoop icon to turn it off, if not already turned off.

4. LMC Grid icon to turn it off, if not already turned off.

5. LMC Define Layout Work Area.

6. LMC Define Layout Work Area. Select Circle and set the Diameter to 1000mm (1 metre). LMC OK.

7. LMC Zoom Out icon until you can see the whole Layout Area.

8. LMC Setup, LMC Work Environment. Set the Grid Size to 50mm. LMC OK.

9. LMC Embroidery, LMC Insert Design. Select the following design C:\Embroidery Album\Flower1, jan. LMC Open.

10. LMC Edit, LMC Group or Ctrl+G.
11. LMC Flip Vertically icon. LMC and move design to top of layout area and place the alignment lines on the 1st horizontal and centre vertical grids lines inside layout area.

12. RMC and drag a clone of the design down to the bottom of the layout and align to correspond with upper design.

13. LMC Flip Vertically icon.

14. Select both upper and lower designs. LMC Edit, LMC Select All or Ctrl+A.

15. LMC Copy icon (Ctrl+C). LMC Paste icon (Ctrl+V).

16. LMC Rotate 45° icon twice.

17. LMC Paste icon (Ctrl+V).

18. LMC Rotate 45° icon once.

19. LMC Paste icon (Ctrl+V).

20. RMC Rotate 45° icon once.

21. LMC Paste icon (Ctrl+V). LMC on a design to view the rotation handles. LMC and rotate a set of design into between a 45° set of designs. Repeat the above a further 3 times.

22. LMC Save icon. Save as "Floral Layout.jan" LMC Save.

23. LMC Embroidery, LMC Insert Design. C:\Embroidery Album\Small Floral Collection. Change the Files of Type to JEF and LMC "S02". LMC Open.

24. LMC Edit, LMC Group or Ctrl+G.
25. Ensure the design is selected and resize to approximately 160%.

26. LMC and move the design to between the 2nd and 3rd designs to the left of vertical centre.

27. RMC and drag the clone design diagonally down to the opposite side (bottom right of vertical centre).

28. LMC Flip Vertically icon.

29. LMC Flip Horizontally icon.

30. LMC and select both of the 2 new designs.

31. LMC Copy icon (Ctrl+C), LMC Paste icon (Ctrl+V).

32. LMC on design again to view rotation handles and rotate designs to between the next set of designs. Repeat steps 31 & 32 six times.

33. LMC Save icon.

34. LMC Embroidery, LMC Insert Design. C:\Embroidery Album\Small Floral Collection\S05. LMC Open.

35. Ensure the design is selected. LMC Edit, LMC Group or Ctrl+G.

36. Ensure the design is selected and resize to approximately 200%.

37. LMC and move the design down position the alignment lines on the 4th horizontal grid line inside the layout and the vertical centre grid line.

38. LMC Copy icon (Ctrl+C), LMC Paste icon (Ctrl+V). Move the design up and position to align opposite the first bird design.
39. LMC Flip Vertically icon.

40. Select both of the bird designs. LMC Copy icon (Ctrl+C), LMC Paste icon (Ctrl+V).

41. LMC Rotate 45° icon once.

42. LMC Paste icon (Ctrl+V).

43. LMC Rotate 45° icon twice.

44. LMC Paste icon (Ctrl+V).

45. LMC Rotate 45° icon three times.

46. LMC Save icon.

47. LMC Embroidery, LMC Insert Design. C:\Embroidery Album\Small Floral Collection\S04. LMC Open.

48. Ensure the design is selected. LMC Edit, LMC Group or Ctrl+G.

49. Ensure the design is selected and resize to approximately 180%.

50. LMC design again to view rotation handles. LMC and rotate the design so that the alignment lines centre between the lower centre bird and the bird to the left.

51. LMC and move design down and position between the bottom centre bird and the bird to the left. Look at the picture to see positioning of the alignment lines.
52. RMC and drag the clone design diagonally across and position between the top centre bird and the next bird to the right.

53. LMC Flip Vertically icon.

54. LMC Flip Horizontally icon.

55. Select both of the heart designs.

56. LMC Copy icon (Ctrl+C), LMC Paste icon (Ctrl+V).

57. LMC Rotate 45° icon once.

58. LMC Paste icon (Ctrl+V).

59. LMC Rotate 45° icon twice.

60. LMC Paste icon (Ctrl+V).

61. LMC Rotate 45° icon 3 times.

62. LMC Save icon.

63. LMC Embroidery, LMC Insert Design. C:\Embroidery Album\Small Floral Collection\S03. LMC Open.

64. Ensure the design is selected. LMC Edit, LMC Group or Ctrl+G.

65. LMC Rotate 45° icon once.

66. Move the design up and position the horizontal alignment line on the 2nd grid line above centre. Maintain vertical centre.

67. RMC and drag a clone of design down to the second grid line below horizontal centre.

68. LMC Flip Vertically icon.

69. Select both of the centre designs.

70. LMC Copy icon (Ctrl+C), LMC Paste icon (Ctrl+V).

71. LMC Rotate 45° icon once.
72. LMC Paste icon (Ctrl+V).

73. LMC Rotate 45° icon twice.

74. LMC Paste icon (Ctrl+V).

75. LMC Rotate 45° icon 3 times.

76. LMC Save icon.

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**Part Two – Combining the Layout**

77. LMC Combine Mode icon.

78. LMC Add Hoop icon.

79. Move the blue hoop over to the right side of the design and hoop the two floral designs as shown in picture.

80. LMC and move the green hoop from the centre of the layout and move it to the right and hoop the two floral designs above the blue hoop. LMC on the hoop again to view the rotation handles and rotate as necessary to centre the 2 designs.

81. LMC Add Hoop icon. LMC and move hoop and rotate as necessary to hoop all outer floral designs.
82. Press “B” on the keyboard. Draw a selection box around the bird and heart designs.

83. LMC Add Hoop icon. LMC and move hoop and rotate as necessary to hoop all the bird and heart designs. Start placing the hoops from the right side. Take care that you ensure that all object of the bird and heart are inside the dotted line of the hoop (they should all be green, no black showing).

84. Press “B” on the keyboard. Draw a selection box around the centre floral designs.

85. LMC Add Hoop icon. Move to cover the designs on the right side.

86. LMC Add Hoop icon.

87. LMC Rotate Hoop 90° icon. LMC and move hoop over the top two designs.

88. LMC Add Hoop icon.

89. LMC Rotate Hoop 90° icon twice. LMC and move hoop over the left two designs.

90. LMC Add Hoop icon.

91. RMC Rotate Hoop 90° icon. LMC and move hoop over the bottom two designs.

72. LMC Calculate Hoopings icon. Watch the status bar in the bottom left corner of the screen to view the progress.

73. When the process is completed you will see a screen telling you how many hoopings there will be and most importantly that all objects in the design are covered by the hoops. LMC OK.
74. LMC Write to Card icon. Now this is where the patience is really required. My computer took 12 minutes to complete this process and unfortunately there is not status bar to watch to monitor the progress. DO NOT attempt to do anything else on your computer as it can lock up the program. When the process is finished the Write Design screen appears. You will notice on the left side under the Write button there are now 28 Floral Layout files. Open a folder on the right side of the screen and LMC Write button to save the designs to either the USB memory key or the ATA PC card whichever one your machine uses.

75. LMC Combine Mode icon, to turn off Combine mode.

76. When the process is completed you will see a screen telling you how many hoopings there will be and most importantly that all objects in the design are covered by the hoops. LMC OK.

77. LMC Write to Card icon. Now this is where the patience is really required. My computer took 12 minutes to complete this process and unfortunately there is not status bar to watch to monitor the progress. DO NOT attempt to do anything else on your computer as it can lock up the program. When the process is finished the Write Design screen appears. You will notice on the left side under the Write button there are now 28 Floral Layout files. Open a folder on the right side of the screen and LMC Write button to save the designs to either the USB memory key or the ATA PC card whichever one your machine uses.

78. LMC Combine Mode icon, to turn off Combine mode.
Lesson Five

Giga Hoop & MA Hoop

Part One – Giga Hoop

1. Select your relevant embroidery machine model from the drop down list on the Standard Toolbar.

2. Select Hoop D (220 x 190) Giga Hoop.

3. LMC Embroidery, LMC Insert Design. Select the following design C:\Embroidery Album\Yacht.jan. LMC Open.

4. LMC Edit, LMC Group or Ctrl + G to group the design. Move the design towards the top right corner of the Red Hoop section.

5. LMC Copy icon or Ctrl + C

6. LMC Edit, LMC Ungroup or Ctrl + U to ungroup the design.

7. Select the little blue bird on the right side of the yacht and press Delete on the keyboard.

8. Ensure that the yacht design is selected and resize the design down to approximately 80%. Reposition in the upper right corner of the Red Hoop section.
9. LMC Paste icon or Ctrl + V. Move the design slightly up and to the right of centre. Ensure that the design is within the Red Hoop section.

10. LMC Paste icon or Ctrl + V. Move this yacht down into the bottom left corner of the Blue Hoop Section. Resize the design approximately 125%. Ensure that the design is within the Blue Hoop section.

11. LMC Save icon. Save file as Yacht Race Jan. LMC Save.

12. Place either an ATA PC card or a USB memory stick into your computer. Note the Drive letter (i.e. E:\ F:\ etc.)

13. LMC Write to Card icon. If you are using a MC350E make sure that you 2LMC on the "My Designs" folder to open it. If you have a MC10001 2LMC on one of the folders from EmbF5 through to EmbF16, or if you have a MC9700, MC9500 or MC300E you won't have to open a folder as it will be automatically written to folder EmbF5 LMC Write button to send the multiple jef files to your device.
Giga Hoop Troubleshooting

There are several issues that can arise from the way designs are placed within the Giga Hoop sections. Where when writing to the card the program will return an error message and you are not sure what it is you have done that it won’t allow you to write to the card.

Misalignment of Designs:

1. Select your relevant embroidery machine model from the drop down list on the Standard Toolbar.

2. Select Hoop D (220 x 190) Giga Hoop.

3. LMC Embroidery, LMC Insert Design. Select the following design C:\Embroidery Album\Flower 1 jan. LMC Open.

4. Move this design into the upper left corner of the Blue Hoop section.

5. LMC Edit, LMC Group or Ctrl + G to group the design together.

6. LMC Copy icon or Ctrl + C

7. LMC Paste icon or Ctrl + V. Move this design down toward the centre of the Blue Hoop section towards the centre.

8. LMC Paste icon or Ctrl + V. Move this design down to the right of centre in the Red Hoop section.

9. LMC Paste icon or Ctrl + V. Move this designs down to the bottom right corner of the Red Hoop section.
10. LMC Write to Card icon.

11. The computer may take some time to make the calculations and then will return the following error message:

![Error Message]

To resolve this issue it is just a matter of resequencing the order in which the designs must be stitched. The first design must always be placed in the Red Hoop section. Do the following to rectify this.

12. Select the design which is in the bottom right corner of the Red Hoop section.

13. At the bottom of the Resquence Bar is the Top arrow. This will move the selected design to the start of the sewing sequence and therefore remove the problem with the Giga Hoop.

14. LMC Write to Card icon. Now the Write window will appear and you can now save the design to your desired device.

Object Overlaps

15. LMC New icon. If you are asked to save the previous design LMC No.

16. LMC Embroidery, LMC Insert Design. Select the following design C:\Embroidery Album\Easter 1 jan. LMC Open.

17. Hold down the "SHIFT" key on the keyboard and increase the size of the design so that it is placed in both the Red and Blue Hoop section.
18. LMC Write to Card. The program will return the following error message:

![Error message](image)

This error message is not as easily fixed as the previous one. What this message means is that one of the embroidery objects is overlapping all 3 sections of the Giga Hoop. In this particular example it is both the blue fill object and the purple satin stitch of the Easter sign that are causing the problem.

In some designs it can be a bit more sinister like a travelling stitch from one object to another that is crossing all 3 sections of the hoop and is therefore not as obvious as it is underneath the top layers of the design. Use the Slow Redraw function to show you just how the design is put together and it maybe possible to delete this particular object without unduly upsetting the design as a whole.

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**Part Two – MA Hoop**

The MA Hoop behaves a little differently to the Giga Hoop, where in that you can place multiple designs with the hoop sections.

1. Select your relevant embroidery machine model from the drop down list on the Standard Toolbar.

2. Select Hoop MA (200 x 280).

3. LMC Embroidery, LMC Insert Design. Select the following design C:\Embroidery Album\Cowboy.jan. LMC Open.

4. LMC Edit, LMC Group or Ctrl + G.

5. LMC Copy icon or Ctrl + C.

6. LMC Paste icon or Ctrl + V. Move this design away from the centre position.
7. Repeat the above step 3 more times until you have 4 cowboys within the MA hoop perimeters, but don’t worry if parts of the designs overlap.

8. LMC Write to Card icon. Be patient while the computer makes the calculation as to where to make the splits in the designs.

9. You will then receive the Write Designs screen. Notice on the left side of the screen it has created 2 jef files waiting to be written to the device. LMC the Name button and name the design if desired. LMC Write button to complete the process.

**MA Hoop Troubleshooting**

As with the Giga Hoop if you a design that is large enough to cross all 3 sections of the MA Hoop then it is possible that when you try to Write to the card that the program will return an error message.

1. Select your relevant embroidery machine model from the drop down list on the Standard Toolbar.

2. Select Hoop MA (200 x 280).

3. LMC Embroidery, LMC Insert Design. Select the following design C:\Embroidery Album\Frog.jan. LMC Open.

4. Hold down the "SHIFT" key on the keyboard and resize the design to its largest size, but will remain within the hoop perimeters.
5. LMC Write to Card icon. The program will return the following error message.

With this particular design it is the green body of the frog which is one fill object that goes over all 3 sections of the MA Hoop.

In some designs it can be a bit more sinister like a travelling stitch from one object to another that is crossing all 3 sections of the hoop and is therefore not as obvious as it is underneath the top layers of the design. Use the Slow Redraw function to show you just how the design is put together and it maybe possible to delete this particular object without unduly upsetting the design as a whole.

6. Ensure that the whole design is selected (Ctrl + A) and then press Delete on the keyboard.

7. LMC Embroidery, LMC Insert Design. Select the following design C:\Embroidery Album\Basket.jan. LMC Open.

8. Hold down the “SHIFT” key on the keyboard and resize the design to its largest size, but will remain within the hoop perimeters.

9. LMC Write to Card icon. Be patient while the computer makes the calculations and then the Write Designs screen will appear. Notice that there have been 2 jef files created.
Reading & Writing Design Files

Sending and Writing Designs

Janome Digitizer Jr gives you the option of sending designs directly to machine or to memory card. The option you choose depends, in part, on the machine you are using.

Note Before design files are sent to machine, they are automatically converted to JEF stitch file format.

Supported machine models

Janome Digitizer Jr supports the following machine models:

- MC11000, MC10001, and MC10000 machines can be connected by cable directly to your PC.
- MC10000 V2.2 or earlier machines must be upgraded to Version 2.21. Visit our website at http://www.janome.com/ to download the necessary upgrade.
- The MC9700, MC9500, MC300E and MC350E machines do not support direct connection but they do read ATA PC cards. MC350E machines also support USB sticks.
- The MC200E machine does not support direct connection but the machine does read USB sticks.
- The MB-4 machine appears on the selection list. Janome Digitizer Jr supports a limited set of MB-4 hoops as well as saving JEF files for those hoops. However, direct connection and memory card support for the MB-4 machine are not available.

Janome Digitizer Jr is able to automatically detect which type of supported machine is currently connected to the PC USB port. The Machine menu items are determined by the type of machine connected to the PC. If no machine is detected, all menu items will be greyed out.

Supported memory cards

Besides USB connection, you can write to ATA PC card or 'Flash Memory'. The ATA PC card is a PCMCIA standard PC memory card that is used for storing designs in JEF format to be read/written from/to machine. The ATA PC card is designated as a drive in your computer. The drive designation may become E: or F: or some other letter. After writing your design, you simply insert the card into the ATA PC card slot of your machine (if supported), and read the design.
Precautions using ATA PC cards

- It is recommended to save data stored in the machine's built-in memory to hard disk or ATA PC card to prevent accidental loss of data due to improper operations or malfunctions.
- If an ATA PC card is formatted on PC or on your machine, all information on the card will be lost. Check the contents of any used cards before formatting them.

Note If your computer is a laptop, there is a slot where you can insert the ATA PC card and its adapter directly. If you have a desktop computer, you will need an ATA PC card reader/writer connected to a USB port.

USB memory sticks

The latest machine models can read from and write to USB memory sticks. These are very convenient portable memory devices which can hold large amounts of data in a small ‘stick’.

Sending designs to machine

Use Send to Machine (Standard toolbar) to send a design to a machine for stitching.

Depending on the machine model, the direct machine connection option may be available to you. This means you can send individual or multiple design files directly to three possible destinations:

- Built-in: internal machine memory.
- ATA PC Card: PC memory card slot on machine which can be used as an ATA PC card reader/writer.
- USB Memory: USB stick attached to your machine.

Try this! Alternatively, you can use an external ‘Flash Memory’ (ATA PC) reader/writer to write designs in JEF format directly to card.

Sending the current design to machine

The procedure for sending a single design to machine varies slightly with the machine model, but the principle is the same. Whichever machine you are using, the steps will involve one or all of the following:

- Select the machine model you intend to connect to.
- Insert the ATA PC card or USB stick into your machine as required.
- Open or create the design you want to send.
- Click the Send to Machine icon or select Machine > Send Current Design. The particular dialog which opens will depend on the selected machine model.
- Select a storage location on the sewing machine—machine memory (built-in folder), ATA PC card, or USB memory stick.
- Start the file transfer. In the unlikely event that a file exceeds the limits set, it will be split into two or more files.

**Sending or receiving multiple designs**

As with single designs, the procedure for sending multiple designs to machine varies slightly with the machine model you are using.

In addition to sending design files to machine, you can generally receive or delete files from the destination folder.

**Note** For detailed procedures relating to your particular machine, see Outputting to Machine.
Writing to Flash Memory reader/writer

Use Write to Card (Standard toolbar) to send a design to an ATA PC card.

You can use an external ‘Flash Memory’ (ATA PC) reader/writer to write designs in JEF format directly to card. Some machines do not support direct connection, in which case you will need to use this method to transfer design files from your PC to ATA PC card to machine. Depending on the machine model the card is intended for, make sure this is selected as your current machine. After writing your design, simply insert the card into the ATA PC card slot of your machine, and read in the design.

Writing a design to ATA PC card

The procedure for writing a single design to card varies slightly with the machine model, but the principle is the same. Whichever machine you are using, the steps will involve one or all of the following:

- Select the machine model you intend to write to.
- Make sure the reader/writer is securely plugged into the USB port of your PC.
- Open or create the design you want to send.
- Click the Write to Card icon or select External Media > Write a Design.

The particular dialogue which opens will depend on the selected machine model.

Click to change name of output file

Click to write design to card

- Start the file transfer. In the unlikely event that a file exceeds the limits set, it will be split into two or more files.
Writing multiple designs to ATA PC card

As with single designs, the procedure for writing multiple designs to ATA PC card varies slightly with the machine model you intend to write to and select **External Media > Write Designs, Read and Erase**. The particular dialog which opens will depend on the selected machine model.

In addition to writing design files to machine, you can generally receive or delete files from the destination folder.
Outputting to Machine


The first two sets of machine support direct connection, although menu options change depending on the chosen machine set. MC10000 V2.2 or earlier machines must be upgraded to Version 2.21.

The MC9700, MC9500, MC300E, and MC350E machines do not support direct connection but they do read ATA PC cards and USB memory sticks. MC200E machines support USB memory sticks.

Outputting to MC11000 Machines

If you have selected MC11000 as your current machine, the direct machine connection option is available to you. This means you can send individual or multiple design files directly to three possible destinations:

- built-in machine memory of your JANOME MemoryCraft
- ATA PC card attached to PC memory card slot on your machine, or
- a USB memory stick attached to your machine.

Try this! Alternatively, you can use an external ‘Flash Memory’ (ATA PC) reader/writer to write designs in JEF format directly to card.

Sending the current design to machine

When sending the current design to machine, you can send the design file directly to three possible destinations:

- built-in machine memory of your JANOME MemoryCraft
- ATA PC card attached to PC memory card slot on your machine, or
- a USB memory stick attached to your machine.

Note The procedure for sending a single design to machine is a little different to sending multiple designs.
To send the current design to machine

1. If you haven’t already done so, select MC11000 as your current machine.

2. Insert ATA PC card or USB memory stick into your Janome Memory Craft machine if required.

Note Both ATA PC card and USB stick can be attached at the same time

3. Open or create the designs you want to send.

4. Click the Send to Machine icon or select Machine > Send Current Design. If the machine is correctly linked, the Send Current Design dialog opens.

Note The machine itself must be in PC-Link Mode in order to receive the design.

5. Click Name to change the file name as required. The JEF Name dialog opens.

6. Select a storage location on the sewing machine – machine memory (built-in folder), ATA PC card, or USB memory stick.

7. Click Send. Janome DigitizerJr checks whether the selected hoop is supported by the destination machine.

8. Click Start.

File transfer begins. The selected design is copied to the specified location.
Note In the unlikely event that a file exceeds the limits set, it will be split into two or more files.

Sending or receiving multiple designs

You can simultaneously send more than one design in JEF file format to your machine. You can also retrieve all designs from machine memory for editing and/or to store them on hard disk or other location. Alternatively, delete all designs from machine memory to free up space.

To send or receive multiple designs

1. If you haven’t already done so, select MC11000 as your current machine.
2. Insert ATA PC card or USB memory stick into your Janome Memory Craft machine if required.

Note Both ATA PC card and USB stick can be attached at the same time.

3. Select Machine > Send Designs, Receive and Delete. The Send Designs, Receive and Delete dialog opens. The dialog is divided in two sections – source (PC) and destination (sewing machine).

Note The machine itself must be in PC-Link Mode in order to receive designs.
4. Select a source folder from the PC list. Only JEF files are displayed.
5. Select the file or files you want to send in the viewing panel.
6. Select a storage location on the sewing machine – machine memory (built-in folder), ATA PC card, or USB memory stick.

7. Click Send. A confirmation box appears.

8. Click Start.

File transfer begins and selected designs are copied to the selected location.

Note In the unlikely event that a file exceeds the limits set, it will be split into two or more files.

9. Select any files you want to receive or delete from the destination folder.

10. Choose from the available options as required:
    - Click Receive to copy files from the machine to the current location folder on your PC.
    - Click Delete to remove selected files from your machine storage location.
Writing to Flash Memory reader/writer

Use Write to Card (Standard toolbar) to send a design to an ATA PC card.

If you are using an external ‘Flash Memory’ (ATA PC) reader/writer, you can write designs in JEF format directly to card. Make sure the reader/writer is securely plugged into the USB port of your PC. If you are writing to a card intended for use with an MC11000 machine, make sure this is selected as your current machine. After writing your design, simply insert the card into the ATA PC card slot on your machine and read in the design.

Writing a design to ATA PC card

The procedure for writing a single design to Flash Memory reader/writer is essentially the same as sending a single design file to machine except that you click the Write to Card icon or select External Media > Write a Design.

Writing multiple designs to ATA PC card

The procedure for writing a single design to Flash Memory reader/writer is essentially the same as sending multiple design files to machine except that you select External Media > Write Designs, Read and Erase.
Outputting to MC10000* machines

If you have selected MC10001 and MC10000 V3.0 or higher as your current machine, the direct machine connection option is available to you. This means you can send individual or multiple design files directly to two possible destinations:

- Built-in machine memory of your Janome Memory Craft.
- ATA PC card attached to PC memory card slot on your machine.

💡 Try this! Alternatively, you can use an external 'Flash Memory' (ATA PC) reader/writer to write designs in JEF format directly to card.

Sending the current design to machine

When sending the current design to machine, you can send the design file directly to two possible destinations:

- Built-in machine memory or your Janome Memory Craft.
- ATA PC card attached to PC memory card slot on your machine.

🔍 Note The procedure for sending a single design to machine is a little different to sending multiple designs.

To send the design to the machine

1. If you haven’t already done so, select a MC10001 and MC10000 V3.0 or higher machine model as your current machine.

2. Insert the ATA PC card into your Janome MemoryCraft machine if required.

3. Open or create the design you want to send.

4. Click the **Send to Machine** icon or select **Machine > Send Current Design**. If the machine is correctly linked, the **Send Current Design** dialog opens.
Note The machine itself must be in PC-Link Mode in order to receive the design.

5. Click Name to change the file name as required. The JEF Name dialog opens.

6. Select a storage location on the sewing machine – machine memory (built-in folder) or ATA PC card.

7. Click Send.

   A confirmation box appears.

8. Click Start.

   File transfer begins. The selected design is copied to the specified location.

Note In the unlikely event that a file exceeds the limits set, it will be split into two or more files.

**Sending or receiving multiple designs**

You can simultaneously send more than one design in JEF file format to your machine. You can also retrieve all designs from machine memory for editing and/or to store them on hard disk or other location. Alternatively, delete all designs from machine memory to free up space.

**To send or receive multiple designs**

1. If you haven’t already done so, select a MC10001 and MC10000 V3.0 or higher machine model as your current machine.

2. Insert the ATA PC card into your Janome MemoryCraft machine if required.
3. Select **Machine > Send Designs, Receive and Delete.** The Send Designs, Receive and Delete dialog opens.

![Diagram of Send Design dialog]

4. Select a source folder from the PC list. Only JEF files are displayed.

5. Select the file or files that you want to send in the viewing panel. The preview panel displays an image of the last selected design.

   **Try this!** Click **Select All Designs** to select all designs in the source folder.

6. Select a storage location on the sewing machine – machine memory (built-in folder) or ATA PC card.

![Diagram of machine memory and ATA PC card]

   **Select output option – built-in memory or ATA PC card**

7. Click **Send.**

   A confirmation box appears

8. Click **Start.**

   File transfer begins and selected designs are copied to the selected location.

   **Note** In the unlikely event that a file exceeds the limits set, it will be split into two or more files.
9. Select any files you want to receive or delete from the destination folder.

Try this! Click Select All Designs to select all designs in the source folder. The preview panel displays an image of the last selected design.

10. Choose from the available options as required:
    - Click Receive to copy files from the machine to the current location folder on your PC.
    - Click Delete to remove selected files from your machine storage location.

Writing to Flash Memory reader/writer

If you are using an external 'Flash Memory' (ATA PC) reader/writer, you can write designs in JEF format directly to card. Make sure the reader/writer is securely plugged into the USB port of your PC. If you are writing to a card intended for use with an MC10001, MC10000 V3.0, or higher machine model, make sure this is selected as your current machine. After writing your design, simply insert the card into the ATA PC card slot on your machine and read in the design.

Writing a design to ATA PC card

The procedure for writing a single design to Flash Memory reader/writer is essentially the same as sending a single design file to machine except that you click the Write to Card icon or select External Media > Write a Design.
Writing multiple designs to ATA PC card

The procedure for writing a single design to Flash Memory reader/writer is essentially the same as sending multiple design files to machine except that you select **External Media > Write Designs, Read and Erase.**

![](image)

Outputting to MC10000 V2.21 machines

If you have selected MC10000 V2.21 as your current machine, the direct machine connection option is available to you. This means you can send individual or multiple design files directly to two possible destinations:

- Built-in machine memory or your Janome Memory Craft.
- ATA PC card attached to PC memory card slot on your machine.

**Try this!** Alternatively, you can use an external 'Flash Memory' (ATA PC) reader/writer to write designs in JEF format directly to card.

Sending the current design to the machine

![](image)

When sending the current design to machine, you can send the design file directly to two possible destinations:

- Built-in machine memory or your Janome Memory Craft.
- ATA PC card attached to PC memory card slot on your machine.

**Note** The procedure for sending a single design to machine is a little different to sending multiple designs.
To send the current design to machine

1. If you haven’t already done so, select a MC10000 V2.21 machine model as your current machine.

2. Insert the ATA PC card into your Janome MemoryCraft machine if required.

3. Open or create the design you want to send.

4. Click the Send to Machine icon or select Machine > Send Current Design. The Send Designs dialog opens.

![Send Designs dialog](image)

5. Select a destination folder for the files to be sent:
   - Built-in – internal machine memory
   - ATA PC card – PC memory card slot on machine which can be used as an ATA PC card reader/writer.

6. Click Name to change the file name as required. The JEF Name dialog opens.

![JEF Name dialog](image)

7. Click OK.

A progress bar shows the progress of the file transfer.

Try this! You can cancel the file transfer by closing the Send Designs dialog.

Sending multiple design to machine

You can send multiple design files in JEF file format to your machine at a time. There are two possible destinations:

- Built-in machine memory or your Janome Memory Craft.
- ATA PC card attached to PC memory card slot on your machine.
To send multiple design to machine

1. If you haven’t already done so, select a MC10000 V2.21 machine model as your current machine.

2. Insert the ATA PC card into your Janome MemoryCraft machine if required.


4. Select source folder from the Look In list.

5. Select a file or files from the list.
   The preview panel displays an image of the last-selected design.

6. Click Add to add to the list of files to send.
   If you add a wrong file, click Clear to remove it from the list. Select any design by name to preview.

7. Select a destination for the files to be sent:
   - Built-in – internal machine memory
   - ATA PC card – PC memory card slot on machine which can be used as an ATA PC card reader/writer.

8. Click Send.
   The Send Design dialogue box opens.
9. Select to send the design to either the built-in memory or PC card slot.

10. Click **Start**.
    A progress bar shows the progress of the file transfer.

**Try this!** You can cancel the file transfer by closing the **Send Designs** dialog.

### Receiving designs from machine

You can retrieve designs from three possible sources:
- Built-in machine memory of your Janome Memory Craft
- ATA PC card attached to PC memory card slot on your machine
- PC Design Card attached to PC memory card slot on your machine, which generally contains stock designs.

### To receive designs from machine

1. If you haven’t already done so, select a MC10000 V2.21 machine model as your current machine.

2. Insert the ATA PC card into your Janome MemoryCraft machine if required.

3. Select **Machine > Receive Designs**. When all designs are retrieved from the machine, the **Receive Designs** dialog opens. This allows you to receive one, many, or all designs.

4. Select a source for the files to be received as required:
   - Built-in – internal machine memory
   - ATA PC card – PC memory card slot on machine which can be used as an ATA PC card reader/writer.
   - PC Design Card – these cards also fit into the PC memory card slot and generally contain stock designs.

**Note** By default the PC-Link built-in memory is selected. This means that the **Select Open/Save folder** checkbox is unchecked and the **Built-in** radio button selected.
5. Select the **Select Open/Save Folder** checkbox to toggle between the two built-in memory types – PC Link or Embroidery.

   If you have selected Built-in memory:
   - Unchecked: means designs will be received from the PC-Link built-in memory.
   - Checked: means designs will be received from the Embroidery built-in memory.

   If you have selected ATA PC Card:
   - Unchecked: means designs will be received from the PD-Link folder on the ATA PC card. You must put your machine in embroidery mode and press the **Open File Mode** tab.

   A list of all designs resident in the selected memory source will appear.

   **Note** If you are receiving designs from a PC Design Card, the **Select Open/Save Folder** option is greyed out.

6. Select a file or files to receive.

   A checkmark appears beside each selected design.

   **Try this!** Click **Select All Designs** to select all designs in the source folder.

7. Click the **Auto Preview** checkbox to view selected designs.

   The preview panel displays an image of the last-selected design. Select any design by name to preview it.

8. Click **Browse** and select a destination folder on the PC. Janome Digitizer Jr. must know where to put the design it is receiving from built-in memory or ATA PC card.

9. Click **Receive**.

   The selected designs are copied from the machine memory to the specified location.

---

**Deleting designs from machine**

In order to free up space, you can delete designs from two possible locations.

- Built-in machine memory or your Janome Memory Craft.
- ATA PC card attached to PC memory card slot on your machine.

**To delete designs from machine**

1. If you haven’t already done so, select a MC10000 V2.21 machine model as your current machine.

2. Insert the ATA PC card into your Janome MemoryCraft machine if required.
3. Select Machine > Delete Designs. When all designs are retrieved from the machine, the Delete Designs dialog opens. This allows you to delete one, many, or all designs.

![Delete Designs dialog](image)

Note By default the PC-Link built-in memory is selected. For other options

4. Select a location for the files to be deleted from:
   - Built-in machine memory or your Janome Memory Craft.
   - ATA PC card attached to PC memory card slot on your machine.

5. Select a file or files to delete.
   A checkmark appears beside each selected design.

   ![Select All Designs](image)

   Try this! Click Select All Designs to select all designs in the source folder.

6. Click Delete.
   A confirmation box appears. The selected designs are deleted from the specified location.

Writing to Flash Memory reader/writer

![Write to Card (Standard toolbar)](image)

If you are using an external ‘Flash Memory’ (ATA PC) reader/writer, you can write designs in JEF format directly to card. Make sure the reader/writer is securely plugged into the USB port of your PC. If you are writing to a card intended for use with an MC10000 V2.21 machine model, make sure this is selected as your current machine. After writing your design, simply insert the card into the ATA PC card slot on your machine and read in the design.

Writing a design to ATA PC card

The procedure for writing a single design to Flash Memory reader/writer is essentially the same as sending a single design file to machine except that you click the Write to Card icon or select External Media > Write a Design.
Writing multiple designs to ATA PC card

The procedure for writing a single design to Flash Memory reader/ writer is essentially the same as sending multiple design files to machine except that you select External Media > Write Designs, Read and Erase.

Outputting to MC9700 or lower machines

If you have selected an MC9700 or lower machine model – MC9500, MC350E, or MC300E – as your current machine, the direct machine connection option is not available to you. These machines have a PC memory card slot which is used read designs into the machine. Using an external ‘Flash Memory’ (ATA PC) reader/ writer, you can write designs in JEF format directly to card. Then simply insert the card into the ATA PC card slot on your machine, and read in the design.

Note Some machines can read USB memory sticks as well as ATA PC cards. The procedure for writing to them is the same. The MC200E machine only supports USB memory sticks. The procedure is slightly different for this model.

Writing a design to ATA PC card

If you have selected an MC9700 or lower machine model as your current machine, the direct machine connection option is not available to you. This means you need to use an external ‘Flash Memory’ (ATA PC) reader/ writer to write designs in JEF format directly to card.
To write a design to ATA PC card

1. If you haven’t already done so, select a MC9700 or lower machine model as your current machine.

2. Make sure the reader/writer is securely plugged into the USB port of your PC.

3. Open or create the design you want to send.

4. Click the Write to Card icon or select External Media > Write a Design. If the machine is correctly linked, the Write a Design dialog opens.

![Write a Design dialog](image)

☞ **Note** The machine itself must be in PC-Link Mode in order to receive the design.

5. Click Name to change the file name as required. The JEF Name dialog opens.

![JEF Name dialog](image)

6. Click Write.
A confirmation box appears.

7. Click Start.
File transfer begins. The selected design is copied to the ATA PC card.

☞ **Note** In the unlikely event that a file exceeds the limits set, it will be split into two or more files.

Writing or reading multiple designs

If you have selected an MC9700 or lower machine model as your current machine, the direct machine connection option is not available to you. This means you need to use an external ‘Flash Memory’ (ATA PC) reader/writer to write designs in JEF format directly to card.
To write or read multiple designs

1. If you haven't already done so, select a MC9700 or lower machine model as your current machine.

2. Insert the ATA PC card into the external 'Flash Memory' (ATA PC) reader/writer.

3. Select External Media > Write Designs, Read and Erase. The Write Designs, Read and Erase dialog opens. The dialog is divided in two sections – source (PC) and destination (ATA PC card)

4. Select a source folder from the PC list. Only JEF files are displayed.

5. Select the file or files that you want to write. The preview panel displays an image of the last selected design

   **Try this!** Click Select All Designs to select all designs in the source folder.

6. Select a destination folder on the ATA PC card.

7. Click Write. A confirmation box appears.

8. Click Start. File transfer begins and selected designs are copied to the selected location.

   **Note** In the unlikely event that a file exceeds the limits set, it will be split into two or more files.
9. Select any files you want to read or erase from the ATA PC card.

10. Choose from the available options as required:
    - Click Read to copy files from the machine to the current location folder on your PC.
    - Click Erase to remove selected files from your machine storage location.

**Outputting to MC200E machine**

If you have selected an MC200E machine as your current machine, the direct machine connection option is not available to you. These machines have a USB memory stick slot which is used to read designs into the machine. After writing your design(s) to the memory stick, simply insert it into the USB port on your machine and read in the design.

**Writing a design to USB stick**

The procedure for writing a single design to USB memory stick is essentially the same as sending a single design to the machine except that you select External Media > Write a Design.

Select destination folder on USB stick
Click to write design to USB stick
Click to change name of output file
Writing multiple designs to USB stick

The procedure for writing multiple designs to Flash Memory reader/writer is essentially the same as sending multiple design files to machine except that you select External Media > Write Designs, Read and Erase.

![Image of Write Designs, Read and Erase]

Select source folder on your PC

Select files to write

Use buttons to navigate folders of display file list

---

Writing to Flash Memory reader/writer

Use Write to Card (Standard toolbar) to send a design to an ATA PC card.

If you are using an external 'Flash Memory' (ATA PC) reader/writer, you can write designs in JEF format directly to card. Make sure the reader/writer is securely plugged into the USB port of your PC. If you are writing to a card intended for use with an MC10000 V2.21 machine model, make sure this is selected as your current machine. After writing your design, simply insert the card into the ATA PC card slot on your machine and read in the design.

---

Writing a design to ATA PC card

The procedure for writing a single design to Flash Memory reader/writer is essentially the same as sending a single design file to machine except that you click the Write to Card icon or select External Media > Write a Design.

![Image of Write a Design]

Click to write design to card

Click to change name of output file

Select destination folder on ATA PC card
Writing multiple designs to ATA PC card

The procedure for writing multiple designs to Flash Memory reader/writer is essentially the same as sending multiple design files to machine except that you select External Media > Write Designs, Read and Erase.
# Appendices

## Quick Reference

### Tools and Toolbars

#### Standard Toolbar

<table>
<thead>
<tr>
<th>Tool</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="LMC new" /></td>
<td>LMC new to start a new design with the NORMAL template.</td>
</tr>
<tr>
<td><img src="image" alt="Use Open" /></td>
<td>Use Open to open and existing design</td>
</tr>
<tr>
<td><img src="image" alt="Use Save" /></td>
<td>Use Save to save the current design</td>
</tr>
<tr>
<td><img src="image" alt="Use Print" /></td>
<td>Use Print to print a design using the current settings</td>
</tr>
<tr>
<td><img src="image" alt="LMC Print Preview" /></td>
<td>LMC Print Preview to preview the design printout on screen.</td>
</tr>
<tr>
<td><img src="image" alt="LMC Cut" /></td>
<td>LMC Cut to cut selected objects to the clipboard.</td>
</tr>
<tr>
<td><img src="image" alt="LMC Copy" /></td>
<td>LMC Copy to copy selected objects to the clipboard.</td>
</tr>
<tr>
<td><img src="image" alt="LMC Paste" /></td>
<td>LMC Paste to paste copied objects in the design.</td>
</tr>
<tr>
<td><img src="image" alt="Use Send to Machine" /></td>
<td>Use Send to Machine to send a design to a machine for stitching.</td>
</tr>
<tr>
<td><img src="image" alt="Use Write to Card" /></td>
<td>Use Write to Card to send a design to and ATA PC card or USB memory key.</td>
</tr>
<tr>
<td><img src="image" alt="Use Undo" /></td>
<td>Use Undo to undo the previous command.</td>
</tr>
<tr>
<td><img src="image" alt="Use Redo" /></td>
<td>Use Redo to reapply a command which has been “undone”.</td>
</tr>
<tr>
<td><img src="image" alt="LMC Stop" /></td>
<td>LMC Stop to cancel the function you are using or cancel all selections in a design.</td>
</tr>
</tbody>
</table>

#### Digitize Toolbar

<table>
<thead>
<tr>
<th>Tool</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Use Click-to-Design" /></td>
<td>Use Click-to-Design to create embroidery designs directly from imported images using default settings.</td>
</tr>
</tbody>
</table>
Quick Reference cont.

Tools and Toolbars

**Edit Toolbar**

<table>
<thead>
<tr>
<th>Tool</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td><img src="image" alt="LMC Select" /></td>
<td>LMC Select and click an object to select it. Alternatively, drag a bounding box around the object to select.</td>
</tr>
<tr>
<td><img src="image" alt="LMC Flip Horizontally" /></td>
<td>LMC Flip Horizontally to flip a selected object or design horizontally (side to side).</td>
</tr>
<tr>
<td><img src="image" alt="LMC Flip Vertically" /></td>
<td>LMC Flip Vertically to flip a selected object or design vertically (top to bottom).</td>
</tr>
<tr>
<td><img src="image" alt="LMC Rotate CCW/CW" /></td>
<td>LMC Rotate CCW/CW to rotate a selected object or design by 45° clockwise. RMC rotate a selected object or design by 45° counter clockwise.</td>
</tr>
<tr>
<td><img src="image" alt="Use Resequence" /></td>
<td>Use Resequence to resequence selected objects by object or colour.</td>
</tr>
</tbody>
</table>

**Easy Layout Toolbar**

<table>
<thead>
<tr>
<th>Tool</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Use Display Layout" /></td>
<td>Use Display Layout Work Area to toggle display of the defined work area.</td>
</tr>
<tr>
<td><img src="image" alt="Use Define Layout" /></td>
<td>Use Define Layout Work Area to access to Easy Layout Work Area.</td>
</tr>
<tr>
<td><img src="image" alt="Use Copy and Mirror to Corners" /></td>
<td>Use Copy and Mirror to Corners to automatically create copies of any selected objects in each corner of the layout work area.</td>
</tr>
<tr>
<td><img src="image" alt="Use Move to Centre" /></td>
<td>Use Move to Centre to automatically move the selected objects to the centre of the layout work area.</td>
</tr>
<tr>
<td><img src="image" alt="LMC Apply" /></td>
<td>LMC Apply to generate the objects and stitches of copies created by Easy Layout operations. Pressing the Enter on the keyboard has the same effect.</td>
</tr>
</tbody>
</table>

**Combine Toolbar**

<table>
<thead>
<tr>
<th>Tool</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Use Combine Mode" /></td>
<td>Use Combine Mode to activate the Combine functions.</td>
</tr>
<tr>
<td><img src="image" alt="Use Add Hoop" /></td>
<td>Use Add Hoop to centre a new hoop in the design window in an upright orientation.</td>
</tr>
<tr>
<td><img src="image" alt="Use Delete Hoop" /></td>
<td>Use Delete Hoop to remove selected hoops from the design window.</td>
</tr>
<tr>
<td><img src="image" alt="Use Calculate Hoopings" /></td>
<td>Use Calculate Hoopings to evaluate the hoopings that will result from the current hoop layout.</td>
</tr>
<tr>
<td><img src="image" alt="LMC Rotate Hoop" /></td>
<td>LMC Rotate Hoop with either a LMC or RMC to rotate a selected hoop 45° in either direction.</td>
</tr>
</tbody>
</table>
### Quick Reference cont.

#### Tools and Toolbars

#### Lettering Toolbar

<table>
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<tr>
<th>Tool</th>
<th>Description</th>
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<tbody>
<tr>
<td>![Monogramming Icon]</td>
<td>LMC Monogramming to add monograms directly on-screen.</td>
</tr>
<tr>
<td>![Lettering Icon]</td>
<td>Use Lettering to add embroidered lettering to designs or edit selected lettering.</td>
</tr>
</tbody>
</table>

#### View Toolbar

<table>
<thead>
<tr>
<th>Tool</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Zoom In Icon]</td>
<td>LMC Zoom In to display a design at twice its current size.</td>
</tr>
<tr>
<td>![Zoom Out Icon]</td>
<td>LMC Zoom Out to display a design at half its current size.</td>
</tr>
<tr>
<td>![Zoom Box Icon]</td>
<td>LMC Zoom Box to zoom in on a section of a design by percentage.</td>
</tr>
<tr>
<td>![Visualiser Icon]</td>
<td>LMC Visualiser to change between normal view (2D) and visualiser view (3D)</td>
</tr>
<tr>
<td>![Display Images Icon]</td>
<td>LMC Display Images to show and hide backdrops (usually graphic images).</td>
</tr>
<tr>
<td>![Display Grid Icon]</td>
<td>LMC Display Grid to hide or show the grid.</td>
</tr>
<tr>
<td>![Display Hoop Icon]</td>
<td>LMC Display Hoop to hide or show the hoop.</td>
</tr>
<tr>
<td>![Slow Redraw Icon]</td>
<td>Use Slow Redraw to view the stitching and colour sequence of a design in slow motion (only in Normal View (2D) mode).</td>
</tr>
</tbody>
</table>
Quick Reference cont.

Keyboard Shortcuts

General Functions

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<th>Press</th>
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<td>Create a new design</td>
<td>Ctrl + N</td>
</tr>
<tr>
<td>Open an existing design</td>
<td>Ctrl + O</td>
</tr>
<tr>
<td>Save a design</td>
<td>Ctrl + S</td>
</tr>
<tr>
<td>Print a design</td>
<td>Ctrl + P</td>
</tr>
<tr>
<td>Exit an application</td>
<td>Alt + F4</td>
</tr>
<tr>
<td>Show/Hide colour chart</td>
<td>Ctrl + R</td>
</tr>
<tr>
<td>Open thread colours</td>
<td>Alt + T</td>
</tr>
<tr>
<td>Open lettering details</td>
<td>A</td>
</tr>
<tr>
<td>Set work area</td>
<td>Ctrl + W</td>
</tr>
<tr>
<td>Show/Hide resequence bar</td>
<td>Shift + L</td>
</tr>
<tr>
<td>Apply/Select Satin fill</td>
<td>Shift + I</td>
</tr>
<tr>
<td>Apply/Select Weave fill</td>
<td>Shift + M</td>
</tr>
<tr>
<td>Apply/Select Run lines</td>
<td>Shift + N</td>
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<tr>
<td></td>
<td>press $\rightarrow$</td>
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Selection Functions

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<tr>
<td>Choose Select tool</td>
<td>O</td>
</tr>
<tr>
<td>Select multiple objects</td>
<td>Ctrl + Q</td>
</tr>
<tr>
<td>Select a range of objects</td>
<td>Shift + First and last objects</td>
</tr>
<tr>
<td>Select next object</td>
<td>Tab→</td>
</tr>
<tr>
<td>Select previous object</td>
<td>Shift + Tab←</td>
</tr>
<tr>
<td>Add next object to selection</td>
<td>Ctrl + Tab←</td>
</tr>
<tr>
<td>Add previous object to selection</td>
<td>Ctrl + Shift + Tab←</td>
</tr>
<tr>
<td>Select all objects</td>
<td>Ctrl + A</td>
</tr>
<tr>
<td>Deselect all objects</td>
<td>Esc or X</td>
</tr>
</tbody>
</table>
## Quick Reference cont.

### Viewing Functions

<table>
<thead>
<tr>
<th>To</th>
<th>Press</th>
</tr>
</thead>
<tbody>
<tr>
<td>Show/Hide images</td>
<td>D</td>
</tr>
<tr>
<td>Measure a distance on a screen</td>
<td>M</td>
</tr>
<tr>
<td>Show/Hide hoop</td>
<td>(Shift) + H</td>
</tr>
<tr>
<td>Show/Hide whole hoop</td>
<td>/</td>
</tr>
<tr>
<td>Show/Hide whole design</td>
<td>(zero)</td>
</tr>
<tr>
<td>Show/Hide stitches</td>
<td>S</td>
</tr>
<tr>
<td>Show/Hide needle points</td>
<td>(period)</td>
</tr>
<tr>
<td>Show/Hide connectors</td>
<td>(Shift) + C</td>
</tr>
<tr>
<td>Show/Hide grid</td>
<td>(Shift) + S</td>
</tr>
<tr>
<td>Show/Hide work area</td>
<td>W</td>
</tr>
<tr>
<td>Redraw the screen</td>
<td>R or F4</td>
</tr>
<tr>
<td>Redraw slowly</td>
<td>(Shift) + R</td>
</tr>
<tr>
<td>Turn on/off visualiser</td>
<td>T</td>
</tr>
</tbody>
</table>

### Editing Functions

<table>
<thead>
<tr>
<th>To</th>
<th>Press</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cut an object</td>
<td>(Ctrl) + X</td>
</tr>
<tr>
<td>Copy an object</td>
<td>(Ctrl) + C</td>
</tr>
<tr>
<td>Paste and object</td>
<td>(Ctrl) + V</td>
</tr>
<tr>
<td>Duplicate an object</td>
<td>(Ctrl) + D</td>
</tr>
<tr>
<td>Delete selected objects or last object</td>
<td>Delete</td>
</tr>
<tr>
<td>Group selected objects</td>
<td>(Ctrl) + G</td>
</tr>
<tr>
<td>Ungroup selected objects</td>
<td>(Ctrl) + U</td>
</tr>
<tr>
<td>Lock selected objects</td>
<td>K</td>
</tr>
<tr>
<td>Nudge selected object</td>
<td>(Shift) + K</td>
</tr>
<tr>
<td>Undo a command</td>
<td>(Ctrl) + Z</td>
</tr>
<tr>
<td>Redo a command</td>
<td>(Ctrl) + Y</td>
</tr>
<tr>
<td>Cancel command</td>
<td>Esc</td>
</tr>
</tbody>
</table>

### Travel Functions

<table>
<thead>
<tr>
<th>To Travel</th>
<th>Keyboard †</th>
<th>Keypad ‡</th>
</tr>
</thead>
<tbody>
<tr>
<td>To start of design</td>
<td>[Home]</td>
<td>7</td>
</tr>
<tr>
<td>To end of design</td>
<td>[End]</td>
<td>1</td>
</tr>
<tr>
<td>To next colour</td>
<td>[PageDown]</td>
<td>3</td>
</tr>
<tr>
<td>To previous colour</td>
<td>[Page Up]</td>
<td>9</td>
</tr>
</tbody>
</table>

† Press Esc first  ‡ Num Lock OFF
## Standard Fonts

<table>
<thead>
<tr>
<th>Font</th>
<th>Sample</th>
<th>Recommended Sizes</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Min</td>
</tr>
<tr>
<td></td>
<td></td>
<td>in</td>
</tr>
<tr>
<td>Bauhaus</td>
<td><img src="image1" alt="Bauhaus Sample" /></td>
<td>0.4</td>
</tr>
<tr>
<td>Block1</td>
<td><img src="image2" alt="Block1 Sample" /></td>
<td>0.27</td>
</tr>
<tr>
<td>Brush</td>
<td><img src="image3" alt="Brush Sample" /></td>
<td>0.32</td>
</tr>
<tr>
<td>First Grade</td>
<td><img src="image4" alt="First Grade Sample" /></td>
<td>0.5</td>
</tr>
<tr>
<td>Galant</td>
<td><img src="image5" alt="Galant Sample" /></td>
<td>0.5</td>
</tr>
<tr>
<td>Heisei Kaisho</td>
<td><img src="image6" alt="Heisei Kaisho Sample" /></td>
<td>0.32</td>
</tr>
<tr>
<td>Hollowblock</td>
<td><img src="image7" alt="Hollowblock Sample" /></td>
<td>0.4</td>
</tr>
<tr>
<td>Japanese Kaisho</td>
<td><img src="image8" alt="Japanese Kaisho Sample" /></td>
<td>0.32</td>
</tr>
<tr>
<td>Font</td>
<td>Characters</td>
<td>Speed</td>
</tr>
<tr>
<td>-----------</td>
<td>------------</td>
<td>-------</td>
</tr>
<tr>
<td>Jupiter</td>
<td>ABCDEFGH</td>
<td>0.25</td>
</tr>
<tr>
<td></td>
<td>0123456789</td>
<td></td>
</tr>
<tr>
<td>Old English</td>
<td>ABCDEFGHabcdef</td>
<td>0.3</td>
</tr>
<tr>
<td></td>
<td>0123456789</td>
<td></td>
</tr>
<tr>
<td>Script 1</td>
<td>ABCDEFGHabcdef</td>
<td>0.5</td>
</tr>
<tr>
<td></td>
<td>0123456789</td>
<td></td>
</tr>
<tr>
<td>Typist</td>
<td>ABCDEFGHabcdef</td>
<td>0.5</td>
</tr>
<tr>
<td></td>
<td>0123456789</td>
<td></td>
</tr>
</tbody>
</table>
Monogramming Fonts

Fancy Monogram

Alphabet Contains
Left, Centre and Right letters for 3-letter monogram. Use symbols for the left letter, upper case for the centre letter and lower case for the right letter.

Colours
1 colour

Stitching
Satin

Recommended Height
Minimum 1.0in 25mm
Maximum 4.0in 100mm

Octagon Monogram

Alphabet Contains
Left, Centre and Right letters for 3-letter monogram. Use symbols for the left letter, upper case for the centre letter and lower case for the right letter.

Colours
1 colour

Stitching
Satin

Recommended Height
Minimum 0.7in 18mm
Maximum 4.0in 100mm
Monogramming Fonts cont.

Point Monogram

| Alphabet Contains | Left, Centre and Right letters for 3-letter monogram. Use symbols for the left letter, upper case for the centre letter and lower case for the right letter. |
| Colours           | 1 colour |
| Stitching         | Satin    |
| Recommended Height| Minimum 0.7in 18mm Maximum 4.0in 100mm |

Seal Monogram

| Alphabet Contains | Left, Centre and Right letters for 3-letter monogram. Use symbols for the left letter, upper case for the centre letter and lower case for the right letter. |
| Colours           | 1 colour |
| Stitching         | Satin    |
| Recommended Height| Minimum 0.7in 18mm Maximum 4.0in 100mm |
## Patterns

### Weave Fills

<table>
<thead>
<tr>
<th>Pattern No.</th>
<th>Stitch Sample</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td></td>
</tr>
</tbody>
</table>

### Embossed Fills

<table>
<thead>
<tr>
<th>Pattern No.</th>
<th>Stitch Sample</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arrow 1</td>
<td>Angle 15°</td>
</tr>
<tr>
<td>Blossom 1</td>
<td>Angle 15°</td>
</tr>
<tr>
<td>Brick</td>
<td>Angle 45°</td>
</tr>
<tr>
<td>Circle 1</td>
<td>Angle 15°</td>
</tr>
<tr>
<td>Feather 1</td>
<td>Angle 15°</td>
</tr>
<tr>
<td>Patch 1</td>
<td>Angle 45°</td>
</tr>
</tbody>
</table>