



Release Note Of PAD² V6 Pattern Design

By PAD Product Development and Support Team



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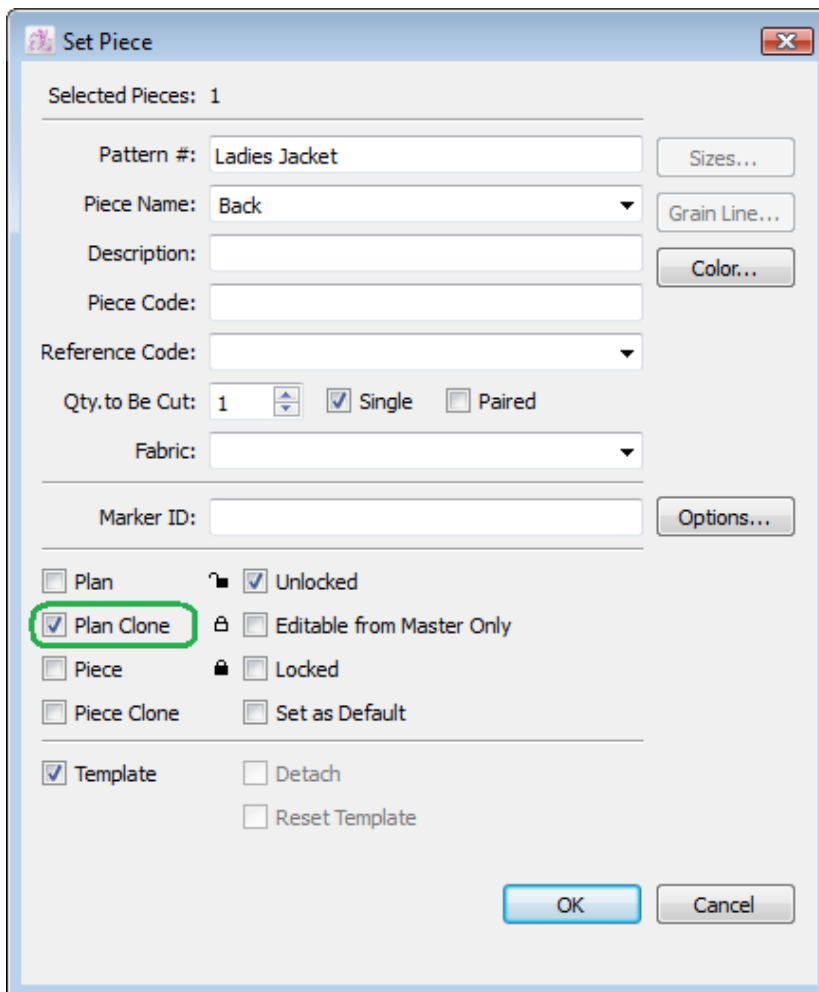
Perform Advanced Clone Function

There are 3 major changes of Clone function in PAD V6.

- It allows setting Clone pieces on Plan View.
- It allows creating more Clone generations.
- The Clone piece can be modified individually, and once the Master piece has been modified, changes will be reflected to the Clone piece again.

To obtain a clone piece in Plan View

You may make a Set Piece and check the Plan Clone option at the middle of the dialog box. The modifications made to the Plan (Master) are automatically reproduced in all of the cloned pieces (Clone).



Set Piece

Selected Pieces: 1

Pattern #: Ladies Jacket Sizes...

Piece Name: Back Grain Line...

Description: Color...

Piece Code:

Reference Code:

Qty. to Be Cut: 1 Single Paired

Fabric:

Marker ID: Options...

Plan Unlocked

Plan Clone Editable from Master Only

Piece Locked

Piece Clone Set as Default

Template Detach

Reset Template

OK Cancel




You have 3 options to choose how to modify Clone piece,

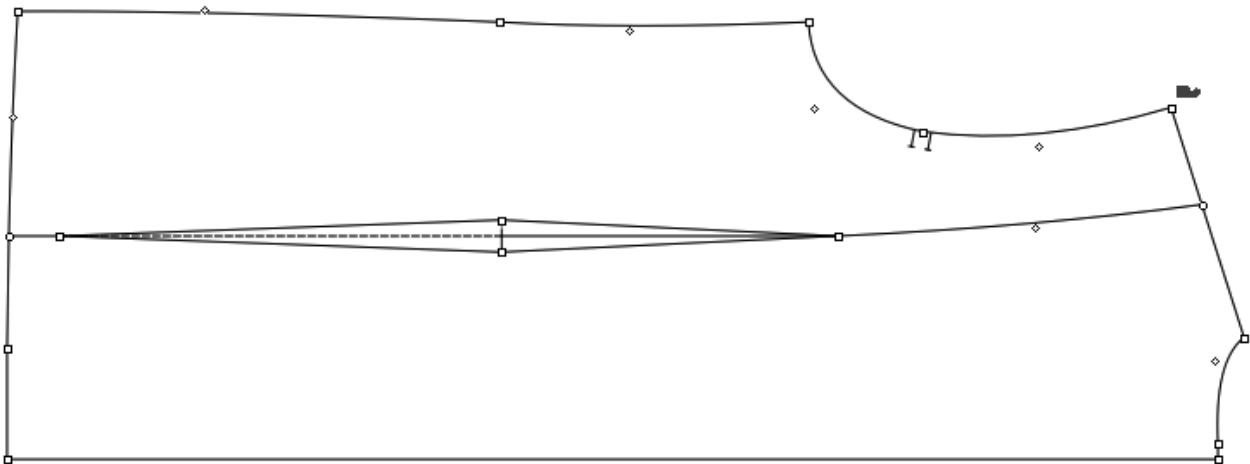
Unlocked: It allows to make modifications on its.


Editable from Master Only: It blocks the Clone piece from any modifications made on its contour, allowing modifications only from the Master piece on the contour. Internal references can still be added, modified or removed from the Clone piece.

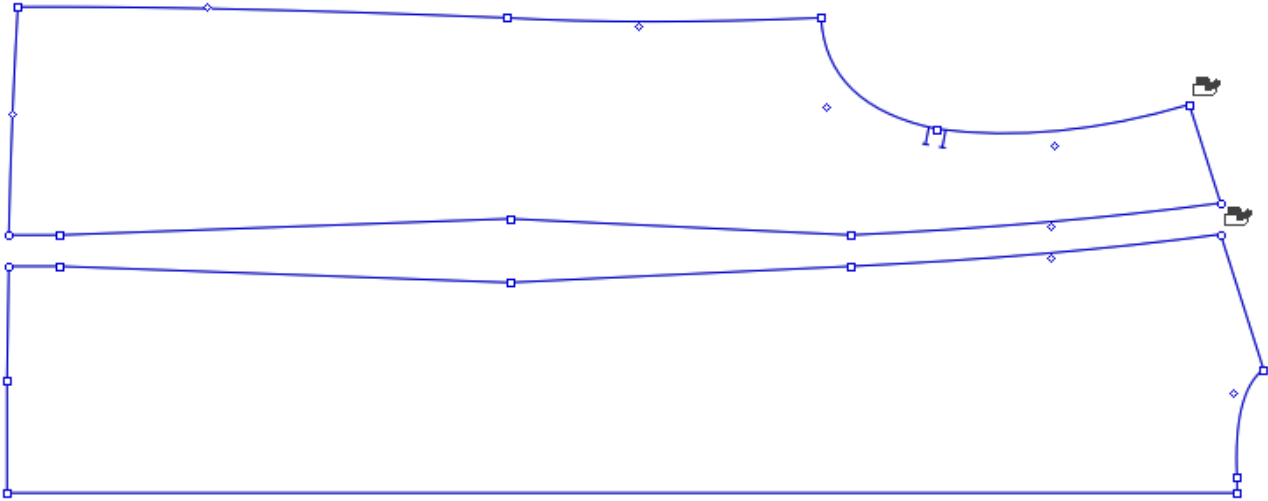
Locked: It does not allow making any modification. The piece is available as a reference (read only) until unlocked.


To create more Clone generations in Plan View/ Piece View

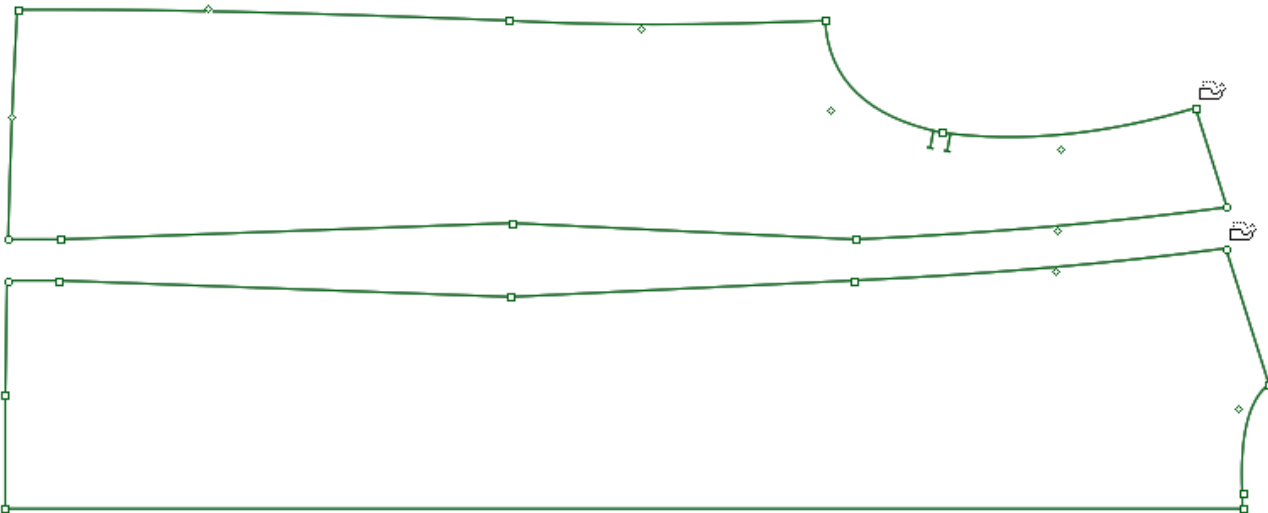
You may create the first Clone piece from a Master. A small symbol will appear on the side of Master Piece  .



Then you may create the first Clone pieces from the Master piece to identify as Self fabric. A small symbol will appear on the side of Clone pieces  .

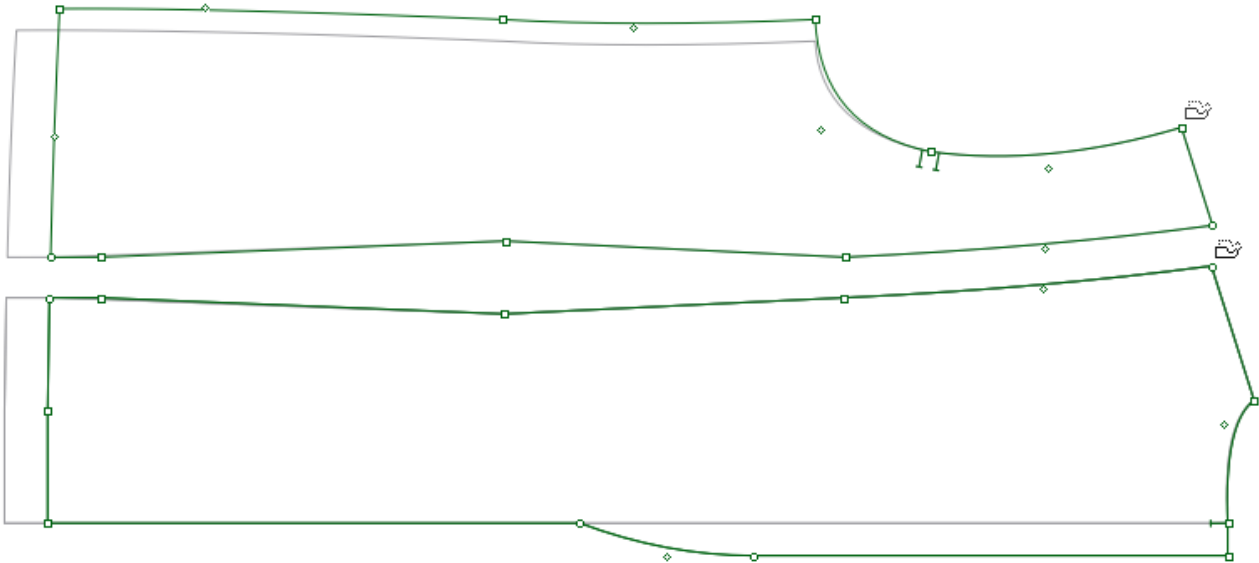


And then you need to create another Clone pieces from the first Clone piece to identify as Lining. A small symbol will appear on the side of Clone pieces .



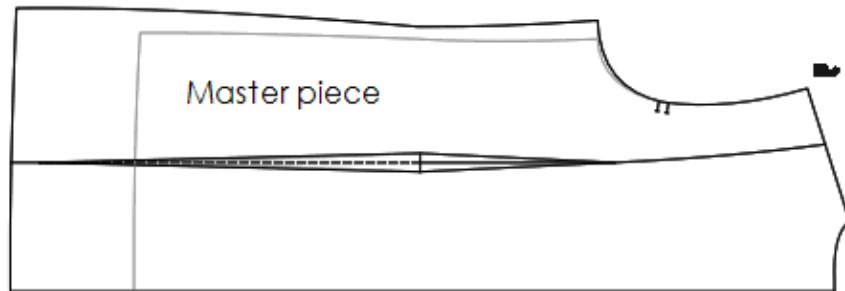
To modify Clone piece individually and (or) modify Clone piece by Master piece

If the option **Unlocked** is checked in the Set Piece's dialog box, you can modify the clone pieces if necessary. For example; you make changing to the second Clone pieces as the following picture shown,

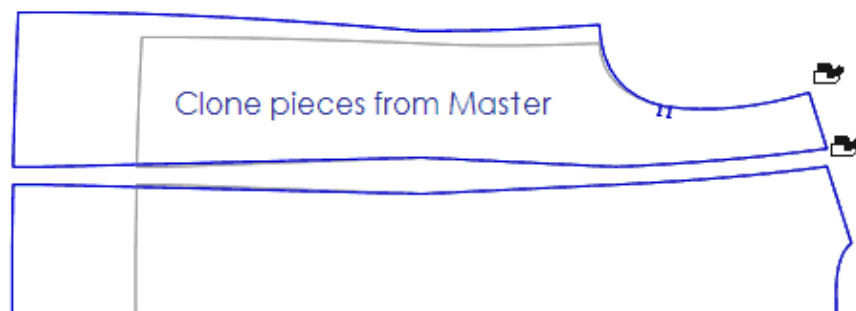


If you need to change the length and the width on the Master piece; it will be affected to the Clone piece again as the following picture.

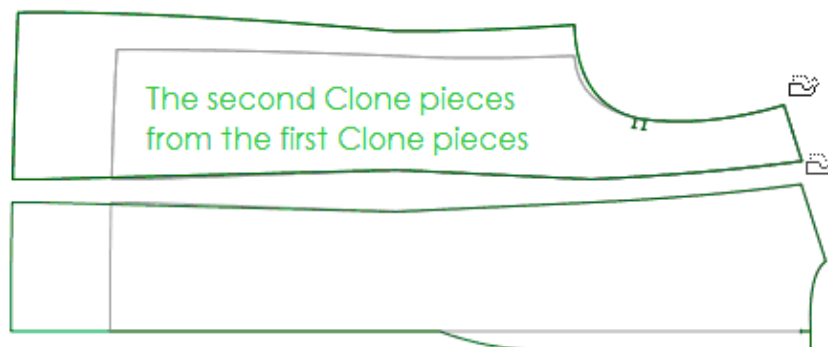
To change the Length and Width on the Master piece.



The first Clone pieces are affected by Master piece.



The second Clone pieces are affected by the Master piece and can keep the previous modification on its.



Besides you can do the same modification in Pieces View, it supports the Clone pieces with Seam Allowance and Intelligent Mirror.

For working on Grading View, all of Clone grading must be affected by the Master pieces. Ex: If Clone pieces are graded, then you makes grading to the Master Piece, all of the Grading modification will be affected to all Clone pieces again.


Note: If the pieces are generated from Clone piece. When adding Seam Allowance, it should apply to the Master Clone piece. Then seam value will apply the same to the corresponding Clone pieces.

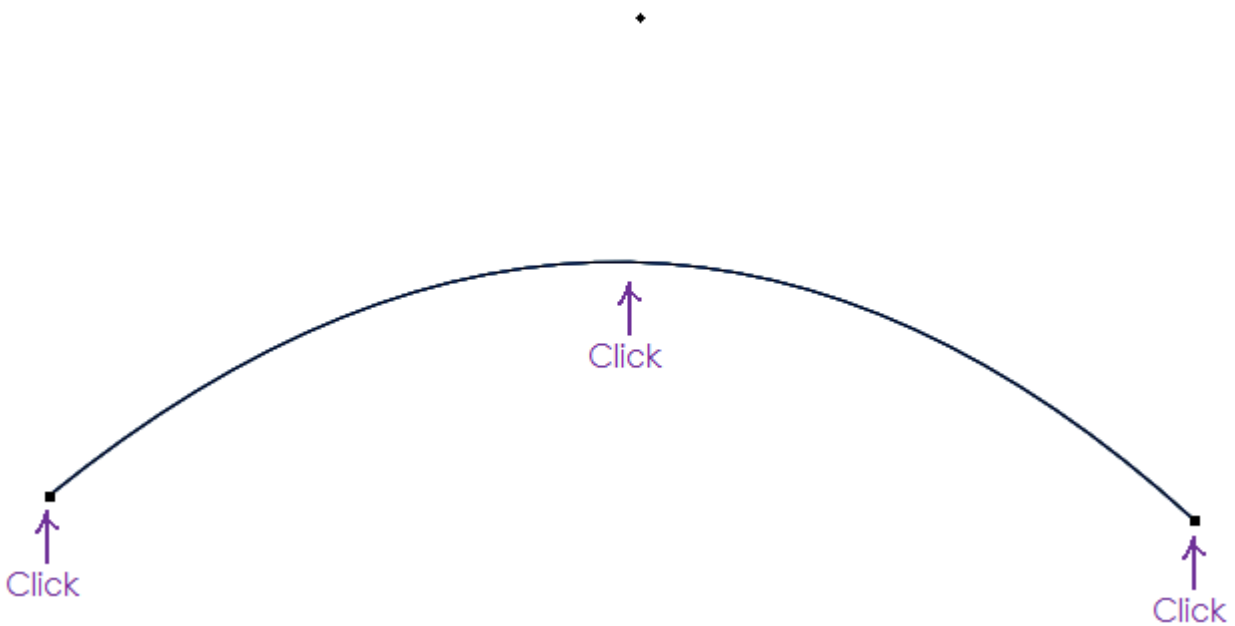
Enhance Curve drawing

To enhance Curve line drawing and Curve line modification.

To Draw a Curve Line by Freehand

How to do so:

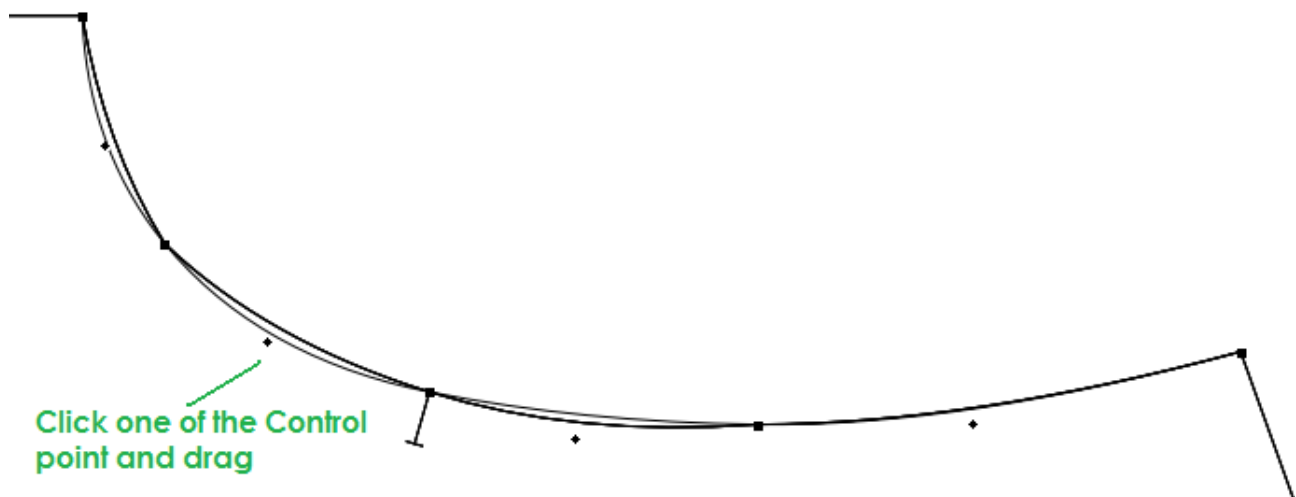
To select  "Curve" and click on the define positions. It allows drawing a curve line by three clicks only.



To Move a Group of Control / Regular Points by Freehand

To do so:

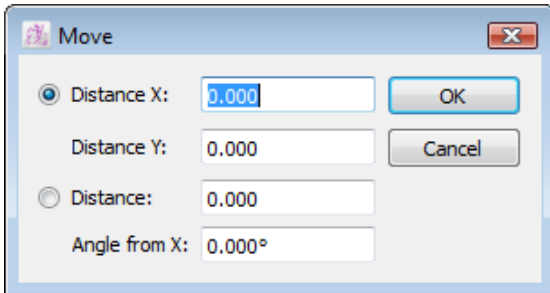
- 1 To activate the segments you would like to modify curve on.
- 2 To select the Curve tool
- 3 Click one of the Control / Regular point on the selection
- 4 Hold down the left mouse button and drag to the desired position, the result will preview as stitch line on screen.



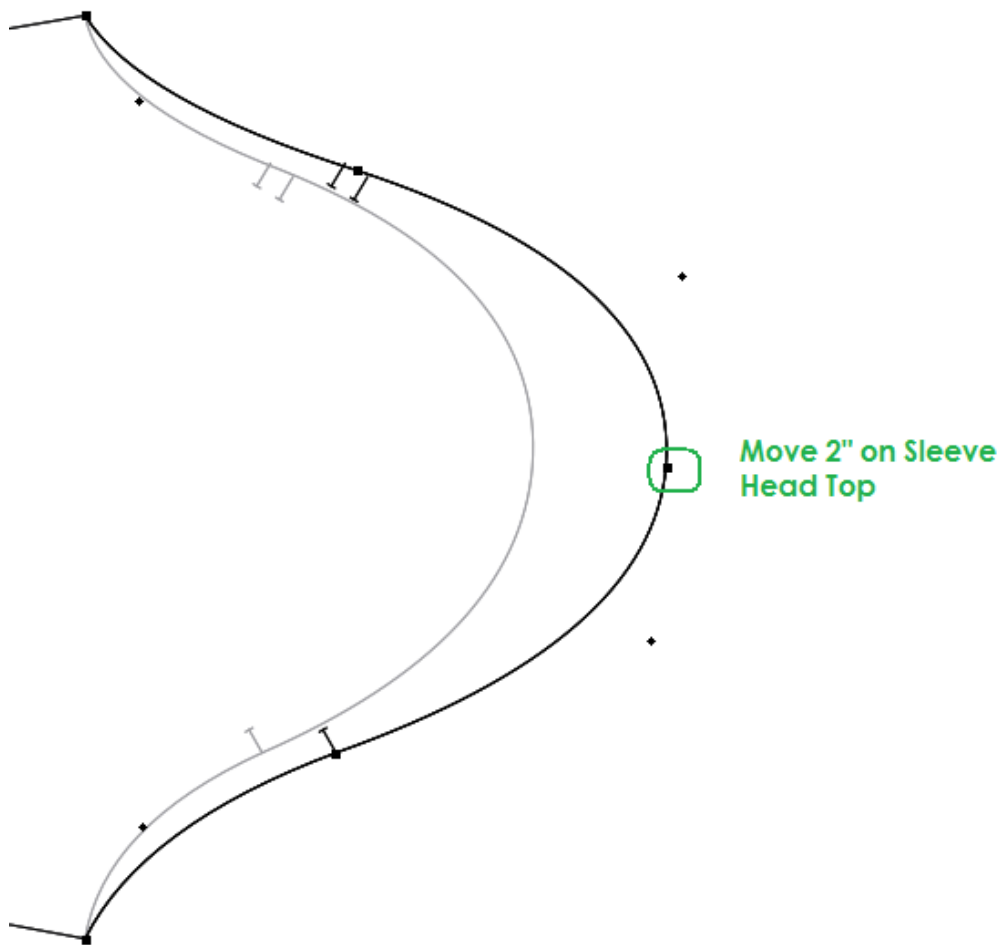
To Move a Group of Control / Regular Points with Numeric Values

To do so:

- 1 To activate the segments you would like to modify curve on.
- 2 To select the Curve tool
- 3 Click one of the Control / Regular point on the selection
- 4 Hold down the **Alt** key (Windows), the **Option** key (Macintosh) or **Alt + Windows** Keys (Linux).
- 5 Move the cursor, click on the desired location where you want the shape to be.
A dialog box appears:



- 6 Enter the X and Y values (in user predetermined measurement units) to move the selected point in precise horizontal (X) or vertical (Y) directions. A positive value moves the selection to the right/top. A negative value moves the selection to the left/down.
- 7 Click OK button to validate.

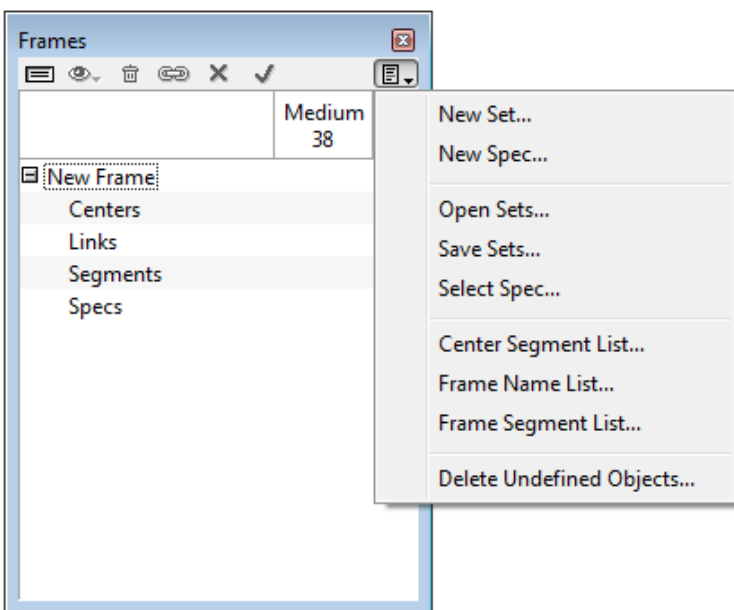


MTM Optimization

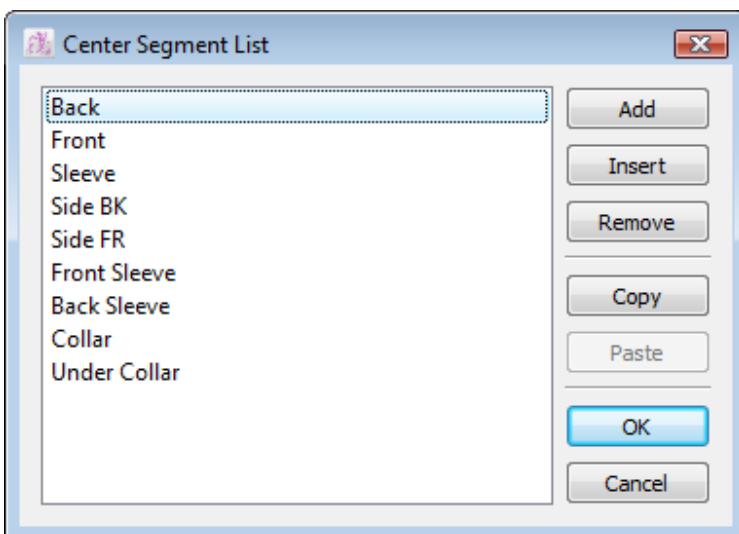
The purpose of MTM Optimization is to simplify some procedures when you are setting Frames to a piece.

Frames will create automatically and simplify the definition of Measurements.

To pre-set the most used Center Segment List, Frame Name List, Frame Segment List and Select Spec to Frames window sub-menu.

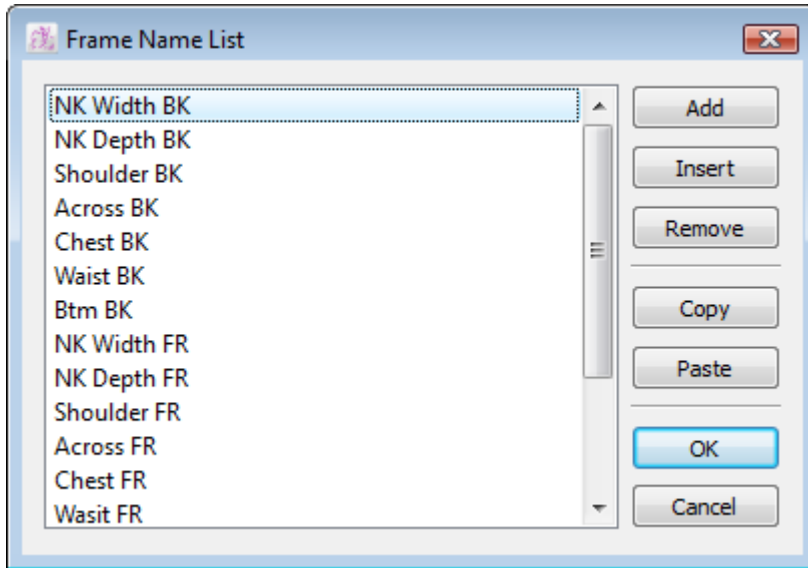


Center Segment List...: It allows creating the most used Center Segment into a list.

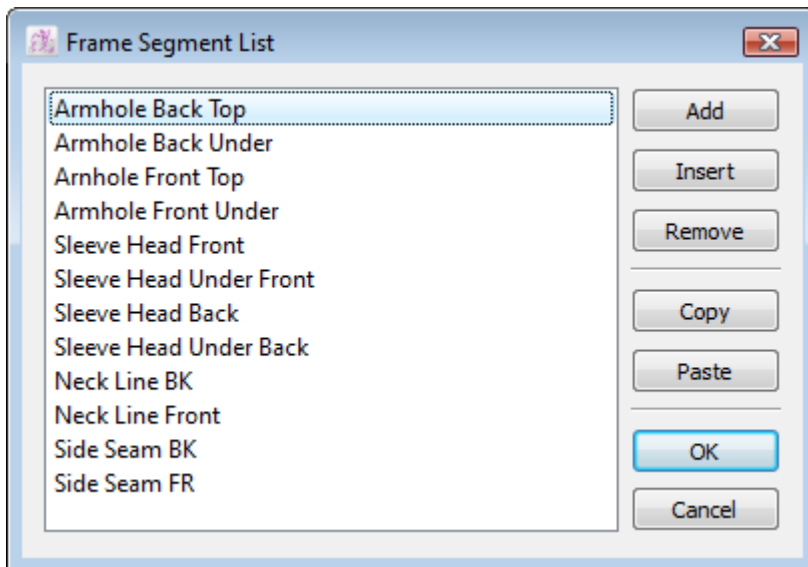




Frame Name List...: It allows creating the most used Frame Name into a list.

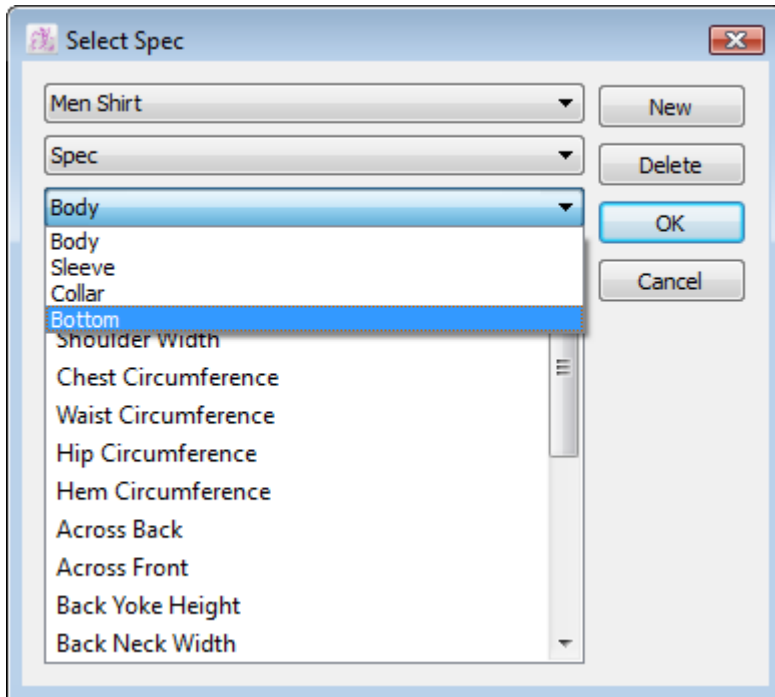


Frame Segment List...: It allows creating the most used Frame Segment into a list.





Select Spec...: There are four categories (Body, Sleeve, Collar and Bottom) in the dialog box of Select Spec. And each category will pre-set the most used items to each category and let you to choose.



And each category will pre-set the most used items to each category.

The first drop-down menu let you to select all existing sets. You may select the set of the new spec belongs to. If there are no existing sets, Set 1 will be created by default.

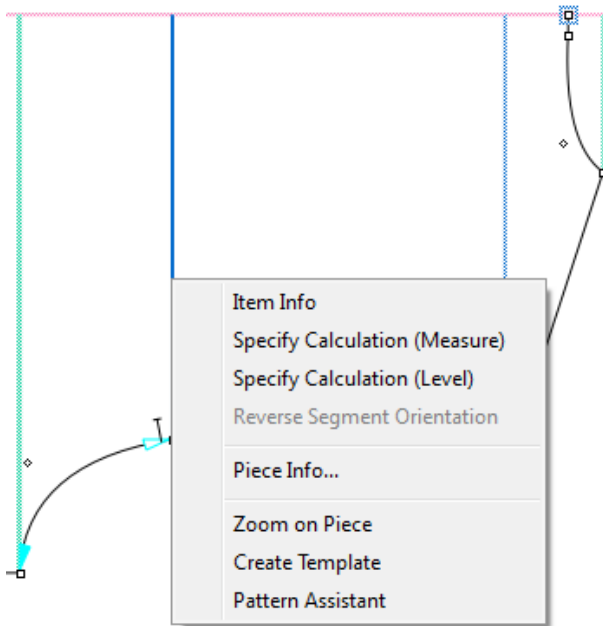
New: Add and name a new item at the end of the list.

Delete: Remove the selected item from the list.

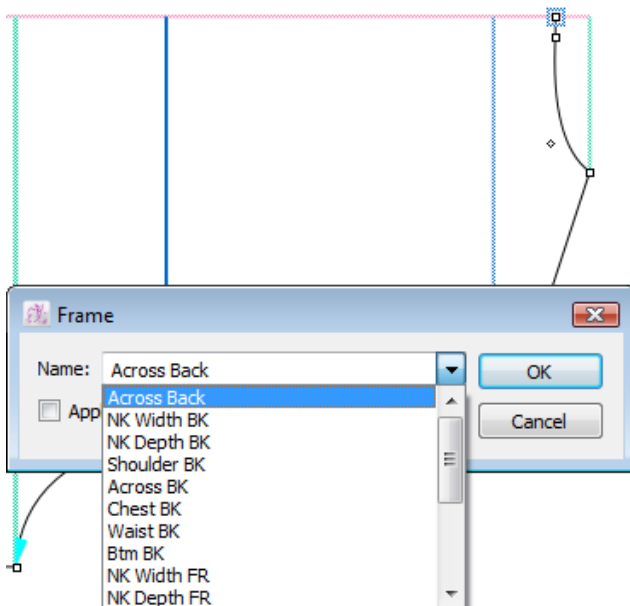
All items in the Center Segment List, Frame Name List, Frame Segment List and Select Spec are saved in the Pattern Preferences file.

Contextual Menu in Frame View

There are four new items (Item Info, Specify Calculation (Measure), Specify Calculation (Level) and Reverse Segment Orientation) on mouse right click sub-menu.

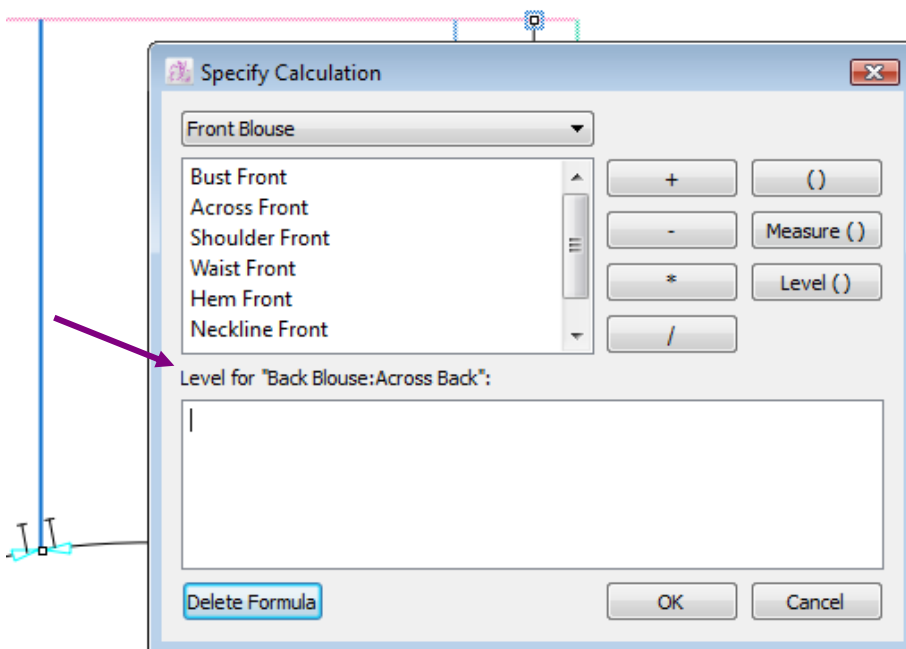
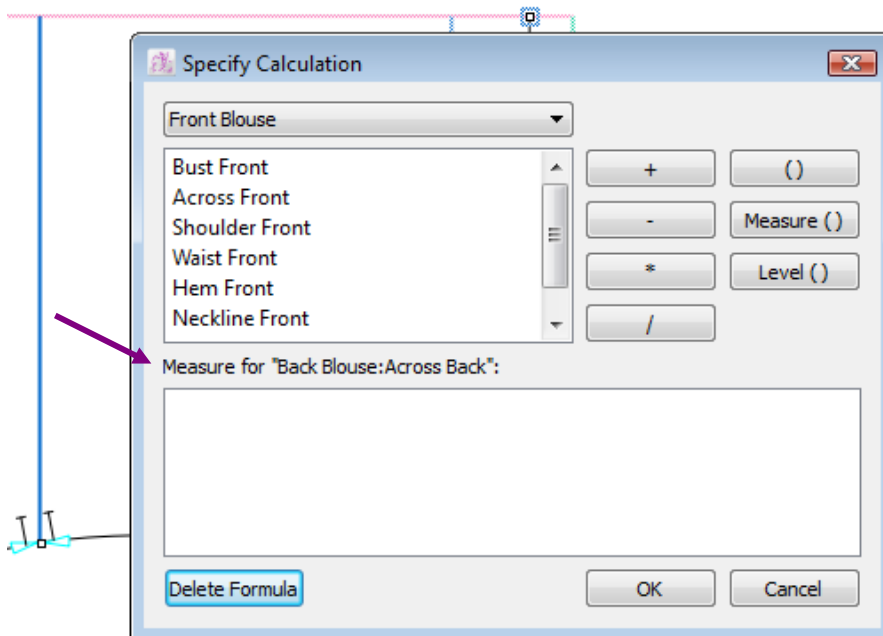



Item Info To select one of the Frames and right click on mouse to choose **Item Info**. A dialog box appears; you can enter the frame name to the text box or click on the Name drop down menu to select the frame name pre-set from **Frame Name List**.



Specify Calculation (Measure) / Specify Calculation (Level)

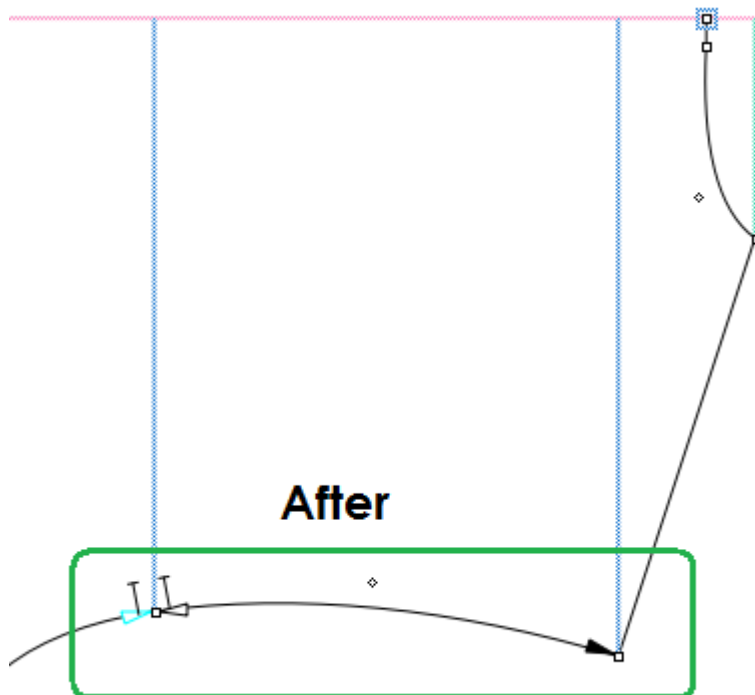
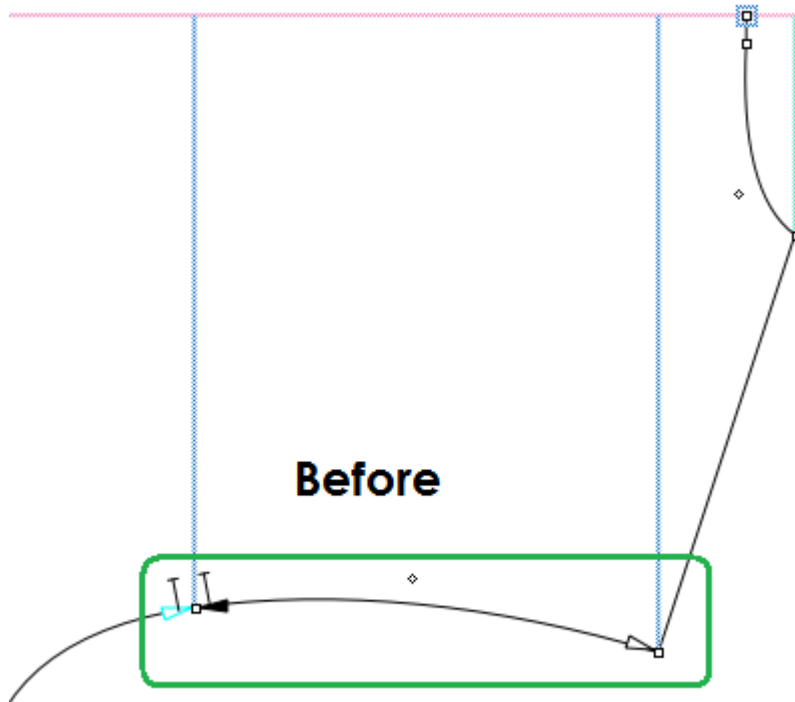
To select one of the Frames and right click on mouse to choose **Specify Calculation (Measure) / Specify Calculation (Level)**. A dialog box appears as follows.



You will get the dialog box if you click on the  icon next to the Measure / Level items.

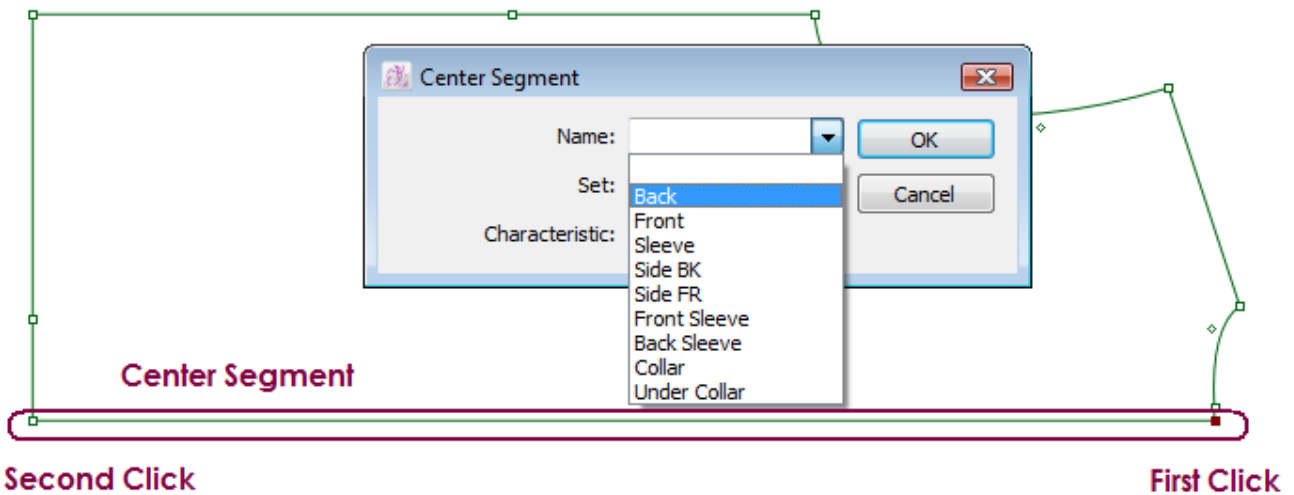
Reverse Segment Orientation

To select one of the Segment and right click on mouse to choose **Reverse Segment Orientation**. The selected Segment will reverse to opposition direction.



Create Center Segment

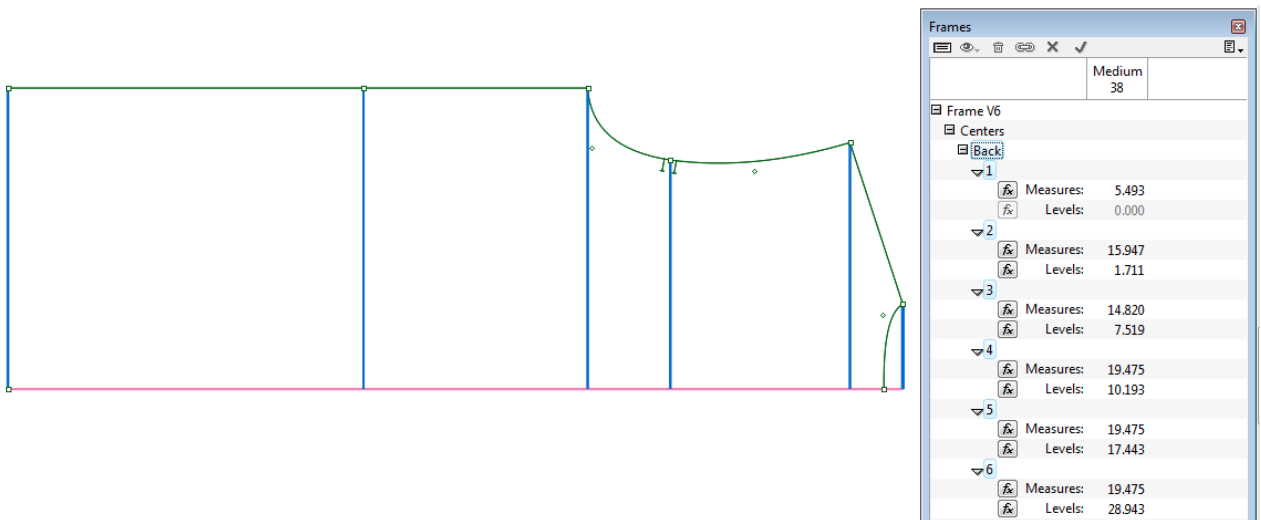
- 1 Activate the pattern piece.
- 2 Select the *Create Frame* tool in the Toolbox.
- 3 Click the first point on the contour of the shape where you want to place your Center Frame.
- 4 Click the second point on the contour of the shape where you want to place your Center Frame.
- 5 Enter the Center Frame name to the text box or click on the Name drop down menu to select the Center Frame name pre-set from **Center Segment List**.



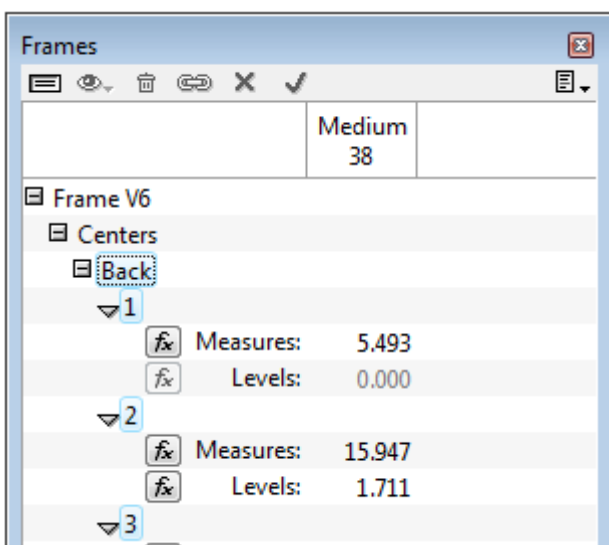
- 6 Choose the item on the drop down menu for Set and Characteristic. Press OK button to validate.

Create Frames Automatically

Frames are added to the piece automatically. And all of Frames details display on the Frames window. The first Frame (First click on the Center Segment) created on a Center Frame is the Level Zero. Level Zero is the starting position for measurements of the pattern pieces according to the length. It should be placed at the same position on all related pattern pieces. The Level Zero frame line appears blue and thicker than other frames on the piece. Once you have defined Level Zero, all other Frame Levels for that pattern piece are calculated from that Level Zero frame.



Frames are added and named to be a Digital and display on the Frames window. You may rename the Frames by choosing the Item Info on mouse right click or double click the item on the Frames window.

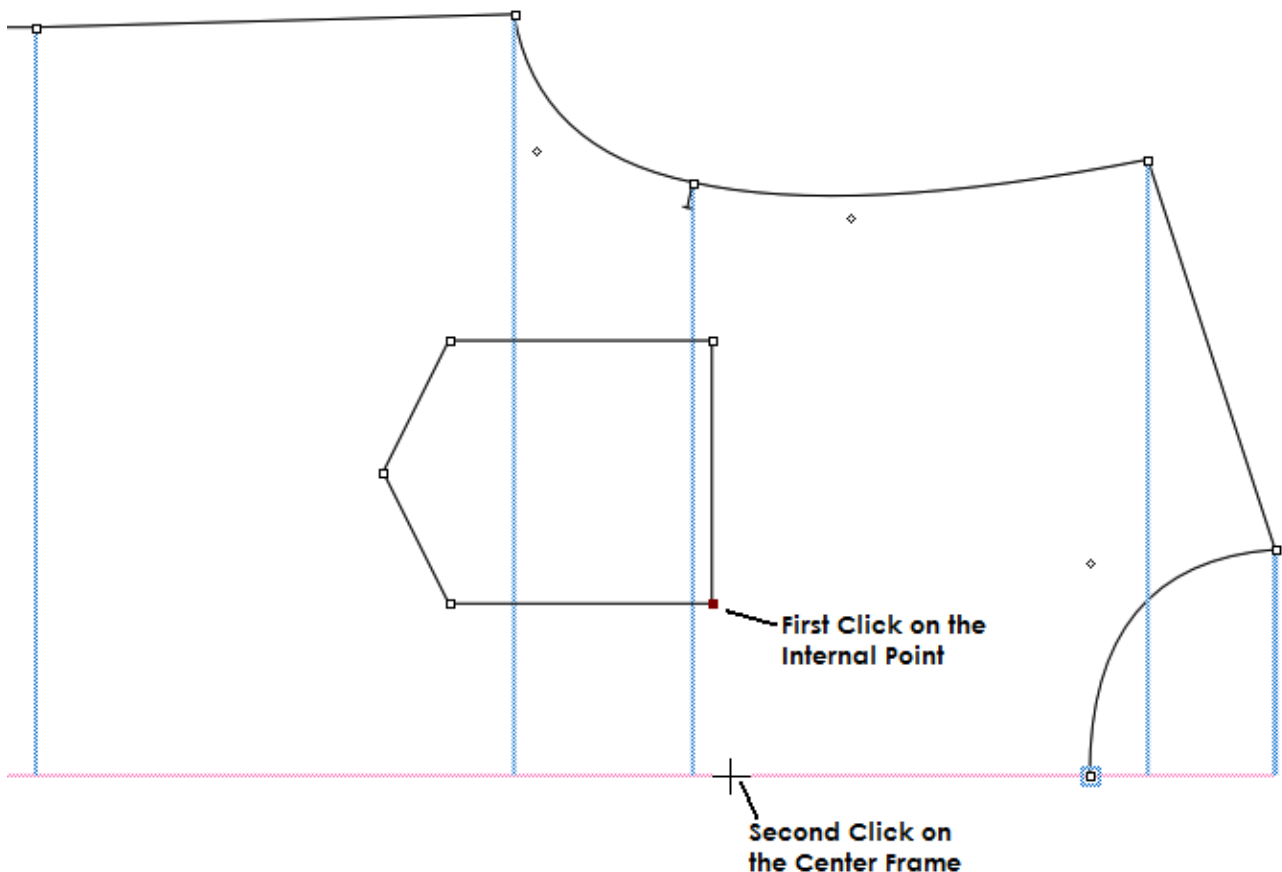


Create Internal Frame

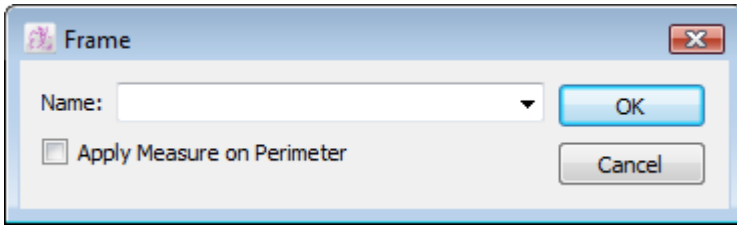
Internal Frames could be added to the piece. And all of the Internal Frames details display on the Frames window and the feature is the same as Contour Frames. All Internal Frames level are measured starting from Level Zero, which is the first Frame created.

To create Internal Frames:

- 1 Activate the pattern shape(s).
- 2 Select the Create Frame tool.
- 3 Click an internal point, located in the pattern piece where you want the Internal Frame to be set.
- 4 Click the Center segment for the fixed position (Center Frame).

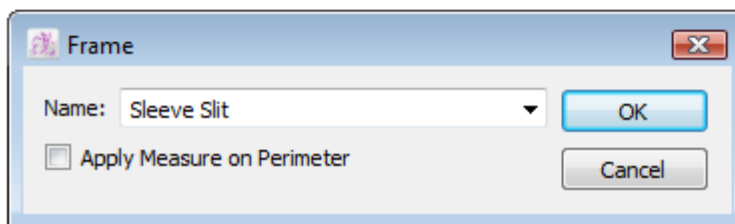
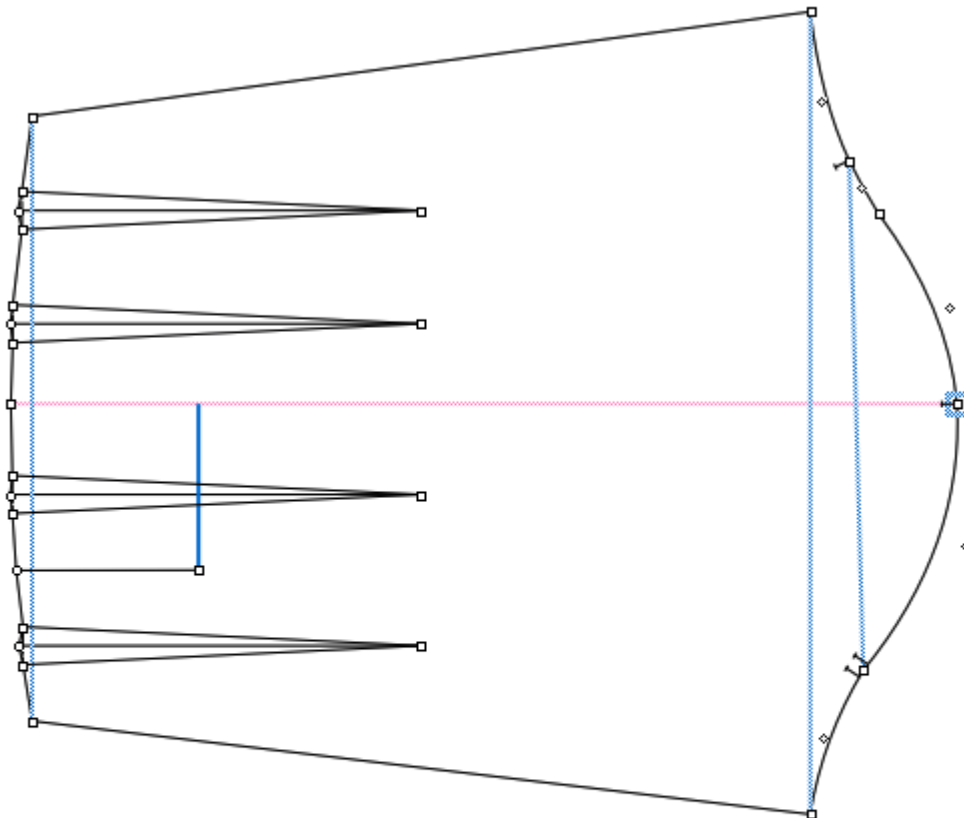


The Frame dialog box opens:



5 Enter the name of the Frame and press OK button to validate.

Internal Frame added on Opened piece or Half piece:

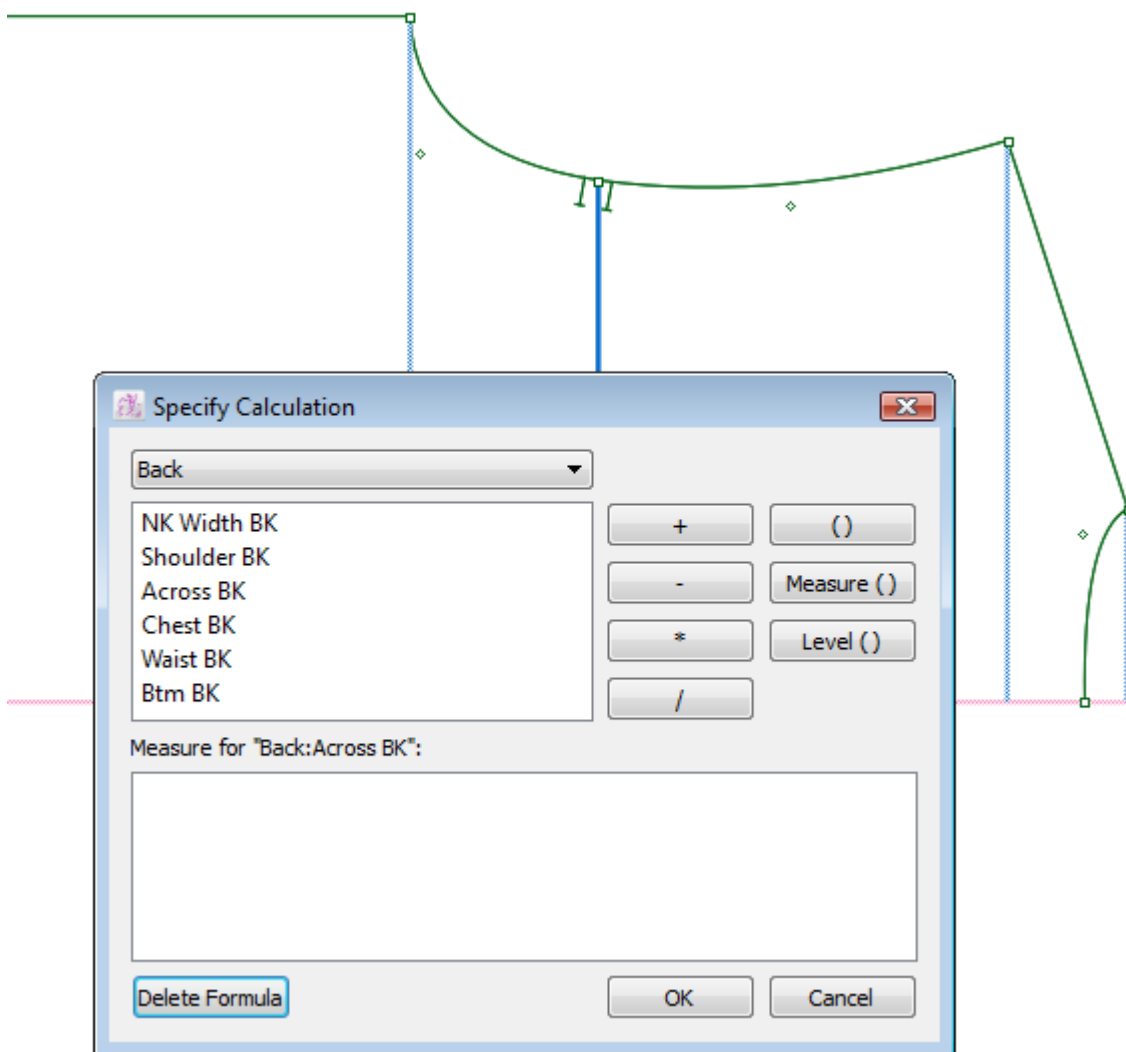


Create Formula between Measurements Intelligently

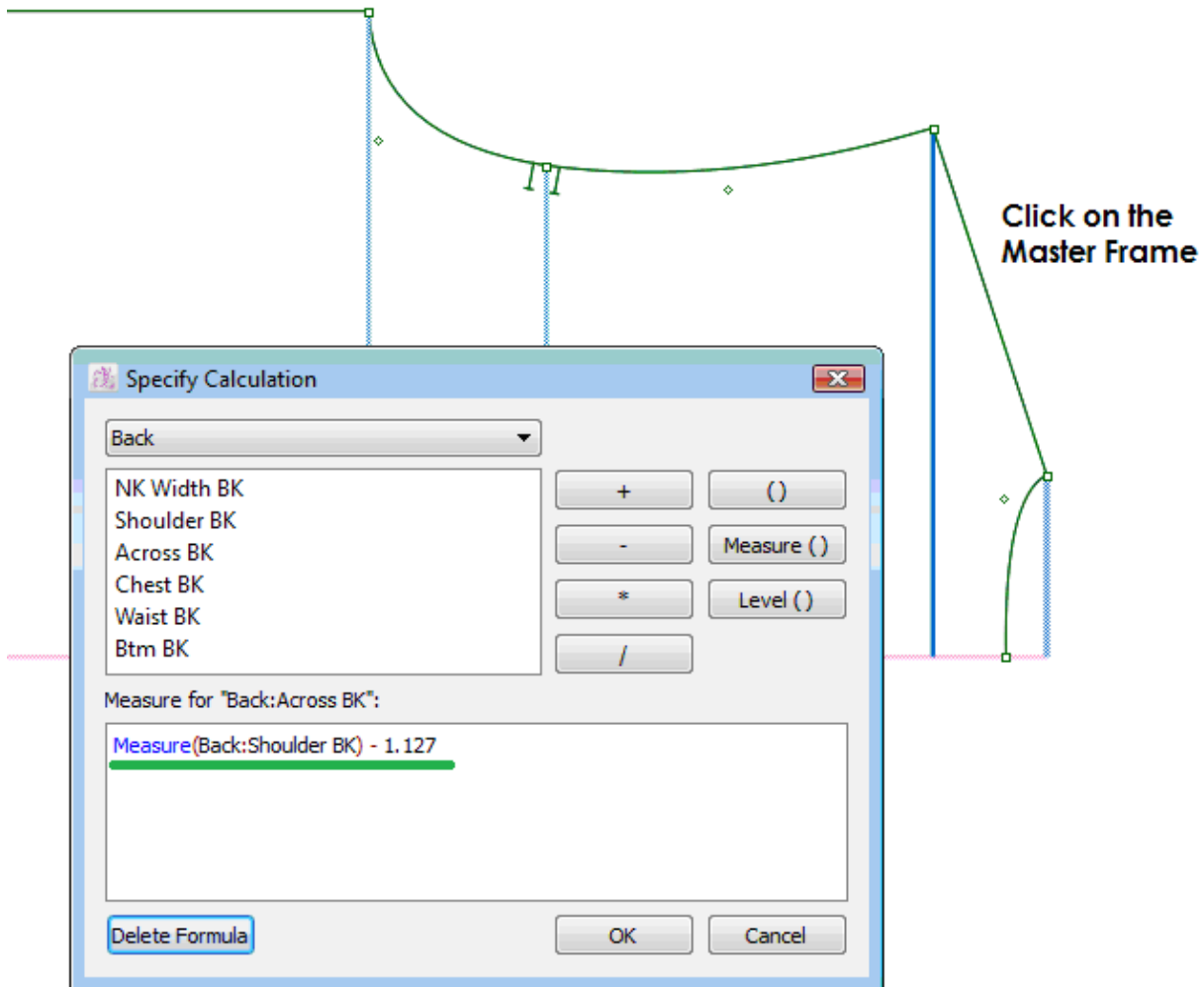
To do so:

- 1 Activate the Frame needs to be added formula.
- 2 Right click on mouse to choose **Specify Calculation (Measure) / Specify Calculation (Level)**.

The Specify Calculation dialog box appears:

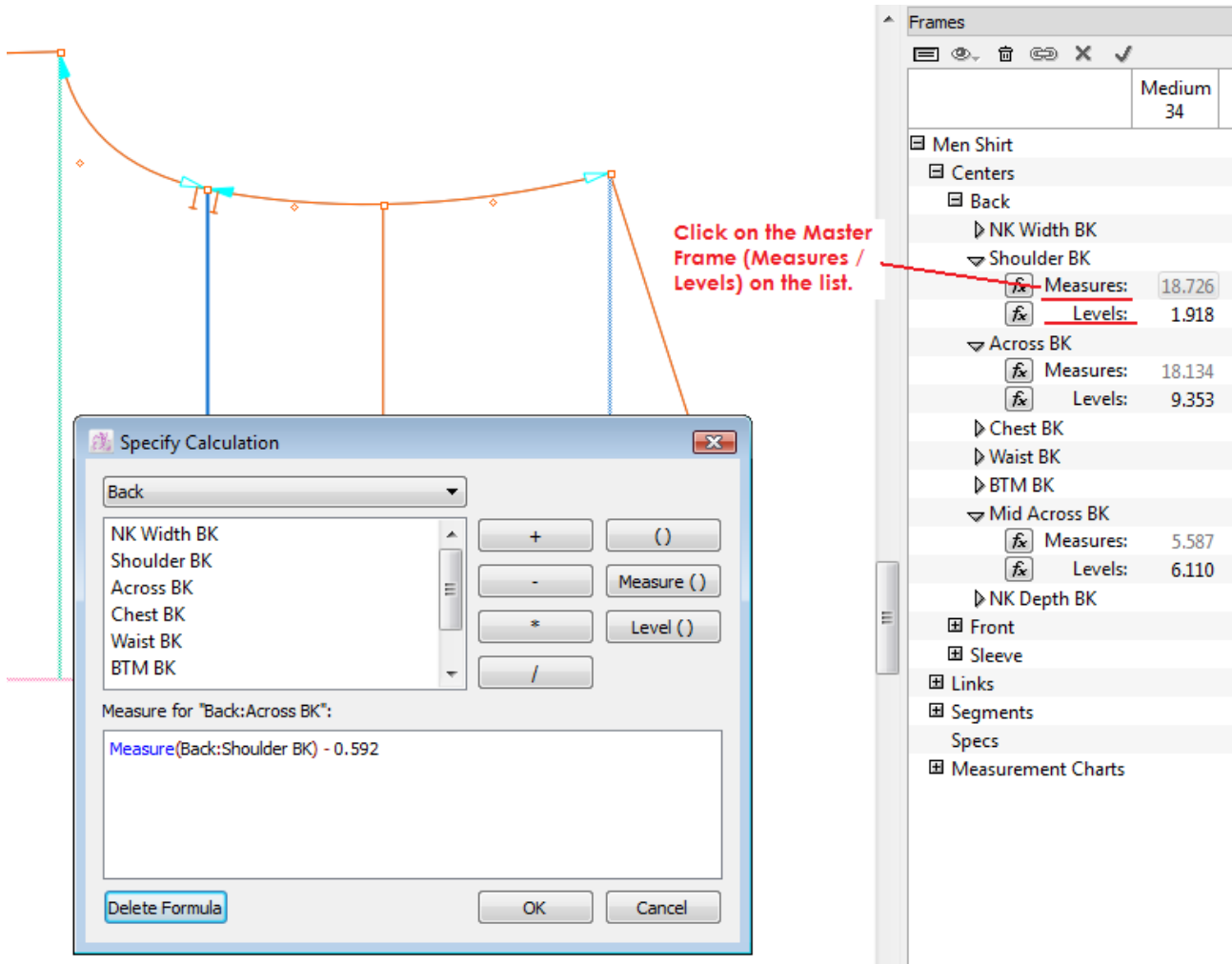


3 Select one of the frames as a Master frame that relates to the corresponding frame "Across BK".



Or,

Click one of the frames from the Frames window as a Master frame that relates to the corresponding frame "Across BK".



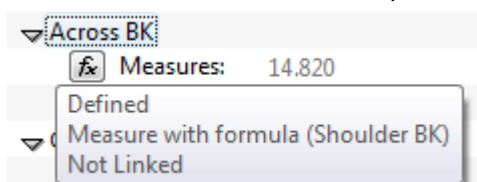
4 The formula is automatically created and displayed on the formula box.

Example: `Measure(Back:Shoulder BK) - 1.127`

That means Across BK measures to Shoulder BK. And the value (1.127) at the end, that is the difference between Shoulder BK (Master Frame) and Across BK.

5 Press OK button to validate the formula.

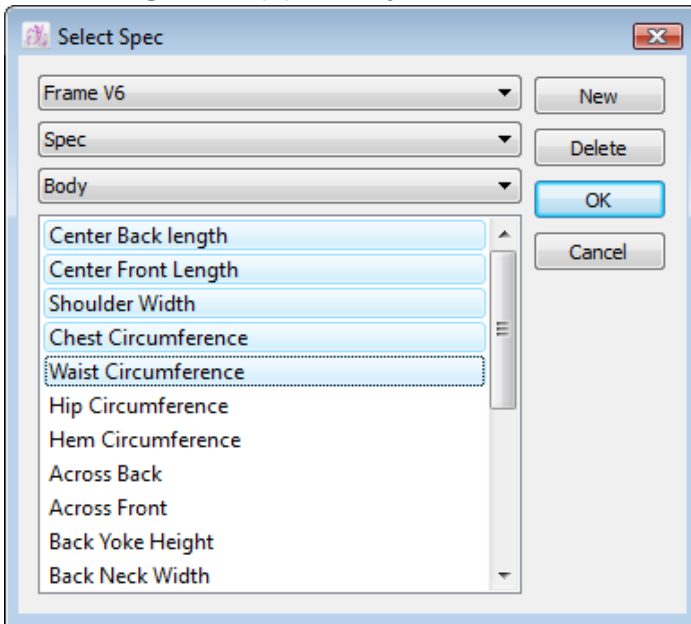
6 Put cursor to the corresponding frame "Across BK". A tool tip appears as follows.



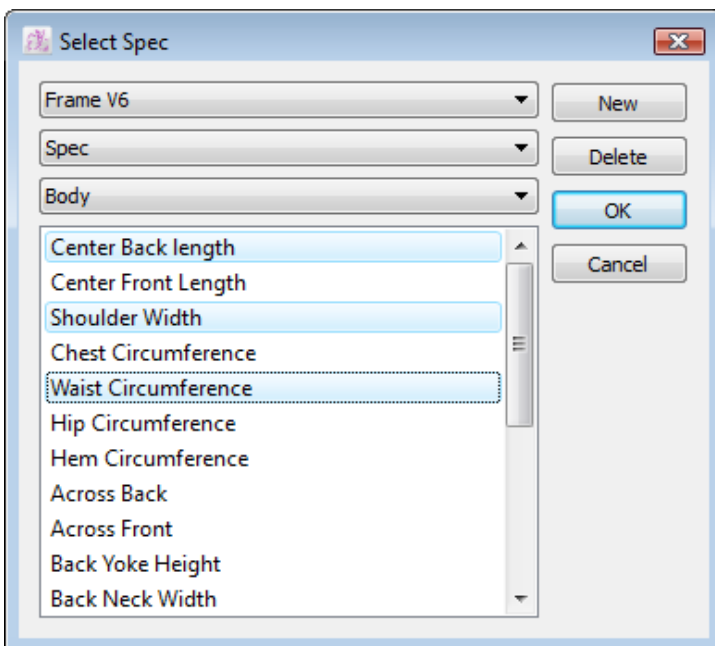
Create Specs by Default Items from Select Spec

To do so:

- 1 To choose **Select Spec...** from Frames window sub-menu
- 2 A dialog box appears; you can use mouse drag to select several items.

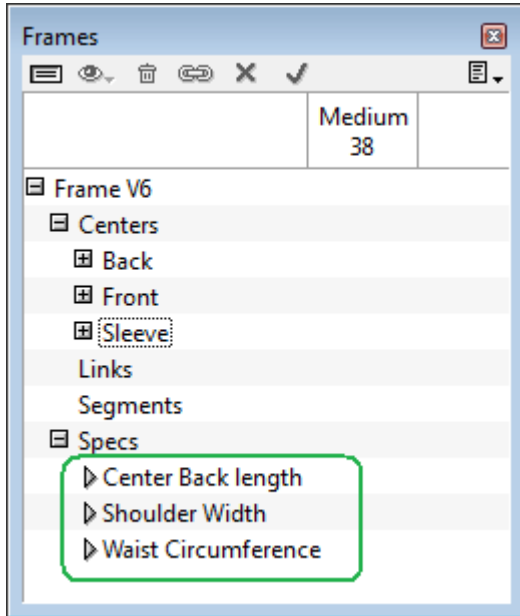


Or hold down Ctrl +Alt keys to choose your desired items from the list.





3 Press OK button to validate. Your desired Specifications are in the Frame window under the Specs category.



Delete Specs without Adding Formula from Frames Window

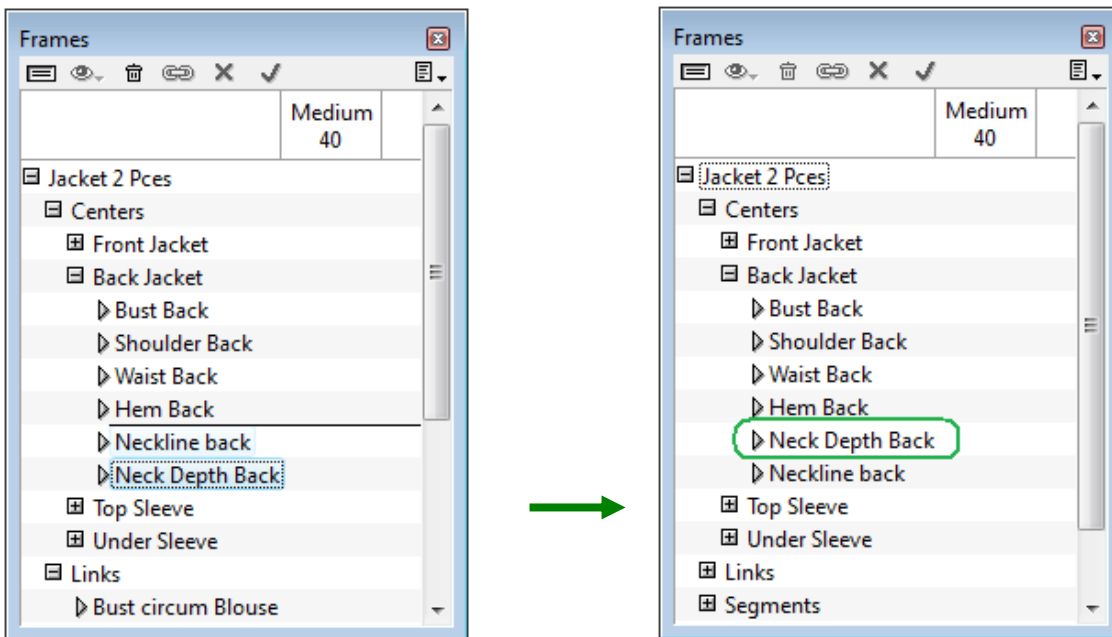
It allows deleting the Specs without formula from Specs category by multiple selections. It does not delete Specifications one by one.

Rearrange the order of Frame items in Frame window

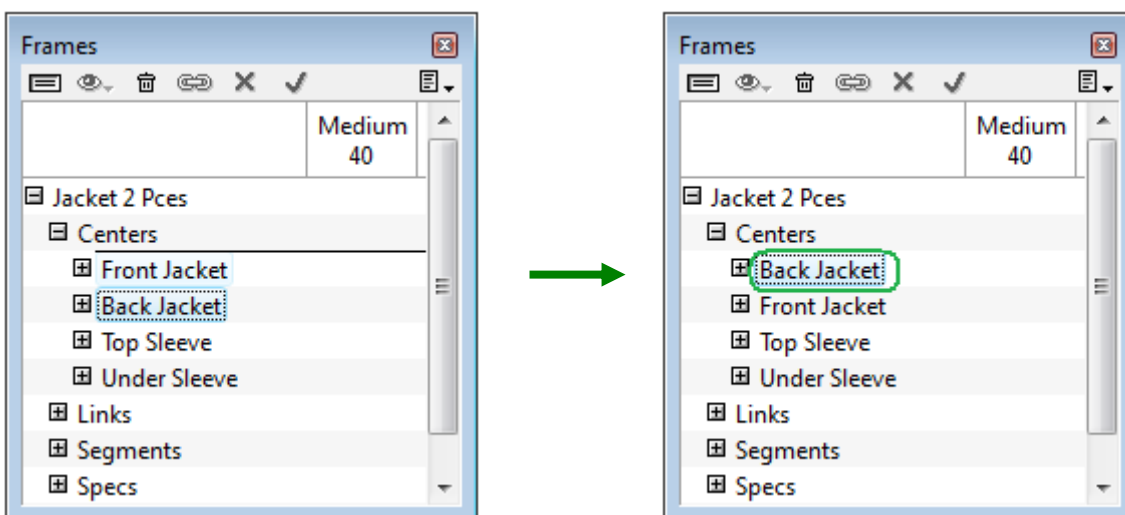
It allows to re-arrange item order at five categories; Centers, Links, Segments, Spec and Measurement Charts in Frame window.

To do so:

- 1 Select the item need to be moved
- 2 Click on it and hold down mouse button
- 3 Move to the desired position and release mouse button

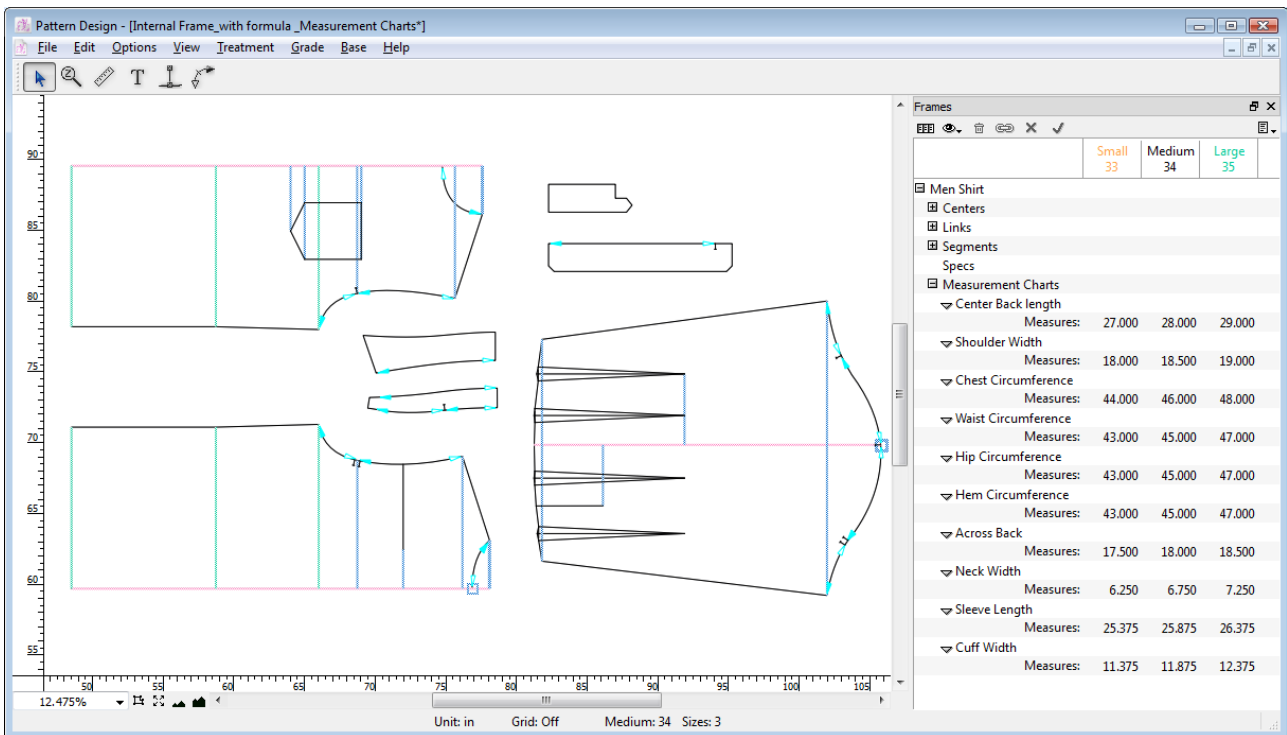


Or it allows moving the item for a pattern piece in Centers category.



Measurement Charts

Measurement Charts is an individual category in Frame View window, user can define various items and set value on it accordingly. Once the value of item in Measurement Charts is modified or changed, all corresponding items (Frames, Segments or Links) will be automatically updated.

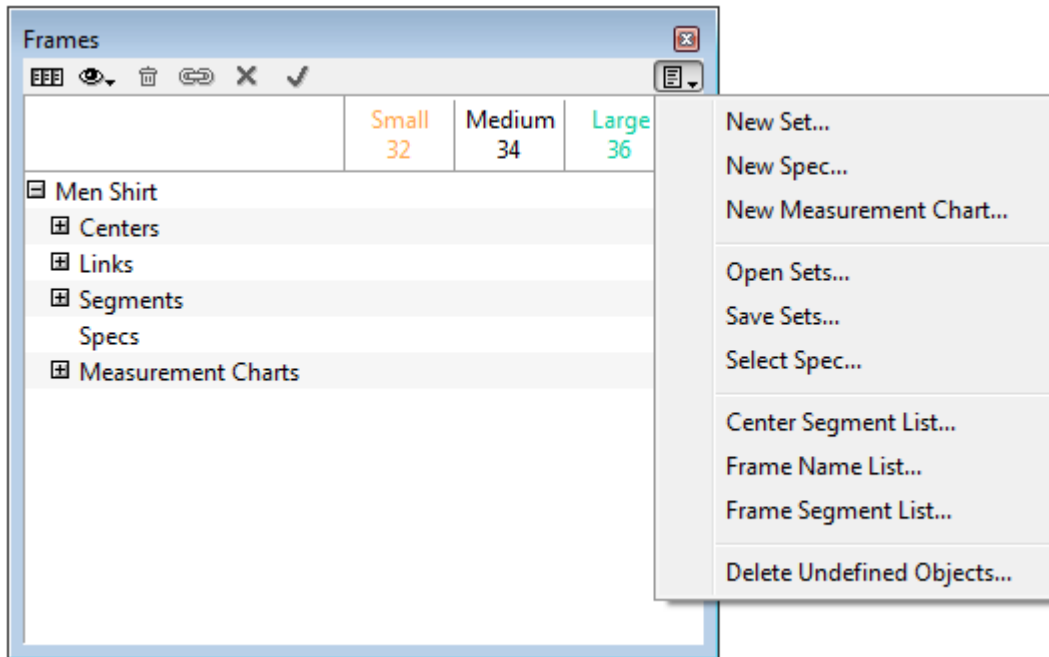


The screenshot displays the PAD System software interface. The main window shows a pattern design for a men's shirt, including the front and back views. The 'Frames' panel on the right contains a 'Measurement Charts' table with the following data:

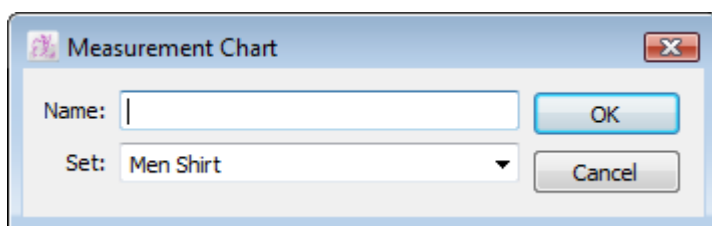
	Small 33	Medium 34	Large 35
Men Shirt			
Centers			
Links			
Segments			
Specs			
Measurement Charts			
Center Back length	Measures: 27.000	28.000	29.000
Shoulder Width	Measures: 18.000	18.500	19.000
Chest Circumference	Measures: 44.000	46.000	48.000
Waist Circumference	Measures: 43.000	45.000	47.000
Hip Circumference	Measures: 43.000	45.000	47.000
Hem Circumference	Measures: 43.000	45.000	47.000
Across Back	Measures: 17.500	18.000	18.500
Neck Width	Measures: 6.250	6.750	7.250
Sleeve Length	Measures: 25.375	25.875	26.375
Cuff Width	Measures: 11.375	11.875	12.375

To create a New Measurement Charts:

- 1 Select *New Measurement Charts...* from the drop-down menu in the Frames window.



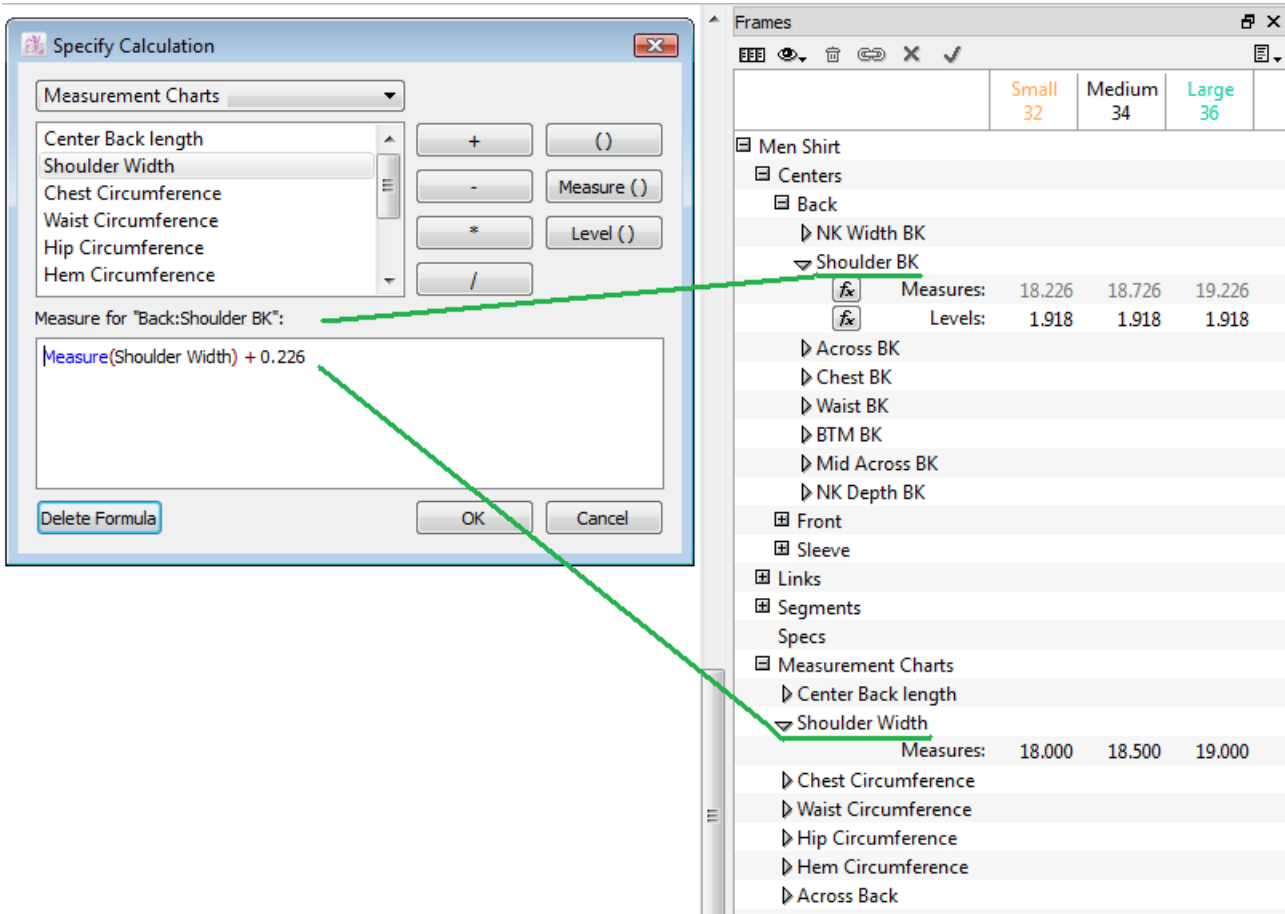
- 2 In the *Measurement Charts* dialog box, enter a name and select the set for the New Measurement Charts belongs to. The *Set* drop-down menu lists all existing sets. If there are no existing sets, Set 1 will be created by default.



- 3 Click the OK button to execute the function.

Created items are listed in the Frames window under the Measurement Charts category.

Using the same method as with Formulas, combine necessary Measurement Charts to obtain Frames, Links and Segments value you need.



The 'Specify Calculation' dialog box shows the following measurement charts:

- Center Back length
- Shoulder Width
- Chest Circumference
- Waist Circumference
- Hip Circumference
- Hem Circumference

The formula editor contains the following formula:

$$\text{Measure(Shoulder Width)} + 0.226$$

The 'Frames' window shows the following measurement charts and their values for Small, Medium, and Large sizes:

	Small	Medium	Large
Shoulder BK	18.226	18.726	19.226
Shoulder Width	18.000	18.500	19.000

Once the values in Measurement Charts are modified, all corresponding Frames, Links and Segment are updated automatically.



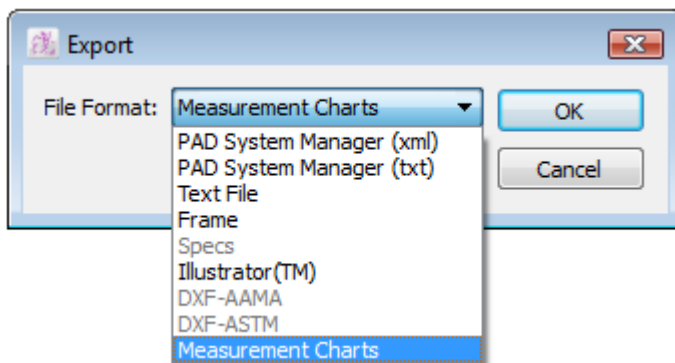
Exporting Measurement Charts

Once Measurement Charts are created, their measurements can be exported to an external database.

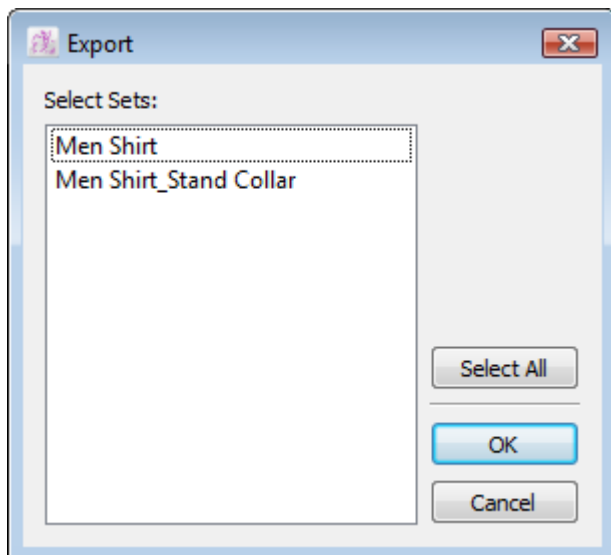
To export the Measurement Charts information:

- 1 Select the Export... item in the File menu.

The Export dialog box opens:



- 2 From the File format pop-up menu, select the Measurement Charts file format.
- 3 Click the OK button to execute the function.
- 4 If more than one set exists in the Export window, a dialog box appears, enabling you to select the set(s) to export. You can export more than one set at once.



- 5 A Save dialog box opens. Enter the File Name and click the Save button.
Once exported, the Exported file can be opened by any standard software that supports text files.

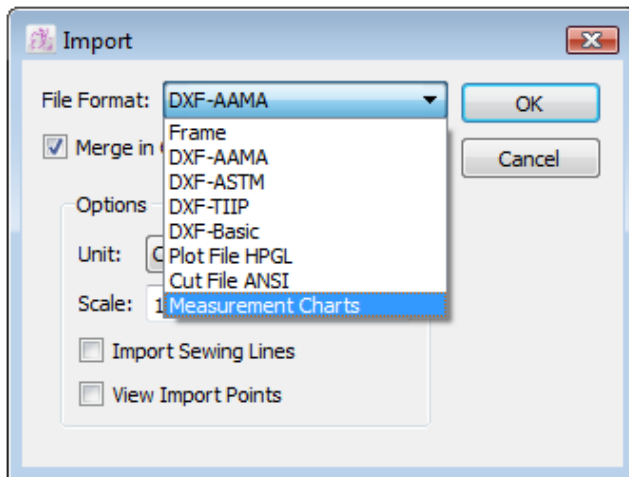


Importing Measurement Charts

If Measurement Charts information is modified in an external database or any other software that supports text files, it can be imported back in the pattern file.

To import Measurement Charts information:

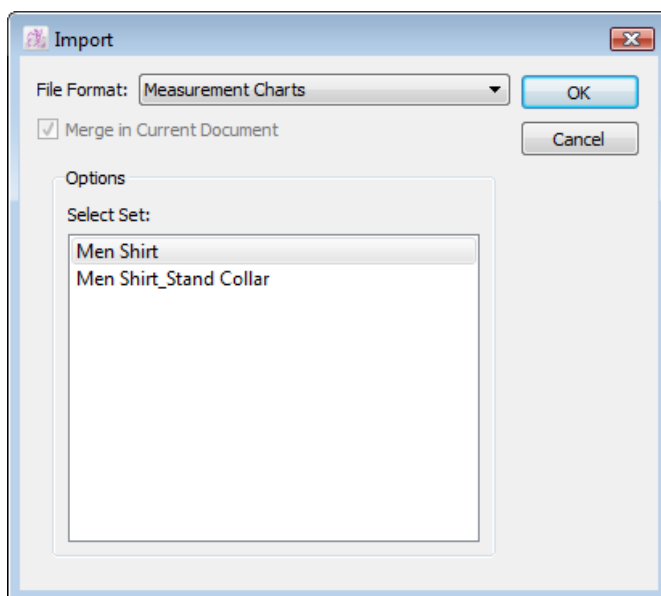
1 Select the Import... item in the File menu. The Import dialog box opens:



2 Select the Measurement Charts item from the File Format drop-down menu.

3 Click the OK button to execute the function.

4 If more than one set exists in pattern file, select the corresponding set from the list.



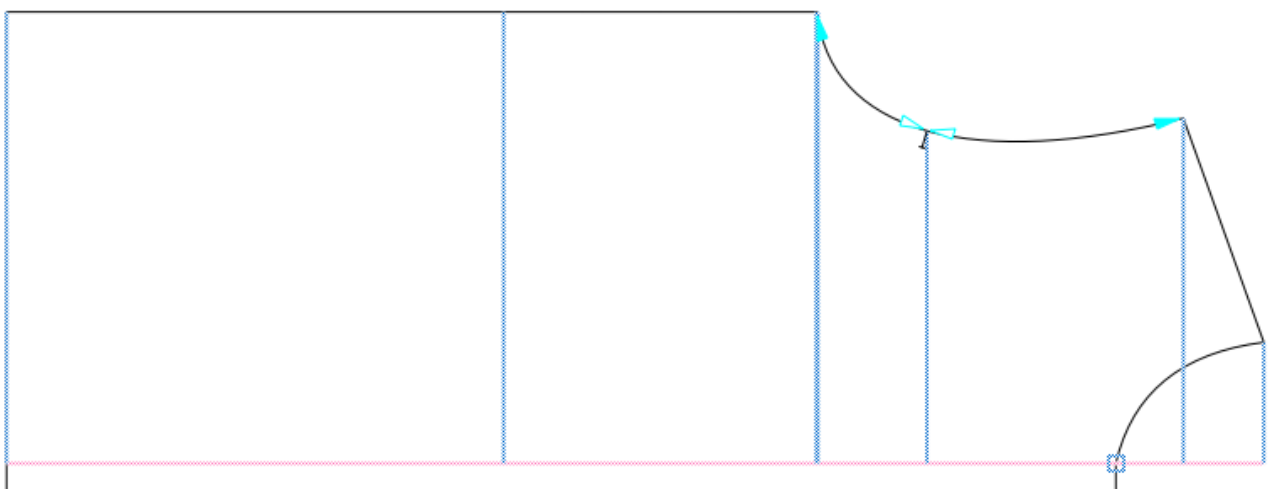
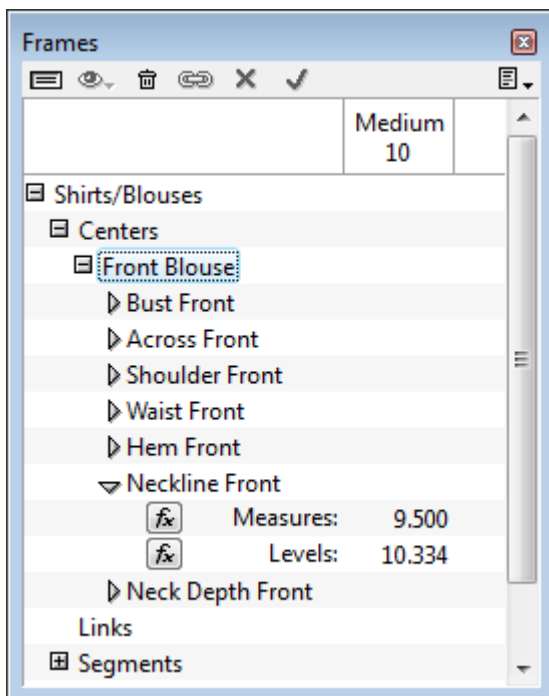
5 Select the set to import and click the OK button to execute the function.

Keep Frames to the piece if Split Piece & Combine Pieces

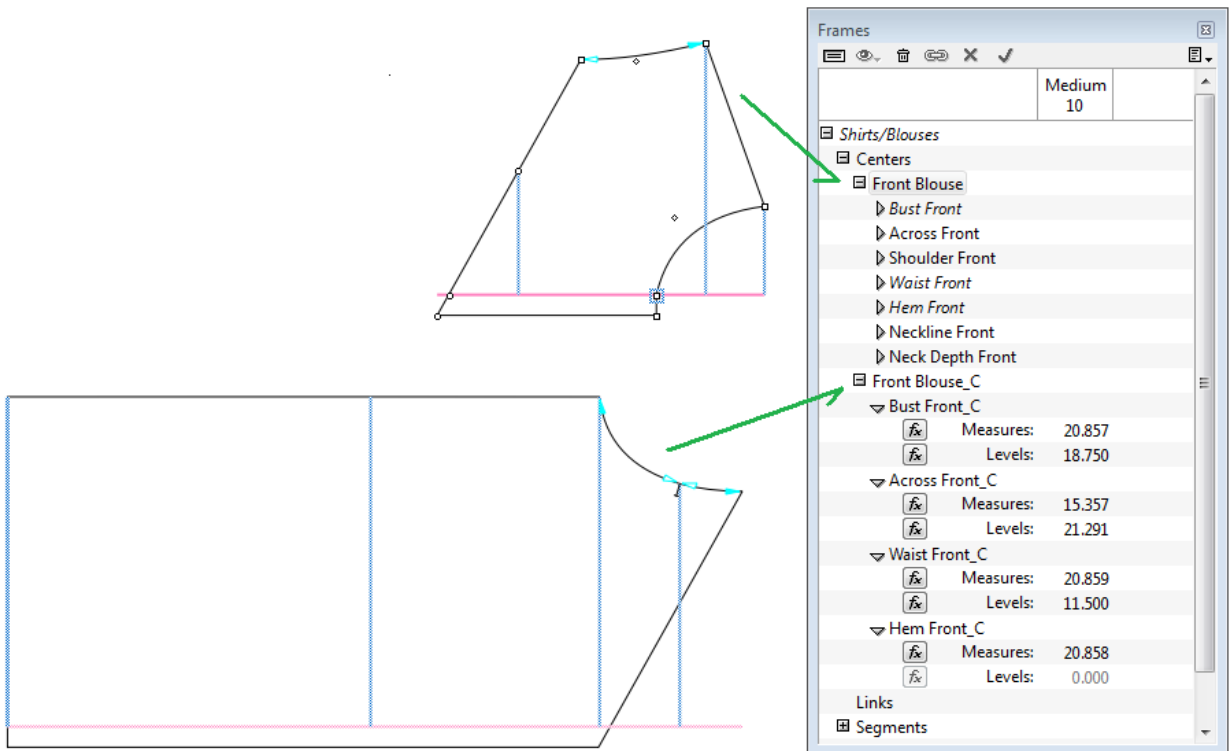
PAD V6.0 will keep the frames, segments to the piece after splitting and combine. In previous version, the pattern piece set frames in Frame View, but if you may need to split it into 2 pieces, all frames will be removed completely. You have to apply all frames to the piece again.

To split a piece into 2 pieces and keep frames on:

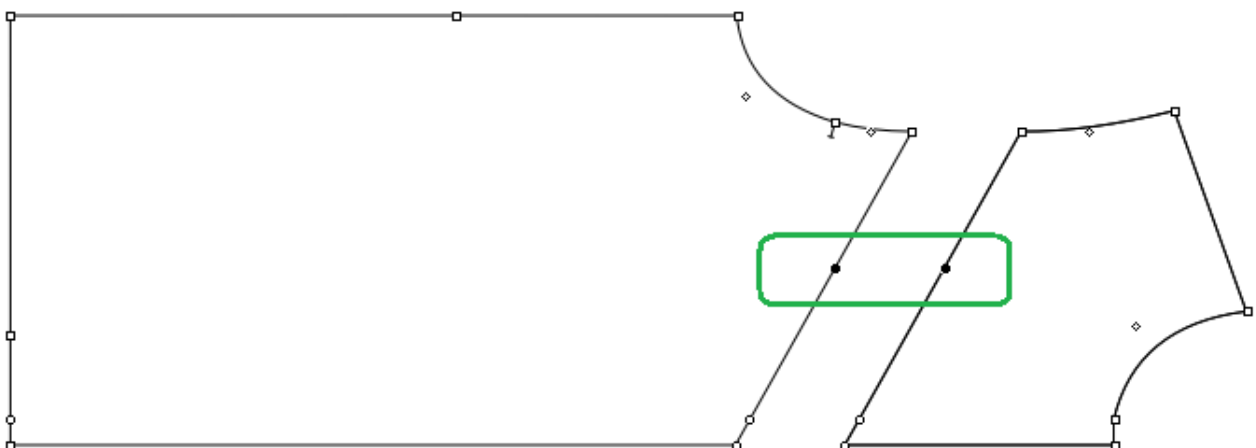
Here is the original piece with setting Frames.



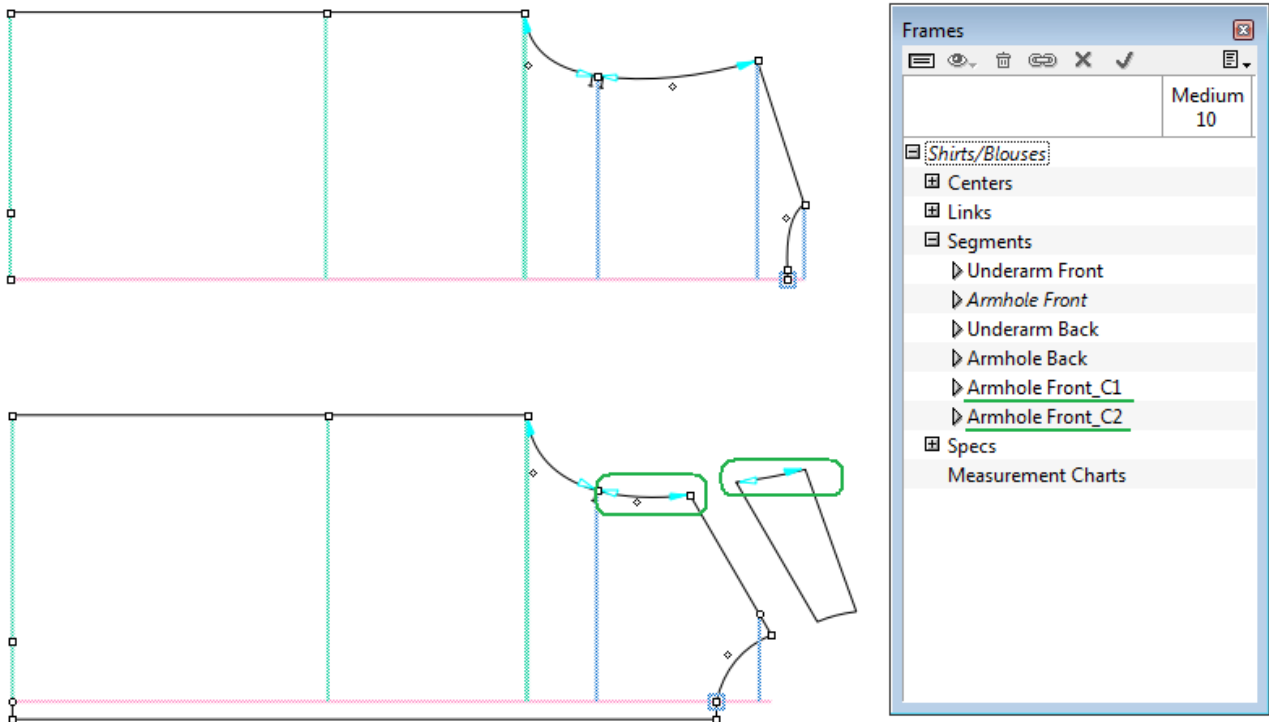
Once it splits to 2 pieces, it creates a new Center items for the split piece in Frame list. It creates a new Center item and adds suffix **C** to the piece name.



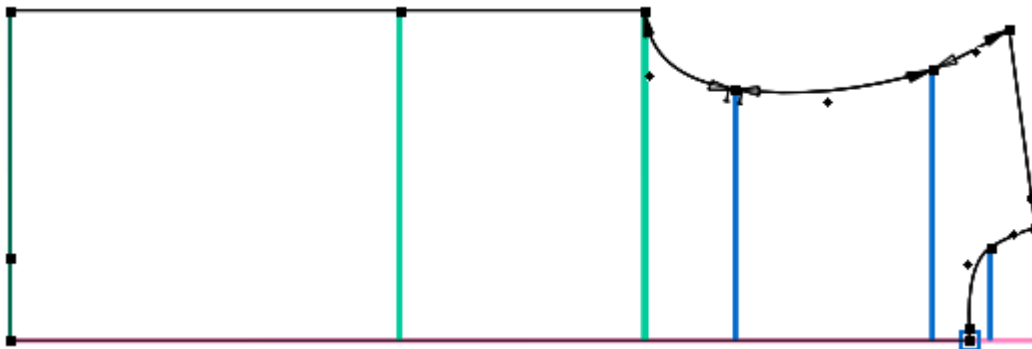
If a piece with Frames is being split into 2 pieces, the split segments will create a point for the position of Frames.



You will find the frames still keeping to the piece "Front Blouse" and create the new segments on Front Blouse and Front Yoke.



Combine Front Yoke to Back Blouse in Plan View and go back to Frame View. Back Blouse still keeps all frames and segments on.

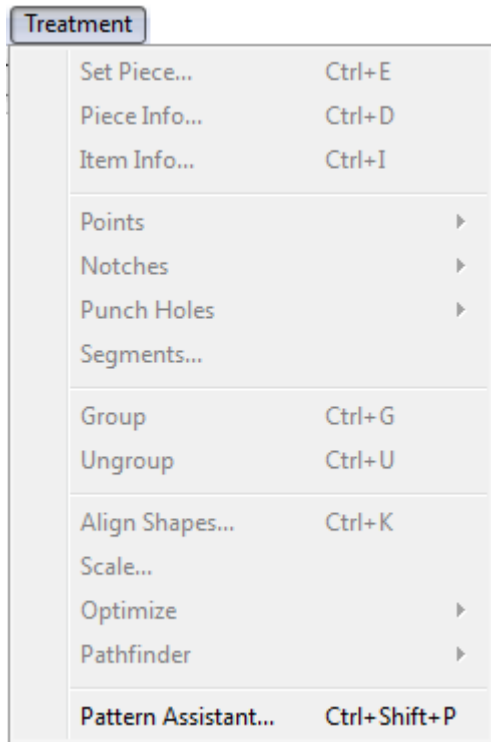


Pattern Assistant

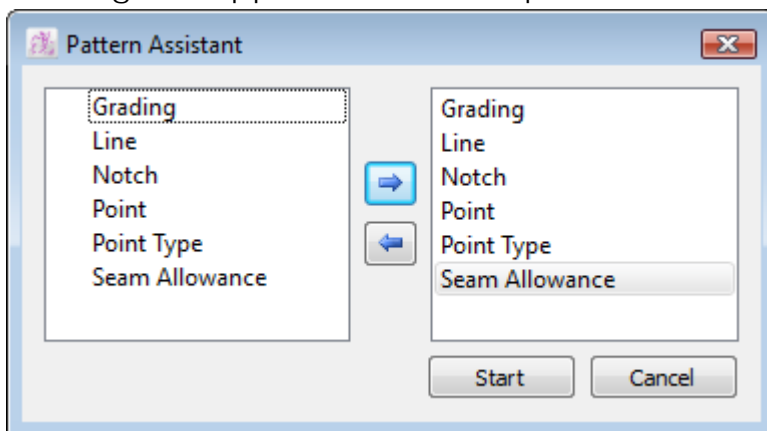
The Pattern Assistant... option in the Treatment menu assists users to check error from the pattern file.

To do so:

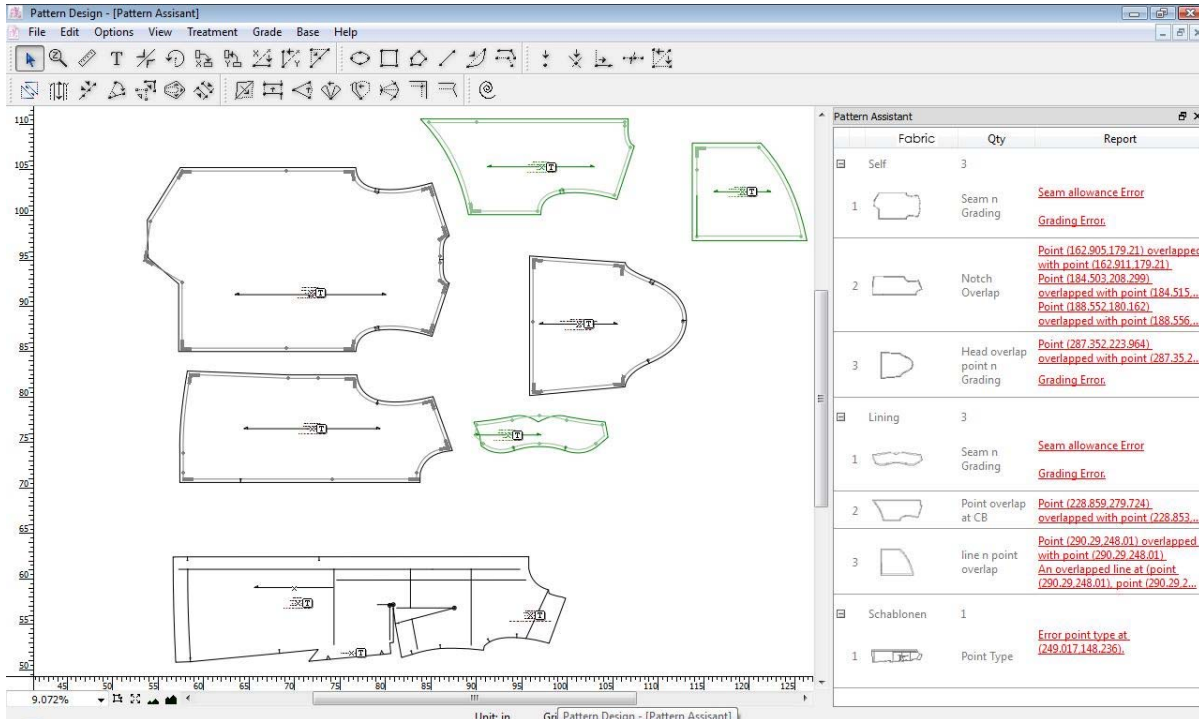
- 1 Select the option Pattern Assistant in the Treatment menu.



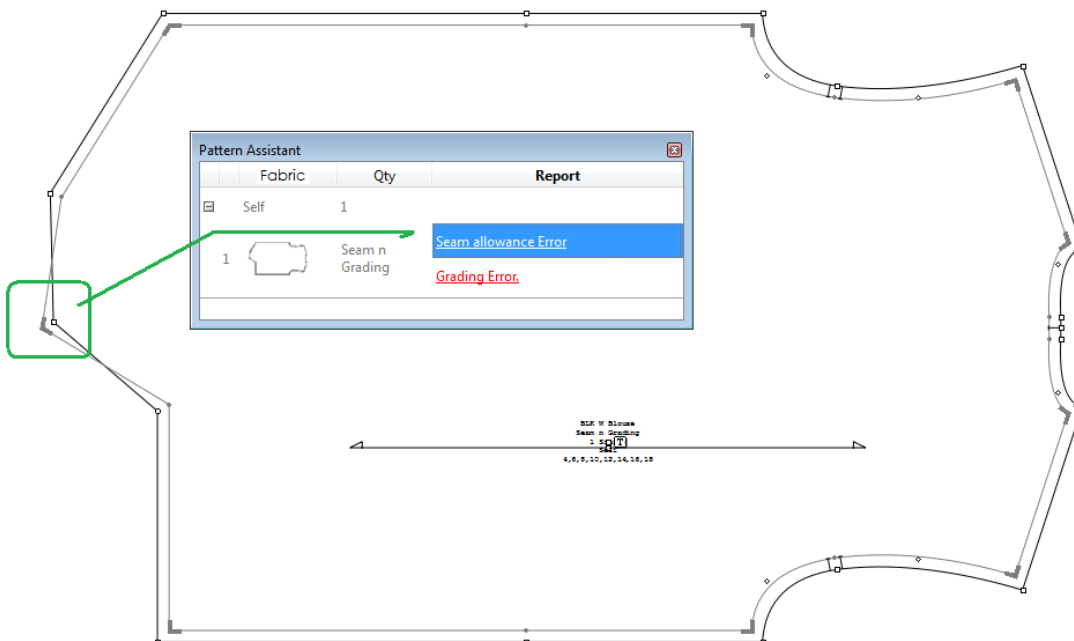
- 2 A dialog box appears and all of options to be default on it.



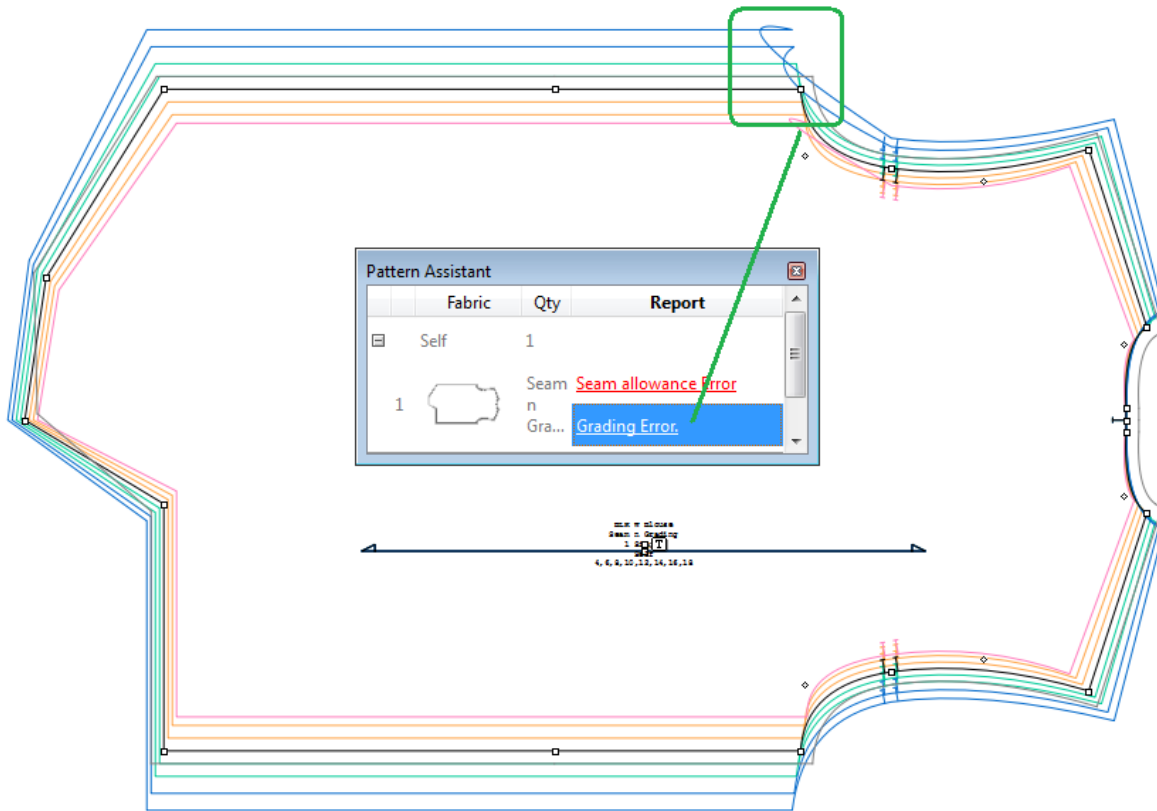
3 Press **Start** button and search the error for all of pieces. The floating window for Pattern Assistant displays all of the items of the error pieces.



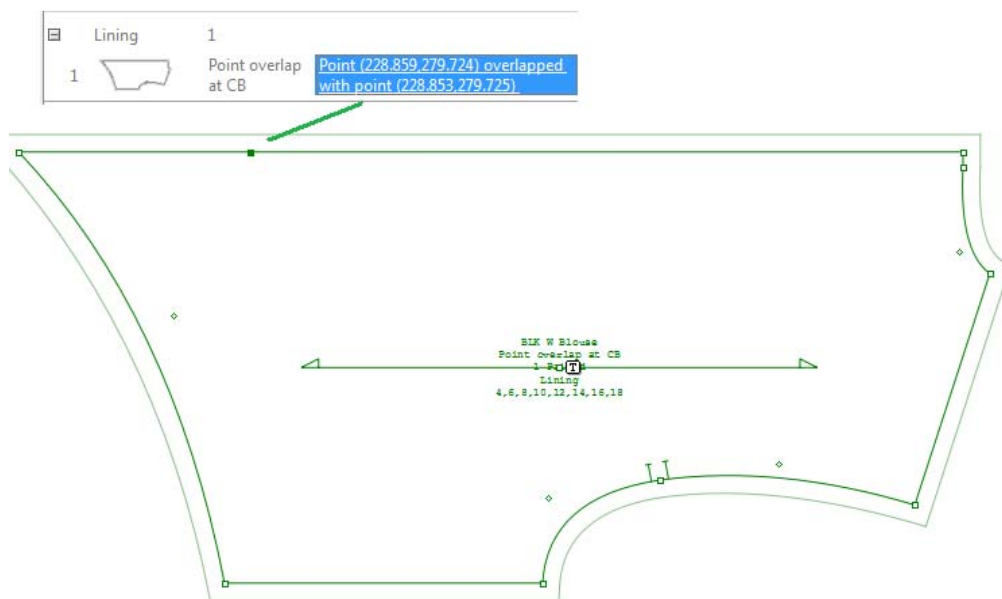
4 Click one of the items from the floating window. It will indicate the piece on full screen. Here is the error message for **Seam Allowance**.



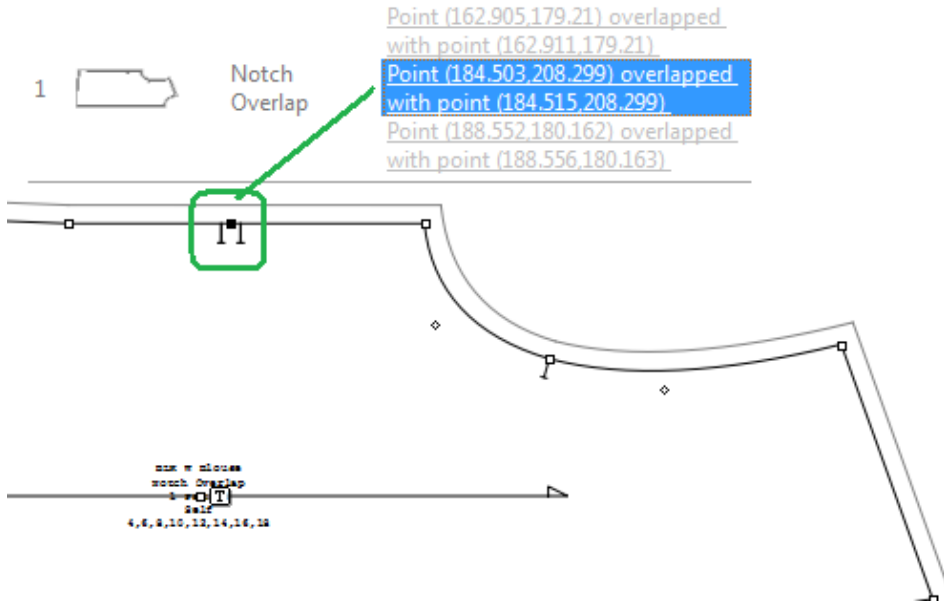
An error message for grading



An error message for Point overlap, it will indicate the position (coordinates) of the overlapped point.



An error message for Notch overlap, it will indicate the position (coordinates) of the overlapped point.



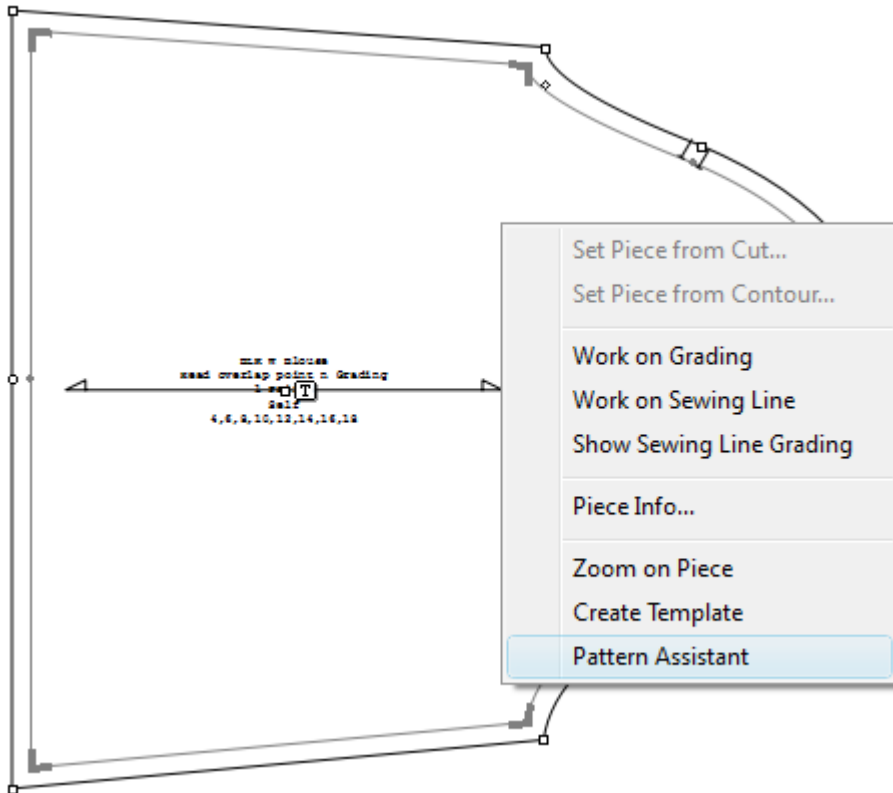
An error message for Line overlap, it will indicate the position (coordinates) of the overlapped point.



5 Once the error message is being chosen, it will turn it to Grey color.

Check Error on the Selected Piece

Right click on mouse to choose Pattern Assistant. A dialog box appears and press Start button to search the error on the selected piece.



Check Error When Closing File

Go to Option menu, Preference and General tag page.

The item is checked, it will start Pattern Assistant if you close the existing file.

You may press "Esc" button from keyboard to Force Quit this function.

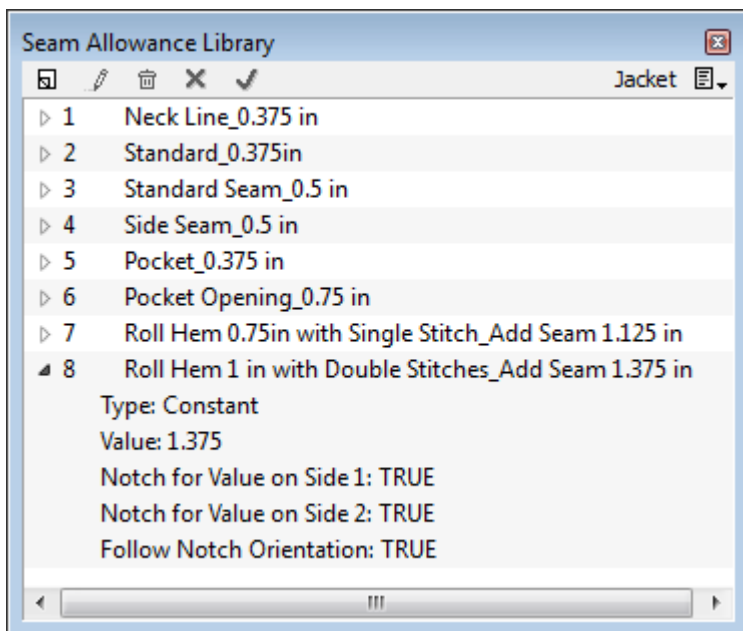


Seam Allowance Library

The Seam Allowance Library allows you to create a list including the frequent used seam values. It also allows you to manage a Master Seam List and share it with other Pattern Makers.

Show Seam Allowance Library from Options menu that you can use the Seam Allowance Library window to add seam allowance on a segment(s) or even several pieces at the time more easily in doing so.

A tick () will show if you choose to Show Seam Allowance Library.

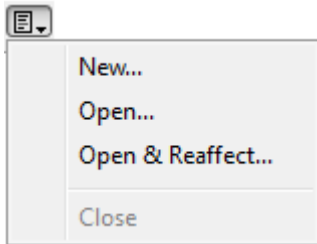


A Seam Allowance Library allows you to keep the seam value in a database. You can create as many Seam Allowance Libraries as you need. Each library may contain up to 999 seam evolutions available on screen through the Seam Allowance Library window. The Seam Allowance Library window lists the number and name (if any) of each seam evolution.

Next to each element of the Seam Allowance Library, there is an arrow that opens a drop-down menu showing the Seams Characteristics of the element. It contains the numbers and names of the Seam Evolutions. Only one Seam Allowance Library can be open at a time.



Seam Allowance Library Drop-Down Menu



Library commands are available in the drop-down menu, to the upper right of the Seam Allowance Library window.

The Library drop-down menu offers the following options:

New...: It creates a new Seam Allowance Library.

Open...: It opens a Seam Allowance Library that already exists.

Open & Reaffect...: It replaces the current Seam evolutions to the pattern pieces with those from a chosen Library.

Close: It closes the open Seam Allowance Library.

To create a New Seam Allowance Library:

- 1 Select the New... item in the sub-menu from the window of the Seam Allowance Library. The Save new library as dialog box opens.
- 2 Enter the library name in the File name text field.
- 3 Press the Save button once you have located the proper folder. The library window appears; enter the name for the Seam Allowance Library file (**.seam**). To return to the previous window, press on the Cancel button.








Note: All seam evolutions adding to Seam Allowance Library. It saves automatic to the Seam Allowance Library.



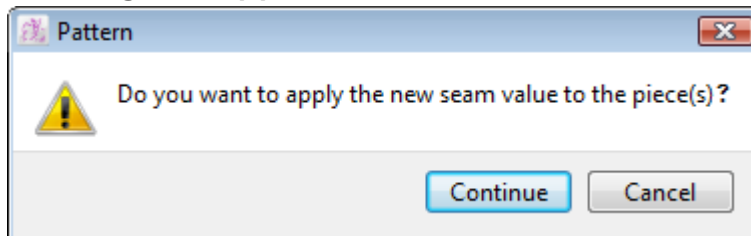
Seam Allowance Library Buttons



-  **New** : It adds a new seam evolution to the Seam Allowance Library.
-  **Edit**: It allows modifying information about the seam evolution that is selected.
Or get the dialog box on the selected item by mouse double clicks.
-  **Delete**: It removes the selected seam evolution.
-  **Cancel**: It removes the link between the selected seam evolution and the segment(s). Once the linking is removed, the selected item turn to black color.
-  **Apply**: It applies the updated Seam Evolution to the segment(s).
If there are more than one item in RED color in Seam Library and it need to update the value to the pieces. It can press **Apply** to update one by one.

Just select the item in RED color and press **Apply** to validate.

A dialog box appears:

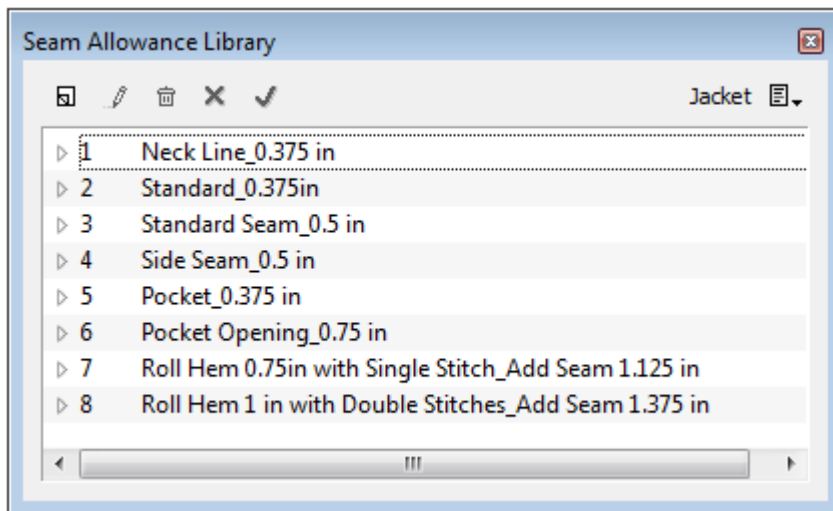


Click **Continue** button to confirm or click **Cancel** to close the dialog.

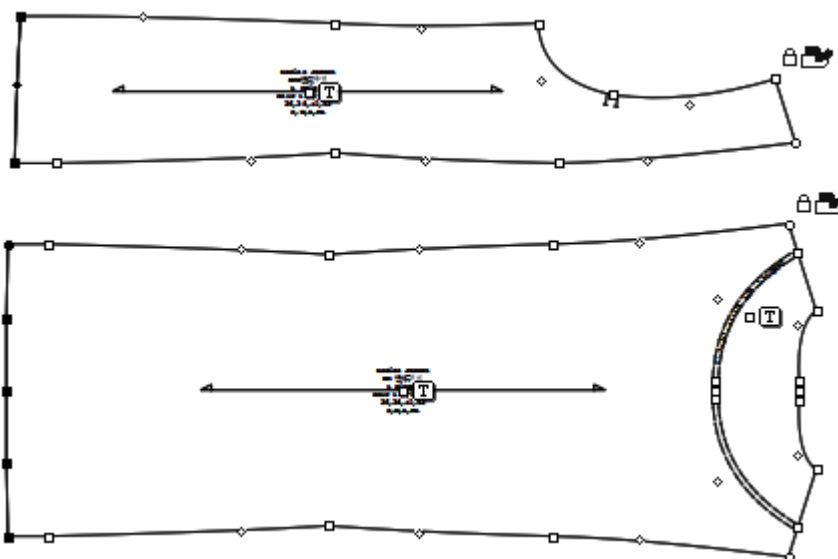
To open an existing Seam Allowance Library (.seam) file and apply Seam evolutions to the piece (s):

1 Select the Open... item in the library sub-menu from the window of the Seam Allowance Library. A dialog box opens.

2 Select the library you wish to open and click the Open button. The Seam Allowance Library appears:

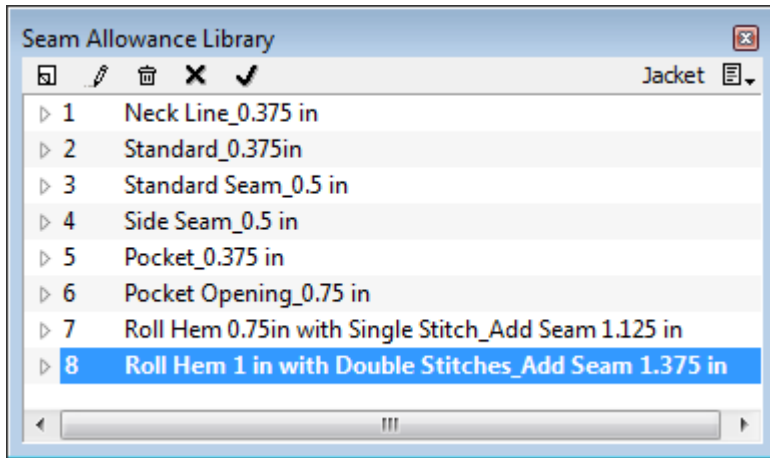


3 Select the segment (s) that you want to add seam allowance on.

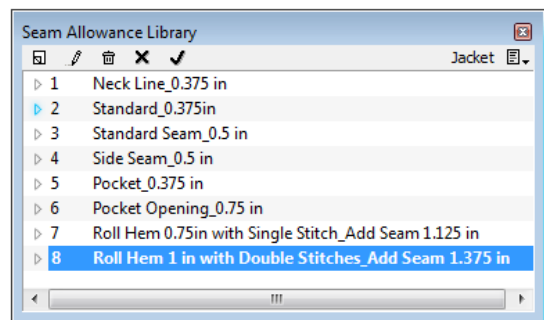
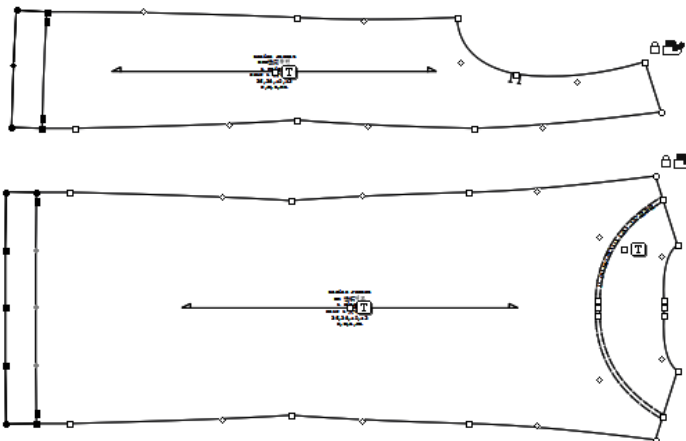




4 Click on the seam evolution in the Seam Allowance Library window.



The selected segments add the seam value by the selected item.

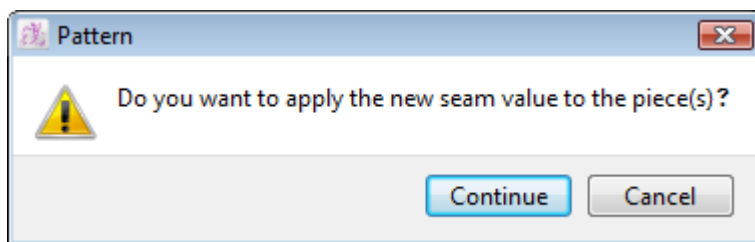


To replace all seam evolutions from a chosen Library:

1 Select Open and Reaffect... in the library sub-menu from the window of the Seam Allowance Library.

2 An Open dialog box appears. Select the updated library that will replace the current seam evolutions to the piece(s).

A dialog box appears:



Click **Continue** button to confirm or click **Cancel** to close the dialog.

The seam item of the library is applied according to the numbering process and the seam value on the open pattern.

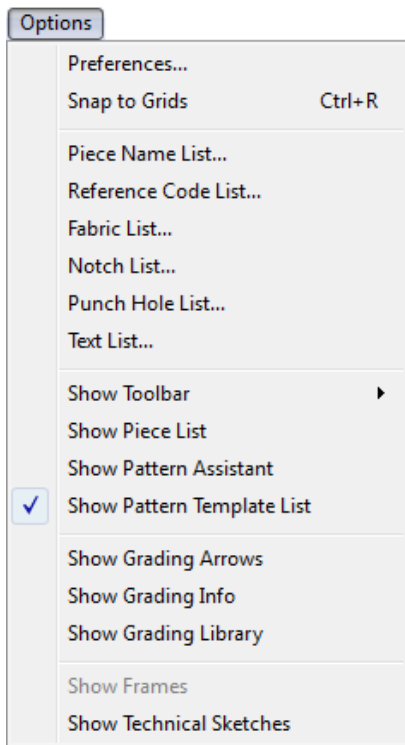


Pattern Template

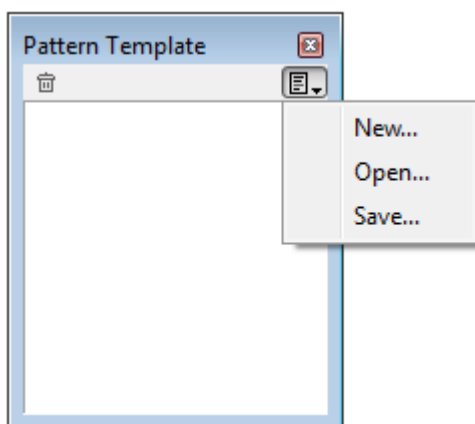
It allows saving the most used Pattern Pieces into a list.

To do so:

- 1 Open the file with some pieces need to save to Pattern Template
- 2 Go to Option menu and select Show Pattern Template List.

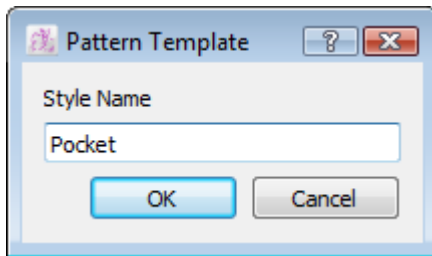


- 3 The Pattern Template displays on the floating window. And press "New" from the sub-menu.

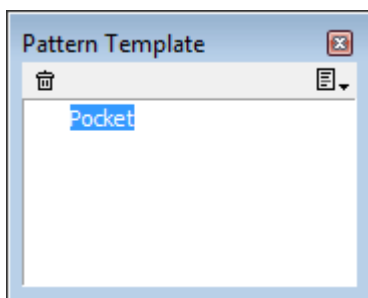




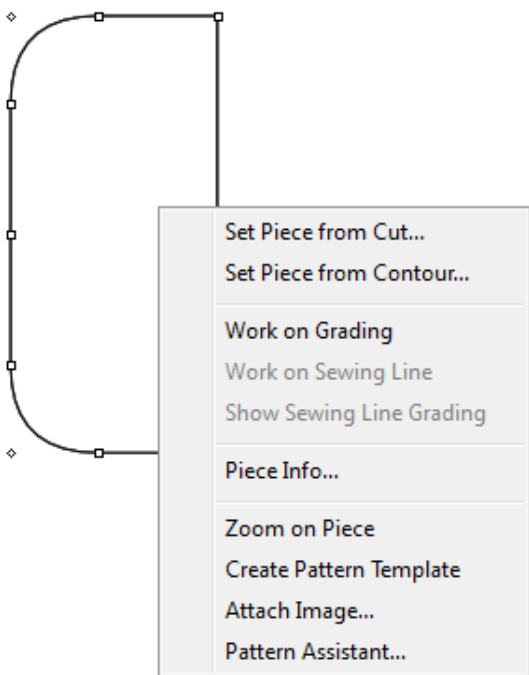
4 A dialog box appears and please input the name for Pattern Template List.



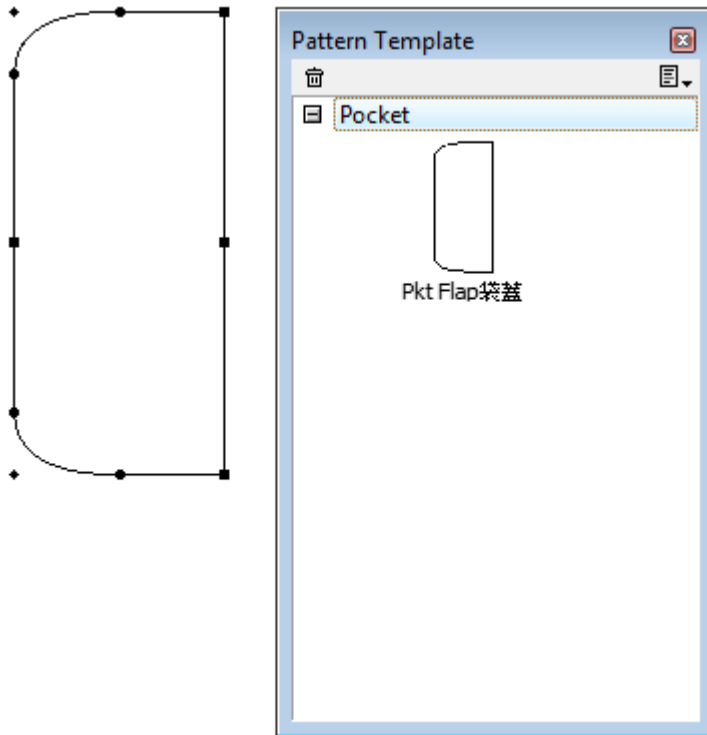
5 The item of the Pattern Template List displays on the floating window.



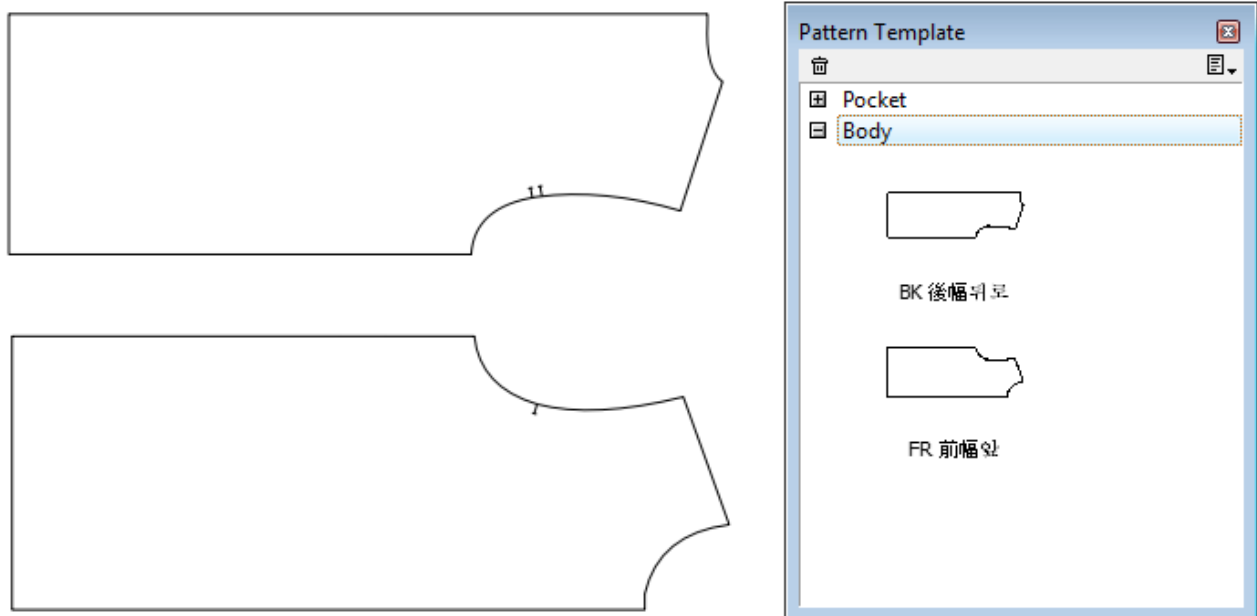
6 To activate the item (Pattern Template List) as the above screen shot. And activate the piece, click right button on mouse and choose the item **Create Template**.



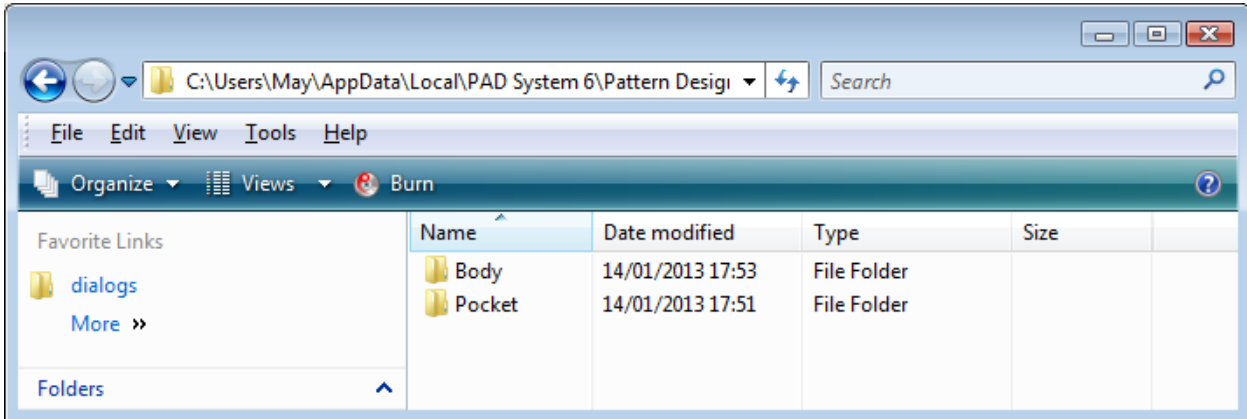
7 Then it saves this piece to the Pattern Template List as the following screen shot.



8 If you would like to save another list for keeping body shape. You can press "New" to create a new **Pattern Template List** and name to "Body".



- 9 The Pattern Template will save its automatically to the location as follows.
C:\Users\May\AppData\Local\PAD System 6\Pattern Design\template

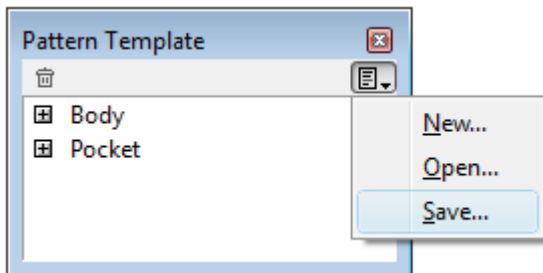


When you start Pattern Design, it will load the Pattern Template List automatically.

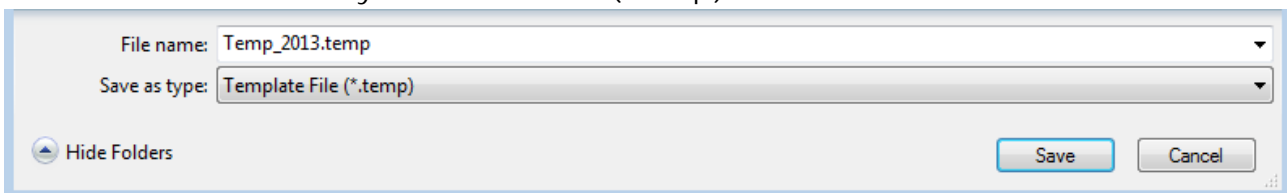
To Save and Open Pattern Template List to another PC

How to do:

- 1 Press "Save" item from the sub-menu.

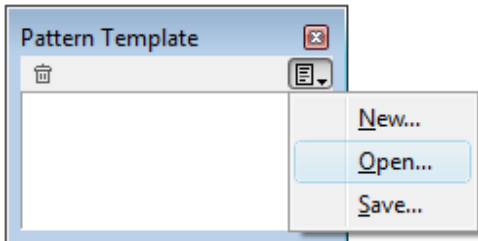


- 2 A dialog box appears and enter the name for the Pattern Template List and choose the directory to save the file(.temp).

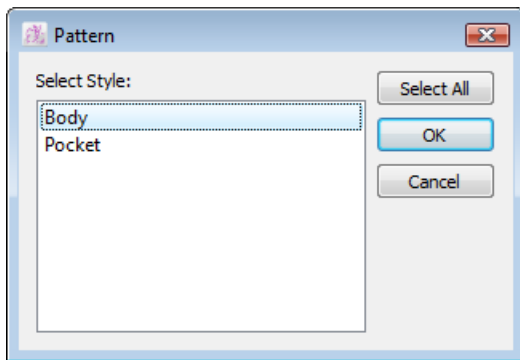




- 3 To open the Pattern Template List to another pc. Please pass this temp file .temp to the station need to open. Start Pattern Design and open or create a new file. Click on the item **Open** from the sub-menu and choose the file to be opened.

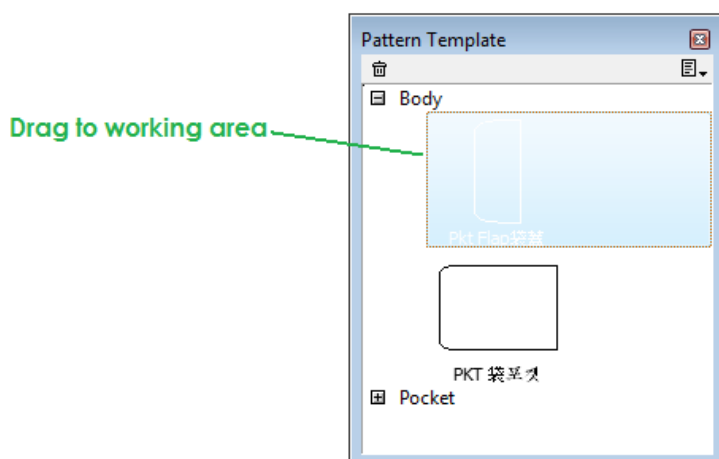


- 4 A window appears to show all of Pattern Template List of the selected file.



- 5 You may choose one of them or Select All.

- 6 To get a piece from the list. Activate the item and drag it to the working area. The selected piece will copy on the current file.



Note: For the pieces setting with Frames, it will keep them to the pieces and save to Pattern Template List.



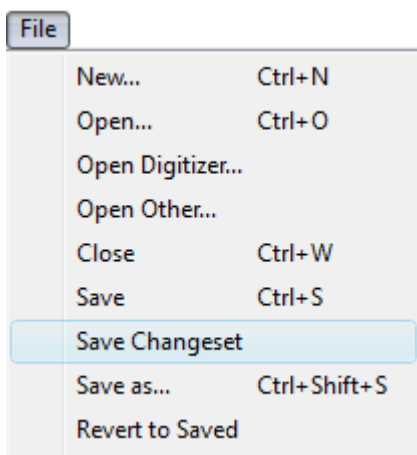
Save Changeset

This feature is for the management of changes to documents. Users are able to view the changes on each piece; it does not allow doing any modification on the pieces. It keeps the maximum number of Changeset to 3 copies. And it will overwrite the last copy if it reaches the maximum number of files.

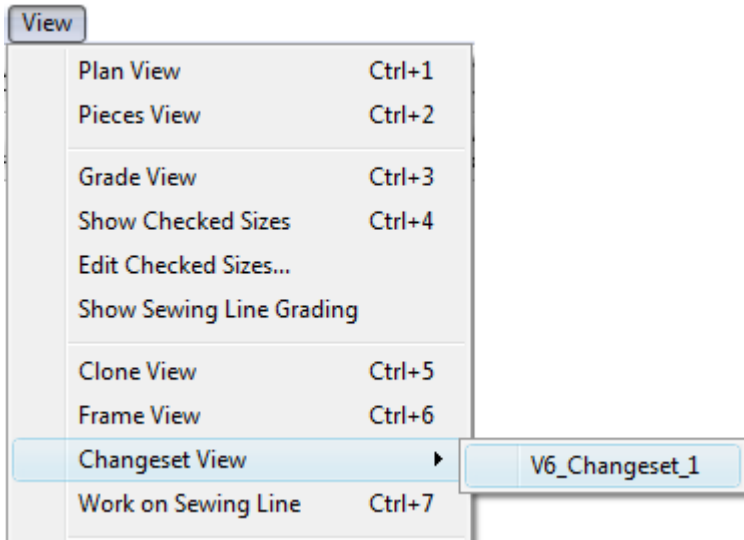
This feature is available in Pattern Design only.

To do so:

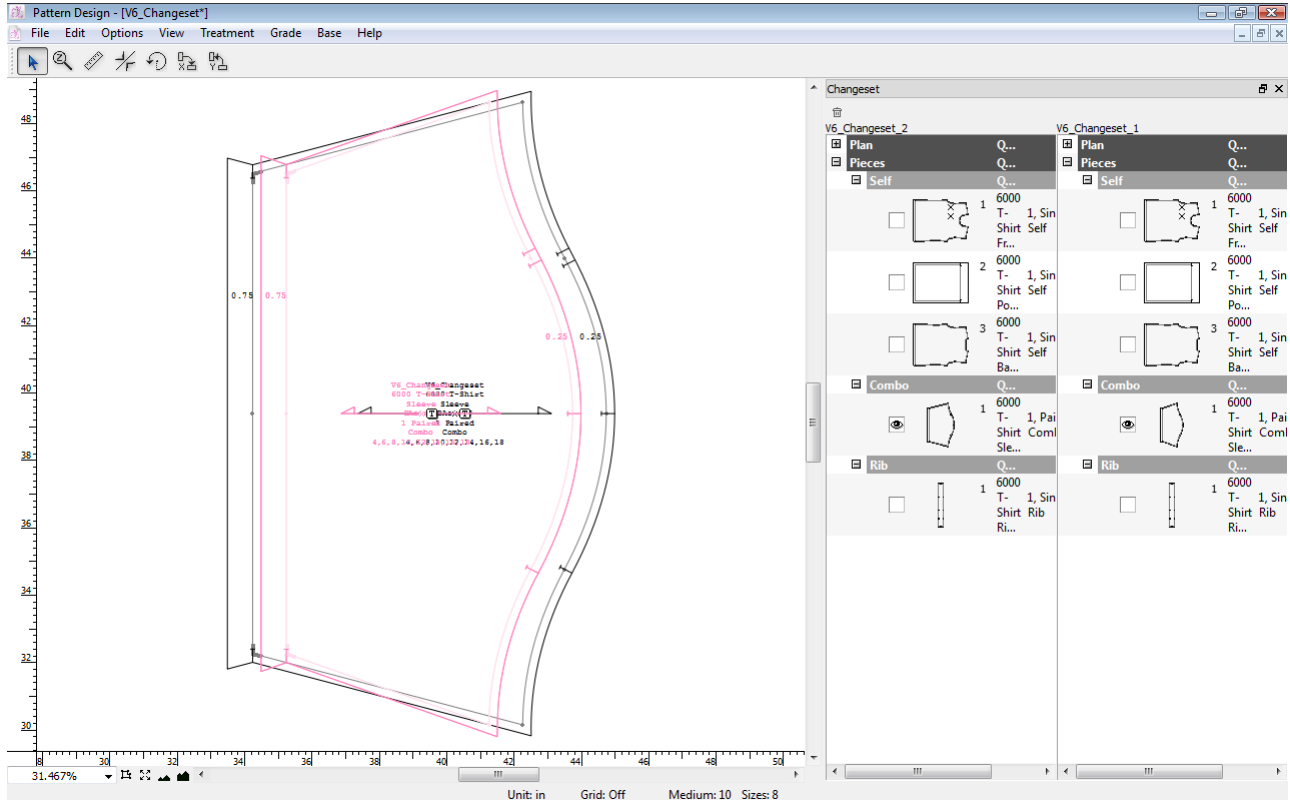
- 1 Open a pattern file and change the measurement on one of the piece.
Ex: Add 2 inch at the Sleeve Length
- 2 Select **Save Changeset** from File menu; it keeps the previous file in the first copy.
Please choose Close from File menu to close this file.



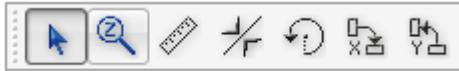
- 3 Select **Open...** from File menu; to open the file save with changeset and is able to compare the all of files in Changeset View.
- 4 Go to **Changeset View** from View menu to choose the Changeset file to be compared.



5 Once the Changeset file is selected; it goes to **Changeset View** to display the current file and the first Changeset file. And you can choose the pieces to be compared from the Changeset window. All of pieces in the first Changeset file display in Pink color. The pieces will align at the center point.



6 The Toolbar allows you to make some actions on pieces in Changeset View. All of the tools are the same function as in Plan / Pieces View.

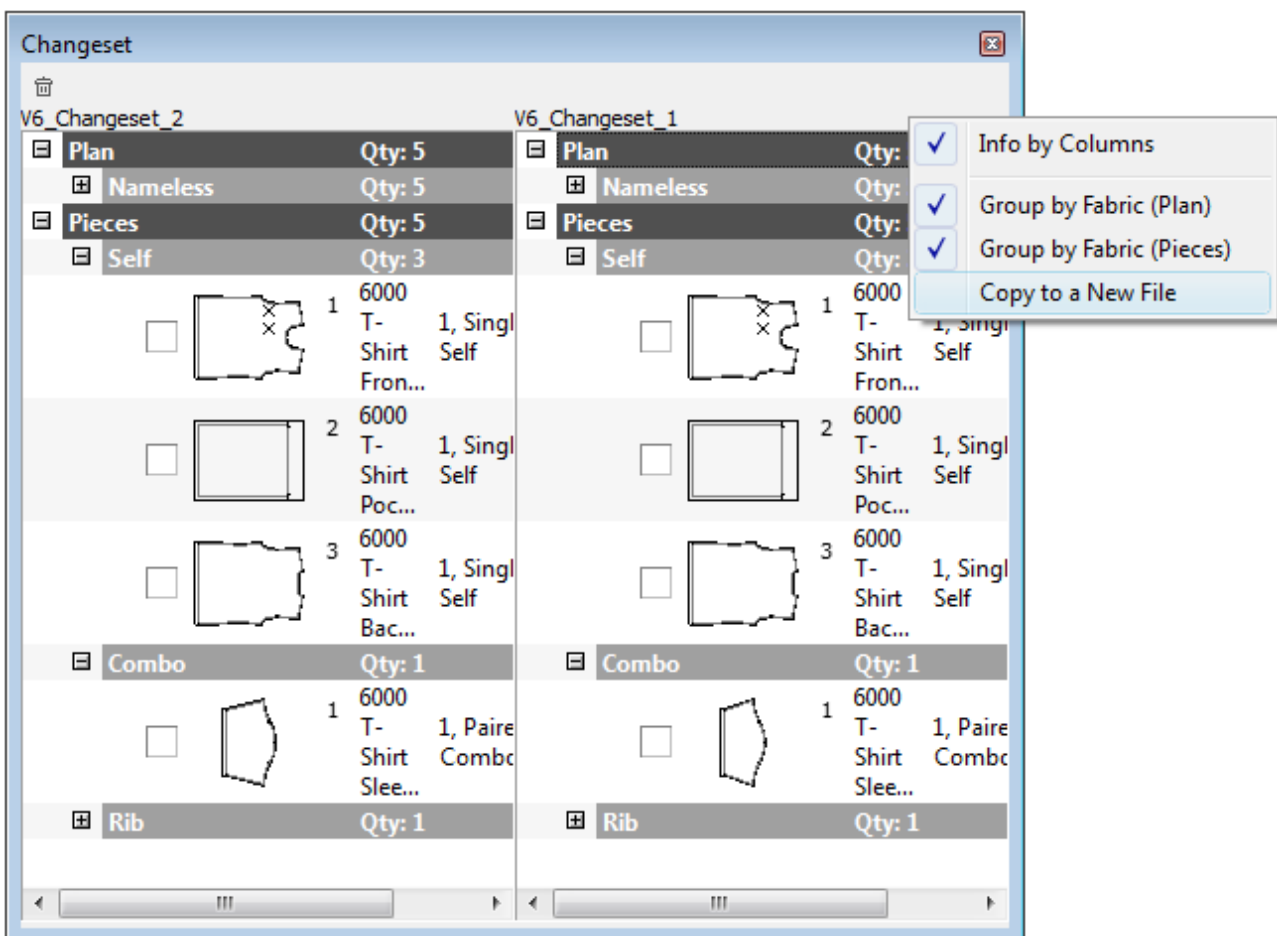


7 Or you allow using Align Shapes... from Treatment to align pieces.

8 To left the Changeset View, just go to Plan View / Pieces View. The latest file displays on screen. And the Changeset file is hidden until you choose it to view again.

Restore Changeset File to a New File

You allow copying the whole style to a new .sty file. Put the cursor on the title bar and right click on mouse, the contextual Menu appears; please select **Copy to a New File**. A new file appears and all of pieces pastes in it.






Set Number of Copy for Changeset Files

Predetermine the maximum number (Between 1 to 3) to save for changeset files. The item **Version Control** in Preference and General allows you to set the value. The maximum number is between 1 to 3. The default number is 3.

Version Control _____

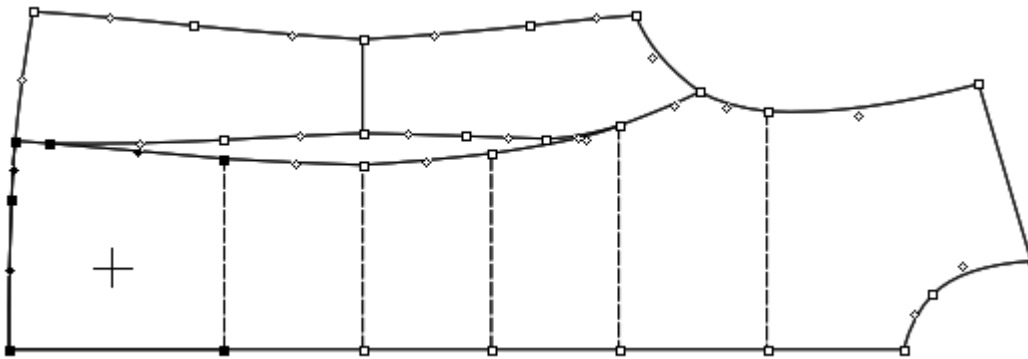
Maximum Number of Changesets 

Optimize the Step on Set Piece

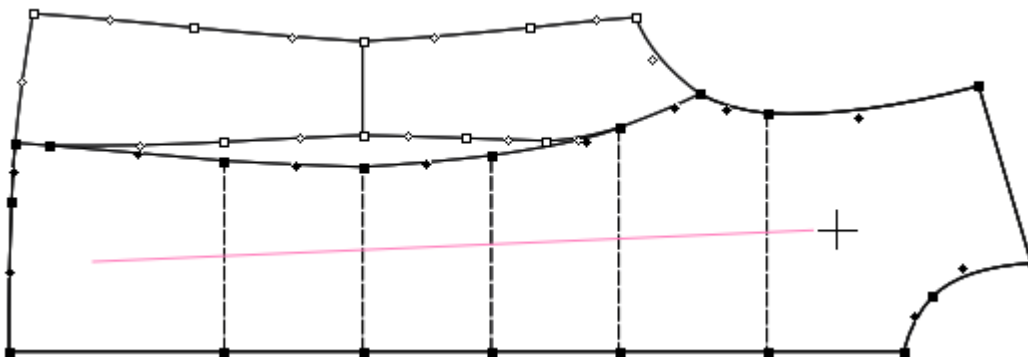
It allows using double Left Clicks to select the polygon and set it as a piece.

To do so:

- 1 Put the cursor on the piece
- 2 Double left clicks on the piece and the cursor will change to "+" sign.



- 3 Then drag the cursor to the polygons, a guideline in Pink color appears to identify the pieces. The contour lines of the selected pieces activated as follows.



- 4 Then right click on mouse and get the dialog box for **Set Piece** as usual.

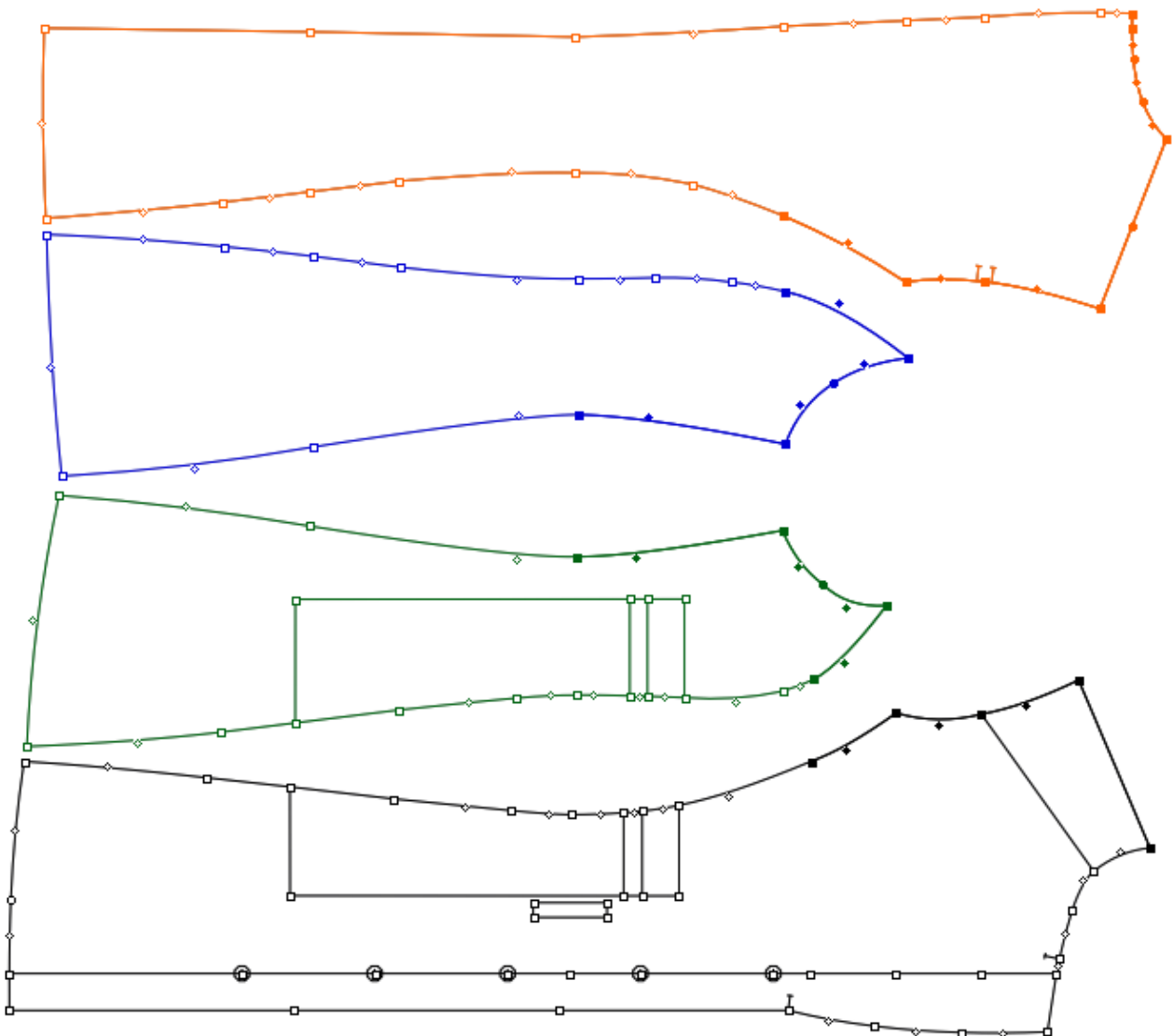
New Tool — Segment Sync

Segment Sync is to copy the selected segments as image and join with another segment. Then it allows modifying the shape on the IMAGE and able to put modification to the original pieces.

Several Pieces Combine Together

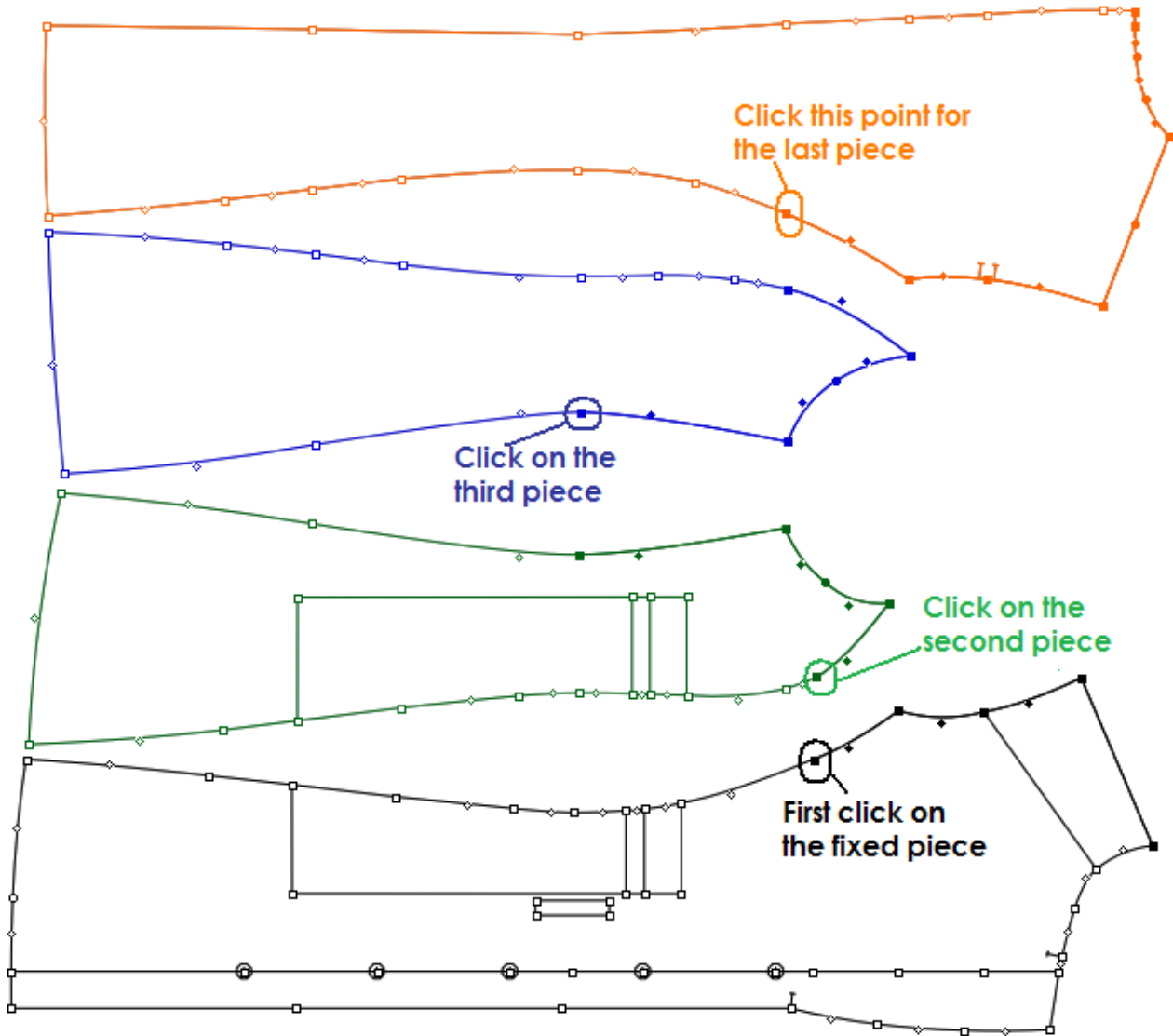
To do so:

1 Select the segments need to join together as the follows:

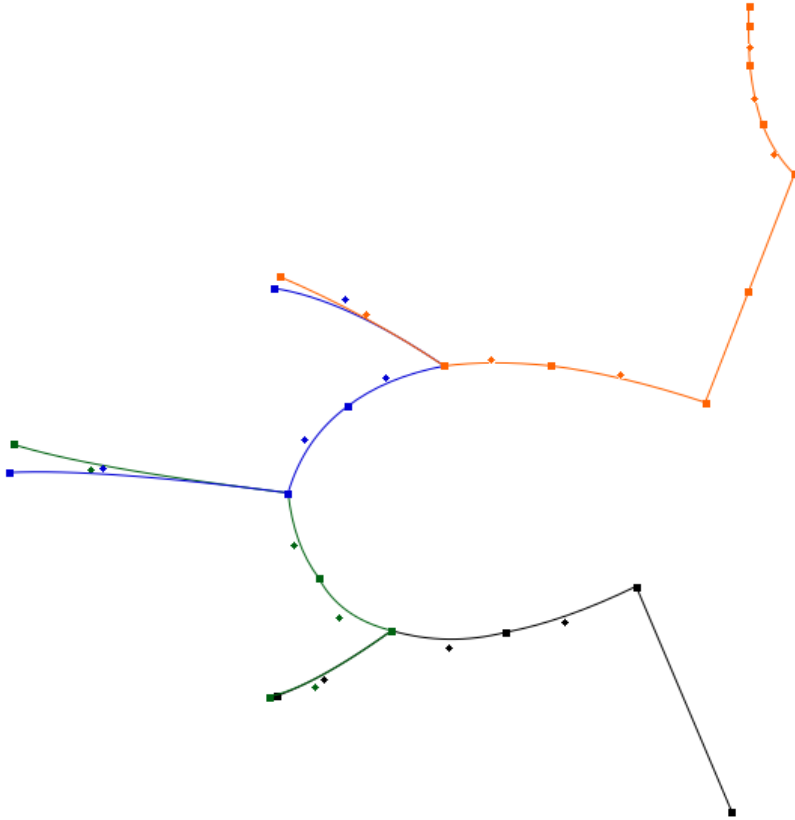


2 Choose **Segment Sync** tool

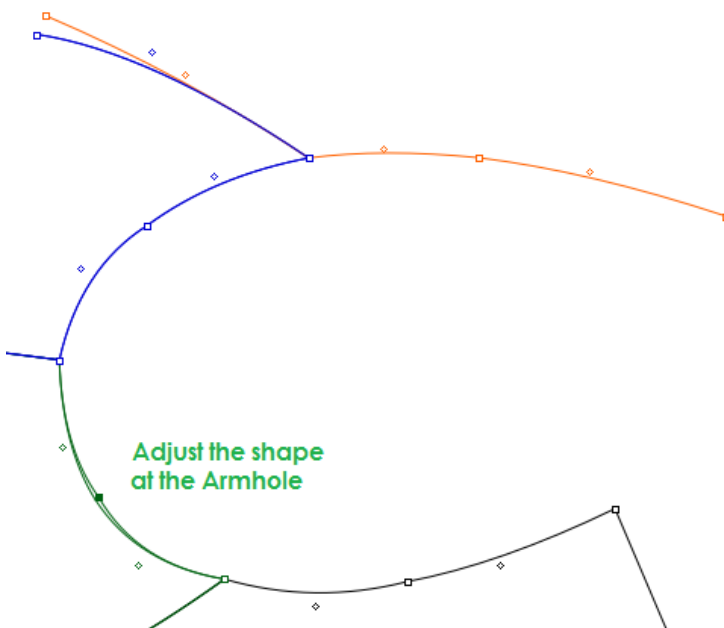
- 3 Click on each piece of the joined point, and the first click on the piece that is the fixed piece.



4 Then all of selected segments will join as following screen.

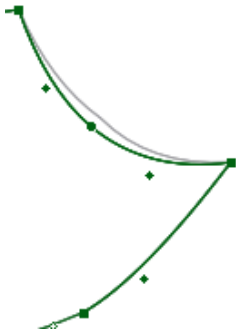
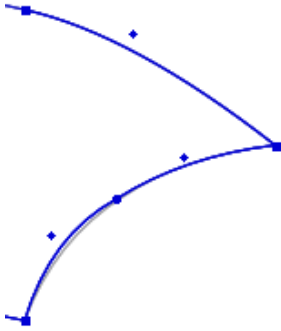


5 Move the cursor to the desired position and adjust the shapes what you need.





6 After modified, please right click on mouse to validate. You can see the difference if the pieces added with Template.

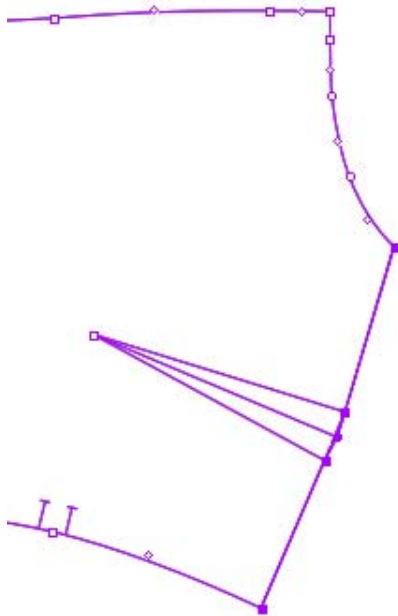


Close a Dart and Change the Shape

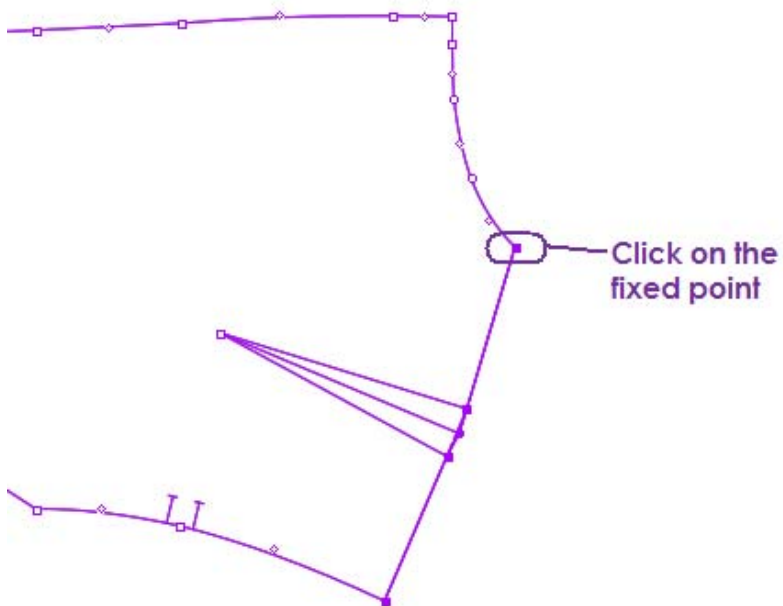
Closing a Dart temporary and let you to adjust the shape of this piece

To do so:

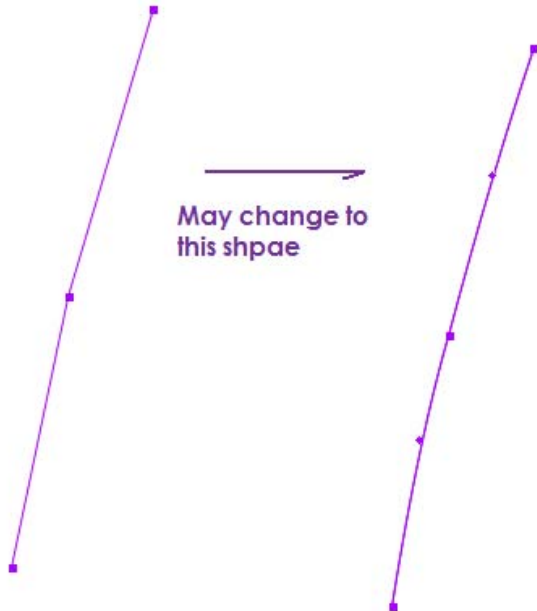
- 1 Select the segment with a Dart located



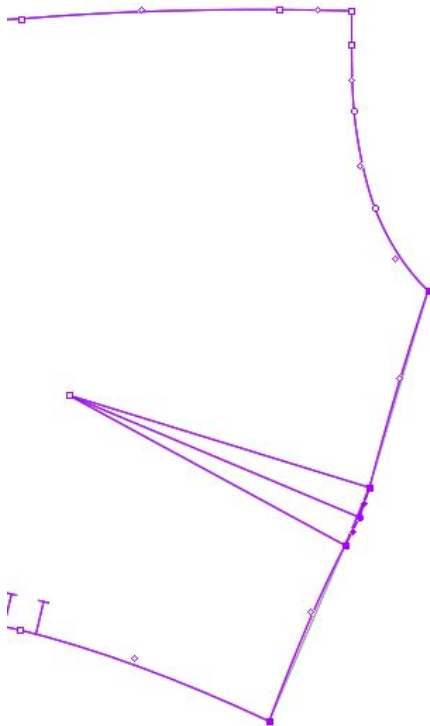
- 2 Choose **Segment Sync** tool and click on the fixed point



3 The Dart is closed and may change the shape as follows.



4 After modified, please right click on mouse to validate. You can see the difference if the pieces added with Template.

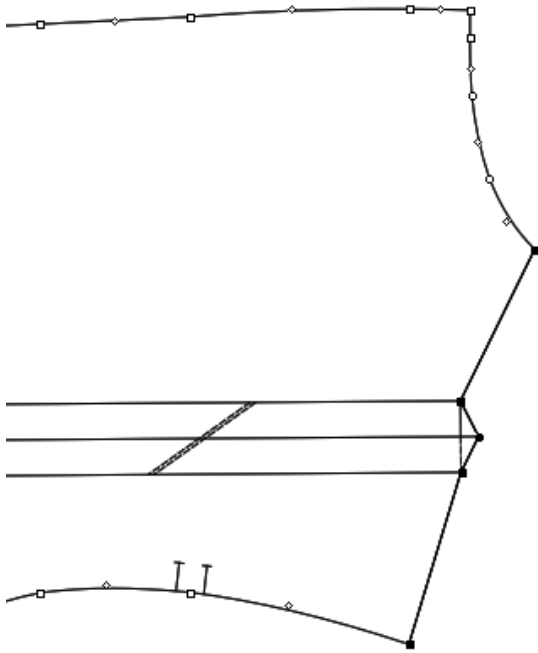


Close a Pleat and Change the Shape

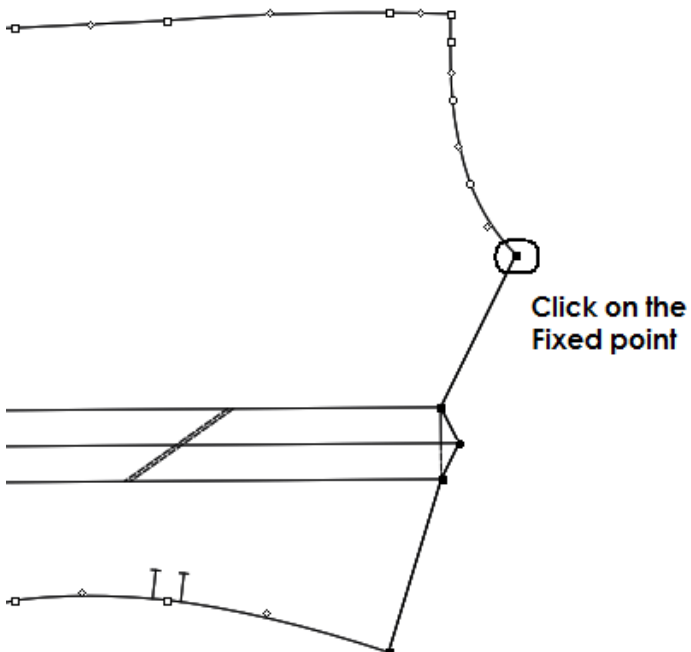
Closing a Pleat temporary and let you to adjust the shape of this piece.

To do so:

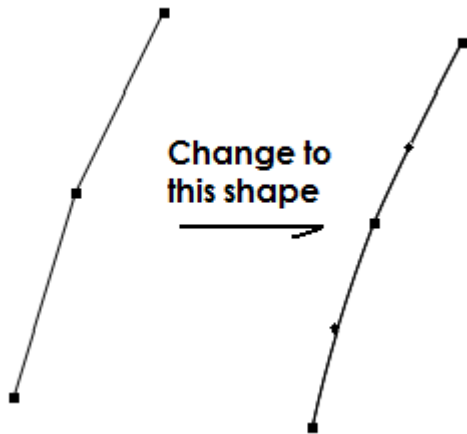
- 1 Select the segment with a Pleat located



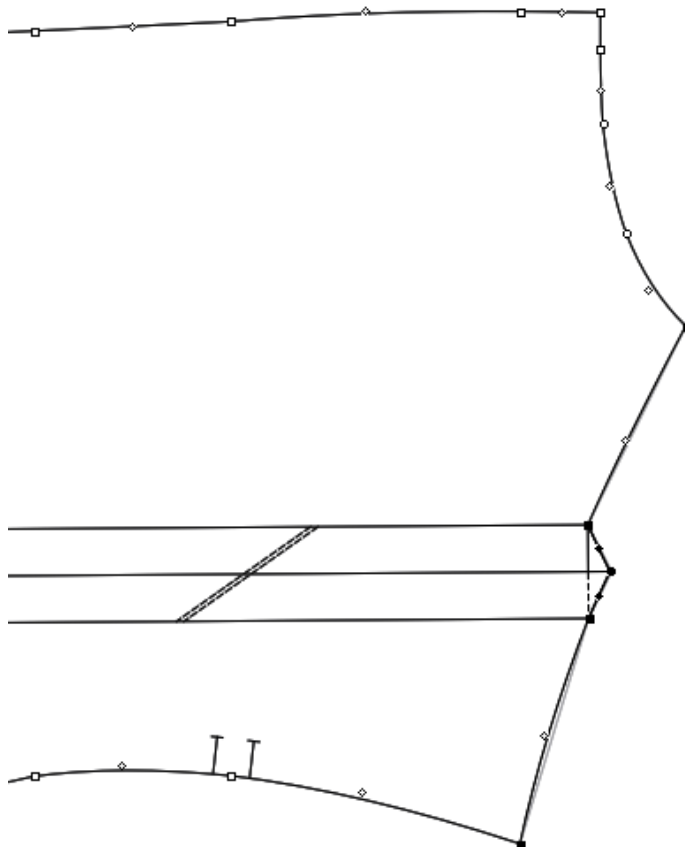
- 2 Choose **Segment Sync** tool and click on the fixed point



3 The Pleat is closed and may change the shape as follows.



4 After modified, please right click on mouse to validate. You can see the difference if the pieces added with Template.

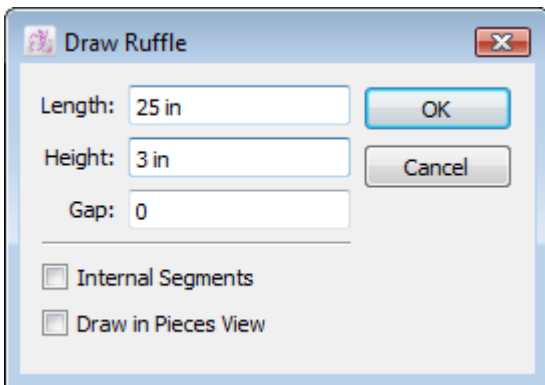


New Tool — Ruffle

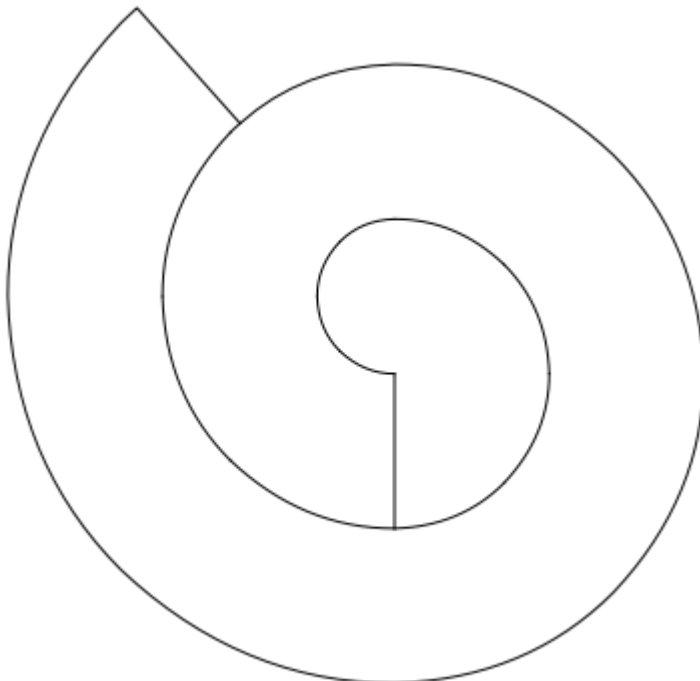
The Ruffle allows you to create pieces as circle shaped piece.

To do so:

- 1 Select Ruffle tool and click the desired location where you want the shape to be.
- 2 The Draw Ruffle dialog box opens. Enter the Length and Height measurements:

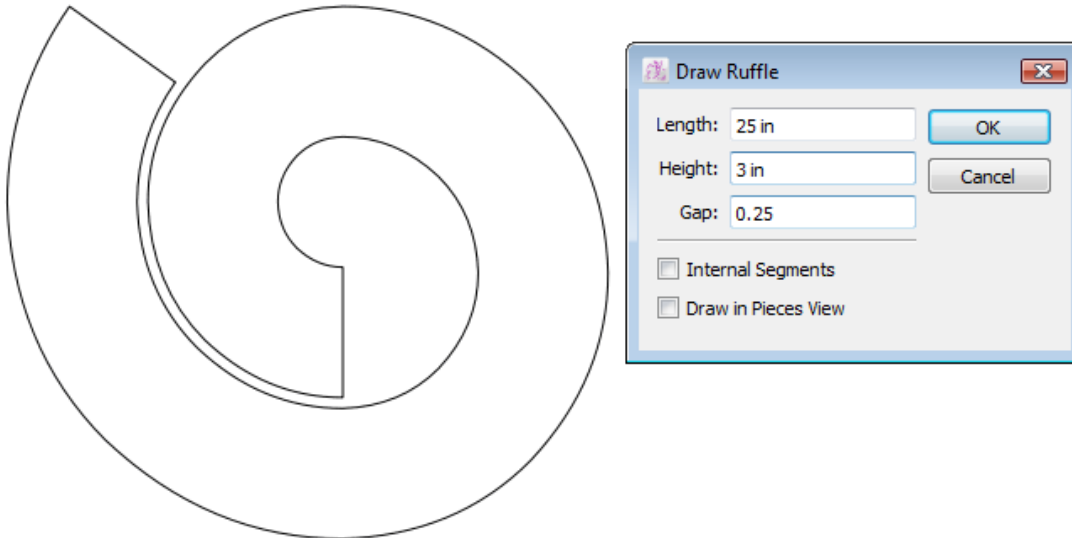


- 3 Press OK button to validate and get a piece as follows.

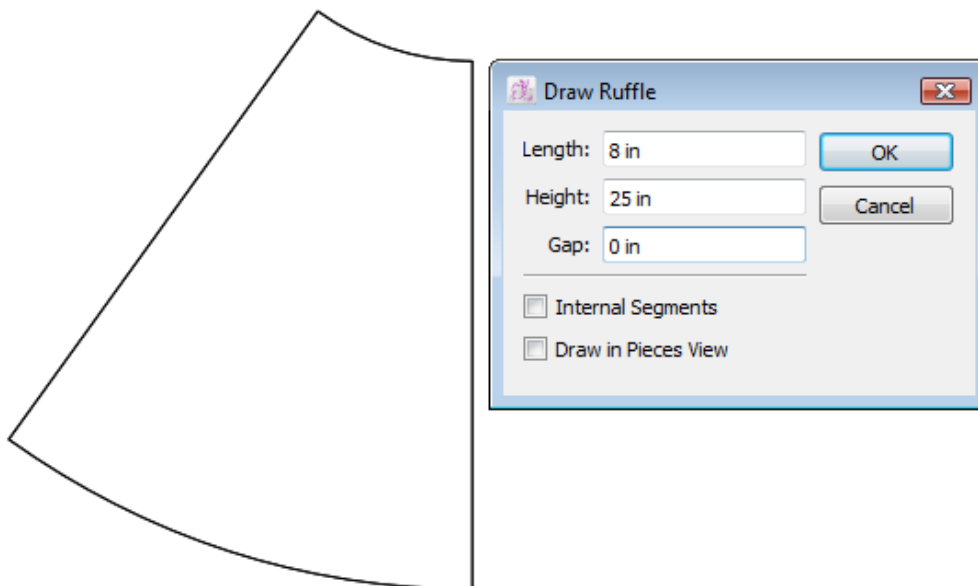




Or, make a Ruffle with a gap, enter Gap value as follows.



Or, make a Four Flared Skirt as the following screen shot.



Internal Segments: The Ruffle is drawn with internal segments attached to one another. They can be deleted so that the piece will not be a closed polygon anymore. Otherwise, the Ruffle is drawn with contour segments and remains a closed polygon if segments are deleted.

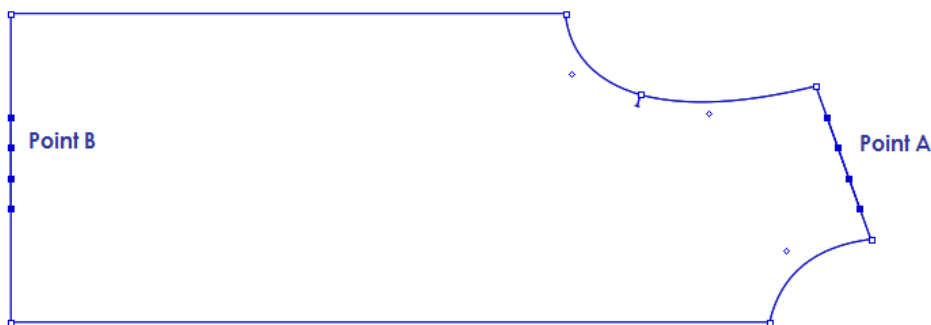
Draw in Pieces View: The drawn Ruffle appears in Pieces View and is missing from the Plan View.

Develop Multiple Pleats

The Pleat tool allows you to develop multiple pleats in one step.

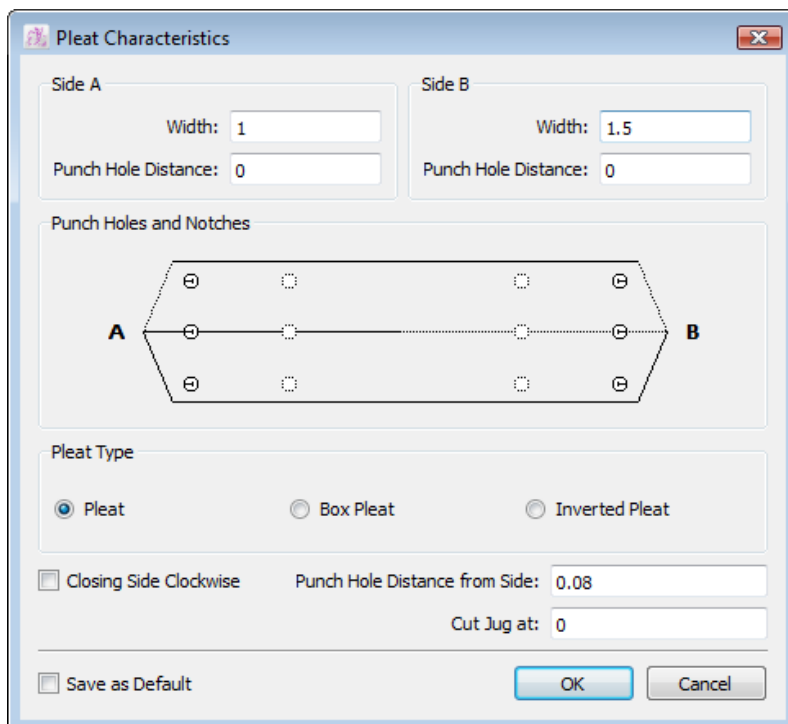
To develop multiple pleats:

- 1 Activate existing points on the shape
- 2 Select the Pleat tool
- 3 Click the first reference point (A)
- 4 Click the second reference point (B)

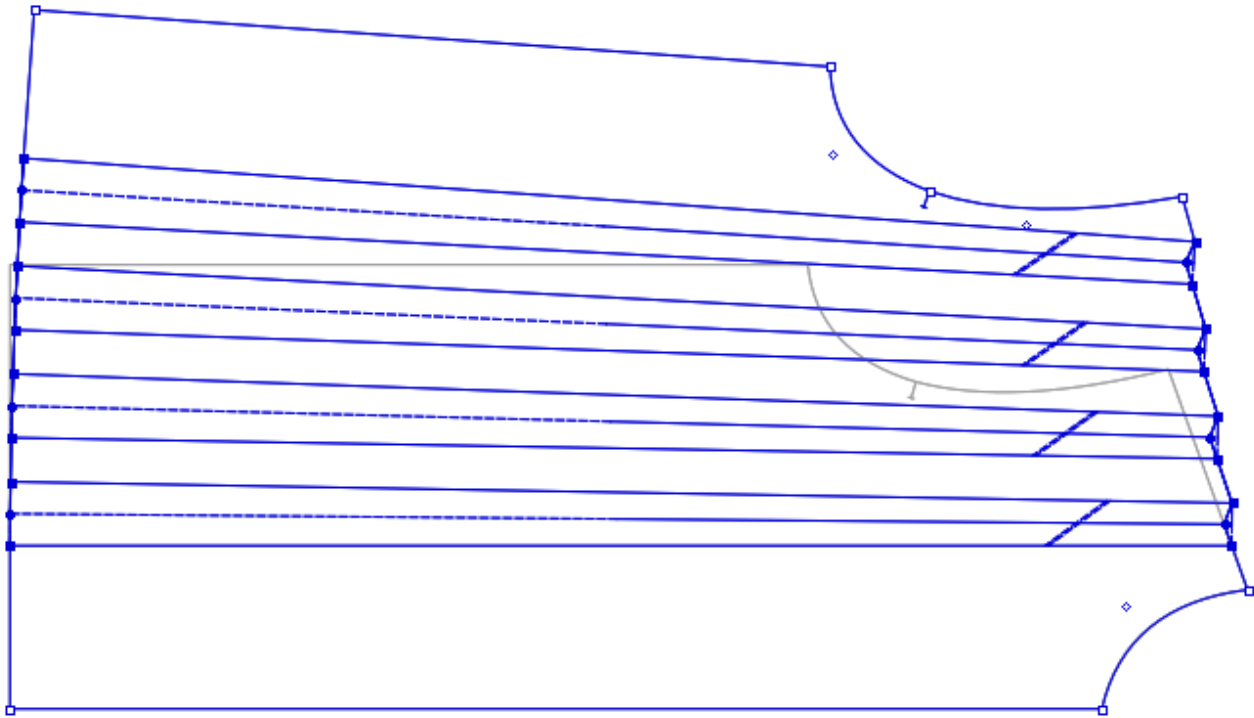


- 5 Click the fixed part of the pattern piece

The Pleat Characteristics dialog box opens:



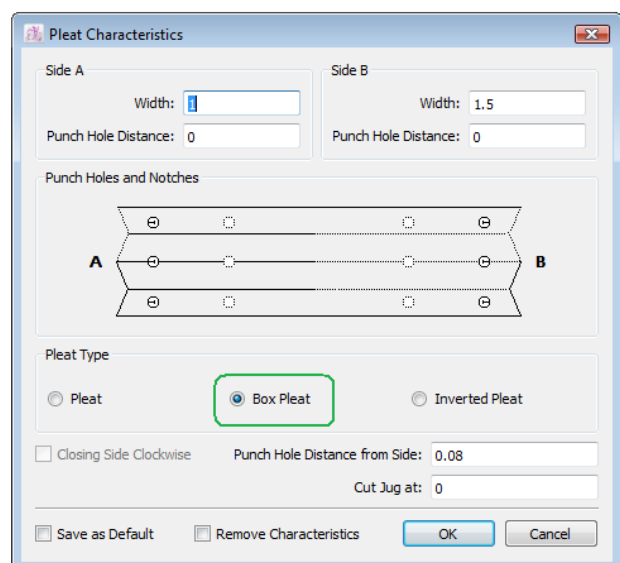
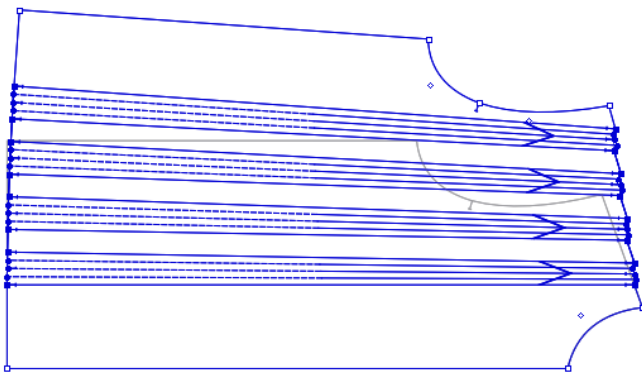
6 Enter the desired values. Click the OK button to execute the function. Each pleat has a symbol for folding direction.



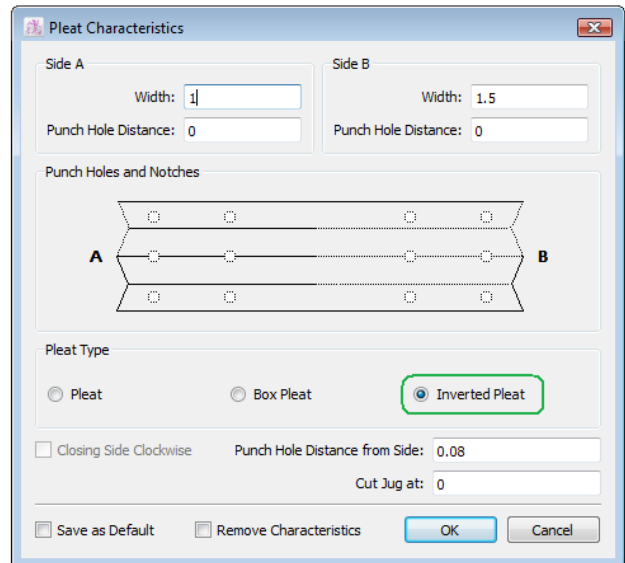
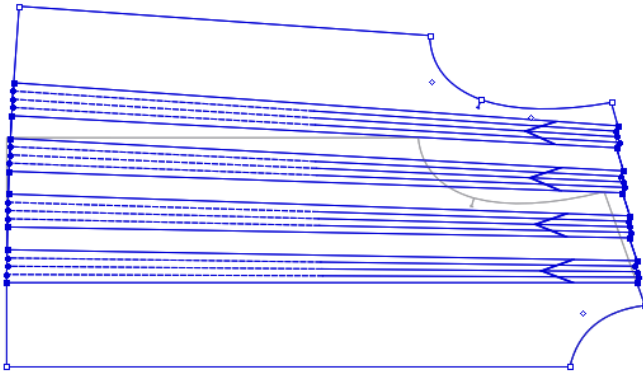
New Pleat Characteristics

There are 2 items in Pleat Type for you to choose:

Box Pleat

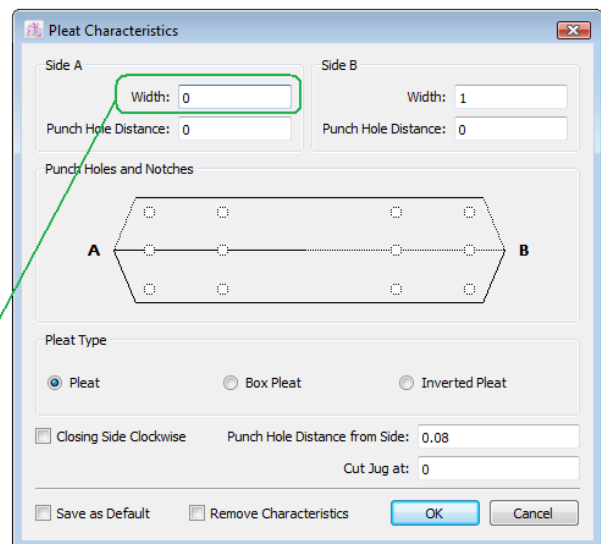
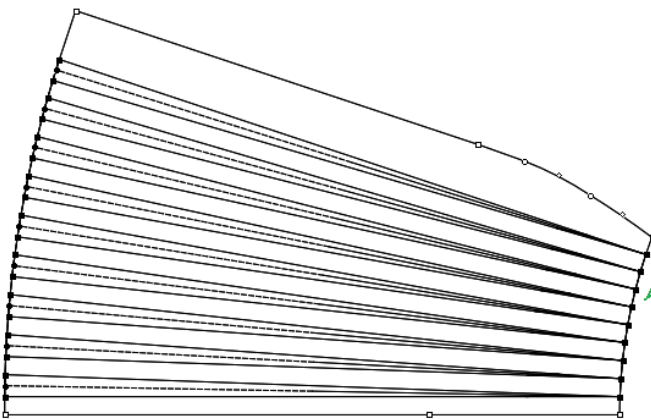


Inverted Pleat



Support 0 Value on Pleat A

It supports the value in 0 of the Width for Side A (Pleat A).

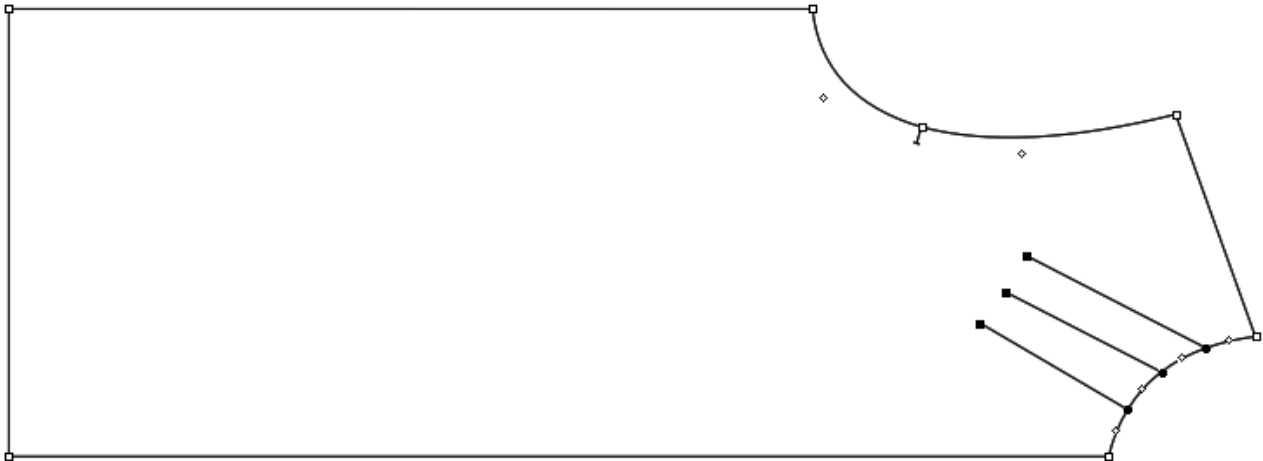


Create Multiple Darts & Define Dart Orientation

The Dart tool allows you to create multiple Darts within a shape from its contour.

To create multiple darts:

1 Draw segments attached to the contour where the darts are located.

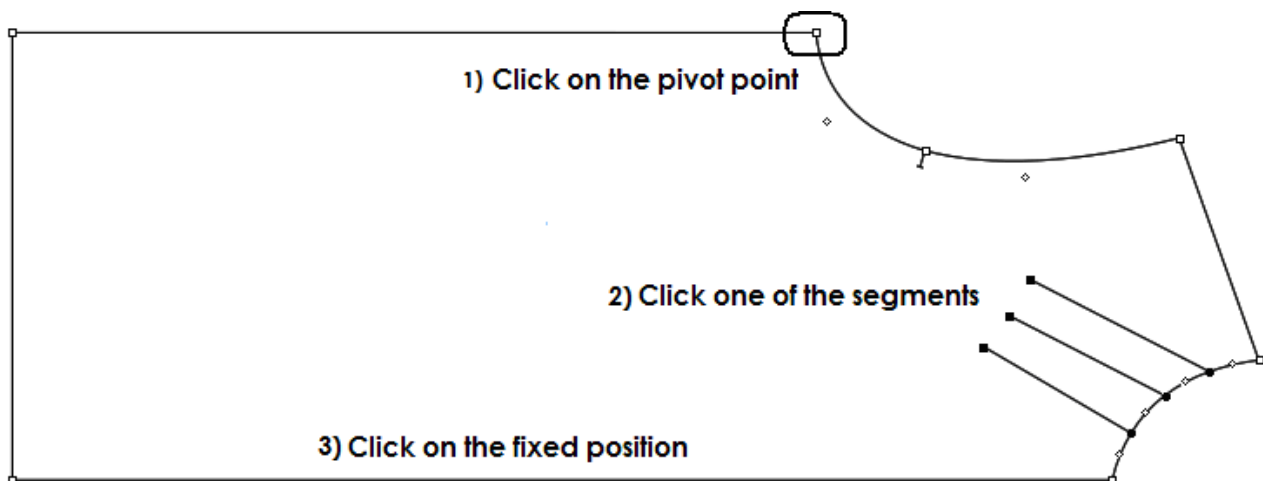


2 Select the Dart tool

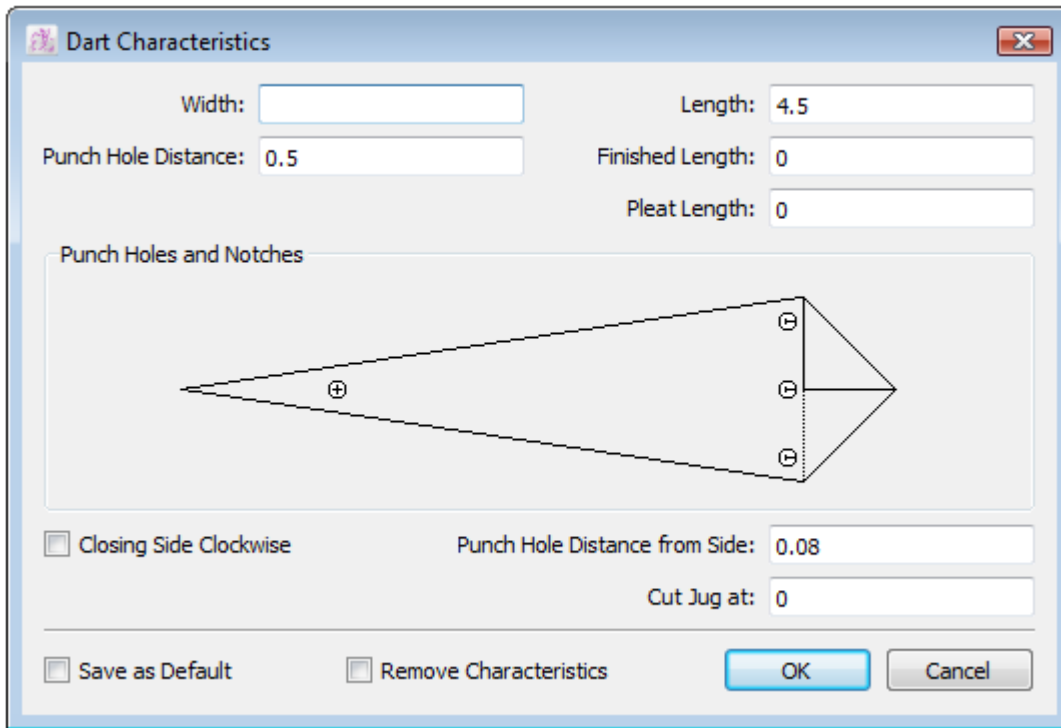
3 Click the pivot point (#1)

4 Click one of the segments (#2) indicating the position of the dart

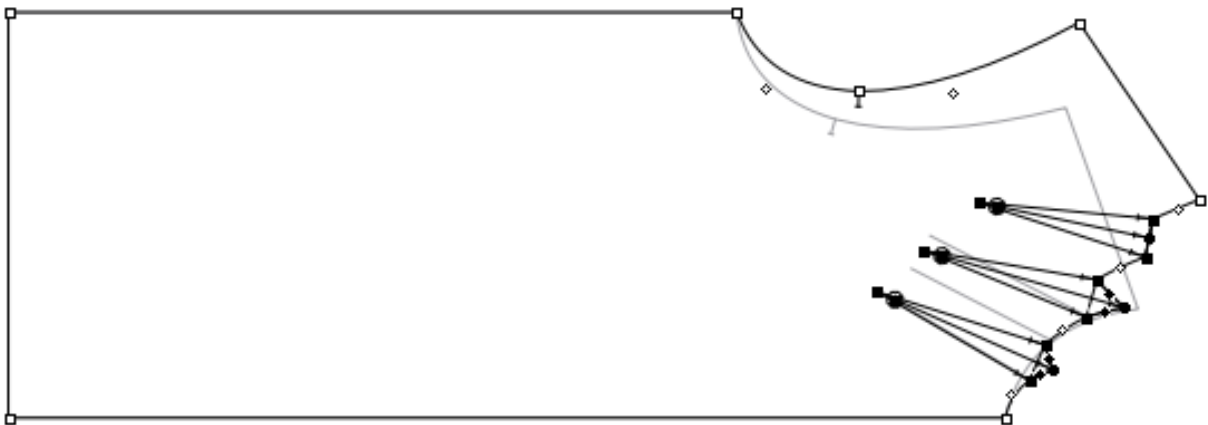
5 Click the part of the piece (#3) that remains fixed



6 The Dart Characteristics dialog box opens. Enter the dart parameters in the dialog box.



7 Click the OK button to execute the function

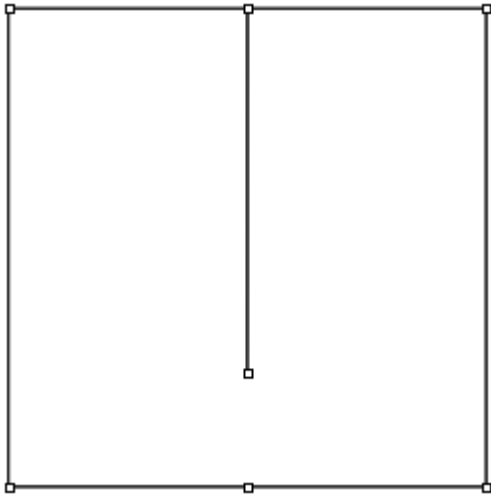




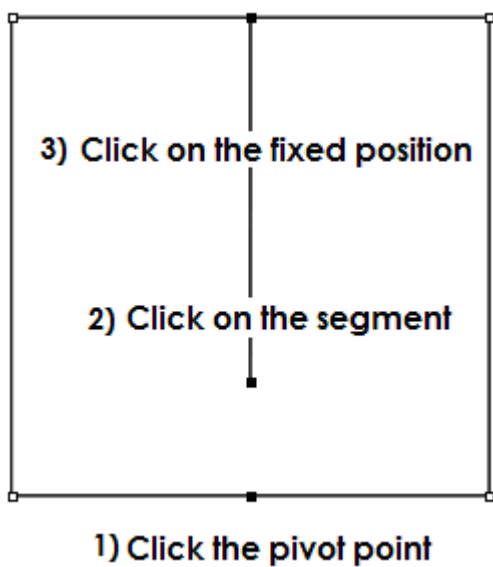
Dart Orientation at the Center

To do so:

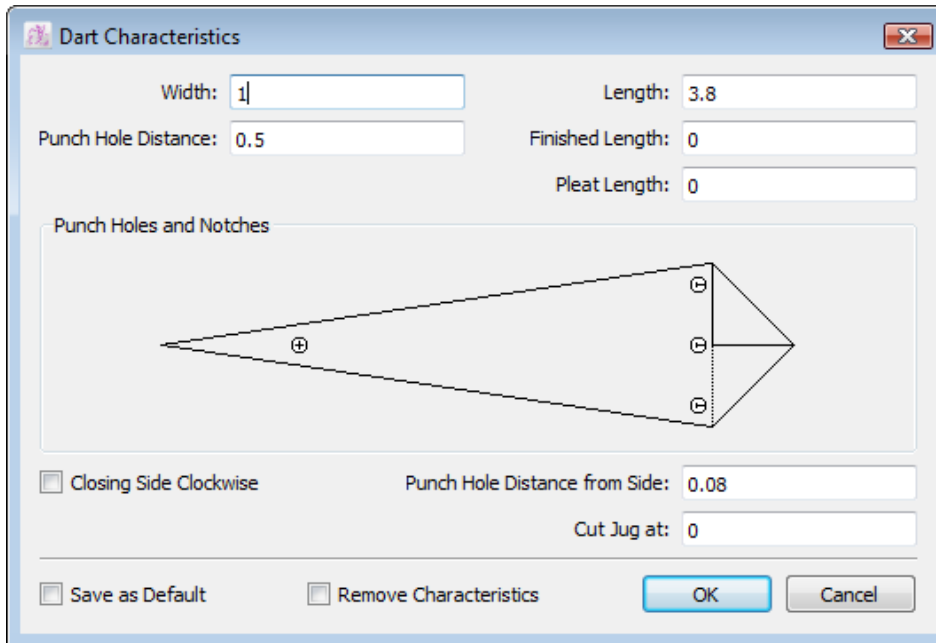
- 1 Draw a segment attached to the contour where the dart is located.



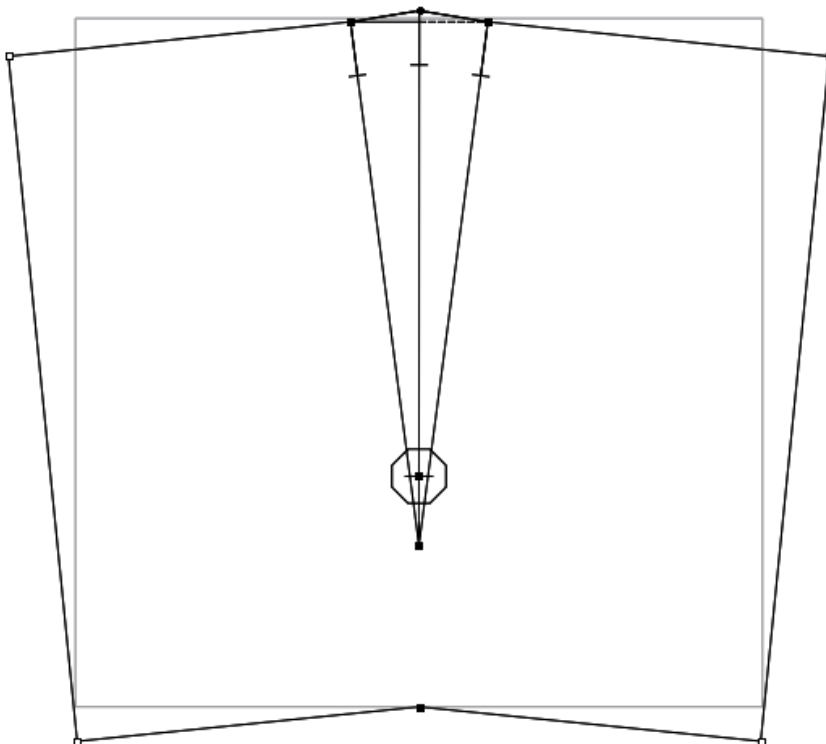
- 2 Select the Dart tool
- 3 Click the pivot point (#1)
- 4 Click on the segment (#2) indicating the position of the dart
- 5 Click the segment again (#3) that remains fixed



6 The Dart Characteristics dialog box opens. Enter the dart parameters in the dialog box.



7 Click the OK button to execute the function.

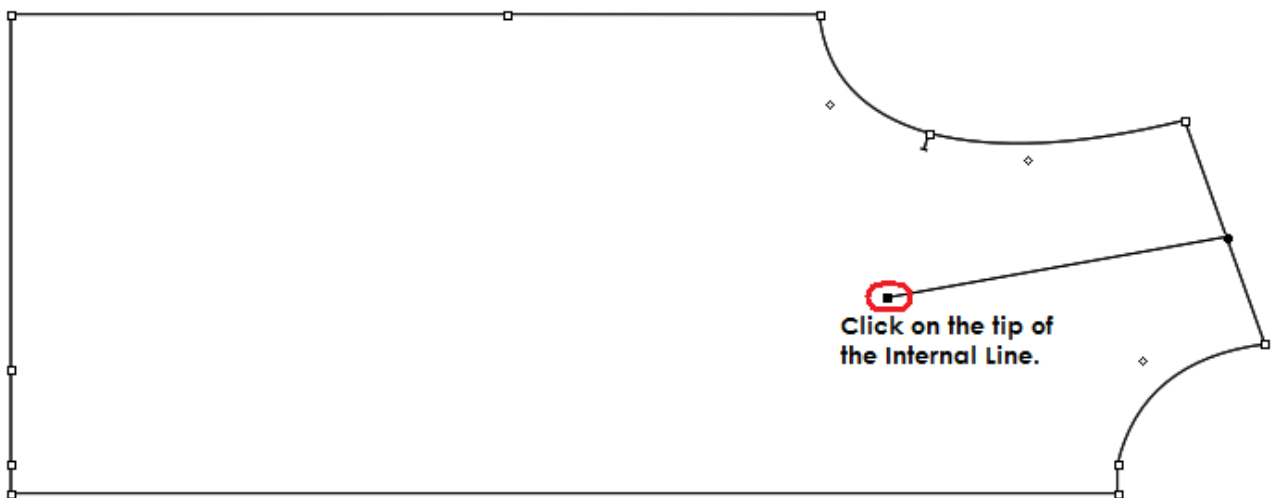


Enhance Dart Characteristics

The Dart tool can assign dart characteristics into an internal line after digitizing or in pattern development.

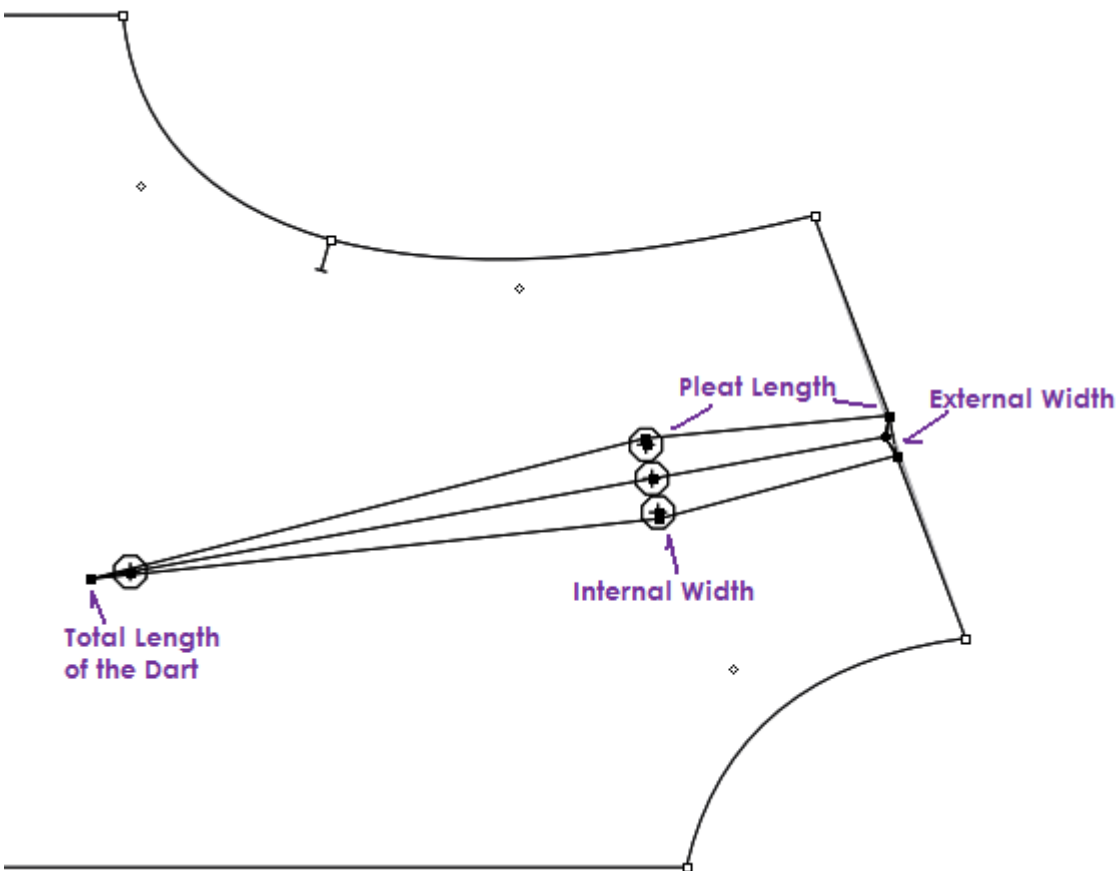
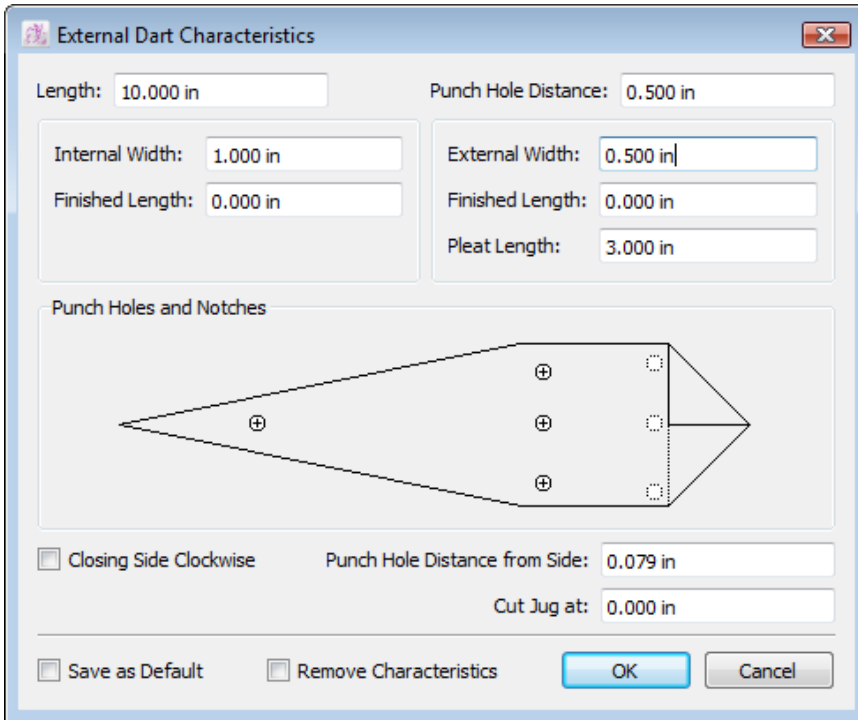
To do so:

- 1 Activate the internal line where you want to add the dart characteristics.
- 2 Select the *Dart* tool.
- 3 Click on the tip of the internal line.

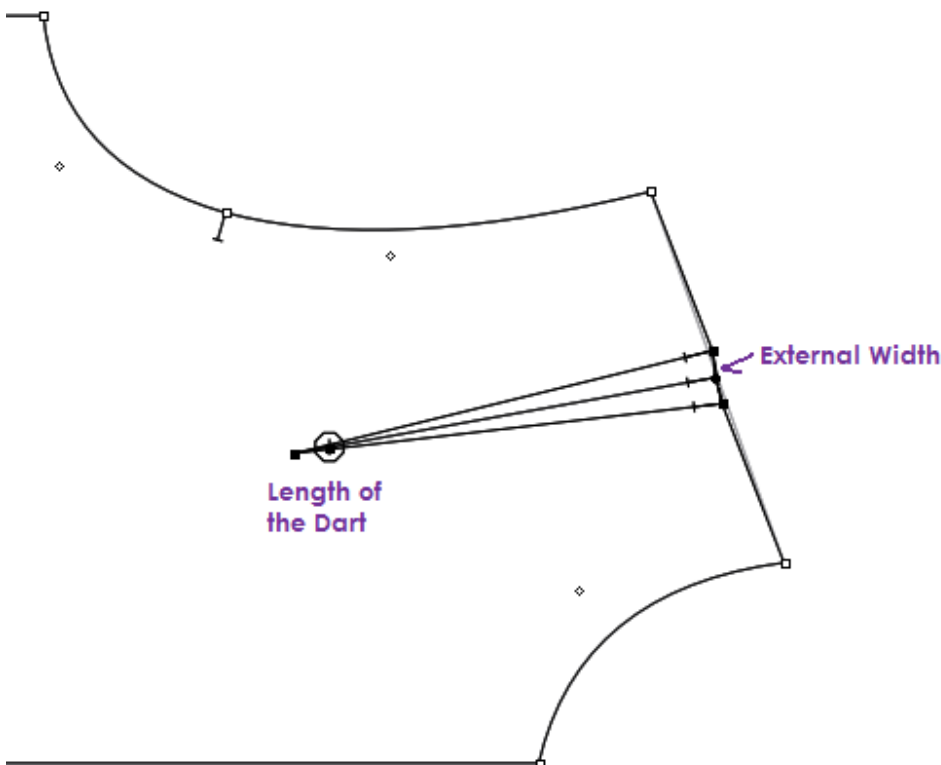
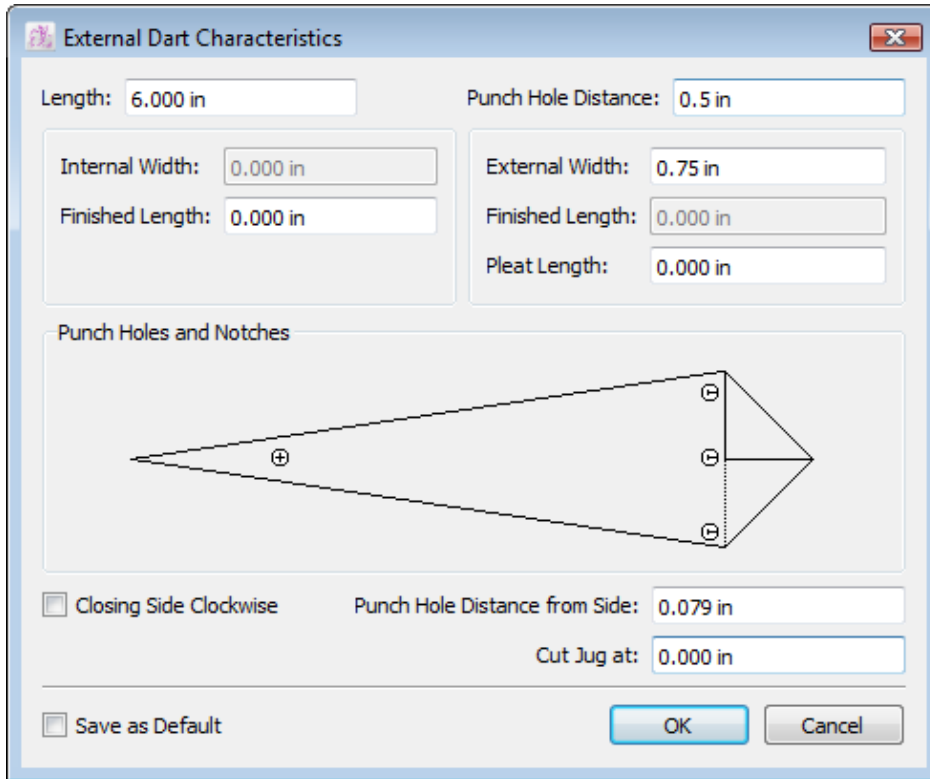


- 4 The External Dart Characteristics dialog box opens. The length of the dart corresponds to the length of the internal line. Put the values and characteristics as needed.
- 5 Click the *OK* button to execute the function.

Example of adding a dart width with 2 difference values into an Internal Line:



Example of adding a dart into an Internal Line:





The External Dart Characteristics dialog box offers the following options:

Length: Length of the internal dart.

Punch Hole Distance: It is the distance of the punch hole from the dart pivot point.

Internal Width: Width of the internal dart.

Finished Length: It calculates the position of the punch hole at the center (Internal Width of the Dart) to the Dart tip.

External Width: Width of the external dart (locate at the contour line).

Finished Length: It calculates the position of the punch hole from the dart head to the center of the Internal Dart.

Pleat Length: It applies the dart width value at a distance calculated from the dart head to the center of the Internal Dart. This results in a dart pleat.

Closing Side Clockwise: If checked, this option folds the dart clockwise. If unchecked, this option folds the dart counter-clockwise.

Punch Hole Distance From Side: It customizes the distance of the punch hole from the sides of the dart.

Cut Jug at: It assigns a specific length to the dart head.

Save as Default: It keeps the settings of the dart (finished length, punch hole, etc.) and reapply these settings to all future darts.

Remove Characteristics: This option is only available when you edit a dart already created. Check it to remove the characteristics you set to your piece.

To Select a Dart: Select the dart by clicking its center segment. This selects the full dart.

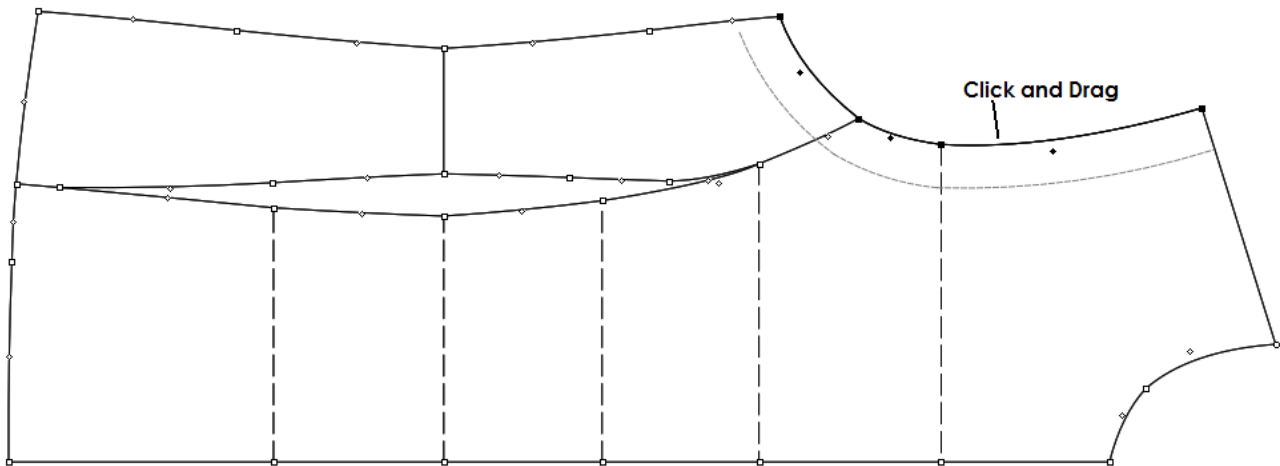
To Modify a Dart: Select the dart and select *Item Info...* in the *Treatment* menu to reopen the External Dart Characteristics dialog box.

To Delete a Dart: Select the dart and press **Backspace** (Windows / Linux) or **Delete** (Macintosh). This removes the attributes of the dart and keeps the opening of the dart.

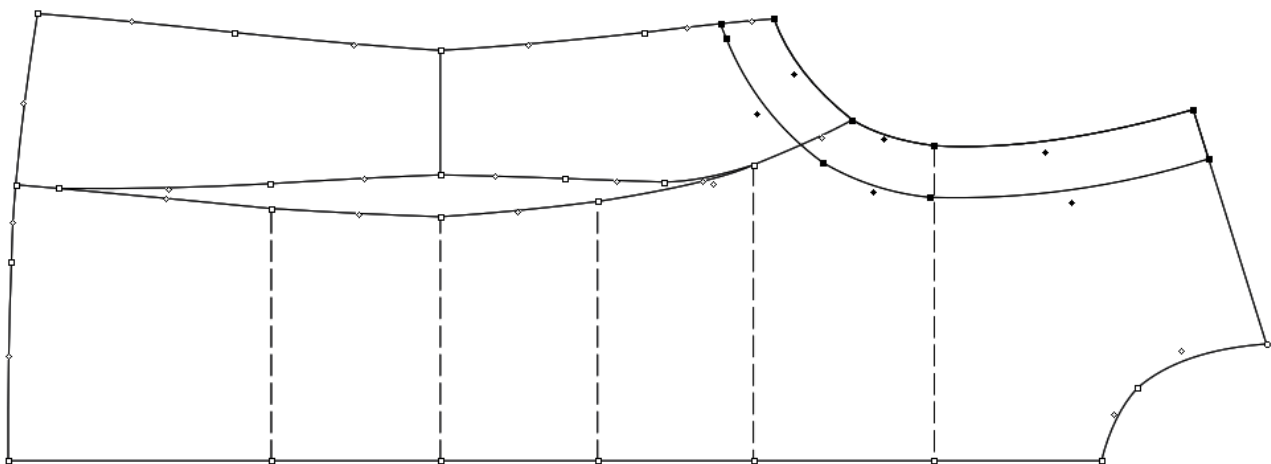
Draw Parallel Line by Free Hand

To do so:

- 1 Activate the shape to create a parallel line
- 2 Select Parallel Line tool
- 3 Click on the shape and drag the direction to create a parallel line.



- 4 Dash line appears and indicates the position of the parallel line. The distance value displays on the Info bat at the right side bottom. Mouse left click to confirm the location.

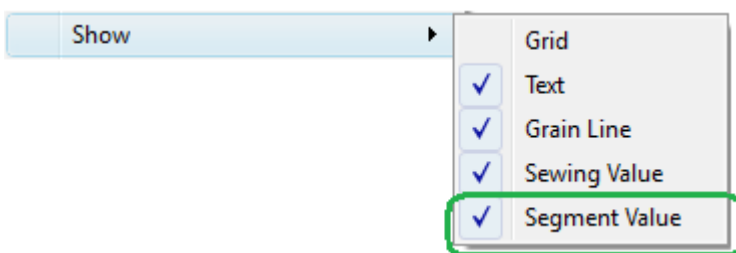


Display Measurement on Segment

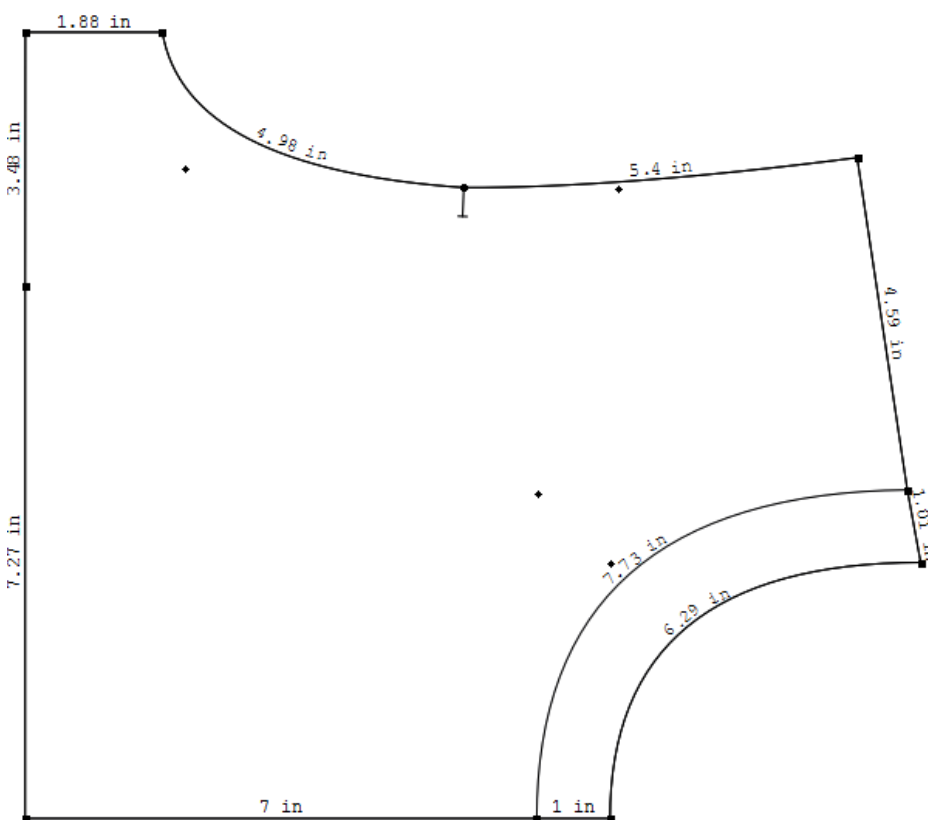
It can show the measurement on Whole Pattern Piece or the selected Segment. It allows showing value for the piece with Seam Allowance. But this feature does not support on Graded Pieces.

Showing Measurement on Whole Pattern Piece

By checking Segment Value from View menu and Show



The whole piece shows the value calculated by each segment. It calculates along the segment between 2 Regular Points. Curve point and Mark point are included.

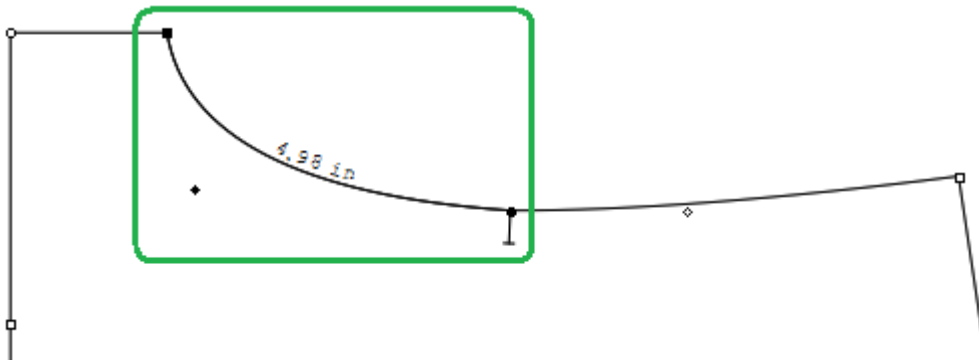


Showing Measurement on the Selected Segment

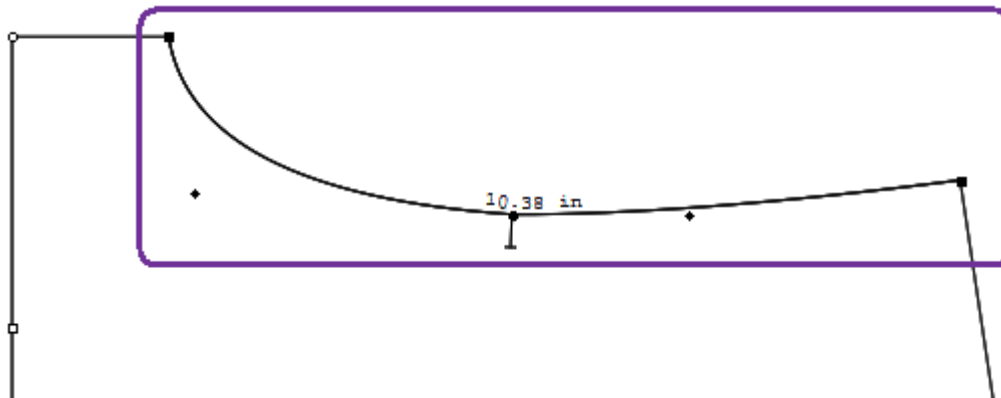
To do so:

- 1 Select the desired segment(s)
- 2 Select the **Ruler** tool
Or, Press "**R**" key for the Hot Key of Ruler tool
- 3 Press "**R**" key again
- 4 The value displays on the selected segment as follows.

Sample 1: The value calculates for one segment.



Sample 2: The value is two segments combined.



5 The value keeps showing with the piece until remove it.

6 Support to show the value on Seam Allowance

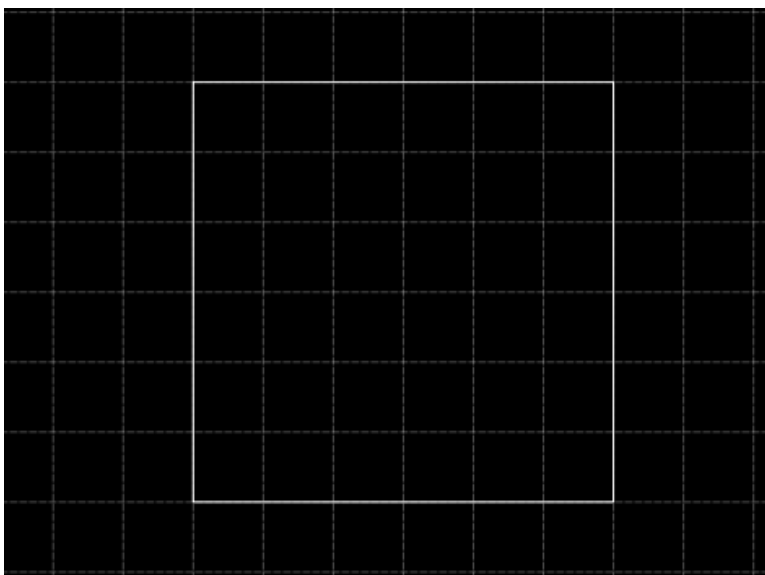
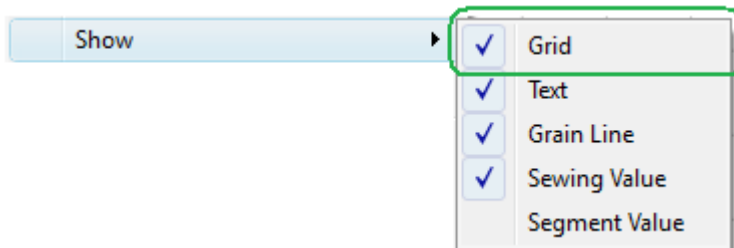
Remove Measurement on the Selected Segment

- 1 To remove the value, select the desired segment(s).
- 2 Select the **Ruler** tool. Or, Press "**R**" key for the Hot Key of Ruler tool
- 3 Press "**R**" key again

Show Grid on Background

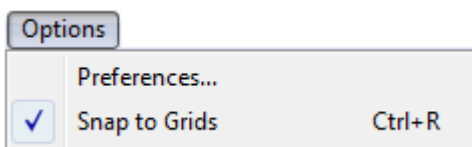
Show Grid to the Background. You can select the Unit of the Grid size under Options menu, Preferences... and Display tag page. The dimension of the Grid's Resolution is default to 1/1.

By checking **Grid** from **View** menu and **Show** to show Grid in background



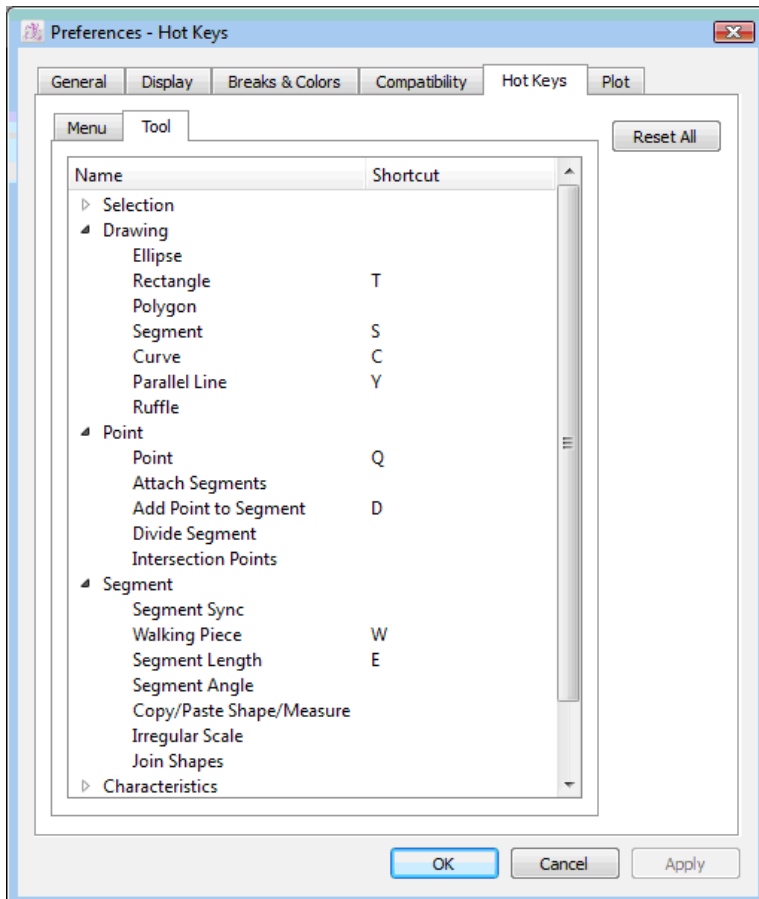
Uncheck View menu → Show → Grid

To check if the **Snap to Grids** is activated, it allows moving the pieces or elements on the working area using pre-defined grid steps. You can deactivate it at any time.



Pre-Set Hot Key for Tools

Select Options -> Preferences- General -> Hot Keys->**Tool**. The most used tools create the default hot key as follows.



Hot Key for the tools most frequent used:

Ruler -- R

Rectangle -- T

Segment -- S

Curve -- C

Parallel -- Y

Point -- Q

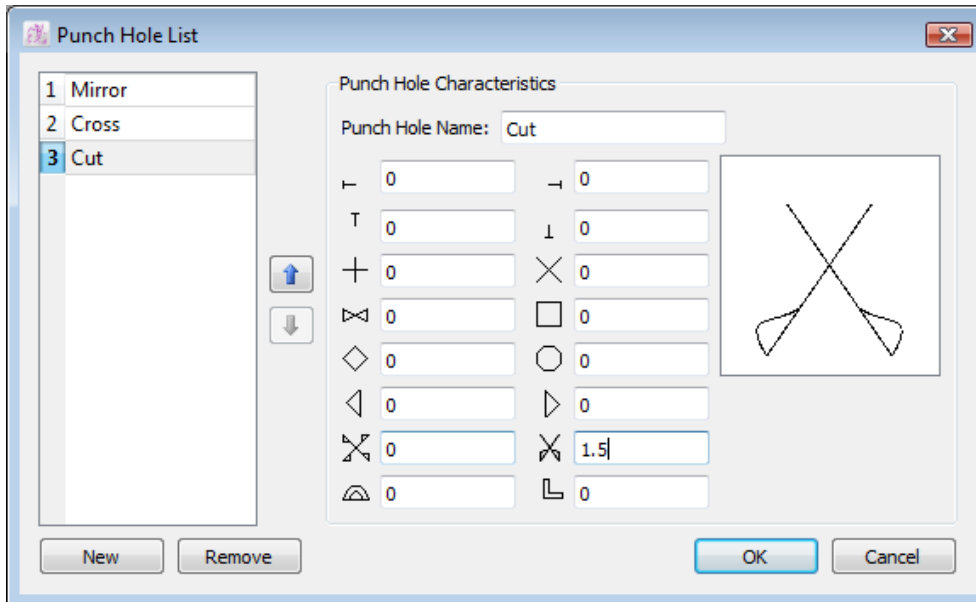
Add Point to Segment --D

Walking Piece -- W

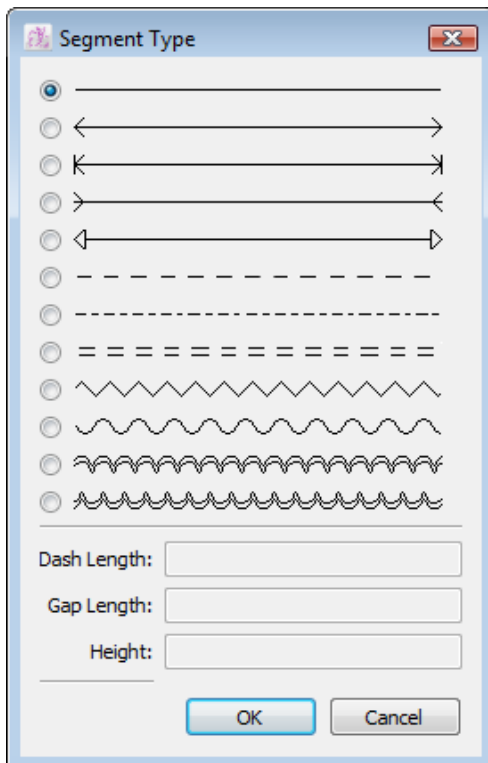
Segment Length -- E

Add Seam -- A

Default More Symbols to Punch Hole List

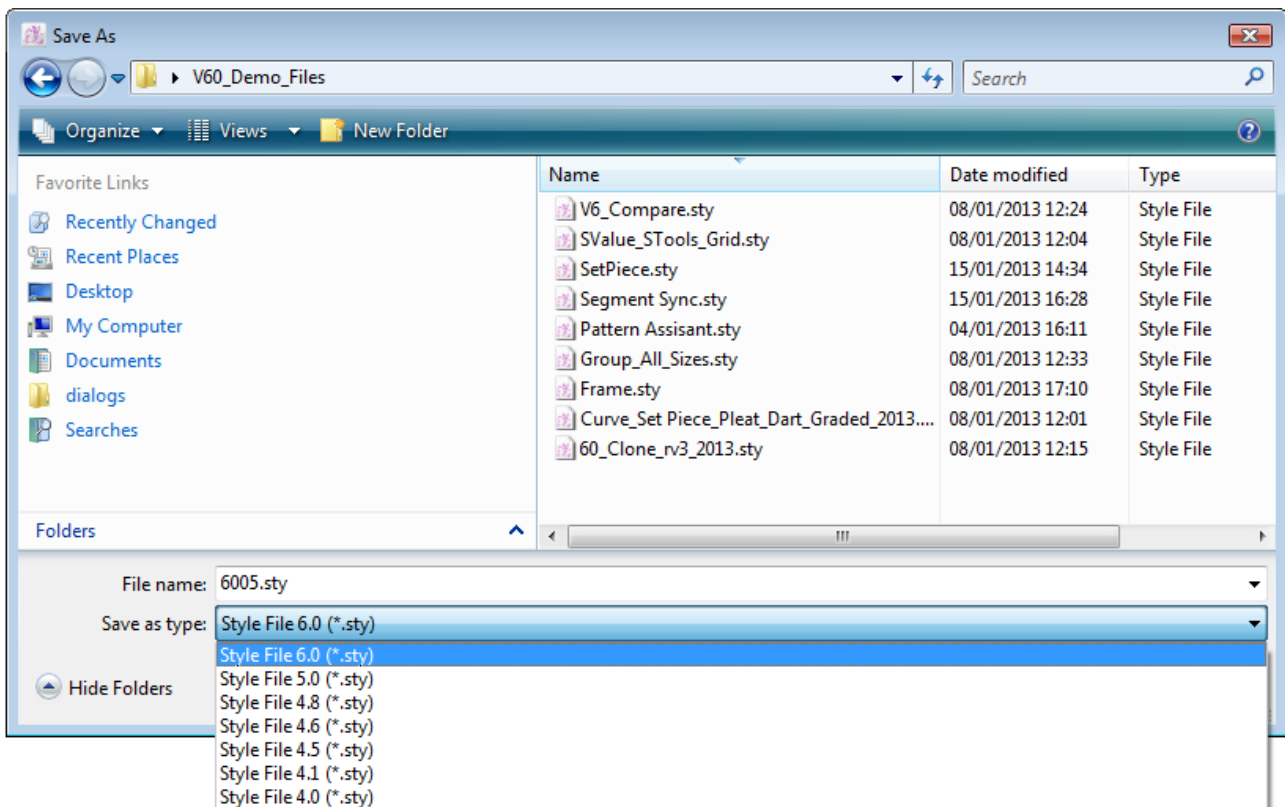


Default More Style Lines to Segments List



Combine "Save a Copy..." to "Save as..."

The item **Save a Copy...** combines to **Save as...**, you can choose the version to save in Save as Type drop-down menu. It is default using the same file name with **_Copy** at the end and you can rename it as well.



Simplify a number of tools

Combine the tools **Join Shapes** and **Split Shapes** into one tool **Join/Split Shapes**.
Combine the function of "Circle" into "Ellipse".

Join/Split Shapes



How to JOIN Shapes:

- 1 Select two segments need to join together
- 2 Select Join/Split Shapes
- 3 Click the fixed point of the first segment or segment path (this shape remains in position).
- 4 Click the corresponding fixed point of the second segment or segment path (this shape moves to fuse to the first one).
- 5 Two pieces join together
- 6 To save the style line as an internal line, use the **Shift** key (Windows, Macintosh and Linux) while doing the steps 3 and 4.

How to SPLIT a Shape:

- 1 Select the style line and all the segments that are on one side of the shape need to be split. (It does not matter which side you choose).
- 2 Select Join/Split Shapes
- 3 Click on the style line.
- 4 The piece splits to two pieces.

Ellipse / Circle



To draw a Circle by free hand:

- 1 Select Ellipse / Circle
- 2 Hold down **Shift** key and hold down the left mouse button
- 3 Move the cursor to the desired radius and release the mouse button

To draw a circle freehand by one click with Ctrl key (Windows/Linux) or Command key (Macintosh):

- 1 Select Ellipse / Circle
- 2 Hold down **Shift** key, click the starting point and hold down the left mouse button (Windows/Linux) or the mouse button (Macintosh). The first click point is the center of the circle.
- 3 Move the cursor to the desired radius, hold down **Ctrl** key (Windows/Linux) or **Command** key (Macintosh) and release the mouse button. The first point changes to the corner of the rectangle bounding the circle.

To draw an Ellipse by free hand:

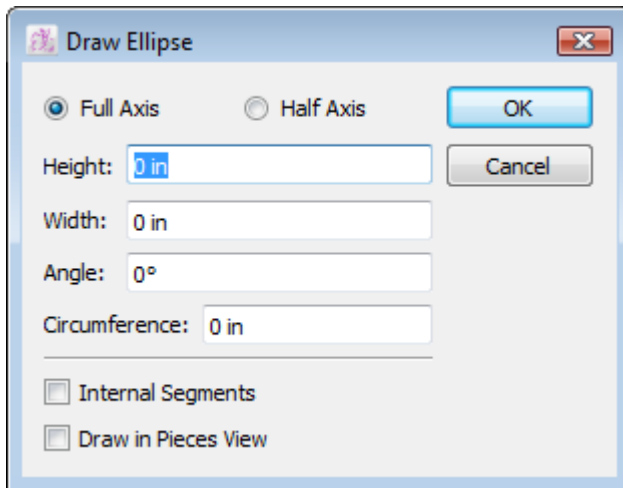
- 1 Select Ellipse / Circle
- 2 Move the cursor to the desired radius and release the mouse button

To draw an Ellipse freehand by one click with Ctrl key (Windows/Linux) or Command key (Macintosh):

- 1 Select Ellipse / Circle
- 2 Click the starting point and hold down the left mouse button (Windows/Linux) or the mouse button (Macintosh). The first click point is the center of the ellipse.
- 3 Move the cursor to the desired radius, hold down **Ctrl** key (Windows/Linux) or **Command** key (Macintosh) and release the mouse button. The first point changes to the corner of the rectangle bounding the circle.

To draw an Ellipse / Circle, using precise measurements:

- 1 Select Ellipse / Circle
- 2 Hold down the **Alt** key (Windows), the **Option** key (Macintosh) or **Alt + Windows** Keys (Linux).
- 3 The Draw Ellipse dialog box opens:



- 4 Choose the radio button for Full Axis or Half Axis
- 5 Enter the desired Height, Width, Angle or Circumference measurement.
- 6 Click the OK button to execute the function.

Options in the Draw Ellipse dialog box:

Full Axis or Half Axis: The height and width measurements represent either half of the full height and width or the full height and width of the ellipse.

Height: It determines the height of the Ellipse/Circle.

Width: It determines the width of the Ellipse/Circle.

Angle: It determines the orientation of the Ellipse.

Circumference: It creates a circle with a circumference equal to the value entered in the text field.

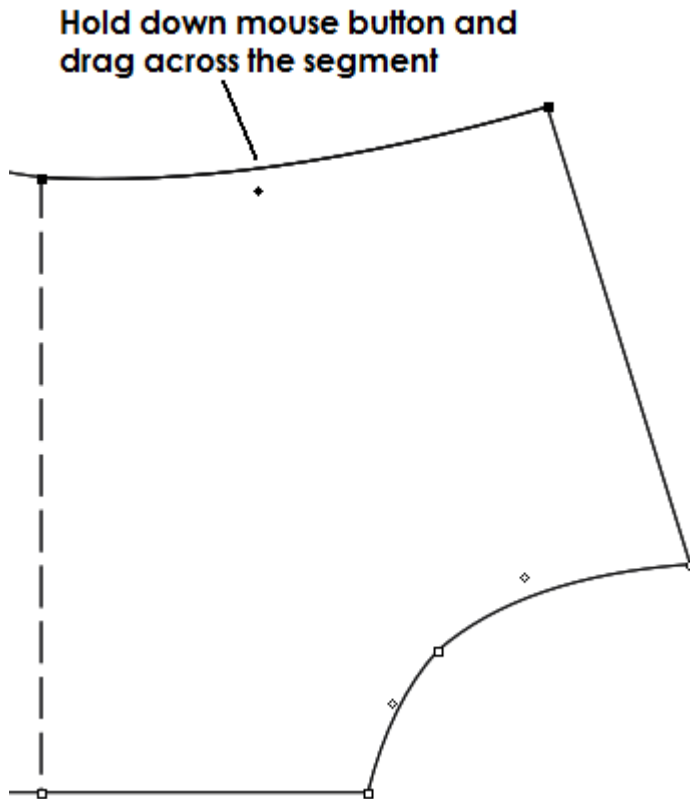


Internal Segments: The Ellipse/Circle is drawn with internal segments attached to one another. They can be deleted so that the piece will not be a closed polygon anymore. Otherwise, the Ellipse/Circle is drawn with contour segments and remains a closed polygon if segments are deleted.

Draw in Pieces View: The drawn Ellipse/Circle appears Pieces View.

Use Mouse Drag to Activate Segment

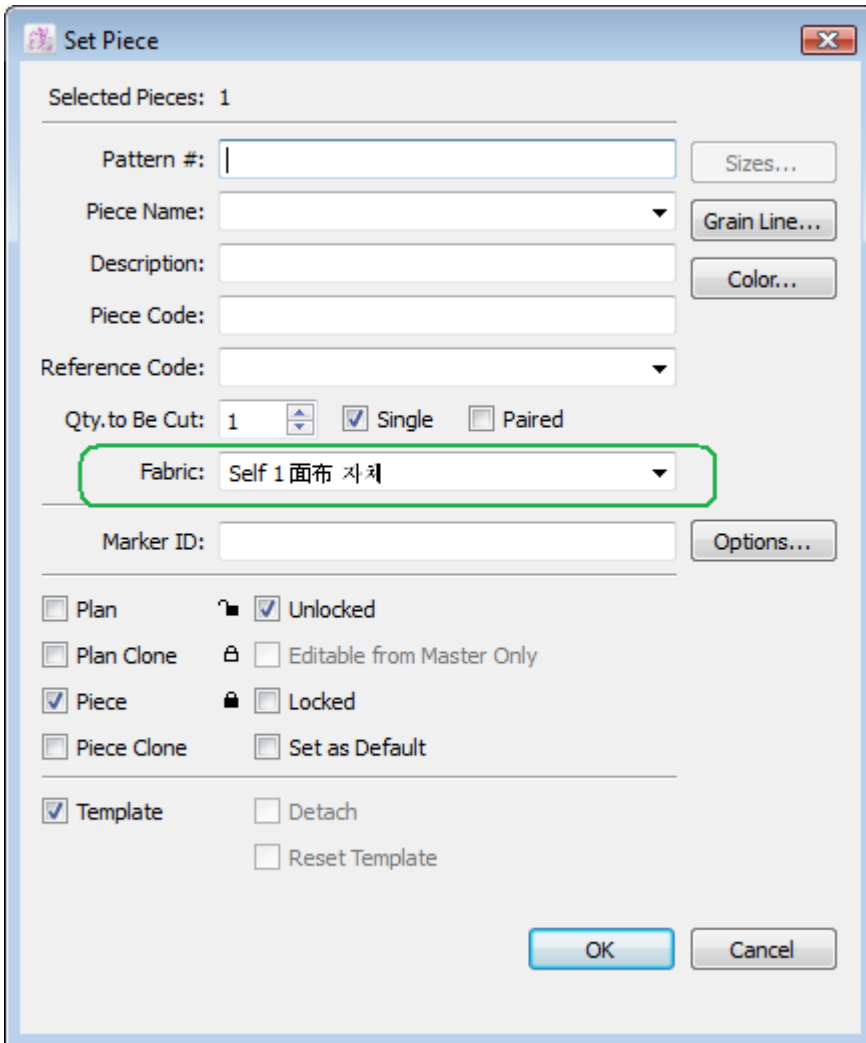
Hold down left button on mouse and drag on the segment to activate.



Note: It will activate the segment between Regular and Regular / Regular and Mark, Mark and Mark. Control points are included.

Memorize of Fabric List in Set Piece Dialog Box

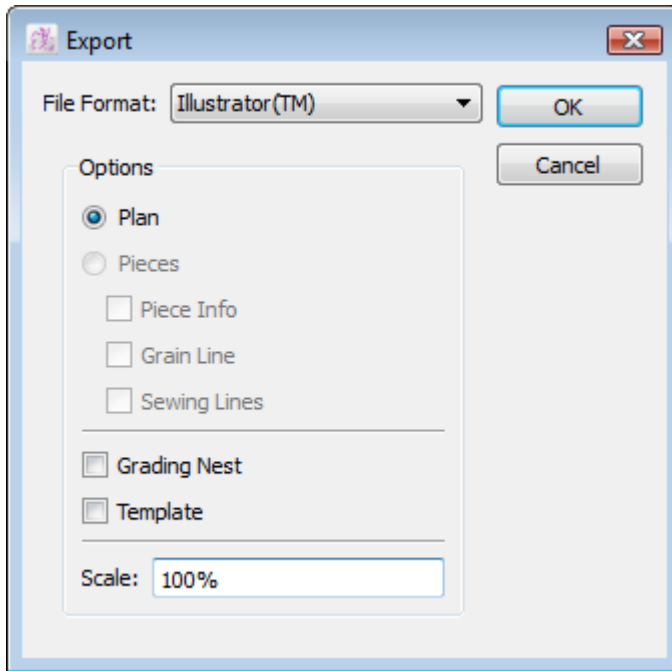
The item of Fabric in Set Piece's dialog box, it can memorize the last selected fabric. Then the next piece will choose to the same fabric until you choose the new one.





Export to Illustrator 100%

It can enter your desired value the file format for Illustrator.



Scale: Enter the value to specify the export size of selected unit. The maximum is 100%; it is between **10%** to **100%**.



Attach Image on a Pattern Piece

Attach Image allows you to add it on the pattern pieces. A rectangle is surrounded the image, two regular points show on top right corner and left bottom corner that let you to manage the image. Image file treats as an internal shape; it supports all of operation as working on the internal section.

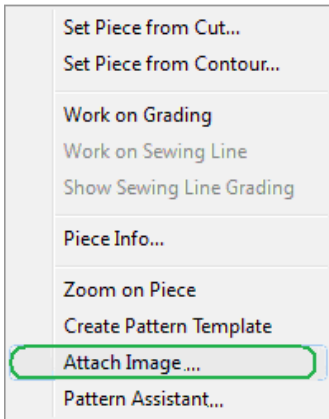


File formats support as following:

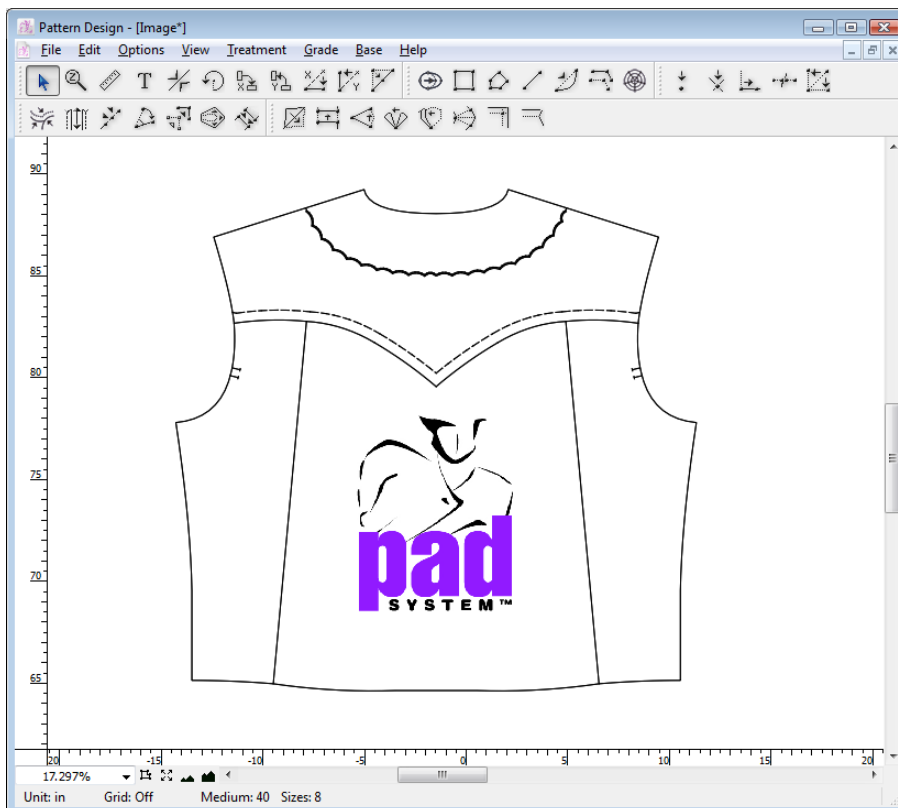
- BMP files (*.bmp)
- GIF files (*.gif)
- JPEG files (*.jpg, *.jpeg)
- MNG files (*.mng)
- PBM files (*.pbm)
- PGM files (*.pgm)
- PNG files (*.png)
- PPM files (*.ppm)
- TIFF files (*.tif, *.tiff)
- XBM files (*.xbm)
- XPM files (*.xpm)

To attach an Image on the piece by using the Contextual menu:

- 1 Right-click the piece (Windows / Linux) or click the piece while holding down the **Control** key (Macintosh).
- 2 Select the Attach Image... from the Contextual menu.

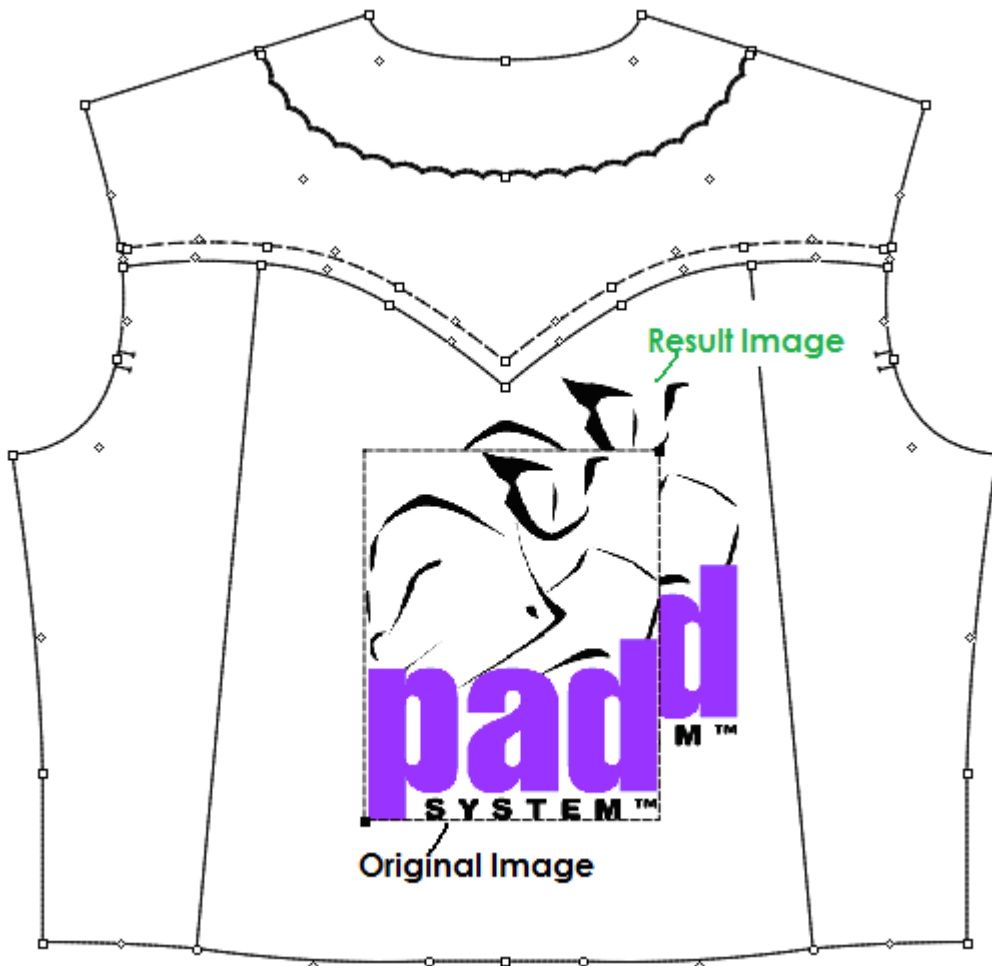


- 3 Follow the directory, select the file and click open. Image will resize to fit in the Pattern simulation area.



Reposition the Image File

To activate the Image and freehand to move it by using Pointer tool to the new position.



Or, to move the selected Image using the keyboard arrows:

- 1 Select the *Pointer* tool.
- 2 Select the Image(s) you wish to move.
- 3 Use the directional arrows (Up, Down, Left, Right) to move the image(s) to the desired location.

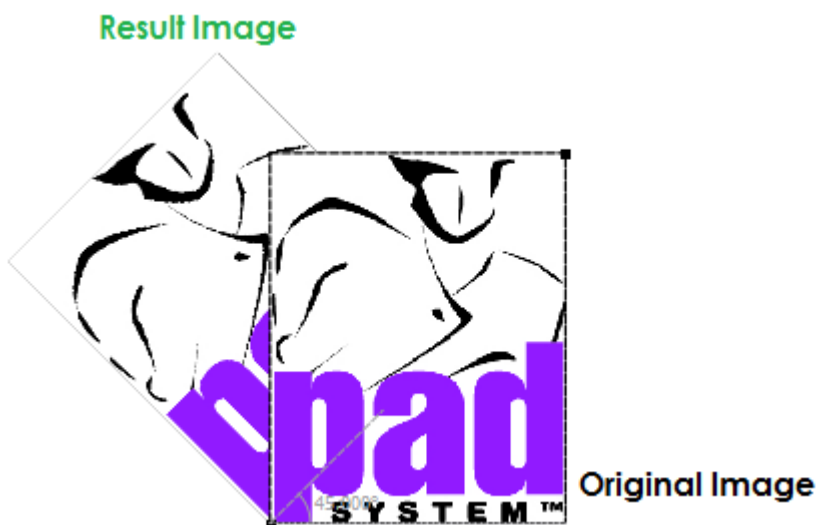


Rotate the Image File

To rotate the Image freehand or to a precise angle X, Y or every 15° (Define the angle by the setting "Round Angle" in the Preference menu.)

To rotate selected images by freehand:

- 1 Select the image(s) you wish to rotate.
- 2 Select the *Rotation* tool.
- 3 Click the fixed point (pivot point).
- 4 Click the second reference point and hold down the left mouse button (Windows/Linux) or the mouse button (Macintosh). A reference dash guideline going from the first point to the second point appears. Those two lines represent an angle.



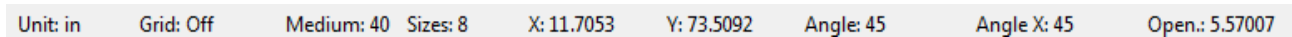
- 5 Pivot the guideline to the desired rotation angle.



Hold down the **Shift** key (Windows and Macintosh) to constrain the rotation angle (X, Y or every 15°).

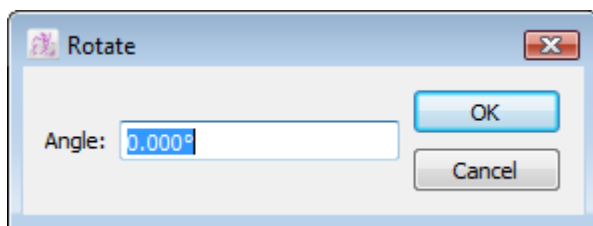


When you hold and move the reference guideline, you can view the rotation angle at the fixed point (pivot point) or in the info bar.



To rotate the image to a precise angle using numerical values:

- 1 Activate the image(s) you wish to rotate.
- 2 Select the *Rotation* tool.
- 3 Hold down the **Alt** key (Windows), the **Option** key (Macintosh), the **Alt + Windows** keys (Linux).
- 4 Click the pivot point. The *Rotate* dialog box appears:



- 5 Enter the desired value of rotation.
- 6 Click the *OK* button to execute the function.



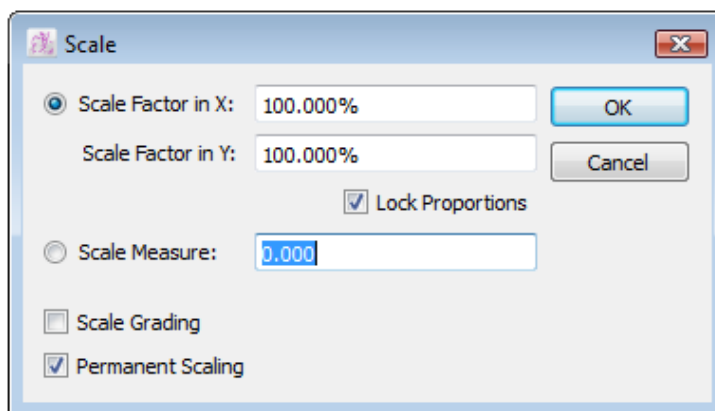
Resize the Image by freehand

- 1 Select the Pointer tool.
- 2 Select the Image(s) you wish to resize.
- 3 Click one of the points at the corner and drag the mouse to resize the image.



Able to Scale the Image

To scale an image, activate the desired image and click the *Scale...* item in the *Treatment* menu. The *Scale* dialog box appears. To scale an image, select the appropriate radio button and enter the desired scale values.





Add Grading Value to the Image

It allows adding grading value to the regular point located at 2 corners.

- 1 Select the point(s) required on the image.
- 2 Select the *Grading Info...* item in the *Grade* menu or press Ctrl+J.
The *Grading Info* dialog box appears.

	X-Small	Small	Medium	Large	X-Large
X:	0.000	0.000	0.000	0.250	0.000
Y:	0.000	0.000	0.000	0.250	0.000

- 3 Enter the X and Y coordinate values of the point(s) in the dialog box.
- 4 Press on the *OK* button to validate the operation.



Show the Image on the Pattern

The *Show* menu and *Image* item in the *View* menu allows you to view or hide the Image(S) in the working area:

Image: By checking *Image*, you can display all the Images to the pieces.



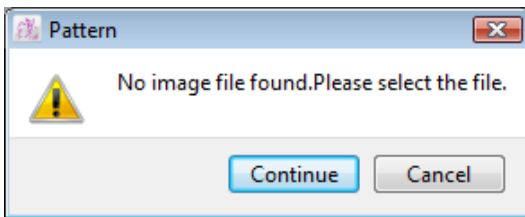
Saving Image Files

It saves the Image file automatic when you save the Style file. The extension of the Image file is .pmg. Please be sure to put the Style file(.sty) and the Image file (.pmg) into the same directory.



Missing Image Files

If you change the name of the Style file (.sty) or the Image file (.pmg), it may result in file missing and dialogue box will pop-up as below:

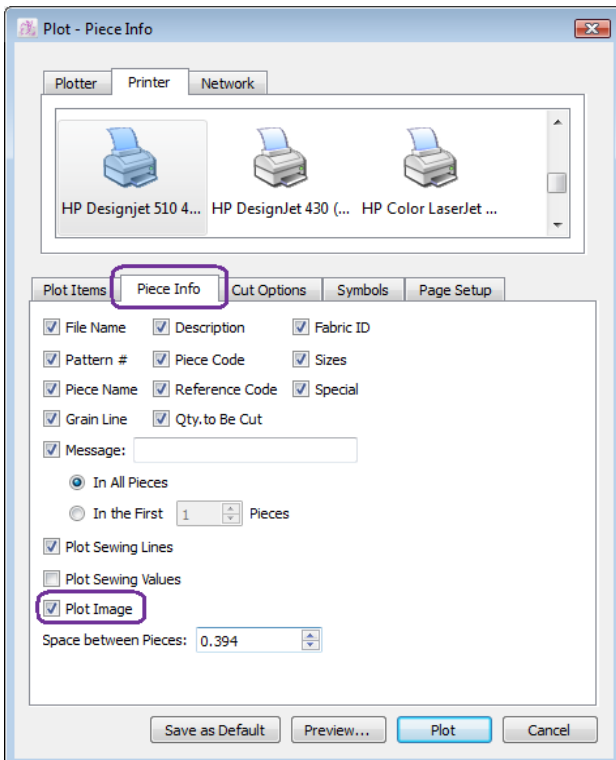


Continue – Choose the directory of the Image file

Cancel – Close the dialogue box. If the image file is not found, it will show a rectangle instead.

Plot Image on the Piece from Wide Printer

The item in Plot and Piece Info allows you to plot the image on the piece.





Note: It will plot out a rectangle in DASH LINE if the plotter does not support Image plotting.

Convert Style File with Image to Another File Format

When exporting Style file to the file format as follows:

DXF-AAMA

DXF-ASTM

Illustrator(.txt)

Plot File(.plt)

Images on the piece will become a rectangle (Regular Line) if converting to DXF, Illustrator(.txt) and Plot file(.plt).