

Stitch v1.2
Users Manual and Tutorial

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Chapter 1

About Stitch

1.1 What is Stitch?

Stitch is a free¹ program for making cross stitch designs that helps you create and experiment with designs without many the problems that arises when doing it on paper. After spending a little time with this manual you will be able to use the program to create desings in a fraction of the time it would take using more traditional techniques.

If you are new to Stitch you might wonder what advantages it has over the traditional methods of doing cross stitch designs. It is a fair question, and here is the answer. First of all, Stitch lets you do things that would be difficult, if not impossible, using traditional methods. For example, you can pick up any part of a design and rotate it or flip it to create its mirror image.

Second, Stitch is just like a word processor for cross stitch designs. You can move patterns from one part of the design to another, or you can copy a pattern and paste it anywhere in your design. You can create a bouquet of flowers just by drawing a single flower and pasting it throughout your design. In addition, you can make global changes to your designs with ease. For example, if you decide that the blue border ought to have been red instead you can make the changes for the entier design at one time.

Third, because you can save all your works on disk, you do not have to create everything from scratch each time you work on a design. You can thus build up a library of "clip art" patterns to use in future projects.

Finally, because you can print as many copies of the pattern as you like, there need never be just one original of a design to lose or spill coffe on.

¹Free in this context means free. You don't have to pay anything for it unless you want to support the development monetary. If you want to give us money, by all means do so, we most certainly won't complain. However, you can support us in other ways too. A postcard or a letter (email is fine too, but we like real mail) telling us what you think of it would be nice. If you feel like sharing the patterns that you create with the program that would also be nice.

Email
Address
Contact address
Stitch!History
Known bugs
Bugs

1.2 Contact Information

If you have any questions² or comments you are welcome to contact us. The easiest way to do this is through email: henrikbe@dsv.su.se

You can also write to us at the following address:

Henrik Bergström
Högbergsgatan 63^{IV}
118 26 Stockholm
Sweden

1.3 A Brief History of Stitch

The work on Stitch began in the autumn of 2000 when my³ mother had decided to create a "julkalender" to my at that time yet unborn nephew Ossian. As soon as it is finished I'll put in a picture of it here to explain what it is, but for the moment we can be satisfied with the fact that it is a relatively large cross stitch pattern. Her first idea was to use Excel for the task since she knew that program well. I on the other hand felt that there must exist more specialized programs for it and promised to have a look for something.

At that time I wasn't aware of the excellent resource that `rec.crafts.textiles.needlework` is, so I searched program directories and search engines on the Internet without much luck. Dead links and a couple of commercial products that seemed far too overpriced was what I found. So, what to do? I decided to write my own program, and a couple of weeks later Stitch 0.1 was ready for release. The rest is as they say history, and someday I will muster enough energy to write some more on the topic. Stitch started evolving, especially since I had begun to realise what an excellent testbench for new ideas the program was.

1.4 Known bugs and limitations

Like most software Stitch has room for improvements. This section lists known bugs and limitations that are likely to affect your work with the program. We are working on resolving all of them

- Limited undo/redo functionality. The undo/redo commands work fine with single stitches, but not that well for other types of work.
- The settings for how a pattern is to be exported (e.g. if it should be drawn with colored cells or with symbols) follows the patterns settings.

²You can find answers to common questions at the programs web site <http://www.dsv.su.se/~henrikbe/stitch>

³Most of this manual speaks about "us" rather than "me" or "I". This is because several other people has helped with the development of the program. However, the programming and this manual is written almost exclusively by me, Henrik Bergström, so I feel that I'm entitled to a small personal ego trip here :-)

- The help files are hopelessly out of date. We have prioritated adding functionality to the program. This manual should be up to date though.
- The symbols isn't drawn exactly in the middle of the cells. We are working on this one.
- Stitch types such as the quarter stitch and french knots would be nice. Actually this is planned for inclusin in v1.3.
- Improved color similarity function for import and the similarity function would also be nice. Normally it works fine, but sometimes it make stupid errors.
- The symbol mode is too slow in redrawing the screen sometimes (especially when the sice of the cells are wery small).

Credits
Licence Agreement

1.5 Credits

- Lena – for wanting the program and lots of ideas for improvement
- Linda – for all the colors and help with improvements
- Carmen – for a spanish translation and lots of ideas
- Kerrie – for another spanish translation, patterns, and ideas
- Hasse – for the wonderful image that is used on the splash screen
- All users – simply for using the program which is a real ego boost, but also for giving lots of comments and suggestions for improvement

1.6 Licence Agreement

We are no lawyers, but to make matters perfectly clear we have included the licence agreement that you have to accept before installing the system in the Appendix (page 47). What it say is basically that we own this software, but you may use it as much as you like as long as you do not sell it or try to claim any rights to it. It also says that although the program works very well as far as we know, we will accept no responsibility whatsoever if something goes wrong.

Installing
Stitch!Installing
Stitch!Downloading
Downloading Stitch
Getting Stitch
System requirements
Stitch!Requirements
Stitch.zip
Zip
WinZip

Chapter 2

Installing Stitch

2.1 Getting Stitch

If you have not got Stitch already you can download it from: <http://www.dsv.su.se/~henrikbe/stitch>

On the homepage you can also find more patterns and get help if you should get any problems with the program.

2.2 System Requirements

The system requirements of Stitch is quite modest. Any PC that is capable of running Microsoft Windows 95/98/NT/2000/XP/ME and has at least 5 megabytes of free harddisk space should be able to run the program. Note however that Stitch might need large ammounts of memory, depending on how many and how large patterns you are working with.

2.3 Installation Procedure

If you have downloaded Stitch from the homepage you will have a file called **Stitch.zip**. This is a so called zip-archive, i.e. a collection of files that has been packed together into a single smaller file to save download time. Before we can proceed with the actual installation this file needs to be unpacked. Exactly how this is done depends on your systems configuration, but in this document we have supposed that you have a program called WinZip installed on your machine. If you do not have WinZip, and does not know how to unpack zip-files in another way we would recomend that you first get WinZip. It is available on the Internet at <http://www.winzip.com> and is usually included on computer magazine cd-roms and similar.

Now, double click on the file **Stitch.zip** in the file manager. This will start WinZip which will look like one of the windows in Figure 2.1. The top of these windows is called the classic interface, and if WinZip looks like that the only thing you need to do is to double click on the line with the file **install.exe** and follow the on-screen instructions. If WinZip looks like the

CHAPTER 2. INSTALLING STITCH

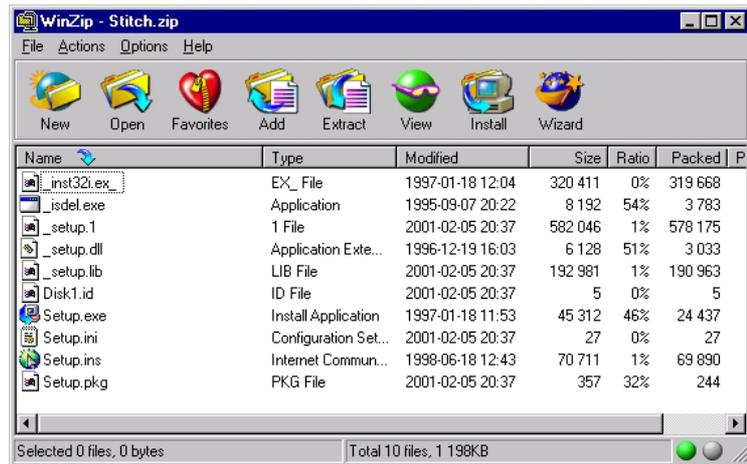


Figure 2.1: WinZip's Classic and Wizard Interfaces

other interface (called the Wizard interface) we recommend that you click on the button marked "WinZip Classic" and follow the instructions for that alternative.

Now, if everything went alright in the previous step you will now find Stitch on the Start Menu's list of programs.

**Uninstalling
Stitch!**Uninstalling
Add/Remove Programs
Control Panel

2.4 Uninstalling Stitch

If you ever want to remove Stitch from your system you should do this through the "Add/Remove Programs" program on the Control Panel. This will ensure that Stitch will be completely¹ uninstalled. Note however that any patterns you have created will not be remove.

¹There was a bug in the install program for v1.1 that installed a directory called libraryflags in the install directory. This directory can be safely removed if present. As per v1.2 this bug has been fixed

Stitch!A guided tour
 Main window
 Library
 Tool palette

Chapter 3

A Quick Tour

When you first start Stitch you will see a system that looks like Figure 3.1 below except that there is no pattern loaded. As you can see the program consists of four windows. The top of the screen is taken up by the main window which contains several parts. When you start using Stitch you will probably only use the menu part of this window. However, when you have gotten used to it you will undoubtedly find the library more and more useful as it allows you to store many patterns that you need to have quick access to.

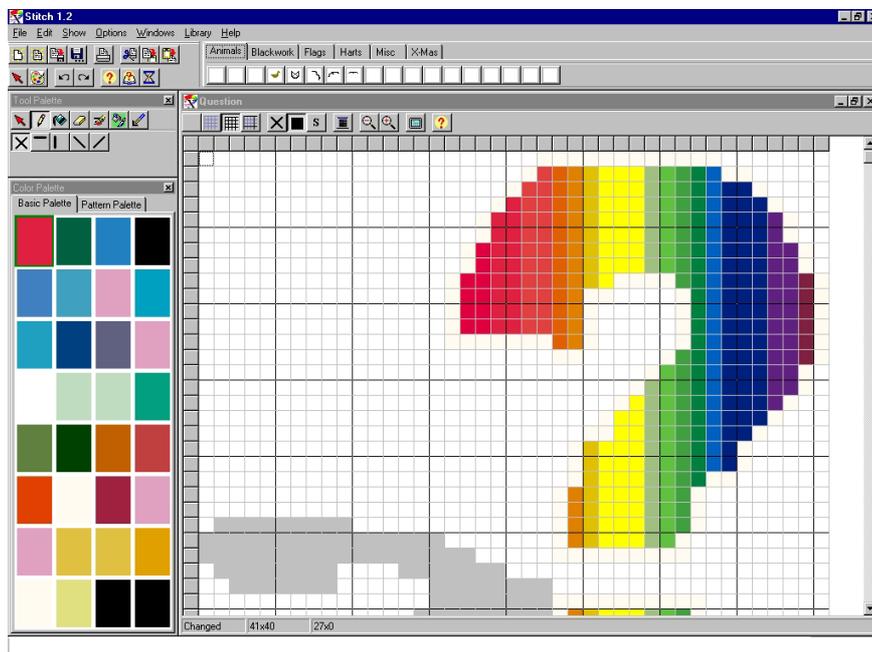


Figure 3.1: Stitch User Interface

Below the library window you see three windows: the tool palette which contains the various tools that you can use to draw your pattern with, the

Color palette
 Main window
 Main window!Commands
 Menu Commands

color palette that shows a subset of the colors you can use, and the actual pattern window where you draw your pattern.

3.1 The Main Window

The various menus and buttons available in the main window is briefly explained in Table 3.1 through 3.7.

Item	Short-Cut	Btn	Description
New	Ctrl+N		Creates a new blank pattern.
Open	Ctrl+O		Opens a previously saved pattern.
Reopen			Displays a list of previously opened patterns. Click on one of the patterns to open it again.
Save	Ctrl+S		Saves the pattern. If the pattern has not been saved before this command works as the Save As command below.
Save As			Saves the pattern to a new name.
Import			Imports other types of images into Stitch. This command allows you for example to take a photograph of someone and create a cross stitch pattern from it. There is also an option here to import text files (ascii art). However, this function is experimental and not documented, so if you want to use it you are on your own.
Export			Exports the pattern to a bitmap image. You can also export the symbol legend using this command.
Print	Ctrl+P		Prints the pattern.
Exit	Alt+F4		Quits the program. If any of your patterns has unsaved changes then you will get a question about whether or not you want to save it before you quit.

Table 3.1: The File Menu

Item	Short-Cut	Btn	Description
Undo	Ctrl+Z		Undoes a previous action to a pattern. This feature is not finished yet, so do not rely too hard on it, save often.
Redo			Redoes an action to a pattern that was previously undone with the Undo command above. This feature is not finished yet, so do not rely too hard on it, save often.
Cut	Ctrl+X		Removes a part of a pattern and places it in a buffer so that it can be inserted at another place later using the Paste command below.
Copy	Ctrl+C		Copies a part of a pattern and places it in a buffer so that it can be inserted at another place later using the Paste command below.
Copy to			This command copies a part of a pattern to a new file
Paste	Ctrl+V		Inserts a previously stored pattern (from the Cut and Copy commands) into the pattern.
Flip	Ctrl+Alt +H/V		Flips the pattern, either horizontal or vertical.
Rotate	Ctrl+Alt +L/R		Rotates the pattern 90°.
Fit Size			Changes the size of the pattern so that it exactly matches the used area.
Text			Adds text to the pattern.

Table 3.2: The Edit Menu

Item	Short-Cut	Btn	Description
Tools	Ctrl+Alt +T		Show or hide the tool palette.
Colors	Ctrl+Alt +C		Show or hide the color palette.

Table 3.3: The Show Menu

Item	Short-Cut	Btn	Description
Patterns			Changes the default size of the cells/stitches of the patterns. Any new patterns that are created will be shown with this size.
Colors			Changes the number of colors that are visible on the color palette. This option is also available by right clicking in the Color Palette window.
Language			Changes the language used by the program. At the time of writing the alternatives are English, Spanish and Swedish, but we intend to add more languages as soon as we can find someone who is willing to help us with the translations. You can perform this translation yourself. See Chapter 4 for more details. Please note that this manual is only available in English, and the help files only in English and Swedish.
Hints	Ctrl+H		Show or hide the popup hints that occur when you move the mouse over something. Even if the hints are turned off you can see the longer hint text at the bottom of the pattern window.
Tip of the Day			Show or hide the Tip of the Day window when the program starts.

Table 3.4: The Options Menu

Item	Short-Cut	Btn	Description
Show All			Shows all patterns, including any who have been minimized.
Window names			If you have several patterns opened and quickly want to find one of them you can click on its name in this list.

Table 3.5: The Windows Menu

Item	Short-Cut	Btn	Description
Rescan Library			Rescans the library directories

Table 3.6: The Library Menu

Item	Short-Cut	Btn	Description
Index	F1		Opens the help file.
Tip of the Day			Shows the Tip of the Day window.
About			Shows some information about the program. From the dialog window that is shown you can email to the creators of the program and visit the programs home-page if your system supports these functions.
WWW			If your computer has Internet capability this program will take you to Stitch homepage where you always can find the latest version of the program as well as patterns.

Table 3.7: The Help Menu

Library**Pattern library****Tool palette****Color palette**Palette! Changing the
no. of colorsColors! Rearranging the
palettePalette! Rearranging
Color properties dialogColors! Creating new
DMC numbers

Anchor numbers

3.2 The Pattern Library

The Pattern Library is something that it takes while to appreciate fully. Basically it is a clipboard where you can place patterns that you want to have quick access to. A typical example is if you want to make a large table cloth which is mostly made up by a number of different flowers. You can then place these flowers in the library and then easily create as many of them as you want. Another example is when you want to write a lot of text on a pattern and does not want to use the capabilities that Stitch provides for this purpose (see the tutorial called "Text on the Pattern" in Chapter 9 for more information.) You can then place each letter in the library and thus have a very quick access to them. The Pattern Library is covered in more detail in the tutorials.

3.3 The Tool Palette

The Tool Palette (Figure 3.2) contains the tools that you use to draw your pattern with. It is divided into two parts. The upper part contains the actual tools, while the lower contain the types of stitches that the program supports. The two most important items on the tool palette is undoubtedly the pen tool which is used to draw stitches and the cross stitch stitch type. Both of these are indicated (selected) in Figure 3.2. All of the tools and their usage is described in the tutorials below.

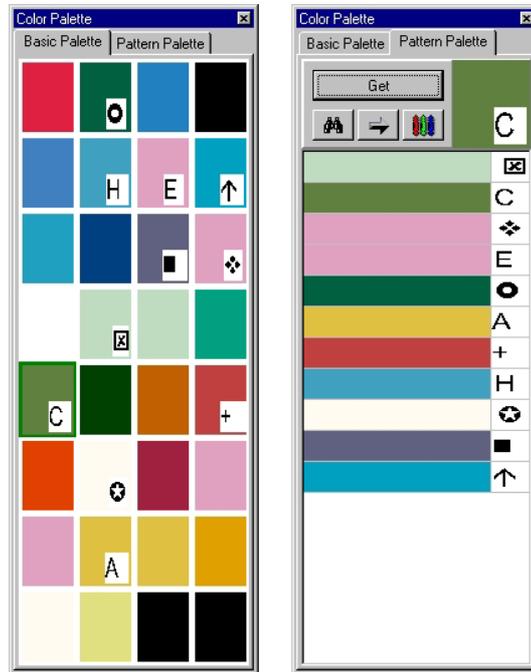


Figure 3.2: The Tool Palette

3.4 The Color Palette

The Color Palette (Figure 3.3) is used to select the color that you should draw with. To select a color just click on it. You can also change the number of colors that the palette shows by right clicking on the palette.

If you need a color that is not presently at the palette, double click on a color that you do not need for the moment to open the Color Properties dialog (Figure 3.4). This dialog allows you to select another color that should be on the palette instead of the one that you double clicked on. Stitch has around four hundred predefined colors, but if you really need a color that it does not offer you can click on the "Select Color" button that allows you to select an arbitrary color. Please note however that it is not necessarily a good idea to create new colors since these will lack some information such as for example DMC and Anchor numbers.



Symbols
 Color Palette!Basic
 Color Palette!Pattern
 Locating colors
 Colors!Locating

Figure 3.3: The Color Palette

The number behind the color name (303 in Figure 3.4) might need some explanation. This number has nothing to do with any thread makers numbers. Instead it is an internal ID that is necessary since the names of the colors are different in different languages. If you want to see for example a colors DMC number you have to select the appropriate sort order. The identifier for the selected thread maker will then be put in front of the name.

One final point before we continue. In Figure 3.3 you can see that some of the colors has symbols in the corner. This is because Stitch doesn't have one symbol for each color but assigns the symbols as needed during runtime. You can read more about symbols in Chapter 7.

As you can see in Figure 3.3 the color palette actually contains two different palettes. So far we have only covered the "Basic Palette". The second palette, the "Pattern Palette" works somewhat differently. If you have a pattern open and click on the **Get** button then this palette is filled with all the colors from that patten. This palette can thus be a real time saver if you are working with several patters which all should have the same palette.

The **Locate** buttons are used to locate a particular color in a pattern. To locate a color you select it in one of the palettes and then click on the **Locate First** button (the binoculars). If the color exists in the pattern, then this cell will be indicated by black cells on the border as is shown in Figure 3.5. The **Locate First** button always starts searching in the top left corner of the pattern. If you want to find the next instance of the color

Colors! Finding similar
 Similar colors
Pattern window
 Grid
 Support Lines

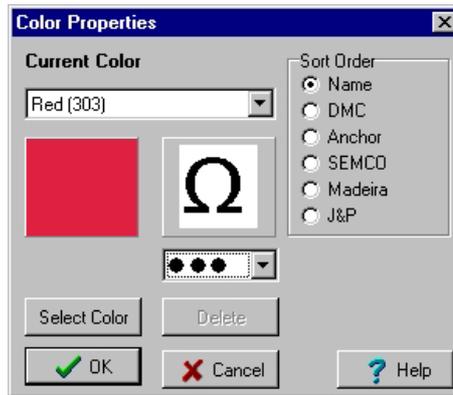


Figure 3.4: The Color Properties Dialog

you can use the **Locate Next** button (the arrow) instead.

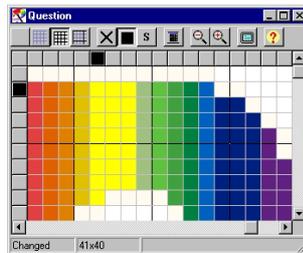


Figure 3.5: Locating a Color

The **Similar** button (the three crayons) sorts the colors of the "Pattern Palette" according to their similarity to the currently selected color.

These last two functions **Locate** and **Similar** might seem somewhat strange at first, but can be very useful for example when trying to reduce the number of colors in a pattern. This is a common problem with imported patterns, and is covered in more detail in Chapter 8

3.5 The Pattern Window

The Pattern Window (the largest window in Figure 3.1) is undoubtedly the most important part of Stitch since it is here that you actually create your patterns. To paint is simple: just select the appropriate tool from the Tool Palette and the color you want to use from the Color Palette and click on the cell where you want the stitch placed. You can have several patterns open at the same time.

The buttons at the top of the window have these functions:

 These four buttons change the setting of the grid. The first button turns it off completely. If you want to see more of the pattern this

can be a good option since the grid lines take up suprisingly much space. The second shows the basic grid (thin lines between each cell). The third and fourth gives a help grid with five or ten cells between each thicker line.



These three buttons sets the draw mode of the pattern. The first shows the cells with a sort of pseudo cross stiches, the second fills the whole cell, and the third uses symbols.



This button opens the Pattern Properties dialog where you can set the size of the pattern as well as other settings.



These two buttons zooms in and out of the pattern. Users of versions prior to 1.2 should note that it is now possible to zoom even further out, so that you can see a quite large pattern. This is especially efficient if you also turn off the the grid.



This button opens the pattern in full screen mode. The mode does not work perfectly, but might be worth a try if you need to see a larger part of the pattern.



This button opens the online help for the window.

Below the pattern you can see three gray areas that gives information. The first shows if the pattern has been changed or not since it was last saved. The second area shows the size of the pattern.

The third area is used to show hints about the functions of various parts of the program. Try for example to look at this area while moving the mouse over the Color Palette. You will see the names of the colors as you move the mouse.

You can also right click on the pattern to get a menu with some of the most common commands from the Edit menu.

3.6 Example Patterns

Apart from the patterns in the library Stitch comes with a number of example patterns located in the directory *Patterns* which in turn is located in the directory where Stitch is installed. Some of these patterns are shown in the next pages.

Draw mode
Zooming
Cell size
Full screen mode

Example patterns

Stitch <http://www.dsv.su.se/~henrikbe/stitch>

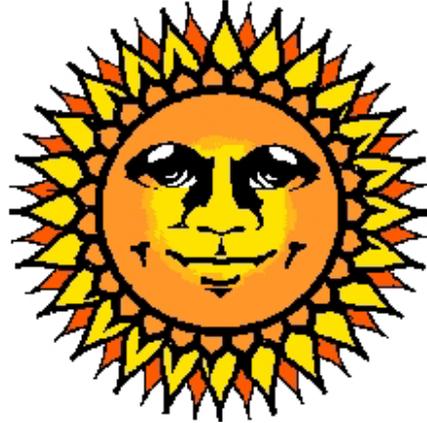


Figure 3.6: Big Sun – this is a quite large converted image. A detail of how it looks like in symbol mode is shown in Figure 3.7

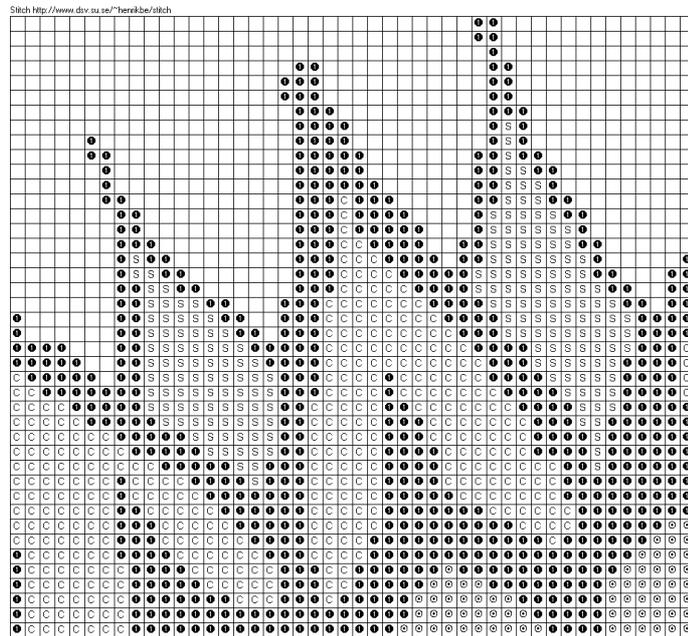


Figure 3.7: Big Sun in symbol mode (detail)

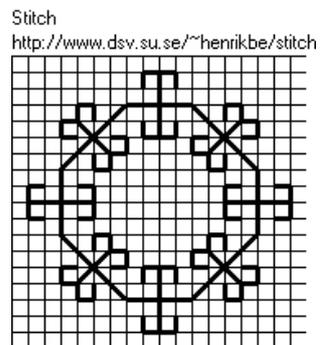


Figure 3.8: Blackwork – how to make this pattern is covered in Chapter 6

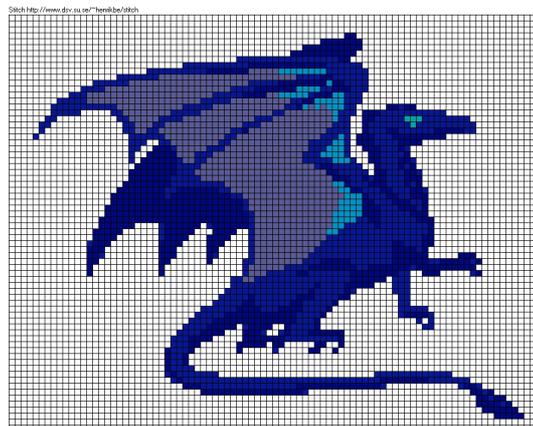


Figure 3.9: Dragon – those who has visited Stitch homepage has probably seen his brother

Chapter 4

Language Support

Stitch is multilingual, meaning that it can display (almost) all texts within the program¹ in different languages. Currently English, Spanish (thanks Carmen and Kerrie) and Swedish is supported. If you want to have access to Stitch in another language, do not despair though, as the next section will show it is quite possible (although quite tedious) to translate Stitch into other languages.

4.1 Translating Stitch

To translate Stitch into another language follow these steps:

1. Rename the file Custom.ini to cus.ini
2. Each line of cus.ini has this format: **XXX=YYY**. You have to translate everything to the right of the = (that is the YYY part) to the language you are interested in. For example "Hello=Hello old chap" would become "Hello=Hej gamle vän" in Swedish

There are a number of special things you need to think about when you do so:

- On some lines there are strange sequences starting with a % such as %s or %f. These have to be present in your translation since they are exchanged for other strings during runtime. For the moment they also has to be in the same order as in the original file. We hope to get around this little problem as soon as possible.
- An & in the string means that the next character should be the "hot key" for the menu item or button. The hot key is the underlined character that you see on menu items and that you can use as a shortcut to the command. For example &Custom will

¹This manual is only available in English, and the help files (which isn't very helpful) is only available in English and Swedish. Since Stitch is still evolving it is simply too much work to maintain several different versions of the documentation.

underline the **C**. You do not have to put out the **&** if you do not want to.

- Some of the hint texts contain two different texts separated by a vertical bar, for example "No lines|No lines at all". In this case everything to the left of the vertical bar is the "short hint", that is the text that occurs directly over the button or whatever. Everything on the right is the "long hint" that is shown at the bottom of the pattern window.
3. In the Options menu select **Language|Custom** to get your newly translated language.
 4. If you want to make us happy you can send us² the `cus.ini` file so that we can make it available to others. This was how the Spanish translation was made.

²`henrikbe@dsv.su.se`

Chapter 5

Tutorial - A First Design

This tutorial will walk you through a first design. It introduces most of the basics of Stitch so that you should be able to create your own designs after doing it. The task is to create the design shown in Figure 5.1.

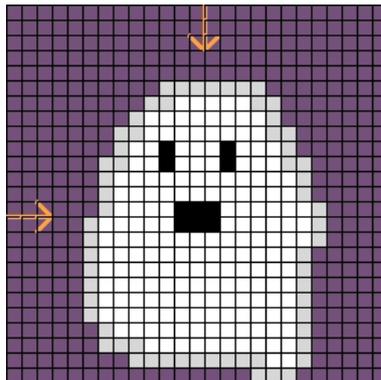


Figure 5.1: Example Pattern

5.1 Setting the Attributes of the Pattern

When you first creates a new pattern it is created with a default width and height (100 stitches each) and a white background. However, the pattern we are to create now is much smaller than this, and since a large part of it is white it might also be a good idea to use another background color so that we see what we are doing. To change these settings, click on the pattern properties button (Figure 5.2) which is located at the top of the Pattern Window to open the Pattern Properties dialog (Figure 5.3). In your case the large grid to the right is probably empty since it shows what colors are used in the pattern and how many stitches there are of each color.

The Pattern Properties dialog is used to set various attributes of the pattern. In this case we should set the width and height of the pattern. To

Midpoint markers
 Pattern!Background
 Color properties dialog
 Pattern properties
 dialog



Figure 5.2: The pattern properties button

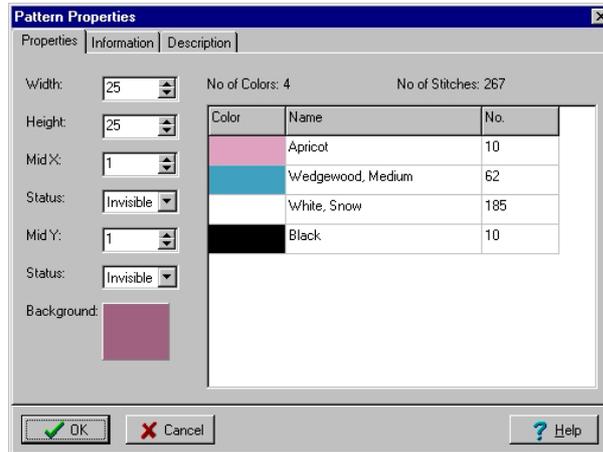


Figure 5.3: The pattern properties dialog

do this you can either enter the number into the appropriate edit box, or use the arrows that are attached to the edit boxes to change the values. For this pattern both the width and the height should be 25 stitches.¹ If you want to you can also set the midpoint markers (arrows) here.

We should also change the background since the pattern contains quite a lot of white and it is difficult to see a white stitch on a white background. Do do this, double click on the white area marked background. This will open the Color Properties dialog (Figure 5.4). We will get back to this dialog in a moment, so just select the color that you want to use as the background from the list at the top of the dialog. A good choice for the background color is for example blue or brown. When you have changed the color name, click on the Ok button to close the dialog and return to the Pattern Properties dialog.

While we have the pattern properties dialog open we might as well look at the other pages of it too. The first of these, the "Information" page, allows you to enter information about yourself such as for example your email address or copyright information. The last page, the "Description" page, contains a text area where you can write a description of the pattern. Enter whatever you like on these two pages and then close the dialog.

¹It might be a good idea to set these values a little higher than necessary to get some extra room. You can always use the **Fit Size** command on the **Edit** menu to get the exact size just before you save the pattern.

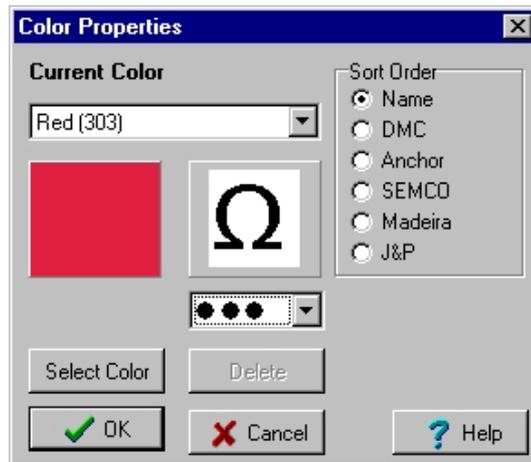


Figure 5.4: The color properties dialog

Drawing!Cross
stitches
Color properties dialog
Color
palette!Rearranging
Palette!Rearranging
Changing colors in the
palette
Color properties dialog

5.2 Drawing the Border

Now its time to start drawing. The first step here is to select the right tools. For this purpose we want to use the pen tool, and we want to draw cross stitches, so make sure that the buttons that represent these two tools are selected on the tool palette (Figure 5.5).



Figure 5.5: The tool palette

When you have picked the right tools it is time to select the color you want to use. In this case it should be one called "Gray, Pewter". Try to find this color on the color palette. If you look at the bottom of the pattern window as you move the mouse pointer over the colors of the color palette you will see the name of each color as you move the mouse over it. Most likely you will not find the color that you are looking for among the colors of the palette, since it is not a part of the standard palette. If you do find it, just click on it to select it. If you do not find it, select a color that you do not need at the moment and double click on it. This will open the color properties dialog (Figure 5.4) where you can select the colors that is to be visible on the palette.

The color properties dialog is used for several different tasks, but the functionality of it is the same in all cases. At the top you have a list of all colors that Stitch can use. To select a particular color click on the arrow besides the name and a list of colors will drop down, when you have found

the color you want, just click on it in this list. In this case we want to have the one called "Gray, Pewter". Below the names of the colors there are three areas that give information about how the color will look in various circumstances. The two to the right will be covered in the next tutorial, so ignore them for the moment, and look at the one to the left. This shows how the color looks like. If you do not know the name of the color you want you can double click on this panel. This opens a dialog where you can chose exactly the color you want.

Below the colored area there are two buttons marked **Select** and **Delete**. These are used to select an arbitrary color and remove colors that are not a part of Stitch standard set of colors. However, since Stitch uses around 400 different colors there should really never be any need for you to define any new colors. Select thus works exactly as double clicking on the colored panel above the button. Note that the **Delete** button is not available in Figure 5.4. This is because the selected color is part of Stitch standard palette and can not be deleted. You can only delete colors that you have defined yourself.

The final line of buttons are the standard dialog buttons that closes the window with or without applying the new color that you have selected plus the help button tha you can use to get some more information about the dialog. Since we want the color that we have selected to be a part of the palette, click on the Ok button.

You will now see that the color that you double clicked on has been replaced with the one you selected in the Color Properties dialog. It has also become the current color, that is, the color that you will use to draw with. Now, draw the outline of the figure using this color. Then select the black color from the palette and draw the eyes and mouth of the ghost. When you are done the figure should look like Figure 13. It is not important that the figure looks exactly as Figure 5.6, but it is very important that the figure is closed, so before continuing, please check that there are no gaps in the border of the figure.

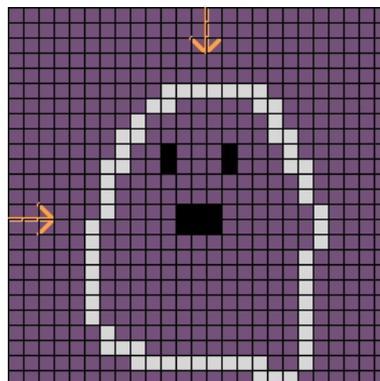


Figure 5.6: The figure after drawing the outline and the face

If you made any mistakes you can remove them either by selecting one of the eraser tools (button four and five in Figure 5.5) or by right clicking on the stitch that you want to remove. Note, however, that using the "Clear Stitch" tool or right clicking only removes the kind of stitch that currently is selected. If you want to remove the whole cell you have to use the "Clear Cell" tool. Since we have not used any other type of Stitch than the cross stitch yet, this will not be a problem, and the two tools will work in the same way.

Removing stitches
Stitches! Removing
Fill
Drawing! Fill
Printing

5.3 Using the Fill Tool

Now it is time to draw the interior. Select the white color and try to fill the ghost. Quite tedious is it not? Well, if you look at the top part of the Tool Palette (Figure 5.7) you will see that there are a number of other tools available to us. The first of these, the selection tool, is primarily used when copying parts of a pattern, and will be covered in more detail in another tutorial. The same goes for the two last tools, the exchange color tool, and the pick color tool. There are also the two aforementioned tools for removing stitches, but we are not interested in that for the moment. However, the **Fill** tool (the third button from the left) might be of interest to us.



Figure 5.7: The tools of the Tool Palette

The fill tool is used to fill large areas with the same color. Although it works with all stitch types it is recommended that you only use it with the cross stitch since it is more or less impossible to predict the results otherwise. Select the fill tool, and click somewhere inside the figure on a stitch that is part of the background. If your figure did not contain any gaps you will see that it is now filled with white. Otherwise most of your pattern will now be white. If the latter alternative should be the case use the **Undo** command to go back one step and try to fix the gap before you try the fill tool again.

When you are done with the fill tool go back to the pen tool and apply any finishing touches that you feel are necessary before saving the pattern again.

5.4 Printing the Pattern

If your computer has a printer you can now print your first pattern. To do this click on the **Print** button or select the **Print** item on the **File** menu.

Print dialog
 Printing!Single page
 Printer mode
 Symbol mode

This will open the Print dialog² (Figure 5.8).

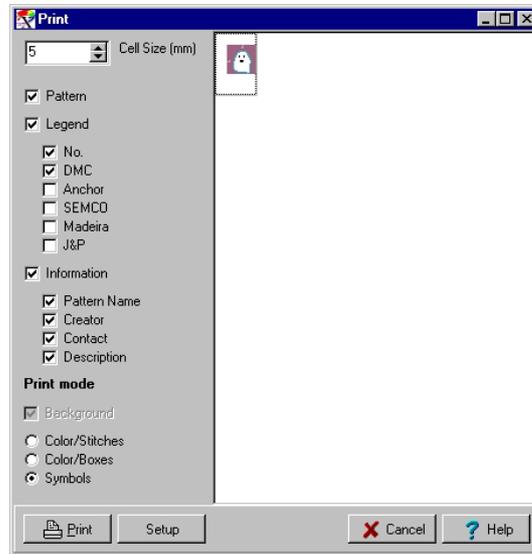


Figure 5.8: The Print Dialog

Now, printing is quite easy. Simply select the information that you want to include on the chart and then click on the Print button.

If you want to print a particular page you can do so by selecting it in the preview and clicking the right mouse button. This opens a menu where you can select "Print Selected Page".

Before you press the Print button, ensure that the printer mode is Symbols. This will print the pattern with symbols for each color just as it is done in, for example, cross stitch magazines.

When you close the Print dialog you will most likely see that some of the colors of the Color Palette has gotten small symbols at the lower right corner. These symbols correspond to the symbols that are printed (if you did not change to another printer mode). If you change the draw mode of the pattern to the symbol mode, by clicking on the symbol mode button (the last button in Figure 5.9), you will see that the symbols of the screen corresponds to the ones on the printed pattern. However, we will talk more about these symbols in another tutorial, so for the time being, congratulations on creating you first pattern with Stitch.



Figure 5.9: The Symbol Mode Button

²Those who have used Stitch 1.0 and 1.1 will notice that the preview looks different. Among other things it is much smaller now. This was done to speed up the preview, and to allow the printing of single pages.

Chapter 6

Tutorial - Outline Stitches or Blackwork

In the first tutorial we looked at the basics of Stitch, or how to make cross stitch designs. However, Stitch can use other types of stitches than the cross stitch, and there is much left to explore in the editor as well. In this tutorial we will look into outline stitches and also how to copy and transform parts of a pattern. The design we are going to create is shown in Figure 6.1.

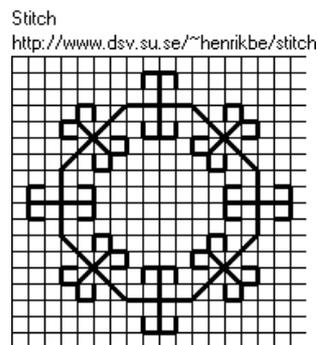


Figure 6.1: A Blackwork Design

If we look at the design we see that it:

- Is created entirely with outline stitches
- Only uses one color
- Contains repetitions of the same pattern

6.1 Creating the Building Block

Before we can proceed we need a new pattern to draw on, so select **File|New**. You do not have to change the size or set the background color if you do not want to.

Drawing!Outline
stitches
Stitches!Removing
Removing stitches
Copying
Selecting a part of a
pattern



Figure 6.2: The Tool Palette

Now look at the Tool Palette (Figure 6.2). As you can see it has four pens available for drawing outline Stitches (the four buttons to the right in the lower line of buttons). One that draws horizontal stitches, one that draws vertical stitches, and two that draws diagonal¹ stitches. The reason why we have four pens instead of the necessary one or two is that it is much easier to draw with more specialised pens. Especially the diagonal stitches was hard to place right using a single tool.

In this tutorial we will use all four of these pens. We will also use the copy command and its variants quite a lot.

Using the outline stitch pens, draw the part of the design that is shown in Figure 6.3 at the top left corner of the pattern (leave some room to the left though so that we can draw the rest of the pattern too). This is our basic building block that we will use to create the whole pattern. If you make a mistake, do not worry, just right click on the stitch that you want to remove. You will notice however, that you can only remove stitches of the same type that you are drawing with in this way. If you want to remove any other stitches you will have to select another stitch type or use one of the eraser tools.

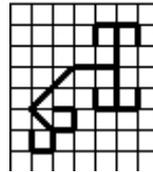


Figure 6.3: The first part of the pattern

6.2 Copying the Building Block

Now we need a copy of this pattern. To create a copy of the pattern use the steps below:

- Select the part of the design that you want to copy by choosing the selection tool (the arrow in the upper left part of the tool palette) and use it to mark the area that you want to copy. Move the cursor to

¹Note that drawing two diagonal stitches in a cell is **not** the same as drawing a cross stitch even if the two stitches are of the same color.

the upper left corner of the rectangle you wish to select. Press the left button down and drag the cursor to the lower right corner of the rectangle you wish to select, and release the left mouse button.

Rotating
 Flip
 Rotate
 Paste
 Paste inclusive

- Copy the pattern that you have marked. This can be done in three ways: you can click on the **copy** button, you can select the **Copy** option from the **Edit** menu, or you can use the keyboard shortcut **Ctrl-C**.
- Now paste the copied pattern. Again this can be done in three different ways: you can click on the **paste** button, you can select the **Paste** option from the **Edit** menu or you can use the keyboard shortcut **Ctrl-V**. When you do this the pattern that was previously marked will appear on the pattern.
- Move the new figure by moving the cursor inside the highlighted area, pressing the left button on the mouse down, and dragging it to the location you want to place the copy on.

6.3 Rotating and Placing the Copy

As you can see the copy looks exactly as Figure 6.3. This is not what we want though, since we would rather that it looked like Figure 6.4 instead. To achieve this right click on the copy to get a menu of commands that you can apply to the copy (Figure 6.5).

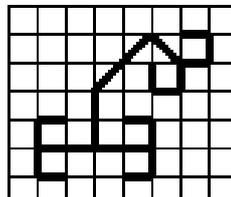


Figure 6.4: The first part copied and flipped

For the time being it is the last two commands that are interesting: **Flip** and **Rotate**. To get the pattern in Figure 6.4 you will need to apply two commands. First you have to rotate it to the right, and then you have to flip it horizontally.

After you have done this you will probably have to move the copy again to place it on the correct position.

You can place a copy on the pattern by double clicking on it or right clicking and selecting **Paste** or **Paste Inclusive**. The difference between these two options is that **Paste** will completely replace the area with the copy. This means that any part of the copy that is part of the background will be background. **Paste Inclusive** on the other hand will only replace those stitches that are actually a part of the copy. In this case you have to use **Paste Inclusive** since otherwise some of the stitches will disappear.

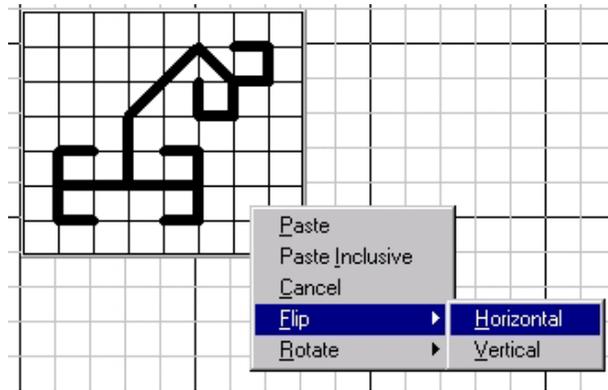


Figure 6.5: The commands that you can apply to the copy

If you do not want to place the copy you can use the **Cancel** command to remove it.

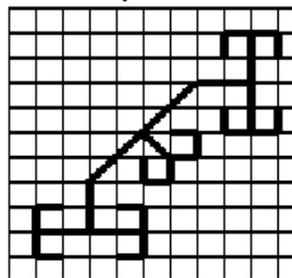


Figure 6.6: Combining the two first parts

Draw the remaining part of the middle. Either manually or by copying it and either flipping it or rotating it so that it looks like Figure 6.7. A quarter of the pattern is now finished. The rest is just a question about copying the pattern and rotating it one step each time, so we will leave this as an exercise for the reader.

Once you have created your design, remember to save it.

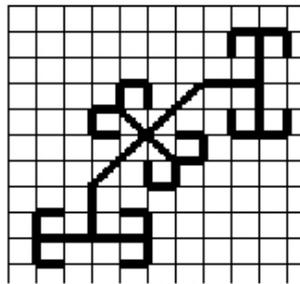


Figure 6.7: One quarter finished

CHAPTER 6. TUTORIAL - OUTLINE STITCHES OR BLACKWORK

Chapter 7

Tutorial - Using Symbols

In the first tutorial we looked at creating basic patterns. We also looked very briefly at the symbols that the program can use instead of colors when you are creating your pattern. However, there are more to learn about these symbols, and this short tutorial will teach you the basics. The most important thing to know about the symbols that Stitch uses is that there are two sets of symbols. To you as a user they look the same, but it is important to know the difference between them. The symbols that you saw in the first tutorial all belonged to the group of dynamically allocated symbols. These are symbols that Stitch assigns to the colors as soon as it notices that there is a need for a symbol for a color. You as a user has no control over these symbols, they are managed by Stitch, and a color might get a different symbol each time you run Stitch.

The reason for this is that Stitch has more than four hundred predefined colors, and you as a user can create as many more as you like. There is simply no way for us to create a unique symbol for each of these colors, at least not a unique symbol that is easy to distinguish from all other symbols. However, it is sometimes necessary to be able to ensure that a particular color always uses the same symbol, in particular if one is working with a large pattern that is divided into several parts.

Because of this Stitch also has statically allocated symbols, that is, symbols that you as the user can assign to a particular color.

7.1 Dynamic Symbols

Before we continue with the tutorial you have to have a "clean" instance of Stitch. That is, if you have drawn anything you might need to restart the program before we continue. The important points are that you should have a blank pattern, and that no symbols are shown on the color palette.

Assuming that you have not changed the basic palette (it does not matter if you have) you should have the following four colors at the top of the color palette: Red, Green, Blue, Medium and Black. Now, switch to symbol mode (by clicking on the Symbol Mode button) and draw according to the

directions below.

1. Draw a vertical line of cross stitches with the Red color. This line should be positioned at the fourth column.
2. Draw another vertical line of stitches using the Green color. This time you should do it in the third position.
3. Do the same with Blue, Medium and Black, each time moving one step to the left.

When you are done your pattern and the color palette should look like Figure 7.1. Now, save this pattern. When you have done this, close down Stitch, and start it again. Then load the pattern that you just saved. If you followed the instructions you should now see that the pattern and the color palette looks like Figure 7.2 instead¹. Note that the symbols are in another order now. This is due to that these symbols are allocated by Stitch as needed, and the order that they where needed where different between these two images.

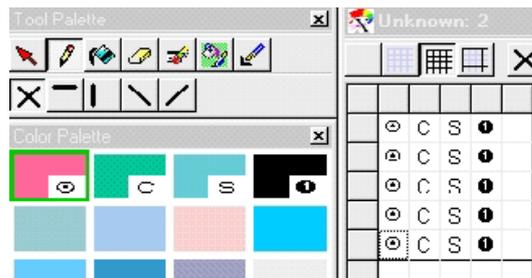


Figure 7.1: The pattern and the color palette before restarting

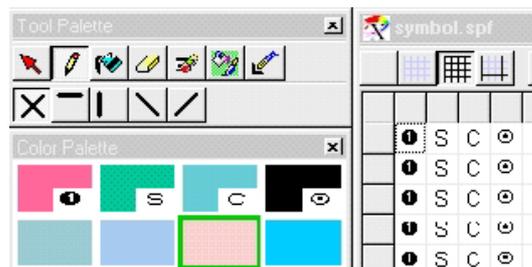


Figure 7.2: The pattern and the color palette after restarting

If you open another pattern, and switches to symbol mode and draws using these colors you will see that they stay the same. Once allocated the symbols are locked to a particular color until you close down Stitch.

¹This screenshot was made before the second palette was introduced.

7.2 Static Symbols

Now, suppose that it is really important that a color always has a specific symbol (for example if you are creating a larger pattern from several different parts). In this case you can chose to assign a particular symbol to that color. To do this, double click on the color that you want to set the symbol for in the color palette. This will open the Color Properties dialog that we used in the first tutorial to find a color that was not present at the color palette. As you can see in Figure 7.3 there are two squares below the name of the color. The first of these shows the color. The second show the symbol that the color will use in symbol mode. Since this color does not have a symbol assigned to it the second square is blank. This is true even if the color has a dynamic symbol assigned to it. The symbol only shows up here if it is statically assigned.

Static symbols
 Symbols!Static
 Selecting symbols
 for a color
 Color properties dialog
 Color-Symbol mapping
 dialog

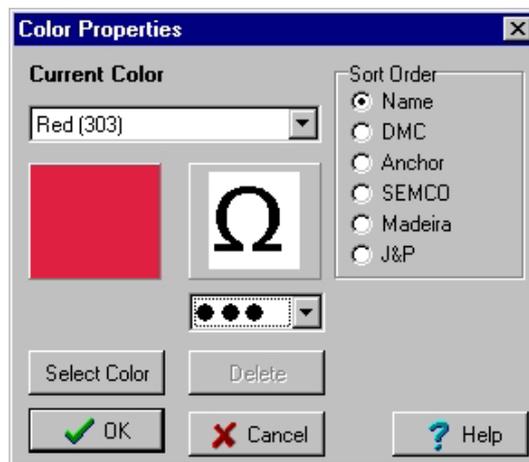


Figure 7.3: The color properties dialog

To set the symbol you need to double click on the square. This will bring up the Color-Symbol mapping dialog (Figure 7.4) where you can assign the symbol by selecting it and clicking on the Ok button. If you want to remove a symbol you of course click on the Remove button instead. When you return to the Color Properties dialog you will see that the gray square to the right of the colored square will have a symbol in it.

If you open the Color-Symbol mapping dialog again you will see that the symbol you chose now has a border around it with the color that the symbol is assigned to.

7.3 Symbols for Other Kinds of Stitches

So far we have dealt only with symbols for the cross stitch. However, the kind of border stitches covered in the previous tutorial also needs to be

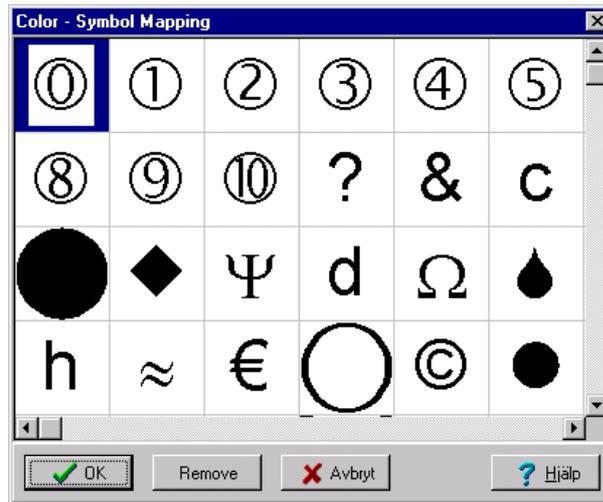


Figure 7.4: The Color-Symbol Mapping Dialog

displayed with symbols if they are to be printed in black and white. Just like symbols for cross stitches there are two versions of this kind of stitches, dynamic and static, and there really is just a few things you need to know about them except that what you already know about cross stitch symbols:

- There are much fewer of these symbols
- Dynamically allocated symbols for stitches other than the cross stitch is not printed in the pattern legend (statically allocated are printed)
- You assign them using the drop down list shown in Figure 7.4
- Several colors can have the same symbol

Several of these are of course limitations that we intend to remove as soon as possible, but it is important to know about them.

Chapter 8

Tutorial - Importing an Image

The patterns created so far has been fairly small and simple and has thus been easy to create manually. Now, suppose that you have a friend that is crazy about something and you want to take this funny picture you have found on the internet and create a framed picture for him or her. To transform this image into a pattern that you can use when stitching would be a very tedious task, in particular since you might have to rearrange the palette several times to get enough colors. Would it not be great if Stitch could take this image and create the pattern for you. Well, actually it can do this¹, and this is the topic of this tutorial.

8.1 A First Attempt at Importing an Image

For our first attempt at importing an image we will use the image shown in Figure 8.1.



Figure 8.1: An example image to be imported

To import this image select the menu `File|Import|Image`. This will open

¹Some users has asked for functionality to import real cross stitch patterns, either from other programs or directly from paper. Presently this is not possible since we do not have access to the file structure of other programs, or have enough knowledge about OCR. If we ever get enough time to look into the problem the functionality might be added, but don't hold your breath.

Import image dialog

a file dialog where you can select what image you want to import. This image is called *but.wmf* and is located in the directory *Patterns\Tutorial* which in turn is located in the directory where stitch is installed. Select the file and click on the **O**pen button to open the Import Image dialog (Figure 8.2).

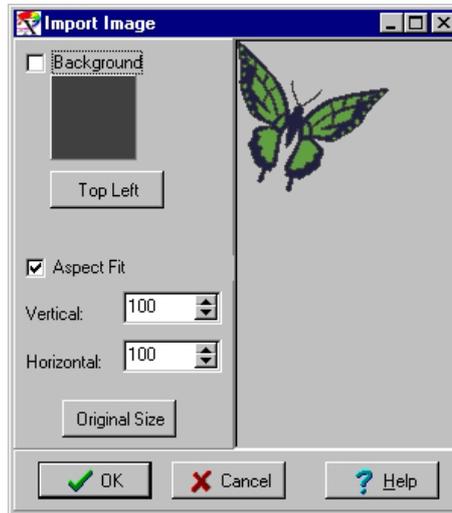


Figure 8.2: Import Image Dialog

This dialog is used to control the import process. To the right the picture is shown exactly as it will be imported. To the left are controls that allow you to tailor the import, and it is here we will concentrate our attention.

At the top there are a checkbox that says **Background**. If this checkbox is checked the color shown in the box below the checkbox will be removed from the image and not included in the import phase. If you double click on the box that shows the color you can choose another background color. You can also click on the **Top Left** button to select the color of the top left pixel of the image as the background, an option that works remarkably often. Since the butterfly's wing extends to the top left of the picture this button will not work in this case though. To set the background manually double click on the colored box. This will open a standard color dialog where you can select the background color. In the case of the butterfly this should be pure white. Also make sure that the **Background** checkbox is checked.

Below the background settings there are settings to control the size of the image. There are two edit boxes with arrows at the end where you can change the size directly. Above these there are a checkbox marked **Aspect Fit** that controls how these edit boxes act. If the checkbox is checked, and one of the size values are changed, then the other value will also change so that the relationship between the vertical and the horizontal size remains the same. Below the edit boxes there is a button labeled **Original Size**, and if you click on this the image will return to its original size.

So, play with the size settings, and when you have found one that you

think is suitable click on the `Ok` button to import the image. Remember though that the numbers corresponds to stitches, and an image that is a 100x100 stitches is, if not a large, then at least a reasonable sized pattern.

Reducing the no. “ of colors
Colors!Reducing no. “ of

This wasn't so difficult was it? Fortunately for us the image was more or less perfect for the task. It contained only two colors and was in WMF format which meant that we could easily change it size without losing details. In many other cases we are not so lucky as we will soon see.

8.2 Importing a More Complex Image

Now, although importing images such as the one in the previous section is a good feature (some of the best images in the library has been imported in this way) it is probably more interesting to look at more complex images. The image used in this section is not really that complex, a color photograph would have been a better example, but would probably have lead to an unreadable tutorial.



Figure 8.3: An example image to be imported

The image is also located in the *Patterns—Tutorial* directory and called *redroses.gif* (Figure 8.3). Import this image in the same way as we did above. Remember to check the background checkbox and select the background (this time the `Top Left` button works fine). We would not want to stitch the whole white background.

The main problem with this image is that it contains too many colors. We will therefore concentrate on reducing the number of colors to a more reasonable level. Fortunately there are two tools that we have not more than touched upon yet that can be of help to us now: the `exchange color` tool, and the `pick color` tool (Figure 8.4).



Figure 8.4: the Exchange Color and Pick Color Tools

To use the `exchange color` tool you select it in the tool palette and then selects the color that you want in the color palette. Then you click on a stitch of a color that you want to change into the color that you have selected. You can also use this tool to remove a color. This works in the

Pattern palette

same way. Simply select the **exchange** tool and click on the color that you want to remove completely from the pattern.

The **pick color** tool is used to select a color directly from the pattern. Simply select this tool, and click on a stitch that has the color that you want and it will be selected.

It is relatively easy to reduce the number of colors to perhaps 20-30 with these two tools, but then it becomes more and more difficult. The remaining colors all start to look so similar, and for a large image it can be almost impossible to find them even in the symbol mode.

Up to version 1.1 of Stitch there really wasn't any more the program could do for you in this situation. To improve the situation version 1.2 introduced the Pattern Palette discussed in Chapter 3.4 (the right palette in Figure 8.5). With this palette you can use the **Locate** and **Similar Colors** commands to help reducing the number of colors.

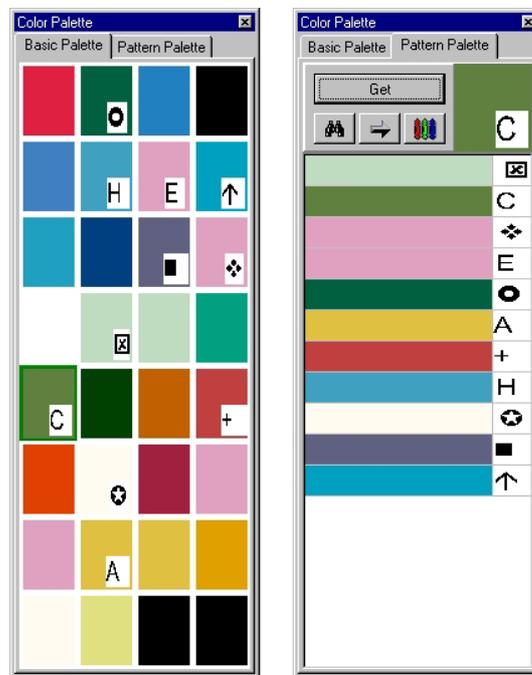


Figure 8.5: The Pattern Palette

Chapter 9

Tutorial - Putting Text on the Pattern

Something that is quite common on patterns is text. However, creating patterns with texts can be quite tedious, in particular if the text is long and you have to create every letter by hand. Fortunately Stitch has at least two ways of helping you with creating texts. The first most straightforward is of course to use an alphabet pattern where you copy and paste each letter to where they should be. This is a perfect use for the library by the way. A couple of such patterns are available among the examples shipped with the program, and more can be found on the programs homepage (<http://www.dsv.su.se/~henrikbe/stitch>). However, Stitch also has another way of adding text.

To use this function, click on the last item in the **Edit** menu: **Text**. This brings up a window where you can write the text you want to have on the pattern (Figure 9.1).

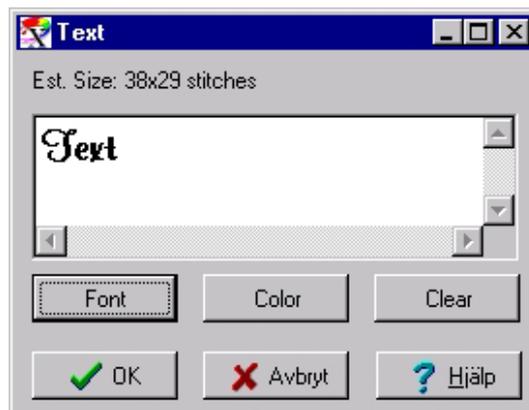


Figure 9.1: The Text Window

There really is not too much to say about this window, so this tutorial is a bit on the short side. Basically you write the text you want to have on

CHAPTER 9. TUTORIAL - PUTTING TEXT ON THE PATTERN

the pattern in the text area, change the font and color using the buttons, and press the **Ok** button when you are done. The only thing you need to really consider is the line above the text area that tells you how much space the text will use.

Library!Adding
patterns

Adding patterns to
the library

Generate Glyph

Library!Generating
glyphs

Library!Rescanning

Library!Editing
patterns



Figure 10.2: A Simple Pattern

10.2 Adding Patterns to the Library

The patterns in the library may not be particularly interesting, depending on your interests. They are only ment as examples after all. So, before the library becomes really useful you have to put some patterns into the library.

To add a pattern to the library is simple. The only thing you have to do is to save the pattern in a directoy located under the directory *library* which in turn is located in the directory where Stitch is installed. Each directory in the *library* directory corresponds to a tab in the library. If you want to have a image for the pattern on its button in the Library you can achieve this by creating a bitmap image that is 16x16 pixels with the same name as the pattern and placing this image in the same directory as the pattern. The easiest way to do this is to right click on the button and selecting **Generate Glyph**¹

To see your new pattern in the library you also has to use the **Library|Rescan library** command.

10.3 Editing Patterns in the Library

Editing a pattern in the library is even simpler than adding a pattern to it. Simply open the pattern just as you would with any other pattern and edit it. When you save the pattern all future usage of this pattern will include your changes. A quick way to open the pattern is to right click on the button and selecting the **Edit Pattern** command.

¹The word Glyph might need an explanation. It is simply a small image.

Appendix – Licence Agreement

This is a contract. By installing this software you accept all the terms and conditions of this agreement.

The term software in this licence agreement refer to the program Stitch and all accompanying material such as manuals, helpfiles etc. The terms we and us refers to the development team of Stitch.

Please read this agreement carefully. At the end, you will be asked to accept this agreement and continue to install or, if you do not wish to accept this agreement, to decline this agreement, in which case you will not be able to use the software. Failure to follow the agreement might result in that we take legal actions to protect our rights.

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Termination of agreement

This agreement shall automatically terminate upon failure by you to comply with its terms in which case you must remove the software from your system immediately.

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