



Embroidery Software 7

Auto Digitizing Methods



Owner's Workbook



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Introduction

- There are four methods in Software 7 to automatically convert pictures to stitches. All methods begin with a bitmap or vector image that is converted into stitches.
- Auto Digitizer, Magic Wand, and PhotoSnap all work with bitmap images, those images that have pixels (small squares) of colors.
- Converting Artwork to Embroidery usually begins with a vector image that is mathematically drawn, but the process can also be used on some bitmaps.
- The success of automatic digitizing is dependent on the clarity of the bitmap that is used in the process. Some bitmaps may need to be opened in Corel PHOTO-PAINT to clean up the artwork before processing. This is done by selecting the bitmap and clicking on Touch Up Bitmap.

Methods of Automatic Conversion:



The **Auto Digitizer** will convert the entire picture to 45° angle step fills that can be edited. Stitching order is determined by the software, but can be edited. Outlines and borders can be added to the picture in the process of automatic digitizing. Black and white pictures or colored images with or without outlines can be processed in Auto Digitizer.



The **Magic Wand** converts one part of the picture at a time to stitches. Stitch types and properties and colors can be pre-selected or they can be edited later. You determine the order of stitching by the order you select the objects for processing.



PhotoSnap converts photos and pictures to one color designs and creates a tapestry-effect. You can then edit the design resolution and the angle of the stitch. The stitches are called Photo Satin and have thick and thin lines based on the contrast of the image.



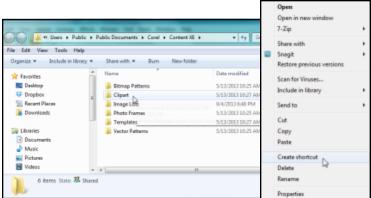
Convert Artwork to Embroidery converts vector images and text to stitches. The images are generally converted to 45° angle step fills just like Auto Digitizer. This icon can also be used to convert some bitmaps to stitches. The software determines the order of the stitching. Types of fills, color, and stitch sequence can also be edited after conversion.

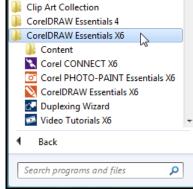


Creating a Clipart Shortcut

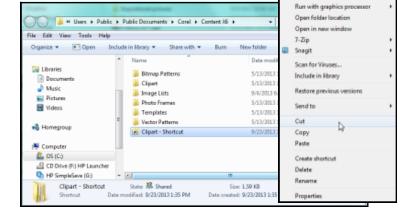
To make it easier to find the Clipart folder when working in the software, it is suggested that you create a shortcut and place it in your My Designs Embroidery Software 7 folder.

- Select Start> All Programs> CorelDRAW Essentials X6.
- Double click on the Content folder.
- In the dialog box that opens, right click on the Clipart Folder.
- Select Create Shortcut from the options.

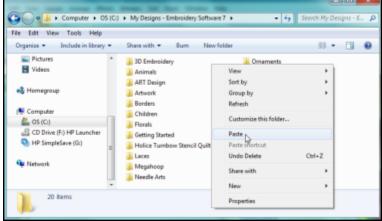




- Notice where your Clipart folder is located along the top of the dialog box. In this example, it is Users> Public> Public Documents> Corel> Content X6.
- The shortcut will be added to the Content Folder.
- Right click on the Clipart Shortcut.
- Select Cut.



- On the left side of the Explorer dialog box, select the C drive.
- Double click to open My Designs- Embroidery Software 7.
- The contents of the My Design folder appear on the right side of the dialog box.
- Right click in the white area of the right side and select Paste.





It's quick and easy to create designs for redwork using the Auto Notes: Digitizer Tool in EditorPlus and DesignerPlus Software.

Insert the Graphic



- Select New.
- Select Insert Artwork.
- Navigate to C> My Designs Embroidery Software 7> Artwork.
- Select Dove.bmp.
- Select Open.

Resize the Image

Note: It is best to resize before processing the image.

- Notice the eight black squares around the picture. This means the image is selected.
- Use the black corner squares to enlarge the picture by clicking on a corner square and dragging the square away from the center (dragging toward the center will decrease the size).
- Resize to about 115%. Note that the percentage is given in the flyout as you resize the object.
- Release the mouse to set the new size.

Auto Digitize the Image

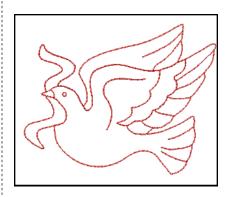


- Click on the Auto-Digitize Toolbox.
- Select the Auto Digitizer icon.
- Click on the picture.
- In the Bitmap Artwork Preparation dialog box, place a radio dot in Outline Appearance.
- Move the slider bar to the right until the image turns black.
- Use the left arrow key on the keyboard to move the slider until the image reappears. This process sharpens the outlines.
- Click OK.
- In the Auto Digitizer dialog box, click on Omitted Color bar if the side panel of colors is not showing.
- Click on the white color chip to keep the white background from being stitched.
- In the *Details* drop-down menu, select *Double Run* option.
- Click on OK.

Omitting the Picture



- To dim the picture, click on *Dim Artwork* icon in the *View Tool*
- To temporarily omit the picture, click on the Show Bitmap Artwork icon. Click again to bring the picture back.
- To delete picture from the design file, select the white area of the picture outside of the design and press the *Delete* key.
- Delete the picture.



Lesson covers:

- ◆ Auto Digitizing Redwork
- Changing the size of an image
- ♦ Hiding, dimming, and deleting a bitmap picture
- ♦ Changing the stitch length of a running stitch
- ♦ Changing the start & end needle position

Remember that the software opens several graphic formats. So if you do not see the file in the available options, click on the "Files of type" to find the correct format.

After clicking OK, the Auto Digitizer window disappears and the computer will create the objects to digitize and then generates the stitches.

After deleting a picture, you must use the Undo function if you do not want it permanently deleted.

Pictures should be deleted before sending to an artista 200 or 730.



Editing the Design:

- Edit> Select All.
- Select the red color chip from the *Color Palette*.
- Open *Object Properties* while the design is selected.
- When the dialog box appears, change the stitch length value to 3.0 mm.
- Click on OK.
- Click on Show Artistic View to view the design in Design View.
- Select To Fit in the Zoom Factor drop down.
- If needle points are showing, click on Show Needle Points.

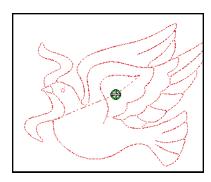
Omitting Jump Stitches at Beginning & End:

- Notice the jump stitches from the center to the beginning of the desian.
- If the jump stitches do not show, click on *Show Connectors*.
- To omit the jump stitches at the beginning and end of the design, select Design> Auto Start & End.
- Select First Stitch of the Design for the Start Needle Position and select Last Stitch of the Design for the End Needle Position.
- Click OK.
- Switch back to Artistic View to see your creation.
- Select File> Save As and name the file Auto Digitizing Redwork.
- Close the file.

Additional Notes:

- Success with redwork depends on the thickness of the lines of the artwork. If they are too thick or not uniformly thick, the computer will create more of a stained glass effect with a line on each side of the thick outline. In this case, the artwork would need to be "cleaned up" using Corel PHOTO-PAINT.
- Threads for Redwork: A 30 wt. cotton thread rather than a 40 wt. polyester thread looks best as it approximates hand embroidery. Another alternative is 12 wt. cotton thread. Choose a topstitch needle to stitch the embroidery.

Notes:



You may change to Artistic View by using the shortcut key on your keyboard, T or by clicking on the Show Artistic View icon. The + symbol is the end needle position and the green circle is the start needle position.



Auto Digitizing



Open a New File/Blank File

Click on the New icon or select File> New.



Loading and Processing the Artwork

- Select Insert Artwork.
- Navigate to the Artwork Folder (C> My Designs> Artwork) select the Fish.wmf.
- Select Open.



- While the picture is selected, click on the *Auto Digitizer* icon in the *Auto-Digitize Toolbox*. Click on the picture.
- In the *Bitmap Artwork Preparation*, change the number of colors in *Reduce Colors* to 7 and click *OK*.

Note: The software sees more colors than we can see. Always count the background color as one of the colors.

Digitizing with Auto-Digitizer

- In the Auto Digitizer dialog box that opens, click on Omitted Colors if the color chips are not visible; click on the white color chip.
- Click OK.



- Click on the Show Bitmap Artwork icon to hide the graphic.
- In the Zoom Toolbar, select To Fit.
- Deselect the design.

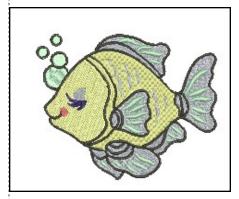
Editing Auto Digitized Objects

- An auto digitized object will be much more interesting, if editing of stitches occurs.
- Select T on your keyboard to toggle to Design View.
- Select the largest bubble.
- Notice that two bubbles are selected; the auto digitizing process may combine some objects.



- Select Break Apart in the Digitize Toolbox and then click on just the largest bubble.
- Right click on the Satin Fill icon.
- In Object Properties, place a radio dot in front of Satin Special.
 - ♦ This stitch places random needle penetrations while maintaining the smoothness of a satin stitch.
 - It is a stitch to use when you want to apply a satin stitch to a large area where long floats could snag.
 - ♦ Click OK.
- Select the three remaining bubbles while holding the Ctrl key.
- Click on the Satin Fill icon.
- Select the green decorative touches on the fins and tail while holding the Ctrl key.
- Select the Satin Fill.

Notes:



Lesson covers:

- Auto Digitizing colored artwork with outlines
- Editing Auto Digitized objects
- Applying Satin Special
- ♦ Changing Pull Compensation

A number of different graphic file formats may be used with and are included in BERNINA Embroidery Software 7, click on the drop down arrow beside Files of Type and select the appropriate type or select All Artwork Files.

With Auto Digitizing, all stitches are the same step #1 fill with a 45° stitch angle.

Note for Stitch Details:

Satin Lines create an even satin stitch while Satin follows the shape of the object. All black objects are interpreted as details.

Tip: Watch the lower left corner of the status bar for next steps.

After adding stitches, the picture will reappear.

You may also select the green color chip in Color Film, then click on each bubble while holding the Ctrl key to deselect the bubbles.



Editing Continued

- Select the front part of the yellow fish body.
- Right click to open Object Properties.
- Place a radio dot in Step Fill # 2.
- Click Apply.
- Select the back part of the yellow fish body.
- Select the Stitch Angle Tab.
- Enter 90° in the value tab.
- Select Apply.

Changing Pull Compensation

- Select Edit> Select All.
- Select the Effects button at the bottom of Object Properties dia- Always change the Pull Compenlog box.
- Select the Others Tab.
- Change the *Pull Compensation* value to .4 mm.

Click on the letter *T* to toggle to *Artistic View*.

Click OK.

Resequencing



- Open Color Film.
- Select the eyelashes.
- Click on Move to End.
- Select File> Save As and name the design Auto Digitizing.
- Close the file.

DesignerPlus Additions:



The Auto Digitizer will automatically apply multiple stitch angles to narrow objects. In DesignerPlus software, you can apply multiple angles with the Add Stitch Angles tool found in the Edit Toolbox.



You can also remove multiple stitch angles in DesignerPlus software by selecting an object with multiple angles and clicking on Remove Stitch Angles.

Notes:

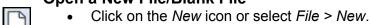
There are 30 different types of Step Fills in the software. Refer to the Appendices in the Reference Manual for pictures of the different types of Step and Fancy Fills.

sation of Auto Digitized objects to .4 mm.



Magic Wand

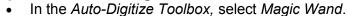
Open a New File/Blank File



- Right click on Show Hoop.
- ♦ Select artista 255 x 145 Oval.

 - ♦ Check Show Hoop.
 - ♦ Click OK.
- Select Insert Artwork.
- Navigate to C> My Designs—Embroidery Software 7 folder.
- Open the Artwork folder.
- Select Cherries.wmf. Click on Open.
- Hold the Shift key and click on a corner resizing handle and increase the size of the picture to about 120%.
- Select Zoom> To Fit in the Zoom Toolbar.

Prepare Outlined Image

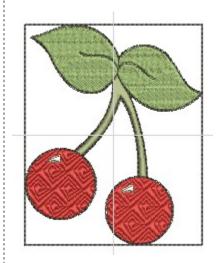


- Click on the picture.
- Place a radio dot in front of *Outline Appearance*.
- Drag the slider control to the right until part of the picture turns
- Use the left arrow key on your keyboard and press until the object that turned black returns to color. This process sharpens the outlines. Click OK.

Digitizing with Magic Wand: Digitizing Fills

- The Step Fill icon is automatically selected by default.
- Select the Satin Fill.
- In Color Palette, use the scroll arrows and select Color 38 Olive. If you rest your cursor on the color chips, the flag will show the color number and name.
- Click inside the stem that is positioned behind the leaves.
- From the Color Palette, select Color 32, Martian Green.
- Select the Step Fill.
- Click inside each leaf to add fill stitches.
- From the Color Palette, select Color 5, Red.
- Right click on the Fancy Fill icon.
- In Object Properties, in the Pattern drop-down, select 046, Crazy. Click on OK.
- Click inside each cherry.
- From the Color Palette, select Color 15, White.
- Select the Step Fill.
- Select the *Zoom* icon and click and drag a bounding box to zoom in on the white highlight of one of the cherries.
- Click inside the highlight to set the stitches.
- Open the Overview Window. Select the Zoom icon in the Overview Window and click and drag around the other highlighted area in the window. Click inside to set the stitches.

Notes:



Lesson covers:

- Increasing the size of an image
- Magic Wand Digitizing
- Adding outlines with the Magic Wand
- **♦ Overview Window**
- ♦ Adding multiple stitch angles to objects
- Changing Pull Compensation

Holding the Shift key while resizing resizes the picture from the center.

Create dimension by digitizing the objects from background to foreground

Zooming in helps to select tiny areas.







Adding Outlines

- Select Zoom to Fit in the Zoom Toolbar.
- From the Color Palette, select Color 13, Black.
- Right click within each object to add a black outline. Click in the around the design, you must either order that you added fill stitches (stem, leaves, cherries, highlights).
- A single outline is added.
- Select the Triple Outline icon.
- Right click in the white area of the picture to add a frame around the picture.
- Zoom in to one of the leaves.
- Notice that another outline is placed around the leaf. When part of the design touches the border of the picture and a border outline is added to the picture, another outline is added.

Editing the Stitch Type

- Press Esc.
- The stitch type can be pre-selected before applying *Magic* Wand to the object or it can be changed after stitches have been added.
- Select the white highlighted areas of the cherry in *Color Film*.
- Click on Satin Fill.

Changing Pull Compensation

- Select the white area in the background. Press the Delete key to delete the picture from the design.
- Select Edit> Select All.
- Click on the Effects icon.
 - ♦ Select the *Others tab*; change *Pull Compensation* to.4 mm.
 - ♦ Click OK.

Editing the Stem

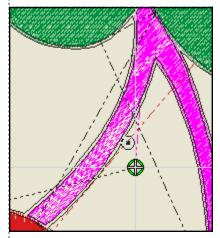
- Select the satin stem.
- Switch to *Design View* by pressing *T* on the keyboard.
- Notice the long satin floats on the left stem.
- With EditorPlus, select the stems; open Object Properties; and choose Step Fill #10.
- Click OK.

Editing Stitch Angles: DesignerPlus Option

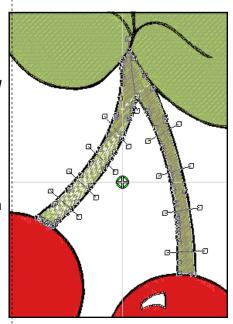
- Select the stems.
- Open the Edit Toolbox. Select Add Stitch Angles.
- Using two clicks, click across the stem to set multiple angles in the fill. See illustration as a guideline.
- Press *Enter* to activate the change.
- The angles can be edited if necessary by selecting the stem; then select Reshape. Click and drag on the peach squares to change the angle as needed.
- Select File> Save As and name the file Magic Wand.
- Close the file.

Notes:

To add a border around the picture that doesn't add another border select a picture where black outlines of the design do not touch the black outline of the picture or digitize a frame with Manual Digitizing tools of DesignerPlus software. Another option is to use the Auto Digitizer instead of Magic Wand to add a border.



The stem will not successfully stitch because the width of the satin stitch is too wide. so it must be edited.



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PhotoSnap



Open a New File

Click on the New icon or select File> New.

Loading and Processing the Artwork



- Select Insert Artwork.
- Select C> My Designs> Artwork folder.
 - ♦ Select All Artwork Files from Files of Type.
 - ♦ Select Hungarian Quilt.bmp.
 - ♦ Select Open.



- Make sure *Proportional Scaling* is in the locked position.
- Enter 130% in the value box.
- Press Enter to activate.
- Right click and drag on the image and make four guick clones.
- Place as shown. Don't worry about alignment for now.
- If the hoop is visible, click on *Show Hoop* to hide the hoop.



Using Rulers and Guidelines



- Change the Measurement Units to U.S.
- If the rulers and guidelines are not showing, click on Show Rulers and Guidelines icon.
- Select the Options icon.



- Click on the Grid tab.
 - Place a check mark in front of Snap to Guides.
 - ♦ Click OK.



- Select the *Zoom icon* and click and drag a box close to the top of the design screen in the middle of the ruler.
- Zooming in makes it easier to accurately place the guidelines.
- Click on 0, 3.5, and –3.5 along the horizontal ruler across the top.
- Use the scroll bars on the right or below the design screen to move to the location to add the guidelines.



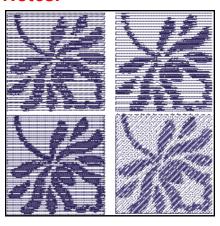
- Click on 0, 3.5, and -3.5 along the vertical ruler.
- Select the *Zoom icon* and right click on the design screen to zoom out.
- Press Esc.
- Using the illustration as a guide, align the outside corners of the pictures along the intersection of the corresponding outside corners of the intersecting guidelines by clicking and dragging the pictures in place.

Applying PhotoSnap



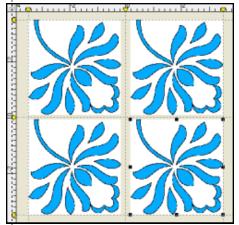
- Select the first image.
- Click on the *PhotoSnap* icon in the *Auto-Digitize Toolbox*.
- Repeat the process for each of the images until all of them have been processed.

Notes:



Lesson covers:

- Quick Clone
- **Using rulers & guidelines**
- Applying PhotoSnap to a pic-
- Editing PhotoSnap
- Zoom



The guidelines will change colors when the picture is on the guideline with Snap to Guides activated.

To delete a vertical guideline, click and drag the yellow triangle into the vertical ruler.

To delete a horizontal guideline, click and drag the yellow triangle into the horizontal ruler.

Changing Views and Customizing the Workspace

- In the Zoom Toolbar, select To Fit in the drop down box to see the total design as large as it can be seen on the design screen.
- Click on Design> Background.
- In the drop down Color box, select White.
- Click OK.
- Right click on Show Hoop.
 - ♦ Make sure *Show Hoop* is checked.
 - ♦ Select BERNINA Maxi Hoop, 210 x 400 #26.
 - ♦ Click OK.
- Click on Show Bitmap Artwork to hide the artwork.

Altering PhotoSnap Object Properties

- Select the first design.
- Right click to open the *Object Properties* dialog box or click on the *Object Properties* icon.
- The first design will be left with the default properties of medium resolution, light background, and 0 degree angle.
- Select the design to the right.
- Change the *Resolution* to Coarse and leave other properties at the default setting; click *Apply*.
- Select the lower left design.
- Change the Resolution to Fine and leave other properties at the default setting; click Apply.
- Select the lower right design.
- Change the Background to Dark; click Apply.
- Select Undo
- Change the *Fill Stitch* angle to 45; click *Apply*.
- In the *Zoom Factor* drop down, enter 100 to view the design in actual size.

Applying Pull Compensation

- Select Edit> Select All or Ctrl A.
- Select the *Effects* button at the bottom of the *Object Properties* dialog box and then the *Others* tab.
- Change Pull Compensation to .4 mm.
- Click OK to close the dialog box.

Saving the Design File.

- Select File> Save As.
- Navigate to the location to save the design.
- Name the design file *PhotoSnap* and click *Save*.
- Close the file.

Notes:

Change the background color to preview the design on the same color fabric that it will be stitched on

In the Fill Stitch tab of Object Properties, the type of stitch will be listed as Photo Satin.





The Dark Background is most successful with high-contrast pictures and larger spacing between the contrast colors.

To change the angle of the stitches to go the opposite way, use a negative value.

Convert Artwork to Embroidery

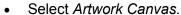


Open a New File/Blank File

Click on the New icon or select File> New.

Loading the Artwork







Click on Load Picture. Select C> My Designs> Clipart Shortcut> Special Occasions> CGS07160.cdr.

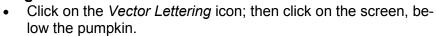


Select Import. Press Enter.



Enter 150% in the % value. Press *Enter*.

Adding Text





Type in *Trick or Treat*. The letters are automatically selected.

- Select the Vector Lettering icon once again and highlight the letters by clicking and dragging over them.
- In the *Property Bar*, click on the drop down arrow of the *Font* List.
- Use your down/up arrow keys on your keyboard to scroll to find : Editing the design a font that you like.
- Click on the font you like to change the lettering.
- Click on F4. This will show all the design on the Artwork Canvas screen as large as it can be shown.

Resizing & Moving Text

- To resize the font visually, click on a corner resizing handle and increase the size by dragging a resizing handle away from the center.
- You may also change the *Point* size of the font using the drop down arrows in the Property bar.
- To move the font, rest your cursor until the directional cursor appears then click and drag and move the font into the desired position.

Converting the Vector

- Edit> Select All> Objects.
- Select Convert Artwork to Embroidery icon.
 - The picture converts to an embroidery design and can be edited.
 - Select Zoom to Fit in the Zoom Toolbar.

Editing the Design

- Open the docker for Color Film.
- Select the pumpkin.
- Right click on the Fancy Fill icon to open Object Properties.

Notes:



Lesson covers:

- Converting Vector Artwork to stitches
- Editing Vectors
- Adding Vector Text
- ♦ Remove Overlap
- Resequencing the design
- Aligning
- ♦ Changing Pull Compensation

With the font highlighted, you can use the scroll arrows to preview the font as you scroll through the choices.

To hide the ¶ symbol, select Text and uncheck Show Non-Printing Characters.

Directional Cursor





- In the *Rotation angle* box, enter 90. This rotates the fancy fill orientation.
- Click Apply.
- Select the yellow eyes in Color Film.
- Click on the Satin Fill.
- Select the black fill behind the nose. (Zoom in to select.)
- Click on the Satin Fill.
- Select the mouth.
- Switch to the Stitch Angle Tab in Object Properties.
- Change the value to 90°. Click OK.

Deleting Parts of the Design

- Select the orange satin stitches within the pumpkin while holding the Ctrl key. Select Delete.
- Select the extra satin stitches at the bottom of the mouth and press Delete. This is easiest to do in Color Film.
- Select the green satin stitches on the pumpkin stem, press Delete.

Editing Lettering

- Right click on the lettering.
- Notice that Object Properties opens to the Lettering Tab.
- The software recognizes the converted lettering as an alphabet and may be changed if desired.



Remove Overlaps

Select Slow Redraw.

Select the nose.

- Click on Go.
- *Slow Redraw* will help determine what must be edited.
- - Click on Remove Overlaps in the Edit Toolbox.

Resequencing



- Select the lettering.
- Select Back 1 Color in Color Film.

Aligning



- Draw a bounding box around the pumpkin.
- Right click on a color chip in *Color Film* and select *Group*.
- Select Edit> Select All.
- Click on Align Vertical Centers in the Arrange Toolbox.

Changing Pull Compensation

- Select Edit> Select All.
- Click on Effects.
- Click on the drop down for *Pull Compensation* and change to 4 mm.
- Click OK.
- Select File> Save As; name the design Converting Artwork.
- Close the file.



To give variety to the designs, some of the 45° degree step fills can be edited.

Switching to Design View (T on keyboard) makes it easier to tell what is selected.

There is a black fill that stitches under the yellow nose.

Because of the small size of the object, not much of the black fill is removed.

You may increase the amount removed by opening the Options dialog box. Select the Remove Overlaps tab and change the Cutting Overlap to .5 mm.

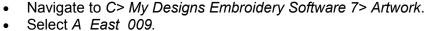
Ungrouped objects must be grouped before using the alignment tools.

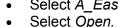
Bonus: Auto Digitizing a Picture Without Outlines

Insert the Graphic



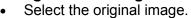
- Select New.
- Select Insert Artwork.





• Make a clone of the artwork and place below the original by right clicking and dragging.

Auto Digitize the Image



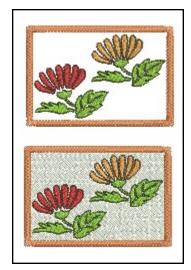


- Click on the Auto-Digitize Toolbox.
- Select the Auto Digitizer icon.
- Click on the picture.
- In the Bitmap Artwork Preparation dialog box, reduce the colors to 4 (red, gold, green, white).
- Click OK.
- In the Auto Digitizer dialog box, click on Omitted Color bar if the side panel of colors is not showing.
- Click on the white color chip to keep the white background from being stitched.
- Place a check mark in front of Add Outlines and select a color from the drop down choices.
- Place a check mark in front of Add Border and select a color from the drop down choices.
- Click OK.
- Repeat these steps for the second image, but don't select the white color chip so that the background will also turn into stitches.

Deleting the Artwork

- Click on the white area of the first design.
- Select Delete to remove the picture.
- Open Color Film.
- Select the first object after the first frame (the red flowers).
- Hold the Shift key down and select the last object (the second frame)
- While the second design is selected, move it on the design screen using the *Down arrow* on your keyboard. This will expose the picture that is underneath.
- Select the white area of the artwork under the design and press Delete.

Notes:



Lesson covers:

- Auto Digitizing artwork without outlines
- ◆ Adding a border + outlines around objects
- Deleting a picture
- ◆ Changing the stitch sequence of a design
- ♦ Adjusting Pull Compensation

The Auto Digitizer window disappears and the computer will create the objects to digitize and then generates the stitches. The length of time that it takes will depend on your computer resources.



Increasing the Efficiency of the Embroidery



- Select the white background of the second design in *Color* Film.
- Select Move to Start.
- Select Design> Stitch Sequence.
- In the dialog box that opens, click Yes.
- This will create fewer thread changes.



Adjusting Pull Compensation

- Select Edit> Select All.
- Click on Effects.
- Choose the Others Tab.
- Change the *Pull Compensation* to .4 mm.
- Click OK.

Slow Redraw





- Click on *Slow Redraw* to watch the design stitch.
- Notice that *Auto Digitizing* automatically removes the overlaps as the white background does not stitch under the flowers + leaves.
- Select File> Save As, name the file, Auto Digitizing without Outlines.
- Close the file.

Notes:

Design> Stitch Sequence considers the sequence that must be maintained for objects that embroider on top of other objects. It will also consider the order of the digitized objects. The white background should be moved to stitch first so objects of the same color will be combined automatically.