Janome Digitizer V5

Getting Started

After opening your new design file, you should **start by specifying the hoop size**. All of our hoops have names, located next to the lock on the hoop itself. Digitizer contains outlines for each hoop associated with the embroidery machine. If the embroidery machine itself is incorrectly specified (ours is the MC500E/eXpressive830) change it to the correct model.

With the hoop size selected, the design area will have a hoop outline superimposed within it. Each physical hoop has a grid that you can drop inside of it that matches the grid you see onscreen, helping you to very precisely position your embroidery design on your fabric.

From this point on, the key area to pay attention to while using the software is the "**Toolboxes**," at the left of the software window. The tools at the top of the screen change depending on what toolbox you're using at the time. Here, we'll run down the list through the various toolboxes and describe what they contain and can be used for.

Toolboxes

Manage Designs:
This toolbox contains a library of designs and design elements that you can use in your own design. Other options included in this toolbox allow you to open, convert, and send designs to the embroidery machine or a USB flash drive.

Customize Design:
This toolbox allows you to change things like colours and thread/stitch spacing. It also has a very cool option to automatically optimize your design for a specific type of fabric, called "Auto Fabric."

Lettering/Monogramming:
As the name implies, this toolbox has intuitive tools for both lettering and monogramming, where you can type a word, phrase, or number, set the font/style/size, and then generate the stitching.

Artwork:
This toolbox allows you to either insert an image file or create one using a computer device, such as the webcam.

Auto-Digitize:
This toolbox enable you to Insert Artwork and automatically convert it to a lower number of colours, after which Digitizer will extract stitching and colour information. It's a very powerful feature.

Edit Objects:
This toolbox enables you to edit the shapes of your design, and even the individual stitches, in a number of ways.

Digitize:
The Digitize menu includes drawing tools for creating design segments, both based on geometric shapes and freehand.

Applique:

This toolbox includes tools for you to draw lines to create the outside edges of a patch or applique around your design.

Advanced Digitize:

The Advanced Digitize toolbox features tools for creating a quilted effect across your fabric piece, creating outline stitching for design objects, and working with stamps, which are ready-made design objects.

Cutwork/Stumpwork:

Cutwork deals with creating designs where portions are meant to be cut from the material when completed. Stumpwork pertains to stitching over a rubber or foam backing, or a wire, to give a 3-dimensional appearance.

Layout:

This toolbox is pretty straightforward, with tools for copying and manipulating design elements.

Multi-Hooping:

Multi-hooping enables you to overlap hoops in your design if it doesn't fit within one single hoop.

Output Design:

Used for exporting the design to the machine, a USB flash drive, printing it, etc.

Key Application Features

Stitch count
Found at the bottom right corner of the window. The number should update when stitch types and parameters are changed.

Selection Tools
Select Arrow: The plain "Select" arrow selects an object within the design with a single click. You can also drag a square box to select multiple elements.

Polygon Select: Allows you to draw a polygon and then press enter to select every object within that polygon.

Reshape: Turning this selection feature on creates wire frames around all the design elements in the workspace. Clicking on the anchors and dragging them allows you to reshape the objects that make up the design. You can also click along the wireframe to create new anchor points to drag.

Fill/Line
These two options change objects from a stitched outline to a solid stitched object, with stitch options for each appearing at the right of the screen.

TrueView
Turning on "TrueView," either by clicking the eyeball icon in the middle of the window's top icon ribbon, clicking the View > TrueView toolbar option, or by simply pressing T, will convert the stitch view of your design into a preview of what the actual finished product will look like. This will be very helpful to make sure your stitching will actually look the way you want it to.

Show
The "Show" option, along with the 3 adjacent buttons (Hoop, Grid, and Rulers) toggle various elements from the workspace view.

Stitch Player
Pressing the "Player" icon button, or clicking View > Stitch Player, will start the stitch player, which runs through a stitch-by-stitch preview of the embroidery process of your current design. A set of playback controls appear above the workspace, with a progress bar, playback buttons, and a playback speed slider.

View Controls
There are a set of view controls next to the stitch player button which adjust your view of the design in various, self-explanatory ways.

Design Tabs
Multiple designs can be open at once. To switch between them, or to close a design without closing Digitizer, use the tabs that run along just above the workspace.

Common Project Task Guides

Creating a Design Using an Image File

1. Open the Auto-Digitize toolbox and select Insert Artwork.

2. Size the image to the dimensions you want within your chosen hoop size by using the anchor points around the image.

3. In the **Auto-Digitize** toolbox, click **Auto-digitize Embroidery.** This will begin to process your image into a simplified bitmap, which will then be converted into stitching.

4. The **Prepare Artwork for Embroidery** dialogue box will open. The right-hand image is a preview of the processed bitmap. You can reduce the number of colours in the embroidery with the counter below the image, or you can manually select multiple colours from the palate on the right and click "Merge" to combine them.

5. Once you're satisfied with the number of colours, click OK. The next window indicates the colour allocation and sequence of stitching. You can change colours between **Fill**, which is akin to a background, **Details**, which happens after/on top of the Fill parts, and **Omit**, which leaves that colour out of the stitching. You can also change the stitching sequence by selecting a colour and clicking either the Move Up or Move Down buttons at the bottom of the window. Click OK, and your stitching will be generated.

6. At this point, the stitching generated will be laid over the source image in the workspace. You can select various objects within the design using the selection tools to delete, move, reshape, or change the type of stitching, among other actions.

Creating a Monogram or Text/Number

1. Open the **Lettering/Monogramming toolbox.**

2. For lettering or numbers, click **Lettering**. This will open an "Object Properties" box on the right of the screen.

   o This box has a field at its top where you can type the text or number you wish to generate as stitches.

   o Below this, you can change the font, the height of the characters, and the baseline along which the characters are arranged.

   o There are also options to apply certain artistic effects to the lettering, along with customization options for character alignments and layouts.

3. For creating a monogram, click **Monogramming**. This will open a "Monogramming" box on the right of the screen. There are 4 tabs in this box.

   o The first is "Designs." It offers a substantial number of templates. You can select a style by clicking one before moving on to the next tab, but it can be changed afterward as well.

   o The second tab is "Letters." Here you type in the set of letters to be featured in your monogram. You can also select the style in which the letters will be set, the font, and the size. If the design template you chose has a border or other features, these will scale to fit your lettering choices.

   o The third tab, "Ornaments," enables you to add adornments to your monogram, and customize their placement. If the template you chose already included some form of ornament, like a wreath, this menu will allow you to change, customize, or remove it.

   o Likewise, the fourth tab, "Borders", functions very similarly to the Ornaments tab, but pertains to bordering.

4. After your monogram has been generated, it can be moved/resized as a whole. If you need to work with the individual components, the "Break Apart" function in the Lettering/Monogramming toolbox will free the objects from one another, enabling this.

Creating a Design Using the Design Library

1. Click on the **Manage Designs** toolbox. This will open a new tab with the Embroidery Library displayed.

2. The icon bar will change to offer a range of viewing, sorting, and filtering options. These should be fairly self-evident, functioning in much the same as browsing a Windows Explorer folder.

3. Designs from the Embroidery Library will open in a new design tab. If you are trying to mix elements from multiple design files, you can cut or copy objects from one tab to another by right clicking or using standard Windows shortcuts (ctrl-X/C/V).

Sending Your Finished Design to the Embroidery Machine

1. When your design is complete, click on the **Manage Designs** toolbox.

2. Within this toolbox, there is a *"Send Selected Design…"* option. Click it.

3. The *"Write a Design"* dialogue box will open.

- o First, you can rename your design by clicking the *"Rename"* button. Note that there is a ten-character limit on design file names. If the name is too long, you won't be able to transfer it.

- o Then, double-click the *"Built In"* icon, followed by the square red arrow button. This is what actually transfers the file. After the file is transferred, the dialogue box will automatically close.

Exporting Your Finished Design to a USB Flash Drive

1. When your design is complete, click on the **Manage Designs** toolbox.

2. Within this toolbox, there is a *"Write Selected Design to Card/USB…"* option. Click it.

3. The *"Write a Design"* dialogue box will open.

- o First, you can rename your design by clicking the *"Rename"* button. Note that there is a ten-character limit on design file names. If the name is too long, you won't be able to transfer it.

- o Then, double-click the *icon representing your flash drive*, followed by the square red arrow button. This is what actually transfers the file. After the file is transferred, the dialogue box will automatically close.

Opening Your Design on the Embroidery Machine

1. On the right side of the machine's touch display, the second icon down is an open folder with an arrow rising from it. Press this button.

2. Near the top of this screen, there will now be icons for the machine's built-in memory, as well as attached flash memory devices. Press the one you wish to access.

3. Designs are sorted by hoop size. Page through the designs using the arrows at the bottom of the touch display.

4. Once you locate the design you want to embroider, press it, and the machine will load it for stitching.