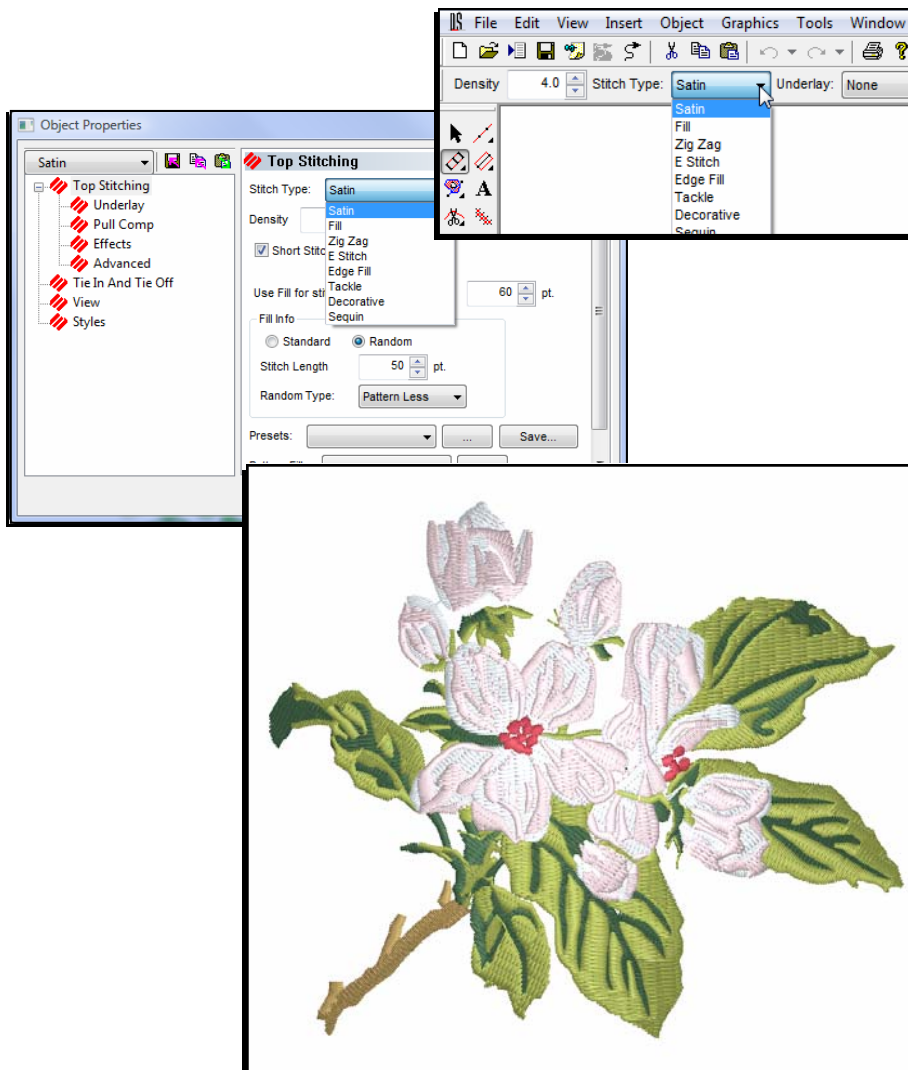


# Understanding & Changing Stitch Types

DesignShop V9 Quick Reference Guide

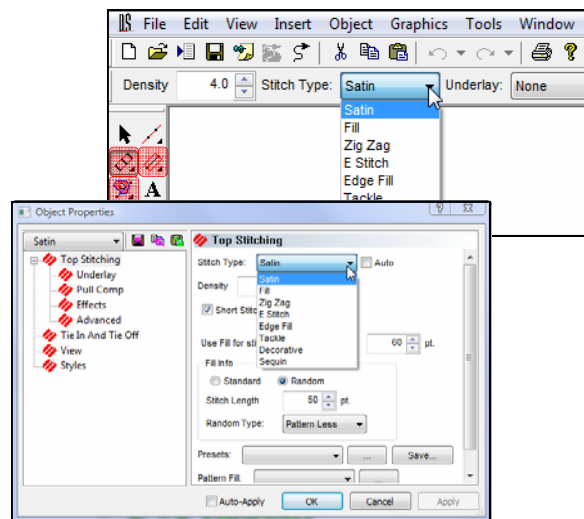
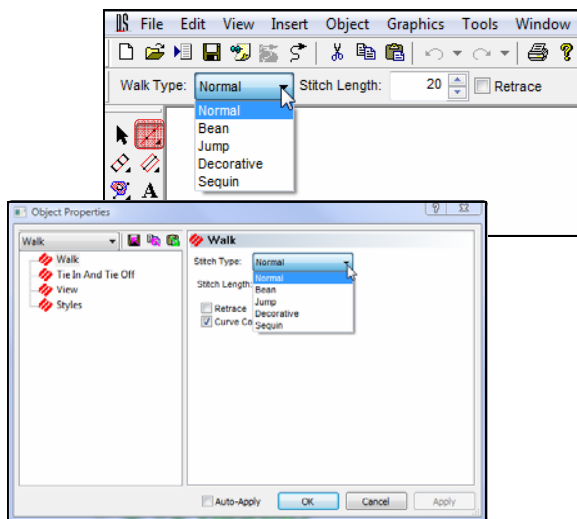


# Changing Stitch Types

When an element or an input tool is selected, you can change the stitch type using the drop-down on the Dynamic Properties Bar. If it is already open, you could also use the Object Properties window.

If you have a walk element or input tool selected, you will have the stitch type choices below.

If you have a column or complex fill element or input tool selected, you will have the stitch type choices below.



## Common Stitch Types for Walk Elements

### Walk Normal

- Creates a single running stitch
- Used for digitized travel stitches
  - Used to travel from one point in a design to another without trimming
  - Big factor in design efficiency
- Used for very small detail work
- Used for a digitized underlay

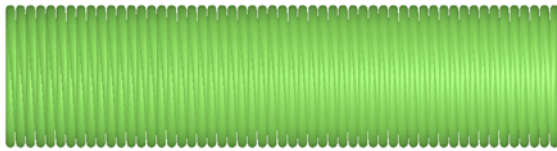


### Walk Bean

- Creates a multi-layered running stitch
  - Each stitch steps forward, back, and forward again.
  - Increasing the Bean Thickness would increase the number of times each stitch repeat.
- Used for detail work
- Sometimes used for borders

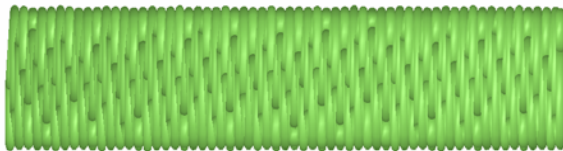


## Common Stitch Types for Multi-Stitch Line Elements



### Satin

- Rounded, shiny, sculptural, stays up out of material
- Saves Stitches
- Limited Range (10-60pts)
- Stitches can change direction through the form (like in an "S")
- Stitches usually run perpendicular to the edge – across the form



### Fill

- Usually used for larger areas
- Flatter look, although you can create patterns within the fills
- Sinks stitches within the form
- Raises stitch count



### Edge Fill

- Sinks stitches within the form
- Stitches run parallel to the edge
- Used mostly for special effects



### Zig Zag

- Usually used as tack-down stitch for appliqué



### E-Stitch

- Used mostly as an appliqué tack-down stitch



### Tackle

- Tack-down for appliqué
- Used mostly for numbers on sports items / sports uniforms

### ***Auto Stitch Type***

*By checking the "Auto" box beside the stitch type drop-down in the object properties box, you can enable Auto Stitch Type.*

*This function bases the stitch type off of the average size of a multi-stitch line element. It defaults to satin stitches for smaller objects and fills for larger objects.*

*To access the properties for auto, click on the [...] beside it.*