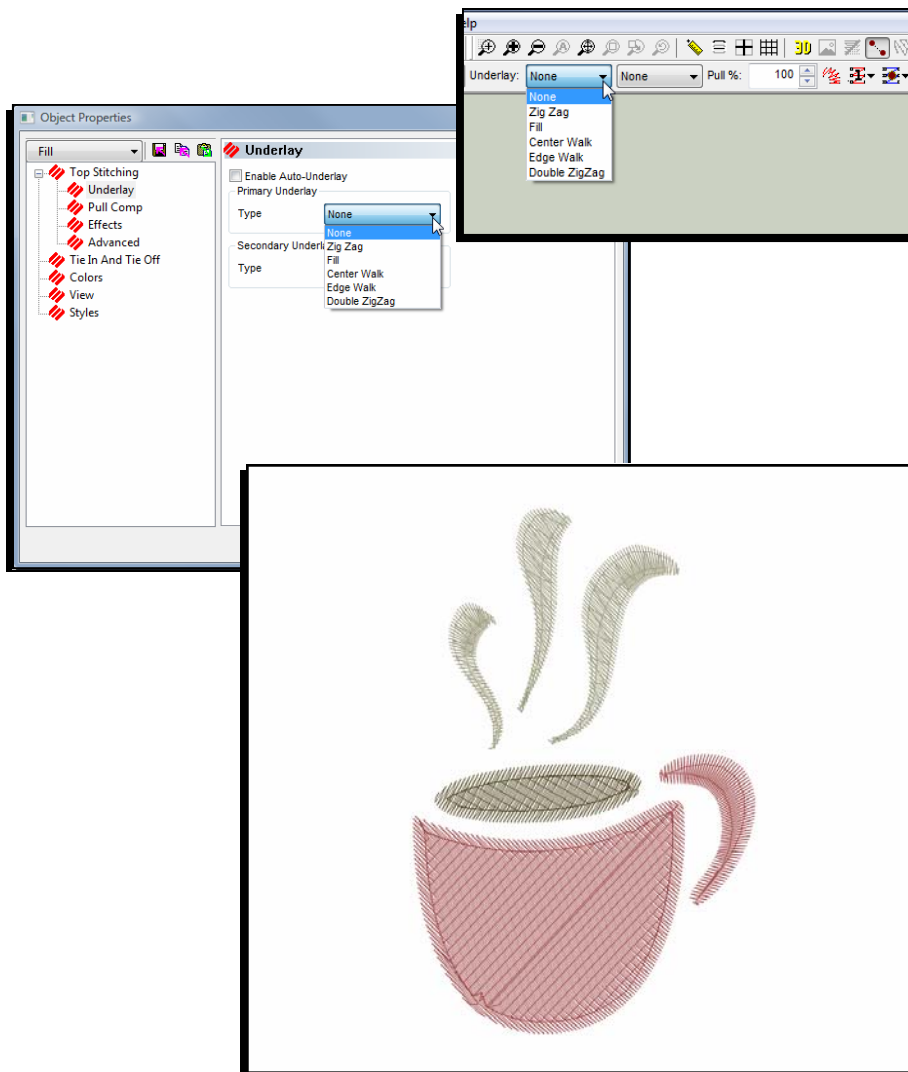


Using Underlay

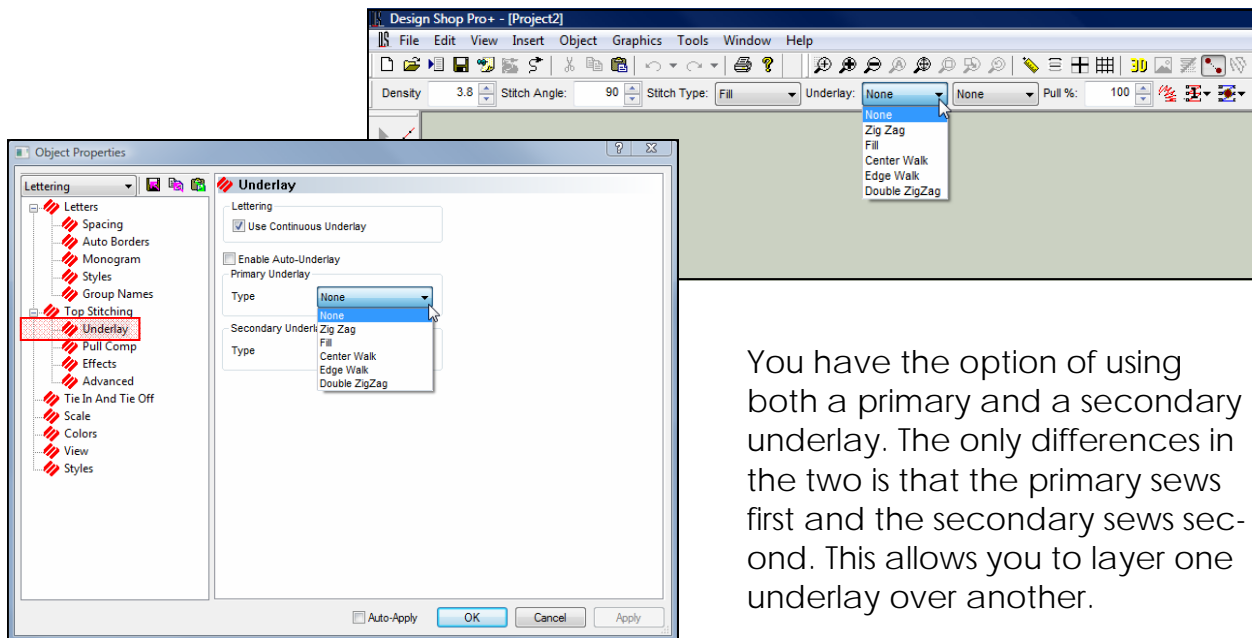
DesignShop V9 Quick Reference Guide



Enabling an Underlay

When a column, lettering, or complex fill element or an input tool is selected, you can add or change the underlay type using the drop-down on the Dynamic Properties Bar. If it is already open, you could also use the Object Properties window. The available underlay choices are shown below

Underlay is used to stabilize the material by attaching it to the backing. It can tack down material nap, and it can add loft by building up your stitches.



You have the option of using both a primary and a secondary underlay. The only differences in the two is that the primary sews first and the secondary sews second. This allows you to layer one underlay over another.

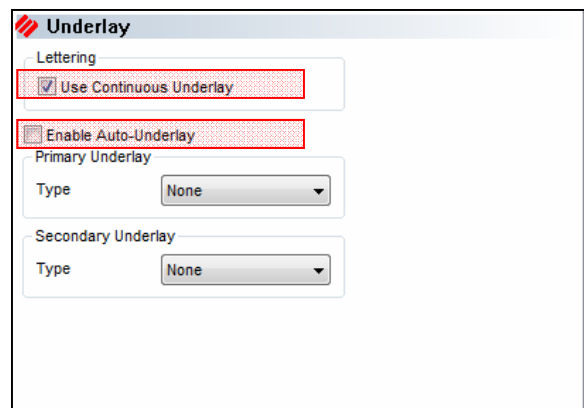
Underlay Options

Lettering – Use Continuous Underlay

- Underlays the entire letter before coming back over with the top stitching.
- Helps prevent the segments of the letters from pulling gaps in the sewout.
- Good for smaller lettering
- Only available for lettering

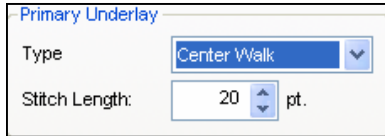
Auto-Underlay

- Enabling Auto-Underlay allows you to specify different underlays for different size ranges of elements.



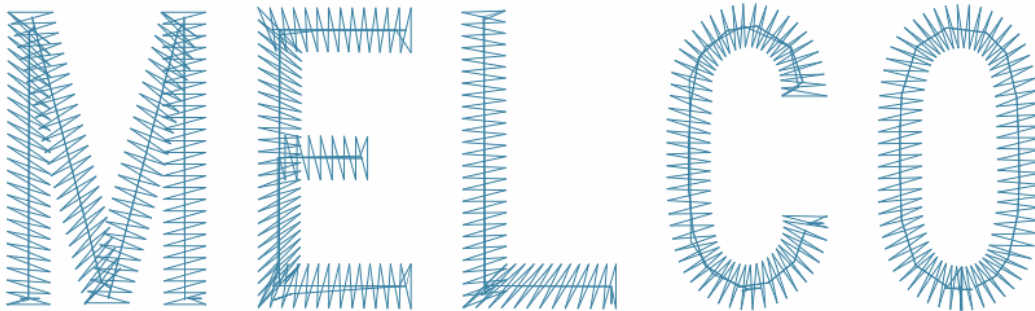
Choosing the Appropriate Underlay

Center Walk

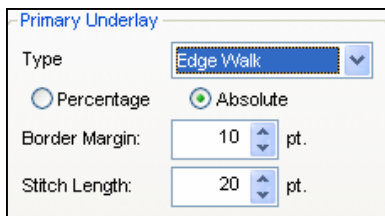


*Available in the Object Properties Window

1. Good for smaller lettering and thinner elements
2. Adds one line of stitching down the middle of an element or letter
 - Stitch Length
 - Shorter stitches follow curves more accurately.
 - Longer stitches stay out of the material.
 - Keep stitch length between 15 - 30 points.

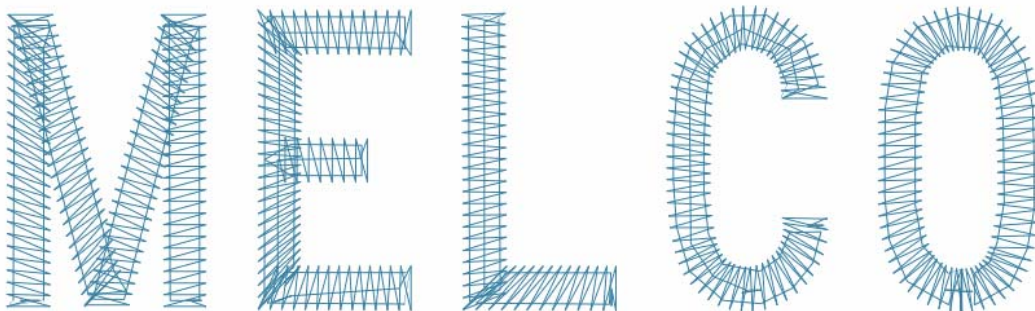


Edge Walk

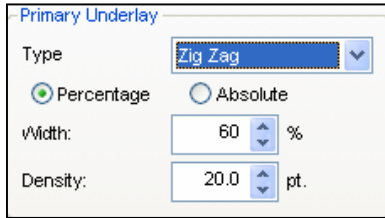


*Available in the Object Properties Window

1. Edge walks are very useful underlays for cleaning up the edges of wider elements on textured materials such as piqué knit, terry, or waffle knit.
2. Adds a line of stitching just on the inside of the edges of an element or letter
3. You can adjust how far the edge walk is inset from the edge of the element.
 - If you use percentage, the inset for edge walk is based on a percentage of the width of the element.
 - If you use absolute, the inset for the edge walk is specified in points. One point is a tenth of a millimeter.



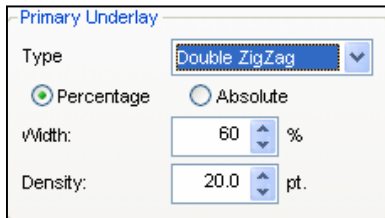
Zig Zag



*Available in the Object Properties Window

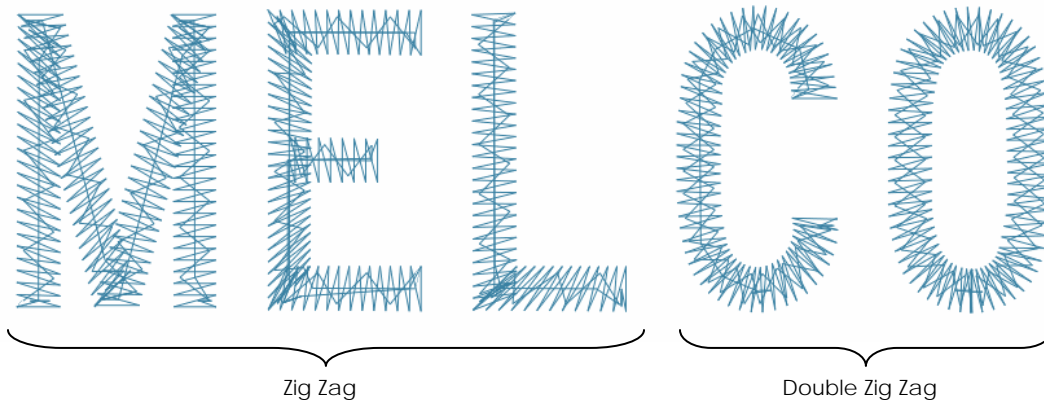
1. Good for tacking down the nap of material and building up the loft of the stitches. Good for terry, polar fleece, and thick knits.
2. Adds one line of stitching up the middle of an element and then zig zags back.
3. You can adjust how far the zig zag is inset from the edge of the element.
 - If you use percentage, the inset for zig zag is based on a percentage of the width of the element.
 - If you use absolute, the inset for the zig zag is specified in points. One point is a tenth of a millimeter.

Double Zig Zag

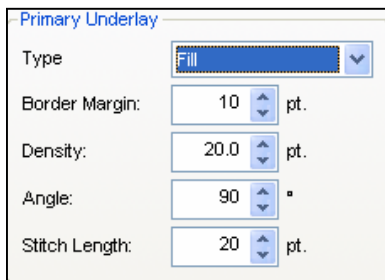


*Available in the Object Properties Window

1. Adds two layers of zig zag stitching underneath an element
2. The layers cross over each other
3. You can adjust how far the double zig zag is inset from the edge of the element.
 - If you use percentage, the inset for double zig zag is based on a percentage of the width of the element.
 - If you use absolute, the inset for the double zig zag is specified in points. One point is a tenth of a millimeter.



Fill



*Available in the Object Properties Window

1. Creates a light fill underneath the top stitching
2. Good for stabilizing larger areas.
3. You can adjust the angle of the underlay in relation to the angle of the topstitching. 90° is a fairly efficient stabilizing direction for underlay.

