

## VERSION 07.08.09

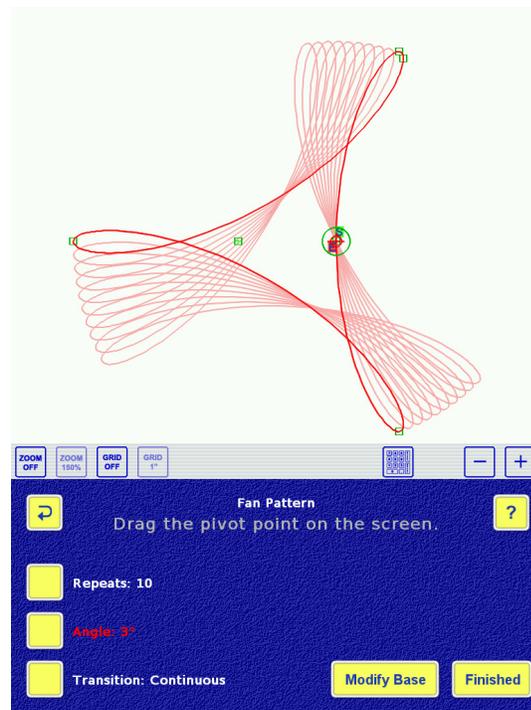
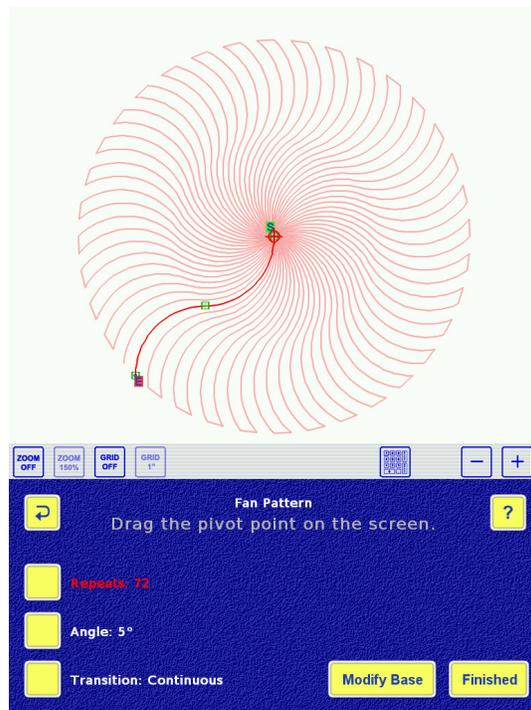
This version of the program introduces yet another new category in computerized quilting: the Fan Pattern. Further improvements include smoothing of patterns, Offset in Path Pattern and Combine shortcut in Split Pattern.

- **Fan Pattern:** With this feature you can create new patterns by spinning the base pattern around a pivot point.

You can change the number of repeats and the angle between the repeats. You can drag the pivot point anywhere on the screen. It can also be snapped to the snap points of the base pattern.

If you use a line as the base pattern, you can create linear rays, so we eliminated the Rays from the Computer Art Pattern catalog. The Fan Pattern function also lets you create curved rays.

The Fan Pattern elements can be left separate, or connected by continuous, jumpstitch or tie-off lines, thus forming one complex pattern. The screenshots below show two of the unlimited number of patterns you can create with Fan Pattern.



- **Smooth Pattern:** Some patterns may have "choppy" sections, i.e. curves that were digitized with not enough points. Your recorded patterns may also have some unwanted wobbles. You can eliminate these by the new Smooth Pattern function. You will find the Smooth Pattern button on the main Add/Edit Pattern screen, under the Split Pattern button.

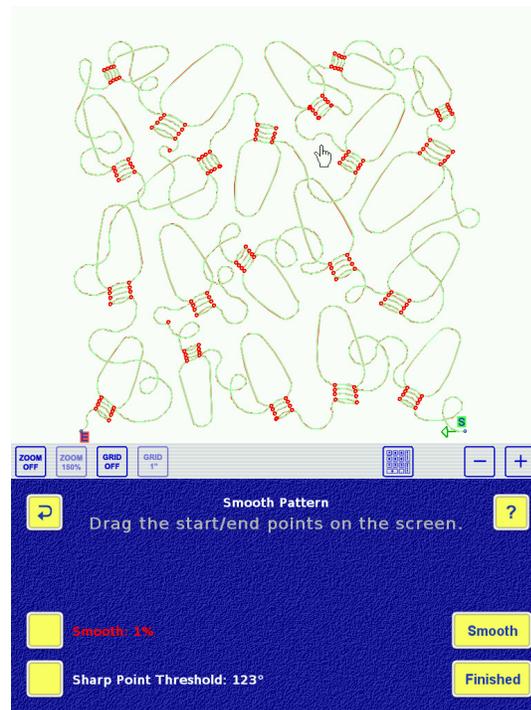
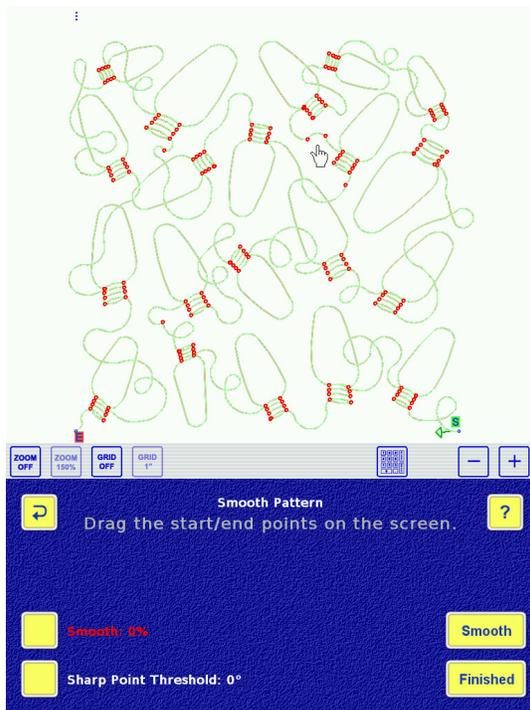
The Smooth Pattern screen shows the original pattern in red, the preview of the smoothing in green. Small red dots show the points that the IQ will consider as dwell points, and will hesitate at them to provide perfect points. However, in some cases, as at the pointer on the first screenshot below, there may be stray dwell points that cause unwanted pauses in the stitching.

The Sharp Point Threshold controls which of the dwell points will be kept intact during the smoothing process.

You can clean up the patterns in two ways:

- By dragging the start and end points to select a section for the smoothing.
- By smoothing the whole pattern.

In both cases, the proper setting of the smoothing percentage and the sharp point threshold will eliminate the stray breaks while keeping the true sharp points, as the second picture shows. In this example, setting the threshold to  $123^\circ$  and smoothing to 1% eliminated the dwell points at the pointer. The two remaining breaks can be eliminated individually.



## **- Other improvements, debugging**

An Offset button was added to Path Pattern. With this you can move the repeated pattern away from the path. This function may be helpful when designing corner patterns with Path Pattern.

To improve productivity, we added a Combine Patterns button to Split Pattern.

The "controllability" limit was decreased in Line Pattern, making it possible to use long or wide patterns.

We added more warnings and confirmation windows to reduce the effects of mistakes.

The jumpstitch problem when clipping a pattern was eliminated.