# Plug-ins

This guide will cover all the different plug-ins the software offers, and how they are used. As the software continues to improve we hope to offer more tools to create your masterpiece!

Import

The import feature allows you to import the following pattern file types; .CMD, .CSV, .DXF, .HQF, .QLI, .TAP, .TXT, .XY, .4DQ, and .QDATA. Once imported they can be saved as a .GPF file and used in the software, or converted into another extension using the Export feature.

The Plug-in button can be accessed within any section of the software.

1. Click Plug-ins.
2. Click Import.
3. A window will open allowing you to browse to the location of the file you want to import.
4. Locate the file you want to import. You can set a filter to show all file types or just one type.
5. Double Click the pattern.
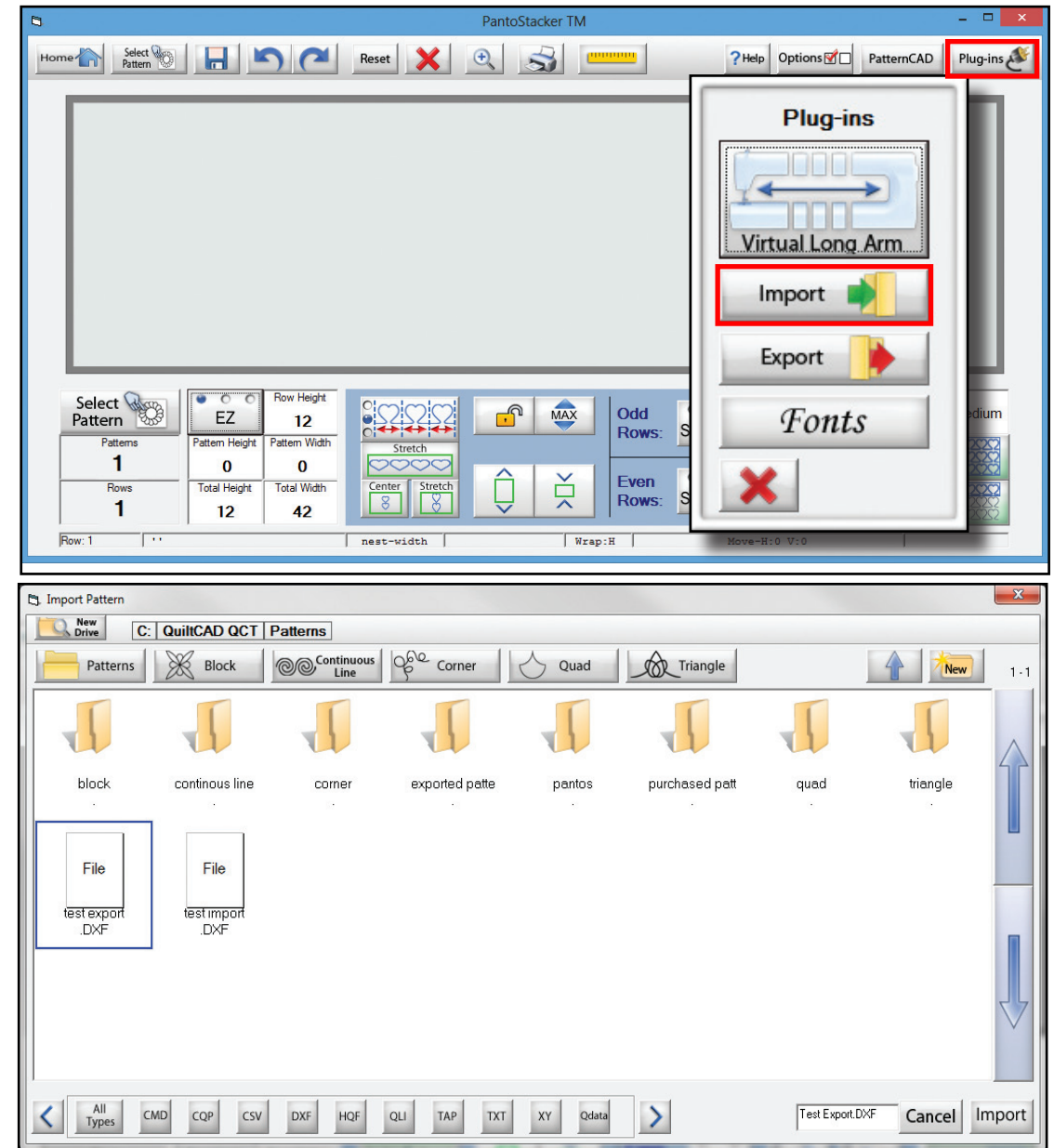
Import Continued

6. The pattern will load as if you had used the Select Pattern button. If you are in the Quilt modules, the pattern will open in the optimization screen.

7. Click the Save icon to save the pattern.

8. Name the new pattern File and Click Save

Now you can use the pattern any time you wish in the future.
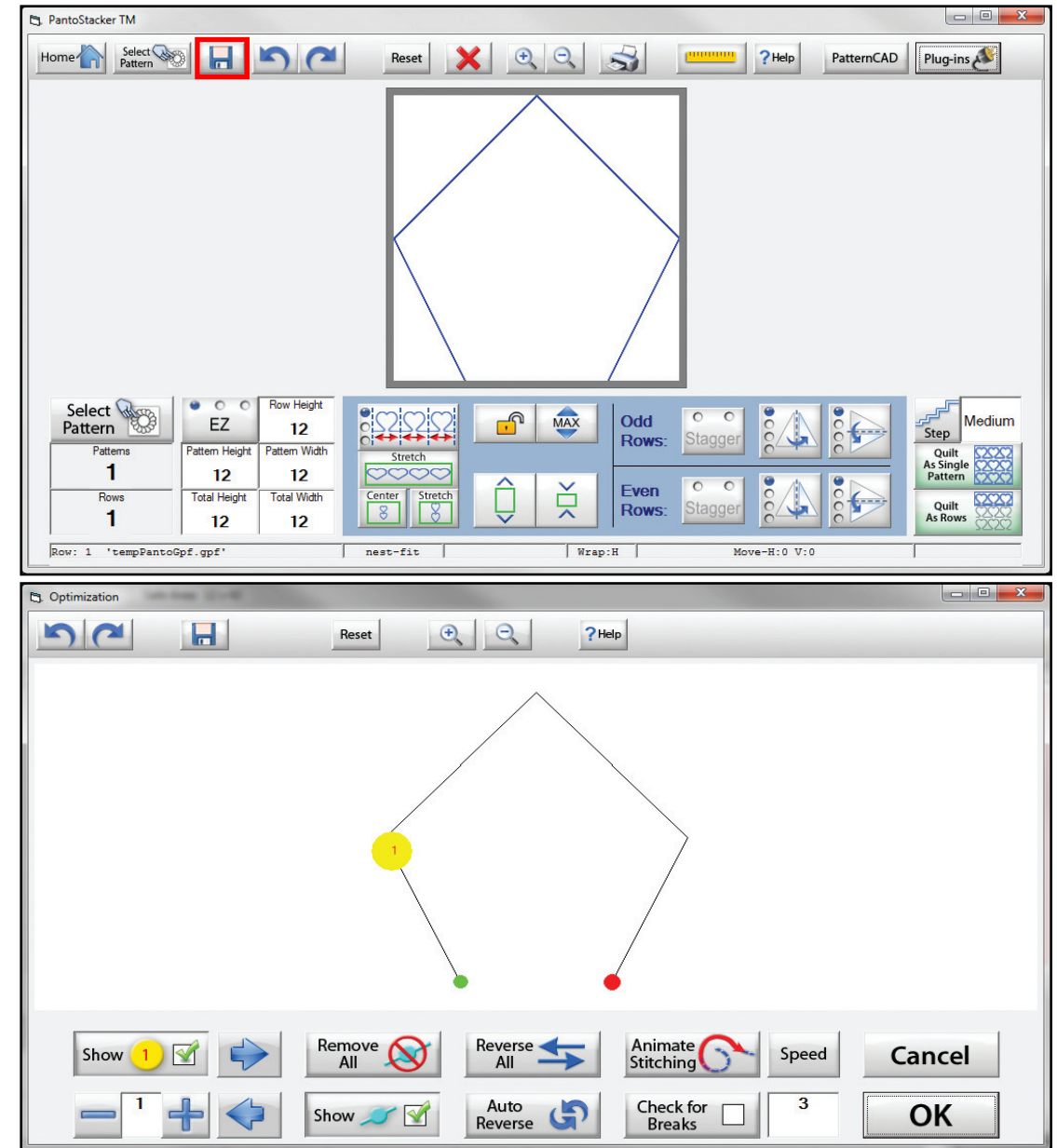
Export

The Export feature allows you to export a pattern so it can be used within other quilting software applications.

1. You must have a pattern currently open or selected.
2. Click Pug-ins.
3. Click Export.
4. A window will open allowing you to browse to the location you want to save the file too, and set the type of file.
5. Locate the folder you want to save the pattern.
6. Set the pattern file type.
7. Click in the File Name box to name the pattern.
8. Type the name of the file and click export

You can now browse to the folder you exported the file, and copy and move it to another application that can utilize that file format.
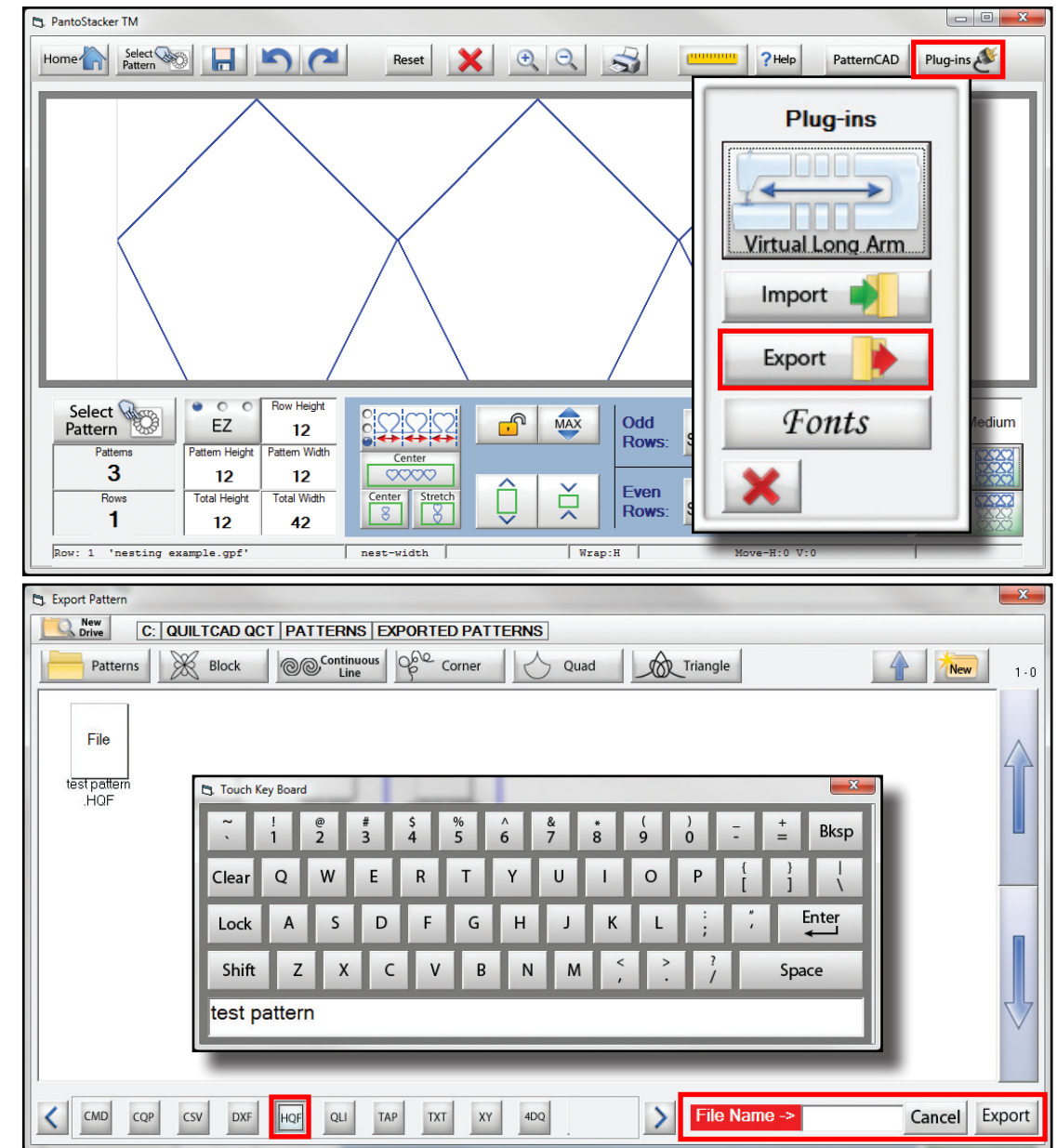
Virtual Long Arm (VLA)

The VLA plug-in gives you the ability to cut a large pattern into smaller parts, allowing the final product to be larger than what your sewing machine may be capable of.

To use the feature you must first create a pattern, preferably one that is larger than the throat of your machine.
In this example we are using a 12" machine, but I am going to set the total Height to 24".
Once you are happy with your layout you can open the VLA via the Plug-ins button.

This is the VLA Main Menu, here you can adjust the settings for the height of the Safe Area, Quilt Thickness, Roll Diameter and you can also add Vertical splits.
The VLA also has the ability to set margins for the pattern selection.

- **Safe Area Height** — Here you can manually set the Safety Area Height. By adjusting this setting the VLA will begin to add horizontal splits to the pattern.
- **Quilt Thickness** — This will have an effect on where the pattern is cut, the thickness can off set the actual size available.
- **Spacing** — This will automatically adjust the line where the pattern is cut to best fit your safe area thickness and roll diameter.
- **Vertical Splits** — Add vertical splits to the pattern and make more parts that can be sewn.
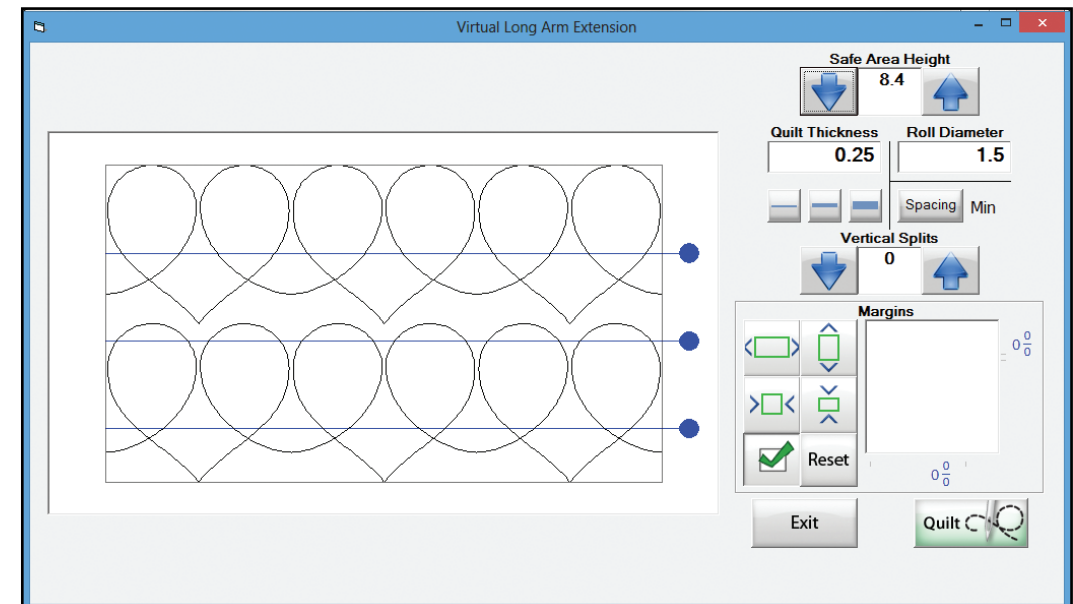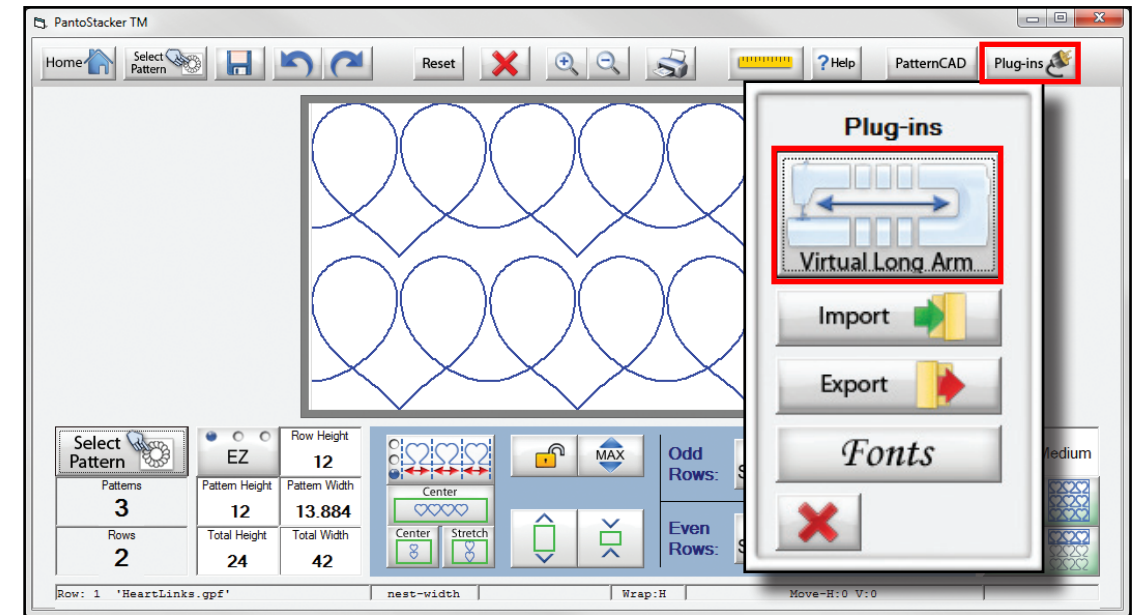
VLA Continued

After you set the size of your splits and Safe Area Height, we can now send the pattern or quilt over to the robotics so we can begin to sew the segments.

You can also set a margin for the pattern or quilt, this works the same way the margin settings for your pattern placement.

- Click the Quilt button to start the sewing process.

Once the pattern is loaded you will then see the first segment of the pattern you are going to sew.

There are some key differences on this screen, but it will function very similar to the regular placement screen. One big difference is the placement methods, which we will cover later.

Lets look at the VLA sewing screen.

1. **VL Placement Method** — Tap here to open the menu that allows you to choose which segment you want to sew. This window also states which placement method you are currently using.
2. **Placement Options** — These will be used to specify the point of your selection. Depending on your placement method you will see different options.
3. **Placement Methods** — Here you can choose the placement method that works best for the design you are placing.

The software will automatically choose the preferred placement method depending on what you are placing, you can change the method at any time.
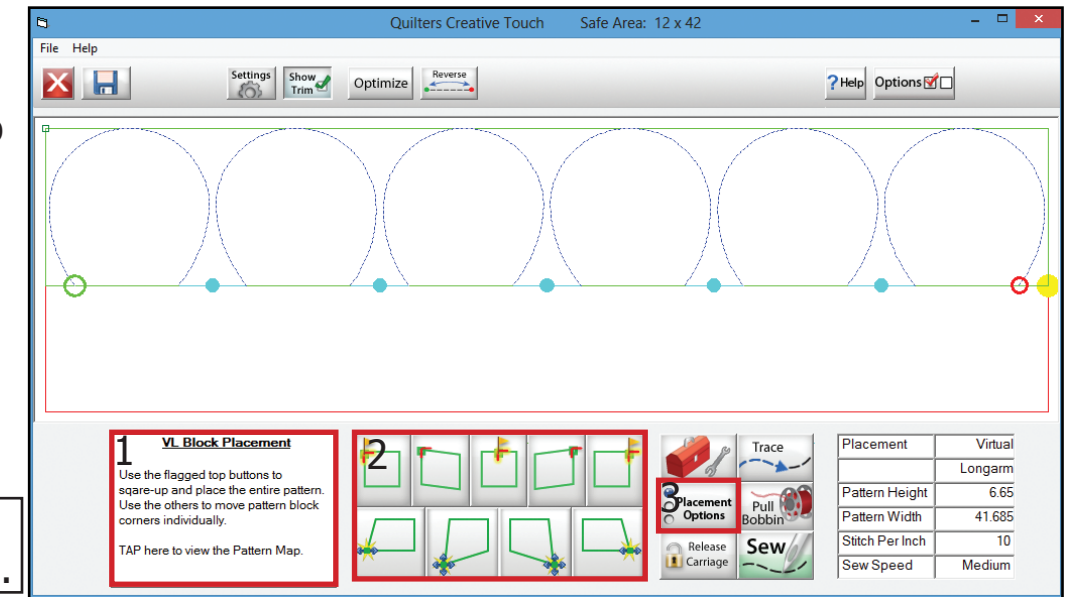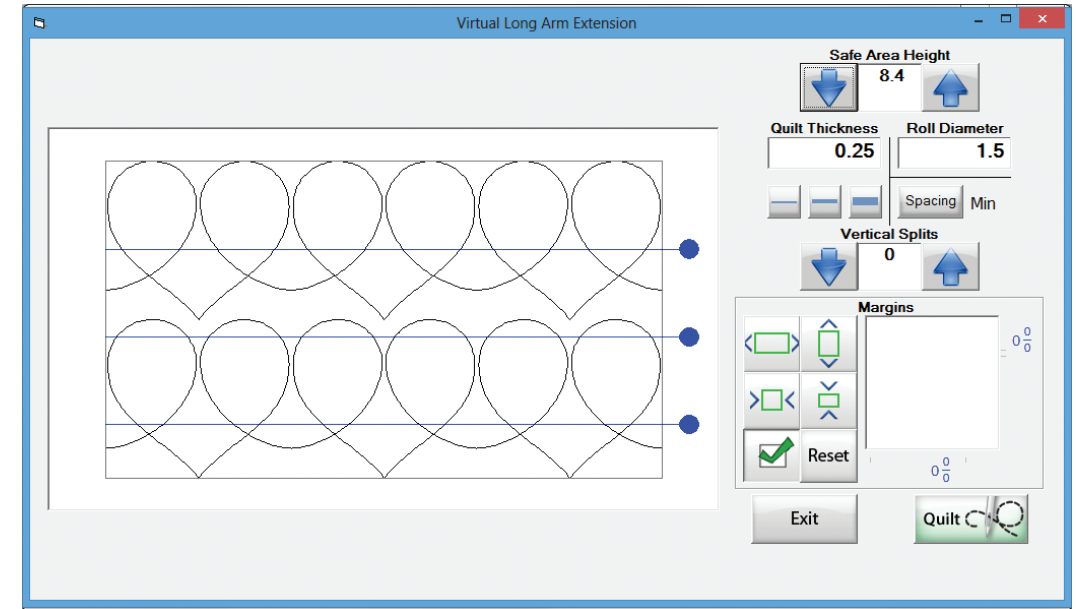
VLA Block Placement

The Block Placement for the VLA is the default placement method. With this you can place the cut portion of the pattern by using the top right or left block corners or the center point, very similar to the Sew as Rows feature. You can also adjust the angle of the pattern if needed using the bottom corners of your selection.

1. Top Left Block Corner — Places the selection using the top left block corner.
2. Angled Top Left Block Corner — Places the selection using the top left block corner. (This option can skew the pattern)
3. Center Point — Place the selection using the top center of the block.
4. Angled Top Right Block Corner — Places the selection using the top right block corner. (This option can skew the pattern.)
5. Top Right Block Corner — Places the selection using the top right block corner.
6. Move Lower Left — Extends the bottom left of the pattern, distorting the pattern angle while retaining the pattern height.
7. Distort Lower left — Extends the bottom left of the pattern, distorting the pattern angle and height.
8. Distort Lower Right — Extends the bottom right of the pattern, distorting the pattern angle and height.
9. Move Lower Right — Extends the bottom right of the pattern, distorting the pattern angle while retaining the pattern height.
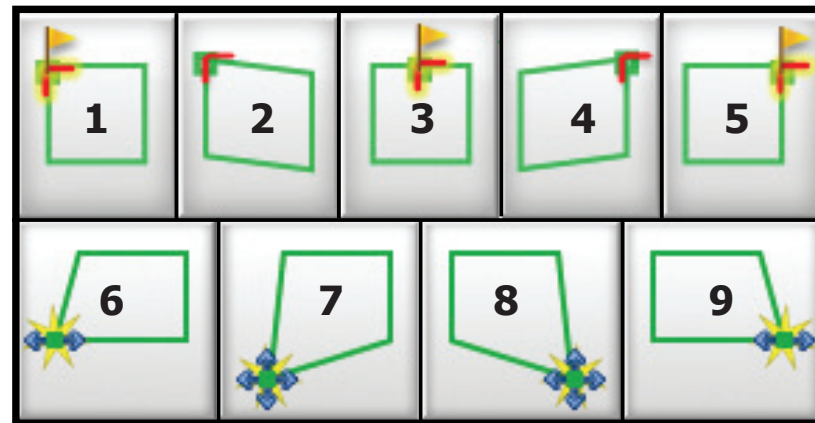
VLA Block Placement Examples

Shown here are some examples of how each placement method option will treat the pattern when it is placed.
You must always assign an anchor point before you use the other placement markers. The anchor point placement options are 1,3, and 5.

After the anchor is set you can adjust and align your selection for placement with options 2,4, 6, 7, 8, and 9.
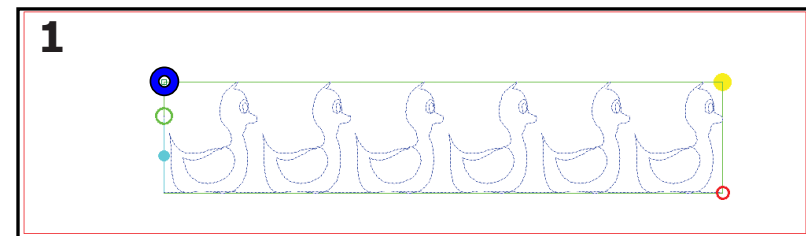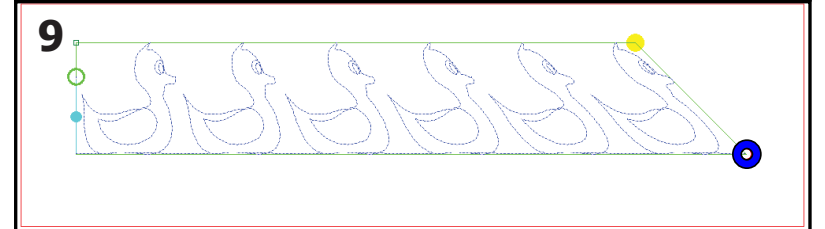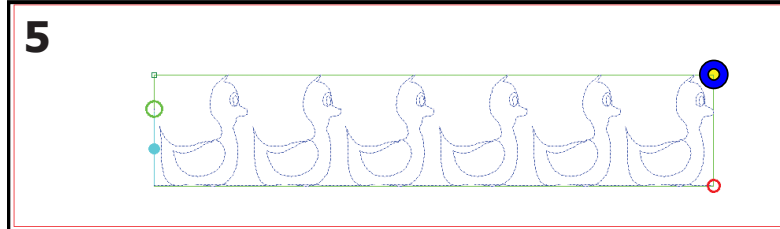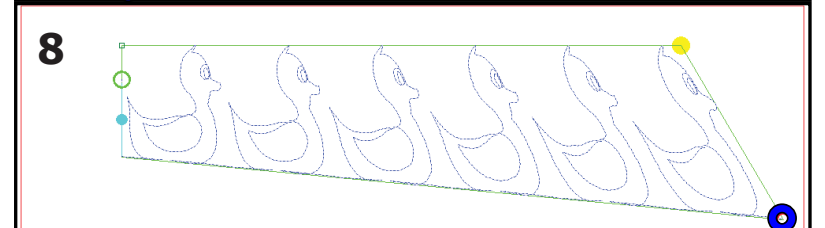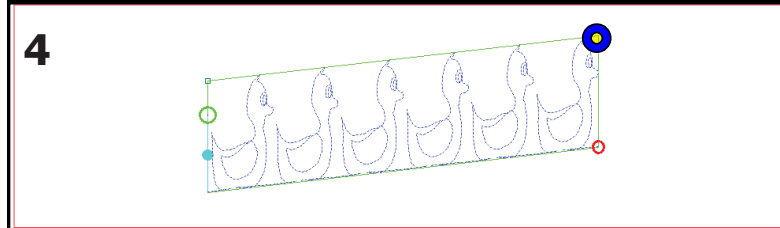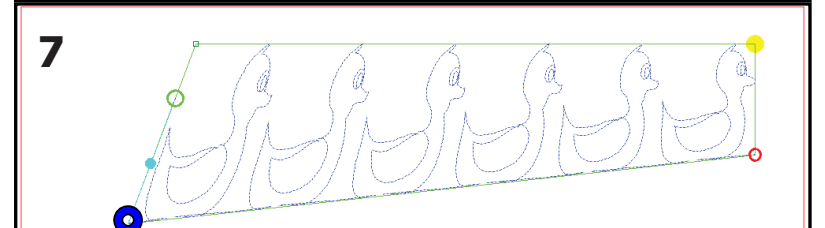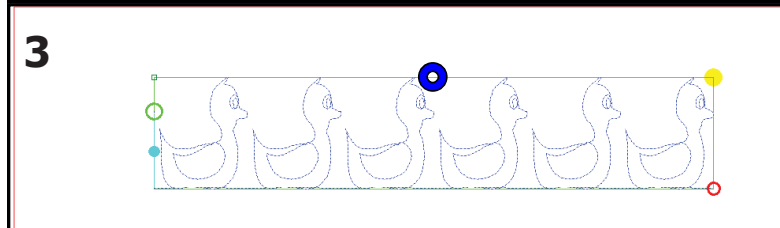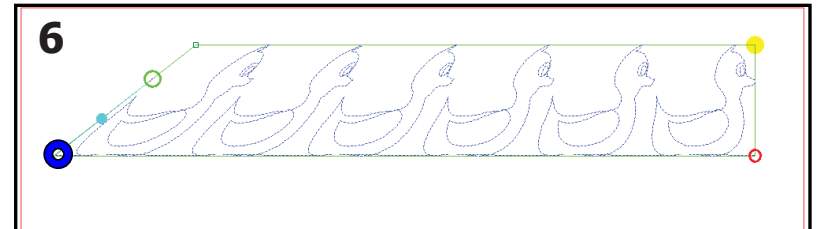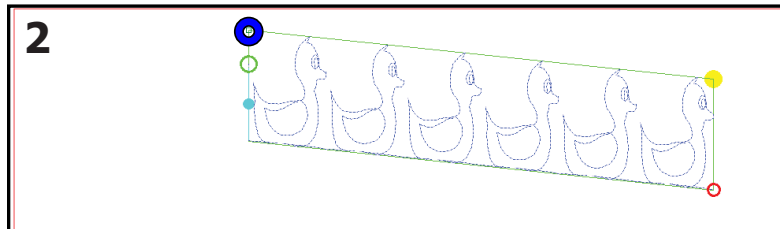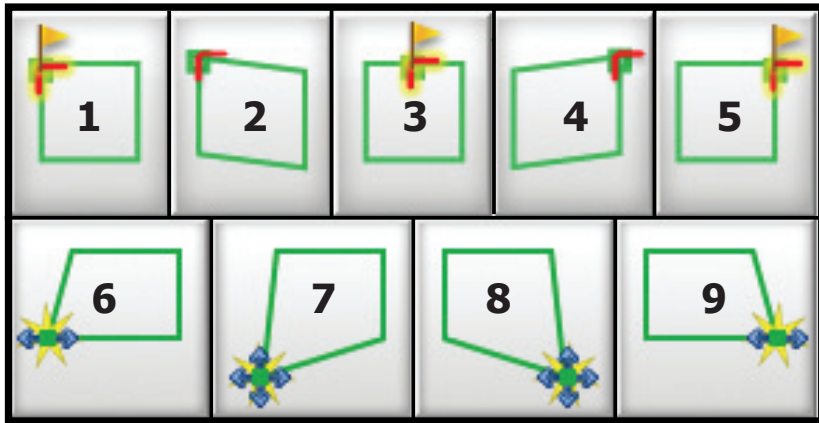
VLA Point Placement

This placement method gives you the ability to place the pattern with the start or end point of your selection. This is great to use when a portion of the pattern has already been sewed, or if you want the selection to start in a specific location. You also have the ability to stretch and skew the pattern to make it fit more appropriately if needed.

1. **Start Point** — Place the pattern using the start point of the pattern.
2. **Place End Point** — This button will place the stop point of the selection. With this you can skew and change the pattern size as well as its actual design.
3. **Place Start Point** — This button will place the start point of the selection. With this you can skew and change the pattern size as well as its actual design.
4. **End Point** - Places the entire pattern using the end point.
5. **Move Lower Left** — Extends the bottom left of the pattern, distorting the pattern angle while retaining the pattern height.
6. **Distort Lower Left** — Extends the bottom left of the pattern, distorting the pattern angle and height.
7. **Distort Lower Right** — Extends the bottom right of the pattern, distorting the pattern angle and height.
8. **Move Lower Right** — Extends the bottom right of the pattern, distorting the pattern angle while retaining the pattern height.
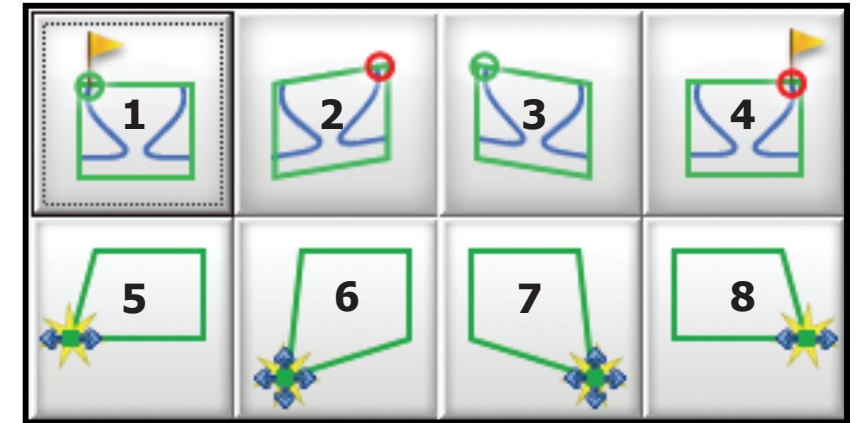
VLA Point Placement Examples

Shown here are some examples of how each placement method option will treat the pattern when it is placed.
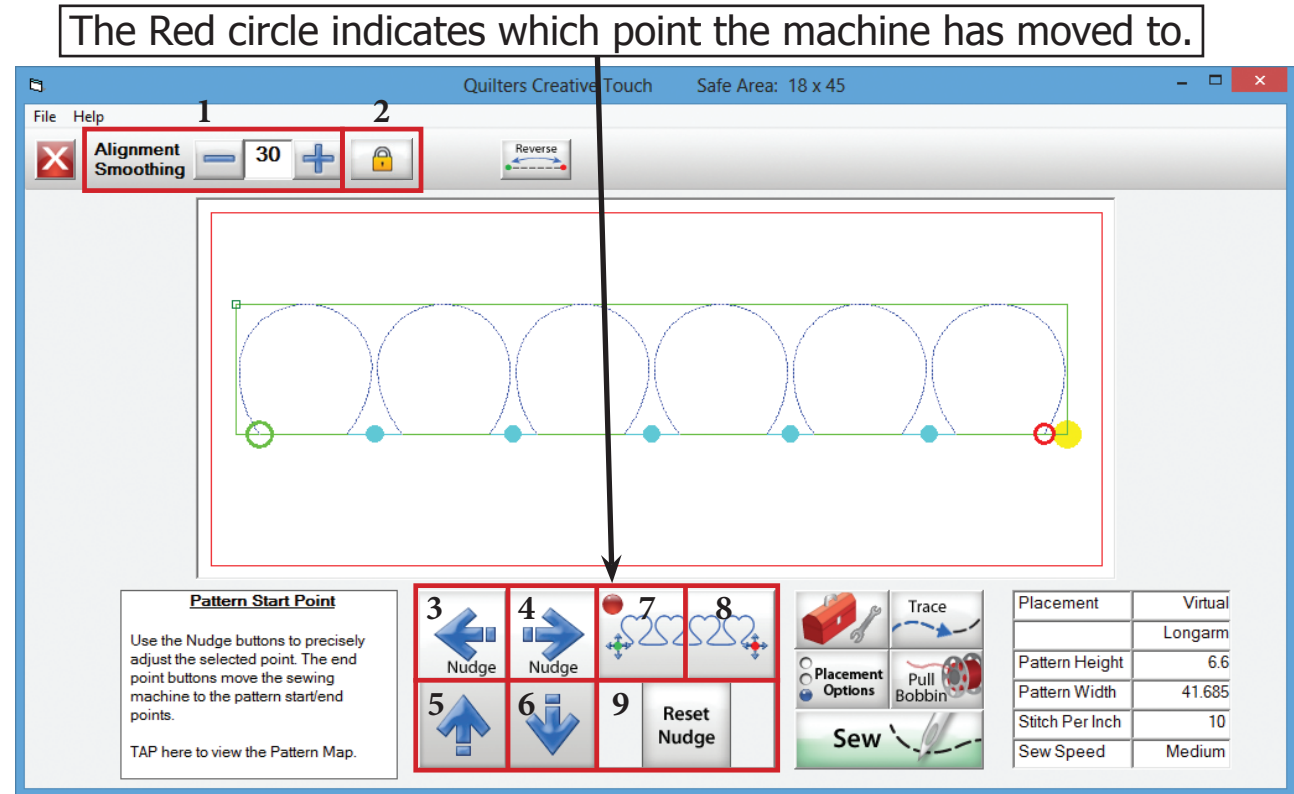
You must set an anchor point first, the anchor point options are 1 and 4. After the selection has been placed with either anchor method you can then use the 2, 3, 5, 6, 7, and 8. When using option 2 or 3 please be aware that you can change the layout of the design as it will move the start or end point of your selection
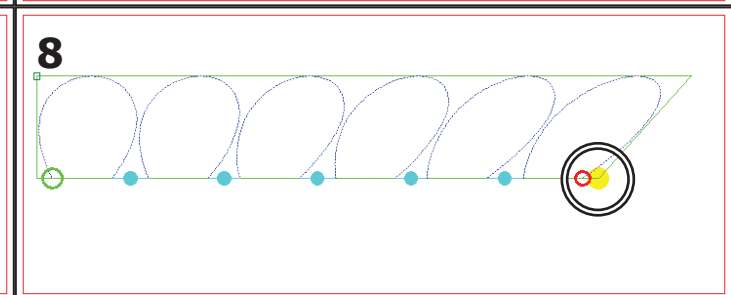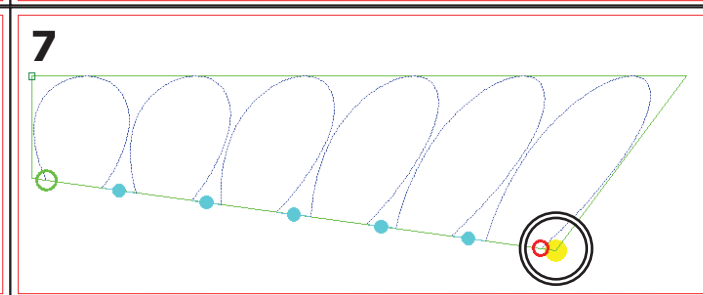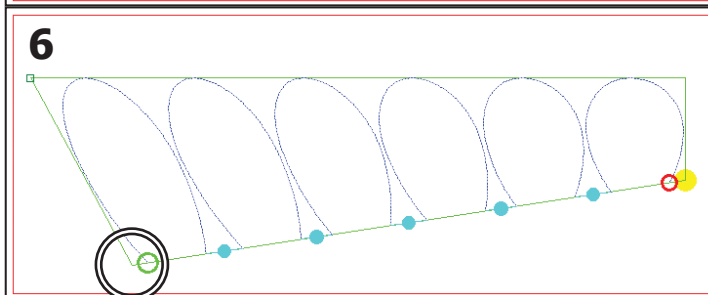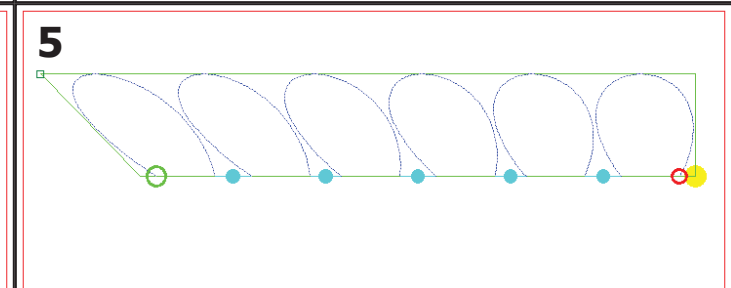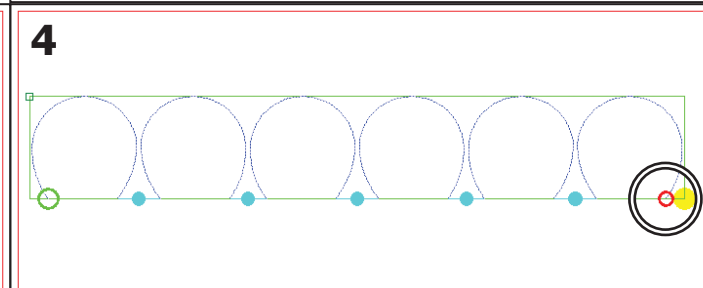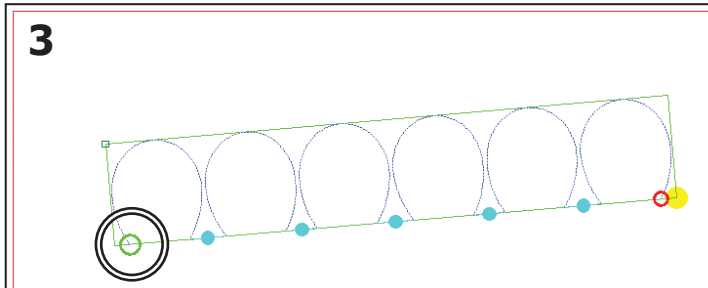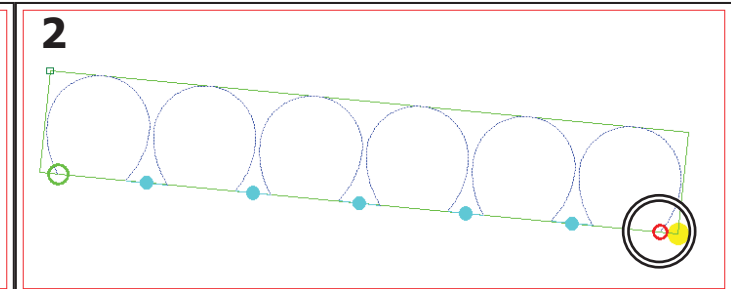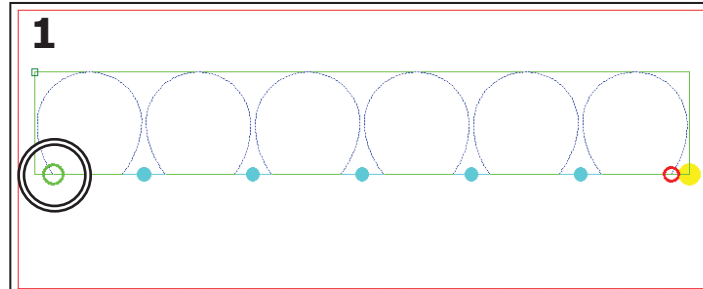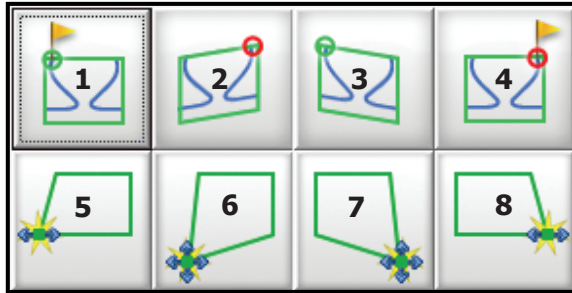
VLA Precise Placement

The Precise placement method is quite a bit different than any previous placement method. You will use the start and end points to place the pattern, however you do no move the machine to set a point. Instead you will choose the start or end point of your selection. Once you do that, the robotics will engage and move to that point. Once it is there you will Nudge the point so that it starts exactly where the needle is positioned. When doing this the other parts of the pattern will be anchored in place, the point will move to fit the spot you specify. This can cause distortion in the pattern depending on how far you move it.

1. **Alignment Smoothing** — Using the + or - symbol you can increase or decrease the length of the pattern distortion when moving the start or end point.
2. **Alignment Lock** — When enabled the Nudges will effect the entire pattern. When disabled only the selected point will move.
3. **Nudge Left** — Will move the selection to the left.
4. **Nudge Right** — Will move the selection to the right.
5. **Nudge Up** — Will move the selection up.
6. **Nudge Down** — Will move the selection down.
7. **Move Machine to Start Point** — This will engage the robotics and move the machine to the Start point of your selection.
8. **Move Machine to End Point** — This will engage the robotics and move the machine to the End point of your selection.
9. **Reset Nudge** — Will reset any nudges and move the selection back to the original location.

The Red circle indicates which point the machine has moved to.

The Reset Nudge will only work after the machine has been move to the start or end point.

VLA Precise Placement Examples

Let's take a look at how this placement method can be used and effect your pattern. In these examples we will once again exaggerate the placement to show how the pattern can be changed.

In these examples the alignment percent was set to 10. We then used the Nudge function on the start and end points separately to show how the pattern changes.

In these examples the alignment percent was set to 30. We then used the Nudge function on the start and end points separately to show how the pattern changes.

In these examples the alignment percent was set to 90. We then used the Nudge function on the start and end points separately to show how the pattern changes.
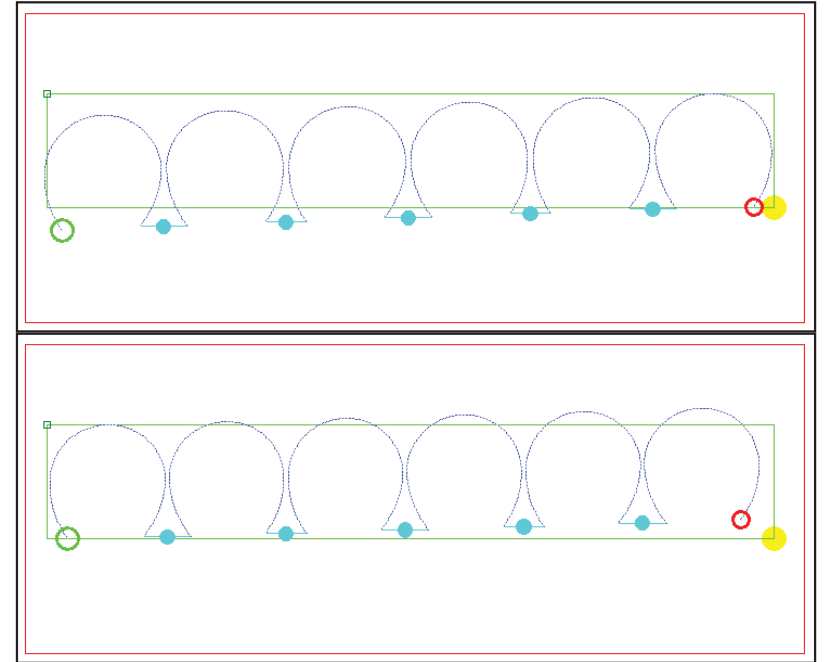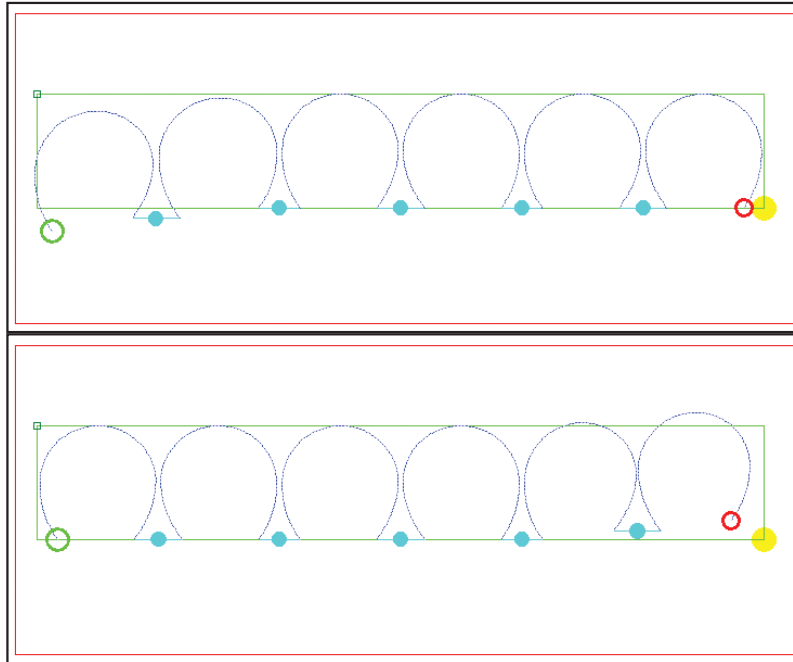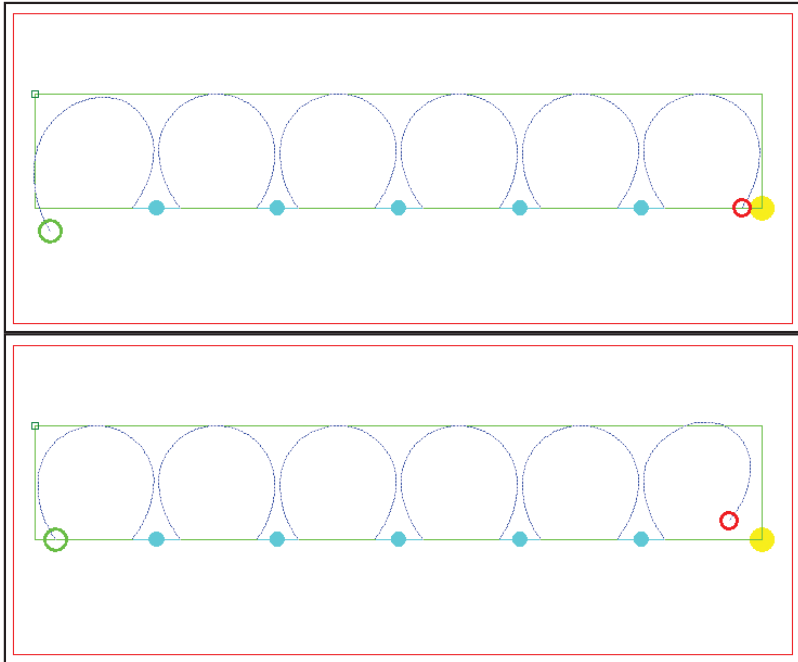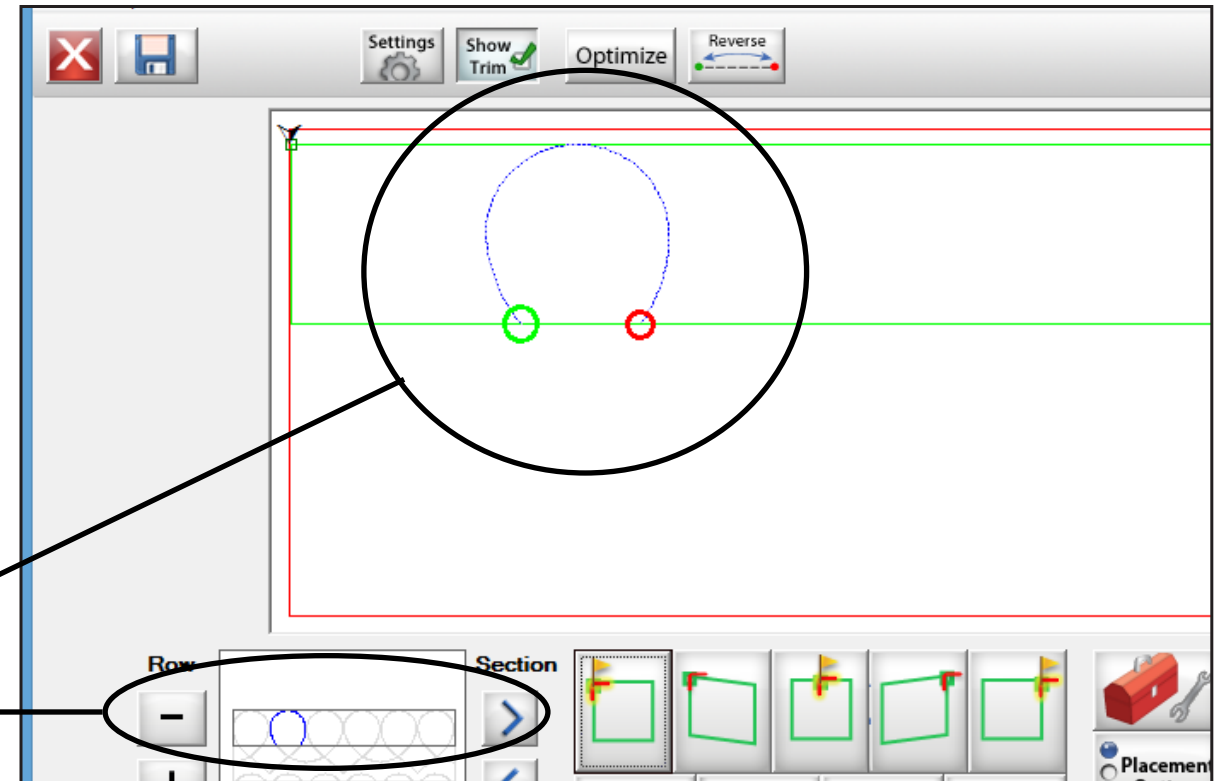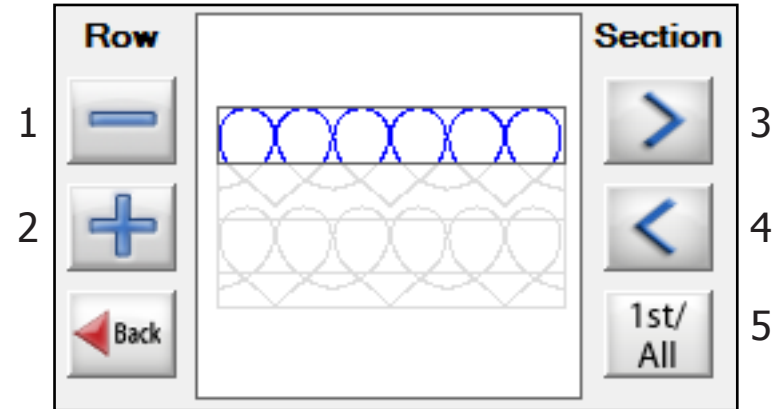
VLA Continued

VL Placement Menu

For each section that was created during the split process, the portion of the pattern to be sewn is treated like a pantograph. It will have sections numbers, trim lines, start/stop points. To review the section that is about to be sewn you can check the optimization screen to ensure it is set for the most efficient path.

With any placement method you can choose to sew the entire selection or just a single segment.

1. **Section Selection Up** - Select the next row.
2. **Section Select Down** - Select the previous row.
3. **Select Segment Right** - Moves to the next segment in the section or row to the right.
4. **Select Segment Left** - Moves to the previous segment in the section or row to the left.
5. **1st / All** - If any other selection has been chosen this button will select all segments. If all segments are selected it will select the first one.

Here you can see that the second segment has been selected, and is the only part being displayed on the placement screen.

VLA Continued

Proceeding to next Section

Once you are happy with your first placement and you have sewn the selection you will see the screen shown here.

From here you have the option to continue sewing the row, if you are sewing one segment at a time. Or you can choose "Finished Row", and move onto the next section.

Once you click the Finished button you will see a prompt stating the next section you are placing is not within the safety area and that you will need to roll your fabric, click 'OK' here.

You can choose the 'Do Not Show Again' option, but this is something we suggest for users who are familiar with the VLA process.

Click OK you will see new options on the placement screen. These are used to place a marker in your quilt.

You place the marker first and then roll your quilt. This makes it so you can easily place the next section using the marker.

- **Move To Top Left** — Moves the sewing machine to the Top Left Corner of the selection.
- **Move to Center** — Moves the sewing machine to the Top Center.
- **Move To Top Right —** Moves the sewing machine to the Top Right Corner of the selection.
- **Sew Corner Mark** — Sews a Mark on the Top Left Corner of the selection.
- **Continue with Placement** — Click this when you have finished placing your marker.
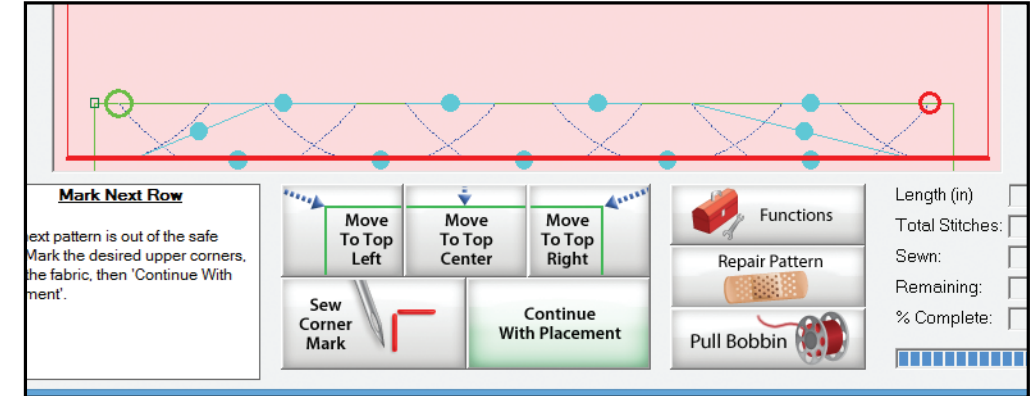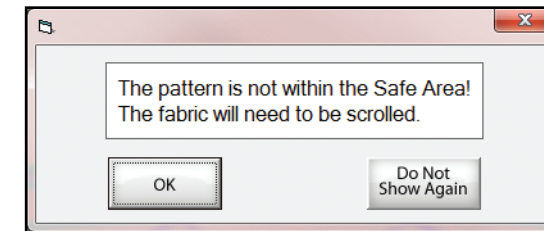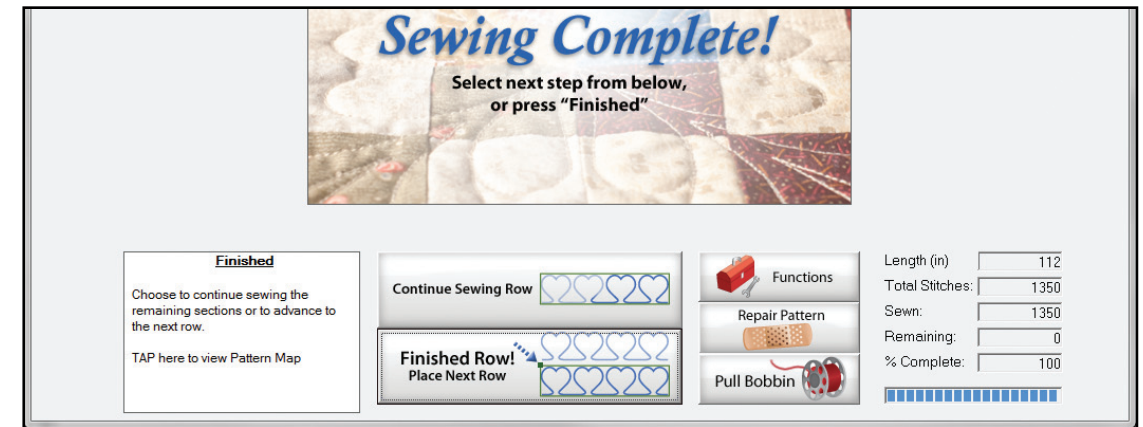
Once the machine moves to the specified corner you can sew the corner mark. Then roll the quilt and use the mark to place the next row. This process will happen each time the next section is outside of the safety area.

Fonts

Another plug-n offered in the software is the Fonts module. This allows you to create pattern or pantographs using text. The text can be in the format of any font that you have installed on your computer.
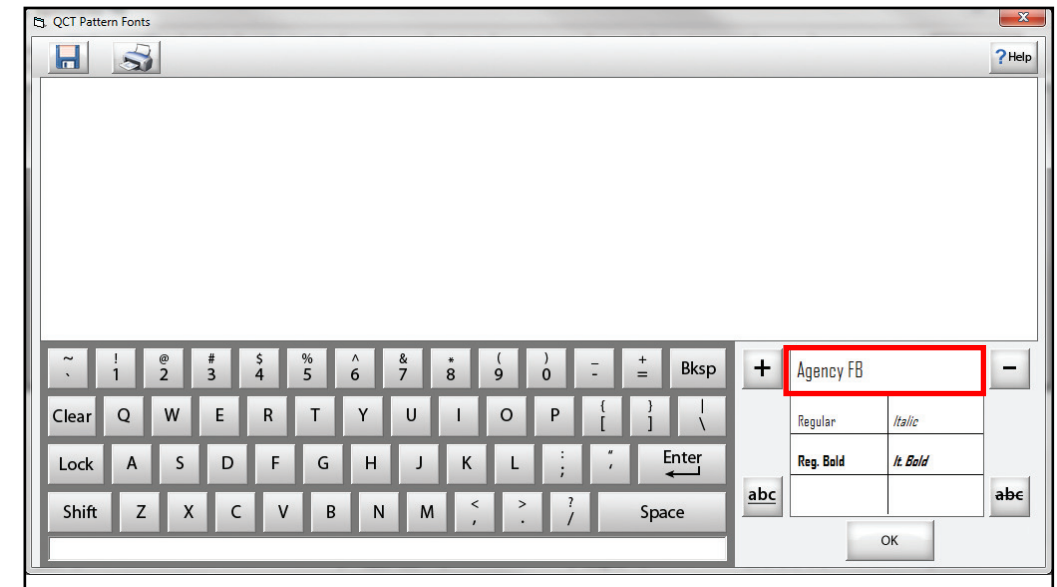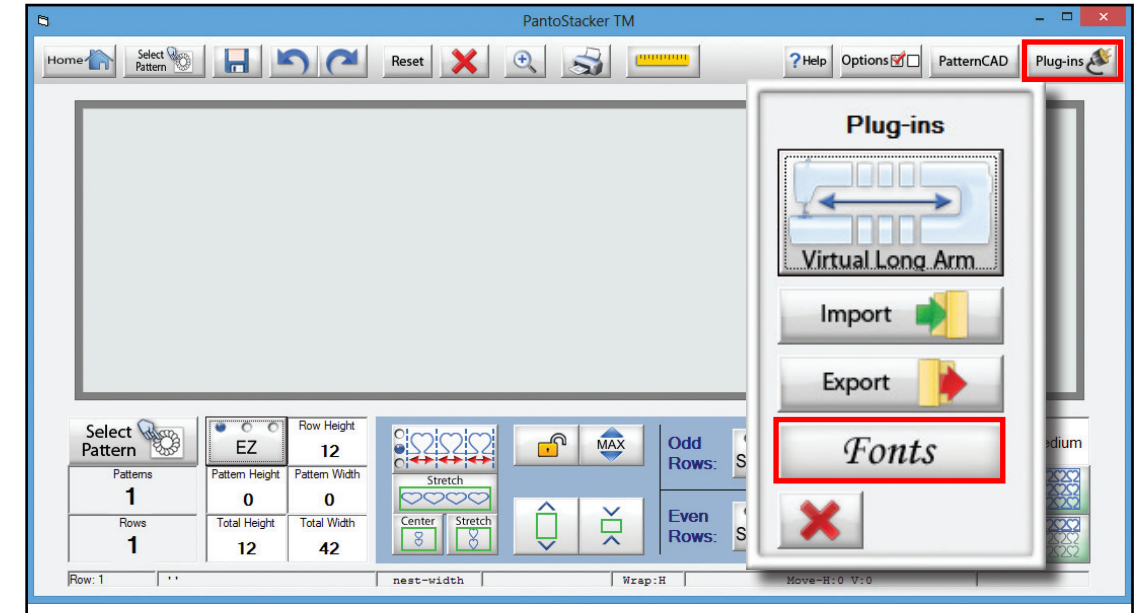
Lets walk through creating a Pantograph with the Fonts module.

1. Click New Pantograph under Design and Create.
2. Click Plug-ins on the top right.
3. Select Fonts.

> The Fonts Screen has a blank preview area and a virtual keyboard. There is also the Fonts option menu.
> To choose a different font you can use the - or + symbols to cycle through fonts one at a time, or you can tap on the box in between the - and + which displays the current font.

4. Click the Font display box. (Highlighted in Red)

Fonts Continued

Another box will open, and with it you can browse your font library, 32 fonts at a time, until you find the one you desire.

1. Click New Pantograph under Design and Create.
2. Click Plug-ins on the top right.
3. Select Fonts.

You can also set the font to be Regular, **Bold**, *Italic*, or ***Bold Italic***. If the font allows.

As you type the preview window will show you the text in the font that you have chosen.

There is no limit to what you can type. But the more you type the smaller and smaller the preview will become.
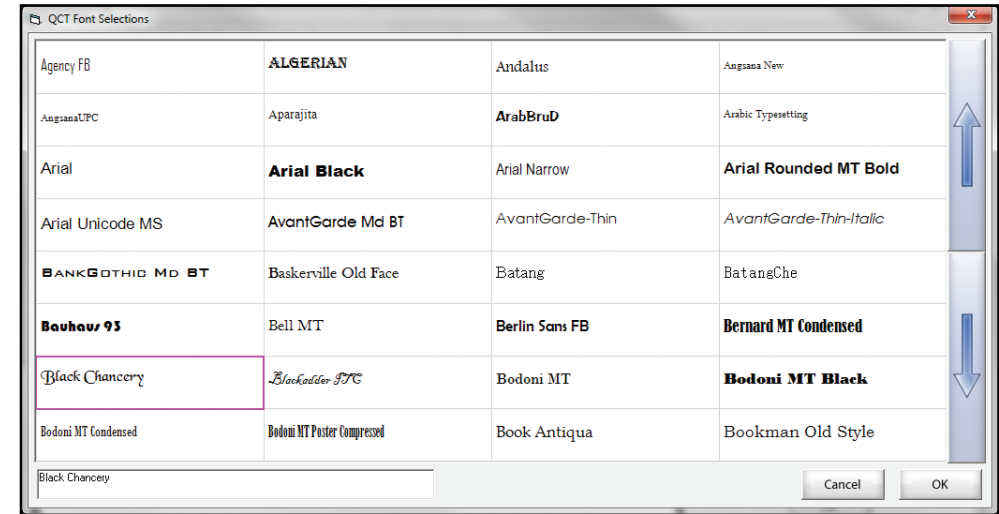
Fonts Continued

Once you click OK the software will prompt you to save the pattern. If you do not click 'Yes' the pattern data will be disregarded, and anything you created will be lost.

1. Click New Pantograph under Design and Create.
2. Click Plug-ins on the top right.

The pattern file will be saved with the .GPF extension, if you want to use your new pattern in a different application you will need to export it into a supported file type.
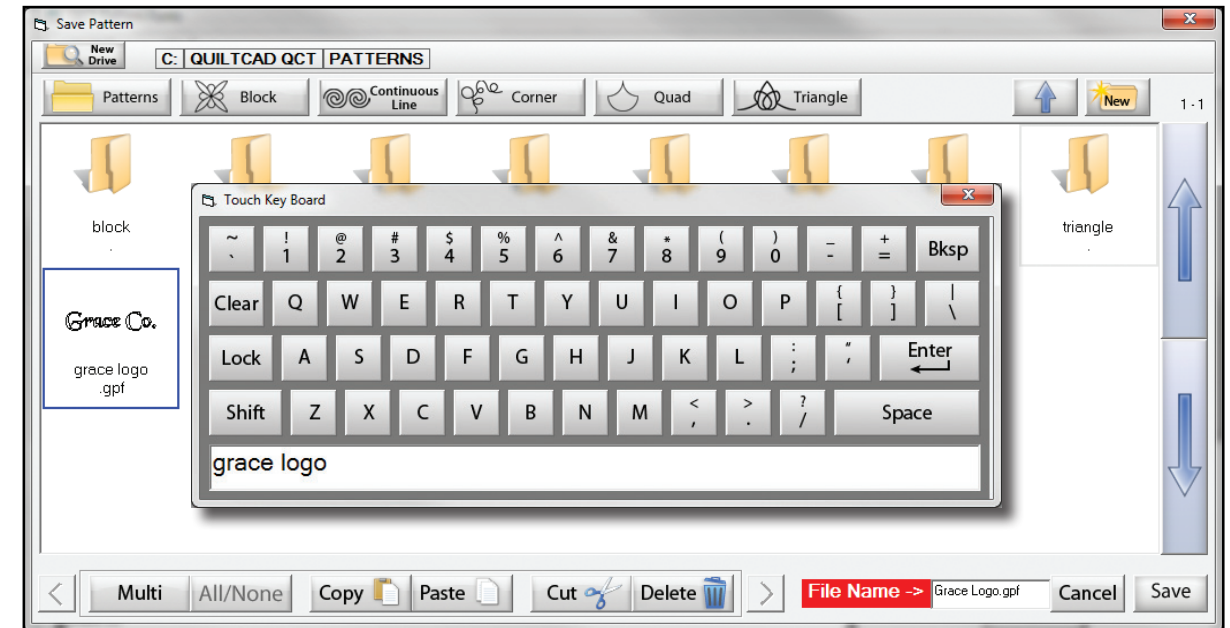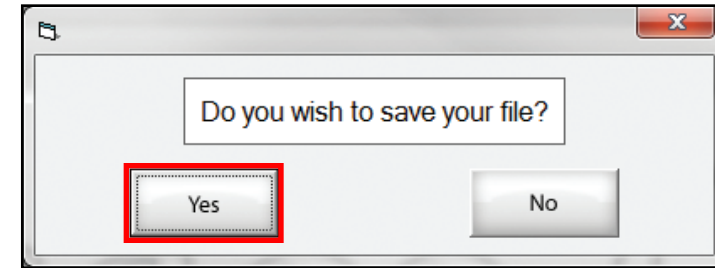
Fonts Review

1. Click New Pantograph under Design and Create.
2. Click Plug-ins on the top right.
3. Select Fonts.
4. Click the Font display box.
5. Select the font.
6. Type the letters or word you would like to sew.
7. Click OK
8. Click yes to save the pattern.
9. Give the pattern file a name.
10.   Place the Pattern.
11.   Sew the pattern.

You can now use the new font pattern in any placement method you want. Since the pattern was saved it can be added to any quilt or pantograph at anytime.