

EQ7 USER MANUAL

Complete Reference Guide



FROM THE ELECTRIC QUILT® COMPANY

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Bowling Green, Ohio 43402

EQ7 User Manual

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By The Electric Quilt Company

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Table of Contents

Introduction

Introduction	5
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Chapters

Chapter 1: Projects	13
Chapter 2: Project Sketchbook	25
Chapter 3: Libraries	33
Chapter 4: Quilts	53
Chapter 5: Custom Quilts and Layers 2 & 3	77
Chapter 6: Borders	101
Chapter 7: Coloring	113
Chapter 8: Drawing	137
Chapter 9: Image Worktable	189
Chapter 10: Printing & Exporting	213

Index

Index	239
Toolbars	243

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Introduction

How Do I Start?	6
What Do I Do If I Need Help?.....	6
Installing EQ7.....	7
Running EQ7	7
Activating EQ7	8
Registering EQ7	9
Deactivating EQ7.....	9
Uninstalling EQ7	9
Choosing Inches or Centimeters	10
Restore Default Settings	10

Thank You for Buying Electric Quilt 7

Welcome to the world of computer quilting! We can't wait to show you all the great features of Electric Quilt 7. This user-friendly software will help you to design quilts and blocks, color with real fabrics, and print patterns to follow. Let's get started.

How do I start?

Install – Please refer to page 7 of this book.

First Run – The computer that EQ7 is installed on will need to be connected to the Internet for activation and registration. Please see page 8 of this book.

Learning Tip #1 – Watch the video tutorials. You'll learn about the different worktables and the basics. Simply click VIDEOS on the main menu.

Learning Tip #2 – Print and work through the step-by-step lessons. Choose topics like quilt design, drawing or printing. Click HELP on the main menu and choose EQ Lessons (PDFs).

Get Answers – Use this manual as a reference and lookup guide for any task. Print it or save it to your desktop for easy access. You'll also find answers in the EQ7 Help Center by clicking HELP > Contents or click the Help button on any window if you see one.

What do I do if I need help?

If you have looked in the index of this book, used the HELP menu's Search option, and you still need help, there are many resources available.

EQ Website – Find links to message forums, user lists, and much more: www.electricquilt.com. The best way to contact us is using the form on our website. Click **Support > Contact Tech Support** to find the form.

Call – Talk to a real person on our technical support line: 419-352-1134 (Monday-Friday, 9-5pm EST)

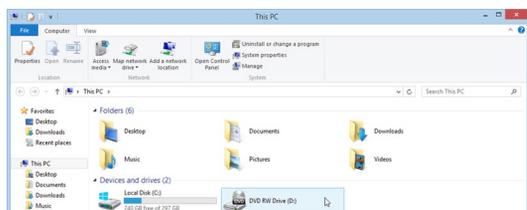
Support Wiki – Search for answers for support questions at support.electricquilt.com

Email – Send us your questions: techsupport@electricquilt.com

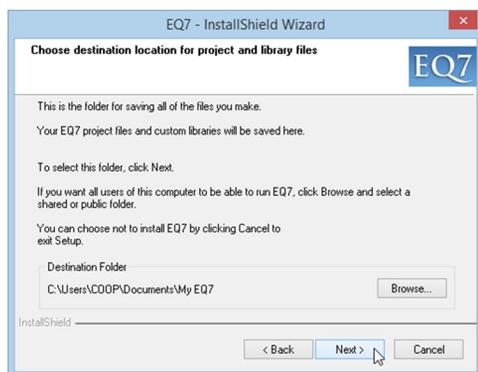
If you are having difficulties with a specific project or design, feel free to attach EQ7 projects or pictures to help us "see" how to help you.

DoYouEQ.com – Find lessons, videos and free project downloads at www.doyoueq.com

Classes – Check our www.electricquilt.com for class listings in your area, or find an online class at classes.electricquilt.com



Step 4



The second installation location is where your project files and custom libraries will be saved by default. Please make a note of this location.



Double-click the icon to run EQ7

Installing EQ7

Before you begin the installation, turn off any programs that may be running on your computer.

If you are installing from USB Stick or CD-ROM:

- 1 Insert the USB or CD-ROM.
- 2 The installation should start automatically.
- 3 If the installation does not start automatically, click **START > (My) Computer** (Windows® 7 or older) or **Windows Key + E** (Windows® 8).
- 4 Double-click the CD-ROM or DVD-ROM drive that contains the EQ7 CD.
- 5 Double-click the **Setup.exe** application file (setup launcher) and then follow the instructions.

You should be able to click Next through the entire installation to get to the normal installation.

If you Browse and change either of the installation paths, be sure to create a new folder each time for the files. In other words, click Browse, change the drive letter and type EQ7 in the path typing box. This will create the folder for you. Click **OK** and **Yes** to continue with the installation.

If you are installing from the EQ7 Download:

- 1 Log into your account on ElectricQuilt.com:
- 2 Click the **Downloads** link.
- 3 Click the **Download** link next to Electric Quilt 7.
- 4 Follow the steps prompted by your web browser to download and run the file.

Note

To install EQ7 for *all users* of the computer, be sure to click the Browse button and select a shared public folder for the default location of the project files and user libraries.

Running EQ7

The installation creates an EQ7 icon to start the program. **Double-click the icon to run EQ7.**

The first time you run EQ7 you will see an “activation” screen that will unlock EQ7, then ask you to register your program.

Activating EQ7

The computer needs to be connected to the Internet for activation. Activation is a process that unlocks EQ7, using your License ID and Password as the keys. You will only need to activate the first time EQ7 is started on a computer. Be sure to have your License ID and Password available. Follow the instructions on the screen to complete the activation.

Each computer where EQ7 has been installed will need to be activated for EQ7 to run. Two computers can be active at a time. If you install on more than two computers, it is up to you to manage your active computers by deactivating one of your computers in order to activate a different computer. This is a quick and simple process that just requires a few clicks of your mouse. We encourage you to become familiar with the steps to activate and deactivate a computer.

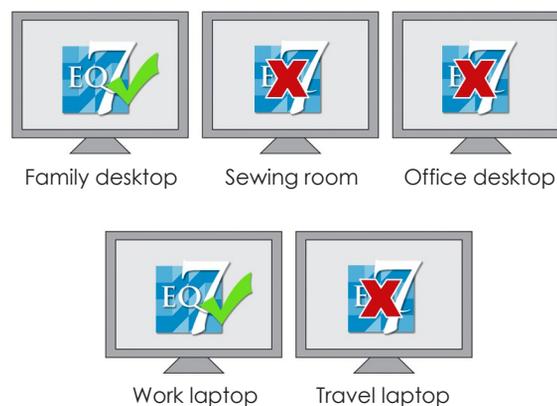
Periodically EQ7 will validate the license over the Internet at startup of the program. If your computer is not connected to the Internet, or communication is being blocked because of your computer's firewall settings, you will receive a message, "License validation failed. Validation required in xx days." After you see this message, EQ7 will start. You will have xx days to resolve the issue. For more information, go to support.electricquilt.com. Type "Validation EQ7" in the Search box.

If your computer requires hardware changes, such as reformatting the hard drive, adding memory or upgrading your operating system, we strongly recommend that you deactivate EQ7 before the changes are made. (See page 9.) In the case of unforeseen changes due to crashes or viruses where deactivation was not possible, your computer may still not require the use of a new activation. The activation process pairs the EQ7 License ID with information about your computer hardware.

For more information on EQ7 activation, please see our website: support.electricquilt.com and click on Electric Quilt 7.



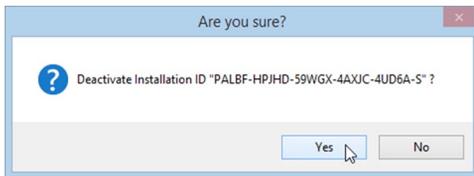
Enter your EQ7 license ID and password



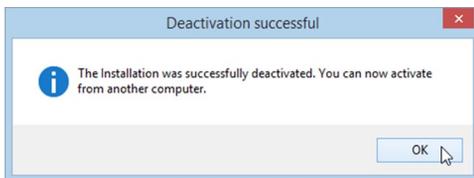
This diagram shows a scenario a registered EQ7 user might encounter. Notice that EQ7 has been installed on 5 computers. It is active on 2 computers. If the user wants to take her laptop with her on vacation, she'd have to deactivate 1 of the 2 computers, and reactivate on her travel laptop.



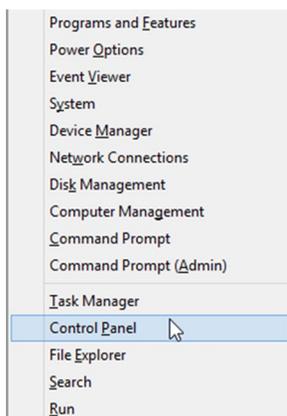
START > Programs > Electric Quilt > EQ7 Deactivate this Computer



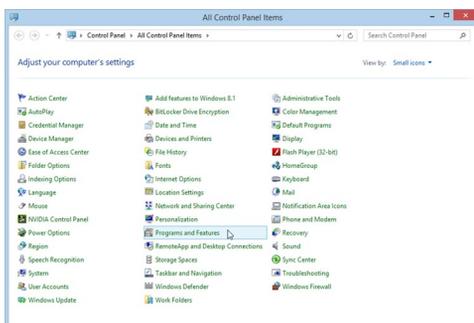
First message when deactivating



Second message when deactivating



Step 2



Step 4

Registering EQ7

After the activation has been successfully completed, you will be asked to register EQ7. The fields with an asterisk (*) are required. **If your address does not include a State or Province, please enter AA.**

Deactivating EQ7

The computer needs to be connected to the Internet to deactivate. If you have reached the limit of authorized activations, you can deactivate EQ7 on one computer and reactivate on another. You do not need to uninstall files.

Click **START > All Programs > Electric Quilt > EQ7 > EQ7 Deactivate this Computer** (Windows® 7 or older) or **on the Start Screen, view Apps > Electric Quilt > EQ7 Deactivate this Computer** (Windows® 8). This will return the activation to the activation server so that you can use it in the future on the same computer or on a different computer. You can quickly and easily reactivate by clicking on the EQ7 icon. The activation process will begin automatically.

Uninstalling EQ7

- 1 First deactivate EQ7: Click **START > All Programs > Electric Quilt > EQ7 > EQ7 Deactivate this Computer** (Windows 7® or older) or **on the Start Screen, view Apps > Electric Quilt > EQ7 > EQ7 Deactivate this Computer** (Windows® 8). This will return the activation to the activation server so that you can use it in the future.
- 2 Click **START > Control Panel** (Windows® 7 or older) or **press Windows Key + X, then choose Control Panel** (Windows® 8).
- 3 *Windows® XP and Vista Users:* Click Classic View in the left column.

Windows® 7 and 8 Users: change the drop-down to Small icons in the top-right.

- 4 Click **Programs and Features** (Add/Remove Programs for Windows® XP).

- Find EQ7 in the list below and **click on EQ7**.
- Click the **Uninstall/Change** button (Change/Remove button for Windows® XP).
- Click **Yes** to confirm that you want to remove EQ7.

Choosing Inches or Centimeters

You can use inch or centimeter measurements in EQ7.

- Click **FILE > Preferences > Measurement** (under Workspace).
- Click on the measurement you'd like to use.
- Click **OK**.

Note
Once you change the measurement units the program will continue to use those units until you change them again.

Restore Default Settings

This feature takes your program back to the factory settings; the way it was when you first installed it.

If you ever drag a palette or toolbar off screen and can't get it back, restore defaults.

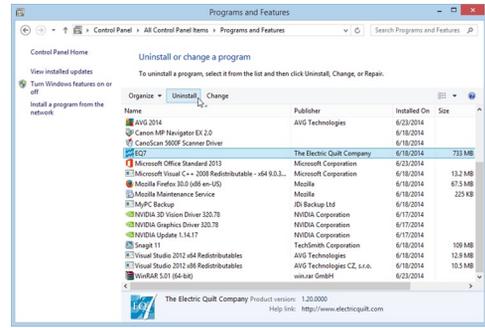
If you ever turn off an error message permanently and forget how to turn it back on, restore defaults.

Using Restore Defaults

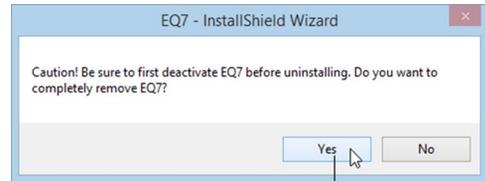
- Click **FILE > Preferences**.
- Under Workspace, click **Restore**.
- Choose your options:

Include original fabrics, colors and thread

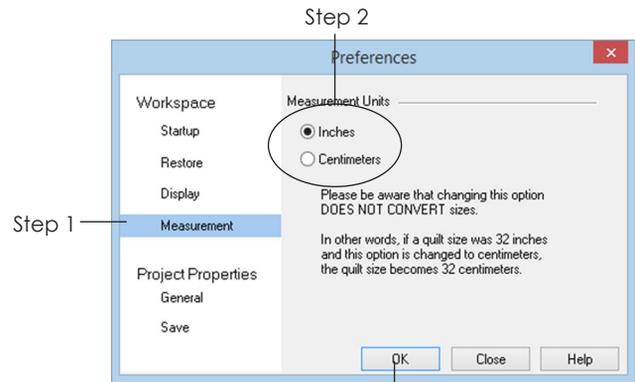
- UNCHECKED** – palettes, dialog boxes, toolbars, preferences, drawing board options, quilt options, image options will all go back to the factory default settings.



Steps 5 - 6

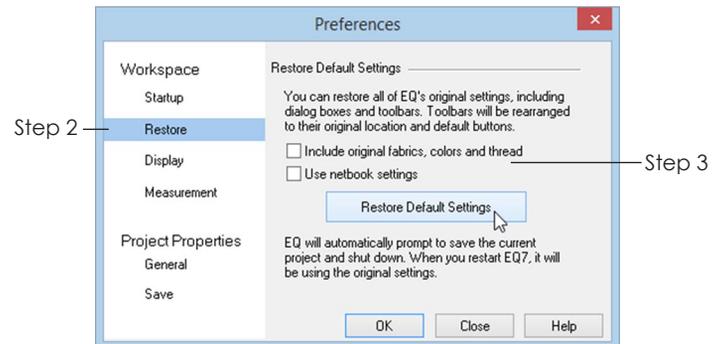


Click Yes



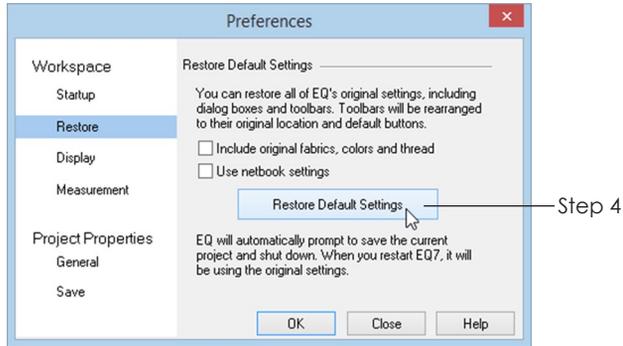
Step 1

Step 3



Step 2

Step 3



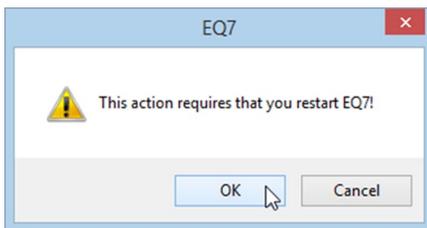
- **CHECKED** – in addition to palettes, dialog boxes, toolbars, preferences, drawing board options, quilt options, image options going back to the factory default settings, the default project will be updated to be the EQ default project. You'll only need to do this if you replaced the Default Palette (page 131).
- **Use netbook settings CHECKED** – palettes, dialog boxes, toolbars, preferences, drawing board options, quilt options, image options will all go back to an alternate set of factory default settings that are netbook friendly. These settings work for smaller resolutions.

4 Click the **Restore Default Settings** button.

5 EQ7 will need to close to be able to update the settings. Click **OK** at the warning message.

6 If you have unsaved quilts, blocks, or images on the worktable you will be prompted to save them. Click **Yes**. If your project has changed, you will be prompted to save that. Click **Yes**.

7 Open EQ7 and your program will be updated.



Step 5

Chapter 1

Projects

A *Project* is what we call all the ingredients you save together in a file as you design a particular quilt or quilts in EQ7. While most computer files contain one thing (such as a letter to your Aunt Betty), a Project can contain many items. Imagine designing a Sampler Quilt. Your Sampler project file might contain dozens of blocks, colors, fabrics, plus the sampler quilts you've designed. A Memory Quilt project might include photographs, scanned fabric, and blocks you have drawn. As you design, all items in a particular project are stored temporarily in what we call a *Sketchbook*. When this Sketchbook is saved permanently on your computer's hard drive, we call the saved file a project. Chapter 1 tells you how to save, open, delete and work with project files.

Creating a New Project	14
Opening a Project	14
Starting with a Quick-Quilt Project	15
Saving a Project	16
Saving a Project in a New Location	17
Deleting a Named Project	17
Renaming a Project	18
Searching for a Project	19
Compressing a Project's File Size	19
Opening or Sending a Project via Email	21
Copying Projects and User Files from One Computer to Another	22

1 Creating a New Project

- 1 Start **EQ7**. If you are already in EQ7, click the **New** button.
- 2 On the **Create a new project** tab of the Project Helper, type in any name you like.
- 3 Click **OK**. Your project name will appear in the top-left corner of your screen in the title bar. The program will start you out on the last worktable used.

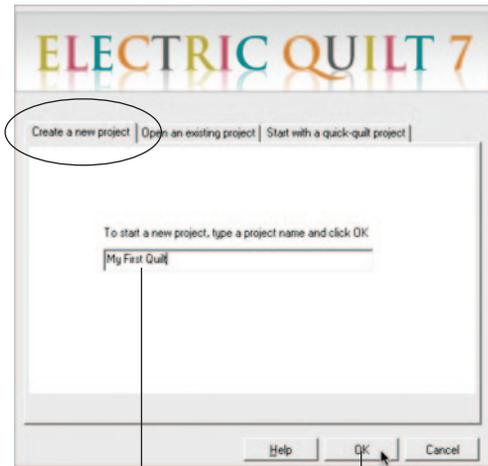
Notes

- This also works with FILE > New.
- New projects created in this manner save by default in the Documents > My EQ7 > PJ7 folder. For example, if you create a new project called "Log Cabin" you will find a Log Cabin.PJ7 file in the PJ7 folder now.
- To save your new project, see page 16.
- To open your new project after closing it, see page 14.



Application Icon

New



Step 2

Step 3

Opening a Project

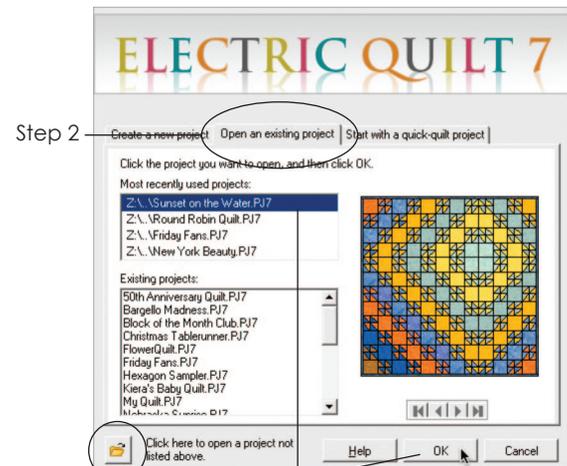
You can open projects created in EQ7 or earlier EQ versions. You need to know where the project is saved on your computer.

- 1 Start **EQ7**. If you are already in **EQ7**, click the **Open** button.
- 2 Click the **Open an existing project** tab of the Project Helper. If you see the project name in either of the lists, click to select it, click **OK**, and skip to step 7.
- 3 If you do not see the project name in the lists, you will need to browse to find it. Click the folder in the bottom-left corner marked **Click here to open a project not listed above**.



EQ7 Icon

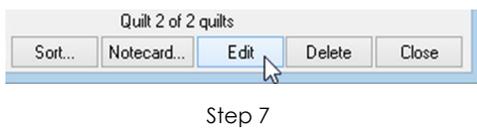
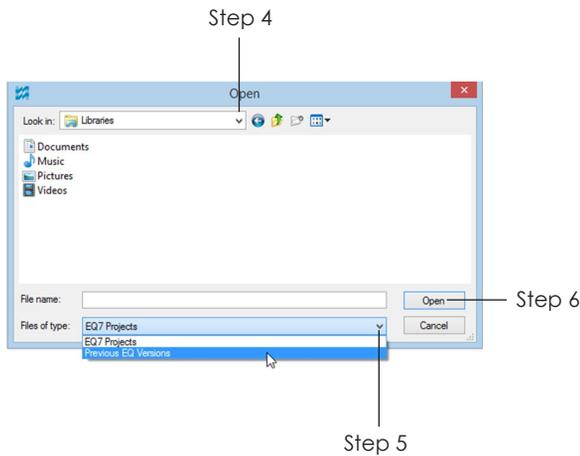
Open



Step 2

Step 3

Step 2



- 4 Click the down arrow beside the **Look in:** box. Click the drive the project is on. Double-click the folders until you reach the one containing your project.
- 5 If it is a project from an earlier software version, drop the list down next to **Files of type:** and select **Previous EQ Versions**.
- 6 Click the name to select it, and click **Open**.
- 7 This project's Sketchbook will open. Select the item you want to work on and click the Sketchbook's **Edit** button.

1

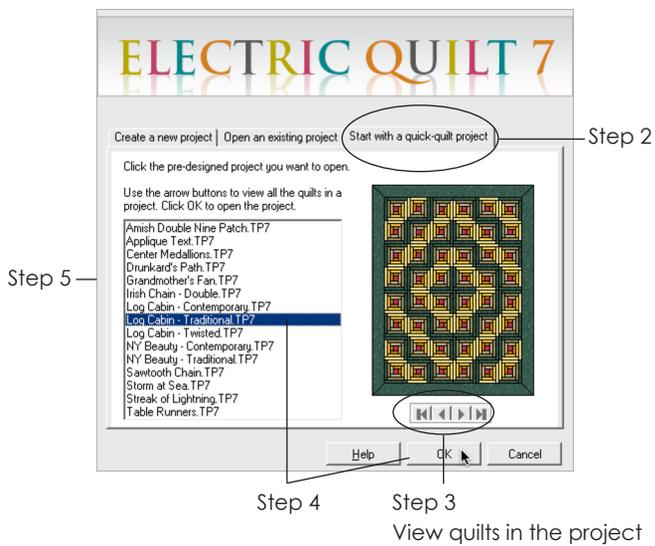
Notes

- Here are the default locations for previous EQ versions:
EQ4: (My) Computer > C: drive > EQ4 > prj
EQ5: (My) Computer > C: drive > (My) Documents > My EQ5 > PJ5
EQ6: (My) Documents > My EQ6 > PJ6
- This also works with FILE > Open.
- Use same method to open projects created in other EQ software (such as BlockBase).



Starting with a Quick-Quilt Project

EQ7 has pre-made quilts for you to use as is, or edit to make into your own.



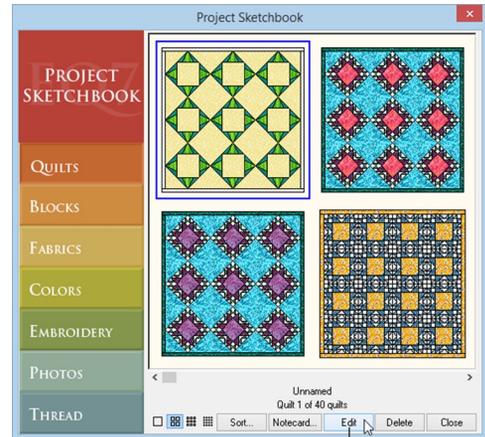
- 1 Start **EQ7**. If you are already in **EQ7**, click the **Open** button.
- 2 Click the **Start with a quick-quilt project** tab of the Project Helper.
- 3 If necessary, scroll through the names to see what the quilts look like. Use the arrows below the quilt to see all the quilts in the project.
- 4 Click on the project you want to use, to select it. Click **OK**.
- 5 The Sketchbook for this project will appear. Click the **Quilts** section.

1

- 6 To put a quilt on the worktable, either:
 - double-click it
 - select the quilt and click the Sketchbook's **Edit** button

Notes

- When you open a quick-quilt, it will be Untitled. Don't forget to choose FILE > Save As and save it in your Documents > My EQ7 > PJ7 folder.
- If you turn off the EQ7 opening screen (Project Helper) you will no longer be able to access these quick-quilts. To turn it back on, go to FILE > Preferences > Startup (under Workspace) and put a check next to Use EQ Project Helper dialog.



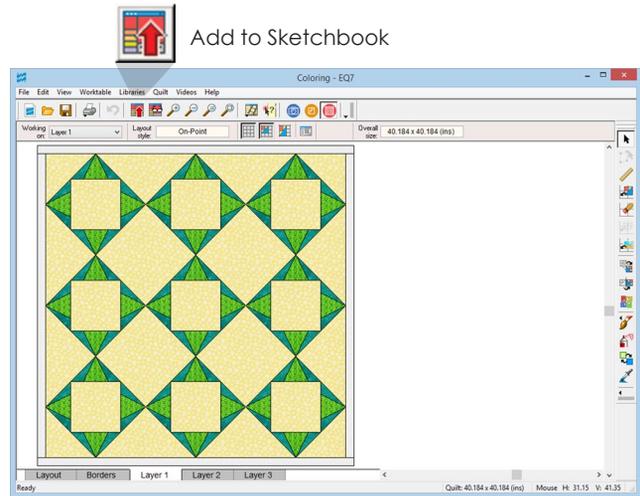
Step 6

Saving a Project

Your project is the Sketchbook. If you want to see the design the next time you open the project, it needs to be added to the Sketchbook. Anything *not in the Sketchbook* will be lost.

Adding a New Design to the Sketchbook

- 1 With the new design or coloring on the worktable, click **Add to Sketchbook**.
- 2 Click **Add to Sketchbook** as you make new designs or modify existing designs. You can have many quilts, blocks, and images in a project.



Steps 1-2

Click Add to Sketchbook for every new variation of your design that you want to keep

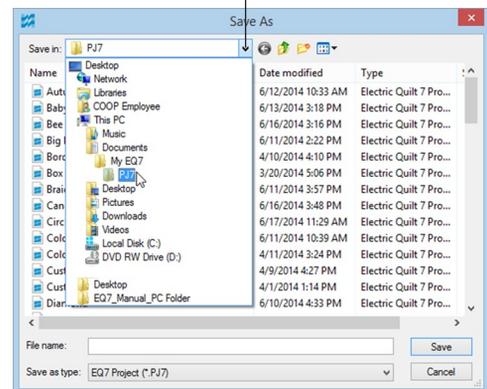
Saving the Project

- 3 Click the **Save** button. If the project is already named, the Sketchbook will be updated. If the project is *Untitled*, the **Save As** box will appear.
- 4 You want to save your project in the PJ7 folder. If necessary, drop the list down next to **Save in:** and click on **(My) Documents**. Double-click the folders **My EQ7 > PJ7**.
- 5 Type a project name in the **File name:** box.
- 6 Click **Save**. Continue to add any new designs to the Sketchbook to update the project.



Step 3
Save

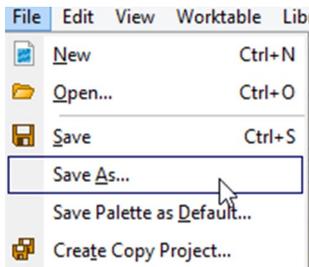
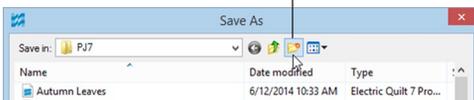
Step 4



Notes

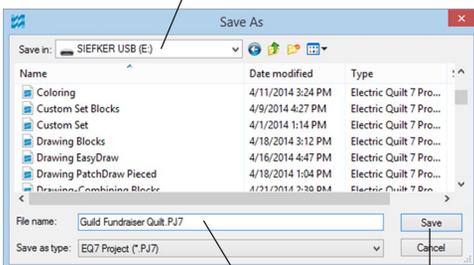
- This also works with FILE > Save.
- To open your project again, see pages 14-15.
- When you have multiple EQ7 projects and you need to organize them, consider adding a new folder within the PJ7 folder. Use the New Folder button to create a new folder, then continue with saving the project. Be aware that projects in subfolders will not display in the Existing projects list, and will need to be opened through *Click here to open a project not listed above*. See pages 14-15, steps 3-6.
- To delete a design from a project, see page 30.
- To delete an entire project, see page 17.

Create a New Folder button



Step 3

Step 4



Step 5

Step 6

Saving a Project in a New Location

Save As is great for saving projects to other places on your computer or onto removable storage like flash drives or writeable CDs. Remember your project consists of everything in the Sketchbook. If you want to see your design again, add it to the Sketchbook. Designs *not in the Sketchbook* will be lost.

- 1 If you want to save your project to a removable storage device (writeable CD, flash drive, etc.), be sure the device is inserted or connected to your computer.
- 2 Make sure the EQ7 project you want to save is open.
- 3 Click **FILE > Save As**.
- 4 Click the down arrow next to **Save in:** to see the list of drive choices. Choose the appropriate drive. Browse through any folders if necessary.
- 5 Type a name for the project in the **File name:** box.
- 6 Click **Save**. Your project will be saved in the new location.

Note

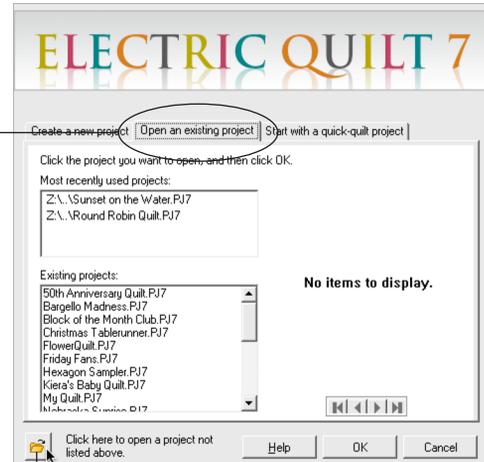
To open a project from removable storage, you can either double-click the project name or use the directions on pages 14-15 to open a project not listed on the *Open an existing project* tab of the Project Helper.

Deleting a Named Project

1

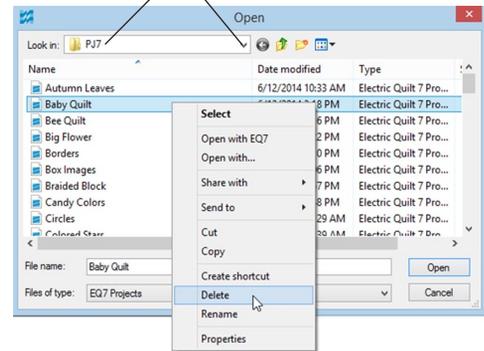
- 1 Start **EQ7**. If you are already in **EQ7**, click the **Open** button.
- 2 Click the **Open an existing project** tab on the Project Helper.
- 3 Click the folder in the bottom-left corner marked **Click here to open a project not listed above**.
- 4 Click the down arrow beside the **Look in:** box to drop the list. Click the drive the project is on.
- 5 Double-click the folders until you reach the one containing your project. EQ7 projects are saved by default in: **(My) Documents > My EQ7 > PJ7**.
- 6 Right-click the project name and choose **Delete**.
- 7 Click **Yes** if you wish to delete it and the project will be sent to the Recycle Bin.
- 8 Click **Cancel** to close the Open box and **Cancel** again to return to the worktable.

Step 2



Step 3

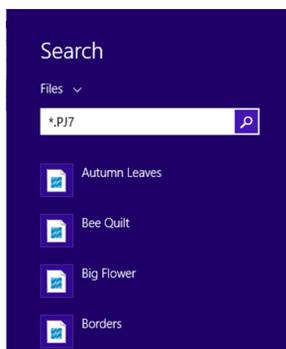
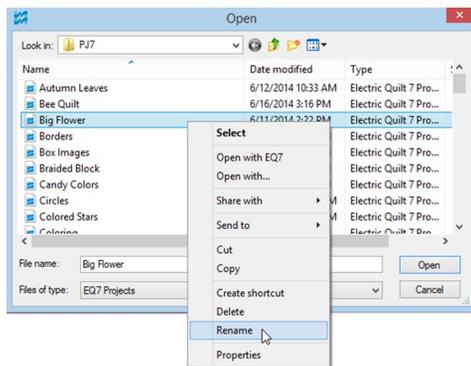
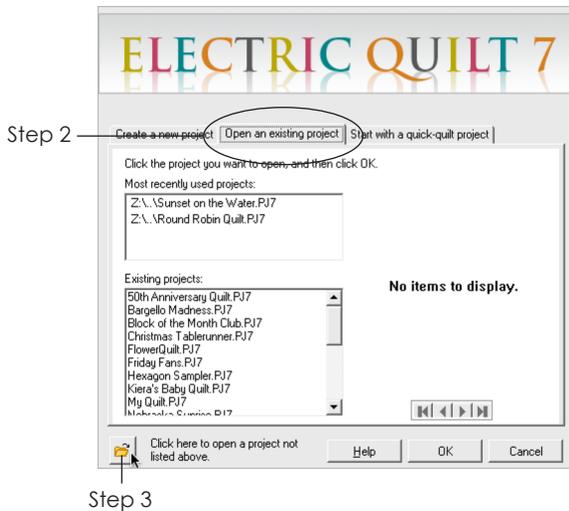
Steps 4 - 5



Step 6

Notes

- You can also delete a project through Windows®. Go to **START > (My) Documents > My EQ7 > PJ7**. Select the project name, right-click on it and choose **Delete**. Do not delete the PJ7 folder. Delete projects within the PJ7 folder.
- If you delete the wrong project you can recover it from the Recycle Bin. Double-click the Recycle Bin icon on your desktop. Click to select the project. Right-click and choose **Restore**. The project will be sent back to its original folder. Deleted projects are gone forever once you empty the Recycle Bin.
- Do you want to delete only an individual block or quilt within the project? See page 30.
- Don't worry if you see a deleted project name in the *Most recently used projects* list of the Project Helper. The name will be bumped off the list once other projects are opened.



Searching for a Project

Renaming a Project

- 1 Start **EQ7**. If you are already in **EQ7**, click the **Open** button.
- 2 Click the **Open an existing project** tab of the Project Helper.
- 3 Click the folder in the bottom-left corner marked **Click here to open a project not listed above**.
- 4 Click the down arrow beside the **Look in:** box to drop the list. Click the drive the project is on.
- 5 Double-click the folders until you reach the one containing your project. EQ7 projects are saved by default in: **(My) Documents > My EQ7 > PJ7**.
- 6 Right-click on the project name and choose **Rename**.
- 7 Type a new name. If your project ends in an extension (**.PJ7**), be sure to change the name to *the left* of the period only. Leave the extension intact.
- 8 Click **Cancel** to close the Open box and **Cancel** again to return to the worktable.

Notes

Don't worry if you see the old project name in the *Most recently used projects* list of the Project Helper. The name will be bumped off the list once other projects are opened.

Searching for a Project

Misplacing things is inevitable with computers. Use these directions if you ever need to find a project that is not in the Existing Projects list.

XP Users:

On the Windows taskbar click **START > Search**. Click **All files and folders**. In the first box, type ***.PJ7** and click **Search**.

Vista, Windows 7, Windows 8 Users:

Click Start. (Windows 8: Windows Key + F) A Search box will appear. Type ***.PJ7** in the box. Press **ENTER** to open a window of the results.

- 1 You will see files start appearing and the path where each is located.
- 2 If you find a project not in the PJ7 folder, you can double-click on the project in this list to open it.
- 3 You may want to choose **FILE > Save As** and save it in **(My) Documents > My EQ7 > PJ7** so it will be in the Existing Projects list.



Step 3

Notes

- When searching, you'll find projects that you did not create. These "unknown" projects are needed for the default projects, backup projects, and Auto Borders in EQ7 and should not be moved or deleted. *In general, do not move PJ7 projects or files out of folders in Documents > My EQ7 > res.* Doing this may cause the program to stop working and you will need to reinstall.
- If you're looking for projects other than those created in EQ7, try the following extensions instead of *.PJ7:
 - *.PJ6 – EQ6 project
 - *.PJ5 – EQ5 project
 - *.BAG – STASH shopping bag

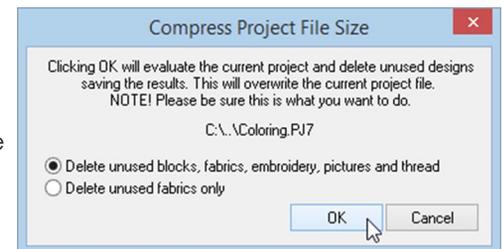
Compressing a Project's File Size

Use this compress feature to clean up your Sketchbook and make the file size smaller. It will automatically delete items from your Sketchbook that are unused. There is the potential for losing items you didn't mean to delete if you do not fully understand this feature. If you plan to compress the file size, it is highly recommended you create a backup copy of the project first using either **FILE > Save As** (page 17) or **FILE > Create Copy Project** (below). That way items are not lost forever.

What does it mean to be "unused"?

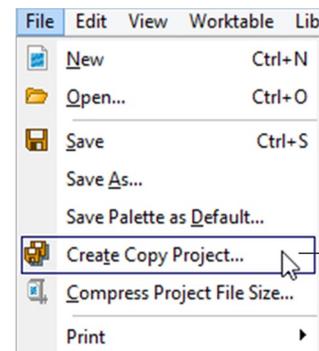
There are two options to choose from in the Compress Project File Size window:

- *Delete unused blocks, fabrics, embroidery, pictures, and thread* means the Sketchbook quilts determine whether something is used or not. If it isn't in one of the quilts, it will be deleted from the project.
- *Delete unused fabrics only* means Sketchbook quilts **and** blocks determine whether a fabric is used or not. If the fabric is not in a quilt or a block, it will be deleted from the project.

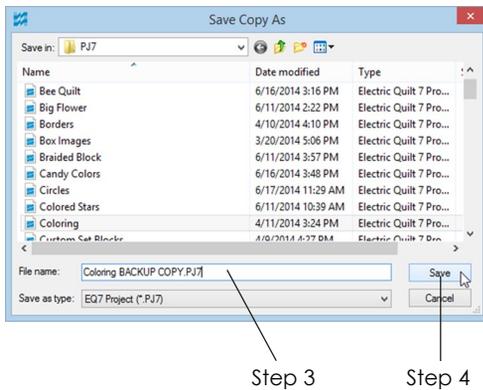


Make a Backup Copy of the Project

- 1 Click **FILE > Create Copy Project**.
- 2 (Optional) Choose a new location for the backup copy. Drop the list down next to **Save in:** and select the drive you want. Double-click the folders until you reach the one in which you want to save the backup.

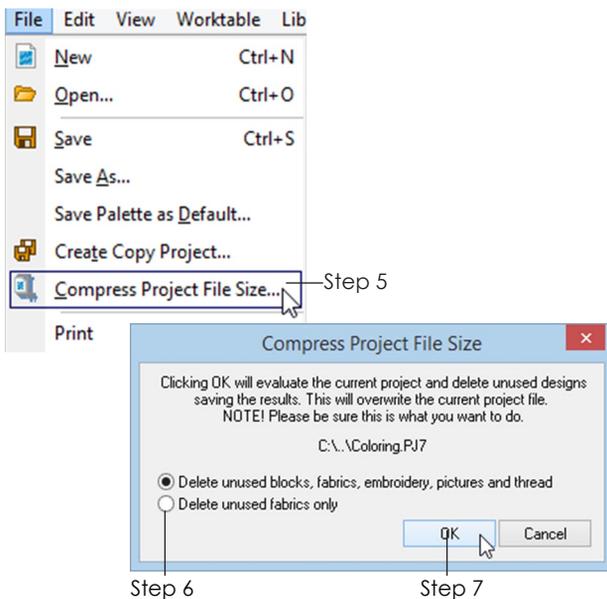


Step 1



- 3 Type a name for the backup copy in the **File name:** box. We suggest adding the words "original" or "backup copy" to the current file name so you know what it is.
- 4 Click **Save**. The copy will be in the location you chose and you will still be working on the current project.

Compressing the Project's File Size



- 5 Click **FILE > Compress Project File Size**.
- 6 Put the dot next to your choice:
 - Delete unused blocks, fabrics, embroidery, pictures, and thread will delete anything not used in one of the quilts in this project.
 - Delete unused fabrics only will delete all fabrics from the Sketchbook not used in a quilt or block in this project.
- 7 Click **OK** to delete the unused items and save the result. This process will overwrite your current project file and cannot be undone. This is why we recommend making a backup copy.

Click **Cancel** to do nothing and return to the worktable.

Notes

- If you choose to delete unused blocks, fabrics, embroidery, pictures and thread, first remove unwanted quilts from the project. See page 30 for how to delete items from the Sketchbook.
- If you click View Sketchbook, go to the Fabrics section, click Clear and leave the check next to "Delete only unused fabrics!" you will get the same result as putting the dot next to "Delete unused fabrics only" in step 6.
- Block colorings are stacked by default in stacks of 10. This compressing feature *does not remove an unused coloring from a stack* if one of the other colorings is used. After running *Compress Project File Size* once, you can click View Sketchbook, go to the Blocks section, and manually delete unused colorings from the remaining blocks. Run *Compress Project File Size* again and your project may become even smaller.

Opening or Sending a Project via Email

EQ7 projects sent via email are sent as “attachments.”

Opening a Project from your Email

- 1 If the attachment is an EQ7 project file (ending in .PJ7) that you are expecting from someone you know, click or double-click on the attachment to see your options. (You may need to click the words Download Attachment or click on a paper clip icon.)
- 2 Depending on your email provider, you can:
 - **Save** – save the file in (My) Documents > My EQ7 > PJ7. Then follow the directions on pages 14-15 to open the project from the Existing Projects list.
 - **Open** – this will only put the file in your Temporary Files but allow you to view it immediately. Follow the directions on page 17 to use FILE > Save As to save the project in the (My) Documents > My EQ7 > PJ7 folder.

Notes

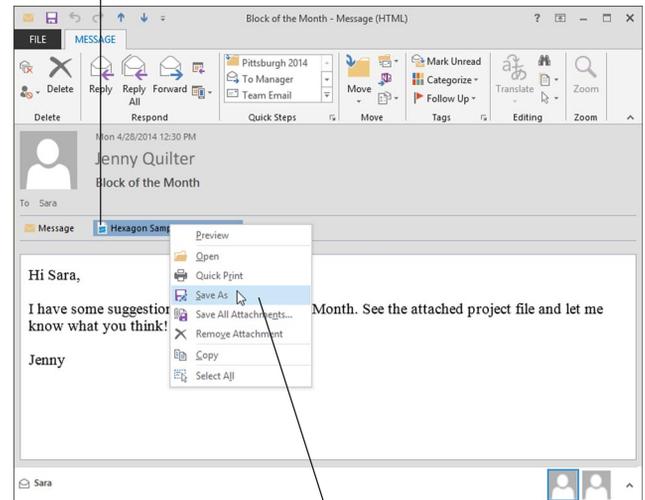
Remember, opening attachments from people you don't know could potentially harm your computer.

Sending a Project via Email

You may have many quilts, blocks, fabrics and images in your project. It's best to clean up your project and decrease the file size before sending. See *Create a Copy Project and Compress the Project File Size* (pages 21-22).

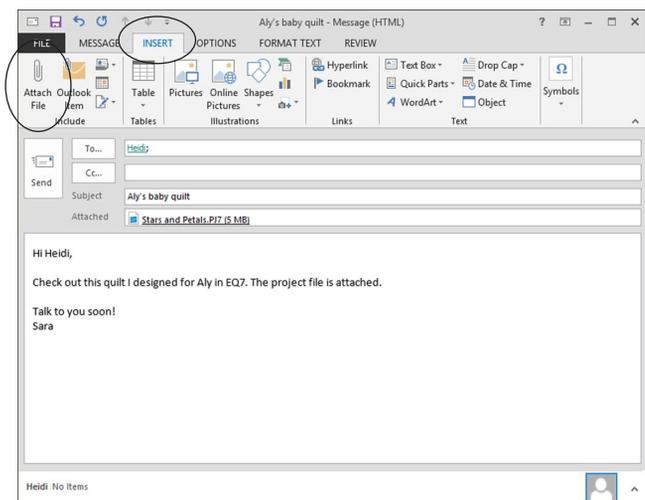
- 1 Open your email account and start a new email.
- 2 Add an attachment. (You may see a paper clip, the menu choice INSERT > File, or the word “attach.” Check with your email provider on how to add attachments if you need help.)
- 3 Browse to find the folder where your project is saved. (Typically: (My) Documents > My EQ7 > PJ7)
- 4 Click on the project name to select it and attach it to the email. Type in the receiver's email address and add a subject line and message. Then send the email.

.PJ7 file attached to the email



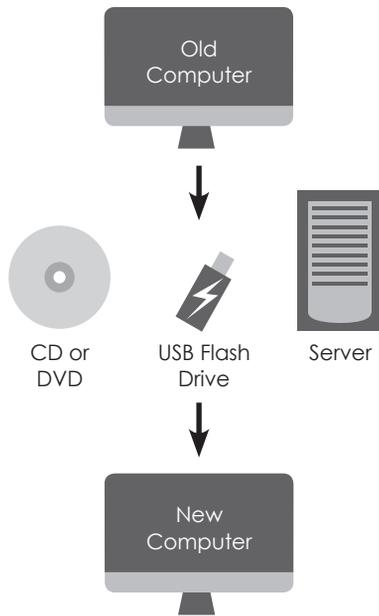
Step 2

Your options may look different depending on your email provider



Step 2

Look for the words *Attach*, *Insert*, or a paper clip to add the file to your email



Copying Projects and User Files from One Computer to Another

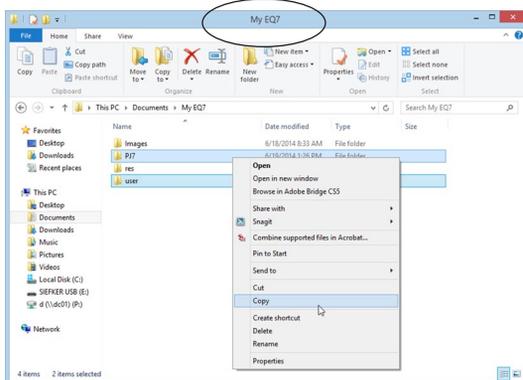
To move important EQ7 files from one computer to another you need the following: 1) a computer with EQ7 installed and EQ7 project files on it, 2) a “middle man” for storing the files, and 3) another computer with EQ7 installed on it.

The “middle man” can be removable storage (like a USB flash drive, writeable CD, or writeable DVD) or a server. Slower methods would involve using removable storage that holds less information or emailing yourself the projects (see page 21).

You do not need to have EQ7 open to do this.

Find the Important Files on the Old Computer

- 1 Go to the default folder for EQ7 by clicking **(My) Documents > My EQ7**.
- 2 Select the **PJ7** and the **User** folders.
- 3 Click **EDIT > Copy** on the top menu or press **CTRL+C** on your keyboard.

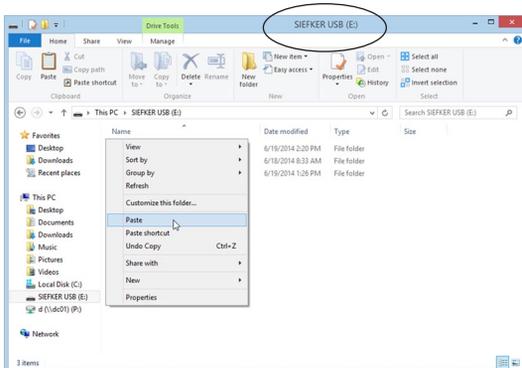


Steps 1-3

My EQ7 folder: Copy the PJ7 and User folders

Save the Projects to a Storage Device

- 4 Insert the removable storage device (writeable CD, writeable DVD, USB flash drive, etc.) or connect to the server you plan to use.
- 5 Click **START > (My) Computer**. Double-click the drive your storage device is on. Browse through any folders as necessary.
- 6 (Optional) Make a new folder by clicking **FILE > New Folder** (or right-clicking an empty space and choosing **New > Folder**) and name it **My EQ7**. Double-click the folder to open it.
- 7 Click **EDIT > Paste** on the top menu or press **CTRL+V** on your keyboard. This will put the copies of the User and PJ7 folders there.



Step 7

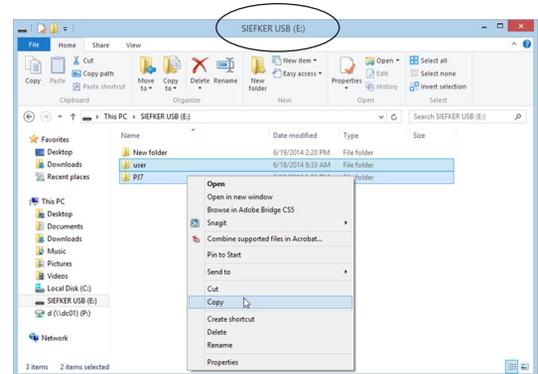
Storage device: Paste the PJ7 and User folders

- 8 If there are any other projects lurking elsewhere on the old computer, repeat steps 1-7 for those files. Use the directions on page 19 to search for projects that were not saved in the PJ7 folder. Then copy and paste those files into the PJ7 folder on the removable storage device.
- 9 If writing to a CD or DVD, don't forget to burn it to make the data permanent.

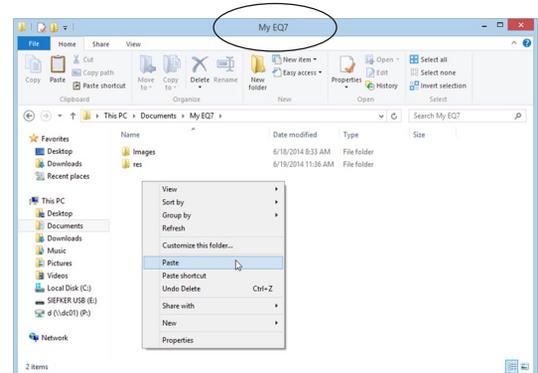
Move the Projects to the New Computer

- 10 Insert the removable storage device into the new computer or connect to the server you used.
- 11 Go to the same folder you saved the files in by clicking **START > (My) Computer** and double-clicking the drive the storage device is on. Browse through any folders if necessary until you see the PJ7 and User folders.
- 12 Select the **PJ7** and **User** folders.
- 13 Click **EDIT > Copy** or press CTRL+C on your keyboard.
- 14 Go to the new computer's **My EQ7** folder by clicking **Documents > My EQ7**.
- 15 Click **EDIT > Paste** or press CTRL+V on your keyboard.

Notes
If steps 4-9 do not work for you using Windows Explorer, try using the CD or DVD burning software that came with your burner (like Roxio Easy Media Creator or Nero).



Step 13
Storage device: Copy the PJ7 and User folders



Step 15
My EQ7 folder: Paste the PJ7 and User folders

Chapter 2

Project Sketchbook

Think of the Sketchbook as a notebook or paper file folder on your desk. Imagine you decide to design a Log Cabin quilt for your sister. So in EQ7 you label your notebook/file folder "Log Cabin Quilts." At first it's empty. But as you work, you gather blocks, fabrics and layout ideas and add them to the Sketchbook. When you're through designing for the day, you save your Log Cabin Sketchbook permanently on the hard drive. This is called "saving your project." The next day you open the project, see your Sketchbook full of Log Cabin designs again, and get back to work. This chapter shows you how to add items like blocks and fabrics to your Sketchbook, sort through the items, and delete any you don't want anymore. You'll also see how easy it is to name your quilts so the name shows up on printouts.

Adding Items to the Sketchbook	26
Editing Quilts from the Sketchbook.....	27
Editing Blocks, Motifs, and Stencils from the Sketchbook.....	28
Editing Images from the Sketchbook	29
Deleting from the Sketchbook	30
Naming Sketchbook Items on Notecards.....	31
Sorting Items in the Sketchbook	32

Adding Items to the Sketchbook

Every EQ7 project has its own Sketchbook. The Sketchbook is where you save your designs, kind of like a briefcase or file folder for that project. Anything added to the Sketchbook will be there the next time you open the project. Anything *not in the Sketchbook* will be lost.

The Add to Sketchbook button is available from each of the 3 worktables (Quilt, Block, and Image). Don't feel like you have to wait until your design is completely finished and perfect to click Add to Sketchbook. You can save many "in progress" designs or variations in the same project, along with the final design.

- 1 With the new or changed item on your worktable, click the **Add to Sketchbook** button.
- 2 If you like, click the **View Sketchbook** button to verify the new contents.

Quilts section: Your new quilt will be the last quilt in the Sketchbook. Drag the scrollbar to the right to see all your quilts.

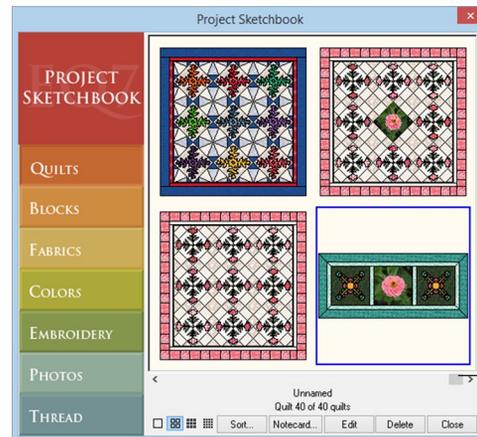
Blocks section: Click the Blocks, Motifs, or Stencils tab within the Blocks section, depending on the item you added. Your new block, motif, or stencil will be the last one on its tab. If you recolored an existing design, it will be stacked on top of the original (up to ten colorings by default). Click the design, then use the **coloring arrows** to go to the end of the stack of colorings. Or, right-click the design and choose **Select Coloring** to see the different ways that design has been colored and select one.

Photos section: Your new image will be the last image in the Sketchbook. Drag the scrollbar to the right to see all your images.

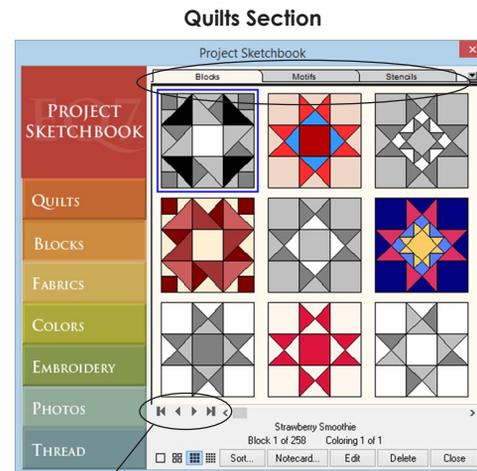
Notes

- To save a project, see page 16.
- *Beginners:* if you named your project when you started EQ7 or opened an existing (already named) project, you do not need to worry about clicking Save after clicking Add to Sketchbook. EQ7 does an "auto-save" for you, updating the project each time its Sketchbook changes.

Advanced users: if you turned off this option in FILE > Preferences > Save (not recommended), remember to click the Save button each time you click Add to Sketchbook to make your Sketchbook changes permanent.



Drag the scrollbar to see all the quilts



Block tabs

Coloring arrows

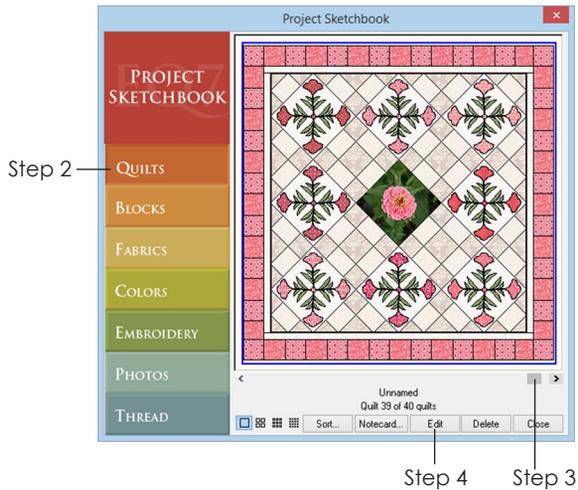


Drag the scrollbar to see all the photos

Photos Section



Step 1
View Sketchbook



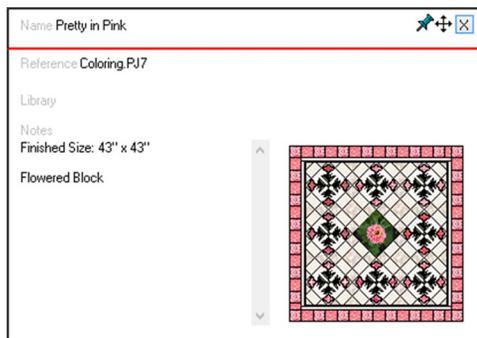
Editing Quilts from the Sketchbook

You can make changes to existing quilt designs or edit quilts to print patterns again.

- 1 Click **View Sketchbook**.
- 2 Click the **Quilts** section.
- 3 If you do not see the quilt you wish to edit, drag the scrollbar to find it.
- 4 To edit the quilts back to the Quilt worktable, either:
 - double-click on the quilt
 - click the quilt once to select it, then click the Sketchbook's **Edit** button
- 5 Make any changes to the quilt and click **Add to Sketchbook** to save those changes. The new quilt will be at the end of the existing quilts.

Notes

- The old quilt you edited will still be in the Sketchbook. See page 30 if you do not want to keep it.
- When you add a Photo Patchwork quilt to the Sketchbook, the quilt becomes a One Patch quilt and the image is no longer needed. When you edit this quilt, it will edit to the Quilt worktable without the image and will be a normal One Patch quilt. Read more about Photo Patchwork on page 68.
- If you plan to print the quilt, don't forget to give it a name on the Notecard so it doesn't show up as *Untitled* in your printouts. See page 31.



The name on the Quilt's notecard will appear on the printout.

Editing Blocks, Motifs, and Stencils from the Sketchbook

You can make changes to existing block designs or edit blocks to print patterns again.

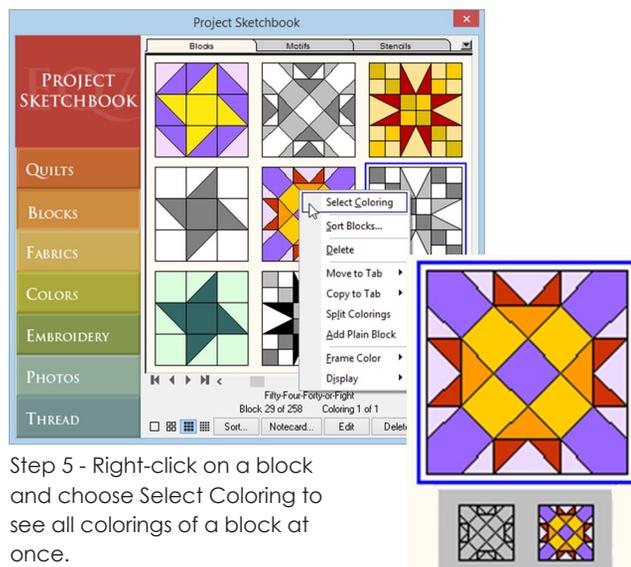
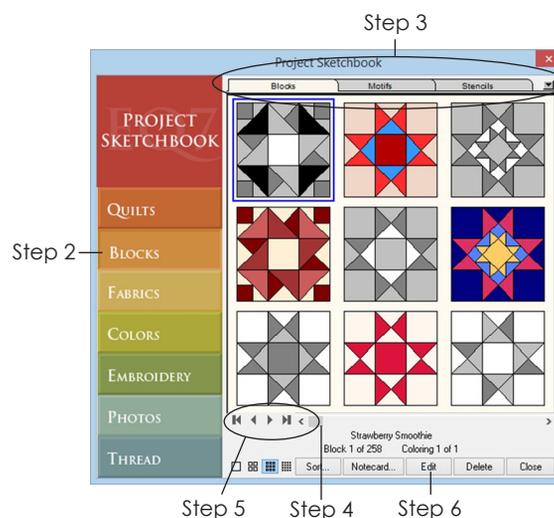
- 1 Click **View Sketchbook**.
- 2 Click the **Blocks** section.
- 3 There are three tabs in the Blocks section. Click **Blocks**, **Motifs**, or **Stencils** tab, depending on the item you wish to edit.
- 4 If you do not see the item you wish to edit, drag the scrollbar to find it. (If you still don't see it, try a different tab in step 3.)
- 5 (Optional) Choose the coloring you wish to edit. Click the block to select it and use the **coloring arrows** to scroll through the colorings, or right-click on the selected block and choose **Select Coloring** to see the different colorings in a menu.
- 6 To edit it back to the Block worktable, either:
 - double-click on the block
 - click the block once to select it, then click the Sketchbook's **Edit** button
- 7 The block will appear on the worktable and the tools originally used to create it will be on the toolbar. Make any changes to the block and click **Add to Sketchbook** to save those changes. The new block will be at the end of the existing blocks or the new coloring will be the last of the stacked colorings for that block.

Notes

- The old block you edited will still be in the Sketchbook. See page 30 if you do not want to keep it.
- If you plan to print the new block, don't forget to give it a name on the Notecard so it doesn't show up as *Untitled* in your printouts. See page 31.



Step 1
View Sketchbook



Step 5 - Right-click on a block and choose **Select Coloring** to see all colorings of a block at once.

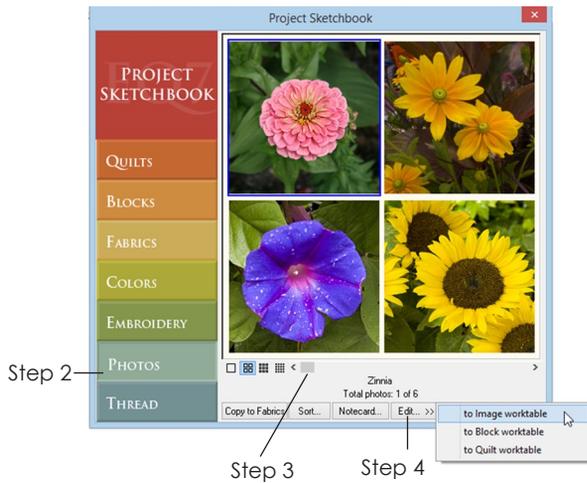
The colorings will appear below the block. Click one of the colorings to select it.



Step 7
View Sketchbook



Step 1
View Sketchbook



Step 5
View Sketchbook

Notes

- Now that images can be saved in the Sketchbook, you can trace images on the Block worktable in stages. The existing block described in step 4 could be the tracing “in-progress.” Just edit the image, then edit the block, and start tracing where you left off the last time.
- When you edit quilts or blocks from the Sketchbook, you can double-click them and have them go automatically to the correct worktable. Because images can go on any worktable, it works differently. If you are on the Image worktable already and double-click an image in the Sketchbook to edit it, it will go to the Image worktable. If you are on the Block worktable and double-click an image in the Sketchbook to edit it, it will go to the Block worktable. Remember you need to be in a Photo Patchwork quilt on the Quilt worktable to double-click an image and have it go to the Quilt worktable.

Editing Images from the Sketchbook

You can make changes to existing images or edit them to print.

- 1 Click **View Sketchbook**.
- 2 Click the **Photos** section.
- 3 If you do not see the image you wish to edit, drag the scrollbar to find it.
- 4 Images can go on any worktable:
 - *To edit the image to the Image worktable:* Click the image once to select it, then click the Sketchbook's Edit button and choose **to Image worktable**. You will then be able to crop, resize, and modify the image in many ways using EQ7's new tools described in Chapter 9.
 - *To edit the image to the Block worktable:* Click the image once to select it, then click the Sketchbook's Edit button and choose **to Block worktable**. The image will go to the Tracing Image tab of the Block worktable. You need to either start a new block so you can trace it (page 141 or 151), or edit an existing block from the Sketchbook (page 28).
 - *To edit the image to the Quilt worktable:* You need to have **QUILT > New Quilt > Photo Patchwork** selected first. Close the Sketchbook, start a new Photo Patchwork quilt, then repeat steps 1-4. Once you have the correct quilt type on the worktable, you can click the image once to select it in the Sketchbook, click the Sketchbook's Edit button and choose **to Quilt worktable**. You will then be able to use Photo Patchwork to create a One-Patch Quilt filled with solid squares of color (page 68).
- 5 Make any changes on that worktable and click **Add to Sketchbook** to save those changes. The new quilt, block or image will be at the end of the existing ones in the Sketchbook.

2

Deleting from the Sketchbook

2

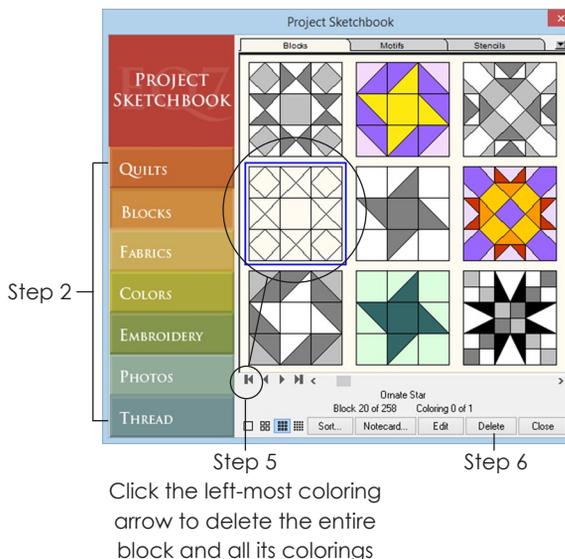
- 1 Click **View Sketchbook**.
- 2 Click the section containing the item you wish to delete. For example, to delete a quilt, click the Quilts section.
- 3 If you do not see the item you wish to delete, drag the scrollbar to find it.
- 4 Click on the item to select it. It will have a box around it showing it is selected.
- 5 *(Blocks section only)* You can either delete a single coloring of a block or the entire block:
 - To delete a coloring, right-click on the block, click Select Coloring, then select the coloring you want to delete. (Or use the coloring arrows to scroll through the colorings.)
 - To delete the entire block and all its colorings, click the first coloring arrow so you see the line drawing (Coloring 0).
- 6 Click the **Delete** button.
- 7 Click **Yes** if you want to delete it.

Notes

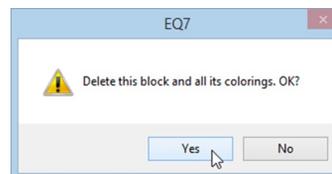
- When cleaning up a project, the best order in which to delete unwanted items is: quilts, blocks, unused block colorings, then fabrics. By deleting quilts first, any blocks or fabrics in those deleted quilts are unlinked and changed from "used" to "unused." By deleting blocks or unused block colorings next, you unlink the fabrics they were colored with. This allows you to make the project as clean as possible and the file size as small as possible. See Compress Project File Size (page 20) for more info.
- If you try to delete a block, block coloring, or fabric used in a quilt you are keeping, you will get a warning message. If you delete it anyway, the quilt will be affected and have a "hole" where that item appeared.
- To delete an entire project, see page 17.



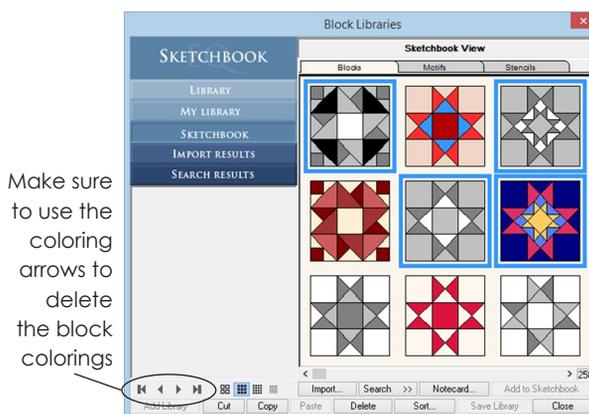
Step 1
View Sketchbook



Click the left-most coloring arrow to delete the entire block and all its colorings



Step 7

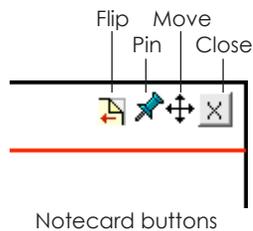
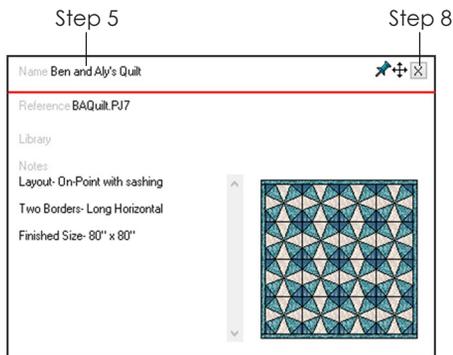
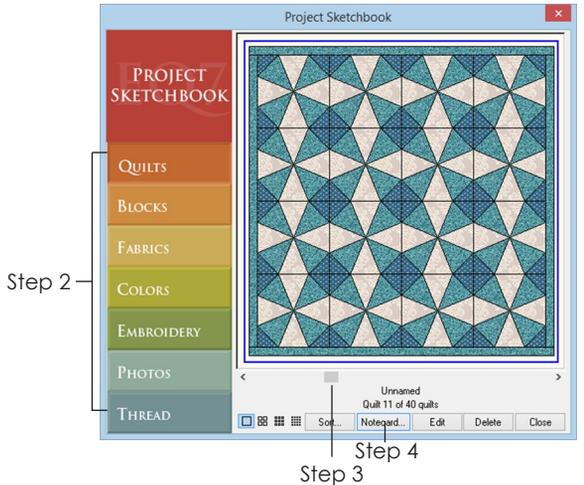


Make sure to use the coloring arrows to delete the block colorings

You can delete multiple items at once from the Sketchbook section of each library. Open the Block Library, click the Sketchbook section, select multiple blocks to delete, and click the Delete button.



Step 1
View Sketchbook



Notecard buttons

Naming Sketchbook Items on Notecards

Notecards are a way to name items and keep design notes. When printing, the Name field of the Notecard appears at the top of your printout.

- 1 Click **View Sketchbook**.
- 2 Click the section containing the item you wish to name. For example, to name a quilt, click the Quilts section.
- 3 If you do not see the item you wish to name, drag the scrollbar to find it.
- 4 Click the item to select it and click the **Notecard** button. The blinking cursor lets you know where you will begin typing.
- 5 Type a name for the item in the Name field.
- 6 Press your keyboard **TAB** key to move from one field to the next on the notecard.
- 7 Type as much as you'd like in the Notes field.
- 8 Click the **X** to close the notecard.
- 9 Click **Close** to put the Sketchbook away.

Notes

- Since the Name field appears at the top of the page when printing, you can change it to customize the printout. Example: *Quilt Foundry Block of the Month: January*
- To print the notecard information, select, copy, and paste the notecard contents one at a time into a word processing document.
- In the Sketchbook and libraries, you can move notecards out of the way or pin them to stay open as you browse the section. To move a notecard, click and hold on the Move icon as you drag the notecard across the screen. To pin a notecard open, click the Pin icon.
- Click the Flip icon to flip block notecards to the back side to see marking information. See page 38 for information on block categories.

Sorting Items in the Sketchbook

You can sort items in any section of the Sketchbook. This technique also works in the My Library and Sketchbook sections of the library.

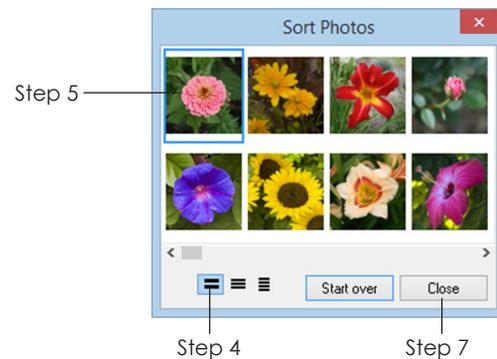
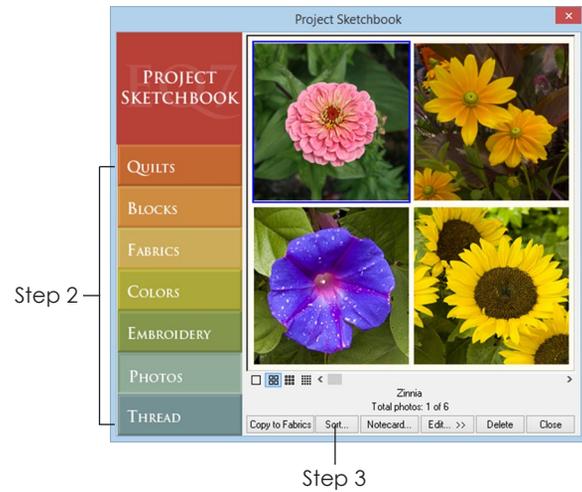
- 1 Click **View Sketchbook**.
- 2 Click the section the item is in. For example, to sort photos, go to the Photos section.
- 3 Click the **Sort** button. A Sort box will appear. To see all the items to be sorted, drag the scrollbar beneath the items.
- 4 You can change the number of items that display at one time. Click one of the display buttons to see more or fewer items.
- 5 Click the items in the order you want them sorted. The first item clicked will appear first in your Sketchbook. When you click on an item, it will "disappear" so you can't select it again.
- 6 Continue clicking items in the order you want them to appear. Click the **Start over** button if you make a mistake.
- 7 Click the **Close** button if you are finished or if you want EQ7 to place the remaining unsorted items in their current order at the end of what has been sorted in the Sketchbook.

Notes

- You can also sort blocks in the Blocks palette, fabrics in the Fabrics and Colors palette, and photos in the Photos palette on the worktable. Right-click over the items in the palette, choose Sort, and use this technique to sort them.
- If you only need to move a few things, you can drag and drop blocks, fabrics, or photos in their palettes. Select the item and drag it into a new position and release. For best results, drag the item directly on top of the item you want it to go in front of when you release.



Step 1
View Sketchbook



Chapter 3

Libraries

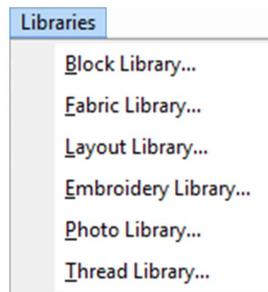
EQ7 comes with six separate library types containing over 20,000 design ingredients to use and re-use as you design. You can also create your own libraries for blocks you've drawn, fabrics you've scanned, or photos you've imported, making your own "ingredients" handy to use in any project. This chapter shows you how to use the library and save your own items in your own "My Library."

About the Libraries.....	34
Using Items from the Library.....	36
Searching for Items by Notecard.....	37
Searching for Blocks by Category.....	38
Searching for Fabrics by Color.....	39
Searching for Threads.....	40
Importing from Existing Projects.....	41
Linking Other Libraries.....	42
Importing Image Files into the Fabric or Photo Libraries.....	43
Scanning Fabrics.....	44
Scanning Photos.....	45
Importing Embroidery (EXP) Files into the Embroidery Library.....	45
Adding Thread Colors.....	46
Modifying Thread Colors.....	47
Adding and Formatting My Library.....	48
Adding and Saving Items in My Library.....	49
Renaming My Libraries and Styles.....	50
Deleting from My Libraries.....	51

About the Libraries

EQ7 has six libraries: Block, Fabric, Layout, Embroidery, Photo and Thread. The steps below work for any library.

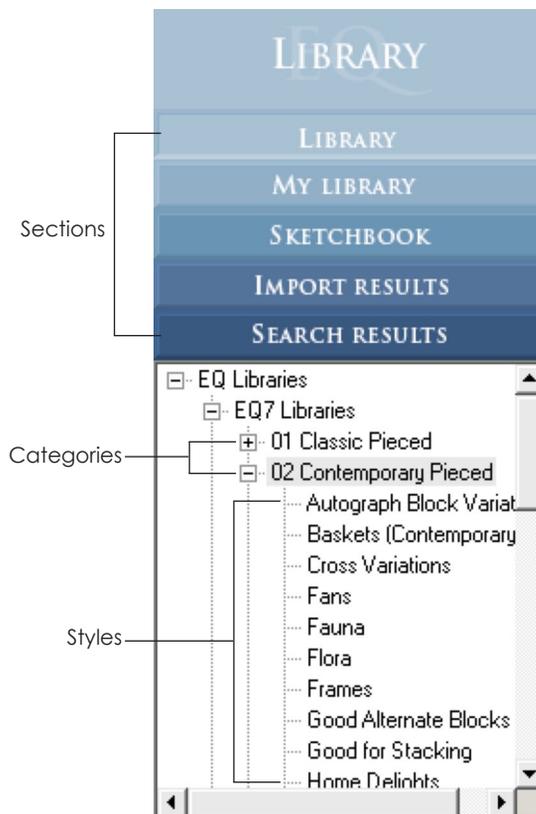
- 1 Click **LIBRARIES > Your Choice**. The library opens with items displayed. Notice the name *Library* on the top-left. The Library section holds blocks, fabrics, layouts, embroidery, photos and threads that come with EQ7.



Step 1

Seeing More Categories and Styles

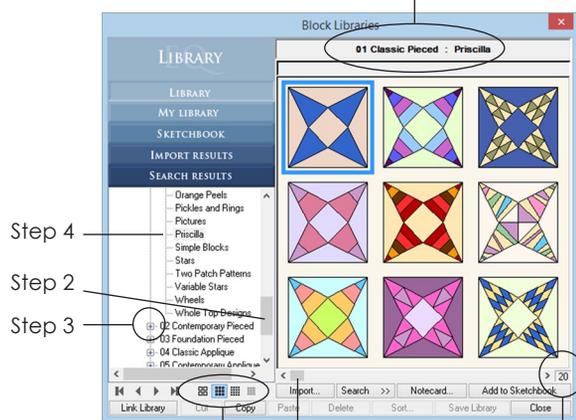
- 2 Items are organized into categories. Beside the list of names **drag the vertical scrollbar down to see the different categories** (except in the Photo Library). For example, if you are in the Block Library the categories are: 01 Classic Pieced, 02 Contemporary Pieced, etc.
- 3 Each category has styles. **Click the plus sign next to any category name to see its styles**. For example, if you are in 04 Classic Applique (in the Block Library) you would see the styles: Birds, Butterflies, Crossing Designs, etc.
- 4 **Click any name to see items in that style.**



Seeing More Items in a Style

- 5 The number of items in each style is shown at the lower-right beside the horizontal scrollbar. If the style contains 57 items, but you only see 9, you need to scroll. **Drag the horizontal scrollbar beneath the items to the right to see more items within that style.**
- 6 You can also change the number of items that display at one time. Below the name list you will see a series of display buttons with squares on them. **Click a button with fewer squares to see fewer items, or one with more squares to see more items.** This is also a nice feature when viewing complex items. You can click a button with fewer squares to "zoom in" closer to see an item's detail.

The selected category and style appear here



Step 6 Step 5 Number of items in style

3



Library – These items come with EQ7 and are always the same. You cannot “use up,” delete, add to or change items in this section.

My Library – There are no items here until you add them. You can create your own library category with your favorite or most frequently used items by saving them here.

Sketchbook – This area shows what is in your current project's Sketchbook for that item type. For example, in the Block Library the Sketchbook section shows blocks you've added to the Sketchbook. In the Fabric Library the Sketchbook section shows fabrics you've added to the Sketchbook.

Import Results – When you import, your imported items will show here.

Search Results – When you search, the results will show here.

When you want it in your project use:

Add to Sketchbook

When building a My Library use:

Copy

Paste

About the Rest of the Buttons

Each Library has five sections:

See the descriptions to the left for more details.

Each Library has these buttons:

Change the number of items displayed at one time

Import... Import items from other EQ projects, or from outside files. See pages 41, 43, and 45.

Search >> Search for items in the Library. See pages 37, 38, 39, and 40.

Notepad... Name items you are saving, and keep design notes about the items (available in all sections except *Library*).

Add to Sketchbook Add items to the Sketchbook. Once they're in the Sketchbook you can use them for designing. See pages 36-37.

Link Library Link to library files in different EQ programs or from other users. See pages 42-43.

Cut Copy Cut or copy an item you want to paste into *My Library*. See page 49.

Paste Paste a cut or copied item into *My Library*. See page 49.

Delete Delete an item (available in all sections except *Library*). See page 51.

Sort... Sort items in your desired order (available in all sections except *Library*).

Save Library Save items or changes to your *My Library*. See page 49.

Close Close the Library.

The Block Library has these buttons:

These coloring arrows let you view the *Library* blocks in 3 colorings: line drawing (no coloring), grayscale, or multicolor. When you take a block from the *Library*, it automatically comes with all 3 colorings.

Using Items from the Library

To design with anything from a Library, you must first add it to your Sketchbook.

Finding and Selecting Items

- 1 Click **LIBRARIES > Your Choice**. Example: If you need a block, open the Block Library.
- 2 Click the library section you want items from:

Library – These items come with EQ7 and are always the same.

My Library – This is empty until you add items. Use this section for original block designs, scanned fabrics, imported embroidery designs, and to organize your favorite items.

Sketchbook – This area shows what is in your current project's Sketchbook for that item type.

Import Results – When you import, your imported items will show here.

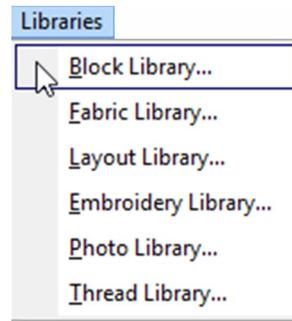
Search Results – When you search, your search results will show here.

- 3 If you choose **Library** or **My Library**, click the category, then click the style you want to see.

- 4 **Click the item or items you want to use.** Use keyboard shortcuts to select multiple items:
 - Hold down the **CTRL** key and click on each individual item you want to select.
 - Hold down the **SHIFT** key as you click to select a range of items.
 - Click one item, then press **CTRL+A** to select all the items in this style.

Adding to your Sketchbook

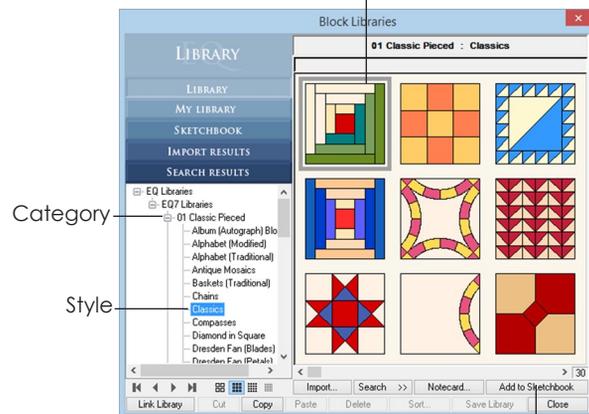
- 5 Click the **Add to Sketchbook** button. The selected item "disappears" temporarily, showing you've added the item to your Sketchbook.
- 6 Click **Close** to return to the worktable.



Step 1



Step 4

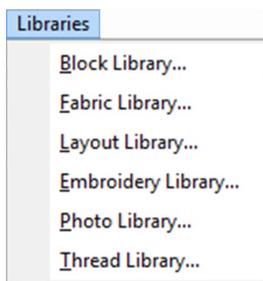


Step 5

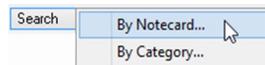
Notes

These steps depend on the item, and what you want to do:

- To set a block (motif or stencil) in a quilt, click the Work on Quilt button. Click the Layer 1 tab to set blocks, the Layer 2 tab to set motifs, or the Layer 3 tab to set stencils. Click the Set Block tool and then click the appropriate tab within the Blocks palette. To set a block, see page 72. To set a motif or stencil, see page 83.
- To edit a block drawing, click the View Sketchbook button > Blocks section > Blocks, Motifs or Stencils tab > click the block to select it > click the Edit button. You will be on the Block worktable viewing the selected block. See Chapter 8 for more about drawing.
- To use a library quilt layout, click the View Sketchbook button > Quilts section > scroll to find the quilt > click the quilt to select it > click the Edit button. You will be on the Quilt worktable viewing the selected quilt. See pages 72, 82, and 83.
- To set an embroidery design into a quilt, click the Work on Quilt button > click the Layer 3 tab > click the Set Embroidery tool. (If this tool is not on your toolbar, see page 244.) To set an embroidery design on a quilt, see page 88.
- To set a photo into a quilt, click the Work on Quilt button > click the layer on which you want the photo > click the Set Photo tool. (If this tool is not on your toolbar, see page 244.) To set a photo, see page 59.
- To use a thread color, you first need stencils or embroidery set on Layer 3 (see pages 83 or 88). Click the Work on Quilt button > click the Layer 3 tab > click the Set Thread tool. (If this tool is not on your toolbar, see page 244.) To change the thread color, see page 122.
- Thread applies to any layer, any patch, open or closed, as well as embroidery.



Step 1

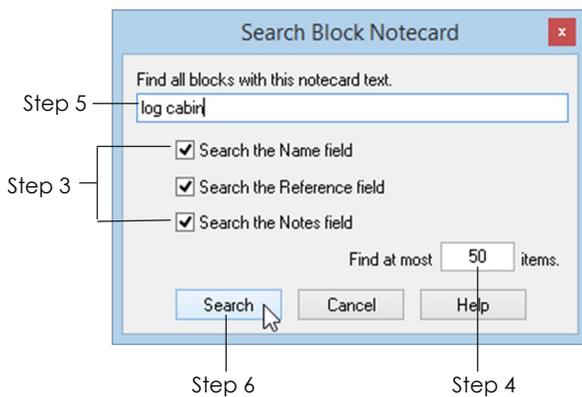


Step 2

Searching for Items by Notecard

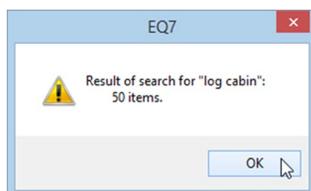
To search in the Thread Library see page 40.

- 1 Open the library in which you want to search. (**LIBRARIES > Your Choice.**)
- 2 Click the **Search** button. If given two choices, choose **By Notecard.**
- 3 Put checks next to the fields you want to search (Name, Reference, and Notes).
- 4 Under **Find at most ___ items** enter a number between 1 and 999. (Default = 50.)
- 5 In the box at the top marked **Find all the ___ with this notecard text**, type the word or words you want to search by.
- 6 Click the **Search** button. After the progress bar disappears, click **OK**. You will now be viewing the Search Results section of the Library.
- 7 Drag the horizontal scrollbar beneath the items to see all the search results.



Step 6

Step 4



Step 6

- 8 If you want to use an item from the search, **click directly on it to select it**. Click **Add to Sketchbook**. You can add as few or as many items as you want.
- 9 Click **Search > By Notecard** again to do a new search or click **Close** to return to the worktable.

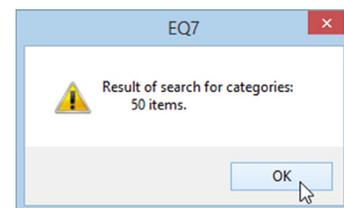
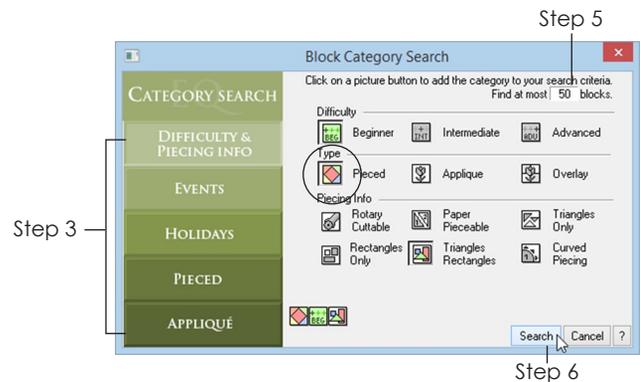
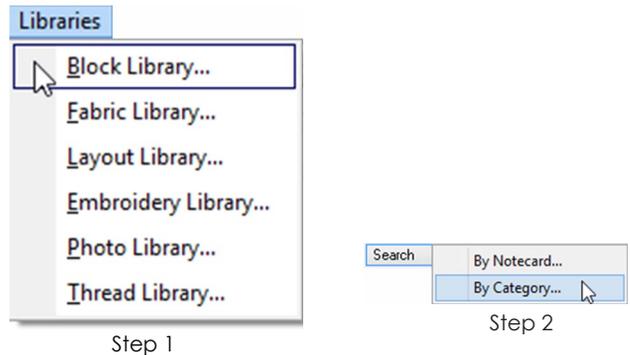
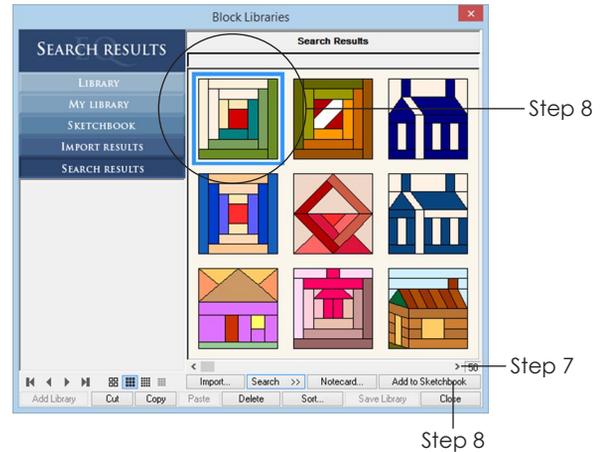
Notes

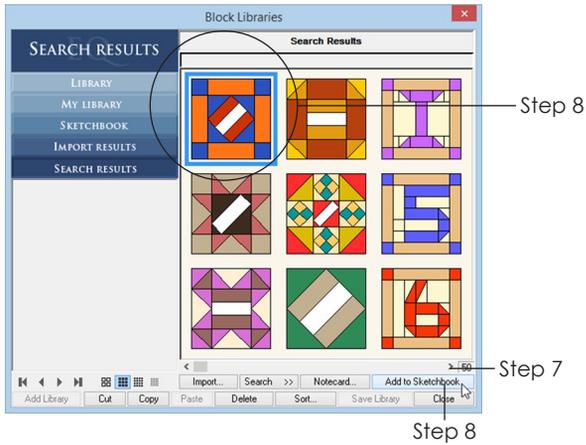
- You will see more results if you check all 3 fields (Name, Reference, and Notes). Or, if you type part of the name instead of the full name. For instance, search for "ohio" instead of "ohio star."
- If you are searching for blocks and have BlockBase installed, be sure to put a check next to Notes. BlockBase *names* are numbers. the earliest known name for the block (*not all names*) is in the BlockBase Notes.
- Order is important. You will get different results if you type in "Sue Sunbonnet" instead of "Sunbonnet Sue."

Searching for Blocks by Category

Each block in the Block Library is marked according to predetermined categories. These categories are grouped into sections: Difficulty & Piecing Info, Events, Holidays, Pieced, and Appliqué.

- 1 Click **LIBRARIES > Block Library**.
- 2 Click **Search > By Category**.
- 3 Click any section to view the categories.
- 4 **Click the image next to a category name to add the category to the search.** You can add more than one. If you wish to remove a category, click the image next to the category name again, to deselect it.
- 5 Under **Find at most ___ blocks** enter a number between 1 and 999. (Default = 50.)
- 6 Click the **Search** button, then **OK**. You will now be viewing the Search Results section.
- 7 Drag the horizontal scrollbar beneath the blocks to see all the search results.



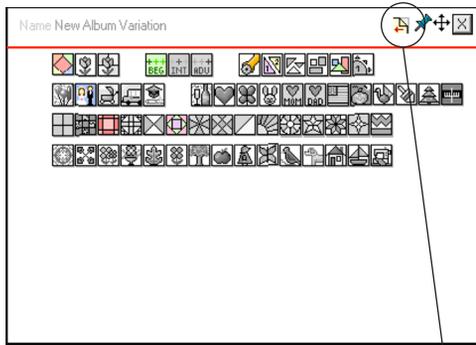


- 8 If you want to use a block from the search, **click directly on the block to select it**. Click **Add to Sketchbook**. You can add as few or as many blocks as you want.
- 9 Click **Search > By Category** again to perform a new search or click **Close**.

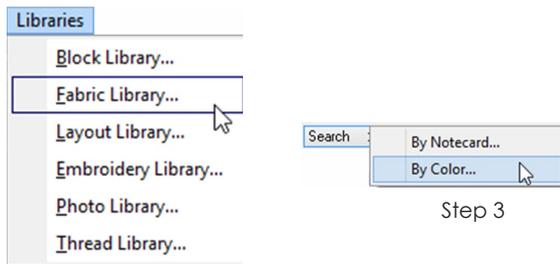
Notes

- The blocks returned must fit into *all* the categories chosen. You can add up to 20 categories, but your results will be fewer and fewer the more you add.
- If you want to save the search results, consider copying and pasting these blocks into their own style in My Library, see page 49. For instance, if you are a beginning quilter and would like to stick to "Triangles and Rectangles," copy, paste, and save those results into a new library. Then go to that My Library each time you need a block for a new project.

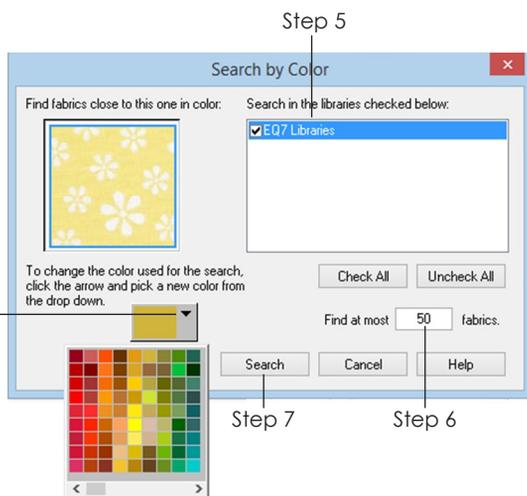
3



To see how a block is marked, click the Flip button on the notecard.



Step 1



- 1 Click **LIBRARIES > Fabric Library**.
- 2 **Click to select any fabric** from any section (Library, My Library, etc.). You must have a fabric selected to proceed.
- 3 Click **Search > By Color**.
- 4 *To change the search color*, click the down arrow on the average color box to show your Sketchbook colors. Drag the horizontal scrollbar to see them all, then click your new color choice.
- 5 In the top-right you will see a list of fabric libraries linked to EQ7. You can check one or more to search. The more libraries you have checked, the longer the search will take.
- 6 Under **Find at most** ___ **fabrics**, enter a number between 1 and 999, or leave it at the default which is 50. A higher number returns more results, but takes more time.
- 7 Click the **Search** button, wait for the progress bar, then click **OK**.
- 8 Drag the scrollbar beneath the fabrics to see all the search results.

- 9 To use a fabric from the search, **click directly on the fabric to select it**. Click **Add to Sketchbook**. You can add as few or as many fabrics as you want.
- 10 Click **Search > By Color** to do a new search or click **Close** to return to the worktable.

Notes

- If you have a fabric library installed which is not showing up in the list of options, check to be sure the library file is in the correct folder. See page 42.
- To see the "average color" for any fabric, click the *Show average color* checkbox in the Fabric Library.

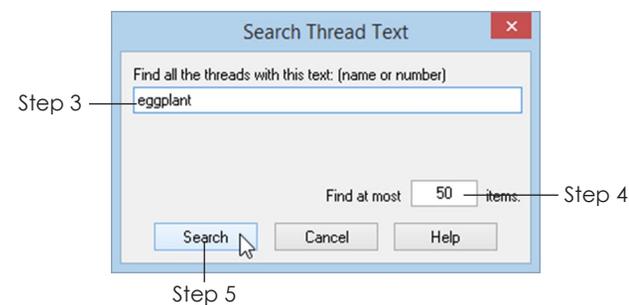
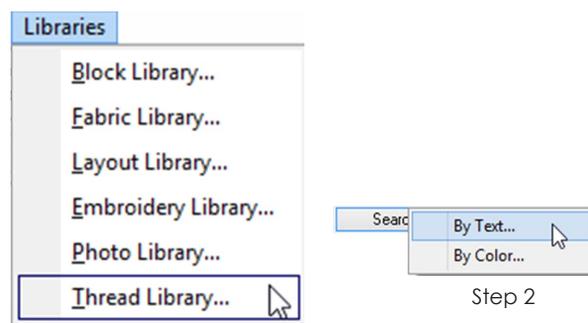


Searching for Threads

You can search for threads by text or by color.

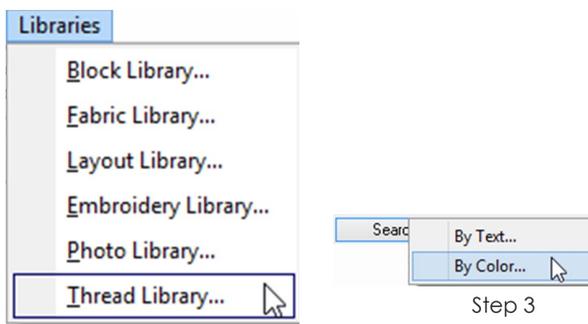
Searching by Text

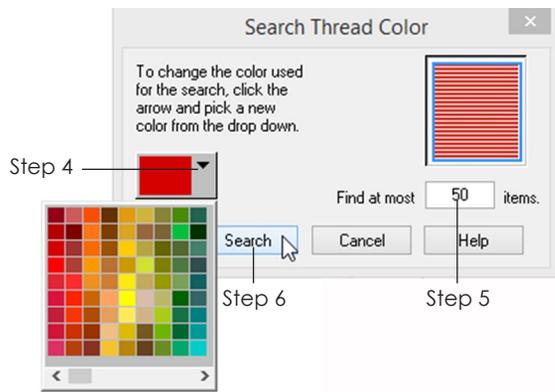
- 1 Click **LIBRARIES > Thread Library**.
- 2 Click **Search > By Text**.
- 3 In the top box type the word or words you want to search for in the Thread Library. A name, like *Eggplant*, or a number like 5633 work best.
- 4 Under **Find at most** ___ items, enter a number from 1 to 999, or leave as is. The default is 50.
- 5 Click **Search**, then **OK**.
- 6 To use a thread from the search, click directly on the thread to select it and click **Add to Sketchbook**. Add as few or as many threads as you like. **Close** the library when you're done.



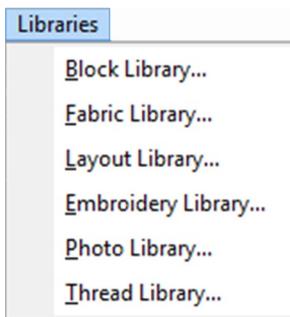
Searching by Color

- 1 Click **LIBRARIES > Thread Library**.
- 2 **Click to select** any thread from any section (Library, My Library, etc.).
- 3 Click **Search > By Color**.

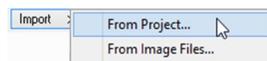




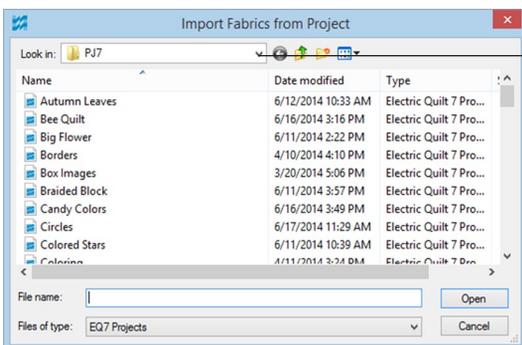
- 4 To change the search color, click the down arrow on the color box to see your Sketchbook colors. Drag the horizontal scrollbar to see them all, then click your new color choice.
- 5 Under **Find at most** ___ items, enter a number from 1 to 999. The default is 50.
- 6 Click **Search**, then **OK**.
- 7 To use a thread from the search, click directly on the thread to select it and click **Add to Sketchbook**. Add as few or as many threads as you like. **Close** the library when you're done.



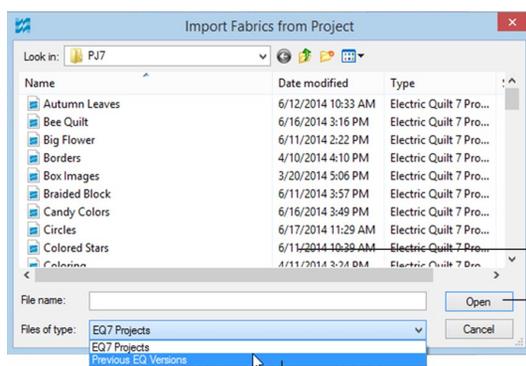
Step 1



Step 2



Step 3



Step 4

Importing from Existing Projects

The import feature allows you to stay in the project you are working on and import from a different project's Sketchbook with just a few clicks. Use these same steps if you are importing fabrics from STASH shopping bags, fabric from EQ5 palettes, blocks from BlockBase projects, or earlier EQ programs.

- 1 Open the library into which you want to import. (**LIBRARIES > Your Choice.**) Examples: If you need a group of blocks you drew in a different project, open the Block Library. If you need fabrics from a different project, open the Fabric Library.
- 2 Click the **Import** button. If given two choices, choose **From Project**. The Import box will appear.
- 3 Start by looking (by browsing via the Look in: box) in the correct folder for the project from which you need to import. The default location for EQ7 projects is: (**My**) **Documents > My EQ7 > PJ7**.
- 4 If the file is from an earlier version of EQ software, click the arrow next to **Files of type**. Change it to **Previous EQ Versions**.
- 5 When you see the file you want to import from, click to select it.
- 6 Click **Open**. You will now be viewing the Import Results section of the Library.
- 7 Drag the horizontal scrollbar beneath the items to see all the import results.

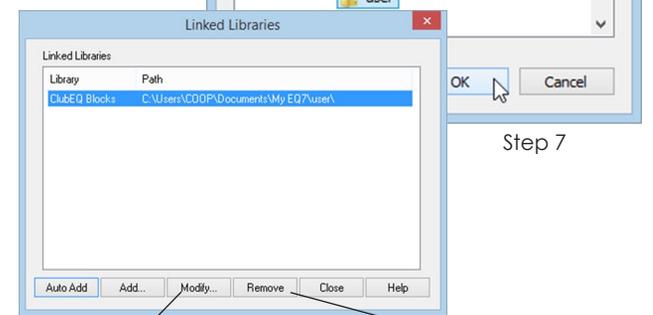
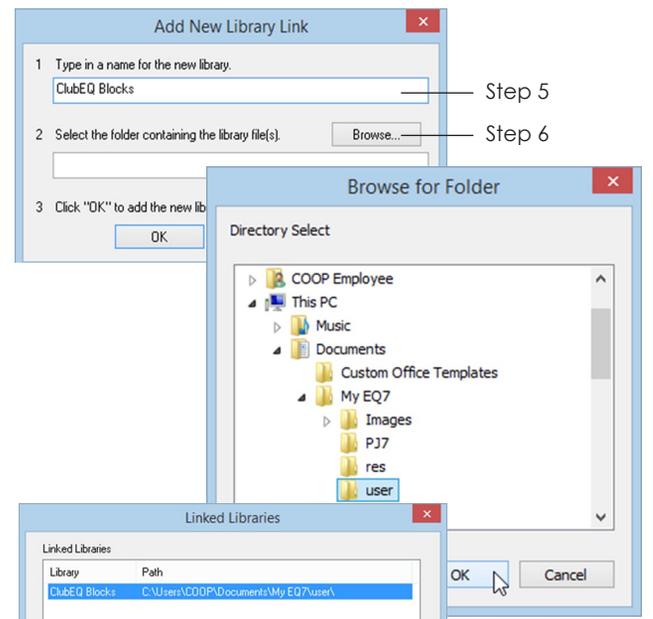
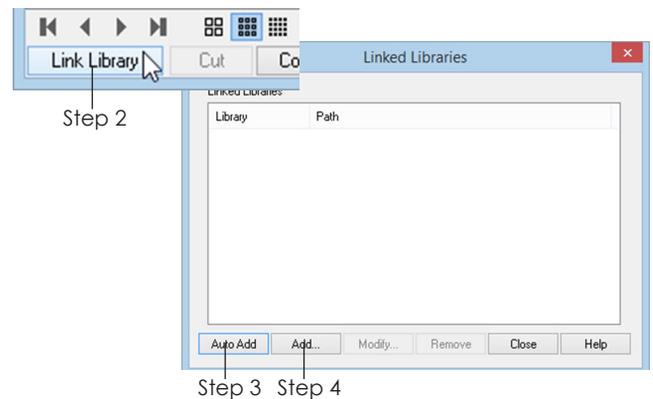
- 8 If you want to use an imported item, **click directly on it to select it**. Click **Add to Sketchbook**. You can add as few or as many items as you want.
- 9 Click **Import > From Project** again to import from a different existing project or click **Close** to return to the worktable.



Linking Other Libraries

Use these steps to link other EQ software (STASH, BlockBase), personal libraries from previous versions of EQ, and EQ-formatted libraries from other outside sources (friends, online challenges).

- 1 Open the library of the same type you want to link. **LIBRARIES > Your Choice**. (If you want to link an outside fabric library, open the Fabric Library.)
- 2 Click the **Link Library** button.
- 3 Click the **Auto Add** button to add a link for any EQ software not listed. If the Auto Add button does not find and link the library, you will need to add it manually.
- 4 To add a library manually, click the **Add** button.
- 5 In the first box, **type a name** for the new library. This name will appear in the list under the Library section, so choose something that will help you identify it. Examples: ClubEQ Blocks or Foundation Pieced Blocks, not Blocks.
- 6 In the second box, you need the path to the folder containing the library files. Click the **Browse** button to find it the location.
- 7 Click the plus signs next to the drives and folders until you reach the folder containing the library files. Be sure the folder is selected. Click **OK** to close the Browse for Folder box.
- 8 Click **OK** on the Add New Library Link box. If you chose a folder with no library files, the library will not be found and you will get a message Not a valid EQ library directory. Change the path and click OK or click Cancel to start over.
- 9 Click **Close** to return to the library. Click **Close** again to return to the worktable. Your library files will be available from the corresponding library.

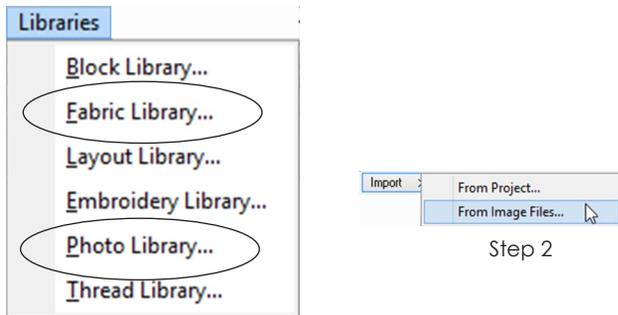


Modify allows you to change the path (not the name) of an existing item in the list. Remove allows you to take an item off the list.

3

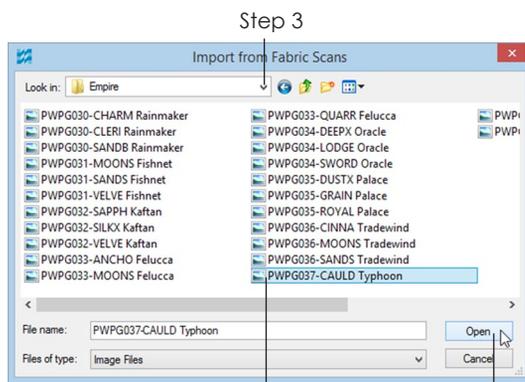
Note:

- If you are having difficulty finding the files, but know they are on your computer, try doing a search through Windows. File extensions are: *.blk = Block Library, *.ebr = Embroidery Library, *.fab = Fabric Library, *.pix = Photo Library, *.qlt = Layout Library, *.thd = Thread Library
- Find help at support.electricquilt.com.



Step 1

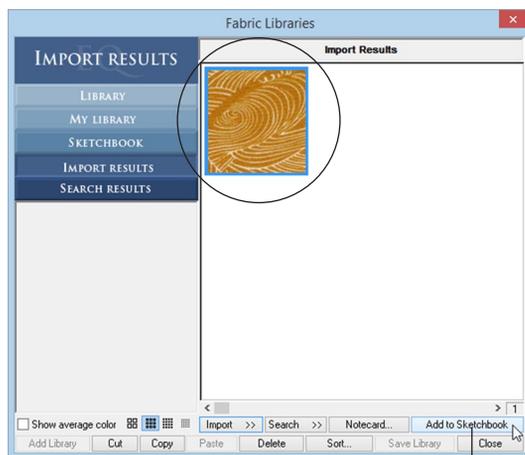
Step 2



Step 3

Step 4

Step 5



Step 6

Importing Image Files into the Fabric or Photo Libraries

Use these steps to import scanned fabrics for any quilt, or photos for photo-quilt projects. You can import BMP, GIF, JPEG, PNG, or TIFF files.

- 1 Open the library into which you want to import. (**LIBRARIES > Fabric Library** or **Photo Library**.) Example: To import scanned fabrics, open the Fabric Library.
- 2 Click **Import > From Image Files**.
- 3 At the top of the box, click the down arrow beside the **Look in:** box. Go to the drive where the files are located. Double-click through the folders in the center of this box until you find the folder containing your image files.
- 4 **Click the image files you want to import.** To select more than one:
 - Hold down the **CTRL** key and click on each individual file you want to select.
 - Hold down the **SHIFT** key as you click to select a range of files.
 - Click one file, then press **CTRL+A** to select all the files in this folder.
- 5 Click **Open**. The Import Results display.
- 6 If you want to use an imported item, **click directly on it to select it**. Click **Add to Sketchbook** if you plan to use an item in a project, or click **Copy** if you plan to paste the item into a library. Add as many items as you want.
- 7 Click **Import > From Image Files** again to import from a different folder or click **Close**.

Scanning Fabrics

For directions, see pages 194-196.

Resolution for Scanned Fabrics

- **72 or 75 dpi** – all files but GIF or PNG
- **96 dpi** – GIF or PNG Files (required)

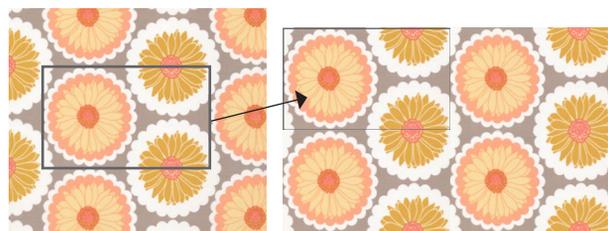
Suggested Image Size for Fabrics

3" x 3" (or approximately 225 pixels). If cropping to a rectangle to capture the design repeat, keep one dimension at 225 pixels, and let the other dimension size proportionally.

Other Fabric Scanning Tips

Remember: High resolution + large image sizes = large file size. Large file size = slower running EQ7.

- **Scaling** – Don't change the scale of the fabric. EQ7 will correctly scale the fabric on the block/quilt for you as long as you follow the resolution (dpi) guidelines above.
- **Preparing the Fabric** – Iron the fabric and place it as straight as possible on the scanner bed (especially with striped and checked fabric).
- **Normal vs. Photo Color** – Choose a setting such as "Normal" rather than "Photo" color, if possible.
- **Descreening** – A scanned fabric's weave can produce a moiré pattern. To avoid this, use a setting such as Descreen, or Magazine/Newspaper. Or slightly angle the fabric on the scanner bed.
- **Cropping** – The image you save is what will appear when you color in EQ7. Be sure to crop your fabric to cut out any white edge caused by the scanner bed behind the fabric.

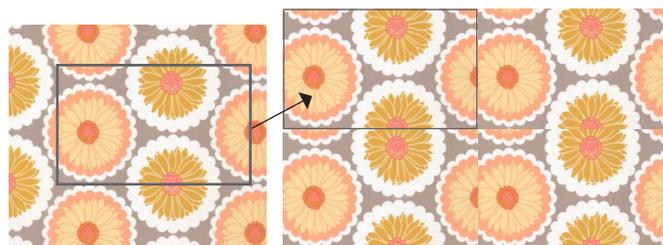


Original fabric scan

The box shows a good crop to the fabric repeat.

Fabric tiling in EQ7

When the fabric is cropped to the repeat, you don't notice the seams when the fabric tiles.

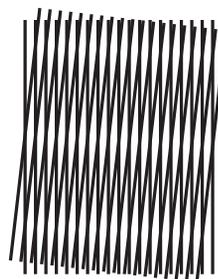


Original fabric scan

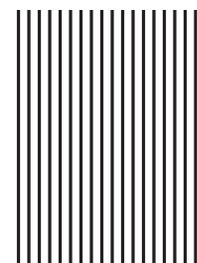
The box shows a bad crop of the fabric.

Fabric tiling in EQ7

When the fabric is not cropped to the repeat, the pattern will not tile nicely.



A fabric's weave can produce a moiré pattern when scanned



Use a descreening option to avoid a moiré pattern

Note:

To keep file sizes as small as possible, fabric in EQ7 "tiles" (repeats) the small fabric design you save, in order to simulate the effect of a large piece of fabric on your quilt. To make this tiling less noticeable, it is important to find your fabric's design repeat, and spend time cropping your scan at the appropriate place before importing. It's also important to keep the cropped image as small as possible. Small repeats mean small files (which is good), and large repeats mean larger files (which can make your computer run slower). Make EQ7 run most efficiently by keeping your project file sizes manageable. This means not loading in too many fabrics at once, and keeping your scanned image sizes small.

**Resolution - 72 dpi**

If you do not plan to print directly from EQ7, say you have a t-shirt quilt you are working on, or want to use a panel print, keep the resolution low to save file space. Low resolution images (screen-res) is fine for visual representations in EQ7.

**Resolution - 150 dpi or higher**

If you plan to print the photo onto inkjet fabric sheets directly from EQ7, a resolution of 150 dpi or higher is best. Remember to leave some extra printed space around your photo for seam allowance.

Scanning Photos

Resolution for Scanned or Digital Photos

- **72 dpi** – when *not* printing from EQ7
- **150 dpi or higher** – when printing from EQ7

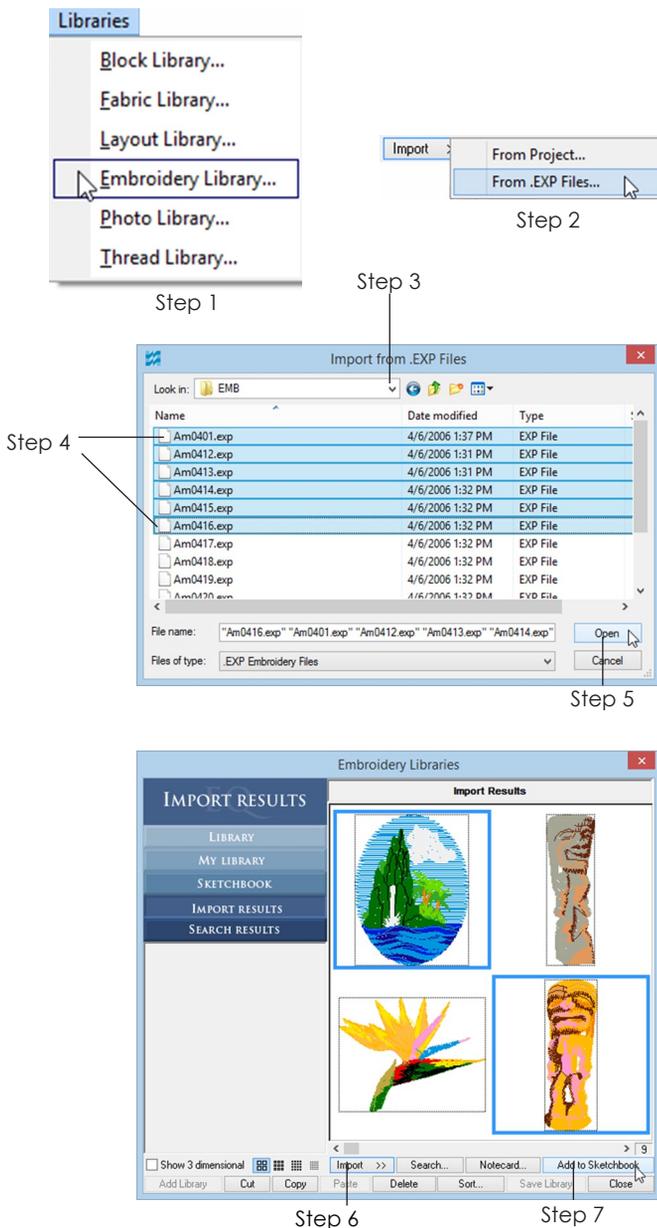
Image Size for Scanned or Digital Photos

If you will be printing the photo from EQ7, import it in the same dimensions you'll set it and print it. For example, import a 5" x 7" photo and set it in your quilt at 5" x 7".

Importing Embroidery (EXP) Files

Only EXP files can be imported.

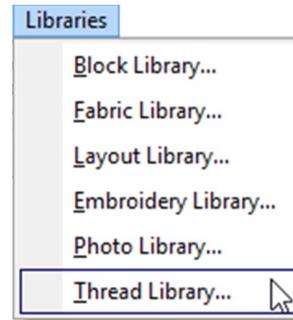
- 1 Click **LIBRARIES > Embroidery Library**.
- 2 Click **Import > From .EXP Files**.
- 3 At the top of the box, click the drop down arrow beside the **Look in:** box. Go to the drive and double-click through the folders until you open the folder containing your EXP files. (Having the related *.RGB files is optional.)
- 4 **Click the EXP files you want to import.** To select more than one:
 - Hold down the **CTRL key** and click on each individual file you want to select.
 - Hold down the **SHIFT key** as you click to select a range of files.
 - Click one file, then press **CTRL+A** to select all the files in this folder.
- 5 Click **Open**. You will now see the Import Results section of the Library.
- 6 Drag the horizontal scrollbar beneath the embroideries to see all the import results.
- 7 If you want to use an imported embroidery design, **click directly on it to select it**. Click **Add to Sketchbook**. You can add as few or as many of these as you want.



- Click **Import > From .EXP Files** again to import from a different folder or click **Close**.

Notes

- EQ7 may let you adjust the size of the embroidery larger than what your hoop and sewing machine can stitch.
- Use the Set Thread tool to recolor your imported embroideries, see page 122.

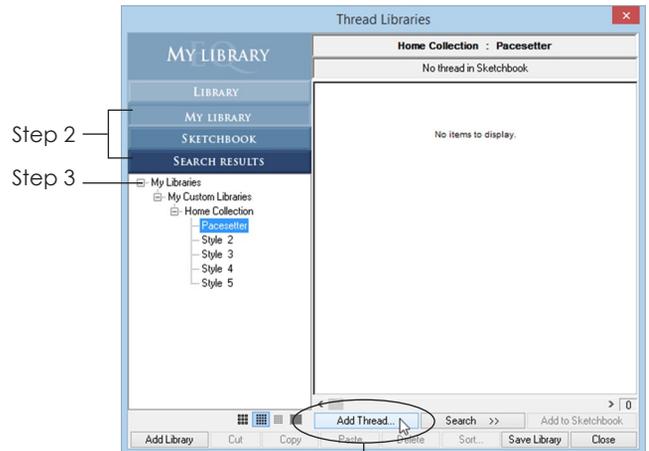


Step 1

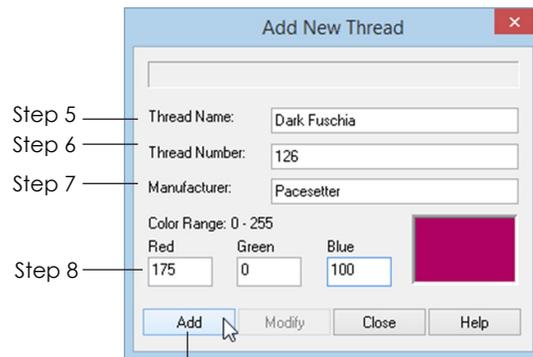
Adding Thread Colors

You can add your own thread colors to your library. Use these steps to match actual spool colors.

- Click **LIBRARIES > Thread Library**.
- Click the section you want to add threads to:
 - My Library** – to add your own thread colors to your personal library.
 - Sketchbook** – to add threads to the current project you are working on.
 - Search Results** – to add colors temporarily to use as the base of a search for “real” threads.
- If you chose **My Library**, click the library name and then the style to which you want to add them. If you do not have a library created, please do this first, see page 48.
- Click the **Add Thread** button.
- In the first box, type the **Thread Name**. This is usually a color name like *Periwinkle*.
- In the second box, type the **Thread Number**. Check the spool for the number and type it here. If you do not have a number, it is okay to leave this field blank.
- In the third box, type the **Manufacturer** name. It is okay to leave this field blank if you do not know the manufacturer name.
- Enter numbers between 0 and 255** in the boxes for red, green and blue to make the thread color you want. See the chart at left for help.
- Click **Add** when you are done.



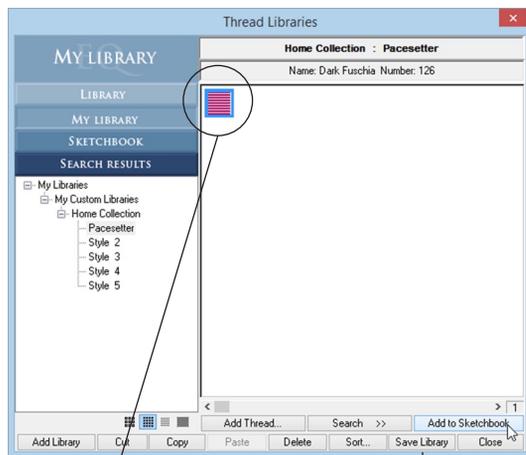
Step 4



Step 9

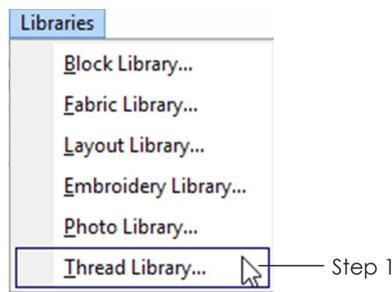
Here is a chart of pure RGB colors. When adding thread colors, start with the closest pure color and then increase or decrease red, green, or blue to match your spool.

Black (0,0,0)	Green (0,255,0)	Cyan (0,255,255)
White (255,255,255)	Blue (0,0,255)	Magenta (255,0,255)
Red (255,0,0)	Yellow (255,255,0)	

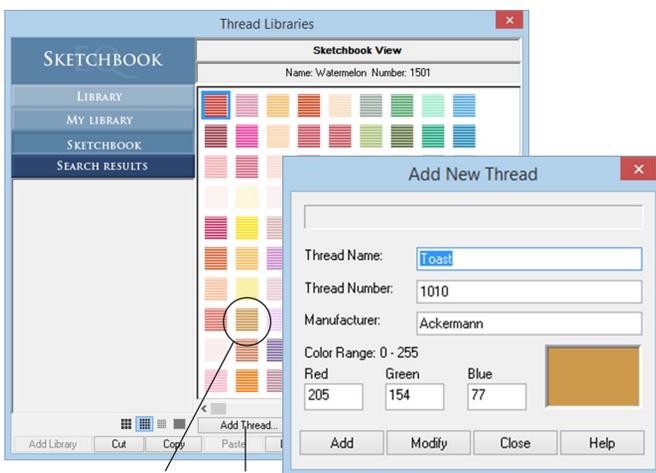


Newly added thread in the "Pacesetter" library.

Step 10

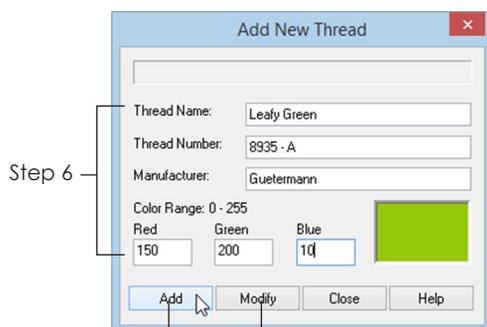


Step 1



Step 4 Step 5

This box shows the selected thread's properties. Edit to modify the original thread or create a new thread color.



Step 6

Adds a new thread to the Sketchbook

Changes the original thread selection

10 If you chose **My Library** in step 2, click **Save Library**. If you change styles without clicking Save Library, you will be prompted to save.

11 Click the **Add Thread** button again to add more thread colors or click **Close** to return to the worktable.

Modifying Thread Colors

Use this feature to modify thread color or to update thread names. It is also helpful when adding a new thread to use an existing thread as a starting point.

- 1 Click **LIBRARIES > Thread Library**.
- 2 Click the section of the library where the thread is located (My Library or Sketchbook sections only).
- 3 If you chose **My Library**, click the library name and then the style which contains the thread.
- 4 **Click on the thread to select it.** (You may need to scroll to find it.)
- 5 Click the **Add Thread** button.
- 6 Change the name, number, manufacturer or red/green/blue colors.
- 7 Click the **Modify** button to update the thread you selected in Step 4. Click **Add** to add the new version to the end of the existing threads.
- 8 If you chose **My Library** earlier, click **Save Library**. If you change styles without clicking Save Library, you will be prompted to save so the modification will not be lost.
- 9 Click to select a different thread, then click the **Add Thread** button to modify it, or click **Close** to return to the worktable.

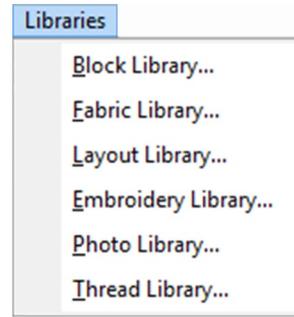
Adding and Formatting My Library

Use custom My Libraries to store your personal designs for easy access. This feature is great for new block designs and scanned fabrics.

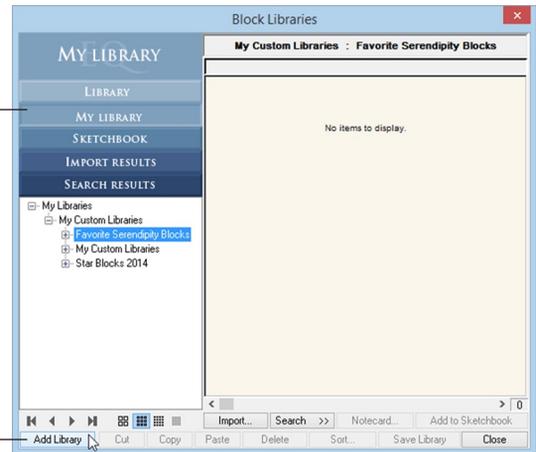
- 1 Open the library to which you want to add a My Library category. Click **LIBRARIES > Your Choice**. Example: If you want to add a personal library of blocks, open the Block Library.
- 2 Click the **My Library** section.
- 3 Click the **Add Library** button.
- 4 Type a descriptive name for the library category. Example: *Greece Trip Photos*, not *Photos*.
- 5 In **Start with ___ styles**, choose the number of styles (or sub-categories) for this library category. This number can be from 1 to 59 styles.
- 6 Click **OK** to add the new library category.
- 7 To format the library category and change its name or add more styles, **right-click on the name in the list and click Modify Library**.
- 8 Type in a new name or a new number of styles. When you're done, click **OK**.
- 9 Click **Close** to return to the worktable.

Notes

- If you add items to a My Library (your own personal library), they won't show up in the regular EQ7 Library. You will need to click on the My Library section to see them.
- To delete an entire My Library category and all the styles it contains, you need to find the User folder. The default location is: (My) Documents > My EQ7 > User. Find your library (it will have the same name as in the library list, potentially with an extension), right-click it, and choose Move to Recycle Bin, or simply drag it to the Recycle Bin.

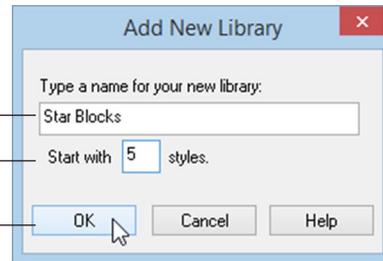


Step 1



Step 2

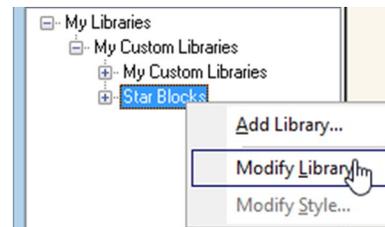
Step 3



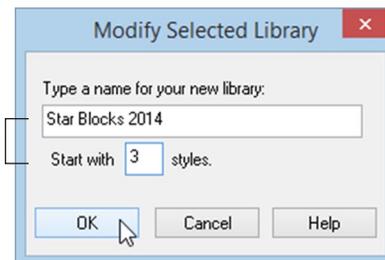
Step 4

Step 5

Step 6

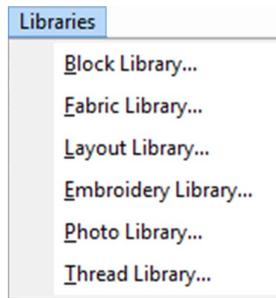


Step 7

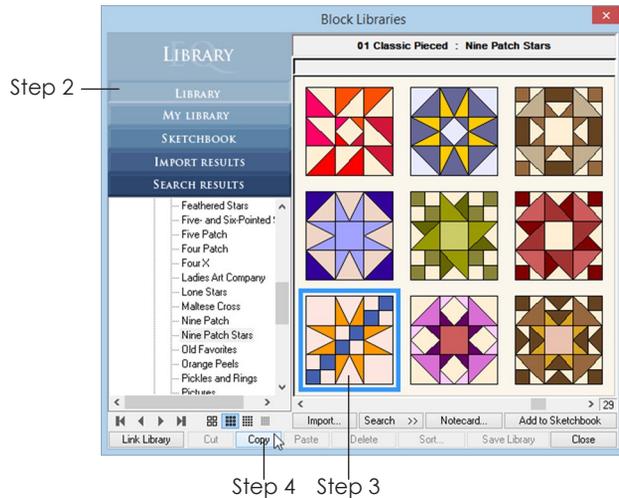


Edit the name and number of styles

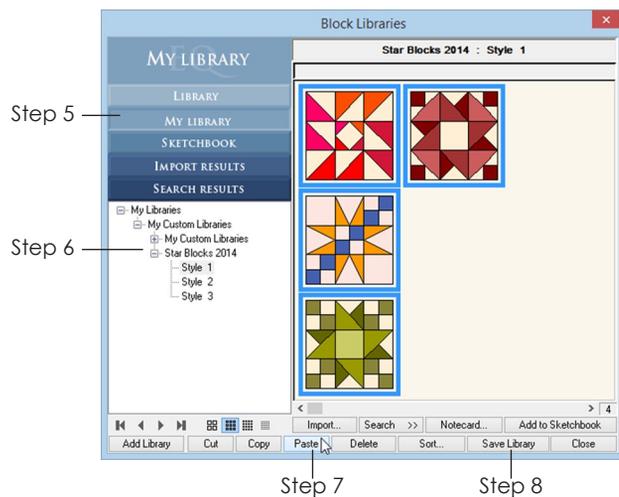
Step 8



Step 1

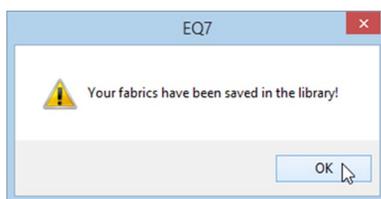


Step 4



Step 7

Step 8



Step 9

Adding and Saving Items in My Library

Copying the Items You Want to Add

1 Open the library to which you want to add items. **LIBRARIES > Your Choice**. For example, if you want to add a block to a My Library, open the Block Library.

2 Click to choose the section of the library you want to copy from: **Library, My Library, Sketchbook, Import Results or Search Results**. If you choose Import Results (see pages 41, 43, or 45), or Search Results (see pages 37-40), follow those instructions and then return to this step.

3 Click an item to select it. You can also use keyboard shortcuts to help you:

- Hold down the **CTRL** key and click on each individual item you want to select.
- Hold down the **SHIFT** key as you click to select a range of items.
- Select one item, then press **CTRL+A** to select all the items in this style.

4 Click the **Copy** button (or press **CTRL+C**).

Adding and Saving the Items

5 Click the **My Library** section.

6 Click the plus sign next to the library name, then the style name you want to add these items to. (If you do not have libraries added to My Library yet, see page 48 and then return to this step.)

7 Click the **Paste** button (or press **CTRL+V**). Do not add more than 254 items to any style.

8 Click the **Save Library** button. If you change styles, without clicking Save Library you will be prompted to save the changes.

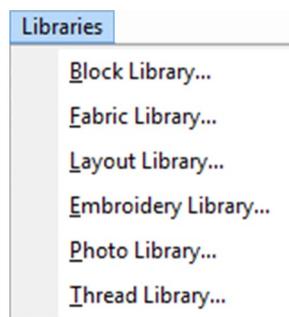
9 Click **OK**, then **Close** to return to the worktable.

Renaming My Libraries and Styles

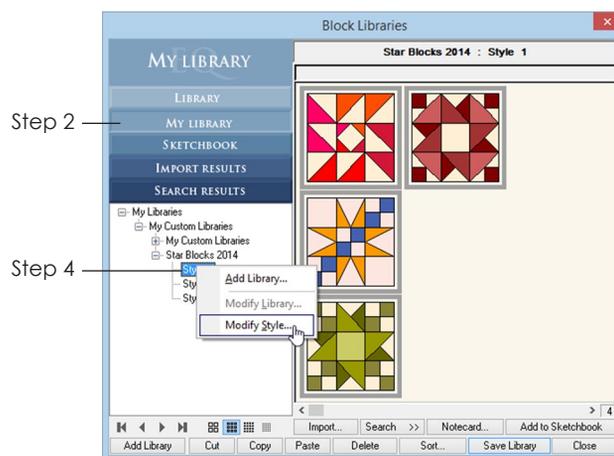
- 1 Open the library which contains the library category you need to rename. **LIBRARIES > Your Choice**. For example, if you need to rename a block library category, open the Block Library.
- 2 Click the **My Library** section.
- 3 Scroll vertically through the name list to find the library or style which needs renaming.
- 4 You can rename the library or style in one of two ways:
 - Right-click on the item and choose either **Modify Library** or **Modify Style**. In the box, type a new name for the library or style and click **OK**.
 - Click once on the name to select it and click on it again to get the renaming box. (Click, pause, click.) Type a new name and then click elsewhere to deselect it.

Note

If you are only changing the library or style name, you do not need to click Save Library. If you are changing the name *and* adding items to the style you *do* need to click Save Library.

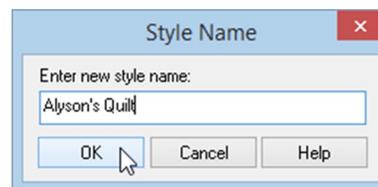


Step 1

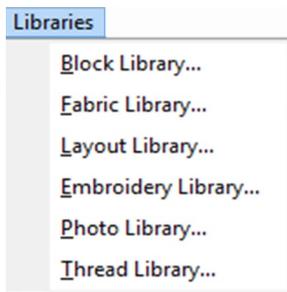


Step 2

Step 4



Step 4



Step 1



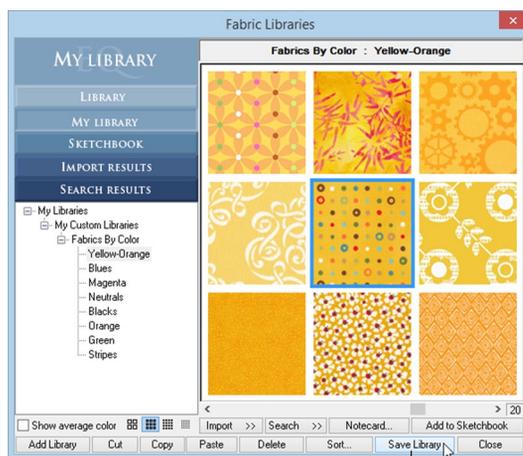
Step 2

Step 3

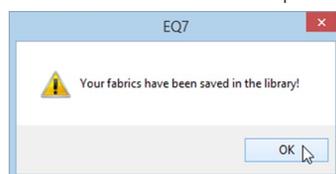
Step 5 Step 4



Step 6



Step 7



Step 8

Deleting from My Libraries

- 1 Open the library of the same type you want to delete from. **LIBRARIES > Your Choice**. For example, if you want to remove a scanned fabric, open the Fabric Library.
- 2 Click the **My Library** section.
- 3 Click the plus sign next to the library category name to open it, then click the style name containing the item or items you want to delete.
- 4 **Click to select all items you want to delete.** You can also use keyboard shortcuts to help you:
 - Hold down the **CTRL** key and click on each individual item you want to select.
 - Hold down the **SHIFT** key as you click to select a range of items.
 - Select one item, then press **CTRL+A** to select all the items in this view.
- 5 Click the **Delete** button or press your keyboard **DELETE** key to delete the selected items.
- 6 At the prompt, click **Yes** if you are sure you want to delete the selected items.
- 7 Click **Save Library**. If you change styles without clicking Save Library you will be prompted to save the changes, otherwise the items will not be deleted.
- 8 Click **OK**, then **Close** to return to the worktable.

Note

To delete an entire My Library category and all the styles it contains, you need to find the User folder. The default location is: (My) Documents > My EQ7 > User. Find your library (it will have the same name as in the library list, potentially with an extension), right-click it, and choose Delete.

Chapter 4

Quilts

EQ7 has ten basic layout styles. All these styles are adjustable, so you have endless design possibilities. To create your quilt design, you fill the blank spaces with blocks, fabrics and colors. This chapter shows you how to see and choose a layout style, adjust its size and style, fill it with blocks, then vary the resulting design using flips and rotations.

Understanding Sizes	54
Choosing a Quilt Layout.....	56
Making a Horizontal Quilt	57
Making an On-Point Quilt.....	58
Making a Variable Point Quilt.....	59
Making a Baby Blocks Quilt	60
Making a Variable Blocks Quilt.....	61
Making a Horizontal or Vertical Strip Quilt Layout.....	62
Choosing a Strip Style	64
Strip Formulas.....	65
Cloning a Strip	66
Making a One Patch Quilt	67
Making a Photo Patchwork Quilt	68
Making Custom Patches in a One Patch Quilt	71
Setting Blocks into a Quilt Layout	72
Erasing Blocks in a Quilt	73
Finding a Block Used in a Quilt	74
Rotating or Flipping Blocks	74
Creating Fast Designs with Symmetry.....	75

Understanding Sizes

It is extremely important that you understand how the settings you make on the Layout tab affect your quilt. To avoid confusion and printing patterns that won't fit together or designing a quilt that is exponentially too large, please review this information.

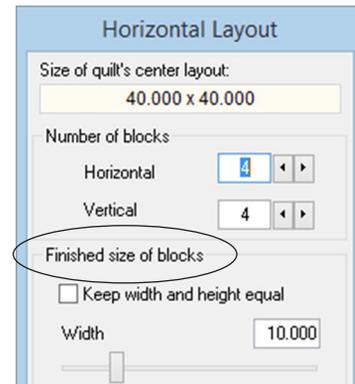
Enter Finished Sizes

Never add seam allowance to the numbers you type in the palettes on the Layout or Borders tabs. You are designing the finished quilt; finished quilts don't show seam allowance when you look at them. If you are mocking up a quilt found in a magazine or book, be sure you are entering the finished size of the block, not the cut size or the size it will measure before joining it to the other blocks. Likewise, if you are designing a quilt layout for blocks you already have sewn, measure the blocks, subtract the seam allowance from each side, and enter that finished size.

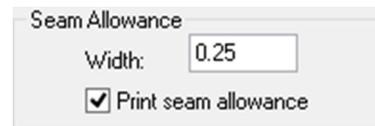
Seam allowance is automatically added by EQ7 at the printing stage. You have control over how wide the seam allowance is. If your block is 8 inches on the Layout tab and your seam allowance is set to $\frac{1}{4}$ inch when you print, your block will be $8\frac{1}{2}$ inches unfinished and will finish at the 8 inches you wanted.

Finished Size of Quilt

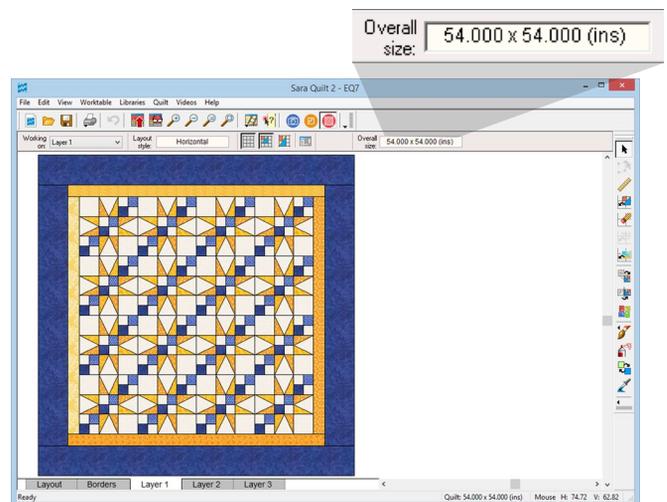
As you enter numbers on the Layout and Borders tabs, you can watch the quilt's size change. The finished size of the quilt always shows in the bottom-right corner of your screen. Pay attention to this number if you are trying to make a quilt of a specific size to fit a bed.



Make sure to use the **finished** size when entering dimensions on the Layout and Borders tabs

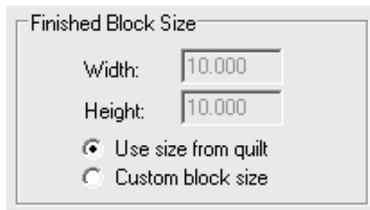


Seam allowance setting in the print dialog



The finished size of the quilt is always shown on the quilt worktable.

Quilt: 54.000 x 54.000 (ins)



Choose *Use size from quilt* in the Print dialog to ensure your patterns print at the correct size for your quilt



Tape Measure



Using the Tape Measure tool, we can see that this Variable Point block is 8.00" across the width

Always Choose *Use Size from Quilt* When Printing

If you like the finished size of the quilt in the bottom-right corner of your screen and like the way the quilt looks, print the patterns and always choose *Use size from quilt*. If you choose that option, EQ7 will read the sizes you have entered on the Layout and Borders tabs for you and automatically print the pattern so it ends up that size. Don't second guess the program and enter your own sizes; you could end up with blocks that don't fit together if your math isn't correct. *Use size from quilt* is very important when the block is not square; it is the only way to print the skewed pattern in Variable Point and Baby Blocks layouts, for example.

Verify Sizes with the Tape Measure

The size will be correct, but if you ever question a size or what number you are entering, use the Tape Measure tool. It lets you drag a line across the quilt to measure approximately how long it is. Remember, it is an approximation and is more accurate the closer you click and stop near the points of the actual object you are measuring. You may want to use it for Variable Point and Variable Block quilts so you understand how the numbers work.

Choosing a Quilt Layout

- 1 Click **WORKTABLE > Work on Quilt**.
- 2 Click **QUILT > New Quilt > Your Choice**. Here is a list of available layout choices:

A Horizontal layouts arrange blocks in horizontal and vertical rows. Blocks can be rectangular or square, and the layout can include optional sashing, corner blocks, and a sash border.

B On-point layouts contain square blocks tipped 45 degrees and can include optional sashing.

C Variable Point layouts contain on-point squares or diamonds that measure through the block and can include optional sashing.

D Baby Blocks layouts are overall grids of 3-D cubes made with equal-sided diamonds.

E Variable Blocks layouts are like Baby Blocks, but the blocks can have unequal sides and tops.

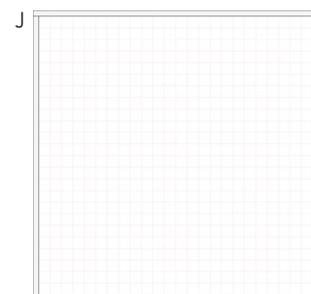
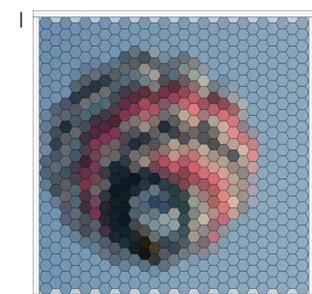
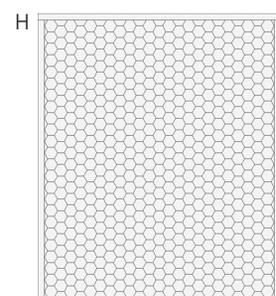
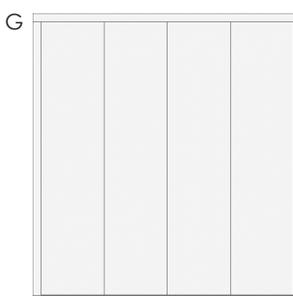
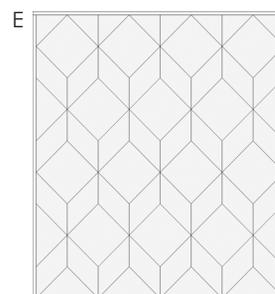
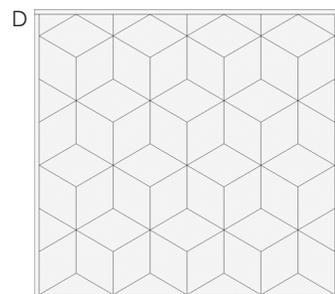
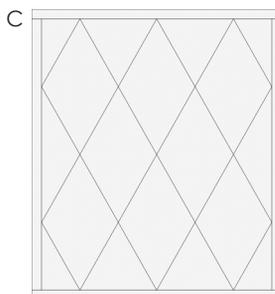
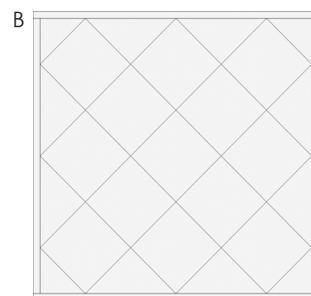
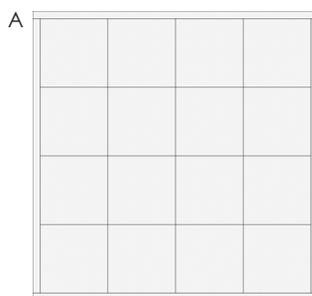
F Horizontal Strip Quilts are long horizontal pieced or unpieced strips.

G Vertical Strip Quilts are long vertical pieced or unpieced strips.

H One Patch Quilts consist of one patch repeated throughout the quilt.

I Photo Patchwork Quilts are created initially from an image and consist of one patch repeated throughout the quilt just like One Patch Quilts.

J Custom Set layouts provide a large central area for placing blocks of different sizes. You can vary the height and width of this central area. Blocks of any size can be placed and aligned anywhere inside the center – even overlapping each other. (See Chapter 5 – page 77.)

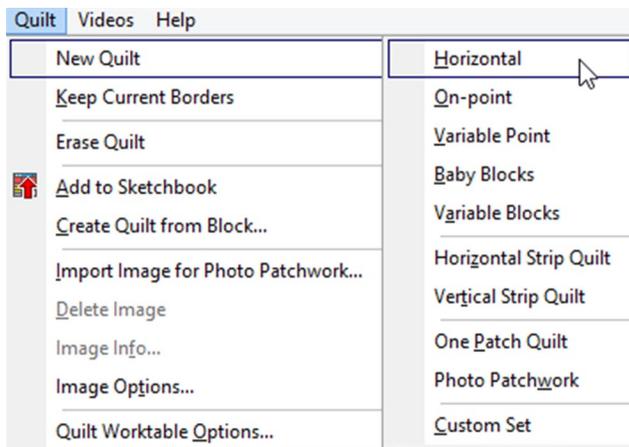


Note

Your quilt's center size (without borders) will always appear at the top of the Layout box on the Layout tab.



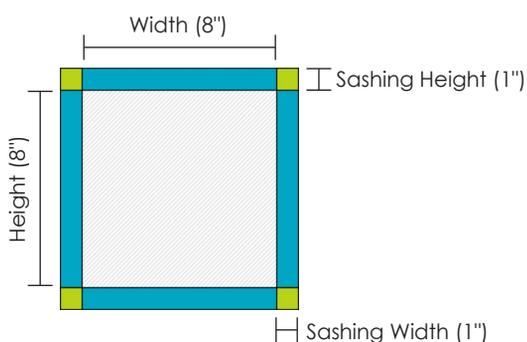
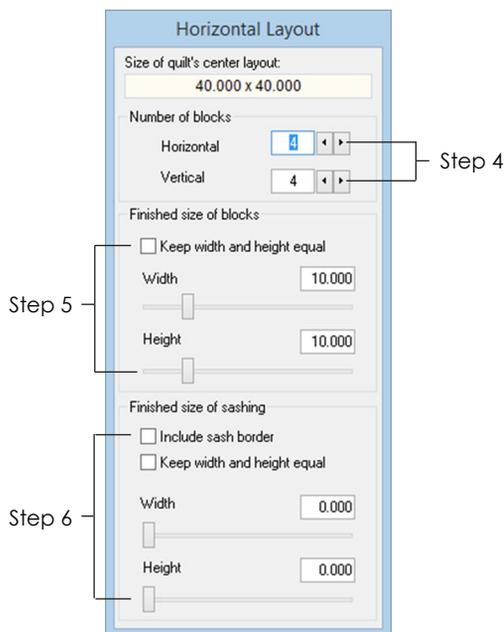
Step 1
Quilt Worktable



Step 2



Step 3
Edit the Layout options



Making a Horizontal Quilt

- 1 Click the **Work on Quilt** button or click **WORKTABLE > Work on Quilt**.
- 2 Click **QUILT > New Quilt > Horizontal**. A blank Horizontal layout will appear.
- 3 Click the **Layout** tab.
- 4 Under **Number of blocks**, click the arrows beside *Horizontal* and *Vertical* to choose the number of blocks you want. (You can also type in these boxes.)
- 5 Under **Finished size of blocks**, choose the block size you want. Check **Keep width and height equal** to keep your blocks square. Change the sizes in any of the following ways:

- type a new size in the box
- drag the slider rectangle on the line
- click to the right or left of the slider rectangle to have the number jump in increments

- 6 Under **Finished size of sashing**, choose the sashing size you want. Check **Keep width and height equal** to keep your cornerstones square. For no sashing, make the sash size 0.000. The sizes can be changed the same three ways described in step 5. Check **Include sash border** if you want sashing not only between the blocks but around the outside of them.

- 7 Click the **Borders** tab to adjust, add, delete or insert borders, see pages 104-105.

- 8 Click the **Layer 1** tab to start filling your quilt.

Notes

- To make adjustments faster, you can use the keyboard TAB key to cycle between entries and type immediately.
- How blocks are measured: The width and height you input are the edges of the squares (or rectangles) you see. The sashing width is added to the left and right sides of your block. The sashing height is added to the top and bottom of your block.

4

Making an On-Point Quilt

- 1 Click the **Work on Quilt** button or click **WORKTABLE > Work on Quilt**.
- 2 Click **QUILT > New Quilt > On-point**.
- 3 Click the **Layout** tab.
- 4 Under **Select a style**, choose a style (either triangles in the corners or a seam).
- 5 Under **Number of blocks**, click the arrows beside *Horizontal* and *Vertical* to choose the number of blocks you want. (You can also type in these boxes.)
- 6 Under **Finished size of blocks**, choose the block size you want. You can change this edge length in any of the following ways:
 - type a new size in the box
 - drag the slider rectangle on the line
 - click to the right or left of the slider rectangle to have the number jump in increments
- 7 Under **Finished size of sashing**, choose the sashing size you want. For no sashing, make the sash size 0.000. This size can be changed the same three ways described in step 6.
- 8 Click the **Borders** tab to adjust, add, delete or insert borders, see pages 104-105.
- 9 Click the **Layer 1** tab to start filling your quilt.

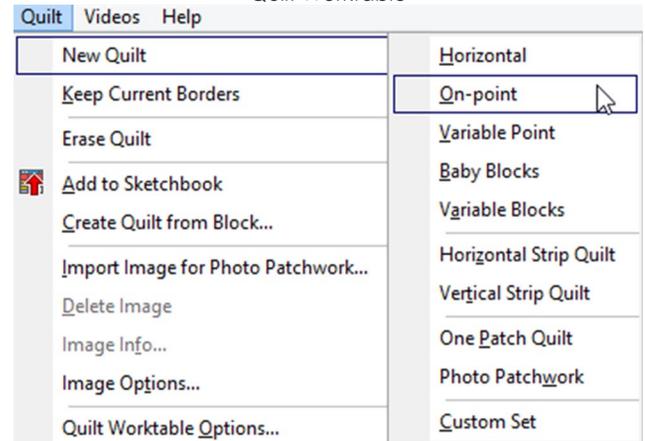
Notes

- To make adjustments faster, you can use the keyboard TAB key to cycle between entries and type immediately.
- How blocks are measured: The size of blocks you input here is the diagonal edge of the on-point squares. The sashing width is added on all sides of your block.
- In this layout, your blocks will always be square. If you would rather have skewed diamonds, use the Variable Point layout instead. Be aware it measures differently.

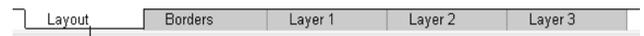


Step 1

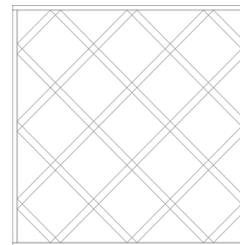
Quilt Worktable



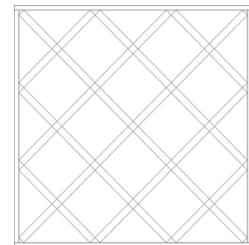
Step 2



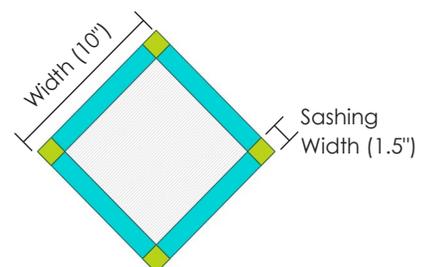
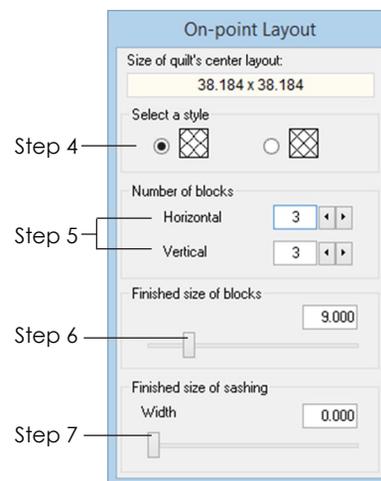
Step 3
Edit the Layout options



Style: Triangles in corner



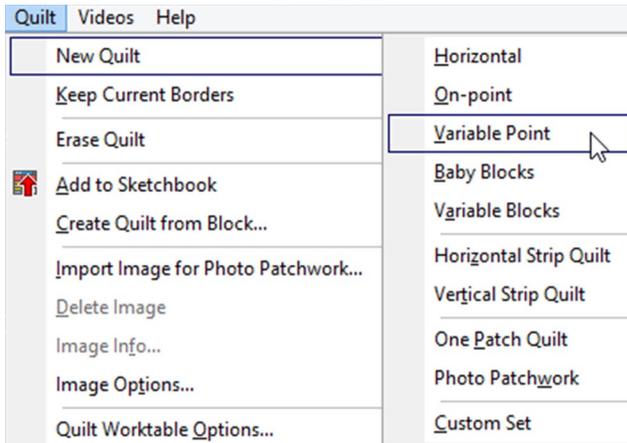
Style: Seams in corner





Step 1

Quilt Worktable

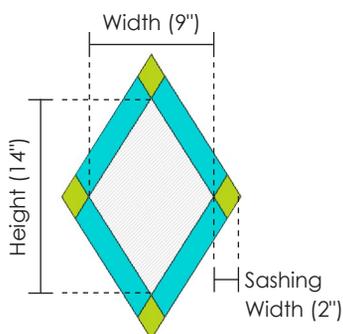
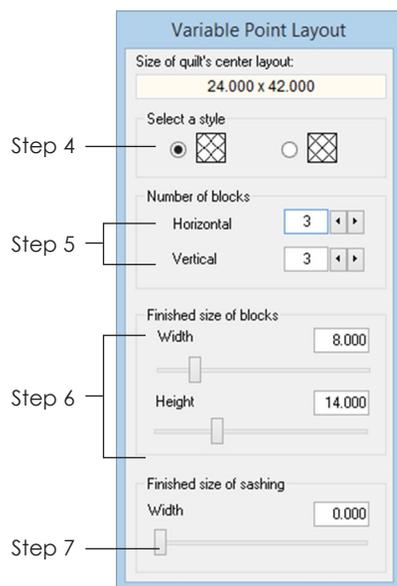


Step 2



Step 3

Edit the Layout options



Making a Variable Point Quilt

- 1 Click the **Work on Quilt** button or click **WORKTABLE > Work on Quilt**.
- 2 Click **QUILT > New Quilt > Variable Point**.
- 3 Click the **Layout** tab.
- 4 Under **Select a style**, choose the type of Variable Point layout style you want (either triangles in the corners or a seam).
- 5 Under **Number of blocks**, click the arrows beside *Horizontal* and *Vertical* to choose the number of blocks you want. (You can also type in these boxes.)
- 6 Under **Finished size of blocks**, choose the size. You can change the width and height through the block in any of the following ways:
 - type a new size in the box
 - drag the slider rectangle on the line
 - click to the right or left of the slider rectangle to have the number jump in increments
- 7 Under **Finished size of sashing**, choose the size of sashing you want. For no sashing, make the sash size 0.000. This size can be changed the same three ways described in step 6.
- 8 Click the **Borders** tab to adjust, add, delete or insert borders, see pages 104-105.
- 9 Click the **Layer 1** tab to start filling your quilt.

Notes

- To make adjustments faster, you can use the keyboard TAB key to cycle between entries and type immediately.
- How blocks are measured: The sizes you input here are NOT the edges of the Variable Point blocks you see. The width is the horizontal measurement from point to point through the block. The height is the vertical measurement from point to point through the block. The sashing width is added horizontally out on all sides of your block.

4

Making a Baby Blocks Quilt

- 1 Click the **Work on Quilt** button or click **WORKTABLE > Work on Quilt**.
- 2 Click **QUILT > New Quilt > Baby Blocks**. A blank Baby Blocks layout will appear.
- 3 Click the **Layout** tab.
- 4 Under **Number of blocks**, click the arrows beside *Horizontal* and *Vertical* to choose the number of blocks you want. (You can also type in these boxes.)
- 5 Under **Finished size of blocks**, choose the block size you want. You can change the size in any of the following ways:
 - type a new size in the box
 - drag the slider rectangle on the line
 - click to the right or left of the slider rectangle to have the number jump in increments
- 6 Click the **Borders** tab to adjust, add, delete or insert borders, see pages 104-105.
- 7 Click the **Layer 1** tab to start filling your quilt.

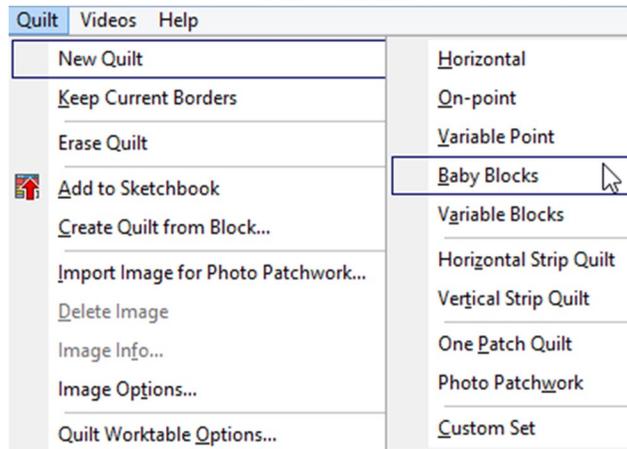
Notes

- To make adjustments on the Layout tab faster, you can use the keyboard TAB key to cycle between entries and type immediately.
- How blocks are measured: The size of blocks you input is the edge length of all the sides of the Baby Blocks you see. There is no sashing for this layout style.

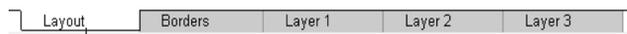


Step 1

Quilt Worktable

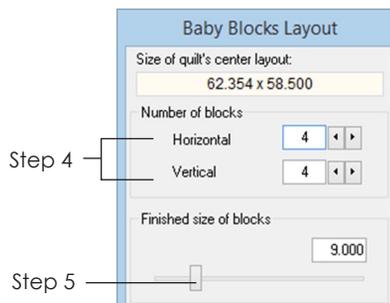


Step 2



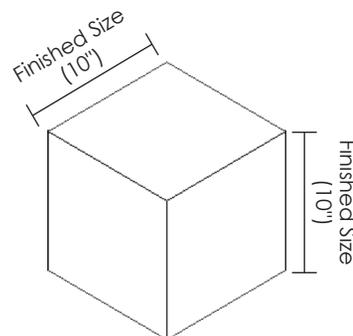
Step 3

Edit the Layout options



Step 4

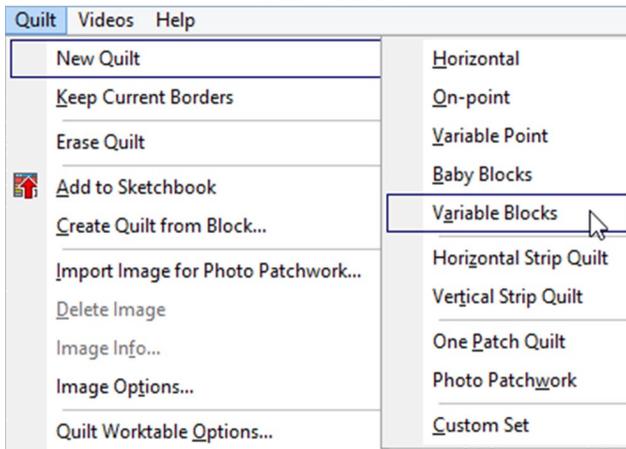
Step 5





Step 1

Quilt Worktable

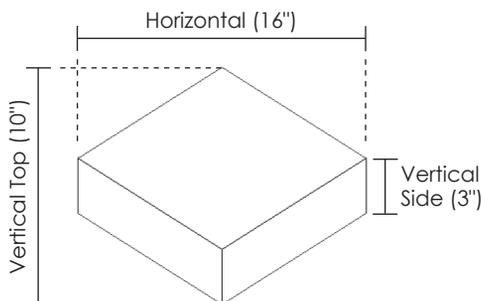
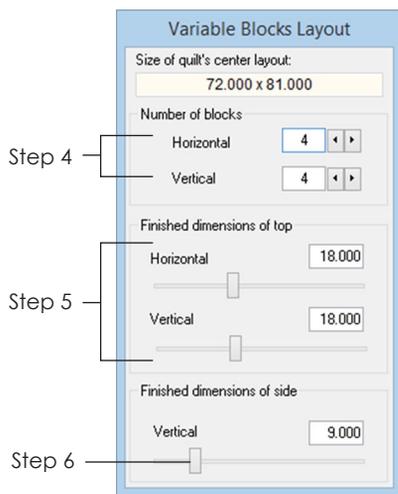


Step 2



Step 3

Edit the Layout options



Making a Variable Blocks Quilt

- 1 Click the **Work on Quilt** button or click **WORKTABLE > Work on Quilt**.
- 2 Click **QUILT > New Quilt > Variable Blocks**. A blank Variable Blocks layout will appear.
- 3 Click the **Layout** tab.
- 4 Under **Number of blocks**, click the arrows beside *Horizontal* and *Vertical* to choose the number of blocks you want. (You can also type in these boxes.)
- 5 Under **Finished dimensions of top**, choose the size you want. You can change the size in any of the following ways:
 - type a new size in the box
 - drag the slider rectangle on the line
 - click to the right or left of the slider rectangle to have the number jump in increments
- 6 Under **Finished dimensions of side**, choose the length of side you want. This size can be changed the same three ways described in step 5.
- 7 Click the **Borders** tab to adjust, add, delete or insert borders, see pages 104-105.
- 8 Click the **Layer 1** tab to start filling your quilt.

Notes

- To make adjustments faster, you can use the keyboard TAB key to cycle between entries and type immediately.
- How blocks are measured: The horizontal and vertical dimensions you input for the top are NOT the edges of the "top" variable block you see. *Horizontal* is the horizontal measurement from point to point through the "top" block. *Vertical* is the vertical measurement from point to point through the "top" block. Under Finished dimensions of side, *Vertical* is the edge length of that vertical line.

4

Making a Horizontal or Vertical Strip Quilt Layout

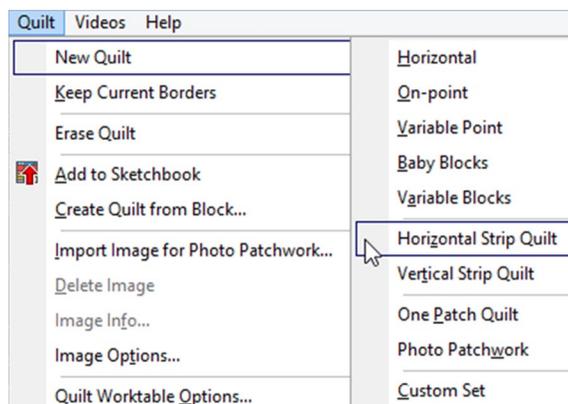
A strip quilt is made up of either horizontal or vertical rows, each of which can have its own style and width. These rows will feel similar to adjusting border styles, more so than setting up a traditional layout.

- 1 Click the **Work on Quilt** button or click **WORKTABLE > Work on Quilt**.
- 2 Click **QUILT > New Quilt > Horizontal Strip Quilt**, to have your strips go from left to right (horizontally). Click **Vertical Strip Quilt**, to have the strips go up and down (vertically). A blank Strip Quilt layout will appear.
- 3 Click the **Layout** tab.
- 4 Under **Select strip**, choose the strip you want to work on. You can either click directly on the strip in the quilt or use the left and right arrows to go back and forth between strips. The selected strip always appears gray in the quilt layout.
- 5 (Optional) Put a check in **Clone the selected strip** to copy the settings of the selected strip whenever you click Add or Insert.
- 6 Once a strip is selected you can do any of the following:
 - click **Add** to add a new strip to the end of the existing strips
 - click **Delete** to remove the selected strip
 - click **Insert** to put a new blank strip in front of the selected strip

Note
 If *Clone selected strip* is checked and you click Add or Insert, the selected strip will be copied. If it is unchecked, a plain 2.000 inch strip will be added or inserted (page 66).



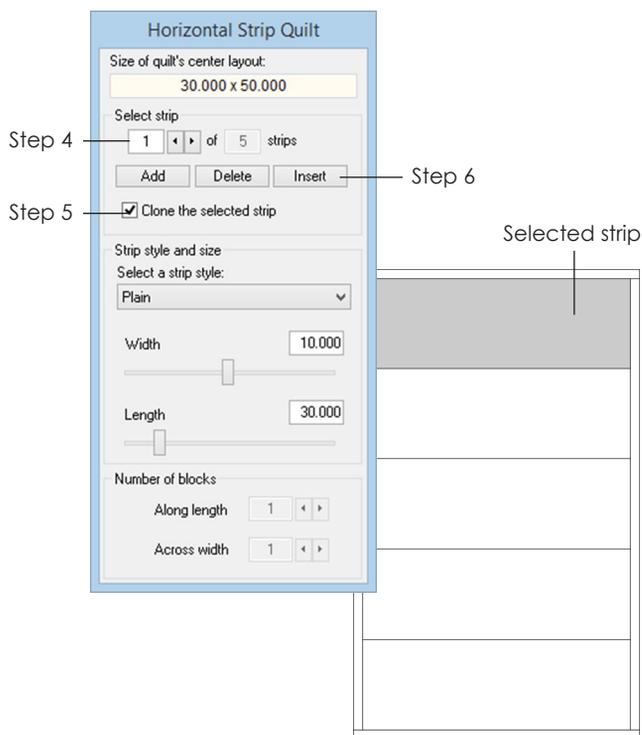
Step 1
 Quilt Worktable



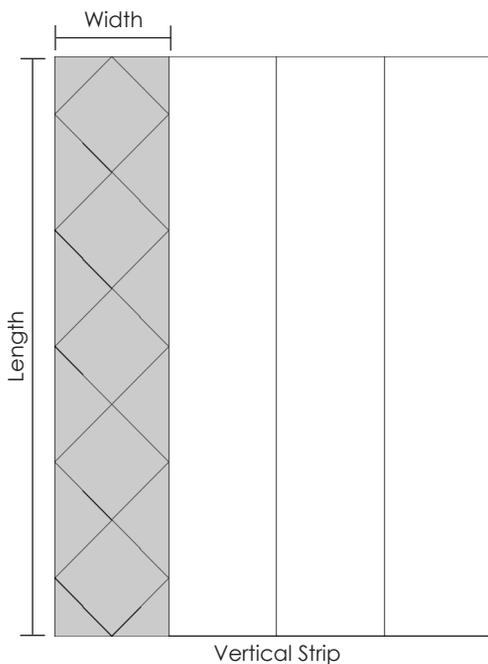
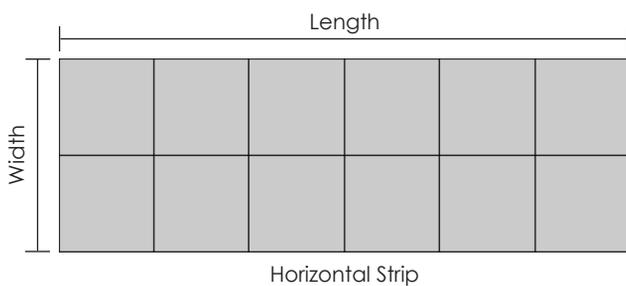
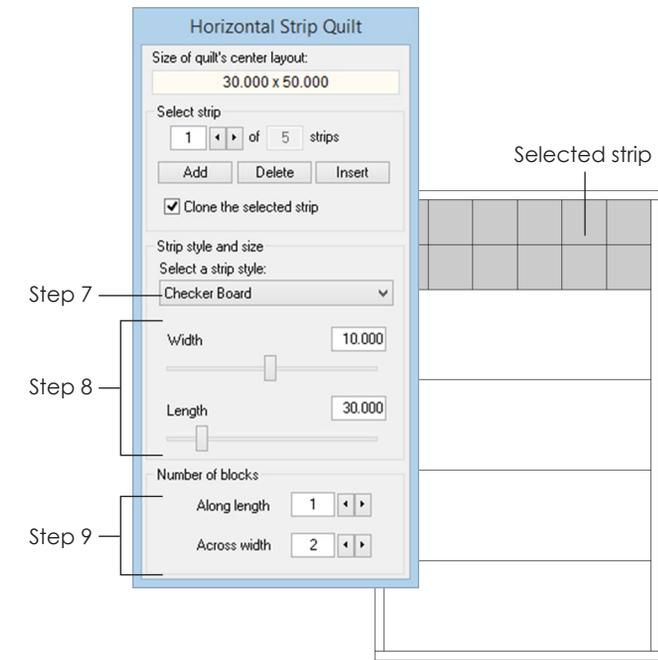
Step 2



Step 3
 Edit the Layout options



4



7 Under **Strip style and size**, click the down arrow on the **Select a strip style** box. Click on a style name in the list to make your choice.

8 Under **Strip style and size**, choose the strip size. The **Width** can be different for every strip, but the **Length** will be the same for all. You can change the size in any of the following ways:

- type a new size in the box
- drag the slider rectangle on the line
- click to the right or left of the slider rectangle to have the number jump in increments

9 If you choose a style which allows for blocks, then one or both of the **Number of blocks** boxes will become editable. Click the arrows beside **Along length** and **Across width** to set the number of blocks. (You can also type in these boxes.) Any number in **Across width** will be disabled for all styles except Checker Board.

10 Repeat steps 4-9 for each strip in the quilt.

11 Click the **Borders** tab to adjust, add, delete or insert borders, see pages 105-105.

12 Click the **Layer 1** tab to start filling your quilt.

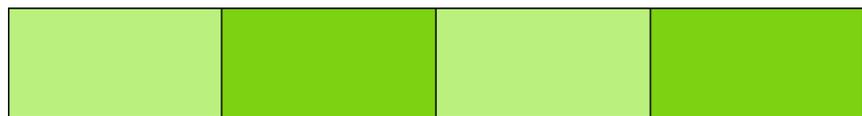
Notes

- To make adjustments faster, you can use the keyboard TAB key to cycle between entries and type immediately.
- How blocks are measured (Horizontal Strip Quilt): The horizontal length stays the same for all strips. The vertical width can be different for each strip.
- How blocks are measured (Vertical Strip Quilt): The vertical length stays the same for all strips. The horizontal width can be different for each strip.
- The numbers for **Along length** and **Across width** determine how many blocks to add and have nothing to do with size.
- You may want to see page 65 for strip formulas for making strips with perfect squares or 90 degree angles.

Choosing a Strip Style



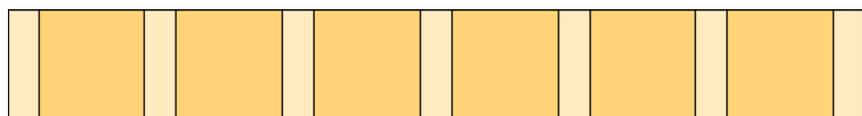
Plain



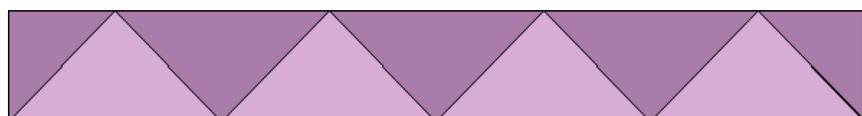
Pieced Blocks



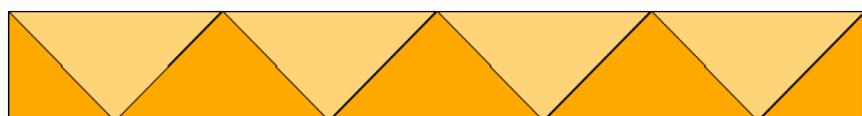
Half Drop Blocks



Spaced Squares



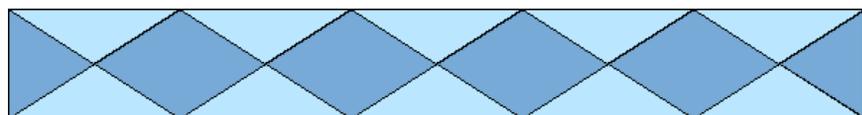
Points A



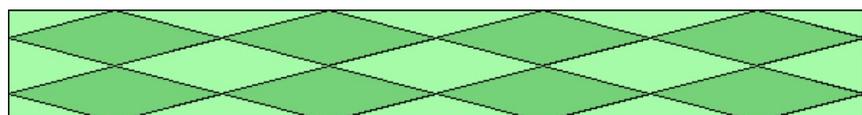
Points B



Diamonds



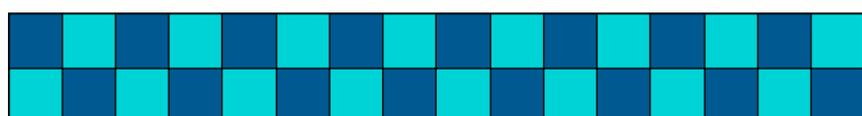
Half Drop Diamonds



Double Diamonds



Half Drop Double Diamonds



Checker Board

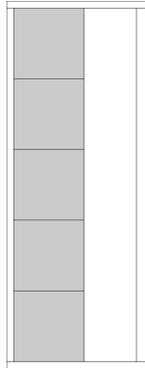
4

Strip style and size
Select a strip style:
Pieced Blocks

Width 10.000

Length 50.000

Number of blocks
Along length 5
Across width 3

**Example using Pieced Blocks:**

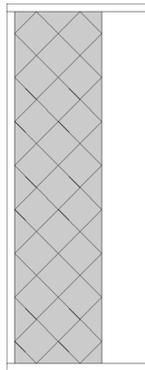
$10 \text{ (Strip Width)} \times 5 \text{ (Number of blocks)} = 50 \text{ (Strip Length)}$

Strip style and size
Select a strip style:
Double Diamonds

Width 11.000

Length 44.000

Number of blocks
Along length 8
Across width 3

**Example using Double Diamonds:**

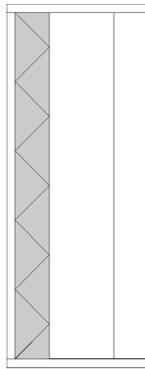
$11 \text{ (Strip Width)} \times 4 \text{ (Number of blocks } \div 2) = 44 \text{ (Strip Length)}$

Strip style and size
Select a strip style:
Points A

Width 4.000

Length 40.000

Number of blocks
Along length 5
Across width 3

**Example using Points A:**

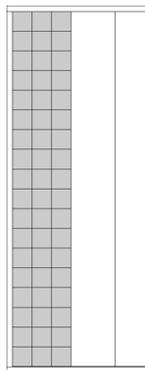
$4 \text{ (Strip Width)} \times 10 \text{ (Number of blocks } \times 2) = 40 \text{ (Strip Length)}$

Strip style and size
Select a strip style:
Checker Board

Width 10.000

Length 60.000

Number of blocks
Along length 18
Across width 3

**Example using Checker Board:**

$60 \text{ (Strip Length)} \div 10 \text{ (Strip Width)} = 6$
 $6 \times 3 \text{ (Blocks Across width)} = 18 \text{ (Blocks Along length)}$

Strip Formulas

Use the formulas below when you want perfect squares or 90 degree angles in your strips.

A For Pieced Blocks, Half Drop Blocks, Diamonds, and Half Drop Diamonds

To create perfect squares or 90 degree angles:
Strip Width \times **Number of blocks** = **Strip Length**

B For Double Diamonds and Half Drop Double Diamonds

To create perfect squares or 90 degree angles:
Strip Width \times (**Number of blocks** \div 2) = **Strip Length**

C For Points A and Points B

To create triangles with a 90 degree angle:
Strip Width \times (**Number of blocks** \times 2) = **Strip Length**

D For Checker Board

To create perfect squares or 90 degree angles:
 First divide the **Strip Length** by the **Strip Width**.
 Multiply that number by the number of blocks **Across width**. This will equal the number of blocks **Along length**.

Note

The maximum number of blocks horizontally and vertically can range from 24-100. If you can only set *Number of blocks* to 24 and need it to be higher, change it in Quilt Worktable Options. Go to QUILT > Quilt Worktable Options > All Styles (under Layout Options) and change *Maximum number of blocks horizontally and vertically* > click OK.

Cloning a Strip

To clone a strip you must have either a Horizontal or Vertical Strip Quilt layout on the screen. Cloning will copy the Layout tab settings of the selected strip and make new strips the same. This feature is great for creating consistent spacers or rows, as well as for creating Bargello quilts.

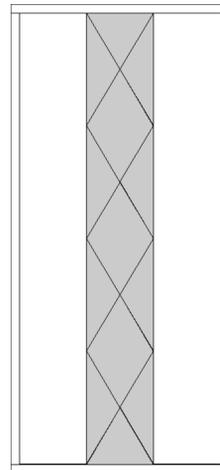
- 1 Click the **Layout** tab.
- 2 Click in the quilt on the strip you want to clone.
- 3 Under **Select strip**, put a check in **Clone the selected strip**.
- 4 Click **Add** to put a copy of the selected strip at the end of the quilt.

Click **Insert** to put a copy *in front of* the selected strip.

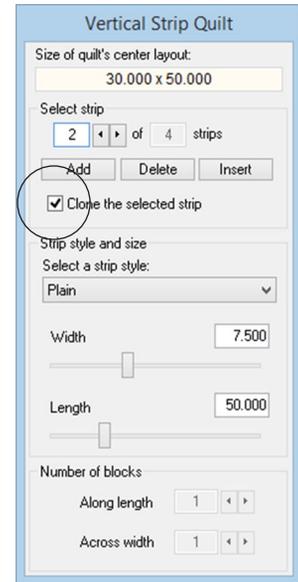
A blank (empty) strip with the same settings as the cloned strip will be added or inserted. You will need to set blocks into and recolor this empty strip on Layer 1, because EQ considers the cloned strip a "new" strip.

Notes

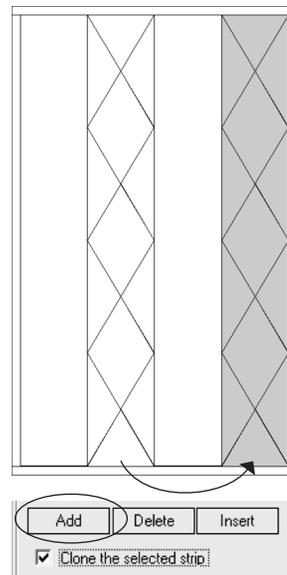
- When you want a quilt of only one strip style, use the Delete button to delete all strips except one. Set the style and sizes for the single strip and clone it until the desired quilt size is achieved.
- To quickly set up a strip quilt with two alternating strips, delete all but two strips in the quilt. Set the styles and sizes for each strip and put a check in *Clone the selected strip*. Select the first strip and click Add. Now alternate clicking between the left arrow (next to *Select strip*) and the Add button (just below it) to quickly add the alternating strips.



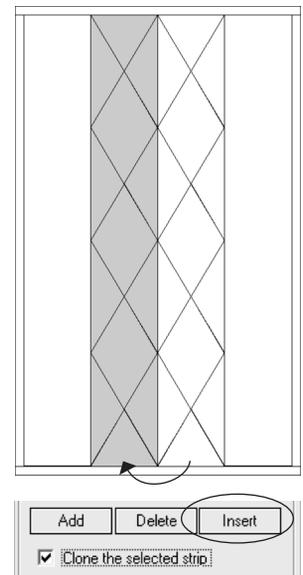
Step 2
Original layout with strip selected



Step 3

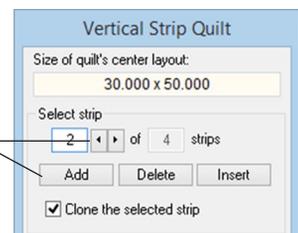


Add puts a copy of the selected strip at the end of the quilt



Insert puts a copy in front of the selected strip

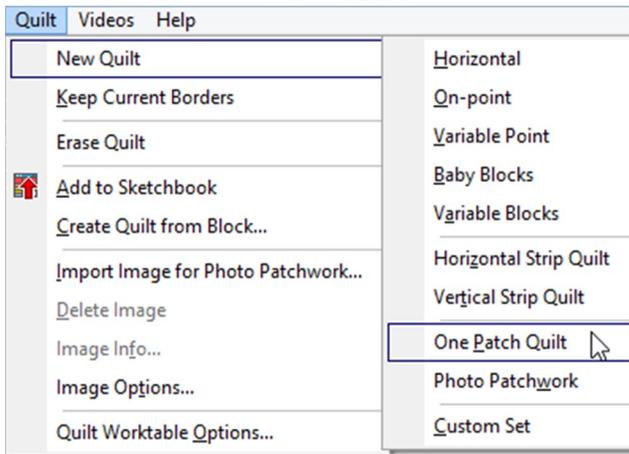
Click the left arrow and the Add button repeatedly to quickly add alternating strips





Step 1

Quilt Worktable

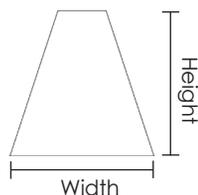
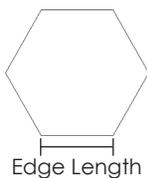
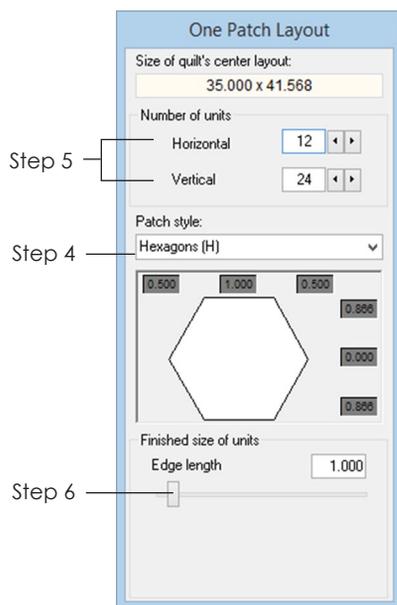


Step 2



Step 3

Edit the Layout options



Making a One Patch Quilt

- 1 Click the **Work on Quilt** button or click **WORKTABLE > Work on Quilt**.
- 2 Click **QUILT > New Quilt > One Patch Quilt**.
- 3 Click the **Layout** tab.
- 4 Click the down arrow on the **Patch style** box. Click a style name to choose your patch type.
- 5 Under **Number of units**, click the arrows for *Horizontal* and *Vertical* to set the number of patches. See the EQ7 Help Contents if you question how patches are counted.
- 6 Under **Finished size of units**, choose the size you want. For some styles you choose *Width* and *Height*, and for others, *Edge length*. Change the size in any of the following ways:
 - type a new size in the box
 - drag the slider rectangle on the line
 - click to the right or left of the slider rectangle to have the number jump in increments
- 7 Click the **Borders** tab to adjust, add, delete or insert borders, see pages 104-105.
- 8 Click the **Layer 1** tab to start filling your quilt.

Notes

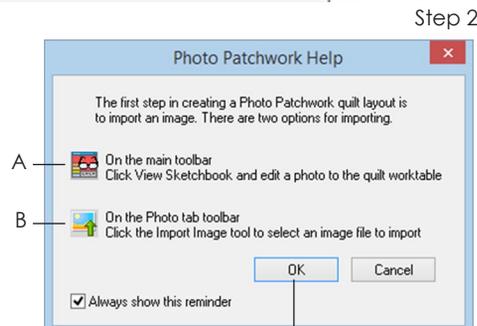
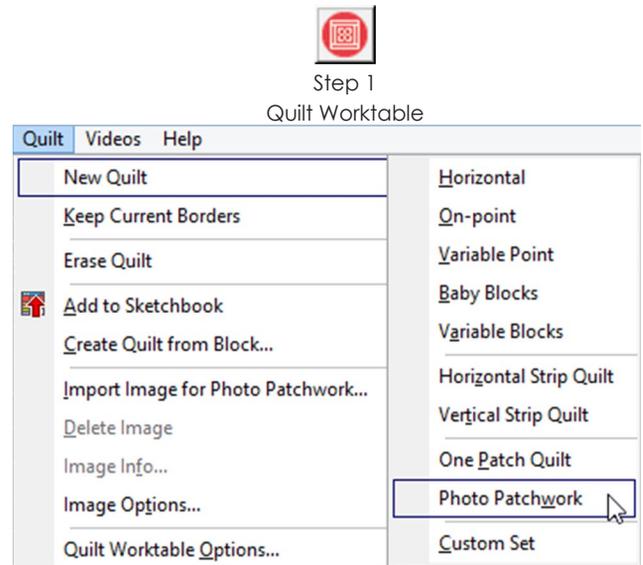
- To make adjustments faster, you can use the keyboard TAB key to cycle between entries and type immediately.
- How blocks are measured:
Edge length is the length of a side of a hexagon or cobblestone.
Height is the vertical measurement through the patch from the lowest point to the highest.
Width is the horizontal measurement through the patch from the furthest left point to the furthest right.
- See page 116 for info on the Paintbrush coloring options.
- All Photo Patchwork quilts save as One Patch quilts.

4

Making a Photo Patchwork Quilt

A Photo Patchwork quilt is a One Patch quilt filled with solid colors based on the colors of an image you select. You can choose any patch style and size. The colors created will stay within the quilt center and will not color the borders. Photo Patchwork quilts are great to print on printable fabric.

- 1 Click the **Work on Quilt** button or choose **WORKTABLE > Work on Quilt** from the menu.
- 2 Click **QUILT > New Quilt > Photo Patchwork**. A window will appear reminding you how photos can be imported to the worktable. Click **OK**. You will now be on the Photo tab of the Quilt worktable.



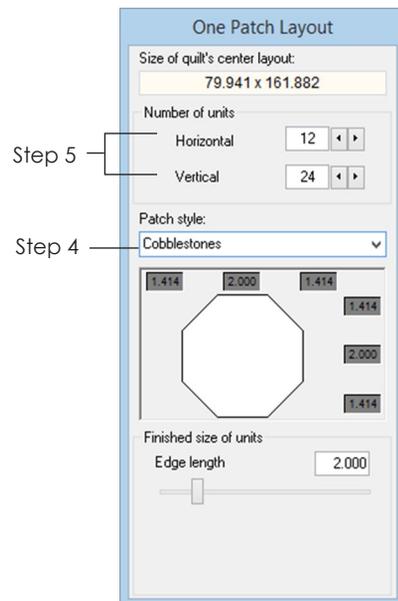
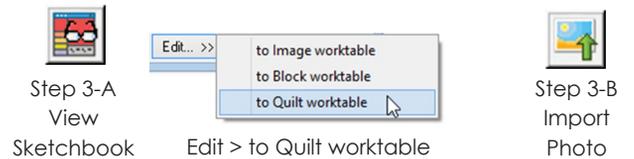
Create the Quilt

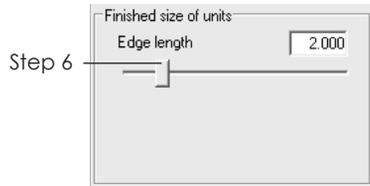
- 3 Import a photo to the worktable:
 - A** If the photo is already saved in your Sketchbook, click the **View Sketchbook** button. Click the **Photos** section. Select the photo and click **Edit > to Quilt worktable**.
 - B** If your photo is not in your Sketchbook, click the **Import Image** button on the right-hand toolbar to browse to find your image on your computer. Select it and click **Open**.

Note
Remember you can use the Image worktable to adjust color or add effects to your photo. (See Chapter 9.) Then make sure the image is added to the Sketchbook so you can use the first option in step 3 to place it on the worktable.

Complete steps 4-9 in any order until you are pleased with the quilt layout and the way the photo appears inside the quilt borders.

- 4 On the **Layout** tab, click the down arrow on the **Patch style** box to choose your patch type.
- 5 On the **Layout** tab, click the arrows next to **Horizontal** and **Vertical** to set the **Number of units**. See the EQ7 Help Contents if you question how patches are counted.

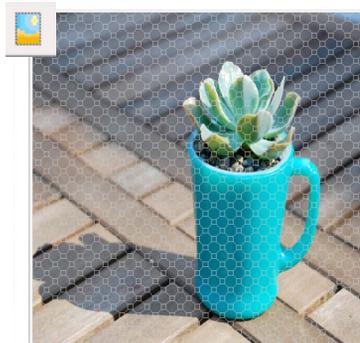




Inside fit



Outside fit



Distort fit

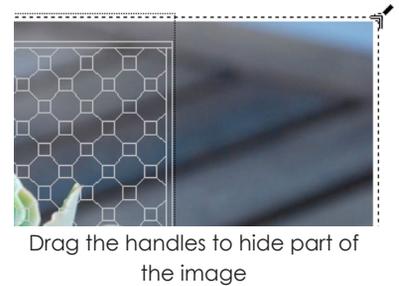
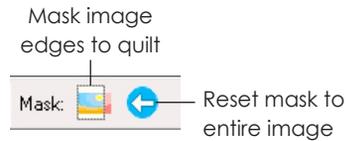
- 6 On the **Layout** tab, under **Finished size of units**, choose the size you want. For some patch styles you choose *Width* and *Height*, and for others, *Edge length*. Change the size in any of the following ways:
 - type a new size in the box
 - drag the slider rectangle on the line
 - click to the right or left of the slider rectangle to have the number jump in increments
- 7 On the **Photo** tab, click one of the three **Position & resize** buttons in the Graph Pad to resize the photo automatically:
 - *Inside fit* takes the longest edge of your image and fits it proportionally inside the quilt center, thus fitting the entire image inside. (If you don't adjust your layout to match, you may have rows of uncolored patches along the edge of your layout.)
 - *Outside fit* takes the shortest edge of your image and lines it up proportionally with the quilt center. Some of the longer part of the image may fall outside the quilt center. Your borders will not be colored or affected.
 - *Distort fit* ignores your image proportions and fits each edge of the image to each edge of the quilt center.
- 8 On the **Photo** tab, click the **Resize** button on the right-hand toolbar, to resize the photo manually. If *Maintain aspect ratio* is checked in the Graph Pad, when you pull on a corner or side handle of the image, the image will resize but stay proportional and not skew. If *Maintain aspect ratio* is unchecked, you can pull on a handle in any direction to resize the image, but the image will distort.

Step 8
Resize

4

9 (Optional) On the **Photo** tab, there are 2 ways to mask the edges of the image so you can see which parts of the image will be used. Masking is automatic, so you can choose to skip this step if you don't care which parts of the image drop off. To undo a mask, click the *Reset mask to entire image* button.

- *Mask image edges to quilt* (in the Graph Pad) hides the edges that go past the quilt center.
- *Mask* (on the toolbar) lets you mask manually. Click on the image to select it, then drag the handles in toward the center to hide the parts you don't want to use. Don't click the Position & Resize buttons in the Graph Pad to resize or you'll undo this work. Use the **Resize** button in step 8 to resize this masked image.



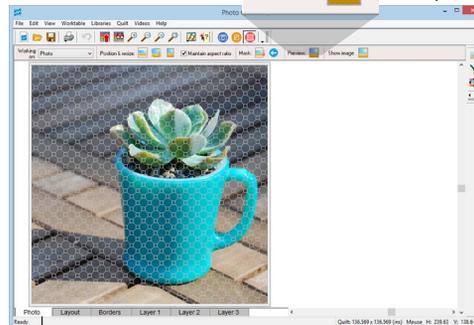
10 On the **Photo** tab, click the **Preview** button.

11 Click the **Borders** tab to adjust, add, delete or insert borders, see pages 104-105.

12 Click the **Layer 1** tab.

13 Click the **Add to Sketchbook** button to save this version of the quilt.

Preview: [icon] — Step 10



(Optional) Color the Quilt

The colors used by EQ7 to create this photo are not your Sketchbook colors. They are mathematical averages of the pixels that overlap that patch.

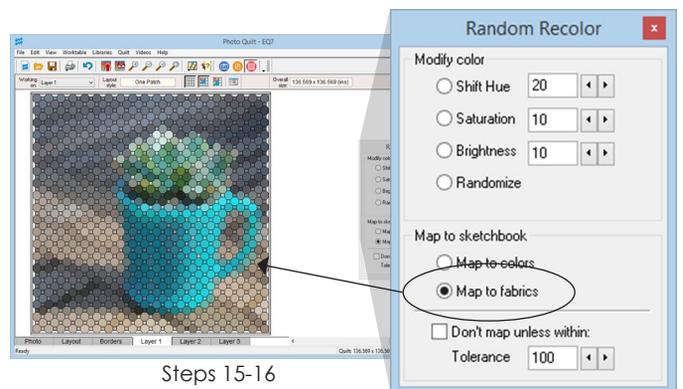
14 Click the **Random Recolor** tool. If it is not on your toolbar, see page 244.



15 Choose a mapping option:

- Click *Map to Colors* to change the quilt's colors to the closest colors in the Sketchbook.
- Click *Map to Fabrics* to change the quilt's colors to the closest fabrics in the Sketchbook.

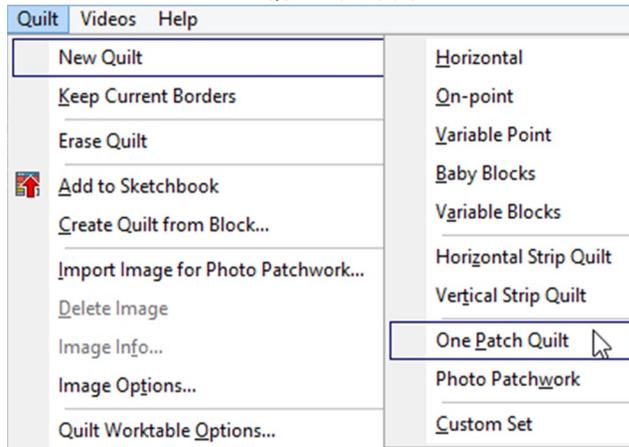
16 Click on your quilt center. Your success will depend on the number of fabrics or colors in your Sketchbook. Random Recolor will take the millions of colors in a photo and simplify them down to a smaller set of swatches.



4



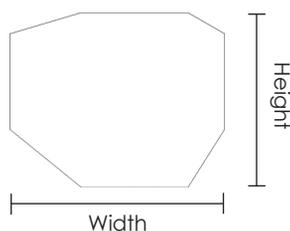
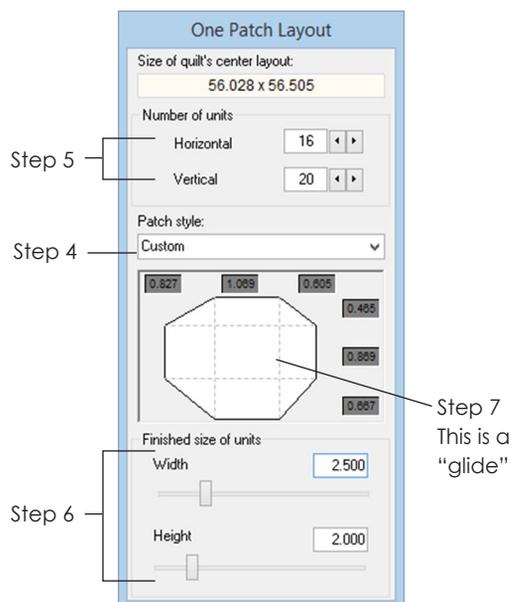
Step 1
Quilt Worktable



Step 2



Step 3
Edit the Layout options



Making Custom Patches in a One Patch Quilt

Custom patches start like other patch styles, but you can change their shape. Custom patches have light gray "glides," which run horizontally or vertically from the patch corners (see step 7 picture). Pull on the glides to change the shape. (These glides do not appear on the quilt, just on the One Patch Layout box.)

- 1 Click the **Work on Quilt** button or click **WORKTABLE > Work on Quilt**.
- 2 Click **QUILT > New Quilt > One Patch Quilt**.
- 3 Click the **Layout** tab.
- 4 Under **Patch style**, click the drop down arrow to choose either **Custom** or **Custom (Glide)**. They are the first and last choices in the list.
- 5 Under **Number of units**, click the arrows beside *Horizontal* and *Vertical* to choose the number of blocks you want. (You can also type in these boxes.) See the EQ7 Help Contents if you question how patches are counted. It may not be obvious.
- 6 Under **Finished size of units**, choose the size you want for *Width* and *Height*.
- 7 Position your cursor over one of the gray glides in the display beneath **Patch style**. Click, hold, and drag the glide to a different position. When you release the mouse, the patch will fill the quilt.
- 8 Click the **Borders** tab to adjust, add, delete or insert borders, see pages 104-105.
- 9 Click the **Layer 1** tab to start filling your quilt.

Note

How blocks are measured: *Height* is the vertical measurement through the patch from the lowest point to the highest. *Width* is the horizontal measurement through the patch from the furthest left point to the furthest right.

Setting Blocks into a Quilt Layout

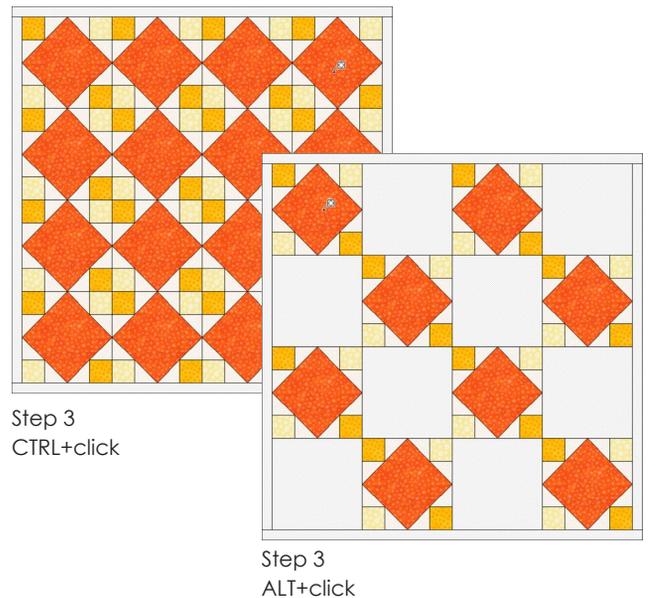
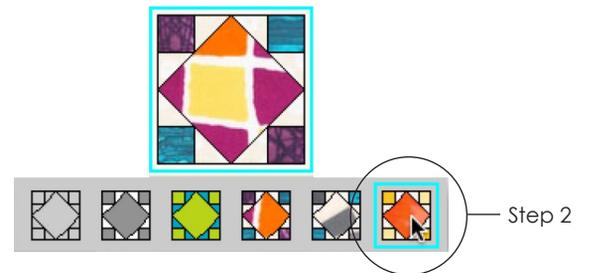
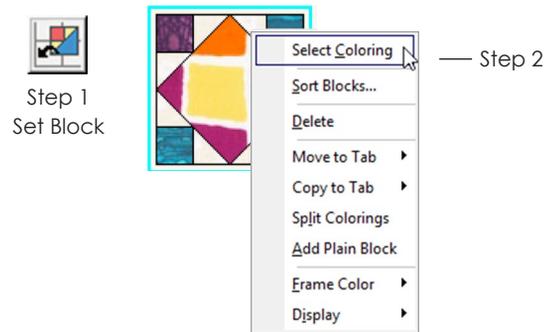
To set blocks you need a block in your Sketchbook, and a quilt layout on the screen. See pages 36-39 & 56.

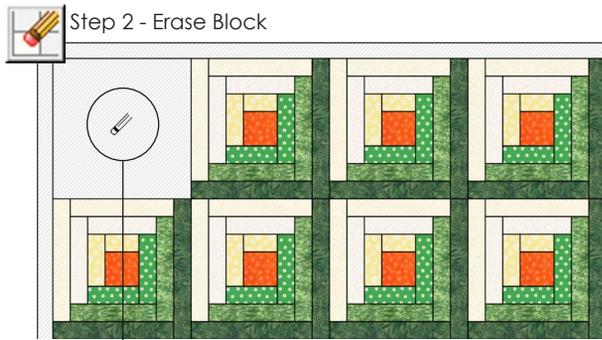
These instructions are for layouts other than One Patch/Photo Patchwork and blank Custom Set quilts (page 83).

- 1 Click the **Set Block** tool. Click a block in the palette to select it.
- 2 *(Optional)* Right-click on the block and choose **Select Coloring**. Click the colored block you want to set. (You'll only see a line drawing if your block has not been colored.)
- 3 *(Optional)* Hold down the **CTRL** key to set the block into all spaces on that layer. Or, hold down the **ALT** key to set blocks into alternate spaces on that layer. (Some layouts will require more than one click to fill.)
- 4 **Click a block space on your quilt. Or, drag the block from the palette to the space in the quilt and release it.** The selected block will pop into the quilt. If you set the block in a sash, corner block, border block, or border strip, the selected block will stretch to fit the space.

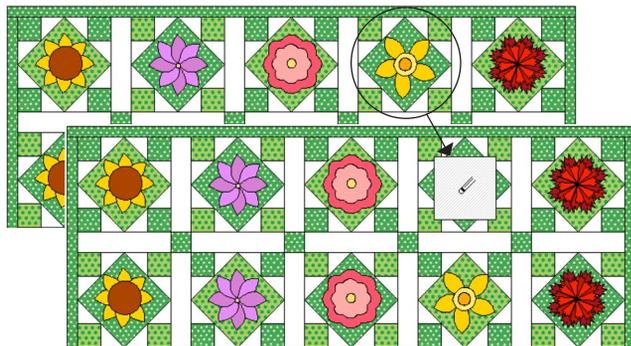
Notes

- Blocks cannot be set into mitered borders.
- To replace a block, just set the new block on top of the old. You don't need to erase or delete the block.
- To remove a block immediately after setting it, choose EDIT > Undo. Or, click on it with the Erase Block tool.
- When a new coloring of a block is saved, it is stacked on top of the block drawing – up to 10 different colorings. This avoids having a new block form each time you recolor and save. To see all the colorings of a block, see step 2. See page 119 for more about how colorings work.



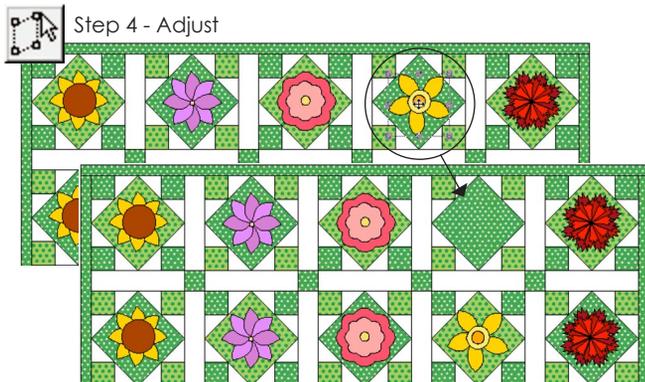


Step 3



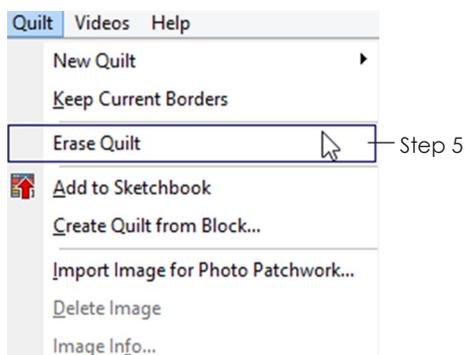
Step 4

Erase Block does not remove motifs or stencils. Use the Adjust tool and your keyboard DELETE key.



Step 4

Use the Adjust tool to remove the block.



Step 5

Erasing Blocks in a Quilt

You can use the Erase Block tool to erase blocks in any quilt. Use this if you want to remove a pieced block and put in a plain swatch of fabric.

- 1 Click the layer tab on which you originally set the block you want to erase.
- 2 Click the **Erase Block** tool.
- 3 Click on the block in the quilt. The block will disappear, leaving a blank space in your quilt.
- 4 *If you are on the Layer 2 tab or Layer 3 tab, or are using a Custom Set quilt, the Erase Block tool does not “delete” motifs or stencils. It will leave a blank block outline. To remove the blank block, click the **Adjust** tool, click on the block, and press your keyboard **DELETE** key.*
- 5 To erase all the blocks in the quilt, click **QUILT > Erase Quilt** or hold down your keyboard **CTRL** key as you click on the quilt with the **Erase Block** tool.

Notes

- If you change your mind after erasing, click EDIT > Undo to restore the block. This must be done immediately after erasing, before you click anywhere else.
- CTRL+click erases every block in your quilt.
ALT+click erases *Alternate* blocks in your quilt.
On some complex quilt layout styles, you'll need to repeat these steps to erase Alternates or all.
- Erasing is not really necessary since it's quicker to just replace a “wrong” block with a “right” block in one step by clicking the new block on top of the old.
- To set a plain block, click the block space with the Erase Block tool, then use the Paintbrush tool to color it with a fabric or color. For Custom Set quilts, see page 84.

Finding a Block Used in a Quilt

In EQ7 you can now use the Eyedropper to find a block already used in a quilt. It will not only locate the block, but also switch to the correct coloring in the stack. To better understand block colorings, see page 119.

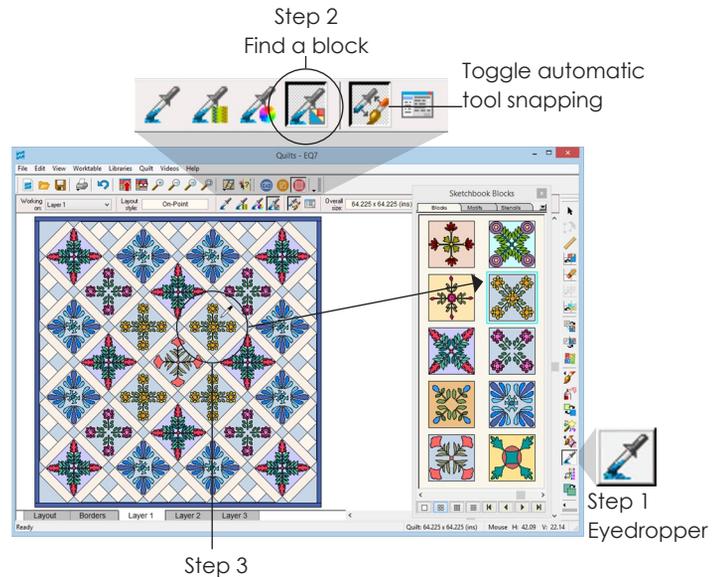
To find a block you need a quilt on your screen filled with blocks from the Sketchbook, see page 72. The quilt can be saved or not saved in the Sketchbook.

- 1 Click the **Eyedropper** tool.
- 2 In the Graph Pad, click the **Find a block** icon (it's the Eyedropper icon that has a block in it).

Note

You will probably want to have the *Toggle automatic tool snapping* turned on in the Graph Pad as well. If it is on, you will be switched to the Set Block tool automatically so you can begin setting that block immediately. If it is off, you will still be using the Eyedropper tool.

- 3 Click on the block in the quilt you want to find. The Blocks palette will open. The block will be located and selected in the palette. If the coloring is saved, the correct coloring will also be chosen. If the coloring is new on the quilt, the last coloring in the block will be selected. See page 120 to learn how the other Eyedropper features work.



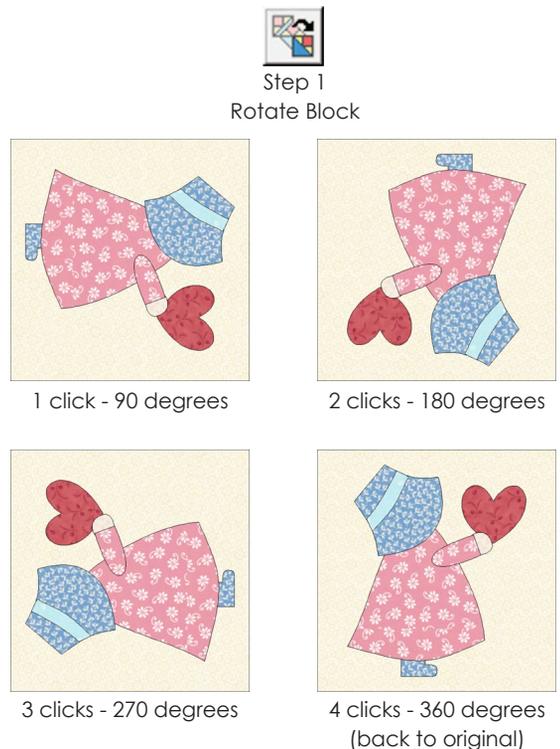
Rotating or Flipping Blocks

The Rotate Block and Flip Block tools work on all blocks (including motifs and stencils) set in the quilt. The block must be asymmetric (not the same on all sides) to notice a rotation or flip.

Rotating Blocks

Go to the layer on which you set the block (or motif or stencil).

- 1 Click the **Rotate Block** tool. Click on an asymmetrical block in the quilt. It will rotate 90 degrees clockwise with each click. If you click too quickly, your click may not register, so click again.
- 2 Click **Add to Sketchbook** to save your quilt with any rotations you like.





Step 1
Flip Block



Original block



1 click - flips block horizontally

Flipping Blocks

Go to the layer on which you set the block (or motif or stencil).

- 1 Click the **Flip Block** tool. Click on an asymmetrical block in the quilt. It will flip (mirror) horizontally (from left to right) with each click.
- 2 Click **Add to Sketchbook** to save your quilt with any flipped block arrangement you like.

Notes

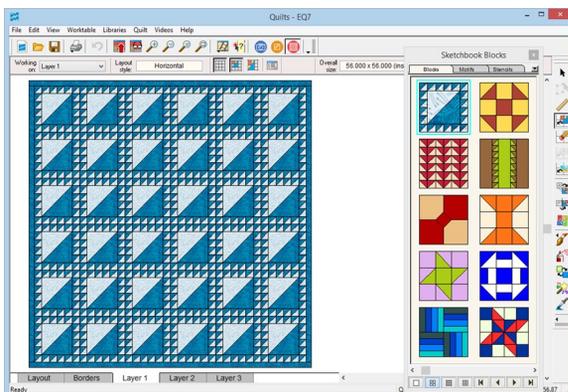
- CTRL+click rotates/flips every block in your quilt on that layer. ALT+click rotates/flips *alternate* blocks in your quilt on that layer (Layer 1 only).
- Rotating and flipping works on sashes and borders too.
- When rotating a motif or stencil, the design will rotate within the block and the position will not change. To rotate the position in a Custom Set layout, or on Layer 2 or 3, see pages 91-93.
- These tools do not work on photos, embroidery or text. Instead, see pages 91-93.

4

Creating Fast Designs with Symmetry

The Symmetry tool automates flipping and rotation on all blocks simultaneously. It works on Layer 1 for all layouts, but works best with a Horizontal layout with no sashing, as in the example. **Be sure to choose asymmetrical blocks, which are not the same on all sides.**

Start with a quilt on your screen (see page 56) and blocks in your Sketchbook (see pages 36-39).



Step 1
Set Block

- 1 Click the **Set Block** tool. Click on any asymmetrical block in the Blocks palette.
- 2 Hold down your keyboard **CTRL** key and click a block space on your quilt. The selected block will pop into every block space in the quilt. (You can combine different blocks in your quilt and still use the Symmetry tool.)

CTRL+click to set the block in all spaces

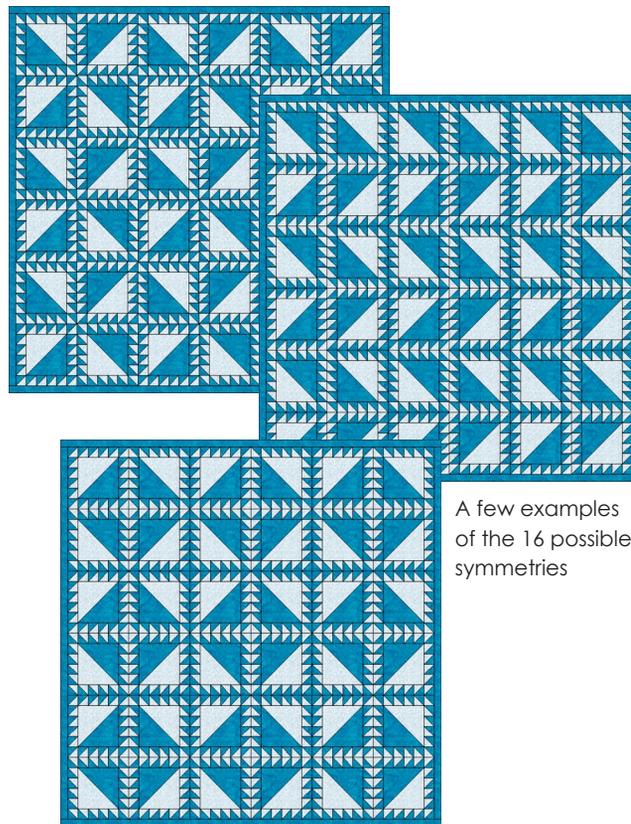
- 3 Click the **Symmetry** tool.
- 4 Hold down the **CTRL key** and click on the quilt. There are 16 different symmetries built into the tool, so you can click 16 times to see all the variations. On click 17 the quilt will return to the way it looked in step 2.
- 5 Click **Add to Sketchbook** to save any quilt design you like.

Notes

- If your quilt design doesn't change as you click, check your block. It must be asymmetric (not the same on all sides) in color or design, to make symmetries noticeable.
- Some layouts require more than one CTRL+click to fill. If it takes more than one CTRL+click to set blocks into the layout chosen, then it will also take the same number of times to click when using the Symmetry tool.
- To replace rotated blocks and have the new blocks remain rotated, go to QUILT > Quilt Worktable Options > Setting Blocks (under Tool Options) and check Maintain the block rotation from the current quilt when replacing blocks > click OK.



Step 3
Symmetry



A few examples
of the 16 possible
symmetries



Step 5
Add to Sketchbook

Chapter 5

Custom Quilts and Layers 2 & 3

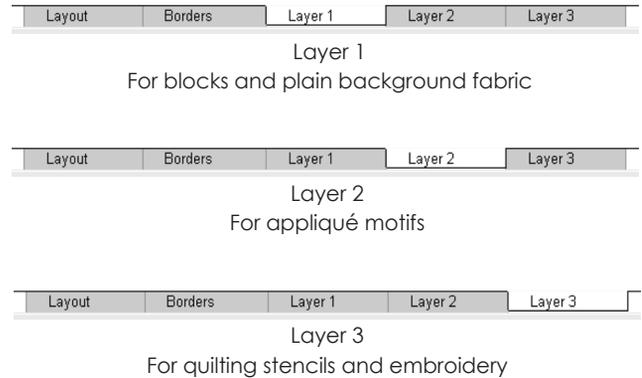
When the quilt you've imagined doesn't fit any layout available in EQ7, then it's time for Custom Set. Custom Set gives you a large blank layout space to fill with any blocks, in any size, anywhere on the quilt. To multiply your design possibilities you can use Layers 2 and 3. While Layer 2 is typically used for floating applique elements, and Layer 3 is for quilting stitches, this chapter will suggest other uses, as well as showing you exactly how to use the versatile tools in Custom Set, Layer 2 and Layer 3.

Using Layers and the Graph Pad	78
Making a Custom Set Quilt	80
Creating a Quilt from a Block.....	81
Using a Layout Library Quilt.....	82
Setting Blocks, Motifs and Stencils.....	83
Setting Plain Blocks in a Quilt	84
Writing on Your Quilt	85
Setting Embroidery in a Quilt	88
Setting Photos in a Quilt	89
Working With Quilt Snap Settings.....	90
Moving, Resizing, Rotating, and Skewing Blocks	91
Copying & Pasting or Deleting Blocks	94
Stacking Blocks.....	95
Clipping Block Designs at the Border	96
Centering Blocks	97
Aligning Blocks.....	98
Using the Same Size Buttons.....	99
Showing and Hiding Quilt Layers.....	100

Using Layers and the Graph Pad

Layers

Every quilt you create has 3 layers. Whether you decide to use all 3 is up to you. Typically, Layer 1 is used for blocks and plain background fabric, Layer 2 is used for appliqué motifs (such as leaves, flowers, or text that you “float” on top of your pieced quilt), and Layer 3 is for thread (quilting stencils and embroidery). Photos can go on any layer.



Graph Pad

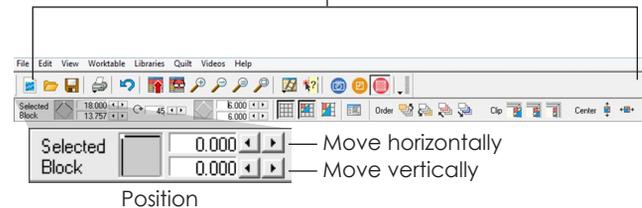
The Graph Pad is a necessity when working with Custom Set quilts, Layer 2, or Layer 3. It gives you control of a block's size, position, and rotation, among other things. It appears as an extra bar across the top of your screen, below menus and toolbars.



Adjust

To make changes using the Graph Pad, you must click on your blocks, motifs, or stencils with the **Adjust** tool.

The Graph Pad appears below the Project toolbar at the top of the screen

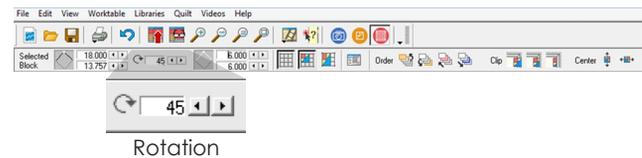


Position

The first set of numbers denotes the position. These are in X and Y coordinates. The top number is for horizontal position; the bottom for vertical position. These numbers tell EQ7 where to put the top-left corner of your block in relation to the upper-left corner of the quilt center (border not included). The small block outline with a little white square denotes what point you are positioning. If you rotate a block, this small outline with the white square changes as well (pages 91-93).

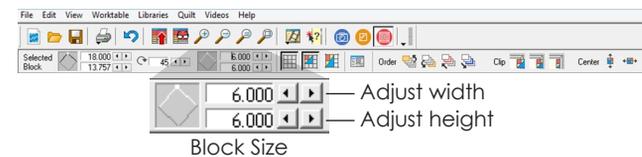
Rotation

The second part is for rotation. The item's position can be rotated a full 360 degrees, from -180 to 180 (pages 91-93). (The Rotate Block tool only rotates the design within the block, and doesn't affect the block position on the quilt.)

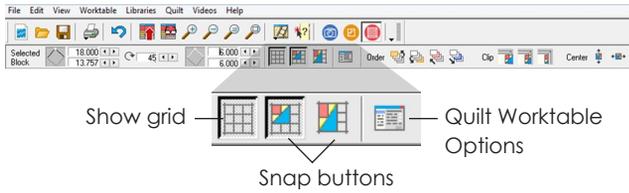


Block Size

The third part of the Graph Pad denotes the size. The top number is for the width, the bottom for the height. If you rotate a block, these numbers do not change (pages 91-93).



5



Grid and Snaps

Size and position blocks quickly using the new EQ7 grid (pages 90-91).

Quilt Worktable Options

Much more is possible here. Click the Help button on the Options window to learn more.

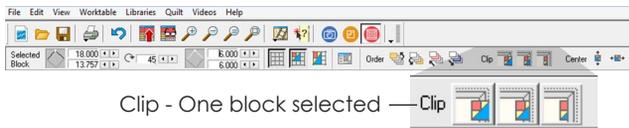
Graph Pad Buttons

These buttons change depending on the number of blocks selected. To select one block, click it with the Adjust tool. To select multiple blocks, click the block you want to be your anchor (the block all other blocks need to follow), then SHIFT+click the others.



Order – One Block Selected

Order controls the layering or stacking order of items on this layer. Although your blocks or motifs can be side by side, you may want them to overlap in some instances. Use these buttons to send the selected block to the front, up one, down one, or to the back (page 95).



Clip – One Block Selected

The clipping tools are used for controlling how your blocks behave with respect to the borders. Use these buttons to let the block extend past the quilt and its borders, clip the block to remain within the quilt, or clip the block to remain within the borders (page 96).



Center – One Block Selected

You can center the selected block horizontally or vertically within the quilt. Click both buttons if you want it centered exactly in the center of the quilt (page 97).



Align – Multiple Blocks Selected

These buttons align the lefts, rights, tops, or bottoms of the selected blocks, in relation to the first block selected (page 98).



Size – Multiple Blocks Selected

These buttons make the selected blocks the same width, height, or both, in relation to the first block selected (page 99).

5

Making a Custom Set Quilt

A Custom Set quilt can be filled with large and small blocks together in one quilt. This layout style starts out as a large blank space that you can fill with any blocks, any size, anywhere on your quilt.

All other layout styles have shortcuts for filling the layout quickly. No shortcuts are possible with Custom Set, because anything goes! Create the layout by setting each individual block exactly as you want it.

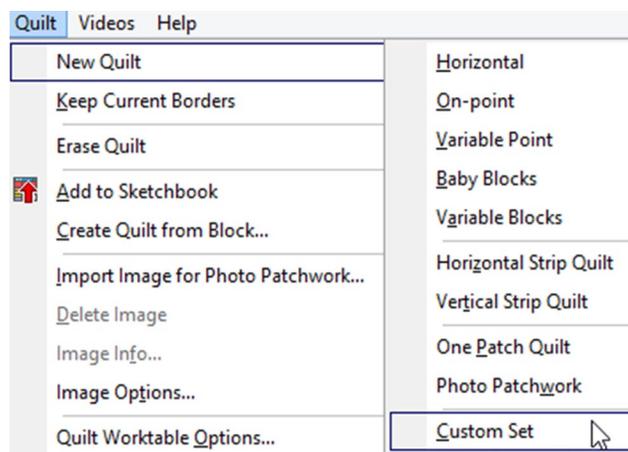
- 1 Click the **Work on Quilt** button or **WORKTABLE > Work on Quilt**.
- 2 Click **QUILT > New Quilt > Custom Set**. A blank Custom Set layout will appear.
- 3 Click the **Layout** tab.
- 4 Under **Size of center rectangle**, choose the size you want for width and height. You can change the size in any of the following ways:
 - type a new size in the box
 - drag the slider rectangle on the line
 - click to the right or left of the slider rectangle to have the number jump in increments
- 5 Click the **Borders** tab to adjust, add, delete or insert borders (pages 104-105).
- 6 Click the **Layer 1** tab to start filling your quilt.

Notes

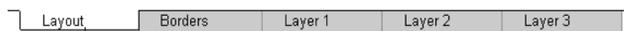
- You can also make a Custom Set quilt by creating a quilt from a block. Then you set your blocks into the layout you've made. See page 81 for more information.
- See page 82 to learn how to use Layout Library quilts (many of which are Custom Set). These quilts are pre-designed and ready for you to set blocks in.
- See steps 9-16 on page 82 for information on how to resize your layout.



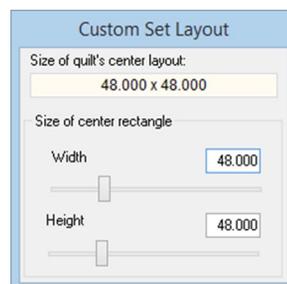
Step 1
Quilt Worktable



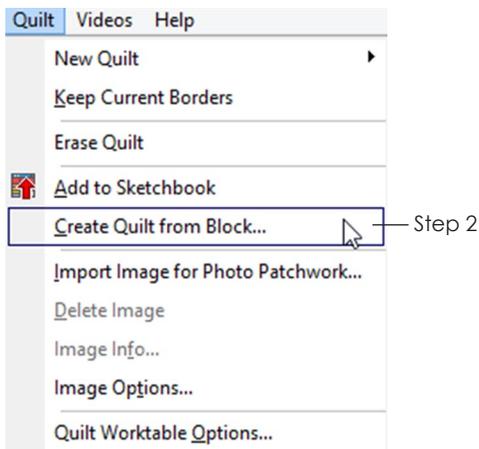
Step 2



Step 3
Edit the Layout options

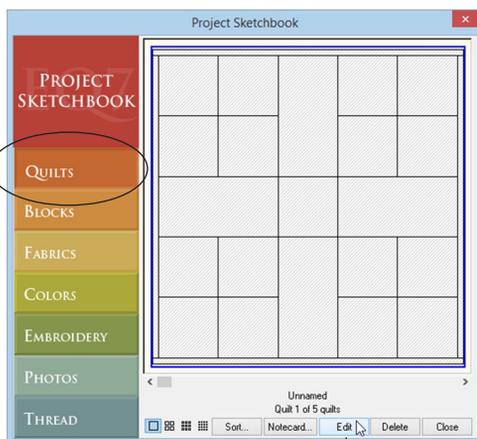
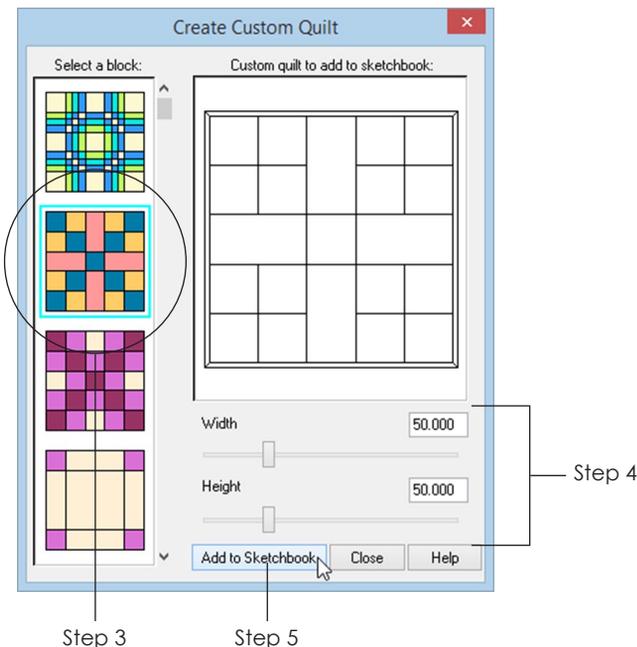


Step 4



Creating a Quilt from a Block

EQ7 can turn a block into a quilt layout, but the block *must have only horizontal and vertical lines*. This feature creates Custom Set quilts automatically for you, so make sure you understand the rest of the topics in this chapter when you go to fill or edit your Custom Set quilt.



- 1 Start on the Quilt Worktable with blocks in your Sketchbook and the Sketchbook closed.
- 2 Click **QUILT > Create Quilt from Block**. Under **Select a block**, Sketchbook blocks with only horizontal and vertical lines will be shown in a column. At the right, you will see a quilt layout, made from the selected block.
- 3 You may need to drag the vertical scrollbar to see all the blocks. **Click any block to see it shown as a layout**.
- 4 Drag the **Width** and **Height** sliders or type in the boxes to set the Custom Set quilt size. (Choose a size proportional to the block's grid.)
- 5 Click the **Add to Sketchbook** button to add the quilt layout to the Sketchbook. Add as many quilts as you'd like. Click **Close** when finished.
- 6 To use the layout, click the **View Sketchbook** button > **Quilts** section. Select the quilt and click **Edit**. Your layout is ready to fill with blocks and color.

Notes

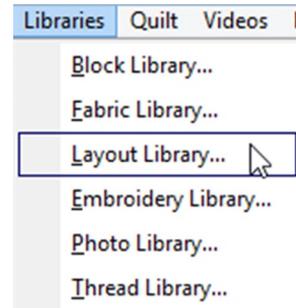
- Add your layouts to the My Library, see pages 48-50.
- You can draw your own blocks to turn into Custom Set quilts. Start a new block in EasyDraw (page 141). It can be a square or rectangular block. Make sure the snaps match the dimensions of your block. Use the Line tool (page 143) to draw only horizontal or vertical lines (the snaps will help you keep them straight). Add the block to the Sketchbook and switch to the Quilt Worktable. When you choose a size in step 4 above, choose one that is proportional or equal to the dimensions of your block.

Using a Layout Library Quilt

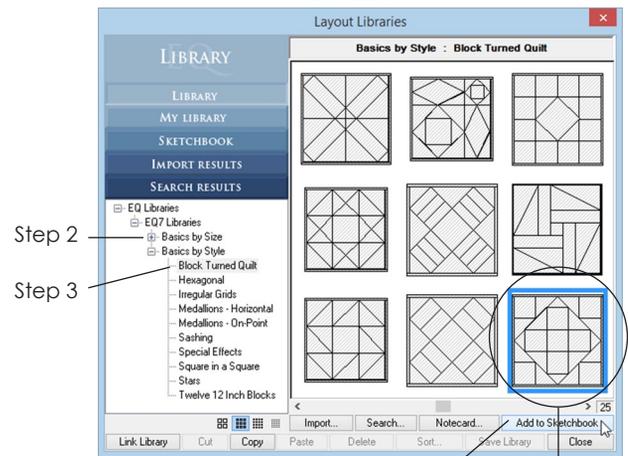
The Layout Library is filled with over 540 quilts for you to add to your Sketchbook to use. Many in the Basics by Style category are Custom Set quilts.

Add the Layout to Your Project

- 1 Click **LIBRARIES > Layout Library**.
- 2 Click to open the **Basics by Size** or **Basics by Style** category.
- 3 Click the style you want to see.
- 4 Click the quilt (or quilts) you want to use. To multiple select items, you can:
 - **CTRL+click** individual items
 - **SHIFT+click** a range of items
 - **CTRL+A** to select all the items in the style.
- 5 Click the **Add to Sketchbook** button. The selected quilt(s) will disappear temporarily to show they've been added to the Sketchbook.
- 6 Click **Close** to return to the worktable.



Step 1



Step 2

Step 3

Step 5

Step 4



Step 7

View Sketchbook

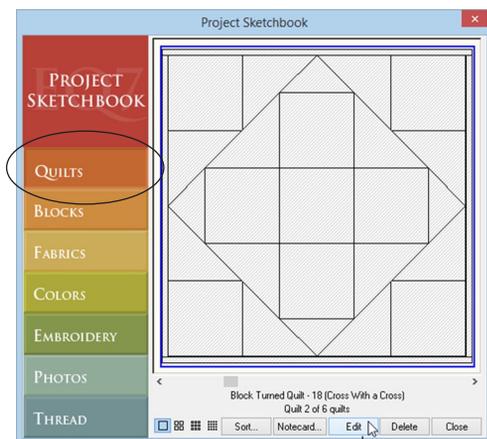
Edit the Layout

- 7 Click the **View Sketchbook** button > **Quilts** section.
- 8 Select the Layout Library quilt you want to use and click the **Edit** button. You will be on Layer 1 and the finished quilt size will show in the bottom corner of your screen.

(Optional) Resize the Layout

If you did not choose a Custom Set quilt, you can just resize the quilt on the Layout tab and skip these steps.

- 9 Click the **Adjust** tool.
- 10 Click on blocks in the quilt one by one and view the sizes in the Graph Pad.

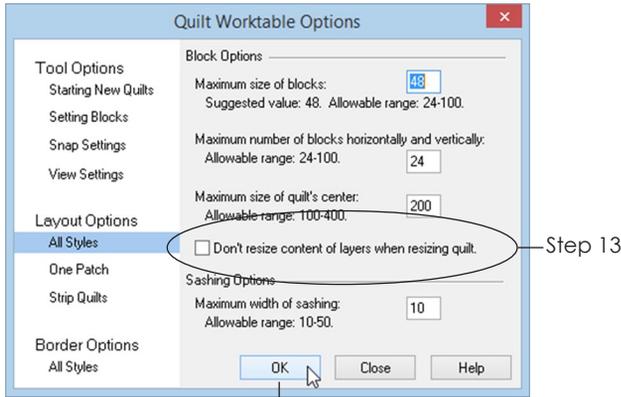
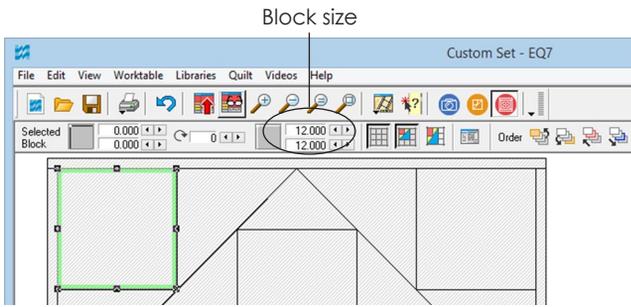


Step 8

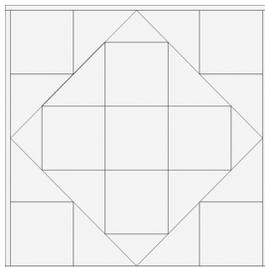


Step 9

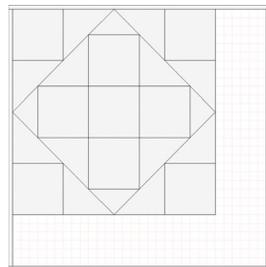
Adjust



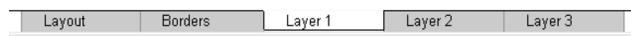
Step 14



Don't resize content of layers when resizing quilt **unchecked** – The blocks resize proportionally to fit the new quilt size



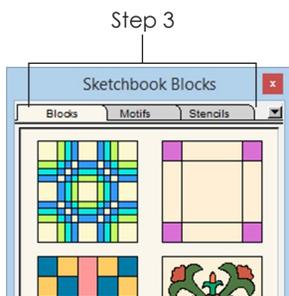
Don't resize content of layers when resizing quilt **checked** – White space is added to the right and bottom sides of the quilt, the block sizes do not change



Step 1



Step 2
Set Block



- 11 Click the **Layout** tab to view the size of the center rectangle.
- 12 If the sizes you view are not to your liking (and cannot be solved by adding or deleting borders), you will want to resize the quilt. Click **QUILT > Quilt Worktable Options > (Layout Options) All Styles**.
- 13 Decide how you want the quilt to resize:
 - **Uncheck** *Don't resize content of layers when resizing quilt* if you want everything in the quilt to resize (and still touch the edges).
 - **Put a check next to** *Don't resize content of layers when resizing quilt* if you want the block sizes to stay the same (and have white space added to the right and bottom sides of the quilt).
- 14 Click **OK**.
- 15 Change the size of the center rectangle on the **Layout** tab.
- 16 When you click the **Layer 1** tab, your quilt will be resized according to your choice in step 13.

5

Setting Blocks, Motifs and Stencils

Begin with a quilt layout (page 56) and blocks, motifs, or stencils in your Sketchbook (pages 36-36). You can drag and drop blocks now in EQ7.

- 1 Click the **Layer 1** tab to set blocks in a Custom Set quilt. Click the **Layer 2** tab to set appliqué motifs in any quilt. Click the **Layer 3** tab to set stencils in any quilt.
- 2 Click the **Set Block** tool.
- 3 Make sure you're on the correct tab within the palette (Blocks, Motifs, or Stencils) to find the design. **Click on the design to select it.**

4 (Optional) Right-click on the design and choose **Select Coloring**. Click on the colored version of the design you wish to set.

5 There are two ways to set designs:

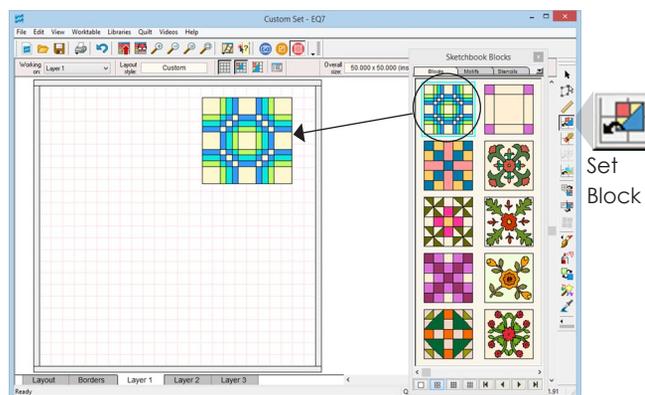
A. **Drag the design from the palette onto the quilt.**

It will set either at the worktable dimensions on which it was designed or at a default size (see Notes). If you have *Snap block position to grid* turned on, the block will snap to the grid settings you have set (page 90).

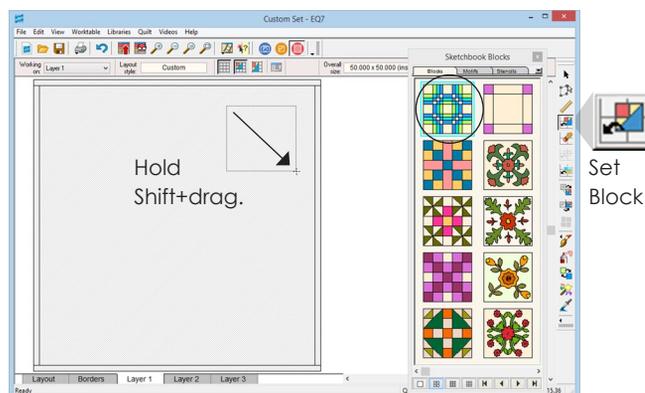
B. Hold down your keyboard **SHIFT** key, move your cursor over the quilt. **Click and hold the left mouse button and make a large marquee box by dragging diagonally.** Release the mouse and the block will pop into the box. It won't snap to the quilt grid unless you move it with the Adjust tool.

Notes

- To adjust the size, position, or rotation, see pages 91-93.
- To delete the block, see page 94.
- To learn more about quilt snap settings, see page 90.
- In QUILT > Quilt Worktable Options > (Tool Options) Setting Blocks, there are Drag and Drop Options. You can have blocks set at the size they were designed, or set at a default size you choose.



Step 5A - Click, hold and drag the block from the palette onto the quilt. Release the mouse to drop the block. Use the Adjust tool to modify the size and location.



Step 5B - Hold Shift+drag, then release. The block will appear in the space. Use the Adjust tool to modify the original setting size and location.

Setting Plain Blocks in a Quilt

Begin with a Custom Set quilt (page 80). It's easy in EQ7 now that you can drag and drop blocks.

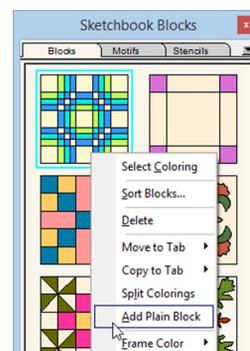
- 1 Click the **Layer 1** tab.
- 2 Click the **Set Block** tool. The Sketchbook Blocks palette will appear.
- 3 Right-click inside the palette and choose **Add Plain Block**.



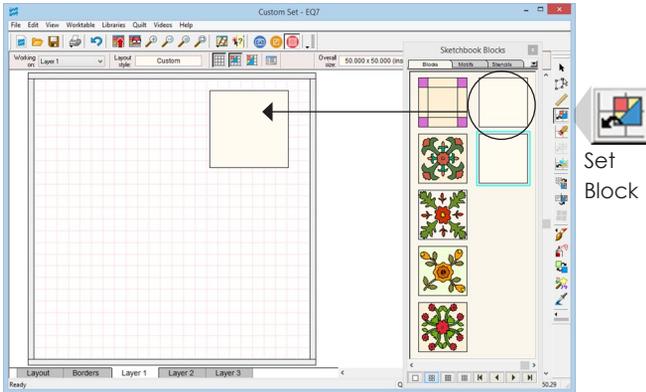
Step 1



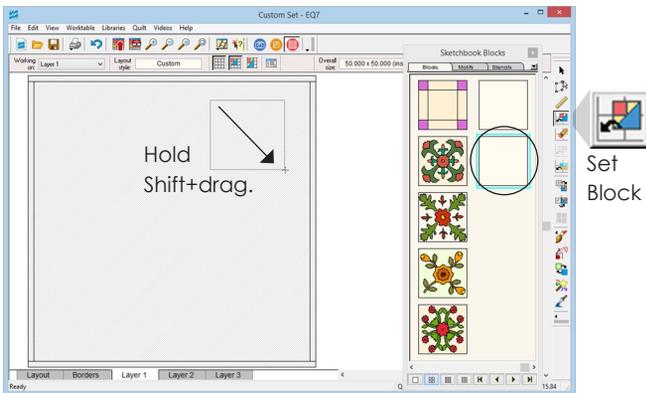
Step 2
Set Block



Step 3



Step 4A - Click, hold and drag the block from the palette onto the quilt. Release the mouse to drop the block. Use the Adjust tool to modify the size and location.



Step 4B - Hold Shift+drag, then release. The block will appear in the space. Use the Adjust tool to modify the original setting size and location.

- 4 Regardless of how you choose to set the block, you will later want to adjust it:
 - A. **Drag the plain block from the palette onto the quilt.** It will set at a default size. If you have *Snap block position to grid* turned on, the block will snap to the grid settings you have set (page 90).
 - B. Hold down your keyboard **SHIFT** key, move your cursor over the quilt. **Click and hold the left mouse button and make a large marquee box by dragging diagonally.** Release the mouse and the block will pop into the box. It won't snap to the quilt grid unless you move it with the Adjust tool.

Notes

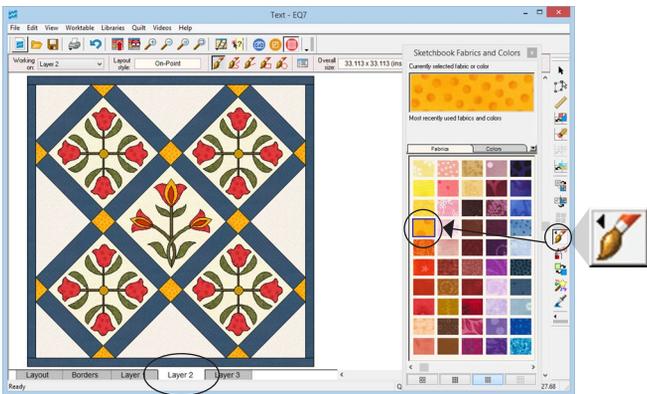
- To make the plain block the background block of your Custom Set quilt, check out the size of the center rectangle on the Layout tab. Then on Layer 1, use the Adjust tool to make the block's *position* 0.000, 0.000 and the block's *size* match the numbers from the Layout tab.
- To set plain blocks in layouts other than Custom Set, use the Erase block tool to remove what is in the space and the Paintbrush tool to color the blank space.
- To delete the block, see page 94.
- To adjust the size, position, or rotation, see pages 91-93.
- To learn more about quilt snap settings, see page 90.

5

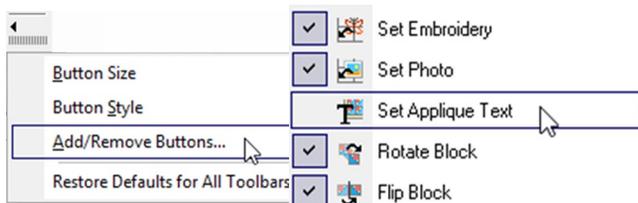
Writing on Your Quilt

EQ7 is not a word processor, but it lets you "write" on your quilt. You can print appliqué text as templates to get the patterns for each letter.

- 1 Click the **Paintbrush** tool. Choose a fabric or solid color you want for your text.
- 2 Click the **Layer 2** tab and click the **Set Applique Text** tool. If you do not see the Set Applique Text tool on Layer 2, add it to your toolbar (page 244).

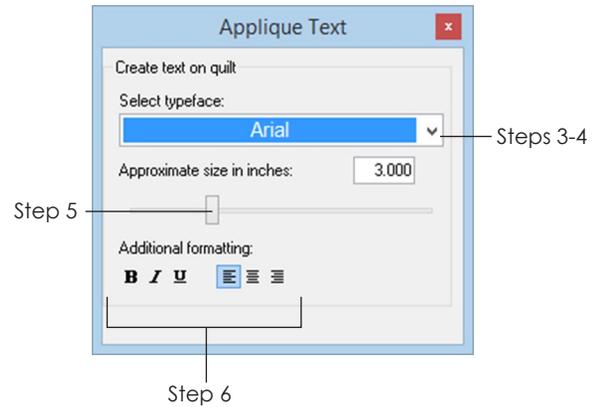


Step 2
Click Layer 2 tab

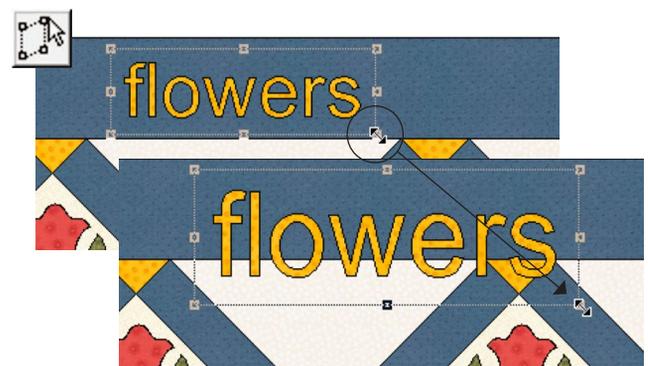
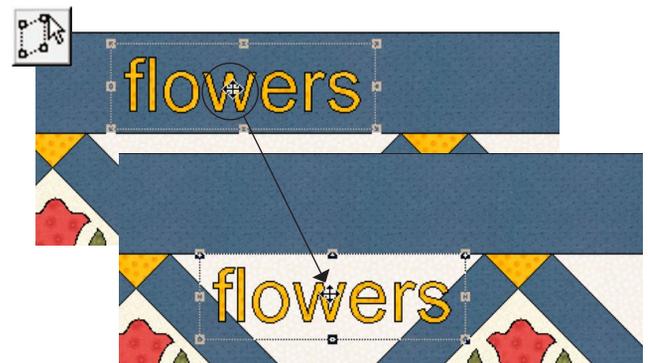


Step 2
Add the tool to the toolbar

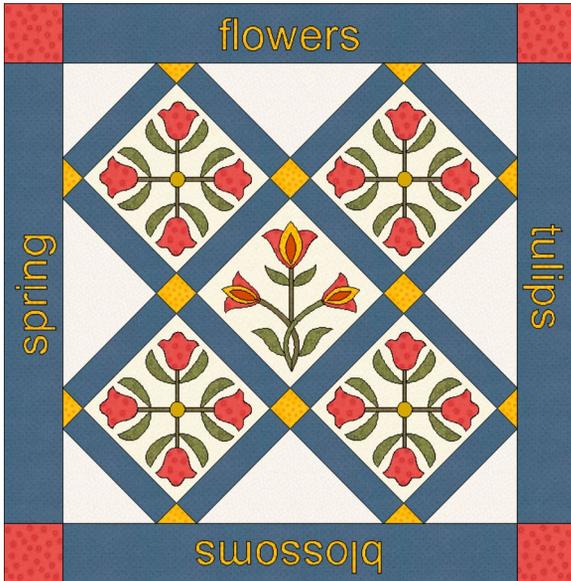
- 3 Wait a moment for the **Applique Text** box to appear. Under **Select typeface**, click the down arrow to see your list of font choices. These are the TrueType fonts installed on your computer.
- 4 **Click on any typeface, to select it.** (You can always change the typeface later.)
- 5 Drag the size slider bar to set a starting size. (You can change the size later.) This size is approximate (font sizes vary depending on the style). Rely on how the text looks on your quilt.
- 6 Choose any additional formatting options you want: bold, italics, underlining, and alignment. Be aware all choices you make will apply to all words in the same text box.
- 7 Hold down your keyboard **SHIFT key** and point your mouse cursor at the quilt. Click and hold as you drag diagonally to make a box, then release the mouse. Don't worry about the size of the text box because it resizes to a small box which enlarges when you type.
- 8 Start typing and you'll see your text. The text won't wrap, so to make a new line of text, press your keyboard **ENTER key**. You control how long each text line is, and how many lines there are. While the Applique Text box is still up, you can resize or choose a different font (see steps 3-5 above) and your font will change on the quilt.
- 9 To move the text box, click the **Adjust** tool and click the text box to select it. Click and hold in the center of the text box as you drag it to a new location.
- 10 To resize the text box, click the **Adjust** tool and click the text box to select it. Click and hold on a handle of the text box and drag the handle to a new location.



Step 8
Type the word, then press the Return key



5



Each word above is in a separate text box, allowing different typefaces to be used for each one

Notes

- All text in one box will have the same format. You must have a new text box for each different typeface, size, format or text color.
- To change the text after it has been deselected, click the Set Applique Text tool, click the text box to reselect it, and resize or choose a different font as described in steps 3-6.
- To recolor, use any of the color tools. Recoloring one letter will recolor all letters in the same text box.
- To quickly align multiple text boxes, see page 98.
- The Rotate and Flip tools do not work on text boxes. To rotate a whole text box, you need to use the Adjust tool and Graph Pad, see page 91. Finish editing before rotating. You'll lose any changes made with the Adjust tool if you edit your text again with the Set Applique Text tool.
- Text prints only as templates and all letters in the selected box will print together. Remember to be on Layer 2, click the text box with the Select tool and click "Use size from quilt." See page 221 if you only want to print one letter.
- You can't highlight or copy and paste text. You can only copy and paste entire text boxes (with the Adjust tool).
- Some font styles require special formatting (bold, italics). If this formatting is removed, the text may disappear. See the EQ7 Help Contents for more help.
- To preview font styles, use a word processing program, like Microsoft® Word, by choosing FORMAT > Font.

Setting Embroidery in a Quilt

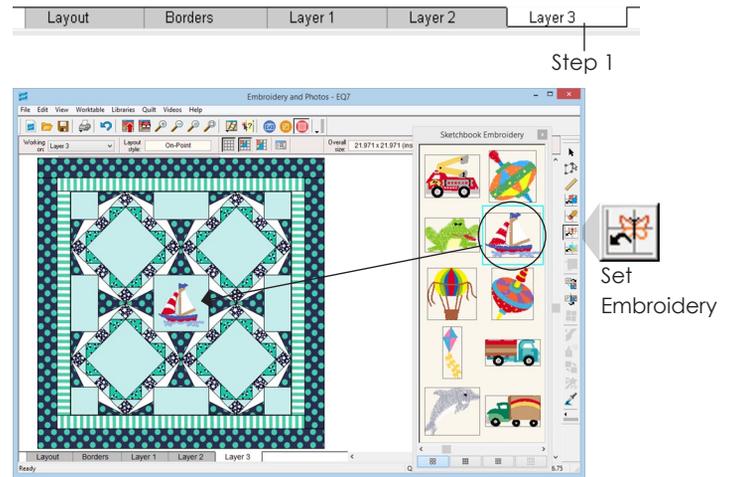
To set embroidery on Layer 3 of any quilt, you need an embroidery design in your Sketchbook (pages 36 or 45) and the Set Embroidery tool on your toolbar (page 244).

- 1 Click the **Layer 3** tab.
- 2 Click the **Set Embroidery** tool.
- 3 Click to select the design you wish to set.
- 4 There are two ways to set the designs:
 - A. **Drag the design from the palette onto the quilt.** It will set at a default size. If you have *Snap block position to grid* turned on, it will snap to the grid (page 90).
 - B. Hold down your keyboard **SHIFT key**, move your cursor over the quilt, click and hold the left mouse button, **make a large marquee box by dragging diagonally**. Release the mouse and the design will pop into the box. It won't snap to the quilt grid unless you move it with the Adjust tool.

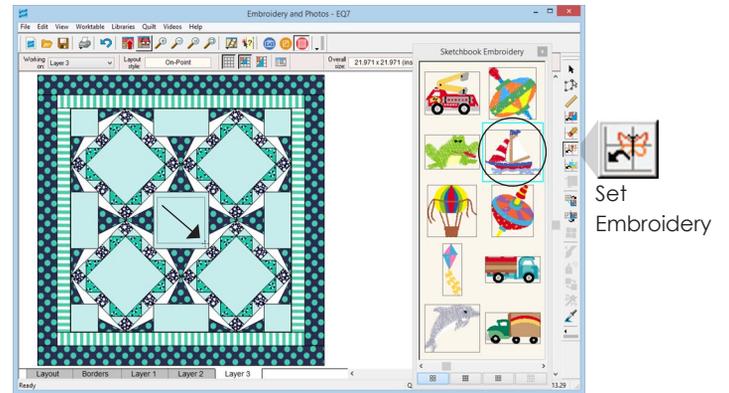
5

Notes

- The embroidery designs included with EQ7 are not sewable/digitized patterns. The digitizable designs are sold and copyrighted by the embroidery manufacturers. Contact the manufacturer listed on the Notecard for specific information regarding the actual files you would receive if you bought the embroidery card.
- EQ7 may allow you to manipulate the designs more than you can sew them. Pay attention to the size you set in EQ with regards to your possible hoop sizes.
- Color embroidery with the Set Thread tool (page 122).
- To delete the design, use the Adjust tool and your keyboard DELETE key.
- The Rotate and Flip tools do not work on embroideries. To adjust the size, position, or rotation, see pages 91-93.



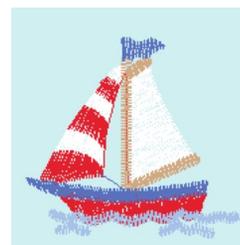
Step 1A - Click, hold and drag the design from the palette onto the quilt. Release the mouse to drop the design. Use the Adjust tool to modify the size and location.



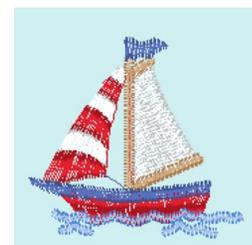
Step 1B - Hold Shift+drag, then release. The design will appear in the space. Use the Adjust tool to modify the original setting size and location.

- Outline Patches
- Outline Blocks
- Outline Border
- Erase Quilt
- Frame Color
- Embroidery Drawing
 - Draft Quality
 - 3 Dimensional

Embroidery is displayed in draft quality by default. To change to 3 Dimensional, right-click on the quilt and choose Embroidery Drawing > 3 Dimensional.



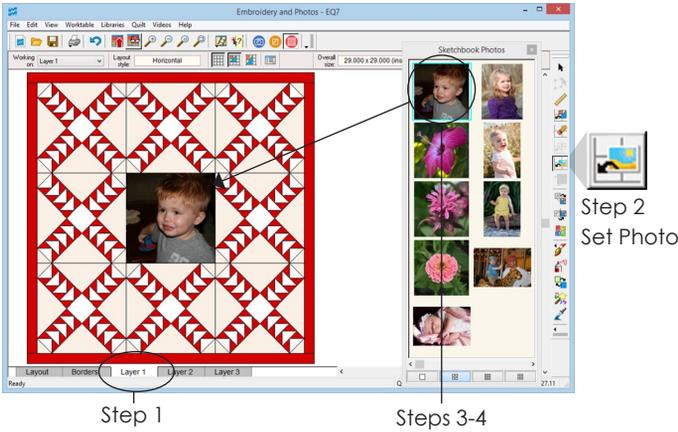
Draft Quality



3 Dimensional

Setting Photos in a Quilt

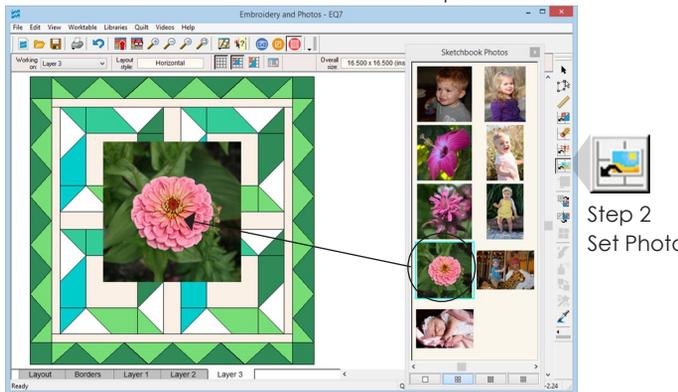
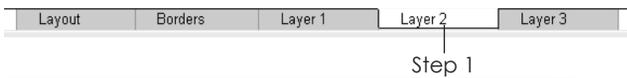
You can set a photo on Layers 2 or 3 of any quilt, but only on Layer 1 of a Horizontal or Custom Set layout. To set photos in your quilt, you need a photo in your Sketchbook. Photos can come from the Photo Library or be imported (pages 36 or 43).



Select the photo, then click on the block space to set the photo in the quilt.

Setting Photos on Layer 1 of a Horizontal Quilt

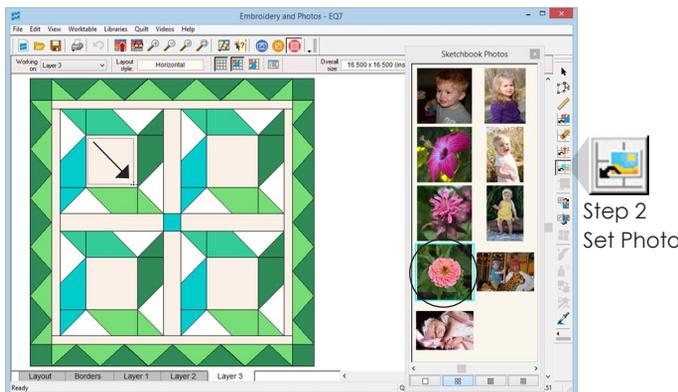
- 1 Start with a horizontal quilt. Click the **Layer 1** tab.
- 2 Click the **Set Photo** tool.
- 3 Select the photo you wish to set.
- 4 Click in the block space on the quilt to set it.



Step 4A - Click, hold and drag the photo from the palette onto the quilt. Release the mouse to drop the photo. Use the Adjust tool to modify the size and location.

Setting Photos on Custom Set or Layers 2 or 3

- 1 Start with any style quilt. Click the tab where you want to set your photo: Layer 1 (Custom Set only), or Layer 2 or Layer 3 (any style).
- 2 Click the **Set Photo** tool.
- 3 Select the photo you wish to set.
- 4 There are two ways to set the photos:



Step 4B - Hold Shift+drag, then release. The photo will appear in the space. Use the Adjust tool to modify the original setting size and location.



After dragging and dropping the photo on the quilt, you can perfect the size and placement with the Adjust tool and the Graph Pad

- A. **Drag the photo from the palette onto the quilt.** It will always set at its recorded size. If you have snap block position to grid turned on, the photo will snap to the grid settings you have set (page 90).
- B. Hold down your keyboard **SHIFT key**, move your cursor over the quilt, click and hold the left mouse button, **make a large marquee box by dragging diagonally**. Release the mouse and the photo will pop into the box. It won't snap to the quilt grid unless you move it with the Adjust tool.

Notes

- Photos must be set as squares or rectangles. They will not clip to fit triangles or borders.
- Photos can be rotated on Custom Set, Layers 2 or 3 only, by using the Adjust tool and Graph Pad (pages 91-93).

5

Working With Quilt Snap Settings

EQ7 has new snap settings that make working in a Custom Set quilt or on Layers 2 or 3 easier.

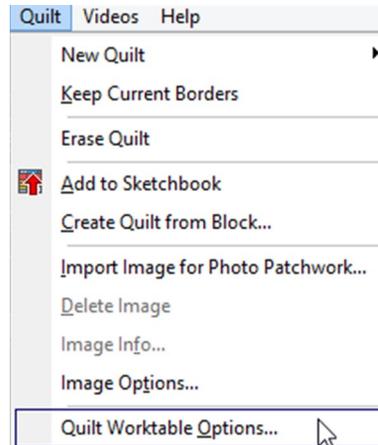
Changing Snap Settings

- 1 Click the **Quilt Worktable Options** button or click **QUILT > Quilt Worktable Options**.
- 2 Click **Snap Settings** (under Tool Options).
- 3 Under *Grid Settings*, change the **Grid snap every** setting by clicking the drop down arrow and choosing a different increment.
- 4 The 3 checkboxes (under *Grid Settings*) correspond to the 3 buttons on the Graph Pad, so you can check them here, or press them in or out as needed on the Graph Pad later:

Show grid (Custom Set) - determines whether or not you see the grid lines on a new Custom Set quilt (that doesn't have Layer 1 completely filled yet). For small grid increments, not all the grid lines can draw when you're zoomed out (or your whole quilt would be pink). But, the grid lines are there and you'll see more of them draw as you zoom in.

Snap block position to grid - if this is turned on, when you *move* a block, motif, stencil, embroidery, appliqué text, or photo with the **Adjust** tool its position will snap to the grid when you release.

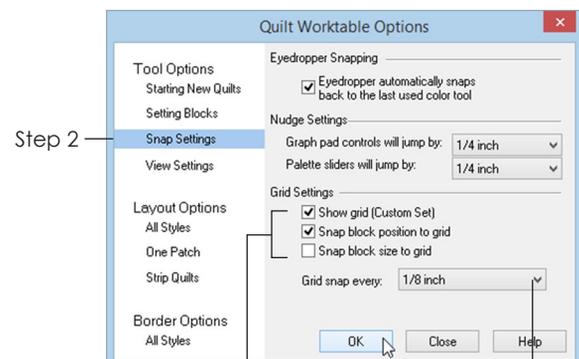
Snap block size to grid - if this is turned on, when you *drag the corner or side handle* of a block, motif, stencil, embroidery, appliqué text, or photo with the **Adjust** tool the size will snap to the grid when you release.



Step 1
Quilt > Quilt Worktable Options



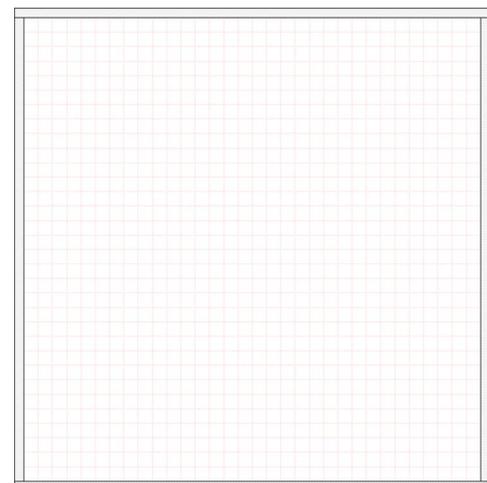
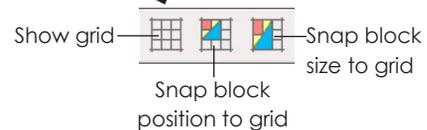
Step 1
Quilt Worktable
Options

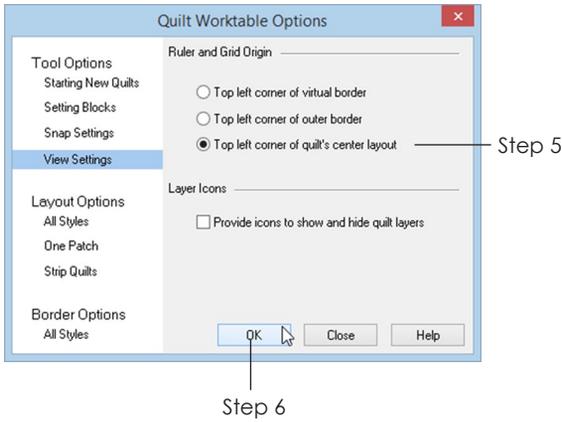


Step 2

Step 4

Step 3

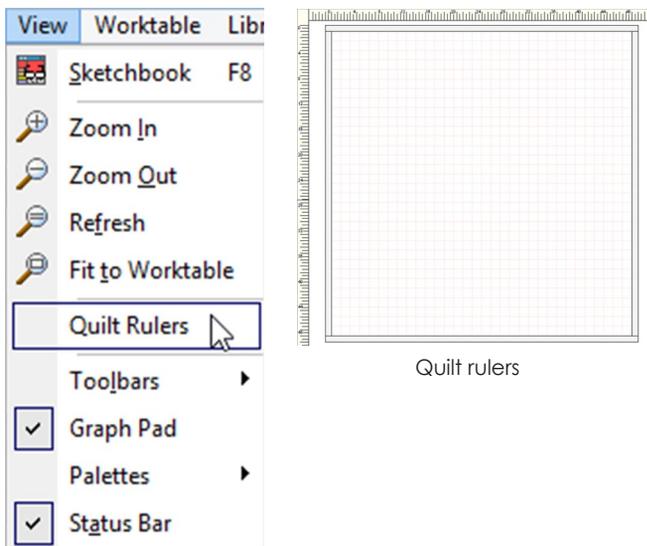




5 (Optional) You may want to verify your Quilt Ruler origins and turn them on. Click **View Settings** (under Tool Options). Change the origin to one of the 3 options listed. We recommend setting it to *Top left corner of quilt's center layout* so it matches the Graph Pad's numbering system.

6 Click **OK**.

7 (Optional) Click **VIEW > Quilt Rulers** to put a check next to it and turn on your quilt rulers.



Step 7

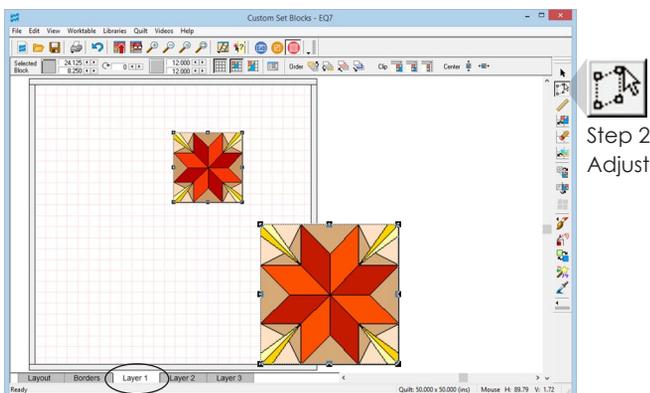
Notes

- You will not see the grid lines if you choose a quilt layout other than Custom Set. You will also not see the grid lines once your Custom Set quilt's Layer 1 is filled.
- When you resize a block using the handles and Adjust tool, it may move slightly. Don't forget to move the block slightly to snap its position back into place.
- If you have trouble positioning a design on the quilt, check your snap settings. You may want to try turning *Snap block position to grid* off.
- On the Graph Pad, as described on page 78, there is a small block outline with a little white square denoting which point you are positioning. When the block is rotated using the Graph Pad, that little white square is what will be snapping to the grid.
- We recommend resizing a block before rotating if you are using the handles. The degree may change and the block may skew if you don't.

5

Moving, Resizing, Rotating, and Skewing Blocks

Begin with a quilt layout and blocks set on Layer 1 of a Custom Set quilt or Layers 2 or 3 of any quilt layout, see page 83.



The block will have a dotted box around it with little black squares at the sides and corners.

1 Click the Layer tab on which the block is set. (Blocks are on **Layer 1** of a Custom Set quilt. Motifs and text are on **Layer 2**. Stencils and embroidery are on **Layer 3**).

2 Click the **Adjust** tool.

3 **Click on the block in the quilt to select it.** It will have a dotted box around it with little black squares at the sides and corners. These squares are "handles" and are used to modify the block.

Using the Handles of the Selected Block

4 To move the block – position your cursor inside the dotted box so your cursor looks like a cross with arrows. Click and hold as you drag the block to a new location.

To resize the block – position your cursor over one of the handles so your cursor looks like a double-ended arrow. Click and hold as you drag the handle to a new location. The selected block will resize as you move the handle.

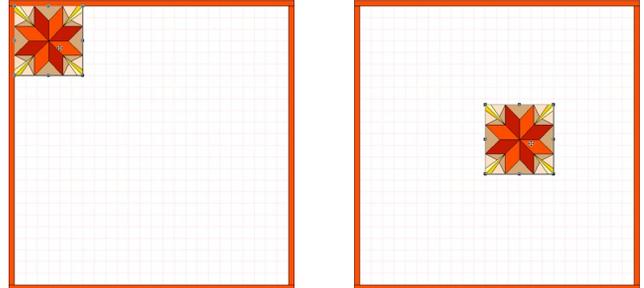
To rotate the block – hold down your keyboard **CTRL** key and click in the center of the block. Position your cursor over one of the corner handles. Click and hold the corner handle as you move it around the center of the block. The block will spin around its center and stop when you release the mouse button.

To skew the block – hold down your keyboard **CTRL** key and click in the center of the block. Position your cursor over one of the side handles (watch for your cursor to change to two parallel lines). Click and hold as you slide the side handle up/down or left /right to a new position. The selected block will reshape itself as you move the side handle.

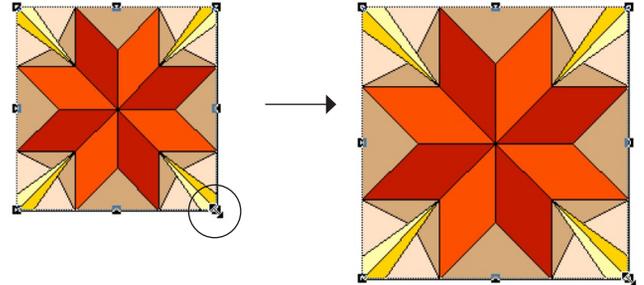


Adjust

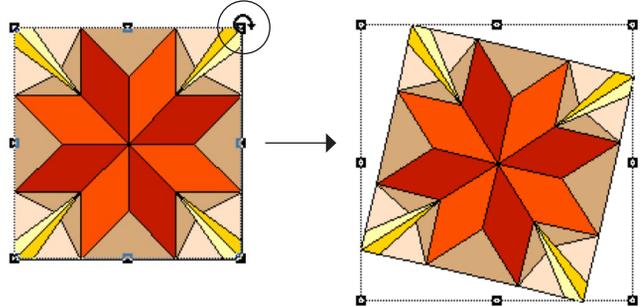
Move (click in the center and drag to new location)
Cursor becomes a cross with arrows



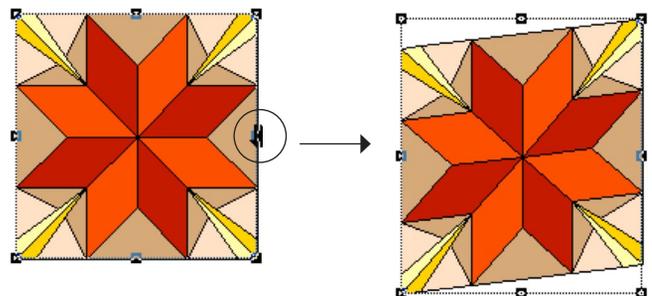
Resize (click and drag handle)
Cursor becomes a double-ended arrow when held over the handles



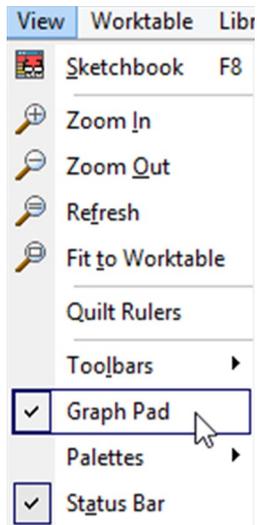
Rotate (CTRL+click and spin handle)
Cursor becomes a circle with an arrow on one end when held over the corner handles



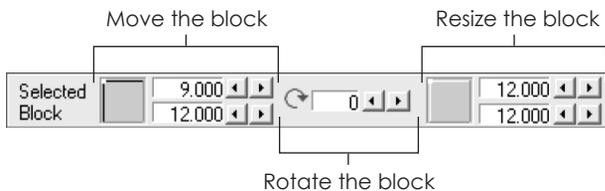
Skew (CTRL+click and slide side handle)
Cursor becomes two parallel lines when held over the side handles



5



View > Graph Pad



Using the Graph Pad with the Selected Block

If you do not see the Graph Pad at the top of your screen below the toolbars or menus, click **VIEW > Graph Pad** on the menu bar.

- If you want to type directly in a box, highlight the text first and then type to replace it. You can use the **TAB key** on your keyboard to go from box to box in the Graph Pad and the text will automatically highlight for you.
- To move the block** – use the arrows next to the first set of numbers or type directly in the boxes to change the position. These are in X and Y coordinates starting from the top-left corner of the quilt center (borders not included). On the Graph Pad there is a small block outline with a little white square denoting what point you are positioning.

To resize the block – use the arrows next to the third set of numbers or type directly in the boxes to change the size.

To rotate the block – use the second section of the Graph Pad to change the rotation. Rotations go from -180 to 180 degrees. Use the arrows or type directly in the boxes to change the rotation. If you want to type a negative rotation, go first to a negative number using the left arrow, then highlight the numbers after the negative sign and type.

To skew the block – you cannot skew a block using the Graph Pad. Please see Step 4 “To skew the block.”

- Click outside of the dotted selection box to deselect the block.

Notes

- Flipping a block works the same way for all quilt styles and layers, see page 74. You cannot flip embroideries, photos, or appliqué text.
- Snap settings will affect moving, rotating, and resizing the block, see page 90.

Copying & Pasting or Deleting Blocks

Begin with a quilt layout and blocks set on Layer 1 of a Custom Set quilt or Layer 2 or 3 of any layout, see page 83.

- 1 Click the Layer tab on which the block is set. (Blocks are on **Layer 1** of a Custom Set quilt. Motifs and text are on **Layer 2**. Stencils and embroidery are on **Layer 3**.)
- 2 Click the **Adjust** tool.
- 3 **Click the block in the quilt to select it.**
- 4 **To copy and paste the selected block:**

Using the menu: click **EDIT > Copy**, then **EDIT > Paste**.

Using the keyboard: press **CTRL+C**, then **CTRL+V**.

Using tools you add to the Project toolbar (page 243): click the **Copy** button, then the **Paste** button.

The pasted block is now the selected block. You can click and hold in its center and drag to move it (page 91). The block is still copied in the clipboard. To paste another copy, you don't have to copy again, you can just paste.

- 5 **To delete the selected block:**

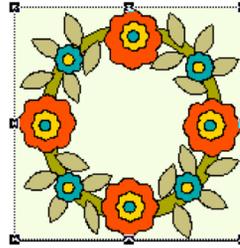
Using the menu: click **EDIT > Clear**.

Using the keyboard: press the **DELETE** key

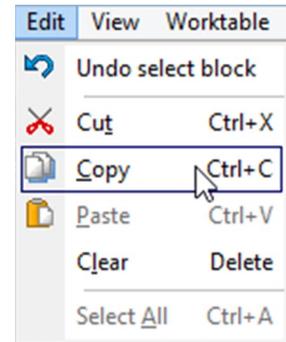
Using tools you add to the Project toolbar (page 243): click the **Cut** button.



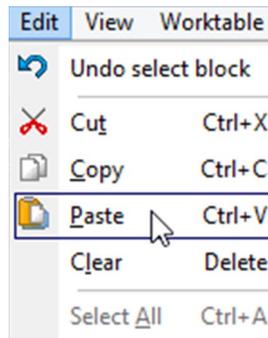
Step 2
Adjust



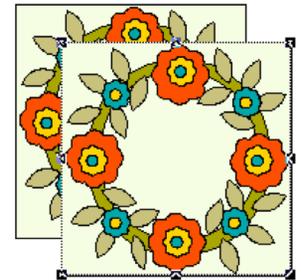
Step 3
Click to select the block



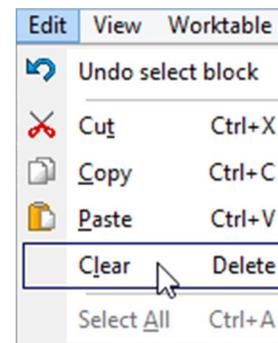
Step 4
Edit > Copy



Step 4
Edit > Paste



The pasted block will appear down and to the right of the original block.

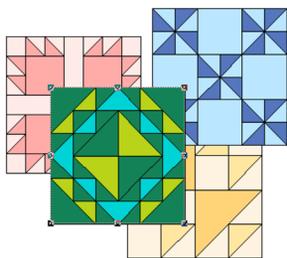
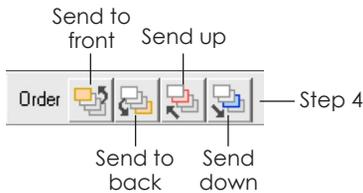
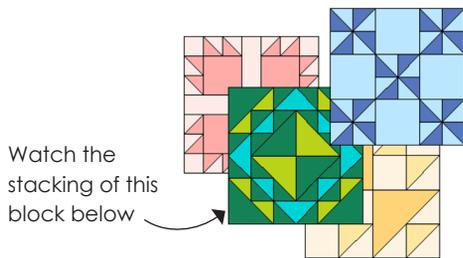


Step 5
Edit > Clear

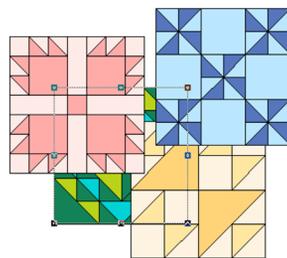
Step 2
Adjust



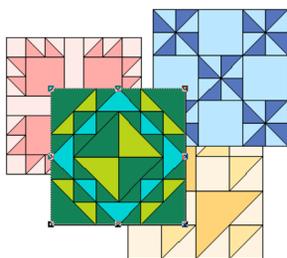
View > Graph Pad



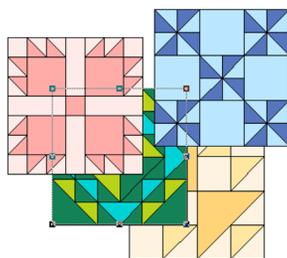
A. Send to front



B. Send to back



C. Send up



D. Send down

Stacking Blocks

Begin with a quilt layout and blocks set on Layer 1 of a Custom Set quilt or Layer 2 or 3 of any layout, see page 83.

You can layer blocks simply by moving them on top of one another, but they may not overlap in the order you like. To change the stacking order you must have the Graph Pad turned on.

- 1 Click the Layer tab on which the block is set. (Blocks are on **Layer 1** of a Custom Set quilt. Motifs and text are on **Layer 2**. Stencils and embroidery are on **Layer 3**.)
- 2 Click the **Adjust** tool. (If you do not see the Graph Pad below the top menu and toolbars, click VIEW > Graph Pad to turn it on.)
- 3 **Click the block in the quilt** you want to re-stack.
- 4 Click any of the four **Order** buttons on the Graph Pad to change the stacking order.
 - A Send to front** will make the selected block the top-most block.
 - B Send to back** will make the selected block the lowest block.
 - C Send up** will move the selected block up one in the stacking order.
 - D Send down** will move the selected block down one in the stacking order.

Note

This technique is great for appliqué motifs stacked in the corners of borders that need to overlap.

5

Clipping Block Designs at the Border

Begin with a quilt layout and blocks set in Layer 1 of a Custom Set quilt or Layer 2 or 3 of any layout, see page 83.

You will not notice any change in blocks set in the center of your quilt. Blocks must be at the edge of the quilt center or overlapping a border to notice the clipping.

- 1 Click the Layer tab on which the block is set. (Blocks are on **Layer 1** of a Custom Set quilt. Motifs and text are on **Layer 2**. Stencils are on **Layer 3**.)
- 2 Click the **Adjust** tool. (If you do not see the Graph Pad below the top menu and toolbars, click VIEW > Graph Pad to turn it on.)
- 3 **Click the block in the quilt** you want to clip.
- 4 Click any of the three **Clip** buttons on the Graph Pad to change the way your blocks behave at the borders.

Do not clip will allow the block to hang over and past the quilt's outer border.

Clip to border of quilt will clip the block at the outer edge of the quilt.

Clip to center rectangle of quilt will clip the block to stay within the quilt center (stop before the borders).

- 5 Click the **Refresh** button if needed.

Notes

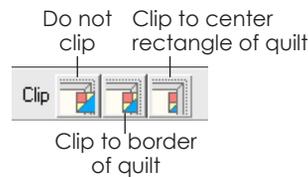
- This technique works well for stencils set on Layer 3 of on-point quilts that need to be over the quilt blocks, but not over the borders.
- Clipping a block only affects the way the block appears on the screen and in exported images. If you print the pattern for a clipped block, you will still get the full pattern.



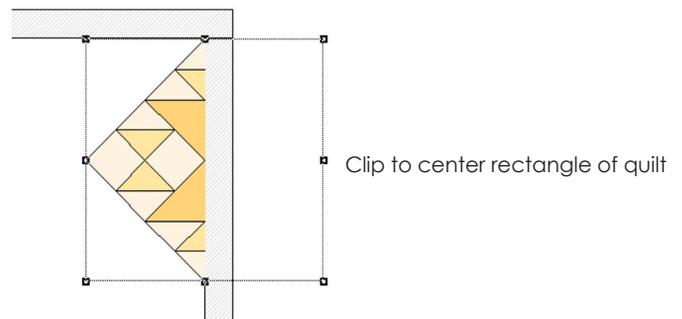
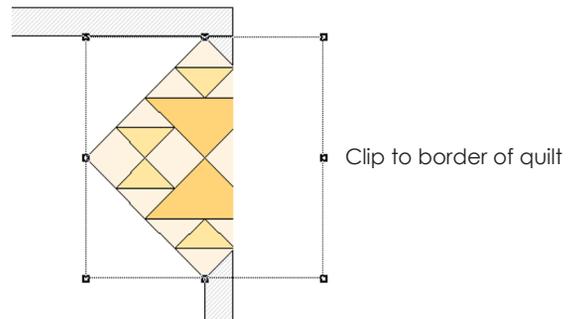
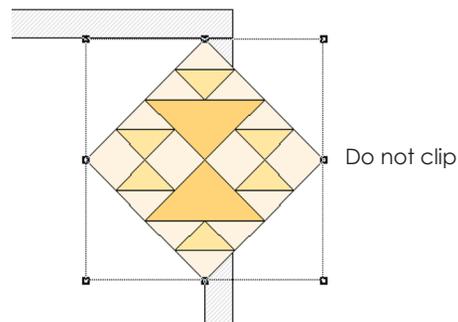
Step 2
Adjust



View > Graph Pad



Step 5
Refresh



5



Step 2
Adjust

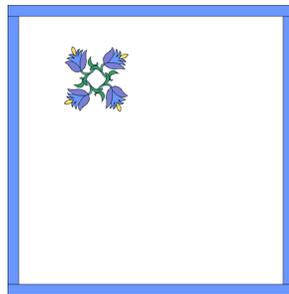


View > Graph Pad

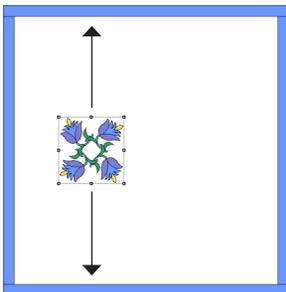
Center vertically



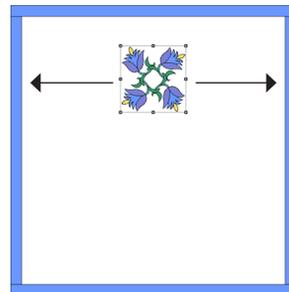
Center horizontally



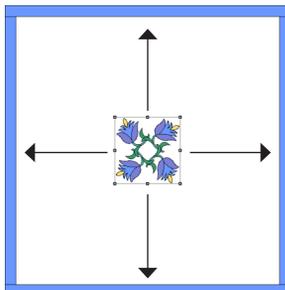
Original block position



Center vertically



Center horizontally



Center both vertically and
horizontally

Centering Blocks

Begin with a quilt layout and blocks set in Layer 1 of a Custom Set quilt or Layer 2 or 3 of any layout, see page 83.

- 1 Click the Layer tab on which the block is set. (Blocks are on **Layer 1** of a Custom Set quilt. Motifs and text are on **Layer 2**. Stencils and embroidery are on **Layer 3**.)
- 2 Click the **Adjust** tool. (If you do not see the Graph Pad below the top menu and toolbars, click VIEW > Graph Pad to turn it on.)
- 3 **Click the block you want to center**, in the quilt.
- 4 Click one or both of the **Center** buttons on the Graph Pad:

Center vertically will space the block equally between the top and bottom of the quilt center. It will not change its horizontal position.

Center horizontally will space the block equally between the left and right sides of the quilt center. It will not change its vertical position.

Clicking both will put the center of the block in the exact center of the quilt.

Note

These tools are great for when you are starting a custom set quilt with a center medallion block.

Aligning Blocks

Begin with a quilt layout and blocks set in Layer 1 of a Custom Set quilt or Layer 2 or 3 of any layout, see page 83.

When using the Align buttons, you need to start with one block that is set in the correct position. This block will be your anchor. All other blocks you select will move according to your anchor's position.

- 1 Click the Layer tab on which the blocks are set. (Blocks are on **Layer 1** of a Custom Set quilt. Motifs and text are on **Layer 2**. Stencils and embroidery are on **Layer 3**.)
- 2 Click the **Adjust** tool. (If you do not see the Graph Pad below the top menu and toolbars, click VIEW > Graph Pad to turn it on.)
- 3 **Click on your anchor block.** (The anchor block is the one positioned correctly.)
- 4 Hold down the **SHIFT** key on your keyboard.
- 5 **Click on the remaining blocks** you want to align with your anchor block.
- 6 Release the **SHIFT** key.
- 7 Click an **Align** button on the Graph Pad:

Align left edges with first selected block will make the selected blocks line up with the left side of the anchor block.

Align right edges with first selected block will make the selected blocks line up with the right side of the anchor block.

Align top edges with first selected block will make the selected blocks line up with the top of the anchor block.

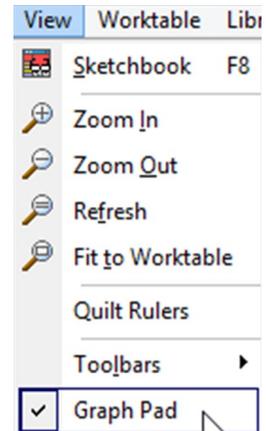
Align bottom edges with first selected block will make the selected blocks line up with the bottom of the anchor block.

Note

Use this to line up quilting stencils or rows of blocks.

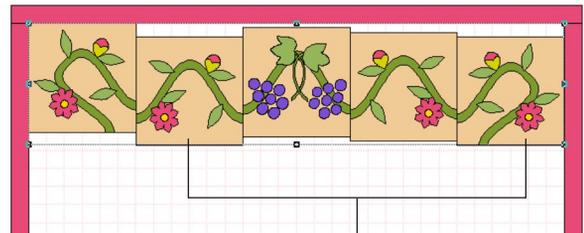
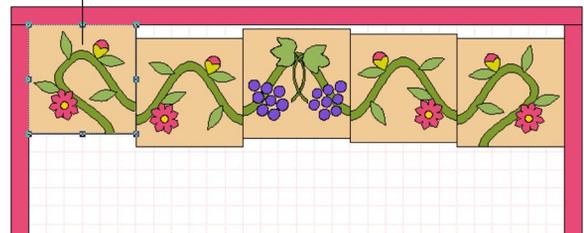


Step 2
Adjust



View > Graph Pad

Step 3 – Click anchor block



Steps 4-5 – Select remaining blocks while holding down the SHIFT key

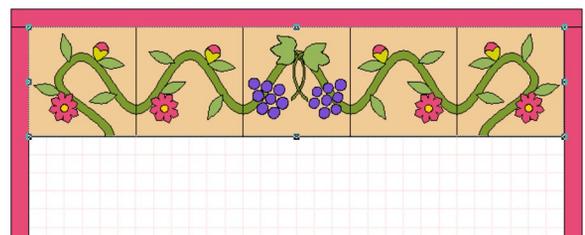
Align left edges with first selected block

Align top edges with first selected block

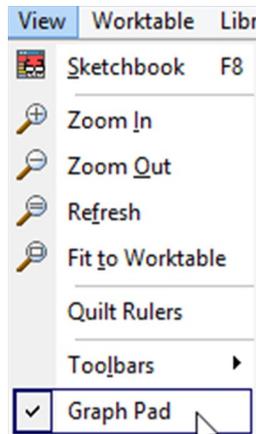


Align right edges with first selected block

Align bottom edges with first selected block

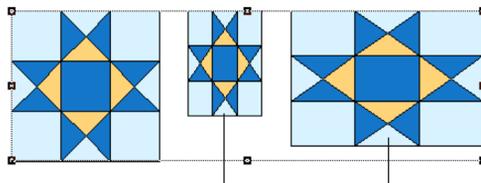
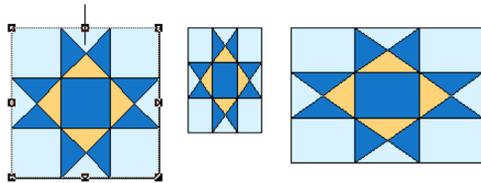


Step 7 – Click one of the Align buttons (the *Align top edges with first selected block* button was used in this example)

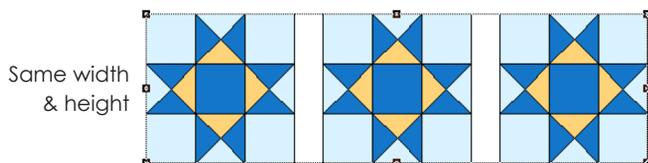
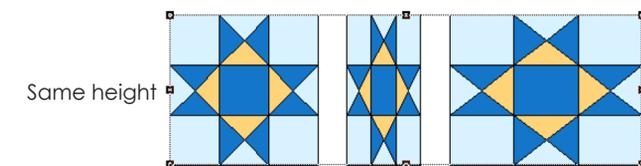
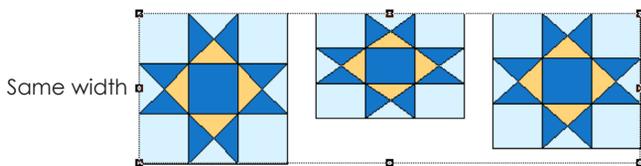
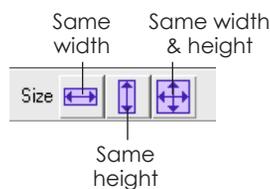
Step 2
Adjust

View > Graph Pad

Step 3 – Click anchor block



Steps 4-5 – Select remaining blocks while holding down the SHIFT key



Using the Same Size Buttons

Begin with a quilt layout and blocks set in Layer 1 of a Custom Set quilt or Layer 2 or 3 of any layout, see page 83.

When using the Same Size buttons, you need to start with one block that is the correct size. This block will be your anchor. All other blocks you select will size according to your anchor.

- 1 Click the Layer tab on which the blocks are set. (Blocks are on **Layer 1** of a Custom Set quilt. Motifs and text are on **Layer 2**. Stencils and embroidery are on **Layer 3**.)
- 2 Click the **Adjust** tool. (If you do not see the Graph Pad below the top menu and toolbars, click VIEW > Graph Pad to turn it on.)
- 3 **Click on your anchor block.** (This is the block that is sized correctly.)
- 4 Hold down the **SHIFT** key on your keyboard.
- 5 **Click on the remaining blocks** you want to size according to your anchor block.
- 6 Release the **SHIFT** key.
- 7 Click a **Size** button on the Graph Pad:

Make blocks have same width will change the selected blocks to have the same horizontal width as the anchor block.

Make blocks have same height will change the selected blocks to have the same vertical height as the anchor block.

Make selected blocks have the same width & height will change the selected blocks to have the same width and height as the anchor block.

Note

Remember this is for horizontal and vertical dimensions, not edge length of on-point blocks. When using the Size buttons on rotated and unrotated blocks at the same time don't expect them to have the same edge length.

Showing and Hiding Quilt Layers

As you design, you may want to isolate the layers in order to clearly see which items are on which layer of your quilt. If so, follow the directions below to add special "light bulb" icons to your layer tabs, which will allow you to choose which layers to display and which to hide.

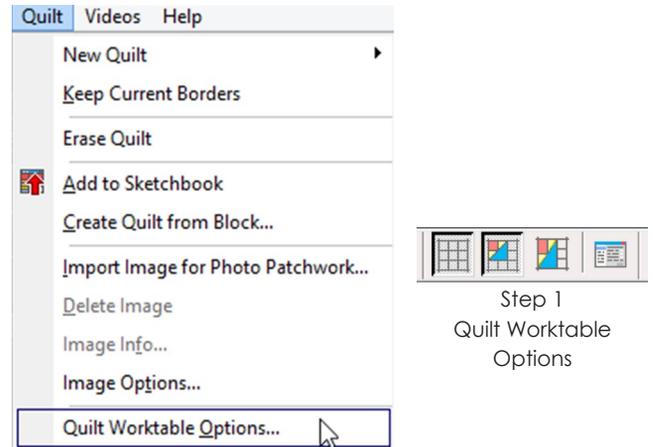
- 1 Click the **Quilt Worktable Options** button or click **QUILT > Quilt Worktable Options**.
- 2 Click **View Settings** (under Tool Options).
- 3 Under Layer Icons, click to put a check next to **Provide icons to show and hide quilt layers**.
- 4 Click **OK**.
- 5 Next to each layer tab name you will now see a light bulb icon for changing the visibility.

To *hide* a layer, **click the icon next to the layer you want to hide**.

To *see* a hidden layer, **click the icon to view it again**.

Notes

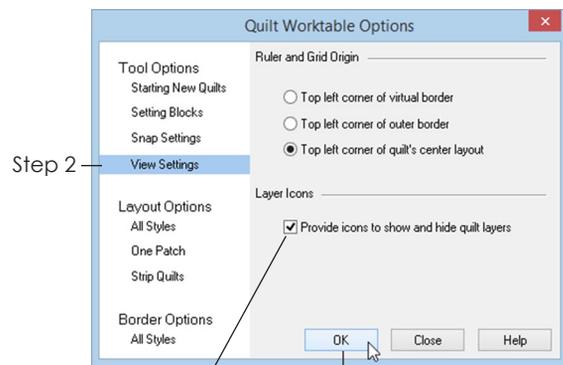
- Items on Layer 1 will show as a transparency when Layer 1 is hidden.
- Showing and hiding layers does not impact fabric yardage. The items on those other layers are still there, even if you cannot see them.



Step 1
Quilt > Quilt Worktable Options



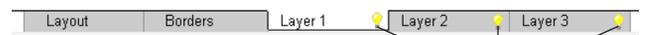
Step 1
Quilt Worktable Options



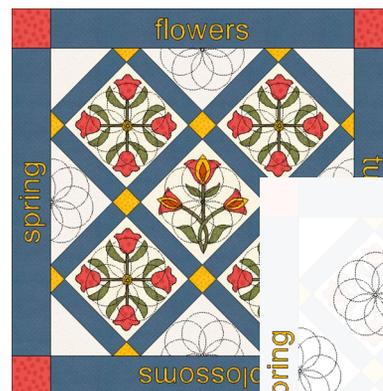
Step 2

Step 3

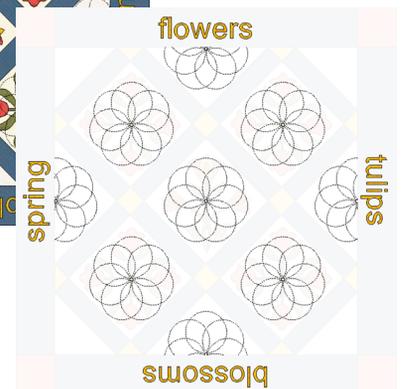
Step 4



Step 5



Quilt with all layers showing



Quilt with Layer 1 hidden to better see the appliqué and stencils

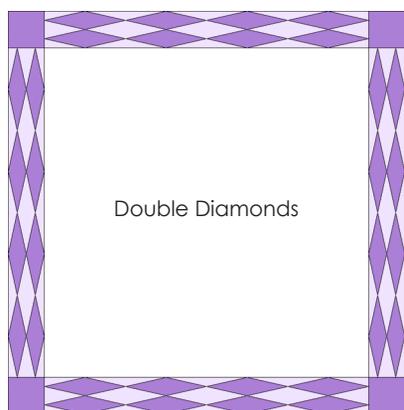
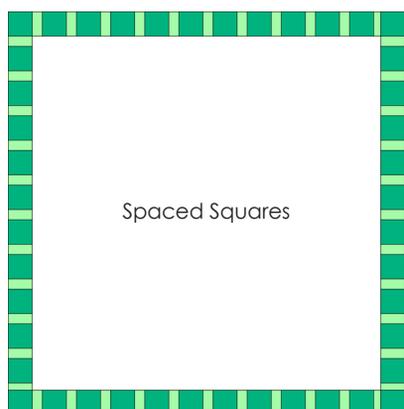
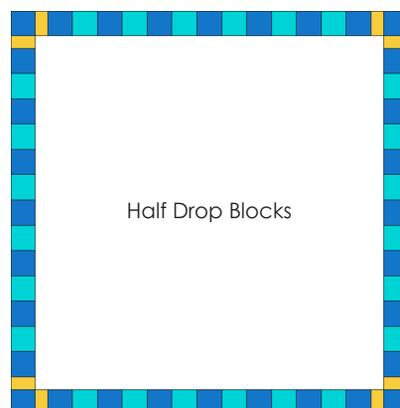
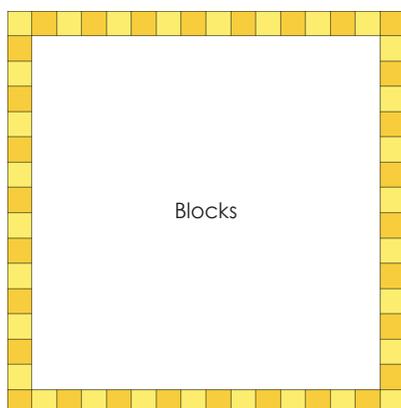
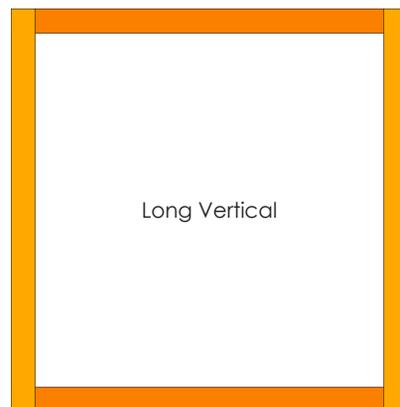
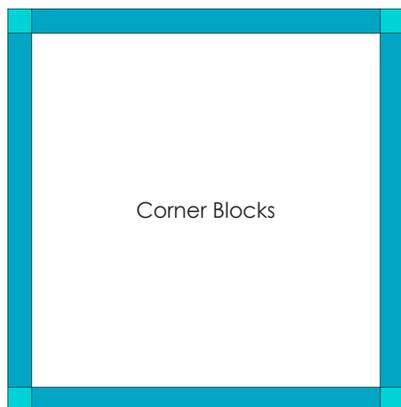
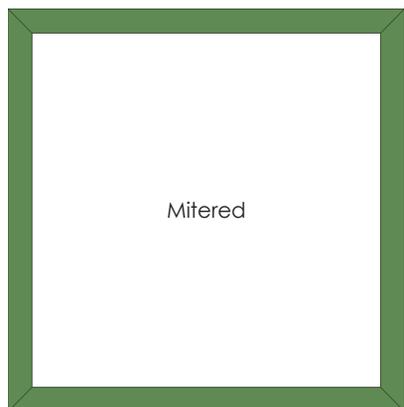
Chapter 6

Borders

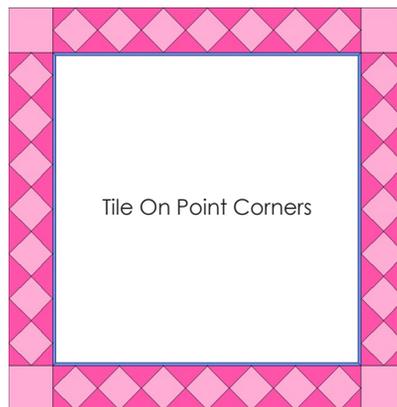
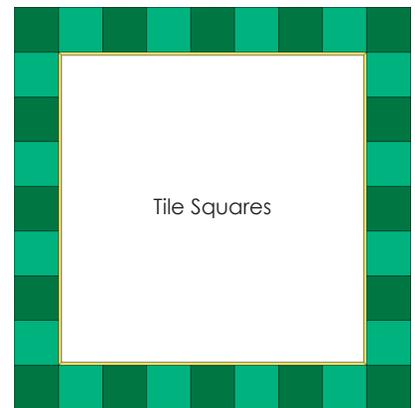
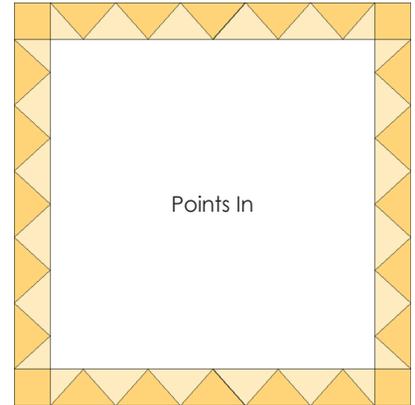
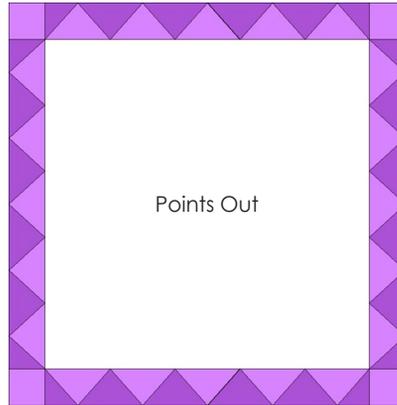
The border tools in EQ7 allow you great flexibility. You can build your own custom borders from scratch, choosing from 22 styles. Or you can use the Set Auto Borders tool to set pre-designed borders with a click. This chapter tells you how to use all the border styles and tools.

Choosing a Border Style	102
Making a Quilt Border.....	104
Adding, Deleting, or Inserting a Border	105
Sizing Borders Quickly by Locking	106
Cloning a Border	107
Using the Set Auto Borders Tool	107
Keeping Borders when Changing Layouts	108
Making Each Side a Different Style	109
Understanding "Aligned" Borders	111

Choosing a Border Style



6



See page 111 for details on two additional border styles:

- Blocks Aligned Inside
- Half Drop Blocks Aligned

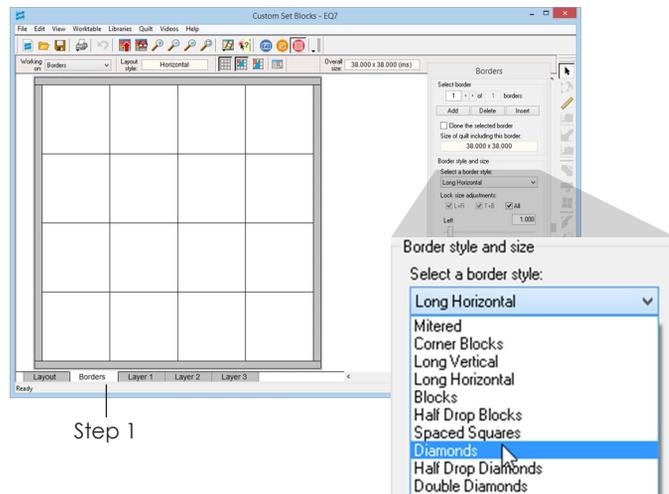
Making a Quilt Border

Start with a quilt on the worktable, see page 56.

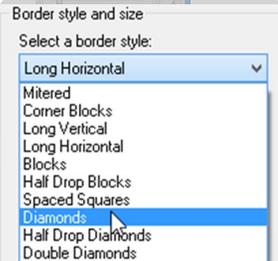
- 1 Click the **Borders** tab. The Borders box will appear. All quilt layouts have one Long Horizontal border by default. So, the first step is to either resize this border or choose a new border style.

Border Style and Size

- 2 Under **Select a border style**, click the down arrow to display the choices.
- 3 **Click any style to select it.** You can also press your keyboard up or down arrow to scroll through the list. Notice the border on your quilt changes as the style name changes.
- 4 To change a border size, click, hold and drag the Left, Top, Right, or Bottom slider bars one at a time. Each side can be sized independently. Or, to size them all at once to the same width, click the **All** box under **Lock size adjustments**. To make only the left and right borders adjust together, click **L+R**. To make only the top and bottom borders adjust together, click **T+B**. See page 106 for more information on locking.

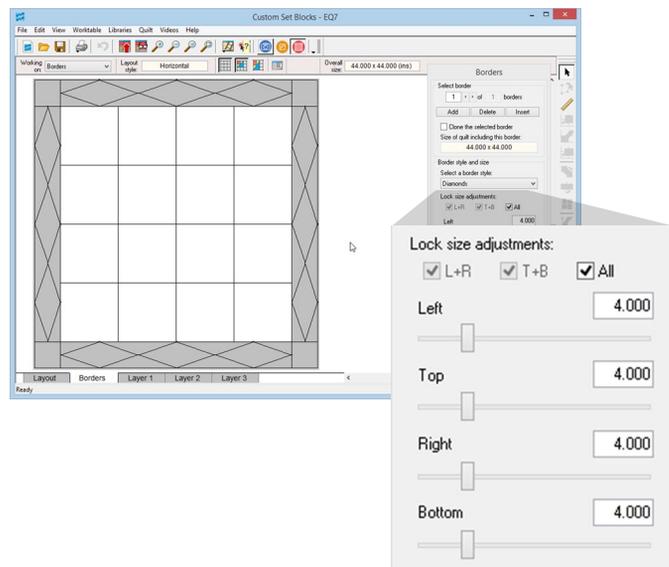


Step 1



Step 3

Select a border style



Step 4

Make the borders move together

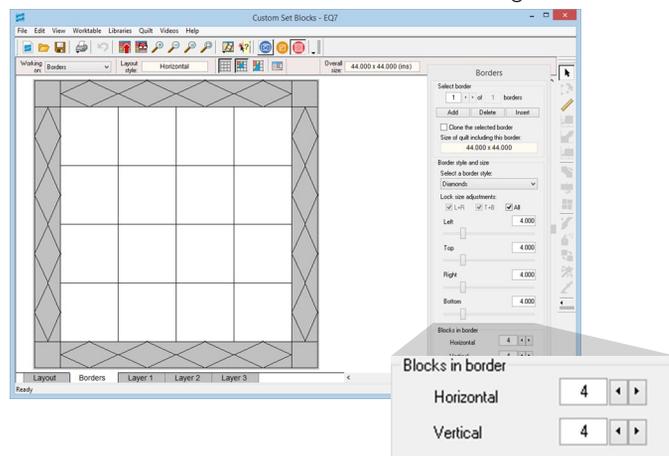
Blocks in Border

The Blocks in border number boxes are only active for styles with block spaces.

- 5 If the number boxes are active, click the left and right arrows to select the block number you want. (In some border styles, only one number box can be changed.)

Notes

- Each border can be a different size, but all four borders must be the same style. For a trick that gives the effect of making each border a different style see pages 109-110.
- You can set blocks into all border spaces except Mitered borders. Blocks will stretch or skew to fit the border space.



Step 5

Click the arrows to change the number of blocks

6

Adding, Deleting, or Inserting a Border

Begin with a quilt layout on your screen. If you have not done this already, see page 56.

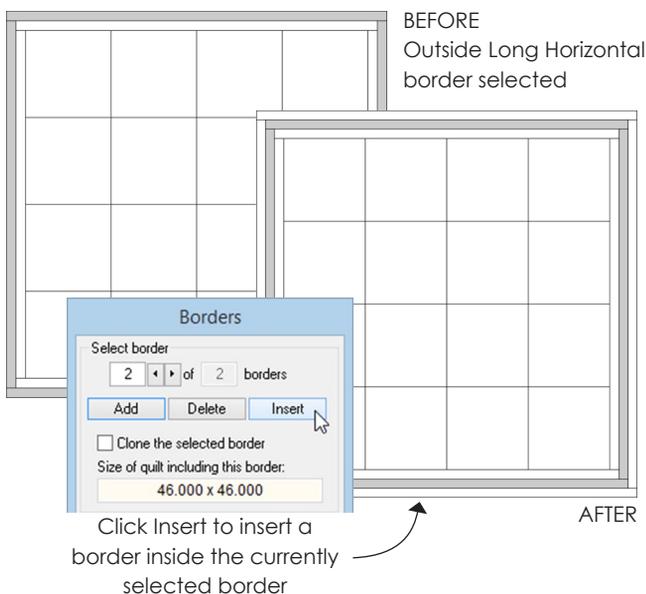
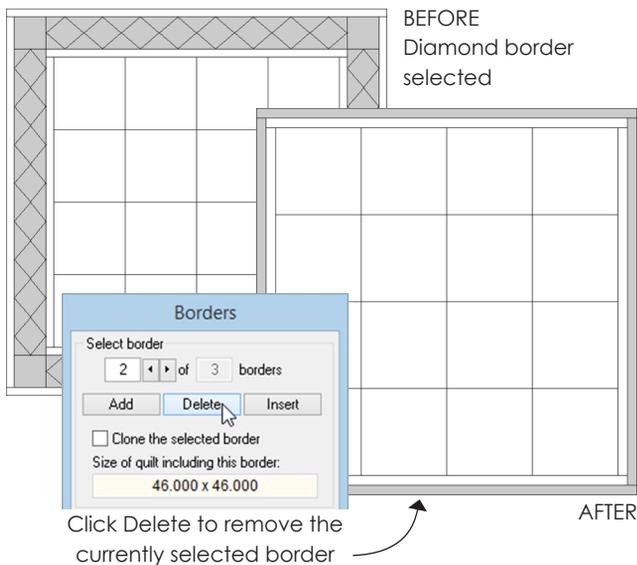
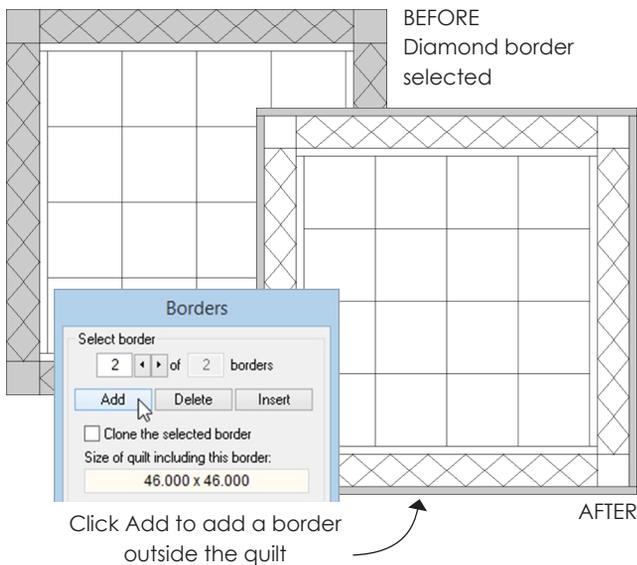
- 1 Click the **Borders** tab. The Borders box will appear.
- 2 *To add a border* – click the **Add** button on the Borders box. A blank, Long Horizontal border with 1.000" sides will be added around the outside of your quilt.

To delete a border – position your cursor directly over the quilt and click on the border you wish to delete. The border turns gray, showing it is selected. Click the **Delete** button on the Borders box. The selected border will disappear.

To insert a border – position your cursor directly over the quilt and click on the border you wish to insert another border *in front of*. Click the **Insert** button on the Borders box. A Long Horizontal border with 1.000" sides will be added in front of the border you selected.

Notes

- To add or insert a border with the same size and settings as another border on your quilt, see how to clone a border on page 107.
- The default border style for new borders is Long Horizontal, unless you change it. Go to QUILT > Quilt Worktable Options > Starting New Quilts (under Tool Options) > change the drop down for *Default border style* > click OK.
- If you added or inserted a border, you can now change the border style and size, see page 104.



Sizing Borders Quickly by Locking

You can lock all border sides together, so changing one changes them all. Begin with a quilt layout with at least one border on your screen. If you have not done this already, see pages 56 and 104.

- 1 Click the **Borders** tab. The Borders box will appear.
- 2 **Click in the quilt on the border** you wish to change. The border turns gray, showing it is selected.
- 3 Under *Lock size adjustments*, **click to put a check next to the option(s)** you would like to lock. (**All** overrides your choices in **L+R** and **T+B**.)

The lock options are as follows:

L+R will lock the left and right sides of the border. They can still be independent from T+B.

T+B will lock the top and bottom sides of the border. They can still be independent from L+R.

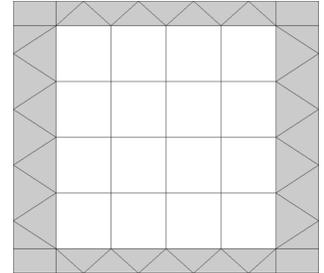
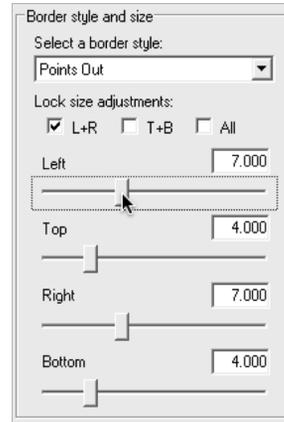
All will lock all sides of the border.

- 4 **Click, hold, and drag a slider bar** to size the locked borders together.

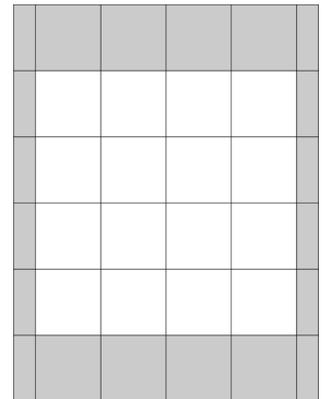
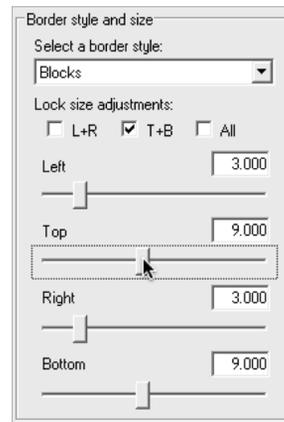
Note

If it is hard to get the size you want by dragging the slider bar, try these alternate ways of adjusting the size:

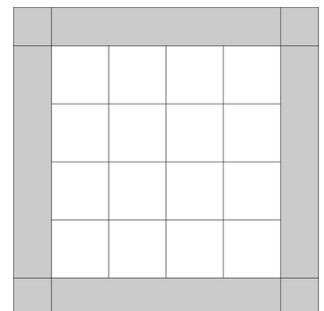
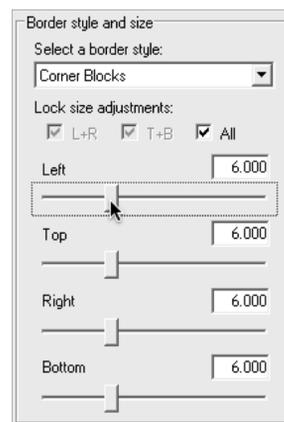
- 1) In a size box, double-click over an existing number, type a size, then click the slider rectangle. All locked borders will change to the new size.
- 2) Position your cursor over the slider line to the left or right of the slider rectangle and click on the line. The size of all locked borders will change in increments.



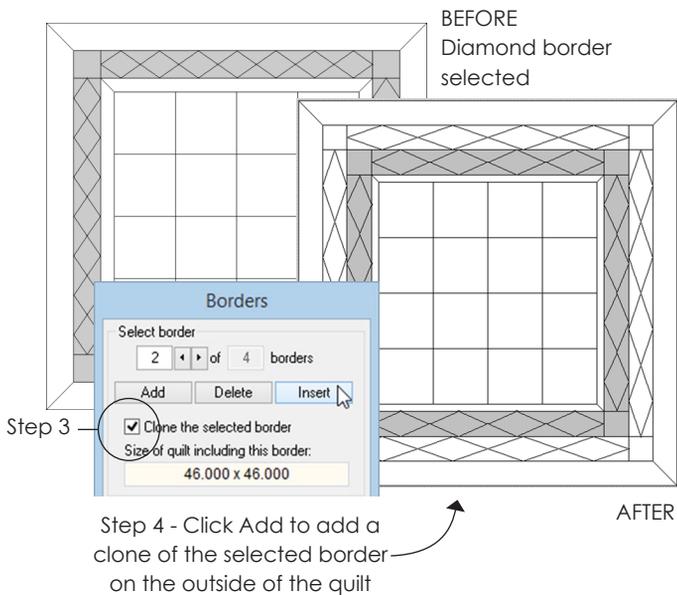
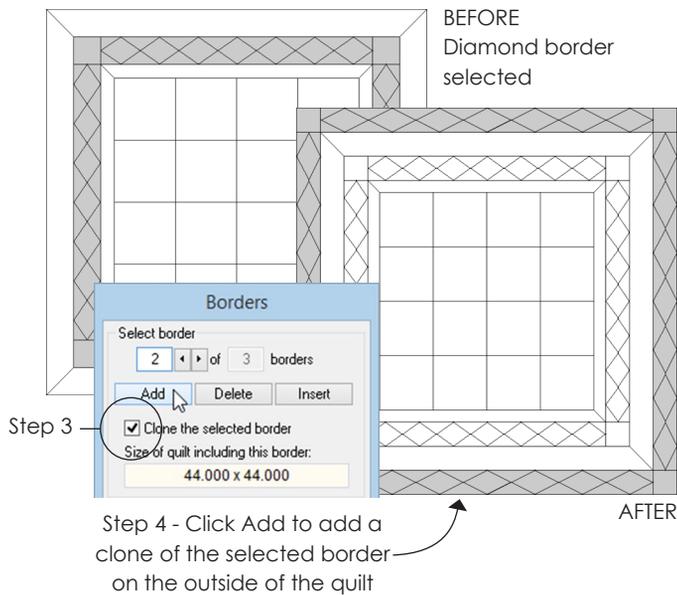
Step 3
Click L+R to lock the left and right borders



Step 3
Click T+B to lock the top and bottom borders



Step 3
Click All to lock all the borders



Cloning a Border

Begin with a quilt layout with at least one border that you want to clone on your screen. If you have not done this already, see pages 56 and 104.

- 1 Click the **Borders** tab. The Borders box will appear.
- 2 **Click in the quilt on the border you wish to clone.** The border turns gray, showing it is selected.
- 3 If there is not a check next to the **Clone the selected border** checkbox, click to put a check there. (Find it beneath the Add, Delete, and Insert buttons).
- 4 To put a copy of the selected border around the *outside of the quilt*, click the **Add** button. Or, to insert a border *in front of* the selected border, click the **Insert** button. A blank border with the same settings as the cloned border is added to or inserted in your quilt.

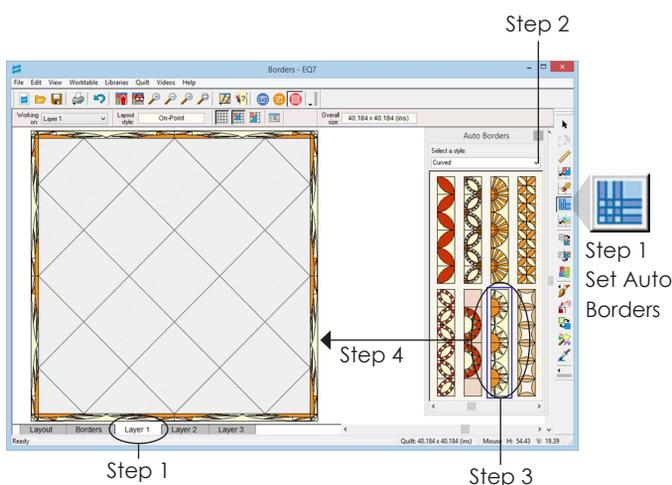
Notes

- If you clone a border, you will need to recolor or add blocks to it. EQ considers the cloned border a “new” border.
- If you want to keep your current border style, but change the layout style of the inside of your quilt, see page 108.

Using the Set Auto Borders Tool

Start on the Quilt worktable with a quilt that has at least one border on it to change. See page 104.

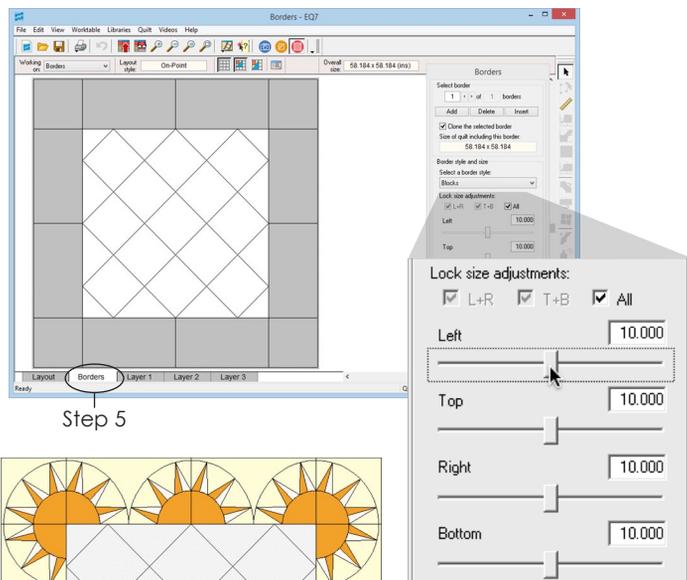
- 1 Be on the **Layer 1** tab. Click the **Set Auto Borders** tool. (If you do not have the Set Auto Borders tool on your toolbar, see page 244.)
- 2 Under **Select a style**, click the down arrow to display choices. **Click to select the style of your choice.**
- 3 Drag the horizontal scrollbar (beneath the borders) to see them all. **Click to select a border.**
- 4 **Click the border on your quilt.** The border will fill with the auto border you selected.



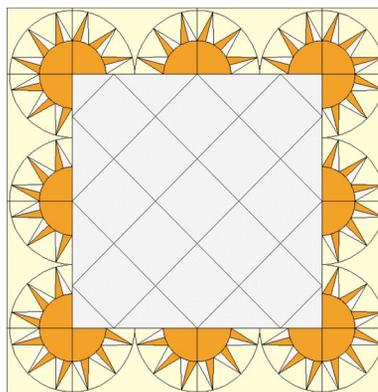
- 5 Click the **Borders** tab.
- 6 (Optional) Drag the Left, Top, Right, or Bottom scrollbars to make the border wider or narrower.
- 7 (Optional) Under **Blocks in border**, use the left and right arrows to change the number of blocks in the border.
- 8 Click the **Layer 1** tab to continue designing.

Notes

- Auto Border blocks work just like other blocks. If you don't like them in the quilt, click a different block (or Auto Border style) on top of them.
- On the Borders tab, do not change *Border style* or your automatic border will disappear from the quilt. You can only change *Width* or *Blocks in border*.
- If you like using EQ7's other border styles filled only with fabrics, try using the Single Block Patterns styles instead. These set as one long block and print in one pattern instead of many separate ones.
- Use Tile Squares as your border style before clicking in an auto border to make them the perfect size.



Step 5



Step 8

Click the Layer 1 tab to see the adjusted border

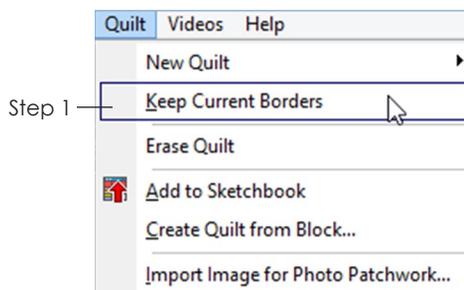
Step 6
Adjust the size of the border (optional)

6 Keeping Borders when Changing Layouts

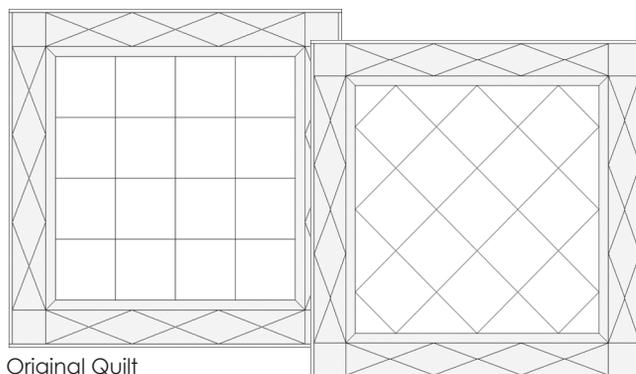
If you have a quilt with a series of borders you like, you can reuse these borders on another quilt. When you switch to a new layout, you won't lose your current border settings, but the blocks, fabrics, or colors will erase from the border.

Start on the Quilt worktable and have the quilt with the borders you like in front of you, see page 104.

- 1 Click **QUILT > Keep Current Borders** to put a check next to it. (The menu will close, so you will not see the check until the next time you use the **QUILT** menu.)
- 2 Now click **QUILT > New Quilt > and choose a new layout style**. You will see the new quilt layout style, with the same border style as your previous layout.
- 3 Set blocks (see pages 72 or 83) and color the quilt and borders (see pages 114-118) as you like.



Step 1

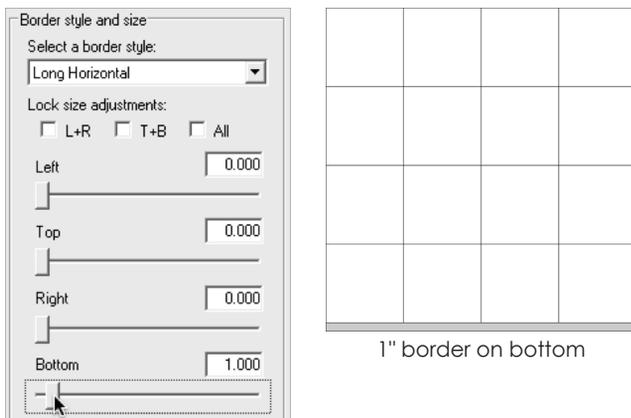
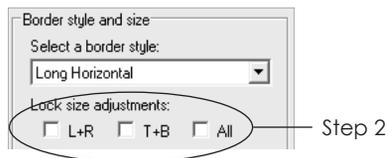
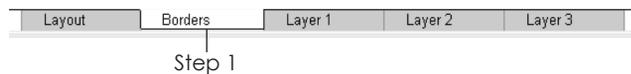


Original Quilt

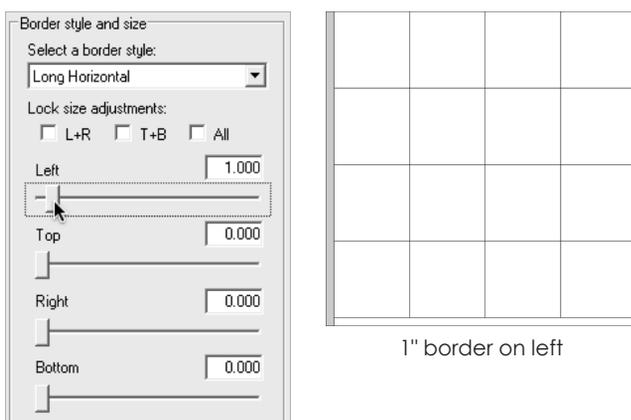
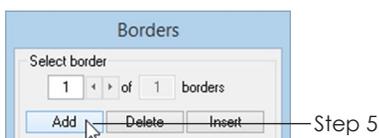
New layout, same borders

Notes

- The *Keep Current Borders* option will stay turned on (have a check next to it) until you click it again to turn it off.
- *Keep Current Borders* only works during the same session of EQ7. If you close the program or switch projects, EQ7 will forget which border you used last.



Step 4



Step 6

Making Each Side a Different Style

To make one border that appears to have different styles on each side, you actually make four separate borders eliminating 3 sides on each. This is easier than it sounds.

To work on borders, you must be on the Quilt worktable and have the quilt you want to add borders to on the screen, see page 56.

- 1 Click the **Borders** tab. The Borders box will appear.
- 2 Look at the boxes under **Lock size adjustments**. Click to remove any checks so that all boxes are *unchecked*. Now each border side can be sized independently.
- 3 If your quilt started with a 1.000" Long Horizontal border, use this border. Otherwise, click **Add**.

Bottom Border

- 4 Click, hold and drag the Left, Top, and Right slider bars (*everything but the Bottom*) one at a time all the way to the left, so that size is **0.000**. This eliminates all but the bottom side.

Left Border

- 5 Click the **Add** button. This adds a small Long Horizontal border all around your quilt.
- 6 Click, hold and drag the Top, Right and Bottom slider bars (*everything but the Left*) one at a time all the way to the left, so that size is **0.000**. This eliminates all but the Left side from your second border.

Top Border

- 7 Click the **Add** button.
- 8 Click, hold and drag the Left, Right and Bottom slider bars (*everything but the Top*) one at a time all the way to the left, so that size is **0.000**. This eliminates all but the Top side from your third border. Your Bottom and Left borders will still appear, since they are part of your first and second borders.

Right Border

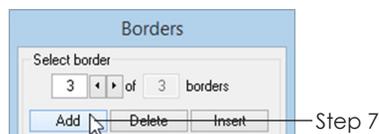
- 9 Click the **Add** button.
- 10 Click, hold and drag the Left, Top and Bottom slider bars (*everything but the Right*) one at a time all the way to the left, so that size is **0.000**. This eliminates all but the Right side from your fourth border. Your Top, Bottom and Left borders will still appear, since they are part of your first, second and third borders.

Modify Sizes, Styles and Number of Blocks

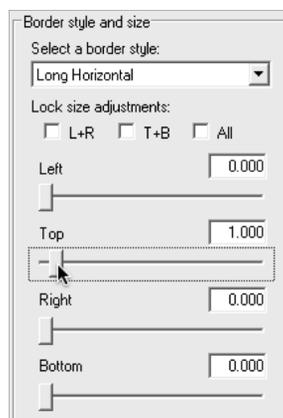
- 11 Click directly on a border in the quilt to select it.
- 12 Under **Select a border style**, click the down arrow to display border style choices and click on a name to select it. If your selected style has blocks, click the **Blocks in border** arrows to choose the number of blocks.
- 13 Three sides will be set to 0.000. *If you need to change the size of the selected border, modify the side that is NOT set to 0.000.*
- 14 Repeat steps 11-13 for the remaining sides.

Notes

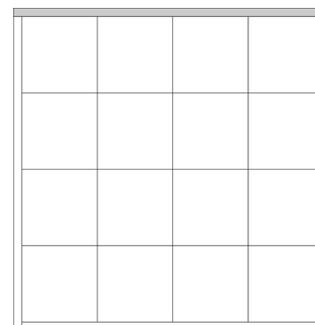
- Use a similar method to make a quilt with a "pillow covering" top border which is different than the sides and bottom borders. Or, simply eliminate the top border.
- Depending on the order you add the borders you can get Log Cabin-like or Court House Steps-like borders.
- The exceptions to the border styles that can be chosen in step 12 are all the borders starting with Tile (Tile Squares, Tile On Point, Tile On Point Corners). These must always have 4 sides.



Step 7



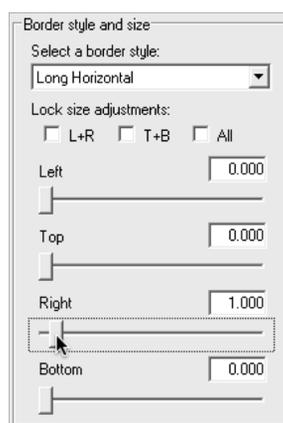
Step 8



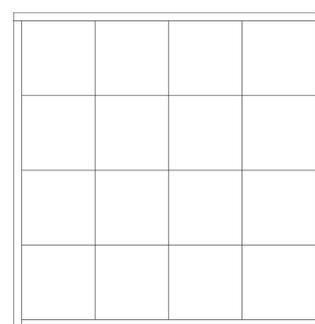
1" border on top



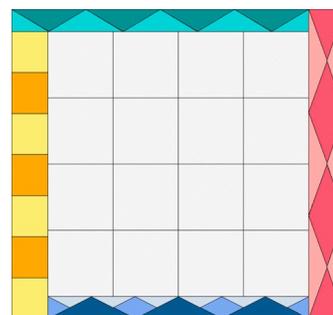
Step 9



Step 10



1" border on right

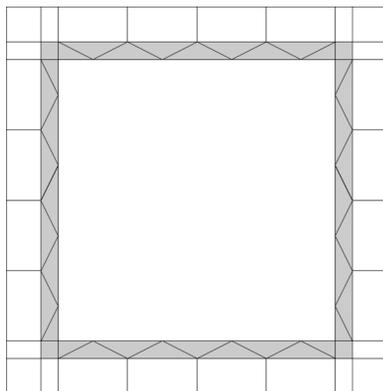
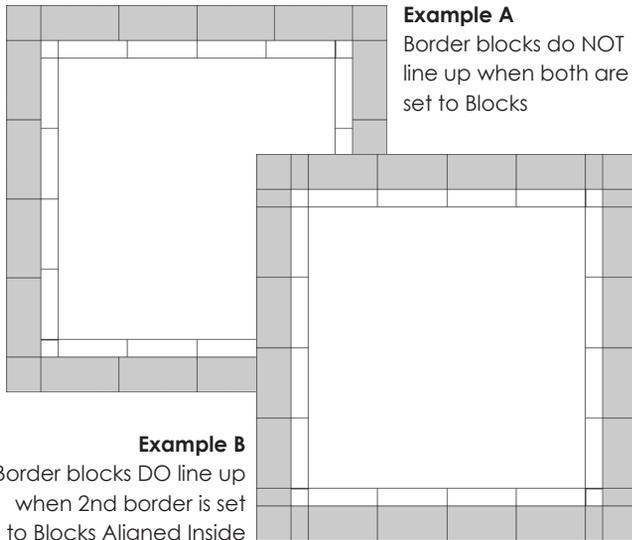


Example quilt with each border side a different style and size.

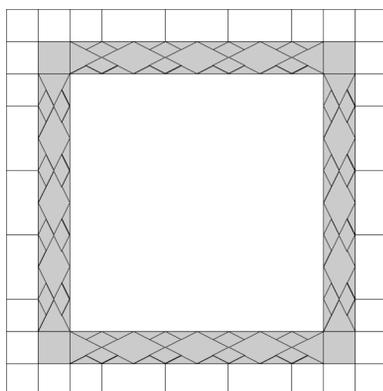
Border Settings:
 Left: Blocks, 5.000"
 Top: Points In, 3.000"
 Right: Half Drop Diamonds, 5.000"
 Bottom: Big & Little Points In, 3.000"



Select the “Aligned” borders style that works best with the other border in your quilt.



Example C
Points In border (gray) and a Blocks Aligned Inside border



Example D
Half Drop Big & Little Diamonds border (gray) and a Half Drop Blocks Aligned border

Understanding “Aligned” Borders

EQ7 has two border styles found at the bottom of the border style list. These styles need a bit more explaining than the others.

When you want two adjacent borders to have rectangular blocks lined up exactly with one another, try setting the inner border as you like and using an Aligned style on the outer border. **Set the number of blocks in the border (Horizontal and Vertical) to be the same for both borders.**

Blocks Aligned Inside

The two example quilts on the right have a Blocks style border with 4 blocks (gray). **Example A** has an outer Blocks border with 4 blocks. Notice the blocks in the outer border do not line up with the blocks of the inner border. **Example B** has 4 blocks, but the outer border is set to Blocks Aligned Inside. Notice in the Blocks Aligned Inside style you actually get two “extra” blocks that line up with the corner blocks of the inner border.

This works with other border styles as well. **Example C** shows a quilt with a Points In border. The blocks in the adjacent Blocks Aligned Inside border line up with the triangles of the inner border.

Try these border styles with Blocks Aligned Inside:
Corner Blocks, Blocks, Half Drop Diamonds, Half Drop Double Diamonds, Big & Little Diamonds, Half Drop Big & Little Diamonds, Points In, Big & Little Points Out, Big & Little Points In, and Tile Squares.

Half Drop Blocks Aligned

The Half Drop Blocks Aligned style works the same way. It is simply a “half-drop” style of the Blocks Aligned Inside border style. See **Example D**.

Try these border styles with Half Drop Blocks Aligned:
Corner Blocks, Half Drop Blocks, Diamonds, Double Diamonds, Big & Little Diamonds, Half Drop Big & Little Diamonds, Points Out, Big & Little Points Out, and Tile On Point Corners.

Chapter 7

Coloring

EQ7 lets you color on the Block or Quilt worktable, using any of six different coloring tools. You'll have hundreds of solid colors and thousands of fabrics to choose from. You can also import your own fabric scans and create new color palettes. Several tools help you fine-tune your design by fussy-cutting or rotating fabric, or adding outlines of colored thread around patches. One feature even makes dramatic color changes with each click of the mouse. All of the ways you can use colors and fabrics on your blocks and quilts are described in this chapter.

Coloring and Recoloring.....	114
Coloring with the Paintbrush.....	115
Coloring with the Spraycan.....	117
Coloring with the Swap Tool.....	118
Understanding Block Colorings.....	119
Finding Items with the Eyedropper.....	120
Using the Set Thread Tool.....	122
Fussy Cutting Fabric.....	123
Rotating Fabrics.....	123
Sorting Fabrics or Colors.....	126
Adding New Solid Colors.....	128
Adding Shades & Tints or Tones.....	129
Adding Grades.....	130
Changing the Default Palette.....	131
Using the Random Recolor Tool.....	132
Modifying Color with the Random Recolor Tool.....	133
Mapping to the Sketchbook with the Random Recolor Tool.....	135

Coloring and Recoloring

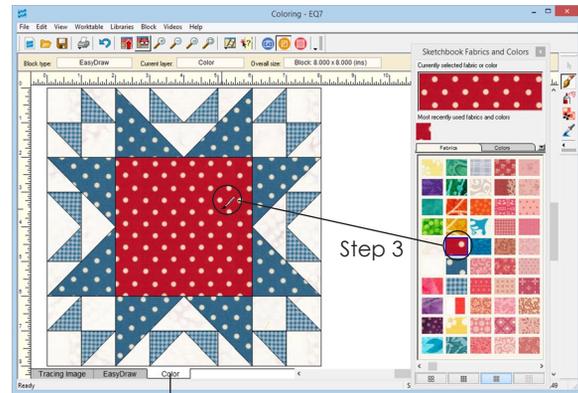
Once you have drawn a block, or set a block in a quilt layout, you can color it with fabrics or solid colors. If you don't have a quilt set with blocks yet, see page 72.

A Block on the Block worktable

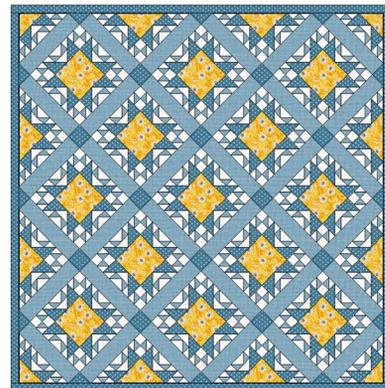
- 1 Click the **Color** tab. The **Paintbrush** tool is now automatically selected, and the Fabrics and Colors palette appears. (If you find lines or patches missing from your drawing, this indicates drawing errors. See the Notes on page 115.)
- 2 Click the **Fabrics** tab in the palette to see the fabric prints or the **Colors** tab to see the solid colors. Use the scrollbar along the bottom to see all the swatches.
- 3 **Click a fabric or color to select it, then click a patch in your block** to color it with the selected fabric or color. (If your whole block colors or you cannot color a patch, see Notes on page 115.)
- 4 To recolor, click a different fabric or color in the palette and click the patch again. The patch will be newly colored.



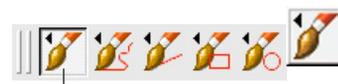
Original block coloring



Step 1

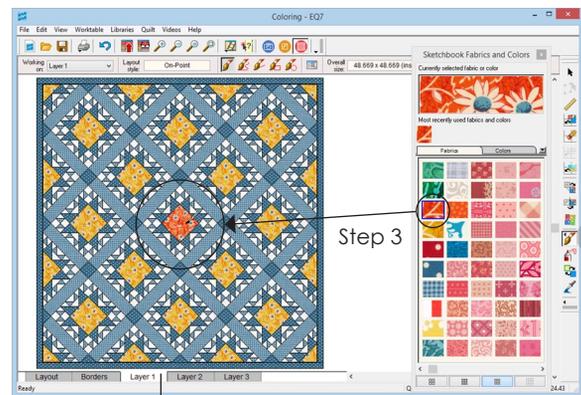


Original quilt coloring



One Dot Brush

Click and hold on the tool to see the flyout menu



Step 1

A Quilt on the Quilt worktable

- 1 Click the **Paintbrush** tool.
- The steps below use the Paintbrush tool's *One Dot Brush* (one of five Paintbrush styles on the Quilt worktable), which is automatically selected for you unless you have previously chosen another Paintbrush style.

To see all the styles, click the Paintbrush tool and hold down the mouse button until the flyout menu appears, displaying the five brush styles. Click to select the *One Dot Brush*, then continue with the steps below.

- 2 Click the **Fabrics** tab within the palette to see the fabric prints or the **Colors** tab to see the solid colors. Use the scrollbar along the bottom to see all the swatches.
- 3 **Click a fabric or color in the palette to select it, then click a patch in your quilt, block, or border** to color it.

7

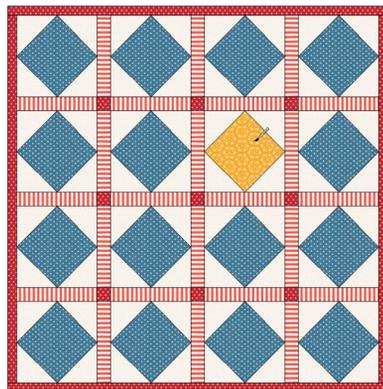
- To recolor, click a different fabric or color in the palette and click the patch in the quilt again. The patch will be newly colored.

Notes

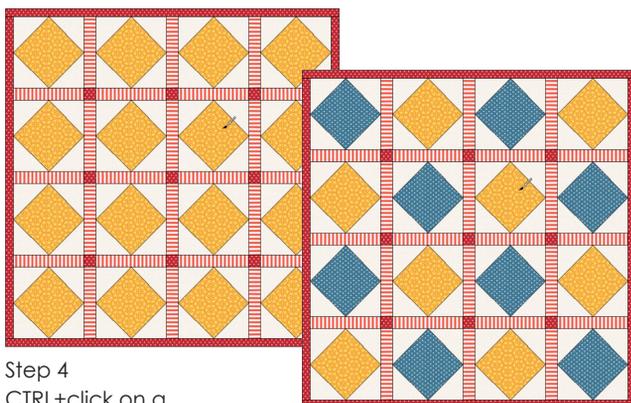
- Your *Most recently used fabrics and colors* will appear on the Fabrics and Colors palette. You can click any most recently used fabric at the top to use it again.
- Coloring errors are caused by drawing errors. Each drawing style has its own requirements which, if not met, can cause drawing errors. See pages 138, 140, and 150.
 - EasyDraw tab (of EasyDraw™ blocks or EasyDraw + PatchDraw blocks) – If you lose lines, or the whole block colors at once, you have a line that is not connected properly in the drawing. Click the EasyDraw tab, use the Zoom In tool and check that your lines are connected to each other and to the block outline.
 - Pieced tab (of PatchDraw blocks) – If you are unable to color all of the background, then you may have misdrawn patches or not filled the background completely. Use the Pick tool and your keyboard DELETE key to delete bad patches and redraw them and any missing patches with the PolyLine or PolyArc tools, see pages 156-157.
 - Appliqué tab (of any type except EasyDraw™ blocks) – If you can't color a patch and it only shows as lines on the Color tab, then your patch is not closed. Use the Zoom In and Shape tools to check that the nodes of that patch are connected and rejoin them. If you can't see a patch, it's possible it is hiding behind a larger patch that is directly on top of it. Send the larger patch to the back to change the layering order, see page 170.
- Color your quilt quickly using the other color tools, see pages 115-119.



Step 1
Paintbrush



Step 4
Click on a patch



Step 4
CTRL+click on a
patch

Step 4
ALT+click on a
patch

Coloring with the Paintbrush

The Paintbrush works patch by patch in the quilt. There are five brush styles on the Quilt worktable.

Coloring with the Default Paintbrush Style

The button for this Paintbrush has no extra lines, shapes or squiggles in the tool image. It is just a plain Paintbrush. This is the only Paintbrush style that works with CTRL and ALT.

One Dot Brush

- Click the **Paintbrush** tool.
- Click a fabric or color in the palette.
- (Optional) Hold down the **CTRL key** to color one patch in matching blocks. Or, hold down the **ALT key** to color one patch in alternate matching blocks.
- Click on a patch in the quilt.

Note

In EQ7 you can now drag and drop the fabrics (not colors) where you want them to go, but you may have more success just clicking as in the directions above. If you do decide to drag and drop fabrics, try aiming the top-left corner of the fabric inside the top-left corner of the patch you wish to color.

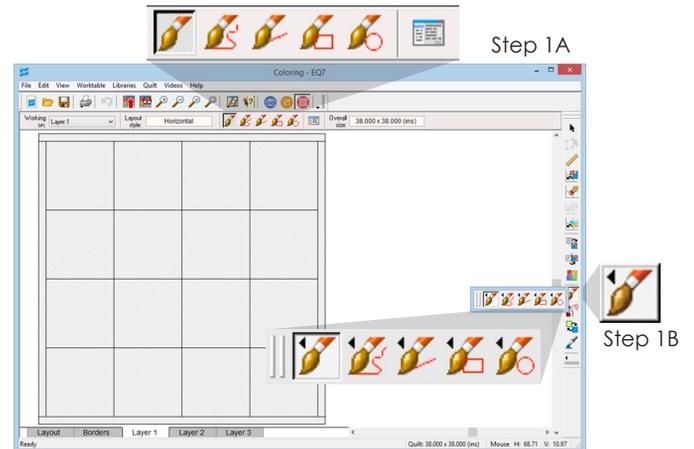
Coloring with the Other Paintbrush Styles

The four remaining styles are good for coloring quickly, especially on One Patch quilts.

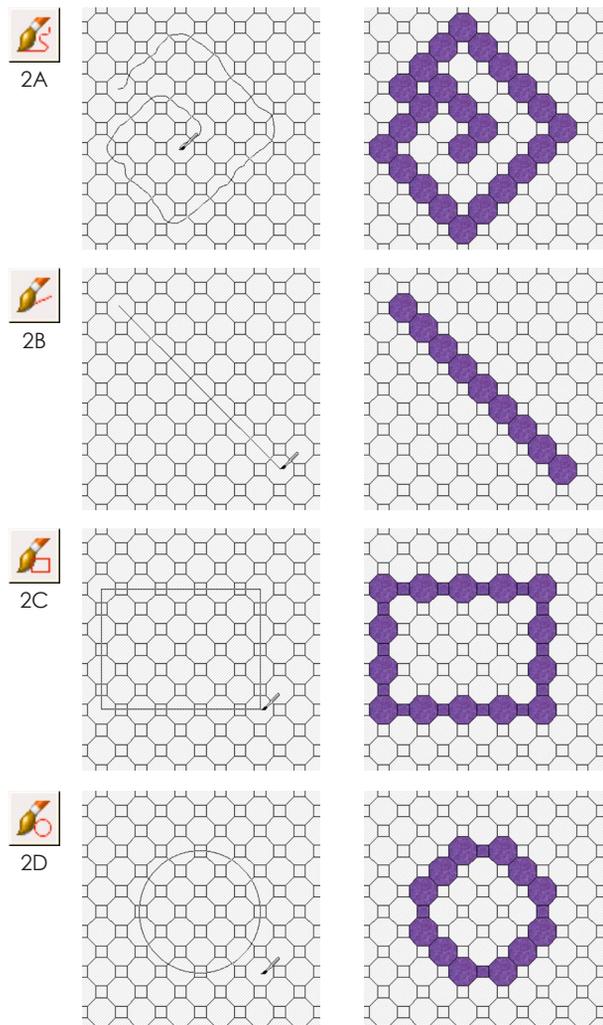
- 1 Click the **Paintbrush** tool. To switch styles, you can either:
 - A. Click and hold down the Paintbrush until a flyout menu appears. Click on the brush style of your choice on the flyout.
 - B. Click the Paintbrush tool. In the Graph Pad, click one of the five options.
- 2 Click on one of the Paintbrush styles:
 - A. **Freehand Brush**
Paints a freehand line of color
 - B. **Line Brush**
Paints a straight line of color
 - C. **Rectangle Brush**
Paints a rectangular outline of color
 - D. **Oval Brush**
Paints an oval outline of color
- 3 Click a fabric or color in the palette.
- 4 Position your cursor over the quilt. Click and hold as you drag the brush across the quilt. A line or shape draws, indicating the brush path. Release the mouse to see all patches touched by this path change to the selected fabric or color.

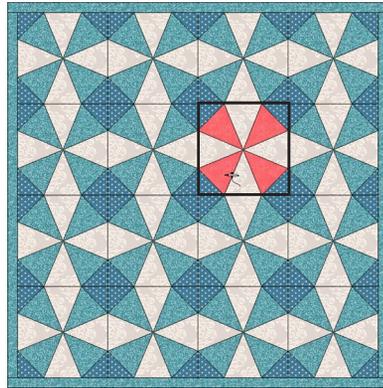
Note

Anything touching the brush path will be colored. Use the default One Dot Brush to recolor patches you did not intend to color. You will need to use one of the options in step 1 to switch back to the One Dot Brush.

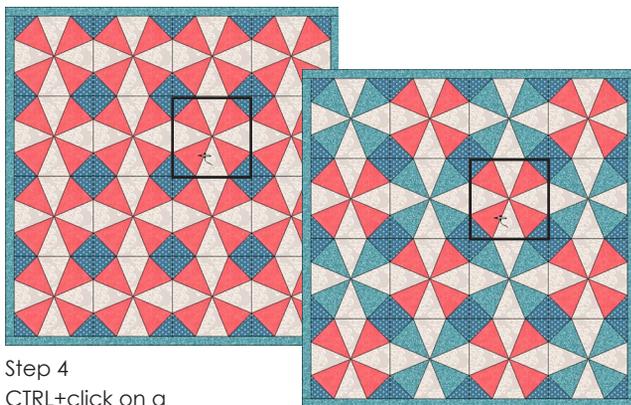


There are two ways to switch the paintbrush style





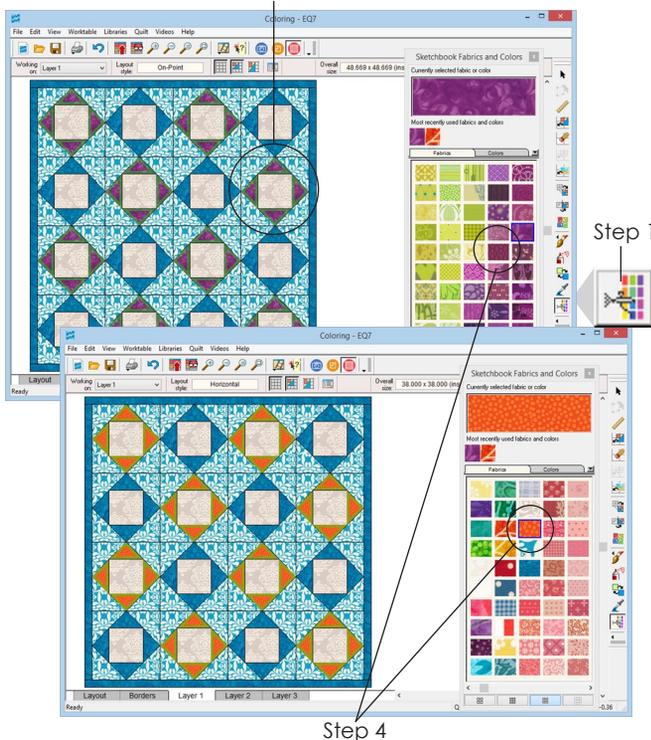
Step 4
Click on a patch



Step 4
CTRL+click on a
patch

ALT+click on a patch

Steps 2-3
ALT+click



Coloring with the Spraycan

Coloring with the Default Spraycan

The Spraycan “sprays” all similarly colored patches in the block with the fabric or color you select. Choose your fabric first, then click to change the patch.

- 1 Click the **Spraycan** tool.
- 2 Click a fabric or color in the palette.
- 3 (Optional) Hold down the **CTRL key** to color all similarly colored patches on that layer. Or, hold down the **ALT key** to color all similarly colored patches in alternate blocks on that layer.
- 4 Click on a patch in the quilt.

Note

In EQ7 you can now drag and drop the fabrics (not colors) where you want them to go, but you may have more success just clicking as in the directions above.

Coloring with the EQ4 Spray Tool

With the EQ4 Spray tool, choose the patches first, then click fabrics in the palette to audition them.

- 1 Click the **EQ4 Spray** tool. (You will need to add it to your toolbar, see page 244.)
- 2 (Optional) Hold down the **CTRL key** to select all similarly colored patches on that layer. Or, hold down the **ALT key** to select all similarly colored patches in alternate blocks on that layer.
- 3 Click on a patch in the quilt.
- 4 Click a fabric or color in the palette to change those patches. Click other fabrics to audition them. Stop when you find one you like.
- 5 To deselect the fabrics, click a different tool on the toolbar or click in the white space outside of the quilt's borders.

Note

Dragging and dropping the fabrics does not work with the EQ4 Spray tool, because the moment you touch the fabric in the palette the fabrics on the quilt update anyway.

Coloring with the Swap Tool

Coloring with the Default Swap All Colors Tool

The Swap All Colors tool works color by color across the entire quilt and on every layer. It will change all patches of a given fabric or color in the quilt to the new selected fabric or color, regardless of which layer you are on. With this Swap tool, you choose your fabric first, then click to replace the color.

- 1 Click the **Swap All Colors** tool.
- 2 Click a fabric or color in the palette.
- 3 Click on a patch in the quilt.

Note

In EQ7 you can now drag and drop the fabrics (not colors) where you want them to go, but you may have more success just clicking as in the directions above. If you do decide to drag and drop fabrics, try aiming the top-left corner of the fabric inside the top-left corner of the patch you wish to color.

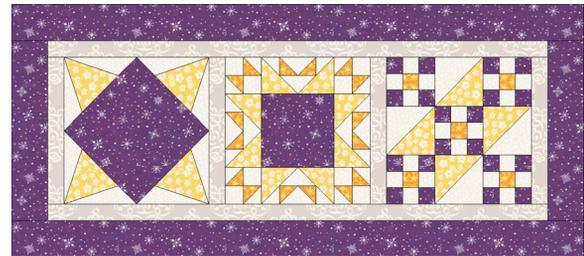
Coloring with the EQ4 Swap Tool

With the EQ4 Swap tool, first choose the patches in the quilt to change, then click fabrics in the palette to audition them while the patches remain selected.

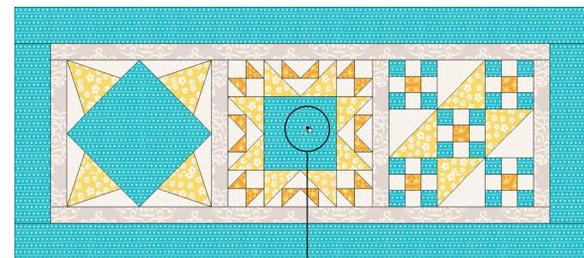
- 1 Click the **EQ4 Swap** tool. (You will need to add it to your toolbar, see page 244.)
- 2 Click on a patch in the quilt. All patches with that color (on that layer only) will select.
- 3 Click a fabric or color in the palette to change those patches. Click other fabrics to audition them. Stop when you've found a fabric or color you like.



Step 1
Swap



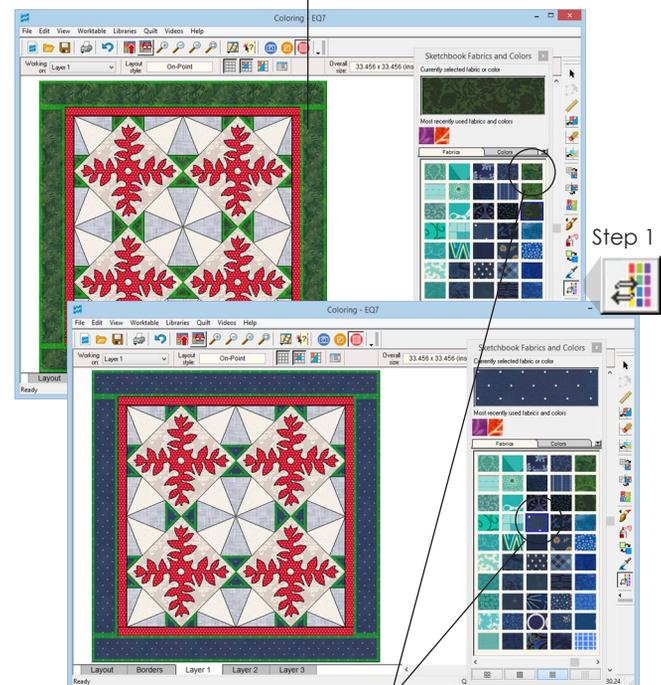
Original coloring



Step 3

All similarly-colored patches across the entire quilt, including borders, have been swapped

Step 2



Step 1

Step 3

- To deselect the fabrics, click a different tool on the toolbar or click in the white space outside of the quilt's borders.

Note

Dragging and dropping the fabrics does not work with the EQ4 Swap tool, because the moment you touch the fabric in the palette the fabrics on the quilt update anyway.

Understanding Block Colorings

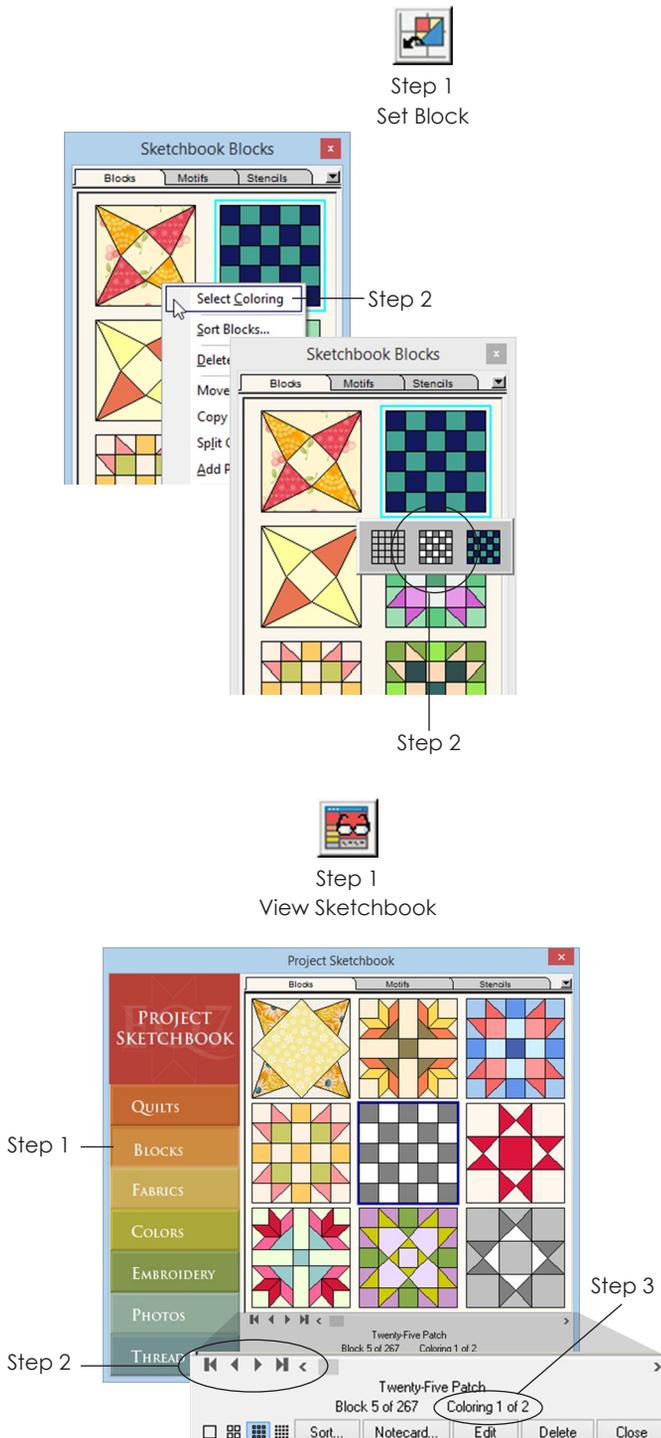
When you recolor and add a quilt to the Sketchbook, each block coloring is stacked up to 10 times to save space in the palette. You see only the selected coloring.

See Stacked Colorings with Select Coloring

- On the Quilt worktable, click the **Set Block** tool, then click a block in the Blocks palette.
- Right-click the block and choose **Select Coloring**. You'll see a strip showing all the colorings. Click one to display it in the palette.

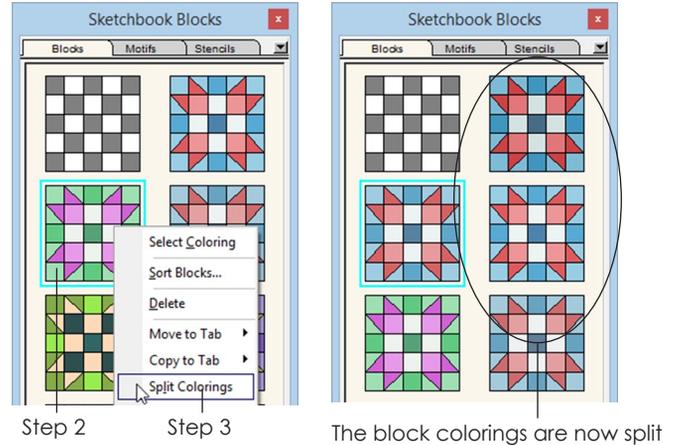
See Stacked Colorings with the Coloring Arrows

- Click **View Sketchbook**, then click the **Blocks** section. Click a block to select it. Or, on the Quilt worktable, click the **Set Block** tool and select a block.
- Use the coloring arrows, found at the bottom of the Blocks palette and the Sketchbook, to page back and forth among the colorings:
 - **First arrow** – moves to the front (line drawing)
 - **Second arrow** – moves back one
 - **Third arrow** – moves forward one
 - **Last arrow** – moves to the last coloring
- Below the blocks in the Sketchbook, the number of colorings and which one you're viewing are displayed. For example, 2 of 5.



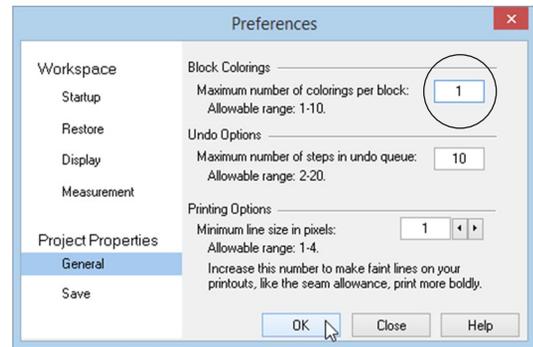
To Split Stacked Colorings

- 1 Right-click a block in the palette or Sketchbook and choose **Select Coloring**.
- 2 Click the coloring where you want to start the split.
- 3 Right-click the block again and click **Split Colorings**.



If You Do Not Want Colorings Stacked

If you prefer to have a new block form each time you color and recolor a block, click **FILE > Preferences > General (under Project Properties)**. Change **Maximum number of colorings per block to 1** and click **OK**.



Change the number of colorings to 1 so the block colorings do not stack

Finding Items with the Eyedropper

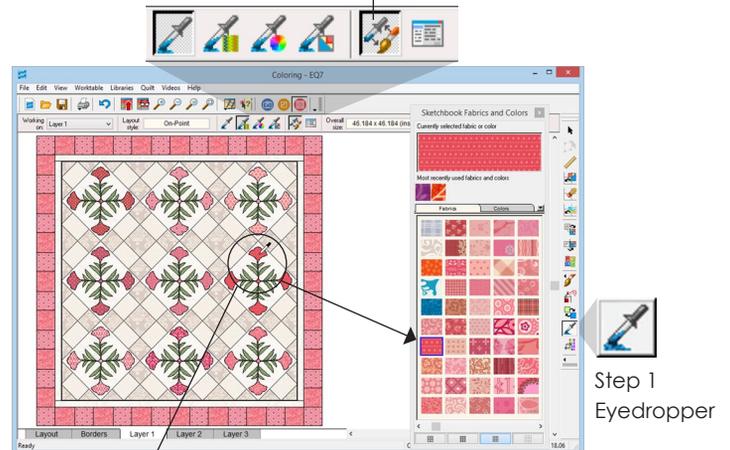
The Eyedropper tool has many new features in EQ7.

Using the Default Eyedropper Tool

Find a fabric or color already used in the quilt.

- 1 Click the **Eyedropper** tool.
- 2 Click on a patch in the quilt. The palette will jump to the fabric or color of the patch you clicked on.
- 3 If *Toggle automatic tool snapping* is pressed in on the Graph Pad, then you'll jump to the last coloring tool used so you can start coloring.

Step 3
Toggle automatic tool snapping



Step 2
Click a patch in the quilt

Step 1
Eyedropper

7

Using the Find a Matching Fabric or Color Eyedropper

Use these tools on colored blocks or photos.

- 1 Click the **Eyedropper** tool.
- 2 On the Graph Pad, click the *Find a matching fabric* tool to find a fabric or click the *Find a matching color* tool to find a solid color.
- 3 Click on a patch or part of a photo in the quilt.

The *Find a matching fabric* tool will find a fabric if you click on a fabric. If you click on a photo or solid color it will find a fabric from the Sketchbook with a close average color.

The *Find a matching color* tool will find a solid color if you click on a solid color and will find a close average color if you click on a fabric. For a photo, it will find the closest color to where you click in the photo.

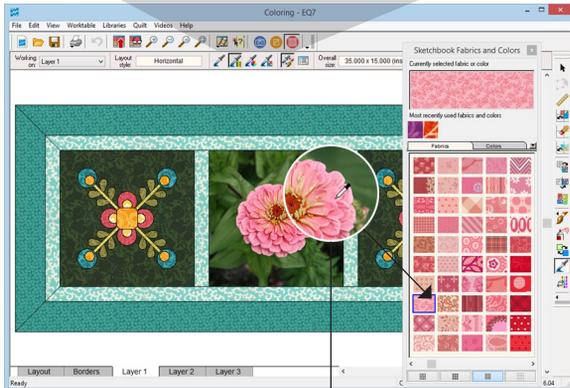
- 4 If *Toggle automatic tool snapping* is pressed in on the Graph Pad, then you will automatically jump to the last coloring tool used so you can begin coloring again.

Using the Find a Block Eyedropper

Use this tool to find a block and its coloring in the Sketchbook Blocks palette that is already used in the quilt, see page 74.

Step 2
Find a Matching color

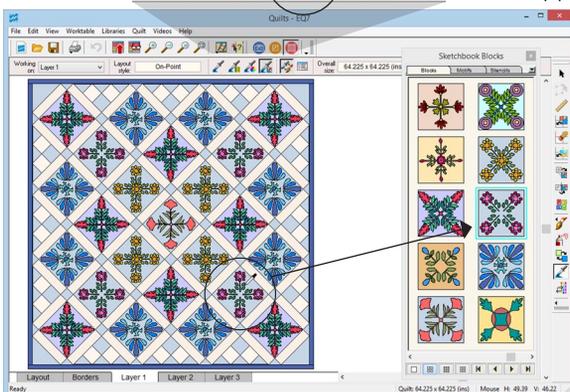
Step 3
Toggle automatic tool snapping



Step 1
Eyedropper

Step 2
Click on a photo or solid color in the quilt

Find a block



Eyedropper

7

Using the Set Thread Tool

The Thread tools are used to change the thread color on quilting stencils and embroideries, and to color block and patch edges around blocks and motifs.

To use the Thread tools, you must have the Set Thread tool on your toolbar (see page 244) and thread in your Sketchbook (see page 36).

- 1 Click the Layer tab on which the design is set. (Blocks are on **Layer 1** of any quilt. Motifs and text are on **Layer 2**. Stencils and embroidery are on **Layer 3**.)
- 2 **Click and hold down the mouse button on the Set Thread tool** until the flyout menu appears displaying the three Thread styles:
 - **Brush Thread** – changes thread color one section at a time. Use CTRL+click to change color in all identical designs.
 - **Spray Thread** – changes thread color in one block, motif, or stencil.
 - **Swap Thread** – changes thread color over the entire quilt.
- 3 **Click the thread tool you want to use.**
- 4 **Click to select a thread color in the palette.**
- 5 (Optional) Under Outline Thread Properties, check the boxes to change color, style, and/or weight. You must have at least one checked.
 - **Color** – check this and click a color below to change the thread color
 - **Style** – check this and select a style to change the line style from solid to dashed
 - **Weight** – check this and select a thickness to change the line weight (thread width)
- 6 **Click any patch** in your block or motif, or on any thread line in your stencil or embroidery.

Note

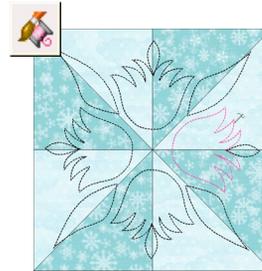
The Brush Thread and Spray Thread are available on the Block Worktable too. Thread color changes will be saved with the block when you click the Add to Sketchbook button.



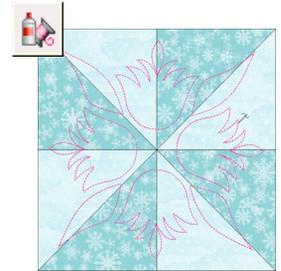
Step 1
Click and hold on the tool to see the flyout menu

Note:

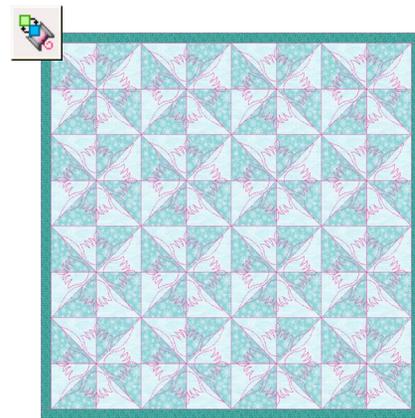
You can also select the Set Thread tool styles in the Graph Pad.



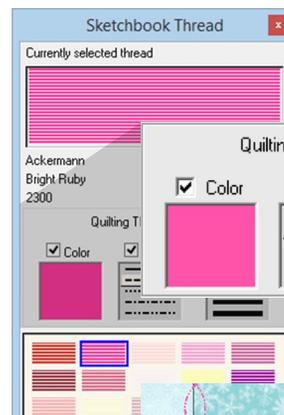
Brush Thread



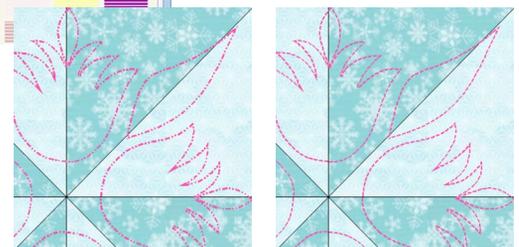
Spray Thread



Swap Thread



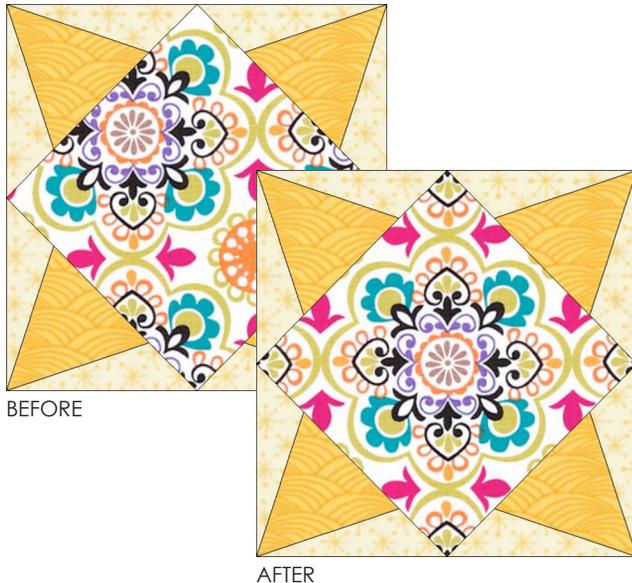
Step 5



Close up of stitch styles



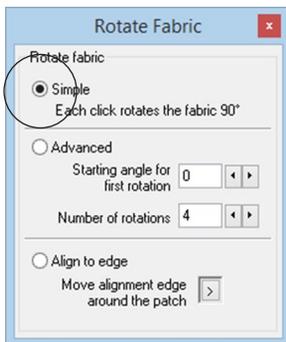
Step 1
Fussy Cut



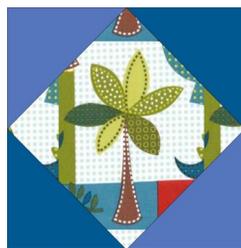
AFTER



Step 2
Rotate Fabric



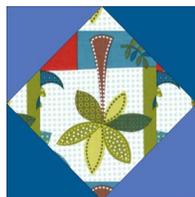
Step 3



Original fabric*



1 click - 90
degrees



2 clicks - 180
degrees



3 clicks - 270
degrees

*4 clicks will return the fabric rotation to the original

Fussy Cutting Fabric

Focal fabrics, striped fabrics, and other fabrics with a large pattern in their image give you lots of options for choosing which part of the fabric you want to see in the patch. The Fussy Cut tool lets you slide fabrics around in a patch to center or align patterns in the fabric image however you like.

- 1 Click the **Fussy Cut** tool. (You may need to add this tool to your toolbar, see page 244.)
- 2 Click and hold on the fabric in a patch and drag it around to choose what part of the fabric you see. Release the mouse when you're done fussy cutting.
- 3 The fabric is still selected. If you need to nudge the fabric in a certain direction, press one of your keyboard arrow keys.
- 4 Fussy cut another fabric or deselect the fabric by either clicking on the white space outside your quilt's borders or by clicking on a different tool.

Note

You will use Fussy Cut the most often after you are done Rotating Fabrics (see page 123).

Rotating Fabrics

The Rotate Fabric tool lets you rotate fabric in several different ways on the quilt. (Don't confuse it with the Rotate tool, which rotates blocks in the quilt.) To use the Rotate Fabric tool you must have fabric in a quilt on the Quilt worktable. If you do not have this, see pages 56 and 114-115.

- 1 Click the layer tab where the fabric is that needs rotating.
- 2 Click the **Rotate Fabric** tool. If the Rotate Fabric tool is not on your toolbar, see page 244.
- 3 **Click on the circle next to Simple, Advanced or Align to edge**, to select your rotating style. (See Rotating Styles below.)
- 4 **Click any fabric in the quilt or block** to rotate it according to the style you selected.

Simple Rotating Style

A simple quarter turn rotation

Click the fabric to rotate it 90 degrees clockwise with each click. Four clicks will return the fabric to the original orientation.

- CTRL+click = rotates in all blocks
- ALT+click = rotates in alternate blocks

Advanced Rotating Style

A custom rotation

Choose the starting angle of rotation (0 – 359); this impacts the first click only. Choose the number of rotations (1-16) you want within 360 degrees for future clicks. You can either enter any number (1-16) or divide 360 degrees by the degree you want the fabric to rotate by and enter that number.

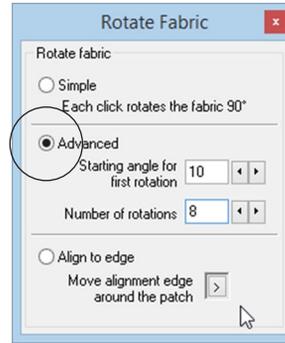
Example 1:

Starting angle: 10 degrees
 Number of rotations: 8 (360 degrees ÷ 45 = 8)
 click 1: 55 degrees (10 + 45)
 click 2: 100 degrees (10 + 45 + 45)
 click 3: 145 degrees (10 + 45 + 45 + 45)
 And so on. It will take 8 clicks to rotate 370 degrees (360 degrees + the initial 10 degrees).

Example 2:

Starting angle: 0
 Number of rotations: 6 (360 degrees ÷ 60 = 60)
 click 1: 60 degrees
 click 2: 120 degrees (60 + 60)
 click 3: 180 degrees (60 + 60 + 60)
 And so on. It will take 6 clicks to rotate 360 degrees.

- CTRL+click = rotates in all blocks
- ALT+click = rotates in alternate blocks



Advanced Example 1



Original fabric



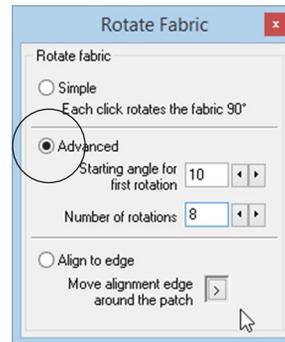
1 click
55 degrees



2 clicks
100 degrees



3 clicks
145 degrees



Advanced Example 2



Original fabric



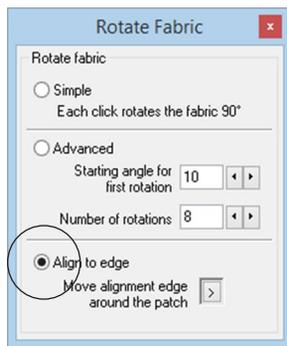
1 click
60 degrees



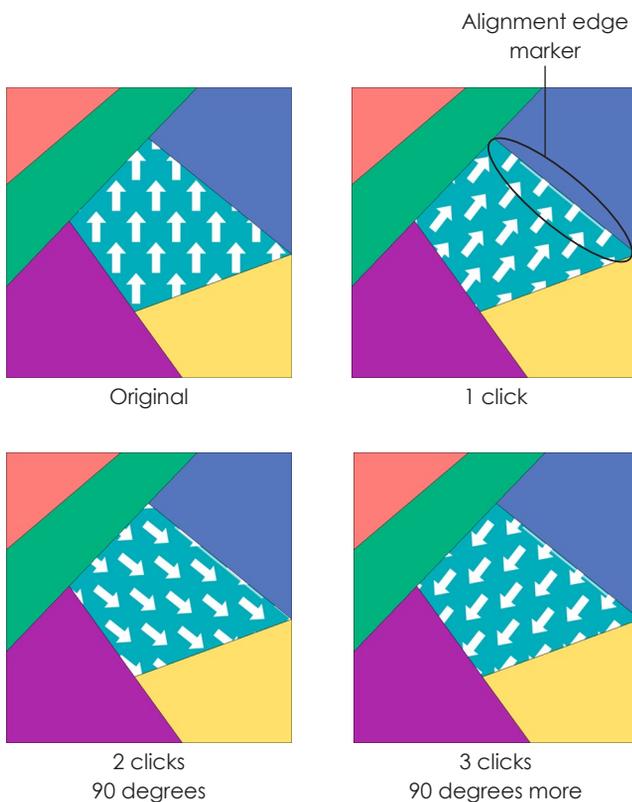
2 clicks
120 degrees



3 clicks
180 degrees



Align to Edge



Align to Edge Rotating Style

Aligns the design of fabric to the patch edge

Click a patch to see a line appear along the patch's long edge. The fabric will rotate to align along that edge. Click in the center of the patch to rotate the fabric 90 degrees each time with respect to the alignment edge. You can change the alignment edge in the patch, if you:

- Click on the **Move alignment edge** arrow in the palette, OR
- **SHIFT+click** in the patch.

This option works on one patch only, not multiple patches in the quilt. Therefore, CTRL and ALT do not affect other patches.

Example:

To rotate the fabric 90 degrees from the alignment edge, you can just click.

click 1: finds the long edge and rotates the fabric along that edge

click 2: rotates the fabric 90 degrees more

click 3: rotates 90 degrees more

And so on.

Notes

- The Rotate Fabric tool does not work on One Patch quilts.
- Tip: Set Advanced to 6 for hexagons and 8 for octagons.
- You will usually leave the starting angle set to 0 for Advanced, unless you need to correct a crooked scanned fabric, or want to start out at an angle.

Sorting Fabrics or Colors

Sorting fabrics or colors arranges them in the order you want, letting you put your favorites up front in the palette.

Sorting Fabrics or Colors Manually

- 1 Be on the Quilt worktable, **Layer 1** tab OR be on the Block worktable, on the **COLOR** tab.
- 2 Click the **Paintbrush** tool.
- 3 Inside the Fabrics and Colors palette, click the **Fabrics** tab to sort the fabrics or the **Colors** tab to sort the colors.
- 4 *Fabrics* – Right-click over the swatches, then click **Sort Fabrics**.

Colors – Right-click over the swatches, point to **Sort Colors**, then click **Manual**.

- 5 **Click the swatches in the order you want them sorted.** The first swatch clicked will appear first in your palette. When you click on a swatch, it will “disappear” from the Sort box so you won’t select the same one twice. Use the display buttons to see more or fewer swatches at a time.

- 6 Continue clicking swatches in the order you want them to appear. Click the **Start over** button if you make a mistake.
- 7 Click the **Close** button if you are finished or if you want EQ7 to place the remaining swatches in their current order after the ones you have already sorted.

Note
You can drag and drop fabrics (not colors) in the palette now in EQ7. To sort using this new method, click and hold on a fabric and drag it so the top-left corner of the dragged fabric is just inside the top-left corner of the fabric you want it to go *in front of*.



Step 2
Paintbrush



Step 5
Click on the fabrics in the order in which you want them to appear

Display buttons Step 6 Step 7



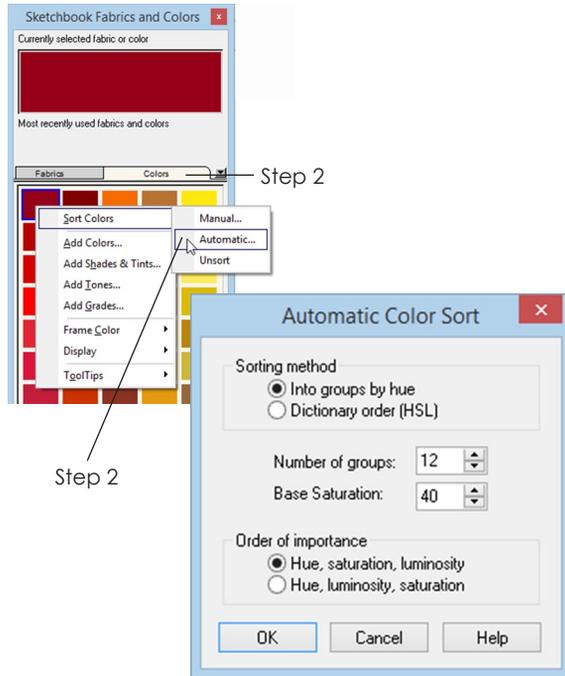
Step 5 Click on the colors in the order in which you want them to appear

Display buttons Step 6 Step 7

7

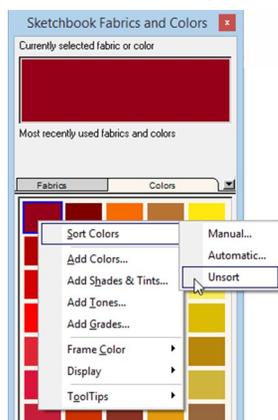


Step 2
Paintbrush



Step 2

Steps 3-4



To unsort, right-click in the palette, point to sort colors and then click Unsort

Sorting Colors Automatically

- 1 Be on the Quilt worktable, **Layer 1** tab OR be on the Block worktable, on the **Color** tab.
- 2 Click the **Paintbrush** tool, then click the **Colors** tab within the palette. Right-click over the swatches, point to **Sort Colors**, then click **Automatic**. The Automatic Sort Colors box appears.
- 3 Choose from the following options:
 - **Into groups by hue** – Hue is another word for what we think of as color. In common use, hue is identified by color names like red, orange, yellow, etc.
 - **Number of groups** – Choose from 6 to 20 groups for dividing the current colors. (Available in: *Into groups by hue*)
 - **Base Saturation** – Determines how much gray is added. The allowable values are from 40 to 160. (Available in: *Into groups by hue*)
 - **Dictionary order** – Sets the tooltip to display HSL values. The H (hue) values for each color swatch will start with the smallest and increase. In other words, the first color swatch will have a low number for H like 8, and the last color swatch will have a high number for H like 240.
 - **Hue, saturation, luminosity** – Saturation is the strength or purity of the color. High saturation is pure and vivid, whereas low saturation is grayer, muted and subdued.
 - **Hue, luminosity, saturation** – Luminosity is the lightness or amount of white in the color. The palest shade of a given color or hue will have a luminescence value of 240.
- 4 Make your choices in step 3 and click **OK**.

Unsorting Fabrics or Colors

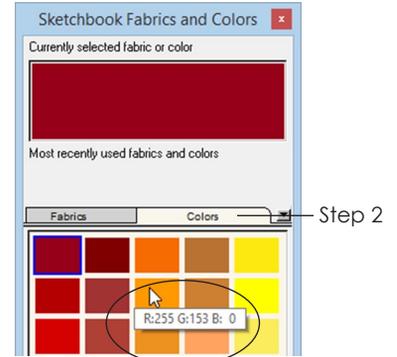
To *unsort fabrics*, follow steps 1-7 on the previous page to click them back in their original order.

To *unsort colors*, right-click on the swatches, point to **Sort Colors**, then click **Unsort**.

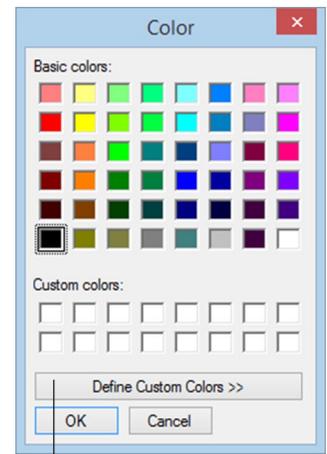
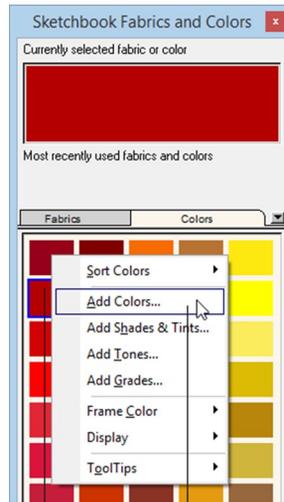
Adding New Solid Colors

If you can't find the solid colors you need for your block, you can create your own.

- 1 From **Layer 1** of the Quilt worktable or the **Color** tab of the Block worktable, click the **Paintbrush** tool.
- 2 Inside the palette, click the **Colors** tab.
- 3 Place the cursor over a color swatch (don't click). You will see an RGB number appear. The number is different for every swatch and represents the amount of red (R), green (G), and blue (B) in that color. The palette can range from black (R:0 G:0 B:0) to white (R:255 G: 255 B: 255). Every combination (over 2,700,000 total) does not exist in the Sketchbook/palette, but can be made.
- 4 **Click any color swatch to select it.**
- 5 Right-click on the swatch and click **Add Colors**. A standard Color box appears with 48 basic colors.
- 6 Click **Define Custom Colors**.
- 7 If the box expands past the edge of your screen, move it to the left. To do this, click and hold on the title bar at the top of the box, then drag the box to the left until it fits on your screen.
- 8 **Under Custom colors, click the top-left white square.** (You must select the boxes in order from left to right before you modify the color or it will not work as expected. Start in the top-left square, fill the top row, then start in the bottom-left square and fill the second row.)
- 9 At the far right is a thin, vertical bar with a black triangle. Drag the triangle up or down to the middle of the bar.
- 10 In the large colorful square, **click near the color you want to make.** Below you will see the Color/Solid box show the color you selected. Click elsewhere in the large colorful square and watch the Color/Solid box update as you slide it around.
- 11 On the vertical bar at the right, **drag the arrow up or down to make the selected color lighter or darker.**

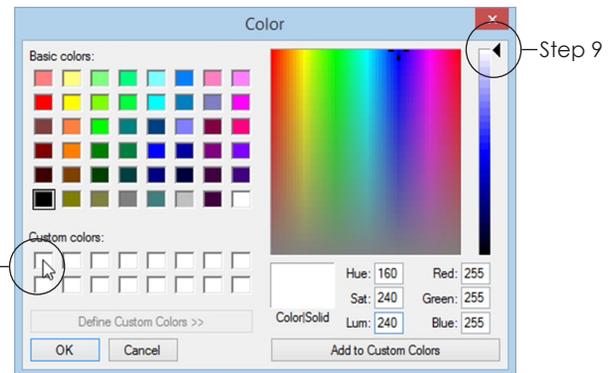


Step 3
See the RGB tooltip



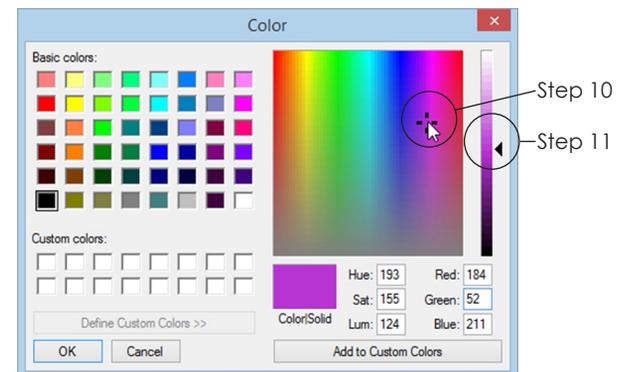
Step 4

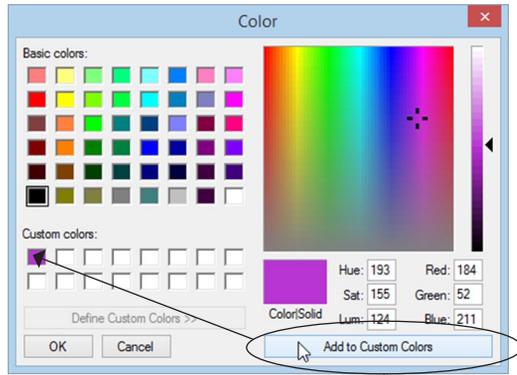
Step 5



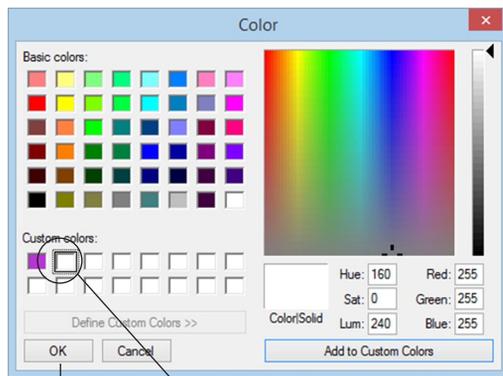
Step 8

Step 9





Step 12

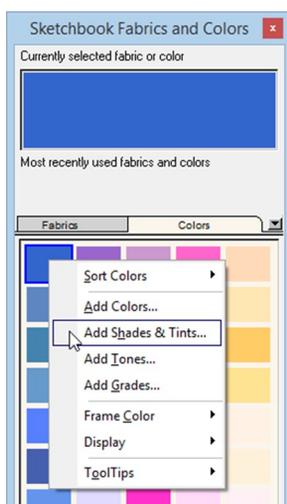


Step 13

To add another new color, click the next white box

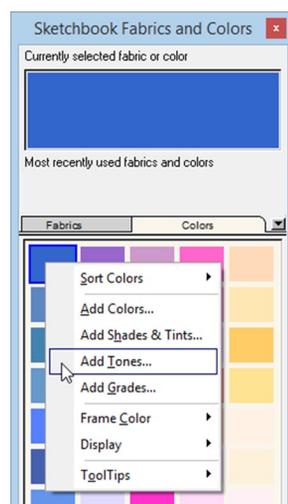


Step 1
Paintbrush



Step 2
Add Shades & Tints

- OR -



Step 2
Add Tones

12 When you see a color in the Color/Solid box that you like, click the **Add to Custom Colors** button at the bottom.

13 If you are finished adding colors, click **OK**.

If you would like to add another color, start at step 8 again and select the white box to the right of the last square you filled. Once you fill the top row, start in the bottom-left square and fill the second row. You can add 16 colors at a time.

Notes

- If you are having trouble using this, don't skip steps 8 and 13 when you click the white squares in order.
- You can manually type in any RGB (0-255) or HSL (0-240) number at step 9. Do steps 1-8, then double-click the number for Red or Hue so it turns shaded and type the new number. Press the TAB key and type the next number, then press the TAB key and type the last number. Click Add to Custom Colors if you like the new color, then go to step 13.

Adding Shades & Tints or Tones

You can add shades (dark values) and tints (light values) of a selected color to your EQ7 color palette.

Tones are pure colors to which gray has been added. This determines how saturated (pure) a color is. The more gray, the less saturated it is (like earthtones). You can also add a range of tones to your EQ7 colors.

1 From **Layer 1** of the Quilt worktable or the **Color** tab of the Block worktable, click the **Paintbrush** tool.

2 Inside the Fabrics and Colors palette, click the **Colors** tab and then click the color you want to modify. Right-click and select **Add Shades & Tints** (if you want it lighter or darker) OR **Add Tones** (if you want to make it more gray). You'll see a range of values.

7

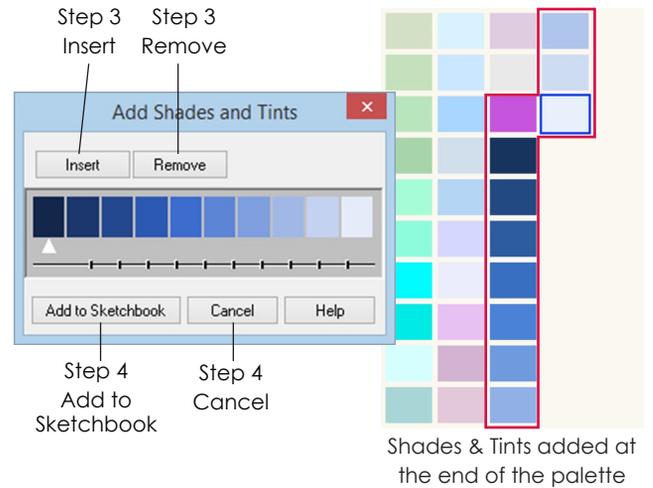
- 3 (Optional) You can add or remove swatches from the range and make 4-16 colors.

To insert a new color, click the swatch you want to insert in front of and click the **Insert** button.

To remove a color, click the swatch and click the **Remove** button.

- 4 Click the **Add to Sketchbook** button to add this range to your EQ7 color palette. Your added colors will be at the end of the current palette.

Click **Cancel** to close the window without adding shades & tints or tones.



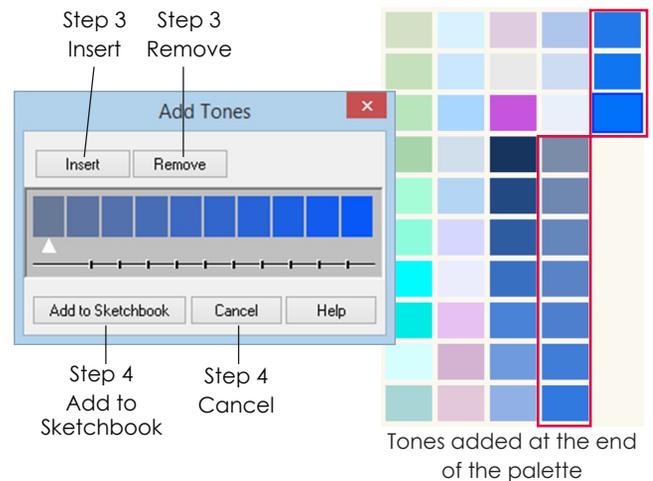
Notes

- If you don't want your new colors at the end of the palette you can sort your color swatches, see pages 126-127.
- You can also make Shades and Tints by using Add Grades. Mix the selected color with white or black, see page 130.
- You can also make Tones by using Add Grades. Mix the selected color with any gray, see page 130.

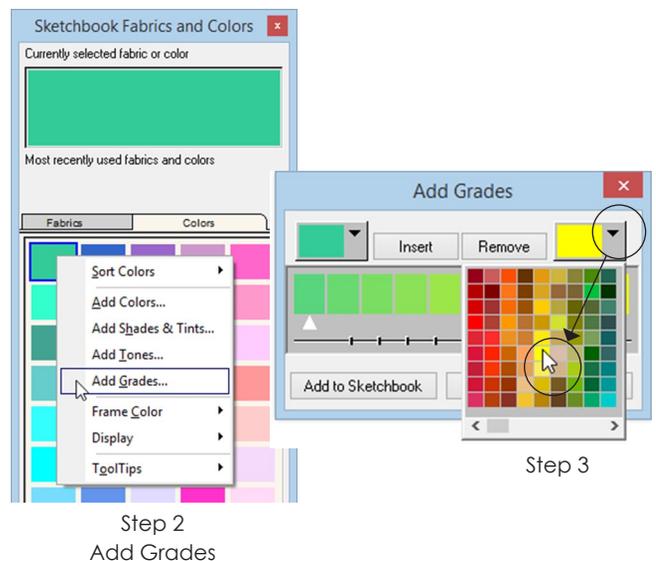
Adding Grades

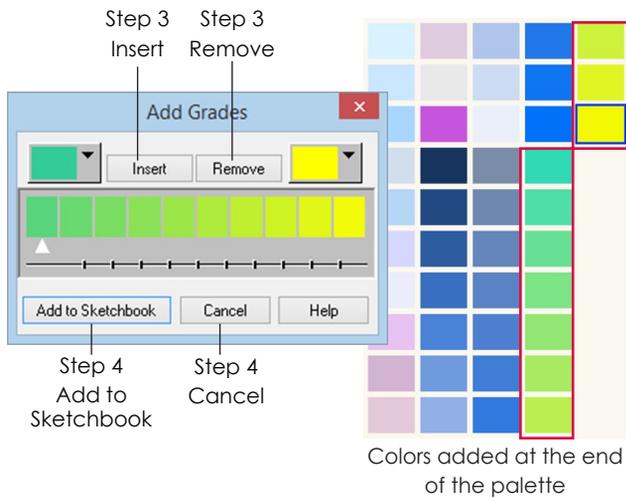
Adding Grades lets you mix one color with another.

- 1 From **Layer 1** of the Quilt worktable or the **Color** tab of the Block worktable, click the **Paintbrush** tool.
- 2 Inside the Fabrics and Colors palette, click the **Colors** tab, then click the color you want to mix. Right-click and choose **Add Grades**. You will see a box appear with two colors at the top. The color on the left will be the color you selected.
- 3 If you want to change the color on the right, first move the whole Add Grades box to the left. To do this, click and hold on the title bar at the top of the box and drag the box to the middle of your screen. Now, click the down arrow beside the color you want to change, then click another color from the picker. (To see all the colors, drag the bottom scrollbar.) The color on the right and the graded colors below will change.



Step 1
Paintbrush





4 (Optional) When you're mixing colors you can add or remove swatches from the range. You can have 4-16 colors.

To insert a new color, click the swatch you want to insert in front of and click the **Insert** button.

To remove a color, click the swatch and click the **Remove** button.

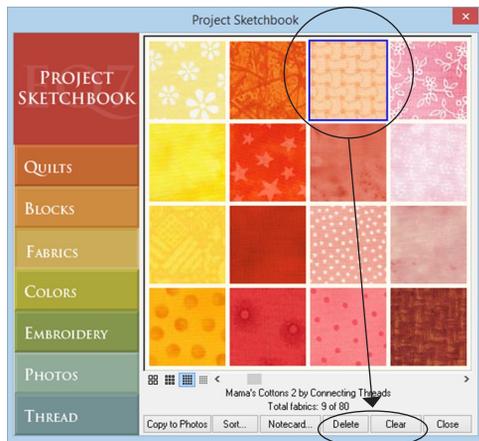
5 Click the **Add to Sketchbook** button to add this range of colors to your EQ7 color palette. Your added colors will be at the end of the current palette.

Click **Cancel** to close without adding grades.

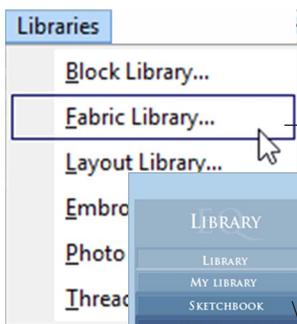
Notes

- If you don't want your new colors at the end of the palette you can sort your color swatches, see pages 126-127.
- Add tints by mixing with white. Add tones by mixing with any gray. Add shades by mixing with black.

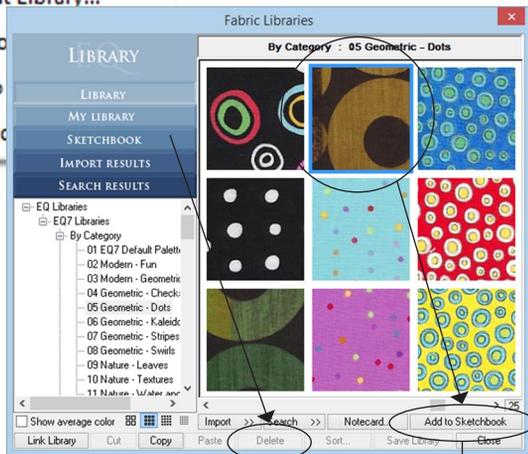
Step 1
View
Sketchbook



Step 1
Delete the fabrics
you don't want



Step 3



Step 5

Step 4

Changing the Default Palette

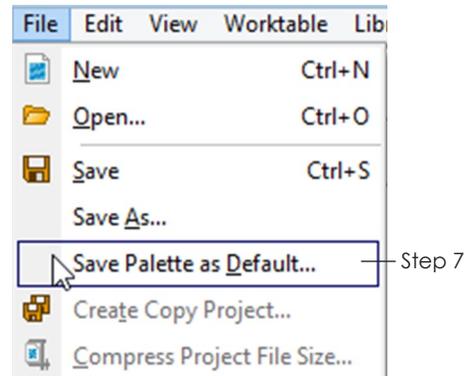
The fabrics, colors, and threads you start with in every EQ7 project are in the *default project*. You can choose different *defaults* that will then appear each time you open EQ7 and start a new project.

- 1 Click **View Sketchbook**, then click the Fabrics, Colors, or Threads section. Click an item and click **Delete**. Click **Yes** to delete it.
- 2 Click **Close** when you have deleted all the items you do not want in your new projects.
- 3 Click **LIBRARIES > Fabric** or **Thread Library**. For colors, see pages 128-131.
- 4 Click to select any fabrics or threads, then click **Add to Sketchbook**. Add as many as you'd like from any section or category.
- 5 Click the **Sketchbook** section to check and approve your choices. If you want to add more items, click the Library section, and repeat step 4. If you want to remove items, select the item and click **Delete**.

7

- 6 Click **Close** when you're finished.
- 7 When you are ready to make your new default palette, click **FILE > Save Palette as Default**. Click **OK**. Your new palette will now appear each time you start a new project.

Or, click **Cancel** to do nothing, and return to the worktable. The original EQ7 default palette will not change when you start a new project.



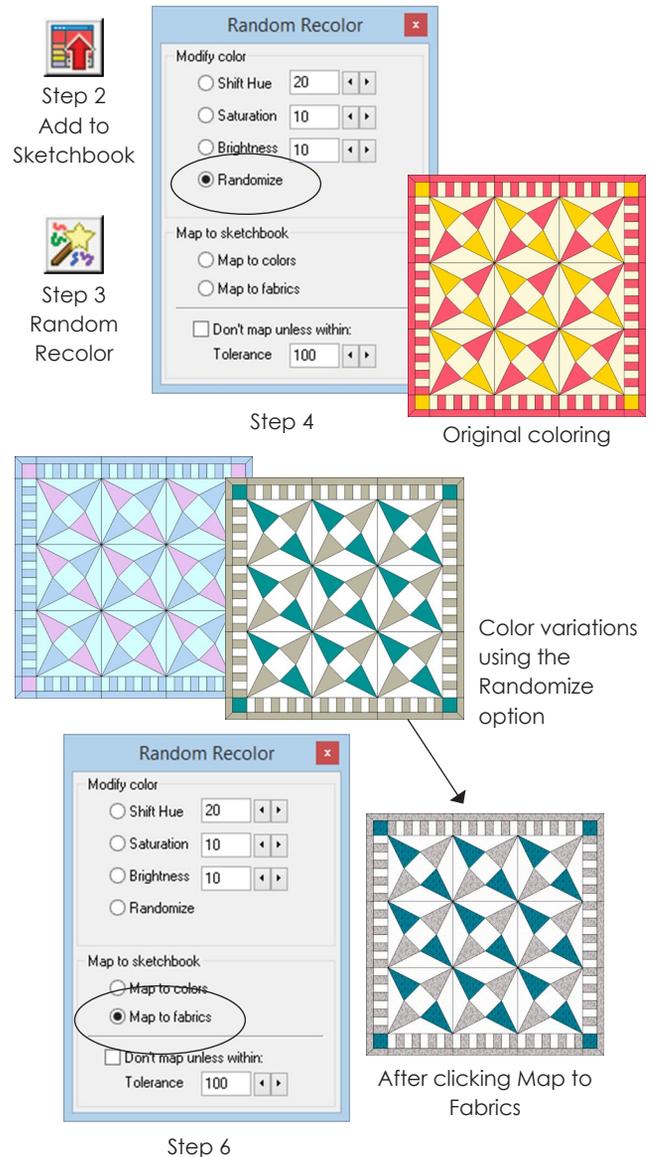
Note

Once you've changed the palette, you can revert back to the original "default palette" by clicking FILE > Preferences > Restore (under Workspace), then click to put a check next to *Include original fabrics, colors and thread*. Click the Restore Default Settings button, then OK. Your palette will revert to the original EQ7 palette (and toolbars and dialog boxes will revert to their original settings and positions).

Using the Random Recolor Tool

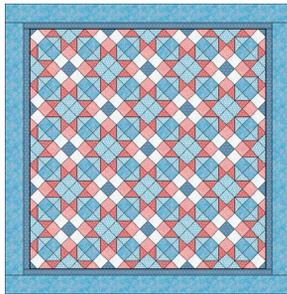
Testing out new colorations of the same quilt has never been this fun. With the Random Recolor tool you can switch your entire quilt back and forth from colors to fabrics, and even shift the colors randomly, by hue, saturation, or brightness.

- 1 You must be on the Quilt worktable with a colored quilt on the screen. The quilt can be colored with solid colors or fabrics.
- 2 Click **Add to Sketchbook** to keep your current quilt in case you don't like the recolored version.
- 3 Click the **Random Recolor** tool. If the Random Recolor tool is not on your toolbar, see page 244.
- 4 Choose your option from the choices described on the following pages.
- 5 **Click directly on your quilt as many times as you like.**
- 6 The new colors will not be your Sketchbook colors. They are mathematical variations of the originals.
 - Click **Map to Colors** to change the quilt's colors to the closest colors in the Sketchbook.
 - Click **Map to Fabrics** to change the quilt's colors to the closest fabrics in the Sketchbook.

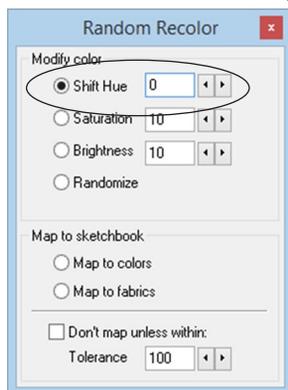




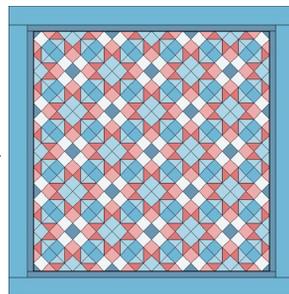
Step 7
Add to
Sketchbook



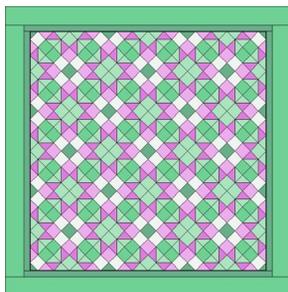
Original quilt



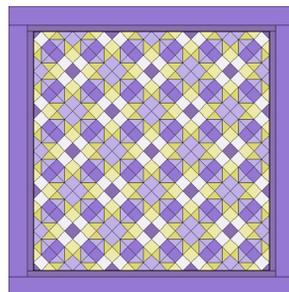
Shift Hue set to 0



Fabrics change to solid colors



Shift Hue set to -40



Shift Hue set to 40

7 Click **Add to Sketchbook** whenever you find a version you want to keep.

Note

The Random Recolor tool does exactly what it says – it randomly recolors the quilt. You may find after a few clicks you would like to try a different option instead of the one you chose. To go back to your original quilt (which you added to the Sketchbook in step 2), click the View Sketchbook button > click the Quilts section > find and click the quilt > click the Edit button.

Modifying Color with the Random Recolor Tool

Before you begin, see page 132. In EQ7, *Modify color* sends the current colors through a calculation and returns different colors. If your quilt is colored with fabrics they will be replaced by the average color of that fabric. Remember to Map to Colors or Fabrics after any modifications.

Shift Hue (-40 to +40)

Colors are identified by their hue. Hue is what makes something red, or green, or blue. If you think of a color wheel (or putting a rainbow in a circle), this is how Shift Hue works in EQ7. You can click a long time because you're going in a circle. The higher the number, the more dramatic the change will be.

Set Hue to 0 and click on your quilt.

The only change you will notice is that fabrics will be replaced by solid colors.

Set Hue to a negative number and click on your quilt.

Watch your colors go around the color wheel one way with each click.

Set Hue to a positive number and click on your quilt.

Watch your colors go around the color wheel the opposite way with each click.

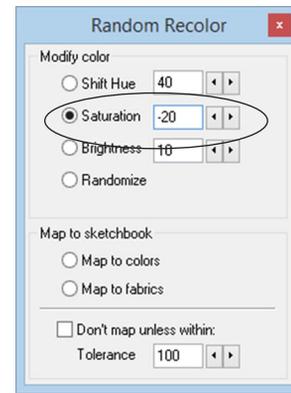
Saturation (-20 to +20)

Saturation is the purity of color. High saturation is very rich in color, low saturation looks washed out. Saturation is changed by adding or subtracting gray. While hue change is circular, saturation is not. This means saturation will stop, because eventually the quilt cannot get any grayer or purer. The higher the number, the more dramatic the change will be.

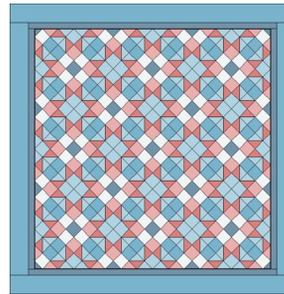
Set Saturation to 0 and click on your quilt. You will notice the fabrics will be replaced by solid colors and may be slightly toned down.

Set Saturation to a negative number, click on the quilt. Your quilt will become grayer with each click.

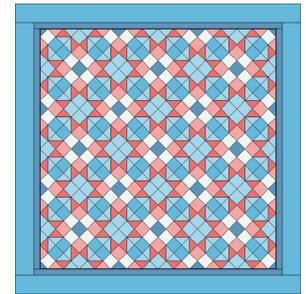
Set Saturation to a positive number and click on the quilt. Most of the colors in your quilt will become richer.



Saturation setting



Saturation set to -20



Saturation set to 20

Brightness (-20 to +20)

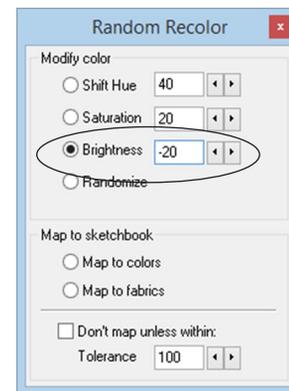
Brightness is the intensity of a color. A high brightness would have a lot of white; a low brightness would have more black. Like saturation, a color is either bright or not. Because brightness is not circular, eventually brightness will stop since you can't make the quilt any darker or lighter. The higher the number, the more dramatic the change will be.

Set Brightness to 0 and click on your quilt.

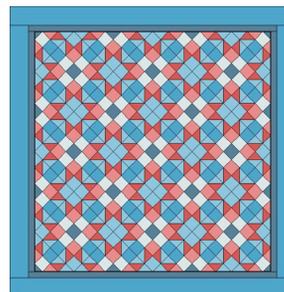
You will notice the fabrics will be replaced by solid colors.

Set Brightness to a negative number and click on the quilt. Your quilt will become darker with each click.

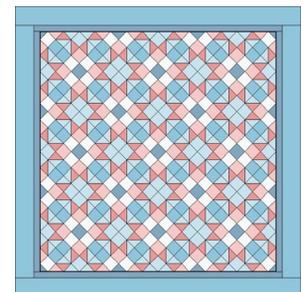
Set Brightness to a positive number and click on the quilt. Your quilt will become lighter with each click.



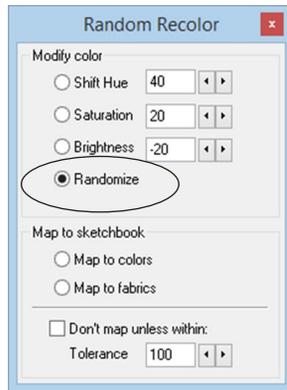
Brightness setting



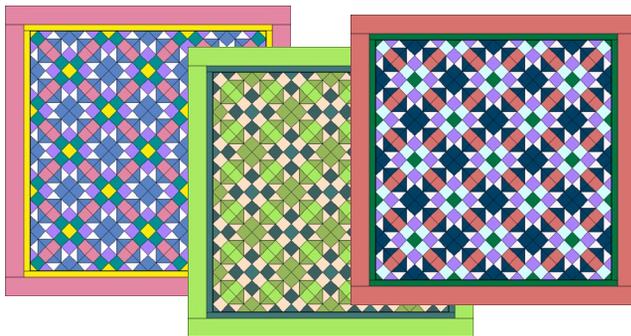
Brightness set to -20



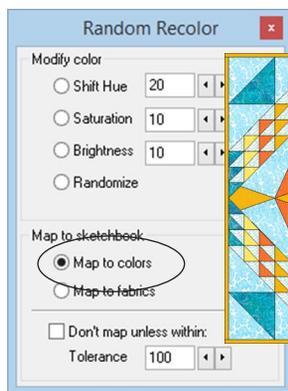
Brightness set to 20



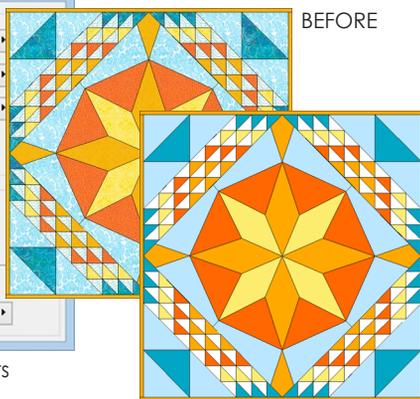
Randomize setting



Example results of using Randomize



Map to Colors



AFTER



Map to Fabrics



AFTER

Randomize

Choosing randomize will replace all the colors in the quilt with a different solid color from the current Sketchbook palette. EQ7 will keep track of the colors used and try to prevent duplicating them (see Notes below). The more colors you have in your Sketchbook the better the results.

Notes

- When you use Shift Hue, Saturation or Brightness and choose a number close to zero, your changes will be gradual. If you choose a number farther away from zero, the changes will be quite drastic.
- When you choose Randomize, EQ7 will try to avoid duplicating the colors in the quilt. But, sooner or later, the color differences may "collapse" and some patches will be colored with the same solid color. Use the Paintbrush tool (pages 115-116) to recolor them again in different colors, if necessary.

Mapping to the Sketchbook with the Random Recolor Tool

When you modify colors with the Random Recolor tool, the resulting colors are not in the Sketchbook. You must map the modified colors to colors or fabrics in the Sketchbook before you continue to work on the quilt. Before you begin, see pages 132-136.

Map to Colors

This replaces fabrics or colors with the closest color in the palette. When replacing a fabric, closeness means closest to the fabric's average color. If *Don't map unless within* is checked, a replacement will only occur if within the set tolerance. See *Tolerance* below.

Map to Fabrics

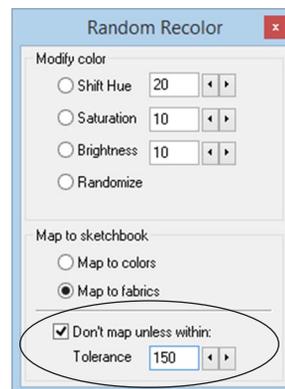
This feature will replace each color with the closest fabric in the current palette. Closeness for colors is compared to a fabric's average color. If *Don't map unless within* is checked, a replacement will only occur if within the set tolerance. See *Tolerance* on the next page.

Tolerance (0 to 500)

Tolerance is the “trade-off” between the accuracy of a replacement and the number of replacements. To require a Tolerance when mapping, be sure there is a check in the checkbox and that the tolerance value has been adjusted.

Notes

- When only using colors, try a combination of the Random Recolor tool and Add Shades & Tints, Add Tones, or Add Grades so EQ7 will have more colors to use.
- Don't forget to color all parts of your quilt. The Random Recolor tool does not change erased or uncolored areas filled with hatching lines.
- Suggestion: Put a check next to *Don't map unless within*, and set the Tolerance somewhere between 100 and 200. Put the dot next to *Map to Fabrics* and click on the quilt to replace your colors accurately. Then go to the Fabric Library and find fabrics similar to the ones not replaced.



Tolerance setting keeps your mapping accurate.

Example: If you have 300 solid colors and 10 fabrics in your Sketchbook, and choose *Map to Fabrics*, some of your solid colors may be mapped to the same fabric because there are no fabrics in the Sketchbook that are a close match.

Chapter 8

Drawing

EQ7 has two very different drawing styles: EasyDraw™ and PatchDraw. Pieced blocks can be drawn with either style. Applique blocks require using PatchDraw. When you first start drawing, you may feel overwhelmed with choices and tools. But with practice, and reading the information in this chapter, as well as using EQ7's Help files, each drawing method will become more familiar. Know there are many drawing options which may take a bit of study and which you might not discover on your own. This chapter is split into three sections: one for each drawing style and one for directions that work for both styles. These give you basic information about each style, "rules" you need to follow for success, along with many drawing tips.

Understanding Block Types	138
Section A - EasyDraw™ Blocks	139
Section B - PatchDraw Blocks	149
Section C - All Blocks.....	171

Understanding Block Types

	EasyDraw™ Blocks	PatchDraw Blocks	PatchDraw Motifs	EasyDraw + PatchDraw
Tabs	EasyDraw, Color	Pieced, Applique, Color	Applique, Color	EasyDraw, Applique, Color
(Pieced or plain) Background square and block outline permanent	Yes	Yes- on Pieced tab	No background square or outline	Yes- on EasyDraw tab
Block can have appliqué patches	No	Yes- on Applique tab	Yes- on Applique tab	Yes- on Applique tab
Appliqué motifs with no background square	No	No	Yes	No
Copy, paste, rotate, and move	Lines	Patches- on both tabs	Patches	Lines- on EasyDraw tab Patches- on Applique tab
Edit pieced blocks	Yes- draw new lines over existing drawing, or delete lines	Yes- delete old patches, then redraw with Polydraw tools to fill holes completely	No	Yes- draw new lines over existing drawing, or delete lines on EasyDraw tab
How do I know if I've drawn incorrectly?	EasyDraw tab- 1) lines disappear, 2) color bleeds into other patches	Pieced tab- unable to color all of background Applique tab- unable to color patches or color bleeds into background patches	Applique tab- unable to color patches or color bleeds into background patches	EasyDraw tab- 1) lines disappear, 2) color bleeds into other patches Applique tab- unable to color patches or color bleeds into background patches
Most common drawing mistakes	EasyDraw tab- 1) lines floating, 2) lines do not cross each other, 3) lines do not touch block outline	Pieced tab- 1) patches are overlapping, 2) patch lines cross themselves (like a figure-eight), 3) the background is not filled completely and has holes Applique tab- 1) patches are not closed, 2) patch lines cross themselves (like a figure-eight), 3) patches are missing lines because they cannot share lines with other patches	Applique tab- 1) patches are not closed, 2) patch lines cross themselves (like a figure-eight), 3) patches are missing lines because they cannot share lines with other patches	EasyDraw tab- 1) lines floating, 2) lines do not cross each other, 3) lines do not touch block outline Applique tab- 1) patches are not closed, 2) patch lines cross themselves (like a figure-eight), 3) patches are missing lines because they cannot share lines with other patches
Print Block or Templates	Yes	Yes	Yes	Yes
Print Rotary Cutting Chart or Foundation Pattern	Only if drawn to be rotary cuttable or foundation pieceable	Only if drawn to be rotary cuttable or foundation pieceable	No	Only if drawn to be rotary cuttable or foundation pieceable
Layer of quilt on which it is typically set	Layer 1 - as a pieced block, Layer 3 - as a quilting stencil	Layer 1 - as a pieced block, Layer 3 - as a quilting stencil	Layer 2 - as an appliqué motif, Layer 3 - as a quilting stencil	Layer 1 - as a pieced block, Layer 3 - as a quilting stencil

Chapter 8

Drawing

Section A - EasyDraw Blocks

EasyDraw™ is one drawing method you can use for drawing pieced blocks. This “pencil and paper” drawing style lets you draw straight and semi-circular lines to subdivide a square or other rectangle into patchwork sections. You must draw so that all line segments connect to one another and touch the edge. In return, EQ7 automatically creates complete closed patches for you. This chapter will show you how to use all of the EasyDraw™ tools.

Understanding EasyDraw™	140
Drawing an EasyDraw™ Block	141
Drawing with the Line and Arc Tools	143
Splitting Segments	144
Drawing a Grid	145
Shrinking a Block to a Quarter Patch.....	146
Superimposing EasyDraw™ Blocks.....	148

Understanding EasyDraw™

EasyDraw™ is just like drawing with a pencil and graph paper. **The rule is: as long as the lines connect to one another, or to the edge of the block, you can fill the patches they create with color.** Any segments breaking the rule will disappear or cause color to bleed through multiple patches.

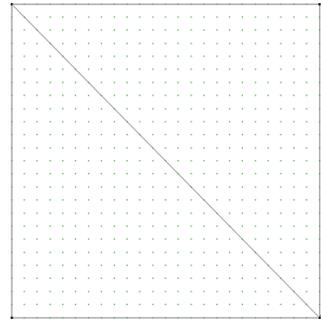
You can see from the picture at the top that it is not necessary to think in terms of outlining all sides of a patch. You are not required to draw one triangle patch, draw a second triangle exactly the same size (as in PatchDraw) to create the block. Instead, you draw one line and EQ does the rest. That's why it's called EasyDraw™.

EasyDraw™ is great for creating traditional and foundation pieced blocks. In addition to the Line and Arc tools, you have a Grid tool for drawing all the lines of the selected grid in one stroke and a Shape tool that can create more dots (nodes) for you to snap lines to. Through a combination of these tools, you can draw everything from Nine Patches to Compasses, New York Beauties, and more.

To see examples of blocks drawn using EasyDraw™, go to **LIBRARIES > Block Library**. Click the Library section and then look at any of the blocks in 01 Classic Pieced, 02 Contemporary Pieced, or 03 Foundation Pieced.

Notes

- Both ends of a line or arc must touch another line or the block outline. Anything floating at one end or both ends will disappear when you click Add to Sketchbook.
- All lines must fall within the block outline when you click Add to Sketchbook. Do not drag lines outside of the block outline or have them extend past the block outline.



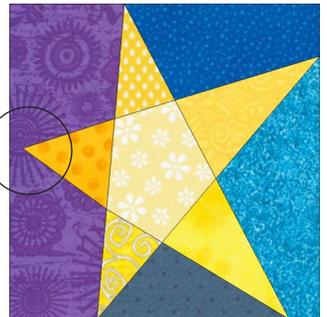
Draw a diagonal line to divide the block into two triangles.



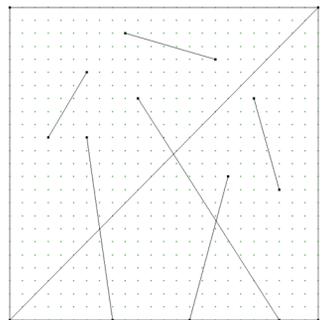
EQ understands the drawing and creates the templates that make up the block.



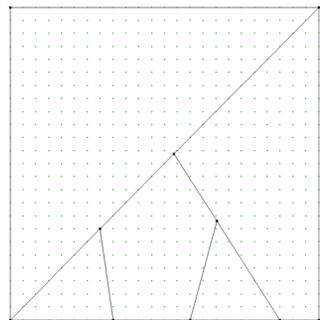
Good – All lines touch, creating a pieceable block.



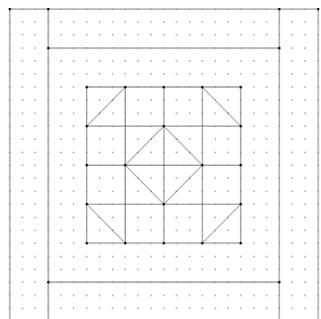
Bad – If we bump the left point off the block outline, the lines still touch, but the left side cannot be easily pieced and color will bleed.



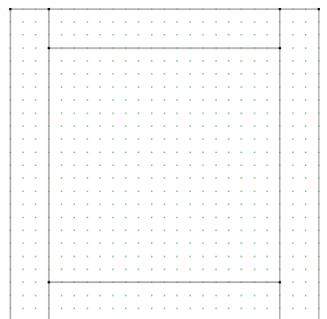
Although this may be a beautiful block, the center is not connected to the block outline.



The Log Cabin border will be all that remains.



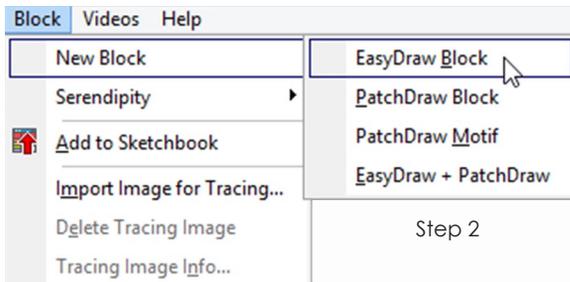
Lines floating or extending past an existing line will disappear.



Only lines connected to the outline or each other will remain.



Step 1
Work on Block



Drawing an EasyDraw™ Block

Starting the Block

- 1 Click the **Work on Block** button or click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block > EasyDraw Block** to start a block with just a pieced layer, or **EasyDraw + PatchDraw** to start a block that can have appliqué motifs floated above it.

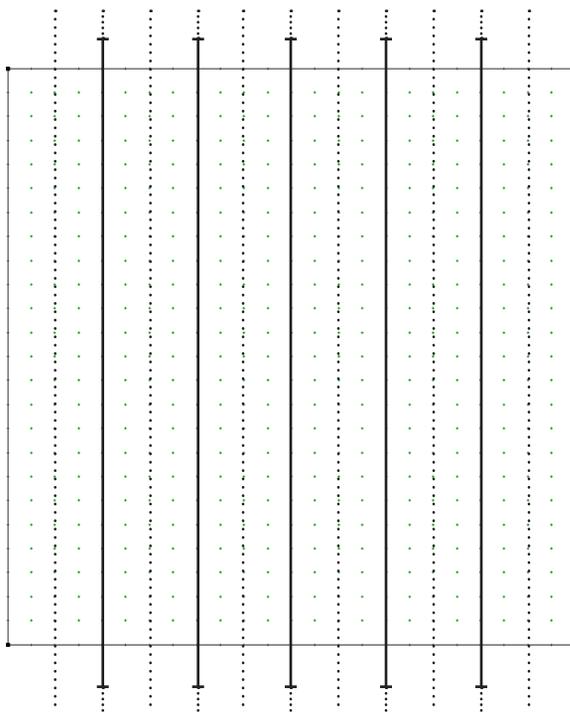
Set the Block Size, Snap Points & Graph Paper

The simplest way to set these is to make them all the same number on the Precision Bar, then increase Snap Points if you need more detail later.

Drawing Setup	Block Width:	6,000	Snap Horizontal:	24
	Block Height:	6,000	Snap Vertical:	24

Step 3 Step 4

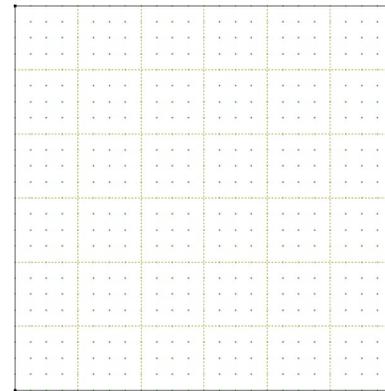
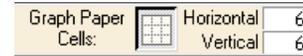
6" x 6" block with snap settings at 24 and 24
Snaps are set to every 1/4"



- Snaps at 6 = every 1"
- Snaps at 12 = every 1/2"
- Snaps at 24 = every 1/4"

- 3 **Block Size** – Change **Block Width** and **Block Height** (the first pair of numbers in the Precision Bar) by double-clicking in each box and typing a new number. These numbers determine the size on your block rulers.
- 4 **Snap Points** – Change **Snap Horizontal** and **Snap Vertical** (the second pair of numbers in the Precision Bar) by double-clicking in each box and typing a new number. These numbers control the snap grid. They should be equal to, or a multiple of, your block size.
 - **For a 6" by 6" block, set your snaps to:**
 - 6 (snap every inch, $6 \times 1 = 6$)
 - 12 (snap every 1/2 inch, $6 \times 2 = 12$)
 - 24 (snap every 1/4 inch, $6 \times 4 = 24$)
 - 48 (snap every 1/8 inch, $6 \times 8 = 48$), etc.
 - **For a 6" by 10" block, set your snaps to:**
 - 6 x 10 (snap every inch, x 1)
 - 12 x 20 (snap every 1/2 inch, x 2)
 - 24 x 40 (snap every 1/4 inch, x 4)
 - 48 x 80 (snap every 1/8 inch, x 8), etc.
 - **For a 15 cm by 15 cm block, set your snaps to:**
 - 15 (snap every cm, $15 \times 1 = 15$)
 - 30 (snap every 0.5 cm, $15 \times 2 = 30$)
 - 75 (snap every 2 mm, $15 \times 5 = 75$)
 - 150 (snap every mm, $15 \times 10 = 150$), etc.

5 *Graph Paper* – To see graph paper lines, press in the **Hide/show graph paper** button on the Precision Bar. Change **Graph Paper Cells Horizontal** and **Graph Paper Cells Vertical** (the last pair of numbers in the Precision Bar) by double-clicking in each box and typing a new number. Graph paper lines are merely guides to help you see different divisions in the block.

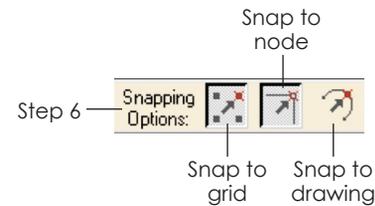


Step 5

Graph paper set to 6 on a 6" block shows divisions at every 1" mark

6 *Snapping Options* – Decide what snapping options you want turned on (pressed in) or off. The default is **Snap to grid on**, **Snap to node on**, and **Snap to Drawing off**. We recommend sticking with the default settings and turning Snap to grid on and off as needed.

- **Snap to grid** – snaps the ends of lines or arcs to grid points on the worktable. It matches your snap point settings in step 4.
- **Snap to node** – snaps the ends of your lines or arcs to existing intersections or ends of other lines or arcs where a black (square) node is present.
- **Snap to drawing** – is rarely used, but will snap to a line or arc whether or not there is a node present.



Step 6

Using the EasyDraw™ Tools

7 Use any of the EasyDraw™ tools to draw or modify your block (see the tool descriptions at the right):

- **Pick tool**
- **Shape tool**
- **Line tool**
- **Arc tool**
- **Grid tool**

Notes

- In BLOCK > Drawing Board Setup, you can change the color for your graph paper (under Graph Paper) and the size and color of your snap points (under Snap Grid).
- Block size and snaps are remembered when the block is saved. Graph paper cells are not.



Pick tool

Use to select and move segments or groups; select segments or groups ready for copying, deleting, rotating, flipping, or resizing.



Shape tool

Use to edit lines or arcs; add new nodes; find the crossings across a segment; split the segment in half or thirds; partition the segment into even sections; stagger the segment into "half drop" sections.



Line tool

Use to draw lines; click and hold as you drag to make a line, then release.



Arc tool

Use to draw arcs or curves; click and hold as you drag to make the arc, press the SPACEBAR on your keyboard if it is facing the wrong direction, then release.



Grid tool

Use to draw all the lines of a grid in one click; grids can be even (2 x 2 is a Four Patch, 3 x 3 is a Nine Patch, etc.) or uneven (2 x 10, 3 x 7, etc.); make columns or rows by setting one side to 1.

Drawing with the Line and Arc Tools

When drawing with EasyDraw™, remember you are drawing the seam lines in your block. Therefore all lines must touch or cross other lines or the block edge. You cannot have any patches “floating” inside your block. You should also not draw lines on top of other lines. In EasyDraw™, lines *do* share lines with other patches, unlike with PatchDraw.

Drawing with the Line Tool

The line tool draws straight lines.

- 1 Position the mouse cursor where you want the line to start.
- 2 Click, hold and drag to where the line is to end, then release the mouse. The line draws as you drag. Make sure the line touches another line or arc, or the outside of the block, at a snap point, before you release the mouse.

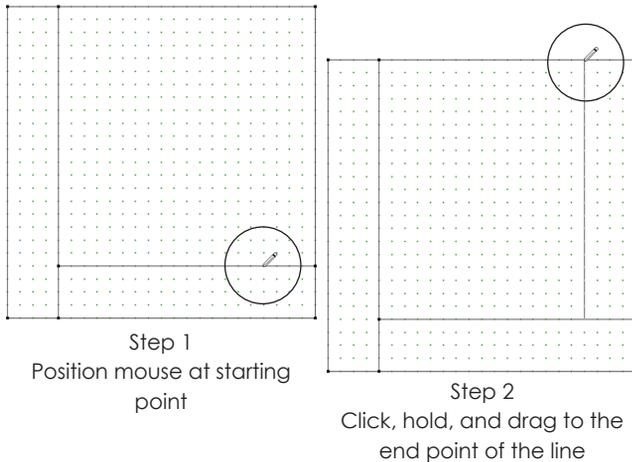
Drawing with the Arc Tool

The Arc tool draws semi-circular arcs which may be edited to form deeper or shallower curves.

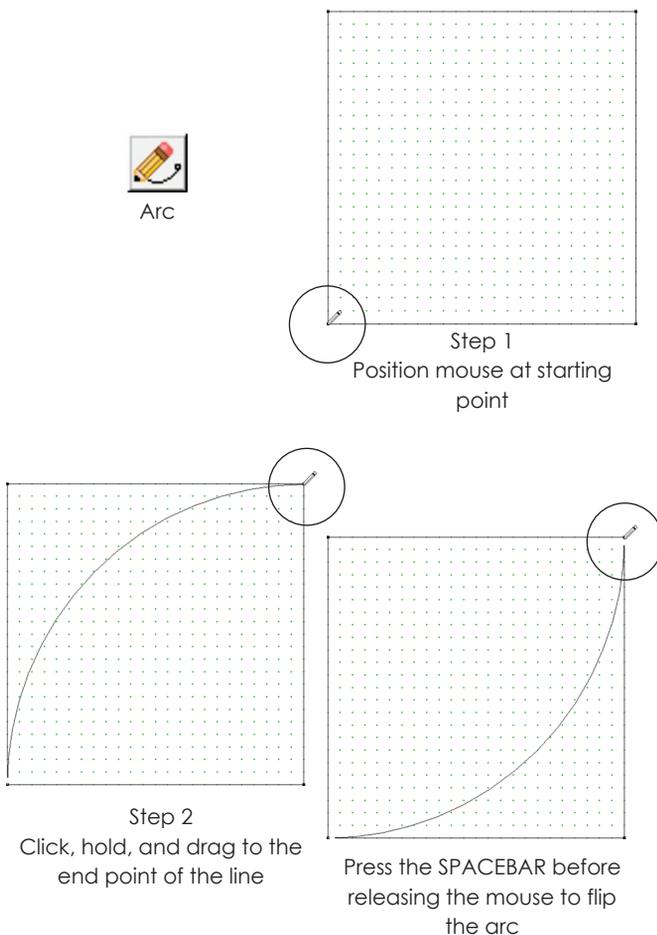
- 1 Position the mouse cursor where you want the line to start.
- 2 Click, hold and drag to draw the arc, pressing your keyboard SPACEBAR if it is facing the wrong direction, then release the mouse where you want the arc to end. The arc must touch another line or arc, or the outside of the block, at a snap point, before you release the mouse.



Line



Arc



Notes

- Advanced users: When drawing to snap points, be sure *Snap to grid* is turned on.
- When you release the mouse, the line may seem to move a bit. This is because lines drawn in EasyDraw™ will snap to points on a grid. The number of grid points can be adjusted using the Precision Bar. Snapping to a grid helps ensure that your lines are connected. Any segments not connected to other lines or arcs will disappear or cause color to bleed through multiple patches.

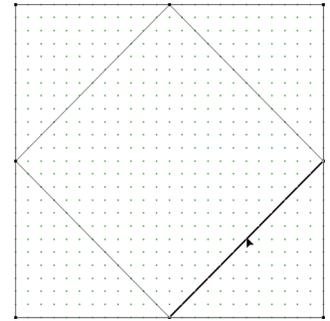
Splitting Segments

You can split a line or arc with the Shape tool in EasyDraw™. Splitting a segment gives you more nodes to play “connect the dots” with.

- 1 Start with an EasyDraw™ block on your screen. You can either draw it (see pages 141-143) or edit it from the Sketchbook (see page 28).
- 2 Click the **Shape** tool. Click on the line or arc in the block you want to split, so it is selected.
- 3 Choose one of the following ways to see the **Edit Line** or **Edit Arc** box:
 - *on the button* – click the small red square in the bottom corner of the Shape tool button.
 - *right-click* – right-click in the middle of the worktable and click **Edit**.
 - *from the menu* – click **BLOCK > Edit**.
- 4 Click one of the buttons in the **Edit Line** or **Edit Arc** box to split the line or arc. Once clicked, you will see one or more small black dots (nodes) along the old segment indicating it is split:
 - **Half** – click this to split the segment into two equal pieces (in half)
 - **Thirds** – click this to split the segment into three equal pieces (in thirds)
 - **Partition** – choose the number first and then click the Partition button to split the line into that many equal pieces. You can either double-click the number and type over it or click the arrows to change it. (Allowable values are 3-15.)
 - **Stagger** – choose the number first and then click the Stagger button to split the line into a “half-drop” version of that many equal pieces. You can either double-click the number and type over it or click the arrows to change it. (Allowable values are 3-15.)
 - **Locate** – click this button, then click on the selected segment exactly where you want to place the node.
 - To learn about **Xings**, see Notes on page 145.



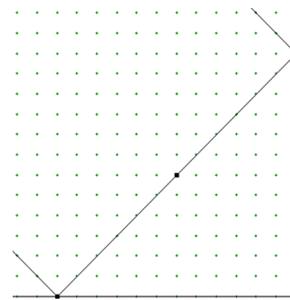
Step 2
Shape



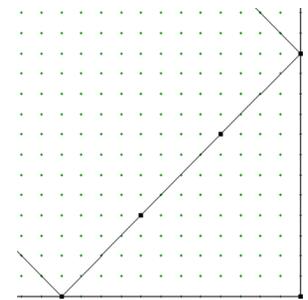
Step 2
Select the line



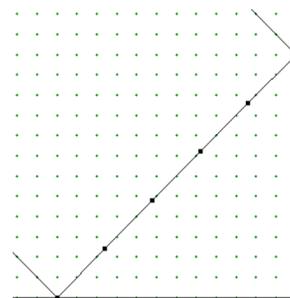
Step 3
Edit Line box



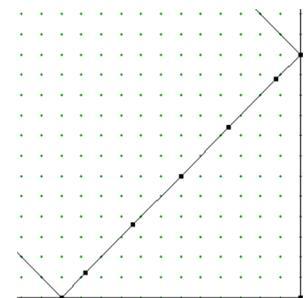
Half



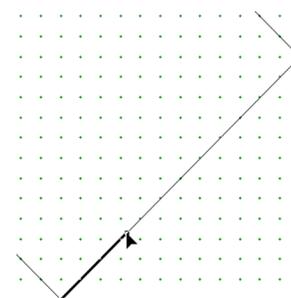
Thirds



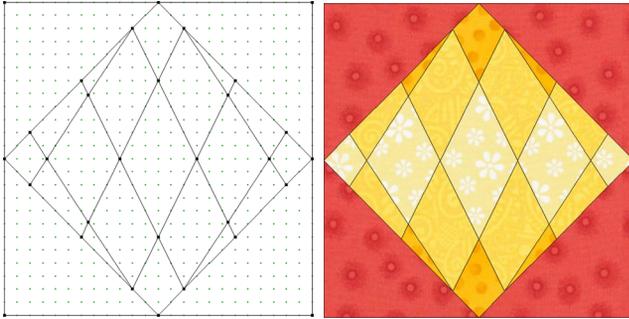
Partition (set to 5)



Stagger (set to 5)



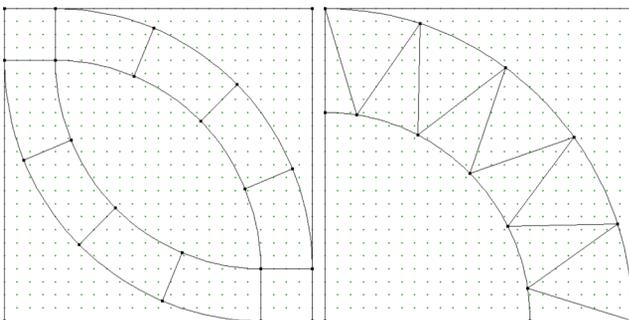
Locate



Step 5
Draw lines or arcs using the new nodes
(Stagger 3 on all 4 sides)



Step 7
Add to
Sketchbook

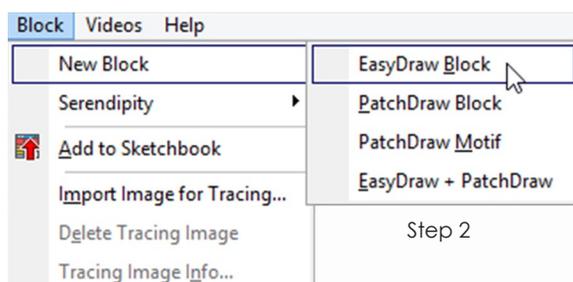


A. All four arcs -
Partition, set to 4

B. Outer arc - Partition, set to 5
Inner arc - Stagger, set to 5



Step 1
Work on Block



Step 2



Step 3
Grid

- If you don't like the placement of the nodes, click **EDIT > Undo** or press **CTRL+Z** on your keyboard.

Otherwise, click the **Line** tool to draw lines or the **Arc** tool to draw arcs to the new nodes created.

- Click the **Color tab** when you are finished drawing. Use the **Paintbrush** tool to color your block.
- Click the **Add to Sketchbook** button to make this block part of your project.

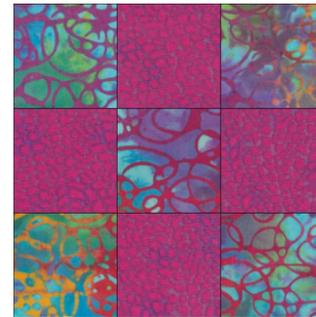
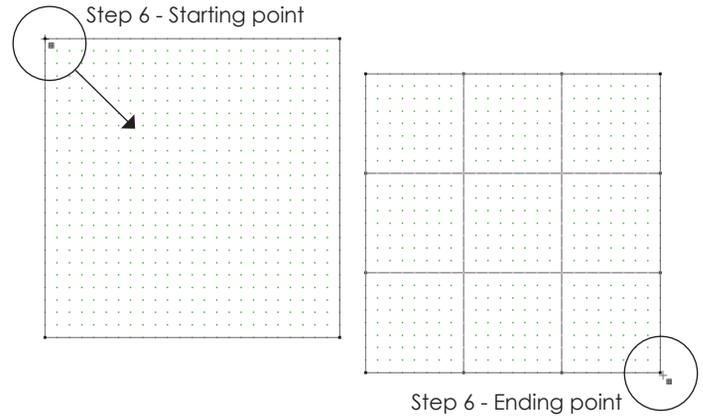
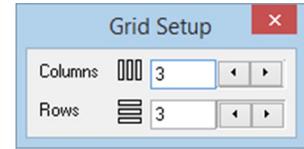
Notes

- The EasyDraw™ block outline cannot be split. However, lines drawn on top of the outline can be.
- Use Partition (set to the same number each time) on two segments to create a straight line effect. (See picture A.)
- Use Partition on one segment and Stagger on another (both set to the same number) to create a zigzag effect. (See picture B.)
- You will probably never need to use Xings unless you are drawing an extremely complex block. When you click the Add to Sketchbook button or switch back and forth from the EasyDraw and Color tabs, nodes appear at every intersection of every segment. If, however, you only wanted the nodes along one line, you would select it with the Shape tool and click Xings on the Edit box. The selected line would be split wherever another one crosses it. No other nodes would appear in the drawing where segments cross.

Drawing a Grid

- Click the **Work on Block** button, or click **WORKTABLE > Work on Block**.
- Click **BLOCK > New Block > EasyDraw Block** to start a block with just a pieced layer, or **EasyDraw + PatchDraw** to start a block that can have appliqué motifs.
- Click the **Grid** tool.

- 4 Choose one of the following ways to verify the Grid Setup:
 - *on the button* – click the small red square in the bottom corner of the Grid tool button.
 - *right-click* – right-click in the middle of the worktable and click **Grid Setup**.
 - *from the menu* – click **BLOCK > Grid Tool Setup**.
- 5 Double-click in the boxes for **Columns** or **Rows** and type a new number to change the grid. You can also click the right or left arrows to change the number.
- 6 The grid can fill the entire block or part of it. If you want the grid to fill the entire block, you should start at (or just outside) the top-left corner of the block and release at (or just outside) the bottom-right corner of the block. **Move your cursor to any part of the block, click and hold as you drag diagonally to make the grid, then release.**
- 7 Click the **Color tab**, then use the **Paintbrush** tool to color your block.
- 8 Click the **Add to Sketchbook** button to make this block part of your project.

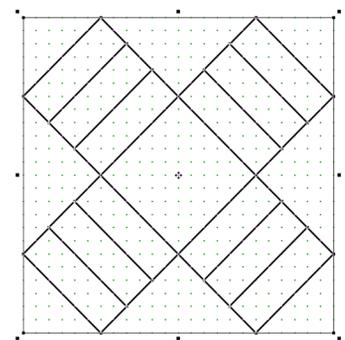
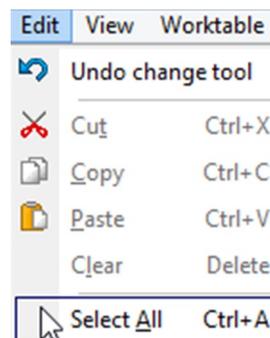


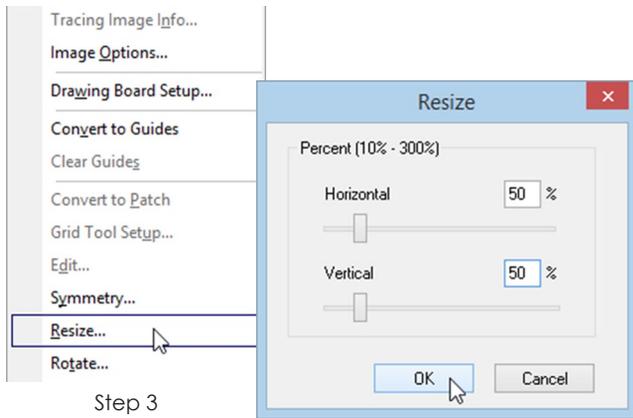
Note

Make sure the grid works for the block size and snap points in that area. You will be able to draw the grid, but may get unexpected results when you try to draw other lines. Example: Don't drag out a 3x3 grid to fill a 7 inch block.

8 Shrinking a Block to a Quarter Patch

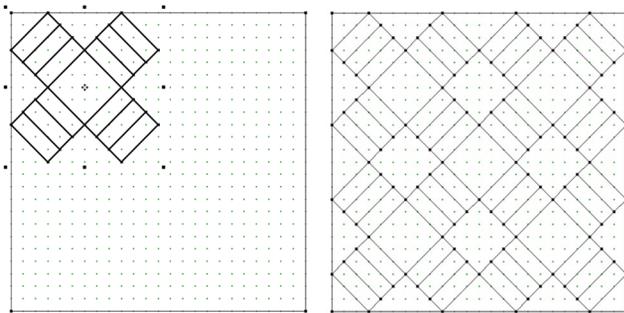
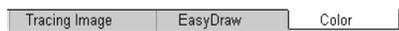
- 1 Start with an EasyDraw™ block on your screen. You can either draw it (see pages 141-143) or edit it from the Sketchbook (see page 28).
- 2 Click **EDIT > Select All**.



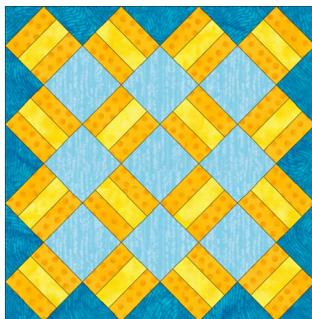


Step 3

Steps 4-5
Values for resizing by degree
range from 10-300

Step 6 - Drag group
to top-left cornerStep 7 - Copy and paste the
group 3 times and drag to
each corner

Step 9

Step 9
Paintbrush

The block has been colored

Step 10
Add to
Sketchbook

- 3 Click **BLOCK > Resize**.
- 4 Double-click the number for **Horizontal** and type **50**, then **Vertical** and type **50**.
- 5 Click **OK**.
- 6 While the pieces are still selected, click and hold in their center and drag the group to the top-left corner of the block so they snap into place.
- 7 While the pieces are still selected, click **EDIT > Copy**, then **EDIT > Paste**. Move the pasted group to a different corner (as in step 6), then repeat this step for the last two corners.
- 8 Be sure your new EasyDraw™ block is not breaking any EasyDraw™ rules (see page 140). You may need to draw a 2x2 grid in your block to complete it (see page 145).
- 9 Click the **Color tab**, then use the **Paintbrush** tool to color your block.
- 10 Click the **Add to Sketchbook** button to make this block part of your project.

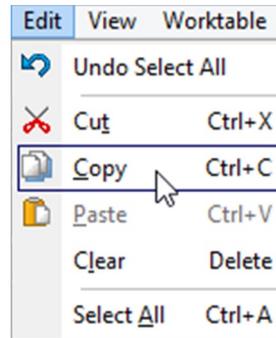
Notes

- Also try **BLOCK > Serendipity > Shrink & Flip Block**.
- When resizing an EasyDraw + PatchDraw block, you must resize the EasyDraw™ and appliqué layers separately.
- Resizing and moving blocks can lead to unconnected lines, because the original block's size and snap settings do not work for the smaller version. Your colors may bleed into the next patch when you color. So, fix the block size and snaps > convert the drawing to guides (page 172) > redraw the block from scratch with the Line and Arc tools.

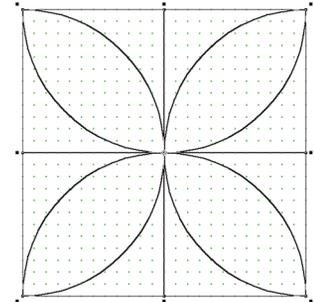
Superimposing EasyDraw™ Blocks

As you've seen from the rest of this chapter, you can add or delete lines to existing EasyDraw™ blocks. Let's take this a little further and paste one block on top of another.

- 1 Start with an EasyDraw™ block on your screen. You can either draw it (see pages 141-143) or edit it from the Sketchbook (see page 28).
- 2 Click **EDIT > Select All**, then **EDIT > Copy**. (Or, you can press CTRL+A, then CTRL+C on your keyboard.)
- 3 Click the **View Sketchbook** button. Click the **Blocks** section, then find and select a different EasyDraw block. Click the **Edit** button to put it on the worktable.
- 4 Click **EDIT > Paste** (or press CTRL+V). The pasted block will be slightly off-center.
- 5 While the pasted block is still selected, click in its center and move it up and left so it snaps into the top-left corner of the block outline.
- 6 Click the **Color tab**, then click the **EasyDraw tab**. This will make nodes where all the lines and arcs crossed.
- 7 You may want to clean up your drawing and delete unnecessary lines or arcs. See page 173.
- 8 Click the **Color tab**, then use the **Paintbrush** tool to color your block.
- 9 Click the **Add to Sketchbook** button to make this block part of your project.



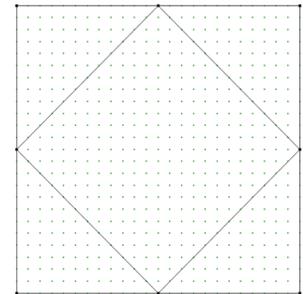
Step 2



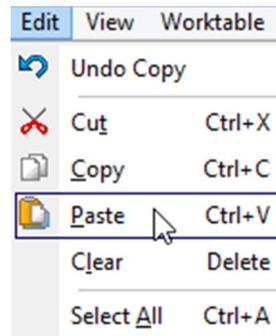
Select All and Copy



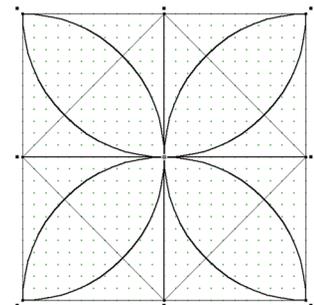
Step 3
View Sketchbook



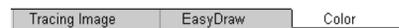
Edit new block to worktable



Step 4



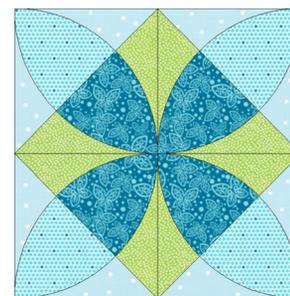
Paste onto block



Step 8



Step 8
Paintbrush



The block has been colored



Step 9
Add to Sketchbook

Chapter 8

Drawing

Section B - PatchDraw Blocks

If you want to draw appliqué blocks, you must use PatchDraw. But this drawing style can also be used for drawing pieced blocks on special grids, or blocks combining piecing and appliqué. PatchDraw has its own requirements: if you intend to fill patches with color, each patch must be drawn as a complete, closed patch; and no patch can share a line with another patch. If you draw open patches, these lines will be considered threads (think redwork) and cannot be filled with fabric. PatchDraw's many drawing tools give you complete flexibility, but they need some study and practice to master. This chapter will help you understand exactly how these tools work.

Understanding PatchDraw	150
Drawing a PatchDraw Block.....	151
Removing the PatchDraw Background	155
Drawing on the PatchDraw Grids	156
Using the Line and Bezier Curve Tools	158
Drawing with the Freehand Tool	159
Drawing with the Brush Stroke Tool	160
Drawing with the Swath Tool	162
Drawing with the Rectangle and Ellipse Tools.....	164
Drawing with the Oval and Polygon Tools.....	166
Shaping Patches	167
Making a Wreath	168
Layering Patches in PatchDraw	170

Understanding PatchDraw

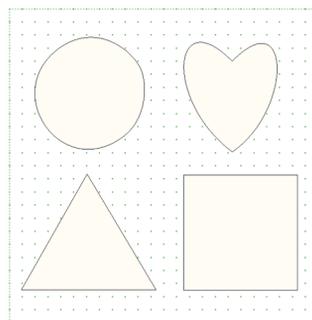
In PatchDraw, you draw blocks by creating patches. As long as your patches are closed, you can fill the patches with color. Any unclosed shapes, like cat whiskers, will be considered thread. To create a closed patch, be sure that whenever you start drawing a patch, you end back at its beginning, OR, that you use one of the automatic closed shape tools. Patches cannot share lines and drawn segments should not cross one another as they would in a figure-eight.

You can use PatchDraw to design pieced, appliqué, or combination blocks. Each new block you start can have a background square or not. There will be four typical uses for PatchDraw:

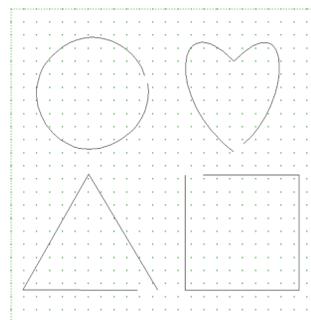
- A Appliqué Motifs with no background square
(Block > New Block > PatchDraw Motif)
- B Appliqué Blocks with a plain background square
(Block > New Block > PatchDraw Block > Applique tab)
- C Pieced Blocks with no appliqué
(Block > New Block > PatchDraw Block > Pieced tab)
- D Pieced Blocks with appliqué motifs
(Block > New Block > PatchDraw Block > use both tabs)

If you are using any of the PatchDraw grids to design pieced blocks with the Polydraw tool, you'll need to start a PatchDraw block. Draw each line to close the shape and fit them together to form your pieced block. You cannot draw using the line method in EasyDraw.

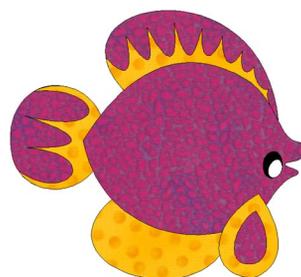
If you plan to set the block on Layer 1 of a quilt, it needs to have the background square or be completely covered in patches (no holes), as with the Polydraw tool and PatchDraw grids. If you plan to set the block on Layers 2 or 3, you do not need the background square.



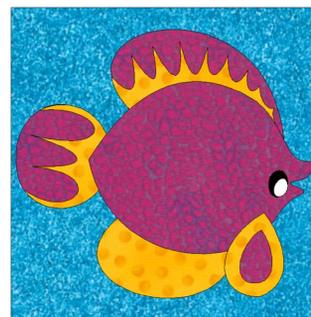
These patches are closed and can be colored.



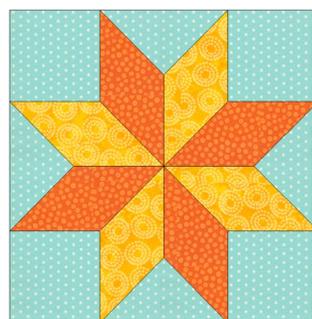
These patches are open and will be treated as thread.



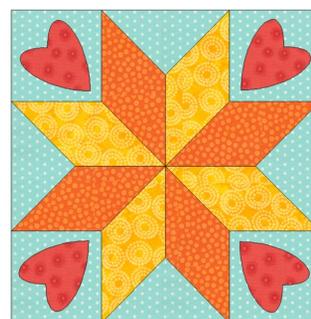
A. A motif has no background square.



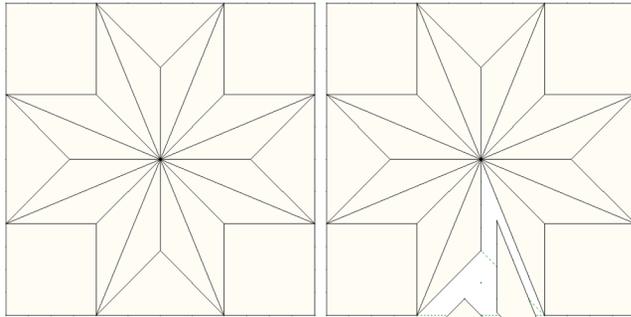
B. A block has a background square.



C. Draw pieced PatchDraw blocks (without any holes) on the Pieced tab.

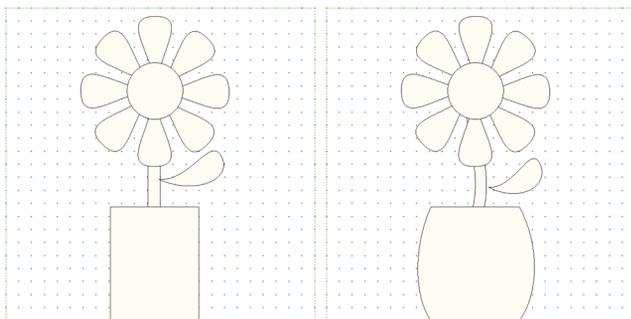


D. Draw patches on both tabs to make blocks combining piecing and appliqué.



The patches in this finished block appear to share lines.

When pulled away, you can see each is its own closed shape.



Draw the basic elements of your design.

Reshape the patches to be perfect once they are drawn.

One of the biggest benefits of PatchDraw is the ability to create very realistic shapes. One way to achieve this is to use the special shape tools: heart, oval, diamond, teardrop and leaf, to name a few. The shape tools are nice because they create patches that are already closed. The other way to create realistic shapes is to use the Freehand tool and just draw as you like. No matter the tool used, you can reshape the patches after they are drawn.

Remember, “closed is better than perfect” and you can always edit later.

To see examples of *appliqué blocks and motifs drawn using PatchDraw*, go to **LIBRARIES > Block Library**.

Look at any of the blocks in 04 Classic Appliqué, 05 Contemporary Appliqué, or 06 Motifs.

To see examples of *pieced blocks drawn using PatchDraw*, go to **LIBRARIES > Block Library**.

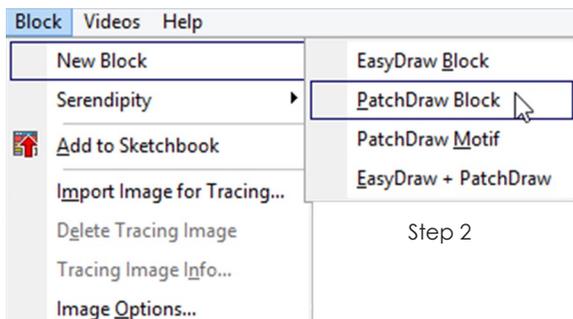
Then click 01 Classic Pieced and look at the last eleven blocks in Five- and Six-Pointed Stars.

Note

All lines and patches must fall within the block outline when you click Add to Sketchbook. Do not drag lines or patches outside of the block outline or have them extend past the block outline.



Step 1
Work on Block



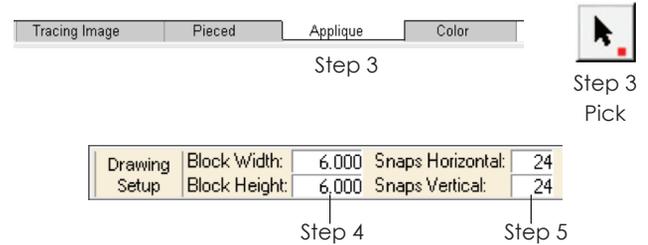
Drawing a PatchDraw Block

Starting the Block

- 1 Click the **Work on Block** button or click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block > PatchDraw Block** to start a block with a background square, or **PatchDraw Motif** to start without a background square.

Set the Block Size, Snap Points & Graph Paper

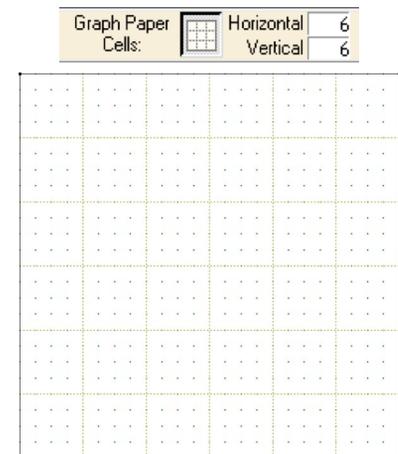
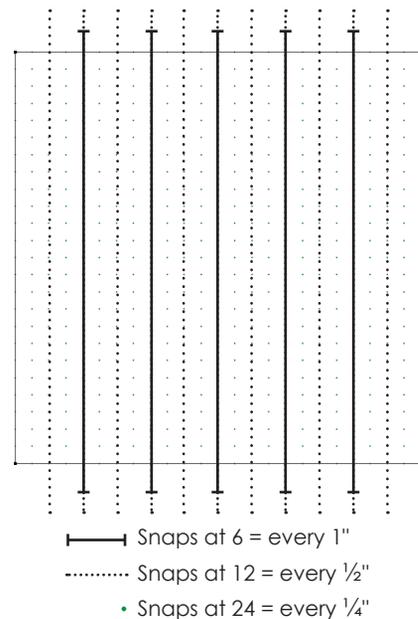
- 3 Click the **Applique** tab, then click the **Pick** tool. Make sure nothing is selected.
- 4 **Block Size** – Change **Block Width** and **Block Height** (the first pair of numbers in the Precision Bar) by double-clicking in each box and typing a new number. These numbers determine the size on your block rulers.
- 5 **Snap Points** – Change **Snaps Horizontal** and **Snaps Vertical** (the second pair of numbers in the Precision Bar) by double-clicking in each box and typing a new number. They should be equal to or a multiple of your block size.
 - **For a 6" by 6" block, set snaps to:**
 6 (snap every inch, $6 \times 1 = 6$),
 12 (snap every $\frac{1}{2}$ inch, $6 \times 2 = 12$),
 24 (snap every $\frac{1}{4}$ inch, $6 \times 4 = 24$), etc.
 - **For a 6" by 10" block, set snaps to:**
 6 x 10 (snap every inch, x 1),
 12 x 20 (snap every $\frac{1}{2}$ inch, x 2),
 24 x 40 (snap every $\frac{1}{4}$ inch, x 4), etc.
 - **For a 15 cm by 15 cm block, set snaps to:**
 15 (snap every cm, $15 \times 1 = 15$),
 30 (snap every 0.5 cm, $15 \times 2 = 30$),
 75 (snap every 2 mm, $15 \times 5 = 75$),
 150 (snap every mm, $15 \times 10 = 150$), etc.
- 6 **Graph Paper** – To see graph paper lines, press in the **Hide/show graph paper** button on the Precision Bar. Change **Graph Paper Cells Horizontal** and **Vertical** (the last pair of numbers in the Precision Bar) by double-clicking in each box and typing a new number.



Tip:

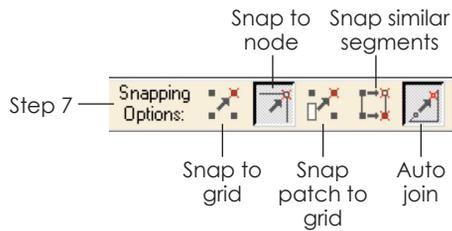
Make the Block Width, Block Height, Snaps Horizontal, and Snaps Vertical all the same number, then increase Snap Points if you need more detail later.

6" x 6" block with snap settings at 24 and 24
Snaps are set to every $\frac{1}{4}$ "



Step 6

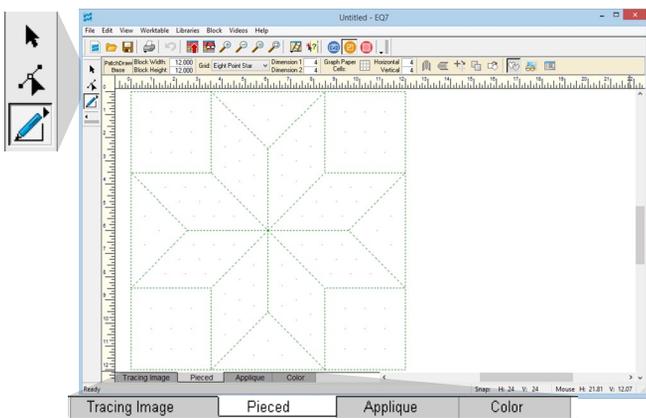
Graph paper set to 6 on a 6" block shows divisions at every 1" mark



Tip:

We recommend sticking with the default settings and turning the others on and off as needed.

PatchDraw Block worktable



Step 8



Pick



Shape



Polydraw

7 *Snapping Options* – Decide what snapping options you want turned on (pressed in) or off. The default is **Snap to node on**, **Auto join on**, and the rest off.

- **Snap to grid** – snaps the ends of your lines or arcs to grid points on the worktable. It corresponds to your snap point settings in step 5.
- **Snap to node** – snaps the ends of your lines or arcs to existing ends of other lines or arcs where a black (square) node is present.
- **Snap patch to grid** – snaps the closest node (in a patch) to the closest snap grid point, so that the whole patch snaps to the grid.
- **Snap similar segments** – auto aligns the edges of patches, especially for polygons when you want triangles or hexagons to be exactly side by side.
- **Auto join** – snaps nodes together as you're drawing. If it is off you will not have closed patches.

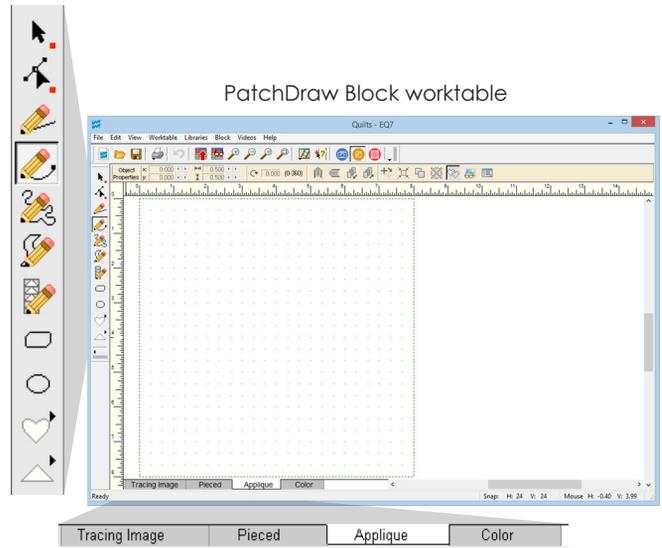
Using the PatchDraw Tools

8 If you are on the **Pieced** tab of a PatchDraw block, use any of these tools to draw or modify your design. All patches must be closed and the entire background must be filled with no overlapping patches:

- **Pick tool** – use to select and move one or more patches; pick any patches ready for deletion, rotation, flipping, or resizing.
- **Shape tool** – use to shape patches; add, delete, or move nodes to reshape the patch.
- **Polydraw tool** – choose the PolyLine or the PolyArc tool from the flyout menu; draw lines or arcs to form all sides of the patch; double-click the node where you started drawing to close the patch; double-click away from the drawing or press your keyboard ESC key to erase a patch in progress.

9 If you are on the **Applique** tab of a PatchDraw block, PatchDraw motif, or EasyDraw + PatchDraw block, use any of these tools to draw or modify your design. **Any closed patches you draw will be interpreted as appliqué and any open patches or segments you draw will be interpreted as thread.**

- **Pick tool** – use to select and move one or more segments or patches; select segments or patches ready for deletion, rotation, flipping, or resizing; pick patches and send them to the front or back of the drawing.
- **Shape tool** – use to edit segments or patches; add or remove nodes from a segment or patch; move nodes to reshape a segment or patch.
- **Line tool** – draw lines; click and hold as you drag to make a line, then release.
- **Bezier Curve tool** – draw curves; click and hold as you drag to make the arc, then release.
- **Freehand tool** – draw freeform patches as you would on paper, see page 159.
- **Brush Stroke tool** – draw one segment in a freehand manner and it is the “invisible spine” of your future patch; this is great for vines and stems, see pages 160-161.
- **Swath tool** – draw a freehand “spine” which can have diamond or triangle piecing inside, see pages 162-163.
- **Rectangle tool** – drag out a rectangle or rounded rectangle, see pages 164-165.
- **Ellipse tool** – drag out an ellipse or circle; choose between a full circle, pie, or curve, see pages 164-165.
- **Oval tool** – drag out closed shapes; choose from hearts, leaves, teardrops, and more on the flyout menu, see page 166.
- **Polygon tool** – drag out closed shapes; choose from triangles, diamonds, and other polygons on the flyout menu, see page 166.



Step 8



Pick



Shape



Line



Bezier Curve



Freehand



Brush Stroke



Swath



Rectangle



Ellipse



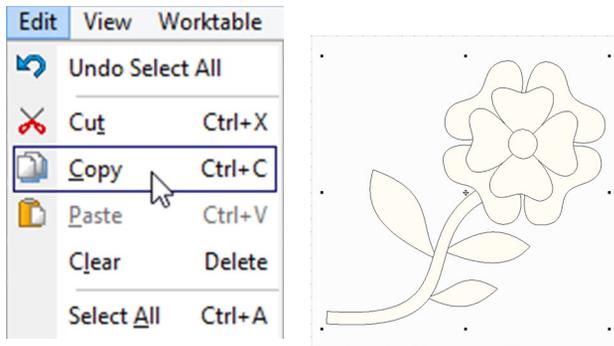
Oval



Polygon

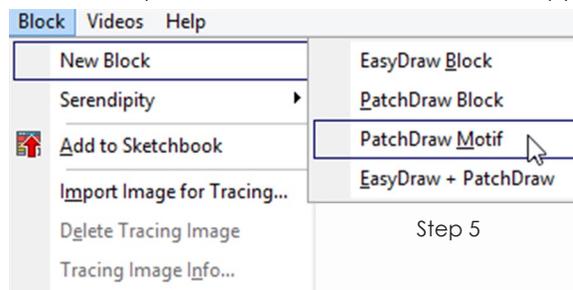


Step 2

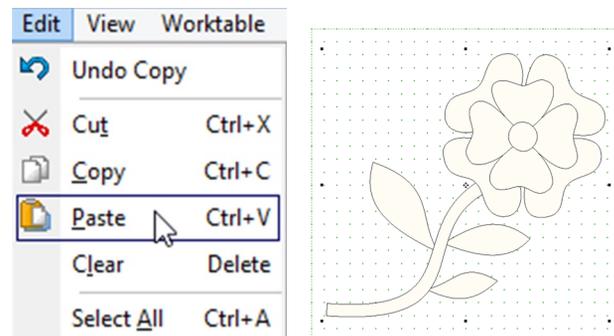


Step 3

Select All and Copy

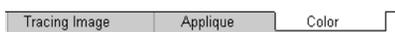


Step 5



Step 6

Paste onto worktable



Step 8



The new motif does not have a background

Removing the PatchDraw Background

PatchDraw Blocks have a background. PatchDraw Motifs do not have a background. To eliminate the background, you need to copy and paste the appliqué into a new PatchDraw Motif.

- 1 Click the **View Sketchbook** button. Click the **Blocks** section, then find and click on your PatchDraw Block. Click the **Edit** button.
- 2 Click the **Applique** tab.
- 3 Click **EDIT > Select All**, then **EDIT > Copy**. (You can also use keyboard shortcuts: CTRL+A, CTRL+C.)
- 4 (Optional) Click **BLOCK > Convert to Guides**.
- 5 Click **BLOCK > New Block > PatchDraw Motif**.
- 6 Click **EDIT > Paste**.
- 7 (Optional) Reposition the pasted motifs.
 - If you would like the design centered, click the **Move selected segments to center of block** button on the Precision Bar.
 - If you would like the design to be in its original location, click and hold in the center of the pasted motif while they are still selected and drag them to cover the guides.
- 8 Click the **Color** tab, then use the **Paintbrush** tool to color your block.
- 9 Click the **Add to Sketchbook** button to make this block part of your project.

Notes

- To reverse these directions and add a plain block to the background of a motif, choose **BLOCK > New Block > PatchDraw Block** in step 5.
- Make the Precision Bar settings in steps 3 and 7 identical for exact placement.

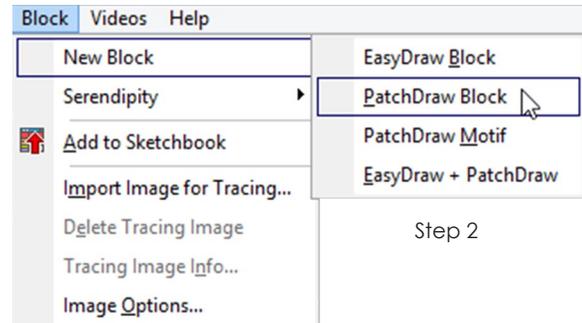
Drawing on the PatchDraw Grids

Choose Your Grid

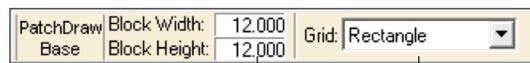
- 1 Click the **Work on Block** button or click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block > PatchDraw Block**.
- 3 **Block Size** – Change **Block Width** and **Block Height** (in the Precision Bar) by double-clicking in each box and typing a new number.
- 4 **Grid** – Click the drop-down box for **Grid** and choose from: *Rectangle (no grid)*, *Circle*, *Arc*, *Eight Point Star*, *Kaleidoscope*, or *Octagon*.
- 5 **Snap Points** – These names vary according to your Grid choice in step 4. Change the second pair of numbers in the Precision Bar by double-clicking in each box and typing a new number.
 - **Rectangle** – has typical Horizontal and Vertical snaps. *Example: Log Cabin*
 - **Circle** – Rings controls the number of circles (center counts as 1), Spokes controls the number of spaces between the lines radiating from the center. *Example: Compass*
 - **Arc** – Rings are the number of quarter circles (center counts as 1), Spokes are the number of spaces between the lines radiating from the corner. *Example: New York Beauty*
 - **Eight Point Star** – Dimension 1 controls the number of horizontal snaps in a corner square, Dimension 2 controls the number of vertical snaps in a corner square. The diamond sides will line up with the dimensions according to which dimension they meet. *Example: LeMoyne Star*
 - **Kaleidoscope** – Dimension 1 is the number of rows/rings in the kaleidoscope. Dimension 2 is the number of diagonal rows possible within a wedge. *Example: Maltese Cross*
 - **Octagon** – Dimension 1 is the number of rows/rings in the octagon. Dimension 2 is the number of diagonal rows possible within a wedge. *Example: Kaleidoscope Rotated*



Step 1
Work on Block

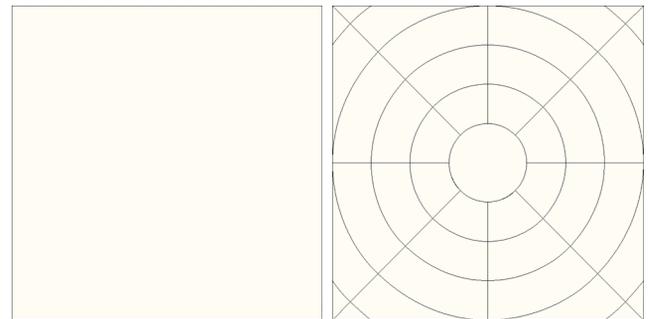


Step 2



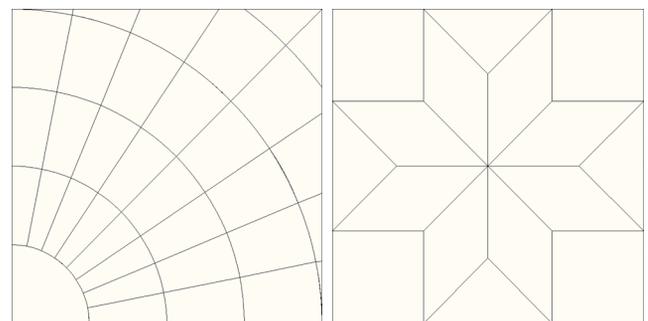
Step 3

Step 4



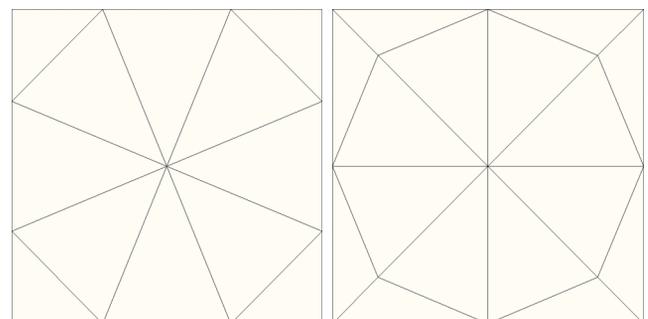
Rectangle (no grid)

Circle



Arc

Eight Point Star

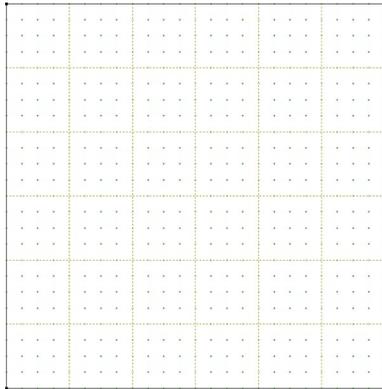


Kaleidoscope

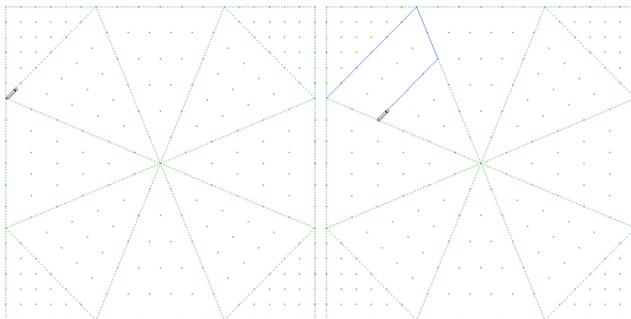
Octagon



Graph Paper Cells:		Horizontal	6
		Vertical	6

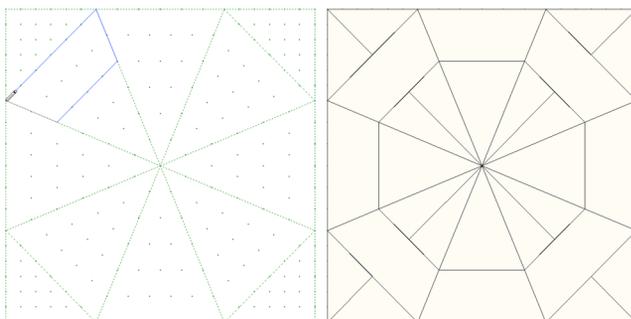


Step 6
Graph paper set to 6 on a 6" block shows divisions at every 1" mark



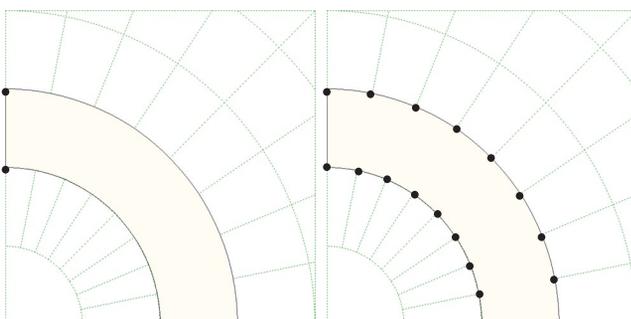
Step 8
Click a grid point

Step 9
Click grid points to place nodes



Step 10
Double-click on the starting point to close the patch

Step 11
Fill the entire block with patches



BAD - the arc only has nodes in the corners

GOOD - To avoid gaps click each spoke on the grid

- 6 *Graph Paper* – To see graph paper lines, press in the **Hide/show graph paper** button on the Precision Bar. Change **Graph Paper Cells Horizontal** and **Graph Paper Cells Vertical** (in the Precision Bar) by double-clicking in each box and typing a new number.

Draw the Block

- 7 Click and hold on the **Polydraw** tool, then click the **PolyLine** tool to draw lines (Rectangle, Eight Point Star, Kaleidoscope, and Octagon grids) or the **PolyArc** tool to draw arcs and straight lines (Circle and Arc grids).
- 8 To complete the patch, return to the initial point. To start over at anytime, press the ESC key. **Click on a grid point to start.** (Nodes automatically snap to the nearest grid point.)
- 9 **Click another grid point to place a node.** Click to place the nodes that form your patch. Do not cross your lines in one patch (as with a figure-eight).
- 10 **Double-click to end the patch at the beginning point.** If auto fill is turned on, you'll see the patch fill.
- 11 Continue drawing complete patches until the entire block is filled. Don't leave any holes or overlap patches.

Notes

- To remove blue lines, press the keyboard ESC key or double-click to release the mouse and delete the line.
- SHIFT+click to release the last node that was placed. Holding the SHIFT key and clicking multiple times will release a node, one at a time, back until the initial node.
- You must complete an entire patch before starting a new one when drawing with these tools.
- Don't draw on top of existing lines within the same patch.
- If you notice gaps between patches, delete one patch and redraw it, clicking on each grid point along the way.

Using the Line and Bezier Curve Tools

The Line and Bezier Curve tools are available on the Applique tab.

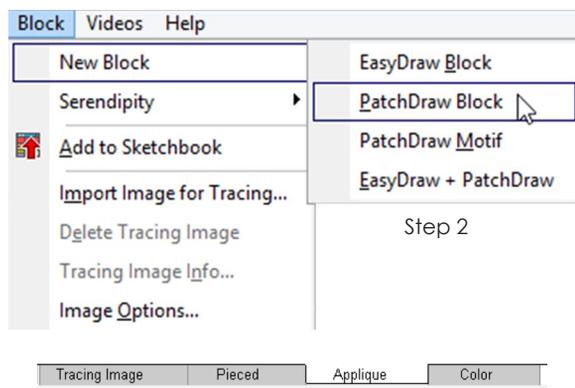
- 1 Click the **Work on Block** button, or click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block > PatchDraw Block**, **PatchDraw Motif**, or **EasyDraw + PatchDraw**.
- 3 Click the **Applique** tab.
- 4 Click the **Line** tool to draw lines or **Bezier Curve** tool to draw curves.
- 5 Position your cursor inside the block outline. Click and hold to start the segment and drag your cursor across the screen to change its length. Release to stop that segment, but do not move your mouse cursor.
- 6 Continuing from the stopping point of the last segment, click and hold to start the next segment. Drag to the desired ending point and release, but do not move your mouse to stop that segment.
- 7 Repeat step 6 until you stop where you started in step 5. This will close the patch. If auto fill is turned on, you'll see the patch fill.

Notes

- The Bezier Curve tool is not like the Freehand tool. A single arc drawn with this tool can never be more complicated than an "S" curve. To draw a complex shape with this tool you must "build it up" by joining together several arcs.
- If you want to draw a patch combining lines and curves, use the Bezier Curve tool and CTRL key. When you draw with the CTRL key held down – it will draw lines; with it released – it will draw curves.



Step 1
Work on Block



Step 2



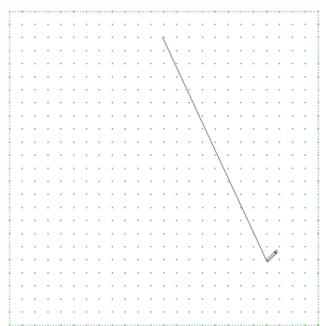
Step 3



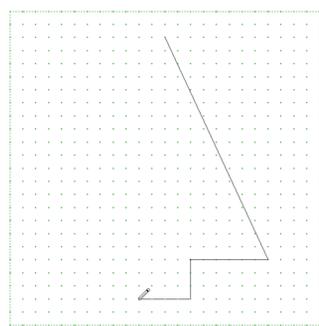
Step 4
Line



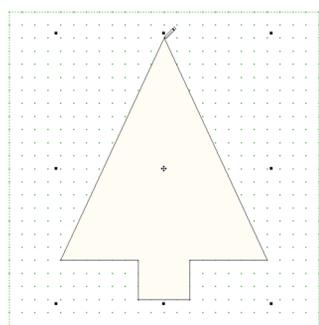
Step 4
Bezier Curve



Step 5 - Drag out the first segment



Step 6 - Drag out each segment from the ending point of the segment before

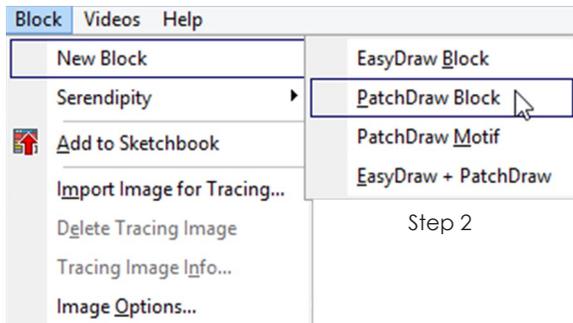


Step 7 - End at the starting point to close your appliqué patch

8



Step 1
Work on Block



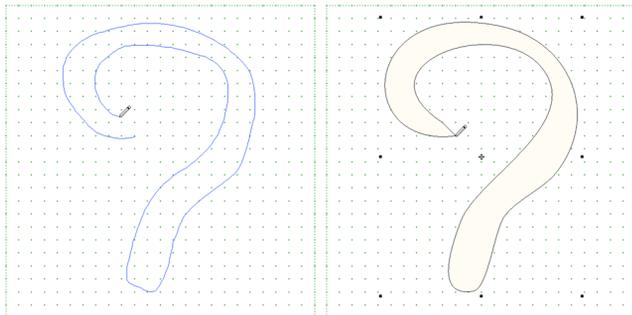
Step 2



Step 3



Step 4
Freehand

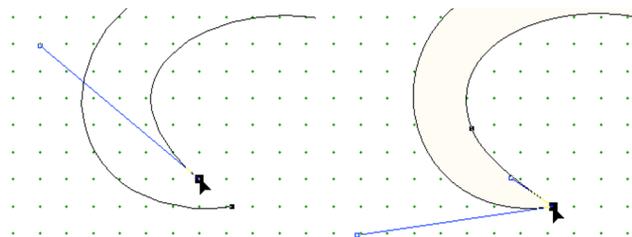


Step 5 - Drag your mouse
around freely to form the
patch

Step 5 - Release the mouse
at the starting point



Step 7
Shape



Step 7 - Drag the ending node on top of the beginning node

Drawing with the Freehand Tool

The Freehand tool is available on the Applique tab.

- 1 Click the **Work on Block** button, or click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block > PatchDraw Block** to start a new block with a PatchDraw background, **PatchDraw Motif** to start a new block without a background, or **EasyDraw + PatchDraw** to start a new block with an EasyDraw™ background.
- 3 Click **BLOCK > Drawing Board Setup**. Double-check your block size and snap points to be sure they are set as you'd like. Click **OK**.
- 4 Click the **Applique** tab.
- 5 Click the **Freehand** tool and position your cursor inside the block outline. Click, hold and move your cursor around freely. End the patch at the beginning point and release the mouse. The patch will smooth out. If auto fill is turned on, the patch will fill.
- 6 If you do not like your patch, click **EDIT > Undo** and start over from step 5.
- 7 If you ended the patch accurately at the beginning point, it will close.

If you missed the beginning point, click the **Shape** tool. Click and hold on the ending node with the Shape tool to pick it up. Drag it over and drop it on top of the beginning node. The patch should close and will fill if auto fill is turned on.

Notes

- Do not draw lines in a shape that cross (as with a figure 8). Do not draw patches extending past the block outline.
- Any unclosed shapes will be interpreted as thread.
- Use the Freehand tool to trace pictures, see pages 185-187.
- You can adjust the freehand smoothness of the patch. Click **BLOCK > Drawing Board Setup > Help** button.

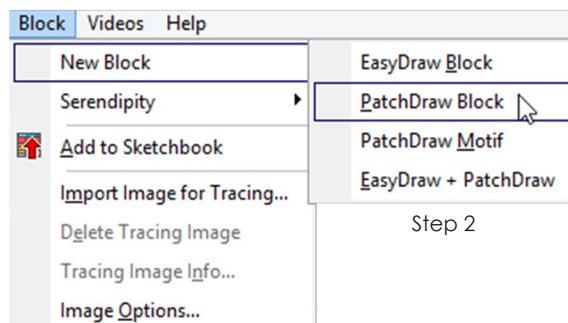
Drawing with the Brush Stroke Tool

The Brush Stroke tool is available only on the Applique tab. The Brush Stroke tool is great for drawing stems, vines, buds, and basket handles.

- 1 Click the **Work on Block** button, or click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block > PatchDraw Block** to start a new block with a PatchDraw background, **PatchDraw Motif** to start a new block without a background, or **EasyDraw + PatchDraw** to start a new block with an EasyDraw™ background.
- 3 Click **BLOCK > Drawing Board Setup**. Double-check your block size and snap points to be sure they are set as you want them. Click **OK** when you are done.
- 4 Click the **Applique** tab.
- 5 Click the **Brush Stroke** tool. If the Brush Stroke tool is not on your toolbar, see page 246.
- 6 To draw the spine, click the **Brush Stroke** tool and position your cursor inside the block outline. Click, hold and move your cursor around freely to draw the "spine" of your patch, then release the mouse. This is a drawing-in-progress, so it will not fill automatically if you have auto fill turned on. The "spine" can still be edited. You will see two equidistant lines on either side of the spine. These sides are the edges of the real patch and are controlled by Minimum Width and Boldness.
- 7 To reshape the spine, click the **Shape** tool and click the spine to select it. Click and hold on any node and drag it to a new position. You can also click a node to see its handles. Click and hold on the handle and drag it to a new position.
- 8 If you do not see the Precision Bar below the Project toolbar, click **VIEW > Precision Bar** to turn it on.



Step 1
Work on Block



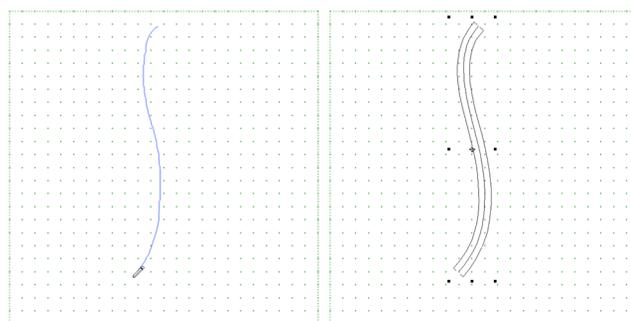
Step 2



Step 4



Step 5
Brush Stroke

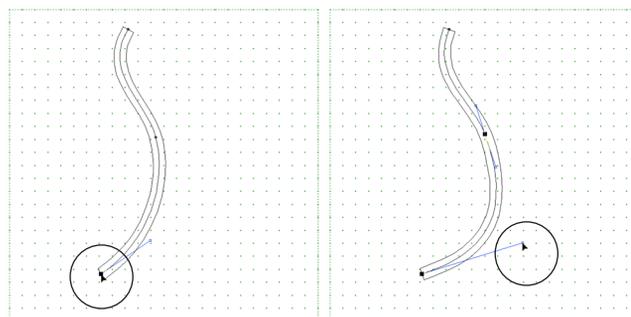


Step 6 - Drag the cursor freely to draw the patch spine

Step 6 - Release the mouse to see the in-progress patch



Step 7
Shape

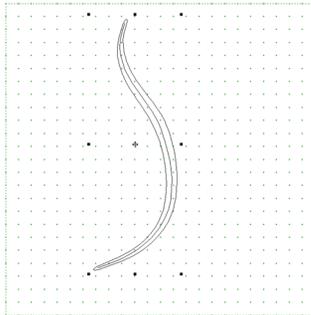
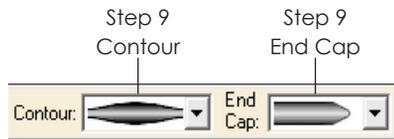


Step 7
Drag a node to a new position

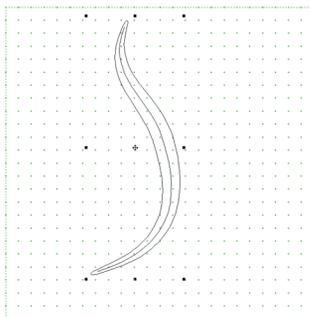
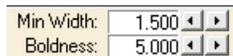
Step 7
Drag a handle to a new position



Step 9
Pick



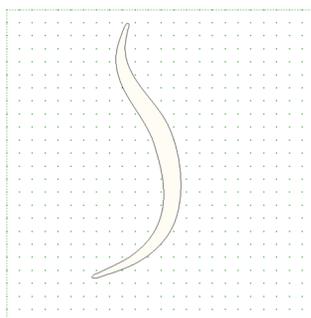
Step 9 - Stroke Style and Stroke End choices applied



Step 10 - Minimum Width and Boldness choices applied



Step 11
Convert to Patch



The Brush Stroke has been converted to a patch

9 To change the style of the stroke's body or ends, click the **Pick** tool, then click the brush stroke to select it. Click the down arrow next to **Contour** and click a different style in the list. Click the down arrow next to **End Cap** and click a different style in the list. Your brush stroke will update to reflect your changes.

10 To change the thickness of the stroke, you can change the minimum width or boldness.

- **Minimum Width** – All of the stroke styles, with the exception of the first one, have a place at the beginning, end, or middle where the stroke tapers in. This is “the location” in the stroke where the width is at its minimum. Set the minimum width to zero and this “location” will be basically flat (no width). As the minimum width number increases, this “location” will grow wider.
- **Boldness** – Boldness or “fatness” refers to the size of the stroke around the spine. If you set it to 1, you have a very narrow stroke surrounding the spine. As you increase this number, the stroke gets fatter and fatter, or bolder and bolder, surrounding the spine. The overall style of the stroke does not change so it still has a “location” where it's tapered and that area does not get fatter unless you change the Minimum Width for it.

11 When you are finished editing the spine and changing the settings, click the **Convert to Patch** button on the Precision Bar or click the **Color** tab.

Note

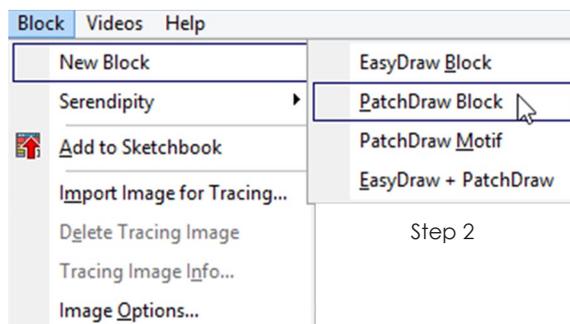
Before clicking *Convert to Patch* or the **Color** tab, you can reselect and change the settings for a brush stroke by selecting it with the **Pick** tool.

Drawing with the Swath Tool

- 1 Click the **Work on Block** button, or click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block > PatchDraw Block** to start a new block with a PatchDraw background, **PatchDraw Motif** to start a new block without a background, or **EasyDraw + PatchDraw** to start a new block with an EasyDraw™ background.
- 3 Click **BLOCK > Drawing Board Setup**. Double-check your block size and snap points. Click **OK** when you are done.
- 4 Click the **Applique** tab.
- 5 Click the **Swath** tool. If the Swath tool is not on your toolbar, see page 246.
- 6 To draw the spine, position your cursor inside the block outline. Click, hold and move your cursor around freely to draw the "spine" of your patch, then release the mouse. This is a drawing-in-progress, so it will not fill automatically if you have auto fill turned on. The "spine" can still be edited. You will see two equidistant lines on either side of the spine. These sides are the edges of the real patch and are controlled by Minimum Width and Boldness.
- 7 To reshape the spine, click the **Shape** tool and click the spine to select it. Click and hold on any node and drag it to a new position. You can also click a node to see its handles. Click and hold on the handle and drag it to a new position. Keep the spine as smooth as possible.
- 8 If you do not see the Precision Bar below the Project toolbar, click **VIEW > Precision Bar** to turn it on.



Step 1
Work on Block



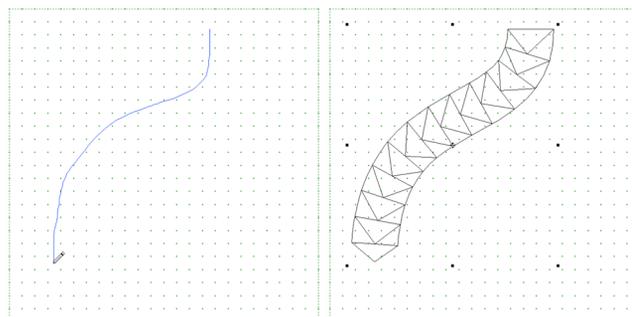
Step 2



Step 4



Step 5
Swath

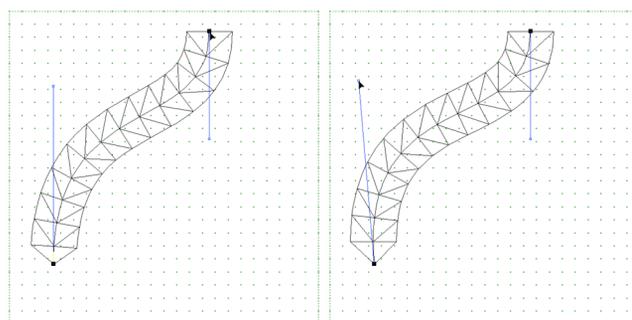


Step 6 - Drag the cursor freely to draw the patch spine

Step 6 - Release the mouse to see the in-progress patch

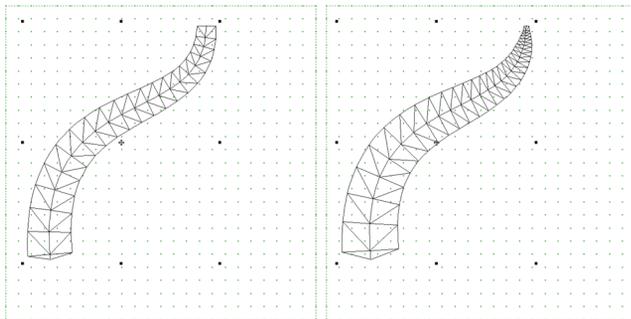
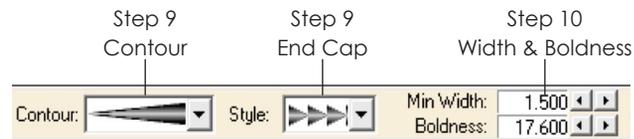


Step 7
Shape



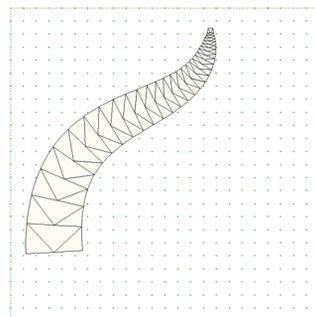
Step 7
Drag a node to a new position

Step 7
Drag a handle to a new position

Step 9
Shape

Step 9

Step 10

Step 11
Convert to PatchThe Swath has been
converted to a patch

9 To change the style of the swath's body, click the **Pick** tool, then click the swath to select it. Click the down arrow next to **Contour** and click a different style in the list. Click the down arrow next to **Style** and click a different style in the list. Your swath will update.

10 To change the thickness of the swath, you can change the minimum width or boldness. The number of triangles or diamonds may update as well as when you change these settings.

- **Minimum Width** – All of the contour styles, with the exception of the first one, have a place at the beginning, end, or middle where the swath tapers in. This is “the location” in the swath where the width is at its minimum. Set the minimum width to zero and this “location” will be basically flat (no width). As the minimum width number increases, this “location” will grow wider.
- **Boldness** – Boldness or “fatness” refers to the size of the swath around the spine. If you set it to 1, you have a very narrow swath surrounding the spine. As you increase this number, the swath gets fatter and fatter, or bolder and bolder, surrounding the spine. The overall style of the swath does not change so it still has a “location” where it's tapered and that area does not get fatter unless you change the Minimum Width for it.

11 When you're finished editing the spine and changing settings, click the **Convert to Patch** button or click the Color tab.

Notes

- The larger your pieces are and the larger your block is, the easier it will be to sew it.
- You can print the block, templates, or foundation patterns for these drawings. To foundation piece the triangle swath style, convert to patch, print foundation pattern, re-section each swath as one group, re-number the group, then Preview and Print. Print Templates with seam allowance on or off (off = fusible pattern, on = pieced pattern).
- The templates are sewn together to make a large appliqué patch. This can then be appliquéd (or reverse-appliquéd) to the rest of the block.

Drawing with the Rectangle and Ellipse Tools

The Rectangle and Ellipse tools are available on the Applique tab and may not be on your toolbar by default, see page 246.

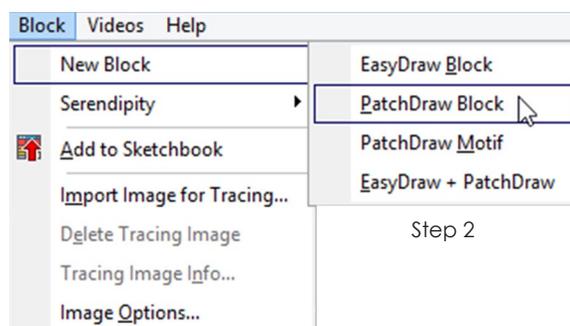
- 1 Click the **Work on Block** button, or click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block > PatchDraw Block**, **PatchDraw Motif**, or **EasyDraw + PatchDraw**.
- 3 Click the **Applique** tab.
- 4 To add the Rectangle and Ellipse tools to your toolbar, right-click on the Drawing toolbar, then click **Add/Remove Buttons**. Click the Rectangle tool, then click the Ellipse tool. Click away from the Add/Remove list to turn the list off.
- 5 Click the **Rectangle** tool to make squares, rectangles, or rounded rectangles OR the **Ellipse** tool to make circles, ellipses (ovals), pies, or wedges.
- 6 Position your cursor inside the block outline, then click and hold to start the shape. Drag your cursor across the screen to change the size, then release to stop the shape. This is a drawing-in-progress, so it will not fill automatically if you have auto fill turned on. (Optional: hold down your keyboard **CTRL** key while dragging out the shape to make a perfect square or circle.)

Note

These shapes are not filled when you first draw them so that you can edit them as geometric objects. For example, using the Shape tool or the Precision Bar, you can change the angles of a pie shape, or the amount of rounding at the corners of a rectangle. Once you apply *Convert to Patch* to fill the object it can no longer be edited in this way.



Step 1
Work on Block



Step 2



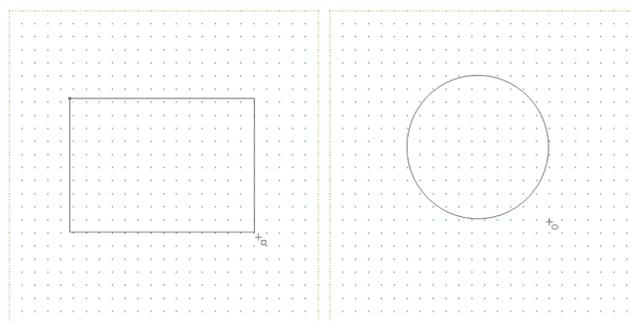
Step 3



Step 4
Rectangle

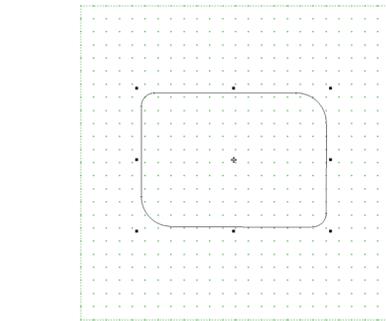
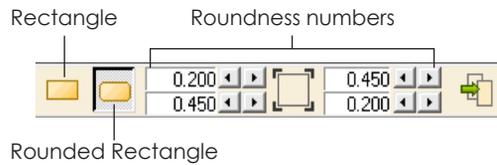


Step 4
Ellipse

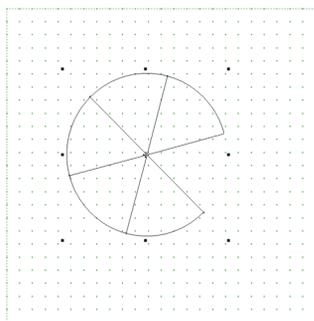
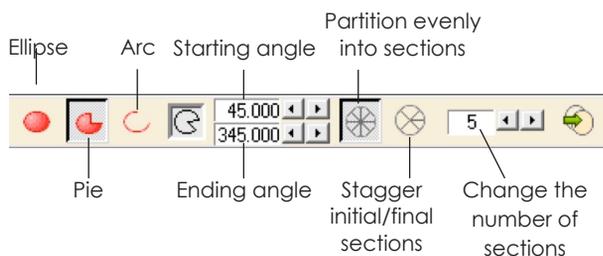


Step 6
Using the Rectangle tool

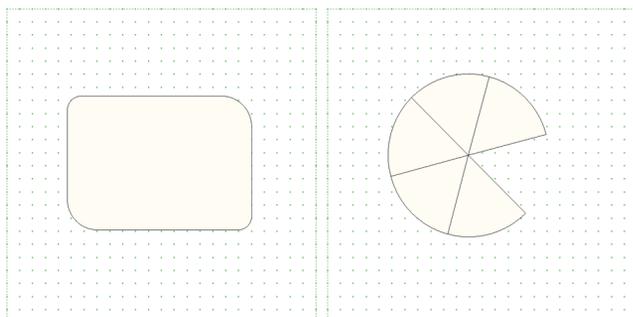
Step 6
Using the Ellipse tool and holding down the CTRL key to create a perfect circle

Step 8
Pick

Step 8 - Rounded rectangle choices applied



Step 8 - Ellipse choices applied

Step 10
Convert to
Patch

These shapes have been converted to patches

Steps 7-9 are a group of optional steps. If you are happy with your drawing, skip to step 10. Otherwise, follow all the steps in the shaded box.

- 7 (Optional) If you do not see the Precision Bar below the Project toolbar, click **VIEW > Precision Bar** to turn it on.
- 8 (Optional) Click the **Pick** tool, then click on the line of the shape you just drew to select it. Change the settings on the Precision Bar to modify the shape:
 - **Rectangle button** – click this to make the corners sharp (90 degrees).
 - **Rounded Rectangle button** – click this to make rounded corners; click the arrow buttons next to the roundness numbers to make the corners more or less round.
 - **Ellipse button** – click this to make your ellipse or circle have no gaps
 - **Pie button** – click this to turn your ellipse into a pie; click the arrow buttons for starting and ending angles to increase any gap in the pie.
 - **Arc button** – click this to turn your ellipse into an arc; click the arrow buttons for starting and ending angles to increase any gap in the arc.
- 9 (Optional) If you are making an ellipse, pie or arc, you can section it into pieces. Click either the **Partition evenly into sections** button or **Stagger initial/final sections** button. Then, click the arrows beside *Change the number of sections* box to divide the ellipse, pie or arc.

- 10 When you are finished, click the **Convert to Patch** button on the Precision Bar or click the **Color** tab. If auto fill is turned on, you'll see the patch or patches fill.

Note

If you accidentally deselect the patch and haven't converted it to a patch yet, click it with the Pick tool to continue editing.

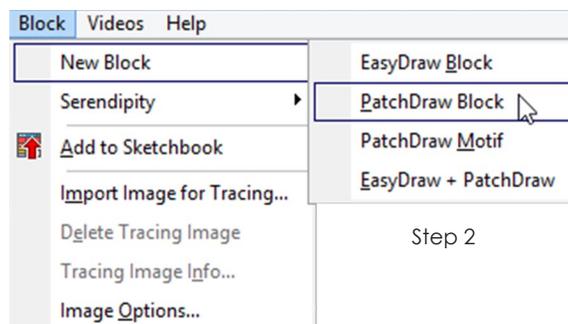
Drawing with the Oval and Polygon Tools

The Oval and Polygon tools are available on the Applique tab. They draw closed shapes automatically.

- 1 Click the **Work on Block** button, or click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block > PatchDraw Block** to start a new block with a PatchDraw background, **PatchDraw Motif** to start a new block without a background, or **EasyDraw + PatchDraw** to start a new block with an EasyDraw™ background.
- 3 Click the **Applique** tab.
- 4 These tools have flyout menus for all the different shapes. To see all the styles, click either the **Oval** or **Polygon** tools and *hold down* the mouse button until the flyout menu appears, displaying the styles. **Click to select the style you like.**
- 5 Position your cursor inside the block outline, then click and hold to start the shape. Drag your cursor in any direction across the screen to change the size or orientation, then release to stop the shape. The drawing is complete and will fill automatically if you have auto fill turned on. (*Optional: hold down your keyboard **CTRL** key while dragging out the shape to make a perfect shape or draw at a perfect angle.*)



Step 1
Work on Block



Step 2



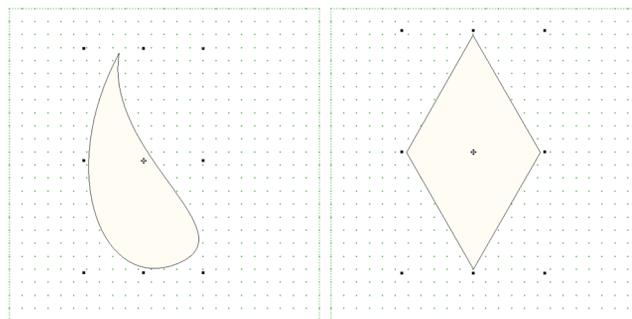
Step 3



Step 4
Oval
Click and hold to see the flyout

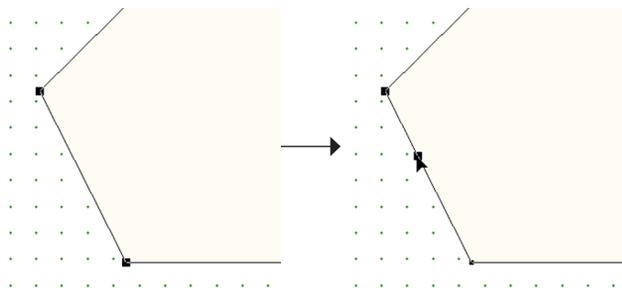
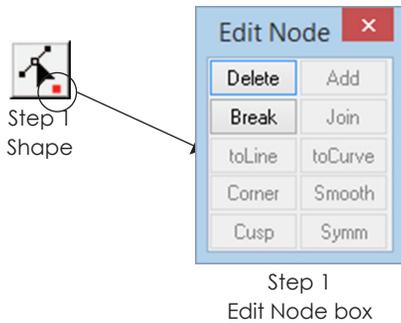


Step 4
Polygon
Click and hold to see the flyout

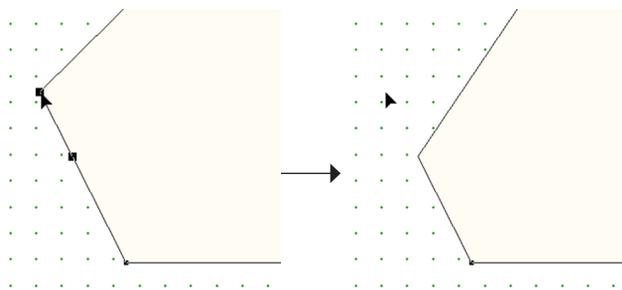


Step 5
Using the Oval tool

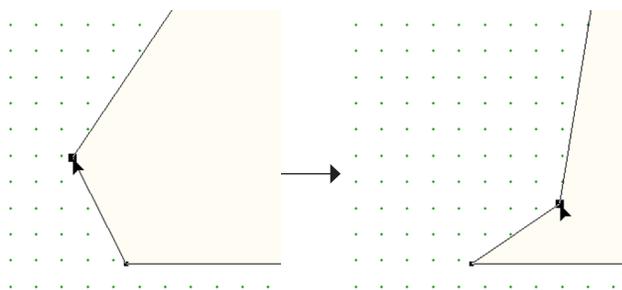
Step 5
Using the Polygon tool



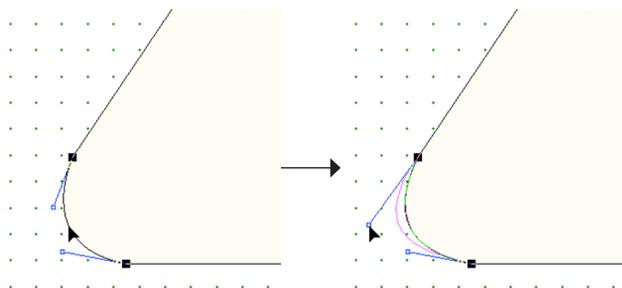
Step 4 - Add a node by double-clicking on the line or curve



Step 4 - Delete a node by double-clicking on it



Step 4 - Move a node by clicking and dragging it to a new location



Step 5 - Shape a curve or node by clicking to select it and moving the handles

Shaping Patches

Nodes and handles are the key to shaping patches. Nodes are the black dots between segments. Handles are attached to nodes only near curves (not lines).

- 1 Click the **View Sketchbook** button. Click the **Blocks** section and double-click your block.
- 2 Click the **Applique** tab.
- 3 Click the **Shape** tool, then click a line or curve in the patch you want to shape.
- 4 To add nodes, double-click on the line or curve at the point where you want a node.

To delete nodes, double-click on the node to delete it. (Every patch needs at least two nodes.)

To move nodes, click and hold on the node in the patch, then drag it to a new location.

- 5 To shape a curve, click the curve to see the handles, then click, hold, and drag the handles or the curve to a new position.

To shape a node, click to select the node to see its handles, then click, hold, and drag the handles to new positions.

- 6 To change a line to a curve or vice versa, click to select the line or curve. Right-click on the line or curve, click **Edit**, and then click the **to Curve** or **to Line** button on the Edit box that appears.

- 7 To change the smoothness of a node's handles, click to select the node. Right-click on the node, click **Edit**, then click any of the following options (these options are also in the Precision Bar):

- **Corner** – makes the handles independent.
- **Smooth** – straightens the handles out to be 180 degrees from one another.
- **Cusp** – lines the handles up on top of one another.
- **Symm(etical)** – smoothes the node as much as possible, by making the handles the same length and 180 degrees apart from one another.

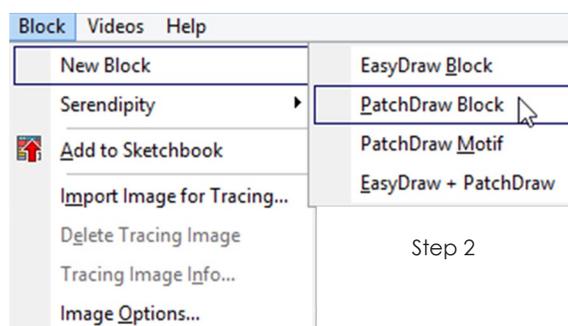
Making a Wreath

WreathMaker is available on the Applique tab and is used to make original wreath designs. This feature can be used on patches you draw or on patches from existing Library blocks. WreathMaker repeats and rotates any selected patches for you.

- 1 Click the **Work on Block** button, or click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block > PatchDraw Block**, **PatchDraw Motif**, or **EasyDraw + PatchDraw**.
- 3 Use any of the PatchDraw tools to draw the shape you want to repeat. Remember that orientation matters. You will make different wreaths with horizontal patches than vertical. To learn how the appliqué tools work, see pages 158-166.
- 4 Click the **Pick** tool, then click the shape you drew. To select more than one patch, click the first, hold down your keyboard **SHIFT** key and click the others. Or, press CTRL+A to select all.
- 5 Click the WreathMaker button, or click **BLOCK > WreathMaker**.
- 6 *Number of clusters* – drag the slider bar to any position or double-click the current number and type a new number to change the number of patch groups. (Range: 3-20)
- 7 *Cluster spacing* – drag the slider bar to any position or double-click the current number and type a new number to change the amount of space between patch groups. (Range: 0-100%)
- 8 *Resize cluster* – drag the slider bar to any position or double-click the current number and type a new number to change how much the patch groups are resized. (Range varies, 100% = no change in size)
- 9 Click **OK** and the wreath will appear.
- 10 If you do not like the way it looks, click **EDIT > Undo** and start over at step 5.



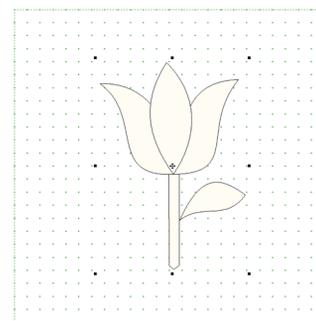
Step 1
Work on Block



Step 2



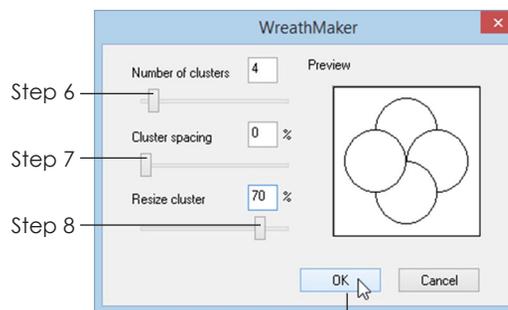
Step 4
Pick



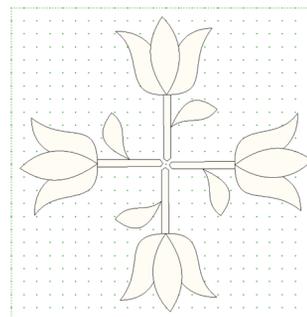
Step 4
Select all the patches



Step 5



Step 9

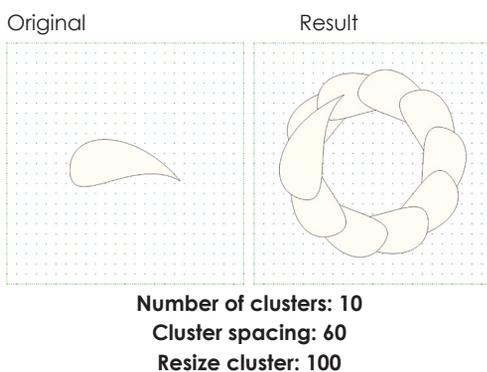
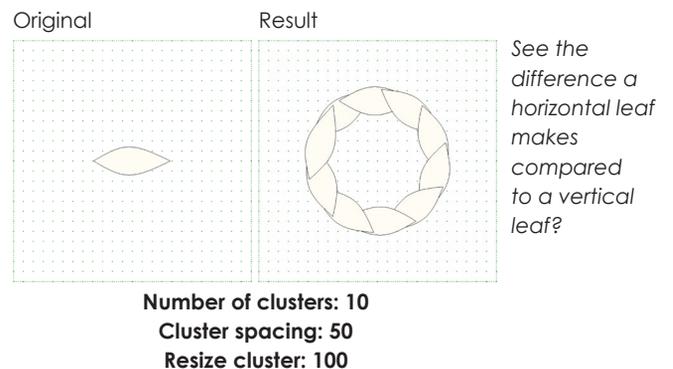
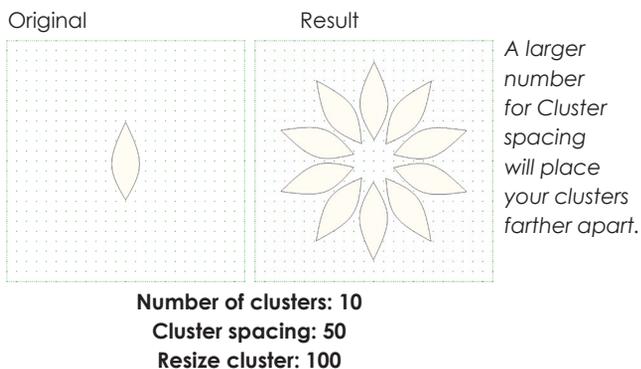
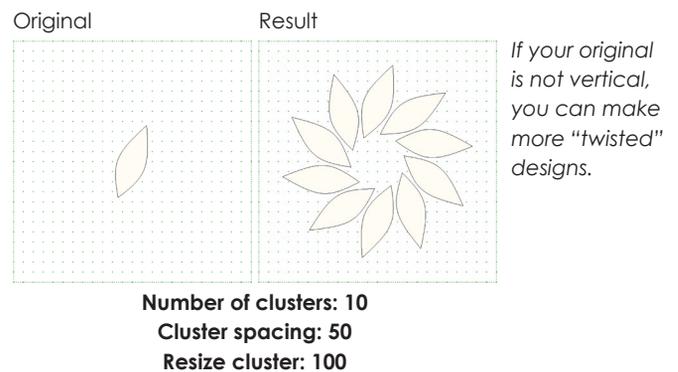
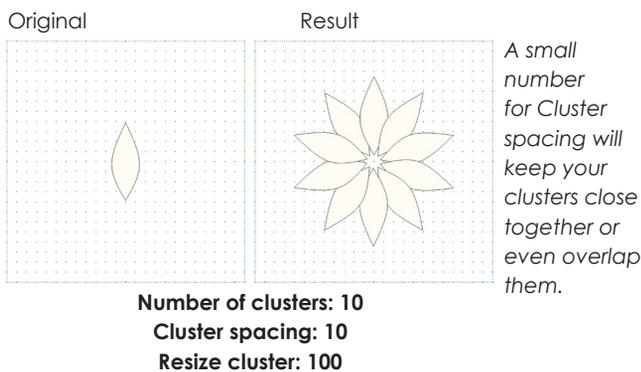


The finished wreath

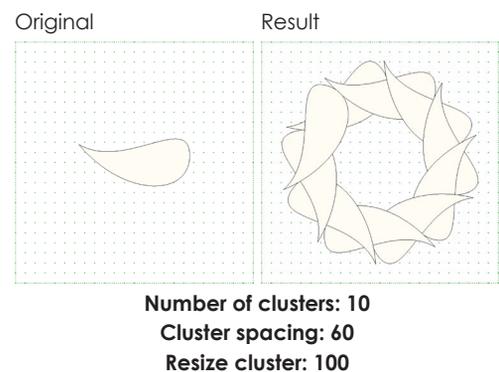
Notes

- WreathMaker can be used on Patchdraw segments or patches. It will not work on a “drawing in progress” until it is converted to a patch (drawings made with the Brush Stroke, Swath, Ellipse, or Rounded Rectangle tools).
- If you want to re-layer your wreath’s patches, see page 170. Keep in mind, one patch will always be on top.
- You can WreathMaker a wreath to see interesting effects. WreathMaker is also great for creating quilting stencils.
- Wreaths are automatically centered in the block.
- If you set *Cluster spacing* to 0% the wreath will be touching in the center. If you set it to 100%, WreathMaker may automatically change the value for *Resize cluster* to ensure that the wreath fits inside the block.
- If you set *Resize cluster* to 100% the patches will not change size. If you set it to anything higher than 100%, the patches will increase in size.

Wreath Recipes



Look at the effect drawing a shape differently can have on a wreath.



Layering Patches in PatchDraw

When patches overlap, you'll sometimes want to move a patch in front of or behind another. You can layer patches on the Applique tab (patches on the Pieced tab should never overlap).

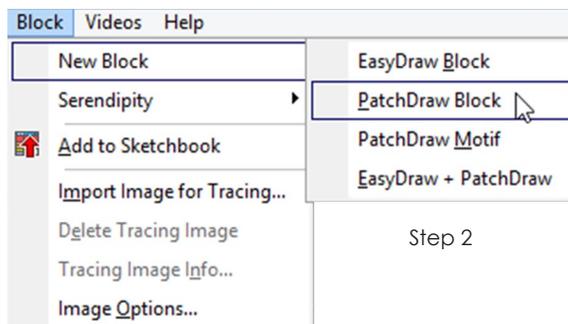
- 1 Click the **Work on Block** button, or click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block > PatchDraw Block**, **PatchDraw Motif**, or **EasyDraw + PatchDraw**.
- 3 Click the **Applique** tab.
- 4 **Draw your block.** Once your block is drawn, you can move patches in front of or behind other patches.
- 5 Click the **Color** tab at the bottom of the screen. You will be looking at your block as a black and white line drawing.
- 6 Click the **Pick** tool, then click a patch you want to re-layer. Use SHIFT+click to select more than one patch. Selected patches will be bold.
- 7 Click **BLOCK > Send to Front** and the patches will be the top layer or **BLOCK > Send to Back** so the patches will be the bottom layer. (You can also right-click anywhere on the drawing and choose Send to Front or Send to Back.)

Notes

- Patches are automatically layered in the order they are drawn: first patch drawn = bottom; last patch drawn = top. Save time and draw them in the correct order.
- You can change the layering before or after you've colored patches.
- If you change a layer and don't like the new look, choose EDIT > Undo to take back your most recent change.
- You can also re-layer patches on the Applique tab while drawing. Use the shortcuts on the Precision Bar.



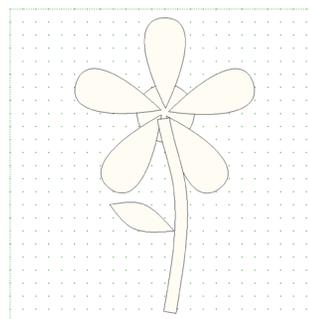
Step 1
Work on Block



Step 2



Step 3



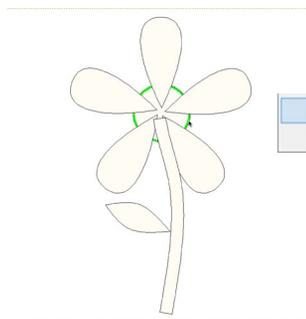
Step 4



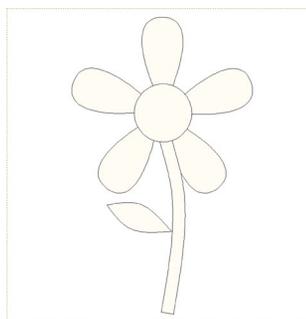
Step 5



Step 6
Pick



Step 6
Select the patch to re-layer



The flower center is now on top of the petals

Chapter 8

Drawing

Section C - All Blocks

This section helps with both EasyDraw™ and PatchDraw. It gives block drawing steps that work the same way no matter which drawing style you're using. And it contains helpful information for everyone. Even beginners will be interested in how Serendipity lets you make new blocks without drawing so much as a line! More advanced designers will want to see the importing and tracing information. So be sure to at least page through this section no matter your drawing experience.

Using Graph Paper and Guides	172
Copying & Pasting or Deleting Lines or Patches	173
Rotating or Flipping a Drawing.....	174
Resizing Lines or Patches	175
Framing Blocks with Serendipity	176
Tilting Blocks with Serendipity.....	177
Merging Blocks with Serendipity.....	178
Clip & Flip Blocks with Serendipity	179
Shrink & Flip Blocks with Serendipity	180
Kaleidoscope Blocks with Serendipity	181
Fancy Star Blocks with Serendipity	182
Drawing Sash or Border Blocks	183
Combining Piecing and Appliqué	184
Importing Images to Trace.....	185
Tracing Images.....	187

Using Graph Paper and Guides

Guides and Graph Paper are not part of your finished design, but they can help you draw blocks. You can use one or both when drawing.

- 1 Click the **Work on Block** button or click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block > Your Choice**. You can use graph paper and guides with any block style.

Using Graph Paper

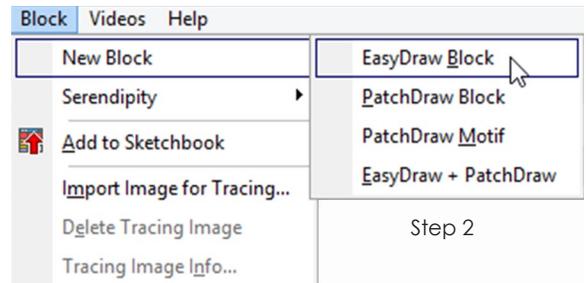
- 3 (PatchDraw Applique tab only) Click the **Pick** tool and make sure nothing is selected.
- 4 To see graph paper lines, press in the **Hide/show graph paper** button on the Precision Bar.
- 5 In the Precision Bar, change **Graph Paper Cells Horizontal** and **Graph Paper Cells Vertical** (the last pair of numbers in the Precision Bar) by double-clicking in each box and typing a new number. Graph paper lines are merely guides to help you see different divisions in the block. *Examples:* Set it to 2 x 2 and you will know where the center of your block is, or set it to 3 x 3 and you will have a 9-patch graph behind your block.

Using Guides

- 6 Use any of the tools to draw your guides.
- 7 Convert all or part of the drawing to guides:
 - *All of the drawing* – Click **EDIT > Select All**.
 - *Part of the drawing* – Click the **Pick** tool and click on the part of your drawing you want to be guides. To select more than one line, arc, or patch, select the first one, then SHIFT+click the others.
- 8 Click **BLOCK > Convert to Guides**. The selected portions will convert to guides. If nothing is selected, the entire block will convert to guides.



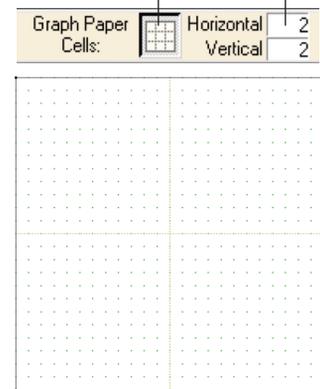
Step 1
Work on Block



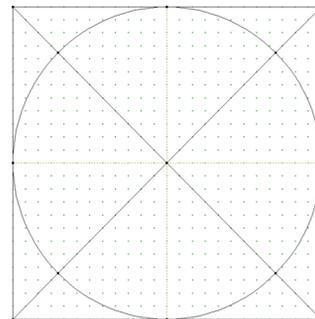
Step 4 Step 5



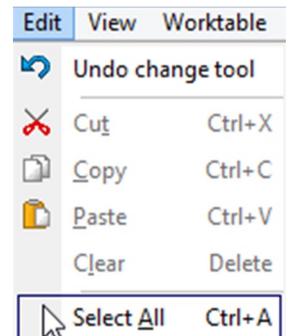
Step 3 - Pick (PatchDraw Applique tab only)



Graph paper cells



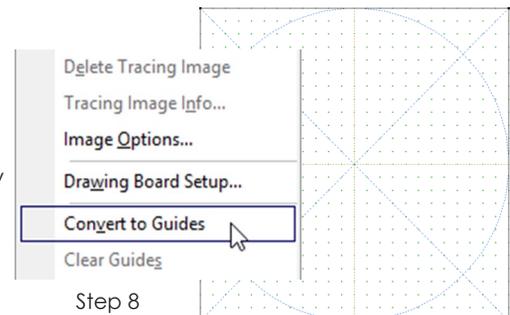
Step 6
Draw your guides



Step 7
EDIT > Select All to select the entire drawing

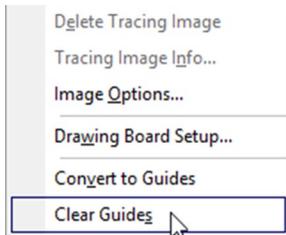


Step 7 - Pick To select only a portion of the drawing



Step 8

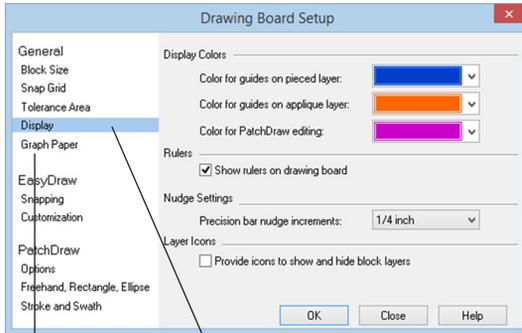
Converted to guides



Step 9



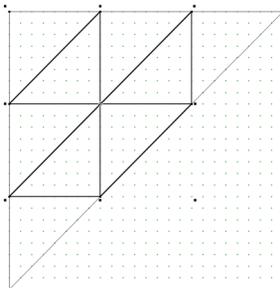
Step 10



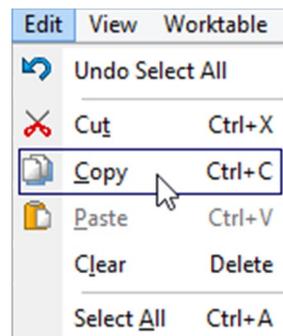
Change Graph Paper color
Change Guide colors



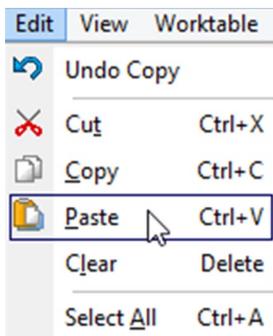
Step 1
Pick



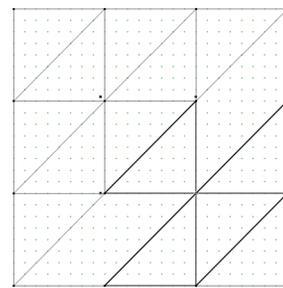
Step 2
Click segment(s) to copy



Step 3
EDIT > Copy



Step 4
EDIT > Paste



Step 3
The segments have been pasted and moved to the lower-right corner

Clearing Guides or Turning Off Graph Paper

- To clear the guides from the worktable, click **BLOCK > Clear Guides**.
- To turn off the graph paper, click the **Hide/show graph paper** button on the Precision Bar.

Notes

- Change the color of your graph paper lines under **BLOCK > Drawing Board Setup > Graph Paper**. Change the color for the guides, under **BLOCK > Drawing Board Setup > Display**. Guides on the pieced and appliqué layers can have different colors.
- You can also convert selections to guides using the Precision Bar button or by right-clicking and choosing **Convert to Guides**.
- If you are trying to match two blocks at the sides, convert the first block to guides, start a new block and draw where the guides meet the block outline.
- To convert a patch created with the Rounded Rectangle, Ellipse, or Brush Stroke tools, you must first use **Convert to Patch**.

Copying & Pasting or Deleting Lines or Patches

You can copy and paste or delete any part of your drawing, whether you are in EasyDraw™ or PatchDraw.

- Click the **Pick** tool.
- Click the segment or patch you want to copy or delete.** To select multiple segments or patches, click the first one and **SHIFT+click** the others.
- To copy and paste the selection, click **EDIT > Copy**, then **EDIT > Paste**. (Or press CTRL+C, then CTRL+V on your keyboard.) The pasted version will now be selected and you can move it into place. Position your cursor over the move icon in the center of the pasted segments. Click and hold, then drag the segments to the new location.

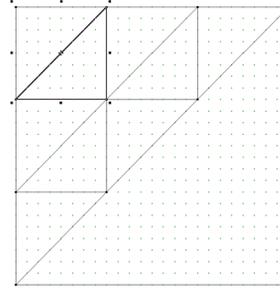


To delete the selection, click **EDIT > Clear**. (Or press the DELETE key on your keyboard.)

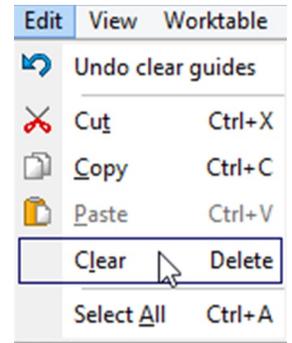
- 4 If you pasted or deleted the wrong thing, click **EDIT > Undo** (or press CTRL+Z on your keyboard). Then go back to step 2 to verify what indeed was selected.

Notes

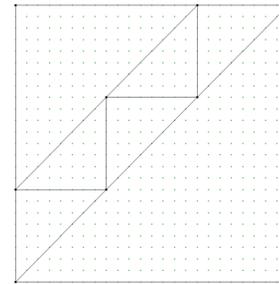
- You can add Copy, Paste and Cut buttons to the top toolbar to use as shortcuts, see page 243.
- To delete a line or patch immediately after drawing it, click EDIT > Undo.
- When you delete segments in an EasyDraw™ block, verify that the new drawing does not break the rules of EasyDraw™ now, see page 140.
- When you copy and move segments in an EasyDraw™ block, ensure that the moved segments are snapped to the grid.



Step 2
Click segment(s) to delete



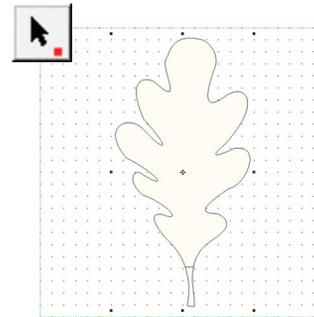
Step 3
EDIT > Clear



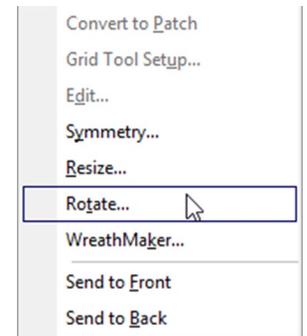
Step 3
The selected segments have been deleted

Rotating or Flipping a Drawing

- 1 Start with any block on your screen. You can either draw it (pages 140-142 or 150-154) or edit it from the Sketchbook (page 28).
- 2 Click the **Pick** tool, then click on the segment or patch outline in the block. If you want to rotate or flip multiple segments or patches, click the first one, then SHIFT+click the others.



Step 2
Select the segments or patches to rotate



Step 3
BLOCK > Rotate

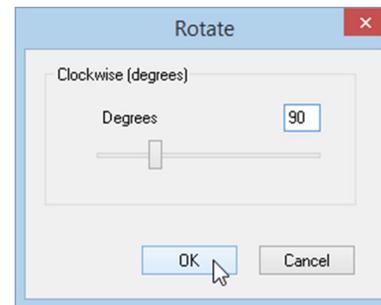
Rotating

- 3 To rotate by specific degrees – Click **BLOCK > Rotate**, then type in a specific degree or drag the slider bar (1 to 359 degrees). Click **OK**.
- 4 To rotate by common degrees – Click **BLOCK > Symmetry**. Then click Rot 90, Rot 180, or Rot 270.

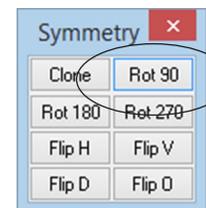
Notes

There are three ways to bring up the Symmetry box:

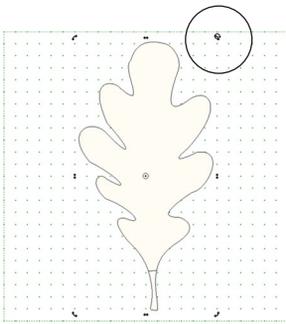
- on the button – click the small red square in the bottom-corner of the Pick tool button.
- right-click – right-click in the middle of the worktable and click Symmetry.
- from the menu – click BLOCK > Symmetry.



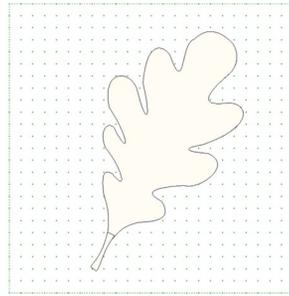
Step 3



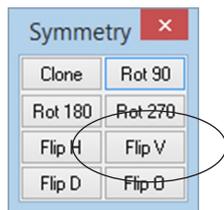
Step 4



Step 5
CTRL+click



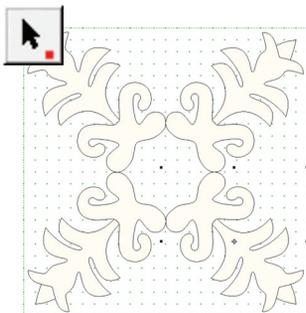
The selection has been rotated using the mouse



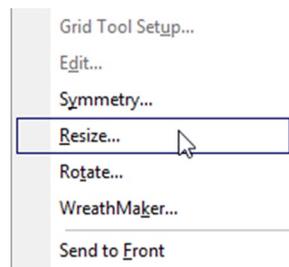
Step 6



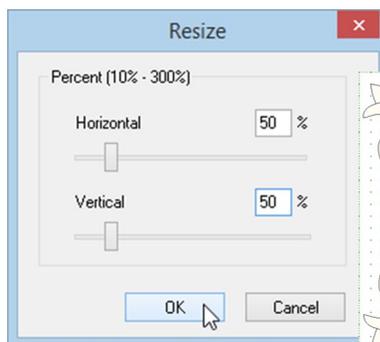
The selection has been flipped vertically from the original



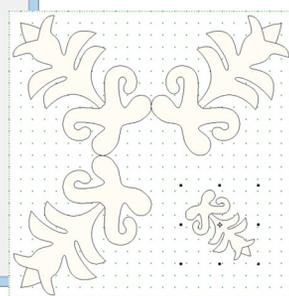
Step 2 - Select the patch(es)



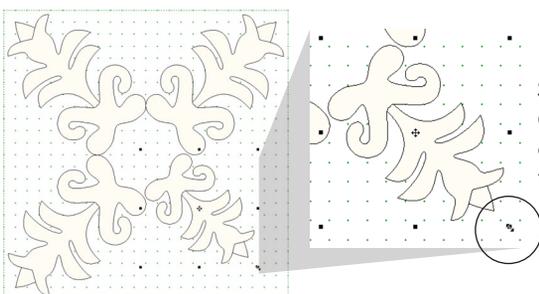
Step 3
BLOCK > Resize



Step 3 - Resize by percentage



Resized by 50%



Step 3
Click, hold and move the handle

- To rotate using the mouse – **CTRL+click** in the center of the segment(s) on the crosshair icon. Position your cursor over a corner handle, then spin handle around the center of the segment(s).

Flipping

- To flip the segment(s) – Click **BLOCK > Symmetry**. Then click Flip H (horizontally), Flip V (vertically), Flip D (diagonally), or Flip O (opposite diagonal).
- Click the **Color** tab. Use the **Paintbrush** tool to color your block.
- Click the **Add to Sketchbook** button to make this block part of your project.

Resizing Lines or Patches

At any point while you're drawing, you can resize one or many lines or patches.

- With your block on the Block worktable, click the **Pick** tool.
- Click the line or outline of the patch you want to resize. If you want to resize multiple lines or patches together, hold down your keyboard **SHIFT key** and click the other lines or patches. The selected items will appear highlighted and be surrounded by little black squares, called handles.
- Resize the selection by percentage or by the way things look on the screen:

- To resize by percentage: Click **BLOCK > Resize**. Type a new number for the horizontal percentage. Press the TAB key twice on your keyboard, then type a new number for the vertical percentage. Resizing values can be from 10-300%.
- To resize by the way things look on the screen: Position your cursor over one of the handles. Click, hold and move the handle to a new position. The selected items will resize as you move the handle. Resize proportionally by holding down the CTRL key.

Notes

To resize the entire drawing (not the block outline), choose EDIT > Select All in step 2.

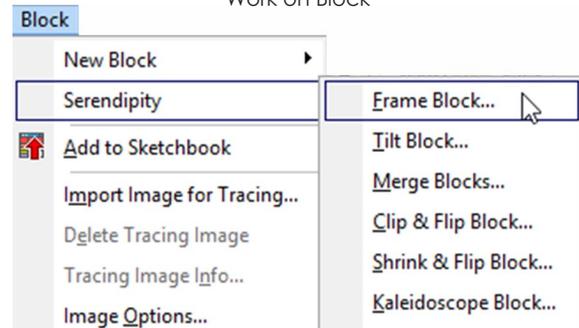
Framing Blocks with Serendipity

You can make new blocks without drawing a single thing by using Serendipity from the BLOCK menu. Use Frame Block to add any of our pre-designed frames around the outside of your block.

- 1 Start with blocks in your Sketchbook (see pages 36, 140-142, or 150-154).
- 2 Click the **Work on Block** button, or click **WORKTABLE > Work on Block**. It does not matter what block is on your screen.
- 3 Click **BLOCK > Serendipity > Frame Block**. The Frame a Block box will appear. It has three sections: the frame, the result, and the block.
- 4 In the left column, use the vertical scrollbar to see all the frame choices. **Click the frame you want to use.** (Optional: Use the coloring arrows below the column to choose the frame color- uncolored or grayscale.)
- 5 In the right column, use the vertical scrollbar to see your Sketchbook blocks. **Click the block you want to frame.** (Optional: Use the coloring arrows below the column to choose from the Sketchbook block colorings.)
- 6 In the center, you will see the resulting block. This picture is interactive. If your block is asymmetrical (not the same on all sides), **click on the block in the picture to rotate it 90 degrees with each click.**
- 7 If you like the new framed block, click **Add to Sketchbook**. If you don't like it, start over at step 4.
- 8 Repeat steps 4-7 to try framing other blocks or click **Close** to return to the worktable.



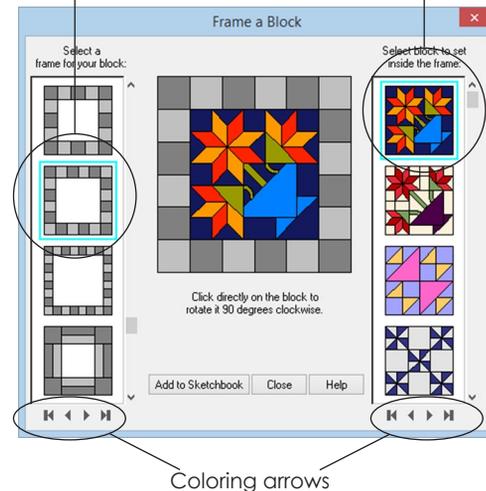
Step 1
Work on Block



Step 2

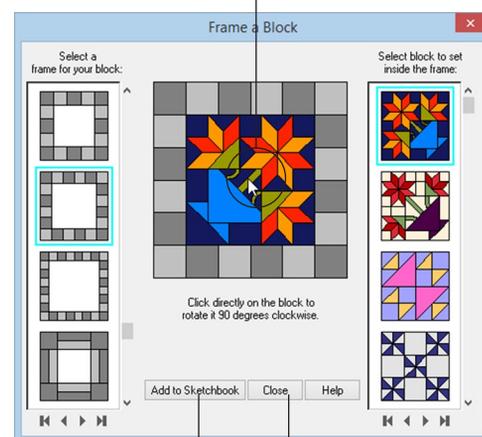
Step 4
Select a frame

Step 4
Select a block



Coloring arrows

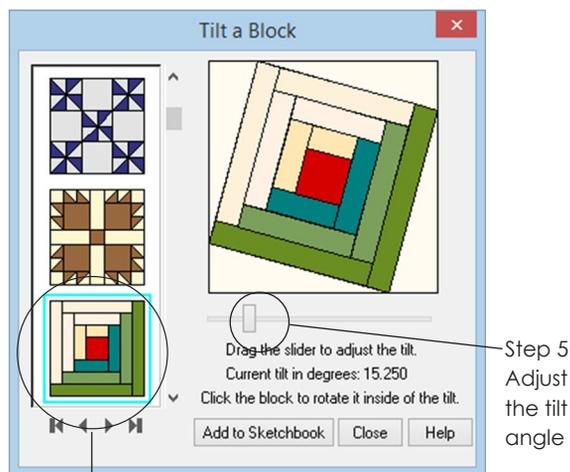
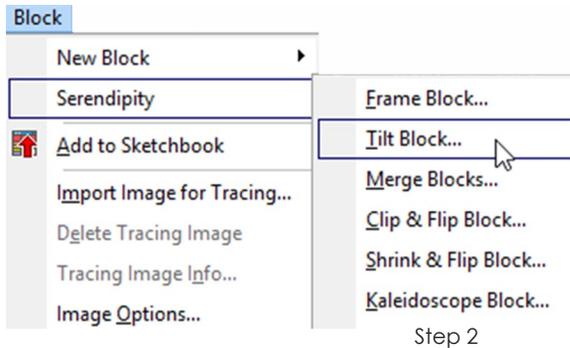
Step 6
Click to rotate block



Step 7 Step 8

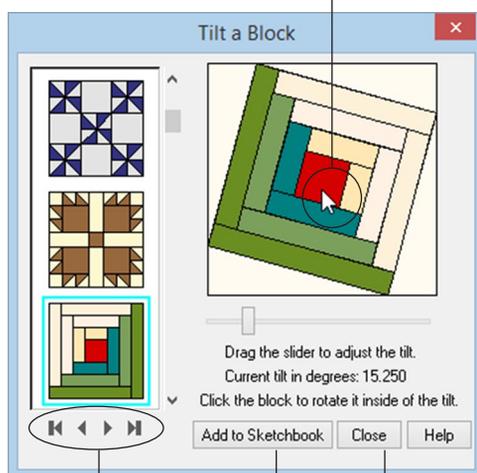


Step 1
Work on Block



Step 4
Select a Sketchbook block

Step 6
Click to rotate block



Step 7
Coloring arrows

Step 7

Step 8

Notes

- These frames are pre-drawn for you. To draw your own frames, try Merge Blocks instead (see page 178).
- Blocks created can be edited further on the Block Worktable.

Tilting Blocks with Serendipity

You can make new blocks without drawing a single thing by using Serendipity from the BLOCK menu. Use Tilt Block to rotate or tilt the block inside a square (like Diamond in the Square at varying angles).

- 1 Start with blocks in your Sketchbook (see pages 36, 140-142, or 150-154).
- 2 Click the **Work on Block** button, or click **WORKTABLE > Work on Block**. It does not matter what block is on your screen.
- 3 Click **BLOCK > Serendipity > Tilt Block**. The Tilt a Block box will appear. It has three sections: the block, the result, and a slider to control the tilt.
- 4 In the left column, use the vertical scrollbar to see your Sketchbook blocks. **Click the block you want to tilt.** (Optional: Use the coloring arrows below the column to choose from the block colorings as they appear in the Sketchbook.)
- 5 At the bottom, **drag the slider rectangle to the desired tilt.**
- 6 At the top, you will see the resulting block. This picture is interactive. If your block is asymmetrical (not the same on all sides), **click on the block in the picture to rotate it 90 degrees with each click.**
- 7 If you like the new tilted block, click **Add to Sketchbook**. If you don't like it, start over at step 4.
- 8 Repeat steps 4-7 to try tilting other blocks or click **Close** to return to the worktable.

Notes

- Put blocks on point by setting the tilt to 45 degrees in step 5.
- Blocks created can be edited further on the Block Worktable.

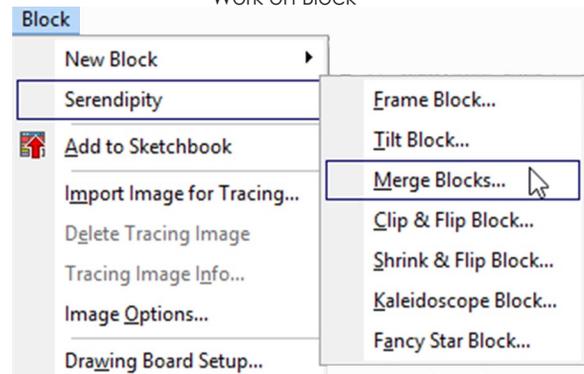
Merging Blocks with Serendipity

Use Merge Blocks to put any block inside an EasyDraw™ block that has a square, rectangle, or other 4-sided spot as part of its drawing.

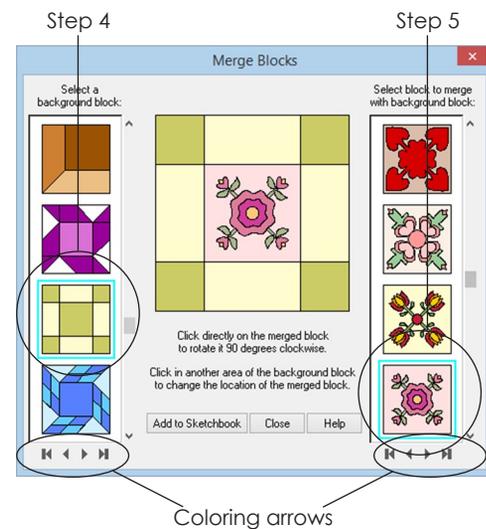
- 1 Start with blocks in your Sketchbook (see pages 36, 140-142, or 150-154).
- 2 Click the **Work on Block** button, or click **WORKTABLE > Work on Block**. It does not matter what block is on your screen.
- 3 Click **BLOCK > Serendipity > Merge Blocks**. A box will appear with three sections: the background block, the result, and the inner block.
- 4 In the left column, use the vertical scrollbar to see your blocks that fit the requirements. (Not all blocks will show because they do not fit the requirements.) **Click the block you want as the background.** (Optional: Choose the block coloring with the coloring arrows.)
- 5 In the right column, use the vertical scrollbar to see all your Sketchbook blocks. **Click the block you want to merge into the background.** (Optional: Choose the block coloring with the coloring arrows.)
- 6 In the middle, you will see the resulting block. This picture is interactive in two ways:
 - If there is more than one square, rectangle, or 4-sided spot in the background block, **click a different spot of the background block to change the location of the merged block.**
 - If your block is asymmetrical (not the same on all sides), **click on the block in the picture to rotate it 90 degrees with each click.**
- 7 If you like the new merged block, click **Add to Sketchbook**. If you don't like it, start over at step 4.
- 8 Repeat steps 4-7 to try merging other blocks or click **Close** to return to the worktable.



Step 1
Work on Block

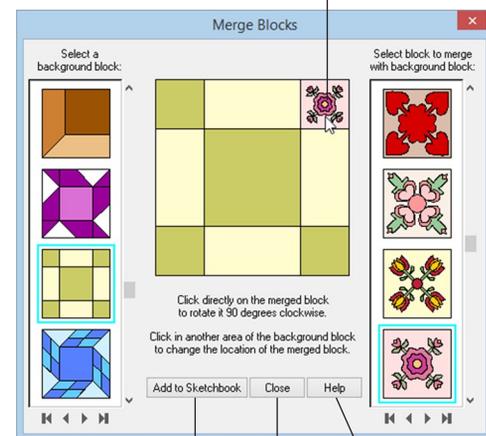


Step 2



Coloring arrows

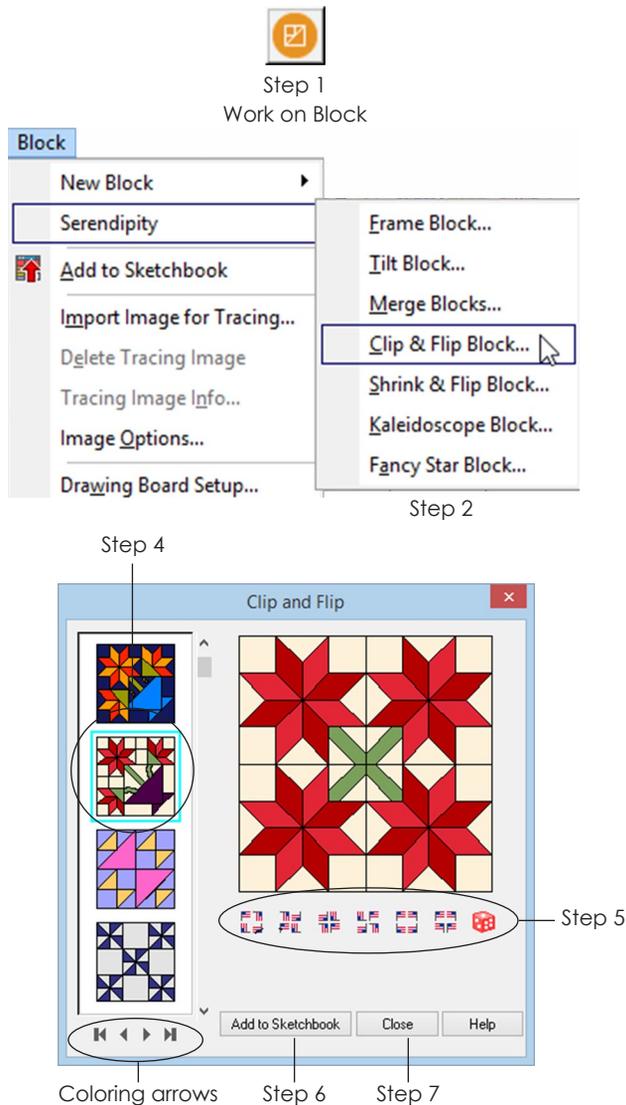
Step 6
Change the location of the merged block



Step 7

Step 8

Click Help to see background block requirements



Clip & Flip Blocks with Serendipity

This Serendipity feature is new to EQ7. It takes the top-left corner of a Sketchbook block and uses it to create new blocks automatically for you based off the orientation you choose.

- 1 Start with blocks in your Sketchbook (see pages 36, 140-142, or 150-154).
- 2 Click the **Work on Block** button or **WORKTABLE > Work on Block**. It does not matter what block is on your screen.
- 3 Click **BLOCK > Serendipity > Clip & Flip Block**. A box appears with 3 sections: the block to choose, the preview, and buttons (flags & dice) to choose the orientation.
- 4 In the left column, use the vertical scrollbar to see your Sketchbook blocks. Click the block you want to clip & flip. (Optional: Use the coloring arrows below the column to choose from the block colorings as they appear in the Sketchbook.)
- 5 Below the preview, click to choose one of the flag orientation blocks or the red dice button to generate random samples.
- 6 If you like the block preview, click **Add to Sketchbook**. If you don't like it, start over at step 4.
- 7 Repeat steps 4-6 to try clipping & flipping other blocks or click **Close** to return to the worktable.

Notes

- You will have more interesting results if you choose blocks that are asymmetrical (not the same on all sides).
- EQ7 clips the block to the top-left quadrant and uses that for the flipping.
- Blocks created using this feature can only be printed as blocks or templates, set in quilts, and colored on quilts. They will not edit to the Block Worktable for further editing or coloring.

Shrink & Flip Blocks with Serendipity

With this new Serendipity feature, EQ7 takes a block and shrinks it to a quarter patch to use to create new blocks automatically for you based off the orientation you choose.

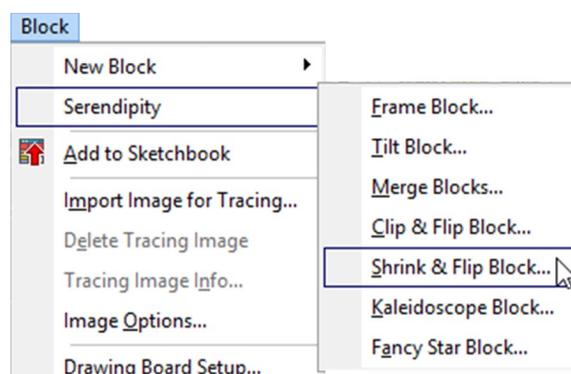
- 1 Start with blocks in your Sketchbook (see pages 36, 140-142, or 150-154).
- 2 Click the **Work on Block** button or **WORKTABLE > Work on Block**. It does not matter what block is on your screen.
- 3 Click **BLOCK > Serendipity > Shrink & Flip Block**. A box appears with 3 sections: the block to choose, the preview, and buttons (flags & dice) to choose the orientation.
- 4 In the left column, use the vertical scrollbar to see your Sketchbook blocks. Click the block you want to shrink & flip. (Optional: Use the coloring arrows below the preview to choose from the block colorings as they appear in the Sketchbook.)
- 5 Below the preview, click to choose one of the flag orientation blocks or the red dice button to generate random samples.
- 6 If you like the block preview, click **Add to Sketchbook**. If you don't like it, start over at step 4.
- 7 Repeat steps 4-6 to try shrinking & flipping other blocks or click **Close** to return to the worktable.

Notes

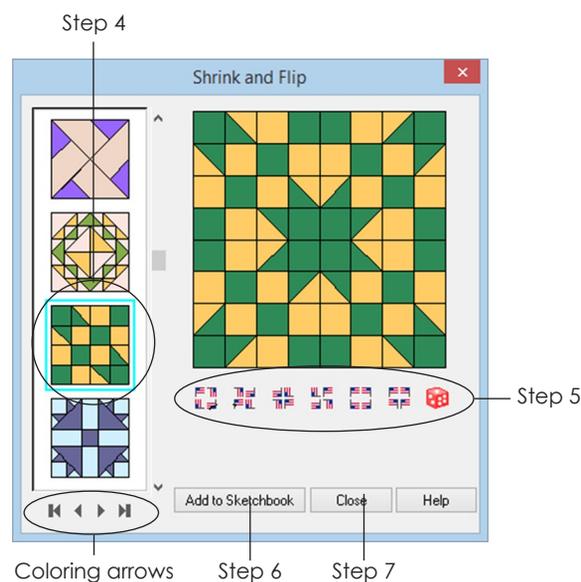
- You will have more interesting results if you choose blocks that are asymmetrical (not the same on all sides).
- Blocks created using this feature can only be printed as blocks or templates, set in quilts, and colored on quilts. They will not edit to the Block Worktable for further editing or coloring.



Step 1
Work on Block



Step 2



Coloring arrows

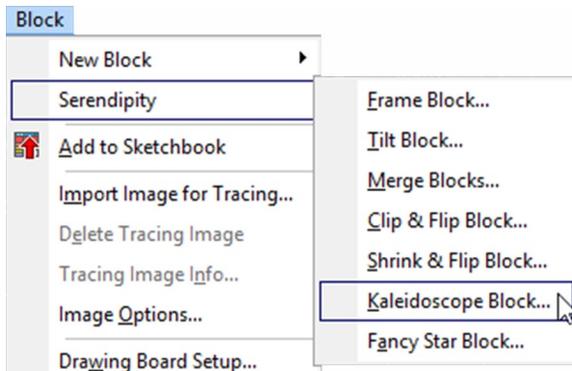
Step 6

Step 7

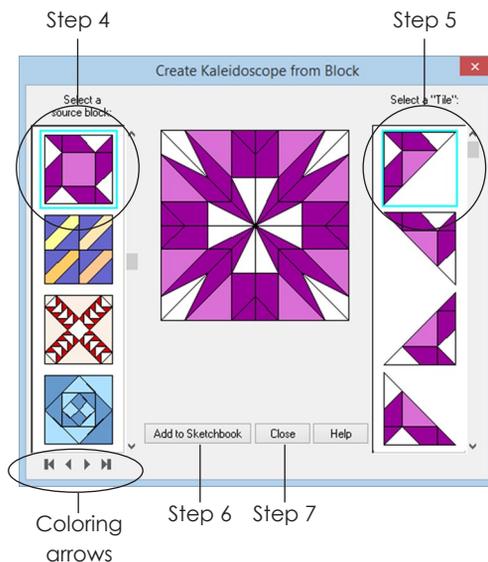
Step 5



Step 1
Work on Block



Step 2



Step 4

Step 5

Coloring
arrows

Step 6 Step 7

Kaleidoscope Blocks with Serendipity

This amazing Serendipity feature is also new to EQ7. It takes a triangular portion of a Sketchbook block and uses it to create new blocks automatically for you.

- 1 Start with blocks in your Sketchbook (see pages 36, 140-142, or 150-154).
- 2 Click the **Work on Block** button or **WORKTABLE > Work on Block**. It does not matter what block is on your screen.
- 3 Click **BLOCK > Serendipity > Kaleidoscope Block**. A box appears with 3 sections: the block to choose, the preview, and which triangular portion of the block to choose.
- 4 In the left column, use the vertical scrollbar to see your Sketchbook blocks. Click the block you want to kaleidoscope. (Optional: Use the coloring arrows below the column to choose from the block colorings as they appear in the Sketchbook.)
- 5 In the right column, choose the triangular portion of the block you wish to use. There are 8 options in all, make sure you use the vertical scrollbar on this column to see the other options.
- 6 If you like the block preview, click **Add to Sketchbook**. If you don't like it, start over at step 4.
- 7 Repeat steps 4-6 to try kaleidoscoping other blocks or click **Close** to return to the worktable.

Note

Blocks created using this feature can only be printed as blocks or templates, set in quilts, and colored on quilts. They will not edit to the Block Worktable for further editing or coloring.

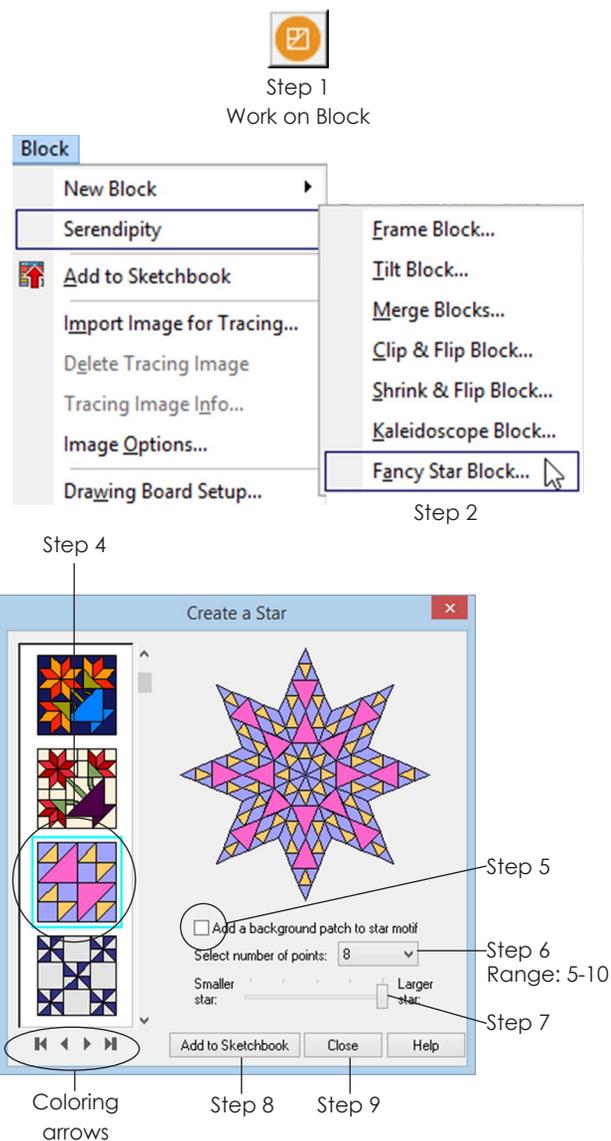
Fancy Star Blocks with Serendipity

These blocks can be saved as appliqué motifs (to be set on Layer 2 of a Custom Set quilt) or saved on a background block (to be set into any quilt type).

- 1 Start with blocks in your Sketchbook (see pages 36, 140-142, or 150-154).
- 2 Click the **Work on Block** button or **WORKTABLE > Work on Block**. It does not matter what block is on your screen.
- 3 Click **BLOCK > Serendipity > Fancy Star Block**. A box appears with 3 sections: the block to choose, the preview, and settings at the bottom to choose.
- 4 In the left column, use the scrollbar to see your Sketchbook blocks. Click the block you want to turn into a star. (Optional: Use the coloring arrows to choose from the block colorings as they appear in the Sketchbook.)
- 5 Decide if you want to create a motif or a block. Put a check next to *Add a background patch to star motif* to create a block. Leave it clear if you want to create a motif.
- 6 Click the *Select number of points* drop-down box to choose the number of star points.
- 7 If you chose to create a block in step 5, use the slider at the bottom to choose how large the star is on top of the background block.
- 8 If you like the block preview, click **Add to Sketchbook**. If you don't, start over at step 4.
- 9 Repeat steps 4-8 to try creating other fancy stars or click **Close** to return to the worktable.

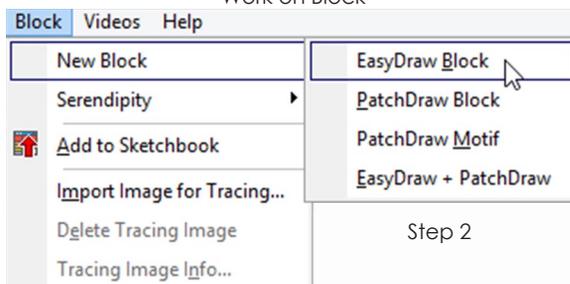
Notes

- Create a motif and block, if unsure which you'll use.
- Blocks created using this feature can only be printed as blocks or templates, set in quilts, and colored on quilts. They will not edit to the Block Worktable for further editing or coloring.





Step 1
Work on Block



Step 2

Drawing Sash or Border Blocks

- 1 Click the **Work on Block** button or click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block > EasyDraw Block**, **PatchDraw Block**, or **EasyDraw + PatchDraw**.

Set the Block Size, Snap Points & Graph Paper

- 3 **Block Size** – Change **Block Width** and **Block Height** (in the Precision Bar) by double-clicking in each box and typing a new number. These should be *proportional* or *equal* to the rectangular dimensions you need. *Examples:* If your sash is 20 x 4, type in 20 and 4. If your border is 110 x 8, you could type in 55 and 4.
- 4 **Snap Points** – Change **Snaps Horizontal** and **Snaps Vertical** (in the Precision Bar) by double-clicking in each box and typing a new number. These should be *equal to* or a *multiple* of your block size. *Example:* For the 20 x 4 sash, try snaps of 20 x 4, 40 x 8, etc.
- 5 **Graph Paper** – To see graph paper lines, press in the **Hide/show graph paper** button on the Precision Bar. Change **Graph Paper Cells Horizontal** and **Graph Paper Cells Vertical** (in the Precision Bar) by double-clicking in each box and typing a new number.

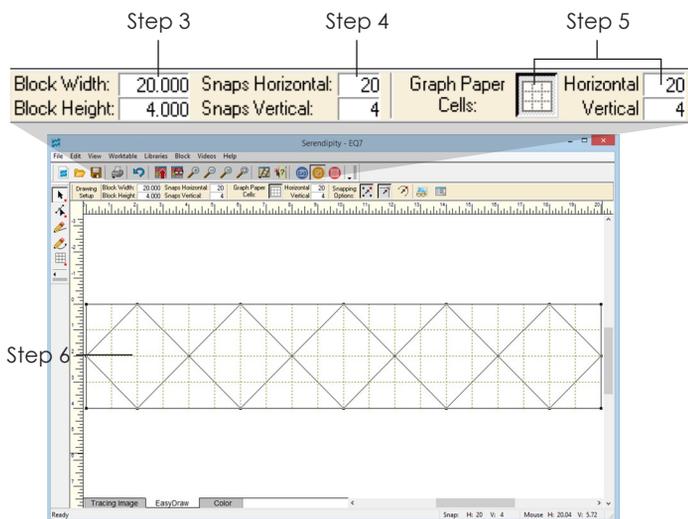
- 6 Draw your block (see page 141 for EasyDraw or page 151 for PatchDraw).

- 7 Click the **Add to Sketchbook** button.

- 8 Click the **Work on Quilt** button or click **WORKTABLE > Work on Quilt**.

- 9 Click the **Set Block** tool.

- 10 Click the block, click it in your sash or border.



Step 6

Tip:

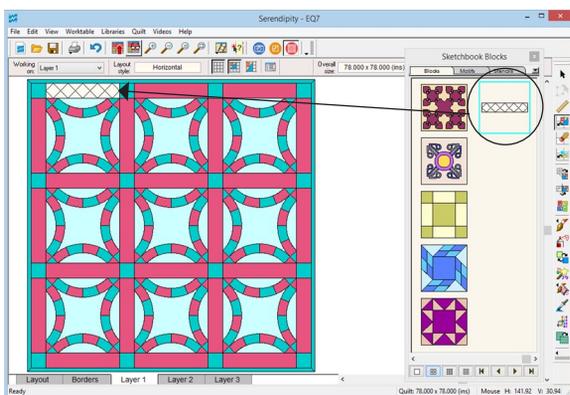
Make the Block Width, Block Height, Snaps Horizontal, and Snaps Vertical all the same number, then increase Snap Points if you need more detail later.



Step 7
Add to Sketchbook



Step 8
Work on Quilt



Step 9
Set Block

Step 10 - Set the block in a sash space

Notes

- Blocks cannot be set into mitered borders.
- Use the Tape Measure tool (page 55) or click the Layout or Borders tabs to see the size sash or border needed.

Combining Piecing and Appliqué

- 1 Have the block to be copied in your Sketchbook and click the **View Sketchbook** button, then click the **Blocks** section.
- 2 Double-click the block you want to use.
- 3 Follow these instructions according to which tabs you see and the type of block you're using:

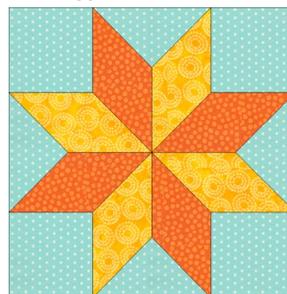
A *EasyDraw or Pieced tab, Applique tab, pieced block with no motifs* – Click the **Applique** tab and draw your appliqué motifs. (Optional) Click the **Color** tab and color, then click **Add to Sketchbook**.

B *Applique tab, motifs only with no background square* – Follow the directions for *Removing the PatchDraw Background* (see page 155). But, in step 5, choose **BLOCK > New Block > PatchDraw Block** or **EasyDraw + PatchDraw** instead, depending on the tools you want for your pieced block. Click the **Pieced** or **EasyDraw** tab and draw according to the rules of the style you chose. (Optional) Click the **Color** tab and color, then click **Add to Sketchbook**.

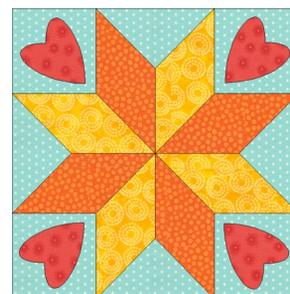
C *Pieced tab, Applique tab, motifs with a plain background square* – Click the **Pick** tool. Click to select the block outline, then press your keyboard **DELETE** key. Draw the pieced part of your block filling the entire block with patches. (Optional) Click the **Color** tab and color, then click **Add to Sketchbook**.

D *EasyDraw tab, pieced block with no motifs* – Choose **EDIT > Select All**. **EDIT > Copy**. **BLOCK > Convert to Guides**. Then choose **BLOCK > New Block > EasyDraw + PatchDraw**. Click the **EasyDraw** tab, choose **EDIT > Paste**, reposition the design to cover the guides you made. Click the **Applique** tab and draw your appliqué motifs. (Optional) Click the **Color** tab and color, then click **Add to Sketchbook**.

Block type: A

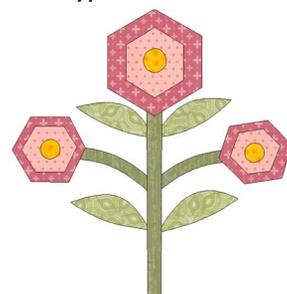


Pieced
Applique
Pieced tab
Draw the pieced block



Pieced
Applique
Applique tab
Add motifs

Block type: B



Applique
Color
Pieced tab
Copy the entire design

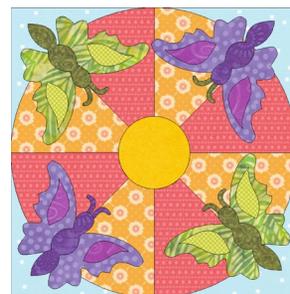


EasyDraw
Applique
Paste the design onto the Applique tab, and draw the background on the EasyDraw tab

Block type: C



Pieced
Applique
Applique tab
Draw the appliqué motifs



Pieced
Applique
Pieced tab
Delete the background square and draw a new pieced background

Block type: D



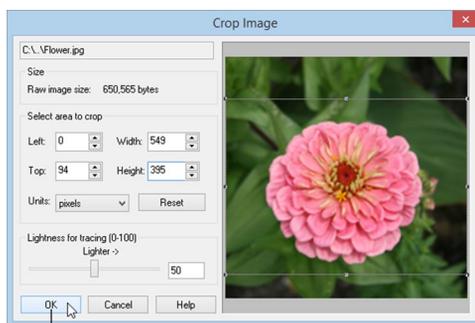
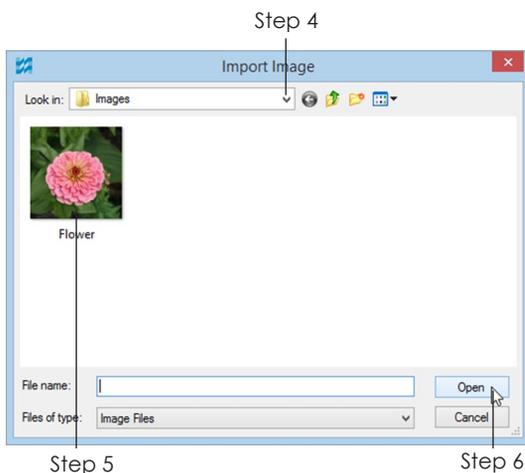
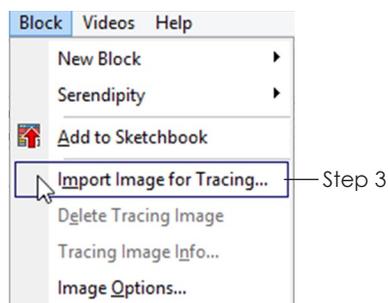
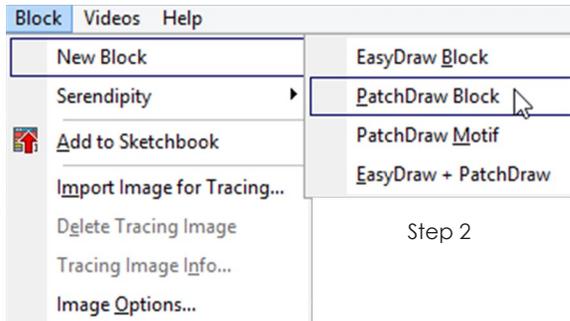
EasyDraw
Color
Convert to guides and copy design on EasyDraw tab



EasyDraw
Applique
Paste design on EasyDraw tab and draw motifs on Applique tab



Step 1
Work on Block



Importing Images to Trace

Tracing a Photo of a Pieced Block

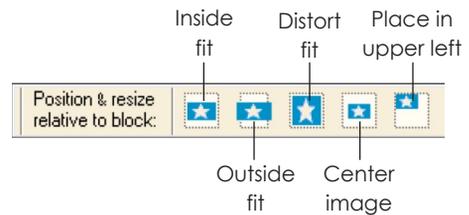
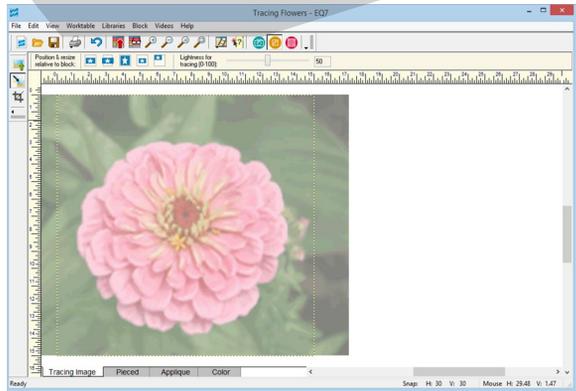
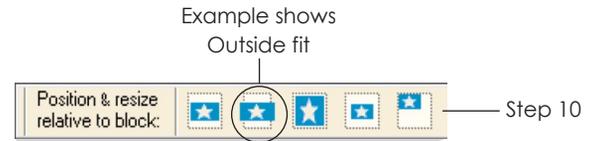
When tracing a block image in EasyDraw, it may be difficult to match the line positions in the image to the EasyDraw grid points. Instead try just looking at the block, counting/determining its basic grid structure, and drawing from scratch.

Tracing All Other Photos

- 1 Click the **Work on Block** button or click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block >** and pick a drawing style best-suited for drawing the image.
- 3 Click **BLOCK > Import Image for Tracing**. A standard file box will appear.
- 4 Find the drive where the image is located. Double-click the folders until you find the folder containing your image.
- 5 Click the image you want to import.
- 6 Click **Open**. (If you're replacing an old tracing image, click **Yes** if you want to save the old image in the Sketchbook.)
- 7 Don't worry about all these options, they are on the worktable too. Just click **OK**.
- 8 Click on the worktable to set the image. Click **Yes** if a message suggests you turn off Auto Fill.
- 9 (Optional) On the left toolbar click the **Crop** button. *Crop by sight* by dragging a handle on the image to a new location. *Crop by numbers* and increase x & y or decrease Width & Height in the Precision Bar. Or use both methods to get the box close to where you want to crop and change Width & Height to make it precise. Click the green checkmark in the Precision Bar to make your crop permanent or click the blue Reset button to undo your changes and cancel the crop.

10 (Optional) On the left toolbar click the **Resize** button. In the Precision Bar, choose one of the 5 **Position & resize relative to block** options:

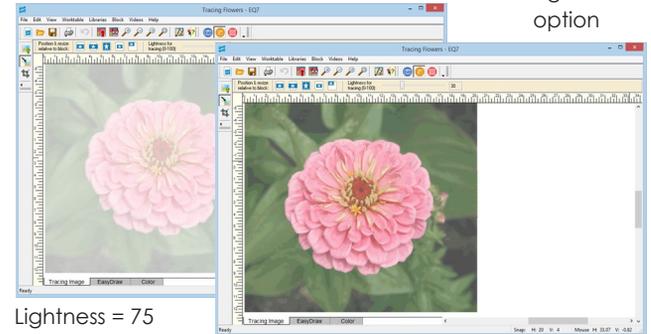
- *Inside fit* takes the longest edge of your image and fits it proportionally inside the outline, thus fitting the entire image inside.
- *Outside fit* takes the shortest edge of your image and lines it up proportionally with the block outline. Part of the longer part of the image may fall outside the outline.
- *Distort fit* ignores your image proportions and fits each edge of the image to each edge of the block outline.
- *Center image* centers the image at its actual size/pixels in the block.
- *Place in upper left* positions the image at its actual size/pixels in the upper-left corner of the block.



11 (Optional) While on the Tracing Image tab, choose the Lightness of the image by dragging the slider rectangle in the Precision Bar.



12 If you click **Add to Sketchbook** from the Tracing Image tab, the tracing image will be saved (as it is cropped in step 9) to the Photos section of the Sketchbook.



13 Click the EasyDraw, Pieced, or Applique tab. (The tabs you see depend on the block style chosen in step 2.)

14 Draw the block using the tools provided (page 142 for the EasyDraw tab, page 153 for the Pieced tab, or page 154 for the Applique tab).

15 (Optional) Click the **Color** tab to color your block.

16 Click the **Add to Sketchbook** button to save your drawing.

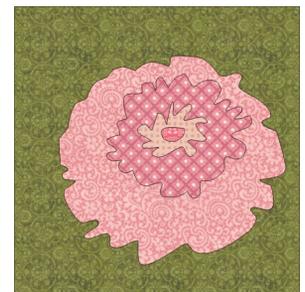


Note

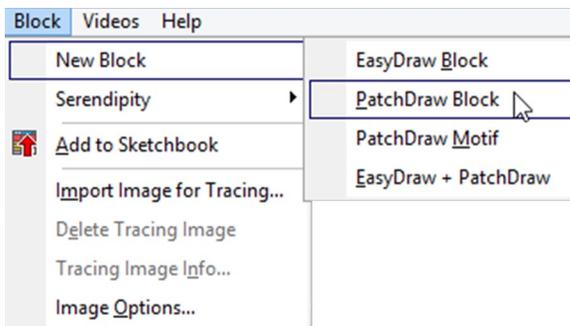
You can also import an image on the Image worktable, crop/resize/apply effects to it, add that image to the Sketchbook, and edit it to the Block worktable to trace (page 29).



Step 14

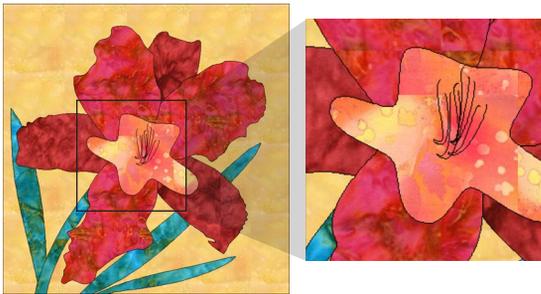


Step 15



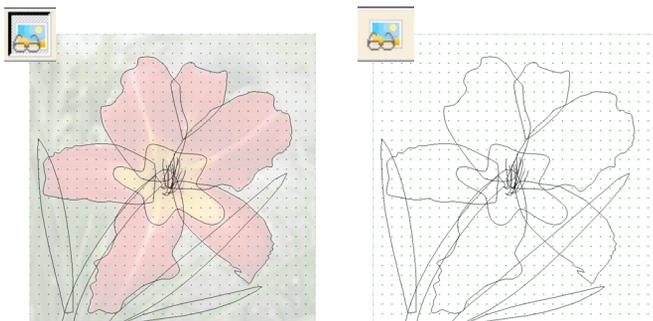
Tip 1

Use one of the PatchDraw style blocks when tracing



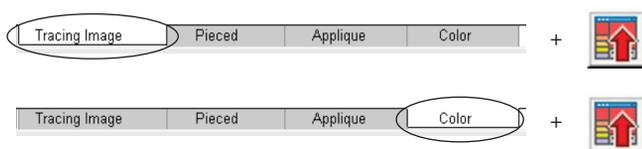
Tip 3

The flower petals and stems are made up of closed patches, but the center of the flower is made up of lines, and therefore are considered quilting stitches



Tip 5

Use the *Hide/show image for tracing* button to see your drawing without the image behind it



Tip 7

Click Add to Sketchbook on both the Tracing Image and Color tabs so you can finish the drawing at a later time

Tracing Images

All images are different. Below are guidelines and tips to help you trace your images.

- 1 We recommend using PatchDraw to trace images. Before drawing, study your imported image, considering how you will divide your image into patches which can be sewn.
- 2 Understand that each drawn patch must be a complete, closed patch. No patch can share a line with another patch.
- 3 Understand that any unclosed shapes will be considered embroidery or quilting lines, not patches. Lines can be colored using the Set Thread tools, but they cannot be printed as Template patterns or filled with fabric, as patches can.
- 4 Be aware that the drawing order of patches determines the layering order. You can change the patch layering order at any time, but it is easier to draw them in the order you'd like them layered: first drawn = bottom; last drawn = top.
- 5 Click the Hide/show image for tracing button on the Precision Bar, when you want to hide the image and see only your drawing. If you want to delete the image, click the Image tab, then right-click the image and click Delete Image.
- 6 If your image is relatively simple and geometric, use the Oval and Polygon tools. If your image is more complex, use the Freehand tool.
- 7 Imported images can be saved in the project. On the Tracing Image tab, click the Add to Sketchbook button to save your image. On the Color tab, click the Add to Sketchbook button to save your drawing. To finish drawing the block at a later time, open the project, view the Sketchbook and edit the block to the worktable, and view the Sketchbook again and edit the image > to Block Worktable (page 29).

Chapter 9

Image Worktable

The Image Worktable is new to EQ7. It allows you to import, crop, resize, and modify images like a photo-editing software can. The improvements here will help you create your own fabric designs to print on fabric, prepare images for your next memory quilt, plus more!

Understanding Photos	190
Importing an Image.....	190
Reviewing and Changing Image Size	191
Saving Images in the Sketchbook.....	193
Cropping an Image.....	193
Adjusting Fabric Scans in EQ7	194
Rotating, Flipping, or Shearing an Image using Twist.....	196
Changing Colors in an Image	199
Using Hue Map	200
Creating Your Own Colorway	202
Increasing or Decreasing Color Depth.....	203
Viewing and Adjusting the Histogram	204
Changing Brightness or Contrast	207
Applying Filters Overview	208
Applying Effects Overview.....	209
Applying Circular Symmetries.....	210
Applying Square Symmetries.....	211

Understanding Photos

Photos can be used on all worktables in many different ways. If an image is saved in the Sketchbook, it can be used anywhere easily.

Quilt Worktable

You can set photos in your quilts for planning any type of printable fabric quilt (memory quilts, art quilts, photo effect quilts), quilts where portions are already finished (large panels, T-shirt quilts, sewn blocks, embroidered blocks, settings for block of the month club blocks, etc.) and even for planning borders for quilt centers. To set a photo on your quilt, make sure the photo is in your Sketchbook, then see page 89.

In addition, you can now use a photo to create a One Patch Quilt filled with solid colors based off your photo. To create a Patchwork Image based off a photo, see page 68.

Block Worktable

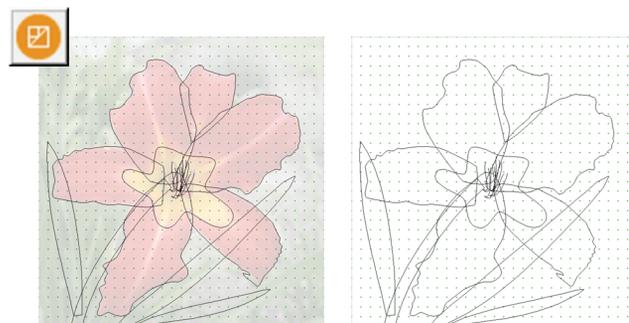
Photos can be traced to create printable patterns, using the tools provided for the block type you choose, see pages 185-188.

Image Worktable

Photos can be cropped, rotated, flipped, sheared, and modified in many different ways. In order to use these images again (in quilts, behind blocks, or to edit again), remember to click Add to Sketchbook to save your images.



Quilt Worktable



Block Worktable



Image Worktable

Importing an Image

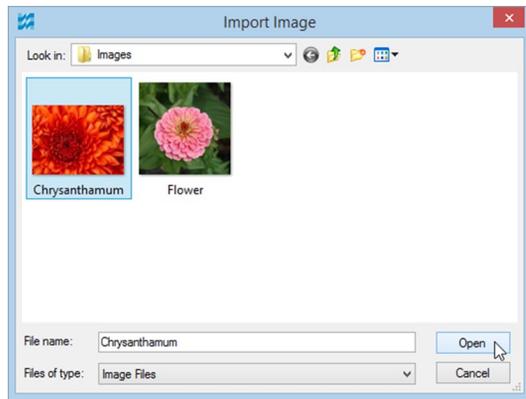
- 1 Click the **Work on Image** button, or click **WORKTABLE > Work on Image**.
- 2 Click the **Import Image** button, or click **IMAGE > Import Image**. A standard file box will appear.



Step 1
Work on Image



Step 2
Import Image

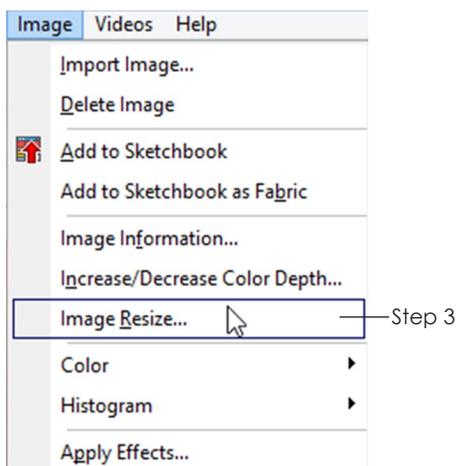
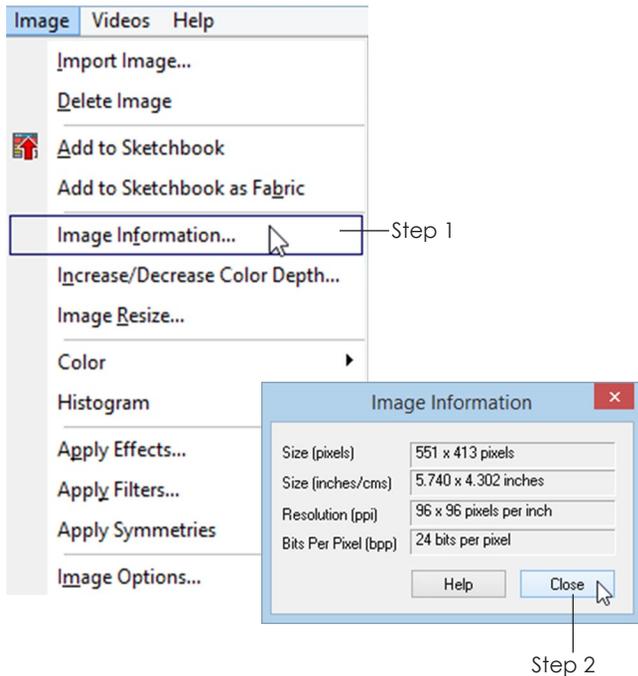


Steps 3-4



Step 6

Add to Sketchbook



- 3 Click the down arrow beside the **Look in:** box. Go to the drive where the image is located. Double-click through the folders until you open the folder containing your image files.
- 4 Click on the image file you want to import.
- 5 Click **Open**.

Notes

- You can only import one image at a time.
- If you are replacing an image on the worktable and have not saved changes to the previous image you will receive a prompt. Click Yes to save the previous image in the Sketchbook Photos section. Click No to discard the changes.

- 6 The image will appear on the Image worktable. Click the **Add to Sketchbook** button to make the original image part of your current project.

You can now change colors in the image, apply filters and effects, and much more.

Reviewing and Changing Image Size

Start with an image edited to or imported to the Image worktable.

- 1 To review an image's size, click **IMAGE > Image Information** (or right-click and choose Image Info).
- 2 A window will appear showing you the size in pixels, size in inches or centimeters, resolution, and bits per pixel. Notice how the image's size lines up with the Image Rulers on the worktable. Click **Close**.

Note

If your original image is not saved in your Sketchbook, click the Add to Sketchbook button in case you don't like your changes.

- 3 To change an image's size, click **IMAGE > Image Resize**. The Resize Image window will appear.

Note

The Width and Height numbers are in the Units specified. If you would rather change the numbers for another unit of measurement (Pixels, Inches, Centimeters), change the Units first and then change the Width and Height.

- 4 Use the arrows or type to change the **Width** and/or **Height** of the image. If you have *Maintain aspect ratio* checked, changing one number will change the other to keep them proportional.
- 5 To change the **Resolution**, double-click the existing number to highlight it and type something different.

Note
Resolution is in pixels per inch or pixels per centimeter. If Units is set to Pixels, changing the Resolution will adjust Width and Height automatically when you click OK.

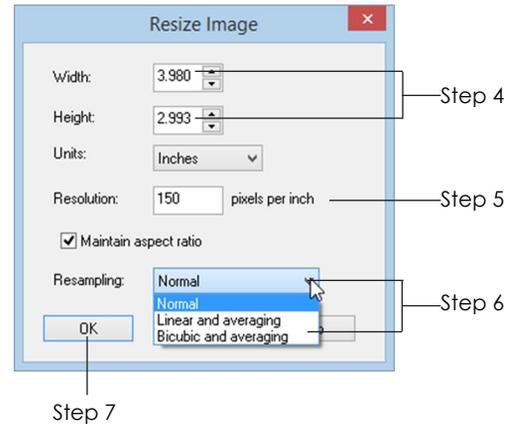
- 6 If you are *decreasing* the size of an image, set Resampling to Normal.

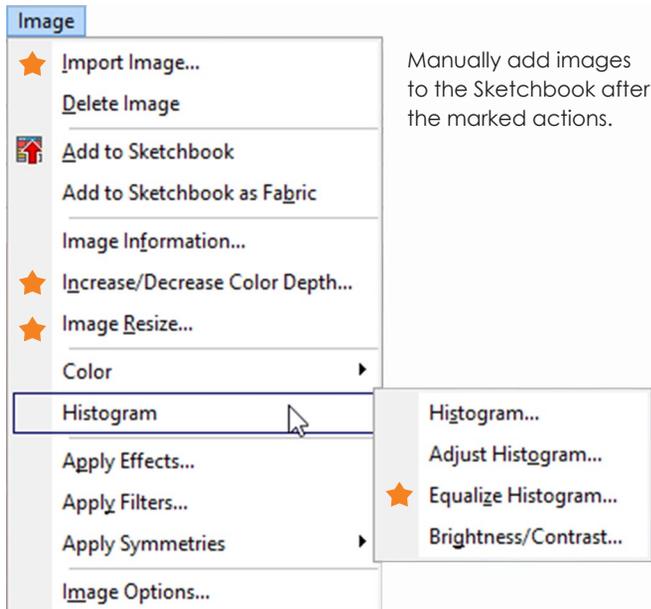
If you are *increasing* the size of an image, set Resampling to Bicubic and averaging (or Linear and averaging).

- 7 Click **OK** to apply your changes or Cancel to leave the image unchanged. When you change the size of an image, the image on your screen and the rulers will re-scale to reflect the change.
- 8 Click the **Add to Sketchbook** button to save this new image.

Notes

- Increasing the size of a small image may make it blurry. Decreasing the size of any image may make it appear slightly sharper.
- Typically, you do not want to increase the size of images past what their resolution and size will allow because the quality of the picture will degrade. We recommend a resolution of 150-200 dpi when printing an image on printable fabric.
- Decreasing the size of an image, clicking OK, and increasing the size of an image, and clicking OK will not give you the original image.





Manually add images to the Sketchbook after the marked actions.

Saving Images in the Sketchbook

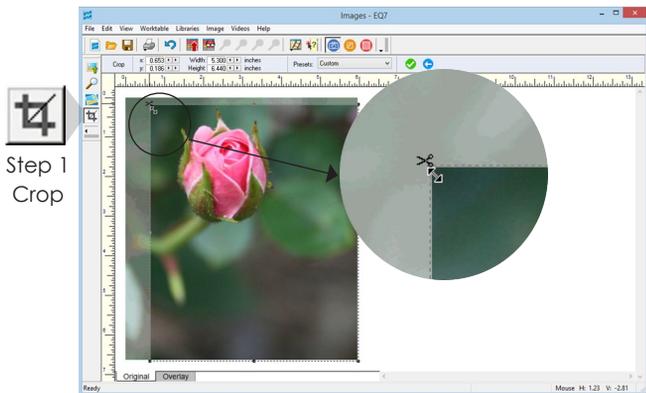
The majority of the Image worktable menus automatically add edited images to the Sketchbook. There are only four instances when you may want to add an image to the Sketchbook manually. You would do it after clicking:

- Import Image
- Increase/Decrease Color Depth
- Image Resize
- Equalize Histogram

- 1 Have the image on the Image worktable.
- 2 Click the **Add to Sketchbook** button.

Note

You can verify what images are in your Sketchbook by clicking the View Sketchbook button and looking at the Photos section.



Step 1
Crop

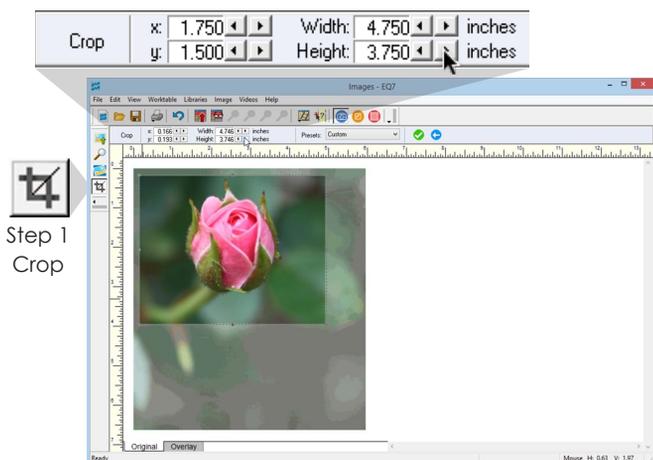
Step 3 - Crop by sight

Cropping an Image

Use this feature to cut out unneeded portions of your image.

Start with an image edited to or imported to the Image worktable.

- 1 Click the **Crop** tool on the Image toolbar on the left. The worktable image will have a dotted border with black corner and side handles around it.
- 2 If you do not see the Precision Bar near the top of your screen, click **VIEW > Precision Bar**.
- 3 *To crop by sight*, position your cursor over one of the corner or side handles and drag it to a new location. The portions that will be cut out will show as a transparency.



Step 1
Crop

Step 3 - Crop precisely to a custom size

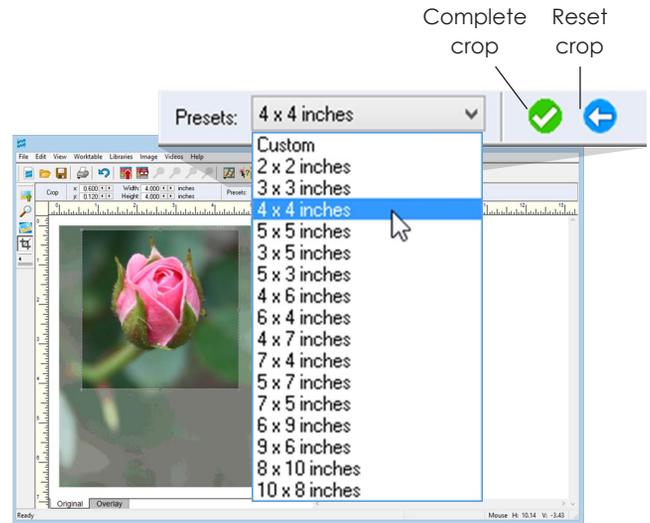
To crop precisely to a preset size, click the drop-down box for Presets and choose a dimension. If the choice you make won't fit, click **OK** and choose a different (smaller) dimension.

- 4 Once the crop box is established, you can still edit it if needed. To change the position, click inside the crop box and drag it to a new position (or change the x and y numbers). To change the size, use the handles (or change the Width and Height numbers).
- 5 When you are ready to crop, click the green checkmark in the Precision Bar.

Note

If you don't want to crop, click the blue Reset button in the Precision Bar.

- 6 Click the **Add to Sketchbook** button to save this change to your image.



Step 3 - Crop precisely to a preset size



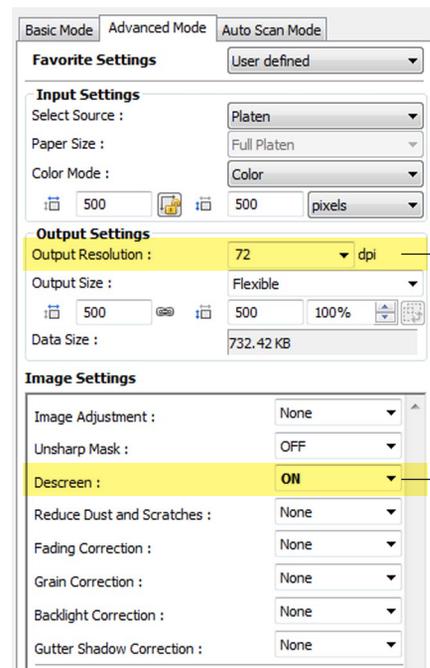
Step 6
Add to
Sketchbook

Adjusting Fabric Scans

It is now possible to import image files (e.g. fabric scans) into EQ7 and adjust them right inside the program before using them as fabric swatches.

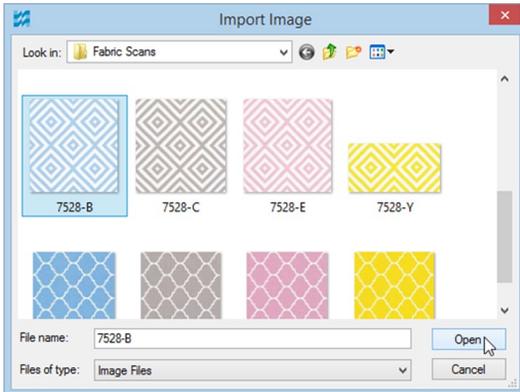
Prepping and Scanning the Fabric

- 1 Iron the fabric. Don't waste fabric by cutting out a swatch to use. Just drape a portion of your fabric over the scanner bed. The larger your fabric image is, the more options you'll have when you need to crop.
- 2 Lay it so it is flat. If the fabric shifts too much on the scanner bed, use a book to hold it in place (cover the book in white paper).
- 3 Set the resolution for your scanner to **72 or 75 dots per inch** (also known as dpi, or pixels per inch). Anything higher is unnecessary for EQ7 and will create gigantic file sizes.
- 4 A fabric's weave can produce a moiré pattern when the light hits it. To avoid this, turn on Descreening (or use a Magazine/Newspaper setting).

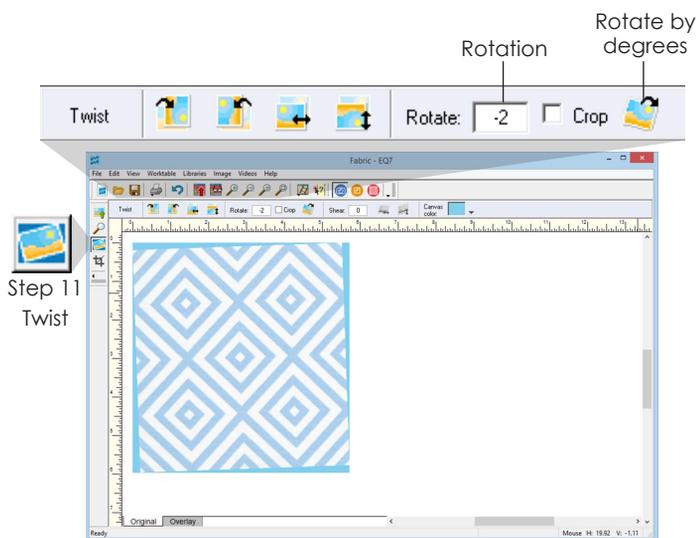


Step 3

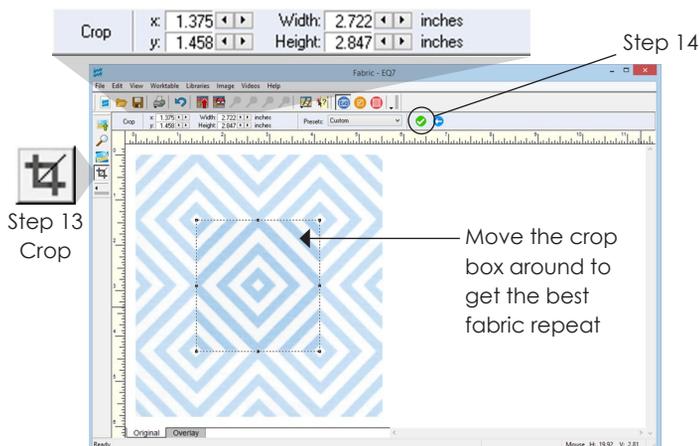
Step 4



Steps 9-10



Step 12
Add to Sketchbook



- 5 Scan the image.
- 6 Save the scan on your computer. (We suggest saving in a subfolder of Documents or Pictures so you can find it again easily.)

Importing and Adjusting the Image in EQ7

- 7 In EQ7, click the **Work on Image** button or click **WORKTABLE > Work on Image**.
 - 8 Click the **Import Image** button, or click **IMAGE > Import Image**. A standard file box will appear.
 - 9 Click the down arrow beside the **Look in:** box. Go to the drive where the image is located. Double-click through the folders until you open the folder containing your image files.
 - 10 Click on the image file and click **Open**.
 - 11 *Straighten a Scan* – Plaids, stripes, and other directional prints work best when scanned straight. For slightly crooked scans, rotate 1 to 2 degrees or less. (Positive = clockwise, Negative = counter-clockwise. Examples: 1, -0.5, 0.1)
- Click the **Twist** tool on the toolbar. Double-click the existing number and type in a new number in the Rotate box. Leave *Crop* unchecked. Don't worry about the Canvas color. Click the **Rotate by degrees** button. (Twist is covered on pages 196-198.)
- 12 Click the **Add to Sketchbook** button to save this straightened scan before you crop.

- 13 Click the **Crop** tool on the toolbar. Crop by typing in **x** and **y** numbers for where you want the top-left corner of the crop box to start and **Width** and **Height** numbers for how large you want the box to be. We suggest starting Width and Height at **3.000**. Keep the crop box small, but increase it slightly (or make it rectangular) to get the repeat of the fabric. Move the crop box and try to find the repeat of the fabric.
- 14 When you are ready to crop, click the green checkmark in the Precision Bar.

15 Use any Histogram (page 204) or Color adjustment (page 199) features if necessary.

16 Click the **Add to Sketchbook** button to save your final, adjusted scan. It will go to the Photos section of the Sketchbook.

17 To put the scan in the Fabrics section either:

- Click **IMAGE > Add to Sketchbook as Fabric** while the image is still on your screen.
- Click View Sketchbook > Photos section, and find your scan. Select it and click the **Copy to Fabrics** button.

Note
Never use IMAGE > Image Resize if you are working on fabric scans. This will affect the scale of the fabric.

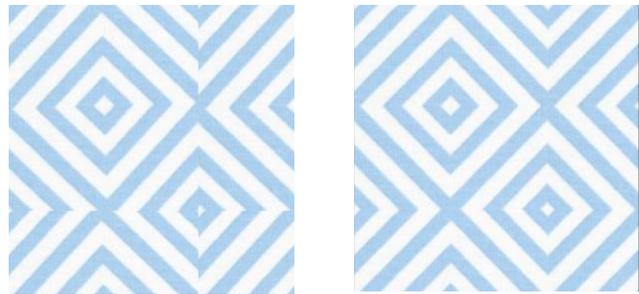
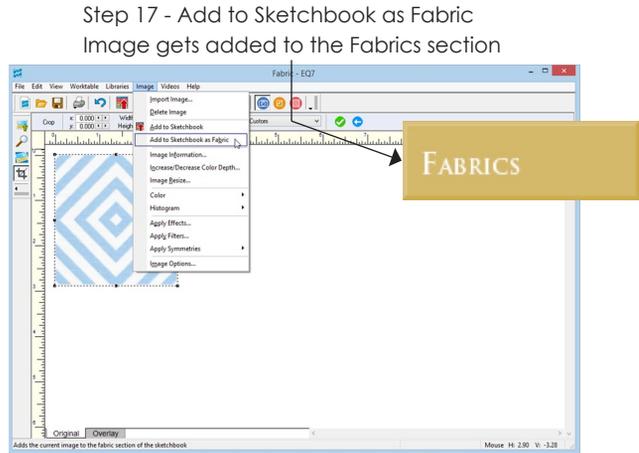
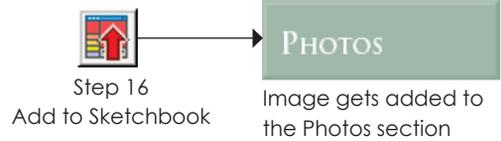
Rotating, Flipping, or Shearing an Image using Twist

An image can be rotated, flipped, or sheared as many times as you want. Use this feature to create *Twisted Log Cabin*-like effects, but with images and solid colors.

Start with an image edited to or imported to the Image worktable.

Note
Make sure you have the original image added to your Sketchbook to come back to, in case you want to try multiple options. After rotating, flipping, or shearing the image you may also want to save the new image in your Sketchbook.

1 Click the **Twist** tool on the left toolbar. Then decide if you want to flip, rotate, or shear the image, or a multiple of all the options.



What a difference it makes when the fabric is filled in a quilt!
Left: Fabric not adjusted, Right: Fabric straightened with the Twist tool



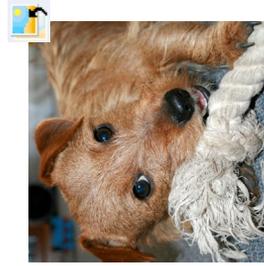
Original



Step 1
Twist



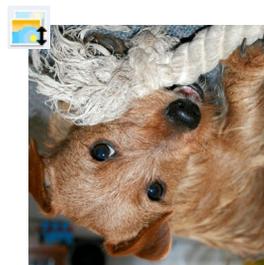
Rotate clockwise



Rotate counter-clockwise



Flip left and right



Flip top and bottom

To flip the image:

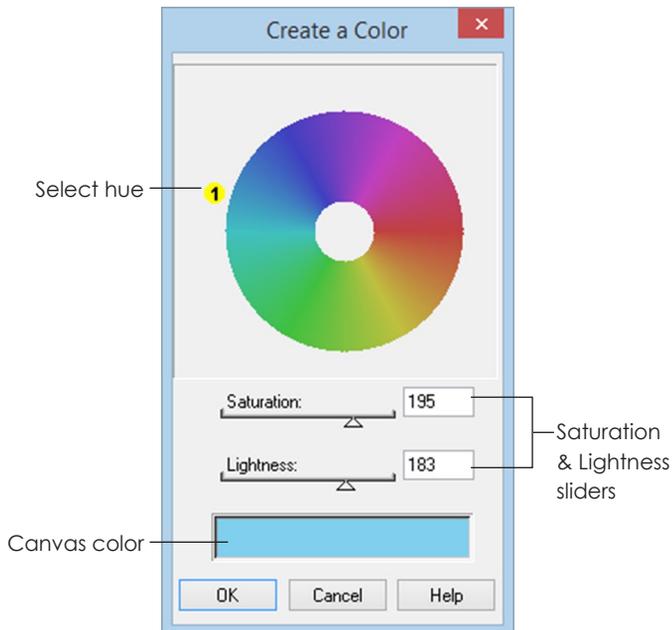
- 2 Click the **Flip left and right** button in the Precision Bar to flip the image horizontally.
- 3 Click the **Flip top and bottom** button in the Precision Bar to flip the image vertically.

To do simple 90 degree rotations:

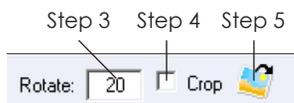
- 2 Click the **Rotate clockwise** or the **Rotate counter-clockwise** buttons in the Precision Bar to rotate 90 degrees with each click.

To rotate the image by degrees:

- 2 Click the drop-down arrow beside Canvas color.
 - Select the hue by dragging the yellow #1 to a new location on the outside of the circle.
 - Adjust the Saturation and Lightness with the sliders.
 - Adjust these three settings until you are happy with the selected Canvas color shown at the bottom.
 - Click **OK**.
- 3 Double-click the first number in the Precision Bar and type a new number to change the degree (Range -360 to 360).
- 4 Leave **Crop** unchecked if you want to see all four corners of your image inside the twist. Put a check next to Crop if you want your image to twist inside its current dimensions and cut off the portions that fall outside those dimensions.



Step 2



Crop checked



Crop unchecked

Note

With a 1" x 1" image and crop checked, rotating it will make the image 1" x 1". With a 1" x 1" image and crop unchecked, rotating it 45 degrees will make the image 1.414" x 1.414".

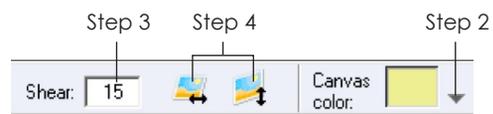
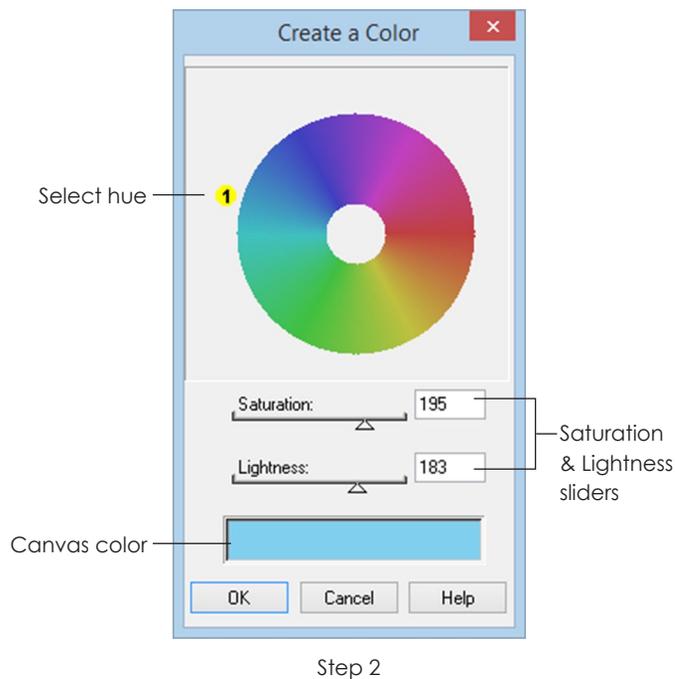
- 5 Click the **Rotate by degrees** button. (This button is only enabled when the degree in step 3 is not 0.)

To shear the image:

- 2 Click the drop-down arrow beside Canvas color.
 - Select the hue by dragging the yellow #1 to a new location on the outside of the circle.
 - Adjust the Saturation and Lightness with the sliders.
 - Adjust these three settings until the color at the bottom matches the Canvas color you wish to use.
 - Click **OK**.
- 3 Double-click the second number in the Precision Bar and type a new number to change the degree (Range -45 to 45).
- 4 Click the **Shear horizontally** or **Shear vertically** button. (These buttons are only enabled when the degree in step 3 is not 0.)

Note

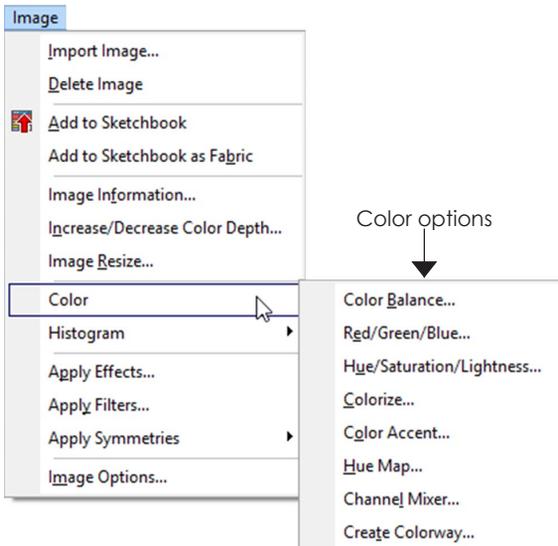
Don't forget to click the Add to Sketchbook button to save any new images you like.



Shear horizontally



Shear vertically



Changing Colors in an Image

Adjust the colors in your images in creative ways using these various features. Each feature will give you different results and may work better on one image than another.

Color Balance - adjusts color levels in the image and makes dark pixels darker and light pixels lighter. Auto adjust may be enough without needing to use the sliders.

Red/Green/Blue - adjusts red, green, and blue in an image to add color casts or remove them. Leave a number set to 0 if you don't want the value to change.

Hue/Saturation/Lightness - adjusts the color, intensity of color, and lightness of color in an image. Leave a number set to 0 if you don't want the value to change.

Colorize - creates a two-color image based on the chosen color and its intensity. When saturation is low, the image looks like a subtly colored black and white photo.

Hue Map - replaces specific hues (colors) in your image. See page 200 for more information.

Channel Mixer - adjusts how much each of the three color channels (red, green, and blue) contribute to the final image.

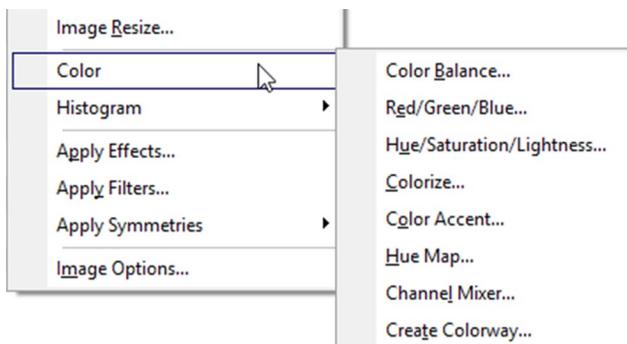
Create Colorway - swaps all colors in the image for a new set of colors based off palettes of color. See page 202 for more information.

Start with an image edited to or imported to the Image worktable.

- 1 Click **Add to Sketchbook** to save the current image in this project, if you haven't done so already.
- 2 Click **IMAGE > Color > and choose one of the options from the menu.** (These options are described on the previous page.)



Step 1
Add to
Sketchbook



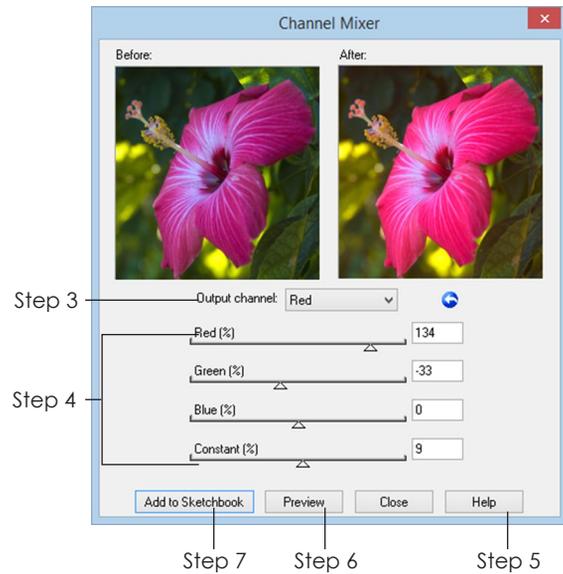
Step 2

- 3 If you are using the **Channel Mixer** feature, click the down arrow on the box to select the Red, Green or Blue channel.
- 4 Use the sliders to adjust the image.
- 5 Click **Help** at any time to learn more about the way specific settings affect the image. Close the Help before continuing.
- 6 Click **Preview** to see the "After" image temporarily on your worktable for a closer view. (Hue/ Saturation/Lightness doesn't have a Preview button because it shows you automatically as you adjust the sliders.)
- 7 Click **Add to Sketchbook** to save the new image in the project and put it on the worktable.

Click **Close** if you do not wish to keep your changes.

Note

Before adjusting any image, pay attention to the starting numbers in case you want to switch back to them. Or, click Close to discard your changes and repeat from step 2 to choose the same option again but use different numbers.



BEFORE AFTER

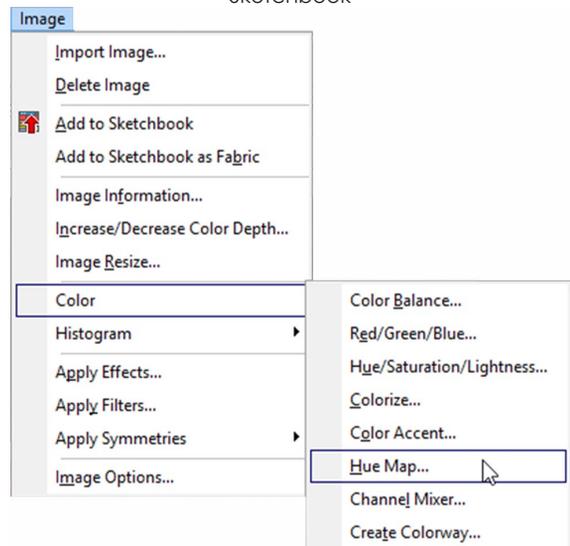

Step 1
Add to Sketchbook

Using Hue Map

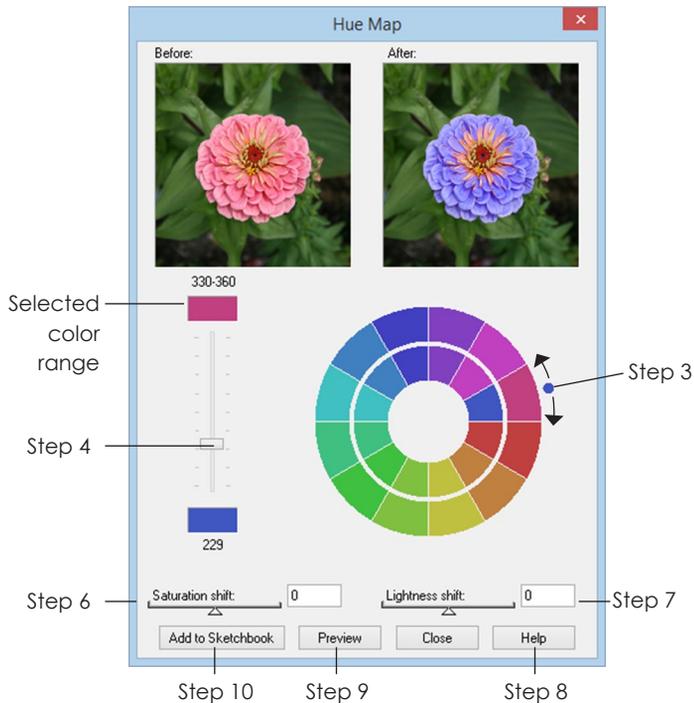
Hue Map replaces specific hues (or colors) in your image.

Start with an image edited to or imported to the Image worktable.

- 1 Click **Add to Sketchbook** to save the current image in this project, if you haven't done so already.
- 2 Click **IMAGE > Color > Hue Map**.



Step 2



- 3 Select which color you want to change by clicking on a wedge in the outer color wheel or moving the small dot around the outside of the color wheel. (You have 12 choices, each representing a 30 degree range.) The selected color range will appear as a color chip and set of numbers at the top of the vertical slider.
- 4 The vertical slider bar starts at the top by default. Drag the slider down to adjust the hue/color. The new value will appear as a color chip and one number at the bottom of the vertical slider. The "After" image and inner color wheel will update to reflect the change.
- 5 You can repeat steps 3-4 to change other colors on the color wheel. (See Note.)
- 6 *Saturation shift* affects the entire image. Leave this number set to 0 if you don't want the value to change. Negative numbers will desaturate or gray out the image. Positive numbers will oversaturate the image.
- 7 *Lightness shift* affects the entire image. Leave this number set to 0 if you don't want the value to change. Negative numbers will darken the image. Positive numbers will lighten the image.
- 8 Click **Help** at any time to learn more about the way specific settings affect the image. Close the Help before continuing.
- 9 Click **Preview** to see the "After" image temporarily on your worktable for a closer view.
- 10 Click **Add to Sketchbook** to save the new image in the project and put it on the worktable.

Click **Close** if you do not wish to keep your changes.

Notes

- Each time you click Add to Sketchbook the image is saved in its current condition and put on the worktable, but the Hue Map dialog does not close. Use this to your advantage to save intermediary images in the Sketchbook and reset the controls to their starting point, especially if you are unsure about which colors to change.
- If you want to undo one of your color changes represented on the color wheel, select that color, and drag the slider bar back to the top of the vertical bar.

Creating Your Own Colorway

This swaps all colors in the image for a new set of colors based off palettes of color.

You may want to check out the histogram (page 204). Spikes in the histogram determine whether your image is a 1-, 2-, 3-, or 4-color image.

Start with an image edited to or imported to the Image worktable.

- 1 Click **Add to Sketchbook** to save the current image in this project, if you haven't done so already.
- 2 Click **IMAGE > Color > Create Colorway**. A window will appear with "Before" and "After" images also listing the type of image.

Note
 Images must have a color depth of 24 bits to use this feature. If your image is not the right depth, EQ7 will display a box asking to automatically convert it for you. Click OK.

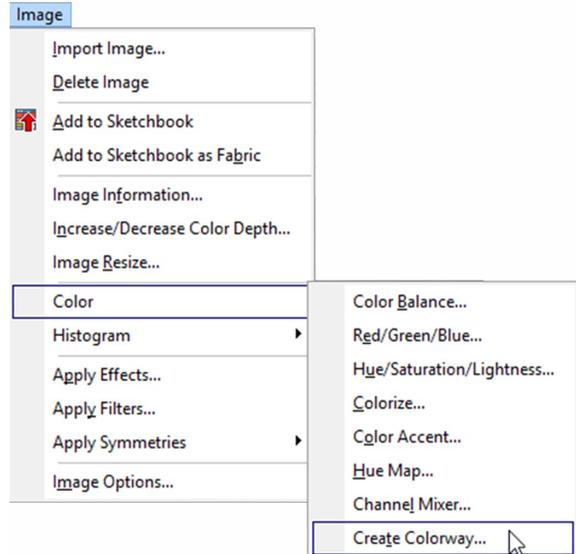
- 3 Click one of the top three buttons on the left to pick your palette:

 *Select from ready-made palettes* - Click one of the available color wheels at the bottom to update the twelve palettes at the top. Adjust Saturation or Lightness with the sliders, if needed. Click one of the twelve palettes at the top to choose that palette. Click OK.

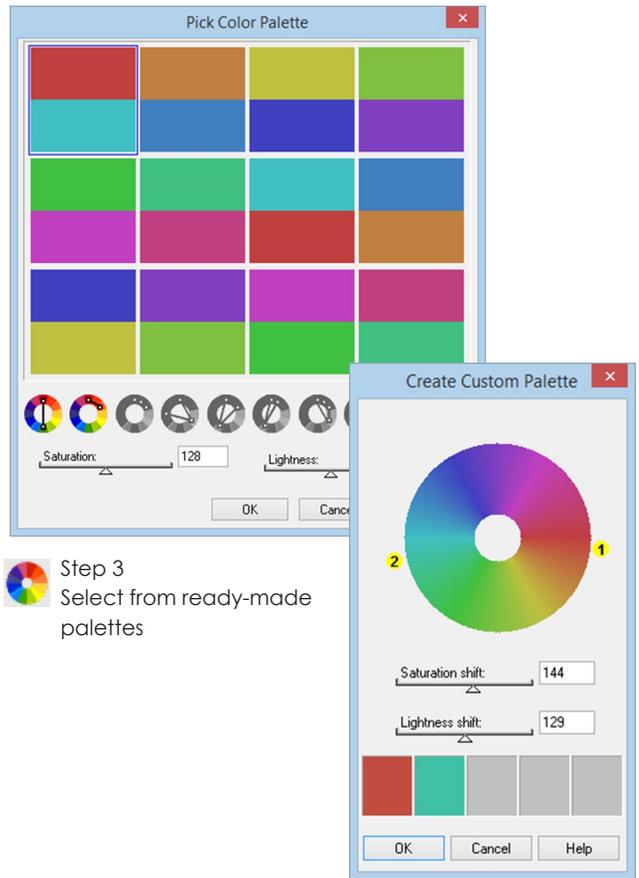
 *Create a custom palette* - Drag the yellow numbers to new positions around the outside of the color wheel to pick custom colors. (You will have 3 yellow numbers if you have a 3-color image.) Adjust Saturation or Lightness with the sliders, if needed. Your new colors will appear at the bottom. Click OK.

 *Create random palettes* - Click this button repeatedly to see different computer-generated options.


 Step 1
 Add to
 Sketchbook

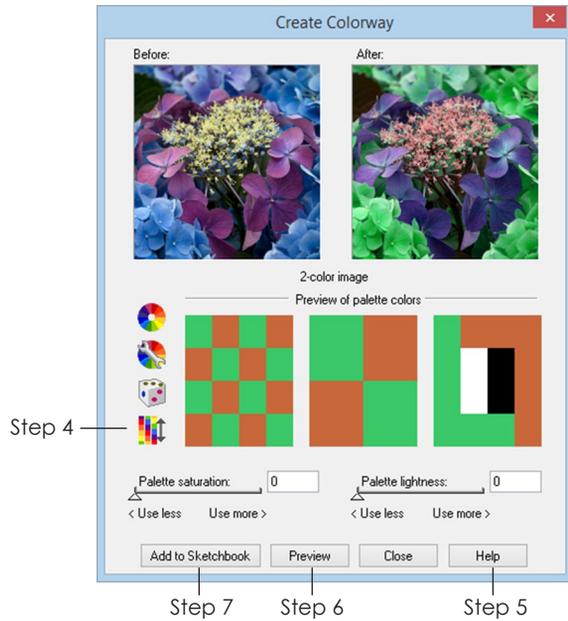


Step 2



 Step 3
 Select from ready-made palettes

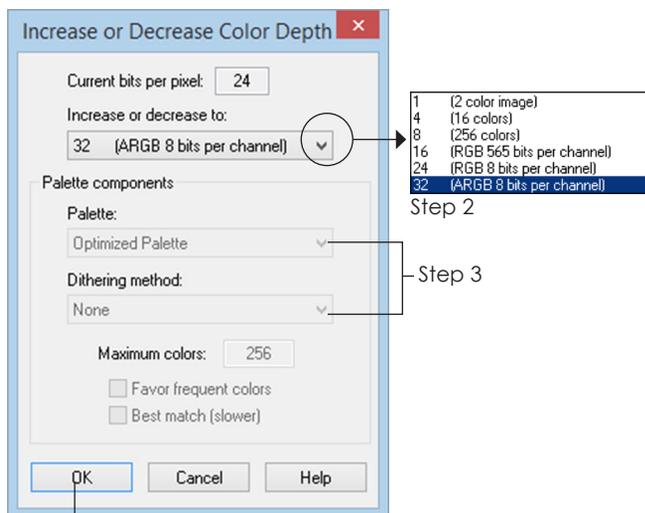
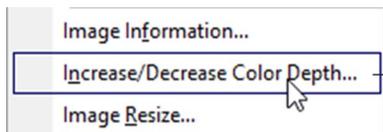
 Step 3
 Create a custom palette



BEFORE



AFTER



Step 4

- 4 Click the **Rearrange/Shift** button to keep the current palette, but switch which colors in the image get which colors from the new palette.
- 5 Click **Help** at any time to learn more about the way specific settings affect the image. Close the Help before continuing.
- 6 Click **Preview** to see the “After” image temporarily on your worktable for a closer view.
- 7 Click **Add to Sketchbook** to save the new image in the project and put it on the worktable.

Click **Close** if you do not wish to keep your changes.

Note

The number of spikes in the histogram may change as you use this control. Pixels may be averaged together. You could start out with a 3-color image, go to 2-color, and back to 3-color, using it repeatedly. Typically, a 1-color image will stay a 1-color image (unless you use Hue Map page 200 or something else to create more spikes).

Increasing or Decreasing Color Depth

Use this feature to simplify images. You can do this for artistic reasons or for tracing.

Start with an image edited to or imported to the Image worktable.

- 1 Click **IMAGE > Increase/Decrease Color Depth**. A window will appear.

Note

The current bit depth of the image is the first number in the window.

- 2 Under **Increase or decrease to**, click the down arrow to drop down your list of choices. Change to a different number.
- 3 If you choose 1, 4, or 8, you can also choose a palette, dithering method and other options.
- 4 Click **OK**.

- 5 The image on the worktable will update and reflect your choices. Click the **Add to Sketchbook** button if you want to keep these changes. Click **EDIT > Undo** if you want to switch back to the previous image.

Notes

- Many effects and filters require 24 bit or higher images. If you do not increase the color depth yourself, the program will prompt you before allowing you to continue with the effect or filter.
- You will not notice a difference in the image if you increase the color depth.

Viewing and Adjusting the Histogram

A histogram is a graph that provides useful information on lighting, contrast, pixel values, and saturation. It goes from dark (left) to light (right) and shows the number of pixels in the photo at each value as height on the graph. Some digital cameras show you this information too, which can help you fix your shot before taking a picture that is underexposed or overexposed.

There isn't such a thing as a good or a bad histogram; every image is unique. Histograms that are stacked at either end and look like they are "climbing the wall" may, however, indicate that the detail in the shadows or highlights of the image have been lost.

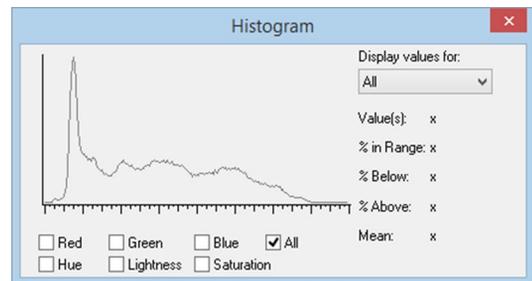
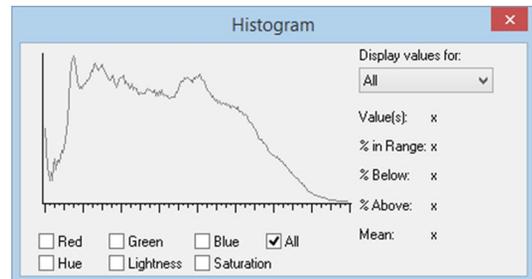
A dark image will be heavy on the left. If it climbs the left wall, it is underexposed and should be adjusted.

A light image will be heavy on the right. If it climbs the right wall, it is overexposed and should be adjusted.

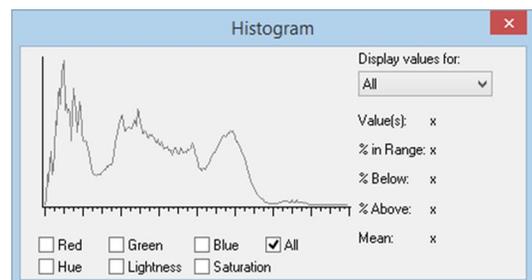
A typical, well-exposed, image will probably touch both walls (not climb them) and have hills and valleys in between.

The spikes in a histogram can represent large, important colors or focal points in the image. These spikes also determine how an image reacts when you use Create Colorway (page 202).

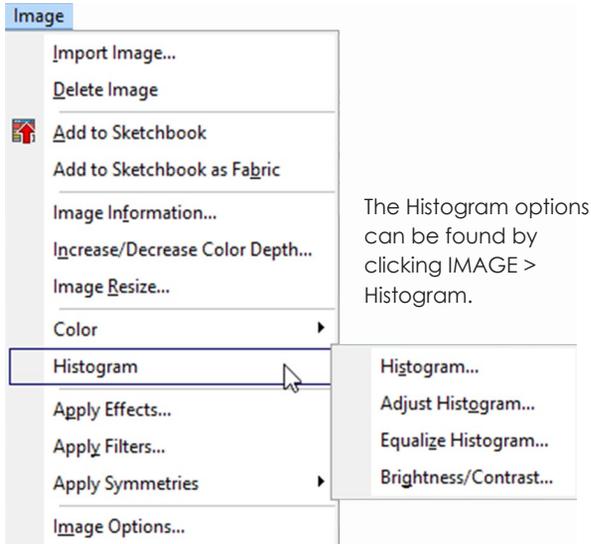
Start with an image edited to or imported to the Image worktable.



Light image, possibly overexposed



Typical image



View the Histogram:

This window is for information purposes only and does not change the image. This window can remain open.

- 1 Click **IMAGE > Histogram > Histogram**. (VIEW > Palettes > Histogram also works.)
- 2 Use the checkboxes to determine which values you want to display.
- 3 Close this window with the **X** in the corner when you're done viewing the information.

Equalize the Histogram:

This option spreads out the spikes in the histogram for you automatically.

- 1 Click **IMAGE > Histogram > Equalize Histogram**.

- 2 Choose color space:

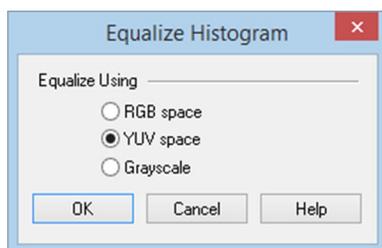
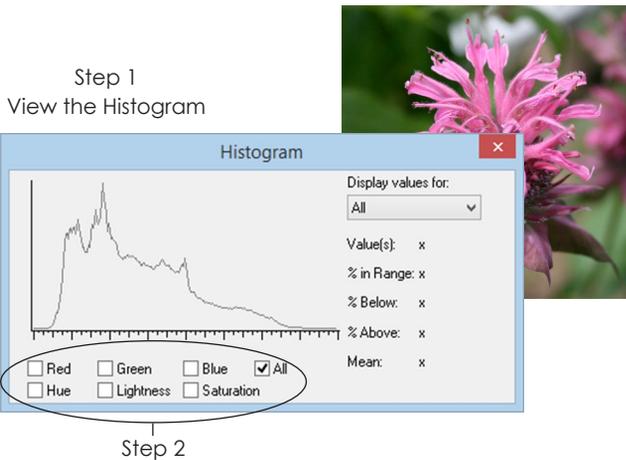
RGB - does each channel (red, green, blue) separately

YUV - (recommended) incorporates human perception of luminance

Grayscale - equalizes according to gray levels

- 3 Click **OK** to equalize the histogram. Click **Cancel** to make no changes.

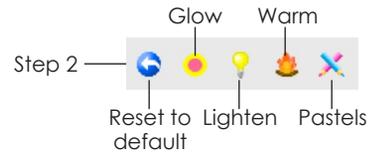
- 4 If you don't like the changes, click **EDIT > Undo** to revert back to the previous image. If you do like the changes, you may want to click **Add to Sketchbook** to keep this new image.



Adjust the Histogram:

This option allows you to control the histogram adjustments.

- 1 Click **IMAGE > Histogram > Adjust Histogram**. Your image will appear in the "Before" and "After" boxes with a histogram in gray below it.
- 2 Use the Glow, Lighten, Warm, or Pastels buttons to see artistic presets. Click the *Reset to default* button if you want to try it on your own.



Notes

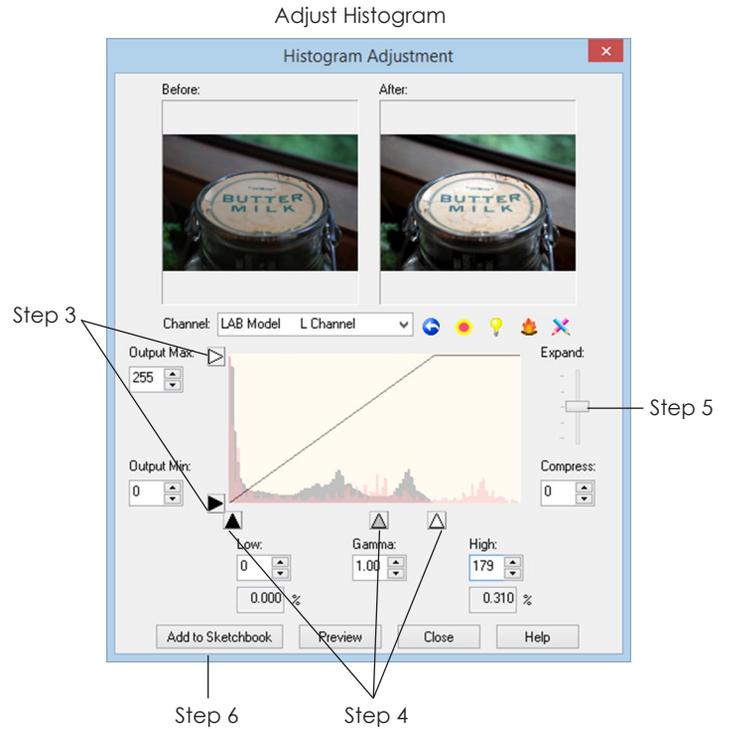
- Click Preview at any time to see the "After" image on your worktable temporarily. Your original worktable image will come back once you move the controls again.
- As you move the controls, you will see a second histogram (gray = before, pink = after).
- Click Help at any time to see more detailed examples of this feature in action.

- 3 Move the *vertical* black and white triangles to adjust brightness.
- 4 Move the *horizontal* black, gray and white triangles to adjust contrast.
- 5 Slide or type in a new number for Expand/Compress to elongate or shorten the middle of your histogram. (Range -50 to 50)
- 6 Click **Add to Sketchbook** to save the new image in the project and put it on the worktable.

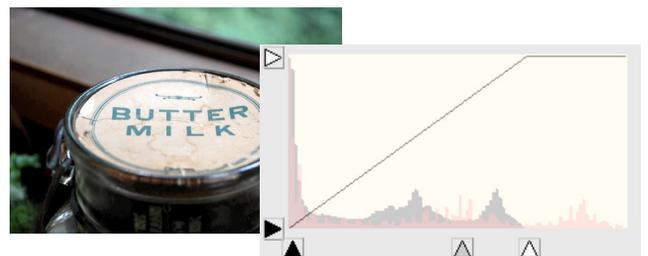
Click **Close** if you do not wish to keep your changes.

Note

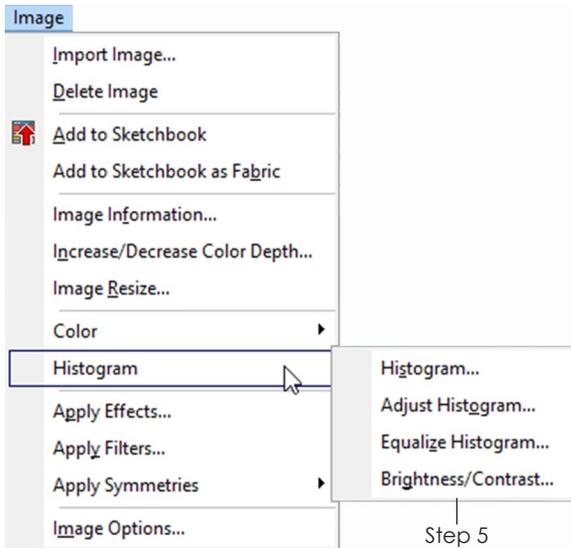
Tip for success: Move the horizontal white triangle to the end (or outside the end) of the last hill on the histogram so you "move the wall". You may then want to readjust the gray triangle so it is more in the middle between the black and white triangles.



If the histogram stops before the end, bring the black and/or white triangles in to where the histogram starts and stops



Adjusting the black and white triangles levels the histogram



Changing Brightness or Contrast

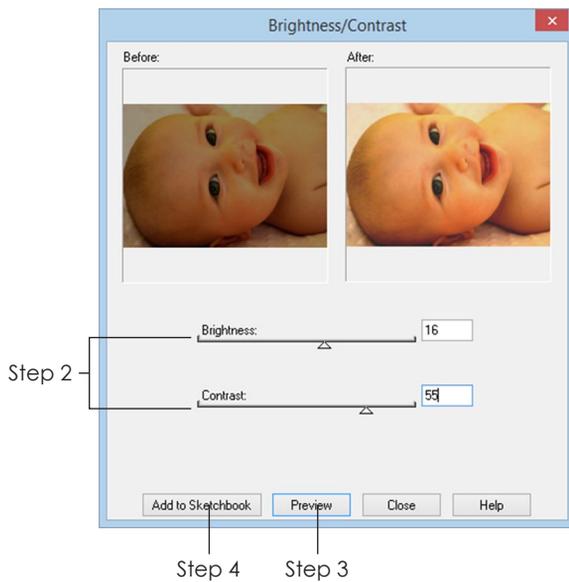
If an image is too dark or too light, you can use Brightness/Contrast to adjust it. This feature offers less control than Adjust Histogram (page 206) which also allows you to change brightness and contrast.

Start with an image edited to or imported to the Image worktable.

- 1 Click **IMAGE > Histogram > Brightness/Contrast**.
- 2 Use the sliders to adjust the image.

Notes

- *Brightness*
Drag the Brightness slider to the right to increase brightness to the point of making the image white.
Drag the Brightness slider to the left to decrease brightness to the point of making the image black.
Leave this number set to 0 if you don't want it to change. (Range -100 to 100)
- *Contrast*
Drag the Contrast slider to the right to increase contrast or the saturation/intensity of the image.
Drag the Contrast slider to the left to decrease the contrast and give the image a gray, dull-looking cast.
Leave this number set to 0 if you don't want it to change. (Range -100 to 100)



- 3 Click **Preview** to see the "After" image temporarily on your worktable for a closer view.
- 4 Click **Add to Sketchbook** to save the new image in the project and put it on the worktable. Or, click **Close** to discard any changes.
- 5 The window will remain open for further editing. Click **Close** when you are done.



BEFORE



AFTER

Apply Filters Overview

Start with an image edited to or imported to the Image worktable.

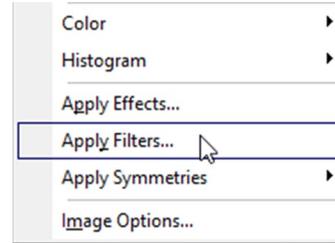
- 1 Click **IMAGE > Apply Filters**. An Image Filters window will appear.
- 2 From the menu bar, choose the type of filter, then choose the name of the filter. (For example, choose EDGE DETECTION > Spatial.)

Note
If you are using large images, please be patient while the program does the rendering.

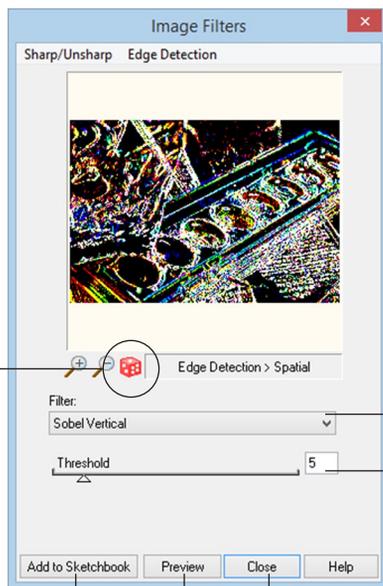
- 3 Each filter has different controls. Where applicable, move the sliders and change the drop-down boxes.

Note
Click the Help button to see illustrated color examples of how each control affects the image.

- 4 If you don't know which settings you want to use, try clicking the *Generate random samples* button.
- 5 Click **Preview** to see the new image temporarily on your worktable for a closer view.
- 6 Continue to change the different controls until you find a filter you like.
- 7 Click **Add to Sketchbook** to save the new image in the project and put it on the worktable. If you don't like the image, choose a different filter from the menu. Or, click **Close** to discard any changes.
- 8 The Image Filters window will remain open for further editing. Click **Close** when you are done.



Step 1



Step 4

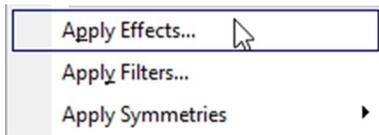
Step 3

Step 7

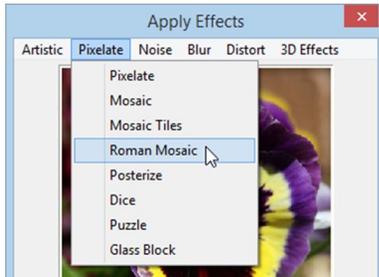
Step 5

Step 8

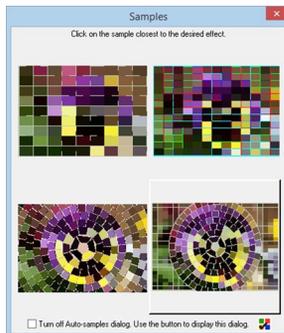
9



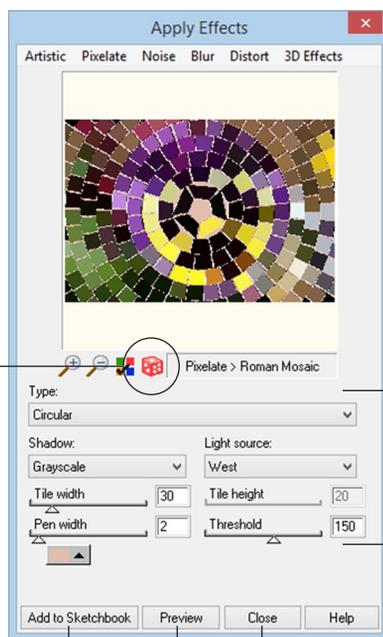
Step 1



Step 2



Step 3



Step 5

Step 4

Step 8

Step 6

Step 9

Apply Effects Overview

Start with an image edited to or imported to the Image worktable.

- 1 Click **IMAGE > Apply Effects**. An Apply Effects window will appear.
- 2 From the top menu of the new window, choose the type of effect, then choose the name of the effect. (For example, choose **PIXELATE > Roman Mosaic**.)
- 3 A Samples window may appear showing you four examples of the desired effect. Click on one of the four examples to choose it or click on the X in the top-right corner to close it.

Note

If you put a check next to *Turn off Auto-samples dialog*, the Samples window will not appear. You can show the window once by clicking the Auto-samples button. If you want to always show the window again, uncheck the box *Turn off Auto-samples*.

- 4 Each effect has different controls. Where applicable, move the sliders, change the drop-down boxes, and drag the red bull's eye around on the image.

Note

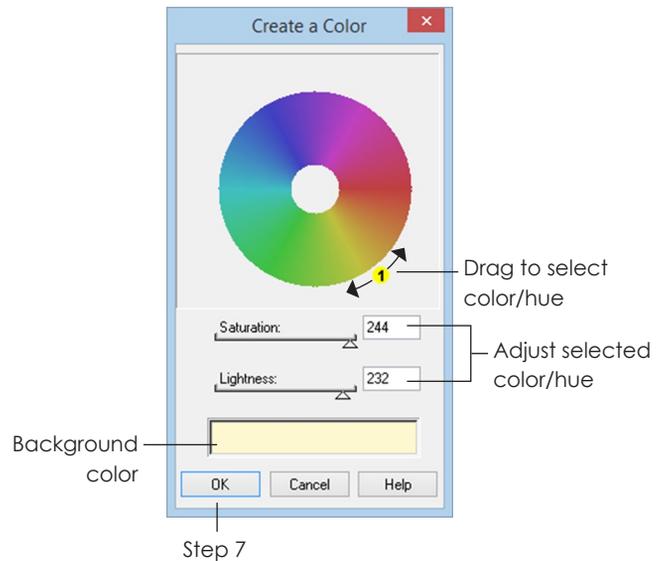
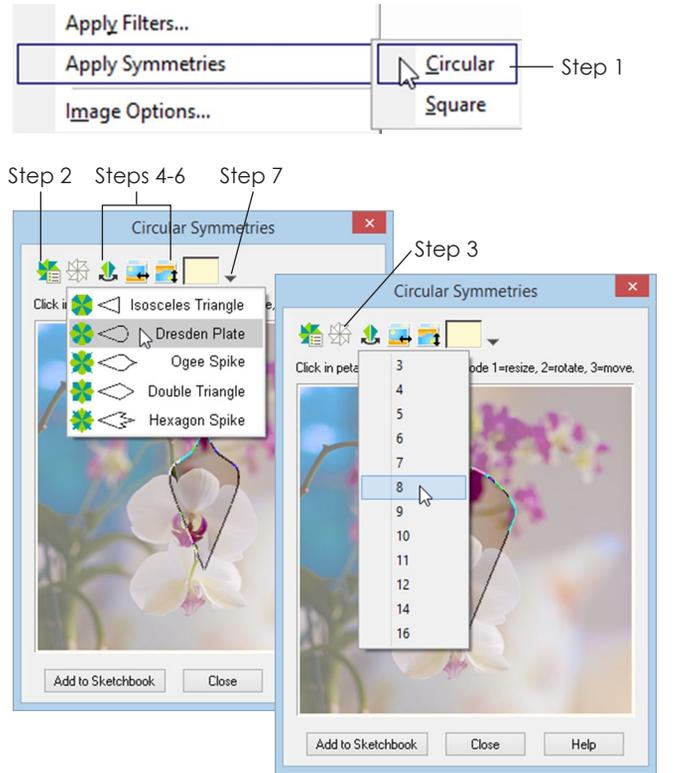
Click the Help button to see illustrated color examples of how each control affects the image.

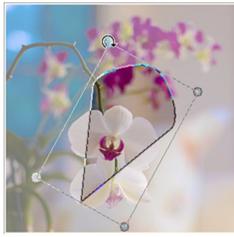
- 5 If you don't know which settings you want to use, try clicking the *Generate random samples* button (the dice cube).
- 6 Click **Preview** to see the "After" image temporarily on your worktable for a closer view.
- 7 Continue to change the different controls until you find an effect you like.
- 8 Click **Add to Sketchbook** to save the new image in the project and put it on the worktable. If you don't like the image at the top of the Apply Effects window, choose a different effect from the menu. Or, click **Close** to discard any changes.
- 9 The Apply Effects window will remain open for further editing. Click **Close** when you are done.

Applying Circular Symmetries

Start with an image edited to or imported to the Image worktable.

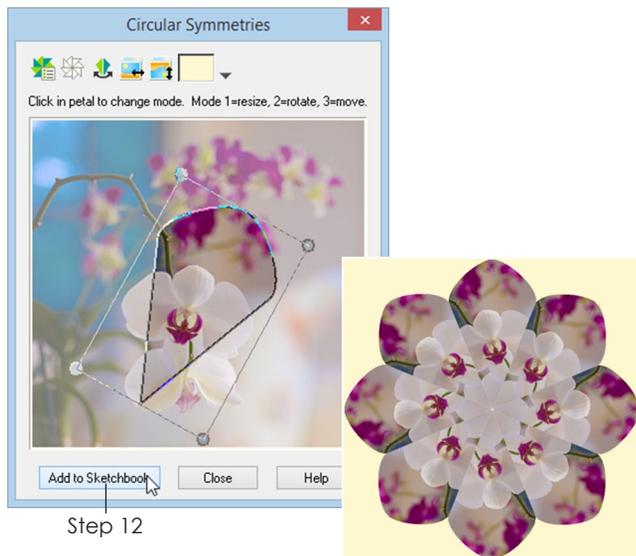
- 1 Click **IMAGE > Apply Symmetries > Circular**. The Circular Symmetries window will appear. The worktable will display the "After" image you are working on.
- 2 Choose your petal shape by clicking the first button along the top and clicking on a petal style in the drop-down menu.
- 3 Choose the number of petals by clicking the second button along the top and clicking on a number in the drop-down menu.
- 4 If you chose an even number of petals, you can choose whether or not you want the petals mirrored every other one to face each other by clicking the **Toggle petal reflection** button.
- 5 You can flip the image horizontally by clicking the **Flip image left and right** button.
- 6 You can flip the image vertically by clicking the **Flip image top and bottom** button.
- 7 The background of the "After" image on the worktable is decided by the **Select background color** drop-down box. Click the drop-down arrow beside the background color. In the new window, drag the yellow #1 around the outside of the circle to a new position to determine the color or hue. Drag the sliders for Saturation and Lightness to brighten, darken, or gray out the hue you have selected. When you are happy with the color at the bottom of the Create a Color box, click **OK**.
- 8 To *move the petal* around on the image, position your cursor over the center of the petal and drag the petal to a new location.
- 9 *Resize the petal* by clicking it once in the center to put resizing handles around it. Position your cursor over one of the corner handles and drag the handle to a new location. Click on the petal two more times to get out of "resizing-mode".



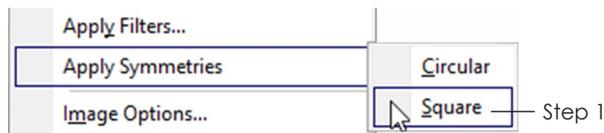


Step 10

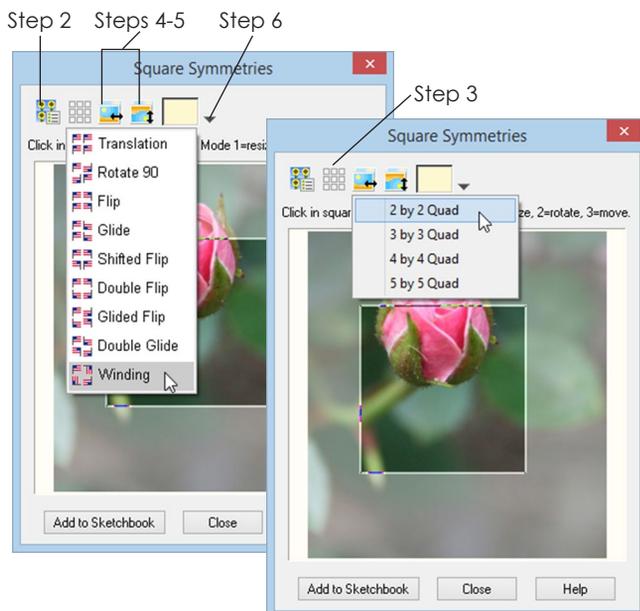
Click the petal twice to enter rotate-mode



Step 12



Step 1



Step 2 Steps 4-5 Step 6

Step 3

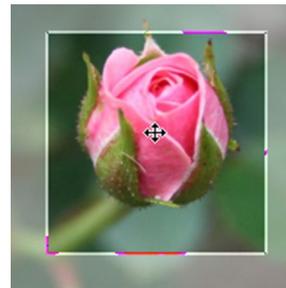
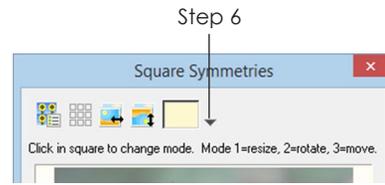
- 10 Rotate the petal by clicking it twice in the center to go into "rotate-mode". Position your cursor over one of the corner handles and drag the handle around the center to a new location. Click on the petal one more time to get out of "rotate-mode".
- 11 Repeat steps 2-10 in any order to adjust your "After" image until you are pleased with the results.
- 12 Click **Add to Sketchbook** to save the new image in the project.
- 13 The Circular Symmetries window will remain open. Add as many new images using the original image to your Sketchbook as you like.
- 14 Click **Close** when you are done. The original image used to create the circular symmetries images will appear on the worktable.

Applying Square Symmetries

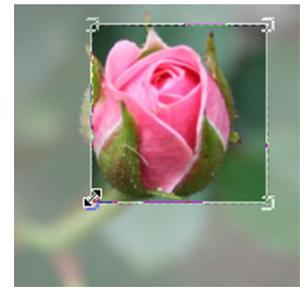
Start with an image edited to or imported to the Image worktable.

- 1 Click **IMAGE > Apply Symmetries > Square**. The worktable will display the "After" image you are working on.
- 2 First choose your symmetry style by clicking the first button along the top and clicking on a style in the drop-down menu.
- 3 Next choose the number of repeats by clicking the second button along the top and clicking on a grid size in the drop-down menu.
- 4 You can flip the image horizontally by clicking the **Flip image left and right** button.
- 5 You can flip the image vertically by clicking the **Flip image top and bottom** button.

- 6 If you drag the square in the Square Symmetries window beyond the edges of the original image, you will want to adjust the background color. Click the drop-down arrow beside the **Select background color** button. In the new window, drag the yellow #1 around the outside of the circle to a new position to determine the color or hue. Drag the sliders for Saturation and Lightness to brighten, darken, or gray out the hue you have selected. When you are happy with the color at the bottom of the Create a Color box, click **OK**.
- 7 To *move the square* around on the image, position your cursor over the center of the square and drag the square to a new location.
- 8 *Resize the square* by clicking it once in the center to put resizing handles around it. Position your cursor over one of the corner handles and drag the handle to a new location. Click on the square two more times to get out of "resizing-mode".
- 9 *Rotate the square* by clicking it twice in the center to go into "rotate-mode". Position your cursor over one of the corner handles and drag the handle around the center to a new location. Click on the square one more time to get out of "rotate-mode".
- 10 Repeat steps 2-9 in any order to adjust your "After" image until you are pleased with the results.
- 11 Click **Add to Sketchbook** to save the new image in the project.
- 12 The Square Symmetries window will remain open. Add as many new images using this original image to your Sketchbook as you like.
- 13 Click **Close** when you are done. The original image used to create the square symmetries images will appear on the worktable.



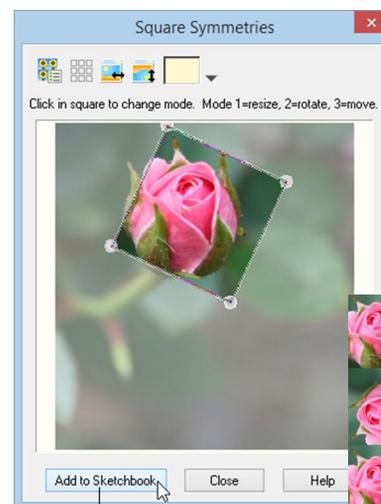
Step 7
Move the square



Step 8
Click the square once to enter resize-mode



Step 9
Click the square twice to enter rotate-mode



Step 11



9

Chapter 10

Printing and Exporting

EQ7 gives you many possibilities for printing patterns, colored block and quilt pictures, yardage estimates, photographs, and even quilting stencils. And with EQ7's new Photo Layout you can customize your printout by rotating, adding more than one photo to a printout, or resizing your image. This chapter describes all possible printing methods, and also shows you how to export images from EQ7.

Printing Block Patterns Overview	214
Printing a Block, Motif, or Stencil	215
Printing a Foundation Pattern.....	217
Printing Templates.....	219
Changing Foundation and Template Printouts.....	221
Printing a Rotary Cutting Chart	223
How to Avoid Rounding in Rotary Cutting	224
Printing Border or Sash Blocks	226
Printing a Quilt	228
Printing Images with Photo Layout.....	229
Printing Photos or Embroidery from the Quilt Worktable	231
Printing Fabric Yardage Estimates	232
Special Notes on Fabric Yardage Estimates.....	233
Changing Fonts.....	234
Changing Page Setup or Printers.....	235
Exporting Selected Areas.....	236
Exporting Images.....	237

Printing Block Patterns Overview

There are many ways of printing block patterns in EQ7, but the basic steps are the same. Usually, the best way to print is to select the block, check *Use size from quilt*, and preview the pattern. The full directions are described below.

1 To print from the Quilt worktable, click the **Select** tool, then click the layer on which you set the block, motif, or stencil. Click the block, motif, or stencil to select it.

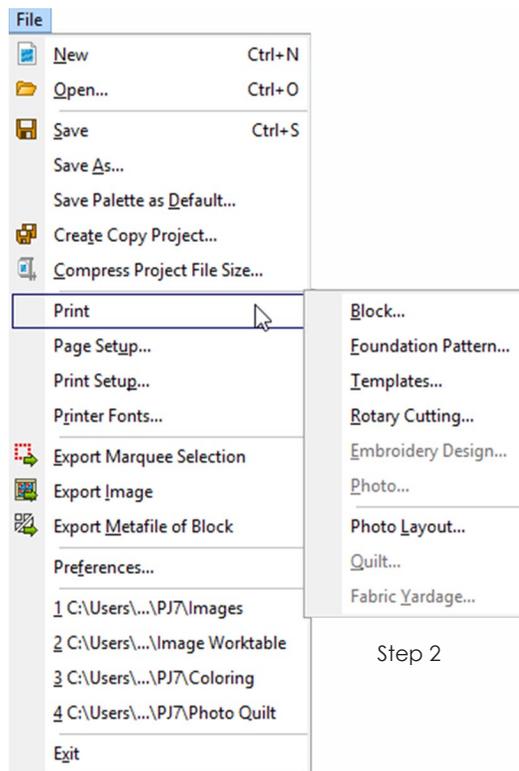
To print from the Block worktable, click the **Color** tab to verify there are no drawing or coloring errors.

2 Click **FILE > Print > Your Choice**.

3 Finished block size is on the first tab or screen of all printout styles, but on the Options tab of Foundation Patterns. Under **Finished Block Size**, you have two options:

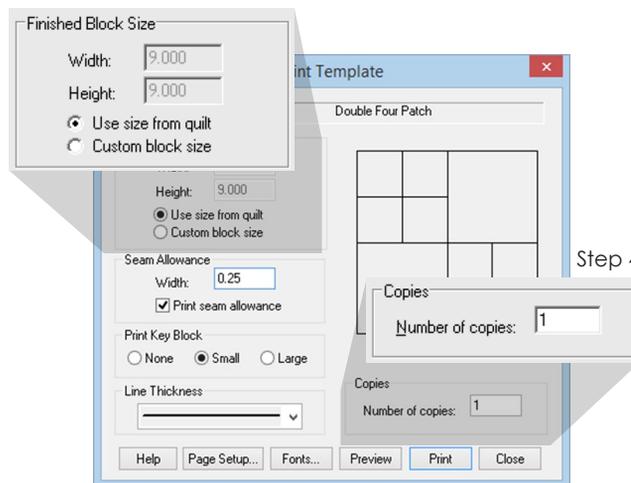
- **Use size from quilt (recommended)** – If you are working on a quilt on the Quilt worktable, click *Use size from quilt*. The finished block size will show in gray because EQ7 is reading the sizes you set on the Layout tab of this quilt. (The size will be correct, but if you question the size, be sure to see information on how blocks are measured by looking up the layout style you are using, see pages 57-63 and 67.)
- **Custom Block Size** – To type in a size, click *Custom block size*, then double-click inside the **Width** box and type a size; double-click inside the **Height** box and type a size.

4 Under **Copies**, double-click in the box and type the number of printouts you want (1 to 99).

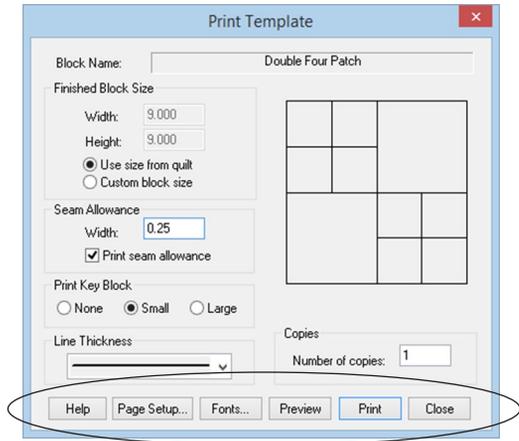


Step 2

Step 3



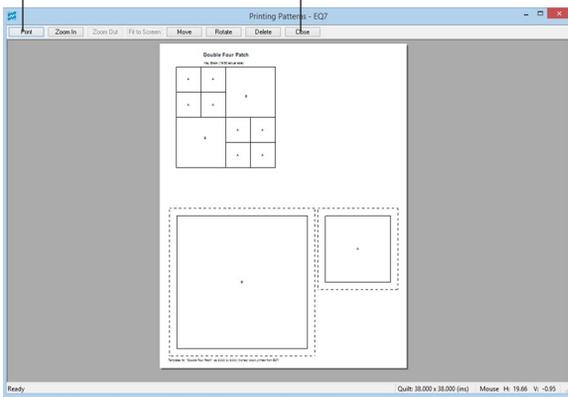
Step 4



Step 5

Print button

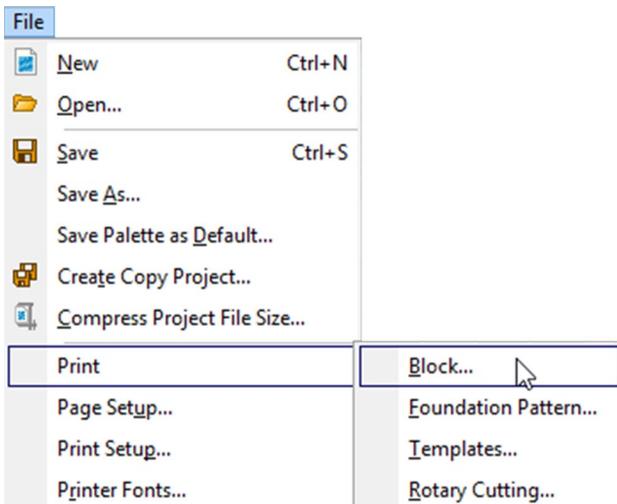
Close button



Print Preview



Step 1
Select



Step 2

5 Click any of the buttons across the bottom of the box for more options:

- **Page Setup** – click to change margins, paper size, orientation, or the printer (see page 235).
- **Fonts** – click to change fonts or font size (see page 234).
- **Preview (recommended)** – click to preview your printout. From the preview, click Print to print or Close to return to this window.
- **Print** – click to print your block, motif, or stencil without previewing.
- **Close** – click to return to the worktable without printing.
- **Help** – click to view detailed help information.

Notes

- EQ7 will print blocks that are clipped in half or a quarter, such as blocks along the edges in on-point quilts or border strips, if the quilt is designed in EQ7. EQ7 cannot print clipped blocks for quilts or borders made in EQ5 or previous versions that are opened or imported through EQ7. (EQ6 quilts and borders are fine and will clip.)
- If multiple-page printouts are missing the right-edge guideline, click Page Setup and increase your Right page margin.
- Previewing a template or foundation pattern printout can save you paper. You can delete or move templates or foundation sections. You can also rotate templates 90 degrees to fit better on a page.

Printing a Block, Motif, or Stencil

1 To print from the Quilt worktable, click the **Select** tool, then click the layer on which you set the block, motif, or stencil. Click the block, motif, or stencil to select it.

To print from the Block worktable, click the **Color** tab to verify there are no drawing or coloring errors.

2 Click **FILE > Print > Block**.

3 Choose your finished block size. (Use size from quilt is recommended if printing from the quilt, see page 55.)

4 Under **Printing Style**, choose from the following:

- **Outline drawing** – black and white solid lines showing how patches overlap.
- **Quilting stencil** – black and white dotted lines. If you are printing stencils colored using the Thread tool, choose *Showing fabrics* instead.
- **As applique pattern** – black and white solid lines with white-filled patches showing how patches are layered.
- **Showing fabrics** – prints the block in color as displayed in the Print Block box. This option also prints a stencil in the thread color, style and weight you have chosen.

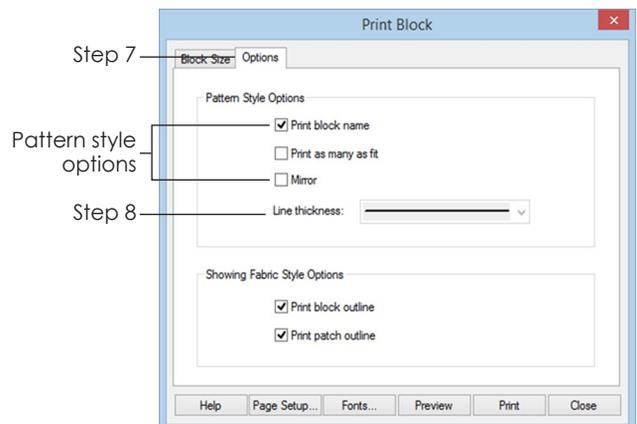
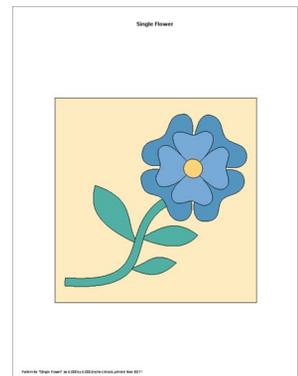
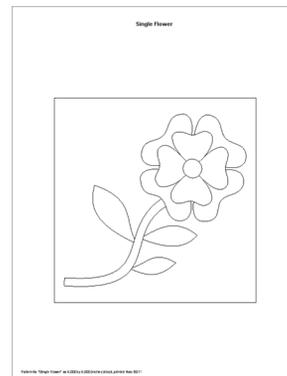
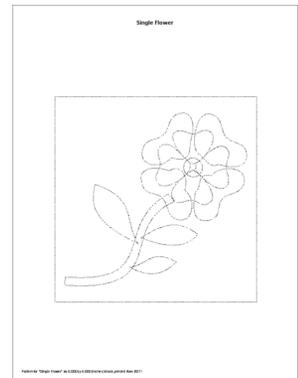
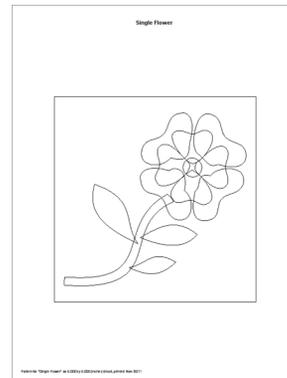
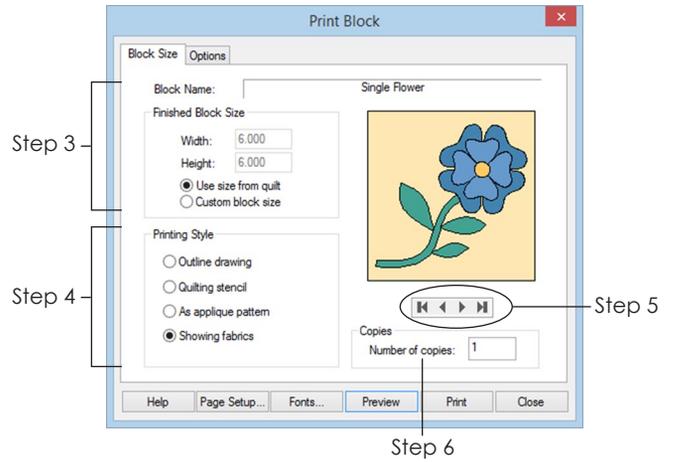
5 If you chose Showing fabrics, click the **coloring arrows** beneath the block picture to select the coloring you want to print. The displayed coloring will print, regardless of which coloring is showing on the worktable.

6 Choose desired number of copies (1 to 99).

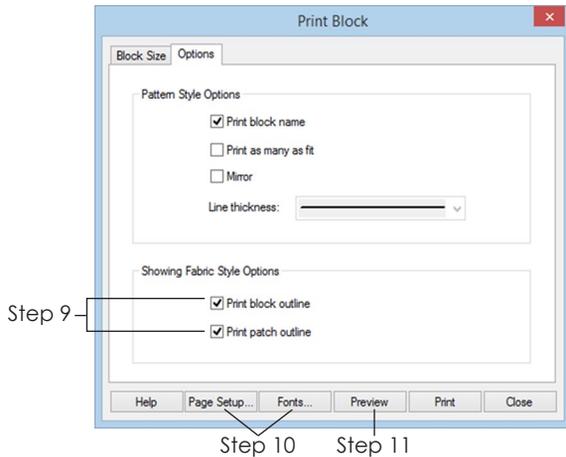
7 Click the **Options** tab, then under *Pattern Style Options*, click to check the options you want:

- **Print block name** – prints the name at the top of your printout from the block's Sketchbook notecard. If you did not name your block, it will say "Unnamed." (Naming a block is different than naming a project. See page 31.)
- **Print as many as fit** – prints as many full blocks on one page as possible, when you are printing smaller blocks
- **Mirror** – prints the block flipped horizontally

8 For **Line thickness**, click the down arrow to show the styles, then click directly on the thickness you want.



10



9 If you chose Showing fabrics, the outline choices under **Showing Fabric Style Options** will be enabled. (Other styles listed in step 4 automatically print outlines.) Put a check next to the options you want.

- **Print block outline** – prints a black outline around the block
- **Print patch outline** – prints black outlines around the patches

10 Change the Page Setup or Fonts (see pages 234-235).

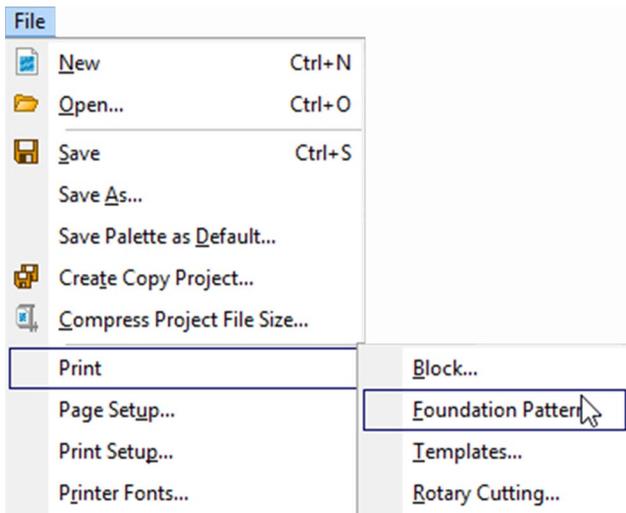
11 Click **Preview** to see what will print, then click **Print**.

Note

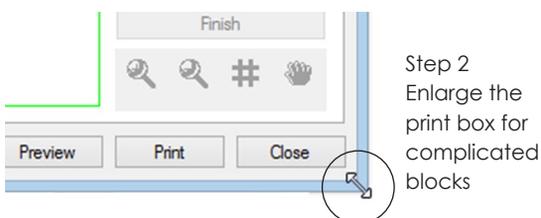
EQ7 will print blocks that are clipped in half or a quarter, such as blocks along the edges in on-point quilts or border strips, if the quilt is designed in EQ7. EQ7 cannot print clipped blocks for quilts or borders made in EQ5 or previous versions that are opened or imported through EQ7. (EQ6 quilts and borders are fine and will clip.)



Step 1
Select



Step 2



Step 2
Enlarge the
print box for
complicated
blocks

Printing a Foundation Pattern

Foundation patterns are also known as paper piecing patterns. If you've used PatchDraw to draw your block or if your EasyDraw™ block has curves, you will need to section and number the block yourself. See Sections and Numbering on the next page.

1 To print from the Quilt worktable, click the **Select** tool, then click the layer on which you set the block, motif, or stencil. Click the block, motif, or stencil to select it.

To print from the Block worktable, click the **Color** tab to verify there are no drawing or coloring errors.

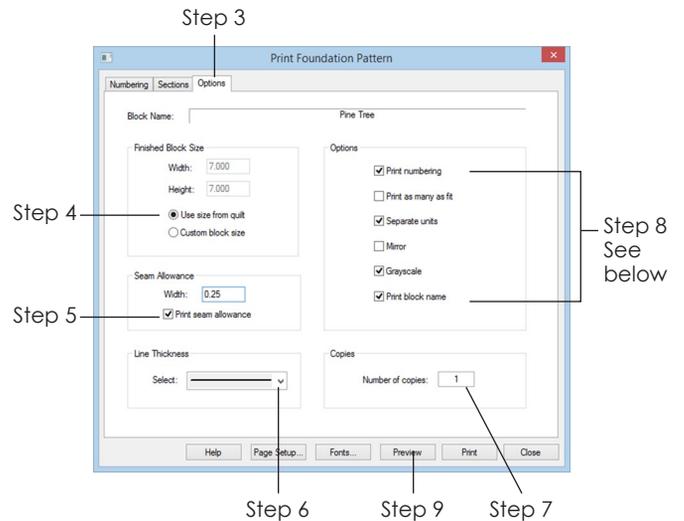
2 Click **FILE > Print > Foundation Pattern**. The Print Foundation Pattern box appears. (This box is resizable to help you section or number complicated patterns. Position your cursor over the box edge or corner, then click and drag to enlarge the entire box.)

Options

- 3 **Click the Options tab.**
- 4 Choose your finished block size. (Use size from quilt is recommended if printing from the quilt, see page 55.)
- 5 **Seam Allowance** – check *Print seam allowance* if you want seam allowance added around each section. Double-click the number and type a new number, if you need to change it.
- 6 **Line Thickness** – click the down arrow to show the styles, then click directly on the thickness you want.
- 7 Choose desired number of copies (1 to 99).
- 8 **Options** – click to check the options you want, see the Options list to the right.
- 9 **Click Preview to see the pattern.** If you don't like how the block is sectioned or numbered, click **Close**, then change it (follow steps 10-15). Otherwise, click **Print**. If your pattern says *Unnamed*, see page 31.

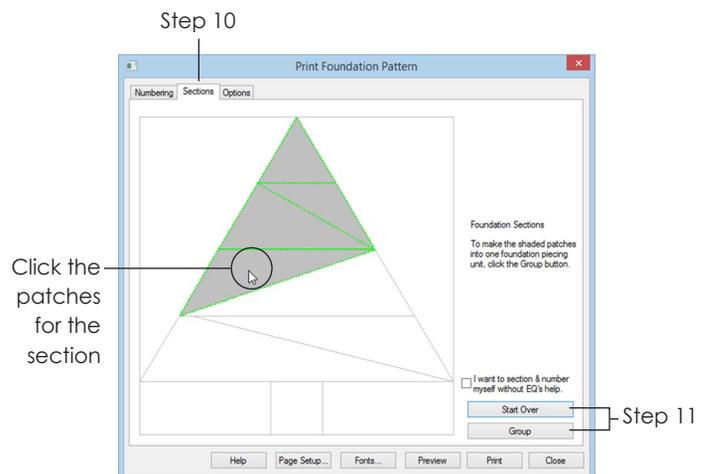
Sections

- 10 **Click the Sections tab.** Blue lines surround the areas denoted as sections (units).
- 11 To resection the block, click **Start Over**. Click the patches you want in a section, then click the **Group** button. Continue grouping sections until you are satisfied. To undo your last click, SHIFT+click the same patch before you group it, otherwise click Start Over.

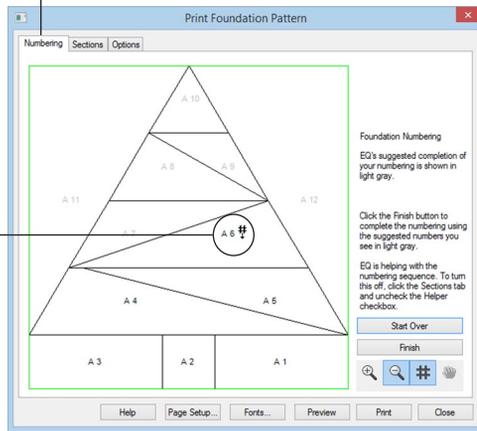


Options:

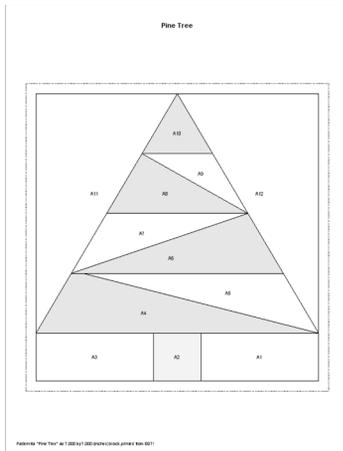
- **Print numbering** – prints letters and numbers on the pattern.
- **Print as many as fit** – prints as many full blocks on one page as possible, when printing smaller blocks. (Separate units must not be checked.)
- **Separate units** – separates pattern according to sections defined on Sections tab.
- **Mirror** – flips pattern horizontally. (Depending on your technique, use this so your block doesn't end up backwards.)
- **Grayscale** – prints the pattern with gray shading. Works with library blocks or drawn blocks with first coloring only containing white, black, dark gray (RGB 128) and light gray (RGB 192).
- **Print block name** – prints the name at the top of your printout from the block's Sketchbook notecard. If you did not name your block, it will say "Unnamed." (Naming a block is different than naming a project. See page 41.)



Step 12



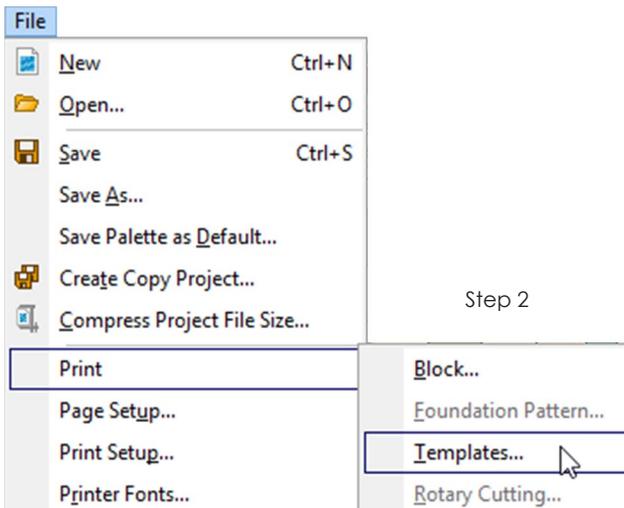
Step 13
Click the patches in sewing order



Sample Foundation Pattern printout



Step 1
Select



Step 2

Numbering

- 12 **Click the Numbering tab.** You'll see numbers and letters in the sections of your block.
- 13 To renumber the block, click **Change Numbers**. Click the patches in the order you want them numbered. (EQ7 will help, ensuring your block is still foundation pieceable. But if you do not want help, click the Sections tab and click the *I want to section & number myself without EQ's help box*, then click the Numbering tab again.)

If you make a mistake, SHIFT+click a patch to remove a number, otherwise click Start Over.

- 14 *Change Page Setup or Fonts* (pages 234-235).
- 15 Click **Preview** to see your printout. Click **Print**.

Notes

- To undo your changes, click the Sections tab > click Start Over > click Preview.
- To make your sectioning and numbering permanent for this Sketchbook block, edit the block > follow steps 2-14 > click Preview > Close > Close > Save button. You may want to save this block in your My Library to make it accessible from other projects, see pages 48-49.
- EQ7 will print blocks that are clipped in half or a quarter, such as blocks along the edges in on-point quilts or border strips, if the quilt is designed in EQ7. EQ7 cannot print clipped blocks for quilts or borders made in EQ5 or previous versions that are opened or imported through EQ7. (EQ6 quilts and borders are fine and will clip.)

Printing Templates

You can print templates for any block, no matter if it is pieced or appliqu . Templates are block patterns. Each patch is printed as a separate piece (surrounded by seam allowance if you so choose).

- 1 *To print from the Quilt worktable*, click the **Select** tool, then click the layer on which you set the block, motif, or stencil. Click the block, motif, or stencil to select it.

To print from the Block worktable, click the **Color** tab to verify there are no drawing or coloring errors.

- 2 Click **FILE > Print > Templates**. The Print Template box appears.

3 Choose your finished block size. (Use size from quilt is recommended if printing from the quilt, see page 55.)

4 **Seam Allowance** – check *Print seam allowance* if you want seam allowance added around each template. Double-click the number and type a new number, if you need to change it. (See *Notes at the end of this topic for seam allowance tips.*)

5 **Print Key Block** – the key block is a small drawing of your block, with each patch identified by a letter. This “key” helps you know how to fit your template patches back together. Click to choose:

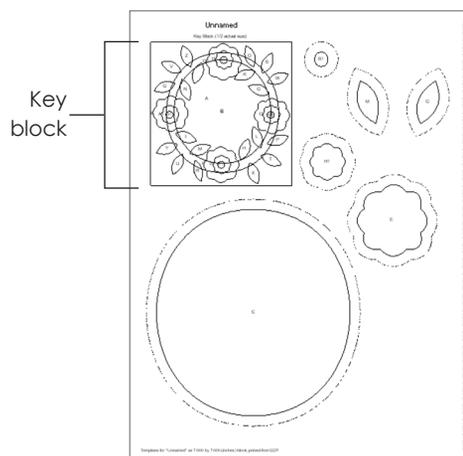
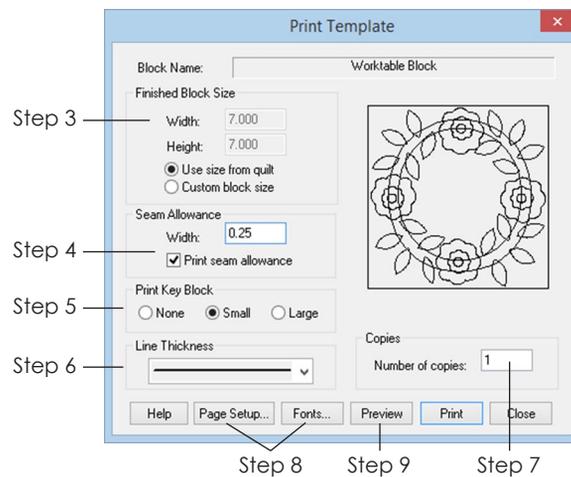
- **None** – choose when you don't need a key block, and want more room for templates.
- **Small** – choose when your block does not have many small patches.
- **Large** – choose when your block has so many tiny patches that the patch letters would not fit or read well on a small key block.

6 **Line Thickness** – click the down arrow to show the styles, then click directly on the thickness you want.

7 Choose desired number of copies (1 to 99).

8 Change the *Page Setup* or *Fonts* (see pages 234-235).

9 Click **Preview** to see what will print, then click **Print**.



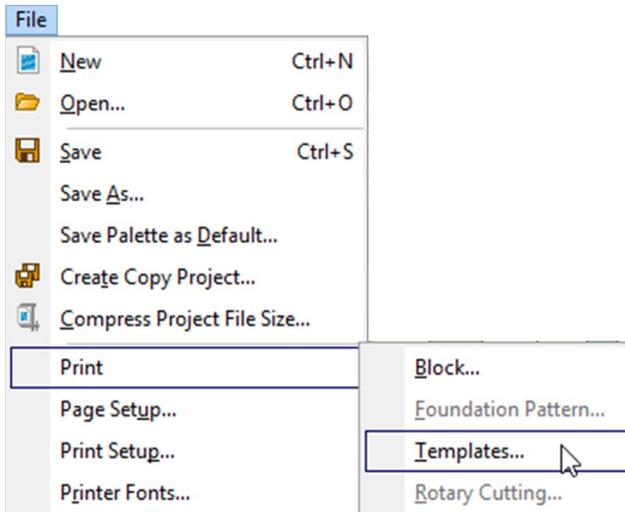
Sample Template printout

Notes

- The block name is set through the Sketchbook notecard. See page 31 to change it.
- EQ7 will print blocks that are clipped in half or a quarter, such as blocks along the edges in on-point quilts or border strips, if the quilt is designed in EQ7. EQ7 cannot print clipped blocks for quilts or borders made in EQ5 or previous versions that are opened or imported through EQ7. (EQ6 quilts and borders are fine and will clip.)
- If your printer prints the seam allowance faintly, you can darken it by clicking FILE > Preferences > General. Under "Printing Options" change the "Minimum line size in pixels" from 1 (default) to 2, 3 or 4. See which thickness you prefer with your printer.
- If you are printing directly onto freezer paper and plan to hand-cut seam allowance around the patches, uncheck *Seam Allowance*. Then see pages 221-222 for how to move or delete unnecessary patches from your printout, so you can fit as much on one page as possible.

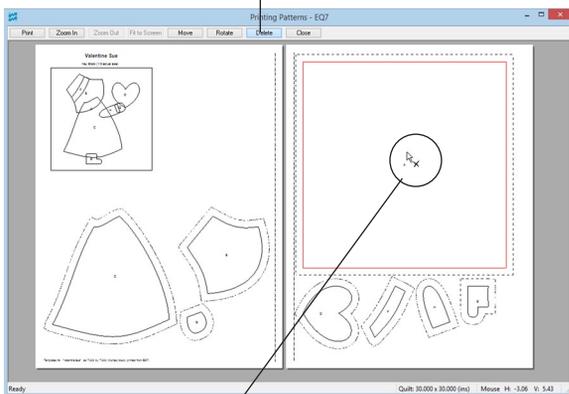


Step 1
Select



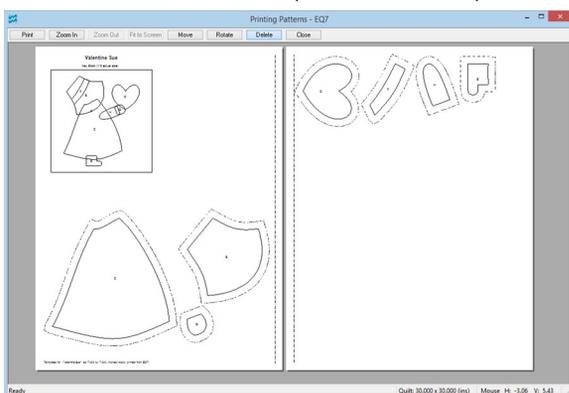
Step 2

Step 4
Delete



Delete-mode
cursor

Step 5 - Click on the patch you want to delete. It will have a red outline when it is selected. Then press your keyboard DELETE key.



The large square patch has been deleted

Changing Foundation and Template Printouts

Sometimes you may want to delete repeated templates or foundations, or move them so they don't extend across more pages than necessary. You can tailor your printout before printing by using the available buttons on your print preview.

- 1 To print from the Quilt worktable, click the **Select** tool, then click the layer on which you set the block, motif, or stencil. Click the block, motif, or stencil to select it.

To print from the Block worktable, click the **Color** tab to verify there are no drawing or coloring errors.

- 2 Click **FILE > Print > Templates (or Foundation Pattern)**. The Print box appears. Choose your settings and sizes (see pages 217-218 and 219-220).

- 3 Click the **Preview** button.

Note

Templates have a key block option that appears at the top-left of the printout. You can choose not to print it, or to print it small or large. But you should make this choice before moving or deleting templates. If you close the print preview your printout will reset, then you'll have to start deleting, moving, and rotating all over again.

Deleting

When you delete pattern pieces, the remaining pieces reorganize. So, delete pieces before moving them.

If you are printing appliqué blocks, you may want to delete the large background square and cut that later.

- 4 Click the **Delete** button. You are now in "delete-mode."
- 5 Click a section or patch to select it, then press your keyboard **DELETE** key to delete it. It will disappear and the other pieces will move up to take the deleted one's place.

- 6 You are still in "delete-mode," so repeat step 5 to delete other pieces as desired. If you delete enough pattern pieces to clear a page, that blank page will not print.

Moving

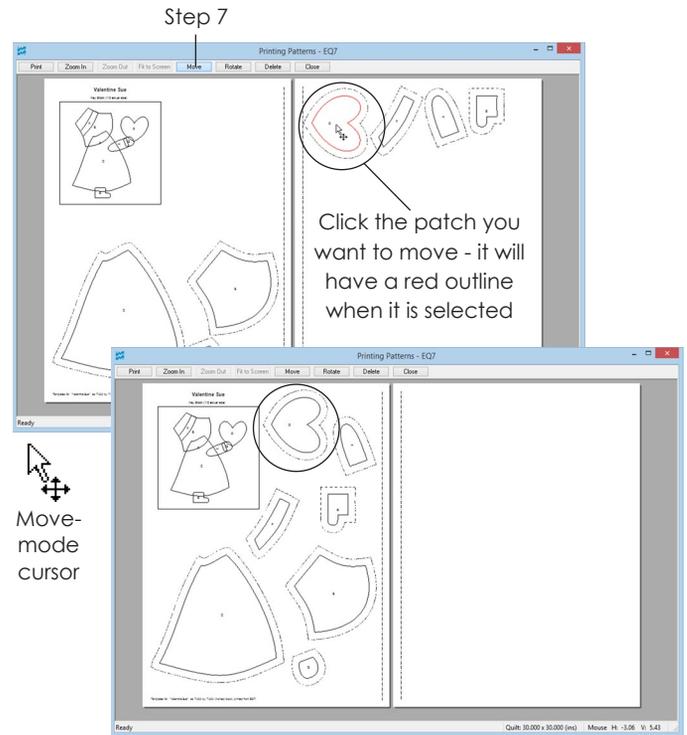
- 7 Click the **Move** button. You are now in "move-mode."
- 8 Click in the center of a section or patch to select it. Click, hold, and drag it to another position, then release the mouse when the pattern piece is where you want.
- 9 You are still in "move-mode," so repeat step 8 to move other pieces as desired.

Rotating (Templates Only)

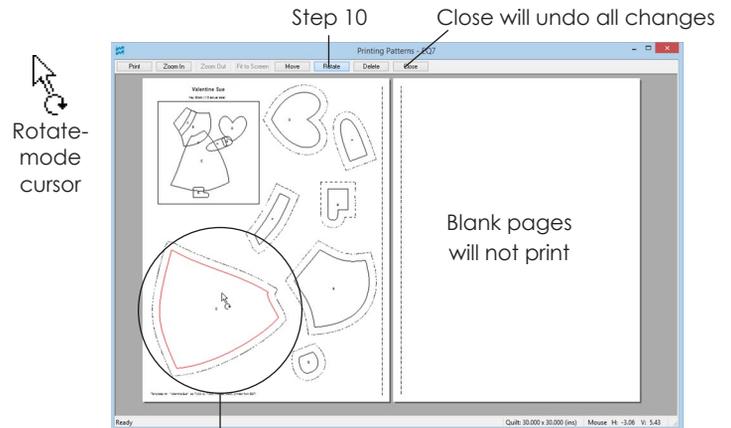
- 10 Click the **Rotate** button. You are now in "rotate-mode."
- 11 **Click on a template to rotate it 90 degrees with each click.** You may need to repeat steps 7-9 to move it again.
- 12 Click **Print** when the pattern looks the way you want it. If you click Close the pattern will reset and you'll have to start over.

Note

If you accidentally delete a template or foundation you still need, click Close and click Preview again to start over.



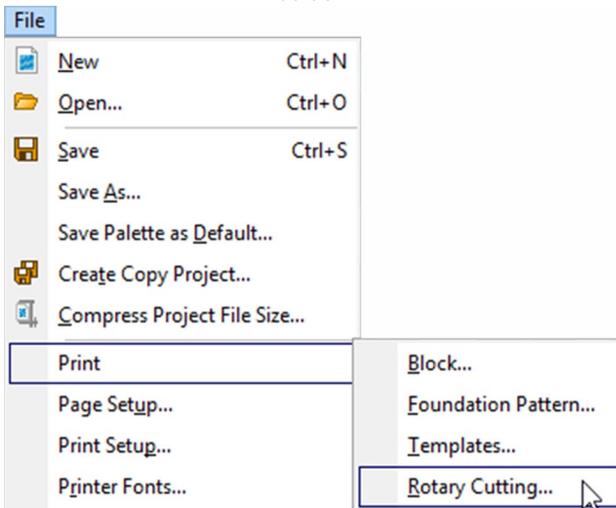
Move the patches to save paper



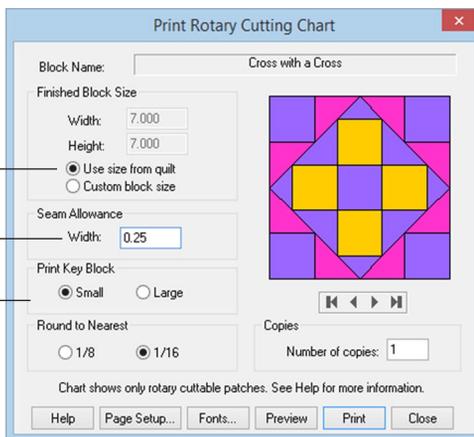
Step 11 - Patch has been rotated 90 degrees



Step 1
Select



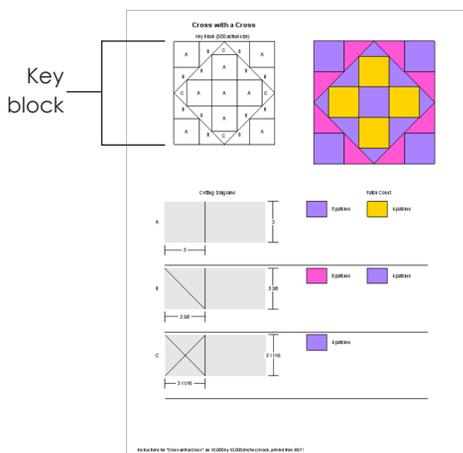
Step 2



Step 3

Step 4

Step 5



Sample Rotary Cutting Chart

Printing a Rotary Cutting Chart

This type of printout is not available for all blocks, because some blocks are not ideal for rotary cutting. Blocks made up of squares, triangles, rectangles, parallelograms or diamonds, however, work best.

If you notice patches missing from the printout, it's because they are not able to be rotary-cut. Print the block again as Templates to get these "missing" patches.

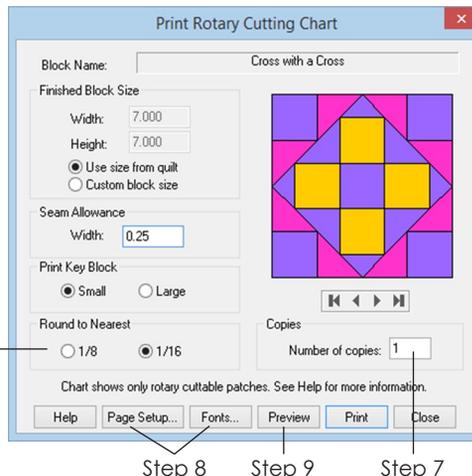
Be sure to read the next topic on how to avoid rounding and also the "best practices" to use when rotary cutting. See pages 224-226.

- 1 To print from the Quilt worktable, click the **Select** tool, then click the layer on which you set the block, motif, or stencil. Click the block, motif, or stencil to select it.

To print from the Block worktable, click the **Color** tab to verify there are no drawing or coloring errors.

- 2 Click **FILE > Print > Rotary Cutting**. The Print Rotary Cutting Chart box appears.
- 3 Choose your finished block size. (Use size from quilt is recommended if printing from the quilt, see page 55.)
- 4 **Seam Allowance** – choose the seam allowance width you want added around each piece. Double-click the number and type a new number, if you need to change it.
- 5 **Print Key Block** – the key block is a small drawing of your complete block, with each patch identified by a letter. This "key" helps you know how to fit your patches back together. Click to choose one:
 - **Small** – click if your block does not have many small patches.
 - **Large** – click if your block has so many tiny patches that the patch letters would not fit or read well on a small key block.

- 6 **Round to Nearest** (available when working in inches; metric automatically rounds to nearest millimeter) – click to select whether you want EQ7 to round to the nearest 1/8 or 1/16 inch when calculating. Rounding to the nearest 1/16 gives you the most accurate rotary cutting instructions (see pages 224-226).
- 7 Choose desired number of copies (1 to 99).
- 8 Change the Page Setup or Fonts (see pages 234-235).
- 9 Click **Preview** to see what will print, then click **Print**.



Notes

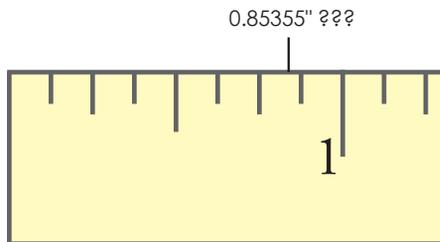
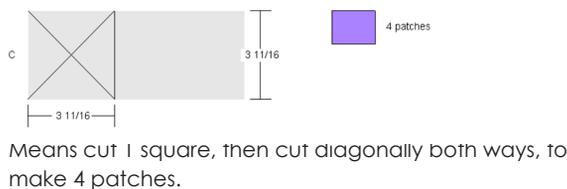
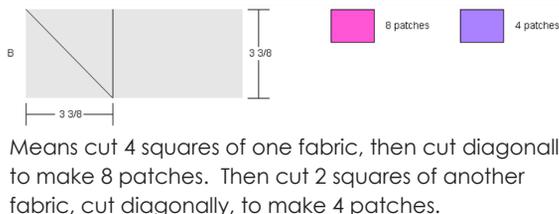
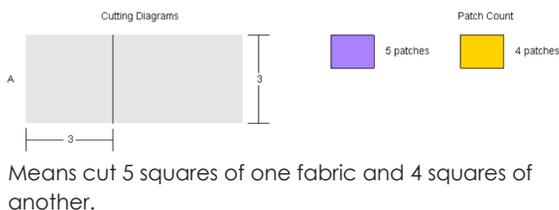
- The block name is set through the Sketchbook notecard, see page 31 to change it.
- EQ7 will print blocks that are clipped in half or a quarter, such as blocks along the edges in on-point quilts or border strips, if the quilt is designed in EQ7. EQ7 cannot print clipped blocks for quilts or borders made in EQ5 or previous versions that are opened or imported through EQ7. (EQ6 quilts and borders are fine and will clip.)

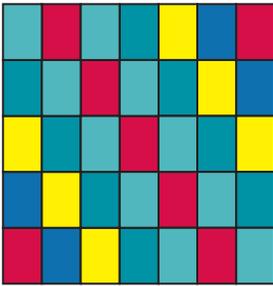
How to Avoid Rounding in Rotary Cutting

Rotary cutting dimensions are nearly always approximations. For example, the 7/8 inch that quilters conventionally add for half-square triangles is really 0.85355 inches, rounded off to the nearest 1/8 inch so it can be read on a ruler. (Experienced quilters in fact cut a little “shy” in this case, since 0.85355 is a little less than 7/8 or 0.875.)

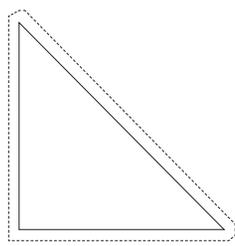
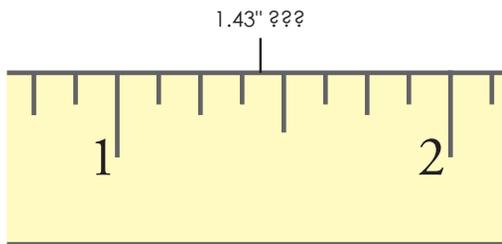
This applies to the dimensions given in EQ7 rotary cutting printouts as well as to dimensions in books. Because of this, the rotary cutting instructions may not always be the best way to cut your block. Here are some things that you should know when deciding on the best type of pattern to use for a given block.

Understanding the Cutting Diagrams

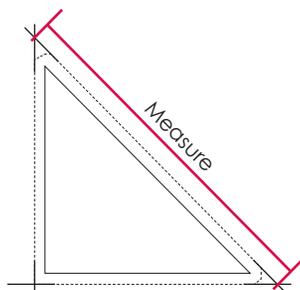




A block 7 across by 5 down, should be printed at 7" x 5" or 14" x 10" or 21" x 15", etc. If the size is not a multiple of the grid, print templates instead.



Original EQ7 template



Extend seam allowance lines at the corners, then measure

EQ7 Gives Conventional Results

With simple cases (rectangles and triangles at even sizes), EQ7 gives the same results as conventional quilter's wisdom. It adds $1\frac{1}{4}$ inches to the finished size of quarter-square triangles, just like the books.

But, EQ7 gives rotary cutting dimensions even *in cases where the conventional rules of thumb do not apply*. Here you need to be aware that rounding off to the nearest $\frac{1}{8}$ or $\frac{1}{16}$ inch may produce inaccuracies. The example to the right illustrates this point very well.

The inaccuracies produced by "rounding off" can become significant if the finished sizes of patches are not easily measured on common rulers. The illustrated block has 7 patches across by 5 patches down. If you wanted a 10 inch square block, this would mean that each rectangle has a finished size $1.428571"$ by $2"$. The measurement 1.43 is not to be found on your ruler.

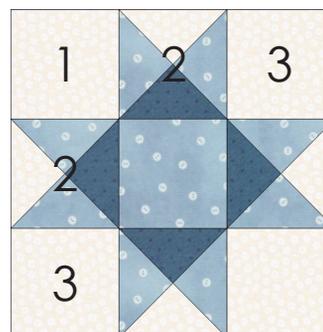
EQ7 would add the $\frac{1}{4}$ inch seam allowance, round off (say, to the nearest $\frac{1}{8}$ inch), and tell you to cut rectangles $1\frac{7}{8}"$ by $2\frac{1}{2}"$. If you then pieced together these patches (assuming you use accurate quarter-inch seams), the finished size of the actual block would come out to be $9\frac{5}{8}"$ by $10"$, a full $\frac{3}{8}$ inch too narrow! If you round off to the nearest $\frac{1}{16}$ inch, the block will be $10\frac{1}{16}"$ x $10"$, and still $\frac{1}{16}$ inch too wide.

Use Templates to Verify Sizes

EQ7 templates are always 100% accurate. If you are uncertain about rotary cutting dimensions in some cases, print the templates as a check. The actual, un-rounded dimensions for rotary cutting may be measured by the dotted seam allowance lines on the templates. First, extend the seam allowance lines at the corners until they cross. Then, measure the resulting total length and height.

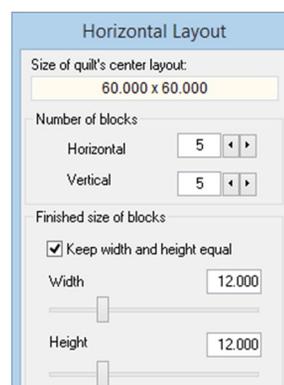
Best Practices

- 1 **Make note of a block's grid or structure.** (For example, a Nine Patch and all its variations and stars are on a 3x3 grid.)
- 2 When setting up a quilt on the **Layout** tab, **set the finished block size to be a multiple of that grid.** (Nine Patches would be best at 3, 6, 9, 12, 15, 18, etc.)
- 3 When printing rotary cutting, **print the block at a multiple of that grid and round to 1/16 of an inch.** (Click the *Use size from quilt* option to print the block the same size as specified on the Layout tab.)
- 4 **Print templates to cross-check the sizes** (especially if the block is complex and the grid is not apparent). Tape these to the underside of your acrylic ruler to verify the actual width of the patches to be cut and to keep the templates from sliding away.



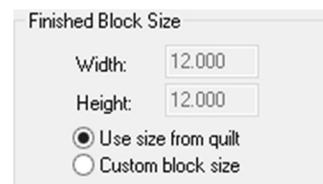
Best Practices 1

Make note of a block's grid or structure. The Ohio Star shown is on a 3x3 grid.



Best Practices 2

Make finished block size a multiple of the block grid



Best Practices 3

Click *Use size from quilt* when printing



Step 1
Select

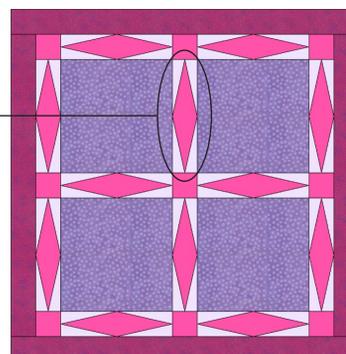
Printing Border or Sash Blocks

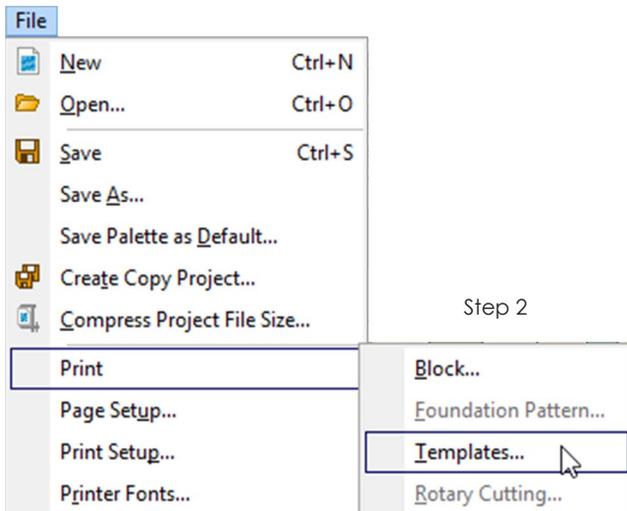
Printing border or sash blocks is like printing other blocks: you select the block, choose your pattern type, then print. What's confusing is that the whole border won't print as one pattern. Most borders require multiple print jobs, because they are made up of multiple blocks or sections. (See notes below about using the Auto Borders for printing convenience.)

Printing a Block in your Border or Sash

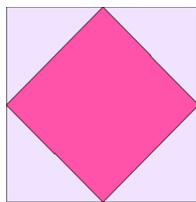
- 1 Click the **Select** tool, then click the **Layer 1** tab. Click the border, sash or corner block you want to print. The whole block will select, whether it is a long strip, a whole block, or a clipped block.

Step 1
Click the
sash block
to print





Check *Use size from quilt* to ensure your printouts are correct

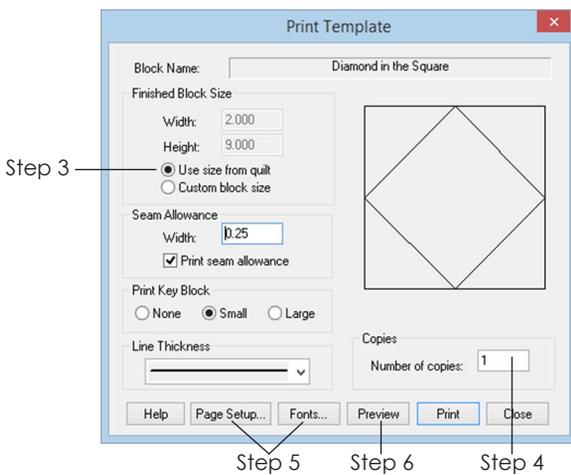


If you forget to check *Use size from quilt* your printout will be wrong

- 2 Click **FILE > Print > Your Choice**. (Use Templates, Foundation Pattern, or Rotary Cutting to get a pattern.)
- 3 Under **Finished Block Size**, click *Use size from quilt*. The finished block size will show in gray.
- 4 Choose desired number of copies (1-99).
- 5 Change *Page Setup or Fonts* (pages 234-235).
- 6 Click **Preview** to see your printout. Click **Print**.

Notes

- If you want the convenience of having your whole border print in one print job, use a border from the Single Block Patterns Auto Border categories. See page 107.
- If you notice patches are missing on rotary cutting charts for border, sash or sash corner blocks, it's because those patches are not able to be rotary-cut. Print the block again as Templates to get these "missing" patches.
- EQ7 will print blocks that are clipped in half or a quarter, such as blocks along the edges in on-point quilts or border strips, if the quilt is designed in EQ7. EQ7 cannot print clipped blocks for quilts or borders made in EQ5 or previous versions that are opened or imported through EQ7. (EQ6 quilts and borders are fine and will clip.)



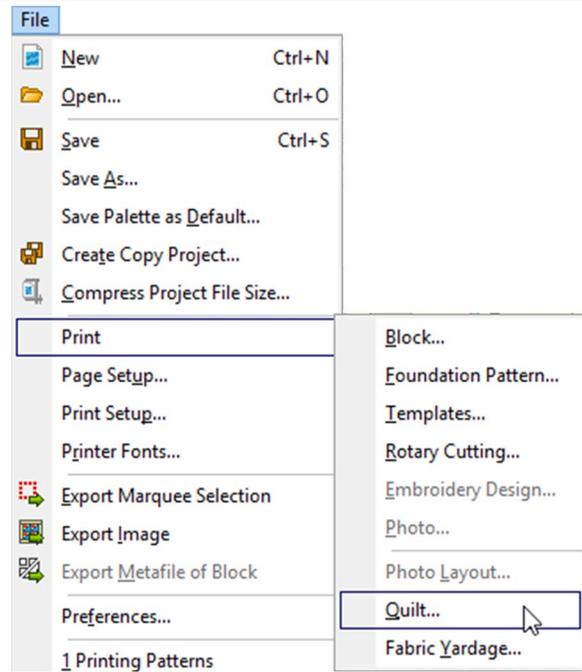
Printing a Quilt

To print a quilt, you must be on the Quilt worktable with the quilt you wish to print on your screen.

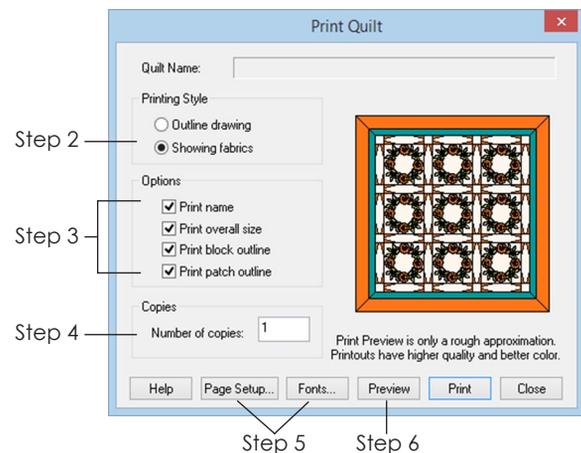
- 1 Click **FILE > Print > Quilt**. The Print Quilt box will appear.
- 2 Under **Printing Style**, choose either:
 - **Outline drawing** – to print your quilt as a line drawing with no color
 - **Showing fabrics** – to print your quilt filled with the current fabrics and colors
- 3 *Options* – click to check the options you want. See a description of these options on the left.
- 4 Choose *desired number of copies* (1 to 99).
- 5 Change the *Page Setup or Fonts* (see pages 234-235).
- 6 Click **Preview** to see what will print, then click **Print**.

Notes

- If the line drawing printout of your quilt has overlapping shapes, especially with appliqué, try coloring the entire quilt white. Then print the white quilt *Showing fabrics*.
- To print out a smaller picture of your quilt, try making your margins smaller (page 235) or exporting your quilt as an image (pages 237-238), importing that image through the Photo Library (page 43), and using PRINT > Photo Layout to print it the exact size you need (page 229-230).
- If you would like to select part of a quilt to print, click FILE > Export Selected Area > drag the mouse on the quilt to select the area you want to print > click Print.

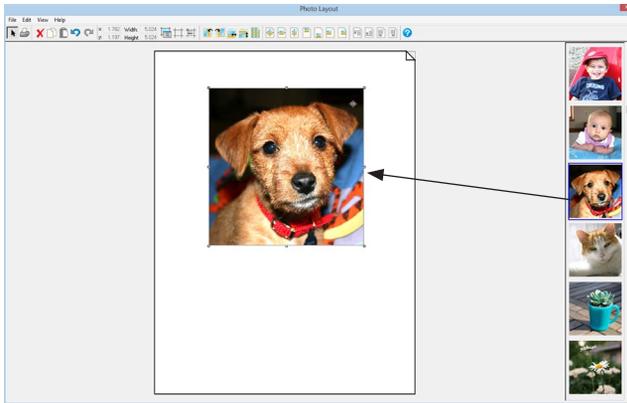


Step 1



Options:

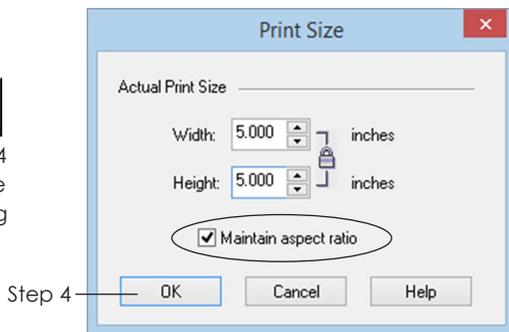
- **Print name** – prints the name at the top of your printout from the quilt's Sketchbook notecard. If you did not add your quilt to the Sketchbook and name it, the printout will say "Unnamed." (Naming a quilt is different than naming a project. See page 41.)
- **Print overall size** – prints the dimensions of your quilt at the top of your printout
- **Print block outline** – prints a black outline around each block
- **Print patch outline** – prints black outlines around each patch



Step 2 – Drag the image from the right column onto the page (the photo will be small and transparent until the mouse is released)



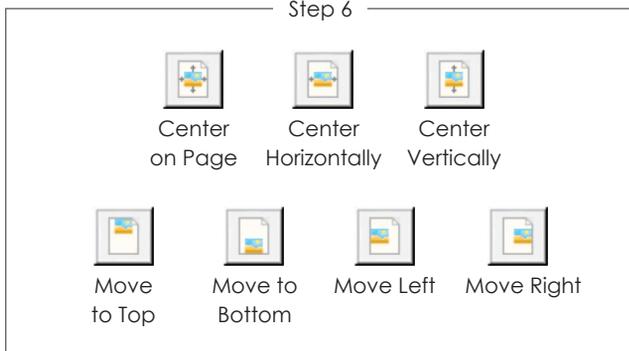
Step 4
Resize
dialog



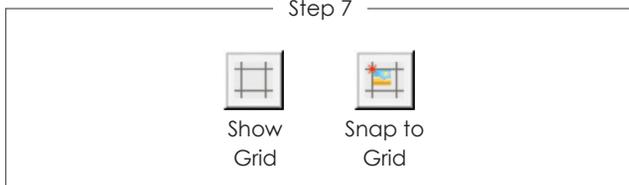
Step 5



Step 6



Step 7



Printing Images with Photo Layout

Make the most of printable fabric sheets and arrange photos before printing. Do this from any worktable when you have at least one photo in your Sketchbook.

- 1 Click **FILE > Print > Photo Layout**. (You can also use the **Print** button in the top toolbar.)
- 2 **Drag and drop an image from the right column onto the page**. The toolbar will enable once there is an image on the page. (The image will set at its saved size, unless the image is too large to fit on your page. *If it is too large*, click **Yes** to scale the image to fit.) **You can drag as many images onto the page as you like.**

Steps 3-12 can be done in any order, but the image must be selected:

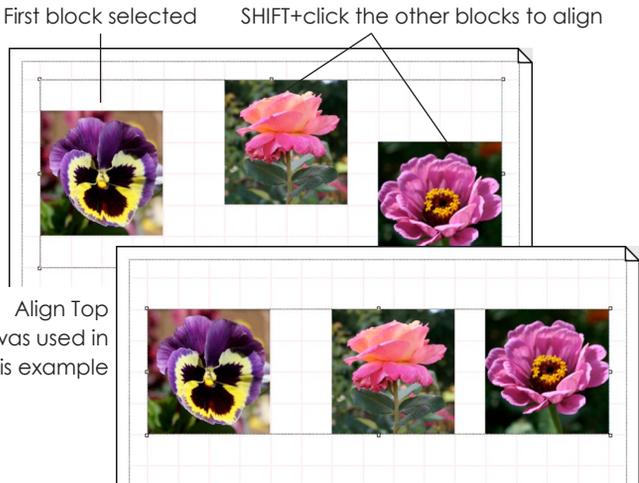
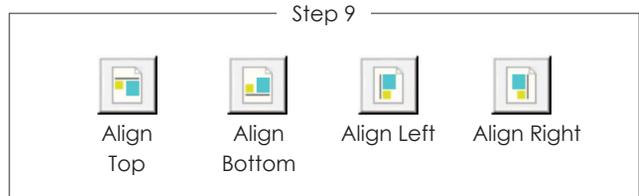
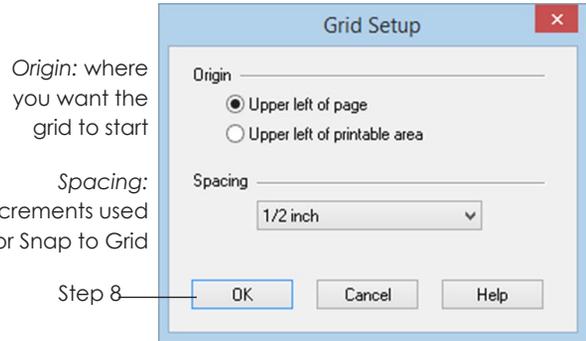
- 3 *Move the image* – Drag it to a new position.
- 4 *Resize the image* – If the image's top-left corner is not visible, move the image. Click the **Resize dialog** button. If *Maintain aspect ratio* is checked, the image stays proportional. To change the numbers, double-click the number and type a new one or use the arrows next to the size to move in increments. Click **OK**. You may need to move the image back on the page.
- 5 *Rotate or Flip the image* – Click the **Rotate Left** or **Rotate Right** buttons to rotate the image 90 degrees each time. Click the **Flip Horizontally** or **Flip Vertically** buttons to mirror the image.
- 6 *Reposition the image using the presets* – Click any of the **Center** or **Move** presets buttons.
- 7 *Reposition the image using the grid* – Make sure you can see the grid (click **Show Grid**) and turn on grid snapping (click **Snap to Grid**). Now when you move the image, the image will snap to the grid. (The grid does not print.)

- 8 *Changing the grid* – Click **VIEW > Grid Setup**. Choose the *Origin* and *Spacing*. Click **OK**.
- 9 *Aligning images* – Click the image you want all others to follow. SHIFT+click the other images you want to align to the first selected image. Click one of the **Align** buttons to align tops, bottoms, lefts, or rights.
- 10 *Make a full sheet of printable fabric (works best for small images)* – Click the **Tile** button. The image will repeat side by side on the page. (To turn off Tile, click the Tile button again.)
- 11 *Copying and pasting images already on the page* – To copy the image, press the **Copy** button (or press **CTRL+C**). Paste the image by clicking the **Paste** button (or pressing **CTRL+V**).
- 12 *Remove/Delete an image from the page* – Click the image to select it. Click the **Delete** button or press your keyboard **DELETE** key.
- 13 Click **Print** when the page is ready. You may receive a printer box asking which printer to use. **Choose a printer from the list and click OK**. The page will remain open in case you want to print it again or make changes.

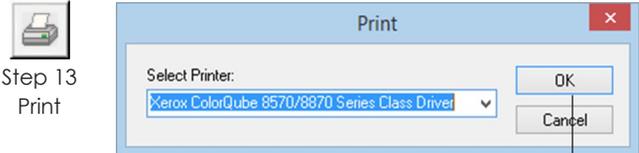
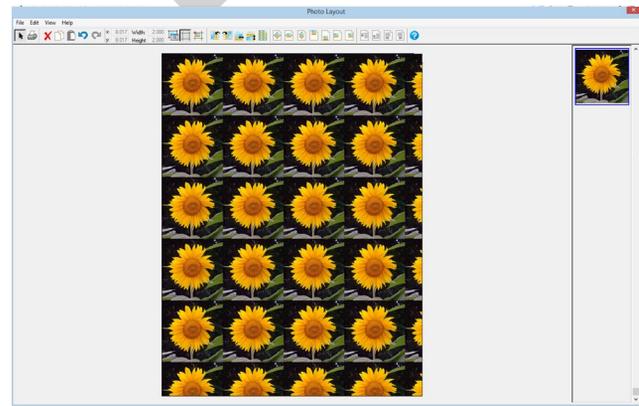
Click the **X** in the top-right corner to close Photo Layout. The page will be erased.

Notes

- Change Page Setup before you start this process.
- Remember seam allowance when positioning images. We suggest setting your grid to *Upper left of page* with 1/4 inch spacing and positioning your images 2 squares apart, and at least one square from the edge of the page.
- Print your images a fraction larger than they need to be so your color extends past your sewing line to avoid seeing any white lines from unprinted fabric along your seam line. *Example:* Instead of printing at 5" x 5", print at 5.125" x 5.125" to have the color extend 1/16 of an inch into each seam allowance side.

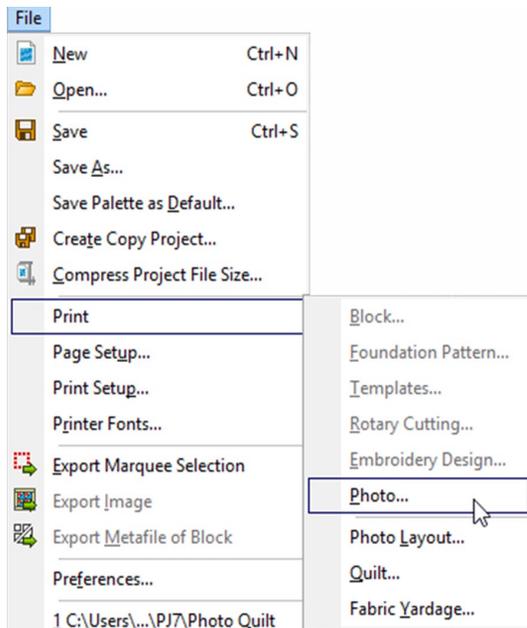


Step 10 - Tile

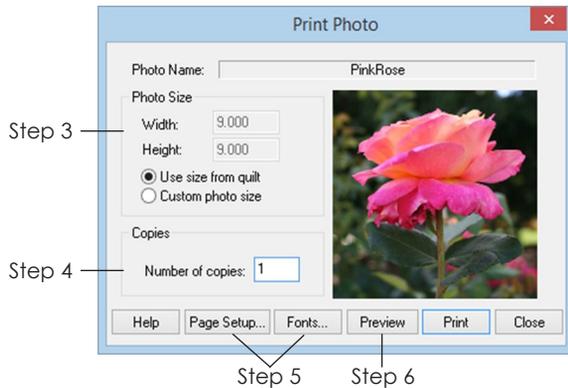


Step 13

10



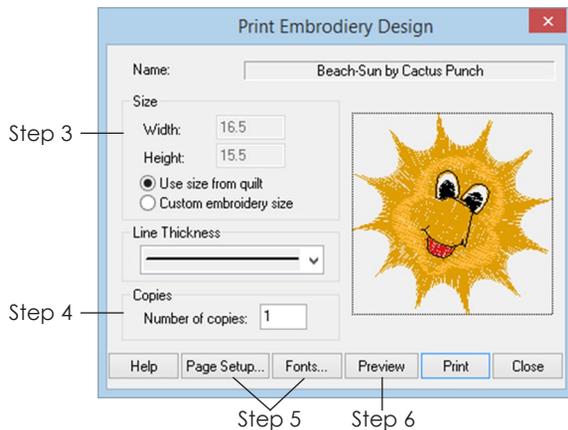
Step 2



Step 4

Step 5

Step 6



Step 4

Step 5

Step 6

Printing Photos or Embroidery from the Quilt Worktable

To print a photograph or embroidery design from your quilt, you must be on the layer on which you set the photo or embroidery design. Photos can be set on Layers 1, 2 or 3. Embroidery can only be set on Layer 3.

- 1 Click the **Select** tool, then click the Layer tab on which you set the photo or embroidery. Click to select the photo or embroidery in your quilt.
- 2 Click **FILE > Print > Photo** or **Embroidery Design**. The appropriate Print box will appear.
- 3 Choose your desired size (Use size from quilt recommended; see page 55).
- 4 Choose desired number of copies (1 to 99).
- 5 Change the Page Setup or Fonts (see pages 234-235).
- 6 Click **Preview** to see what will print, then click **Print**.

Notes

- If you are printing photos on fabric, for sewing into a quilt, you may want to print them a fraction larger than the size you will sew (have the color extend into the seam allowance). Then, when you sew, you won't see any white lines from unprinted fabric along your seam line.
- You can also print images from the Image Worktable (pages 229-230).

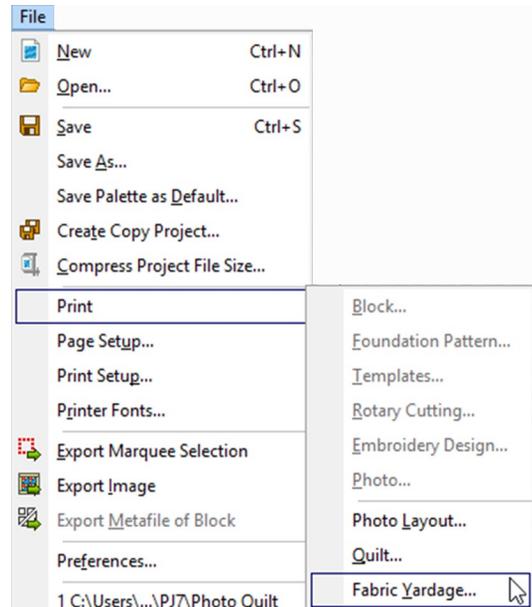
Printing Fabric Yardage Estimates

EQ7 will estimate yardage for your quilt. Remember that these are estimates. You may find you need less fabric depending on your quilt style.

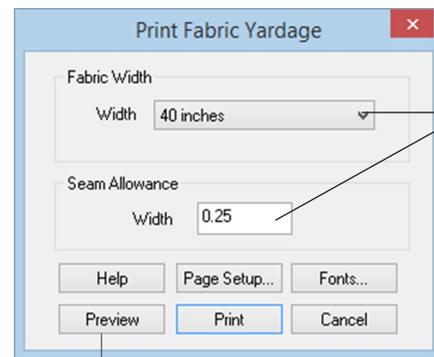
- 1 Click the **View Sketchbook** button, then click the **Quilts** section. Find your quilt and double-click on it. This will send the quilt to the worktable.
- 2 Click **FILE > Print > Fabric Yardage**. The Print Fabric Yardage box will appear.
- 3 Select the *Fabric Width* and *Seam Allowance* settings you want.
- 4 Click **Preview** to see what will print. (To zoom in, click the **Zoom In** button, drag a marquee box around what you want to see larger, then release to see the selected area zoom. Click **Zoom Out** to zoom back to the regular view.) Click **Print**.

Notes

- If you need to change the font or font size (page 234), *Number* is the main font used in yardage charts.
- Here is how EQ7 figures yardage:
 - It adds the selected seam allowance to each patch and places an imaginary rectangle around each patch at the seam allowance.
 - It places these rectangles on fabric of the selected Fabric Width.
 - Each time a "row" is filled, it begins a new row, counting the entire strip as required yardage.
 - The result is usually an over estimate. Shapes like on-point sashes tend to give exceptionally large yardage figures.
 - The estimate for the border assumes that long strips are pieced. The piecing length is based on the width of fabric selected in the Print Fabric Yardage box.
 - Backing and binding are not estimated.
- For tips on Fabric Yardage Estimates, see page 232.

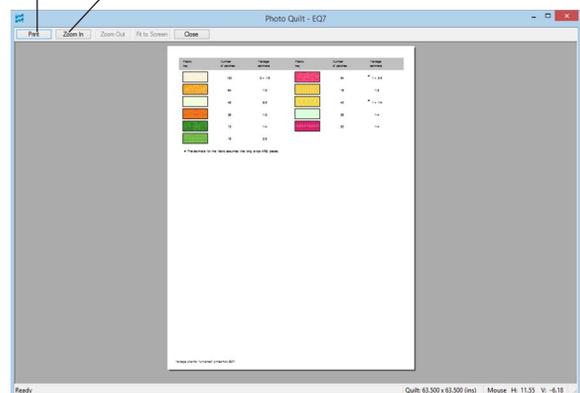


Step 2

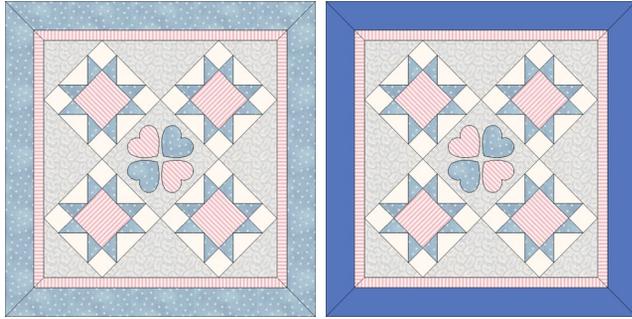


Step 4

Print Zoom In



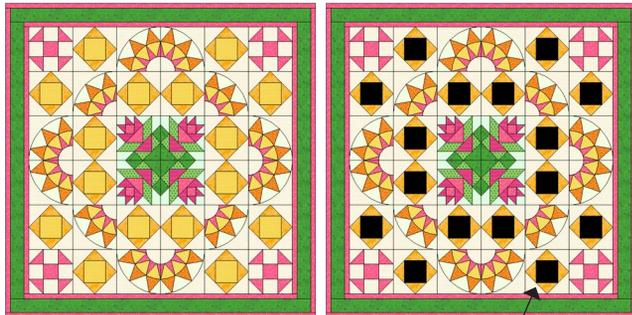
Special Notes on Fabric Yardage Estimates



Initial design - borders and center colored in same fabrics

Modified design to see yardage needed for center versus border

1 Color your center and borders differently to get separate yardage amounts for each. If your quilt center and borders use the same fabric swatch (let's say a light blue check), the yardage will show as one number for both in the estimate. Leave your quilt center colored in the light blue check fabric, but change your border to be a light blue solid color. If you re-print fabric yardage, they'll show up as separate numbers in the estimate.



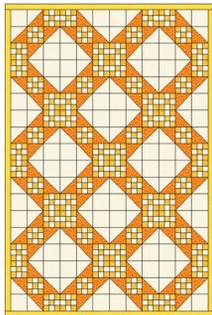
CTRL+click a patch in one block and preview the yardage to get a block count

2 For quilts with many identically colored blocks, you can use the yardage estimate to count the number of blocks you need to sew. Click the Paintbrush tool > click the Colors tab within the palette > click a solid color (not used anywhere in your quilt and not close in color to any of the fabrics you have used) > CTRL+click one patch in one block on the quilt. This should make all matching blocks color in the same position. If you preview the yardage now, the number of patches needed for the solid color chosen will equal the number of blocks colored that way on the quilt.

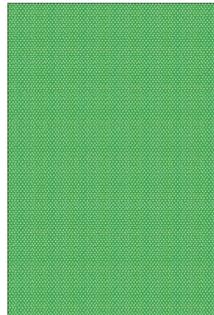
Fabric key	Number of patches	Yardage estimate	Fabric key	Number of patches	Yardage estimate
	120	2 + 1/8		84	# 1 + 3/8
	64	1/2		16	1/2
	48	5/8		36	1/2
	36	1/2		28	1/4
	16	# 1		20	1/4
	16	3/8			

The estimate for this fabric assumes that long strips ARE pieced

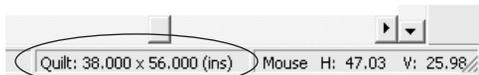
3 Fabric yardage may not figure backing, but if you design a second quilt that is the back you can print yardage for that as well. Start a new Custom Set quilt (the same size as your quilt front) and set a plain square which covers the entire center rectangle. Or, design a pieced back in any layout style (the same size as your quilt front) and color it with fabric. To see how large your quilt front is, look in the bottom-right corner of your screen and find Quilt. This is the finished size of the quilt (including borders).



Quilt front - 38" x 56"



Quilt back - 38" x 56"

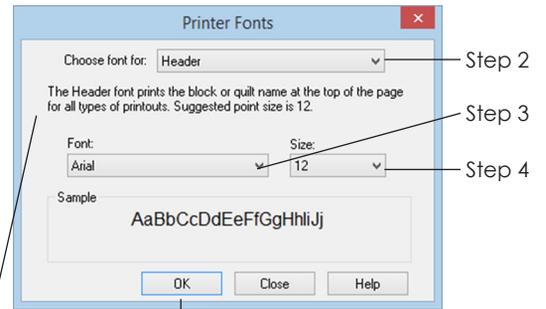
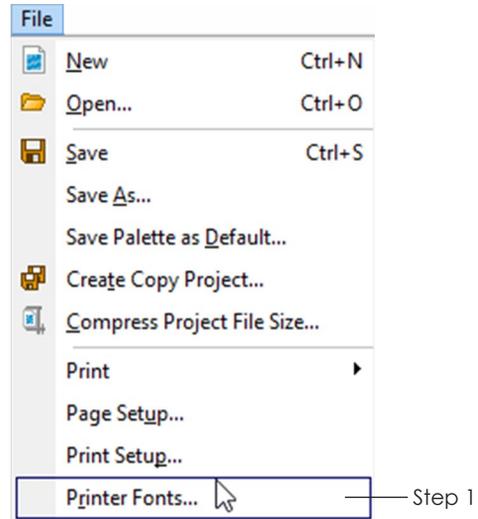


The finished quilt size appears at the bottom-right corner of your screen

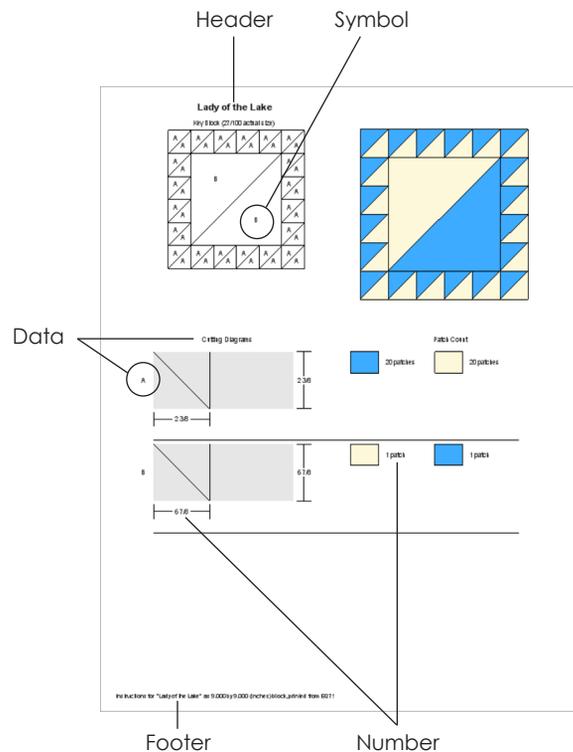
Changing Fonts

Use this to make your printouts easier to read by changing the style or point size of your font.

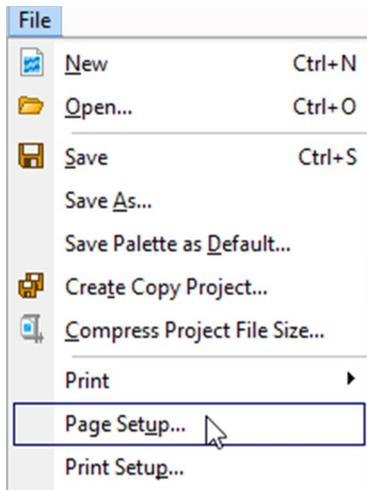
- 1 Click **FILE > Printer Fonts**. OR, if you have the Print box on your screen, click the **Fonts** button. The Printer Font box appears.
- 2 Click the down arrow next to the **Choose font for:** box, and click the item you want to change.
 - **Symbol (default is Arial, 8)** – On templates and rotary cutting charts, it labels the key block. It also labels each template.
 - **Number (default is Arial, 8)** – On quilts, it is the overall size of the quilt (below the Header).
 - **Header (default is Arial, 12)** – The header prints the block or quilt name (as it appears on the notecard) at the top of the page.
 - **Footer (default is Arial, 7)** – The footer prints in the lower-left corner of all printouts.
 - **Data (default is Arial 8)** – The data font prints on rotary cutting instructions only. This is used for the legend for cutting diagrams, patch counts, and patch labels.
- 3 Click the down arrow next to the **Font:** box, and click the font style you want.
- 4 Notice the suggested point size for the part of the printout you are changing. Click the down arrow next to the **Size:** box, and click the point size you want.
- 5 Click **OK** to keep your changes, or click **Close** to cancel them.



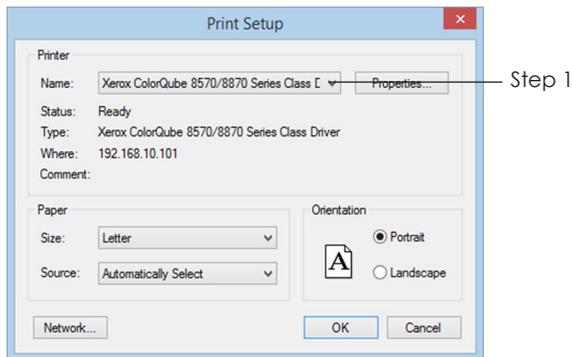
Description of what you are changing



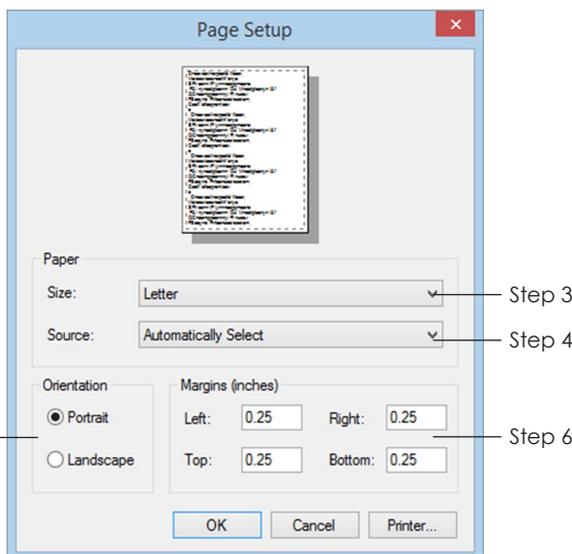
10



Step 1



Step 2 - FILE > Print Setup
Use this option to change printers



FILE > Page Setup
Use this option to change page settings

Changing Page Setup or Printers

Use this to change the page orientation, margins, paper size, printer or paper source.

- 1 Click **FILE > Page Setup**. OR, if you have the Print box on your screen, click the **Page Setup** button. The Page Setup box appears.
- 2 (Optional) If you need to change printers, click the **Printer** button. Click the down arrow next to the **Name** box and click the printer you wish to use. Click **OK**.
- 3 Under Paper, click the down arrow next to the **Size** box to choose your paper size.
- 4 Under Paper, click the down arrow next to the **Source** box to choose where the paper is fed from (which paper tray, or manual feed, for example).
- 5 Under Orientation, click **Portrait** if you want your printout to be tall (normal) or **Landscape** if you want your printout to be wide (sideways).
- 6 Under **Margins**, double-click in each box and type the size you want to set the left, right, top and bottom margins. Margins are the spaces around the edges of your printout. If you make them too large it will take more pages to print the information. Your printer determines how small they can be.
- 7 Click **OK** to keep your changes, or click Cancel to cancel them.

Exporting Selected Areas

- 1 Have the quilt or block on the worktable. Click **FILE > Export Marquee Selection**. Your cursor will change to a magnifying glass.
- 2 Position the crosshair's center at the top-left of the area to be exported. Click, hold, and drag diagonally down and right to form a box, release when the box encloses the image you want to export. A box will appear with three choices:

Save as a File

- 3 Click the **Save as a file** button.
- 4 Click the down arrow next to **Save in:** to see the list of drive choices. Click the drive. Browse through folders until you reach the folder where you want to save the image.
- 5 Click inside the *File name:* box. **Type a name for your file.**
- 6 Click **Save**. Your file will be saved as a bitmap (.bmp).

Copy to Windows Clipboard

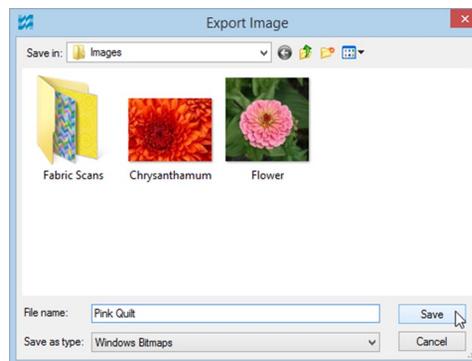
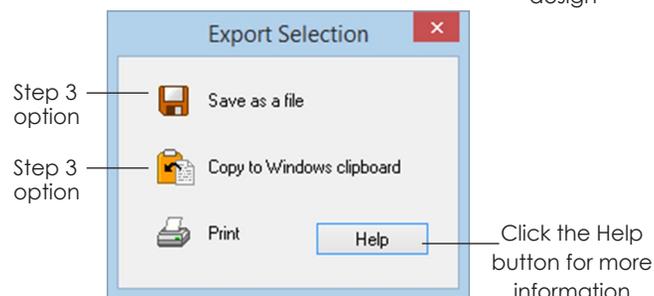
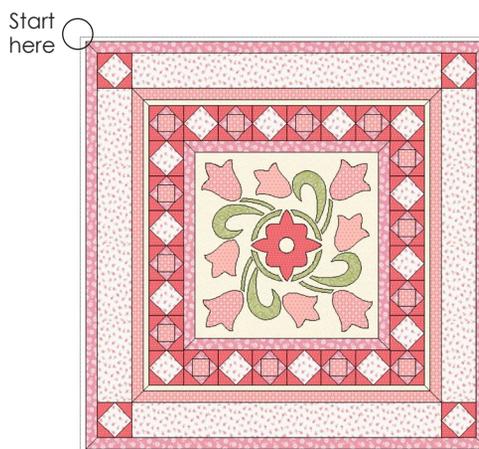
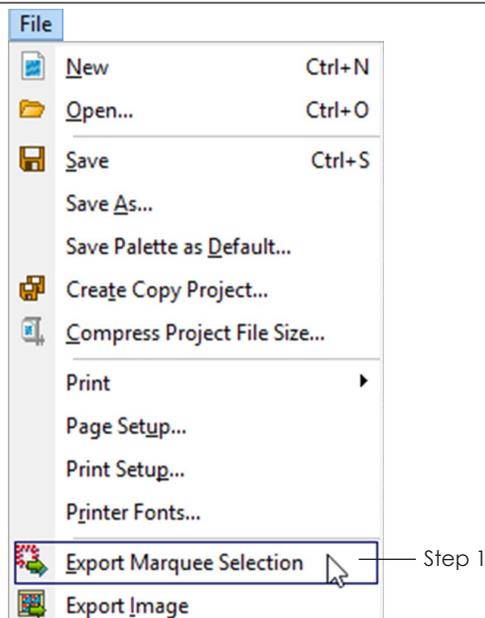
- 3 Click the **Copy to Windows clipboard** button.
- 4 Click **START > All Programs**, and open a drawing, imaging or word-processing program.
- 5 Create a new image, file, or document. Click **EDIT > Paste** (or press CTRL+V). Your image will appear in the document.

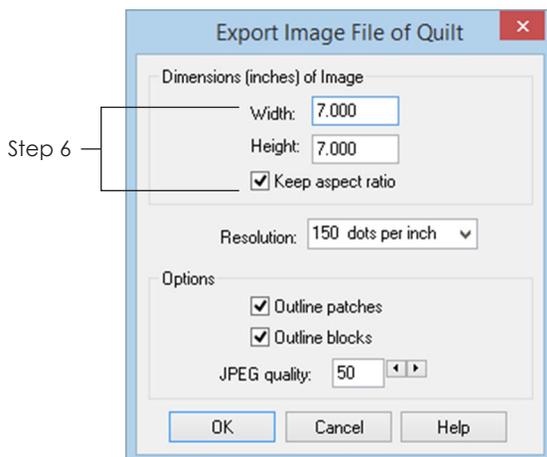
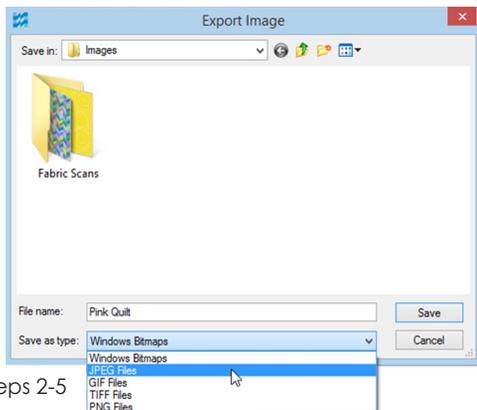
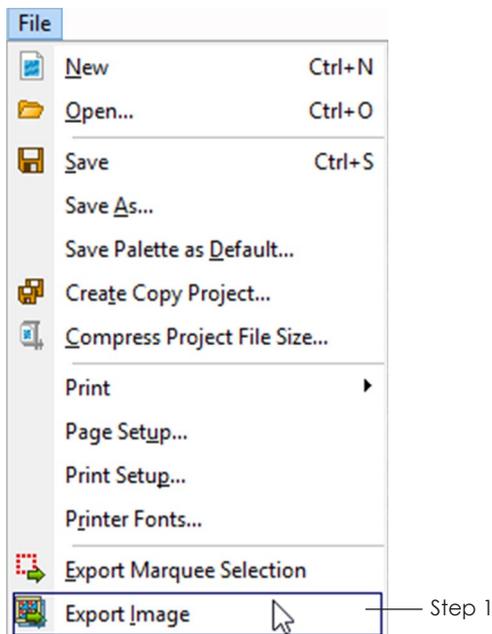
Print

- 3 Click the **Print** button. Your image will print.

Notes

- Click the X in the top-right corner if you don't want to export anything.
- To print the entire screen, press the PRINT SCREEN key > open a new document in a program such as Word > press CTRL+V to paste the screen image. This is handy for writing EQ7 teaching materials.





Exporting Images

EQ7 lets you export images, perfect for everything from Web pages to books – in techno-speak, images of low to high resolution.

- 1 Have the quilt or block on the worktable. Click **FILE > Export Image**. An Export Image box appears.
- 2 Click the down arrow next to **Save in:** to see the list of drive choices. Click the appropriate drive. Browse through folders until you reach the folder where you want to save the image. (Or click My Documents > My Pictures, to save there.)
- 3 **Click the down arrow next to Save as Type:** and choose the desired file type:
 - **TIFF** is the most widely used file format in desktop publishing today on both Macs and PCs. Use this, for instance, for images to be sent to publishers.
 - **JPEG, GIF** and **PNG** files can be used on the Web. (Some older browsers may not support PNG files.)
- 4 Click inside the *File name:* box. **Type a name for your image.** If you are using this image for the Web, do not type any spaces.
- 5 Click **Save**. An Export Image File box appears. You will want to export the image at the size and resolution you need for your document.

Note
To print a quilt a specific size, or print several blocks on one sheet of paper, export them using these directions, then import them as images (page 43, Add to Sketchbook in step 6), and print from the Photo Layout (page 229). This will also work for quilt labels you create using the Set Applique Text tool.

- 6 **Under Dimensions of Image, enter the size you need by double-clicking inside each box and typing a new size.** If you are exporting a quilt image, leave *Keep aspect ratio* checked to keep your quilt correctly proportioned when changing width or height.

7 Click the down arrow next to *Resolution* and click the resolution you need. Resolution depends on how you'll use the image:

- *75 dpi (low resolution)* – for images to be emailed or used in Web pages.
- *150-300 dpi* – for images to print from your home printer.
- *300-600 dpi (high resolution)* – for images to be used in books or magazines.

8 Under *Options*, you can uncheck the *Outline patches* and *Outline blocks* boxes if you do not want a black line around blocks and patches.

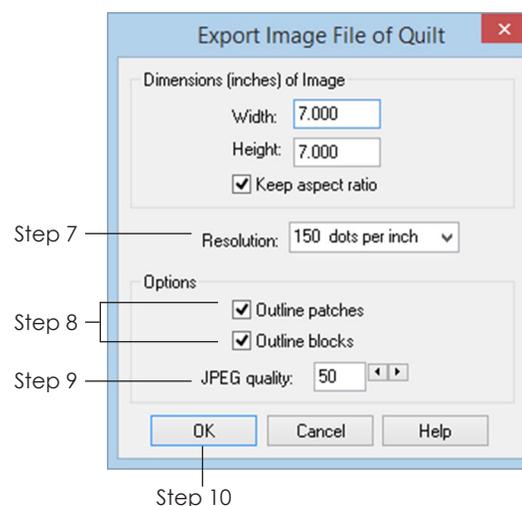
9 If you chose to export a JPEG or TIFF file, set the other options:

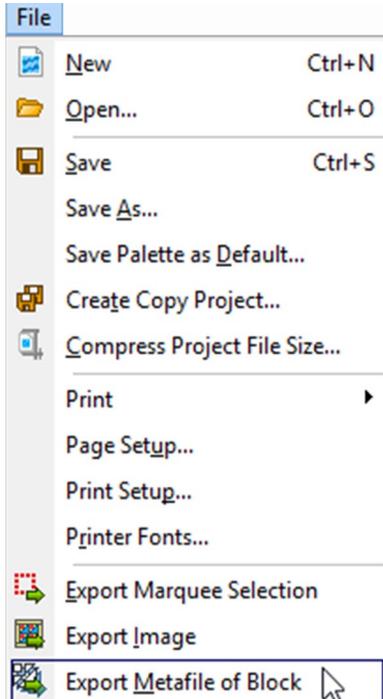
- **JPEG files** – JPEG quality (set to 50 by default; available choices 0 – 100; 100 is the highest quality/largest file size; 0 is the lowest quality/smallest file size)
- **TIFF files** – Compression (LZW or none) and Depth (24 bit or 32 bit).

10 Click *OK*.

Notes

- When in doubt, try several settings and choose the one image that works best for your use.
- In general, you want to export the image at the size you plan to use it in the document. The number of pixels in an image is fixed. Increasing or decreasing image size after the image has been created can lead to resolution and printing issues in your document.





Step 2

Exporting Metafiles

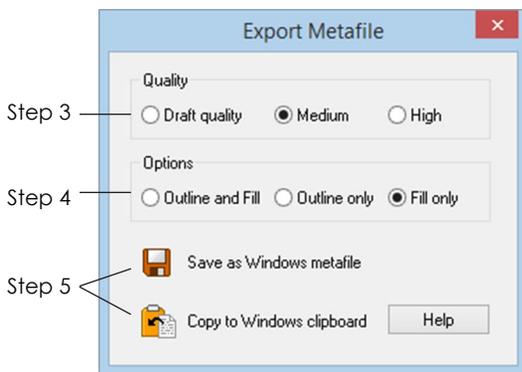
You can export metafiles of blocks (not quilts) and import them into another software application, such as Word, to make piecing diagrams.

- 1 Begin on the Block worktable, on any tab, with the block you want to export. (If your block is colored with fabrics, those fabrics will change to solids in the exported block.)
- 2 Click **FILE > Export Metafile of Block**. The Export Metafile box will appear.
- 3 Under *Quality*, choose **Draft quality**, **Medium** or **High**.
- 4 Under *Options*, choose one:
 - Choose **Outline and Fill** to get a colored block with outlines.
 - Choose **Outline only** to get a line drawing
 - Choose **Fill only (recommended)** to get a colored block with no outlines.

Note

Fill colors are solid colors only. The average color of the fabrics in the block will be used if you choose *Outline and Fill* or *Fill Only*.

- 5 You can save the metafile as a file or copy it to the clipboard:
 - If you choose **Save as Windows metafile**, a standard Windows Save box will appear. In the *Save in:* box, click the down arrow and navigate to the folder in which you want to save your metafile. Click inside the *File name:* box, and type a name for your metafile. Click Save. EQ7 automatically adds the three-letter file extension of .emf.
 - If you choose **Copy to Windows clipboard**, the metafile is copied to the Windows clipboard. After exporting, open the document you want to paste into, and choose **EDIT > Paste** (or CTRL+V) to paste the metafile.



Explode Metafiles for a Piecing Diagram

These instructions work with the latest version of Microsoft® Word only (not WordPerfect® or Microsoft® Publisher). This version has the ribbon bar at the top. Start with a metafile pasted in your Word document.

- 1 **To resize the block:** Double-click the center of the metafile. In the Picture Tools – Format tab for **Size**, double-click either **Height** or **Width** and type in a new number. If you don't want the metafile to be square, click the small icon in the bottom-right corner of the Size box. Uncheck *Lock aspect ratio* and type in the Height and Width for the image. Click **Close**.
- 2 **To explode the block:** Right-click the center of the metafile and choose **Edit Picture**. Click and hold on any piece, then drag it away from the rest. To select multiple patches to move together, hold down your keyboard **SHIFT** key as you click on them.

Note

If you chose *Outline and Fill* as your option when exporting from EQ7, be aware that Word treats the outline and fill as two separate items. Select them both by first carefully clicking the patch outline, then SHIFT+clicking the center of the fill. Both should then be selected and will move together. *Fill Only* is recommended for this reason.

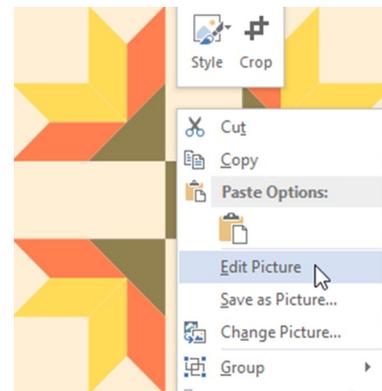
- 3 **To color a patch or add an outline:** Double-click the center of the metafile. In the Drawing Tools – Format tab for **Shape Styles**, use the drop-down boxes for *Shape Fill* and *Shape Outline* to change colors, fills, outlines, or the weight of the outlines.



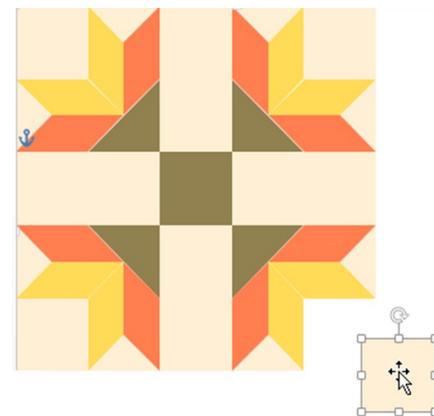
Step 1 - Resizing via the ribbon



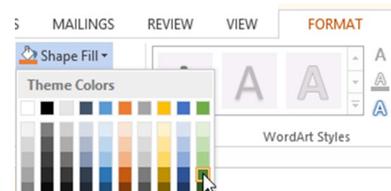
Size Dialog



Step 2 - Edit Picture



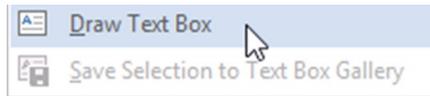
Step 2 - Drag Patch



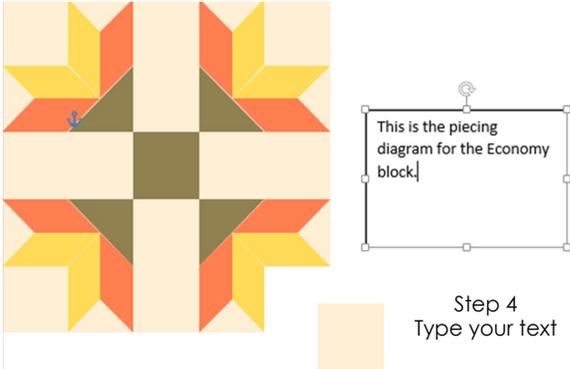
Step 3 - Change the fill and outline colors



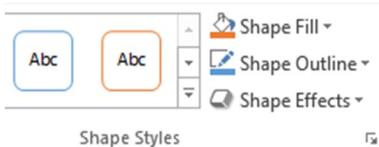
Step 4
Click Text Box



Step 4
Click Draw Text Box



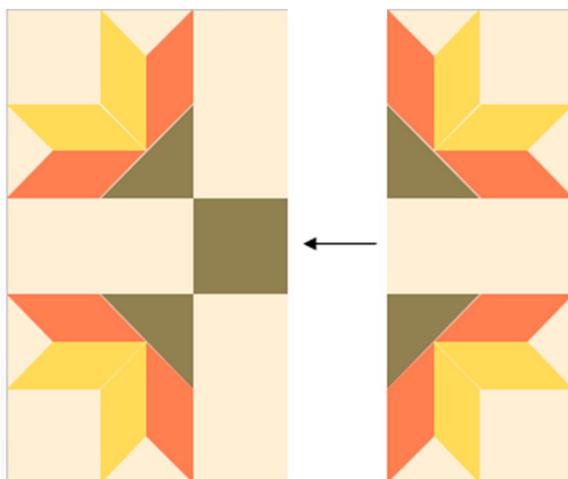
Step 4
Type your text



Step 5
Format the text box



Step 4
Click the drop-down for Shapes and choose one of the arrows



Step 7
Click and drag to draw the arrow

4 To add text or a label: Click the **Insert** tab in the ribbon. Click **Text Box**. Click **Draw Text Box** at the very bottom. Drag out the text box, then type what you want and format, if necessary (bold, italics, etc.). Click outside the box to deselect. The text box has a black outline and white fill color that can cover your patches. The next step will change that.

5 To format the text box: Click the border of the text box and make sure it is selected. In the Text Box Tools – Format tab for **Text Box Styles**, use the drop-down boxes for **Shape Fill** and **Shape Outline** to choose **No Fill** and **No Outline**.

6 To move a text box: Click and hold on the text box border and drag it to a new location.

7 To add an arrow: Click the **Insert** tab in the ribbon. In the Illustrations box, click the drop-down for **Shapes**. Choose any arrow (you may find the one under Lines is the easiest to use). On top of the piece you want to mark, click and drag to form an arrow. (Arrows also have a line color. For dark patches, select the arrow, click the Drawing Tools – Format tab, and change the Shape Outline color from black to white.)

Notes

- In Word, sometimes a metafile has an outer box around it, called a Drawing Canvas. Keep your metafile pieces, labels and arrows all together either inside or outside the canvas (not part in/part out). To keep all inside, enlarge the canvas by clicking on its outline. When your cursor looks like an "L" (corner), drag the corner bigger. To keep all outside, drag all the items outside the canvas edge, select the canvas outline, then press your keyboard DELETE key.
- Metafiles can be used in programs that accept vector drawings (*.EMF format). Corel Draw® and Adobe® Illustrator® are other programs that accept this format.

Index

3 Dimensional 88
 90 degree angles 65
 *.BLK = Block Library 42
 *.BMP 43, 236
 *.EBR = Embroidery Library 42
 *.EMF Files 239-241
 *.EXP Files 46
 *.FAB = Fabric Library 42
 *.GIF 43-44, 237
 *.JPEG 43, 237-238
 *.PIX = Photo Library 42
 *.PNG 43-44, 237
 *.QLT = Layout Library 42
 *.THD = Thread Library 42
 *.TIFF 43, 237-238

A

About the Libraries 34
 Activating 8
 Add Colors 128
 Add Grades 130
 Adding a New Design 16
 Adding, Deleting, or Inserting a Border 105
 Adding Thread Colors 46
 Add Library 48
 Add nodes 167
 Add-on Libraries 42
 Add/Remove Buttons 246-249
 Add Shades & Tints 129
 Add Thread 46-47
 Add to My Library 48-49
 Add Tones 129
 Add to Sketchbook 16, 26, 36, 38-40, 42, 43, 45, 130-131
 Add to Sketchbook as Fabric 196
 Adjust tool 73, 78-79, 86, 91-92, 94-99
 Aligned Borders 111
 Aligning Blocks 79, 98
 Align to Edge 125
 ALT Key 72, 115, 117, 124
 Applique 115, 150, 154, 155, 167, 170, 184
 Applique Text 86
 Apply Effects 209
 Apply Filters 208
 Arc (Ellipse) 165
 Arc Grid 156
 Arc tool 142-143
 Auto fill 164
 Auto join 153

Avoid Rounding 224

B

Baby Blocks Quilt 56, 60
 Background Square 150, 155, 184
 Backing 233
 Bezier Curve tool 154, 158
 Big & Little Diamonds 102, 111
 Big & Little Points In 103, 111
 Big & Little Points Out 103, 111
 Binding 232
 Block 34, 73, 94, 102, 111, 144-147, 154, 159, 160, 166, 175-176, 184, 215, 219
 Block Colorings 119
 Block Library 42, 140
 Block Name 216
 Block Outline 217
 Blocks Aligned Inside 111
 Blocks in Border 104, 108
 Block Size 78, 141, 152, 156, 183
 Blocks, Motifs, or Stencils tabs 28
 Blocks section 26, 28
 Block Types 138, 184
 Block Worktable Toolbars 248-249
 Borders 79, 104-109, 226
 Brightness 134, 207
 Brush Stroke tool 154, 160
 Brush Thread 122

C

Center Image 186
 Centering Blocks 96-97
 Centimeters 10
 Change a line to a curve 167
 Change the smoothness of a node's handles 167
 Changing Colors in an Image 199
 Changing Page Setup 235
 Changing Printers 235
 Changing the Default Palette 131
 Channel Mixer 199, 200
 Checker Board 65
 Choosing a Border Style 102
 Choosing a Quilt Layout 56
 Circle Grid 156
 Circular Symmetries 210
 Clear Guides 173
 Clip 79
 Clip & Flip Block 179
 Clipping Block Designs at the Border 95

Clipping Blocks Designs at the Border 96
 Cloning a Border 107
 Cloning a Strip 62, 65-66
 Cluster spacing 168-169
 Color Balance 199
 Coloring 114-118
 Coloring Arrows 35, 119, 176-178, 216
 Colorize 199
 Colors 126, 129, 131
 Color Tools 247-248
 Combining Piecing and Appliqué 184
 CTRL+A 36, 43, 45, 49, 51, 82
 CTRL+C 94
 CTRL key 36, 43, 45, 49, 51, 72, 75, 82, 92, 115, 117, 124, 164, 166
 CTRL+V 94
 Compress Project File Size 19-20
 Contrast 207
 Convert to Guides 155, 172
 Convert to Patch 161, 165
 Copy 35
 Copying & Pasting 94, 173
 Copy to Fabrics 196
 Corner 167
 Corner Blocks 102, 111
 Create Colorway 199, 202
 Create Copy Project 20
 Create Quilt from Block 81
 Creating a New Project 14
 Cropping an Image 193
 Cropping Fabric 44
 Crop tool 193
 Curves 167
 Cusp 167
 Custom Block Size 214
 Custom colors 128
 Custom Patches 71
 Custom Set Quilt 56, 78, 80, 99
 Cut 35

D

Data 234
 Deactivating 9
 Default Palette 131
 Define Custom Colors 128
 Delete a Border 105
 Delete a Coloring 30
 Delete a Project 17
 Delete Blocks 94, 173, 221
 Delete from Library 35, 51, 62
 Delete Nodes 167
 Delete Patches 173, 221
 Deleting from My Libraries 50, 51

- Deleting from the Sketchbook 30
 Deleting in Print Preview 221
 Descreening 44
 Diamonds 65, 102, 111
 Digital Photos 45
 Dimensions of Image 237
 Distort fit 69, 186
 Do not clip 96
 Don't map unless within 135
 Don't resize content of layers when
 resizing quilt 83
 Double Diamonds 65, 102, 111
 Downloads 7
 DPI 45
 Draft Quality 88
 Drawing a Grid 145
 Drawing an EasyDraw™ Block 141
 Drawing a PatchDraw Block 151
 Drawing Board Setup 159, 160, 162
 Drawing Border Blocks 183
 Drawing Sash 183
- E**
- EasyDraw 138, 140-141, 144-148, 184
 EasyDraw + PatchDraw 138, 141, 145,
 154, 158-160, 162, 164, 166, 168,
 170
 EasyDraw Tools 142, 248
 Edit a block drawing 37
 Edit Arc 144
 Edit from the Sketchbook 27-29
 Edit Line 144
 Edit Node 167
 Effects 209
 Eight Point Star Grid 156
 Ellipse tool 154, 164-165
 Embroidery 45, 88
 Embroidery Library 42, 45
 EQ4 Spray Tool 117
 EQ4 Swap Tool 118
 Equalize the Histogram 205
 Erase Block tool 73
 ESC key 157
 Exporting Images 236-237
 Export Marquee Selection 236
 Exporting Metafiles 239-241
 Eyedropper tool 74, 120-121
- F**
- Fabric Library 39, 42-43
 Fabric repeats 44
 Fabrics 114, 126, 131
 Fabric Scans 194
- Fabric Width 232
 Fabric Yardage 232-233
 Fancy Star Block 182
 FILE > Save 16
 Filters 208
 Find a Block 74, 121
 Find a matching color 121
 Find a matching fabric 121
 Find at most 37, 39, 40
 Finding Items with the Eyedropper 120
 Finished Block Size 214
 Finished size of blocks 57-60
 Finished Size of Quilt 54
 Finished size of sashing 57-59
 Flip 175
 Flip Block tool 75
 Flipping 75, 175, 196
 Flip the Arc 143
 Fonts 86, 215, 234
 Footer 234
 Foundation Pattern 217, 221
 Frame Block 176
 Freehand Brush 116
 Freehand tool 154, 159
 Fussy Cut tool 123
- G**
- Grades 130
 Graph Pad 78-79, 93, 96-97
 Graph Paper 141-142, 152, 157, 172,
 183
 Grid and Snaps 79
 Grid (PatchDraw) 156
 Grid Setup 146
 Grid snap every 90
 Grid tool 142, 145-146
 Guides 172
- H**
- Half 144
 Half Drop Big & Little Diamonds 103,
 111
 Half Drop Blocks 65, 102, 111
 Half Drop Blocks Aligned 111
 Half Drop Diamonds 65, 102, 111
 Half Drop Double Diamonds 65, 102,
 111
 Handles 167
 Header 234
 Hide a layer 100
 Hide/show graph paper 152, 157, 172-
 173, 183
 Hide/show image for tracing 187
- Histogram 204-206
 Horizontal Quilt 56-57
 Horizontal Strip Quilt Layout 56, 62
 How blocks are measured 57-60, 63
 Hue 133
 Hue, luminosity, saturation 127
 Hue Map 199-200
 Hue/Saturation/Lightness 199
 Hue, saturation, luminosity 127
- I**
- Image files 43
 Images 193
 Image Size 191
 Import from Existing Projects 41
 Import From .EXP Files 45
 Import From Image Files 43
 Import From Project 41
 Import Image for Tracing 185
 Importing 41, 43, 45, 185, 190, 195
 Importing Embroidery (EXP) Files 45
 Importing from Existing Projects 41
 Importing Image Files into the Fabric or
 Photo Libraries 43
 Import Results 35-36, 41, 45
 import scanned fabrics 43
 Inches 10
 Include sash border 57
 Increase/Decrease Color Depth 203
 insert a border 105
 Inside fit 69, 186
 I want to section & number myself
 without EQ's help 219
- K**
- Kaleidoscope Block 181
 Kaleidoscope Grid 156
 Keep Current Borders 108
 Keeping Borders when Changing
 Layouts 108
 Key Block 220-221, 223
- L**
- Layering Patches in PatchDraw 170
 Layers 78, 100
 Layout 34, 57-60, 66-67, 71-72, 80-81
 Layout Library 42, 82
 Library 34-36
 Light bulb 100
 Line Brush 116
 Lines disappear 138
 Line Thickness 216, 218, 220

Line tool 142-143, 154, 158
Linking Libraries 42
Locate 144
Lock size adjustments 104, 106, 109
Long Horizontal 102
Long Vertical 102

M

Make a Backup Copy 20
Map to Fabrics or Colors 70, 132, 135
Margins 235
Merge Blocks 178
Metafile 289-241
Minimum Width 161
Mirror 216
Mitered 102
Modifying Thread Colors 47
Modify Library 48, 50
Moiré pattern 44
Motifs 150, 154-155, 158-160, 164, 166, 168, 170, 184
Move alignment edge 125
Move a Project 23
Move nodes 167
Move the block 92-93
Move the text box 86
Moving in Print Preview 222
Moving, Resizing, Rotating, and Skewing Blocks 91
Multiple Select Items 36, 43, 45, 49, 51, 82
My Library 35-36, 46-51

N

Naming Sketchbook Items on Notecards 31
New Block 145, 158-160, 164, 166, 168, 170, 184
Nodes 167
Notecard 27, 31
Numbering tab 219
Number of clusters 168, 169

O

Octagon Grid 156
One Dot Brush 114-115
One Patch Quilt 56, 67, 71
On-Point Quilt 56, 58
Open a Project 14
Open a Project via Email 21
Outline blocks 238
Outline drawing 216, 228
Outline patches 238

Outline Thread Properties 122
Outside fit 69, 186
Oval Brush 116
Oval tool 154, 166
Overlap 96, 170

P

Page Orientation 235
Page Setup 215, 235
Paintbrush tool 114, 116, 126, 130, 146
Partition 144-145, 165
Paste 35, 94
PatchDraw - Applique Tools 249
PatchDraw Background 155
PatchDraw Block 150-151, 154, 158-160, 162, 164, 166, 168, 170, 184
PatchDraw Block > Applique tab 150
PatchDraw Block > Pieced 156
PatchDraw Block > Pieced tab 150
PatchDraw Grids 156
PatchDraw Motif 150-151, 154-155, 158-160, 162, 164, 166, 168, 170
PatchDraw - Pieced Tools 249
Patch style 71
Photograph 231
Photo Layout 229
Photo Library 42-43
Photo Patchwork Quilt 56, 68
Photos 190
Photos section 26, 29
Pick tool 142, 153-154, 168, 170, 173-175
Pieced Blocks 38, 65, 115, 138, 150, 219
Pieced tab 153, 184
Pie (Ellipse) 165
Points A 65
Points B 65
Points In 103, 111
Points Out 103, 111
PolyArc tool 153, 157
Polydraw tool 153, 157
Polygon tool 154, 166
PolyLine tool 153, 157
Position 78, 98, 222
Precision Bar 160-162, 187, 193
Preferences 10
Preview 215, 221
Previous EQ Versions 15, 41
Print as applique pattern 216
Print as many as fit 216
Print > Block 215
Print > Embroidery Design 231
Printer Fonts 234

Print > Fabric Yardage 232
Print > Foundation Patterns 217, 221
Print from the Block worktable 214-215, 217, 219, 221, 223
Print from the Quilt worktable 214-215, 217, 219, 221, 223
Printing 214
Printing a Block, Motif, or Stencil 215
Printing a Quilt 228
Printing Border Blocks 226
Printing Embroidery 231
Printing Photos 229, 231
Printing Sash Blocks 226
Print Key Block 220, 223
Print > Photo 231
Print > Photo Layout 229
Print > Rotary Cutting 223
Print Setup 235
Print > Templates 219, 221
Project Helper 15
Projects 14, 16
Provide icons to show and hide quilt layers 100

Q

Quick-Quilt Project 15
Quilt Border 104
Quilting stencil 216
Quilt Rulers 91
Quilt Snap Settings 90
Quilts Section 26
Quilt Tools 247
Quilt Worktable Options 79, 90
Quilt Worktable Toolbars 247

R

Randomize 135
Random Recolor tool 70, 132-133, 135
Rectangle Brush 116
Rectangle Grid 156
Rectangle tool 154, 164-165
Red/Green/Blue 199
Rename a Project 18
Rename My Libraries 50
Resize 91-93, 147, 175
Resize cluster 168-169
Resize the Layout 82
resize the text box 86
Resolution 44-45, 192, 238
Restore Default Settings 10
Rotary Cutting 223-224
Rotate a text box 87
Rotate Blocks 74, 91-93

Rotate Block tool 74
 Rotate Fabric tool 123
 Rotate Image 196
 Rotate Patches 174-175
 Rotating in Print Preview 222
 Rotation 78
 Rounded Rectangle 165
 Round to Nearest 224

S

Same Size Buttons 99
 Saturation 134
 Save a Project 16-17, 35
 Save As 16
 Save Library 49-51
 Save Palette as Default 132
 Saving Items in My Library 49
 Scanning Fabrics 44, 194
 Scanning Photos 45
 Scanning Tips 44
 Seam Allowance 218, 220, 232
 Search By Category 38
 Search By Color 39-40
 Search By Notecard 37
 Search By Text 40
 Search for a Project 19
 Search for Blocks by Category 38
 Search for Fabrics by Color 39
 Search for Threads 40
 Search Results 35, 36, 38, 46
 Sections tab 218
 Select Coloring 28, 72, 84, 119, 120
 Send a Project via Email 21
 Send Down 95
 Send to Back 95, 170
 Send to Front 95, 170
 Send Up 95
 Serendipity 176-182
 Set Applique Text tool 85-87
 Set Auto Borders tool 107
 Set Block tool 72, 83-85
 Set Embroidery tool 88
 Set Photo tool 89
 Set Plain Blocks 84
 Set Thread tool 122
 Setting Blocks, Motifs and Stencils 81, 83
 Shades & Tints or Tones 129
 Shape a curve 167
 Shape a node 167
 Shape tool 142, 144, 153, 154, 159-160, 167
 Shaping Patches 166-167
 Shearing 196, 198

SHIFT+click 82
 Shift Hue 133
 SHIFT key 36, 43, 45, 49, 51
 Show grid (Custom Set) 90
 Showing and Hiding Quilt Layers 99
 Showing fabrics 216, 228
 Shrink & Flip Block 180
 Shrinking a Block 146
 Size of center rectangle 80
 Sketchbook 16, 36
 Skew the block 92-93
 Smooth 167
 Snap block position to grid 90
 Snap block size to grid 90
 Snap patch to grid 153
 Snapping Options 142, 153
 Snap Points 141, 152, 156, 183
 Snaps Horizontal 141, 152
 Snap similar segments 153
 Snaps Vertical 141, 152
 Snap to drawing 142
 Snap to grid 142, 153
 Snap to node 142, 153
 Sort Colors 127
 Sort Fabrics 126
 Sorting 32, 126
 Spacebar 143
 Spaced Squares 102
 Spine 160
 Split Colorings 120
 Splitting Segments 144
 Spraycan tool 117
 Spray Thread tool 122
 Square Symmetries 211
 Stacked Colorings 119, 120
 Stacking Blocks 79, 95
 Stagger 144-145, 165
 Starting angle 165
 Strip Formulas 65
 Strip Quilt 62-63
 Strip Style 64
 Stroke 160
 Stroke Style 161
 Superimposing EasyDraw Blocks 148
 Swap All Colors tool 118
 Swap Thread 122
 Swath tool 154, 162
 Symbol 234
 Symm 167
 Symmetry box 75, 174-175
 Symmetry tool 75-76

T

Tape Measure tool 55

Templates 219, 221
 Text 86
 The Project Tools 246
 Thirds 144
 Thread 122
 Thread Library 40, 42, 46, 47
 Thread Name 46
 Thread Number 46
 Thread tools 122
 Tile On Point 103
 Tile On Point Corners 103, 111
 Tile Squares 103, 111
 Tilt Block 177
 Tints 129
 to Curve 167
 Toggle automatic tool snapping 121
 Tolerance 136
 to Line 167
 Tones 129
 Tracing Images 185-187
 Tracing Tools 248
 Twist tool 196
 Typeface 86

U

Understanding EasyDraw™ 138, 140
 Understanding PatchDraw 150
 Uninstalling 9
 Unsorting Fabrics or Colors 127
 Use Size from Quilt 55, 214, 218, 223
 Use Templates to Verify Sizes 225
 Using Items from the Library 36

V

Validate License 8
 Variable Blocks Quilt 56, 61
 Variable Point Quilt 56, 59
 Vertical Strip Quilt Layout 56, 62
 View Sketchbook 26, 27

W

Weight 122
 WreathMaker 168-169
 Writing on Your Quilt 85

X

Xings 144

Y

Yardage 232

The Project Tools



New



Open



Save



Create Copy Project*



Compress File Size*



Print

Export Marquee Selection* 

Export Image*



Undo



Cut*



Copy*



Paste*



Add to Sketchbook



View Sketchbook

Zoom In 

Zoom Out



Refresh



Fit to Worktable



Watch a Video



Display Dynamic Help



Work on Image



Work on Block



Work on Quilt



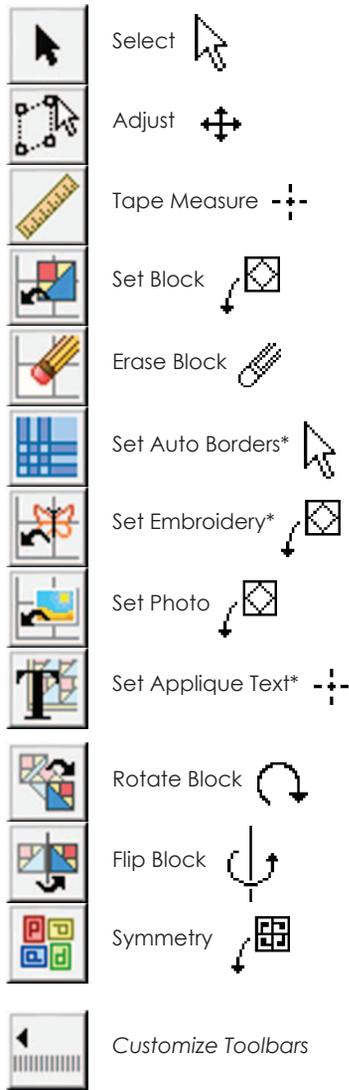
Customize Toolbars

*** These tools are not on the toolbar by default.**

To add them to the toolbar, click the Customize Toolbars button > click Add/Remove Buttons > click to put a check next to the tools you want to add. Click away from the list to close it. (To restore the default tools at any time, click Customize Toolbars > Restore Default Tools.)

Quilt Worktable Toolbars

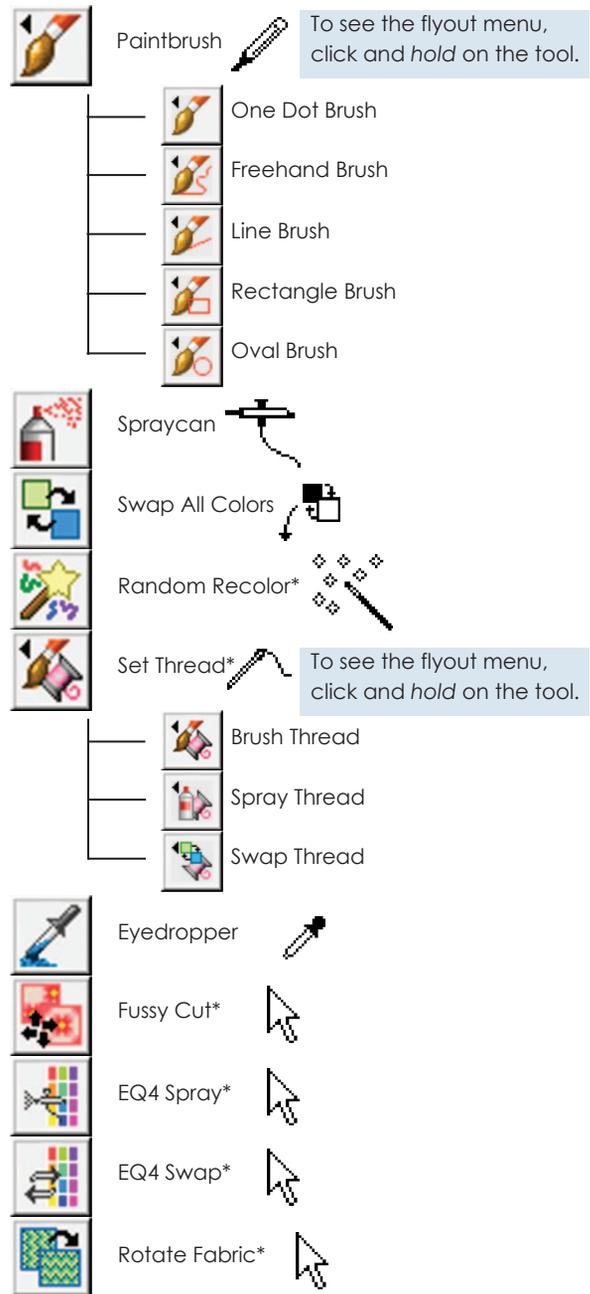
Quilt Tools



*** These tools are not on the toolbar by default.**

To add them to the toolbar, click the Customize Toolbars button > click Add/Remove Buttons > click to put a check next to the tools you want to add. Click away from the list to close it. (To restore the default tools at any time, click Customize Toolbars > Restore Default Tools.)

Color Tools



Block Worktable Toolbars

EasyDraw Tools

The EasyDraw Tools interface includes three main panels:

- Symmetry Panel:** Contains buttons for Clone, Rot 90, Rot 180, Rot 270, Flip H, Flip V, Flip D, and Flip O.
- Edit Line Panel:** Contains buttons for Locate, Xings, Half, Thirs, Partition, Stagger, and numerical input fields for 5 and 5.
- Grid Setup Panel:** Contains input fields for Columns (set to 3) and Rows (set to 3).

Below the panels is a vertical toolbar with icons for Pick, Shape, Line, Arc, and Grid.

Color Tools

The Color Tools toolbar includes the following tools:

- Pick
- Edit Block*
- Paintbrush
- Spraycan
- Fussy Cut
- Eyedropper
- Brush Thread*
- Spray Thread*
- EQ4 Spray*
- Customize Toolbars

Tracing Tools

The Tracing Tools toolbar includes the following tools:

- Import Image
- Resize
- Crop
- Customize Toolbars

*** These tools are not on the toolbar by default.**

To add them to the toolbar, click the Customize Toolbars button > click Add/Remove Buttons > click to put a check next to the tools you want to add. Click away from the list to close it. (To restore the default tools at any time, click Customize Toolbars > Restore Default Tools.)

Image Worktable Toolbars

The Image Worktable Toolbars include the following tools:

- Import Image
- Zoom and Pan
- Twist
- Crop

Block Worktable Toolbars

PatchDraw - Applique Tools

PatchDraw - Pieced Tools

*** These tools are not on the toolbar by default.**

To add them to the toolbar, click the Customize Toolbars button > click Add/Remove Buttons > click to put a check next to the tools you want to add. Click away from the list to close it. (To restore the default tools at any time, click Customize Toolbars > Restore Default Tools.)