MADE IN GERMANY

# BASEPAC 10

Workbook for basic training

BASEPAC INSTALLATION
Video Tutorial

## DEAR CUSTOMERS,

Congratulations on your purchase of BasePac - the optimal software for your own embroidery files in the field of industrial embroidery. In cooperation with software architects and developers of the *Gesellschaft für Informatik und Steuerungstechnik mbH (GiS)* we have developed it. No matter if you are a beginner, an advanced or an expert, the extended range of functions of version 10 offers you the complete performance spectrum of classic embroidery as well as the requirements of the latest field of application of embroidery machines, technical embroidery. In addition, version 10 covers the special requirements of wire and fibre filing and represents a new generation of atelier software.

Please note that not all functions may be available to you in their full extent. It depends on your chosen package solution (Base, Premium, Professional or Technology) and can be adapted at any time. Please contact us therefore.

After installing BasePac and activating with a password, the software is ready for use. If you have any questions or problems with the installation, you can watch our video tutorial. Simply scan the QR-Code and you will automatically be taken to our video. On our Youtube channel you will find more training videos to help you get started.

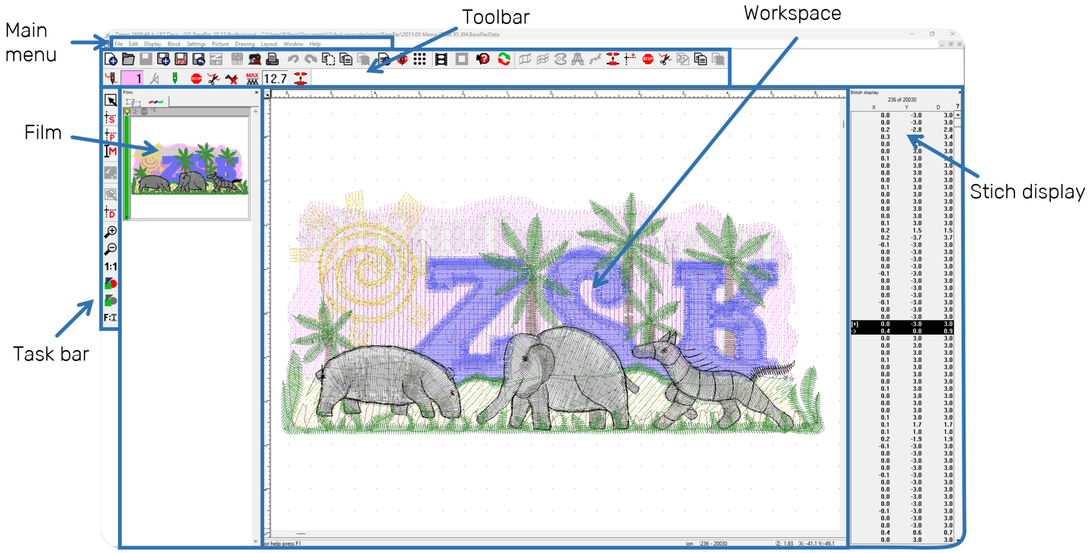
*Yours ZSK Digitizing Academy*



# Table of contents

# User interface






## Workspace

The layout of the workspace can be set according to individual preferences to make it easier to work with and in the software. We recommend using a grid as a basis so that dimensions and proportions are easier to imagine.

## Stitch display

Within a design all existing stitches are displayed as well as the respective coordinates (X, Y) and stitch lengths (D).

## Main menue

In the classic menue bar you will find all functions in the respective categories.

## Toolbar

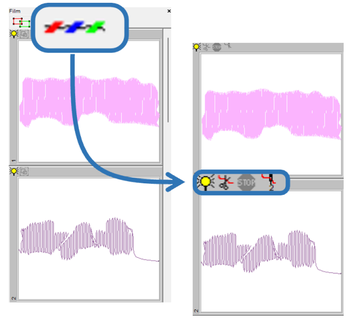
The toolbar can be divided into a static and a dynamic part. In the upper static area, important functions such as save, pattern info or export are permanently displayed. The lower part adapts to the active mode or the selected input type.

## Taskbar

The task bar contains the different modes, i.e. stitch, coordinate, text and drawing mode, which are needed to create embroidery designs. In addition, the common zoom functions (smaller, larger, 1:1 or the view of all blocks) can be found here.

## Film

The film shows the block selection and the embroidery order of the design. Within the block selection, the design can be arranged or grouped according to various criteria. The embroidery order can be changed by switching to the small tab at the top of the film display.



# Let’s start

A good planning of the design contributes to an optimal embroidery result. Therefore, it is useful to clarify some basic questions first:

- How large is the design or how large should it be?
- On which embroidery ground will I embroider?
- Which hoop do I need?
- How large is the embroidery field of the machine? Will the design fit in it?
- What stitches will be used?
- What is the most effective embroidery sequence?
- Where should the design start? Where should it end?
- How many colours should my pattern have?
- How many needles does the machine have?
- What thread will be used for embroidery?
- Is a stabilizer necessary?
- …



# Import files

In order to be able to use an image or vector file as a template it must first be imported. For an optimal import, please consider the setting options. The following two options can be found in the main menue under the *"file"* tab.

## Picture

1. 
2. 
3. 

## Vector data

1. 
2. 
3. 

# Drawing mode

The use of templates such as vector files or even images is a common procedure. Of course, a template can also be created classically by drawing elements within the software. The *"drawing mode"* and the associated *"drawing block mode"* simplify the creation of a drawing.



# Coordinate mode

The sitch data of a design is created in the coordinate mode. At the end the stitch data is exported into an embroidery format that can be read by the respective embroidery machine.

### What is particulary important to consider?

### How can I see my stitch length?

### What can be done in the module mode?

Starting from the coordinate mode or the punch mode, the different punch programmes can be selected. Regardless of which programme is used, the procedure can basically be divided into the following 3 steps:

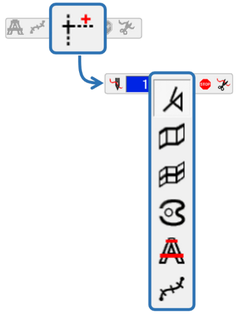
1

2

3

The length of the manual stitches for backtacking the seam should be **≥ 0.5 mm ≤ 0.7 mm**. The length of a stitch can be checked in the stitch display.

BasePac offers the possibility to choose between six different types of input or punch programmes. In order to be able to make a selection at all, the *"Insert/ overwrite"* symbol must be activated. Only then will the selection be enabled.



To punch manual stitches, i.e. the backtack stitches at the beginning or the end of a seam, the input type *"manual"* must be selected.

**This is how the manual entry of stitches work:**

On the following pages you have the possibility to enter your own notes for all other input types. We recommend that you note down the procedure step by step. This way you will have a checklist at the end of the training that will help you, especially as a beginner, to get to know the punching procedure.

Please note that the tacks at the beginning of the seam and, if applicable, the back-tacking stitches at the end of the seam are considered to be fundamentally known in the further course. Therefore, the following pages only refer to the creation of the respective input type within the software.

An overview of the stitch types will help you decide which stitch or input type is best for you.

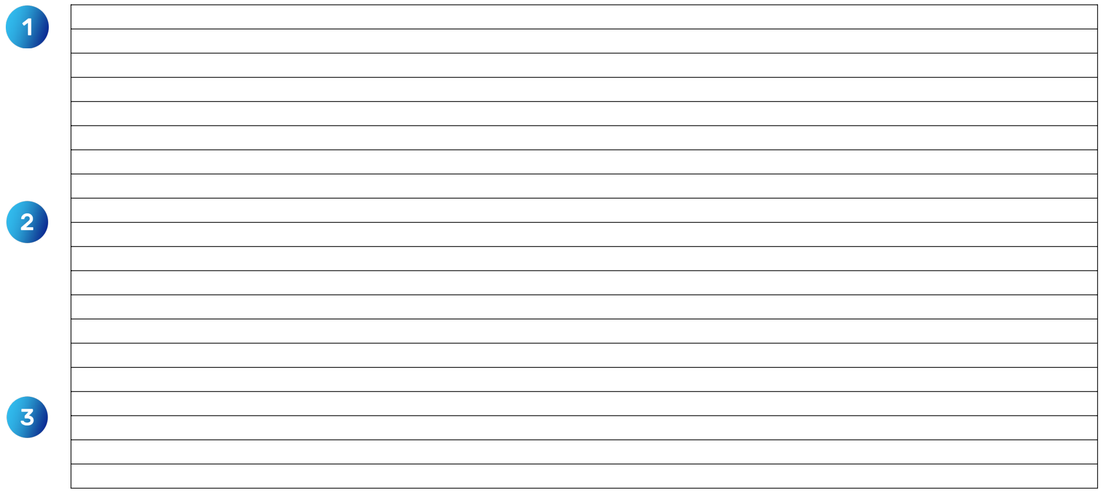
# Overview stitch types


| | Appearance? | When? | Which programme? |
|---|---|---|---|
| Running | | | |
| Satin stitch | | | |
| Fill stitch | | | |

# Running

**RUNNING**
Video Tutorial

The classic running stitch **[R]** can be varied, e.g. by setting a repetition of line and/or stitches in the parameters. This can be used to achieve a different look of the stitch, such as the *"bean stitch"*.




**SATIN STITCH**
Video Tutorial [ENG]



# Satin stitch

BasePac offers two possibilities to create a satin stitch. The names of the programmes refer to the type of input. With the centre line **[M]**, only the centre line is entered as a reference line, the outer contours are created by the software itself at a predefined distance. With the paired input **[P]**, the outer contours are entered by the user.

**Center line**


**Paiwise**

# Structured satin stitch

The programme *"structured "* **[Y]** is particularly suitable for the manual punching of letters. To simplify the process, we recommend using a template (image or vector file). This way, the outer contours can be quickly traced or selected with the pipette.

1

2

3

4

**FILLSTITCH**
Video Tutorial

# Fill stitch



An outer contour **[A]** can be filled with a classic fill stitch (also called tatami) as well as with other stitch repetitions. This can give the contour a structure or pattern, for example.

1

2

3

4

5

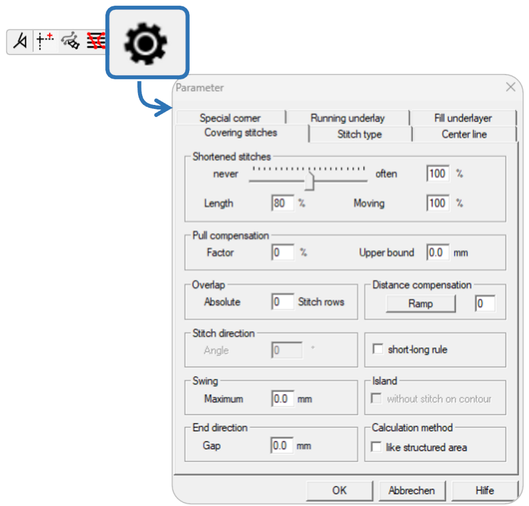
# Parameter

PARAMETER
Video Tutorial

Each of the punch programmes has its own parameters. As soon as the punch programme is active, the settings can be found via the cogwheel symbol in the toolbar. Depending on the active function, the parameters change accordingly. We recommend setting the parameters directly after creating the object.

## I forgot to enter my parameters - what now?

## Is there any other way to set my parameters?



# Text mode

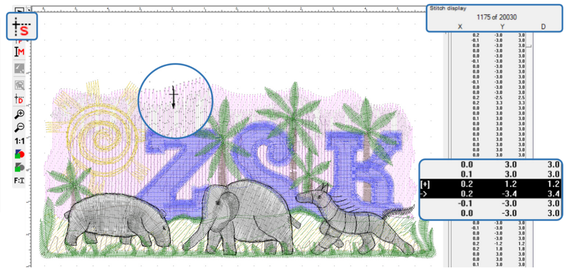
The text mode offers a comprehensive monogram function. This includes around 100 pre-installed fonts for direct use. These are already punched so that only the parameters have to be adjusted manually. Of course, it is also possible to store your own fonts.



# Edit mode

Especially at the beginning, we recommend checking the embroidery order of the design. Checking prevents mistakes and leads to a better understanding of the whole embroidery process. To go through the design step by step, the stitch mode is optimal. When you switch to this mode, the embroidery sequence is automatically displayed in the film.

### I have forgotten a thread cut. Can I insert it later?

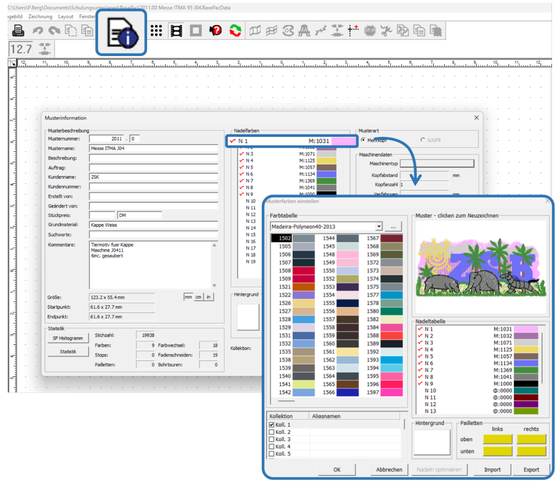



### How can I change my order of embroidery?

# Design Info

All important information about each design should be stored in the design information. We recommend that the following information be included:

- 
- 
- 
- 
- 
- 
- 



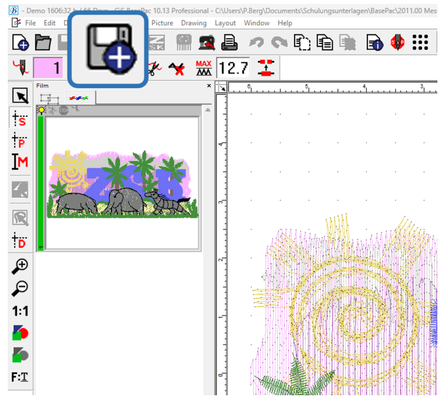
## How can I change my needle colours?



# Save

The pattern is saved as in all common software systems. The storage location is up to you. We recommend creating a sensible folder structure on your computer. Please remember to back up your data regularly, e.g. in a secured network or by an automatic backup in a cloud.

## How can I save a new version?

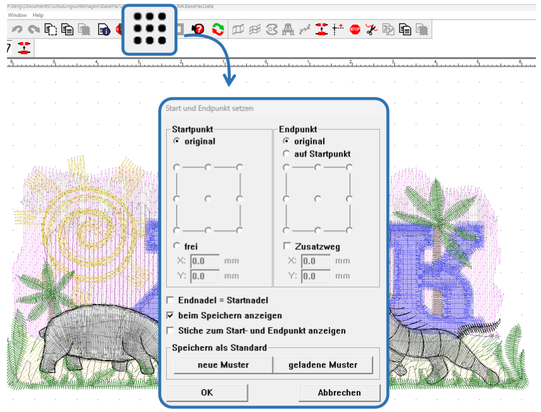


# Export

In order for the stitch data created to be read by the embroidery machine, it is essential to export the design file. The export format depends on the respective machine. We recommend using our embroidery format **.*Z00** for our ZSK embroidery machines.

## What is the difference between the export and BasePac formats?

## How can I set the start and end point of a pattern?



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