

EPCWIN FIRST STEPS

Workbook for basic training



DEAR CUSTOMERS,

Congratulations on purchasing one of the best studio systems in the embroidery industry. EPCwin is based on more than 20 years of experience of the Embroidery Software Partners ZSK and GiS. User-friendliness was a significant factor in the development of EPCwin. You will be optimally guided and supported during embroidery design and drawing, punching and editing. This manual is intended to make it easier for you to get to know the software and provide optimum support.

After installing EPCwin and activating your options by entering a password, the software is ready for use. If you have any questions or problems with the installation, please feel free to watch our video tutorial. Simply scan the QR-Code and you will be redirected to our tutorial.

Please note that the functions presented here are only one part of the software's possibilities. If you still get stuck, the software offers contextual help. If you press the **[F1]** key in any situation, you will be taken to the corresponding page in the help manual. Where necessary, cross-references take you to further informations. The content of the EPCwin help manual is primarily concerned with working with the programme. It is not intended to impart any special knowledge of embroidery.

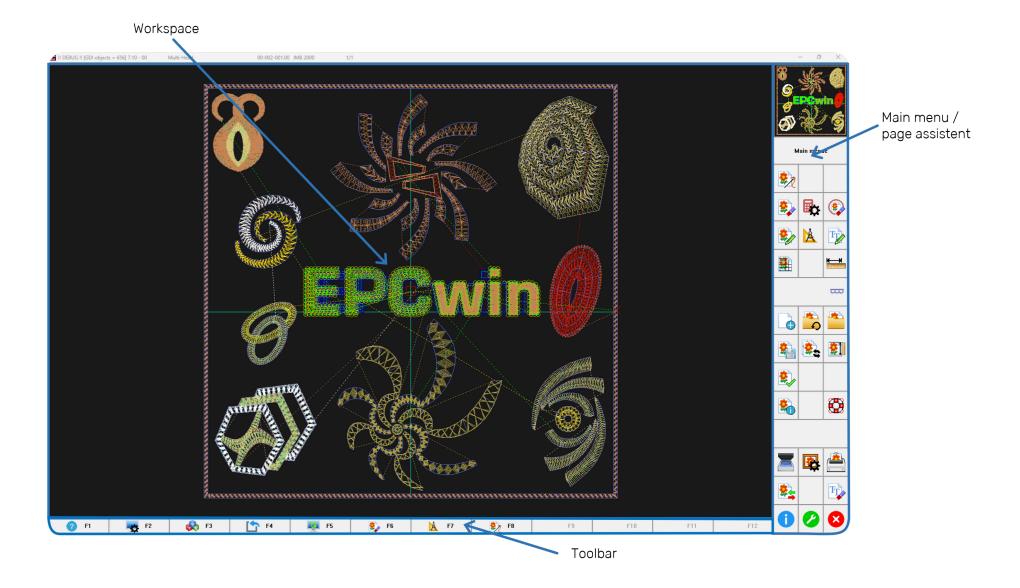
Please note that our workbook cannot replace any of our training by our training staff.

Yours ZSK Digitizing Academy

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4 User interface



Important Options 5





Editor



Drawing



Parameter settings



Global editing



True Type monogram design

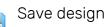


Measuring



Design management









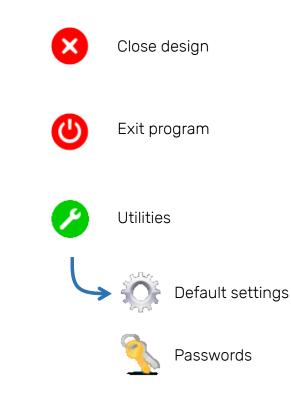
Select active design



Change dimensioning system



Edit design head



6 Keyboard assignments

EPCwin is mainly operated via the keyboard. This allows users - with a little practice - a fast and efficient workflow.

To help you get started, here is an overview of the possible key assignments as well as the most important shortcuts.

The computer mouse

A right mouse click has the same function as the Enter key. With the left mouse button, objects can be selected as usual. If the mouse wheel is pressed, previously selected objects are dropped back in their original position.

Toolbar

The options in the toolbar can only be activated via the respective function keys [F1] to [F12] on the keyboard.Alternatively, they can also be selected on the numeric pad of the keyboard.

Please note that depending on the active option, the function keys may be assigned differently!

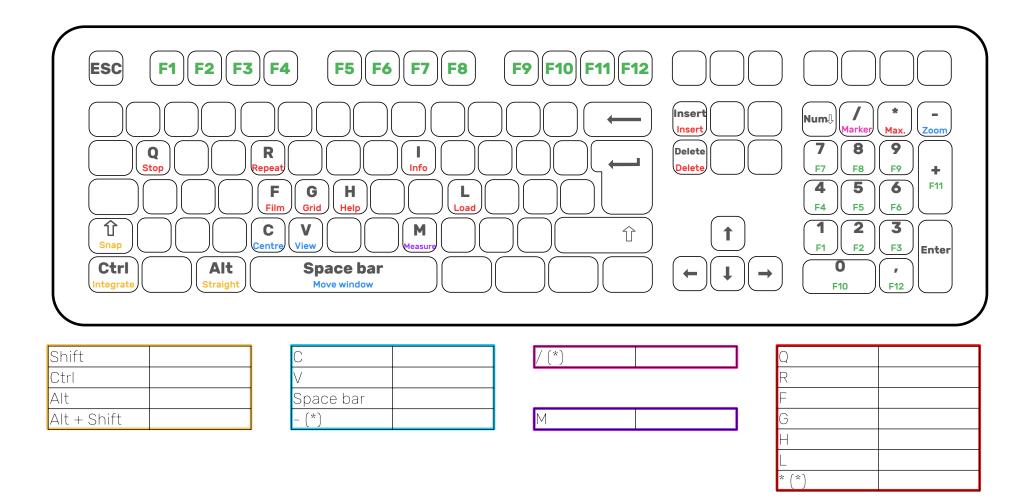
The quick dial

To enable a quicker selection of an option in dialogues, there is a quick dial field. It is activated immediately each time a dialogue is opened. The number or combination of numbers in front of the button must be entered to use it. A separate confirmation is not necessary.

The Shortcuts

The shortcuts are necessary to operate the software successfully. In some cases there are also combinations possible.

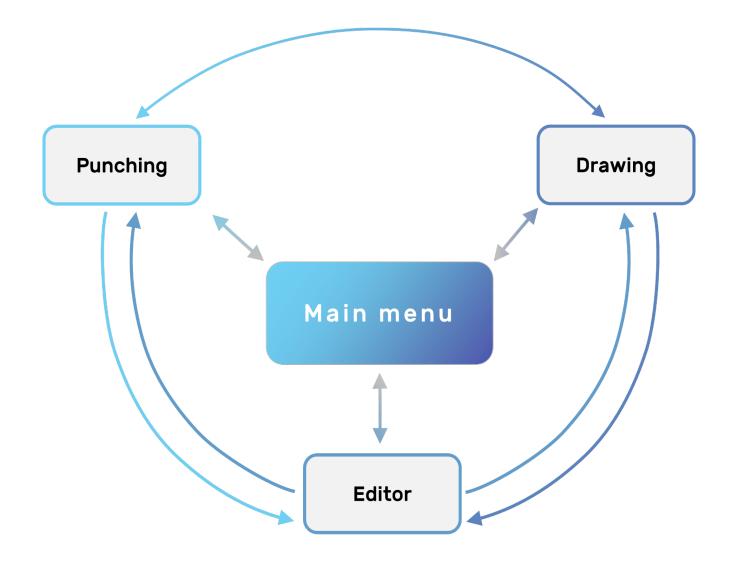
Type of block selection	
1 Single selection	
Block filter active	
Block filter	
5 Marker	
6 H Object	
Options Single stitches allowed Request at deselection	
Shortcut:	



(*) These keys are located on the number pad of the keyboard. To use them, NumLock must be switched on.

7

8 Switch between the options



Let's start 9

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

- \triangleright 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?
- \triangleright What stitches will be used?
- ▷ What is the most effective embroidery sequence?
- \triangleright Where should the design start? Where should it end?
- ▷ How many colours should my pattern have?
- \triangleright How many needles does the machine have?
- \triangleright What thread will be used for embroidery?
- \triangleright Is a stabilizer necessary?

▷ ...

10 Import

In EPCwin, the administration of files and designs takes place in the design directory. During installation you will receive the two standard design directories "*Designs*" and "*DesignDataZSK*". We recommend that you create your own directories and structure your designs accordingly. Your current design directory is visible in the upper left area of the dialogue. The software saves the last directory and will automatically load it the next time you open the design directory.

In addition to the organisation of the directories, important functions such as import, export and copy/move can be found in the lower area of the design administration.

The following file formats can be imported:



Please note in which sample directory you are currently located. We recommend that you import a file directly into the desired target directory. To change the directory, click on "Change sample directories".

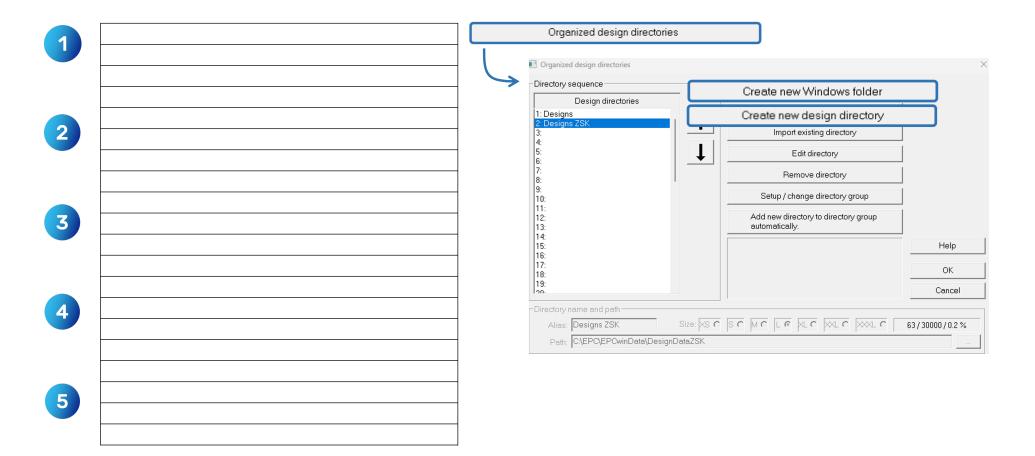
Design directory - Load design			
Design directory			
DesignDataZSK	Change des	ign directory	
-Settings			↓
Listview	Select directory		
Pictogram view	Select organized design dire	2 Designs ZSK 3	4
Design number	6	7 8	9
00-009-003.00 00-009-002.00	Short cut	Recycle bin	Browse:
00-009-001.00 00-008-002.00	C:\EPC\EPCwinData\Design	IDataZSK	



EPCwin has its own data structure within the design directories. Please do <u>not</u> change this structure.

Create design directories 11

To create a new design directory, follow the steps below. If you want to include an existing directory, just follow the first three steps and then select *"Import existing directory"* to select the path of the directory.



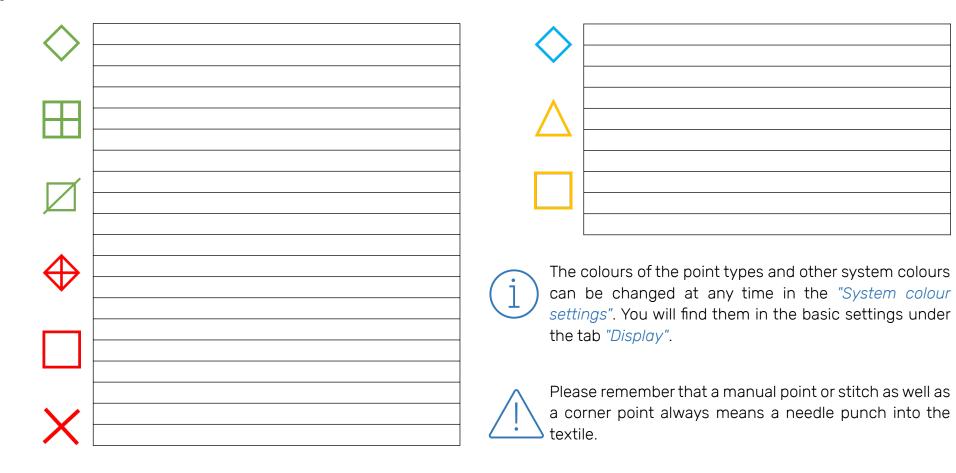
12 Drawing

EPCwin also offers the option of creating your own drawings to use as reference lines when punching. In addition to different types of lines (angular, curved, straight), common geometric shapes **[F7]** such as circles or rectangles can be drawn.

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Types of points 13

Within the software, different types of points are generated (partly automatically). There are several types of points that can be identified by different shapes and colours. The point type can be used, for example, to separate manual stitches from automatically generated stitches.



¹⁴ Notes

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True Type monogram design 15

The True Type monogram design is an option especially for drawing letters. The drawing lines can then be selected as a reference lines.

1 2 3 4

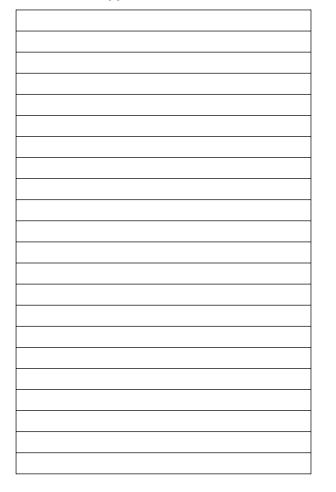
What is the advantge and disadvantage of the True Type monogram design?

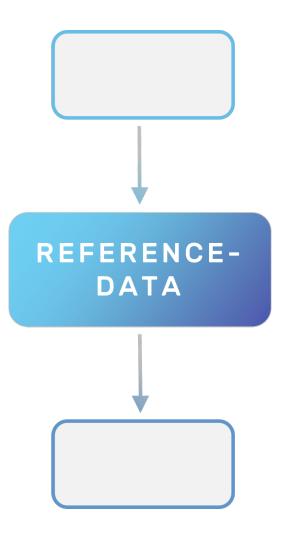
What should be considered when punching letters?

¹⁶ Punching

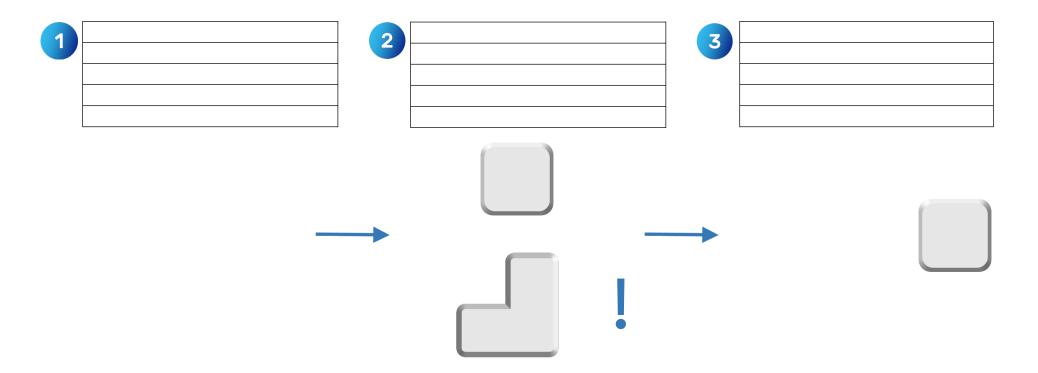
The profession of punchers has a long tradition and goes back to the time when embroidery designs were realised on the machine in the form of punch cards. These punch cards contain the information about the direction and length of each stitch. In the process, the pre-drawn pattern had to be beaten onto punched cards stitch bv stitch beforehand, similar to jaguard weaving. What was previously created by the puncher in painstaking manual work on a so-called punch board is now done by CAD systems based on vector lines or image files and predefined parameters. The puncher's task is therefore to specify the contours, determine stitch types and define sequences.

In EPCwin, the data created is referred to as "reference data". Once the planning or preparations, such as importing from a template image, have been completed, they can be created in the software. What is the difference between the three data types?





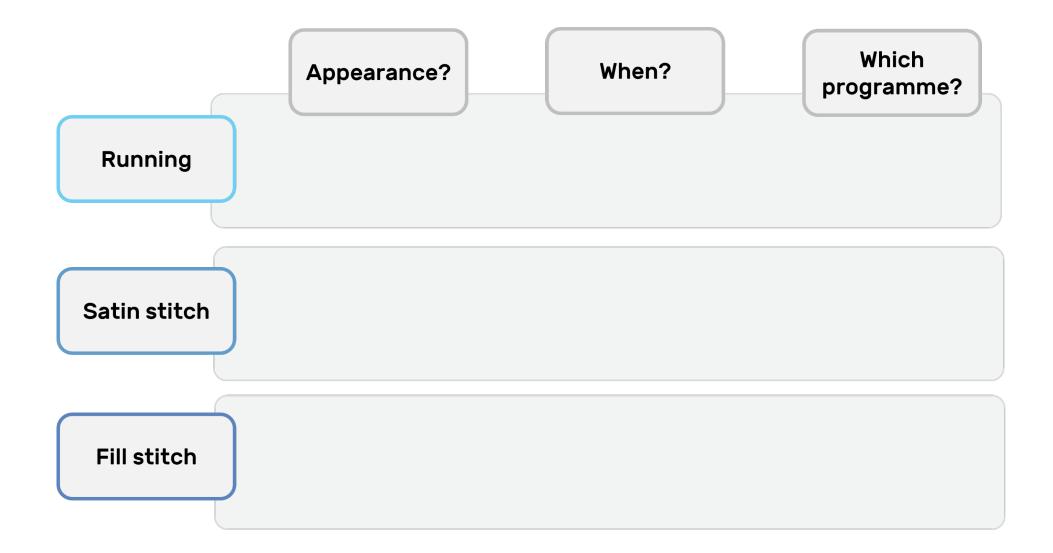
The punching process can occur repeatedly within a pattern. Therefore, it is first roughly divided into the following three steps:



 $\underline{\land}$

The length of the manual stitches for backtacking a seam should be \geq 0.5 mm \leq 0.7 mm. To keep to the dimensions, the "length limitation" is particularly helpful.

18 Stitch type overview



Automatic programme 20 19

The entry of the backstitch can be accelerated by activating "*Speedy*" via **[F10]**. The software skips parts of the queries and automatically places the end point at the end of the line. The function can only be selected or deselected <u>before</u> the main line has been defined.

1	
2	
3	
4	

²⁰ Automatic programme 1

The automatic punch programme number 1 creates the satin stitch and contains several possibilities for contouring. The two most relevant types are presented here: **[F5]** for "normal" contour building and **[F8]** to form the contour using a centre line.

Contouring

Centerline

Notes 21

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1

22 Automatic programme 14

A closed contour is necessary for the area filling. For this purpose, an existing design line can be selected or drawn directly in the programme. It is enough if the start and end point of the line are close to each other because EPCwin automatically closes the contour.

1	
2	
3	
4	

Automatic programme 15 23

An *"articulated filling"* is used for punching the letters. The automatic programme is focused towards punching letters, i.e. the selection of the (inner-) contours for an object contains functions which are necessary therefore.

1	4	
2	5	
3		

²⁴ Notes

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Automatic programme 34 25

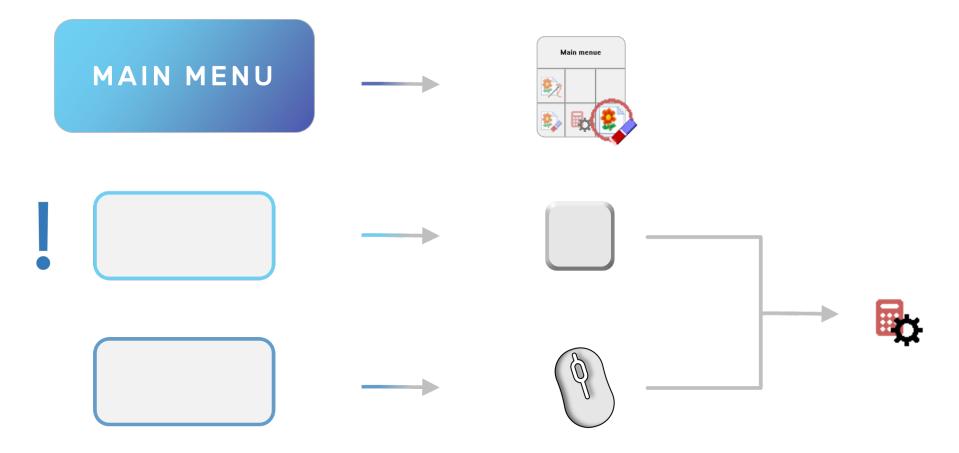
The *True-Type Monogram* offers a selection of fonts that are already digitized and can be used directly. Shape and stitch parameters can be used to adjust the stitch data.

1	
2	
3	

²⁶ Parameters

All automatic punch prgrammes have an individual parameter set.

It is best to set the parameters directly after using the automatic programme. There are several ways to get into a parameter set:



When can I use which of the paths?



Can I save the parameters I have set?



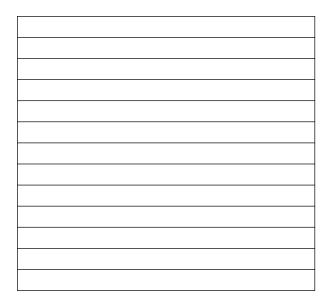
What is the difference between design and system parameter set?

1	
1	
1	
1	
1	
1	
1	

28 Editor

In the (main) editor all stitches and special functions of a design are displayed in the "stitch list". Walking through the design step by step with the arrow keys can be helpful, especially at the beginning, to understand the embroidery sequence but also to recognise and prevent mistakes.

The stitchlist



Where can I read the length of a stitch?



The editor adapts itself in its functions as well as in its name to the selection made. This means that the *"Stitch Editor"* is activated when a stitch is selected, whereas the *"Object Editor"* is activated when an object is selected for editing.

We recommend that you refer to the information given in the page wizard, especially at the beginning.

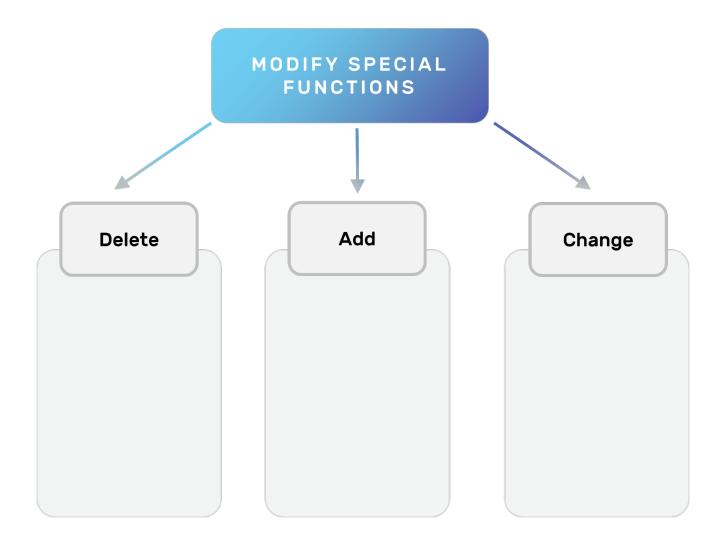
One of the most common edits is the modification of special functions.

	349-	407	0	40	
	350:	28/		0	28
Т	Thread trimming				
	351:	21/		0	21
	353:	-29/	-13	32	
	354:	-41/	0	41	
	355:	40/	0	40	

Special functions



Modify special functions 29

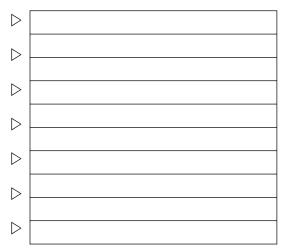


30 Notes

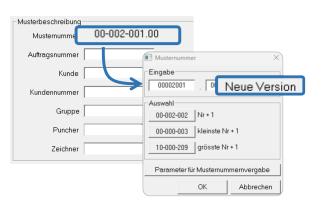
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Save 31

When a design is saved, the design header opens. A lot of information about the respective design can be entered here. We recommend filling in the following sections of the design head:



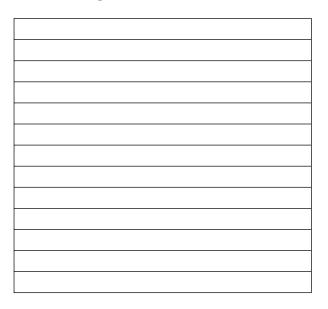
To simplify the filling in of the design head, you can use the filling assistant. This supports you in managing customers, keywords or basic materials.



The most important information in the design head is the design number, which is automatically generated by EPCwin. This number can be used to uniquely identify each design.

If the design has to be changed subsequently, e.g. after embroidery attempts, we recommend saving it under a new version number. This should be generated via the "New version" button, as the software automatically uses the last free number. Please note that the information stored in the design head is only saved for the respective design. In the basic settings, however, the basic information of all design head can also be changed.

What must be paid attention to if the basic information of the design head is to be changed?



32 Export

Die erzeugten Stichdaten müssen in ein Stickformat exportiert werden. Das Format richtet sich nach der jeweiligen Stickmaschine. Für unsere ZSK Stickmaschinen empfehlen wir den dazugehörigen *Transportcode* *.*Z00* zu verwenden. Dieser kommuniziert optimal mit unseren Maschinen und enthält alle von Ihnen erzeugten Maschinenbefehle für den Stickvorgang.

How is a design exported? What must be observed?

What is the .*zdf format useful for?



Is there a way to name the patterns according to the same scheme?

Your golden rules ³³

1	
2	
3	
4	
5	



ZSK Stickmaschinen GmbH | Magdeburger Str. 38-40, 47800 Krefeld | www.zsk.de

Ihr Kontakt: software@zsk.de, Reference: Atelier