



MADE  
IN  
GERMANY

# EPC<sub>WIN</sub> FIRST STEPS

Workbook for basic training



**INSTALLATION GUIDE**  
Video Tutorial

## 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.

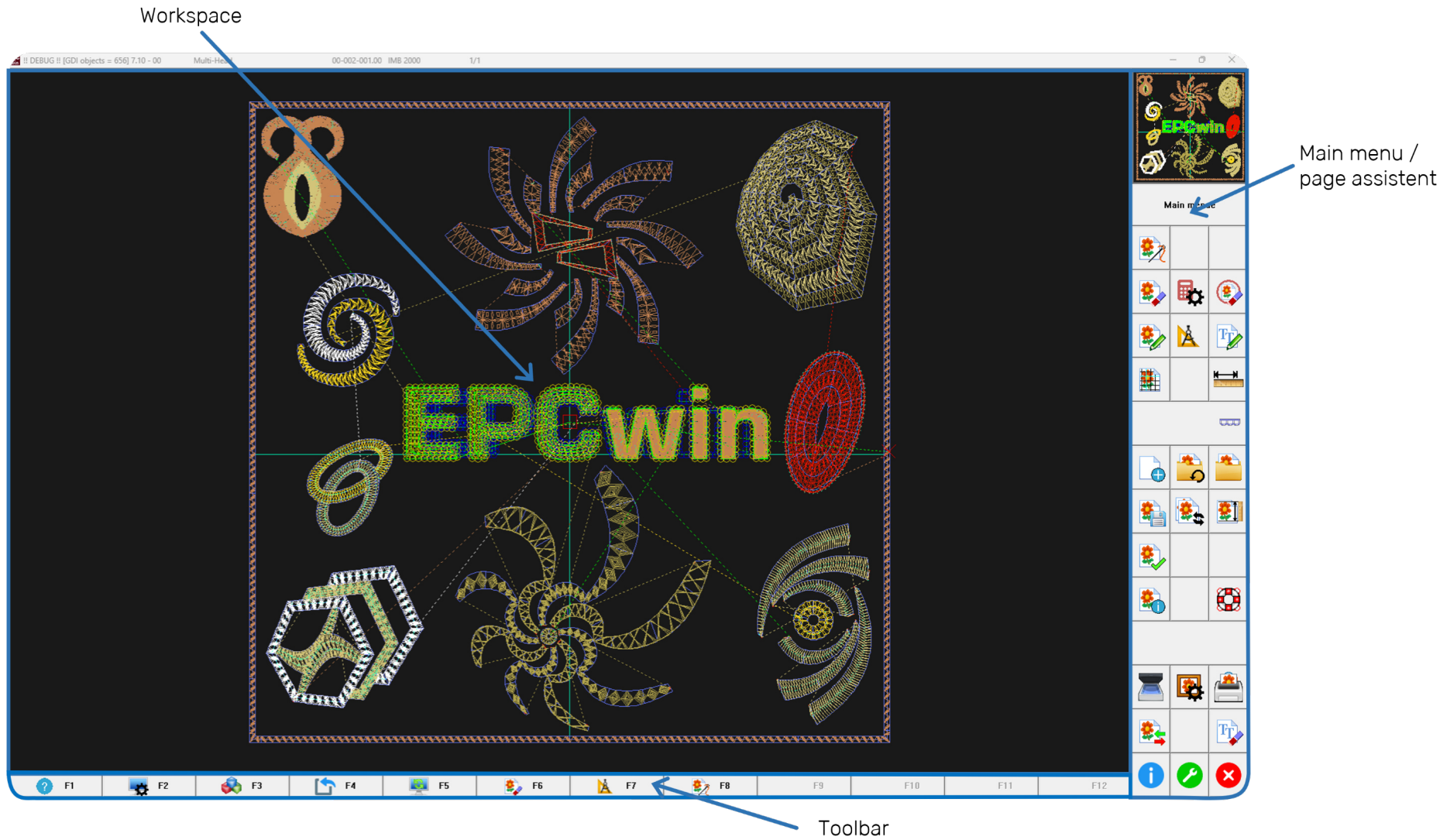
Please note that our workbook cannot replace any of our training by our training staff.

*Yours ZSK Digitizing Academy*

# Table of contents 3

User interface	4	Automatic programme 14	22
Important Options	5	Automatic programme 15	23
Keyboard assignments	6	Notes	24
Switch between the options	8	Automatic programme 34	25
Let's start	9	Parameters	26
Import	10	Editor	28
Create design directories	11	Editor	28
Drawing	12	Modify special functions	29
Types of points	13	Notes	30
Notes	14	Save	31
True Type monogram design	15	Export	32
Punching	16	Your golden rules	33
Stitch type overview	18		
Automatic programme 20	19		
Automatic programme 1	20		
Notes	21		

# 4 User interface



# Important Options 5



Punching



Editor



Drawing



Parameter settings



Global editing



True Type monogram design



Measuring



New design



Last edited



Design management



Save design



Select active design



Change dimensioning system



Edit design head



Close design



Exit program



Utilities



Default settings



Passwords

# 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.

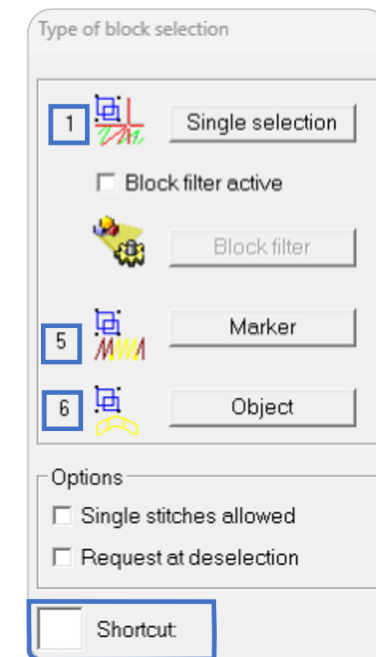
Please note that depending on the active option, the function keys may be assigned differently!

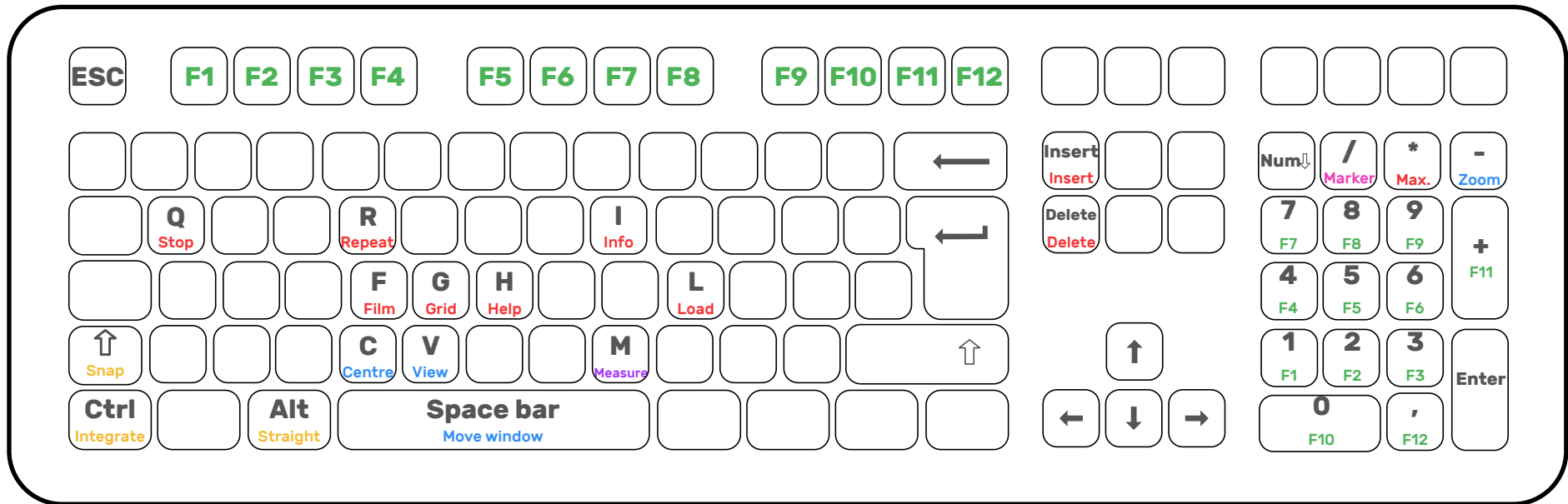
## The quick dial

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.





Shift	
Ctrl	
Alt	
Alt + Shift	

C	
V	
Space bar	
- (*)	

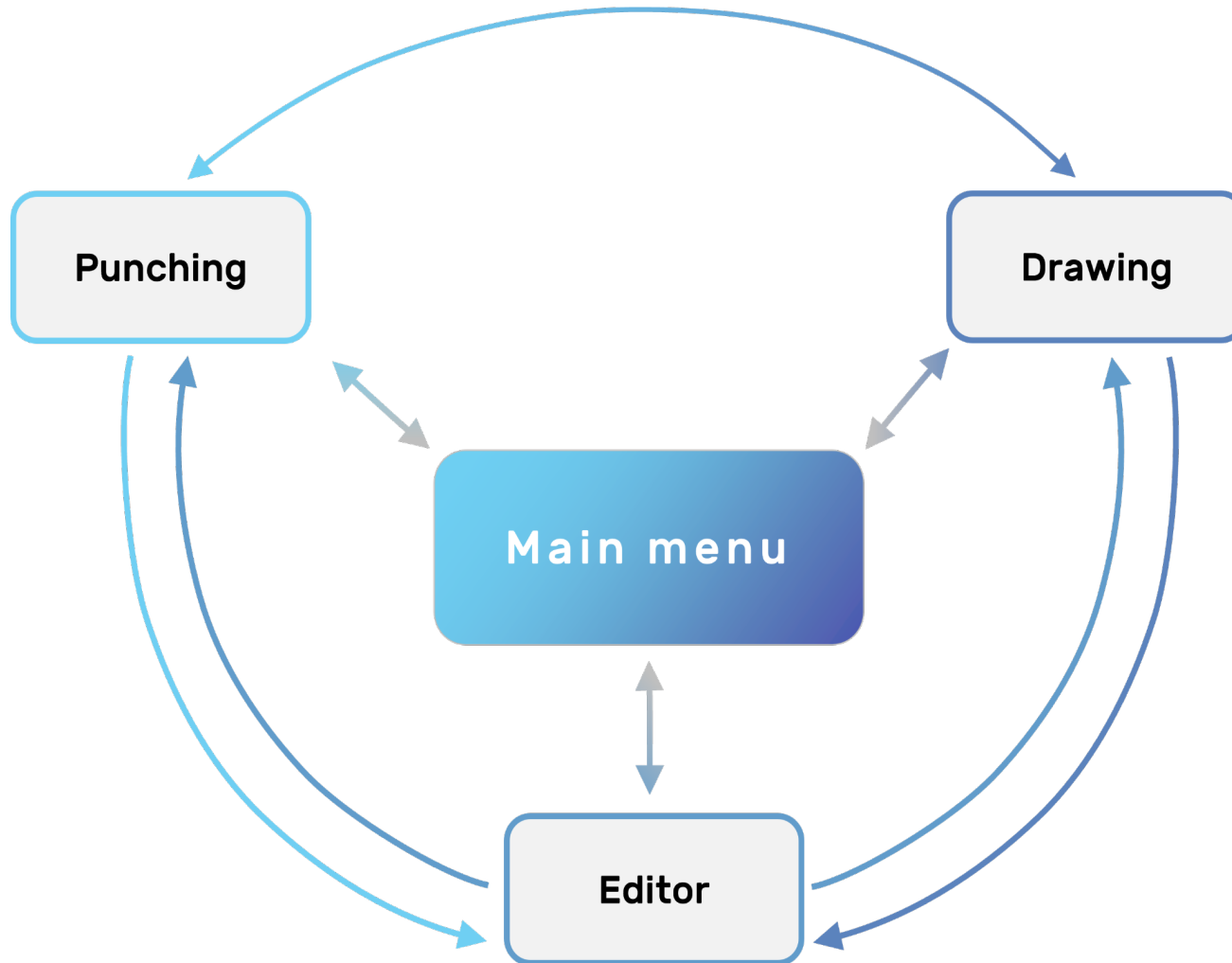
/ (*)	
-------	--

M	
---	--

Q	
R	
F	
G	
H	
L	
* (*)	

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

## 8 Switch between the options







# 10 Import

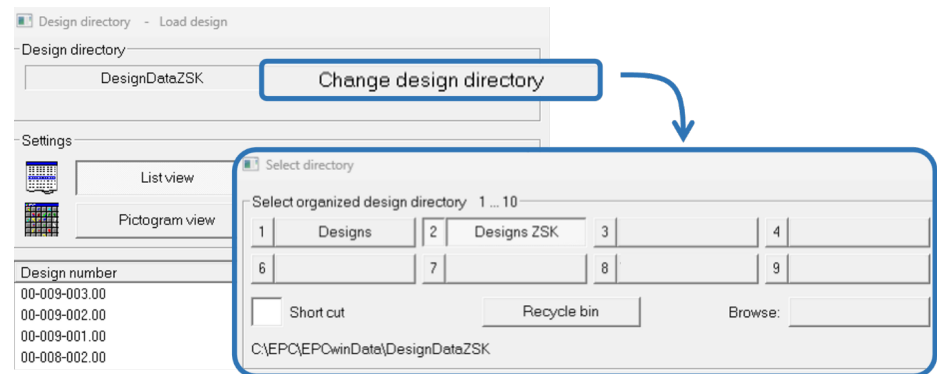
In EPCwin, the administration of files and designs takes place in the design directory. During installation you will receive the two standard design directories "*Designs*" and "*DesignDataZSK*". We recommend that you create your own directories and structure your designs accordingly. Your current design 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*".

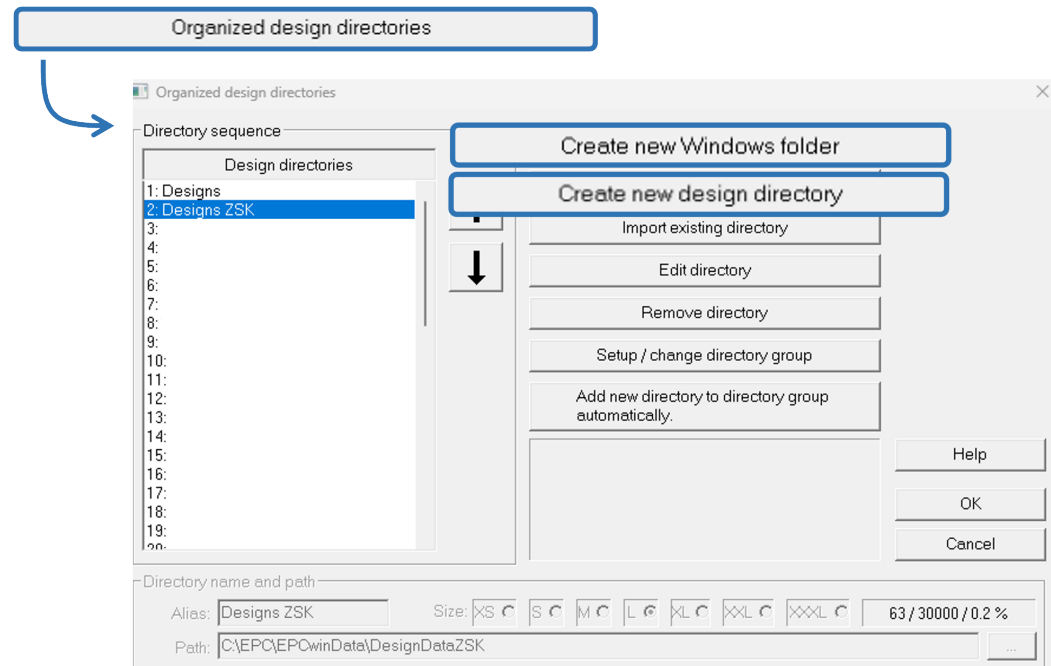


EPCwin has its own data structure within the design directories. Please do not change this structure.

# Create design directories

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.

1	
2	
3	
4	
5	





# Types of points

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.



The colours of the point types and other system colours can be changed at any time in the *"System colour settings"*. You will find them in the basic settings under the tab *"Display"*.



Please remember that a manual point or stitch as well as a corner point always means a needle punch into the textile.



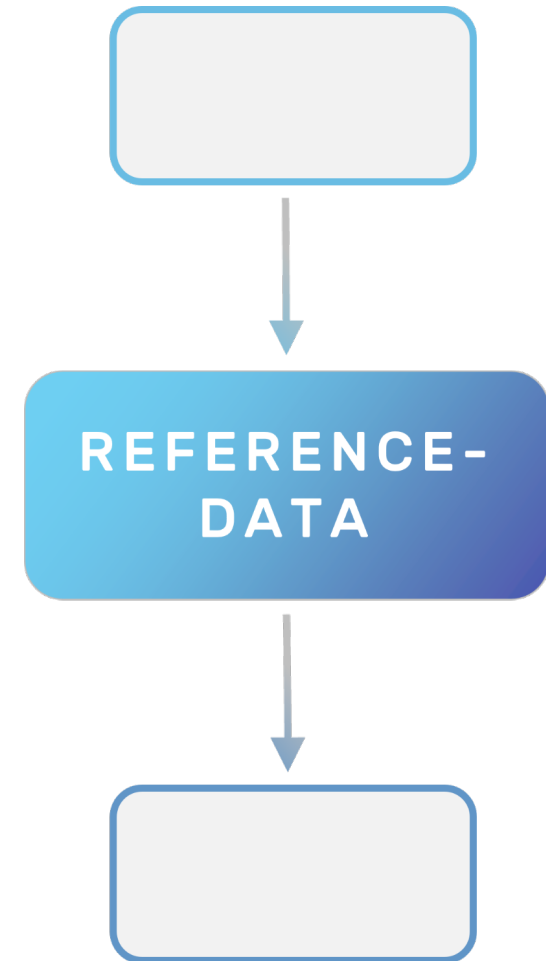


# 16 Punching

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 by stitch beforehand, similar to jaquard 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.

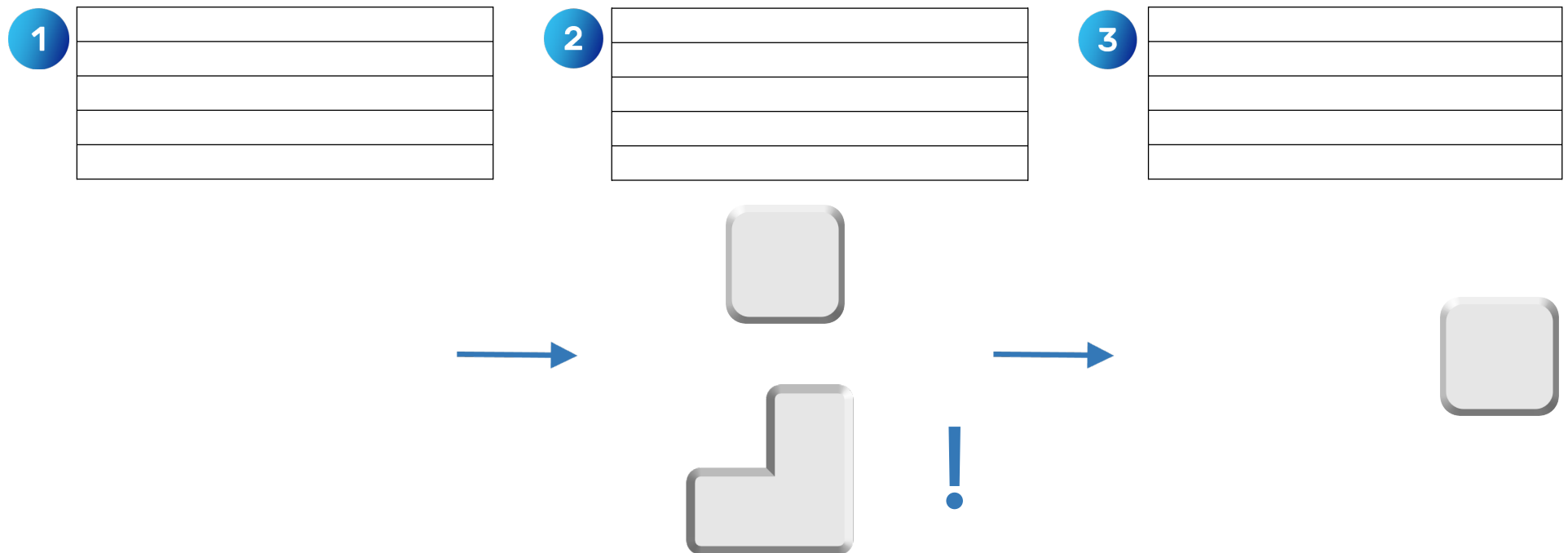
In EPCwin, the data created is referred to as "*reference data*". Once the planning or preparations, such as importing from a template image, have been completed, they can be created in the software.

What is the difference between the three data types?

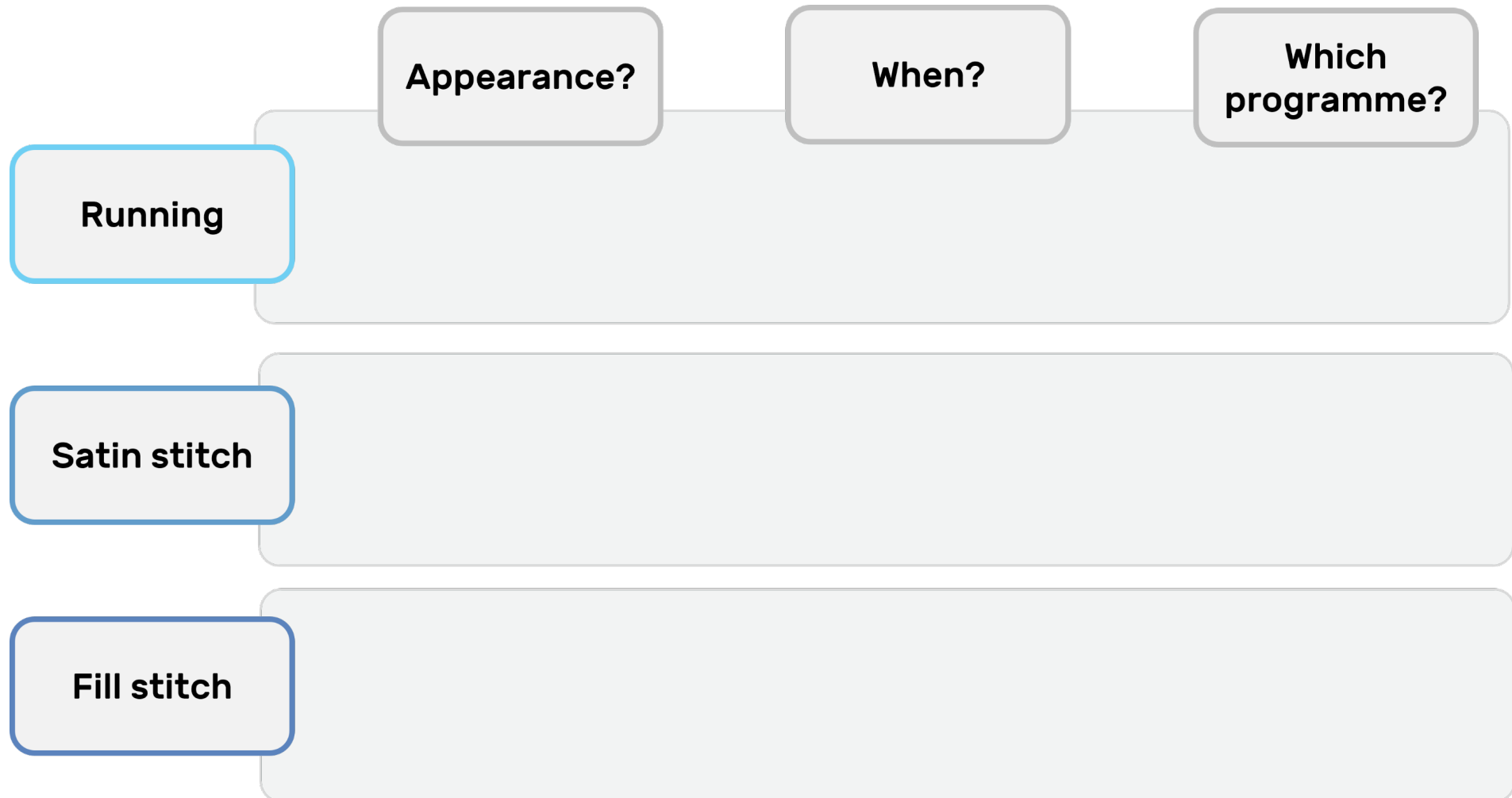


The punching process can occur repeatedly within a pattern. Therefore, it is first roughly divided into the following three steps:



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

# Stitch type overview



# Automatic programme 20

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 before the main line has been defined.

1	
2	
3	
4	





# 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 34

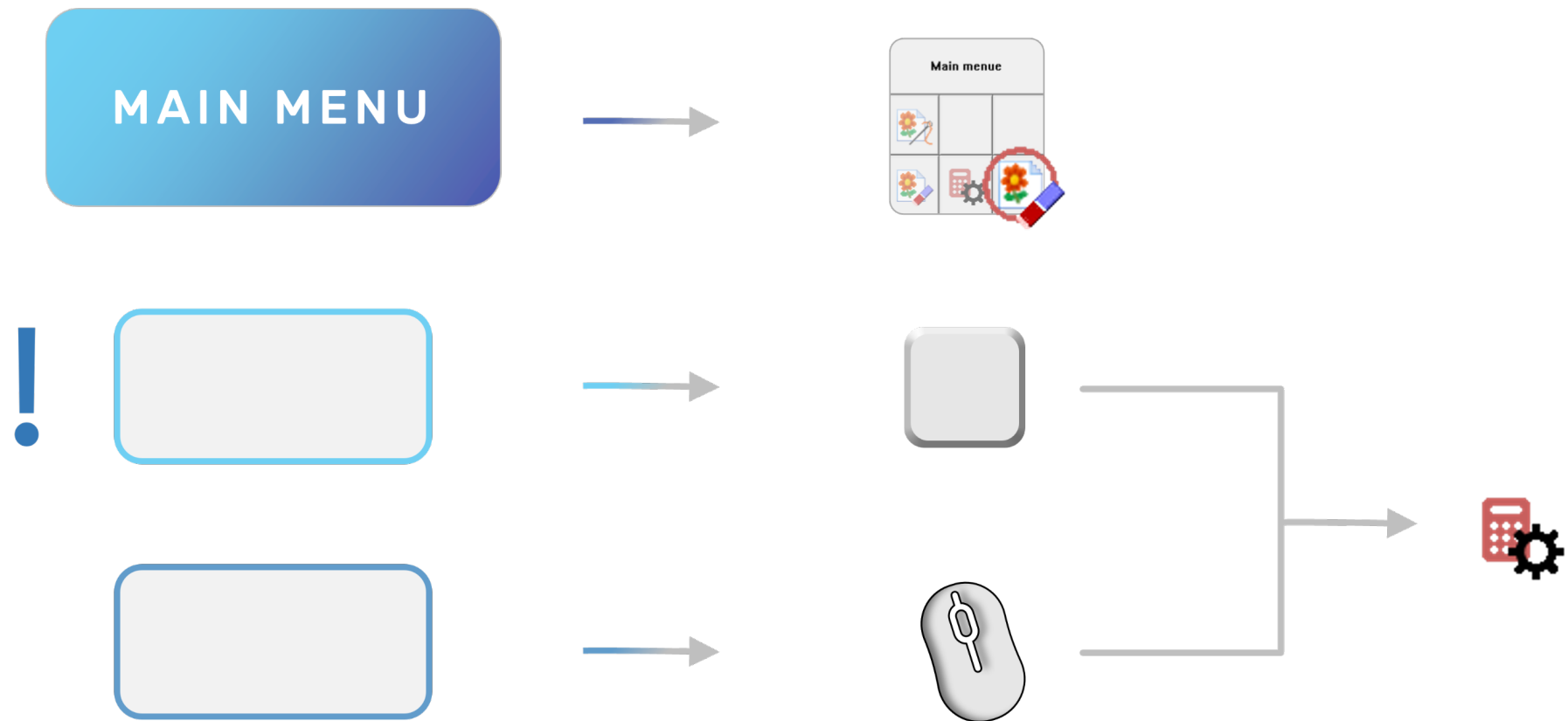
The *True-Type Monogram* offers a selection of fonts that are already digitized and can be used directly. Shape and stitch parameters can be used to adjust the stitch data.

1	
2	
3	

# Parameters

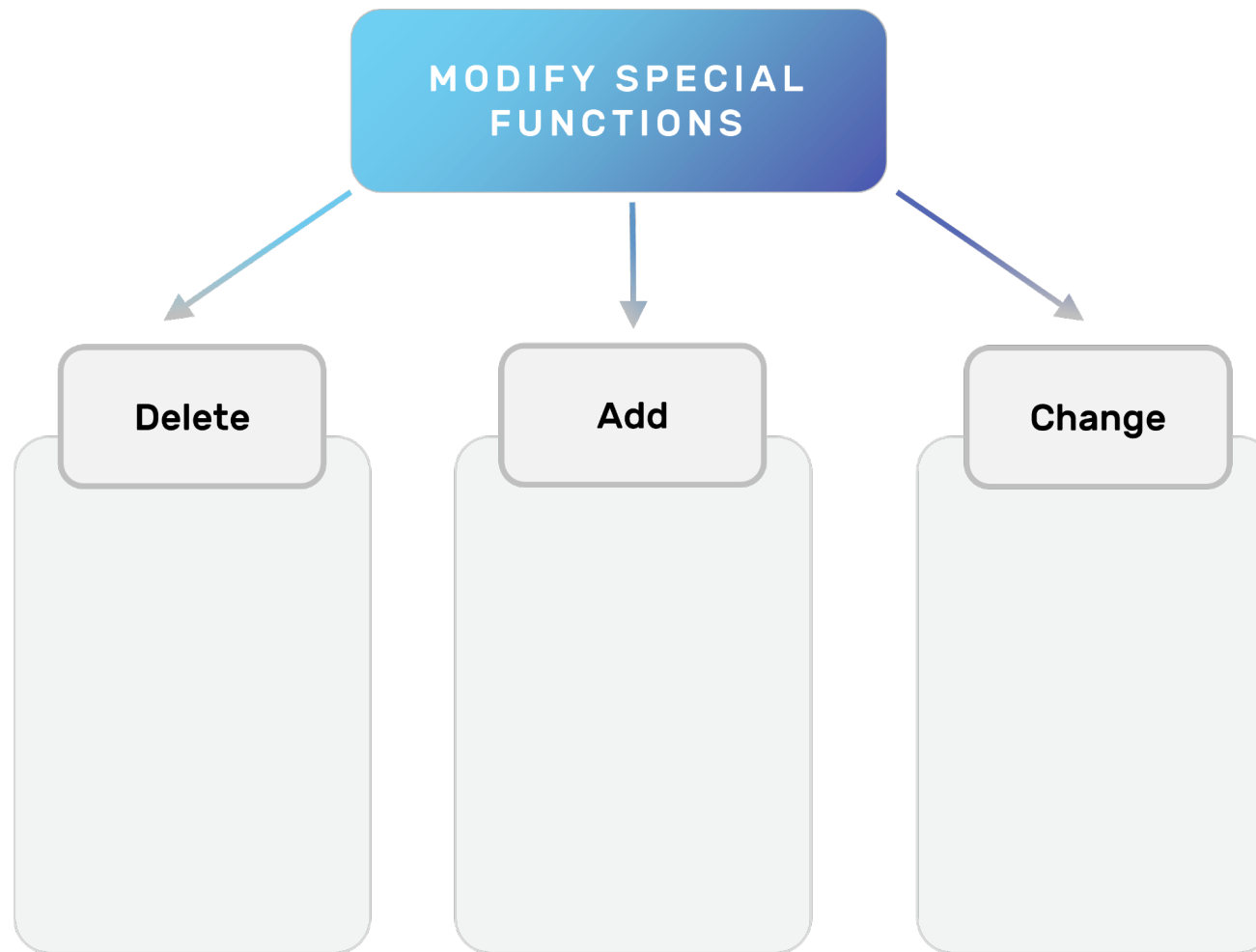
All automatic punch programmes have an individual parameter set.

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

















# Your golden rules

1	
2	
3	
4	
5	



MADE  
IN  
GERMANY

ZSK Stickmaschinen GmbH | Magdeburger Str. 38-40, 47800 Krefeld | [www.zsk.de](http://www.zsk.de)

Ihr Kontakt: [software@zsk.de](mailto:software@zsk.de), Reference: Atelier