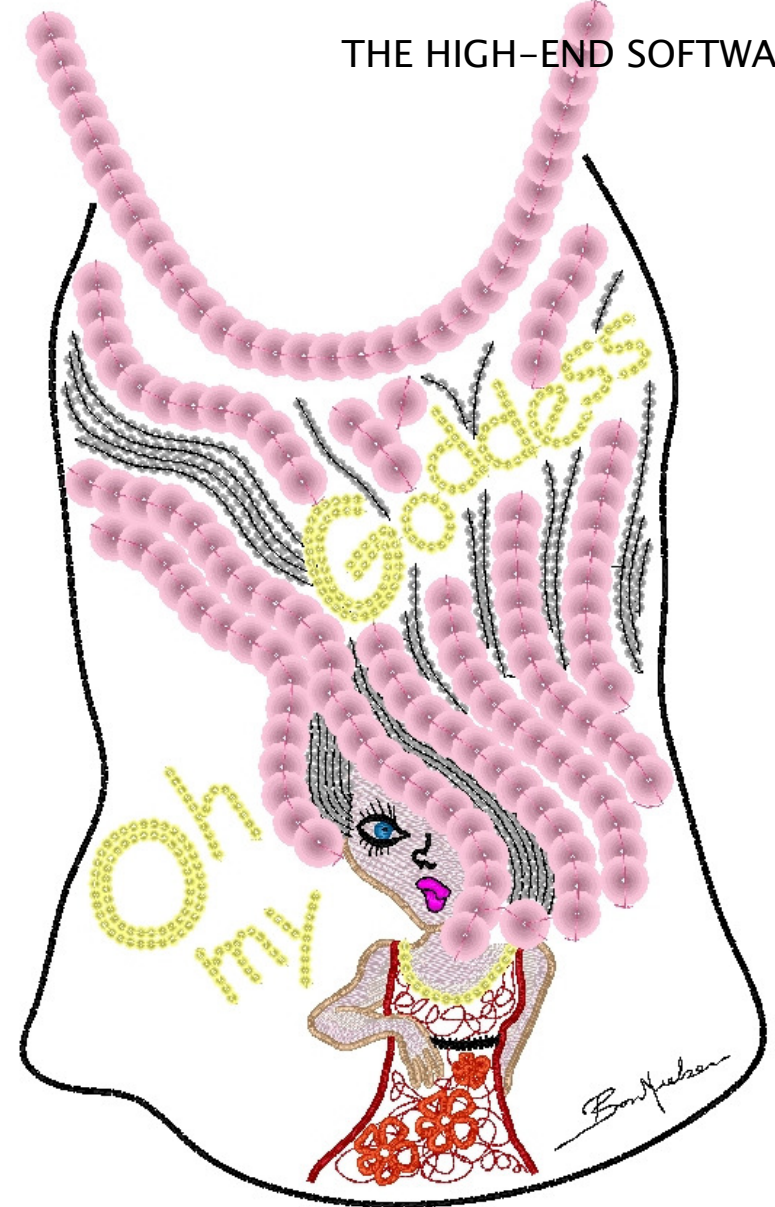


EPCWIN

THE HIGH-END SOFTWARE



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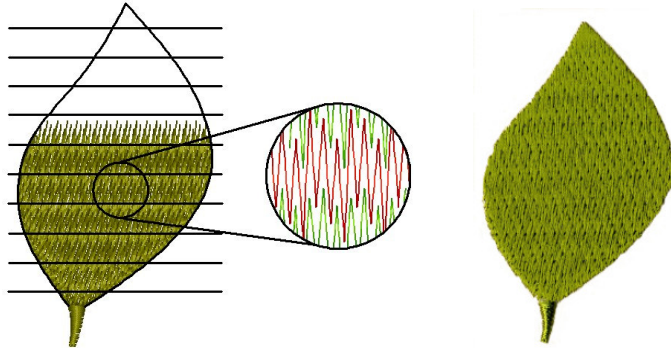
News 4.0

New functions**Punch**

- **Program 14**

- **Interlocked Satin stitch**

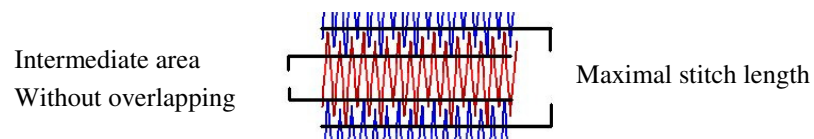
With the help of this new stitch type, you can easily fill areas with an interlocked (Iceberg stitch) satin stitch. Up to now, this was only possible with the punching of complex sequences of manual stitches.



An already defined area is split into many rows and one by one processed. According to an adjustable interlocked sequence the rows will be interlocked. The interlocking method can be influenced by parameters like overlapping and displacement.

The interlocking rows or regions can be generated manually or automatically.

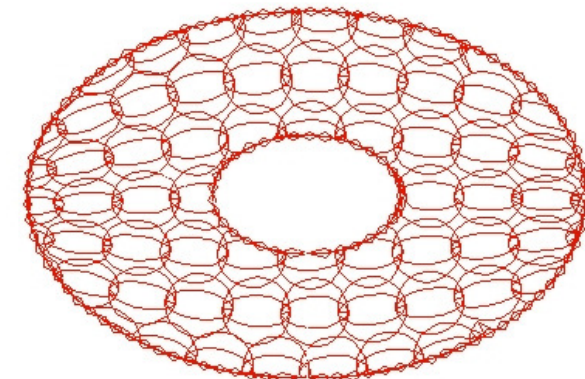
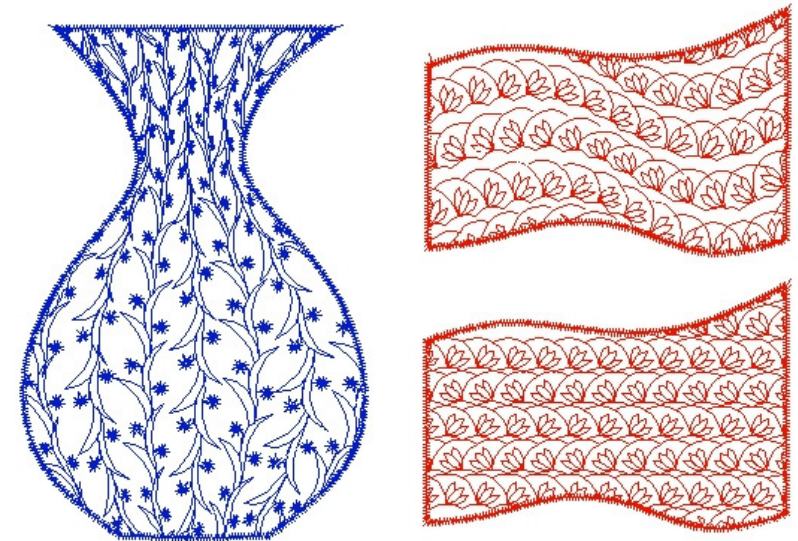
- With the manual input, each interlocking line will be defined manually.
- With the automatic creation of interlocked stitches, you input only one interlock line. With the adjustable parameters *Maximal stitch length* and *intermediate area*, parallel lines will be created automatically to the defined interlock line, so that the complete object area is covered. Each individual line can be manually optimized in the editor. Moreover, the parameters can also be modified. For this you select the interlock line and by [F11] you have access to the dialog of parameters.



- **Macro**

This new stitch type of program 14 replaces program 13. The stitch macro will be selected from the EPCWin block directory. With parameters like block distance, line distance, shift and mirror, you can influence the way of spreading of the macro inside the area.

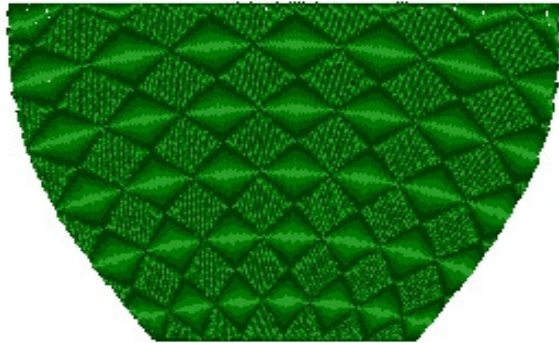
On curved stitch directions, size adaptation of the macro will create a 3D effect. On small locations the blocks are made proportionally smaller and on large they will become bigger.



- **Stencil (Stitch pattern for step stitch fill)**

The already existing stencils from program 10 will be also applied in program 14. In the calculation, the basic rhythm, which divides long stitches, can be activated or deactivated. Thereby will be distinguish between inside and outside of the stencil. This creates e.g. a satin stitch effect inside the stencil and a step fill effect outside of it. (See image). In program 14 there is no distortion function for the stencil. The size of it will always be proportional.

Through a curve stitch direction, you can reach 3- dimensional effects in the stencil fill. (See image)









- **More improvements in program 14**

- The overlapping is now adjustable as an absolute value. According to the adjusted quantity, the stitch rows will be embroidered double, when two areas have a contrary course.
- From rhythm 1 – 8, the result of the stitch rhythm effect can be mirrored.
- The covering stitches can be provided with a “swing“ (light zigzag). The stitches will be moved to left and right of the running line according to the adjusted value.

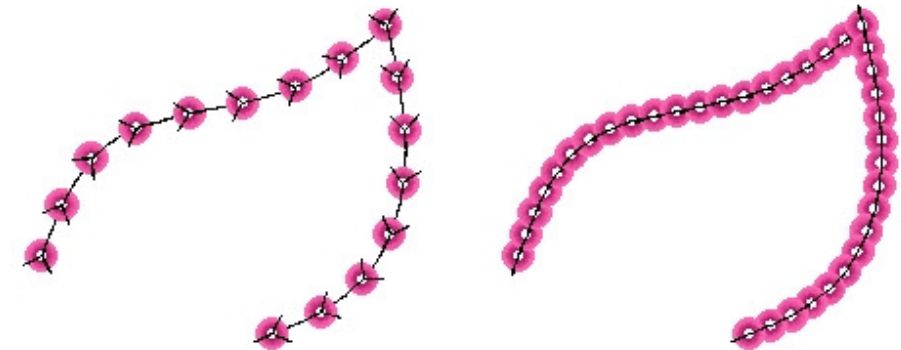
- **Program 35 Automatic Sequins on a contour**

6 different stitch variations are available. Other parameters have further influence on the stitches which fix the sequin. The result is a variety of stitch effects, which can be controlled in the parameter set in the preview. Sequins can be spread overlapped or with a distance between them.

	2-point row		3-point row
	Y-Stitch		I-Stitch
	E-Stitch		V-Stitch

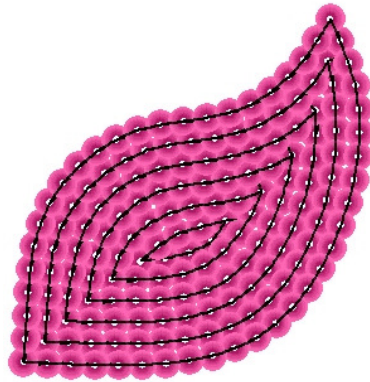
While generating the stitches, the program ensure, that the last stitch before setting the sequin is set in the upper respectively in the back area. (09:00 - 03:00 hs). Consequently a ‘shoot’ of the sequin against the thread will be avoided.

This method demands more stitches, but its necessary to reach a high and trouble-free production.




The end point can be selected freely. If it is settled in the middle of the contour, the contour will be automatically divided and calculated in two segments. Between the segments, pick up running stitches will be performed automatically.

Surfaces with sequins can also be filled fast and individually. Therefore you can draw with the drawing program parallel lines with the desired distance. With Program 35 you just snap those lines and they will be filled automatically with sequins. Advantage: You can optimize and modify each and every line in the editor.



- **Support of the new ZSK Twin Sequin Device**

With the help of this new developed ZSK Twin Sequin, it is possible to embroider for each sequin device two different types of sequin, which will be conducted alternately on top of each other (a and b). To punch designs for the Twin device, you have to adjust this sequin definition in the design head.

With  the setting dialog will be opened. Now you can define separately for the right respectively for the left sequin device for lower tape and for upper tape. Size, colour and sequin shape are adjustable.

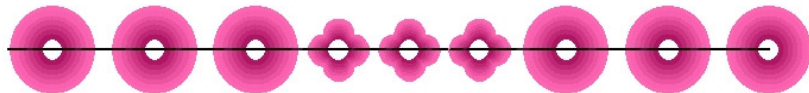
While punching, with special function 50 respectively 51 you activate the sequin device. Each tape can be selected with the following key combinations:

[F9] [1] = Activate tape a (lower)

[F9] [2] = Activate tape b (upper)

[F9] [3] = Activate tape a and b (both sequins will be set at the same time).

Works only with the same sequin size, but with e.g. different shapes.



Note: With EPCWin 4.0, the denomination of the sequin device has been changed. From **1** to **R** (ight) and from **2** to **L**(eft).

- **Support of sequin sizes up to 22mm**

A sequin size until 22mm can be selected.

More improvements in punching

- With [Alt] manual stitches will be set incrementally angled. The stitches will be set e.g. in 90° vertically or horizontally. With [F4] you can adjust the angle, like 15° and 45°.
- With [F4], the length of the manual stitches can be limited. According to the adjusted value and the cursor direction a manual stitch will be set. The limitation will be shown by a small line on the rubberband.

Definition of contour (Spline) in Punching and Drawing

- If you are working with the Arc Mode [4] [4] and a point of the arc has been set, with [Strg] a semicircle will be shown. Depending on the position of the cursor the semicircle will be open on the upper or the lower side.

Editor

- After changing parameters in the parameter set, the object will be automatically calculated without pressing [Return] . This option is adjustable under *Default Setting/Editor*.

Block

- The block tools [F4] has been revised.

-  **Alignment**


With this new function any design part can be aligned left,- right or centred related to a preassigned block (Master block). The block can also be adjusted into the same height, width and size of the master block.



Likewise an alignment line (horizontal or vertical) can be defined, on which blocks can be aligned.

These alignment lines can be activated/deactivated under the View function [F2] .

- **Block tools**

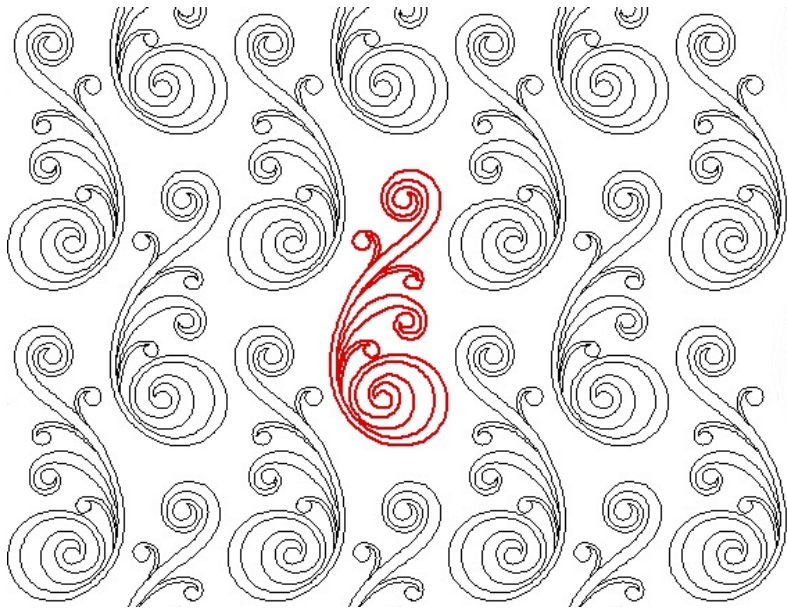
-  **Automatic repeat in the X and Y axis**

This new function allows to repeat drawn and punched design parts with a repeat rule. There are vertical-horizontal- and circle repeat rules. The horizontal and vertical rules can be combined.

An assistant helps while adjusting the parameters. Therefore e.g. a design part can be repeated n-times oriented to an adjusted total height. The distance between each part will be calculated automatically. At the same time an alternate mirror of each part or of the whole design can be adjusted.

Using the graphical creation of the repeat rule, the parameters will be automatically generated while moving and distorting the repeat-block. The repeat of drawing lines is virtual; it can't be selected. When a drawing line of the main repeat is edited, the repeat lines automatically change at the same time. Thus a repeat connection in all four directions is easily to control and to optimize.

If punching data's are in the block, they will be copied according to the repeat rule.




- **Blocktools**

-  **Marking**

Apart from the marking of the centre of the block, the block dimension can be marked with corners and /or edges. Size and colour of the marker lines can be adjusted.

-  **Load block in new design**

With this function a new design will be directly opened into which the selected block will be automatically copied.

-  **Punched stitches and contours will be converted into drawing lines.**

Drawing

Program 42

Program 42 serves now to select and activate repeat rules which were assigned before in block tools. New drawing lines are drawn with the activated repeat rule. The former functionality of program 42 will be simulated with a repeat rule. If there is no repeat rule defined in the design, this special norm will be defined automatically at the first call of program 42. Respectively left and right a repeat of the head distance or Shuttle repeat will be shown.

Design Administration

- **Print and Statistics – New program option**



This new program option offers considerably more possibilities to print designs as the former standard print program.

The main new functions are:

- Needle sequence in embroidery order – a design part between each needle change, in its colour and chronological order, will be printed out as pictograms (see picture on next page)
- Print of colour catalogue – up to 16 different colour settings of one design can be printed on an A4 size page
- Print of directory catalogue – up to 16 different designs can be printed on an A4 size page

- Specific filter functions for:
 - Histogram of special functions (chronological order of special functions)
 - Statistical summary for e.g. consumption of thread

ZSK EPCwin
Number: 1141.01 Design name: Roses Customer: Page 1/1

starting point: ----- ending point: ----- Factor: 0.59

Date	: 24. 2.2009	Time	: 9:55	Prize	: 0.00 EUR
Size	: 102.6 / 102.4 mm	Startneedle	: 1	Trimming	: yes
starting point	: 51.3 / 51.2 mm	Needles per lev	: 4	Boring	: no
ending point	: 45.1 / 74.4 mm	No. of Stops	: 0	Sequins	: no
		max. Stitch	: 12.4 mm	Stitches	: 5823

Design head

- The start – and end point can be independently of each other adjusted in the design head. Until now the function “start at centre” has been used. Therewith, the start point was always in the centre of the design. The endpoint was always controlled with the special functions: 60,61 and 62.
The new functions summarize both. In a dialog, the start point can be placed e.g. at a right lower and the end point at a right upper position. When saving the design, a jump stitch will be inserted at the beginning and the end of the design. An additional offset movement can be added to the start- and endpoint.

Display

- Under View [F2] the dialog for the repeat representation [*] has been revised. Now we distinguish between the representation of only one repeat and a full repeat. The repeat can be shown in original colour or the repeat colour. Other adjustments are:
 - Separate activation of the left and right representation
 - Number of heads in full repeat respectively number of needles for Shuttle embroidery
 - For complex designs with head selection, there is a special representation, in which the stitches of every head will be shown in a different colour. With the help of a repeat grid or help lines, you can control during the creation of the design, if the head is exceeding its allowed working area. Please note, that the “real” side movement of the frame is shown in the design head. When calculating , repeat jumps will be accordingly considered.

In general

- **Support of the wheel of the mouse**
Zoom function with [Ctrl] + <Wheel>. Rolling the wheel to the back, means [Page up] and to the front [Page down].
In the Editor [F6] the rolling of the wheel causes a run through the stitch list. Rolling to the front means a line down at the stitch list and to the back a stitch up at the list.
- With [Ctrl] + [Tab] you can exchange between multipresent designs.

More improvements**Punch**

- In Shuttle embroidery you can always set sequins, even when in the meantime the editor has been used.

Contour

- When snapping a closed contour and thereby the startpoint is moved, the transitions between curve and straight will be correctly calculated.
- **Program 12 – Cross Stitch**
 - Until now, the start point of the grid was always at the last stitch, respectively, when cross stitch objects have been done, the start point could be taken over from that last cross stitch object. The program has been changed to the effect, that the cross stitch grid lies at the start point of the measure line, when the cross size or position has been defined by 2 points.
- **Program 31 – Chain up blocks**
 - If there are objects of program 14 in program 31, they will be now correctly chained up.

Block (Operating speed)

- In connection with block operations, the working procedure has been considerably accelerated, especially when building and processing blocks in punching. There is no calculation when saving or loading a block. Certainly it will be, when changing size or rotating it.

Representation

- The representation of designs in the True View I/II has been revised. The procedure will be executed without any interruption. Furthermore, the sequins are shown more vividly in the True View. The order of embroidering stitches is considered, in which stitches laying under the sequins are not shown.

Fonteditor

- New fonts could be created until now only based on TrueType fonts. Those fonts are converted automatically and need to be adjusted only at few points. Now the additional possibility to create Fonts from scratch is given. This can be based on a scanned image of a font. The created fonts are used identically to the fonts created from TrueType, so the fonts are scalable and can be used with shortest point connection.
With this it is now possible to create fonts where no TrueType pattern exists. The base line and the upper line are now movable for the complete font to make an overall size correction. The new red buttons are used to distort the letters at one side only. So the adaptation to embroidery specific needs is simplified.
With the new version it is quite simple to copy and paste single contours from one letter to the other to make it simple to extend letters maybe from A to Ä. The selection of the character to edit using the ASCII table is simplified.

- **New software protection with WIBU CodeMeter (CM)**

EPCwin 4.0 is protected against illegal use with a new protection system, the CodeMeter from WibuSystems. As the dongle before, the CM Stick is plugged to the USB-Connector of the computer. The necessary software drivers have to be installed in case of an update. Choose point 4 during the installation. When updating to EPCwin 4.0, the existing dongle **must be** replaced by a CodeMeter.

**Note**

Updating from Version 1.x/2.x/3.x to Version 4.0. is subject to a charge. You need new passwords for Version 4.0; these are available from atelier@zsk.de.

DEMO days installed with Version 1.x/2.x/3x are retained and do not expire.