

Getting Started!

Purpose of these tutorials

These tutorials originally came about to help people learn to use the program of Patternmaker Home Studio v6. In re-writing them, I've hopefully made adjustments not just to cover v7, but to cover the LaunchPad edition and the Deluxe Editor as well. Eventually the Grading Studio will have its own addendum. Any mistakes are mine. What these tutorials don't cover is the actual computer installation of the program on your computer, Basic Windows concepts, like opening and saving files; for help with these things refer to a computer Savvy friend, look in the help files or sign-up for PMUG at www.yahogroups.com (where there is always someone ready to answer any question!). It also doesn't cover any fitting or pattern drafting. For help here, there are many different resources, including our own Jennifer Smith's fantastic CD on **Drafting a Bodice** available for purchase at her website www.jksmithdesigns.com and the same PMUG as above.

When they were originally written, they were in an order to teach a computer program and were not sewing related. I know this seems strange for a Pattern drafting program, but often the next sewing or pattern drafting step was 5 or 6 computer steps away. With the re-write, I've tried to make them more sewing related, but there are some lessons that remain in their original format. Please don't ignore them simply because they don't pertain to what you are doing at the moment. The lessons build one upon the next and you might miss important concepts by skipping them. Ok, enough of that!

Let's GO!

Are we ready???? Then let's get to it! Welcome to Patternmaker Version. 7! Most likely you have either the Home Studio demo or the Deluxe Editor Demo. Most things are very close, but ask if something isn't like you see it. I've always said this program has a "bicycle" curve because like riding a bike, once you get the hang of it, you'll never understand how you didn't know it! We are going to start VERY basic and move on from there. And since these are basic lessons, all lessons will be done with both the GRID and VERTICES ON! It is a good idea to do this while you are learning the program. When you get better, you can turn them off to reduce clutter. I will not be going into normal windows concepts, so if something is there that you don't know-ask! In this part of the

tutorial, I will abbreviate and use **CLICK** for **Left Click (LC)** or **Left Mouse Button (LMB)**. Farther into the tutorial, I will be specifying Left Click and Right Click and I will tell you when that starts!

First you will need to install the program. New with this version is that it installs into the C drive ONLY! So, if you are running short of space there, you may need to move some files and free up some space to install it. You can also specify whether it installs just to the administrator or to all users. (another windows term).

Once you've got it installed, open your Patternmaker! The first screen you will see is a pop-up Guide. This allows a variety of options. If this is your first time with PM, you can Read the Getting Started help topic. If you are new to version 7, you can look at What's New. If you are still feeling your way around, go on ahead and check the "Display Tip of the Day" box, and each time you start PM, you will get a different tip to help you utilize the program.

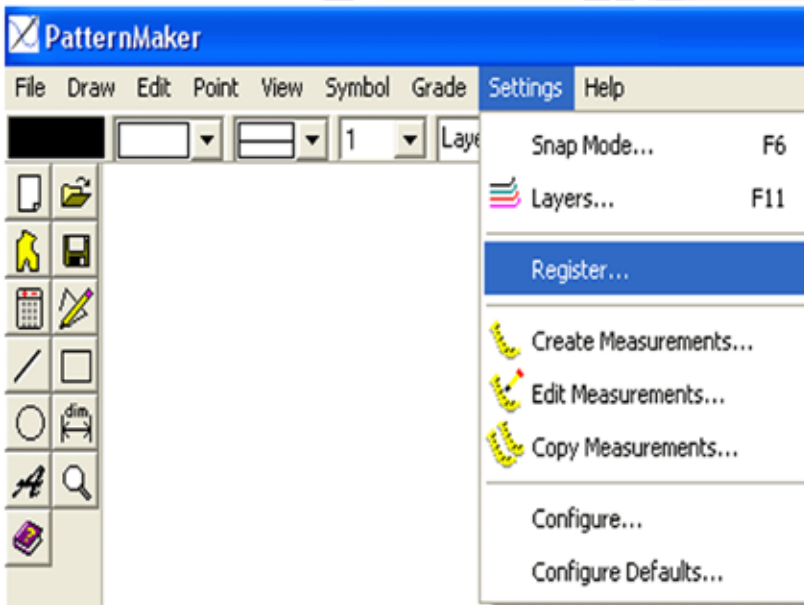
But if you are an old hand at this, you can open a pre-designed garment (aka macro), open a saved pattern, or start with a blank drawing area. And, to save time you can set the Guide to do your request each time you start by simply checking the Default on Start Box.

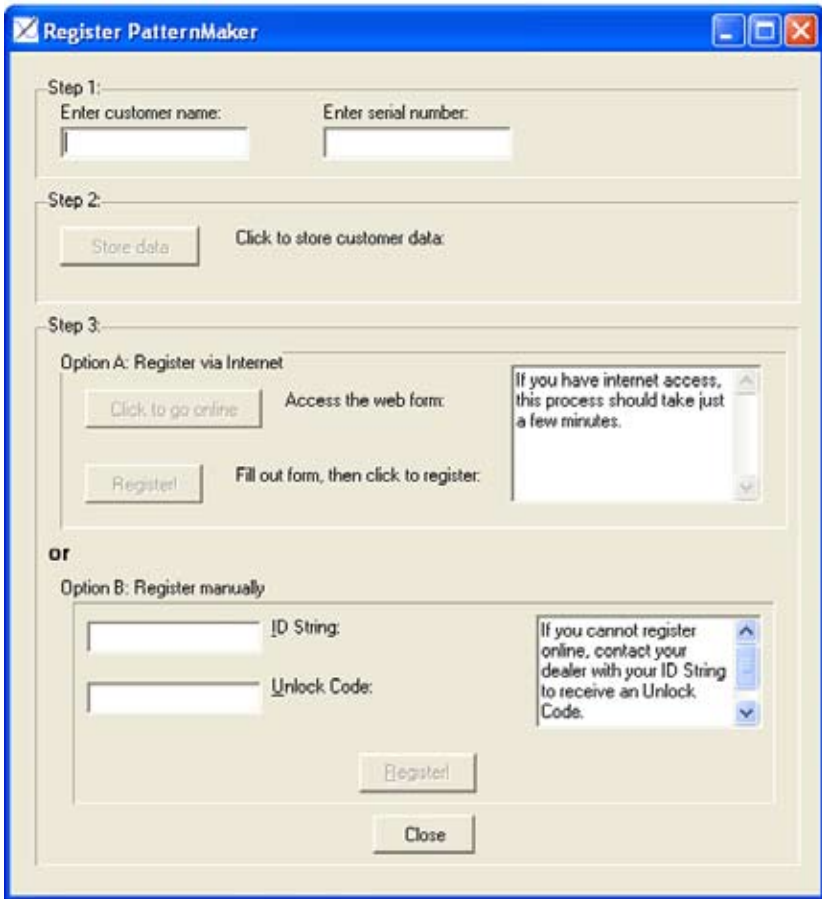
Registration

Start with a blank drawing area and let's get the program registered. Without the Registration, the program will function as "Basic Viewer" or LaunchPad Edition. You can run the free Macros, and any Macros that you have purchased and print out the patterns you make. But you won't be able to edit them and you won't be able to save your measurements. If you have just downloaded the program, you may not have the serial number yet. It's ok, you can still look around, but to get the most out of this tutorial, you need to register for the Home Version of Patternmaker. To obtain one, you need to e-mail pmaker@eskimo.com for a serial number. If you don't have an internet connection, don't worry-you can still register. Once registered, this will allow you a trial version of the program

that will last for 30 uses-not days!

We need to navigate to **Settings>Register** on the Windows Command Bar. Any Patternmaker program commands in these lessons will be in **BOLD** and > will denote the next menu.





Click **Register** and it will bring you to the Registration screen. The first step is to enter your name in the proper box under **Step 1**. Then **Enter serial Number**. It is always a good idea to Cut and Paste any important numbers directly from the e-mail as the numbers are Case sensitive. Once you've entered both, **Step 2** becomes active. Click **Store data**. If you have an internet connection, **Click to go online** to access the web form. Then fill in the form and once complete, click **Register**.

.. If you don't have an Internet connection, you need to go

down to Option B and give your ID String to you dealer (or email pmaker@eskimo.com) They will give you the unlock code. Again remember that it is case sensitive.

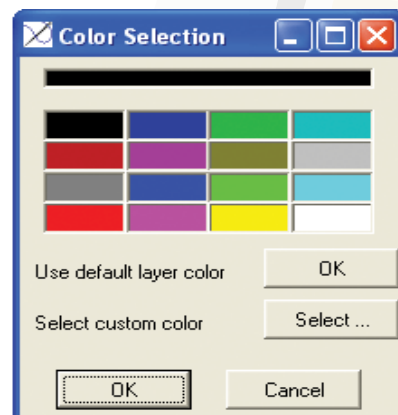
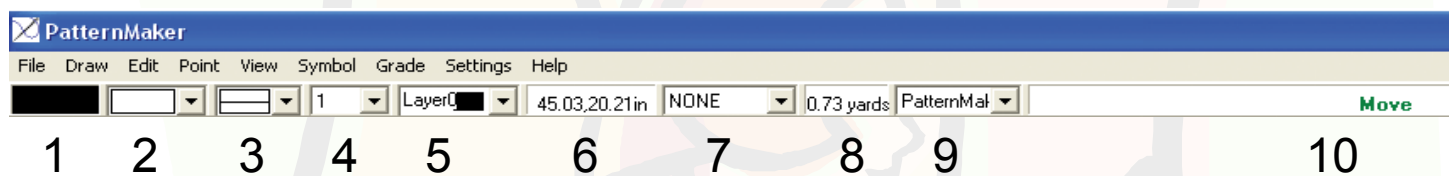
As I said above, you need to register to unlock most of the features, but there is no reason you can't start right out if you don't have the information to register yet.

The Drawing Area

So, let's go! Let's get back to that blank drawing area and look at it. But instead of looking at the whole, let's do it piece by piece. We'll start at the top and work our way down.

The very top line displays the Program, Patternmaker and the name of the file. Moving down, we have the Windows command Bar. The commands for the Home version of PM are **File, Draw, Edit, Point, View, Symbol, Grade, Settings** and **Help**. We'll basically be working our way through these as we go.

So let's move on down. The next tool bar is the **Status bar**. You have drop down menus!



The Status Bar

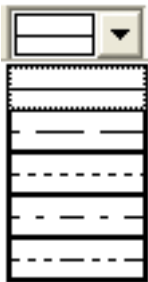
The first is your line color box (#1). This will determine the color you are drawing in. One great thing about this program is the number of colors that we can use. I've shown the drop down menu here. Version 7 features up to 48! It is really easy to make your stitching line in one color and use another for cutting lines. Or if you are doing multiple sizes, use multiple colors! No more chasing this type of dot or that

one, though I'll get to that later for those who would prefer it. If you click on the box, you open a second box which allows you any one of 8 colors at a single click. To use other colors, click on the **Custom Color** tab. For the moment make sure it is black.



#2 is your fill pattern-we'll start out with it in white, but this is where you change things if you are diagramming a cutting layout and want to show a reversed pattern piece. Look at all the fills you can choose from.

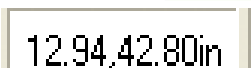
#3 is line type-for those of you who would rather follow the dotted line, this is where you set



solid or about 5 different dotted lines. Try the drop down menu yourself.

#4 is shows the line width. For those of us getting older, don't strain your eyes trying to see them, simply increase the line width! Especially in printing, Windows printer drivers specify lines printed at 2 dots. If you are using a very fine printing setting this is almost impossible to see! Up your line width and they will print at better. I don't do this until the last step though because it can make editing a bit more difficult. (We'll cover that in the editing section).

#5 is the layer number. Patternmaker allows you to put different things on different layers and turn them on and off. If you are working on a pattern and want to compare sizes, or not disturb finished pieces-do it with layers.



This box is important! #6 is the cursor location. Move your mouse over the grid and you will see the numbers change radically. It shows the location of what is under your cursor and the units of measure you are using. In my example, my cursor was located at 12.94 INCHES to the right of and 42.80 inches above the 0,0 point. (My PM is configured in inches, no fractions) Everything in this program is plotted on X and Y coordinates. OK, dig back into your memory to grade school math. Remember plotting graphs in school? X is the horizontal axis and Y is the vertical Direction. And either number can be positive or negative, there were 4 quadrants-same here and every point you put in is assigned a specific identity on the graph. If you don't remember this, don't worry! I go into it in more detail in the next lesson.

#7 is your SNAP-To mode, more about that later. This is a tool that I will explain as we go along. It won't be handled in its entirety in any one lesson.

#8 is your yardage indicator. The Deluxe Editor, Home and Grading Versions give you a good indication of how much yardage you will need for any project. If you need EXACT calculations, contact Patternmaker to inquire about the Marker Version. This version is basically for Clothing Manufacturers. If you would like to see how PM calculates this, simply turn on the **Yardage Grid** from

the **View Menu**. Your pattern will then be outlined by a red rectangle which represents your yardage. I'll cover more about this when we talk about #8 is your yardage indicator. The Deluxe Editor, Home and Grading Versions give you a good indication of how much yardage you will need for any project. If you need EXACT calculations, contact Patternmaker to inquire about the Marker Version. This version is basically for Clothing Manufacturers. If you would like to see how PM calculates this, simply turn on the **Yardage Grid** from the **View Menu**. Your pattern will then be outlined by a red rectangle which represents your yardage. I'll cover more about this when we talk about Configuration.

#9 is the font you are using for your text. It is sized as a percentage of the unit you are using.



#10 is another box that is VERY IMPORTANT in Patternmaker. It is your

STATUS BAR and it will tell you what you are doing and where in the process you are. When you activate a command, the command shows up in green in the Status box. When you have completed the task, the green word changes to purple and you are ready to do something else. You always want it to be PURPLE, before you go to the next task. If everything you want to do is grayed out, check this field. Chances are you are in the middle of something. PM also holds the last task in memory. So, if you want to copy several objects in a row, your last command is still ready to be executed at a mouse click. You don't have to re-click on the command each time. You really need to pay attention to this if the last thing you did was ERASE! If not you can end up erasing all kinds of things that you didn't want. If PM is not doing what you think it should be, again-check this box!

The Icon Bars



Now let's move on to the icons! These icons are for the Home Version and appear on the left hand side of your screen. The icons that appear will change as you start working depending on the commands you use. Several of them are self explanatory.

1. New or Fresh Pattern
2. Open Saved Pattern
3. Open a Macro
4. Save Pattern to Disc. Note this is a direct save and WILL overwrite the old file!
5. Print
6. Calculator
7. Draw Polygon
8. Draw Line
9. Draw Square
10. Draw Circle
11. Draw Dimension Line
12. Draw Text
13. Move
14. Copy
15. Mirror
16. Reflect
17. Rotate
18. Erase
19. Scale
20. Resize
21. Draw Offset
22. Group
23. Zoom In or Out-you can use this tool, but most of the PM 6 users have gotten used to using the F1 and F2 shortcuts. A wonderful new addition to V7 is that you can put your mouse cursor on the BLUE COMMAND BAR and use your mouse wheel to zoom in and out!
24. Undo
25. Help

I'll explain how they work in

future lessons! For now we are going to go on.



Enter a point <ESC> to cancel: 0,0
Second point <ESC> to cancel: 10,10

Command Bar

The last part of the screen that we need to look at is the large blue bar at the bottom of the screen. This is one of the best parts of

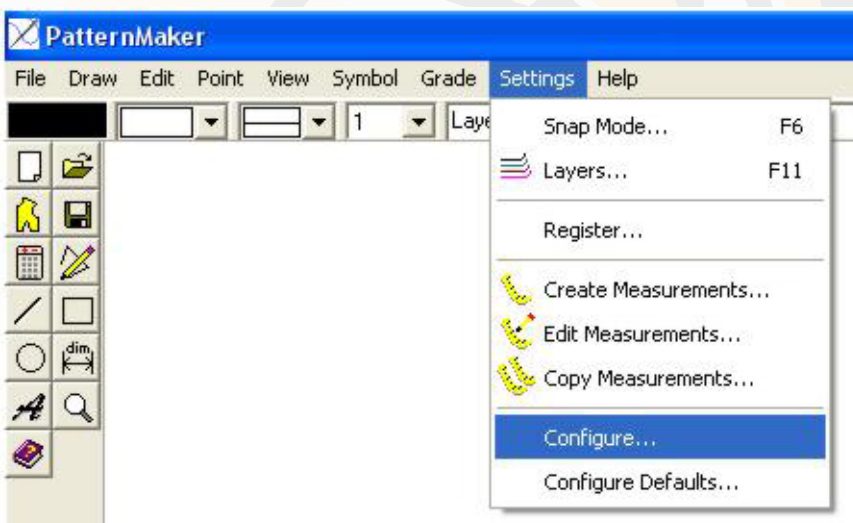
this program, yet it is constantly overlooked! It tells you what to do NEXT! To get to this point, I clicked on Icon #5-Draw Rectangle. When I looked at the Blue Bar, it asked me to **Enter a point, <ESC> to cancel.** I input the point **0,0** . (Remember, we use coordinates). Then it asked me for **Second point, <ESC> to cancel:** and I input **10,10** . The program will then execute the command. When in doubt of what to do, just look at the **Command Bar**.

I've already mentioned the new zoom in and out, but there is another great new feature in Version 7. If you don't like the Command Bar at the bottom of the screen, you move it to the top of the screen! Simply click on the Command Bar and while holding the Right Mouse Button (RMB) down, drag it to the top. It will lock in place.

We'll go over these in more detail in future lessons! For now we are going to go on.

Configuration

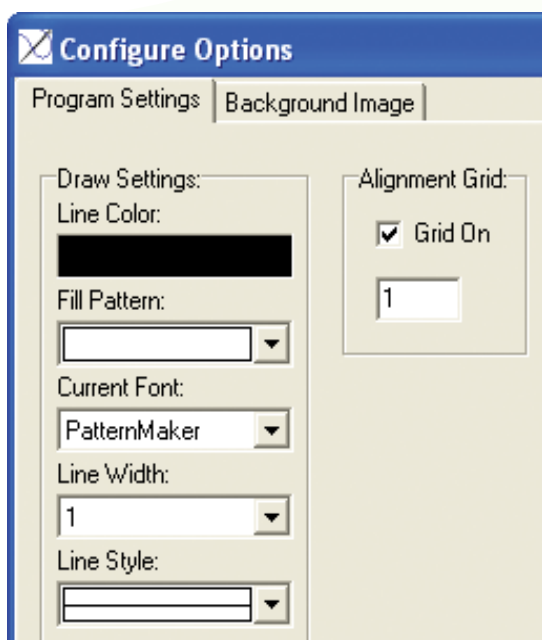
The last thing to be covered in this lesson is the Configuration Screen. To get here, Navigate to **Settings>Configure**. This



will bring up your configuration screen. This screen controls all the program defaults.

In this lesson we will only be covering the **Program Settings** Tab. The **Background Image** Tab

is available in the Home Version and up. It will be covered in a separate lesson. So let's look at the screen. In the first column, under **Draw Settings**, it has everything we've already

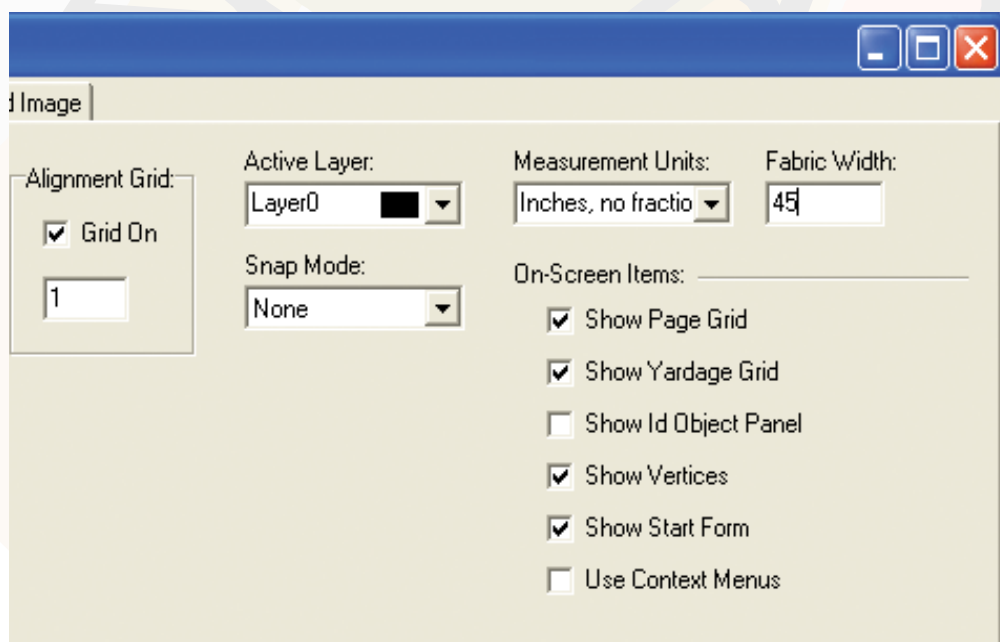


looked at. My **Line Color** is set to Black; my **Fill Pattern** to white. My **Current Font** is PatternMaker my **Line Width** is 1 and my **Line Style** is solid.

Look at the next column. It says **Alignment Grid**. Mine is ON and set to 1 unit. The Alignment Grid is a real help when drafting patterns. Remember in the first paragraph when I said you would do most of your work with the Grid on? This is what I was talking about. It fills your drawing screen with dots, and the spacing between the dots is specified by you here. To see the Alignment Grid on PM, either hit F4 or **View>Alignment**

Grid. I'm going to briefly skip the next column and move on to **Measurement Units**. Mine is set to **Inches, no fractions**. So that means my Alignment Grid spacing is 1". If I had set it to **Centimeters**, my grid spacing would be 1 cm. (Note that viewing the Alignment Grid depends on whether it is turned on and your degree of zoom. If you can't see it, you may be too close or too far back). I like **Inches, no fractions** because that is the way PM 6 worked.

Now, I'm skipping back to **Active Layer** and **Snap Mode**. Both of these are more advanced



features that I will cover in more detail later. The **Fabric Width** for you Yardage Calculation is covered here. If you aren't using 45" wide (91.44 cm) fabric, change it here. The only On Screen Items that you need

Pg Up Pg Down Home End ←↑→↓	PatternMaker Zoom Out Zoom In Zoom to Mouse Zoom All Pan	Snap Off F1	Zoom Out
		Snap to Grid F2	Zoom In
		Snap to End Point F3	Zoom to Cursor
		Snap to Nearest F4	Grid On/Off
		CTRL	
		Snap to Ortho F5	Points On/Off
		Snap to Midpoint F6	Select Snap
		Snap to Intersect F7	Arrows
		Snap to Offset F8	Abs Mouse On/Off
		CTRL	
		Snap to Meas. Dist F9	Pan to Mouse
		F10	

to worry about right now are: **Show Page Grid, Show Yardage Grid, and Show Vertices.** The Page Grid is controlled by your printer settings and will show you where on the page your pattern will print. We've already discussed the Yardage Grid. Show Vertices is a very important tool for beginners. Each pattern in PM is made up of **Points, or Vertices.** Some are Round and some are Corners. With the Vertices Shown, you will be able to see where these points are and what type they are. **Show ID Object Panel** is a more advanced feature. **Show Start Up Menu** governs showing the first Pop-Up Menu we discussed. If you are new to PM, go ahead and check **Show Context Menu.** This toggles on and off a sub-menu every time you right click. Once you get the hang of the program you can turn it off.

Again, the Configuration Screen governs DEFAULTS. You can get all of these items within the program just by a click or two, but if you want them ALWAYS on or off, do it here!

The last item included in this lesson is a copy of the keyboard shortcuts template that I received with my original Patternmaker software (I think it was version 3). I won't explain everything on it here but we'll eventually get to most. They all still work. The next lesson will cover "Making a Pattern from a Pre-Designed Program" and then "Printing".

Review and Troubleshooting

In this lesson, you should have gotten Patternmaker registered, so you are able to access the features of the demo you requested. Not all features are available in all models. You should have at least an acquaintance with the basic layout of the program.

If you weren't able to register or after registering, you don't feel you have all the icons or commands you should contact Customer support at:

E-mail: pmaker@eskimo.com

Phone (707) 816-6083 | Fax: (866) 805-6201

Mail: PatternMaker Software | 2643 Seminole Circle| Fairfield, CA 94534