



## Wilcom EmbroideryStudio e3.0Z R2 Update

### Release Notes

09 June 2016

This file contains notes on the Wilcom EmbroideryStudio e3.0Z R2 software update. This update is intended for installation with any released version (already installed) of Wilcom EmbroideryStudio e3.0. It contains all improvements and fixes contained in other interim updates, including e3.0H through e3.0Z.

**Note:** Administrative privileges are required to install the software update. If you are installing to a corporate network, an administrator password may be required during update installation.

## Contents

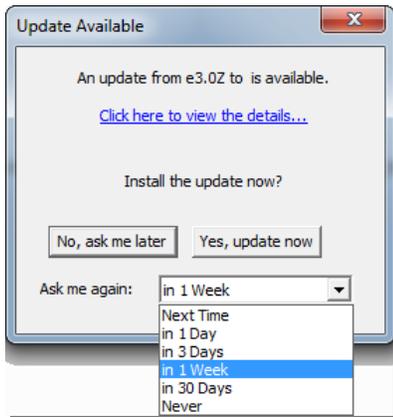
Improved features in ES e3.0Z R2 .....	1
Improved features in ES e3.0Y R4.....	4
New & improved features in ES e3.0Y .....	6
Key features at a glance .....	6
Sequinning .....	7
Productivity / usability .....	13
Stitch improvements .....	18
File handling.....	20
Languages .....	21
System security.....	22
Miscellaneous .....	22
New & improved features in ES e3.0V .....	24
Language support.....	24
Lettering Kiosk improvements .....	24
TrueType font conversion .....	25
Stitch quality improvements.....	29
Bling improvements .....	29
Input/output improvements .....	30
System improvements .....	30
Other improvements .....	32
New & improved features in ES e3.0R.....	35
Lettering kiosk.....	35
Motif run improvements .....	35
Language-related improvements.....	37
Miscellaneous improvements .....	37
New & improved features in ES e3.0Q .....	38
System improvements .....	38
Lettering improvements .....	38
Digitizing improvements.....	40
Sequin improvements .....	41
Output improvements .....	42
Object properties .....	44
Korean language support .....	45
New & improved features in ES e3.0K.....	47
Runtime analyst feature.....	47
Outputting design information.....	50
Interface & usability improvements.....	53
Thread & fabric improvements.....	55
Lettering improvements .....	57
Stitching & color improvements .....	58
File handling improvements.....	59
New & improved features in ES e3.0H.....	61
Updated Connection Manager.....	61
Other improvements .....	64
Solving problems.....	66
Copyright .....	66
Contact .....	67

## Improved features in ES e3.0Z R2

The ESe3.0Z R2 software update corrects a number of problems, already existing or introduced with previous updates.

### Improved mechanism for ES Auto Update

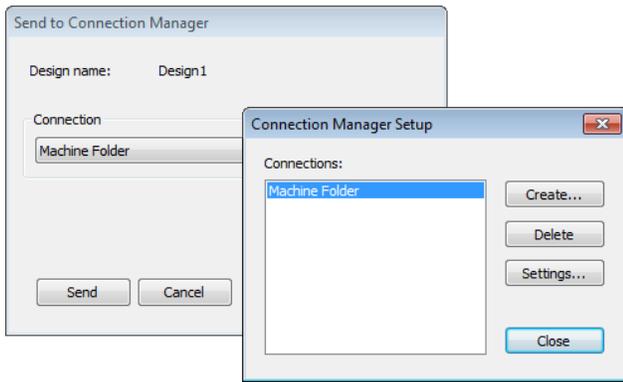
ES Auto Update default behaviour and terminology have been improved for easier use. You now have the option of installing immediately or postponing till later.



Note that the new mechanism will not take effect until updates following ES e3.0Z R2.

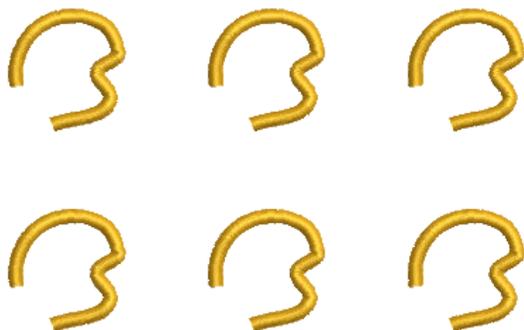
### Connection Manager issues

With the previous update, software crashes were reported when using Connection Manager with DFS and watch folders. This problem has been rectified with the latest update.



### Freehand Drawing screen display

After ESe3 Update 5, it was reported that Freehand Drawing was not displaying properly onscreen. This problem was exacerbated when using Freehand with Repeats activated. This problem has been rectified with the latest update.



### Support for non-DOS embroidery disks

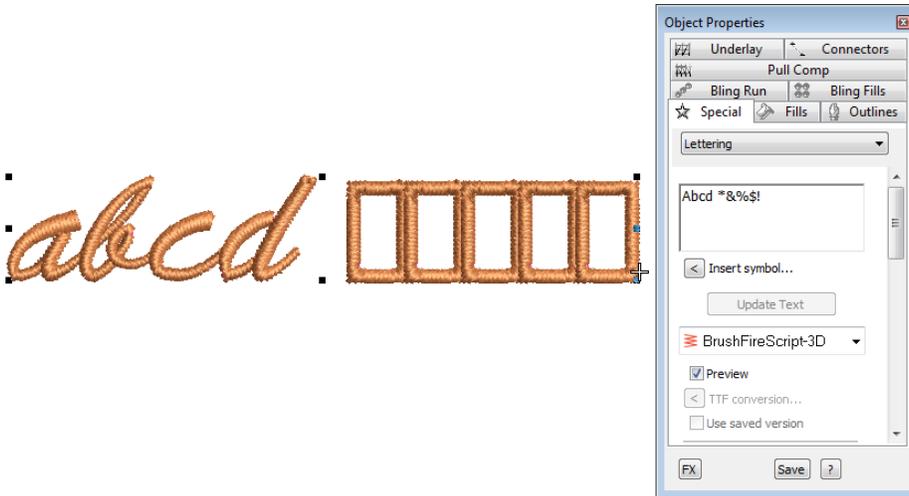
Support for non-DOS embroidery disks was removed in an earlier version of the software. For users still using non-DOS floppy disks, limited support has been returned. Supported disks are summarized below:

Format	Density	Non-DOS	Read	Write
Barudan 2HD	DS/HD		●	●
Barudan FDR	DS/DD	●	●	●
Barudan FMC	DS/DD	●	●	●
Barudan S-FMC	DS/HD		●	●
DOS	DS/HD		●	●
Happy	DS/HD		●	●
Tajima	DS/HD		●	●
Toyota	DS/HD		●	●
ZSK	DS/DD	●	●	●
ZSK TC	DS/HD		●	●

**Note:** As before, however, non-DOS disks will only work on Windows 32 bit operating systems. 64-bit versions of Windows OS do not support non-DOS disks. Nor do modern PCs.

### Removal of missing text characters

Sometimes you may want to try out a few different alphabets before choosing the preferred one. Problems have been reported with disappearing text characters which are removed from the text input field if the selected alphabet does not support those characters. With the latest update, the input field text preserves all characters regardless of whether the selected alphabet supports them. Missing characters are displayed as boxes.



### Language support

With the latest update, a number of user interface problems affecting non-English languages have been rectified. Improvements affect:

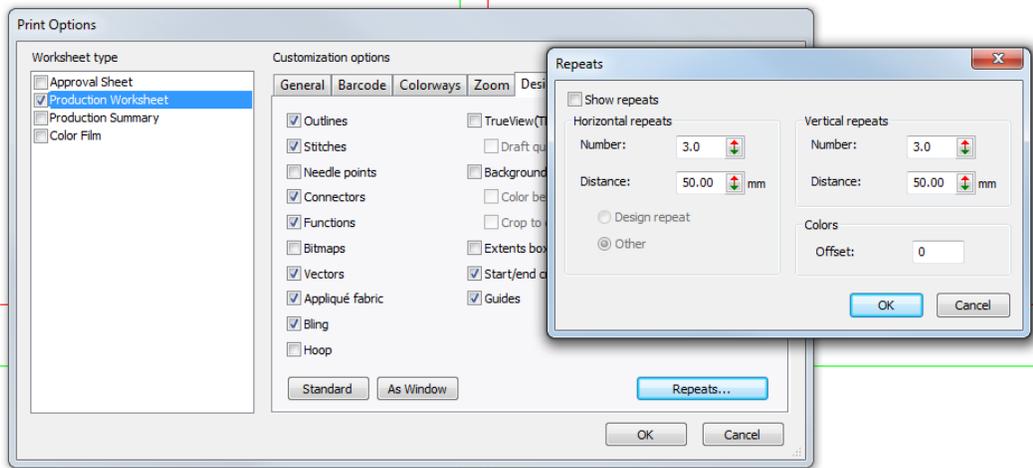
- Dutch
- French
- German
- Greek
- Italian
- Portuguese
- Spanish

## Improved features in ES e3.0Y R4

The e3.0Y\_R4 software update correct a number of problems introduced with the ESe3.0Y release.

### Show Repeats in Print Preview

Update 5 includes significant improvements to the Show Repeats function. After installing Update 5 however, the 'Show Repeats' option in Print Preview can cause ES to crash. The e3.0Y\_R3 update rectifies this problem.



### Show Repeats with TrueView

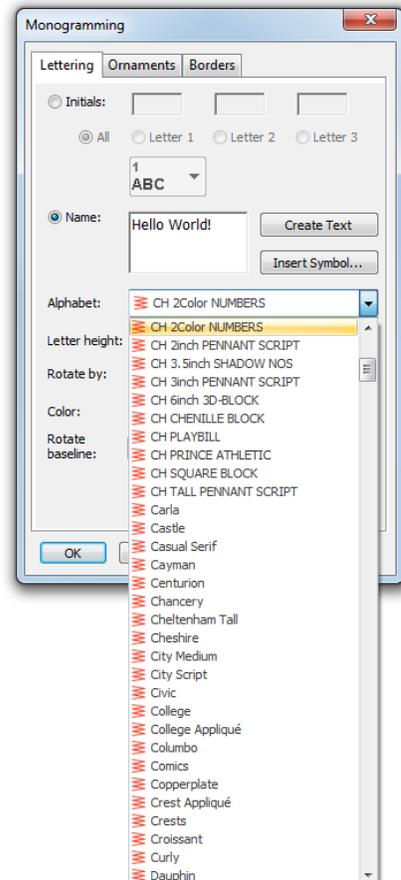
With the e3.0Y\_R4 update, Show Repeats can now be seen in Print Preview with TrueView on.

### Show Repeats with Slow Redraw

After installing Update 5, design repeats did not display correctly when running Slow Redraw. The e3.0Y\_R4 update rectifies this problem.

### Changing monogram alphabets

Previously, when changing alphabets in the Monogramming dialog, any unsupported characters already keyed into the input field were removed. The e3.0Y\_R4 update rectifies this problem by preserving text, even when previewing an alphabet which may not support all characters.



### Nudging with arrow keys

After installing Update 5, nudging design elements with the arrow keys caused wireframe and stitches to misalign. The e3.0Y\_R4 update rectifies this problem.

### Schiffli Disk Convertor

The Schiffli Disk Convertor is now working on 64 bit operating systems – including Windows 7, Windows 8.1 and Windows 10 – with DOSBox

installed. This third-party software can be sourced from [www.dosbox.com](http://www.dosbox.com).

### Network license security error

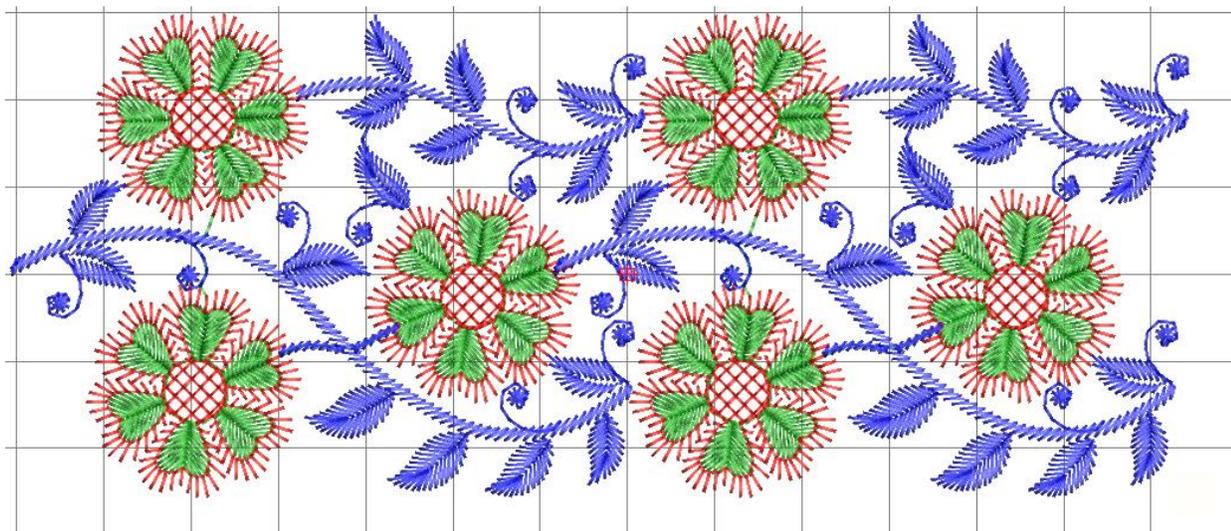
With Update 5, some users reported a network dongle security error whereby the application was reported to have exceeded the number of network licences. The e3.0Y\_R4 update rectifies this problem.

### Dongle driver update

With the e3.0Y\_R4 Update, the dongle driver is updated to V7.41.

## New & improved features in ES e3.0Y

The main scope of the e3.0Y software update has been to provide better support for sequin digitizing, repeating designs, as well as more general productivity / usability improvements and fixes.



Source: Design kindly provided by IIGM Pty Ltd.

**Note:** This update includes enhancements that are not supported with Windows XP and Vista operating systems. If you require XP and Vista operating system support for ESe3.0Y please visit <http://www.wilcom.com/gethelp/support/downloadcenter.aspx>. Download the ESe3 Update 5 (ES e3.0Y) for XP and Vista.

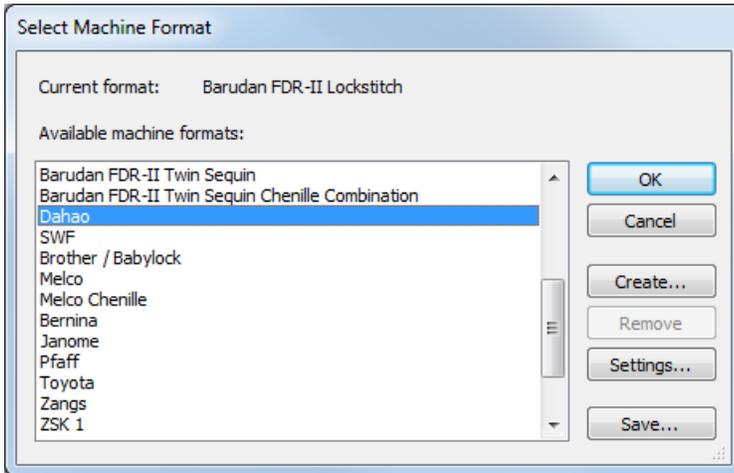
### Key features at a glance

- Support for Twin Sequin for most Chinese machines
- Show Repeats in TrueView, including sequins
- Show Repeats of artwork
- Automatic Run stitch Backtrack for Sequin Run
- Shortcut key and a new icon for Manual Sequin Drop
- Eight (8) new sequin fixing stitches, including a new fixing stitch for Laesser
- Export of vector files from ES
- New Stitch Edit toolbar
- Shortcut keys for Paste Special functions
- Shortcut keys for Mirror operations
- Option to run Small Stitch Filter continuously

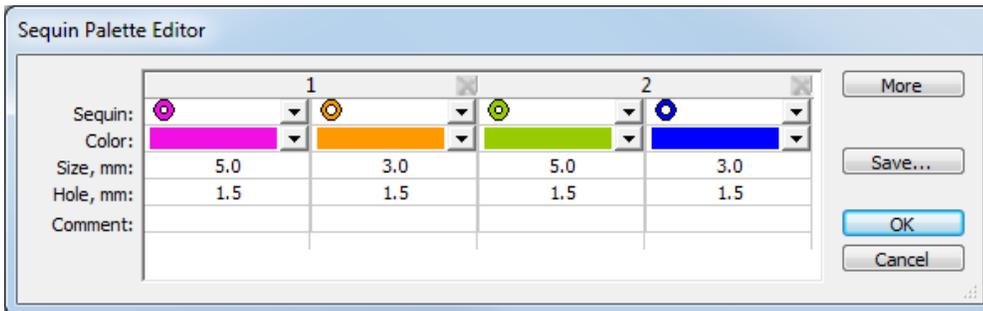
## Sequinning

### Twin Sequin Support for Chinese machines

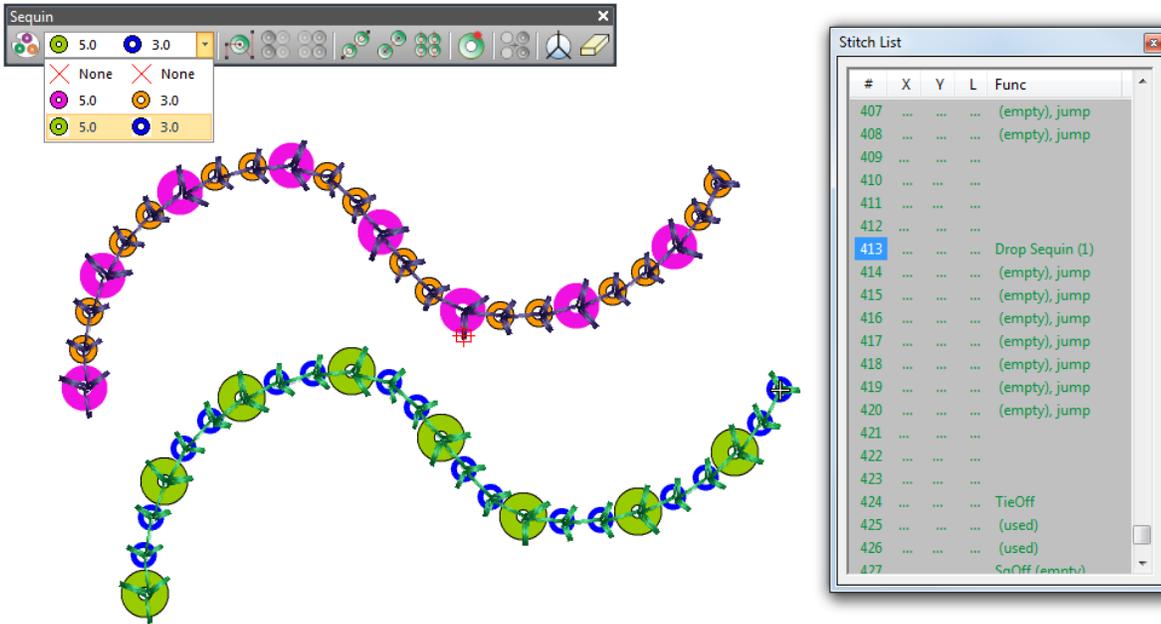
ESe2 already provided twin-sequin support for Barudan and Tajima machines. With this update, ES now supports the Dahao controller used by many Chinese machines. Make sure Dahao is selected as your machine type.



Set up your twin-sequin palette in the usual way. Sometimes you will want to set up two (2) twin-sequin groups as shown below depending on your machine configuration. Refer to the Sequin Supplement for further details.



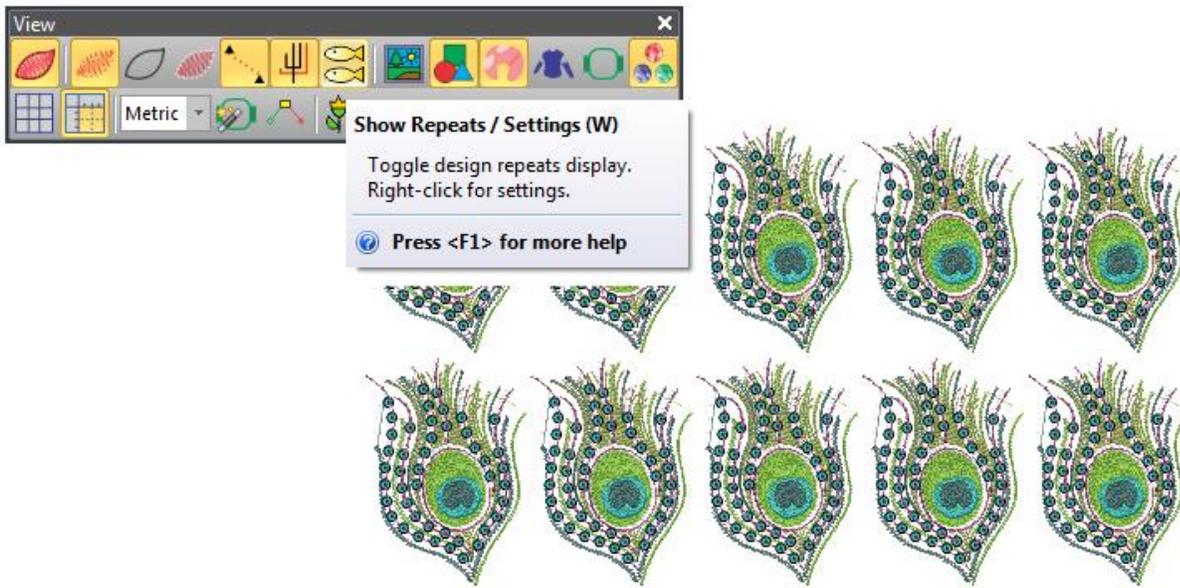
If you have selected Dahao as your machine type, Dahao twin-sequin DST file format is available on output. The Drop Sequin functions are inserted according to Dahao twin-sequin requirements.



Note that Dahao machine format files created in the current update are not backwards compatible with previous versions of ESe3. You must install the current update to read these files.

### Show repeats for Sequins in TrueView

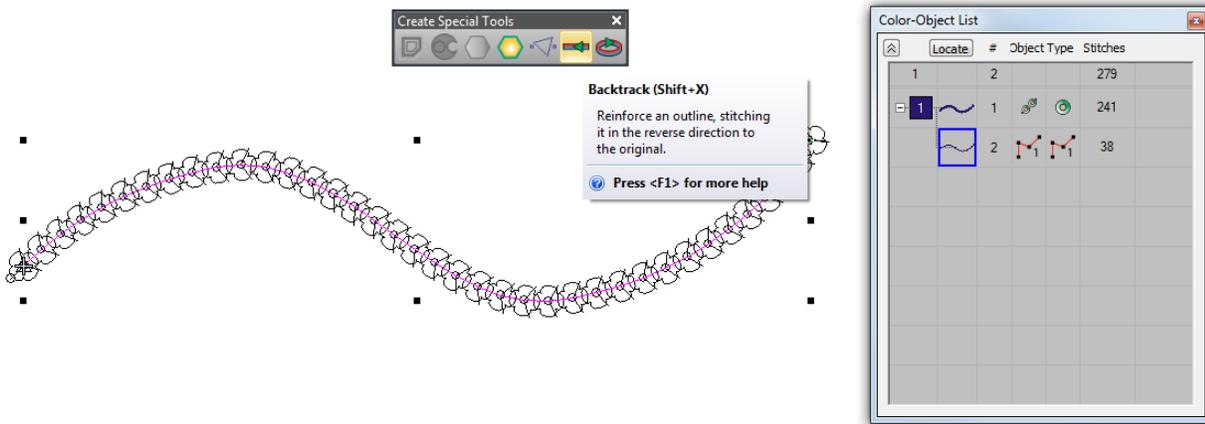
Many customers make traditional garments such as sarees which employ continuous and sometimes overlapping designs. It is important to see these designs together with their repeats. Previously ES could not show repeating sequin designs in TrueView because technically sequins are not stitches. The Show Repeats function now displays repeated sequin designs in TrueView.



### Automatic backtrack with sequin runs

Digitizers sometimes want to generate a sequin run and then overlay a plain run so that sequins are more securely fixed. Another reason for backtracking is to avoid the creation of jump stitches between objects. When

Backtrack or Repeat are applied, the software now generates manual stitches for selected Sequin Run objects but leaves other functions unaffected.

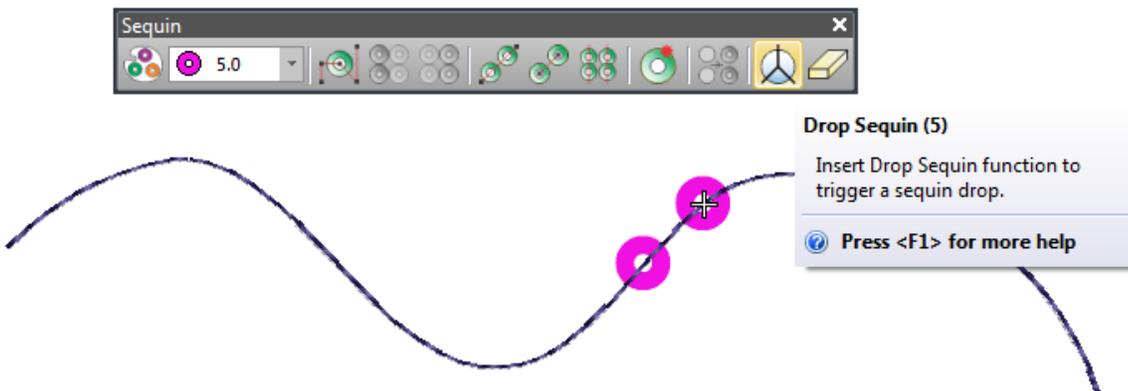


### Shortcut keys for Drop Sequin commands

ES provides many Automatic Sequin functions. However, the manual Drop Sequin function is frequently required in situations not covered by Sequin Run or when that tool is not available. Typically users will...

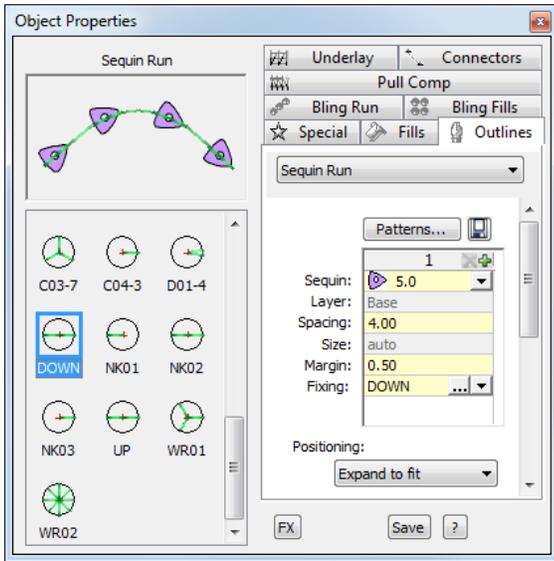
- Create stitching using tools such as Run.
- Use Travel keys to traverse the stitch list and drop sequins where desired.
- Rely on run stitch and/or backtrack stitches to hold sequins in place.

This technique is widely used in combination with normal run stitch objects and other situations where dedicated Sequin Run objects do not suit. To facilitate this technique, Drop Sequin and Clear Function icons have been added to the Sequin toolbar. The shortcut key '5' has been added for Drop Sequin.

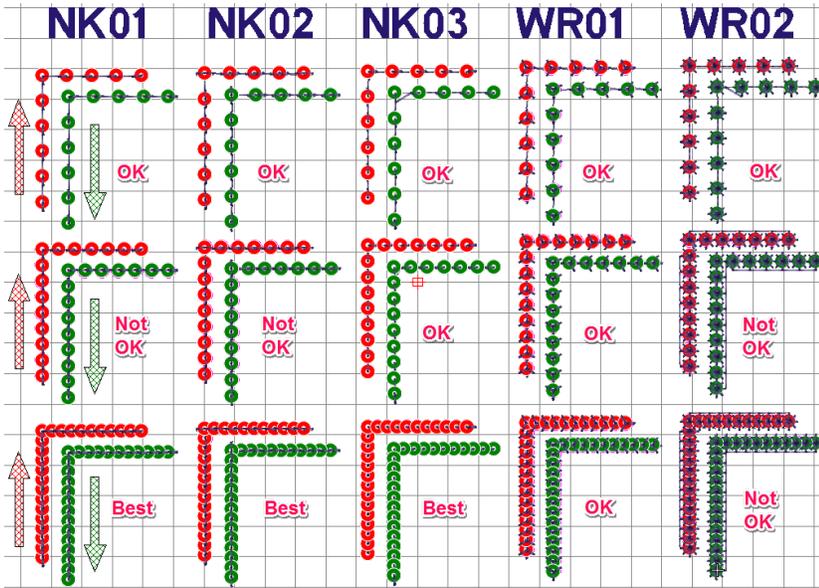


### New sequin fixing stitches

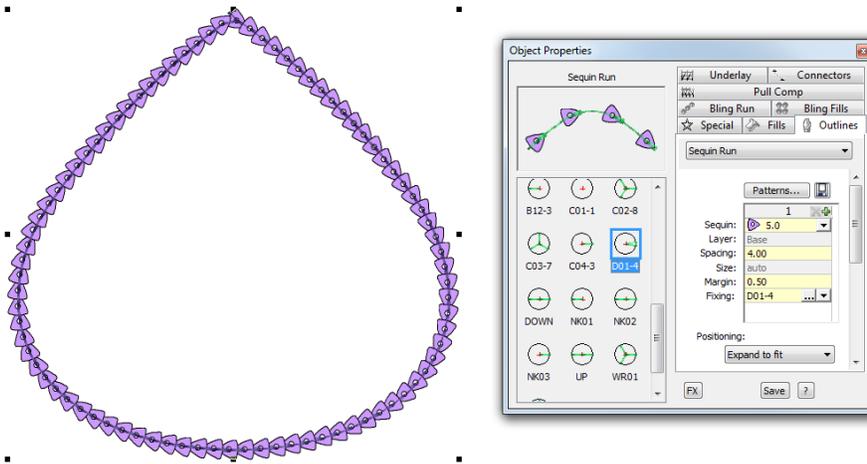
New sequin fixing stitches DOWN, UP, NK01, NK02, NK03, WR01, WR02 have been added with the latest update to improve sequin digitizing and production.



Down and Up fixing stitch types are designed for use with vertical sequin runs and fills. Other fixing stitch types are summarized below.



A new sequin fixing stitch from Laesser has been included in the sequin library. It has been implemented as D01-4. This can be used for any machine but it works well for Schiffl.



### Display of sequin function symbols

The display of sequin function symbols has been improved when TrueView is off and Show Functions is on. Both appear in their selected colors and can be turned on or off via Show Functions and Show Stitches toggles.

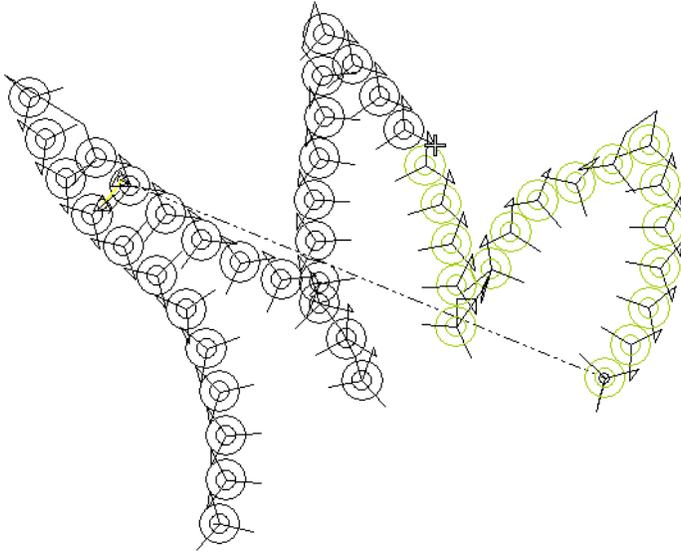


### Sequin outlines on default Schiffli template background

The default Schiffli template has a default background color of black. When the user chooses to create a design based on the Schiffli template, sequin outlines cannot be seen unless TrueView is activated or the background changed. With this update, the problem is solved by displaying the sequin in the sequin palette color.

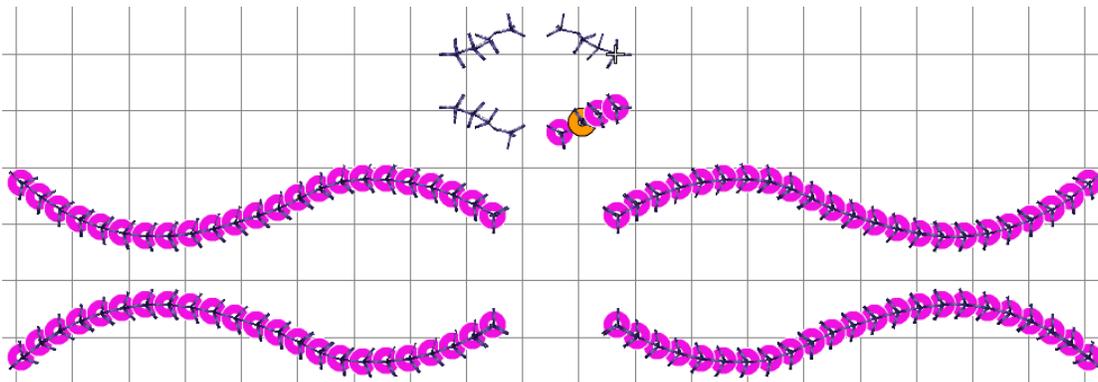
### Traveling through sequin designs

When traveling through a sequin design, undropped sequin outlines now appear in the 'Unsewn' color defined in Background & Display Colors dialog.



### Mirror-merge of manually created sequin objects

Previously, mirror-merge operations which were applied to manually created sequin objects sometimes lost sequins in the duplicates. While working for Sequin Run objects, it did not for Manual Sequin objects. This problem has been rectified with the current update.

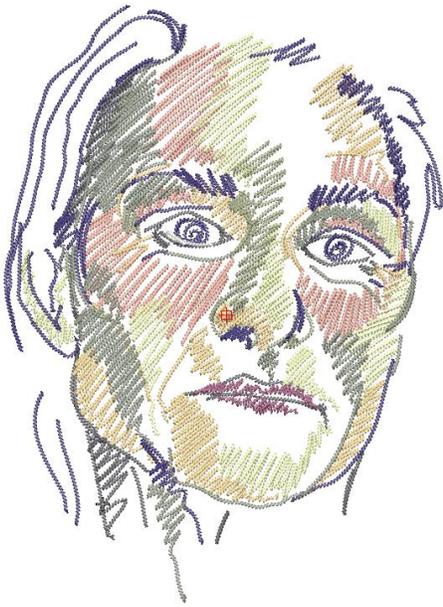


### Sequin fixing stitch colors

Sequin fixing stitch previews have been changed to green for clearer visibility. See above.

### Sequin On/Off functions

Some customers have reported that Sequin Codes appear in the Stitch List for freehand drawing designs. The issue affected machine formats that support sequins such as Barudan DFR-II Lockstitch (default), Tajima, Tajima TBF, etc. This problem has now been rectified. Creating a freehand open object with either Run, Triple Run, Motif Run, Backstitch, Stemstitch, or Input C, no longer results in Sequin On/Off functions being added to the stitch list.

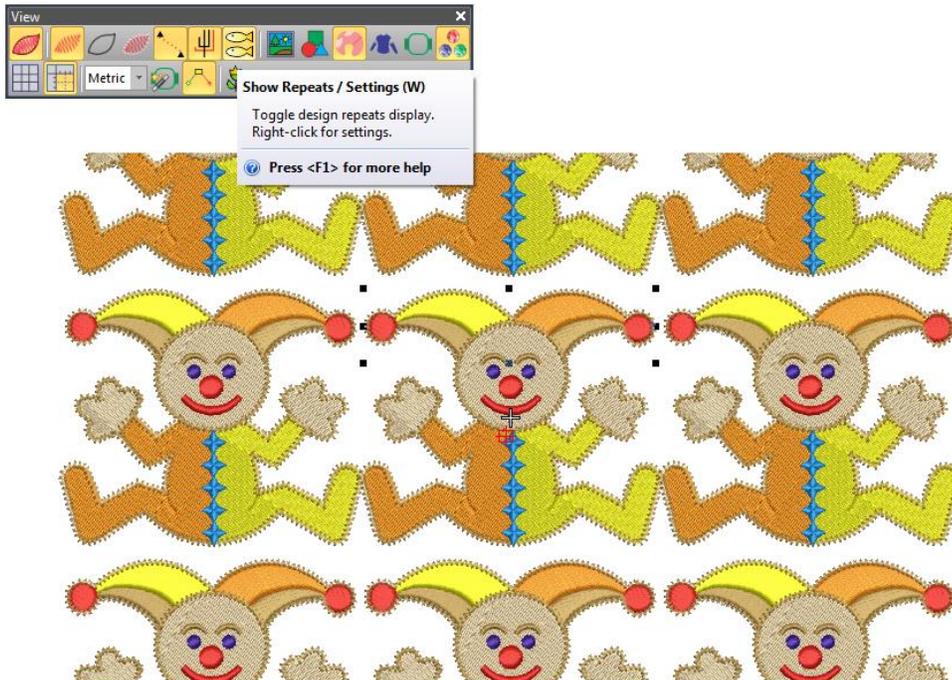


#	X	Y	L	Func
42	6.29	0.37	6.30	jump
43	6.37	-0.15	6.37	jump
116	-1.64	0.18	1.65	TieOff, Trim
121	0.00	0.00	0.00	(trim T2) (empty)
122	-6.22	0.85	6.28	jump
123	-6.82	0.62	6.85	jump
124	-6.82	0.62	6.85	jump
125	-6.82	0.62	6.85	jump
126	-6.82	0.62	6.85	jump
127	-6.82	0.62	6.84	jump
128	-6.82	0.62	6.84	jump
147	-1.46	-1.26	1.92	TieOff, Trim
152	0.00	0.00	0.00	(trim T2) (empty)
153	6.96	0.23	6.86	jump
154	6.83	-0.37	6.84	jump
155	6.83	-0.36	6.84	jump
156	6.83	-0.36	6.84	jump
157	6.83	-0.36	6.84	jump
158	6.83	-0.36	6.84	jump
159	6.83	-0.36	6.84	jump
160	6.83	-0.36	6.84	jump
161	6.83	-0.36	6.83	jump
204	1.06	-1.83	2.12	TieOff, Trim
209	0.00	0.00	0.00	(trim T2) (empty)
210	-3.98	5.58	6.85	jump
211	-3.46	5.59	6.57	jump
212	-3.46	6.50	6.57	jump

## Productivity / usability

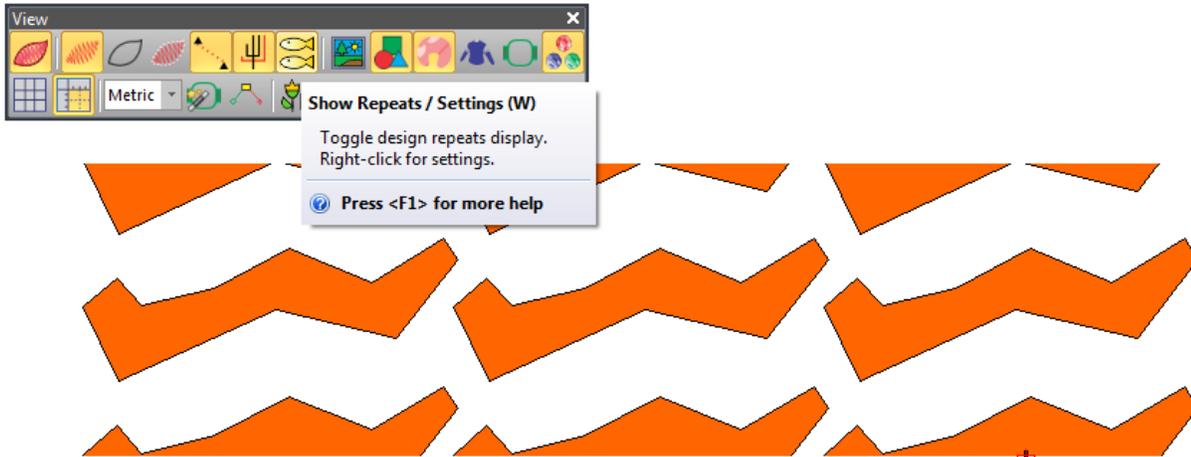
### Show Repeats in Trueview

With this update, ES shows what a repeating design looks like on the fabric in TrueView.



### Show Repeats of vector artwork

With this update, the Show Repeats function now works for artwork as well as embroidery and sequin objects. Thus more accurate digitizing can be achieved, especially for continuous designs.



### Stitch Edit toolbar

Some customers make frequent use of the Process Stitches tool in order to reduce stitch counts for selected items by % and other factors. A dedicated Stitch toolbar has been added for this and other stitch-related commands.



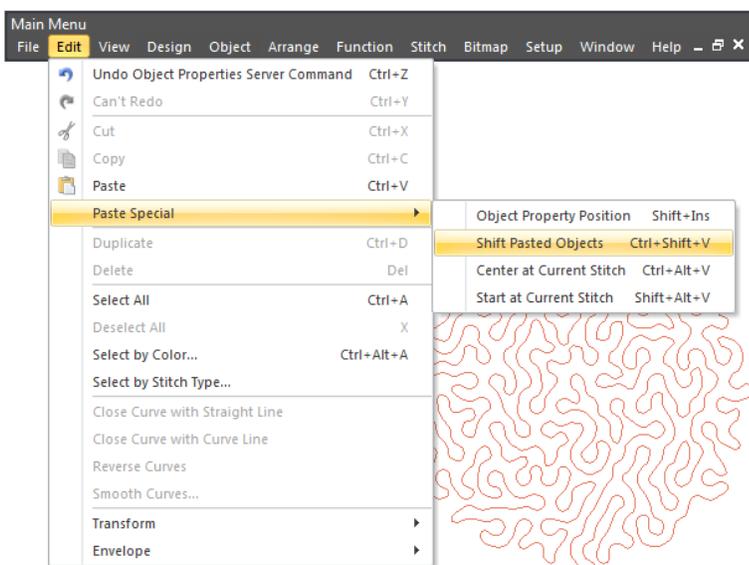
The toolbar contains the following tools:

- Generate Stitches
- Stitch Edit (same as Reshape toolbar)
- Stitch Edit Selection
- Process Stitches
- Split Object

The toolbar can be turned on/off via the Window > Toolbars menu or by right-clicking the toolbar blank area.

### Shortcut keys for Paste Special options

Paste Special provides four options. Some digitizers use these a lot and hence need to change quickly between them. Shortcut keys are now available to make this possible. They are listed in the Edit > Paste Special submenu.



### Shortcut keys for mirror functions

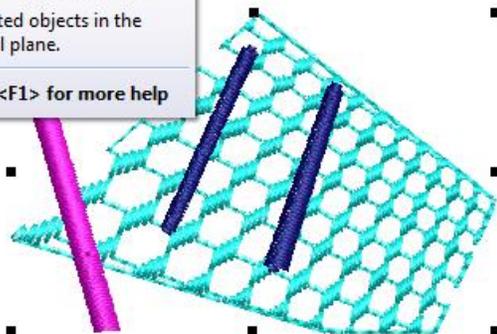
Fashion and textile designs often use copied and mirrored design elements. For productivity reasons, shortcut keys are now available for mirror operations.



#### Mirror Horizontally (Ctrl+1)

Flip selected objects in the horizontal plane.

Press <F1> for more help

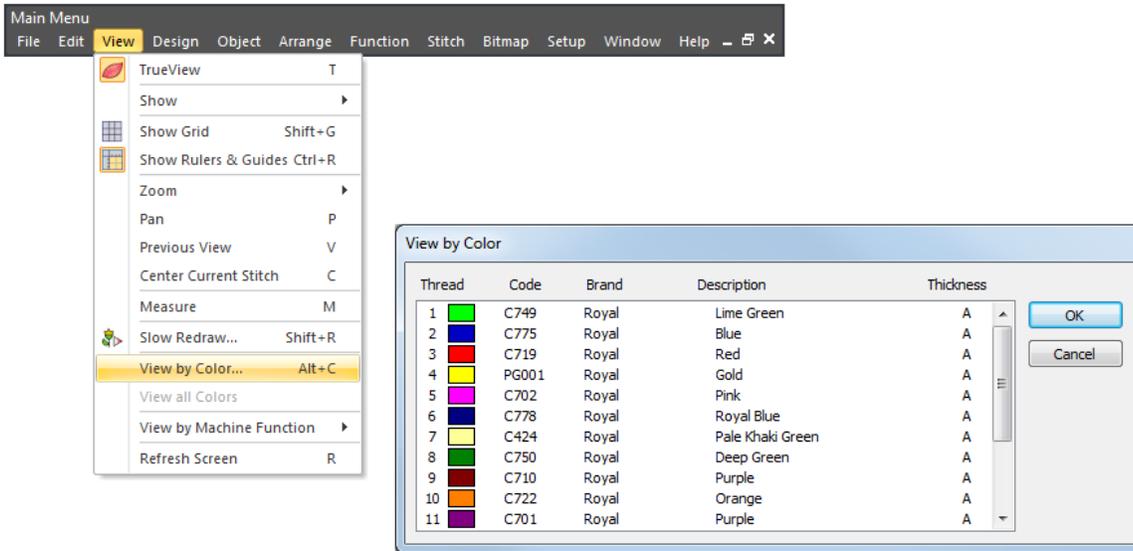


Shortcuts are:

- Mirror Horizontally - Ctrl + 1
- Mirror Vertically - Alt + 1

### Shortcut keys for color functions

Some customers use Select by Color and View by Color functions a lot when optimizing designs. For productivity reasons, shortcuts have been added for Select by Color and View by Color.



Shortcuts are:

Select by Color - Ctrl + Alt + A

View by Color - Alt + C

### Small stitch filter

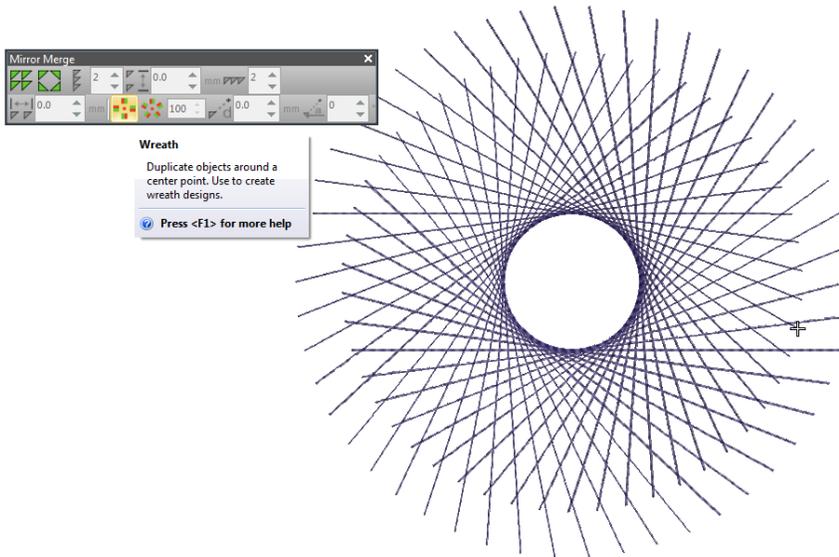
Previously the small stitch filter only ran automatically only when outputting to stitch file. With the latest update, the filter can now be applied continuously, on output only, or never.



When set to 'Always', the filter will be automatically applied in the background whenever objects are edited or digitized. When set to 'On Output', ES behaves as before by applying the filter only on printing or stitch file output.

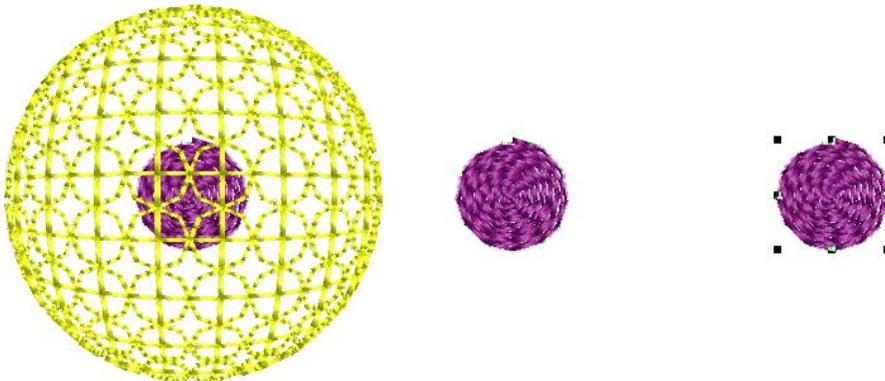
### Mirror Merge wreath points

Some customers making fashion / textile designs, particularly Saree and Indian dress designers, make extensive use of the Mirror-Merge feature. The limit for allowable wreath points has been increased to 100.



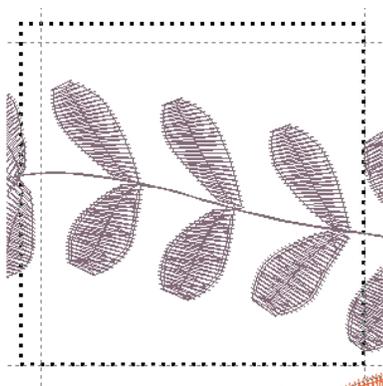
### Quick clone with offsets

It is very handy to be able to right-click and drag an object to 'quick clone'. It is even handier that 'quick duplicate' (Ctrl+D) remembers the offset and repeats it. If you want to constrain quick clone to the horizontal or vertical, you hold down <Ctrl> as you drag the duplicate object. Some users have reported shifts in offset position of at the time of duplication following this type of operation. This has been rectified.



### Marquee selection while auto-scrolling

Problems have been reported when zooming in on a large design and using the selection marquee. While auto-scrolling off screen, the selection marquee stops before reaching the lower extent of the design. This problem has been rectified with the latest update.



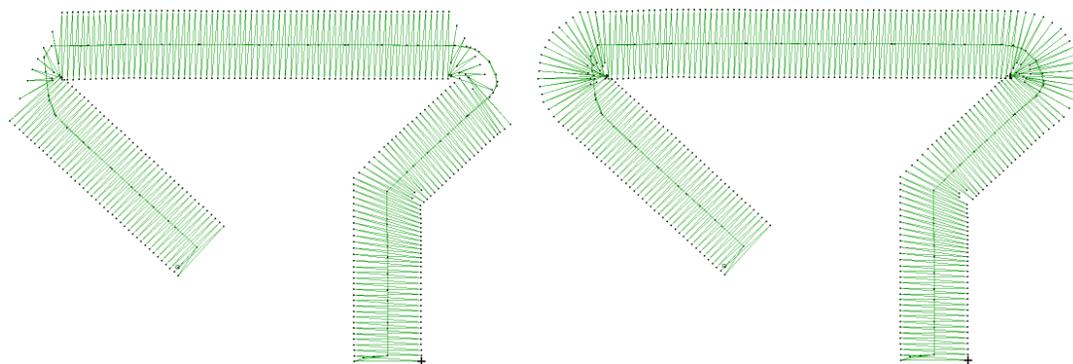
### CoreIDRAW screen persistence

Problems have been reported concerning persistence of the CoreIDRAW window even after switching to embroidery mode. This problem has been rectified.

### Stitch improvements

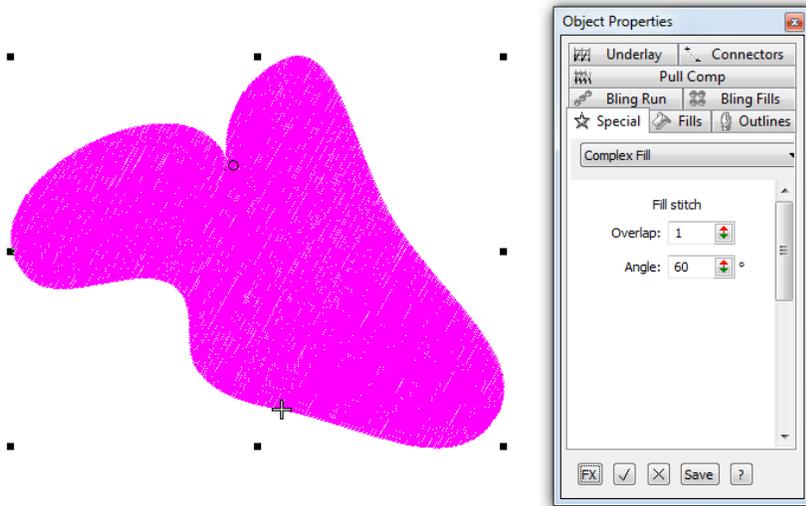
#### Tight curves on Input C

Problems have been reported with the generation of tight curves on Input C objects. Stitches are tending to break. This problem has been rectified.



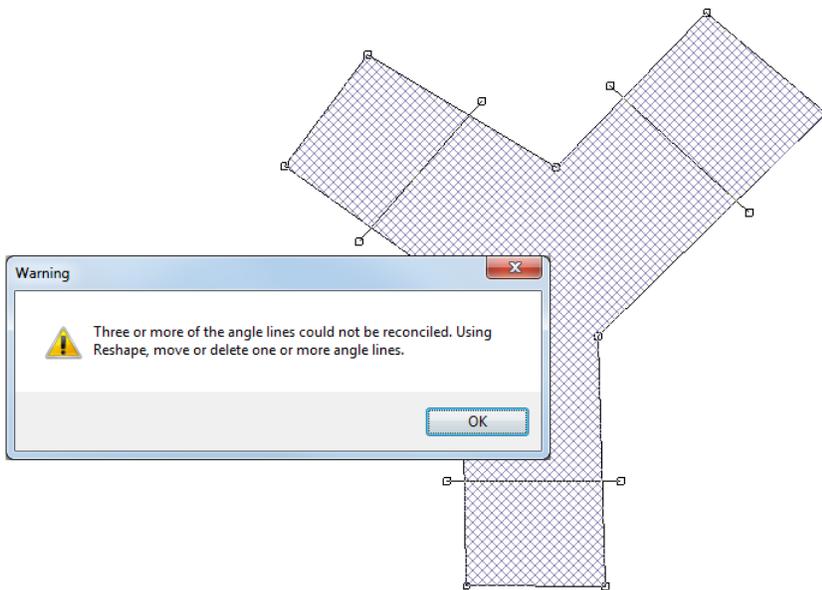
#### Complex Fill overlap value

ESe3 now defaults to ZERO overlaps for internal segments. The user can change to any value.



### Irreconcilable stitch angles in Fusion Fill objects

Previously, when adding irreconcilable stitch angles to Fusion Fill objects, parallel stitching was produced with no 'irreconcilable angles' warning. With this update, irreconcilable angles are identified. Similarly, conflicted stitch angle lines are now highlighted in Reshape mode.



### Max stitch values for Lässer machines

Until now, it has not been possible to adjust stitches longer than 16.5 mm in Schiffli format. However, Lässer machines are able to create stitches of 25.4 mm. With the latest update, it is now possible to change max stitch / jump values to 25.4mm.

## File handling

### Export vector files for appliqué cutting lines

Previously, ES allowed the export of vector files via CorelDRAW. With this update, the File > Export As has been added to ESe3. Thus Advanced Digitizing and Vector Digitizing products can output vector files as was possible with ES 2006. The user can save vector files to EMF or EPS formats.

### Create multiple output files with Team Names

Previously the 'Create multiple output files' option did not work when sending Team Name designs via Connection Manager. This has been rectified with the current update. Sending team name designs using Barudan U or DST to a machine folder on C: drive is working as expected.



### Machine runtimes written in CSV format

Machine runtimes written in CSV format are interpreted differently when opened in Excel. For example:

1. "22:39" (22min, 39sec) in CSV is interpreted as "22:39" in Excel (22hours and 39min)
2. "28:17" (28min 17 sec) is interpreted as "28:17:00" (28hours 17min 0sec)

With the latest update, runtimes appear as expected when opened in Excel in the format 'Runtime (hr:min:sec)' – e.g. '0:22:39', '0:28:17', etc.

### Happy TAP format – support for needle assignment

The current HAPPY TAP format in ESe3 does not support needle assignment. Support has now been implemented for the Happy 'HP1' format (restricted to 16 colors on 16 needle machines). The benefit is that the machine operator does not have to manually program machine needle numbers to set the correct color sequence.

### Backup design keep original extension

Previously backup files were given the extension \*.BAK irrespective of original file type. Files are now saved to the backup folder with the native file format and not as BAK.

## Saving JEF files with certain hoops

Problems have been reported when saving JEF files with new Janome hoops. Some designs cannot be saved as JEF because the machine does not support the selected hoop. Janome hoops in ES e3 have now been updated to match Janome Digitizer V4.

Also problems have been reported with saving JEF files with 200x200 or 140x200 hoops for any machine model. The software reports that the target machine is not supported. This problem has been rectified.

## Sending ZSK designs via Connection Manager

Problems have been reported when sending designs to ZSK machines via the Connection Manager. When sending designs in ZSK TC code or DST, they can be seen in the shared network folder but the machine is unable to read them. The same file saved directly to network folder can be seen by the machine. This problem has now been rectified.

## GemMaster 2.9 / ES e3.0V compatability

Previously you could not export SRT files in GemMaster 2.9 from YNG files created in ESe3.0V. Nor did the Sort Simulation work for these files in GemMaster 2.9. This problem has been rectified. Also with the latest update, YNG files saved from ESe3 can be opened in GemMaster (V2.9.9) and run on a CAMS machine.

## Languages

### Additional languages

The ESe3 user interface is now available in the following languages:

- Swedish
- Greek

Resources are included in the latest update.

### Arabic Letter Sequence dialog

Previously there were problems with overlapping controls in the Arabic Letter Sequence dialog, making it hard to select checkboxes. This has been rectified.



### Color dialog in Hebrew language environment

Previously, in the Hebrew language environment, the Windows Color dialog did not display correctly. This happened when regional settings were set to Israel location and Hebrew system locale. This problem has been rectified with the latest update.

### System security

#### Dongle time-outs

When a dongle is due to time-out in 14 days, ESe3 issues a time-out warning at start-up. This warning no longer appears while the software is actually running.

#### Security Device Setup dialog

When starting ESe3 with a timed out dongle, the Security Device Setup dialog is not always displayed to enable users to enter access codes to re-time the dongle. This has been rectified.

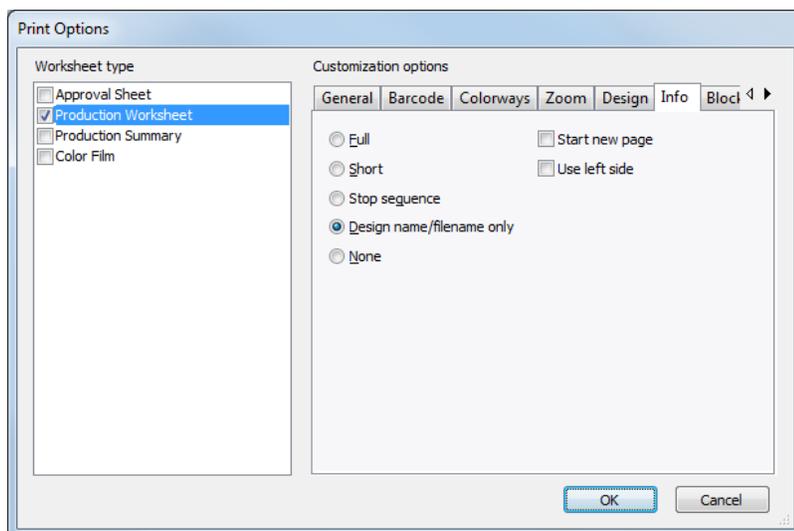
#### Windows 10 dongle drivers

The latest dongle drivers for Windows 10 are included with the latest update.

### Miscellaneous

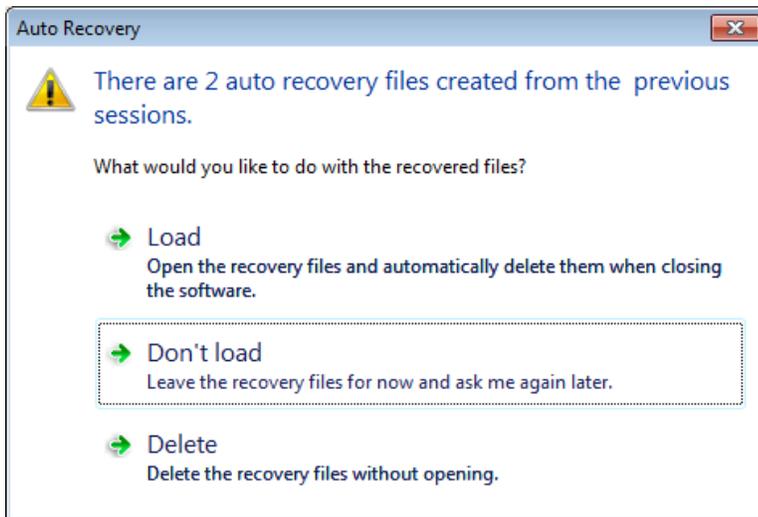
#### Option to print design filename

A variation of the 'None' info option, users now have the option of including the design filename as the printout information without any other text. This option is available on the Print Options > Info tab.



#### Prompt user to load recovery files

ES now prompts the user if there are any recovery files from a previous crash. This is consistent with how other Windows Applications recover from a crash by saving work files. Thus the user does not lose the time already spent on digitizing.



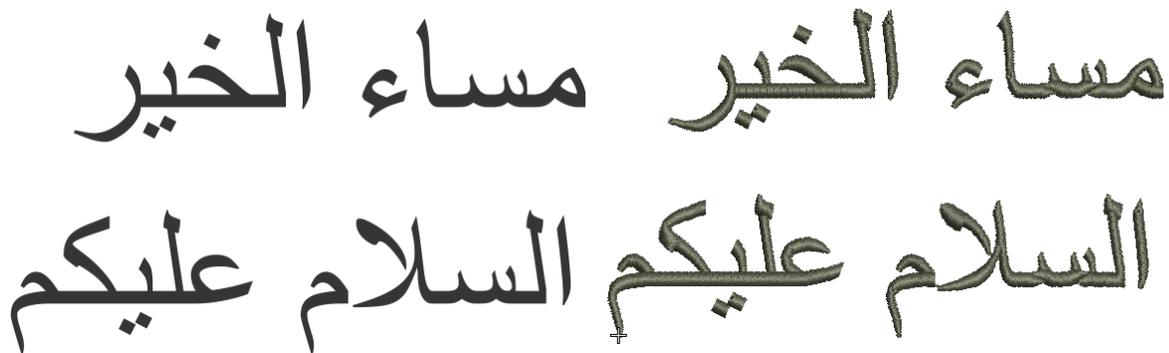
## New & improved features in ES e3.0V

The main scope of the e3.0V software update was to provide language support for Arabic and Russian, and to further improve the TrueType font conversion engine. The ES e3.0V update also sees improvements in the Lettering Kiosk with the inclusion of customizable monograms.

### Language support

#### Support for Arabic language

Responding to requests from the marketplace, ESe3 now provides Arabic language support.



#### Russian language support

This release now incorporates a Russian interface for EmbroideryStudio which can be selected during installation. Russian language support also includes:

- ES Design Explorer GUI
- ES Quick Start Guide - PDF version

#### Onscreen version of QSG for languages

The software now includes onscreen versions of the Quick Start Guide in languages other than English.

### Lettering Kiosk improvements

#### Personalizing of monograms

Support has been added to allow personalizing of monogram objects in the Lettering Kiosk. Only text can be changed in Kiosk mode. Monogram templates can be created and added to the Kiosk.



### Slow Redraw in Kiosk mode

Previously the **Slow Redraw** dialog remained open in Kiosk when started from ESe3. As a result, some controls in the Kiosk could not be used. This problem has been rectified.

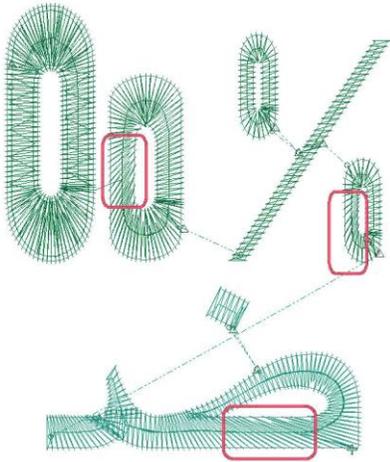
### TrueType font conversion

#### Composite character conversion

There are characters which can be regarded as 'composites'. In European fonts, these are relatively rare – e.g. 'i' or '%'. However, Asian fonts have many characters which contain multiple elements. Some of these are inadvertently eliminated during conversion. The current TTF conversion, including Korean improvements, implements advanced processing for composite letters.

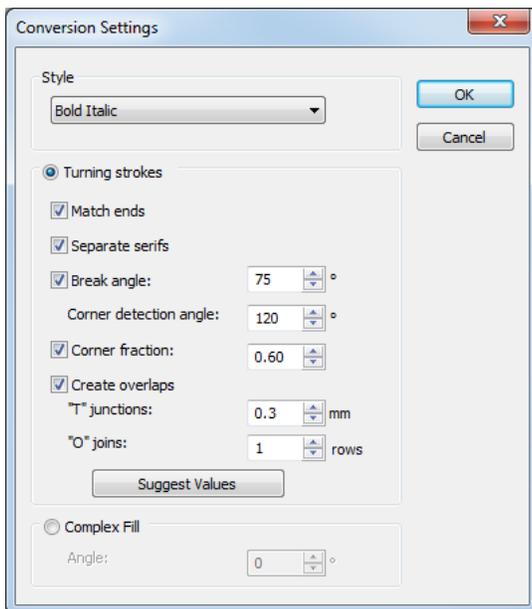
#### Automatically generated stitch angles with turning fill

There is a problem of consistency between automatically generated stitch angle lines. It can be observed mostly in long sections. Previously, users fixed this problem by adding new stitch angles to the middle of such sections. The improved automatic feature now provides the same or similar results.



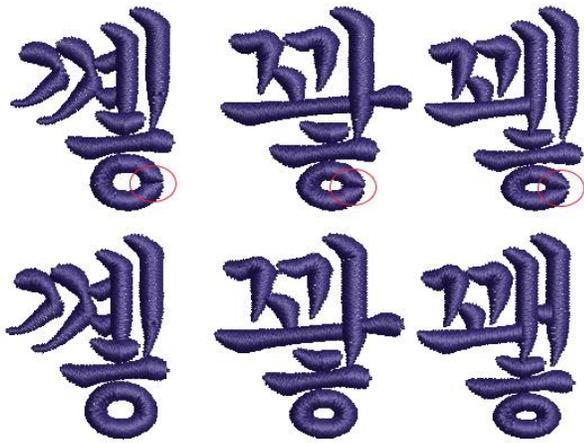
### TrueType font conversion settings

When the user chooses a TTF font in the **Object > Lettering** dialog, common, one-size-fits-all settings are applied by default. These are not necessarily the best, particularly for serif fonts such as Times New Roman. To use calculated settings, the user must click the **Suggest Values** button in the **Conversion Settings** dialog. Suggested values are now default values for every selected TTF font. Default conversion is now much better. As always, default conversion settings can be further refined by the user.



### Improved stitch angles in ring shapes in TTF conversion

Sometimes stitch angles produced near the edge of ring-shapes make the stitched shape look more like a closed C rather than an O. This problem has been rectified.



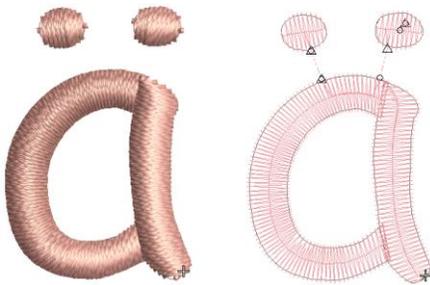
**Clarendon BT font conversion**

There have been requests to improve turning strokes in the conversion of Clarendon BT font. Particularly E, Æ, È, É, Ê, Ë, CE. The current TrueType font conversion provides high quality results for the reported letters.



**Comic Sans font conversion**

ES now correctly generates the 'umlaut' when creating the letter 'a' with Comic Sans TTF.



**Arial TrueType Arabic character conversion**

Some Arabic characters in Arial TTF conversion produce poor stitch angles. These have been improved.



## Other TrueType font conversions

A number of specific fonts have been tested which have been reported to produce poor letter quality. Conversion quality for the following fonts has been improved:

- Haettenschweiler TTF
- Gungsuhche TTF
- Garamond TTF
- Bookman Old Style TTF
- Century Gothic TTF
- Palatino Linotype TTF
- Georgia TTF lowercase
- Impact TTF uppercase
- Tahoma TTF regular lowercase and bold uppercase
- Trebuchet MS TTF uppercase

## Stitch quality improvements

### Stitch generation for Complex Fill

With comparable objects, needle penetrations generally follow Input A outlines more closely than Complex Fill outlines. Complex Fill stitch generation has been improved with this release.

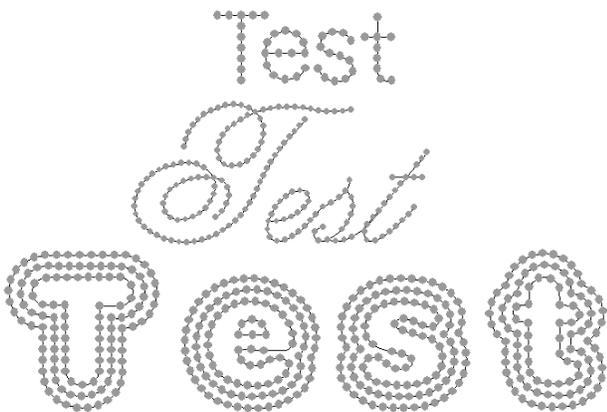
### Stitch length of tatami underlay for Fusion Fill objects

The stitch length of tatami underlay for Fusion Fill objects does not always follow the stitch length setting in the **Object Properties** dialog. The stitch length can become too long and cause machine stitching problems. This problem has been rectified.

## Bling improvements

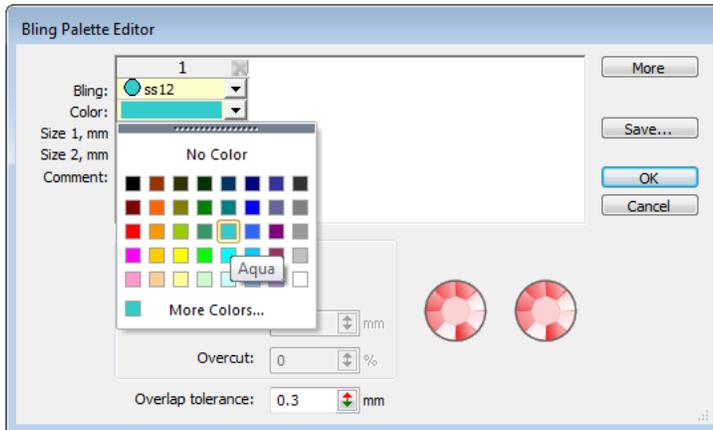
### Exporting bling lettering to Yongnam GemMaster format

Previously bling lettering (rhinestone alphabets) was not being correctly output to Yongnam GemMaster (\*.YNG) format. This problem has been rectified.



### Bling palette color swatch

Previously the Bling Palette color swatch did not highlight the selected bling color. It now behaves the same way as the Background Color swatch.



## Input/output improvements

### Multi-decoration file output

Performing a multi-decoration file export sometimes results in an access violation when closing the product if CorelDRAW is not installed. Also, Generic Write Errors may result on exporting print, applique, and bling via the Multi-Decoration File Export dialog without CorelDRAW installed. The user is now prompted to install CorelDRAW if they want to export print, applique, and bling via MDFE.

### TAP files for Happy machines

Problems have been reported when loading TAP files into Happy machines. This problem has now been corrected.

### Opening JEF+ file format from MB-4 machine

Previously the user was unable to open JEF+ files saved on the Janome MB-4 machine. The Janome MB-4 Machine is now supported by direct connection via **Connection Manager**. This limitation has been removed.

### Saving sequin fills to e2 format

Previously Sequin Fill was saved incorrectly to e2 EMB file format. Loading the design into ESe2 caused it to crash. This problem has been rectified.

## System improvements

### Updated HASP dongle driver

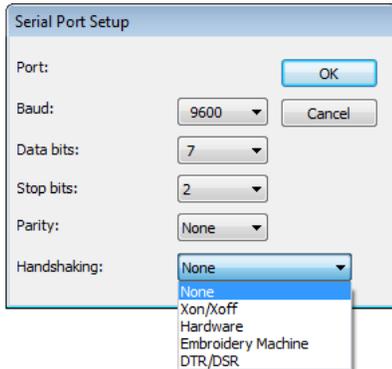
This release installs the latest HASP V6.64 dongle driver.

### Sequin fill reshaping operations

The system can hang when reshaping Sequin Fill objects. This problem has been rectified.

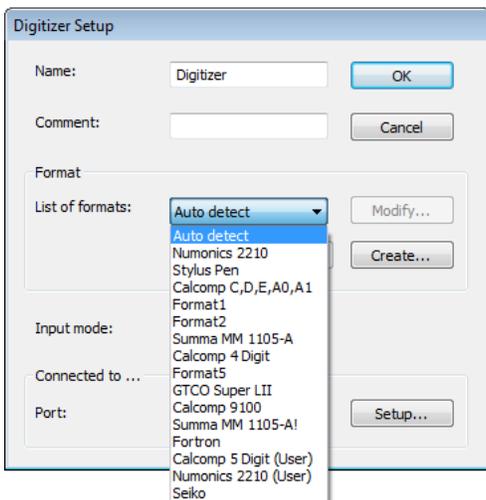
### Serial Port Setup dropdown values

Previously **Serial Port Setup** dropdown values displayed incorrectly after installing the ES e3.0R Update. The problem with merging defaults has been corrected.



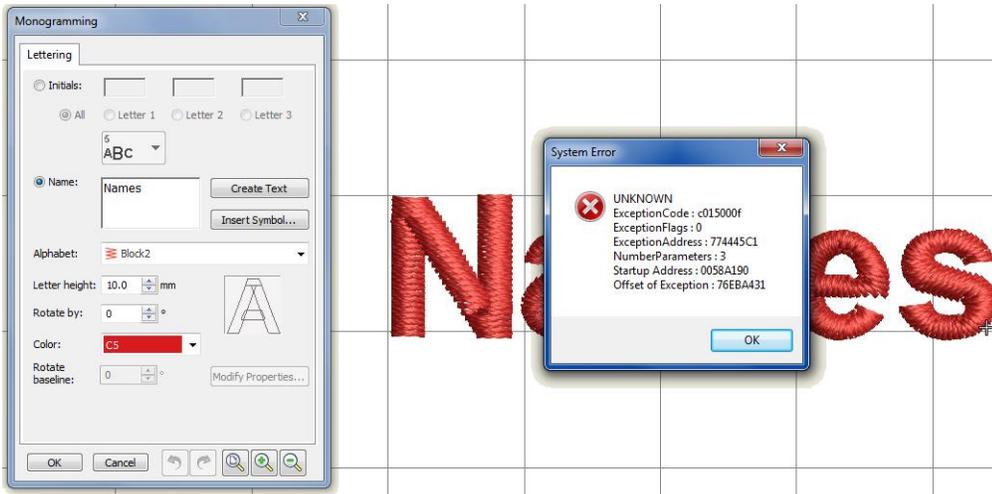
### List of formats in Digitizer Setup

Similarly, the **List of Formats** droplist in **Digitizer Setup** displays incorrectly after installing the ES e3.0R Update. The problem has been corrected.



### Monogram crashes

Selecting the **Lettering** tool with a monogram object selected can cause the system to crash. This problem has been rectified.



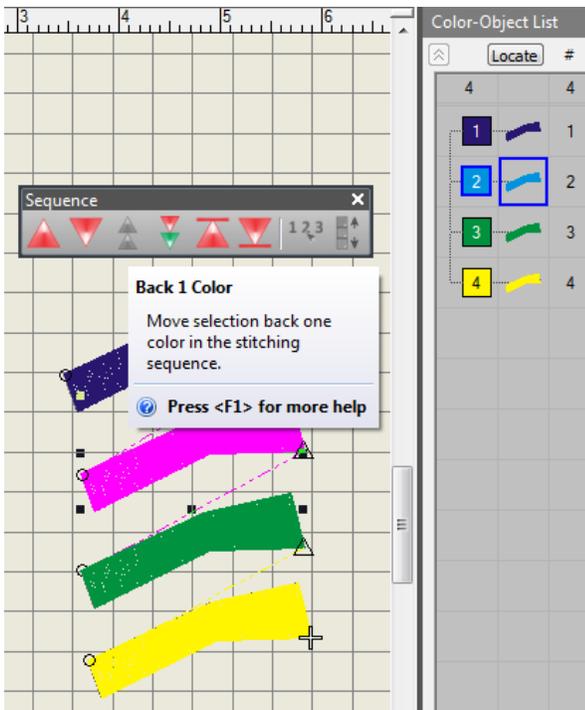
## Other improvements

### Copy & paste for whole designs

A problem has been reported when trying to copy and paste whole designs or parts of designs to form repeating elements. This has been corrected.

### Sequence toolbar 'back 1 color'

The **Sequence** toolbar **Back 1 Color** function fails to work when selecting a second object in the **Color-Object List**. The button is now correctly enabled when selecting the second object.

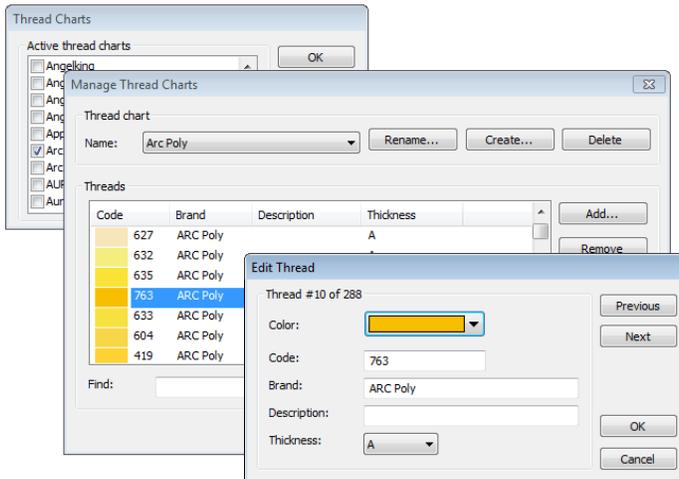


## Enveloped lettering proportions

Enveloped lettering may lose its correct proportions when lettering text is updated. This problem has been rectified.

## Thread chart sorting

Problems have been reported with the sorting of threads. The **Edit Thread** dialog picks up the wrong thread after sorting operations. This problem has been rectified.



## Stitch orientation of Input C objects

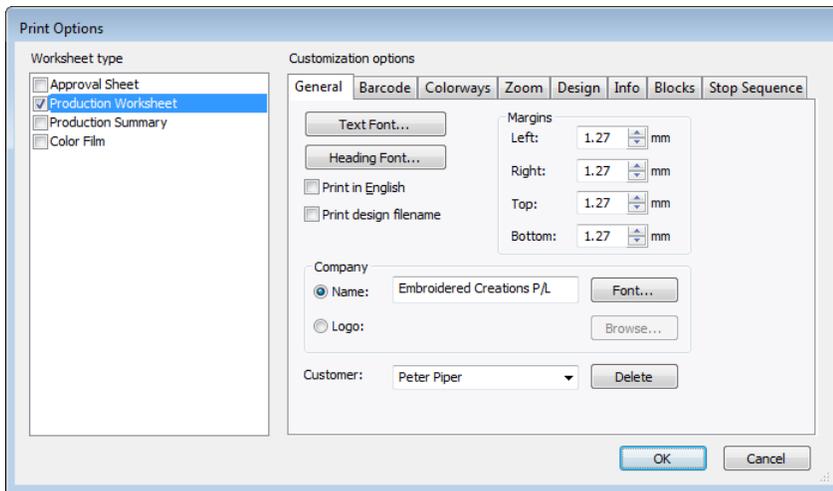
The stitch orientation of Input C objects can be lost after saving/opening a design or copy/paste operations. The object is scaled correctly but the stitch direction may be reversed. This problem has been rectified.

## Remove Overlaps with appliqué objects

The **Remove Overlaps** command produces incorrect results when applied to appliqué objects. This problem has been rectified.

## Customer names on production sheets

Previously customer names in the production worksheet were lost when updates were installed. This problem has been rectified.



## New & improved features in ES e3.0R

The main scope of the e3.0R software update was to provide a new, easy-to-use Kiosk capability for cap and other embroidery. A number of other issues have been resolved for motif runs, file output and system issues.

### Lettering kiosk

The EmbroideryStudio e3.0R Update provides a new, easy-to-use Kiosk capability for cap and other embroidery. The lettering kiosk is primarily intended for use at retail outlets where fast and simple personalization of standard design layouts is required in consultation with customers. The Kiosk feature is packaged as an optional Productivity 'Element'.



The benefits for retail staff are:

- Minimal training time
- Minimal production errors
- Improved customer satisfaction
- Increased productivity
- Easy configuration for changing requirements
- Support for several brands of machine
- Simplicity of kiosk mode together with full embroidery lettering capabilities for supervisors.

The lettering kiosk provides a set of pre-defined design layouts and the ability to easily personalize them by modifying text and color. You can create your own layouts as well. Designs can be sent to machine from the kiosk via a single button press.

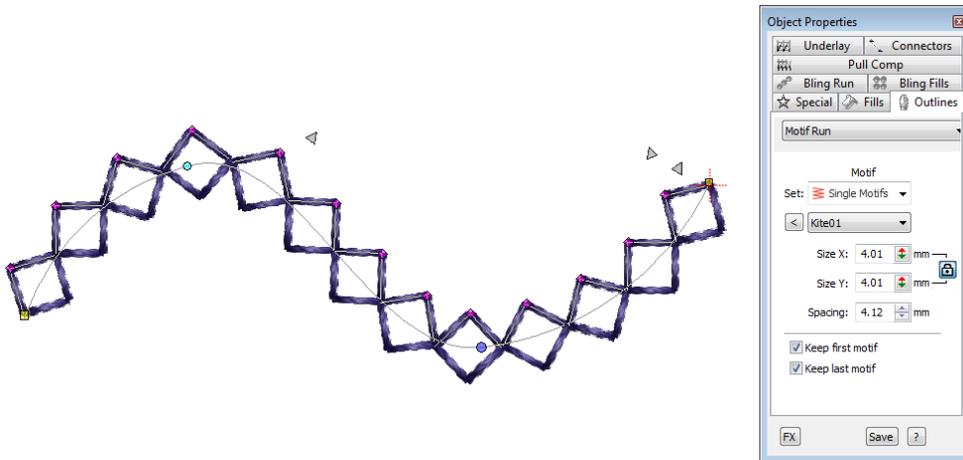
Please contact your Wilcom distributor for more information about this optional Element.

### Motif run improvements

ES e3.0R includes the following improvements to motif run functionality.

### Motif Run properties after resizing

When resizing a motif run on screen in **Reshape** mode, changes to object properties are now correctly reflected in the **Object Properties** dialog.



### Motif Run properties after mirror and reshape operations

In earlier versions, mirroring a motif run and then reshaping the baseline caused motifs to flip around the baseline.



This problem has been rectified. Motif orientation is maintained.



### Selection handles & mirrored pattern previews

When a motif run object is mirrored in ES:

- Selection handles do not appear at the correct position.
- The pattern preview when dragging the object is incorrect – it appears mirrored.

This problem has been rectified.

### Motif run color & orientation changes

Changes in motif run color and orientation have been reported in certain designs when digitizing new objects. This problem has been rectified.

### Mirroring motif runs with reshaped patterns

When mirroring motif runs, any manual reshaping to individual patterns may be lost. This problem has been rectified.

### Motif sizing following reshape operations

Unexpected changes in motif size are known to occur when reshaping certain motif runs. This problem has been rectified.

### Language-related improvements

ES e3.0R includes the following improvements in LOTE support.

#### Dutch language available

The EmbroideryStudio e3.0R Update now provides a complete translation of the interface into Dutch language. It is also supported with a Dutch Quick Start Guide.

#### Design area unit (mm<sup>2</sup>) in Japanese language

There was a problem with the display of the design area unit, mm<sup>2</sup>, in the Japanese interface. This issue affected the **Information** tab of **Design Properties** dialog, **Print Preview** and exported design properties CSV file. The issue has been resolved.

#### Auto-update dialog

The **Auto-Update** dialog is now translated in languages other than English.

### Miscellaneous improvements

ES e3.0R includes the following system improvements.

#### Travel by Trim shortcut

There is a conflict with the **Ctrl + Left/Right** arrow shortcut for the **Travel by Trim** function. The problem is that the shortcut is already being used for **Travel by Segment**. The **Travel by Trim** shortcut has now changed to **Alt + Left/Right**.

#### Design shifts when saving to PES

Problems have been reported with unexpected shifts when saving certain designs to PES. Lettering, in particular, is shifted in relation to the rest of the design. This problem has been rectified.

#### Resizing & reshaping objects with carving stamps

Resizing and reshaping objects with carving stamps has been found to crash the software. This problem has been rectified.

## New & improved features in ES e3.0Q

The main scope of the e3.0Q software update was to repair a number of system issues. This update also provides better Korean language support as well as improved EmbroideryStudio e3 Lettering & Editing functionality. A number of other issues have been resolved for sequins, file output and object property handling.

### System improvements

ES e3.0Q includes the following improvements to system performance.

#### Writing Defaults file

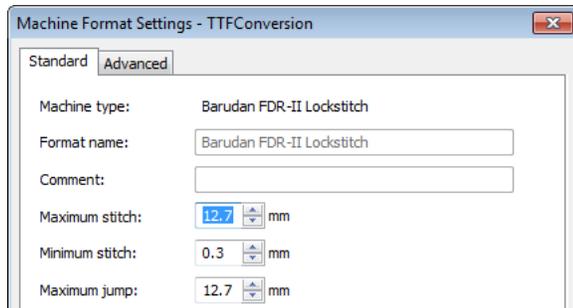
A number of cases have been reported where EmbroideryStudio has encountered problems writing the defaults file. A 'Can't write the Defaults file' warning message appears and ES becomes disabled. This problem has been rectified.

#### Extended use

Problems have been reported when leaving EmbroideryStudio running overnight. Upon trying to open a design the next day, the application becomes disabled. This problem has been rectified.

#### Machine Format Settings missing units

Some units of measurement are missing in the **Machine Format Settings** dialog. This problem has been rectified.

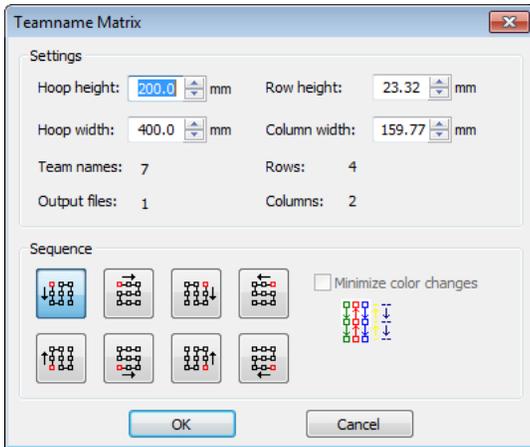


### Lettering improvements

ES e3.0Q includes the following improvements to embroidery lettering functionality.

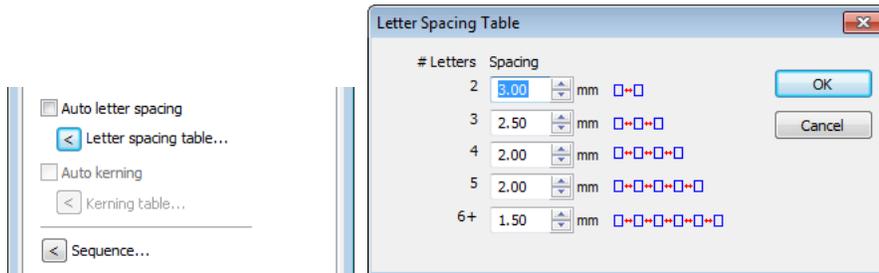
#### Teamname Matrix for EmbroideryStudio e3 Lettering & Editing

The 'Teamname Matrix' feature is now available in EmbroideryStudio e3 Lettering and Editing products.



### Auto Letter Spacing for EmbroideryStudio e3 Lettering & Editing

The **Auto Letter Spacing** feature has been added to EmbroideryStudio e3 Lettering & Editing products. This feature is important for naming customers.



### TrueType Font conversion

TrueType Font conversion has undergone a general improvement in the way fonts are converted to embroidery patches (decomposition). This applies to all character sets.



### Conversion of multi-line paragraph text

Several problems have been reported with the conversion of TTF text. CorelDRAW multi-line paragraph text is not converting properly to embroidery. Also, problems have been reported when converting paragraph text with center or right justification. These conversion issues have been resolved.

# Conversion of multi-line paragraph text

**Note:** Small Paragraph & Artistic Text – in particular, narrow fonts such as script fonts – may not convert to embroidery. Try increasing font size or try converting directly from the EmbroideryStudio **Object Properties > Lettering** tab.

## Application of Squared Corner offsets to lettering objects

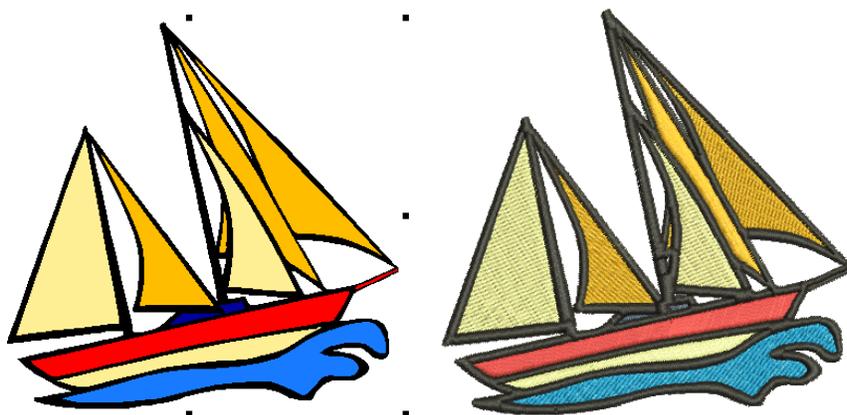
It has been found that the software can crash when applying 'Squared Corner' offsets to lettering objects. This problem has been rectified.

## Digitizing improvements

ES e3.0Q includes the following improvements to embroidery digitizing functionality.

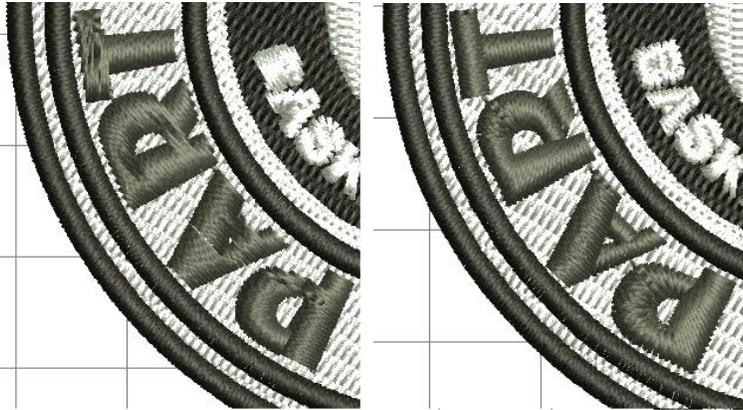
### Conversion of vectors to embroidery

There have been reports of software crashes occurring when converting certain vector designs. This problem has been rectified.



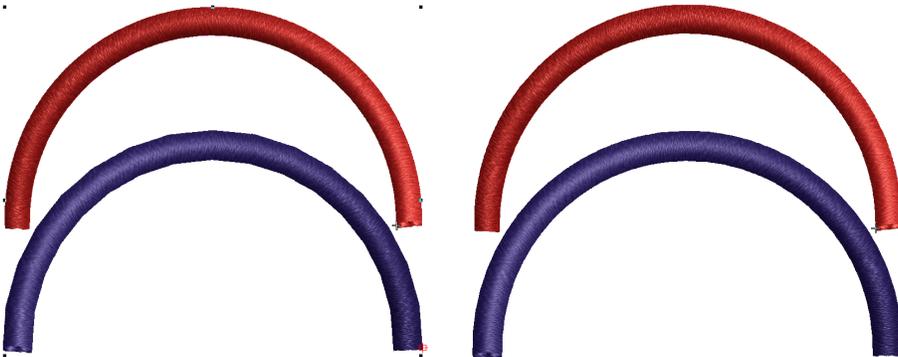
### Vector conversion for letter-like objects

Vector conversion for letter-like objects has been improved with the use of Turning Satin. This works better for narrow turning shapes like letters. Standard conversion still applies to general shapes.



### Curve edge smoothness

Problems have been reported with the relative smoothness of curved edges. The sample shows Input C and Input A with very high stitch density so the edge line can be clearly seen. This problem has been rectified.

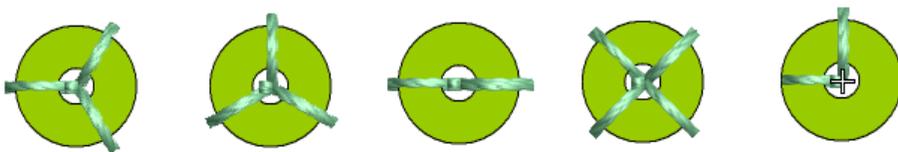


### Sequin improvements

ES e3.0Q includes the following improvements to sequins.

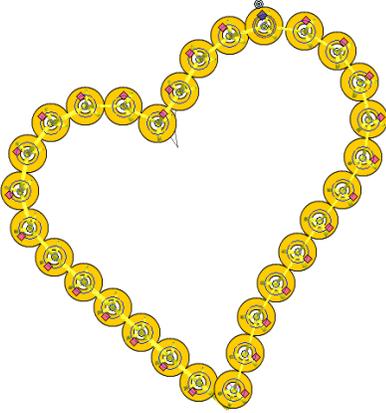
#### Changing Sequin Run Manual fixing type for a single sequin

System crashes have been reported when changing fixing types for single sequins created with Sequin Run Manual. This problem has been rectified.



#### Visual feedback when moving sequins with Sequin Edit

Misleading visual feedback when moving sequins using **Sequin Edit** tool has been fixed with this release.

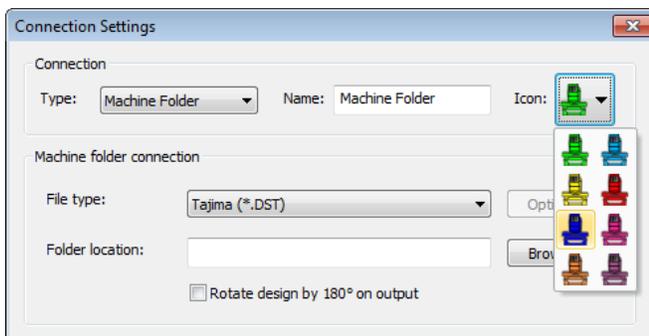


## Output improvements

ES e3.0Q includes the following output improvements.

### Rotate design 180° on output for cap applications

Connection Manager now provides the ability to optionally rotate design 180° on output for cap applications.



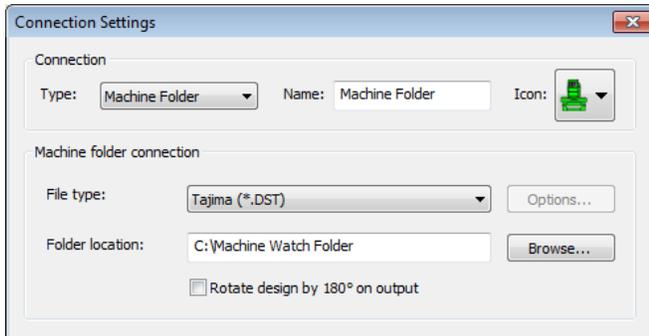
A **Rotate design by 180° on output** checkbox has been added to the **Connection Settings** dialog. If ticked, all designs sent to that connection will be automatically rotated.

### Color selection for machine icons

Connection Manager also now provides the option to select a color for machine icons. There are 8 colors to choose from. By default, the 'next available' color is pre-allocated as is currently done with the toolbar icon.

### Save options added to Connection Manager

An **Options** button has been added in **Connection Manager**. This allows users to set up specific file format options directly from within Connection Manager without having to go to the **Save As** dialog.

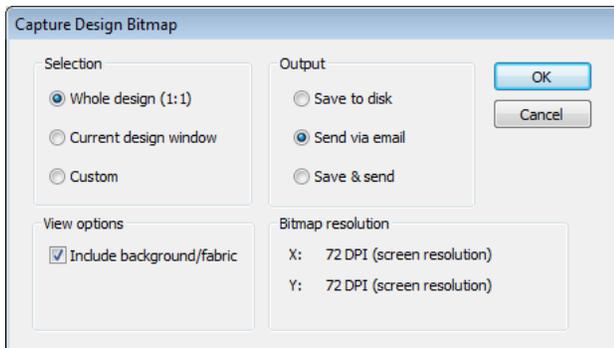


### First needle number written to Barudan format

Previously, the first needle number was not written to Barudan file format. For a single color design, this meant the machine always defaulted to the first needle rather than selected needle. With this release, all Barudan machine formats have 'First CC required' enabled by default.

### Capture Design Bitmap via Email

Problems have been reported when using the **Capture Design Bitmap** function for sending via email. It fails to work as expected with Windows Outlook 2010 or Outlook 2007 on Vista. Nor does it work properly with Windows Live Mail under Windows 7. This problem has been rectified.



### Removal of PES Hoop type dialog when saving as PES format

Previously, when saving a design in PES format, the PES Hoop type dialog appeared requiring the user to choose a size. The dialog has been removed when outputting a PES design via **Save**, **Save As**, or **Connection Manager** functions. Instead, the PES file format **Options** button is enabled in the relevant dialog.

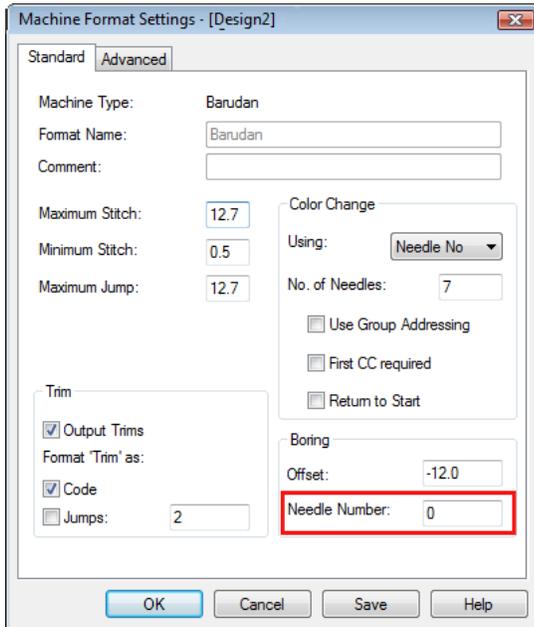
### Stop function codes with Barudan U?? files

Problems have occurred with the placement of Stop function codes in U?? files. Trim and Stop codes are placed in the wrong sequence, Stops being placed before Trims. This problem has been rectified.

### Needle assignment in Barudan U?? files

The ES e3.0Q update inadvertently introduced a problem with needle assignments in Barudan U?? files, as well as other Barudan formats such as DSB, T01. Needle bar addressing is offset unexpectedly. With the e3.0R update, this problem has been resolved.

However, for e3.0Q designs that already experience this issue, customers need to use the following work-around. In order to stop the shifting, you must set the boring **Needle Number** in the **Machine Format Settings** dialog from 1 to 0 in already-affected design files.



**Note:** If Barudan machine format settings have been saved as a default in ES e3.0Q, the **Boring Needle** number should be set to '0' and updated after installing ES e3.0 R2. If the default boring needle number for a particular Barudan machine format is not 0, it will continue to cause problems.

#### To update the default boring needle number

1. Start ES e3.0R.
2. Select **File > New** to open a blank design.
3. Select **Design > Select Machine Format**.
4. Select the affected Barudan machine format – e.g. 'Barudan Z Series'
5. Click **Settings**.
6. Set the **Boring Needle** number to '0' and click **Save**.
7. Click **Close**.
8. Repeat for any other affected machine formats.

#### Object properties

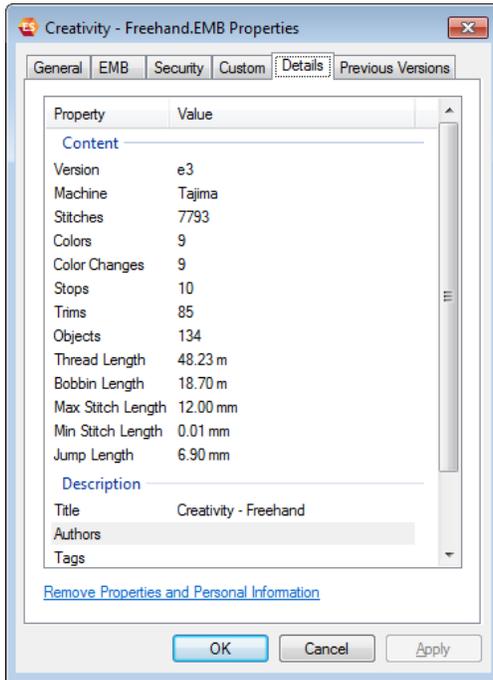
ES e3.0Q includes the following improvements in the handling of object properties.

#### Use of Object Properties with dual monitors

In a situation of dual monitors with the **Object Properties** dialog in the second screen, the slider bar remains outside the dialog to the edge the first monitor. In short, sliders are not always visible, being hidden off the edge of the screen. This problem has been rectified.

## Thread and bobbin lengths displayed in EMB file properties

Incorrect thread and bobbin length values have been reported in the EMB file properties display in **Design Explorer**. This problem has been rectified.



## Design preview in Windows Explorer

When a design is saved in EMB e2 (or earlier version) in ESe3, the version number is displayed in Windows Explorer as 3.0. This problem has been rectified.

## Thread length values in EMB file in DW/DE

There have also been reports of thread length values in EMB file changing to either 0 or negative values in Design Workflow and Design Explorer. This problem has been rectified.

## Korean language support

ES e3.0Q includes the following improvements in support of Korean language.

### Korean language resources added to software

Korean language resources have been added to the latest software installation.

### Quality of Korean TTF conversion to embroidery

The quality of conversion of Korean TrueType Fonts to embroidery has been improved, with better detection of shape cuts and embroidery patches that support Korean unicode characters. Conversion now better follows Korean stroke rules. Also:

- All characters are satin stitch.
- Embroidery stitch direction is the reverse of character process direction.

These issues have been addressed with the current release.

### Stitching Korean letters with turning fill style

Korean TTF conversion fails to stitch some letters with a turning fill style – i.e. conversion produces Tatami Complex Fill objects. This problem has been rectified.

## New & improved features in ES e3.0K

The main scope of the e3.0K software update is to provide runtime estimates for stitching designs on specified machines.

### Runtime analyst feature

The Runtime Analyst calculates the estimated running time for a specific embroidery file on an embroidery machine using specified RPM values and other runtime parameters. These are used on a design-by-design basis to determine scheduling, running costs, and calculate payments for production staff. Output can be used by any third-party software such as ERP and accounting systems.

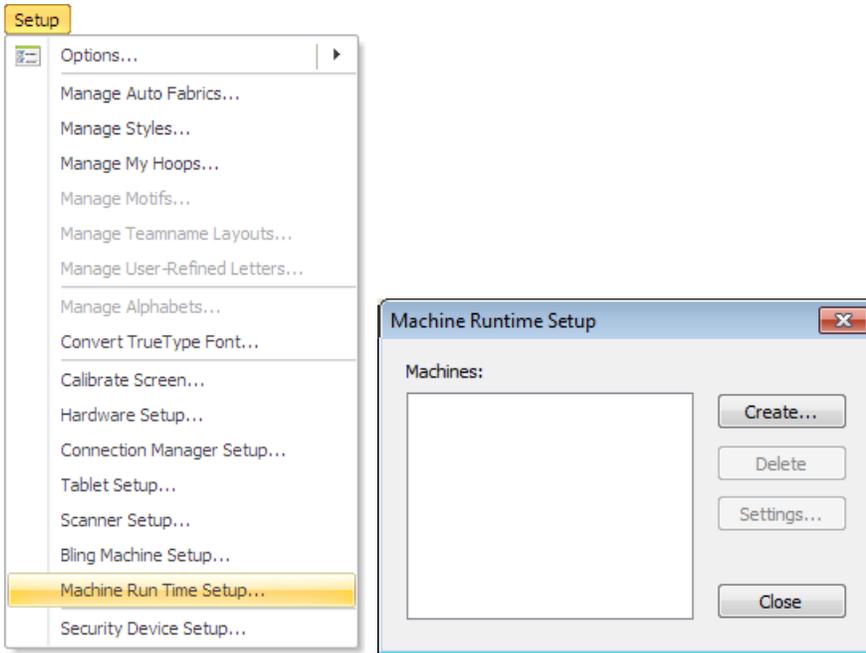
### Typical usage

Information can be made available to various stakeholders for payroll, estimations, and scheduling. For instance:

- The designer creates a new design and saves as EMB and/or stitch file such as U11.
- EmbroideryStudio automatically calculates running time.
- The designer saves or the system automatically saves calculated results to a CSV file in a designated file location.
- The Payroll Department accesses the CSV file and calculates pay rates for the design. For example:
- A Payroll Clerk may need to find out what the runtime will be for a given job in order to pay the machine operator.
- A Manager may need to provide an accurate runtime estimate for any given design so the payroll department is able to process machine operator payments.
- The ERP system accesses the CSV file for estimation and scheduling purposes.
- Runtime information may need to be communicated to the Machine Operator who needs to know the runtime estimate for specific jobs.

### Machine setup

Users can set up multiple named machines with specific parameters such as 'fast speed', 'slow speed', 'trim time', 'color change time', etc. Access the **Machine Runtime Setup** dialog via the **Setup** menu ...

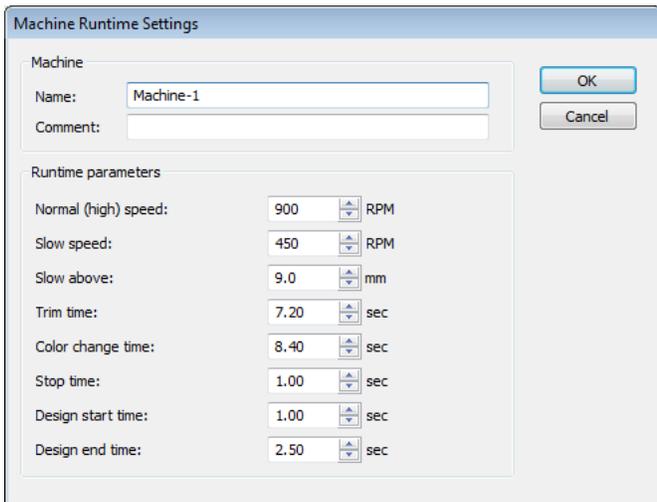


This dialog is similar to **Connection Manager Setup**. It lists all machines currently defined in the software for the purposes of runtime analysis.

**Note:** Machine types set up here are independent of machines defined in **Connection Manager Setup** or **Embroidery Machine Connection** dialogs.

### Machine runtime settings

Click **Create** to access the **Machine Runtime Settings** dialog ...



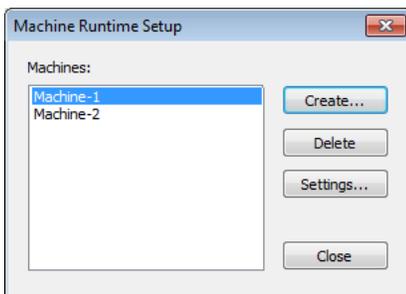
Parameters set here are based on metrics gathered both from machine specs, controller and/or empirical observation.

Parameter	Description
Name	May pertain to a particular machine or a class of machines. The class may be based on machine model. However different machines of the same model may be set up for

different purposes – e.g. to run at different speeds. If so, you’ll need to set up different classes to suit.

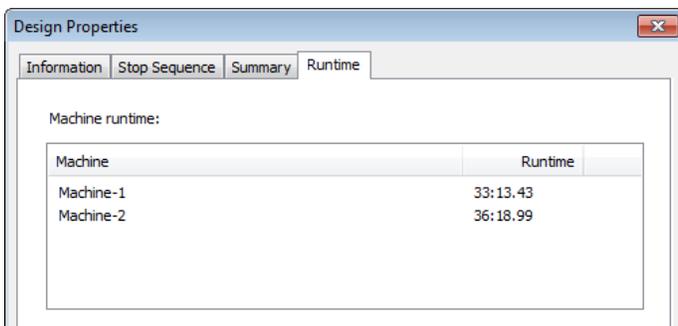
- Normal (high) speed      Defines the speed at which the machine normally sews. Normally available from machine specs.
- Slow speed                Defines the slowest speed at which the machine runs. Normally available from machine specs.
- Slow above                Defines the length of stitch above which the machine slows down. This value is automatically adjusted according to speed settings, in particular slow speed. It should be available from the machine specs.
- Trim time                 The time the machine takes to perform a trim. May be available from machine specs or empirical observation.
- Color change time        Same as for Trim time.
- Stop time                 Defines time spend stopping in order to place fabric, foam, etc. This is normally determined through empirical observation. The number of heads on the machine will be a determining factor – e.g. 16 heads x 6 secs each.
- Design start time         Defines how long the machine takes to go from stop to normal speed – e.g. it may stitch a number of slow stitches to start off. May be available from machine specs or empirical observation.
- Design end time         Defines stopping time – the machine may slow down and then travel to the center of the hoop before actually stopping.

All machines or machine classes you define are listed in the **Machine Runtime Setup** dialog. From here they can be updated or deleted from the system.

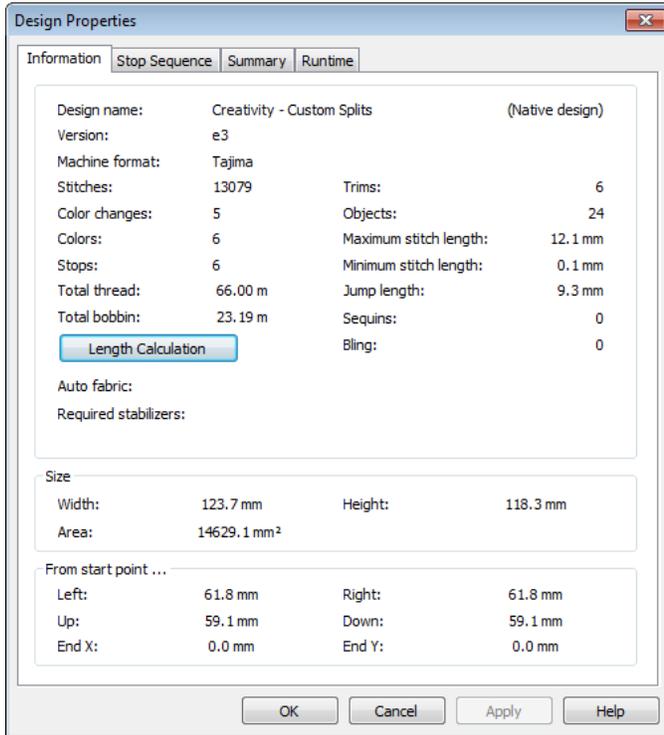


### Design information

Once your machines or machine classes have been defined, estimated running time for a specific embroidery file is displayed in the **Design Properties** dialog under a new **Runtime** tab.



This tab lists available machines and estimated runtimes for the current design. A new **Area** field on the **Information** tab shows total design area. It is calculated by multiplying design width and height, not actual stitched area. This figure is used to estimate the cost of fabric or 3D foam that can be used in the design.



## Outputting design information

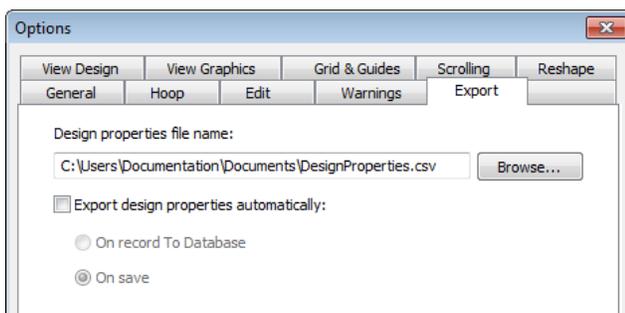
Design information, including runtime estimate and relevant parameters, can be output to CSV file for later use by third-party applications. New data is appended to any existing CSV file.

## Predefining export options

Design information can be written whenever the design is:

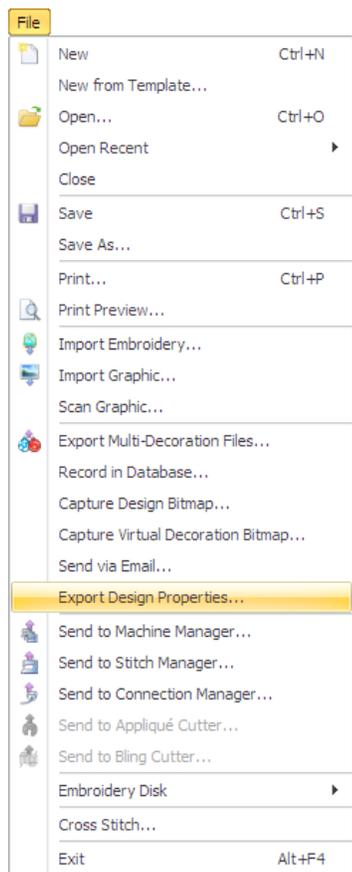
- recorded into DW database
- saved

A new **Options > Export** tab allows you to preset these options.



## Manually exporting design properties

The new **File > Export Design Properties** command allows you to manually save current design properties.



## CSV output

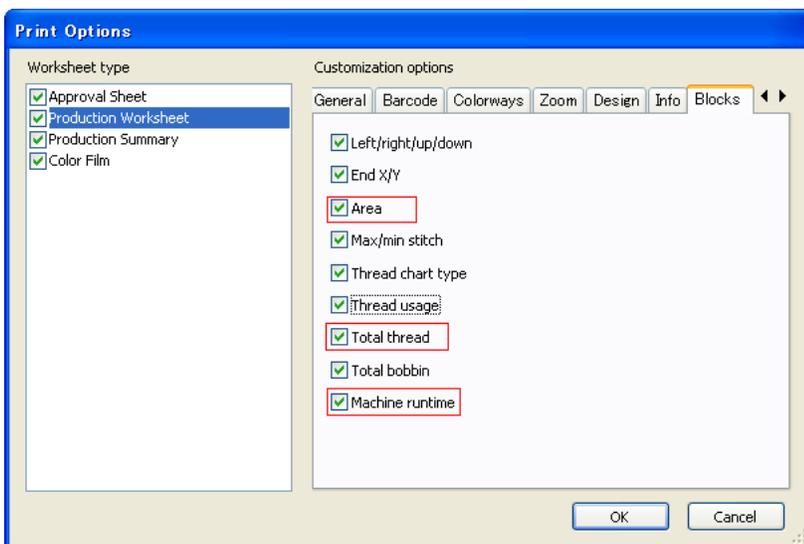
The CSV output file includes the following fields. The first group derive from the **Design Properties > Information** tab. The next group derives from parameters entered in the **Machine Runtime Settings** dialog.

Field	Description
<b>Design properties</b>	<b>Data derived from design properties</b>
Date	Date and time of exporting properties.
File name	Name design saved under.
Machine format	Machine format of design.
Stitches	Total number of stitches in design.
Colors	Total number of thread colors in design.
Color changes	Total color changes – may or may not coincide with number of colors.
Stops	Number of machine stops in design.
Trims	Number of trims in design.
Sequins	Number of sequins in design.
Blings	Number of individual rhinestones in design.

Thread length (m)	Total length of thread used in design.
Height (mm)	Height of sewing area – derived from design extents.
Width (mm)	Width of sewing area – derived from design extents.
Area (mm <sup>2</sup> )	Area covered by design – calculated according to design extents.
<b>Runtime data</b>	<b>Data derived from machine runtime settings</b>
Below	Number of stitches stitched at slow and high speed according to ‘slow above’ parameter. Combined numbers should equate to ‘Stitches’ value.
Above	
Machine	Machine as shown on Machine Runtime Setup dialog. If there are multiple machines defined, a separate line entry appears for each.
Normal (high) speed (RPM)	Runtime setting as shown on Machine Runtime Settings dialog.
Slow speed (RPM)	Ditto
Slow above (mm)	Ditto
Trim time (sec)	Ditto
Color change time (sec)	Ditto
Stop time (sec)	Ditto
Design start time (sec)	Ditto
Design end time (sec)	Ditto
Runtime (min:sec)	Calculated runtime of this design according to particular machine as shown on Design Properties > Runtime tab. If there are multiple machines defined, a separate line entry appears for each.

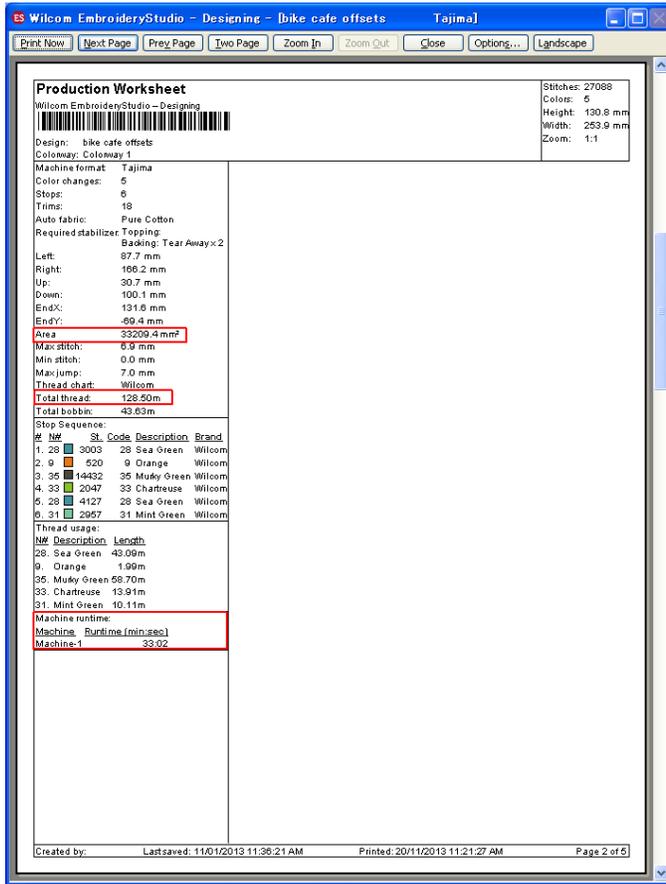
### Printing of runtime estimates & design area

The Production Worksheet prints the new runtime information. Three new fields to control the new information appear under the **Blocks** tab: ‘Area’, ‘Total thread’ and ‘Machine runtime’.



The **Machine runtime** checkbox is only available if the feature is available in the software. If there are no machines set up, checking ‘Machine runtime’ has no effect as there is nothing to print.

**Total thread** prints the information of the same name in the **Design Properties** dialog. This information is included in both Production Worksheet and Production Summary.



## Interface & usability improvements

ES e3.0K includes the following interface & usability improvements.

### Ruler display

Inch rulers are now displayed in 1/16, 1/8, 1/4, 1/2, and 1" divisions not 1/10s. The grid size can be set in decimal inches now. This is usable as is.



### Transformation & measure tooltips

Unit of measure displayed in the Resize tooltip can now be chosen by the user. Similarly distance moved – e.g. moving letters – is now displayed in appropriate units. Similarly, 'Length' and 'Angle' labels have been added to the Measure tooltip, together with the appropriate length unit.



## Travel tool keyboard shortcuts



All **Travel** tools now have keyboard shortcuts. New shortcuts include:

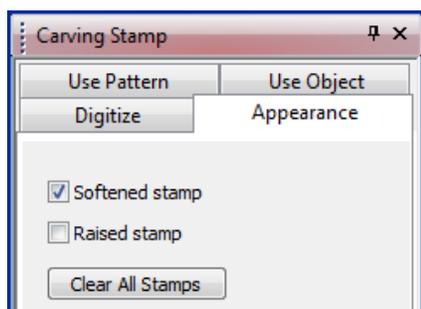
- Travel by 1000 stitches: Shift + Num- / Shift + Num+
- Travel by Function: Ctrl + Page Up / Ctrl + Page Down
- Travel by Trim: Ctrl + Left Arrow / Ctrl + Right Arrow

## Ctrl+M shortcut for Auto Trace

The **Ctrl+M** shortcut is not correctly activating **Auto Trace**. This problem has been rectified.

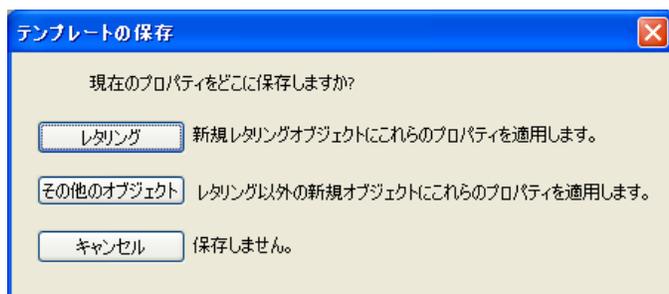
## Appearance tab in Carving Stamp docker

The software crashes on closing all open windows when the **Appearance** tab is selected in **Carving Stamp** docker. This problem has been rectified.



## Other Objects option in Save to Template dialog

The **Other Objects** option is missing in the **Save to Template** dialog in languages other than English. This problem has been rectified.



## Machine Manager in Japanese

**Machine Manager** is not working in e3 Japanese. This problem has been rectified.



### Schiffli toolbar Borer Depth display

The **Schiffli** toolbar does not show correct **Borer Depth** when traveling through stitches in ES e3. This problem has been rectified.



### Garbage characters in Japanese menus

Garbage characters are appearing in menus in e3 Japanese when using WinXP. This problem has been rectified.

### Photo Flash and Auto Digitize Bitmaps

If the **Auto Digitize Bitmaps** Element is disabled, the **Auto-Digitizing Tools** flyout is not available on the **Toolbox** toolbar. This means the **Photo Flash** icon is not available even when the Element is enabled. The **Photo Flash** tool is now correctly displayed when enabled.



**Photo Flash**

Create whole embroidery designs from photographs.

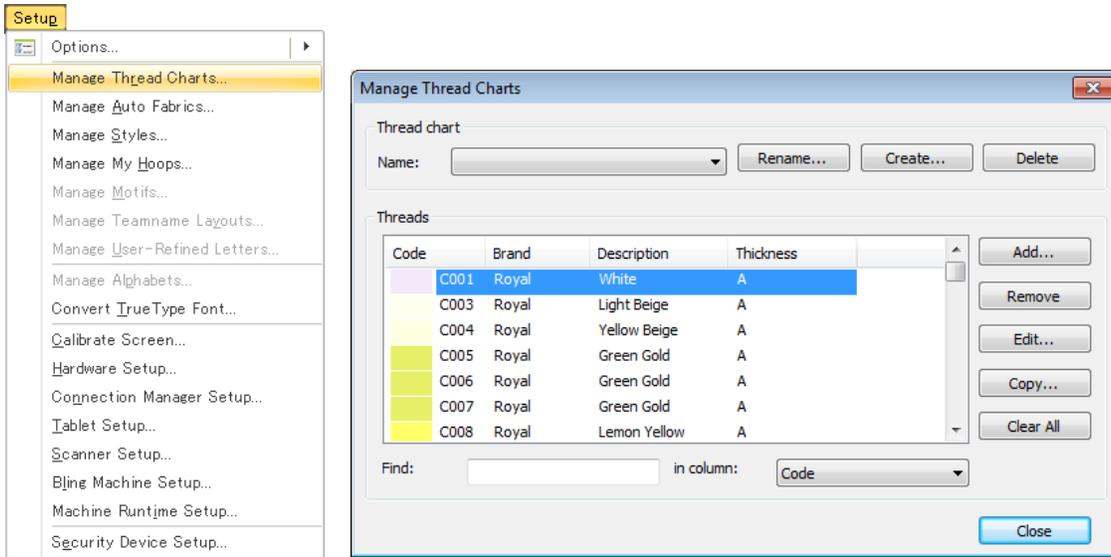
 Press <F1> for more help

### Thread & fabric improvements

ES e3.0K includes the following thread and fabric improvements.

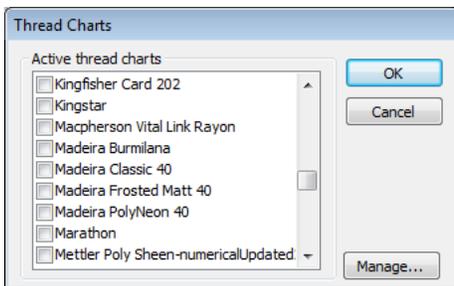
### Access to Manage Thread Charts dialog

The **Manage Thread Charts** dialog is now directly accessed via the **Setup** menu along with other asset management functions. Previously it could only be accessed indirectly via the **Thread Charts** dialog.



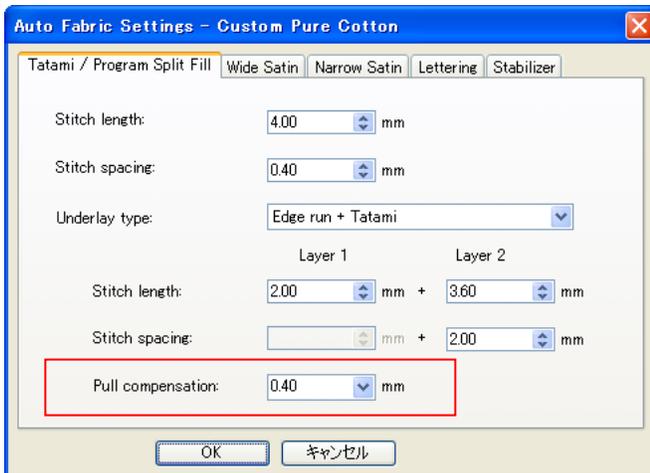
### Madeira color palettes

Madeira color palettes have been updated and now include all the latest threads. The new **PolyNeon** palette is also included.



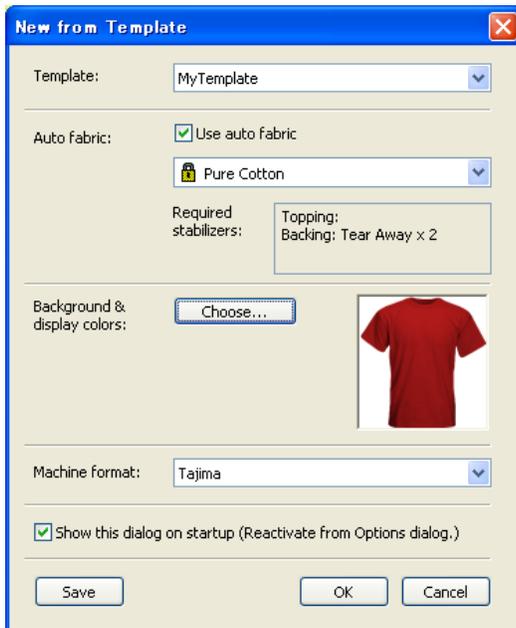
### Pull compensation fabric settings

There is a rounding issue with pull compensation settings: values that should be .40 appear as .39. Also the pull compensation unit is missing in all tabs, except Stabilizer, in the **Auto Fabric Settings** dialog. These issues have now been resolved.



## New from Template dialog

Previously the last chosen template was not remembered in the **New from Template** dialog. The **Normal** template always appeared by default. This problem has been rectified.

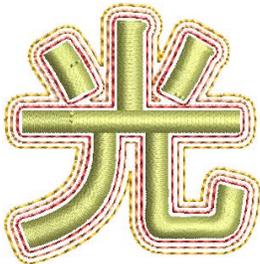


## Lettering improvements

ES e3.0K includes the following lettering improvements.

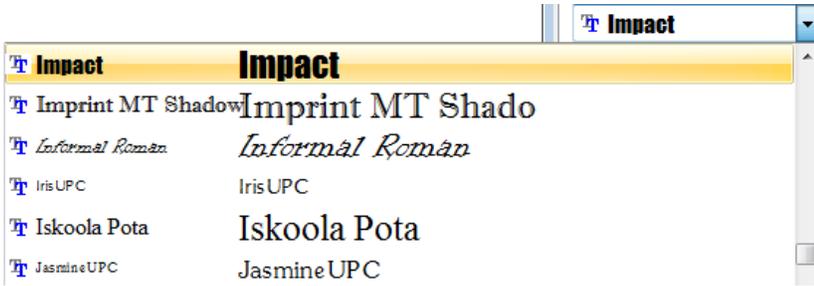
### Offset outlines with Kanji lettering

DS now provides the ability to apply offset outlines to Kanji characters as part of a lettering object.



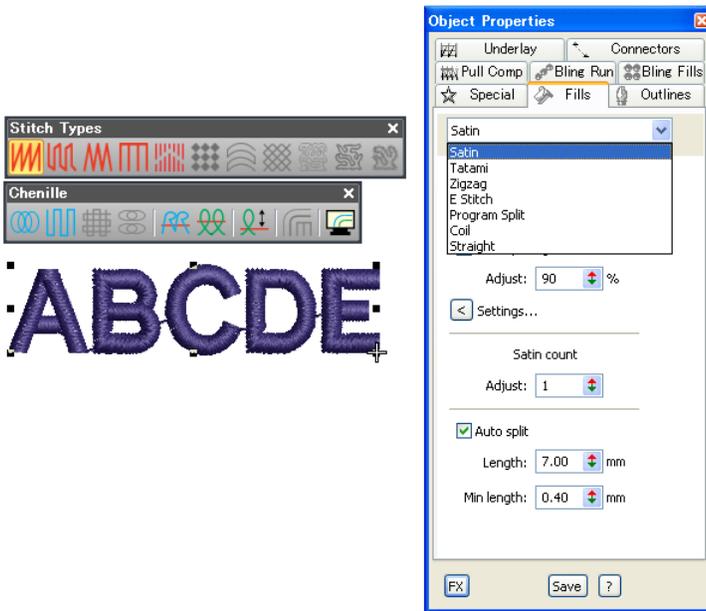
### Preview of fonts in lettering properties

Previewing fonts in lettering properties can cause ES to unexpectedly shut down. This generally happens if there are a very large number of TrueType fonts installed in Windows. This problem has been rectified.



**Available stitch types for lettering and branched objects**

There are inconsistencies between stitch types available for lettering and branched objects on the toolbars and those displayed in the **Object Properties** dialog. This problem has been rectified.

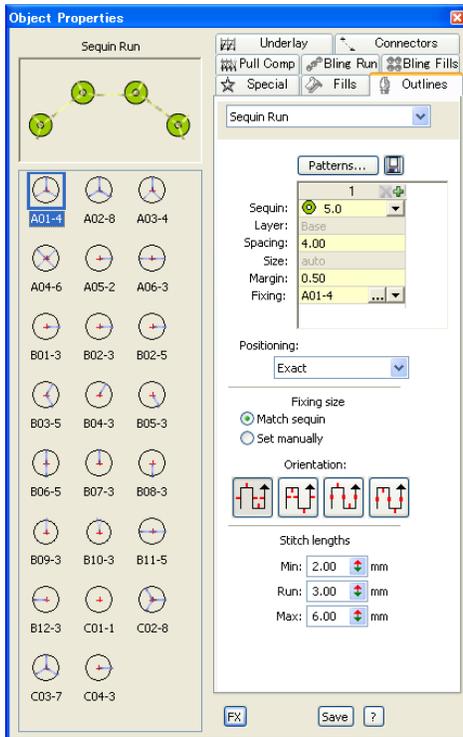


**Stitching & color improvements**

ES e3.0K includes the following stitching and color improvements.

**Sequin fixing stitch previews**

Sequin fixing stitch preview were incorrect for A01-4, A02-8, A03-4, and A04-6. These have now been fixed.



### Slant angle of zigzag underlay

The slant angle of zigzag underlay defaults to 30° when opening an V2006 or earlier EMB files in e3. This can cause the underlay to extend outside the boundary. With e1.5 and e2.0, the slant angle correctly defaults to 90°. This issue has now been resolved for V2006 and earlier.

### Color assignment with Fill Holes

After applying **Fill Holes** to an object with holes, changing color of the source object incorrectly changes the color of the fill object. Also vice versa. This problem has been rectified.

### File handling improvements

ES e3.0K includes the following file handling improvements.

#### Using ZSK TC format in Export Multi-Decoration Files

Clicking **Options** when using ZSK TC format in the **Export Multi-Decoration Files** dialog crashes the software. This problem has been rectified.

#### Design Explorer and DesignWorkflow file display

Previously DE and DW did not display Barudan U?? files. This problem has been rectified.

### Saving single sequins

When saving a single sequin created by **Sequin Run Manual** or **Sequin Run Auto** to any file format results in the sequin being lost upon reopening the design. This problem has been rectified.

## Missing formats in ES

TrueSizer can open and save some formats that are not available in ES. This has now been corrected so that all products open and save the same formats. Also, three additional formats have been added to both TrueSizer and ES:

- Elna (\*.EMD)
- Janome/Elna/Kenmore (\*.JEF+)
- Pfaff (\*.PCM)

## New & improved features in ES e3.0H

The main theme of the e3.0H software update was to enhance support for third-party machine connection. Specifically, Happy, ZSK and Brother machines. Other aims of this release include:

- Resolve issues associated with multi-language release.
- Improve machine connectivity by providing the ability to add named machines and define a network location for design retrieval.
- Fix other outstanding software issues unresolved at the time of last release.

### Updated Connection Manager

EmbroideryStudio Connection Manager has been updated to provide a more flexible method of connection to different machines that appear as removable media or use a third-party application to connect to the machine and require files to be placed in a specific network location. Each machine, once set up, will only require a single click in order to send a design to the predefined folder on a network or PC.

#### Basic workflow

The basic workflow is as follows:

1. Set up a machine connection.
  - Each machine has a unique name and 'Quick Access' button.
  - Each machine can have a unique folder to which designs can be sent so they can be accessed from the machine control panel or third-party machine connection software.
2. Create a design.
3. Click the Quick Access button for the specific machine.
4. The design is sent to the specified folder.
5. Using the machine controller or third-party connection software, access the design from the network or PC folder.
6. Load or send the design.
7. Stitch the design on the machine.

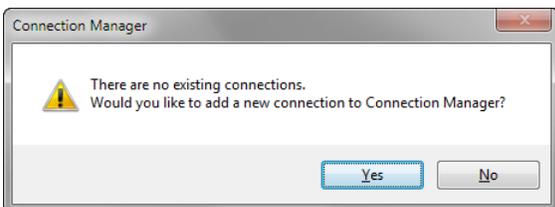
#### Sending a design for the first time

1. Click the **Connection Manager** icon on the **Standard** toolbar.



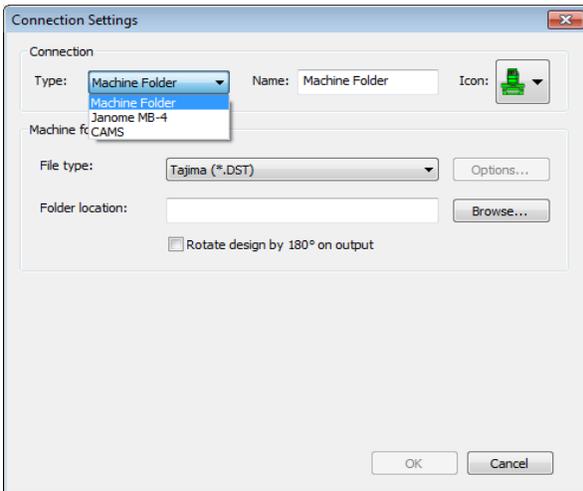
2. Alternatively, select Setup > Connection Manager Setup.

If no connections currently exist, the message appears:



3. Click **Yes** to start setting up your connections.

4. The Connection Settings dialog opens.



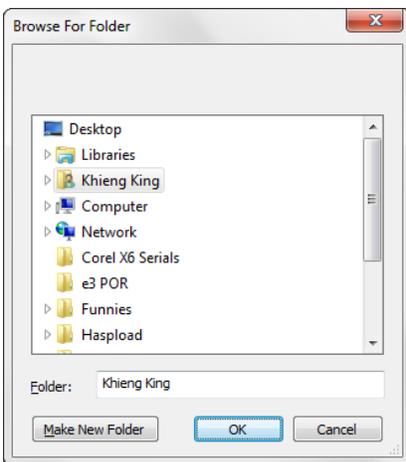
5. Select the connection type. Choose from:

- Machine folder – e.g. Barudan DFS, HappyLink/LAN, Brother PR series and so on
- Janome MB-4
- CAMS (rhinestone placement machine)

6. Enter a unique machine name. This name identifies the quick access button.

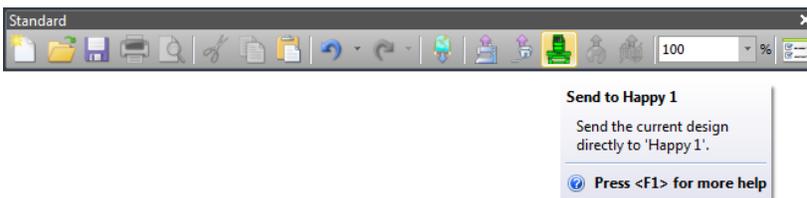
7. Select the file type required by the machine.

8. Enter or browse to a file location on the network or the PC



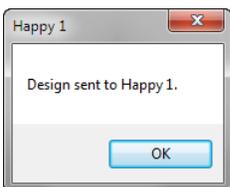
9. Click **OK** when complete.

The new machine will appear as a Quick Access button on the **Standard** toolbar



10. Click **Send** to send the currently open design to the specified machine folder.

A confirmation message is displayed.

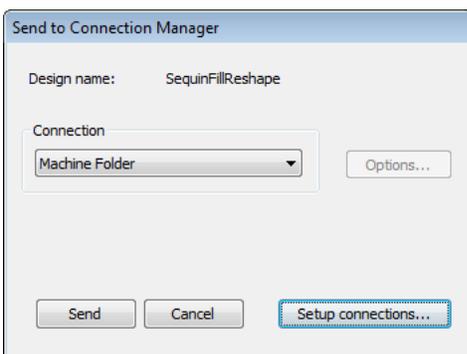


## Setting up additional connections

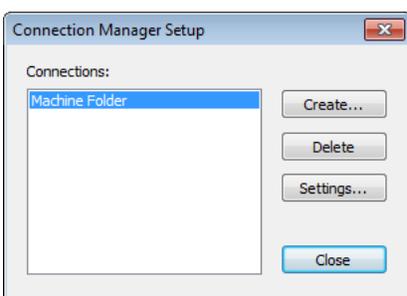
1. Click the **Connection Manager** icon on the **Standard** toolbar.



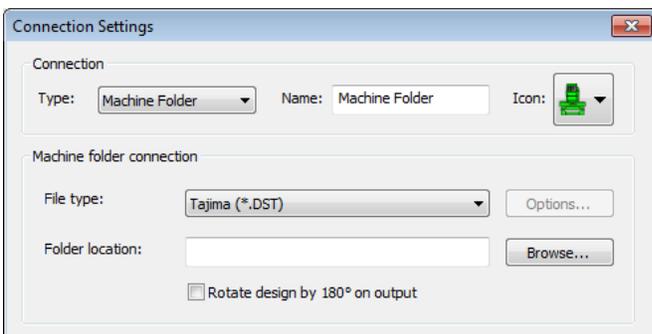
Alternatively, select **Setup > Connection Manager Setup**. If a connection already exists, the **Send to Connection Manager** dialog opens.



2. Select **Setup Connections**.  
The Connection Manager Setup dialog opens.



3. Click **Create**.  
The **Connection Settings** dialog opens.



- Repeat steps outlined above to set up another machine connection. As more machines are created, more quick access buttons are added with unique colors for each.



A single click on a machine quick access button will send the current design to the predefined location for the selected machine.

## Other improvements

The e3.0H also includes the following fixes and improvements.

### Multi-language issues

Problem	Resolution
Multi-language GUI problems	A number of problems were reported with regards to truncations and faulty message strings in languages other than English. These have been resolved.
'My Product' for multi-languages	Previously, clicking an element on left hand pane of the 'My Product' dialog, when switched to languages other than English, did not load the corresponding page. This problem has been rectified.
'Capture Design Bitmap' in French	If running ES in French language, the 'Capture Design Bitmap' dialog crashed the system. This problem has been rectified.
German translation of Application Fabric dialog	The Application Fabric dialog title has now been correctly translated as 'Applikations-Stoff'.
'New from Template' fabric selection	Some fabrics could not be selected in the 'New from Template' dialog when switched to languages other than English. This problem has been rectified.
Fabric selection in non-English languages	Fabrics displayed to the user in non-English language did not match the translated fabric selected. This problem has been rectified.

### Lettering issues

Problem	Resolution
Complex Fill TTF conversions	When converting letters with holes, such as the registered trademark character ®, strokes inside the outer ring were not always properly generated. This problem has been rectified.

Unwanted Wingdings in text field	Characters entered into the text field sometimes appeared as Wingding symbols, even when a Wilcom alphabet was selected. This happened after digitizing lettering with Webding and Wingding alphabets. This problem has been rectified.
Layout names	Teamname layout names did not always appear in the <b>Teamname Layouts</b> dialog. Sometimes the name fields appeared blank. This problem has been rectified.
Team Names options when sending via Connection Manager	Problems were reported when selecting Team Names options when sending designs via Connection Manager. This problem has been rectified.

## Auto-digitizing issues

Problem	Resolution
Converting embroidery to graphics	Previously, 'Convert Embroidery to Graphics' did not always convert selected embroidery to vectors. When it did convert, a 'ghost image' of the embroidery could still be seen after conversion to graphics. These issues have been resolved.
Appliqué covering stitches when converting vectors	When creating an appliqué object from a combined vector object, covering stitches for the hole were positioned on the wrong side for appliqué and had to be manually fixed by swapping 'Inside' and 'Outside' values. This problem has been rectified.

## Thread-related issues

Problem	Resolution
Assigning threads to colorways	The Color Palette Editor dialog was slow to respond during thread assignments involving a large number of colorways – e.g. > 50. This problem has been rectified.
Only used colors displayed in colorways	Colorways available from the Color Palette popup menu showed all colors in the palette, whether used or not. Now only colors used in the design (underlined in blue) are displayed. If no color is currently being used, no colors appear in the combo – only the name and background.
Improved colorway popup display	The number of colors visible in the colorways popup menu has been increased as follows: <ul style="list-style-type: none"> <li>• Maximum number of (used) colors shown has been increased from 8 to 16.</li> <li>• The number of colorways shown at any one time has increased from 4 to 6. The list can be scrolled to reveal more colorways if available.</li> </ul>

## System-related issues

Problem	Resolution
Access denied when starting software	Previously, the very first time ES was started, an 'Error - Access Denied' message was displayed. This problem has been rectified.
Software crashes with Flatten tool	Software crashes were reported when using the <b>Flatten</b> shaping tool with embroidery objects. This problem has been rectified.

## Miscellaneous

Problem	Resolution
Rotating objects with slanted satin	When a Satin or Raised Satin outline object with Calligraphy applied is rotated and entry and exit points are changed, the stitch angle of the object does not reflect the original orientation of the object. This problem has been rectified.
Compound Chenille needle height	The <b>Needle Height</b> controls in the <b>Compound Chenille Effect</b> dialog were not working properly. This problem has been rectified.
Background preview in 'New from Template'	When selecting a fabric in the <b>New from Template</b> dialog, the background preview panel continues to display some background color behind the fabric. This problem has been rectified.
Object scaling width and height values	When resizing an object via selection handles, the <b>Width</b> and <b>Height</b> values appearing in the resize tooltip were out of sync with those of the <b>Property Bar</b> . This problem has been rectified.
Happy machine hoop display	Happy machine hoops appear in the software to be smaller than actual size. This problem has been rectified.

## Solving problems

If you encounter a problem with the EmbroideryStudio e3.0K software update, refer to the following sources for help:

- Wilcom EmbroideryStudio e3.0 User Manual – select **Help > User Manual**.
- Wilcom EmbroideryStudio e3.0 Onscreen Help – select **Help > Onscreen Help**
- Windows help – select Start > Help and Support
- Windows manual – documentation supplied with your hardware.

If you are unable to solve a problem, you should contact your Wilcom dealer. Before seeking help, check that your PC meets the system requirements, and check the Troubleshooting chapter of the User Manual.

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