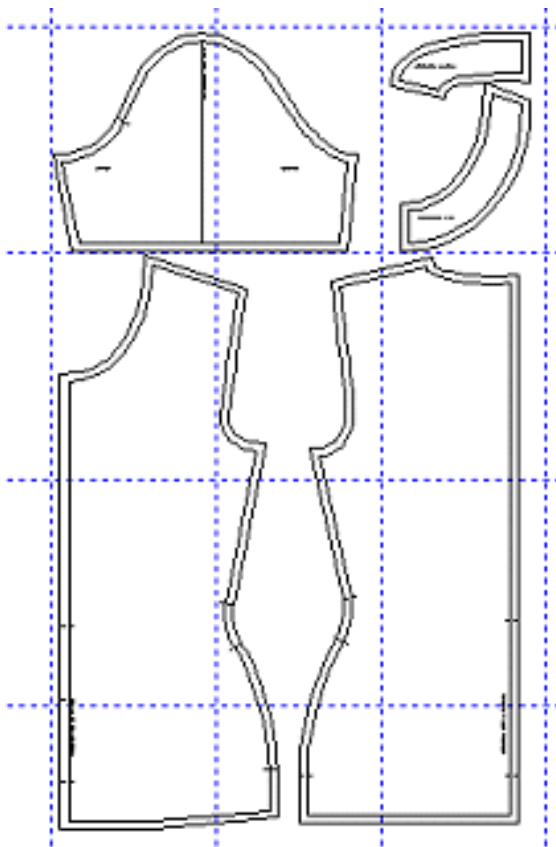


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PatternMaker 6 - new features
October 1st, 2001



PatternMaker 6 has been published. Here are its essential new properties. There are **five versions** of the program including the new **PatternMaker Deluxe** program version to run the macros and to edit patterns drafted by the macros.

[Read more](#)

Display paper grid

You can display paper grid on the working area. Use command Settings / Configuration in the main menu and check the box in front of option Paper grid.

You can also use **function key F12** or use command File / Print area /Toggle in the main menu.

Paper grid does not print when you print the patterns.

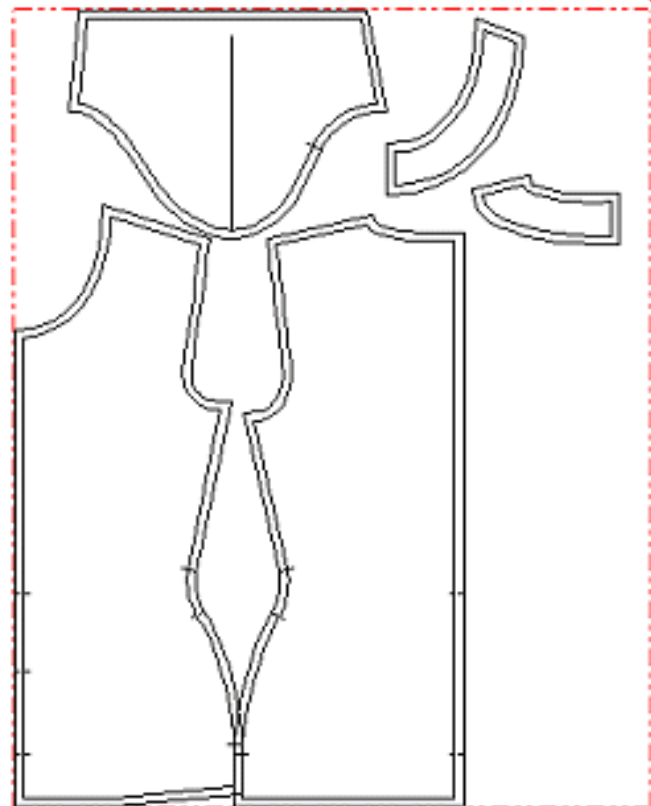
Display fabric grid

You can display fabric grid and let the program calculate the needed fabric yardage. Set the width of your fabric using command Settings / Configuration / Bolt width or click at the yardage box on the status line. If you are going to fold the fabric in two when cutting the patterns from it, set bold width as half of the total width of the fabric. Also check the box in front of the Show fabric grid.

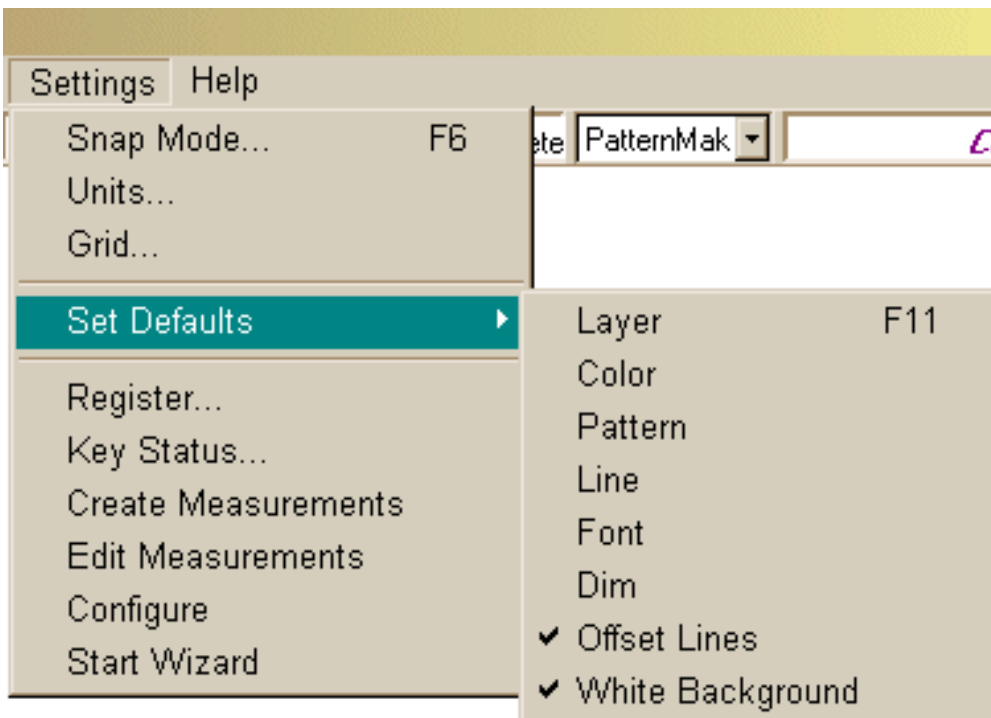
The program draws a dotted line around the patterns in as many bolts (strips) as needed to cover all pattern pieces horizontally. Move pattern pieces if necessary to fit vertically on one bolt. You can read the needed yardage in the yardage box in the status bar.

Fabric grid does not print when you print the patterns

Use Settings to define many important things



Settings / Set defaults



Use Settings / Set defaults in the main menu to set defaults for the **current session**. These settings do not remain when you close the program and open it again.

Layer

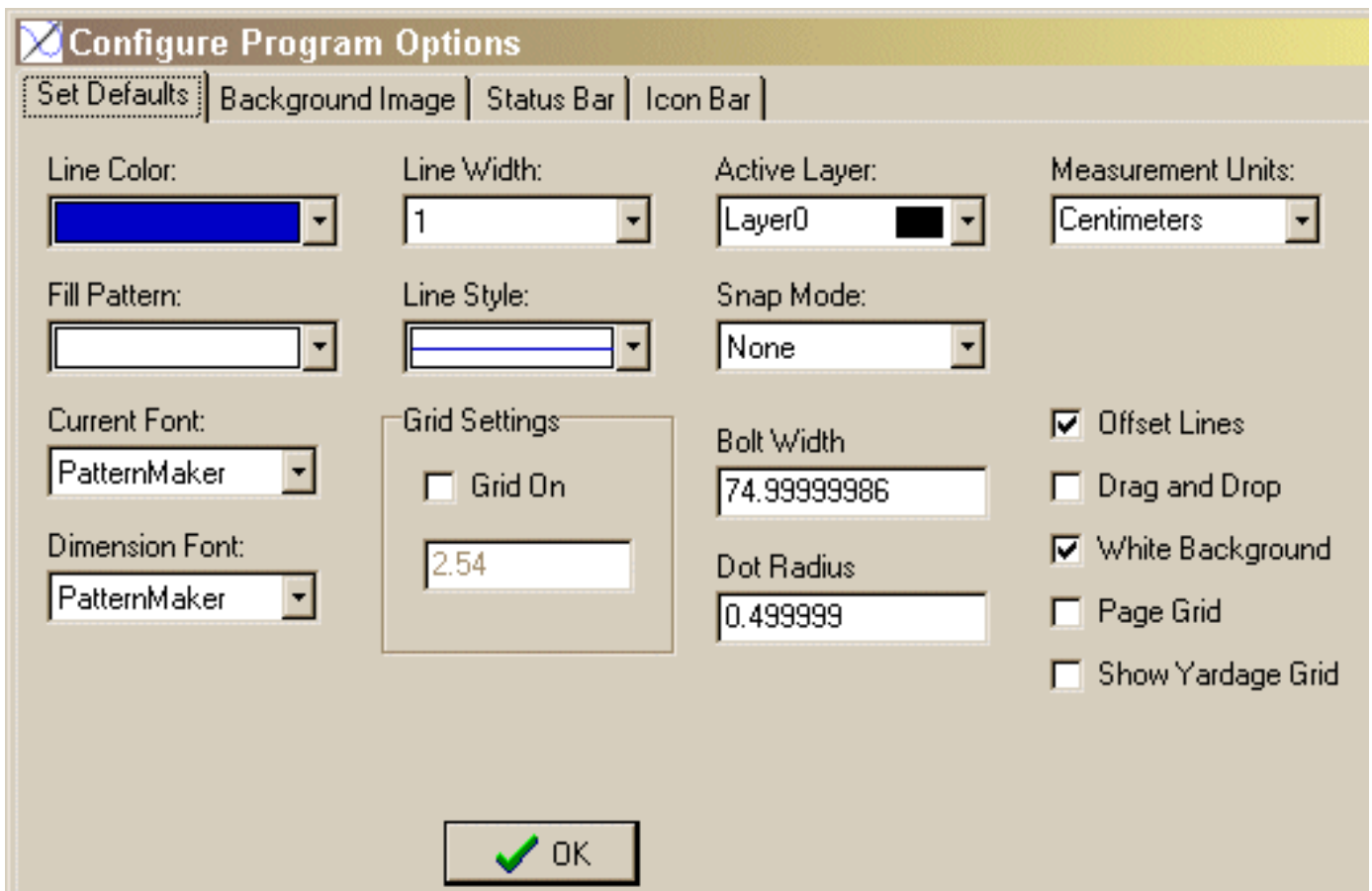
With command "Layer" you set the active layer, visible layers and the names of the layers. You draw on active layers. You can change, copy move and erase objects on all visible layers. Print commands apply to the

objects on the visible layers.

There are many reasons to change the layer also when you are working on one layer. So it is worth while remembering that the layer window can also be opened with **function key F11**.

Measurement tables

Using command in the Settings menu you also create and edit measurement tables. If you need instructions for creating and using measurement tables, please [click here](#).



Settings / Configuration

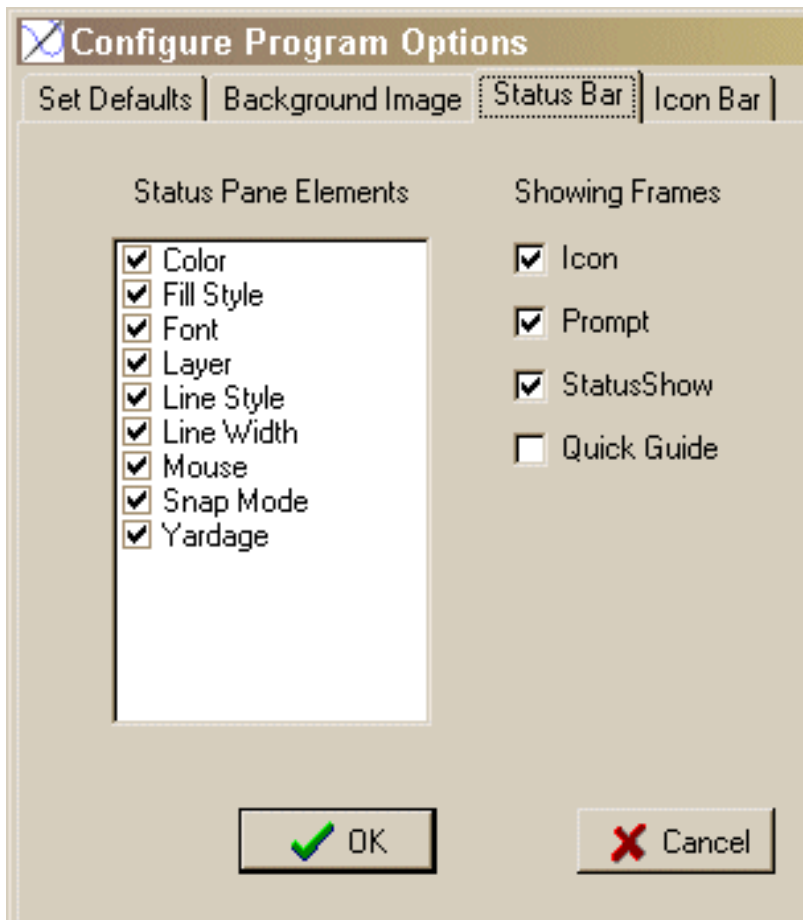
Use Settings / Configure in the main menu to set **permanent properties**.

Font

All fonts except "PatternMaker" are outlined. Outlined fonts may not look very good on the screen, but they are OK when printed.

Background picture

On interleaf Background picture you can load a bmp picture to the working area. The picture does not print when you print the patterns. Main uses for the background picture are to scan a picture, load it as a background picture and draw on top of it a PatternMaker object, e.g. a company logo or a garment picture. You can also use background picture to load scanned miniature patterns on PatternMaker work area and to draft PatternMaker objects with help of them. Use Edit / Scale to scale the patterns to full size.



Statusbar

On interleaf "Statusbar" you can define which elements are visible:

- Mouse** = Displays mouse coordinates and units
- Yardage** = Estimated yardage needed
- Layer** = Name of active layer
- Font** = Active font
- Snap** = Active snap mode
- Pattern** = Pattern of filled objects
- Line style** = Active line style
- Line width** = Active line width
- Color** = Active drawing color

On this interleaf you also define which of the following panels are visible:

Icons

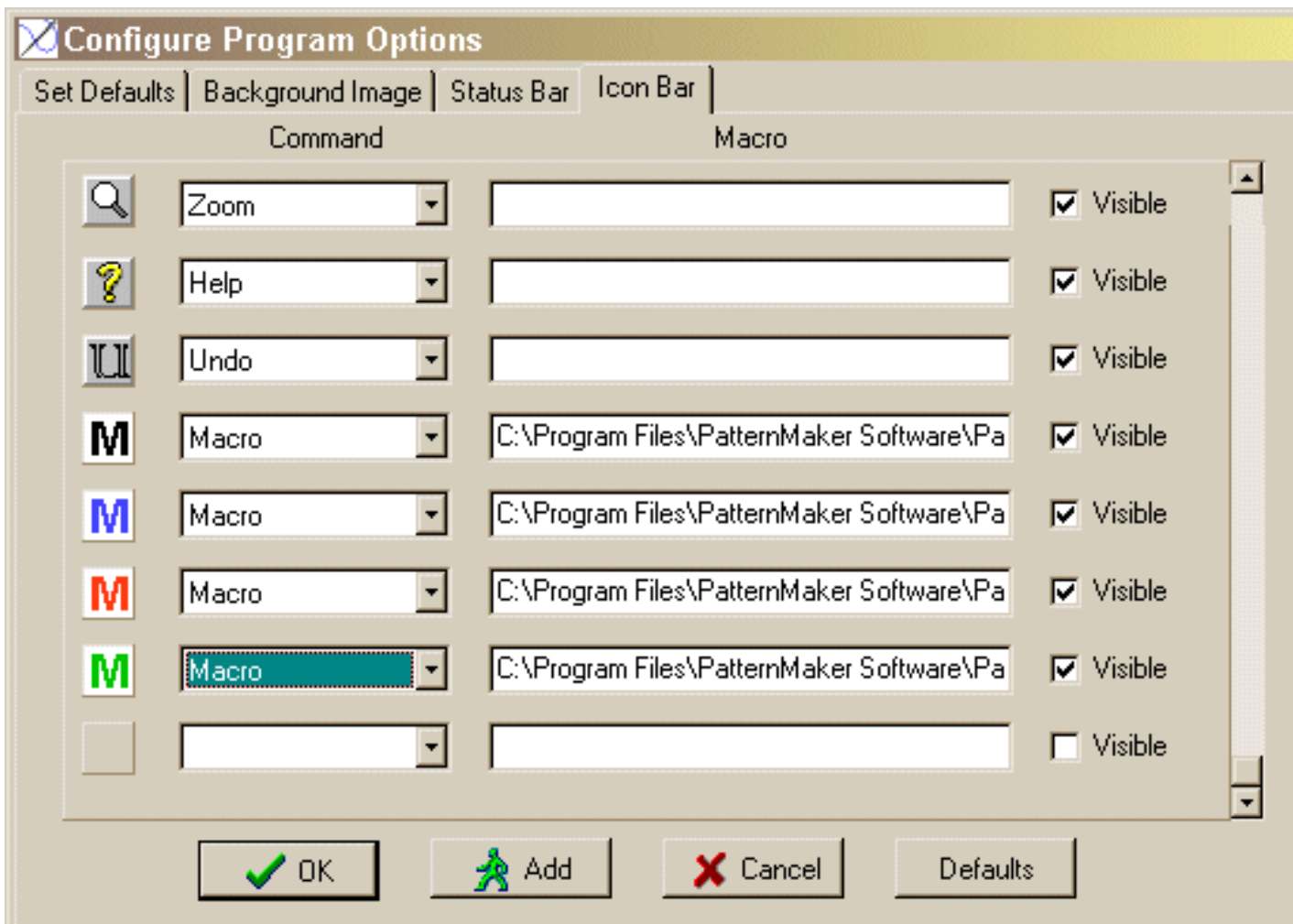
Prompt (command line)

Statusbar and

Quick guide (more about this below)

Icons

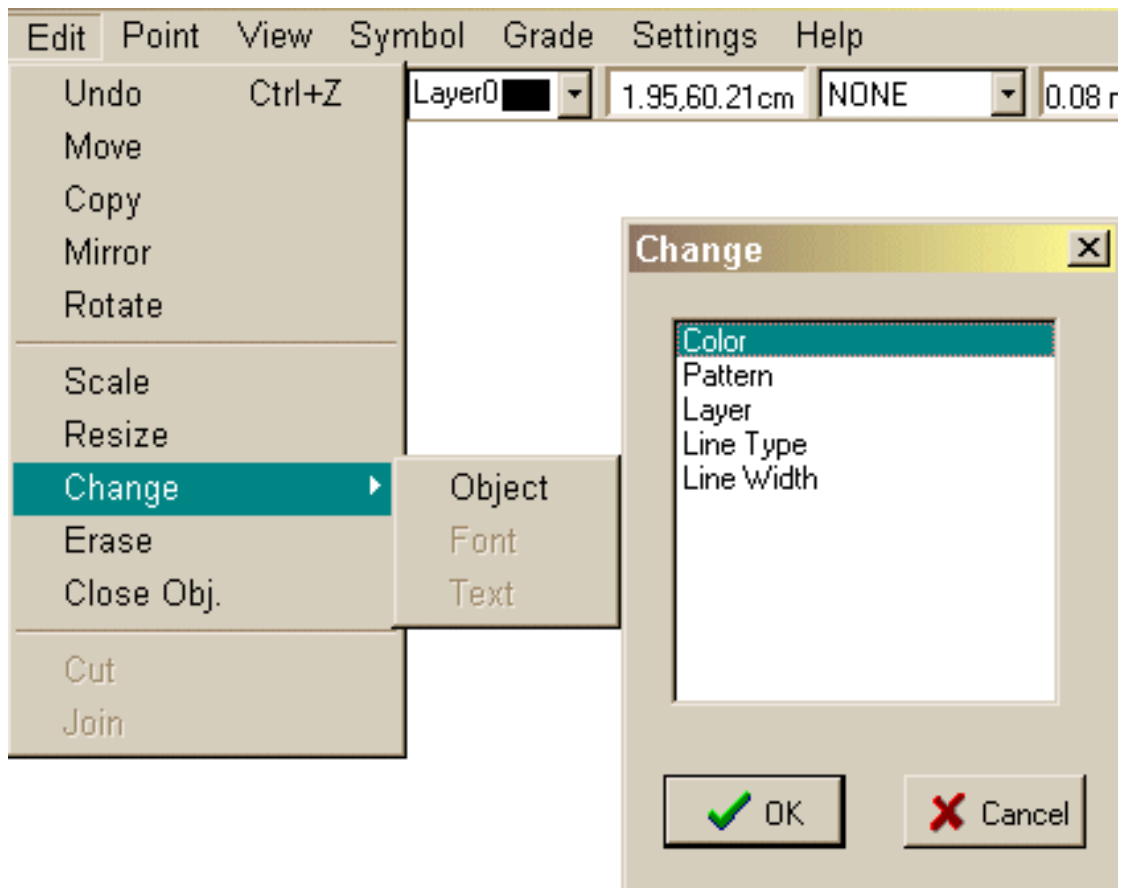
On the interleaf "Icons" you can define which icons are visible.



You can add new icons and connect macros to them. Do as follows:

Click "Add" button and a new button is added to the end of the icon list. Scroll the window to the end of icons. Double click "Macro" box beside the new icon and choose the macro you want to connect to this icon. If needed, move in the files window to the directory where the macro in question is. After having chosen the macro click <OK>. Also check the "Visible" box in question.

If you want to change the icon or add an icon to an empty icon, click on the icon and choose a bmp file you want to use as the new icon. If necessary, move in the files window to a directory where you have the bmp picture. The picture has to be in bmp format. The size of the picture should be about 20x20 pixels to be fully visible. Even if you have not added any picture to the icon, you can read the macro connected to it moving mouse cursor on the icon.



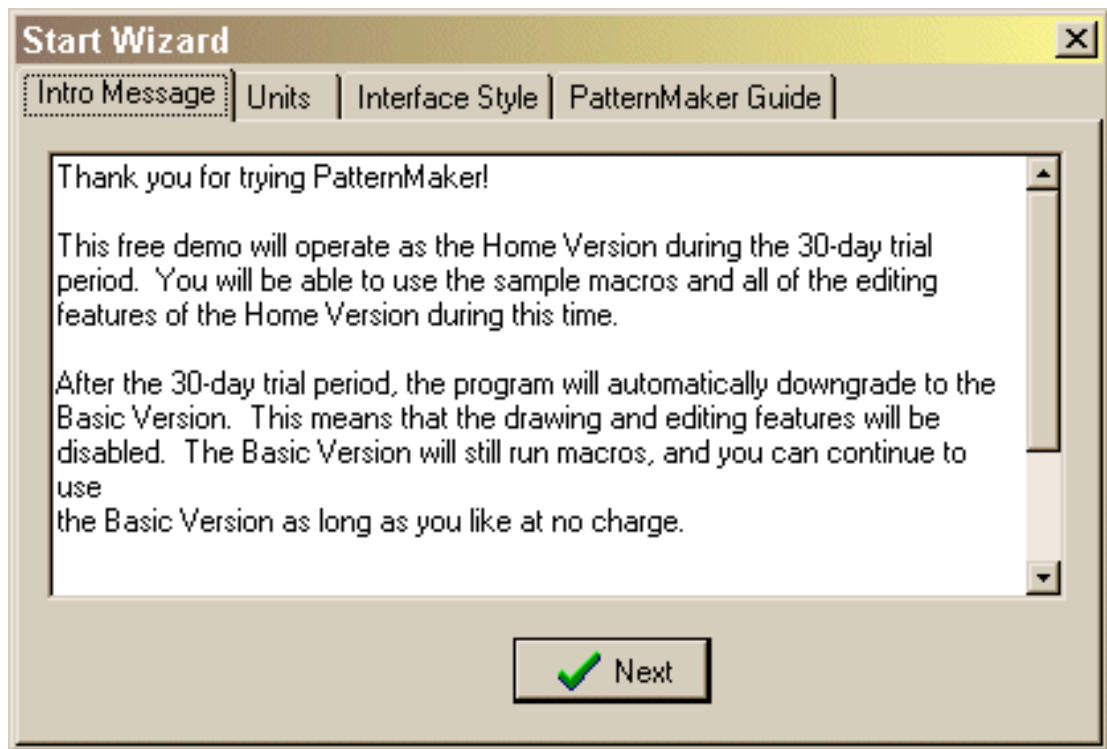
If you do not want to draw your own **bitmap pictures** to be used as icons for macros connected to a PatternMaker icon, you can use pictures with M-characters of different colors which I have drawn for you. You find these in the PatternMaker program directory with names such as M_red.bmp, M_blue.bmp etc.

Changing the properties of existing objects

Changing the properties of existing objects and texts is done using command Edit / Change in the main menu. You can change the color of an object or a text, pattern of an object, layer on which an object or a text is as well as line style or width.

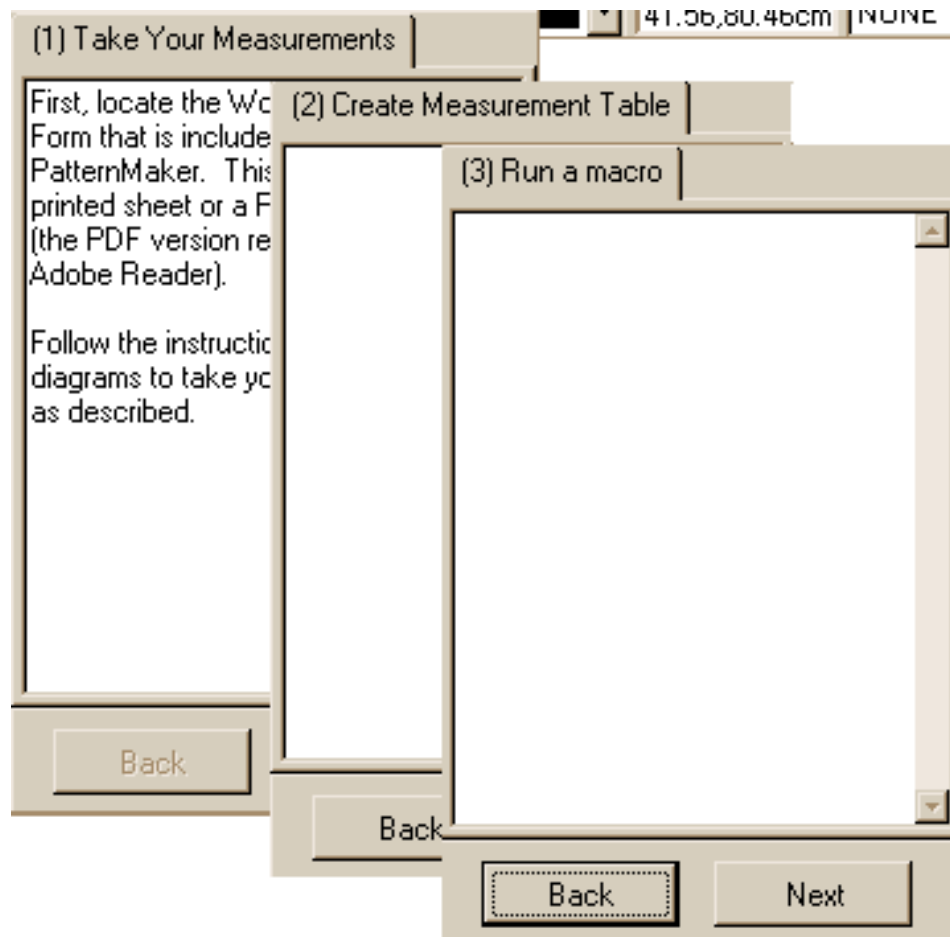
Start wizard and PatternMaker Guide

When you open PatternMaker for the first time, Start wizard is run. In it you can define some basic settings of the program, such as Units and Interface Style. If you want to run the Start Wizard later, use command Settings / Start Wizard in the main menu.



In the **Interface Style** you can choose **Drag and drop** or the traditional PatternMaker. This choice is relevant only if you use the program only to run macros and print patterns. When Drag and drop is on, you do not need to choose command "Move" at all. You only grab the object with mouse and drag it to another place. "Drag and drop" is normally a good choice for those who use PatternMaker Basic version. When "Drag and drop" is on, only saving, printing and macro commands can be used.

If you use the CAD tools of PatternMaker, choose the PatternMaker **traditional interface**.



PatternMaker Guide

In the Start Wizard window you can also start PatternMaker Guide.

You can define that PatternMaker Guide is always visible on the work area checking the relevant box in the Settings / Configure / Status bar. With PatternMaker Guide you can try different PatternMaker functions having the Guide on top of the screen while working.

PatternMaker Guide floats. You can drag it with mouse to any place on the screen.