

Buttonholes



Open a new file

- Select *File/New* or click on the New icon.
- Select *File/Save As*.
- Navigate to the folder in which the design will be stored
- Name the design *Buttonholes* and click *Save*.



Set Hoop Size

- Right click on the *Show Hoop* icon.
- Make sure *Display Hoop* is checked.
- Select *artista 400 X 150 MEGA—Auto Split Machines* from the choices of hoops.
- Click on the *Grid* tab and make sure *Snap to Grid* is checked.

Note: Since patterns with buttonholes are drafted so that the distance from the fold line to the beginning of the buttonhole is equal to the diameter of the button, change the grid spacing to be equal to the diameter of the button for proper placement.

- Change the horizontal grid spacing to equal the distance between the finished edge of the jacket and the start of the buttonhole. Use 20 mm in this exercise.
- Click OK to close the dialog box and activate the changes.

Digitize a placement line for the front of a jacket



- Select the *Open Object Tool*.
- Left click on a horizontal grid line intersection.
- Move cursor to the right and left click one vertical grid space away. Use *Snap to Grid* to verify the line remains on the grid line.
- Move the cursor straight down and left click on another horizontal grid space. The line can be any length.
- Press *Enter* to activate the stitches.
- Press *Esc*.
- Select *Arrange/Start and End*.
- Set the Start Needle Position at the First Stitch of the Design.
- Set the End Needle Position at the Last Stitch of the Design.
- Press OK.
- Make sure the placement line is selected and right click on the line to open *Object Properties*.
- Select the *General* tab.
- Change the height of the line to 530 mm, a little longer than the distance between the first and the last buttonhole on the jacket pattern plus.
- Click *Apply*.
- Deselect the line.



Notes:

When Snap to Grid is active the horizontal and the vertical line turn red when the cursor is positioned on the grid line.

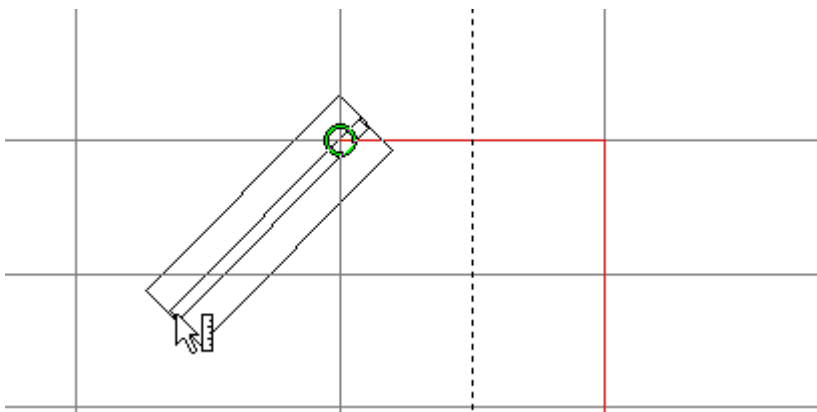
Selecting the properties of the buttonhole

- With the Object Properties dialog box open select the Buttonhole tab.
- Select the Round buttonhole style.
- Set the Slit length at 20 mm.
- Change the angle to 45 degrees.
- Click OK.



Adding buttonholes

- Choose a new color from the Color Bar.
- Select Arrange/Add Buttonholes.
- Change the number in the dialog box to 5.
- Click OK.
- Click on the horizontal grid spacing marked with the digitized horizontal line so the buttonhole opening is just one grid space from the left of the vertical line. (see picture below)
- Drag the cursor until the cursor flag measures 510 mm.



- Click to activate the buttonholes.

Multi-hooping the buttonholes

- Click on *Show All*.
- Select *Hoop Layout mode*.
- Click on *Add a Hoop* and move it directly below the first hoop.
- Notice that the vertical line is black because it is one object. This object must be split.
- Click on the *Splitting Guide Tool* and digitize a line across the vertical line with two left clicks.
- Click Enter to activate the split. The line should turn green.
- Return to the embroidery canvas.
- Save the file.

