New features of PS-300B version 2.50

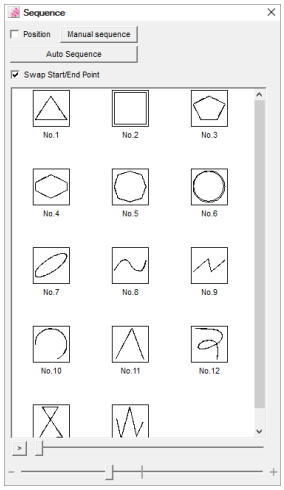
1. Sequence play mode

The sequence play function is added for the convenience of confirming the order of the sewing. The exiting slow draw function takes long to confirm the order of the sewing because it shows the preview in stitch units, but this new feature enables to confirm it in shorter time.

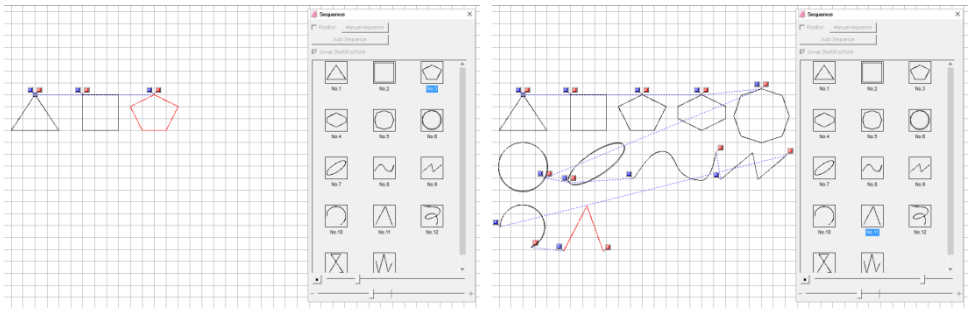
Usage

1. Display the sequence window with one of following operations:
   - Select “View” – “Sequence Window” from the menu bar
   - Click the sequence window icon on the tool bar

2. Click > on the bottom of the sequence window



3. Outlines are displayed automatically in sequential order.
   - The last displayed outline is highlighted both in the design area and in the sequence window



4. Confirming with dragging the seek bar on the right of the > is also available.

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2. Improvement of auto sequence

The auto sequence function can calculate the multiple sewing order and you can select the preferable result.

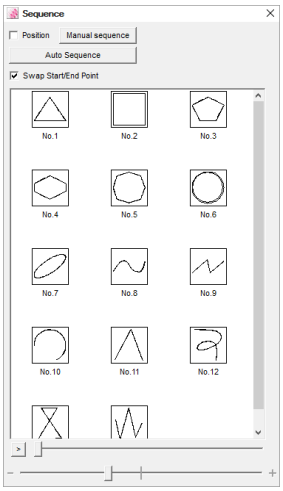
Usage

1. Display the sequence window with one of following operations:

   - Select “View” – “Sequence Window” from the menu bar

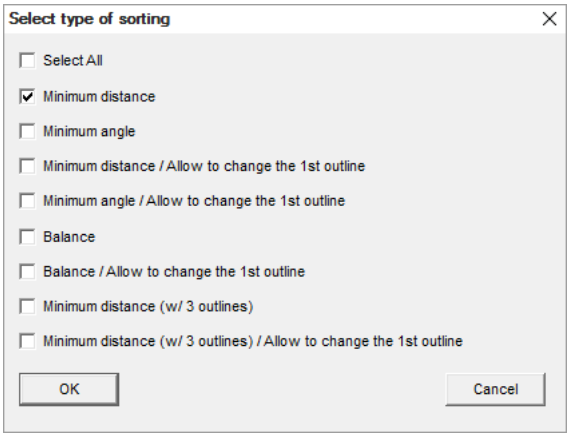
   - Click the sequence window icon  on the tool bar

2. Click “Auto Sequence” button on the top of the sequence window.



3. The following dialog appears. It is for selecting the type of sorting to calculate. Click OK after checking types which you want to calculate.

   * When data consists of a large amount of outlines, it might take long time to calculate.



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Details of each sorting types are as follows:

No.	Name	Description
1	Minimum distance	Keep the position of the first outline, and sort subsequent outlines to minimize distances between adjacent outlines.
2	Minimum angle	Keep the position of the first outline, and sort subsequent outlines to minimize angles (to connect more smoothly) between adjacent outlines.
3	Minimum distance / Allow to change the 1st outline	Sort all outlines to minimize distances between adjacent outlines. It takes more time than 1., but it might obtain the optimum result.
4	Minimum angle / Allow to change the 1st outline	Sort all outlines to minimize angles (to connect more smoothly) between adjacent outlines. It takes more time than 2., but it might obtain the optimum result.
5	Balance	Balanced result between 1. and 2.
6	Balance / Allow to change the 1st outline	Balanced result between 3. and 4. It takes more time than 5., but it might obtain the optimum result.
7	Minimum distance (w/ 3 outlines)	Keep the position of the first outline, and sort subsequent outlines to minimize distances (with considering next 3 outlines) between adjacent outlines. It takes more time than 1., but it might obtain the optimum result.
8	Minimum distance (w/ 3 outlines) / Allow to change the 1st outline	Sort all outlines to minimize the distance (with considering next 3 outlines) between adjacent outlines. It takes more time than 7., but it might obtain the optimum result.

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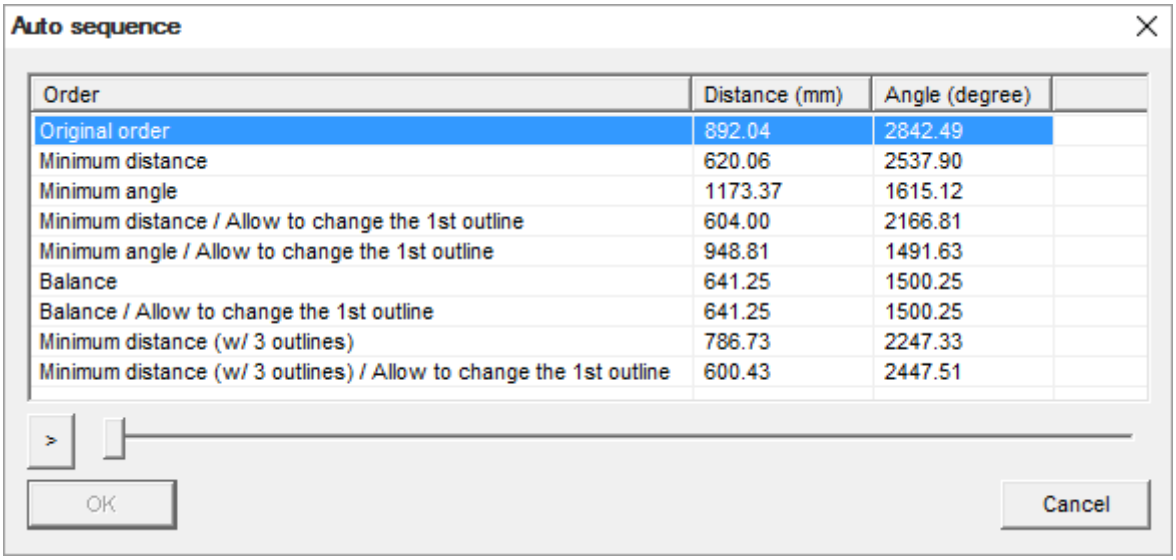
4. The following dialog appears. It shows the summary of results of sorting. Click OK button after selecting your preferable result.



- Click > to confirm the sewing order in the same manner as ”1. Sequence play mode”.
- Sum of distances between adjacent outlines is displayed in “Distance (mm)” column.
- Sum of angles between adjacent outlines is displayed in “Angle (degree)” column.

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