

## A BUILDINGS BLOCK BORDER



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**Generations Software**

### **Introduction:**

In this lesson the **Building Blocks** will be used to create a border. By repeating the border it can be used on a sheet, pillowcases, a guest towel, a little girl's pinafore or let your imagination create something beautiful.

### **Requirements:**

This lesson requires that you have **Generations™ Version 1.4** installed on your computer. If you do not have this version you may download it from the **Generations™** website.

1. Go to [www.generationsEMB.com](http://www.generationsEMB.com).
2. On the home page left click on the link to download **Generations™ Version 1.4**.
3. Once on the **Software Update Page** please download the **Uninstall** and **Installation Directions**.
4. Uninstall the previous version of **Generations™** carefully following the **Uninstall Directions**.
5. Install **Generations™ Version 1.4** following the directions.
4. Please print and review the **Update Instructions** and print **Chapter 14** for your manual.

## Skill Level:

Beginner to Intermediate

## Program Set-Up:

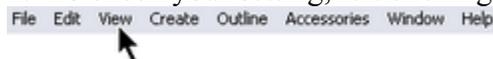
Open the **Generations Automatic Digitizing Program™** by double left clicking on the

**Generations™ Icon**  on the **Desktop**.

## Working in Millimeters:

The directions for this project are written in millimeters (mm).

1. To check your setting, left clicking on the word **View** in the **Menu Bar**.



2. In the drop-down menu, left click on **View Preferences**.

3. In the **General Tab** and under the heading **Measure Unit**, make sure that there is a black dot in the white circle in front of **mm**. If there isn't, place the mouse cursor over



the circle and place a left click.

4. Make sure the **Grid Lines** option is on before clicking on the **OK Button**.

## Grid Lines:

We will be using the **Grid Lines** for placement. If the **Grid Lines** are not visible on your screen and set to 10mm please turn them on and set the spacing to 10mm.

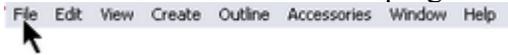
1. Left click on the **Canvas Settings Tab** in the **Preference Settings Dialog Box**.



2. Left click in the circle either in front of **Dot** or **Line**.  
 3. If the **Grid Spacing** is not at **10mm**, hold down the left mouse button and swipe over the number that is in the box then type in the number **10.00**.

4. Left click on the **OK Button**  to place the **Grid Lines** in the **Design Work Area** spaced at 10mm apart.

5. Close the **Generations™** program to set the changes by left clicking on **File**



in the **Menu Bar** and left clicking on **Close** in



the drop-down menu.

6. Reopen the **Generations™** program.

### Stitch Sequence Viewer:

The **Stitch Sequence Viewer** will be used in this lesson. If you do not have the **Stitch**

**Sequence Viewer** turned on, left click on the **Stitch Sequence Viewer Icon**  in the **View Toolbar**. This will place the **Stitch Sequence Viewer** along the left hand side of

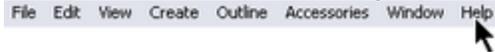


the screen.

### Using Icons:

This lesson is written using **Generations™ Icons**.

1. If you are not familiar with the **Generations Toolbars and Icons** you may wish to download a reference sheet by left clicking on **Help** in the **Menu Bar**.



2. Left click on **Keyboard Shortcuts** in the drop-down menu.  
 3. When the **Menu Icon and Hot Key List** appears on the screen, left click on the **Print**



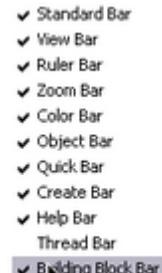
**Icon.**

Remember for most functions in the **Generations Automatic Digitizing Program™** you have the option of using the **Menu, Icons, or Hot Keys.**

**Opening the Building Blocks:**

This project is completed using the **Building Blocks**, a new feature in Version 1.4.

1. If the **Building Block Toolbar** is not turned on, right click anywhere in the area that surrounds the **Design Work Area** to bring up the **Toolbar Menu**. (New with Version 1.4)



2. In the **Toolbar Menu** left click on the words **Building Block Bar** so there is a check mark placed in front of the words showing that it is active. The **Building Blocks Toolbar** will appear near the bottom of the screen.



Note: If you prefer you can turn the **Toolbars** on and off by left clicking on **View** in the **Menu Bar**, then left clicking on the words **Tools Bar** in the drop-down menu and finally left clicking on the name of the toolbar you wish to turn on or off in the pop-out menu. In this case left click on the words **Building Block Bar**. Only the toolbars with a check mark in front of them are activated and will appear on the **Design Screen**.

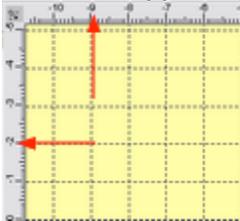
## Rulers:

We will also be using the **Rulers** – along the top and down the left side of the **Design Work Area**.

1. If the **Rulers** are not visible on your screen please right click anywhere in the area that surrounds the **Design Work Area** to bring up the **Toolbar Menu**.



2. Left click on **Rulers Bar** in the **Toolbar Menu** so there is a check mark placed in front of the words showing that the **Ruler Bars** are active. The **Ruler Bars** will appear along the top and along the left hand side of the **Design Work Area**.

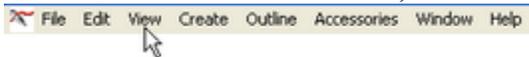


Note: If you prefer you can turn the **Toolbars** on and off by left clicking on **View** in the **Menu Bar**, then left clicking on the words **Tools Bar** in the drop-down menu and finally clicking on the name of the toolbar you wish to turn on or off in the pop-out menu. In this case left click on the words **Ruler Bar**. Only the toolbars with a check mark in front of them are activated and will appear on the **Design Screen**.

## Thread Bar:

The **Thread Bar** will not be used in this project and should be turned off.

1. To turn the **Thread Bar** off, left click on **View** in the **Menu Bar**.



2. In the drop-down menu left click on **View Preferences**.

3. Under the **General Tab** left click in the box that is in front of **Use Thread Library** to remove the check mark.



### Creating and Saving a Building Block:

To begin, we will create a **Building Block** consisting of three small circles placed in a triangle and save the **Building Block** we create to use later in our design.

#### To Create the Building Block:

1. Left click on the **Create Circle Icon**  in the **Create Toolbar**.
2. In the **Design Work Area** hold down the left mouse button and pull the cursor down and to the right making a small circle. Let go of the left click and the stitches will automatically generate.
3. Press **Escape** on the **Keyboard** to deactivate the **Create Circle Tool**.
4. Right click off to the side, in an empty area, on the **Design Work Area** to remove the flashing marquee lines.
5. Left click on the circle so that it is surrounded with the **Selection Frame**  (eight black boxes) showing that it can be manipulated. This will also activate the tools in the **Object Toolbar**.
6. Left click on the **Resize Icon**  in the **Object Toolbar**.
7. When the **Resize Dialog Box** opens, the **Maintain Aspect Ratio** should be checked by default. If there is not a check mark in the box to the left of **Maintain Aspect Ratio**, move your mouse cursor over the box and place a left click.
8. Change the **X** (width) to **2.5mm** by typing over the current size which is highlighted by default. If the number is not highlighted, hold down the left mouse button and swipe over the number in the **X** (width) box so that it is highlighted then type in the number 2.5  
The **Y** (height) will change automatically to 2.5mm when the dialog box is closed.

**Note:** To view the change to the height (Y) before the dialog box closes, press the **Tab Key** on the **Keyboard**.



9. Left click on the **OK Button** to close the **Resize Dialog Box**.
10. **Generate** stitches by left clicking on the **Generate Icon**  in the **Create Toolbar**.

11. The circle will remain surrounded by the **Selection Frame** so left click on the **Copy Icon**  located in the **Standard Toolbar**.

12. Left click on the **Paste Icon**  located in the **Standard Toolbar**.

13. This copies the circle and pastes the copy on top of the original. While the copy is still selected with the **Selection Frame**  move the mouse cursor inside the **Selection Frame**. The cursor will be in the right place when it changes to a four headed arrow.

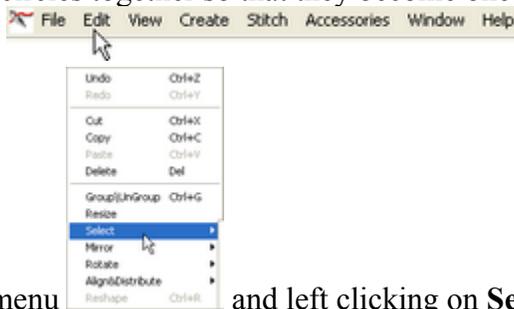
 Left click, hold down the mouse button and drag the second circle down and to the left of the original circle. 

14. Left click on the **Paste Icon**  located in the **Standard Toolbar** again.

15. The copy pastes on top of the original circle. While the copy is still selected with the **Selection Frame**  move the mouse cursor inside the **Selection Frame**. The cursor will change to a four way arrow.  Once a four way arrow appears, left click hold down the left mouse button and drag the third circle down and to the right of the original one. 

16. Make sure that all three circles are placed in a very nice triangle.  If they are not, left click, hold and drag the one(s) that needs to be moved into place.

17. Next, group the three circles together so that they become one entity by left clicking on **Edit** in the **Menu Bar**  then left clicking on



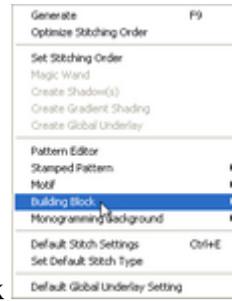
**Select** in the drop-down menu  and left clicking on **Select All** in the pop-out menu. 

18. With all three circles surrounded with **Selection Frames**  left click on the **Group/Ungroup Icon**. 

### Saving the Building Block:

1. Now that we have created a **Building Block**, let's save it to our **Building Blocks Toolbar**. Left click on the word **Accessories** in the **Menu Bar**.

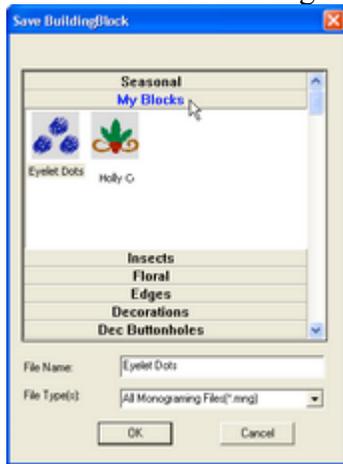




2. In the drop-down menu left click on **Building Block** then scroll over and left click on the words **Save Building Block**.

3. When the **Save Building Block Dialog Box Appears**, left click on **My Blocks** category.

4. Type a name for the building block in the **File Name Box** and left click on the **OK**



**Button.**

5. Close this **Design Screen** by left clicking on the **Black X**  in the upper right hand corner of the screen.

### Creating the Top and Bottom of the Border:

The first part of the design will be created using the **BUILDING BLOCK BORDERS**. In this portion of the lesson we will place the Rose Border in the **Design Work Area** and change the size. Then we will place the Scalloped Border in the **Design Work Area**, mirror the image, and create a Triple Bean Stitch line above the scallops.

#### To Create the Top of the Border:

1. Open a new page by left clicking on the **New Design Icon**  in the **Standard Toolbar**.



2. In the **Building Blocks Toolbar** left click on **Border04** , continue to hold down the left mouse button and drag the **Building Block** into the **Design Work Area** then

release the mouse button. The **Building Block** will automatically center itself.



3. While the design is still surrounded by the **Selection Frame**  (eight black boxes surrounding the design) lengthen the design, so that it will be the same length as bottom

scallop border we will add later, by left clicking on the **Resize Icon**  located in the **Object Toolbar**.

4. When the **Resize Dialog Box** opens left click on the check mark in the box in front of



**Maintain Aspect Ratio** to remove it. We only want to change the width.

5. The current size is highlighted by default so we can type a new number right over it. If the current size is not highlighted, hold down the left mouse button and swipe over the number in the **X** (width) box to highlight.

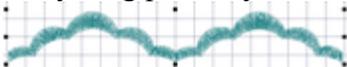
6. Type the number **177.7** in the **X** box.

7. **Generate** stitches by left clicking on the **Generate Icon**  in the **Create Toolbar**. We will change the colors later.

### To Create the Bottom of the Border:

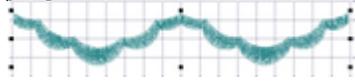


1. Left click on **Border03**  continue to hold down the left mouse button and drag the design into the **Design Work Area**. Using the **Ruler Bars** for alignment, place the mouse cursor at the **0cm** vertical **Grid Line** and the **6cm** horizontal **Grid Line** before releasing the mouse button. Do not worry about perfect accuracy; we will align everything perfectly later using the **Generations™** alignment tools.



2. While the **Scallop Border** is still surrounded by the **Selection Frame**  mirror the image horizontally by left click on the **Mirror Horizontal Icon**  located in the

**Object Toolbar**.

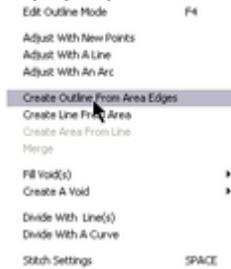


3. Left click outside the design, in an open area on the screen, to remove the **Selection Frame**.

4. **Generate** stitches by left clicking on the **Generate Icon**  in the **Create Toolbar**.

### To Create the Scalloped Line Above the Scalloped Border and a Cutting Guide Line:

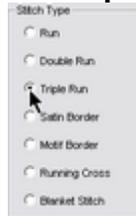
1. Right click on the **Scalloped Border**. It will become surrounded with blue and white flashing marquee lines showing that it has been selected and is available for editing.
2. Left click on the **View Outline Icon**  in the **View Toolbar**. The scallop will show in a gray crosshatch. 
3. Right click inside the gray crosshatch. This will bring up a pop-up menu.
4. In the pop-up menu choose, **Create Outline from Area Edges** by left clicking on the



words. This will bring up the **Create Outline from Area Border Menu**.

Note: you can also access the **Create Outline from Area Edges** option by left clicking on **Outline** in the **Menu Bar**.

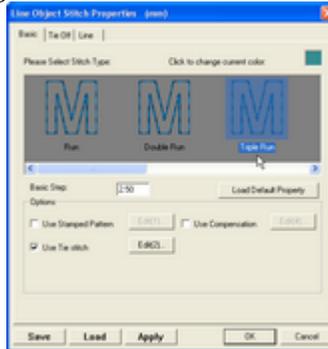
5. Left click in the circle in front of **Triple Run** to select it. This will put a dot in the



circle showing that it is selected.

6. Left click on the **OK Button**  to close the **Create Outline From Area Border Menu** and activate the **Triple Run**.

7. Left click on the **Properties Settings Icon**  in the **View Toolbar** to open the **Line**



**Object Stitch Properties Dialog Box.**

8. Check to be sure that the **Triple Run Icon**  is highlighted then left click on the **Line Tab**.
9. In this dialog box make sure that there is a check mark in the box in front of **Use Bean for Triple**. If there is no check mark, move the mouse cursor over the box and place a left click. This will place a check mark in the box to show that it is activated.

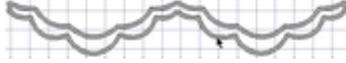


The **Bean Stitch** will take a stitch forward, a stitch backward and another stitch forward creating a distinct stitch while a **Triple Run Stitch** will go around the design three times and the stitches will overlap.

10. Click the **OK Button** to exit the **Line Object Stitch Properties Dialog Box** and go back to the **View Outline** mode.

**Hint:** You may wish to **Zoom In** to see the area better.

11. We want to cut away the two end pieces. Right click on the gray crosshatch of the outline.



This will bring up a pop-up menu.



12. In the pop-up menu left click on **Divide with a Line(s)**.

13. Left click above one of the corners and pull the cutting line across the corner and left



click again to create the first divide point. Continue this procedure on the remaining three corners.

14. After you have drawn the cutting line across all four corners, press the **Enter Key** on the **Keyboard** to make the cuts.

15. To deactivate the **Divide with a Line(s)** tool, press the **Escape Key** on the **Keyboard**.

16. **Generate** stitches by left clicking on the **Generate Icon**  in the **Create Toolbar**. We will change the colors later.

17. At this point we need to delete the two end pieces. To do this, locate them in the **Stitch Sequence Viewer** then hold down the **Control Key** on the **Keyboard** while you



left click on each frame. The frames will both be highlighted. Now, press and hold the **Control Key** while pressing the **Delete Key** on the **Keyboard**. This will permanently delete these two areas.

18. It will be necessary to **Ungroup** the outline from the scalloped border in order to offset the new lines. Left click on the scalloped border. It will become surrounded by the **Selection Frame**  (eight black boxes) showing that it has been selected and can be manipulated. Left click on the **Group/Ungroup Icon**  located in the **Object Toolbar**. Left click outside the design, in an empty area on the **Design Work Area**, to remove the **Selection Frame**.

19. Left click on the top outline. This will activate the **Selection Frame**  again so that the outline can be moved upward. Press the **Up Arrow Key** on the **Keyboard** approximately six times to move the top outline above the scalloped border and also move the bottom outline up under the scalloped border.

20. The bottom outline will serve as a cutting guide line therefore it will need to be placed before the scalloped border in the stitching sequence. To do this locate the bottom triple stitch scallop outline in the **Stitch Sequence Viewer**, left click on the frame to select it, left click on the frame again hold down the left mouse button while dragging the



frame to its new location above the scalloped border and let go. From:



To:

21. We will need to stop the stitching process in order to trim away the fabric below the scalloped border. Therefore we are going to put in a color change so that the machine will stop even though we will not need to actually change the thread on the machine.

22. Left click on the frame in the **Stitch Sequence Viewer** that shows the bottom



scalloped line. Since we moved it, it will appear above the scalloped border.

23. Left click on the **Color Icon**  in the **Quick Toolbar**. This will bring up the



**Color Box.** Left click on a color chip a shade lighter than the color you plan to use for the flowers then left click on the **OK Button**.

### Placing the Dots along the Triple Stitch Scallop:

1. Left click on **My Blocks Tab**  in the **Building Blocks Toolbar**.

2. Double left click on the block of dots that you created earlier.  The building block will become attached to the mouse cursor.

3. Move the dots slightly above the first dip in the top triple stitched scalloped line and carefully place them. When you have them exactly where you want them, click the left

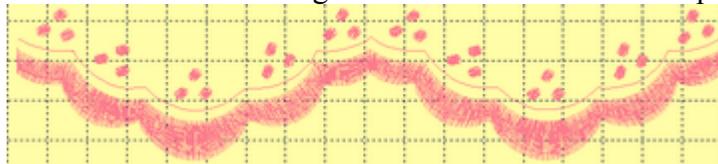


mouse button to set the left side in place.

4. The dots are still attached so that you can rotate them. When they are at the correct



angle, left click again and this will set the right side. Refer to the picture for



correct placement.

5. After placing the first **Building Block**, another **Building Block** will be attached to the cursor so move over to the next dip in the top triple stitched scallop and left click to place

the left side of the second **Building Block**. Rotate the dots into position then left click to set the right side.

6. Continue the above procedure until there is a set of dots in each dip of the top triple stitched scalloped border.
7. When you are finished placing the dots press the **Escape Key** on the **Keyboard** to deactivate the tool.
8. Group the scalloped borders and dots together by left clicking above and to the left of the first set of dots. Hold down the left mouse button and drag down and to the right creating a box that completely enclosing the scalloped borders and all the dots. When you let go of the mouse button all of the various parts will be surrounded by open boxes and the entire unit will be surrounded by the selection frames. This action will activate the tools in the **Object Toolbar**.
9. Left click on the **Group/Ungroup Icon** and everything will be grouped together.
10. **Generate** stitches by left clicking on the **Generate Icon**  in the **Create Toolbar**.

### Creating the Buttonholes:

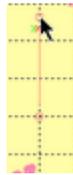
Ribbon will be laced through buttonholes that are OOH so easy with the **Generations™ Building Blocks**.

1. Make sure that the numbers on the **Rulers** and **Grid Lines** are lined up.  If they are not, left click on the **Grid Alignment Icon**  located in the corner between the **Rulers**. Hold down the left mouse button and drag the alignment lines so that they are at **0cm** both horizontally and vertically and let go of the left click.
2. Left click on the **Buttonhole Tab** **Buttonholes** in the **Building Blocks Toolbar** to open the selection of buttonholes.

3. Double left click on **bth2**  this will place a red line representing the buttonhole in the **Design Work Area**. The buttonhole will have nodes at each end and be attached to the mouse cursor.
4. Place the first buttonhole so that the node on the left is on the **0cm** horizontal grid lines and the **-8cm** vertical grid lines. Refer to the **Ruler Bars** located along the top and

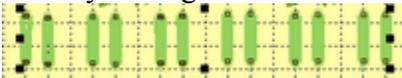
the left side of the **Design Work Area**  Left click to set

- the buttonhole in place . The buttonhole will remain attached to the cursor.
5. Rotate the buttonhole upwards by dragging the mouse so that the buttonhole is straight

up and down and left click again to set it in place. 

6. Place the second buttonhole on the **0cm** horizontal grid line and the **-7cm** vertical grid line and rotate so that the buttonhole is straight up and down.
7. Skip the **-6cm** vertical grid line.
8. Continue placing the buttonholes on the **0cm** horizontal grid line and on the **- 5cm, - 4cm, -2cm, -1cm, 1cm, 2cm, 4cm, 5cm, 7cm, and 8cm** vertical grid lines.
9. When all twelve buttonholes have been placed press the **Escape Key** on the **Keyboard** to deactivate the tool.

10. The buttonholes are too long but with just a few mouse clicks we can make them the correct length. The last buttonhole will be surrounded with the **Selection Frame**  left click above and to the left of the first buttonhole. Hold down the left mouse button and drag down and to the right so that all the buttonholes are completely enclosing in a box. When you let go all the buttonholes should be surrounded with **Selection Frames**.



This action will also activate the **Icons** in the **Object Toolbar**.

11. With the buttonholes selected, left click on the **Resize Icon** .
12. When the Resize Dialog Box appears remove the check mark in front of **Maintain Aspect Ratio** since we only want to resize the length (height) of the buttonholes.
13. Hold down the left mouse button and swipe over the number in the **Y** (height) box to highlight.



15. Type the number **9** in the **Y** box.
16. Click on the **OK Button** to exit the **Resize Dialog Box**.
17. **Generate** stitches by left clicking on the **Generate Icon**  in the **Create Toolbar**.

## Aligning and Grouping the Design and Changing the Colors:

At this point we need to align our entire design, group it together and select our colors.

### Align the Design:

1. While the buttonholes are still surrounded by the **Selection Frame**  left click on the **Align Bottom Icon**  in the **Object Toolbar** so that all the buttonholes will be in a perfect straight row.
2. Left click on the **Group/Ungroup Icon**  to **Group** all the buttonholes together.
3. With the buttonholes still surrounded with the **Selection Frame** we need to select the other two parts that need to be aligned by holding down the **Control Key** on the **Keyboard** and left clicking on the rose border and the scalloped border. There should be

eight black boxes surrounding the entire design and four open boxes surrounding each of the three elements.

4. Align vertical center by left clicking on the **Align Vertical Center Icon**  in the **Object Toolbar**.

5. To be sure that the elements have equal space between them left click on the **Vertical Space Icon**  in the **Object Toolbar**.

### Grouping all the Elements:

1. With all the elements selected with the **Selection Frames**  left click on the **Group/Ungroup Icon**  in the **Object Toolbar**.

### Changing the Colors:

1. Left click on the darker mauve **Color Chip**  in the **Color Bar**  this will select all of the flowers.

2. Left click on the **Color Icon**  in the **Quick Toolbar**. This will bring up the



**Color Box.** Left click on the color you would like your flowers to be then left click on the **OK Button**. The sample was created using the pink in row one and column seven.

3. Left click on the lighter mauve **Color Chip**  in the **Color Bar**.  This will select all of the stems.

4. Left click on the **Color Icon**  in the **Quick Toolbar**. This will bring up the



**Color Box**. Left click on the color you would like your stems to be then left click on the **OK Button**. The sample was created using the green in row one and column three.

5. Left click on the lighter blue **Color Chip**  in the **Color Bar**.  This will select the blue scallop.

6. Right click on the **Color Chip** in the **Color Bar** that represents the flowers.  This will change the color of the scalloped borders to be the same as the color of the flowers.

7. Left click on the dark blue **Color Chip**  in the **Color Bar**  that represents the dots above the scalloped border.

8. Right click on the **Color Chip** in the **Color Bar** that represents the flowers.  This will change the color of the dots to be the same color as the flowers and the border.

9. Left click on the last green **Color Chip** (the buttonholes).  This will select all of the

 buttonholes.

10. Left click on the **Color Icon**  in the **Quick Toolbar**. This will bring up the



**Color Box.** Left click on the color you would like your buttonholes to be then left click on the **OK Button**. The sample was created using white for the buttonholes.

11. In order to eliminate a color change left click on the **Color Chip** in the **Color Bar**



that represents the stems,  hold down the mouse button and drag the **Color Chip** down to the next to the last position, just above the **Color Chip** that represents the buttonholes.



Remember that the red **Color Chip** shown here (yours will probably be a different color) represents a stop so that the machine will stop and allow you to trim away the fabric below the border. When stitching out the design you will not need to actually change the color. When the machine stops after stitching the bottom outline of the scallop you will want to remove the hoop from the machine but DO NOT remove the fabric from the hoop! Carefully trim away the fabric below the line then return the hoop to the machine.

## Finishing

1. Left click in an open area in the **Design Work Area** to deselect everything.
2. **Generate** stitches by left clicking on the **Generate Icon** .
3. If you wish you may run the **Stitch Player**  to view how the design will stitch out.

## Saving the Design:

1. Save the design by left clicking on the **Save Icon**  in the **Standard Toolbar**.

2. If you have not previously save the design, you will need to select the folder where you would like to store your design by left clicking on the folder in the **Folder Tree**.

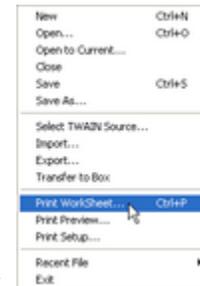


3. Type in a name for the design.

4. Left click on the **OK Button**.

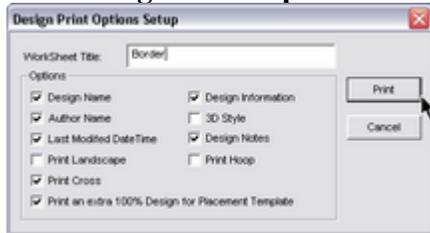
### Printing a Design Worksheet:

1. Left click on the word **File** in the **Menu Bar**.



2. When the drop-down menu appears left click on **Print Worksheet**.

3. When the **Design Print Options Setup Dialog Box** appears type in the name of the



design.

4. Select the options you wish to print by left clicking in the box to the left of the option if there is not already a check mark there.

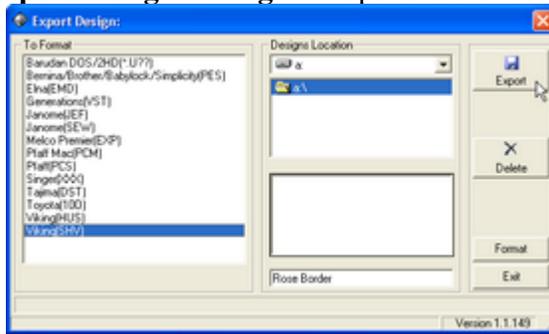
5. Deselect the options you do not want to print by left clicking in the box to remove the check mark if there is one there.

6. Click the **Print Button**.

### Exporting the Design:

1. Export to your machine format by left clicking on the **Export Icon**  in the **Standard Toolbar**.

2. When the **Export Design Dialog Box** opens left click on your machine format on the



left hand side.

3. Select the drive where you want to export to by left clicking on the **Down Arrow** under **Design Location** on the right hand side of the dialog box.
4. Left click on the drive you wish to export the design to.
5. Left click on the **Export Button**.

Enjoy this lesson and the item(s) you create.

If you have question, suggestions, comments please email Ruth.  
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