

Opening Designs

Setting Up the Design Screen



- Open BERNINA Embroidery Software 8.
- Select “Options”> then select the General Tab.
- Deselect “Show tool names”.
- Check your desired option for icon size.
- Select your favorite option for touching up a bitmap—Paint is the default program, but if you wish to choose either Corel PHOTO-PAINT or Paint Shop Pro, you may do so. *Note: Paint Shop Pro is optional and only available if you have it installed on your computer.*
- Notice also that designs are grouped on insert.
- Designs that are opened are grouped or ungrouped depending on how they were saved. If ungrouped you must remember to rename the design to preserve the original design.
- Click “OK”.

Inserting a Design



- Select “Insert Embroidery”.
- Navigate to “Libraries> Embroidery> Public Embroidery> BERNINA 8 Embroidery”.
- You will find a new folder structure for the built-in embroidery designs.
- In the folder “Alphabet and Monograms”, select “NA869”.
- Notice the additional information in the Preview window of the Insert Embroidery dialog box.
- These windows can be resized now by resting your cursor on a corner or edge of the dialog box and dragging to a new size.
- You can still choose to view icons, list, or details. Choosing Medium, Large, or Extra Large will show you pictures of the available designs in the folder
- Click “Open” to place the design onto the design screen.
- Deselect the design.



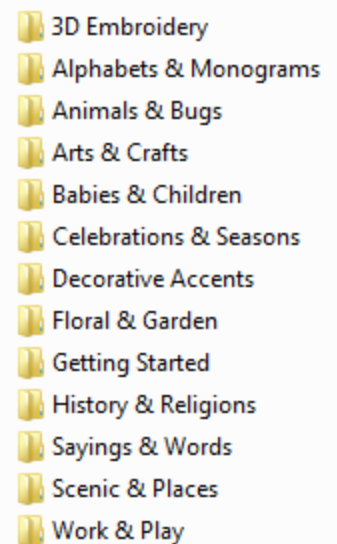
Color Palette

- Notice the new Color Palette at the bottom of the screen.
 - Scroll arrows at the end of the palette: go to the next row of color
 - The first color chip in the palette is the current color (If you were to add lettering or digitize an object, this is the color that would be added to the lettering).
 - A blue square in the upper right hand corner of each colors that is used.
- Click on “Hide Unused Colors” to only show the colors used in the design. Click again to show all colors.
- Click on “Remove Unused Colors” to eliminate all unused colors



Screen calibration is automatic for Windows 8 and 10, but must be calibrated for Windows 7. Go to “Settings> Calibrate” to calibrate the screen.

All built-in embroidery designs are found in Libraries> Embroidery. In Windows 10 the check box “Show Libraries” has to be activated in folder properties to see the library.





from the palette.

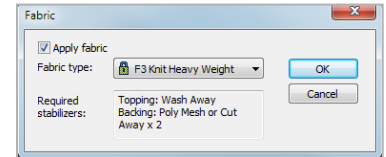
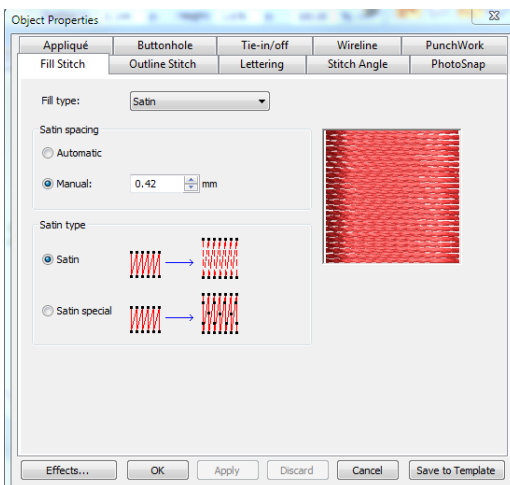
- To retrieve the colors, you must select “Undo”.
- You may also delete colors one at a time. Use “Remove a Palette Color” to remove the last unused color chip in the Palette.
- If you wish to add colors to the palette, click on “Add Palette Color”.

Auto Fabrics

- On the Status Bar, you will find the dimensions of the design, the position of the design, and the stitch count of the design.
- Auto Fabrics is deactivated by default in Software 8.
- Go to “Design> Fabric”.
- In the dialog box, place a check mark by ”Apply Fabric”.
- Choose “F3 Knit Heavy Weight” and click “OK”.
- You will be asked if you want to “Apply fabric to existing objects” or “Leave existing objects unchanged”.
- Select “Apply fabric to existing objects” and click “OK”.

Quick Access to Object Properties

- Hold the <Alt> key and double click on one of the scroll objects in the design.
- Object Properties opens up to the corresponding tab of the object.
- A realistic preview of the stitch is shown in the preview screen.
- Select “File> Save As”.
- Click on the drop-down arrow by File Type.
- Notice that files can be saved as ART or EMB files.
- Leave the file open for the next exercise.



The chosen fabric determines settings like underlay stitches, stitch spacing etc. are. Note the stitch count updates and the fabric type appears in the status bar.

A distinction is made in Software 8 files between saving and exporting a file.
 Save: design files (ART, EMB)
 Export: machine files (exp, PES etc.)