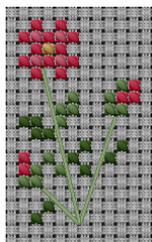# myriaCross editor - Lesson 3 : Working with objects

What is an object ?

An object is a collection of items you can work with as a whole. There are 2 kinds of objects in the program : **cross stitch objects** and **charm objects**. Objects are always drawn over standard items. Selecting an object automatically brings it to the foreground.

Cross stitch objects

They can contain cross stitches, backstitches, French knots and beads .
You can make an object with the content of a selection.
Specialty stitches, motifs and texts are also inserted as objects.
You can always merge them with the background and thus get standard items in your pattern.

Charm objects

They can contain lines, circles, rectangles, polygons, pictures and texts. They can also refer to palette colours, colour names and descriptions. They can be defined in millimeters, inches or grid squares. Charms, buttons and legends are defined this way. You cannot merge them with the background since they do not contain standard items.
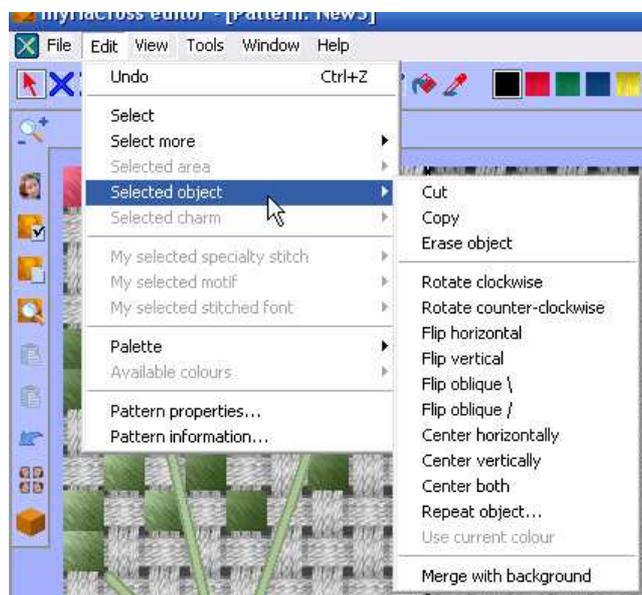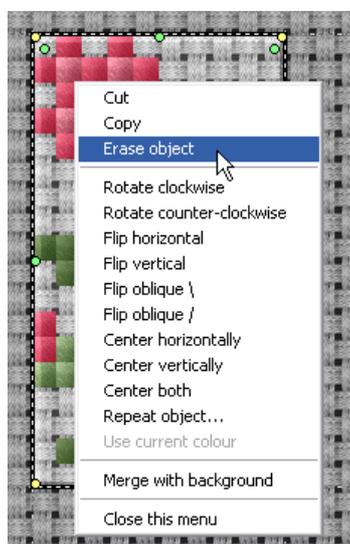
Moving an object

Click on it, hold mouse button down then move the object to desired location. Charm objects can be moved half a grid square by holding **Ctrl** key pressed while moving them. You can move faster (no redraw) by holding **Ctrl+Shift** keys pressed.

Editing an object

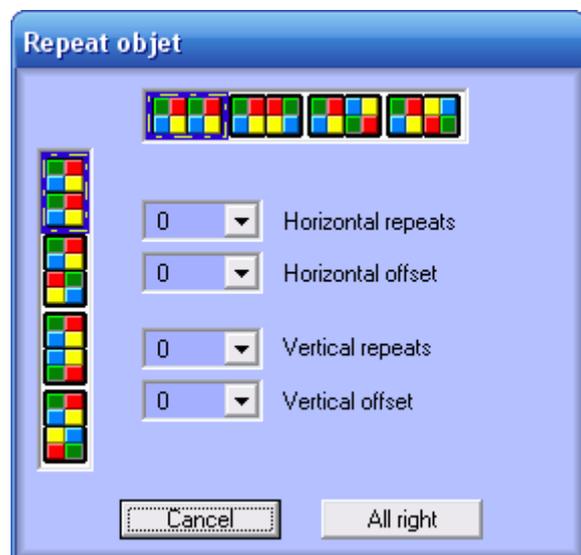Right click on it then select an option in the menu.
You can also select it by clicking on it then use main menu.

Repeating a cross stitch object

If you need a row or a column of the same objet, it is useless to insert it as many times, let it repeat itself. If you later merge this object with the background, repeats will be merged too.

To create a row, set the number of horizontal repeats. You can also add spacing between repeats by setting the horizontal offset.
To create a column, set the number of vertical repeats. You can also add spacing between repeats by setting the vertical offset.

You can also set the repeat style : either as is, horizontally mirrored, vertically mirrored or mirrored in both directions.
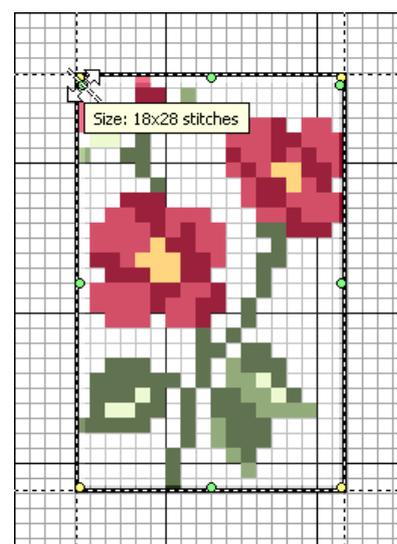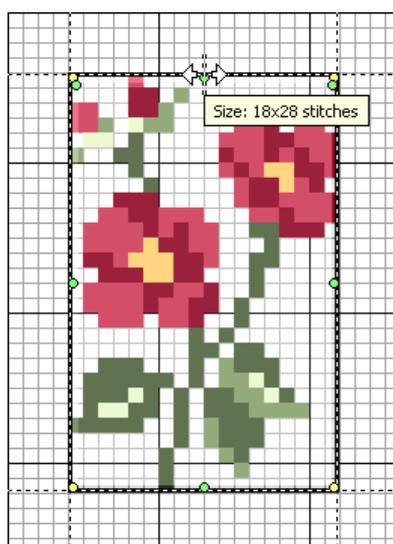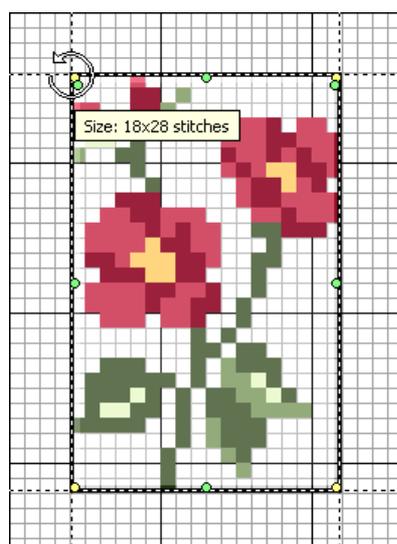Please note that offsets may be negative when there is no crosses in the object.

Changing the colour of a cross stitch object

If the object uses only one colour, you can replace it with current colour from the edition menu. Changing the colour of a specialty stitch is easy !

Quickly rotating or mirroring a cross stitch object

Move the mouse to the yellow dots until the mouse shape changes to a rotation arrow then click. Move the mouse to the green dots until the mouse shape changes to a double arrow then click.

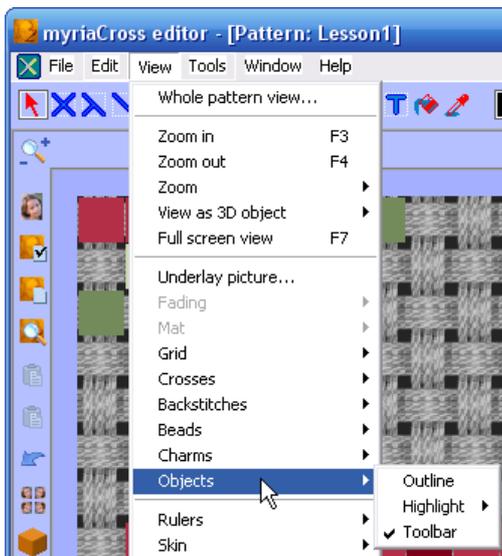# myriaCross editor - Lesson 3 : Working with objects

Exploding an object

Only cross stitch objects are explodable. To explode an object, you just have to merge it with the background. You will then get standard items.

Leaving selected object

Either click outside the object rectangle, click inside another object, make a selection or hit **ESC** key.

More about objects
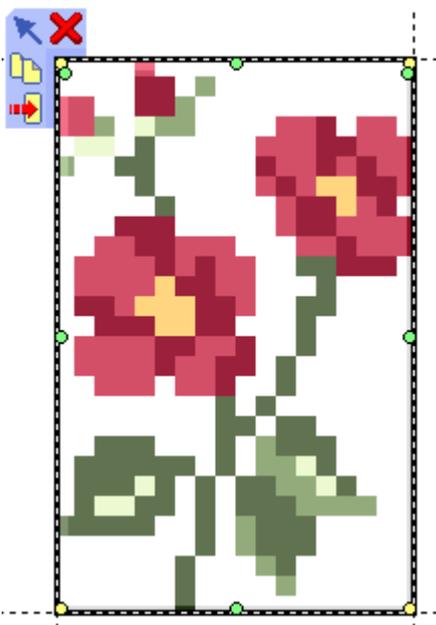

The objects **bounding** rectangles can be visible.
The objects can be **highlighted** when hovering over them and/or selecting them.
There can be a sticky **toolbar** at top left corner of the object rectangle.

The **copy** of a **cross stitch** object can be pasted as a selection or as an object.

The **copy** of a **charm** object can only be pasted as an object.

Using the object toolbar

This toolbar contains a subset of the actions you can find in the menu. It allows quick edition of the object :
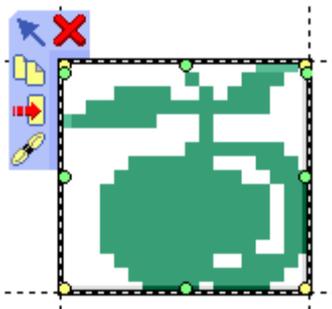
Click on to leave the object.
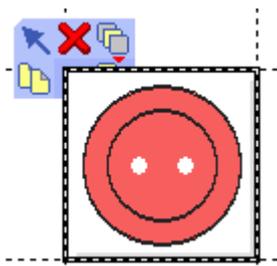Click on to delete the object.
Click on to copy the object.
Click on to merge the object with the background.

myriaCross editor - Lesson 3 : Working with objects

For a single colour object :

Click on 🖊 to let the stitches in the object use current palette colour.

For a charm object with no picture :

Click on ⬒ to select its Z-position : either above fabric, above cutouts in fabric or above all.

For a charm object with a picture :

Click on ⬒ to select its Z-position.
Click on ✖ to select its outline.
Click on ▤ to select its level of transparency.
Click on ◨ to select its colours rendering style.