

myriaCross editor - Lesson 11 : Items stacking

What is items stacking ?

Adding to cross stitches, backstitches, French knots and beads, there are other items such as shapes drawn on grid, hidden grid regions, template, cutouts, objects, details and mats. Items are drawn in a defined order though you can change the stacking position of charm objects.

Stacking



1. Pattern fabric or grid
2. Underlay picture
3. Charm objects on fabric
4. Shapes drawn on the grid, regions hiding the grid, template then cutouts in fabric
5. Charm objects above cutouts
6. Cross stitches, backstitches, French knots and beads
7. Charm objects above all
8. Template outline (if always visible), detail windows, mat and frame

Remarks

- a. **Grid lines** are drawn over cross stitches.
- b. **Mat** is a true boundary but you can display its silhouette only.
- c. You can change the stacking position of **charm objects**.
- d. **Cross stitches in objects** are drawn above cross stitches on fabric.
- e. **Backstitches in objects** are drawn above cross backstitches on fabric.
- f. **French knots in objects** are drawn above French knots on fabric.
- g. **Beads in objects** are drawn above beads on fabric.
- h. **Selecting an object** makes it topmost in its stacking position (for instance, above all charms on fabric if its stacking position is *on fabric*).
- i. **Selecting an object** makes it absolutely topmost during edition, its actual stacking position will be restored when you leave it.
- j. You can disable the « **automatically topmost on selection** » behaviour and then change the objects stacking order when you desire.