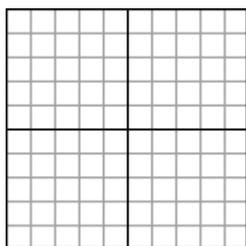


myriaCross editor - Lesson 12 : Working with the grid

What is the grid ?



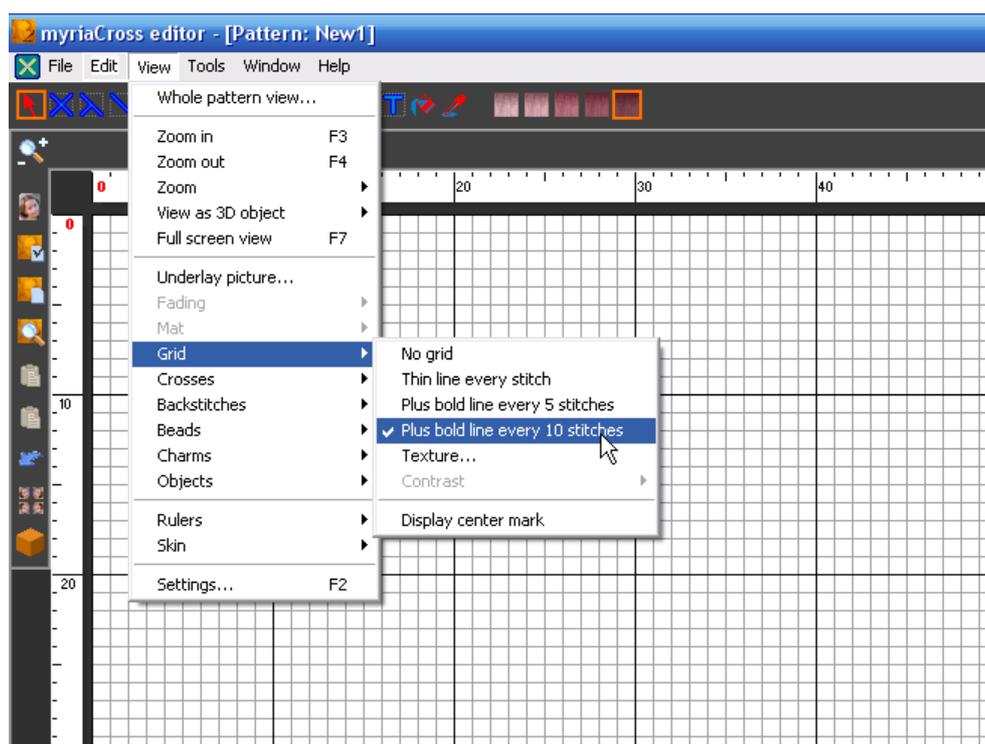
The grid is the array of horizontal and vertical lines defining grid squares.

Every grid square can contain a cross stitch.

All corners of grid squares are holes in the fabric.

The grid is a visual help when designing patterns.

Selecting a grid style



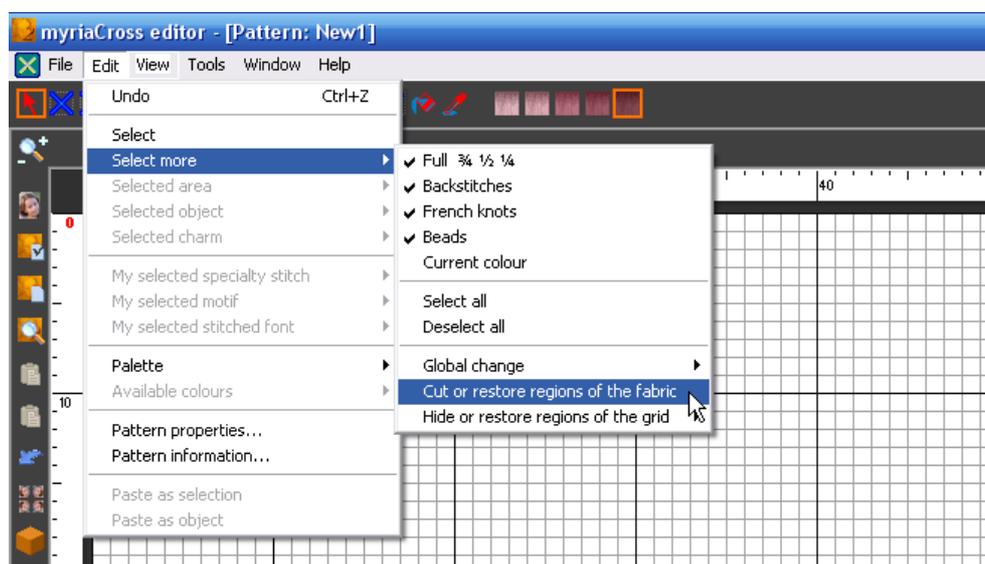
Select a grid style in the **View** menu.

Textured grids are more realistic. When you select one, you can also adjust its **contrast**.

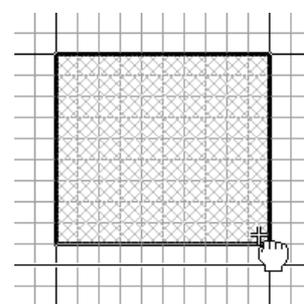
In all cases you can show the **center** of the grid by displaying the center mark.

You can **toggle** the display of selected grid on and off hitting Ctrl+G keys.

Making holes for hardanger



Select the option in the **Edit** menu.

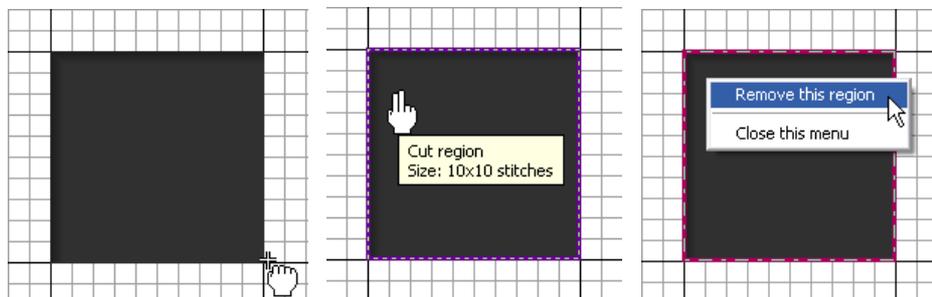


Click on first grid square, move to next grid square then release the button.

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Create complex holes by creating multiple holes that just touch themselves ; holes should not intersect unless you get weird results.

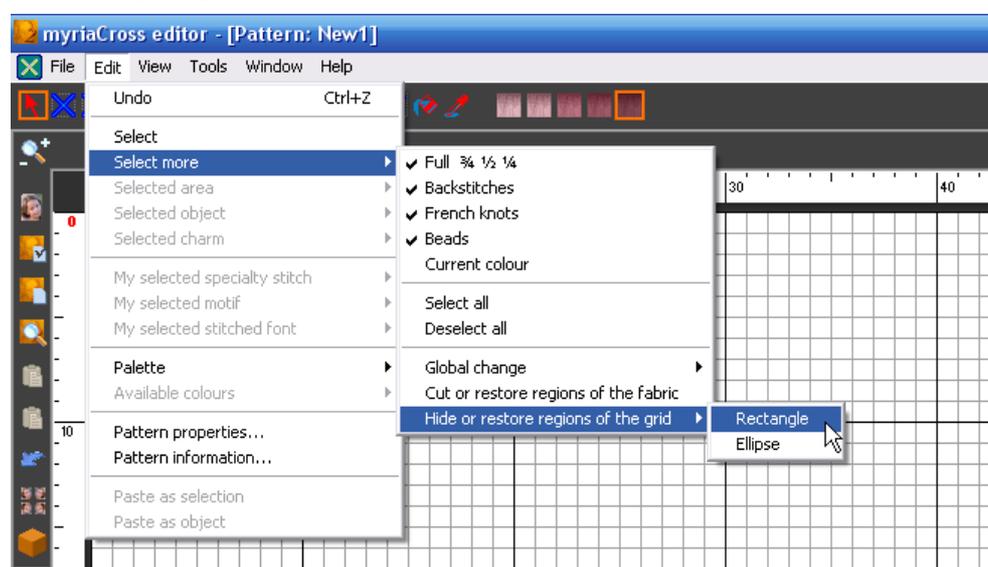
Deleting holes



Here is a hole.
To **delete** it, move over it until you see its blinking bounding box then right click.

Select option in the menu.

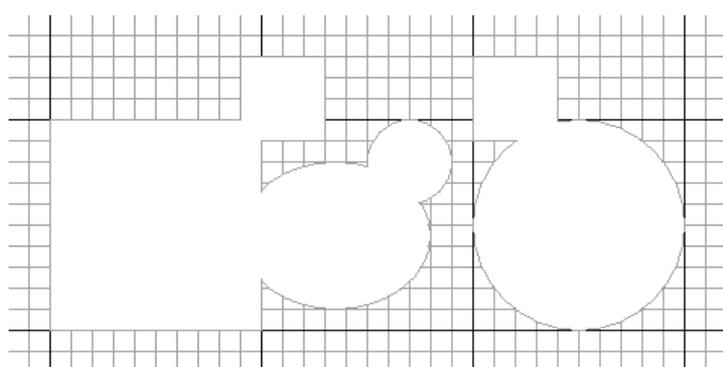
Hidding regions of the grid



Select the option in the **Edit** menu.

Define regions to hide the same way as holes. Please note that you can create rectangular or elliptical regions.

Delete regions the same way as holes.



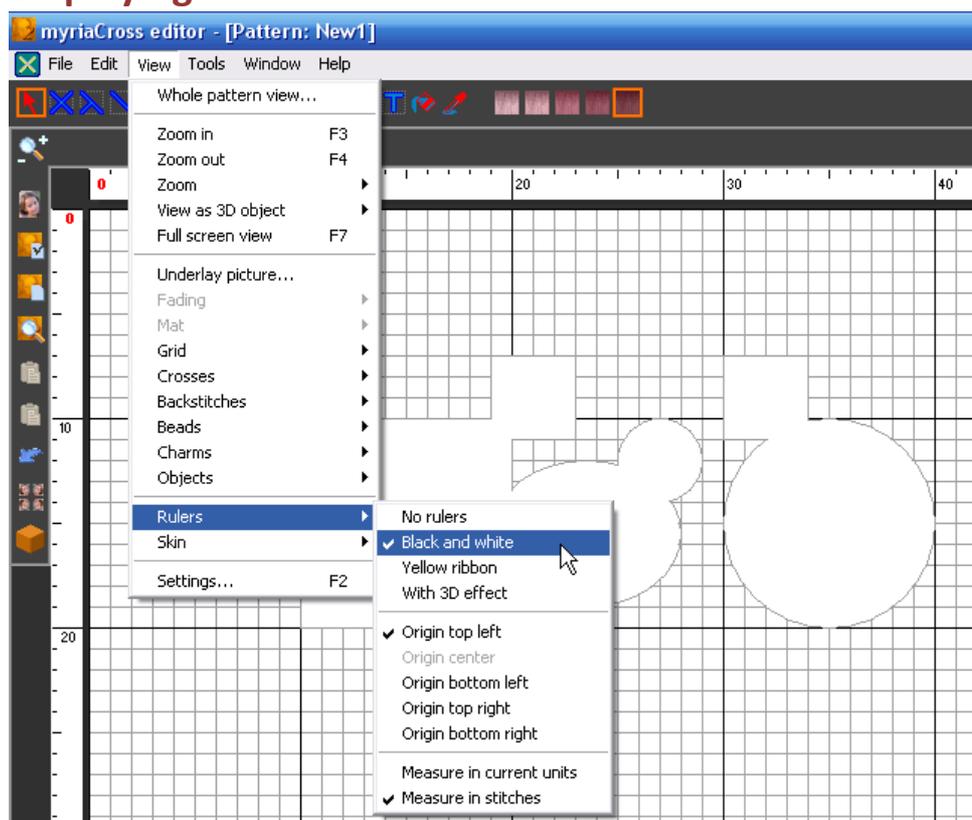
When regions **intersect** themselves, you do not see all edges. In such cases, regions are drawn as if they were complex regions.

Obviously, you will not see hidden regions when you display no grid at all.

Holes and hidden regions are printed exactly the way they are displayed. The only difference for printed holes is they use a white background colour. Changing the program appearance uses the new background colour for holes. Obviously, changing the grid colour uses the new colour for hidden regions.

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Displaying rulers



Select rulers' style in the **View** menu.

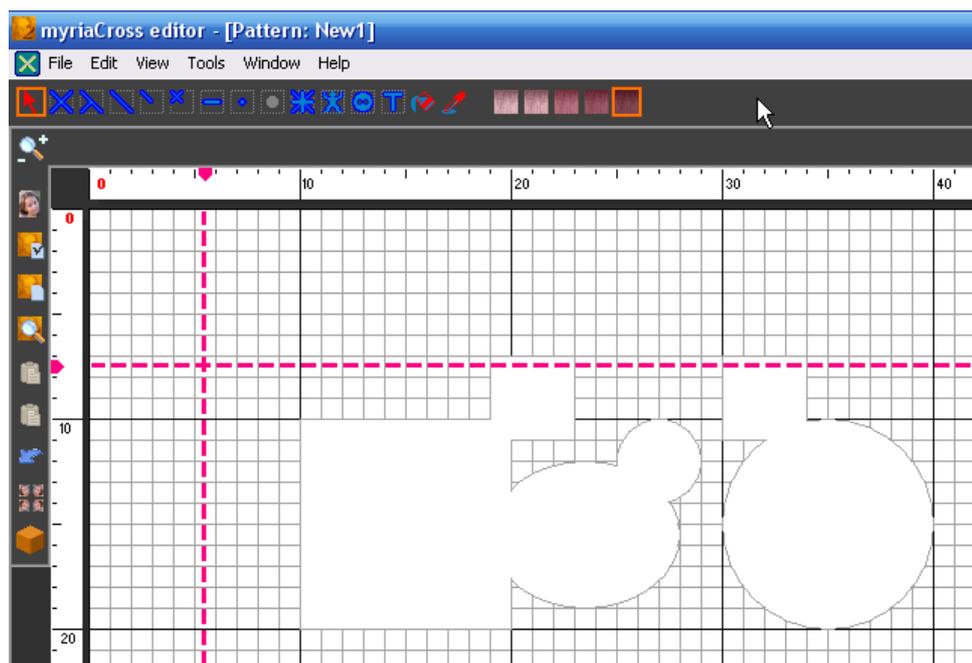
You can also choose the rulers **origin**.

You can even choose **what to measure** : either the linear width and height expressed using current units or expressed in stitches.

Moving the mouse over the pattern shows its **position** in both rulers.

Creating markers

Markers are tabs added to the rulers. You can create up to 64 markers in every pattern. Creating markers in horizontal ruler will show vertical lines in the pattern while creating markers in vertical ruler will show horizontal lines in the pattern. These lines can be considered construction or guide lines.



To **create** a marker, simply click on a ruler.

To **move** a marker, move over it, click then move it to desired location.

To change **colour** or **thickness** of its associated line, move over it then right click to display the menu.

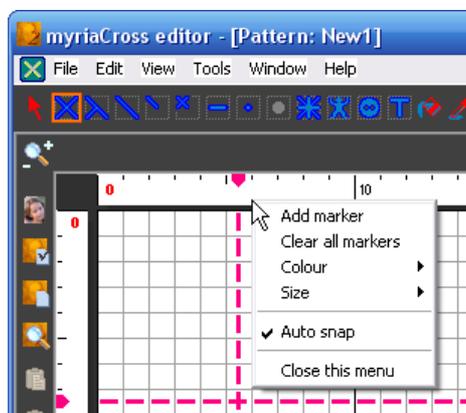
To change a **property** for all lines, right click on a ruler to display the menu.

myriaCross editor - Lesson 12 : Working with the grid

Markers can also be created by selecting a point in the quilting editor.

As markers are intended as a designing help, they do not print nor appear in whole view, full screen view, previews and pictures created using the picture creation tool.

But they appear when you copy current pattern view to the clipboard.



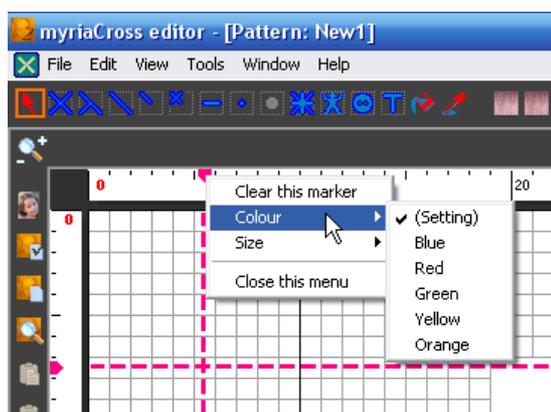
Right clicking on a ruler displays this menu.

You can **create** a marker at the position you clicked, **clear all** markers defined in *this* ruler and change **colour** and **size** for all existing and further markers.

Defined markers, default colour and size are stored in the pattern when you save it.

Auto snap mode forces quarter grid locations.

Please note that marker lines do not show when rulers are hidden.

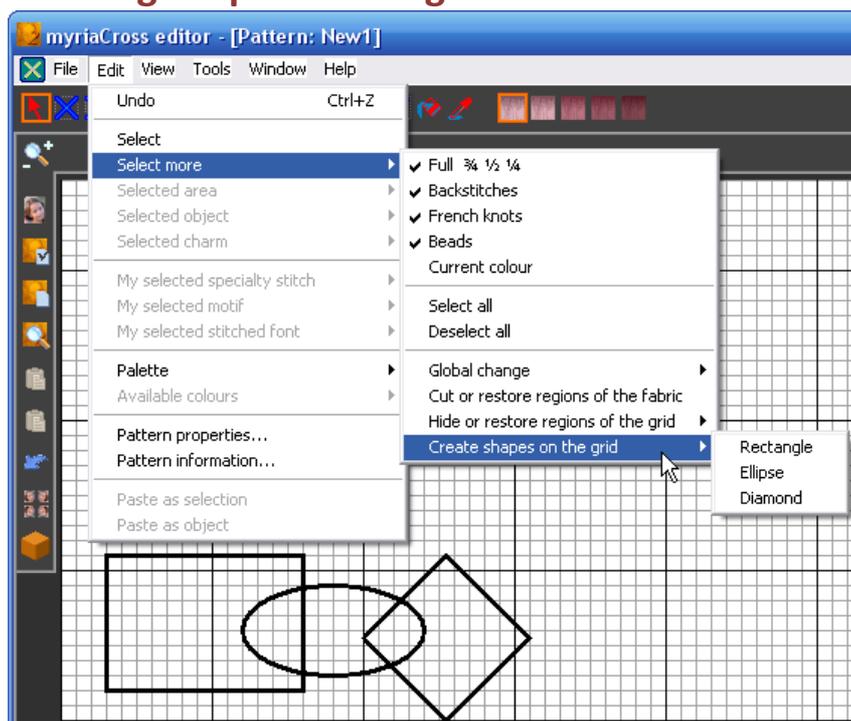


Right clicking on a marker displays this menu.

You can **delete** selected marker and change its **colour** and **size**.

Please note that you can **override** default settings for selected marker and use another colour and size.

Creating shapes on the grid



Select the option in the **Edit** menu.

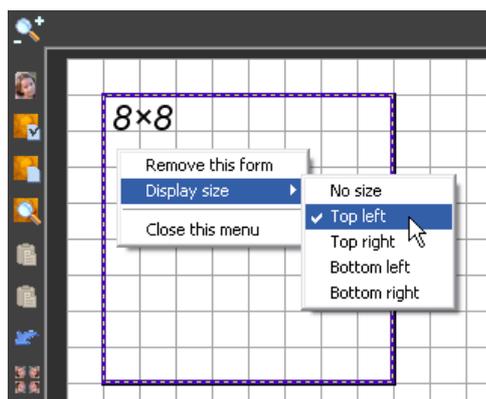
Define and **delete** shapes the same way as holes and regions to hide.

In shape creation mode, hit *Space* key to quickly toggle between shapes.

Creating shapes on the grid allows you to define guide items while designing patterns.

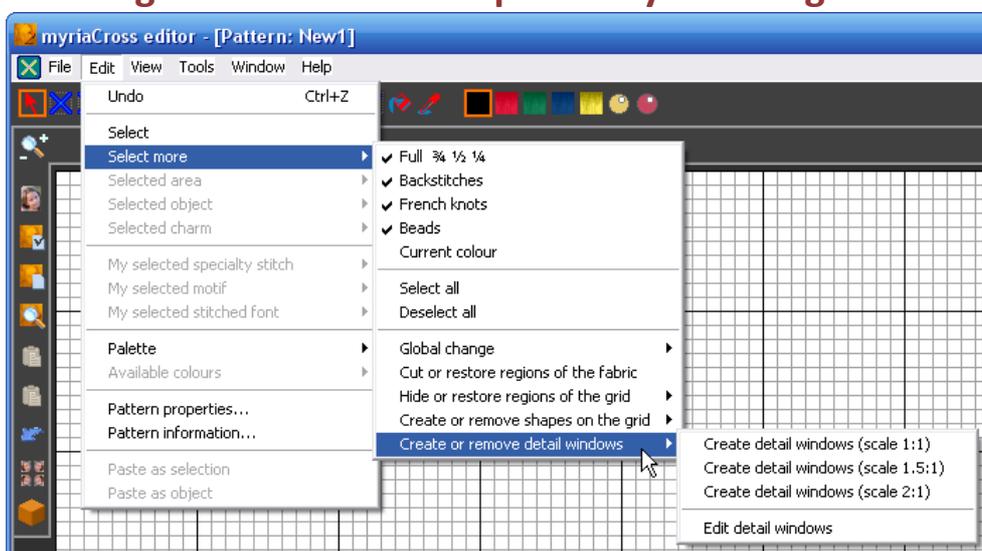
myriaCross editor - Lesson 12 : Working with the grid

Displaying the size of rectangular shapes on the grid



Right click on the shape to display the edition menu then select option to define size display position. The size is expressed in stitches (width x height).

Creating detail windows of parts of your design

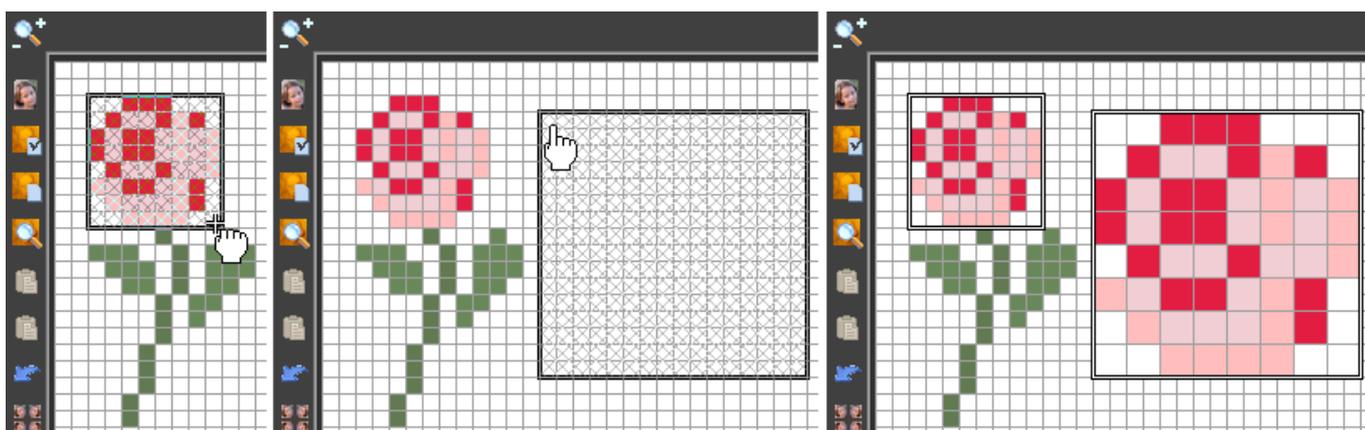


Select the option in the **Edit** menu.

To create a detail select *Create* option with desired scale.

To remove or change a detail select *Edit* option.

See below for more explanations.

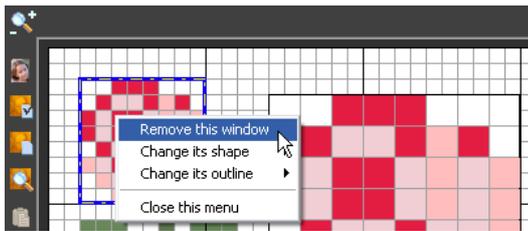


To define source window, click on first corner, hold button down and move to the second corner then release the button.

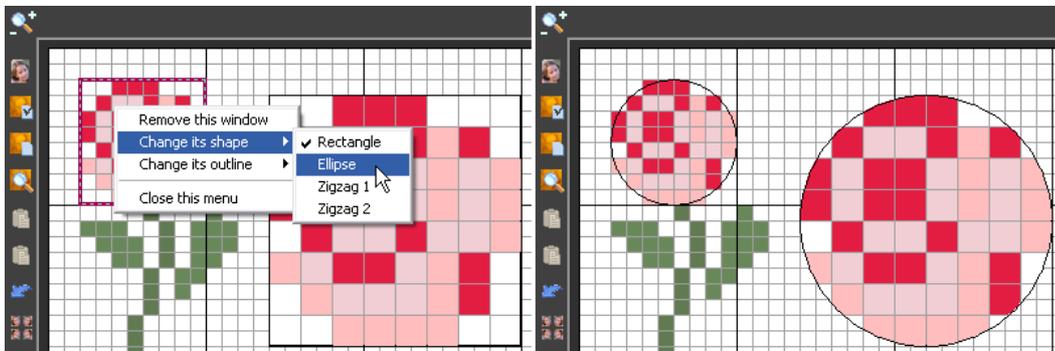
To define target window position, move to desired location and click.

If you made a mistake defining source window, you can abort current creation and define another one by pressing ESC key.

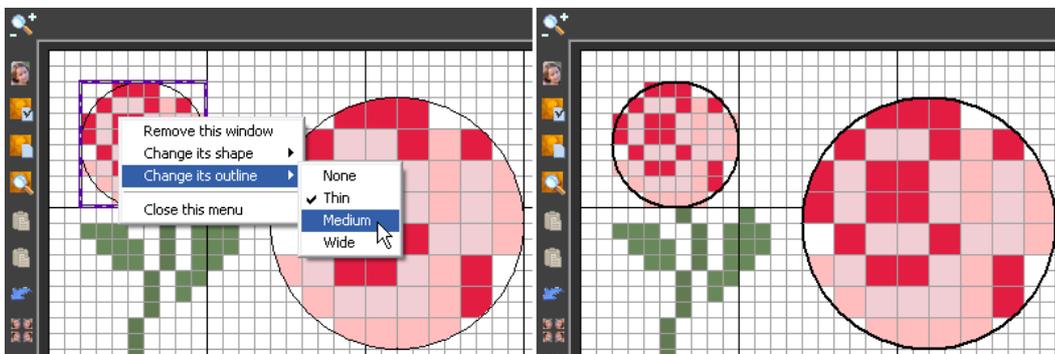
myriaCross editor - Lesson 12 : Working with the grid



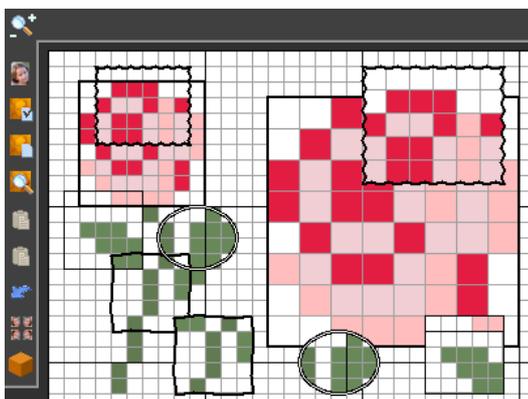
To remove a detail, right-click on either source or target window and select option in the menu. Both source and target windows will be removed at the same time.



You can also change the outline shape of a detail. Both source and target windows will be changed at the same time.



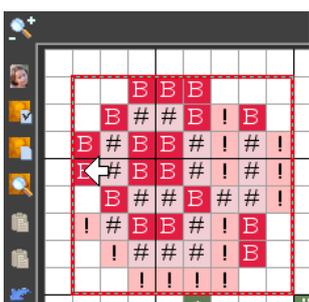
You can also change the width of the outline. Change will apply to both windows.



You can create as many details as you need; every detail can have its own scale, shape and outline width.

Warning : details are always drawn above all; this means *you can create nothing but target windows above target windows*; source windows areas are available though. Making a detail from a target window is useless, you will see nothing.

Moving grid items



You can move a grid item one grid square in every direction by clicking on it as soon as the mouse cursor changes to an arrow.

(←, →, ↑, ↓, ↖, ↗, ↘, ↙).

Warning : items cannot occupy first and last row and column of the pattern. Holes in the grid cannot be moved at all. Source and target detail windows can be moved separately.