

21E - Editing + Digitizing

The outsourcing of digitizing is a growing trend. However, requesting edits to digitized designs often takes time and is costly to produce. Empower your business with the convenience of internal editing using Wilcom's ES 2006 Level 21E. Edit and reshape embroidery designs or combine them with existing ones. Change between Satin, Zigzag and Tatami, as well as adjust stitch density and underlay settings over the whole or selected parts of a design.

With Wilcom ES 21E, you are equipped for any lettering or editing job that comes your way. Reshaping objects-based and Stitch file designs

Wilcom ES 21E edits design files in its native EMB format, or in any of the 32 stitch file formats supported by Wilcom ES. Stitch files are automatically converted to full Wilcom object-based embroidery, allowing for complete stitch settings and object-outline editing.

Editing is simple! Open your embroidery designs and use the Reshape or Stitch Edit tools. The reference points you mark when digitizing a shape become its control points. Use them to edit or transform objects, reshaping or changing entry and exit points. Customized reshape views

ES 2006 allows for faster editing by reducing the complexity of the design on-screen. While in reshape mode, you can choose to show reshape nodes, stitch angles or object start and end points. Color resequencing

Wilcom's Color-Object List makes sequencing and resequencing your design as easy as drag and drop!

The Color-Object List displays a sequence of objects grouped by color block. It provides an easy way to cut, copy, and paste, as well as resequence color blocks and individual objects. Group objects together to apply universal changes or lock them to avoid unintentional modification. Modeless control

The new Object Properties dialog is now 'modeless', meaning that it stays on the design window as long as you need, just like the Color-Object List. This considerably improves editing efficiency by eliminating the need to open the dialog separately for each and every object. Improved access to general object properties

The Status and Prompt bars now include a General Properties panel for continuous display and routine modification of general object properties such as size and position. Scale parts or whole designs by entering a value in the on-screen dialog. Alternatively with the mouse, you can resize, rotate, or move objects with a single click.

Stitches within resized objects are automatically recalculated with Wilcom's patented and legendary stitch processing technology. Complete quality control

Wilcom ES 21E ensures complete control of important quality effects such as Pull Compensation, Shortening, Fractional Spacing, and Automatic Underlay.

In addition to reshaping objects and changing entry and exit points, use the powerful Reshaping Object tool to modify stitch angles of selected objects. Add multiple stitch angles as required. 21E Editing Facts

- Color-Object List for quick editing
- Reshape and modify objects
- Over 120 alphabets
- Change stitch types, underlay, and other quality settings
- Automatic Team Names
- Slow Redraw to simulate sewing
- Automatic conversion of stitch files to outlines
- All-in-one .EMB embroidery files containing outlines and stitches