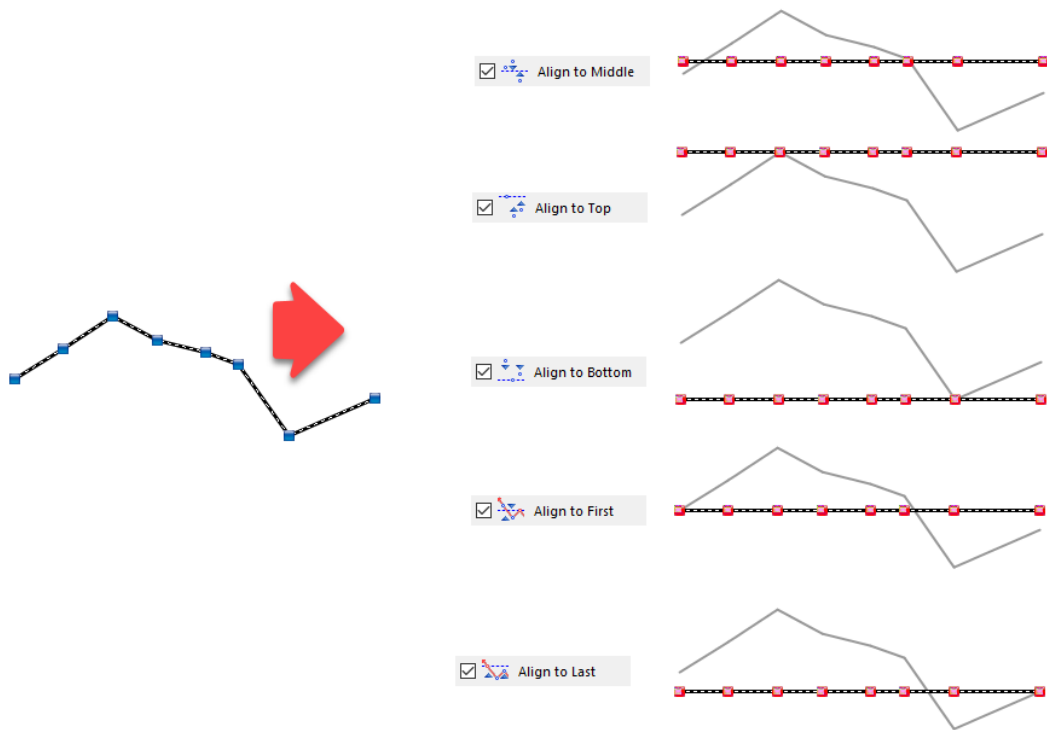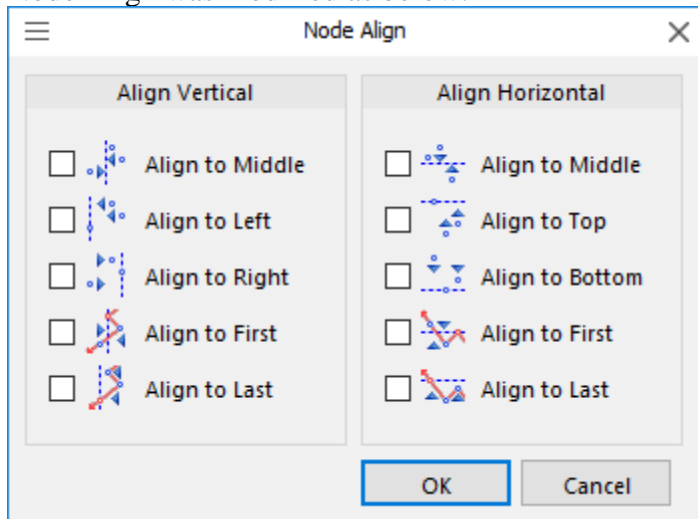Web: www.I-Cliqq.com
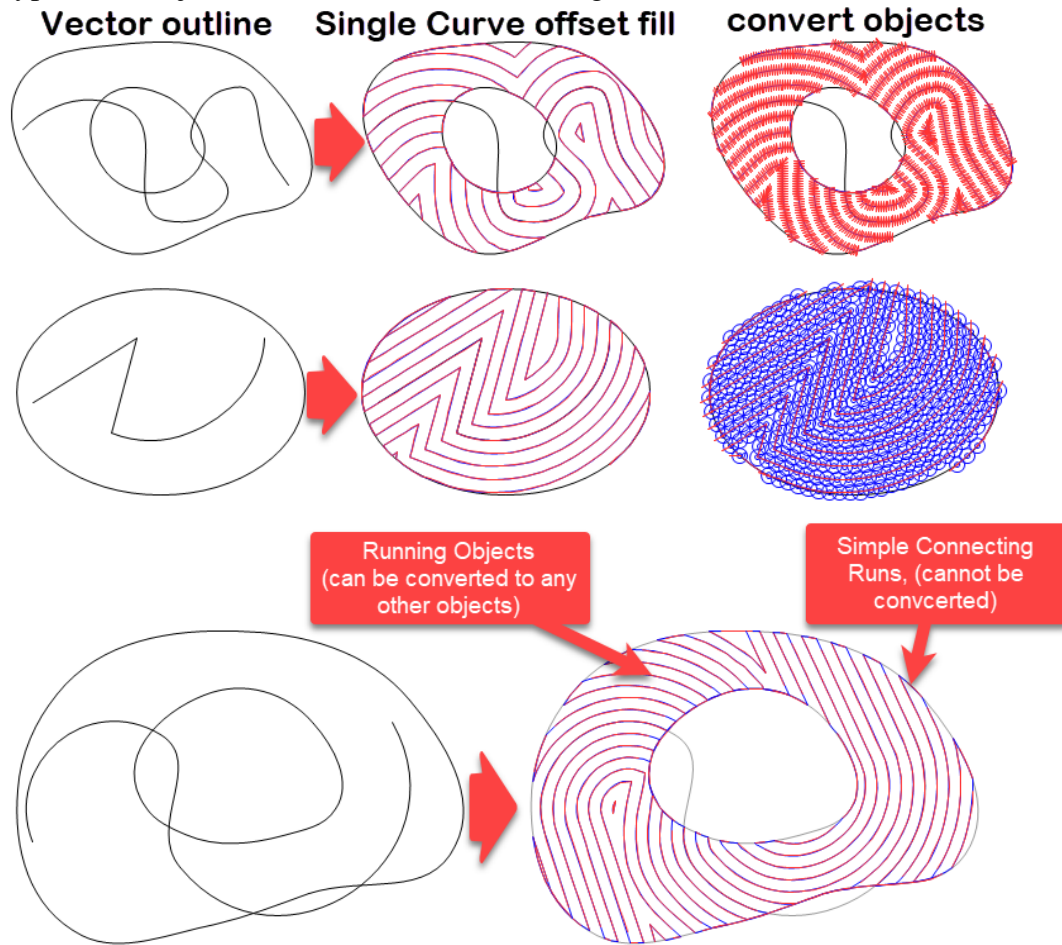Email: info@i-cliqq.com

Release Note
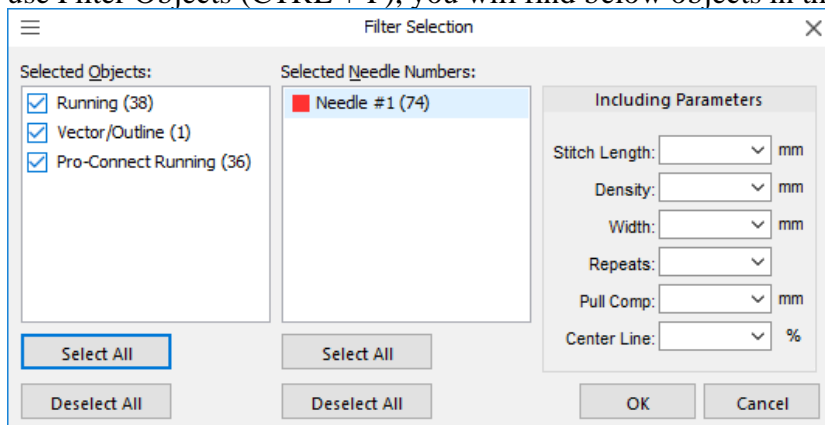
Ver 4.2
- Node Align was modified as below:

- Right-Click and drag will copy the selected object into the new location, same as (Alt+Click+Drag)

- Few small glitches with the former developments were fixed

- New Curved Offset Fill function was added , this function receives a vector outline , and creates Running objects which can be converted to any other stitch types. The objects are connected with Running stitches

Running objects can be converted to any other stitch type, but Connecting runnings cannot be converted to any other stitch type, although they are running objects, but only running length parameter will work on them, if you select all and use Filter Objects (CTRL + F), you will find below objects in the selection set:
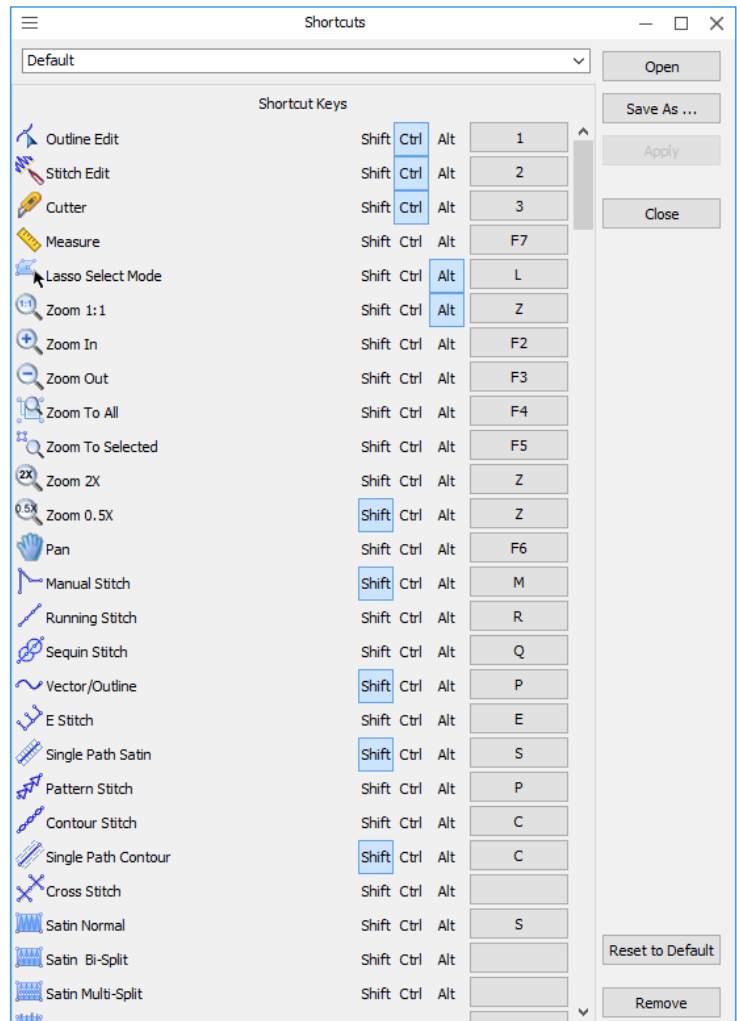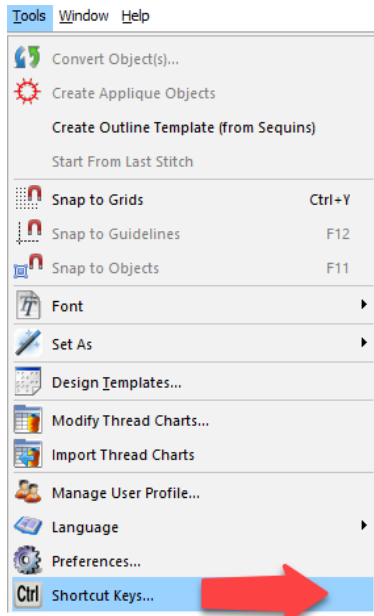
three types ob objects will allear in the list. And you can filter your selection to select your required objects fot editing.

Ver 4.15
- Few reported problems were fixed

Ver 4.1
- Shortcut keys are definable, shortcuts can be saves and loaded

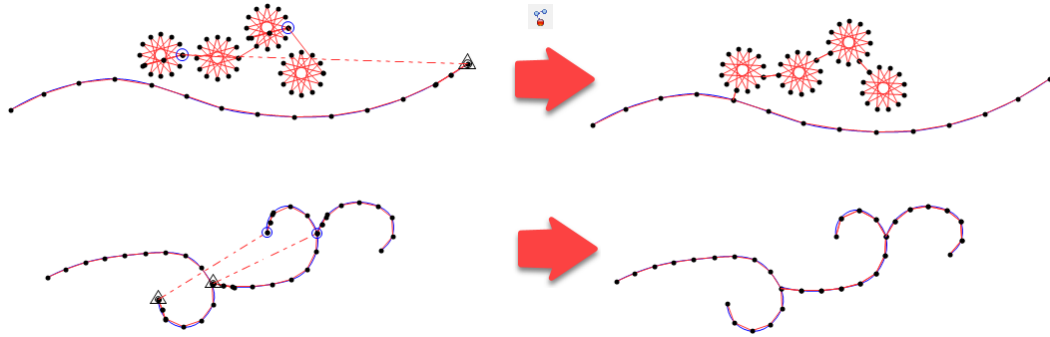- Pro Resize will ask for the value when resizing

Ver 4.0
- Bach to Back Insertion function was added

This function is inserting objects consecutively according to their nearest points to
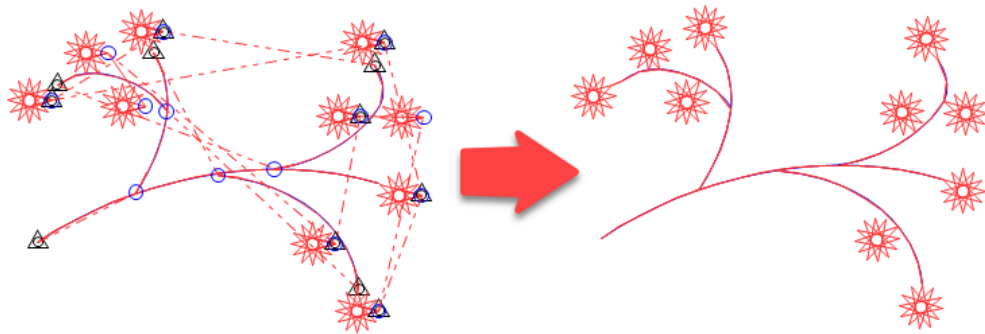
the base object and sets the start and end points on inserted objects. All objects are inserted to the first object in the selection set.
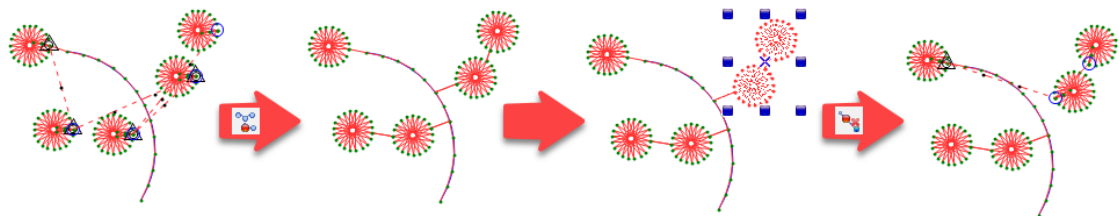
- Optimized Insertion function was added.

This function will optimize the connections and objects might be inserted to the first object in the selection set or they might be inserted to each other. This insertion has the most optimum connection with minimum stitches.
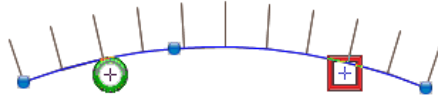
- Remove Insertion function was added:

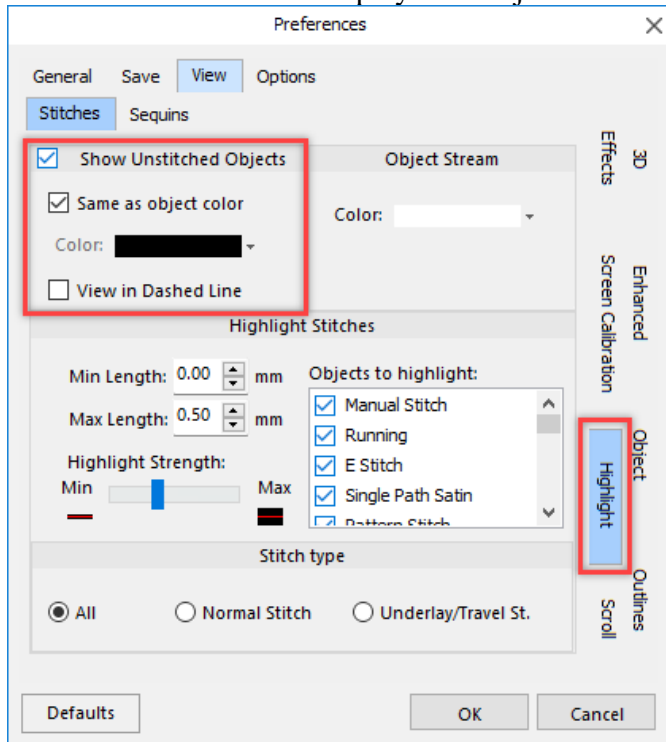- A few bugs and glitches were fixed with the recent developments.

Ver 3.9
- E Stitch is now supporting Entry/Exit Points:

- Design Start-End was modified for a better performance.

- Unstitched View was improved
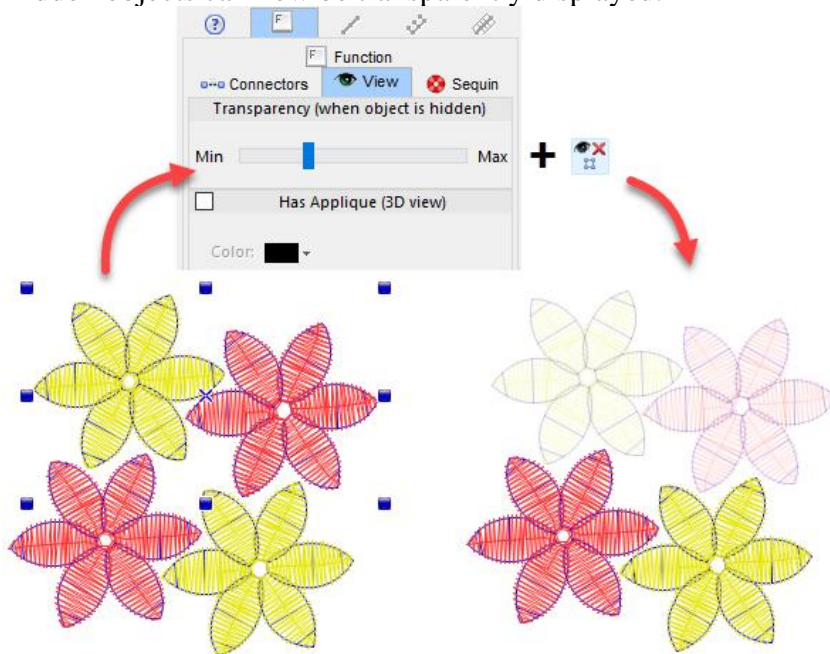 Unstitched areas can be displayed in object's color with transparency.

The above page can be accessed from Menu > Tools > Preferences , or Right

click on Ustitched icon ( )

The new modification is available in Antialia drawing mode ( ) in normal

view ( ) and also in 3D View ( )

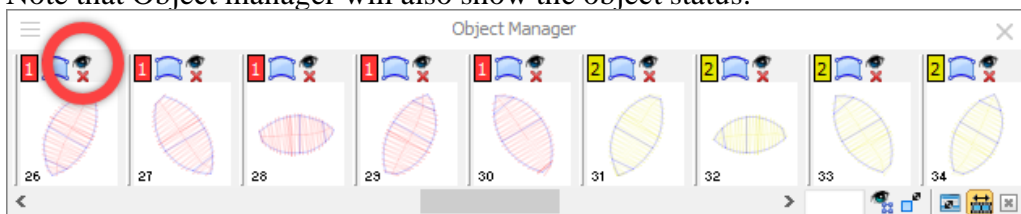Hidden objects can now be transparently displayed.

it this way, although you set the objects to invisible status, but they will yet be visible transparently.
if the transparency is set to minimum, then the object will be totally invisible.

Click on this icon, to turn on all the hidden object.
Note that Object manager will also show the object status:

Hidden and locked objects can always be selected and accessed from Object Manager. But you will not be able to access them by mouse click on screen
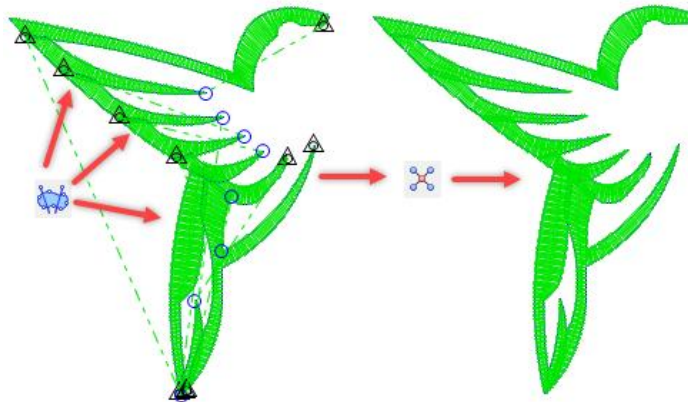
2021-12-18
- Group Objects was optimized for speed.
- Some memory leaks were fixed with grouping objects

2021-12-16
- Ortho Mode was modified to cover every 15deg when holding Ctrl key and creating Manual Stitch (it was working in digitizing, just now added to Manual Stitch)

2021-12-14-1
- Auto Density by default was set to active.
- Satin Fill node editing inside groups is now generating the stitches correctly.
- Group (optimized connection) ( ) can now use new satin fill ( ) in optimizations.

- Group (Branching) ( ) and Group (Optimized Sequence) ( ) are now support the new Satin Fill object ( ) in optimization.

2021-12-1-1

- 2 reported issues with Tie Off was fixed
- Some memory leaks were fixed
- Some modifications were done for the software stability
- New satin fill generate function was add.

  it can calculate the stitch angles.
  Stitch angles can be modified (add/Remove/move) by selecting the object and pressing F8 key
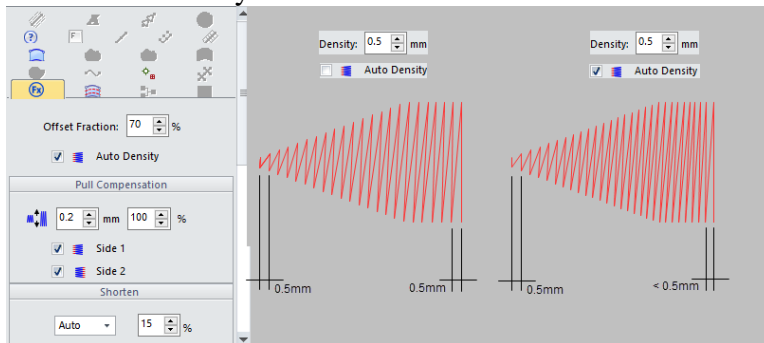 watch this video to learn about this function:

- Unstitched view function was modified to show unstitches stitches a little transparent when travelling by stitches
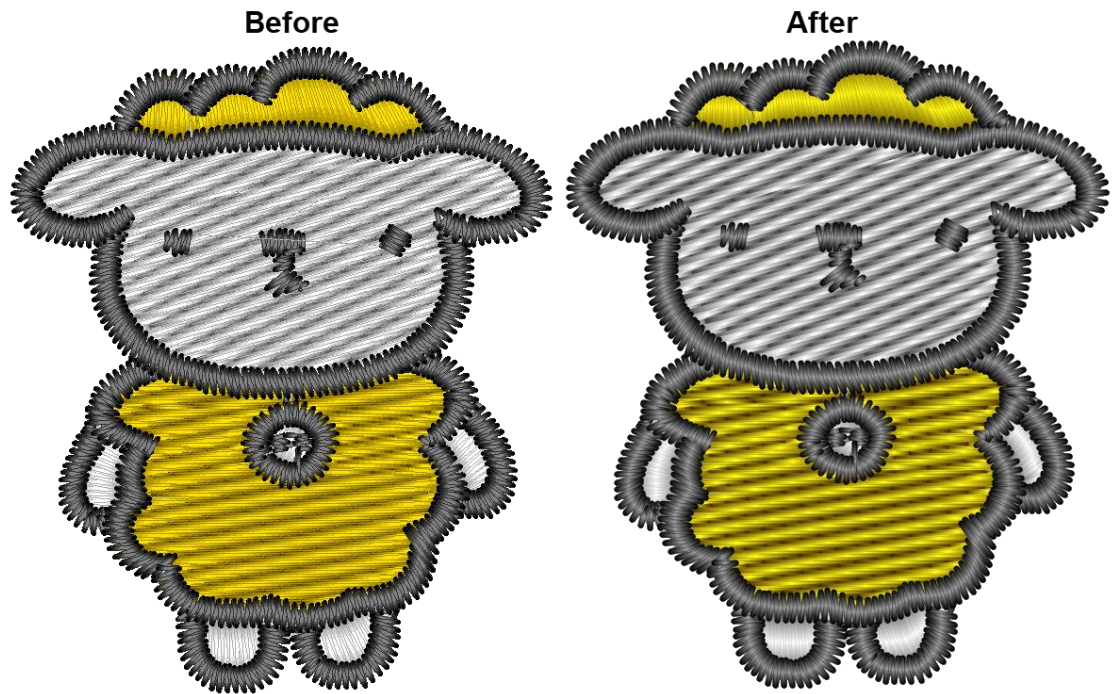

- Tatami stitch generattion function was improved
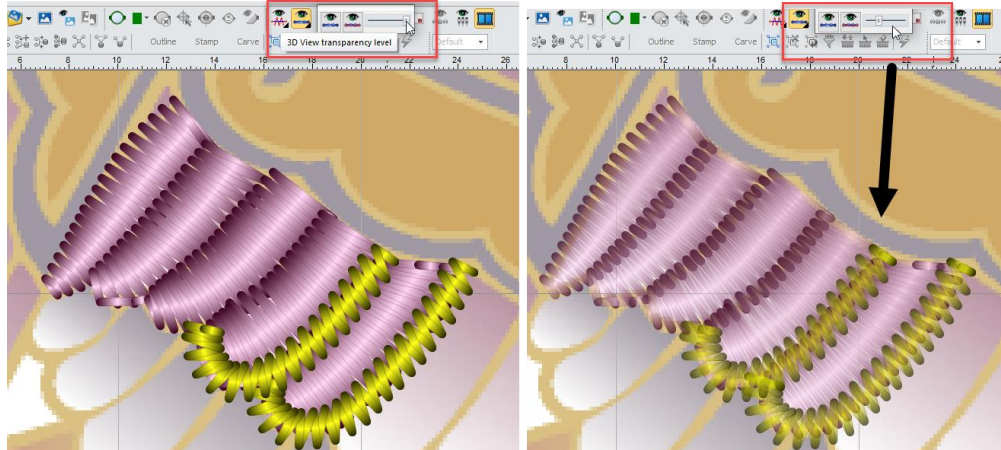
- Satin Auto Density was added:

Auto Density will produce a better stitch quality

Ver 3.8
2021-07-27
- 3DView was modified to view in better quality

Before	**After**

- Lines / curves and stitches are displayed smoothly (Antialiasing)
- 3DView transparency was add

- Tatami function was improved for filling complex areas