

Wilcom EmbroideryStudio e4.1 Update 3

Release Notes

18 June 2018

This file contains notes on the Wilcom EmbroideryStudio e4.1 Update 3 release. This update is intended for installation with any released version (already installed) of Wilcom EmbroideryStudio e4. It contains all improvements up to this release plus any previous updates.

Note: Administrative privileges are required to install the software update. If you are installing to a corporate network, an administrator password may be required during update installation.

Contents

Improvements in ES e4.1 Update 3 1
Assigning colors after optimizing color changes 1
Unexpected color changes 1
Color numbers in the Thread Usage list 1
Wilcom Support help menu 2
Exception Access Violations 2
Improvements in ES e4.1 Update 2 3
Image handling & auto-digitizing improvements 3
Image size for Color PhotoStitch 3
Cropped bitmaps 3
Unwanted image cropping while reshaping 4
Design Library improvements 4
Unexpected entries in the 'Design status' field 4
Color and size display in Design Library 5
Search using Title and Filename droplists in Design Library 5
Embroidery Library Locations on Japanese Windows 10 OS 5
Embroidery lettering improvements 6
Applying fonts to team names 6
Exporting team names 6
ESA font file recognition on Win7 7
Two-byte characters display 8
Out-of-memory errors with team names 9
Design editing improvements 9
Problems selecting Manual or Triple Manual 9
Manual Stitch tool 9
Cut and copy-paste designs 10
Additional trims in mirrored designs 10
Outlines & offsets 10
Open offsets with Advanced Offsets element 11
Offsets and source objects 11
Corner stitching 12
Input C cap corners 12
Cover stitching on cap corners 13
Stitch effect problems with Square Stitch 13
Applique object loses stitches 13
Changing colorways via the Design Properties docker 14
Mirroring operations with cross stitch objects 14
Motif run stitches and object outlines 15
Motif Size X with unlocked aspect ratio 15
Motif spacing spin box 15
Zooming designs on a large scale 16
Sequining improvements 16
Additional sequins when duplicating and rotating 16
Open sequin designs 16
Drop single shortcut 17
Switch between sequin run auto and manual 17
File processing improvements 18
Opening e3 EMB files 18
Opening complex sequin designs 18
Default recognition options for machine files 18
Wrong Tape Code on Barudan BEKY machine 18
Twin sequin machine formats 19
Misaligned thumbnail images 19
Company names in the worksheet 20
Barudan machines reading (CC) and (CL) functions 20
Miscellaneous improvements 21
Adding threads to thread charts 21
New EmbroideryConnect Supplement 21
New Features in ES e4.0N Update 1 22
Automatic machine file naming 22

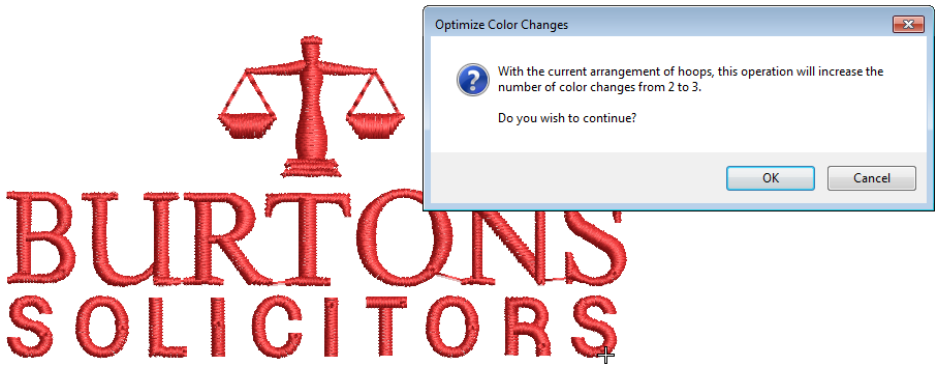
New from selected template in Design Library 22
New button 'Reset Detail Columns' 23
Importing teamname lists with additional size or other fields 24
Flexi-split with complex fill objects 26
Stitch angles 26
Hatch e3.6 file format 27
Improvements with ES e4.0N Update 1 28
Design Library improvements 28
Design Library refresh 28
Pressing backspace in search 28
Searching for non-native files 28
Order information 28
Browsing the network for large files 28
Design Library reliability 29
Lettering improvements 29
Zigzag with lettering 29
Character display 29
Non-existent character display 29
3D Futuro embroidery font 30
Recommended letter heights 30
Teamname improvements 30
Adding columns to the members list 30
Manage Teams button 31
File export for team names 31
Design shifts when saving team names 32
Adding lettering art to team names 32
Teamname letter spacing 33
Visualization improvements 34
Stitch Player works with ZSK 34
Viewing bling 34
Reshaping objects on a 4K screen at 200% scaling 35
Usability improvements 35
Color palette scrolling 35
Product registration 35
Kiosk locking 35
Kiosk controls after exiting Kiosk mode 36
Scrolling through items in Product Visualizer 36
PDF printing 36
Graphics handling improvements 36
CorelDRAW X8 64-bit installation in Graphics mode 36
Undoing bitmap modifications 37
Undo actions between Wilcom Decoration and CorelDRAW Graphics 37
Language improvements 37
Pique polo in Spanish interface 37
Application crashes when saving user-refined letters 37
System improvements 38
Icons in the Object Properties docker 38
Color changes with Colorway Editor docker 38
Generic Write Error 38
CorelDRAW in ES dockers 38
Using high-end Wacom tablets 38
Application crashes with packaged teamname sample designs 38
Failure to create empty document 38
Communications with the Happy Voyager machine 39
Internal Envelope Error 39
Assistance 40
Contact 40
Copyright 40

Improvements in ES e4.1 Update 3

The ES e4.1 Update 3 software includes the following improvements…

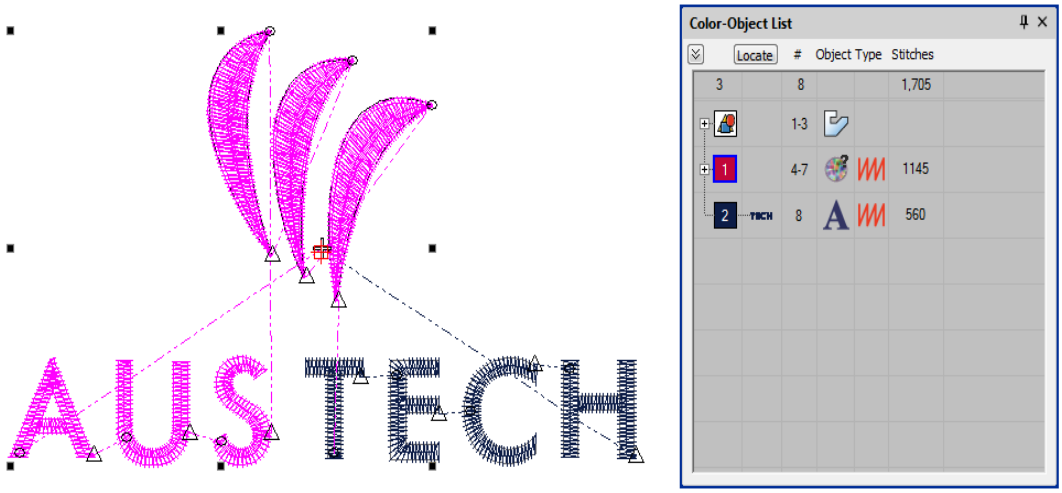
Assigning colors after optimizing color changes

Problems have been reported when attempting to re-assign colors after optimizing color changes. With certain designs, assigning a single color could not be done following color optimization (Arrange > Sequence > Optimize Color Changes). With this update, this issue has been rectified.



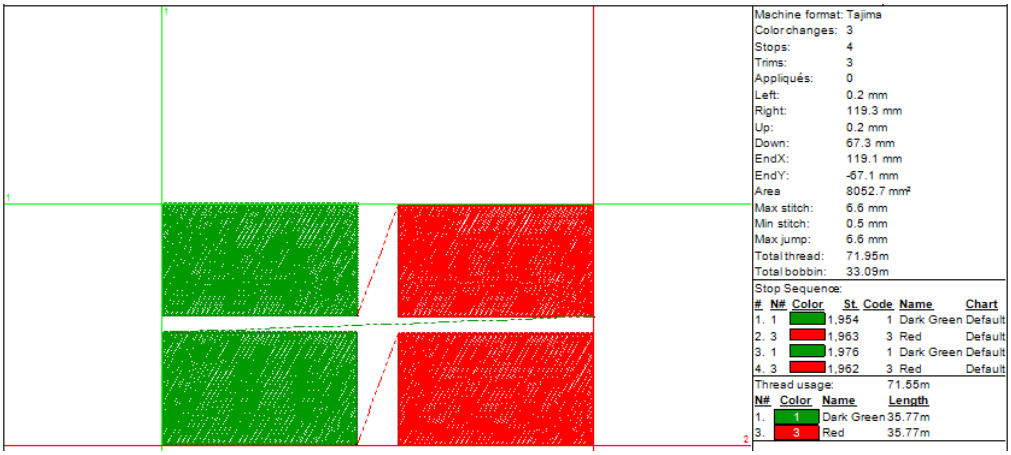
Unexpected color changes

Problems have been reported with the correct selection of colors in the Color-Object List. In certain designs, ‘ghost’ color changes appear to be inserted, resulting in incorrect color selection. This problem has been rectified.



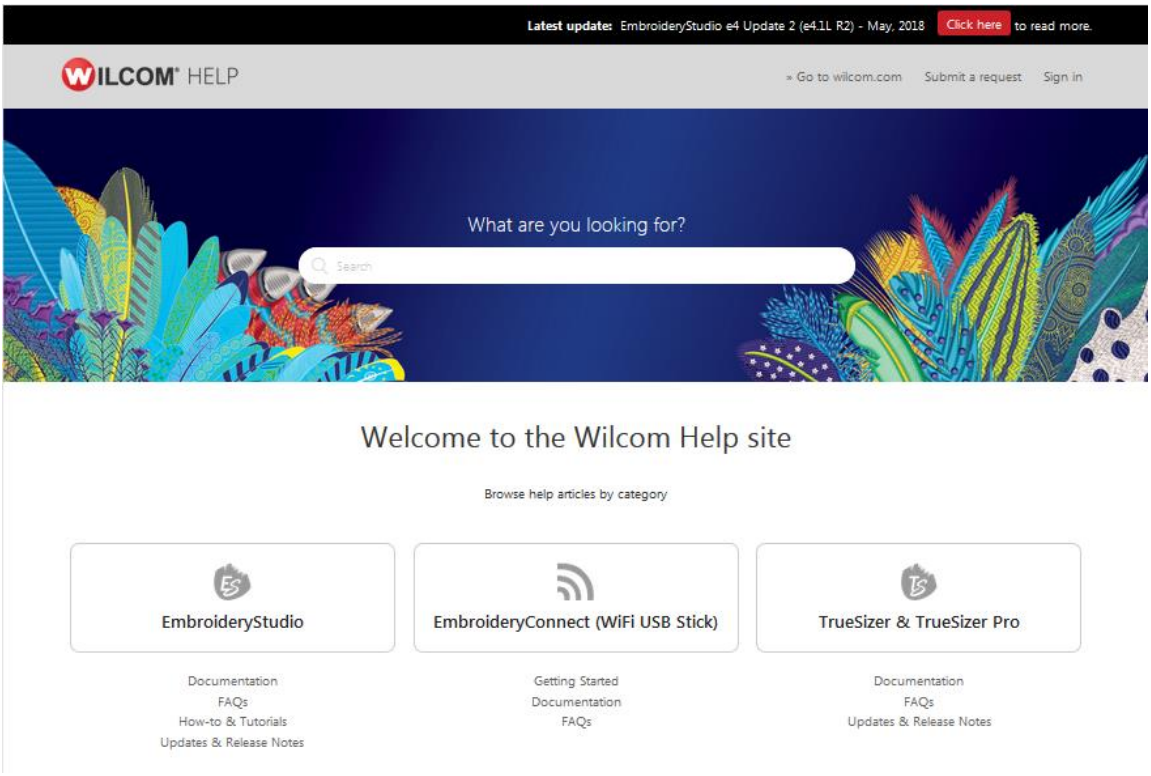
Color numbers in the Thread Usage list

With the previous update, problems were reported with the display of color numbers in the Color column of the Thread Usage list. Correct color numbers are now included in the Color column of design reports.



Wilcom Support help menu

With this update, the Help menu Wilcom Support link has changed to http://help.wilcom.com.



Exception Access Violations

There have been reports of Exception Access Violation errors with EmbroideryStudio shutting down without notice when carrying out certain operations. In particular, EAV errors have been generated when using custom templates. This issue has been rectified.

Improvements in ES e4.1 Update 2

The ES e4.1 Update 2 software includes the following improvements…

Image handling & auto-digitizing improvements

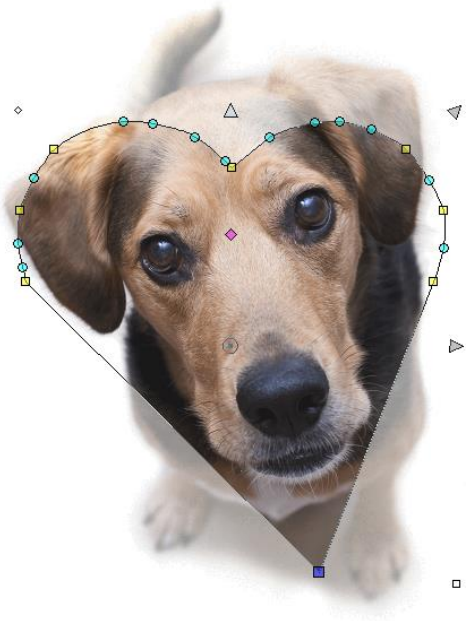
Image size for Color PhotoStitch

With this update, ES now supports image sizes up to 400mm (up from 210mm). This is particularly useful for customers who want to stitch high resolution designs on the back of sports uniforms. It is also ideally suited to high res photos of family pets.



Cropped bitmaps

Problems have been reported when cropping bitmap images. Cropped bitmaps are incorrectly shifted immediately during cropping or reshaping operations. This problem has been rectified.



Unwanted image cropping while reshaping

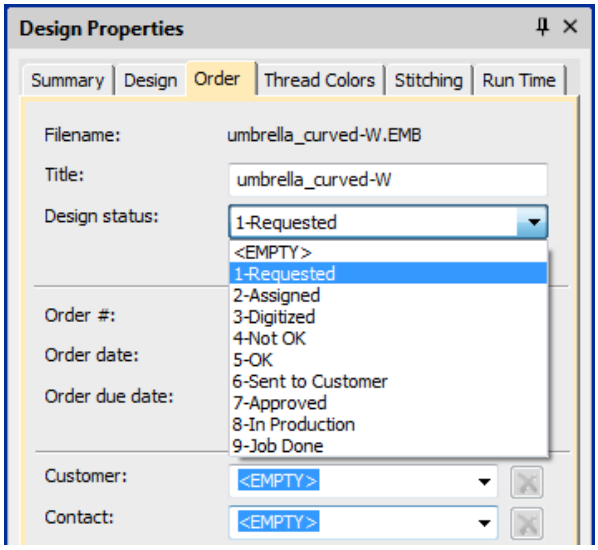
Problems have been reported with background images during reshaping operations. The image is cropped when reshaping objects at high zoom factors. This problem has been rectified.



Design Library improvements

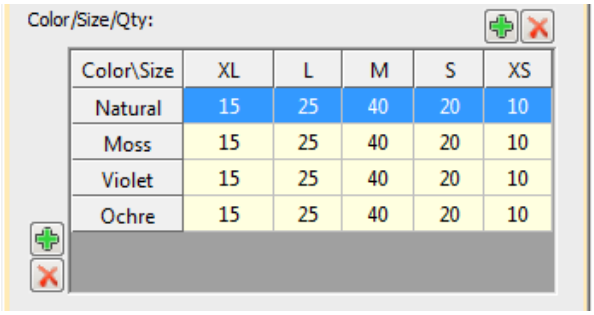
Unexpected entries in the ‘Design status’ field

Unexpected entries have been appearing in the ‘Design status’ field of the Design Properties > Order tab when typing in a new status value. This problem has been rectified.



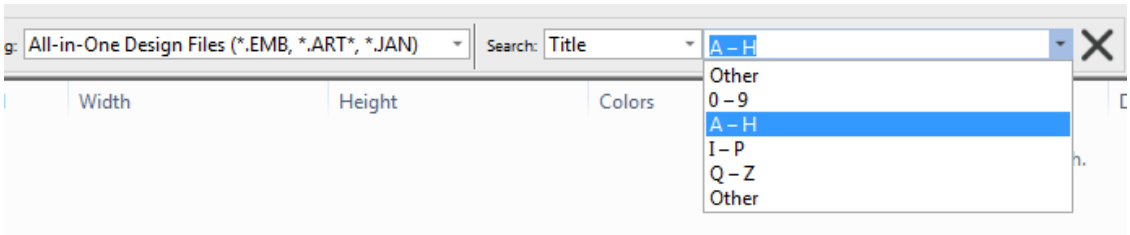
Color and size display in Design Library

In Design Library, colors or sizes don't always apply in the Design Properties > Order tab. This problem has been rectified.



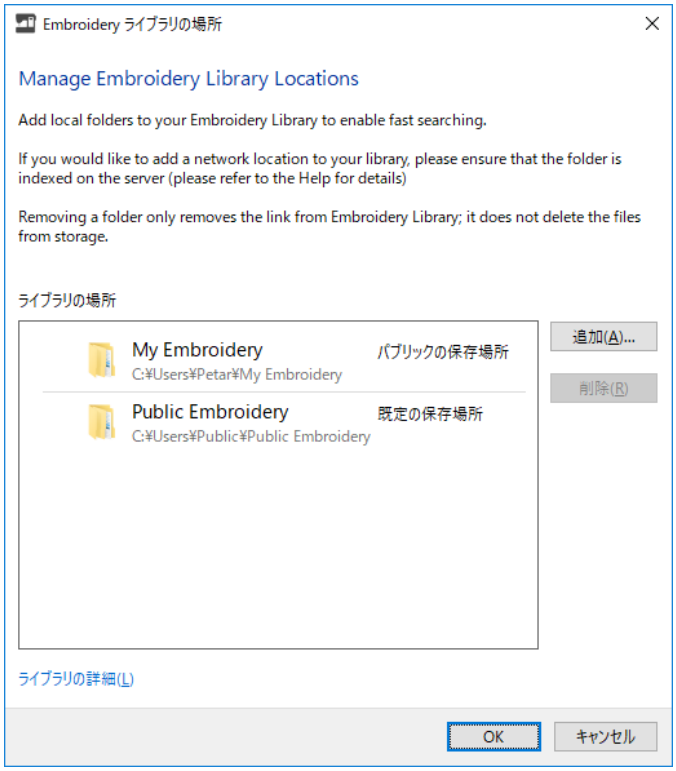
Search using Title and Filename droplists in Design Library

Problems have been reported when searching using Title and Filename droplists in Design Library. With this update, both droplists have been removed. These are now free text fields.



Embroidery Library Locations on Japanese Windows 10 OS

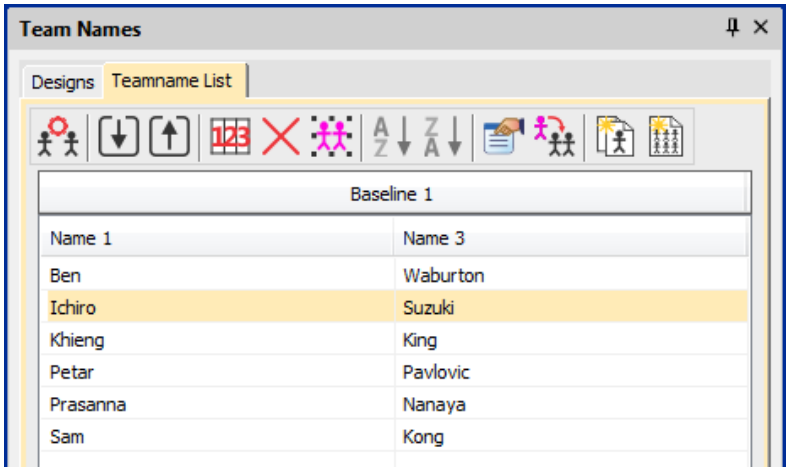
The Manage Embroidery Library Location dialog does not appear correctly on Japanese Windows 10 OS. The dialog does appear when switching to English. This problem has been rectified.



Embroidery lettering improvements

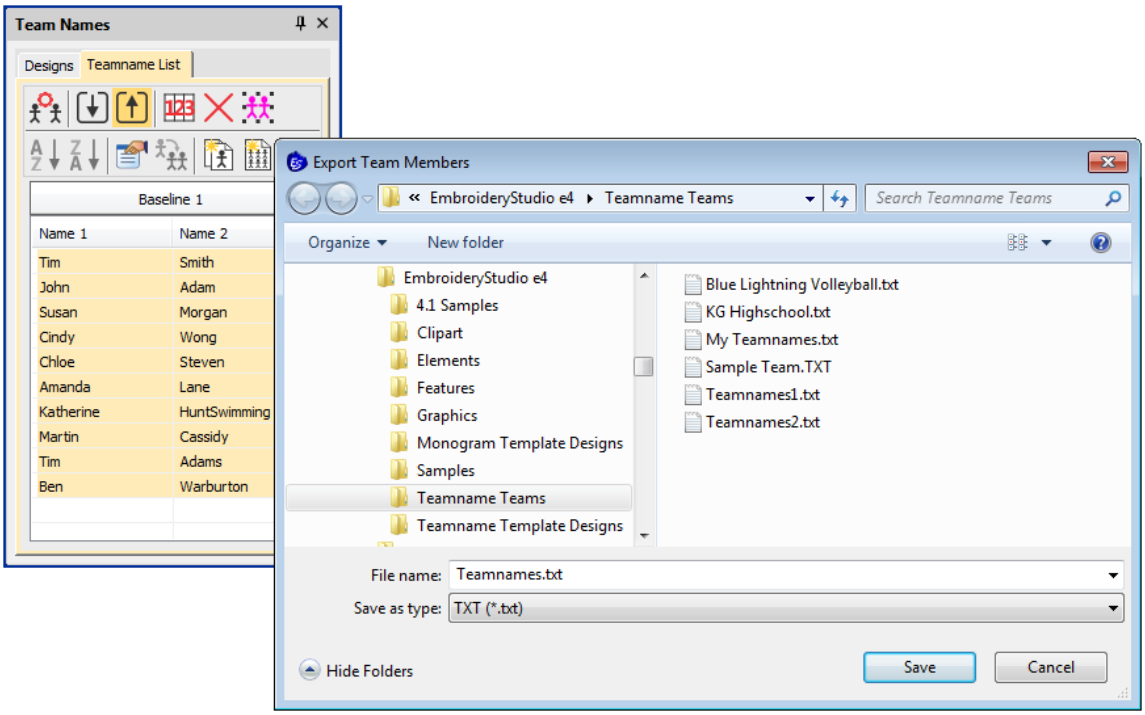
Applying fonts to team names

Problems have been reported when applying fonts when entering names in the Teamname List. The currently selected font is not always applied correctly. This problem has been rectified.



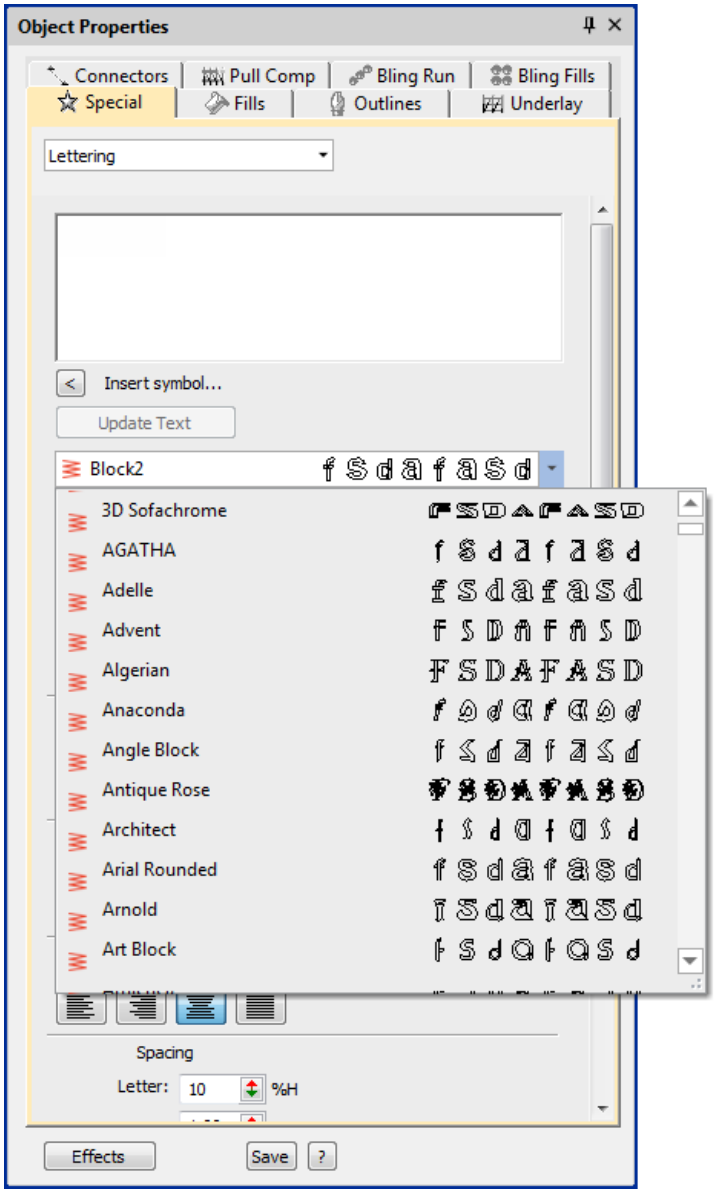
Exporting team names

With this update, ES now exports only the data currently showing in the Team Names docker, whether or not names have been excluded from the list.



ESA font file recognition on Win7

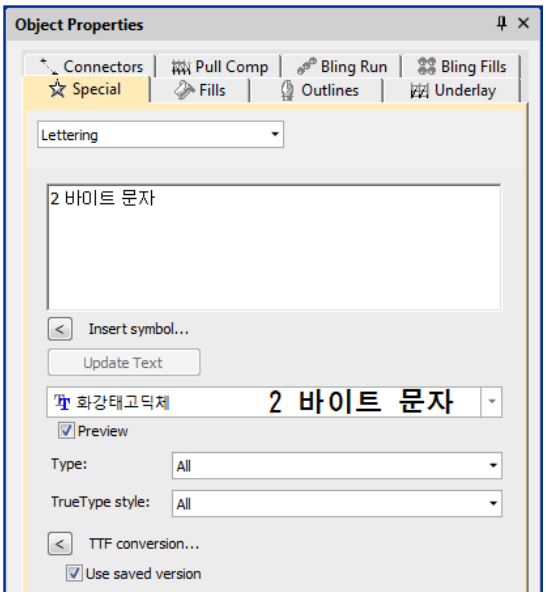
Some ESA font files have been mistakenly recognized on Win7 systems as motif sets. This problem has been rectified.



Two-byte characters display

Problems have been reported with the display of two-byte characters in ESe4.1. Entering two-byte characters directly into the design window appears to be missing from the font.





Out-of-memory errors with team names

'Out-of-memory' errors have been reported when applying changes to team names. This problem has been rectified.

Design editing improvements

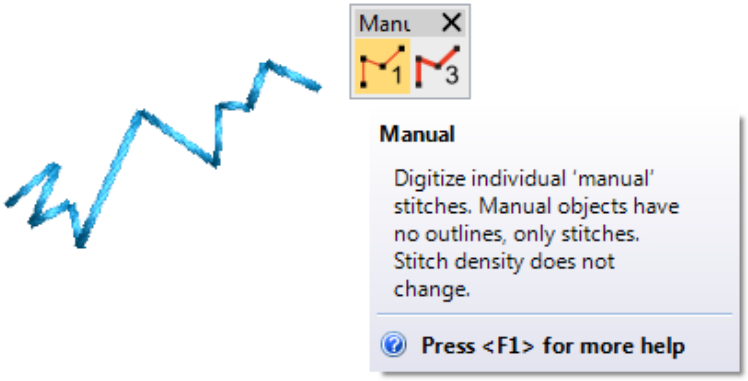
Problems selecting Manual or Triple Manual

When selecting Manual and Triple Manual, all stitch types on the Stitch Types toolbars are incorrectly enabled. This problem has been rectified.



Manual Stitch tool

The Manual Stitch tool was missing from Lettering, Editing and Decorating product levels. The tool has been restored.

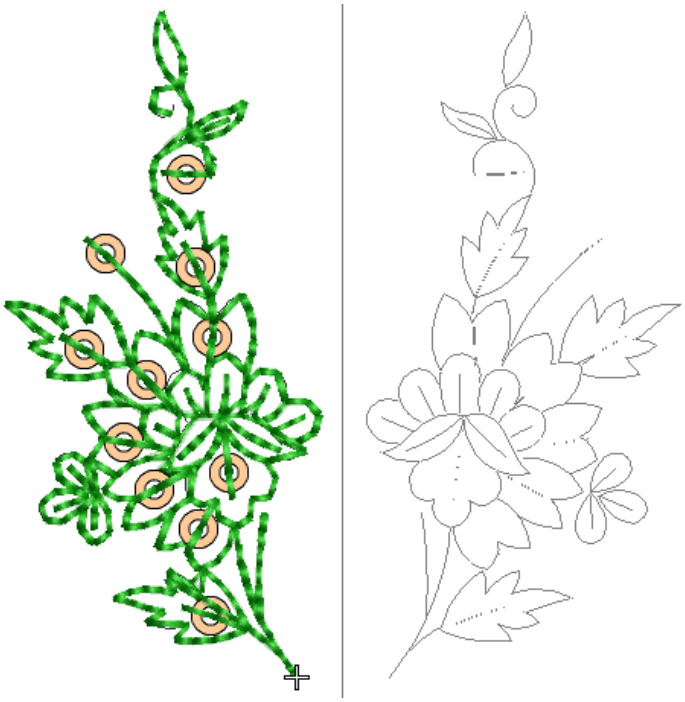


Cut and copy-paste designs

Problems have been reported with cutting and copy-pasting designs. Processing can be very slow. This problem has been rectified.

Additional trims in mirrored designs

Trims are added to some mirrored designs. The sequence of duplicated objects is different from the original. The expectation is that the mirrored design will have the same number of trims as the original. This problem has been rectified.



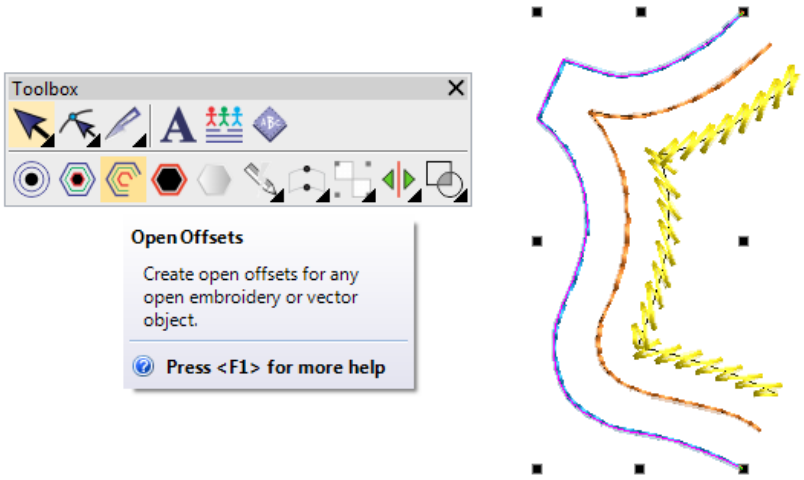
Outlines & offsets

Problems have been reported with Outlines and Offsets. Both Simple Offsets and Outlines and Offsets fail to generate offsets as expected. This problem has been rectified.



Open offsets with Advanced Offsets element

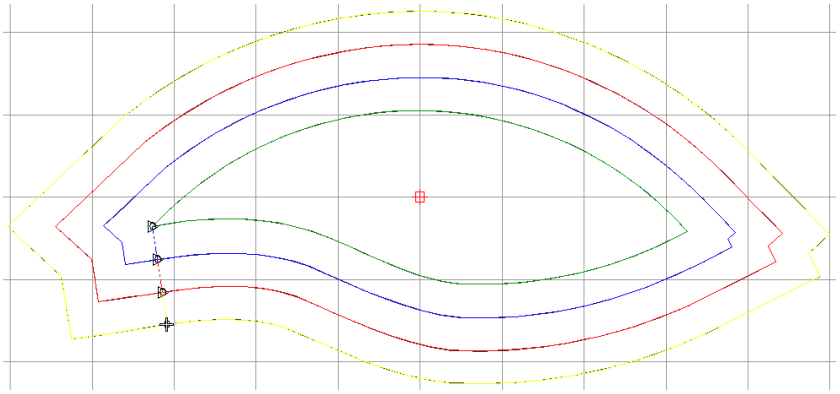
The Offsets Advanced element is available in both Decorating and Designing. However, the Open Offsets feature has only been available in Designing. It now also available in Designing as part of the Offsets Advanced element.



Note: Problems have been reported when applying offsets to a run objects. This operation has caused crashes on some systems. The problem has been rectified.

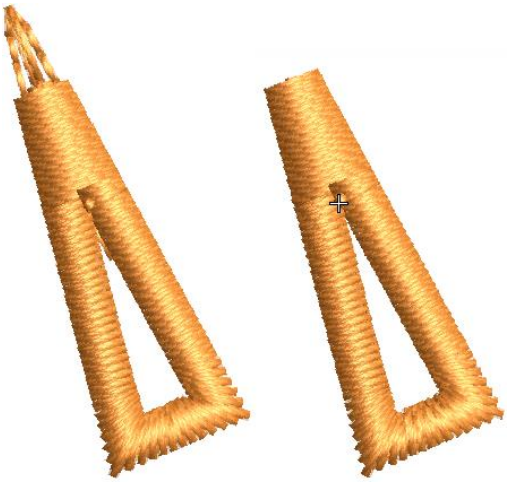
Offsets and source objects

Shapes are not always followed correctly when applying outlines and offsets. This problem has been rectified.



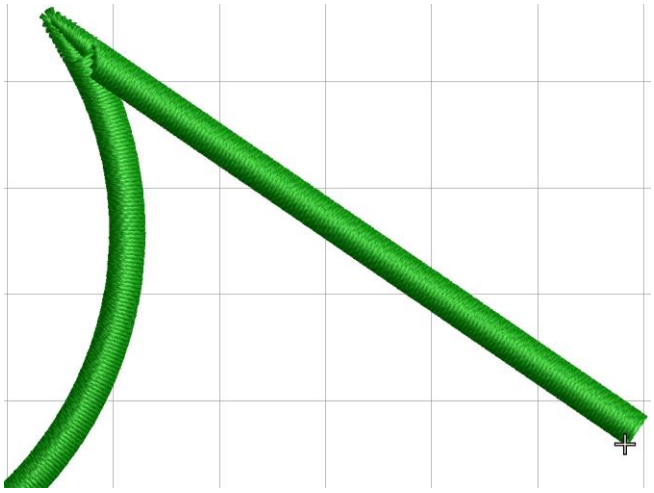
Corner stitching

Problems have occurred with corner stitching leaving underlay exposed. This problem has been rectified.



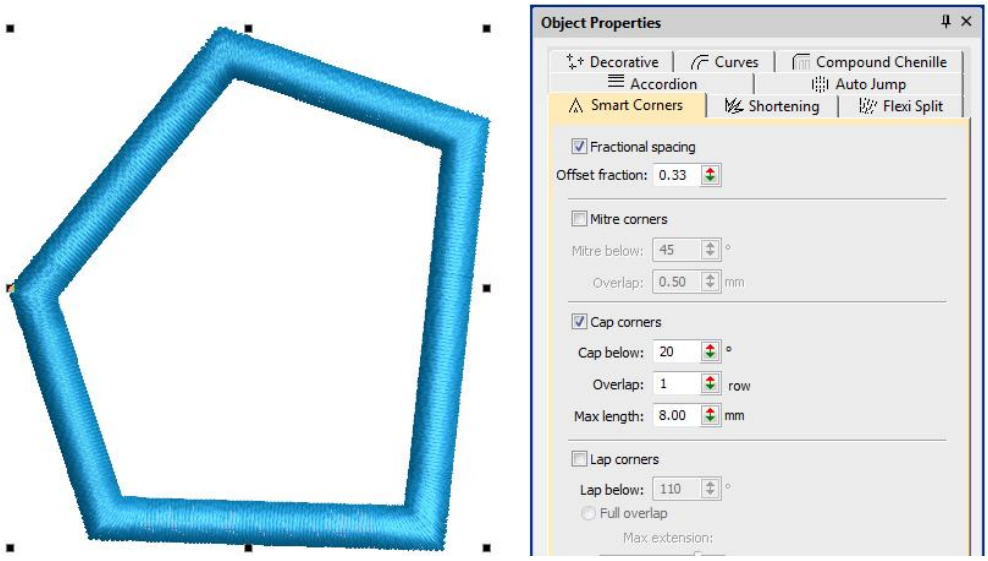
Input C cap corners

Issues have been reported with Input C cap corners as shown. This problem has been rectified.



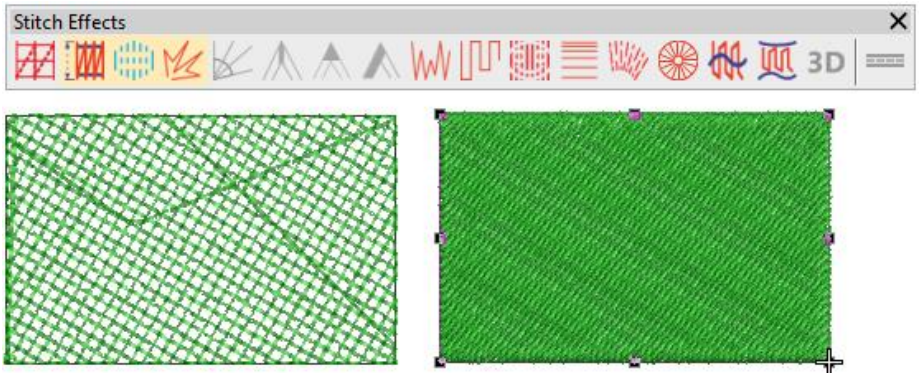
Cover stitching on cap corners

Problems have been reported with cap corners. Cover stitching is being removed in cap corners below a certain angle. This problem has been rectified.



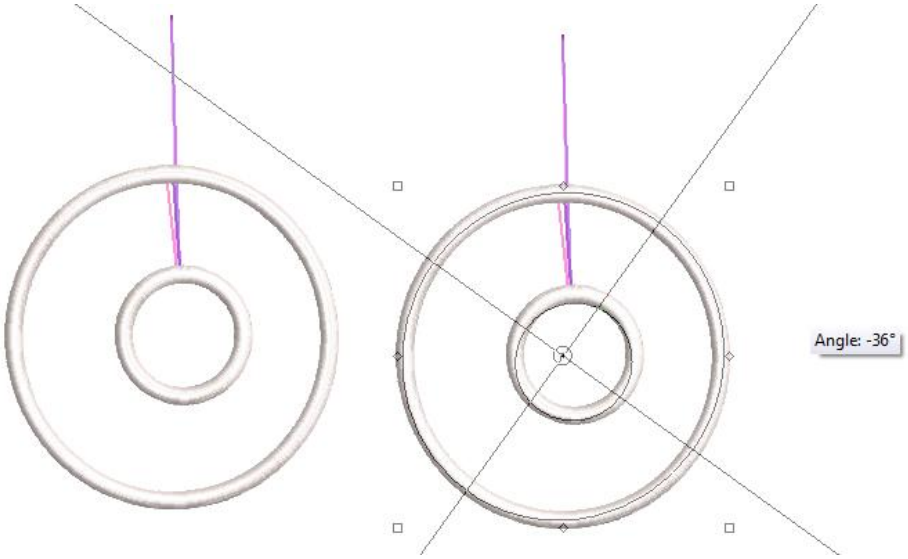
Stitch effect problems with Square Stitch

Problems have been reported when changing Square stitch to Tatami. Stitch Effects remain greyed out after switching. This has been rectified.



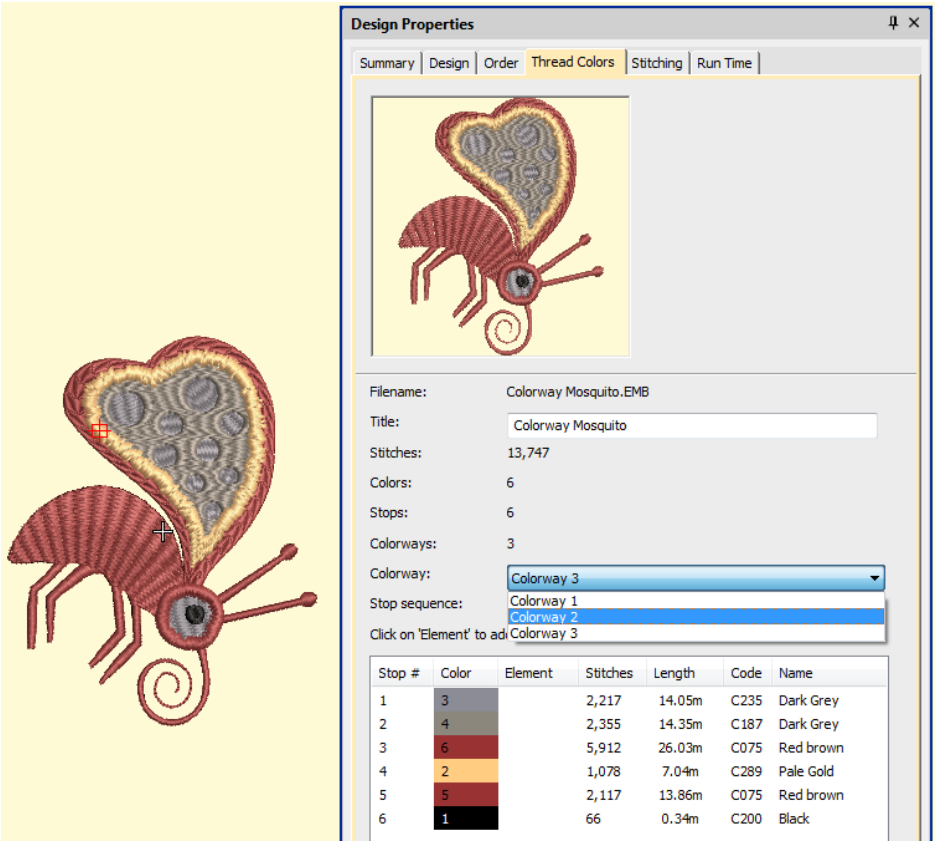
Applique object loses stitches

Applique objects have been reported as losing stitches when rotating. This problem has been rectified.



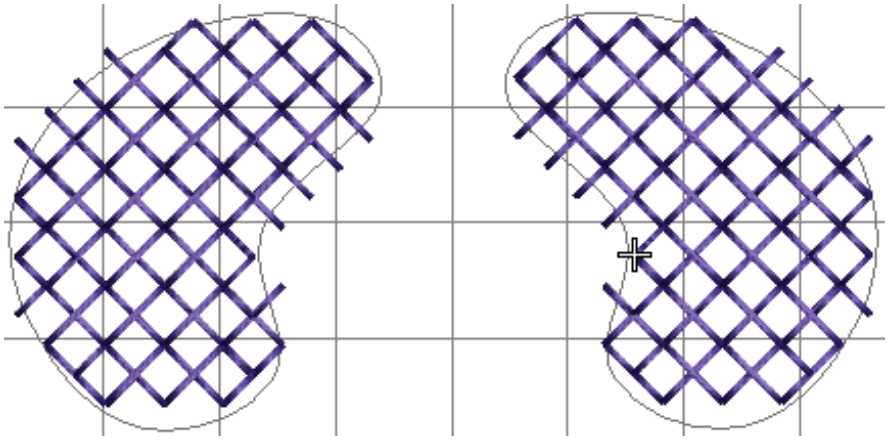
Changing colorways via the Design Properties docker

Problems have been reported when changing colorways via the Design Properties docker. Designs change to a single thread color. This problem has been rectified.



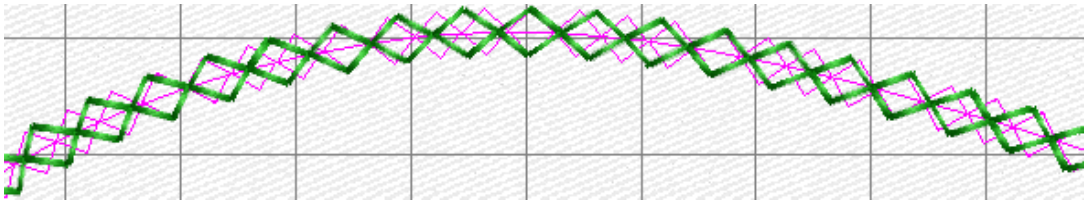
Mirroring operations with cross stitch objects

Problems have arisen where digitizers have tried to duplicate and mirror cross stitch objects. The operation regenerates stitches which may not correspond exactly with the source object. This problem has been rectified.



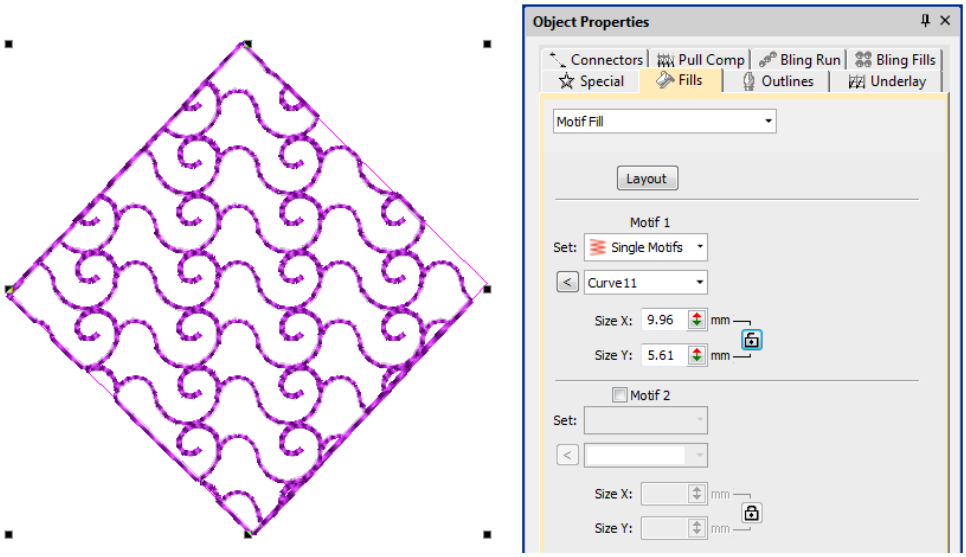
Motif run stitches and object outlines

Motif run stitches and object outlines become out-of-sync when applying transformations. This problem has been rectified.



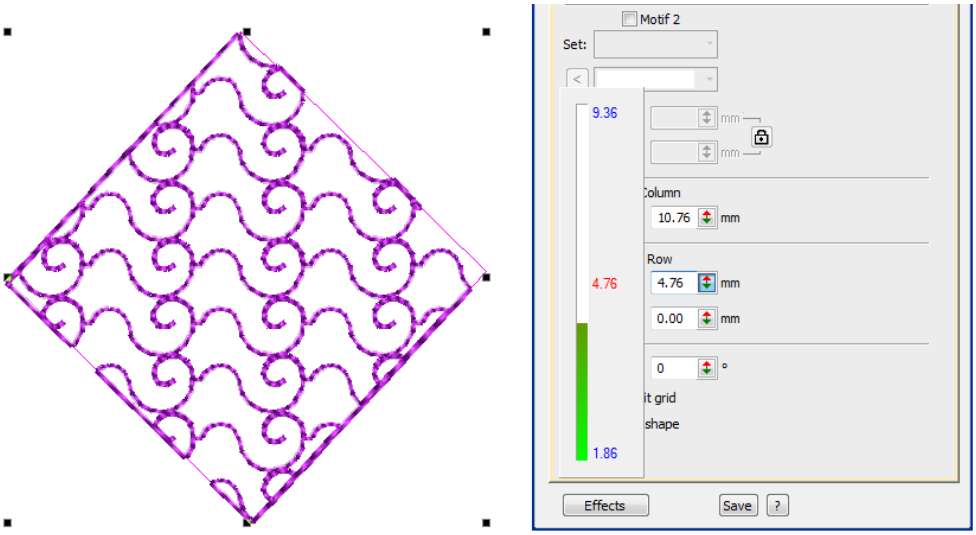
Motif Size X with unlocked aspect ratio

Problems have occurred when changing Motif Size X with the aspect ratio unlocked. The value is ignored after adjusting multiple times. This problem has been rectified.



Motif spacing spin box

There have been problems using the Motif Spacing spin box. The value is not updated until the user presses Enter. The value is now correctly updated and applied to the object.



Zooming designs on a large scale

Problems have been reported when zooming designs on a large scale (>254%). Any backdrop or vector image is hidden from the design. When a large number of images are opened (>10), the system hangs and the design does not save to disk. This problem has been rectified.

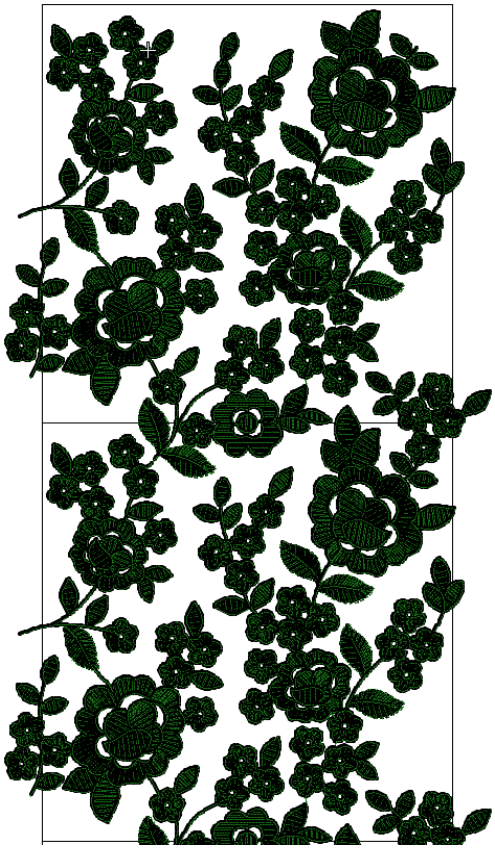
Sequining improvements

Additional sequins when duplicating and rotating

When duplicating and rotating certain designs, jumps are added, resulting in additional sequins. Mirroring operations can also affect designs in a similar way. This problem has been rectified.

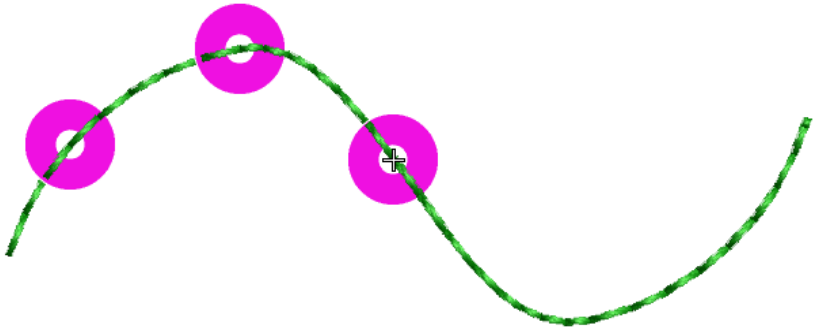
Open sequin designs

Problems have been reported when opening large sequin designs in e4. This can take much longer than previously experienced. The same design saved to e4 format takes far less time. This problem has been rectified.



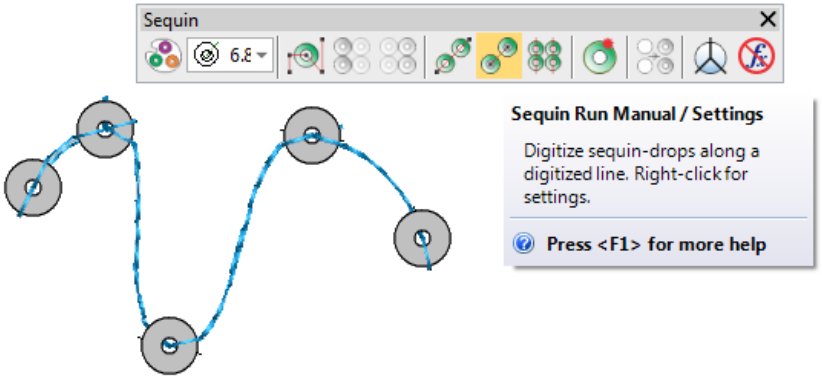
Drop single shortcut

The Drop Single shortcut (5) has not been working properly with the Single Sequins element. This problem has been rectified.



Switch between sequin run auto and manual

Problems have been reported switching between Sequin Run Auto and Sequin Run Manual. This problem has been rectified.



File processing improvements

Opening e3 EMB files

Problems have been reported when loading some e3 EMB (created in ES e3) files. Problem files appear corrupted and cause ES e4 to crash. This problem has been rectified.

Opening complex sequin designs

Opening complex sequin designs saved earlier to ES e4. On some PCs, an exception access violation error is produced immediately. On others, the error occurs when attempting to transform the design in some way. This has been rectified.

Default recognition options for machine files

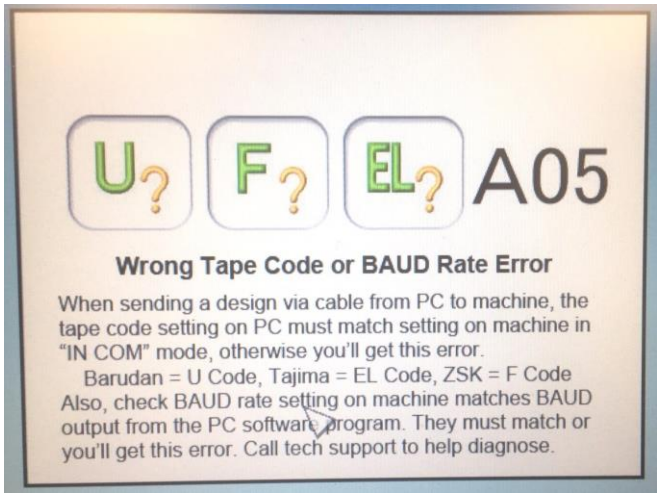
The default recognition options when opening machine files have been set to:

- ‘Objects/outlines’ unchecked.
- ‘Small Stitch Filter’ set to ‘Always’.

The update setting for the small stitch filter does not change, only the full installation. The default recognition option only affects machine files and has no effect on EMB files.

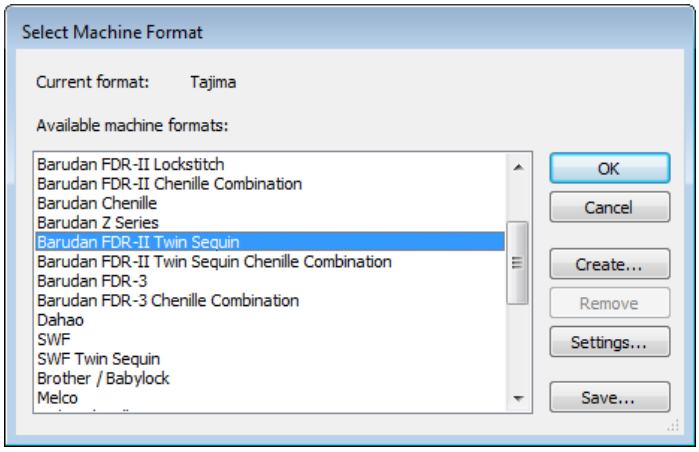
Wrong Tape Code on Barudan BEKY machine

There have been reports of a ‘Wrong Tape Code or BAUD Rate Error’ message displaying when opening designs on the Barudan BEKY machine. This problem has been rectified.



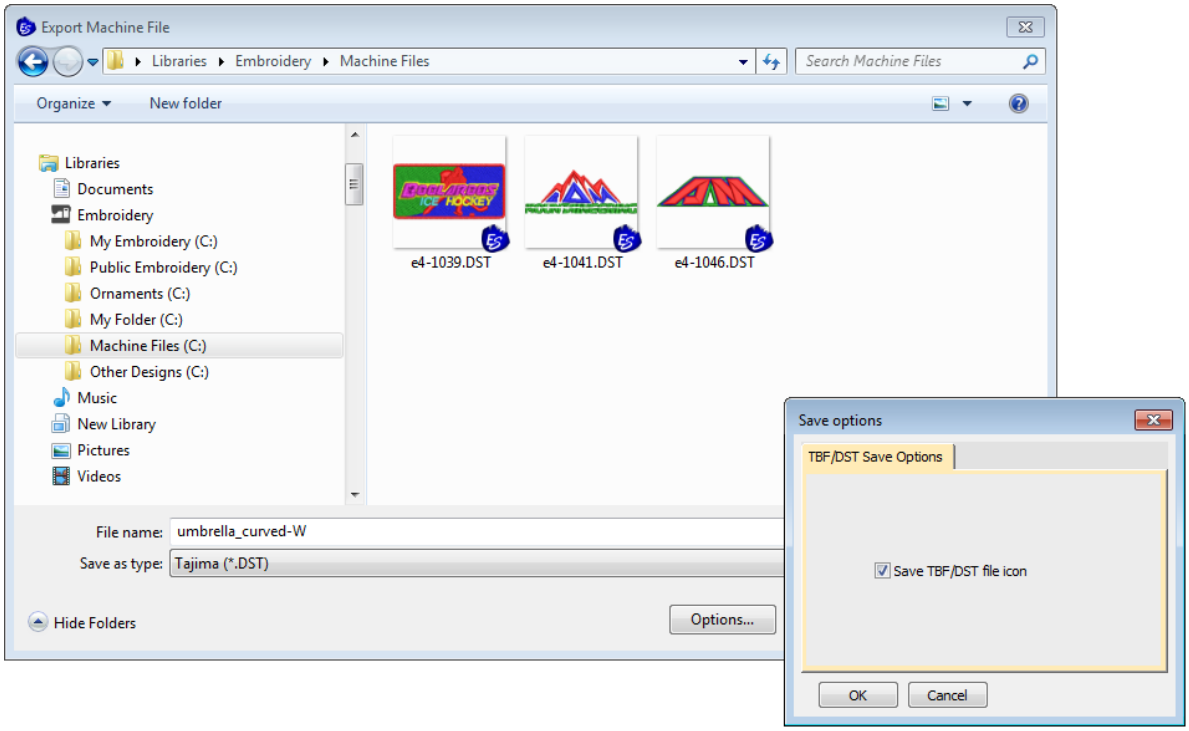
Twin sequin machine formats

The Single Sequin element includes the machine format 'Barudan FDR-II Twin Sequin'. Mistakenly, the Advance Sequin (which supports Twin Sequin) has been missing this format. This problem has been rectified.



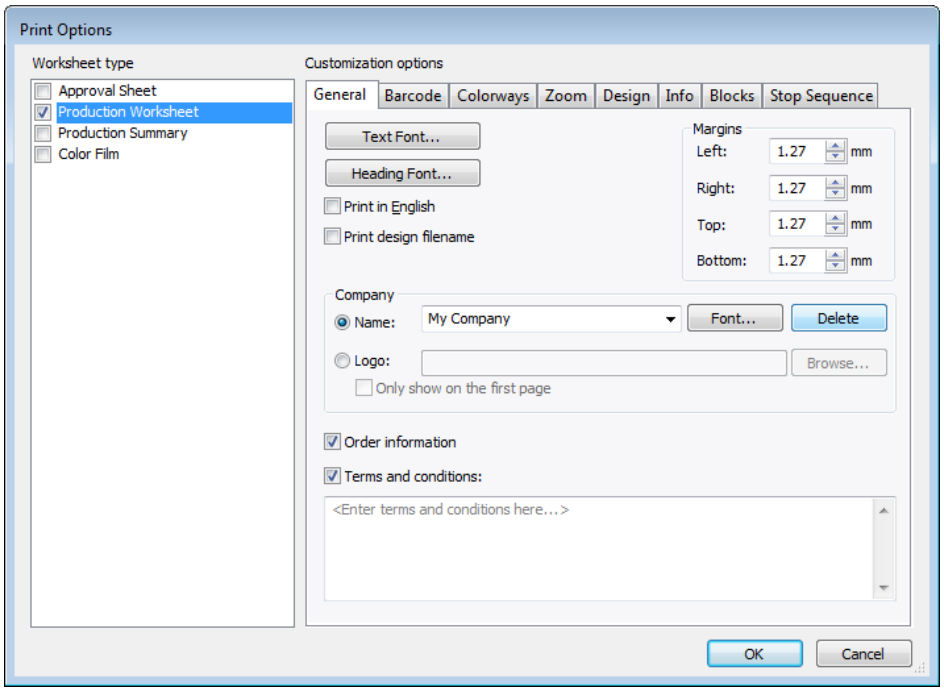
Misaligned thumbnail images

Problems have been reported when exporting DST or TBF files and including the file icon. The icon image is not centering properly. This problem has been rectified.



Company names in the worksheet

Crashes have been reported when deleting an edited company name in the worksheet. This has been rectified.



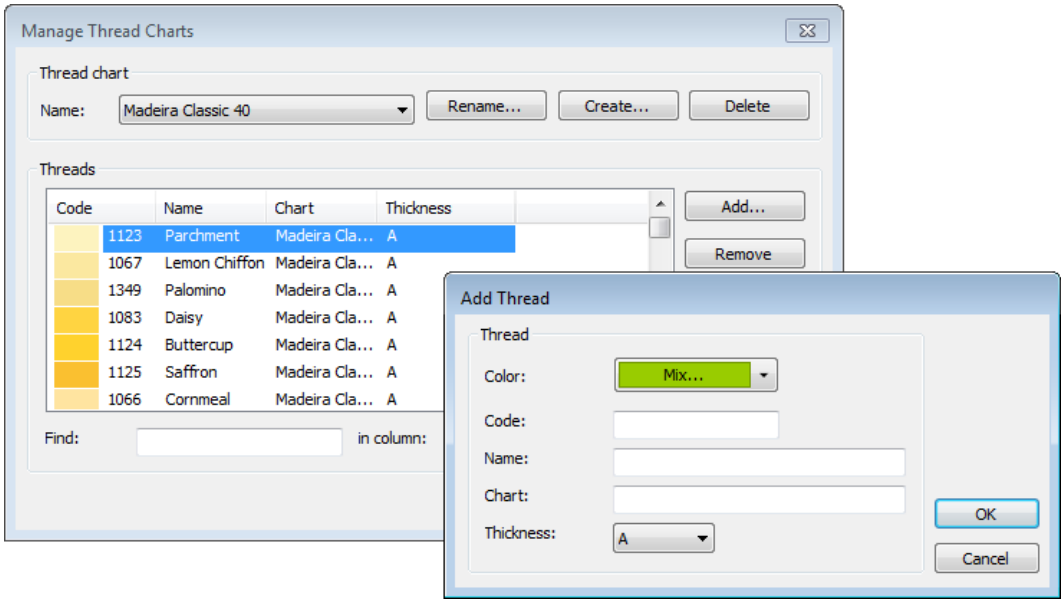
Barudan machines reading (CC) and (CL) functions

Problems have been experienced with Barudan machines reading (CC) and (CL) stitches on ES e4.1. The functions are missing from the Stitch List. This problem has been rectified.

Miscellaneous improvements

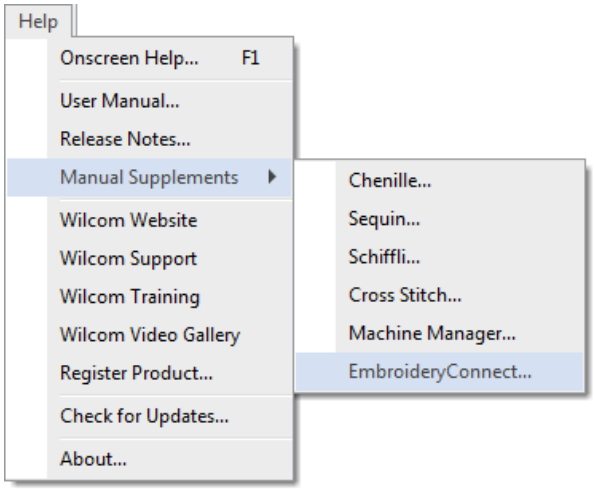
Adding threads to thread charts

Problems have been reported when trying to add new threads both to new and existing thread charts. New threads are now correctly added to the currently selected thread chart.



New EmbroideryConnect Supplement

A new EmbroideryConnect Supplement is available in ES e4.1 Update 2. This provides detailed information about the new EmbroideryConnect Element and WiFi USB Stick. A direct link to Supplement is available from the Help menu when the EmbrodieryConnect element is activated.

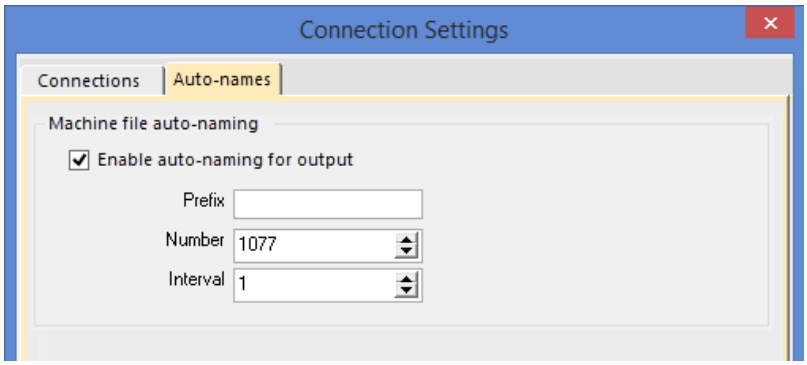


New Features in ES e4.0N Update 1

The ES e4.0 Update 1 software includes some significant new features…

Automatic machine file naming

Connection Manager now provides an option for automatic machine file naming. When enabled, the specified filename format will be used for all machine connections established in Connection Manager.



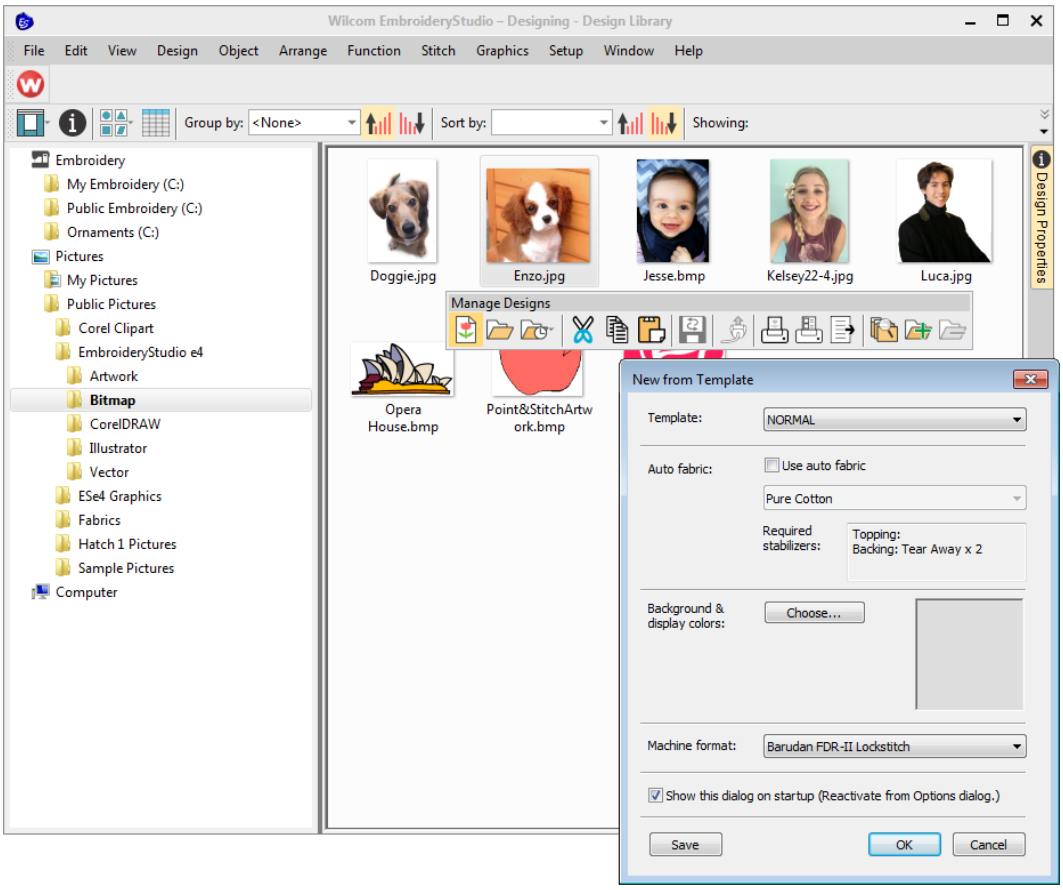
Where:

Filename format	Filenames take the format <prefix><number>.<extension>
Prefix	ASCII only, no unicode characters. No Windows reserved characters. Length limit 8 characters.
Number	Numeric only. Range 1 – 99,999,999.
Interval	Interval is numeric only and is the amount the number is incremented each time a file is generated. Range is 1 – 99.

Note: When enabled, Kiosk will also use this auto-name specification for all machine files. If not enabled, it will use the kiosk machine file definition.

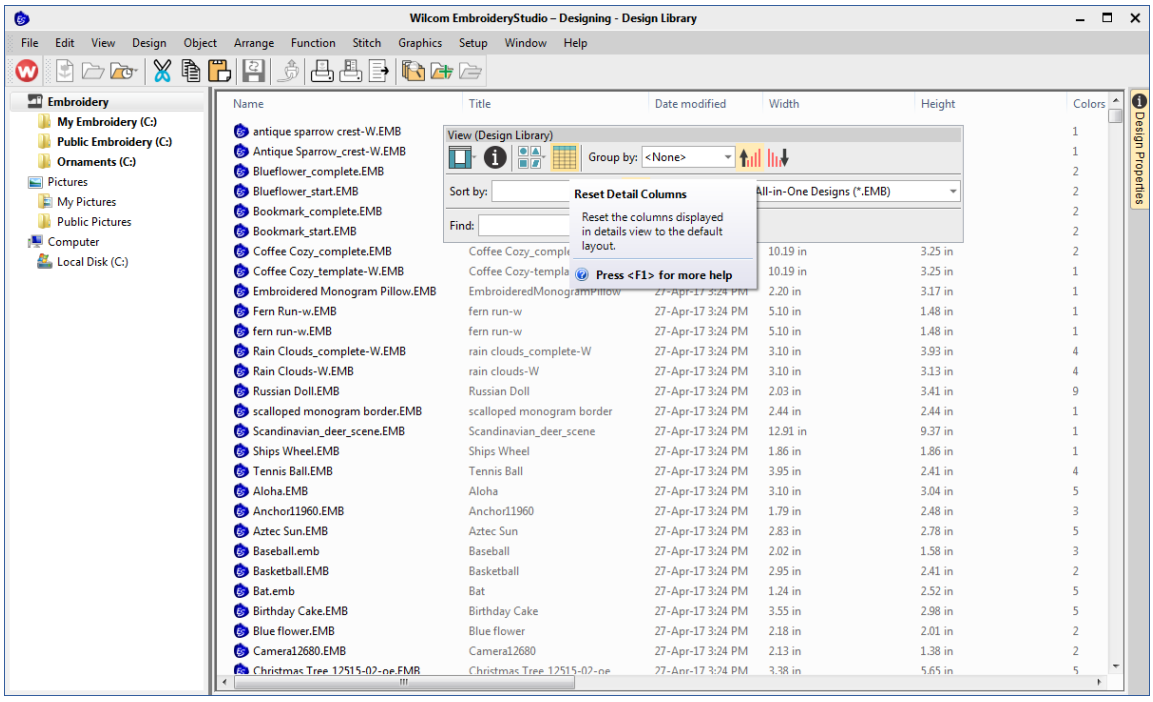
New from selected template in Design Library

You can now specify which EMB template to use in Design Library. Select a graphic file and right-click the ‘New from Selected’ button. This allows you to choose which EMB template to use for the new design you will create from the selected graphic. This template selection is remembered during the current session and used the next time the command is invoked. Left-clicking uses the default selection.



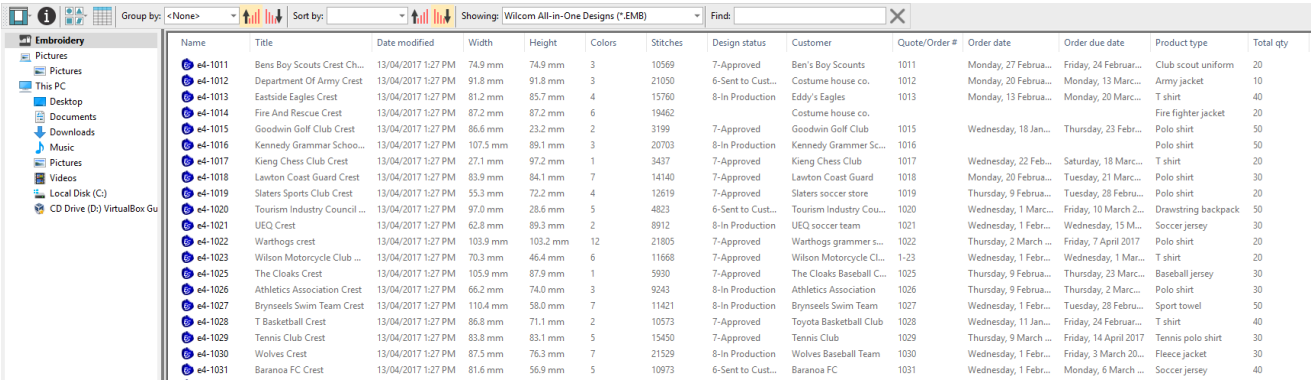
New button ‘Reset Detail Columns’

Design Library provides a new ‘Reset Detail Columns’ button on the View toolbar:

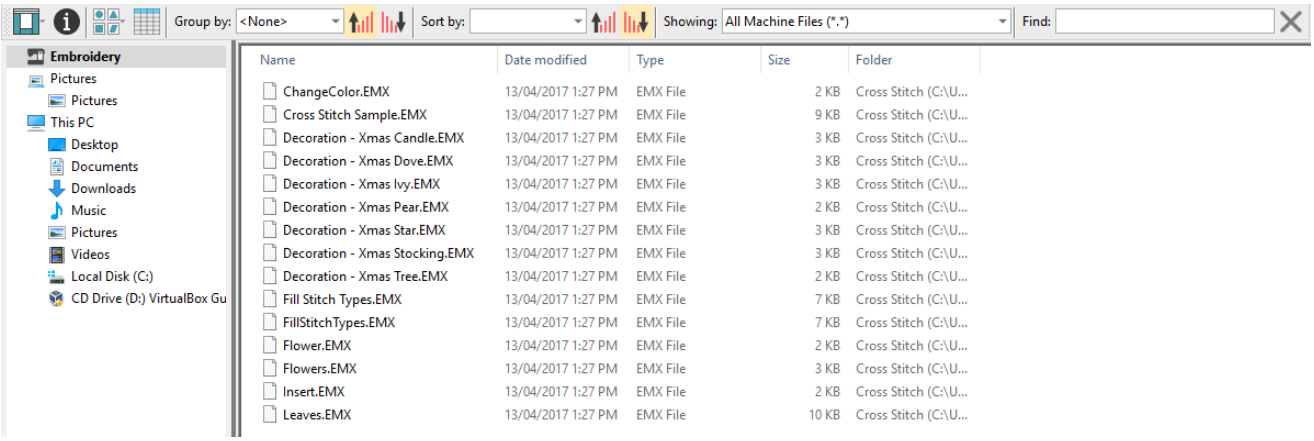


When viewing design lists in ‘Details’ view, columns can be customized in any order and with a variety of criteria. To return to the default layout, simply click the new ‘Reset Detail Columns’ button.

Note that default fields vary by file type and are controlled by Windows. Design Library columns for embroidery files are controlled by EmbroideryStudio. These are primarily intended for EMB format but can be useful for other embroidery formats as well. They include such details as design status, customer, order date, etc.



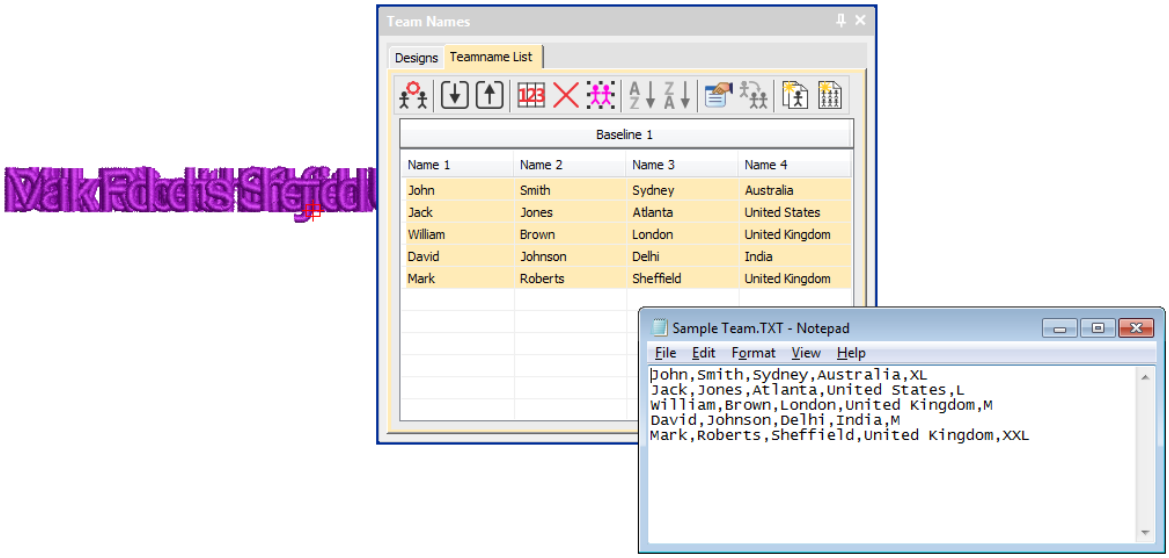
Sometimes Windows resets detail columns to Windows defaults, even for EMB files.



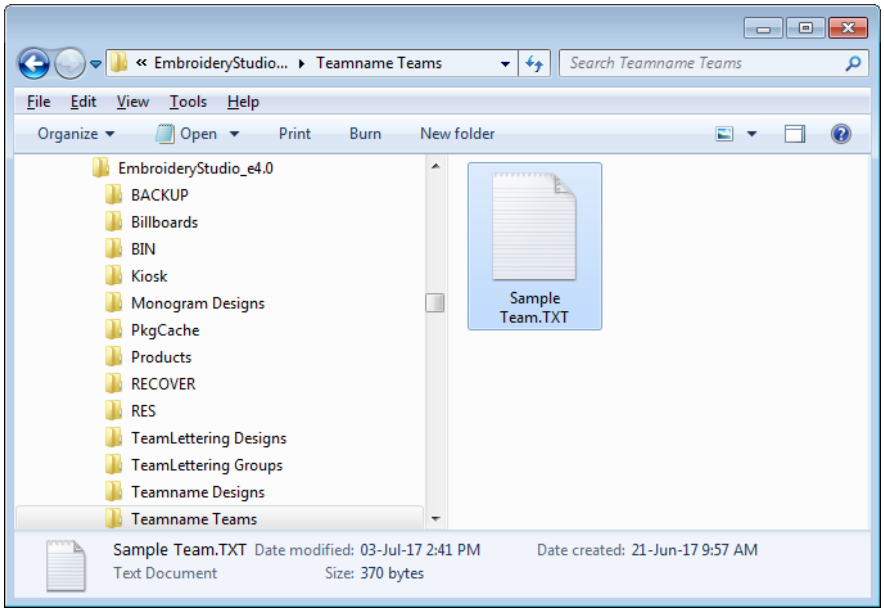
If this happens, use the ‘Reset Detail Columns’ button to reset detail columns to ES defaults. Do this for other embroidery formats as necessary.

Importing teamname lists with additional size or other fields

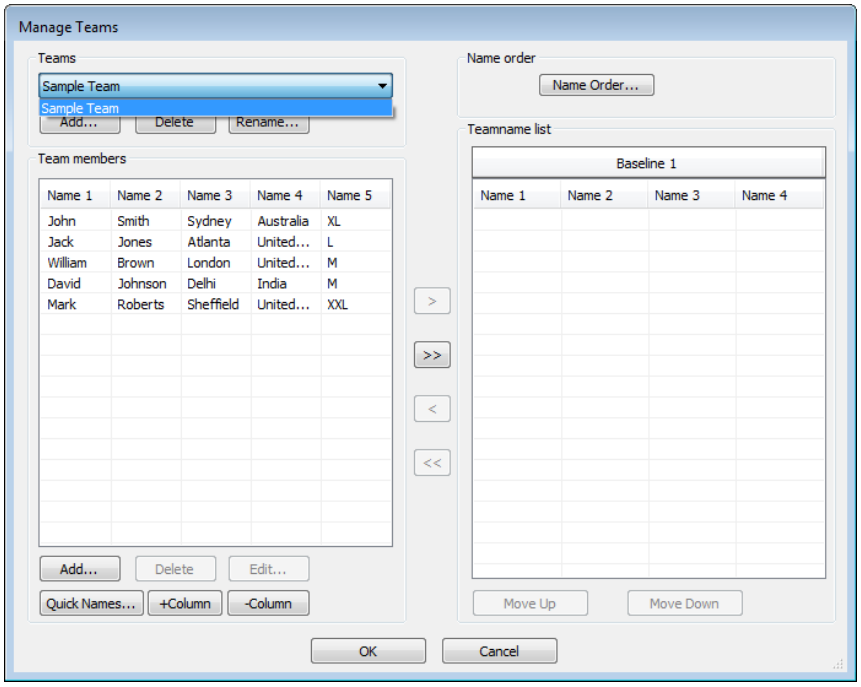
A ‘size’ field is often added to teamname lists even though it does not form part of the design. Previously, additional fields were stripped on import. They are now included. While the size field doesn’t appear in the design, it is added to each design name when generated. This allows machinists to ensure they are using the right size garment for the specified name.



To view size fields in the Manage Teams dialog, first save the teamname file in CSV or TXT format to the ES e4 system folder. Make sure you use the 'Teamname Teams' folder. Don't use subfolders.



Open the Manage Teams dialog and select the file name in the Teams droplist. All fields will be imported:



Flexi-split with complex fill objects

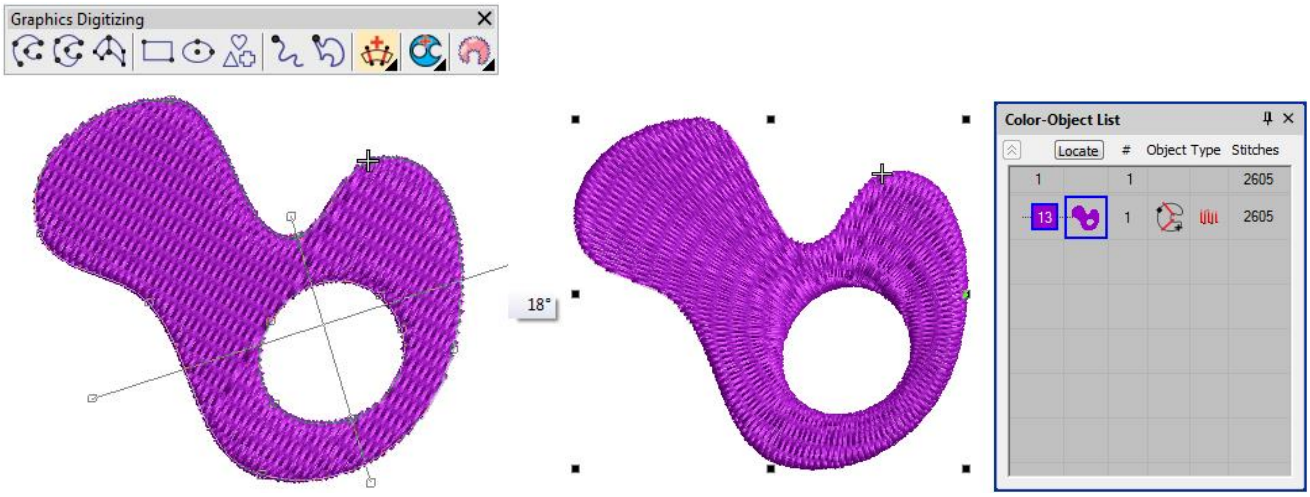
Currently flexi-split effect is used mainly with satin stitch. It could always be applied to tatami Input A objects. Now it can be applied to complex fill tatami objects.



Note: Flexi-split is applied to each ‘segment’ of a complex fill as shown above.

Stitch angles

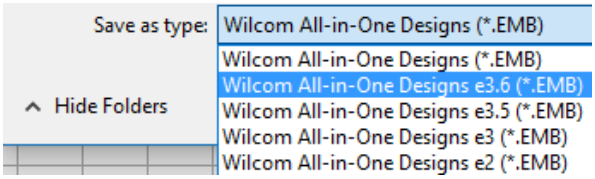
When creating or selecting complex fill objects with holes, the Stitch Angles tool is now enabled in ES Decorating.



Also, in ES Decorating, the addition of stitch angles to closed shapes now results in Complex Turning objects (rather than Input A/B).

Hatch e3.6 file format

The latest release allows ES e4 to read and write Hatch EMB e3.6 file format. The standard list of supported formats now includes:



Improvements with ES e4.0N Update 1

The ES e4.0 Update 1 software update enhances and corrects a number of problems, already existing or introduced with previous updates.

Design Library improvements

Design Library refresh

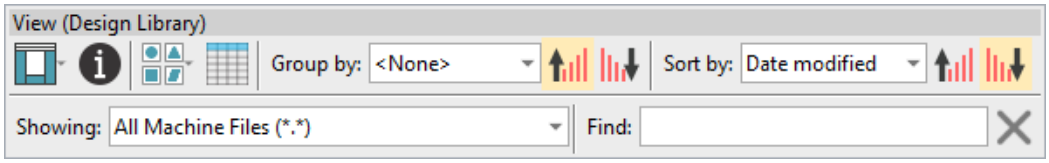
The Design Library display can now be refreshed with a simple ‘F5’ keypress, the same as Windows Explorer.

Pressing backspace in search

Previously, holding the Backspace key to clear a search would jump to the cursor to the beginning of the field without deleting the text. This problem has been rectified.

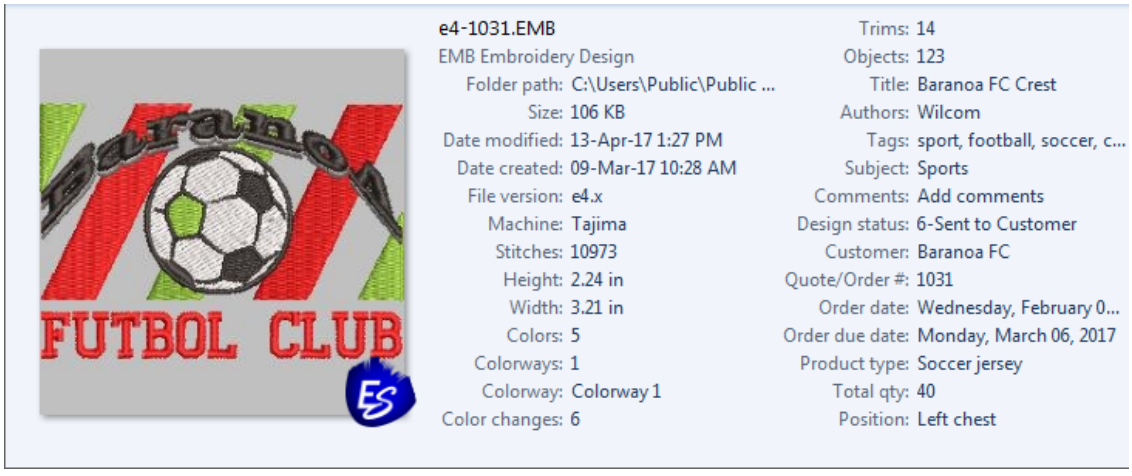
Searching for non-native files

Searching for machine files does not always yield correct results. Problems have also been reported when searching for ART and T0? files. A related issue has been the mismatching status of the ‘Showing’ field. These problems have been rectified.



Order information

A problem has occurred with missing order information in the Details pane. This has been rectified.



Browsing the network for large files

Problems have occurred with abnormal loading when browsing through network folders containing large files. This has been rectified.

Design Library reliability

Occasional Design Library crashes have been reported while carrying out some operations such as:

- Editing properties in the Design Properties docker. For instance, updating design status in the Details pane and/or Design Properties pane and then saving.
- The Preview pane can cause the software to crash when selecting a design file while thumbnails are being generated.
- Also reported – application crashes when moving images from one folder to another.

These problems have been rectified.

Lettering improvements

Zigzag with lettering

Previously, users were unable to apply zigzag stitching to selected lettering via the Stitches toolbar. Zigzag was disabled and could not be selected. This problem has been rectified.

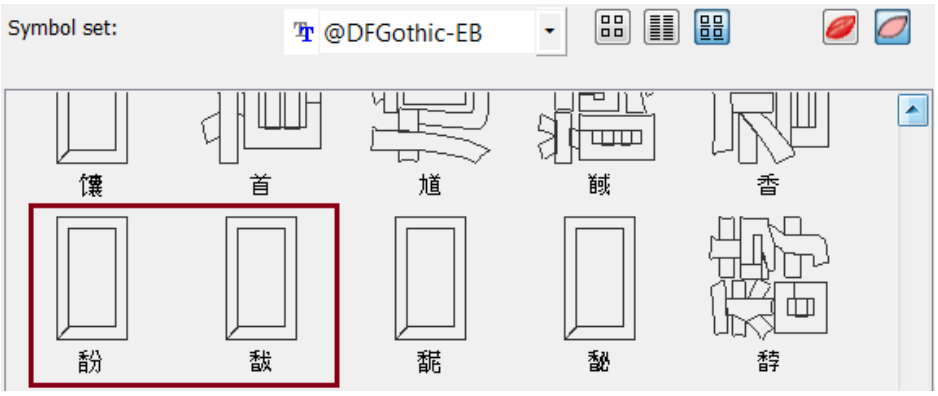


Character display

Characters are replaced by a ~ character in the Lettering field when they don't appear in the font. Selecting another font causes the lettering object to be completely removed. This problem has been rectified.

Non-existent character display

In the Insert Symbol dialog, non-existent characters are now displayed as squares and used when inserted into a design. A 'fallback character' is displayed below the blank placeholder character.



Tip: If you want to check whether a character exists in a font, copy the fallback character and paste it into an MS Word document. Then try changing fonts until you find one that includes the character.

3D Futuro embroidery font

The 3D Futuro embroidery font has been improved and repackaged.



Recommended letter heights

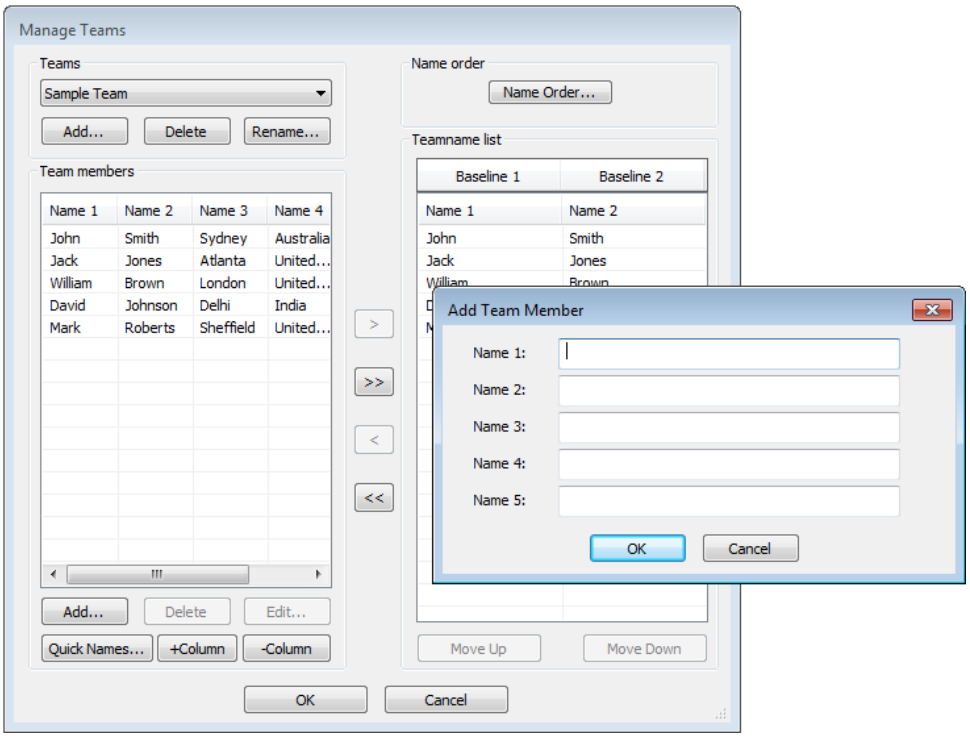
Recommended letter heights for 3D and some other fonts have been reviewed and the user manual updated accordingly.

Font	Sample	Recommended Sizes				Stitch Method
		Min		Max		
		in.	mm	in.	mm	
3D fonts						
3D Block2	^	0.6	15	1.2	30	AD
3D Brush Script	^	0.8	20	1.6	40	AD
3D Emphatic	^	0.8	20	2.4	60	AD
3D Futuro	^	0.8	20	1.2	30	AD
3D London	^	0.8	20	1.2	30	AD
^ New to ESe4						

Teamname improvements

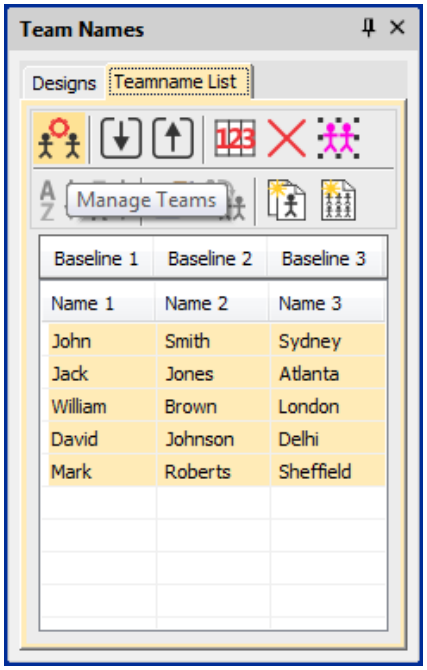
Adding columns to the members list

There used to be a 10 column limit on the number of team members you could add. You can now add a virtually unlimited number of columns. Note, however, that only the first 100 will be saved.



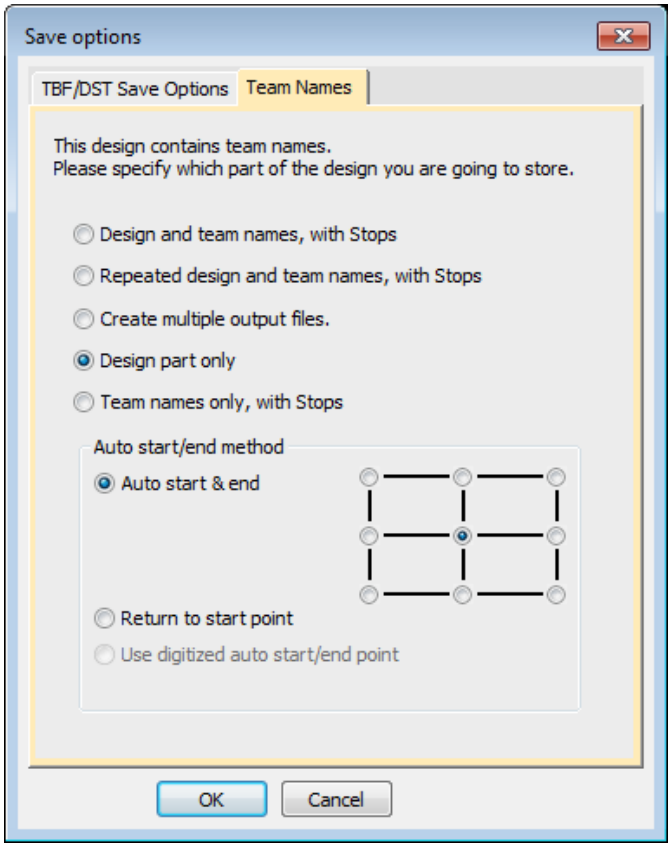
Manage Teams button

The Manage Teams button should not be selected by default immediately after the Team Names docker is opened. This problem has been rectified.



File export for team names

The file export dialog for team names now displays correctly.

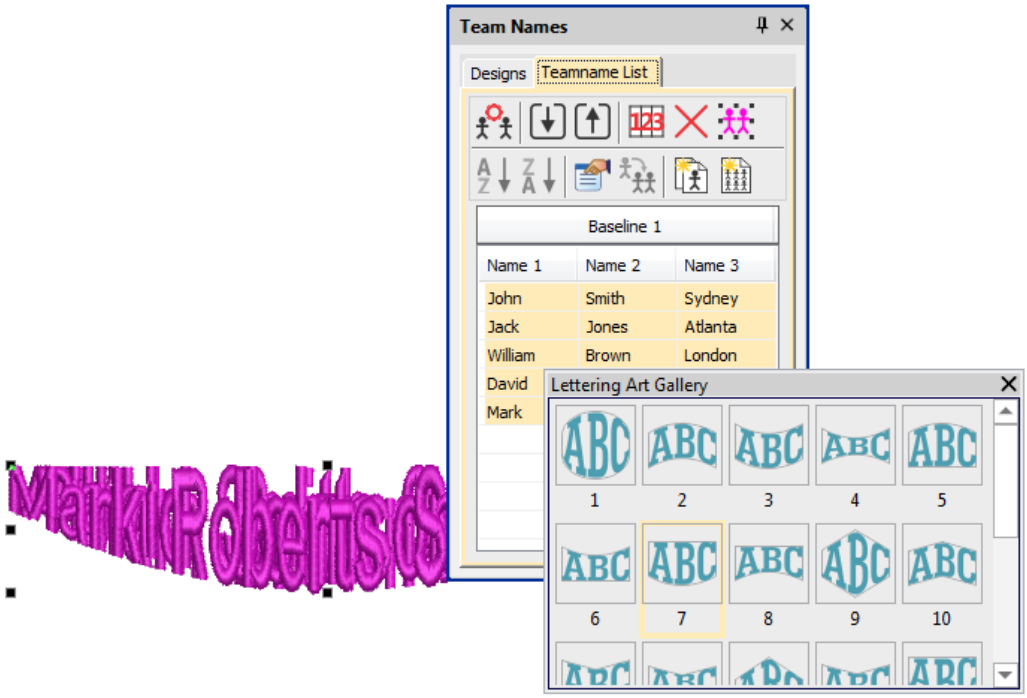


Design shifts when saving team names

When saving a teamname design with ‘Repeated design and team names with Stops’ selected, the design gets shifted in the output files. This problem has been rectified.

Adding lettering art to team names

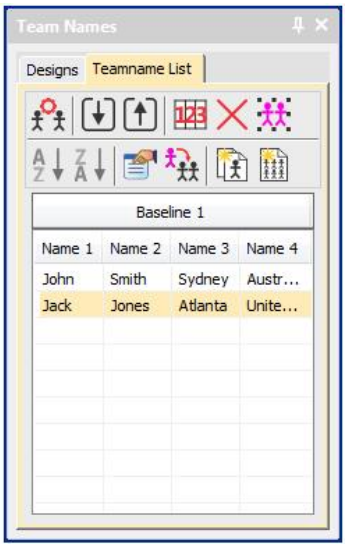
You can add lettering art to teamname objects from lettering properties accessed via the teamnames docker. Circumstances have been reported where lettering art is applied but then lost. This problem has been rectified when switching between two team names. There may be other circumstances, however, that have not been identified or addressed.



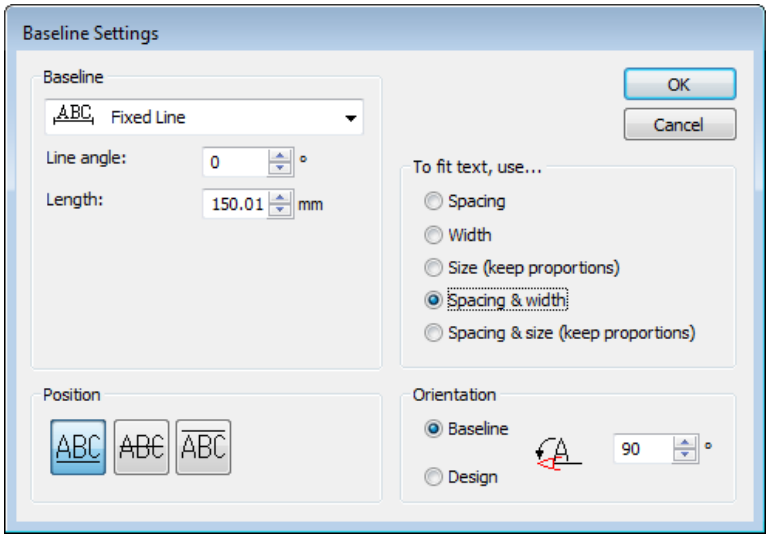
Teamname letter spacing

Teamname letter spacing issues have been reported in cases where a design contains very long names or different numbers of names.



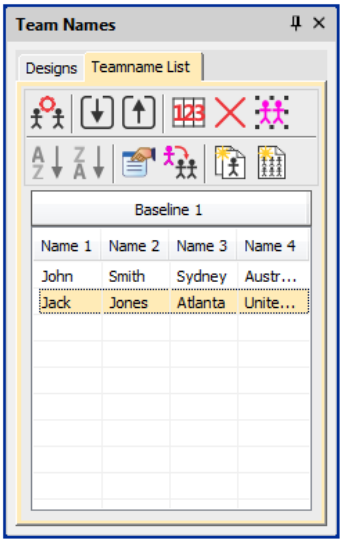


The solution is to edit the baseline to make more space available, or change the method of size reduction in lettering properties:



Adjust baseline settings for ‘fit text’ either using ‘Spacing and Width’ or ‘Spacing and Size’:





Visualization improvements

Stitch Player works with ZSK

Stitch Player has been enhanced to work with ZSK files. It now provides the option of stopping at color changes in the same way as ZSK (formerly ZANGS) embroidery machines would act.

Viewing bling

The Show Bling command is currently missing from the Digitizing product level. This problem has been rectified.



Reshaping objects on a 4K screen at 200% scaling

A number of issues have been reported when reshaping objects on a 4K screen at 200% scaling:

- Unable to reshape a manual or manual triple run object. Node points are not shown.
- Unable to reshape an individual motif dropped with Use Motif.
- Unable to reshape a manual sequin object.

These problems have been rectified.

Usability improvements

Color palette scrolling

In instances where the color palette is full, you need to click the spin box to scroll through the available colors. Previously, the palette reverted to first position when you start digitizing. It now remains at the current color slot. This allows you to easily select nearby colors.

Tip: You can always float the color palette to display the full range of colors (max 128). This is more practical when using a high resolution (4K) monitor or second monitor.

Product registration

There have been requests to include a ‘Product Registration’ option in the Help menu. This has now been added to allow users to both register their product and/or check its current status. If already registered, it will display your current serial number and dongle tag number. If not registered, it will walk you through the process.

Kiosk locking

Some related issues are causing problems when the Kiosk lock setting is activated in the Options dialog:

- Toolbars are unavailable via the Window > Toolbars menu.
- Opening designs from Design Library invokes the Kiosk instead of the Wilcom Decoration screen.

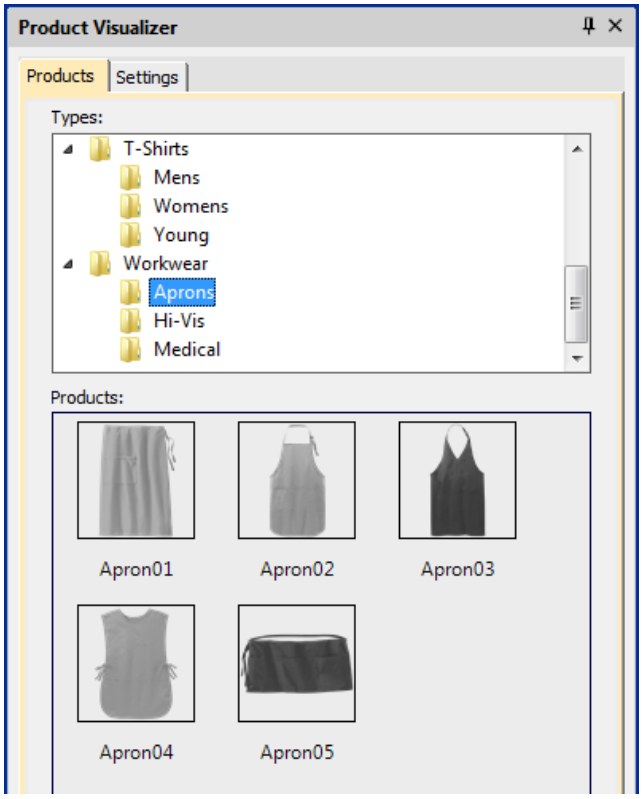
These problems have been rectified.

Kiosk controls after exiting Kiosk mode

Some Kiosk controls appear in the Wilcom Decoration window immediately after exiting the Kiosk mode. This problem has been rectified.

Scrolling through items in Product Visualizer

The mouse scroll-wheel now works correctly and faster when scrolling through the product listing.



PDF printing

A number of problems have been reported in relation to PDF printing from the Print Preview window.

- The Print Preview > Print to PDF command ignores the Portrait / Landscape setting. It always creates a portrait display.
- The software reports an error attempting to read the license for the NovaPDF software after a Windows 10 update.
- Similarly, a NovaPDF license error is sometimes reported after starting up the software.

These problems have been rectified.

Graphics handling improvements

CorelDRAW X8 64-bit installation in Graphics mode

When switching to CorelDRAW Graphics mode, the software previously warned (erroneously) that CorelDRAW X8 was not installed. This problem has been rectified.

Undoing bitmap modifications

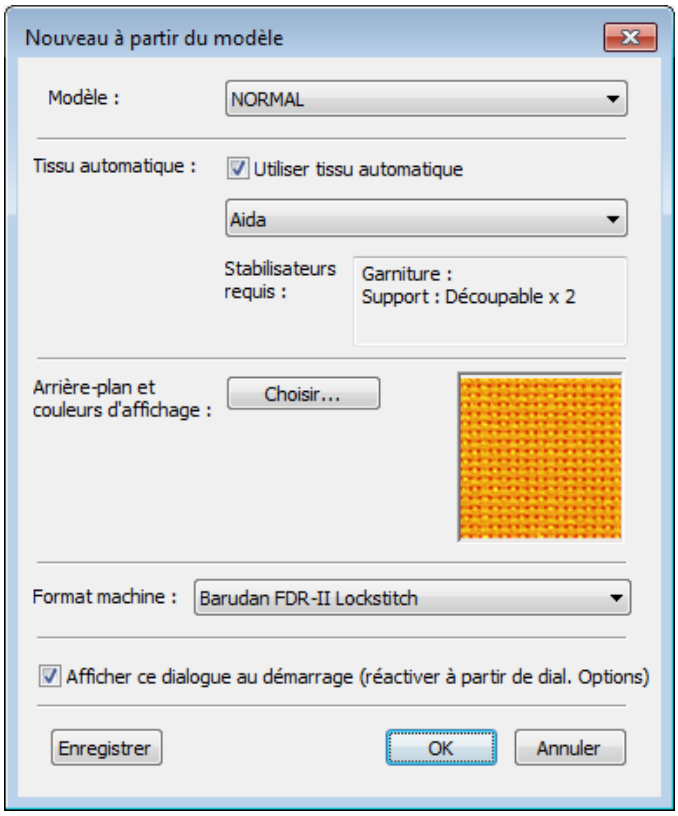
Problems have been reported when attempting to undo repositioning or transformation of large bitmaps inserted into the software via CorelDRAW Graphics mode. This has been rectified.

Undo actions between Wilcom Decoration and CorelDRAW Graphics

Problems have been reported when undoing actions after switching between Wilcom Decoration and CorelDRAW Graphics. These have been rectified.

Language improvements

Truncation problems in some dialogs have been reported in languages other than English. These have been rectified.



Pique polo in Spanish interface

In Spanish language, the fabric type ‘pique’ was missing from the auto-fabric settings. It now appears translated as ‘lucio’.

Application crashes when saving user-refined letters

There have been reports of application crashes when saving a user-refined letter in German or French interfaces. This issue has been rectified.

System improvements

Icons in the Object Properties docker

Incorrect icons have appeared in the Object Properties docker when not all options are enabled. This problem has been rectified.

Color changes with Colorway Editor docker

Problems have occurred when clicking a color in the Colorways list of the Colorway Editor docker. Any selected object's color incorrectly changes. This problem has been rectified.

Generic Write Error

'Generic Write Errors' have been reported when saving designs incorporating images imported via CorelDRAW Graphics. This problem has been rectified.

CorelDRAW in ES dockers

Problems have been reported with CorelDRAW 'artefacts' persisting in Wilcom Decoration dockers. These have been rectified.

Using high-end Wacom tablets

With the initial release of ES e4, the user had to do an extra swipe to obtain a right-click action on high-end Wacom tablets. For example, when creating curve points with a digitizing tool. This problem has been rectified. Input behaviour is as it was in ES e3.

Application crashes with packaged teamname sample designs

When Team Names Advanced is unavailable, there have been reports of application crashes when opening packaged teamname samples. This problem has been rectified.



Failure to create empty document

When a Complex Fill object is created and the design saved (EMB or machine file format), a 'Failed to create empty document' is displayed when attempting to create a new design. Also most of the UI is grayed out and the software unusable until restarted. This has been rectified.

Communications with the Happy Voyager machine

Problems have been reported when downloading design files to the Happy Voyager machine via Machine Manager. A serial error is shown on the machine panel. This problem has been rectified.

Internal Envelope Error

An Internal Envelope Error has been reported in relation to system security. This problem has been rectified.

Assistance

If you encounter a problem with the EmbroideryStudio e4.0 software update, refer to the following sources for help:

- Wilcom EmbroideryStudio e4.0 User Manual – select **Help > User Manual**.
- Wilcom EmbroideryStudio e4.0 Onscreen Help – select **Help > Onscreen Help**
- Windows help – select Start > Help and Support
- Windows manual – documentation supplied with your hardware.

If you are unable to solve a problem, you should contact your Wilcom dealer. Before seeking help, check that your PC meets the system requirements, and check the Troubleshooting chapter of the User Manual.

Contact

If you have any questions, please contact your local Wilcom dealer or distributor in your country.

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