WILCOM

EMBROIDERY STUDIO 2026

Bling Supplement

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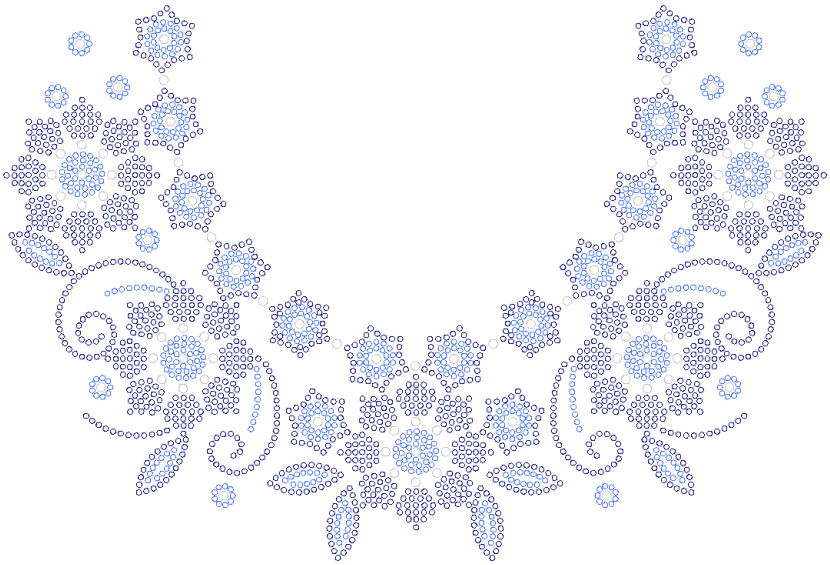
Bling Digitizing

Bling refers to decorative objects placed on garments or templates, either on their own or in combination with other design elements. Bling is supplied in varying sizes, shapes, colors and materials. It goes under names such as diamante, rhinestones, eyelets, ribbons, charms, crystals, glitz, nailheads, studs, etc. EmbroideryStudio lets you add bling to multi-decoration designs with the **Bling** toolset. This allows you to create and visualize bling embellishments in combination with other decorative elements.



Bling production processes

The **Bling** feature allows digitizers to create patterns of bling outlines or fills with editing capabilities similar to those of the **Sequin** toolbar. The single biggest difference between **Sequin** and **Bling** is that individual rhinestones are not allowed to overlap or be too close together. Another difference is that there is no stitching associated with bling.

Bling, rhinestones, crystals, and glitz are interchangeable terms referring to decorative objects placed on garments or templates. They are supplied in various sizes, shapes, colors and materials.

There are two basic processes for creating bling designs:

- Hot-fix template production
- Direct-to-garment production

Hot-fix template production

Hot-fix templates can be produced in two ways:

Bling template	This is the design layout on which rhinestones are initially placed prior to transfer. The template is created by cutters or engravers. Rhinestones are placed onto the template by a manual flood-fill process and then manually transferred to transfer tape.
Bling transfer	In a semi-automatic process, bling is placed directly onto transfer tape (or sheet) by machine. Examples are IOline CrystalPress and CAMS machines. The bling design is ready for heat transfer to the final product – e.g. a T-shirt.

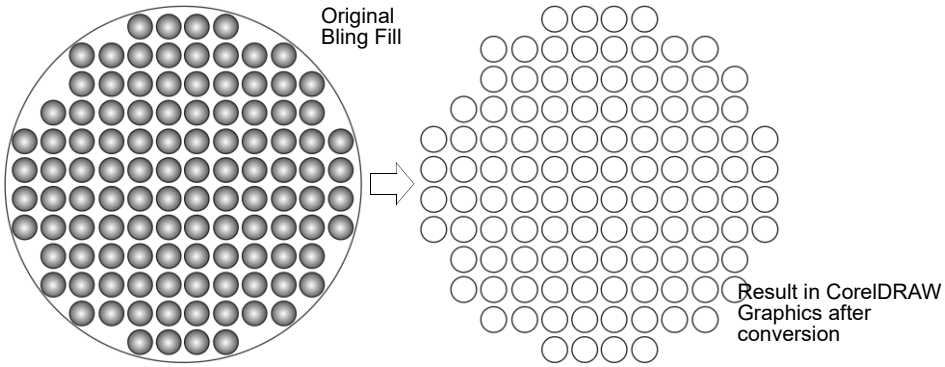
Direct-to-garment bling production

Direct-to-garment bling production is supported by many machines. Automatic rhinestone transfer machines are designed for high speed, high volume production. They enable users to fix any type of rhinestones, studs, and so forth directly to any type of fabric.

Tip: If you have neither CAMS automatic rhinestone placement machine nor a direct-connect cutting machine, you can use the **Convert Bling for Production** command to convert bling objects to vector shapes. These can be then output to vector file for use by third-party applications. See Cutting data for details.

Cutting data

Cutting data sent to machine consists solely of vectors which describe the location, size, and shape of the bling in the template. There are no connecting lines or data that do not relate directly to the placement of the bling. For example:



Bling templates

Bling templates must have holes cut to suit the bling size to be used. Below is a table of stone size to hole size. 'SS' stands for 'Stone Size'.

Stone size	Hole size (mm)
SS04	1.7
SS05	1.9
SS06	2
SS07	2.3
SS08	2.5
SS09	2.7
SS10	2.9
SS12	3.2
SS16	4
SS20	5
SS30	6.5
SS34	7.3
SS40	8.7
SS48	11.4
SS60	14.3

Bling toolset

The **Bling** toolbar contains the following tools:

Bling objects have properties like normal embroidery objects. The **Object Properties** docker contains two tabs called **Bling Fill** and **Bling Run** to handle these properties. Editable properties include bling type – size, shape color, facets – patterns, fill density, angle and layout. **Bling** features include:

- Similar functionality to the **Sequin** tool.
- predefined library of rhinestone shapes.
- Tools to create outline and fill patterns.
- Controls to adjust placement of stones to avoid overlaps.
- Tools to convert vector outlines to bling patterns.
- Commands to create cut files to send to cutting machine – similar to appliqué.
- Inclusion of bling count by size and color on production worksheet.

Setting up bling palettes

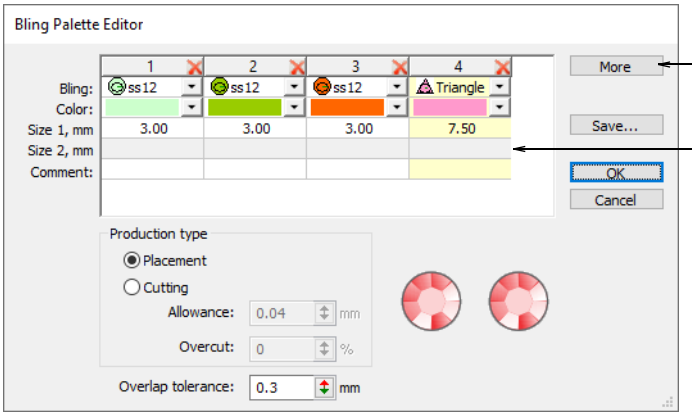
Use Bling > Bling Palette Editor to select and configure rhinestone shapes from a pattern library.

The **Bling Palette Editor** lets you prepare a palette of rhinestones for use in the current design. Once set up, the palette is available for use in **Object Properties** or from the **Bling** toolbar.

To define a bling palette...

1 Click the **Bling Palette Editor** icon.

Fields are arranged in tabular form so that parameters for each rhinestone type can be viewed at once.

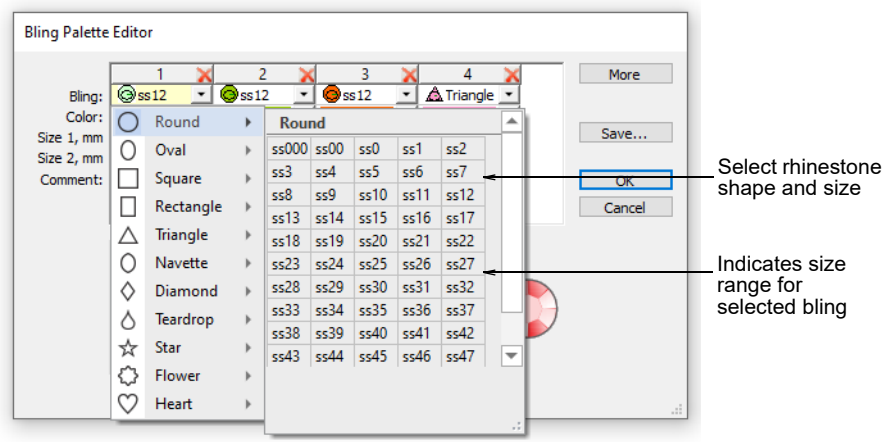


Note: The controls available in the **Bling Palette Editor** are similar to those available in the **Sequin Palette Editor**.

2 Click the **More** button to add new entries as required.

3 Use the **Bling** droplist to select rhinestone type and size – e.g. 'Round ss12'.

The droplist displays rhinestones available for use in both runs and fills. The code specifies a size range displayed at the bottom of the popup – e.g. 'ss12' falls within a size range of 3.00-3.20 mm.



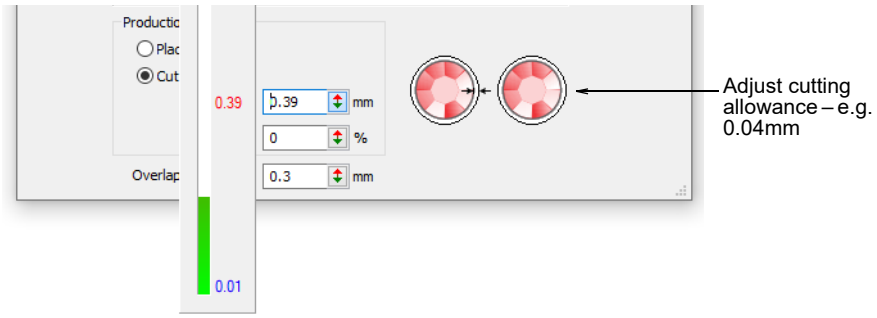
4 Edit bling colors and sizes as required. The controls are summarized below.

Control	Function
Color	Change colors by clicking the drop-arrow and accessing the color selection palette. Choose from a range of both standard and non-standard colors, or mix your own.

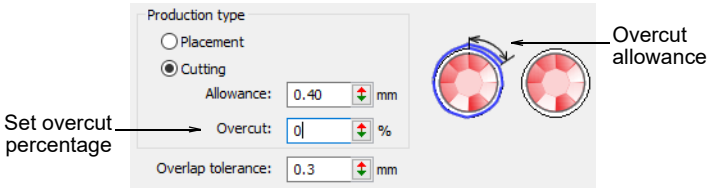
Control	Function
Size1/Size2	These are editable fields which control bling dimensions. Circles, squares, stars, flowers and triangles (equilateral) have editable width. All other shapes have both editable width and height. The units of measurement are determined by the user. See also Set measurement units (Reference Manual).
Comment	Comment is a free text field limited to a maximum of 128 characters.
Production type	If you are using a cutting machine, you can adjust the 'cutting allowance' for rhinestones to easily fit the cut holes in the stencil. See below.
Overlap tolerance	Set the minimum allowable distance between stones. Once set, the software controls placement so that no stones are placed closer than this value. See also Edit bling-fill objects.
Save	Save the palette to the file system for use in another session.

5 Define a **Production Type** for the bling palette:

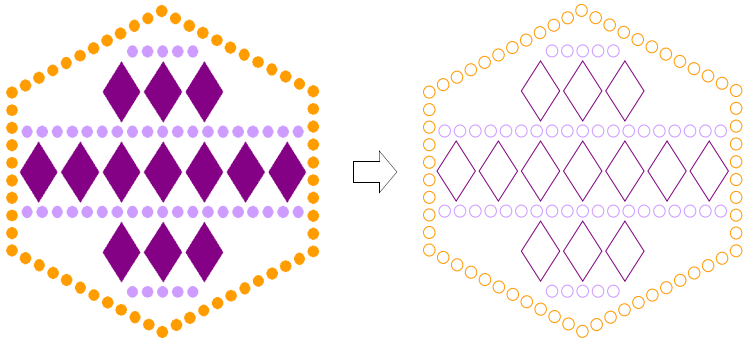
- **Placement**: If you have an automatic or semi-automatic machine, choose this option.
- **Cutting**: If you have a cutting machine, you will need to cut holes in the template material a little bigger than the rhinestone size you intend to use. You can set an **Allowance** value, say 0.04mm, for rhinestones to easily fit within the cut holes of the stencil.



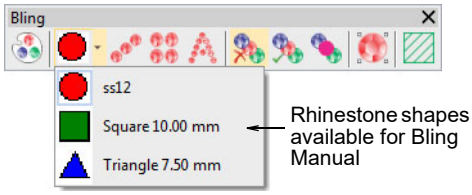
- Set an **Overcut** allowance (as a percentage) as necessary. This determines extra distance the knife needs to travel to ensure a clean cut. You may need to experiment with this setting depending on the cutting machine you are using.



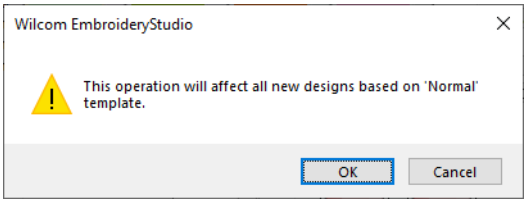
Note: Bling objects exported to a cutter retain color information, and cutting outlines have hairline width.



6 Click **OK** to confirm. Rhinestone shapes are now available for use in **Object Properties** or from the **Bling Manual** palette.



Tip: Click **Save** to save bling palette to the current template. You might consider setting up a dedicated bling template.

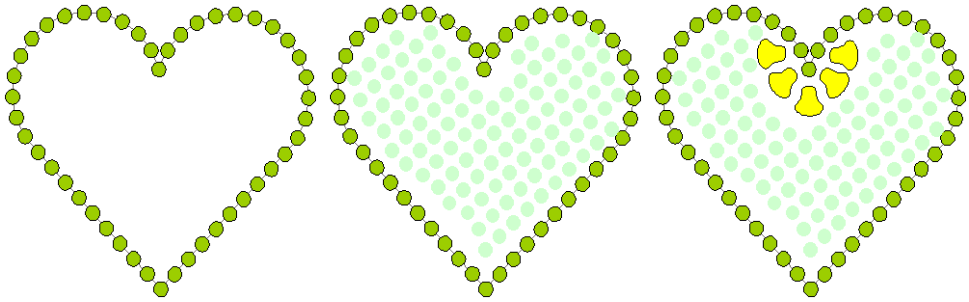


Related topics...

- Set up sequin palette (Reference Manual)
- Bling production processes
- Create bling fills
- Working with design templates (Reference Manual)

Creating bling runs & fills

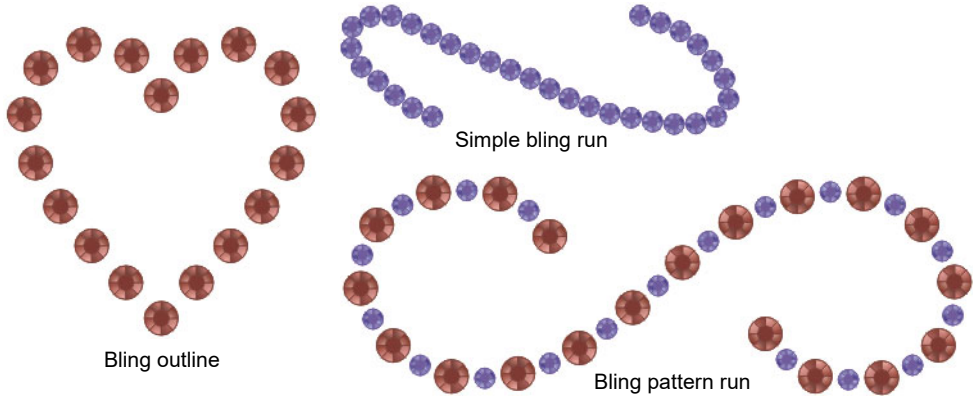
The **Bling** feature provides tools for creating bling runs as well as fills. The fill can include a border, with or without a margin. You have the option of digitizing individual rhinestone 'drops' with the manual method.



Digitize bling runs

	Use Bling > Bling Run Auto to create a string of rhinestones along a digitized line according to current settings.
	Use View > Show Bling to toggle bling display on/off.
	Use Bling > Show Bling Work Area to visualize the design within the work area of the selected machine model.

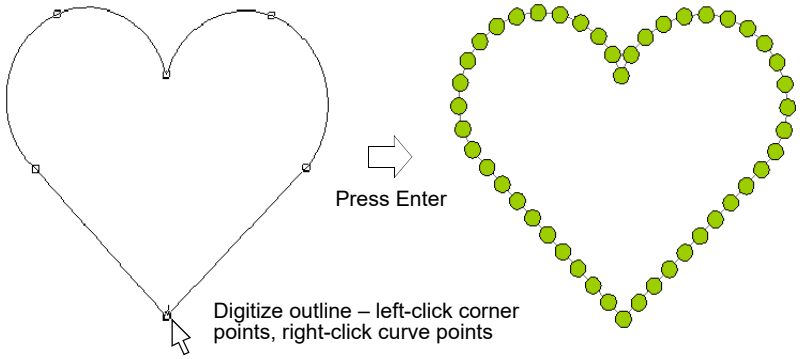
Use the **Bling Run Auto** method to create a string of rhinestones along a digitized line. There are two available types – **Simple Run** (same size stones) and **Pattern Run** (different sizes following a regular pattern). The system automatically generates drops according to current settings.



To digitize a bling run...

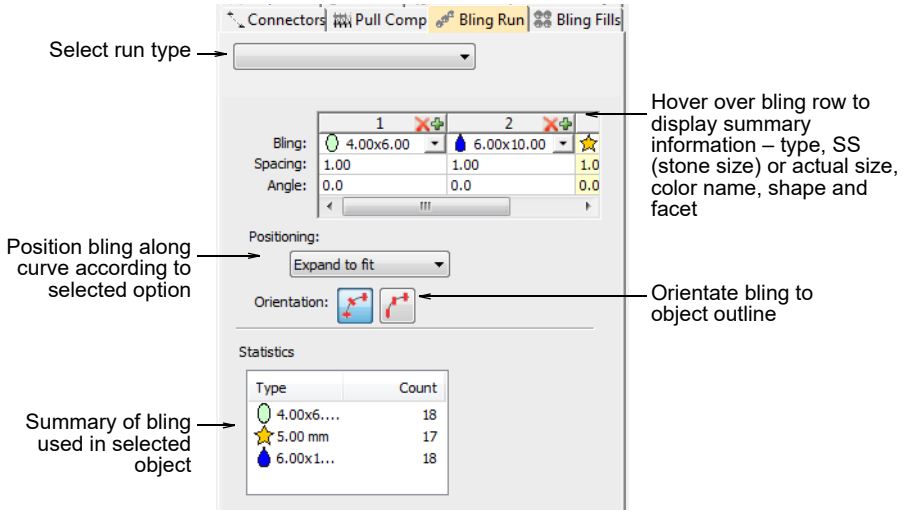
1. Set up the bling palette if you haven't already done so.
2. Optionally, toggle on **Show Bling Work Area** to visualize the design within the work area of the selected machine model.
3. Click the **Bling Run Auto** icon.

4 Digitize the line as you would for a normal run object – left-click for corner points, right-click for curve points.



5 Press **Enter** to finish. Rhinestones are automatically generated. Spacings can be individually adjusted.

6 Double-click the object to view properties. The **Object Properties** docker opens at the **Bling Run** tab.

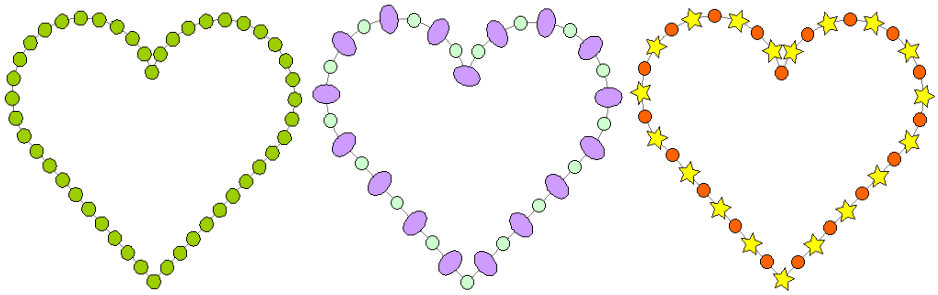


Available controls are summarized below.

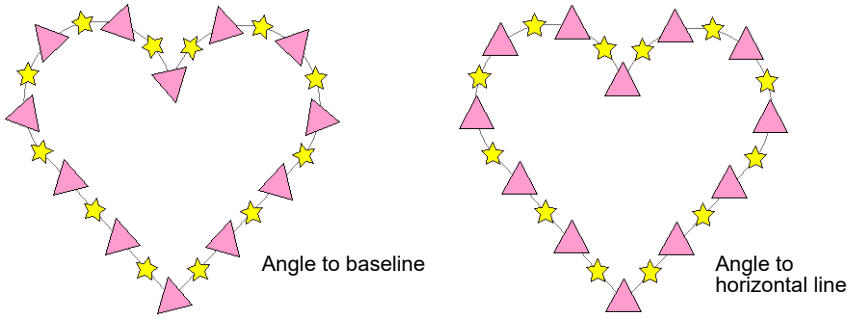
Control	Function
Pattern Editor	Use to create bling run patterns. Click '+' in the pattern editor and select the desired rhinestone shape from the droplist.
Positioning	Place rhinestones along the curve and adjust placement to meet selected criteria:
	Exact: places bling along curve according to specified spacing.

Control	Function
	Expand to fit: places as many bling as possible along each curve segment where spacing is never less than specified. With this option, there are always rhinestones at each cusp point.
	Compact: non-circular rhinestones are placed such that minimal distance between is equal to specified spacing.
	Manual: allows manual distribution of rhinestones along curve.
Orientation	Place rhinestones either relative to object baseline or absolute (fixed 'north') orientation.
Statistics	Summary information: type, SS (stone size), color, shape, count (for the selected object). If multiple objects are selected, bling information for all selected objects is displayed.

7 Use pattern settings as for sequin runs to create simple or variegated bling runs.



8 Set bling orientation to baseline or fixed angle.



Tip: The **Backtrack/Repeat** tool is enabled for bling-run objects.

Related topics...

- Setting up bling palettes
- Send bling to CAMS machine (Reference Manual)
- Creating sequin runs (Reference Manual)

- Digitizing outlines & details (Reference Manual)
- Reinforcing outlines (Reference Manual)

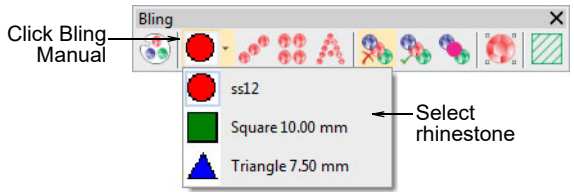
Place rhinestones manually

Use Bling > Bling Manual to digitize individual bling drops. Select from a user-defined palette of rhinestone shapes.

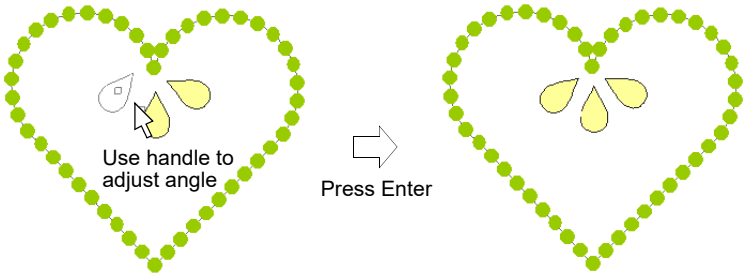
You have the option of digitizing individual rhinestone 'drops' with the manual method.

To place rhinestones manually...

1 Click **Bling Manual** and select the bling type you want from the droplist.



2 Digitize individual rhinestones by left-clicking. If you make a mistake, press **Backspace**.



3 Holding down the **Shift** key, use the handle to adjust rhinestone orientation as you digitize.

4 Press **Enter** to finish.

Create bling fills

Use Bling > Bling Fill to digitize complex shapes (with or without holes) filled with bling.

Activate Bling > Automatic Overlap Removal if you want to automatically remove unwanted overlapping bling items from a bling object.

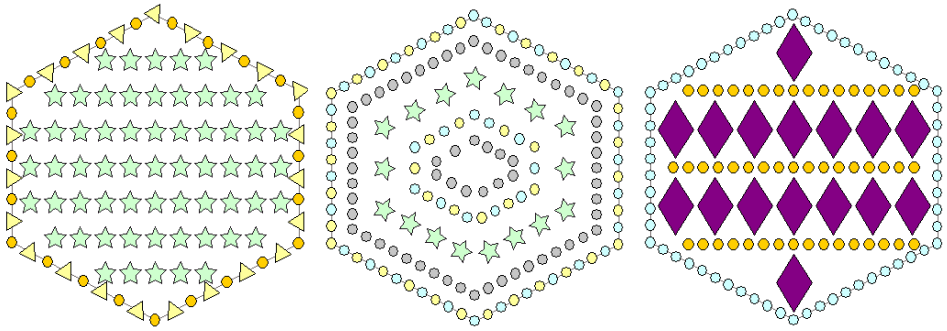
Activate Bling > No Automatic Overlap Removal if you don't want to automatically remove overlapping bling items from a bling object.

Activate Bling > Highlight Bling Overlaps if you want to highlight overlapping bling items in a bling object – i.e. if you want to edit manually.

Use View > Show Bling to toggle bling display on/off.

Use Bling > Show Bling Work Area to visualize the design within the work area of the selected machine model.

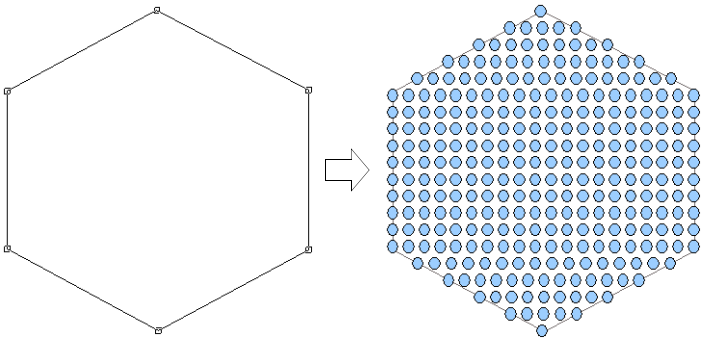
The **Bling Fill** feature provides a means of filling complex shapes with bling arranged in columns. Bling fill types include **Column Fill** (straight grid, angled grid) and **Contour Fill**.



Tip: You can create offset objects from bling-fill objects. All the same options are available as are available for embroidery objects, plus the ability to create bling fills and runs.

To create a bling fill...

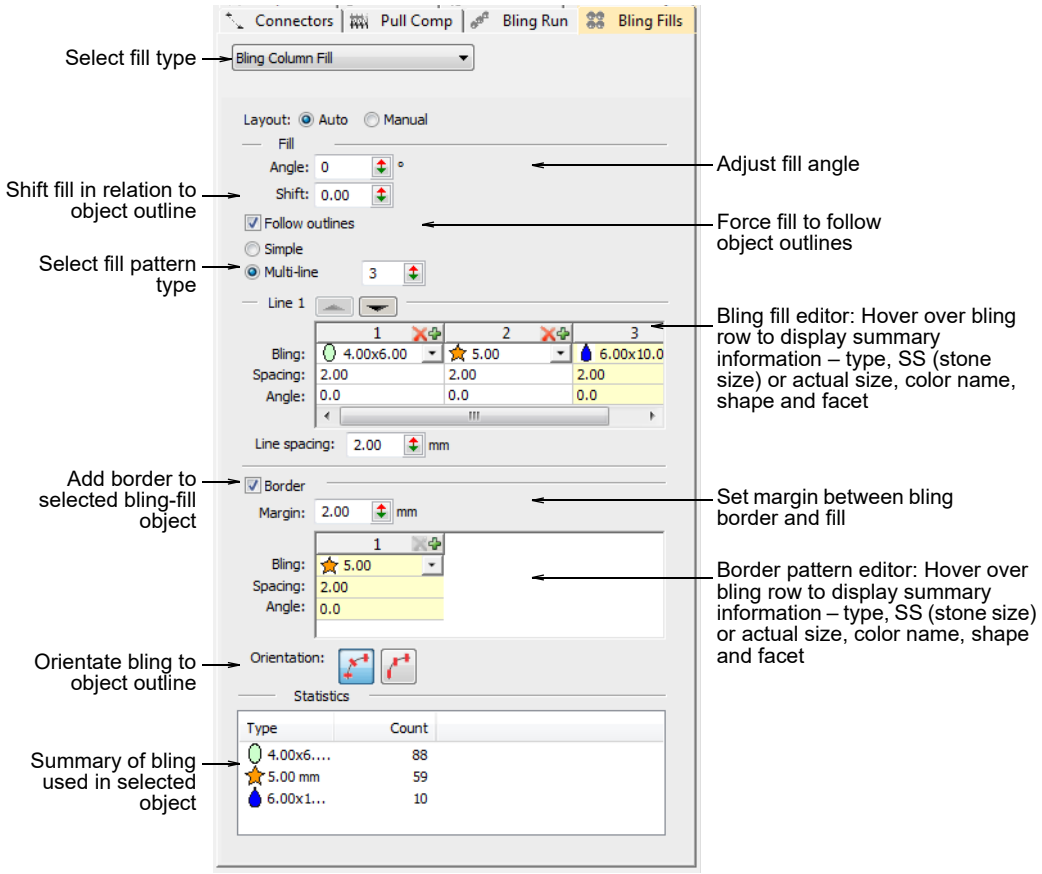
1. Optionally, toggle on **Show Bling Work Area** to visualize the design within the work area of the selected machine model.
2. Click the **Bling Fill** button.
3. Digitize control points for a closed object in the same way as **Complex Fill**.



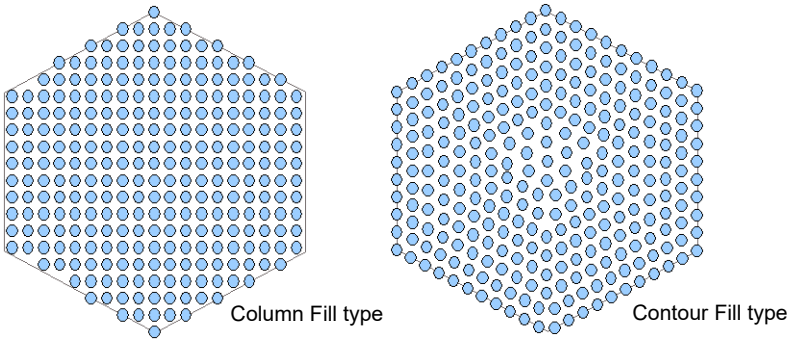
4 Press **Enter** to close the shape. You are prompted to create another boundary.

5 Press **Enter** twice to finish the object.

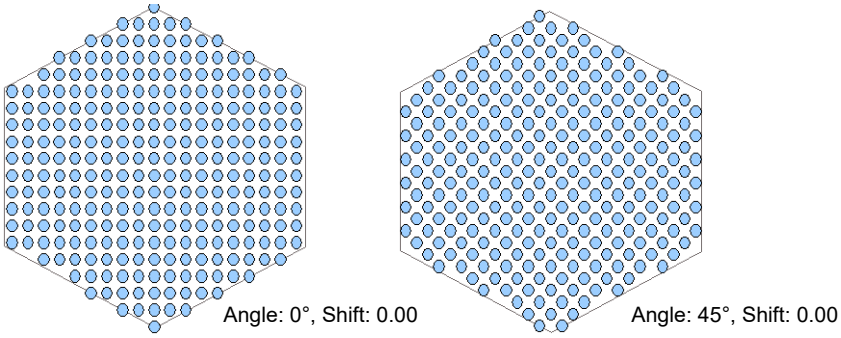
6 Double-click the object to view properties. The **Object Properties** docker opens at the **Bling Fills** tab.



7 Select a fill type – **Column Fill** or **Contour Fill**.

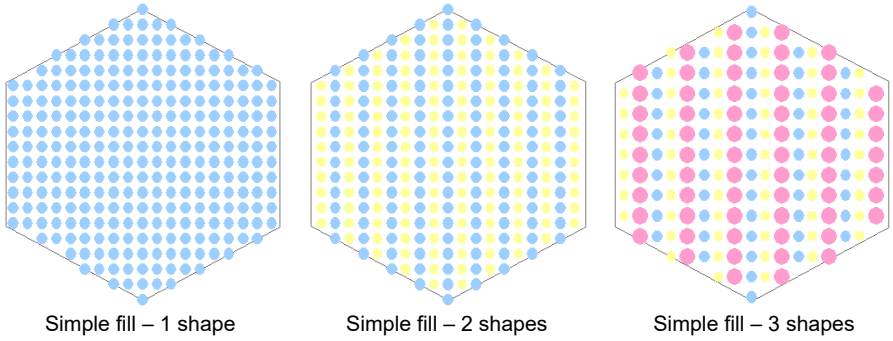


8 Adjust angles and shift as required – these settings are only available with **Column Fill**.

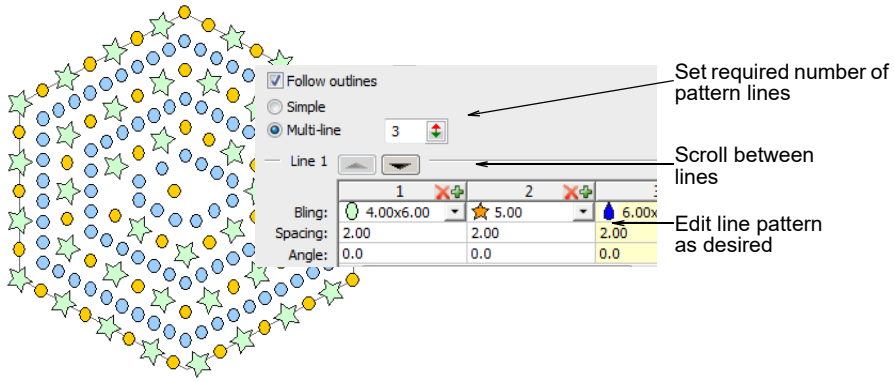


9 Use pattern settings as for sequin fills to create simple or multiline bling fills:

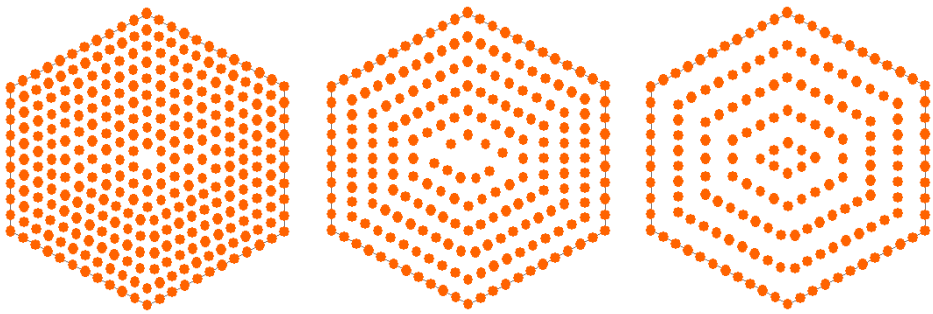
- For a simple fill, set the fill type to **Simple** and adjust pattern as desired.



- For a more complex, variegated fill, set the fill type to **Multiline** and adjust pattern for each line as desired.



10 Adjust line spacing settings as required.



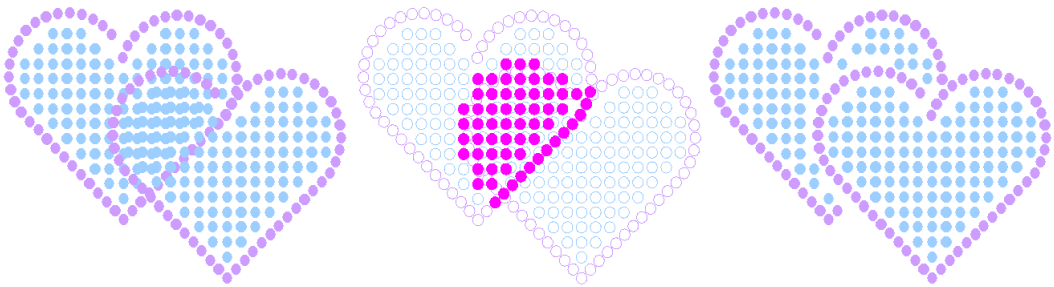
Contour fill
Line spacing: 1mm

Contour fill
Line spacing: 3mm

Contour fill
Line spacing: 5mm

11 Add borders as required. See below

Tip: By default, **Automatic Overlap Removal** is selected in order to automatically remove unwanted items from overlapping bling objects. Choose another option if you want to manually edit rhinestone overlaps.



No automatic overlap removal

Highlight bling overlaps

Automatic overlap removal

Note: Bling overlaps are determined by the **Overlap Tolerance** setting. This defines the minimum allowable distance between stones.

Bling fill summary

Controls available on the **Bling Fill** tab are summarized below.

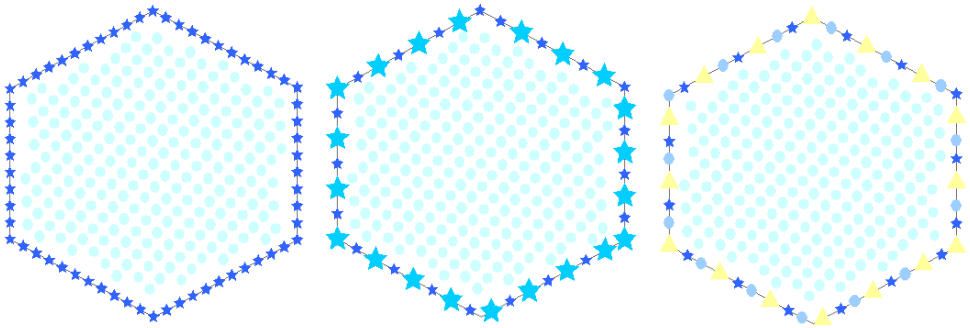
Control	Description
Fill type	Available fill types include: Column Fill, Contour Fill. Respectively, these fill a shape with columns along which patterns are repeated, or contours where patterns are repeated along a contoured path.
Layout	Bling-fill objects exist in one of two 'layout' states: Auto and Manual. In the Auto state, bling fills are automatically re-generated whenever an object is scaled or reshaped. In the Manual state, the bling count does not change during transformations. See also Modifying bling objects.
Angle	Changes the angle of the column fill. This is only applicable to Column Fill.
Shift	Moves the entire fill pattern in relation to the object outline. This can be used to achieve a more even fill placement. Acceptable values are between ±0.5.
Follow outlines	Expands the space between bling in each line of fill in order to follow the object outline. This results in a stronger outline demarcation. It is only applicable to Column Fill and works in conjunction with borders. See Add bling borders for details.
Pattern editor	Use to create bling patterns as either single-line or multi-line patterns. Create patterns by clicking '+' in the pattern editor and selecting bling from the palette. Multi-line patterns are created similarly, but each time the number of lines increases, a new tab is added to the pattern editor. This allows a new pattern to be added. See also Creating sequin fills (Reference Manual).
Line spacing	Set the distance between the currently active line tab and the next line in the pattern. This can be the same or different for each and every line. By default, this value is the same for each.
Border	When checked, this adds a border to any selected bling-fill object. You can also create a pattern for the border similarly to single-line patterns for bling fills.
Margin	Add a margin to rhinestones forming the border. Smaller border margins result in a larger number of rhinestones in the fill.
Orientation	Place bling in the border either relative to the object baseline or at an absolute (fixed 'north') orientation.
Statistics	View the following information: type, SS (stone size), color, shape, count (for the selected object). If multiple objects are selected, then bling information will be displayed for all selected objects. You can re-order the columns as needed.

Related topics...

- Send bling to CAMS machine (Reference Manual)
- Setting up bling palettes
- Creating sequin fills (Reference Manual)
- Multi-sequin fills (Reference Manual)

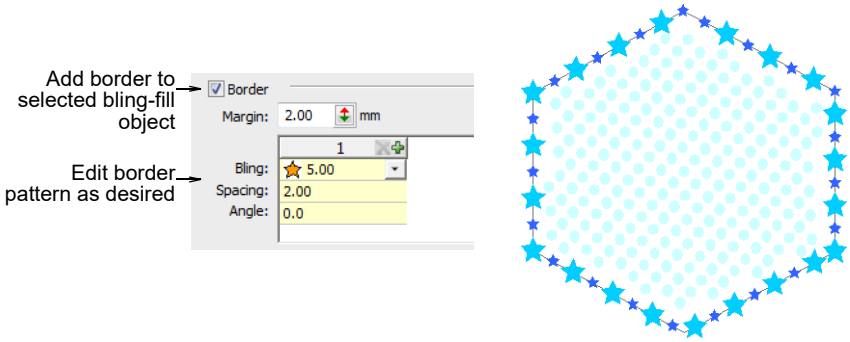
Add bling borders

Like sequin fills, bling fills can also include a border, with or without a margin. The border can be made from different or same rhinestones and is a property of the bling-fill object.



To add a border or changing border properties...

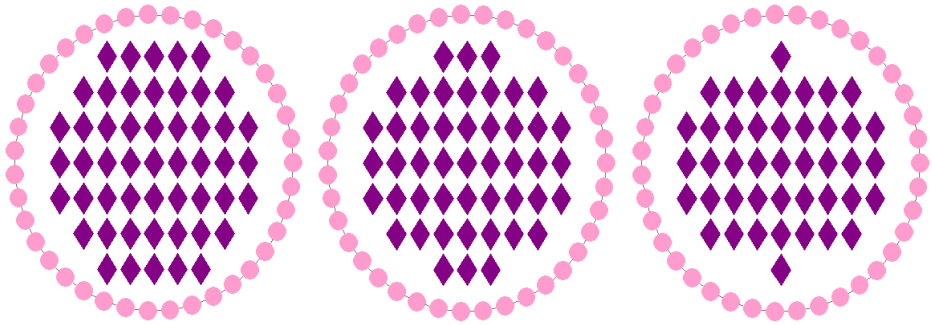
1 Select the bling-fill object and tick the **Border** checkbox.



2 Use pattern settings to create simple or variegated bling borders.

3 Select the bling margin as required.

A border margin is created by adding an 'offset' to each individual bling item in the border. Smaller border margins result in a larger number of rhinestones in the fill as shown.

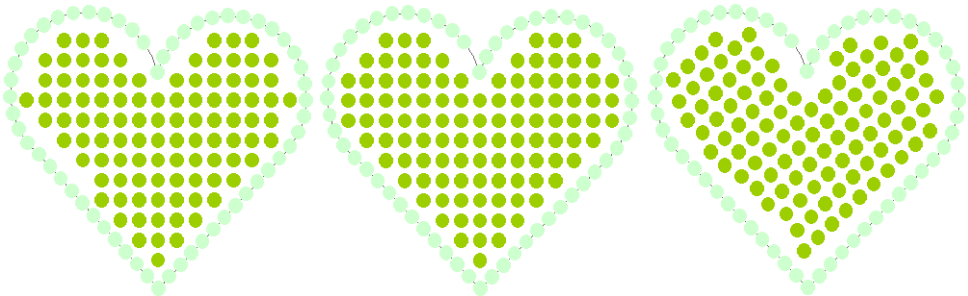


Related topics...

- Add sequin borders (Reference Manual)

Modifying bling objects

Bling-fill objects can be scaled and reshaped like any embroidery object. When reshaping, resizing or editing an object/design, the software automatically recalculates the number of stones but does not resize them. The **Bling** toolset also provides tools for editing rhinestones individually.



Tip: Object properties for bling-run and bling-fill objects can be copied and applied to other objects. This is done via the **Make Properties Current** and **Apply Current Properties** commands.

Transform bling-fill objects

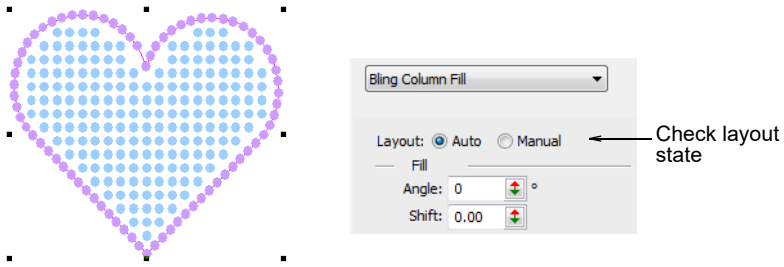
Use Select > Select to resize objects using selection handles.

Bling-fill objects can be scaled and transformed like any embroidery object with one difference. Bling-fill objects exist in one of two 'layout' states: **Auto** and **Manual**. In the **Auto** state, bling fills are automatically

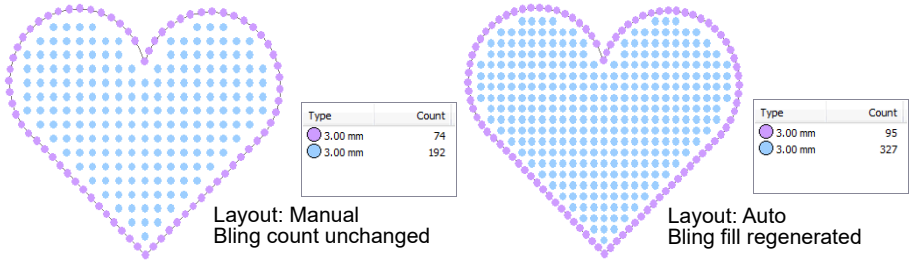
re-generated whenever an object is scaled or reshaped. In the **Manual** state, the bling count does not change during transformations.

To transform a bling-fill object...

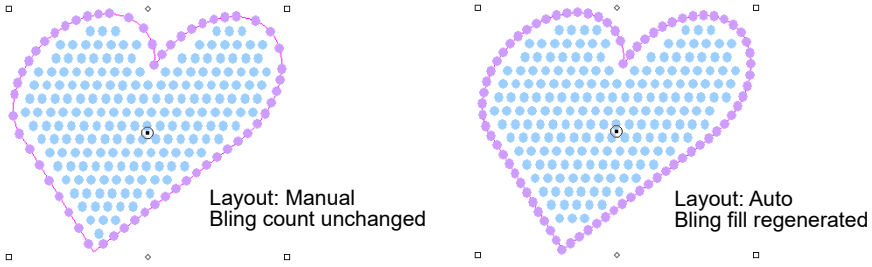
- Select the bling-fill object and check the **Layout** setting.



- Scale as desired.



- Similarly, skew as desired.



Related topics...

- Transforming Objects (Reference Manual)

Reshape bling-fill objects

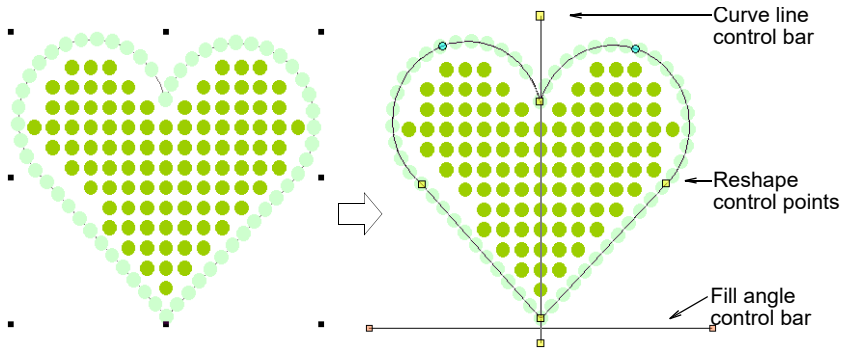
Use Select > Select to resize objects using selection handles.

Use Reshape > Reshape Object to reshape selected bling run objects.

When reshaping a bling-fill object you can reshape object outlines in the normal way. When **Column Fill** is applied, you can graphically change the fill angle and curve line as well.

To reshape a bling-fill object...

1 Select the bling-fill object.

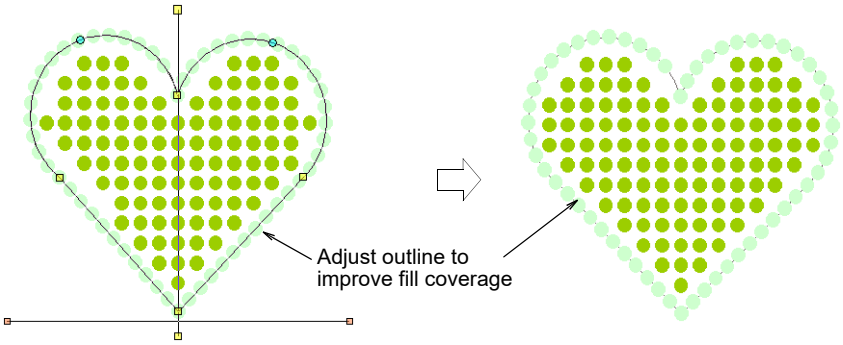


2 Click the **Reshape** icon or press the **H** key.

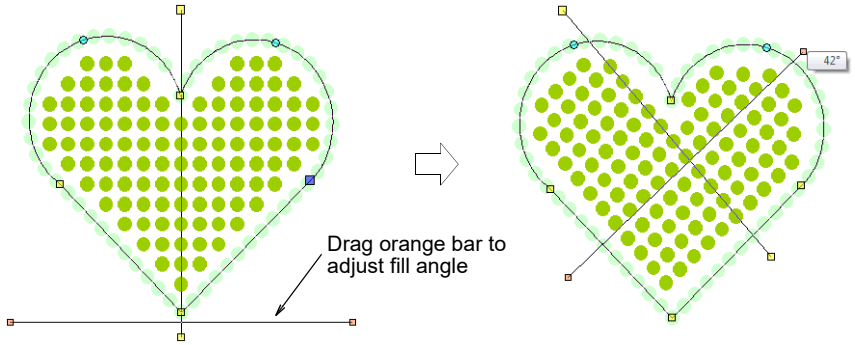
Control points appear around the object outline. If column fill is selected, two other control bars appear – one (orange handles) to control fill angle, and the other (yellow handles) to control curve lines.

3 Reshape the outline in the normal way.

In this case, we adjust the outline only slightly to improve the bling fill coverage.

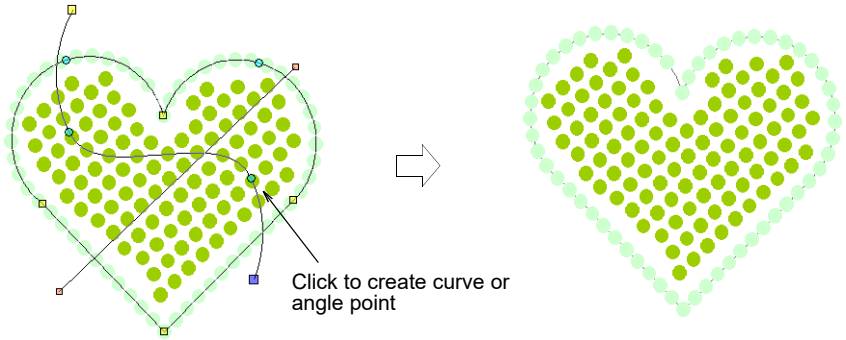


4 Adjust fill angle control as desired.



5 Adjust curve line control as desired.

Right or left-click anywhere along the line to add curve or angle points. Curve line adjustments have no effect on object properties.



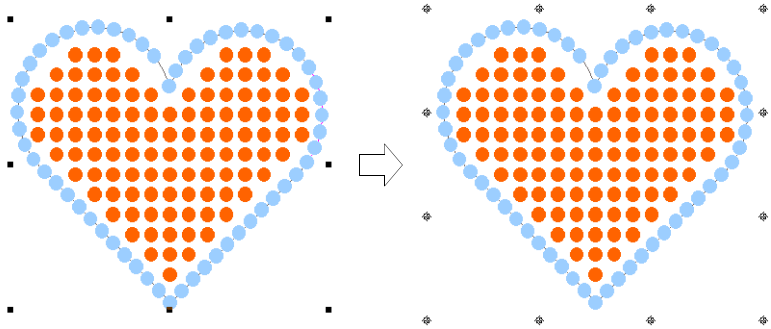
Edit bling-fill objects

	Use Bling > Bling Edit to edit bling items individually.
	Activate Bling > Automatic Overlap Removal if you want to automatically remove unwanted overlapping bling items from a bling object.
	Activate Bling > No Automatic Overlap Removal if you don't want to automatically remove overlapping bling items from a bling object.
	Activate Bling > Highlight Bling Overlaps if you want to highlight overlapping bling items in a bling object – i.e. if you want to edit manually.

The **Bling** toolset provides tools for editing rhinestones individually. The following operations are applicable to bling run, bling fill, and bling manual objects.

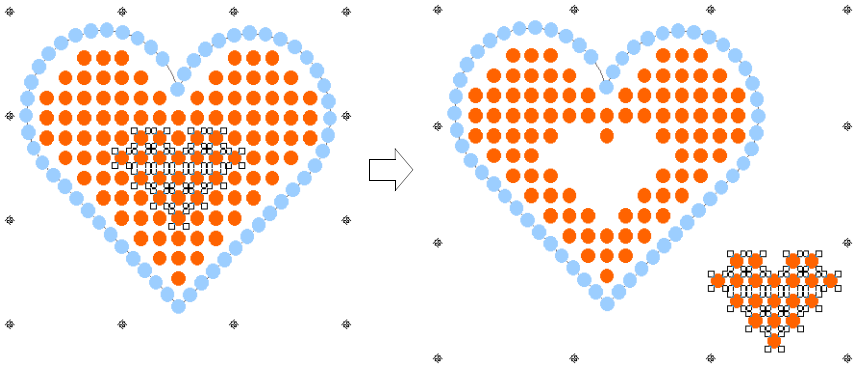
To edit a bling-fill object...

1 Select the bling-fill object and click the **Bling Edit** icon. Selection handles change.



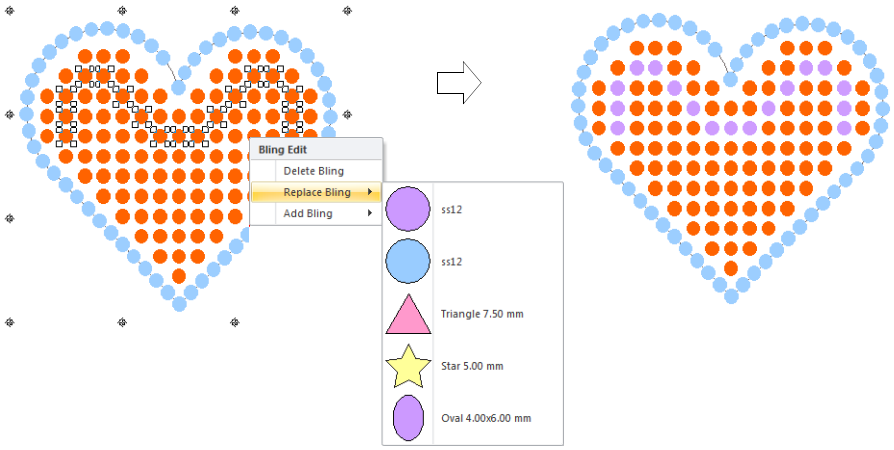
2 Select rhinestones individually within the object.

Use the **Ctrl** key to select multiples.



3 Delete or reposition selected rhinestones as desired.

4 Select rhinestones and right-click to replace by means of the popup menu.

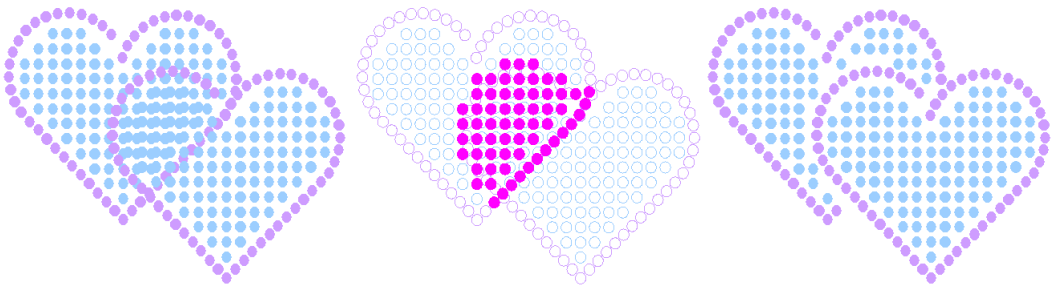


5 Use the same popup menu to delete or add rhinestones.

These operations are treated as manual edits. The object's layout status is automatically changed to **Manual**. This means that bling count does not change during object transformations.

Usage tips...

- By default, **Automatic Overlap Removal** is selected in order to automatically remove unwanted items from overlapping bling objects. Choose another option if you want to manually edit rhinestone overlaps.



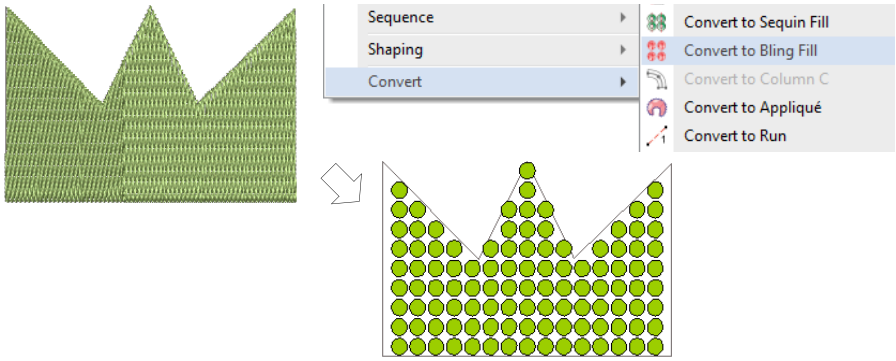
- Bling overlaps are determined by the **Overlap Tolerance** setting. This defines the minimum allowable distance between stones.

Convert objects to bling

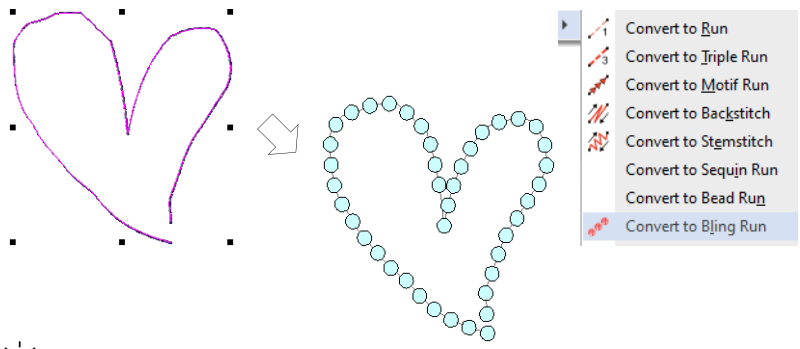
Any closed object can be converted to a bling-fill object. Similarly, any outline object – closed or open – can be converted to bling-run.

To convert an object to bling...

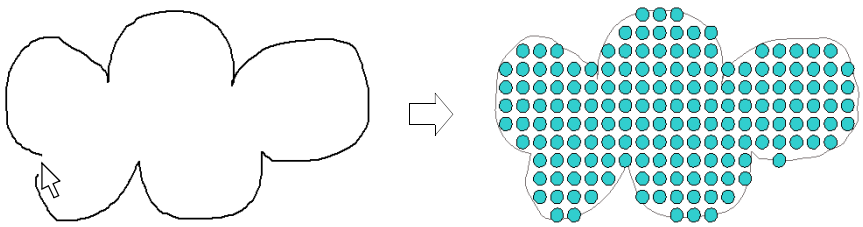
- Right-click a fill object and select **Convert > Convert to Bling Fill**.



- Alternatively, click the **Bling Fill** button on the **Bling** toolbar.
- Similarly right-click a run object and select **Convert > Convert to Bling Run**.



Tip: You can also create objects with the **Freehand Embroidery** tools which can be converted to bling-fill objects.



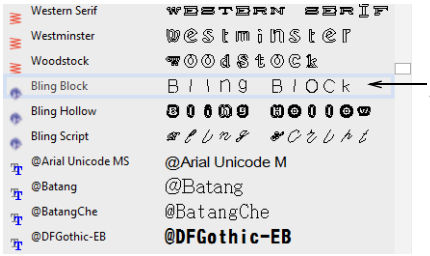
Creating bling lettering

Use Bling > Bling Lettering to create bling lettering onscreen using native bling fonts, embroidery fonts, or TrueType fonts. Right-click for settings.

Use the dedicated **Bling Lettering** tool to create lettering in the same way as embroidery lettering. Use the same properties as embroidery lettering. Depending on the font, you also have access to **Bling Run** or **Bling Fill** properties. Alternatively, various techniques exist to create bling text without lettering properties.

To create bling lettering...

1 Select the **Bling Lettering** tool and select a font from the **Special > Lettering** tab. For best results, use native bling fonts.



2 Digitize bling lettering as you would embroidery lettering.

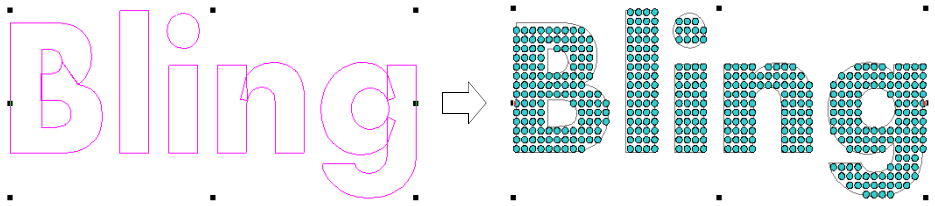
3 Adjust properties as for embroidery lettering including size, slant, etc.

4 Change font type. Use embroidery fonts or TrueType fonts with bling as desired.

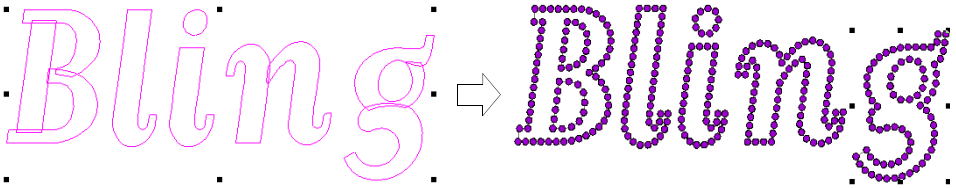
5 Depending on the font type you are using, adjust bling automatic fills or outlines for **Bling Fill** or **Bling Run**.

Usage tips...

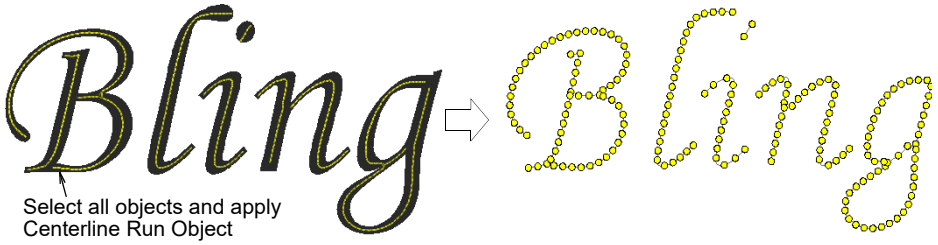
- Create a TrueType object and convert to **Bling Run** or **Bling Fill**.



- Select an existing embroidery lettering object and convert to **Bling Run** or **Bling Fill**.



- Create a lettering object in **CorelDRAW Graphics**, change to **Wilcom Workspace**, use **Centerline Run Object** to trace the letters, and convert to **Bling Run**.



Related topics...

- Creating embroidery lettering (Reference Manual)
- Editing text (Reference Manual)
- Creating bling runs & fills

Bling production

EmbroideryStudio supports a number of methods for exporting bling for production. Options include:

Output method	Details
CAMS machine	If you have a CAMS automatic rhinestone placement machine, use the dedicated CAMS connection.
Placement file	Alternatively, export your bling design to YNG format to be read by your placement machine.
Bling cutter	Send bling shapes direct to any supported cutting machine.
Vector file	Convert bling shapes to vectors in order to cut bling templates.

Note: The **Export Multi-Decoration Files** capability allows you to output files for multi-decoration designs. The system recognizes whether a component is embroidery, graphic, appliqué, or bling. See also Exporting multi-decoration files (Reference Manual).

Caution: Bling designs can be saved to earlier versions of EMB. However, bling objects will convert to vector objects.

Send bling to CAMS machine


Use Bling > Show Bling Work Area to visualize the design within the work area of the selected machine model.

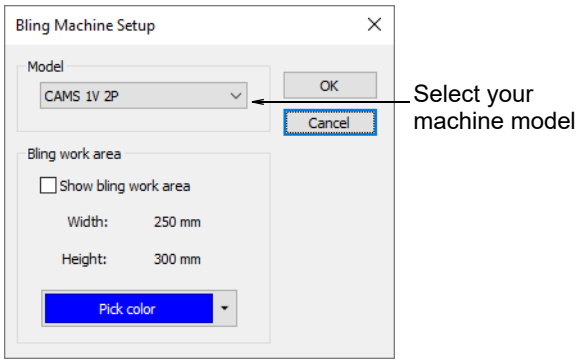

Use Standard > Send to Connection Manager to connect to supported machines via proprietary machine software.

EmbroideryStudio supports direct connection to CAMS automatic rhinestone placement machines. A general procedure is outlined below.

Note: Before executing the procedure, it is important that the machine drivers for your CAMS machine be properly installed. They need to be installed and the machine connected before setting up the COM port. Refer to your machine documentation.

To select bling machine...

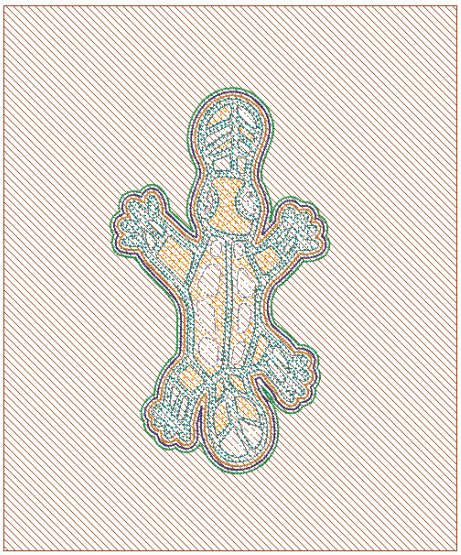
1 Select the machine you want to connect to via the **Setup > Bling Machine Setup** command.



2 In the **Model** panel, select the machine model you are using.

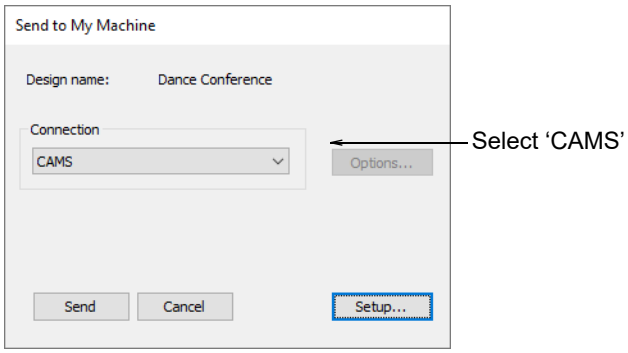
3 Activate the **Bling Work Area** to visualize the design within the work area of the selected machine model.

4 Set the color of the work area as desired.



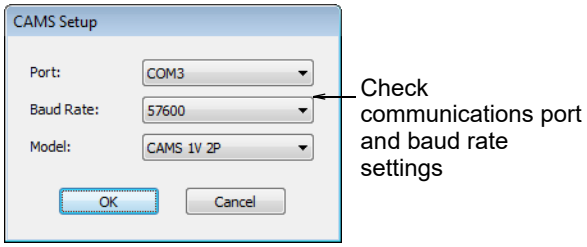
To send to Connection Manager...

1 From the **Standard** toolbar, click the **Send to Connection Manager** button.



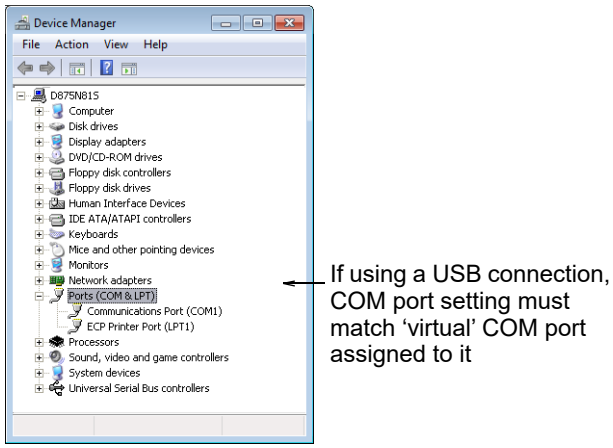
2 From the **Connection Manager** droplist, select 'CAMS'.

3 Click the **Setup** button. The **CAMS Setup** dialog opens.



4 Check the communications port and baud rate settings.

If you are using an 'old school' serial connection, the COM port in the software should match the port to which the cable is connected. If you are using a USB connection, the COM port in EmbroideryStudio must match the 'virtual' COM port assigned to it. You can find this in **Windows Control Panel > Device Manager**.



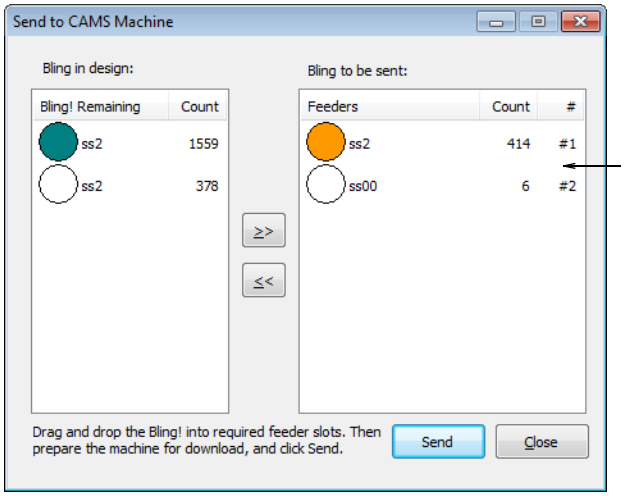
If you are using a USB connection and the COM port is not available for selection in EmbroideryStudio, you need to verify that your

hardware drivers have been correctly installed and are up-to-date. Check your machine documentation for details.

The baud rate in EmbroideryStudio must match the baud rate at which the machine was configured to read the data. This is normally 57600 (the system default). However, you can confirm the value when you prepare the machine to receive data. The baud rate will be displayed on the machine console.

The model will default to the machine selected via the **Setup > Bling Machine Setup** function. You can change it here if required.

5 Click **OK**. The **Send to CAMS Machine** dialog opens.



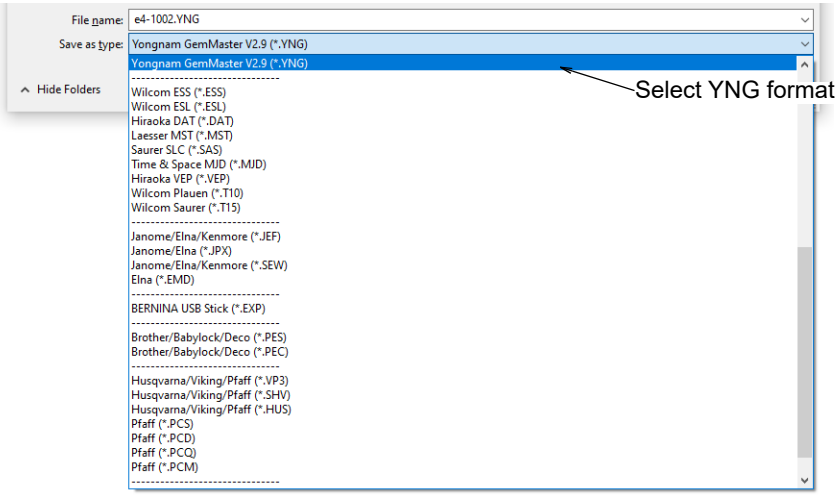
6 Use this dialog to assign bling in the design to the available feeders on the CAMS machine.

7 Prepare the machine to receive data and click the **Send** button.

Caution: If you try to send something before the machine is 'Ready', it may fail to read the next design.

To export to bling placement file...

- If your placement machine is not directly connected to the PC, use the **Export Machine File** option to output to Yongnam YNG format. This can loaded onto the machine via memory stick.

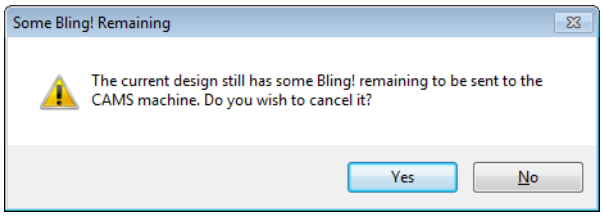


Suggested workflow

The precise workflow you follow will depend on the number of feeders available on the selected machine. For example, if you have a machine with two feeders which is currently set up to feed SS6 on Feeder #1 and SS10 on Feeder #2, and wish to output a design which contains SS6, SS8, SS10, you may do so like this:

- Drag SS6 to Feeder #1.
- Drag SS10 to Feeder #2.
- Prepare the machine for download.
- When the machine is 'Ready' for download, click **Send**.
- When the machine has finished receiving the file, run the machine to place all the SS6 and SS10 stones.
- Once the run is completed on the machine, replace the SS6 feeder on the machine with the SS8 feeder.
- In the software, drag SS8 to Feeder #1 (where you had previously dragged the SS6).
- Prepare the machine for download again.
- When the machine is again 'Ready', click **Send**.
- When the machine has finished receiving the file, run it in order to add the SS8 stones to the design already containing the stones from the previous run.

Depending on the number of bling types used in the design and number of available feeders, you may need to send bling more than once. You will be prompted if you exit before all bling has been sent to machine.



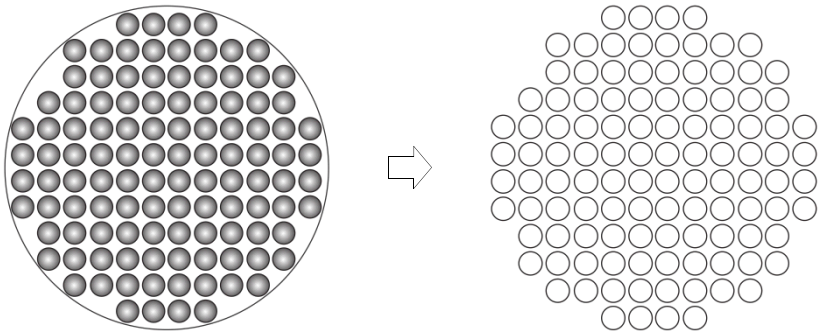
Related topics...

- Send designs to machine via Connection Manager (Reference Manual)

Output to bling cutter

Use Standard > Send to Bling Cutter to send vectors for any bling in a multi-decoration design to a supported cutting machine.

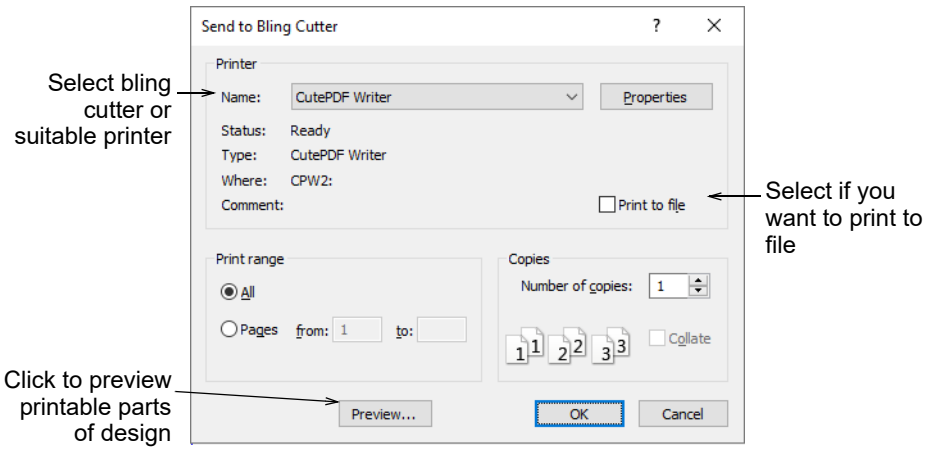
The **Send to Bling Cutter** function sends vectors for any bling in a multi-decoration design directly to a cutting machine. Use it with any bling template cutter supported by MS Windows®.



To output to a bling cutter...

1 Open or create a multi-decoration design. A cutting or engraving machine must be connected to the PC and configured to receive data.

2 Click the **Send to Bling Cutter** icon or select **File > Send to Bling Cutter**. The **Send to Bling Cutter** dialog opens.



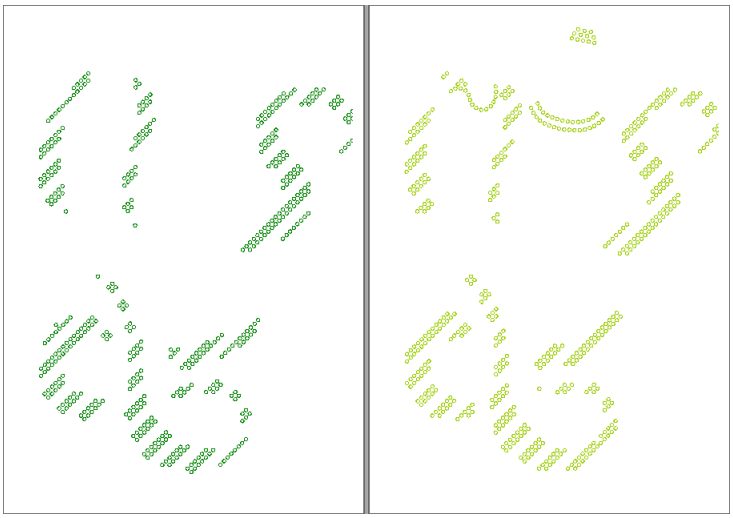
3 Select your bling cutter from the droplist or select a suitable printer.

4 Select the **Print to file** option if you want to print the design to file.

5 Click **Properties** and check your output settings.

6 For a realistic view click the **Preview** button.

Note: In multi-bling designs, each color is separated into different templates for flood-filling.



7 Click **OK** to send the bling templates to bling cutter or to file.

The bling cutting/engraving information is sent to machine in the required format. The machine cuts the desired template/s. The cutting data consists solely of vectors which describe the location, size, and shape of the bling in the template. There are no connecting lines or data that do not relate directly to bling placement.

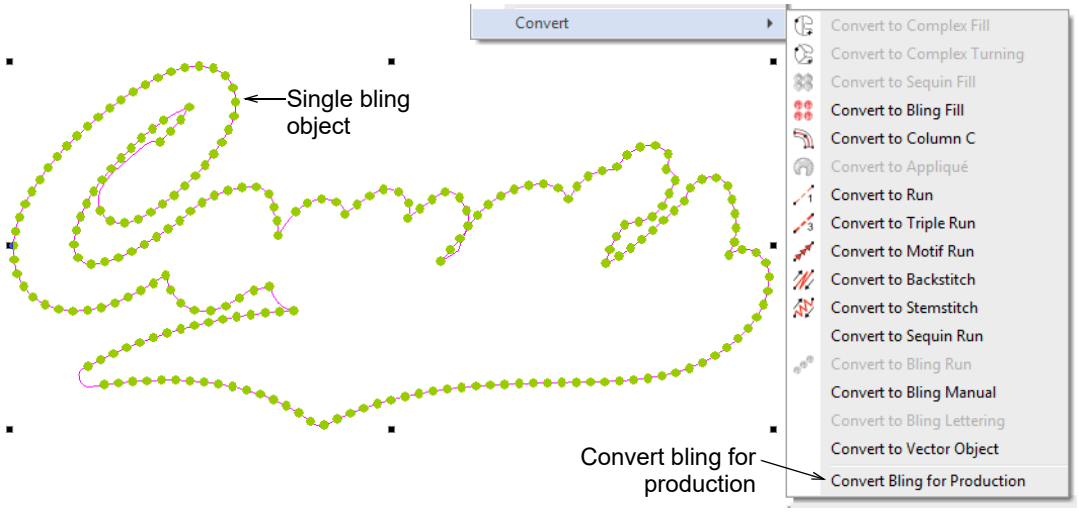
Tip: A bling production summary shows stone colors, sizes, and quantities as well as a summary on the first page.

Related topics...

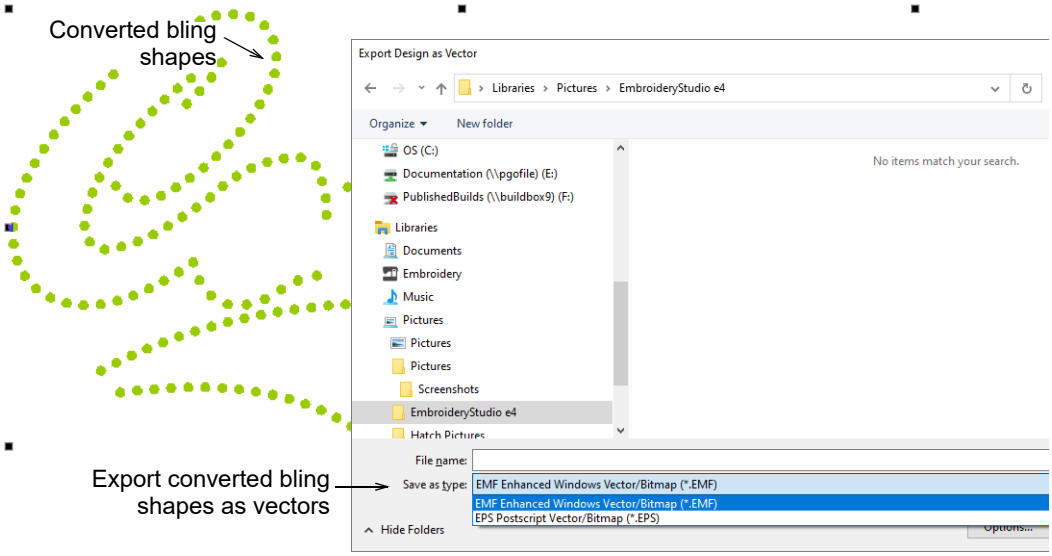
- Set up machines (Reference Manual)
- Print reports (Reference Manual)
- Customizing design reports (Reference Manual)

Convert bling for production

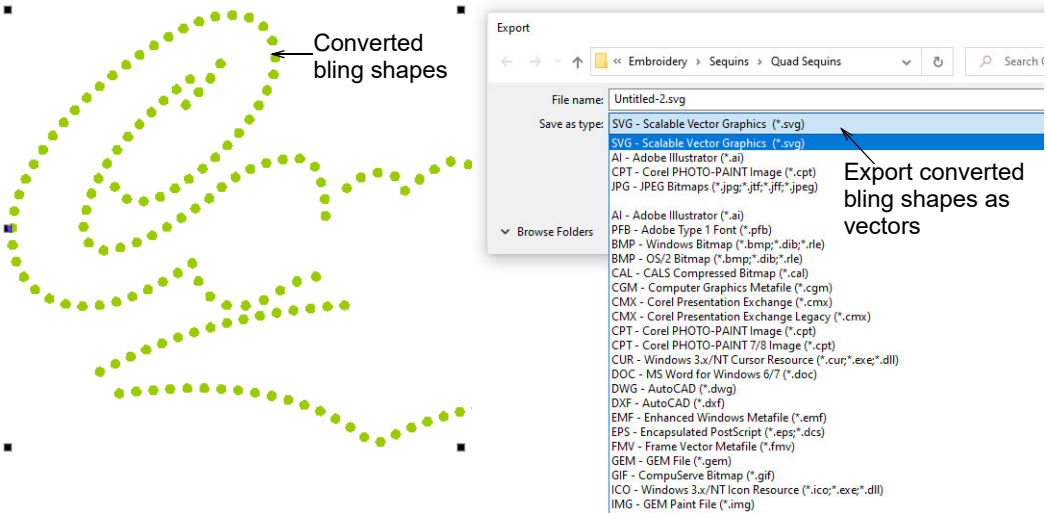
If you have neither CAMS automatic rhinestone placement machine nor a direct-connect cutting machine, you can use the **Convert Bling for Production** command to convert bling objects to vector shapes. These can be then output to vector file for use by third-party applications.



Once converted, individual bling shapes can be exported as a printable file – for example, EMF or EPS – via the **File > Export Design as Vector** command. This in turn can be imported into cutting software as a bling template.



If your software level supports CorelDRAW Graphics, you can export the vector shapes to other formats, including SVG, FCM, DXF, and many others. These too can be used to cut a template sheet for bling design. Switch to CorelDRAW Graphics and use the **File > Export** command.



Note: The **Export Multi-Decoration Files** capability allows you to output files for multi-decoration designs. The system recognizes whether a component is embroidery, graphic, appliqué, or bling. See also Exporting multi-decoration files (Reference Manual).