Embroidery Bricks

BASIC

Stitch

Start running stitch with length 10

Start zigzag stitch with length 2
and width 10

Start triple stitch with length 10

Stop current stitch

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1 **Stitch** lets the machine stitch into the fabric once.

Stitch

Example

Usually you combine **stitch** with a **loop** and a **move-brick**.

With this you create a seam:

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This script **stitches** the fabric and then **moves** the needle 10 steps. This will be **repeated** 10 times.

When scene starts

Repeat 20 times

Stitch

Move 10 steps

End of loop

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2 **The running stitch** lets the machine stitch constantly with a variable length.

Start running stitch with length 10

Example

The running stitch makes stitching a seam easier because you **won't** need a **loop** any more.

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This script does the same as the example on the left.

When scene starts

Start running stitch with length 10

Move 200 steps

The machine start a **running stitch** which will stitch every **10 steps**. Then the machine **moves 200 steps**. **10 Steps will result in a 2 mm seam. 200 steps therefore are a 4 cm seam.**

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Turn over

3 The zigzag stitch lets the machine stitch constantly with a variable length and width in a "**zigzag**" pattern.

Start zigzag stitch with length __2__

and width __10__

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Example

You can stitch **thicker seams** with the zigzag stitch.

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Try different values for the length and width to get to know this brick.

When scene starts

Start zigzag stitch with length __2__

and width __10__

Move __200__ steps

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4 The triple stitch works the same as the running stitch, but it sews up the every stitch three times.

Start triple stitch with length __10__

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Example

The triple stitch jumps back after the first stitch, stitches, then jumps back forward again and stitches again.

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This makes the seam **last longer**.

When scene starts

Start triple stitch with length __10__

Move __200__ steps

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5 "Stop current stitch" lets the current stitch stop.

Stop current stitch

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Example

You will need this brick if you want to **change the position** of the needle after starting a running, zigzag or triple stitch.

When scene starts

Start triple stitch with length __10__

Move __200__ steps

Stop current stitch

Place at

x: __100__ y: __200__

Otherwise an unwanted intermediate seam would occur.