Embroidery Bricks

Start running stitch with length 10

Start zigzag stitch with length 2
and width 10

Start triple stitch with length 10

Stop current stitch

BASIC









Stitch lets the machine stitch into the fabric once.



Stitch

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

With this you create a seam:

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

2

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

Start running stitch with length 10

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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.

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.





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



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

5

"Stop current stitch" lets the current stitch stop.

Start zigzag stitch with length 2 and width 10

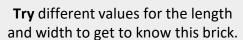






Example

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







Example

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

This makes the seam last longer.

When scene starts

Start triple stitch with length 10

Move 200 steps



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

Stop current stitch

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.