

55x90mm

Level:



Idee

Create a geometric mouse via coordinate hopping. For the eye of the mouse you will program a dot.

What's new?

- Coordinate hopping
- Stitch a dot (eye)

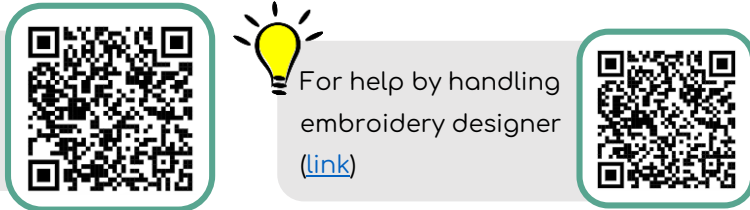
1 How to install "Embroidery Designer"

Install „Embroidery Designer“ from Google Play Store



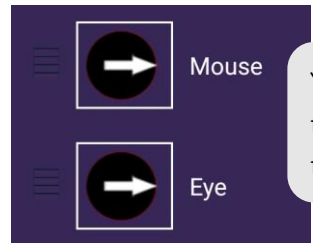
2 Create an empty project

If you have never created a new project in embroidery designer, please follow this QR Code. [\(link\)](#)



For help by handling embroidery designer [\(link\)](#)

3 Objects needed

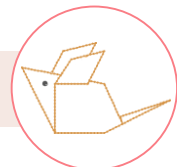


You will need an object for the body and one for the eye of the mouse

3 First blocks in "Mouse"

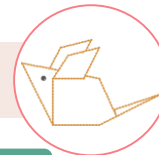


Set size of object
place the object
Start a triple stitch



5

continue with "Mouse"



```

Place at X: -50 Y: 25
Stitch
Place at X: 50 Y: 50
Stitch
Place at X: 0 Y: -50
Stitch
Place at X: -100 Y: -50
Stitch
Place at X: -100 Y: -200
Stitch
Place at X: 50 Y: -200
Stitch

```

```

Place at X: 250 Y: -100
Stitch
Place at X: 100 Y: -150
Stitch
Stop current stitch
Place at X: 106 Y: -172
Start triple stitch with length 10
Place at X: 50 Y: -50
Stitch
Point in direction 281 degrees
Move 45 steps
Stitch
Stop current stitch
Place at X: -100 Y: -200

```

```

Start triple stitch with length 10
Place at X: -200 Y: 0
Stitch
Point in direction 101 degrees
Move 120 steps
Stitch
Stop current stitch
Place at X: 7 Y: 41

```

```

Start triple stitch with length 10
Place at X: 25 Y: 75
Stitch
Place at X: -75 Y: 50
Stitch
Place at X: -110 Y: -17
Stitch

```

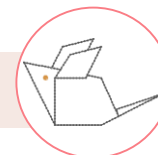


How to send pattern to embroidery machine [\(link\)](#)



6

Eye of Mouse



```

When scene starts
Set size to 20 %
Place at X: -125 Y: -50
Repeat 26 times
Stitch
Move 10 steps

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Turn right 180 degrees
Move 5 steps
Turn right 15 degrees
Move 5 steps
Move 10 steps
End of loop

```