

# Applique Edit Tool

Applies To:  Electric Quilt 8

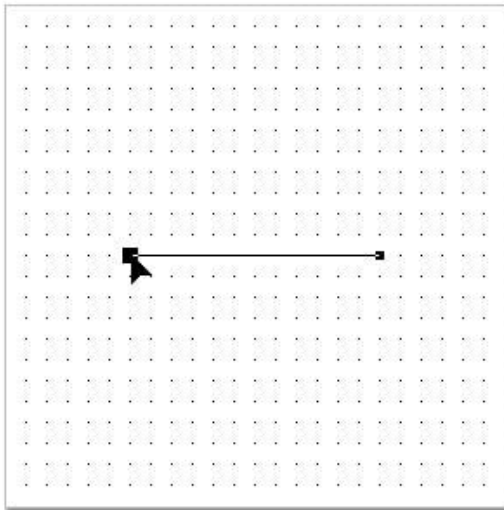


The **Edit** tool allows you to edit and change the shape of objects by using nodes and their handles to edit the curves and angles.

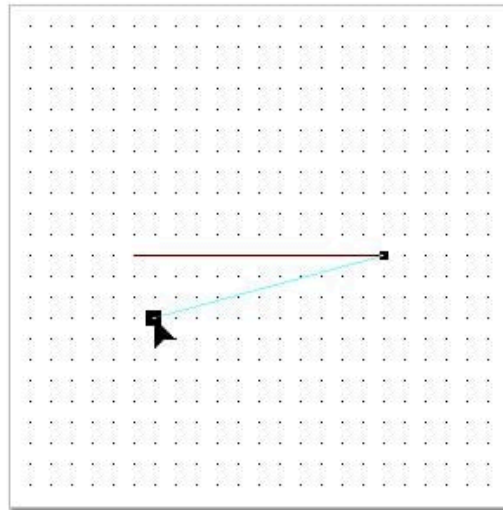
## To Change a Line Segment

Position the mouse over either end node.

Press the left mouse button to pick up the node and move it to a new location



Click on a node to select it.

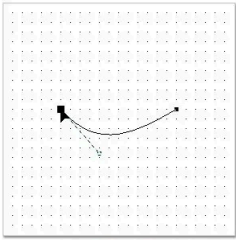


Move the node to new position or use it to **resize** the segment.

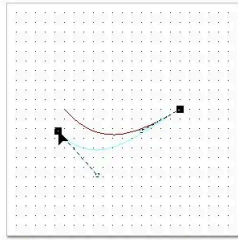
## To Change a Curve Segment

Position the mouse over either end node or the curve segment.

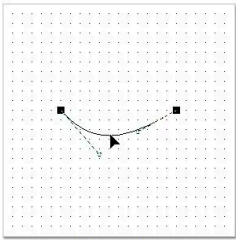
Press the left mouse button to pick up the node or curve and drag it until it's the shape you want.



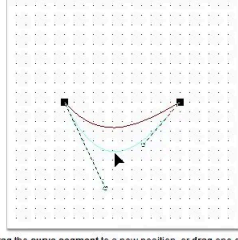
Click on a node to select it.



Move the node to new position or use it to resize the segment.



Click on the curve segment to select it.



Drag the curve segment to a new position, or drag one of the handles.

## Editing Segments and Nodes

When you click on a segment with the **Edit** tool, several editing options will enable in the palette.

### EDIT NODES AND SEGMENTS



Add Node



Delete Node



Join Segments



Break at Node



Convert to Line



Convert to Curve



Corner



Smooth



Cusp



Symmetrical

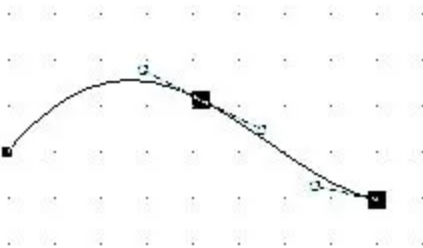
## Add Node/Delete Node



Add Node



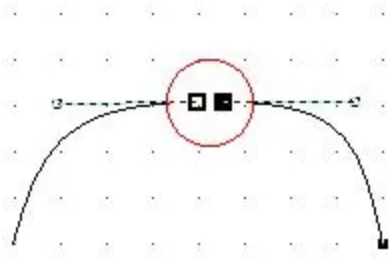
Delete Node



You can also double-click on the segment to add a node, and double-click on a node to delete it.


## Join Segments

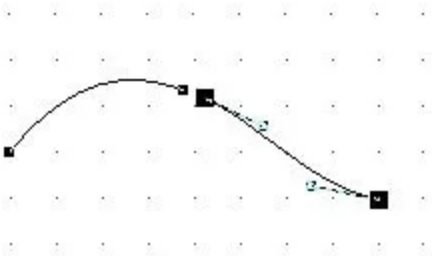
 Join Segments



Joins two selected nodes to create one segment or curve.

## Break at Node

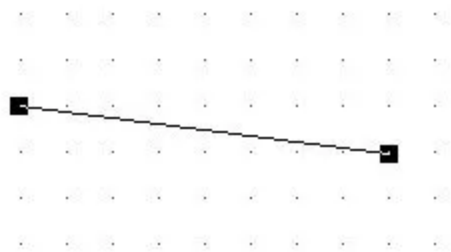
 Break at Node



Breaks the segment at the selected node.

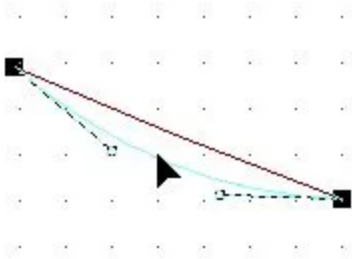
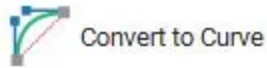
## Convert to Line

 Convert to Line



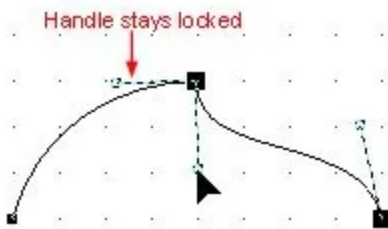
Converts a curve to a straight line segment.

## Convert to Curve



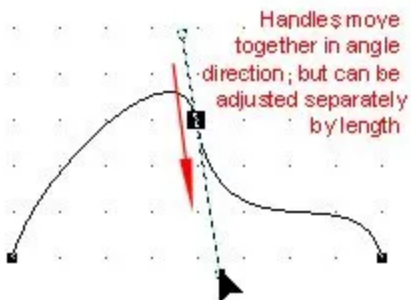
Converts a straight line segment to a curve.

## Corner



You may not notice a change when you click Corner. However, when you move one of the handles, you'll notice the other handle stays locked, creating the cornered affect.

## Smooth

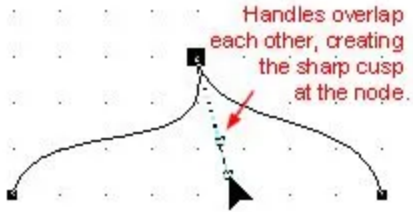


The two handles adjust with the same directional angle. Pull to change the lengths of the handles separately from each other.

## Cusp

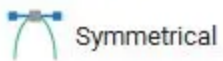


Cusp

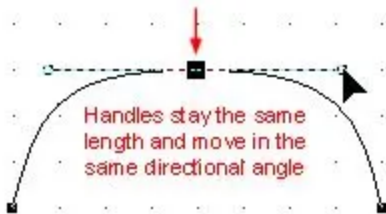


The two handles come together to create a sharp cusp at the node.

## Symmetrical



Symmetrical



Both handles constrain to the same length and move in the same directional angle, creating symmetrical curves.