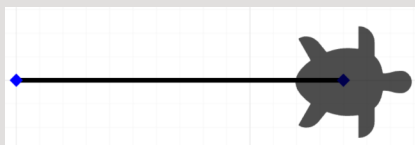


Avoiding Error Messages



move 70 steps



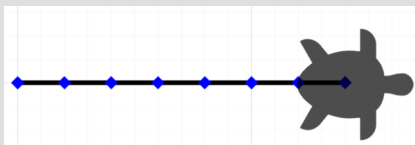
Without a stitch type, the turtle only adds a stitch at the beginning and end of each motion, in this case at 0 and 70 steps.

This script therefore will result in a **clamping warning**. The distance between the stitches is too long.

X are too long! (will get clamped)

running stitch by 10 steps

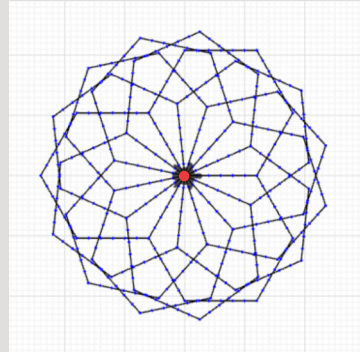
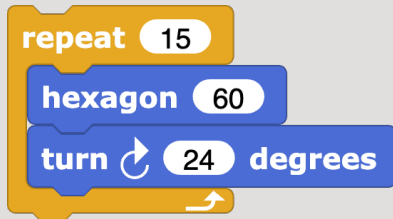
move 70 steps



By adding a block for the **stitch type** from the Embroidery category, this problem can be fixed.

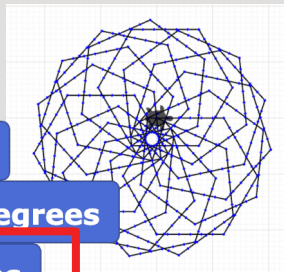
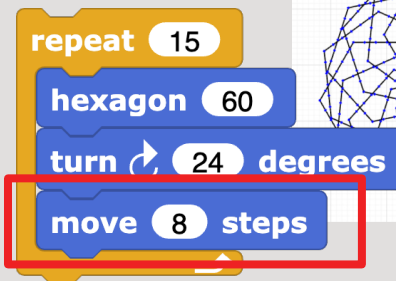
For more information about stitch types, check the card “Stitch Types”.

Avoiding Error Messages

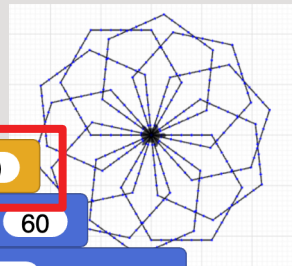
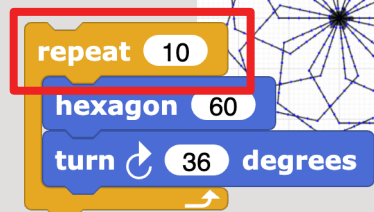


This script will result in a **DENSITY WARNING** - the needle has stitched into the same spot too often.

Unsolved DENSITY WARNINGs can lead to a broken needle



Moving 8 steps before drawing the next hexagon will create a small “stitch-free” circle in the center of the design.



Reducing the number of hexagons (< 12) starting at the same position will fix the density issue.