How to install ESA Fonts for Wilcom Software

Fonts will be downloaded as a zip file.
You will need to unzip them first before you can install them into your software.

How To Unzip a file or folder

Step 1. Right-click on the Zip file and choose Extract All
Step 2. Choose a location for the folder to be extracted into
   • If you checked "Show extracted files when complete", the files or folders within the Zip folder appear.
   • If you unchecked the box, a folder or file with the same name (without the Zip) should appear.
   • This folder will be your working copy of the data from the Zip file.
Step 3. You may keep the Zip file or delete it.

Once the zip file is extracted a new folder with the Font name will appear without the zipper icon symbol.
Inside this folder will be a file with the .ESA format. This is the file you will install into your software.

Follow these instructions to install .ESA fonts:

> Creative Cloud Fil
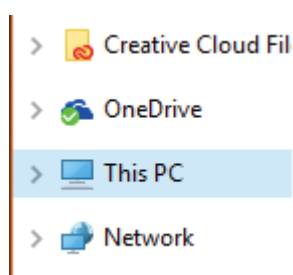
Step 1 Go to Your Computer and click on your C: drive (C:)

> OneDrive

Step 2 Double Click on 📁 Program Files (x86)

> This PC

Step 3 Double Click on the 📁 Wilcom folder

> Network

Step 4 Double Click on the 📁 Hatch Embroidery Software V1 folder or
V2 depending on which version of Hatch software you have

Double Click on the 📁 USERLETW folder.

This is the folder you copy the ESA files into.
A good way to do this would be to open two windows at once.
Open the USERLETW and the Font folder you want to install.
Drag the .ESA font into the USERLETW folder.

Your new fonts are now installed.
Restart your Wilcom Software.
The new fonts will be added to the Font List in the Lettering/Monogramming Palette

IMPORTANT
(ESA fonts will work with Wilcom Hatch and E3 software, will not load into Janome MBX and Bernina software)
Unless you have **Janome version 5 software**, follow the same directions.

1. C: drive (C:)
2. Program Files (x86)
3. Janome
4. Digitizer MBX
5. USERLETW

Note for Wilcom Studio E4 users:

Wilcom changed where the files go with the upgrade to 4.2. Just go into Program Files, instead of Program Files x86. You will see the Wilcom folder in Program Files now. Then the procedure to add fonts is the same from there.

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