

PFAFF

PC

DESIGNER™

S O F T W A R E

A



**COMPLETE
REFERENCE
GUIDE**



PC-DESIGNER

S O F T W A R E

COMPLETE REFERENCE GUIDE

Version 2.2 for Windows™

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Although the heading on the pages in this manual read as "PC-DESIGNER@Software for Windows@ Version 2.0, this manual and package are, in fact, Version 2.2 of the software.

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INTRODUCTION

PC-DESIGNER™ SOFTWARE

is a graphically-oriented stitch and pattern design system with powerful editing and transformation tools. With this software you are able to create your own stitch designs in a graphic environment — even multi-colored embroidery designs up to 120mm wide for owners of the Pfaff Creative Fantasy unit. You can then edit and save your work to a hard disk, floppy disk or Creative Card and send it directly into the memory of your sewing machine. You can even load the built-in stitches from your sewing machine into the computer, change them and send them back to your machine's P-Memory. Tools are also provided for working with the M-Memory, where you can combine different stitches into complete sequences. There are many more creative tools than ever included in this software version that allow you the freedom to design and manipulate your images as you see fit, then bring them into existence through your Pfaff sewing machine.

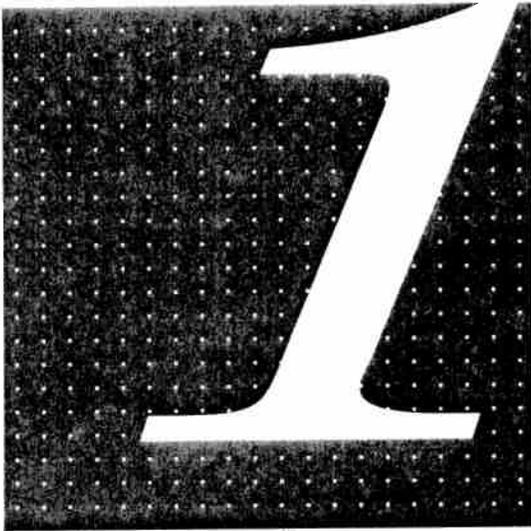
SYSTEM REQUIREMENTS

To use PC-DESIGNER™ Software, you must have the following minimum hardware configuration:

1. An IBM® or 100% IBM®-compatible computer.
2. 80286 processor or higher.
3. Windows™ 3.1 or higher.
4. Minimum 4 MB RAM. Note: Windows 95™ needs an additional amount of RAM.
5. Hard drive with 2 MB free space.
6. VGA resolution monitor or higher.
7. One RS232 serial port available for sewing machine interface.
8. A 3½" or 5¼" floppy disk drive for installing the software.
9. A mouse or other pointing device compatible with Windows™ 3.1 or higher.
10. A Pfaff creative® 7570, 7550 or 1475 CD sewing machine.

These optional hardware items are also recommended:

1. A scanner with software that produces black and white, uncompressed BMP files.
2. Pfaff's Creative Fantasy unit for the Pfaff creative® 7570.



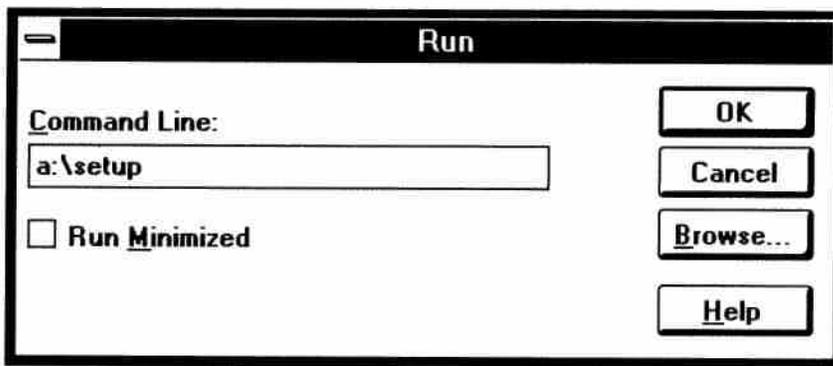
INSTALLING PC-DESIGNER™ SOFTWARE FOR WINDOWS™

INSTALLING ON YOUR HARD DISK

To install the PC-DESIGNER™ Software for Windows™ program on your computer, perform the following steps:

1. It is a good idea to check the compatibility of the sewing machine interface cable with your computer ports. This step is not necessary for a successful installation, however, and may be performed later. Shut down your computer and make sure your sewing machine is off before connecting any cables. The cable requires a male RS232 serial port on the computer. You may need a 9-pin adapter to use this cable with some computers. If you require the adapter and it did not come with your computer, you can purchase it from your Pfaff dealer or most computer supply stores. The other end of the cable connects to the sewing machine where the Creative Designer

- would normally connect. Make a note of the serial port on the computer (for example: COM2).
2. Start up your computer in the normal fashion. You should be at the Windows™ Program Manager before continuing with the next step.
 3. Insert the PC-DESIGNER™ Software for Windows™ disk into the A: (or B:) drive.
 4. In the Windows™ Program Manager, select RUN from the FILE menu.
 5. In the Run dialog box, type: **a:\setup** (or **b:\setup**), then click the OK button. (See ILL. #1.) Follow the on-screen instructions to complete the installation.



ILL. #1

6. When the installation is complete, you will be returned to the Windows™ Program Manager. PC-DESIGNER™ Setup has created a new Program Group, PC-DESIGNER™ Software for Windows™, where it placed its icon.

To start the application, simply double click on its icon, the red sewing machine.

INFO: To properly install this software, you will need to temporarily turn off or remove any memory resident anti-virus and screen saver programs. You may perform a scan on the disk before turning off the anti-virus program, if you wish. After PC-DESIGNER™ Software for Windows™ is installed, it is safe to turn on the anti-virus software or screen saver programs again.



PC-DESIGNER™ SOFTWARE FOR WINDOWS™ TUTORIAL

INTRODUCTION

Welcome to the Pfaff PC-DESIGNER™ Software for Windows™ program — the most sophisticated sewing machine software ever developed. This PC-DESIGNER™ Software is the most powerful version yet for enhancing the creative ability of the Pfaff creative® 7570, 7550 and 1475 CD sewing machines. The object of this tutorial is to teach you how to use the commands and tools to design your own original stitch patterns. By following the step-by-step exercises you will learn the functions of all the commands. Each exercise builds upon the skills learned in the previous exercise.

Throughout this tutorial are explanations, hints and tips to help you understand the program's capabilities. The exercises are designed to teach you not only how to use the different tools and menu commands but also, when and why to use them. At the completion of this tutorial you will have mastered all the

tools and menu commands you will need to unleash your creativity and design your own original stitch patterns.

Basics For Using This Tutorial.

Throughout this tutorial all text and keys to be typed from the keyboard are written in **bold** type. Menu names and commands are written in CAPITALS, optional shortcut keys will be stated following the command selections in **bold** type within (parenthesis). Shortcut keys are specially designated keys you can use to quickly execute a command instead of opening a menu and selecting a command. Refer to *Chapter 3, Command Reference Guide* for a complete list of shortcut keys and mouse commands. When an arrow (→) key is indicated, it will be shown with the same symbol that appears on the key. Numbered lists (1, 2, etc.) indicate a procedure with sequential steps. This manual can be used with the Pfaff creative® 7570, 7550 and 1475 CD. When the instructions differ for each machine, the 7570 will be used in the primary directions and, when different, the 7550 and 1475 CD instructions will follow in order in [brackets].

Help files are available for all commands. To access them, press the (F1) key or select from the HELP menu, HELP. When you are finished reading the help box, select from the HELP FILE menu, EXIT.

Before You Begin Using The PC-DESIGNER™ Software Program.

Before you begin working with the PC-DESIGNER™ Software program, you should do the following things:

1. Learn The Basics.

If you are new to computers, learn the basics about your computer, its operating system (DOS), Windows™ and other software you will use. You should be familiar with operating a mouse and such terms as click, double click, drag, highlight and select before you begin using the PC-DESIGNER™ Software program. Whenever you are instructed to click in an exercise, press the left mouse button. A standard 2- or 3-button mouse is supported. If you have a three-button mouse, ignore the center button. PC-DESIGNER™ Software uses the right and left buttons only.

2. Set Up Your Software And Hardware.

Install the PC-DESIGNER™ Software program onto your hard disk by following the instructions in *Chapter 1, Installing PC-DESIGNER™ Software for Windows™*. When working with the program, your Pfaff creative® 7570, 7550 or 1475 CD should be connected to the computer and switched on. Connect the cable to the Creative Designer port on the sewing machine. Whenever there is communication between the computer and a 7570 or a 7550, the display will change to a picture of a computer linked to the sewing machine. Whenever there is communication between the computer and the 1475 CD, the sewing machine display will be blank. When communication is complete, the display returns to the last setting displayed no matter which sewing machine is connected.

Opening The Program

To open the PC-DESIGNER™ Software program, double click on its icon, a red sewing machine. The program opens directly into the P-DESIGN section.

P-DESIGN Tutorial

The P-DESIGN section of the program relates to the P-Memories on the sewing machine. It is where you will create your own original stitch patterns and manipulate built-in stitch programs from the sewing machine. This section of the tutorial will give you a solid working knowledge of the P-DESIGN section. You will learn all the tools and commands necessary to design, save and sew a stitch pattern of your own. Techniques for designing embroideries for the Pfaff creative® 7570 Creative Fantasy embroidery unit are presented in the Creative Fantasy section of this tutorial. It is recommended that the exercises in the P-DESIGN section be completed before attempting the exercises in the Creative Fantasy section of this tutorial.

OVERVIEW OF THE P-DESIGN MENU, TOOLBAR AND COMMANDS

At the top of the window is the title bar. It displays the name of the file you are working on. It will show “New” when you are creating a new stitch pattern, the name of a previously saved stitch pattern, the program number of the first built-in stitch you retrieved or the P-Memory number where the stitch resides.

Below the title bar is the P-DESIGN Menu. (See ILL. #2.) Each menu name describes the commands under it. Point to a menu name and click the left mouse button to show the commands in the menu. Menu commands are selected by pointing and clicking the mouse on a command or using the shortcut keys listed to the right of the command. Shortcut keys will only work when the menu is closed. If there is nothing after the command, then selecting that command by using a shortcut key is not an option. All shortcut key options will be stated after standard command selections in **bold** type within (parenthesis). To close the menu without choosing a command, click the mouse anywhere outside the menu or press **Esc**.

You can also use the keyboard to open a menu and select commands. To open a menu, press **Alt**+the key for the underlined letter in the menu name. To select a command from an open menu, press the key for the underlined letter.

P-DESIGN MENU



ILL. #2

1 Click on the FILE menu to open it. FILE commands allow you to retrieve and insert stitch patterns, start a new design, save, make notes about the stitch pattern, print, switch to the M-DESIGN section or exit back to Windows™ Program Manager. When you want to exit the program, click on FILE, then click on the EXIT command (**Alt+F4**). For now, move to the next menu name by pressing the right arrow (→) key or clicking on

the next menu name. You do not have to close the FILE menu to open another menu.

2 EDIT commands allow you to cut, copy and paste sections of stitch patterns or complete stitch patterns. You can reverse or undo your last action. You can hide or show both the Toolbar and Status Bar. Press the right arrow (→) key to move to the next menu name.

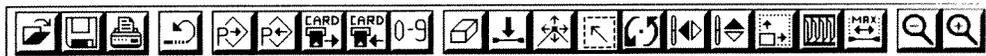
3 DESIGN commands are used to load and delete templates only. A template is like a tracing paper overlay or stencil. It is a guide to aid you in setting stitches. A template cannot be sent to the sewing machine or saved by itself. It can only be saved by setting stitches over it. The LOAD BMP-FILE command retrieves black and white, uncompressed BMP files that you previously saved using your scanner software, paint program or clip art program. Press the right arrow (→) key to move to the next menu name.

4 MACHINE commands allow you to insert and delete stitch programs, alphabets, P-Memories and Creative Card stitches from the work area. You can send your stitch design to the sewing machine, configure the program and quickly load all the memories that are currently residing on your sewing machine for easy access by the program.

5 TOOLS commands allow you to manipulate your stitch design, change the size, fill in areas and automatically trace your template with stitches.

6 FORMAT commands change the way you look at the work area. You can enlarge and reduce the work area for fine-tuning your design, view the stitch pattern in the actual sewing size, switch back and forth between a 9mm and a MAXI work area or select a Frame work area.

7 HELP commands access all the Help files. You can get help in regard to specific commands, mouse operation and a listing of all shortcut keys. You can print any of the Help topics by selecting from the FILE menu, PRINT TOPIC. To close the Help files, select EXIT from the HELP FILE menu.

P-DESIGN TOOLBAR

ILL. #3

Just below the main menu is the Toolbar. Clicking on a button will select a command or perform a function. These commands are also located in the menu.



OPEN — Displays the Open File dialog box for accessing previously-saved stitch pattern files from the hard disk or a floppy disk. Use this command only when starting a new stitch pattern or when the work area is empty.



SAVE — Updates the file of the stitch pattern currently in the work area or opens the Save File dialog box so you can save a new stitch pattern.



PRINT — Prints a paper copy of the stitch design currently in the work area.



UNDO — Reverses the last action or command.



LOAD P-MEMORY — Displays the sewing machine's P-Memory Directory. Select a P-Memory stitch pattern by double clicking the mouse on the P-Memory or highlighting and clicking the OK button. A dialog box opens displaying the status of the transfer. Use this command only when starting a new stitch pattern or when the work area is empty.



SEND P-MEMORY — Displays the sewing machine's P-Memory Directory. Select a memory slot for storage and click the OK button or double click on a memory slot. The stitch

pattern currently in the work area is sent to the sewing machine. A dialog box opens, displaying the status of the transfer.



LOAD CARD STITCH — Displays the directory of the Creative Card that is currently in the sewing machine. Select a stitch type, 9mm, MAXI or Frame, by clicking the button next to the name in the selection box. Icons of all the stitch patterns of a type are displayed in the selection box. To load a stitch pattern, highlight its icon and click the OK button. A dialog box opens displaying the status of the transfer. Use this command only when starting a new stitch pattern or when the work area is empty. This command is only available for the Pfaff creative® 7570.



SEND CARD STITCH — Sends the stitch pattern currently in the work area to the Creative Card. The stitch program is automatically placed after the last stitch in the appropriate type category. A dialog box displaying the status of the transfer appears on the screen while the transfer takes place. This command is only available for the Pfaff creative® 7570.



OPEN STITCH PROGRAM — Opens a dialog box where you type a stitch program number. After pressing **Enter**, the stitch program is displayed in the work area. Use this command only when starting a new stitch pattern or when the work area is empty.



DELETE — Deletes an individually-highlighted stitch or the highlighted section of the stitch design. All highlighted stitches will be deleted. Use the SELECT tool button or the SELECT command from the TOOLS menu to highlight a stitch or section.



SET STITCH — Inserts or adds a stitch to your design. The new stitch will be placed after the stitch that is highlighted. Use the SELECT tool button or the SELECT command from the TOOLS menu to highlight a stitch.



MOVE — Moves an individually highlighted stitch or a highlighted section of your stitch design to a new position. Use the **SELECT** tool button or the **SELECT** command from the **TOOLS** menu to highlight a stitch or section.



SELECT — Selects or highlights an individual stitch or section of your stitch design. To highlight a single stitch, click on the stitch. To highlight a section, click on the first stitch of the section, then press and hold the **Shift** key while clicking on the last stitch of the section.



ROTATE— Rotates the stitch design or the highlighted section. You can rotate any degree in a clockwise or counter-clockwise direction. When this command is active, an Angle field appears on the Status Bar showing the degrees the stitch has been rotated. The field closes when you cancel the command or switch to another command.



LENGTH MIRROR— Rotates the stitch design 180°, front to back, in the work area. If a section of the stitch pattern is highlighted, it will only rotate the highlighted section.

INFO: The original first stitch will be the last stitch and the last stitch will be the first stitch.



MIRROR — Flips the stitch design top to bottom in the work area. If a section of the stitch pattern is highlighted, it will only mirror the highlighted section.

INFO: In actual sewing it will be mirrored left to right.



NEW PATTERN SIZE — Opens a dialog box where you type new dimensions for your stitch pattern. You can size it proportionately or not. If a section of the stitch pattern is highlighted it will only change the size of the highlighted section.





FILL-IN STITCH — Opens a dialog box where you select from two modes of Fill-In stitching. After selecting Fill-In B, click inside the area to be filled in. After selecting Fill-In A, define the area by highlighting two lines. The program automatically fills in the area.



STITCH LENGTH — Opens a dialog box where you type in a stitch length number. The number, in millimeters (mm), represents the maximum distance between stitches. The program will automatically calculate where the stitches will be set according to this number. Use this command to set stitches closer together after auto tracing a BMP template.



ZOOM OUT — Reduces the current work area size by half.



ZOOM IN — Doubles the current work area size.

P-DESIGN STATUS BAR

Creative: 7570	Angle: 0.0	Mode <input checked="" type="radio"/> 9mm <input type="radio"/> small frame <input type="radio"/> MAXI <input type="radio"/> large frame	Coordinates x: 50 y: 40	
Stitch No:	Length[mm]:		<input type="checkbox"/> Automatic Stitch	
Actual No:	Width[mm]:			

ILL. #4

At the bottom of the screen is the Status Bar. It displays information about commands and the stitch pattern.

1 Creative displays the model of Pfaff creative® sewing machine selected. Use the CONFIGURATION command in the MACHINE menu to change the setting. If the machine that is connected differs from the configuration, a dialog box opens asking if you want to change the configuration. This only occurs when you try to send a stitch pattern to a P-Memory. When you change to another machine of the same or different

model, always use the SYNC. MACHINE command in the MACHINE menu to transfer all P- and M-Memories from that machine to the computer.

2 Stitch No displays the total amount of stitches you have set in your stitch pattern. A single P-Memory in the sewing machine will hold a 9mm stitch pattern with up to 999 stitch points and a MAXI stitch pattern with up to 8,000 points.

INFO: Early models of the Pfaff creative® 1475 CD machines will hold up to 999 stitches or stitch points in one memory. The memory of these machines can be upgraded by having a new computer chip installed on the main board. See your local authorized Pfaff dealer for additional information.

3 Actual No displays the numerical position of the highlighted stitch in the stitch pattern. The numerical position refers to the position of the stitch in the sewing path. This is the stitch or section on which the next command will be executed. It is helpful to know exactly which stitch you have highlighted in order to move, delete or insert in the correct place. When a section of the stitch pattern is highlighted, the Actual No refers to the last stitch selected for the section. Highlighting a section in ascending order will make the highest stitch number the Actual No. Highlighting a section in descending order will make the lowest stitch number the Actual No.

4 Angle displays the degrees the stitch pattern or section has been rotated. The amount of degrees rotated only appears while the mouse button or arrow key is depressed. This field is not displayed when the command is inactive.

5 Length (mm) displays the overall length of the stitch pattern in millimeters.

6 Width (mm) displays the overall width of the stitch pattern in millimeters.

7 Mode shows the current size of the work area. To change sizes, click the button next to the size you want. You can switch between 9mm and 60mm MAXI work areas when you are using a Pfaff creative® 7550 or 1475 CD. When using a 7570, you can also switch between Small Frame, Large Frame, MAXI and 9mm work areas. The Small Frame and Large Frame work areas are only available for Pfaff creative® 7570 sewing

machines and will be dimmed when the software is configured for the 7550 and 1475 CD sewing machines.

INFO: It is not recommended to switch a Frame stitch pattern to a 9mm or MAXI work area. The resulting stitch pattern may not sew properly unless it is sewn using the Creative Fantasy unit.

8 Coordinates displays the position of the highlighted stitch or section on an invisible grid. This grid and coordinates relate to the Creative Designer graph paper. The X coordinates represent the length or 'L' numbers and the Y coordinates represent the width or 'B' numbers. Six numbers in either direction (length or width) equal one millimeter of actual sewing. (Example: A line drawn from coordinates X: 0, Y: 0 to coordinates X: 36, Y: 0 would make a stitch 6mm long.) When a section of the stitch pattern is highlighted, the coordinates refer to the last stitch selected for the section. Highlighting a section in ascending order shows the coordinates of the highest stitch number. Highlighting a section in descending order shows the coordinates of the lowest stitch number.

9 Automatic Stitch shows you if the Automatic Stitch function is On or Off. The program automatically plots intermediate stitches when necessary for the sewing machine to be able to sew the stitch pattern you design. The sewing machine has stitch length and width limitations. When you make stitch points that exceed these limitations, the program inserts intermediate stitches. In the Automatic Stitch On mode, the box will show an X and the program inserts the necessary stitches. These stitches are shown as blue circles and cannot be selected, nor can commands be executed on these stitches. They do not actually exist until the stitch pattern is sent to the sewing machine. The total number of Automatic Stitches is displayed directly following the command. Add the number of Automatic Stitches to the Stitch No to determine the total amount of stitches the program will send to the sewing machine.

In the Automatic Stitch Off mode, the program keeps these stitches hidden. It will, however, add the stitches when you send the stitch pattern to the sewing machine.

The program defaults to Automatic Stitch Off when you start the program. Click the box to place an X there to turn the function On and display the number of Automatic Stitches.

When designing in either size Frame work area, the Automatic Stitch function is not available and the field is not displayed. Frame stitch patterns do not use the feed dogs to move the fabric, therefore these stitches are not necessary.

P-DESIGN WORK AREA

The center section of the screen contains the work area.

The work area is where your stitch pattern is displayed. There are four types of work areas: 9mm, MAXI, Small Frame and Large Frame. When the program opens, it defaults to a 9mm work area. There will be times when you may not be able to see all four parameters of the work area. Depending on the size of the work area and place where you are working, you may not see any parameters. To take full advantage of the work area size, your stitch pattern must touch both the top and bottom parameters.

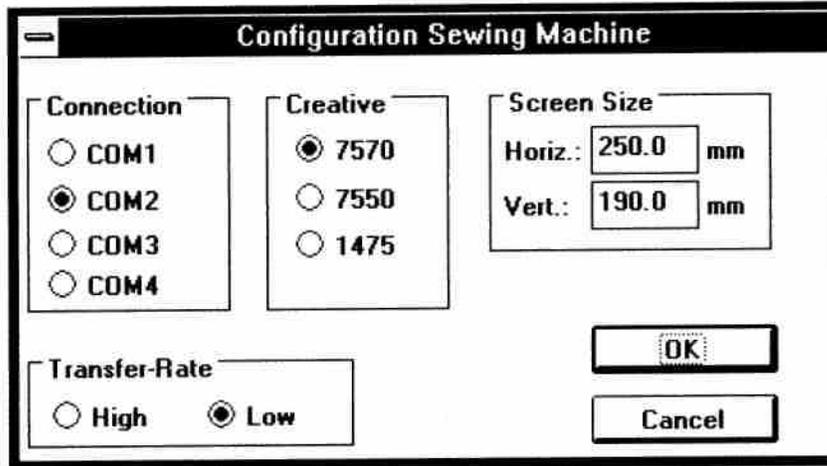
There are seven work area sizes for MAXI and Large Frame modes and eight work area sizes for 9mm and Small Frame modes plus the actual sewing size work area. As you click on the ZOOM IN button on the Toolbar, the size doubles. As you click on the ZOOM OUT button on the Toolbar, the size is reduced by half. To display the actual sewing size, select from the FORMAT menu the command 1:1.

EXERCISE #1: Configuring For Your System

And Synchronizing Your Sewing Machine

PC-DESIGNER™ Software must be configured for your computer system. Configuring ensures that the software knows which serial port and which model Pfaff creative® sewing machine is being used. It also allows you to enter the size of your screen in order that the stitch pattern will be displayed in actual size. You can also choose a transfer rate or speed.

1 Open the MACHINE menu by clicking on it. Select CONFIGURATION by clicking on it. The Configuration dialog box opens. (See ILL. #5.)



ILL. #5

2 In the Connection field, click on the button next to the port to which your sewing machine is connected. If the selection in the box does not match the actual port connected to the sewing machine an error message will appear when communicating with the sewing machine. In this case you will need to change the port selection. If your computer has more than two COM ports do not use two even- or two odd-numbered ports at the same time. All even- or all odd-numbered ports use the same interrupt. This may cause a problem if your mouse is on a port with the same interrupt as the sewing machine. In this case you will need to change the port where the sewing machine is connected and the configuration.

3 In the Creative field, click on the button next to the model of the Pfaff creative® sewing machine you will be using.

4 In the Screen Size field, drag the I-beam across the Horizontal field until it turns blue. In the box type, in millimeters, the horizontal measurement of your screen. Drag the I-beam across the Vertical field and enter the vertical measurement of your screen.

5 In the Transfer-Rate field, click the button next to either the High or Low rate. Select the high rate only if you are using a Pfaff creative® 7570 or 7550.

6 When you are satisfied with your choices, click the OK button. The box closes and your configuration is saved.

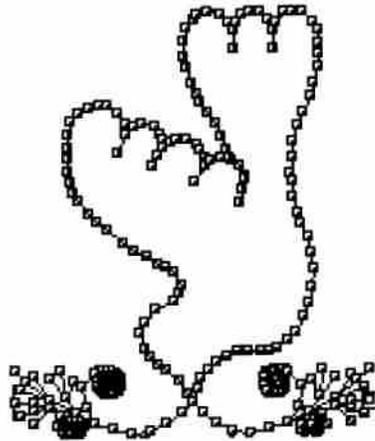
There may be times when the memory of the sewing machine does not match the memory information the program has. This can happen if you have added, deleted or changed a memory manually while still connected to the computer. In this case you should synchronize the machine.

7 Open the MACHINE menu by clicking on it. Select SYNC. MACHINE by clicking on it. The program is alerted that the memory contents of the sewing machine have changed and it should update its files the next time it accesses the sewing machine.

EXERCISE #2: Designing An Original Stitch Pattern

Using Built-In Stitches And A Template

In this exercise you will be adding stitches to a built-in 9mm stitch from the sewing machine to make it wider than 9mm. You will retrieve a branch stitch from the sewing machine, change the work area to MAXI and add stitches to make a dove. To help design the dove, you will use a template.



ILL. #6

1 Open the MACHINE menu by clicking on it. Select OPEN STITCH PROGRAM (F6) by clicking on it or click the OPEN STITCH PROGRAM button on the Toolbar. A dialog box opens

asking for the stitch program number. Use the keyboard to type **181 [98]**, then press **Enter** on the keyboard.

INFO: You cannot use the mouse to OK a stitch program entry.

Reduce the size of the work area by selecting from **FORMAT** menu **ZOOM OUT** or clicking its button on the **Toolbar**.

2 Whenever you load a stitch program, P-Memory, Creative Card stitch or a stitch file, the entire stitch pattern is highlighted. This highlighting is displayed as a dotted line. To cancel the highlighting, click the right mouse button inside the work area. The last stitch is highlighted. A red box surrounds the last stitch. Check the **Actual No** field in the **Status Bar**. It should read 82.

INFO: Most commands will only function on a highlighted single stitch or section. To highlight a single stitch, click the mouse on it. To highlight a section, click the mouse on the first stitch of the section, then press and hold the **Shift** key while clicking on the last stitch of the section. You can also highlight a section by clicking and holding on the first stitch of the section while dragging the mouse towards the last stitch of the section.

3 Open the **FORMAT** menu by clicking on it. Select **MAXI** by clicking on it or click the **MAXI** button on the **Status Bar**. You have just changed a 9mm work area into a **MAXI** work area to have room to put the dove. Notice how small the branch looks in the work area. This is because the work area is 60mm wide and the branch is 9mm wide.

4 Open the **DESIGN** menu by clicking on it. Select **LOAD BMP-FILE** by clicking on it. An **Open File** dialog box opens. Highlight the file, "DOVE", and click the **OK** button or double click on the file. The box closes and the dove **BMP** is displayed in the work area.

INFO: A **BMP** is a type of bitmapped image file format. Bitmapped images are composed of individual dots or pixels. Bitmapped formats include files with the extensions: **PCX**, **BMP** and **TIF**. **PC-DESIGNER™** Software only uses black and white, uncompressed files with the **BMP** extension. Most graphics and scanner software allow you to save in the **BMP** format.

5 Open the **TOOLS** menu by clicking on it. Select **SET STITCH** by clicking on it or clicking the **SET STITCH** button on the

Toolbar. The SET STITCH command always attaches the arrow pointer to the highlighted stitch. This command is used when you design an original stitch pattern or add stitches to an existing stitch pattern.

You should now have a line between the arrow pointer and the last stitch of the branch. Move the mouse around the mouse pad and the line stretches along. To create a stitch, move the mouse to where you want the next stitch and click the left mouse button. Think of the arrow pointer as the sewing machine needle, the line as elastic thread and each mouse click as the needle taking a stitch. Start at the beak and trace around the dove BMP, moving and clicking the mouse until you reach the beginning. When you finish, press the right mouse button or **Esc** to quit the command. The last stitch should be highlighted. Check the Status Bar. The Actual No and the Stitch No should match.

6 Now you will add the second half of the branch. Open the MACHINE menu and select INSERT STITCH PROGRAM by clicking on it. In the dialog box, type **181 [98]** and press **Enter**. Notice that only the second branch is highlighted. Do not cancel the highlighting.

INFO: You used two different commands to place the branches in the work area: OPEN STITCH PROGRAM (**F6**) and INSERT STITCH PROGRAM. Only use OPEN STITCH PROGRAM when you start a new design and the work area is empty. If you select this command when there are stitches in the work area, a dialog box will open asking if you want to save the pattern. Answering Yes will open the Save File dialog box, answering No will clear the work area without saving and Cancel will abort the command.

If you want to start a new design with a P-Memory, use the LOAD P-MEMORY (**F7**) command from the MACHINE menu. If you want to start a new stitch design with a saved stitch pattern use OPEN (**Ctrl+O**) from the FILE menu. Use INSERT STITCH PROGRAM when you want to incorporate a stitch program into an existing stitch pattern. The INSERT P-MEMORY command in the MACHINE menu inserts a P-Memory into an existing stitch pattern. The INSERT FILE command in the FILE menu inserts a saved stitch pattern file into an existing stitch pattern. All INSERT commands are used when you want to insert them into an existing stitch pattern in the work area. OPEN and LOAD commands must be used in an empty work area.

7 Open the TOOLS menu by clicking on it. Select LENGTH MIRROR (F4) or click the LENGTH MIRROR button on the Toolbar. The second branch was flipped so that both halves created a better flowing branch. Cancel the highlighting by clicking the right mouse button inside the work area.

By adding the dove to the branches you have learned to use most of the essential commands needed to design your own stitch pattern. You have learned how to retrieve a stitch and add to it, turn on the MAXI mode to make a stitch larger than 9mm, insert and flip a stitch pattern and use a template to aid in placing stitches. Now you can send the stitch pattern to the sewing machine to sew.

EXERCISE #3: Sending Stitch Patterns To

Sewing Machine Memory And Retrieving Them

In this exercise you will learn the commands necessary to send the stitch pattern to the sewing machine's P-Memory, overwrite an occupied P-Memory and erase a P-Memory.

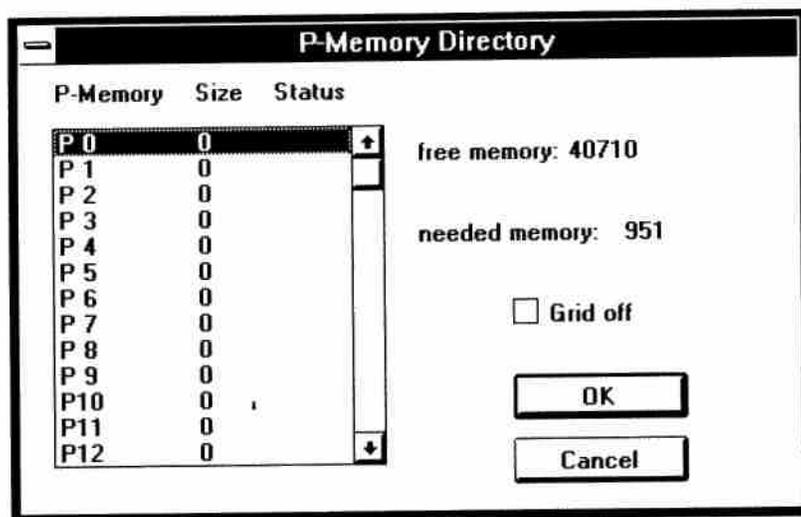
1 Open the MACHINE menu by clicking on it. Select SEND P-MEMORY (F3) by clicking on it or click the SEND P-MEMORY button on the Toolbar. The P-Memory Directory from the sewing machine appears with the first empty memory highlighted. (See ILL. #7.)

There is a check box for switching off the grid. The default is the grid turned on, indicated by a blank box. The Grid box controls only the X coordinates of stitch points that are sent to the sewing machine. It has no effect on the Y coordinates. Sending a stitch pattern while the grid is on, a blank box, results in all the odd numbered X coordinates being changed to even numbered X coordinates. This change, in most cases, will result in improved sewing. If you prefer your stitch points to remain as you set them, then place an X in the Grid Off box.

Click the OK button and the stitch pattern is sent to the highlighted empty memory. You can also move the arrow pointer to any memory and double click the left mouse button to transfer the stitch pattern into that memory. During the transfer,

a dialog box appears showing the transfer status and the P-Memory to which it is being transferred.

INFO: Anytime the computer and the sewing machine are communicating, the display on the Pfaff creative® 7570 and 7550 will show a computer and a sewing machine with a line connecting them [1475 CD display goes blank]. When communication is finished, the sewing machine display returns to the last setting before the communication, not the transferred setting. You always need to manually select M- and P-Memories and settings at the sewing machine.



ILL #7

INFO: The Pfaff creative® 7570 allows the additional function of sending 9mm and MAXI stitch patterns directly to a Creative Card in the sewing machine for sewing and storage. To send a 9mm or MAXI stitch pattern to the Creative Card, use the SEND CARD STITCH command in the MACHINE MENU or click its button on the Toolbar. For more detailed information, see the Creative Fantasy Design section at the end of this tutorial.

2 At the sewing machine, use the 'm-p' key and the numbered keys ['p' or prog. keys] to select the P-Memory that contains the new stitch pattern. Change to foot #8, engage the single pattern key and sew.

3 If all the P-Memories are full, you can overwrite a P-Memory. Overwriting means that the information currently residing in that memory will be erased, then replaced with new information. Open the MACHINE menu by clicking on it. Select SEND P-MEMORY (F3) by clicking on it or click the SEND P-MEMORY button on the Toolbar. When the P-Memory Directory opens, move the arrow pointer to an occupied memory and click the left mouse button. Now click the OK button or double click on an occupied memory. A warning box opens asking if you want to overwrite the P-Memory. Click the Yes button to overwrite, the No button to cancel and choose another memory or the Cancel button to abort the command.

4 If all the P-Memories are full, you can erase one at any time. Open the MACHINE menu by clicking on it. Select DELETE P-MEMORY by clicking on it. The P-Memory Directory from the sewing machine appears with P-0 highlighted. Move the arrow pointer to the memory you want to erase and click on it. Then click the Delete button or double click on the P-Memory you want to erase. A warning box opens asking if you want to delete the P-Memory. Click the Yes button to delete the memory or the No button to return to the P-Memory Directory. The directory stays open for you to delete multiple memories until you click the Close button. Now you can repeat Step #1 and send a stitch pattern to the empty P-Memory.

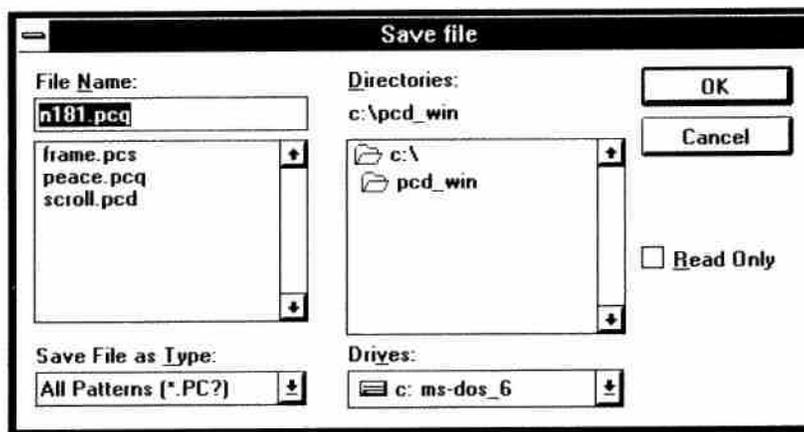
INFO: After manually erasing or changing a P- or M-Memory at the sewing machine, always use the SYNC. MACHINE command to update the computer files.

5 To retrieve a stitch pattern from the P-Memories, open the MACHINE menu by clicking on it. Select LOAD P-MEMORY (F7) by clicking on it or click the LOAD P-MEMORY button on the Toolbar. A box opens, asking if you want to save the stitch pattern shown in the work area. There are three choices: Click the Yes button to save, the No button to close the box and continue without saving or Cancel to cancel the command. For this exercise, click the No button. The P-Memory Directory opens. Select a memory by clicking on it and then click the OK button or double click on the P-Memory. The box closes and the P-Memory is displayed in the work area.

EXERCISE #4: Saving Stitch Patterns To Disk

This exercise shows how to save a stitch pattern to your hard disk or to a floppy disk. You can organize your stitch pattern files by creating directories with category names. To create a new directory, you need to refer to the section on creating a directory in your Windows™ manual.

1 Open the FILE menu by clicking on it. Select SAVE AS by clicking on it. The Save File dialog box opens. (See ILL. #8.) At the top is a field called File Name and below it a highlighted box with the name n181.PCQ [n98.PCQ]. This name means that the stitch program currently in the work area is #181 [#98] from the sewing machine. When you use the OPEN STITCH PROGRAM (F6) or LOAD P-MEMORY (F7) commands, the name that appears in the File Name field will match the stitch program or P-Memory number you selected using that command. The PCQ is called an extension and it contains information the program needs to store, retrieve and display stitch pattern files. All files with the PCQ extension are MAXI stitch patterns, all files with the PCD extension are 9mm stitch patterns and all files with the PCS extension are Frame stitch patterns. There are other extensions for other types of stitches and, as you use the program, you will recognize them and the type of files they represent.



ILL. #8

2 To name or rename a stitch, type the name in the File Name field. Type the name: DOVE. You can use up to eight characters in the name. They can be a combination of letters and numbers. Do not use any punctuation or spaces in the name. If you make a mistake, use the **Backspace** key to delete, then retype.

3 The next field shows the drive and directory where the stitch pattern will be saved. If your program was installed on your hard drive, C:, in the PCD_WIN directory, this field reflects this information. The C:\ refers to your hard drive, the PCD_WIN to the directory. If this is where you want to save the stitch pattern, then click the OK button. The box closes and your stitch pattern is saved in your PCD_WIN directory.

4 To save the stitch pattern to a directory other than PCD_WIN, open the FILE menu by clicking on it. Select SAVE AS by clicking on it. The Save File dialog box opens. The “DOVE” file is listed in the File Name field. If you want to change the name of the stitch pattern, follow the directions in Step #2. Click on the folder icon labeled C:\ in the Directories field, then click the OK button. A folder icon represents a directory. All the directories on your hard drive are displayed in the field. Use the up and down scroll buttons in the scroll bar to search for the directory. Select the directory by clicking on it. Now click the OK button or double click on the directory. Notice that the Directories field has changed to show the contents of the directory you selected. Click the OK button to save.

5 To save the stitch pattern to a floppy disk, put the floppy disk into the appropriate floppy disk drive, either A: or B:. Open the FILE menu by clicking on it. Select SAVE AS by clicking on it. The Save File dialog box opens. If you want to change the name of the stitch pattern, follow the directions in Step #2. Click on the scroll button in the Drives field to open the field. Click on the drive where you inserted your floppy disk. Notice that the Drives and Directories fields have changed to the ones you selected. Your stitch is not yet saved. Now click the OK button.

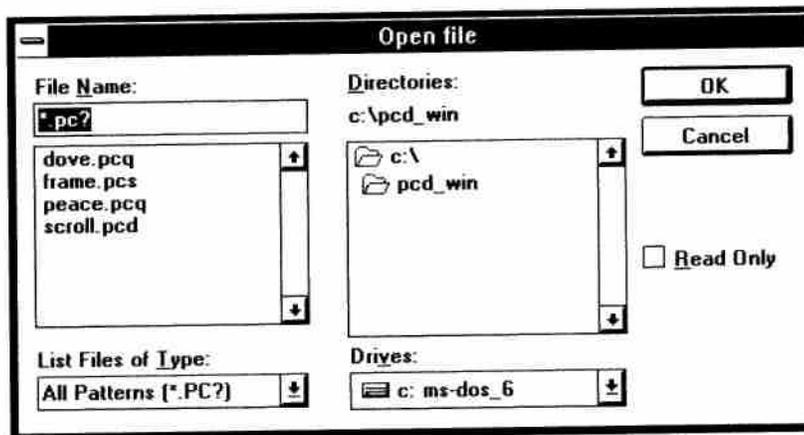
INFO: If you have several directories on your floppy disk, you need to choose the directory before you OK the save. It is a good habit always to check the Drives and Directories fields before saving any files.

EXERCISE #5: Opening Stitch Patterns Saved To Disk

In this exercise you will retrieve the stitch pattern you saved in *Exercise #4*. The program saves your stitch patterns with either of three different extensions. The extension for 9mm stitch designs is PCD, the extension for MAXI stitches is PCQ and the extension for Frame stitches is PCS. The key to finding a saved stitch pattern quickly is knowing the type of stitch you have saved. A MAXI, a 9mm and a Frame stitch can have the same name, but the extension for each stitch will be different. You can search through all the files for a stitch, search only the MAXI files (PCQ), only the 9mm files (PCD) or only the Frame files (PCS).

1 Open the FILE menu by clicking on it. Select OPEN (Ctrl+O) by clicking on it or click the OPEN button on the Toolbar. The Open File dialog box opens. It is similar to the Save File dialog box. It has fields for File Name, Drives, Directories and List Files of Type. (See ILL. #9.)

INFO: If you did not save the stitch pattern from the previous exercises, a warning box opens, asking if you want to save the pattern. Click the Yes button to save, No to continue without saving or Cancel to abort the current command.



ILL. #9

2 The File Name field is highlighted in blue and shows: *.PC? The star means that the program will show all the names of stitch patterns and the question mark means the program will

show stitch files with all three extensions. In the File Name field, all the stitch files currently residing in PCD_WIN are listed. Unless you have saved stitches other than the one from the previous exercise, there are four files listed: DOVE.PCQ, FRAME.PCS, PEACE.PCQ and SCROLL.PCD.

3 In the List Files of Type field, click on the scroll down button. Click on 9mm Pattern (*.PCD). The File Name field contains only one file, SCROLL.PCD. This file is used in *Exercises #8, 9 and 10*.

4 In the List Files of Type field, click on the scroll down button again. Now click on MAXI Pattern (*.PCQ). The File Name field lists all the saved MAXI stitch pattern files.

5 In the List Files of Type field, click on the down scroll button again. Now click on All Files (*.*). The File Name field lists all the files in the PCD_WIN directory, not only the stitch pattern files.

6 Next, move the arrow pointer to the File Name field and double click. The field turns blue. Type PEACE.PCQ and click the OK button. The dialog box closes and the program automatically retrieves the stitch pattern and displays it in the work area. The file “PEACE” is the original stitch pattern used for this exercise.

TIP: To quickly search for a specific stitch pattern, type the name and extension in the File Name field. When you are searching for a 9mm, MAXI or Frame stitch pattern and do not know the exact name, use the List Files of Type field. Choose the type of stitch pattern file and then double click on the name.

7 Now retrieve a stitch pattern from another directory. Open the FILE menu by clicking on it. Select OPEN (**Ctrl+O**) by clicking on it or click the OPEN button on the Toolbar.

8 In the Directories field, click on the C:\ directory icon and then click the OK button or double click on the C:\ directory icon. You can now see all the directories and sub-directories on the current drive (C: drive). Use the scroll down button to scroll through the list. When you find the directory you want, click on it to select it and click the OK button. You can also double click on the directory name. The list of available stitch pattern files will appear in the File Name field where you can select one. If the File Name field is empty, it means that stitch

select one. If the File Name field is empty, it means that stitch patterns were not saved to that directory.

9 Now retrieve a stitch pattern from a floppy disk drive. Insert a floppy disk into the proper drive. You do not need to have a floppy disk to follow along with this exercise. Open the FILE menu by clicking on it. Select OPEN (**Ctrl+O**) by clicking on it or click the OPEN button on the Toolbar. In the Drives field, click on the scroll down button. Now click on the letter of your floppy disk drive. The contents of the disk in your floppy disk drive are displayed in the File Name and Directories fields. You can then scroll through the directories and files on the floppy disk, just as you did on your C: drive.

If you did not put a floppy disk into a drive, a dialog box opens, telling you the computer cannot read the drive. Click the Retry button after inserting a floppy disk into the drive or click the Cancel button to return to the work area.

To close the directory box, either choose a stitch pattern file and click OK or click the Cancel button to return to the work area.

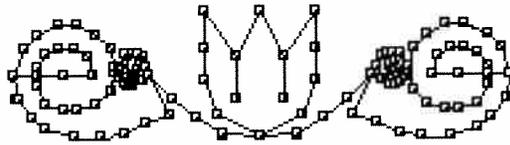
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In the previous five exercises you have learned to use most of the commands from the P-DESIGN menu to manipulate a built-in stitch, to save and retrieve a stitch pattern and to change the work area. The following exercises will teach you the functions of the remaining commands in the P-DESIGN menu. The directions for selecting a command are written in a more simplified manner.

The directions for selecting commands are built on the previous exercises and will be stated only when they differ from the usual fashion. When selecting commands, you should know how to use the mouse and keyboard to open the menu and how to highlight and to select the command called for in the exercise. When shortcut keys are available they will be listed in **bold** type within (parenthesis) immediately following the command called for in the exercise. Toolbar buttons will be stated after the initial command, where applicable.

EXERCISE #6: Using Selected EDIT, MACHINE And TOOLS Commands

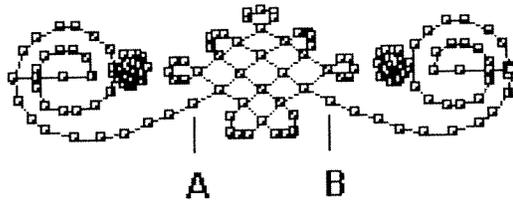
In this exercise you will work with the commands OPEN STITCH PROGRAM, DELETE, INSERT STITCH PROGRAM, MIRROR and MOVE. You will be inserting one built-in stitch into another stitch, resulting in the stitch pattern shown in ILL. #10.



ILL. #10

- 1 Select from the FILE menu, NEW (Ctrl+N).
- 2 Select from the MACHINE menu, OPEN STITCH PROGRAM (F6) or click the OPEN STITCH PROGRAM button on the Toolbar. In the box, type **88 [132]** and press **Enter**. If you are using a Pfaff creative® 7570 or 7550, the stitch program is displayed in a MAXI work area. If you are using a 1475 CD, the stitch program will be displayed in a 9mm work area. Click the MAXI button on the Status Bar to switch to a MAXI work area.
INFO: Some 9mm stitch programs on the 7570 and 7550 models will only be displayed in a MAXI work area. The reason is that the stitch program is longer than the screen on the sewing machine. The maximum stitch length that can be displayed on the screen for a 9mm P-Memory is 33mm. In order for the program to display a longer stitch program, it must use the larger MAXI work area. When you have the 9mm work area selected and open or load a stitch program that is larger than the current work area, a dialog box opens telling you the program will exceed the work area. It asks you if you want to change the work area. Click the Yes button to edit the stitch pattern in a MAXI work area.
- 3 Cancel the highlighting by clicking the right mouse button inside the work area.
- 4 Select from the FORMAT menu, ZOOM IN (F8) or click the ZOOM IN button on the Toolbar.

5 Next you will highlight and delete the center section of the stitch pattern. Click on point A in ILL. #11 to highlight it. Check that the Status Bar shows Actual No: 45. Hold down the **Shift** key and move the arrow pointer to point B in ILL. #11. Actual No: 109, and click. Release the **Shift** key. The center section is highlighted.



6 Delete the highlighted section by selecting DELETE (**Delete**) from the TOOLS menu or clicking the DELETE button on the Toolbar. The section that was highlighted is deleted from the work area. A straight line connects the two remaining sections of the stitch pattern. The highlighted stitch is Actual No: 45.

TIP: You can also use the CUT (**Ctrl+X**) command in the EDIT menu. The three commands, DELETE (**Delete**) in the TOOLS menu, CUT in the EDIT menu and the DELETE button on the Toolbar, all delete the highlighted stitch or section. Only the CUT command copies the cut section to the Clipboard. You can then use the PASTE (**Ctrl+V**) command from the EDIT menu to paste the cut section into another area of your stitch pattern.

7 When you want to insert a stitch program or P-Memory, the stitch in front of the place where you want to insert it must be highlighted. Highlight the left stitch before the gap that was created by the deletion. Actual No: 44, by clicking the left mouse button on it.

INFO: You can also move the highlight by using the arrow keys. The right arrow (**→**) key moves the highlight to the next higher-numbered stitch in the sewing path. The left arrow (**←**) key moves the highlight to the next lower-numbered stitch in the sewing path.

8 Select from the MACHINE menu, INSERT STITCH PROGRAM. In the box, type **133 [47]** and press **Enter**. The tulip stitch is inserted after the highlighted stitch, Actual No: 44. Do not cancel the highlighting.

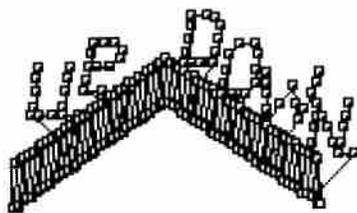
9 Select from the TOOLS menu, MIRROR (F5) or click the MIRROR button on the Toolbar. Only the highlighted section was mirrored.

10 Now center the tulip inside the scroll. Select from the TOOLS menu, MOVE or click the MOVE button on the Toolbar. Move the arrow pointer to the center of the highlighted section. Click and hold the left mouse button. A box appears around the stitch section. The highlighted section is what will be moved and the box is what follows the mouse movements. Drag the box to the left to center it, then release the button. Exit this command by pressing the right mouse button. Notice that you also cancelled the highlighting.

11 Now send the stitch to the sewing machine. Select from the MACHINE menu, SEND P-MEMORY (F3) or click the SEND P-MEMORY button on the Toolbar. Select a P-Memory to store the stitch pattern. Manually select the P-Memory at the sewing machine, attach foot #2A, engage the single pattern key and sew the stitch.

EXERCISE #7: Adding Letters To Your Design

Combining letters with built-in or original stitch patterns adds a personal touch to your embroidery designs. Any of the 9mm alphabets can be incorporated into your design. All letters are typed directly from the keyboard. In this exercise you will use Stitch Program #207, the MAXI satin zigzag and the block alphabet to create the stitch pattern seen below.



ILL. #12

1 Select from the FILE menu, NEW (Ctrl+N).

2 Select from the MACHINE menu, OPEN STITCH PROGRAM (F6) or click the OPEN STITCH PROGRAM button on the Toolbar. In the box, type **207** and press **Enter**.

3 Cancel the highlighting by clicking the right mouse button inside the work area.

4 Select from the FORMAT menu, ZOOM IN (F8) or click the ZOOM IN button on the Toolbar once.

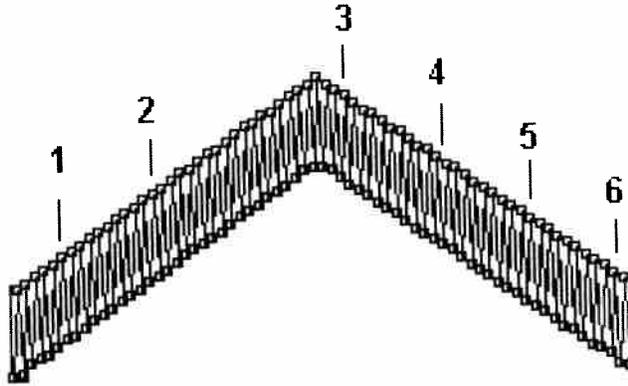
5 Select from the MACHINE menu, ALPHABETS. A sub-menu opens. From this sub-menu, select BLOCK LETTERS by clicking on it. You have changed from the default alphabet style of SCRIPT LETTERS to the BLOCK LETTERS style.

TIP: When the program opens, the default alphabet style is SCRIPT LETTERS. SCRIPT LETTERS includes the upper and lower case script style. To access the letters, just type directly from the keyboard. The letters are displayed in the work area. Use the **Shift** key to type upper case letters. To change styles, select from the MACHINE menu, ALPHABETS. Then choose the style from the sub-menu by clicking on it. The new style remains in effect until you change it or exit the program.

INFO: The LARGE SCRIPT and MONOGRAM styles are only available for the Pfaff creative® 7570 in the two Frame sizes.

6 The SELECT tool should be active. If it is not active, click its button on the Toolbar or select from the TOOLS menu, SELECT.

TIP: When either the SET STITCH, MOVE or SELECT tool is active, its button on the Toolbar is white and depressed and a check is placed in front of the command in the menu. The SELECT tool is the default tool. After exiting a command or completing a function, the SELECT tool is active. After quitting the DELETE, SET STITCH and MOVE commands, the SELECT tool is active.



ILL. #13

7 Highlight stitch point 1 in ILL. #13 by clicking on it. In this exercise, the placement of the letters is not critical. Type **U**. The letter **U** is inserted after the highlighted stitch. Do not cancel the highlighting.

8 Select from the **TOOLS** menu, **MOVE** or click the **MOVE** button on the Toolbar. Move the arrow pointer to the first highlighted stitch on the left. Click and drag the letter to the left, away from the satin stitching. Cancel the highlighting by clicking the right mouse button.

TIP: After typing a letter and making changes to it, cancel the highlighting. If you do not cancel the highlighting, the next letter you type will replace it.

9 Highlight stitch point 2 in ILL. #13 by clicking on it. Type **P**. Do not cancel the highlighting.

10 Select from the **TOOLS** menu, **MOVE** or click the **MOVE** button on the Toolbar. Move the arrow pointer to the first highlighted stitch on the left. Click and drag the letter to the left, away from the satin stitching. Cancel the highlighting by clicking the right mouse button.

11 Highlight stitch point 3 by clicking on it. Type **D**. Do not cancel the highlighting.

12 Select from the **TOOLS** menu, **MOVE** or click the **MOVE** button on the Toolbar. Move the arrow pointer to the first highlighted stitch on the left. Click and drag the letter to the right, away from the satin stitching. Cancel the highlighting by clicking the right mouse button.

- 13** Highlight stitch point 4 by clicking on it. Type **O**.
Do not cancel the highlighting.
- 14** Select from the TOOLS menu, MOVE or click the MOVE button on the Toolbar. Move the arrow pointer to the first highlighted stitch on the left. Click and drag the letter up and to the right, away from the satin stitching. Cancel the highlighting by clicking the right mouse button.
- 15** Highlight stitch point 5 by clicking on it. Type **W**.
Do not cancel the highlighting.
- 16** Select from the TOOLS menu, MOVE or click the MOVE button on the Toolbar. Move the arrow pointer to the first highlighted stitch on the left. Click and drag the letter to the right, away from the satin stitching. Cancel the highlighting by clicking the right mouse button.
- 17** Highlight stitch point 6 by clicking on it. Type **N**.
Do not cancel the highlighting.
- 18** Select from the TOOLS menu, MOVE or click the MOVE button on the Toolbar. Move the arrow pointer to the first highlighted stitch on the left. Click and drag the letter up and to the right, away from the satin stitching. Cancel the highlighting by clicking the right mouse button.
- 19** Now send the stitch to the sewing machine. Select from the MACHINE menu, SEND P-MEMORY (**F3**) or click the SEND P-MEMORY button on the Toolbar. Select a P-Memory to store the stitch pattern. Manually select the P-Memory at the sewing machine, attach foot #8, engage the single pattern key and sew the stitch.

INFO: When using alphabets in the P-DESIGN section, be aware of the total length of your stitch pattern. The maximum length of a 9mm stitch pattern for the Pfaff creative® 7570 and 7550 is 33mm [166.5 mm]. If you insert a stitch pattern or program that makes the length exceed this limit, the program will fit it in as best as it is able. This may cause some irregular stitches or overlapping at the end of your design. You can turn it into a MAXI stitch program, but in this case it would be better to use the stitch patterns or programs in a sequence in the M-DESIGN section.

EXERCISE #8: Using The FILL-IN STITCH Command With Fill-In B

The next four exercises are devoted exclusively to satin stitch fill-in. The FILL-IN STITCH command can be used in many different ways to fill in an area. The different looks of the final satin stitching are the result of the way you use this command. The FILL-IN STITCH command has two modes. This first exercise uses Fill-In B since it is the easier of the two modes to use. This exercise uses a 9mm stitch but the commands will work the same for a MAXI and a Frame stitch pattern.

Fill-In B allows you to customize your satin stitches. You can change not only the density but also the angle of the fill-in. You do not define lines or an area, just click in the middle of a closed area in your stitch pattern. You cannot choose a Base Stitch or Center Line stitch.

Fill-In B always retains the straight stitch outline of the satin stitched area. It also assumes you need to return to the beginning or the first stitch point in the area before continuing on the sewing path. This type of sewing path will usually need reverse balancing at the sewing machine. Before you sew your design for the first time, try setting the machine at a reverse balance setting of +2. After test sewing, readjust the balance, if necessary. For more information on balancing the sewing machine, see *Exercise #19: Balancing Your Stitch Pattern For Your Sewing Machine* in this tutorial.

INFO: Frame stitch patterns do not need balancing since the sewing machine feeding system is not used.

You will be using Fill-In B and the “Scroll” stitch pattern that came with the program to see how the custom choices give different looks to the final satin stitching.

INFO: The different Pfaff creative® sewing machines have different amounts of memory available for storage of stitch patterns. Depending on which model you are using, you may create a satin stitch pattern that cannot be sent to the sewing machine. The Pfaff creative® 7570 and 7550 have the largest memories, with 8,000 stitch points allowed to be stored in a single P-Memory for a MAXI stitch pattern and up to 999 stitch points allowed to be stored for a 9mm stitch pattern in a single P-Memory. Remember, the program does not count Automatic

Stitches. You must turn the function to the On position and add the Automatic Stitch count to the Stitch No total. If, when you try to send a stitch pattern to the sewing machine, you get a warning message stating that the pattern has too many stitches for storage in the P-Memory, you will have to delete the extra stitches. Do not confuse this warning message with the message that states the sewing machine does not have enough free memory. This message means that the total memory across all P-Memories is insufficient and you should erase a P-Memory that you no longer need.

TIP: Turn on the Automatic Stitch function by clicking the button on the Status Bar. The amount of Automatic Stitches is displayed after the function name. This amount is not reflected in the Stitch No total. The Automatic Stitch total and the Stitch No total must be added together for the actual amount of stitch points that will be sent to the sewing machine. For more information, see *Exercise #12: Understanding The AUTOMATIC STITCH Command* in this tutorial.

1 From the FILE menu, select OPEN (**Ctrl+O**) or click the OPEN button on the Toolbar. In the Open File dialog box, highlight the file named “Scroll” and click the OK button or double click on the file name. Click the ZOOM OUT button to reduce the work area.

2 From the TOOLS menu, select FILL-IN STITCH or click the FILL-IN STITCH button on the Toolbar. The Fill-In dialog box opens. It contains the two modes of satin stitching and their options. Fill-In A is the default mode. The button is black. Select Fill-In B by moving the arrow pointer to the button in front of Fill-In B and clicking. Stitch Density, Stitch Angle and Structure Stitch are available options. Stitch Density can be increased or decreased from the default density of 0.33. The Stitch Angle can be changed from the default of 90° to any angle from 1° to 360°. Some of the angles will not look well in the final stitching, so you will need to experiment to find the angle that works best in your design. Fill-In B adds intermediate stitch points to the zigs and zags of the satin stitches. Structure Stitch controls the placement of these stitch points. When the function is active, the stitch points are added echoing the outline of the area; when inactive, the stitch points are placed in a grid-like pattern within the area. Both types of intermediate stitches are set at a maximum length

of 4mm. A check in the box indicates the function is active. Keep the function turned on. Click the OK button.

3 Move the arrow pointer to anywhere inside the scroll and click. The hourglass appears telling you to wait while the program calculates and completes the fill-in.

4 The area is filled in and the Fill-In Options dialog box opens. You can choose any of the options by clicking its button. Accept Stitches will finalize the fill-in. Change Options opens the Fill-In dialog box, allowing you to change the density or angle. Cancel closes the box and erases the fill-in.

5 Click the Change Options button. **Tab** once to change to the Stitch Angle box or move the arrow pointer to the Stitch Angle box and double click or drag the I-beam cursor to highlight the box. Type **180** and click the OK button. The fill-in is now running horizontal in the stitch pattern. The Fill-In Options dialog box reopens.

6 Click the Change Options button. **Tab** once to change to the Stitch Angle box or move the arrow pointer to the Stitch Angle box and double click or drag the I-beam cursor to highlight the box. Type **45** and click the OK button. The fill-in is now running at a 45° angle in the stitch pattern.

TIP: The best angle for sewing is 90 degrees. A 90° angle uses the needle swing to sew a satin stitch while the feed dogs only move forward or backward. It is easier for the sewing machine to satin stitch using the needle swing. The result will be a smoother satin stitch with a minimum of balancing required. A 180° angle requires the feed dogs to move the fabric backward and forward to sew the satin stitch. The foot, while moving backward, is also climbing over the previous stitching. This climbing causes some resistance in the reverse sewing. To correct the feeding, use the plus (+) reverse balance key. A 45° angle uses both the needle swing and feed dog movement to satin stitch. Since there is some reverse feeding, you may need to plus (+) the reverse balance. This angle is very attractive when used to fill in leaves and monograms. On the screen, a 45° angle shows the satin stitching going from lower left to upper right; the opposite direction of this is a 315° angle, with the stitching going from lower right to upper left.

7 Click the Change Options button. **Tab** once to change to the Stitch Angle box or move the arrow pointer to the Stitch

Angle box and double click or drag the I-beam cursor to highlight the box. Type **90** and click the OK button. In the Fill-In Options box, click the Accept Stitches button.

8 Send the stitch to the sewing machine. Select from the MACHINE menu, SEND P-MEMORY (**F3**) or click the SEND P-MEMORY button on the Toolbar. At the sewing machine, select the P-Memory, attach foot #2A and sew several repeats. Remember to adjust the reverse balance.

EXERCISE #9: Changing The Fill-In Stitch Density

The Stitch Density field in the Fill-In Options dialog box lets you change the distance between stitches. You can change the density of both Fill-In stitch modes by changing the numbers in the Stitch Density field. Most sewing machine built-in satin stitches have a default density of 0.35mm. The default density of both Fill-In stitch modes is 0.33mm. The density can be increased or decreased to accommodate the area or the sewing. An extremely dense setting may cause a build-up of thread and impede the feeding of the fabric. The lowest or most dense setting is 0.2mm.

1 Select from the FILE menu, OPEN (**Ctrl+O**) or click the OPEN button on the Toolbar. In the Open File dialog box, highlight the file named “Scroll” and click the OK button or double click on the file name. Click the ZOOM OUT button to reduce the work area.

2 Select from the TOOLS menu, FILL-IN STITCH or click the FILL-IN STITCH button on the Toolbar. The Fill-In dialog box opens.

3 The Stitch Density field is active. Type **0.2** and click the OK button. Move the arrow pointer inside the scroll and click. The satin stitches are extremely close together. This may cause a build-up of thread on most fabrics.

4 In the Fill-In Options dialog box, click the Change Options button. In the Stitch Density field, type **0.8** and click the OK button. The satin stitches are very far apart. There are fewer stitches filling the area.

5 In the Fill-In Options dialog box, click the Change Options button. In the Stitch Density field, type **0.35** and click the

OK button. In the Fill-In Options dialog box, click the Accept Changes button. This is an average density.

TIP: A Stitch Density between 0.30 and 0.40 is the most practical for stitch patterns that use the sewing machine feeding system. When typing in the density, do not forget the decimal point. Omitting it will give you a very sparse satin stitch.

EXERCISE #10: Fill-In A And Center Line Option

Fill-In A mode is an automatic command. It calculates the angle and distance between stitches that is needed to fill in the selected area. Fill-In A mode needs two lines to define an area for filling in. These two lines do not necessarily have to define a closed area. They can also be top and bottom or left and right of a section you want to fill in. The most important rule is how to define the lines.

Each line needs two points. The first point defines the beginning and the second point defines the end of the line. After you define the two points, the line between them is highlighted. This is the same procedure as highlighting an area to move or delete.

You also need to define the second line with two points. After you define the second line, the entire area that relates to these two lines is filled in. The fill-in uses the shorter of the two lines to set the stitches at the density you have selected. The longer line will accordingly be less dense. The distance between stitches will not necessarily be equal and a smaller area will have fewer stitches. You can choose to have a Base Stitch or Center Line stitch. You will also learn about the Center Line stitch option in this exercise.

Structure Stitch is not an option with Fill-In A. The program sets intermediate stitch points at a maximum length of 10.8mm in a grid-like manner.

Fill-In A mode is the default mode and should be the first choice for your satin stitch designs. Even though the angle cannot be changed, it gives the designer more “artistic control” over the final look of the fill-in area. The fill-in areas can be controlled by the way the area is defined. This means that areas do not have to

be totally enclosed or outlined with stitches in order to fill them in. This mode does not retain the straight stitch outline of the area and will usually satin stitch in a forward direction. Fill-In A mode will need less reverse balancing than the Fill-In B mode.

1 Select from the FILE menu, OPEN (**Ctrl+O**) or click the OPEN button on the Toolbar. In the Open File dialog box, highlight the file named “Scroll” and click the OK button or double click on the file name. Click the ZOOM OUT button to reduce the work area.

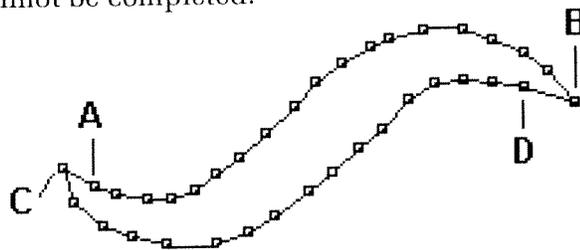
2 From the TOOLS menu, select FILL-IN STITCH or click the FILL-IN STITCH button on the Toolbar. The Fill-In dialog box opens.

3 Select Fill-In A by clicking its button. Click the OK button.

4 To highlight the first line, click on point A in ILL. #14. This is stitch Actual No: 2 on the Status Bar. Hold down the **Shift** key and click on point B. This is stitch Actual No: 22 on the Status Bar. The line changes to a dotted line. Press **Enter**.

5 To highlight the second line, click on point C, Actual No: 39 on the Status Bar. Hold down the **Shift** key and click on point D, Actual No: 23 on the Status Bar. The line changes to a dotted line. Press **Enter**. The fill-in is complete and the Fill-In Options dialog box opens.

INFO: If you do not press **Enter** after each line is defined, the fill-in cannot be completed.



ILL. #14

6 Click the Change Options button. In the Fill-In dialog box, check the Center Line box by clicking on it. You can also **Tab** three times to highlight Center Line and then press the **Space Bar** to toggle the X. Now click the OK button. In the Fill-In Options dialog box, click the Accept Stitches button.

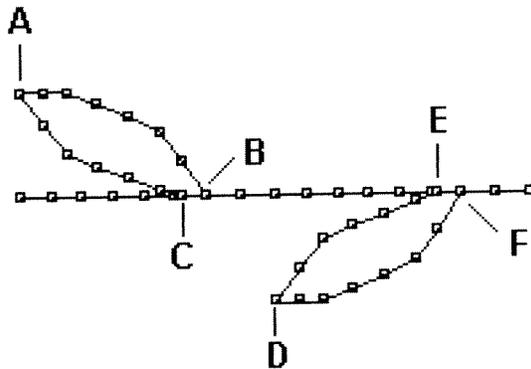
Notice the difference. The Center Line is the line of stitches or needle drop running down the center of the satin stitching. Selecting Center Line ensures that the added stitch is exactly in the middle of each zig and zag.

TIP: Use the Center Line option when you are filling in leaves, petals and stems. The center stitch will look like a vein, nicely dividing the leaf in half. Try it when designing a monogram. It emphasizes the curves in the satin stitch areas.

EXERCISE #11: Fill-In A And Base Stitch Option

Base Stitch is a row of stitches that either follows the outline of the satin stitch area or hides underneath the satin stitching. When Base Stitch is selected, the stitching is hidden underneath. When Base Stitch is turned off, it follows the shape of the satin stitch section. In this exercise you will see the difference in the stitching when the Base Stitch is turned off and on.

1 Select from the MACHINE menu, OPEN STITCH PROGRAM (F6) or click the OPEN STITCH PROGRAM button on the Toolbar. In the box, type **121 (111b)**. Even though there is a filled-in version of this stitch already on the sewing machine, it is a good example of using the Base Stitch and how to fill in leaves. Click the ZOOM OUT button on the Toolbar.



ILL. #15

2 Select from the TOOLS menu, FILL-IN STITCH or click the FILL-IN STITCH button on the Toolbar. Select Fill-In A if it is not already selected. De-select the Center Line option if it is still selected. Then click the OK button.

3 Define the first line by clicking on the tip of the left leaf, point A in ILL. #15, Actual No: 14. Hold down the **Shift** key and click on point B, stitch Actual No: 21 on the Status Bar. Press **Enter**. Define the second line by clicking on point A again. Hold down the **Shift** key and click on point C, Actual No: 6 on the Status Bar. Press **Enter**. The area is filled in. In the Fill-In Options dialog box, click the Accept Stitches button.

4 Select from the TOOLS menu, FILL-IN STITCH or click the FILL-IN STITCH button on the Toolbar. Turn on the Base Stitch by clicking in the box. You can also **Tab** once to highlight Base Stitch and press the **Space Bar** to toggle the X. Now click the OK button.

5 Define the first line by clicking on the tip of the right leaf, point D in ILL. #15, Actual No: 61. Hold down the **Shift** key and click on point F, stitch Actual No: 68 on the Status Bar. Press **Enter**. Define the second line by clicking on point D again. Hold down the **Shift** key and click on point E, Actual No: 53 on the Status Bar. Press **Enter**. The area is filled in. In the Fill-In Options dialog box, click the Accept Stitches button. Notice the difference in the two leaves. The left leaf has a stitch running along one side. The right leaf has a row of stitching running down the center.

INFO: If you have changed the default density from 0.33, your Actual Nos in the preceding step may not exactly match the numbers in the instructions. If this is the case, use ILL. #15 as a guide to defining the lines and do not match the Actual No stitches or start the exercise over and change the density in the dialog box to 0.33.

6 Move the arrow pointer to the beginning of the stitch pattern and click on the first stitch, Actual No: 1 on the Status Bar. Press the right arrow (**→**) key and follow the sewing path. The left leaf satin stitches from the stem to the tip of the leaf, then straight stitches back to the stem. The right leaf straight stitches from the stem to the tip of the leaf, then satin stitches back to the stem.

TIP: When filling in a stitch pattern that sews only forward, with no reverse stitching, the Base Stitch should be turned off. In certain types of stitch patterns, such as leaves and petals, the stitching needs to return to the beginning in order to continue

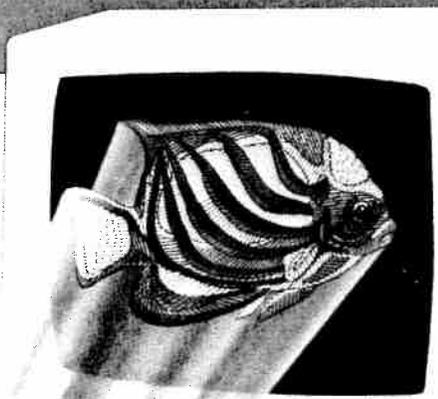
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sewing the remainder or repeat of the stitch pattern. The leaf pattern in this exercise is an example of a stitch pattern with reverse stitching. It sews the stem forward, sews in reverse to stitch the leaf and then continues forward again. This type of stitch pattern will sew better with the Base Stitch turned on.

EXERCISE #12: Understanding

The AUTOMATIC STITCH Command

This exercise explains the AUTOMATIC STITCH command. Automatic Stitch refers to the stitches the program automatically inserts between your stitches in order for the sewing machine to be able to sew it. This is necessary because the Pfaff creative® has a mechanical feeding system. The maximum swing of the needle is 9mm, the maximum movement of the feed dogs is 6mm and in MAXI mode, the maximum movement is 1mm. In MAXI mode, when you make stitches that exceed the mechanics of the sewing machine, the program will always insert the stitches needed to get from your point A to your point B. There is no way around this automatic insert. Using Automatic Stitch, you can have these stitches hidden from the work area until you want them to appear. The Automatic Stitches are always inserted into the stitch pattern when you send it to the sewing machine.

1 Select from the FILE menu, NEW (Ctrl+N). The SET STITCH tool or command is active. Check the Status Bar to see that MAXI is selected. If it is not selected, click the MAXI button. Draw a large triangle in the work area. Use only four stitch points. Exit by pressing the right mouse button.

2 Select from the FORMAT menu, AUTOMATIC STITCH. Open the FORMAT menu again. The AUTOMATIC STITCH command now has a check in front of it to indicate that it is turned on or active. Look at the Status Bar. It now shows an X in the Automatic Stitch box indicating the function is turned on. Look at the stitches. There are many more than the four you placed. Your original four stitches are the black circles. The blue circles represent the Automatic Stitches.

Look at the Status Bar. It shows Stitch No: 4, meaning the total of stitch points in the pattern is 4. Look at the number following Automatic Stitch. It shows only the total of Automatic Stitches. Add the two numbers together for the total amount of stitches in your stitch pattern. This combined number cannot be larger than 8,000 [999] in order to transfer the stitch pattern to the sewing machine.

3 Select from the TOOLS menu, MOVE or click the MOVE button on the Toolbar. Try to move a blue stitch. You cannot move an Automatic Stitch. Now move a black stitch to a new location. The Automatic Stitches are moved with the black stitch. Look at the Status Bar. The Automatic Stitch count changes as you move your original stitch point. These changes are not reflected in the Stitch No field.

When you want to fine-tune your stitch pattern, it is easier to work with your original stitches rather than the larger amount inserted by the program.

4 To see how the program inserts the stitches when it communicates with the sewing machine, send the stitch to the sewing machine. First cancel the Automatic Stitches by selecting from the TOOLS menu, AUTOMATIC STITCH or click in the AUTOMATIC STITCH box on the Status Bar. Select from the MACHINE menu, SEND P-MEMORY (F3). In the directory box, choose a P-Memory for storage. Now retrieve that P-Memory by selecting from the MACHINE menu, LOAD P-MEMORY (F7). A dialog box opens, asking if you want to save the pattern. Answer No by clicking the button. The P-Memory Directory opens. Select the P-Memory it is stored in. It is displayed on the screen with the extra stitches. Cancel the highlighting. All the stitches are black. These extra stitches can no longer be removed by using the AUTOMATIC STITCH command.

TIP: When you want to get a general idea of how your stitch pattern will look when sewn, select the 1:1 command from the FORMAT menu and turn the AUTOMATIC STITCH function on. Turning on the function can be helpful when designing a large stitch pattern or using the Fill-In Stitch command. It quickly shows if the stitch pattern is too large for P-Memory storage.

EXERCISE #13: Resizing Stitch Patterns

The NEW PATTERN SIZE command allows you to resize a stitch pattern. You can enlarge or reduce both the length and width, proportionately or not proportionately, of any stitch pattern or highlighted section of a stitch pattern that you can bring into the P-DESIGN section of the program. The program will insert the Automatic Stitches where needed but will not keep the original density in satin stitch areas.

1 Select from the FILE menu, NEW (**Ctrl+N**). On the Status Bar, click the MAXI button.

TIP: When scaling a 9mm stitch pattern larger, you always need to turn on the MAXI to have space in the work area. Click the MAXI button on the Status Bar to switch to MAXI mode.

2 Select from the MACHINE menu, ALPHABETS by clicking on it. Select OUTLINE LETTERS style. Type the letter **T**. Cancel the highlighting by clicking the right mouse button or pressing **Esc**.

3 Type **A** and cancel the highlighting by clicking the right mouse button or pressing **Esc**.

4 Type **L** and cancel the highlighting.

5 Type **L** and cancel the highlighting.

6 The last stitch, at the right of the letter L, should be highlighted. Highlight the whole word by holding down the **Shift** key and clicking the mouse on the first stitch at the left, Actual No: 1.

TIP: A quick way to highlight all the stitch points in the work area is to select from the EDIT menu, SELECT ALL (**Ctrl+M**). This command highlights the entire stitch pattern in the work area.

7 Select from the TOOLS menu, NEW PATTERN SIZE or click on the NEW PATTERN SIZE button on the Toolbar. The Change Size dialog box opens. It contains a Length field and a Width field. These fields contain the current dimensions of the stitch pattern or highlighted section. There is also a check box for selecting Proportional. Check this box and both length and width will be increased or decreased proportionately.

An unchecked box will increase or decrease only the field where you typed a change.

In this exercise, the Length and Width fields reflect the whole word, since the whole word is highlighted. The Length field is active and ready to accept a change. You will only change the width in this exercise. Double click on the Width field and type **40**. Leave the Proportional box unchecked. Click the OK button. The box closes and the work area is redrawn with the stitch pattern in the new dimensions.

8 Send the stitch pattern to the sewing machine. Select the memory, engage single pattern key, attach foot #8 and sew.

You can also scale down any stitch. The next part of this exercise illustrates downsizing a section of a stitch pattern.

9 Select from the FILE menu, NEW (Ctrl+N).

10 Select from the MACHINE menu, OPEN STITCH PROGRAM (F6) or click the OPEN STITCH PROGRAM button on the Toolbar. In the box, type **205** and press **Enter**. Cancel the highlighting by clicking the right mouse button or press **Esc**.

11 Select from the MACHINE menu, INSERT STITCH PROGRAM. In the box, type **205** and press **Enter**. Do not cancel the highlighting.

12 Select from the TOOLS menu, NEW PATTERN SIZE or click the NEW PATTERN SIZE button on the Toolbar. In the Length field, type **20**. Click in the Proportional box and click the OK button. Do not cancel the highlighting.

13 Now you will move the smaller stitch pattern inside the larger pattern. Select from the TOOLS menu, MOVE or click the MOVE button on the Toolbar. Move the arrow pointer to the center of the small pattern. Drag it to the bottom and left in the work area, centering it inside the larger pattern.

14 Send the stitch pattern to the sewing machine. Manually select the memory, engage single pattern key, attach foot #8 and sew.

EXERCISE #14: Printing Stitch Patterns

There may be times you want to print a paper copy of your stitch patterns for a notebook. This can be easily done using the Print command.

1 Select from the FILE menu, PRINT (**Ctrl+P**) or click the PRINT button on the Toolbar. The Print dialog box opens and the information is transferred to the printer. If you do not want to print the stitch design, click the Cancel button to abort the command.

2 When you want to change the page or printer setup, select from the FILE menu, PAGE SET-UP. The Print Setup dialog box opens. Click the Options button to access additional settings for your printer. Check the boxes and buttons for the appropriate settings; then click the OK button. Select the PRINT command to start the printing process.

INFO: If you are using a color printer, the colors available for printing will be determined by the printer driver. Always reduce the work area size to one of the two smallest sizes or the 1:1 size before printing. If you do not reduce the size, only a portion of the stitch pattern will print.

3 When printing Frame stitch patterns, always use the 1:1 command to reduce the size. This command will print the stitch pattern in its actual size and placement in the work area and frame. The square just outside of the stitch pattern represents the work area and the outermost square represents the frame.

EXERCISE #15: Templates

This exercise explains templates. You will draw a template using Windows™ Paintbrush and load the template using the commands in the DESIGN menu.

A template is a guide to use when you set your stitches. It is like using a stencil or a tracing paper overlay in drawing. PC-DESIGNER™ Software will recognize a graphic file saved as a BMP file. A BMP file is a type of bitmapped image format. Bitmapped images are composed of individual dots or pixels. There are many graphics programs that allow you to save a drawing as a BMP file. The program, Paintbrush, that came

with Windows™, is one of the simplest and easiest to use. This exercise will get you started drawing and saving your own templates. For more in-depth information about how to use Paintbrush, refer to your Windows™ manual.

1 Exit PC-DESIGNER™ by selecting from the FILE menu, EXIT (Alt+F4). This step restores the Program Manager. Now double click on the Paintbrush icon to start the program.

TIP: It is not necessary to exit the PC-DESIGNER™ program. You can use the application Control menu to switch to the Program Manager and open Paintbrush. To do this, click in the application Control menu box. This is the box at the left on the title bar. The Control menu opens. Select Switch To by clicking on it. The Task List dialog box opens. Highlight Program Manager and click the Switch To button. You are back at the Windows™ Program Manager. Double click on the Paintbrush icon to open it. To switch back to PC-DESIGNER™, click the application Control menu box to open it, then highlight PC-DESIGNER™ and click the Switch To button. You can open and switch quickly between open programs and the Program Manager this way.

2 The first thing to do is change to a black and white drawing. Open the Options menu by clicking on it. Select Image Attributes by clicking on it. The Image Attributes dialog box opens. In the colors field, click the button for Black and White, then click the OK button.

3 Look at the Palette at the bottom of the screen. It should contain only black, white and shades of gray. The solid black color should be selected. If it is not, click on the black box in the Palette.

4 Click on the Paintbrush tool in the right column of the Toolbar. Move the mouse until you see a dot in the drawing area. Hold down the left mouse button and move the mouse. Draw some squiggles. Release the button when you have finished.

5 Click the Circle tool in the left column of the Paintbrush Toolbar. Move the mouse into the drawing area. You will see a cross. Hold down the left mouse button and drag at an angle to the lower right. Release the button when the circle is the size you want.

6 Click the hollow Square tool in the left column of the Paintbrush Toolbar and repeat the movements in Step #5 to draw a square.

7 Save the drawing by selecting from the FILE menu, SAVE AS. The Save File dialog box opens. In the File Name field, type a name for your template. Use up to eight characters or numbers but no punctuation marks.

8 In the Save File as Type field, click the down scroll button. Click on Monochrome bitmapped (*.BMP).

9 Check the Directories field. If you save the file now it will be saved in the Windows™ directory. When you are in PC-DESIGNER™, you need to search for the file in the Windows™ directory. If you want to save the file to PC-DESIGNER™, double click on the C:\ directory. Now scroll down the list until you see the PCD_WIN directory and double click on it. Now click the OK button.

10 Exit Paintbrush by selecting from the FILE menu, EXIT (Alt+F4). In the Program Manager, double click the PC-DESIGNER™ icon. If you used the Switch To command, click the application Control menu box and switch to PC-DESIGNER™ Software.

11 Select from the FILE menu, NEW (Ctrl+N). Click the MAXI button on the Status Bar if MAXI is not selected.

12 Select from the DESIGN menu, LOAD BMP-FILE. The Open File dialog box opens. Click on the name of your template and then click the OK button. The template is drawn in the work area. Notice the size of your template. It probably does not fill the work area. This is because you did not fill the drawing area in Paintbrush. To have a template fit the size of the work area, you need to use the entire drawing area from top to bottom. See the following tip on resizing Paintbrush drawing areas.

TIP: An easy way to make sure your template fills the work area is to resize the drawing area in Paintbrush. To do this, select from the OPTIONS menu, IMAGE ATTRIBUTES. This is the same dialog box where you selected the Black and White option. Click the “cm” button, then change the Height and Width fields to a smaller number. Then click the OK button.

EXERCISE #16: Tips On Using A Scanner

A BMP file can also be produced by using a black and white scanner. The following is not an exercise, but basic information and guidelines on scanning, settings, cropping and saving your scan. Scanner brands vary in features, software and operation. Even models within the same brand can vary considerably. You should review your scanner's owner's manual for detailed operating instructions for your particular brand and model. The requirements for PC-DESIGNER™ Software are that the scanner and software can scan in black and white and save the scan as a black and white, uncompressed BMP file.

1 Choosing a Scanner: A scanner is hardware and software that together transfer a picture or text from paper to the computer. The scanner can be a hand-held or flat-bed type. Hand-held scanners are usually smaller and less expensive. Hand-held scanners need to have a steady hand while dragging across the paper. Flat-bed scanners do the dragging internally. You place the paper on the glass, close the cover and tell it to scan. The hand-held scanner package includes the scanner, software and a board that must be installed inside your computer. If you do not have space inside your computer for the board, there are parallel port scanners available. These types of scanners use a parallel port, which is your printer port. Visit your local computer hardware store and research all the different types of scanners. Ask questions.

After deciding on the type of scanner you want, but before purchasing it, you will need to match the scanner requirements to your computer system. Check the scanner box — there is always a list of minimum recommended requirements. It would be useless to buy a scanner that needs 8 MB of RAM if your system only has 4 MB of RAM. The scanner would not work on your system.

2 Settings: Settings will differ with each model scanner. Set the scanner for black and white. Do not choose the half tone or gray scale options. PC-DESIGNER™ Software sees gray scale as color and cannot read it. Choose the text option and not the photo option. The text option is usually black and white, whereas the photo option is always gray scale.

Resolution refers to the dots per inch (DPI). The more dots, the more detail in your scan. PC-DESIGNER™ does not need fine details. The details will be lost and muddled when the scan is reduced to fit into the work area. Choose a low resolution number: 100 or 200 DPI. If you are scanning a pencil sketch or newspaper clipping at a high resolution, every smear, fingerprint and wrinkle in the paper will show up in the final scan as a smudge. You will have a lot of cleaning up to do.

3 Cropping: Cropping means to resize by removing the unnecessary areas surrounding the image. It is the same as cropping a photo for framing. It will result in a template where only the part of the image you want is displayed in the work area. Most scanner software has some type of Toolbar with a Selection tool. Use the Selection tool to draw a box around the image and then save or export the file as a BMP. Only the section inside the box will be saved and only this will show up in the work area. Be sure to save your BMP file to the PCD_WIN directory. This will make it easier to find when you want to load it.

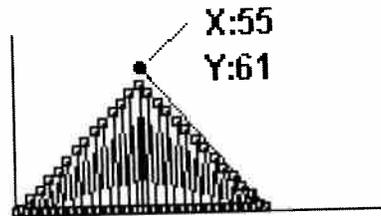
EXERCISE #17: Making The Most Of The 8-Way Feed

This exercise shows the relationship between MAXI and 8-way feed stitch patterns. The 8-way feed stitches are accessed by pressing the Star key on the Pfaff creative® 7570 and 7550 sewing machines. The 8-way feed programs also have numerical designations. They are Stitch Programs #240 to 247 [#215 to 222]. The program numbers for the Pfaff creative® 7570 and 7550 are only used in PC-DESIGNER™. These stitch programs are available for use in both the P- and M-DESIGN sections. The sewing machine will not recognize these program numbers. The 8-way feed stitches have a maximum length of 1mm [2mm], which are relatively short stitches. Mechanically, this is the limit of the sewing machine. In the past, when programming 8-way feed stitches into a sequence manually, you needed to use quite a number of them to sew from place to place. You also had to figure out which stitch program to use to feed the fabric in the direction you wanted to sew. All of this was a major consideration when PC-DESIGNER™ Software was written. The program mathematically figures out the length, direction and amount of stitches needed to sew from one place to the next. Any stitch

using 8-way feed can easily be designed using the program. You no longer have to manually enter all those stitches into a memory at the sewing machine. Now, you just draw a line from any existing stitch in any direction and the program does the rest. Using the program also allows you to program in more than eight directions with more subtle placement of the stitches. The following is just one example of this technique. Try other built-in stitches.

1 Select from the FILE menu, NEW (Ctrl+N). Select from the MACHINE menu, OPEN STITCH PROGRAM (F6) or click the OPEN STITCH PROGRAM button on the Toolbar. Type **63** [65] and press **Enter**. Cancel the highlighting by clicking the right mouse button.

2 When using a 9mm stitch program you will always need to switch to a MAXI work area to design 8-way feed stitches. Select from the FORMAT menu, MAXI or click the MAXI button on the Status Bar. Select from the FORMAT menu, ZOOM IN (F8) or click the ZOOM IN button on the Toolbar.



ILL. #16

3 Select from the TOOLS menu, SET STITCH or click the SET STITCH button on the Toolbar. Look at the Status Bar as you move the mouse. Drag a line parallel to the upper right edge of the stitch, approximately to coordinate points X: 55, Y: 61. (See ILL. #16.) Press the left mouse button to enter the stitch. Exit the command by pressing the right mouse button or **Esc**.

TIP: You can control the placement of a stitch more accurately by using the arrow keys on the keyboard. Highlight the stitch, then using the arrow keys, move the stitch until it is at the coordinates you want. Press **Enter** to fix the position.

When you use a 9mm stitch pattern, you need to place the stitch for the 8-way feed beyond the width or Y coordinate of 54. If it is placed below 54, the 8-way feeding system will not engage.

the feed dogs to move directionally, thereby making the repeat sew on top of itself instead of alongside itself. The coordinate number 54 can be compared with the Creative Designer graphs and the needle swing of the sewing machine. The maximum width of both the graph and needle swing is 9mm when sewn. The width or B coordinates on the graph range from 00 to 54.

4 Select from the MACHINE menu, INSERT STITCH PROGRAM. Type **63 [65]** and press **Enter**. Do not cancel the highlighting. Select from the TOOLS menu, MIRROR (**F5**) or click the MIRROR button on the Toolbar. Now cancel the highlighting by clicking the right mouse button or press **Esc**.

5 Select from the TOOLS menu, SET STITCH or click the SET STITCH button on the Toolbar. Make two new stitches. The first stitch at coordinates X: 163, Y: 61 and the second at coordinates X: 108, Y: 0. Exit the command by clicking the right mouse button or press **Esc**.

6 Send the stitch to the sewing machine. Attach foot #8 and sew.

7 Another Stitch Program to try is #65 [#64]. Repeat Steps #1 through #5. Substitute the coordinates X: 54, Y: 57 in Step #3 and add only one stitch at coordinates X: 108, Y: 27 in Step #5. These stitch patterns look very pretty when sewn using variegated or ombré threads.

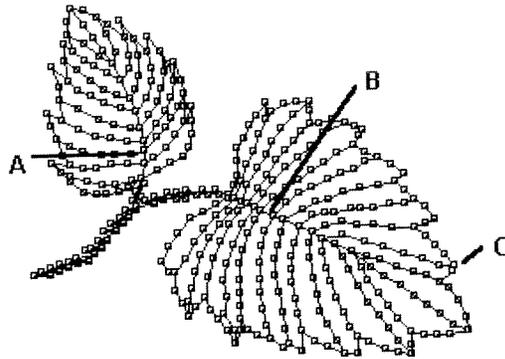
EXERCISE #18: Designing Stitches That Sew Better

There are many ways to design a stitch pattern. In this exercise you will learn the best method to design and determine the start and end points of a stitch pattern. The method described will reduce the amount of balancing required at the sewing machine to sew your stitch pattern properly.

1 Select from the FILE menu, NEW (**Ctrl+N**). Select from the MACHINE menu, OPEN STITCH PROGRAM (**F6**) or click the OPEN STITCH PROGRAM button on the Toolbar. Type **202** and press **Enter**. Cancel the highlighting by clicking the right mouse button or press **Esc**.

2 Move the arrow pointer to the vein of the smaller leaf, point A in ILL. #17, and click the left mouse button to high-

light a stitch. Follow the stitching path by pressing the right arrow (→) key several times. Keep pressing the key and watch as the highlighted stitch follows the sewing path to the tip of the leaf. As it travels to the top of the work area, it draws in the complete leaf from left to right. It does not draw the left side of the leaf going up and the right side coming down.



ILL. #17

3 When you reach the tip of the leaf, move the arrow pointer to the vein in the large leaf, point B in ILL. #17, and press the left mouse button to highlight it. Follow the stitching path of the large leaf by pressing the right arrow (→) key several times. Keep pressing the key while watching the highlighted stitch. As it travels to the right of the work area, it draws the leaf from top to bottom. It does not draw the top of the leaf forward to the right and then reverse stitch to draw the bottom of the leaf.

As you just have seen, the stitch pattern was designed by setting stitches in the work area from left to right, while at the same time setting stitches from top to bottom. The reverse stitching was incorporated into the design as it progressed to the right of the work area. Reverse stitching should not be placed all at the end of a design. The more reverse stitching at the end of a design, the harder the sewing machine needs to work to feed the fabric back to the beginning. The more you make the sewing machine work in reverse, the more you will need to manually adjust the balance with the keys on the sewing machine.

TIP: Designing a stitch pattern in this manner will give you a stitch pattern that sews well the first time or needs only a minor

balance adjustment. If you have designed a stitch pattern that contains a large amount of reverse stitching at the end, you should press the plus (+) reverse balance key on the sewing machine to lengthen the reverse stitching. See the following exercise for in-depth instructions on balancing stitch patterns at the sewing machine.

4 Move the arrow pointer to point C in ILL. #17 and press the left mouse button. Keep pressing the right arrow (→) key until you reach the last stitch in the stitch pattern, Actual No: 546. The computer will beep when you reach the last stitch. Notice that it is on the same horizontal coordinate line as the first stitch. To check the coordinates of the first stitch, press the **Home** key. When you want to design a continuous stitch pattern, the first and last stitches must be on the same width or Y line.

EXERCISE #19: Balancing Your Stitch Pattern

For Your Sewing Machine

There may be times your stitch pattern does not sew exactly the way you envisioned it. It may be because there are a large amount of reverse stitches in one section, the fabric is different from your test sample or your sewing machine may just need a balance tune-up.

The balance keys allow you to adjust the feeding so the stitch pattern will sew to your expectations. The Pfaff creative® has two balance ranges, reverse and lateral. Reverse balance lengthens or shortens the reverse stitches in a stitch pattern. Reverse balance can be used with 9mm and MAXI stitch patterns that have reverse stitches. Reverse balance works only with the reverse stitches in a stitch pattern. It has no effect on forward sewing stitches. Lateral balance lengthens or shortens the sideways stitches in a stitch pattern. It has no effect on the forward and backward stitches. The following exercise shows how changing the balance changes the way a stitch pattern sews. Once you understand the way the balance keys work, it will be easy to adjust the balance for your stitch pattern to your fabric.

1 At the sewing machine, select Stitch Program #183 [#94]. Attach foot #2A and engage the single pattern key. Sew one pattern without any changes, one pattern with the reverse balance at +7, and one pattern at -7. Compare the patterns. The second stitch pattern is compressed and the third is elongated. Use a ruler and measure all the stitch patterns. The second is shorter and the third is longer than the original pattern.

Look at the second stitch pattern you sewed. The reverse balance was set at +7. When you plus the reverse balance, it lengthens only the reverse stitching. This results in a condensed-looking stitch pattern with an overall shorter length. If your original stitch pattern does not stitch back on itself or does not meet back at the beginning, plus the reverse balance. The distance that the stitch is not meeting determines where to set the balance. If it is not too great a distance, start with a +2 balance setting. Sew the stitch again and determine if it needs additional balancing. Increase the balance by one number at a time. Always jot down the setting on the sample for reference.

Look at the third stitch pattern you sewed. The reverse balance was set at -7. When you minus the reverse balance, it shortens only the reverse stitching. This results in an elongated-looking stitch pattern with an overall longer length. If your original stitch pattern overshoots itself or ends beyond the beginning, minus the reverse balance. The distance it overshoots determines where to set the balance. Again, if the distance is not too great, start with a -2 balance setting. Sew the stitch, jot down the setting and look at it. If additional balancing is needed, adjust by one number at a time.

TIP: If your stitch pattern is a MAXI stitch, adjust the reverse balance first. Quite often your machine will only need longer reverse stitches in order to feed back over the previous stitching. Once you have found the perfect setting for the reverse balance, you may not need to adjust the lateral balance at all. If you do need to adjust the lateral balance, do not touch the reverse setting. It is very difficult to try to balance in two directions at one time. Always balance reverse stitching first and then the lateral balance.

2 At the sewing machine, select Stitch Program #212. Attach foot #8 and engage the single pattern key. Sew one pattern

without any changes, one pattern with the lateral balance at +10, and one pattern at -10. Compare the patterns. The second stitch pattern is sewn off to the right and does not meet the beginning of the stitch pattern on the left. You made it sew off to the right by exaggerating the balance. The plus settings make a stitch pattern sew to the right. Use the plus settings to correct a pattern that is sewing off to the left by bringing it back to the right. The third stitch pattern sews off to the left and overshoots the beginning of the stitch pattern. You made it sew off to the left by exaggerating the balance. The minus settings make a stitch pattern sew to the left. Use the minus settings to correct a pattern that is sewing off to the right by bringing it back to the left.

TIP: After balancing a number of stitches, both 9mm and MAXI, you will notice that your balance settings tend to stay within a range. Use settings in this range as a starting point to balance new stitch patterns. You can mark the setting or range on your paper copy of the stitch pattern or use the REMARKS command.

EXERCISE #20: Using The REMARKS Command

You can make notes about your stitch pattern and save them along with the stitch pattern. The note can be up to 200 characters long. This is a perfect place to save information about the stitch pattern. You can save notes regarding the projects the stitch was sewn on, the length, width and balance settings and the type of fabric, stabilizer and threads used.

- 1** Open a saved stitch file by selecting from the FILE menu, OPEN (Ctrl+O) or clicking the OPEN button on the Toolbar. Double click on a file name in the Open File dialog box.
- 2** Select from the FILE menu, REMARKS. In the box, type your note. Use up to 200 characters, including punctuation. When you are finished typing, click the OK button.
- 3** Whether the stitch pattern was previously saved or not saved, the program will prompt you to save the stitch pattern when you select NEW, OPEN or EXIT commands. Choose Yes to open the Save File dialog box and replace the file with the same name or No to not save the remarks with the file.

EXERCISE #21: Managing The Memory Of Your Sewing Machine

You can easily and quickly store in a single file all the P- and M-Memories from your sewing machine, even sequences that contain Frame stitch patterns that were entered manually. This makes it easier to load stitch patterns that you have used in M-Memory sequences. For instance, in the P-DESIGN section, you create new stitch patterns with a theme and send them to the sewing machine. Then, in the M-DESIGN section or manually at the sewing machine, you combine the new stitch patterns along with built-in and Frame stitch programs into new stitch sequences. These P- and M-DESIGNS can now be stored together in one file on the disk. These files have the extension, RAM. Once you have designed stitch patterns and sequences that go together as a group, you do not have to enter them manually again. Just save them in a single file and send them to the sewing machine whenever you want to sew them. This command is also in the M-DESIGN section and works the same.

INFO: Frame stitch patterns can be entered into an M-Memory manually at the sewing machine. The Creative Card containing the Frame stitch pattern must be inserted into the sewing machine in order to sew the M-Memory.

1 To save the memories on the sewing machine, select from the MACHINE menu, MACHINE → FILE. The Save File dialog box opens. Type a name for the file using up to eight characters and no punctuation marks. The extension will automatically be added when you OK the command. Check the Directories and Drives fields to be sure you are saving the file where you want. You can save to any directory or drive by changing these fields. For more information on how to save to different directories and drives, see *Exercise #4: Saving Stitch Patterns To Disk* in this tutorial. Click the OK button. The box closes and the transfer is in progress. A dialog box opens, displaying the status of the transfer. When the transfer is complete, the hourglass icon changes back to the arrow pointer.

INFO: Please be patient. The transfer can take several minutes. P-Memories with large amounts of stitch points need time to transfer.

2 To download a file to the sewing machine, select from the MACHINE menu, FILE → MACHINE. A dialog box opens asking if you want to overwrite the memories in the sewing machine. Click the OK button. The Open File dialog box opens. Highlight the file you just saved and click the OK button or double click on the file name. The box closes and the transfer is in progress. When the transfer is complete, the hourglass icon changes back to the arrow pointer. Now you can sew the P- and M-Memories in the sewing machine.

INFO: Answering Yes in the overwrite dialog box will delete all the memories in the sewing machines. Save any memories you want for future use before continuing with the file transfer. If you have entered a code into your Pfaff creative® 7550 or 1475 CD, the code will also be saved and loaded with the Memory Manager file. Delete the code before saving the file. The Pfaff creative® 7570 does not save the code with the file.

If you are continuing with the M-DESIGN section of this tutorial, select from the FILE menu, M-DESIGN. This command will switch to the M-DESIGN section of the program. If you want to exit the program completely, select from the FILE menu, EXIT (Alt+F4). You will be back at the Windows™ Program Manager.

M-DESIGN Tutorial

The M-DESIGN section of the program relates to the M-Memories on the sewing machine and it is where you will create new stitch sequences. You can combine built-in stitch programs, alphabets, 9mm and MAXI P-Memories. A sequence can hold up to 85 characters. You view the sequence exactly as it will be sewn. You can make changes, corrections and additions to it before you ever sew a stitch. This section of the tutorial will give you a solid working knowledge of the commands necessary to design, save and sew stitch sequences of your own. Frame stitch patterns are not accessible in this section, nor are M-Memories that were entered manually using Creative Fantasy or Frame stitch patterns. Open the program in the usual manner, if it is not already open.

1 Switch to the M-DESIGN section. Open the FILE menu by clicking on it. Select M-DESIGN (Ctrl+D) by clicking on it.

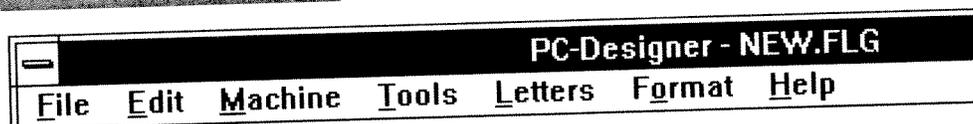
OVERVIEW OF THE M-DESIGN MENU, TOOLBAR AND COMMANDS

The screen changes and, unlike the P-DESIGN section, the work area is not defined by lines. The entire window is the work area. Across the top is the title bar. It displays “New” when you are creating a new stitch sequence or the name of a previously saved sequence.

Below the title bar is the Menu. (See ILL. #18.) Each menu name describes the commands under it. Point to a menu name and click the left mouse button to show the commands in the menu. Menu commands are selected by pointing and clicking the left mouse button on a command or using the shortcut keys listed to the right of the command. Shortcut keys are specially-designated keys you can use to quickly execute a command, instead of opening a menu and selecting a command. Shortcut keys will only work when the menu is closed. If there is nothing after the command, then selecting that command by using a shortcut key is not an option.

All shortcut key options will be stated after standard command selections in **bold** type within (parenthesis). To close the menu without choosing a command, click the mouse anywhere outside the menu or press **Esc**. You can also use the keyboard to open a menu and select commands. To open a menu, press **Alt**+the key for the underlined letter in the menu name. To select a command from an open menu, press the key for the underlined letter while the menu is open.

M-DESIGN MENU



ILL. #18

1 Click on the FILE menu to open it. FILE commands allow you to retrieve stitch sequences, start new sequences, save, make notes about the sequence, print, switch to the P-DESIGN section or exit back to Windows™ Program Manager.

When you want to exit the program, click on the FILE menu, then click on EXIT (**Alt+F4**). For now, move to the next menu name by pressing the right arrow (→) key or by clicking directly on the next menu name. You do not have to close the FILE menu to open another menu.

2 EDIT commands allow you to cut, copy and paste sections or complete stitch patterns. You can reverse or undo your last action. You can hide or show both the Toolbar and Status Bar. Press the right arrow (→) key to move to the next menu name.

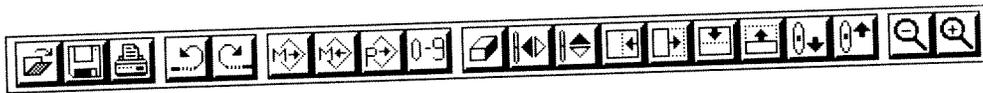
3 MACHINE commands allow you to insert items in the work area, including stitch programs, alphabets, P- and M-Memories and saved sequence files. You cannot use Creative Fantasy or Frame stitch patterns in the M-DESIGN section. You can send the sequence to the sewing machine, configure the program and quickly load all the memories that are currently residing on your sewing machine for easy access in the program.

4 TOOLS commands allow you to manipulate individual stitch patterns and complete sequences. You can change a stitch pattern's width and length, mirror image a stitch, a section or a sequence, and change needle positions.

5 LETTERS commands allow you to select a style of alphabet. Once the style is selected, you can use the keyboard to type your text. The Maxi-Monograms, Monogram and Large Script styles are not available in the M-DESIGN section.

6 FORMAT commands change the way you look at the work area and sequence. You can enlarge and reduce the work area for fine-tuning your sequence, repeat the sequence across the screen and mirror the sequence to see the effect of a second row sewn above or below the original. When you enter your screen size in the Configuration dialog box and select the 1:1 command, the sequence is displayed in the actual sewing size.

7 HELP commands access all the Help files. You can get help about commands, mouse operation and a listing of all short-cut keys. You can print any of the Help files by selecting PRINT TOPIC from the FILE menu. To close the Help files, from the FILE menu, select EXIT.

M-DESIGN TOOLBAR

ILL. #19

Just below the main menu is the Toolbar. Clicking on a button will select a command or perform a function. These commands are also located in the menu.



OPEN — Displays the Open File dialog box for accessing previously saved stitch sequences from the hard disk or a floppy disk. Use this command only when starting a new sequence or when the work area is empty.



SAVE — Updates the file of the stitch sequence currently in the work area or opens the Save File dialog box to save a new stitch sequence.



PRINT — Prints a paper copy of the stitch sequence currently in the work area.



UNDO — Reverses the last action or command.



REDO — Restores the last action that was undone.



LOAD M-MEMORY — Displays the sewing machine's M-Memory Directory. Select an M-Memory sequence by double clicking on the M-Memory or highlighting it and clicking the OK button. It is then transferred to the work area. Use this command only when starting a new stitch sequence or when the work area is empty.



SEND M-MEMORY — Displays the sewing machine's M-Memory Directory. Select a memory slot for storage and click the OK button or double click on a memory slot. The sequence currently in the work area is sent to the sewing machine.



INSERT P-MEMORY — Displays the sewing machine's P-Memory Directory. Select a P-Memory by double clicking on the memory slot or highlighting and clicking the OK button. It is then inserted in the work area after the highlighted stitch pattern. The highlight changes position to the inserted P-Memory stitch pattern. Use this command whenever you want to use a P-Memory stitch pattern in a sequence.



INSERT STITCH PROGRAM — Opens a dialog box where you type a stitch program number. After pressing **Enter**, the stitch program is displayed in the work area after the highlighted stitch pattern. The highlight changes position to the inserted stitch pattern. Use this command whenever you want to use a stitch program in a sequence.



DELETE — Deletes the highlighted stitch pattern, highlighted sequence section or an entire highlighted sequence.



LENGTH MIRROR — Flips the highlighted stitch pattern, sequence section or entire sequence lengthwise (back to front). This function is not available for all stitch programs.



MIRROR — Flips the highlighted stitch pattern, sequence section or entire sequence from top to bottom in the work area.

INFO: In actual sewing it will be flipped left to right.



LENGTH SHORTER — Decreases the length of the highlighted stitch pattern, sequence section or entire sequence.

When you reach the minimum length, the program alerts you with a beep.



LENGTH LONGER — Increases the length of the highlighted stitch pattern, sequence section or entire sequence. When you reach the maximum length, the program alerts you with a beep.



WIDTH NARROWER — Decreases the width of the highlighted stitch pattern, sequence section or entire sequence. When you reach the minimum width, the program alerts you with a beep.



WIDTH WIDER — Increases the width of the highlighted stitch pattern, sequence section or entire sequence. When you reach the maximum width, the program alerts you with a beep.



PITCH LEFT — Moves the needle position to the left. This function is only available with stitch programs that have multiple needle positions. The symbol, <>, appears after the Needle Position field on the Status Bar. They are Stitch Programs #00, 01, 10 and 11 [#01, 03, 04, 05 and 08].



PITCH RIGHT — Moves the needle position to the right. This function is only available with stitch programs that have multiple needle positions. The symbol, <>, appears after the Needle Position field on the Status Bar. They are Stitch Programs #00, 01, 10 and 11 [#01, 03, 04, 05 and 08].



ZOOM OUT — Reduces the current work area size by half.



ZOOM IN — Doubles the current work area size.

M-DESIGN STATUS BAR

Creative: 7570	Letters: Script Letters	
Seq. Length:	Width:	Length:
Actual Pattern		
Seq. No:	Width:	Coordinates
Pattern No:	Length:	Needle Position <>
		Start: End:
		x: y:

ILL. #20

At the bottom of the screen is the Status Bar. It displays information about the sequence and individually highlighted stitches within the sequence.

1 Creative displays the model of Pfaff creative® sewing machine selected. Use the CONFIGURATION command in the MACHINE menu to change the selection. When you change to another machine of the same or different model, always use the SYNC. MACHINE command in the MACHINE menu. This command alerts the program that the memory contents of the sewing machine have changed and it should update its files the next time it accesses the sewing machine.

2 Letters displays the selected alphabet style. The default style is Script Letters. Maxi-Monograms, Large Script, Monogram and Creative Fantasy alphabets are not available in this section of the program.

3 Seq. Length displays the total amount of stitch patterns in the sequence. You can enter up to 85 stitch patterns in a single sequence.

4 Width displays the maximum width of the sequence in millimeters.

5 Length displays the overall length of the sequence in millimeters.

6 Actual Pattern displays information about the stitch pattern or sequence section at the cursor position or the highlighted stitch pattern or sequence section. When a section is highlighted in increasing numerical order, the information refers to the last stitch pattern in the section. When a section is highlighted in decreasing numerical order, the information refers to the first stitch pattern in the section.

7 Seq. No displays the numerical position of the stitch pattern at the cursor position. This is the position of the stitch pattern in the sewing path of the sequence.

8 Pattern No displays the stitch program number or P-Memory number of the stitch pattern at the cursor position.

9 Width and **Length** display the dimensions of the stitch pattern, in millimeters, displayed in Seq. No field.

10 Coordinates displays the position of the first needle drop of the stitch pattern displayed in Seq. No field in relation to an invisible grid. The X coordinate shows the length position and the Y coordinate shows the width position. These coordinates are calibrated in millimeters (mm). The X coordinate is the distance, in millimeters (mm), from the beginning of the sequence. When the X coordinate is a minus (-) number, it is farther left than the first stitch pattern in a sequence. This minus number can occur when using 8-way feed stitch programs in the sequence. The Y coordinate is the distance, in millimeters (mm), from center needle position. Center needle position is 0. When the Y coordinate is a minus (-), it is in the left needle position. When the Y coordinate has no symbol, it is in the right needle position.

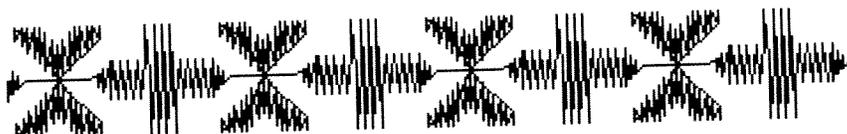
11 Needle Position shows the position, in millimeters (mm), of the needle when it takes the first stitch and last stitch of the stitch pattern displayed in the Seq. No field. Center Needle position is 0. When the number is a minus (-), it is in the left needle position. When it has no symbol, it is in the right needle position.

M-DESIGN WORK AREA

The entire window is the work area. The work area is where your sequence is displayed. All built-in stitch programs will be displayed in black. All P-Memory programs will be displayed in green. There are seven work area sizes. As you click on the ZOOM IN (F8) button, the size doubles. As you click on the ZOOM OUT (F9) button, the size is reduced by half.

EXERCISE #22: Combining Stitch Patterns

In this exercise you will be designing a simple sequence with two stitch patterns. You will manipulate the work area, then send the sequence to the sewing machine. In the following exercise you will manipulate this sequence. (See ILL. #21.)



ILL. #21

1 Open the MACHINE menu by clicking on it. Select INSERT STITCH PROGRAM (F6) by clicking on it or click the INSERT STITCH PROGRAM button on the Toolbar. A dialog box opens asking for the stitch program number. Use the keyboard to type **80 [138]** and press **Enter**. You cannot use the mouse to OK a stitch program entry. Look at the Needle Position field on the Status Bar. It shows the needle position as Start: 0.0, End: 0.0. This means the needle is in center position when it drops to take the first stitch of the pattern and center position when it finishes the stitch pattern. The best stitch pattern to use in combination with this stitch pattern is another stitch with the same Start and End positions.

INFO: The needle has 19 needle positions: Center Needle position and nine positions on either side of center. The sewing machine displays the farthest left position as <9 [{ 9]. The farthest right position as 9> [9 }]. Center Needle position as <> [{ }]. The Needle Position field relates to these same needle positions in millimeters (mm). Center Needle position is 0.0, left is -4.5 and right is 4.5. Matching these positions assures a smooth transition from stitch pattern to stitch pattern.

TIP: Sometimes you can change or adjust the needle position by first bringing the stitch pattern into the P-DESIGN section; then deleting, adding or moving the first and last stitches; then storing it in a P-Memory and using this P-Memory instead of the original stitch program.

2 Whenever you load a stitch program, P-Memory or sequence file, the first stitch pattern is highlighted or selected by the cursor. The cursor is the box surrounding the stitch pattern.

INFO: The cursor is the box surrounding a single stitch pattern. A stitch at the cursor position is considered highlighted or selected. A command or function will be executed on this stitch pattern. When you highlight or select several stitch patterns, the cursor disappears and the stitch patterns that were selected are highlighted in red. The next command or function will be executed on the highlighted section.

3 Open the MACHINE menu by clicking on it. Select INSERT STITCH PROGRAM (F6) or click the INSERT STITCH PROGRAM button on the Toolbar. In the box, type **74 [69]** and press **Enter**.

4 Look at the Status Bar. The Seq. Length is 2, the Seq. No is 2 and the Pattern No is 74 [69]. The cursor moved to the newly-inserted stitch.

5 Move the cursor left to the first stitch pattern by pressing the left arrow (←) key. You can also move the cursor to a different position by clicking on a stitch pattern. Look at the Status Bar. The Seq. Length is 2, the Seq. No is 1 and the Pattern No is 80 [138].

INFO: The cursor can be moved through the sequence in several ways. You can use the right arrow (→) key to move to the next higher-numbered stitch position in the sequence, moving the cursor toward the end of the sequence. The left arrow (←) key moves the cursor to the next lower-numbered stitch position in the sequence, moving the cursor toward the beginning of the sequence.

You can use the mouse by pointing to the stitch program and clicking. The cursor jumps to the stitch program you clicked on.

You can quickly move the cursor to the beginning or first stitch program in the sequence by pressing the **Home** key. Move the cursor to the last stitch program in the sequence by pressing the **End** key.

6 Move the cursor once more to the left by pressing the left arrow (←) key. There is a tall hollow rectangle at the cursor position. This rectangle is where you would insert a stitch

program in order for it to be at the beginning of the sequence. All the following stitch patterns would move up one position or number in the sequence.

INFO: You can only move the cursor to the front of the sequence by using the left arrow (←) key. Clicking in front of the first stitch pattern in the sequence will not move the cursor in front. It will move the cursor to the first stitch.

7 Open the FORMAT menu by clicking on it. Select REPEAT by clicking on it. The sequence of two stitches is repeated across the screen. This is a good visual aid since the sewing machine display only shows the original stitch patterns entered into the M-Memory. [The 1475 CD does not have a graphic display so the sequence cannot be viewed at all.]

8 Send the sequence to the sewing machine. Open the MACHINE menu by clicking on it. Select SEND M-MEMORY (F3) by clicking on it or click the SEND M-MEMORY button on the Toolbar. The sewing machine will show a computer attached to the sewing machine by a line [a blank screen] during the communication period. The M-Memory Directory from the sewing machine appears with the first empty memory highlighted. Click the OK button and the sequence will be sent to that memory. You can also move the arrow pointer to any memory and double click the left mouse button to transfer the sequence into that memory.

9 At the Pfaff creative® 7570 or 7550, open the memory where you stored the sequence. Press the right arrow (→) key to move the cursor between the two stitch patterns. Press the key below the “?” Now look at the computer screen.

10 Move the cursor on the computer screen right by pressing the right arrow (→) key or click on the last stitch pattern in the original sequence. This is Seq. No: 2. Compare the Status Bar information with the information on the 7570 or 7550 display screen. On the sewing machine, the cursor is shown as four horizontal dashes. The cursor is positioned between Seq. No: 1 and 2, below the number 1 is the number 80. This shows that Seq. No: 1 is Stitch Program #80. At the extreme right is the number 2. This is the total amount of stitch patterns in the sequence. This information is also shown in the Status Bar.

INFO: If you want to save or open the sequence, refer to *Exercises #4 and #5* in the P-DESIGN section of this tutorial.

The procedure is the same for saving, loading and opening M-DESIGN sequences and P-DESIGN stitch patterns. The only difference is the file extension. M-DESIGN sequences have an FLG extension. When you want to open an M-DESIGN sequence, the files listed will only have the FLG extensions.

EXERCISE #23: Inserting, Deleting And Changing

Sizes Of Stitch Patterns

In this exercise you will substitute different stitch patterns for the second stitch pattern in the sequence and change them.

- 1** You should still have the sequence from the previous exercise on the screen. Leave the REPEAT function turned on. Make sure the cursor is around Seq. No: 2, the last stitch in the original sequence.
- 2** Select from the MACHINE menu, INSERT STITCH PROGRAM (F6) or click the INSERT STITCH PROGRAM button on the Toolbar. In the box, type **49 [156]** and press **Enter**.
- 3** Move the cursor to the left, around Seq. No: 2, by pressing the left arrow (←) key once.
- 4** Select from the TOOLS menu, DELETE (**Delete**) or click the DELETE button on the Toolbar. The second stitch pattern is deleted and the cursor stays in position. All the stitch patterns moved down one number or position in the sequence. The Status Bar still displays Seq. Length: 2.

TIP: After using the DELETE command, the cursor stays at the same Seq. No. The cursor seems to move right, but it is actually the sequence that moves down one position. When you want to replace one stitch pattern with another, you could first delete the stitch pattern, then move the cursor left, one position back toward the beginning of the sequence and insert the new stitch pattern.

When replacing a stitch pattern that is located within a group of 8-way feed stitch programs, the method used in the exercise is foolproof. 8-way stitch programs are very small stitches. When they are displayed on the screen in combination with 9mm or even MAXI stitches, they are very tiny in comparison. The cursor movement is very subtle on these stitches. It is very easy to insert a stitch

pattern between the wrong two stitches. By leaving the stitch pattern to be deleted in position, you have provided yourself with a marker. It is easier to see and delete the large stitch program than it is to position the cursor correctly in a row of 8-way feed stitch programs.

The easiest way to assure the new stitch is in the correct place in the sequence is to do the insertion first. After the new stitch pattern is in place, move the cursor to the stitch you want to delete and execute the DELETE command.

5 Change the width of the eyelet to 9mm. Select from the TOOLS menu, WIDTH WIDER (**Ctrl+ ↑**) or click the WIDTH WIDER button on the Toolbar. Keep selecting WIDTH WIDER or clicking its button in the Toolbar until the width is 9mm. Check the Status Bar.

TIP: It is faster to click the button on the Toolbar or use shortcut keys to increase or decrease the width and length than to repeatedly open menus and select commands. When you have reached the maximum length or width, the program alerts you with a beep.

6 Change the length of the eyelet to 11mm. Select from the TOOLS menu, LENGTH LONGER (**Ctrl+ →**) or click the LENGTH LONGER button on the Toolbar.

7 Send the sequence to the sewing machine. Select from the MACHINE menu, SEND M-MEMORY (**F3**) or click the SEND M-MEMORY button on the Toolbar. At the sewing machine, select the M-Memory manually, attach foot #2A and sew a row.

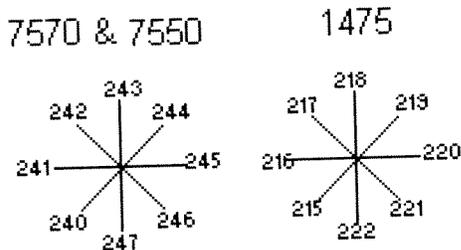
8 Try several other stitch programs. In Step #2, substitute Stitch Programs #81, 149, 159, 162 or 171 [#139, 126, 124]. Some of these stitch programs may not need width or length changes.

EXERCISE #24: Using 8-Way Feed Stitch Programs

Directional stitches are the 8-way feed stitches. They enable you to sew wide borders, multiple rows in one pass or change the look of a stitch pattern completely. In this exercise you will use 8-way feed stitches in combination with a built-in stitch program to create a wider border. This exercise relies on the information on the Status Bar. Please check the information in this exercise against the information in the Status Bar.

1 A diagram of the directional stitches can be found in the Help files. Select from the HELP menu, HELP. You can click on any-

thing that is highlighted green for more help on that topic. Click on the MACHINE menu commands under M-DESIGN. Click on INSERT STITCH PROGRAM and the diagrams of the directional stitches for the Pfaff creative® 7570, 7550 and the 1475 CD are displayed. The diagrams are oriented to the work area. Imagine the foot of the sewing machine at the left of the Help screen with the toes pointing toward the right. For example, Stitch Program #241 [#216] is the reverse stitch. (See ILL. #22.) Select from the FILE menu, EXIT (**Alt+F4**) to exit the Help files.



ILL. #22

2 Start a new sequence. Select from the FILE menu, **NEW (Ctrl+N)**.

3 Select from the MACHINE menu, **INSERT STITCH PROGRAM (F6)** or click the **INSERT STITCH PROGRAM** button on the Toolbar. Type **84 [134]** and press **Enter**. The **REPEAT** command should still be turned on.

4 Select from the MACHINE menu, **INSERT STITCH PROGRAM (F6)** or click the **INSERT STITCH PROGRAM** button on the Toolbar. Type **242 [217]** and press **Enter**. The cursor should be at Seq. No: 2.

5 You will need 7 duplicates of the last stitch program. Select from the **TOOLS** menu, **DUPLICATE** 7 times or press and hold **Ctrl** while pressing the **Insert** key 7 times. Notice the way adding the directional stitch programs moves the repeat up the screen in a column. You should have a total of 9 stitch programs in the sequence. Check the Status Bar, it should say Seq. Length: 9. The cursor position is Seq. No: 9.

INFO: Use the **DUPLICATE** command to insert a copy of a stitch program or highlighted section. The stitch program at the cursor position, or the highlighted section is copied and then inserted

directly after the cursor. Use the INSERT STITCH PROGRAM command when you want to insert a stitch program anywhere in the sequence.

Use the COPY (**Ctrl+C**) and PASTE (**Ctrl+V**) commands when you want to insert a copy of a highlighted stitch or section into a place other than immediately following the originals. Highlight the section by clicking on the first stitch program in the section. Then press and hold **Shift** while clicking the mouse on the last stitch program in the section. Select COPY, click the mouse on the new position and then select PASTE.

6 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click the INSERT STITCH PROGRAM button on the Toolbar. Type **84 [134]** and press **Enter**. The cursor position is Seq. No: 10.

7 Mirror image the stitch pattern at the cursor position, Seq. No: 10. Select from the TOOLS menu, MIRROR (**F5**) or click the MIRROR button on the Toolbar. The stitch pattern is mirror-imaged.

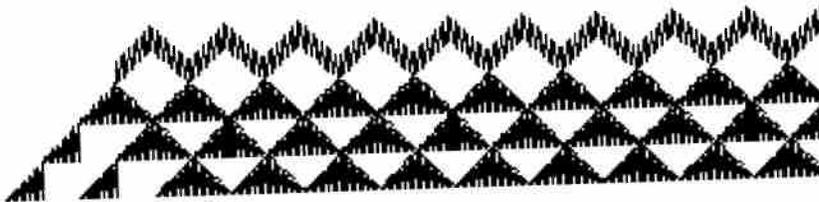
8 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click the INSERT STITCH PROGRAM button on the Toolbar. Type **247 [222]** and press **Enter**. The cursor position is Seq. No: 11.

9 You will need 7 duplicates of the last stitch program. Select from the EDIT menu, DUPLICATE 7 times or press and hold **Ctrl** while pressing the **Insert** key 7 times. You should have a total of 18 stitch programs in the sequence. Check the Status Bar, it should say Seq. Length: 18. Notice the way adding this directional stitch program moves the repeat down the screen and back into the original position.

10 Send the sequence to the sewing machine, attach foot #8 and sew. If necessary, use the balance keys on the sewing machine to fine-tune the sequence for your fabric. For information about balancing a stitch or sequence, refer to *Exercise #19: Balancing Your Stitch Pattern for Your Sewing Machine* in this tutorial.

EXERCISE #25: Designing Wide Borders

This exercise combines 8-way feed stitch programs with MAXI and 9mm stitch programs to create the border shown below.



ILL. #23

- 1 Clear the work area and start a new sequence.
Select from the FILE menu, NEW (**Ctrl+N**).
- 2 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click the INSERT STITCH PROGRAM button on the Toolbar. In the box, type **205** and press **Enter**. The REPEAT function should still be turned on. If the sequence displayed is too large, click the ZOOM OUT button of the Toolbar.
- 3 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click the INSERT STITCH PROGRAM button on the Toolbar. In the box, type **242 [217]** and press **Enter**. The cursor position is Seq. No: 2. Before continuing with each following step, make sure the cursor is positioned at the last stitch program.
- 4 You will need 17 duplicates of the last stitch program.
Press and hold **Ctrl** while pressing **Insert** 17 times.
Check the Status Bar. It should show Seq. Length: 19.
- 5 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. In the box, type **76 [59]** and press **Enter**. The Status Bar shows Seq. Length: 20.
- 6 Change the length by pressing and holding **Ctrl** while pressing the left arrow (**←**) key until the length is 12.0.
Check the Status Bar.
- 7 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. In the box, type **240 [215]** and press **Enter**. The Status Bar shows Seq. Length: 21.
- 8 You will need 17 duplicates of the last stitch program.
Press and hold **Ctrl** while pressing the **Insert** key 17 times.
The Status Bar shows Seq. Length: 38.

9 Send the sequence to the sewing machine, attach foot #8 and sew. If necessary, use the balance keys on the sewing machine to fine-tune the sequence for your fabric. For information about balancing a stitch or sequence, refer to *Exercise #19: Balancing Your Stitch Pattern for Your Sewing Machine* in this tutorial.

EXERCISE #26: Triple Scallop Border

This exercise shows how to design a basic triple row of a stitch pattern like the one shown below that will be sewn in one pass. This sequence will be used in the following exercise to show how to use this as a basic sequence by replacing the main stitch pattern with a different stitch pattern.



ILL. #24

- 1 Clear the work area and start a new sequence. Select from the FILE menu, NEW (**Ctrl+N**).
- 2 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. In the box, type **52 [61]** and press **Enter**. The REPEAT function should still be turned on. If the sequence displayed is too large, click the ZOOM OUT button of the Toolbar.
- 3 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. In the box, type **243 (218)** and press **Enter**. The cursor position is Seq. No: 2. Before continuing with each following step, make sure the cursor is positioned at the last stitch program.
- 4 You will need 2 duplicates of the last stitch program. Press and hold **Ctrl** while pressing **Insert** 2 times. Check the Status Bar. It should show Seq. Length: 4.
- 5 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. In the

box, type **242 [217]** and press **Enter**. Change the width to 0.5 by holding down the **Ctrl** key while pressing the down arrow (**↓**) key. The Status Bar shows Seq. Length: 5.

6 You will need 8 duplicates of the last stitch program. Press and hold **Ctrl** while pressing **Insert** 8 times. The Status Bar shows Seq. Length: 13.

7 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. In the box, type **52 [61]** and press **Enter**. The Status Bar shows Seq. Length: 14.

8 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. In the box, type **243 [218]** and press **Enter**. The Status Bar shows Seq. Length: 15.

9 You will need 2 duplicates of the last stitch program. Press and hold **Ctrl** while pressing **Insert** 2 times. The Status Bar shows Seq. Length: 17.

10 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. In the box, type **242 [217]** and press **Enter**. Change the width to 0.5 by holding down the **Ctrl** key while pressing the down arrow (**↓**) key. The Status Bar shows Seq. Length: 18.

11 You will need 8 duplicates of the last stitch program. Press and hold **Ctrl** while pressing **Insert** 8 times. The Status Bar shows Seq. Length: 26.

12 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. In the box, type **52 [61]** and press **Enter**. The Status Bar shows Seq. Length: 27.

13 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. In the box, type **240 [215]** and press **Enter**. Change the width to 0.5 by holding down the **Ctrl** key while pressing the down (**↓**) arrow key. The Status Bar shows Seq. Length: 28.

14 You will need 8 duplicates of the last stitch program. Press and hold **Ctrl** while pressing **Insert** 8 times. The Status Bar shows Seq. Length: 36.

15 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. In the box, type **247 [222]** and press **Enter**. The Status Bar shows Seq. Length: 37.

16 You will need 2 duplicates of the last stitch program. Press and hold **Ctrl** while pressing **Insert** 2 times. The Status Bar shows Seq. Length: 39.

17 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. In the box, type **240 [215]** and press **Enter**. Change the width to 0.5 by holding down the **Ctrl** key while pressing the down (**↓**) arrow key. The Status Bar shows Seq. Length: 40.

18 You will need 8 duplicates of the last stitch program. Press and hold **Ctrl** while pressing **Insert** 8 times. The Status Bar shows Seq. Length: 48.

19 Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. In the box, type **247 [222]** and press **Enter**. The Status Bar shows Seq. Length: 49.

20 You will need 2 duplicates of the last stitch program. Press and hold **Ctrl** while pressing **Insert** 2 times. The Status Bar shows Seq. Length: 51.

21 Send the sequence to the sewing machine. Select from the MACHINE menu SEND M-MEMORY (**F3**). Select the memory at the machine, attach foot #8. If necessary, use the balance keys on the sewing machine to fine-tune the sequence for your fabric. For information about balancing a stitch or sequence, refer to *Exercise #19: Balancing Your Stitch Pattern for Your Sewing Machine* in this tutorial.

22 Since the sequence will be used in the following exercise, it is a good idea to save it. Save the sequence by selecting from the FILE menu, SAVE AS.

INFO: Included on the PC-DESIGNER™ Software program disk are three scallop sequences. They are the sequences used in *Exercise #26*. The file named “SCALLOP2.FLG” is for use with the Pfaff creative® 7570; the file named “SCALLOP1.FLG” is for use with the 1475 CD; the file named “SCALLOP.FLG” is for use with the 7550. If you open the file not designated for the model sewing machine selected in the configuration, a dialog box opens, asking if you want to convert the sequence. If you answer Yes, the sequence will be displayed without the directional stitches.

EXERCISE #27: Replacing Stitch Patterns In A Basic Sequence

Once you have a basic sequence that sews multiple rows of a pattern, you can use it as a basis for other multi-row sequences. Some stitch patterns will need to have the sequence designed around them.

- 1 You should still have the sequence from the previous exercise displayed in REPEAT. If you saved it, open it.
- 2 Move the cursor to Seq. No: 1 by pressing the **Home** key. Select from the MACHINE menu, INSERT STITCH PROGRAM (F6) or click its button on the Toolbar. Type **56 [51]** and press **Enter**.
- 3 Move the cursor to the left by pressing the left arrow (←) key once. Delete the first scallop, Seq. No: 1, by pressing the **Delete** key.
- 4 Move the cursor to the next scallop, Seq. No: 14, by pressing the right arrow (→) key. Select from the MACHINE menu, INSERT STITCH PROGRAM (F6) or click its button on the Toolbar. Type **56 [51]** and press **Enter**.
- 5 Move the cursor to the left by pressing the left (←) arrow key once. Delete the left scallop, Seq. No: 14, by pressing the **Delete** key.
- 6 Move the cursor to the next scallop, Seq. No: 27, by pressing the right arrow (→) key. Select from the MACHINE menu, INSERT STITCH PROGRAM (F6) or click its button on the Toolbar. Type **56 [51]** and press **Enter**.
- 7 Move the cursor to the left by pressing the left (←) arrow key once. Delete the left scallop, Seq. No: 27, by pressing the **Delete** key.
- 8 The sequence length has not changed; only one scallop was substituted for another. Send the sequence to the sewing machine, select the memory and attach foot #8. If necessary, use the balance keys on the sewing machine to fine-tune the sequence for your fabric.



ILL. #25

9 Try another stitch program substitution. Move the cursor to Seq. No: 1 by pressing the **Home** key. Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. Type **76 [59]** and press **Enter**.

10 Move the cursor to the left by pressing the left arrow (**←**) key once. Delete the scallop, Seq. No: 1, by pressing the **Delete** key.

11 Move the cursor to Seq. No: 14 by pressing the right arrow (**→**) key. Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. Type **76 [59]** and press **Enter**.

12 Move the cursor to the left by pressing the left arrow (**←**) key once. Delete the scallop, Seq. No: 14, by pressing the **Delete** key.

13 Move the cursor to Seq. No: 27 by pressing the right arrow (**→**) key. Select from the MACHINE menu, INSERT STITCH PROGRAM (**F6**) or click its button on the Toolbar. Type **76 [59]** and press **Enter**.

14 Move the cursor to the left by pressing the left arrow (**←**) key once. Delete the scallop, Seq. No: 27, by pressing the **Delete** key.

15 Send the sequence to the sewing machine, select the M-Memory and attach foot #8. If necessary, use the balance keys on the sewing machine to fine-tune the sequence for your fabric.

16 Other Stitch Programs to try substituting are #51 through 59 and 61 [#50 through 54, 60 and 61]. Be sure to check the replacement program to see if the width or length needs changing or the program needs mirror imaging.

TIP: If the length or width cannot be changed to match the original stitch program, a new sequence should be designed

around the stitch. Use the basic sequence and add or delete an equal amount of directional stitches to or from each string of directional stitches.

If you are continuing with the Creative Fantasy section of this tutorial, select from the FILE menu, P-DESIGN. This command will switch to the P-DESIGN section of the program. If you want to exit the program completely, select from the FILE menu, EXIT (Alt+F4). You will be back at the Windows™ Program Manager.

Creative Fantasy Design Tutorial

The Creative Fantasy Design section of the tutorial instructs you how to design multi-colored embroideries for the Creative Fantasy embroidery unit. This section is for use only with the Pfaff creative® 7570 and its Creative Fantasy unit. You can create your own original stitch patterns and manipulate built-in stitch programs from the sewing machine. This section is an advanced tutorial based on the lessons, techniques and information in the P-DESIGN tutorial. It is recommended that all the exercises in the P-DESIGN tutorial be completed before starting this section. The information contained in those lessons is not repeated here. All of the commands and features explained in the P-DESIGN tutorial can be used when designing in a Frame mode. This section addresses only the additional commands, functions and techniques needed to design in a Frame mode. The following section is a short review of the new commands used for designing Frame stitch patterns.

NEW COMMANDS IN THE P-DESIGN

MENU, TOOLBAR AND STATUS BAR

When you select the Pfaff creative® 7570 in the Configuration dialog box, several commands in the MACHINE menu, along with two buttons on the Toolbar, are available for use. These commands allow access to the Creative Card currently in the sewing machine.

INFO: Only Creative Cards can be used along with the PC-DESIGNER™ Software program. Preprogrammed Creative Fantasy Cards cannot be accessed by the program.

IMPORTANT: When designing a Frame stitch pattern, do not use more than 200 stitch points in a row that are 11mm or longer in length. The sewing machine is programmed to slow the speed and frame movement when sewing stitches 11mm or longer. This slow speed causes the machine's motor to slow the RPMs which, in turn, causes a build-up of heat. This heat build-up can cause damage to the motor and sewing machine. To avoid this from occurring, it is recommended that you take the following precautions:

Use one of the FILL-IN STITCH command styles for all areas you want satin stitched.

Use the STITCH LENGTH command to check and change the length of all stitches in your stitch pattern.

Use the STITCH LENGTH command on the resulting stitch pattern after using the AUTO TRACE command to set stitches.

Keep a count of the stitch length and amount of stitches you use when jumping from one area to another area within your stitch pattern. Keep a count of the length and amount of stitches if you must manually set satin stitching in an area.

1 Change work area mode to Large Frame by clicking the button on the Status Bar. This function is also available from the FORMAT menu.

2 Click on the MACHINE menu to open it. The second section contains all the commands pertaining to Creative Cards.

LOAD CARD STITCH: Transfers the directory of the Creative Card in the sewing machine to the computer. You select a stitch pattern type, either 9mm, MAXI or Frame, by clicking the button next to the mode. Highlight the stitch pattern in the list box by clicking on its icon and then click the OK button. Use this command when starting a new stitch design and the work area is empty.

SEND CARD STITCH: Sends the stitch pattern in the work area to the Creative Card for storage and sewing. You can send 9mm and MAXI stitch patterns directly to the Creative Card, bypassing the P-Memories. A Frame stitch pattern can only be sent and stored on a Creative Card.

INSERT CARD STITCH: Transfers the directory of the Creative Card in the sewing machine to the computer. You select a stitch pattern type, either 9mm, MAXI or Frame, by clicking the button next to the mode. Highlight the stitch pattern in the list box by clicking on its icon and then click the OK button. Use this command when you want to insert a Creative Card stitch pattern into an existing stitch pattern in the work area.

DELETE CARD STITCH: Transfers the directory of the Creative Card in the sewing machine to the computer. You select a stitch pattern type, either 9mm, MAXI or Frame, by clicking the button next to the mode. Highlight the stitch pattern in the list box by clicking on its icon and then click the Delete button. A dialog box opens confirming the deletion. Click the Yes button to delete or the No button to cancel. The dialog box closes and you can select another stitch pattern to delete. When you are finished and want to quit the command, click the Close button.

3 Now highlight the ALPHABETS command in the MACHINE menu. A sub-menu drops down. The LARGE SCRIPT and the MONOGRAM styles are available for use in either Frame mode. These two alphabet styles are the same as the alphabet styles on the Creative Fantasy Card #1 that came with the Creative Fantasy unit. They are available only in the 21mm size for the Large Script and 26mm size for the Monogram.

INFO: Do not try to sew either of these two styles without the Creative Fantasy unit. They were not designed to be sewn using the sewing machine's feeding system. The results will be disappointing.

4 Look at the Toolbar. The SEND P-MEMORY button is dimmed and not available for sending Frame stitch patterns to a P-Memory. The SEND P-MEMORY command in the MACHINE menu is also dimmed.

There are two Toolbar buttons relating to Creative Cards: LOAD CARD STITCH and SEND CARD STITCH.



LOAD CARD STITCH — Displays the directory of the Creative Card that is currently in the sewing machine. Select a stitch type, 9mm, MAXI or Frame, by clicking the button next to

the name in the list box. Icons of all the stitch patterns of a type are displayed in another list box. To load a stitch pattern, highlight its icon and click the OK button. A dialog box opens, displaying the status of the transfer. Use this command only when starting a new stitch pattern or when the work area is empty. This command is only available for the Pfaff creative® 7570.



SEND CARD STITCH — Sends the Frame stitch pattern currently in the work area to the Creative Card. The stitch program is automatically placed after the last stitch in the appropriate mode category. A dialog box displaying the status of the transfer appears on the screen while the transfer takes place. This command is only available for the Pfaff creative® 7570.

5 Look at the Status Bar. The Automatic Stitch field is not displayed. Automatic Stitches are only used by the sewing machine when the feeding system is operational.

6 The work area is the area defined by the blue line. The actual sewing size of the Small Frame size is 80mm x 80mm (3-1/4" x 3-1/4"), and the Large Frame is 115mm x 120mm (4-1/2" x 4-3/4"). The work area is slightly smaller than the frame. To view your stitch pattern in the actual sewing size, select the 1:1 command from the FORMAT menu.

7 To the left of the work area is the Color Bar. The 16 color choices are arranged in order from top to bottom. When you send the stitch pattern to the Creative Card, the colors are translated into numbers, starting at the top with the first color used in the stitch pattern. To change colors when designing a stitch pattern, click a color button.

EXERCISE #28: Designing A Frame Stitch Pattern

Using A Template And The AUTO TRACE Command

In this exercise you will use a BMP template and have the program set the stitches. Then you will fill in the outline using the Fill-In B style.

1 Select the Large Frame work area by clicking its button on the Status Bar. Make sure the black color is selected by clicking on the black button on the top of the Color Bar.

2 Load the template by selecting from the DESIGN menu **LOAD BMP FILE**. In the Open File dialog box, highlight the file name **FRAME** and click the **OK** button.

3 Select from the TOOLS menu, **AUTO TRACE**. A dialog box opens, displaying the line width default of 4 pixels. This BMP has narrow lines that do not exceed the 4 pixel width. Click the **OK** button to accept the width and start the auto trace.

INFO: A BMP graphic is displayed using dots called pixels. The default width is 4 pixels. This means that the program looks at your BMP to determine the width of all the lines. Any lines 4 or less pixels wide will be treated as a line and the program will set stitches on the line. Any lines 5 or more pixels wide will be treated as an area and the program will set stitches around the shape. When you use a BMP that has wide lines, increase the Line Width so they are treated as lines and not as areas.

If, after setting stitches using the **AUTO TRACE** command, some of the lines have been changed into areas, it is best to start again using a larger pixel number. Choose from the **EDIT** menu, **SELECT ALL**, then click the **DELETE** button on the Toolbar. Select from the **TOOLS** menu, **AUTO TRACE** and enter a larger number in the box.

4 When the auto trace is complete, the stitch pattern is displayed with all stitch points highlighted. Click the right mouse button or **Esc** key to cancel the highlighting.

5 Select from the **TOOLS** menu, **STITCH LENGTH** or click its button on the Toolbar. In the dialog box, type **3** and press **Enter**. The stitch points set by the program were not evenly spaced; using the **STITCH LENGTH** command, the stitch points are placed more evenly. Placing stitch points more closely together will make the final embroidery prettier.

TIP: Save your stitch pattern now, and after each area is filled in. Use the **SAVE** button on the Toolbar. By saving the stitch pattern as you go along, if an area is not filled in to your liking or you forget to change a color, you do not have to start from the beginning again.

6 Select from the **TOOLS** menu, **FILL-IN STITCH** or click its button on the **Toolbar**. Click the **Fill-In B** button. Change the stitch density by pointing to the field and, when the arrow changes into an I-beam, drag it across the field to highlight it. Type **0.2** in the field. Leave the check in the **Structure Stitch** box to keep it active. Click the **OK** button.

INFO: Both Fill-In styles add intermediate stitches within the satin stitch area. These intermediate stitch points prevent the stitches from becoming too long, avoiding the tunneling effect. These intermediate stitches also keep the sewing machine from slowing its speed when sewing long stitches. See the **IMPORTANT** note on page 87 for more details.

Fill-In A adds intermediate stitches at a maximum length of 10.8mm in an even grid-like manner.

Fill-In B adds intermediate stitches at a maximum length of 4mm. The **Structure Stitch** defines the look of these intermediate stitches. The default is having **Structure Stitch** active, indicated by a check in the box. When it is active, the intermediate stitches echo the outline of the area; when it is inactive, the intermediate stitches are placed in an even grid-like manner.

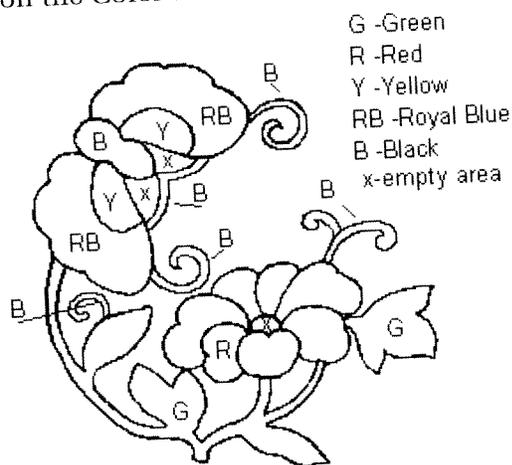
TIP: When satin stitching areas of a stitch pattern that will be sewn using the **Creative Fantasy** unit, a stitch density of 0.2 gives excellent results. Depending on the type of fabric and weight of thread used, fill in the areas using a density range from 0.2 to 0.3.

7 Next you will fill in the areas with satin stitches and colors according to the diagram in **ILL. #26**. The next steps follow the color key for the order and placement of the colors. Do not fill in the areas marked with an x; they are not intended to be satin stitched.

TIP: You can change the angle of the fill-in for any of the areas by clicking the **Change Options** button instead of the **Accept** button in the **Fill-In** dialog box.

8 Point inside the stem area labeled **G** and click the mouse. The **Fill-In** dialog box opens; click the **Accept Stitches** button. The fill-in is still highlighted; change the color to green by clicking the green button on the **Color** bar. Cancel the highlighting by clicking the right mouse button.

Select from the TOOLS menu, FILL-IN STITCH again. Do not make any changes. Click the OK button. Point inside the leaf area labeled G and click the mouse. In the dialog box, accept the stitches. Change the color to green by clicking the green button on the Color Bar. Cancel the highlighting.



ILL. #26

9 Next, fill in the flower with red. Select the FILL-IN STITCH command. Do not make any changes. Click the OK button in the dialog box. Point to the petal to the left of the lower center petal, labeled R, and click the mouse. In the dialog box, accept the stitches. Change the color to red by clicking the red button on the Color Bar. Cancel the highlighting. The remaining petals will be filled in following a counter-clockwise direction.

Select the FILL-IN STITCH command again. Click the OK button. Point inside the next empty petal to the right of the filled petal and click the mouse. In the dialog box, accept the stitches. Change the color to red by clicking the red button on the Color Bar. Cancel the highlighting.

Follow the above procedure to complete the flower in red satin stitching. Remember to fill the petals in a counter-clockwise direction.

10 Next, fill in the small inside sections of the butterfly wings, labeled Y, with yellow. Select the FILL-IN STITCH command. Do not make any changes. Click the OK button in the dialog box. Point inside one of the smaller sections on the wing

and click the mouse. In the dialog box, accept the stitches. Change the color to yellow by clicking the yellow button on the Color Bar. Cancel the highlighting.

Select the FILL-IN STITCH command again. Click the OK button. Point inside the section on the other wing and click the mouse. In the dialog box, accept the stitches. Change the color to yellow by clicking the yellow button on the Color Bar. Cancel the highlighting.

11 Next, fill in the large outside sections of the butterfly wings, labeled RB, with royal blue. Select the FILL-IN STITCH command. Do not make any changes. Click the OK button in the dialog box. Point inside the large section on the wing and click the mouse. In the dialog box, accept the stitches. Change the color to blue by clicking the blue button on the Color Bar. Cancel the highlighting.

Select the FILL-IN STITCH command again. Click the OK button. Point inside the section on the other wing and click the mouse. In the dialog box, accept the stitches. Change the color to blue by clicking the blue button on the Color Bar. Cancel the highlighting.

12 Lastly, fill in the body, antenna and curlicues, labeled B, with black. Select the FILL-IN STITCH command. Do not make any changes. Click the OK button in the dialog box. Point inside the body and click the mouse. In the dialog box, accept the stitches. Change the color to black by clicking the black button on the Color Bar. Cancel the highlighting.

Enlarge the work area by clicking on the ZOOM IN button.

TIP: Zooming in on your design allows you to position the arrow pointer in the center of small areas. This eliminates the possibility of clicking in the wrong space or on a stitch point.

Select the FILL-IN STITCH command again. Click the OK button. Point inside the V-shaped antenna and click the mouse. In the dialog box, accept the stitches. Change the color to black by clicking the black button on the Color Bar. Cancel the highlighting.

Continue in the above manner, filling in all the remaining curlicues, scroll the window to view the section when necessary.

13 Send the stitch pattern to the Creative Card. Insert a Creative Card into the slot. Select from the MACHINE

menu, SEND CARD STITCH or click its button on the Toolbar. A dialog box opens, displaying the transfer progress. The stitch pattern will be added to the Creative Card after the last stitch in the appropriate category. To sew the stitch pattern, press the Card key on the sewing machine. Select the type of stitch pattern by pressing the corresponding key, #1 for Embroidery Patterns. Scroll until you see the icon of the stitch pattern, then press the key below the icon.

Following the next exercise before sewing your stitch pattern will simplify the sewing process. The exercise explains the color numbering system and an easy way to sew the stitch pattern to achieve great results.

EXERCISE #29: Sewing An Original

Multi-Colored Frame Stitch Pattern

This exercise explains the color numbering system used by the program and sewing machine to identify the colors you used in the stitch pattern.

1 You should still have the stitch pattern from *Exercise #28* in the work area. Also, select the stitch pattern at the sewing machine. Press key #7, below the rotate 90° icon, so the position of the stitch pattern in the sewing machine display matches the computer screen.

2 The stitch pattern has five colors. The computer screen shows these colors as black, red, green, blue and yellow. The sewing machine can only identify a color by a number. When the stitch pattern is sent to the Creative Card, the program gives each color a number. Only colors used in a stitch pattern are given numbers; colors not used in the stitch pattern are ignored by the program. The number is based on the color's position on the Color Bar. All numbering starts at the top of the Color Bar and continues down to the bottom, skipping all unused colors. The sewing path or the order in which you designed the stitch pattern has no effect on the numbering.

Starting at the top of the Color Bar, color 1 in the stitch pattern is black, color 2 is blue, color 3 is red, color 4 is green and color 5 is yellow.

3 Look at the sewing machine display. It shows that the stitch pattern can be sewn in colors 1-5. Press key #8, below the change sewing mode icon, twice. It shows color 1 and its sewing path. Press key #8 again. It shows color 2 and its sewing path. Keep pressing the key and scrolling through all the colors until you are back at the first screen, colors 1-5.

4 When you use the AUTO TRACE command and fill in sections of your stitch pattern, the resulting pattern will have many thread color changes. The stitch pattern in the previous exercise has more than 12 changes of thread color. These numerous changes occur because the filled-in areas are inserted here and there along the sewing path of the auto trace.

The easiest way to sew this type of stitch pattern with the best results is to sew it color by color, using key #8 to scroll through each color. Then you will change threads only the same number of times as there are colors. The trailing threads can be trimmed between the sewing of each color.

When using this sew-by-color method, you may be required to start the machine several times for each color, depending on how the stitch pattern was designed. Each color may have several parts that make up each section; the flower from the previous exercise is made up of 8 red sections. The sewing machine recognizes these parts as individual pieces of the entire color section and will automatically stop at the end of each part. Press the foot control to sew the next part of the color. When one color is finished, press key #8 to scroll to the next color.

TIP: The best results can be obtained by sewing the auto trace outline last. This can be done by skipping that color number and returning to it when all the other colors have been sewn.

If you make the auto trace outline a color not used in the rest of the design, it can be sewn over itself twice for a well-defined outline. When using this method, be sure to use the STITCH LENGTH command so the stitching is nice and even.

EXERCISE #30: Changing Colors On The Screen

This exercise shows how to change the colors in your stitch pattern and the background of the window. This exercise uses a stitch file that came with the program.

1 Select from the FILE menu, OPEN (**Ctrl+O**) or click its button on the Toolbar. In the Open File dialog box, highlight the file name FRAME.PCS and click the OK button. All Frame mode stitch patterns have the extension PCS.

2 Cancel the highlighting by clicking the right mouse button or pressing **Esc**. This stitch pattern was not created using the AUTO TRACE command. Stitches were set along the template and filled in as the stitch progressed. It does not have the outline stitch that would result from an auto trace. The colors were chosen because of their position on the Color Bar and not for the final visual look of the stitch pattern on the screen. This stitch will sew in the following order: color 1, 2, 3, 4, 5, and then ends with color 1 again, for a total of six color changes.

3 To change an entire group of a single color of stitches to another, double click the button that matches the color of the stitches. Double click the dull green (flower color) button. A dialog box opens. It contains a square divided into 16 colors. Click on the red square; a highlight appears around the square. Click the OK button. The screen is redrawn with the new color in place.

TIP: This method will change all the stitch points of a single color to another color. When you want to make color changes that do not include an entire color section, you need to highlight all the stitches in the section you want to change, then click a color button. Only the stitches that were highlighted will change color and only that section of the stitch pattern will be redrawn.

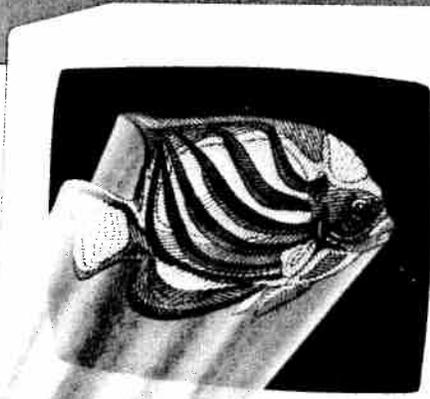
4 You can also change the background color of the window. Point to the small grey area just below the last button on the Color Bar and double click. The dialog box opens. Click the turquoise color button and then click the OK button. Change the background back to white by double clicking on the background at the bottom of the Color Bar and selecting white in the dialog box.

PFAFF

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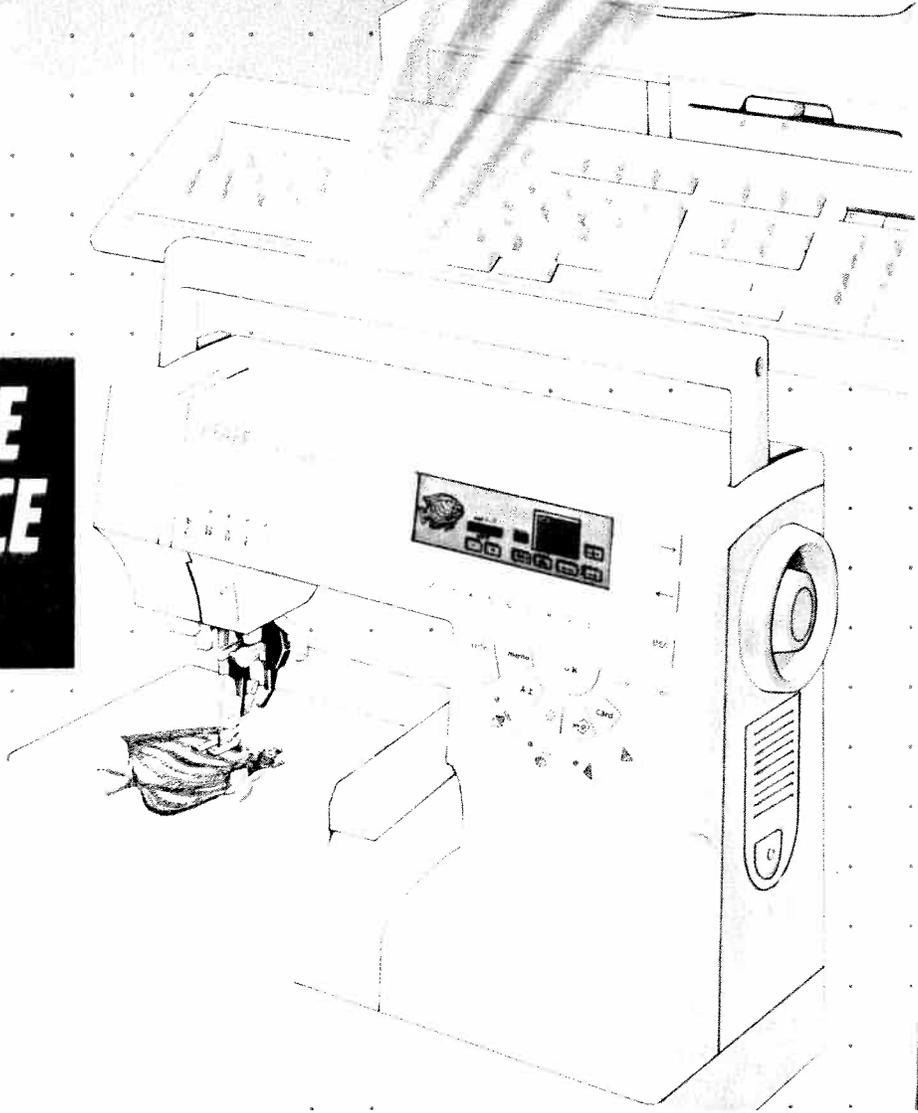
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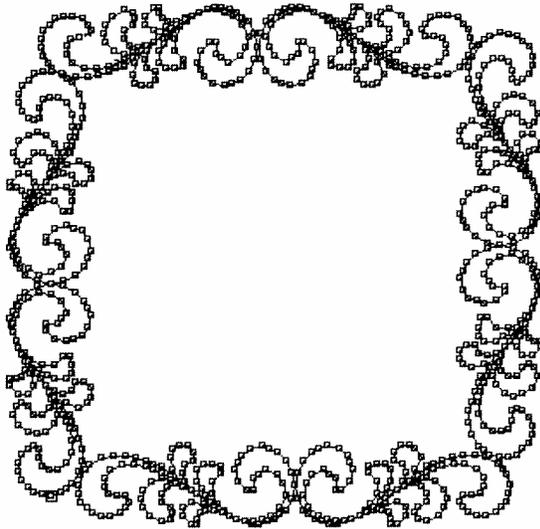
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EXERCISE #31: Designing A Frame Stitch Pattern

Using Built-In Stitches

In this exercise you will design a square border using a built-in stitch program and manipulating it to form a square border. Use ILL. #27 as a guide in positioning each copy of the stitch pattern.



ILL. #27

1 Select from the MACHINE menu, OPEN STITCH PROGRAM (F6) or click its button on the Toolbar. In the box, type **188** and press **Enter**. The work area changes to the MAXI size and displays the stitch program. Do not cancel the highlighting.

2 Select from the TOOLS menu, NEW PATTERN SIZE or click its button on the Toolbar. In the Length field, type **90**. Click the Proportional box to place a check and activate the function. Click the OK button.

3 Change to the Large Frame mode by clicking the button on the Toolbar. Change the color of the stitch pattern to black by double clicking on the button that matches the stitch color. In the dialog box, click the black box and then the OK button.

4 Decrease the length of the stitches in the pattern by selecting from the TOOLS menu, STITCH LENGTH or clicking its button on the Toolbar. In the box type, **3** and press **Enter**.

- 5 The stitch pattern should still be highlighted; if not, select from the EDIT menu, **SELECT ALL (Ctrl+M)**. Copy the stitch pattern to the Clipboard by selecting from the EDIT menu, **COPY (Ctrl+C)**.
- 6 Select from the TOOLS menu, **MOVE** or click its button on the Toolbar. Center the stitch pattern lengthwise in the work area, keeping the bottom of the stitch pattern touching the bottom of the work area.
- 7 Cancel the highlighting by pressing the **End** key. This positions the single highlight at the last stitch point.
- 8 Paste the copy of the stitch pattern by selecting from the EDIT menu, **PASTE (Ctrl+V)**.
- 9 Select from the TOOLS menu, **ROTATE** or click its button on the Toolbar. Press the left arrow key (←) until the Angle field shows 90°. Press **Enter** to fix the position.
- 10 Select from the TOOLS menu, **MOVE** or click its button on the Toolbar. Move the stitch copy to the right side of the work area. Position the stitch copy so the edge of one scroll touches the scroll of the previous stitch pattern. See ILL. #27. Cancel the highlighting by pressing the **End** key.
- 11 Paste another copy of the stitch pattern by selecting from the EDIT menu, **PASTE (Ctrl+V)**. Do not cancel the highlighting.
- 12 Select from the TOOLS menu, **MIRROR (F5)** or click its button on the Toolbar.
- 13 Select from the TOOLS menu, **MOVE**. Move the stitch copy to the left, so the edge of one scroll touches the scroll of the previous stitch pattern without overlapping. Do not cancel the highlighting.
- 14 To remove the long stitch in the last stitch copy, you will flip the stitch order. Select from the TOOLS menu, **FLIP ORDER**. The stitch pattern does not change position, only the sewing path is re-numbered in reverse order. Cancel the highlighting by pressing **End**.
- 15 Paste another copy of the stitch pattern by selecting from the EDIT menu, **PASTE (Ctrl+V)**. Do not cancel the highlighting.

16 Select from the TOOLS menu, ROTATE or click its button on the Toolbar. Press the right arrow key (→) until the Angle field shows 270°. Press **Enter** to fix the position.

17 Select from the TOOLS menu, MOVE. Move the stitch copy until it is centered at the left side, completing the square border.

18 Select from the FILE menu, SAVE AS or click the SAVE button on the Toolbar. Name the stitch file BORDER1. Do not use this file to save the next steps. Use the SAVE AS command to save a new file named BORDER2. The file BORDER1 will later be pasted into the filled-in stitch pattern for a continuous outline.

19 Next, using the stitch pattern file named BORDER2, fill in all the scrolls and curlicues. Be sure to click in the center of each curlicue. In order to see the areas better, select from the FORMAT menu, ZOOM IN or click its button on the Toolbar. Select from the TOOLS menu, FILL-IN STITCH or click its button on the Toolbar. In the dialog box, check Fill-In B, change the density to 0.2 and the angle to 90°. Click the OK button. First, fill in all the curlicues on the corners; next, fill in all the curlicues on the outside of the border, and finally, fill in all the remaining curlicues.

20 Change the color of the entire stitch to red. Double click on the black button on the Color Bar. In the dialog box, click the red button and then click OK.

21 Update the BORDER2 stitch pattern file by selecting from the FILE menu, SAVE.

22 Open the BORDER1 stitch file. Select from the FILE menu, OPEN or click its button on the Toolbar. Highlight the file, BORDER1 and click the OK button. Do not cancel the highlighting.

23 Select from the EDIT menu, COPY (**Ctrl+C**) to copy the stitch pattern to the Clipboard.

24 Open the BORDER2 stitch file. Select from the FILE menu, OPEN or click its button on the Toolbar. Highlight the file, BORDER2 and click the OK button. Cancel the highlighting by pressing the **End** key.

25 Paste the stitch pattern from the Clipboard. Select from the EDIT menu, PASTE (Ctrl+V). Do not cancel the highlighting.

26 Select from the TOOLS menu, MOVE or click its button on the Toolbar. Center the outline stitch pattern over the filled-in stitch pattern.

27 Change the color of the outline stitch pattern by double clicking on its color button (black). In the dialog box, click on a color button that has a lower position than the filled-in section of the stitch pattern (a color below red on the Color Bar, not the dialog box).

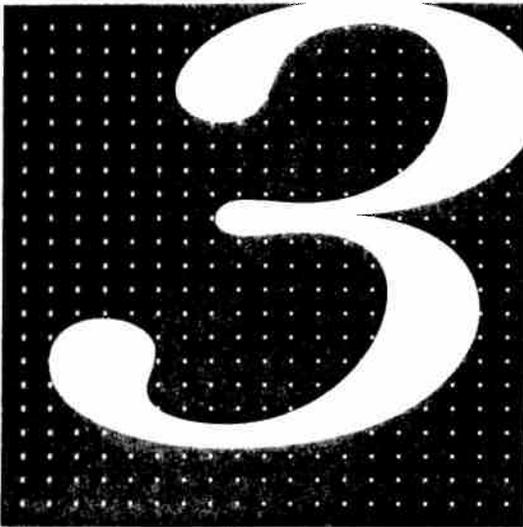
28 Send the stitch to the Creative Card by selecting from the MACHINE menu, SEND CARD STITCH or click its button on the Toolbar.

29 Sew the stitch pattern using the sew-by-color method as described in *Exercise #29*.

TUTORIAL CONCLUSION

This tutorial was designed to help you get started with PC-DESIGNER™ Software for Windows™ by showing you how it works on actual stitch designs. The real fun begins now, when you can practice what you've learned and use your creativity to its fullest. Be bold! Experiment with all sorts of stitch designs and combinations. The more you use the program, the more your confidence will grow. Soon, you'll be concentrating on creating fabulous stitch designs rather than on which commands to use. Above all, use your new creative freedom to its utmost and enjoy yourself and your sewing with PC-DESIGNER™ Software.





PC-DESIGNER™ SOFTWARE FOR WINDOWS™ COMMAND REFERENCE GUIDE

KEYBOARD SHORTCUTS AND MOUSE OPERATIONS

This section of the Command Reference Guide lists all the keyboard shortcuts and all the mouse operations used for selecting commands, functions and highlighting stitch selections. When P-DESIGN and M-DESIGN operations differ, they are stated separately.

KEYBOARD SHORTCUTS**SHORTCUT KEYS — P-DESIGN and M-DESIGN**

Ctrl+N	NEW
Ctrl+O	OPEN
Ctrl+S	SAVE
Ctrl+P	PRINT
Ctrl+D	Switches to M-DESIGN or P-DESIGN
Ctrl+Z	UNDO
Ctrl+M	SELECT ALL
Ctrl+X	CUT
Ctrl+C	COPY
Ctrl+V	PASTE
Del	DELETE
Alt+F4	EXIT
F1	HELP
F3	SEND P- or M-MEMORY
F4	LENGTH MIRROR
F5	MIRROR
F8	ZOOM IN
F9	ZOOM OUT

SHORTCUT KEYS — P-DESIGN

Ctrl+K	LOAD CARD STITCH
F2	SEND CARD STITCH
F6	OPEN STITCH PROGRAM
F7	LOAD P-MEMORY

SHORTCUT KEYS — M-DESIGN

Ctrl+A	REDO
Ctrl+Insert	DUPLICATE
F6	INSERT STITCH PROGRAM
F7	INSERT P-MEMORY

ARROW KEYS — P-DESIGN and M-DESIGN

- Shift+ →** Highlights a section in ascending order.
Shift+ ← Highlights a section in descending order.

ARROW KEYS — P-DESIGN

- Browses through the sewing path in ascending order.
← Browses through the sewing path in descending order.
↑ Browses through the Color Bar in ascending order.
↓ Browses through the Color Bar in descending order.

CTRL + ANY ARROW KEY PRESSED SWITCHES TO SET STITCH COMMAND.

- Ctrl+ →** Inserts a stitch and moves it right.
Press **Enter** to fix position.
Ctrl+ ← Inserts a stitch and moves it left.
Press **Enter** to fix position.
Ctrl+ ↑ Inserts a stitch and moves it up.
Press **Enter** to fix position.
Ctrl+ ↓ Inserts a stitch and moves it down.
Press **Enter** to fix position.

CTRL + SHIFT + ANY ARROW KEY PRESSED SWITCHES TO MOVE COMMAND.

- Ctrl+Shift+ →** Moves a highlighted stitch right.
Press **Enter** to fix position.
Ctrl+Shift+ ← Moves a highlighted stitch left.
Press **Enter** to fix position.
Ctrl+Shift+ ↑ Moves a highlighted stitch up.
Press **Enter** to fix position.
Ctrl+Shift+ ↓ Moves a highlighted stitch down.
Press **Enter** to fix position.

ROTATE COMMAND

- ↓ or → Rotates the stitch pattern or highlighted section 1° clockwise. Press **Enter** to fix the position.
- ↑ or ← Rotates the stitch pattern or highlighted section 1° counter-clockwise. Press **Enter** to fix the position.

ARROW KEYS — M-DESIGN

- Ctrl+ ← LENGTH SHORTER
- Ctrl+ → LENGTH LONGER
- Ctrl+ ↓ WIDTH NARROWER
- Ctrl+ ↑ WIDTH WIDER
- Browses through the sequence in ascending order.
- ← Browses through the sequence in descending order.
- ↓ Pitch left moves the needle position left.
- ↑ Pitch right moves the needle position right.

OTHER KEYS — P-DESIGN and M-DESIGN

- Home** Moves the cursor to beginning of the stitch pattern or sequence.
- End** Moves cursor to the end of the stitch pattern or sequence.
- Delete** Deletes the highlighted stitch, section or pattern.
- Esc** Quits the current command, cancels the highlighting and activates the SELECT command.

OTHER KEYS — P-DESIGN

Enter Fixes or sets the position of a new, inserted, rotated or moved stitch or section.

MOUSE OPERATION**MOUSE OPERATION — P-DESIGN****SINGLE CLICK WITH LEFT MOUSE BUTTON**

SET STITCH command: Clicking the left mouse button inserts or fixes the position of a new or inserted stitch at the coordinates shown on the Status Bar.

SELECT command: Clicking the left mouse button on a stitch point highlights that stitch point. Previous highlighting is canceled. The next command selected will be executed on the highlighted stitch.

SINGLE CLICK WITH RIGHT MOUSE BUTTON

Quits the current command and activates the **SELECT** command.

SHIFT + CLICK WITH LEFT MOUSE BUTTON

Shift+click with the left mouse button highlights all stitches, in order, from the previous highlight to the stitch where you **shift**+clicked. The next command selected will be executed on this highlighted section.

MOVING MOUSE WITH LEFT BUTTON PRESSED

MOVE command: Moves the highlighted stitch or section as you drag. Releasing the button fixes the position.

SELECT command: Moving the mouse with the left button pressed highlights a stitch section, starting at the current or first highlighted stitch, in order, until the button is released. Moving the mouse right highlights a section in ascending order. Moving the mouse left highlights a section in descending order.

CTRL + MOVING MOUSE

SET STITCH command: Moving the mouse with the **Ctrl** key pressed inserts and moves a stitch. Click the left mouse button to fix the position.

CTRL + SHIFT + MOVING MOUSE

MOVE command: Moving the mouse with the **Ctrl+Shift** keys pressed moves a highlighted stitch or section. Releasing the button fixes the position.

COLOR BAR

A single click with the left mouse button on a color button colors the highlighted stitches.

A double click with the left mouse button on a color button changes an existing color in the stitch pattern.

A double click on the background of the Color Bar Window changes the background color of the work area.

MOUSE OPERATION — M-DESIGN

SINGLE CLICK WITH LEFT MOUSE BUTTON

Clicking the left mouse button on a stitch pattern moves the cursor to that position. The previous highlighting is canceled. The next command selected will be executed on the highlighted stitch program.

SINGLE CLICK WITH RIGHT MOUSE BUTTON

Clicking the right mouse button cancels a highlighted section of two or more stitch patterns. The cursor moves to the last pattern in the highlighted section.

SHIFT + CLICK WITH LEFT MOUSE BUTTON

Shift+click with the left mouse button highlights all stitch programs from the previous highlight to the stitch program where you **shift**+clicked. The next command selected will be executed on this highlighted section of the sequence.



MOVING THE MOUSE WITH THE LEFT BUTTON PRESSED

Moving the mouse with the left button pressed highlights a sequence section, starting at the current or first highlighted stitch program, in order, until the button is released.

Moving the mouse right highlights a section in ascending order.

Moving the mouse left highlights a section in descending order.

CTRL + MOVING MOUSE WITH LEFT BUTTON PRESSED

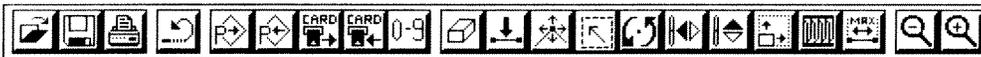
Moving the mouse up (away from yourself) with **Ctrl** pressed increases the width of the stitch pattern at the cursor position.

Moving the mouse down (towards yourself) with **Ctrl** pressed decreases the width of the stitch pattern at the cursor position.

Moving the mouse to the right increases the length of the stitch pattern at the cursor position.

Moving the mouse to the left decreases the length of the stitch pattern at the cursor position.

INFO: When moving the mouse, only one direction is followed at a time. Width and length cannot be changed at the same time. It also changes the needle position of a stitch with variable needle positions. Mouse movements are restricted to up and down when changing needle position.

P-DESIGN Command Reference***P-DESIGN TOOLBAR***

ILL. #28

This section of the Command Reference Guide describes all P-DESIGN Toolbar options, their purposes and procedures and will note any dialog boxes. The Toolbar, shown above, is located just below the menu. It contains the most frequently used commands or tools for designing a stitch pattern. These commands are also located in the menu. Click on a button to quickly choose a command. When PC-DESIGNER™ Software for Windows™ opens, the Toolbar is displayed. You can hide the

Toolbar by selecting from the EDIT menu, TOOLBAR. To display the Toolbar again, re-select the TOOLBAR command.



OPEN — Opens an existing stitch pattern file. Click the button and the Open File dialog box opens. Select the file in the File Name field and click the OK button. If you do not see the file listed, click another drive, directory or folder. Only use this command when starting a new stitch pattern and the work area is empty. To add a file into an existing stitch pattern, use the INSERT FILE command.



SAVE — Updates the current stitch pattern in the work area. If the current stitch pattern was not previously saved, the Save File dialog box opens. Type a name for the file in the File Name field. Use up to eight letters and numbers and no punctuation. The extension will be added automatically.



PRINT — Prints a paper copy of the current stitch pattern in the work area. Only print when you can see all the parameters of the work area or you may print only a partial stitch design. To print in actual sewing size, choose the 1:1 command from the FORMAT menu before printing.



UNDO — Reverses the last action or command.



LOAD P-MEMORY — Transfers a P-Memory from the sewing machine. Click the button and the P-Memory Directory from the sewing machine is displayed. Select a memory and click the OK button. The memory is transferred to the work area. Only use this command when starting a new stitch pattern and the work area is empty. To insert a P-Memory into an existing stitch pattern, use the INSERT P-MEMORY command from the MACHINE menu.



SEND P-MEMORY — Transfers the current stitch pattern in the work area to the sewing machine. Click the button and the P-Memory Directory from the sewing machine is displayed. Select a memory slot for storage and click the OK button. Manually select the memory at the sewing machine.



LOAD CARD STITCH — Transfers a Frame stitch pattern from the Creative Card currently in the sewing machine. Click the button and the Creative Card Directory is displayed. Select a type by clicking the button next to 9mm, MAXI or Frame. Select a stitch pattern by highlighting its icon and click the OK button. The stitch pattern is transferred to the work area. Only use this command when starting a new stitch pattern and the work area is empty. To insert a Creative Card stitch into an existing stitch pattern, use the INSERT CARD STITCH command from the MACHINE menu.



SEND CARD STITCH — Transfers the current stitch pattern in the work area to the Creative Card currently in the sewing machine. Click the button and the stitch pattern automatically is sent to the proper type category and placed after the last stitch in that category. Manually select the Creative Card and stitch pattern at the sewing machine.



OPEN STITCH PROGRAM — Loads a built-in stitch program from the sewing machine. Click the button and a dialog box opens. Type the stitch program number and press **Enter**. The stitch program is transferred to the work area. Only use this command when starting a new stitch pattern and the work area is empty. To insert a stitch program into an existing stitch pattern, use the INSERT STITCH PROGRAM command from the MACHINE menu.



DELETE — Deletes a highlighted stitch or section of the stitch pattern. To highlight a stitch or section, see the **SELECT** tool button.



SET STITCH — Inserts or adds a stitch after the highlighted stitch or section. Drag the new stitch into position and release the left mouse button to fix the position. To highlight a stitch or section, see the **SELECT** tool button.



MOVE — Moves the highlighted stitch or section. Drag the stitch or section to the new location and release the left mouse button to fix the position. When moving a section, only the box surrounding it can be moved. To highlight a stitch or section, see the **SELECT** tool button.



SELECT — Selects or highlights an individual stitch or section in your stitch pattern. To highlight a single stitch, click the **SELECT** button, move the arrow pointer to the stitch and click the left mouse button. To highlight a section, click the **SELECT** button, click the left mouse button on the first stitch of the section, move the arrow pointer to the last stitch of the section and **Shift**+click the left mouse button.



ROTATE — Rotates the stitch pattern or highlighted section any degree from 1° to 360°. Rotate the stitch pattern or section by holding down the left mouse button and moving the mouse in a circle. Drag clockwise to rotate from 0° to 360° and counter-clockwise to rotate from 360° to 0°. Release the mouse button to fix the position. The arrow keys can be used instead of dragging the mouse.



LENGTH MIRROR — Rotates or flips the stitch pattern front to back in the work area. If a section of the stitch pattern is highlighted, it will only rotate the highlighted section.



MIRROR — Mirrors or flips the stitch pattern top to bottom in the work area. In actual sewing, the stitch pattern is mirrored left to right. If a section of the stitch pattern is highlighted, it will only mirror the highlighted section.



NEW PATTERN SIZE — Changes the overall size of the current stitch pattern or highlighted section to different dimensions. Click the button and a dialog box opens. Type the changes in the Width and Length fields. To change the size proportionally, put a check in the box. Click the OK button and the stitch pattern or section in the new dimensions replaces the original.



FILL-IN STITCH — Fills in a section of a stitch pattern with satin stitches. Click the button and a dialog box opens. Fill-In A is the default selection. You can choose a Base Stitch or Center Line and change the density. You cannot change the angle. Click the OK button and the box closes. Define the area to be filled in by marking two lines. Define the first line by clicking the left mouse button on the first stitch of the line, move the arrow pointer to the last stitch of the line and press **Shift+** the left mouse button. The solid line changes to a dotted line, indicating it is selected. Press **Enter**. Define the second line in the same manner and press **Enter**. The program determines the fill-in and displays it. This style is recommended for 9mm and Maxi stitch patterns since it gives the designer more “artistic control” over the final look and stitching of the satin stitch area.

Change the mode to Fill-In B by clicking the button preceding it in the Fill-In dialog box. You can change the density and angle of the fill-in. You can also choose to have the intermediate stitch points echo the fill-in area by choosing Structure Stitch. Click the OK button and the box closes. Move the arrow pointer to a closed area in your stitch pattern and click the left mouse button. The program calculates the fill in needed for the area. With this mode, the straight stitch outline of the area is retained and the satin stitching may sew in a reverse direction. This mode is recommended for Frame stitch patterns and Auto Trace stitch patterns.



STITCH LENGTH — Limits the stitch length and the distance between stitches. After you set your stitches, click the button and a dialog box opens. Type the stitch length, in millimeters, in the box and press **Enter**. The number must be between 1.0 and 6.0 millimeters. The program inserts the necessary stitches into the entire stitch pattern to correspond with the length selected. Use this command on the resulting stitch pattern of the **AUTO TRACE** command to give a smooth look to the stitching.



ZOOM OUT — Reduces the current work area size by half.



ZOOM IN — Doubles the current work area size.

P-DESIGN STATUS BAR

Creative: 7570	Angle: 0.0	Mode <input checked="" type="radio"/> 9mm <input type="radio"/> small frame <input type="radio"/> MAXI <input type="radio"/> large frame	Coordinates x: 50 y: 40	
Stitch No:	Length[mm]:		<input type="checkbox"/> Automatic Stitch	
Actual No:	Width[mm]:			

ILL. #29

The Status Bar, shown above, is located at the bottom of the screen below the work area. It displays information about the commands and the stitch pattern.

Creative displays the Pfaff creative® model sewing machine selected. To select a sewing machine, use the **CONFIGURATION** command in the **MACHINE** menu. In the dialog box, click the button next to the model you will be using with the program. If you change the sewing machine model after using the program, the P- and M-Memory Directory will differ from the directory in the computer. Use the **SYNC. MACHINE** command from the **MACHINE** menu to signal the computer to update directory files during the next transfer.

Angle displays the degrees the stitch pattern or highlighted section is being rotated. This field only appears while the command is active.

Stitch No displays the total amount of stitches in the stitch pattern. The Pfaff creative® 7570 and 7550 will store up to 8,000 stitch points in a single MAXI P-Memory and up to 999 in a single 9mm P-Memory. The Pfaff creative® 1475 CD has varying maximum amounts of memory. Early 1475 CD models will store up to 999 stitch points in a single memory. The memory of these early models can be upgraded by having a new chip installed on the main board. See your local authorized Pfaff dealer for additional information.

Actual No displays the numerical position of the highlighted stitch in the stitch pattern. The numerical position refers to the position of the stitch in the sewing path. This is the stitch that the next command will be executed upon. When a section of the stitch pattern is highlighted, the Actual No refers to the last stitch selected for the section. Highlighting a section in ascending order will make the highest stitch number the Actual No. Highlighting a section in descending order will make the lowest stitch number the Actual No.

Length (mm) displays the overall length of the stitch pattern in millimeters.

Width (mm) displays the overall width of the stitch pattern in millimeters.

Mode shows the current size of the work area, 9mm, MAXI, Small Frame or Large Frame. To change the work area size, click the button for the size you want.

Coordinates displays the position of the highlighted stitch or section on an invisible grid. This grid and the coordinates relate to the Creative Designer graph paper. The X coordinates represent the length or 'L' numbers and the Y coordinates represent the width or 'B' numbers. Six numbers in either direction equal 1mm of actual sewing. When a section of the stitch pattern is highlighted, the coordinates refer to the last stitch selected for the section.

Highlighting a section in ascending order shows the coordinates of the highest stitch number. Highlighting a section in descending order shows the coordinates of the lowest stitch number.

Automatic Stitch shows whether the Automatic Stitch function is On or Off. The total amount of Automatic Stitches is shown following the function name. When this function is active, you are able to see the intermediate stitches the program plots, when necessary, for the sewing machine to be able to sew the stitch

pattern you design. The sewing machine has stitch length and width limitations. When you make stitch points that exceed these limitations, the program inserts intermediate stitches. In the Automatic Stitch On mode, the box will show an X and the program inserts the necessary stitches. These stitches are shown as blue circles and cannot be selected, nor can commands be executed on these stitches. They are also not included in the Stitch No total. Add the Automatic Stitch number to the Stitch No to find the total amount of stitch points in your stitch pattern.

In the Automatic Stitch Off mode, the program keeps these stitches hidden. It will, however, add the stitches when you send the stitch pattern to the sewing machine.

The program defaults to Automatic Stitch Off when you open the program. Click the box to place an X there and turn the function On; click again to remove the X and turn it Off.

INFO: When designing in either Frame mode, the Automatic Stitch field will be hidden. Automatic Stitches are not necessary when embroidering with the Creative Fantasy unit.

MENU COMMANDS

This section of the Command Reference Guide will describe all menu options, their purposes and procedures and will note any dialog boxes. Throughout this reference section, all text and keys to be typed from the keyboard are written in **bold** type. Menu selections are written in CAPITALS, optional shortcut keys will be stated following standard command selections in **bold** type in (parenthesis). When an arrow (→) key is indicated, it will be shown with the same symbol that appears on the key. For more detailed instructions, refer to the *Index* to find each command in the tutorial.

The format is as follows:

The Menu Bar names are listed first (●).

All menu commands follow (◆).

All sub-menus follow (▲).

For example, when working in P-DESIGN, you will see this sequence:



Use this guide, along with the Help files, to find additional information. To view the Help files:

1. Click on HELP in the menu bar.
2. Click on HELP in the open HELP menu.
3. To close the Help files, select from the FILE menu, EXIT.

P-DESIGN MENU COMMANDS

File	
<u>N</u> ew	Ctrl+N
<u>O</u> pen...	Ctrl+O
<u>S</u> ave	Ctrl+S
Save <u>A</u> s...	
<u>I</u> nsert File...	
<u>R</u> emarks...	
<u>P</u> rint...	Ctrl+P
Page Setup...	
<u>M</u> - <u>D</u> esign	Ctrl+D
<u>E</u> xit	Alt+F4

ILL. #30



Purpose: This menu contains commands for creating new stitch patterns in 9mm, 60mm and Frame size ranges, storing

and retrieving stitch patterns, printing, making notes regarding the stitch pattern, and switching to M-DESIGN.

Procedure: Click the left mouse button on FILE and the menu opens. From this menu you can choose a command. To close the menu, press **Esc** or move the arrow pointer outside the menu and click the left mouse button.



Purpose: Starts a new design.

Procedure: Select from the FILE menu, NEW (**Ctrl+N**) or click its button on the Toolbar. If there is an unsaved stitch pattern in the work area, the program prompts you to save it before continuing. Click the Yes button to save before continuing or No to delete the stitch pattern in the work area and start a new design or Cancel to abort the NEW command. The title bar shows NEW.PCD when you have a 9mm work area, NEW.PCQ for a MAXI work area or NEW.PCS for either Frame work area. To switch work areas, click the appropriate button in the Mode field on the Status Bar.



Purpose: Opens an existing stitch pattern file and places it into an empty work area.

Procedure: Select from the FILE menu, OPEN (**Ctrl+O**) or click its button on the Toolbar. The Open File dialog box opens. In the File Name field, highlight the file name. Click the OK button. Use this command when starting a new design. If the work area is occupied, a dialog box opens, asking if you want to save the stitch. Click the Yes button to open the Save File dialog box or the No button to continue without saving or Cancel to abort the command. To insert a stitch pattern file into a stitch pattern already in the work area, use the INSERT FILE command.

Dialog Box Options:

File Name: Type the name and extension of the file you want to open and click OK. The box closes and the stitch file is displayed in the work area.

List Files of Type: Select the type of file you want in the File Name list. Selecting All Patterns *.PC? lists all stitch pattern

files, 9mm *.PCD lists 9mm stitch files, MAXI *.PCQ lists Maxi stitch files, Frame Patterns *.PCS lists Frame stitch files and All Files *.* lists all files in the PCD_WIN directory.

Directories: Select the directory that contains the file you want.

Drives: Select the drive that contains the file you want.



Purpose: Updates the current stitch pattern in the work area with the same name, location and extension you previously selected in the Save File dialog box.

Procedure: Select from the FILE menu, SAVE (Ctrl+S) or click its button on the Toolbar. The file previously saved is updated. If the stitch pattern has not been previously saved, this command is dimmed and not an option. Use the SAVE AS command instead. See SAVE AS for additional information.



Purpose: Opens the Save File dialog box so you can save the current stitch pattern.

Procedure: Select from the FILE menu, SAVE AS. The Save File dialog box opens. Type the name of the file in the File Name field. You can use up to eight characters or numbers. Do not use any punctuation or spaces. The extension will be added automatically. Click the OK button.

Dialog Box Options:

File Name: Type a name for the file. The extension is added by the program according to the mode selected in the Status Bar.

List Files of Type: Select the type of file you want in the File Name list. Selecting All Patterns *.PC? lists all stitch pattern files, 9mm *.PCD lists 9mm stitch files, MAXI *.PCQ lists Maxi stitch files, Frame Patterns *.PCS lists Frame stitch files and All Files *.* lists all files in the PCD_WIN directory. Selecting a type of file does not change the extension of the stitch in the File Name field. It only lists that type of file. You can use this list for reference when naming the file. For example, you can give the file a consecutive number in a series of stitch pattern files of flowers.

Directories: Select the directory where you want to save the file.

Drives: Select the drive where you want to save the file.

INSERT FILE...

Purpose: Inserts a saved stitch file into the stitch pattern in the work area at the selected or highlighted position.

Procedure: Select from the FILE menu, INSERT FILE. The Open File dialog box opens. In the File Name field, highlight the file name. Click the OK button. The selected stitch file is inserted after the highlighted stitch. If a section of the stitch pattern is highlighted, it replaces the highlighted section. See the SELECT command for instructions on highlighting stitches and sections.

Dialog Box Options:

File Name: Type the name and extension of the file you want to insert or highlight the file in the file list box and click OK. The box closes and the stitch file is inserted at the highlight.

List Files of Type: Select the type of file you want in the File Name field. Selecting All Patterns *.PC? lists all stitch pattern files, 9mm *.PCD lists 9mm stitch files, MAXI *.PCQ lists Maxi stitch files, Frame Patterns *.PCS lists Frame stitch files and All Files *.* lists all files in the PCD_WIN directory.

Directories: Select the directory that contains the file you want.

Drives: Select the drive that contains the file you want.

REMARKS...

Purpose: Inserts a remark or note regarding the stitch file.

Procedure: Select from the FILE menu, REMARKS. A dialog box opens. Type a note using up to 200 characters and punctuation. Click the OK button. Clicking the Cancel button aborts the command. You must save the stitch file in order to save the remarks along with the file. The program will prompt you to save before you can open or load another stitch program or exit the program.



Purpose: Prints a paper copy of the current stitch pattern in the work area. If you have a color printer, the colors you will be able to print are determined by your printer driver.

Procedure: Select from the FILE menu, PRINT (**Ctrl+P**) or click its button on the Toolbar. The Print dialog box opens. See PAGE SETUP for additional information. Only print when you can see all the parameters of the work area or you may print only a partial stitch design.

INFO: It is best to first select the command, 1:1 from the FORMAT menu to display the stitch pattern in actual sewing size. When the stitch pattern is displayed in actual sewing size, the printout will also be in actual size. Frame stitch patterns will also print the work area and frame positions in relationship to the stitch pattern. This will aid in positioning your fabric in the frame.



Purpose: Opens the Print Setup dialog box where you can select options specific to your printer.

Procedure: Select from the FILE menu, PAGE SETUP. The Print Setup dialog box opens. Select your options and click the OK button.

Dialog Box Options:

Printer: Select a default printer or specific printer by clicking the button.

Orientation: PC-DESIGNER™ always prints in landscape orientation regardless of the dialog box selection.

Paper: Select the size paper you are using.

Options: Opens another dialog box for additional settings for your specific printer.



Purpose: Switches to the M-DESIGN section of the program where you can design stitch sequences.

Procedure: Select from the FILE menu, M-DESIGN (Ctrl+D). The P-DESIGN section closes and the M-DESIGN section opens. If the work area is occupied, a dialog box opens, asking if you want to save the current stitch pattern. Click the Yes button to open the Save File dialog box or the No button to continue without saving or Cancel to abort the command.



Purpose: Exits the program.

Procedure: Select from the FILE menu, EXIT (Alt+F4). The program closes and returns you to the Windows™ Program Manager. If the work area is occupied, a dialog box opens, asking if you want to save the current stitch pattern. Click the Yes button to open the Save File dialog box or the No button to exit without saving or Cancel to abort the command.

Edit	
<u>U</u> ndo	Ctrl+Z
Select <u>A</u> ll	Ctrl+M
<u>C</u> ut	Ctrl+X
<u>C</u> opy	Ctrl+C
<u>P</u> aste	Ctrl+V
<input checked="" type="checkbox"/> <u>S</u> tatus Bar <input checked="" type="checkbox"/> <u>T</u> oolbar	

ILL. #31



Purpose: This menu contains common editing commands. You can have the Toolbar and Status Bar displayed or hidden.

Procedure: Click the left mouse button on EDIT and the menu opens. From this menu you can choose a command. To close the menu, press **Esc** or move the arrow pointer outside the menu and click the left mouse button.



Purpose: Reverses the last action or command.

Procedure: Select from the EDIT menu, UNDO (**Ctrl+Z**) immediately after performing an unwanted action. The last action is reversed and the stitch pattern reverts to the version before executing the unwanted action. This can only be selected once for any action. If the UNDO command is unavailable, it will be dimmed in the menu and Toolbar.



Purpose: Selects all the stitch points of the stitch pattern.

Procedure: Select from the EDIT menu, SELECT ALL (**Ctrl+M**). All the stitch points are highlighted. The next command selected will be executed on the entire stitch pattern. To cancel the highlighting, click the right mouse button or press **Esc**. This will leave only the stitch point that was highlighted prior to selecting the command highlighted.



Purpose: Removes the highlighted stitch, section or entire stitch pattern and pastes it to the Clipboard.

Procedure: Highlight a stitch or section of the stitch pattern. Select from the EDIT menu, CUT (**Ctrl+X**). The highlighted stitch or section is removed from the work area. This command pastes the cut section to the Clipboard. The cut section remains on the Clipboard until you CUT or COPY something else. While it is on the Clipboard, you can use the PASTE command to paste it into another section of the stitch pattern. See the PASTE and SELECT commands for additional information.



Purpose: Copies a highlighted stitch, section or entire stitch pattern to the Clipboard.

Procedure: Highlight a stitch, section or the entire stitch pattern. Select from the EDIT menu, COPY (**Ctrl+C**). The highlight-

ed selection is copied to the Clipboard. It remains on the Clipboard until you CUT or COPY something else. While it is on the Clipboard, you can use the PASTE command to paste it into another section of the stitch pattern. See the PASTE and SELECT commands for additional information.

PASTE

Purpose: Pastes the contents of the Clipboard into your stitch pattern at the highlighted stitch point or highlighted section, replacing that section.

Procedure: Highlight a stitch or section of the stitch pattern. Select from the EDIT menu, PASTE (Ctrl+V). The contents of the Clipboard are pasted at the highlighted stitch. When a section is highlighted, the PASTE command removes the highlighted section, then replaces it with the Clipboard contents. See the COPY, CUT and SELECT commands for additional information.

STATUS BAR

Purpose: Toggles between showing and hiding the Status Bar. The Status Bar is located at the bottom of the screen, below the work area. When the work area is magnified hiding the Status Bar will show more of the work area at the bottom of the screen.

Procedure: Select from the EDIT menu, STATUS BAR. If the Status Bar is visible, it will be hidden. If it is hidden, it is shown. A check is placed in front of the command when the Status Bar is visible.

TOOLBAR

Purpose: Toggles between showing and hiding the Toolbar. The Toolbar is located at the top of the screen, below the menu bar. When the work area is magnified, hiding the Toolbar has little effect on showing more of the work area.

Procedure: Select from the EDIT menu, TOOLBAR. If the Toolbar is visible, it will be hidden. If it is hidden, it is shown. A check is placed in front of the command when the Toolbar is visible.

Design**Fade-In/Out****Delete****Load BMP-File...**

ILL. #32



Purpose: This menu contains commands for loading, fading and deleting black and white, uncompressed BMP template files. A BMP is a bitmapped graphics file format. It is used in PC-DESIGNER™ as a template or guide in setting stitches. You can scan or draw your own template in any graphics software application that allows you to save your work as a black and white, uncompressed BMP file. See *Chapter 2, Tutorial, Exercise #15: Templates*, for instructions on how to use Windows™ Paintbrush to create a BMP file.

Procedure: Click the left mouse button on DESIGN and the menu opens. From this menu you can choose a command. To close the menu, press **Esc** or move the arrow pointer outside the menu and click the left mouse button.



Purpose: Toggles between showing and hiding the template in the work area. Fading out the template allows you to have a better view of the actual stitches.

Procedure: Select from the DESIGN menu, FADE-IN/OUT. If the template is visible, it will be hidden. If it is hidden, it will be shown. A check is placed in front of the command when the template is visible.

 **DELETE**

Purpose: Permanently deletes the association of a template with a stitch pattern file. When a stitch pattern is saved, if there is a template, a note is saved instructing the program to search for and display the BMP file along with the stitch pattern file. This command only deletes the association with a saved stitch file; it does not delete the BMP file from your hard disk drive. A BMP file can be deleted from your hard disk drive using Windows™ File Manager.

Procedure: Select from the DESIGN menu, DELETE. The only way to replace the template is to load the original BMP file and save the stitch pattern again.

 **LOAD BMP-FILE...**

Purpose: Opens an existing BMP file and places it in the work area. A BMP file must be in the same directory as the stitch pattern file in order for the program to display it when the stitch pattern file is opened.

Procedure: Select from the DESIGN menu, LOAD BMP-FILE. The Open File dialog box opens. In the File Name field, highlight the file name. Click the OK button.

Dialog Box Options:

File Name: Type the name and extension of the file you want to open and click OK. The box closes and the BMP file is displayed in the work area.

List Files of Type: Select the type of file you want in the File Name list. Selecting BMP-Files *.BMP lists all the BMP files and All Files *.* lists all files in the PCD_WIN directory.

Directories: Select the directory that contains the file you want.

Drives: Select the drive that contains the file you want.

Machine	
<u>L</u> oad P-Memory...	F7
<u>S</u> end P-Memory...	F3
<u>I</u> nsert P-Memory...	
<u>D</u> elete P-Memory...	
<u>L</u> oad Card Stit <u>ch</u> ...	Ctrl+K
<u>S</u> end Card Stit <u>ch</u>	F2
<u>I</u> nsert Card Stit <u>ch</u> ...	
<u>D</u> elete Card Stit <u>ch</u> ...	
<u>O</u> pen Stit <u>ch</u> Program...	F6
<u>I</u> nsert Stit <u>ch</u> Program...	
<u>M</u> achine -> File...	
<u>F</u> ile -> <u>M</u> achine...	
Alphabets	✓ Script Letters
<u>C</u> onfiguration...	<u>B</u> lock Letters
<u>S</u> ync. Machine	<u>O</u> utline Letters
	<u>C</u> ursive Letters
	<u>L</u> arge Script
	<u>M</u> onogram

ILL. #33



Purpose: This menu contains commands for loading P-Memories, Creative Card stitch patterns and built-in stitch programs, saving the sewing machine memories in a file, configuring the program and synchronizing the sewing machine.

Procedure: Click the left mouse button on MACHINE and the menu opens. From this menu you can choose a command. To close the menu, press **Esc** or move the arrow pointer outside the menu and click the left mouse button.



Purpose: Sends an existing P-Memory design from the sewing machine to the work area. Use this command when you are starting a new stitch pattern design and the work area is empty.

Procedure: Select from the MACHINE menu, LOAD P-MEMORY (F7) or click its button on the Toolbar. The P-Memory Directory opens. Highlight a memory slot and click the OK button or double click on the memory slot. The P-Memory contents are transferred to the work area. Use this command when starting a new design. If the work area is occupied, a dialog box opens, asking if you want to save the stitch. Click the Yes button to open the Save File dialog box or the No button to continue without saving or Cancel to abort the command. To insert a P-Memory into a stitch pattern in the work area, use the INSERT P-MEMORY command.

◆ SEND P-MEMORY...

Purpose: Sends the stitch pattern that is currently in the work area to the sewing machine P-Memory for storage and sewing.

Procedure: Select from the MACHINE menu, SEND P-MEMORY (F3) or click its button on the Toolbar. The P-Memory Directory from the sewing machine opens. The first empty memory is highlighted. Click the OK button and the stitch pattern is sent to that memory. You can highlight any other memory slot and click the OK button or double click on the memory slot. If the memory you selected is occupied, a dialog box opens, asking if you want to overwrite the memory. Click the Yes button to overwrite the memory with the new stitch pattern or No to go back to the P-Memory Directory and select a different memory slot or Cancel to abort the command.

◆ INSERT P-MEMORY...

Purpose: Inserts a P-Memory from the sewing machine into the stitch pattern in the work area at the selected or highlighted position.

Procedure: Select from the MACHINE menu, INSERT P-MEMORY. The P-Memory Directory from the sewing machine opens. Highlight a memory slot and click the OK button. You can also double click on the memory slot. The selected P-Memory is inserted at the highlighted stitch. If a section of the stitch pattern is highlighted, it replaces the highlighted section. See the SELECT command for instructions on highlighting stitches and sections.

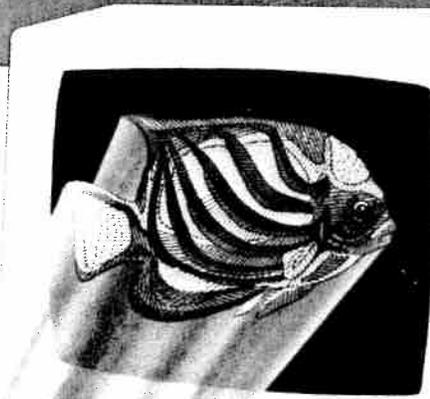


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 **DELETE P-MEMORY...**

Purpose: Erases a P-Memory on the sewing machine. Pfaff creative® 1475 CD models do not allow erasing of a MAXI-Memory manually from the sewing machine.

Procedure: Select from the MACHINE menu, DELETE P-MEMORY. The P-Memory Directory from the sewing machine opens. Highlight a memory slot and click the OK button. You can also double click on the memory slot. A dialog box opens asking if you want to delete the P-Memory. Click the Yes button to delete the memory or No to keep the memory. Clicking either the Yes or No button returns you to the directory to select a another memory to delete. When you are finished deleting, click the Close button.

 **LOAD CARD STITCH...**

Purpose: Sends an existing Creative Card stitch pattern from the Creative Card currently in your sewing machine to the work area. Use this command when you are starting a new stitch pattern design and the work area is empty. Any 9mm, MAXI or Frame mode stitch pattern on the Creative Card can be loaded into the work area.

Procedure: Select from the MACHINE menu, LOAD CARD STITCH (**Ctrl+K**) or click its button on the Toolbar. The Creative Card Directory opens. Click one of the buttons to select a stitch pattern type. Highlight a stitch pattern icon and click the OK button. The stitch pattern is transferred to the work area. Use this command when starting a new design. If the work area is occupied, a dialog box opens, asking if you want to save the stitch. Click the Yes button to open the Save File dialog box or the No button to continue without saving or Cancel to abort the command. To insert a Creative Card stitch into a stitch pattern in the work area, use the INSERT CARD STITCH command.

INFO: The program does not allow access to pre-programmed Creative Fantasy Card stitch patterns.

 **SEND CARD STITCH**

Purpose: Sends the stitch pattern that is currently in the work area to the Creative Card currently in the sewing machine for storage and sewing.

Procedure: Select from the MACHINE menu, SEND CARD STITCH (F2) or click its button on the Toolbar. The stitch pattern is transferred to the Creative Card and placed in the appropriate stitch type directory. It is always placed after the last stitch pattern in that directory.

 **INSERT CARD STITCH...**

Purpose: Inserts a stitch pattern from the Creative Card currently in the sewing machine into the stitch pattern in the work area at the selected or highlighted position.

Procedure: Select from the MACHINE menu, INSERT P-MEMORY. The Creative Card Directory opens. Select a stitch type by clicking its button. Highlight a stitch pattern icon and click the OK button. The selected Creative Card stitch pattern is inserted at the highlighted stitch. If a section of the stitch pattern is highlighted, it replaces the highlighted section. See the SELECT command for instructions on highlighting stitches and sections.

INFO: The program does not allow access to pre-programmed Creative Fantasy Card stitch patterns.

 **DELETE CARD STITCH...**

Purpose: Deletes a stitch pattern from the Creative Card currently in the sewing machine. Frame mode stitch patterns on a Creative Card cannot be deleted manually at the sewing machine. MAXI and 9mm stitch patterns can be deleted manually by bringing up the stitch pattern as if to sew, and then pressing the Clear key on the sewing machine.

Procedure: Select from the MACHINE menu, DELETE CARD STITCH. The Creative Card Directory opens. Select a stitch type by clicking its button. Highlight a stitch pattern icon and click the Delete button. You can continue deleting additional stitch patterns. When you are finished deleting, click the Close button.



Purpose: Loads a built-in stitch program from the sewing machine into an empty work area.

Procedure: Select from the MACHINE menu, OPEN STITCH PROGRAM (F6) or click its button on the Toolbar. A dialog box opens. Type the stitch program number and press **Enter**. Use this command when starting a new design. If the work area is occupied, a dialog box opens, asking if you want to save the stitch. Click the Yes button to open the Save File dialog box or the No button to continue without saving or Cancel to abort the command. To insert a built-in stitch into a stitch pattern in the work area, use the INSERT STITCH PROGRAM command.

INFO: The program does not allow access to buttonhole, darning or Maxi-Monogram programs.



Purpose: Inserts a built-in stitch program from the sewing machine into the stitch pattern in the work area at the selected or highlighted position.

Procedure: Select from the MACHINE menu, INSERT STITCH PROGRAM. A dialog box opens. Type the stitch program number and press **Enter**. The built-in stitch program is inserted at the highlighted stitch. If a section of the stitch pattern is highlighted, it replaces the highlighted section. See the SELECT command for instructions on highlighting stitches and sections.

INFO: The program does not allow access to buttonhole, darning or Maxi-Monogram programs.



Purpose: Opens the Save File dialog box so you can save all the P- and M-Memories currently in the sewing machine. Use this command to create a file that contains stitch patterns and sequences that are used together.

For example, you can send all your favorite heirloom stitch patterns and sequences to individual memories in the sewing machine and then save them as a Memory Manager file.

Then, whenever you plan to do heirloom sewing, you can send the file back to the sewing machine. Machine memory files are compatible only with a sewing machine that has the same version board as the sewing machine used to create the Memory Manager file. If you have entered a code on your Pfaff creative® 7550 or 1475 CD, that code will be saved on the file. When the file is sent to a sewing machine, the code will also be sent. Be sure to delete the code from the sewing machine before saving a machine memory file. Pfaff creative® 7570 models do not save the code along with a Memory Manager file.

Procedure: Select from the MACHINE menu, MACHINE → FILE. The Save File dialog box opens. Type the name of the file in the File Name field. You can use up to eight characters or numbers. Do not use any punctuation or spaces. The extension, RAM will be added automatically. Click the OK button. Please be patient, P-Memory programs containing large amounts of stitch points need time to transfer.

Dialog Box Options:

File Name: Type a name for the file. The extension is added by the program.

List Files of Type: Select the type of file you want in the File Name list. Selecting Memory Content *.RAM lists all machine memory files and All Files *.* lists all files in the PCD_WIN directory. Selecting a type of file does not change the extension of the stitch in the File Name field, it only lists that type of file. You can use this list for reference when naming the file. For example, you can give the file a consecutive number in a series of machine memory files containing heirloom stitches and sequences.

Directories: Select the directory where you want to save the file.

Drives: Select the drive where you want to save the file.



Purpose: Opens an existing machine memory file and transfers it to the sewing machine. Executing this command will erase all the memories currently on the sewing machine. If you want to save something on the sewing machine, do it before you OK the command.

Procedure: Select from the MACHINE menu, FILE → MACHINE. A dialog box opens asking if you want to overwrite the contents of the sewing machine. Click the Yes button to erase the sewing machine memories and continue or No to abort the command. The Open File dialog box opens. In the File Name field, highlight the file name. Click the OK button. Please be patient, P-Memory programs containing large amounts of stitch points need time to transfer.

Dialog Box Options:

File Name: Type the name and extension of the file you want to open and click OK. The box closes and the memory file transfer begins.

List Files of Type: Select the type of file you want in the File Name field. Selecting Memory Content *.RAM lists all machine memory and All Files *.* lists all files in the PCD_WIN directory.

Directories: Select the directory that contains the file you want.

Drives: Select the drive that contains the file you want.



Purpose: Opens the ALPHABETS sub-menu so you can change the alphabet style. The alphabets are accessed by typing directly on the keyboard. As you type, one letter or number appears in the work area at the selected or highlighted position. If a section of the stitch pattern is highlighted, the letter or number replaces the highlighted section. Additional letters or numbers can be typed by canceling the highlighting of the previous character or highlighting a new stitch or section. See the SELECT command for instructions on highlighting stitches and sections.

Procedure: Select from the MACHINE menu, ALPHABETS. The sub-menu opens showing the style choices. Select a style by clicking on it. A check is placed in front of the style that is currently selected.



This is the default style. This is the only 9mm style that has upper and lower case letters. Use the **Shift** key to type capital letters.

 **BLOCK LETTERS**

This is a straight stitch block style in upper case letters.

 **OUTLINE LETTERS**

This is a straight stitch outline style, similar to a stencil style, in upper case letters.

 **CURSIVE LETTERS**

This is a script style with satin stitch accents in upper case letters.

 **LARGE SCRIPT**

This is a script style in upper and lower case letters. It is only available for Pfaff creative® 7570 models and Frame mode stitch patterns. Do not try to sew this style with the sewing machine feeding system engaged, the thread may build up and cause the sewing machine to jam.

 **MONOGRAM**

This is a script style in upper case letters. It is only available for Pfaff creative® 7570 models and Frame mode stitch patterns. Do not try to sew this style with the sewing machine feeding system engaged, the thread may build up and cause the sewing machine to jam.

 **CONFIGURATION...**

Purpose: Opens the Configuration dialog box where you can change the COM port, Pfaff creative® sewing machine model being used, transfer rate and the dimensions of your computer screen. The COM port number must match the serial port where you connected the PC-DESIGNER™ interface cable. The model must match the model sewing machine you are using.

Procedure: Select from the MACHINE menu, CONFIGURATION. The Configuration dialog box opens.



Connection: You can select one of the four COM port choices by clicking the button next to your choice. Be sure it matches the serial port where you connected the interface cable. If it does not match, an error message appears when you try to send or retrieve a P- or M-Memory or a Creative Card stitch pattern. If this is the case, you will need to change the configuration by selecting the CONFIGURATION command and changing your selection.

INFO: Do not use a port for the sewing machine that has the same IRQ (Interrupt Request) as your mouse. COM 1 and 3 have the same IRQ and COM 2 and 4 have the same IRQ. For example: If your mouse is on COM 1, do not use COM 3 for the sewing machine; or, if your mouse is on COM 2, do not use COM 4 for the sewing machine.

Creative: Select the Pfaff creative® sewing machine model that you are using with the program by clicking the button. If the sewing machine does not match, an error message appears when you try to send or retrieve a P- or M-Memory or a Creative Card stitch pattern. If this is the case, you will need to change the configuration by selecting the CONFIGURATION command and changing your selection. After you OK the change, a dialog box opens, asking if you really want to change the sewing machine. Click Yes to accept the change or No to cancel the change.

Screen Size: Measure your screen horizontally and vertically, in millimeters. Enter these measurements into the corresponding fields. These measurements allow the program to display the stitch pattern or sequence in actual sewing size when the 1:1 command in the FORMAT menu is selected.

Transfer-Rate: Select a rate of transfer between the sewing machine and computer. The Pfaff creative® 1475 CD will only transfer using the Low rate. If you encounter a problem with transferring to any Pfaff creative® model, try using the Low rate.

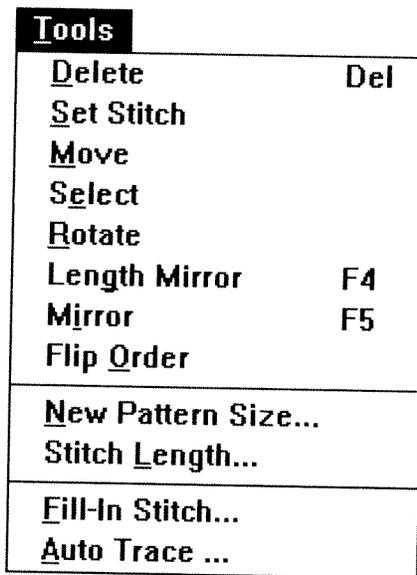
When you are satisfied with the settings, click the OK button.



Purpose: Updates the P- and M-Memory directories in the computer. If you manually delete or add a stitch or stitch pattern to a P- or M-Memory in the sewing machine, the computer and

sewing machine directories will no longer match. Also, if you change sewing machines, the directories will not match. Use this command to signal the computer that it needs to update the information it has regarding the sewing machine directories.

Procedure: Select from the MACHINE menu, SYNC. MACHINE. It will appear that nothing happened but the computer will check the sewing machine's memory during the next transfer.



ILL. #34


TOOLS

Purpose: This menu contains commands for changing the stitch pattern, filling in areas with satin stitching, resizing stitch patterns and automatically tracing a template with stitch points.

Procedure: Click the left mouse button on TOOLS and the menu opens. From this menu you can choose a command. To close the menu, press **Esc** or move the arrow pointer outside the menu and click the left mouse button.


DELETE

Purpose: Deletes the highlighted stitch point, section or entire stitch pattern. Unlike the CUT command, the deleted

section is not pasted to the Clipboard. It can only be retrieved if you immediately select the UNDO command.

Procedure: Select from the TOOLS menu, DELETE (**Delete**) or click its button on the Toolbar. The highlighted stitch or section is removed from the work area. See the SELECT command for instructions on highlighting stitches and sections.



Purpose: Inserts or adds a stitch point into the stitch pattern in the work area after the highlighted stitch or section.

Procedure: Select from the TOOLS menu, SET STITCH or click its button on the Toolbar. The new stitch is inserted after the highlighted stitch or section. The arrow pointer is attached to the new stitch. Drag the new stitch into position and release the left mouse button to fix both the stitch and its position or press **Enter**. When a section of the stitch pattern is highlighted, the new stitch is inserted after the last stitch selected in the section. See the SELECT command for instructions on highlighting stitches and sections.



Purpose: Moves the highlighted stitch or section of the stitch pattern to a new location.

Procedure: Select from the TOOLS menu, MOVE or click its button on the Toolbar. Move the arrow pointer to the stitch, then press and hold the left mouse button. Drag the stitch to the new location and release the mouse button to fix the position. When moving a section, point to anywhere in the section, then press and hold the left mouse button. A box is placed around the section. Drag the box to the new location and release the mouse button to fix the position. See the SELECT command for instructions on highlighting stitches and sections.



Purpose: Selects and highlights stitches and sections of the stitch pattern. Before any command can be executed on a stitch or section, it must be highlighted.

Procedure: Select from the TOOLS menu, SELECT or click its button on the Toolbar. Highlight a stitch by pointing to it and clicking the left mouse button. Highlight a section by pointing to the first stitch in the section and clicking the left mouse button. Point to the last stitch in the section, then press and hold the **Shift** key while clicking the left mouse button. The sewing path between the two stitches is highlighted, shown as a dotted line. Most commands will either replace a highlighted section or add something after the last stitch in the section. The last stitch position depends on the order the section was highlighted. If a section was highlighted in ascending order, the highest numbered stitch in the section is the last stitch. If a section was highlighted in descending order, the lowest numbered stitch in the section is the last stitch.

To cancel a highlighted stitch or section, click the right mouse button. When a highlighted section is canceled by pressing the right mouse button, the last stitch that was selected for the section is highlighted. When you quit a command by pressing **Esc** or the right mouse button, the SELECT command is active.

ROTATE

Purpose: Rotates the stitch pattern or highlighted section in the work area any degree from 1 to 360.

Procedure: Select from the TOOLS menu, ROTATE or click its button on the Toolbar. The stitch Angle field appears on the Status Bar. Point to the stitch pattern or highlighted section, press and hold the right mouse button while dragging in a circle. You can also use the arrow keys to rotate the stitch pattern or section one degree at a time. Dragging clockwise or using the right arrow (**→**) key rotates the stitch pattern from 0° to 360°; dragging counter-clockwise or using the left arrow (**←**) key rotates the stitch pattern from 360° to 0°. An entire stitch pattern does not need to be highlighted in order to rotate it. It will be rotated if only one stitch in the pattern is highlighted. When two or more stitches are highlighted, it will rotate that section. When a 9mm or Small Frame stitch pattern will exceed the work area after rotating, a dialog box opens, asking if you want to edit the stitch as a MAXI or Large Frame. Click Yes to rotate the stitch and place it in a MAXI or Large Frame work area or No to abort the command. When a MAXI or Large Frame stitch

pattern will exceed the work area after rotating, a dialog box opens, telling you the pattern is too large for this function. Click the OK button. See the SELECT command for instructions on highlighting stitches and sections.

 **LENGTH MIRROR**

Purpose: Flips the stitch pattern or highlighted section in the work area front to back. The stitch pattern will sew in reverse order.

Procedure: Select from the TOOLS menu, LENGTH MIRROR (F4) or click its button on the Toolbar. The highlighted section or the entire stitch pattern is flipped front to back in the work area. An entire stitch pattern does not need to be highlighted in order to mirror the length. It will be mirrored lengthwise if only one stitch in the pattern is highlighted. When two or more stitches are highlighted, it will mirror the length of that section. See the SELECT command for instructions on highlighting stitches and sections.

 **MIRROR**

Purpose: Flips the stitch pattern or highlighted section in the work area top to bottom. The stitch pattern will sew in flipped right to left.

Procedure: Select from the TOOLS menu, MIRROR (F5) or click its button on the Toolbar. The highlighted section or the entire stitch pattern is mirrored right to left in the work area. An entire stitch pattern does not need to be highlighted in order to mirror it. It will be mirrored when only one stitch in the pattern is highlighted. When two or more stitches are highlighted, it will mirror that section. See the SELECT command for instructions on highlighting stitches and sections.

 **FLIP ORDER**

Purpose: Renumbers the stitching path of the stitch pattern or highlighted section in reverse order. The position of the stitch pattern or section in the work area does not change; only the sewing path is renumbered. Use this command on stitch patterns and sections after executing the LENGTH MIRROR com-

mand. This will minimize the long jump stitches that can occur.

Procedure: Select from the TOOLS menu, FLIP ORDER. The stitching path of the highlighted section or the entire stitch pattern is renumbered in reverse order. An entire stitch pattern does not need to be highlighted in order to flip the order. It will be renumbered when only one stitch in the pattern is highlighted. When two or more stitches are highlighted it will flip the order of that section. See the SELECT command for instructions on highlighting stitches and sections.

◆ NEW PATTERN SIZE...

Purpose: Opens the Change Size dialog box where you change the dimensions of the highlighted section or stitch pattern in the work area. A stitch pattern or section can be enlarged or reduced, proportionally or not.

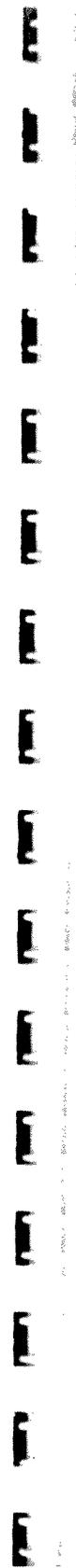
Procedure: Select from the TOOLS menu, NEW PATTERN SIZE. The Change Size dialog box opens. Both length and width are in millimeters. Type the changes in the Length and Width boxes.

To have the stitch pattern changed proportionally, click the box to put an X there. When you choose Proportional, you only have to type a change for one dimension, either length or width. The highlighted section or the entire stitch pattern is changed to the new dimensions.

An entire stitch pattern does not need to be highlighted in order to change its size. It can be changed when only one stitch in the pattern is highlighted. When two or more stitches are highlighted, it will change the size of that section. When enlarging the width of a 9mm stitch pattern, always click the MAXI button on the Status Bar to provide space for the enlarged stitch pattern. See the SELECT command for instructions on highlighting stitches and sections.

◆ STITCH LENGTH...

Purpose: Limits the distance between stitch points. This function inserts stitch points only when the distance between stitches is greater than the number entered in the dialog box. Having stitches at a consistent distance gives the sewn stitch pattern a smooth



appearance. Use this command to even the stitching path after using the AUTO TRACE command to set stitches on a template.

Procedure: Select from the TOOLS menu, STITCH LENGTH or click its button on the Toolbar. A dialog box opens where you type a number, in millimeters (mm), for the maximum distance between stitches. The distance can be any number between 1.0 and 6.0. Press **Enter** and stitches are added to your stitch pattern to conform to your selection. Any stitches that are set after executing this command will not have the stitch length set. You will need to select the command again to set the stitch length in the new section.

INFO: In either Frame mode, stitches of 11mm or more in length cause the sewing machine to slow its speed. Sewing a group of more than 200 of these long stitches at a time causes the machine to sew at the slow speed for a prolonged time period. This prolonged stitching causes heat build-up which, in turn, can cause damage to the sewing machine and motor. When designing Frame stitch patterns, do not set more than 200 stitch points with a length of 11mm in a row or group. Use the STITCH LENGTH command to check the maximum stitch length in the stitch pattern and change it to 10.8mm or shorter. Also, use the FILL-IN STITCH command to fill in an area with satin stitching rather than manually setting satin stitches in an area.



Purpose: Fills in a defined area with satin stitches. There are two modes of fill-in stitches: Fill-In A and Fill-In B. The mode of fill-in determines how the area is defined.

Procedure: Select from the TOOLS menu, FILL-IN STITCH or click its button on the Toolbar. The Fill-In dialog box opens. Select Fill-In A or B by clicking the button. Make other selections according to the mode. Type changes in the Stitch Density and Stitch Angle boxes. Select Base Stitch and Center Line by checking the boxes. When you are satisfied, click the OK button and proceed with the fill-in. Click the Cancel button to abort the command. For Fill-In B, click inside the area to be filled in. For Fill-In A, define the area. (See below.)

When the fill-in is complete, the Fill-In Options dialog box opens. Click the Accept Stitches button to keep the fill-in or

Change Options to open the Fill-In dialog box and make changes to your settings or Cancel to delete the fill-in and abort the command. See *Chapter 2, Tutorial, Exercises #8 through #11 and #28* for additional instructions on using the FILL-IN STITCH command.

Dialog Box Options:

Fill-in Mode: Select a mode by clicking the button. Fill-In A is the default mode. See below for a description of each mode and the procedure for defining the area.

Stitch Density: Type the density for the fill-in. The density refers to the distance between each zig and zag in a satin stitch. Density can be changed for both modes of fill-in stitches. The density can be set as low as 0.2mm. The most useful range of settings when the finished stitch pattern will be sewn using the sewing machine feeding system is 0.3mm to 0.4mm. A lower number than 0.3 may cause a thread build-up. A higher setting than 0.4 may not fill in well. When designing stitch patterns that will be sewn using the Creative Fantasy unit, a range of 0.2mm to 0.3mm will produce a lovely, dense fill-in. This all depends on the type of thread, fabric and stabilizer on which the stitch pattern will be sewn.

Stitch Angle: Type the angle for the satin stitches. The angle can only be changed for Fill-In B. The angle can be any degree between 1° and 360°. Some of the angles will not look good or sew well. The most useful choices are 45°, 90° and 180°. A 90° angle will zigzag with the needle swing, a 180° angle zigzags by using the feed dog movement, and a 45° angle uses both needle swing and feed dog movement.

Structure Stitch: The FILL-IN command adds intermediate stitch points in the fill-in area to control the stitch length, which will avoid puckering and tunneling. These intermediate stitch points are added at a maximum stitch length of 4mm. Structure Stitch controls the final look of these intermediate stitch points. Structure Stitch is only available for Fill-In B. Checking the box activates the function. When Structure Stitch is active, the intermediate stitch points will echo inward, following the outline of the area. When Structure Stitch is inactive, the intermediate stitch points follow a grid-like pattern.

Fill-In A only adds intermediate stitch points in a grid-like pattern at a maximum length of 10.8mm.

Base Stitch: Checking the box activates the Base Stitch function. Base Stitch is only available for Fill-In A. Base Stitch is a row of stitches that follows the outline of the satin stitch area or hides under the satin stitches. Selecting Base Stitch hides it under the satin stitching and de-selecting Base Stitch has it following the outline of the satin stitching. For more details about usage of Base Stitch, see *Chapter 2, Tutorial, Exercise #11: Fill-In A and Base Stitch Option*.

Center Line: Checking the box activates the Center Line function. Center Line is only available for Fill-In A. Center Line is a stitch or needle drop in the center of each zig and zag of the satin stitching. This can be useful when filling in leaves or petals by automatically adding a vein down the center. For more details about usage of Center Line, see *Chapter 2, Tutorial, Exercise #10: Fill-In A And Center Line Option*.

Defining the Fill-In Area:

Fill-In A

Purpose: This is the recommended mode for filling in areas that will be sewn using the sewing machine feeding system, since it allows more custom choices in defining the final look of the satin stitching. It automatically calculates the best angle for the defined fill-in area. Therefore, Stitch Angle is not an available option and the box is dimmed. Stitch Density can be changed by typing a new number in the box. Base Stitch and Center Line options are available. Select either by putting a check in the box.

Procedure: In the dialog box, click on the Fill-In A button. Select Base Stitch or Center Line, as needed, then click the OK button. Define the area by defining two lines. The lines can define an open or closed area. Define the first line by clicking on the first stitch in the line, moving the pointer to the last stitch in the line and **Shift**+click the left mouse button. The line is highlighted, shown by a dotted line. Press **Enter**. Define the second line by clicking on the first stitch of the line, moving the arrow to the last stitch in the line and **Shift**+click the left mouse button. The second line is highlighted, shown by a dotted line. Press **Enter**. The fill-in is displayed and the Fill-In Options

dialog box opens. You can accept the fill-in, change it or abort the command by clicking a button.

TIP: If the area is filled in with a twisted satin stitch or in the shape of an X, use the FLIP ORDER command on one of the lines before attempting the fill-in again.

Fill-In B

Purpose: This mode is the quicker method since the area does not need to be defined by lines. This mode is better suited to filling in areas of a stitch pattern that was created by using the AUTO TRACE command and filling in areas of Frame mode stitch patterns. This mode retains the straight stitch outline of the filled-in area. The area must be a closed section of your stitch pattern. A section that is not completely closed will not be recognized by the program and an error dialog box will open confirming this. Stitch Density and Stitch Angle are options and changes are typed in their boxes. Click the box to turn on or off the Structure Stitch function. Base Stitch and Center Line are not available options and they are dimmed.

Procedure: In the dialog box, click on the Fill-In B button. Change Stitch Angle or Stitch Density, as needed, choose the type of Structure Stitch, then click the OK button. Move the arrow pointer inside the area and click the left mouse button. The fill-in is displayed and the Fill-In Options dialog box opens. You can accept the fill-in, change it or abort the command by clicking a button.



Purpose: Traces a BMP template with stitch points. The program calculates where the stitch points should be set and the amount of stitches needed. Five BMP files have been included with the program so you can experiment with the Auto Trace feature. They are named “DOVE”, “FEATHER”, “IRIS”, “WILDROSE” and “FRAME”.

Procedure: Load a BMP file to use as a template by selecting LOAD BMP-FILE from the DESIGN menu. Select from the TOOLS menu, AUTO TRACE. A dialog box opens. This box indicates the maximum width of the template line in pixels. If you have lines wider than 4 pixels, the Auto Trace will consider these wide lines as areas. If you want them traced as lines,

increase the number of pixels in the Line Width field. Click the OK button. The program calculates the stitch points and displays them over the template. Please be patient. Generating stitch points for a large, complicated template can take several minutes.

INFO: The BMP file used for the Auto Trace template should be as clean as possible. The command sees all smudges and extra lines as part of the template. This may cause the program to add unnecessary or unwanted stitches.

TIP: When the Auto Trace is complete, use the STITCH LENGTH command from the TOOLS menu to set stitches at more even distance.

Format	
Zoom <u>I</u> n	F8
Zoom <u>O</u> ut	F9
1:1	
9 <u>m</u> m	
MAX <u>I</u>	
<u>S</u> mall Frame	
<u>L</u> arge Frame	
<u>A</u> utomatic Stitch	

ILL. #35



Purpose: This menu contains commands for magnifying or reducing the work area, switching work area sizes, viewing the stitch pattern in actual sewing size and turning on the Automatic Stitch function.

Procedure: Click the left mouse button on FORMAT and the menu opens. From this menu you can choose a command. To close the menu, press **Esc** or move the arrow pointer outside the menu and click the left mouse button.



Purpose: Doubles the current size of the work area. It is easier to fine-tune your stitch pattern in a magnified work area.

There are eight work area sizes for 9mm and Small Frame modes, and seven work area sizes for MAXI and Large Frame modes.

Procedure: Select from the FORMAT menu, ZOOM IN (F8) or click its button on the Toolbar. The work area is magnified.



Purpose: Reduces the current size of the work area by half. There are eight work area sizes for 9mm and Small Frame modes, and seven work area sizes for MAXI and Large Frame modes.

Procedure: Select from the FORMAT menu, ZOOM OUT (F9) or click its button on the Toolbar. The work area size is reduced by half.



Purpose: Displays the stitch pattern in actual sewing size.

Procedure: Select from the FORMAT menu, 1:1. The stitch pattern is reduced to match actual sewing size. In order for the program to display the stitch pattern properly, the dimensions of your screen must be entered into the Horizontal and Vertical fields in the Configuration dialog box. Use the CONFIGURATION command from the MACHINE menu.

HINT: Select the 1:1 command before printing your stitch pattern so the stitch pattern will print in actual sewing size.



Purpose: Changes the work area to the 9mm mode.

Procedure: Select from the FORMAT menu, 9mm or click its button on the Status Bar. The work area switches to the 9mm size. When you have a stitch pattern in the work area that is wider than 9mm, a dialog box opens telling you that the pattern is too large to switch sizes. Click the OK button.



Purpose: Changes the work area to the MAXI mode.

Procedure: Select from the FORMAT menu, MAXI or click its button on the Status Bar. The work area switches to the MAXI

size. When you have a stitch pattern in the work area that is wider than 60mm, a dialog box opens telling you that the pattern is too large to switch sizes. Click the OK button.



Purpose: Changes the work area to the Small Frame mode.

Procedure: Select from the FORMAT menu, Small Frame or click its button on the Status Bar. The work area switches to the Small Frame size. When you have a stitch pattern in the work area that is wider or longer than 80mm, a dialog box opens, telling you that the pattern is too large to switch sizes. Click the OK button.



Purpose: Changes the work area to the Large Frame mode.

Procedure: Select from the FORMAT menu, Large Frame or click its button on the Status Bar. The work area switches to the Large Frame size. When you have a stitch pattern in the work area that is longer than 120mm, a dialog box opens, telling you that the pattern is too large to switch sizes. Click the OK button.

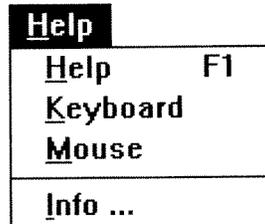


Purpose: Plots intermediate stitch points when necessary for the sewing machine to be able to sew your stitch design. In normal use of the program, these Automatic Stitches are hidden. Toggle the function off and on as needed. The program always adds the needed Automatic Stitches when the stitch pattern is sent to the sewing machine. When you load the stitch pattern from the sewing machine back to the computer, the Automatic Stitches are now a permanent part of the stitch pattern. They no longer can be hidden.

Procedure: Select from the FORMAT menu, AUTOMATIC STITCH or click its button on the Status Bar. The Automatic Stitches are added to your stitch pattern. They are the blue dots. Commands cannot be executed on them. The total of Automatic Stitches added to your stitch pattern is shown after the command on the Status Bar. Add the total of Automatic Stitches to the Stitch No to get the total amount of stitch points that will be sent to the sewing machine. To hide the Automatic

Stitches, re-select the command or click the button on the Status Bar to de-select it.

INFO: Automatic Stitches are only necessary when designing a stitch pattern that will be sewn using the sewing machine feeding system. MAXI and 9mm mode stitch patterns always use the sewing machine feeding system. The AUTOMATIC STITCH command is not available for Frame mode stitch patterns and the field will be hidden.



ILL. #36



Purpose: This menu contains commands for viewing, searching through and printing the Help files, keyboard and mouse operations.

Procedure: Click the left mouse button on HELP and the menu opens. From this menu you can choose a command. To close the menu, press **Esc** or move the arrow pointer outside the menu and click the left mouse button.



Purpose: A quick and easy reference for using PC-DESIGNER™ Software.

Procedure: Select from the HELP menu, HELP (F1). The PC-DESIGNER™ Help dialog box opens. Below the title bar is the menu. From the FILE menu you can print a topic; from the EDIT menu you can copy a topic to the Clipboard; from the HELP menu you can get help on using the Help files. Below the menu are buttons to help you move quickly around in the Help files. Click the Search button and you can type a topic name. It is searched for and displayed. Click the Back button to return to the previous screen. All green text can be clicked on and then will show additional information about that topic. To exit Help, select from the FILE menu, EXIT.

◆ KEYBOARD

Purpose: Lists all available shortcut keys for command selections.

Procedure: Select from the HELP menu, KEYBOARD. The same menu and button bar available in the Help files are provided in KEYBOARD Help. All text printed in green can be clicked on and will then show additional information about that topic. To exit KEYBOARD Help, select from the FILE menu, EXIT.

◆ MOUSE

Purpose: Lists all available mouse operations and combinations of keys and mouse operations. These operations highlight and manipulate a stitch, section or stitch patterns.

Procedure: Select from the HELP menu, MOUSE. The same menu and button bar available in the Help files are provided in MOUSE Help. All text printed in green can be clicked on and will then show additional information about that topic. To exit MOUSE Help, select from the FILE menu, EXIT.

◆ INFO

Purpose: Shows PC-DESIGNER™ Software for Windows™ copyright information.

Procedure: Select from the HELP menu, INFO to read the information.

M-DESIGN Command Reference

M-DESIGN TOOLBAR



ILL. #37

This section of the Command Reference Guide describes all the M-DESIGN Toolbar options, their purposes and procedures and will note any dialog boxes. The Toolbar, shown above, is

located just below the menu. It contains the most frequently used commands or tools for designing a stitch sequence. These commands are also located in the menu. Click on a button to quickly choose a command. When PC-DESIGNER™ Software for Windows™ opens, the Toolbar is displayed. You can hide the Toolbar by selecting from the EDIT menu, TOOLBAR. To display the Toolbar again, re-select the TOOLBAR command.

INFO: Sequences stored on a Creative Card cannot be accessed in the M-DESIGN section of the program. Sequences containing Creative Fantasy Card or your original Frame stitch patterns cannot be accessed in the M-DESIGN section of the program.



OPEN — Opens an existing stitch sequence file. Click the button and the Open File dialog box opens. Select the file in the File Name field and click the OK button. If you do not see the file listed, click another drive, directory or folder. Use this command only when starting a new stitch sequence and the work area is empty. To insert a sequence file into an existing stitch sequence, use the INSERT FILE command from the FILE menu.



SAVE — Updates the current stitch sequence in the work area. If the current sequence was not previously saved, the Save File dialog box opens. Type a name for the file in the File Name field. Use up to eight letters and numbers and no punctuation. The extension will be added automatically.



PRINT — Prints a paper copy of the current stitch sequence in the work area.



UNDO — Reverses the last action or command.



REDO — Restores the last action that was undone.



LOAD M-MEMORY — Transfers an M-Memory stitch sequence from the sewing machine. Click the button and the M-Memory Directory from the sewing machine is displayed. Select an M-Memory and click the OK button. The M-Memory is transferred to the work area. Only use this command when starting a new stitch sequence and the work area is empty. To insert an M-Memory into an existing stitch sequence, use the INSERT M-MEMORY command from the MACHINE menu.

INFO: Sequences containing Creative Fantasy Card or Creative Card stitch patterns cannot be loaded into the M-DESIGN section of the program.



SEND M-MEMORY — Transfers the current stitch sequence in the work area to a sewing machine M-Memory. Click the button and the M-Memory Directory from the sewing machine is displayed. Select an M-Memory slot for storage and click the OK button.



INSERT P-MEMORY — Transfers a P-Memory from the sewing machine. Click the button and the P-Memory Directory from the sewing machine is displayed. Select a P-Memory and click the OK button. The P-Memory is transferred to the work area and placed after the highlighted stitch or replaces the highlighted section. Use this command whenever you want to use a P-Memory stitch pattern in a sequence. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.



INSERT STITCH PROGRAM — Loads a built-in stitch program from the sewing machine. Click the button and a dialog box opens. Type the stitch program number and press **Enter**. The stitch program is transferred to the work area and placed after the highlighted stitch or replaces the highlighted section. Use this command whenever you want to use a stitch program in your sequence. To highlight a stitch, point to it and

click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.



DELETE — Deletes a highlighted stitch or section of the sequence. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.



LENGTH MIRROR — Mirrors the highlighted stitch or section front to back in the work area. It will sew in reverse order from the original. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.



MIRROR — Flips the highlighted stitch or section top to bottom in the work area. It will sew flipped right to left. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.



LENGTH SHORTER — Decreases the length of the highlighted stitch or section. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.



LENGTH LONGER — Increases the length of the highlighted stitch or section. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.



WIDTH NARROWER — Decreases the width of the highlighted stitch or section. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.



WIDTH WIDER — Increases the width of the highlighted stitch or section. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.



PITCH LEFT — Moves the needle position left, in stitch programs with multiple needle positions. When a stitch has multiple needle positions, this symbol, <>, follows the Needle Position field name on the Status Bar, and the field will show a negative number. To highlight a stitch, point to it and click the left mouse button.



PITCH RIGHT — Moves the needle position right, in stitch programs with multiple needle positions. When a stitch has multiple needle positions, this symbol, <>, follows the Needle Position field name on the Status Bar and the field will show a positive number. To highlight a stitch, point to it and click the left mouse button.



ZOOM OUT — Reduces the current size of the work area by half.



ZOOM IN — Doubles the current size of the work area.

M-DESIGN STATUS BAR

Creative: 7570	Letters: Script Letters	
Seq. Length:	Width:	Length:
Actual Pattern		
Seq. No:	Width:	Coordinates
Pattern No:	Length:	Needle Position <>
		Start: End:
		x: y:

ILL. #38

The Status Bar, shown above, is located at the bottom of the screen below the work area. It displays information about the commands and the stitch pattern.

The upper section of the Status Bar shows information about the sequence. The lower section shows information about the stitch at the cursor position or the highlighted section.

Creative displays the model of sewing machine selected. To select a sewing machine, use the CONFIGURATION command in the MACHINE menu. If you change the sewing machine model after using the program, the P- and M-Memory directories will differ from the directory in the computer. Use the SYNC. MACHINE command from the MACHINE menu to update the computer directory files.

Letters shows the alphabet style selected. The default style is Script Letters.

Seq. Length displays the total amount of stitch patterns in the sequence.

Width displays the width of the sequence in millimeters.

Length displays the length of the sequence in millimeters.

Actual Pattern displays information about the stitch pattern or sequence section at the cursor position or the highlighted stitch pattern or sequence section. This stitch pattern or sequence is labeled the Actual Pattern.

Seq. No displays the numerical position of the Actual Pattern in the sequence. The numerical position refers to the position of the stitch pattern in the sewing path. This is the stitch that the next command will be executed upon. When a section of the sequence is highlighted, the Actual Pattern refers to the position of the last stitch selected for the section. Highlighting a

section in ascending order will make the last stitch of the section the Actual Pattern. Highlighting a section in descending order will make the first stitch of the section the Actual Pattern.

Pattern No identifies the Actual Pattern. It will show a stitch program number or a P-Memory number.

Width displays the width of the Actual Pattern in millimeters.

Length displays the length of the Actual Pattern in millimeters.

Coordinates displays the needle position at the beginning of the Actual Pattern on an invisible grid. The grid is calibrated in millimeters. The X represents the length and the Y represents the width. The first stitch in the sequence is situated at X: 0.0, Y: 0.0. All the following stitch patterns relate to the first stitch and its coordinates. The X numbers show where the Actual Pattern starts in relation to the first stitch of the sequence. The Y number shows the needle position of the Actual Pattern in relation to center needle position. The center needle position is Y: 0.0. A minus number is left position and a plus number is right position.

Needle Position shows the needle position at the start and end of the Actual Pattern. Both Start and End numbers relate to the Y coordinates in the Coordinates field. When the symbol $\langle \rangle$, appears after the field name, the Actual Pattern has multiple needle positions and the PITCH LEFT and PITCH RIGHT commands are active.

M-DESIGN MENU COMMANDS

File	
N ew...	Ctrl+N
O pen...	Ctrl+O
S ave	Ctrl+S
Sa <u>v</u> e A s...	
Insert File...	
R emarks...	
P rint...	Ctrl+P
Page Setup...	
P-Design	Ctrl+D
E xit	ALT+F4

ILL. #39



Purpose: This menu contains commands for creating new stitch sequences, storing and retrieving sequences, printing, making notes regarding the sequence, and switching to P-DESIGN.

Procedure: Click the left mouse button on FILE and the menu opens. From this menu you can choose a command. To close the menu, press **Esc** or move the arrow pointer outside the menu and click the left mouse button.



Purpose: Starts a new sequence design.

Procedure: Select from the FILE menu, NEW (Ctrl+N) or click its button on the Toolbar. If there is an unsaved sequence in the work area, the program prompts you to save it before continuing. Click the Yes button to save before continuing or No to delete the sequence in the work area and start a new sequence or Cancel to abort the NEW command. The title bar shows NEW.FLG.



Purpose: Opens a saved stitch sequence file and places it into an empty work area.

Procedure: Select from the FILE menu, OPEN (Ctrl+O) or click its button on the Toolbar. The Open File dialog box opens. In the File Name field, highlight the file name. Click the OK button. Use this command when starting a new sequence. If the work area is occupied, a dialog box opens, asking if you want to save the sequence. Click the Yes button to open the Save File dialog box or the No button to continue without saving or Cancel to abort the command. To insert a sequence file into a sequence in the work area, use the INSERT FILE command.

Dialog Box Options:

File Name: Type the name and extension of the file you want to open or highlight the file in the list box and click OK. The box closes and the stitch file is displayed in the work area.

List Files of Type: Select the type of file you want in the File Name list. Selecting Sequence *.FLG lists all sequence files and All Files *.* lists all files in the PCD_WIN directory.

Directories: Select the directory that contains the file you want.

Drives: Select the drive that contains the file you want.



Purpose: Updates the current sequence in the work area with the same name, location and extension you previously selected in the Save File dialog box.

Procedure: Select from the FILE menu, SAVE (Ctrl+S) or click its button on the Toolbar. The previously saved file is updated. If the stitch pattern has not been previously saved, this command is dimmed and not an option. Use the SAVE AS command instead. The Save File dialog box opens and you can select options for saving the file. See SAVE AS for additional information.

 **SAVE AS...**

Purpose: Opens the Save File dialog box so you can save the current sequence.

Procedure: Select from the FILE menu, SAVE AS. The Save File dialog box opens. Type the name of the file in the File Name box. You can use up to eight characters or numbers. Do not use any punctuation or spaces. The extension will be added automatically. Click the OK button.

Dialog Box Options:

File Name: Type a name for the file. The extension is added by the program.

List Files of Type: Select the type of file you want in the File Name list. Selecting Sequence *.FLG lists all sequence files and All Files *.* lists all files in the PCD_WIN directory. Selecting a type of file does not change the extension of the stitch in the File Name box. It only lists that type of file. You can use this list for reference when naming the file. For example, you can give the file a consecutive number in a series of sequence files for heirloom sequences.

Directories: Select the directory where you want to save the file.

Drives: Select the drive where you want to save the file.

 **INSERT FILE...**

Purpose: Inserts a saved sequence file into the sequence currently in the work area at the selected or highlighted position.

Procedure: Select from the FILE menu, INSERT FILE. The Open File dialog box opens. In the File Name field, highlight the file name. Click the OK button. The selected sequence is inserted after the highlighted stitch. If a section of the stitch pattern is highlighted, it replaces the highlighted section. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.

Dialog Box Options:

File Name: Type the name and extension of the file you want to insert or highlight the file in the list box and click OK. The box closes and the sequence file is inserted at the highlight.

List Files of Type: Select the type of file you want in the File Name list. Selecting Sequence *.FLG lists all sequence files and All Files *.* lists all files in the PCD_WIN directory.

Directories: Select the directory that contains the file you want.

Drives: Select the drive that contains the file you want.



Purpose: Inserts a remark or note regarding the sequence file.

Procedure: Select from the FILE menu, REMARKS. A dialog box opens. Type a note using up to 200 letters, numbers and punctuation marks. Click the OK button. Clicking the Cancel button aborts the command. You must save the sequence file in order to save the remarks along with the file. The program will prompt you to save after selecting the NEW, OPEN or EXIT commands. Select SAVE from the FILE menu if the stitch file was previously saved or select SAVE AS if it is a new sequence.



Purpose: Prints a paper copy of the current sequence in the work area.

Procedure: Select from the FILE menu, PRINT (Ctrl+P) or click its button on the Toolbar. See PAGE SETUP for additional information. Clicking the Cancel button aborts the command. Only print when you can see all of the sequence or you may print only a partial sequence design.



Purpose: Selects options for printing.

Procedure: Select from the FILE menu, PAGE SETUP. The Print Setup dialog box opens. Select your options and click the OK button.

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Dialog Box Options:

Printer: Select a default printer or specific printer by clicking the button.

Orientation: PC-DESIGNER™ always prints in landscape orientation regardless of the dialog box option selected.

Paper: Select the paper size you are using.

Options: Opens another dialog box for additional settings for your specific printer.



Purpose: Switches to the P-DESIGN section of the program where you can design stitch patterns.

Procedure: Select from the FILE menu, P-DESIGN (**Ctrl+D**). The M-DESIGN section closes and the P-DESIGN section opens. If the work area is occupied, a dialog box opens, asking if you want to save the current sequence. Click the Yes button to open the Save File dialog box or the No button to continue without saving or Cancel to abort the command.



Purpose: Exits the program.

Procedure: Select from the FILE menu, EXIT (**Alt+F4**). The program closes and returns to the Windows™ Program Manager. If the work area is occupied, a dialog box opens, asking if you want to save the current sequence. Click the Yes button to open the Save File dialog box or the No button to exit without saving or Cancel to abort the command.



Edit	
<u>U</u> ndo	Ctrl+Z
<u>R</u> edo	Ctrl+A
<u>S</u> elect <u>A</u> ll	Ctrl+M
<u>C</u> ut	Ctrl+X
<u>C</u> opy	Ctrl+C
<u>P</u> aste	Ctrl+V
✓ <u>S</u> tatus Bar	
✓ <u>T</u> oolbar	

ILL. #40



Purpose: This menu contains common editing commands. You can have the Toolbar and Status Bar displayed or hidden.

Procedure: Click the left mouse button on EDIT and the menu opens. From this menu you can choose a command. To close the menu, press **Esc** or move the arrow pointer outside the menu and click the left mouse button.



Purpose: Reverses the last action or command.

Procedure: Select from the EDIT menu, UNDO (**Ctrl+Z**) immediately after performing an unwanted action. The last action is reversed and the stitch sequence reverts to the version before executing the unwanted action. This command can be selected only once for any action. If the UNDO command is unavailable, it will be dimmed in the menu.



Purpose: Reverses the last UNDO command.

Procedure: Select from the EDIT menu, REDO (**Ctrl+A**). After selecting UNDO, you can select REDO to cancel the UNDO action. If REDO is unavailable, it will be dimmed in the menu.

 **SELECT ALL**

Purpose: Selects the entire sequence.

Procedure: Select from the EDIT menu, SELECT ALL (Ctrl+M). All the stitches in the sequence are highlighted. The next command selected will be executed on the entire sequence. To cancel the highlighting, click the right mouse button. The stitch that was highlighted before selecting the command is highlighted.

 **CUT**

Purpose: Removes the highlighted stitch, section or entire stitch sequence and pastes it to the Clipboard.

Procedure: Highlight a stitch, section or the entire sequence. Select from the EDIT menu, CUT (Ctrl+X). The highlighted section is removed from the work area. This command pastes the cut section to the Clipboard. The cut section remains on the Clipboard until you CUT or COPY something else. While it is on the Clipboard, you can use the PASTE command to paste it into another section of the sequence. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button. See the PASTE command for additional information.

 **COPY**

Purpose: Copies a highlighted stitch, section or entire stitch sequence to the Clipboard.

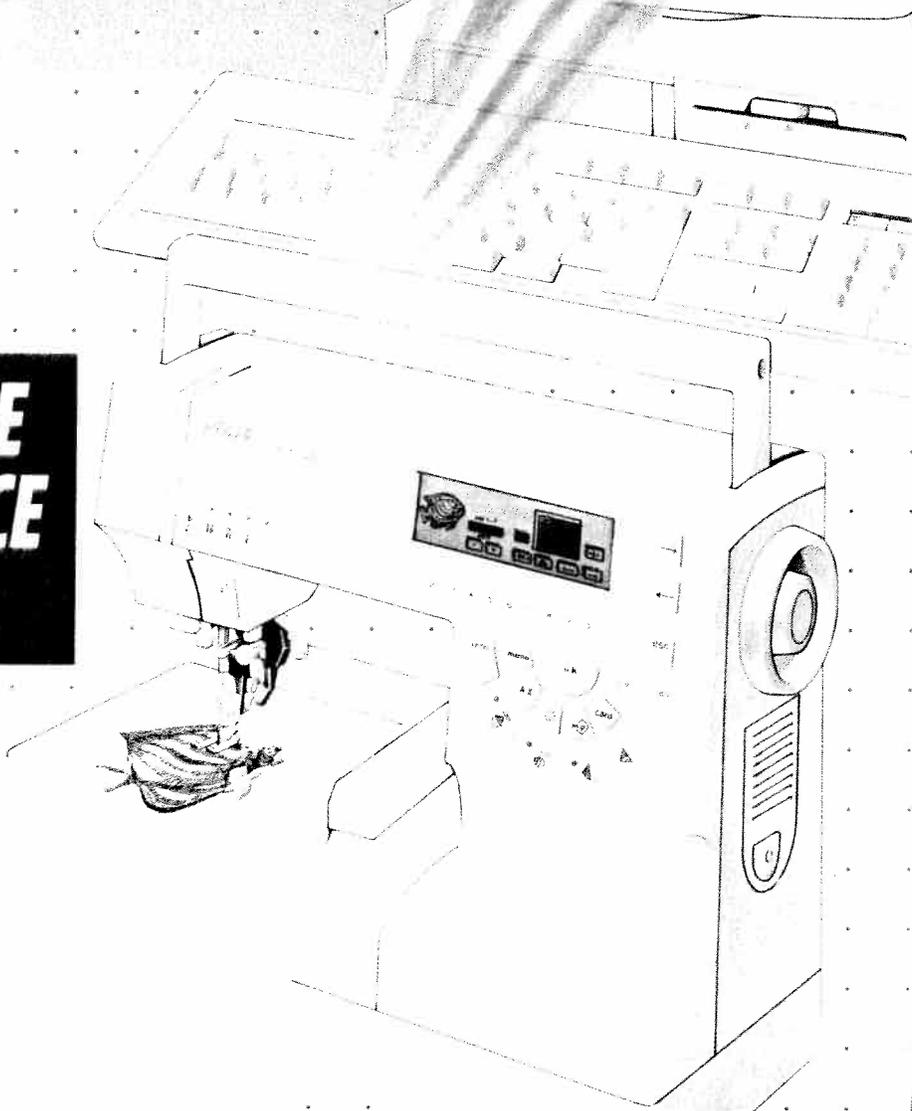
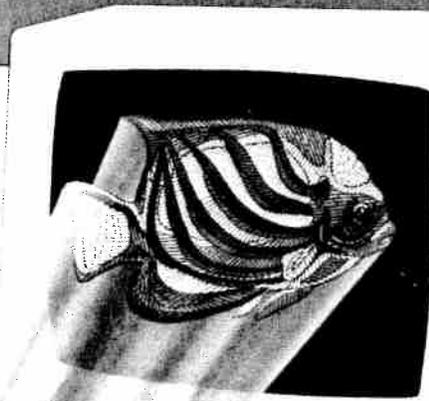
Procedure: Highlight a stitch, section or the entire stitch sequence. Select from the EDIT menu, COPY (Ctrl+C). The highlighted selection is copied to the Clipboard. It remains on the Clipboard until you CUT or COPY something else. While it is on the Clipboard, you can use the PASTE command to paste it into another section of the sequence. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button. See the PASTE command for additional information.

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Purpose: Pastes the contents of the Clipboard into your sequence after the highlighted stitch point or replaces the highlighted section.

Procedure: Highlight a stitch or section of the sequence. Select from the EDIT menu, PASTE (**Ctrl+V**). The contents of the Clipboard are pasted after the highlighted stitch. When a section is highlighted, the PASTE command removes the highlighted section, then replaces it with the Clipboard contents. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button. See the COPY and CUT commands for additional information.



Purpose: Toggles between showing and hiding the Status Bar. The Status Bar is located at the bottom of the screen, below the work area. When the work area is magnified, hiding the Status Bar will show more of the work area at the bottom of the screen.

Procedure: Select from the EDIT menu, STATUS BAR. If the Status bar is visible, it will be hidden. If it is hidden, it will be shown. A check is placed in front of the command when the Status Bar is visible.



Purpose: Toggles between showing and hiding the Toolbar. The Toolbar is located at the top of the screen, below the menu bar. When the work area is magnified, hiding the Toolbar has little effect on showing more of the work area.

Procedure: Select from the EDIT menu, TOOLBAR. If the Toolbar is visible, it will be hidden. If it is hidden, it will be shown. A check is placed in front of the command when the Toolbar is visible.

Machine	
<u>L</u>oad M-Memory...	
<u>S</u>end M-Memory...	F3
<u>I</u>nsert M-Memory...	
<u>D</u>elete M-Memory...	
<u>I</u>nsert <u>P</u>-Memory...	F7
<u>I</u>nsert Stitch Program...	F6
<u>M</u>achine -> File...	
<u>F</u>ile -> <u>M</u>achine...	
<u>C</u>onfiguration...	
<u>S</u>ync. Machine	

ILL. #41

MACHINE

Purpose: This menu contains commands for loading M-Memories and built-in stitch programs, saving the sewing machine memories in a file, configuring the program and synchronizing the sewing machine.

Procedure: Click the left mouse button on MACHINE and the menu opens. From this menu you can choose a command. To close the menu, press **Esc** or move the arrow pointer outside the menu and click the left mouse button.

LOAD M-MEMORY...

Purpose: Transfers an existing M-Memory sequence from the sewing machine to the work area. Use this command when you are starting a new sequence design and the work area is empty.

Procedure: Select from the MACHINE menu, LOAD M-MEMORY or click its button on the Toolbar. The M-memory directory opens. Highlight a memory slot and click the OK button or double click on the memory slot. The M-Memory contents are transferred to the work area. Use this command when starting a new design. If the work area is occupied, a dialog box opens, asking if you want to save the sequence. Click the Yes button to open the Save File dialog box or the No button to continue without sav-

ing or Cancel to abort the command. To insert an M-Memory into a sequence in the work area, use the INSERT M-MEMORY command.



Purpose: Sends the sequence that is currently in the work area to the sewing machine for storage and sewing.

Procedure: Select from the MACHINE menu, SEND M-MEMORY (F3) or click its button on the Toolbar. The M-Memory Directory from the sewing machine opens. The first empty memory is highlighted. Click the OK button and the stitch pattern is sent to that memory. You can highlight any other memory slot and click the OK button or double click on the memory slot. If the memory you select is occupied, a dialog box opens, asking if you want to overwrite the memory. Click the Yes button to overwrite the memory with the new stitch pattern or No to go back to the M-Memory Directory and select a different memory slot or Cancel to abort the command.



Purpose: Inserts an M-Memory from the sewing machine into the sequence in the work area at the selected or highlighted position.

Procedure: Select from the MACHINE menu, INSERT M-MEMORY. The M-Memory Directory from the sewing machine opens. Highlight a memory slot and click the OK button. You can also double click on the memory slot. The selected M-Memory is inserted after the highlighted stitch. If a section of the sequence is highlighted, it replaces the highlighted section. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.



Purpose: Erases an M-Memory on the sewing machine.

Procedure: Select from the MACHINE menu, DELETE M-MEMORY. The M-Memory Directory from the sewing machine opens. Highlight a memory slot and click the OK button. You can also double click on the memory slot. A dialog box opens, asking if you

want to delete the M-Memory. Click the Yes button to delete the memory or No to keep the memory. When you are finished deleting, click the Close button.

INSERT P-MEMORY...

Purpose: Inserts a P-Memory from the sewing machine into an empty work area or into the sequence in the work area at the selected or highlighted position.

Procedure: Select from the MACHINE menu, INSERT P-MEMORY (F7) or click its button on the Toolbar. The P-Memory Directory from the sewing machine opens. Highlight a memory slot and click the OK button. You can also double click on the memory slot. The selected P-Memory is inserted after the highlighted stitch. If a section of the sequence is highlighted, it replaces the highlighted section. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.

INSERT STITCH PROGRAM...

Purpose: Inserts a built-in stitch program from the sewing machine into an empty work area or into the sequence in the work area at the selected or highlighted position.

Procedure: Select from the MACHINE menu, INSERT STITCH PROGRAM (F6) or click its button on the Toolbar. A dialog box opens. Type the stitch program number and press **Enter**. The built-in stitch program is inserted after the highlighted stitch. If a section of the stitch pattern is highlighted, it replaces the highlighted section. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.

MACHINE → FILE

Purpose: Opens the Save File dialog box so you can save all the P- and M-Memories currently in the sewing machine. Use this command to make a file that contains stitch patterns and sequences that are used together.

Procedure: Select from the MACHINE menu, MACHINE → FILE. The Save File dialog box opens. Type the name of the file in the File Name box. You can use up to eight characters or numbers. Do not use any punctuation or spaces. The extension, RAM will be added automatically. Click the OK button. Please be patient. P-Memory programs containing large amounts of stitch points need time to transfer.

INFO: If you are using a Pfaff creative® 7550 or 1475 CD and have entered a code on your sewing machine, that code will also be saved on the file. When the file is sent to a sewing machine, the code will also be sent. Be sure to delete the code from the sewing machine before saving a machine memory file. Pfaff creative® 7570 models do not save the code file in a machine memory file.

Dialog Box Options:

File Name: Type a name for the file. The extension is automatically added by the program.

List Files of Type: Select the type of file you want in the File Name list. Selecting Memory Content *.RAM lists all machine memory files and All Files *.* lists all files in the PCD_WIN directory. Selecting a type of file does not change the extension of the stitch in the File Name box. It only lists that type of file. You can use this list for reference when naming the file. For example, you can give the file a consecutive number in a series of machine memory files containing heirloom stitches and sequences.

Directories: Select the directory where you want to save the file.

Drives: Select the drive where you want to save the file.



Purpose: Opens an existing machine memory file and transfers it to the sewing machine. Executing this command will erase all the memories currently on the sewing machine. If you want to save something on the sewing machine, do it before you OK the command.

INFO: Machine memory files are only compatible with Pfaff creative® models having the same version board as was used when creating the original file. For example: A machine memory file saved from a 1475 CD will not transfer to a 7570.

Procedure: Select from the MACHINE menu, FILE → MACHINE. A dialog box opens asking if you want to overwrite the contents of the sewing machine. Click the Yes button to continue or No to abort the command. The Open File dialog box opens. In the File Name field, highlight the file name. Click the OK button. Please be patient. P-Memory programs containing large amounts of stitch points need time to transfer.

Dialog box options:

File Name: Type the name and extension of the file you want to open or highlight the file name in the list box and click OK. The box closes and the transfer begins.

List Files of Type: Select the type of file you want in the File Name list. Selecting Memory Content *.RAM lists all machine memory files and All Files *.* lists all files in the PCD_WIN directory.

Directories: Select the directory that contains the file you want.

Drives: Select the drive that contains the file you want.

 **CONFIGURATION...**

Purpose: Opens the Configuration dialog box where you can change the connection (COM port), Pfaff creative® sewing machine model being used, transfer-rate and the dimensions of your computer screen. The COM port number must match the serial port where you connected the PC-DESIGNER™ interface cable. The model must match the model sewing machine you are using.

Procedure: Select from the MACHINE menu, CONFIGURATION. The Configuration dialog box opens.

Connection: Select one of the four COM port choices by clicking the button next to your choice. Be sure it matches the serial port where you connected the interface cable. If it does not match, an error message appears when you try to send or retrieve a P- or M-Memory or a Creative Card stitch pattern. If this is the case, you will need to change the configuration by selecting the CONFIGURATION command and changing your selection.

INFO: Do not use a port for the sewing machine that has the same IRQ (Interrupt Request) as your mouse. COM 1 and 3 have

the same IRQ and COM 2 and 4 have the same IRQ. For example: If your mouse is on COM 1, do not use COM 3 for the sewing machine, or if your mouse is on COM 2, do not use COM 4 for the sewing machine.

Creative: Select the Pfaff creative® sewing machine model that you are using by clicking the button. If the sewing machine does not match, an error message appears when you try to send or retrieve a P- or M-Memory or a Creative Card stitch pattern. If this is the case, you will need to change the configuration by selecting the CONFIGURATION command and changing your selection. After you OK the change, a dialog box opens, asking if you want to change the sewing machine. Click Yes to accept the change or No to cancel the change.

Screen Size: Measure your screen horizontally and vertically, in millimeters. Enter these measurements into the corresponding fields. These measurements allow the program to display the stitch pattern or sequence in actual sewing size when the F1 command from the FORMAT menu is selected.

Transfer-Rate: Select a rate of transfer between the sewing machine and computer. The Pfaff creative® 1475 CD will only transfer using the Low rate. If you encounter a problem with transferring to any Pfaff creative® model, try using the Low rate.

When you are satisfied with the settings, click the OK button.



SYNC. MACHINE

Purpose: Updates the P- and M-Memory directories in the computer. If you manually delete or add a stitch or stitch pattern to a P- or M-Memory in the sewing machine, the computer and sewing machine directories will no longer match. Also, if you change sewing machines, the directories will not match. Use of this command signals the program to update the computer directory the next time there is communication with the sewing machine.

Procedure: Select from the MACHINE menu, SYNC. MACHINE. It will appear that nothing happened but the sewing machine's memory will be checked and updated with the next transfer.

Tools	
Duplicate	Ctrl+Ins
Delete	Del
Length Mirror	F4
Mirror	F5
Length shorter	Ctrl+<-
Length longer	Ctrl+>
Width narrower	Ctrl+Down
Width wider	Ctrl+Up
Pitch left	Down
Pitch right	Up

ILL. #42


TOOLS

Purpose: This menu contains commands for changing dimensions of stitch patterns and entire sequences, as well as deleting and duplicating stitch patterns.

Procedure: Click the left mouse button on TOOLS and the menu opens. From this menu you can choose a command. To close the menu, press **Esc** or move the arrow pointer outside the menu and click the left mouse button.


DUPLICATE

Purpose: Makes a copy of the stitch at the cursor position or the highlighted section and places it immediately after the original. The cursor or highlight moves to the duplicated stitch. This is a quick way to add a large number of repeated stitches. This is helpful when you need to use many 8-way feed stitches in the sequence.

Procedure: Select from the TOOLS menu, DUPLICATE (**Ctrl+Insert**). The stitch at the cursor position is copied and placed after the original. The cursor moved to the copy. Using the shortcut key makes this command even more efficient.



Purpose: Deletes the highlighted stitch, section or entire sequence. Unlike the CUT command, the deleted section is not pasted to the Clipboard. It can only be retrieved if you immediately select the UNDO command.

Procedure: Select from the TOOLS menu, DELETE (**Delete**) or click its button on the Toolbar. The highlighted stitch or section is removed from the work area. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.



Purpose: Flips the highlighted stitch, section or entire sequence in the work area front to back. The flipped section will sew in reverse order.

Procedure: Select from the TOOLS menu, LENGTH MIRROR (**F4**) or click its button on the Toolbar. The highlighted section is flipped front to back in the work area. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.



Purpose: Flips the stitch pattern or highlighted section in the work area top to bottom. The stitch pattern will sew flipped right to left.

Procedure: Select from the TOOLS menu, MIRROR (**F5**) or click its button on the Toolbar. The highlighted section is mirrored top to bottom in the work area. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.

 **LENGTH SHORTER**

Purpose: Decreases the length of the highlighted stitch, section or the entire sequence.

Procedure: Select from the TOOLS menu, LENGTH SHORTER (Ctrl+ ←) or click its button on the Toolbar. The length is decreased by one increment or size. When you are decreasing the length more than one size, it is quicker to use the shortcut keys. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.

 **LENGTH LONGER**

Purpose: Increases the length of the highlighted stitch, section or the entire sequence.

Procedure: Select from the TOOLS menu, LENGTH LONGER (Ctrl+ →) or click its button on the Toolbar. The length is increased by one increment or size. When you are increasing the length more than one size, it is quicker to use the shortcut keys. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.

 **WIDTH NARROWER**

Purpose: Decreases the width of the highlighted stitch, section or the entire sequence.

Procedure: Select from the TOOLS menu, WIDTH NARROWER (Ctrl+ ↓) or click its button on the Toolbar. The width is decreased by one increment or size. When you are decreasing the width more than one size, it is quicker to use the shortcut keys. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.



Purpose: Increases the width of the highlighted stitch, section or the entire sequence.

Procedure: Select from the TOOLS menu, WIDTH WIDER (Ctrl+↑) or click its button on the Toolbar. The width is increased by one increment or size. When you are increasing the width more than one size, it is quicker to use the shortcut keys. To highlight a stitch, point to it and click the left mouse button. To highlight a section, point to and click on the first stitch in the section, then point to the last stitch in the section and **Shift**+click the left mouse button.



Purpose: Moves the needle position left in a highlighted stitch program with multiple needle positions. For example: Stitch Program #00 [#01].

Procedure: Select from the TOOLS menu, PITCH LEFT (↓) or click its button on the Toolbar. The needle position moves half a millimeter to the left. When you are moving the needle more than one position, it is quicker to use the shortcut key. To highlight a stitch, point to it and click the left mouse button.



Purpose: Moves the needle position right in a highlighted stitch program with multiple needle positions. For example: Stitch Program #00 [#01].

Procedure: Select from the TOOLS menu, PITCH RIGHT (↑) or click its button on the Toolbar. The needle position moves half a millimeter to the right. When you are moving the needle more than one position, it is quicker to use the shortcut key. To highlight a stitch, point to it and click the left mouse button.

Letters

Script Letters
Block Letters
Outline Letters
Cursive Letters

ILL. #43

● LETTERS

Purpose: This menu contains the four alphabet styles. The alphabets are accessed by typing directly on the keyboard. As you type each letter or number, it appears in the work area at the selected or highlighted position. If a section of the stitch sequence is highlighted, the typing replaces the highlighted section.

Procedure: Click the left mouse button on LETTERS and the menu opens. From this menu you can choose an alphabet style. To close the menu, press **Esc** or move the arrow pointer outside the menu and click the left mouse button.

◆ SCRIPT LETTERS

This is the default style. This is the only style that has upper and lower case letters. Use the **Shift** key to type upper case letters.

◆ BLOCK LETTERS

This is a straight stitch block style in upper case letters.

◆ OUTLINE LETTERS

This is a straight stitch outline style, similar to a stencil style, in upper case letters.

◆ CURSIVE LETTERS

This is a script style with satin stitch accents in upper case letters.

Format	
Zoom <u>I</u>n	F8
Zoom <u>O</u>ut	F9
1:1	
Repeat	
Mirror <u>U</u>p	
Mirror <u>D</u>own	

ILL. #44



Purpose: This menu contains commands for magnifying or reducing the work area, switching work area sizes and viewing the sequence in repeat and mirror modes.

Procedure: Click the left mouse button on FORMAT and the menu opens. From this menu you can choose a command. To close the menu, press **Esc** or move the arrow pointer outside the menu and click the left mouse button.



Purpose: Doubles the current size of the work area. It is easier to see 8-way feed stitch programs in a magnified work area. There are seven work area sizes.

Procedure: Select from the FORMAT menu, ZOOM IN (**F8**) or click its button on the Toolbar. The work area is magnified.



Purpose: Reduces the current size of the work area by half. There are seven work area sizes.

Procedure: Select from the FORMAT menu, ZOOM OUT (**F9**) or click its button on the Toolbar. The work area size is reduced.



Purpose: Displays the stitch sequence in actual sewing size.

Procedure: Select from the FORMAT menu, 1:1. The stitch pattern is reduced to match actual sewing size. In order for the program to display the stitch pattern properly, the dimensions of your screen must be entered into the Horizontal and Vertical fields in the Configuration dialog box. Use the CONFIGURATION command from the MACHINE menu.

TIP: Select the 1:1 command before printing your stitch pattern so the stitch pattern will print in actual sewing size.



Purpose: Shows the sequence as a sewn row would look. This reduces the need to test sew a sequence. Designing a sequence using REPEAT instantly shows if the 8-way feed stitches are in the correct position.

Procedure: Select from the FORMAT menu, REPEAT. The sequence is repeated across the screen. To view the original sequence, re-select REPEAT.



Purpose: Displays a mirrored row of the sequence above the original. This shows the way two rows look when sewn. Only the original sequence can be sent to the sewing machine.

Procedure: Select from the FORMAT menu, MIRROR UP. The mirrored sequence is displayed. You may need to reduce the size of the work area to view both rows. Select ZOOM OUT (F9) to reduce the work area.





Purpose: Displays a mirrored row of the sequence below the original. This shows the way two rows look when sewn. Only the original sequence can be sent to the sewing machine.

Procedure: Select from the FORMAT menu, MIRROR DOWN. The mirrored sequence is displayed. You may need to reduce the size of the work area to view both rows. Select ZOOM OUT (F9) to reduce the work area.



The HELP menu in M-DESIGN is the same as in P-DESIGN. See the P-DESIGN HELP menu in *Chapter 3, Command Reference Guide* for more information.

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