

Designer I Update 1.3

Adjust

When a setting has been changed, it is indicated by a bold red frame around the values in the ADJUST menu, and with red numbers in the lower left corner of the Stitch Menu.

Menu U

The original stitch number is shown in brackets after the U stitch number.

Heirloom Stitches

For Heirloom Stitches, touch Menu D in the Main Menu.

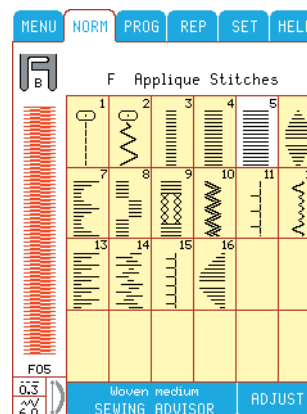
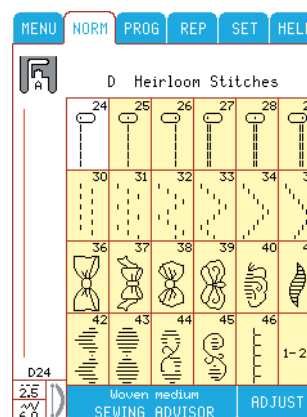
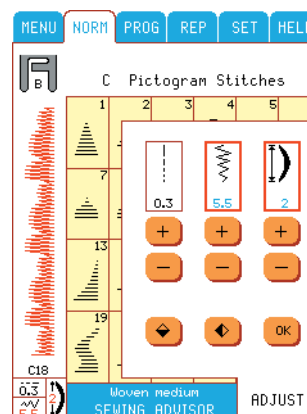
There are 46 (23+23) different Heirloom Stitches available.

If you are using a wing needle together with the stitches D4-10 and D12, you can attain beautiful hemstitches. The stitches D30-35 are used for smocking and stitch D46 is a pin stitch.

Applique Stitches

Applique Stitches are in Menu F in the Main Menu.

There are 16 Applique stitches available. Stitch F11 and F15 can be used when you want to imitate the look of appliqué stitched by hand. When sewing with stitch F13 and F14 you will get a beautiful shadow effect. F16 sews satin stitch mitered corners.




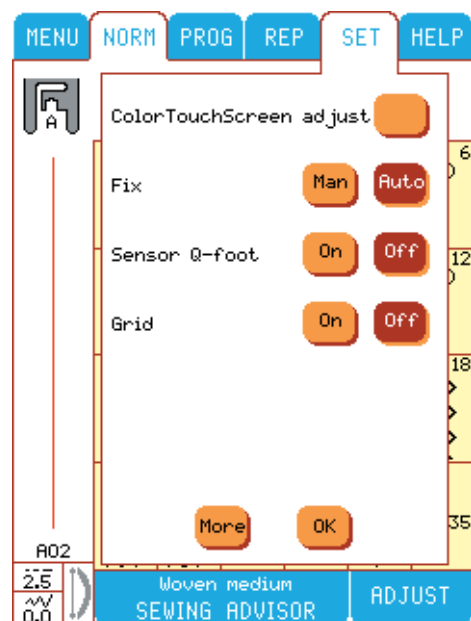
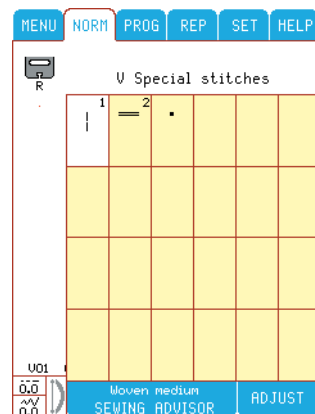
Special Stitches

For free motion sewing, darning, quilting, basting and free hand embroidery touch Menu V. There are three stitch types available, V01, straight stitch, V02, zigzag and V03, basting stitch. Lower the feed teeth and for V01 and V02 snap on the R foot or one of the optional free motion feet. When free motion (free hand) sewing at slow speed (less than 200 rpm) the presser foot moves up and down. The foot is down when the needle is down to hold the fabric in place while the stitch is formed. The foot is raised with the needle so the fabric can be moved without the risk of bending the needle. At faster sewing speeds (over 200 rpm) the foot stays in the glide (pivot) position so the fabric can be moved easily for free motion sewing.

Use stitch V03 together with the foot control. If STOP button is canceled you will have automatic timing. Step on foot control and feed the fabric manually while the presser foot is up.

Grid

The 20x20mm grid function is very useful when you are going to customize several designs together. Align your designs by using the grids. Go to SET sub menu 3 and touch  to activate the grid function.



Fix

Touch  function button if you want to add a fix in your programmed sequence.

Sewing Buttonhole

Step on the foot control, the Sensor Buttonhole Foot lowers automatically. A straight stitch is sewn away from you indicating the left buttonhole column, then the satin column is sewn toward you. This is repeated for the right column. The bartacks are automatic. (See Illustration 1).

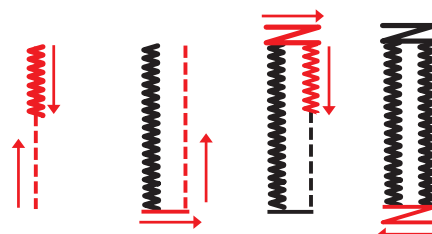
Keep the foot control depressed until the Thread Cutter cuts the threads and the Sensor Button-hole Foot is raised. When sewing buttonholes without satin stitches or when using presser foot C, the sewing steps are different (there is no straight stitch step). (See Illustration 2).

New Pop-Up

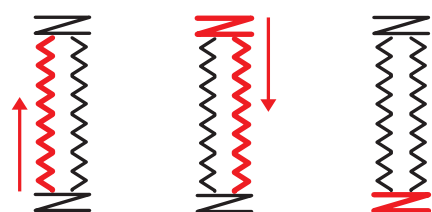
The Designer I will stop automatically when the sewn stitches reach the edge of the hoop, and you will also see a pop-up menu.

New optional hoop

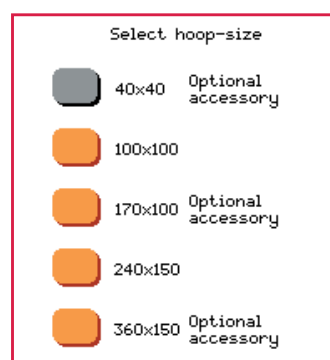
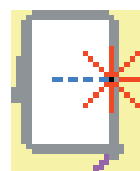
The new 170 x 100 “MidSize hoop” is now supported.



1. Sewing direction for satin stitch buttonholes sewn with the Sensor Buttonhole Foot



2. Sewing direction for buttonholes without satin stitches or satin stitch buttonholes sewn with presser foot C



New indication

The red line on the left side of the stitch indicates what part of the sewing sequence Designer I is sewing at the moment.



Loading your saved designs from floppy disc

Turn on your Designer I or select Menu to return to Main menu.

Select **PROG**

Note. **PROG** can only be selected when the Main menu is displayed on the Color Touch Screen.

Select **Load**.

A pop-up menu appears. "Load combination" with two boxes to select from.

M allows you to select programmed built-in stitches, and lettering, from one of the 15 memories that have been programmed from the stitch menus in the machine, by stepping through the memories.

D allows you to select from the memories on the disk. These are embroideries and lettering from disks that you have programmed in Built-In Color Customizing and saved to a floppy disk. There are 15 memories to select from. Step through the memories with **^** **v**. Empty memories are indicated with **■**, and full memories with **■**. Select the memory required, touch **Ok**.

The saved combination will appear on the Color Touch Screen. A box appears around the first design in the combination, indicating it can be worked with. **Sel** will select other designs in the combination allowing for further adjustments.

Select **REP** to stitch out the saved combination.

