



Designer Diamond™

Update June 2011

(Software version 8666-6176 or higher)

This update gives you a new Ultimate Interactive Screen, new zoom functions, undo/redo functions and more! This booklet contains all the user's instructions for the new functions and complements the User's Guide. The numbered headlines indicate the corresponding chapters in the User's Guide.

3 ULTIMATE INTERACTIVE SCREEN

Sewing Settings

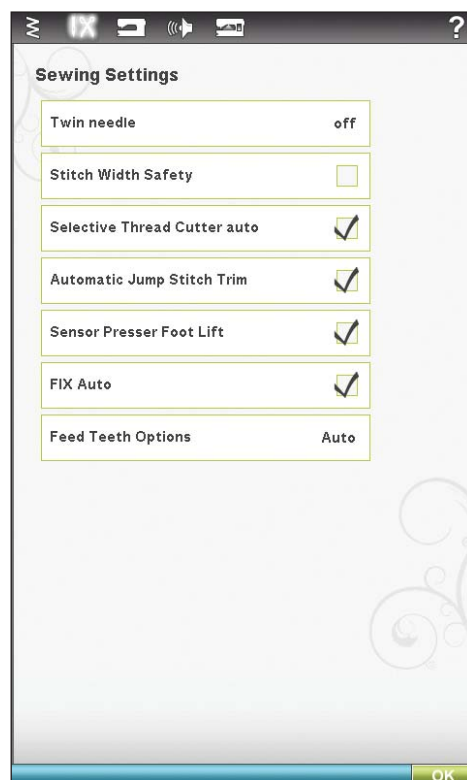
Feed Teeth Options

Touch to open a pop-up with three options.

The default setting is Auto (recommended). Auto is always selected when turning on your machine. Your machine automatically raises or lowers the feed teeth, depending on the stitch selected. For example, the feed teeth are lowered when sewing on buttons, or when doing free-motion sewing and embroidery. The feed teeth are also lowered automatically when using the Sensor Foot Extra Lift. When a new stitch is selected, the feed teeth are automatically raised again when you start sewing.

Select Up to set the feed teeth raised for all sewing.

Select Down to set the feed teeth lowered for all sewing.



Machine Settings

Appearance

When touching the Appearance icon a popup will appear allowing you to change the color scheme of the screen.

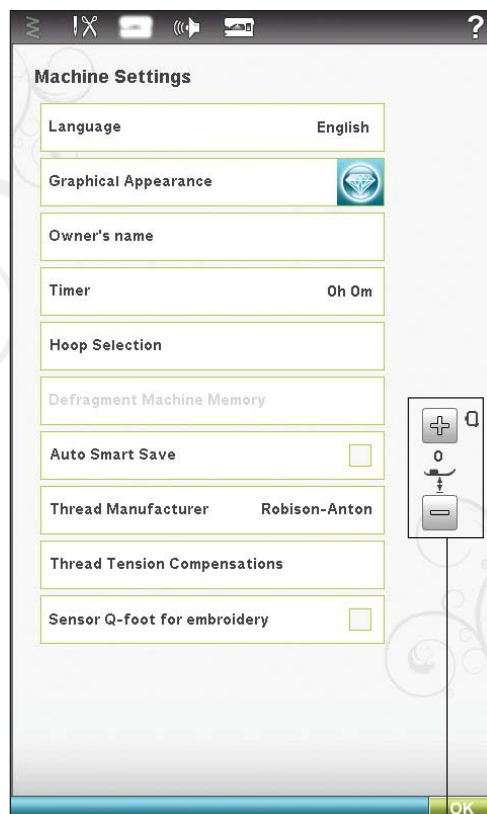
Thread Manufacturer

Touch to select preferred thread manufacturer. You can select between Gütermann Sulky and Robison-Anton. Color codes from the selected manufacturer will be used when changing colors in a design, or when creating a new design from stitches or fonts in your machine.

Note: Changing thread manufacturer setting will not automatically convert the colors in existing designs from one thread manufacturer to the other.

Sensor Q-foot for embroidery

The Sensor Q-foot is always recommended for embroidery. When using another type of foot, e.g., the R-foot, deactivate Sensor Q-foot for embroidery.



Presser Foot Height
for Embroidery

Screen and Light Settings

Touch Screen Adjust

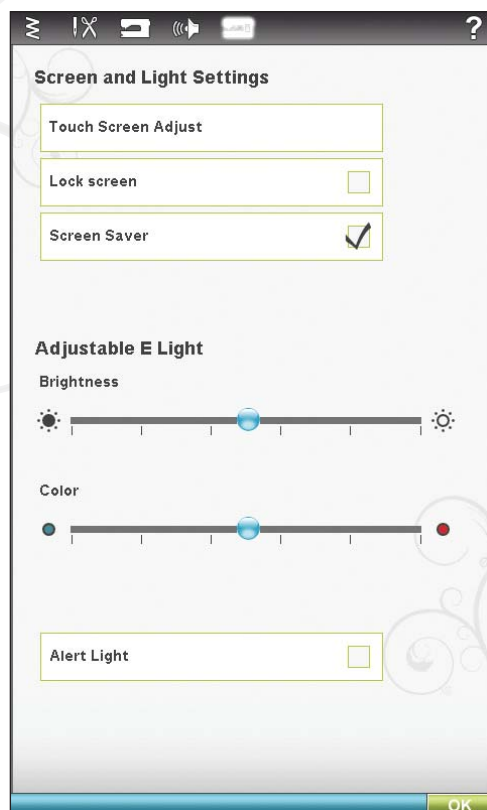
Touch to open a view for calibrating the touch screen. Follow the instructions on the screen to calibrate the screen.

Lock screen

When activated, the screen is automatically locked everytime it is inactive for ten seconds. A pop-up is shown on the screen and will remain locked until you touch OK on the pop-up.

Screen Saver

When activated, the screen shows the startup screen ten minutes after the last touch. Touch the screen or press any button to activate the screen again.



4 SEWING

Sewing Mode - Overview of icons

The image shows a screenshot of a sewing machine's control panel in Sewing Mode. The interface is divided into several sections:

- Top Bar:** Contains a 'Start Menu' icon (a diamond) on the left and a 'Quick Help' icon (a question mark) on the right. The central area shows 'Sewing/Embroidery Mode' with icons for a needle and a foot.
- Left Panel:** Displays 'Stabilizer Recommendation' (a stabilizer sheet icon), 'Needle Recommendation' (needle size 80 and type D1:22), 'Stitch Selected' (a needle and foot icon), 'Stitch Start' (a right-pointing arrow), and 'Presser foot recommendation' (a foot icon).
- Center:** Shows a vertical column of red stitching samples. To the right of this column are controls for 'Thread Tension' (3.0), 'Stitch Length' (14.0), 'Mirror End-to-End' (a diamond icon), and 'Mirror Side-to-Side' (a diamond icon). Below these are 'Stitch Width' (7.0) and an 'ALT' icon.
- Right Panel:** A 'Stitch Selection Area' titled 'D1 Heirloom Stitches' containing a grid of 24 numbered stitch icons. A yellow box highlights stitch 22. Below the grid are 'Scroll Through Menus' (left and right arrows) and 'Free Motion Technique' (a hand icon).
- Bottom Panel:** Features an 'Extended SEWING ADVISOR™' section with icons for 'Fabric' (A-H) and 'Sewing Technique' (1-8). A 'Save to My Stitches' icon (a heart) and a 'Program' icon (a triangle) are also present.

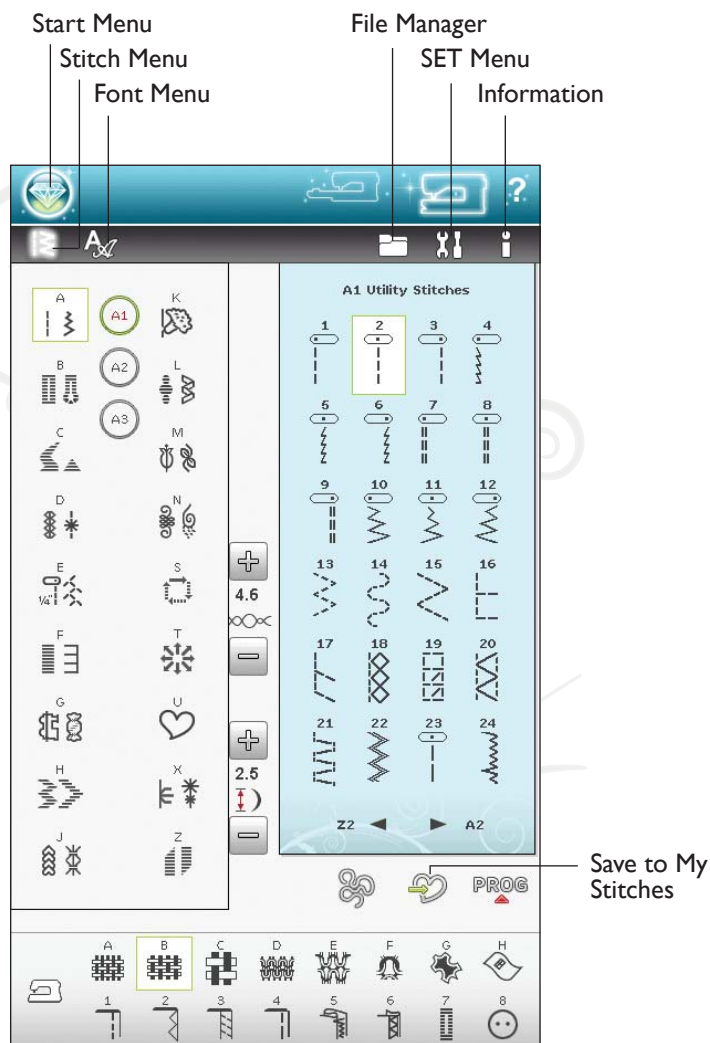
Select a stitch

To select a stitch, touch the actual stitch in the stitch selection area. You can go through the list of stitches, using the arrow below the stitches. The number of the actual subcategory is shown beside the scroll bar.

To enter a certain menu, touch Start Menu and then the Stitch Menu icon on the extended toolbar. A foldout menu will appear allowing you to choose from the different menus. Some of the menus have submenus. Touch a menu/submenu button to display the stitches in the stitch selection area.

My Stitches - Menu U

In menu U you find your own stitches and stitch programs. See Chapter 5 for how to save a program or adjusted stitch in My Stitches.



Free Motion Technique

When touching the Free Motion Technique icon a pop-up will appear allowing you to choose between two options: Free Motion Floating and Free Motion Spring Action.

Free Motion Floating

Activate to set the machine in Free Motion Floating mode for presser foot R. The feed teeth will lower automatically.

When sewing free motion at low speed the presser foot will raise and lower with each stitch to hold the fabric on the needle plate while the stitch is being formed. At higher speed, the presser foot floats over the fabric while sewing. The fabric must be moved manually.

Skipped stitches can occur if your fabric moves up and down with the needle as you are stitching. Lowering the presser foot height will reduce the space between the presser foot and the fabric and eliminate the skipped stitches.

Note: Be careful not to reduce the presser foot height too much. The fabric must still move freely under the presser foot.

To adjust the presser foot height in Free Motion Floating mode, touch the Presser Foot height control to make adjustments.

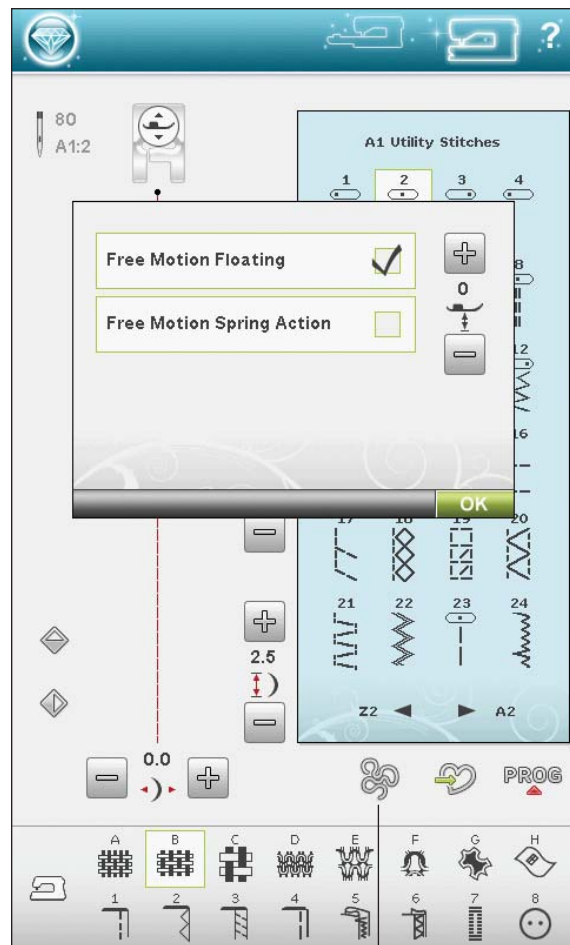
Free Motion Spring Action

When selecting Free Motion Spring Action the feed teeth will lower automatically. A spring action foot will raise and lower with each stitch to hold the fabric on the needle plate while the stitch is being formed. If you are using the Sensor Q-foot activate Free Motion Spring Action and Stitch Width Safety.

When sewing, you must move the fabric manually.

Note: If Free Motion Floating is activated, do not use any Spring action foot, as this might damage the presser foot. Activate Stitch Width Safety if the presser foot requires that.

Note: The Open Toe Free-Motion Spring foot and the Sensor Q-foot are optional and can be purchased at your local authorized dealer.

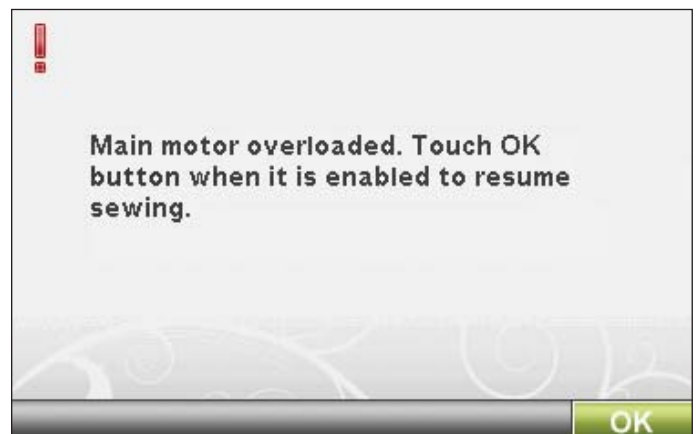


Free Motion Technique

Sewing Pop-up messages

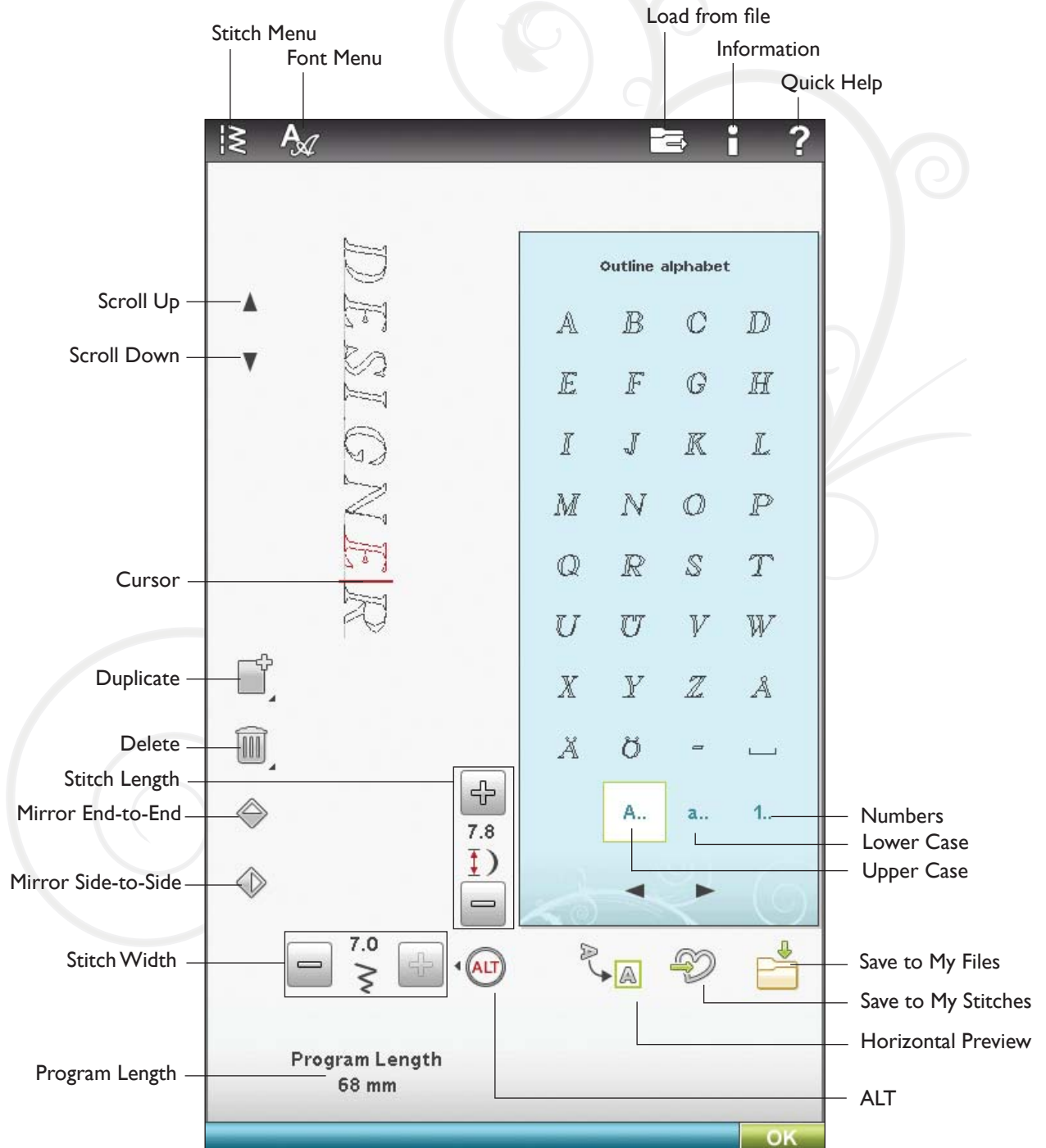
Main Motor Overloaded

If you are sewing on very heavy fabric or if the machine is blocked when sewing, the main motor can get overloaded. When the main motor and power supply are no longer overloaded, the OK button will be enabled. Touch OK to resume sewing.



5 PROGRAM

Program - Overview of icons



7 EMBROIDERY EDIT

Embroidery Edit - Overview of icons

The image shows a screenshot of the Embroidery Edit software interface. The central area displays a colorful floral embroidery design on a white background. The interface is surrounded by various toolbars and icons, each with a label pointing to it. The labels are as follows:

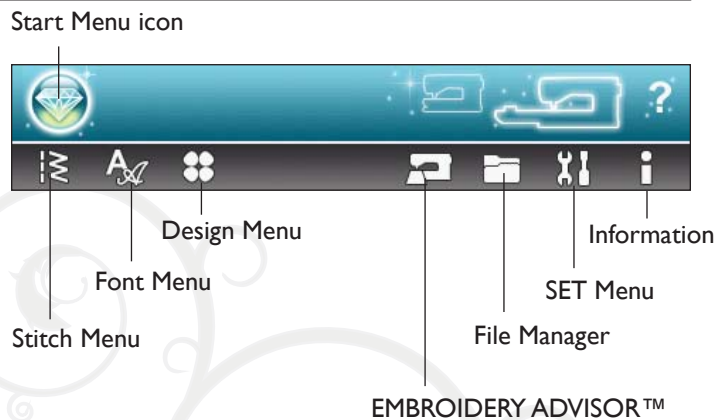
- My Hoops**: Icon of a hoop.
- Embroidery field**: The central area where the design is displayed.
- Design Shaping**: Icon of two red circles.
- Resize**: Icon of four red circles.
- Color Edit**: Icon of a pair of scissors.
- Edit Stitch Program**: Icon with the word "EDIT" and a triangle.
- Park Position**: Icon with the letter "P" in a box.
- Move to Hoop**: Icon of a hoop with a red cross.
- Save to My Designs**: Icon of a folder with a downward arrow.
- Background Color**: Icon of a blue square.
- Background Fabric**: Icon of a fabric texture.
- 2-dimensional/3-dimensional view toggle**: Icon with "3D" text.
- Grid**: Icon of a grid pattern.
- Full Screen**: Icon of four arrows pointing outwards.
- Zoom Options**: Icon of a magnifying glass.
- Zoom In/ Zoom Out**: Plus and minus signs.
- Position**: Icon of a crosshair.
- Rotate**: Icon of a circular arrow.
- Undo**: Icon of a blue curved arrow.
- Step Through Designs**: Icon of a film strip.
- Select All**: Icon of a dashed box.
- Add/Remove Selection**: Icon of a dashed box with a plus sign.
- Group/Ungroup**: Icon of two overlapping boxes.
- Move Design Forward**: Icon of a box with an upward arrow.
- Move Design Backward**: Icon of a box with a downward arrow.
- Duplicate**: Icon of a box with a plus sign and a copy of the box.
- Delete**: Icon of a trash can.
- Mirror End-to-End**: Icon of a diamond shape.
- Mirror Side-to-Side**: Icon of a diamond shape with a vertical line.
- Pan**: Icon of a hand.
- Scale**: Icon of a square with a diagonal line.
- Redo**: Icon of a green curved arrow.

At the bottom of the interface, there is a status bar with the following information:

- Total number of stitches in design combination**: 40136
- Selected hoop**: 360 x 200
- Design Stitch out Order**: 1 (1)
- Embroidery Stitch-Out**: GO!

Load a buttonhole

Buttonholes can be embroidered in a hoop. Touch the Stitch Menu icon on the Extended toolbar and select menu B. Select desired buttonhole in the window that opens, and set the buttonhole stitch length, width and density. Touch OK to load the buttonhole to the embroidery area.



Design Shaping

Design Shaping is a unique way to take your creativity to another level. Use your beautiful stitch programs or embroidery designs to form one of several shapes.

- Select the designs or stitches on screen that you want to shape. Touch the Design Shaping icon found in Embroidery Edit.
- Select one of the shapes on the left hand side of the Design Shaping window. The designs/stitches/stitch programs you previously selected will be placed on the baseline in the order that they were loaded into Embroidery Edit. The designs will follow the line in the direction indicated by a small arrow by the shapes.
- You can touch and drag the control points of the shape on the screen to increase or decrease the size of the shape. If you position or rotate the shape, it will affect the whole shape. The Set Number of Objects in the shape can be adjusted by using the Duplicate/Delete Last Object.

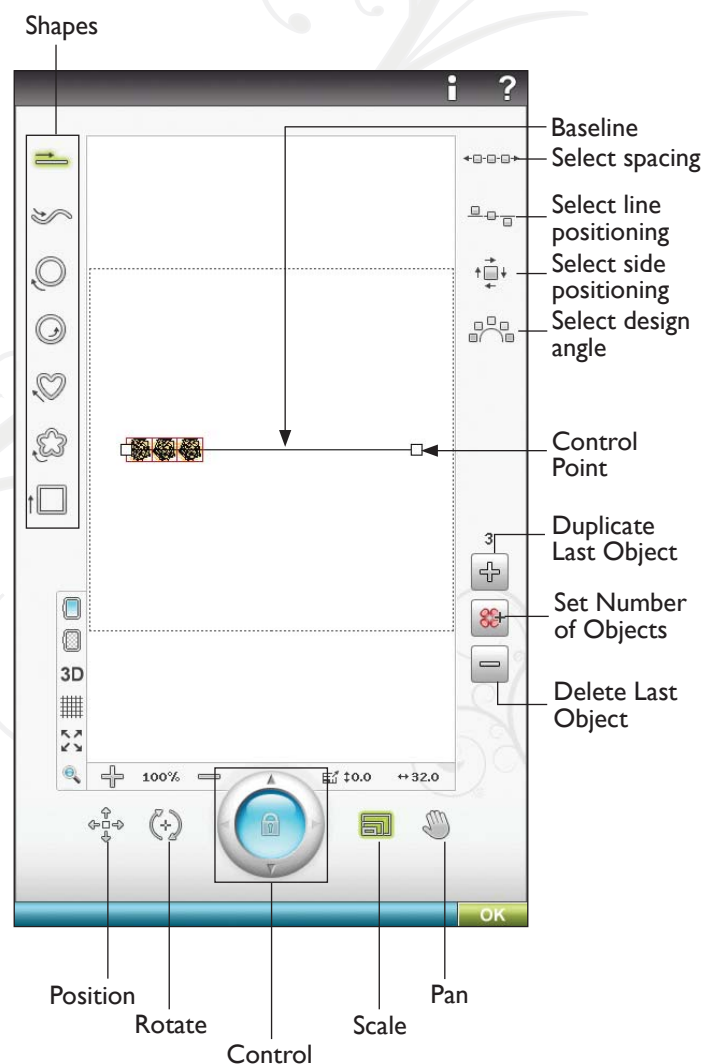


Select spacing

If you touch the Select spacing icon a pop-up will appear allowing you to choose how to spread out your designs along the baseline: Evenly, Left Justification or Right Justification. If you choose Left Justification the objects will begin loading to the left. If you touch Right Justification, the objects will begin loading to the right. The spacing between the objects can then be increased or decreased by using the +/- slider. The actual spacing is shown in the center of the Spacing control. By default, the objects are placed evenly along the baseline with an equal distance between all objects.

Note: The Spacing control will only be visible when Left or Right Justification is selected.

Note: If there are objects that do not fit in the shape when you have selected Left or Right Justification, the baseline will turn red. The objects that don't fit will be placed at the end of the shape. Enlarge the shape, adjust the spacing, or delete some objects until the objects fit the shape. The baseline will change to a black color again.



Select line positioning

Touch the select line positioning icon to open a pop-up. You can choose to place the objects on the top of the baseline, or on the baseline or under the baseline. The selected positioning will affect all objects on the shape.

Select side positioning

Select which side of the objects that shall be positioned on the baseline. Touch the select side positioning icon to open a pop-up. You can choose to place the bottom, top, right or left side of the objects along the baseline. The selected setting will affect all objects on the actual shape.

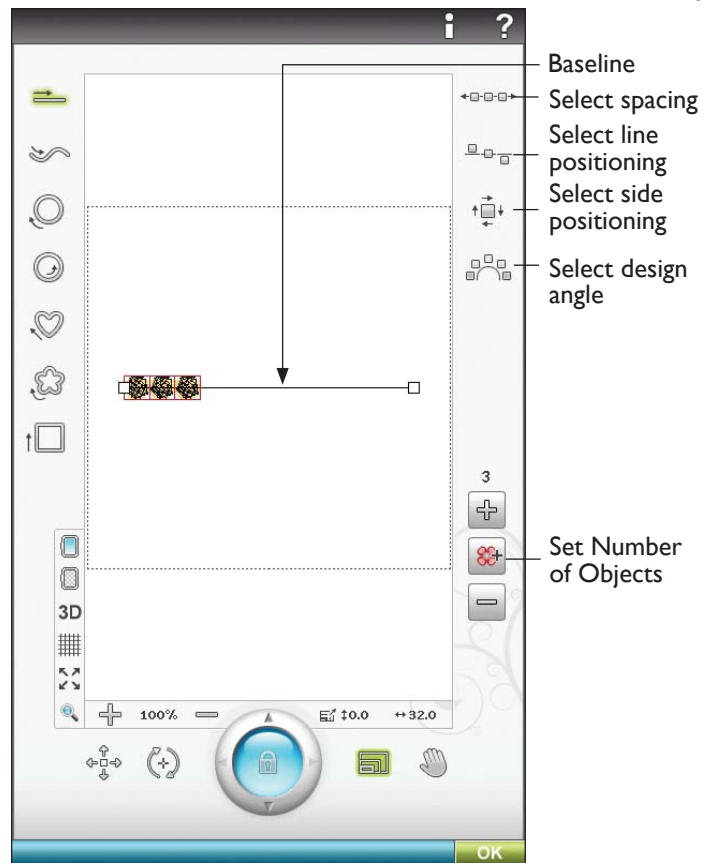
Select design angle

Decide how to align the objects on the baseline. Touch the select design angle icon to toggle between objects all lined vertically or to keep the current angle along the baseline. The setting affects all objects on the shape.

Set Number of Objects

If you touch the Set Number of Objects icon, a pop-up will appear allowing you to enter the total number of objects you wish to have on your shape.

Note: It is the last added object that will be duplicated when entering a wished number of objects.



Hoop/Design options bar

Background Color

Touch Background Color to change the active background color. A window will appear where you can select from 64 different colors.

Background Fabric

Touch Background Fabric to activate/deactivate the image of background fabric on the Ultimate Interactive Screen.

2-dimensional/3-dimensional view toggle

In 2-dimensional view, the designs load faster on the screen and it is easier to see the color blocks in the design. 3-dimensional view gives a more realistic view of the designs, with added shadows and depth.

Touch the "3D" icon to change to 3-dimensional view. The icon becomes selected. Touch again to deselect and return to 2-dimensional view.

Grid

Touch the Grid icon to activate/deactivate a grid on the embroidery field. The grid is used as a guide when combining or placing designs. The distance between the grid lines equals a maximum of 20 mm. As you zoom in on the embroidery field, the distance between these lines reduces to 10mm and 5mm, indicated with lighter lines.

Full Screen

To see your design as large as possible, use the Full Screen function. The embroidery will fill the entire screen. To close, touch anywhere on the screen.

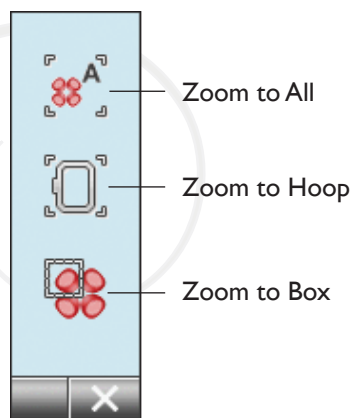
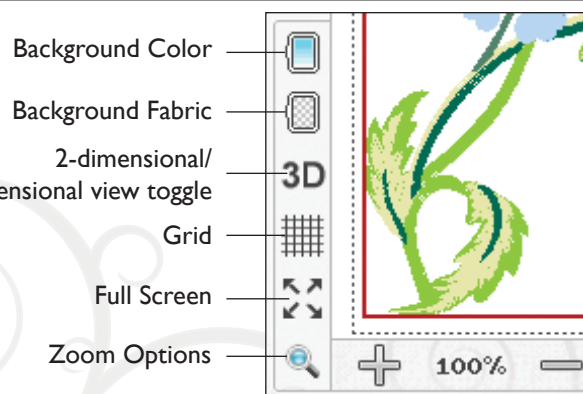
Zoom Options

When you touch the zoom options icon a popup will appear displaying the different zoom options.

Zoom to All will show all the design(s) in the embroidery combination. Zoom to Hoop will adjust the embroidery field to fit the selected hoop.

Touch and drag your stylus in the embroidery field on the screen to create a box. The screen zooms to show that specific area.

Note: As you Zoom In your design gets very large. To locate a specific part of your design touch Pan. Touch and drag or use the control arrows to find the part you wish to work with.



Undo

Touch the arrow pointing left to undo your latest design adjustment. Touch repeatedly to step back through your adjustments.

Note: Not all adjustments can be undone. The arrows will be greyed out if undo is not possible.

Redo

Redo is activated when Undo is touched, so you can step forward again through your adjustments.



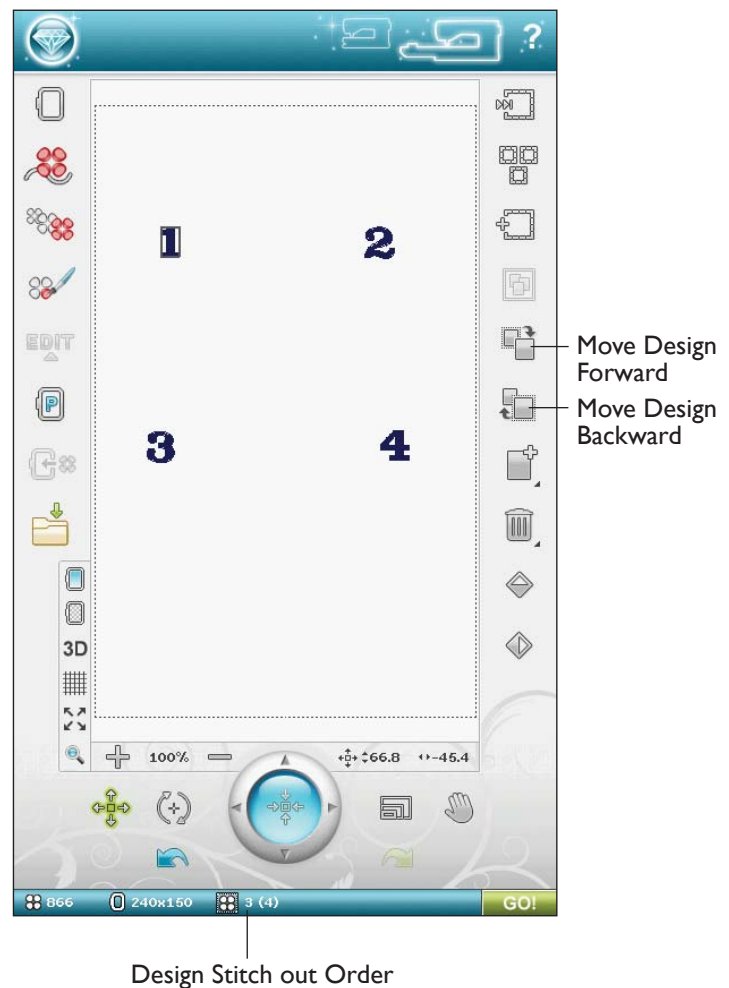
Design Stitch out Order

Designs are stitched out in the order they are loaded to Embroidery edit. When working with several designs at a time it can be useful to know in which order they will be stitched out. Select a design by touching it to see which stitch out number it has. 3 (5) for example means that the selected design is the third out of five designs to be stitched out.

Note: When you touch Move Design Backward/ Design Forward icons the Design Stitch out Order will change.

Move Design Backward/Forward

To change the Design Stitch out Order without having to start over and load the designs again in the desired order, you can use the Move Design Backward/Forward icons. Select the design you wish to move backward/forward in the design order. Touch the Move Design Backward/Forward icons to move the selected design in the stitch out order.



8 EMBROIDERY STITCH-OUT

Embroidery Stitch-Out - Overview of icons

The screenshot shows the embroidery software interface with various icons and labels. The central area displays a floral embroidery design. The interface includes a top bar with a diamond icon and a question mark icon. On the left side, there are several icons for design positioning and editing. On the right side, there is a color block list with a scroll bar. At the bottom, there are controls for thread tension, step stitch-by-stitch, and time left in color block.

Labels and their corresponding icons:

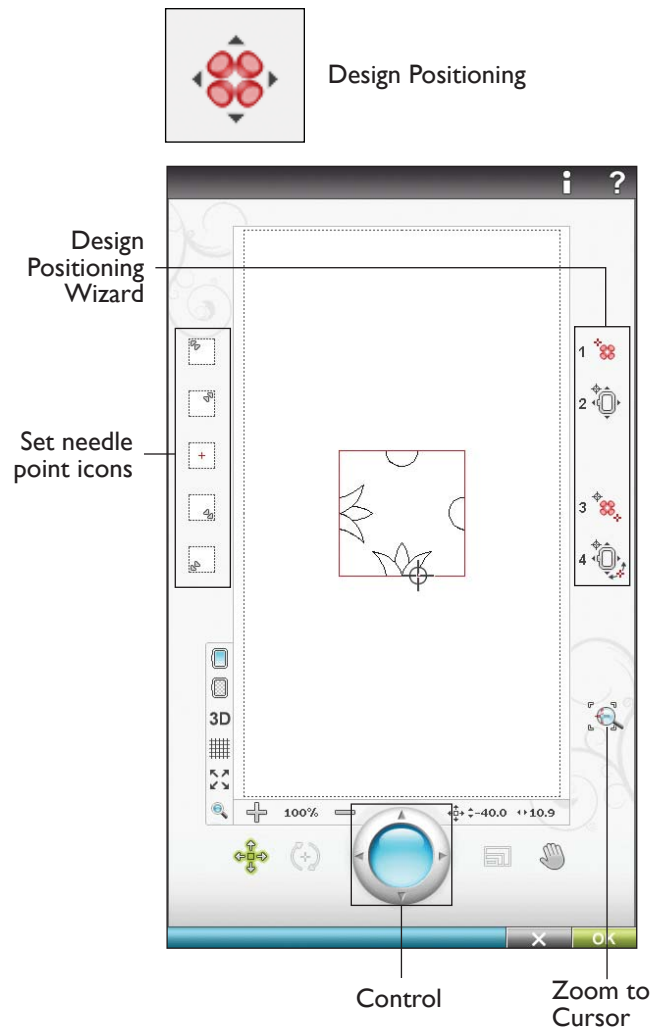
- Quick Help (Question mark icon)
- Color Block List (List of color blocks with stitch counts)
- Scroll bar (Vertical bar on the right)
- Color Block (Individual color swatches)
- Design Positioning (Four red circles with arrows)
- Baste in Hoop (Red circles with a dashed box)
- Move Hoop (Hoop icon with arrows)
- Color Functions (Scissors icon)
- Smart Save (Folder icon)
- Corner Check (Dashed box with corner markers)
- Background Color (Color swatch icon)
- Background Fabric (Fabric icon)
- 2-dimensional/3-dimensional view toggle (3D icon)
- Grid (Grid icon)
- Full Screen (Four arrows icon)
- Zoom Options (Magnifying glass icon)
- Thread Tension (Minus, 2.8, Plus icons)
- Go to Stitch (Minus, Needle icon, Plus icons)
- Step Stitch-by-Stitch (Minus, Plus icons)
- Time left in Color Block (0h 4m icon)
- Return to Embroidery Edit (Circular arrow icon)
- Number of stitches in embroidery combination (1 (40136) icon)
- Number of stitches in current Color Block (1 (1478) icon)

Design Positioning

Design positioning is used to position a design on an exact spot on the fabric. You can use it to align a design to a pattern on the fabric or to a previously embroidered design.

Set needle point

Move the needle point to any of the selected corners or the center of the designs. Set needle point can be used to trace the design field by touching each of the four corner icons. You can find the center of the design by touching the Move to Center icon.



Remaining Embroidery Time by Color

An estimation of the remaining embroidery time for the current color block is displayed in hours and minutes in the lower left corner of the screen. If Monochrome is activated, the estimated remaining embroidery time for the whole embroidery is displayed.



Return to Embroidery Edit

Touch this icon to return to Embroidery Edit and make adjustments to your design(s). If you have started to embroidery or made any changes, a pop-up will appear asking you to verify that you want to return to Embroidery Edit even though all stitch-out information will be lost.



Go to Stitch

To go to a particular stitch within the color block, touch the Go to Stitch icon. A pop-up message will appear, where you can enter the stitch number. The cursor will then move to that stitch number. If the number entered is too large, the machine will move to the last stitch in the color block.



Go to Stitch

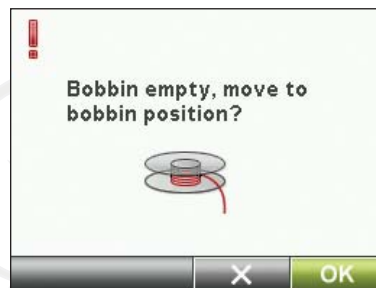
Embroidery Stitch-Out pop-up messages

Bobbin empty, move to bobbin position?

When the bobbin is almost empty, the machine stops automatically and a pop-up message appears on the screen.

Note: It is possible to embroider until the thread has completely run out. Press the Start/Stop button to continue embroidering without closing the bobbin empty pop-up message.

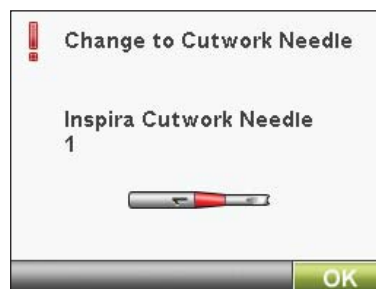
Touch X to remain at the current Stitch position. Touch OK to move the hoop to bobbin position. The Move Hoop pop-up will appear. Replace the empty bobbin with a full one. Touch Current Stitch Position and pull back excess needle thread. Press start/stop or press your foot control to continue embroidering.



Change to Cutwork Needle (optional accessory)

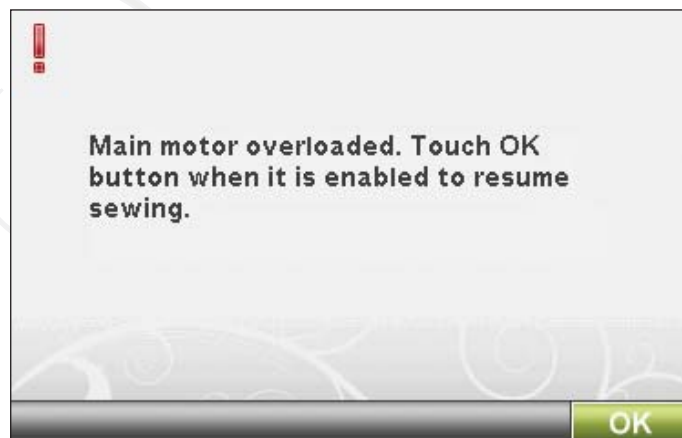
Some cutwork designs can be stitched out using the optional accessory HUSQVARNA VIKING® Embroidery Cutwork Needle Kit, (P/N 920268-096). These designs are marked with a cutwork needle symbol in the DESIGNER DIAMOND™ Sampler Book. When the machine stops and this pop-up message is shown, insert the corresponding cutwork needle. Touch OK and press the Start/Stop button to resume.

Note: These cutwork designs can also be stitched out without the cutwork needles, but will then have to be cut manually.



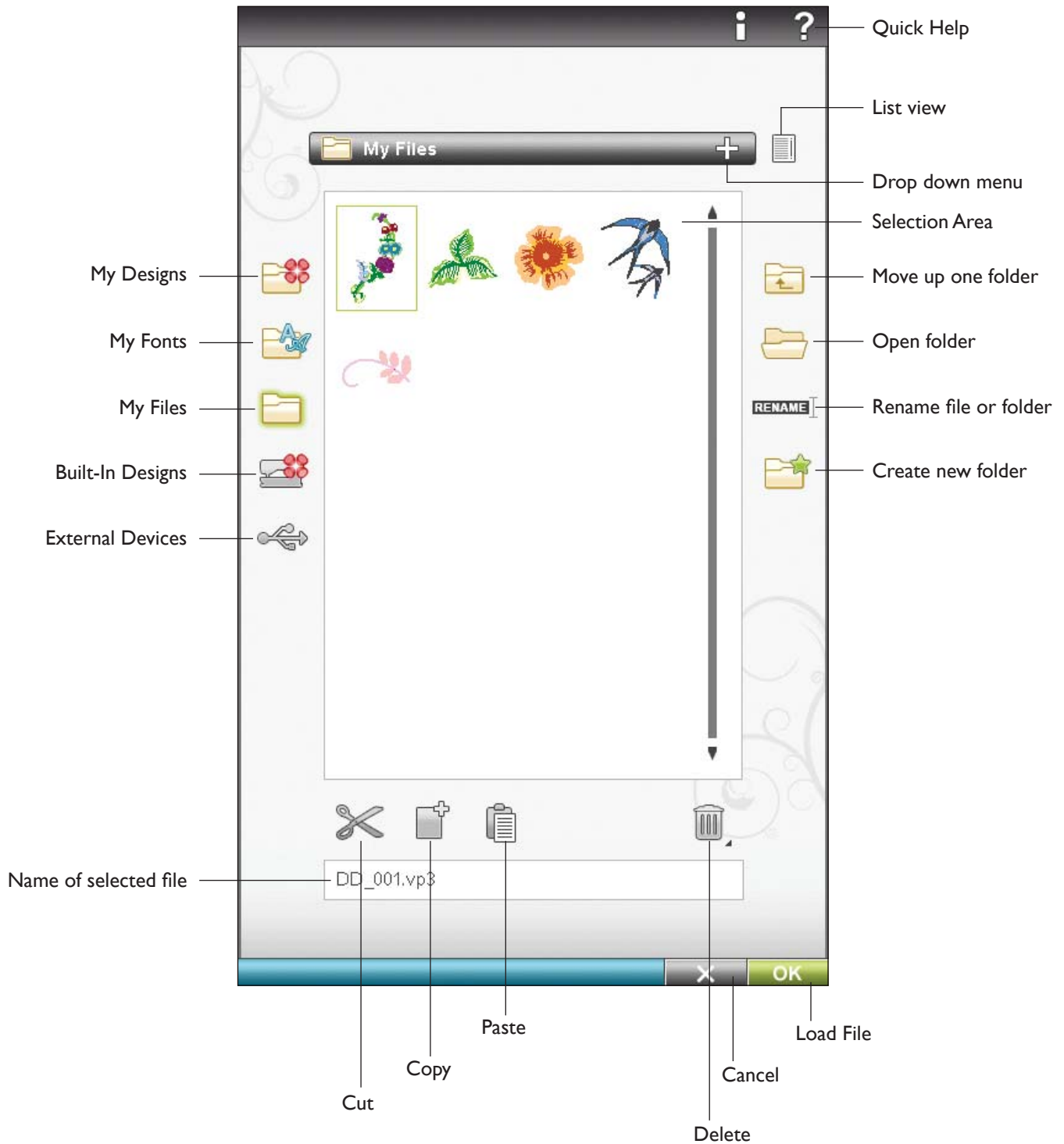
Main motor overloaded

If the machine is blocked when embroidering, the main motor can get overloaded. When the main motor and power supply are no longer overloaded, the OK button will be enabled. Touch OK to resume embroidering.



9 FILE MANAGER

File Manager - Overview of icons

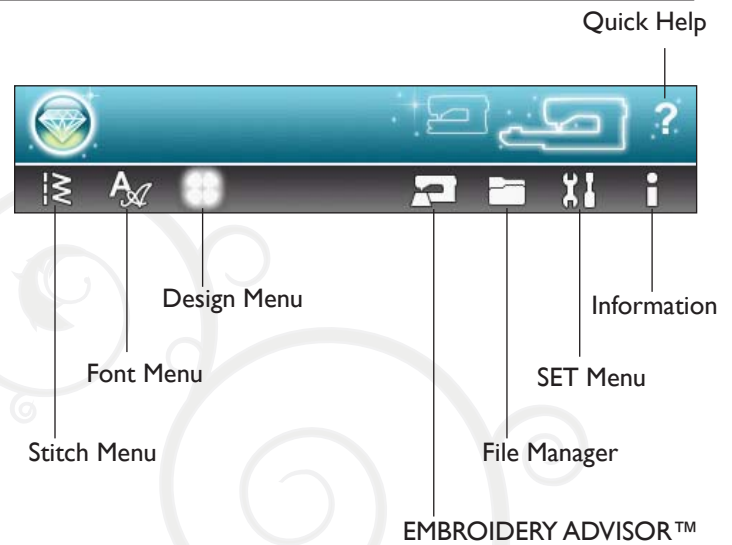


Browse File Manager

To open File Manager, touch the File Manager icon on the extended toolbar.

Within the built-in memory there are four folders: My Designs, My Fonts, My Files and Built-In Designs. You can also explore external devices connected to the USB ports. The external device folder icon is only available when a device is connected to the machine.

Note: If the file type or file version is not supported by your machine, or the file is damaged, it is shown in the selection area as an unrecognized file.



Built-in Designs

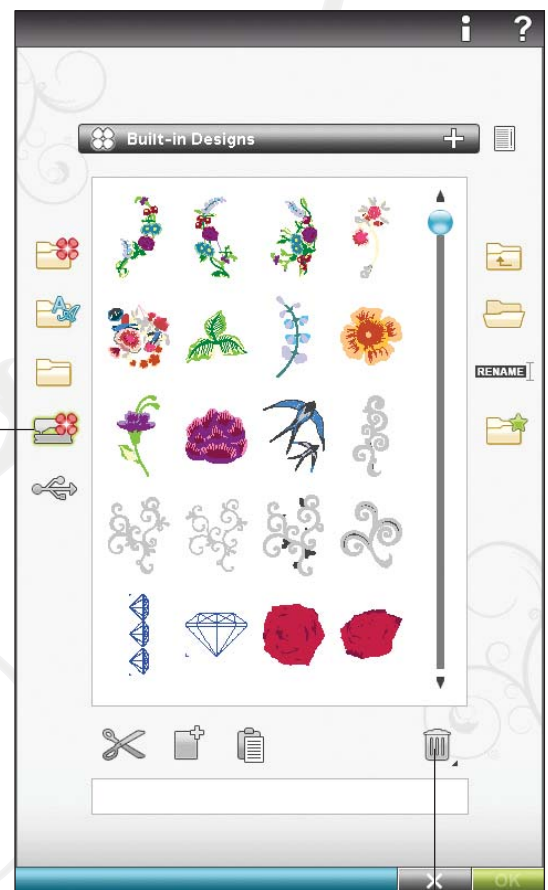
This folder contains the designs that are stored in the permanent sewing machine memory. No files can be added or removed from this folder, but they can be copied and pasted in another folder. You can reach Built-in Designs from the Design menu on the Extended toolbar and Built in Designs in File Manager.

If you want to open several designs at one time, click on the ones you want to open. Touch & Hold on the last one. All the designs will open in Embroidery Edit.

Delete a file or folder

To delete a file or folder, mark it and touch Delete. A pop-up message asks you to confirm the deletion. If a folder is deleted, all files within the folder are deleted as well. To delete all files or folders, touch and hold the Delete icon for a few seconds.

Built-In Designs



Delete

10 MAINTENANCE

Cleaning under the bobbin area

When using the optional accessory HUSQVARNA VIKING® Embroidery Cutwork Needles, it is necessary to clean the bobbin area after each embroidered design/project.