CreativeStudio® 7.1

USER MANUAL

Gammill®

USER MANUAL

CreativeStudio V7.1

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1.0 Introduction

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Introduction

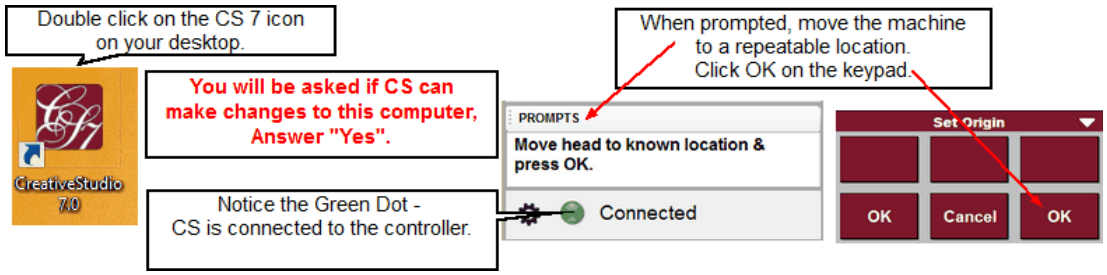
Thank you for choosing CreativeStudio®.
CreativeStudio® Version 7 has been modified to create a more user-friendly application. The objective was to make it easier for beginners without taking away any of the features or tools used by advanced quilters. Included in this version is a pattern manager, which many users have been asking for !

Meet the "Help Wizard" !
He will appear throughout the user help system and the printed user manual, to be your coach! The Help Wizard isn't part of the CreativeStudio® (CS) software, but is part of the Help system. Not only will he coach you through the steps of many processes, but he has mini wizards (identified with) and videos embedded into the Help System.

The HELP system is integrated into the CS code and is always available to you by clicking on the HELP command. This system is the source for the printed version of the User Manual. The integrated version contains links to help explain new terms (click on any blue underlined word or phrase like this one to get a brief explanation of the term) and/or redirect you to a different section of the manual for more information.

Preview videos are brief explanations. Feature videos are in depth.

Here are the Start-up Steps:



1. Double click on the CS7 Icon on your desktop. A dialog box might appear asking if you want CS to make changes to your computer. If it appears, Say 'yes'.
2. Follow the PROMPT in the lower left corner of the screen. Move the stitcher to a known location, like the upper right or upper left corner of the table.
3. Click OK on the keypad to set the point of origin and the Main Screen appears.

Notice the green dot below the PROMPTS box. This means the stitcher and controller are connected. A blue dot means Stand Alone Mode, and a red dot is a warning.

Don't forget "SAM" - Stand Alone Mode!
SAM is a very important aspect of CS7. It is a copy of the software, without the drivers that control the stitcher. SAM can be used on (almost) any computer, so you can prepare new CS7 projects on a laptop while your stitcher is happily quilting away. The new project is saved, and can be used by the Stitcher when you are ready. There are times when the screen images in SAM look a little different than their counterpart on the Statler - for instance, the Machine Keypad.

1.0 Introduction 1

Image doesn't appear on the screen, and some icons are 'grayed' out. This manual will attempt to document any major differences.

If you are upgrading from CreativeStudio® Version 6, you will be pleased to see the basic functionality hasn't changed - it just got easier! If you are new to CreativeStudio® Version 7, you will find that enhancements in the screen layouts will help guide you through each step in the process.

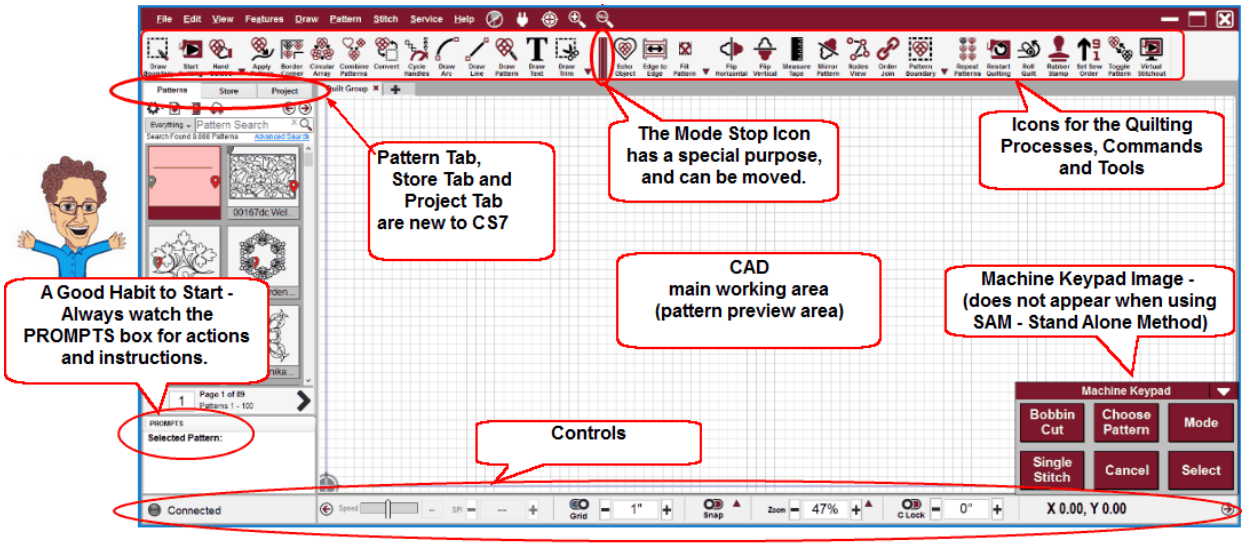
1. Watch the "Prompts" box in the lower left corner for instructions and comments.
2. Watch the "Setup" section on the right side of the screen for providing variable sizes and options for certain features.
3. Watch the "Keypad" box for response choices (except in SAM).

Again, thank you for choosing CreativeStudio®.

1.1 Navigating

This section is dedicated to understanding the main CreativeStudio® (CS) screen. CreativeStudio® was written to work on multiple computer platforms and operating systems, so navigating the main screen and its options depends on the computer and screen being used. Plus, there are ways to customize your system; changing the order of the screen icons and setting stitching defaults are the most common methods. Since your screen may not look exactly like the screens shown here, learn to watch the PROMPTS box (tells you what to do), and the Machine Keypad image (tells you how to do it).

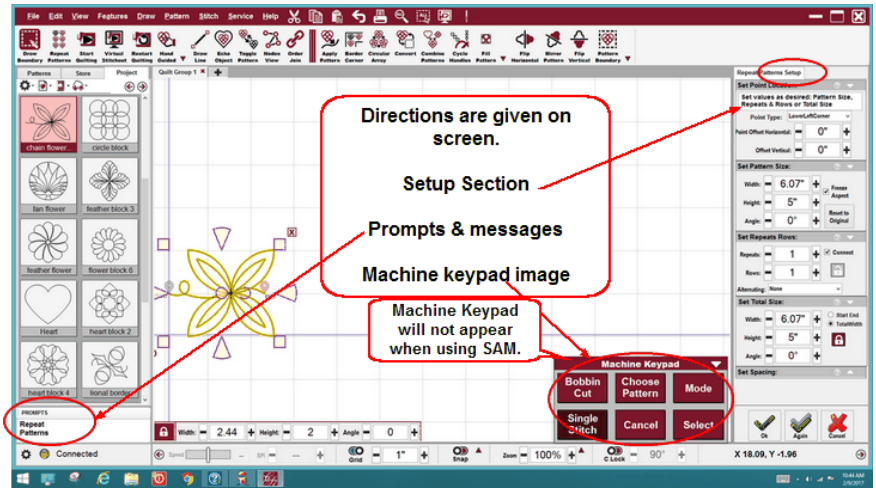
All quilting processes are initiated from the Main Screen, shown here.



Main Screen Layout Preview

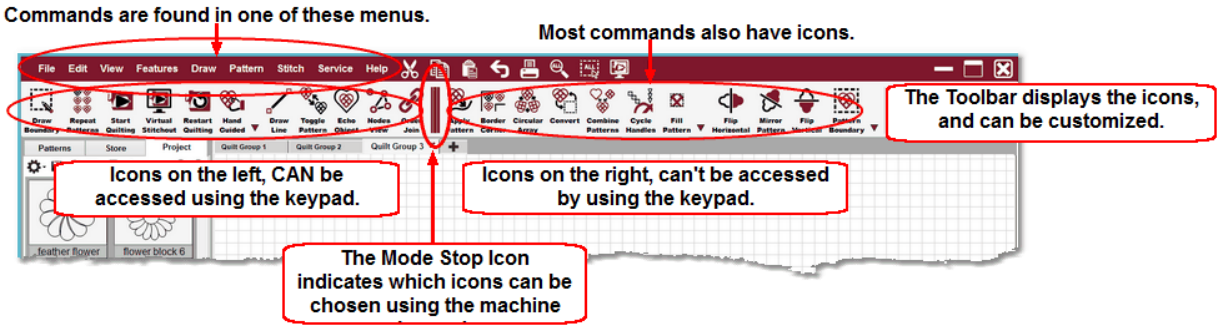
It is important to remember that Instructions are always given on the screen.

1.0 Introduction



First, look at the Prompts (instructions in the lower left corner of the main screen). Then check the setup area (if variables are needed, they are listed along the right side of the screen) and change variables as needed. Refer to the Keypad for response options (The 6 buttons are labeled with their purpose).

Navigating options allow the quilting commands to be initiated using a mouse, stylus, touch, and even the keypad mounted to the sewing head. The term 'click' can refer to any of these methods. Therefore, step-by-step instructions are guidelines, not rigid processes.



The commands are found in menus but most also have an icon. The icons to the left of the Mode Stop icon can be initiated using the keypad. How? (Press the MODE button on the keypad until the icon is highlighted, then press SELECT on the keypad.)

Screen Navigating Preview.

1.2 Stitcher Operations

After turning on your Statler, you are always prompted to set the Point of Origin.
For all pattern placement, the point of origin is the 'basepoint." Think of the CAD as a graph with the Point of origin as the center with coordinates (0,0). All pattern placement is defined from the center.

1.0 Introduction

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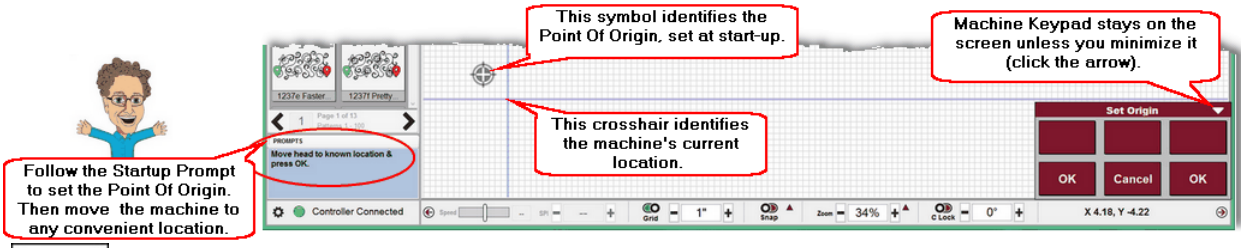
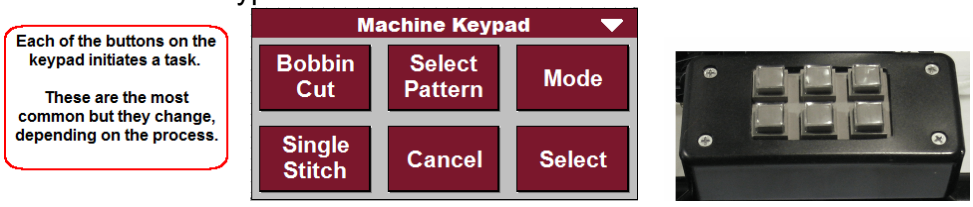


Point of origin Preview

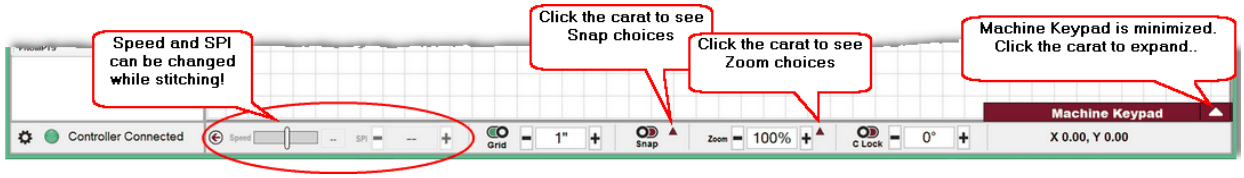
The Statler Stitcher machine head (the stitcher) has a 6-button keypad mounted on it. Many of the features can be initiated from the stitcher instead of and/or in addition to using the screen. The function of each button changes by feature, but the labels are clearly displayed on the screen in the Keypad Window.



Some of the most common tasks are:
Bobbin Cut (will initiate the bobbin pull-up sequence), Select Pattern (will scroll through the list of patterns), Mode (will highlight each Stitching icon on the Tool Bar, moving forward sequentially. To go backward, press and hold the Cancel button, and then press the Mode button), Select (initiates the feature represented by the icon that is currently highlighted) , Cancel or Stop (terminates the feature currently running), and Single Stitch (will complete one stitch each time it is pressed, which is useful when basting or doing tieoffs).

Machine Head operations Preview

At the bottom of the screen are controls that regulate the stitching process (like speed and SPI) and affect how the quilt groups look / respond (Grid, Snap, Zoom).



The Controls are easily accessed and changed in the Status Bar at the bottom.

- Speed - based on a scale of 1-20, so 10-13 is a good speed to start with.
- SPI - Stitch size is displayed, and this can be changed while stitching.
- Grid - refers to the background grid lines, which can be resized or turned off.
- Snaps - When turned on, pattern nodes can be aligned to Endpoints (of other patterns) or the Grid.
- Zoom - refers to the screen magnification. The carat shows choices for resizing or setting the screen size to 100%.

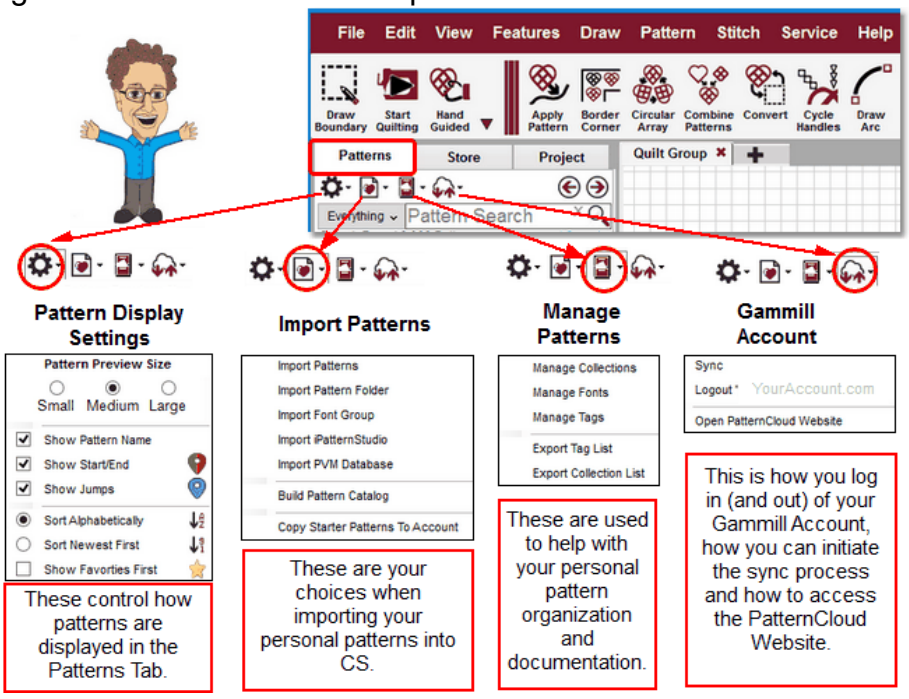
- Channel Lock - can be turned ON, OFF, or changed to a different angle setting.
- X and Y grid coordinates refer to the current position of the stitcher.

Stitcher Screen Operations Preview

1.3 Pattern Access Overview

Along the top are three tabs used to access your patterns. The first manages all your patterns, the second helps you navigate the pattern store, and the third manages just the patterns you have selected for the current project. The paragraphs below provide an overview, with more detail coming in the next chapter 10.

Patterns Tab Overview - This tab contains all the prompts needed to import your free starter patterns, import your own personal patterns (required), import your personal patterns from other pattern management systems (optional), manage pattern collections and tags, export tag collections and lists. You can also create a Gammill PatternCloud® account, log in to your account, and sync your patterns (optional). The following sections describe each step in detail.



Store Tab Overview - This tab contains patterns available to purchase from the PatternCloud. You can experiment with these patterns but they will not stitch out until they are purchased, which is why the background is dark gold.

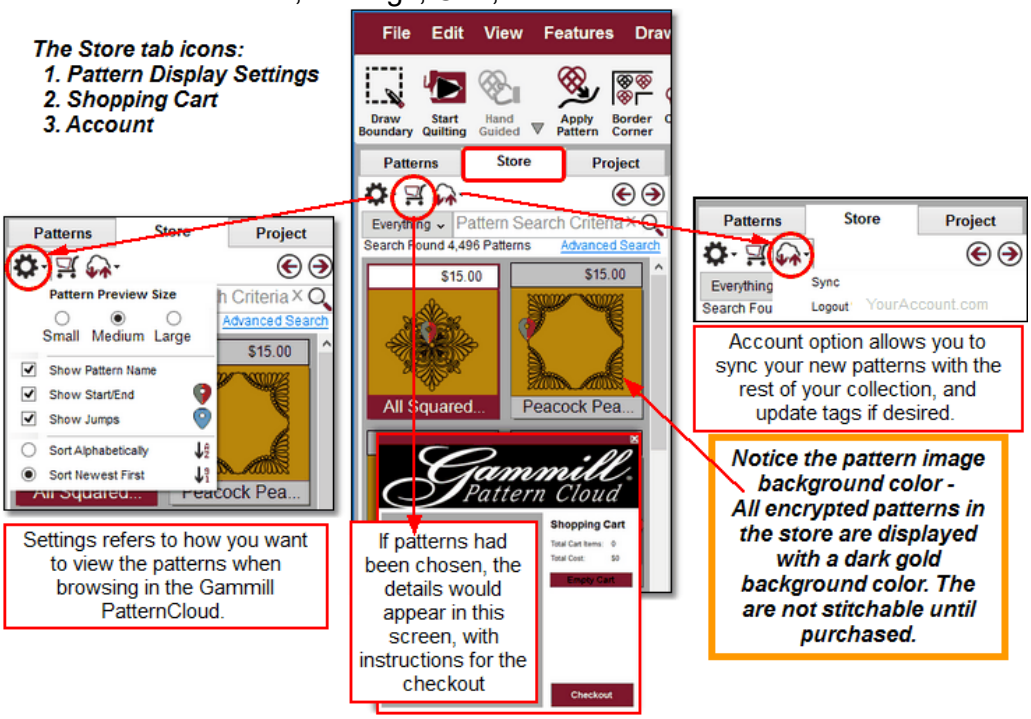
It is important to note that encrypted patterns have some special restrictions, based on the machine registry and the user's account id. Both of these numbers are used as decryption

keys. And, users can register up to 4 machines, which makes it easier on everyone when someone gets a new machine.

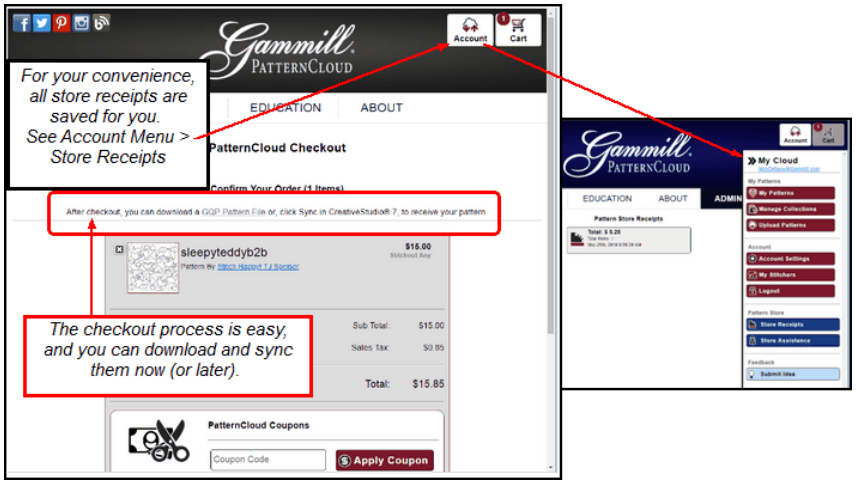
- “Stitchout User” - Is a term you will see in the Store. Patterns are restricted to the User and can only be stitched out when that User is logged into the Gammill PatternCloud.
- “Stitchout Machines” - is a term you will also see in the Store. Patterns are restricted to a machine and can only be stitched out on that specific, registered machine.

Therefore, if you want to purchase these patterns, you must register your Stitcher and be logged in at the time of purchase.

The Store tab has three icons; Settings, Cart, and Account.



Although there are thousands of patterns available for purchase, they are tagged to make searching for that 'perfect' pattern is easier than ever. Right click any pattern to see more details about it and to add it to your cart. You must be logged in to your account to shop. The checkout process is easy, and your purchase receipts are kept in your account.



Project Tab Overview - This tab contains settings that apply to just the current project.

1.0 Introduction

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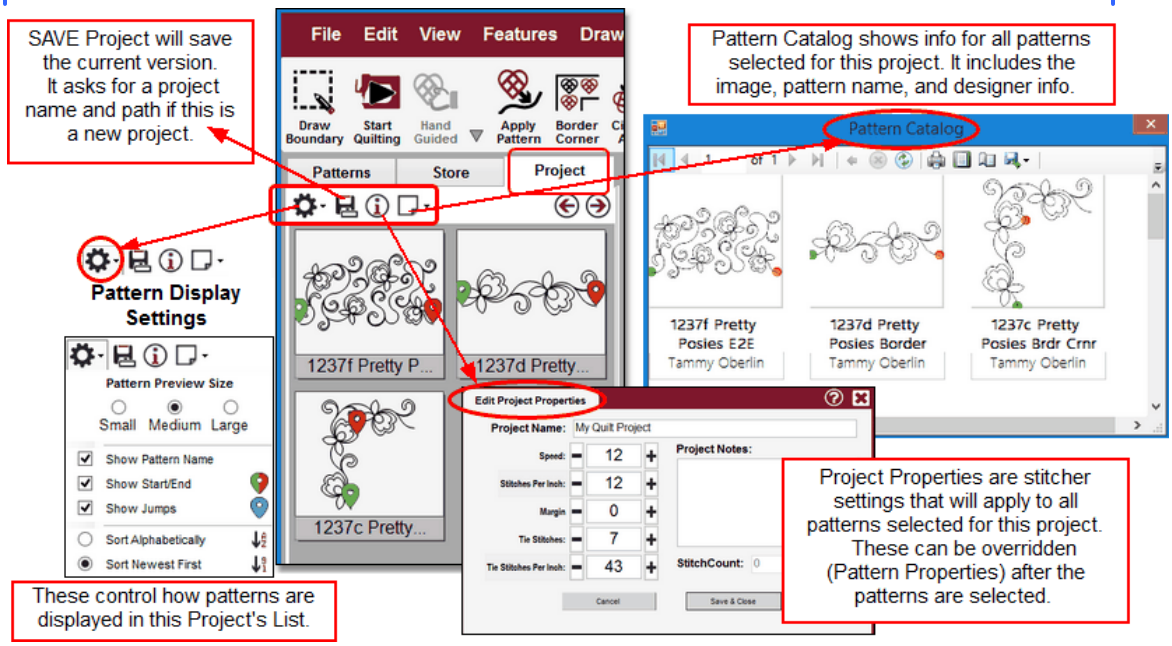

Hierarchy of Properties - As in previous versions of CS, there is a hierarchy for all properties.

Level 0 Global Properties - The Master Wizard assigns initial values.

Level 1 Personal Preferences - some properties can be customized in the Controller Definitions, and apply to all future projects only. These settings reflect the quilter's personal preferences. (To access this form, click on the Service command \ Technical Support \ Controller Definition)

Level 2 Project Properties - some properties can be customized for the Project using the Project tab. These apply to all future activity and patterns selected for the project. Changing project properties will not affect patterns already included in the project; they just affect new additions.

Level 3 Pattern Properties - some properties for a pattern in the project list can be changed. From that point forward, when a pattern is moved to the CAD, the new properties will apply. If a copy of the pattern was already on the CAD, the changes will not be reflected.

Level 4 Selected Pattern Properties - some properties for a pattern that has been selected (highlighted) on the CAD can be changed. These apply only when that pattern is stitched.

Level 5 Technically there is a 5th level in the hierarchy, because some selected pattern properties can be changed while stitching. These include Stitcher Speed, and Stitch Length, which can be changed dynamically either using Designer Nodes, or by changing the settings at the bottom of the screen.

Hierarchy of Properties

1.0 Introduction

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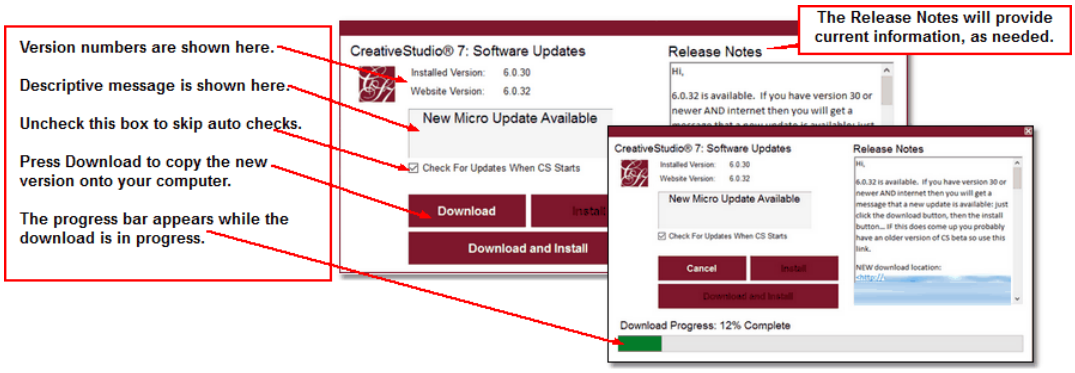
1.4 Stitcher Updates

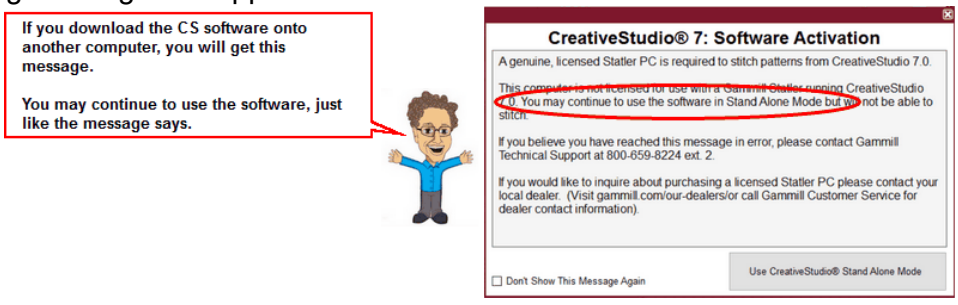
CreativeStudio® has the ability to check the software version to see if an update is available. This only works for Statler Stitchers running CS Version 7 that have access to an Internet connection. At one time, Internet connections were deemed unsafe for CS, but enhancements have changed that.

It is important to note that many technical advancements are embedded into CS7, including the ability to detect genuine hardware. CS7 will run in Stand Alone Mode (known as SAM) on almost any computer, for the purpose of creating projects and patterns. It will only stitch patterns when there are genuine Statler computer components installed.

When an Internet connection is available, CS will connect to Gammill and see if an update is available. If an update is available, a message appears asking if the updates are to be installed at this time. Be sure to set the origin first, then follow the prompts described below to update the software. The release notes will summarize what has changed. If special instructions are required, they will be documented there.



Automatic update is a new feature, released with CreativeStudio® Version 7 and it requires an Internet connection. Automatic checking is not required, but it is Gammill's best method for informing its client base of available updates. When an Internet connection is not available, the software must be downloaded to a different (non-Statler) computer, and the following message box appears.



Continue to download the software, then copy it to a thumb drive to transfer it to your genuine Statler computer.
You can also use the software on a non-Statler computer, (in Stand Alone Mode - SAM) to create projects and/or patterns. SAM was intended to help quilters be more productive by allowing design work to be done on another computer while the Stitcher is stitching.

Software Version Check, feature video

1.0 Introduction

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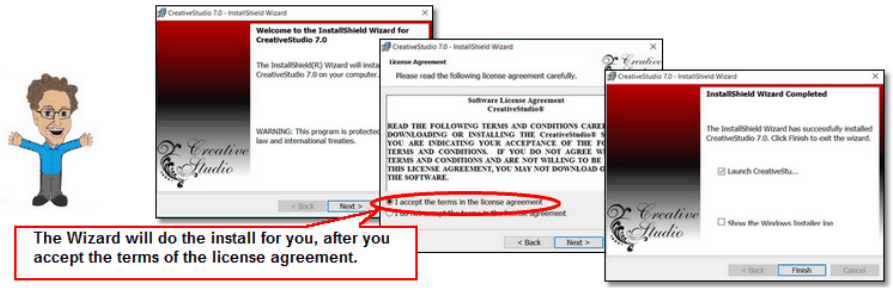
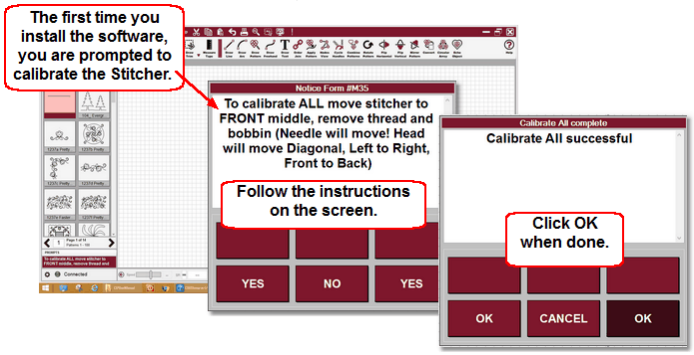
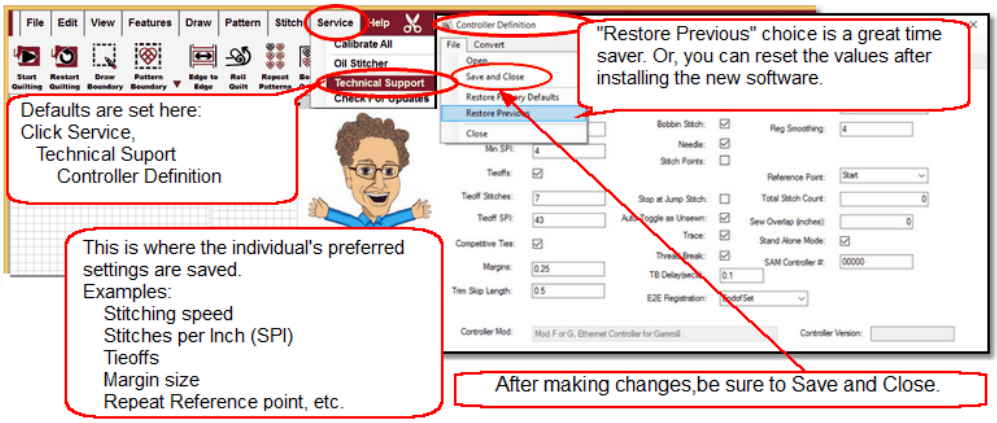
Regardless of how the software is delivered to the computer, the installation process is easy. (If the installation is done at startup, be sure to **Set The Origin** before beginning the Install process.)
If you downloaded the software using a different computer, copy the download to a thumbdrive, and bring it to the Statler computer. Once the thumbdrive is recognized on your computer, navigate to the folder/file location, and run the install program by double clicking on the file name.
If the Automatic Check Routine has downloaded the software, just press the "Install" button.



After the software is installed, the Calibration routine is initiated.



After Calibration, be sure to check your Stitching Defaults, in the Controller Definition. If you are new to CS, don't change the defaults yet. As you gain experience you will learn which stitcher settings work best for you, and can change your defaults then.



If you Restored your previous settings, or made any changes, be sure to SAVE and CLOSE.

Software Update Process, feature video

2.0 Pattern Manager

2

One of the new features of CreativeStudio® Version7 is the Pattern Manager. Statler owners have been asking for this, and Gammill has listened. The Pattern Manager makes it much easier to find and use your patterns. All Statler owners are given more than 1,200 patterns when they purchase their system. This number grows as users purchase more patterns, or they design and save their own patterns. Finding a particular pattern can be a challenge when the master list is perused one image at a time, but with the new Pattern Manager many similar themed patterns can be viewed together, with the use of descriptive tags.

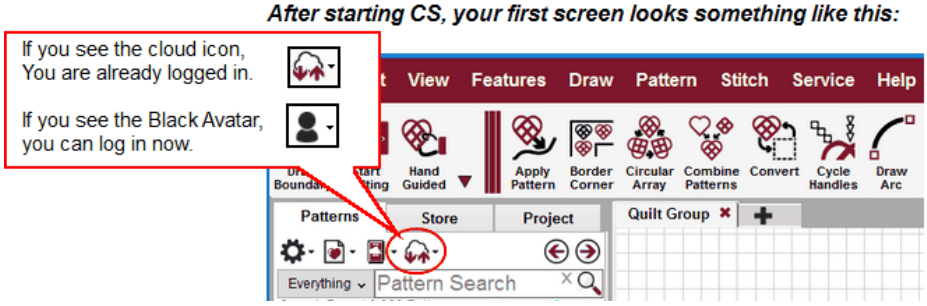
Each pattern can be selected and assigned descriptive words called 'tags', and an individual's patterns can be searched based on these tags. CS has tags for some standard types (E2E, Point to Point, Border, Corner, Block, Fill, Text, Craft). Eventually, through the effort of quilters world wide, all pattern tags will be populated. With CS7, each person who participates in Tag Sharing can assign a type, a collection name and other descriptive tags. Each pattern can also be tagged as a "Favorite." All of these tags are searchable.

Tagging thousands of individually owned patterns is daunting - who has time ? So Gammill has created a method to have people share tags; the Gammill PatternCloud. Think of this as a secure library of patterns, with the option for quilters to backup their patterns offsite, in the library. For people who have already tagged their patterns, Gammill will review the tag to be sure it is appropriate for that pattern and once approved, all people who participate will receive that tag the next time they sync their patterns. By doing this, the thousands of quilters who own Statler patterns will save thousands of hours by using these enhanced patterns.

Patterns must be imported into CreativeStudio® before they can be used, including the 1200+ free Starter patterns that come with CS. In addition, patterns can be stored in the Gammill PatternCloud, and can become part of the pattern tag sharing feature. For this reason, every person should have an account, especially when one machine is shared by multiple people.

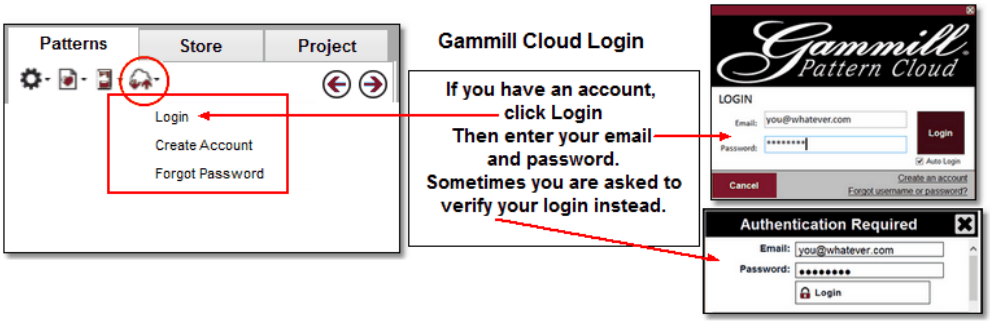
Once you have started CreativeStudio® Version 7 and set the Origin, the main screen appears and you can start working with your patterns.

After starting CS, your first screen looks something like this:

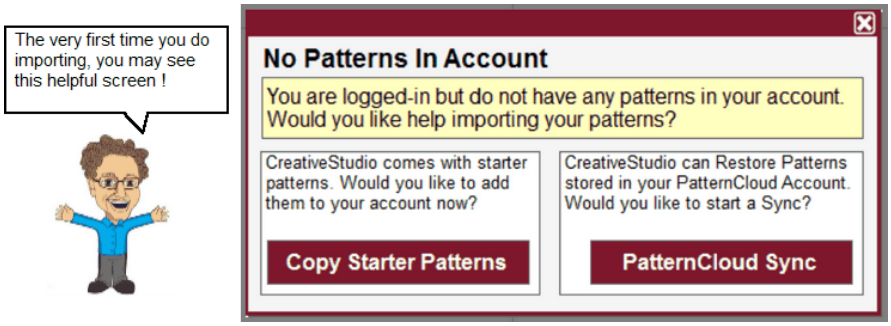


If you are just beginning and would like to set up an account, you can create one now. If you plan to sync your patterns, use the pattern tag sharing features, or shop at the Gammill Pattern store, you must have an account.

Once you have an account, you have access to the other Gammill pattern management features, including backups, tag sharing, and pattern store purchases. Just be sure you are logged in, like this:



Your patterns can be backed up in the Gammill PatternCloud. For people who choose to use the cloud, just log in and you will be able to synchronize all your patterns for all your devices.



For people who do choose to use the cloud for backup and tag sharing, you must import your patterns AND synchronize them with the Gammill PatternCloud. For people who don't choose to use the cloud, you must still import your patterns into CS. This import process creates a local copy of your patterns and will not alter or remove any of your original personal patterns. Non-cloud users can still backup and restore their pattern databases (see Service>Tech Support>Database Administration). Knowing how to confidently backup and restore your data is important whether you use the pattern cloud or not.

Pattern Manager Feature, feature

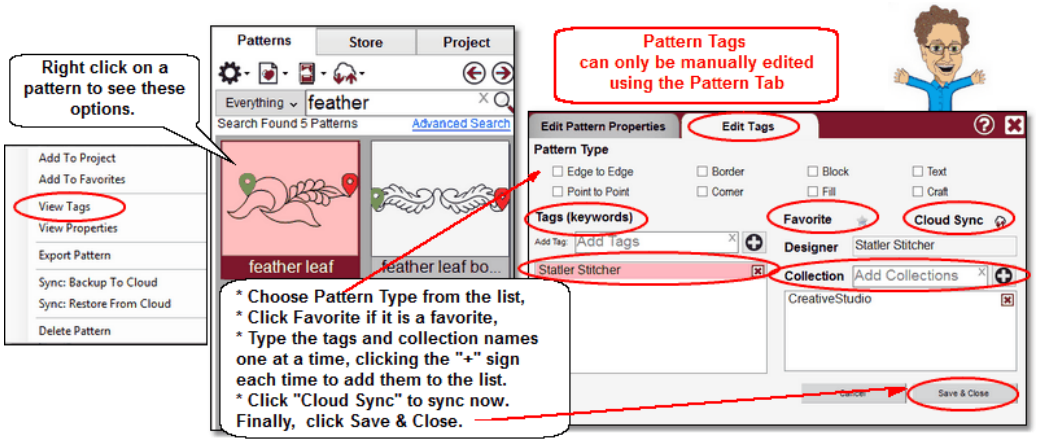
2.0 Pattern Manager 2

2.1 Patterns Tab

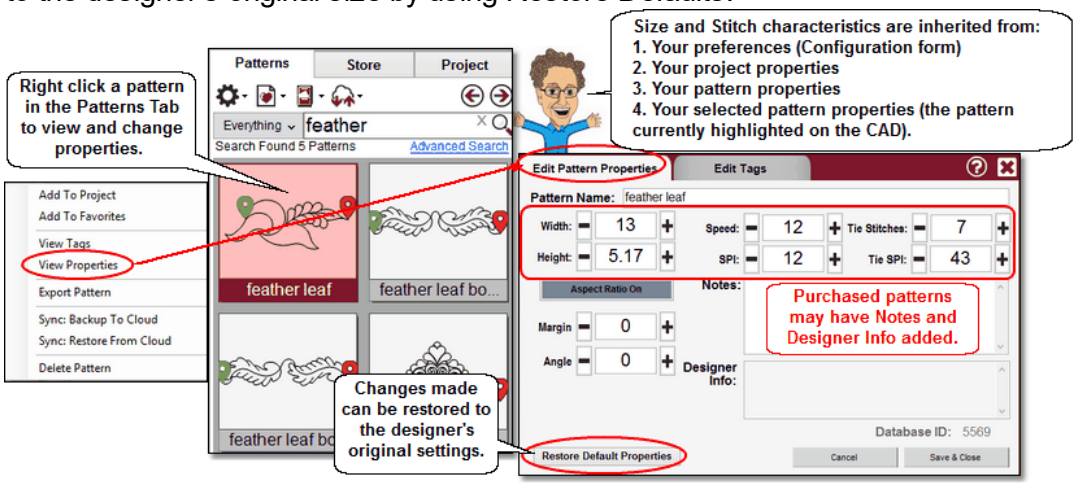
The Patterns tab contains all the patterns that have been imported to your account in CS. An image of the pattern, and all the pattern properties and tags can be viewed and changed here.

Right Click on a pattern to see the pattern options.

- Add To Project - Will place a copy of the pattern into the project.
- Add to Favorites - Will set a "Favorites" tag, which adds a gold star to the pattern image.
- View Tags - Allows the pattern tags to be viewed, added, updated and/or deleted.



- View Properties - Allows pattern properties to be changed temporarily. Patterns can always be reset to the designer's original size by using Restore Defaults.



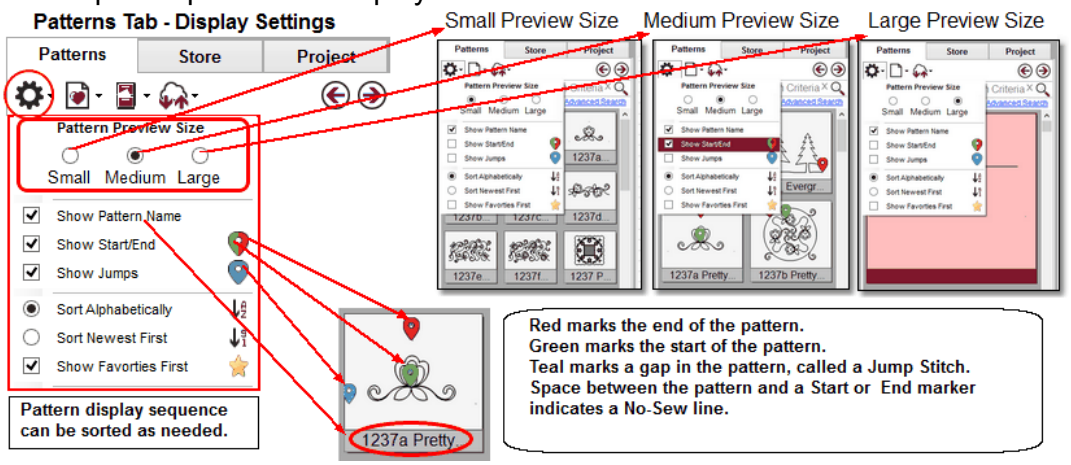
- Export Pattern - Creates a copy of the pattern. The filetype is .gqp or .gqpx if encrypted.
- Sync: Backup to Cloud will place a copy into your account's space in the Gammill PatternCloud.
- Sync: Restore From Cloud will refresh your copy with the copy from the account's space in the cloud.
- Delete Pattern - Will first confirm the deletion and then remove it from the list.

Pattern Properties - Preview video

Pattern Display Settings Icon

2.0 Pattern Manager

The Patterns tab contains a Settings icon (gear image), which controls the way your database of imported patterns is displayed on the CS screen.

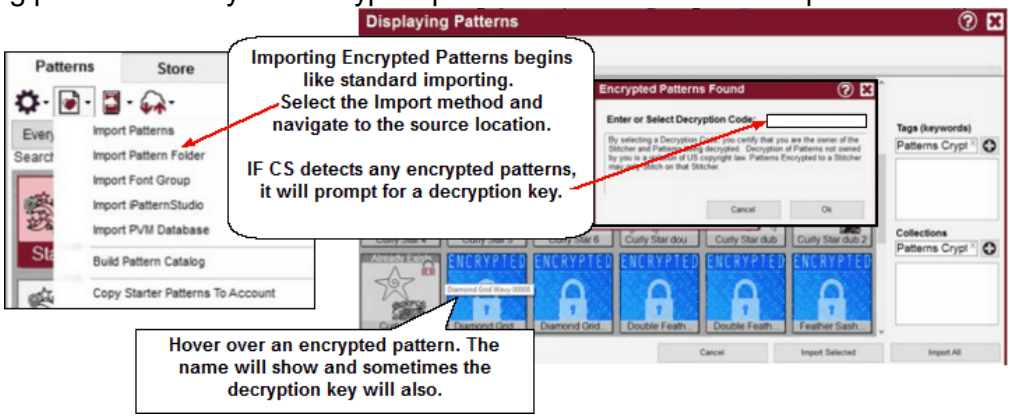


As shown above, your patterns can be displayed on the screen in different sizes (S,M,L). As shown previously, this section can be expanded to display more patterns at one time using the arrow buttons (Wide View and Narrow View). The image of each pattern can contain markers, showing the start point (green), end point (red), and all jump stitches (breaks in the pattern) (teal). When the marker is both green and red, the start and end points are the same. Patterns can be sorted several ways: Alphabetically, Newest First, and Favorites First.

Pattern Tab - Settings - Preview video

Import Patterns Icon

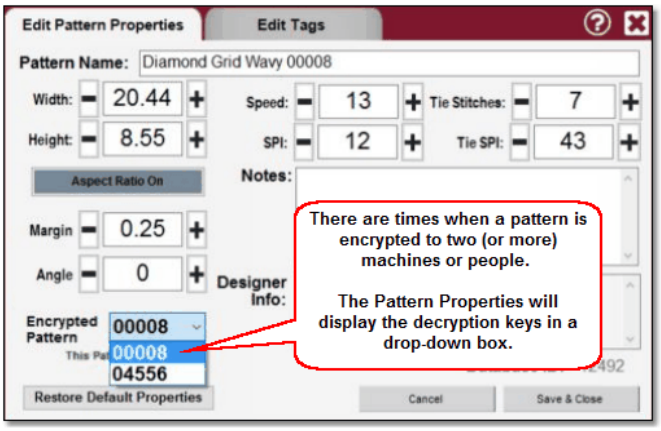
Importing patterns is easy but encrypted patterns have a few extra steps.



It is important to note that encrypted patterns have some special restrictions, based on the pattern designer's encryption policy. A pattern can be encrypted to a person (user) or a machine.

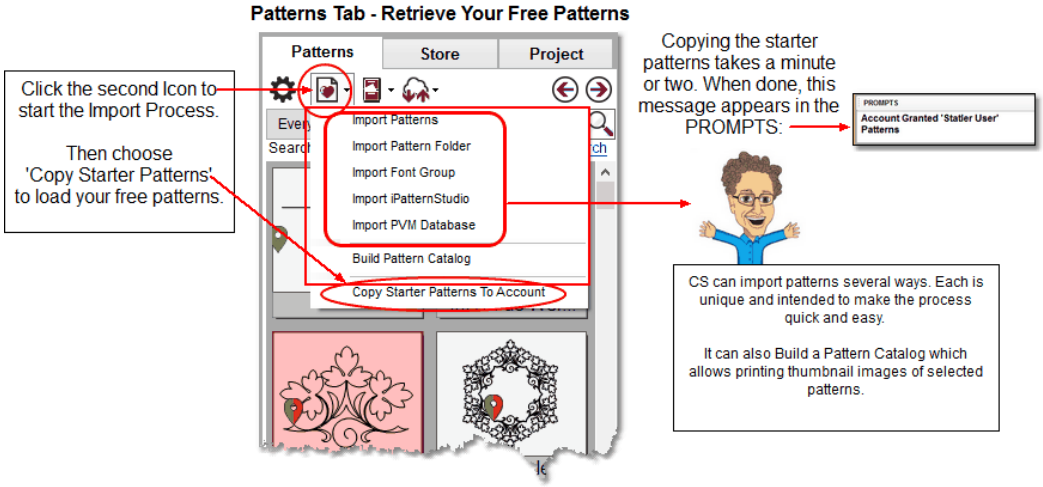
- “Stitchout User” - Is a term you will see in the Store. Patterns are encrypted to the User and can only be stitched out when that User is logged into the Gammill PatternCloud.
- “Stitchout Machines” - is a term you will also see in the Store. Patterns are restricted to a machine and can only be stitched out on that specific, registered machine.

Therefore, if you want to purchase these patterns, you must be logged in at the time of purchase and register your Stitcher.



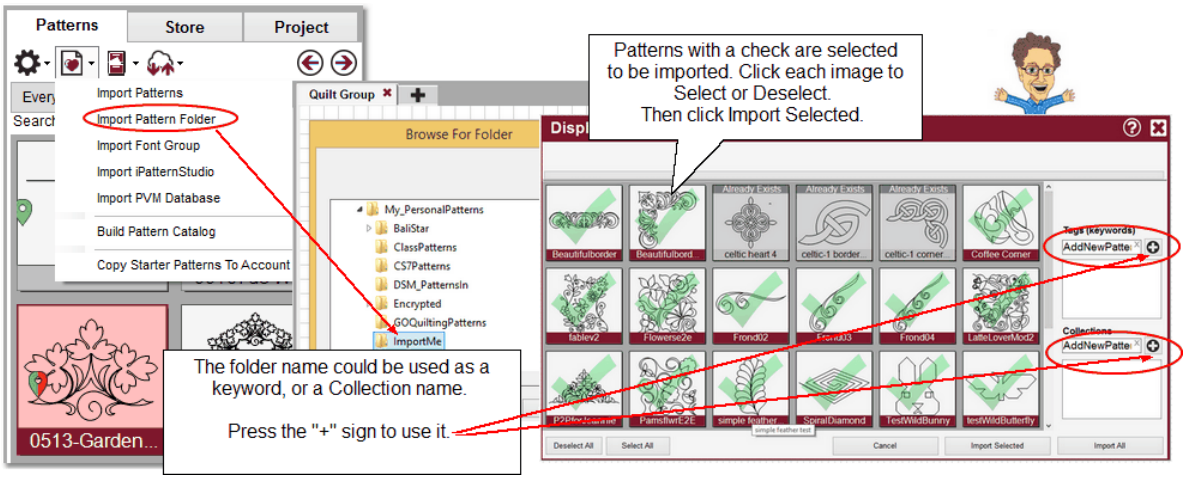
Click the second icon to import patterns. If you are not logged into a PatternCloud account, your patterns are available to anyone using that machine. If you are logged in, your patterns are associated to your username, so when you log out, your patterns are not available to anyone else using that machine. This provides more security for shop owners who allow multiple people to use their Statler Stitchers.

The first time you import patterns, choose "Copy Statler Patterns to Account." These are your free patterns, and they will import quickly. Watch the PROMPTS box so you know when it is completed.

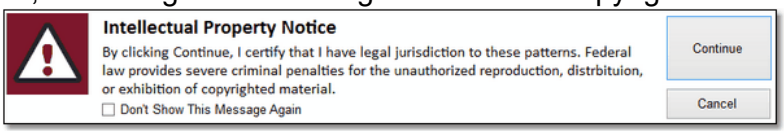


After the starter patterns are loaded, continue with the rest of your personal collection. If you have your patterns stored in PVM or iPattern Studio (two pattern management systems) you can import them directly, and CS will include all the tags you have set up so far. If there are patterns in other locations, they can be imported individually, or in a batch if they are grouped together in a folder. The folder method can be a time saver because the name of the folder can be used as a tag for all the patterns in that folder. Finally, Pattern Fonts are a special type of pattern, and they must be imported separately, as a group.

When importing, you need to navigate to the pattern, folder or system backup, and click OK. CS will display images of the patterns it finds. Remember, CS does not recognize zipped files, so unzip your patterns if needed.



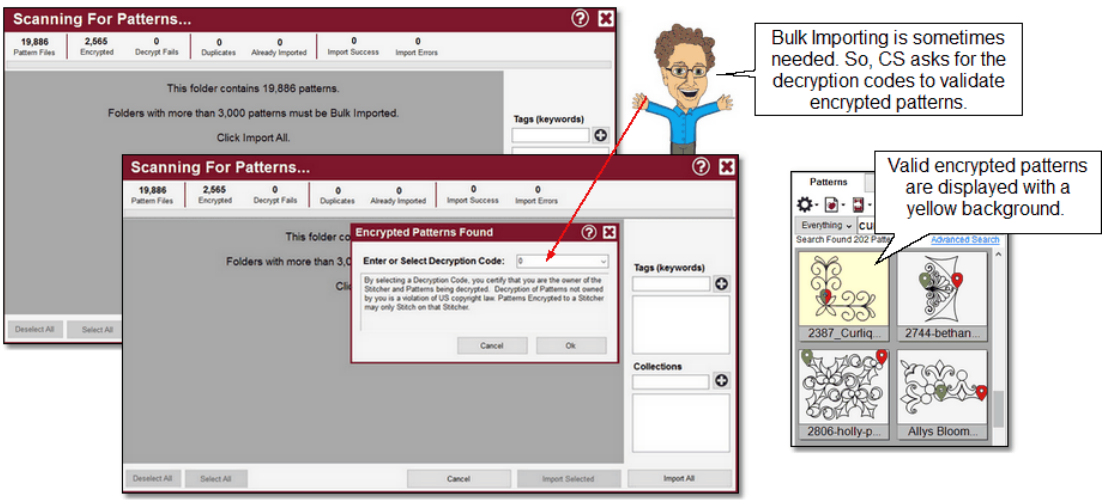
All the patterns in the folder are validated and displayed with a checkmark, to be imported. Encrypted patterns have a yellow or gold background. Click a pattern to deselect it if needed. Once the Import button is pressed, the "Intellectual Property Notice" message is displayed, reminding us of our obligation to honor copyright laws.



When the patterns are imported, this notice is displayed. Press Continue to start the import.

The same process is used for importing Font Groups except it requires a name for the Font group a name (which is needed in Draw Text feature).

When a folder contains more than 3,000 patterns, CS reverts to a bulk import process, to save time. CS asks for a decryption code for the patterns in the folder. Encrypted patterns that match the decryption code have a yellow background. If the codes don't match, the background is gold.



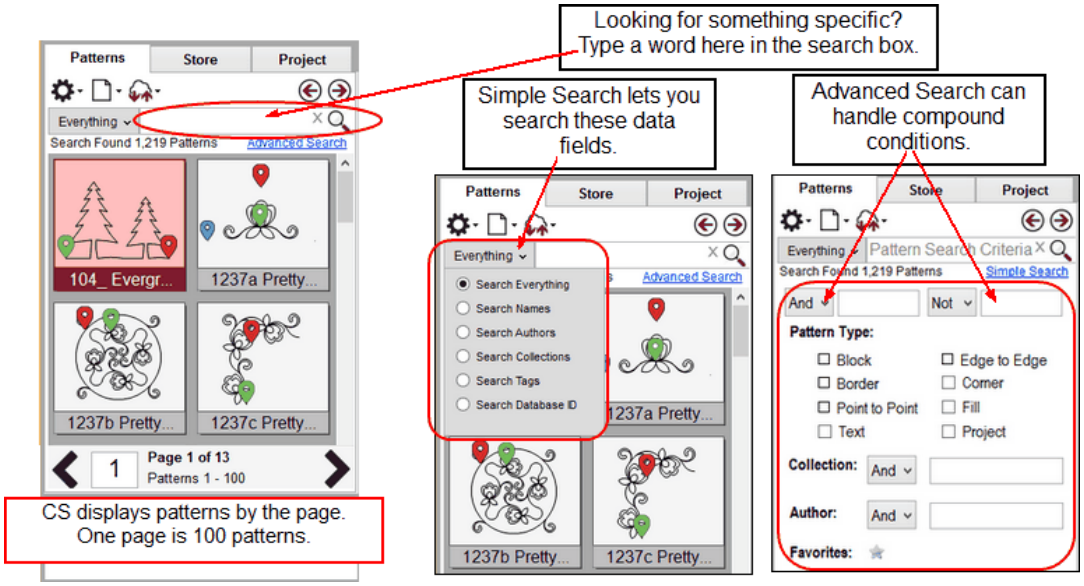
Local patterns are your patterns, stored in your database for your use only. After your local patterns are imported, you can view them on the screen. All appear in the Patterns Tab.

Pattern Tab Import - Preview video

2.0 Pattern Manager

2

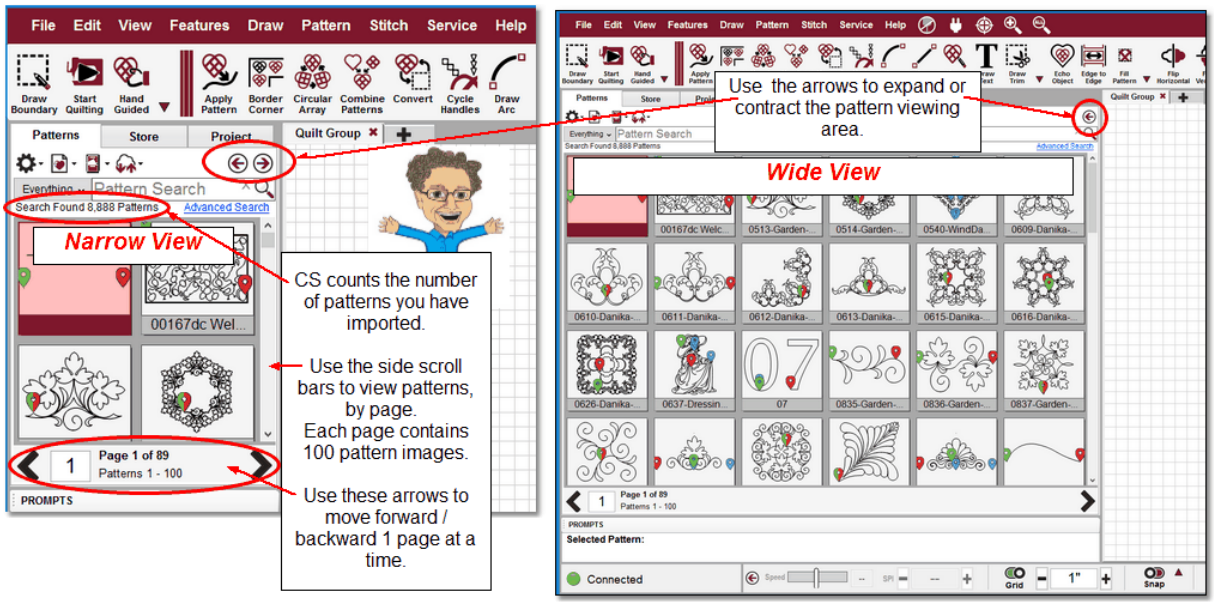
Pattern Search Function - whether you are using the PatternCloud or not, you can easily search your pattern database. There is a simple search (based on 6 different variables) or an advanced search that allows compound conditions. Type a word or phrase in the search box, and select the variables you need to use. Search results are displayed, showing up to 100 patterns at a time.



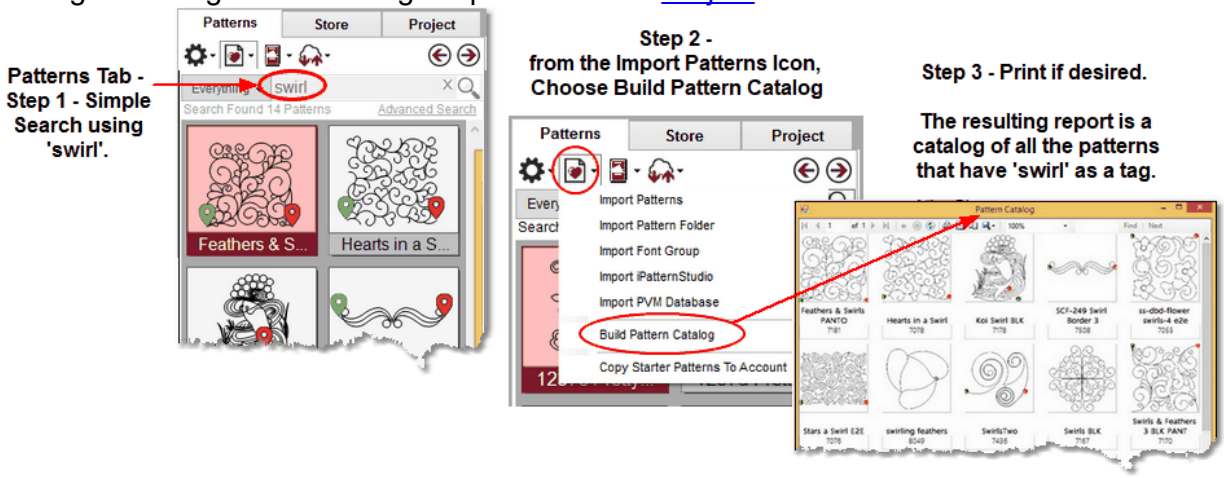
Just above the PROMPTS box, is the Page Number. Skip forward or backward 1 page at a time (which is 100 patterns at a time) by clicking the **<** and **>** symbols. Or, you can type a page number and CS will display the patterns on that page.

Pattern Tab Search - Preview video

Pattern Display - Use the arrows to switch from the Narrow view to the Wide view.

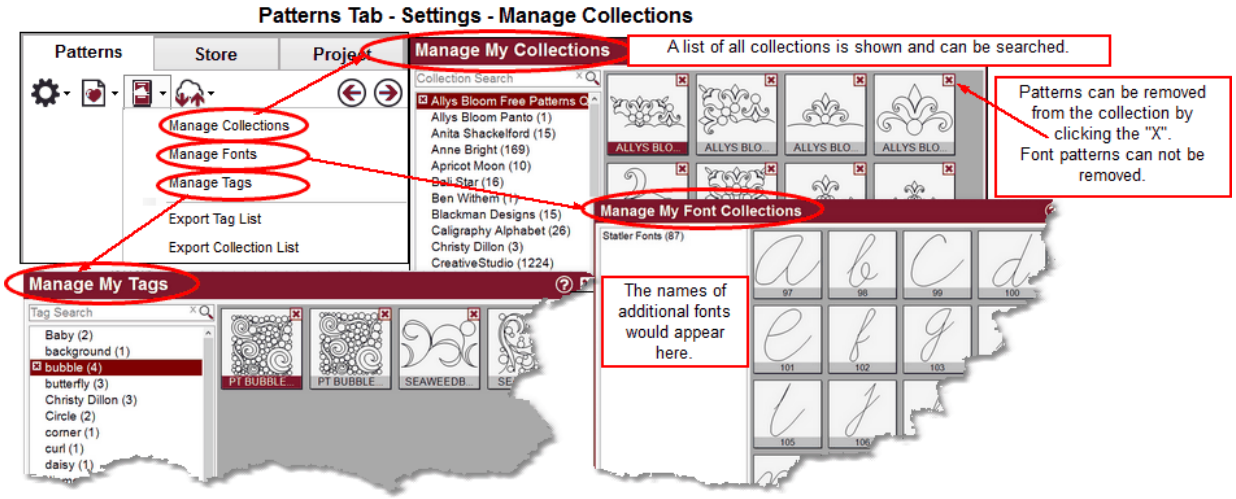


"Build Pattern Catalog" is a very valuable tool. It works with the Search function, and will print a report showing thumbnail images of the set of patterns that meet the search criteria. Pattern Catalogs can be generated using the patterns in the Project 21 also.



Build Pattern Catalog, Preview video

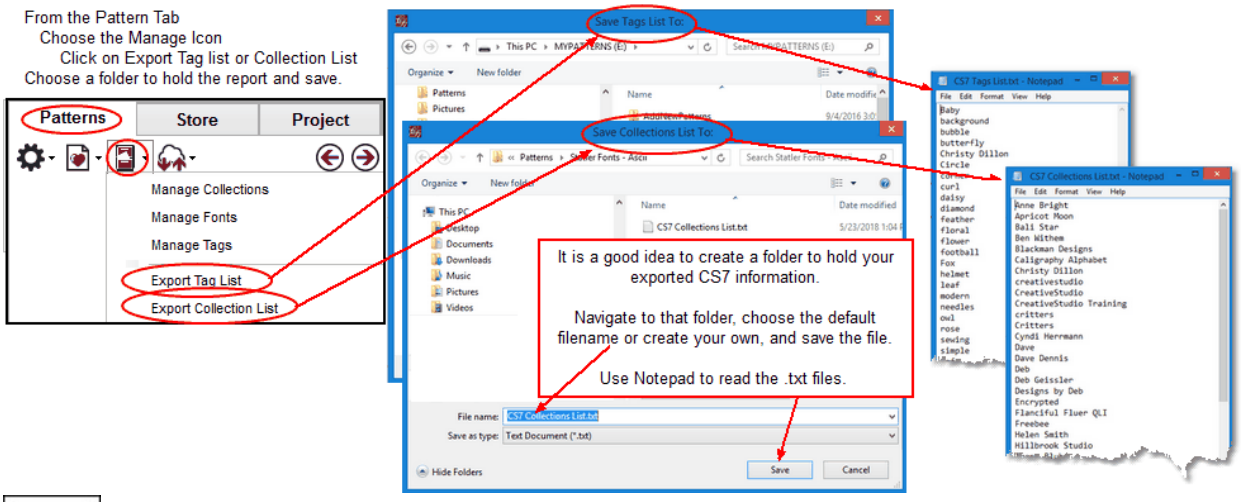
Manage (pattern) Collections Icon



When patterns have been tagged as part of a collection, they can be displayed together. Similarly, collections of font patterns can be displayed together. Statler fonts are preloaded into the CS software, but more fonts can be included. The font group can be deleted as a whole, in Manage Fonts. Choose Manage Tags to see a list of all your tags, and see how many patterns have that tag.

Sometimes there is a need to have printed lists of tags and collection names. The Export List options (tags or collections) creates a file that you save to a folder on your computer, to be printed later. Lists can be opened and printed using Notepad (which is a program on your Statler computer).

2.0 Pattern Manager



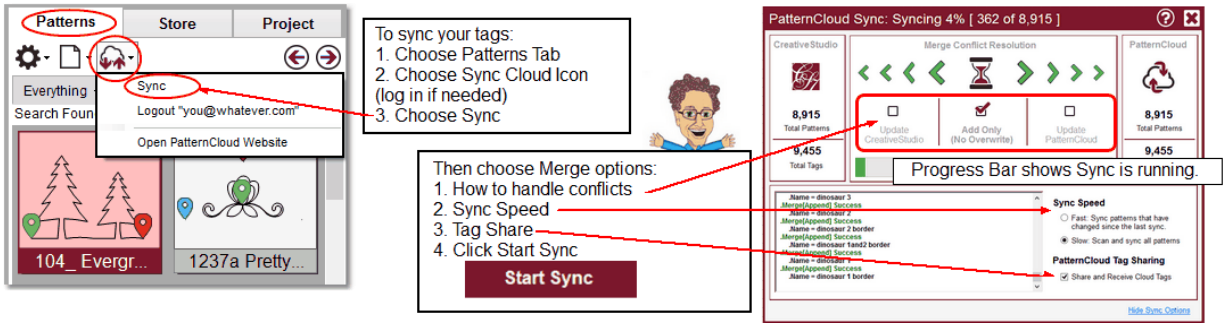
Manage Collections - Preview video

Cloud Icon (Gammill PatternCloud)

The Gammill PatternCloud is a place where you can safely back up your pattern collection, shop for additional patterns and participate in the tag sharing program. Like all 'clouds' there is a process that synchronizes the data on all your devices, based on the dates the files were last updated, and based on which version you consider the 'Master' and which is the 'copy'.

Pattern Sync

Synchronizing all your patterns on all your devices (all your Statler Stitcher PCs, your SAM PCs, and your backup copy on the Cloud) means you no longer need to try and remember to copy a newly purchased pattern to multiple computers. Plus, the cloud will synchronize your patterns tags too, if you choose this option.



How to handle conflict:

- Add Only - means both systems are 'accurate'
  With this option selected, Patterns in CS that are not backed up to PatternCloud will be backed up to the PatternCloud. Any Patterns in PatternCloud that are not in CS, will be restored to CS. Also, any Tags you have added to either PatternCloud or CreativeStudio, will be exchanged and saved on both sides. Nothing gets overwritten and nothing gets deleted.

- Update CreativeStudio - means if there is a conflict, the PatternCloud is considered the 'master.' With this option selected, all additions are made. Plus, if Sync detects a Pattern in CreativeStudio does not match the same Pattern in PatternCloud, then it deletes all of the Patterns Tags in CreativeStudio, downloads a Restore Copy

of that Pattern from PatternCloud, and saves it in CreativeStudio. This option deletes Tags and overwrites the Pattern Name, Type, and other Properties in CreativeStudio.

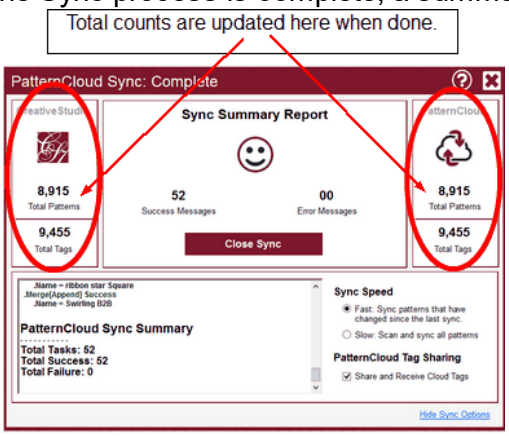
- Update PatternCloud - means if there is a conflict, the CreativeStudio is the 'master'. With this option selected, all additions are made. Plus, if Sync detects a Pattern in PatternCloud does not match the same Pattern in CreativeStudio, then it deletes all of the Patterns Tags in PatternCloud, uploads a new Backup Copy of that Pattern from CreativeStudio, and saves it in PatternCloud. This option deletes Tags and overwrites the Pattern Name, Type, and other Properties in PatternCloud.

Sync Speed:

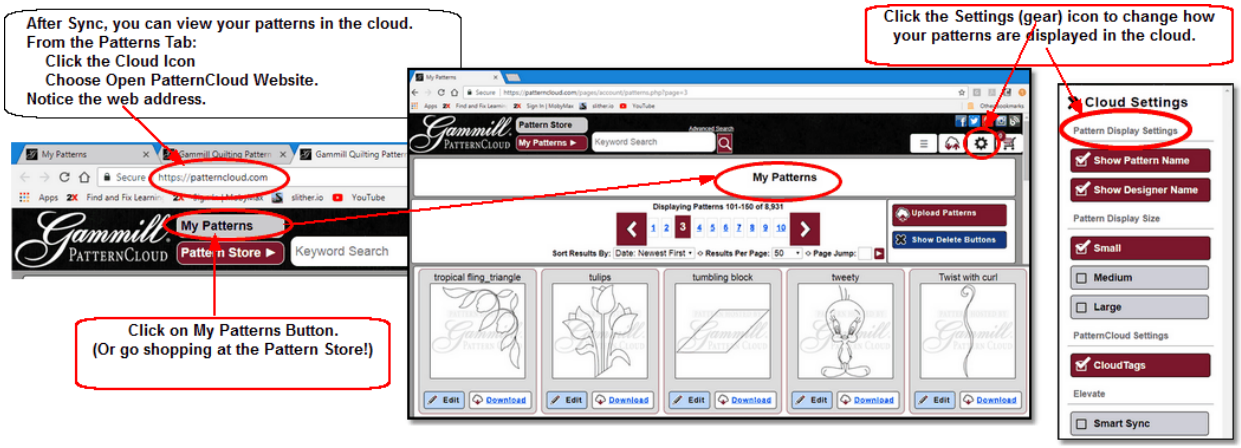
- Fast - Will sync only the patterns that have been changed since the last time Sync was run.
- Slow - Will check all patterns and all tags.

Tag Share:

When the Sync process is complete, a summary is displayed.



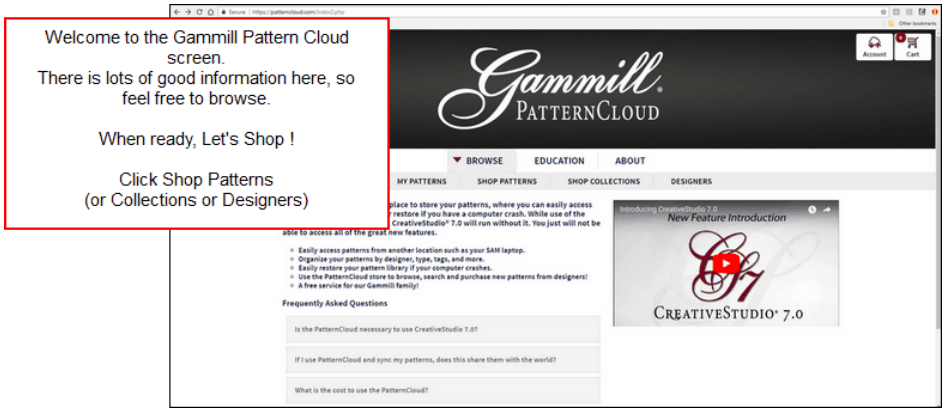
Now, you can open the PatternCloud Website, and review your patterns, or go shopping!



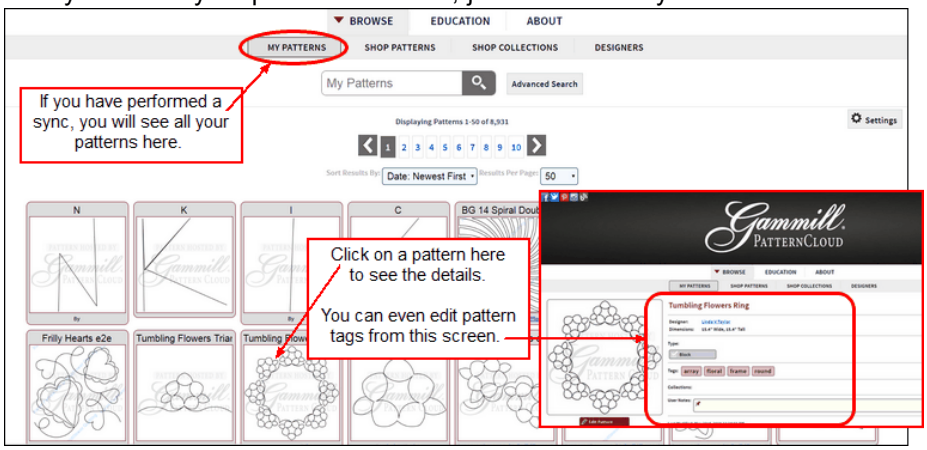
Pattern Tab - Sync, feature Video

2.2 Store Tab

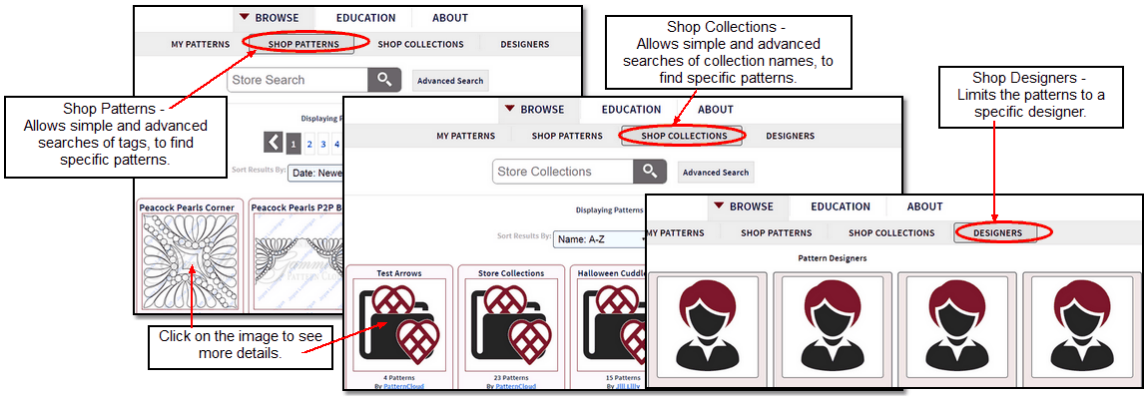
Gammill's new Pattern Store needs Internet access so you can log in to your account. Not only can you shop, but there is lots of educational information included, and it changes, so check in frequently.



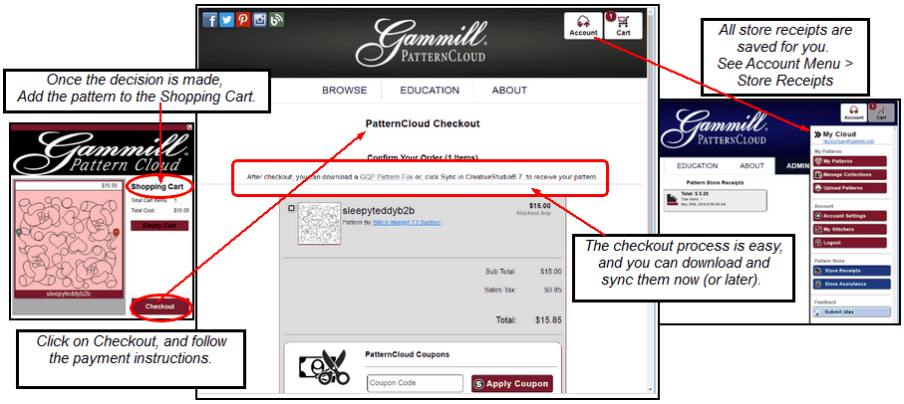
OK, before we go shopping, check out the patterns that you already have. You must log in and must have performed a sync to see your patterns here. So, just click the "My Patterns' button.



Now lets shop for some patterns! You can use the simple or advanced search criteria to look for the perfect pattern. When you find it, add it to your shopping cart.



Once the final decision is made, just go through the checkout process, and you can sync and download your patterns immediately.

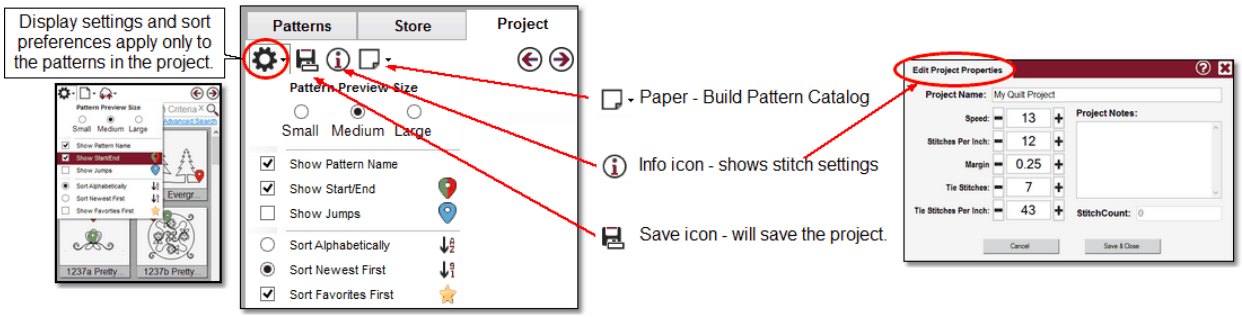


Store Tab, feature video

2.3 Project Tab

All of the details for your project are found in this tab.
Project tab has four icons: Settings (which control how the thumbnail pattern images are displayed on the screen), Save (Save the project & prompt for a filename if needed), Info (Project Properties, including metrics about the stitches), and Paper (Pattern Catalog).

Project Tab - Display Settings



The choices displayed when clicking the gear icon (settings) are very similar to the pattern settings 12, but these apply just to this project.

The second icon is 'save,' and like other applications, it will save the changes to the current project. CS will prompt for a filename if this is a new project. An existing project can be saved under a different name if the File Command (Save Project As 47 choice) is used. The project name and path is displayed in the PROMPTS box.

The Info icon displays the project properties. These properties are inherited from the defaults (Controller Definition 81) but can be changed at any time. Changes to the project properties are not retroactive meaning patterns added before the change will not take on the new values; those must be changed individually. Patterns added after the change will have the new values.

Paper Icon - the Build Pattern Catalog feature is found here, and the process is the same (see details here 17). This version of the pattern catalog displays only the patterns used in this project.

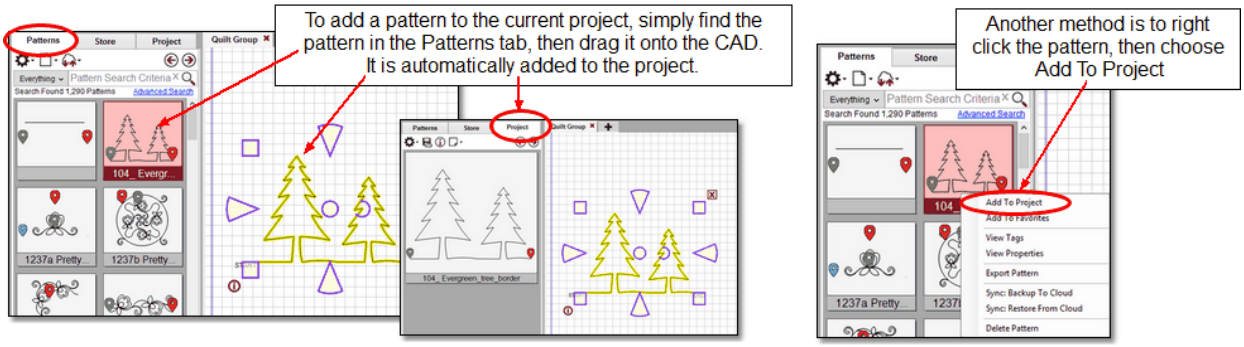
Project Tab Settings - feature video

2.0 Pattern Manager

2

Adding patterns to the project is very easy. Just double click the pattern image in the Patterns Tab, **or** Drag (from the Patterns Tab) and Drop (onto the CAD), **or** select a pattern, then right click and choose "Add to Project." To select multiple patterns, highlight them in the Patterns Tab, (use the Ctrl key to select multiple individual patterns), right click and choose "Add to Project." Like many applications, you can also select a contiguous group of patterns by selecting the first, hold the Shift key and click on the last) then Right click one of them and choose "Add To Project."

Adding patterns to the Project



Don't worry about selecting all the patterns at once. You can always add more, or make more!

Project Tab - Pattern Selection Preview

2.4 Pattern Manipulation

CS has numerous ways to select and manipulate patterns on the CAD.
A thorough understanding of these processes will help shorten the learning curve.

Select means to choose. If using the mouse, this is a single left click. If using a touch screen, it is tapping the screen. The terms "Select" and "Click" and "Highlight" are used interchangeably because selecting an object generally highlights it.

Selecting multiple patterns can be done several ways.

1. Select All

will select everything on the CAD for the current quilt group.
2. Selecting multiple patterns individually is done by holding the Control key down while clicking on as many patterns as needed. The sequence of choosing the patterns can be important. Why? If the group of patterns will be combined, rubber stamped, copied or saved, the order of selection is the order of stitching, so don't click them randomly if they need to be stitch in a specific sequence.
3. Marque select (click and drag) chooses a group of patterns by dragging a selection box around them.

- Drag Left to Right to select patterns that are completely inside the selection box.
- Drag Right to Left to select patterns that are completely or partially inside of the selection box.

4. Selecting Stacked Patterns - There will be times when patterns overlap each other. CS only recognizes the first two patterns in the stack. To select a buried pattern, use the < and >keys (greater than and less than). Click once on the stack to select the first pattern and click > to move to the next pattern. Continue pressing > to move through the stack in order. To backup, press <.

Deselecting Patterns. To deselect just one of many patterns, press and hold the Ctrl key, and click on the pattern.
Deselecting all patterns can be done several ways.

* Press the Escape (Esc) key on the keyboard.
* Click on a different pattern.
* Single or double click on any open space in the preview area.

Pattern Manipulation Feature

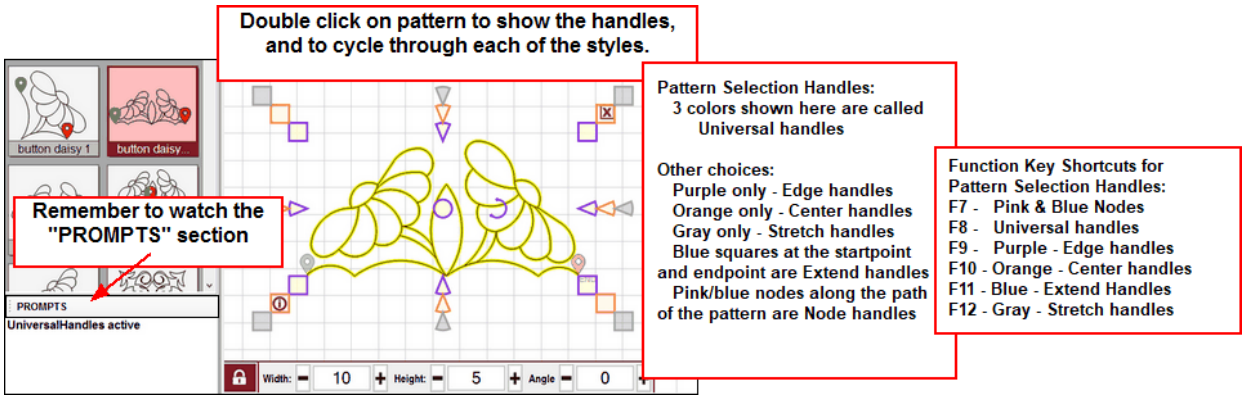
Selecting a boundary is easy - just click on it and the outline turns light, translucent blue. Like patterns, CS keeps track of the sequence that each boundary was created. Choosing just one boundary is tricky when boundaries overlap each other, so click on one of them, and press the k & l keys to cycle through the boundaries in the order they were created on the CAD. Pressing 'k' will cycle backwards. Pressing 'l' will cycle forward.

Boundary Selection Preview

Selecting a trim outline is similar to a boundary; easy peasy unless they are stacked. When Trims overlap each other, click on one of them, and press the i & o keys to cycle through the Trims. Pressing 'i' will cycle backwards. Pressing 'o' will cycle forward.

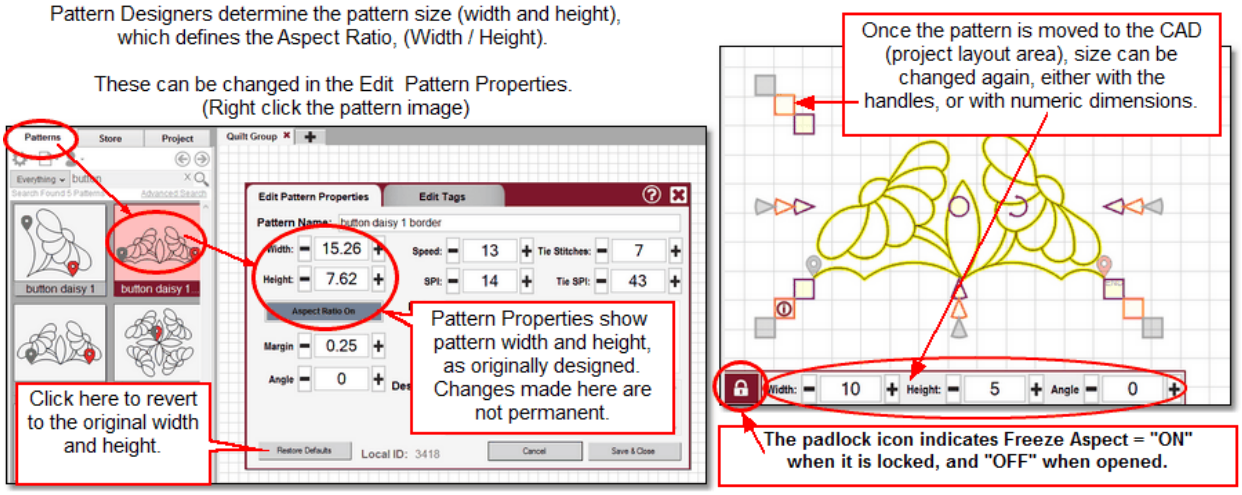
Trim Outline Selection Preview

Pattern Selection - Click on any pattern on the CAD to select it. The pattern is highlighted in translucent yellow. If a boundary is selected, that will be blue. Double clicking the pattern will change the anchor handles, cycling through all the available handle choices. Pattern Selection handles also can be selected using a function key.



Aspect Lock is an important setting. When a pattern is 'locked', the size proportion (Height to Width) is maintained. When one of the dimensions is changed by the quilter, CS will change the other so the aspect ratio stays the same.

2.0 Pattern Manager

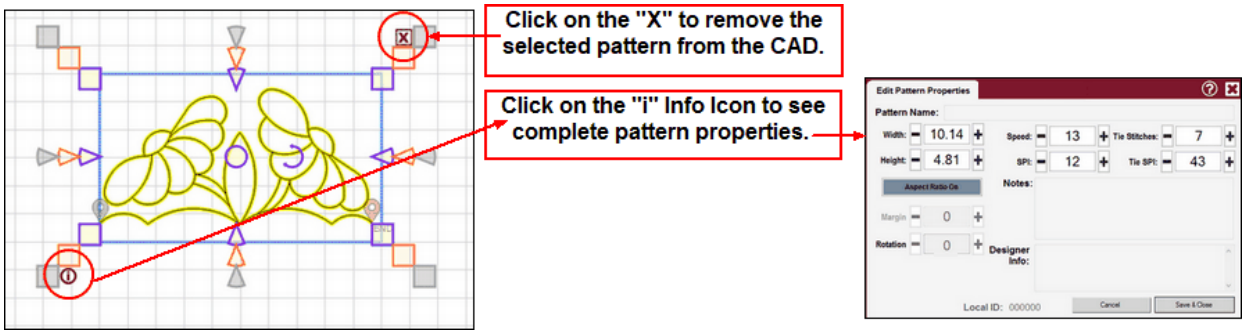


Aspect Lock is also called Aspect Ratio, and Freeze Aspect.

Pattern Resizing is often done with the handles. Once a pattern is selected, it can be made wider (using the wedge shaped handles on the sides), made taller (by using the wedge shaped handles on the top/bottom), resized proportionately (using the square handles in the corners), moved (by dragging the center circle with the mouse), rotated (by moving the curved arrow near the center) and deleted (by clicking on the "X" in the upper right corner). Most pattern selection handles have anchors, which hold the pattern in place at one point, while allowing the pattern to be changed elsewhere. It is a good idea to become comfortable with the visual method of pattern manipulation.

Pattern Resizing Preview

Pattern Information is displayed by clicking on the Info Icon of a selected pattern (in the lower left corner). The Properties (pattern metrics) can be manually changed here by typing in the desired dimensions. Changes here apply only to the specific selected pattern(s) on the CAD.

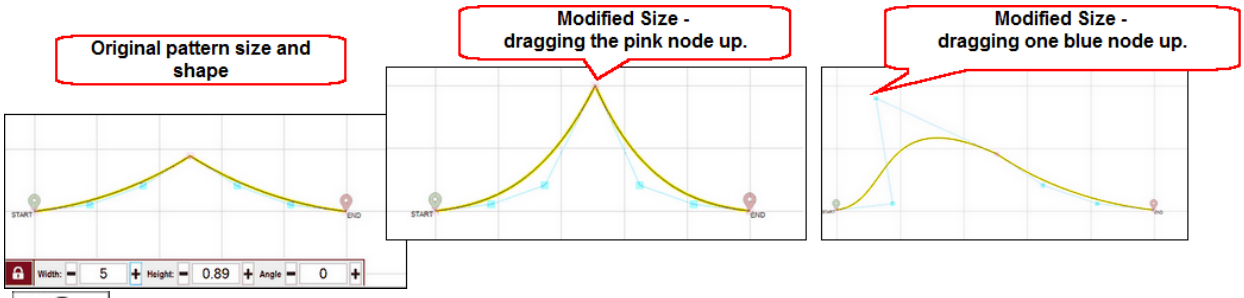


Pattern properties are used often, and will remain in the Selected Pattern size box, docked at the bottom of the CAD.

Pattern Information Preview

Nodes are an integral part of every pattern and can be displayed when needed. All patterns are made up of segments (lines or arcs) and nodes.

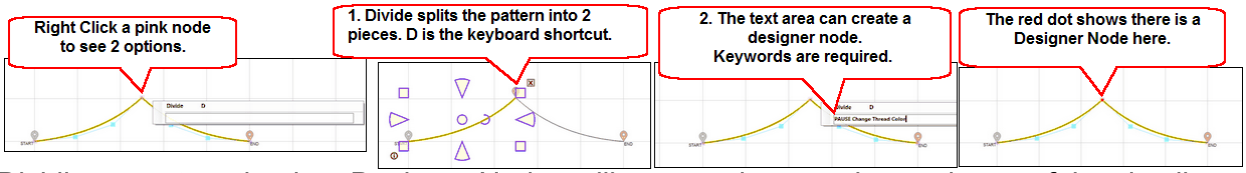
- Node View (F7) displays the pieces of each pattern, showing all nodes. One (and only one) pattern must be selected before choosing Node View.
- Endpoint Nodes are pink squares. The beginning and ending of each pattern segment is an endpoint node. Two contiguous segments share a node (the ending node of the first segment is the beginning node of the next segment). When a pattern is divided, it is at an endpoint node. When a pink endpoint node is moved, the pattern shape changes.
- Arc Nodes are blue squares. When an arc node is moved, the curvature between the pink squares changes.



Nodes View, Feature video.

Designer Nodes are a special type that allow changes to the stitching settings. They can be used to change the stitch length (SPI), the stitching speed, or can force a pause in the stitching process, perhaps to allow a thread color change. There are three keywords which cause the settings to change, and they MUST be typed in CAPITAL letters. The keywords are PAUSE, SPEED, and SPI. Right click a pink node to see the dialog box.

- PAUSE will force a pause in the stitching, and display a message on the screen.
- SPEED *nnn* will change the stitching speed by a percentage (*nnn* <100 slows the speed, *nnn* =100 resets the speed to the original number, *nnn* > 100 increases the speed).
- SPI nnn will change the stitches per inch, by a percentage. (*nnn* <100 makes smaller stitches, *nnn* >100 makes larger stitches.



Dividing a pattern that has Designer Nodes will remove those nodes, so be careful to do all the structural pattern changes first, and add the designer nodes last.

Designer Nodes Feature, Feature video

3.0 How To Techniques 3

There are four major techniques used with the Statler Stitcher:

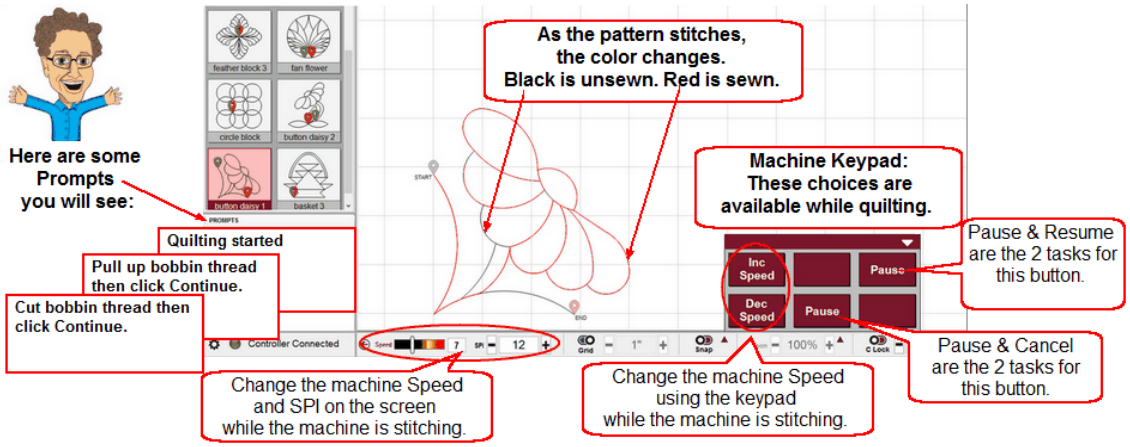
1. Blocks 31 - begins with a boundary. A pattern is placed in the boundary and stitched.
2. Repeats 33 - begins with a reference point. Multiple patterns are placed at that point and stitched.
3. Edge-to-Edge 37 - begins with defining the size of the entire space. Multiple patterns are resized and stitched inside that space. Each time the quilt is rolled, the position of the quilt is synchronized with the patterns shown on the screen.
4. Borders 44 - begin with defining the size and location of the borders. The border and corner patterns are resized, placed, connected and stitched.

Most quilts can be completed using these automated processes, which makes the process very easy. More complicated quilts may need more complicated features, described in the next sections. All quilts rely heavily on the quilting process (Start Quilting Icon) the ability to restart a pattern (Restart Quilting Icon) and the ability to quilt without a pattern (Hand Guided Icon), described here.

When reading this manual, there may be images on the screen that don't look exactly like the images shown here. Most of this is due to screen resolution, but it is also due to working in Stand Alone Mode (SAM). Since SAM is not connected to a stitcher, some of the icons are grayed out. The following two features: Start Quilting and Restart Quilting are perfect examples of this.

Feature: Start Quilting

All patterns must be placed on the CAD before they can be stitched.
The four major "How To Techniques" do this in different ways, but they all lead up to the final step: "Start Quilting." Once you select the Start Quilting icon, pay close attention to the information on the screen. The Prompts box will describe what is happening, and what the next steps should be. The Machine Keypad window will display the possible responses. As the patterns are stitched, the colors change so you can track your progress. Select the Start Quilting icon and the sewing head will move to the Start of the pattern. How To Select? (To Select, tap the icon on the screen, or press the MODE button on the keypad until the icon is highlighted, then press SELECT.)



The Prompts on the screen will guide you through the process.

- "Quilting Started" flashes as the machine moves to the start point.

- "Pull up bobbin thread then click Continue" will start the stitching process.
- "Cut bobbin thread and then Click Continue" appears when the current pattern is complete.

If there are more patterns on the CAD ready to be quilted, the machine will move to the next pattern and repeat the steps until all patterns are stitched.

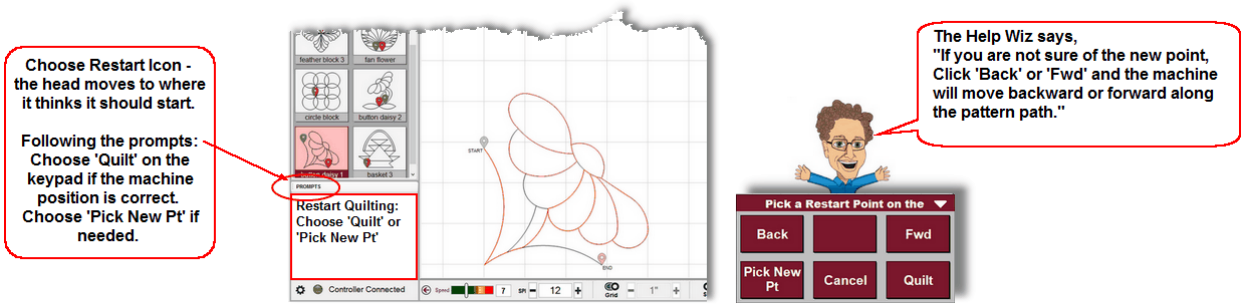
The Keypad on the screen can control the actual stitching.

- "Inc Speed" will increase the speed while stitching.
- "Dec Speed" will decrease the speed while stitching.
- "Pause" in the upper right corner will pause the stitching immediately. This button will change to "Resume" so stitching can continue.
- "Pause" in the lower middle will pause the stitching immediately. This button will change to "Cancel" to stop stitching immediately.
-

Start Quilting Feature - feature video

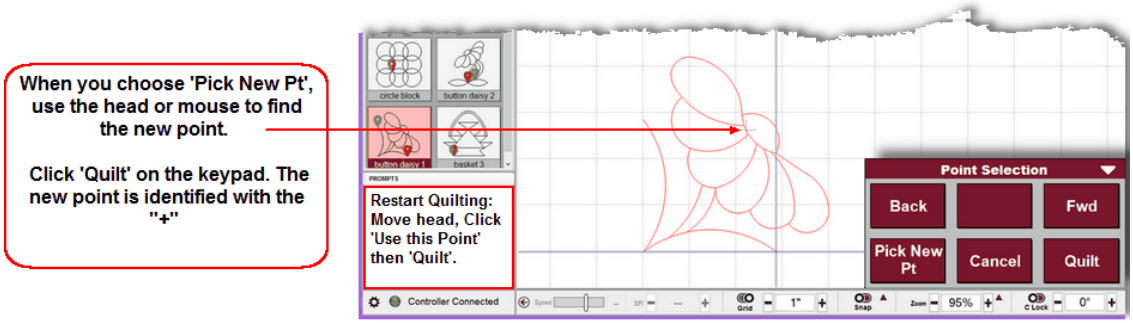
Feature: Restart Quilting

When something interferes with the quilting process, the RESTART Icon is needed to complete the pattern. Thread breaks are the most common cause, and running out of bobbin can cause a 'thread break' warning. Fix the problem, rethread the needle move the machine head to the place where the stitching should begin and select the Restart Quilting icon. Use the Back and Fwd buttons if needed to find the correct spot and click Quilt.



The Prompts and the Keypad selections guide you through the process:

- "Restart Quilting: Choose 'Quilt' or 'Pick New Pt' ."
  - Not sure? Click "'Back' or 'Fwd' to verify the location. This is especially important when a pattern has sections of backtracking (stitch forward & back on the same path) and the thread break happened there. The breakpoint can be identified easily, but the click will choose the first part (forward) of the pattern. The best way to handle this is to use the Fwd button, following the pattern path, until the path backtracks on itself.

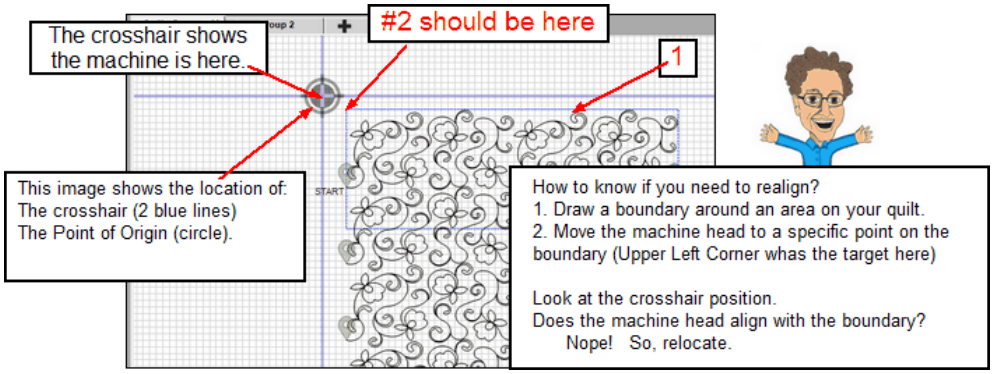


Click the 'Quilt' button when ready. Screen prompts guide you through the process.

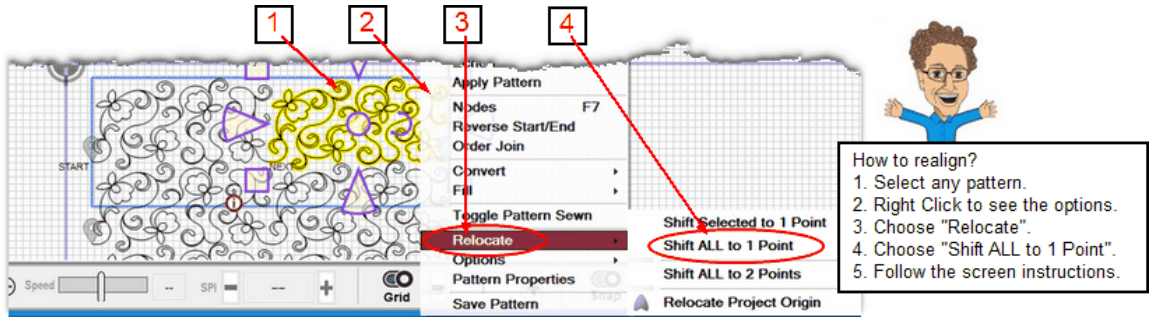
Restart Quilting Feature - feature video

Feature: Relocate

Relocate is an important utility feature. It realigns the screen image with the quilt. This is a required feature when doing an Edge-to-Edge using Repeat Patterns, and is optional at any other time. Whenever the screen and the quilt are out of alignment, run the Relocate. If you are not sure about the alignment, identify an accessible, specific point on the quilt, move the machine to that point and see if the screen looks the same. Use boundaries if needed, as shown here.

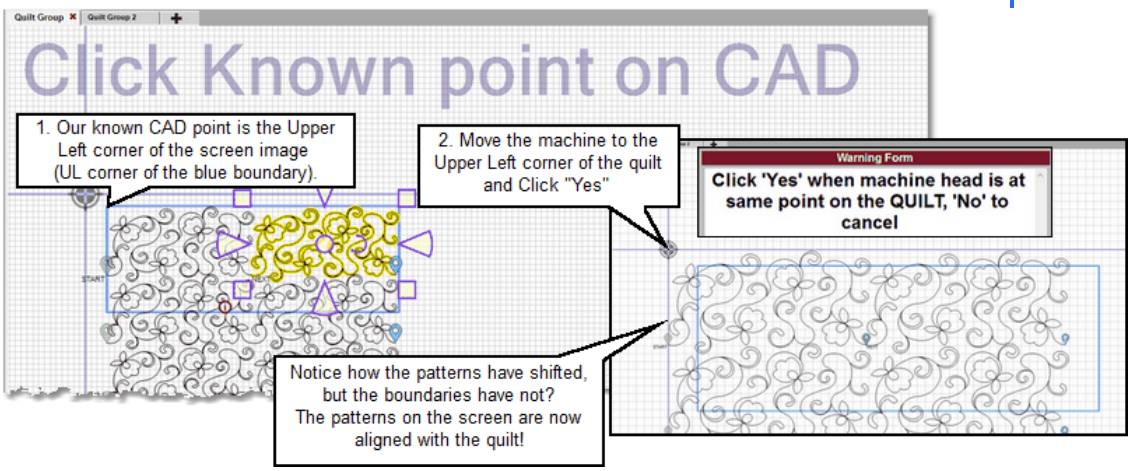


What is the cause of things getting out of alignment? Any time the Stitcher is turned off, the alignment can change, but after all, we all need to sleep at night, right?



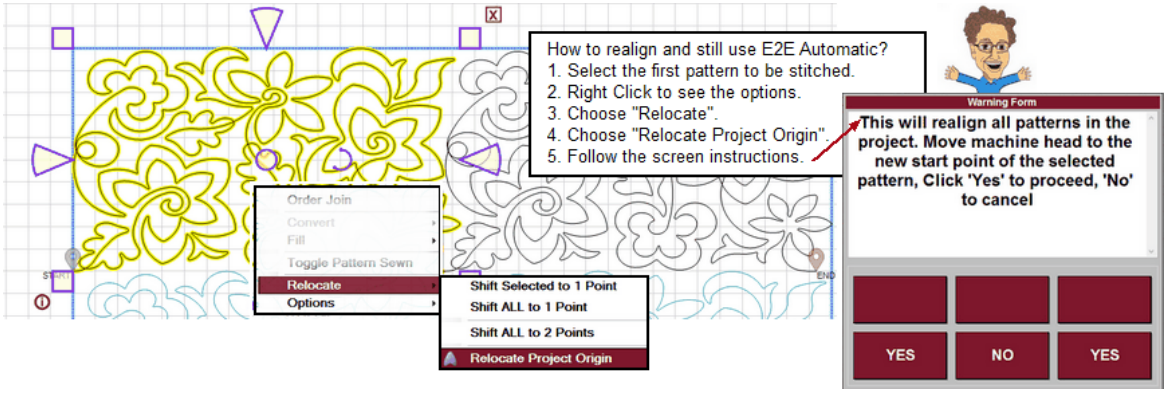
What are the four choices for?
"Shift Selected to 1 Point" will move only the selected pattern(s), and is a good choice when only a couple patterns were moved.
"Shift ALL to 1 Point" is the most common choice, used when the machine was turned off.
"Shift ALL to 2 Points" is useful when a quilt has be be removed from the machine, then reloaded. This option will accommodate any slight shift in horizontal alignment when the two points are on opposite sides of the quilt.
"Relocate Project Origin" is best when an Edge-to-Edge needs to be realigned. This is a special case, described below.

For this Repeat Pattern example, our realignment point is the Upper Left corner of the E2E.

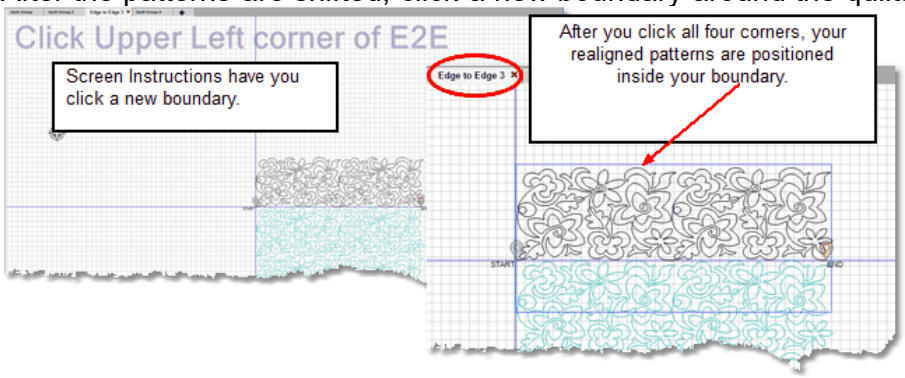


Follow the instructions on the screen, and the results will show how the repeated patterns have shifted. Boundaries never move, so you need to draw a new boundary around your quiltable space, using Draw Boundary.

"Relocate Project Origin" is the best choice for an Automatic E2E. Choosing any other option for an E2E will convert the E2E automatic process to Repeat Patterns. You need to choose the startpoint for one of your patterns, so select a sewn pattern, even if this means you have to roll your quilt after realigning it.



After the patterns are shifted, click a new boundary around the quiltable space (UL, UR, LR, LL).

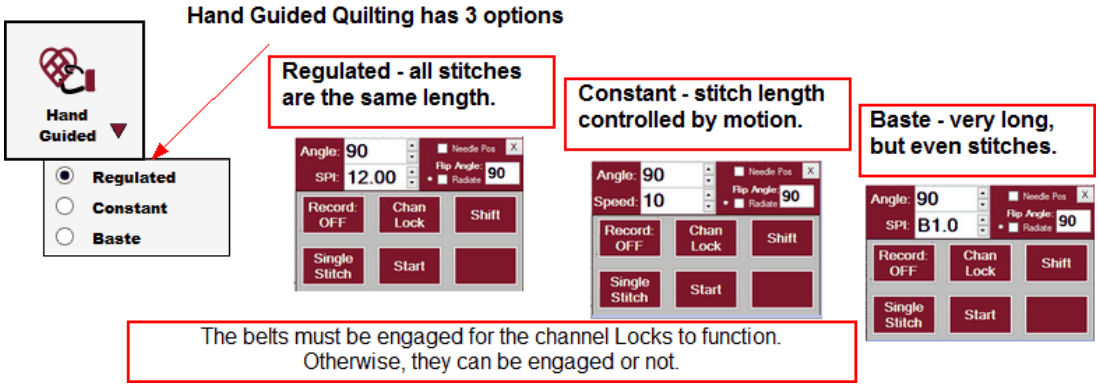


Once Relocate Project Origin is complete, you should be able to finish your quilt!

Feature: Hand Guided

3.0 How To Techniques

Hand guided sewing does not follow a pattern. The stitch path is determined by the quilter's motion, and the stitching attributes are based on the style chosen (Regulated, Constant, or Baste). When the drive belts are disengaged, the machine will move easily and lightly. If the channel locks are needed, the belts must remain attached. Power Assist is often used when the belts are still attached, which makes the machine easier to maneuver.



Hand guided stitch length is determined by one of the following options:

- Regulated - means the stitch regulator is engaged, so SPI (stitches per inch) is precise.
- Constant - means the stitch regulator is not engaged and the stitch length is controlled by the speed of the sewing head. Constant speed is often used for microstitching, when tiny stitches are desirable.
- Baste - is a special type of regulated stitch that produces very large stitches. The stitch size is measured in inches-per-stitch instead of stitches-per-inch. Basting is commonly used when squaring and stabilizing a quilt.

Needle Pos is the needle positioner. Normally the needle is in the 'up' position and a Single Stitch button initiates one complete single stitch. When the needle positioner is engaged, the Single Stitch button takes a half stitch, allowing the needle to stop in the 'Down' position. Any time the needle is in the down position when a line of stitching starts, the needle will return to the down position when the stitching stops.

Channel locks can be engaged if the belts are connected. The Channel Lock Angle field determines the path and can be changed using the up/down arrows or by entering a numeric value. It can also be flipped.

The Shift Key changes the purpose of the keys on the keypad, so some changes can be initiated with a 2-button sequence.

Shift Key - allows settings to change using the keypad versus the screen.

1. Flip Chan - changes the angle of the channel locks.
2. Single Stitch button becomes "Change to Need" and the Needle Positioner is engaged.
3. EXIT - will terminate the Hand Guided mode.

Flip Angle is used to change the Channel Lock angle to the number shown. It works by holding the shift key down first, then pressing "Flip Chan". This is most useful when changing the angle to/from Horizontal (0 degrees) and Vertical (90 degrees).

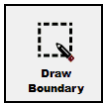
Radiate is also used to change the Channel Lock angle, but it adds to the Angle, rather than replacing it. If Radiate were checked, and the Flip angle was 10, each time the Flip Chan was pressed (using the Shift key first), the Channel lock angle would be increased by 10 degrees, not changed to 10 degrees. This makes stitching radiating lines very easy and accurate.

Recording can be done with the belts engaged or disengaged. Recording begins as soon as the Record button is engaged, and ends when it is turned off (or times out). A red dot appears in the dialog box when recording is in progress. Recording is possible even if there is no stitching being done. This recording is automatically saved as a pattern file, in a default file folder: C:\StatlerStitcher\RecordedPatterns\ the filename uses the current date & time as a way to guarantee a unique filename.

Hand Guided Feature - feature video

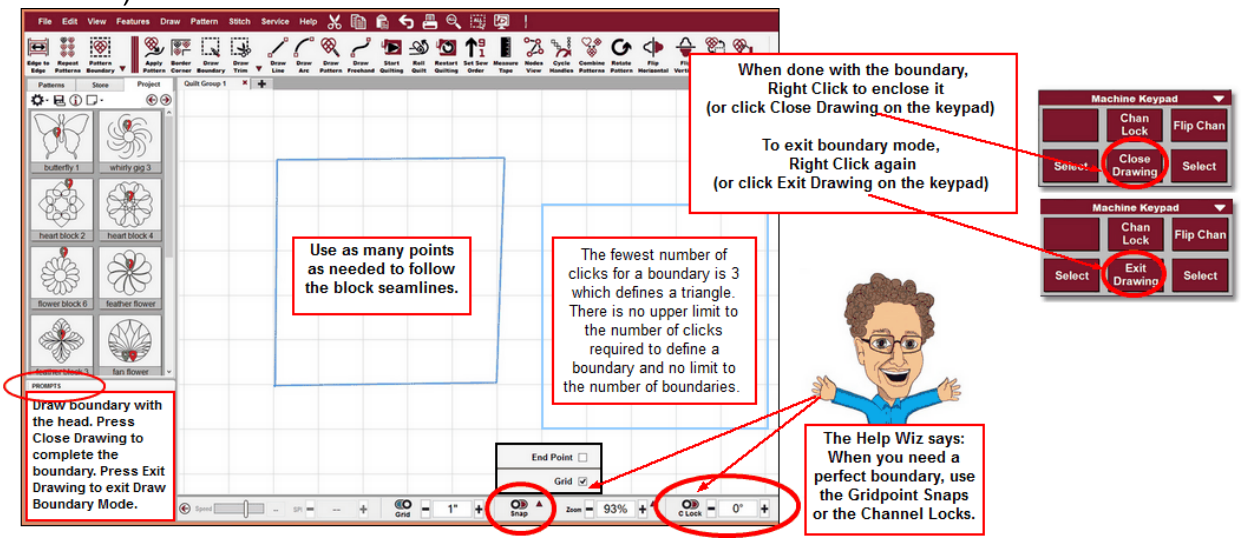
3.1 How to Stitch Blocks

Use the Draw Boundary feature to trace an outline of the quilt block shape.
Use the Pattern-to-Boundary feature to automatically resize the pattern to fit the space.
Use the Start Quilting feature to begin the stitching process.

Feature: Draw Boundary 

Boundaries are used in many ways. This example shows how to create a simple boundary for a pattern. The same process is used when defining boundaries to ensure a good pattern fit in all sections of a quilt - borders, blocks, sashings, seams and edges.

1. Select the Boundary icon. How To Select? (To Select, tap the Draw Boundary icon on the screen, or press the MODE button on the keypad until the icon is highlighted, then press SELECT.)

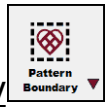


2. CS will prompt for the points that define the boundary.
Move the sewing head so the needle point identifies a particular point of the outline, and click the Select button. Use as many of these Click Points as needed.

3. An image of the bounded area appears on the CAD (the preview area where boundaries and patterns are displayed) while you are creating it. All boundaries are enclosed so clicking 'Close Drawing' will connect the last click point to the first. Create multiple boundaries at the same time if desired.

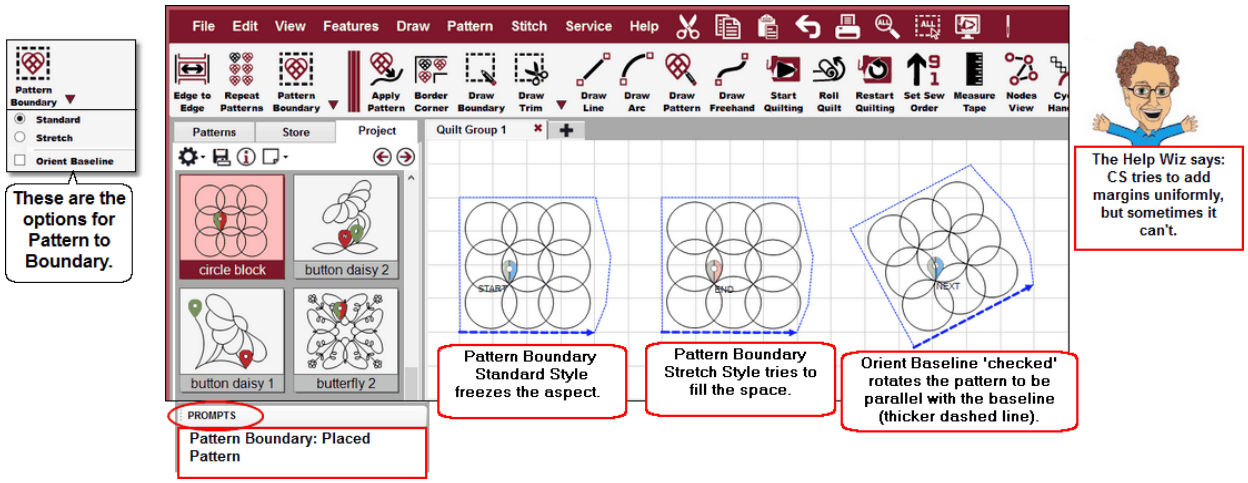
4. Exit the Boundary feature. How to exit? (Right click the mouse twice to Exit, or press the "Close Drawing" on the keypad then "Exit Drawing" on the keypad.)

Draw Boundary Preview

Feature: Pattern to Boundary 

CS can resize a pattern to fit a boundary, and still allow the quilter to make final adjustments.

1. Setup: The icon has choices (click the carat on the icon and choose the preferred method of moving a pattern into the boundary); Standard means the aspect ratio of height to width of the selected pattern will be maintained, regardless of the shape of the boundary, Stretch means the pattern dimensions (height and width) will be changed to fit the shape of the boundary, and could skew the pattern) and Orient Baseline (means the pattern will be rotated to match the boundary baseline).
2. In the pattern list for the project, highlight the pattern. When a pattern is selected from the list, the background changes color.
3. On the CAD, highlight the boundary. When a boundary is highlighted, the blue color intensifies.
4. Select the Pattern Boundary icon. How to select? Select by tapping the icon on the screen, or pressing the MODE button on the keypad until the icon is highlighted, then press SELECT.



CS moves one copy of the pattern into the boundary. If the selected pattern was not included in the project before, this feature will automatically add it to the project.

It is important to note that although the "Stretch" style will try to fill the space, the final outcome might be better if the pattern were moved into a regularly shaped boundary, and then stretched to fit using the Stretch handles. Manual adjustments can always be made, if needed. Select the Start_Quilting 26 icon and the sewing head will move to the start of the first pattern. How To Select? To Select, tap the icon on the screen, or press the MODE button on the keypad until the icon is highlighted, then press SELECT.

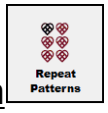
Pattern To Boundary Preview

3.2 How to Stitch Repeats

Repeat Patterns will move a series of patterns (any type) into the preview area.

- Border patterns (which have the start point and endpoint on the same horizontal line so they will stitch continuously when placed next to each other) can be connected so they stitch in one continuous path.
- Individual block patterns (which are not intended to stitch continuously and usually have the start and end at the same point) are placed in a row, but are stitched separately.
- Boundaries are nice to have as a reference, but not necessary. Go here 31 for details on creating boundaries.

Feature: Repeat Pattern

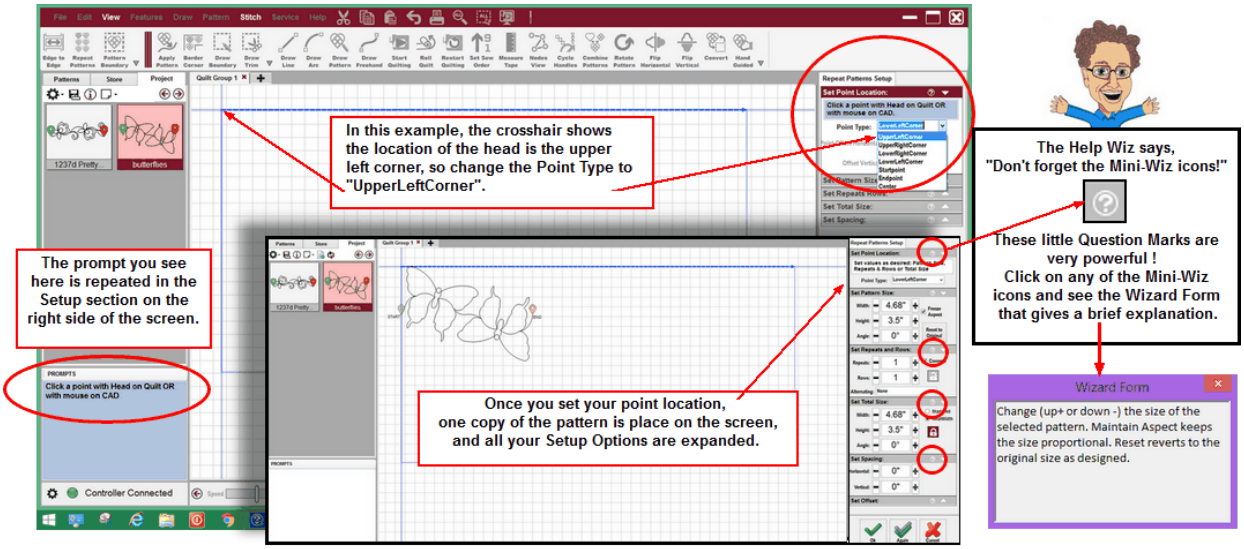


This is a fast and easy method for moving multiple patterns onto the screen.
After selecting this icon, the Setup section appears on the right edge of the screen, displaying all the variables you can change. These changes are dynamic, so it is safe to try all the options. If you like the results, you can 'OK' them for use. If you prefer to cancel or start over again, you can!

1. Be sure the correct pattern is highlighted. (If the selected pattern was not included in the project before, this feature will automatically add it to the project.) Multiple patterns can be chosen and the images concatenated. Go here 67 for more detail on concatenation.

2. Click on Repeat_Patterns icon.

3. Repeat Pattern Setup choices appear on the right. Expand (click on the arrow in the dialog box heading) the boxes to see settings.



3a. First set your reference point location, then adjust settings as needed.

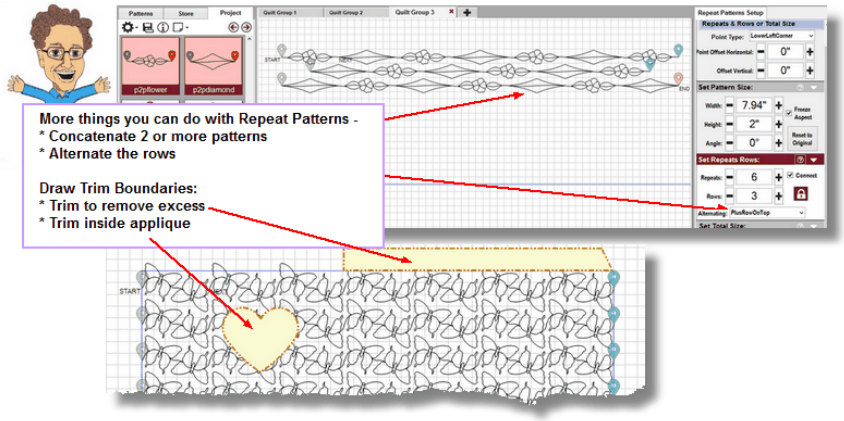
3b. Set Pattern Size - refers to each individual pattern.
Width, Height, Angle (is the number of degrees that each pattern is rotated. This applies to each pattern individually, not the group), Freeze Aspect (when one dimension changes, CS will change the other automatically to maintain the aspect ratio - or proportion), Reset to Original (ignores your changes and reverts back to the size of the pattern in the project list.).

3c. Set Repeats / Rows- defines how many occurrences to use.

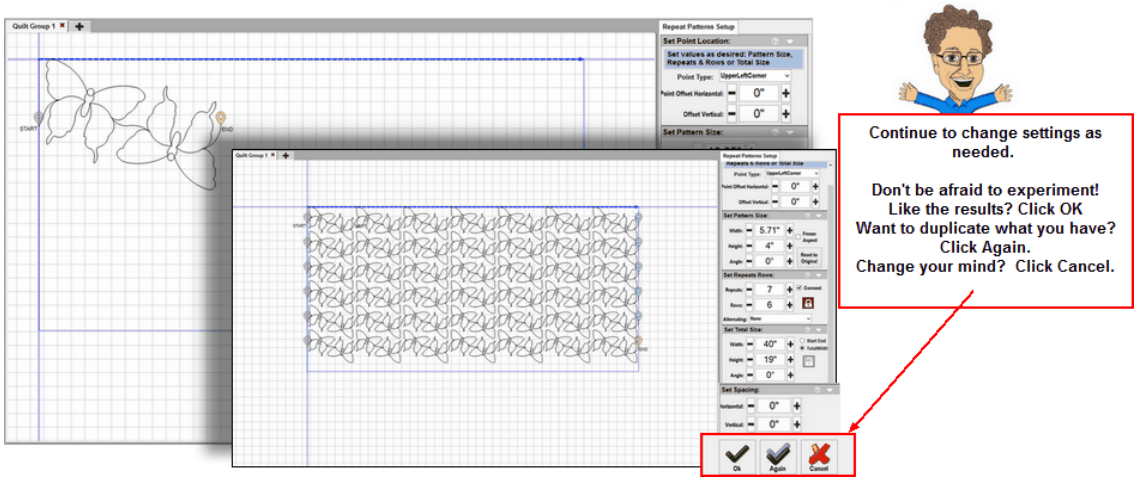
Repeats, Rows, Alternating (Choices for staggering every other row), Connect (place patterns so the endpoint of one connects with the start point of the next), Lock/Unlock (Repeats/Rows can vary depending on the Total Size. The 'lock' prevents this metric from changing)

3d. Set Total Size - refers to the combined size of all patterns.
Width, Height, Angle (the number of degrees that the group of patterns are rotated), Start/End or Total Width (choose one - these may be different results if the start/end points are set in from the outer edges of the patterns), Lock/Unlock (total Size can vary depending on the Repeats/Rows. The 'lock' prevents this metric from changing)

3e. Set Spacing - allows extra space between rows or repeats.
Horizontal (changes the spacing between repeats) or Vertical (changes the spacing between. Changes to the settings are displayed immediately, giving you a chance to visually audition your pattern selection. Not sure? Just click on another pattern, and CS swaps them for you.



Continue to audition the patterns and settings; the changes are dynamic.



4. Click OK when done (and accept the settings),
or Again (to duplicate, using your current settings)
or Cancel (to stop and remove the patterns from the CAD).

5. Manual adjustments can now be made, if needed.

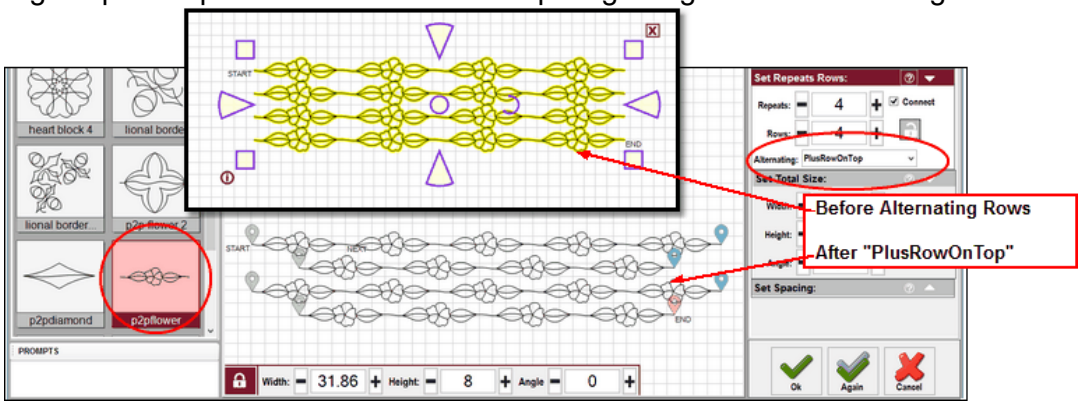
6. Select the Start_Quilting icon, to start the quilting process. How To Select? (To Select, tap the icon on the screen, or press the MODE button on the keypad until the icon is highlighted, then press SELECT.)

on Repeat Patterns Feature -feature video

More to do with Repeat Pattern -

1. Alternate Rows -

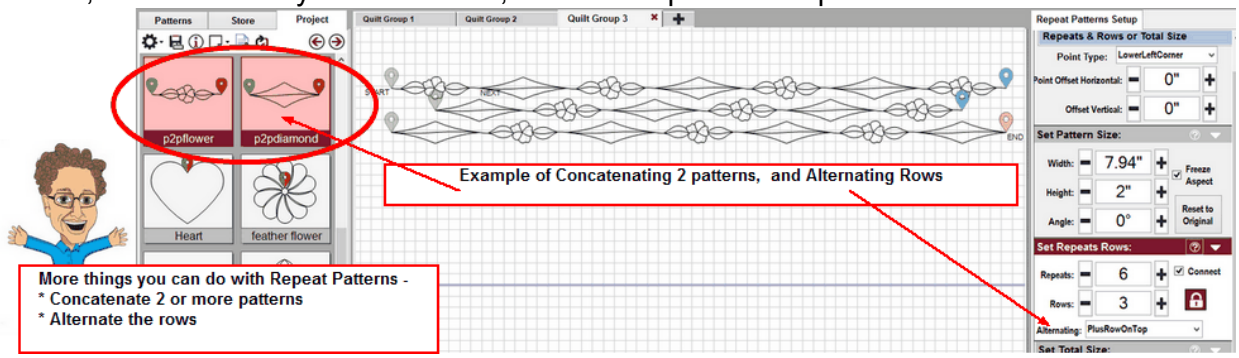
Staggering the pattern placement can make the quilting designs more interesting.



Alternating Rows in Repeat Patterns Preview

2. Concatenating Patterns

Another way to add interest is to use more than one pattern. Select the first pattern, then hold the control key down while selecting additional patterns. The patterns are placed on the CAD screen, in the order they were selected, and this sequence is repeated as needed.



Concatenating patterns works well when the patterns have similar sizes, densities and the start & end points are in the same relative position.

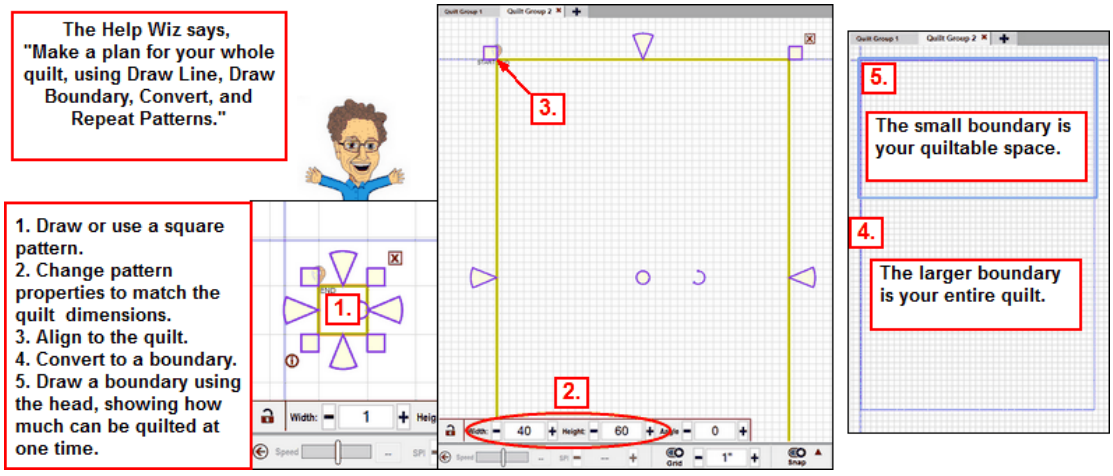
on Pattern Concatenation. feature video

3. Edge to Edge using Repeat Patterns. There are times when E2E automatic is too rigid, and you will want to plan and control an Edge-to-Edge process manually. The safest way to do this is to develop a master plan, which is a diagram showing the outline of the quilt, and showing the layout of the patterns.

Here is a suggestion for creating a master plan:

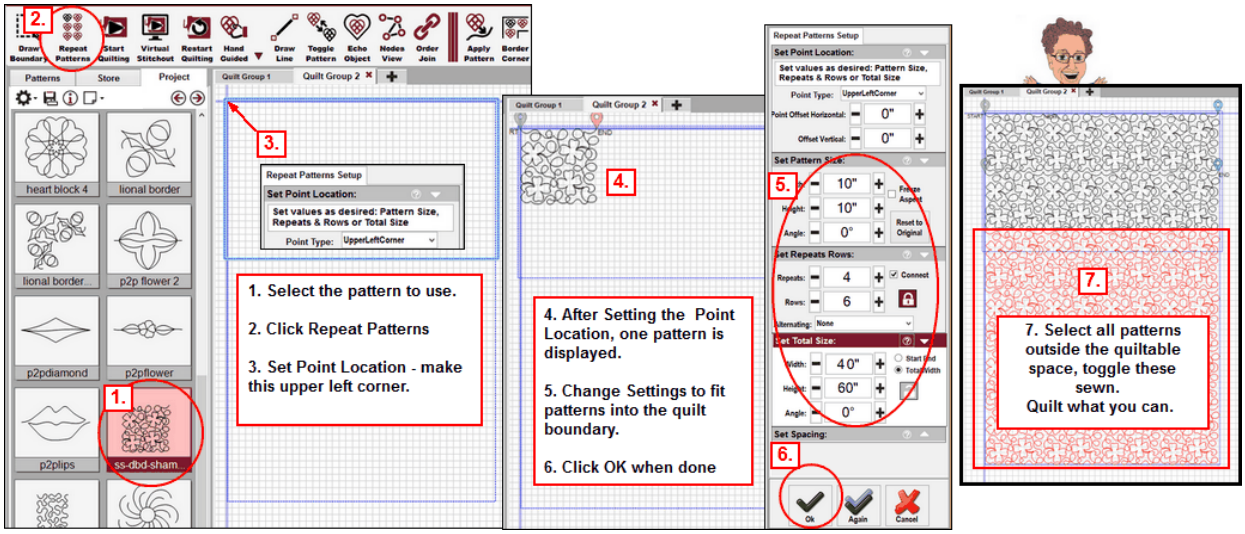
#1 Draw a square pattern using Draw Line, or choose the Geometric Square pattern.
#2 Change the pattern dimensions to match the quilt size.

#3 Position the Upper Left corner of the pattern to the Upper Left corner of the quilt.
#4 Convert the pattern to a boundary (represents the entire quilt).
#5 Draw a boundary around the quiltable space of the quilt.



When following these steps, turn on the Crosshairs, so you can be sure your diagram is aligned to the quilt. When identifying your quiltable space, use the UL and UR corners of your quilt top, and the LL and LR points along the belly bar.

Here is a suggestion for creating the layout using Repeat Patterns.
#1 Choose the pattern, modify the pattern properties as needed.
#2 Click Repeat Patterns Icon.
#3 Set the (Repeat Pattern) Point Location to Type = Upper Left Corner. #4 Click on the upper left corner of the quilt; one pattern is displayed.
#5 Change settings as needed to fill the space.
#6 Click OK when done.



The Repeat Pattern Settings display the changes dynamically so you can audition multiple patterns if needed. If you like what you see, click OK. To exit, click Cancel.

- Quilt one section at a time. Select all patterns that can't be quilted in the first section. Toggle these sewn.

- Quilt as much as possible. Before rolling the quilt, toggle the next row of patterns as 'unsewn.' This will be your first row of the next section.
- When ready, roll the quilt.

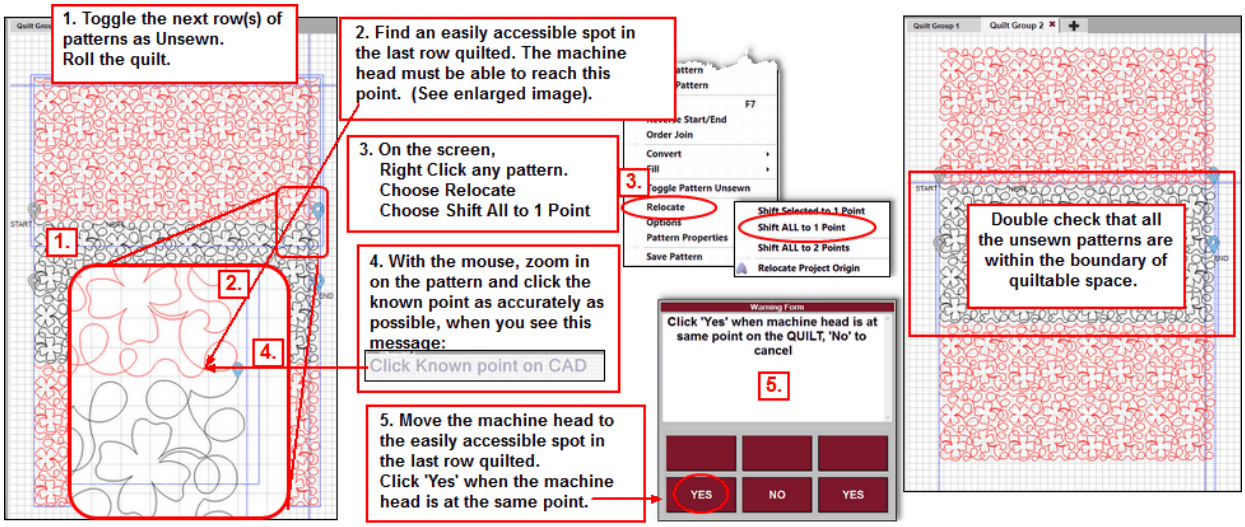
Repeat Patterns Edge-to-Edge Preview.

Repeat Patterns Edge-to-Edge feature video.

Repeat Pattern Relocate - will synchronize the screen images to the new quilt position. Here is a suggestion for realigning the quilt to the screen image, after rolling.

#1 Toggle the next row(s) as unsewn, .
#2 Find an easily accessible spot in the last row quilted. Choose a spot that is pointed or where the pattern crosses over itself. Curves are not good choices.
#3 On the screen, Right Click any pattern. Choose Relocate. Choose Shift All to 1 Point.
#4 With the mouse, Click on the (easily accessible) Known Point on CAD.
#5 Move the stitcher to this same point on the quilt. Click "YES".

All the patterns will shift up, but the boundaries don't, so the boundary around the quiltable space should still be accurate. Double check that the 'unsewn' patterns are all inside the boundary.



Continue to quilt, roll and relocate until the last section. Draw one more boundary along the bottom edge to check the alignment. Adjust the last rows if needed.

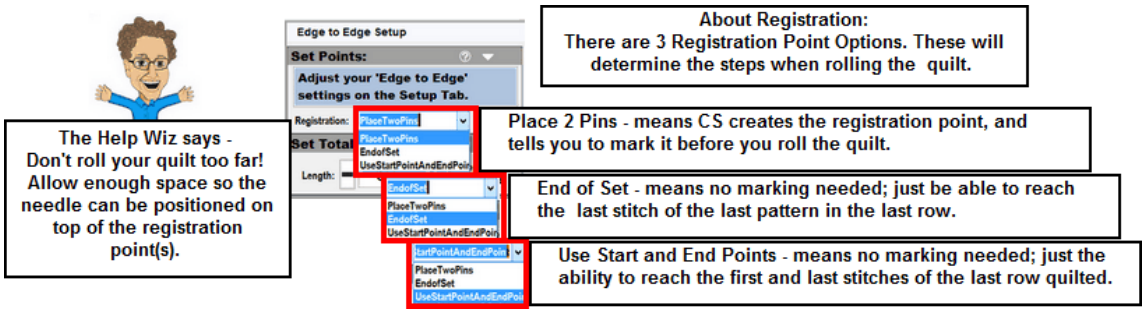
Repeat Patterns Relocate Preview.

Repeat Patterns Relocate feature video.

3.3 How to Stitch Edge-to-Edge

The Edge-to-Edge technique described here is considered 'automatic'.
CS creates a new quilt group, controls most of the details, and limits what you can do by 'graying out' the icons. E2E Automatic consists of two sequences; E2E Setup (where quilt dimensions, pattern sizes and other metrics are chosen) and Roll Quilt (the process of synchronizing the screen image to the new position of the quilt top) .

Registration points are needed for CS to maintain the overall layout while stitching a section at a time. Edge to Edge 'automatic' has three different methods for marking registration points, which are:



The most commonly used method is End of Set, which is described here.

Feature: Edge to Edge

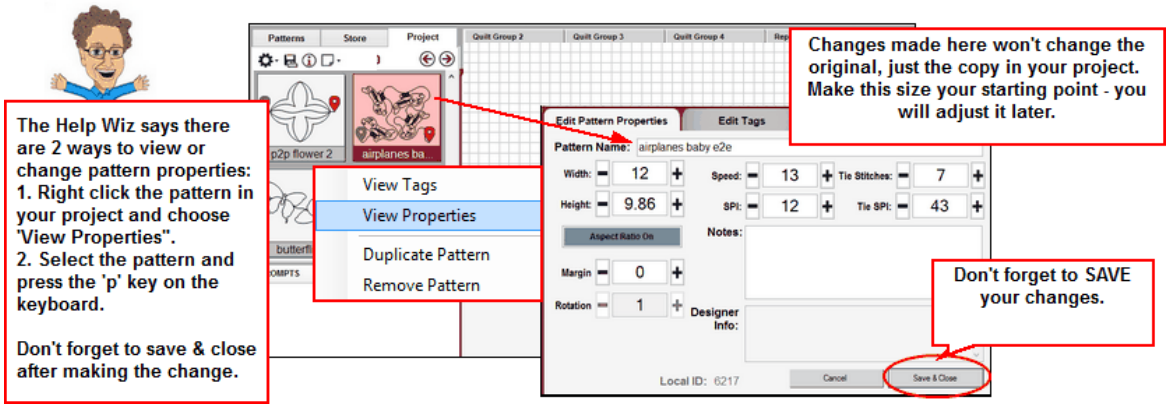
& Roll Quilt

, using "End Of Set"

This method works best when the startpoint and endpoint of the E2E pattern is along the bottom edge, not the top. If the selected pattern doesn't comply, CS will prompt you to choose the Place Two Pins method.

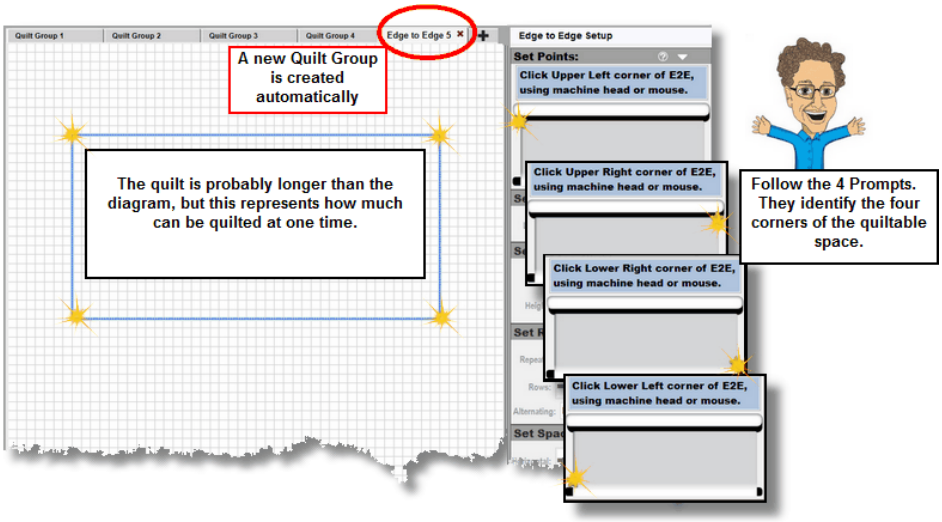
Steps to follow:

1. Select an E2E pattern (the pattern's start and endpoints are on the same horizontal line) from the project. Change the pattern properties to get the desired density.

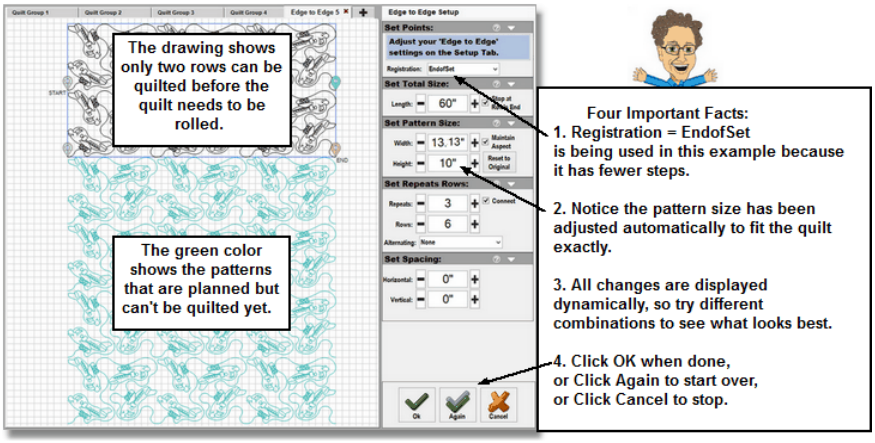


2. Click on Edge-to-Edge icon.

CS creates a new quilt group automatically. Follow the prompts, referring to the directional drawing in the Setup section on the right of the screen.

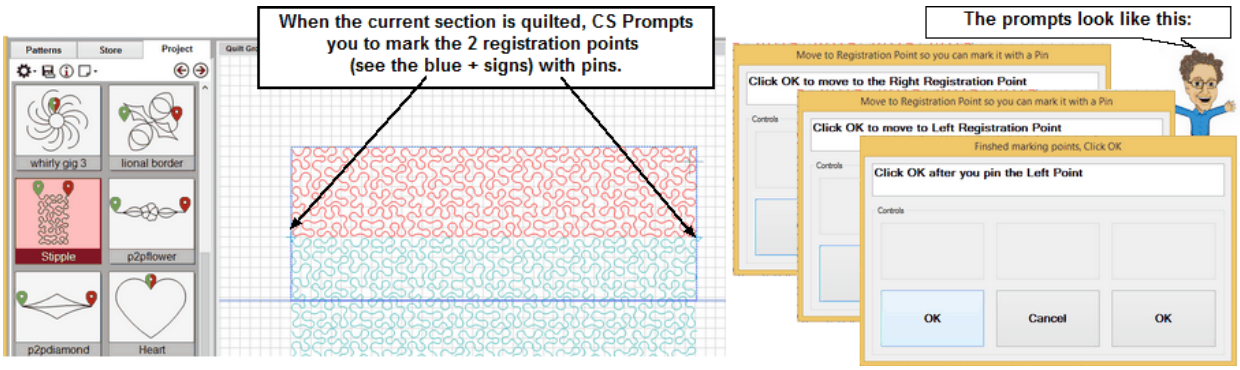


3. Enter the Quilt Length in the Setup section, "Total Size".



4. Quilt all the rows in this section. How to Start Quilting? 26

When using the End-of-Set method, CS doesn't give further prompts until the quilt is advanced (see below).
When using 'Use Start and End points' CS doesn't give further prompts yet either.
When using 'Place 2 Pins' method, CS does display instructions on the screen for placing 2 pins which mark the Left and Right registration points, as shown here:



CS will instruct you to mark the two registration points with a pin. When this is done, it is safe to roll the quilt. Don't roll it too far. Always be sure the stitcher can reach both pin locations. If the

patterns are nested, additional space will be required. After rolling the quilt, the prompts will ask you to identify the left and right registration points (explained below).

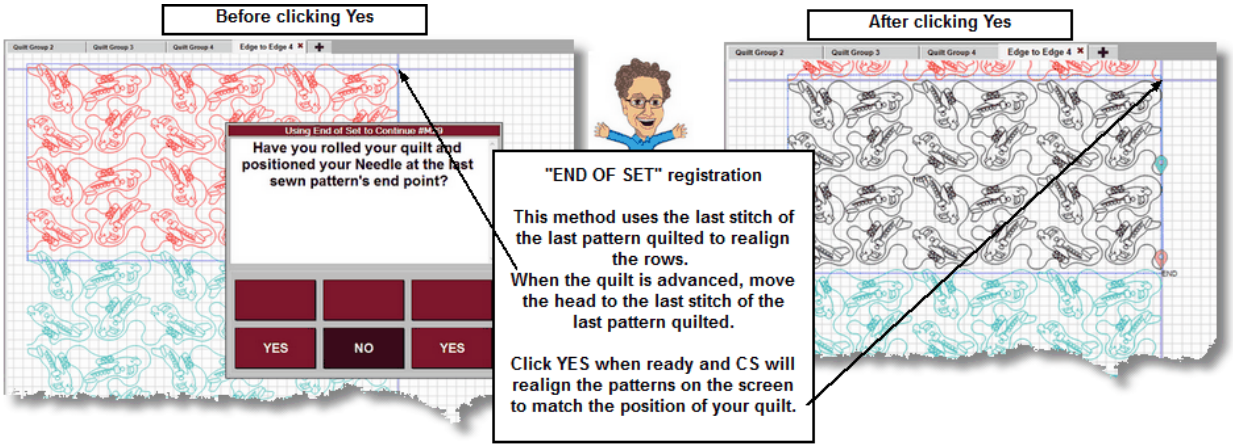
Feature: (E2E) Roll Quilt

, using "End of Set".

These are the steps for advancing the quilt, using the End of Set Registration:

1. Click on Roll Quilt icon**.**

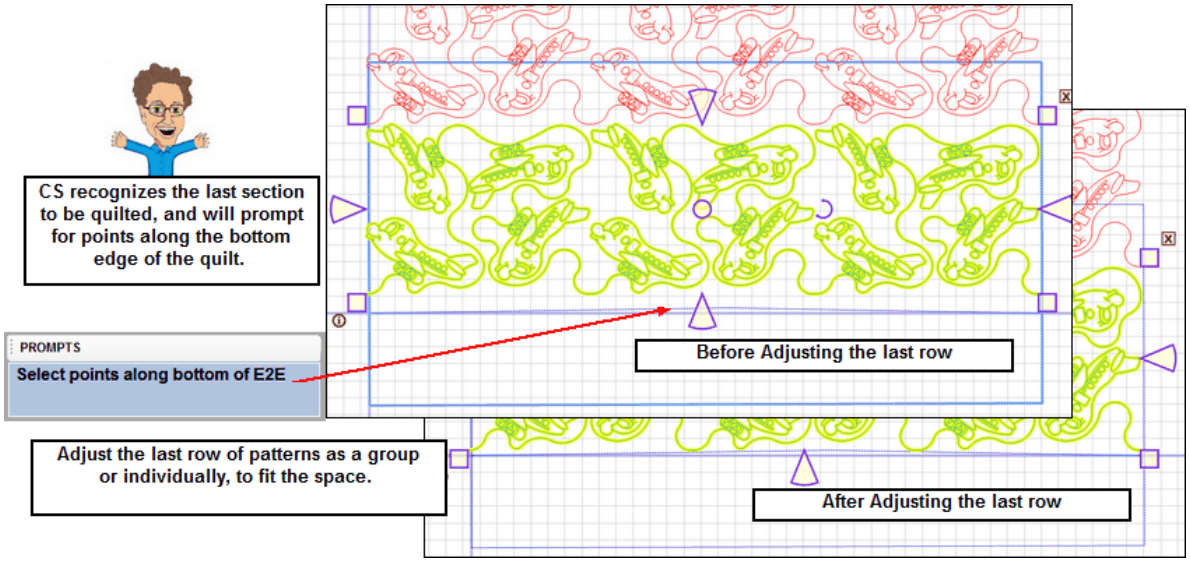
CS will confirm that you have rolled the quilt and positioned the needle at the last sewn pattern's end point. If you have not done this, do it now. When ready, click Yes.



After clicking OK, the screen image changes, shifting the patterns up to synchronize with the machine' needle position. The pattern color is important:

- Patterns that are red - are sewn already.
- Patterns that are black - are ready to be sewn.
- Patterns that are teal green - are part of the plan, but can't yet be sewn.

Continue to stitch each row, and roll the quilt as needed until the last section of the quilt.



The last sections always have an additional prompt; "Select points along bottom of E2E." This will create a boundary line on the screen, showing the very end of the quilt. Use as many 'clicks' as need to follow the edge closely. Once this is done, the unquilted patterns on the screen can

be resized to fit inside the bottom-edge boundary. Alternatively, if resizing the patterns would distort the design, Use Trim 63 or Fill 58 to remove the excess pattern sections.

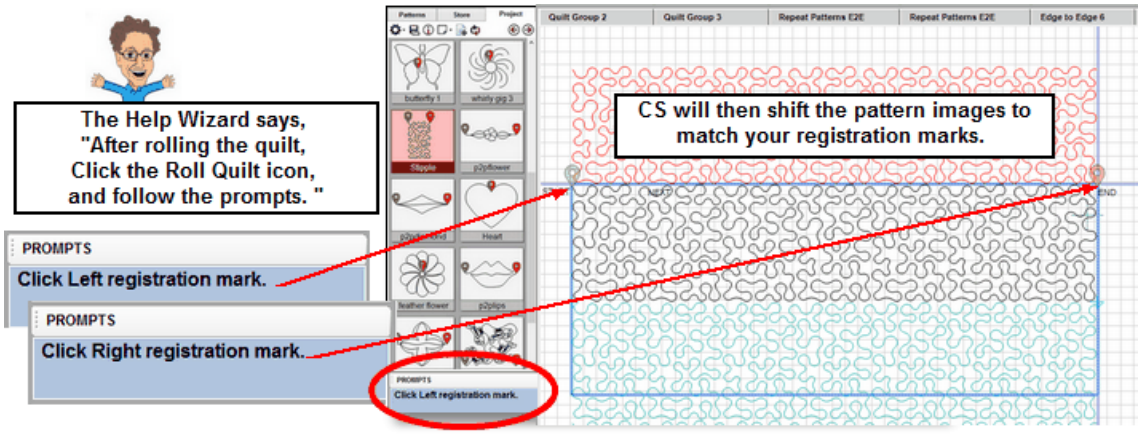
E2E Automatic, using End Of Set Registration Feature.

Feature: (E2E) Roll the Quilt

, using "Place 2 Pins".

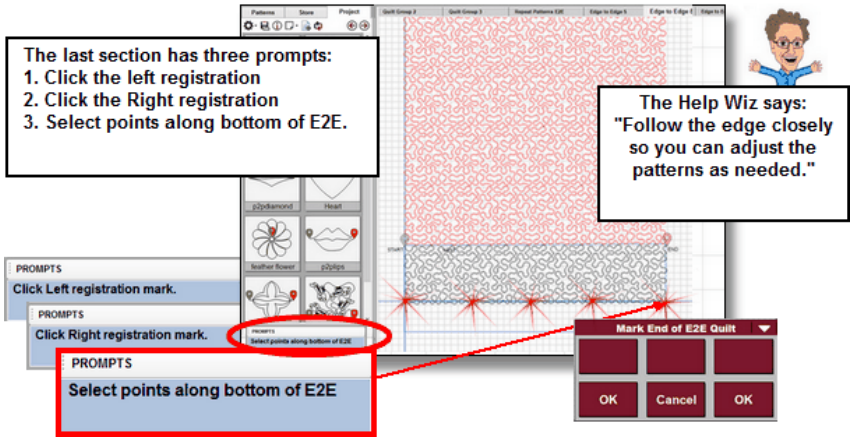
This method varies a little because it prompts for 2 registration points.

1. Click on Roll Quilt icon.

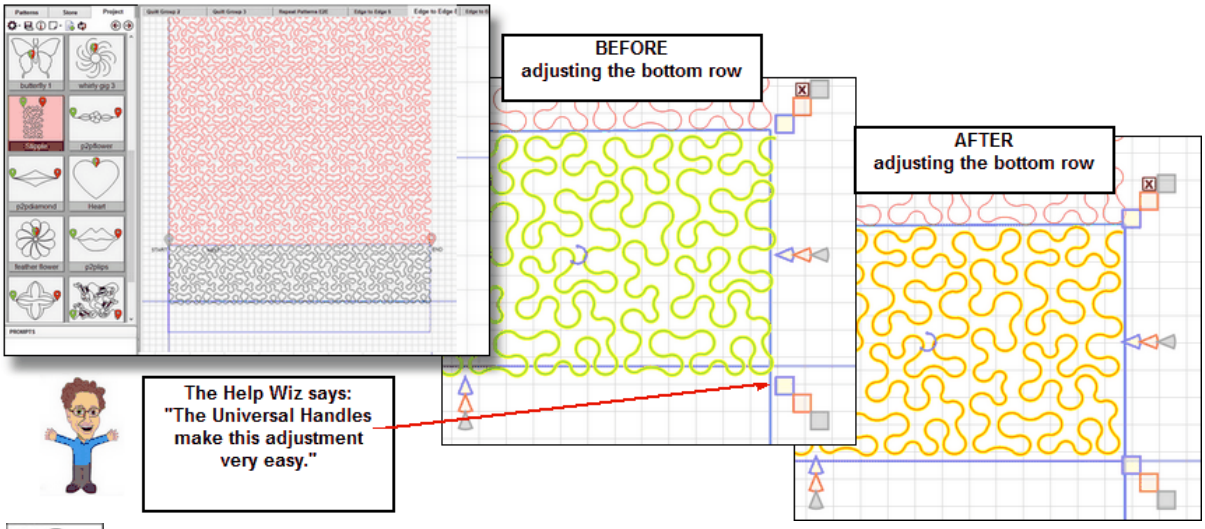


Continue to stitch the quilt, one section at a time.

2. The last section will have special prompts.



3. Adjust the bottom row as needed, then finish quilting the last section.



E2E Automatic, using Place 2 Pins Registration Feature.

Edge-to-Edge using Start point and End point

Feature: Edge to Edge

& Roll Quilt

, using "Start point and End point"

This process is similar to the 'Place 2 Pins' but it uses the Start point and End points as the two reference points. It does check that the Start point and End point of the E2E pattern are along the bottom edge, not the top. If the selected pattern doesn't comply, CS will prompt you to choose the Place 2 Pins method.

Follow the steps for "Feature: Edge to Edge & Roll Quilt, using - Place 2 Pins". Quilt as many rows as possible.

(E2E) Roll the Quilt

, using Start Point and End Point.

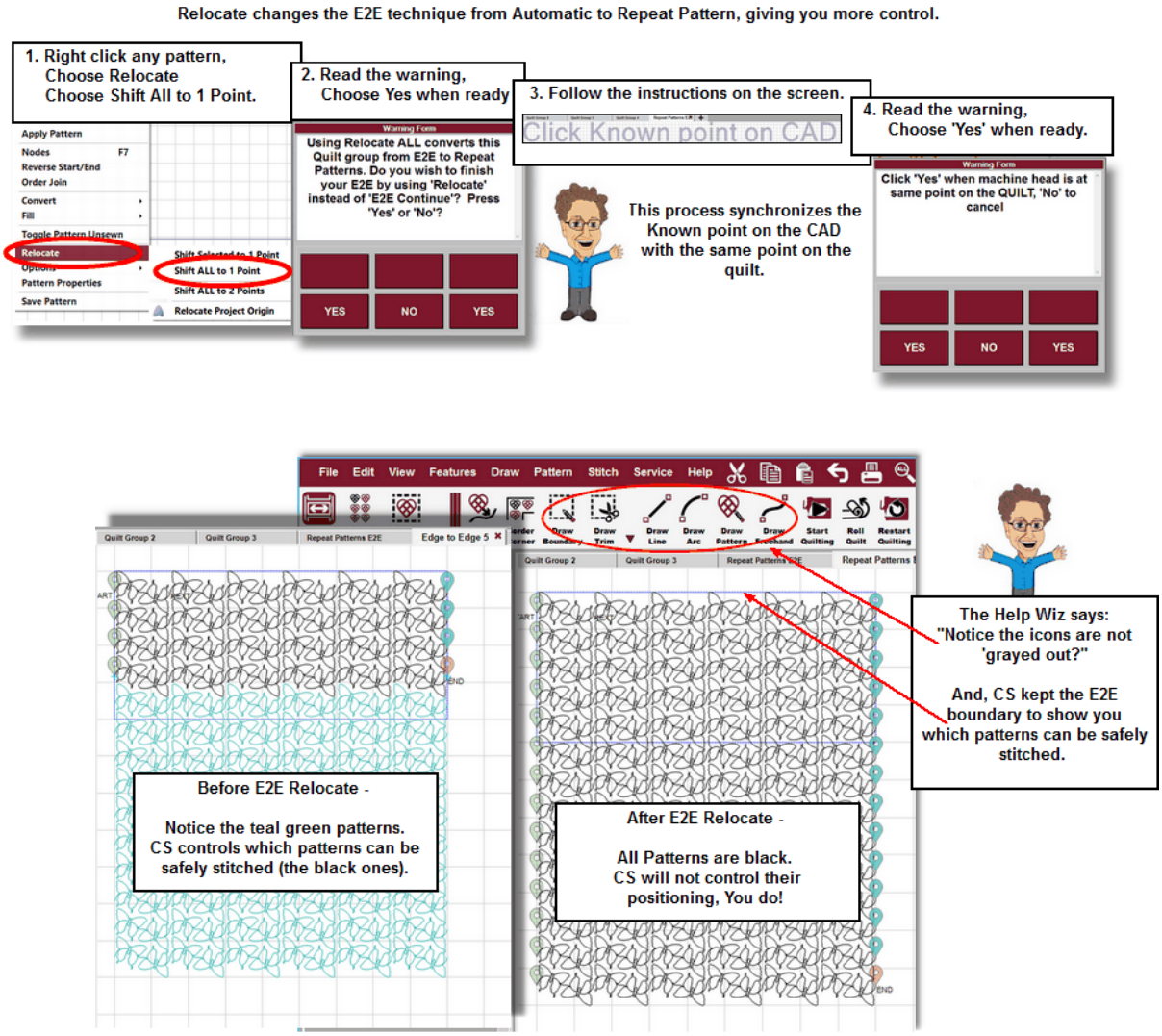
When ready, roll the quilt and click on Roll Quilt icon. CS will prompt for the Left registration mark (the Start point of the last row sewn) and the Right registration mark (the End point of the last row sewn). After identifying these points, CS will shift the pattern images up, to match your registration marks. Continue to quilt each row until the section is complete. Repeat this (roll quilt) step until the last section.

The last sections always have an additional prompt; "Select points along bottom of E2E". This will create a boundary line on the screen, showing the very end of the quilt. Use as many 'clicks' as need to follow the edge closely. Once this is done, the unquilted patterns on the screen can be resized to fit inside the bottom-edge boundary. Alternatively, if resizing the patterns would distort the design, Use Trim 63 or Fill 58 pattern to remove the excess sections.

on E2E Automatic using Start point and Endpoint , Preview

Switching from E2E Automatic to E2E Repeat Pattern.

There is another technique for Edge-to-Edge quilting, using the Repeat Pattern Feature, where CS does not control the details, you do. You can choose to switch from E2E Automatic to E2E Repeat Patterns in the middle of the project, just by using the Relocate feature. Once relocate finishes, E2E no longer controls the 'Roll Quilt' process. Using the Relocate feature for any reason will force an Automatic E2E to convert to a Repeat Pattern E2E.



For patterns outside the boundary, it is wise to select the group and "Toggle Group Sewn". This helps prevent the machine from hitting the belly bar. Each time you roll the quilt, you will need to use "Relocate" again, to synchronize the screen with the quilt. You will also need to change the sewing status of the patterns in the boundary.

E2E Switch from Automatic to Repeat Pattern Preview

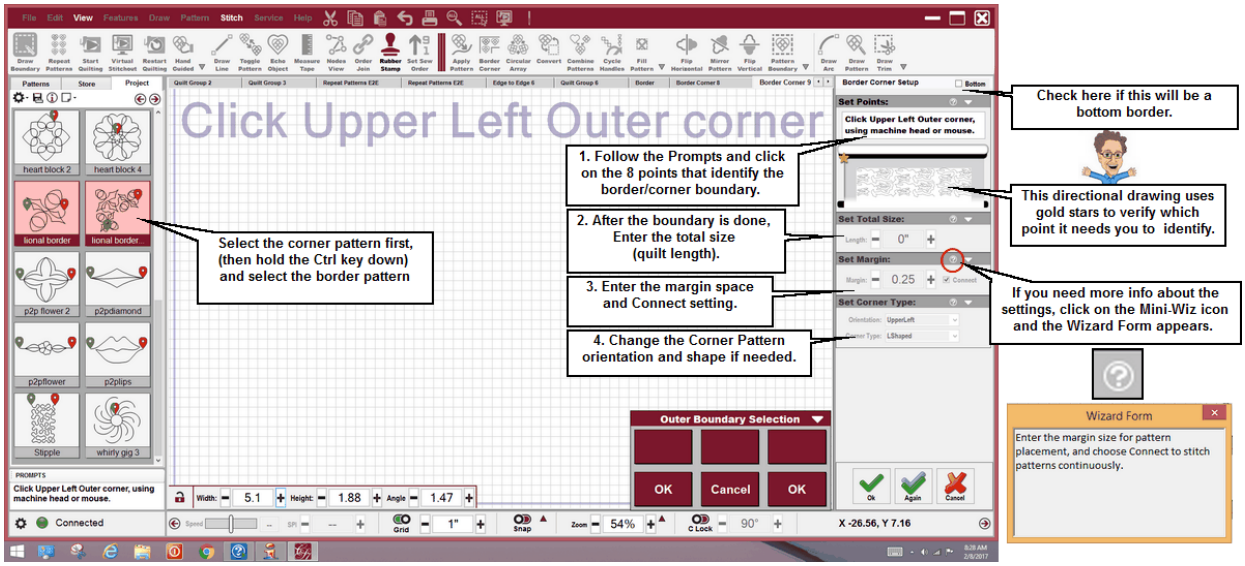
3.4 How to Stitch Borders

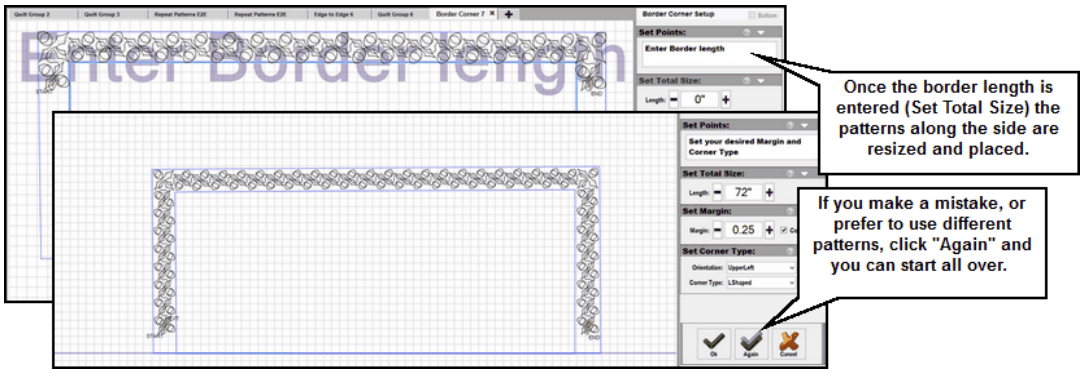
There are two types of patterns that are designed specifically (the end of one pattern connects precisely with the beginning of the other) for borders: Borders (repeat patterns that have relatively straight upper and lower edges - not deeply nested) and Corners (a pattern designed to wrap around a 90 degree angle, connecting the border patterns). This technique will resize the border and corner patterns to fit the space and connected them so they stitch in one continuous path. CS will create a new quilt group and control the details during setup.

Feature: Border Corner

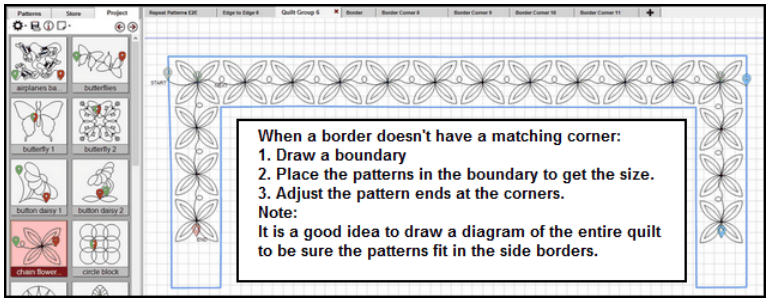
Steps to follow:

1. Select both patterns. First, select the corner pattern then hold the control key down while selecting the border pattern. If only one pattern is selected, CS assumes it is the corner pattern, and places it accordingly.
2. Click on Border Corner icon.
3. Border Corner Setup variables and choices appear on the right.
   Follow the prompts to identify the boundary around the border area and enter the length of the quilt.





Not all border patterns have a matching corner. If this is the case, use the Repeat Pattern Feature within the border boundary to place patterns. Adjust the patterns in the corners as needed.

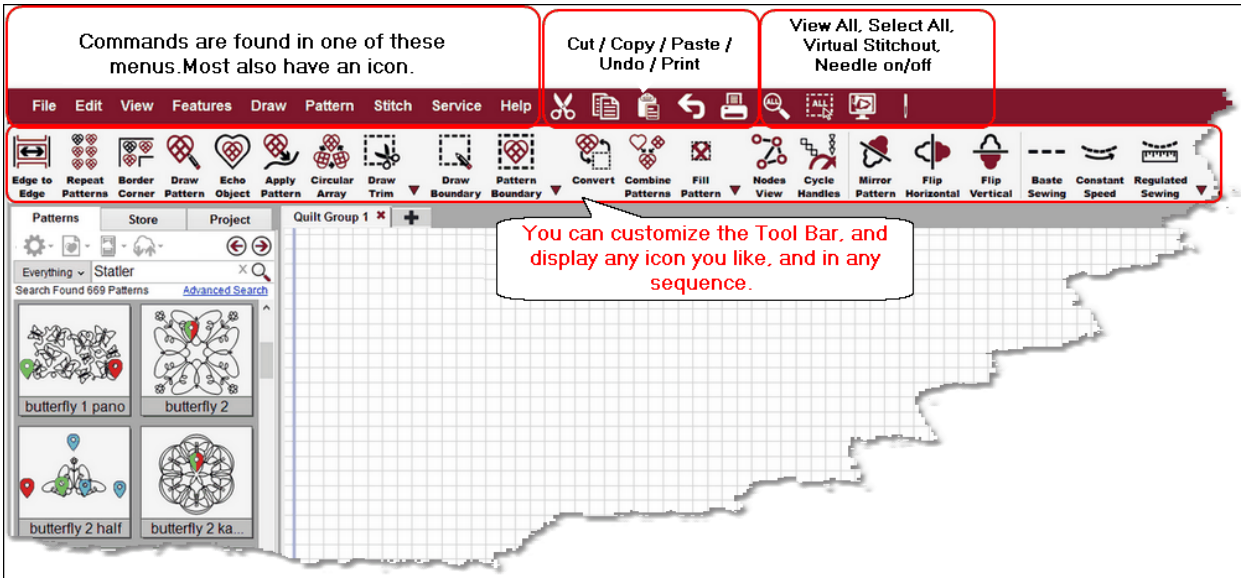


Border Corner Feature feature

4.0 Command Bar Details

4

The top line of the screen is the Command Bar, also known as a menu strip.
Many of the commands have a unique icon, some have keyboard shortcuts and some are accessible using the Right Click menu. Regardless of how the commands are initiated, the screen will display prompts to guide you through the process.

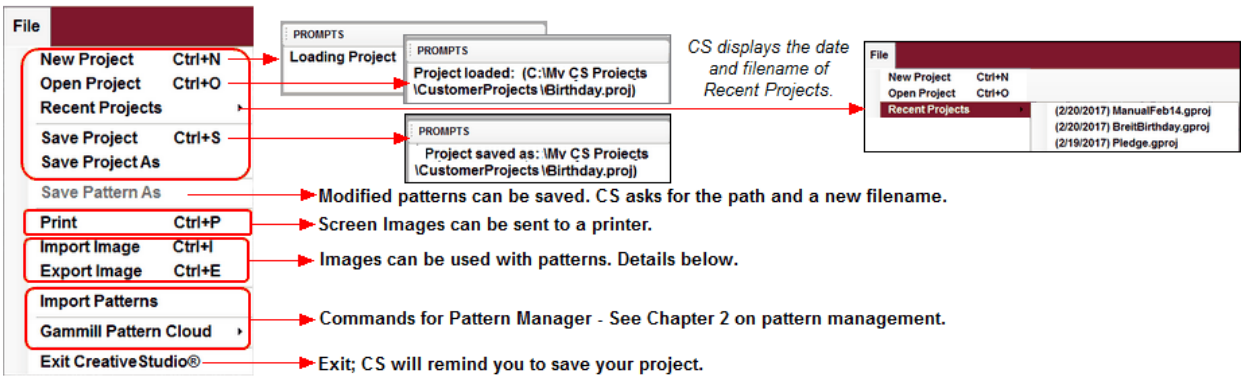


4.1 File Commands

File commands control the handling of various types of files.

- Project files contain all the information needed to plan and stitch a quilt.
- Pattern files contain the information needed to guide the stitcher when stitching the patterns.
- Print files and Image files are convenient ways to share ideas.

Here is an overview of the File commands.



File Commands, Preview of the Icons included

New Project - Will refresh the screen and wait for you to choose (or create) some patterns.

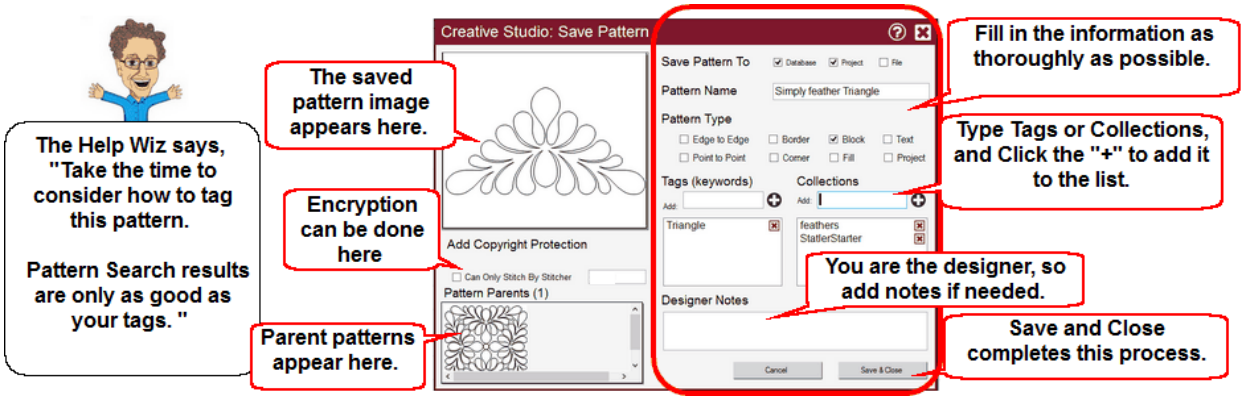
Open Project - Will present the file dialog box, (titled "Select Stitcher Project File to Open" so you can navigate to the project you need to use. These are standard PC menus. Find the project you need, highlight it, and click "Open" button.

Recent Projects - Another dialog box appears, showing the names and dates of the most recently used projects.

Save Project - Notice the PROMPTS box; it contains the file name, and the path used to save this file. If the path is lengthy, you may have to expand the size of the Prompts box, dragging the top edge up.

Save Project As - When the current project has no filename, or if a second copy of the project is desired, the Save Project As option allows the current project to be saved with a new name. A dialog box, (titled "Save As") appears so you can find the location where you want to save this new file. These are standard PC menus, so navigating should be easy. Find the location you need, type in a new file name, and click the "Save" button.

Save Pattern As - Newly created patterns can be saved for future use. Highlight the new pattern and choose "File\Save Pattern As." An image of the new pattern is displayed. Any pattern that was used to create this new image will be shown in the Parent Pattern section. If the parent pattern was encrypted, the new pattern will be encrypted also, to the same number. If the parent was not encrypted, the new pattern can still be encrypted if desired.



Patterns can be saved to your own collection (database) to the current project, and to a file. If the File option is chosen, CS will present the dialog boxes so you can navigate to the destination folder and assign a filename. These are standard pc functions.

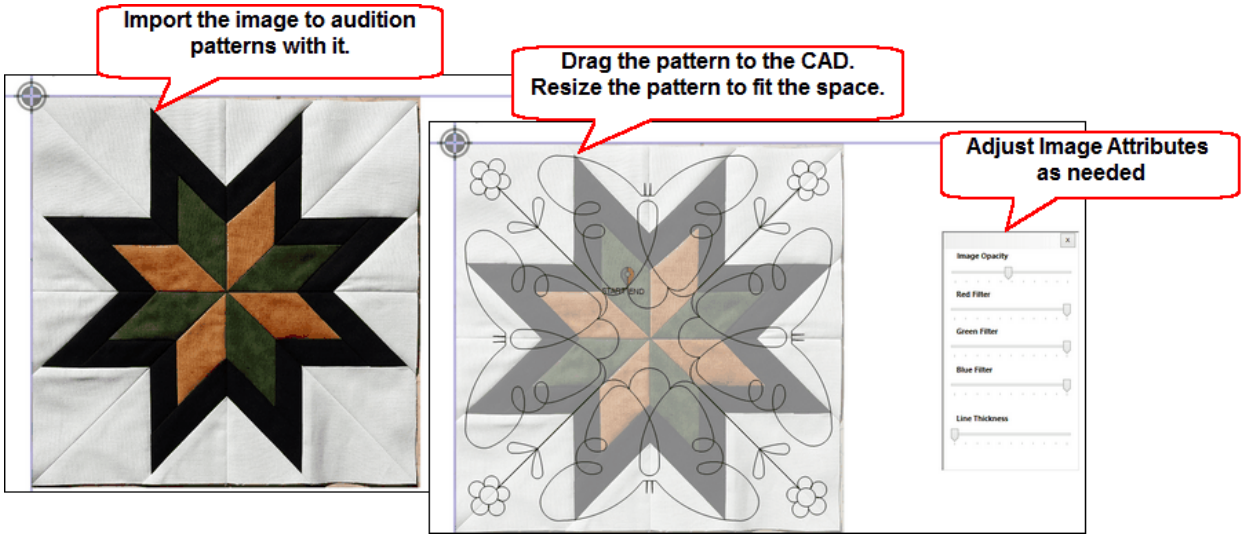
The pattern name is required, and the pattern type is highly recommended. Designer notes are optional. Tags (keywords) or Collections must be typed individually, and click the "+" sign each time, to add that tag to the list. Click the "X" to remove the tag or collection. These entries will become searchable tags.

Save Pattern As, feature video

Print - This is a screen print, showing the image as it appears on the CAD.

Import Image - To import, click or tap on the command File, and choose Import Image. CS provides some images in C:\StatlerStitcher\Images. This file contains images of numerous quilt blocks for you to use, but you could also take a photo of your quilt block and import it. You can also navigate to any other computer location to find your images. Select an image by double clicking it, or clicking the "Open" button. CS creates a Design Group (a special type of quilt group, for auditioning images) for each imported image. Photos can't be

resized after importing them but the image characteristics (color filters and opacity) can be modified enough to allow patterns to be auditioned easily.



After importing, Right click in an open space in the Preview area to find the Image Attributes feature.

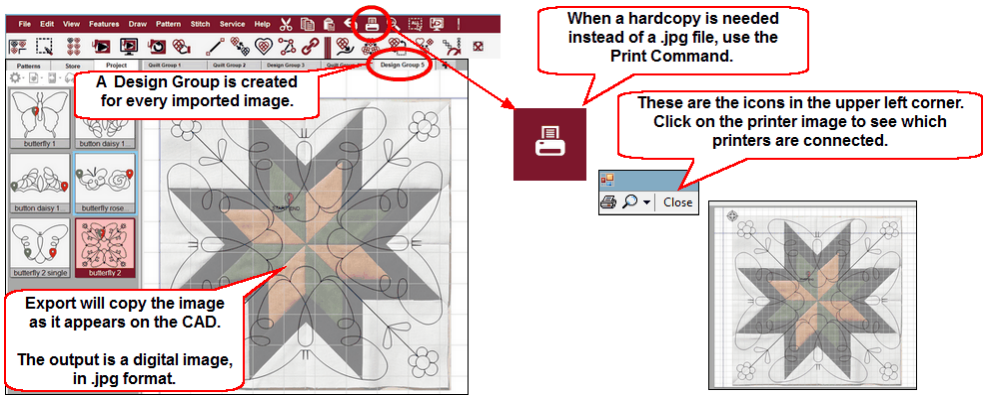
Image Opacity will tone down bright, high contrast fabrics.
Color filters will reduce the intensity of that color.

Line thickness(refers to the patterns, not the image) sometimes needs to be increased so the block and design can be matched more easily.

CS only allows one image on the design group at a time, so choose several patterns, audition them one at a time.

Importing Images, feature.

Export Image - When an image is exported, a screen print of the CAD area is taken, so adjust the zoom perspective to fill the space first. This allows you to see the details and not include empty white space. When you have the right perspective, it is possible to print immediately using the Print command, or export the image to get a digital copy of it.

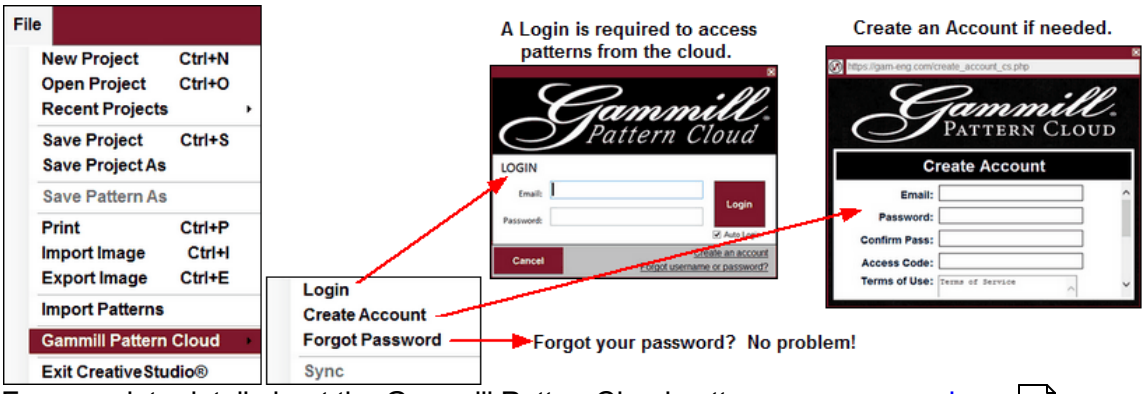


To export an image, click or tap on the command File, and then choose Export Image. Navigate to the desired file destination and choose 'Save.'

Exporting Images, feature

Import Patterns - This choice will start the Import Patterns routine. To learn more about the Pattern Manager, Go Here 10

Gammill Pattern Cloud - Will initiate the connection with the Pattern Cloud.

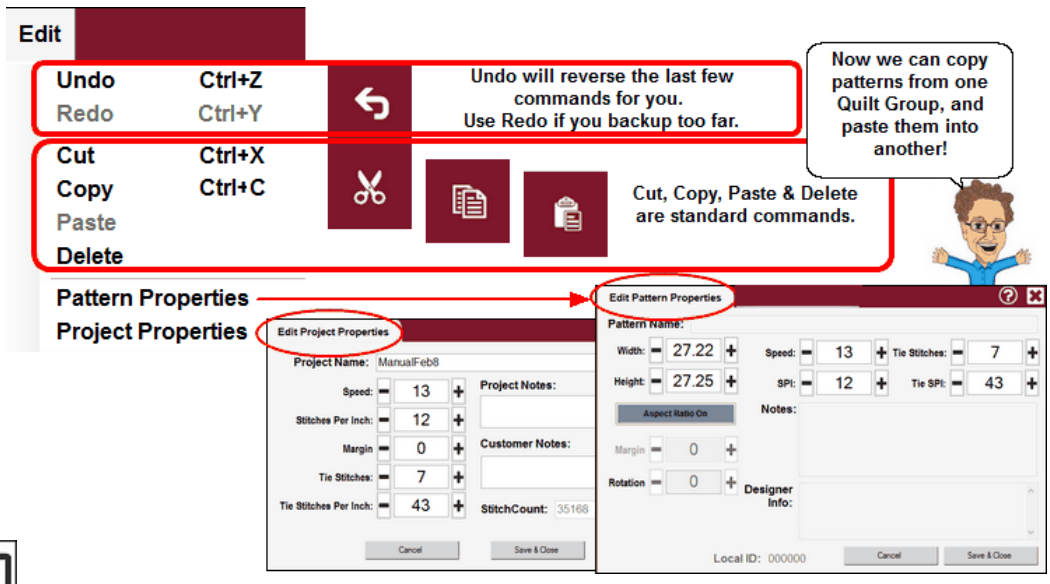


For complete detail about the Gammill PatternCloud pattern manager, go here. 10

Exit CreativeStudio® - Will close the system. CS will know if the project was updated since the last save, and will issue a warning if needed.

4.2 Edit Commands

Edit commands have become almost universal. CS uses these standards whenever possible, but has included a couple extras commands for editing pattern and project details that are unique to CS.



Edit Commands, Preview of the Icons included

4.0 Command Bar Details

4

Undo - Will help us when we make a mistake, but it is also useful when trying different iterations of style, space and size. Undo recognizes changes made to objects on the CAD screen, but not changes made to numeric values in project or pattern properties. (Keyboard shortcut is Ctrl+Z).

Redo - Will reverse the most recent 'Undo'. (Keyboard shortcut is Ctrl+Y).

Cut - Will remove the selected object from the CAD, but there is still a copy of it being retained (clipboard) so it can be pasted somewhere else. (Keyboard shortcut is Ctrl+X).

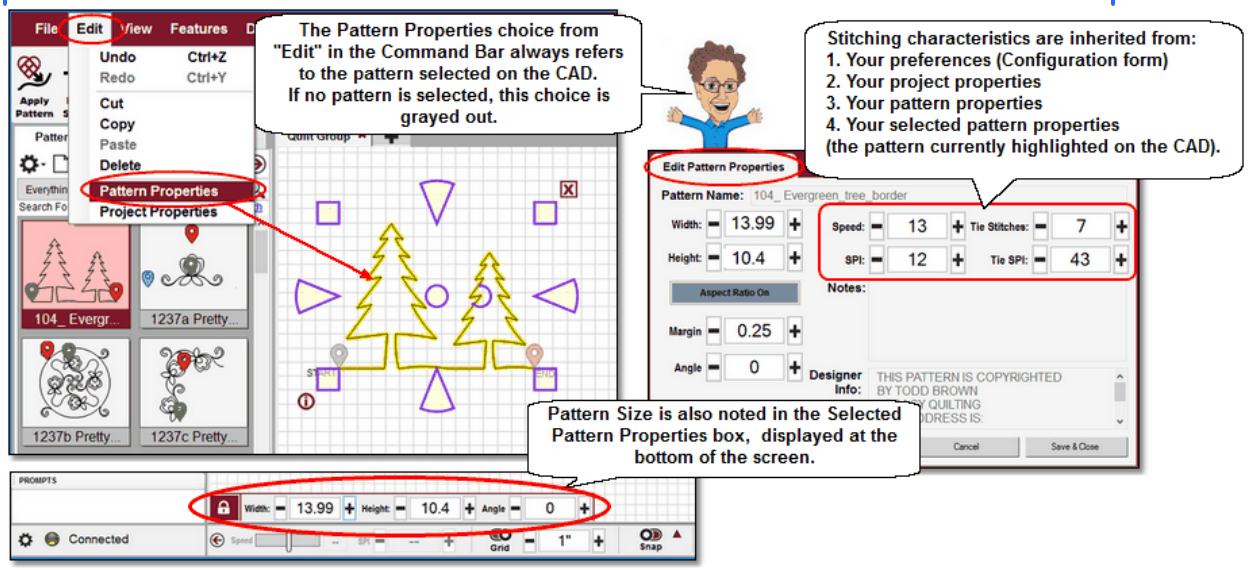
Copy - Will make a copy of the selected object, ready to paste it elsewhere as needed. CS now allows images to be copied from one quilt group, and pasted into another quilt group, or even into another project. (Keyboard shortcut is Ctrl+C).

Paste - Will function like Rubber Stamp, which allows the cut (or copied) objects to be positioned and placed multiple times if needed. If multiple patterns were selected (with cut or copy) the pasted version will have combined them into one pattern. When 'paste' is initiated, the cut (or copied) patterns appear to be attached to the mouse pointer. Move the pointer (and patterns) to the desired location and left click to place them. Repeat as often as needed. When done, right click to end the paste process. (Keyboard shortcut is Ctrl+V).

Delete - Will delete the selected object. (Keyboard shortcut is the Delete key).

Pattern Properties - The selected pattern (highlighted on the CAD screen) has various metrics describing its shape and how it will be stitched. (Keyboard shortcut is the letter P).

Note: Patterns also have descriptive tags (meta data) which can be updated, but only when using the "View Pattern Properties" choice from the Patterns Tab. These tags are used when using the "Search" function to find a particular pattern.



Pattern Properties Preview

Project Properties - Project Properties refer to the stitching characteristics for this project. They are inherited settings, beginning with the System Preferences (as noted on the Controller Definition), which are passed on to the Project. All patterns chosen for the project are given these same settings, but they can be overridden.

Changes are not retroactive so they will affect only the patterns selected and placed after the change is made.

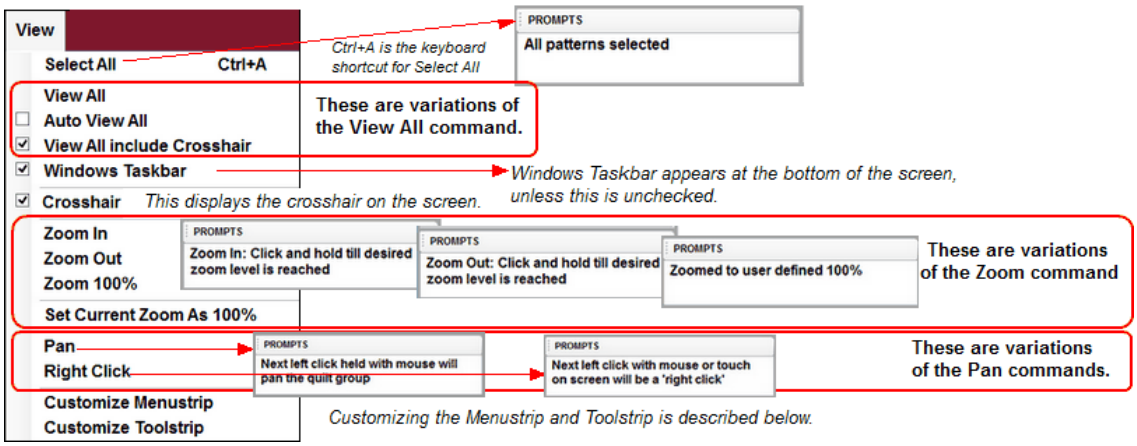
Project Properties Preview

4.3 View Commands

View commands control the way you view your screen, and the way you interact with it. CS is designed to work on different computers and monitors, with touch screen controls, mouse control, or both, so choose the methods that work for you. People who work with a mouse device normally don't use these commands but do create custom toolstrips and menustrips.

4.0 Command Bar Details

Each of the View commands has PROMPTS, that describe the command.



View Commands, Preview of the Icons included

Select All - Will select (Highlight) all the patterns in the quilt group.

View All - Changes the Zoom perspective so all patterns in the current quilt group are visible.

Auto View All - Automatically changes the zoom perspective to include all patterns when performing key features. Unchecking this gives the quilter more control of the perspective.

View All Include crosshair - Will change the zoom perspective to include all patterns and the crosshair location.

Windows Taskbar - Shows (or hides) the taskbar at the bottom of the screen.

View Crosshair - The location of the stitcher is shown, using two light blue lines (H & V).

Zoom In - Enlarge the image; the same thing as rolling the mouse wheel forward.

Zoom Out - Reduce the image size; the same as rolling the wheel backward.

Zoom 100% - adjusts the zoom perspective, to match the size set as 100%.

Set Current Zoom as 100% - This command allows calibration of the gridlines on the screen. Zoom in or out to attain the correct size then choose "Set Current Zoom as 100%".

Pan - The Pan command will allow the screen to be moved in all directions, without changing the Zoom perspective.

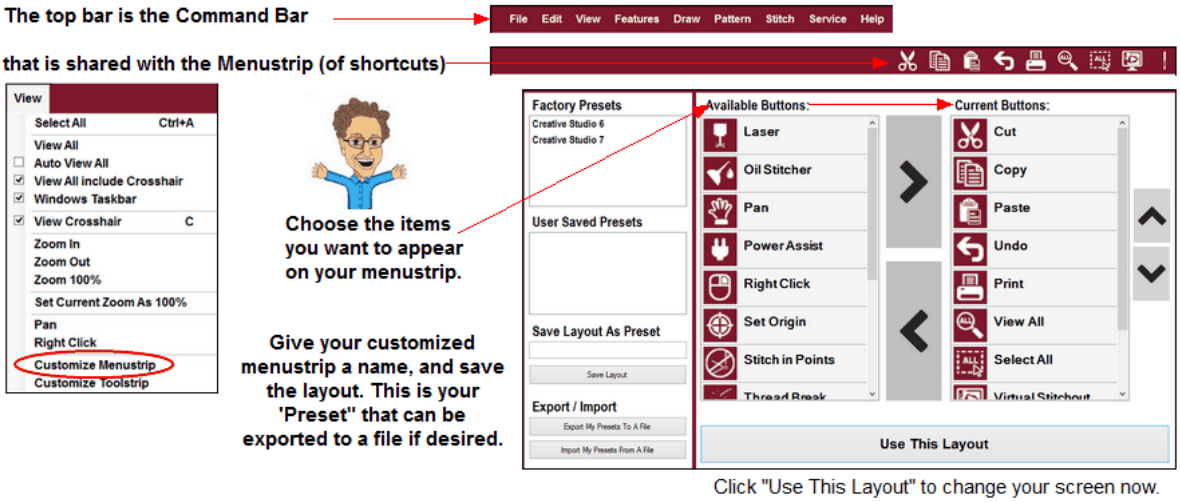
4.0 Command Bar Details

4

Right Click -

Many of the CS features are found by right clicking an object. When a touchscreen monitor is being used and there is no mouse device, CS needs to have an alternative method of initiating the right click of an object. Click this icon first, then the object, and the Right Click Options appear.

Customize Menustrip - The menustrip is at the top of the screen, to the right of the Command menu choices. These icons are shortcuts for pattern manipulation (EX: cut/copy/ paste/print). The icons can be rearranged as needed. Command Bar menus can not be moved.



Click "Use This Layout" to change your screen now.

When Customize Menustrip is selected, a dialog box appears that allows icons to be included / excluded / rearranged. It allows the new layout to be saved as a preset, and exported if desired.

- Available Buttons - (on the left side) is a complete list of all available icons / shortcuts.
- Current Buttons - (on the right side) is a list of icons selected to be displayed.

Icons can be dragged from one list to the other by holding the left mouse button down and dragging the icon. Or, use the > and < buttons to choose or remove icons, and the up/down arrows to change the order. When done, the layout can be used as is, it can be named and saved, and it can be exported to a 'preset' file. Export will save all of the presets in one file.

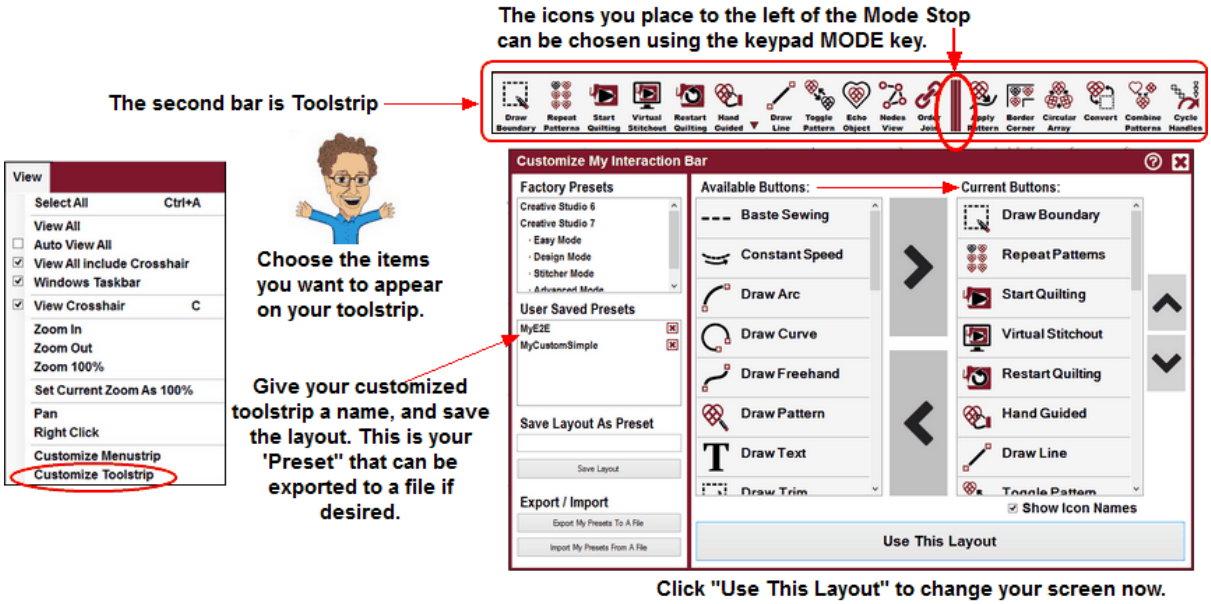
Customize Menustrip feature video

Customize Toolstrip - The toolstrip is below the menustrip, and it contains icons for quilting functions. Like the menustrip, not all icons need to be selected/displayed, and the position of the icons can be changed as needed.
When Customize Toolstrip is selected, a dialog box appears that allows icons to be included / excluded / rearranged. It allows the new layout to be saved as a preset, and exported if desired.

- Available Buttons - (on the left side) is a complete list of all available icons / shortcuts.
- Current Buttons - (on the right side) is a list of icons selected to be displayed.

Icons can be dragged from one list to the other by holding the left mouse button down and dragging the icon. Or, use the > and < buttons to choose or remove icons, and the up/down arrows to change the order. When done, the layout can be used as is, it can be named and saved, and it can be exported to a 'preset' file.

4.0 Command Bar Details



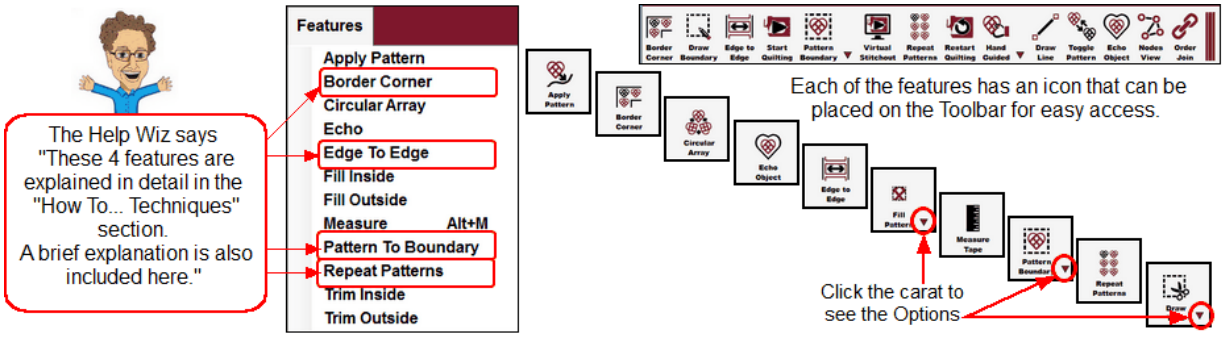
There is a special icon, called Mode Stop . It splits the Toolstrip into 2 sections; All icons to the left of the Mode Stop can be accessed using the mode button on the keypad, and the icons to the right of the Mode Stop can't. Pressing the mode button will cycle through only the icons to the left of this icon.

Consider creating a toolstrip that has only the icons needed for a particular technique. Some quilting icons are always needed (like Start Quilting) and some are reserved for particular techniques (like Edge to Edge). Give the toolstrip a descriptive name and save it so it can be used again. The ability to create customized toolstrips for a particular technique saves time and effort.

Customize Toolstrip, feature video

4.4 Feature Commands

Features are processes designed to place patterns on the screen, and modify them to fit the quilt.



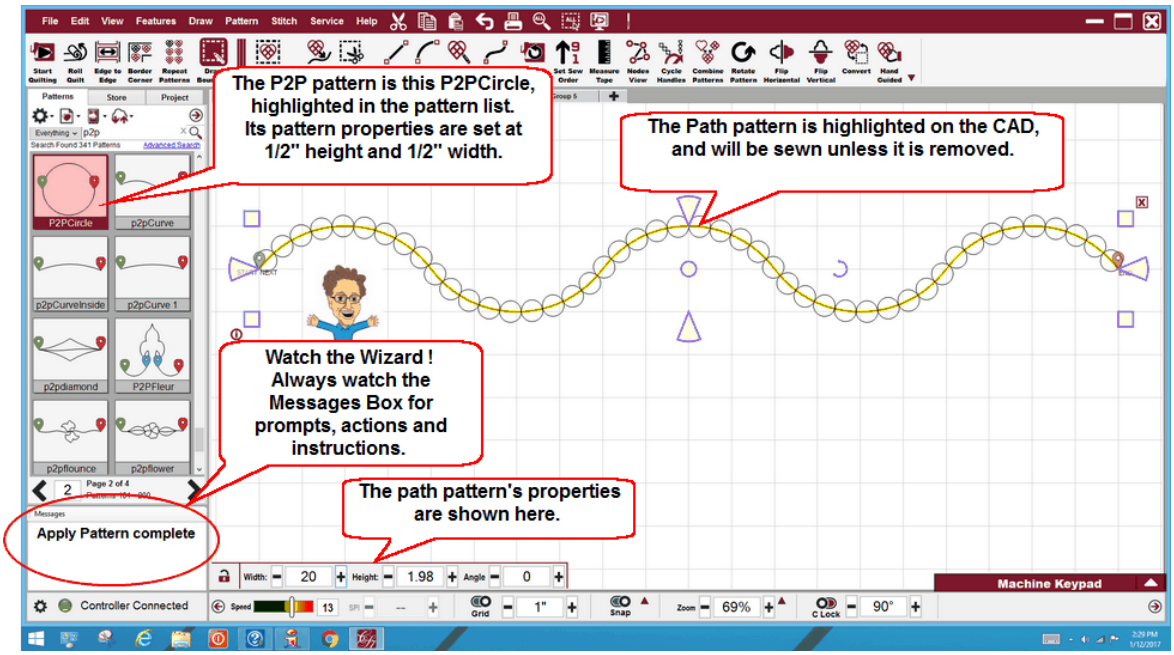
Pattern placement is very important and these features enable patterns to be modified to fit the quilting spaces precisely. Several icons have options (as indicated by the small arrow next to the icon) incorporated into the icon. Click the carat to display the options.

4.0 Command Bar Details

Feature Commands, Preview of the Icons included

Apply Pattern

is a feature that uses one pattern as a path, and a second pattern as a repeated design that will be stitched along that path. Choose a 'path pattern' that is simple and choose a 'P2P' pattern for the repeated design.

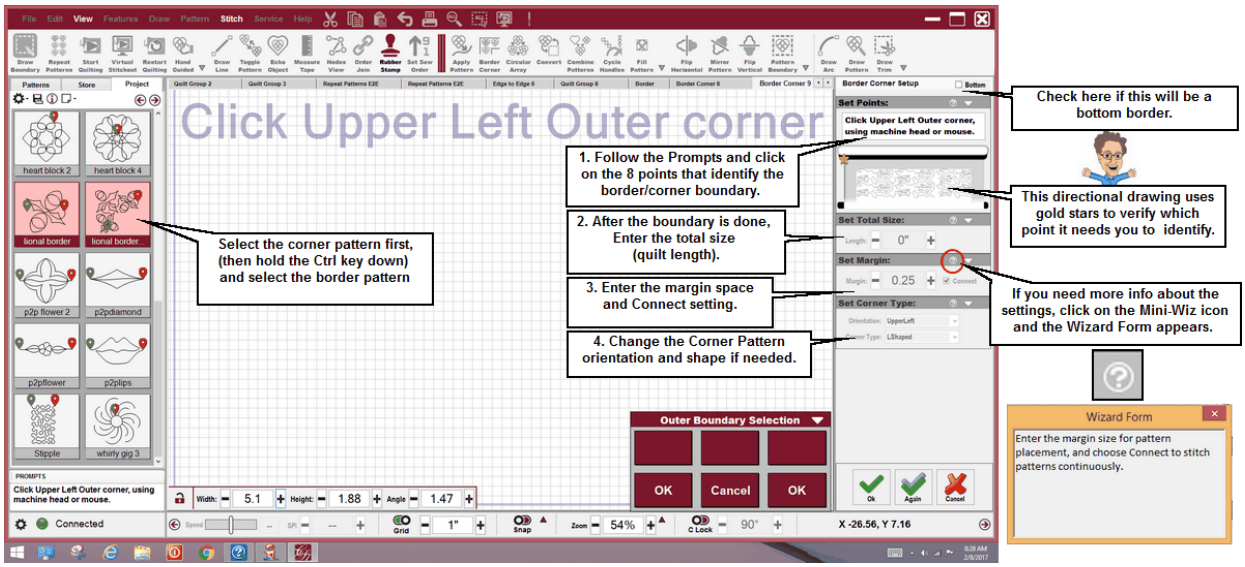


Steps:
1. Resize the patterns as needed.
2. Highlight the P2P pattern (in the pattern list) in the Pattern or Project Tab.
3. Highlight the Path pattern (on the CAD) on the CAD screen.
4. Choose Apply Pattern (using the icon, right click list or the command).

Apply Feature, feature.

Border Corner

feature is a comprehensive method for placing and resizing patterns to fit the border and corners precisely. Complete instructions are provided in the "How to" section 44; an overview is given below.

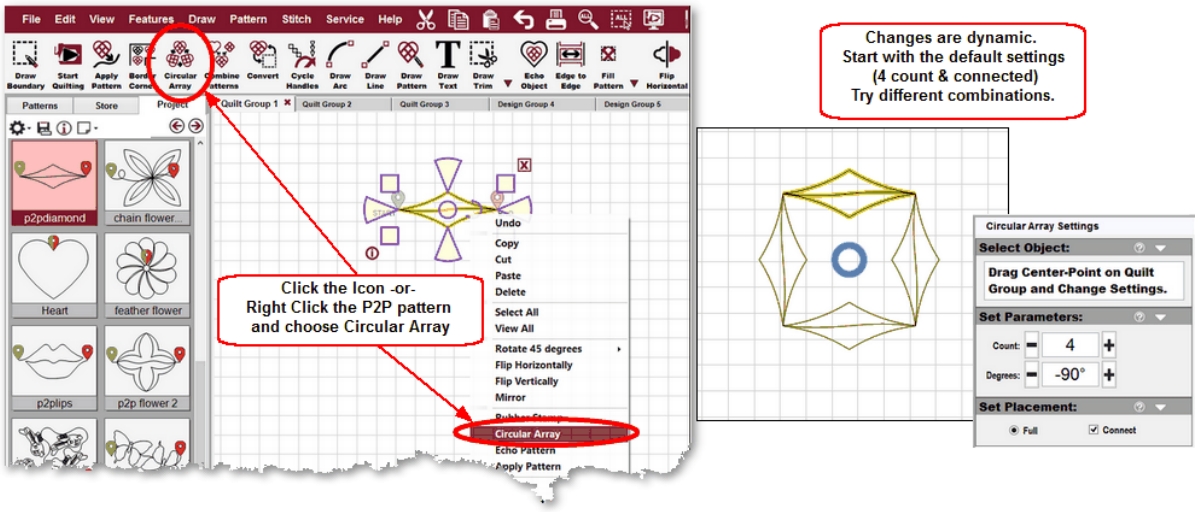


- There are three iterations of this Border/Corner (BC) process:
  1. Select just the corner pattern, then choose BC. CS will resize and place two corners only.
  2. Select the corner pattern first, then the border, and choose BC. CS will resize and place the corners and the border patterns that connect them.
  3. Select the corner pattern first, then the border, choose BC and provide the Total Quilt Size. CS will resize and place two corners, the border patterns between them, and the side borders if they fit.
- CS creates a new Quilt Group for this feature, and will prompt for points that define the space.
- CS uses a directional drawing to clearly indicate which points are needed.
- Provide the info required in the Setup section, and click OK when done.

Border Corner Preview.

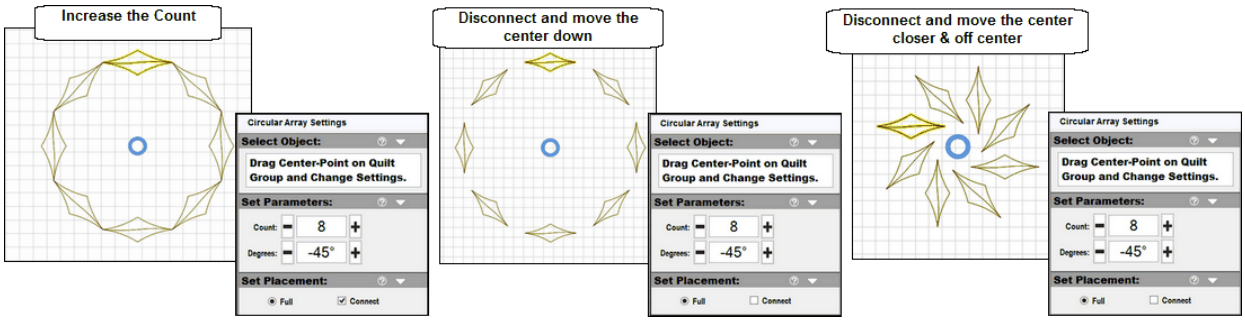
Circular Array

uses one pattern to make a completely different composite pattern. It begins with a single design then repeats and rotates it for a completely different look. CS only needs to know which pattern to use and how many repeats are needed.



Begin by moving the pattern onto the CAD.
* Click the pattern to select it.
* Right click the pattern and choose Circular Array or tap the Circular Array Icon.
* Change the parameters (Count, Degrees, Full, Connect) as needed.
* Drag the centerpoint to see different pattern combinations & layouts.

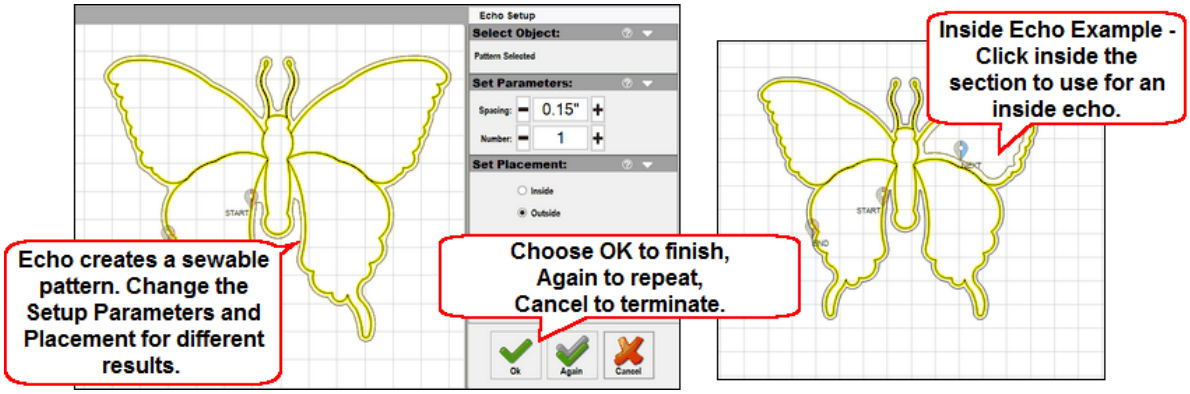
Here are some examples of results.



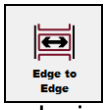
Circular Array Feature, feature

Echo creates a new stitchable pattern around the selected original pattern. The distance between the object and the echo is variable, as are the number of copies. Echo only works on one object at a time, so if you need to echo multiple connecting patterns, combine them first. An example would be combining the patterns in a border section to echo them as one unit. Echos can also be done inside a pattern section. When a pattern is selected for an inside echo, be sure to click INSIDE the section to get the echo.

New to CS7 is the ability to echo boundaries or trims!

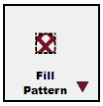


Echo feature.

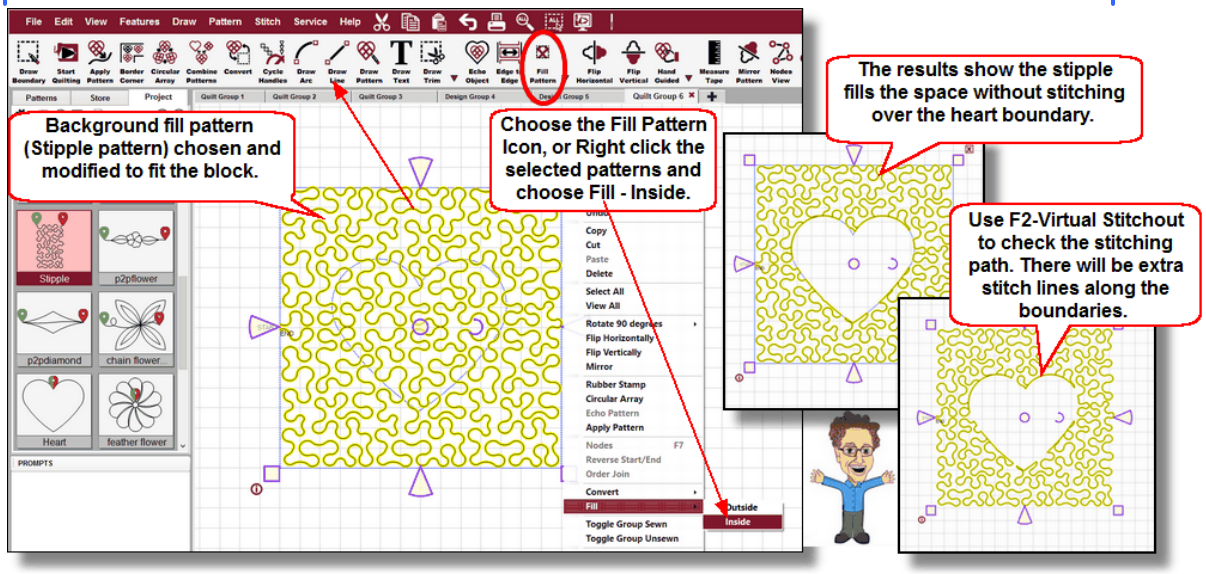
Edge-to-Edge 

initiates the pattern selection, sizing, positioning, and the first row(s) of quilting, when a design is to be stitched across the entire quilt, from edge to edge.
The E2E function will prompt for the first boundary (which is the first section to be quilted) and the total quilt length. It uses these dimensions to suggest the number of rows and repeats needed to complete the quilting. Modifications are easy, and CS will adjust the counts (rows and repeats) and the pattern proportion (pattern length and height) if needed to fit the total quilt. There are three different ways to define the registration points; the choice depends on the pattern design and personal preference. **Detailed instructions are provided in the "How to"** **section** 37

Edge to Edge Preview.

Fill Inside and Fill Outside 

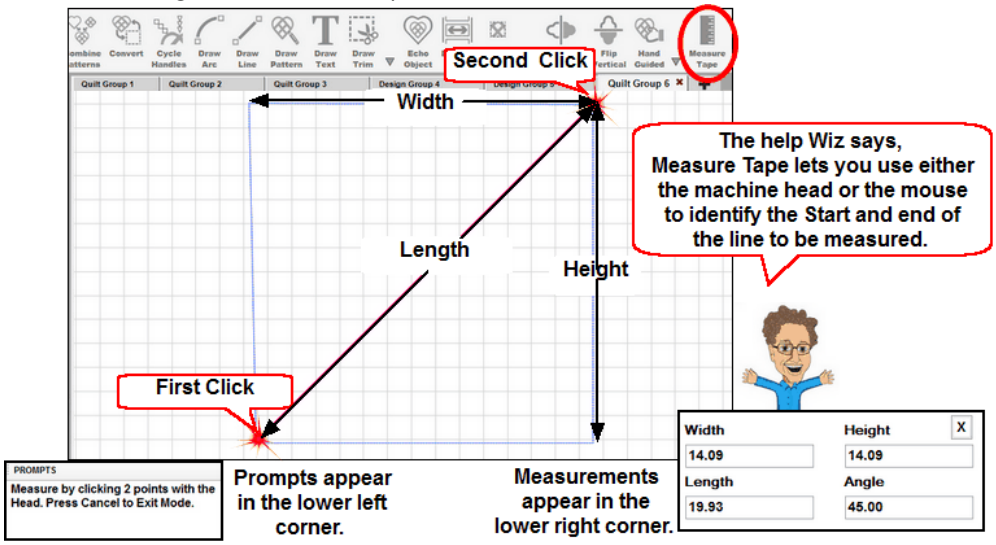
modify an existing pattern, by using only the section of the pattern that exists between two boundaries. It also automatically sets the sewing status as 'unsewn'. Background fill patterns are good candidates for this feature, where one boundary is the outer edge of a block, and the other boundary surrounds the detail that will not be stitched on, like an appliqué.



Fill Inside/Outside feature

Measure

The measure function will help obtain exact measurements for the quilt area you choose. It uses the sewing head or the mouse (on the CAD) to identify two points; the beginning and ending point of a line. Based on this line, CS displays the measurement of the absolute height, absolute width, the actual length (which is the diagonal) and it gives the angle (number of degrees of rotation) of the defined line.



Measure, feature

Pattern to Boundary

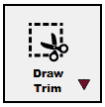
- This icon will move the selected pattern into the selected boundary. The pattern is resized to fit the boundary space. There are two methods for resizing the pattern.

- **Standard** is used when the boundary shape resembles the pattern shape. For instance, when both are square, the pattern is resized to fit the boundary but the pattern image is not changed significantly because they have the same basic shape.
- **Stretch** is used when the shapes are different. For instance, moving a square pattern into a parallelogram will stretch the pattern to fit the boundary.
- Orient Baseline is another option, regardless of which resizing method is chosen; It will rotate the pattern if needed so the bottom edge is parallel with the baseline (which is the line defined by the first 2 clicks of the boundary).

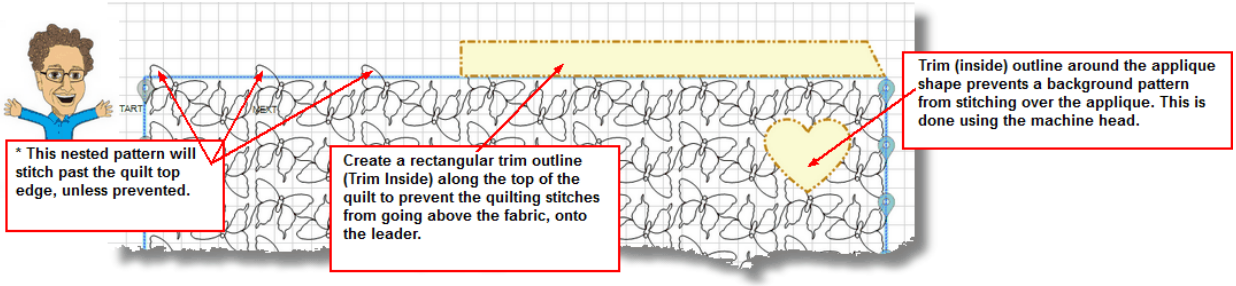
Go here 32 to learn more about Pattern-to-Boundary.

Repeat Patterns

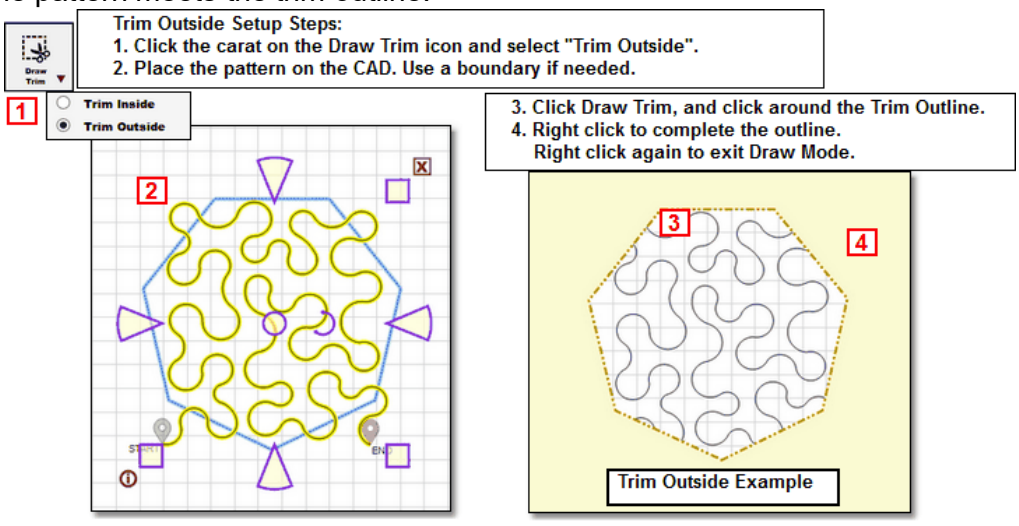
will move a series of patterns (any type) into the preview area. It does not require a boundary but usually a boundary is helpful when placing multiple patterns. It is very similar to the Edge-to-edge feature but more flexible especially with multiple patterns. Complete instructions are provided in the "How to" section. Go here to learn more about Repeat Patterns. 33

Trim Inside & Trim Outside - 

The Draw Trim functions use TRIM Outlines to define a space, and mask it. If "Trim Inside" has been selected, the pattern does not stitch in the masked area. If "Trim Outside" has been selected, the pattern only stitches in the masked area.



In this 'Trim Inside' example the rectangular Trim prevents the top row of patterns from stitching past the top edge of the quilt. Similarly, an appliqué shape can be protected using a trim outline (as shown below with the heart shape). There will be tieoffs or jump stitches every place the pattern meets the trim outline.

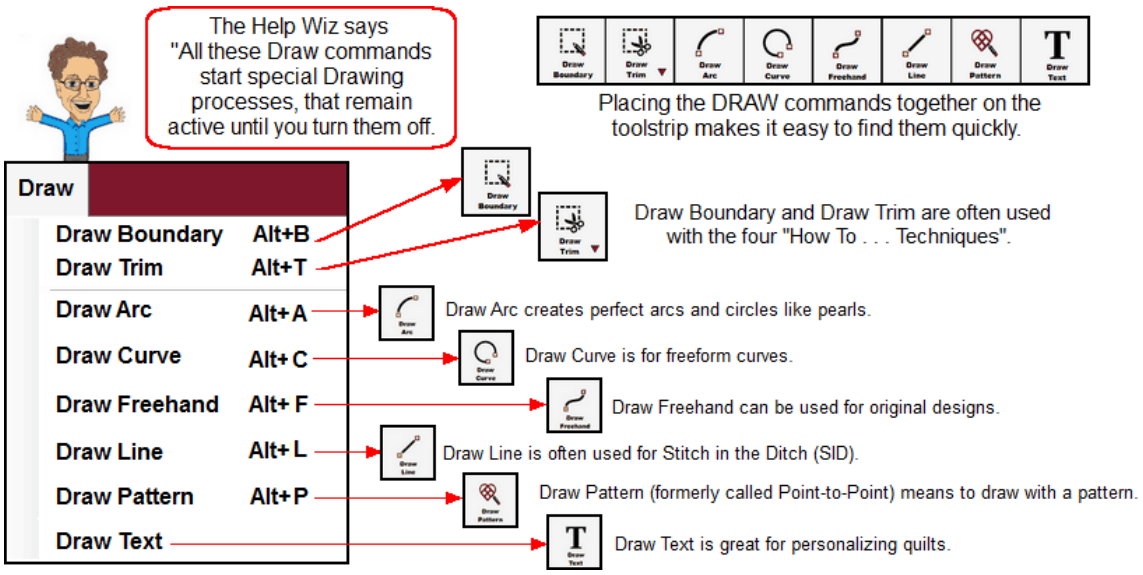


In this 'Trim Outside' example the meander design is contained inside the Trim outline. No other patterns are allowed on the CAD for this quilt group. To learn more about drawing trims, Go Here 63.

on Draw Trim Preview.

4.5 Draw Commands

Draw commands initiate a process.
The result of the drawing process is one or more boundary shapes or stitchable patterns displayed on the screen. The drawing can be created using the mouse or the stitcher or both, alternatively! The Draw Mode process remains active until it is terminated.



These rules apply to all Draw Commands:

Initiate any of the draw commands using one of the following:

- Click on the Icon.
- Click on the word "DRAW" on the Command bar, then choose the drawing feature you need.
- Use the keyboard shortcuts (hold the Alt key down and press the letter key).
- Right Click an open area on the CAD, choose the Draw feature you need.

Complete the current drawing by doing one of these:

- Click the right mouse button once.
- Press Escape key.
- Press the "Close drawing" button on the keypad.

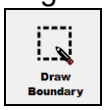
Exit the draw mode by using one of the following:

- Click on the Icon again.
- Click the right mouse button a second time.
- Press "Exit Drawing" button on the keypad.
- Use the keyboard shortcuts (hold the Alt key down and press the letter key).

4.0 Command Bar Details

Draw Commands, Preview of the Icons included

Two of the most frequently used draw commands are Draw Boundary, and Draw Trim. These create reference drawings seen on the screen, and are both used to improve accuracy. The remaining Draw functions actually create stitchable patterns.

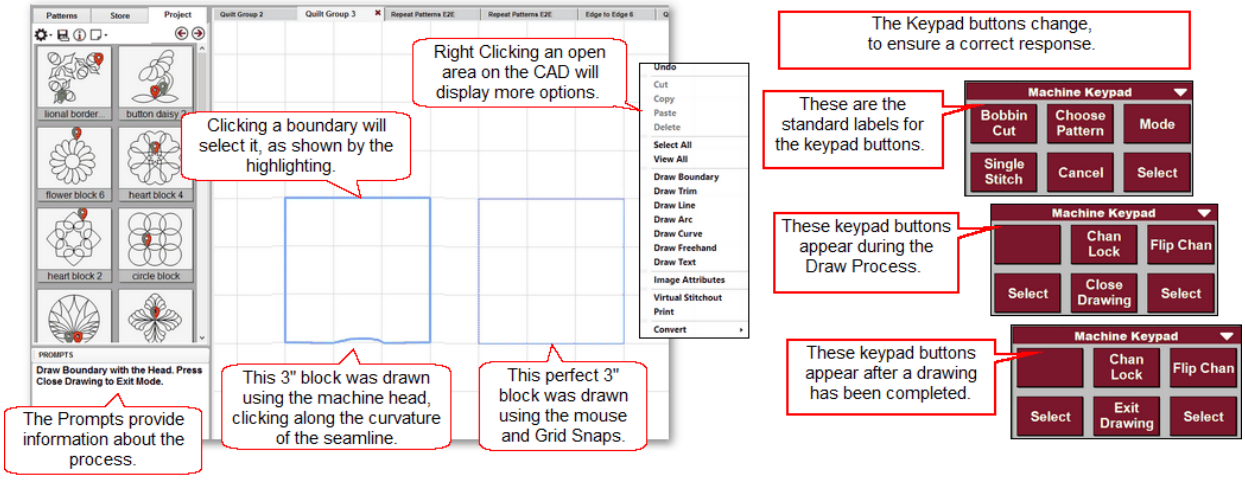
Draw Boundary 

Click this icon to initiate the Draw Boundary process. Follow the prompts.

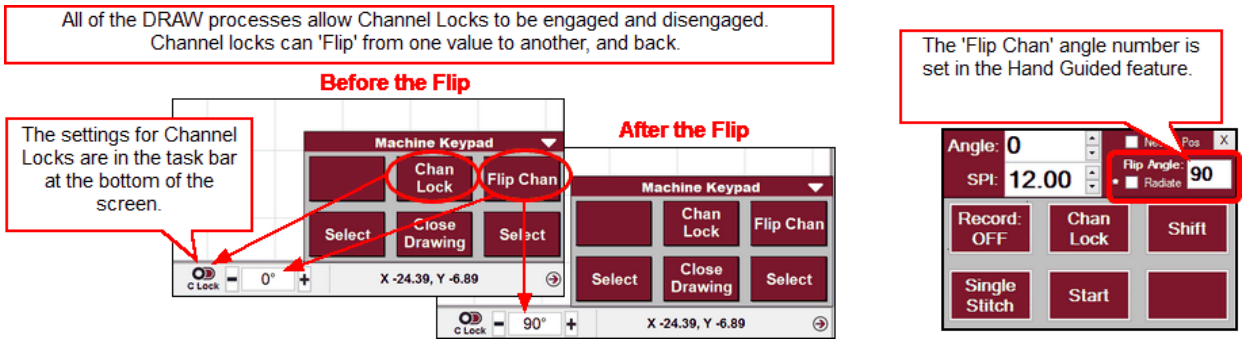
Boundaries may have as few as 3 points (triangle) or may have hundreds (a virtually unlimited number) of points, outlining almost any shape. The first two points define the baseline of the boundary. For more info about baseline orientation, click here pattern orientation 59. CS will always connect the last point with the first point, enclosing the space. Multiple boundaries can be defined, sequentially until CS detects the "Exit Drawing" action.

Boundaries can be defined by using the needle position of the stitcher. Once the process is started, move the stitcher to the initial point and press the "Select" button on the keypad (either one will work). Continue to move the machine and press 'select' until the boundary is defined. Press "Close Drawing" button to finish the boundary. Continue to define more boundaries if needed. Press "Exit Drawing" to stop the process.

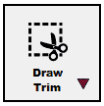
Boundaries can also be defined using the mouse, on the CAD screen (also known as the Project Layout area). Once the process is started, click the left mouse button to identify a series of points and then right click the last point to complete the boundary. Right click a second time to exit Draw mode.



Boundaries are often used to create visual references, particularly to indicate areas where seamlines may not be perfectly straight, or where a border pattern stopped, and another needs to continue. Boundaries can be converted to patterns or trims, just as trims and patterns can be converted to boundaries. This flexibility ensures accurate placement of patterns, especially when patterns need to connect after rolling the quilt.



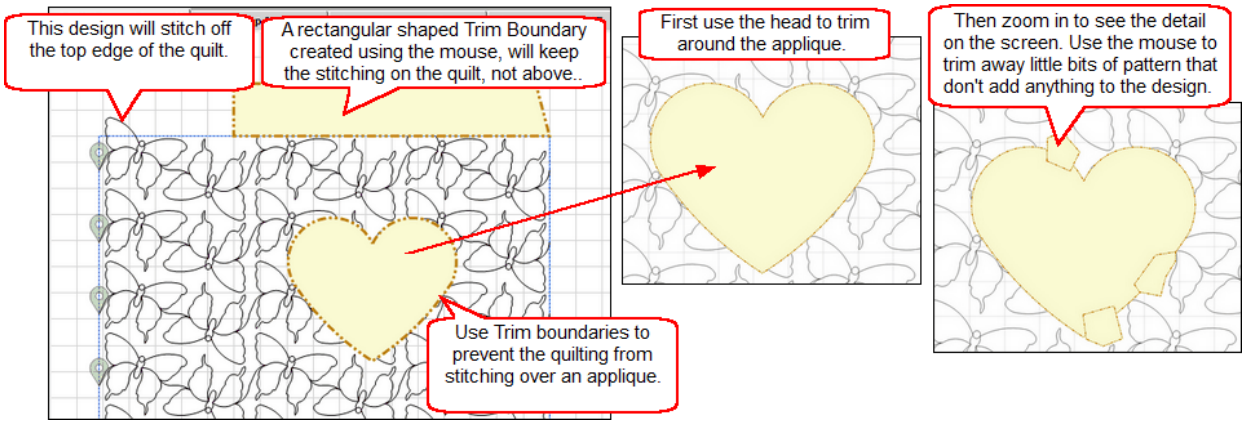
Draw Boundary, feature video

Draw Trim 

- Trim is a special outline that can stop the machine from stitching the patterns in a particular area. It has 2 iterations; Trim Inside prevents the machine from stitching any pattern inside the Trim outline, and Trim Outside prevents stitching outside the Trim outline.

Trim Inside -
1. Use the carat on the Draw Trim boundary to choose Trim Inside.
2. Choose the Draw Trim Icon (or use the Draw Commands or shortcuts)
3. Follow the PROMPTS, and draw the Trim outline by clicking points around the area.
4. If using the mouse, Right Click to close the Trim Outline.
   If using the stitcher, Press the 'Close Drawing' button.

Trim Inside allows multiple trim outlines to be defined, so continue as needed, using "Close Drawing" to complete each one. When done, press "Exit Drawing" on the keypad.

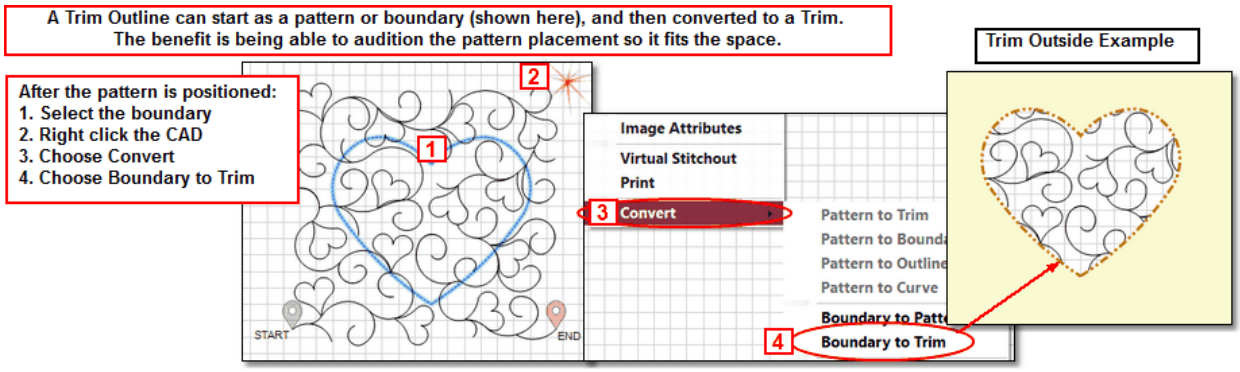


Here are two very common uses for Trims. The first prevents a nested design from stitching off the edge of the quilt. In the example above, the pattern was shifted up, to prevent gaps along the top of the first row. Now the pattern above the quilt needs to be ignored. Trims don't alter the original patterns, they just prevent the pattern from stitching.

In the second example, the butterfly background should stop before stitching on the heart appliqué. Use the stitcher to click the points along the appliqué. Keep click points close together to simulate curves. When done, look closely at the remaining pattern to see if little bits can be removed. Use the mouse on the CAD screen to do this. The result is a much cleaner look.

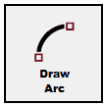
Trim Outside -
1. Use the carat on the Draw Trim boundary to choose Trim Outside.
2. Choose the Draw Trim Icon (or use the Draw Commands or shortcuts)
3. Follow the PROMPTS, and draw the Trim outline by clicking points around the area.
4. If using the mouse, Right Click to close the Trim Outline.
   If using the stitcher, Press the 'Close Drawing' button.

Trim Outside only allows one trim outline so complete the outline by Right Clicking (if using the mouse) or press 'Close Drawing' if using the stitcher. Exit the Draw Mode by Right Clicking again (if using the mouse) or press 'Exit Drawing' if using the stitcher.
On occasion, the trim outline is based on a pattern or boundary. In the example below, a simple heart was chosen. The pattern (or boundary) was converted to a Trim outline instead of recreating it (steps 2-4 above).

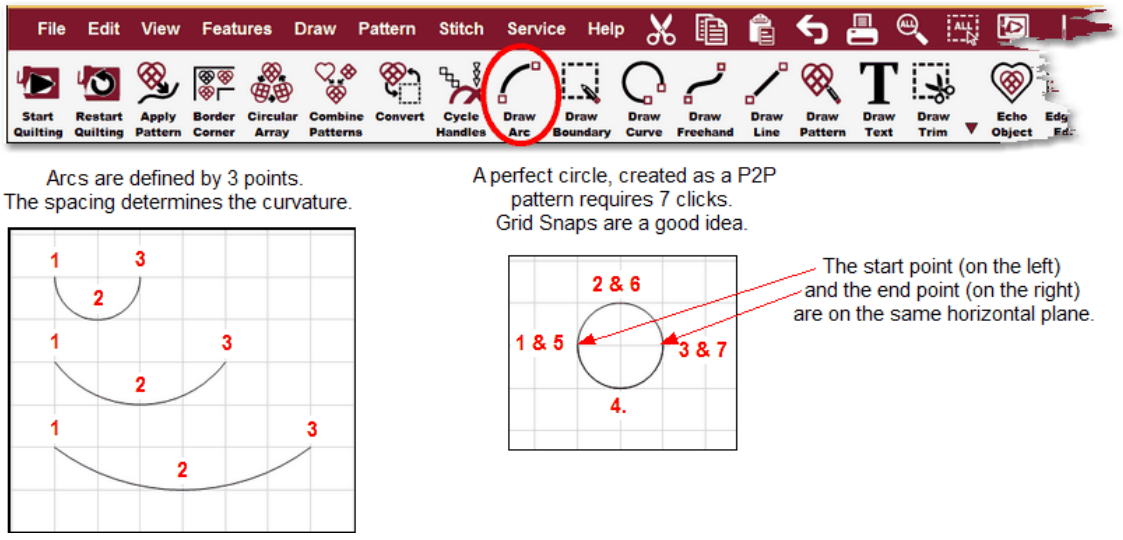


In this example, the pattern will stitch only inside the heart-shaped Trim Outline; the outside is trimmed away. There will be tieoffs or jump stitches every place the pattern meets the trim outline.

Draw Trim, feature video

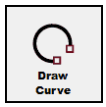
Draw Arc 

- Arcs are independent curves defined by 3 points (the beginning, the middle and the end), perfect for creating circles. When drawing multiple arcs sequentially, the third point of one arc is automatically the first point of the following arc. To separate the arcs, create individual arc patterns.



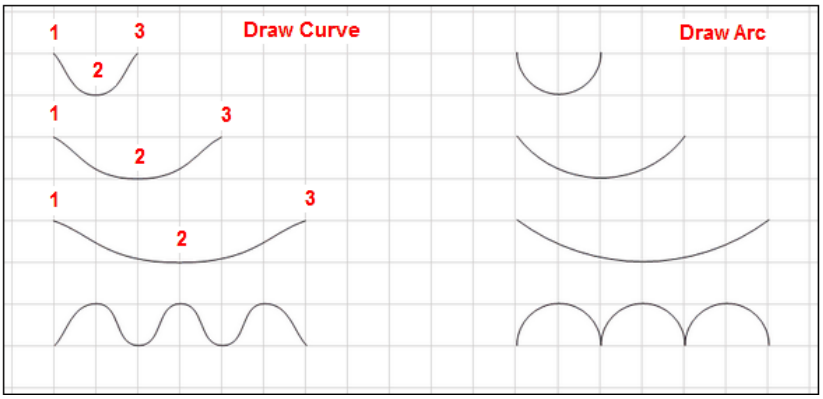
- Start the Draw Arc process (there are several methods described above).
- Identify at least 3 points that define the arc (using the stitcher or the mouse). The arc is a sewable pattern that appears on the Preview Area. Continue using as many click points as needed to create the design.
- Complete the drawing (several methods described above).
- Continue to make as many drawings as needed.
- Exit Draw Arc process (several methods described above).

Draw Arc, feature video

Draw Curve 

for drawing a flowing curve on the screen. There is no limit on the number of points used to define the curve. The last point always changes the shape of the previous curve, so they flow together.

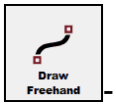
Curves are defined by any number of points.
These are Bezier curves.



Notice the shape difference, although the curves and arcs were defined using the same click points.

- Start the Draw Curve process (there are several methods described above).
- Identify at least 3 points that define the curve (using the stitcher or the mouse). This is a sewable pattern that appears on the Preview Area. Continue using as many click points as needed to create the design.
- Complete the drawing (several methods described above).
- Continue to make as many drawings as needed.
- Exit Draw Curve process (several methods described above).

Draw Curve**, feature video**

Draw Freehand 

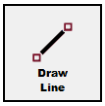
- for drawing freehand with the stitcher, or on the screen. This features is useful when creating original designs. Tracing signatures and stitching them onto a quilt is another practical use for this technique. A photo of the signature can be imported, and then traced using the mouse.

- Start the Draw Freehand process (there are several methods described above).
- When using the mouse, hold the left button down and create the design. Release the button when done. Additional designs can be created just by holding the left button down again.

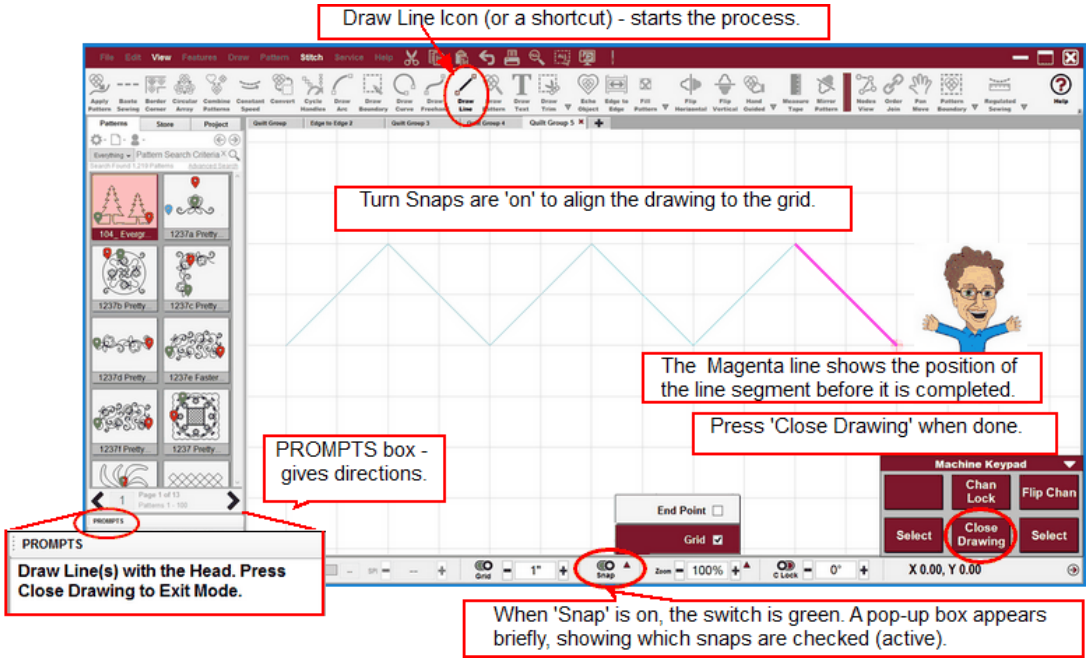
-OR- When using the machine, Press the "Select" button on the keypad, then move the stitcher to create the design. Press the "Close Drawing" button when done with the drawing. Additional designs can be created by pressing the "Select" button again.

- Continue to make as many drawings as needed. Try not to move too slowly since freehand drawings are smoother if they are done quickly.
- Exit Draw Freehand process (several methods described above).

Draw Freehand, **feature video**

Draw Line 

- for drawing a line or series of lines on the screen.



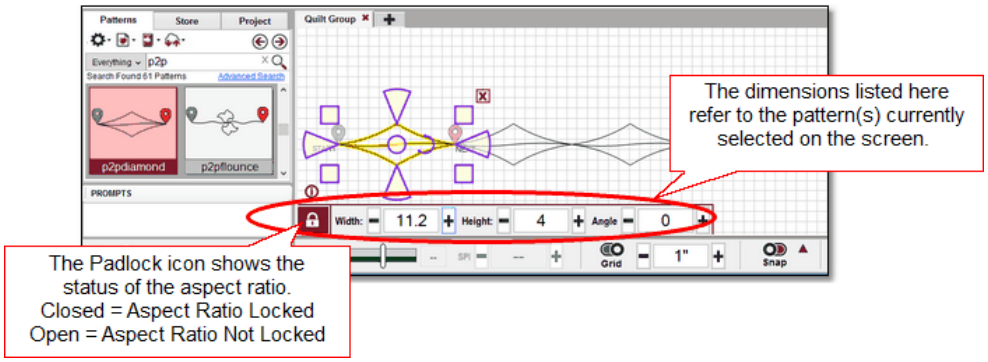
- Start the Draw Line process (there are several methods described above).
- Identify at least two points that define the line (using the stitcher or the mouse). This is a sewable pattern that appears on the Preview Area. Continue using as many click points as needed to create the design.
- Complete the drawing (several methods described above).
- Continue to make as many drawings as needed.
- Exit Draw Line process (several methods described above).
- Stitch when ready.

Draw Lines, feature video

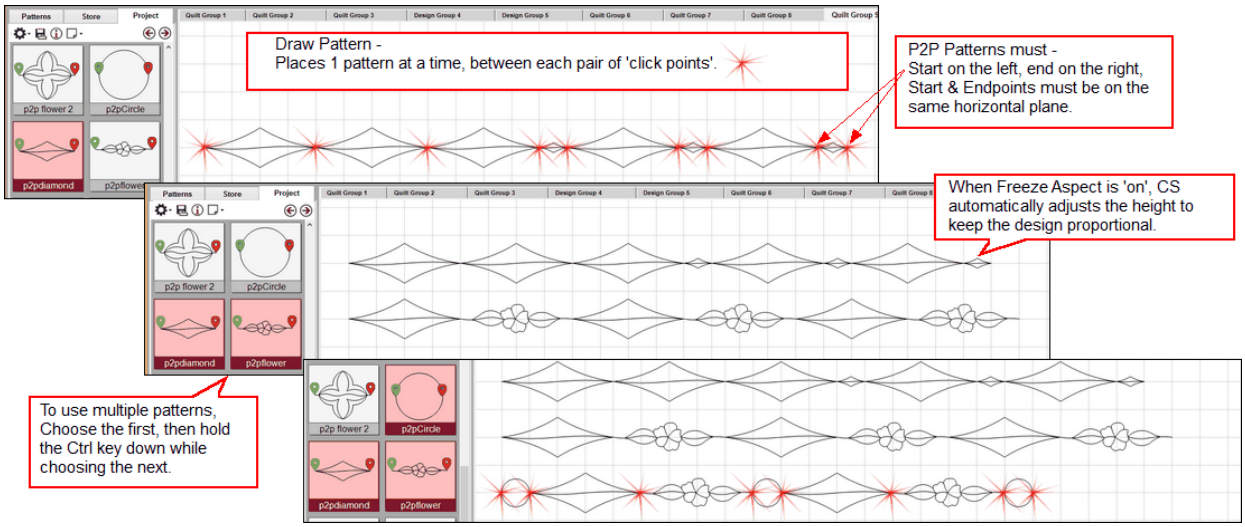
Draw Pattern

will move one or more patterns to the screen, placing them precisely, based on click points the quilter chooses, using the mouse or the stitcher. Be sure you are using a P2P pattern (Startpoint on the left, endpoint on the right, both points on the same horizontal line) or you will get an error message. Select it (so it appears highlighted) from the pattern list and adjust the size and aspect ratio (Freeze Aspect) as need.

4.0 Command Bar Details



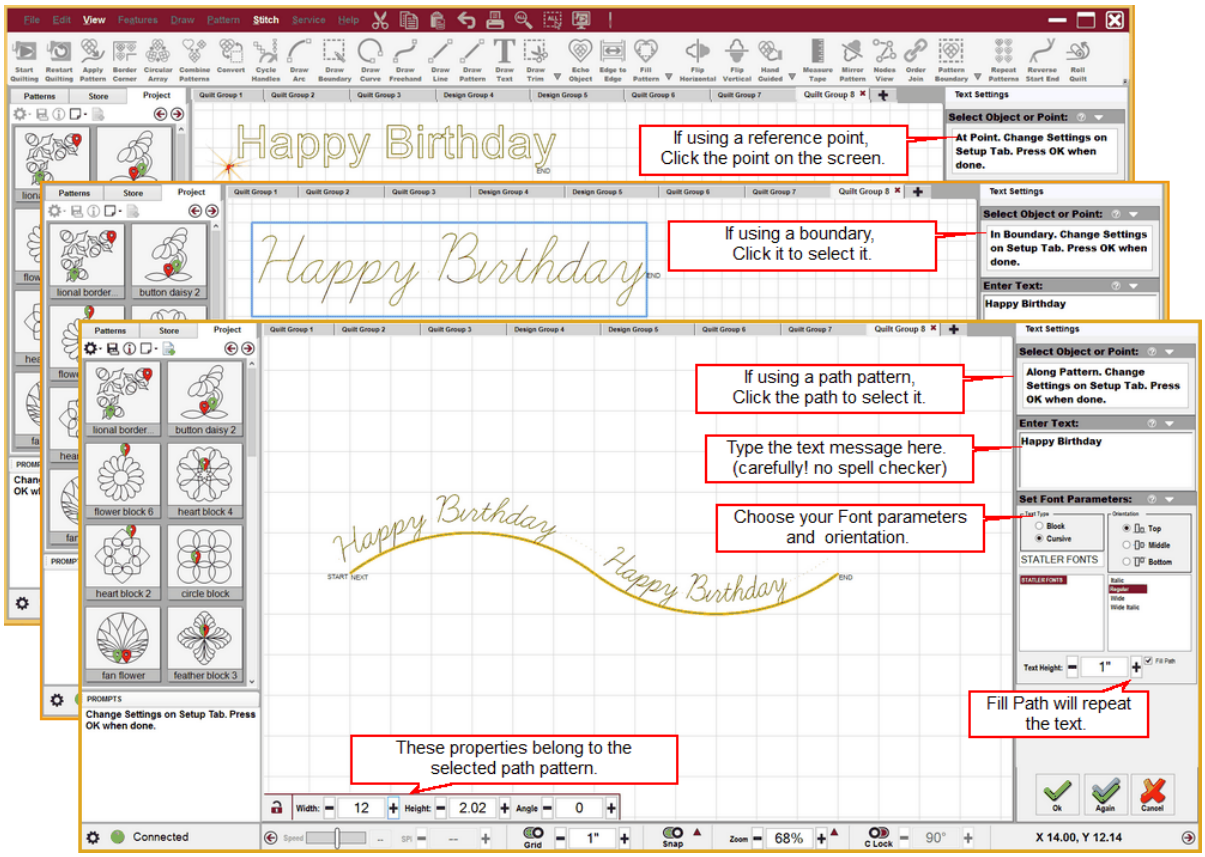
It is possible to concatenate P2P patterns for this Draw process. Be sure the P2P patterns are included in the project, and their aspect ratio is set (on or off). Select the first pattern, then hold down the Ctrl key while selecting additional patterns. They will stitch out in the same sequence used to select them.



- Start the Draw Pattern process (there are several methods described above).
- Identify at least 2 points that define the start point and end point of the first pattern (using the stitcher or the mouse). This is a sewable pattern that appears on the Preview Area. Continue using as many click points as needed to create the design. The end of one pattern automatically becomes the start of the next pattern.
- Complete the drawing (several methods described above).
- Continue to make as many drawings as needed.
- Exit Draw Pattern process (several methods described above).

Draw Pattern, feature video

Draw Text - allows a string of letters to be stitched. The text needs to be positioned on the quilt, and this can be done by identifying a boundary, a reference point, or a pattern path (similar to the Apply Pattern Feature). The path pattern is needed for placement, but can be removed before stitching if desired. If using a path pattern, select size and place it on the screen before starting the text.

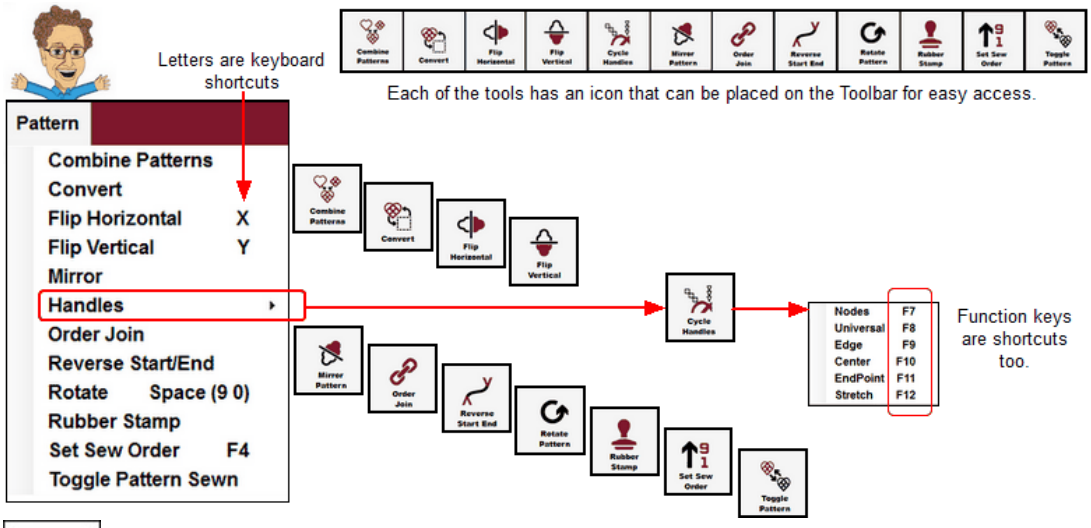


- Start the Draw Text process (there are several methods described above).
- Identify the start point (by clicking on the CAD), or the boundary by selecting it, or the path pattern by selecting it.
- Type the Text, and change the parameters. The changes are dynamic, so try several iterations until satisfied.
- Exit Draw Text process by clicking OK, Again or Cancel.

Draw Text, feature video

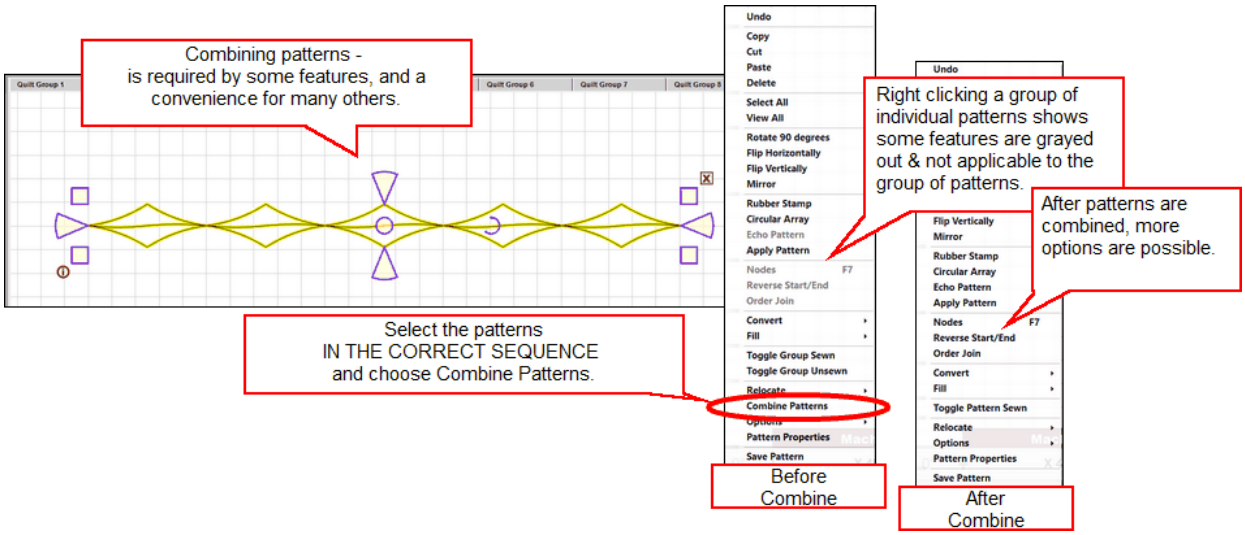
4.6 Pattern Commands

Pattern Commands alter how a pattern is positioned, stitched, copied and/or changed.



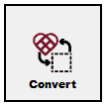
Pattern Commands, Preview of the Icons included

Combine Patterns creates one pattern from the selected pieces. There are some features that work only with one pattern at a time (like ECHO) so combining individual patterns is important.



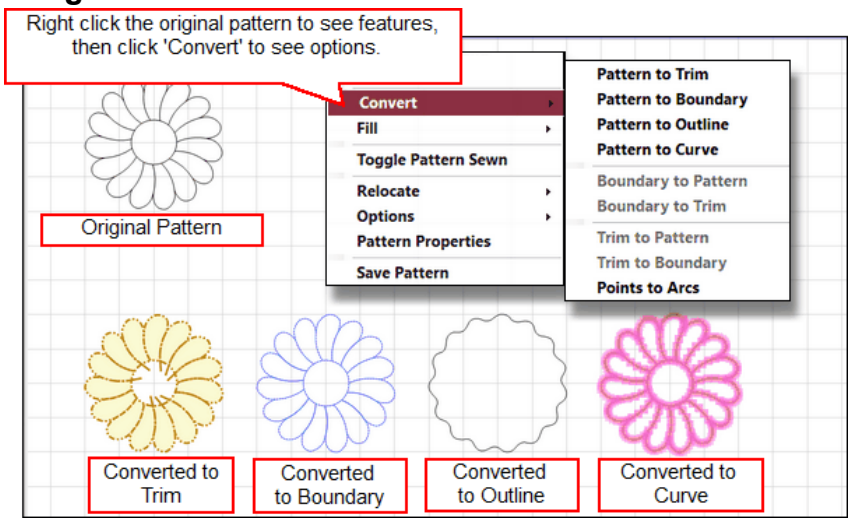
Combining patterns sometimes happens automatically. Any time a group of patterns is copied (and pasted) or rubber stamped, the result is one pattern, not multiple. "Save Pattern" also will combine the pieces into one pattern, so it is very important that the pieces are selected in the correct sequence, or there will be jump stitches in the design.

Combine Patterns, feature video.

Convert 

is a very powerful command, with many practical applications.

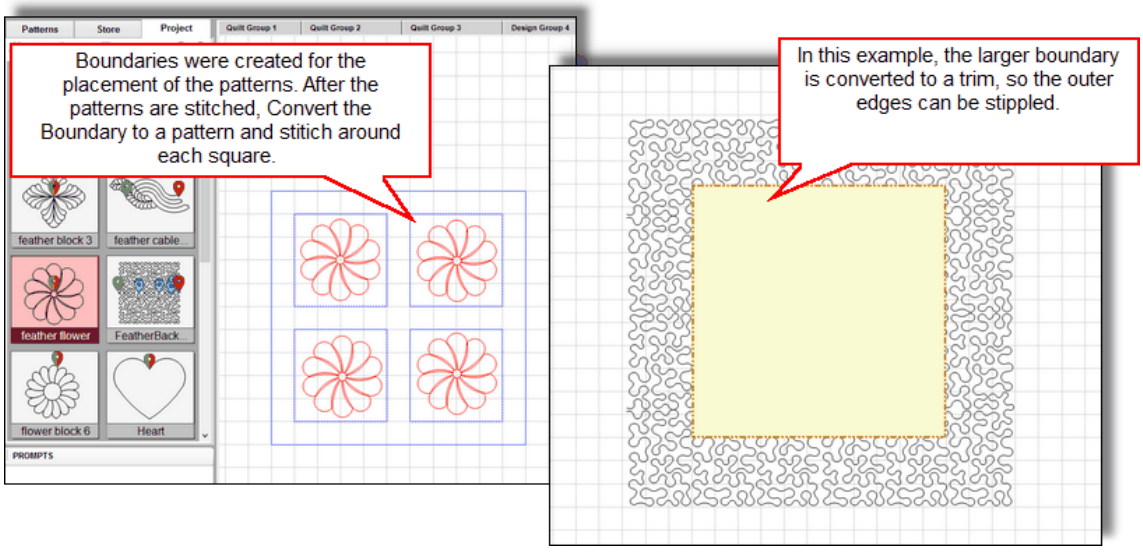
Converting a Pattern -



The original pattern shown here was converted to the other formats.

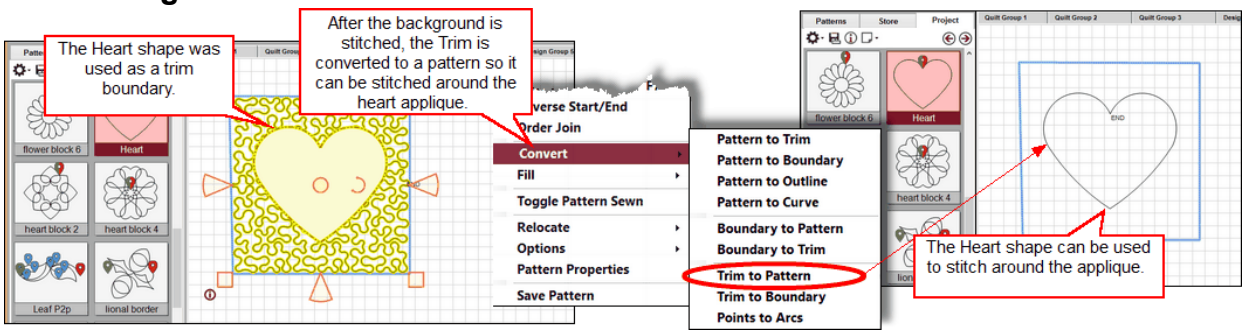
- Pattern to Trim - The trim is a special type of boundary, and it will prevent any pattern from stitching on the yellow trimmed section. Notice how the center of the pattern is not yellow - this pattern was designed as a 'donut' shape.
- Pattern to boundary - is used to show references. After a pattern is stitched, it can be converted to a boundary so the image remains on the screen, and won't move.
- Pattern to Outline - is similar to an echo but there is no extra space added. The outer points are smoothed, but not enlarged.
- Pattern to Curve - was designed for linear patterns, to add pink nodes so the patterns could be divided and modified. In the illustration, the converted pattern was selected, using the Node handles, to show the pink nodes.
- Points to Arcs - applies to patterns also; explained on the next pages.

Converting a Boundary -



In this example, the boundaries were originally created as references for placing patterns. When the boundary is converted to a pattern and stitched, this becomes a technique for Stitch-in-the-ditch. Just be careful to stitch very slowly, staying in the ditch. Also shown in the example above, the outer boundary was converted to a trim. The trim protects the center designs while the background is stitched.

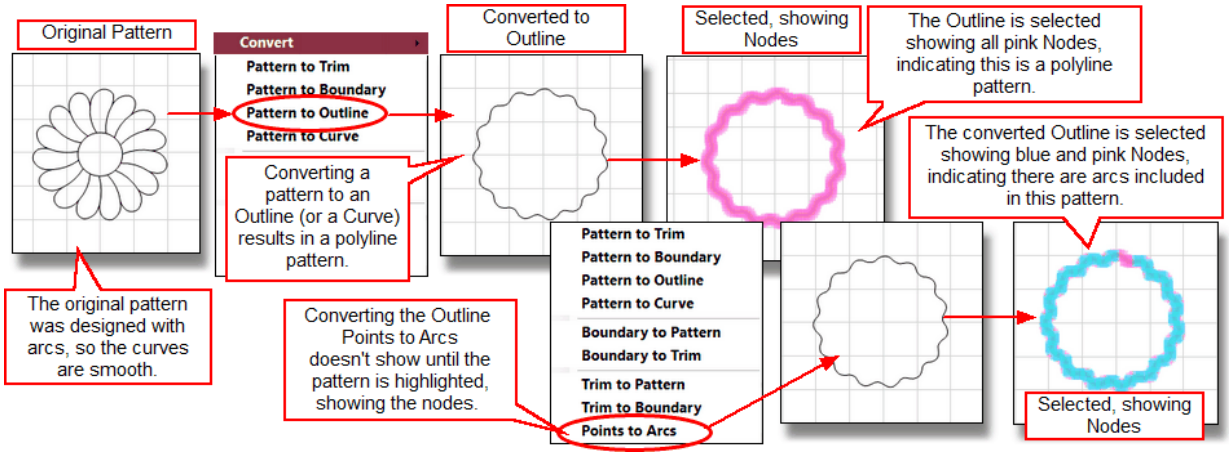
Converting a Trim -



The trims were originally defined to protect a section of the quilt from overstitching, like appliqué. Once the background is stitched, the trim can be converted to a stitchable pattern, so the outline can be stitched. It could also have been converted to a Boundary, and used for visual reference.

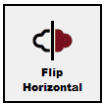
Converting Points to Arcs -

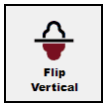
When a pattern is modified, CS often uses polylines, which is a series of points, connected by little lines, not arcs. This is efficient but sometimes difficult to adjust, so converting points to arcs will make the pattern easier to manipulate.



In this example, a pattern was converted to an outline, which is made up of polylines. Converting it to arcs changes some of the points to arcs, as shown when the pattern is selected using the Node Mode handles.

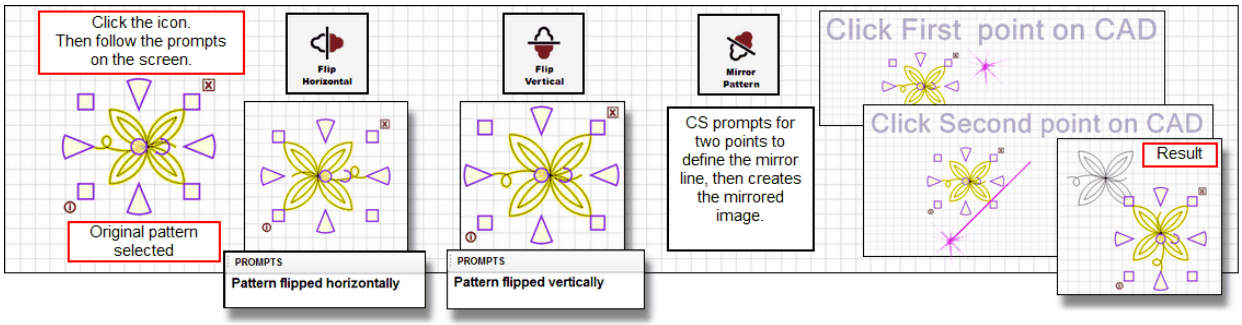
Convert Command, feature video

Flip Horizontal 

, **Flip Vertical** 

, and **Mirror Pattern**

are all used to reposition patterns.



Often the original pattern is placed, copied, and then the copy is repositioned, to maintain symmetry, especially in borders or focal points.

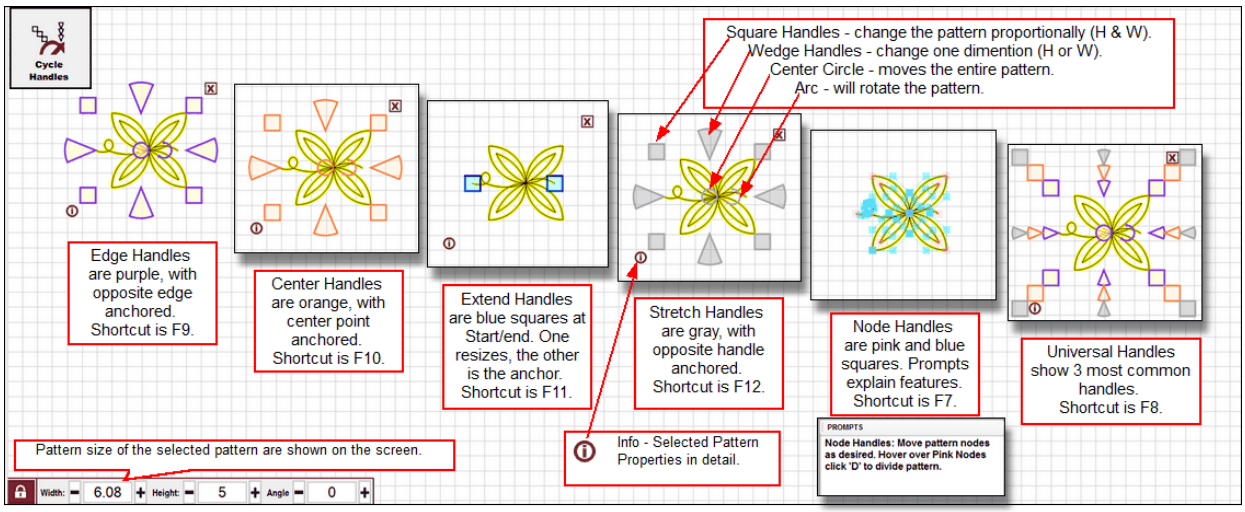
Flip Horizontal and Flip Vertical Preview

Mirror Patterns Preview

Handles

is an easy way to change the pattern manipulation handles. All patterns can be moved and manipulated on the CAD screen. There are several methods and each method has its own handles, rules and results. This icon works with the selected pattern(s) and cycles through the possible choices. There are shortcuts also; there are Function keys assigned to each method, and double clicking the selected pattern on the screen will cycle through the options also.

Pattern manipulation is fundamental skill, worth spending the time needed to fully understand the topic. The following summarizes the characteristics of the handles, but go here 22 to study the section devoted to pattern manipulation.



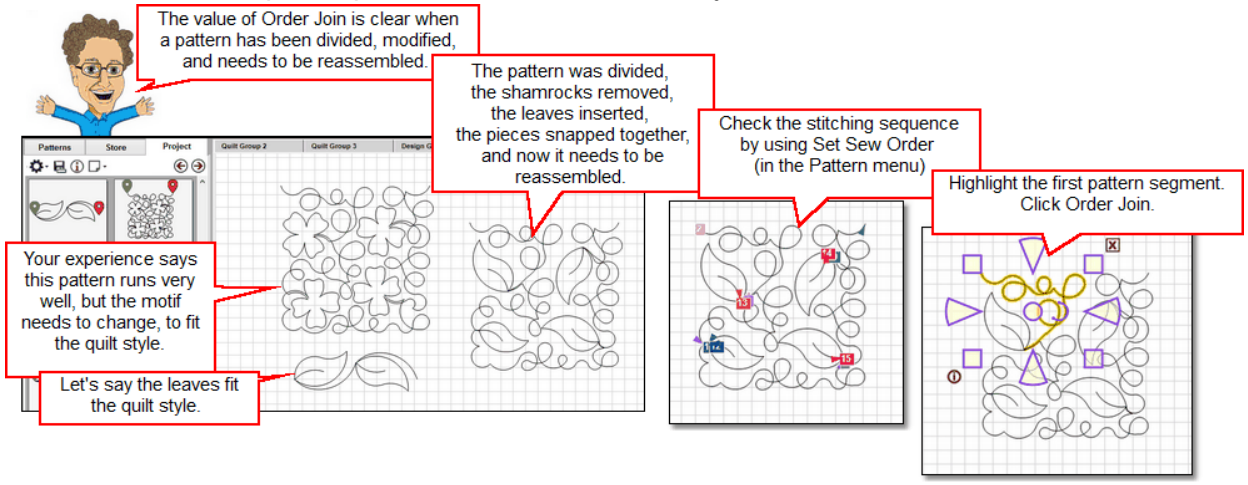
Select a pattern by clicking or tapping it. Selected patterns will be highlighted in yellow on the Preview Area. They also have handles around them, which determine how the pattern will change when it is resized. Each type of handle is a different color/size, and this icon lets you cycle through the types, until you find the pattern anchor you need.

Hold down the Control Key to make the handles disappear temporarily.

Cycling through Handles Preview

Order Join

will connect pattern pieces, modifying the stitching sequence and direction so the composite pattern stitches continuously.



Before using the Order Join to reassemble the pattern, be sure to:

- Snap all the pieces together, using Extend handles (F11) and End Point Snap.
- Select (highlight) the first pattern segment & make sure the direction is correct.

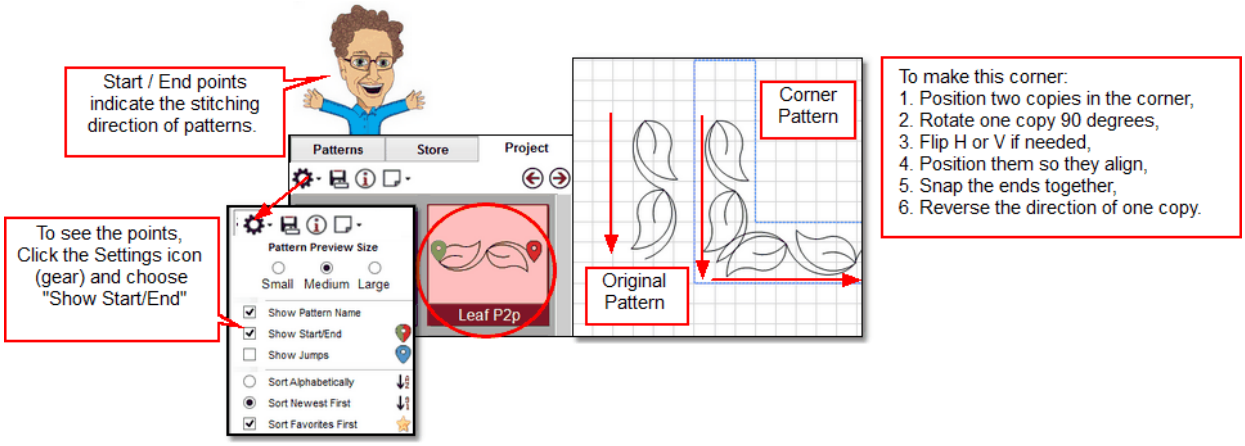
Order Join follows these rules:
It starts with the highlighted segment, moving from the start point to the end of that segment.
IF another pattern segment is snapped to the end, it will follow that segment.
IF two pattern segments are snapped to the end, it will follow the segment with the lowest sequence number.
IF no pattern segment is snapped to the end, it looks for a segment that is within ONE STITCH LENGTH in any direction. If if finds two or more, it chooses the segment with the lowest sequence number.
These steps are repeated until no segments are found within one stitch length. That becomes the endpoint.

When the Order Join process is over, all the included pattern segments are highlighted, so it is obvious when a segment was not included. The Order Join process does not combine the pieces however. The SAVE PATTERN process will combine the segments together.

Order Join command, feature video

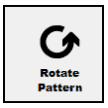
Reverse Start End

will switch the beginning and ending points of a pattern so it stitches in the opposite direction. Creating corner patterns is a practical example of using the Reverse command.

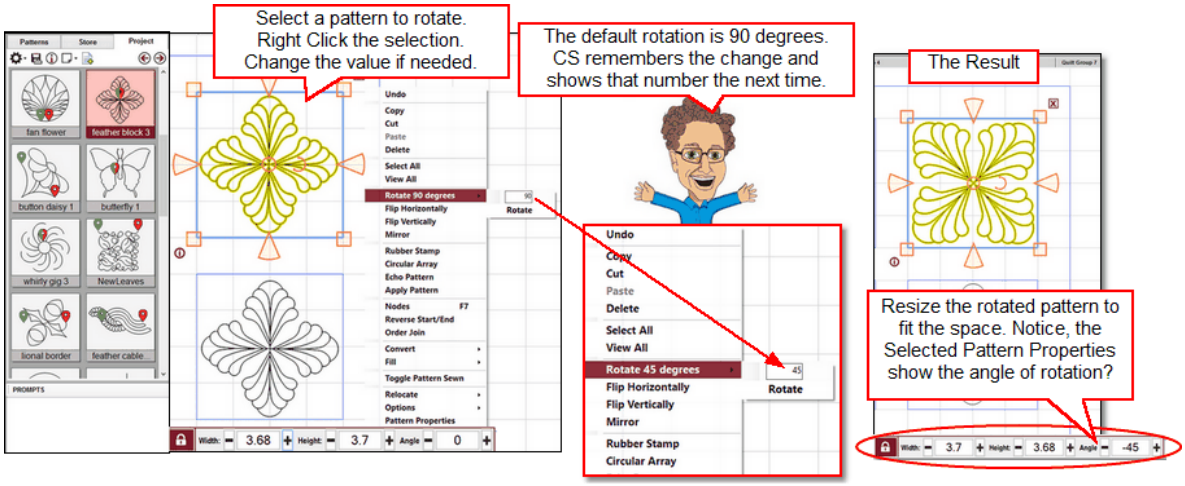


Most 'repeating' patterns stitch from left to right. If not sure, Change the settings to show the Start and End points. There are many reasons to reverse the Start/End points; making a corner is shown above.

Reverse Start & End, feature video

Rotate Pattern 

rotates the selected pattern(s).



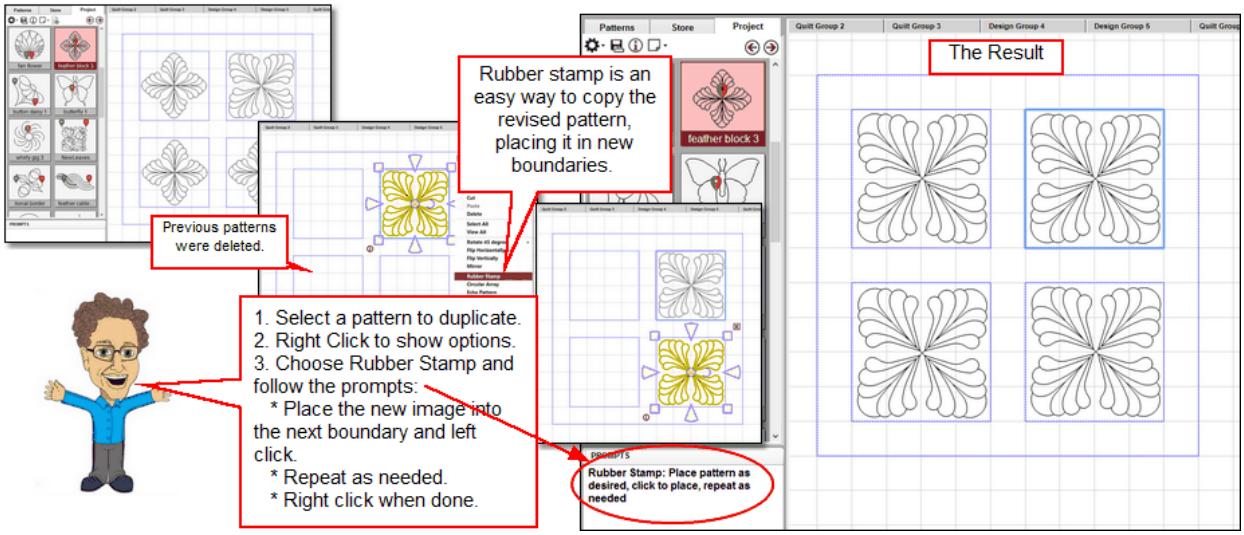
When a pattern is moved into a boundary, it is moved 'as designed'. The example above shows a pattern that would fit the space better if it was rotated. The default pattern rotation is 90°degrees, but this can be changed to any number. Positive numbers rotate clockwise, negative numbers rotate counter clockwise. Multiple patterns can be selected and rotated also. This would rotate the group of patterns, not each pattern individually.

The keyboard shortcuts for rotating patterns are the numbers 9 (clockwise),0 (counter clockwise) and the space bar (also counter clockwise). The degrees of rotation depend on the number specified in the Right Click Dialog Box, as explained above.

Rotate pattern, feature

Rubber Stamp

will make an exact copy of the selected pattern or group of patterns.

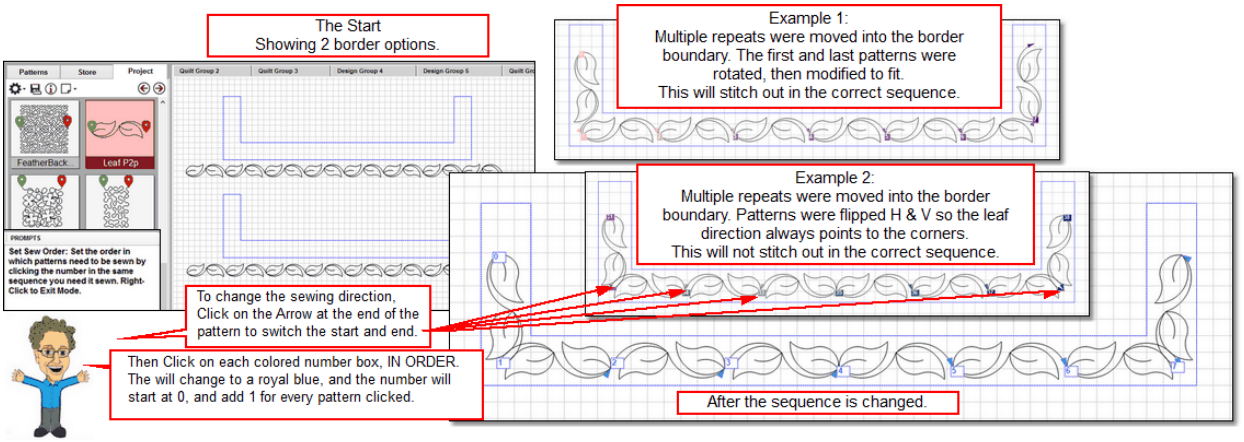


When a pattern is rubber stamped, a copy of it appears to be attached to the mouse pointer, so the copy can be placed on the screen very precisely. Clicking will place the pattern in the chosen location, and still have another copy attached to the mouse pointer. The copy attached to the mouse pointer can be rotated, using the spacebar, or the numbers 0 & 9. The degrees of rotation can be changed using the Right Click, Rotate feature. Multiple copies can be place on the screen, until a right click terminates this process. If a group of patterns are selected, CS will treat the rubber stamped copies as combined group patterns.

Rubber Stamp, feature video

Set Sew Order

The initial sewing sequence is determined by the order that the patterns are placed onto the CAD. First placed are first stitched. This often needs to be changed, and some features change it automatically. The following explains how to change the sewing order manually.



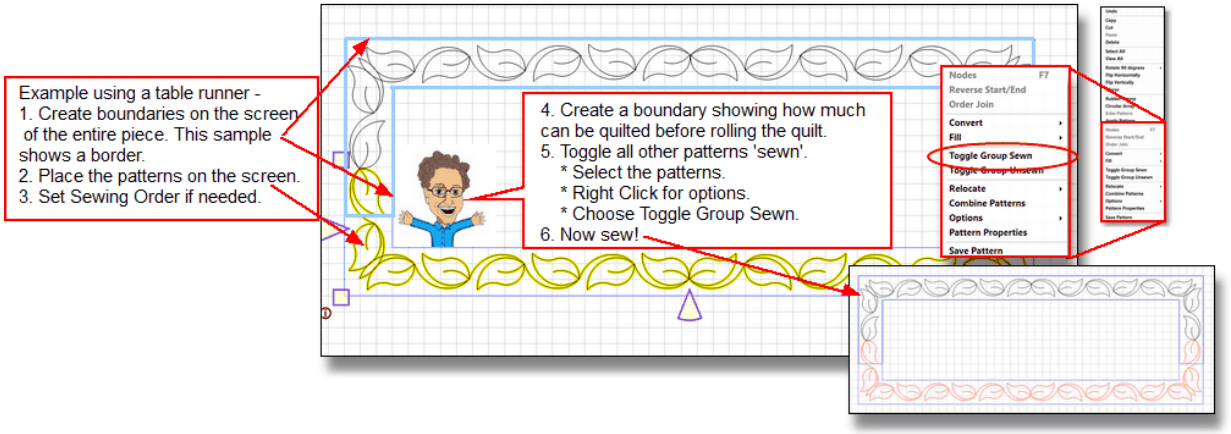
Set Sew Order is used most often to check the sewing sequence, since other features (like Order Join) will resequence patterns automatically. It is an easy way to visually check a group of patterns; if two patterns should connect, but they have arrows pointing to each other, one of the patterns needs to change direction.

Colors are used to differentiate patterns. The start of a pattern always has a number, in a color coded square box. The end always has an arrow of the same color, showing the stitching direction. Click on the arrow to change the stitching direction; the color does not change. Click on the pattern sequence number, and the color does change (arrow and number box) to royal blue, and a new sequence number is assigned. Right click to end this process, press Escape to exit without changes.

Set Sew Order, feature

Toggle Pattern

Toggle Pattern means to change the 'sewn' status.



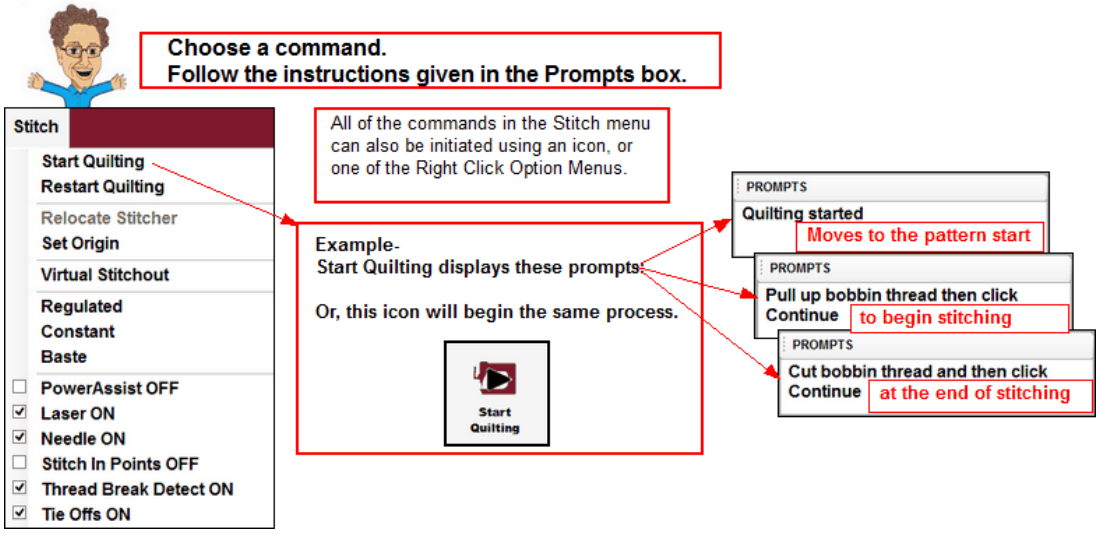
Being able to re-use patterns by changing the status from sewn to unsewn is a real time saver. In the above example, the layout was larger than the sewing area, so only some patterns could be stitched before rolling the quilt.

Toggle Pattern Sewn / Unsewn, feature video.

4.0 Command Bar Details 4

4.7 Stitch Commands

Stitch Commands control the sewing head. The commands are summarized below, and many have a unique icon or are accessible using the Right Click Option menu.



Stitch Commands, Preview of the Icons included

Start Quilting - assumes you have already moved the pattern(s) into the correct position and are ready to stitch. The Prompts will be informative (ie. Quilting Started) and instructional (ie. Pull up bobbin thread .....). For complete detail Click Here 26.

Start Quilting, Preview

Restart Quilting - assumes you have resolved the interruption and are ready to complete the stitching. For complete detail, Click Here. 27

Restart Quilting, Preview

Relocate Stitcher - will synchronize the stitcher with the patterns showing in the quilt group on the CAD screen. This is often used with Repeat Patterns. For more detail, Click Here 28

Relocate Stitcher, Preview

Set Origin - The Point of Origin is used to synchronize the current stitcher location with all the patterns in all the quilt groups. This is done automatically upon start-up and if needed, it can be manually initiated using this command. For more detail, Click Here 29

4.0 Command Bar Details

4

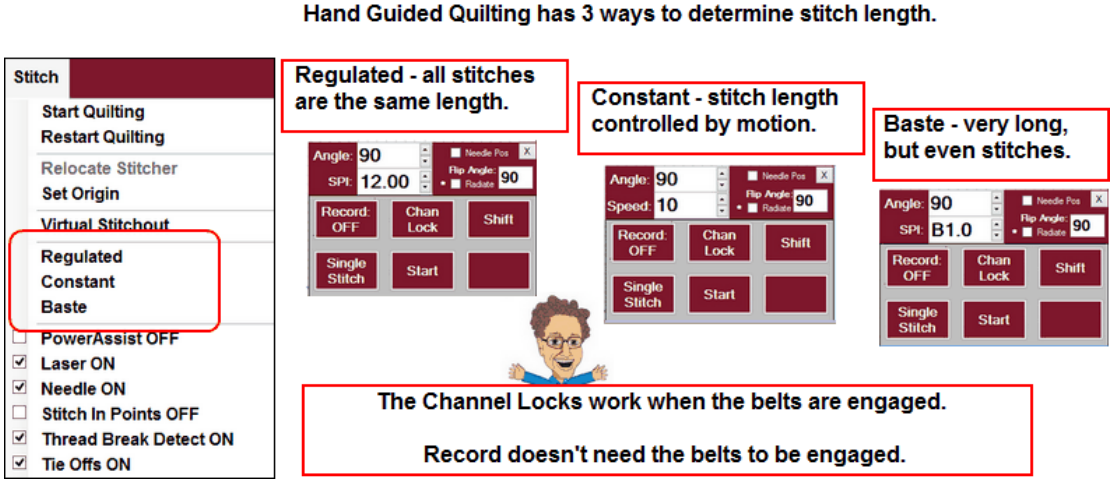
Virtual Stitchout -

is a visual method for checking patterns without stitching. All the unsewn patterns on the CAD screen will be included, in order. A small blue dot travels the pattern path, and 'beeps' each time there is a break in the pattern. The speed of the movement can be increased (Press the + key on the keyboard) or decreased (press the - key on the keyboard) at any time.

feature Virtual Stitchout

Hand guided

stitch length is determined by one of the following commands:



- **Regulated** - means the stitch regulator is engaged, so the SPI (stitches per inch) is precise.
- **Constant** - means the stitch regulator is not engaged - and the stitch length is controlled by the motion speed of the sewing head. Constant speed is often used for microstitching, when tiny stitches are desirable.
- **Baste** - is a special type of regulated stitch that produces very large stitches. The stitch size in measured in inches-per-stitch in stead of stitches-per-inch and is commonly used when squaring and stabilizing a quilt.

Hand Guided Preview

Power Assist (ON/OFF)- This is like an adjustable power steering option for your sewing head. There is a calibration 80 process that customizes the power settings for each quilter, making the machine move more easily when doing hand-guided sewing with the belts still engaged.

feature Power Assist

Laser (ON/OFF)- The laser light can be toggled on or off easily.

Needle (ON/OFF)- The needle can be toggled on or off, allowing the machine to move along the pattern path without stitching.

Stitch in Points (ON/OFF) - This setting will take an extra stitch every time it comes to a point in the pattern. The sewing is a bit slower, but the resulting stitch quality is very sharp.

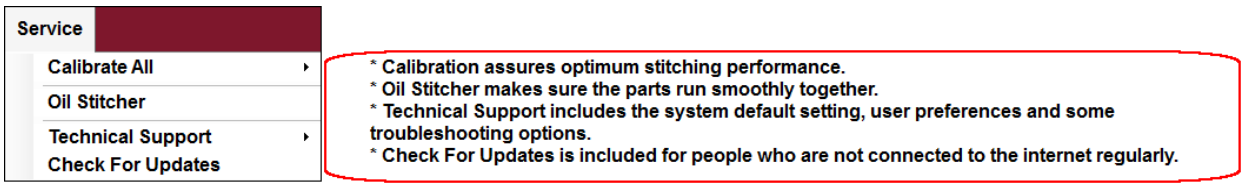
Thread Break Detect (ON/OFF) - The automatic thread break detector can be toggled on or off as needed.

Tie Offs (ON/OFF) - The tie-off feature can be started and stopped easily. There are two types of tie-off stitches; Standard and Competitive.

Stitch Settings Preview (Laser, needle, Stitch in Points, Thread Break Detect, Tie offs)

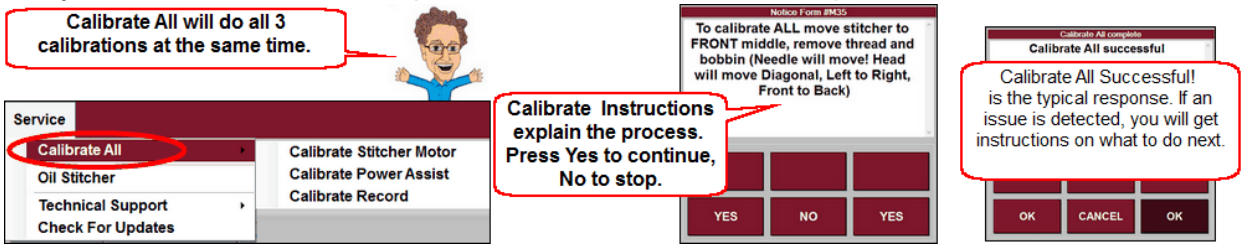
4.8 Service Commands

The Service Command menu lists the processes that are used for routine service.



Service Commands, Preview of the Icons included

Calibrate All - Will check the responsiveness of the motor, the Power Assist module and the Record module. This calibration assures you of smooth stitching, and should be performed every time the CS software is updated or other maintenance is performed.

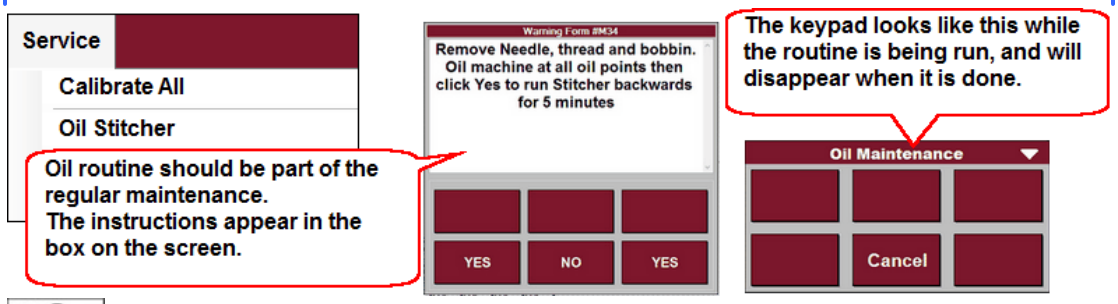


Calibration is easy and fast. It can be done on each module individually, or choose the option that does them all at once. The dialog boxes appear on the screen, giving instructions on what to do, and what to expect.

Calibrate All, feature video

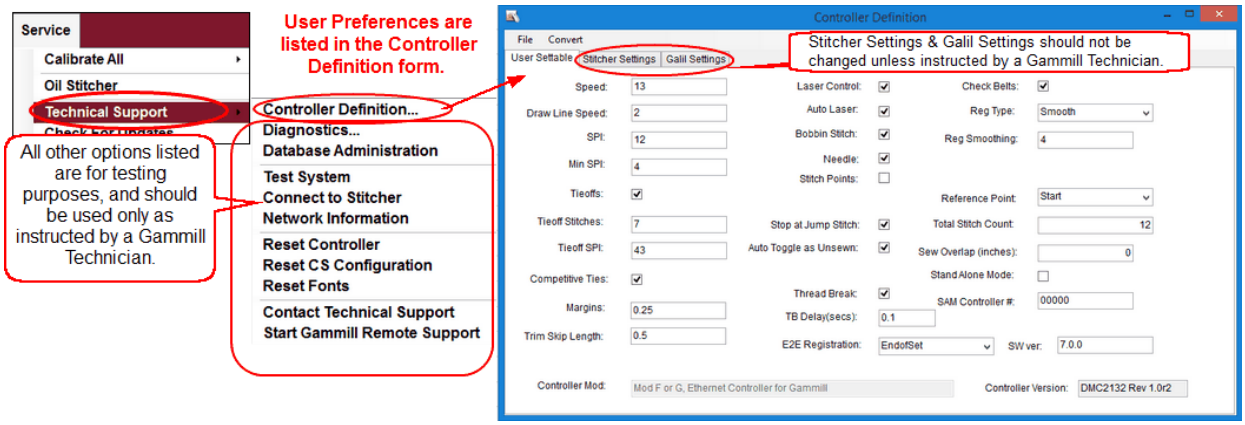
Oil Stitcher - The routine should be run regularly - perhaps weekly, depending on how much use the machine gets. This process ensures that oil reaches all of the moving parts inside the machine head.

4.0 Command Bar Details



Oil Stitcher, feature video

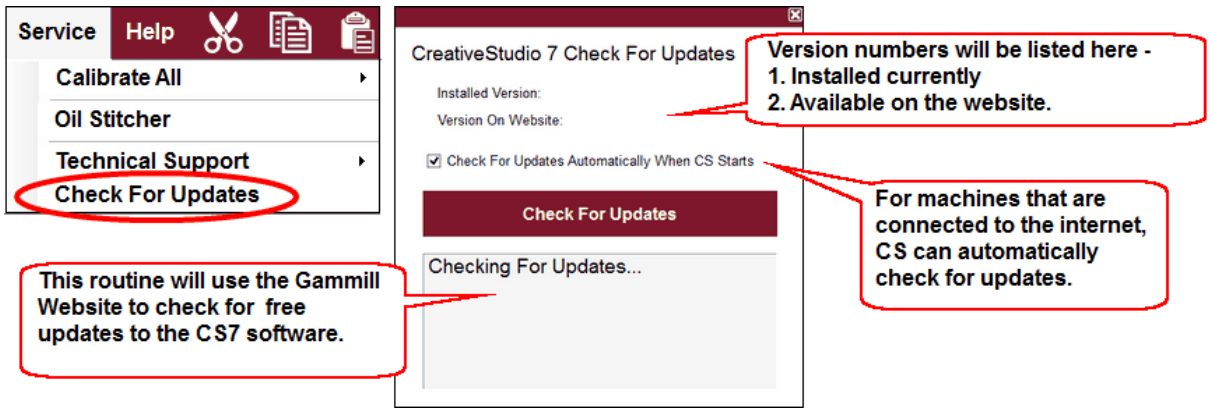
Technical Support - This menu lists the options for setting defaults, defining connections, user preferences and technical troubleshooting.



The Controller Definition Form contains the user preferences. These settings contain 'factory defaults' when the systems are first installed, but can be changed at any time. Each of the settings listed is described in full detail in the Reference Information Section of this manual.

Technical Support feature video

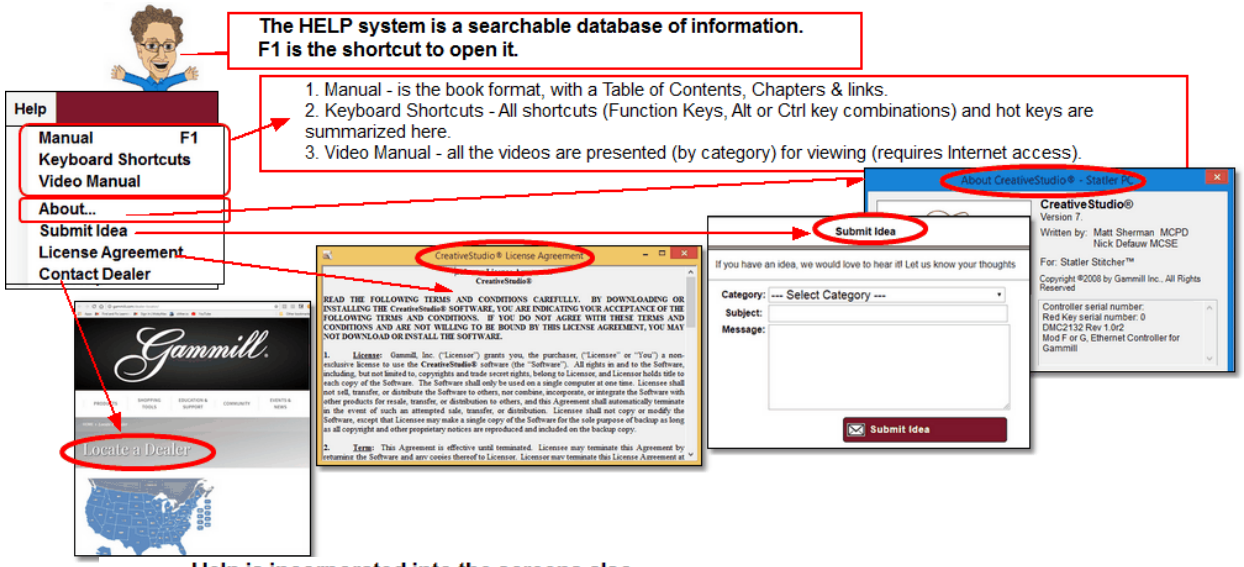
Check For Updates - Gammill has made a commitment to its customers to provide free updates to CreativeStudio®, and the updates are available on the Gammill website. Some Statler machines are connected to the Internet, but others need to be connected periodically, to receive the updates.



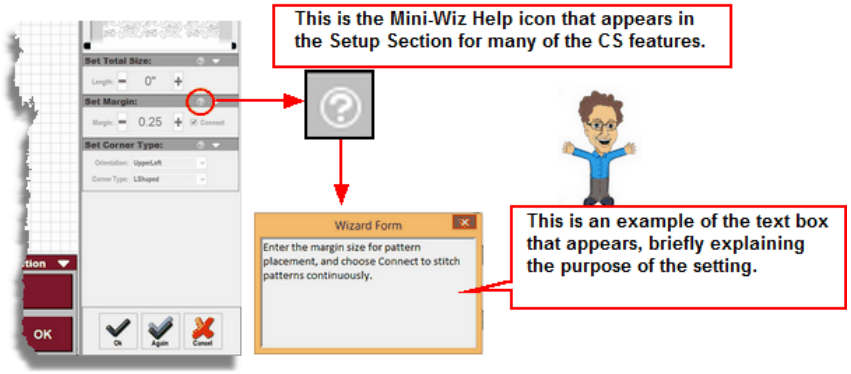
Check for Updates Preview

4.9 Help Commands

The CreativeStudio® Help System is integrated into the software. It is available to you through the software, in a book format, and now in a menu of videos. There are short preview videos are designed to show a feature quickly - for people who just need a refresher. The Feature videos are longer because they cover every step in the quilting process for the major quilting applications. There are also HELP options on many of the screens.
Here is what the Help Command provides:



Help is incorporated into the screens also.



The Help command contains a copy of the license agreement, lists the license's controller numbers and red key numbers for decryption, and the controller identification. Suggestions can be submitted through a form, and dealer contact information can be searched if there is an Internet connection.

Help System Preview

4.0 Command Bar Details

About - CreativeStudio® software upgrades are identified by version numbers. The hardware and firmware have different identification information, which is all listed on this screen. Your machine will have numbers where you see the underlined blanks.

Submit Idea - This is a form customers can use to make suggestions for future changes.

License Agreement - This is your legal agreement with Gammill Inc. that lists the terms and conditions of use. Each time you install a new version, you must agree to the terms first.

Contact Dealer - This is a link to the dealer page on the Gammill website. The contact information for all our dealers is listed there, along with a map so you can find the dealer that services your area.

CS7 Help is context sensitive help. Just in case you have forgotten something, you can click on the Help?, the cursor turns into a question mark, which can be moved to the item in question. By clicking again, a dialog box will appear that will briefly explain the icon.

There are also mini-wizards, that are accessible with a different question mark; .
These are found in the setup sections, at the right of the screen. A simple explanation of any of the settings is given when the Mini-Wiz Icon is selected.

Access to the Help System is easy (press F1), and expand the Table of Contents.
Help Index Or, use the Index (keyword listing).
Help Search Or, Search for a word or phrase.
Help Videos
Show Video Icon Or, Use the videos! If you have an internet connection, you can click on the Show Video icon or on the command Video Manual, and you will be directed to the Gammill Website, and a menu of categories. Click one of them and choose a video!

5.1 Terminology

CreativeStudio® terms are summarized here in alphabetic order. For more detail, use the Index to find an indepth description.

Design Group is a special type of Quilt Group, created when an image is imported into the project. Once the image is imported, patterns can be placed on top of the image to preview the placement.

Design Group Preview

Encrypted Patterns are pattern files that have been coded with a machine controller serial number or a dongle serial number, so they will run only on that machine. Encryption protects pattern designers by ensuring that people who have purchased one pattern can not make copies and distribute it to others. Encrypted patterns are protected in CS by using special project file types and using special exported pattern file types.

Encryption Preview

5.0 Reference Info 5

File Extension (or file type) CS saves projects with a file extension of .gproj or .gprojx. The extension is determined by the type of patterns used. Once an encrypted pattern is added to the project's pattern list, and the project is saved, the project becomes encrypted and remains encrypted, even if the encrypted pattern is removed.

File type Preview

Point of Origin - CS requires an Origin point which is a reference point used for the placement of patterns. This origin is set (using the sewing head) every time the CS software is started.

Point of Origin Preview

Point To Point is a unique process that allows quilting patterns to be placed precisely. A series of points are identified, and CS will stitch one repeat between each consecutive pair of points. The P2P patterns are continuous and have a few restrictions:
* They must have the start point on the left and the end point on the right.
* The start and end must be on the same horizontal line when it is designed (not when it is used). If any of these restrictions are not met, CS will display an error message.
Note: CS7 uses the term P2P when describing patterns, and is transitioning to the term Draw Pattern when describing the process. Hence the Draw Pattern command and icon.

Point to Point Preview

Properties - are variables that define how a pattern will be stitched. They are determined by an inherited hierarchy.

Property Hierarchy Preview

Quilt projects are technically computer files but figuratively they are more like a binder with tabbed sections that contain all the patterns, imported images, quilt groups, preview areas and notes needed to complete a whole quilt.

Quilt Project Preview

Quilt Groups are the tabbed sections that relate to different sections of the quilt. They contain all the information (boundaries, reference points, sizing, positioning) needed to stitch a particular area of the quilt. They are easy to create and CS sometimes creates them automatically.

Quilt Group Preview

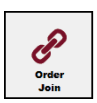
5.2 Icons & Shortcuts

CreativeStudio® icons are listed in alphabetic order, with a brief description of the function. These icons are used to place, move, change and stitch patterns. Follow the links to the section of the manual that provides more details.

	Apply Pattern	Use multiple copies of one pattern to follow the path of another pattern.
	Baste Sewing	Large stitches for stabilizing.
	Border Corner	Process of resizing and placing border and corner patterns.
	Circular Array	Position multiple copies of a pattern into a circular array.
	Combine Patterns	Permanently combine multiple patterns into one.
	Constant Speed	Stitching without stitch regulation.
	Convert	Transform shapes to have different characteristics.
	Copy	Copy the selected (highlighted) text or image.
	Cut	Cut the selected (highlighted) text or image, place on the clipboard.
	Cycle Handles	Switch controls for handling patterns.
	Draw Arc	Draw sewable arcs.
	Draw Boundary	Draw boundaries for visual references.
	Draw Curve	Draw sewable curves.
	Draw Freehand	Draw sewable patterns freehand, using the mouse or machine head.
	Draw Line	Draw sewable lines.

5.0 Reference Info

5

	Draw Pattern	Draw sewable patterns.
	Draw Text	Draw sewable text characters.
	Draw Trim	Draw boundaries that trim a pattern.
	Echo Object	Draw sewable echo pattern.
	Edge-to-Edge	Process of resizing and placing repeating patterns to fill an entire quilt space.
	Fill Pattern	Create a sewable design from a bounded pattern.
	Flip Horizontal	Flip a pattern side-to-side..
	Flip Vertical	Flip a pattern up/down
	Hand Guided	Manually guide the sewing head.
	Laser	Laser on / off
	Measure Tape	Process of measuring quiltable spaces.
	Mirror Pattern	Create a mirror image.
	Mode Stop	All icons to the left of this (on the toolbar) can be initiated using the keypad Mode button. Icons to the right are initiated using the mouse or touchscreen.
	Needle On/Off	Toggle Needle on or off
	Nodes View	Display a pattern's node structure.
	Oil Stitcher	Begin Oil Stitcher Routine
	Order Join	Reconnect contiguous pattern pieces.

	Pan Move	Reposition the CAD without changing the patterns on it.
	Paste	Paste the cut or copied content into a new location
	Pattern to Boundary	Process of resizing and placing a pattern into a boundary.
	Print	Send the current form to the printer
	Power Assist	Process of calibrating the Power Assist feature
	Regulated Sewing	Stitching with stitch regulation.
	Repeat Patterns	Placing multiple patterns on the CAD.
	Restart Quilting	Restart stitching after an interruption.
	Reverse Start End	Change the stitching direction of a pattern.
	Right Click	Display options associated with an object by right clicking that object.
	Roll Quilt	Process of repositioning the quilt and then synchronizing the quilt with the computer screen.
	Rotate Pattern	Change the angle of a pattern.
	Rubber Stamp	Make sewable copies of patterns.
	Select All	Choose all the patterns on the CAD
	(Separator)	Used to separate subsets of icons on the toolbars
	Set Origin	Begin to Relocate - Set Origin
	Set Sew Order	Allow pattern stitching sequence to be changed

5.0 Reference Info

	Start Quilting	Begin the stitching process.
	Stitch in Points	Turn on / off Stitch in the points feature
	Thread Break	Turn Thread Break Sensor On/Off
	Tie Offs	Turn Tie Offs on/off
	Toggle Pattern	Change sewing status between sewn and unsewn.
	Undo	Reverse the last command(s)
	Show Video	Click to view the videos on the website and linked to the manual.
	View All	Change the view perspective to see all the patterns on the CAD.
	Virtual Stitchout	View the stitching sequence without quilting.
	Zoom In	Change the visual perspective to enlarge details.
	Zoom Out	Change the visual perspective to shrink details.

5.0 Reference Info

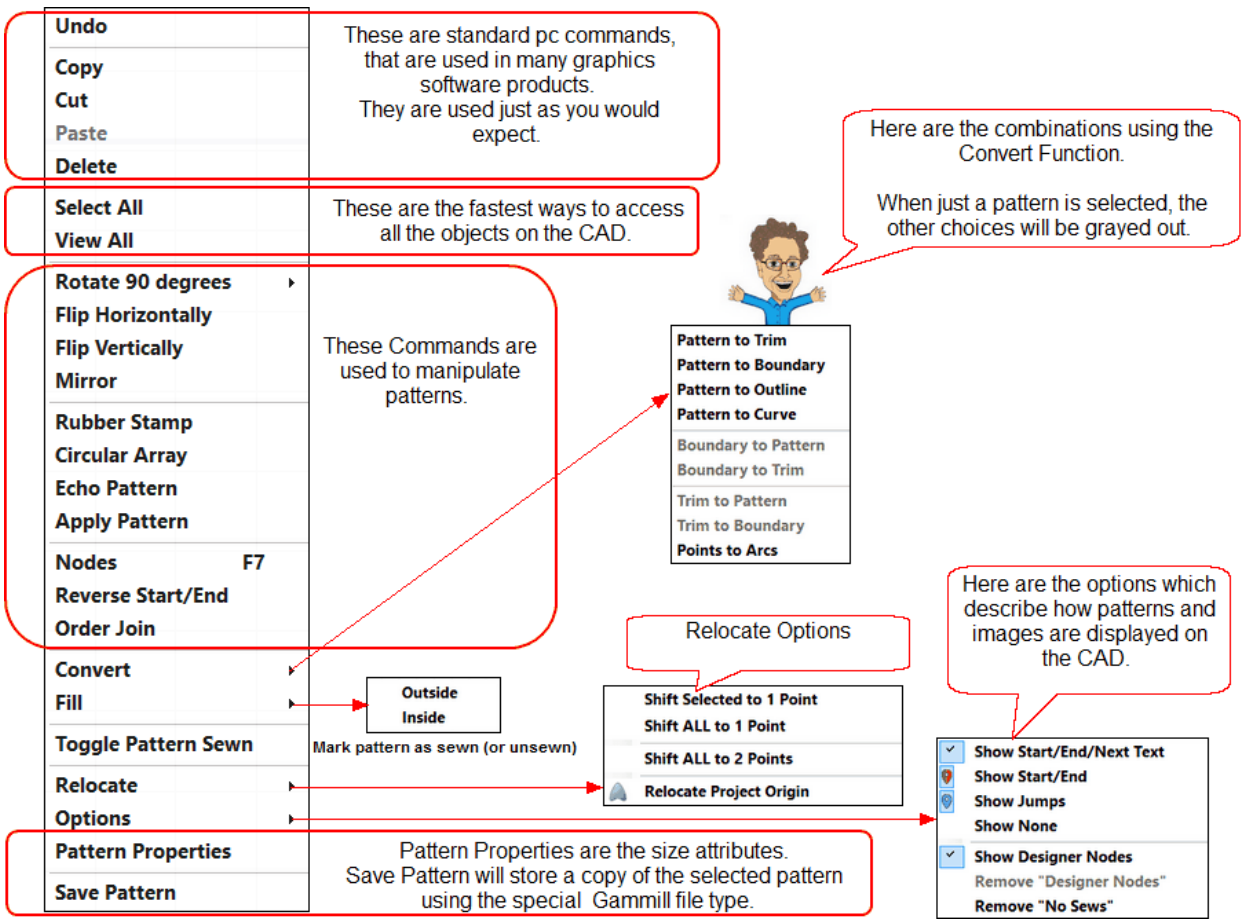
5

Speed and efficiency are important, so shortcuts are important. Sometimes the shortcut is a keyboard sequence, sometimes a function key, sometimes Right Click options.

Right Click Options - It is important to note that many commands are available using the Right Click button on the mouse. This method is preferred by many because of its speed.

Right Clicking only works in the CAD (main preview area), and it either applies to a pattern that has been placed on the CAD or it applies to an open space on the CAD.

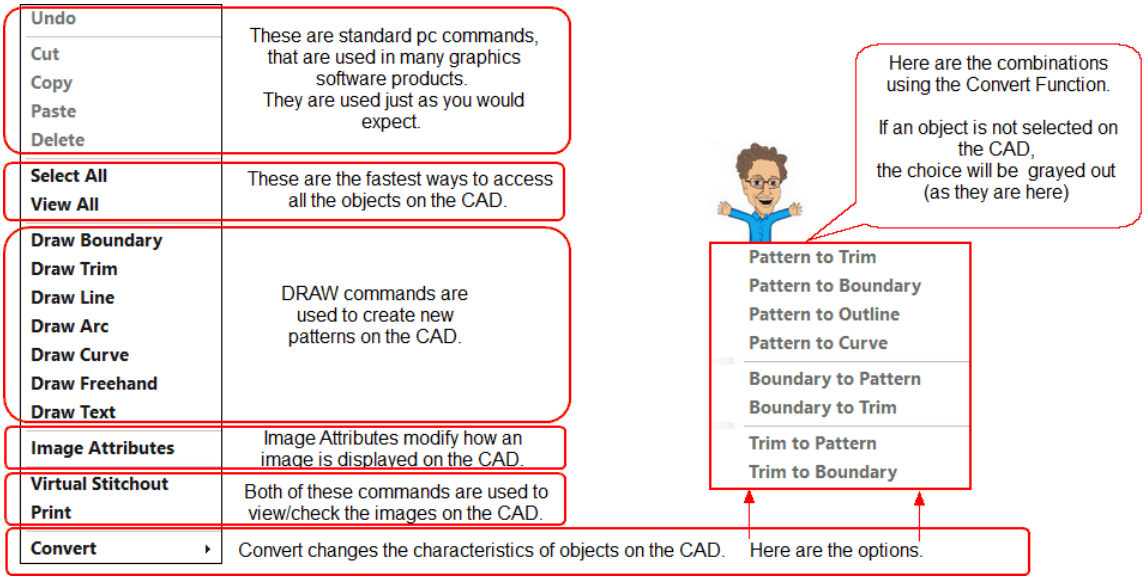
Here are the options when a pattern is Right Clicked:



Right Click Pattern Preview

Here are the options when a boundary or the open area is Right Clicked:

5.0 Reference Info



Right Click CAD Preview

Function Key Shortcuts -

F1 - Help - No matter where you are in the CreativeStudio® Screens, you can just press the F1-Help Key and you will be presented with the Help system that is integrated into the software.

F2 - Virtual Stitchout - This checks the path, and 'boinks' if there are jump stitches (breaks) found.

F3 - Image Attributes - Attributes refer to how an image (pattern or picture) is displayed.

F4 - Set Sew Order - Resequence the sewing order and change stitching direction for each pattern.

F5 and F6 (are available)

F7 - Node View - A selected pattern is shown with nodes, allowing the nodes to be modified with the mouse.

F8 - Universal Pattern Anchor - Changes the Pattern Selection Resizing Handles to Universal.

F9 - Edge Pattern Anchor - Changes the Pattern Selection Resizing Handles to Edge.

F10 - Center Pattern Anchor - Change Pattern Selection Resizing Handles to Center.

F11 - Endpoint Pattern Anchor - Change Pattern Selection Resizing Handles to Endpoint

F12 - Stretch Pattern Anchor - Change Pattern Selection Resizing Handles to Stretch.

Function key Preview

Keyboard shortcuts: (✓ means 'click')

KeySeq	Is the same as:	What it will do:
Ctrl+✓		Selects multiple items
Ctrl+A		Selects all items
Ctrl+C	✓Edit, ✓Copy	Copy Object
Ctrl+E	✓File, ✓Export	Export Image
Ctrl+I	✓File, ✓Import	Import Image
Ctrl+N	✓File, ✓New Project	Create a new project.
Ctrl+O	✓File, ✓Open Project	Open an existing project
Ctrl+P	✓File, ✓Print	Print Image from the CAD
Ctrl+S	✓File, ✓Save Project	Save the current project
Ctrl+V	✓Edit, ✓Paste	Paste Object
Ctrl+X	✓Edit, ✓Cut	Cut Object
Ctrl+Y	✓Edit, ✓Redo	Re-execute the command
Ctrl+Z	✓Edit, ✓Undo	Reverse the most recent command
Alt+A	✓Draw, ✓Arc	Begin/end Draw Arc Process
Alt+B	✓Draw, ✓Boundary	Begin/end Draw Boundary Process
Alt+C	✓Draw, ✓Curve	Begin/end Draw Curve Process
Alt+F	✓Draw, ✓Freehand	Begin/end Draw Freehand Process
Alt+L	✓Draw, ✓Line	Begin Draw Line Process
Alt+P	✓Draw, ✓Pattern	Begin Draw Pattern Process
Alt+T	✓Draw, ✓Trim	Begin Draw Trim Outline Process
Esc		Escape from a command sequence or mode
< >		Selects each pattern in order. Useful when any are stacked on each other.
k,l		Selects each boundary in order. Useful when any are stacked.
i,o		Selects each trim in order. Useful when any are stacked.
Del		Delete the highlighted text or object.
Pg Up Pg Dn		Navigate through the quilt groups.
↑ ↓ ← →	Alt+ -or- Ctrl+	Arrow = Nudge selected patterns, 100 pixels. Alt + Arrow = tiny nudge, 10 pixels. Ctrl + Arrow = a big nudge, 500 pixels. Ctrl also hides the handles.
C	✓View, ✓Crosshair	Show Crosshair on CAD
P	Display Properties	(first select pattern on the quilt group)

KeySeq	Is the same as:	What it will do:
S	✓Snap Setting	Display Snap Settings briefly
X	Flip Horizontal	(first select pattern(s) on the quilt group)
Y	Flip Vertical	(first select pattern(s) on the quilt group)
space,0,9	Rotate	(first select pattern(s) on the quilt group)

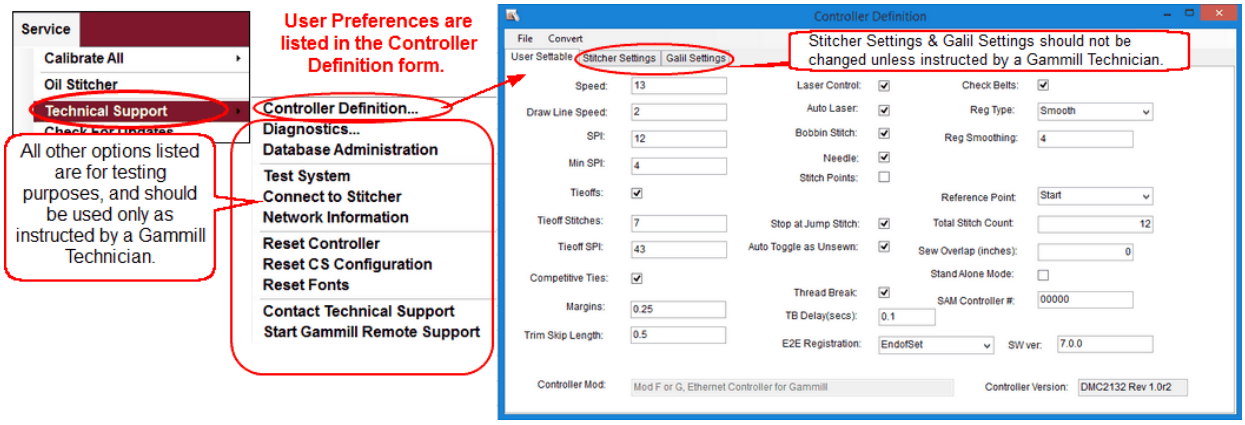
Keyboard shortcuts Preview

5.3 User Preferences

Set Stitching Defaults - Every quilter develops preferences over time regarding the stitching settings. These preferences are set and saved as system defaults, but can be changed to reflect what is best for a quilt.

Anytime the CS software is updated, the defaults need to be reset. It is easy to do:

Here is a list of User settings, in the same order as the Controller Definition, with a definition of each.



The Controller Definition Form contains the user preferences.

Speed - speed is set to a number in the scale of 1 to 20. The default is set to 13, because that seems to be an optimum balance between pace and stitch quality.

Draw Line Speed - This speed is also a number in the scale of 1 to 20, but the default is 2, and it applies only to the Draw Line feature, which is commonly used for Stitch in the Ditch (SID). The slower speed facilitates greater accuracy.

SPI - Stitches Per Inch is the stitch length. Normal size is 12 SPI, but stitches can be as small as 1/20th of an inch, up to 4 inches in length. The very large stitches are only accessible using the Baste mode of Hand Guided Quilting.

Min SPI - is the minimum stitches per inch (aka the largest stitches) allowed for patterns.

Tieoffs - By definition, tieoffs are tiny stitches intended to lock the thread ends and prevent the line of stitching from coming loose. If this setting is checked, CS will do tieoff stitches (standard or competitive).

Standard tieoffs are made by taking one stitch forward and one back, in place, making a little knot.

Competitive tieoffs are made by taking tiny stitches, all in the forward direction, along the pattern path, minimizing the visual impact.

Tieoff Stitches - This is the number of tie-off stitches requested, at both the beginning and the end of a line of stitching.

Tieoff SPI - applies to competitive tieoffs only. It is the stitch length used when doing a competitive tieoff.

Competitive Ties - By definition, competitive tieoffs are made by taking tiny stitches, all in the forward direction, along the pattern path. If this setting is checked, CS will do competitive tieoffs instead of a standard tieoffs. The length of the competitive tieoff stitches is calculated using the tieoff Stitches (default 7) times the tieoff SPI (default 43). So, CS takes 7 stitches at 43 spi, for a total length of just under 1/6 of an inch.

Margins - This is the amount of space allowed between a pattern and the boundary. In a perfect world this would be exact, but in reality it is a target; not all patterns can fit into a boundary and maintain a margin in all directions.

Trim Skip Length - is a setting that applies to the Draw Trim process. When a pattern is trimmed to fit around an object, small pieces (smaller than this setting size) are skipped. It is assumed that these pattern segments would not detract from the design if they were missing, especially since a portion of the segment would be tieoffs.

Laser Control - this setting means the quilter can control the laser.

Auto laser - means CS will turn the laser on/off automatically, depending on the feature.

Bobbin Stitch - is the first stitch taken after the stitcher moves to the start of the pattern about to be quilted. If this is checked, CS will take the stitch and pause, waiting for the bobbin thread to be pulled up and the 'Continue' button to be pressed. If this is unchecked, there is no pause.

Needle - If this is checked, the needle is 'on' and will stitch. If this is unchecked, the stitcher will move along the path of the pattern but it will not stitch.

Stitch Points - is a setting that takes an extra stitch in every point. The result is sharp, well defined points, but it does slow down the stitching somewhat.

Stop at Jump Stitch - By definition, a Jump Stitch is a break in the pattern. It might be large or small, but the 2 pattern sections are not snapped together. If this is checked, CS will pause, waiting for a 'continue' response, similar to the Bobbin Stitch. If not checked, CS will take tieoff stitches (if the settings indicate they should) and continue without stopping.

Auto Toggle as Unsewn - If this setting is on, any thread break detected will automatically change the Sewn Status for the patterns just stitched.

Thread Break - Check means the thread break sensor is on and the machine will stop if a thread break is detected. The thread break sensor is part of the top thread path. The thread wraps around it so as the machine stitches, the sensor turns. If it stops turning for a few seconds the machine assumes the thread has broken and will stop moving.

TB Delay (secs) - this setting is the adjustment for the thread break sensor. Small numbers make it very sensitive and faster to respond.

E2E Registration - This determines how the machine will prompt for registration points after the quilt has been rolled. There are 3 options to choose from (Use Start and End, Place Two Pins, User Start and End).

Check Belts - Many features depend on clicking points. When 2 consecutive click points are identical, CS will issue a warning, asking if the belts have become detached.

Reg Type - refers to the Stitch Regulation method. The three choices (Original, Smooth and Plus) each handle just a little differently. Try them !

Reg Smoothing - also refers to the stitch regulation, particularly how curves are stitched. This setting changes the smoothing algorithm slightly, when the machine moves fast.

Reference Point - This is used when placing Repeat Patterns. The default is set here, but can be changed at the time the Repeat Pattern Feature is used. This is the normally preferred method (Upper Left, Upper Right, Lower Right, Lower Left, Start, End, Center).

Total Stitch Count - this is a running count of the number of stitches taken since the software was installed.

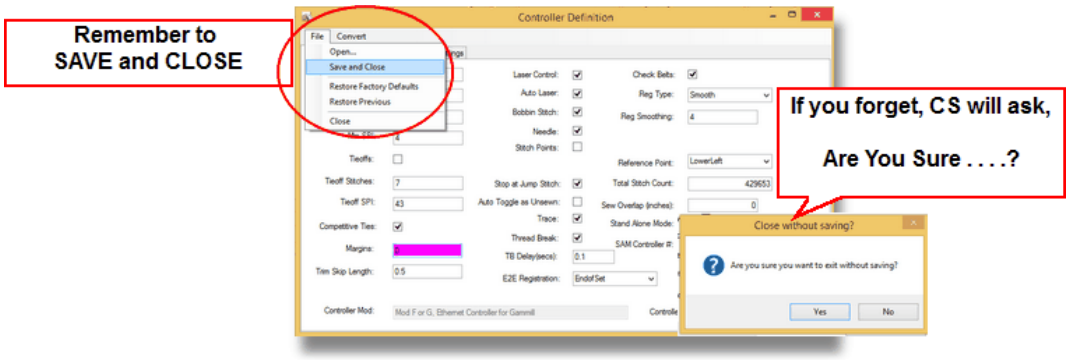
Sew Overlap (inches) - Sometimes block patterns (where the start point and the end point are the same) look better if the stitches overlap, and this setting will allow that.

Stand Alone Mode - also known as SAM. This box is checked when the computer is running CS but the controller is not attached, connected or engaged.

SAM Controller # - This is the controller number for the Stitcher. By entering it here, CS can check the encryption of patterns without needing the controller attached and running.

Controller Mod - This is the model letter/number of the controller that controls the stitching process.

Controller Version - This is the version of software currently running the controller.



To Save Changes, Click on the File tab, and click Save and Close.

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