

Preparations



Unpacking

1. Place the box on a steady, flat surface. Lift the machine out of the box and remove the outer packaging and lift off the machine carrying case.
2. Remove all other packing material and the plastic bag.
3. Slide off the accessory tray and remove the styrofoam inside.

Note: Styrofoam left in the accessory tray while sewing may affect stitch quality. The styrofoam is for packing purposes only and should be removed.

Connect to the power supply

Among the accessories you will find the power cord and the foot control.

Note: Before plugging in the foot control, check to ensure that it is type "FR5" (see underside of foot control).

1. Pull out the cord from the foot control. Connect the foot control cord to the front socket on the bottom right side of the machine (1).
2. Connect the power cord to the rear socket on the bottom right side of the machine (2). Plug the cord into the wall socket.
3. Press the ON/OFF switch to ON to turn on power and light (3).

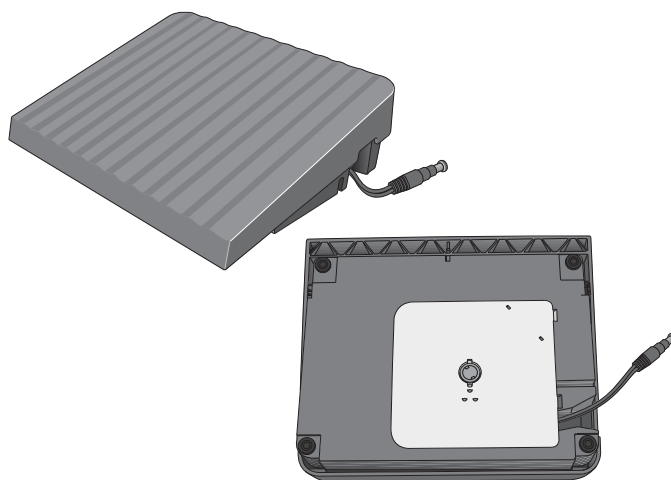


For the USA and Canada

This sewing machine has a polarized plug (one blade wider than the other). To reduce the risk of electric shock, this plug is intended to fit in a polarized outlet only one way. If the plug does not fit fully in the outlet, reverse the plug. If it still does not fit, contact a qualified electrician to install the proper outlet. Do not modify the plug in any way.

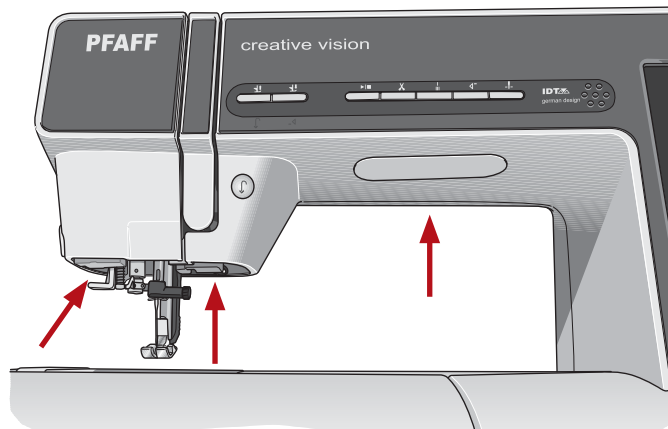
Pack away after sewing

1. Switch the main switch (3) off.
2. Unplug the cord from the wall socket and then from the machine (2).
3. Unplug the foot control cord from the machine (1). Pull the cord gently and release - the cord will retract itself into the foot control.
4. Place all accessories in the accessory tray. Slide the tray on to the machine around the free arm.
5. Place the foot control in the space above the free arm.
6. Put on the hard cover.



Custom LED lights

Your machine has LED lights which distribute the light evenly over the sewing area and eliminates shadows. You can adjust the intensity and color temperature of the light in the Settings menu, see chapter 3.

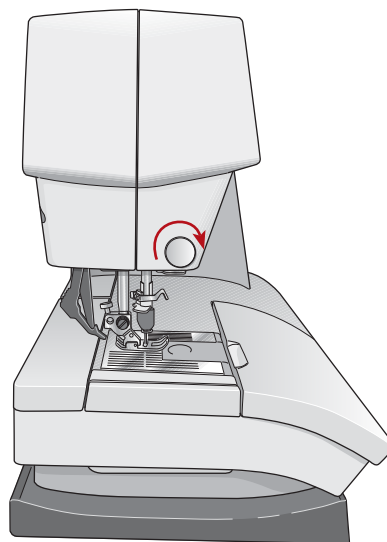


Free arm

To use the free arm, slide off the accessory tray. When attached, a hook keeps the accessory tray locked to the machine. Remove the tray by sliding it to the left.

Thread cutter

To use the thread cutter, pull the thread from back to front as shown.



Stylus holder

To keep the stylus in place when not using it, the stylus holder is provided with a locking feature. To release the stylus, just bend it slightly towards you.

Spool pins

Your machine has two spool pins, a main spool pin and an auxiliary spool pin. The spool pins are designed for all types of thread. The main spool pin is adjustable and can be used both in a horizontal position (the thread reels off the spool) and a vertical position (the thread spool rotates). Use the horizontal position for normal threads and the vertical position for large spools or specialty threads.

Horizontal position

Place a spool cap and the thread spool on the spool pin. Make sure that the thread reels over the top and slide on a second spool cap.

Use a spool cap slightly larger than the thread spool. For narrow thread spools, use a smaller spool cap in front of the spool. For large thread spools, use a larger spool cap in front of the spool. The flat side of the spool cap should be pressed firmly against the spool. There should be no space between the spool cap and the thread spool.

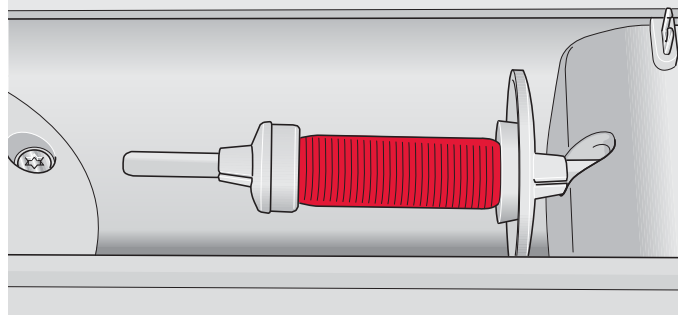
Vertical position

Raise the spool pin to the vertical position. Slide on the large spool cap and place a felt pad under the thread spool. This is to prevent the thread from reeling off too fast.

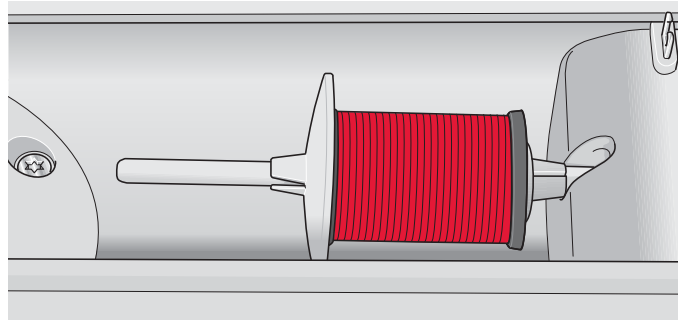
Do not place a spool cap on top of the spool pin as that would prevent the spool from rotating.

Auxiliary spool pin

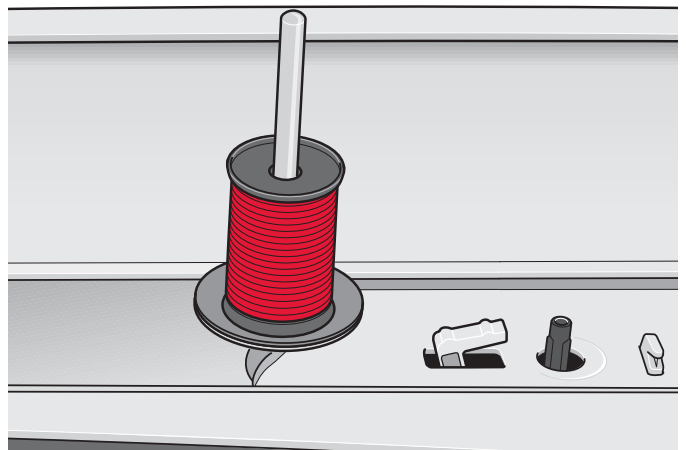
The auxiliary spool pin is used when winding a bobbin thread from a second spool of thread or for a second spool when sewing with a twin needle. Raise the auxiliary spool pin. Slide on a large spool cap and place a felt pad under the thread spool.



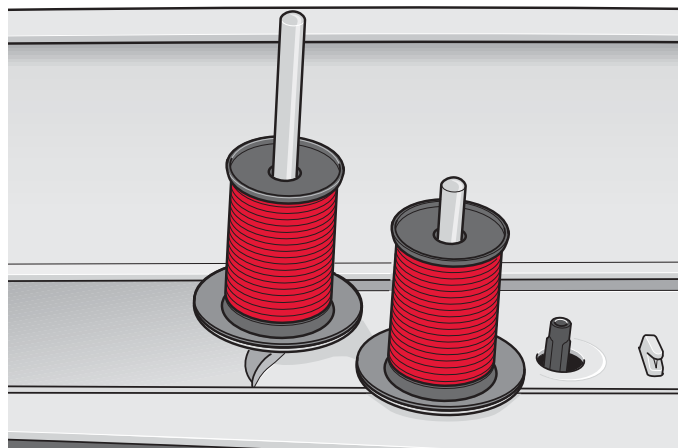
Small spool cap



Large spool cap



Main spool pin in vertical position

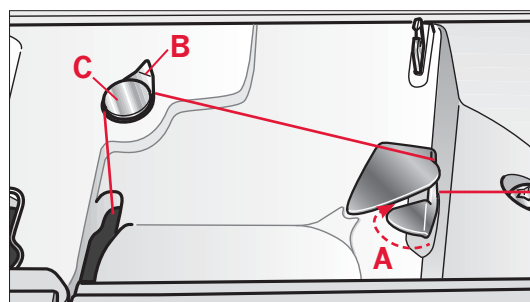
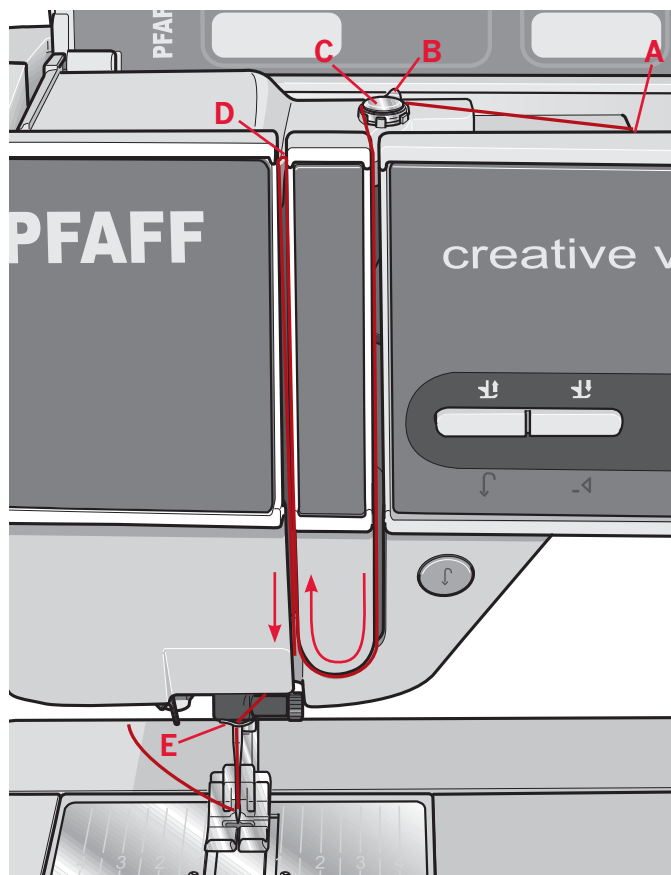


Auxiliary spool pin and main spool pin in vertical position.

Threading the machine

Make sure that the presser foot is raised and the needle is in the up position.

1. Place the thread on the spool pin and fit a spool cap of the right size.
2. Pull the thread into the thread guide by pulling it from the front to the back (A). Make sure the thread clicks into place. Then pull the thread underneath the bobbin thread guide (B) on the pre-tension disc (C).
3. Thread down through the right-hand threading slot and then upwards through the left-hand threading slot.
4. Bring the thread from the right into the take-up lever (D) and down in the left-hand threading slot to the needle thread guide (E).
5. Thread the needle.



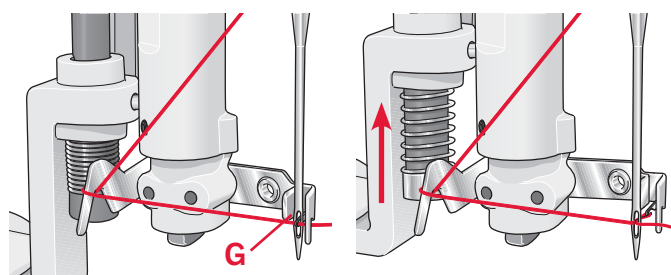
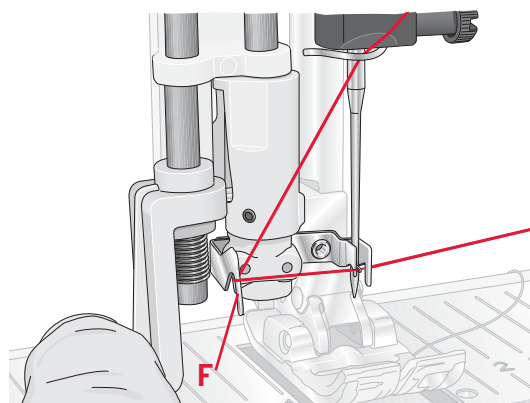
Needle threader

The needle threader allows you to thread the needle automatically. The needle must be in the up position to use the built-in needle threader. We also recommend lowering the presser foot.

1. Use the handle to pull the needle threader all the way down. The threader hook (G) swivels through the needle eye.
2. Place the thread from the back over the hook (F) and under the thread hook (G).
3. Let the needle threader gently swing back. The hook pulls the thread through the needle eye and forms a loop behind the needle. Pull the thread loop out behind the needle.

Note: The needle threader is designed to be used for size 70-120 needles. You cannot use the needle threader for size 60 needles or smaller, the wing needle, twin needle or triple needle. There are also some optional accessories that require manual threading of the needle.

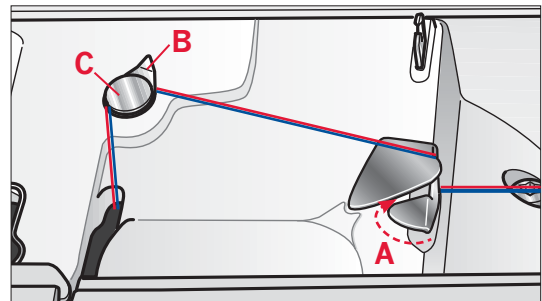
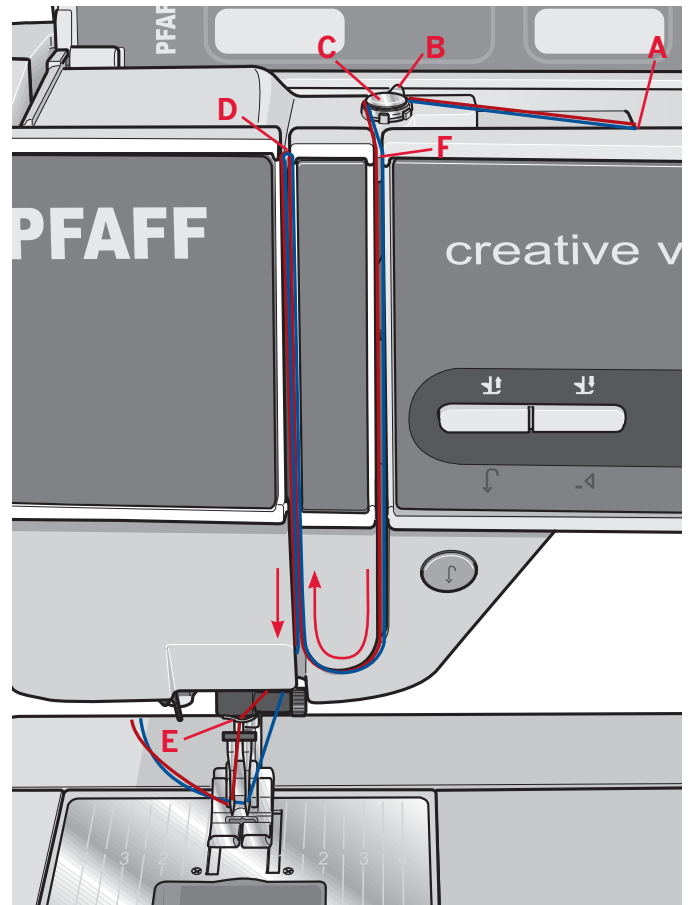
When threading the needle manually make sure that the needle is threaded from front to back. The bobbin cover can be used as a magnifying glass.



Threading for twin needle

Replace the sewing needle with a twin needle. Make sure that the presser foot is raised and the needle is in the up position.

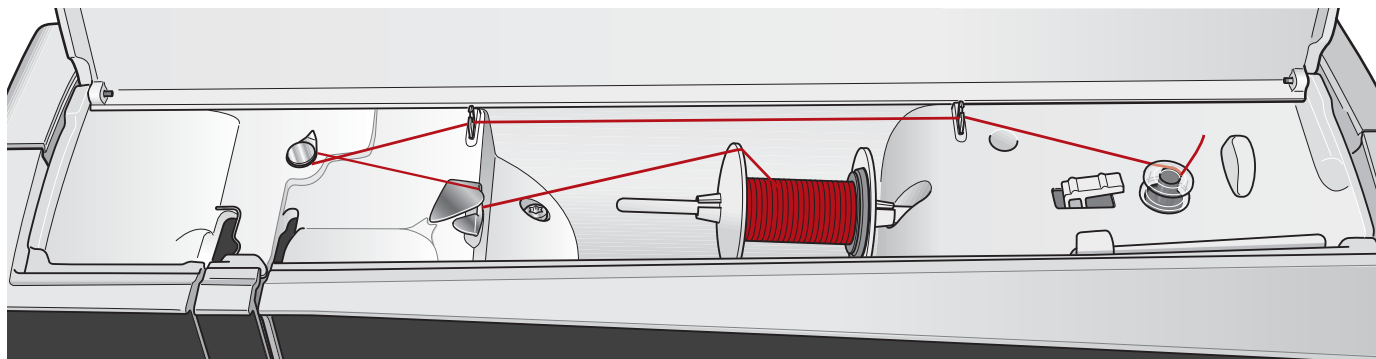
1. Place the thread on the spool pin and fit a spool cap of the right size. Raise the auxiliary spool pin. Slide on a large spool cap and a felt pad. Place the second thread on the spool pin.
2. Pull the threads into the thread guide by pulling them from the front to the back (A). Make sure the threads click into place. Then pull the threads underneath the bobbin thread guide (B) on the pre-tension disc (C).
3. Thread down through the right-hand threading slot and then upwards through the left-hand threading slot. Make sure that you pass one thread to the left and one thread to the right sides of the tension disk (F).
4. Bring the threads from the right into the take-up lever (D) and down in the left-hand threading slot. Make sure that one thread is inside the needle thread guide (E) and the other one outside. Make sure that the threads do not become twisted together.
5. Thread the needles.



Thread sensor

If the upper thread breaks or bobbin thread runs out, the machine stops and a pop-up appears on the screen.

If upper thread breaks: Re-thread the machine and touch OK on the pop-up. If bobbin thread runs out: replace with a wound bobbin and continue sewing.



Bobbin winding

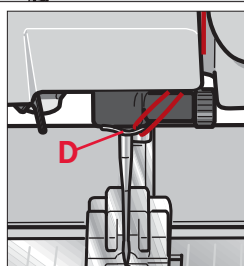
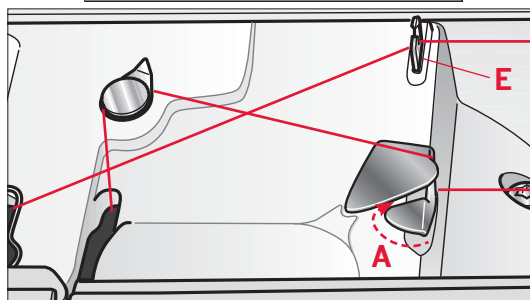
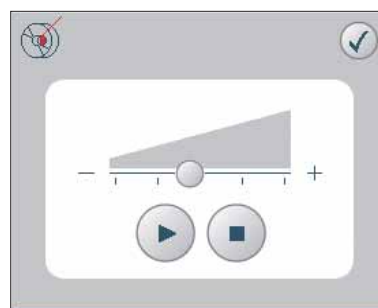
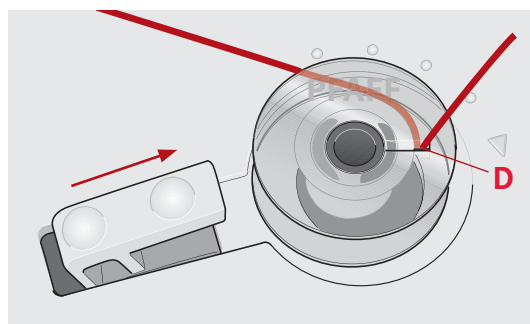
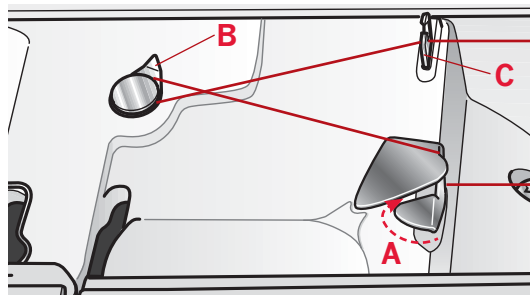
Winding from horizontal position

1. Place an empty bobbin on the bobbin spindle, with the logo facing up. Use only the original PFAFF® bobbins approved for this model.
2. Place the thread spool on the spool pin in horizontal position. Slide a spool cap tightly against the spool.
3. Place the thread into the thread guide (A) from front to back. Pull the thread counter-clockwise above the bobbin winder thread guide (B) and then through the bobbin thread guides (C) at the rear.

Note: Make sure the thread is pulled securely inside the pre-tension device for correct thread tension.

4. Thread through the slot in the bobbin (D) from the inside to the outside.
5. Push the bobbin winder lever towards the bobbin to wind. A pop-up appears on the screen. To adjust winding speed, use the slider in the pop-up. Stop and start bobbin winding with the icons in the pop-up. Hold the end of the thread firmly when starting to wind.

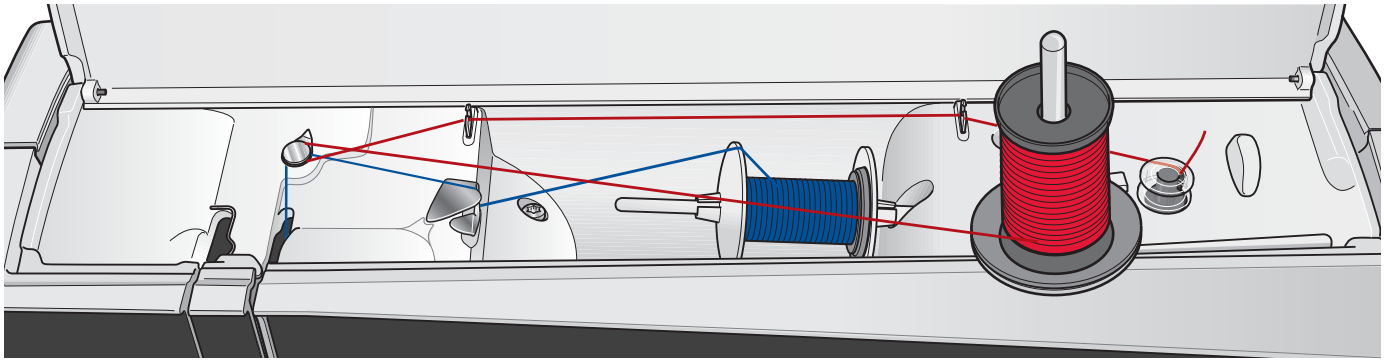
When the bobbin is full, the bobbin winder lever will switch back and the winding will stop automatically. The pop-up closes. Remove the bobbin and cut the thread using the bobbin thread cutter. Cut the free thread end close to the bobbin.



Winding while threaded

Make sure that the presser foot and the needle are in the up position. To prevent the needle from bending, pull the thread out of the needle.

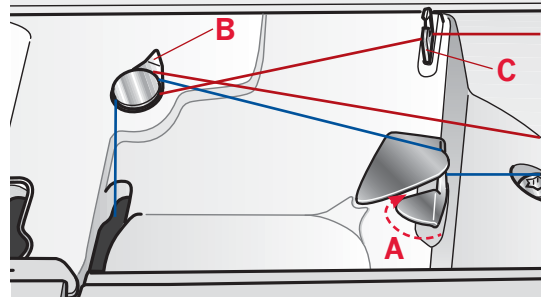
Bring the thread up from the needle thread guide (D), upward through the left-hand threading slot and through the bobbin thread guides (E). Then follow step 4 and 5 above.



Winding while embroidering or sewing

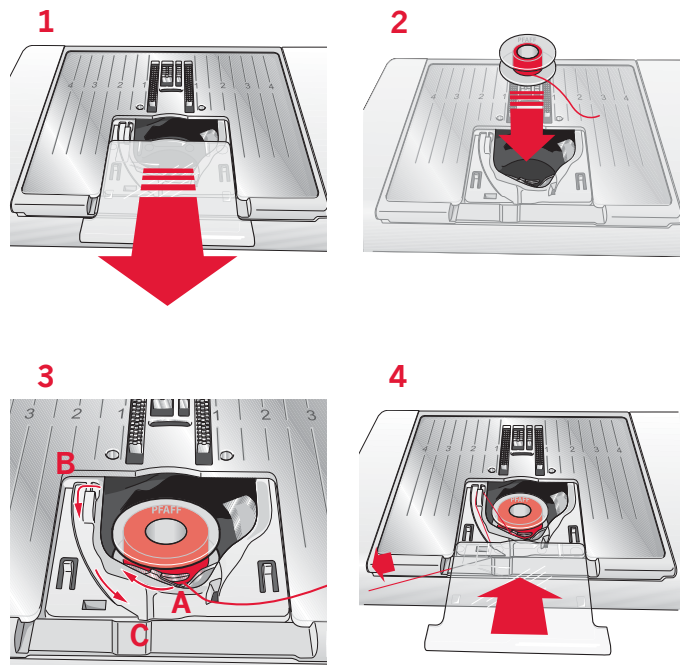
Swing the auxiliary spool pin up. Place an appropriate spool cap, felt pad and thread spool on the spool pin.

The needle thread (blue) is placed into the thread guide (A) and underneath the bobbin winder thread guide (B). Pull the bobbin thread (red) counter-clockwise above the bobbin winder thread guide (B) and through the bobbin thread guides (C). Then follow step 4 and 5 on the previous page.



Inserting the bobbin

1. Remove the bobbin cover by sliding it towards you.
2. Place the bobbin in the bobbin case with the logotype facing up and the thread unreeling from the left of the bobbin. The bobbin will then rotate counter-clockwise when you pull out the thread.
3. Place your finger on the bobbin to keep it from turning as you pull the thread firmly to the right and then to the left into the tension spring (A) until it "clicks" into place.
4. Continue threading around (B) and to the right of the thread cutter (C). Replace the cover. Pull the thread to the left to cut.



IDT (Integrated dual feed)

For sewing any fabric precisely PFAFF® creative vision™ sewing and embroidery machine provides the ideal solution: the integrated dual feed, IDT system. As on industrial machines, the IDT feeds the fabric from the top and bottom at the same time. The material is fed precisely. On light fabrics such as silk or rayon the dual feed prevents puckering of the seam. The even feeding action also ensures perfect matching of checked and striped fabrics. The IDT keeps all layers of quilt projects aligned to prevent shifting of the top layers.

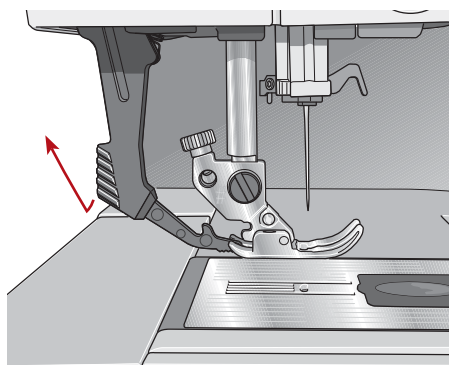
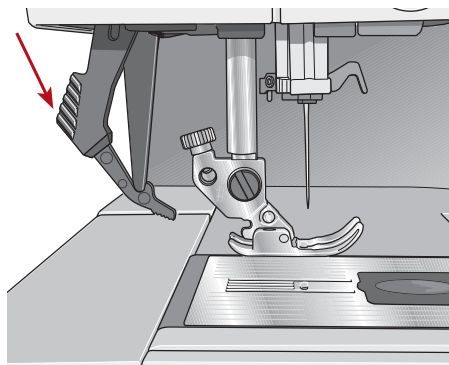
Engaging the IDT

Important: For all work with the IDT, use presser feet with the center back cut-out.

Raise the presser foot. Press the IDT down until it engages.

Disengaging the IDT

Raise the presser foot. Hold the IDT with two fingers at the ribbed ankle. Pull the IDT down, then pull it away from you to release the IDT slowly upward.



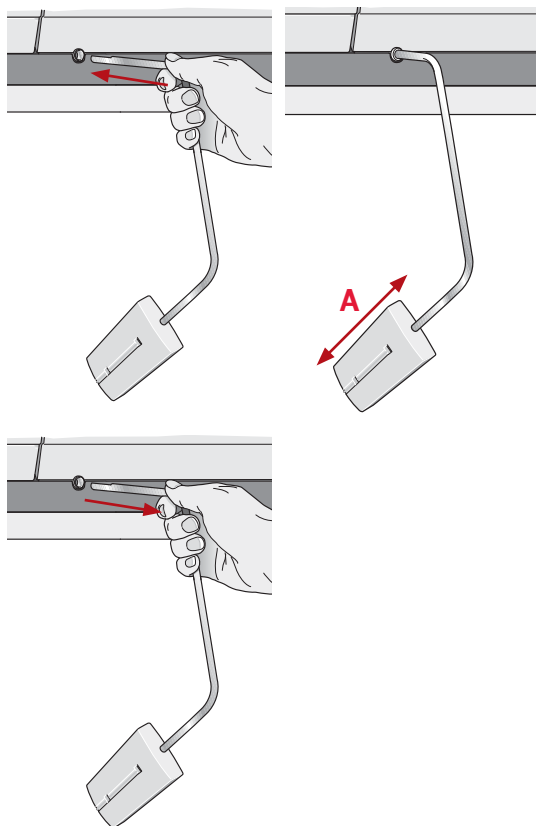
Electronic knee-lift

Your machine comes with an electronic knee-lift for regulating the presser foot height.

Insert the knee-lift in the provided hole on the machine. The flat side must face upwards. Adjust the rectangular bar on the knee-lift until it is positioned at a comfortable height for you (A).

If you press the knee-lift to the right, the presser foot will raise. You can now guide the fabric with both hands.

To remove the knee-lift, just pull it straight out of the hole.



Needles

The sewing machine needle plays an important role in successful sewing. Use only quality needles. We recommend needles of system 130/705H. The needle package included with your machine contains needles of the most frequently used sizes.

Universal needle (A)

Universal needles have a slightly rounded point and come in a variety of sizes. For general sewing in a variety of fabric types and weights.

Stretch needle (B)

Stretch needles have a special scarf to eliminate skipped stitches when there is a flex in the fabric. For knits, swimwear, fleece, synthetic suedes and leathers.

Embroidery needle (C)

Embroidery needles have a special scarf, a slightly rounded point and a slightly larger eye to avoid damage to thread and materials. Use with metallic and other specialty threads for embroidery and decorative sewing.

Denim needle (D)

Denim needles have a sharp point to penetrate tightly woven fabrics without deflecting the needle. For canvas, denim, microfibers.

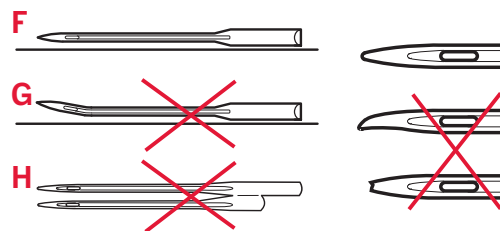
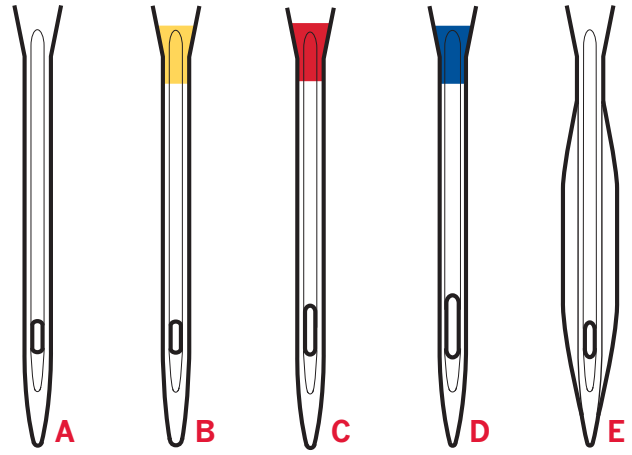
Wing needles (E)

The Wing needle has wide wings on the side of the needle to poke holes in the fabric when sewing entredeux and other hemstitches on natural fiber fabrics.

Note: Change the needle often. Always use a straight needle with a sharp point (F).

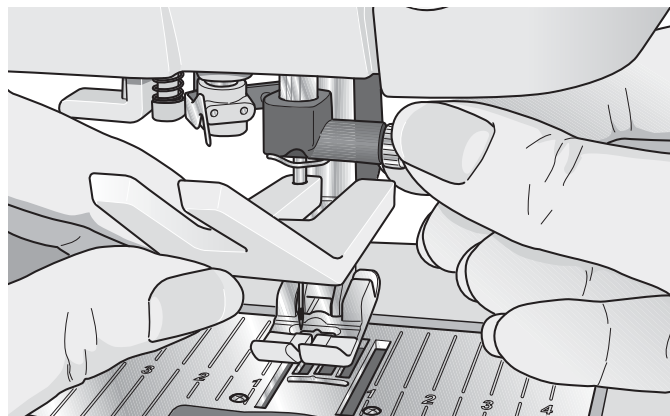
A damaged needle (G) can cause skipped stitches, breakage or snapping of thread. A damaged needle can also damage the stitch plate.

Do not use asymmetrical twin needles (H), since it may damage your sewing machine.



Changing the needle

1. Use the hole in the multi-purpose tool to hold the needle.
2. Loosen the needle screw.
3. Remove the needle.
4. Insert the new needle, using the multi-purpose tool. Push the new needle upwards with the flat side away from you until it will go no further.
5. Tighten the needle screw as tight as it will go.



Lowering feed dogs

Your machine automatically raises or lowers the feed dogs depending on the stitch you have selected. For example, the feed dogs are lowered when sewing on buttons, free-motion sewing and embroidering. The feed dogs are also lowered when using the presser foot extra lift.

When a new stitch is selected the feed dogs are automatically raised again when you start sewing.

Changing the presser foot

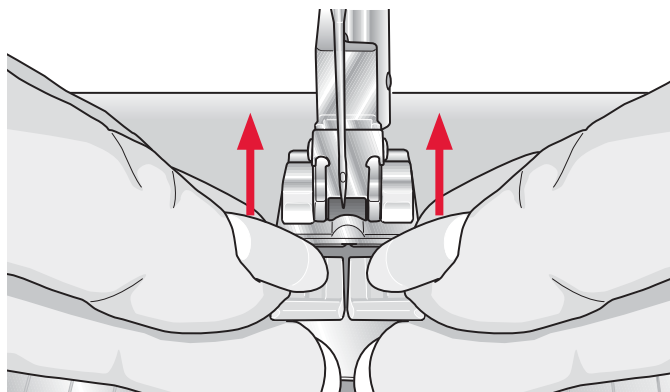
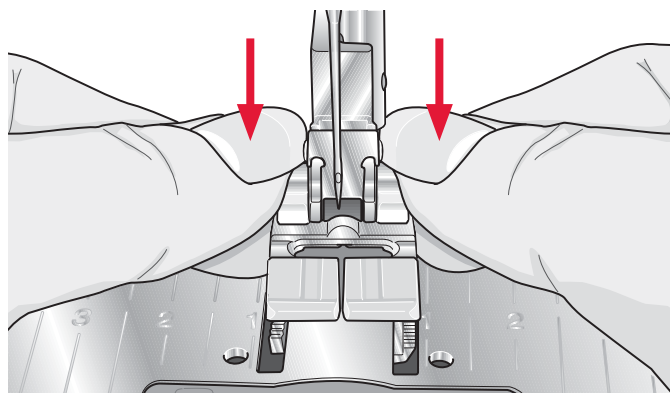
Remove presser foot

Press the presser foot downwards until it disengages from the presser foot holder.

Attach presser foot

Line up the pins on the foot with the gap underneath the presser foot holder. Press upwards until the foot snaps into place.

You can also use the presser foot up/down buttons to raise or lower the presser foot holder. Place the presser foot under the presser foot holder, so that the pins of the foot snap onto the presser foot holder when lowered.



USB ports

Your machine has two USB ports – one to connect the sewing machine to your computer, and one to connect either your USB embroidery stick, optional CD-drive, optional USB hub or optional mouse.

Note: Contact your local authorized PFAFF® dealer for USB devices for your machine.

USB embroidery stick

Delivered with your machine is a USB embroidery stick. Use the stick to store designs and other files, or to move files between the computer and sewing machine.

Connect to and remove from USB port

Insert the USB embroidery stick or other devices in the upper port. The USB plugs can only be inserted one way – do not force them into the ports!

The USB PC cable packed with your machine (P/N:412 62 59-04) plugs in to the lower port. No other cable should be used in this port. Connect the other end of the cable to your PC.

Note: Install the Embroidery Machine Communication CD before connecting the machine to your PC.

To remove, carefully pull the USB embroidery stick or the plug of the USB cable out straight.

Using the USB embroidery stick

A light at the end of the stick indicates that the USB embroidery stick is plugged in correctly. When loading from or saving to the USB embroidery stick, the light flashes and an hourglass appears on the screen.

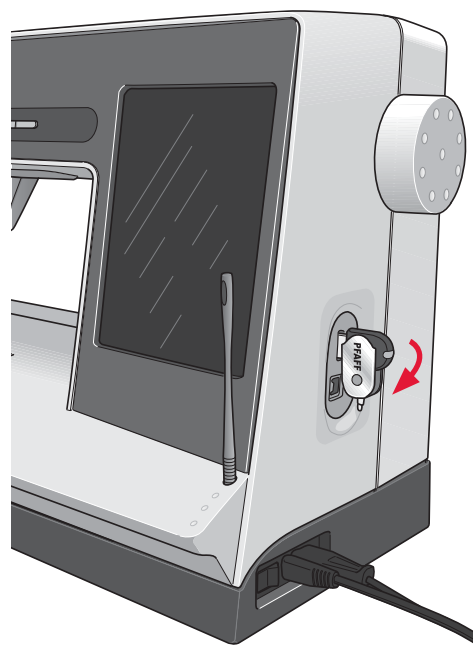
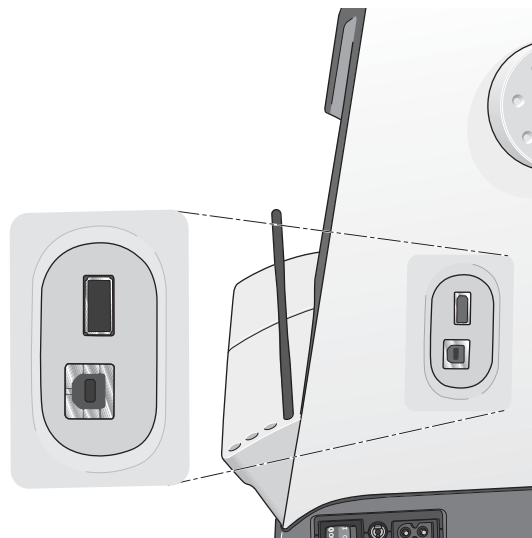
Note: Do not remove the USB embroidery stick when the hourglass is shown on the screen or while Files & Folders is open. Removing the stick at that time can damage the files on your USB embroidery stick.

Connect machine to computer

Your machine comes with an Embroidery Machine Communication CD. This CD should be installed before the machine is connected to your computer for the first time.

When the software on the CD is installed and the machine and the computer are connected, via the USB cable, you can easily move designs or other files to your machine.

Note: Your computer must be running Windows® XP or Windows® Vista.



Note: The USB embroidery stick provided with the machine can be left in the machine when putting on the hard cover. Make sure that the cover of the USB stick is turned downwards.

4D™ Embroidery Software

Computer Connection

The Embroidery Machine Communication module is automatically installed. This is required to use the Send To features in any 4D™ Embroidery System module, and Send Multiple in 4D™ Organizer.

4D™ QuickFont

Create font files (.vfb) for your PFAFF® creative vision™ embroidery machine from most TrueType® or OpenType® fonts on your computer.

4D™ Organizer

Find your designs and pictures easily. Browse them in different sizes and print selected groups as full worksheets of thumbnail catalogs. Convert your designs between major embroidery formats, to pictures or desktop wallpaper for your computer. Create a personal HTML catalog of your designs.

Installing your software

If you own other PFAFF® 4D™ Embroidery System software, you may need to install the 4D™ Embroidery System 8.2 (or higher version) Update instead of installing the Embroidery Machine Communication Software. Then add the PFAFF® creative vision™ from the Machine Manager in 4D™ Configure, as described in Step 5. Continue to install hardware drivers (Step 6), then register your machine.

1. Ensure your embroidery machine is disconnected from your computer.
2. Ensure you are logged onto your computer with a user name that is an administrator on the computer, then install your software from the CD provided.
3. Insert your CD. In Windows® Vista, an AutoPlay message may appear, asking what you wish to do with the CD. Click the option to Run Menu.exe. Select your desired language, and select the "Install Embroidery Machine Communication Software" option from the menu.
4. Follow the instructions in the Installation Wizard. When asked to enter your Installation Code, enter the following number: **850078**.
5. In the 4D™ Configure Wizard under MyMachines select your machine type: PFAFF® creative vision™. Under Send 1 or Send 2 select PFAFF® creative vision™. It is recommended to set the Embroidery Machine Communication module to start automatically when starting Windows.



Note: You can find more detailed information about the installation and registration in the 4D™ Embroidery System Getting Started Guide, in the folder 'UserGuides' on the CD.

Install hardware drivers and connect the embroidery machine

Windows® Vista

6. From the main menu of your CD, click the Install Drivers option for your version of Windows® Vista.

If the following User Account Control message appears: 'A program needs your permission to continue', click the Continue button.

7. During the installation process a security message may appear asking 'Would you like to install this device software?' Click Install to continue. Click Finish on the last page.
8. You may now connect your embroidery machine to your computer. A message will appear and you will be informed when your embroidery machine is ready to be used.

Windows® XP

6. From the main menu of your CD, click the Install Drivers option for Windows® XP.

Drivers are only available for 32-bit Windows® XP.

7. During the installation process, if existing drivers are found, you will be informed that drivers have been removed and that the computer must be restarted. Click OK to restart the computer. Installation will resume after the computer has restarted.
8. At the end of the installation, you will be prompted to connect your embroidery machine. Click Finish on the last page. Leave your 4D™ Embroidery System software CD in your computer.
9. The Found New Hardware wizard will appear. Select 'No, not at this time' on the first page, then click Next. Select 'Install the software automatically', then click Next. A warning will appear that the drivers are not signed. This is normal and should not be a cause for concern. Click Continue Anyway, and the driver installation will complete automatically.

Register immediately for these benefits:

System Check and access to recommended updates for your creative vision™ embroidery machine online (Smart Update).

Follow the instructions at the end of installing your software. Alternatively, select the Register button in 4D™ Configure at any time.

How to launch the programs

Shortcuts on the Desktop



1. Double-click on the Shortcut to the 4D™ Embroidery System program folder. A list of programs appears.
2. Double-click on 4D™ Organizer, 4D™ QuickFont or 4D™ Configure to launch it.

Alternatively use the Start Menu to open modules under Start, All Programs, 4D™ Embroidery System.

Viewing and printing PDF Guides

To find all the Reference and Sample Guides for your 4D™ Embroidery System software, go to Start, All Programs, 4D™ Embroidery System then choose Reference Guides or Sample Guides. Choose relevant folder, then select the desired PDF Guide. Double-click on the desired name to launch the relevant .pdf file if you have Adobe Acrobat installed on your computer. To install the Acrobat Reader, insert the 4D™ Embroidery System CD and select that option from the menu that appears.

Embroidery Machine Communication module

The Embroidery Machine Communication module must be active ( or ) to use your embroidery machine with your computer. The icons are found in the lower right corner of your computer screen. If the Embroidery Machine Communication module is not active, it may be started from the Send tab of 4D™ Configure.

How to update your machine

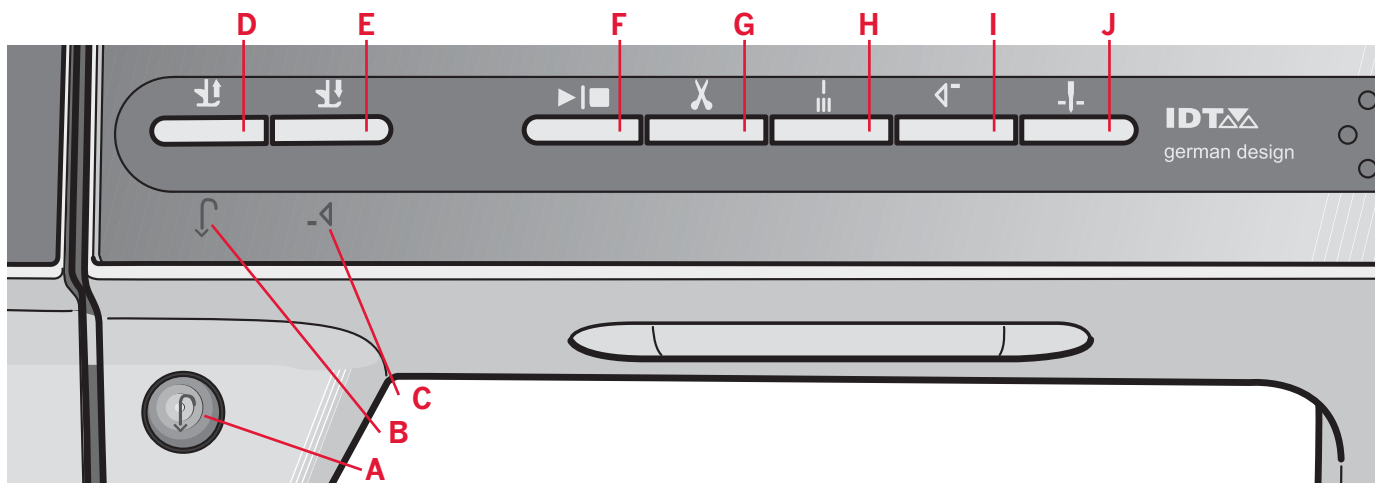
Be sure to consult the web site at www.pfaff.com and/or your local authorized PFAFF® dealer for updates and upgrades for your machine and Owner's manual.

You can update your machine using the USB embroidery stick or the USB cable packed with your machine (P/N:412 62 59-04).

Updating instructions

- Go to the PFAFF® web site at www.pfaff.com to find information about available updates.
- Follow the update wizard to prepare your USB embroidery stick for the update.
- While pressing and holding the stitch restart button and needle up/down button, turn your machine on to start in update mode. Follow the instructions on the PFAFF® HD screen to update.

Visit www.pfaff.com to learn more about how to register and update your machine. When registering your machine via Smart Update, you will be notified when a new update is available.



Buttons and icons

Reverse button (A)

For permanent reverse, press the button once before starting to sew. The reverse indicator (B) will be lit and the machine sews in reverse until you press the button again to cancel. If you press the reverse button while sewing, the machine sews in reverse for as long as you keep the button pressed. The reverse indicator is lit when the reverse button is pressed.

Reverse is also used when sewing buttonholes, programmed tie-off end, darning stitches and tapering stitches to step between the parts of the stitch.

Reverse indicator (B)

The reverse indicator will be lit when pressing the reverse button to sew in reverse. It is also lit while sewing permanent reverse.

Action indicator (C)

The action indicator is lit to indicate that an action is to be done, for example performing tapering. The icon stays lit until the action is done.

Presser foot up and extra lift toggle (D)

Raises the presser foot and needle to the up position.

Press the button once more and the presser foot will raise to extra lift. The feed dogs will be lowered to make it easier to get thick fabric under the presser foot.

Presser foot down and pivot toggle (E)

Lower the presser foot completely. Press the button once more to raise the presser foot to pivot height.

The presser foot is lowered automatically when you start sewing.

Start/stop (F)

Press this button to start or stop the machine without using the foot control. Press the button once to start and press it again to stop.

Thread snips (G)

Press to cut both needle and bobbin thread immediately.

If pressing this button while sewing, the threads will be cut before the needle moves to the start position of the next stitch. Your machine ties off the thread, cuts the needle and bobbin threads and raises the presser foot and the needle.

The thread snips function can be programmed, see chapter 4.

Note: Threads are cut automatically when buttonholes are sewn with the Sensormatic buttonhole foot.

Thread snips performed by the machine can be cancelled in the Settings menu.

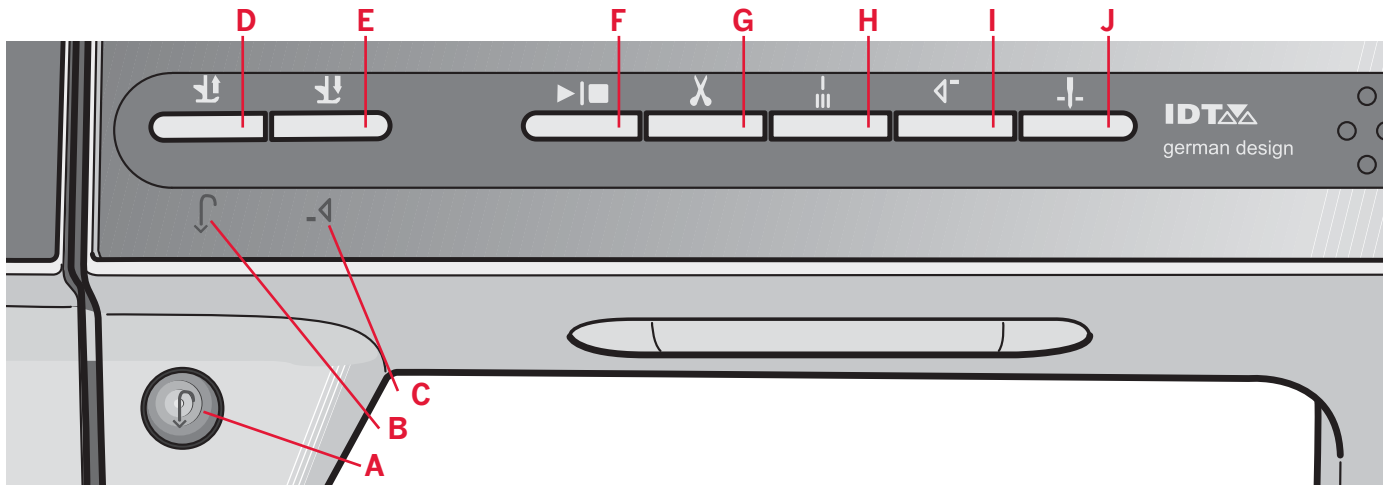
In embroidery mode the threads are cut and the presser foot raised. The upper thread is only cut automatically at the color change. When the design is finished both needle and bobbin threads are cut automatically.

Immediate tie-off (H)

Press immediate tie-off while sewing and your machine sews a few tie-off stitches and stops automatically. Tie-off is automatically activated when cut has been used.

By touching the tie-off button once more while the action indicator is lit, the function can be turned off.

The tie-off function can be programmed, see chapter 4.



Stitch restart (I)

When having stopped sewing in the middle of a stitch, press restart to start sewing at the beginning of the stitch again without having to reset any special settings you have made.

If pressing the stitch restart button while sewing, the stitch will be finished and the machine will then stop.

You can also use stitch restart to go back to the beginning of an embroidery.

Needle up/down (J)

Press this button to move the needle up or down. The setting of the needle stop position is changed at the same time. When needle down is activated, the icon is lit, the needle will stop in the down position and the presser foot will raise to pivot height.

You can also tap the foot control to raise or lower the needle.