PPA FF





Instruction manual

Please fold this page open to simplify the understanding of this instruction manual when reading it.



Safety rules

For the United Kingdom only

The leads must definitely not be connected to the safety-lead terminal I nor to a plug with three pins.

The wires in the mains lead are coloured according to the following code:

Blue: Neutral Brown: Live

As the colours of the wires in the mains lead of this appliance may not correspond with the colour coding of the terminals in your plug, proceed as follows:

The wire which is coloured blue must be connected to the terminal which is marked with the letter N

The wire which is coloured brown must be connected to the terminal which is marked with the letter L

Cut-off mains plugs are definitely not to be used, but disposed of immediately. Defective mains leads

Only 3 A spare fuses must be used as approved by ASTA according to BS 1362 and the fuse cover nust be marked 3 A or with the corresponding colour code.

The plug must never be used without fuse cover. Spare fuse covers are available from electrical suppliers or the PFAFF agencies.

lease also observe the general safety notes on the fold out page.

Contents on pages 4-7



Important safety instructions

For the United States only

This sewing machine is designed and manufactured for HOUSEHOLD use only. When you use an electric appliance, basic safety precautions should always be adhered to as follows: Read all instructions before using this sewing machine.

Technical section

Electronic section

DANGER To reduce the risk of electric shock:

- 1. The sewing machine should never be left unattended when plugged. Always unplug this appliance from the electric outlet immediately after using and before cleaning.
- 2. Always unplug before relamping. Replace bulb with same type rated 15 Watts.
- 3. Do not reach for a sewing machine that has fallen into water. Unplug immediately. 4. Do not place or store a sewing machine where it can fall or be pulled into a tub or sink. Do not place in

WARNING To reduce the risk of burns, fire, electric shock, or injury to persons:

- 1. Do not allow to be used as a toy. Close attention is necessary when this sewing machine is used by or
- 2. Use this sewing machine only for its intended use as described in this manual. Use only attachments recommended by the manufacturer as contained in this manual.
- 3. Never operate this sewing machine if it has a damaged cord or plug, if it is not working properly, if it has been dropped or damaged, or dropped into water. Return the appliance to the nearest authorized dealer
- or service center for examination, repair, electrical or mechanical adjustment. 4. Never operate the sewing machine with any air openings blocked. Keep ventilation openings of the
- sewing machine and foot control free from the accumulation of lint, dust, and loose cloth. 5. Never drop or insert any object into any opening.
- 6. Do not use out of doors.
- 7. Do not operate where aerosol (spray) products are being used or where oxygen is being administered.
- 8. To disconnect, turn all controls to off ("0") position, then remove plug from outlet.
- 9. Never operate on a soft surface such as a bed or couch where the air openings may be blocked.). Do not unplug by pulling on cord. To unplug, grasp the plug, not the cord.
- 1. Keep fingers away from all moving parts. Special care is required around the sewing machine needle. 2. Always use the proper needle plate. The wrong plate can cause the needle to break.
- 3. Do not use bent or blunt needles. Use needles recommended by the manufacturer only.
- Do not pull or push fabric while stitching. It may deflect the needle, causing it to break. Switch the sewing machine off ("0") when making any adjustments in the needle area, such as threading needle, changing needle, threading bobbin, or changing presser foot, etc.
- Always unplug sewing machine from the electric outlet when removing covers, lubricating, or when making any other user servicing adjustments mentioned in the instruction manual Hold plug when rewinding into cord reel. Do not allow plug to whip when rewinding.

ase also observe the general safety notes on the fold out page.

SAVE THESE INSTRUCTIONS





Parts of the creative 7530

- (1) Bobbin thread monitor and sewing function light "reverse sewing"
- (2) "Twin needle" key
- (3) "Slow sewing" key
- (4) "Needle up/down" key
- (5) "Tacking" key
- (6) Multi function display
- (7) Numbered keys
- (8) "Display" key
- (9) "clear " key
- (10) "edit 🖽 key
- (11) "Clear" key
- (12) Key "0-9" for pattern selection
- (13) "o.k." key
- (14) "Pattern start" key
- (15) "P-Memory" key
- (16) "Single pattern" key
- (17) "M-Memory" key
- (18) "Pattern mirror" key (lateral mirror image)
- (19) "Buttonhole" key
- (20) "Pattern mirror" key (axial mirror image)
- (21) "A-z" key for alphabet selection
- (22) "Info" key
- (23) "1" key, straight stitch
- (24) Brightness control for the display
- (25) On / off switch
- (26) Presser foot lifter
- (27) "Reverse" key
 - "Bartack" buttonhole key
- (28) Needle holder with fixing screw
- (29) Detachable work support with accessory compartment
- (30) Sewing foot holder with sewing foot
- (31) Needle threader
- (32) Thread guide
- (33) Threading slots
- (34) Needle thread tension
- (35) Take-up lever
- (36) Carrying handle
- (37) Thread guide for bobbin winding
- (38) Program table
- (39) Reel holder with unwinding disk
- (40) Second reel holder for swinging up
- (41) Hole for third reel holder (extra accessory)
- (42) Bobbin winder
- (43) Hand wheel
- (44) Hand wheel release disk
- (45) Connection socket "mains cord"
- (46) Connection socket "foot control"
- (47) Base plate
- (48) Hook cover (sewing hook behind)
- (49) Free-arm
- (50) Sewing lamp
- (51) Thread trimmer
- (52) Top cover
- (53) Dual feed / IDT-System
- (54) Needle plate



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Modern and uncomplicated – Sewing at the touch of a button

Congratulations! You have bought a highquality product that offers unique advantages. Your new sewing machine can take any material in its stride and will sew through thick and thin for you.

Its features are the very latest in design and technology and you will find that your PFAFF sewing machine is just as simple to operate as this instruction book is to read.

If you take a little time to read the instruction book thoroughly, nothing can go wrong. It's worth it, because there is no other way to see everything the machine can do and to make full use of its features.

If you have any questions, no problem! Your PFAFF dealer is at your service with any help or advice you may need.

So now you can get started! We wish you many enjoyable hours creating your fashion ideas.



Notes on safety

Notes on safety for domestic sewing machines in accordance with DIN 57700, section 28 and / or IEC 335, section 28

- 1. The user must exercise adequate caution with regard to the up and down moving needle and constantly observe the sewing area while working.
- 2. When leaving the machine, during maintenance work or when changing mechanical parts or accessories, always disconnect the machine from the mains by pulling out the mains plug.
- 3. The maximum permissable wattage for the sewing lamp is 15 watts.
- 4. The tension of the drive belt may only be adjusted by a Pfaff mechanic.
- 5. The machine is to be put into operation according to the indications on the specification plate.
- 6. Do not place any objects in openings on the machine.
- 7. Do not use the sewing machine if:
 - there is visible damage
 - its function is disturbed
 - it is wet, e.g. with condensation.
- 8. Do not pull the mains plug out of the socket by its cord.
- 9. No liability will be accepted for any damage caused if this machine is used for any purpose other than that for which it is intended.
- 10. To avoid the risk of electric shock, do not open the machine. There are no parts inside the machine which the user can repair. This is solely the responsibility of our qualified service staff.
- 11. Only original PFAFF parts may be used.

Environment

The recommended environment is: Ambient temperature -10° C to $+40^{\circ}$ C Humidity 20% to 80%.

This sewing machine is a high-quality electronic-mechanical appliance; it is a machine for supervised use in the home. It should be operated in such a way that it is not subjected to: dust, severe dampness, direct sunlight, static electricity, heat-producing objects, corrosive chemicals or liquids.

The machine is to be used on a firm and even surface which is open for ventilation purposes.

Treatment

Always protect the machine against damage which could be caused by it being hit or dropped.

Cleaning

Housing and display:

To clean the housing use a dry, clean, soft, lint-free cloth.

To remove any stubborn dirt, use a soft cloth with alcohol or paraffin.

Please note!

Do not use any insecticides or chemical products such as petrol or liquid chemicals to clean the housing.



	A-z key	42
and descent of the	Accessories and needles	160-170
	Accessory compartment	20
	Adding stitches to the end of a pattern	84
	Alphabet program card	86-91
	Alphabets	3, 52, 140
	Decorative stitches and traditional embroidery techniques	133-165
	Appliqué	146
	Appliqué foot	164
	Automatic bartack	100
	Automatic darning	100
	-	
	Balanco	400 444
	Bartack 47	, 100, 114
	Basting stich	100
	Dating such	96
	Dattery change	1/1
Á	Bias tana biadar	38
1	Blind ettab	168
1	Bohbin case	99
	Bobbin monitor	24, 25
	Bobbin thread tension	40
af		25
	Bordare	21-23
+h	Buttenshele balance	137, 138
ui	Buttonhole balance	114
e le	Buttonhole guide	109
N I	Buttonholes	42
	Buttom 0.00	108-119
th	Changing the pool	18
in	Changing the needle state	32
1.4	Changing the negulie fact	172
N N	Changing the sewing loot	29
0	Classing and lubricating	173
N		172
:01		42
-0		41
st		49-51
v :		38
, st	Cording foot	165
_		166
p.	Covering Searchs	106
рі		61–91
IS		142–145
		116
	Deming	
	Darning toors	125, 126
	Deleting a P Memory	126
	Delating a Finemory	84
	Detachable work support	83
	Detabliable work support	20
	Display	38
	Diapitay Noy	41
	Drawing patients	65-68
		33
-	שמו ז פפע (ושר שאזנפווו)	30
	odit / 💬 kov	
	eun/ er key	41
	Liasuo Duitonnole	116
	Liasul Suluit	104
6879	4	
	•	

ĺ

Index Electrical connection Electronic section Embroidering Embroidering on leather Embroidery stitch programs Eyelet embroidery Eyelet plate Eyelets	18–19 35–59 139 11, 12 152, 153 152, 153 102	Technical section
Fagoting stitch Fancy elastic stitch Felling foot Foot control Free-arm Fringe foot	106 106 164 19 20 165	ctronic section
Gathering	122, 123 120 136	Ē
Hems with the twin needle	121 149–151 104 24	ve designe
IDT-System Info Inserting stitches	30 42, 48 83	creeti
Joined patterns	75–78	2
Keyhole buttonhole	118 167	iches (
Lace Languages Light, sewing lamp Light-knit mending stitch Linen embroidery Lubricating and cleaning	130 39 173 107 147 172	Utility sti
 ☆ key	42 71–175 141 167	I
Needle chart 1 Needle stop 1 Needle thread tension 1 Needle threader 1 Notes on safety 1 Number keys 1	69, 170 40 33, 120 27 1 41	
Oiling ok key On/off switch Operational help Overlock stitches	172 42 19 48 105	

	🖒 kev	• •
C	Patching	. 42
Contraction of the local division of the loc	Pattern alteration	. 120
	Pattern density	. 79-81
	Pattern length	. 46
	Pattern mirror	. 45
	Pattern selection	42
	Pattern selection key	43,44
	Pattern sequence	42,44 52 50
	Pattern start	. 53-59
	Pattern width	4Z
	Practical sewing	40
	Programming	73 74
	Programming a P-Memory into an M-Memory	70,74 85
	Programming sheet	67 71 72
	Pulling up the bobbin thread	28
	Pullover stitch	105
4		100
	Quilting	154, 155
See. 4	Reverse key	40
^	Richelieu	148
Sa	Roll hemming	129
	Round buttonhole	117
or th	Round hole needle plate	97
The l		
Γhον	Saddle stitch	100
110 4	Selecting a P-Memory	103
	Semi-automatic	110
	Sewing problems and solutions	174 175
As th	Sewing feet	174, 175
codii	Sewing foot lifter	29
he ۱	Sewing function keys	40-42
or cc	Sewing help	40-42
he ι	Sewing on buttons	101 -
or cc	Sewing on zippers	127 128
`t	Shell edging	131
nue	Single pattern	42
Sala	Single stem stitch	104
Jniy		40
nus		124
he	Special accessories chart	163
supr	Stabilizara	22, 23
Plea	Standard buttonholo	136
	Start up functions	111, 112
	Stated length	38
	Stitch pointe	45
	Stitch width	67
	Straight stitch	45
	Stretch stitches	96
	Stretch triple straight stitch	103-107
	Stretch triple zigzag stitch	103
		104
	Tacking	
	Technical section	40
	Thread tension	15-33
	Thread trimmer	, 33, 120 🛛 🎴
	Threading the people thread	28
	Threading the twin poodlo	26
		138
1	6	11

Index	
Top cover	
Top feed	18
	31
40, 97,	, 121, 138
Utility stitch programs	
Utility stitches	8-10
	93-119
Zigzag stitch	
	98

Electronic section lechnical section

Utility stitch programs

06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 02 | 00 | 01 | 03 | 04 | 05 | L _ **** 0 MmMm \sim \sim MMM \sim - $\overline{}$ L

Pro	ogram No.	Description	Application	Width up to mm
	00	Straight stitch with 19 needle positions	For all straight stitch and decorative topstitching jobs up to 6 mm wide.	-
	01	Stretch triple straight stitch with 15 needle positions, stitch length 1.5 - 6 mm	For highly durable seams where great strength is needed, e.g. for trouser seams, sports and work wear and for decorative stitching.	_
	02	Zigzag stitch	For finishing seams, appliqué work, inserting lace, sewing with fringe foot, etc.	9
	03	Elastic stitch a = 2 stitch points	For sewing on elastic, darning tears and inserting patches.	7
	04	Blind stitch	For securing seams invisibly and for shell-edging.	6
(05	Elastic blind stitch	For sewing seams invisibly and serging an edge at the same time. Also for stretch materials.	6
	06	Closed overlock stitch	For sewing and finishing seams with an edge thread.	7.5
	07	Basting stitch	For basting your sewing cuttings.	
	08	Fully automatic eyelets	Various sizes in the memory.	9
	09	Program for sewing on buttons	For sewing on buttons, fully automatic, various sizes.	6
	10	Reverse straight stitch with 19 needle positions	For stitch combinations in pattern sequences and continuous sewing in reverse.	
	11	Saddle stitch with 15 needle positions	For seams on stretch fabric such as leggings etc.	
	12	Shell edging stitch	For decorative hems on fine fabrics.	6
	13	Elastic shell-edging stitch	For decorative hems on stretch fabrics.	6
	14	Honeycomb stitch	For sewing on elastic threads, covering terry-cloth seams and for decorative hems (smocking effect).	7
	15	Elastic stitch $b = 1$ stitch point	For sewing on elastic, darning tears and inserting patches.	7
	16	Purl stitch	For appliqué work.	6
L			1	

Utility stitch programs



Program No.	Description	Application	Width up to mm
17	Fagoting stitch	For joining corsetry parts. Provides a decorative hemstitching effect.	7
18	Fancy elastic stitch	For overstitching two different fabric plies.	6
19	Cross stitch	Provides a highly elastic seam for sportswear.	7
20	Stem stitch, narrow	Durable elastic seam e.g. for working on leggings and embroidery work.	_
21	Stem stitch, wide	For embroidering in connection with the embroidery programs.	
22	Stretch triple zigzag stitch	For sewing elastic tape onto elastic materials, e.g. sportswear. (Extremely elastic seam for light-knit materials).	6
23	Stretch triple elastic stitch	For sewing elastic tape onto elastic materials, e.g. sportswear. (Extremely elastic seam for light-knit materials).	6
24	Closed overlock stitch	For decorative overstitching of seam edge.	6
25	Pullover stitch	Elastic closing and serging seam for open-knit materials and jersey.	7.5
26	Bartack	For sewing bartacks on pockets, belt loops, loops and zipper ends.	7
27	Embroidery stitch program	For decorative work.	9
28	Darning program lengthwise	For mending damaged areas.	9
29	Darning program lengthwise and crosswise	For mending holes and torn areas.	9
30	Closed overlock stitch	For closing and serging seams on materials that fray easily.	6
31	Edge binding stitch	For serging and embellishing edges.	7.5
32	Variable zigzag stitch from right needle position	For embroidery and bourdoning work. Also as edge stitch in connection with the overlock foot.	6



Utility stitch programs

38 | 39

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Program No.	Description	Application	Width up to mm
33	Light-knit mending stitch	For sewing and darning light-knit fabrics (underwear etc.).	7.5
34	Overlock stitch	For sewing and serging in one operation.	7.5
35	Linen buttonhole between 7.0 and 44 mm	For buttonhole sewing in bed linen. Tip: For sewing buttonholes in light-knit materials or very fine fabrics we recommend using sewing foot No. 1 a and engaging dual feed.	5.5
36	Stretch buttonhole, enforced	For buttonholes on open-knit fabrics.	5.5
37	Stretch buttonhole	For buttonholes on stretch materials (jersey etc.). Also as fancy buttonhole.	5.5
38	Round buttonhole	For buttonholes in leisurewear and blouses.	7
39	Keyhole buttonhole	For buttonholes in jackets and trousers.	8.5

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Technical section



Operating the sewing machine

Technical section

Electronic section

creative designer

15

Technical section Pages 15-33





Contents

Electrical connection	Pages	18, 19
Detachable work support	Page	20
Winding the bobbin	Pages	21–23
Bobbin case	Page	24
Bobbin thread tension	Page	25
Threading the needle thread	Page	26
Needle threader	Page	27
Sewing foot lifter	Page	28
Pulling up the bobbin thread	Page	28
Thread trimmer	Page	28
Changing the sewing foot	Page	29
Dual feed	Pages	30, 31
Changing the needle	Page	32
Needle thread tension	Page	33
Dropping the feed dog	Page	33







Carrying case

Place the enclosed mains cord, foot control, the Creative Designer, the instruction manual and the programming sheets in the compartment of the carrying case.

Top cover Open the folding cover (52) upwards.

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Programs

The programs of the sewing machine are illustrated on the inside of the top cover and divided into groups.

A-z - alphabets

Menu – utility stitches

- Gr. 1 overlock stitches Gr. 6 – hem stitches Gr. 7 - leaves / flowers
- Gr. 2 buttonholes
- Gr. 3 scalloped edging Gr. 8 - edges Gr. 9 - decorative stitches
- Gr. 4 fancy stitches
- Gr. 5 stretch stitches

18

Electrical connection

Connect the mains cord between the connection socket of the sewing machine (45) and the wall socket.





Foot control cord

Pull the foot control cord out of the foot control. The foot control has an automatic cord rewind reel. **Connecting the foot control** Connect the plug of the foot control with the connection socket of the sewing machine **(46)**.



On/off switch

When the on/off switch (25) is switched on, the sewing lamp lights up. The sewing machine is now ready to use.







Detachable work support Swing out the detachable work support **(29)** to the left.

Accessory compartment Open the accessory compartment (29).



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Sorting the accessories

The enclosed accessories are numbered. Sort them into the corresponding compartments of the accessory box.



Removing the detachable work support (free-arm)

In order to sew with the free-arm, swing the detachable work support to the left and lift it up. When you swing it back in again, make sure that the detachable work support is flush with the free-arm of the sewing machine. Ľ



Preparing the machine for bobbin winding Hold the hand wheel (43) firmly and turn the release disk (44) in the direction of the arrow. The needle will not move during the bobbin-winding procedure.



Placing the bobbin Switch off the on/off switch.

Place the empty bobbin so that the black **pin** of the bobbin winder **(42)** snaps into the **slot** of the bobbin.



Push the bobbin to the right.

Note:

The bobbin can only be wound when it is moved fully to the right.



Bobbin winding



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Winding the bobbin from the spool holder

Place the sewing thread on the reel holder (39). To guarantee free movement of the thread and to give additional hold to the thread spool, fit an unwinding disk corresponding to the size of the thread spool.

Threading

Place the thread into guide ${\boldsymbol{C}}$ and pull it under the thread tension disk B with both hands. Wind the thread clockwise a few times around the bobbin. Push the bobbin to the right.

Switch on the on/off switch (25)

Hold the end of the thread firmly and press the foot control. The winding action will stop automatically as soon as the bobbin is full. Cut the thread, push the bobbin to the left and remove it.

Don't forget:

Turn the release disk (44) fully back again. Then turn the hand wheel (43) towards you until it snaps into place.



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Winding from the second reel holder

Swing the **second reel holder (40)** up and place a spool of thread with the corresponding unwinding-disk on it.

Threading

Place the thread into guide **C** and pull it under the **thread tension disk B** with both hands. Wind the thread clockwise a **few times** around the bobbin. Push the bobbin to the right.

Switch on the on/off switch (25)

Hold the end of the thread firmly and press the foot control. The winding action will stop automatically as soon as the bobbin is full. Cut the thread, push the bobbin to the left and remove it.

Don't forget:

Turn the release disk **(44)** fully back again. Then turn the hand wheel **(43)** towards you until it snaps into place.



Bobbin winding

Electronic section





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Hook cover

Switch off the on/off switch. Hold the hook cover (48) at the side and open it towards the front.

Taking out the bobbin case

Lift the latch of the bobbin case and pull the bobbin case out. Release the latch and take out the empty bobbin.



Thread tension

To obtain optimum seam appearance and durability, make sure needle and bobbin thread tensions are correctly adjusted to each other; i.e. the threads are interlaced between the two fabric layers. For fancy seams and buttonholes, the thread interlace should be visible on the reverse side of the fabric.



Inserting the bobbin

Insert the full bobbin in the bobbin case. When doing so, pull the thread sideways through slot **A** and then under tension spring **B** so that it rests in the opening (see arrow).

Check:

When you pull the thread, the bobbin **must turn clockwise**.

Checking the bobbin thread tension

Hold the bobbin case by the thread and move your hand sharply upwards. The bobbin case must slip downwards a little with **each hand movement**.

Correcting the tension:

Turn adjusting screw **C** just a little counterclockwise to **decrease** the bobbin thread tension. Turn adjusting screw **C** just a little clockwise to **increase** the bobbin thread tension.

Inserting the bobbin case

Lift **latch F** and push the bobbin case fully onto pin **D** of the sewing hook. Opening **E** of the bobbin case must face upwards. Close the hook cover.

Check:

Pull the bobbin thread sharply; the bobbin case **must not fall out of the hook**.









Needle threader

In order to make the threading of the needle easier and quicker the **PFAFF needle threader** is provided. Lower the sewing foot (see next page). Tap the foot control to take one stitch and the needle will be in the highest position. Place the needle thread under hook O and hold it taut. Move the **needle threader (31)** fully downwards and turn it towards the needle so that the small hook **R** goes through the needle eye. Place the thread in to the hook from below.



Turn the **needle threader** towards the rear, releasing the thread carefully, and allow the threader to move upwards. You can now pull the thread through the needle eye.









Pulling up the bobbin thread

Raise the sewing foot. Hold the needle thread, tap the foot control once to take one stitch and the bobbin thread has formed a loop. Pull the **needle thread** to bring up the bobbin thread.



Presser foot lifter The sewing foot is raised and lowered with the presser foot lifter **(26)**.

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Bobbin thread

Close the **hook cover (48)** and pull the thread under the sewing foot to the left.



Thread trimmer

Pull the threads from the back to the front over the thread trimmer (51).

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Removing the sewing foot Switch off the on/off switch

Set the needle at its highest point. Raise the sewing foot and press the foot upwards at the front and downwards at the back at the same time until it snaps out of the sewing foot holder **(30)**. When disengaging buttonhole foot 5A, the runner must be pulled to the back and pressed upwards.



Check

Please check that the sewing foot is properly engaged by raising the presser foot lifter.

Engaging the sewing foot

Place the sewing foot under the sewing foot holder (30) so that the pins of the foot snap into the sewing foot holder when the presser foot lifter (26) is lowered.



Sewing foot change

Electronic section



The built in Dual Feed / IDT System (Integrated Dual Transport)

PFAFF offers the ideal solution for sewing difficult materials: **the built in Dual Feed**. This system feeds the material from the **top** and the **bottom** simultaneously just the same as industrial sewing machines. The fabric is fed precisely. On light or difficult materials such as silk and rayon fabrics, the Dual Feed prevents seam puckering. The even feeding action also ensures perfect matching of checked and striped fabrics.



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Engaging the Dual Feed Raise the sewing foot. Then push the Dual Feed (53) downwards until it snaps into place.



Disengaging the Dual Feed

Hold the Dual Feed with two fingers at the marked places. Push the Dual Feed (53) down a little and out to the rear, then let it move slowly upwards (see page 30).



Important!

For all sewing jobs with the **Dual Feed**, only use sewing feet with cutout at the back (OA, 1A, 3, 4).

Electronic section Dual Feed 50



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To remove: Lower the sewing foot and set the needle at its highest point. Now loosen the fixing screw (28) and pull the needle downwards.

To insert: The flat side A of the needle must face to the rear. Lower the sewing foot and insert the needle, pushing it up as far as it goes. Hold the needle and tighten the fixing screw **(28)** firmly.


Setting the needle thread tension Set the required needle thread tension (34) with the help of the markings **B**.

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The normal setting for sewing is **4 to 5**. For embroidering and buttonhole sewing it is between **2 and 3**.



Dropping the feed dog

For certain sewing work, e.g. darning, the feed dog has to be dropped. To do this, open the hook cover **(48)** and move **slide C fully to the right**. Now the feed dog is dropped.

	Electronic section Feed dog
	Utility stitches and creative designer
33	



Electronic section Sewing functions / Pattern combinations

Pages 35-59

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Utility stitches and

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Contents

Start-up functions	Page	38
Language selection	Page	39
Sewing function keys	Pages	40-42
Pattern selection	Pages	43, 44
Stitch length and width	Page	45
Pattern density	Page	46
Balance	Page	47
Operational Help	Page	48
Activating the code	Pages	49–51
Alphabets	Page	52
Pattern sequence	Pages	53–59









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Description of the sewing function keys

P Reverse key (27)

When the reverse key is pressed, the green diode lights up and the machine sews backwards. By pressing this key again, the machine sews forwards.

To tie off, hold this key pressed a little while. In addition, you can use this key to define the bartack for a buttonhole or the length of a darning program.

b Bobbin thread monitor (1) supp

The red diode blinks when the bobbin thread is nearing its end.

Twin needle key (2)

Press this key when sewing with twin needles. The stitch width will automatically be decreased by 2 mm to avoid the needle hitting the sewing foot. If the twin needle key is pressed in combination with the program 00, it is not possible to change the needle position. If another pattern is subsequently selected, the message appears in the display:

> Twin needle Round hole needle plate?

Now key (2) must be pressed to disengage the twin needle function and then another pattern can be selected.

Slow sewing (3)

By pressing this key, the sewing speed of the machine is reduced.

. Needle stop (4)

With this key you can determine whether the needle should stop in the fabric (down position) or at its highest point (up position) when releasing the foot control.

"Tie-off" key (5)

By pressing this key, the beginning and end of your seam will be automatically tied-off.





Numbered keys (7)

The numbered keys 1-0 consist of 5 key pairings, each of which has two inscriptions. In general, the settings are increased with + and decreased with -.

- With the numbered keys 1 and 2 you
- 1 2 select the stitch programs in groups of ten and the type of alphabet (Program keys).
- With the numbered keys 3 and 4 you
- 3 4 select the stitch programs individually. In the alphabet, these keys can be used to select the letters (Program keys).
- With these keys you determine the stitch
 6 width and the needle position.

With these keys you can determine the
8 stitch length and pattern length.

- $\Box \equiv$ With the numbered keys 9 and 0 you
- 9 0 determine the stitch density and the balance.

Display (8)

- a) With this key you call up the sewing help.
 In the display you will see, from left to right,
 the information about the correct sewing foot,
 patterns and the recommended thread tension.
- b) This key switches the revolving display in the pattern sequence on or off.
- c) All of the languages are displayed by pressing this key in the "select language" mode.

clear (9)

The "clear" key deletes, after asking for your confirmation, a selected pattern sequence and a selected P-memory.

edit 🖾 (10)

With this key you can move between the programming screen and the sewing screen.







Instruction manual



"info" (22)

function keys

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For certain sewing sections (buttonholes, alphabets etc.), the help files under "info" can be called up. A description of the work step and a description of the next step appear in the display. This help file can be closed at any time by pressing a "program" key, a "pattern selection" key or the "o.k." key.

Pattern Mirror inversion (20) (axial mirror image)

The selected pattern will be sewn back to front, i.e. the end of the pattern will be sewn first.

Pattern Mirror inversion (18) (lateral mirror image)

The selected pattern will be sewn as a mirror image.

Pattern start (14)

- a) Using this key you can return to the beginning of an already started program.
- b) For buttonhole and darning programs the programmed length will be deleted.

clear (11)

a) if the wrong pattern number has been entered, you can delete the number from right to left with this key.

b) This key deletes the last pattern in a pattern sequence or the last stitch in a selected P-Memory stitch.

(23) Straight stitch

This key takes you directly to program 00, straight stitch in needle position center.

A-z (21)

The A-z key is the direct selection key for all types of alphabets.

Buttonhole key (19)

This key is the direct selection key for all types of buttonholes.

n key (17)

This key gives you access to all M-memories.

Note: No

This key gives you access to all P-memories.

0-9 (12)

After pressing key 0-9 you can enter the program number of your choice using the number keyboard.

"o.k." (13)

This key confirms your selection.



Summary of the options for program selection

You have various options to select a program on the creative 7530.

- a) Selection using the program keys:
 - As soon as you switch the machine on, the straight stitch (prog. 00) with center needle position appears automatically.
 - The upper line of the display shows the program type.

In the bottom line of the display, the program number, the stitch width or needle position, the pattern length or stitch length and the stitch density or balance are displayed from left to right.

The machine is ready to sew with program 00.



display

clear

edit

The next programs can be called up with the numbered keys **1**, **2** and the single-program keys **3**, **4**.





 b) Numerical program selection
 You can also call up a program by entering the program number. When the key "0-9" is pressed, you will see in the display:

Pattern-No.: ____

Enter the desired pattern number using the number keys "1-0" and press "o.k.". The display shows the selected program.

If the wrong program number is entered, it can be deleted from right to left by pressing the **"clear"** key (11).



with keys 1, 2, 3 and 4.

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Altering the stitch width / Pattern width

The machine selects automatically the default stitch or pattern width, every time a new program is selected. These values can be increased and reduced with the number keys 5 and 6.

In the programs 00, 01, 10 and 11, this symbol " $\leftarrow \rightarrow$ " appears in the display. Now the needle position and not the stitch width can be changed. You have max. 19 needle positions to choose from. The needle must always be in its highest position when changing the needle position.



Altering the stitch length / Pattern length

The machine selects automatically the default stitch or pattern length every time a new program is selected. These values can be increased and reduced with the number keys 7 and 8.

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Altering the pattern density

Select example program # 47. It is possible to alter the pattern density in some programs without altering the total pattern length.

As soon as a default value (e.g. 0.35) appears in the bottom right hand corner of the display, you can increase or reduce the value with the numbered keys **9** and **0**.



For patterns whose density cannot be altered, the balance is altered instead.

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Balance

Reverse stitch correction

Embroidery patterns, particularly large-scale motifs, can vary on different fabric types – heavy material is fed differently than fine silk. The Creative has a correction system which lets you sew optimum embroidery stitches: the balance. With this system the reverse feed can be adjusted.



1) Reverse feed

To close up or stretch out a 9 mm pattern, the balance for reverse feed is used. After having selected a 9 mm pattern, you will

see the value **0** in the bottom right hand corner of the display.



The standard setting of the balance is "0". Using the number keys 9 and 0 the reverse feed of the machine can be altered within a range of -7 to +7. In the minus range, the reverse stitches become shorter. The overall length of a pattern will sew out longer.



In the plus range, the reverse stitches become longer. The overall length of a pattern will sew out shorter.



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Sewing help

Operational help

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With the **"display"** key, you can call up the help file for any pattern.

After having selected a pattern, e.g. 04, press the **"display"** key. You are given sewing recommendations for optimum sewing results.

The sewing help is divided from left to right into:

- Sewing foot (2A) without top feed
- 🖫 🎬 Sewing foot (3) with top feed
- Pattern inversion (x) (axial mirror image) (mirroring is possible when an x appears in the display)
- Pattern inversion (x) (lateral mirror image)
- (Thread tension (3–5)

As soon as the **"display"** key, a **"program"** key or a **"pattern selection"** key is pressed, the sewing help switches off.



Operational help

For each function that can be activated with the pattern selection keys "î", "A-z", "II", "^m)", "^m)", "^m)", and "O-9", you can obtain information on the individual topics by pressing the "info" key. These details are operational guidelines and can be called up at any time. They describe the current program and provide help for continuing your work.

If an arrow ">" appears on the bottom right hand side of the display, the "info" key must be pressed again to obtain further information.

As soon as a **"program"** key, a **"pattern selection"** key or the **"o.k."** key is pressed, the operational help switches off.



Activating the code

You can lock your creative 7530 (e.g. for child safety) by entering a numerical code. When entering the code for the first time, press the "info" key (22) and the on/off switch simultaneously.

The display shows the message:

"Please enter your code number" * * * *



Enter your code number using keys "1-0", e.g. 1 2 3 4. Your combination will be displayed on the screen. The code consists of four numbers.

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If the correct code has been entered, the message appears:

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Confirm your entry by pressing the **"o.k.**" key. The sewing machine switches to Prog. No. OO (straight stitch, center needle-position) and is ready to sew.

Every time the machine is switched on, the message appears:

"please enter your code number"

* * * *



Enter your code. The numbers will not be displayed, the "*" simply changes to "+".





Incorrect code

If the wrong code is entered, the message appears:

> code incorrect machine locked

The message appears

"please enter your code number"

The machine must be switched off and then on again.

Now enter the correct code number.

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Alphabets

There are four types of alphabet to choose from: script letters in upper and lower case (aa and aA) block letters in upper case (bA)

the outline alphabet in upper case (cA) and the cursive alphabet in upper case (dA) All of the alphabets contain their own numbers and punctuation marks. (e.g. a0) By pressing the pattern selection key "A-z" (21), the script alphabet is selected. The letter "a" appears immediately and can be sewn. These alphabets can be sewn in a sequences width up to **9 mm** and they can be saved as word in an M-memory.



With the numbered keys 1 and 2, you can select the desired alphabet and numbers.



With the numbered keys **3** and **4**, you can select the desired letter or digit and punctuation mark. The size of the characters can be altered with keys **5** and **6**. You can alter the balance with keys **9** and **0**.

Alphabets

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The stitch width which is set for the first letter should remain valid for all of the following letters in the word. The stitch width must be altered before entering the letter.

Enter your entire text. In this example "**PFAFF**".



Press **"edit** / **"** when you want to sew the word. You are now in the sewing screen and the following message appears in the display.

5

Pattern sequence M1 < PFAFF

The top line of the display shows that 5 patterns are saved in the pattern sequence. The bottom line of the display shows the M-memory which you are in and what is stored in the memory. If more than 6 patterns, 16 letters or numbers are entered the moving display can be switched on with the key "display" (8). Pressing the "display" key again stops the moving display. When beginning to sew or when the "edit / : tey is pressed, the display jumps to the beginning of the sequence.



Service and traditional Solutions embroidery technique



Delete pattern sequence

If you enter the wrong letter or pattern, you can delete from right to left with the "clear" key (11). With the "clear" key (9), you can delete the entire pattern sequence after the computer asks if you are sure. The message appears:

Entire pattern sequence delete o.k.?

If you now press the "**o.k.**" key, the entire pattern sequence will be deleted. If you do not wish to delete the entire pattern sequence press the "clear" key or "n" and the sewing screen of your pattern sequence will appear in the display.

If the machine is switched on while holding the "clear" key (11), all M-memories and P-memories will be deleted without the computer asking you if you are sure.



You can combine not only letters but also patterns in a pattern sequence. Select an empty M-memory and press the **"edit / = "** key to get to the programming screen. Now press key **"0-9"**.



Pattern No.: ____

10 10

10 W

sth odir hev rco hev rco ut-r

nust Inty nust



Enter the pattern number of your choice using the number keys "1-0" (e.g. 83) and press "o.k.". The message appears in the display:

> **M1** 20 0 9,0 83

The width, length and the balance can still be altered. What is more, some patterns can be mirrored with the keys (18) and (20). After this, press "o.k." and the pattern number is taken into the pattern sequence along with the initial symbol "<".

Important: As soon as you press "o.k.", the attered pattern will be displayed once again in its original settings.



Now select the pattern of your choice with the program keys 1, 2 or 3, 4 (e.g. 150). The width, length and stitch density can still be altered. Press "o.k."

The message appears in the display:

M1	<83	150	
150	9,0	9,0	0.35

With the pattern selection key " î " (23), you can return immediately to Prog. 00 and you can select further patterns with the numbered keys 1, 2 or 3, 4.





With the pattern selection key " e^{-} " (15), you can select already existing patterns from the P-memory (see page 42). After pressing the key " e^{-} " the following message appears:

M1	<83	150	
P0	9,0	3,0	0

Select your desired pattern from the 16 available P-memories. The width, length and balance can be altered.



Press **"o.k."** and the P-pattern will be taken into the pattern sequence. The message appears in the display:

> M1 <83 150 P0 P0 9,0 3,0 0

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Pattern sequence is full

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If you try to save more than 84 patterns in one memory, the message appears:

M0 150 32 64 122 Memory full With "o.k." you return to the selected pattern sequence and can delete patterns or exit the pattern sequence with the "edit/=="" key.

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Pages 61-91

Utility stitches and

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Contents

Technical section	Page 65
The programming sheet	Pages 66, 67, 71, 72
Placing the stitch points	Page 68
Connecting creative designer	Page 69
Selecting a P-Memory	Page 70
Programming	Pages 73, 74
Combined patterns	Pages 75–78
Changing a pattern	Pages 79–81
Deleting a stitch, inserting a stitch	Page 83
Adding a stitch, Deleting a P-Memory	Page 84
Programming a P-Memory in M-Memory	Page 85
Alphabetic programming sheet	Pages 86–91





The **Creative Designer** is part of the Creative 7530 Bust included – and enables you to design your own patterns up to a stitch width of 9 mm. The desired motif is drawn on a programming sheet. This template is inserted in the **Creative Designer** and transferred into the sewing machinés computer stitch by stitch with the adjustable magnifier. **16 programmemories are at your disposal**, from PO-P15. When switching off the sewing machine, the stored programs will be retained, providing that there are full batteries in the machine.



Programmierbogen - Feuille de programmation - Scheda di programmazione - Programmeerblad

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The programming sheet

Programming

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The Creative 7550 is provided with a pad of programming sheets. Each programming sheet has two grids. The self-created designs are drawn on the grid. The width of the drawing area is marked with numbers **00-54**. This width equals 9 mm of an embroidered motif, i.e. **3 squares = 1 mm**. The length of the grid is marked with numbers **00-198**, the total pattern length can be up to **33 mm**. A pattern may consist of several programming sheets (grids). If this is the case, each grid has to be placed into a separate P-memory.



Drawing patterns

The pattern should touch the bottom line of the grid. The motif can be designed as a **single pattern** or as a **continuous pattern**. The first and last stitch of a **continuous pattern** should be placed on the same width coordinate of the grid (see red points).




Sut nur Ont nur hø

нир Чат By drawing stitch points on to your design you are setting the stitch length of your pattern at the same time. Each point represents one needle penetration in the material. The optimum distance of the points (width and length) is between **4–7 squares**. Only on curves should the points be drawn more densely, at a distance of roughly After that, the stitch points should be numbered consecutively according to the sewing path. This facilitates the input of stitch points for complicated motifs consisting of parts to be re-sewn several times.

The distance between continuous patterns should be 5 or more squares. For single patterns it is possible to determine the distance between the single patterns by shifting the material.



If you are embroidering a motif with zigzag stitches, the length points must be set very densely. The ideal distance is 1-2 squares.

Make sure to observe a **continuous logical** sequence corresponding to the sewing course of the **machine**. (Interruptions within the motif will also be embroidered!)





Important

The Creative Designer must be connected before the sewing machine is switched on, this is the only way for the sewing machine to recognize the Creative Designer. Lift cover 2 to open.



Take connecting **plug** from retainer **3** and insert it into **socket (10)** of the machine.









The key for selection of a P-memory is key " $^{\circ}$ " (15). You have at your disposal 16 P-memories (P0 to P15).

When pressing key " \wp " the following appears on the display:

0

P-pattern P0

P-Memory

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With numbered keys **1**, **2**, **3** and **4** the desired P-memory is selected.

0

We choose P1 in our example.

P-pattern



Inserting the programming sheet into the Creative Designer

Slide the clip slides 7 and 12 forwards on both sides. Insert the **pattern programming sheet** in slot (8). Take care not to fold the sheet. Slide it upwards until the top edge of the paper slides under the the top cutout edge of the programming area.



Adjusting the programming sheet

Magnifier slide (5) is moved up or down and adjustable slide (4) left or right with the knob on the side.

Push the adjustable slide fully to the left and the magnifier slide fully down.





Now position the programming sheet so that the red cross-hairs of the magnifier (6) are exactly aligned with the the cross at point **00**.

Then clamp the sheet into position by pushing clip slide (12) to the rear.



Move the adjustable slide (4) as far down and to the right as possible with the magnifier slide. Move the sheet until line **00** aligns with the red horizontal line of the magnifier cross. Then clamp the sheet in this position by pushing clip slide (7) to the rear.

Check:

Push the magnifier back to the bottom left point **00** and check that the **red horizontal line** of the magnifier aligns with **line 00** (Adjust if necessary).

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ter having selected a P-memory, press the **dit** / 🗁 " key to go to the programming screen. The Creative Designer is now active. The message opears in the display:

P-pattern			edit	
P1	BO	LO	.1	

bu know you are in the programming screen as ng as **"edit"** can be seen in the top right hand orner of the display.

the bottom line of the display you can see the

selected P-memory. The horizontal and vertical coordinates are in the middle and the stitch number of the next stitch to be entered is on the right. If the Creative Designer is not connected and you press the **"edit** / 🔄 **"** key, the message appears in the display: **"creative designer?"**

Now you must turn the machine off and connect the Creative Designer. **Before entering the stitch** points, the magnifier slide (5) must be slid along the edge of programming field (9).



elect the stitch points of the motif on the proamming sheet with the adjustable slide and onfirm each individual stitch point by pressing e "mem +" key on the CD. Be sure to maintain e logical sequence corresponding to the sewing ath of the machine. (Interruptions in a motif will so be stitched.) The stitch number progresses ne number every time the "mem +" key is presed and the point shows you that the next stitch pint can now be programmed.

73

Programming

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After having entered all of the stitch points of your pattern, press "edit / ? and you will see that you are now in the sewing screen. The sewing machine is ready to sew and the message appears in the display:

P-patteri	23		
P1	9,0	3,0	0

In the top line on the left you will see P-pattern and on the right the number of stitches which have been entered **(23)**. The selected P-memory (P1) is on the left of the bottom line, the width (9.0 mm) and the length (3.0 mm) are in the middle and on the right you will see the balance (0).

Important: No patterns will be saved if the sewing machine is switched off during or after the programming without pressing the **"edit**/bel?" key.



The width, length and balance can still be altered. The pattern adjusts to fit the new values.

The sewing machine adds stitches automatically if the distance between two stitches is longer than 6 mm.

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Joined patterns (mirrored)

These patterns are sewn in two phases. Draw half a pattern on the programming sheet and enter it into the P-memory.



Sew the half-pattern with the "single pattern" key (16). Now press the "pattern mirror" key (18) and sew the mirror image of the pattern. Make sure that the needle enters the fabric at pattern start point "A" of the first pattern.

The maximum width for mirrored patterns is 18 mm.

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Joined patterns in two or more P-memories

It is possible to design wider patterns by using more than one P-memory for the design. Tape two or more programming sheets (in our example 4) together and draw your design on the grid. Decide upon and mark a pattern start "A" for each individual programming sheet. Ensure that the sewing machine only has to sew in one direction (in our example from top to bottom).



Separate the programming sheets so that you lave 4 pattern sections. Enter each section in a leparate P-memory. Start at point "A" of the right programming sheet and enter the pattern stitch by stitch (number the pattern if necessary). "E" narks the end of the pattern section on each programming sheet. Enter the second section in he second P-memory beginning here at point

"A" also. Enter the rest of the sections in the same way.





And this is how it looks when finished. This example was sewn from right to left. Sew the P-memories one after the other with the **"single pattern"** key **(16)**.

Ensure that the needle enters the fabric at pattern start point **"A"** of the previously sewn pattern.

Whether sewing a blouse, a shirt, bed linen or whatever you desire, the Creative Designer allows you to realize all of your embroidery ideas.

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Changing the pattern width

The numbered keys **5** and **6** can be used to change the width of a programmed pattern. If you wish to change your pattern **without changing the top edge**, the pattern start and pattern end points must lie on B 54. The pattern may not be drawn over the entire width of the grid, i.e. there may not be any stitch points on B 00.



If you wish to change your pattern **without changing the bottom edge**, the pattern start and pattern end points must lie on B 00. The pattern may not be drawn over the entire width of the grid, i.e. there may not be any stitch points on B 54.



79



Changing the pattern by changing the stitch length and width

The programmed pattern can be scaled up and down by changing the stitch width and length with the numbered keys **7** and **8** (see fig. 1).

By changing both the stitch length and the stitch width, it is possible to change the proportions of the pattern (see fig. 2).



Changing the pattern with varying distances

Single patterns can be changed by entering less or more intermediate stitches. Be sure to take the desired distances into account when drawing the pattern onto the grid.

If fewer intermediate stitch points are entered, the pattern overlaps (see fig. a). The more intermediate stitch points are entered, the more distance between the individual patterns.



Changing the pattern

If you wish to enlarge or reduce your pattern starting from the middle, your design must be made so that the outermost stitch points are the same distance from the center line.





Balance

On varying types of fabric, a self programmed pattern can change unexpectedly. The pattern can be corrected with the numbered keys **9** and **0**.

If the pattern is not closed, the correction can be made with numbered key **0** between +1 and +7, i.e. the machine makes longer backwards stitches and the pattern is closed.

If the pattern overlaps, the numbered key 9 must be corrected between -0 and -7, i.e. the machine makes shorter reverse stitches and the pattern is sewn more open.

Changing a pattern

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If the final sewn pattern does not correspond to the pattern drawn on the grid, one or more stitch points have been entered incorrectly. In order to find the incorrectly entered stitch points, you must be in the programming screen, i.e. "edit" must be in the top right hand corner of the display. Press numbered key 9. The stitch number of the last stitch point of your pattern appears. The length and width data of this stitch can now be compared with that of the sketch. Press numbered key 9 again. The next stitch appears and can be checked in the same way. This process can be repeated for all of the stitch points.



After stitch 1, **.1** appears with the same length and width data with one point. It is useful, when looking for mistakes, to number the individual points in the sewing path from the first stitch to the last on the programming sheet. If a mistake is found, it can be marked on the programming sheet and corrected as described on the following pages. It is possible to find out the stitch number of a particular stitch point using the key **"memory" (10)**. Position the magnifier **(6)** on the stitch, press **"memory"** and the stitch number appears in the display.

If two dashes appear "--", there is no stitch entered in this position.



Deleting a stitch

In order to correct stitch points, the Creative Designer must be connected and P-memory selected. Select the programming screen with the "edit / 🖅 " key.

The "clear" key deletes the last stitch in the P-pattern.

If you wish to delete a stitch in the middle of a pattern, the stitch must first be selected with the numbered key 9 and the "clear" key pressed. The stitch is now deleted and the machine jumps to the previous stitch. The total number of stitches is reduced by 1.



Adding a stitch

Select the stitch, with numbered key 9, which is before the place which you wish to add the stitch. Then place the magnifier (6) over the selected stitch and press key "mem +" (11) of the Creative Designer. The stitch is now entered and the stitches following it move up one stitch number.

Deleting a stitch Inserting a stitch

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Adding stitches to the end of a pattern

After pressing the "edit / 2 " key, the position of the cross hairs appears in the display. Press the numbered key 9 and you will see the width and length coordinates of the last entered stitch. You can now go to the new position with the magnifier (6) and then to get to the end position, press numbered key 0.

Then press the "mem +" key of the Creative Designer and your new stitch is added. If you wish to insert a stitch before the beginning of a motif, go back with key 9 until number .1 appears. Now enter the new point as described



Deleting a P-memory

If you have reached the maximum memory capacity of a P-memory, the message appears in the display:

"Memory full"

With "o.k." you can return to the selected P-memory and you can then leave it with "edit / 2 ". Your P-memory is now ready to sew. You can, however, also delete it by pressing the "clear" key. The computer will ask you to confirm this command.

The message appears in the display:
"Delete pattern"
ok?
By pressing the "o.k." key you delete what is saved in the memory.
If the machine is switched on while the "clear key is pressed, all the P-memories and M- memories are deleted without the computer asking you to confirm the delete.

84

Memory

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Programming P-memory into M-memory

If you wish to combine your programmed pattern with the programs in the stitch table, you must save the corresponding P-memory into an M-memory. Select an empty M-memory and enter the pattern sequence (in this example 83, 150, 75).

Existing patterns within the P-memory can be selected with the pattern selection key " \diamond ". After pressing the key " \otimes ", the following message appears:

0090 - FF					
	M1	<83	150	75	
	P0	9,0)	3,0	0
Select you	ır desi	red patt	ern fr	om one	of the 16
P-memori	es. m	unis exa	mpie i	F 1.	



By pressing "o.k." the P-pattern will be entered at the end of the pattern sequence.

M1	<83	150	75	P1	
P1	9,0)	3,0		0



2 PLAIF CHEATINE DA DO Hallis Church CA cO A B C D E F G H I J & B C D B W G B I J KLMNOPQRSTELMNOPQLB 3 4 - lijni UVWXYZ A O U U V W X Y Z 遥创证 , 凵 - ? / 丛 邇 ⑳ ⓪ ÅÆØŒ . 1 m 62 l 34567890123456 0 1 2 n 12 8 T 16-1124 4 2 10-11 - 112 4 4 8 n I n & h & m a m March I' I' Ke M. d. M g por to y a non py 2 1 the Dest He Cont PIYBINPS JUL BUL S. L. S. D. D. K. K. DD MIJUNI LEVEL OD AD

Alphabet program card

The four alphabets and numbering lists saved in the machine are shown on the program card with the code numbers **1–3** (top left hand corner). The code number **1** contains upper and lower case letters in script lettering. The code number **2** contains two alphabets with varying lettering (block lettering and outline).

3 / / dA a0 a de la contra de de la se 2 3 h ... H. 1' 1' 1' 6 - B' 1.1 4 s HAR MAR HAR STRAN 6 1 # 1 16 . . [] - 2 / 8 0123456789

The code number **3** contains a further alphabet: the cursive lettering. The letters, numbers and special characters can be entered into an M-memory or sewn individually.


nserting the alphabet program cards into the **Preative Designer** see also page 71)

ilide the clip slides 7 and 12 forwards on both ides. Insert the desired alphabet program card 1, or 3 in slot (8).

ake care not to fold the card. Slide it upwards un-I the top edge of the paper slides under the the p cutout edge of the programming area.

Position the adjustable slide (4) as far to the right and the magnifier slide (5) as far to the bottom as possible



justing the alphabet program card e also page 71)

ition the program card in such a way that the n the left vertical axis is in the middle of the cross hairs of the magnifier (6). Then slide the clamp slide (12) to the back to clamp the t.







Creating a pattern sequence with the Creative Designer

Example: Pfaff

Position the magnifier cross-hairs over the first letter (in this example P) and press the "mem +" 11 key on the Creative Designer. The letter P is now saved and appears in the display. Repeat this procedure for the other letters. The last letter can always be deleted with the "clear" key. After having entered your text, press the "edit / P" key. Now the programmed text can be sewn with the "single pattern" key.



Combining the card programs with those of the sewing machine

The programs 00–179 are entered with the vertical numbered row on the left hand side of the programming fields 1–3. Enter, for example, pattern number 177. Position the magnifier crosshairs over number 1 in the row and press the "mem +" key on the Designer. Then position the magnifier over the 7 and press "mem +" twice. Press "mem +" once again and the pattern will

be saved in the pattern sequence. Enter the desired text and program 177 as described above. Press **"edit**/ ()) and you can sew the pattern sequence once by engaging the single pattern key. When entering programs 20 to 99, the display automatically places a 0 in front of the number. For the programs up to 19, you must place a 0 in front of the number.

)



Spacing between programs or program combinations

t is recommended to insert a space between mbroidery stitches and words or text. The numper of stitches necessary can best be found by ewing a test pattern. The symbol for the spacing titches in the alphabets of the program cards s or -----.

Note: If the computer does not accept any further commands, the memory capacity is filled and memories which are no longer needed must be deleted to create more space.





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Utility stitches and practical sewing

Pages 93-131

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Contents

Utility stitches Elastic stitches Overlock stitches Flatlock stitches Buttonholes Trouble shooting Hem with twin needle Gathering Smocking Darning Sewing in zippers Roll hemming Lace trimmings

Pages96–102Pages103–107Page105Pages106, 107Pages108–119Page120Page121Pages122, 123Page124Pages100, 125, 126Pages127, 128Page129Page130Page131

differences and traditional and traditional olutions embroidery technic



Program 00 is the basic straight stitch in center needle position. The stitch length can be increased up to 6 mm as required.

Some sewing jobs can be done more easily by changing the needle position, e.g. topstitching a collar or sewing in a zipper. With keys 5 and 6 you can select 19 needle positions. When doing so make sure that the needle is in the highest position.



he Creative 7530 has a safety device for using he **twin needle** and even more importantly for he **round hole needle plate** (special accessory).

o prevent the needles from hitting the needle late and breaking, one should sew only with traight stitch, center needle position when using ne round hole needle plate. If you select other rograms, the Creative engages its safety **locking evice**.

) order to do this you switch on the sewing hachine, the straight stitch **00** appears. Now ress the key **"twin needle" (2)**. The symbol " $\leftarrow \rightarrow$ " n the display for the needle position to be hanged disappears. Now it is no longer possible b select further programs. If you do select another program, the following message appears on the display:

Twin needle Round hole stitch plate?

To be able to sew the new program, you first have to remove the round hole stitch plate and the key "twin needle" must be pressed again.

However, if you wish to do embroidery with the twin needle (see page 138), select the desired program and **then engage** key (2) twin needle. Thus the stitch width decreases automatically and the needle is prevented from touching the foot.

Iwin needle Round hole stitch plate

 Decorative stitches and traditional
 embroidery techniques

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Zigzag stitch

With zigzag stitch **02**, all edges can be serged easily. Make sure that while serging an edge the needle goes into the fabric and over the edge alternately.

In program **32** the width of the zigzag stitch changes from the right needle position on. If you press the pattern mirror key (**20**), the stitch width changes starting from the left needle position, e.g. for eyelet embroidery and cording work. For serging thin and difficult materials, **blind stitch foot No. 3** is very suitable. When sewing, the thread goes over bar **C** thus preventing the edge from curling. That way you obtain a beautiful straight seam.

The trimmed edge must be guided along stop **B**. You can regulate the stop with regulating screw **A**. **Important:** Use the blind stitch foot only in **program 32, without pattern mirror**.

11



Program 16 is an especially beautiful stitch for appliqué work. The zigzag seam is flat and even and makes the sewing work look professional. The stitch length setting is approximately 0.4–0.5mm.





3lind stitch

Blind stitch 04 is best suited for invisible hems; sewing by hand is unnecessary.

- Serge the edge of the hem.
- Fold the edge inwards one hem width.
- Now unfold the hem again so that the hem edge protrudes by about 1 cm (1/2 inch)
- Now place the fabric under blind stitch foot no. 3 so that the crease line runs along edge guide B.

When the needle enters the crease line it must only pick up one fibre of the fabric.

If the stitch punctures are visible on the face side, stop B must be regulated with regulating screw A.



Blind stitch

erv tech

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Program 05 is a blind stitch for elastic fabrics. The hem is sewn and serged at the same time, thus a serging of the edge is not necessary.





Automatic darning

The Creative 7530 has two fully automatic darning programs. Program **28** is suited mainly for reinforcing slightly damaged spots, program **29** for darning little holes.

- Stitch over the damaged area to the required length.
- Press the reverse key; the machine finishes sewing the darning program and the darning length is saved.





Automatic bartack

With program **26** you can sew a fully automatic bartack for strengthening zippers, pockets or belt loops. If you choose a larger size bartack, the stitch density will automatically be increased. • The darning length that has thus been saved can now be used as often as needed.

Depending on the type of material, the darning pattern may shift to one side. Using keys **9** and **0** you can straighten the pattern again.

III. 1: In this case you have to increase the balance with key ${\bf 0}$.

III. 2: In this case you have to reduce the balance with key ${\bf 9}.$



With program **03** you have a further possibility to sew bartacks on thick fabric.

- Lower the bottom feed
- Sew on the bartack with program **03**. If only a part of the bartack is stitched over, leave the needle in the fabric, turn the fabric and repeat the operation.





Instruction manual





Sewing on buttons

With program 09 you can sew on two- or fourhole buttons without any problems.

- Remove the sewing foot and lower the bottom feed.
- Place the button on the place marked. .
- Turn the handwheel towards you and position • the button so that the needle enters the left hole in the button.
- Now lower the presser foot lifter; the button is ۲ now held by the sewing foot holder.
- Now sew on the button. Make sure that the needle also enters the right hole in the button.
- The machine sews a tack and the program is completed.

When selecting sewing help with the "display" key the upper display line shows "lower", i.e. you are reminded that the bottom feed must be lowered.



- Insert the sewing foot
- Place a match between the holes of the • button and sew it on as described on the left.



- Remove the match and pull the button and fabric apart.
- Wrap the shank with sewing thread and knot it.



101

traditional

Sewing on buttons



Eyelets

If you wish to stitch eyelets on a belt or linens, select program **08**.

- Place the fabric under the sewing foot.
- Press the "single pattern" key during the sewing operation. The machine now only sews one eyelet and tacks at the end.
- Cut open the eyelet.

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The machine offers five eyelet sizes, which can be changed with the number keys.

Program **08** can also be combined with embroidery stitch programs for beautiful embroidery.




Stretch triple straight stitch

Program **01** is used for sewing all seams where great strength is needed, e.g. inside trouser seams. The heavier the fabric, the longer the stitch length you need. Maximum stitch length is 6.0 mm.

TIP: If you wish to topstitch a collar edge with this program, extend the stitch length to the desired length up to 4–6 mm. Use the functions "needle down" and "single pattern". Do not press the single pattern key until you reach the last stitch before the corner. The machine stops after the stitch and the needle stays in the material. Now turn the fabric and switch off the "single pattern" key. You can set 15 needle positions with the number keys **5** and **6**.



Saddle stitch

With saddle stitch program 11 you can sew elastic fabric.

In this program, in contrast to the stretch triple straight stitch, only every second stitch is sewn threefold. It is, therefore, also suitable for topstitching work on jackets and coats.

	Stretch triple straight stitc Saddle stitch	
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Single stem stitch

Due to the zigzag appearance of this stitch, program **20** is particularly suitable for seams on two way elastic materials such as leggings and sportswear.

Tip: This stitch is also suitable for sewing seams where great strength is needed such as on insidelegs.

Stretch triple zigzag stitch

The stretch triple zigzag stitch, Prog. **22/23** produces a highly elastic and decorative seam which is very suitable for hems on T-shirts and underwear.

- Serge the edge of the hem.
- Fold the hem inwards to the desired width.
- Topstitch the hem from the face side.



Elastic stitch

Due to their high elasticity, programs **03** and **15** are used for sewing elastic onto fabrics. Program **03** has 2 intermediate stitches and program **15** has one intermediate stitch.

- Divide fabric and elastic into quarters and mark.
- Match marks as you sew, stretching the elastic to fit the fabric.

Honeycomb stitch

The honeycomb stitch, program **14**, is an elastic and decorative hem which is perfectly suited as a hemstitch for underwear and T-shirts.

• Fold the seam edge over twice and overstitch it.



What is an overlock stitch?

For knit and other stretch materials, the Creative offers a selection of overlock stitches. These join two layers of fabric and serge them in one operation. They have a higher elasticity than usual stitches, they are more durable and what is more, they are very fast to sew.

Tip: We recommend using **blind stitch foot No. 3** when sewing overlock seams. This guides the fabric better and prevents tunneling of the seam at wider stitch widths.

Open overlock stitch

Prog. 34

With this stitch it is easy to join firm materials or fabrics which do not fray too much.

Tip: Make sure that the needle at its farthest right-hand position just misses the edge of the material.

Closed overlock stitch

With program **30** you can sew jersey fabrics perfectly. You can also sew on cuffs and collars. **Tip:** Make sure that the cuff is stretched while sewing.



Closed overlock stitch with edge thread Prog. 06

If you wish to sew a material that frays easily, select program **06**. With this stitch an additional edge thread protects the fabric edge against fraying.



Pullover stitch

Prog. 25

Used together with the **knit-edge foot** (special accessories), this stitch can even be used for open-knit fabrics. Fashion-knit garment sections can also be joined effortlessly with this stitch.

Tip: To prevent the seam from stretching while sewing, it is advisable to add a woollen thread or length of yarn under light tension.

Decorative stitches

and traditional embroidery tech

Overlock stitch



What are flatlock seams?

Where seam allowances and serged edges are inconvenient, flatlock seams are used. These seams are extremely flat, they join butted fabric layers and serge them at the same time. This produces the typical flatlock effect which lends a professional look to collar plackets or raglan seams.



Fagoting stitch Prog. 17

With the fagoting stitch you can make very elastic seams with a hemstitching effect, for example on corsetry.

- Serge the fabric edges and tack-baste them onto the reverse side.
- Lay the edges to be sewn with about 3 mm • between them under the sewing foot.
- Overstitch from the face side ensuring that the needle catches both the right and left hand side pieces of material.

1



Fancy elastic stitch Prog. 18

The fancy elastic stitch is very useful for materials that need a flat seam, for example terry cloth.

 Place the two fabric edges so that they overlap by about 2 cm (3/4 of an inch) and overstitch each edge with fancy elastic stitches.



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ross stitch

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wing to its high elasticity, the cross stitch is very uitable for decorative hems, e.g. on T-shirts and nderwear.

Serge the fabric edge.

Baste over the seam margin to the left.

Stitch over the hem from the face side. When doing so, make sure the fabric edge is properly overstitched.

Light-knit mending stitch Prog. 33

The light-knit mending stitch is a stretchable covering stitch. It is very suitable for overstitching cuffs in stretch materials, e.g. sweatshirts or sportswear.

- Sew the cuff onto the part with an overlock stitch.
- Now the seam allowance can be overstitched from the face side of the fabric. Make sure that the needle enters the fabric close against the seam.





Buttonholes

The Creative 7530 offers you the perfect buttonhole for all types of materials and garments. Whether you are sewing jackets, trousers, blouses or elastic materials, 5 different buttonhole styles lend a professional finish to your fashions.

You only have to program your buttonhole in the required length once. All further buttonholes will be sewn in the stored length automatically.

Set the needle thread tension at +3.

So that every single buttonhole is exactly the right size, the Creative 7530 is equipped with the **buttonhole guide** No. 10 and sensor technology. Using this equipment you can sew perfect buttonholes even on the most difficult materials such as velvet, plush, heavy knit or woollen fabrics.

Buttonhole foot No. 5 A

Before starting a buttonhole, always push the runner up to the second red mark so that the red arrow is level with this mark. The red marks are 0.5 cm apart. They are for orientation when selecting the length of the buttonhole. With the following tips you will sew perfect buttonholes even on the most difficult fabrics:

- Buttonholes which are sewn close to an edge cannot be fed optimally using the buttonhole foot. A better result can be achieved by using sewing foot No. 1A with the Dual Feed engaged.
- Materials that tend to stretch easily should be stabilized.
- Keyhole buttonholes are particularly durable and prominent if sewn with a gimp thread (see section "keyhole buttonhole with gimp thread").
- Linen buttonholes look more dense and attrac tive when embroidery or darning thread is used.

· 48

108



f you wish to create perfect buttonholes of a uniform size, even on the most difficult materials, we recommend you use the buttonhole guide. Attach the buttonhole foot No. **5 A**. If you are working with thick materials such as overcoats, we recomnend using foot **1A** and the Dual Feed together with the buttonhole guide.

\II of the following buttonholes can be sewn with he buttonhole guide.

nserting the buttonhole guide:

. Remove the detachable work support.

- 2. Push the metal part of the buttonhole guide into the slot below the needle plate from the rear (between the two arrows). The white plastic part is over the needle plate.
- . Push the guide forwards until the catch lies against the rear of the free-arm. The guide must spring back a little to obtain a small distance between the needle plate and catch. Without this clearance, the second bartack of the buttonhole will not be sewn.

serting the buttonhole guide activates the ansor.

ssories and Needles Decorative stitches tenance Sewing and traditional embroidery techniques

Buttonholes

	You can choose from the following buttonholes:	, L
	 Standard buttonhole No. 35 (for blouses, shirts, dresses etc.) fully automatic semi automatic 	
RUUUUUUU	 2. Stretch buttonhole No. 36 for highly elastic materials and heavy knit fabrics. fully automatic semi automatic 	
	 3. Cross stitch buttonhole No. 37 for fine elastic materials and for decorative buttonholes. fully automatic semi automatic 	на сталити сталити сталити сталити
	 4. Blouse buttonhole No. 38 for ladies' fashion, especially blouses and dresses. fully automatic 	Andrease and a second sec
A THE REPORT OF A DESCRIPTION OF A DESCR	 5. Keyhole buttonhole No. 39 for jackets, overcoats and trousers fully automatic 	
	-	

110



With key No. (19) you can directly select the buttonhole programs. In the display you will see the buttonhole program 35. With the numbered keys 3 and 4 you can call up all further buttonhole programs.



Standard buttonhole No. 35

-ully automatic with the buttonhole guide 10 and he buttonhole foot 5 A.

Select the buttonhole program **35**. This is the tandard buttonhole with a length set at 14 mm hat can be varied from 7.0 mm to 44 mm as lesired with numbered keys **7** and **8**. The width

can also be varied from 2.5 mm to 5.5 mm with the numbered keys 5 and 6. Use the buttonhole guide and the buttonhole foot and sew the buttonhole.

The sewing machine sews the buttonhole fully automatically in the programmed length and ties off at the end.

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Standard buttonhole semi automatic

For this buttonhole the length and bartack are entered while sewing.

After having programmed the first buttonhole, the following buttonholes are sewn fully automatically. For semi automatic buttonholes, not only the buttonhole length and stitch width can be set, but also the **stitch density**.

Select the buttonhole program **35** and press the numbered key **4**. In the display you will see buttonhole **No. 35** with the message **"prog. buttonhole**". The machine displays a standard width of 4.5 mm and a stitch length of 0.5 mm. You can alter the width with the numbered keys **5** and **6**. If you require a particularly dense buttonhole, select the setting 0.35 or 0.3 with the numbered keys **7** and **8**.



The **total length** of the buttonhole is defined during the sewing operation with the help of the "reverse" key (27). Sew the first buttonhole seam in the length required. You can orientate yourself on the red markings on the buttonhole foot. Press the "reverse" key. The machine now sews the first bartack and the second buttonhole bead.

Shortly before the buttonhole is finished, the sewing machine reduces sewing speed. As soon as the second buttonhole bead has reached the length of the first bead you must press the "reverse" key again. The machine sews the second bartack and ties off. When the buttonhole is finished, all following buttonholes can be sewn fully automatically in the same length.

In the display you will see the message:

"auto buttonhole".



Self defining the second bartack (semi automatic)

With difficult fabrics such as velvet, it can happen that the machine feeds the fabric unevenly and that the buttonhole beads are therefore not the same length.

It is possible to define the second seam yourself for all of the programmed buttonholes. If you press the "reverse" key before you start sewing or while sewing, the message appears: **"Finish manually"**.

The buttonhole will then be sewn automatically, however, the sewing machine will **reduce** the sewing speed before the buttonhole is finished. As soon as the second buttonhole bead is as long as the first seam, press the **"reverse"** key. The Creative will sew the second bartack and tie-off. **Important:** The self definition of the second bartack with "finish manually" must be carried out for each buttonhole separately.

Tip: You can stop the slow sewing at the end of the reverse bead by removing your foot from the foot control. As soon as you re-engage the foot control, the machine finishes sewing the buttonhole at normal speed.

Deleting the programming:

The programming of the buttonhole is deleted by selecting another program.

Self defining the second bartack

Decorative stitches and traditional embroidery techniques

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Adapting the buttonhole bead length with the balance

On highly slippery fabrics it may happen that the stitch density of the left bead turns out differently to that of the right bead. In this case, the bead density can be adjusted using the **balance**. The balance appears on the right in the display and can be set with the numbered keys **9** and **0**.

And this is how to adjust the balance:

If the seam is too short (ill. a) you must use key 0 to move more to the plus side.

The **higher** the plus number, the longer the reverse stitches, i.e. the left buttonhole bead becomes automatically longer.

If the left buttonhole seam is too long (ill. b) you must use the **9** key to move more to the minus side. The **higher** the number in the minus area, the shorter the reverse stitches, i.e. the left buttonhole seam becomes automatically shorter.



Buttonholes with gimp thread

Buttonholes which are sewn with a gimp thread ire more durable and neater. Use pearl cotton or regular gimp thread as available at your sewing nachine dealer.

- Place the gimp thread over the back ridge A of the buttonhole foot, pull the thread ends forwards and clamp them to the right and left respectively of the front ridge B.
- Push the runner forwards up to the second marking.
- Now sew buttonhole No. 35 or 36.



After finishing the buttonhole, pull the left thread until the loop is covered by the buttonhole bartack.



Buttonholes with

gimp thread

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and traditional embroidery tech

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Decorative stitches

• Cut off the loose ends close to the bartack.

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Stretch buttonholes / Cross stitch buttonholes

These buttonholes are particularly suitable for stretch fabrics such as jogging suits. They can, however, also be used as decorative buttonholes.

Stretch buttonhole No. 36 and cross stitch buttonhole No. 37 can be sewn

- fully automatically
- or semi automatically (see standard buttonhole).

The procedure for the **self definition of the second bartack** is the same as for the standard buttonhole.



Round buttonhole

Important! The round buttonhole should be placed with the round end facing the edge. The sewing of the buttonhole, however, begins at the bartack.

Always sew the buttonholes from the inside outwards towards the edge.

Mark the length of the buttonhole on the fabric first, making sure to measure from the starting point **inwards**.

The round buttonhole is automatically sewn between a length of 7 and 40 mm. The width is between 4 and 7 mm.

- Select buttonhole No. 38.
- The pre-programmed buttonhole length of 22 mm appears in the display. If you wish, you can alter this length with the numbered keys 7 and 8.
- The second bartack can also be self defined for this buttonhole (see standard buttonhole).

The stitch density cannot be changed for this buttonhole. Therefore you should sew this buttonhole with a stronger thread or gimp thread if required (see section "Buttonhles with gimp thread").

The stitch density of the second bead can be adjusted with the balance.

Important! Before you start the buttonhole, push the runner of buttonhole foot No. 5 A forwards up to the second red mark.

l chniaues Round buttonhole

Decorative stitches and traditional embroidery techniques

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Keyhole buttonholes

Important! The keyhole buttonhole should be placed with the round end facing the edge. The sewing of the buttonhole, however, starts at the bartack. Mark the buttonhole length on the fabric first, making sure to mark from the starting points to the **inside**.

Always sew the buttonholes from the inside outwards to the edge.

The keyhole buttonhole is automatically sewn between a length of 10 and 40 mm. The width is between 5.5 and 8.5 mm.

- Select buttonhole No. 39.
- The pre-programmed buttonhole length of 22 mm appears in the display. If you wish, you can alter this length with the numbered keys **7** and **8**.
- The second bartack can also be self defined for this buttonhole (see standard buttonhole).
- The stitch density cannot be changed for this buttonhole. Therefore you should sew this buttonhole with a stronger thread or gimp thread if required (see section "Buttonholes with gimp thread").

Important! Before you start the buttonhole, push the runner of buttonhole foot No. 5 A forwards up to the second red mark.

Tip: Cut open all buttonholes with the seam ripper. Use an awl to perforate the round end of the keyhole buttonhole.



Keyhole buttonhole with gimp thread

- Place the gimp thread over the front ridge. Pull the thread ends taut backwards under the sewing foot. Clamp them right and left of the back ridge respectively.
- Push the runner forwards up to the second red mark.
- Before you start sewing, press the "needle down" key (4).
- Sew the first buttonhole seam.



• When the machine sews the first stitches of the eyelet, pull down the gimp thread from the back ridge using an ordinary pin.

Important: The sewing foot may not be raised during this procedure!

- Pull the gimp thread to the left and backwards until the loop is just in front of the needle.
- Now sew the eyelet carefully.

• Then, hold the gimp thread slightly tauter and finish sewing the buttonhole. Cut off the loose ends of the gimp thread.

The **round buttonhole with gimp thread** is sewn in the same way.

Keyhole buttonhole with gimp thread

embroidery techniques

ems and

119

Decorative stitches and traditional





Needle thread tension

To achieve the optimum results from your sewing machine, the needle thread tension and the bobbin thread tension must be correctly adjusted to each other. The normal setting for utility stitches is between 3 and 5.

Check the tension with a wide zigzag stitch. The thread interlace must be between the layers of fabric.

If the needle thread tension is too tight, the thread interlace will be on the upper side of the fabric. If the needle thread tension is too loose, the thread interlace will be on the reverse side of the fabric.

The adjustment of the bobbin thread tension is described on page 25.

Top stitching

The program **00** allows you to change the needle position with the numbered keys **5** and **6** in such a way that you can guide the sewing foot along the edge of the fabric while doing top stitching. If, however, you wish to carry out wider spaced top stitching, this is made easier for you by the engraved guide-lines on the needle plate or by the guide rule **8**. The guide rule is placed in hole **C** and screwed tight with set screw **F**.



Sewing help for thick seams

In order to guarantee the uniform feed of the fabric when beginning sewing, we recommend that the sewing foot be propped up to the height of the fabric by a piece of fabric of the same thickness.



Hems with the twin needle

Prog. 00

You can sew professional hems quickly and easily on stretch fabrics such as T-shirts, knits or bicycle shorts with the twin needle. The twin needle is available in various widths. The normal width for top stitching is 4 mm. Before switching on the prog. 00, press key **2** "twin needle".

- First iron the hem crease at the desired width.
- Then sew through the hem from the face side of the fabric.
- Finally cut the overhanging edge of the hem up to the seam.

Tip: For difficult fabrics such as ribbing knits it is advisable to baste the hem over before sewing.



Threading the twin needle

Replace the sewing needle with the twin needle.

- Swing the **second** spool holder up and place one spool onto each spool holder.
- The tension disk **a** is in the **threading slot (33)**. Take care when threading that one of the threads passes on the **left** and the other on the **right** of the tension disk.



- The threads are the threaded as usual, taking care that they do not get twisted with each-other.
- Pull the threads into the right and left **thread** guide (32) respectively and thread the needles



Hems with the twin needle





Gathering with straight stitch

If you wish to gather sleeves, skirts, cuffs or valances, this technique is the easiest and most commonly used. To obtain neat and even gathers, you should sew two or three gathering seams.

Select program **00** and lengthen the stitch length to 6 mm. The needle thread tension should be reduced to 3.

- Mark the first line on the face side of the fabric and sew this seam. Leave about a 10–20 cm thread tail.
- Further seams can be sewn at one sewing foot width from each other.

- Gather the fabric by pulling the bobbin threads of the seams. You determine the amount of gather yourself.
- Spread out the folds created by the gathering evenly and then tie the thread on the reverse side. This secures the gather.





Gathering with elastic threads

This kind of gathering is particularly suitable for visible, elastic gathering on blouse sleeves, waist seams or neck cutouts.

- Mark the first gathering seam line on the reverse side of the fabric.
- Allow program **14** to sew a few stitches and stop with the needle in the fabric. The needle must be positioned in the middle of the sewing foot. Then lift the sewing foot and place the elastic thread around the needle.
- Lower the sewing foot and sew a few stitches. Then pull both ends of the elastic threads.

- You determine the amount of gather by the amount you pull the threads as you sew.
- You can also change the amount of gather after sewing by pulling the ends of the elastic threads.
- Tie off the threads.

Tip: The pintuck foot (special accessories) is particularly suitable for gathering. Due to its guide grooves, the elastic is fed uniformly during the sewing process.







Smocking is a technique with which several seams sewn parallel to each other produce a gathering effect which is mainly used for children's wear and corsetry. There are different techniques:

1) Smocking with gimp thread (non-elastic)

Prog. 14 or 18

For beautiful smocking effects you will need two and one half to three times the desired finished width of fabric. The smocked section is usually made before the rest of the garment. Light, firm materials such as batiste or fine linen are best suited for this technique. Draw a straight line on the fabric as a guideline for the first gathering seam using a disappearing-ink marker or almost invisible non-greasy chalk. Attach the appliqué foot (special accessories) and the edge guide bar. Place the fabric to be smocked face side down under the sewing foot and introduce the gimp thread under the sewing foot in such a way that it runs exactly along the groove in the foot. Now sew the first row of smocking and leave about a 10 cm (4-5 inches) thread tail at the beginning and end of the seam. Then place the edge guide bar at the desired distance to the first row (approx. 2-2.5 cm = 1/2-3/4 of an inch). Varying the distance between rows creates different gathering effects. Now sew the next row of smocking using the edge guide bar on the first row as a guideline. Continue in this manner until you have sewn as many rows as the design requires. Then carefully pull the ends of the gimp thread and gather the fabric uniformly over its entire width.



2) Smocking with elastic thread Prog. 00

For this technique, elastic thread is wound onto the bobbin without tension. The needle thread is a regular sewing or embroidery thread. Since elastic threads are much thicker than normal bobbin threads, the tension on the bobbin case must be set extremely loose. However, the tighter you set the bobbin-thread tension, the greater the gathering effect you obtain. We recommend that an additional bobbin case be used for this work. For this kind of smocking, fine and light materials such as light-knit fabric, silk or satin are also suitable.

- Always sew a test seam first, to test the level of gather.
- Draw the first line on the face side of the fabric and then sew along this line.
- The following seams can be sewn at one sewing-foot width to the first row.
- When sewing several, parallel seams, the material must be stretched to its original length to avoid uneven gathers.
- Tie off the threads on the reverse side.



Darning with straight stitch Prog. 00

Attach the darning foot:

Set the needle at its highest position and push the pin of the darning foot fully into the hole C of the sewing foot holder. When doing this, the guide fork G should position itself around the presser bar. The arm E must be behind the fixing screw F. Now tighten screw D.

Darning position:

Lower the presser-foot lifter while pushing it lightly to the rear. This snaps the presser-foot lifter into notch \mathbf{B} (darning position).

- Place the darning work in the darning hoop.
- Drop the feed dog.
- Pull up the bobbin thread and hold the threads when you start sewing.
- Darn the damaged area by guiding the fabric back and forth evenly in the prescribed direction while ensuring that each line ends with a small curve. This helps to avoid the fabric ripping again.
- When you have finished sewing the damaged area, rotate the fabric a half turn and darn the area once again.

You determine the stitch length yourself by moving the fabric back and forth at the required speed.

Tip: If you are moving the fabric too slowly, small knots will appear on the reverse side of the fabric.

Decorative stitches and traditional embroidery techniques

> tenance St ems and S

straight stitch

Darning with



Darning with elastic stitch Prog. 03

The elastic stitch is very suitable for repairing holes, tears and damaged areas.

Depending on the size of the damaged area, sew over this area with rows of elastic stitches until it is well covered. When doing so, make sure that the stitch rows overlap eachother.

Sewing on patches

si£ sisi≩

The best way to darn larger holes is to cover the damaged area with a piece of new material.

1.10

Baste the piece of new material from the face side and overstitch its edges with the elastic stitch **03**. Now cut back the damaged material up to the seam on the reverse side.

Tip: In order to turn at the corners more easily, use the "needle down" function.

MW/MMM/M/MB

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Darning tears

When mending tears, frayed edges or small holes, it is advisable to lay a small piece of fabric under the reverse side of the material. This piece of fabric strengthens the material and guarantees a perfect darn.

Place a piece of fabric under the reverse side of the material to be darned. The piece of fabric used should be a little larger than the damaged area. Overstitch the damaged area in accordance with the size of the tear using prog. **03**. Cut back the piece of fabric as far as possible.





Sewing in zippers Prog. 00

There are different ways to sew in zippers. For skirts we recommend the zipper concealed on ooth sides, for ladies' or mens'trousers, the zipper concealed on one side. Several types of zippers are available at retail outlets. We recommend netal zippers for strong fabrics such as jeans. For all other materials we recommend a plastic sipper.

or all types of zippers it is important to sew lose to the teeth of the zipper. This is why the ipper foot can be engaged on the left or the ight side of the sewing-foot holder.

dditionally, you can set the needle so that it nters close to the edge of the zipper teeth by sing one of the Creative's 19 needle positions. The foot is engaged right, the needle must only e moved to the right. If the foot is engaged left, ne needle must only be moved to the left. Inserting zippers concealed on both sides

- Attach the zipper foot on the right side.
- Baste the zipper on and place it under the sewing foot so that the teeth run at the side of the foot. Bring the needle into the desired, right hand position.
- Sew in half of the zipper, leave the needle in the material, raise the sewing foot and zip the zipper closed.
- Now you can sew the rest of the seam to the end of the zipper and stitch the crosswise seam.



Sewing in zippers

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- Sew in the second half of the zipper parallel and at the same distance.
- Stop shortly before the seam end and leave the needle in the material. Raise the sewing foot and open the zipper.
- Now the seam can be finished.



Trouser zippers

- Iron a fold into the seam allowance on the zipper seam ensuring that the overlap pro-trudes about 4 mm.
- Baste the zipper under the overlapping edge so that the teeth are still visible.
- Engage the zipper foot on the right and set the needle at the required position.
- Stitch along the edge of the zipper.



- Shortly before the end of the seam, open the zipper and finish sewing the seam.
- Close the zipper and baste the overlap evenly onto the other zipper half.
- The stitch along the basted seam.
- **Tip:** Using the edge guide you will achieve an accurate second seam.

128



Roll hemming

With hemmer No. 7 and **Prog. 00** you can hem blouses, silk scarves and vallances quickly and easily without having to pre-iron the edges. Hemming secures the edges against fraying, in a tidy and durable way.

- Fold the beginning of the fabric edge twice (each time approx. 2 mm).
- Place the folded fabric-edge under the hemmer and sew a few stitches.
- Leave the needle in the fabric, lift the sewing foot, and pull the fabric into the scroll of the hemmer.
- Lower the foot and pull the fabric uniformly into the scroll of the hemmer. Make sure that the fabric does not come under the right half of the foot.





Tip: A roll hem with a zigzag stitch is especially suitable for silk, rayon and chiffon.

essories and Needles Decorative stitches ntenance Sewing and traditional olems and Solutions embroidery techniques

Roll hemming

129



Inserting lace

Prog. 00

You can produce beautiful effects by inserting lace, in for example, children's clothing.

- First, baste the lace onto the face side of the ۲ fabric.
- Stitch both sides of the lace using a narrow • zigzag.
- Cut open the fabric under the lace at the middle and iron it over to the side.
- Stitch over both edges of the lace with small . and dense zigzag stitches.
- Cut back the excess material. ۰





Lace trims

You can beautify or simply change the look of table cloths, napkins or garments with lace trims. And this is how it's done:

- Serge the raw edges.
- •
- Stitch the lace onto the face side of the fabric up to the first corner.
- Fold over the corners and stitch them diagonally.
- Repeat this procedure for the other sides.



hell edging

'rog. 04 with "pattern mirror" ∢⊳ key

hell edging is especially attractive on thin, soft naterials such as silk and rayon. It is often used s a border on lingerie. The higher the needlenread tension, the deeper the shell edge.

Serge the edge of the fabric and iron the inlay to the reverse side.

Take care that only half of the fabric lies under the sewing foot. This intensifies the shell-edge effect. **Tip:** By sewing a colored woollen yarn or pearl cotton into the shell edging, you strengthen the shell edge while at the same time producing a colourful contrast.

Decorative stitches and traditional embroidery techniques Shell edging

ssories and Needles tenance Sewing ems and Solutions



Decorative stitches and traditional embroidery techniques

Pages 133–155

Accessories and Needles Decorative stitches Maintenance Sewing and traditional Problems and Solutions embroidery techniques

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Instruction manual





Contents

General embroidery tips	Page	136
Borders	Page	137
Twin needle sewing	Page	138
Embroidering large motifs	Page	139
Leather embroidery	Page	139
Alphabets	Page	140
Monograms	Page	141
Cross stitch	Pages	142–145
Appliqué	Page	146
Linen embroidery	Page	147
Richelieu	Page	148
Hemstitching	Pages	149–151
Eyelet embroidery	Pages	152, 153
Quilting	Pages	154, 155

Accessories and Needles Maintenance Sewing Problems and Solutions

135



General tips on embroidering

Embroidering does require some practice, but with the right tips and hints, it can be easy to achieve beautiful embroidery results.

Thread tension

In general, a looser thread tension is used for embroidery work than for utility sewing (± 3) .

In addition, the **bobbin thread tension** has to be **increased** by turning the adjusting screw on the bobbin case slightly to the right. This makes the embroidery more uniform and bolder (see page 25).

Sewing feet

The most suitable sewing foot for embroidery work is No. **2A**.

Remember! Never engage the Dual Feed when doing embroidery work as this could cause a distortion in the embroidery pattern.

Balance

Each pattern in the machine is pre-programmed with its optimum **length** and **width settings**. If you are embroidering on difficult materials such as jersey, silk or heavy woollens however, you should adjust your pattern with the **balance**. (see page 47).

Stabilizing the fabric

Whether working on heavy or thin materials, the result will be better if the fabric has been stabilized. Many materials tend to pucker, particularly when using dense embroidery stitches. Therefore, we recommend:

Apply **iron-on** or tear-away stabilizer under the fabric to be embroidered. This will stabilize it and can be removed quickly and easily after the embroidery work has been completed.

Water soluble stabilizers are transparent gelatine stabilizers which you place **under** the fabric and **overstitch**. After the embroidery work has been completed, this stabilizer can be effortlessy removed by rinsing under running water. Alternatively, a **gel** stabilizer can be used to stabilize the fabric. The gel has a similar effect to spray-on starch. It has to dry after being applied but it becomes very stiff and can be embroidered on most materials without a paper underlay. After the completion of the embroidery work, the gel can be washed out easily.





Borders

Here are some examples of how you can create borders of any width by combining various embroidery programs. Machine embroidery-threads are particularly suitable here. They are available in many colors and thicknesses. You should however, always use threads of the same thickness when embroidering.



You can also achieve additional effects through the use of variegated embroidery thread. This is available in many different colors at your Pfaff dealer.





Adintenance Sewing Borders




Twin-needle sewing

You can achieve beautiful effects when embroidering with the twin needle. Embroideries turn out best with a stitch width of 1.6–3 mm. Embroideries are particularly effective if two embroidery threads of similar shades are chosen. If you wish to sew embroidery programs with the twin needle, press the **"twin needle"** key **(2)**. The stitch width is then automatically reduced to avoid the needle hitting the sewing foot.



Threading the twin needle

Replace the sewing needle with a twin needle.

- Swing the **second** spool holder up and place one spool on each of the spool holders.
- The tension disk a is in the left threading slot (33). Take care when threading that one thread passes to the left and one to the right of this disk.



- Thread the threads as usual, taking care not to get them tangled.
- Pull the threads into the **thread guide (32)**, one to the left and one to the right, and thread the needles.

I WIN-Neeule Sewing



Embroidering large motifs

With a little imagination, you can combine the embroidery programs of the Creative 7530 to create any number of new embroidery patterns. Geometrical forms are particularly suitable for the foundation. These can be transfered to the material by means of templates. An oval served as the basis for the baby shoes pictured.



Leather embroidery

You can embroider leather without any problems what so ever with the Creative 7530.

Do not set the stitch length too dense because leather perforates very easily.

Embroidering on leather is even easier with the **teflon foot** (special accessories). Due to its teflon layer, the foot glides easily over the leather. Depending on the thickness of the leather and the thread, we recommend a special leather-needle or a needle with a large eye (130 N).

Embroidering large motifs Leather embroidery





Alphabets

You can "write" initials, names or whole texts like a professional with the Creative. In this way you can quickly and easily transform clothing and lend towels, handkerchiefs, scarves, almost anything, an individual touch. The Creative 7530 offers you 4 different alphabets:

Script a in lower case **"a"** Script a in upper case **"A"** Block letters in upper case **"A"** Outline c in upper case **"A"** Cursive d in upper case **"A"**.

All of the Alphabets contain numbers and punctuation marks (e.g. a __"0").

By pressing the pattern selection key "A-z" (21), you select the script alphabet. The letter "a" is displayed and can be sewn immediately.

With the numbered program keys **1** and **2** you select your desired alphabet with its numbers and punctuation marks.

With the numbered program keys **3** and **4** you can select the desired letter or number. The size of the characters can be changed with keys **5** and **6**.

These letterings can be sewn in a pattern width of up to **9 mm** and can be combined in the M-Memory as letter sequences (see pages 53-59).





Monograms

Whether working with terry-cloth or woven fabric, with the help of the darning foot and program **02** you can embroider initials of your own design.

Sewing this way without a set pattern does, however, require a little practice.

Here is how it is done:

- Draw the initials onto the fabric with an invisible-ink marker.
- Drop the feed dog and attach the darning foot (see page 125).
- Place stabilizer under the fabric.
- Place the fabric in an embroidery hoop and embroider in accordance with program 02. Don't forget the darning position.
- Tie off the threads and remove the stabilizer.

Tip: By sewing quickly and moving the material slowly, you stitch densely.

When embroidering on terry cloth, the monogram must first be sewn with a narrow zigzag stitch and then overstitched with a wider zigzag stitch. In this way the terry cloth loops are completely sewn over. Embroidering block letters is somewhat easier. Here the feed dog is not dropped, you can simply sew along the lines with program **02**.

- Stabilize the fabric.
- Draw the monogram onto the fabric.
- Sew along the lines you have sketched with program **02**.

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Cross stitches

Cross stitch embroideries have always been important within traditional, ethnic embroidery techniques.

What used to be stitched by hand with a great deal of effort can now be sewn with the Creative 7530 surprisingly quickly and easily.

Whether you select the pre-programmed **cross stitch borders** or create your own combinations with the **cross stitch programs**, these patterns look as if they have been sewn by hand and lend a special touch to table linen, towels or garments. Tips for cross stitch embroidering:

- Always sew your work using the "slow sewing" function (3).
- Use stitch foot No. 2A. Its red guide lines are exactly adapted to the size of the cross stitches.
- Use only machine embroidery threads for cross stitching, e.g. MEZ embroidery.
- Place a stabilizer under the fabric.
- We recommend using an **embroidery hoop** when working with very soft materials.
- you can also use Aida material as used for cross stitches done by hand. You can change the length and width of the cross stitches of your Creative 7530 in accordance with the size of the Aida count.



Sewing pre-programmed cross stitch borders imbroidery programs No. 75-84 consist of mall cross stitches and are especially suitable or border embroideries. They have been proirammed into the machine with optimum stitch ength and width, however you can change hese settings if required. Tip: Programs 76,78,79,82 and 84 are symmetrical designs and are very suitable for sewing opposite one another.





Embroidering cross stitch motifs with programs 85-94

You can combine the individual cross stitch programs using your imagination to achieve large area cross stitch motifs or beautiful borders. These combinations are entered into different M-memories which are then sewn successively next to each other. To do this follow these steps:

Draw the desired cross stitch motif on graph paper.

Divide this motif into **blocks** which can be entered into the memories as **pattern combinations**.

Now mark the **starting point** of the first cross stitch in each memory. The start and end points of the cross stitches are particularly important as they determine the stitch direction. A cross stitch that finishes on the right can only be combined with a cross stitch that starts on the right. The starting points are marked with a small circle and the end points are marked with a dot.

ip: With the " $\textcircled{\bullet}$ " key, you can transfer starting joints from left to right and from right to left.

- Mark each memory with a number and arrows for the respective sewing direction.
- Press the " no " key for pattern sequence.
- Now enter the selected cross stitches into an empty M-Memory.
- To sew the pattern, recall the programmed memories successively by pressing the "single pattern" key " € ".
- After you have finished sewing the first memory, pull the threads to the reverse side of the fabric and knot them together.
- Select the next memory. When you position the sewing foot, watch the crosswise lines on stitch foot 2 A. They should be aligned with the starting points of the adjoining cross stitches.
- Allow the left metal edge in the window of the foot to move exactly along the line of the previously sewn pattern. In this way you can avoid spaces between adjoining pattern sequences.
- Sew the individual memories one after the other. Then iron the embroidered motif on the reverse side of the fabric.

Cross stitch motif "rabbit"

For this motif, the following combinations have been stored:

- **V1** 4x90/91
- **M2** 2x92/4x90/91/3x90/2x91/ 3x90/92
- **VI3** 9×91
- **VI4** 3×90
- **VI5-** 2×91/4×90/92/3×90/2×92/ 3×90/91
- **V6** 4×90/92
- **V7** 92/5x90/92
- **VI8** 3x92
- **VI9** 3x91





Appliqué

Appliqués are quickly made and always produce a beautiful effect. The appliqué foot (special accessories) allows you to achieve perfect, densely stitched seams because it has a special cutout on the underside for the purl seam. It also allows you to turn on corners and curves with ease.

Prepare the appliqué as follows: Design a motif that you would like to appliqué onto the background. Iron paper-backed fusing web onto the back of the pieces of the motif. Now pull the paper off the pieces to be appliquéd and iron these onto the fabric according to the motif. Now you can start: Overstitch all of the contours with the zigzag stitch, the finer the thread, the more densely the stitch length should be set. When you reach a curve, use the "needle down" function to help you guide the work more easily and achieve a more uniform seam. Make sure that the needle stitches completely over the outer edge so that no fraying occurs later.

Tip: A particularly attractive stitch for appliqué work is stitch No. 16. The zigzag seam is broader and flatter with this stitch. Nevertheless, take care to use a very fine thread for this stitch and set the stitch length at approx. 0.4–0.5.



Linen embroidery

Linen embroidering is a very well known and well-loved technique. For this special white-onwhite embroidery, filled in embroidery designs are most suitable to make the embroidery more prominent. Always use special embroidery threads and tear-away stabilizer as an underlay. Transfer the desired pattern, i.e. an iron-on pattern or a pattern drawn with a disappearing ink pen, onto the face side of the fabric. Our example consists of the following programs:

- For the petals select program No. 114. Press the key "single pattern" (16). Pattern length: 35 mm Stitch width: 6 mm
- Using program No. 150, stitch the points at the top end of the petals.
 Stitch width: Ø 5 mm
- Now stitch the contours using zigzag stitch No. 02.
 Stitch width: 2 mm
 Stitch length: 0.35 mm
- For the flowers right and left of the motif use pattern No. 122.
 Stitch width: 7 mm Pattern length: 14 mm
- Embroider the edge of the napkin using zigzag stitch No. 02.
 Stitch width: 4 mm
 Stitch length: 0.35 mm
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Richelieu

This very artistic form of bar and eyelet embroidery is easy to create with your sewing machine.

- Transfer your pattern onto the face side of the fabric using a disappearing ink pen.
- Then place two layers of water soluable stabilizer under the area to be embroidered and tighten the fabric and backing in an **embroidery hoop**.
- To make the embroidery more stable, sew around all contours twice in **straight stitch No. 00** (stitch length at approx. 1 mm).
- Then carefully cut out the fabric from the areas that will form the cutouts at about 2 mm from their contours. Do not cut away the stabilizer!
- Embroider the contours with a dense **zigzag** stitch No. 02.
- The backing material provides this part of the work with much more shape and stability.
- Finally, all you have to do is dissolve the stabilizer in cold water and your piece of unique embroidery is ready.



lemstitching

iveryone knows this technique – but only done iy hand. With the Creative 7530, you can proluce hemstitching much quicker and easier. **O special hemstitching programs** are at your lisposal and by changing the stitch lengths and vidths, you can achieve new effects every time. or hemstitching you need a **wing needle**. Only or very fine fabrics is a normal sewing needle, ize 80, used. Coarse-weave fabric from which ou can pull individual threads is the most suitble for hemstitching. Embroidery and darning hread, particularly cotton, is very suitable. Use he hemstitching programs of your Creative 7530 o produce different techniques.

Hemstitching

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Hemstitching patterns

• Programs No. 95, 98, 103 and 104.

For these programs use **wing needle** 130/705 H Wing, size 100, without pulling threads.

Careful: When using the wing needle, the stitch width must not be any larger than 8 mm.



"Ladder" hemstitching

- Programs No. 96, 97, 99 and 102.
- Pull the threads at the desired width out of the fabric, the same as when hemstitching by hand.
- Embroider **along both** fabric edges with the respective programs. When doing this, the needle must enter at the side of the edges into the pulled threads thus bunching the threads.

Program No. 104 can also be stitched as curved edging and hem strengthener



Hemstitching as edging

This edging is used on very fine, thin fabrics. It is particularly suitable for valances or ruffles. For these the threads must be pulled.

- Programs No. 96, 97 and 102.
- Sew at one sewing foot length along the fabric edge.
- Cut the extra fabric at the hemstitching edge with a small pair of scissors.



Making a hem with a hemstitch seam

his seam provides a perfect edge finish to hemstitching work on table cloths, napkins or towels.

- Programs No. 96, 97 and 102.
- Iron the hem over twice in the desired width.
- Pull one or more of the threads just above the hem.
- Using one of the above mentioned programs, sew along the pulled threads. When doing this, the needle must enter the right side of the hem and bunch the pulled threads to the left.



Traditional hemstitching

- Programs No. 95, 99 and 101.
- Using "single pattern", sew the program onto a piece of waste fabric.
- Count the threads on the inside of the pattern to determine the **pattern width**.
- Pull 1-3 threads from the fabric to the right and left of the pattern width.
- **Overstitch** the remaining threads with the selected program. When you do this, the needle must enter the pulled threads on **both sides** close to the edges.

Hemstitching

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Eyelet embroidery

With the help of the **eyelet plate** (special accessories) you can produce beautiful eyelet embroideries with your Creative which traditionally required a great deal of time and trouble.

It is very effective in blouses and bed and table linen. Nearly every pattern in the Creative 7530 is suitable, whether utility stitches such as the zigzag stitch, blind stitch, elastic stitch or fancy stitches.

Program **32** in combination with the "pattern mirror" key **(18)** is particularly suitable for classical eyelet embroidery. Here the needle position is left and the machine stitches uniformly around the hole at the stitch width that you have selected.



And here is how it is done:

- Remove the sewing foot.
- Place the eyelet plate onto the needle plate making sure that pin **A** fits into the middle cutout of the needle plate. Then push the eyelet plate down at the front.
- Place the marked fabric in an embroidery hoop.
- Cut one or two fabric threads and push the fabric over the pin in the eyelet plate.
- The fabric must fit tightly around the pin.
- Place the presser foot lifter in darning position.
- Pull up the bobbin thread and hold it tor the first few stitches.
- Stitch around the cut with your chosen program. While doing so, turn the hoop slowly. The stitches must be very close to each other.
- Then secure with a few straight stitches.



Tip: Select another program such as **150**, **43** or **63**. In this way the cut in the fabric will not be stitched around or only partly stitched around. To complete this, select program **32** and stitch around the cut uniformly. Thus you create beautiful petal forms.

Eyelet embroidery



Quilting

Quilting is a traditional sewing technique. This method which was developed by the wives of American settlers to make use of leftover materials, has become an artistic hobby with many enthusiasts worldwide.

A quilt always consists of three layers of material. Lots of geometrically shaped pieces of material are joined together in continually changing patterns to form the top layer of the quilt. This is then tacked to the middle layer made of batting and connected to the back layer of the quilt that usually consists of one uniform piece of material. The entire quilt is often also bordered with the back layer. Of course, the work of piecing the individual bits of material together must be very precise. The Dual Feed (IDT-System) is of great importance when doing this, so that the parts do not move and so that they join up to each other exactly. Even when sewing and embroidering over the three layers of a quilt, you achieve optimal sewing results with the Dual Feed. The **quilt or patchwork foot** (special accessories) is particularly suitable for quilting. Here the distance between the needle and the edge of the foot is 1/4 of an inch/0.635 cm.



and this is how it is done:

- Cut out the pieces of your quilt with templates you have made or bought. A seam allowance of 0.635 cm (0.4 of an inch) should already be included in the templates.
- Arrange the pieces as in the pattern and form small squares that you can match together.
 These squares are then sewn together to form the surface of the quilt.
- The seam allowances of quilts are not serged.
- Baste your finished quilt top onto the layer of batting with the back layer of the quilt underneath.
- In traditional quilts, these three layers of material are sewn together by hand with small stitches but this is quicker and more practical with the sewing machine.



When your quilt is finished, you can make it into a sushion, a wall hanging or a bedspread.



Embroidery stitches are particularly suitable for tone on tone quilting.

Quilting

Accessories and Needles Maintenance Sewing Problems and Solutions

Pages 157-175

Accessories and Needles Maintenance Sewing Prohlems and Solutions

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Accessories and needles Maintenance Sewing Problems and Solutions

Accessories	Pages	160–162
Special accessories table	Page	163
Felling foot / Appliqué foot	Page	164
Fringe foot / Cording foot	Page	165
Cording foot / Shirring foot	Page	166
Knit edge foot/		
Multi stitch gathering foot	Page	167
Bias tape binder	Page	168
Needle chart	Pages	169–170
Changing the batteries	Page	171
Changing the needle plate	Page	172
Cleaning and lubricating	Page	172
Changing the sewing lamp	Page	173
Sewing Problems and Solutions	Pages	174, 175

Sewing feet (standard accessories)

L.,

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Standard sewing-foot No. 0 A Part No.: 98-694 828-00

Fancy stitch foot for Dual Feed No. 1 A Part No.: 98-694 836-00

Fancy stitch foot No. 2 A Part No.: 98-694 838-00

Blind stitch and overlock foot No. 3 Part No.: 98-694 890-00 Zipper and edge sewing foot No. 4 Part No.: 98-694 884-00

Buttonhole foot No. 5 A Part No.: 98-694 830-00

Buttonhole guide No. 10 Part No.: 93-037 595-91

Darning foot No. 6 Part No.: 93-035 960-91

Accessories

Roll hemmer foot No. 7 Part No.: 98-694 818-00

Edge guide No. 3 Part No.: 98-802 422-00

Seam ripper Part No.: 99-053 016-91

Soft brush Part No.: 93-847 979-91

Oil tube Part No.: 93-035 910-91

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ewing feet (special accessories)

he special accessories allow you to do special sewing work. he listed sewing feet are available at your PFAFF dealer.

Accessory	Part No.	Sewing work
	93-042 941-91	For appliqué work
Open toe appliqué foot 9 mm	93-036 933-91	For appliqué work
Cording foot, 5 grooves (twin needle with needle spacing 1.6–2.0) 130/705 H-ZWI	93-042 950-91	
Cording foot, 7 grooves (twin needle with needle spacing 1.6–2.0) 130/705 H-ZWI	93-042 953-91	For pin tucks (needle size 80)
Cording blade (2)	93-035 952-45	
Finger guard	93-036 910-91	For all sewing work
Fringe foot	93-042 943-91	For sewing loop embroidery
Third spool holder	93-033 063-44	For sewing with the triple needle
Straight stitch foot with round hole (for Dual Feed)	98-694 821-00	Caution! Only use straight stitch in center needle position
Felling foot, 4.5 mm	93-042 946-91	
Felling foot, 6.5 mm	93-042 948-91	For lap telled seams
Single needle cording foot, 3 grooves	93-036 915-91	For cording
Shirring foot	93-036 998-91	For shirring, gathering etc.
Eyelet plate	93-036 977-45	For eyelet embroidery
Multi stitch gathering foot	98-999 650-00	For placing pleats at regular intervals. Caution! Only use straight stitch in center needle position
Quilt and patchwork foot (for Dual Feed)	93-036 927-91	For quilting
Roll hemmer 2 mm	98-694 873-00	For hemming
Hemmer 4 mm (for Dual Feed)	98-694 823-00	For hemming
Bias tape binder (remove foot holder)	98-053 484-91	For binding edges with bias tape
Needle plate with round hole	98-694 422-00	For topstitching seams and sewing very light and soft materials (silk, jersey etc.) Caution! Only use straight stitch in center needle position
Knit-edge foot	93-042 957-91	For sewing knitted fabrics
Teflon foot (for Dual Feed) stitch width up to 6 mm	93-036 917-91	For sewing leather and synthetics
Teflon embroidery stitch foot (stitch width up to 9 mm)	93-036 922-91	For embroidering leather and vinyl

he following pages contain application examples of some special accessories.

Felling foot

Lap-felled seams are particularly durable and therefore well known as the typical denim seam. They are also suitable for sportswear, children's wear, blouses and shirts. You can make these seams particularly decorative by using a sewing thread of a contrasting color. The felling foot is available in two different widths (for light-weight and heavy-weight fabrics).

- Attach the felling foot.
- Place the fabric wrong sides together.
- Overlap the raw edge of the lower layer by about 1-1.5 cm (3/8 to 5/8).
- Now place this overlapping edge over the tongue of the felling foot. The fabric must be placed fully under the sewing foot.
- Sew along the folded edge with straight stitch.
- Afterwards, pull the fabric layers apart and feed the protruding hem into the felling foot. The hem is turned over by the foot and topstitched along the edge. Pull the two fabric layers apart during sewing.

Program:	00
Stitch length:	3
Tension:	3-5

Appliqué foot

Appliqués are quickly done and always produce a beautiful effect. By using different materials and patterns you can create countless new designs. You can make a perfect, densely stitched seam with the appliqué foot which has a special cutout on the underside for the zigzag seam.

- Attach the appliqué foot onto the sewing machine.
- Transfer your drafted pattern to the paper side of the fusible web. Remember that any numbers or letters have to be drawn as a mirror image.
- Now iron the backing fabric onto the appliqué material. Cut the motif out and pull the paper off.
- Iron the appliqué parts onto the base material.
- Then stitch all contours with narrow and dense zigzag stitches. When you reach a curve, use the "needle down" function to help you guide the work more easily. Also make sure that the needle stitches over the outer edge so that no fraying occurs later.

Program:	02 or 16
Stitch length:	0.35
Stitch width:	1.5-2.0
Tension:	2-3

Fringe foot

With this special foot for loop embroidery you can produce fantastic effects in no time.

- Mark out your desired pattern with chalk or a disappearing ink pen.
- Use a stabilizer for the material.
- Attach the fringe foot.
- Embroider the motif row by row. For circles you have to work from the outside inwards.
- When using thicker threads you may have to select a longer stitch length; it is best to sew a test seam first.
- When you have finished, pull the work out of the machine carefully because if you pull too fast, you will pull the loops tight.
- Knot the threads on the reverse side.

Program:	02
Stitch length:	0.35–1
Stitch width:	1.5-2.5
Tension:	2–3

Cording foot

The classical sewing technique of pin tucking can be used perfectly well on many fabrics such as cottons and light woollens.

- Attach the cording foot (5 grooves for thicker materials, 7 grooves for finer materials).
- Change the needle to a twin needle (1.6 or 2 mm needle clearance) e.g. 130/705 H-ZWI needle thickness 80.
- Thread up the two needles.
- Now set the needle thread tension tight (at about 5) to make the seam more prominent.
- Sew one row of tucking. When you sew the second row you can let the first row run parallel in one of the foot's grooves. This ensures that the spaces between the rows always remain the same.

Tip: If you wish to emphasize the cording effect, you can fit a **"cording blade"** on the front edge of the needle plate.

Cording foot with 5 grooves – large cording blade Cording foot with 7 grooves – small cording blade Sewing with a gimp thread makes a similar effect. However, with a gimp thread you work **without** a cording blade.

- First remove the needle plate.
- Thread the gimp thread upwards through the hole in the needle plate.
- Return the needle plate to its position. The notch between the needle plate and the sewing machine provides space for the gimp thread. This thread must be fed under the detachable work support, so that it does not become tangled during sewing.
- While sewing the cording, the material must be pulled lightly.

Program:00Stitch length:2.5Tension:5

Single needle cording foot

Cording is a technique in which pearl cotton or a fine cord is overstitched to produce a purl seam. With this technique you can obtain a similar effect to braiding. Appliqués can also be made more impressive by this seam.

- Attach the single needle cording foot.
- Place the gimp thread into the foot so that it leads through one of the grooves at the front and lies under the sewing foot at the back.
- Now overstitch the gimp thread with narrow, dense zigzag stitches.

Tip: You can obtain a remarkable effect by overstitching a medium pearl thread with a thread of a different color.

Program:32Stitch length:0.35-1Stitch width:1.5-2.0Tension:3

Shirring foot

Beautiful gathering effects on, for example, children's wear or curtains, can be achieved quickly and easily with the shirring foot.

- Attach the shirring foot by hooking the rear bar of the foot into the rear groove of the foot holder. Push the foot upwards until it snaps into the front bar.
- Place the fabric to be gathered under the sewing foot and the fabric to remain flat, downwards through the foot cutout. The fabric layers lie face side to face side.
- During sewing, you must pull the top fabric a little. The harder you pull, the greater the gathering effect you create.
- Be sure to guide the fabric edges evenly through the foot.
- Disengage the shirring foot by pushing it down at the front and remove it in the direction of the groove of the sewing foot holder at the back.

Tip: By increasing the needle thread tension and the stitch length, you can increase the gathering effect.

Program:00Stitch length:3Tension:3-5

Knit edge foot

The knit-edge foot makes it easy to sew thick seams on knitted fabrics or imitation fur. To obtain a perfect seam on shapecut parts, we recommend adding a yarn under slight tension and overstitching it at the same time.

Program:	24
Stitch width:	6.0
Tension:	3-5

Multi-stitch gathering foot

With the multi-stitch gathering foot you can make narrow or wide spaced pleats automatically while sewing. This is very useful for ruffles, home textiles etc.

The multi-stitch gathering foot can be used in three different ways:

- 1. Folding the fabric in pleats.
- 2. Folding the fabric in pleats and sewing them on simultaneously.
- 3. Folding the fabric in pleats, sewing them on and sewing lace on all at the same time.

When you buy the multi-stitch gathering foot from your PFAFF dealer, you receive a full description with it.

Program:	00
Stitch length:	3
Tension:	3-5

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Bias tape binder

Binding with bias tape is a very easy method of giving fabric edges a smooth and neat appearance. For this you need unfolded bias tape about 24 mm (one inch) wide.

- Remove the sewing foot holder and the sewing foot and screw on the binder.
- Cut the beginning of the bias tape at a diagonal.
- Push the tape into the scroll of the binder and pull out to the back.
- Adjust the binder so that the needle enters at about 1-1.5 mm (1/16") from the folded-in edge of the bias tape. This can also be achieved by changing the needle position.
- Stitch a few centimetres (about an inch) along the bias tape.
- Insert the edge to be bound into the slot of the binder. The raw edge must be placed between the bias tape edges. The bias tape encloses the raw edge automatically.

Tip: You can obtain an additional effect by using zigzag stitches or fancy stitches.

Program:	00
Stitch length:	2.5
Tension:	3-5

Needle chart

Jsing the correct needle guarantees a better processing of the material

Eabric weight	Fabric weight	Fabric weight
light	medium	heavy
Needle size: 60 70 75	Needle size: 80 90	Needle size: 100 110 120

Needle points

System and No.	Profile	Point and eye	Suitable for
130/705 H Needle size: 70/80	<	Light ball point	Universal needle for fine synthetics, fine linen, chiffon, batiste, organdy, woolens, velvet, fancy seams and embroidery
130/705 H-SUK Needle size: 70/110	\langle	Medium ball point	Coarse knitted fabrics, spandex, double jersey fabrics and Quiana
130/705 H-PS Needle size: 75 + 90	\langle	Medium ball point	Stretch-fabric needle developed especially for Pfaff. Particularly suitable for delicate stretch and knitted fabrics
130/705 H-SKF Needle size: 70/110	\in	Heavy ball point	Wide-meshed corsetry, Lycra, Spandex
130/705 H-J Needle size: 90–110	\langle	Acute ball point	Twill, workwear, heavy linen, denim, and light canvas
130/705 H-LL Needle size: 70–120		Narrow wedge points (cuts right)	Leather, suede, kid leather, goatskin
130/705 H-PCL Needle size: 80–110	Æ	Narrow wedge points with left twist grooove	Imitation leathers, plastics and oil cloth
130 H-N Needle size: 70–110	\leftarrow	Light ball point, long eye	Seams topstitched with buttonhole silk or No. 30/3 synthetic thread
130/705 H-WING Needle size: 100		Hemstitching point	Attractive hemstitching on heavily starched materials, organdy and batiste
130/705 H-E Needle size: 75/90		Medium ball point	Especially for embroidery work
130/705 H-Q Needle size: 75/90		Light ball point	Specially developed quilting needle
130/705 H-M Needle size: 60–80		Acute round point	For working with micro fibres

Needle chart

	System & No.	Stitch length	Stitch width	Needle spacing	Suitable for
┝	130/705 H-7WI	25 mm	_	1.6 mm	Medium-wide
	80	2.5 mm	-	2.0 mm	cording
-	130/705 H-ZWI			0.5	
	80	2.5 mm	-	2.5 mm	Vide cording
	90	2.5 mm		3.0 mm	Extra wide cordin
	100	3.0 mm		4.0 mm	Extra-wide cordin
c	you start sewing, properly. In this w	turn the handwhe ay, needle breakag	el and check to ma ge can be largely pr	ke sure the need revented.	lles stitch into the
1		Jzay patterns			
	130/705 H-ZWI	05 15		16 mm	Ornamontations
2	30	0.5-1.5 mm	wide	1.0 mm	Ornamentations
2	50 30	0.5-1.5 mm	narrow	2.0 mm	Ornamentations
	Special hemstitch 130/705 H- ZWI-Ho 80 100	2.0-3.0 mm	very narrow very narrow		Decorative hem- stitching effect.
					Heavily dressed fabrics are par- ticularly suitable

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Changing the batteries:

Switch on the **sewing machine** to avoid erasing the memories during the battery change. Tilt the machine over backwards. The battery compartment is installed in the base. Using a screwdriver lift cover **B** at the catch in recess **A** and remove the cover. Take out the batteries. Insert the new batteries with the + side facing upwards. Replace cover **B** so that the hinges **C** engage in the recesses **D** and press the cover until it snaps into place.

Note: After changing the batteries, the contents of the memories should be checked. Spare batteries: 2 AA cells 1.5 V; type LR 6. Only use **leak-proof** batteries!

Changing the batteries

Changing the needle plate Switch off the on/off switch

Removal

- Raise the sewing foot and remove the detachable work support.
- Pull the needle plate upwards at the back and remove it.

Replacement

• Lay the back of the needle plate down flat and push it down at the front until you hear it snap into place.

Before you start sewing, check that the needle plate is lying flat.

Cleaning and lubricating Switch off the on/off switch

- Remove the needle plate and lower the feed dog.
- Clean the feed dog and hook area with the brush.
- Apply **one drop** of oil to the hook as shown above. The machine is otherwise maintenance free and must not be oiled in other places.
- Clean and oil the sewing machine every 10 to 15 hours of operation.

Cleaning the display

To clean the display, use a dry, soft, lint-free cloth. Do not use chemical cleaners or solvents!

Changing the sewing lamp Switch off the on/off switch

- Disconnect the mains plug and the foot control from the machine.
- Remove the detachable work support.

The sewing lamp (bulb) is located inside the head of the sewing machine.

Removal

To make it easier to change the bulb, we recommend placing the sewing machine on the handwheel as illustrated.

- Hold the machine securely.
- Push the bulb into its holder as far as it will go and turn it counter-clockwise (half a turn) to remove it.

Insertion

- Insert the bulb in the diagonal holder and turn it so that both stops of the bulb engage.
- Now push the bulb fully into the holder and turn it clockwise until it is held firmly.

Important

The maximum permissable bulb wattage is 15 Watts!

Tip: If you lift the carrying handle, you will see a small hole on its left hand side. By inserting edge guide No. 3 into this hole, you press down the lamp housing a little, making it easier to change the light bulb.

Changing the sewing lamp
Cause:

1. The machine skips stitches Needle is not properly inserted.

A wrong needle has been inserted. Needle is bent or blunt. Machine is not properly threaded. Needle is too small for thread.

2. The needle thread breaks

See 1. Thread tension is too tight. Thread is poor or has slubs in it or it has become dry after too long in storage. Thread is too thick.

3. Needle breaks off

Needle not pushed in fully. Needle is bent. Needle is too thick or too thin. Needle is bent and hits the needle plate because you are pulling or pushing the fabric. The bobbin case is not properly inserted. Solution:

Push needle fully upwards, flat side to the back. Use needle system 130/705 H. Insert a new needle. Check the threading paths. Use a larger needle.

See 1. Adjust thread tension. Only use quality threads.

Use a needle with a larger eye (System 130 N).

Insert new needle and push it fully in. Insert new needle. See needle chart (Pages 169/170). Let the machine feed the fabric. Only guide the fabric lightly. Push the bobbin case in fully when inserting it.

I. Seam is sewn unevenly										
The tension needs adjusting.	Check needle-thread and bobbin-thread tensions.									
Thread is too thick, slubbed or hard.	Use only quality threads.									
The bobbin thread is unevenly wound.	Do not wind free-hand. Run the thread through the primary tension.									
Thread loops above or below stitches.	Thread up correctly. Check needle-thread and bobbin-thread tensions.									
 The machine does not feed or feeds irregularly 										
Sewing lint has collected between the feed dog teeth rows.	Remove needle plate, remove lint with brush.									
Feed dog is lowered. Slide B (see page 31) s at right.	Push slide B (see page 31) to the left.									
3. Machine binds										
_oose threads in the hook race:	Remove loose thread and apply one drop of oil to the hook.									

1. Machine does not sew the entered program

Switch off the machine and back on again after about 10 seconds. Enter desired program again.

mportant notes:

Before changing the sewing feet or needles, you must switch off the on/off switch.

Do not start the threaded machine without fabric in it.

f you leave the machine, even for a short time, do not forget to switch off the on/off switch. This is especially important when children are nearby.

> Sewing Problems and Solutions



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