Introduction

Congratulations on your choice of your Pfaff creative 2144!

As a sewing enthusiast, you have acquired one of the most advanced and innovative sewing and embroidery machines in the world; it will enable you to transform all your creative ideas into reality with unprecedented ease.

If you enjoy sewing to your heart’s content – without any compromises – this machine will provide the key to exquisite items of clothing, fashion accessories and home textiles.

Do you enjoy embroidering, or want to create sophisticated, distinctive highlights?

Excellent! Your Pfaff creative 2144 will enable you to experience a totally new dimension of sewing and embroidery – and it is so easy to operate.

Switch on the machine and watch it light up. The multi-color touch screen welcomes you to the world of unlimited, creative possibilities. Make contact – just a touch is all it takes.

Your machine has the perfect built-in information system: the “Creative Assistant”:

Your Pfaff creative 2144 has a “Creative Assistant” that guides you step by step through sewing routines, and is always available as a source of helpful advice and information.
You can likewise ask the Sewing Assistant or Embroidery Assistant for advice at any time while sewing and embroidering.

Before you start, please spend some time reading these Operating Instructions. Ideally, try out the procedures being described directly on your new Pfaff creative 2144. This is the easiest way to discover its many creative facets.

You will very soon discover how easy it is to operate your Pfaff creative 2144. User convenience is a priority, as with all Pfaff sewing machines.

But we don’t want to keep you any longer. Give a free rein to your imagination. Your Pfaff creative 2144 is bound to become a dependable partner in all your sewing ventures. Our specialist retailers will of course also be pleased to advise you at any time. Enjoy making your ideas become reality.

With best wishes
VSM Group AB
How to use this instructions manual

To make it as easy as possible to use your creative 2144, we have given this instructions manual a clear structure, like your creative sewing machine. The many color diagrams and illustrations vividly illustrate how easy and convenient it is to use your new sewing and embroidery machine.

The various chapters cover the following topics:

1. **Overview**: To help you operate your Pfaff creative 2144, you can find a stitch overview and a machine overview in this chapter. There is also a description of all icons and functions provided in your Pfaff creative 2144. Use these pages to get to know your Pfaff creative 2144 and for assistance when operating it.

2. **Machine Assistant**: The Machine Assistant contains comprehensive technical information, together with many color illustrations on all mechanical functions, such as threading, bobbin winding, etc. All explanations are also stored in the Machine Assistant of your Pfaff creative 2144.

3. **Getting started with your Pfaff creative 2144**: This contains all basic instructions on how to operate the machine:
   - General operating principle of the multi-color touch screen
   - Using the machine’s Creative Assistant
   - Instructions on operating the machine
   - Explanations of the selection menus and the context menu

4. **Operate the multi-color touch screen**: This chapter familiarizes you with the various different functions and programs, such as sewing buttonholes, creating sewing sequences and embroidery combinations, embroidering, etc.

5. **Sewing Assistant**: The Sewing Assistant chapter contains a “lexicon of sewing”; it also demonstrates and describes various sewing techniques that are possible with your Pfaff creative 2144. Even more detailed sewing information is stored in the Sewing Assistant of your Pfaff creative 2144.

6. **Embroidery Assistant**: The Embroidery Assistant chapter illustrates and describes various embroidery techniques that are possible with your Pfaff creative 2144. Even more detailed embroidery information is stored in the Embroidery Assistant of your Pfaff creative 2144.

7. **Standard/optional accessories**: This chapter lists all standard and optional-accessory presser feet for your Pfaff creative 2144. Their use is explained by means of pictures and texts.

8. **What to do if...**: This chapter provides information and suggested solutions on how to tackle problems. Here, you can also find an index with page references.

9. **Your chapter**: Here you can put in your own notes together with update pages.

The language of your Pfaff creative 2144 is preset by the manufacturer to English or Swedish. If your dealer has not changed it to the language of the country in which the machine is sold, or if you wish to have it set to a different language, you can easily change this. See chapter 3 page 18.

All information in this Pfaff creative 2144 instruction manual is current at the time of printing.

We constantly receive feedback from Pfaff creative 2144 owners and dealers. This information is used to produce program updates. Those updates and complements to the manual are available to you via the Internet.

To get information about the latest software update for your Pfaff creative 2144, regularly contact your local Pfaff dealer and/or consult our web site at:

www.pfaff.com
IMPORTANT SAFETY INSTRUCTIONS

When using an electrical appliance, basic safety precautions should always be followed, including the following:

Read all instructions before using this household sewing machine.

**DANGER - To reduce the risk of electric shock:**

- A sewing machine should never be left unattended when plugged in. Always unplug this sewing machine from the electric outlet immediately after using and before cleaning.
- Always unplug before relamping. Replace bulb with same type rated 5 Watt.

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

- Do not allow to be used as a toy. Close attention is necessary when this sewing machine is used by or near children.
- 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.
- 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 sewing machine to the nearest authorised dealer or service center for examination, repair, electrical or mechanical adjustment.
- Never operate the sewing machine with any air openings blocked. Keep ventilation openings of the Sewing machine and foot controller free from the accumulation of lint, dust, and loose cloth.
- Keep fingers away from all moving parts. Special care is required around the Sewing machine needle.
- Do not pull or push fabric while stitching. It may deflect the needle causing it to break.
- Always use the proper needle plate. The wrong plate can cause the needle to break.
- Do not use bent needles.
- 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 adjustment in the needle area, such as threading needle, changing needle, threading bobbin, or changing presser foot, etc.
- Always unplug the sewing machine from the electrical outlet when removing covers, lubricating, or when making any other user servicing adjustments mentioned in the instruction manual.
- Never drop or insert any object into any opening.
- Do not use outdoors.
- Do not operate where aerosol (spray) products are being used or where oxygen is being administrated.
- To disconnect, turn all controls to the off (“0”) position, then remove plug from outlet.
- Do not unplug by pulling on cord. To unplug, grasp the plug, not the cord.
- Hold plug when rewinding into cord reel. Do not allow plug to whip when rewinding.

SAVE THESE INSTRUCTIONS
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Machine overview

Parts of the creative 2144

1. Top cover with stitch program chart
2. Multi-color touch screen
3. Base plate
4. Slide for lowering the feed dog
5. Connection for knee lifter
6. Hook/bobbin (hook behind it)
7. Feed dog
8. Free arm
9. Presser foot holder with presser foot
10. Needle threader
11. Needle holder with set screw
12. Thread cutter
13. "Reverse sewing" button
14. Signal lamp "bobbin thread monitor"
15. Connection socket for embroidery unit
16. Take-up lever
17. Pre-tension device for threading and bobbin winding
18. Thread guide for threading and bobbin winding
19. Spool holder with spool cap
20. Second spool holder
21. Hole for third spool holder
22. Bobbin winding control
23. Bobbin winder
24. Handwheel
25. Contrast control for the display
26. Front and rear card drive
27. Release buttons for the card drives
28. Voltage switchover
29. Connection socket "lead cord"
30. Connection socket "foot control"
31. Main switch
32. Detachable work support
33. Needle plate
34. Thread guides, right and left
35. Sewing bulb (max. 5 W)
36. Threading slot
37. Carrying handle
38. "Thread cutter" button
39. "Stitch re-start" button
40. "Sew slow" button
41. "Needle up/down" button
42. Presser foot lifter
43. Integrated Dual feed /IDT
Parts of the embroidery unit
44 Connection plug to the machine
45 Fastening spigot for fitting to the machine
46 Guide way
47 Release button for removing the embroidery unit
48 Sewing range of the embroidery arm
49 Metal guide for fitting the embroidery hoop
50 Release lever for removing the embroidery hoop
51 Embroidery arm
52 Recessed grip for raising and rotating the embroidery arm

Parts of the embroidery hoop
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54 Two guide pins for retaining the hoop
55 Ribs for fitting the clips
56 Projections for placing the template
57 Retaining screw for the fabric
# Stitch overview creative 2144

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<th>Application</th>
<th>Width up to mm</th>
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<tr>
<td>1</td>
<td>Straight stitch with 19 needle positions</td>
<td>For all straight stitch and topstitching jobs, stitch length can be increased up to 6 mm. 19 needle positions are available, for edge finishing or sewing in zippers.</td>
<td>–</td>
</tr>
<tr>
<td>2</td>
<td>Stretch triple straight stitch with 19 needle positions</td>
<td>For all straight stitch and topstitching jobs, particularly on stretch fabrics, e.g. trouser seams, sportswear and work wear. Stitch length can be increased up to 6 mm for decorative stitching.</td>
<td>–</td>
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<tr>
<td>3</td>
<td>Zigzag stitch</td>
<td>For finishing seams, overcasting, appliqué work, inserting lace etc.</td>
<td>9</td>
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<tr>
<td>4</td>
<td>Elastic stitch with two perforations</td>
<td>For sewing on elastic, darning tears and applying patches.</td>
<td>7</td>
</tr>
<tr>
<td>5</td>
<td>Reverse straight stitch</td>
<td>A durable reverse straight stitch. Suitable for stitch combinations in stitch sequences.</td>
<td>–</td>
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<tr>
<td>6</td>
<td>Shell-edging stitch</td>
<td>For decorative hems particularly on stretch fabrics, e.g. underwear.</td>
<td>6</td>
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<td>7</td>
<td>Honeycomb stitch</td>
<td>For sewing on elastic thread, overstitching terry cloth seams and for ornamental hem seams (smocking effect).</td>
<td>7</td>
</tr>
<tr>
<td>8</td>
<td>Elastic stitch with one perforation</td>
<td>For sewing on elastic, darning tears and applying patches.</td>
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<td>9</td>
<td>Stretch triple elastic stitch</td>
<td>For inserting elastic tape in sportswear and bathing suits. (Extremely durable seam for open-knit materials).</td>
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<td>10</td>
<td>Purl stitch</td>
<td>Particularly suitable for appliqué work thanks to its stitch density.</td>
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<td>Bridging stitch</td>
<td>For joining foundation garments. Provides a decorative hemstitching effect.</td>
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<td>12</td>
<td>Decorative elastic stitch</td>
<td>For overstitching elastic cords and wool threads as well as for gathering and smocking.</td>
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<td>Cross-hem stitch</td>
<td>Provides a highly elastic, decorative seam for hem finishing on sportswear and casuals.</td>
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<td>Stretch triple zigzag stitch</td>
<td>For sewing elastic tape on sportswear and bathing suits. Also suitable for hem finishing.</td>
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<td>Quilt stitch with 13 needle positions</td>
<td>For quilt projects.</td>
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<td>For decorative embellishments and topstitching quilt projects.</td>
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<td>Quilt stitch</td>
<td>For decorative embellishments and topstitching quilt projects.</td>
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<th>Prog No.</th>
<th>Description</th>
<th>Application</th>
<th>Width up to mm</th>
</tr>
</thead>
<tbody>
<tr>
<td>18</td>
<td>Quilting, appliqué or pinstitch</td>
<td>For appliqué work when quilting or pinstitching. Gives an impression of handmade needlework.</td>
<td>9</td>
</tr>
<tr>
<td>19</td>
<td>Closed overedge stitch with selvage thread</td>
<td>For joining and serging very stretchy and easily fraying fabrics in one operation.</td>
<td>7,5</td>
</tr>
<tr>
<td>20</td>
<td>Closed overedge stitch</td>
<td>For joining and serging in one operation.</td>
<td>6</td>
</tr>
<tr>
<td>21</td>
<td>Edge binding stitch</td>
<td>For hemming and decorative edge finishing on stretch fabrics.</td>
<td>7,5</td>
</tr>
<tr>
<td>22</td>
<td>Zigzag stitch (needle position variable from right to left)</td>
<td>For serging, appliqué work and inserting lace. (May be sewn from left to right or from right to left, using the stitch-mirroring key).</td>
<td>6</td>
</tr>
<tr>
<td>23</td>
<td>Open overedge stitch</td>
<td>Elastic serging stitch with selvage thread, most suited for stretchy, easily fraying fabrics.</td>
<td>7,5</td>
</tr>
<tr>
<td>24</td>
<td>Overedge stitch</td>
<td>For hem overcasting on terry-cloth seams.</td>
<td>7,5</td>
</tr>
<tr>
<td>25</td>
<td>Light-knit fabric mending stitch</td>
<td>Very elastic, durable stitch most suited for sewing and darning light-knit fabrics.</td>
<td>7,5</td>
</tr>
<tr>
<td>26</td>
<td>Closed overedge stitch</td>
<td>For joining and serging stretch and non-stretch fabrics in one operation. For cover stitching hem edges.</td>
<td>6</td>
</tr>
<tr>
<td>27</td>
<td>Pullover stitch</td>
<td>Elastic assembly and serging seam for open-knit fabrics and jersey.</td>
<td>7,5</td>
</tr>
<tr>
<td>28</td>
<td>Open overedge stitch</td>
<td>For joining and serging light-knit and open-knit fabrics in one operation.</td>
<td>7,5</td>
</tr>
<tr>
<td>29</td>
<td>Cover stitch</td>
<td>For joining terry cloth and stretchy fabrics, for inserting patches. For overstitching hem seams and facings.</td>
<td>9</td>
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<tr>
<td>30</td>
<td>Blindhem stitch</td>
<td>For securing hems invisibly.</td>
<td>6</td>
</tr>
<tr>
<td>31</td>
<td>Stretch blindhem stitch</td>
<td>For securing hems invisibly on stretch fabrics.</td>
<td>6</td>
</tr>
<tr>
<td>32</td>
<td>Basting stitch</td>
<td>For basting cut-out parts together.</td>
<td>–</td>
</tr>
<tr>
<td>47</td>
<td>Linen buttonhole</td>
<td>Buttonhole for blouses, shirts and linen.</td>
<td>5,5</td>
</tr>
<tr>
<td>48</td>
<td>Standard buttonhole</td>
<td>Buttonhole for blouses and shirts.</td>
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## Stitch overview creative 2144

<table>
<thead>
<tr>
<th>Prog No.</th>
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<tbody>
<tr>
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<td>Buttonhole for stretch materials and knitwear.</td>
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<tr>
<td>50</td>
<td>Cross-stitch buttonhole</td>
<td>Buttonhole for fine stretch materials, also suitable as decorative buttonhole.</td>
<td>5,5</td>
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<td>51</td>
<td>Round buttonhole with tapered bar</td>
<td>Buttonhole for shirts, blouses and dresses.</td>
<td>7</td>
</tr>
<tr>
<td>52</td>
<td>Round buttonhole with longitudinal bar</td>
<td>Buttonhole for shirts, blouses and dresses.</td>
<td>7</td>
</tr>
<tr>
<td>53</td>
<td>Round buttonhole with cross bar</td>
<td>Buttonhole for shirts, blouses and dresses.</td>
<td>7</td>
</tr>
<tr>
<td>54</td>
<td>Eyelet buttonhole with tapered bar</td>
<td>Buttonhole for jackets, overcoats and trousers</td>
<td>8,5</td>
</tr>
<tr>
<td>55</td>
<td>Eyelet buttonhole with lengthwise bar</td>
<td>Buttonhole for jackets, overcoats and trousers</td>
<td>8,5</td>
</tr>
<tr>
<td>56</td>
<td>Eyelet buttonhole with crosswise bar</td>
<td>Buttonhole for jackets, overcoats and trousers</td>
<td>8,5</td>
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<tr>
<td>57</td>
<td>Fancy buttonhole</td>
<td>Decorative buttonhole for shirts, blouses and dresses</td>
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</tr>
<tr>
<td>58</td>
<td>Fancy buttonhole</td>
<td>Decorative buttonhole for shirts, blouses and dresses</td>
<td>–</td>
</tr>
<tr>
<td>59</td>
<td>Program for sewing on buttons'</td>
<td>For two-hole or four-hole buttons</td>
<td>6</td>
</tr>
<tr>
<td>60</td>
<td>Bartack</td>
<td>For reinforcing zippers or pocket openings and securing belt loops</td>
<td>4</td>
</tr>
<tr>
<td>61</td>
<td>Pocket tack</td>
<td>For reinforcing pocket openings on trousers</td>
<td></td>
</tr>
<tr>
<td>62</td>
<td>Arrowed bartack</td>
<td>For reinforcing skirt vents</td>
<td>7</td>
</tr>
<tr>
<td>63</td>
<td>Labyrinth</td>
<td>For darning damaged areas. Also suitable for embroidering</td>
<td>9</td>
</tr>
<tr>
<td>64</td>
<td>Darning program, lengthwise</td>
<td>For darning damaged areas</td>
<td>9</td>
</tr>
<tr>
<td>65</td>
<td>Darning program, lengthwise and crosswise.</td>
<td>For repairing little holes</td>
<td>9</td>
</tr>
<tr>
<td>66</td>
<td>Automatic eyelet</td>
<td>Various sizes in the memory. Also suited for embroidery work.</td>
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Decorative stitches creative 2144

Utility stitches

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<tr>
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Scalloped edgings

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<table>
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For the stitches 30, 31 and 32, you find a more detailed explanation in the Stitch overview on page 1-4.

Satin stitches

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<td><img src="image53" alt="Satin stitch 99" /></td>
<td><img src="image54" alt="Satin stitch 102" /></td>
<td><img src="image55" alt="Satin stitch 105" /></td>
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<td><img src="image63" alt="Satin stitch 103" /></td>
<td><img src="image64" alt="Satin stitch 106" /></td>
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Cross stitches

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<td><img src="image68" alt="Cross stitch 117" /></td>
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Hem stitches

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<td><img src="image90" alt="Hem stitch 142" /></td>
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1. Overview

### Decorative stitches creative 2144

#### Leaves and flowers

<table>
<thead>
<tr>
<th>147</th>
<th>150</th>
<th>153</th>
<th>156</th>
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<td><img src="image3" alt="Leaf 3" /></td>
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### Decorative stitches 1

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### Decorative stitches 2

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<td><img src="image62" alt="Stitch 40" /></td>
<td><img src="image63" alt="Stitch 41" /></td>
<td><img src="image64" alt="Stitch 42" /></td>
<td><img src="image65" alt="Stitch 43" /></td>
<td><img src="image66" alt="Stitch 44" /></td>
<td><img src="image67" alt="Stitch 45" /></td>
<td><img src="image68" alt="Stitch 46" /></td>
<td><img src="image69" alt="Stitch 47" /></td>
</tr>
</tbody>
</table>

### Animal stitches

<table>
<thead>
<tr>
<th>223</th>
<th>226</th>
<th>229</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image70" alt="Animal 1" /></td>
<td><img src="image71" alt="Animal 2" /></td>
<td><img src="image72" alt="Animal 3" /></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>224</th>
<th>227</th>
<th>230</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image73" alt="Animal 4" /></td>
<td><img src="image74" alt="Animal 5" /></td>
<td><img src="image75" alt="Animal 6" /></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>225</th>
<th>228</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image76" alt="Animal 7" /></td>
<td><img src="image77" alt="Animal 8" /></td>
</tr>
</tbody>
</table>
Embroidery stitches creative 2144

MAXI stitches

Alphabets

Antique Quilt stitches

Script | Block | Outline
--- | --- | ---
Aa | A | A

Cursive | MAXI 1 | MAXI 2
--- | --- | ---

300 303 306 309

301 304 307 310

302 305 308
Welcome Screen

**Main menu**
Use this function to enter the main menu. The main menu shows a selection of all stitches.

**Last stitch**
This function automatically activates the stitch that was last used before the machine was switched off.

**Information**
Use this function to obtain general information on operating the machine.

---

**Tool bar**

**Main menu**
This function allows you to switch back to the main menu, for selection of all stitches.

**Context menu**
- In the context menu you can obtain a brief description of the icons of the menu strip.
- You can permanently change basic settings of the machine and of stitches.

The context menu always refers specifically to the menu you have selected, because not all functions appearing in every menu are plausible; they can therefore not be adjusted.

**Creative Assistant**
- There is a Creative Assistant function in your sewing machine to help you; it can be called up at any time. The tool bar then changes color and the functions assigned to the buttons change.
- If you touch the icon in the main menu, the Creative Assistant provides general information on operating the machine.
- If you touch within a stitch, the direct help function is launched. Pop-up Direct Help provides information on all sewing functions and icons.

Simply touch the field on which you require more information. Information may run to several pages, through which you can scroll with the arrows.

**OK**
1. This function confirms inputs which you have previously marked with the cursor arrows (e.g. to call up a design from the card.)
2. You can call up directories, stitch sequences and stitches for further processing.
3. You can confirm a design that you call up from a card, for further processing.
4. All settings and sewing functions that are displayed on the screen can be specifically modified. You can open a window to alter these settings and the sewing functions. This function closes the window and your settings are saved.

**Closing without saving**
1. This function allows you to switch back from a menu you have selected to the previous one.
2. You close a window without the settings you have modified being retained; you interrupt the process.

Exceptions: Changes embroidery hoop positions remain even if esc is touched.

**Machine Assistant**
Touch this icon to open the Machine Assistant.
- This contains, among other procedures, precise instructions on how to use the machine, thread a needle and wind a bobbin, change the presser foot, change the light bulb, and fit the embroidery hoop to the machine.

After touching the icon a menu is opened in which you choose whether the information on the machine’s functions is to refer to sewing or embroidering.

**Sewing and Embroidery Assistant**
Touch this icon to open the Sewing and Embroidery Assistant.
- This provides you with information on sewing techniques, textiles and applications.
- You can also obtain information on hooping the fabric in the embroidery hoop, information on stabilizers, threads and special materials.

After touching the icon a menu is opened in which you choose whether the information on the machine’s functions is to refer to sewing or embroidering.

**Closing the Creative Assistant**
Use this function to close the Creative Assistant and return to the sewing mode. The tool bar then changes color and the functions assigned to the buttons change.
Function buttons
these buttons are located on the head of the machine

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thread cutter</td>
<td>If you press this button, you automatically cut off the needle thread and bobbin thread.</td>
</tr>
<tr>
<td>Stitch re-start</td>
<td>If you press this button, the machine automatically returns to the start of a stitch or program that has already been started.</td>
</tr>
<tr>
<td>Sew slow</td>
<td>If you press this button, the machine’s max. sewing speed is halved.</td>
</tr>
<tr>
<td>Needle up / down</td>
<td>If you press this button, the needle automatically comes to rest in the lower position when you stop sewing. You can simultaneously determine whether and how far the presser foot is raised when you take your foot off the foot control. A window is opened for this purpose. You can choose between “0”, “low” = 3 mm, “medium” = 6 mm and “high” = 9 mm. When you press the foot control again, the presser foot is automatically lowered again. This allows you to turn the material beneath the machine without the fabric slipping. The basic setting is “0”, i.e. the presser foot is not automatically raised.</td>
</tr>
<tr>
<td>Reverse sewing button</td>
<td>This button has several functions: 1. If you press this button while sewing, the machine sews in reverse for as long as you keep the button pressed. 2. If you press this button before starting to sew, the machine sews in reverse until you press the button again. When the function is activated, a reverse sewing arrow appears on the multi-color touch screen. 3. If you have activated the tie-off program, tie-off at the end is initiated via this button. 4. In the “Patchwork”, “Tapering”, “Four sewing directions” and “Darning” programs, you determine the length of the seams with this button. 5. If you are programming the length of a buttonhole, you determine the length of the buttonhole seam with this button.</td>
</tr>
<tr>
<td>Bobbin thread monitor</td>
<td>This function is for monitoring the bobbin thread. The bobbin symbol flashes automatically when the bobbin thread is nearing its end. This function is only activated when the hook cover is closed.</td>
</tr>
</tbody>
</table>

Stitch settings / these are the basic settings for stitches

<table>
<thead>
<tr>
<th>Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stitch width</td>
<td>You can increase or reduce the width of the stitch with the +/- icons.</td>
</tr>
<tr>
<td></td>
<td><strong>For all straight stitches:</strong></td>
</tr>
<tr>
<td></td>
<td>You can move the needle in steps with the +/- icons.</td>
</tr>
<tr>
<td></td>
<td>+ The needle moves to the right in nine steps of 0.5 mm each</td>
</tr>
<tr>
<td></td>
<td>- The needle moves to the left in nine steps of 0.5 mm each</td>
</tr>
<tr>
<td>Stitch length</td>
<td>You can increase or reduce the length of the stitch with the +/- icons.</td>
</tr>
<tr>
<td>Stitch elongation</td>
<td>You can increase or reduce the stitch density of the stitch with the +/- icons.</td>
</tr>
<tr>
<td>Thread tension</td>
<td>You can change the pre-set needle thread tension with the +/- icons.</td>
</tr>
</tbody>
</table>
Sewing:

**Side to side mirroring**
With this function, you can mirror stitches side to side. Each stitch is mirrored individually. The mirrored stitch then appears on the screen for further processing.

**End to end mirroring**
With this function, you can mirror stitches end to end.
The mirrored stitch then appears on the screen for further processing.

**Tie-off program**
A window is opened for tying off your stitch or seams, automatically cutting the thread and raising the presser foot.
You can specify in the selection that the machine is to tie off at the start, or at the start and end of the seam or stitch. Touch the corresponding icon.
If you have activated "Tie-off at end", you can specify that the machine is to cut the threads and then raise the presser foot.
If you have activated "Tie-off at end", use the reverse button to determine the length of the seam.

**Tie-off at start**
By selecting this function, you specify that the start of the seam or stitch is tied off with four stitches.

**Tie-off at end**
By selecting this function, you specify that the end of the seam or stitch is tied off with four stitches.

**Thread cutter**
By touching this icon, you can specify that the machine is to cut the needle thread and bobbin thread at the start or at the end of the seam automatically.

**Raise presser foot**
By touching this icon, you can now specify that the machine is to lower the presser foot at the start of the seam and to raise it at the end of the seam automatically.

**Free motion sewing**
When touching this icon, a window opens in which you can choose free motion “Embroidery/Darning/Quilting”. The presser foot height is then set to embroidery height. Lower the feed dog. You can now determine the stitch length by pulling the fabric the required distance away from you.
Turn the function off by touching the icon again and select “0”. Do not forget to raise the feed dog.

**Single stitch**
Stitches and stitch sequences can be sewn as single stitches. You can also define a number of stitches as a single stitch. Tie-off is automatically performed at the start and end of the seam or stitch.
Activate this function by touching "ON".
You can determine the number of stitch repeats with the +/- icons.

**More functions for Sewing**
By touching this icon you can call up further functions for processing or modifying the stitch.
Touch this icon a further time to close the window.

**Balance**
This function allows you to open a window for correcting the balance of the stitch.
**Dialogue window:**
You can move the displayed stitch in the direction of the arrow, using the +/- icons. Use a sewn sample as reference. The stitch is automatically corrected.
**Patchwork program**

With this function, you can specify a particular seam length for joining together several pieces of fabric of equal length and save it permanently when exiting the menu (e.g. for patchwork).

Dialogue window: Open already saved programs or create a new one. Touch "ON" to activate the function.

Sew the desired length, in order to determine a new seam length. The start of the seam is automatically tied off.

If you press the reverse button when you reach the end of the seam, it will be tied off. All subsequent seams are now automatically sewn in your specified length.

+ With this icon, you increase the programmed length of the seam.

- With this icon, you reduce the programmed length of the seam.

With this icon, you open a window for opening, saving, deleting and closing a program.

**Twin needle**

With this function, you reduce the width of your stitch in order to use a twin needle.

This function must be switched off again when you remove the needle from the machine.

It remains active even after the stitch has been changed, including after the machine has been switched off and back on again. Touch the icon again, then "ON" to turn off the function.

Dialogue window: Open already saved programs or create a new one. Touch "ON" to activate the function. Touch "ON" again to turn off the function.

You can enter the spacing width of the twin needle you are using with the +/- icons. The width of the stitch is now reduced in such a way that the selected dimension is not exceeded. The stitch is depicted by a twin needle on the screen.

**Four sewing directions program**

With this function, you can program the length and width of a rectangle. The program can be saved permanently in the machine. Use this function for sewing on patches without having to turn the fabric.

Touch this function before starting to sew, to program and permanently save a "four sewing directions program".

Touch this function to decide where to end an already programmed side seam. The machine completes the current stitch and stops.

This icon is active when the function is opened. The arrow icons decides the sewing direction. The machine sews in the direction of the selected arrow.

When the desired seam length is obtained, press the reverse button to change sewing direction. The machine sews in the selected direction until the reverse button is pressed again. Repeat for all sides in the rectangle.

Also the direction arrows can be used to change the sewing direction. Touch the direction arrow following the currently selected, and the machine changes direction and sews in the latest selected.

Touch this icon to call up further functions for processing or modifying the program.

Touch it a further time to close the window.

With this icon you open a window for opening, saving, deleting and closing a program.

This icon allows you to open a window for correcting the balance of the rectangle. Use the sewn sample for reference when adjusting the length of the individual sides.

Use the +/- icons to adjust the rectangle on the screen until it looks like your sewn sample. The rectangle will be adjusted automatically the next time you sew.
The icons appear in several programs and access the machine’s memory

Touch "ON" to activate a program, for programming a new setting or for modifying an existing option which can be saved permanently.

Opening the memory of the machine or of a card
Use this function to open a window for opening, saving, deleting or closing a program

'Open' icon
This opens a version of the Creative File Manager in order to call up a previously saved program, a stitch or a stitch sequence on the processing screen from a creative card or from the machine’s memory.
(Stitches, stitch sequences and programs are referred to as ‘programs’ in the following description.)
The input field shows a directory in which the program is automatically saved.
With the aid of the cursor icons, move the marker bar onto the program/stitch that you wish to open.
The selected program/stitch appears on the processing screen when you touch this icon.

'Save' icon
If you have called up and modified a program/stitch that had previously been saved, you can save it again under the same name.
The previous version of the program is automatically erased.

'Save as' icon:
When you touch "Save as", the menu for input of the name is opened.
You can give your program a name and select a directory in which to save it.
When you open the menu, the machine’s memory is automatically selected.
The input field shows a directory in which the program can be automatically saved. The input field shows the designation "NEW". You can erase this designation with the delete icon and enter a name of your own choice.
A name may be a maximum of eight characters long.
Touch this icon to confirm your input.
The stitch is now stored in the machine in this directory and can be opened again by selecting this directory.
If you touch this icon, a further window for selecting a different directory is opened.
• You can save the program on the machine in a different directory
• If you wish to save the program on a card, select the appropriate card drive (front or rear drive) in which you have inserted the card.
To save the program on the machine, select the directory with the cursor arrows.
Touch "esc" to close the window.
The program is saved in this directory.
Touch "esc" to close the window without saving your input.
You can create a directory only in the Creative File Manager.

'Close' icon
If you have saved your settings, this function closes the window.
If you have not saved your settings, a window querying whether you wish to "Save changes to NEW" appears.
If you touch this icon, the menu for input of the name appears.
If you touch this icon, the program is not saved.

'Delete' icon:
You can delete the complete setting.
A window opens with the query
"Do you really want to delete the program?"
If you touch this icon, the program is deleted.
If you touch this icon, the program is not deleted.
### Buttonholes

<table>
<thead>
<tr>
<th><strong>Prog</strong></th>
<th>Programming while sewing</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Man</strong></td>
<td>Manual finishing</td>
</tr>
<tr>
<td><strong>More functions for Buttonholes</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Twin needle</strong></td>
<td></td>
</tr>
</tbody>
</table>

#### Programming while sewing
Touch this icon to determine the length of the buttonhole while sewing.

Sew the forward buttonhole seam, and then press the reverse button when you reach the end. The machine sews the bartack and the reverse buttonhole seam, and automatically finishes the buttonhole.

The process is saved and can be repeated as often as desired.

#### Manual finishing
Irrespective of the method used for determining the buttonhole length, you can finish the buttonhole yourself.

To do this, touch the reverse button before or during sewing.

Finish your buttonhole at the end of the reverse buttonhole seam by pressing the reverse button.

#### More functions for Buttonholes
By touching this icon you can call up further functions for processing or modifying the buttonhole.

Touch this icon a further time to close the window.

This function allows you to open a window for balancing the buttonhole.

Dialogue window: You can move the displayed buttonhole in the direction of the arrow, using the +/- icons. Use a sewn sample for reference. The buttonhole is automatically corrected.

#### Twin needle
This function should be switched off when sewing buttonholes. Remove the twin needle from the machine.

| **Buttonhole seam width** | |
| **Stitch density** | |
| **Stitch length** | |
| **Thread tension:** | |
| **Stitch number for sewing-on buttons** | |

You can increase or reduce the width of the buttonhole seam with the +/- icons.

You can increase or reduce the density of the buttonhole seam with the +/- icons.

You can increase or reduce the length of the buttonhole seam with the +/- icons.

You can change the pre-set needle thread tension with the +/- icons.

Here you can specify the number of stitches (3-9) that are required for sewing-on your buttons. The input is displayed on the screen.
**Alphabets / Input field**

**Size adjustment**
The size of each character can be adjusted proportionally in several stages via the +/- icons. The specified size is valid for all characters which are entered upon the adjustment.

**Input of a word sequence**
If the sequence of words is longer than the input field, the characters at the start of the sequence disappear beyond the left-hand edge. A small arrow on the left-hand edge of the field indicates this.

**Cursor icons**
These cursor icons can be used to move the text cursor in the direction desired. With this cursor (the underscore mark in the input field), you mark a letter so that it can then be altered or erased.

The cursor is positioned to the right of the input point, ready for input of a new character.

**Spacer stitch**
Use this icon to insert a space between the characters

**Delete**
Use the “eraser” to delete the character over the cursor (the underscore mark in the input field) or the last input.

**Characters**
This is one of the four icons for selecting capital letters, lower-case letters, numbers or symbols.

---

**Alphabets / Processing screen**

**Opening the memory of the machine or of a card**
Use this function to open a window for opening, saving, deleting and closing a program. / For more information on this icon see 'Parameters' section

**Marking**
In order to process a stitch sequence, it must be marked. You can mark a character or a word sequence.

A red dash appears for this purpose; you can move it across the word sequence to be marked with the cursor icons.

The marked characters are surrounded by a colored frame.

If you move over a previously marked character or word sequence, the marking is cancelled again.

**Delete**
You can delete a marked character or word sequence.

**Activity arrows**
Using these arrows you can browse through the screen.

**Zoom in**
You can enlarge the representation in several steps. The zone around the marked stitch or stitches is the area that is enlarged.

**Zoom out**
You can reduce the representation in several steps. The zone around the marked stitch or stitches is the area that is reduced.

**Connecting stitches**
With this function, you open a window to move your characters in various directions.

These connecting stitches are a maximum of 1 mm long.

**Dialogue window:**
Using the cursor arrows, you can select the direction in which the stitch is to be placed.

Touch this icon to confirm each input.

The stitches are placed individually; you can alter the direction after every stitch.
More functions for Alphabets
By touching this icon you can call up further functions for processing or modifying the characters or the word sequence.

Touch the icon a further time to close the window

End to end mirroring
With this function, you can mirror letters and sequences end to end. It appears on the screen for further processing.

Side to side mirroring
With this function, you can mirror letters and sequences side to side. Each stitch is mirrored individually. The mirrored stitch then appears on the screen for further processing.

Tie-off program
A window is opened for tying off your word sequences, automatically cutting the thread and raising the presser foot.

Tie-off is automatically activated as standard setting.

You can specify in the selection that the machine is to tie off at the start, or at the start and end of the stitch. Touch the corresponding icon.

If you have activated tie-off at the end, you can specify that the machine is to cut the threads and then raise the presser foot.

If you have activated "Tie-off at end", use the reverse button to determine the length of the seam.

Tie-off at start
By selecting this function you specify that the start of the stitch is tied off with four stitches.

Tie-off at end
By selecting this function you specify that the end of the stitch is tied off with four stitches.

Thread cutter
By touching this icon, you can specify that the machine is to cut the needle thread and bobbin thread at the start or at the end of the seam automatically.

Single stitch:
Word sequences can be sewn as single stitches.

You can also define a number of word sequences as a single stitch.

Tie-off is automatically performed at the start and end.

You can determine the number of repeats via the +/- icons.

Balance
This function allows you to open a window for correcting the word sequence.

Dialogue window: You can move the displayed word sequence in the direction of the arrow, using the +/- icons. Use a sewn specimen for reference. The word sequence is automatically corrected.

Twin needle
This function reduces the width of the stitch so that a twin needle can be used.

This function should be switched off for this function. Remove the twin needle from the machine.
### Embroidery / card – single designs

<table>
<thead>
<tr>
<th>Machine’s memory</th>
<th>Use this function to access the stitch selection of the machine or to call up the machine’s memory.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Front card drive</td>
<td>Use this function to access the front card drive.</td>
</tr>
<tr>
<td>Rear card drive</td>
<td>Use this function to access the rear card drive.</td>
</tr>
</tbody>
</table>

#### End to end mirroring
With this function, you can mirror a design end to end. The mirrored design then appears on the screen for further processing.

#### Side to side mirroring
With this function, you can mirror a design side to side. The mirrored design then appears on the screen for further processing.

#### Trouble shooting, e.g. thread breakage
With this function you can open a window showing troubleshooting functions to remedy problems that may occur during embroidering, e.g. thread breakage.

#### Stitch number
Use this function to open a window for entering a stitch number to which the embroidery hoop moves after the confirmation.

#### Advance/Reverse stitch by stitch
With this function you can advance/reverse stitch by stitch, including across a change of color.

#### Advance/Reverse design by design
Within an embroidery combination, use this function to advance/reverse the embroidery hoop design by design.

#### Advance/Reverse color by color
Use this function to move the embroidery hoop to the start of the previous/next color within a design. The color appears in the icon.

#### Start of color
This positions the needle at the start of the current color. The color is displayed in the icon. The window is automatically opened in case of thread breakage.

#### Cross-hair cursor
This switches on a cross-hair cursor, which shows you the current needle position.

#### Changing the color
With this function, you open a window for processing the color segments further. The window is sub-divided into three fields in which you can make changes. If you confirm your input, this command affects all 3 fields and the window is closed.

#### Top field / Select color segment
1. In this field you can select a color segment in order to change it. To do this, mark the color segment that is to be changed, using the cursor icons. Only the selected color segment is displayed.
2. You can select a color segment in order to sew only this segment. To do this, press the foot control after marking the color. If you set the cursor to M, the machine embroiders all areas in the same color.

#### Middle field / Change color
In this field you can use the cursor keys to mark the color to which you would like to change the selected color segment.

#### Bottom field / Color intensity
In this field, you can adjust the shade of a color of the selected segment with the cursor keys.

#### Enlarged representation
With this function, you obtain an enlarged representation of the design on the screen, as upon design selection. By touching "esc" you switch back to the previous screen, without saving the changes.
<table>
<thead>
<tr>
<th><strong>Hoop selection</strong></th>
<th>With this function, you can select an embroidery hoop that is not yet fitted to the machine. A window for selecting the hoop size appears for this purpose. After the hoop has been selected, it is represented on the screen.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Positioning a design</strong></td>
<td>Use this function to get the exact position of your design by orbiting it within the embroidery hoop. With the aid of a cross-hair cursor you can accurately combine one or several designs into a large embroidery combination by changing the position of the fabric in the hoop.</td>
</tr>
<tr>
<td><strong>Orbiting</strong></td>
<td>Touch these icons to move the embroidery hoop to the upper left/upper right or lower left/lower right corner of the design.</td>
</tr>
<tr>
<td><strong>ON</strong></td>
<td>Use this function to select that the hair-cross cursor (and the embroidery hoop) permanently will be moved to the position in the design where it can be joined to an already embroidered design.</td>
</tr>
<tr>
<td><strong>Fine tuning</strong></td>
<td>Use the four arrows to move the embroidery hoop in mm steps in the different directions.</td>
</tr>
<tr>
<td><strong>Design processing</strong></td>
<td>This opens a window for further processing the design you have marked. You can alter the size, move and rotate the design within the hoop.</td>
</tr>
<tr>
<td><strong>Move the design</strong></td>
<td>Position your selected design in the embroidery hoop using your finger tip or stylus. This function must be deselected again. You can fine tune the designs' position within the hoop with the eight direction arrows. The numbers in top of the pop-up windows tell you how many mm the design has been moved from the center of the hoop.</td>
</tr>
<tr>
<td><strong>Rotate the design</strong></td>
<td>Rotate your selected design directly on the mult-color touch screen using your finger tip or stylus. This function must be deselected again. Use this icon to rotate your design in steps of 1° in the direction of the arrow.</td>
</tr>
<tr>
<td><strong>Repositioning</strong></td>
<td>If you rotate a design and it then protrudes beyond the hoop, a red line appears in place of the hoop. This line alerts you to the fact that the design cannot be embroidered in this position. The design is automatically placed into the embroidering field with this function.</td>
</tr>
<tr>
<td><strong>Undo</strong></td>
<td>This function cancels the command described above and places the design back outside the hoop, allowing you to continue turning it. If no red line is visible, a design is within the hoop and can be embroidered.</td>
</tr>
<tr>
<td><strong>Size adjustment</strong></td>
<td>You can adjust the size of the design with the +/- icons. The designs are always adjusted proportionally.</td>
</tr>
<tr>
<td><strong>Basting function</strong></td>
<td>Touch this icon to activate the basting function, for stitching around the design with a 6 mm straight stitch.</td>
</tr>
<tr>
<td><strong>Thread tension</strong></td>
<td>You can adjust the thread tension (tighter or slacker) with the +/- icons.</td>
</tr>
</tbody>
</table>
Embroidery / card – Embroidery alphabets

If you select “Alphabets” in Embroidery/card, the processing screen for the embroidery combination is opened.

Therefore the available icons are displayed in the same colors as for the embroidery combination.

The following icons, which are displayed in the same colors as the embroidery combination, only appear when “Alphabets” is selected.

**Activity arrows**
Using these arrows you can scroll through the screen.

**Select**
In order to process a design, it must be selected. You can select a letter or letter combination.

A dash appears for this purpose; you can move it across the letters to be selected with the cursor icons. The selected letter or letter combination is surrounded by a colored frame.

If you move over a previously selected letter or letter combination, the selection is cancelled again.

**Zoom in**
You can enlarge the representation in several steps. The zone around the marked letter or letter combination is the area that is enlarged.

**Zoom out**
You can reduce the representation in several steps. The zone around the marked letter or letter combination is the area that is reduced.

**Delete**
You can delete a selected letter or letter combination.

**More functions for embroidery combination**
By touching this icon you can call up further functions for processing or modifying the design.

Touch the icon a further time to close the window.

---

Embroidery combinations

**Opening the memory of the machine or of a card**
Use this function to open a window for opening, saving, deleting and closing a program.

**Select the design**
1. If you touch this icon when you have marked an embroidery combination, you can embroider it straight away.
   The corresponding processing menu for the embroidery combination appears on the screen.

2. If you touch this icon when a design is marked, the processing menu for the embroidery combination appears and the machine is ready to sew.

**Select menus**
Use this function to create a new embroidery combination. A variant of the main menu is opened.

By touching the desired category and the sorted stitch or design selection, you can select the design directly. The specific setting shown for each selected design can be modified.

If you confirm the design, it appears individually on the processing screen. By touching the icon for selecting designs again, you can add any further designs.

**Activity arrows**
Use these arrows to scroll through the screen.

**Marking**
In order to process a design, it must be marked. You can mark a design or an embroidery combination.

A dash appears for this purpose; you can move it across the designs to be marked with the cursor arrows. The marked design is surrounded by a colored frame. If you move over a previously marked design or embroidery combination, the marking is cancelled again. The representation turns black.

**More Options**
When opening the more options menu, there are several functions available for further processing of the embroidery combinations. See page 1-17 – 1-18 for explanation of the different functions/icons.
**1-20 Stitch sequence**

<table>
<thead>
<tr>
<th>Image</th>
<th>Text</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1.png" alt="Image" /></td>
<td><strong>Opening the memory of the machine or of a card</strong>&lt;br&gt;Use this function to open a window for opening, saving, deleting and closing a program.</td>
</tr>
<tr>
<td><img src="image2.png" alt="Image" /></td>
<td><strong>Selecting stored stitches</strong>&lt;br&gt;1. If you touch this icon when you have marked a stitch sequence, you can sew the stitch selection straight away. The corresponding processing menu for the stitch sequence appears on the screen.&lt;br&gt;2. If you touch this icon when a stitch is marked, the processing menu for the stitch sequence appears and the machine is ready to sew.</td>
</tr>
<tr>
<td><img src="image3.png" alt="Image" /></td>
<td><strong>Select menus</strong>&lt;br&gt;Use this function to create a new stitch sequence. A variant of the main menu is opened.&lt;br&gt;By touching the desired category and the sorted stitch selection, you can select it directly. The specific setting shown for each selected stitch can be modified.&lt;br&gt;If you confirm the stitch, it appears individually on the processing screen. By touching the icon for selecting stitch menus again, you can add any further stitch.&lt;br&gt;By touching ok more than once, you can repeat the selection of the same stitch without having to switch back to the selection menu.</td>
</tr>
<tr>
<td><img src="image4.png" alt="Image" /></td>
<td><strong>Select</strong>&lt;br&gt;In order to process a stitch, it must be selected. You can select a stitch or a stitch sequence.&lt;br&gt;A dash appears for this purpose; you can move it across the stitches to be selected with the cursor icons. The selected area is surrounded by a frame.&lt;br&gt;If you move over a previously selected stitch or sequence, the selection is cancelled again.</td>
</tr>
<tr>
<td><img src="image5.png" alt="Image" /></td>
<td><strong>Delete</strong>&lt;br&gt;You can delete a marked stitch or sequence.</td>
</tr>
<tr>
<td><img src="image6.png" alt="Image" /></td>
<td><strong>Activity arrows</strong>&lt;br&gt;Using these arrows you can browse through the screen.</td>
</tr>
<tr>
<td><img src="image7.png" alt="Image" /></td>
<td><strong>More functions for Stitch sequence</strong>&lt;br&gt;By touching this icon you can call up further functions for processing or modifying the stitch sequence. Touch the icon a further time to close the window.</td>
</tr>
<tr>
<td><img src="image8.png" alt="Image" /></td>
<td><strong>End to end mirroring</strong>&lt;br&gt;With this function, you can mirror each stitch in a stitch sequence end to end. The mirrored stitch then appears on the screen for further processing.</td>
</tr>
<tr>
<td><img src="image9.png" alt="Image" /></td>
<td><strong>Side to side mirroring</strong>&lt;br&gt;With this function, you can mirror a marked stitch or a stitch sequence side to side.&lt;br&gt;The mirrored stitch then appears on the screen for further processing.</td>
</tr>
<tr>
<td><img src="image10.png" alt="Image" /></td>
<td><strong>Zoom in</strong>&lt;br&gt;You can enlarge the representation in several steps. The zone around the marked stitch or stitches is the area that is enlarged.</td>
</tr>
<tr>
<td><img src="image11.png" alt="Image" /></td>
<td><strong>Zoom out</strong>&lt;br&gt;You can reduce the representation in several steps. The zone around the marked stitch or stitches is the area that is reduced.</td>
</tr>
<tr>
<td><img src="image12.png" alt="Image" /></td>
<td><strong>Connecting stitches</strong>&lt;br&gt;With this function, you open a window to move your characters in various directions. These connecting stitches are a maximum of 1 mm long.</td>
</tr>
<tr>
<td><img src="image13.png" alt="Image" /></td>
<td><strong>Dialogue window:</strong>&lt;br&gt;Using the cursor arrows, you can select the direction in which the stitch is to be placed.&lt;br&gt;Touch this icon to confirm each input.&lt;br&gt;The stitches are placed individually; you can alter the direction after every stitch.</td>
</tr>
</tbody>
</table>
Tie-off program
A window is opened for tying off your stitch sequences, automatically cutting the thread and raising the presser foot. Tie-off is here automatically activated as standard setting.

You can specify in the selection that the machine is to tie off at the start, or at the start and end of the stitch. Touch the corresponding icon.

If you have activated tie-off at the end, you can specify that the machine is to cut the threads and then raise the presser foot.

If you have activated "Tie-off at end", use the reverse button to determine the length of the seam.

Tie-off at start
By selecting this function you specify that the start of the stitch is tied off with four stitches.

Tie-off at end
By selecting this function you specify that the end of the stitch is tied off with four stitches.

Thread cutter
By touching this icon, you can specify that the machine is to cut the needle thread and bobbin thread at the start or at the end of the seam automatically.

Raise presser foot
By touching this icon, you can now specify that the machine is to lower the presser foot at the start of the seam and to raise it at the end of the seam automatically.

Single stitch:
Stitch sequences can be sewn as single stitches.
You can also define a number of stitch sequences as a single stitch.
Tie-off is automatically performed at the start and end of the stitch sequence.
You can determine the number of sequence repeats via the +/- icons.

Balance
This function allows you to open a window for correcting the stitch sequence.
Dialogue window: You can move the displayed stitch sequence in the direction of the arrow, using the +/- icons. Use a sewn sample for reference. The stitch sequence is automatically corrected.

Twin needle
This function reduces the width of the stitch so that a twin needle can be used.
This function should be switched off. Remove the twin needle from the machine.
The Creative Data Manager organises your machine's stitches. Here you have access to several functions, such as copying, renaming, moving, sorting, deleting, consulting data in the memory or creating directories.

Two fields are available for processing. Both fields can be used as source or destination, when you copy or move stitches or stitch sequences.

To open directories, sub-directories, sequences or single stitches there is a marker bar which you can move up or down with the arrows.

If the marker bar is on top of a directory name, you always enter a further data record by touching this icon.

Touch this icon to skip from a selected data record to the previous one.

**Activity arrows**

Using these arrows you can browse through the screen. The dark marker bar indicates the marked area.

**Machine's memory**

Use this function to access the stitch selection of the machine or to call up the machine's memory.

**Front card drive**

Use this function to access the front card drive.

**Rear card drive**

Use this function to access the rear card drive.

**Copying, renaming, moving**

A window is opened for copying, renaming and moving stitches/designs, sequences or combinations.

**Copying data:**

You can duplicate data, such as stitches and stitch sequences, from the machine or a creative card and save them in a different memory or save or insert them on a creative card. To do this, mark your destination file, mark the source file and touch 'Copy'.


**Renaming data:**

To rename data such as stitches, stitch sequences or personal menus, touch 'Rename'. A window for entering a new name (max. 8 characters) is opened.

**Move:**

You can move stitches or stitch sequences from the machine or from a creative card to another memory or onto a creative card. To do this, mark your source file, mark the destination file and touch 'Move'.


**Delete:**

Use this function to delete a data record (directory, stitch or stitch sequence) that you have marked.

**Create a directory**

Use this function to create an individual directory for your stitches.

A window in which you can enter a name opens.

**Memory information**

Use this function to consult the data records contained in a directory or stitch that you have marked.

**Sort criterion**

Use this function to sort your data alphabetically or according to data type.

If you touch the icon when the sort criterion is set to alphabetical, it is switched to data type, and vice-versa.

**Stitch selection**

1. If you touch this icon when you have marked a sequence, you can sew it straight away.

The corresponding processing menu for the stitch sequence or embroidery combination appears on the screen.

2. If you touch this icon when a stitch is marked, the processing menu for the stitch appears and the machine is ready to sew.

3. If you touch this icon when a 'Personal Menu' is marked, the personal menu is displayed and you can select a stitch and sew it. The stitch appears on the corresponding processing screen.
There is a Creative Assistant function in your sewing machine to help you; it can be called up at any time with the icon on the tool bar. The tool bar then changes color and the functions assigned to the icons change.

Touch the icon to open the Machine Assistant. The Machine Assistant contains precise instructions on how to use your Pfaff creative 2144, thread a needle and wind a bobbin, change the light bulb, and attach the embroidery unit to the machine, plus lots more.

### Carrying case
Place the enclosed power cord and the foot control into the compartment of the carrying case.

**Note:** Always turn your Pfaff creative 2144 off, before placing the carrying case on the machine. If the machine is on while covered by the carrying case, it could cause severe damage to the multi-color touch screen.

### Electrical connection
1. Connect the power cord between the socket of the sewing machine and the wall outlet. The socket is located on the right-hand side of the machine.

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

### Connecting the foot control
2. Pull the retractable cord out of the foot control to a length that is comfortable for you. The foot control has an automatic cord-rewind reel for storage.

Connect the plug of the foot control to the socket of the sewing machine. The socket is located on the right-hand side of the machine. The sewing speed is controlled by pressing the foot control.

The foot control ATK 0080 has to be used for this sewing machine.

### Main switch
3. When the main switch is switched on, the sewing lamp and the multi-color touch screen light up. Your Pfaff creative 2144 is now ready to use.

### Dual voltage
220 V - 240 V / 120 V
The sewing machine is set to the voltage 220 - 240V. To change the voltage to 120V (US/Canada), you must set the voltage switch (28) on the underside of the machine to 120 V.

If you are unsure of the correct voltage for your country, please check with your authorized sewing machine dealer or local electrical authorities before plugging in your machine.

### Contrast of the screen
The contrast of the screen is adjustable. The setting can be re-adjusted with the screen control dial (A).
Top cover
Open the top cover by placing your finger into the recess at either end and lift.

Your Pfaff creative 2144 features 260 different stitches. The stitches are illustrated on the inside of the top cover.

Accessory tray
Open the accessory tray by placing your left index finger on the ridged area on the left of the lid and open the lid upwards and towards you.

Arranging the accessories
The standard accessories are marked with numbers. Arrange the parts in the respective compartments of the accessory tray.

Free arm
In order to sew using the free arm, swing the detachable accessory tray (32) to the left and lift it upwards out of the hole. When replacing the accessory tray, make sure it is flush with the free arm of the sewing machine.

Bobbin winding
Preparing the machine for bobbin winding
Place an empty bobbin so that the pin of the bobbin winder snaps into the slot of the bobbin.
Winding the bobbin from the spool pin
Choose a spool cap slightly larger in diameter than the spool. For example use the large spool cap for larger spools of thread, and the smallest cap with cone-type spools. Place the sewing thread on the spool pin. Slide the cap tightly against the spool.

Threading
Place the thread into guide (A) from front to back and pull it counter-clockwise above the bobbin winder thread guide (B).

Wind the start of the thread around the bobbin several times in a clockwise direction.

Note: When bobbin winding always place the thread above the bobbin winder thread guide (B).

Switch on the main switch.
Start bobbin winding by pushing the bobbin winding lever to the right. As soon as the bobbin is full, the winding action will be stopped automatically. Cut the thread and remove the bobbin from the winder.
1. Winding from the second spool pin
Swing the second spool pin (20) up and lock. Place a spool of thread with an appropriate spool cap on the spool pin.

2. Winding from the third spool pin
Insert the third spool pin in the hole (21) provided. Place a spool of thread with an appropriate spool cap on the spool pin.

Threading
Place the thread into thread guide (A) from front to back and pull it counter clockwise above the bobbin winder thread guide (B). Wind the start of the thread around the bobbin several times in a clockwise direction.

Start bobbin winding by pushing the bobbin lever to the right. As soon as the bobbin is full, the winding action will be stopped automatically. Cut the thread and remove the bobbin from the winder.
**Winding a bobbin through the needle**

It is possible to wind bobbins even when the machine is fully threaded (see page 2-8 for threading instructions).

Raise the presser foot. Pull the needle thread underneath the presser foot and upward through the right-hand threader slot.

Place the thread from left to right through the take-up lever F.

Note: The take-up lever must be at its highest position.

Guide the thread to the right. Wind the start of the thread around the bobbin several times in a clockwise direction. Start bobbin winding by pushing the bobbin lever to the right. As soon as the bobbin is full, the winding action will be stopped automatically. Cut the thread and remove the bobbin from the winder.
Hook/Bobbin door
Hold the bobbin cover (6) on the left 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 of the machine. Release the latch and take the empty bobbin out of the bobbin case.

Thread tension
The following is valid for general sewing work:

Thread tension ok
To obtain a perfect seam appearance and durability make sure the needle and bobbin thread tensions are correctly balanced.

Bobbin thread is visible on the top side of the fabric:
The needle thread tension is too tight or the bobbin thread tension is too loose.

The thread tension must be corrected (see page 3-4).

The top thread is visible on the wrong side of the fabric:
The needle thread tension is too loose or the bobbin thread tension is too tight.

The thread tension must be corrected (see page 3-4).

For embroidery stitches and buttonholes the top thread should be slightly visible on the wrong side of the fabric.
Inserting the bobbin
Insert the full bobbin in the bobbin case. When doing so, pull the thread sideways through the slot on the bobbin case (A), then under the tension spring (B) until it rests in the small hook in the opening (see arrow).

Check: When you pull the thread, the bobbin must turn clockwise.

Inserting the bobbin case
Lift the latch (F) on the bobbin case and push the bobbin case fully onto the pin (D) of the sewing hook. The opening (E) of the bobbin case must face upwards.

Check: Pull the bobbin thread sharply. The bobbin case must not fall out of the hook.

Close the hook/bobbin cover.
Threading the needle
Raise the presser foot. Place the thread on the spool pin and fit a spool cap of the right size.

Using both hands, pull the thread into the thread guide (A) from front to back. Place the thread from the right underneath the bobbin winder thread guide (B).

Now pass it through the left-hand threading slot downwards.

Pull the thread around the stop (C) in the right-hand threading slot and upwards to the take-up lever (F). The thread must be pulled fully into the take-up lever from left to right. Pass the thread downwards in the right-hand threading slot.

Pull the thread from the side behind one of the two thread guides (D).

To thread the needle, please refer to the next section.

Note: When sewing always place the thread underneath the bobbin winder thread guide (B).

Needle threader
In order to make threading of the needle easier and quicker the Pfaff needle threader is built-in. The needle threader allows you to thread the needle automatically.

1. Lower the presser foot. Press the threader down with the handle. The threader hook (R) swivels through the needle eye.

2. Place the thread from the back, over the hook (O) and under the thread hook (R) and hold the end of the thread taut. Reduce the pressure so that the needle threader slowly moves upwards.

3. At the same time, the threader hook swivels out of the needle eye and pulls the thread through the eye. Slightly release the end of the thread, so that a thread loop can form behind the needle. Release the threader and pull the rest of the thread end through the needle eye.
**Bobbin thread monitor**
When the bobbin thread is nearing its end the red light next to the bobbin symbol (A) flashes automatically.
This function is only activated when the hook cover is closed.

**Presser foot lifter**
The presser foot is raised or lowered with the presser foot lifter (B).

**Bring up the bobbin thread**
Raise the presser foot. Hold the needle thread and tap the foot control until the needle goes down and up one time, or turn the handwheel towards you until the needle has reached its highest position and the bobbin thread has formed a loop. Pull the needle thread to bring up the bobbin thread.
Close the hook/bobbin door and pull the threads under the presser foot to the back.

**Thread cutter**
Pull the threads from the back to the front over the thread cutter.
Changing the presser foot

Removing the presser foot:
Set the needle at its highest position. Raise the presser foot and press the foot upwards at the front and downwards at the back at the same time until it snaps out of the presser foot holder (9). When disengaging buttonhole foot 5A, the runner must be pulled to the back and pressed upwards.

Replacing the presser foot:
Place the presser foot under the presser foot holder (9) so that the pins of the foot engage in the presser foot holder when the presser foot lifter (42) is lowered. Check that the presser foot has engaged properly by raising the presser foot lifter.

Electronic knee lift
Your Pfaff creative 2144 is provided with an electronic knee lift for regulating the presser foot height.

1. Push the knee lift fully into the provided hole (5) on the machine.
   Note: the flat side must face upwards.

2. Adjust the rectangular bar on the knee lift until it is positioned at a comfortable height for you.
   If you press the knee lift to the right, the presser foot will raise. Now you can guide the fabric with both hands.

3. To remove the knee lift, just pull it out of the hole.
Changing the needle

Removing the needle: Lower the presser foot and set the needle at its highest position. Slightly loosen set screw (B) of the needle and pull the needle out downwards.

Replacing the needle: The flat side (A) of the needle must face to the rear. Insert the needle, pushing it up as far as it will go. Hold the needle and tighten set screw (B) firmly.

Threading the twin needle

Replace the sewing needle with a twin needle.

Swing the second spool holder up and lock. Place a spool of thread with an appropriate spool cap on it. Make sure that both threads are placed underneath the bobbin winder thread guide. During threading in the left threading slot, make sure that you pass one thread to the left and one thread to the right sides of the tension disk (B). Continue threading in the usual manner, making sure the threads do not become twisted together.

Pull the right thread into the right thread guide and thread the right needle. Pull the left thread into the left thread guide and thread the left needle.

It is not possible to use the automatic needle threader with a twin needle.
Integrated Dual Feed (IDT-System)

Pfaff provides the perfect solution for working on all fabrics: the Integrated Dual Feed. The Integrated Dual Feed, as on industrial machines, feeds the fabric from the top and bottom at the same time. The fabric is fed precisely at any stitch length, speed or direction. On light or difficult fabrics such as silk or rayon the Dual Feed prevents puckering of the seam. The even feeding action also ensures perfect matching of checked and striped fabrics. The Integrated Dual Feed is ideal for quilting multiple layers.

Engaging the top feed/Dual Feed

Important: for all work with the Dual Feed, use the presser feet with center back cut-out.

Raise the presser foot.

Press the top feed (red) downwards at the ribbing, until it engages.

Disengaging the top feed/Dual Feed

Hold the top feed firmly at the ribbing with two fingers.

Push the top feed (red) fully downwards, then pull it away from you and release the top feed slowly upward until it engages in normal position.

Lowering the feed dog

To lower the feed dog move the slide to the left. To engage the feed dog move the slide to the right.

Note: Raise the presser foot before lowering the feed dog.

You can also lower the feed dog by opening the hook/bobbin door and moving the slide to the right.

To engage the feed dog move the slide to the left.
Changing the light bulb
Switch off the main switch and allow light bulb to cool.

Removing the light bulb:
The light bulb is located inside the needle head of the sewing machine. Light bulbs can be purchased from your PFAFF dealer (the maximum wattage of the light bulb is 5 watts).

Push the light bulb remover (A) upward as far as it will go. Then push upwards and turn it half a rotation counterclockwise. Remove the light bulb.

Replacing the light bulb:
Insert the light bulb into the bulb remover. Guide the light bulb into the slot of the holder. Push the light bulb upward into the holder as far as it will go and turn it half a rotation in a clockwise direction. Take out the bulb remover from the light bulb.

Changing the needle plate
Switch off the main switch

Removing the needle plate
Raise the presser foot and push the detachable work support to the left. Position the needle plate changer (bulb remover) as shown in the figure and press the needle plate upward first on the right, then on the left. The needle plate can now be easily removed.

Replacing the needle plate
Place the needle plate against the rear edge of the cut-out, then press downwards at the front until you hear it snap in place. Before you start sewing, check that the needle plate is lying flat.

Tip: Changing the needle plate is even easier with the feed dog lowered!
Hoop embroidery
For hoop embroidery, set up your Pfaff creative 2144 properly and attach the embroidery unit as described below. It is not possible to select a creative Card if the embroidery unit is not attached.

Before hoop embroidering you must lower the feed dog, disengage the dual feed (IDT System), remove the knee lift and fit the embroidery foot (see below).

Lowering the feed dog
The feed dog must be lowered for hoop embroidery. To lower the feed dog move the slide (4) to the left.

Note: Raise the presser foot before lowering the feed dog
The thread tension is automatically set and can be adjusted for speciality techniques.

Disengaging the top feed/dual feed
The top feed must be disengaged for embroidery work.

Procedure:
Hold the dual feed firmly at the ribbing with two fingers.
Press the top feed (red) fully downwards, then pull it away from you and release it slowly upward until it engages in normal position.

Removing the knee lifter
The knee lifter is not needed for embroidery work and must be removed.

To remove the knee lifter, just pull it out of the hole.

Attaching the embroidery foot
1. Remove the standard presser foot. Carefully loosen the screw (S) until the cross-hole (T) is accessible.

2. Squeeze the embroidery foot gently together and guide the pin of the foot into the cross hole of the presser foot holder as far as it will go.

3. Tighten the screw (S).
To remove the embroidery foot loosen the screw (S), squeeze the embroidery foot together and pull it out to the right. Tighten the screw (S).
2. Machine Assistant

Connecting the embroidery unit

Embroidery unit socket
The socket for the embroidery unit (15) is located at the back of the machine.

Warning!
The sewing machine must be switched off before connecting the embroidery unit!

Place the embroidery unit directly behind the machine and pull it into the socket.

Make sure that the guide (F) is slid between the base plate and the free arm as far as it will go.

Raise the embroidery arm in the area of the recessed grip and turn it to the back.

Note: You can change bobbin with the unit attached, but make sure that the accessory tray is not swung too far to the rear. The angle of the accessory tray should not exceed 90°. Otherwise the embroidery unit could be pushed out of its socket.

Inserting a card
Insert a creative Card into the front or rear card drive, in the direction of the arrow, as far as it will go.

The release button springs out approximately 6 mm (1/4”) when the card is inserted properly.

To remove the creative Card push the release button (A) next to the relevant card drive.
Embroidery hoop

There are two embroidery hoops supplied with your Pfaff creative 2144. One rectangular hoop with the embroidery surface (C) 140 x 225 mm and a round hoop for embroideries up to 115 x 120 mm.

A: snap-in pin
B: Guide pins for retaining the hoop.
C: Embroidery surface
D: retaining screw for the fabric

Note: A round embroidery hoop with an embroidery surface of 80 x 80 mm is available as an optional accessory from your PFAFF dealer.

Engage the hoop to the embroidery unit

Slide the hoop underneath the presser foot by raising the presser foot lifter as far as possible. The retaining screw (D) of the hoop must be facing you and the guide pins (B) must be pointing to the right.

Slide the hoop with the guide pins (B) into the metal guide until the snap in pin (A) engages behind the release lever (H) of the embroidery unit.

Remove the hoop

To remove the hoop, push down the release lever (H) of the embroidery unit and pull the hoop towards you and away.

Remove the embroidery unit

Raise the embroidery arm in the area of the recessed grip and turn it to the left, until it locks in the storage position.

Note: Before the embroidery arm is turned, make sure that the hoop holder doesn’t protrude from the front arm edge.

Press the release button on the left side of the embroidery unit and remove it.

Warning!
The sewing machine must be switched off before removing the embroidery unit!

For more detailed information about embroidery please refer to the following sections:

Chapter 4, section “Embroidery / card”
Chapter 6, “Embroidery Assistant”
General notes on use of the machine

Your Pfaff creative 2144 is operated by touching the appropriate icon on the multi-color touch screen.

Some screens contain arrows that allow you to scroll forward and back through multiple pages.

Sewing functions for the machine can be individually altered.

Function buttons

These buttons are located above the needle.

If you press the “Needle up/down” or “Sew slow” button the button will light up. If the function cannot be used at that point, the button remains dark.

- **Thread cutter**: If you press this button, you automatically cut the needle thread and bobbin thread.
- **Pattern start**: If you press this button, the machine automatically returns to the beginning of a stitch/pattern or a sequence that has already been started.
- **Sew slow**: If you press this button, the machine sews at half of the highest speed.
- **Needle up/needle down**: If you press this button, the needle automatically comes to stop in the lower position when you stop sewing.
  
  You can simultaneously determine whether and how far the presser foot is raised when you take your foot off the foot control. A window is opened for this purpose. You can choose between “0”, “low” = 3 mm, “medium” = 6 mm and “high” = 9 mm.

  When you press the foot control, the presser foot is automatically lowered. This allows you to pivot the fabric beneath the foot without the fabric slipping. The pre-set value is “0”. The lifting height of the presser foot can be permanently adjusted, see “The “context” Machine Settings menu”, page 3-19.

- **Reverse sewing button**: This button has several functions
  1. If you press this button while sewing, the machine sews in reverse for as long as you keep the button pressed.
  2. If you press this button before starting to sew, the machine sews in reverse until you press the button again.

  When the function is activated, a reverse sewing arrow appears on the multi-color touch screen.

  3. If you have activated the tie-off program, tie-off at the end is initiated via this button.

  4. In the "Patchwork", "Tapering", “Four sewing directions” and "Darning" programs, you determine the length of the seams with this button.

  5. If you are programming the length of a buttonhole, you determine the length of the buttonhole seam with this button.

Each open window can be repositioned on the screen. Just touch the colored bar with your finger and drag.

We have enclosed pages (chapter 1) with a full set of explanations and the commands available in the menus for each icon.

Please keep these handy reference sheets available for reference when using the machine.
The tool bar

There is a tool bar at the lower edge of the multi-color touch screen with various functions, menus and commands for using your Pfaff creative 2144.

1. This icon confirms selections which you have previously done with the cursors. (For example to call up a design from the card.)
2. You can open directories, stitches and programs to make further changes.
3. You can confirm a design or a stitch that you select from a card, to make further changes.
4. All settings and sewing functions that are displayed on the screen can be changed.

You can open a window to alter these settings and the sewing functions. This icon closes the window and your settings are saved.

1. This function allows you to return to the previous menu.
2. To close a window without saving any settings.
3. Return to main menu, for selection of all stitches.

You can personalize your Pfaff creative 2144’s default settings with the “Context” machine settings icon. Change “language”, “audio signals” and “messages” to name a few. You can also change permanent settings for stitches such as satin stitch and buttonholes.

The context menu always refers to the menu you have selected. Not all functions are available in all menus. You can create your own “Personal Menu” which then appears instead of the main menu.

Creative Assistant
The Creative Assistant can be accessed at any time. The tool bar then changes color and the functions of the icons change.

Instructions on operating your Pfaff creative 2144
This chapter explains the basic operations of your Pfaff creative 2144.

- Using an example by way of illustration, we will show you how the sewing functions and settings for a stitch can be changed and the various programs selected.
- You will be given an overview of the selection menus.
- An example will also be provided to explain how the creative assistant is operated.
- We show you how to modify the machine’s basic settings in the context menu.

Switch on your machine and a welcome screen appears. You can alter the contrast of the screen with the contrast control dial (25).
3. Getting started with your Pfaff creative 2144

Your machine is operated by touching the appropriate icons on the screen (touch-screen principle).

You can call up an introduction to the machine by touching the icon.

Touch the icon to open the main menu. The main menu shows the stitch categories and functions.

By touching the icon, you can automatically return to the last stitch used before the machine was switched off.

Selecting a stitch

Touch the icon, to open the main menu.

• In this menu, you can select a stitch; you are then taken into the logically arranged list of stitches or menus, from which you can select the stitch directly.

• You can open a stitch sequence that has previously been saved, or create a new one.

• You can move, copy, sort and rename stitch data in the machine's Creative Data Manager.

After opening the main menu, “Joining” is automatically highlighted.

Note: If you press the foot control at this point, the display switches to the straight stitch and your Pfaff creative 2144 is ready to sew.

If you have opened a stitch selection, such as "Alphabets" and you are closing the selection by touching the "Alphabets" icon is highlighted.

If you close the selection by touching , “Joining” is highlighted.

Touch "Join".

This selection provides a list of 18 different stitch types that are suitable for joining stretch and non-stretch fabrics.

The straight stitch is highlighted. If you press the foot control, the display switches directly to the screen for the straight stitch, press it again and the machine sews in accordance to the selected settings (stitch length, needle position, tension)

You can browse one column at a time with the cursor arrows. You can also use the bar between the arrows: gently touch and drag it.

You can touch any stitch to open the screen for that stitch.

When you open the screen the most important settings are visible.

Using the straight stitch as an example, we will now perform various changes in order to explain the machine's basic operating principle.
You can call up further functions for modifying the stitch with the icon. Touch the icon again to close the selection.

You can modify the settings that are displayed, such as the values for needle position, stitch length, thread tension and the sewing functions (mirroring), for the stitch.

To alter various settings and the sewing functions, you can open a window. If you confirm your input by touching , the window is then closed and your settings are saved.

If you touch the icon, the window is closed without any settings being changed.

A window that is open can be dragged across the screen by touching the colored bar with your finger.

The machine has a Pop-up Direct Help feature for the individual sewing functions and icons.

To use it, touch when in a stitch, then touch the icon for which you require an explanation.

### Altering the stitch settings

You can move the needle in steps with the +/- icons.

+ The needle moves to the right in nine steps of 0.5 mm each
- The needle moves to the left in nine steps of 0.5 mm each

You can increase or reduce the length of the stitch with the +/- icons. Here, the length is set to 6 mm. This is the maximum value possible. If the maximum value is selected, the function is automatically shown as inactive (the number indicating the value is red).

You can change the preset needle thread tension with the +/- icons. If you have selected the maximum value, the function is automatically shown as inactive.

If you exit the screen, the stitch settings are reset to the basic settings. The next time the stitch is opened, the stitch length will automatically be restored to 2.5 mm, the needle will be positioned in the center and the tension is set to a value of 3.0.

If you select the context menu in this screen, you have the option of permanently saving the settings you have modified.

### Single stitch selection

The following screen shows the window that opens when you touch the icon:

Touch to activate the function.
Select the number of stitch repeats with the +/- icons. In our example, we have selected 4.

The machine will tie-off automatically at the beginning and end.

Touch to close the window and save your settings.

To turn the function off, touch and then . Confirm with .

If you touch , the window is closed without any settings being saved.
3. Getting started with your Pfaff creative 2144

Adjusting the tie-off program

The following screen shows the window that opens when you touch the icon.

This is a program for selecting tie-offs, cutting the thread and raising the presser foot.

You can specify in the selection that the machine is to tie off at the start, or at the start and end. Touch the corresponding icon.

- If you have activated tie-off at the end, you can specify that the machine is to cut the threads and then raise the presser foot.
- If you have activated “Tie-off at end”, you determine the length of the seam via the reverse button.

When you open the window, "Tie-off beginning" and "Tie-off end" are not selected.

They can be selected individually.

If you touch "Tie-off beginning", the beginning of your seam will be tied off with four stitches.

If you have selected the "Tie-off end" icon, the icons for the thread cutter and presser foot lifter are activated.

You can tell the machine to cut the threads and raise the presser foot by touching the icons.

The end of the seam will automatically tie-off.

All options are selected in this window.

You determine the end of the seam with the reverse button.

The threads are cut and the presser foot is raised to its highest position.

Touch to close the window and activate your settings.

If you touch , the window is closed without the settings you have modified being saved; you interrupt the process.
More options

When you open the screen for a stitch, the most important specific settings can be selected directly.

More stitch functions are available by touching the icon. Touch the icon again to close the selection. In the following screen, the icon has been touched.

In straight stitch, three additional options are available.
1. Free Motion sewing
2. “Patchwork” program ("pat")
3. Twin needle function

To adjust the length of the seam, touch + .
Touch the + icon to increase the length of the seam. The seam is increased in steps based on the set stitch length. If the stitch length is set to 2 mm, the programmed seam increases in 2 mm steps. The stitch length itself will not change.

Touch the - icon to reduce the length of the seam. The stitch length will not change. The seam is decreased in steps based on the set stitch length. If the stitch length is set to 2 mm, the programmed seam decreases in 2 mm steps. The stitch length itself will not change.

Touch the icon. A window will open allowing you to open, save, delete or close a program.

For a detailed explanation of the individual icons, see chapter 1.

To turn the function off, touch and then . Confirm with .

Save the program

Touch . A window opens allowing you to open, save, delete or close a program.

‘Open’ icon:

Touch the icon to access a variant of the Creative Data Manager. You can select previously saved programs from a creative card or from your Pfaff creative 2144’s memory.

Patchwork program

With this function, you can program and permanently save a desired seam length. This is ideal when joining pieces of fabric of equal length as in patchwork quilting.

The following screen shows the window that opens when you have touched the icon.

You can open a previously saved program or create a new.

Touch to activate the function.

Press the foot control and sew to the desired length. The beginning of the seam is automatically tied off.

Press the reverse button when you reach your desired length. The seam will be tied off.

All subsequent seams will automatically sew the same length.
3. Getting started with your Pfaff creative 2144

Opening from the machine: Use the arrows to scroll to the machine memory and touch \( \text{确认} \) to confirm. Use the arrows to select a previously stored program. Touch \( \text{确认} \) and the program appears on the screen.

Opening from the card: There are two different card drives available. You may have a different card in each drive at the same time. The card or cards must be fully inserted. Touch the icon of the card drive you wish to open.

Touch \( \text{选择} \) to select a card from the front card drive. Touch \( \text{选择} \) to select a card from the rear card drive. Use the arrows to scroll to your chosen pattern. Touch \( \text{确认} \) and the program appears on the screen.

‘Save’ icon:
After you have altered a previously saved program, touch ‘Save’. The original program will be erased and the altered version is saved by the same name.

To save the altered program under a new name, touch “Save as”. The original version of the program is retained.

‘Save as’ icon:
When you touch “Save as”, the menu for input of a name is opened. The machine's memory is automatically selected (the default directory).

The input field shows the designation “NEW”. You can erase this designation with the \( \text{清空} \) icon and enter a name of your own choice. A name may be a maximum of eight characters long.

Touch \( \text{确认} \) to confirm your selection.

The program is now stored in the machine in the directory “Rectangle” and can be opened again by selecting it.

If you touch \( \text{更改目录} \), a window for selecting a different directory is opened.

You can save the program in a different directory or on a card.

Saving in the machine: Use the arrows to scroll to a different directory.

Touch \( \text{保存到此目录} \) to save the program to the selected directory and close the window.

Touch \( \text{退出} \) to close the window without saving your program.

Saving on a creative memory card: To save the program on a card, select the appropriate card drive.

If you have created directories on the card, touch the arrow icons to scroll to the desired directory.

Touch \( \text{保存到此目录} \) to save the program and close the window.

Touch \( \text{退出} \) to close the window without saving your program.

When you confirm the name you have entered by touching \( \text{确认} \), the window will close.
'Close' icon:
If you have saved your settings, this function closes the window.

'Delete' button:
You can delete the selected program.
A window opens with a safety query.

If you touch the icon, the program is deleted.
If you touch the icon, the program is not deleted.

**Twin needle**
This function allows you to specify the width of the twin needle you will use. The stitch width will automatically be reduced to prevent needle breakage and allow you to sew decorative stitches with a twin needle (See Chapter 6, page 9).

Touch , touch to activate the function.

Touch the +/- icon to specify your twin needle width. The stitch is shown as it will sew.

Touch to close the window and save your settings.

Touch , to continue without saving any settings.

This function must be deactivated when you remove the needle from the machine. It remains active even after the stitch has been changed, including after the machine has been turned off and on again.

Touch , touch to deactivate the function.

To exit the screen, touch . This takes you directly back to the main menu, where you can select all stitches.

Touch to return to the previous menu.

Pop-up Direct Help is available for the individual functions and symbols.

To use Pop-up Direct Help, touch . Touch any icon for a brief instructional description.
Free motion
You can set your Pfaff creative 2144 for free motion sewing by touching ↓.

Then select “Embroidery/Darning/Quilting”.

When you activate this function, the presser foot is lifted to embroidery height. Lower the feed dog and attach the darning foot or the quilt foot. When sewing, the speed by which you move the fabric decides the stitch length and stitch width.

Touch the icon again and select “0”, to return to normal sewing mode. Do not forget to raise the feed dog.

Four sewing directions
You can program the length and width of a rectangle to be sewn, and save these settings permanently.

This is great for sewing on patches without having to turn the fabric.

The program can be used for stitch no. 2 - 4, 7, 11, 23, and 25. The following screen shows the window that opens when you have touched the and then the icon.

You have several possibilities to create a four sewing directions program.

1. Sewing in four directions without saving the program

The function is active and your Pfaff creative 2144 is ready to sew.

With the direction arrows you can decide the first direction in which the machine sews.

Press the foot control and the machine sews to the right.

When the desired length is sewn, press the reverse button or touch the next direction icon. Your Pfaff creative 2144 completes the current stitch, the needle is positioned in the outer corner of the rectangle.

Now, the machine sews forward until you press the reverse button or the next direction icon. Your Pfaff creative 2144 completes the current stitch, the needle is positioned in the outer corner of the rectangle.

The length of the other sides are also decided by pressing the reverse button or touching the direction arrows. The size of the rectangle is not saved.

2. Program the four sewing directions program

Touch and the desired sewing direction before starting to sew. Then save the program to sew it several times.

Follow the steps above to change the sewing direction.
3. Getting started with your Pfaff creative 2144

The sewn width and length of the first two sides are shown on the screen.

Continue sewing until the rectangle is complete. When all four directions are programmed, the icon appears on the multi-color touch screen. Now the program is stored and can be repeated. It can also be saved permanently in the machine.

Note: If you only want to save one, two or three sides of a rectangle, touch when you have sewn the sides you want to save. Only the sides you have programmed will be saved. This is great for patch pockets, that are sewn with three seams.

3. Manual ending of a side seam

To permanently save, or to repeat a program several times, touch and the desired sewing direction before starting to sew. If you also touch , your Pfaff creative 2144 sews one side and then stops. The length of the sides are determined in the same way as described in section 1. The machine stops after each side. Press the foot control to continue with the next side.

4. Manual ending of a saved rectangle

Even if a rectangle has been programmed and the icon is visible on the screen, you can decide the length of the sewn seams by touching . The machine slows down at the end of the third and fourth seam. End the seam by pressing the reverse button, the machine completes the current stitch, places the needle in the outer position and continues with the next side.

More functions for four sewing directions

Touch to open more functions for the four sewing directions program.

Touch to open a screen to balance the rectangle. To adjust the length of the sides, use a sewn sample as a template.

With the +/- icons, you can adjust the rectangle on the screen until it looks like your sewn sample. The rectangle will be adjusted automatically the next time you sew.

Touch to open, save, delete or close a program.

A detailed description of the icons is found in chapter 1.

Touch to return to the selection menu.

Touch to return to the main menu.
The selection menus

3-11

Join
This menu provides a selection of stitch types that are suitable for joining stretch and non-stretch fabrics.
Stitches 1 – 18 / see overview of stitches.

Overcast
This menu provides a selection of all stitch types suitable for overcasting.
The closed overedge stitches can be used for joining and overcasting in one operation. These overedge stitches are positioned to the right. Guide the edge of the fabric along the inner edge of the presser foot. If you alter the stitch width, the right-hand needle position remains the same; the other side of the stitch is further to the left if its width is increased or further to the right if reduced.
Stitches 19 – 27 / see overview of stitches.

Utility
This menu provides a selection of stitch types that you can use for a variety of sewing techniques.
Stitches 30 – 46 / see overview of stitches.

Buttonholes
This menu provides a selection of 12 different buttonholes and one program for sewing on buttons. Each buttonhole type is designed for a specific application and fabric. Use the buttonhole Sensormatic guide to sew your buttonholes accurately.
Stitches 47 – 59 / see overview of stitches.

Darn/Bartack
This menu provides a selection of bartacks. The various different bartacks are for reinforcing pocket corners, skirt plackets/slit and attaching belt loops.
The fully automatic darning programs are for repairing damaged areas and darning tears or small holes.
Stitches 60 – 66 / see overview of stitches.

9mm Decorative stitches
This menu provides a selection of all decorative stitches up to 9 mm wide. Especially nice for sewing borders.
They are sub-divided into eight different categories for ease of selection.

- Scallop edges, for sewing decorative edges on table linen or clothing. The various edgings can be combined. You can alter the density of the stitch, without changing the overall length. This allows you to use specialty threads.
  Stitches 67 – 88 / see overview of stitches.
- Satin stitches have a three-dimensional look that offer a wide range of options for embellishing garments or items for the home. You can create additional effects by using a variegated embroidery thread. You can alter the density of the stitch, without changing the overall length. This allows you to use specialty threads.
  Stitches 89 – 116 / see overview of stitches.
- Pre-programmed cross stitches allow you to create traditional borders. Individual cross stitches allow you to combine into a motif of your own design.
  Note the starting and ending points. When completing the individual cross stitches, position the starting point of the next cross stitch at the ending point of the last cross stitch sewn. The starting and ending points are sed in red. For a more detailed description, see the Chapter 6, Embroidery Assistant.
  Stitches 117 – 136 / see overview of stitches.
- Hemstitches allow you to create heirloom effects. These stitches are most effective when sewn with a wing needle on natural fabrics. Bed linens, delicate blouses and childrens garments are beautifully embellished using these stitches.
  Stitches 137 – 146 / see overview of stitches.
- Leaves & Flowers can be sewn individually to create larger motifs. They are also ideal for decorative borders.
  You can alter the density of the satin stitches, without changing the overall length. This allows you to use specialty threads.
  Stitches 147 – 167 / see overview of stitches.
• 38 pictorial or three-dimensional decorative stitches (1) can be combined. You can alter the density of the satin stitches, without changing the overall length. This allows you to use speciality threads.

Stitches 168 – 196 / see overview of stitches.

• Decorative stitches (2), 26 floral patterns. You can alter the density of the satin stitches, without changing the overall length. This allows you to use speciality threads.

Stitches 197 – 222 / see overview of stitches.

• Animal stitches are especially suitable for children’s garments. You can alter the density of the satin stitches, without changing the overall length. This allows you to use speciality threads.

Stitches 223 – 230 / see overview of stitches.

• Stitch Artist: For your creative 2144 a PC program has been developed, enabling you to create your own 9 mm stitches and maxi stitches or to modify existing stitches from the sewing machine.

Transfer stitches with the FileAssistant to the “Stitch Artist” stitch selection menu of your creative 2144. This will be found under “decorative stitches” in the main menu.

Note: The selection menu will not be displayed until the first design has been saved.

MAXI stitches
This menu provides a selection of stitches up to 60 mm wide. These stitches can be combined to form borders.

Stitches 231 – 260 / see overview of stitches.

Alphabets
This menu provides a selection of the machine’s various fonts. Some font styles include upper and lower case letters, numbers and symbols.

See page 4-11

Embroidery / card
In this menu, you can select or combine embroidery patterns from a card or the machine’s memory. You can also personalize your designs.

See page 4-13

Sequence/Combination
In this menu, you can

• create sewing sequences from the machine’s stitches. Combinations of MAXI stitches and 9 mm stitches are possible.

See page 4-20

• create embroidery combination by combining built-in stitches, existing memory combinations and designs from creative cards. Embroidery combinations are embroidered using the embroidery unit.

See page 4-28

Note: The selection menu will not be displayed until the first design has been saved.

Enter the stitch number and confirm by touching . Touch to delete an incorrect number. If you enter more than three digits, the first digit will disappear from the window. Touch to close the window without making a selection.

All stitches
In this menu, all stitches are displayed one after another in numerical order. You can browse through the menu one page at a time by touching the page symbols. To select a stitch, touch the icon for that stitch.

In this menu, the stitch that was last sewn before your Pfaff creative 2144 was turned off is automatically opened.
Creative Data Manager

The Creative Data Manager organizes your Pfaff creative 2144's stitches. Here you can organize stitches, stitch sequences, “personal menus”, and programs as the “Patchwork” program.

You have access to the following functions:
1. Personalized stitches can be saved and renamed, copied or deleted.
2. Designs can be copied from a card to a creative memory card.
3. Sequences/combinations can be renamed, altered or deleted.
4. Personal menus can be altered, renamed or deleted.
5. New directories and sub-directories can be created in the machine or on a creative memory card.
6. Data in the memory can be accessed.
7. Individual stitches or designs within a sequence/com- bination can be accessed.
8. An entire directory can be accessed. Your Pfaff creative 2144 is always ready to sew, even when the Creative Data Manager is open (see page 4-36).

The Creative Assistant

There is a Creative Assistant function in your sewing machine to help you; it can be called up at any time by touching the icon in the tool bar.

The menu then changes color, and the functions assigned to the icons in the tool bar change.

Touch this icon to close an information panel or exit the Pop-up Direct Help

Touch this icon to close the entire information mode.

Touch this icon to open the Sewing and Embroidery Assistant

Sewing Assistant

This contains an entire encyclopedia of sewing. It also demonstrates and describes in detail various sewing techniques that are possible with your Pfaff creative 2144.

Embroidery Assistant

This provides you with information on hooping different fabrics, information on stabilizers, threads and special materials for a wide range of fabrics, and details of which sewing machine accessories to use.

Touch this to open the Machine Assistant. This contains comprehensive technical information together with many color diagrams on all mechanical functions such as threading, bobbin winding, etc.

Touch this icon to open the “context” Machine Settings menu for the Creative Assistant. It provides a brief description of the icons in the tool bar. It also allows you to reactivate any deactivated menu information items.
If you touch in the main menu, the Creative Assistant provides a brief description of the icons in the tool bar.

Touch to close the information screen without exiting the Creative Assistant. This allows you to access further information by touching a menu.

Touch to close the Creative Assistant in order to select a selection menu.

If you touch in a menu, you are shown information on the stitch.

Touch to close the Creative Assistant in order to select a stitch.

Each individual help function can be permanently deactivated. The following query appears in each information panel:

“Always show this information? Switch on again in the context menu!”

Then confirm with Yes / No

If you touch when a stitch is selected, you are shown information on the individual working steps (programming a buttonhole).

If a single stitch is selected, you get a short information message about what presser foot to use and whether or not the IDT-system should be activated.

Touch to close the pop-up information without exiting the Creative Assistant.

You can call up information on all sewing functions and icons. To do this, touch the icon for which you require information.

Instructions on using the Creative Assistant Pop-up Direct Help

To illustrate the Creative Assistant’s Pop-up Direct Help feature we will use the buttonhole menu.

If you touch the icon in the main menu, the Creative Assistant provides a brief description of the tool bar icons. The tool bar changes color, and the functions assigned to the icons change.

Touch to close the screen without exiting the Creative Assistant.

This allows you to access further information by touching a menu.

In the following screen, we have opened information by touching Buttonholes.

Touch to close the screen without exiting the Creative Assistant.

This allows you to access further information by touching a menu.

Touch to close the Creative Assistant in order to select a menu.
3. Getting started with your Pfaff creative 2144

We have selected Buttonhole.

Now touch . Touch any buttonhole icon for further information.

In our example, the Pop-up Direct Help menu refers to the icon, which is shown as active and selected.

There may be several pages of information. Use the arrow icons to scroll.

Touch to close the screen without exiting the Creative Assistant.

Touch to close the Creative Assistant.

Instructions on using your Machine Assistant

Your Machine Assistant contains comprehensive technical information, together with many color diagrams on all mechanical functions, such as threading, bobbin winding, etc.

Your Machine Assistant can be accessed at any time!

Touch to open the selection menu.

If you touch “Machine technique / Sewing”, a front view of the machine appears.

Touch the page icons to scroll through the four views of your Pfaff creative 2144.

Areas of the machine are labeled and highlighted in color.

Touch an area for a close-up view. A description or additional selections will appear.

You are given information on the characteristics and uses of the buttonhole.

Touch to close the screen without exiting the Creative Assistant.

This allows you to select information on another buttonhole.

Touch to close the Creative Assistant in order to select a buttonhole to sew.

If you touch while in the stitch options screen, you obtain further information on the selected buttonhole.

Touch to close the screen without exiting the Creative Assistant.

This allows you to access information on all functions and icons. To do this, touch the icon for further information.

Touch to close the Creative Assistant.
Instructions on using your Sewing and Embroidery Assistant

Touch ♡ to open the selection menu.

Your Sewing and Embroidery Assistant can be accessed at any time!

If you touch “Sewing”, the following screen appears:

You have the possibility to call up sewing techniques that can be used for a special fabric, such as sewing a zipper in a pair of jeans.

You are also given information on the machine accessories to be used, whether the feed dog and the IDT system should be engaged, and which needle, thread tension and presser foot should be used.

Your “Sewing Assistant” is accessed with the icons at the lower edge of the screen.

Touch ♡ to select different fabrics.

Touch ♡ to access an encyclopedia of sewing techniques such as inserting zippers, sewing blindhems and creating different pocket styles.

Touch ♡ to access presser foot and needle recommendations. Also included are Integrated Dual Feed and tension suggestions.

All icons can be selected. There are different ways to obtain information. The different possibilities to seek information follows.

Touch, for example, ♡ and a pop-up information window appears. The other two icons become automatically inactive.

Touch ♡ to exit one or more screens or close a pop-up information window in order to select another icon, for example ♡. If several screens are open, you return to the previous opened one. Then touch ♡ again.
The three icons can be selected in any order.

1. You can begin by selecting your Fabric type and then touch Sewing Technique to access your desired step-by-step instruction.

2. You can choose your sewing project and attain information about the different working steps.

3. Touch to return (side by side) to the main Sewing Techniques screen. You can then touch “Applications” to obtain presser foot and needle recommendations, information whether or not the feed dog should be activated, as well as Integrated Dual Feed and tension suggestions for your specific fabric.

4. If you begin by touching “Sewing techniques”, the entire directory of sewing techniques is opened.

5. Touch to return to the main Sewing Techniques screen. You can then touch “Applications” to obtain presser foot and needle recommendations, information whether or not the feed dog should be activated, as well as Integrated Dual Feed and tension suggestions for the sewing project.

6. If you select a stitch before opening your Sewing Assistant, you can touch “Applications” and you will obtain presser foot and needle recommendations, information whether or not the feed dog should be activated, as well as Integrated Dual Feed and tension suggestions for your stitch.

7. If you touch the “Auto. Prog.” Icon, additional stitch options will be displayed.

8. Touch, allows you to return to the previous screen.

9. Touch to close your Sewing Assistant.

10. Touch to close your Creative Assistant.

If you are in your Sewing/Embroidery Assistant, touch “Embroidery”. The following screen appears.

Your “Embroidery Assistant” is accessed with the icons at the lower edge of the screen.

Touch, a list with fabrics appears. Select your fabric, to call up information about how to hoop your specific fabric with the proper stabilizer.

Touch, to access general information on stabilizers and threads.

Touch, to access information on how to embroider separate color segments, one color embroideries and multi-color embroideries.

11. Touch, and a pop-up information window appears. The other two icons become automatically inactive.

12. Touch, to exit a screen or close a pop-up information window in order to select another icon, for example. If several screens are open, you return to the previous opened one. Then touch again.

The three icons can be selected in any order.

1. Touch "Fabrics" to select your fabric type. Touch your fabric, you will receive precise instructions on how to hoop your fabric to obtain optimum embroidery results.

2. Touch “Applications”, you will receive information on what thread tension, needle and presser foot you should use.

Additionally you can receive information about how to embroider single color segments, single and multi-color embroideries.
3.

- If you touch “Embroidery techniques”, you obtain general information on different stabilizers and threads.

  You are also given an overview of additional stabilizers to change the embroideries and give them a new effect. These materials should be selected individually. Touch the corresponding icon for the desired material.

  Allows you to return to the previous screen.

  Touch to close your Embroidery Assistant.

  Touch to close your Creative Assistant.

The “context” Machine Settings menu

You can adjust basic settings of the machine, such as “Language”, or permanently alter basic stitch settings, such as the stitch length or the thread tension.

All “context” Machine Settings are not available in all menus.

You can create and select your “Personal Menu” as your opening screen.

- When you have opened the context menu, the icon is shown as active and selected.

  Touch this icon again to close the menu.

- Touch to confirm and close a window.

  You can open several dialogue windows in succession in order to adjust various functions, for example in the “Audio signal” menu. Touch to confirm and close. Your settings are saved.

- Touch to close a window without settings being saved.

- Exception: When turning the opening screen on and off, you close the context menu by touching .

Turning off the opening screen

If you touch the “Welcome screen off” icon, the icon is shown as active.

If you touch to confirm your selection, the context menu will close.

When the machine is turned on, the main menu will appear.

The Welcome Screen is reactivated by touching the icon again.

Touch to close the context menu.

The functions in the “context” Machine Settings menu

Windows for altering your basic settings or functions are opened with the various icons in the main menu.

Language

In this menu, you can select the language of your Pfaff creative 2144. Touch the language of your choice and the button is shown as active.

Touch to confirm your selection and close the window.
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Audio signal

Different audio signals can be heard when you touch icons or when screen messages appear. You can select your personal audio signals.

- To turn the signals on, touch the icon with the desired audio signal (this becomes active and selected) and touch OK to confirm.
- Touch your selected audio signal icon again to turn off the signal (it becomes active).
- Or select a different signal (the button becomes active and selected).

Touch OK to confirm your selection and close the window.

Creative Memory Card

In this menu, you can format a creative memory card or change the name on a card.

Touch the appropriate card drive icon.

A window opens where you can choose between two options: “Change name” and “Format”. Touch to select.

- If you touch “Change name”, a field opens where you can enter a new name. The name can have a maximum length of 20 characters.

Touch OK to confirm your selection.

- If you touch “Format” a safety question appear:

The card is not empty! Will you really format? (all data will be deleted)

Touch OK to delete all information from the creative memory card.

Back to basic settings

- This function allows you to reset all machine settings that you have previously changed, such as the stitch settings or sewing functions, to the default settings.

- You can reactivate the information texts. All texts are then shown automatically.

Touch OK to confirm.

Setting the bobbin winding speed

You can select the speed at which the bobbin is wound when the machine is stopped.
You can choose between 3 different speeds, “low”, “medium” and “high”.

If you touch the “Show dialogue” icon, a window for selecting the speed opens each time the bobbin winder is switched on.

The selected speed can be halved at any time by touching the icon.

Note: If you wind the bobbin while the sewing machine is running, the winding speed is automatically set at “low”.

Needle Up /Down – raising the presser foot

You can determine how high the presser foot should raise automatically by touching the icon.

If you touch “0”, “low”, “medium” or “high”, the presser foot is raised automatically to the selected position, when you take your foot off the foot control.

The window for setting the presser foot height will not be opened.

If, in addition, you touch the “Show dialogue” icon, the window for setting the presser foot height will always open when you touch the icon.

The selected presser foot height will always be retained as a new presetting.

The sewing machine is ready to sew immediately.
The code function allows you to lock your Pfaff creative 2144.

Your machine’s main menu will not appear until your security code has been entered accurately.

Turn on the machine and enter your code. Confirm your selection with .

The code must have at least four digits, and no more than eight.

The asterisks change into plus symbols as the digits are entered.

Touch the “Delete” icon to delete the code that you have entered.

Touch the “Change” icon to enter a new code.

Thread cutter

You can turn off the thread cutter function permanently with this selection.

If you touch “Off” and confirm with , the threads will no longer be cut, even if you have selected the icon in the “Tie-off program”.

The standard setting is “auto” = the threads are automatically cut.

Creative Data Manager

You can open your machine’s Creative Data Manager here. See Creative Data Manager, p. 4-36.

Personal Menu

You can save a selection of stitches in a “Personal Menu”. For example, you might want to create a “Personal Menu” for all the stitches you need for sewing garments. It could also be a stitch that you use so frequently you want it to appear directly when you turn on your Pfaff creative 2144.

You can create several “Personal Menus”.

- You do this by opening a section of the Creative Data Manager in which you can create a new “Personal Menu” or modify an existing one.

- You can select one of your “Personal Menus” as your opening screen. Select the “Personal Menu” of your choice and touch “On/Off”

Creating a “Personal Menu”

Touch the “New” icon to create a new “Personal Menu”.

The following message appears:

“Select the stitches you wish to have as the start menu.”

Touch to confirm.
• Select your desired category and stitch selection. Stitches up to 9 mm can be saved.

• Your stitch will appear.

• The next available space is automatically highlighted. You can select a different empty space by touching to highlight it.

• Touch the icon to select each additional pattern that you wish to store in the “Personal Menu”.

**Open**
Open the machine’s memory in order to select a previously created “Personal Menu”.

Use the arrow icons to scroll through and select your “Personal Menu” in the Creative Data Managers directories.

The “Personal Menu” appears on the screen when the icon is touched.

**Save**
You can save your settings under an existing name. The previously saved settings will be automatically replaced with the changes.

**Save as**
Choose this option to overwrite settings in an existing “Personal Menu” or save your settings with a new name. A message will appear to confirm your selection. Touch to confirm and save.

If you choose to save the settings under an existing name, the settings will be saved to the existing directory.

If you choose to save the settings under a new name, the menu for input of the name is opened.

Select a name that is maximum eight characters long.

If you touch the icon, a window for selecting the directory opens.

You can save the settings to the machine or card. Select the directory using the arrow icons.

Confirm your input with (A directory can only be created in the Creative Data Manager).

**Close**
If you have saved your settings, this function closes the menu.

If you have not saved your settings, a message box appears.

**Delete**
You can delete a “Personal menu”. Touch “Delete” to delete the Personal menu, a message box appears.

Touch to delete the Personal Menu.

Touch if you do not want to delete the Personal Menu.

You can also delete the Personal Menu by touching.

The following message appears on the screen:
“The file has been changed. Save changes?”

Touch to open a window for opening, saving, deleting and closing the program.

Touch to close the window without saving any changes.

**Modifying a “Personal Menu”**
You can modify a “Personal Menu” that you have already saved by using the “Edit” icon.

The menu’s overview of stitches is opened.

- Touch the field with the stitch that you would like to alter. The selected field is highlighted.

- The icon opens a variant of the main menu.

- By selecting the desired category and the stitch selection, you can select the stitch directly. Stitches up to 9 mm can be saved.

  The old stitch is replaced by the new one.
3. Getting started with your Pfaff creative 2144

- Touch an additional field; it is now highlighted and can be modified.

- Touch the icon to call up each additional pattern that you wish to modify in the “Personal Menu”.

**Calling up a “Personal Menu”**

You can call up an existing “Personal Menu” via the icon. Touch a stitch to open the screen for that stitch. The machine is now ready to sew.

**“Copying to the Personal Menu”**

Unlike the “Personal Menu” (see page 3-20), created in the main menu, you can save different settings for the selected stitch (also maxi stitches) on the processing screen. You can also save buttonholes, a programmed setting for darning or stitches created in the “four sewing directions” program.

“Copy” those settings in an already existing “Personal Menu” or create a new one.

For that purpose, adjust the stitch settings for your design according to your choice or program your settings in the “darning” or “four sewing directions” program and open the context menu and “Copy to Personal Menu” in the processing screen.

Create a new “Personal Menu” by touching “New”, or use the arrow icons to select an existing “Personal Menu”, and touch “Edit”. Touch an available space and the stitch will appear there.

If you have selected “New”, you leave the menu as described in “Creating a Personal Menu”. See page 3-20.

If you have selected “Edit”, confirm your input and at the same time close the “Personal Menu” with the icon.

With the icon you interrupt the process.

**Options for messages**

You can switch off the messages that automatically appear in the machine.

You can specify whether the machine should stop for various reasons.

These settings can be determined individually for sewing and embroidering.

Touch the “Sewing” or “Embroidery” icon to decide if the settings should be valid for sewing or embroidering. This enables you to switch between the sewing and embroidery settings.

A X in the icon means that the function is switched on.

Touch that icon to switch that function off. The X in the icon goes out.

All functions are active as standard.

**Machine test**

This function is solely for the use of service technicians, for checking that your machine is functioning properly.
3. Getting started with your Pfaff creative 2144

Demo
You can program a demonstration of the machine into your creative 2144 and replay it permanently. This demo is intended for use in the Pfaff dealer store.

Programming of a demo

For programming a “demo”, touch the “Record demo” icon. The opening screen appears instantly.

Now you can operate your creative 2144 completely normally and thus compose a demonstration.

With the “reverse sewing button” you finish and save your “demo”.

Note: The length of the programmed demo reduces the memory capacity for saving stitch patterns permanently in the sewing machine.

Playing a demo

For playing your demo, touch the “play demo” icon. Close it with the reverse button.

Version
The current software status of your machine is shown here.

Firmware update
With this function, you can import the latest program version for your Pfaff creative 2144 with an interface card from the PC. Instructions on how to update can be downloaded from the Pfaff home page together with the latest program.

For the latest information about your Pfaff creative 2144, go to www.pfaff.com or contact your local Pfaff dealer.

Saving settings:
If you touch the “Save settings” icon, all altered settings and functions will be saved.

Note: If you have adjusted a program, also that adjustment is saved.

Restore settings:
If you touch the “Restore settings” icon before you leave the processing screen of a stitch, all settings and sewing functions relative to that stitch will be restored to the values set at the factory.

Note: If you have closed a program, also that setting is saved.

Edit hoop size
This function enables you to modify hoop dimensions that you yourself have entered.

A window is opened, letting you select the hoop to be modified.

Note: Only hoop sizes that you yourself have entered are shown in this menu.

Select the hoop to be modified; a window appears, letting you overwrite the entered hoop size. Touch to confirm your input.
Information for Sequence/Combinations

In the Context menu, touch the “information” icon. You get information about the number of designs (Num of entries: 3) and the number of selected designs (Selected = 2).

“Actual” indicates the last selected design. This information can be selected only in the “Embroidery combination” and “Stitch sequence” menus.
Operating the multi-color touch screen

A welcome screen appears when you turn on your Pfaff creative 2144.

You can change the screen contrast with the contrast control dial (25).

Selecting the zigzag stitch

Touch Main menu to enter the main menu.

Touch “Joining”

Stitch menu

Touch zigzag stitch No 3.

When you open the zigzag screen, the most important settings are visible.

You can call up further functions with the icon.

Touch the icon again to close this.
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4. Operate the multi-color touch screen

Alterning stitch settings

Stitch width
You can change the stitch width with the +/- icons.

Stitch length
You can change the stitch length with the +/- icons from 0.2 mm to 6 mm.

We have preset the length to 6 mm. This is the maximum value possible. If you have selected this value, the function is automatically shown as inactive.

The stitch length is reduced in small steps and has a minimum value of 0.2 mm.

Thread tension
You can change the thread tension as needed for speciality techniques.

We have increased the tension to 4.

If you have selected the maximum value, the function is automatically shown as inactive.

The stitch settings will not be changed permanently. The next time the stitch is opened, the stitch length will automatically be restored to 1.5 mm, the stitch width to 4.0 mm and the tension is set to a value of 4.0.

If you open the context menu, you have the possibility to permanently save the changes for the zigzag stitch.

Setting sewing functions and programs
You can alter settings and sewing functions of the zigzag stitch. Simply touch for the different choices.

Example: Tapering
Tapering is a technique where the width of the zigzag stitch is altered during sewing. Your Pfaff creative 2144 allows you to select different effects or angles which are sewn automatically.

Zigzag stitch No 3 and Purl stitch No 10 in menu “Join” taper from the center needle position.

Touch icon.

The width of the zigzag starts at 0 mm, and becomes wider until the previously selected stitch width is reached. If you press the reverse key, the width is automatically reduced to 0 mm.

The width of the zigzag stitch tapers to 0 mm and stops. For mitered corners, pivot your fabric and continue stitching. The stitch will automatically become wider as you sew.

The stitch width is reduced to 0 mm at an angle of 30°.

The stitch width is reduced to 0 mm at an angle of 45°.

Save your change by touching , the window is then closed.

Touch the window is closed without any changes being saved.

Touch to return to the main menu.

For a symmetrical stitch layout at 90° and 60° angles, tapering is available for the following stitch patterns.

- 4, 6, 9, 12, 14, 33, 34, 41, 42, 112, 130, 133, 137, 139, 141, 169, 177, 194.

Unlike the no. 3 and 10 zigzag stitches, the stitches are not automatically adjusted to 0.35/0.4 mm stitch length and 7 mm stitch width.
Zigzag stitch with right needle position

Touch "Overcast".

Touch the zigzag stitch No. 22. This zigzag stitch is sewn along the right edge of the presser foot.

The settings that can be altered for stitch No. 22 are the same as for stitch No. 3 and No. 10.

Tapering

With stitch No. 22, the right-hand position of the needle remains constant; the left-hand position changes.

The width of the zigzag stitch starts at 0 mm and becomes wider until the previously selected stitch width is reached. If you press the reverse key, the width is automatically reduced to 0 mm.

The width of the zigzag stitch tapers to 0 mm and stops. For mitered corners, pivot your fabric and continue stitching. The stitch will automatically become wider as you sew.

The stitch width is reduced to 0 mm at an angle of 30°.

The stitch width is reduced to 0 mm at an angle of 45°.

The stitch width is reduced to 0 mm at an angle of 60°.

Use the icon to reverse the needle position. The corner is turned in the other direction.

Save your change by touching , the window is then closed.

Touch , the window is closed without any changes being saved.

Touch to return to the main menu.

For an unsymmetrical stitch layout at 90°, 45° and 30° angles, tapering is available for the following stitch patterns.

- 31, 44, 45, 131, 132, 134, 144, 170.

Unlike the no. 3 and 10 zigzag stitches, the stitches are not automatically adjusted to 0.35 mm stitch length and 7 mm stitch width.
Selecting decorative stitches

Touch "9 mm Decorative stitches".

The decorative stitches are sub-divided into eight different categories for ease of selection.

Touch "Scallop edgings" and choose from 22 different stitches.

You can browse one column at a time with the cursor keys. You can also use the bar between the cursor icons: touch it gently and drag it to the right.

Touch scallop No 70 to open it. The most important settings are visible.

You can alter further settings and sewing functions of the decorative stitch. Simply touch for the different choices. Touch the icon a further time to close the selection.

Altering stitch settings

Stitch width
Increase or reduce the width of the stitch with the +/- icons.

Stitch length
Alter the density of the decorative stitch with the +/- icons. The density is pre-set to 0.35 mm. Changing this setting affects the overall pattern length.

Pattern elongation
You can elongate the pattern with the +/- icons. Elongating the pattern does not change the stitch density.

Thread tension
Thread tension can be changed for speciality techniques.

The stitch settings will not be changed permanently. The next time the stitch is opened, the stitch length will automatically be restored to 0.35 mm, the stitch width to 9.0 mm and the tension is set to a value of 3.0.

If you open the context menu , you have the possibility to permanently save the changes for the stitch.
4. Operate the multi-color touch screen

Buttonholes
There are twelve different buttonhole styles and one program for sewing on buttons.

Thanks to the sensor technology in your Pfaff creative 2144, you can sew perfect buttonholes on even the most difficult fabrics such as velvet, plush, knit fabrics and heavy knits.

See page 5-9 for instructions on changing to the buttonhole foot and inserting the buttonhole sensormatic guide.

Touch “Buttonholes”. Each buttonhole style is described in chapter 1, “Introduction”.

You have two ways to determine the buttonhole length

1. Enter the length of the buttonhole directly on the screen in mm.

   Touch the +/- icons on the stitch elongation icon to adjust buttonhole length. The buttonhole will be sewn automatically.

2. Set the length of the buttonhole while sewing.

   Touch .

   Sew the forward buttonhole seam, then press the reverse button when you reach the correct buttonhole size. The machine sews the bartack and the reverse buttonhole seam, and automatically finishes.

   The buttonhole length is saved automatically. That is the meaning of the mark that appears in the icon. Repeat the programmed buttonhole as often as desired.

   Touch to clear the size.

Touch buttonhole No 47

The most important settings are visible.

Touch to select more options for each buttonhole. Touch the icon again to close.
Finishing the buttonhole by manual setting
You can determine the length of the reverse buttonhole seam yourself by using the icon. Use this method for any buttonhole.

Screen when setting the length with "FINISHING" button.

How to correct the buttonhole
Correct the buttonhole balance by touching .

The number of stitches is increased or reduced according to the correction value that you have entered. The correction value is expressed by percentage.

Sew a sample buttonhole. Use the +/- icons to recreate your sample on the multi-color touch screen. The buttonhole is then adjusted automatically according to the correction value.

By using the Sensormatic guide you will obtain uniform looking buttonhole seams.

Touch anytime before or during sewing the buttonhole.

Add the second bartack at the end of the reverse seam by pressing the reverse button.

Tip: To find more information about buttonholes, please advise your Creative Assistant and/or pages 5-9 – 5-11.
**Sewing-on buttons**

With stitch 59, you can easily sew on two and four hole buttons.

The number of stitches used to fasten the button are preset to three. A tie-off is automatically made at the start and at the end of the program. You can also select the program for cutting off the threads and lifting the presser foot.

Touch 
, to open a window to specify the number of stitches according to your own wishes. Use the +/− icons to specify a number of stitches between 3-9. The selected number of stitches are visible on the screen.

Touch 
, to close the window and save your settings.

Touch 
, to close the window without saving your settings. The button is sewn with the pre-set number of stitches (3).

(For sewing instructions see page 5-12)

The first chapter of this manual is an overview chapter. Here you can find information about the parts of your Pfaff creative 2144 and all stitches stored in it. There is also an explanation about the different icons appearing in the different menus/screens.

Please keep these pages available for reference when using the machine.

The machine has a Pop-up Direct Help feature for the individual sewing functions and icons.

To use it, touch 
when in a stitch, then touch the icon for which you require an explanation.
Darning and Bartacking

*(Free Motion Embroidery + Quilting)*

This selection contains various manual and automatic darning programs and various bartack programs.

The different darning programs are used according to the dimensions and fabric thickness of the damaged areas. The bartack programs are for reinforcing pocket openings, zippers or skirt slashes.

Touch Darn/Bartack on the main menu.

The Darn/Bartack stitches are described in chapter 1 (page 1-3).

Touch a bartack icon of your choice. The bartack width and length can be changed by touching the +/- icons.

Touch to return to previous menu.

**Automatic Darning**

You can easily darn tears and holes with the automatic darning programs, No 64 and 65 (see page 5-16).

Program No 64 is suited for darning damaged fabric in a lengthwise direction.

Program No 65 is suited for darning holes. It automatically sews over the damaged area lengthwise and crosswise.

The shorter the stitch length, the denser the darning.

Use the +/- icons to adjust the stitch length.

Use the +/- icons to adjust the width of the darning area.

There are two possibilities to set the length of the darning area.

1. **Enter the length (in mm) of the area to be darned directly on the screen.**

   Use the +/- in this icon to set the length. Here, we have adjusted the length to 20 mm.

2. **Program the length while sewing**

   Touch the prog icon to determine the length while sewing. Sew over the damaged area, press the reverse button when you have reached the desired length. The 2144 will now finish the darn.

   The length of the darning program is saved automatically, and can be repeated. On the screen, this is shown with a red mark in the “prog” icon.

   Touch the icon again to clear the program.
4. Operate the multi-color touch screen

**Free Motion darning / embroidery / quilting**

With the darning or quilting foot you can stitch your own darning, quilting or embroidery patterns on every fabric (particularly on terry-cloth) without the feeding motion of the machine.

Free-hand guiding does, however, require a little practice.

Select straight stitch (No. 1) or zigzag stitch (No. 3).

By touching you switch back to the selection menu for selecting a new stitch.

By touching you switch back to the basic menu of the machine.

- For more detailed information on darning see pages 5-14 to 5-16.

- For more detailed information on quilting and free-motion embroidery see chapter 6.

The machine has a Pop-up Direct Help feature for the individual sewing functions and icons.

To use it, touch when in a stitch, then touch the icon for which you require an explanation.

Touch to activate the free motion function.

Select “Embroidery/Darning/Quilting”

Attach the darning foot (page 5-15) and lower the feed dog (page 2-12).

When you press the foot control, the darning foot automatically engages in the darning position and you can start darning.

You determine the stitch length and the stitch width by just moving the fabric.

After a few stitches, stop sewing, cut off the thread at the beginning, and resume sewing.

**Tip:** You will obtain a dense darning if you operate the machine at high speed while guiding the fabric slowly.

To turn the function off, touch and then “0”. Confirm with . Do not forget to raise the feed dog.
4. Operate the multi-color touch screen

Alphabets

You can write an entire sequence of words using the machine’s fonts and save it permanently in the machine’s memory. There are also two Monograms in the machine (Maxi 1 and Maxi 2), that can be sewn as single stitches. All “Alphabets” are sewn with the feed dog engaged. The Integrated Dual Feed should be disengaged.

Touch the “Alphabets” icon.

Select a font.

Touch capital or lower-case letters, numbers or symbols to enter the desired character.

For editing a sequence, position the cursor below the character using the icons.

You can alter the font size, delete characters or insert characters.

If you add a character, it will be inserted to the left of the cursor.

Confirm the entry with . The sewing sequence is shown on the screen and you can now sew.
Editing a word sequence

In order to process a single character or a word sequence, it must be previously selected.

To select a single character, just move the red dash to the character using the cursor icons. The selected character is surrounded by a colored frame.

To select a word sequence, touch the icon. Then move the red dash across the word sequence to be selected, using the cursor icons. The selected characters are surrounded by a colored frame.

- After selecting one or more characters, you can alter all settings of these characters.
- More functions for altering the selected characters or word sequence and for other processing options can be selected with the icon.
- You can delete one or more characters or the entire word sequence.

If you move over a previously selected character or word sequence, the selection is cancelled again.

If you want to process other characters, just select them using the cursor icons.

When you have finished modifying the characters, cancel the selection by touching the icon again.

The tie-off program is activated automatically.

Saving a word sequence

Touch the icon to save a word sequence.

A window is opened for opening, saving, closing or deleting an embroidery pattern.

Open
Use this function to access the machine’s memory and select an existing word sequence.

Save
Use this function to save the sequence under the existing name.

Save as
Use this function to give the sequence a name or rename it.

A name may be a maximum of 8 characters long.

Close
Use this function to close a sequence without saving it (after query).

Delete
Use this function to delete the sequence (after query).

Sewing a monogram

There are two Monogram fonts available in the machine (Maxi 1 and Maxi 2). These are sewn as single stitches. The feed dog should be engaged.

If you select one of the monogram stitches, a screen with the letter A appears automatically.

Select the letter of your choice by touching the +/- icons with the letter “A” above. As you touch the +/- icons the letter above them changes as well as the monogram in the upper left corner of the screen.

The tie-off program is activated automatically.
4. Operate the multi-color touch screen

**Embroider single designs**
Select “Embroidery/Card”, to embroider a single design from the machine’s memory. You can also embroider a design from a creative card or a creative memory card.

The Pfaff creative card 300 with 32 designs, is supplied with your Pfaff creative 2144.

The Pfaff creative cards of the creative 7570 can be used in the creative 2144. If you use the cards for the 7570, the designs do not appear on the screen in the correct colors of the design.

**Selecting a design from the machine’s memory or from a creative card**
Touch “Embroidery/Card, and the following screen appears.

In this menu, you can call up embroidery designs from a creative card or from the machine’s built-in memory.

The 2144’s built-in stitches (e.g. 9 mm / MAXI stitches) can only be called up in the embroidery combination.

The machine’s memory may contain:
1. The designs that have been saved in the machine from a creative card.
2. Designs which have been created on a PC and saved in your 2144.
   A design can only be saved from a creative memory card to the machine in the Creative Data Manager.
3. Previously created sewing sequences that you have saved permanently in your Pfaff creative 2144.
• Touch any design, and it appears enlarged on the screen.

Confirm your choice with ✓ or touch the screen.

Your Pfaff creative 2144 calibrates, to sense the size of the hoop attached to the embroidery unit. This might take a few seconds. After the calibration, your Pfaff creative 2144 is ready to embroider.

If no hoop is attached, your Pfaff creative 2144 selects the hoop size most suitable for your design.

All settings and sewing functions for the design are displayed on the screen and can be altered.

### Basting in the embroidery hoop

If you touch the icon, you activate a basting function.

The machine will then sew a 6 mm straight stitch at a distance of 2 mm around one or more selected designs.

This enables you to secure your fabric to a non-adhesive stabilizer placed beneath it, especially when the fabric to be embroidered cannot be hooped. It also provides support for stretchy fabrics.

**Tip:** If you select “embroidery / single color segments”, only the selected color segment will be basted.

If you press the foot control, the embroidery foot is lowered into the embroidery position and the sewing machine starts to baste.

### Enlarged view

If you touch the icon, an enlarged representation which covers the whole multi-color touch screen is opened.

By touching the multi-color touch screen you close that view.
4. Operate the multi-color touch screen

On screen color changing

Touch the icon. The window has three fields in where you can make changes.

If you confirm your input, this command affects all three fields and the window is closed.

Top field / Select color segment
1. Select the color segment you wish to change, using the cursor arrows. Only the selected color in the design is displayed.

2. To embroider a single color segment, select that color in the Top field. Press the foot control after choosing the color to be sewn.

3. If you set the cursor to M, the machine embroiders all areas in the same color.

Middle field / Change color
Use the cursor arrows to choose the new color, you want the selected color segment to have.

Bottom field / Color intensity
Use the cursor arrows to adjust the shade of a color in a selected segment.

Save your change by touching , the window is then closed.

Touch , the window is closed without any changes being saved.

Note: After the embroidering has started the cursor arrow must be reset to or M when changing the colors !!

After the first stitch, no additional changes can be made for the parameters.

Hoop selection

To change hoop size, touch the icon. A pop-up with the available hoop sizes appear.

Touch the desired hoop size to select it. The design appear on the screen within the selected hoop. The measurements of the selected hoop size are visible on the screen below the embroidery field (in this sample, the 225x140 mm hoop is selected).

(Top 80x80 hoop is available as an optional accessory from your Pfaff dealer).

Touch , the window is closed without any changes being saved.

Make sure to attach a hoop with the same size as displayed on the screen.

Automatic hoop positioning

When you press the foot control to start embroider, your Pfaff creative 2144 perform the calibration once more to position the hoop correctly. When calibrating, the embroidery hoop size attached to the embroidery unit must be the same as the hoop size shown on the screen.
Parking position of the embroidery hoop
When you have completed embroidering a design, you have the option of putting the hoop in a “parking position”. This enables you to turn the embroidery arm and makes it easier to remove the embroidery unit.

For that purpose, after the design has been completed, a window with a query appears:

“FINISHED set the embroidery to park position?”

If you confirm the message with ✓, the embroidery hoop moves to the parking position.

If you confirm the message with ✗, you can embroider the design again.

Positioning of designs in the embroidery hoop

With the icon you open a window for moving the designs or embroidery combinations within the hoop. You can alter the size of the single designs, rotate and move them on the multi-colour touch screen. Click and drag on the screen or use the increment icons.

With the arrow icons, you can move your selected design or the combination within the embroidery hoop. The numbers at the upper edge of the window indicate how many mm your design or combination has been moved from the center of the hoop.

If you touch the icon, you can position your selected design or the combination in the hoop with your finger or the stylus directly on the multi-color touch screen.

To deactivate, touch the icon again or activate the function. Both functions cannot be activated at the same time.

Touch the icon to rotate the selected design by 1° increments.

If you touch the icon, you can rotate your selected design or the combination in the hoop with your finger or the stylus directly on the multi-color touch screen.

To deactivate, touch the icon again or activate the function. Both functions cannot be activated at the same time.

The selected function is shown as a red icon in the upper left corner of the hoop-area.

If you touch the icon, the design or the combination which protrudes beyond the hoop returns into the hoop.

If you touch the icon, the command described before will be cancelled.

If you confirm the input with ✓, the window will be closed and your settings saved.

The or functions remain activated. They are switched off by touching the respective icon.

If you touch the icon, the window will be closed, the design or the combination returns to the original position, and the process is interrupted.

The or functions, however, remain active. They are switched off by touching the respective icon.
Positioning a design on the hooped fabric

To precisely position a design, check the position of the design on the hooped fabric before embroidering.

Note: If several designs are selected the following instructions apply to all the selected designs.

For that purpose, touch the icon. A boundary frame marks off the dimensions of the design. The center of the design is indicated by a cross-hair cursor.

Orbiting a design

- If you press the icon, the embroidery hoop drives to the farthest left upper position of the design. Check that the needle enters the hooped fabric at that place.

If you press the following icons, the hoop will orbit the whole design in successive steps.

- By touching the design itself on the multi-color touch screen, the cross-hair cursor moves to that place and the hoop drives to the corresponding position. The cross-hair cursor can be repositioned with your finger to several successive places. Each time you touch the screen the hoop will move to the selected position. Check that the needle enters that position on the hooped material.

Positioning with the aid of the cross-hair cursor

You can also accurately include one or more designs in a large embroidery combination by rehooping.

For that purpose, touch also the icon.

Note: If the design is to be added with precision to an already embroidered design, the design position to which the current design is to be joined must be located in the embroidery field of the attached hoop.

Tip:

For rehooping and a practical example of how to use the positioning template, see page 6-22ff.
4. Operate the multi-color touch screen

**One color embroidery**

To embroider the complete design in one color, touch the icon and select M in the top field.

Touch OK, the window is closed.

The design can now be embroidered.

- Press the foot control, the presser foot is automatically lowered to the embroidery position and your Pfaff creative starts embroidering. Tie-off is performed at the start of the design.
- A window with the following message appears: "If you wish to embroider without pressing the foot control, please confirm now with OK."
- After a few stitches, release the foot control and cut off the thread tail. The message window is closed.
- Press the foot control again and touch during embroidering. Your Pfaff creative 2144 will keep on embroidering.

When the design is finished, the threads are tied off and cut, the embroidery foot raises and the machine moves to the center of the design and comes to a standstill.

The "Ready" message appears on the screen.

If you would like to embroider another design from the card, open the card's directory again by touching and select a new design.

Touch to switch back to the main menu.

Note: You can stop your Pfaff creative 2144 at any time. Either touch the screen, or tap the foot control. The machine immediately stops embroidering.

**Multi-color Embroidery**

When embroidering a design consisting of several colors, you can check the color order by touching .

The top field shows the color order, from top to bottom.

The selection arrow must be on the icon.

Have the colors ready in the order in which they are needed, and thread the first color.

- Press the foot control, the presser foot is automatically lowered to the embroidery position and your Pfaff creative starts embroidering. Tie-off is performed at the start of the design.
- A window with the following message appears: "If you wish to embroider without pressing the foot control, please confirm now with OK."
- After a few stitches, release the foot control and cut off the thread tail. The message window is closed.
- Press the foot control again and touch during embroidering. Your Pfaff creative 2144 will keep on embroidering.

Your Pfaff creative 2144 stops after each color segment, and the threads are tied off and cut.

A window with the following message appears: "Change of thread, please insert the next color"

Rethread your Pfaff creative 2144.

- Press the foot control, and your Pfaff creative starts embroidering. Tie-off is performed in the beginning of each color.
- A window with the following message appears: If you wish to embroider without pressing the foot control, please confirm now with OK."
- After a few stitches, release the foot control and cut off the thread tail. The message window is closed.
- Press the foot control again and touch during embroidering. Your Pfaff creative 2144 will keep on embroidering.

Repeat the above process until all thread colors are finished.

When the design is finished, the threads are tied off and cut, the embroidery foot raises and the machine moves to the center of the design and comes to a standstill.

The "Ready" message appears on the screen.

If you would like to embroider another design from the card, open the card's directory again by touching and select a new design.

Touch to return to the main menu.
“Jumping over stitches” when embroidering several colors

With the icon you open a window for moving the hoop to a specific stitch in a design or a combination of designs. Thus you can jump quickly to the beginning of a specific area of a design and embroider only that part.

Touch to open another window for entering a stitch number.

Enter the stitch number.

If you confirm your entry with , the embroidery hoop moves to this stitch.

With the icon you interrupt the process.

With the icon you reverse stitch by stitch, also beyond color changes.

With the icon you advance stitch by stitch, also beyond color changes.

With the icon you move the hoop to the start of the preceding color in a design. The color is indicated in the icon.

With the icon you move the hoop to the start of the next color to be embroidered in a design. The color is indicated in the icon. If the last color is selected, this icon is not active.

With the icon you call up a cross-hair cursor which indicates the current needle position.

With the icon you position the needle at the start of the current color.

In an embroidery combination, see “Embroidery combinations”, you reverse the hoop design by design with the icon. If the first design is selected, this icon is not active.

With the icon you advance the hoop design by design. If the last design is selected, this icon is not active.
**Embroidering a single color segment**

To embroider a single color segment of a design, touch \( \) and select the color with the cursor arrows. Only the selected color segment is shown on the screen.

Thread your Pfaff creative 2144, using the desired color. Press the foot control, the presser foot is automatically lowered to the embroidery position and your Pfaff creative starts embroidering as described in “One color embroidery”.

“Jumping over stitches” when embroidering a single color segment

With the \( \) icon you move the hoop to the start of the next color segment of a design.

The color is indicated in the icon.

This function is active only when the same color is to be embroidered twice in a design.

With the \( \) icon you move the hoop to the start of the preceding color segment in a design. The color is indicated in the icon.

This function is active only when the same color is to be embroidered twice in a design. In our design the sewing machine is located at the start of the first color segment.

With the \( \) icon you reposisition the needle to the start of the current color.

Note : If you use the number input \( \) for moving the hoop, the hoop will move only within the selected color segment.

- If the entered stitch number is too small for the selected color segment, the embroidery hoop will move to the start of the color segment.
- If the stitch number is too large, the embroidery hoop will move to the end of the selected color segment.

In an embroidery combination, see “Embroidery combinations”, you use the \( \) icon to reverse and \( \) to advance the hoop design by design. You must set the color for every single design.

**Sewing with the embroidery unit attached**

It is possible to switch directly from embroidering to sewing without having to remove the embroidery unit or take the cards out of the drives.

However, you will have to remove the embroidery hoop.

Engage the feed dog and insert the required presser foot.

By touching \( \), you return to the choice of stitches in the main menu and can select a different stitch.

The embroidery unit moves to its right-hand position to leave the maximum amount of space for sewing.

This is only recommended for minor sewing jobs; for more extensive sewing or when working on large pieces of fabric, it is better to remove the embroidery unit.

**Embroider monograms and letters**

On the creative card 300, you can find one single monogram and two embroidery alphabets, used to create combinations.

Both single monograms and embroidery alphabets that can be programmed into a combination can be saved on a creative card/creative memory card.

The monogram is found in the folder “Framed” and the embroidery alphabets are found in the folder “Alphabets”.

**Embroider a monogram that is stored on a card**

The monograms are embroidered and can be adjusted in the same way as described in “Embroider single designs” (page 4-13 – 4-16).

Open the folder “Framed” on the creative Card 300.

Use the cursor icons to browse one column at a time to select the desired letter.
Touch a monogram, it appears enlarged on the screen.

Confirm the monogram with  vagy touch the screen.

Your Pfaff creative 2144 calibrates, to sense the size of the hoop attached to the embroidery unit.

All settings and sewing functions are displayed on the screen and can be adjusted for your specific needs.

Touch the desired icon to modify the design. A window for more input opens.

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Create a word combination of embroidery alphabets

Touch “Embroidery/Card”.

To select an embroidery alphabet from the machine’s memory, touch the icon.

To select an embroidery alphabet from a card, touch the icon for the front card drive and the icon for the rear card drive.

The procedure for selecting an embroidery alphabet from the machine’s memory and from a creative card is the same.

Open the folder “Alphabet” on creative card 300. The available alphabets appear on the screen as icons, illustrating the alphabet style.
4. Operate the multi-color touch screen

The functions for rewriting monograms and for selecting the machine’s memory are blocked. These functions are for creating and saving embroidery combinations. To do this, select “Sequence/Combination” and then “Embroidery Combination” in the main menu.

When you open the processing screen for the embroidery combination, the most important settings are directly visible and selectable.

The machine is ready to embroider.

By touching the alphabet of your choice, the alphabets input menu opens. You can enter the desired letters.

Touch to confirm your input, it appears on the screen.

The difference in the structure of this menu is that more functions are visible and available for selection than in Embroidery / card.

Adjust an embroidery alphabet combination

If you wish to adjust a letter or a combination of letters, it must be selected.

To select a letter, move the cursor to the desired letter using the cursor arrows. The selected letter is shown surrounded by a colored frame.

Touch to select a combination. Select the letters which you wish to adjust, using the cursor arrows. If you keep the icon depressed, all designs will be selected.

Note:
- The letters are selected in the order they were entered.
- Single letters cannot be skipped or omitted when selecting a combination.
- When you adjust several letters in a combination, you have to select and adjust them one by one.

The selected designs are surrounded by a colored frame.

After selecting one or more letters, you can alter all their settings.

You can delete one or more letters, or delete the entire combination.

If you move over a previously selected letter or combination with the cursor arrows, the selection is cancelled again.

If you would like to select another letter, select it with the cursor arrows.

When you have finished modifying the characters, cancel the selection with the icon.

All settings and sewing functions displayed on the screen for both single monograms and alphabet combinations can be altered for your specific needs.
4. Operate the multi-color touch screen

More options in the alphabet combination

If you touch , more functions for modifying the alphabet combination, is opened. Positioning of the combination in the hoop, mirror functions, color changing, and hoop selection are samples of the functions available. Touch the icon a further time to close the window.

Prepare a creative memory card for saving

Before designs/combinations/sequences can be saved on a creative memory card, it must be formatted.

To format a Creative memory card, insert an empty, unformatted, card in a card drive.

The following message then appears:

Touch the window for entering the name appears. (Max. 8 characters)

Touch to interrupt the process.

By giving the creative memory card a name, you have formatted it!

Sewing sequence

You can combine various stitches and save them permanently in the Sequence/Combination menu.

The “Sequence/Combination” menu is divided into Sewing and Embroidering.

- In the Sewing sequence menu, you can combine various 9 mm stitches and MAXI stitches from the machine, a creative memory card or a creative card and sew them as a continuous border.

  To do this, engage the feed dog.

- In the Embroidery combination menu, you can combine embroidery designs from a creative memory card or a creative card and/or 9 mm stitches and maxi stitches from the machine and embroider them in a hoop.

  To do this, the embroidery unit must be attached.

Create a sewing sequence

When you touch “Sewing sequence”, the sewing sequence screen opens.
Here, you can choose whether you wish to create a new sewing sequence or call up a previously saved sequence.

Touch \( \) to open a previously saved sewing sequence from a creative memory card or from the machine's memory.

Touch \( \) on the sequence screen to create a new sewing sequence.

A variant of the main menu is opened.

Here, you can choose between stitches from the machine (see chapter 1, Stitch overview) and stitches that are stored on a creative memory card.

Select a stitch from the machine

Touch \( \) on the sequence screen, the different stitch menus available in your Pfaff creative 2144 appears.

Touch "9mm Decorative Stitches", the selection menu is opened.

Touch "Leaves/Flowers", and the choice of stitches are displayed.

If you touch the stitch that you would like to include in your sewing sequence, a menu in which you can modify the single stitch is opened.

You can mirror the stitch, alter its density and adjust the thread tension.
4. Operate the multi-color touch screen

Touch \( \checkmark \) to confirm your selection, it appears in the sewing sequence screen.

When you open the sewing sequence screen, the most important settings are visible and selectable.

A cursor line shows the end of the sewing sequence where all further stitches are added.

If you wish to continue working with a stitch, move the cursor line over the stitch to select it.

A selected stitch is shown surrounded by a frame in the sewing sequence.

More options for adjusting a sewing sequence are accessed by touching \( \square \).

Touch the \( \square \) icon again to close the selection.

If you wish to repeat the same stitch, touch \( \square \). It appears directly on the screen.

Touch \( \square \) on the sequence screen to call up each additional stitch that you wish to include in the sewing sequence. The variant of the main menu appears again to enable you to select each additional stitch.

- If you wish to include other stitches from the machine’s memory, proceed as described above.
- If you wish to combine stitches from the machine’s memory, a creative card or a creative memory card, touch “Card / machine”.

Select a stitch from a card

The following window appears when you touch “Card / machine”.

Touch the proper card drive.

The procedure for selecting a stitch/pattern from the machine’s memory or from a creative card is the same.

Selecting a stitch/design that is stored on a card:

You can only select stitches that can be included in a sewing sequence. Embroidery designs, embroidery alphabets or embroidery monograms cannot be used.

The content of the entire creative card is opened.

- Stitches appear directly on the screen.
- If the content on the card is arranged in different directories, these are shown as folders.

You can browse one column at a time with the cursor arrows. Touch a folder to see its content.

When you open the directory where the stitches are stored, or touches a stitch to include it in your sewing sequence, a menu to adjust single stitches is opened.
You can mirror the stitch/design, alter its density and adjust the thread tension.

Operate the multi-color touch screen

Touch to confirm the stitch, it appears in the processing window of the sewing sequence.

The stitch is placed next to the first stitch at the cursor line. The cursor line automatically jumps to the end of the last entered stitch.

More options for adjusting a sewing sequence are accessed by touching.

Touch on the sequence screen to call up stitches that you wish to add in the sewing sequence.

If you wish to repeat the same stitch, touch. The stitch appears directly on the screen.

As soon as you have completed a sewing sequence, you can proceed to sew.

If you touch, a safety query appears.

If you confirm with, you return to the Sequence/Combination menu.

Touch to return to the main menu after a safety query.

Arrange stitches within a sewing sequence

To obtain wider borders, you can save connecting stitches in your sewing sequence.

These connecting stitches make it possible to move stitches in various directions.

This results in new shapes and large-area borders.

Connecting stitches are straight stitches with a length of 1 mm. They can be made in 16 different directions.

More than one stitch will often be needed to render stitches visually distinct from one another.

When using connecting stitches, it is very important to note where the stitch you are using starts and ends.

The stitches are sewn in the direction chosen from the end of the stitch.

The next stitch starts at the end of the last jump stitch.

A stitch is placed in the middle of the working area.

When you touch, a screen opens where you can enter the direction (use the arrow icons) and number of connecting stitches. Confirm each connecting stitch with.

Save your input by touching, the window is then closed.

Touch, the window is closed without any changes being saved.

The cursor line shows the end of the connecting stitches at the point where the following stitches will be added.
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4. Operate the multi-color touch screen

Touch \( \text{Touch} \) to call up each additional stitch that you wish to include in the sewing sequence.

More options for adjusting a sewing sequence are accessed by touching \( \text{Touch} \).

The last stitch in a sequence is always marked and followed by a cursor line marking the point where next stitch will be added.

**Tip:** Borders with connecting stitches are neatest if the connecting stitches are covered by the actual stitch (in this case the flowers) itself.

Adjust an existing sewing sequence

An existing sewing sequence can be adjusted. By selecting an individual stitch within a sequence or an entire sequence, you can do adjustments according to your wishes.

To select an individual stitch, use the cursor arrows to move the cursor line in front of the stitch you want to adjust. The selected stitch is surrounded by a frame.

Touch \( \text{Touch} \) to select a sewing sequence. If you keep the icon depressed, all stitches will be selected.

A cursor line appears. Move it with the cursor arrows across the stitches to select them. The selected stitches are surrounded by a frame.

- After selecting one or more stitches, you can modify all their settings. What settings that can be changed depends on how many stitches and what kind of stitches that are selected.

  More options for adjusting the selected stitches or sewing sequences are accessed by touching \( \text{Touch} \).

- You can delete one or more stitches, or delete the entire sewing sequence.

If you move the cursor line over a previously selected stitch or sewing sequence, the selection is cancelled.

If you would like to adjust another stitch, select it with the cursor arrows.

When you are satisfied with your adjustments, cancel the selection with the \( \text{Cancel} \) icon.
Inserting a stitch in the sewing sequence

If you would like to insert a stitch in the sewing sequence, use the cursor arrows to move the cursor line to the insertion point in the sewing sequence.

The cursor must be positioned at the point where you wish to insert the stitch.

Select a new stitch.

When the stitch has been inserted, the cursor moves to the end of the inserted stitch.

Inserting a stitch at the start of a sewing sequence

If you wish to insert a stitch at the beginning of a sewing sequence, move the cursor line to the beginning of the sewing sequence and select a new stitch.

The stitch is automatically placed at the start of the sewing sequence.

Save a sewing sequence

Touch 📝 to save the sewing sequence:

The window for opening, saving, closing or deleting the sewing sequence opens.

When you touch "Save as", the menu for entering the name opens.

You can give your sewing sequence a name and select a path where the sequence should be saved.

When you open the menu, the machine's memory is selected automatically.

The input field shows a directory where the sewing sequence is automatically saved. The input field shows the name "NEW". You can delete this name with the icon and enter a name of your choice.

A name may be a maximum of 8 characters long. Touch 📝 to confirm your input.

The sequence is now stored in the directory "Sewing sequence" in the machine and can be opened again by selecting that directory.

If you touch the icon, another window for selecting a different directory is opened.
You can save the sewing sequence in a different machine directory, or on a card.

**Save in the machine**
To save the sewing sequence in the machine, select the directory with the cursor arrows.

Touch \( \square \) to close the window. The sewing sequence is saved in the selected directory.

Touch \( \square \) to close the window without saving your input.

**Save on a creative memory card**
If you wish to save the sewing sequence on a card, select the appropriate card drive.

If you have created directories on the card, select the appropriate directory with the cursor arrows.

Touch \( \square \) to close the window. The sewing sequence is saved in this directory.

Touch \( \square \) to close the window without saving your input.

Confirm the name you have entered by touching \( \square \), the window is closed.

The sewing sequence remains visible on the screen and can be sewn.

If you touch \( \square \) a safety query appears.

If you confirm with \( \square \) you return to the Sequence/Combination menu.

Touch \( \square \) to return to the main menu after a safety query.

**Close a sewing sequence without saving**

1. If you touch \( \square \) and "Close", you exit the menu without saving the sewing sequence.

   A window appears with a safety query.

   If you touch \( \square \), is the sequence closed.

   If you touch \( \square \), the menu is closed.
2. If you touch “Open” and “Open”, you exit the menu without saving the sewing sequence.
   You then simultaneously open a sewing sequence that has previously been saved.
   A window appears with a safety query.
   If you touch “OK”, a version of the Data Manager opens, where you can open a saved sewing sequence.
   If you touch “Exit”, the menu “Open” is closed.

3. By touching you return to the main menu.

Delete a sewing sequence
If you touch “Delete”, a window appears with a query.

Touch “OK” to delete the sewing sequence.
Touch “Cancel” if you do not want to delete the sewing sequence.

Select and open a saved sewing sequence

Touch “Open” to open a previously saved sewing sequence from a creative memory card or from the machine’s memory.

Open from the machine’s memory
Use the cursor arrows to move the selection bar to the directory in which the sewing sequence is stored.

Confirm the directory by touching “OK”, a list of names in that directory opens.
Select the sewing sequence directly with the cursor arrows.
The selected sewing sequence appears on the screen when you touch the “OK” icon.

Open from a creative memory card
To open a sewing sequence from a card, select the appropriate card drive.
If there are directories on the creative memory card, proceed as described for opening from the machine.
If there are no directories on your creative memory card, select the sewing sequence directly with the cursor arrows.
The selected sewing sequence appears in the screen when you touch the “OK” icon.

All settings for the sewing sequence can now be adjusted for your specific needs.

If you “Save”, the adjusted sewing sequence is saved under the same name. The sequence previously saved is automatically erased.

To save the sewing sequence under a new name, touch “Save as”.
The previously saved sequence is preserved.
Embroidery combinations

Create an embroidery combination

Touch "Embroidery combination", to open the embroidery combination screen.

Here, you can choose whether you wish to create a new embroidery combination or call up a previously saved one.

Touch [to open a previously saved combination from a creative memory card or from the machine’s memory.

Touch [to create a new embroidery combination.

A version of the main menu opens.

In this menu, you can choose between desings stored in the machine (see page 3-10 to 3-12) and designs that are stored on a creative memory card.

For a detailed description of the worksteps please refer to the "Sewing sequence" section.

Select a design from the machine’s memory or from a creative memory card

In this menu you can select embroidery designs from a creative memory card or from the machine’s memory.

The machine’s memory may contain:

1. Designs from a creative card or a creative memory card that have been saved in the machine memory.

A design can only be saved from a creative card or a creative memory card to the machine using the Creative Data Manager.

2. Designs which have been created on a PC and saved in your Pfaff creative 2144.

3. Previously created embroidery combinations that have been saved permanently in the machine.
4. Operate the multi-color touch screen

When touching "Embroidery / card", the following window appears.

To call up a design from the machine's memory, touch  for the front card drive and  for the rear card drive.

The procedure for selecting a stitch/design from the machine's memory or from a creative card is the same.

**Select a design stored on a card**
You can only select designs which are possible to include in an embroidery combination.

The contents of the entire creative card are opened.

- Designs appear directly on the screen.
- If designs on the card are arranged in different directories, these are shown as folders.

Touch the folder "Embroid" to see the contents of that directory.

You can browse one column at a time with the cursor arrows.

Touch a design, it appears enlarged on the screen.

Confirm the design with  or touch the screen, a menu is opened for mirroring, rotating or modifying the size of the single design.

Confirm with  , the design appears on the screen.
On the screen, the most important settings are directly visible and selectable.

Touch \( \text{sequence screen} \) on the sequence screen to call up each additional design that you wish to include in the embroidery combination.

A version of the main menu appears to enable you to call up each additional design.

Touch \( \text{access the machine’s memory} \) to access the machine’s memory. Save the embroidery combination in the machine’s memory or on a creative memory card.

More options for adjusting the embroidery combination are accessed by touching \( \text{embroidery combination} \).

Touch \( \text{close the window} \) to close the window.

A design is normally placed in the center of the hoop. The position of any design can be adjusted.

**Exception:** Continuous designs from the machine’s memory.

---

**Move the design within the hoop**

The design is placed in the center of the embroidery field (hoop). This position can be adjusted.

Touch \( \text{open a screen where the embroidery design or combination can be moved within the hoop, enlarged and rotated in 5 degree steps} \) to access more options for adjusting the embroidery combination.

Use the \( \text{icon} \) to open a screen where the embroidery design or combination can be moved within the hoop, enlarged and rotated in 5 degree steps.

Use the cursor arrows to move the selected design or embroidery combination within the hoop.

The numbers at the upper edge of the window show you how far (in mm) your design is moved from the center of the hoop.

Save your change by touching \( \text{the window is then closed} \), the window is then closed.

Touch \( \text{the window is closed, and moved designs return to their original position} \), the window is closed, and moved designs return to their original position.
4. Operate the multi-color touch screen

Touch to duplicate the selected design.

The design is placed above the other and is ready for further adjustments.

More options for adjusting the embroidery combination are accessed by touching .

Use the icon to open a screen where the embroidery design or combination can be moved within the hoop, enlarged and rotated in 5 degree steps.

Use the cursor arrows to move the selected design or embroidery combination within the hoop.

The numbers at the upper edge of the window show you how far (in mm) your design is moved from the center of the hoop.

Touch on the sequence screen to call up each additional design that you wish to include in the embroidery combination. A version of the main menu opened to enable you to call up each additional design.

The design is placed in the center of the hoop and is ready for further adjustment.
Touch \[\text{Move} \] to move the embroidery design within the hoop.

In this sample, we have rotated the monogram.

The machine is always ready to embroider.

Embroidery is performed according to the below.

Note: How to jump over stitches in an embroidery combination, see “Jumping over stitches when embroidering several colors” page 4-18.

**Embroider**

- Press the foot control, the machine starts embroidering.
  
  Tie-off is performed at the start of the design.

- A window appears with the following query:
  
  “If you wish to embroider without pressing the foot control, please confirm now with OK.”

- After a few stitches, release the foot control and cut off the thread tail. The window is closed.

- If you press the foot control again and confirm this message during embroidering with \[\text{Press} \], the machine keeps on embroidering.

- When a color segment is completed, the machine stops automatically.

- Each color segment is tied off at the end and the threads are cut.

- Touch \[\text{Save} \] to save. This opens a window for opening, saving, deleting and closing an embroidery combination.

**Adjust an embroidery combination**

To adjust single designs within the embroidery combination or an entire embroidery combination, they must be selected.

**Select a single design**

When opening a screen the last inserted design is automatically selected.

To select a different design, just move to the desired design using the cursor arrows. The selected design is surrounded by a colored frame.

When a design is selected, all its settings can be adjusted. Just touch the icon for the desired operation.

**Select an embroidery combination**

Use \[\text{Select} \] to select an embroidery combination.

Move the selection to the desired designs using the cursor arrows. The selected designs are surrounded by a colored frame.

**Warning:**

- The designs are selected in the order they were entered.

- When selecting, you cannot skip or omit single designs.

- Designs, that do not follow each other in a sequence, have to be selected and adjusted individually.

- If you keep the icon depressed, all stitches will be selected.

Selected designs are surrounded with a colored frame.

After selecting a design or designs, you can change all their settings. Touch the icon for the desired operation.

To adjust other designs, just select them using the cursor arrows.

When you have adjusted the designs, deselect by touching again.

**Inserting an additional design in a combination**

You can insert additional designs into existing embroidery combinations.

Select the design before the insertion point. Choose the new design. The new design is placed in the center of the hoop and is ready for further adjustments.

Note: Designs are embroidered in the order they were entered. After inserting a design into an existing combination, the embroidery order is changed. The new design is embroidered after the design that was selected.
Move an embroidery combination within the hoop

Use the icon to open a screen where the embroidery design or combination can be moved within the hoop, enlarged and rotated in 5 degree steps.

The selected embroidery combination is surrounded by a colored frame.
Use the cursor arrows to move the selected design or embroidery combination within the hoop.
The numbers at the upper edge of the window show you how far (in mm) your design is moved from the center of the hoop.

Rotate an embroidery combination

You have the possibility to rotate your design/combination. Touch + or - in this icon to set the angle by which you want to rotate your combination.

Save your change by touching , the window is then closed.

Touch , the window is closed, and moved designs return to their original position.

To adjust other designs, just select them using the cursor arrows.

When you have adjusted the designs, touch again to deselect.

Zoom the designs in a combination

For easier positioning of the designs within a combination, you can use the zoom function to enlarge the designs on the screen.

Touch the icon to zoom in the pictured designs in steps up to 800%.

If you want to select a different design in the combination you can do that with the selection arrows.

Move the zoomed area

When zoomed in, you cannot see the whole combination. On the screen, you can find two scroll bars. Use the scroll bars to "move" the enlarged combination within the visible hoop area.

Touch a scroll bar with your finger tip and drag upwards or downwards depending on what part of the combination you want to see. Drag downwards to see the lower part of the combination and upwards to see the upper part.

If you drag the lower scroll bar to the right, you can see the right part of the combination, the opposite happens if you drag it to the left.
If you have activated the or functions, you can move or rotate your design or combination also when it is zoomed.

With you zoom out again step by step. Before you start embroider, the combination has to be shown in its natural size.

Save an embroidery combination

Touch to save the embroidery combination. The window for opening, saving, closing or deleting an embroidery combination is opened.

When you touch "Save as", the menu for entering the name is opened.

You can give your embroidery combination a name and select a path under which to save it.

When you open the menu, the machine’s memory is automatically selected.

The input field shows the directory where the embroidery combination is automatically saved. The input field shows the designation "NEW". You can delete it with and enter a new name.

A name may be a maximum of 8 characters long. Touch to confirm your input.

The combination is now saved in the directory "Embroidery combination" of the machine and can be opened again by selecting that directory.

If you touch , a further window for selecting a different directory is opened.
4. Operate the multi-color touch screen

- If you wish to save the embroidery combination on a card, select the appropriate card drive.
- If you have created directories on the card, select the appropriate directory with 

Confirm the name you have entered by touching ✔️, the window is closed. The embroidery combination remains visible on the processing screen and can be embroidered.

Touch ✖️ and "Close", to exit the menu without saving the embroidery combination.

A window appears with a safety query.

- If you touch ✔️, the embroidery combination is closed.
- If you touch ✖️, the embroidery combination is not closed.

Touch ✖️ and "Open" to exit the menu without saving the embroidery combination.

You then simultaneously open a menu for creating a new embroidery combination.

The window with a safety query.

- If you touch ✔️, the menu for entering the name appears.
- If you touch ✖️, the embroidery combination is discarded. A version of the Creative Data Manager for selecting a design is opened.

Touch ✖️ to return to the machine's main menu.

The first chapter of this manual is an overview chapter. Here you can find information about the parts of your Pfaff creative 2144 and all stitches stored in it. There is also an explanation about the different icons appearing in the different menus/screens.

Please keep these pages available for reference when using the machine.

The machine has a Pop-up Direct Help feature for the individual sewing functions and icons.

To use it, touch ❯❯ when in a stitch, then touch the icon for which you require an explanation.

Open a saved embroidery combination

Open from the machine's memory

Touch ✖️ to open the content of the machine memory. Use the cursor arrows to move the selection bar to the directory in which the sewing combination is stored.

Confirm the directory by touching ✔️, a list of names in that directory opens.

Select the embroidery combination directly with the cursor arrows.

The selected combination appears on the screen when you touch the icon.
Open from a creative memory card
To open an embroidery combination from a card, select the appropriate card drive.

If there are directories on the creative memory card, proceed as described for opening from the machine.

If there are no directories on your creative memory card, select the embroidery combination directly with the cursor arrows.

The selected combination appears in the screen when you touch the icon.

All settings for the combination can now be adjusted for your specific needs.

If you and "Save", the adjusted combination is saved under the same name. The combination previously saved is automatically erased.

To save the combination under a new name, touch "Save as".

The previously saved combination is preserved.

Delete an embroidery combination
Open the combination you want to delete.

Touch .

Touch "Delete" to delete the combination. A query appears asking if you want to delete the combination. Touch to confirm.

Embroider stitches stored in your Pfaff creative 2144
If you add a stitch from the machine memory in an embroidery combination, you follow the instructions in the section “Sewing sequence”.

Other procedures are the same as described for embroidery designs.

Exception: Stitches can be adjusted in its stitch settings such as stitch width and stitch length.

The Creative Data Manager
The Creative Data Manager organizes your Pfaff creative 2144’s stitches/designs.

Here you can work with stitches/designs, sewing sequences, embroidery combinations, "personal menus" and the "patchwork" program.

Stitches/designs, sewing sequences, embroidery combinations and programs are referred to as 'data' or 'data records'.

- Two fields are available.
- One field is the source data. The other field is the destination data.
- Either field can be used as a source or destination.
- To open directories, sub-directories, sequences/combinations, 'personal menus' or data records there is a selection bar which you can move up or down with arrows.
- In order to process a data record, it must be selected.

The selected data record is shown against a dark background.

- If a directory is selected touch to access data records.
- To exit a selected directory or another data record, use the cursor arrows to move to [ .. ] and touch .
- If you have opened more than one window for setting different functions, touch to return to the previous one, without saving your settings (i.e. you interrupt the input).

By touching in the main window, you close the Creative Data Manager.

Touch to return to the Main menu of the machine.

Functions In the Creative Data Manager
1. Stitches/designs can be saved; saved stitches/designs can be renamed, copied and deleted.
2. Creative card designs can be copied to a creative memory card.
3. Sequences/combinations can be created, renamed, altered and deleted.
4. Personal menus can be altered, renamed and deleted.
5. New directories and sub-directories can be created, whether in the machine or on a creative memory card.
6. Properties of data records, individual stitches/designs in a sequence/combination or entire directories can be reviewed.
7. Single stitches within a sequence can be seen.
8. A complete sequence/combination can be seen.
4. Operate the multi-color touch screen

Working with source and destination fields in the Creative Data Manager

The upper field is used as source, the lower field is used as destination. You can copy and move data from source to destination.

- The lower field is the destination. Therefore the first step must be done in the lower field.

  In this example we have moved the selection bar to the "sequences" directory of the menu.

- The upper field is the source. Therefore the second step must be done in the upper field. “EMBR” has been selected with the cursor keys and confirmed with .

  Then the selection bar has been placed on the “003” design.

- With you open the window to “Copy”, “Rename” and “Move” data such as stitches or sewing sequences.

Copying data

General: You can duplicate data or data records from the machine, a creative memory card or a creative card and save them to another memory or a creative memory card.

- Touch “Copy”, the "003" design is copied to the directory “EMBR”.

Note: Data from the built-in memory of the machine cannot be moved or renamed.

Moving data

General: You can move data or data records from the machine or a creative memory card to another memory or a creative memory card.

- Touch “Move”, the "003" design is moved to the directory “EMBR”.

Renaming data

To rename data or data records, touch “Rename”. A window for entering a new name opens.

A name may be a maximum of 8 characters long. For more information see “Alphabets” section, page 4-11.

Touch to confirm your input.

Touch to close the window without your input being saved.

To exit a selected directory or another data record, move the cursor keys to [..] and touch .

Touch to close the Creative Data Manager.

Touch to return to the main menu.
Working with a field in the Creative Data Manager

The following icons refer to the functions available in the Creative Data Manager.

Delete

Use this function to delete a selected stitch/design, sewing sequence or embroidery combination.

The following questions appear:

Do you really want to delete the data?

or

The directory is not empty!
Do you still want to delete it?

Touch to confirm deletion. Touch to cancel deletion.

This function can be carried out in both fields.

Create a directory

Use this function to create a new directory for your stitches/designs.

- You can do this in the main directory as well as in sub-directories you have already created.
- You can create your own directories and subdirectories for your stitches/designs/sequences/combinations/programs and "personal menus."
- This is possible in the machine as well as on creative cards.

A window for entering the directory name opens.

You can enter a maximum of 12 characters. For more information see "Alphabets" section, page 4-11.

Touch to confirm your input.

Touch to close the window without saving the input.

Memory information

Touch this icon to review properties of the data records contained in a directory or stitches/designs that you have selected.

Data can only be selected in the upper field.

In the lower, field the contents of the memory are displayed.

To close the window, touch again or .

Sort criterion

Touch this icon to sort your data alphabetically or according to data type.

If you touch the icon when the sort criterion is set to alphabetical, it is switched to data type, and vice-versa.

This function can be carried out in both fields.

Select data records

1. If you touch this icon when you have selected a sequence, you can sew the sequence straight away. The corresponding processing menu for the stitch sequence or embroidery combination appears on the screen.

2. If you touch the icon when a 'Personal Menu' is selected, the personal menu is displayed and you can select a stitch and sew it. The stitch appears on the corresponding screen.

3. If you select a stitch, the processing menu for the stitch appears and the machine is ready to sew.

4. If you select the “Patchwork” program, the processing menu for the program appears and the machine is ready to sew.

This function can be carried out in both fields.

Touch to close the window and automatically return to the Creative Data Manager.