PFAFF®

Puzzle pieces



Task bar

Embroidery mode

2 In the options bar touch hoop selection

3 Select creative Master Hoop 240x150 mm

4 Selection menu.







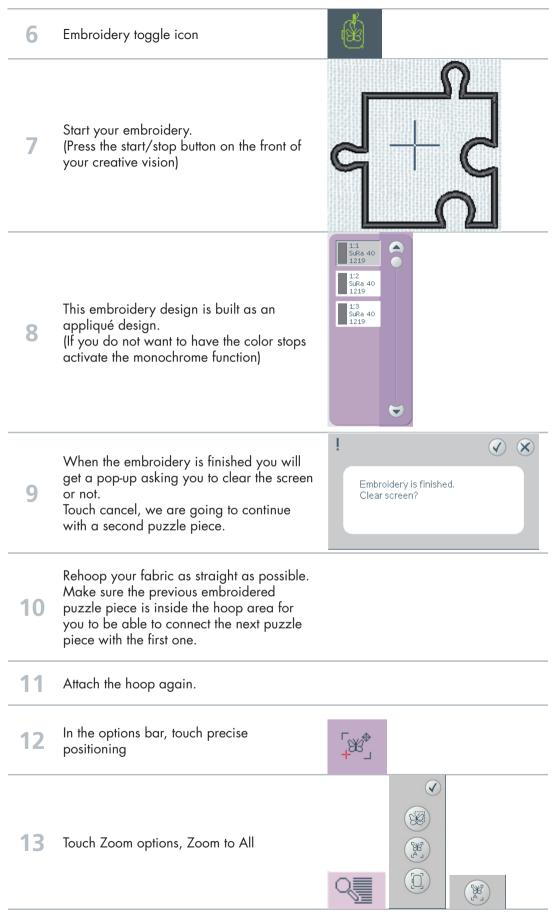




Touch....

- Built in embroidery designs
- Scroll down to the embroidery designs showing toys.
- Select the puzzle piece design. (Design no 083.vp3)

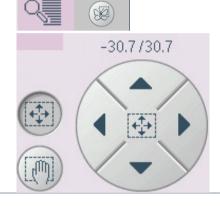




Touch the cross hair in the center of the design and drag it to the point you want to connect with your already embroidered design.



Touch Zoom Option, Touch Zoom to Boxdrag a box around your cursor. Fine tune the cursor position using the wheel.



16 Touch locking point on fabric.



- Keep your eyes on the hoop and needle above the fabric.
- Use the wheel on the screen and move the hoop so that the needle is exactly above the lower left connection stitch in the 18 previous embroidered diamond.

The coordinates will differ depending how you have hooped your fabric.



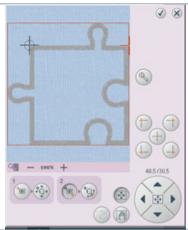
When your needle is exactly above the 19 spot on your previous embroidery, touch select matching point on screen to check another spot in your embroidery.



20 Touch Zoom options, Zoom to All



Touch the cross hair again and drag it to the matching point you want to check.



Fine tune by using the wheel, Set the coordinates to 48.5/30.5



Keep your eyes on the hoop and needle above the fabric. The hoop moves so that you can check your matching point.

If you have a gap between your needle and your already embroidered design touch rotation.

24



Drag on screen or use the wheel to rotate the design to fit it into place.

The degrees will differ depending how you have hooped your fabric.



When your needle is exactly above the spot on the previous embroidery, touch OK to to confirm the position, and close Precise positioning.

Touch the start button and sew the second piece in your embroidered puzzle. When the second puzzle piece is finished you will get the pop-up asking you to clear the screen again.

Touch cancel, and continue your puzzle by repeating step 10-24 over and over again.

