Husqvarna VIKING

User's Guide

Designer SE



KEEPING THE WORLD SEWING

This houshold sewing machine is designed to comply with IEC/EN 60335-2-28 and UL1594

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.

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

- Do not allow to be used as a toy. Close attention is necessary when this sewing machine is used by or near children or infirm persons.
- 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 authorized 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.
- 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 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.
- This sewing machine is provided with double insulation. Use only identical replacement parts. See instructions for Servicing of Double-Insulated Appliances.

SAVE THESE INSTRUCTIONS

SERVICING OF DOUBLE INSULATED PRODUCTS

In a double-insulated product, two systems of insulation are provided instead of grounding. No ground means is provided on a double-insulated product, nor should a means for grounding be added to the product. Servicing of a double-insulated product requires extreme care and knowledge of the system, and should be done only by qualified service personnel. Replacement parts for a double-insulated product must be identical to those parts in the product. A double-insulated product is marked with the words ‘DOUBLE INSULATION’ or ‘DOUBLE INSULATED’.



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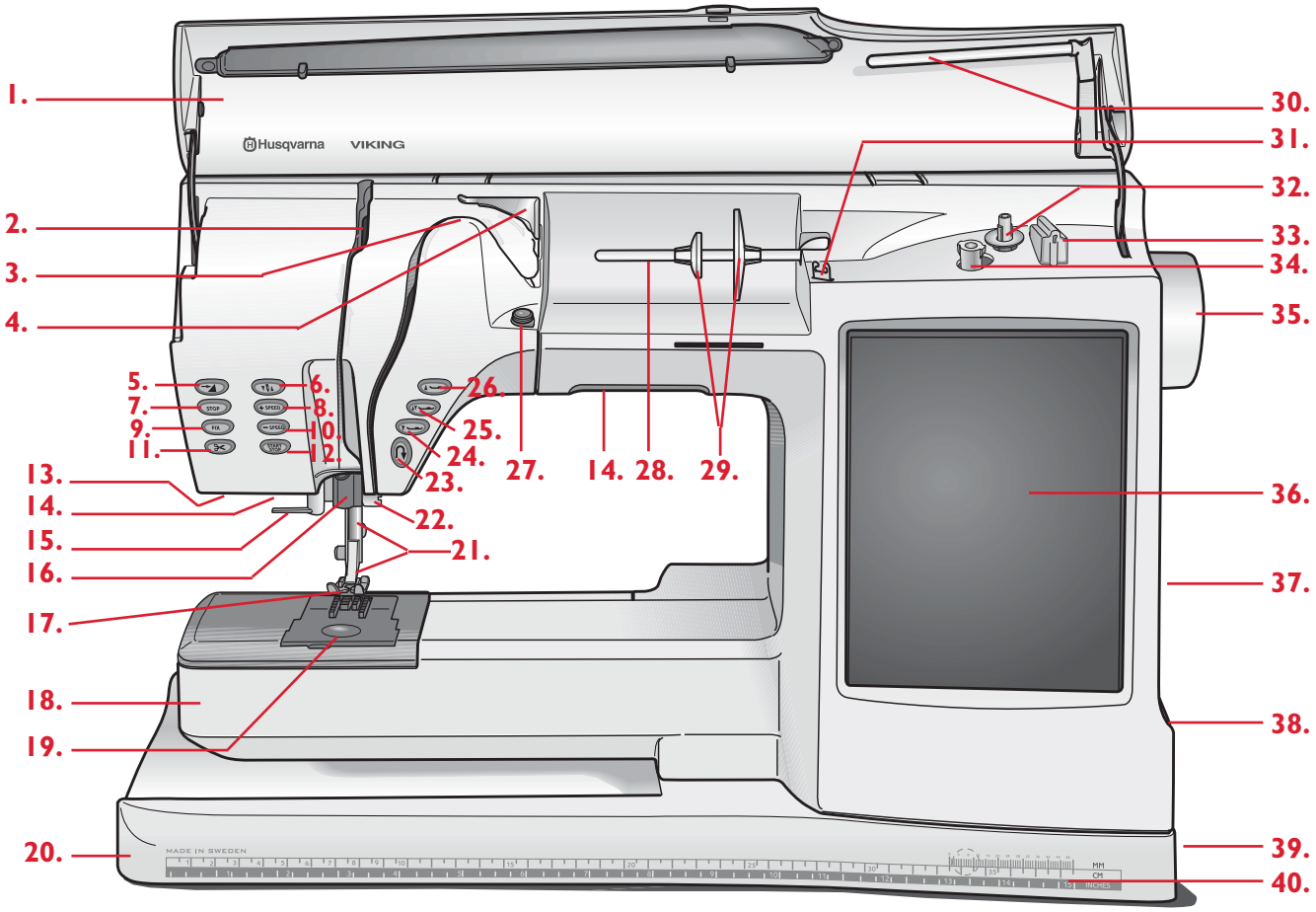
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Instruction CD

Find your Designer SE Instruction CD in the inside of the back cover of your User's Guide. Click your way through the Overview and practice with interactive sewing and embroidery exercises to get started with your new Designer SE!



Set it Up

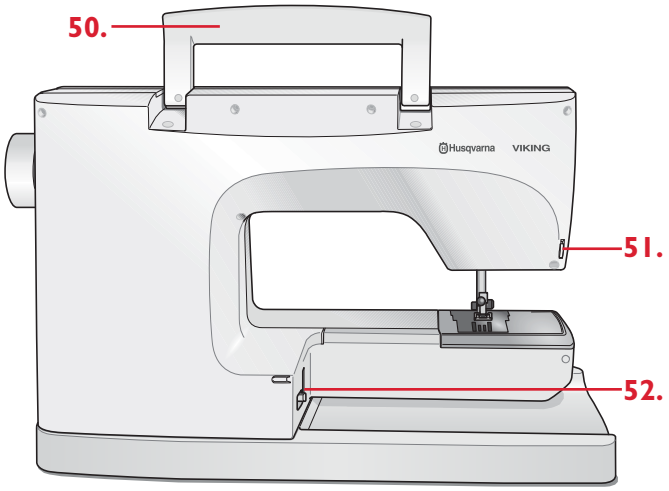


Overview – Front side

1. Lid
2. Thread take-up lever
3. Thread tension discs
4. Pre-tension
5. Stitch Re-Start button
6. Needle stop up/down button
7. Finishing Stop button
8. Speed button – faster
9. FIX button
10. Speed button – slower
11. Selective Thread Cutter button
12. Start/Stop button
13. Sensor Buttonhole Foot socket
14. SE! Light
15. Built in needle threader
16. Needle bar
17. Presser foot
18. Free arm
19. Bobbin cover
20. Base plate
21. Presser foot bar and presser foot ankle
22. Needle clamp screw
23. Reverse button
24. Sensor foot down button
25. Sensor foot pivot button
26. Sensor foot up/extra lift button
27. Thread tension disc for bobbin winding
28. Main spool pin
29. Spool holders
30. Auxiliary spool pin
31. Bobbin winding thread guide
32. Bobbin winder spindle
33. Thread cutter for bobbin winding
34. Bobbin winder lever
35. Handwheel
36. Interactive Designer Screen
37. Built in USB ports
38. Stylus holder
39. ON/OFF switch, connectors for power cord and foot control
40. Button ruler and built-in tape measure

Rear side

50. Handle
51. Thread cutter
52. Embroidery unit connection socket

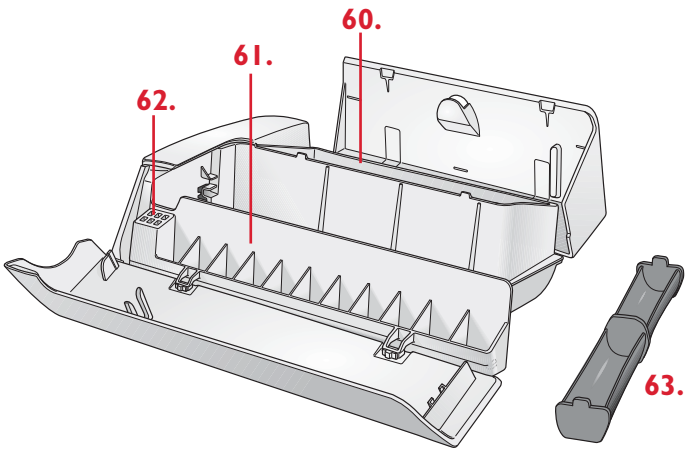


Accessory Tray

The accessory tray features special compartments for presser feet and bobbins, plus space for needles and other accessories. Store the accessories in the tray so they are easily accessible.

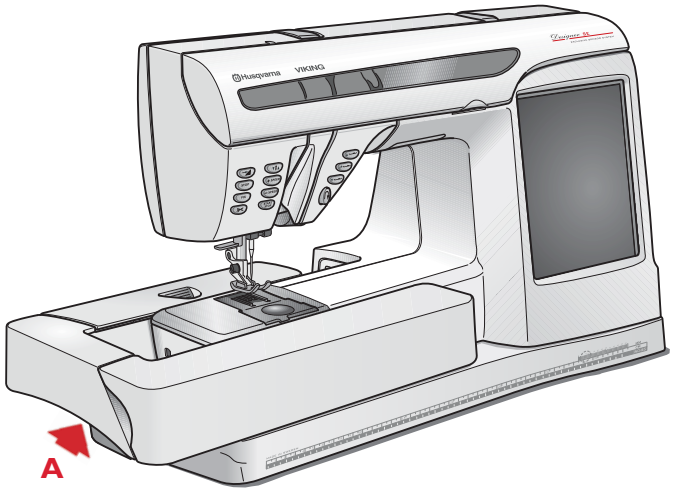
60. Space for accessories
61. Space for presser feet
62. Space for needles
63. Removable tray for bobbins

Slide the accessory tray on to the free arm to provide a larger sewing area.



Slide off the Accessory Tray

To use the free arm, slide off the accessory tray. When attached, a hook keeps the accessory tray locked to the machine. Unlock and remove accessory tray by pressing button (A) on left end and sliding accessory tray to left.



Accessories

Pictogram pen – a special pen with which you can mark directly on the fabric. The color disappears after some hours. You can also use cold water to completely remove the markings before ironing.

Needles

Thread spool

Presser feet (see page 1-18 - 1-19 for presser feet overview)

Extra spool holders, one large, one small

70. Thread nets

71. Screwdriver

72. Seam ripper

73. Stitch plate opener (attach to end of brush)

74. Brush

75. Felt pad

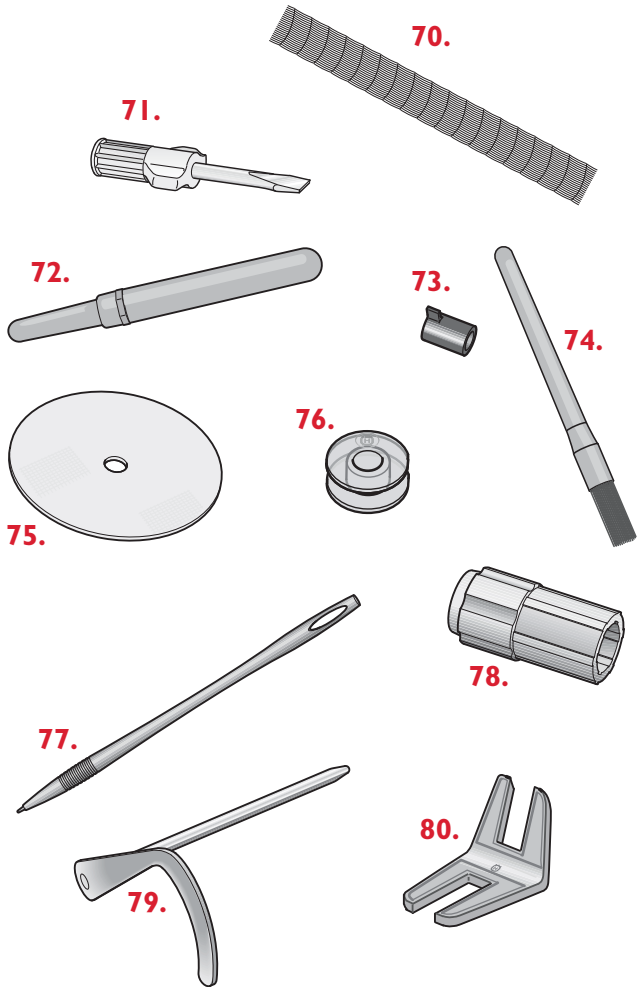
76. Bobbins

77. Stylus

78. Screw grip

79. Edge/quilting guide

80. Clearance plate/Button Reed



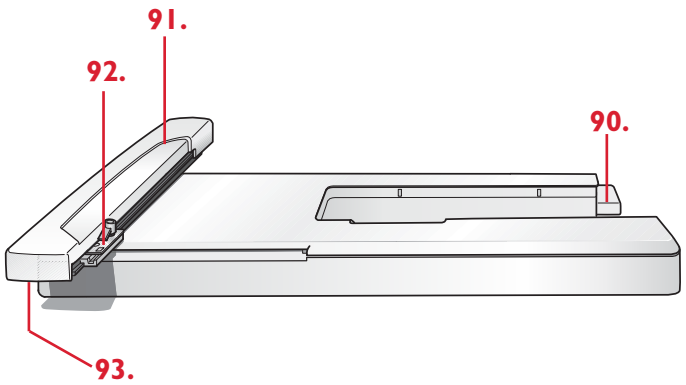
Embroidery Unit Overview

90. Embroidery unit socket

91. Embroidery arm

92. Embroidery hoop attatchment

93. Embroidery unit release button



Unpacking

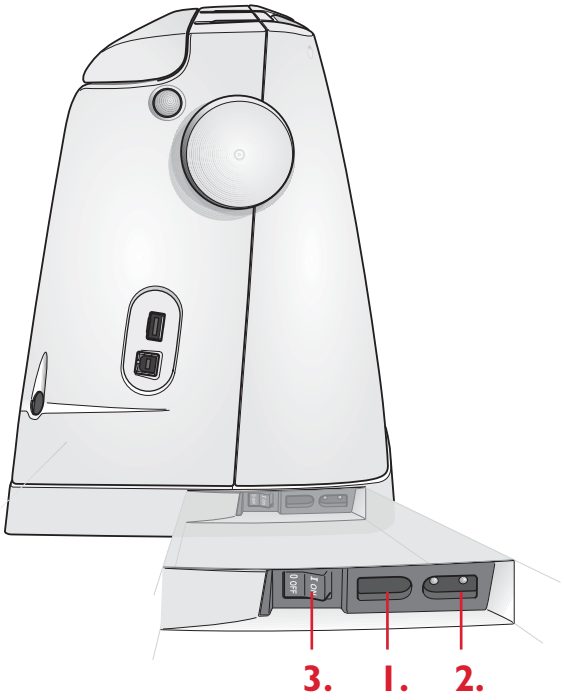
1. Place the machine on a steady, flat surface. Remove the packaging and lift off the cover.
2. Remove the packing material, the foot control and finally the protection cover. The machine is delivered with an accessory bag, a main cord and a USB cable.
3. Wipe the machine, particularly around the needle and needle plate, to remove any soil before sewing.

Connect to the Power Supply

Among the accessories you will find the power cord. On the underside of the machine is information about the power supply (V) and the frequency (Hz).

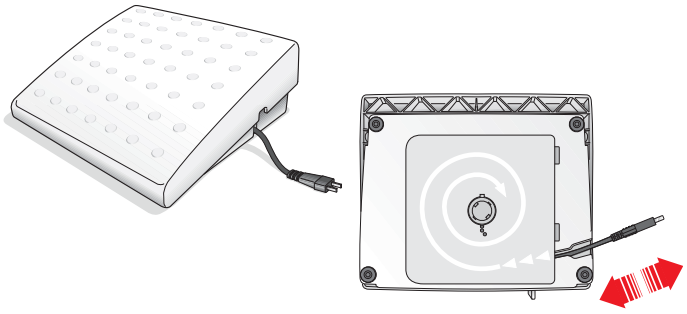
For this sewing machine, foot control type "FR3" must be used.

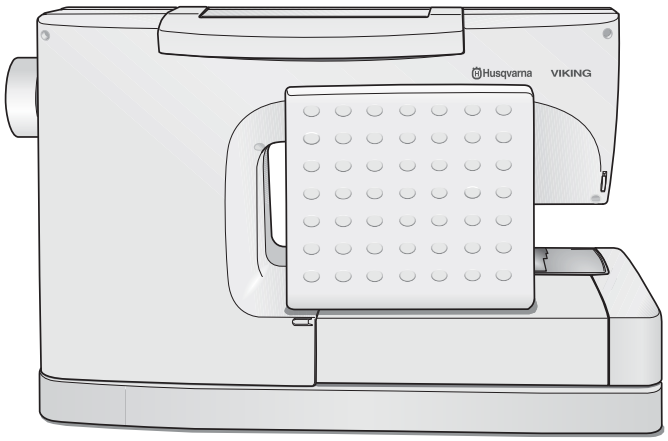
1. Pull out the cord from the foot control. Connect the foot control cord to the front socket on the bottom right side of the machine (1).
2. Connect the power cord to the rear socket on the bottom right side of the machine (2).
3. Press the ON/OFF switch to ON to turn on power and light (3).



Pack Away After Sewing

1. Press the ON/OFF switch to turn off the machine (3).
2. Unplug the cord from the wall socket and then from the machine (2).
3. Wind the power cord around your hand and place the cord in the pocket of the hard cover where the User's Guide and the Handbook are also stored.
4. Unplug the foot control cord from the machine (1). Pull the cord gently and release – the cord will wind itself into the foot control.
5. Place all accessories in the accessory tray. Slide the tray on to the machine around the free arm.
6. Place the foot control according to the picture, fitting into the recess of the accessory tray at the rear side of the machine.



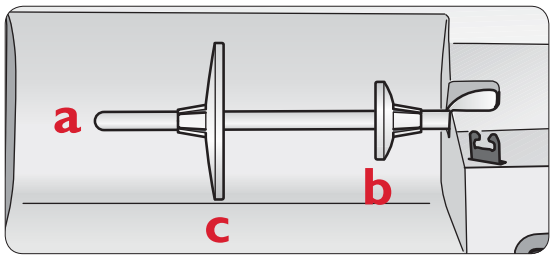


For USA and Canada

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.

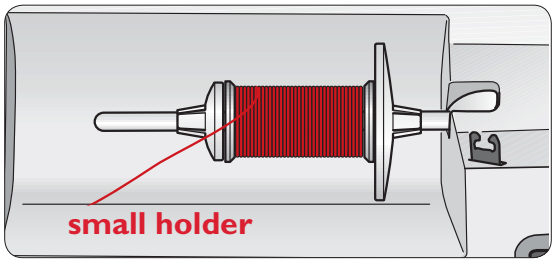
Spool Pins

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

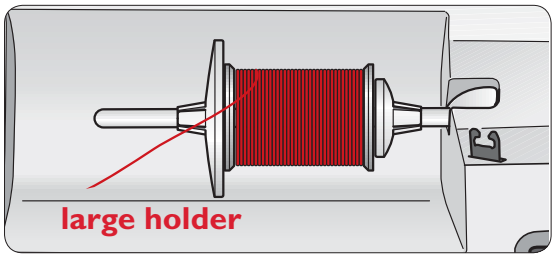


Horizontal Position

Fold the spool pin out towards the right. Place the thread spool on the spool pin so that the thread reels over the top. Slide on a spool holder (see below) and then move the spool pin back to the horizontal position.



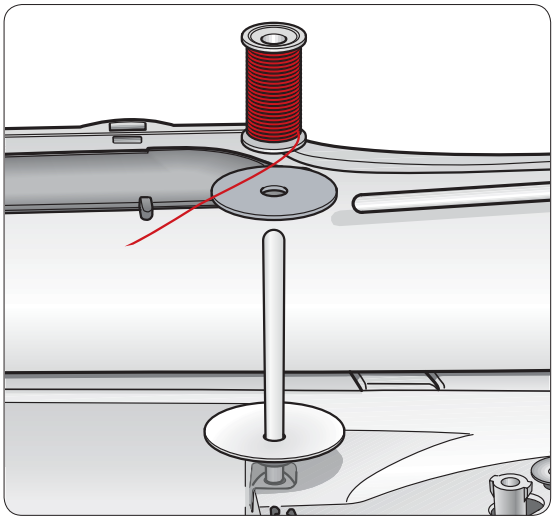
There are two spool holders on the spool pin. For narrow thread spools, the small holder (b) is placed in front of the spool. For large thread spools, the large holder (c) is placed in front of the spool.



The flat side of the spool holder should be pressed firmly against the spool. There should be no space between spool holder and thread spool.

Vertical Position

Pull the spool pin out towards you and turn to the vertical position. Slide on the large spool holder and place a felt pad under the thread spool. This is to prevent the thread from reeling off too fast.



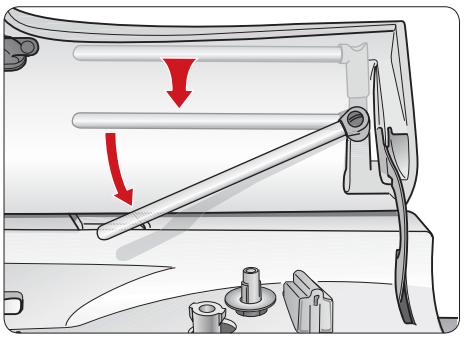
NOTE: No spool holder should be placed on top of the spool as this prevents the spool from rotating.

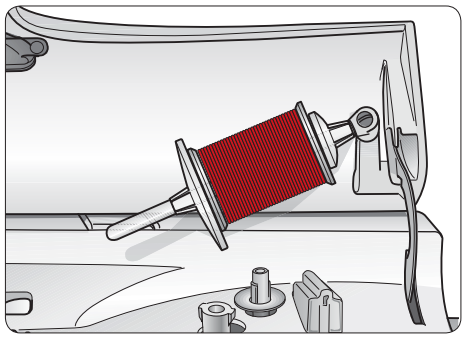
Auxiliary Spool Pin

The auxiliary spool pin is used when winding a bobbin from a second spool of thread or for a second spool when sewing with a twin needle.

Pull the auxiliary spool pin towards you and down. The slight downward angle is to allow the thread to reel off evenly in a straight direction to the thread guide.

For large thread spools, place a large spool holder in front of the spool. For narrow thread spools, place a small holder in front of the spool. Extra spool holders are provided with the accessories.



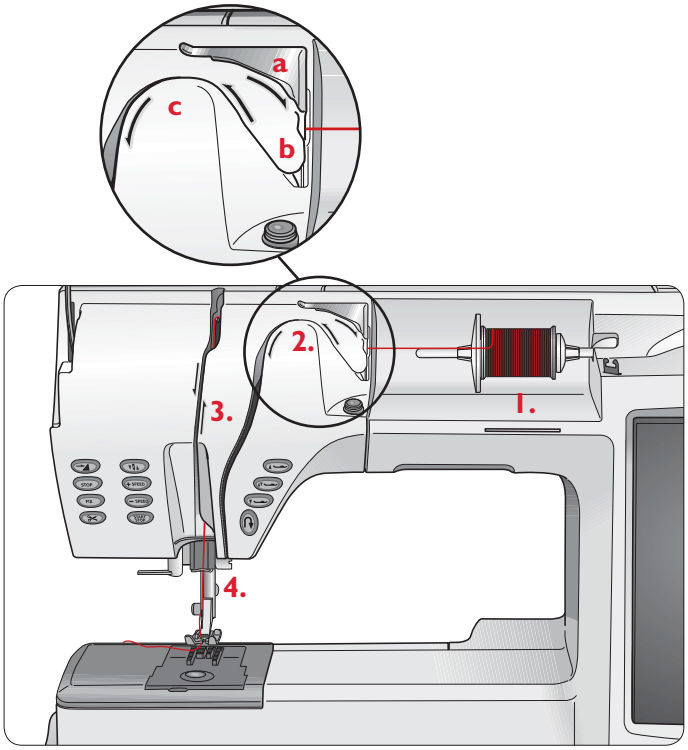


Threading the Upper Thread

When threading the upper thread, make sure that the presser foot is raised and the needle is in the up position.

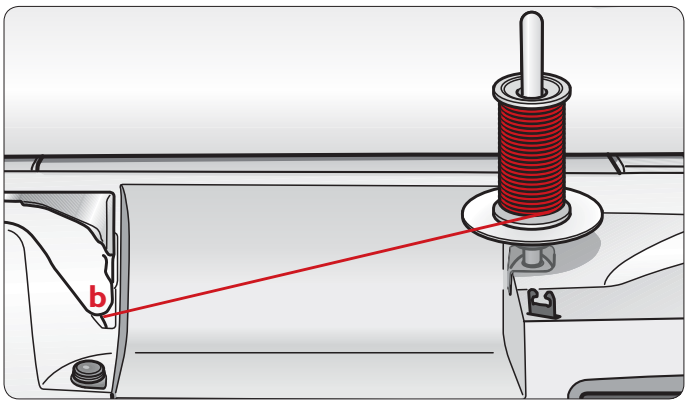
Horizontal Spool Pin

1. Pull the spool pin out. Place the spool on the spool pin with thread reeling off over the top. Push the spool pin back in. Place spool holder in front of the spool with flat side against spool. Hold the thread near the spool using your right hand.
2. Use your left hand to bring the end of the thread over and behind the pre-tension thread guide (a) and under the thread guide (b). Bring the thread over the thread tension discs (c).
3. Continue threading in the direction indicated by the arrows. Bring the thread from the right when threading into the slot on the take-up lever.
4. Take the thread down to the last guide just above the needle.



Vertical Spool Pin

1. Pull the spool pin out. Place the thread spool on the spool pin (follow the instructions on previous page).
2. Thread the machine according to the instructions above with one exception. Instead of bringing the thread into the pre-tension guide, bring it directly under the thread guide (b).



Needle Threader

The needle must be in the up position to use the built-in needle threader. We also recommend lowering the presser foot. Touch  and .

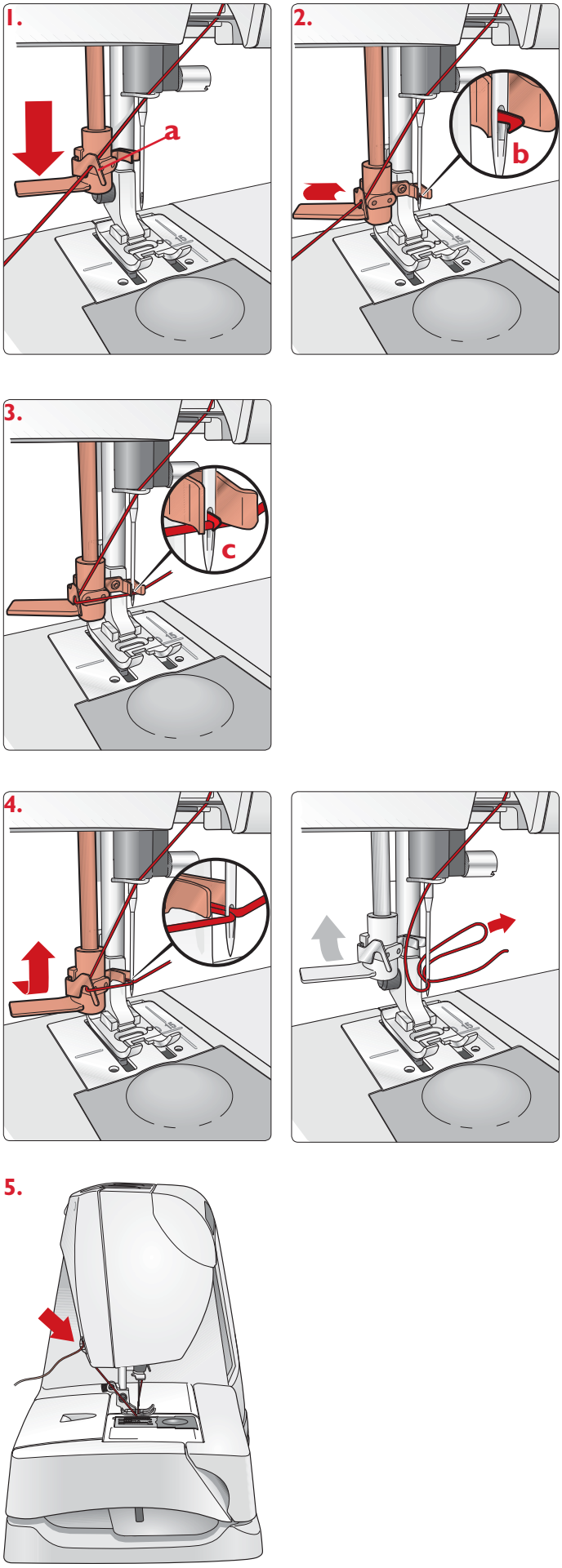
1. Use the handle to pull the needle threader all the way down, catching the thread under the guide (a).
2. Push back to bring the needle threader forward until the metal flanges cover the needle. A small hook will pass through the needle eye (b).
3. Place the thread under the flanges in front of the needle, so the thread catches into the small hook (c).
4. Let the needle threader gently swing back. The hook pulls the thread through the needle eye and forms a loop behind the needle. Pull the thread loop out behind the needle.
5. Place the thread under the presser foot and cut the thread.

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

When threading the needle manually make sure that the needle is threaded from front to back. The white presser foot ankle makes it easy to see the eye of the needle. The bobbin case cover can be used as a magnifying glass.

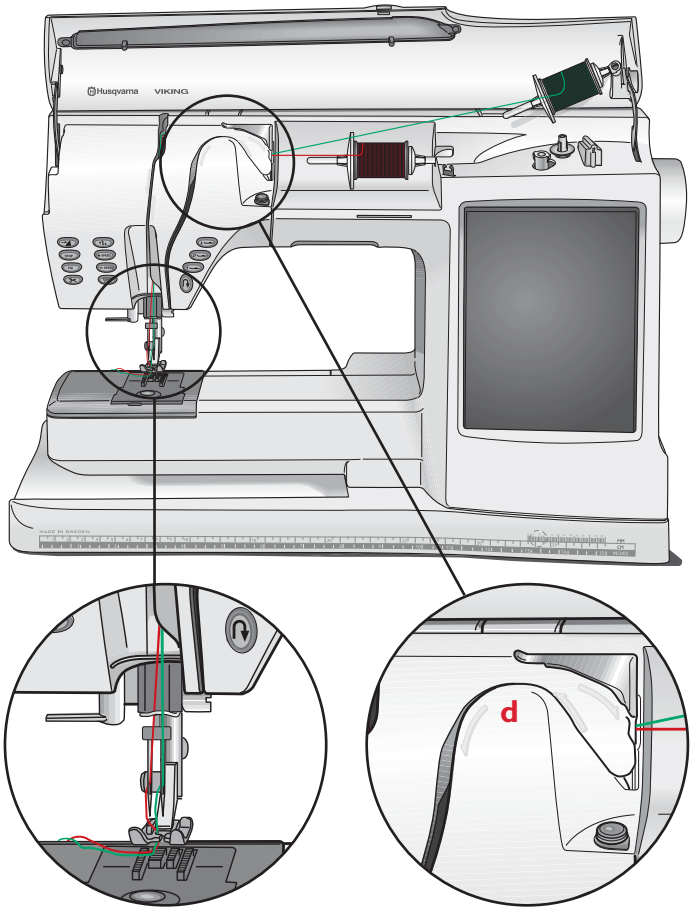
Thread Sensor

If the upper thread breaks or bobbin thread runs out, the machine stops and a pop-up appears on the screen. If upper thread breaks: Re-thread the machine and touch  on the pop-up. The pop-up disappears. If bobbin thread runs out: Replace with a wound bobbin and continue sewing.



Threading for Twin Needle

1. Insert a twin needle. See page 1-20 “Changing the needle”.
2. Use a second thread spool or wind a bobbin with the thread you are going to use as the second upper thread.
3. **LEFT NEEDLE (RED):** Thread the machine as explained on page 1-11 (Horizontal spool pin) and check to ensure that the thread lies between the inner thread tension discs (d) and inside the last thread guide. Thread the left needle.
4. **RIGHT NEEDLE (GREEN):** Pull out the auxiliary spool pin and place your second thread spool on the spool pin. Place a spool holder in front of the spool.
6. Thread the machine as before, but this thread should lie between the outer thread tension discs (d) and outside the last thread guide. Thread the right needle.



Bobbin Winding

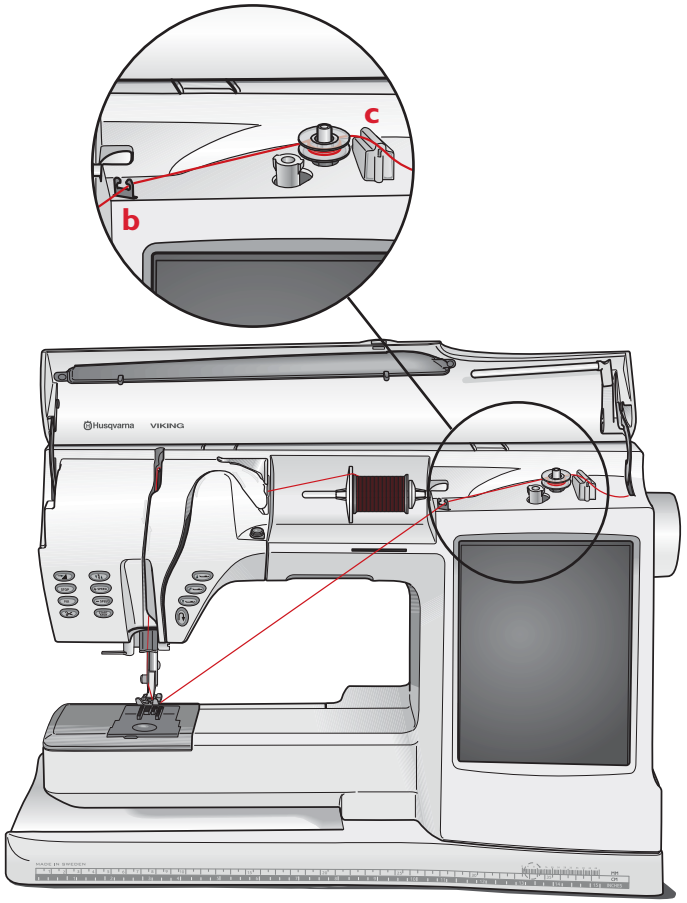
Make sure that the presser foot and the needle are in the up position.

1. Place an empty bobbin on the bobbin spindle at the front of the machine (the mark facing up). Use only the original Husqvarna Viking green bobbins.
2. Thread the machine with the main spool pin in horizontal position.

   NOTE: If the thread spool is too large to be in horizontal position, wind the bobbin as described under “Winding Specialty Threads”, page 1-14.
3. Bring the thread up from the needle, under the presser foot and to the right through thread guide (b).

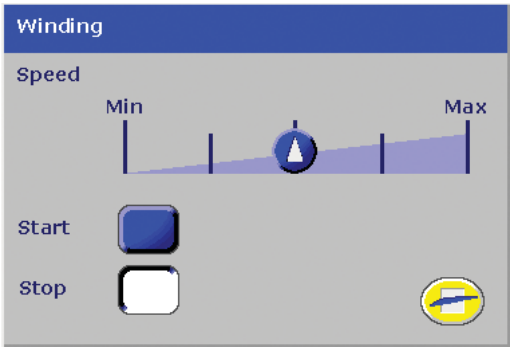
Only use a metal presser foot when bobbin winding from the needle.

4. From above, wind a few turns of thread clockwise around the bobbin and into the thread cutter (c).



5. Push the bobbin winder lever towards the bobbin to wind. A pop-up appears on screen. To adjust winding speed drag the arrow on the slider with your stylus. Stop and start the bobbin winding with the on-screen buttons.

   When the bobbin is full, the bobbin winder lever will switch back and the winding will stop automatically. The pop-up closes. Remove the bobbin and cut the thread using the bobbin thread cutter (c).



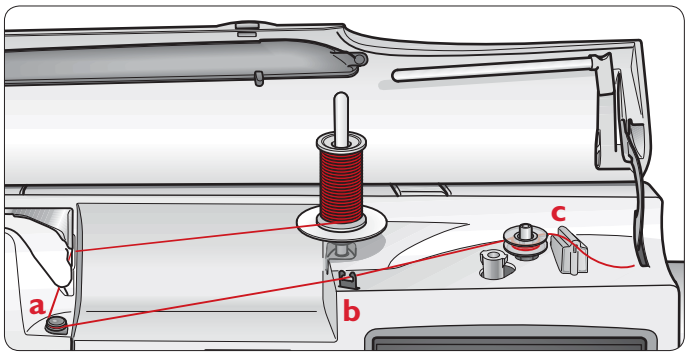
NOTE: Do not lower the winding speed too much when winding through the needle. The resistance will be too high and Designer SE cannot wind.

Winding Specialty Threads

We do not recommend winding speciality threads such as “invisible” or other stretchy threads, metallic or flat metallic threads through the needle.

Always wind these threads at minimum speed.

1. Place an empty bobbin on the bobbin spindle at the front of the machine (the mark Ⓗ facing up). Use only the original Husqvarna Viking green bobbins.
2. Place the large spool holder and a felt pad under the spool on the main spool pin set in the vertical position.
3. Bring the thread over the pre-tension thread guide and down around the thread tension disc (a), then through thread guide (b) as illustrated.
4. From above, wind a few turns of thread clockwise around the bobbin and into the thread cutter (c).
5. See top of page (Bobbin Winding, step 5).



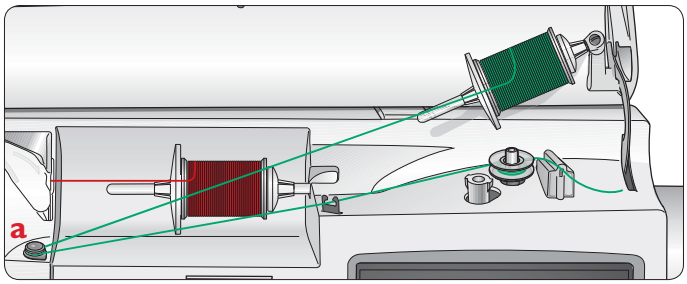
NOTE: Regular threads can also be wound this way or with the spool pin in horizontal position.

Bobbin Winding while Embroidering or Sewing

Your Designer SE has a separate motor for bobbin winding to wind bobbins while embroidering or sewing.

Place the spool on the auxiliary spool pin and thread the machine for bobbin winding same as above except the thread does not go over the pre-tension thread guide.

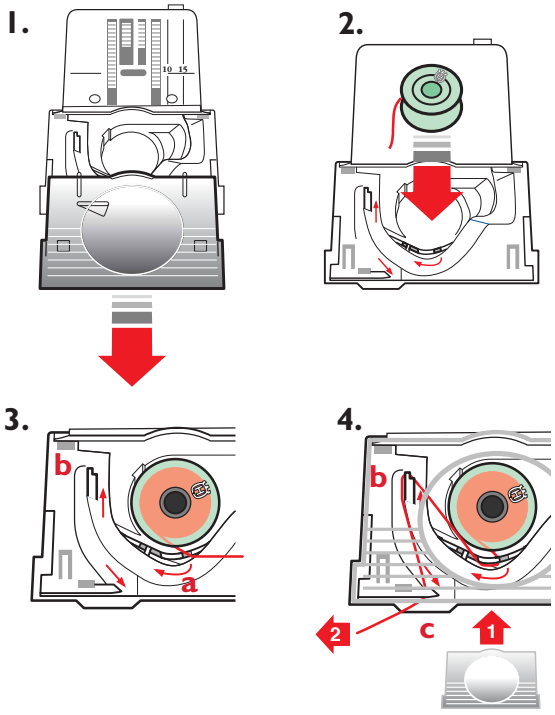
NOTE: The main spool pin must be in horizontal position to wind from the auxiliary spool pin.



NOTE: Depending on the type of thread, wrap the thread one or two turns around the bobbin thread tension disc (a) to put more tension on the thread. Embroidery weight bobbin thread should be taken two turns around the thread tension guide.

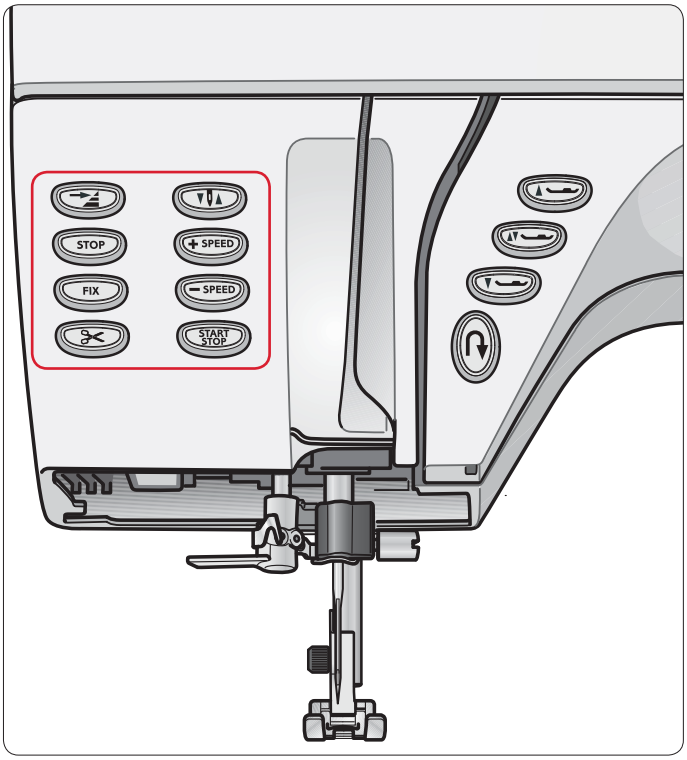
Placing the Bobbin in the Machine

1. Remove the bobbin cover by sliding it towards you.
2. Place the bobbin in the bobbin case with the mark Ⓗ facing up and the thread to the left of the bobbin. The bobbin will then rotate counter clockwise when pulling out the thread.
3. Place your finger on the bobbin to keep it from turning as you pull the thread firmly to the right and then to the left into the tension spring (a) until it “clicks” into place.
4. Continue threading around (b) and to the right of the thread cutter (c). Replace the cover (1). Pull the thread to the left to cut it (2).





Function Buttons



Stitch Re-start

When having stopped sewing in the middle of a stitch, touch Re-start to start sewing at the beginning of the stitch again without having to re-set any special settings you have made.

IN EMBROIDERY MODE: Used for easy bobbin access, see page 3-7.

STOP

STOP is used to conclude a stitch. Your Designer SE fixes the thread and stops automatically when one stitch or stitch program has been completed. The button lights up when you touch it. STOP is cancelled when you touch the button again or by selecting a new stitch. The button light will go out. The STOP function can be programmed, see page 2-14.

IN EMBROIDERY MODE: Used for one color embroidery, see page 3-7.

Fix

FIX is used to tie off a stitch and is automatically activated when a stitch is selected or when the Selective Thread Cutter has been used. At the beginning, your Designer SE sews a few tie-off stitches and goes on with the selected stitch. Touch FIX while sewing – Designer SE sews a few tie-off stitches and stops automatically. The button lights up when the FIX function is active. By touching the lit button the function can be turned off. The FIX function can be programmed (see page 2-14).

IN EMBROIDERY MODE: Touch to baste an outline of the embroidery area (see page 3-7).

NOTE: Automatic FIX can be cancelled in the Set Menu (see page 1-25).

Selective Thread Cutter

Touch the button and your Designer SE cuts the top and bobbin threads, raises the presser foot and the needle, and activates the FIX function. To cut before the needle moves to the start position of next stitch, touch Selective Thread Cutter while sewing. The button starts flashing, indicating that a cut is requested. The Selective Thread Cutter function can be programmed, see page 2-14.

NOTE: Designer SE cuts automatically after Sensor buttonhole stitches. Automatic Selective Thread Cutter can be cancelled in the Set Menu, see page 1-25.

IN EMBROIDERY MODE: Cuts top and bobbin threads and raises presser foot. Top thread only is cut automatically at the color change. When the design is finished both top and bobbin threads are cut automatically.

Needle Stop Up/Down

Touch this button to move the needle down or up. The setting of the needle stop position is changed at the same time. The set needle stop position is indicated by an up or down arrow next to the needle recommendation on screen. You can also tap the foot control to raise or lower needle.

IN EMBROIDERY MODE: Used for park position and easy thread trims (see page 3-8).

+ SPEED – SPEED Speed

Touch **+ SPEED** or **– SPEED** to increase or decrease the sewing speed. Touch when not sewing and a pop-up window on the screen indicates the speed setting. You can also set the speed by touching the slider in the pop-up. You can change the speed setting while sewing but no pop-up will appear. All stitches in your Designer SE have a pre-set, recommended sewing speed. When you select a stitch, your Designer SE automatically sets the best sewing speed for that stitch.

Start/Stop

Touch this button to run and stop the machine without the foot control. Touch START/STOP to begin and touch again to stop sewing.

Exclusive Sensor System

Thanks to the Sensor Foot Pressure, the presser foot actually senses the thickness of fabric, embroidery or stitching to sew over it smoothly and evenly with perfect, even fabric feed.

To see the actual setting of the presser foot pressure for the selected fabric and adjust the presser foot pressure, go to the Set Menu (see page 1-28).

Sensor Foot Up and Extra Lift

Raises the presser foot and the needle to up position. Touch the button once more and the presser foot will raise to extra lift, and the feed teeth will be lowered, to make it easy to get thick fabric under the presser foot.

Sensor Foot Pivot

Touch this button to simplify placing the fabric. The presser foot will be lowered to pivot position or a floating position over fabric.

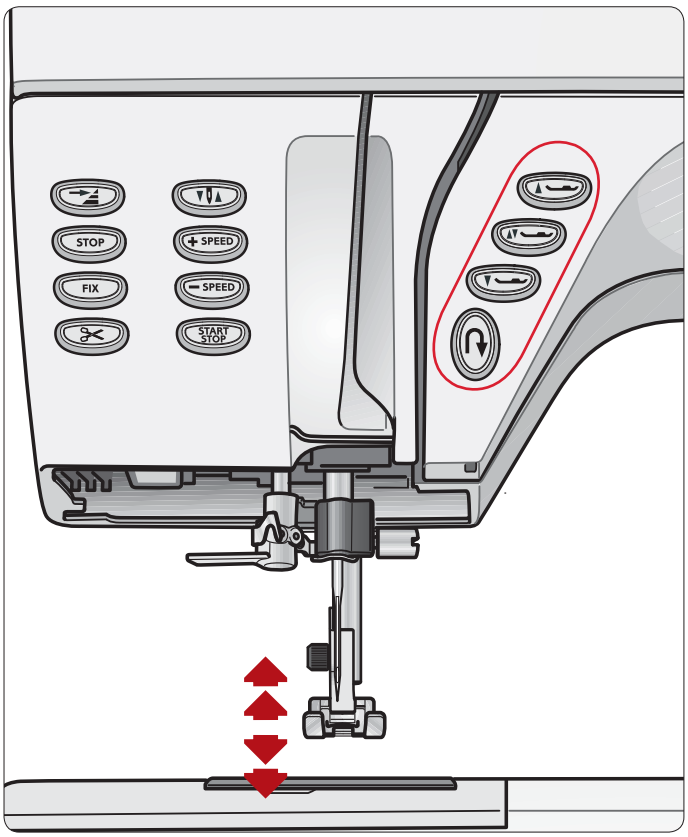
When you stop with the needle in the down position, the presser foot is automatically lifted to pivot position.

Sensor Foot Down

Touch this button and the presser foot will be completely lowered while the Designer SE is firmly holding the fabric.

When the embroidery unit is attached, the presser foot is lowered into the embroidery "float" position.

The presser foot is lowered automatically when you start sewing.



Reverse

Hold button in to sew in reverse. The button lights up. Designer SE sews forward when the button is released and the light goes out. For permanent reverse, touch the button twice in quick succession before starting to sew. The button will be lit and the Designer SE sews in reverse until you touch the button again to cancel. The longest reverse stitch length is 3 mm.

Reverse is also used when sewing buttonholes, darning stitches and tapered satin stitches to step between the parts of the stitch.

For the 4-way stitches in the S-menu, reverse rotates the sewing direction of the stitch 90 degrees for each touch (see page 2-8).

Presser Feet

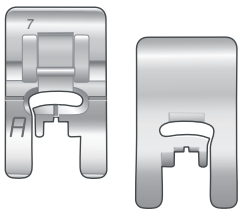
There are a number of presser feet for different purposes supplied with your Designer SE.

NOTE: Always use the recommended presser foot supplied with the machine!

Utility Foot A

Fitted on the machine upon delivery. This foot is used mainly for straight stitching and zigzag stitching with a stitch length longer than 1.0.

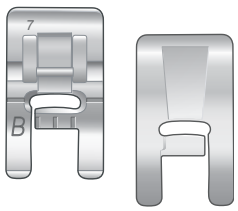
A



Utility Foot B

When sewing close zigzag stitches with less than 1.0 mm stitch length, other utility stitches or decorative stitches, use this foot. The tunnel at the bottom of the foot is designed to feed smoothly over the stitches.

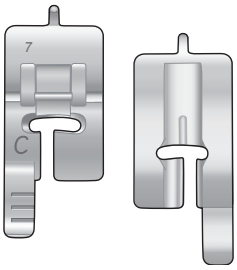
B



Buttonhole Foot C

This foot has guide lines to determine buttonhole length. The middle mark gives a 5/8" (15 mm) buttoning edge. The two tunnels on the bottom of the foot ensures a smooth feed over the buttonhole columns. Finger on the back of the foot holds cording for corded buttonhole.

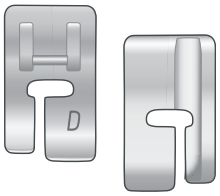
C



Blind Hem Foot D

This foot is used for blind hem stitches. The inner edge of this foot guides the fabric. The right toe of the foot is designed to ride along the hem edge.

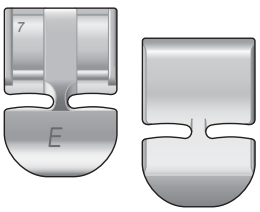
D



Zipper Foot E

This foot can be snapped on either to the right or to the left of the needle. This makes it easy to sew on both sides of the zipper. Move needle position to right or left to sew closer to zipper teeth or for covering large cording (see page 2-7).

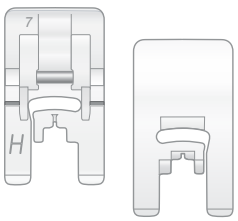
E



Presser Foot H

This foot, with a coating underneath, is used when sewing foam, vinyl, plastic, or leather to minimize the risk of these materials sticking to the foot.

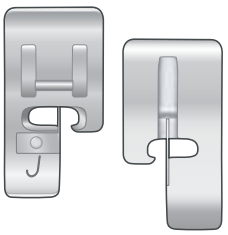
H



Edging Foot J

This foot is used for overcasting and seam/ overcasting, i.e. stitches which have a stitch width of 5.0 and 5.5 mm. Stitches form over the pin which prevents puckering at the edge of the fabric.

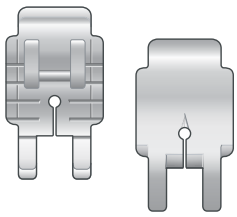
J



Quilter's 1/4" Piecing Foot P

This foot is used when piecing quilt blocks. The foot has distance marks 1/4" (6 mm) and 1/8" (3 mm).

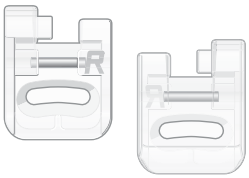
P



Embroidery Foot R

This foot is for free motion embroidery/quilting/ stitching and hoop embroidery.

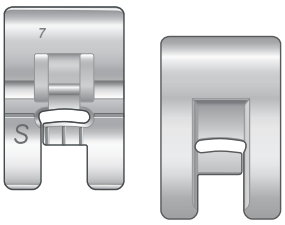
R



Decorative Side motion Foot S

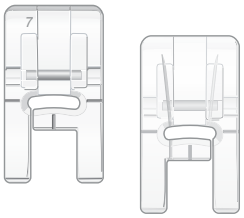
This foot is used for side-motion/omnimotion stitches.

S



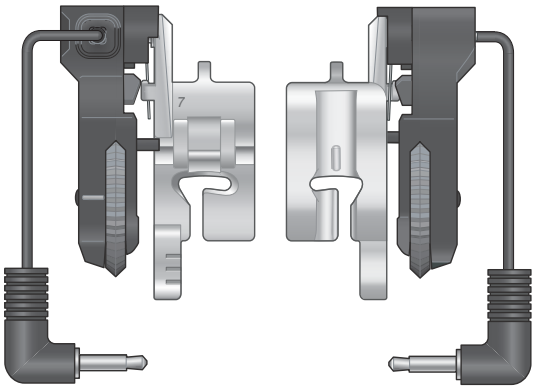
Transparent Presser Foot

For decorative sewing. Makes it easy to match patterns. Same shape as presser foot B.



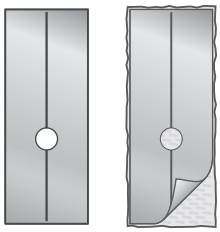
One-Step Sensor Buttonhole Foot

When connected to the machine it gives a buttonhole length fitting the button size that has been entered into the machine. The middle mark gives a 5/8" (15 mm) buttoning edge.



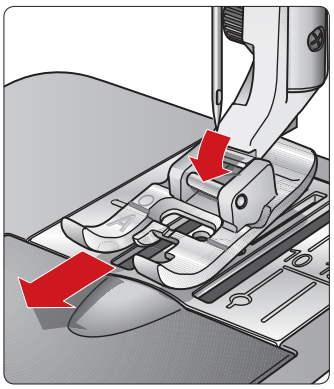
Self-adhesive Glide Plates

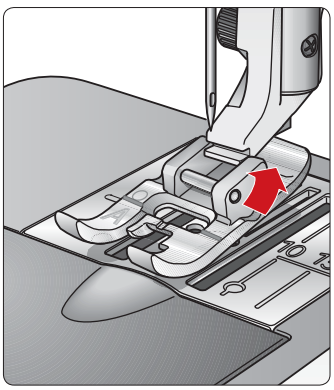
Used for the presser foot C/Sensor Buttonhole Foot when sewing plastic-coated fabrics, leather, etc.



Changing the Presser Foot

1. Make sure that the needle is in the highest position. Pull the presser foot towards you.
2. Line up the cross pin on the foot with the gap in the presser foot ankle.
3. Press back until the foot snaps into place.

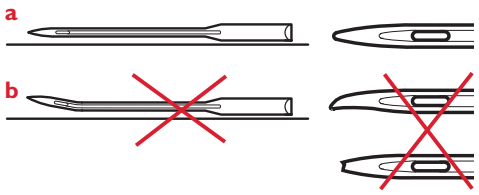




Needles

The needle package included with Designer SE contains needles of the most used types and sizes for sewing in woven and stretch fabrics – Universal, Stretch, Embroidery and Wing needles.

You will find more information about needles in your Designer SE Handbook.



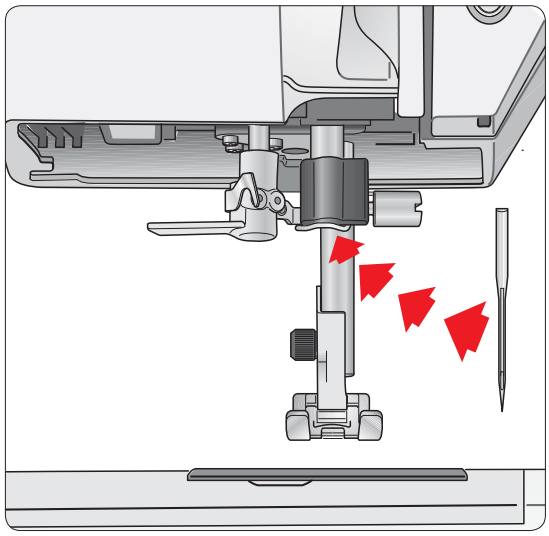
NOTE: Change the needle often. Always use a straight needle with a sharp point (a).

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

Changing the Needle

⚠ *Turn off at the main power switch.*

1. Loosen the screw in the needle clamp with the screwdriver or the Screw Grip.
2. Remove the needle.
3. Push the new needle upwards with the flat side away from you until it will go no further.
4. Use the screwdriver/Screw Grip to tighten the screw properly.



Lowering the Feed Teeth

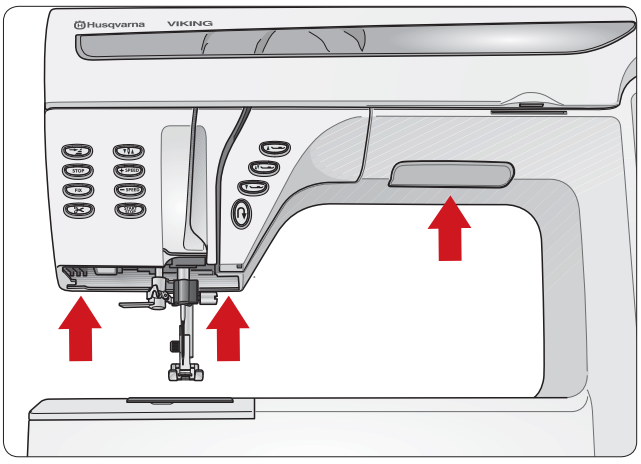
Your Designer SE automatically raises or lowers the feed teeth depending on the stitch you have selected. For example, the feed teeth are lowered when sewing on buttons, for free-motion sewing and for embroidering (see also "Free Motion", page 1-26).

When a new stitch is selected the feed teeth are raised again when you start sewing

Touch the Sensor Foot Up button to the extra lift position which lowers the feed teeth. This makes it easier to get thick fabric under the presser foot. The feed teeth are raised again when you start sewing.

SE! Light

Your Designer SE features a completely new LED lighting system which distributes the light evenly over the sewing area and eliminates shadows. You can adjust the intensity and color temperature of the light in the Set Menu to make the lighting perfect for the light conditions in your sewing room and suitable for every type of fabric. See page 1-27.



USB Ports

Your Designer SE has two USB ports – one to connect the sewing machine to your computer, and one to connect either your USB Embroidery Stick, optional CD-drive, optional floppy disk drive or optional mouse.

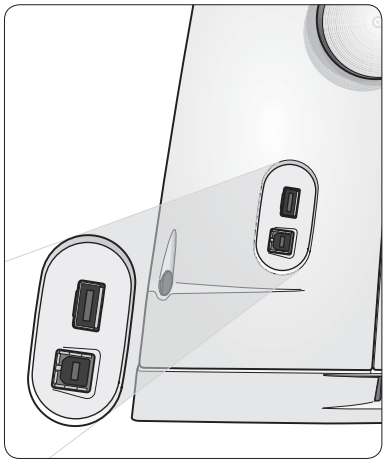
NOTE: Contact your dealer for USB devices for your Designer SE.

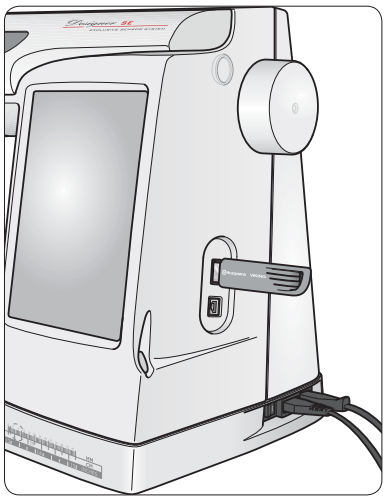
Connect to and Remove from USB Port

Insert the USB Embroidery Stick or other devices in the upper port, and the USB cable to your PC in the lower port. The USB plugs can only be inserted one way – do not force them into the ports!

The USB cable packed with your Designer SE plugs in to the lower port. No other cable should be used in this port.

To remove, carefully pull the USB Embroidery Stick or the plug of the USB cable out straight.





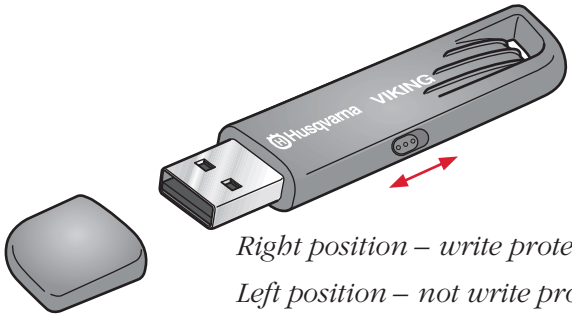
USB Embroidery Stick

Delivered with your Designer SE is a USB Embroidery Stick with 32 MB memory which corresponds to 300-6000 designs depending on the stitch count. Use the stick to store designs and other files, or to move files between the computer and sewing machine. Upon delivery, four designs are stored on the USB Embroidery Stick.

Switch write protection on and off with the switch on the underside of the USB Embroidery Stick.

NOTE: The USB Embroidery Stick must be removed from your Designer SE before switching write protection on and off.

Only original Husqvarna Viking USB Embroidery Sticks will be supported.



Right position – write protected

Left position – not write protected

Using the USB Embroidery Stick

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

⚠ *Do not remove the USB Embroidery Stick while the light is flashing or when the hourglass is shown, as this can damage the files on your USB Embroidery Stick.*

Designer SE to Computer Connection

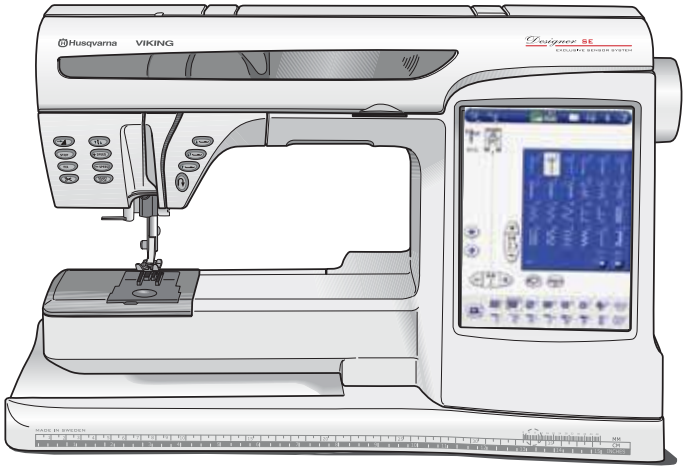
To be able to connect your Designer SE with your computer, install 3D Organizer with Designer SE communication on your computer. Insert the 3D Embroidery Software CD delivered with your Designer SE into your computer CD drive and follow the instructions.

NOTE: Your computer must be running Windows XP.

Interactive Designer Screen

Your Designer SE features an LCD Interactive Color Touch Screen on the front right of the machine. The screen is very easy to work with – just touch it with your finger tip or stylus to select a stitch or function.

The toolbar at the top of the screen includes the basic functions and help at a touch.



On/Off

When your Designer SE is turned off, the screen is dark grey. When it is turned on, you will first see a Welcome Screen, then the Sewing Mode or, when the embroidery unit is on, the Embroidery Mode screen will appear.

Screen Saver

Your Interactive Designer Screen can be left on all the time. If you prefer, you can set the blank screen saver to start after 10 minutes. See page 1-26.

To work with your Interactive Designer Screen, you can also use a mouse with USB connection. Insert the USB plug from the mouse in the upper USB port on your Designer SE. A cursor will appear on screen.

Visit www.husqvarnaviking.com or contact your dealer for information on what USB mouse to use.

Toolbar

The toolbar at the top of the screen contains buttons for:

1. Stitch Menu
2. Alphabet Menu
3. Design Menu (in Embroidery Mode only)
4. Sewing/Embroidery Mode
5. File Manager
6. Set Menu
7. Help and Information
8. Quick Help



Stitch, Alphabet and Design Menu

For quick selection of stitches, fonts and designs.

Touch  to see a list of available stitch menus. Select a menu to view all stitches in it.

Touch  to see a list of available fonts. Embroidery fonts are only available in Embroidery Mode.

See pages 2-4, 2-10 and 4-14 for more information about selecting stitches and fonts.

Touch  to load designs from the Designer SE built-in memory folder, “My Designs”.



Stitch Menu



Alphabet Menu



Design Menu

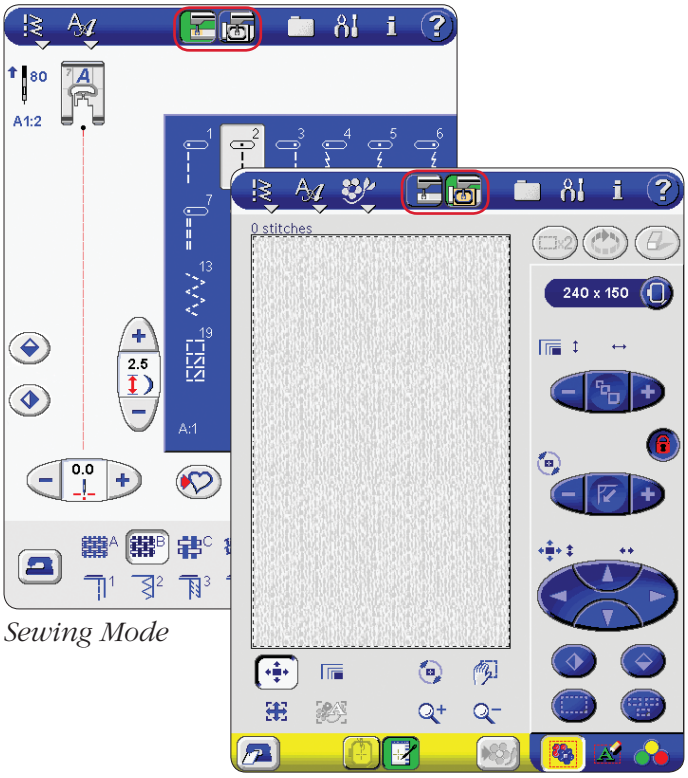
Sewing and Embroidery Mode

Your Designer SE has two main modes, Sewing Mode and Embroidery Mode. Toggle between the two modes by touching the button in the toolbar at the top of the screen. The symbol for the active mode has a green background.

When you turn on your Designer SE without the embroidery unit in place, it is automatically set to Sewing Mode. When the embroidery unit is on, the machine is automatically set to Embroidery Mode when turned on.

Sewing with Embroidery Unit on

To sew with the embroidery unit on, select Sewing Mode and the embroidery arm goes into park position giving you more room for sewing.



Sewing Mode

Embroidery Mode

File Manager

The File Manager helps you add, remove and organize all your designs, fonts, stitch files and other files. See File Manager, pages 5-1 through 5-10.

File Manager functions in both Sewing and Embroidery Mode.



Help and Information Menu

With your Designer SE you can browse through various help topics and view other useful information at the touch of your stylus.

Touch i in the toolbar to open the Help and Information Menu with four different tabs – My Info, Text, Index and Category.

My Info

Displays owner name, available machine memory, software information and machine ID number.

Text

You can open and read text and HTML-files on your Designer SE. The Text view displays these text files which are opened from the File Manager. See page 5-6.



Index Help

Your Designer SE has a built-in shortened version of the User's Guide.

Index

Index displays the help topics in alphabetical order. Browse through the topics using your stylus. The left arrow at the bottom of the screen opens previously viewed page, and the right arrow opens the page displayed before you touched the left arrow.

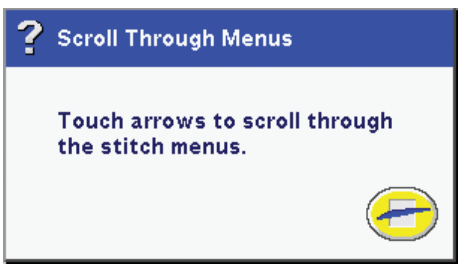
Category

Category displays the help topics divided into categories following the structure of the User's Guide: Set it Up, Sewing Mode, Set to Embroider, Embroidery Mode, and File Manager. Browse through the topics using your stylus. The left arrow at the bottom of the screen opens previously viewed page, and the right arrow opens the page displayed before you touched the left arrow.



Quick Help

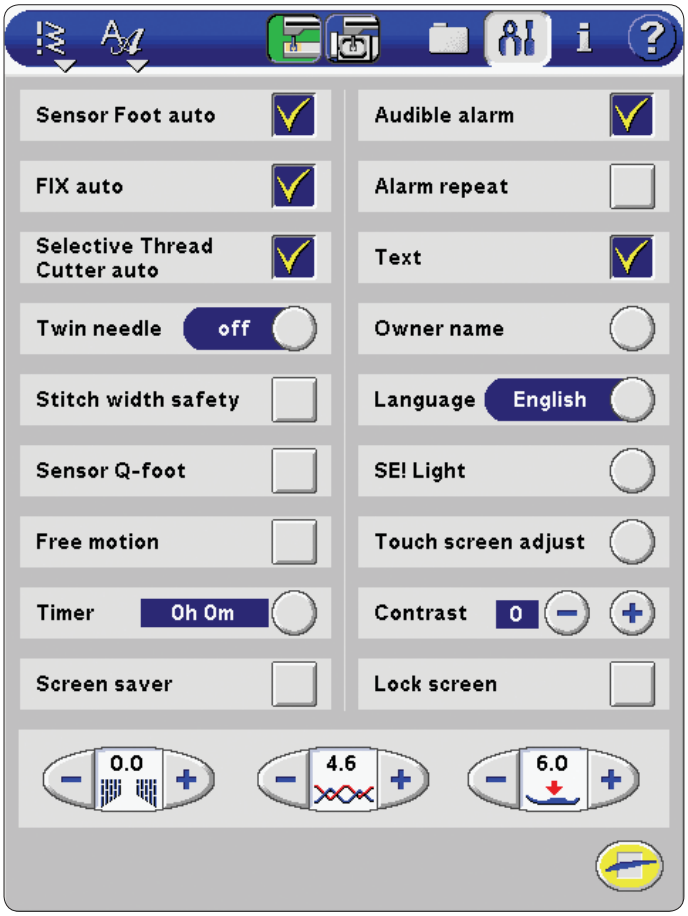
Your Designer SE has a built in Quick Help, which gives you instant information about everything you see on the Interactive Designer Screen. Touch ? in the top right corner of the screen. It starts flashing indicating that Quick Help is active. Touch the icon or part of the screen you want information about. A pop-up window gives a short explanation for that specific icon. Touch to exit Quick Help.



When a USB mouse is connected, it is even easier to use the built in Quick Help. Place the cursor over the icon and right click on the mouse and Quick Help will pop-up instantly.

Set Menu

In the Set Menu, all machine settings are displayed and set. You can override automatic settings and make manual adjustments. Simply check the boxes to activate a function, or touch the corresponding buttons to open settings.



Sensor Foot Auto

The default setting is “auto”. Stopping with the needle down the presser foot raises to pivot position. On “manual” (box is not checked), the foot stays on the fabric when stopping with needle down. Touch  to raise foot to pivot position.

Sensor Foot defaults to active when Designer SE is turned on.

FIX Auto

On auto (default) setting, each stitch begins with fix tie-off stitches. On manual, touch 

to tie off.

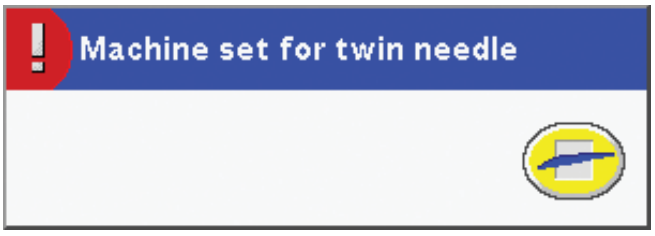
FIX Auto is always active when Designer SE is turned on.

Selective Thread Cutter Auto

On auto (default) setting, the threads are cut automatically and the presser foot raises after a Sensor buttonhole or eyelet is sewn, at color changes or when an embroidery is finished. On manual, threads are not cut after these stitches.

Twin Needle

Opens a list for twin needle width selection. When the twin needle size is selected, the width of all stitches is limited for the needle size to prevent needle breakage. The adjustments are kept until you set the twin needle selection to “off”. When a twin needle size is set, a pop-up is shown when turning on your Designer SE, and another one when selecting a stitch that is too wide for the set twin needle size. The stitch width is automatically adjusted to fit the twin needle setting. Close the pop-up by touching .





Stitch Width Safety

Select this function when using a straight stitch needle plate or a straight stitch presser foot to limit the stitch width to zero for all stitches to prevent damage to the needle, presser foot and needle plate. This setting is saved when Designer SE is turned off. When turning on the machine again, and for every stitch selection that is not a straight stitch, a pop-up informs you that it is set to straight stitch. Close the pop-up by touching .



NOTE: This setting is disabled in Embroidery Mode.

Sensor Q-Foot

Activate to set the Sensor System for the Sensor Q-foot optional accessory. The stitch width is limited to zero. The setting remains when Designer SE is turned off. When turning on the machine, and for every stitch selection that is not a straight stitch, a pop-up informs you that the machine is set for Sensor Q-foot. Close the pop-up by touching .



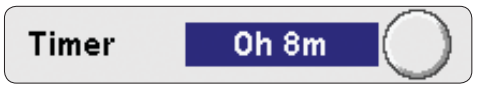
Free Motion

Activate to set the Sensor System in free motion mode. The feed teeth will lower automatically. When free motion sewing at a speed under 200 stitches per minute the foot will raise and lower with each stitch to hold the fabric on the stitch plate while the stitch is being formed. At sewing speed over 200 stitches per minute, the foot floats over the fabric while sewing. The fabric must be moved manually. All stitches can be sewn in free motion mode. This setting is cancelled when the machine is turned off.

NOTE: This setting is disabled in Embroidery Mode.

Timer

Displays the total sewing and embroidery time of your Designer SE. Touch the button to reset the timer.



Screen Saver

When activated, the screen turns black ten minutes after the last touch. Touch the screen or any button to light up the screen again.

Audible alarm

Uncheck box to turn off the beeping alarm sounds. The setting remains when Designer SE is turned off.



Alarm Repeat
When active, the beep signal for an alarm pop-up is repeated in an interval until it is cancelled.

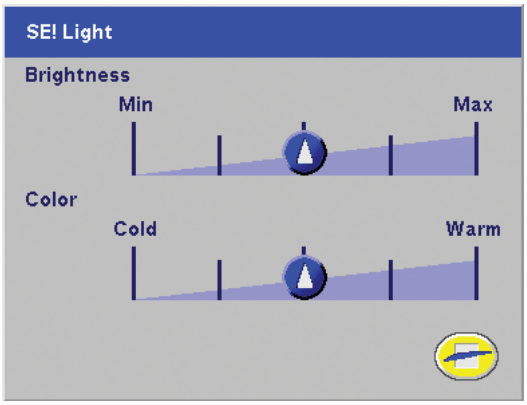
Text
Set to bring up text descriptions for the selected fabric and technique in the Sewing Advisor and the stitch menus.

Owner Name
Enter your name to give your Designer SE a personal touch.



Language
Opens a list for changing the language of all texts in your Designer SE. Simply touch a language to select it.

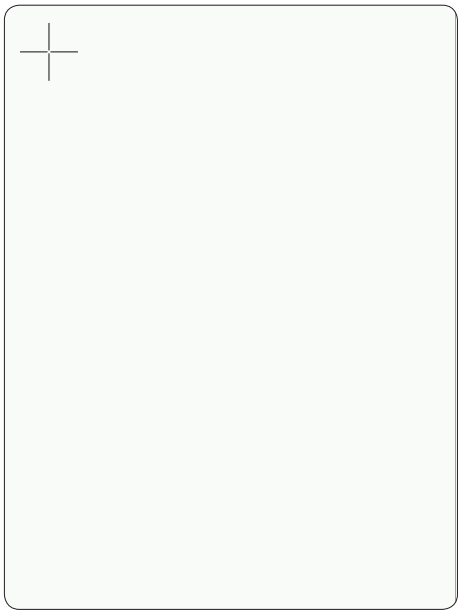
SE! Light
Adjust the brightness and the color temperature of the lights on your Designer SE to make it perfect for all types of fabric and the light conditions in your sewing room.



Touch Screen Adjust
If you touch a function tab or stitch picture on the Interactive Designer Screen but it does not respond or the function next to it is activated instead, the screen needs to be calibrated. The Interactive Designer Screen is calibrated at the Husqvarna Viking factory, but the settings may be affected when the machine is shipped and transported. You only need to calibrate the screen if there is a precision problem when touching the function tabs or stitch pictures.

Touch ○ next to "Touch screen adjust" to open a special screen for Interactive Designer Screen calibration.

1. Touch in the center of the cross in the upper left corner of the screen. This is best done with a pointed but not sharp object (for instance, the stylus). The cross disappears and a new cross appears.
2. Repeat the above for each cross that appears on screen. Be sure to touch the center of each cross.



NOTE: When calibrating the screen, be sure to touch the cross areas only, as recommended. If other areas are touched, the screen can be miscalibrated. A miscalibrated screen may require an adjustment by an authorized technician.

Contrast
Touch + or − to adjust the contrast of the Interactive Designer Screen. The value is displayed next to the − button. The setting is stored even when the machine is turned off.



Lock Screen

If there is the possibility of bumping the Interactive Designer Screen and changing the stitch or setting while sewing, it is easy to lock the screen. When activated, the screen is locked everytime it is inactive for ten seconds. To unlock, touch the "unlock" button.



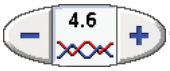


Balance

Your Designer SE automatically sets the stitch balance. When sewing on specialty fabrics, you may need to adjust the balance for that fabric.

Touch + or − to adjust the balance between forward and reverse stitches. + makes the forward stitches longer and "draws out" the stitch, while − makes the stitch more dense. The changes in balance only affect the selected stitch. If another stitch is selected or the same stitch is selected again, the value is reset to the default value.

NOTE: The balance control is disabled in Embroidery Mode.



Thread Tension

Touch + to increase or − to decrease top thread tension for specialty thread, techniques or fabric. This setting is not saved when the machine is turned off.

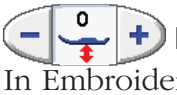
In Sewing Mode, the changes only affect the selected stitch. If another stitch is selected or the same stitch is selected again, the value is reset to the default value.



Sensor Foot Pressure

In Sewing Mode touch + to increase or − to decrease pressure from presser foot on fabric. The pressure is reset to default setting when the machine is turned off.

In Sewing Mode, the changes in presser foot pressure only affect the selected stitch. If another stitch is selected or the same stitch is selected again, the value is reset to the default value.



Lift Height

In Embroidery Mode or when Designer SE is set for free motion sewing, the icon changes and + and − adjust the lift height of the presser foot.

Default values are shown in black numbers, adjusted values in red.

To save your adjustments for balance, thread tension and sensor foot pressure/lift height, you can save the adjusted stitch in "My Stitches" the U-menu.



Sewing Mode

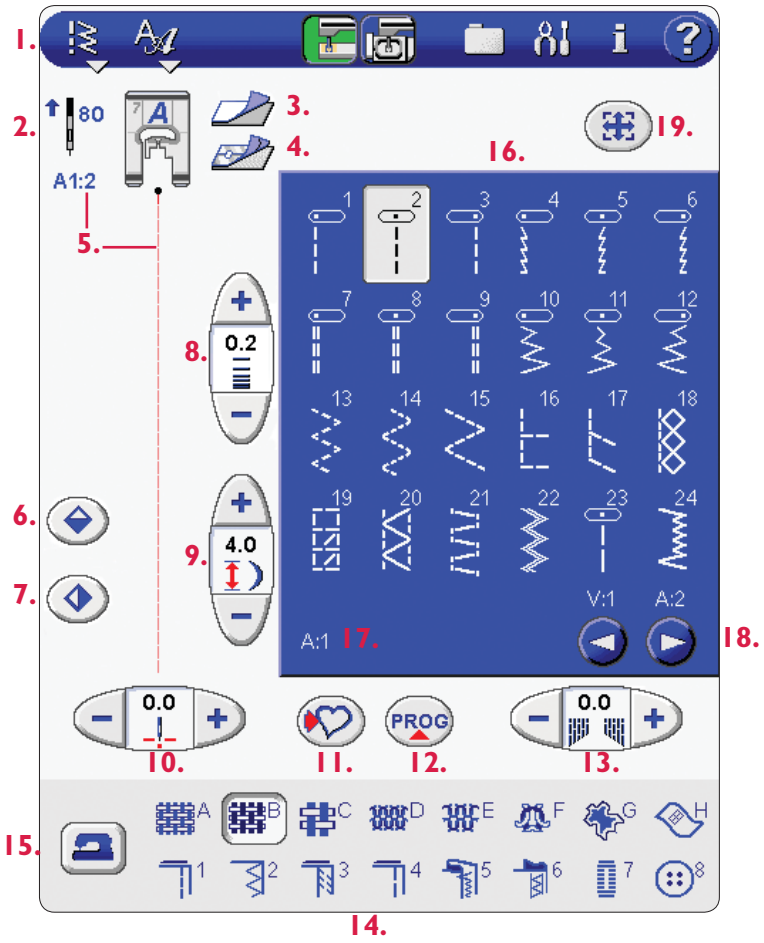
Sewing Mode

Set your Designer SE to Sewing Mode and you have access to hundreds of wonderful stitches for your sewing projects!

Use the Sewing Advisor for the easiest and best way to select the best stitch and settings for your fabric.

Overview

1. Toolbar
2. Recommended needle, presser foot and arrow which indicates needle stop position
3. Symbol for stabilizer
4. Symbol for glide plates
5. Selected stitch
6. Mirror image end to end
7. Mirror image side to side
8. Stitch density
9. Stitch length
10. Stitch width/Needle position
11. Save to “My Stitches”, menu U
12. Programming
13. Balance (Omnimotion stitches)
14. Sewing Advisor
15. Extended Sewing Advisor
16. Stitch selection area
17. Selected stitch menu
18. Scroll through stitch menus
19. Scale to fit



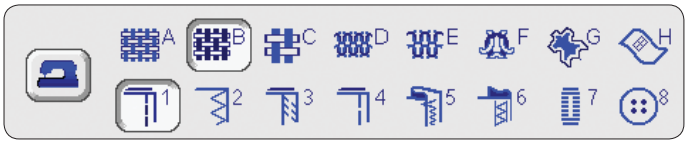
NOTE: All symbols will not appear at the same time.

From the opening screen in Sewing Mode you can select stitches, adjust stitches, select fabric and sewing technique in the Sewing Advisor, save and go to the Programming Mode.

In the left part of the screen your Designer SE displays the selected stitch in full scale together with recommended presser foot and needle. The number of the selected stitch (A1:2 is default) is shown next to the presser foot. The last used fabric selection is selected in the Sewing Advisor.

Sewing Advisor

Your Designer SE features the exclusive Husqvarna Viking Sewing Advisor. It is always active and is located at the bottom of the Interactive Designer screen. Touch fabric type and technique desired.



The Sewing Advisor sets the best stitch, stitch length, stitch width, sewing speed, thread tension and sensor foot pressure for your project. The stitch is displayed on screen with presser foot and needle recommendations.

Fabric Selection



Suggested Fabrics

A **WOVEN LIGHT:** chiffon, organza, batiste, silkies, wool challis, etc.

B **WOVEN MEDIUM:** calico, quilting fabrics, wool crepe, broadcloth, etc.

C **WOVEN HEAVY:** for denim, wool suiting and coating, canvas, terrycloth, etc.

D **STRETCH LIGHT:** for charmeuse, nylon, tricot, single knit jerseys, etc.

E **STRETCH MEDIUM:** for double knit, velour, swimwear, etc.

F **STRETCH HEAVY:** for sweater knits, fleece, etc.

Leather and Vinyl

Leather is animal skin with the coat (fur) removed. Leather can be smooth or sueded and has some give.



G **LEATHER:** for suede and leather.

Vinyl is a synthetic material which often has a woven wrong side. Vinyl can be smooth or patterned and some vinyls have stretch.

H **VINYL:** for vinyl and synthetic leather and suede.

Sewing Techniques

1 **SEAM:** sews two pieces of fabric together.

2 **OVERCAST:** overcast fabric edges to prevent them from fraying and to help them lay flat.

3 **SEAM/OVERCAST:** sews the seam and overcasts the edge all at one time.

4 **BASTE:** a temporary stitching for fitting garments, gathering and marking.

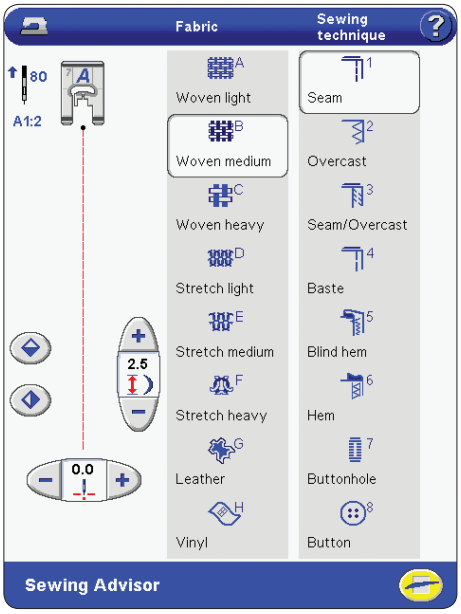
5 **BLIND HEM:** creates an invisible hem on garments. Is not recommended for light weight fabric or for leather/vinyl, but your Designer SE selects the best stitch possible.

6 **HEM:** selects the best visible or top stitch hem for your fabric type and weight.

7 **BUTTONHOLE:** the Sewing Advisor selects the best buttonhole possible for your fabric.

8 **BUTTON:** for sewing on buttons.

NOTE: If an unsuitable combination is selected (for example woven light-blind hem), Designer SE beeps, and the button for blind hem "pops up". The combination is still selected, and can be sewn, but it is not recommended by the Designer SE.

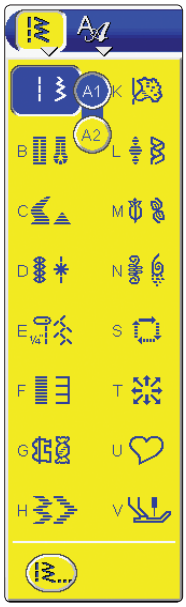


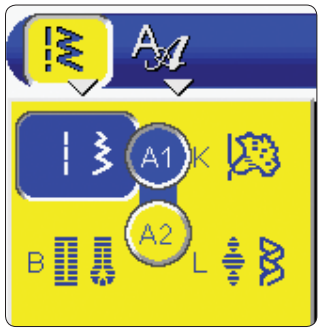
Extended Sewing Advisor

The Extended Sewing Advisor identifies each Sewing Advisor icon with text. Open it by touching in the Sewing Advisor. Select your desired fabric and sewing technique by touching the buttons. The stitch selected by the Sewing Advisor and its settings are shown to the left, and you can adjust the width, length and mirror the stitch with the buttons. Touch to return to the stitch view.

Select a Stitch Menu

Touch . A drop down menu appears, showing all stitch menus. The submenus for each menu are shown as numbered circles when that menu is selected. Select a submenu by touching the circle. The stitches are displayed in the stitch selection area.





Load Stitch Program from Other Location

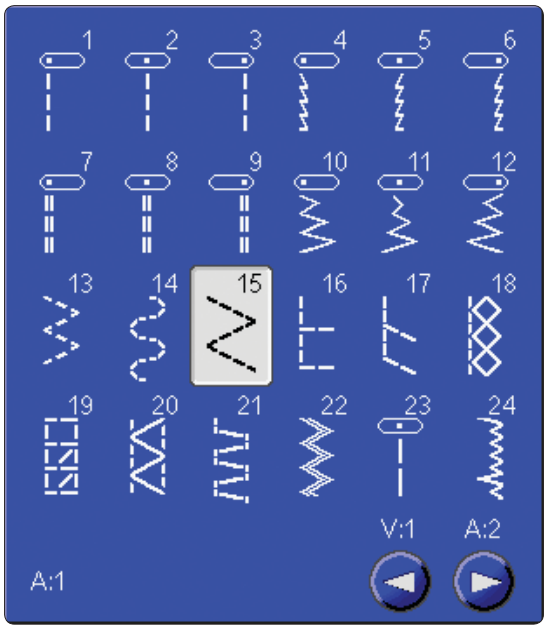
Load stitch programs that you have saved in "My Files" or in another location. Touch  at the bottom of the Stitch Menu drop down menu. A Load dialogue opens. Locate your stitch program, select it and touch . The dialogue closes and the loaded stitch program is displayed to the left. For programming and saving programs, see pages 2-10 - 2-15.



Select a Stitch

When a stitch menu is selected, all stitches in that menu are shown in the stitch selection area. Simply select a stitch by touching it. Your Designer SE confirms your choice by highlighting the selected stitch in white. The selected stitch is displayed in actual size to the left, with the recommended presser foot, needle, and if appropriate, recommendations for stabilizer and glide plates.

If you want tips and information about each stitch, use the Quick Help .

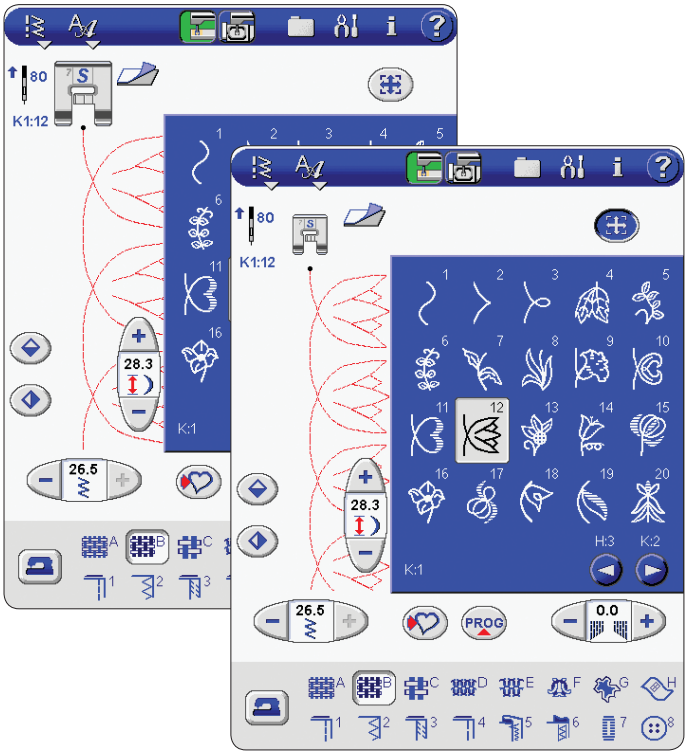


Scroll through Menus

To scroll through all available stitches, menu by menu, forward and backward, use   below the stitches. The on screen text description of each menu can be turned off and on in the Set Menu (see page 1-27).

Scale to Fit

If the selected stitch is too wide to be shown in actual size in the stitch display area, only part of the stitch is displayed. A button for scaling appears, . Touch to scale the stitch to fit into the stitch display area. The picture of the presser foot will change size to show that the stitch image is scaled down.



Stitch and Alphabet Menus

Your Designer SE has 16 stitch menus and 4 font menus for all types of sewing projects.

For an overview of all the stitch menus, see pages 6-5 - 6-8.

Utility Stitches

Menu A features stitches for your garment sewing, mending and darning.

Buttonholes

Menu B features different styles of buttonholes, eyelets and button sewing. For best result use the Sensor Buttonhole Foot as recommended.

Decorative Menus

Menus C-N features beautiful stitches for your creative sewing.

4-Way Stitches

Menu S is used to sew stitches in 4 different directions. Stitches are fixed in length and width.

8-Way Stitches

Menu T is used to sew in 8 different directions. There are 2 different types of stitches, straight and reinforced straight. You can adjust the angle to sew in any direction.

My Stitches

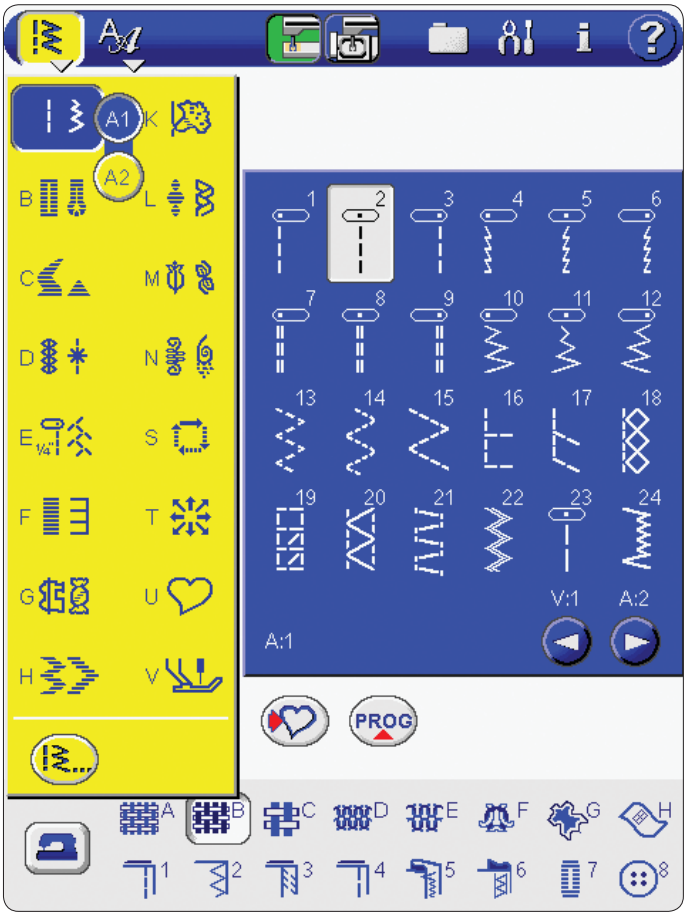
Use Menu U (My Stitches) to save favorite stitches, special settings to a stitch or stitch programs. Adjustments such as stitch width, length and mirroring, and settings such as tension, balance and sensor foot pressure will be saved with the stitch. With Menu U, your favorite stitches are always at a touch!

Special Stitches

Menu V includes 4 different types of "free motion technique" stitches. The feed teeth are lowered automatically when a stitch on menu V is selected.

Letters and Numbers

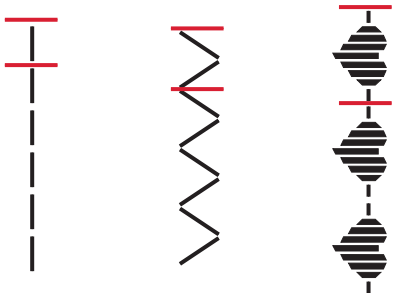
Choose from 6 types of letters and numbers, Block, Outline block, Brush line (9 mm), Script, Cyrillic (Russian letters) and Hiragana (Japanese letters). Each lettering menu has different menus to choose between. Depending on selected type, the menus can differ.





What is a Stitch?

A stitch is a single stitch as in a Straight Stitch or two individual stitches as in a zigzag. A stitch is also the complete stitch made up of the total individual stitches in the stitch such as a 3 Step zigzag, or decorative stitch (Heart, Feather Stitch, etc.).



Adjust Stitches

When selecting a stitch, your Designer SE automatically sets the best stitch length and width for the fabric selected in the Sewing Advisor. Use the buttons below and beside the stitch to make manual adjustments of stitch width, stitch length and mirror the stitch or stitch program side to side or end to end.

MIRRORING: Mirror stitches side to side with  and end to end with .



STITCH LENGTH: Decrease or increase the length of the complete stitch using the − and +. A single Straight Stitch at a longer length will be longer, lengthen a zigzag stitch or a decorative stitch and the complete stitch will be longer. Lengthen a satin Pictogram element or satin decorative stitch and the complete stitch will be longer however the density of the satin element or complete satin stitch will remain the same.



STITCH WIDTH: Decrease or increase the stitch width using the − and +.



NEEDLE POSITION: Move the needle left by touching − and right by touching +.

The set stitch width and stitch length are displayed in the buttons. The stitch width adjusts from 0 to 7 mm.

Minimum and maximum settings for width and length are indicated with an audible “beep” signal.

Customize your own stitches by adjusting them as you wish. Save your adjusted stitch in the U-menu, “My Stitches”, by touching . Touch a space on the U-menu to save the stitch. See page 2-15.



Stitch length − *Stitch length +*

Default values are shown in black numbers, adjusted values in red.



Stitch Density

Satin and Scallop Stitches

When certain satin or scallop stitches are selected, a button for adjusting stitch density appears. Stitch Density adjusts the density (closeness of the satin stitches that make up the complete stitch) of satin type Pictogram elements and satin decorative stitches without changing the length of the actual complete stitch (Pictogram element or satin decorative stitch). Use with specialty threads and when a less dense satin stitch is desired.

Touch + to lengthen each individual stitch which decreases density. Touch − to shorten each stitch which increases density.



Stitch density + *Stitch density −*



Balance

Omnimotion Stitches

When an Omnimotion stitch (menu K) is selected, a button for adjusting the balance appears. See Set menu, page 1-28, for information about how to adjust the balance.

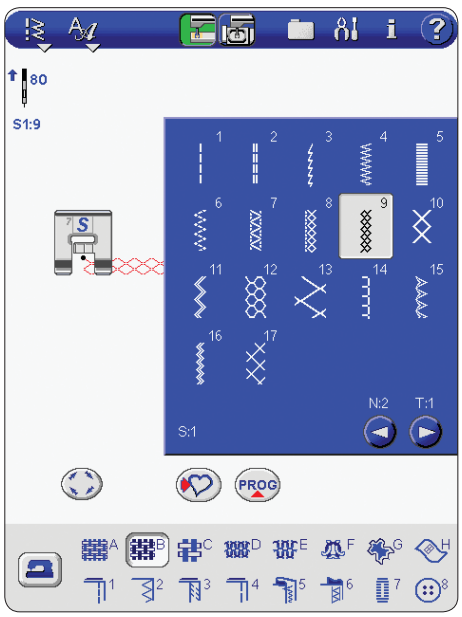
4-Way and 8-Way Stitches

The stitches on the S- and T-Menu can be sewn in different directions. A button for changing direction is located below the stitch picture.

S-Menu

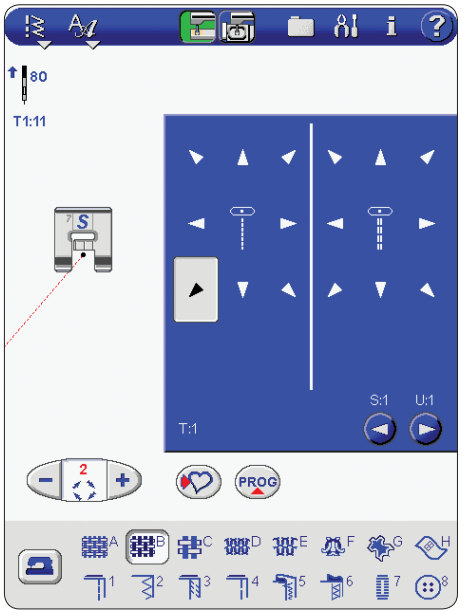
Touch  to change sewing direction 90 degrees clockwise.

 button above the needle has the same function.



T-Menu

Select one of eight pre-set directions with the arrows, and adjust the angle in smaller steps with + and − in .

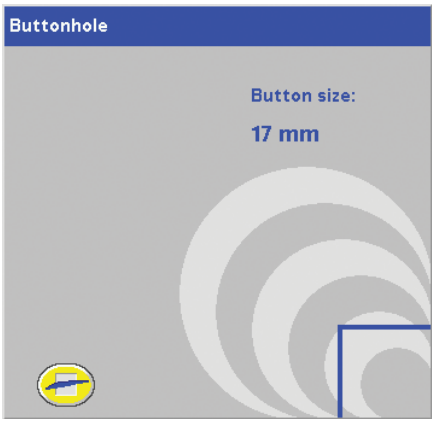


Buttonholes

For buttonhole stitches, select stitch menu B and select a buttonhole. Buttonholes can be sewn with or without the Sensor Buttonhole Foot. Follow the recommendations for each buttonhole.

Set Button Size

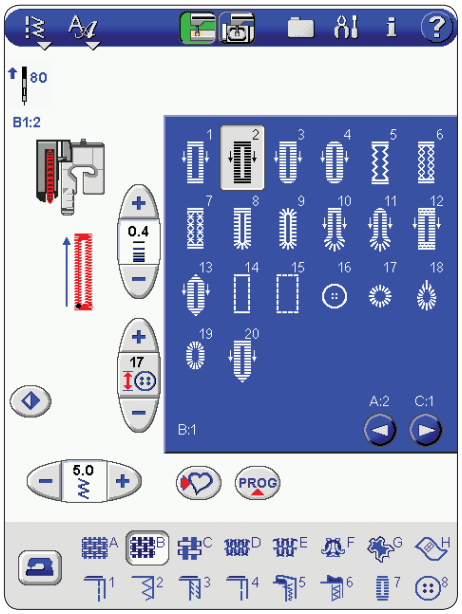
When a buttonhole is selected with the Sensor Buttonhole Foot connected, a button size window opens.



Place your button in the lower right corner of the screen. Scroll the wheel on the Sensor Buttonhole Foot until the button is outlined on the screen. The size can be set up to 50 mm (2"). Remove the button from the screen and touch  to close the window and set the size. The selected button size is shown above the button symbol . If needed, adjust the size with + and −. Touch  to open up the size window again.

After setting the size, line up white area on the side of the wheel with the white marking line on the foot.

For more information on how to sew buttonholes, see your Designer SE Handbook and your Instruction CD.



Alphabet Fonts

To select a font, touch  in the toolbar. A drop down menu shows the built in stitch fonts. Touch one of the fonts to bring up the lettering stitches for that font in the stitch selection area. Touch any of the stitches to select it. The drop down menu closes, and the screen displays how the letters will be sewn. The jump stitches between the letters are shown in grey.

In Sewing Mode, only the stitch fonts are shown in the drop down menu, while in Embroidery Mode both stitch and embroidery fonts are shown. Learn more about embroidery fonts on page 4-14.



Programming

With your Designer SE you can program stitches and letters into combinations. Each program can be up to approximately 500 millimeters (20") long. Save the program in "My Stitches" or "My Files", see page 2-15.

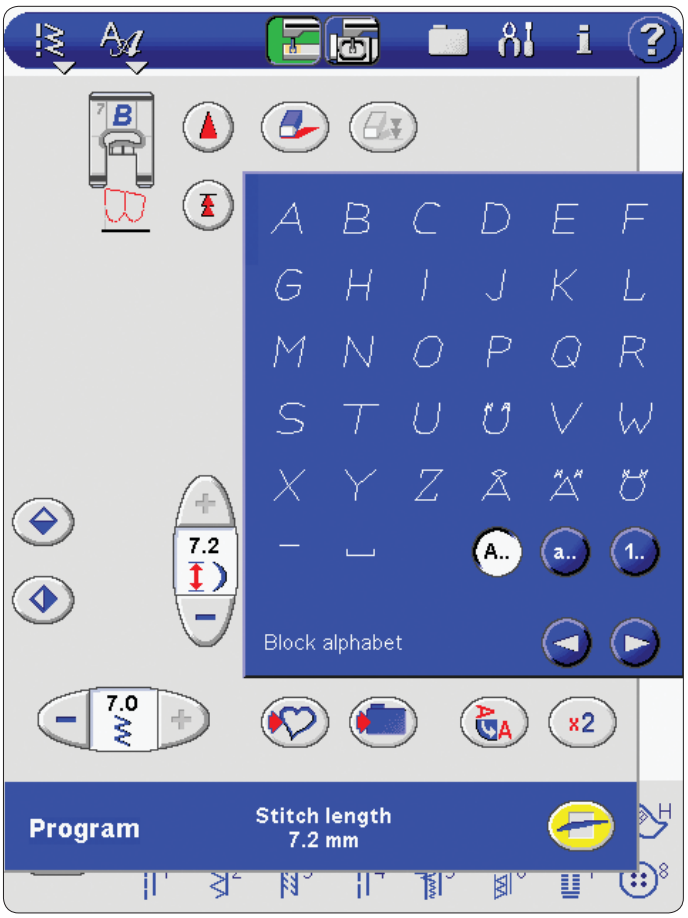
All stitches on your Designer SE are programmable except for buttonholes, mending stitches, automatic tapering stitches and 4-Way stitches.

Programming Screen

Select your fabric type in the Sewing Advisor before programming.

Touch  to open the program mode. The stitch menu which was previously selected will be kept when entering the program mode. The programmed stitches will appear below the presser foot. The length of your program in mm is shown at the bottom of the screen. Use the arrows  and  to step through the stitch or letter program.

NOTE: The arrows appear when you enter a stitch or letter.



How to Program Stitches and Letters

To program a combination, simply touch your desired stitch and it appears under the presser foot on the screen. Touch another stitch and it will appear below the previous one. Continue selecting stitches and letters.

Font Style Menus

For each font there are different style menus, for example: upper case letters **A..**, lower case letters **a..** and number and special characters **1..**. Depending on selected font, the style menus can differ. Touch the button to select a style menu.



Add a Stitch or Letter

To add a stitch or letter to a stitch program, place the cursor where you wish to add it. Touch the desired stitch, and it is inserted at the cursor position.

Delete Stitch(es) or Letter(s)

Use the buttons above the stitch area to delete stitches. To delete a stitch at the cursor position, touch .

To delete all stitches from the highlighted stitch to the end of the program, touch .

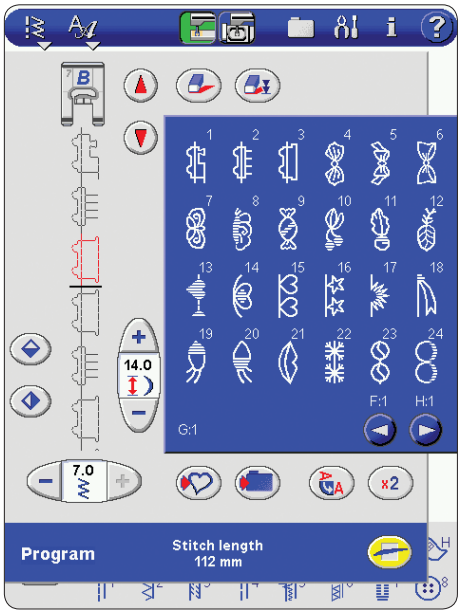
Change a Stitch or Letter

To change a stitch you must delete it and insert the stitch you want instead.

Adjust Individual Stitches/Letters in Program

To adjust stitches in the program, move the cursor back and forth stitch by stitch using  and . When the cursor is positioned at the very end of the program,  has the symbol . Touch  to quickly move the cursor to the beginning of the program.  now has the symbol . Touch  to move the cursor to the end of the program.

A stitch is adjustable when it is highlighted in red. Use the mirroring, stitch length and stitch width buttons to adjust the stitch. Only the stitch highlighted in red will be affected by the adjustments.



MIRRORING: Mirror stitches side to side with and end to end with .

STITCH LENGTH: Decrease or increase the stitch length using the − and +.

STITCH WIDTH: Decrease or increase the stitch width using the − and +.

NEEDLE POSITION: Move the needle left by touching − and right by touching +.

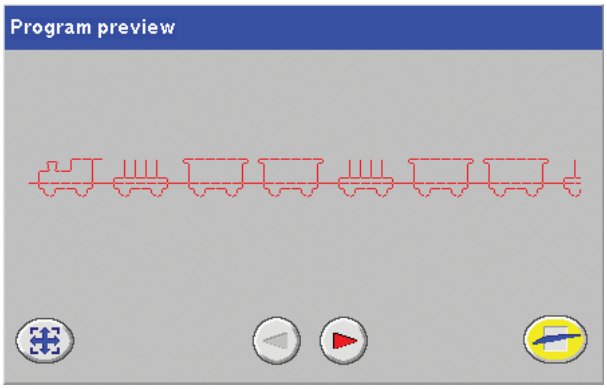
STITCH DENSITY: Touch + to lengthen each individual stitch which decreases density. Touch − to shorten each stitch which increases density.

Duplicate Stitch

You can program an adjusted stitch several times in a row, without having to make the same adjustments on each stitch, with the duplicate function. To duplicate a programmed and adjusted stitch, touch and the highlighted stitch is duplicated.

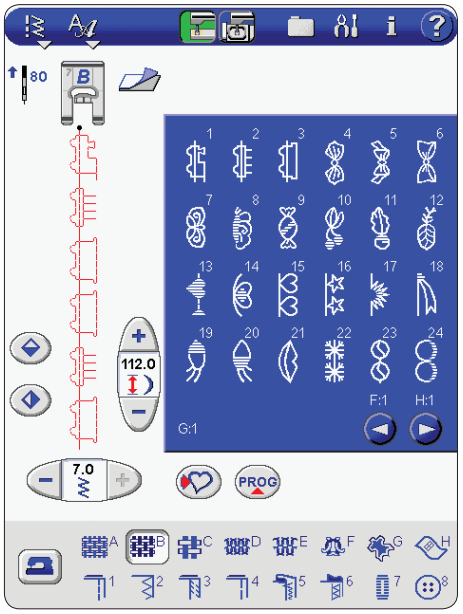
Preview

View your stitch program horizontally by touching . A pop-up displays your program in actual size. If the program is too long to be shown in total, use the cursor arrows to scroll through the program. To view the whole program, touch . Touch to close the preview.



Adjust Whole Program

To adjust the whole program, return to the stitch view by touching . Adjustments made here will affect the whole program.

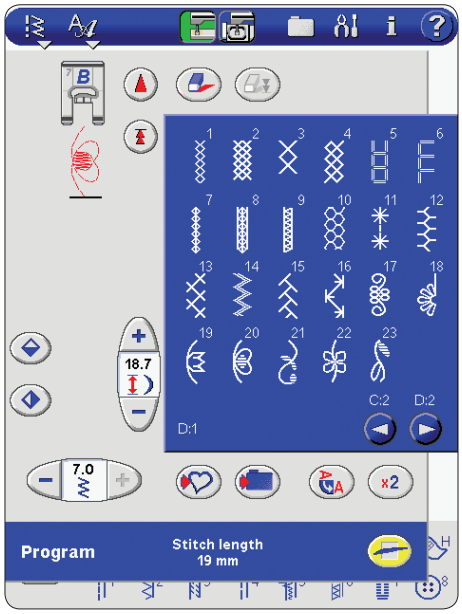


Practice Programming Stitches and Letters

Follow the step by step instructions to program "Linda" combined with decorative stitches.

In Sewing Mode view, touch PROG to enter Programming.

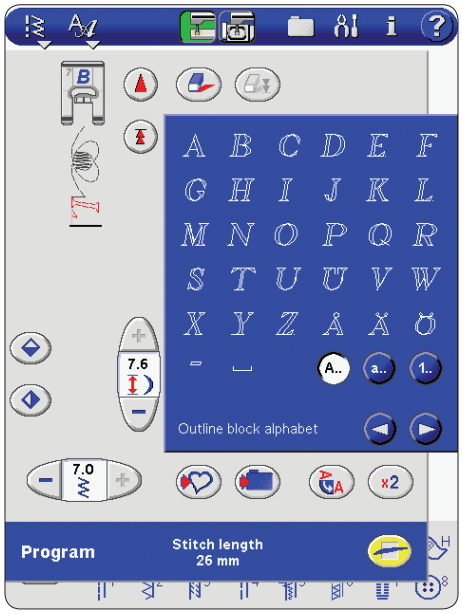
Touch in the toolbar and select menu D. The stitches appear in the stitch selection area. Select stitch 20. The drop down menu disappears and stitch 20 is shown in red below the presser foot.



To program L in upper case letters, touch and select Outline block alphabet.

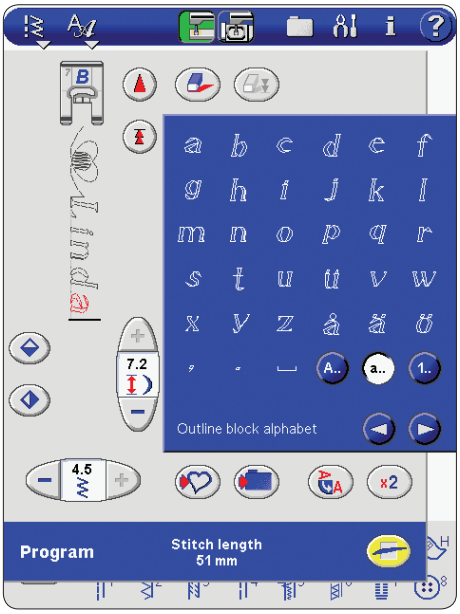


Touch L in the stitch selection area. Once the L is on the screen it is highlighted in red indicating it is active.



To program “inda” in lower case letters, touch **a..** in the stitch selection area. The lower case stitches appear. Touch i, the letter appears below L. Continue to enter the letters n, d and a. Now “a” is highlighted in red, as it is the active stitch, and the other stitches are shown in dark grey. Jumpstitches which connect the letters are shown in lighter grey.

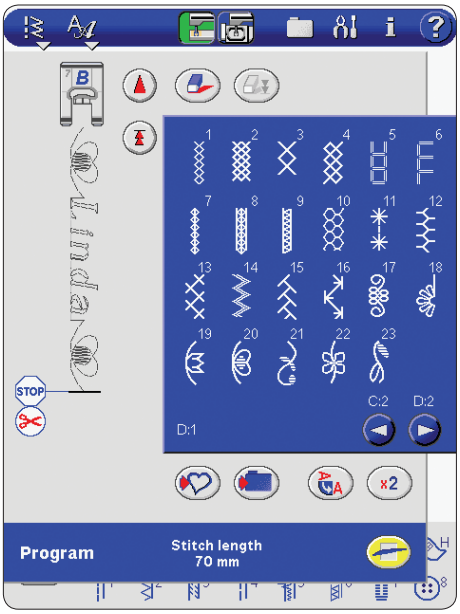
To enter another decorative stitch, touch  and select menu D. Select stitch 20.



Touch STOP function button on the machine to sew your program only once. Designer SE will tie off the thread and stop when your program is finished.

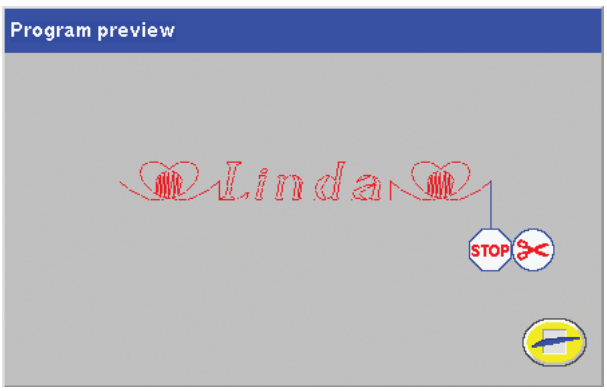
Touch ✂ function button so your Designer SE will cut the threads and raise the presser foot when it has finished sewing.

The programmed Stop and Cut appear on screen in the order you programmed them.



Touch FIX function button to program a tie off anywhere in your program if desired for a secure tie off. The programmed Fix appears on screen.

Preview your program horizontally by touching .

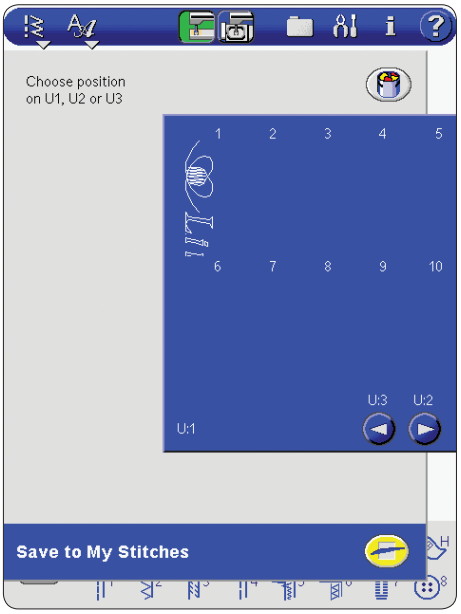


Sew your Program

To sew your program, leave programming mode by touching . You return to the stitch view where your program is now displayed, including programmed Fix, Stop, and Cut. Follow the recommendations for presser foot etc. Touch START STOP or use the foot control to stitch out your program.

Save in "My Stitches"

Touch to open the dialogue for saving a stitch program or an adjusted stitch in "My Stitches", the U-menu. There are three U-menus, which you can scroll between using the arrows.



Save on Free Position

Previously saved stitches or stitch programs are shown in the U-menu. The new stitch or program can be saved at any free position. Simply touch a free position, and your stitch or stitch program is stored there.

Save on Occupied Position

Touch an occupied position and a pop-up will ask you to confirm the overwriting of the old stitch. Touch to replace the old stitch with the new one. Touch to close the pop-up, and choose another saving position.



Cancel Save Process

To cancel the save process, touch instead of touching any storing position. The saving window will close, and you return to the previous screen.

Delete Saved Stitch or Program

To delete a saved stitch or program, touch . The delete button is active until a program is selected and deleted or until it is touched again. If a stitch is selected to be deleted a pop-up will ask you to confim the deletion.



Save your Program in "My Files"

You can also save your program as a stitch file in the "My Files" folder or on a USB device.

In programming mode, touch to open a dialogue for entering a file name. Touch to confirm the name. Select which folder to save in by touching it and then touch OPEN. Touch SAVE and your file is saved in that location (see pages 5-4 – 5-8 for more information).

To retrieve your program, see page 2-5.

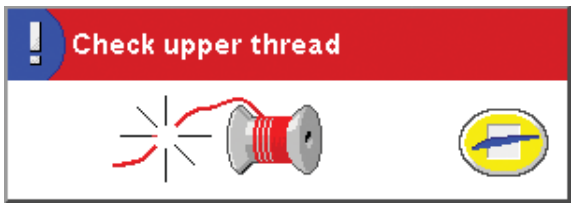


Sewing Pop-Up Windows

Designer SE features a number of pop-up windows that appear on the screen to guide you when your Designer SE stops or is not sewing.

Check upper thread

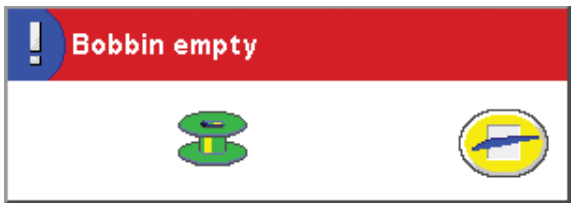
Your Designer SE stops automatically if the top thread runs out or breaks. Re-thread the top thread, touch . Touch START STOP or step on the foot control to continue.



Bobbin empty

Your Designer SE stops when the bobbin is almost empty. Replace the empty bobbin with a full one. (Bobbin winding, see page 1-13)

NOTE: It is possible to continue sewing until all thread on the bobbin has run out. Just continue sewing without closing the pop-up.



Presser foot too high

Your Designer SE will not sew if there is too much fabric under the presser foot.

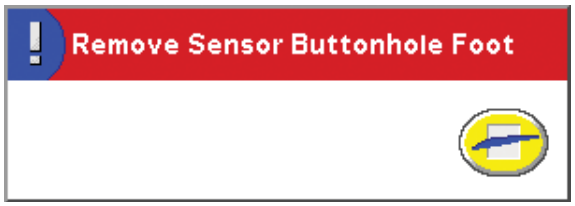


Remove sensor buttonhole foot

When the Sensor Buttonhole Foot is inserted you can not select

- a stitch that is not a buttonhole,
- a buttonhole that cannot be sewn with the Sensor Buttonhole Foot, or
- an adjusted buttonhole saved without the Sensor Buttonhole Foot on the U-menu.

Remove the foot or select a buttonhole that can be sewn with the Sensor Butonhole Foot.



Adjust white line to white area

When you insert the fabric for sewing a buttonhole, the wheel of the Sensor Buttonhole Foot might move. A pop-up prompts you to line up the white area with the white line.



Not a programmable stitch

Buttonholes, mending stitches, 4-way stitches and automatic tapered stitches cannot be programmed. Select another stitch.



Working

When your Designer SE is loading, saving, moving etc. an hourglass is shown.



Replace file

When trying to save a stitch or program with the same name as a file that already exists in "My Files" or on an external device, your Designer SE will prompt you to confirm this.



Insert Sensor Buttonhole Foot

An adjusted buttonhole saved with the Sensor Buttonhole Foot on the U-menu must be sewn with the Sensor Buttonhole Foot.



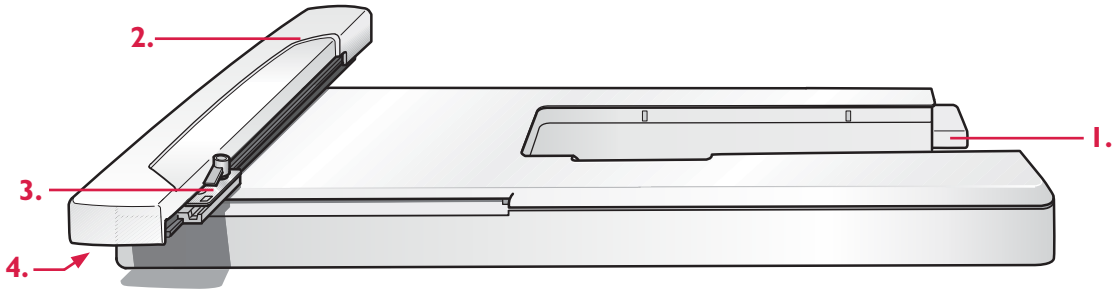
Max length reached

The stitch you are trying to add to your stitch program makes the program exceed the maximum length.



Set to Embroider





Embroidery Unit Overview

1. Embroidery unit socket
2. Embroidery arm
3. Embroidery hoop attachment
4. Embroidery unit release button

Embroidery Unit Carrying Case

The carrying case contains:

- Embroidery unit
- 2 embroidery hoops; standard (100x100 mm) and large (240x150 mm)
- 2 embroidery templates; standard and large
- Template pencil
- Embroidery Sampler CD
- Designer SE Sampler booklet
- USB Embroidery Stick
- Embroidery Collection Booklet
- Scissors
- 6 spools of embroidery thread
- 2 pieces of fabric
- 2 pieces of stabilizer
- Hoop Ease sample 240x150 mm
- Embroidery Express CD
- Embroidery Software brochure

Store your embroidery accessories in the carrying case to prevent misplacing them.

Designer SE Designs

71 brand new designs are included in the Designer SE built in memory, and 4 designs are stored on your USB Embroidery Stick. All these designs are also delivered on the Embroidery Sampler CD for backup if you temporarily want to remove them from the memory or USB Embroidery Stick.

Also included on the Embroidery Sampler CD are 100 designs from existing collections.

Designer SE Sampler

Page through the Designer SE Sampler booklet for Designer SE designs and fonts. All new embroidery designs are pictured actual size. Additional designs from existing collections are pictured in half size. The center point and placement markings on all sides are marked for easy placement in the hoop.

The design number, stitch count (number of stitches in the design) and the design size are displayed next to each design. The thread spools show the suggested thread colors for each color number.



Mega Hoop

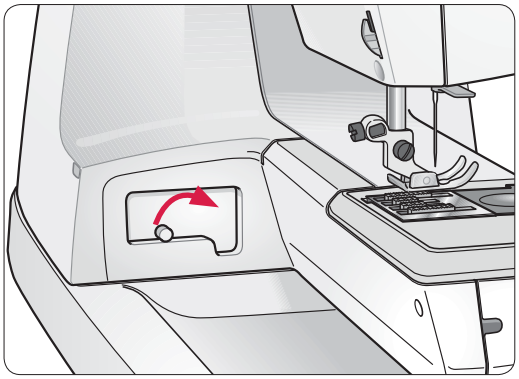
Sew embroideries that are up to 150 mm wide and 360 mm high with the Mega Hoop. In Embroidery Mode, select hoop size 360 x 150, see page 4-5.

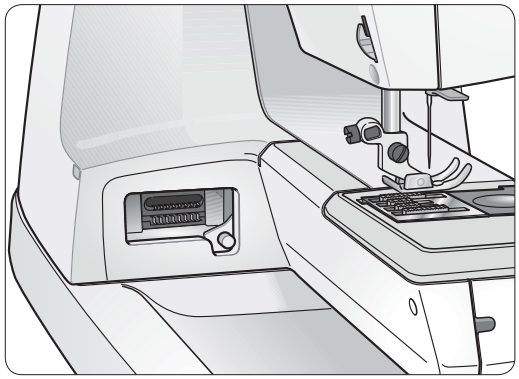
Follow the instructions included with your Mega Hoop.

Designs for the Mega Hoop are included with your Designer SE and pictured full size in the Designer SE Sampler booklet.

Connect the Embroidery Unit

1. Press button at left end of accessory tray and slide it off.
2. There is a covered socket at the back of the machine. Turn the cover to the right to open it. The embroidery unit plugs into the socket.
3. Slide the embroidery unit on to the free arm of the machine until it plugs firmly into the socket. If the machine is off, turn it on.
4. A pop-up window tells you to clear the area and remove the hoop for positioning. Touch . The machine will calibrate and the embroidery arm will move to the ready position. This calibration will set your embroidery functions each time you slide on the embroidery unit.





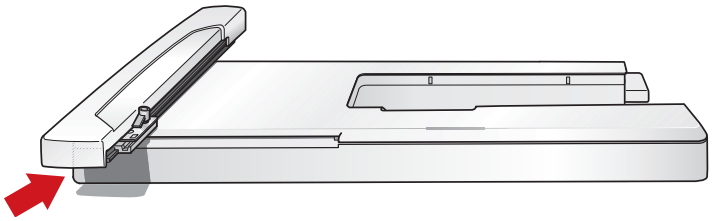
NOTE: Make sure not to calibrate the machine with the embroidery hoop attached as this can damage the needle, hoop and/or the embroidery unit. Be sure to clear all materials from around the machine before calibrating so the embroidery arm does not bump into anything while calibrating.

Remove the Embroidery Unit

1. To store the embroidery unit in the embroidery case, touch . The embroidery arm will move to the park position.

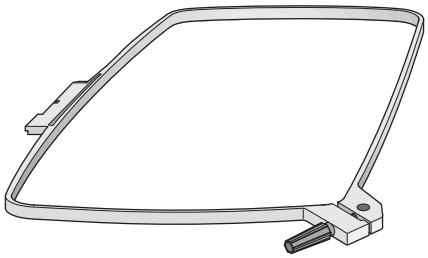
    under the Embroidery Color Control tab, , has the same function (see page 4-8).

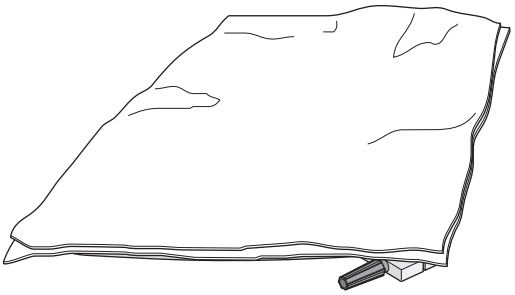
2. Press the button at the left under side of the unit and slide the unit to the left to remove it.
3. Close the cover on the socket.

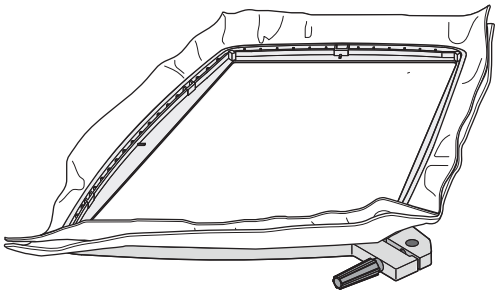


Hoop the Fabric

1. Loosen the screw on the larger outer hoop. Remove the inner hoop. Place the hoop on a firm flat surface with the screw on the lower right. There is a small arrow in the center of the lower edge of the hoop which will line up with a small arrow on the inner hoop.
2. Place stabilizer and the fabric on top of the outer hoop and place the inner hoop on top of the fabric with the small arrow at the bottom edge.
3. Push the inner hoop firmly into the outer hoop.







NOTE: Be sure to loosen the hoop screw enough for the fabric and stabilizer thickness so you can easily push the inner hoop in place. Push in on the sides of the large hoop to be sure both hoops are even.

4. Tighten the hoop screw. The fabric should be taut in the hoop for the best results. Do not pull on the fabric as this can stretch it and distort your design. Use the Screw Grip to tighten the hoop screw if needed. Do not over tighten.

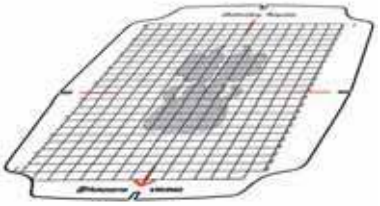
NOTE: Read more about Stabilizers and Hoops in the Accessory User's Guide.

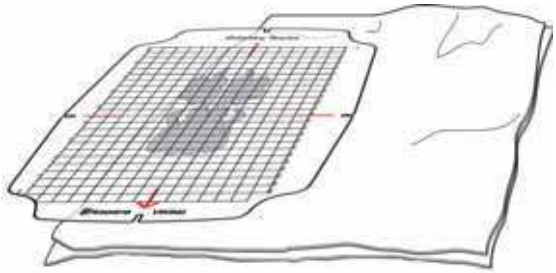
Embroidery Template

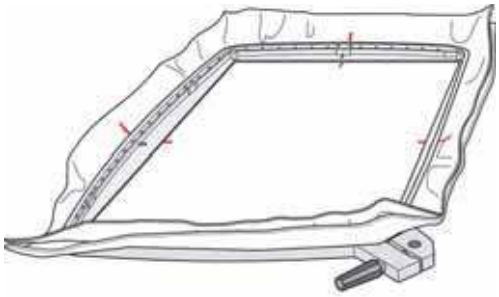
Because the embroidery designs are pictured actual size in the booklet, it is easy to place the embroidery in the desired position on your garment or project.

1. Place the template over the picture of the selected design in the booklet.
2. Use the template pencil to trace the outline of the design onto the template.
3. Use the template to position the design on the project to be embroidered. Through cut outs on the template, mark the center point, the sides and the top and bottom of the embroidery area on the project with the Pictogram Pen™.
4. When hooping the fabric (see previous page), place the fabric and the inner hoop so that the markings on the fabric match the markings on the inner hoop.

   Take the time to be sure the marks are all aligned.
5. Push the inner hoop into the outer hoop and tighten the screw with the Screw Grip.







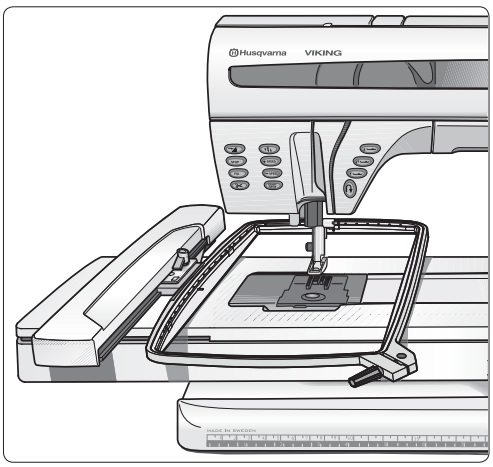
Slide on the Hoop

Slide the hoop onto the embroidery arm until it clicks into place.

The marked center point on the design should match the starting point of the needle. If minor adjustment is needed, touch the positioning buttons  (see page 4-6).

NOTE: To remove the hoop from the embroidery arm, press the grey button on the hoop attachment and slide the hoop toward you.





Getting Started

To enter embroidery mode, touch  at the top of the Interactive Designer screen. The green background in the button indicates that Embroidery Mode is active. Make sure that  at the bottom of the screen is pressed, indicating that Interactive Designer Customizing is active.

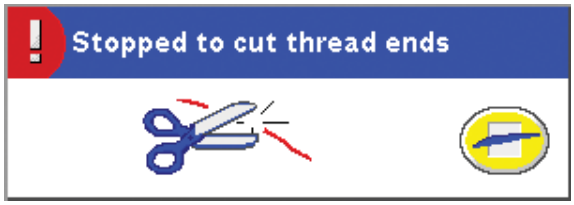
1. Touch  and select a design. Designer SE automatically selects the smallest hoop size that fits the design.
2. Touch  to open the Embroidery Advisor for recommendations for stabilizer, thread, and needle for the selected fabric.
3. Slide on the embroidery unit. A pop-up prompts you to clear the embroidery area for positioning. Touch  to calibrate and move the embroidery arm to ready position.
4. Slide on the hoop. Make sure that the hoop attached matches the hoop size shown on the screen or change hoop size by touching  and selecting correct size from the list (see page 4-5).
5. Touch  at the bottom of the screen to go to Interactive Designer Embroidery to stitch out your design.
6. Touch  or touch the foot control to start the embroidery. The machine detects the hoop and starts embroidering. After a few stitches, the machine stops and a pop-up appears on the screen prompting you to cut the thread ends. Cut the thread and touch  to continue embroidering.
7. When the first color is completed, your Designer SE stops. A pop-up appears, prompting you to change color. Re-thread with the next color and continue as described in section 6 above.
8. When the embroidery is completed, your Designer SE stops and a pop-up informs you that your embroidery is finished. Touch  to remove your design from the screen or touch  to get back to your embroidery with the possibility to save it or stitch it again. The hoop is brought back to the start position for the first design color.

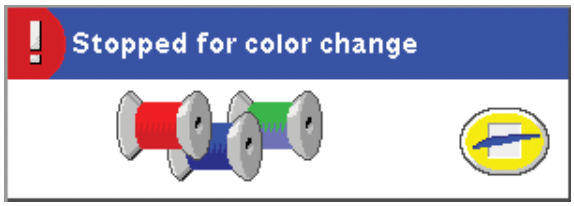
1.



2.



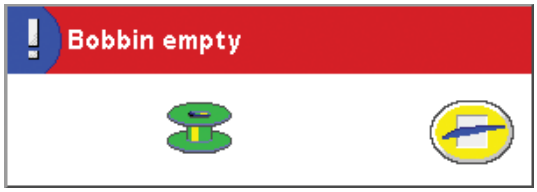




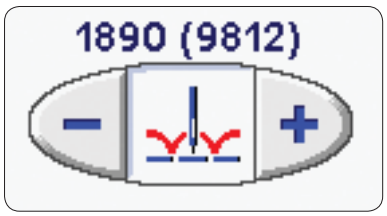


Embroidery Functions

Bobbin Access



When the bobbin is almost empty, your Designer SE stops automatically and a pop-up is shown. To access the bobbin area with the embroidery hoop attached, touch and the hoop will move away so that you can slide open the bobbin cover. Put full bobbin in place, slide on bobbin cover, touch the button again to move the hoop back to the stitch position. Pull back excess top thread. Step backwards a few stitches by touching – on the Step stitch by stitch button (see page 4-13). Touch START STOP to resume the embroidery.



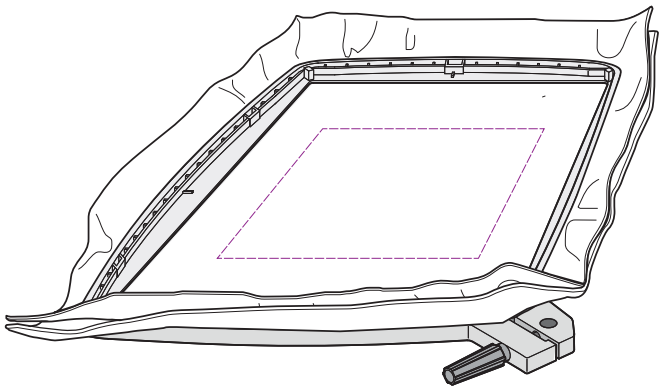
in the Embroidery Color Control tab has the same function, see page 4-8.

One Color Embroidery

Touch STOP to cancel the color stops if you want to sew a design in one color only.

in the Embroidery Color Control tab has the same function (see page 4-7).

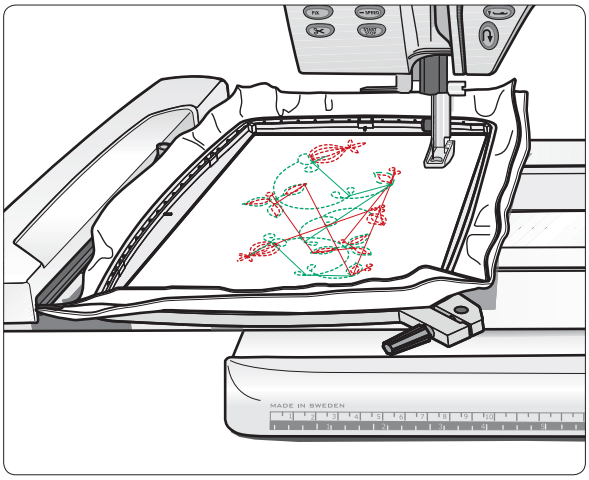
Baste in Hoop



When embroidering on fabrics that should not be hooped tightly, touch FIX to baste an outline around the design area before beginning to stitch the embroidery design. The FIX function can also be used to baste fabric to the stabilizer. This basting also indicates the placement of the design.

When the fix function is active, you cannot step forward or backward color by color.

Park Position /Easy Thread Trims



Remove the hoop and touch  to put the embroidery unit in park position for easy storage in the embroidery unit case.

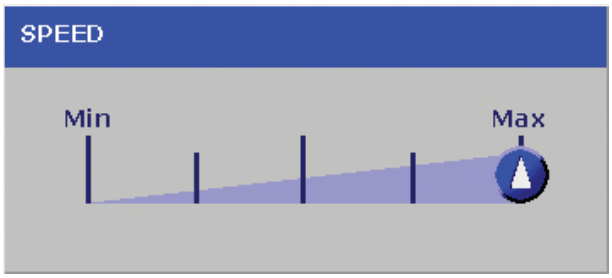
When embroidering and changing from one thread to another, it is best to cut the long ”jump” stitches. This will make the thread trimming easier when the embroidery is finished.

Touch , the hoop moves towards you. Cut the jump threads and touch  again. The hoop moves back to its ready position. Touch  to resume the embroidery.

 in the Embroidery Color Control tab  has the same function (see page 4-8).

Speed

Each stitch type in a design has a pre-set maximum speed at which it can be sewn. To reduce the speed when using speciality threads, touch . To increase the speed again touch .



Touch when not embroidering and a pop-up will appear showing the set speed. You can also set the speed by touching the slider in the pop-up. The pop-up closes automatically three seconds after the change has been made. You can change the speed while embroidering, but no pop up will appear.

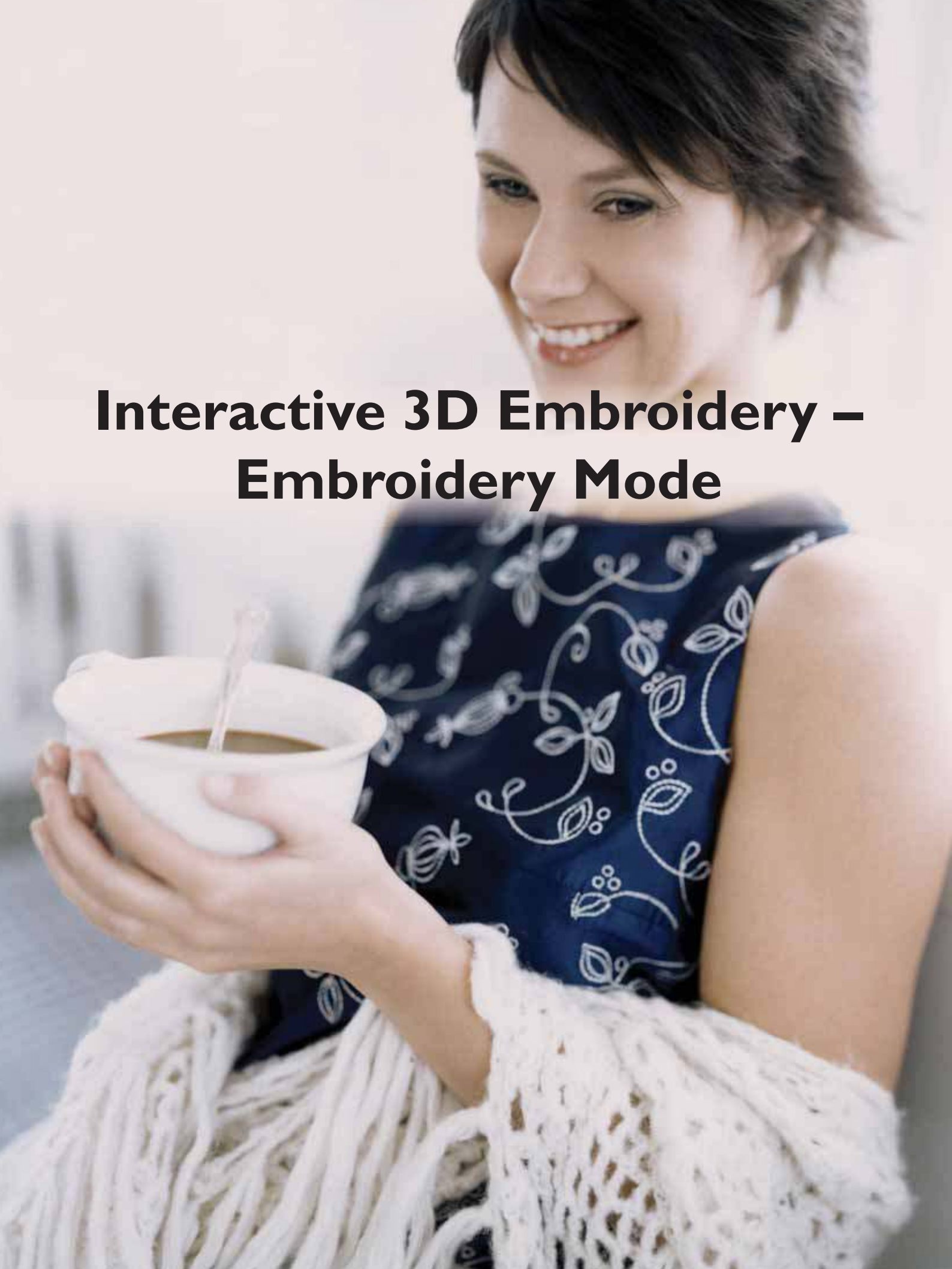
Start and Stop Embroidering

Touch  to begin embroidering and touch again to stop. Designer SE stops automatically at color changes and when the embroidery is finished.

Sensor Foot Up and Extra Lift

Touch  to lift presser foot to up position. Touch once more and the presser foot will raise to extra lift, to make it easy to insert or remove the hoop.

NOTE: See pages 1-16 and 1-17 for information on the function buttons in Sewing Mode.

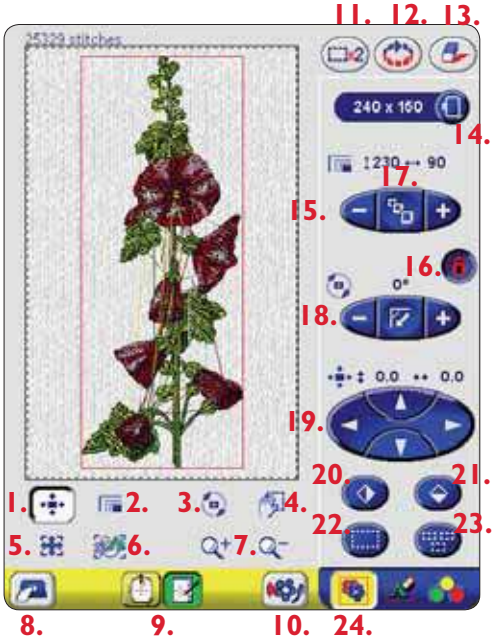


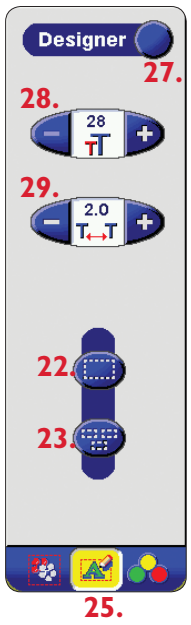
Interactive 3D Embroidery – Embroidery Mode

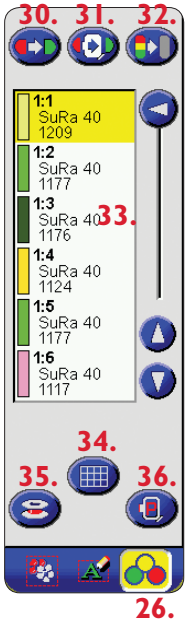
Embroidery Mode

Embroidering your favorite designs is fun and easy with Designer SE! With a simple touch on the Interactive Designer screen you can combine and customize designs, scale and rotate them any way you wish, and stitch them out to embellish your favorite garments or sewing projects. Combine your designs with text or other designs and save them in the built in machine memory or on your USB Embroidery Stick.

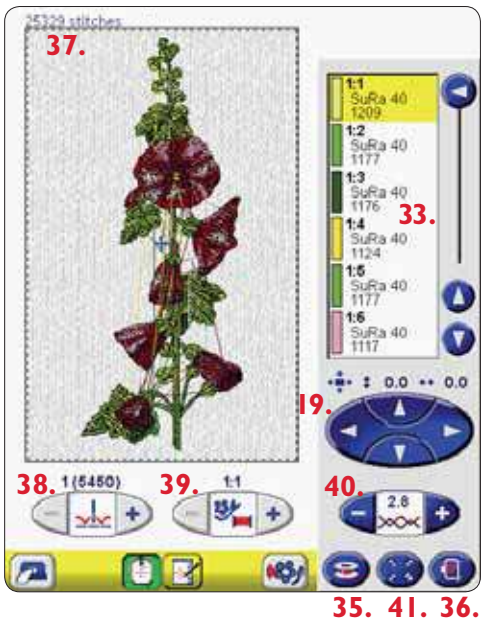
Customizing







Embroidery



1. On Screen Positioning
2. On Screen Scaling
3. On Screen Rotating
4. Pan the zoomed embroidery area
5. Zoom to full hoop area
6. Zoom to show all designs
7. Zoom in and out
8. Embroidery Advisor
9. Toggle between Customizing and Embroidery
10. Save to My Designs
11. Duplicate design
12. Restore design to original appearance
13. Delete design
14. Hoop size selection
15. Scale design
16. Scale proportionally lock/unlock
17. Open Resize
18. Rotate design
19. Position design
20. Mirror Image design side to side
21. Mirror Image design end to end
22. Select design
23. Select all designs
24. Embroidery Design control tab
25. Embroidery Text control tab
26. Embroidery Color control tab
27. Open program editor
28. Adjust text size
29. Adjust text gap
30. Change thread color
31. Change background color
32. One color embroidery
33. Color list
34. Grid on screen
35. Bobbin access
36. Park position
37. Total number of stitches
38. Step stitch-by-stitch stitches
39. Step by color
40. Thread tension
41. Check size

Overview

With Interactive Designer Customizing you can adjust, combine, save, restore and delete designs. You also have access to the Embroidery Advisor.

In the embroidery area the loaded designs are displayed in 3D.

You can customize your designs with or without the embroidery unit attached.

When the design or combination is ready, slide on the embroidery unit to stitch your design.

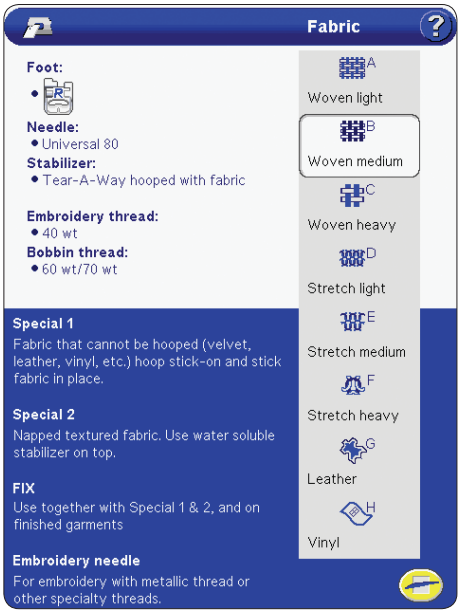
Toggle between customizing and embroidery by touching  at the bottom of the screen. The green background indicates which mode is active.

For Interactive Designer Embroidery , see page 4-12.

Interactive Designer Customizing

Embroidery Advisor

Before starting to embroider, touch  to open the Embroidery Advisor, for needle, stabilizer and thread recommendations for embroidering different fabrics. Touch the fabric you wish to embroider and follow the recommendations. Touch  to close the Embroidery Advisor.



Load a Design

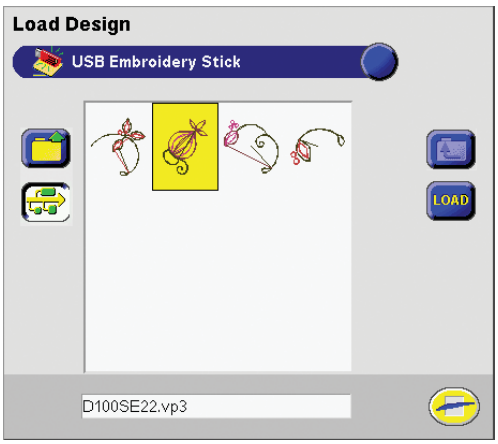
To load a design, touch  on the toolbar. A drop down menu displays the designs available in the built in “My Designs” folder. Use the arrows to scroll through the designs. Touch a desired design. The drop down menu closes and the design is loaded onto the embroidery area. Repeat to add more designs to the embroidery area.



NOTE: You can add and remove designs from this menu using the File Manager. See page 5-4 for more information.

Load from other Location

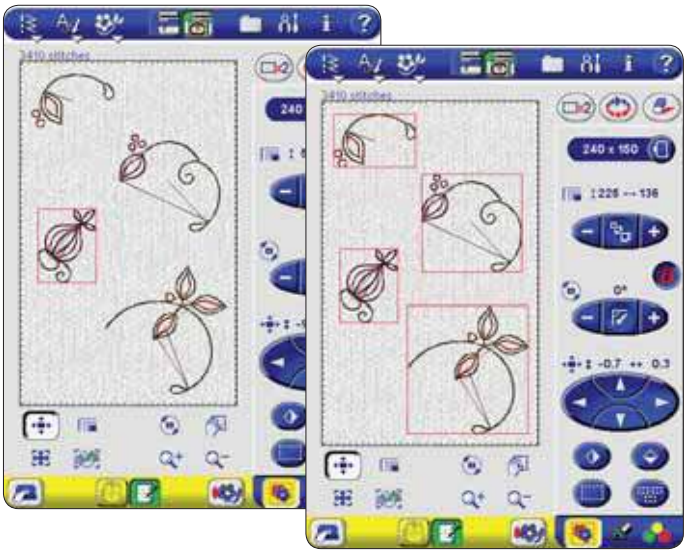
You can also load a design from another location by touching  (see page 4-3) at the bottom of the "My Designs" drop down menu. A Load dialogue will open, allowing you to load designs or combinations. By default "My Files" is opened, or you can choose to load a design from your USB Embroidery Stick or another device connected to the USB port. Touch the button corresponding to the location you wish to load from, and locate the design. Select the design by touching it and then touch .



Select Design(s)

To select a design to adjust, touch it on the screen or touch . The selected design is outlined in red. Step through all loaded designs by repeatedly touching the button. Touch  to select all designs in the embroidery area. All designs are outlined in red.

NOTE: A design must be outlined in red to be adjustable.

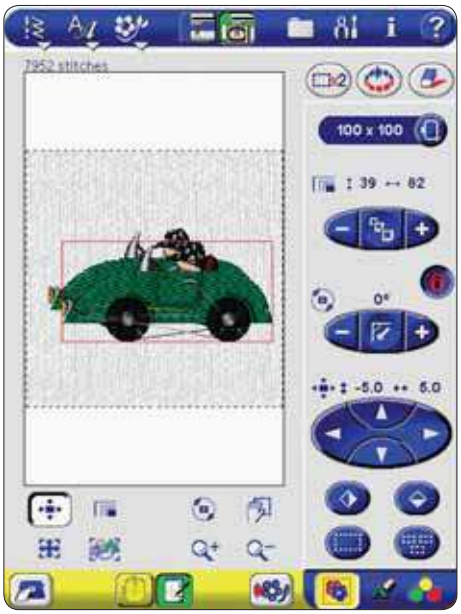


Delete Design

To delete the selected design from the embroidery area, touch . If all designs are selected, a pop-up window asks you to confirm the deletion.

Restore Design

 resets the selected design to its original appearance. All changes in rotation, scaling, positioning and color changes are reset. If all designs are selected, all will be reset.



Duplicate Design

Touch  to duplicate the selected design or combination. A copy of the design appears on top of the other.

Adjust Designs

There are many options to adjust your designs. Always adjust first before beginning to embroider.

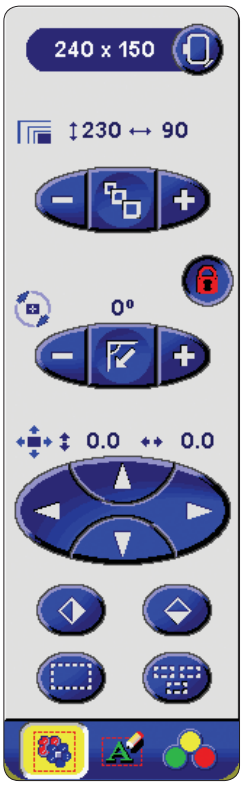
There are three sets of control buttons which are displayed by touching one of the three tabs at the bottom right of the screen – embroidery design functions (1), embroidery text functions (2) and color functions (3).



Embroidery Design Control Tab

Hoop Selection

When a design is loaded to the empty embroidery area, the smallest hoop that fits the design is automatically selected. If more designs or text are added, another hoop size may need to be selected. Touch to open a list with available hoop sizes. The selected size is shown next to the button.



Hoop Selection

Scaling
Resize

Rotation

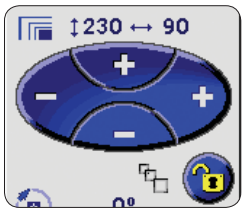
Positioning

Mirror side to side and end to end

Select design and select all

Scaling

With the scaling function you can reduce or enlarge the design size up to 20% by touching − or +. As a default the proportions are locked, which is shown by the button with a closed lock . Touch to unlock it, . Height and width are now adjusted individually, and the scaling buttons change to show + and − both horizontally and vertically.



Unproportional scaling

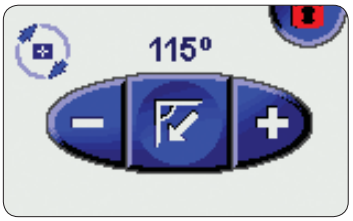
You can also use the On Screen Design options to scale your design (see page 4-9).

To change the design size more than 20%, use the resize function. Access the resize function when the scaling proportions are locked ( ) by touching between the - and + (see page 4-10).

The scaling function works horizontally and vertically on the screen. If you rotate a design and then scale it with unlocked proportions, you achieve a warp effect.

Rotation

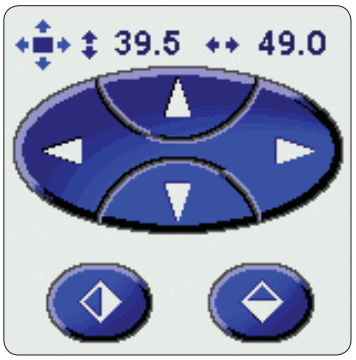
With your Designer SE you can rotate your designs in one degree steps. Touch  to rotate selected design(s) clockwise in 90 degree steps, and the + and – to rotate in single degree steps. Above the buttons you can see how many degrees you have rotated the design from its original position.



You can also use the On Screen Design options to rotate your design (see page 4-9).

Positioning

Place your design anywhere in the embroidery area using these buttons. Touch the arrows to move your design. Touch and hold to move in larger steps. Above the buttons is displayed in millimeters how much the design has been moved vertically and horizontally from its original position.



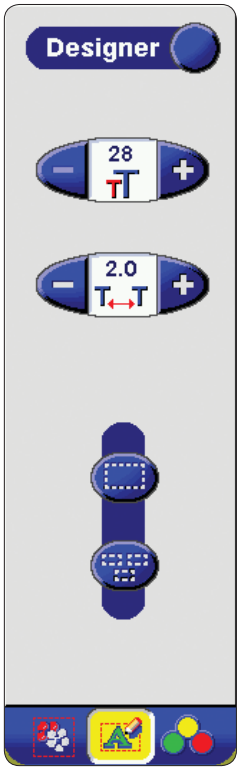
You can also touch and drag your design freely on the screen. See page 4-9 for an overview of the On Screen Design options.

Mirroring

 mirrors the design side to side.

 mirrors the design end to end.

Embroidery Text Control Tab



Program window

Text size

Text spacing

Program Window

If you have entered a text or stitch program it is displayed here. Touch  to open the program editor. The editor looks different depending on whether the program you have entered is in embroidery letters, or stitches. See page 4-14 – 4-16 on how to edit text using embroidery fonts and stitch fonts.

If no text is selected,  is deactivated and nothing happens when you touch it.

NOTE: If a program includes a font not installed on the Designer SE, a pop up will inform you that you cannot edit the text. Install the used font.

Text Size Adjustment

Touch – or + in  to reduce or enlarge the selected text up to 20% proportionally.

Text Spacing

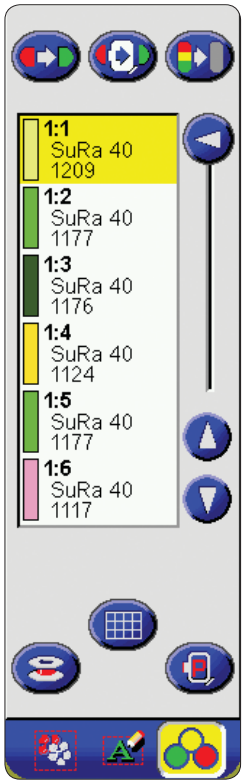
Touch – or + in  to adjust the space between the letters.

Embroidery Color Control Tab

Color List

All colors in all loaded designs are displayed in the order they will be stitched. Each listed color shows design and color number, and gives abbreviated information on thread manufacturer, thread type, weight and thread number. Use the arrows next to the color list to scroll between all colors in the design or combinations.

NOTE: Thread manufacturer and number are displayed for designs in .VP3, .SHV and .VIP-format.



From left: Change thread color, Change background color and One color embroidery

Color list

Example: 1:2, SuRa 40, 1177 means second thread color in the first loaded design, Sulky Rayon 40 weight, thread number 1177.

Grid

Bobbin access and Park/ Easy thread trims

Change Thread Color

Select a color by touching it in the color list. Touch . A window with 64 different colors opens. Touch  after selecting a color. The window closes and the color changes to the selected color.



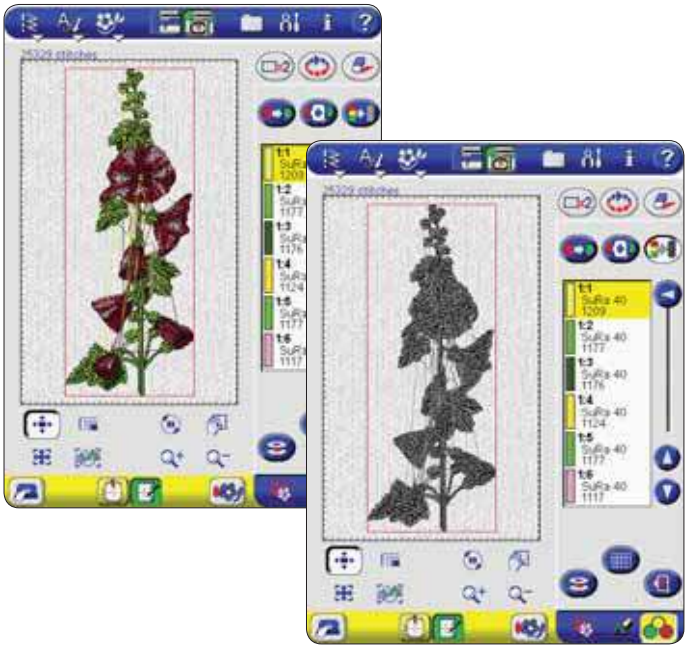
Change Background Color

Change the background color of the embroidery area on the screen to match your fabric. Touch  and select one of the 64 colors.

One Color Embroidery

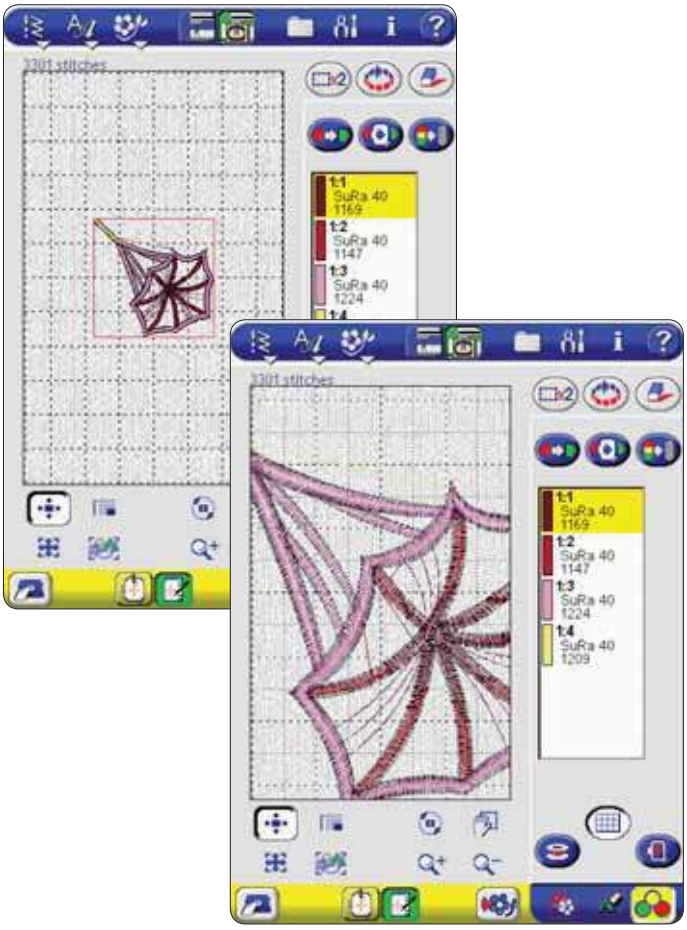
To embroider in one color only, touch . All color changes are cancelled and the design is shown in grey on screen. Touch button again to cancel one color embroidery.

The STOP button on the sewing head has the same function.



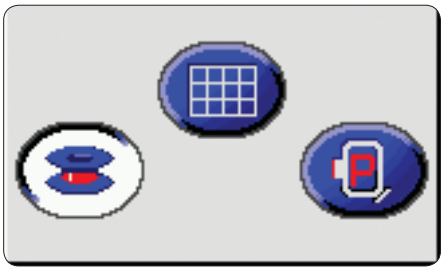
Grid

Touch to activate/deactivate a grid on the embroidery area to use as a guide when combining designs. The distance between the grid lines correspond to 20 mm on the fabric. When you zoom in on the embroidery area with Q+, thinner grid lines appear, distance between the lines correspond to 10 mm and 5 mm.



Bobbin Access

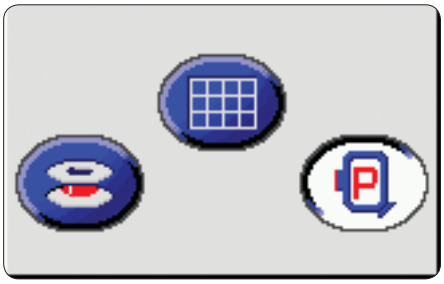
To change the bobbin when bobbin runs out during embroidery without removing the hoop, touch to move the hoop away so that you can slide open the bobbin cover and change the bobbin. See page 3-7 for more information.



Park and Easy Thread Trims

After finishing your embroidery, remove the hoop and touch to bring the embroidery unit into park position for easy storage in the embroidery unit case.

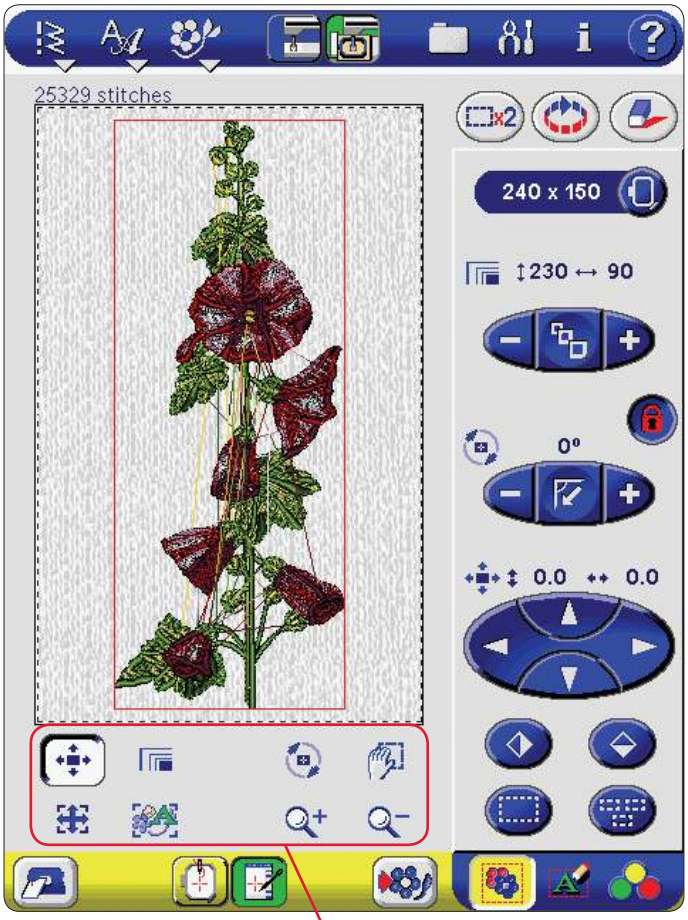
While embroidering, touch to bring the hoop forward after each color change. Cut the long jump stitches that are created when the hoop is moving. See page 3-8 for more information.



On Screen Design Options

With the On Screen Design options you can touch and drag your designs on the Interactive Designer screen.

There are two ways to select a design, touch  or touch design on screen (see page 4-4).



Select and Position

Touch to activate the function. Select a design by touching it. Touch and drag the selected design anywhere in the embroidery area. Fine tune the position with the positioning arrows (see page 4-6).

Select and Scale

Touch to activate the function. Select a design by touching it. Touch and scale the design by 20% by moving the stylus on the screen. Fine tune with the scaling buttons (see page 4-5).

Select and Rotate

Touch to activate the function. Select a design. Touch and rotate the design by moving the stylus on the screen. Fine tune with the rotate button (see page 4-6).

Pan Area

Touch to activate the function. Touch and drag to pan the embroidery area in the zoomed view.

Zoom to Full Hoop

Touch to display the whole hoop area on the screen.

Zoom to Show All

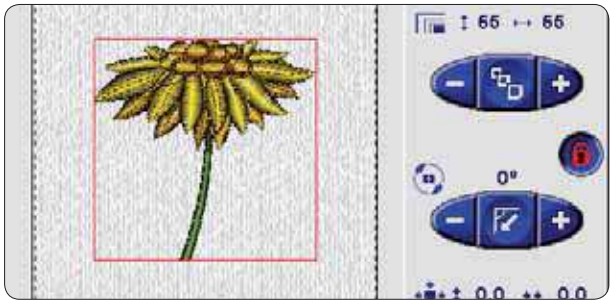
Touch to display all loaded designs on the screen.

Zoom In and Zoom Out

Zoom in and out of the embroidery area.

Resize

Your Designer SE features two ways to change the size of the embroidery designs. Scaling (see page 4-5) makes the design larger or smaller by 20% without changing the stitch count of the design. The Resize function changes the design size from 50% smaller up to several times larger and recalculates the number of stitches in the design so that smaller designs will have less stitches and larger designs more stitches.

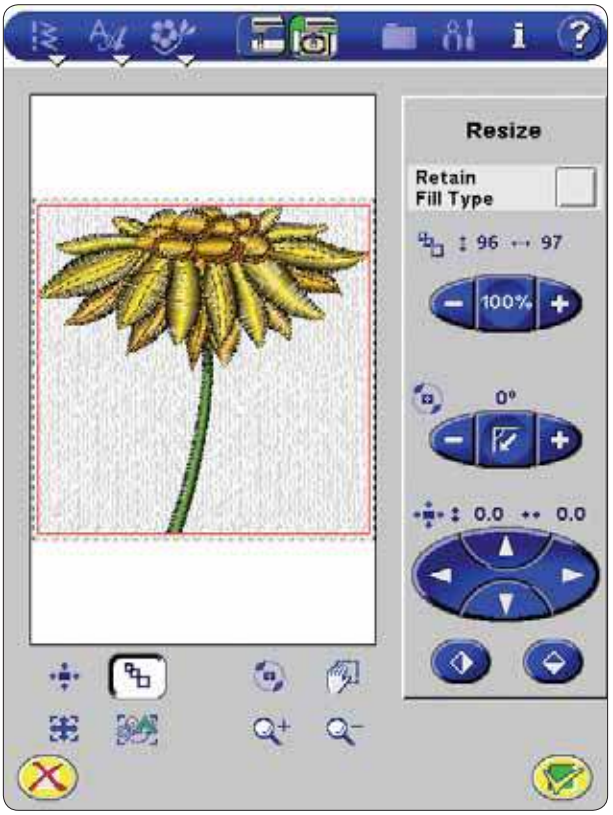


Resize window

1. Select the design you want to resize by touching it on screen, and touch  to bring up the resize window.

NOTE: Stitch programs and embroidery texts cannot be resized. If these are selected, a pop up will show when you try to open the resize window.

NOTE: Once the resize window is selected, you cannot select another design.



2. Adjust the design size using the + and – buttons  or the resize touch and drag function  in the On Screen Design Options (see previous page). In the resize window,  replaces the scale function . The size of the design in millimeters is displayed above the resize buttons. Touch  to return to the initial size of the design.
3. Adjust your design placement to fit in your hoop with other designs using the rotate and positioning buttons or the On Screen Design Options, and the mirroring buttons.

Retain Fill Type

There are two options to choose from for the way the fill types will appear after resizing. The default setting will not retain the fill types and styles and is the fastest way to resize designs in your Designer SE. When the Retain Fill Type box is checked, the resize process will retain the fill types and styles within the design areas as is best for the design. This will take a little longer.



Begin resizing

When you are satisfied with your design size and placement, touch  to confirm all changes made in the resize window and begin the resizing and stitch calculation. An hourglass will be shown on screen until the resizing is finished. The resize window will close automatically. Your Interactive Designer Screen will display the resized design in 3D.

To return to the customizing screen without accepting the resize changes, touch .

NOTE: Designer SE allows resize 50% smaller in width and length and larger to the size of the Mega Hoop. If the design is too complex for the resize function, a pop up will show when you touch .

Important Resize Information

Because embroidery designs are digitized for a specific design size, it is important to consider some of the following information for resizing designs in Designer SE.

- Your resizing is always proportional. For example a design reduced 50% will be 50% smaller in both length and width. When reducing a detailed design, it is possible that some details may be lost or distorted and/or heavy stitch build up may be created in the detailed area of the design because more stitches may be retained in that area. In some cases it is recommended to reduce detailed designs only to 75%.
- Always embroider a test sample of your resized design before sewing on a garment or project.
- View your resized design in 3D on the Interactive Designer Screen and be sure it fits in the hoop as the Resize function will allow you to resize larger than the hoop size. In this case when you try to toggle to Interactive Designer Embroidery, there will be a pop up message “Design outside hoop area”.
- When enlarging a design a great deal you may see stitch irregularities within the design. Resize to a smaller percentage for a better result. Due to the memory in your Designer SE, you may find a design that is too complex to resize in the machine. We recommend you resize very large and/or complex designs on your PC computer in the 3D Embroidery Studio or 3D Stitch Editor Embroidery Software Program which are available from your Husqvarna Viking Dealer as an accessory.
- When repeating the resize function on a design that is on the Interactive Designer Screen but has not yet been saved, it will always go back to the original design for a new resizing, which ensures the best stitch quality possible. When a design has been saved at a resized size and is brought to the Interactive Designer Screen again for resizing, the new resizing will be made on a design that has already been resized and this can cause stitch irregularities. For best result always begin the Resize function with a design of original size.
- Depending on how much you resize a design, and on how many stitches it contains, the resize process will take longer or shorter time. Resizing a very large or complex design can take up to a couple of minutes. Once you touch  you cannot cancel the resize process but need to wait for it to finish. Touching  in the customizing screen will restore the design to its original appearance.
- We recommend using scaling instead of resize for changing the design size less than 20% and for embroideries digitized with single or triple stitches such as cross stitch embroideries. In this case you do not want to add stitches to the design, only to make the design larger or smaller by making each original stitch larger or smaller.
- It does not matter in what order you adjust the size, rotate, mirror etc. When you touch  Designer SE always resizes first, and then adds the rotation, mirroring etc.



Save Designs

Touch  to save the design you are working on. Select  to save in “My Files”,  to save in “My Designs” or  to save on a USB device (if inserted) by touching corresponding button.

File Name

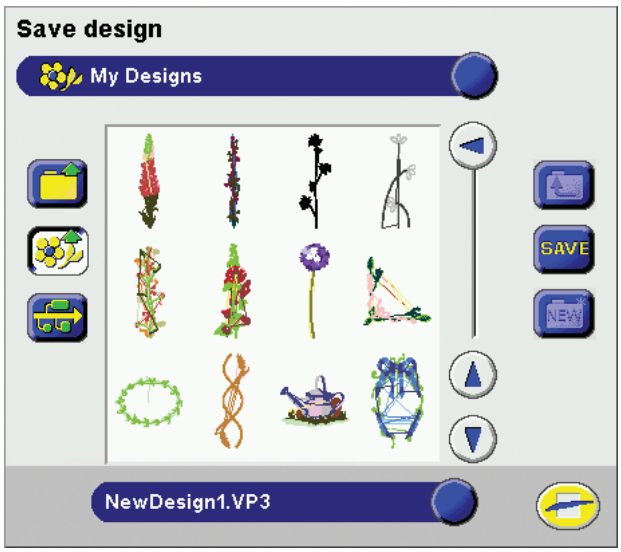
The default file name will be the same as for the design that was first loaded on to the screen. If an embroidery font text is saved, the default name will be NewDesign1.vp3, the next NewDesign2.vp3, etc. To change the name of the file, touch  to the right of the file name and enter the new name in the dialogue. Touch .

Touch  to confirm the save. If you choose to save under a name already used in that folder a pop-up will ask you if you want to replace the old design.

Save your favorite designs in “My Designs” for instant access through the Design Menu!

Save a Combination

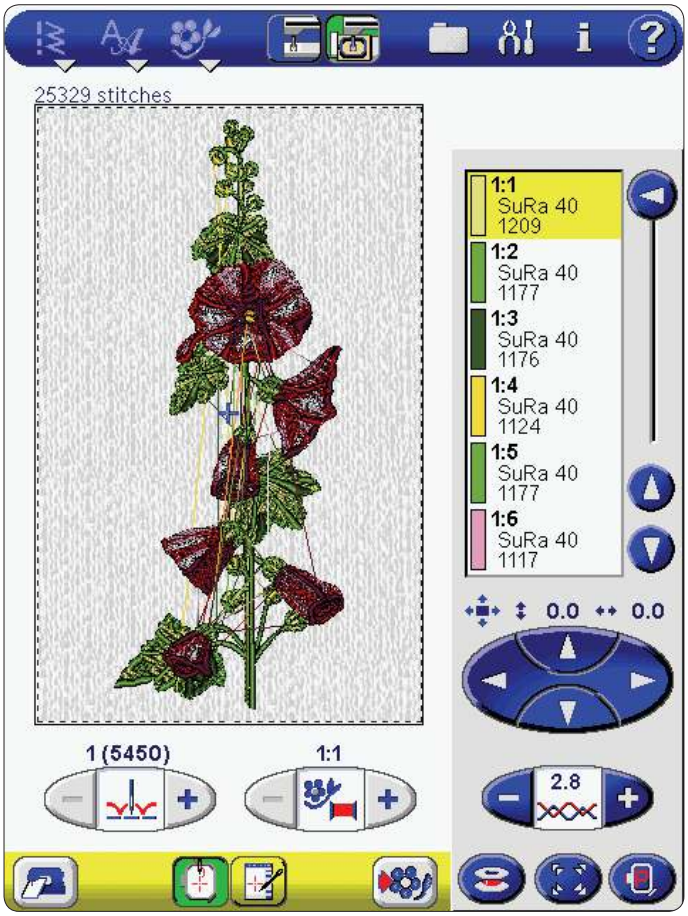
Design combinations can be saved in the same manner as above. When the combination is loaded again, each combined part can still be worked on separately.





Interactive Designer Embroidery

Touch the toggle button at the bottom of the screen when your design is ready. New functions, used when stitching out a design, are displayed.



Cursor

When embroidering, a cursor + indicates the needle position in the design. The cursor follows the needle through the design when sewing or when stepping through stitches or colors, so you can always see on screen your exact position in the design.

Step Stitch-by-Stitch

Use + and − to step through the design stitch-by-stitch. Touch − to step backward a few stitches if the top thread has run out or broken. Touch and hold to step faster through the stitches. The needle position is indicated by the + in the embroidery area.

Above this button there is a window showing the current stitch number and the total number of stitches in the color.

Step by Color

Use + and − to step to the first stitch of the previous or next color. Above the button you see the current design and color number.

Thread Tension

When embroidering with specialty threads or on very thin or thick fabric, touch + or − to adjust the thread tension if needed.

Check Size and Placement

Moves the hoop position so the needle moves to all four corners of the loaded design(s) to outline the size and placement. The first touch brings the needle to the upper left corner of the total design area. The button changes so that the arrow corresponding to each corner is marked white. Each touch brings the hoop to one of the corners. The fifth touch brings the hoop back to the original center position.

The check size function also shows where the design will be sewn on the fabric. This makes it easier to position designs when embroidering several designs in succession.

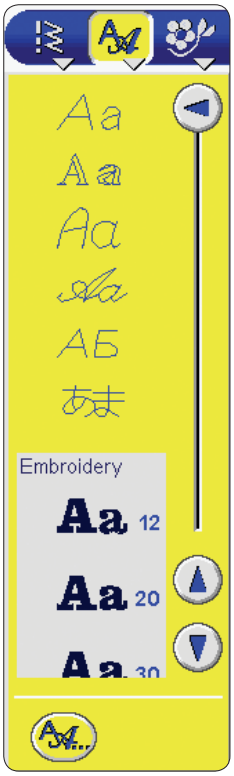
Embroidery Fonts

Your Designer SE is delivered with 4 embroidery fonts, Clarendon, Kalligraphia, Meza and Palace Script, each in three different sizes. Touch  and a drop down menu displays the embroidery fonts in the “My Fonts” folder below the stitch fonts. Stitch fonts can also be selected in Embroidery Mode.

Add additional fonts to “My Fonts” in File Manager. You can also remove fonts.

You can load embroidery fonts stored in “My Files” or an external device connected to the USB port. Touch  at the bottom of the Alphabet Menu to open up a load dialogue.

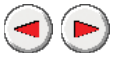
Locate your font, select it and touch .



Create fonts from fonts available on your PC computer with the Husqvarna Viking software 3D QuickFont, which is included with your Designer SE.

Create Text with Embroidery Fonts

Select an embroidery font from the drop down menu by touching it. You can select between three different sizes for each font, 12 mm, 20 mm and 30 mm. A text editor opens.

Touch the letters in the selection area to enter text. The text is shown horizontally on the screen. Use  to move the cursor back and forth in the program.

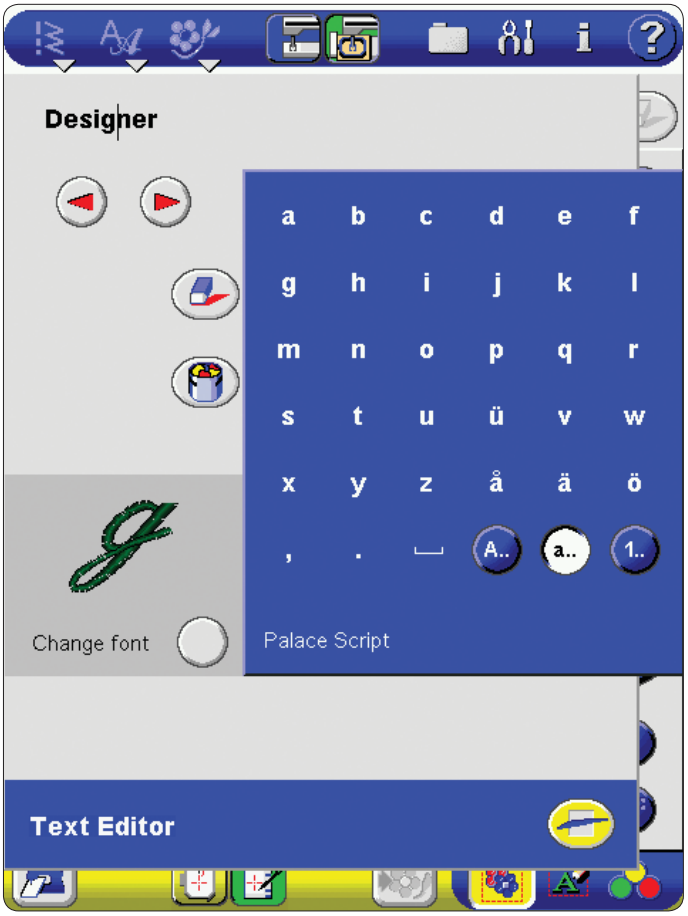
Add a Letter

To add a letter, move the cursor to where you wish to add it. Touch the letter you wish to add. The letter is inserted at the cursor position.

Delete a Letter

There are two buttons for deleting letters. To delete the letter at the cursor position, touch .

To delete all letters in the program, touch .



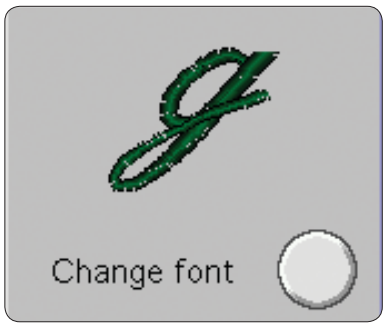
Change a Letter

To change a letter, delete it and insert the letter you want instead. See Add and Delete above.

Change Font

A sample of the selected font is displayed in the editing window. Touch next to "Change Font" to open a menu where you can select another font. Touch at the bottom of the menu to load a font from "My Files" or an external device connected to the USB port.

All entered letters change into the new font you select.



Load Text to Embroidery

When the text is finished, touch to return to the embroidery view, and move the text on the screen to the desired position.

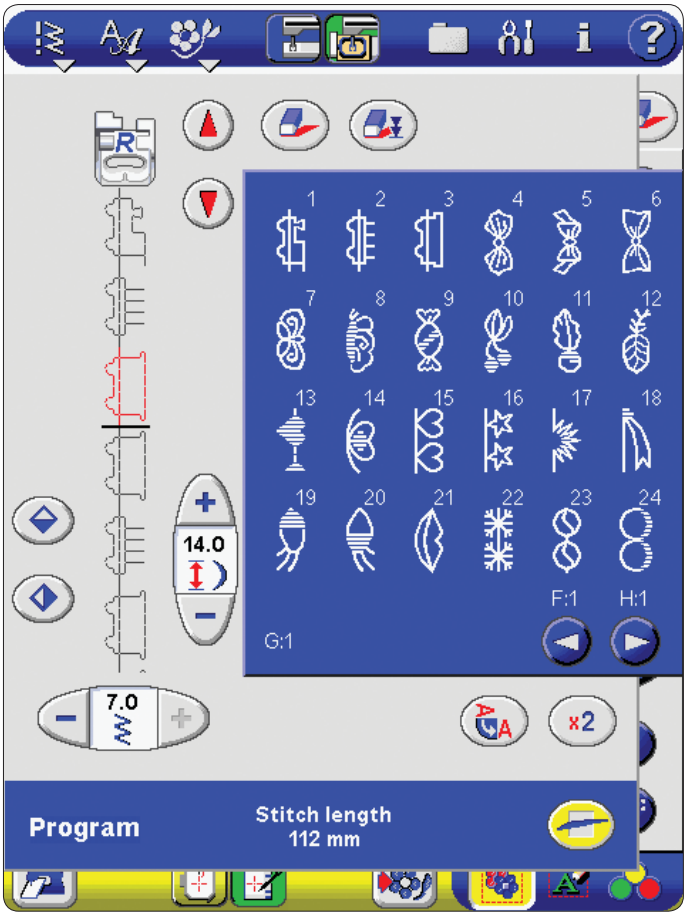


Embroider Stitches and Stitch Fonts

In Embroidery Mode stitch programs can be sewn in the hoop. Touch and select a stitch menu or touch and select a stitch font. A window for programming opens.

Add, change and delete letters and stitches in the same way as described on the previous pages. The length of the program in millimeters is displayed at the bottom of the window.

NOTE: To embroider a previously created stitch program stored in "My Files", touch and then at the bottom of the menu. Touch for "My Files", locate the stitch program, select it and touch LOAD. The program opens in the stitch program window. You can also load a stitch or program from the U-menu.



Adjust Stitches in Program

To adjust stitches in the program, move the cursor back and forth stitch by stitch using and . When the cursor is positioned at the very end of the program, has the symbol . Touch to quickly move the cursor to the beginning of the program. now has the symbol . Touch to move the cursor to the end of the program.

A stitch is adjustable when it is highlighted in red. Use the mirroring, stitch length and stitch width buttons to adjust the stitch. Only the stitch highlighted in red will be affected by the adjustments.

MIRRORING: Mirror stitches side to side with and end to end with .



STITCH LENGTH: Decrease or increase the stitch length using the − and +.



STITCH WIDTH: Decrease or increase the stitch width using the − and +.



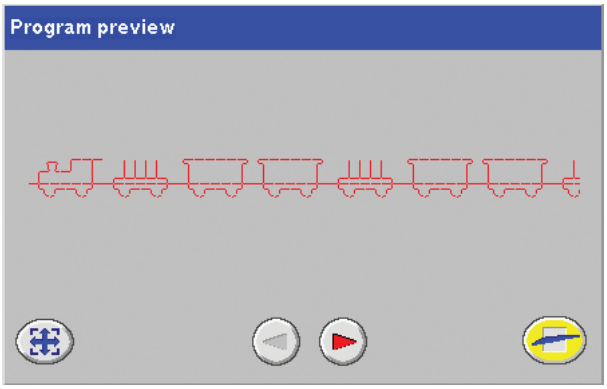
STITCH POSITION: Move the stitch left by touching − and right by touching +.



STITCH DENSITY: Touch + to lengthen each individual stitch which decreases density. Touch − to shorten each stitch which increases density.

Preview

View your stitch program horizontally by touching . A pop-up displays your program in actual size. If the program is too long to be shown in total, use the cursor arrows to scroll through the program. To view the whole program, touch . Touch to close the preview.



Load Stitch Program to Embroidery

To add your stitch program to the embroidery, touch . The programming window closes and your program is loaded onto the embroidery area. Adjust it in the same way as a design.

To edit program, touch in Embroidery Text Function tab .

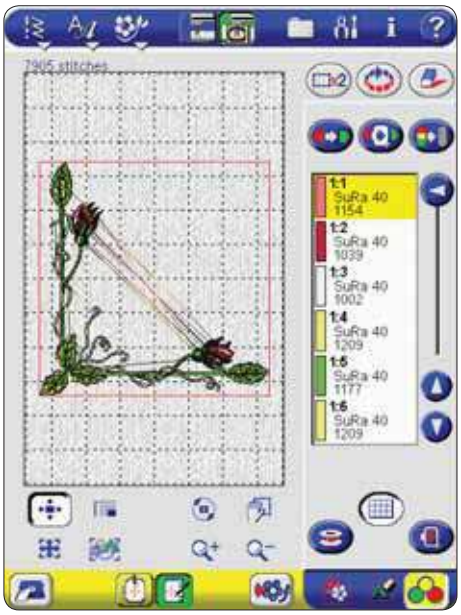
How to Customize Designs

Combine designs, lettering programs and stitch programs on screen to create customized embroidery.

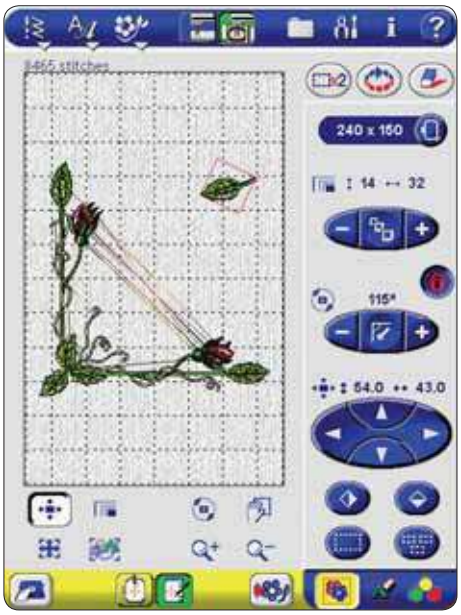
Customize "Mary"

In this step-by-step exercise we will combine designs with embroidery text and stitches.

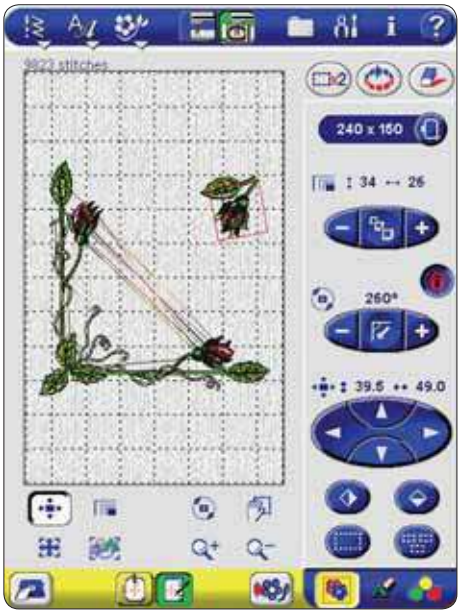
1. Touch and select the corner design with the rose buds, .
   To guide placing the different parts of the design, activate the grid by touching under the Color Control tab .



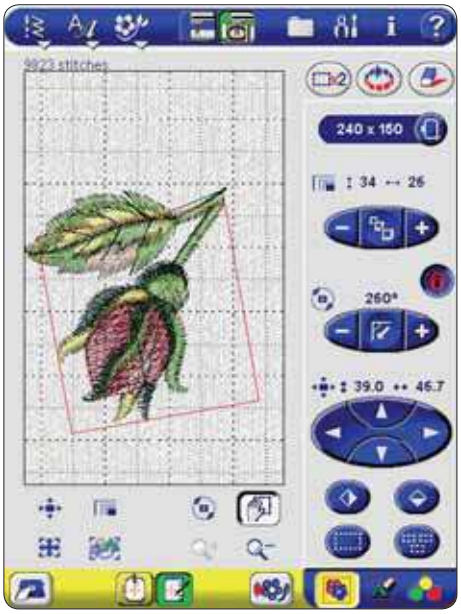
2. Touch and select the single rose leaf, . Touch to get back to Embroidery Design function buttons. Rotate it 115° using and + and −, or by touching in the On Screen Design options and dragging with your finger or stylus on screen. The value window above the rotate buttons shows the rotation in degrees. Touch and drag it on the embroidery area, or use the positioning buttons, to place it in the opposite corner of the other design.



3. Touch  and select the single rose bud, . Rotate it 260°. Place it next to the single rose leaf.

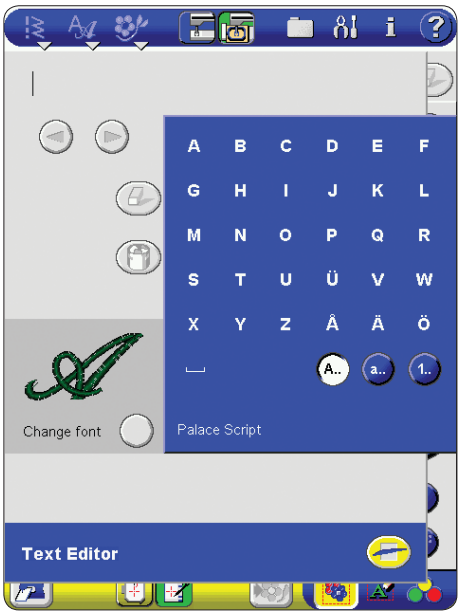


4. Touch  several times for a close up look. To pan the zoom to see the area joining the bud and the leaf, touch  and touch and drag on screen. Adjust positioning if needed, using . Touch  to zoom out to full hoop again.

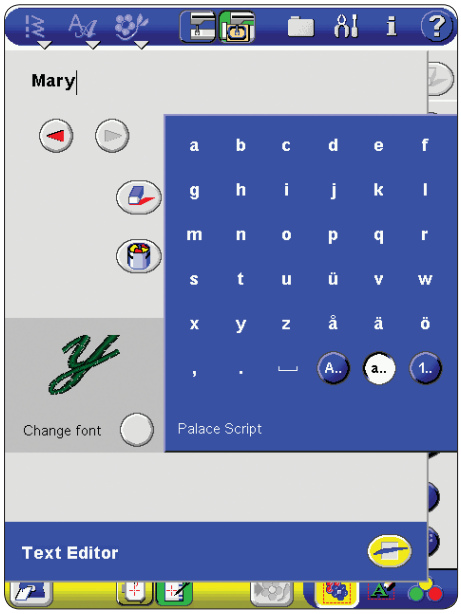


5. Touch  and select 

,embroidery font Palace Script size 20. The embroidery text editor opens.



6. Touch M to enter a capital M. Touch **a..** to change the letters to lower case. Touch “a”, “r” and “y”. Touch to close the text editor and load “Mary” to the embroidery area. Touch and move the text where you want it.

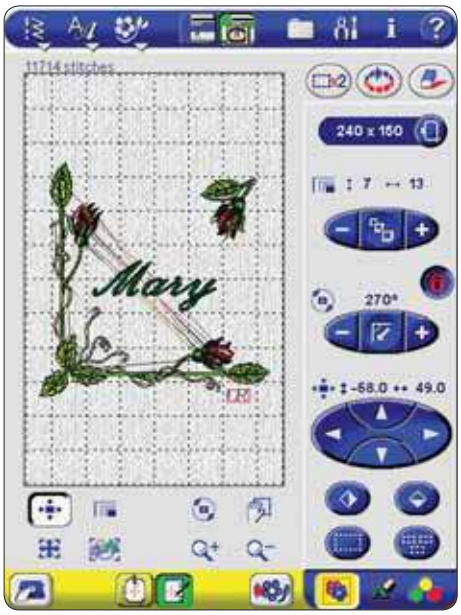


7. To add your personal signature in a stitch font, touch and select stitch font Block alphabet. The stitch program window opens.
8. Select your initials in capital letters. Touch to close the stitch program window and load your signature to the embroidery area.



9. Rotate it 270° using . Place the signature where you want it using the positioning arrows or by touching and dragging.

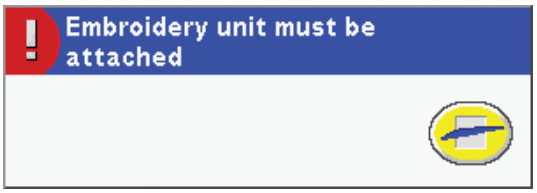
   You have now combined designs with embroidery text and stitches!



Embroidery Pop-Up Windows

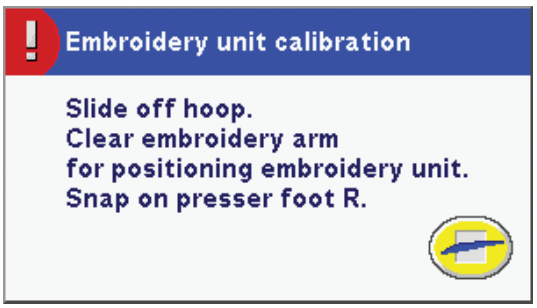
Embroidery unit must be attached

You must attach the embroidery unit before starting to embroider.



Embroidery unit calibration

As the embroidery unit is connected to the machine, a Pop-up prompts you to slide off the hoop, and clear the machine area for positioning of the embroidery arm. Touch to calibrate the embroidery unit and to position the arm. This menu also reminds you to snap on the R foot for embroidery.



Delete selected

Your Designer SE will ask you to confirm when you have selected to delete all designs.



Attach correct hoop

When the size of the hoop on the machine does not match the size displayed on the screen, your Designer SE will not sew. Change the hoop to the size displayed on the screen, or change the setting for hoop size to match your selected hoop, see page 4-5.



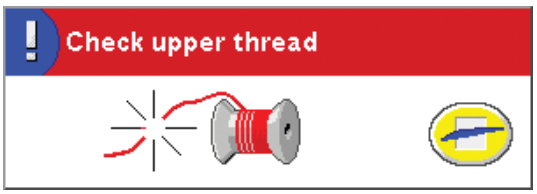
Design outside hoop area

You cannot start to embroider when any of the designs are outside the hoop area. Move the design, or change hoop size.



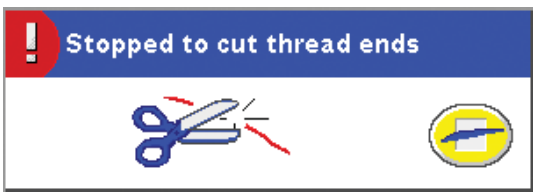
Check upper thread

Your Designer SE stops automatically if the top thread runs out or breaks. Re-thread the top thread, and touch . Touch START STOP to continue.



Stopped to cut thread ends

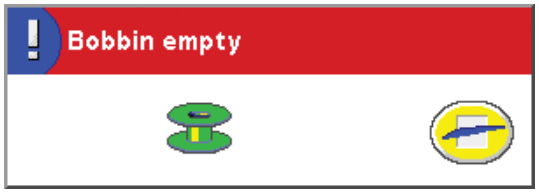
Your Designer SE stops automatically a few stitches after you begin embroidering each color. Cut the starting thread tail, touch START STOP to resume embroidering.



Bobbin empty

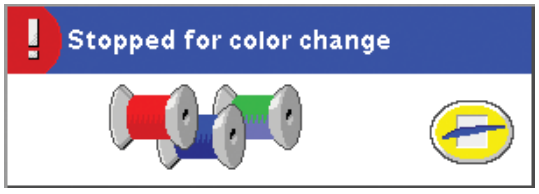
Your Designer SE stops when the bobbin is almost empty. Replace the empty bobbin with a full one, touch . Pull back excess top thread. Step backwards a few stitches by touching – in . Touch START STOP to resume the embroidery.

NOTE: When changing the bobbin, touch above the needle or in the Embroidery Color Control Tab and the hoop will move away for easy access to the bobbin case. Once the bobbin is replaced touch button again to move the hoop back to where the embroidery stopped. Touch START STOP to resume the embroidery.



Stopped for color change

Your Designer SE stops automatically and the top thread is cut. Remove the spool and rethread with the recommended color displayed in the color menu on screen or in the Embroidery Booklet. Touch START STOP to resume embroidering.



Stop command in design

Designer SE stops automatically for you to trim the fabric on cut work, applique etc. See explanation for each design in the Embroidery Booklet, or look in your Designer SE Handbook for general instructions for different techniques.



Embroidery is finished

When the embroidery is finished Designer SE alerts you and asks if you want to clear the screen. Touch to remove the design from the screen, or touch to get back to your embroidery with the possibility to save it.



Replace file?

The first time you try to save a design with the same name as a design file that already exists, your Designer SE will prompt you to confirm this. If you keep working on the same design and save again, Designer SE will not ask again.



Design is too complex

The resize process will not start when you touch  in the resize window if the design is too complex (see page 4-10). Reduce the size and try again, or resize in the 3D Embroidery Studio or 3D Stitch Editor Embroidery Software Program instead. These are available from your Husqvarna Viking Dealer as an accessory.



Cannot resize selected object(s)

Designer SE cannot resize stitch programs or embroidery texts. If either of these are selected, alone or together with a design, you cannot open the resize window.



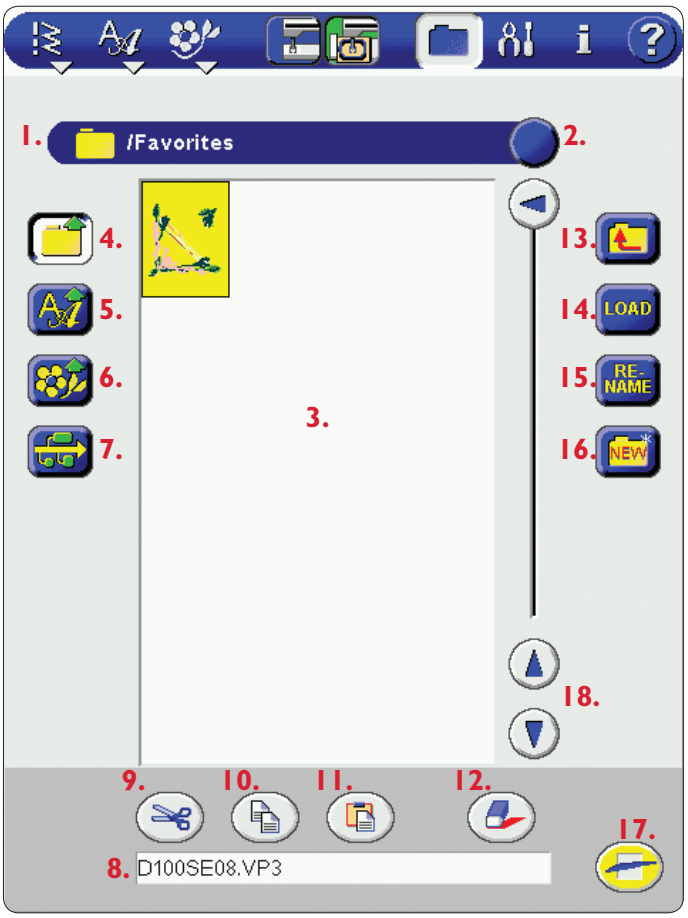
File Manager

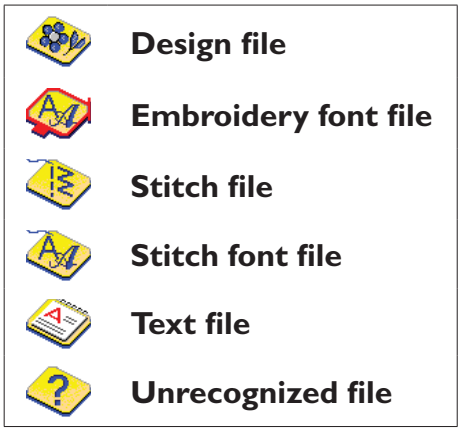


File Manager

Your Designer SE has a built in File Manager which helps you add, move, remove and copy designs, fonts and stitch files in an easy way. Work with the built in memory, or external devices connected to the USB-ports, such as your computer or the USB Embroidery Stick delivered with the Designer SE.

1. Search path for folder
2. Button for displaying folder level structure
3. Center window, displays all files in selected folder
4. “My Files” folder
5. “My Fonts” folder
6. “My Designs” folder
7. USB devices
8. File name
9. Cut
10. Copy
11. Paste
12. Delete
13. Step up one folder level
14. Load file/Open folder
15. Rename file or folder
16. Create new folder
17. Exit File Manager
18. Scroll arrows (only visible if all files in a folder do not fit in the center window)





Overview

To open the File Manager, touch on the toolbar.

The path for the shown folder is written in the box above the center window. The window displays all files in the folder. Design files are displayed as thumbnail images or with an icon. Other files are displayed with icons. Use the arrows to scroll through the files if they do not fit in the window.

Available Memory

Use the built in memory to store your favorite designs, fonts, stitches and other files. To check how much built in memory is available, touch and then “My Files”, “My Fonts” or “My Designs”. A pop-up informs about the folder and how much machine memory is available in kilobytes (kB). You can also touch and then the “My Info” tab to see available memory.

Browsing

There are three folders in the built in memory, "My Files", "My Fonts" and "My Designs", and you can also explore devices connected to the USB-port. Touch either button for the three built in folders, to display their contents in the center window.

Touch to display connected devices. If nothing is connected, this button is not displayed and you can only select from the built in memory folders.

My Files

"My Files" is a complement to "My Fonts" and "My Designs". In this folder, all types of files can be stored, including text files. Upon delivery this folder is empty. Fill it with purchased designs and fonts, your customized designs, stitch programs, text files or any file you want to store in your Designer SE.

Use Cut, Copy and Paste (see page 5-8) to move other files to this folder, for example from your USB Embroidery Stick.

Create new folders in many levels to organize your files.



My Fonts

For storing embroidery font files.

Upon delivery, a number of embroidery fonts are stored here. These are shown in the Alphabet menu in Embroidery Mode. Add or remove fonts using the Cut, Copy, Paste and Delete buttons (see page 5-8) to have easy access to your favorite fonts through the Alphabet menu.

The fonts stored in the machine upon delivery are also included on a back up CD, so you can reinstall fonts even if you remove them from the sewing machine memory.

You cannot create new folders here.



My Designs

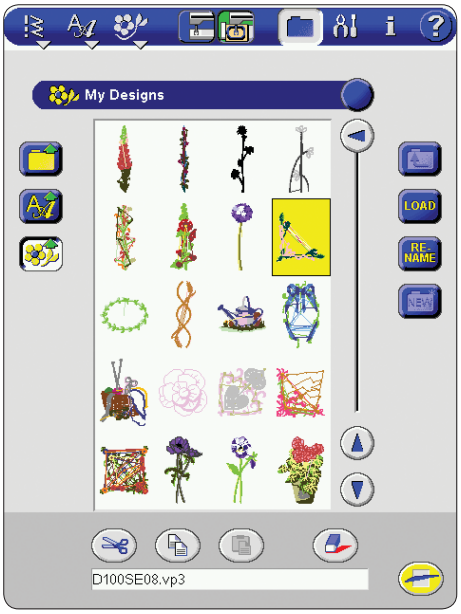
For storing design files.

Upon delivery, a number of designs are stored here. These are the designs shown in the Design menu. Add or remove designs using the Cut, Copy, Paste and Delete buttons (see page 5-8) to have easy access to your favorite designs through the design menu.

The designs stored in the machine upon delivery are also included on a back up CD, so you can reinstall designs even if you remove them from the sewing machine memory.

NOTE: These are copyrighted designs and must not be copied or shared.

You cannot create new folders here.



USB Device

This button is only displayed when a device is connected to the USB port. Touch to display all devices connected. You can have your computer and another device such as the USB Embroidery Stick connected at the same time. See page 1-21 on how to connect to the USB ports. Touch any of the device icons to explore it.



USB Embroidery Stick: Use to store all kinds of files, and/or move files to and from your computer.

Computer: Load designs or other files directly from your computer. Store all file types here.

CD-drive: Load or copy files from a CD.

Floppy Disk Drive: Connect a floppy disk drive to read floppy disks directly from your Designer SE.

NOTE: Contact your dealer for USB devices for your Designer SE.

Select and Load a File

Select which device or folder you want to load from by touching the corresponding button. All included folders and files are displayed in the center window. Simply touch the icon for the desired design, stitch or font. The file will be marked when selected, and the name of the file is shown at the bottom of the screen. Touch LOAD to confirm the selection, or OPEN to open a folder.

Stitch Files

Load a stitch file in Stitch Mode and you can start sewing the stitch program instantly. In program mode the stitch program is loaded at the cursor position. When the sewing machine is set to Embroidery Mode, the stitch program is loaded into the stitch programming view.



Font Files

When a font file is loaded, the text editor opens. For programming embroidery fonts, see page 4-14.



Design Files

It is possible to select more than one design in a folder at the same time. The designs are displayed as thumbnail images. Each design that is touched will be marked. Touch again to deselect.

When you have selected all design files you want to load, touch LOAD and they will be loaded into the embroidery area on top of each other in the same order as they are displayed in File Manager (number 5 on top).



Text Files

You can open and read text and HTML-files on your Designer SE. Just select the text file and touch LOAD. The text is displayed in the Text View which opens automatically. The Text View is also found under i in the toolbar.



Supported File Formats

Your Designer SE can load the following file formats:

- Husqvarna Viking (.VP3, .SHV, .DHV, .HUS, .VIP, .SP3 (stitch files), .VF3 (embroidery font files)
- Pfaff (.PCS, .VIP)
- Brother/Babylock/Bernina (.PEC, .PES)
- Compucon/Singer PSW (.XXX)
- Janome (.SEW, .JEF)
- Melco (.EXP)
- Tajima (.DST)
- Toyota (.10*)
- and also .TXT and .HTM/HTML-files.

File Info

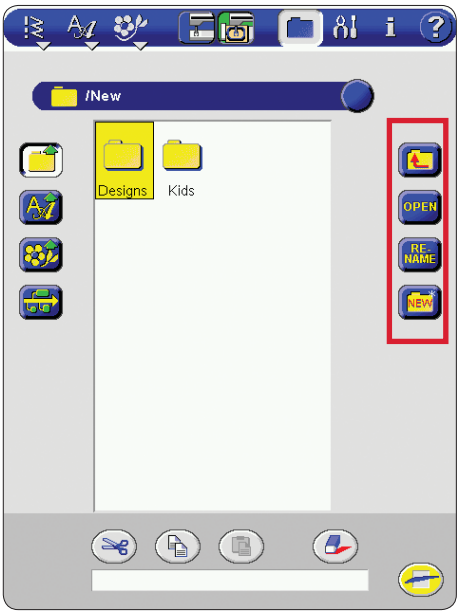
To get file information, touch ? and then a file.



Working with Folders

In "My Files" and on your USB Embroidery Stick, all types of files can be stored. Organize your files in folders for easy handling.

To the right of the center window are four buttons to use when working with folders.



Create New Folder

Touch NEW to create a new folder at the actual path level. A dialogue opens where you can enter a name for your folder.

Rename

To change the name of a folder, select the folder by touching it, then touch RE-NAME to open up a dialogue where you can enter the new name.

NOTE: If a file is selected instead of a folder, you can change the file name in the same way.

Open Folder

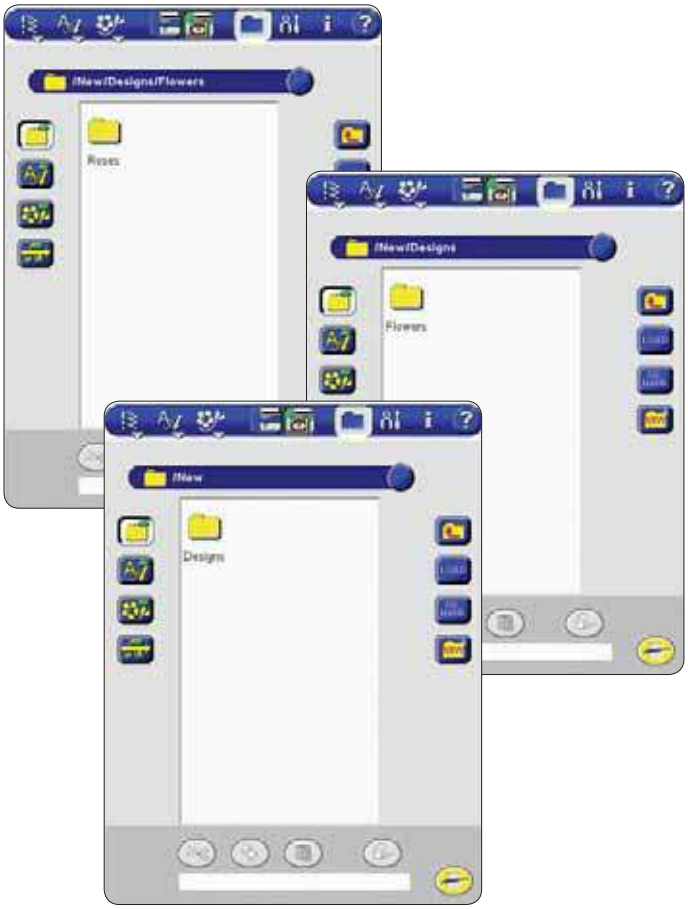
To open a folder, select it and touch OPEN. The contents of the folder are shown in the center window.

NOTE: If a file is selected instead of a folder, this button will change to say LOAD.



Step Up One Folder Level

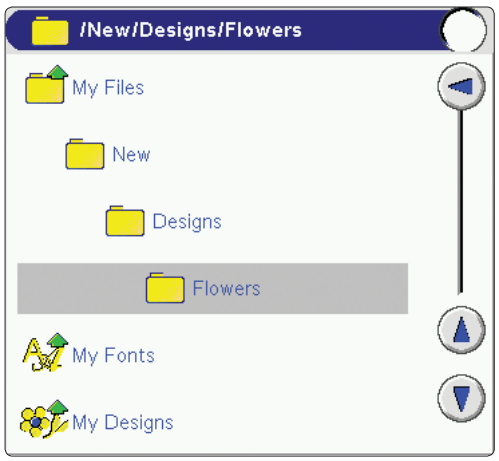
Touch to step up through the levels of folders. You can step up all the way to the root level. In the center window you see included files and folders for each level as you step.



Folder Level Structure

Touch to the right in the path level box to see a drop down window that shows the level structure to the open folder. Work your way back through the structure by touching a folder at another level.

Also use this button to switch between external devices such as your computer or USB Embroidery Stick.



Move, Copy and Delete Folders and Files

You can move, copy and delete files and folders by using the buttons Cut, Copy, Paste and Delete.

Move a File or Folder

1. Select a file or folder by touching it, then touch .

2. Go to the folder where you want to place the file and open it.

3. Touch . The file is now stored here and removed from the folder where it was cut out (4).

Copy a File or Folder

Follow the instructions above, but touch instead of . When you touch , the copied file is stored in the selected folder, and the original file is kept in the folder where you copied it from.

Delete a File or Folder

To delete a file or folder, mark it and touch . A pop-up asks you to confirm the deletion.

1.



2.



3.



4.



Pop-Up Windows in File Manager

Delete folder or file

Your Designer SE will always ask you to confirm when you have selected to delete a folder or file. This prevents you from deleting anything by mistake.



Could not delete folder/file

You can not delete from CDs or from other write protected media. For your USB Embroidery Stick and floppy disks, remove the write protection to delete.



The folder already exists

You cannot create a new folder with the same name as another folder on the same level. Create your folder somewhere else, or enter a different name for the folder.



Memory full

Your Designer SE can store up to 5 MB in the built in memory. When the memory is full you have to delete files to be able to load another file. If you want to keep your files, you can move them to an external device by using the Cut and Paste functions, see previous page.



Memory almost full

When there is only 15% of the available memory left, your Designer SE will alert you once. If you continue to fill the memory, it will not remind you again until the memory is completely full. If you empty the memory and fill it again so less than 15% remains, the pop-up will show again.



Working

When your Designer SE is loading, saving, moving etc. an hourglass is shown.



Not possible to store in this folder

Only design files can be stored in “My Designs” and only embroidery font files can be stored in “My Fonts”. Select another folder to store in.







Care of your Designer SE

Care of the machine

To keep your sewing machine operating well, clean it often. No lubrication (oiling) is needed.

⚠ *Lower the feed teeth by touching to extra lift. Turn off at the main power switch.*

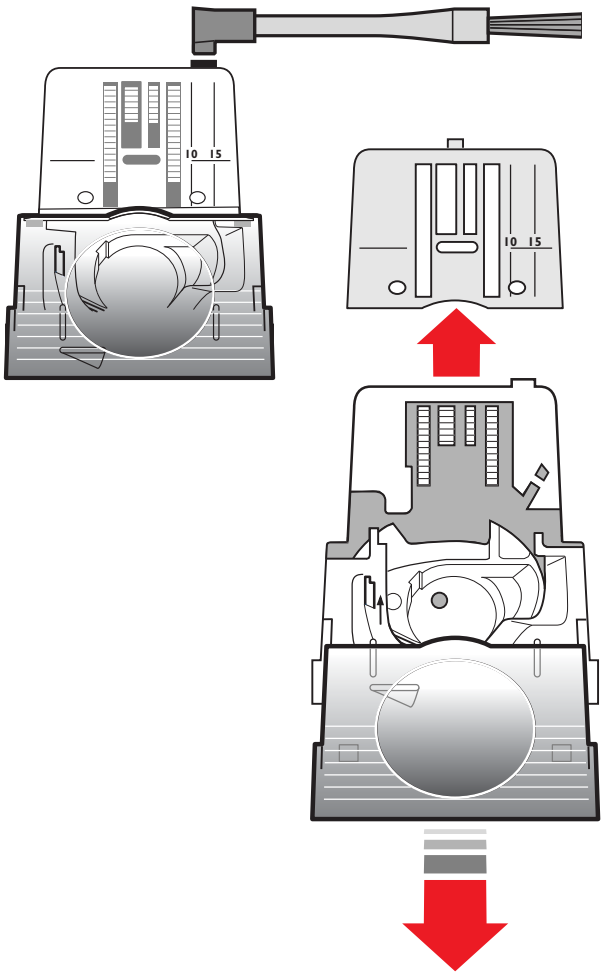
Cleaning

Wipe the exterior surfaces of your Designer SE with a soft cloth to remove any dust or lint built up.

Wipe the Interactive Designer Screen with a soft damp cloth.

Removing the Stitch Plate

Remove the presser foot and slide off the bobbin cover. Place the stitch plate opener on the brush, both found with the accessories. Place the stitch plate opener in the recess at the rear of the stitch plate and turn. Clean the feed teeth with the brush.

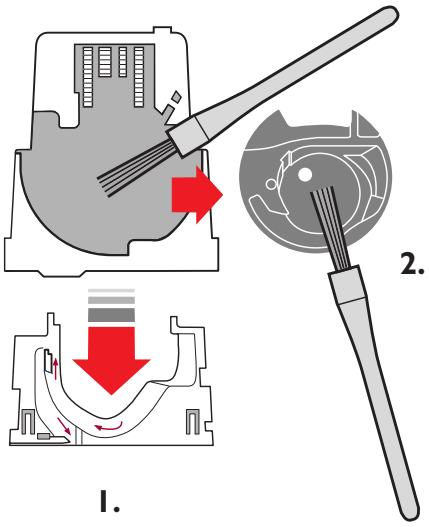


Cleaning under the Bobbin Area

After sewing several projects or any time you notice an accumulation of lint in the bobbin case area, bobbin area must be cleaned.

Remove the bobbin case holder (1) covering the front part of the bobbin case (2). Remove the bobbin case by lifting it up. Clean with the brush. A small vacuum attachment works well to remove dust and lint built up.

Put the bobbin case and the bobbin case holder back in place.



Slide on the Stitch Plate

With feed teeth down, place the stitch plate about 5 mm in front of the rear edge and push it back. Slide on the bobbin cover.

Trouble Shooting:

Any time you experience a problem when sewing:

- Enter correct type and weight of fabric into Sewing Advisor.
- Insert new needle size and type as recommended on screen.
- Re-thread top and bobbin thread.
- Use a different thread spool on top (vertical or horizontal).
- Use thread nets and quality thread. We recommend the same sewing thread on top and bobbin for general sewing and embroidery thread on top and embroidery bobbin thread for embroidery.

Fabric puckers?

- Enter correct type and weight of fabric into Sewing Advisor.
- Check needle; it could be damaged.
- Insert new needle size and type as recommended on screen.
- Re-thread top and bobbin thread.
- Change thread type to match fabric and sewing technique.
- Use quality thread.
- Shorten stitch length.
- Use stabilizer.

Skipped stitches?

- Check needle, it could be damaged.
- Change needle to recommended size and type.
- Be sure needle is inserted correctly and all the way into the clamp.
- Re-thread top and bobbin.
- Use recommended presser foot.
- Turn machine off and on to reset automatic tension.
- Consult your dealer for service.

Needle breaks?

- Use care not to pull fabric when sewing.
- Insert new needle as recommended on screen.
- Insert needle correctly as page 1-20 explains.

Poor tension?

- Enter fabric weight and type in Sewing Advisor.
- Re-thread top and bobbin – use quality thread.
- New needle-size and type as recommended on screen.
- Turn machine off and on again to recalibrate tension.
- Follow recommendations for stabilizer.

Fabric does not move?

- Make sure machine is not set to Free Motion Mode in Set Menu.
- Increase stitch length.

Upper thread breaks?

- Does thread pull smoothly/not catching?
- Use thread nets and quality thread.
- New needle-size and type as recommended on screen.
- Re-thread top and bobbin – check for correct threading.
- Try different thread spool pin position on top (horizontal or vertical).
- Turn the machine off and on to reset automatic tension.
- If stitch plate hole is damaged, replace stitch plate.
- Is the correct spool holder used in front of the thread?
- If spool is on vertical spool pin, no spool holder should be on top.

Bobbin thread breaks?

- Wind a new bobbin.
- Replace bobbin in machine; check correct threading, page 1-15.
- If stitch plate hole is damaged – replace stitch plate.

Bobbin alarm does not work?

- Clean lint from bobbin area.
- Use only authentic Husqvarna Viking green style bobbins.

Bobbin winds irregularly?

- Check threading for bobbin winding.

Thread cutter does not cut?

- Remove stitch plate and clean lint from bobbin area.
- In embroidery – go to Set Menu; set thread cutter on auto.

Wrong stitch, irregular or narrow stitches?
- Cancel twin needle safety and/or straight stitch safety.
- Turn machine off and on to reset.
- Change needle; re-thread top and bobbin.
- Use stabilizer.

Presser foot will not go down?
- Turn the machine off and on.
- Set Sensor Foot lift on auto in Set Menu.

Interactive Designer Screen contrast is dark (or light?)
- Change screen contrast in Set Menu.

Interactive Designer Screen is off?
- Touch screen.
- Cancel screen saver in Set Menu.
- Turn machine off and on to reset.

Buttons on Interactive Designer Screen are not activated when touched?
- Calibrate the Interactive Designer Screen. See instructions on page 1-27.

Machine sews slowly?
- Check speed.
- Remove stitch plate and brush lint from bobbin and teeth area.
- Have machine serviced at your retailer.

Machine will not sew?
- Check power and foot control plugs are properly plugged into machine.
- Check wall plug and power to wall plug.

Embroidery puckers?
- Use correct stabilizer – see Accessory User's Guide.
- Hoop fabric tightly – see page 3-4.

Machine will not embroider?
- Push embroidery unit firmly into machine socket.
- Slide on hoop.

SE! Light

The long lasting diodes of the SE! Light do not need to be replaced. If you experience problems with your SE! Light, take your Designer SE to your retailer.

Have your Designer SE serviced regularly by your Husqvarna Viking retailer.

If you have followed this trouble shooting information and still are having sewing or embroidery problems, take it to your retailer. If there is a specific problem, it is a great help to test sew with your thread on a scrap of your sewing fabric. A sewing sample will often give much better information than words to the technician.

Non-original Parts and Accessories

The Designer SE warranty does not cover any defect or damage caused by use of non-original accessories or parts.

How to update Designer SE

All information in this Husqvarna Viking Designer SE User's Guide is current at the time of printing.

We constantly receive feedback from Designer SE owners and retailers and use this information to produce updates and upgrades.

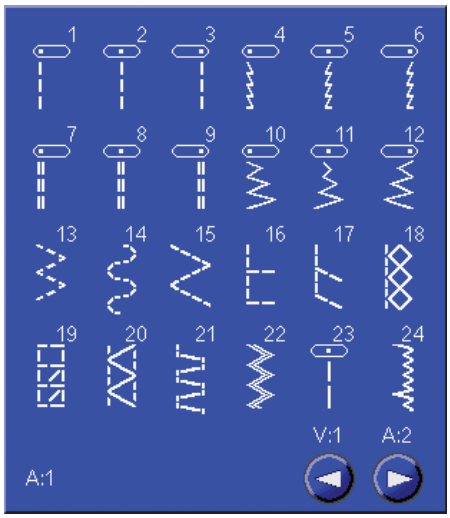
Updating instructions
- Install the CD Designer SE 3D Embroidery Software – 3D QuickFont, 3D Organizer and Computer Connection – which is delivered with your Designer SE.
- Open the program 3D Configure and touch the button Smart Update.
- Follow the instructions.

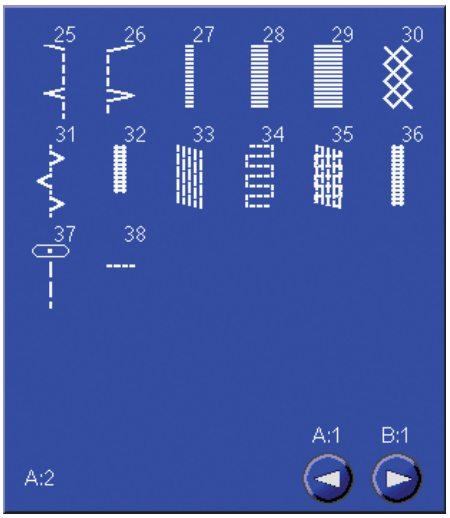
NOTE: When installing the CD Designer SE 3D Embroidery Software you will be asked to register your Designer SE. To be able to update, your Designer SE must be registered. You can register online or by printing out the registration form and mailing it in.

Be sure to consult the web site at www.husqvarnaviking.com and/or your local Husqvarna Viking retailer often for updates and upgrades to your Designer SE and User's Guide.

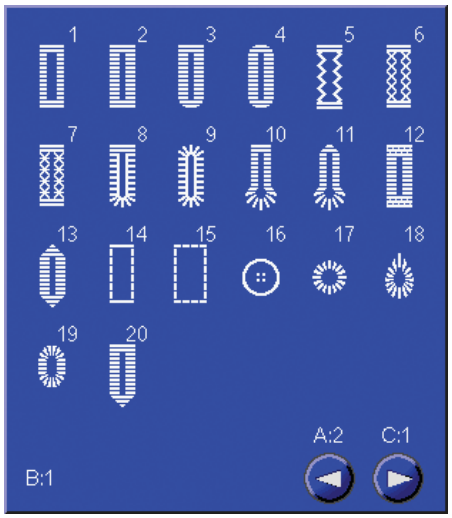
Stitch Overview

A – Utility Stitches

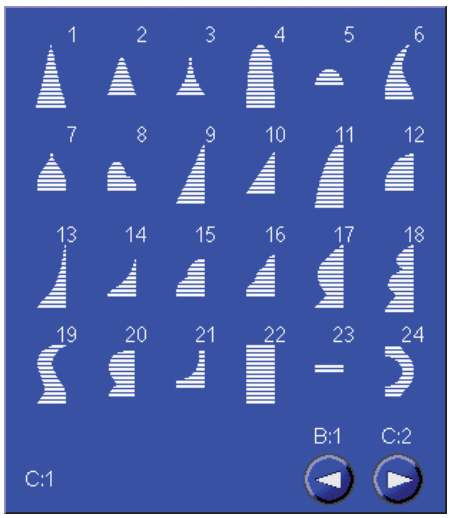


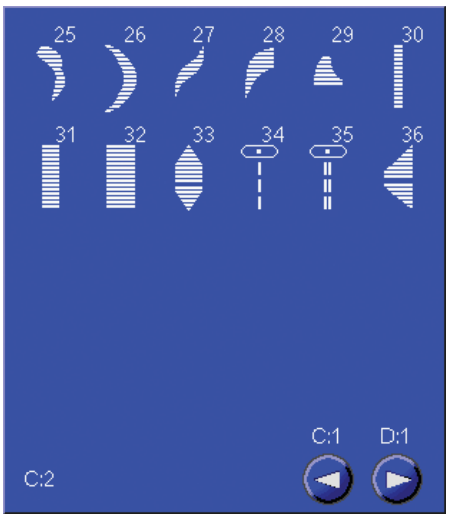


B – Buttonhole Stitches

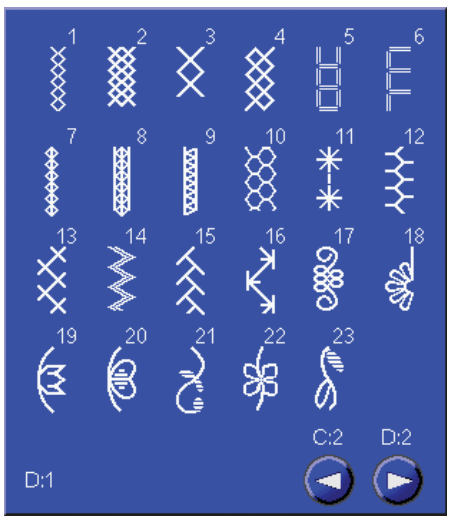


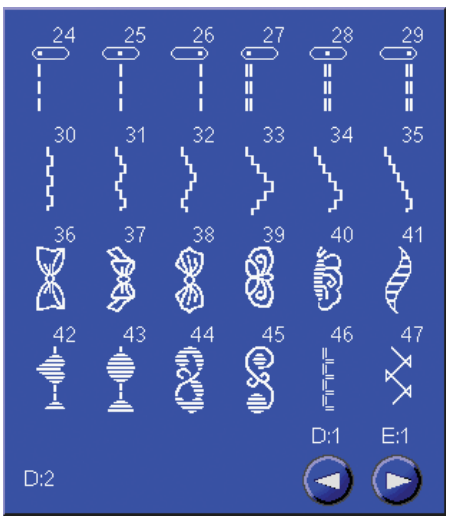
C – Pictogram Stitches



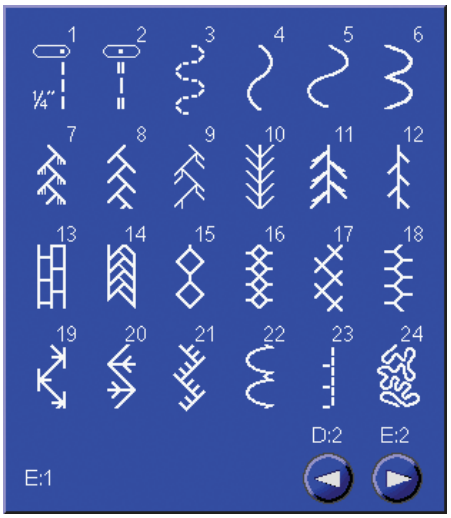


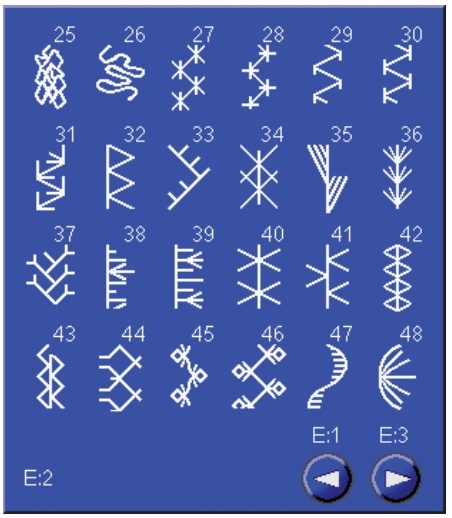
D – Heirloom Stitches

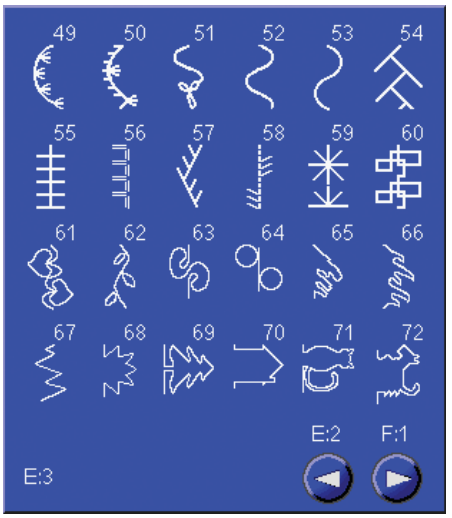




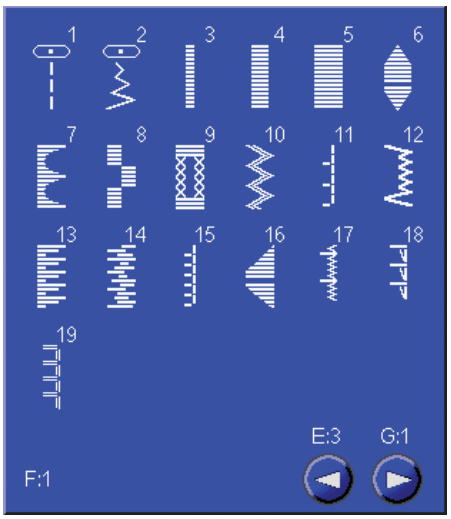
E – Quilt Stitches



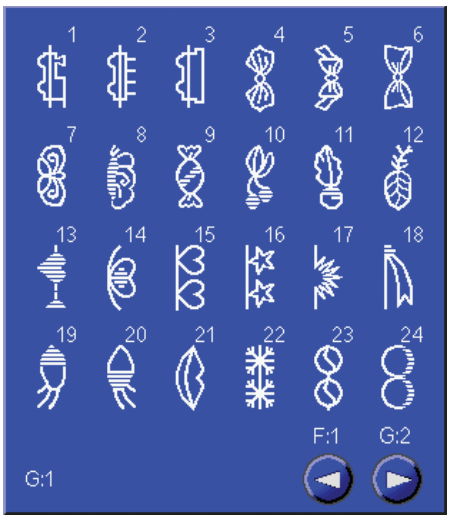


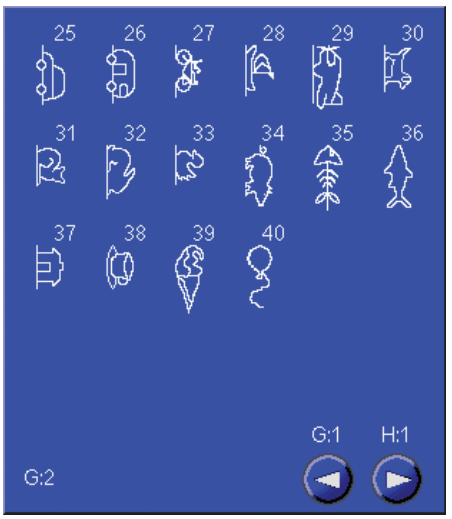


F – Appliqué Stitches

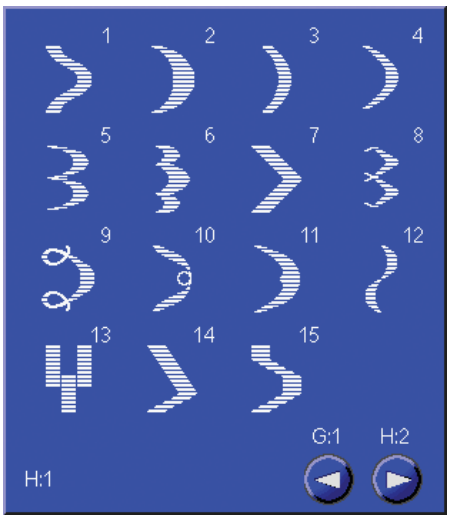


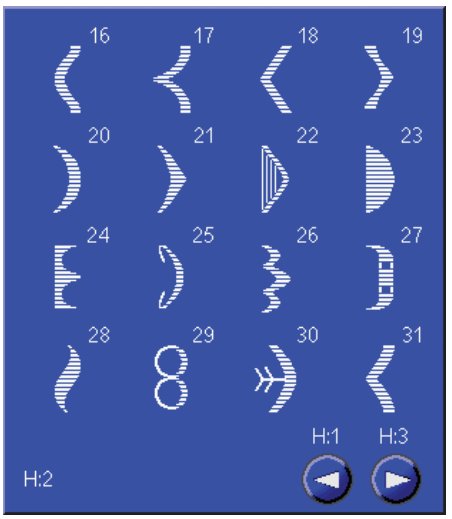
G – Children Stitches

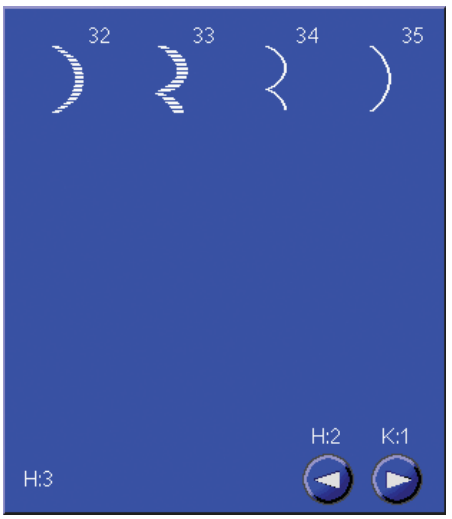




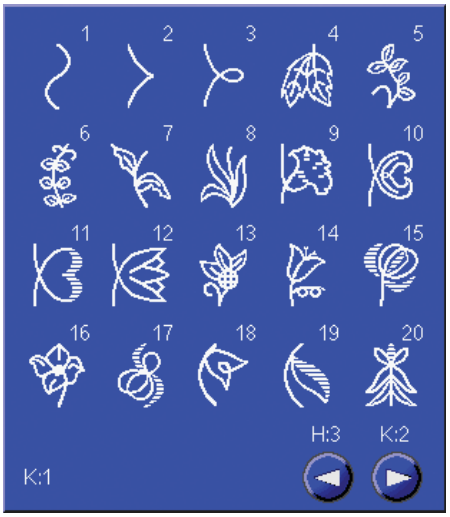
H – Scallop Stitches

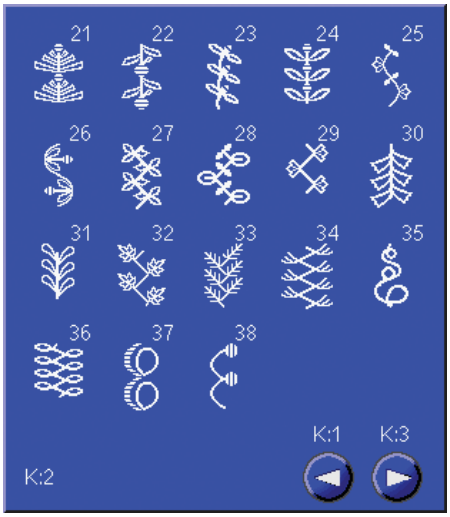


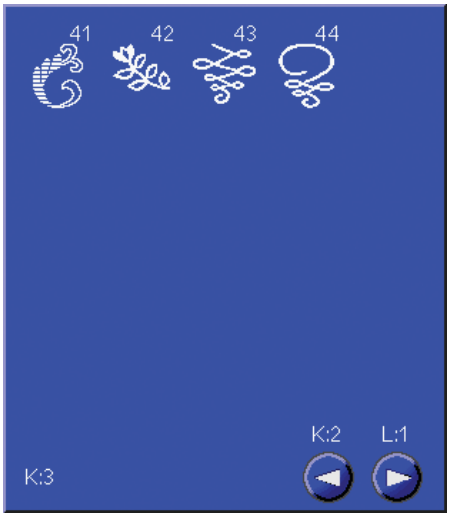




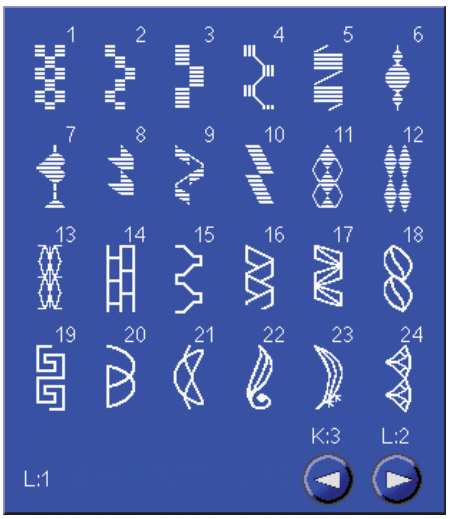
K – Omnimotion Stitches

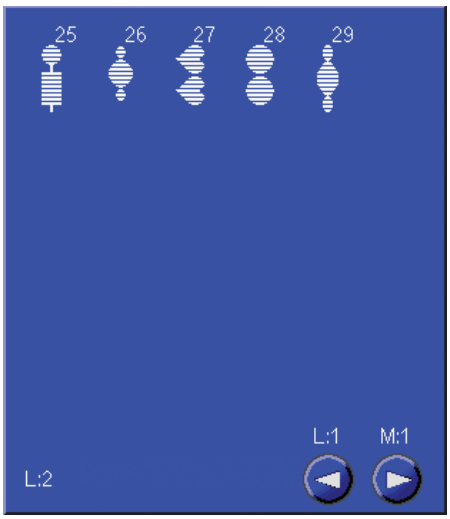




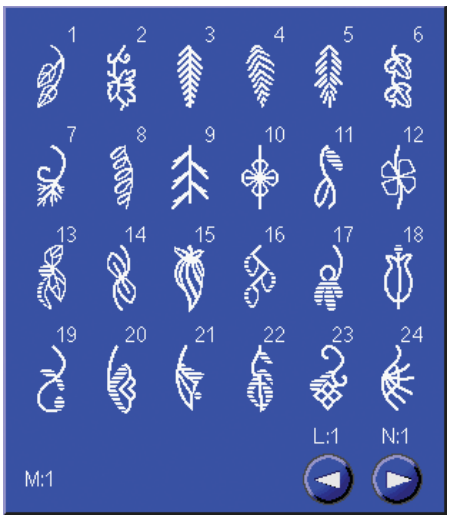


L – Decorative Stitches

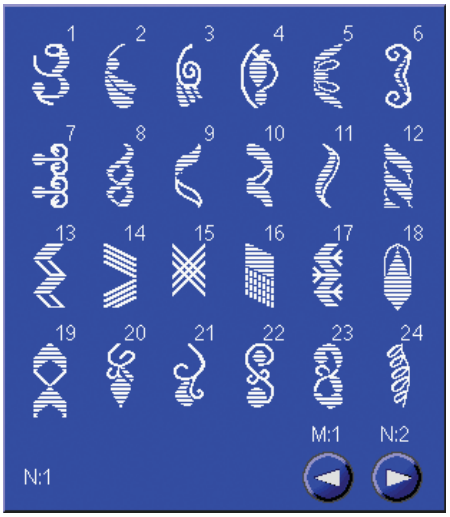


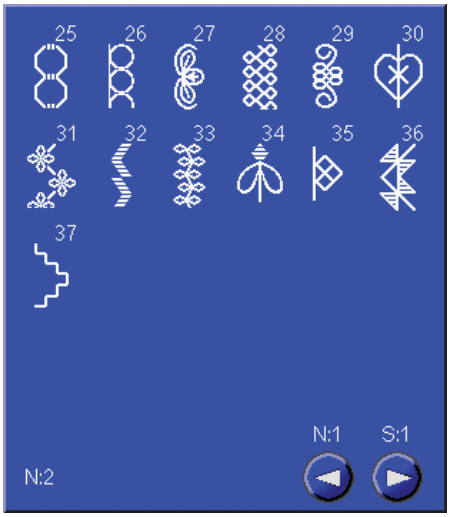


M – Crafting Stitches

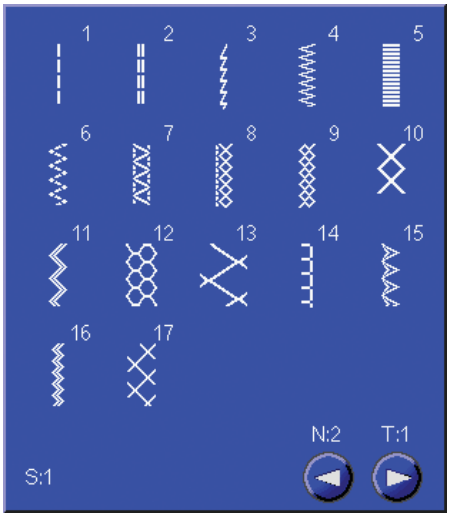


N – Fashion Stitches

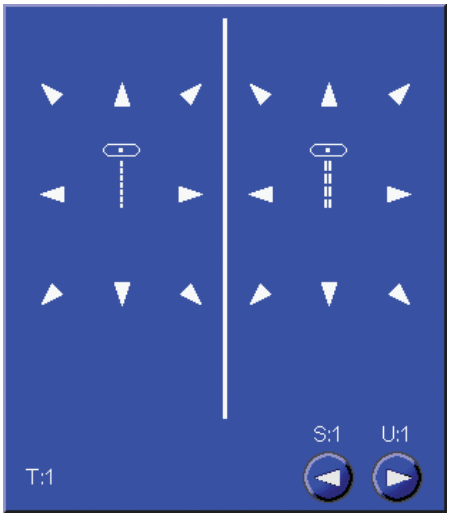




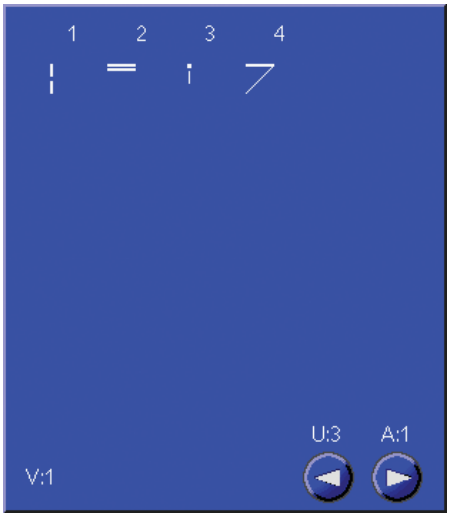
S – 4-way Stitches



T – 8-way Stitches



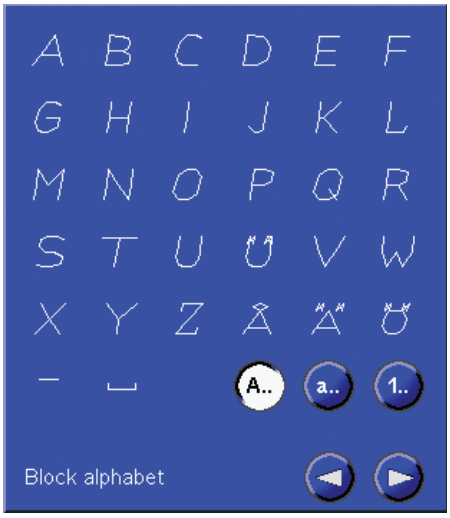
V – Special Stitches



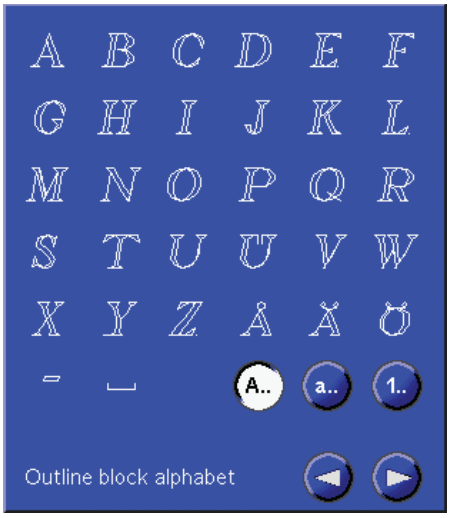
U – My Stitches

For saving your own adjusted stitches or stitch programs.

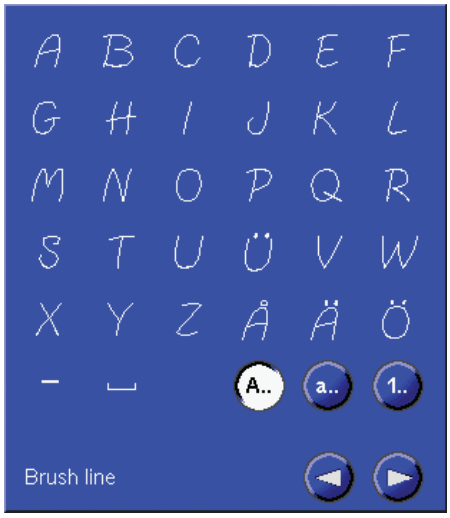
Block Alphabet



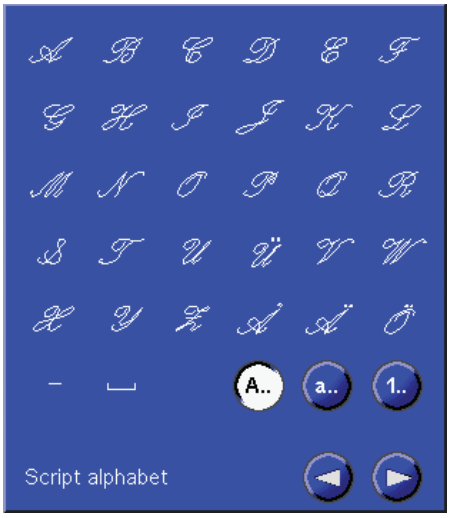
Outline Block Alphabet



Brush Line Alphabet



Script Alphabet



Cyrillic Alphabet



Hiragana Alphabet



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We reserve the right to change the machine equipment and the assortment of accessories without prior notice, or make modifications to the performance or design.

Such modifications, however, will always be to the benefit of the user and the product.



Please note that on disposal, this product must be safely recycled in accordance with relevant National legislation relating to electrical/electronic products. If in doubt please contact your retailer for guidance

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VSM Group AB • SE-561 84 Huskvarna, Sweden
www.husqvarnaviking.com

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