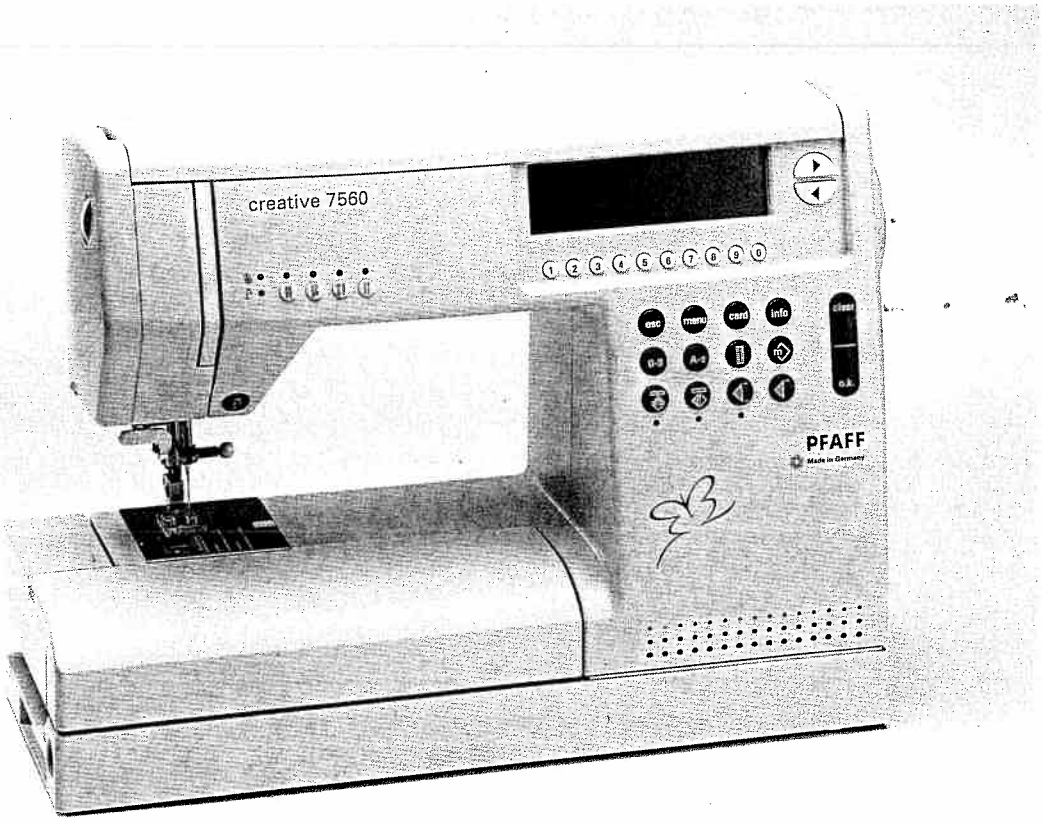
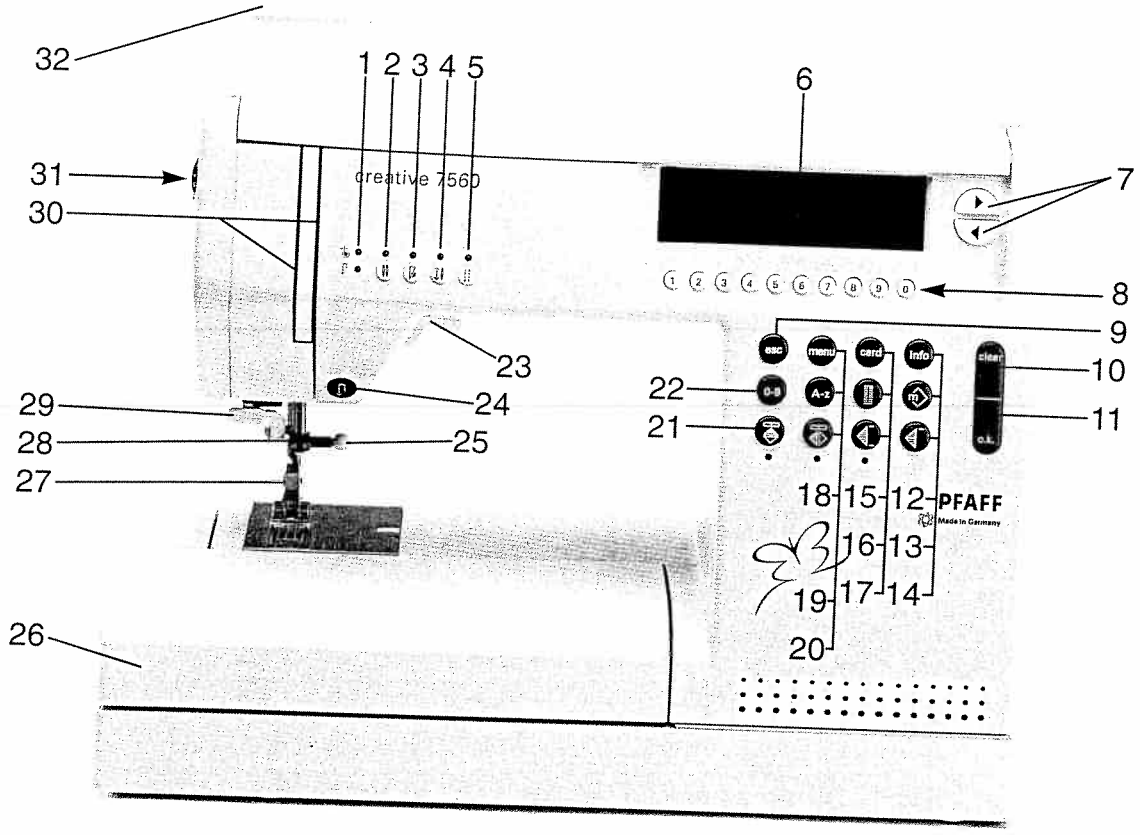
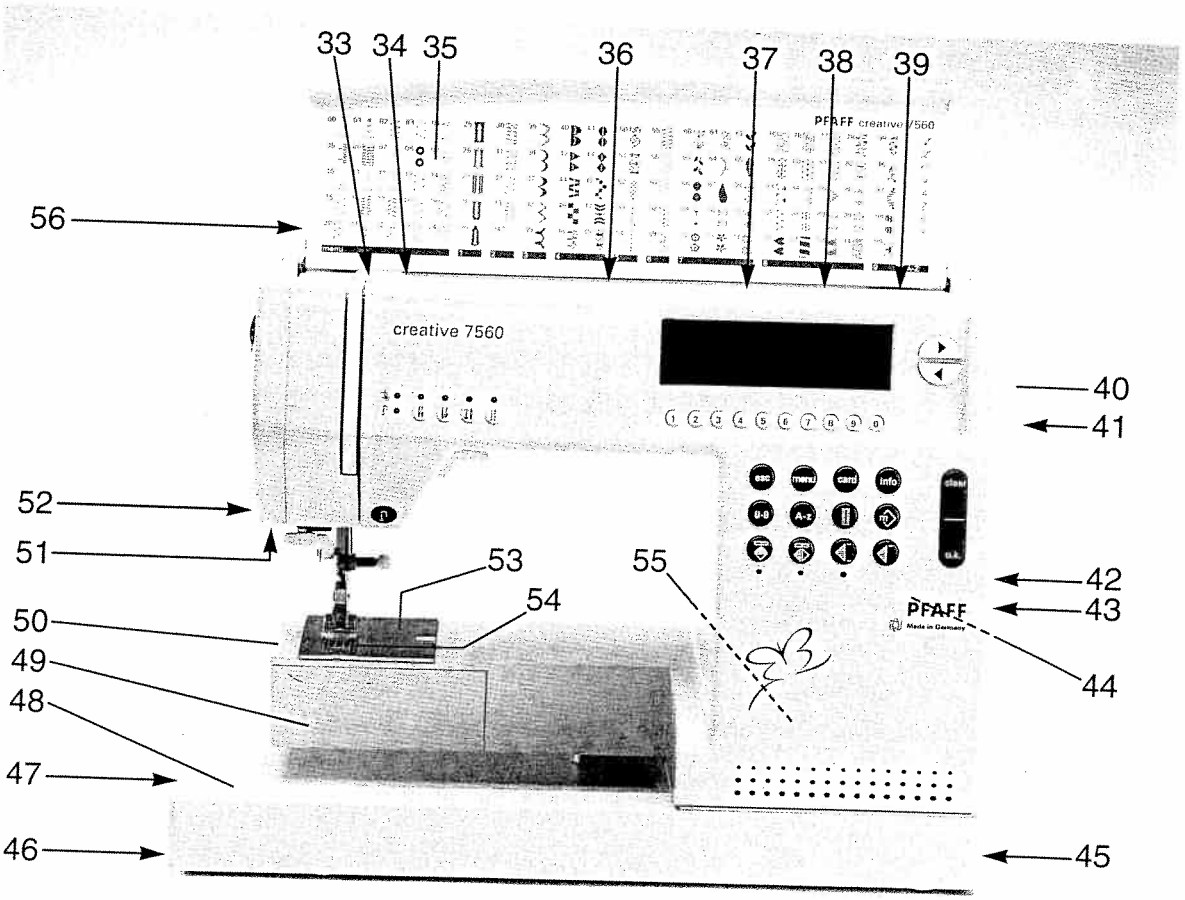
PFAFF

creative
7560



Instruction book


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IMPORTANT SAFETY INSTRUCTIONS

For the United States only

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

Read all instructions before using this sewing machine.

DANGER To reduce the risk of electric shock:

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

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

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

Please also observe the general safety notes on page 2.

SAVE THESE INSTRUCTIONS

Modern and uncomplicated – Computerized sewing

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

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

If you take a little time to read the instruction book thoroughly, nothing can go wrong.

It's worth it, because there is no other way to see everything the machine can do and to make full use of its features.

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

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

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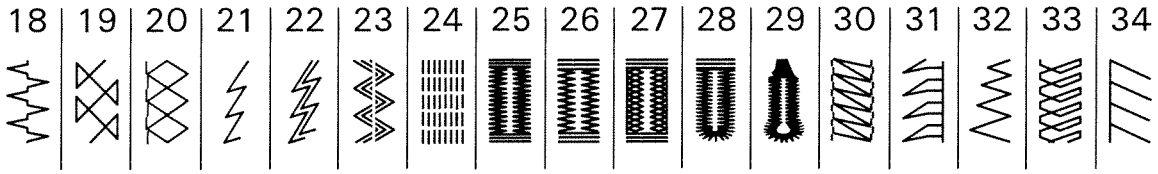
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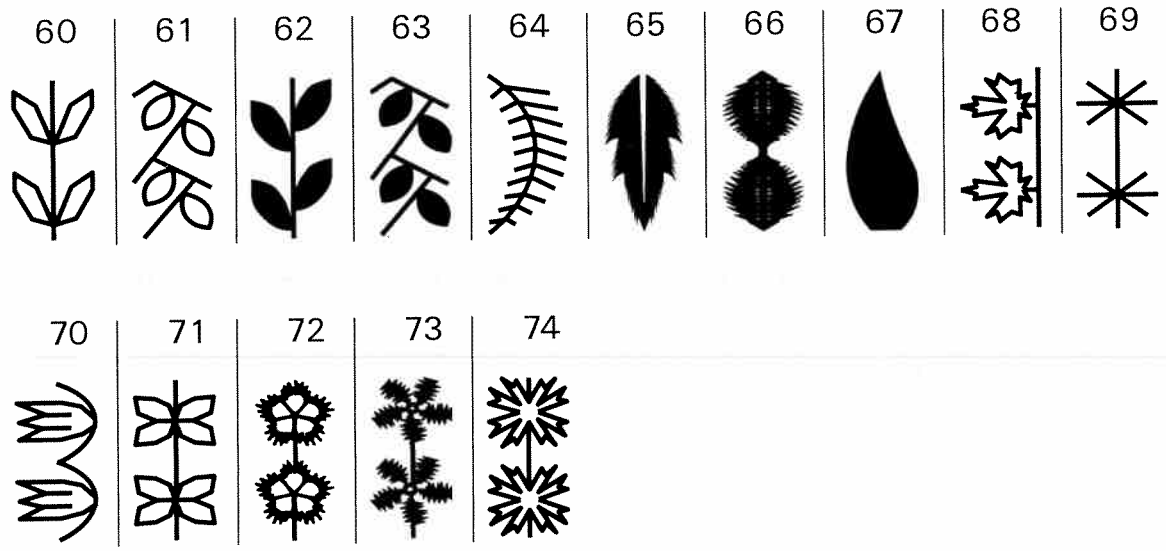
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Utility stitch programs

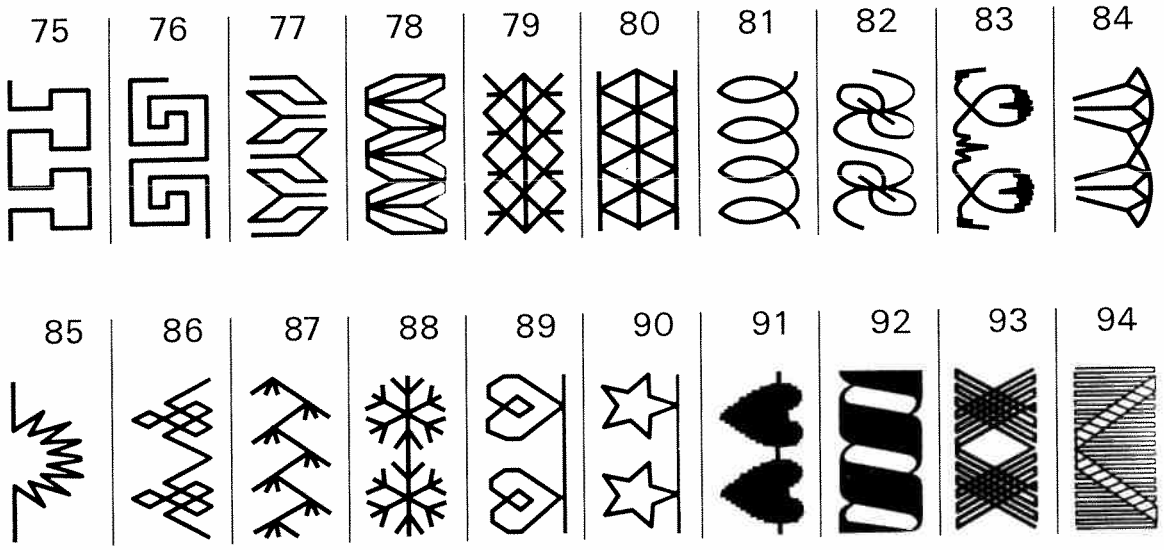


Program No.	Description	Application	Width up to mm
18	Fancy elastic stitch	For overstitching elastic and woollen threads, and for shirring and smocking.	6
19	Cross stitch	Provides a highly elastic seam for sportswear.	7
20	Pullover stitch	Elastic finishing and overedge seams for open-knit fabric and jersey.	7,5
21	Stem stitch, narrow	For embroidering in connection with the embroidery programs.	–
22	Stem stitch, wide	For embroidering in connection with the embroidery programs.	–
23	Stretch triple elastic stitch	For sewing elastic tape onto elastic materials, e.g. sports and swim wear. (extremely elastic seam for coarser light-knit materials)	6
24	Darning program	For strengthening damaged areas & darning small holes	9
25	Linen buttonhole	For sewing buttonholes on fine, non-stretch materials (blouses, shirts, bed linen).	5,5
26	Stretch buttonhole, enforced	For buttonholes on high-stretch materials and knitted materials.	5,5
27	Stretch buttonhole	For buttonholes on fine, stretch materials and as a decorative button hole.	5,5
28	Round buttonhole	For buttonholes on ladies outerwear (blouses, dresses, costumes).	7
29	Keyhole buttonhole	For buttonholes in durable materials (jackets, coats, trousers).	8,5
30	Closed overlock stitch	A finishing and overedge seam.	6
31	Edge binding stitch	A decorative edge serging seam.	7,5
32	Zigzag stitch from right needle position	Zigzag stitch from right needle position. As for program 02 (zigzag from left needle position: press pattern mirror key.)	6
33	Light-knit fabric patching stitch	For sewing and patching light knitwear. Also as ornamental seam on stretch materials.	7,5
34	Open overlock stitch	For finishing and overedge seams.	7,5

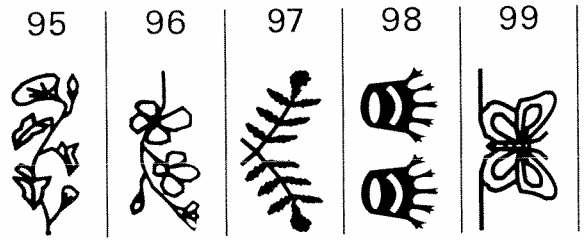
Leaves, blossoms



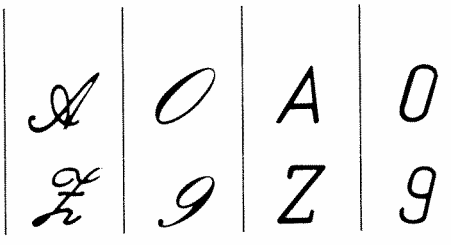
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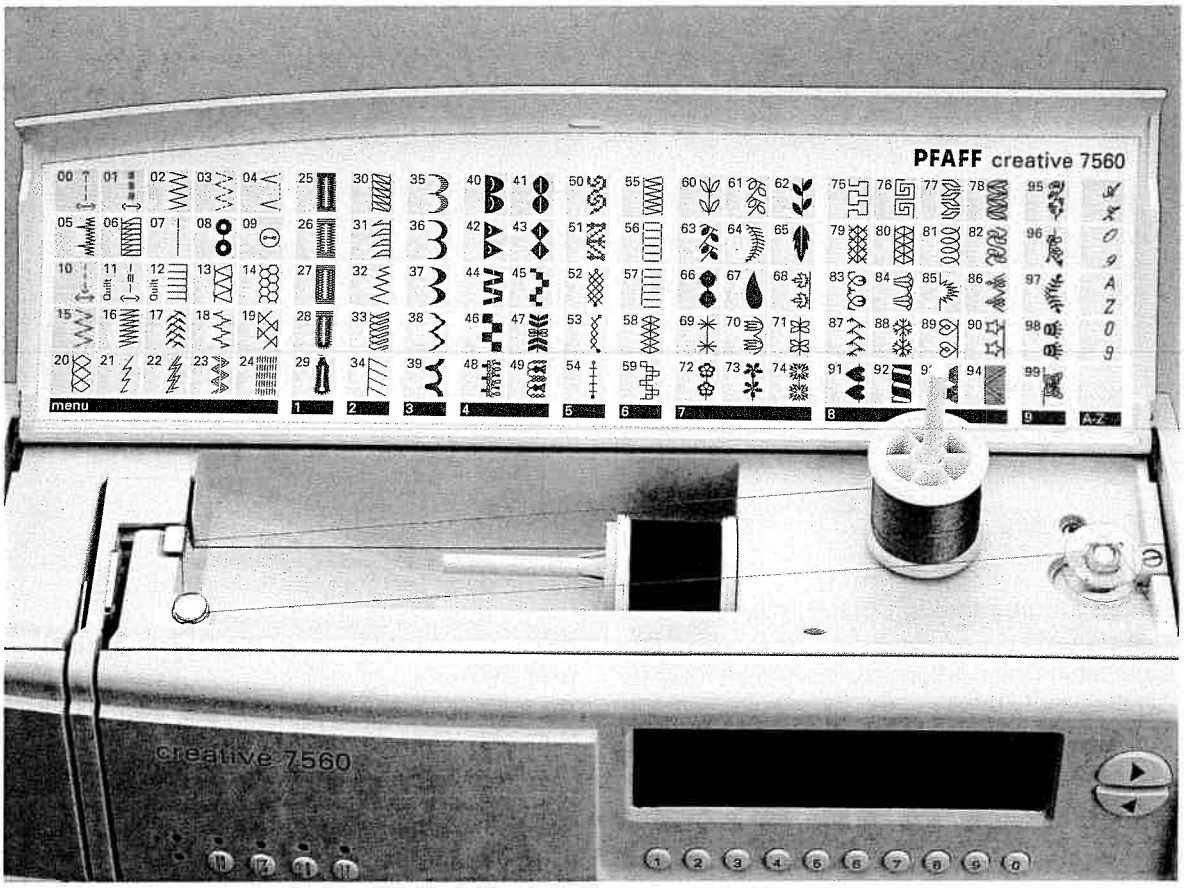


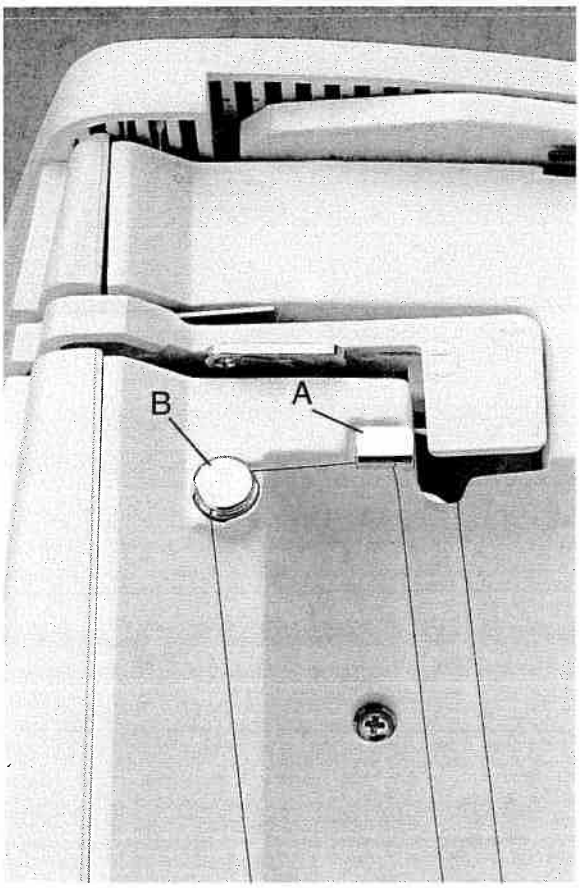
Decorative patterns



Alphabet







Winding from the second spool holder

Place the **second spool holder** in the hole **(38)** and push the felt washer on. Then put the thread in place.

Bobbin winding

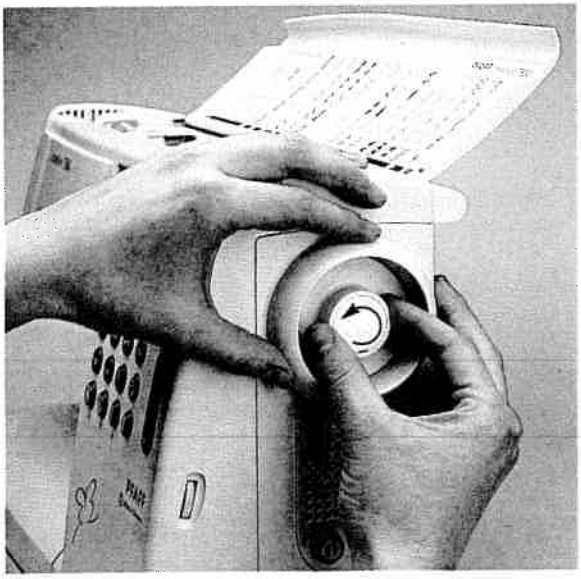
Place the thread into guide **A** and pull it under the **thread tension disk B** with both hands. Wind the **thread end** clockwise **a few times** around the bobbin. Push the bobbin to the right.

Switch on the master switch

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

Don't forget:

Turn the release disk **(41)** fully back again. Then turn the handwheel **(40)** towards you until it snaps into place.



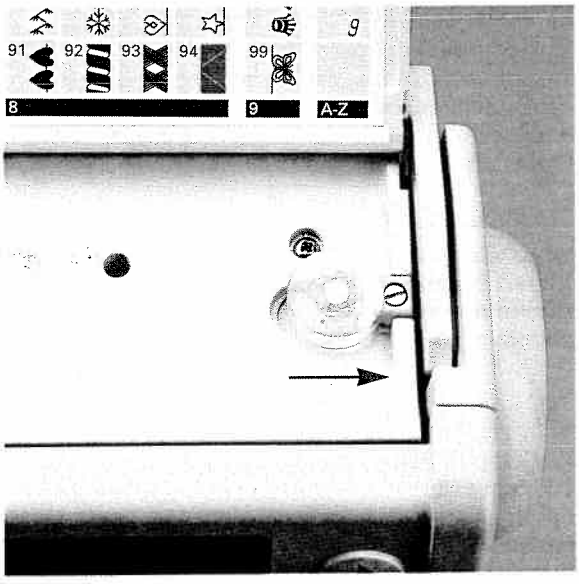
Preparing the machine for bobbin winding

Hold the handwheel **(40)** firmly and turn the release disk **(41)** fully in the direction of the arrow. The needle will then not move during the bobbin-winding procedure.



Placing the bobbin

Switch off the master switch. Place the empty bobbin so that the black **pin** of the bobbin winder **(39)** snaps into the **slot** of the bobbin.

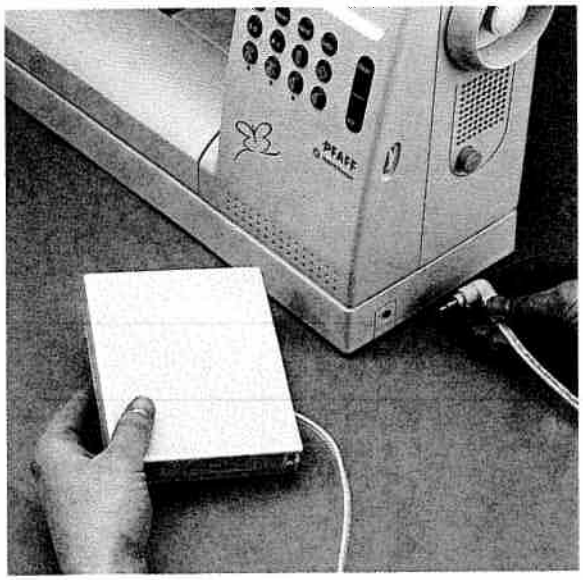


Push the bobbin to the right.

Note:
The bobbin can only be wound if it is moved fully to the right.

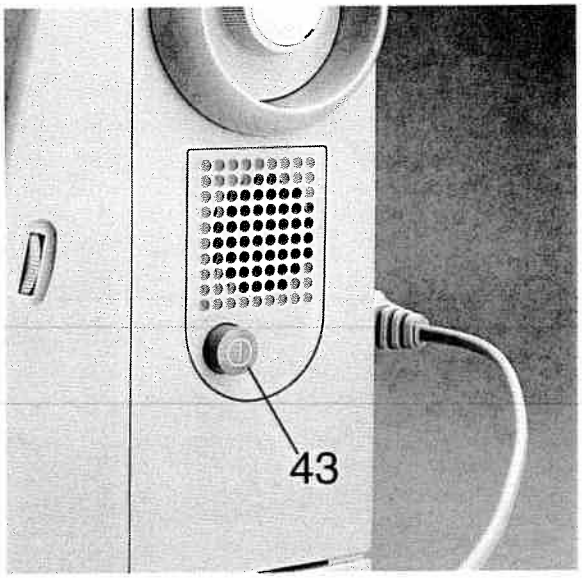
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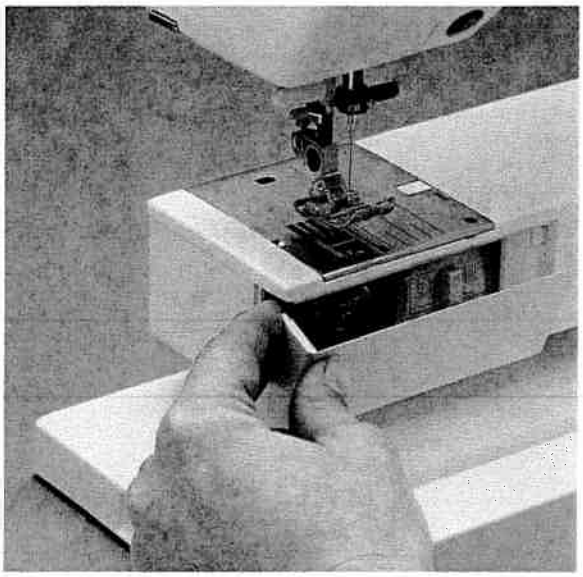
Connecting the foot control

Connect the plug of the foot control with the connection socket of the machine **(45)**.



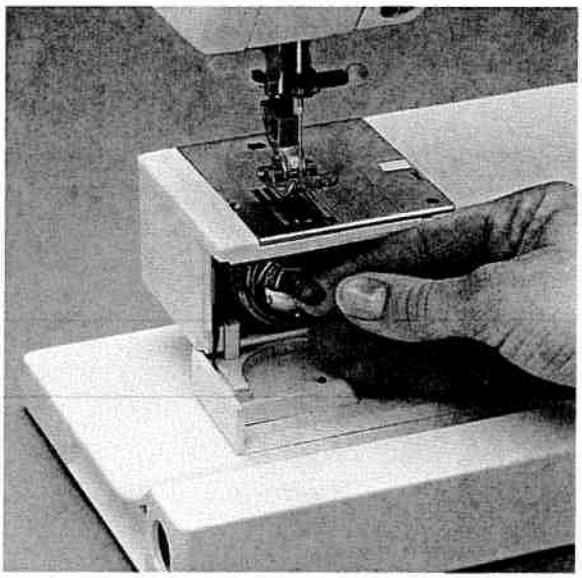
Master switch

When the master switch **(43)** is switched on, the sewing lamp lights up. Press the **"o.k."** key, the sewing machine is now ready to use.



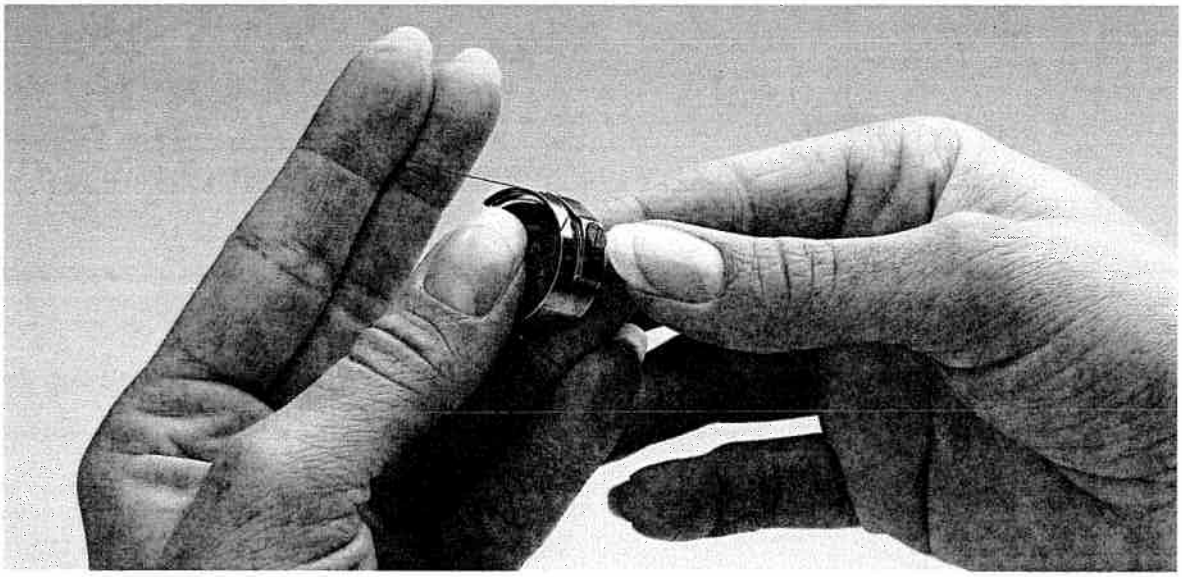
Hook cover

Switch off the master switch.
Hold the hook cover **(49)** at the side and open it towards the front.



Taking out the bobbin case

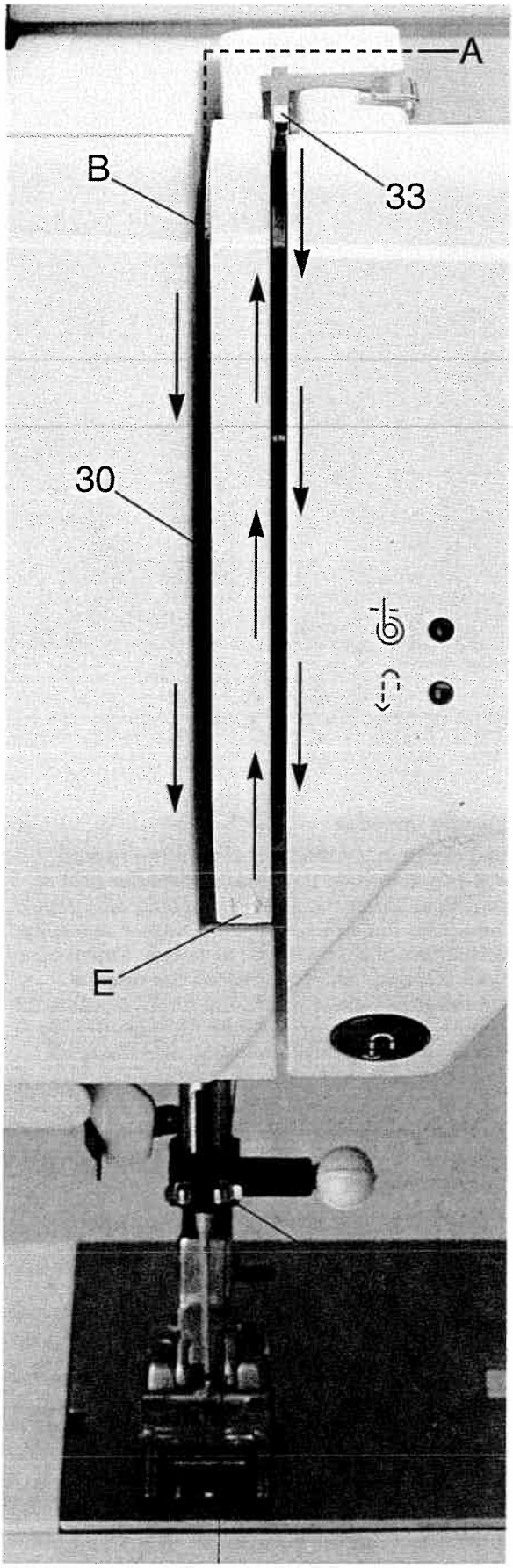
Lift the latch of the bobbin case and pull the bobbin case out. Release the latch and take out the empty bobbin.



Thread tension

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

To correct the bobbin thread tension turn the adjusting screw very slightly to the right, using your finger, i.e. turn it to the left to loosen, or turn it to the right to tighten.



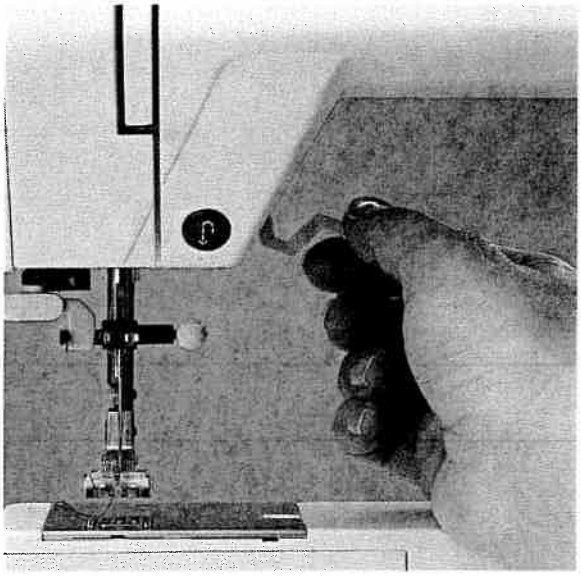
Threading the needle thread

Switch off the master switch. Raise the sewing foot lifter **(23)** and turn the hand-wheel until the take-up lever **(33)** has reached its highest position. Place the thread on the reel holder **(36)** and fit a corresponding unwinding disk.

Now pull the thread into guide **A**. Then pass the thread to the right or left along thread tension disk **B** and downwards through the left-hand threading slot **(30)**. Pull the thread around stop **E** into the **right-hand** threading slot and upwards to the **take-up lever (33)**. The thread must be pulled into the take-up lever from **left** to **right** and downwards again in the right-hand threading slot.

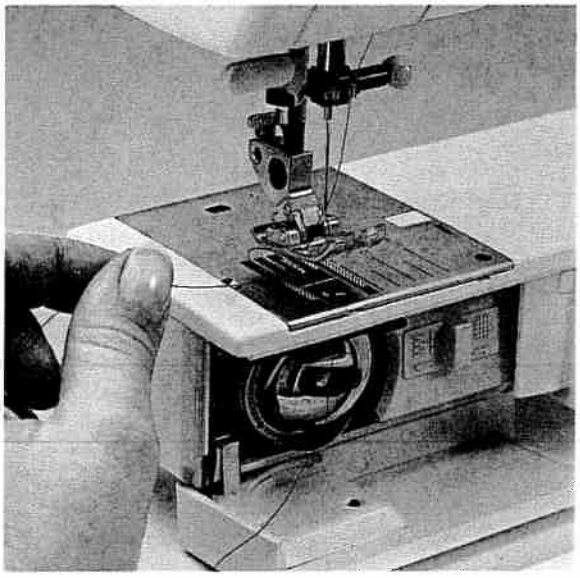
Finally, pass the thread from the side behind one of the two **thread guides (28)**.

Threading the needle is described on the following page.



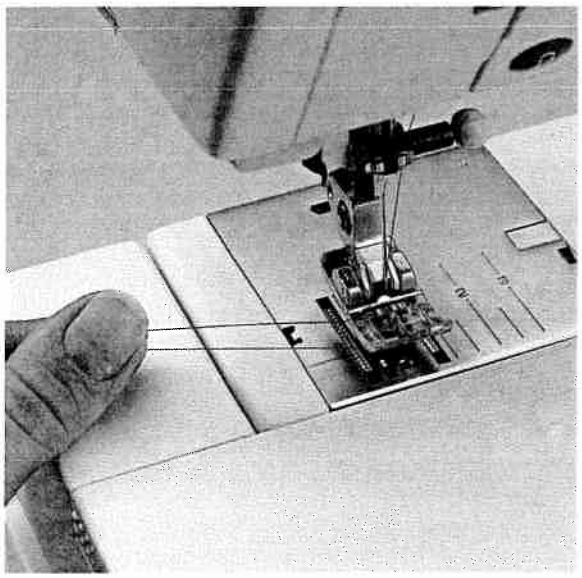
Presser foot lifter

The sewing foot is raised and lowered with the presser foot lifter **(23)**.



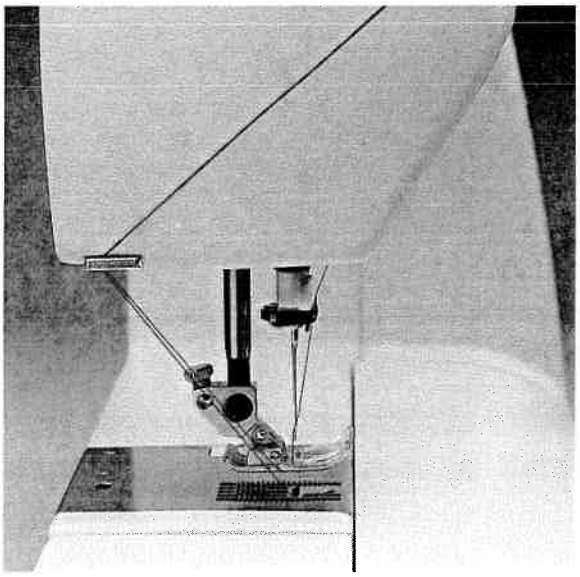
Pulling up the bobbin thread

Raise the sewing foot. Hold the needle thread and turn the handwheel towards you until the needle has reached its highest position and the bobbin thread has formed a loop. **Pull the needle thread** to bring up the bobbin thread.



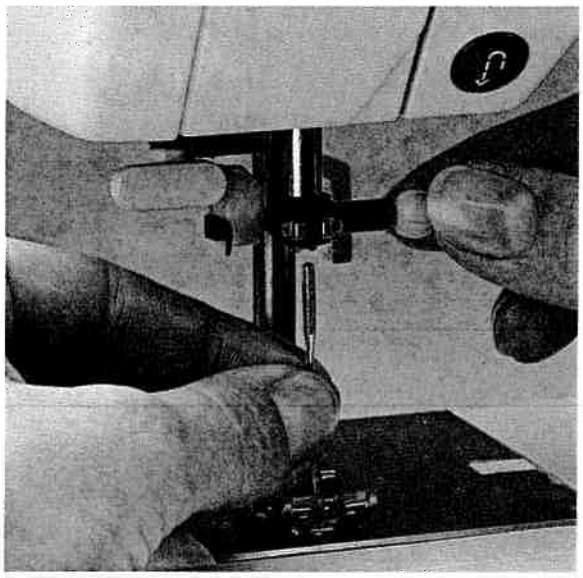
Bobbin thread

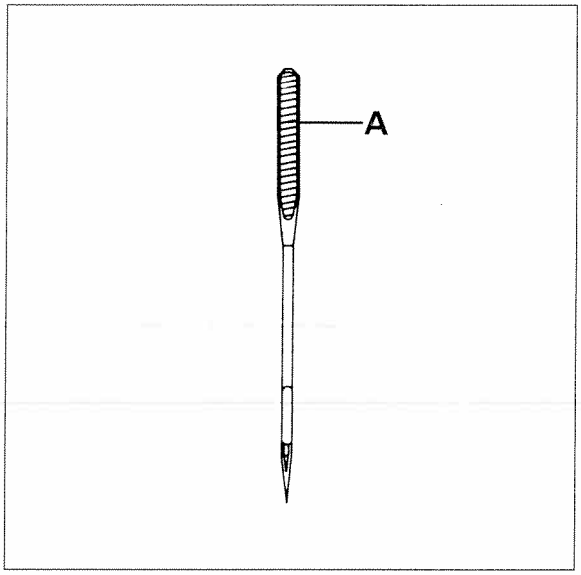
Close the **hook cover (49)** and pull the threads under the sewing foot to the left.



Thread cutter

Pull the threads from the back to the front over the thread cutter **(52)**.

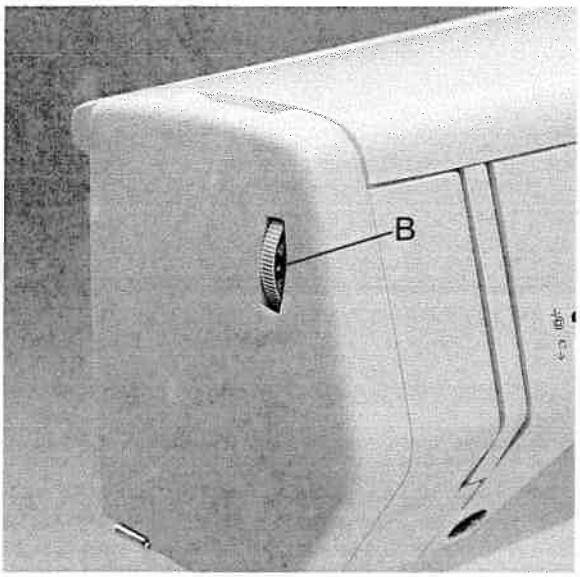


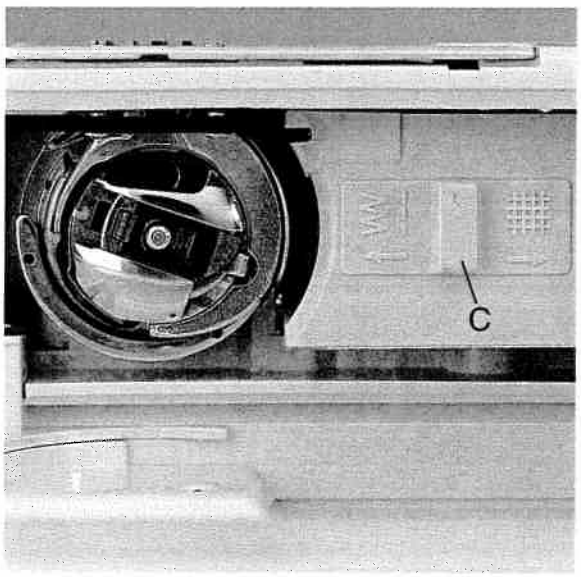


Changing the needle
Switch off the master switch.

To remove: Lower the sewing foot and set the needle at its highest point. Now loosen the retaining screw **(25)** and pull the needle downwards.

To insert: The flat side **(A)** of the needle must face to the rear. Lower the sewing foot and insert the needle, pushing it up as far as it goes. Hold the needle and tighten the retaining screw **(25)** firmly.





Setting the needle thread tension

Set the required needle thread tension with the help of the marking **B**.

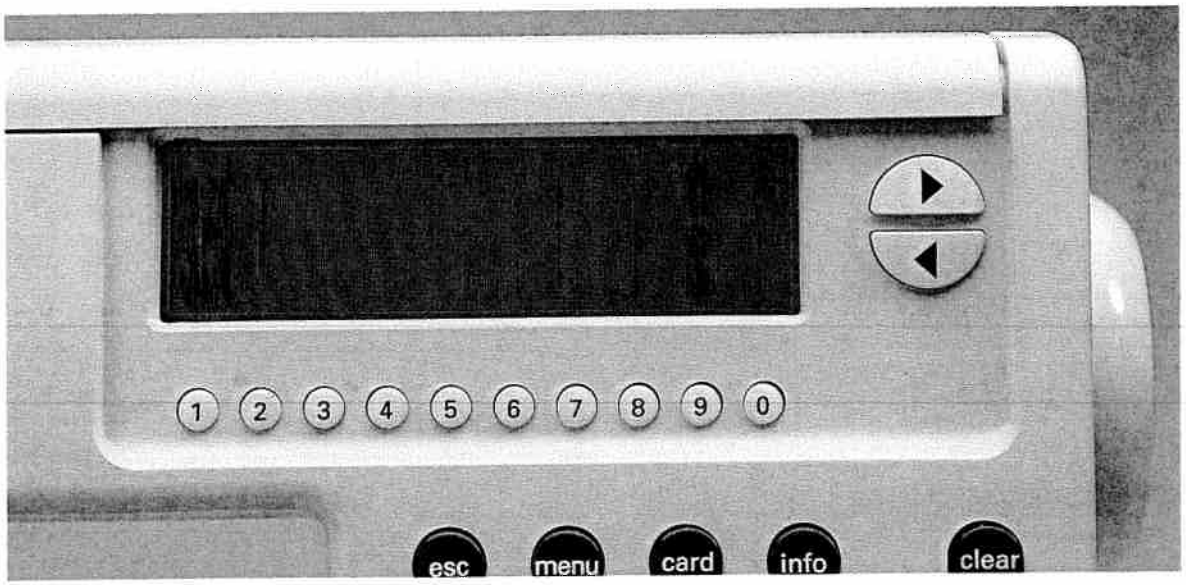
The normal setting for sewing is **4** to **5**. For embroidering and buttonhole sewing it is between **2** and **3**.

Lowering the feed dog

For certain sewing work, e.g. darning, the feed dog **(54)** has to be dropped. To do this, open the hook cover **(49)** and press **slide (C) fully to the right**. Now the feed dog is dropped.

Sewing functions

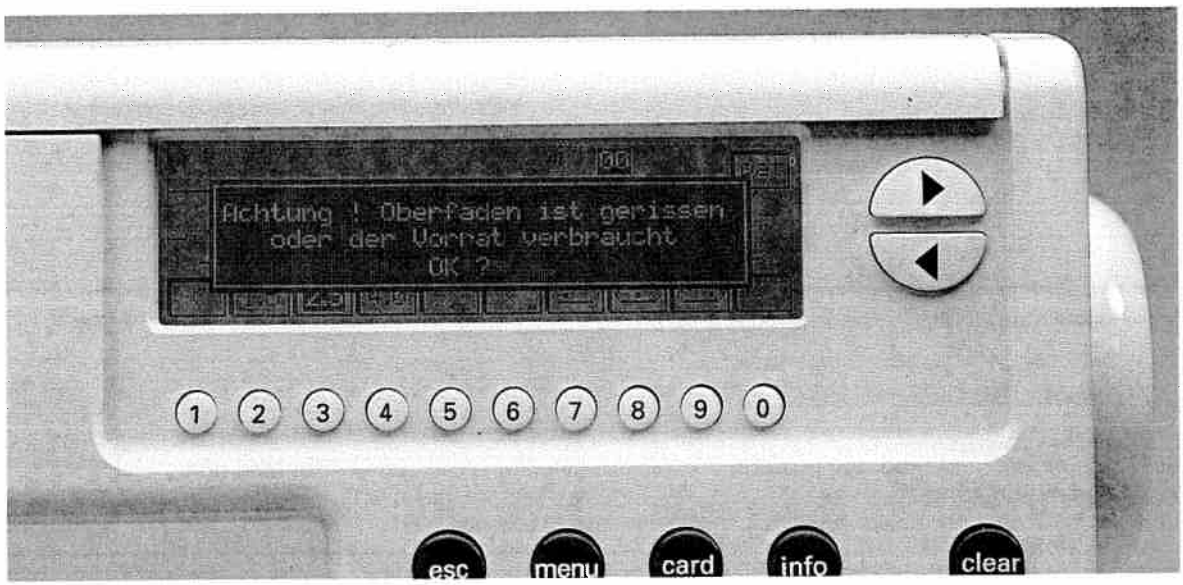
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Adjusting the contrast in the display

The contrast setting in the display may change after some use or due to the machine being transported.

This setting can be readjusted with the brightness regulator **(42)**.



Enabling and disabling the error messages

An additional feature of the **creative 7560** is to recognize errors and to indicate them in the display.

The following errors are recognized:

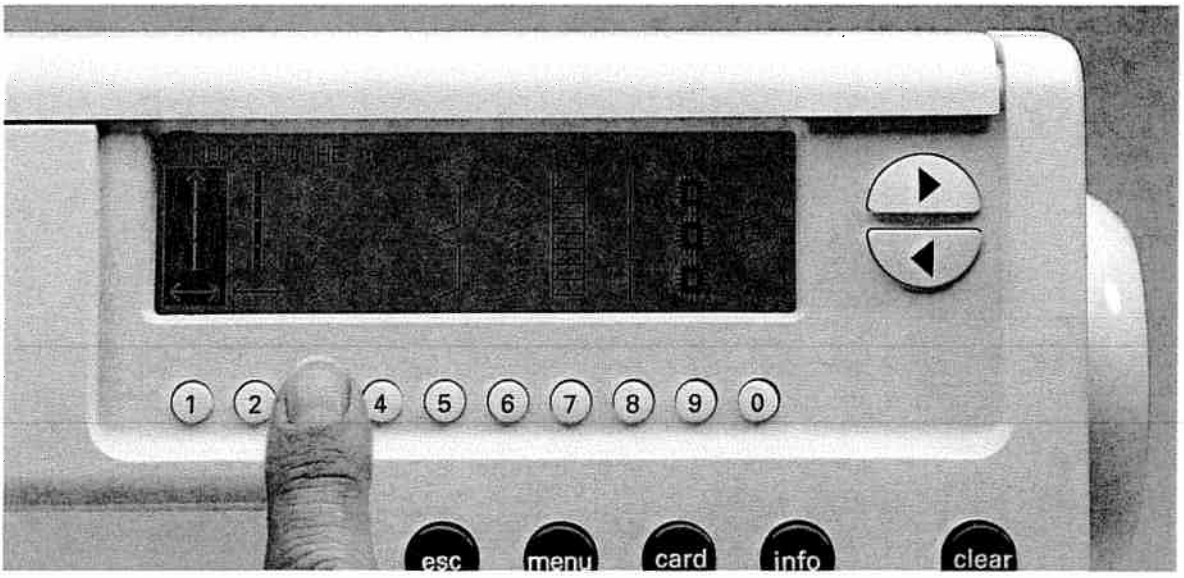
- If you run out of needle thread or the needle thread breaks when sewing, embroidering or darning.
- If the sewing foot lifter is not in the correct position.
- If the feed dog is in an incorrect position.

In the basic setting this monitoring is disabled when sewing.

You can disable or enable these error messages.

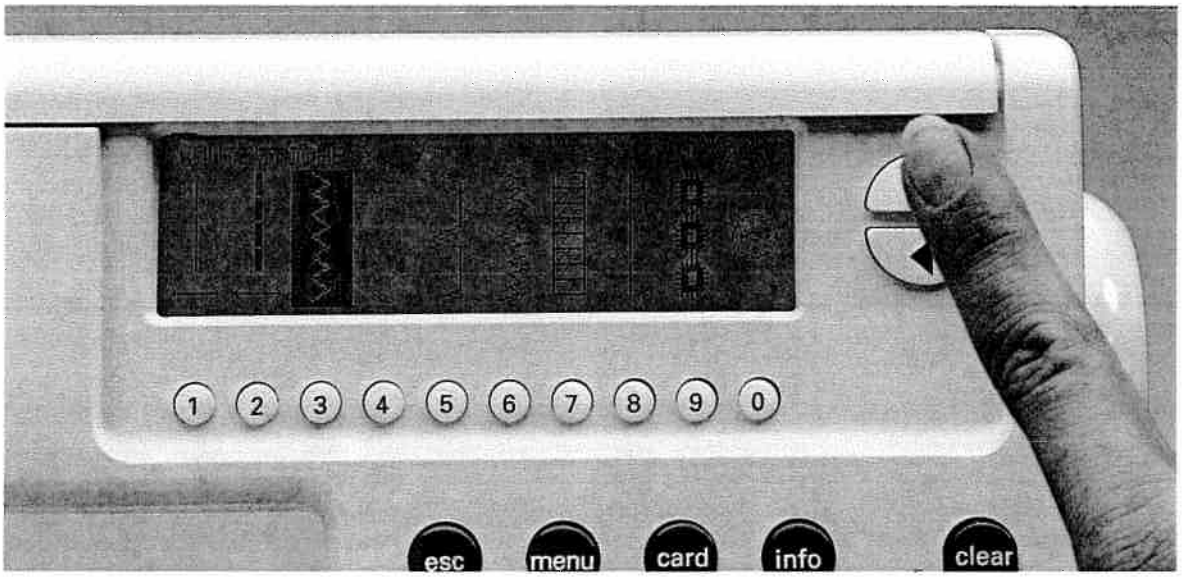
To this end press key **"menu"** on the machine, straight stitch will be highlighted. Now press key **"1"** underneath straight stitch and then key **"info"**.

A sewing recommendations display appears on the screen (for next step see page 32).



Explanation of the basic menu

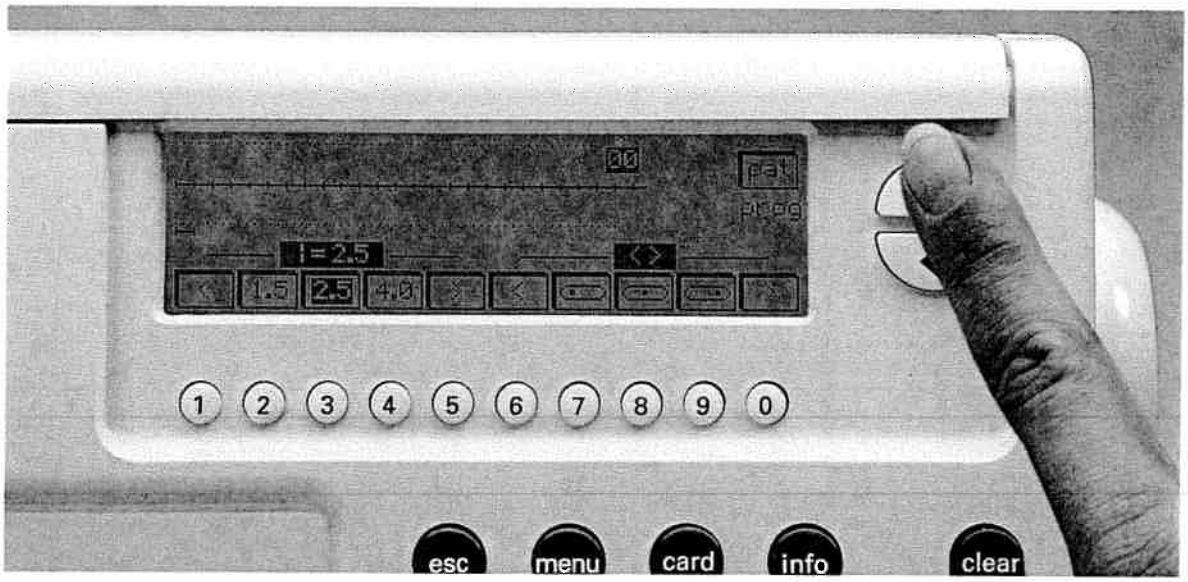
The basic menu contains a selection of the stitches that are most often needed for practical sewing. It consists of 20 stitches divided into groups of ten, which are shown over three screen pages. When you switch the machine on, the first page with 10 sewing programs is shown automatically. The straight stitch is highlighted and can be sewn immediately. If you want to sew another stitch, select it with the key underneath. It will then be highlighted in the display.



If you wish to scroll to the next screen page, press the cursor key "→". After the first 20 programs you will browse automatically to the buttonhole and fancy stitch pages. Here too, each stitch can be selected with the key underneath.

Example:

In order, for instance, to sew pattern No. 23 you must press cursor key "→" twice and then key **"4"** underneath pattern No. 23.

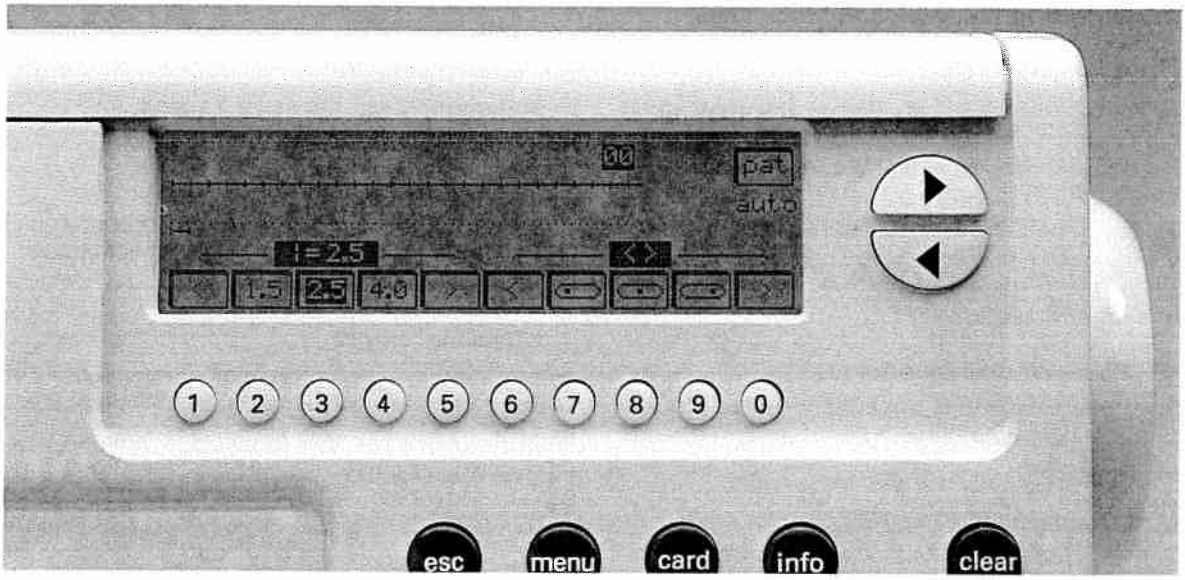


Programmable seam length for straight stitch

If you wish to join several workpieces of the same size you can enter the seam length with straight stitch. The advantage is that you can repeat the seam with the same length as often as you want to. The machine will sew a tack at the seam start and seam end and then stop automatically. After switching on the machine the basic menu appears on the screen with straight stitch highlighted. Then press key **1** or **"o.k."**, the straight stitch is shown with its length settings. On the right of the screen **"pat"** is displayed. Now press the cursor key →, the additional message **"prog"** will appear.

Now the seam length can be programmed. To do this, press the foot control, the machine will sew a few stitches for a tack at the seam start and will then continue sewing.

When the desired seam length has been reached, press the reverse key. The machine will sew a tack and then stop automatically.



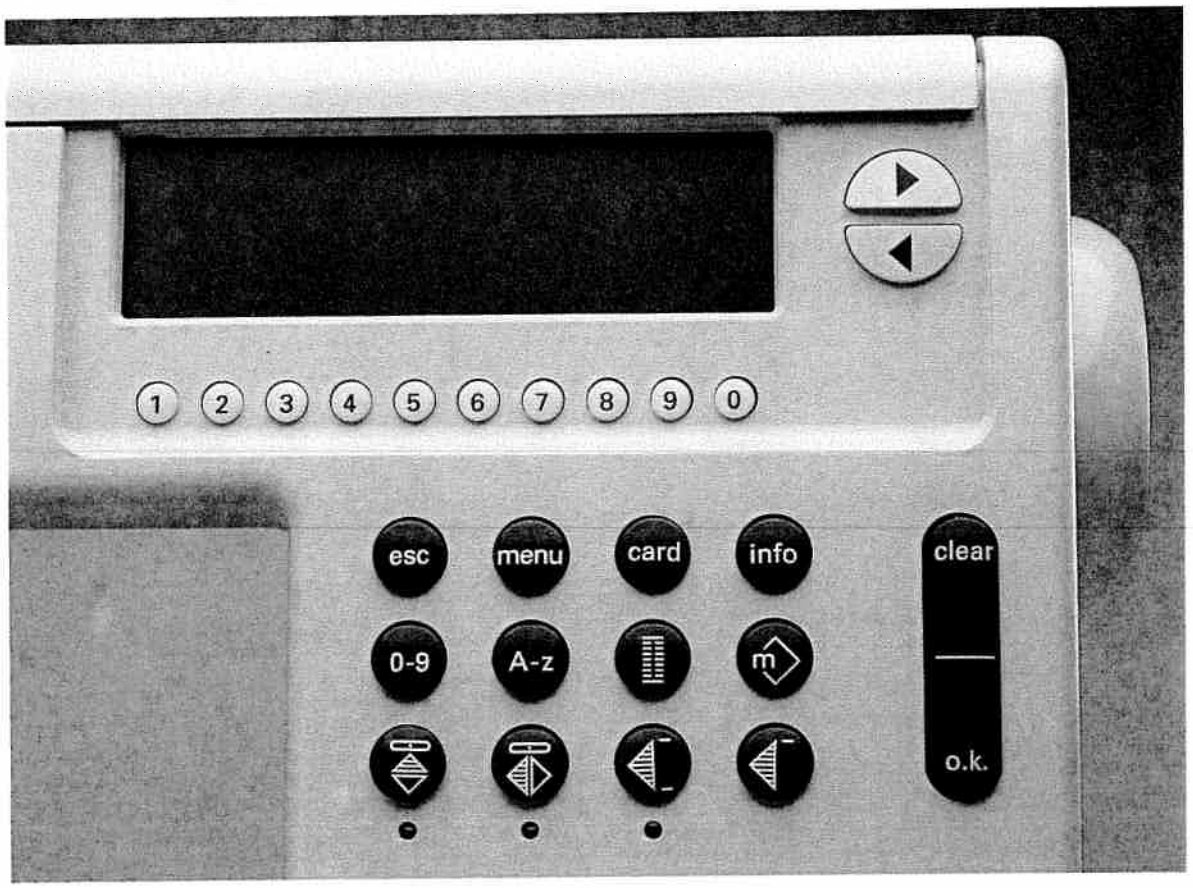
The message **"auto"** for automatic function appears in the display indicating that the desired seam length is now programmed and can be repeated as often as you wish.

If you want to interrupt this limited seam length to sew longer seams in between, press cursor key →.

The **"auto"** message disappears; longer seams can be sewn.

If you wish to return to the limited seam length, press cursor key → again. The message **"auto"** reappears in the display and you can continue to sew with the programmed straight stitch.

When changing the program or switching off the machine the programmed length is lost.



⇄ Cursor keys (7)

With the cursor keys you can browse through the screen pages in backwards or forwards direction. Within a pattern these keys are used to adjust the balance.

"esc" (9)

By pressing the **"esc"** key the previous screen is displayed or a function is aborted.

1–0 Numbered keys (8)

With the numbered keys you select the patterns numerically. Within a selected pattern, you can use these keys to determine pattern length and width and the stitch length. In the alphabet, these keys can be used to select the letters.

0–9 Pattern selection (22)

After pressing key **0–9** you can enter the pattern number of your choice with the numbered keys.

"o.k." (11)

The **"o.k."** key confirms your selection.

menu (18)

By pressing the menu key you will always return to straight stitch.

"info" (12)

a) Using this key you can select a pattern by **motif groups** (see pattern selection).

b) **"info"** key as **sewing recommendation.** After you have selected a pattern, by pressing the **"info"** key you will obtain information on the recommended thread tension, pattern mirroring, pattern start and end, the correct sewing foot and possible special accessories.

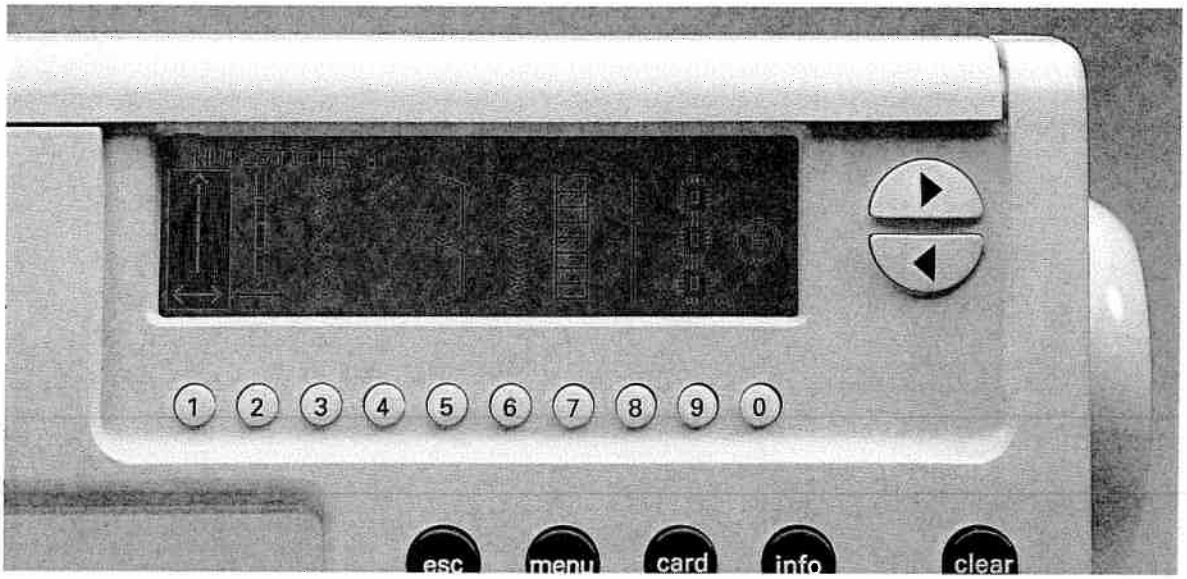
c) For certain sewing sections (buttonholes, m, card, alphabets), the **help files** under **"info"** can be called up. A description of the work procedure and a description of the next step appears in the display. This help file can be closed at any time by pressing the **"esc"** key.

Pattern mirroring (axial mirror image) (21)

The pattern will be turned around, i.e. the end of the pattern will be sewn first.

Pattern mirroring (lateral mirror image) (20)

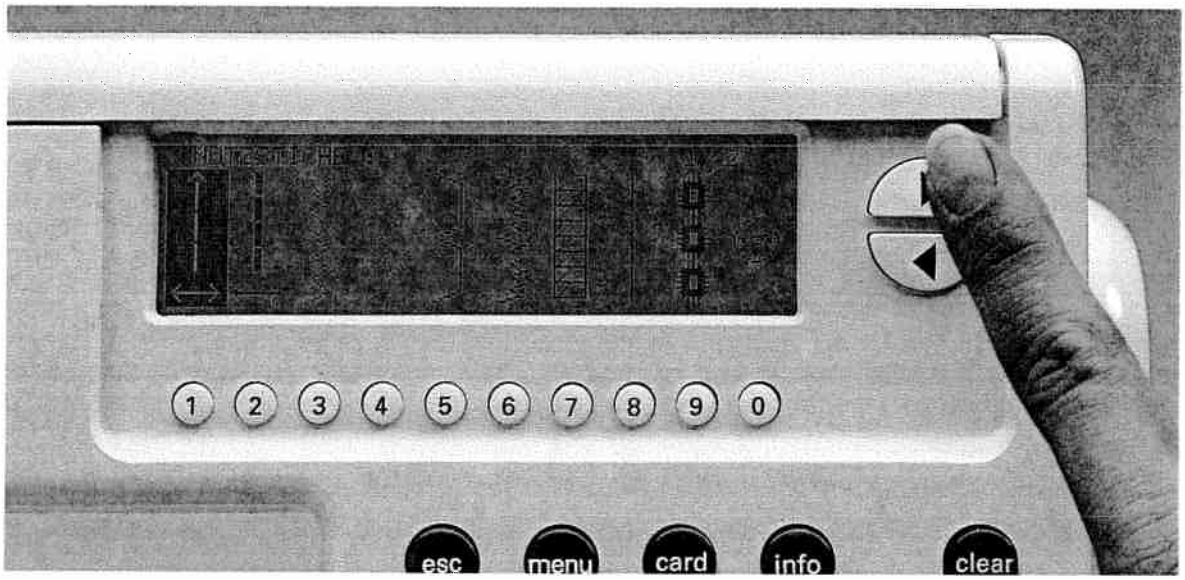
The selected pattern will be sewn as a mirror image.



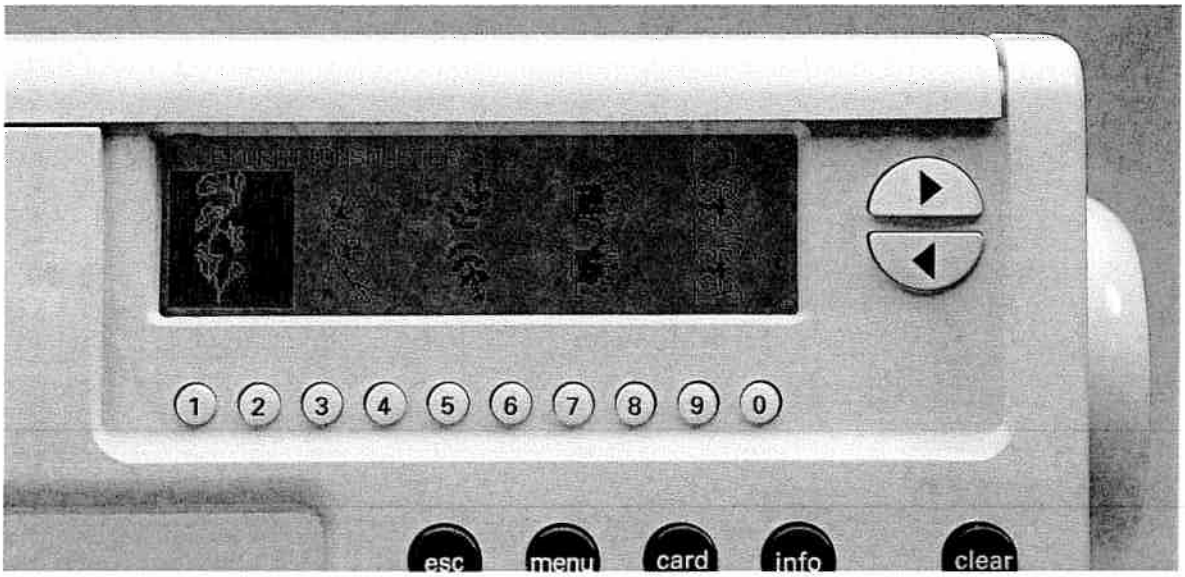
Summary of the options for pattern selection

You have various options to select a pattern from the creative 7560.

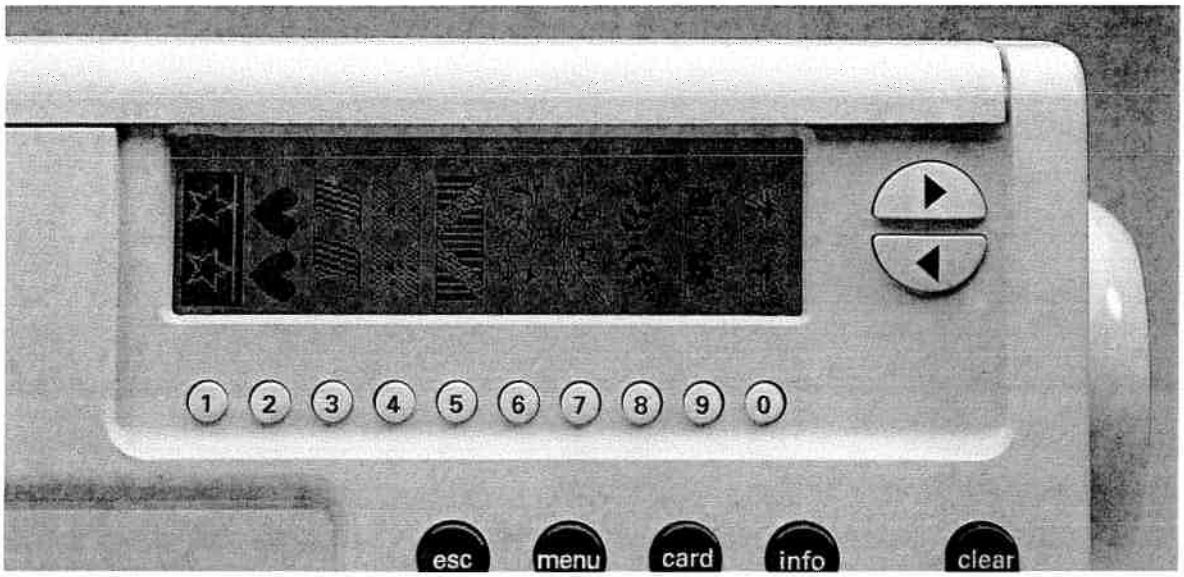
a) As soon as you switch the machine on, the first 10 patterns of the basic menu appear. The first pattern of the basic menu, the straight stitch, is highlighted and can be sewn immediately. Each pattern can be selected by pressing the corresponding number key underneath the screen. The selected pattern is always highlighted.



The next 10 patterns can be called up with the **cursor keys** "→" and "←".



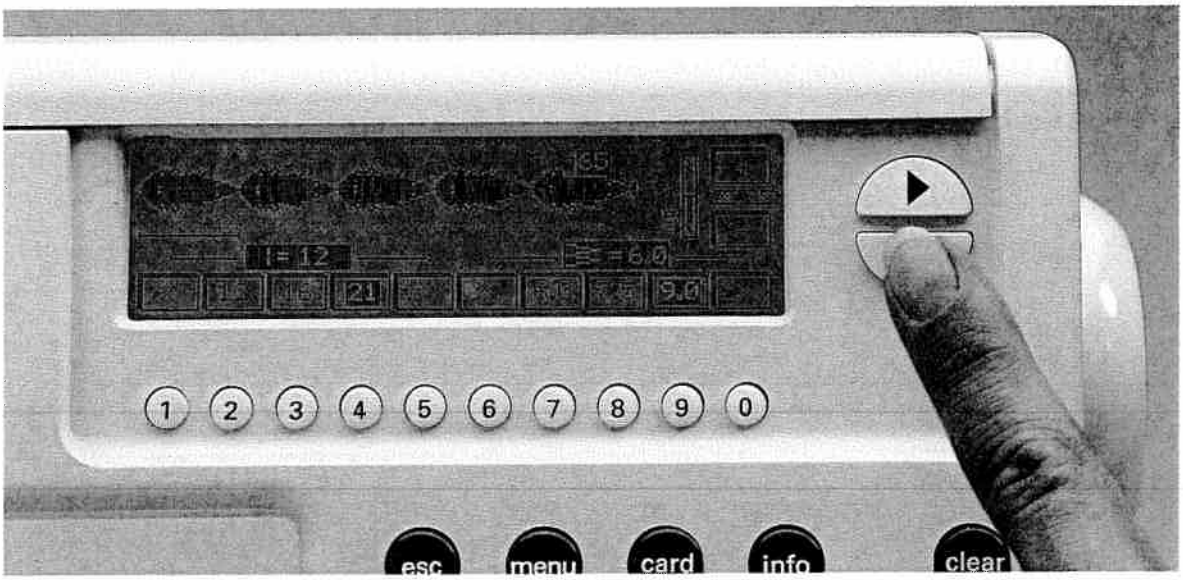
If you select e.g. key **"9"** = "Decorative stitches", the corresponding patterns will be shown on the screen. The desired pattern can be selected with the key underneath it and can be sewn immediately. If you want to change the **width** and **length settings**, you must press the same key again. The programming screen is displayed indicating the pattern and its settings for pattern length, width, and balance.



d) Selecting a group of patterns

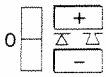
Enter a pattern of a group with keys **"1–0"** and press the cursor key. The group of patterns containing the desired pattern is displayed. The pattern on the left is highlighted and can be sewn immediately. By pressing a key underneath another pattern, this pattern will be highlighted and ready to be sewn.

Example pattern **Nr. 95.**
Press key **"0–9"**.
Enter **95** with keys **"1–0"**.
Press cursor key **"→"**. Now the group from 90 to 99 is displayed.

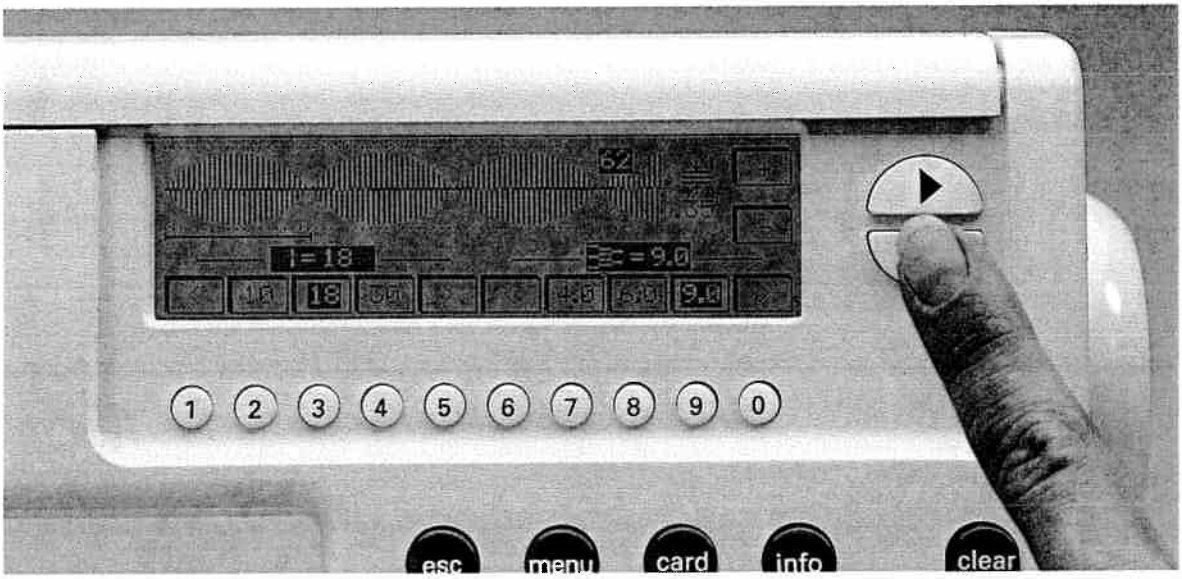


Balance

For some patterns it is not possible to alter the stitch density. The following symbol will be displayed on the right of the screen:

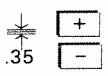


In this case the **balance** can be altered instead (see page 45).



Setting the stitch density

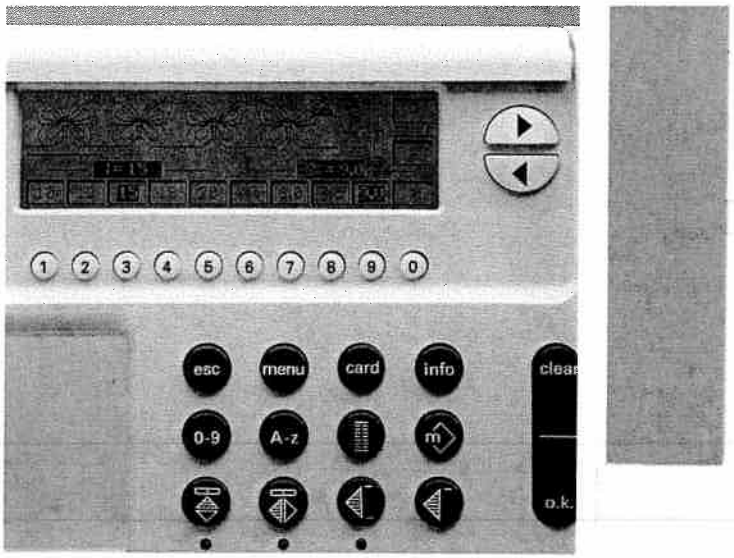
Select e.g. number 41.
With the cursor keys it is possible to increase the stitch **density** of a pattern without altering the total pattern length. On the right-hand side of the screen next to the pattern depiction, the symbol for the **stitch density** is displayed along with the default setting of 0.35 mm.



To **decrease** use cursor key "→", to **increase** use cursor key "←". This setting will also be visualized in the pattern on the screen.

Reverse stitch correction

Embroidery patterns, particularly large-scale motifs, can vary on different fabric types – woolen material is fed differently to fine silk. The **creative 7560** has a correction system which lets you sew optimum embroidery stitches: the balance. With this system the reverse feed can be adjusted.

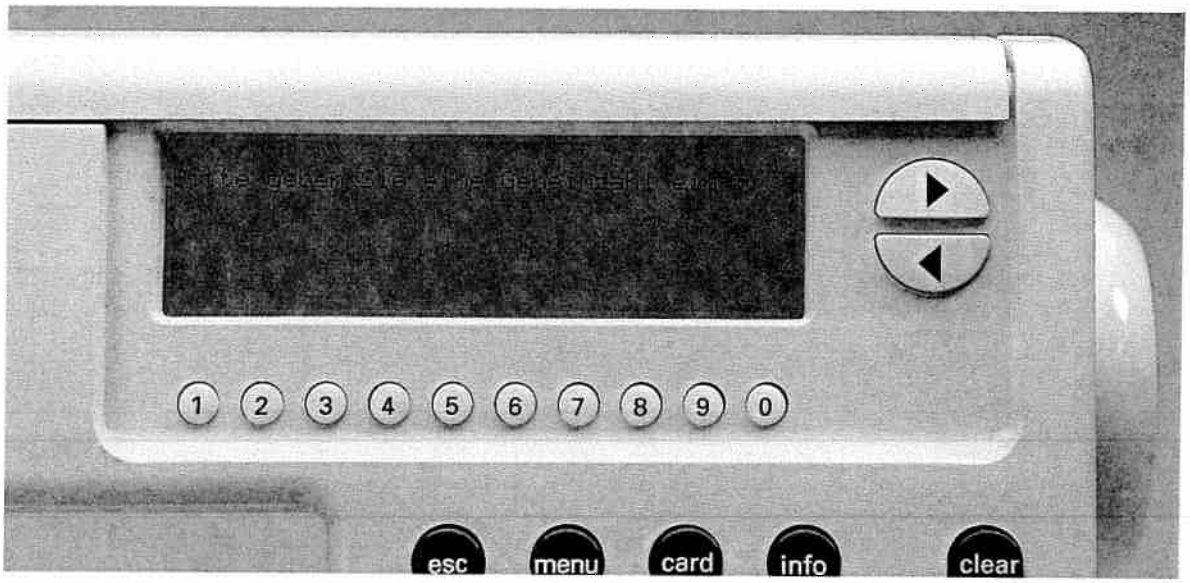


1) Reverse feed

To close up or stretch out a 9 mm pattern, the balance for reverse feed is used.
After having selected a 9 mm pattern, you will see an indicator scale with the symbols "+" and "–" on the right-hand side of the programming screen.



The default setting of the balance is **"0"**. Using the cursor keys **"←"** and **"→"** the reverse feed of the machine can be altered within a range of **–7** to **+7**. The corresponding setting is indicated by means of a dark column in the scale and the corresponding numeric value.



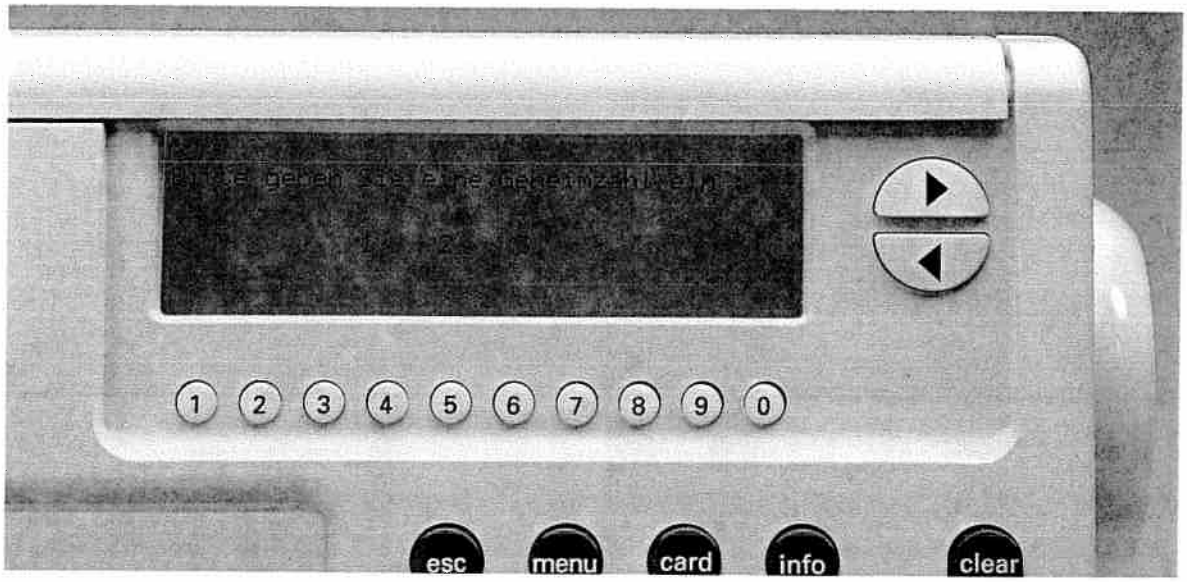
Activating the code

You can lock your **creative 7560** (e.g. for child safety) by entering a numerical code.
When entering the code for the first time, press the **"info"** key **(12)** and the master switch simultaneously.

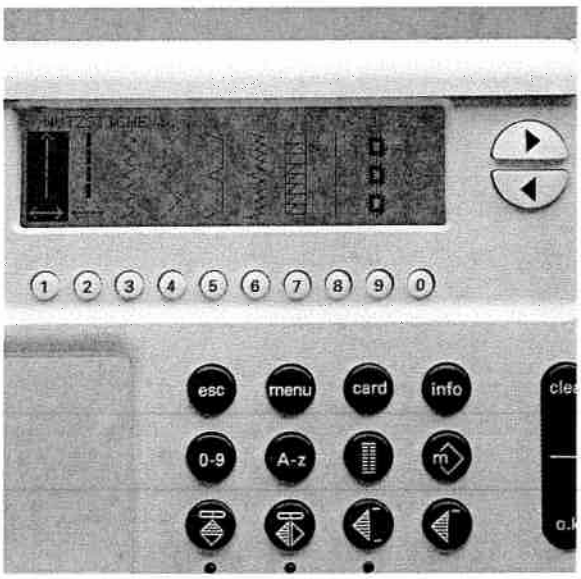
The display shows the message:

"Please enter a code number"

* * * *



Enter your code number using keys **"1–0"**. Your combination will be displayed on the screen.



As soon as you press the **"o.k."** key, the sewing machine switches to the basic menu and is ready to sew again.
To delete the code, press the **"esc"** key. The machine switches to the basic menu and is ready to sew. The next time the machine is switched on, no code query is displayed.



If you wish to change the code, press the **"info"** key. The message

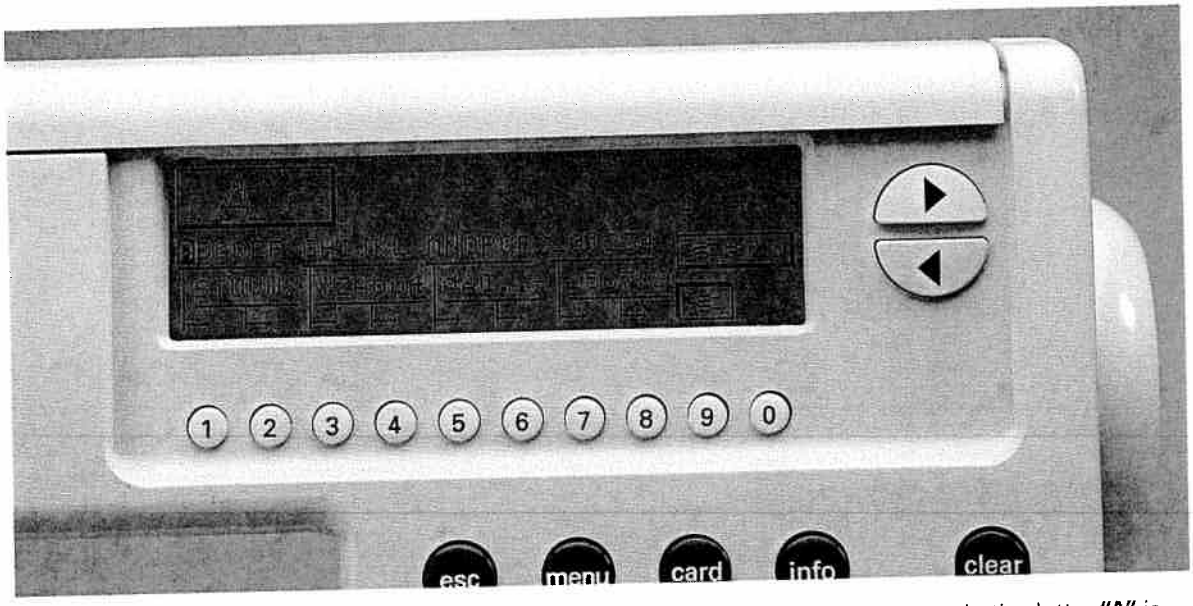
Please enter your code number:

* * * *

appears in the display. Having entered the new code, press **"o.k."**. The machine switches back to the basic menu.

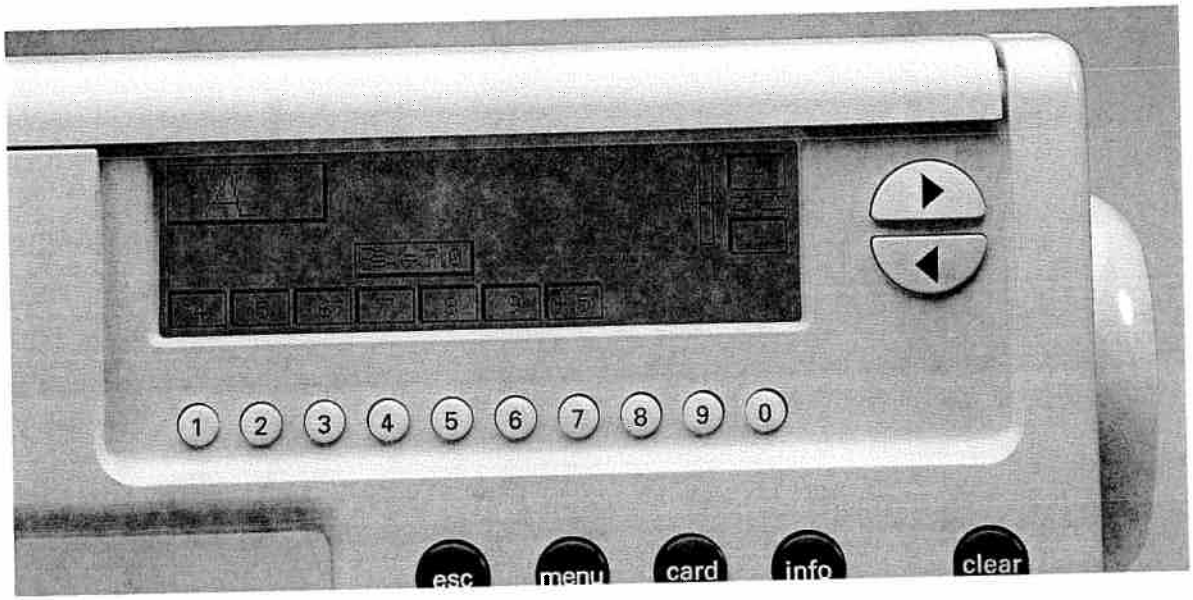
Pattern combinations

Alphabets	Pages 52–53
Changing the letter width	Page 53
M-memory	Page 54
Creating a word sequence	Pages 54–56
Pattern sequences	Pages 57–59
Symbols in the pattern sequence	Pages 60–61
Correction of pattern sequences (deleting, inserting)	Pages 37/62–64
Maxi stitch combinations	Pages 69–70
Cursor function	Pages 62–64



A menu appears on the screen with the letters of the alphabet, the numbers 0–9, punctuation marks such as a space, comma, dash, and several special symbols.

After selecting an alphabet style the letter **"A"** is automatically activated and can be sewn straight away. Any other letters have to be selected with the numbered keys below the arrows.
For confirmation, press the **"o.k."** key.

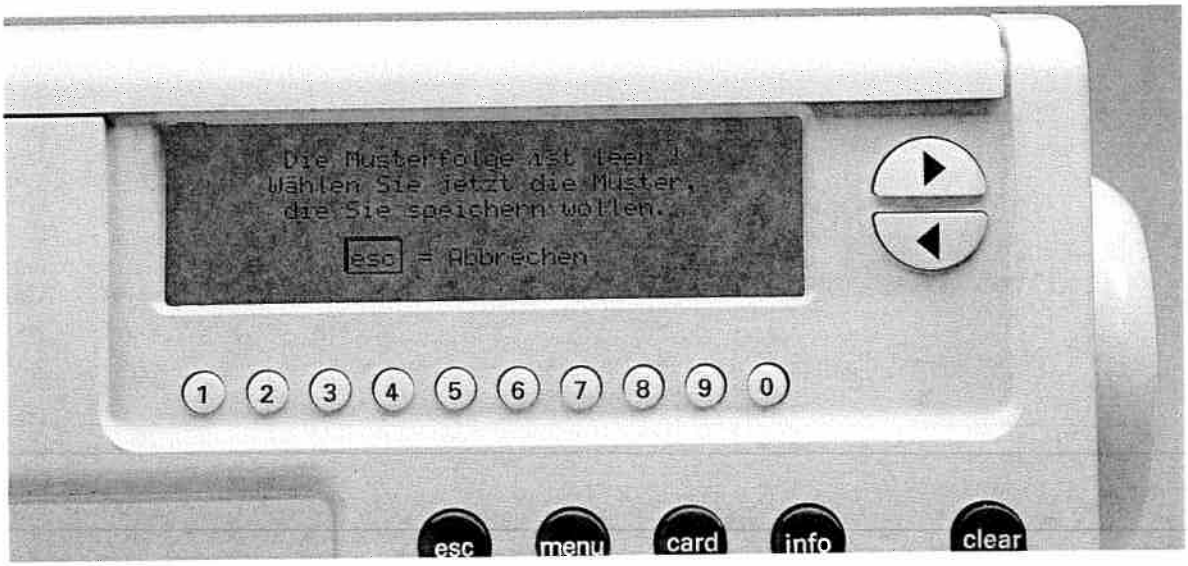


Script width

To change the **script width** (letter size), press key **"9"**. A menu appears on the screen displaying different stitch widths which can be selected by pressing the respective keys underneath.

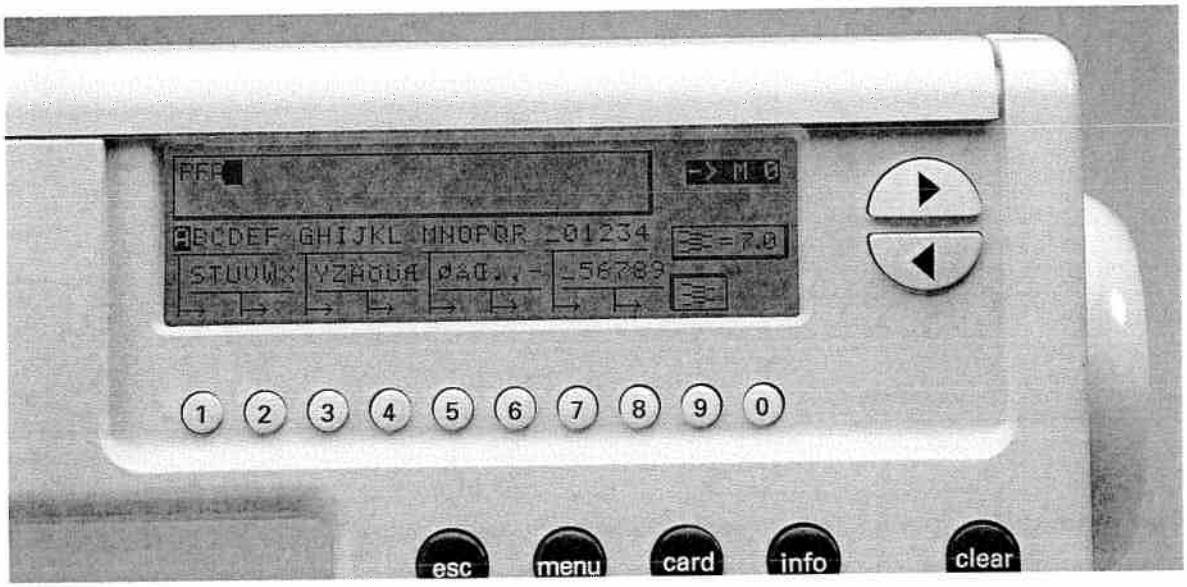
By pressing the **"o.k."** key, the selected stitch width will be saved and you will return to the letter menu.

If you wish to alter the letter size while programming a letter sequence in the M-memory, you must change the width **before** selecting the letter.



After you have confirmed with the **"o.k."** key this message appears on the display:

"Empty sequence!
Select now the patterns to be stored now.
"esc" = Abort"

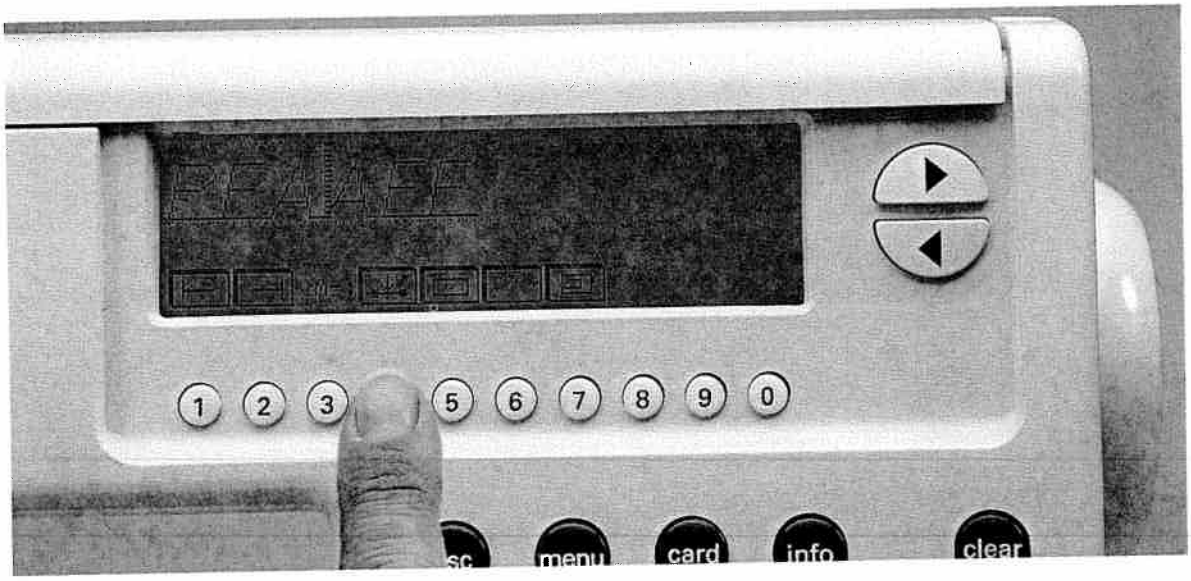


To this end press the **"A–z"** key. Select the desired alphabet with the keys below it and enter the required letters using the number keys.

Press the **"o.k."** key after each letter selection to confirm your choice.

With key **9** under the symbol [≡], you can access a new menu, in which the pattern width (script size) can be altered.

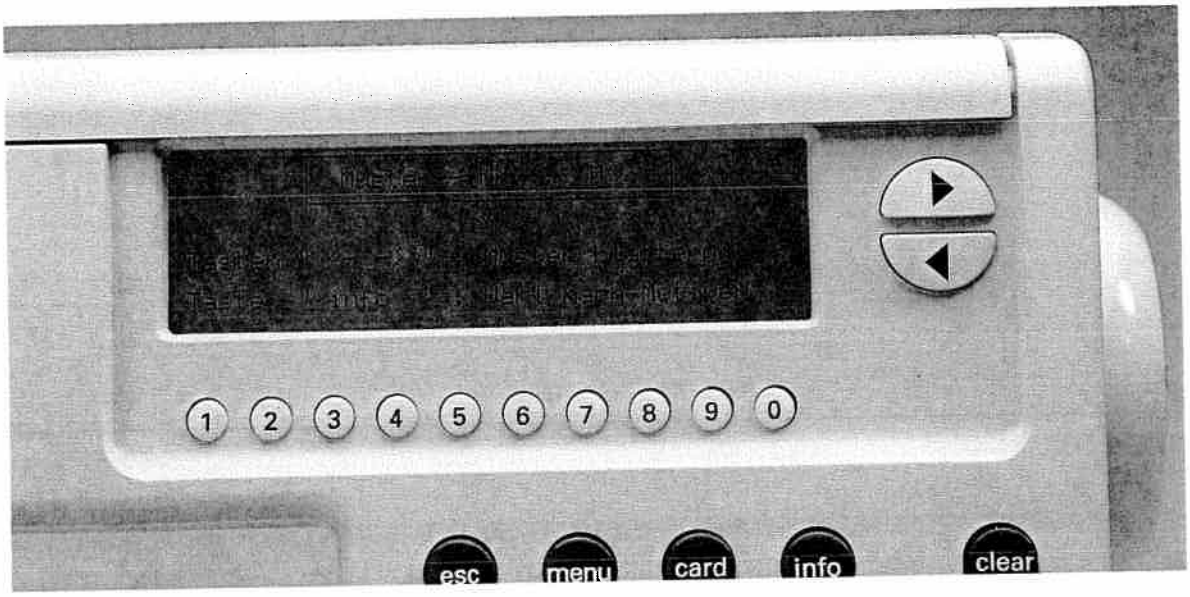
The stitch width set for the first letter will apply to all further letters in the sequence. In any case, the stitch width has to be changed **before** saving the sequence.



Deleting letters within a pattern sequence

If you have already pressed key "m◇" **(13)** and you are in the **pattern sequence screen**, a correction can be carried out with the function **"m–"**.

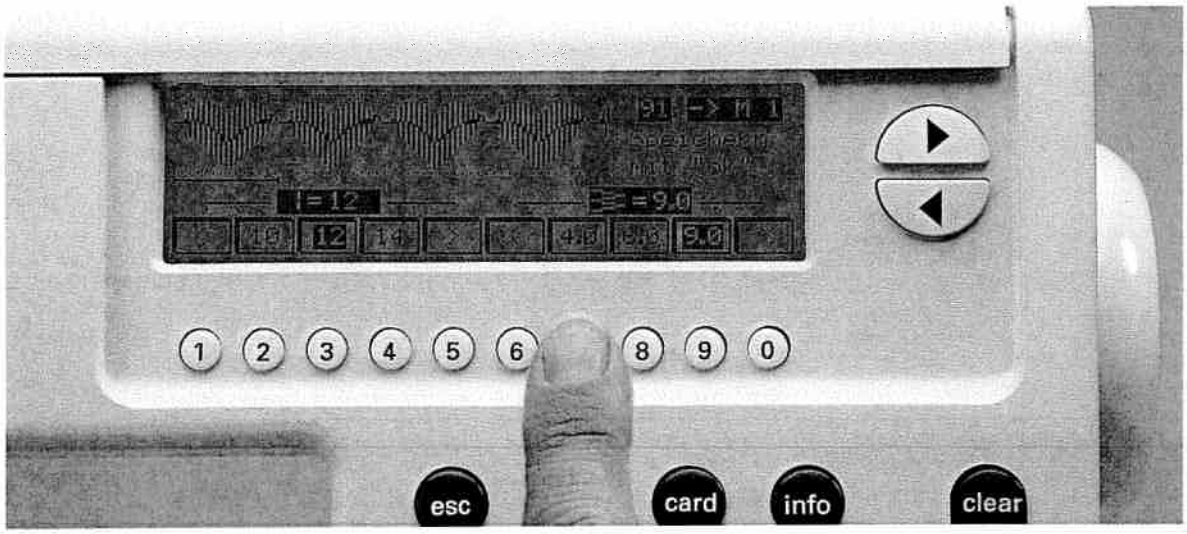
Place the cursor right **in front** of the letter to be deleted. By pressing number key **4** for symbol " ⊥ " the letter is deleted (also see pages 62–64).



Pattern sequence

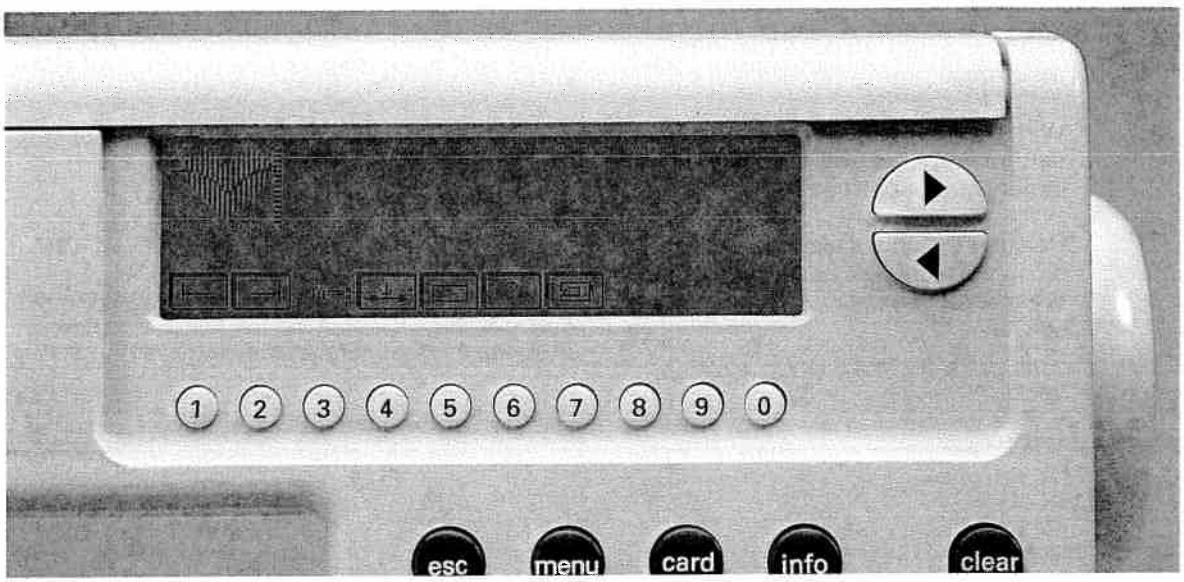
If you wish to create a pattern sequence from the different **patterns** of the machine, you must select a free M-memory (see pages 54). Then press key **"0–9"**. The following message is displayed on the screen:

"Pattern No.: 0"
"←→" Keys: Scroll through patterns
"info" key: Selection by pattern number



Changing pattern length and width

The pattern width and stitch length can be changed by pressing the keys **"1–0"** underneath the screen before saving.



Then confirm by pressing the **"o.k."** key. The selected pattern in the memory is displayed.

Select the next pattern with key **"0–9"** again and proceed in the same manner. This way you can combine up to 85 9-mm patterns or maxi patterns in one memory.

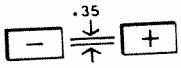


Symbols in the sewing screen

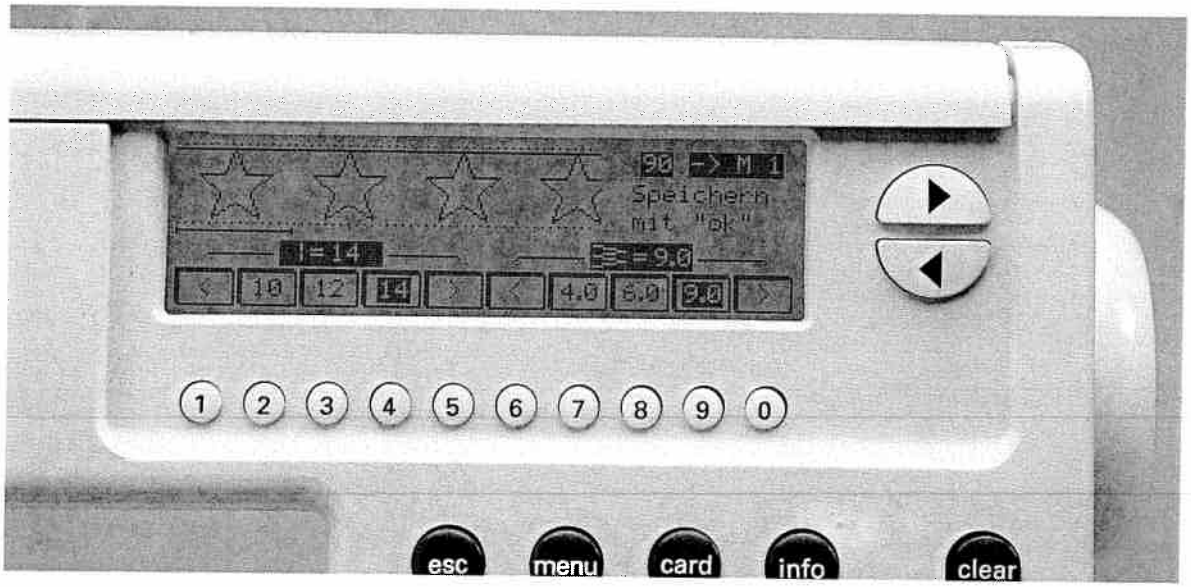
You will find the following symbols in the sewing screen:
"edt" ≙ Working. You are in the sewing screen.
Pressing the key below it will bring you to the programming screen, where you can insert, add or delete patterns (see section "Cursor").



This symbol represents the stitch density.
By pressing key **"9"** below it the display shows:



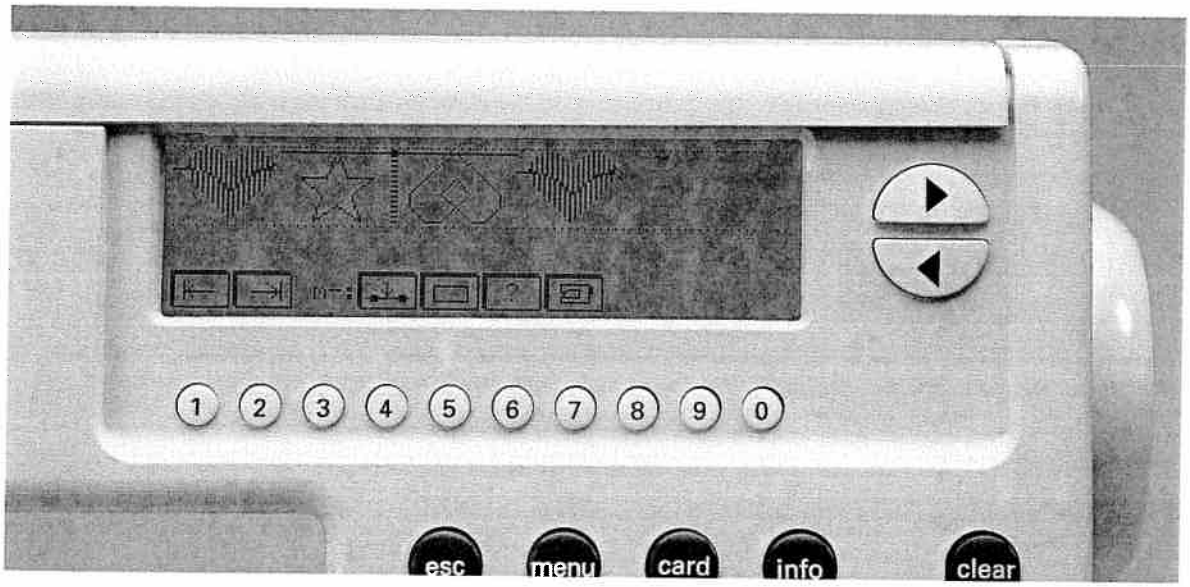
You can increase or decrease the stitch density using the keys located below **"–"** and **"+"**.
Pressing the **"o.k."** key will bring you back to the sewing screen.



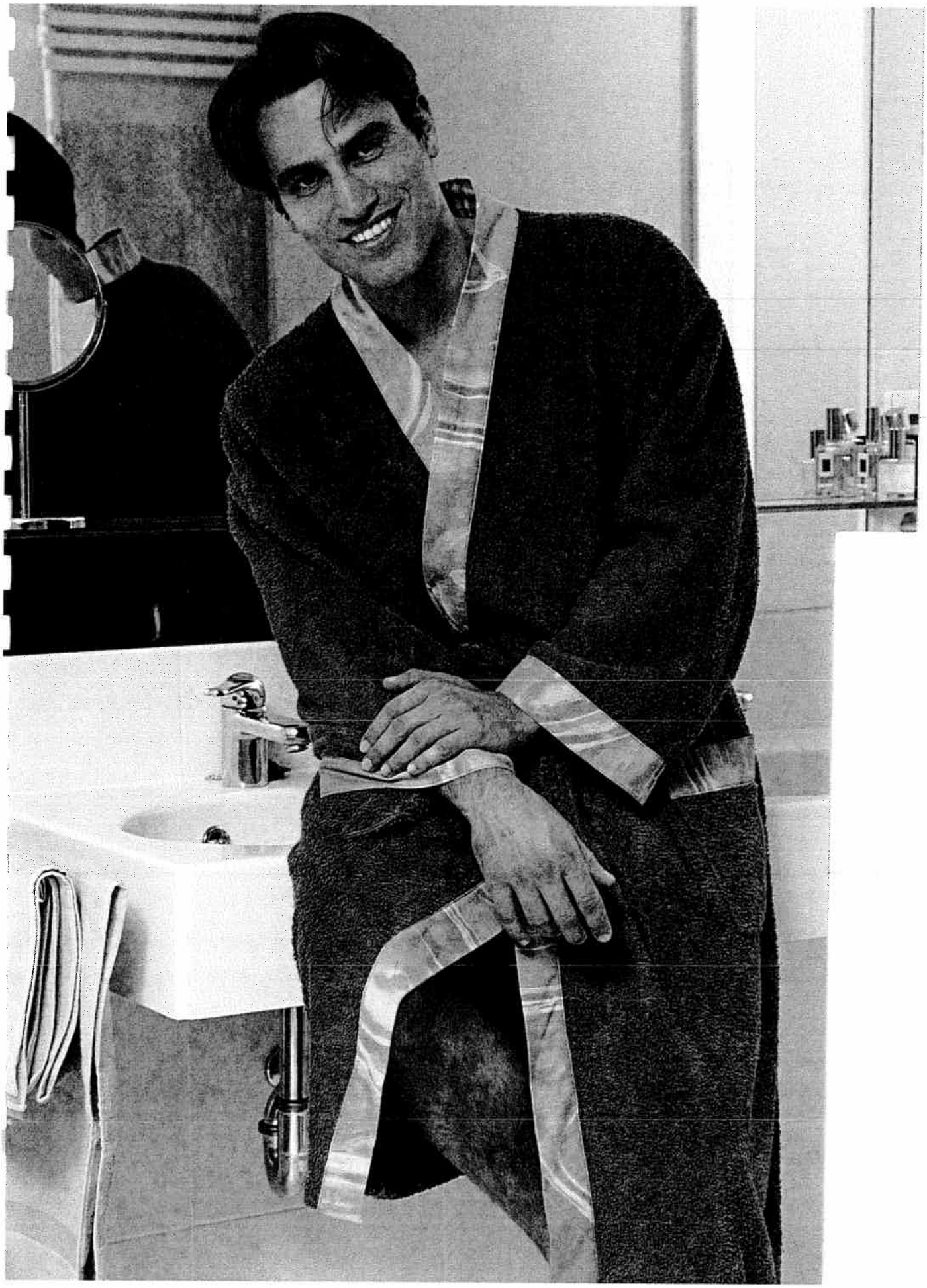
Inserting a pattern

Press the **"0–9"** key and enter the number of your desired motif using the **"1–0"** keys. Confirm with **"o.k."**.

On the screen the message appears: "Store by pressing **"o.k."**. Press the **"o.k."** key."

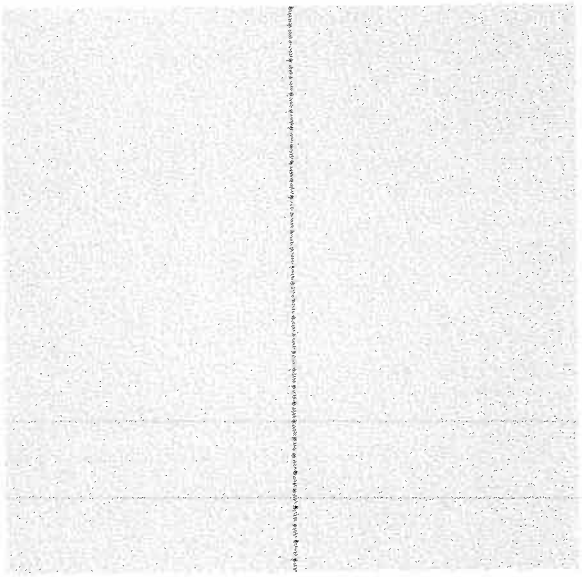


The new pattern will then be inserted into your sequence.



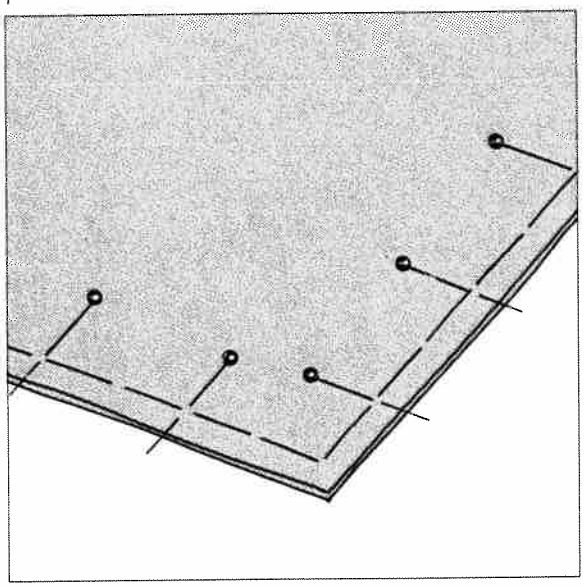
Utility stitches and Buttonholes

Utility stitches Pages 69–85
Buttonholes Pages 86–100



Straight stitch

Program **00** is the basic straight stitch with center needle position. The stitch length can be increased up to 6 mm as required. Some sewing jobs can be done more easily by changing the needle position, e.g. topstitching a collar or sewing in a zipper.
With keys 6, 7, 8, 9 and 0 you can select the **creative 7560**'s 19 needle positions. When doing so make sure that the needle is in the highest position.



Basting stitch

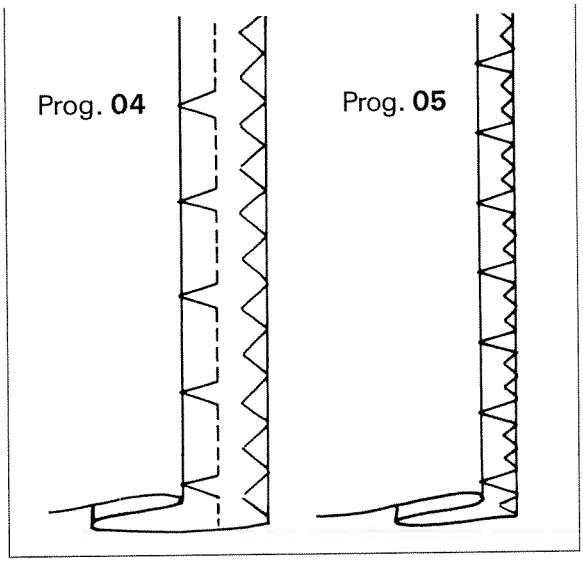
With program **07** you can baste a garment before trying it on. When you press the foot control the machine will only make one stitch. For each further stitch you have to press the foot control each time.

- Lower the feed dog.
- Place the fabric under the sewing foot.
- Sew one stitch, then pull the fabric the required amount to the rear.
- Repeat this as many times as you need to finish the seam.

TIP: To prevent the fabric layers from shifting, insert dress pins crosswise to the basting position. Light fabrics are easier to baste with long straight stitches (6 mm). In this case the feed dog must not be lowered!

Programmable seam length for straight stitch program 00

If you wish to join patchwork parts of equal size, program 00 allows you to program the seam length. Place the fabrics right sides together. Sew the first seam. When you have sewn the desired seam length, press the reverse key. A tack will be sewn automatically at the beginning and the end of the seam. Now the seam has been programmed and can be sewn with this length as often as you require (also see page 35).

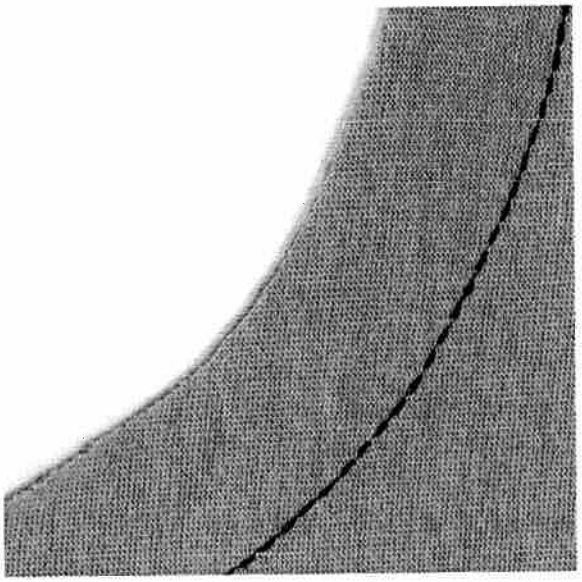


Elastic Blindstitch

Program 05

This special blindstitch is particularly suitable for elastic fabrics. It is not necessary to serge the fabric edge because of the integrated zigzag stitch.

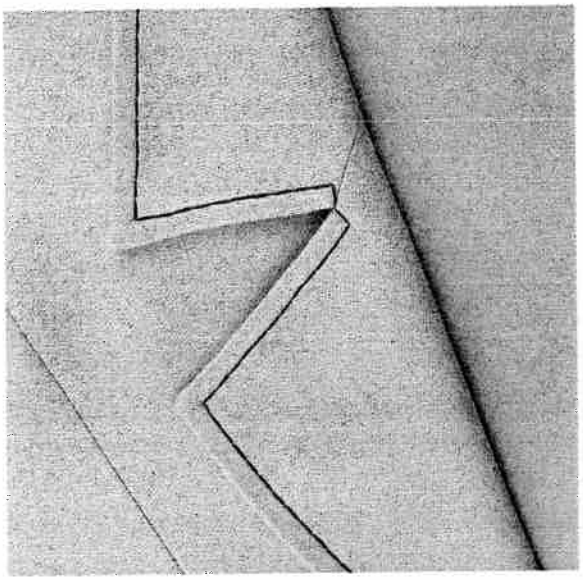
● For instructions see the description on Page 70.



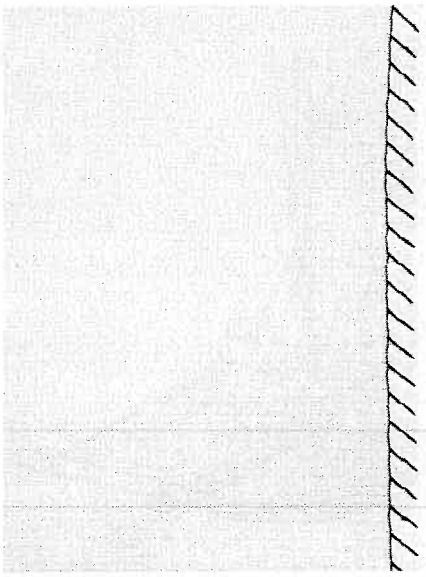
Stretch triple straight stitch

Program 01

This program is used for sewing all seams where great strength is needed, e.g. inside trouser seams. The heavier the fabric, the longer the stitch length you need.



TIP: If you wish to topstitch a collar corner with program 01, use the function "needle down" and "single pattern". Do not press the single pattern key until you reach the last stitch before the corner. The machine thus stops after the stitch, and the needle stays in the material. Now turn the fabric and switch off the "single pattern" key.



Open overlock stitch

Program 34

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

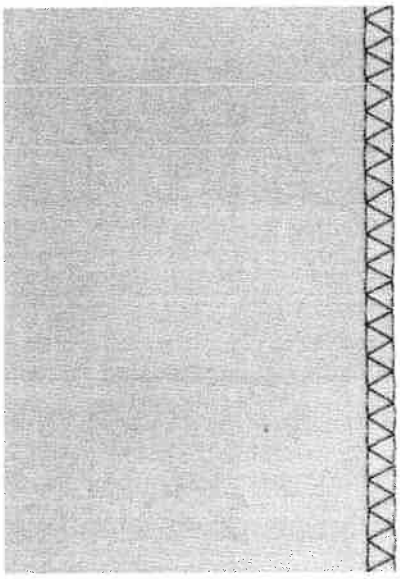
TIP: Make sure that the needle at its farthest right-hand position just misses the edge of the material.

Overlock stitches

Programs 06, 13, 20, 30–34

For knit and other stretch materials, the **creative 7560** offers a selection of overlock stitches. These join two layers of fabric and serge them in one operation. They have a higher elasticity than usual stitches, they are very durable and, they are very quick to sew.

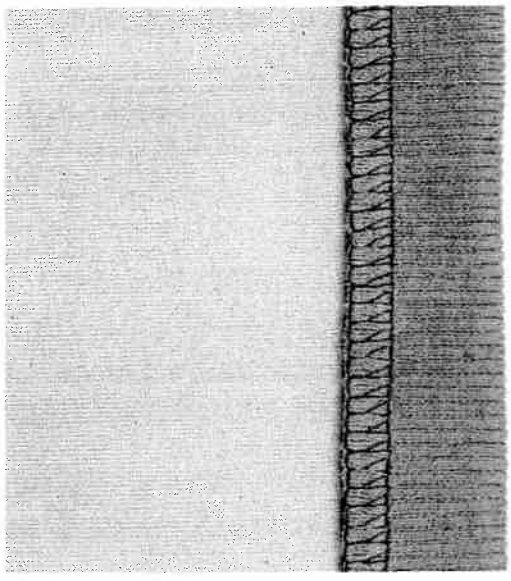
TIP: We recommend using blind stitch foot No. 3 when sewing overlock seams. This guides the fabric better and prevents tunneling of the seam at wider stitch widths.



Closed overlock stitch

Program 13

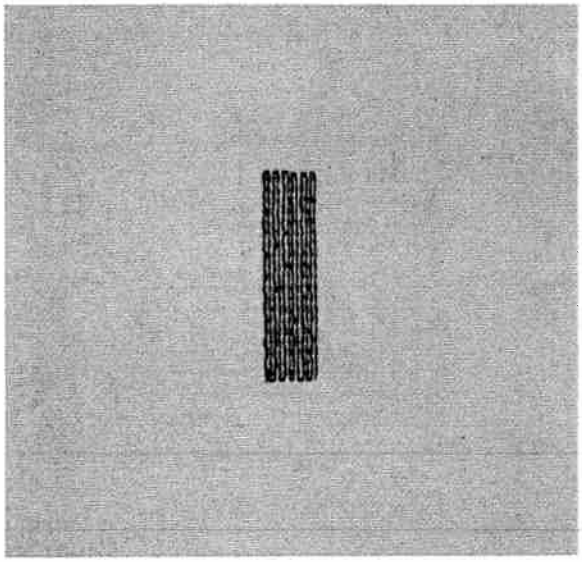
This stitch is suitable for both seaming and basting fraying materials.



Closed overlock stitch with edge thread

Program 06

Select **program 06** if you wish to process materials that ravel very much. With this stitch an additional edge thread protects the fabric edge against fraying.

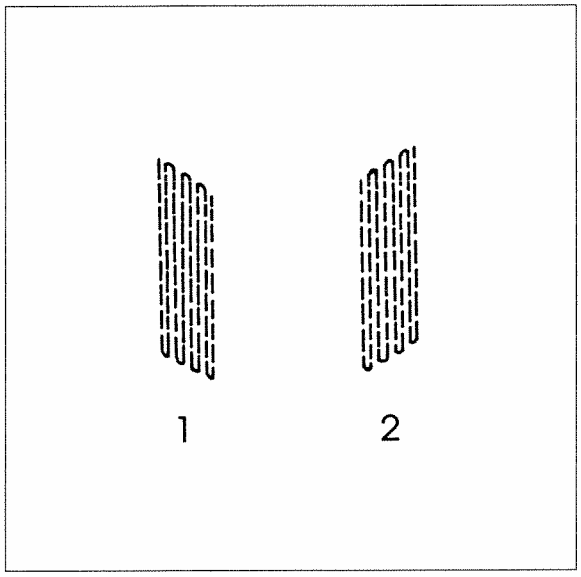


Automatic darning

Program 24

This program is used mainly for strengthening damaged areas of fabric.

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



Depending on the type of material, the darning pattern may **shift to one side**. You can straighten the pattern again using the „balance" function (see **„balance"** section).

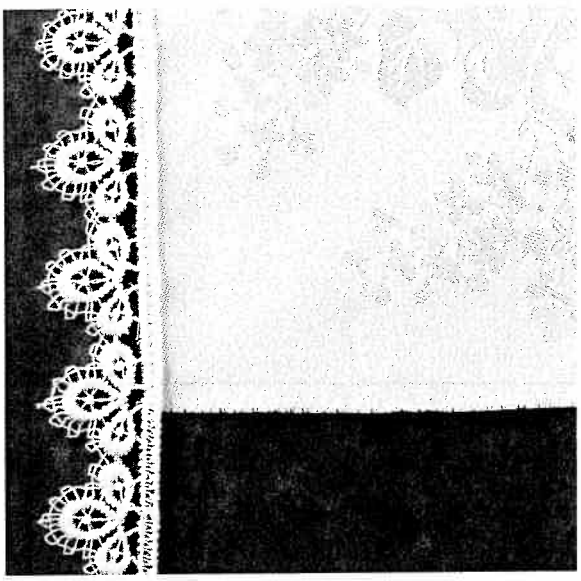
Fig. 1: If the pattern shifts this way you have to correct the balance in the plus-section.

Fig. 2: If the pattern shifts this way you have to correct the balance in the minus-section.

The saved darning length can now be repeated as often as needed.

This will be deleted, if you:

- Enter a new length by pressing the reverse key.
- Select a new program
- Switch off the machine
- Press the key „◁" (pattern start)



Lace trimmings

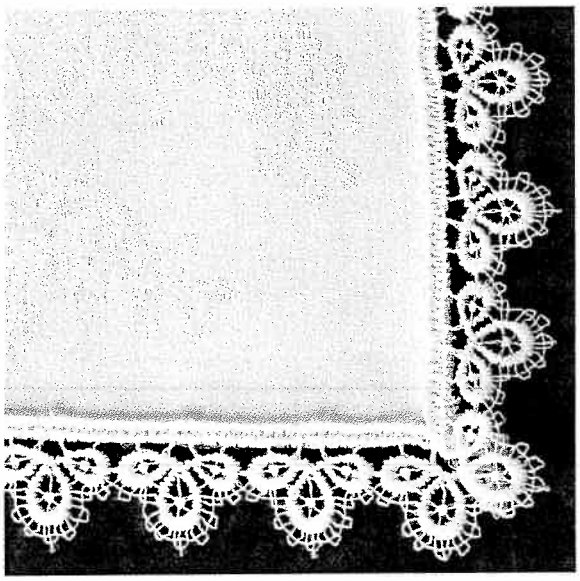
You can beautify table cloths, napkins or even garments with lace trimmings.

Lace edges

Program 02
Program 00

Serge the raw edges of the fabric with zigzag or overlock stitches. Place the lace onto the fabric so that the edges of the fabric and lace overlap slightly. Then stitch the lace onto the face side.

You can achieve a particularly flat seam if you are joining lace and fabric with a covering stitch. In this case, the lace and fabric edges should also overlap slightly. As the covering stitch will serge the fabric edge at the same time, you only need to cut back the waste material carefully along the seam.



Lace edges with corners

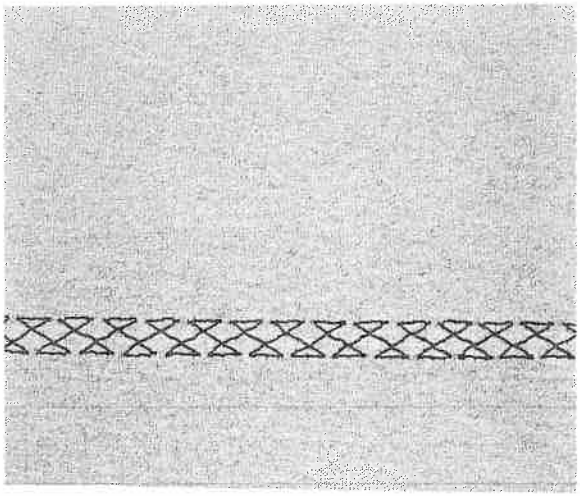
Program 02
Program 00

First serge the raw edges. Stitch the lace onto the face side up to the first corner. Fold the corner and stitch over it diagonally. Sew the lace continuously onto the next edge. All other sides are done in the same way.

Lace inserts

Program 02
Program 00

First baste the lace to the face side of the fabric. Stitch both edges of the lace at a narrow margin using straight stitch **00**. Cut open the fabric under the lace at the middle and iron it over to the side. Stitch over both edges of the lace with small and dense zigzag stitches. Cut back the waste material on the wrong side of the lace.



Covering seams

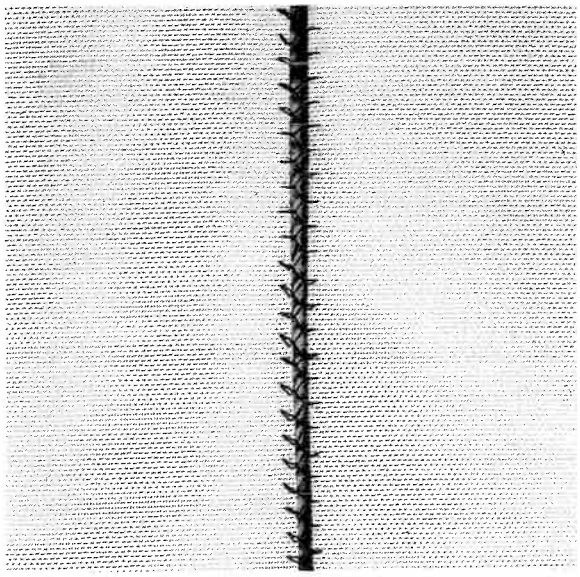
Where seam allowances and serged edges are inconvenient, covering seams are used. These seams are extremely flat, they join bordering fabric plies and serge them at the same time. This produces the typical **flatlock effect** which lends a professional look to collar plackets or **raglan seams**.

Cross stitch

Program 19

Owing to its high elasticity, the cross stitch is very suitable for decorative hems, e.g. on T-shirts and underwear.

- Serge the fabric edge.
- Baste over the seam margin to the left.
- Stitch over the hem from the face side. When doing so, make sure the fabric edge is properly overstitched.



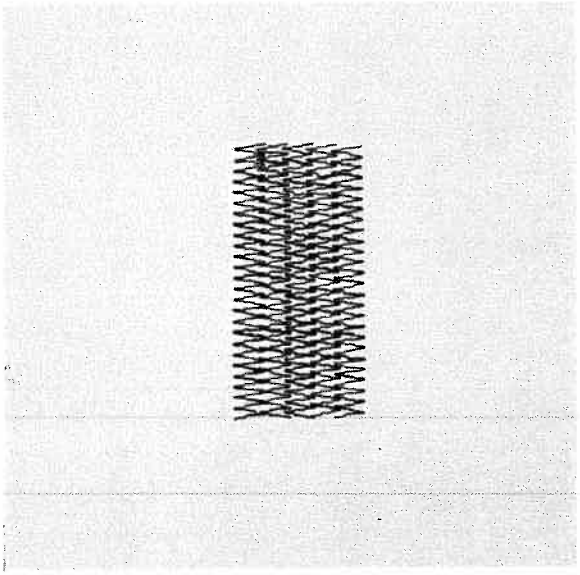
Fagotting stitch

Program 17

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

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

TIP: Feeding both fabric edges can be made easier by using the **fagot feed** (optional extra). It is available in 3-mm and 5-mm widths and is mounted in the hole of the needle plate.



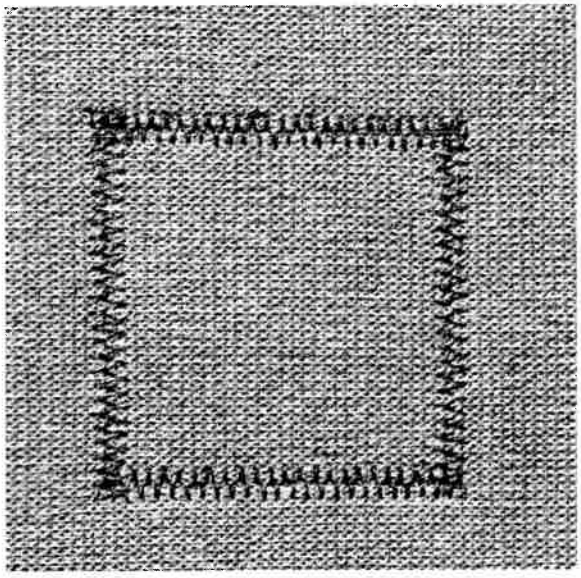
Darning with elastic stitch

Program 03

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

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

When mending tears, frayed edges or small holes, it is advisable to lay a piece of fabric of the same color which is slightly larger than the damaged area on the wrong side of the material. This piece of fabric strengthens the material and guarantees a perfect darn. Overstitch the damaged area as described above and cut back the piece of fabric on the wrong side as far as possible.



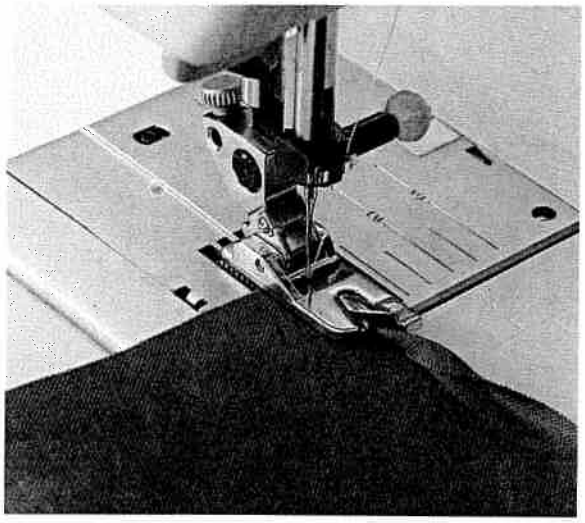
Sewing on patches

Program 15

The best way to darn larger holes is to patch, by covering the damaged area with a piece of new material of a matching color.

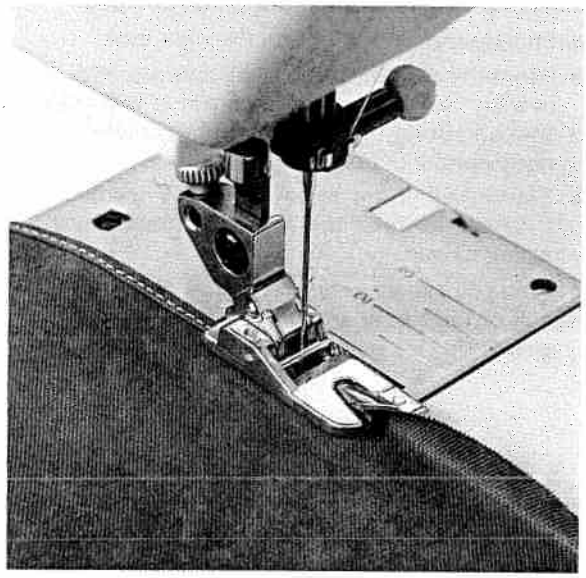
- Cut a piece of fabric that is bigger than the damaged area.
- Enforce the wrong side of the patch with iron-on stabilizer.
- Baste the piece of new material onto the damaged area.
- Overstitch its edges with elastic stitches.
- Now cut back the damaged material up to the seam on the wrong side.

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

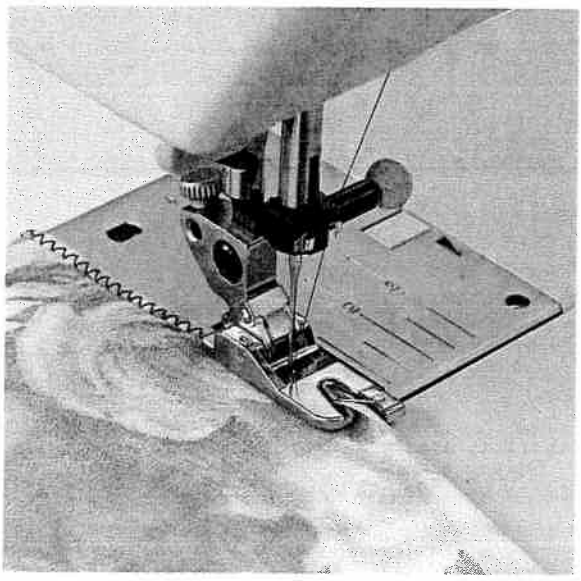


With roll hemming you can secure the edges of blouses, silk scarves or frills without having to iron the edge of the material beforehand. Hemming prevents the edges from fraying and ensures a tidy and durable seam finish.

- Fold over the edge of the material twice (each time approx. 2 mm).
- Insert the folded edge of the material underneath the hemmer and sew a few stitches.
- Leave the needle in the material and lift up the presser foot. Feed the material into the hemmer opening.

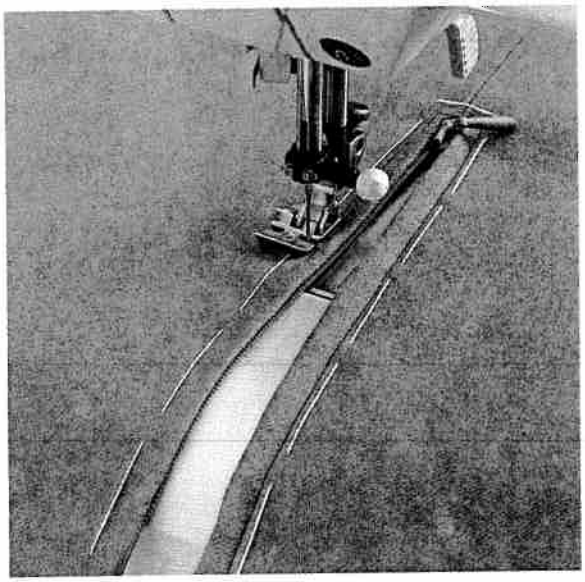


- Lower the foot and while sewing, feed the edge of the material evenly into the hemmer. When doing this, ensure that the material does not run under the right-hand hemmer foot.

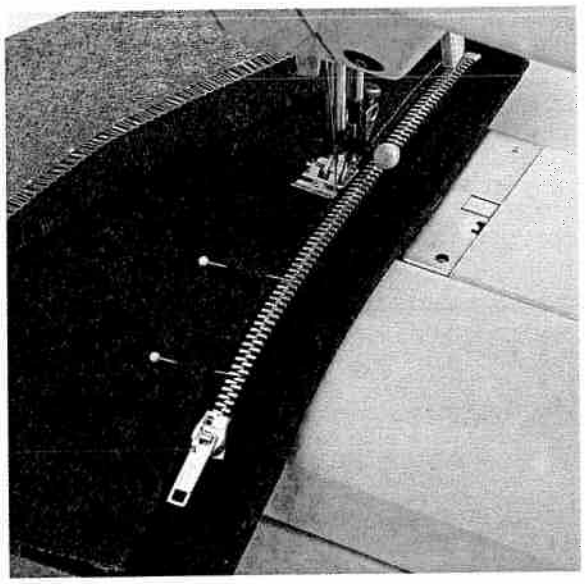


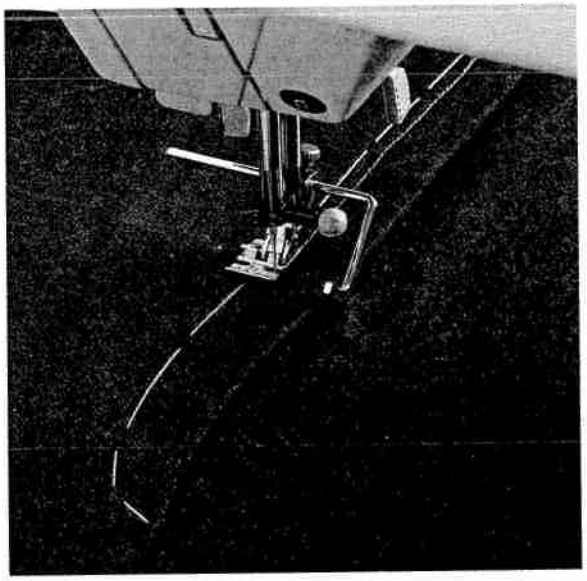
Program 02

The advantage of a rolled hem can be seen clearly with a narrow zigzag stitch.



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





Trouser zippers

- Iron a fold into the seam allowance on the zipper seam ensuring that the overlap protrudes about 4 mm.
- Baste the zipper under the overlapping edge so that the teeth are still visible.
- Engage the zipper foot on the right and set the needle at the required position.
- Stitch along the edge of the zipper.
- Shortly before the end of the seam, open the zipper and finish sewing the seam.
- Close the zipper and baste the overlap evenly onto the other zipper half.
- Then stitch along the basted seam.

TIP: Using the edge guide you will achieve an accurate seam.



Buttonholes

The **creative 7560** offers you the perfect buttonhole for all types of material and garment. Whether you are sewing jackets, trousers, blouses or elastic materials, 5 different buttonhole styles lend a professional finish to your self-created fashions.

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

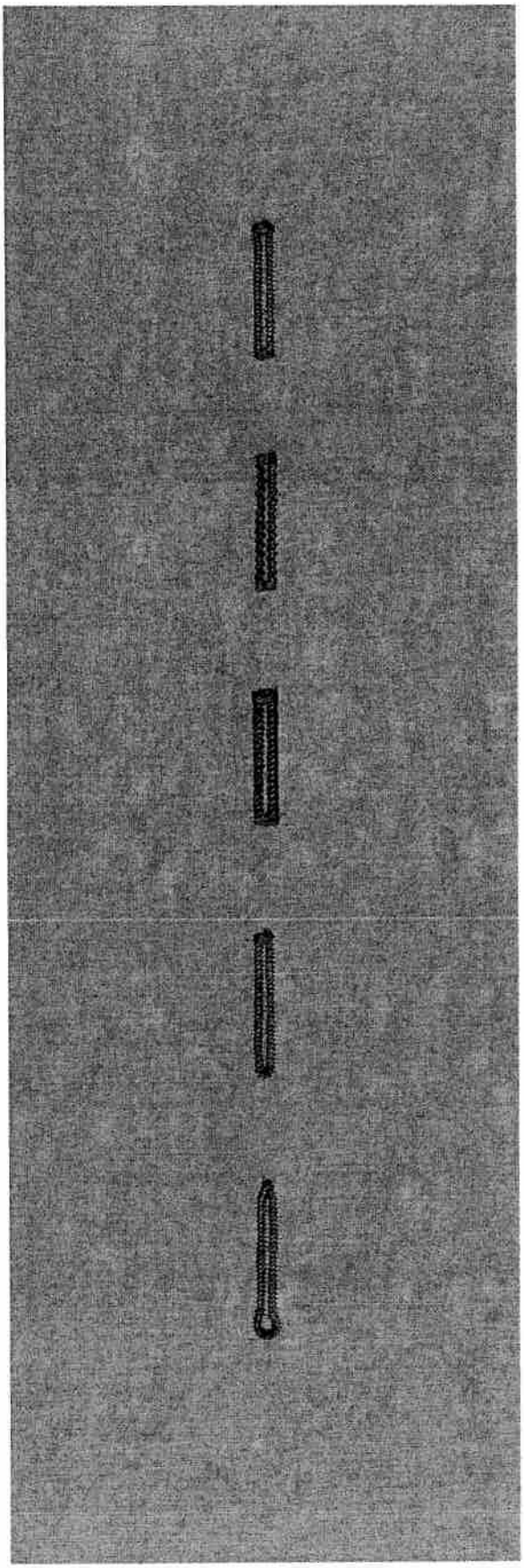
Use buttonhole foot No. 5 for buttonhole sewing. Before starting to sew, always push the buttonhole foot to the front up to the **second red mark**. This way, the buttonholes will be sewn to measure.

Set the needle thread tension at **+3**.

To ensure that every single buttonhole is exactly the right size, the **creative 7560** is equipped with the **buttonhole guide** No. 10 and sensor technology. Using this equipment you can sew perfect buttonholes even on the most difficult materials such as velvet, plush, heavy knit or woolen fabrics.

With the following tips you will sew perfect buttonholes even on the most difficult fabrics:

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



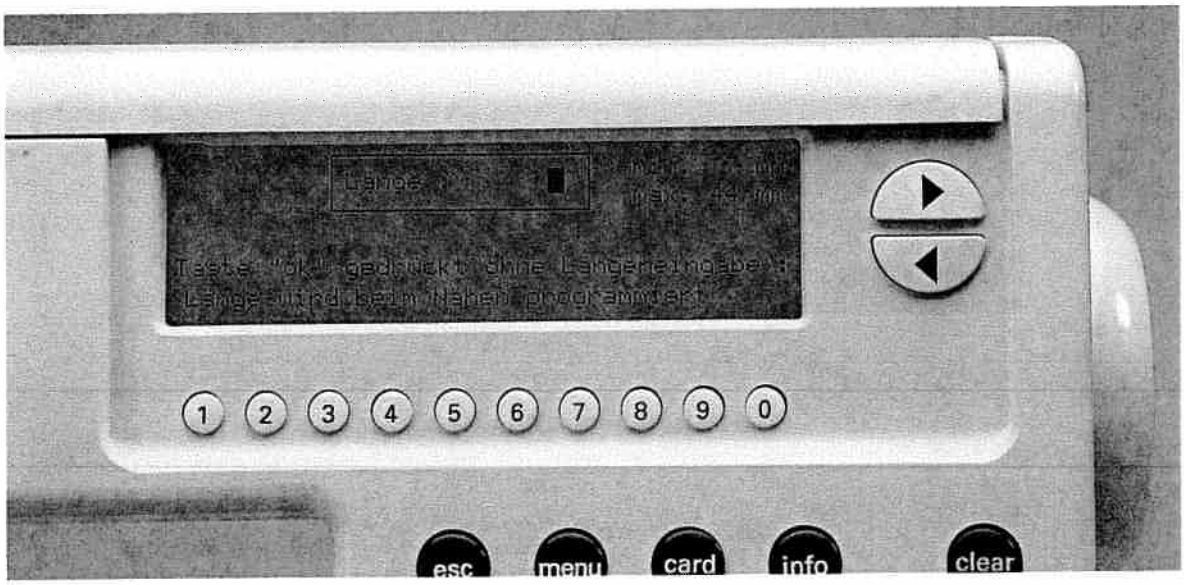
1. **Linen buttonhole No. 25**
   (for blouses, shirts, dresses etc.)

2. **Stretch buttonhole No. 26**
   for highly elastic materials and heavy knit fabrics.

3. **Stretch buttonhole No. 27**
   for fine elastic materials and for decorative buttonholes.

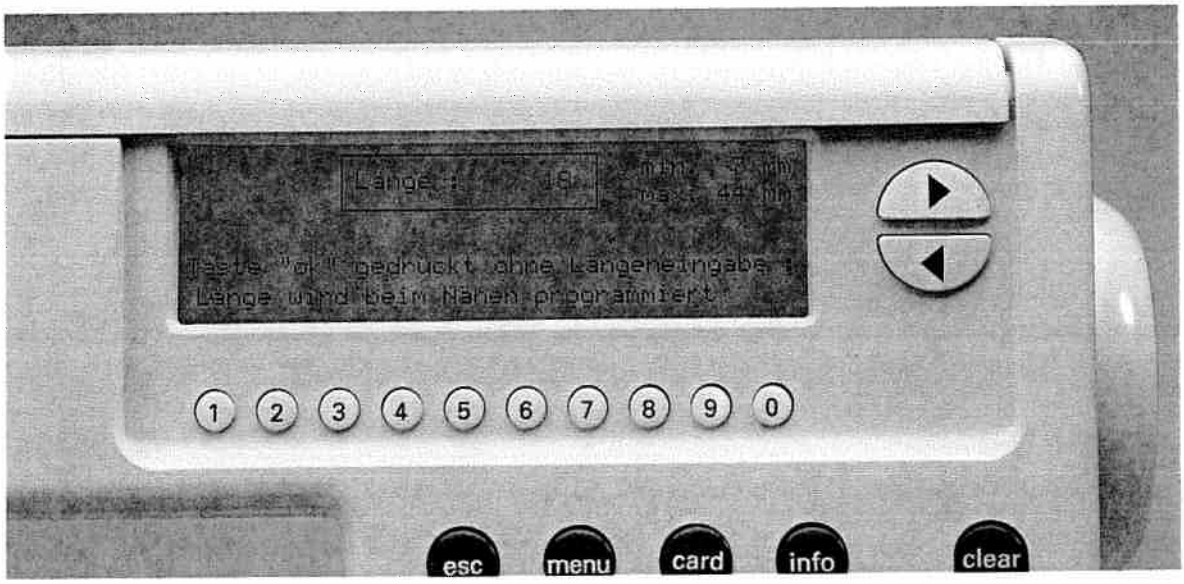
4. **Round buttonhole No. 28**
   for ladies' fashion, especially blouses and dresses.

5. **Eyelet buttonhole No. 29**
   for jackets, overcoats and trousers.



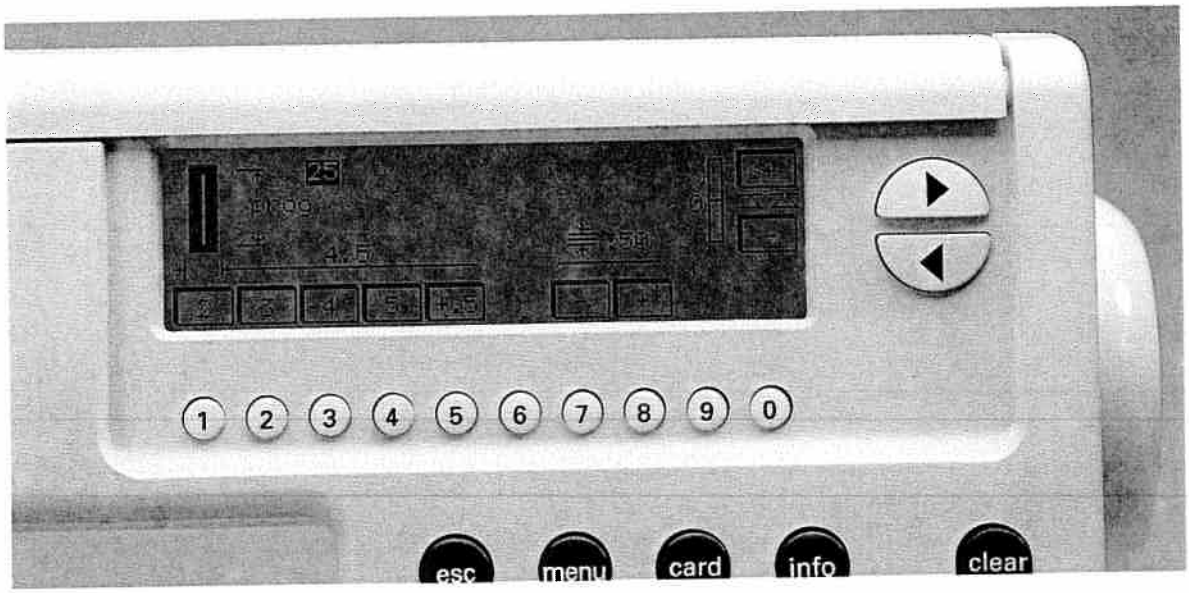
Sewing the buttonhole
Standard buttonhole, fully automatic, with buttonhole guide No. 10 and buttonhole foot No. 5 A

- Select buttonhole No. 25. On the display appears the above shown message.



- Using the numbered keys "1–0" you can enter the desired length of the buttonhole, e.g. "1" and "8" = 18 mm.

Then confirm with **"o.k."**.

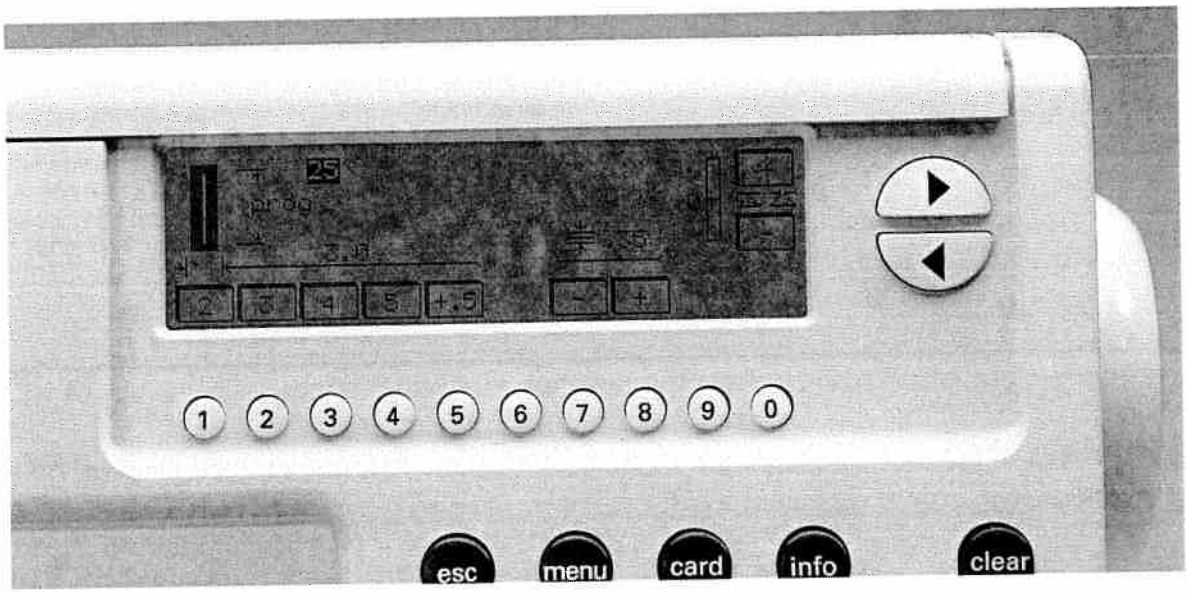


Standard buttonhole semi automatic

For this buttonhole the length and bartack are entered while sewing.
After having programmed the first buttonhole, the following buttonholes are sewn fully automatically.

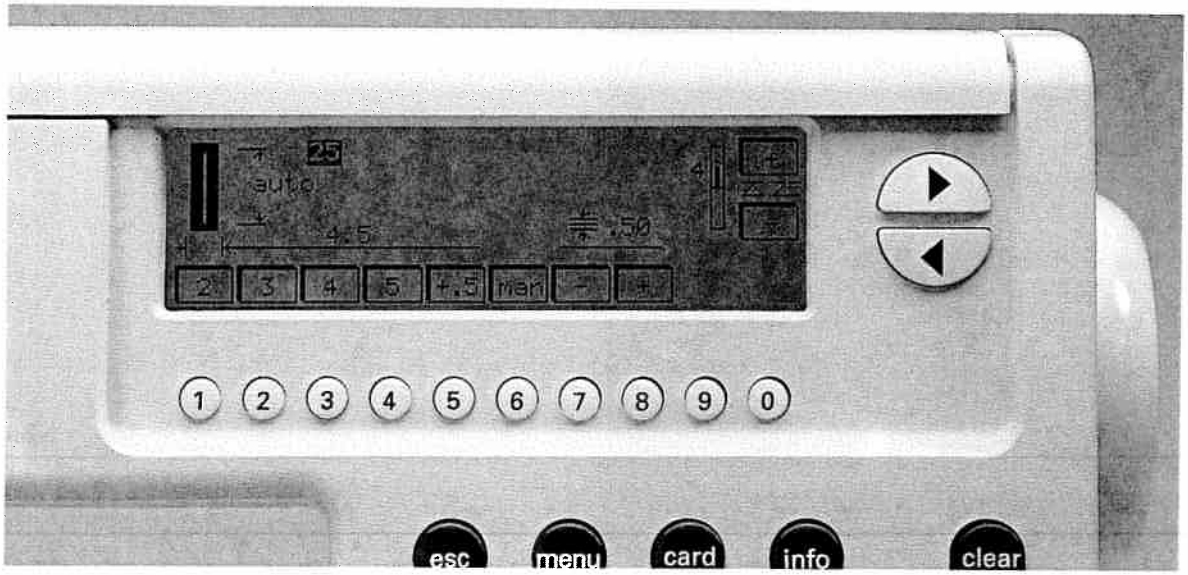
For semi-automatic buttonholes, not only the buttonhole length and buttonhole width can be set, but also the **stitch density**.

- After selecting the buttonhole program 25 do not enter any buttonhole length, but press the **"o.k."** key. In the display you will see the programming screen along with buttonhole width and stitch density settings.



You can alter the default width of 4.5 mm with keys **1–5. The stitch density** (= density of the purl seam) is set with keys **7+8**.

A stitch density of 0.5 is the default setting for programmed buttonholes. If you require a particularly dense buttonhole, select the setting 0.3 or 0.35.



Adapting the buttonhole seam length with the balance

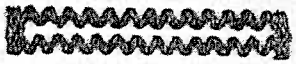
On highly slippery fabrics it may happen that the stitch density of the left seam turns out differently to that of the right seam. In this case, the seam density can be adjusted using the **balance**.

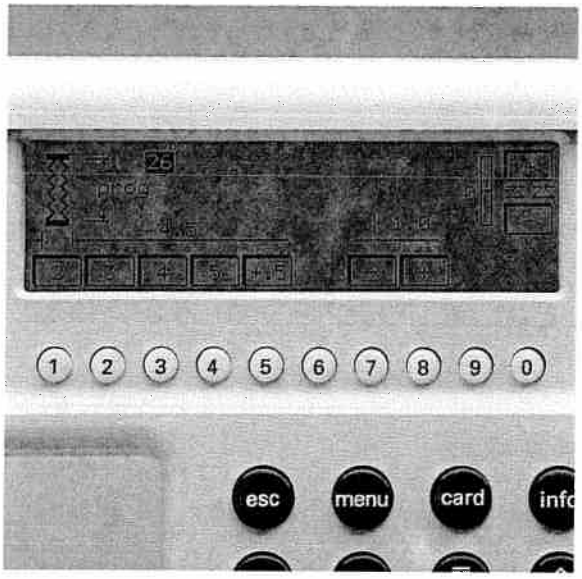
The balance appears on the right in the display and can be set with the cursor keys "←" and "→".

Sew a test button hole on the chosen material.

- If, the second (reverse) buttonhole seam is denser than the first (forward) buttonhole seam, you adapt the balance in the plus-section.
- If, the second (reverse) buttonhole seam is not as dense as the first (forward) buttonhole seam, you adapt the balance in the minus-section.

Now sew another buttonhole.





Stretch buttonholes

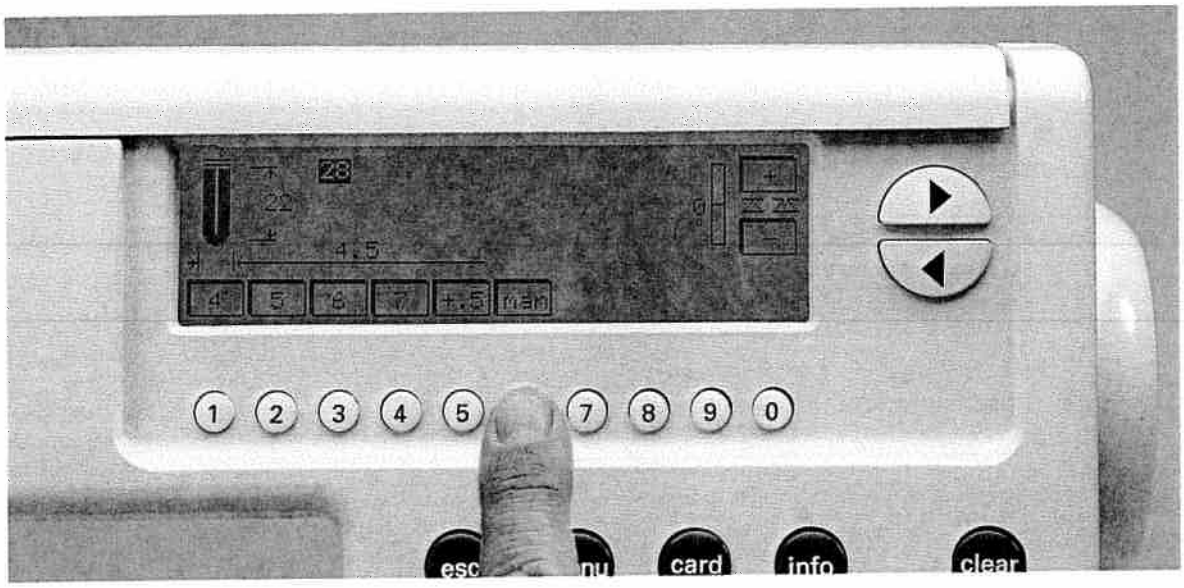
With stretch buttonhole No. 26 and stretch buttonhole No. 27 you can

- sew **fully automatically** or
- self-define the length and stitch width of the buttonhole (see linen buttonhole).

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

Seam length and stitch density of the second buttonhole seam can be set with the balance.

Important: Before you start the buttonhole, pull buttonhole foot No. 5A to the front up to the second red mark!

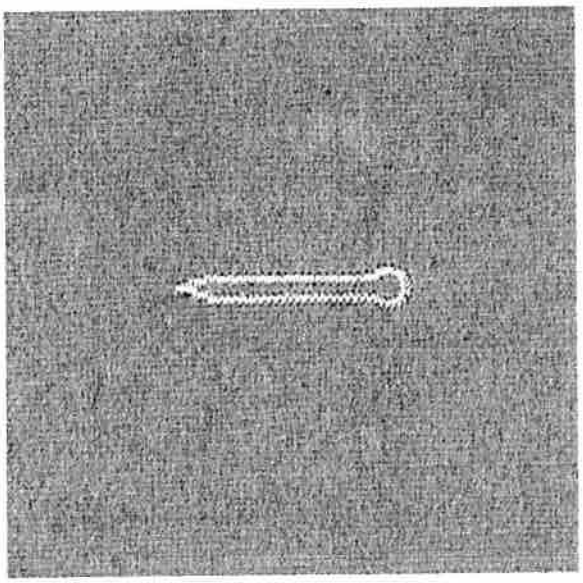


The bartack can be self-defined using key **"6"**.

The stitch density cannot be altered for this buttonhole type. Therefore you should use a stronger thread or gimp thread if necessary (see "Buttonhole with gimp thread").

The stitch density of the second purl seam can be set using the balance.

Caution: Before starting the buttonhole, pull buttonhole foot No. 5A forwards up to the second red mark!



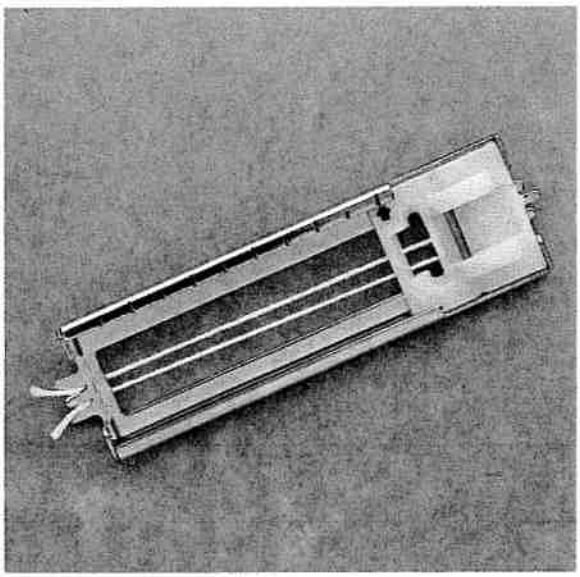
Keyhole buttonhole

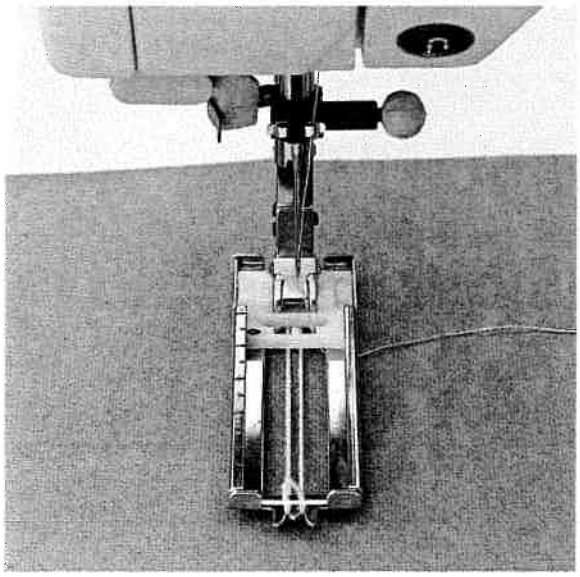
Important: The keyhole buttonhole should be placed with the rounding facing the edge. The sewing of the buttonhole, however, begins at the bartack. Mark the length of the buttonholes on the fabric first, making sure to measure from the starting point **inwards**.

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

The keyhole buttonhole is automatically sewn between a length of 7 and 40 mm.

- Press the **"▦"** key (buttonholes).
- Select the keyhole buttonhole by pressing key **9** or **0**.
- Press the **"o.k."** key.
- A pre-programmed buttonhole length of 22 mm appears on the display. If you wish, you can alter this length with the number keys **1–0**.

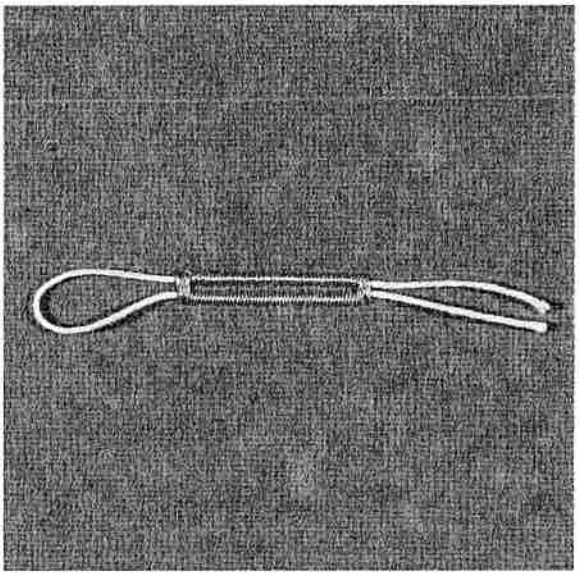


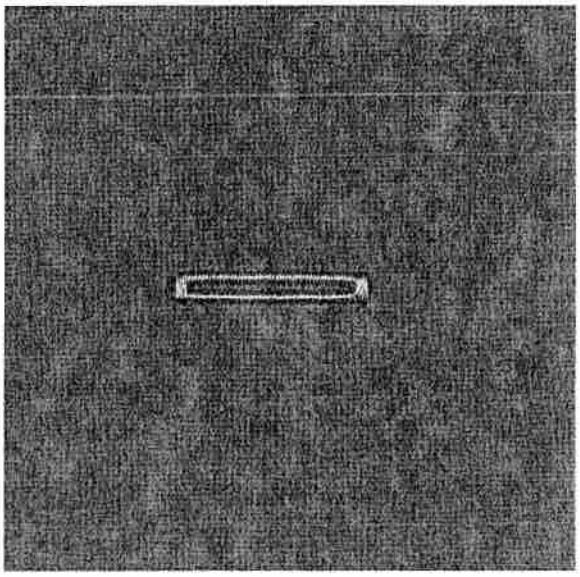


Buttonholes with gimp thread

Buttonholes which are sewn with a gimp thread are more durable and neater. Use pearl cotton or a regular gimp thread as available at specialized shops.

- Place the gimp thread over the front ridge of the buttonhole foot and clamp the thread ends to the right and left into the rear ridge.
- Push the runner forwards up to the second marking.
- Now sew buttonhole No. 25, 26 or 27.

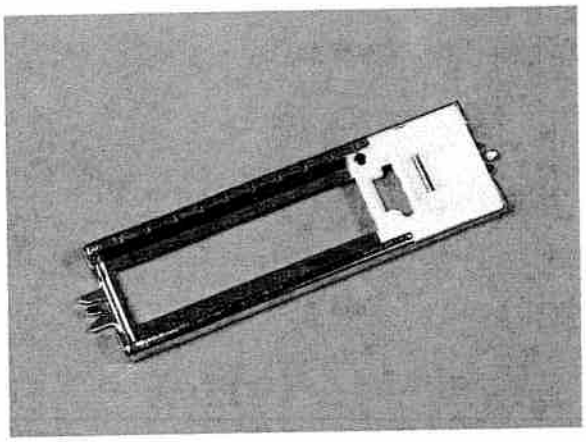




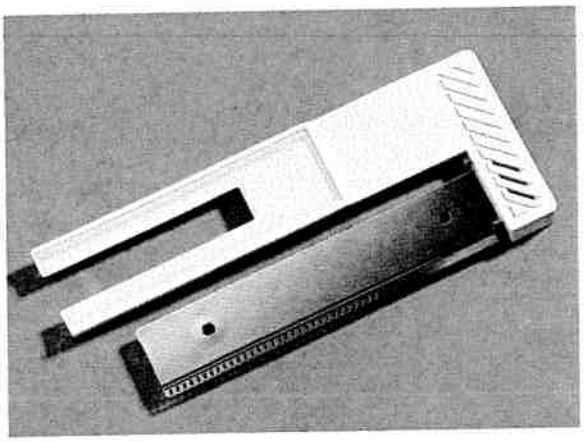
- After finishing the buttonhole, pull the left thread until the loop is covered by the buttonhole bartack.
- Cut off the loose ends close to the bartack.

Accessories and needles

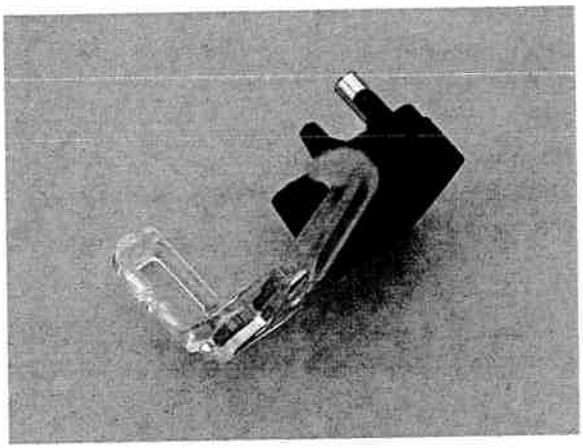
Sewing feet (accessories)	Pages 104–106
Special accessories table	Page 107
Felling foot / Appliqué foot	Page 108
Pintuck foot	Page 109
Cording foot / Shirring foot	Page 110
Knit edge foot / Multi-stitch gathering attachment	Page 111
Quilt and patchwork foot	Page 112
Free-hand quilt foot / Teflon ornamental stitch foot	Page 113
Cording foot / Ornamental stitch foot / Bias tape binder	Page 114
Circular edge guide / Fringe foot	Page 115
7/9 Hole foot / Braiding foot	Page 116
Narrow-edge foot	Page 117
Needle chart	Pages 118–119



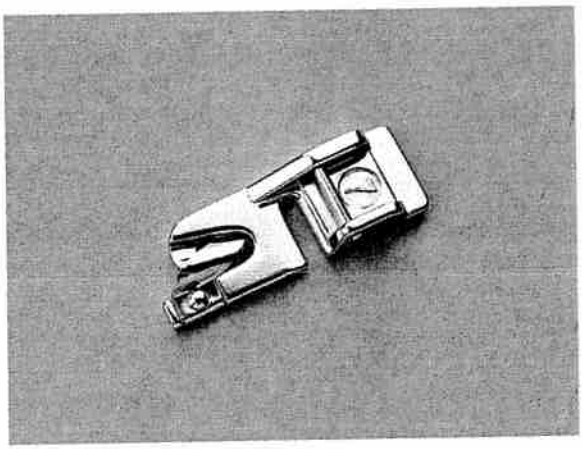
Buttonhole foot No. 5 A
Part No.: 98-694 830-00



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



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

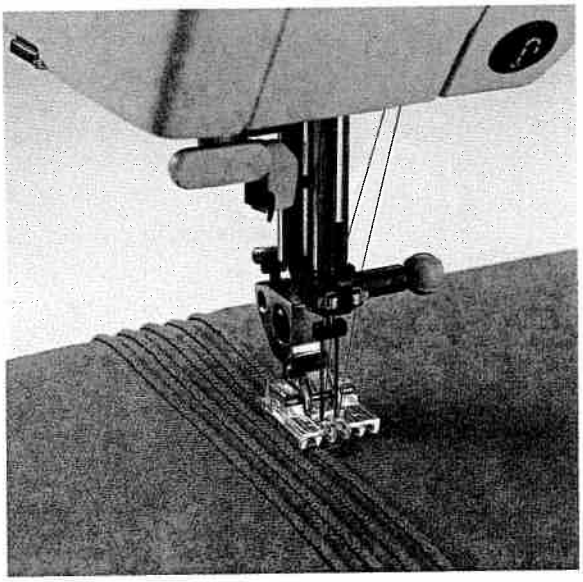


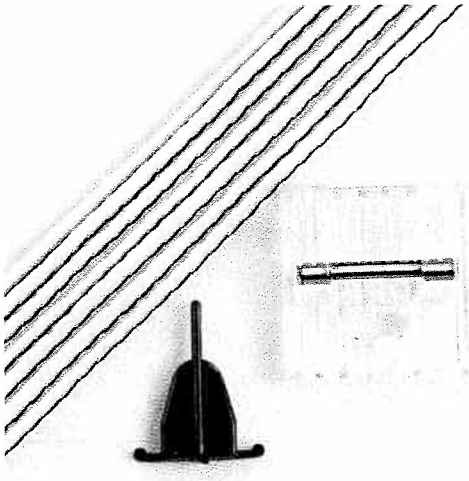
Roll hemmer foot No. 7
Part No.: 98-694 818-00

Sewing feet (special accessories)

Special accessory	Part No.	Sewing work
Appliqué foot	93-042 941-91	For appliqué work
Open appliqué foot, stitch width up to 9 mm	93-036 933-91	
Pintuck foot, 5 grooves (twin needle with needle gauge 1.6 – 2.0; 130/705 H-ZWI)	93-042 950-91	For cording work (needle size 80)
Pintuck foot, 7 grooves (twin needle with needle gauge 1.6 – 2.0; 130/705 H-ZWI)	93-042 953-91	
Cording tongue (2 pcs.)	93-035 952-45	For pintucks without cord. (needle size 80)
Pintuck foot	93-036 944-91	The spaces in-between the pintucks can be embroidered on.
Adjustable blind-stitch and overlock foot	93-036 951-91	For blind-stitch sewing and edge serging work
Fagot guide	93-036 952-46	For sewing together two edges of material with the hem-stitch seam effect
Finger guard	93-036 910-91	For all sewing work
Fringe foot	93-042 943-91	For sewing loop embroidery
Free-motion quilt foot	93-036 963-91	For free- motion quilting and embroidery work
3rd thread spool holder to be placed on the pin	93-033 063-44	For sewing with the triple needle
Straight stitch foot with round needle hole	98-694 821-00	**Caution!** Only use straight stitch in center needle position.
Felling foot, 4.5 mm	93-042 946-91	For flat felled seams
Felling foot, 6.5 mm	93-042 948-91	
Three – Groove cording foot	93-036 915-91	For cording
Shirring foot, plastic	93-036 998-91	For shirring ruffles etc.
Shirring foot, metal	93-036 967-91	
Light Bulb and needle plate changer	93-036 960-91	
Couching/Braiding foot	93-036 936-91	For overstitching of cord and thicker yarns
7/9 Hole foot	93-036 946-91	For sewing-on yarns and tapes
Eyelet plate	93-036 977-45	For eyelet embroidery
Eyelet plate 9 mm, diam. 6.5	93-036 949-91	
Eyelet plate 9 mm, diam. 8.5	93-036 950-91	
Multi-stitch gathering attachment	98-999 650-00	For placing pleats at regular intervals. **Caution!** Only use straight stitch in center needle position.
1/4 inch Quilt and patchwork foot	93-036 925-45	For quilting and patchwork
Roller foot	91-046 703-93	For sewing difficult to feed materials like leather.
Rolled hem foot 2 mm	98-694 873-00	For hemming edges
Needle plate with round hole	98-694 422-00	For topstitching seams and sewing. For embroidery with embroidery unit. **Caution!** Only use straight stitch in center needle position.
Rolled hem foot 4 mm	98-694 823-00	For hemming edges
Rolled hem foot 3 mm	98-694 818-00	For hemming edges
Narrow-edge foot	93-036 939-91	For topstitching narrow edges and sewing together adjacent pieces of fabric
Bias tape binder (remove foot holder)	98-053 484-91	For binding edges with bias tape
Teflon foot stitch width up to 6 mm	93-036 917-91	For sewing leather
Knit-edge/Piping/Beading foot	93-042 957-91	For sewing knitted fabrics, or sequins & beads, or piping.
Teflon ornamental stitch foot width up to 9 mm	93-036 922-91	For embroidering leather
Circular embroidery guide	93-036 953-91	For embroidering circles

The following pages contain application examples of some **special accessory feet.**





Pintuck foot

This classical sewing technique can be used perfectly well on many fabrics such as cottons and light woolens. With pintucks you can give a nostalgic touch to night wear and children's wear.

- Insert the pintuck foot.
- Change the needle for a twin needle (e.g. 130/705 H-ZWI; needle gauge- 1.6 or 2.0 mm;thickness 80).
- Thread the two needles.
- Increase the bobbin thread tension by turning the adjusting screw slightly to the right (see section "bobbin thread tension"). The pintucks now appear more vividly.
- Sew one pintuck. When you sew the second one you can let the first one run parallel in one of the foot's grooves. This ensures that the spaces between the pintucks always remain the same.

Program: 00
Stitch length: 2.5
Tension: 5

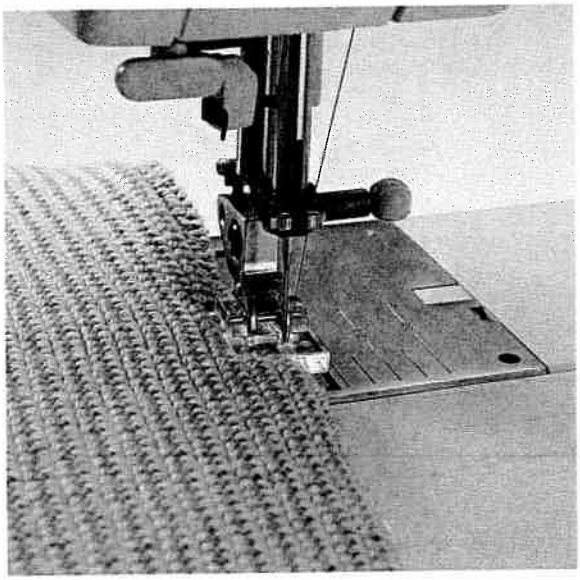
Tip: If you wish to emphasize the pintuck effect, you can fit a **"cording tongue"** (special accessories) on the front edge of the needle plate. Its guide shifts the fabric upwards thus making the pintucks look even more voluminous.

For thinner materials, use a pintuck foot with 7 grooves and the small cording tongue. For thicker materials, use a pintuck foot with 5 grooves and the larger cording tongue.

Sewing with a gimp thread makes a similar optical effect, it makes the pintuck even broader.

However, with a gimp thread you work **without** a cording tongue.

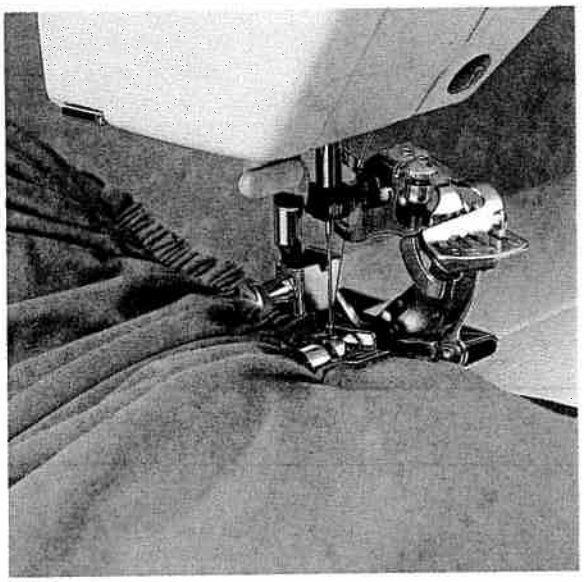
- First remove the needle plate.
- Thread the gimp thread upwards through the hole in the needle plate.
- Return the needle plate to its position. The notch between the needle plate and the sewing machine provides space for the gimp thread. This thread must be fed under the detachable work support, so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



Knit-edge/Piping/Beading foot

The knit-edge foot makes it easy to sew thick seams on knitted fabrics or fur imitations.
To obtain a perfect seam on shape cut parts, we recommend adding a wool thread under slight tension and overstitching it at the same time.
It can also be used to sew on beads or sequins.
Making and applying 1/44– piping is ideal with this foot.

Program: 20
Stitch width: 6.0
Tension: 3–5



Ruffler

With the ruffler you can make closely or widely spaced pleats automatically while sewing. This is very useful for ruffles, frills, home textiles etc.

The ruffler can be used in three different ways:

1. Folding the fabric in pleats and securing.
2. Folding the fabric in pleats and sewing them on to another piece of fabric simultaneously.
3. Folding the fabric in pleats, sewing them on to another piece of fabric and sewing lace in-between at the same time.

When you buy the ruffler from your PFAFF dealer, you receive a full description with it.

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



Free-motion quilt foot

The free-motion quilt foot in combination with the **straight-stitch** is ideally suited for free motion quilting.

When free motion quilting, the three pieces of material are fed by hand. The quicker you sew, the easy it is to feed the material, which results in a nice even seam. Try out this technique using a piece of sample material.

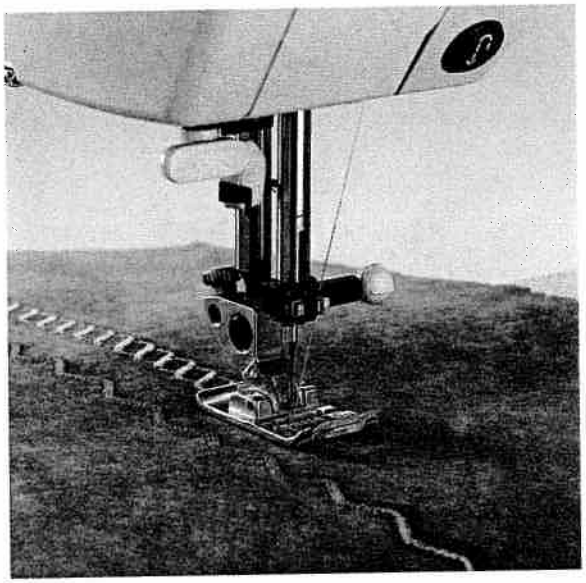
Free motion quilting is possible in straight or in curved lines.

If you wish to perform free motion **straight line** quilting with a clearance of ¼ inch (6.35 mm), then orientate the middle needle position according to the four red marks. These are set with a spacing of ½ inch (12.7 mm) on the free-motion quilt foot.

- Loosen the knurled screw on the sewing foot holder **(27)**.
- Press the free-motion quilt foot gently together with thumb and index finger.
- Guide the pin on the free-motion quilt foot into the hole of the sewing foot holder as far as it will go. In this case the feed fork of the free-motion quilt foot must be at the rear of the needle holder **(25)**.
- Tighten the knurled screw.
- Adjust the free-motion quilt foot into the darning position (see page 76) and lower the feed dog (see page 27).

Program: 00
Tension: 3–5

Note: Using the free-motion quilt foot, free motion embroidery work e.g. monograms can also be completed.



Teflon ornamental stitch foot

This foot is very suitable for leather embroidery, thanks to its Teflon coating.

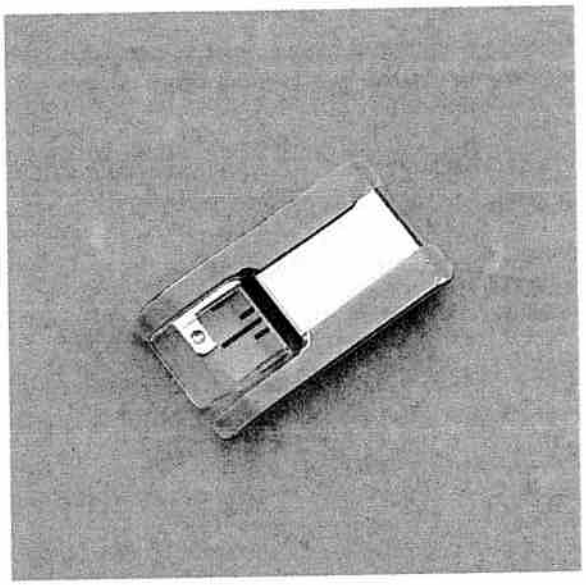
As leather is very stretchable, you should use a cut-away stabilizer on the underside.

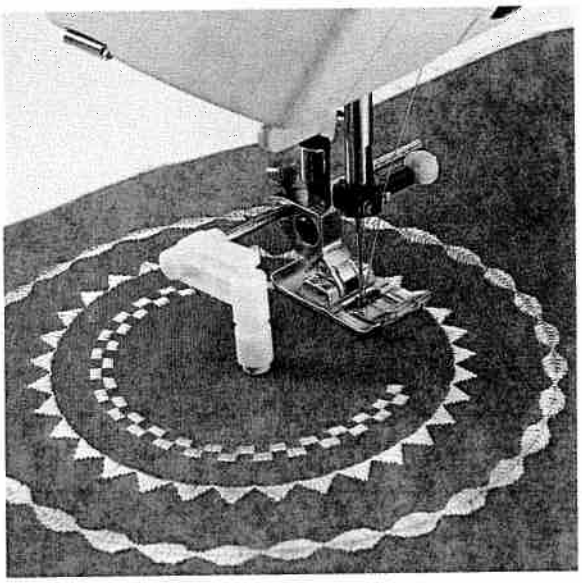
With thick leather, we recommend a needle with a long eye (system 130 N) and with soft leather an embroidery needle.

- Engage the Teflon foot.
- Embroider the leather as required.
- Remove the stabilizer.

Remember that needle holes remain visible on leather.

Underside of the Teflon foot





Circular embroidery guide

With the circular embroidery guide, you have the possibility of embroidering or sewing a circle. The material is automatically fed in a circle. Besides decorating your clothing, you can also design small covers.
The edge guide has 1 cm markings.

- Mark a center point on the material with a disappearing-ink marker or non-greasy chalk.
- Insert the circular edge guide from the left into the hole on the sewing foot. In this way you determine the desired radius.
- The edge guide is fastened to the sewing foot with the screw.
- Lay the material under the circular edge guide, so that the center point is under the pressing point.
- Now you can embroider with various patterns of your choice.
- Change the radius with every new circle, by loosening the screw and sliding the circular edge guide.

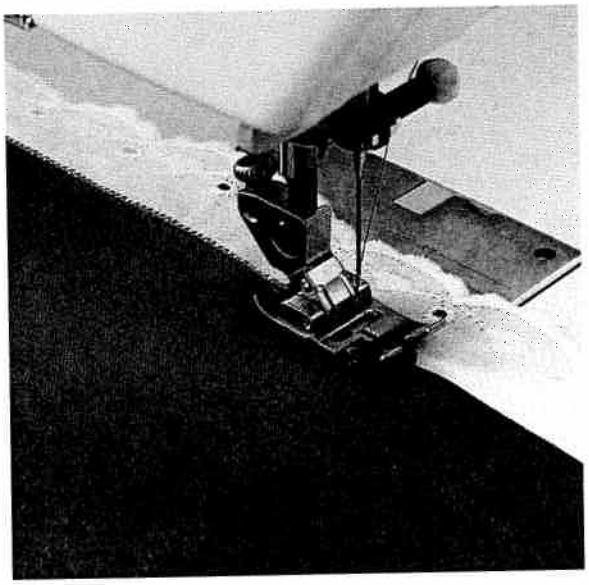


Fringe foot

With this special foot for loop embroidery you can produce fantastic effects in no time. This foot is particularly effective on terry-cloth.

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

Program: 02
Stitch length: 0.5–1
Stitch width: 1.5–2.5
Tension: 2–3



Narrow edge foot

This sewing foot makes narrow edge top-stitching easier. Apart from that it is especially suitable for sewing together adjacent pieces of fabric, such as for example, lace. Here the center guide in the middle of the sewing foot serves as a guide.

Narrow edge top-stitching

When top-stitching narrow edges, lower the sewing foot onto the edge of the fabric, adjust the needle into the required left-hand position and begin top-stitching. The center guide serves as a guide.

Stitching on lace

Put the lace onto the formed edge. Lower the narrow edge foot onto the material so that the center guide runs between the material and the lace. This provides an optimal feed of both materials.

Select the zigzag stitch no. **02** and sew both pieces of material.

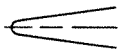
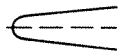
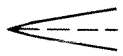
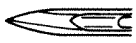
Program: **02**
Stitch length: **1.0–3.0**
Stitch width: **1.5–3.5**

Needle table

Using the correct needle guarantees
better stitching of the fabric.

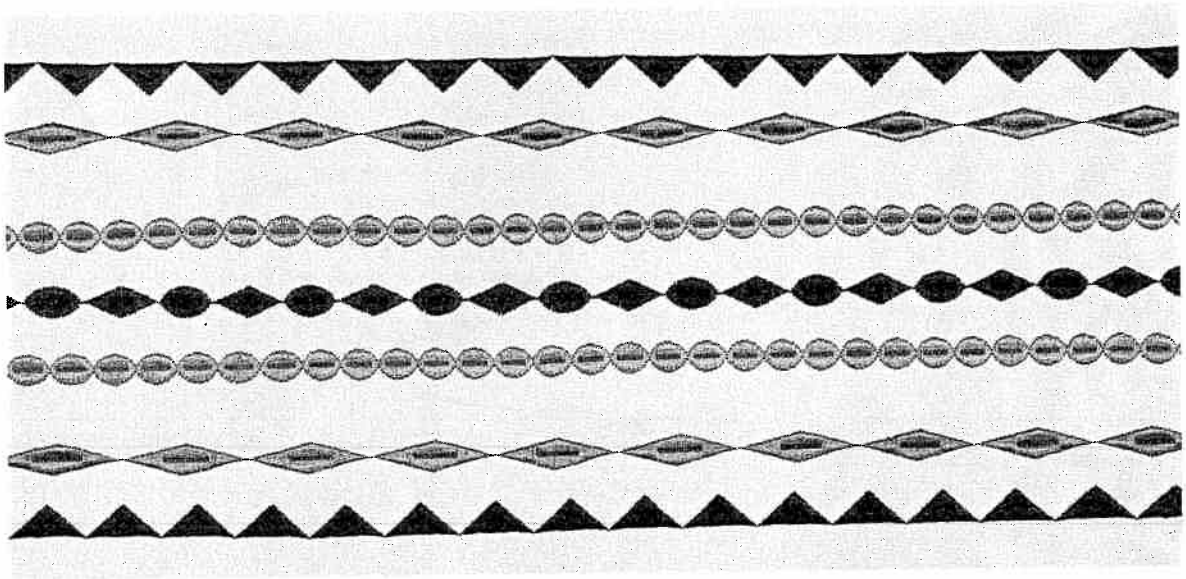
Fabric weight **light**	Fabric weight **medium**	Fabric weight **heavy**
needle size **60 70 75**	needle size **80 90**	needle size **100 110 120 130**

Needle points

System & No.	Profile	Point and eye	Suitable for
130/705 H Needle size: 60–130		Light ball point	Universal needle for synthetics, chiffon, batiste, organdy, woolens, velvet, fancy seams and embroidery work.
130/705 H-SUK Needle size: 70–110		Medium ball point	Coarse knitted fabrics, Latex, double-knit fabrics, Quiana and Simplex.
130/705 H-PS Needle size: 70–100		Medium ball point	Stretch-fabric needle developed expecially for Pfaff. Particularly suitable for delicate stretch and knitted fabrics.
130/705 H-SKF Needle size: 70/110		Heavy ball point	Wide-meshed corsetry, Lycra, Simplex and Latex
130/705 H-J Needle size: 90–110		Acute round point	Twill, work wear, heavy linen, blue jeans and light canvas.
130/705 H-LR Needle size: 70–100		Narrow twist point	Leather, suede, calf and goatskin leathers.
130/705 H-PCL Needle size: 80–110		Narrow twist point with left twist groove	Imitation leathers, plastic materials, plastic sheeting and oil cloth.
130 N Needle size: 70–110		Light ball point, long eye	Seams topstitched with buttonhole silk, No. 30/3 synthetic thread or metallic thread
130/705 H-WING Needle size: 100/120		Hemstitching point	Attractive hemstitching on heavily dressed materials, organdy and glass cambric
130/705 H-M Needle size: 60–80		Pointed round point	Micro-fiber woven fabrics
130/705 H-Q Needle size: 80/90		Small ball point	Top-stitched hems for quilting
130/705 H-E Needle size: 80, 90		Medium ball point	Embroidery work

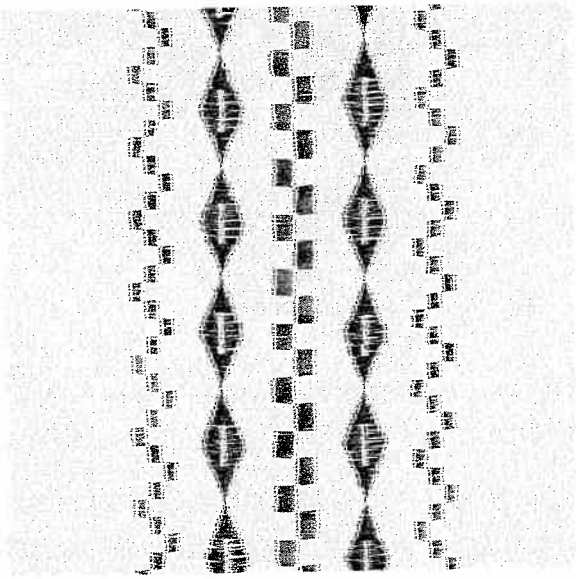
Traditional embroidery techniques

General tips on embroidering	Page 122
Joined borders	Page 123
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Linen embroidery	Page 128
Hemstitching	Pages 129–131
Eyelet embroidery	Pages 132–133
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Quilting	Pages 136–137
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Joined borders

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



You can also achieve additional effects through the use of multi-colored embroidery thread. This is available in many different colors at your PFAFF dealer.

Cross stitches

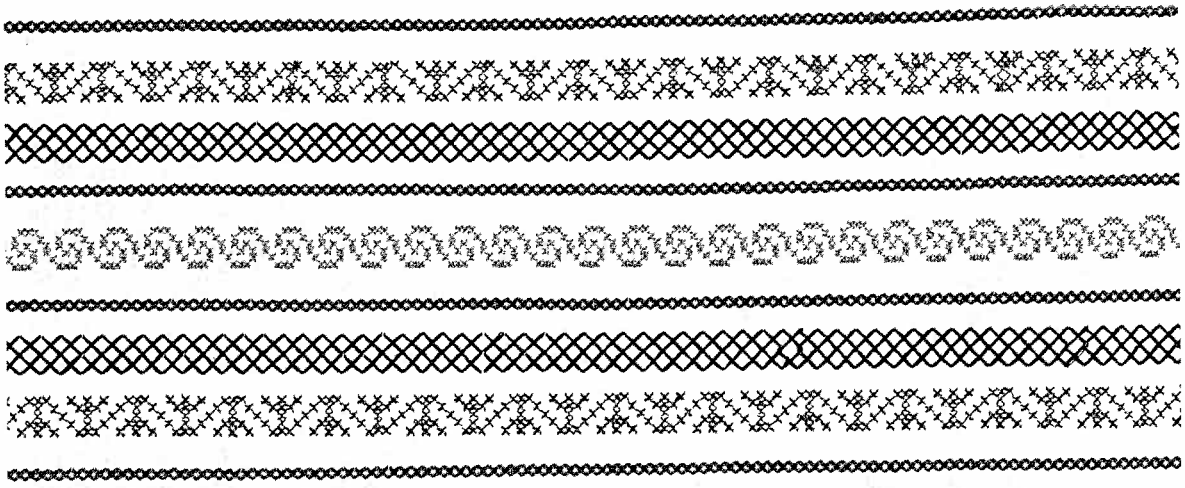
Cross stitch embroideries have always been an important subject within traditional, folkloric embroidery techniques.

What used to be stitched by hand with a great deal of effort can now be sewn with the **creative 7560** surprisingly quickly and easily.

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

Tips for cross stitch embroidering:

- Always sew your work using the **"sew slow"** function (3).
- Use **embroidery foot No. 2 A.** Its **red guide-grooves** are exactly adapted to the size of the cross stitches.
- Use only **special embroidery threads** for cross stitching, e.g. Cotty 12 and Luny 12 or MEZ Alcazar embroidery and No. 30 weight thread.
- Place a **stabilizer** under the fabric.
- We recommend using an **embroidery hoop** when working with very soft materials.
- You can also use **Aida** material as used for cross stitches done with the hand. You can change the **length** and **width** of the cross stitches of your **creative 7560** in accordance with the size of the Aida squares.

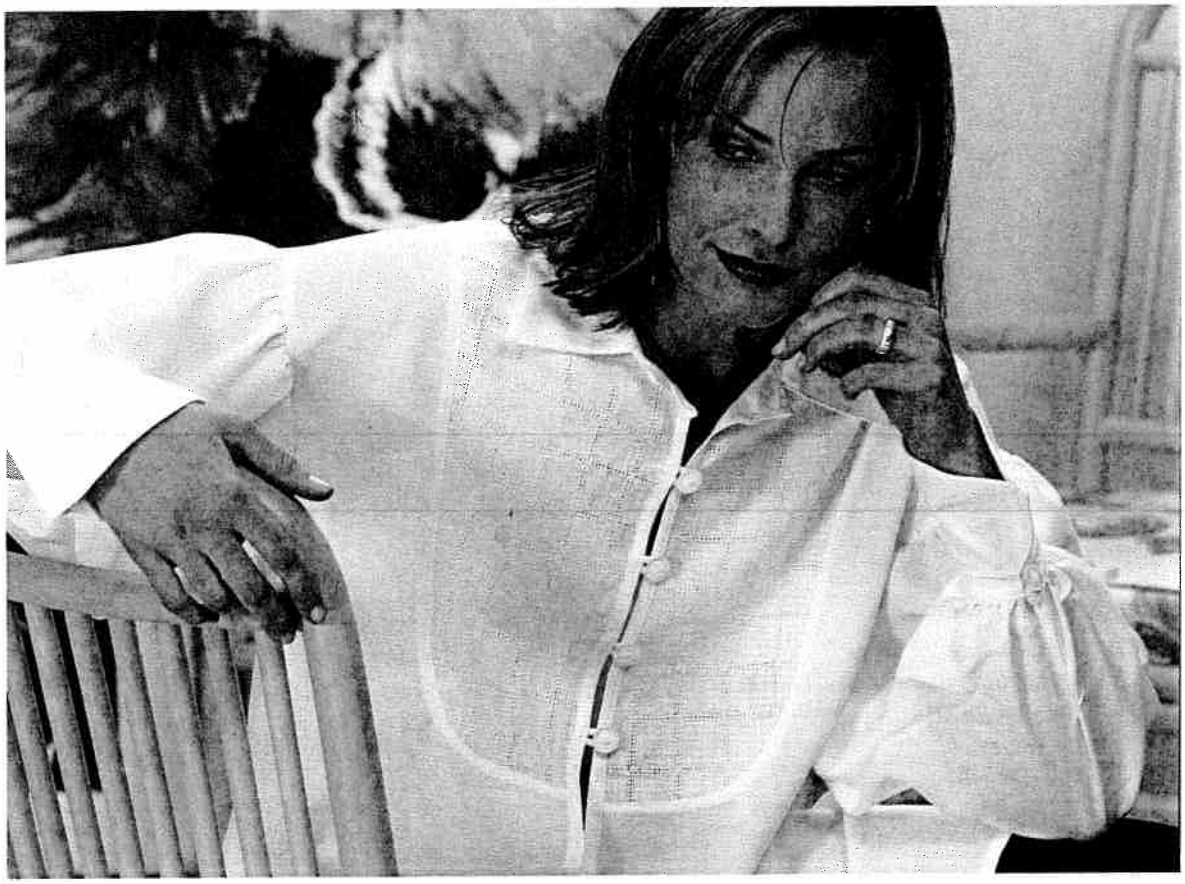


Sewing pre-programmed cross stitch borders

Embroidery programs No. 50–54 consist of small cross stitches and are especially suitable for **border embroideries**. They have been programmed into the machine with **optimum stitch length** and **width**, however you can change these settings if desired.

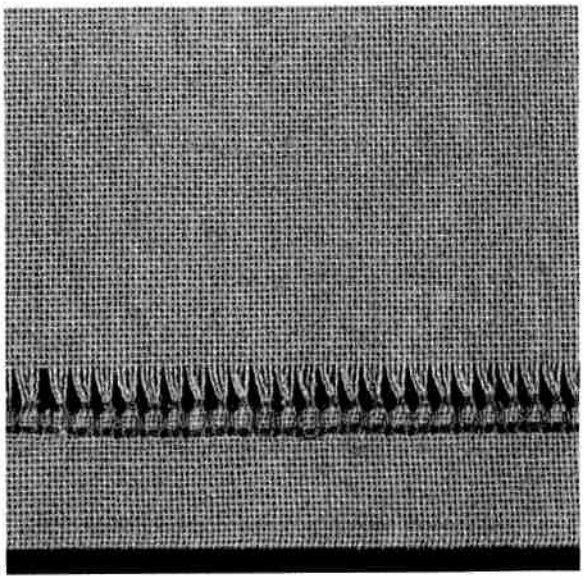
And you can re-embroider it like this:

- Call up the M-memory by pressing the key "m".
- Enter the required cross stitch programs in the free M-memory.
- Attach the embroidery foot 2A and sew the first pattern sequence in the desired length. Before sewing, always penetrate the needle into the **middle of the foot**.
- Press the key " " (single pattern), before stitching off and if required the key " " (pattern begin). When sewing, pay attention to the **straight lines in embroidery foot 2A.** The **start points** of the **starting cross stitches** should be on the same line.
- Let the left-hand metal edge in the **vision window of the foot** run exactly along the line of the previously sewn pattern sequence. Like this, there will be no spaces between the adjacent pattern sequences.
- Using program 52, sew to the right and left of the stitched down pattern sequence.
- Finally, iron the embroidered motif from the back side.



Hemstitching

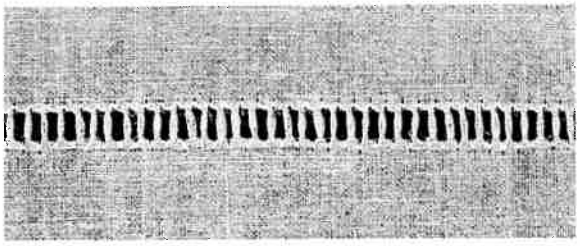
Everyone knows this technique – but only done by hand! With the **creative 7560**, you can produce hemstitching much quicker and easier. **5 special hemstitching programs** are at your disposal and by changing the stitch lengths and widths, you can achieve new effects every time. For hemstitching you need a hem-stitch needle. Only for very fine fabrics a normal sewing needle, size 80, is used. Coarse-weave fabric from which you can pull individual threads is the most suitable for hemstitching. Embroidery and darning thread, particularly cotton, is very suitable. Use the hemstitching programs of your **creative 7560** to produce different techniques.



Making a hem with a hemstitch seam

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

- Hem-stitch needle Cat. No. 2040.
- Programs **No. 56 and 57**.
- Iron the hem over twice in the desired width.
- Pull one or more of the threads **just above** the hem.
- Using the above mentioned programs, sew along the pulled threads. When doing this, the needle must enter **the right side of the hem** and bunch **the pulled threads to the left**.



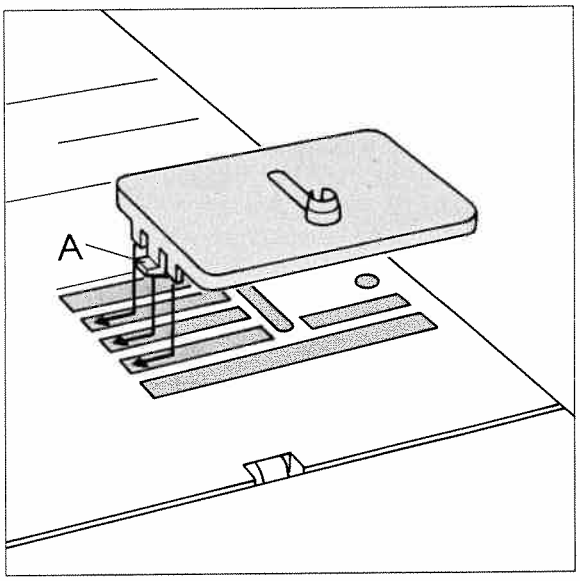
Small hem stitch

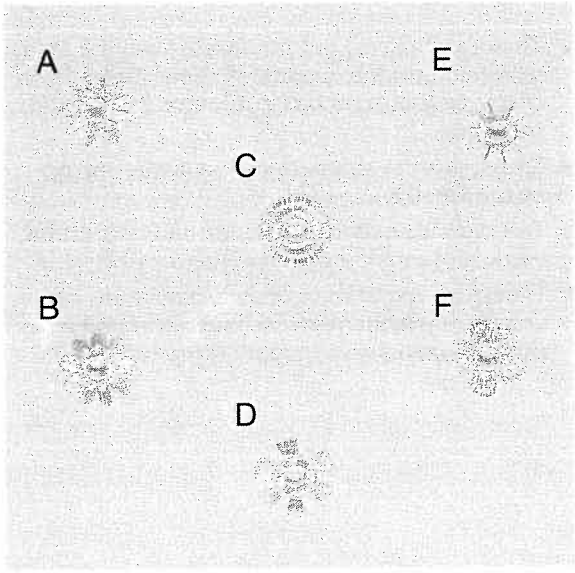
- Program **no. 57**.
- Pull the threads in the desired width out of the material, like with the hand-embroidered hemstitch.
- Embroider **along the edge** of the pulled-out threads. Here, the needle must stick out slightly into the pulled-out threads, in order to bundle them.

Tip: Use the function **"sew slow"**, in order that the needle penetrates evenly and can neatly bundle the threads.

And this is how it is done:

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

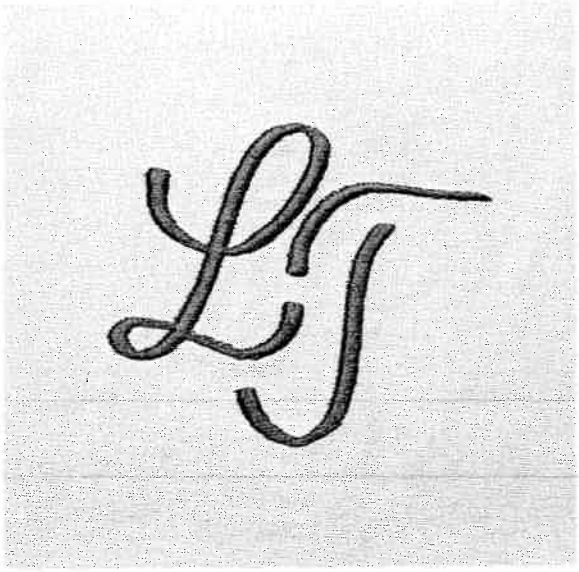


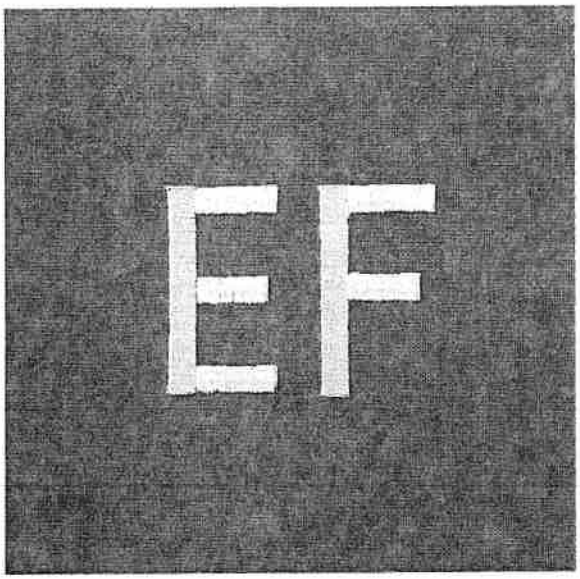


The pattern examples are composed as follows:

Prog = program number
[1] = pattern length
[≡] = stitch width

	Prog	[1]	[≡]
A	42	14	9
B	40	7	9
C	3		7
D	46	14	9
E	5		6
F	35	16	9





Monograms

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

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

Here is how it is done:

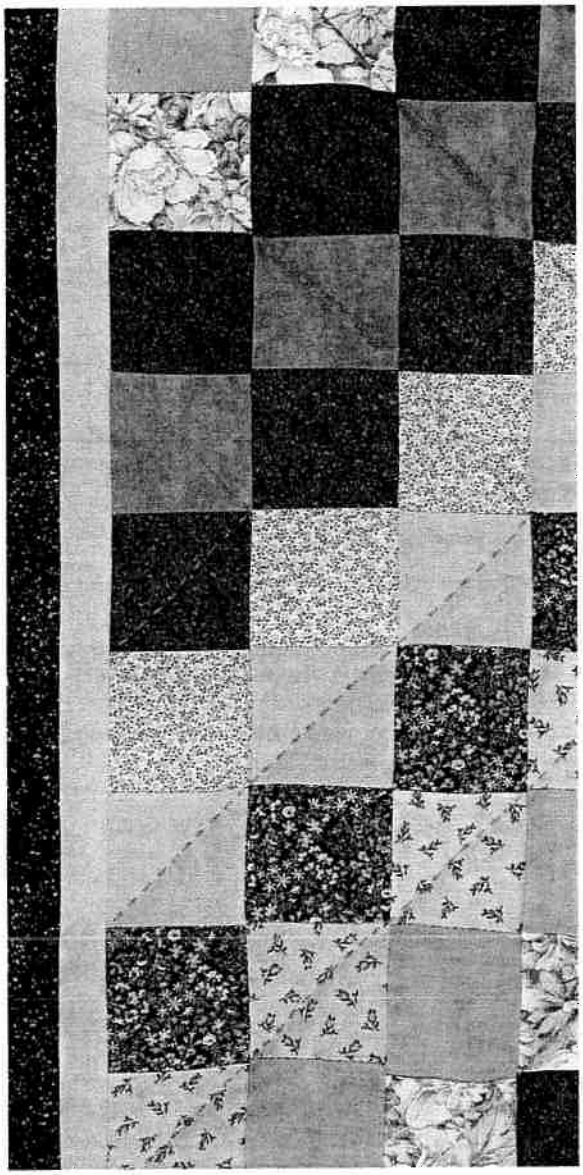
- Draw the initials onto the fabric with a disappearing-ink marker.
- Drop the feed dog and insert the darning foot (see page 27).
- Place tear-away stabilizer under the fabric.
- Tighten the fabric in an embroidery hoop and embroider accordance with program **02**. Remember to lower the presser bar to the darning position.
- Knot the threads and remove stabilizer.

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

When embroidering on terry-cloth, the monogram must first be sewn with a narrow zigzag stitch and then overstitched with a broader zigzag stitch. In this way the terry-cloth loops are completely sewn over. Use clear water soluble stabilizer on top of the terry-cloth to hold the loops down.

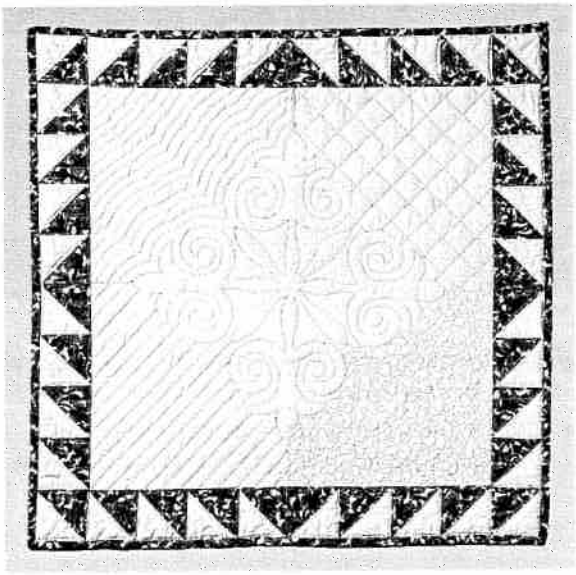
Embroidering block letters is somewhat easier. Here the feed dog is not dropped which means that free sewing is no longer necessary, you can simply sew along the lines with program **02**.

- Iron the fabric and use a stabilizer underlay.
- Draw the monogram onto the fabric.
- Sew along the lines you have sketched with program **02**.



And this is how it is done:

- Cut out the parts of your quilt with templates you have made or bought. A seam allowance of ¼" (6.35 mm) should already be included in the templates.
- Spread out the parts as in the pattern and form small squares that you can match together. These squares are then sewn together to form the surface of the quilt.
- The seam allowances of quilts are not finished but pressed towards the darker side of the fabric.
- Tack your finished quilt top onto the layer of polyester batting with the back layer of the quilt underneath.
- In traditional quilts, these three layers of material are sewn together by hand with small stitches but this is quicker and more practical with the sewing machine, e.g. with program **No. 11**. This program sews approx. ⅛" (3 mm) next to the seam.
- When your quilt is finished, you can make it into a cushion, a wall hanging, a bedspread, or a clothing item.



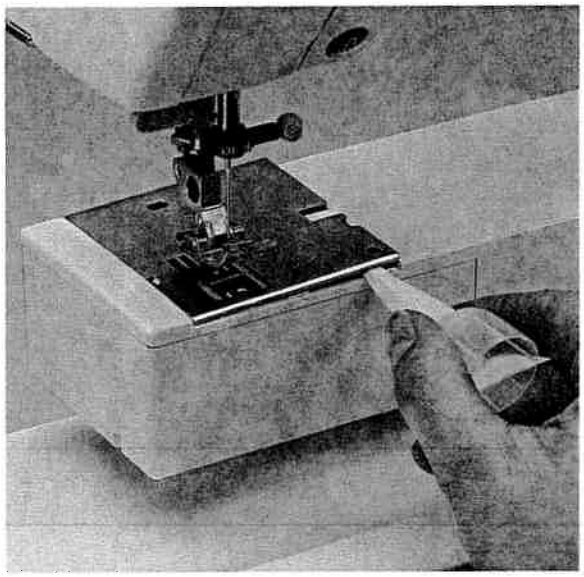
Free-motion machine quilting

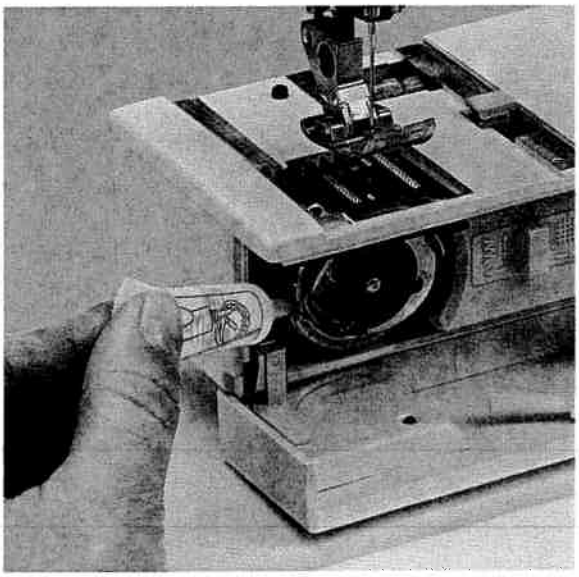
Embroidery stitches or free-motion machine quilting are particularly suitable for solid-colored materials. In free-motion machine quilting the fabric is guided by hand under the needle. Select program **00** and insert the free-motion quilt foot (special accessories). The feed dog must be lowered. Using stencils you can mark the outlines of your motif beforehand.



Maintenance and trouble-shooting

Changing the batteries	Page 142
Changing the needle plate	Page 143
Cleaning and oiling	Page 143
Changing the sewing lamp	Page 144
Sewing faults and their removal	Page 145





Changing the needle plate

- Switch off the master switch.
- Raise the sewing foot lifter.
- Insert the needle plate changer (special accessories) as shown above and pull the needle plate upwards. The needle plate can now be removed.

Replacement

- Lay the back of the needle plate down flat and push it down at the front until you hear it snap into place.
  Before you start sewing, check that the needle plate is lying flat.

Cleaning and oiling

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

Cleaning the display

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

Sewing faults and their removal

Cause:	Correction:
1. The machine skips stitches	
Needle is too small for the thread.	Use a larger needle.
Needle is not properly inserted.	Push needle fully upwards (flat side to the back).
A wrong needle has been inserted.	Use needle system Cat. No. 130/705 H.
Needle is bent or blunt.	Insert a new needle.
Machine is not properly threaded.	Check the threading paths.
2. The needle thread breaks	
For above reasons.	See 1.
Thread tension is too tight.	Adjust thread tension.
Thread is poor or has slubs in it or it has become dry after too long in storage.	Only use good threads.
Thread is too thick.	Use a needle with a larger eye (system 130 N).
3. Needle breaks off	
Needle not pushed in fully.	Insert new needle and push it fully in.
Needle is bent.	Insert new needle.
Needle is too thick or too thin.	See needle chart (Page 118/119).
Needle is bent and hits the needle plate because you are pulling or pushing the fabric.	Let the machine feed the fabric. Only guide the fabric lightly.
The bobbin case is not properly inserted.	Push the bobbin case in fully to the back when inserting it.
4. Seam is sewn unevenly	
The tension needs adjusting.	Check needle-thread and spool-thread tensions.
Thread is too thick, slubbed or hard.	Use perfect threads only.
The bobbin thread is unevenly wound.	Do not wind free-hand. Run the thread through the thread guide.
Thread loops above or below the fabric.	Thread up correctly. Check needle-thread and spool-thread tensions.
5. The machine does not feed or feeds irregularly	
Sewing lint has collected between the feed dog teeth rows.	Remove needle plate, remove lint with brush.
Feed dog is lowered. Slide C (see Page 27) is at right.	Push slide C (see Page 27) to the left.
6. Machine binds	
Loose threads in the hook race	Remove loose thread and apply **one** drop of oil to the hook.

7. Machine does not sew the entered program

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

Important notes:

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

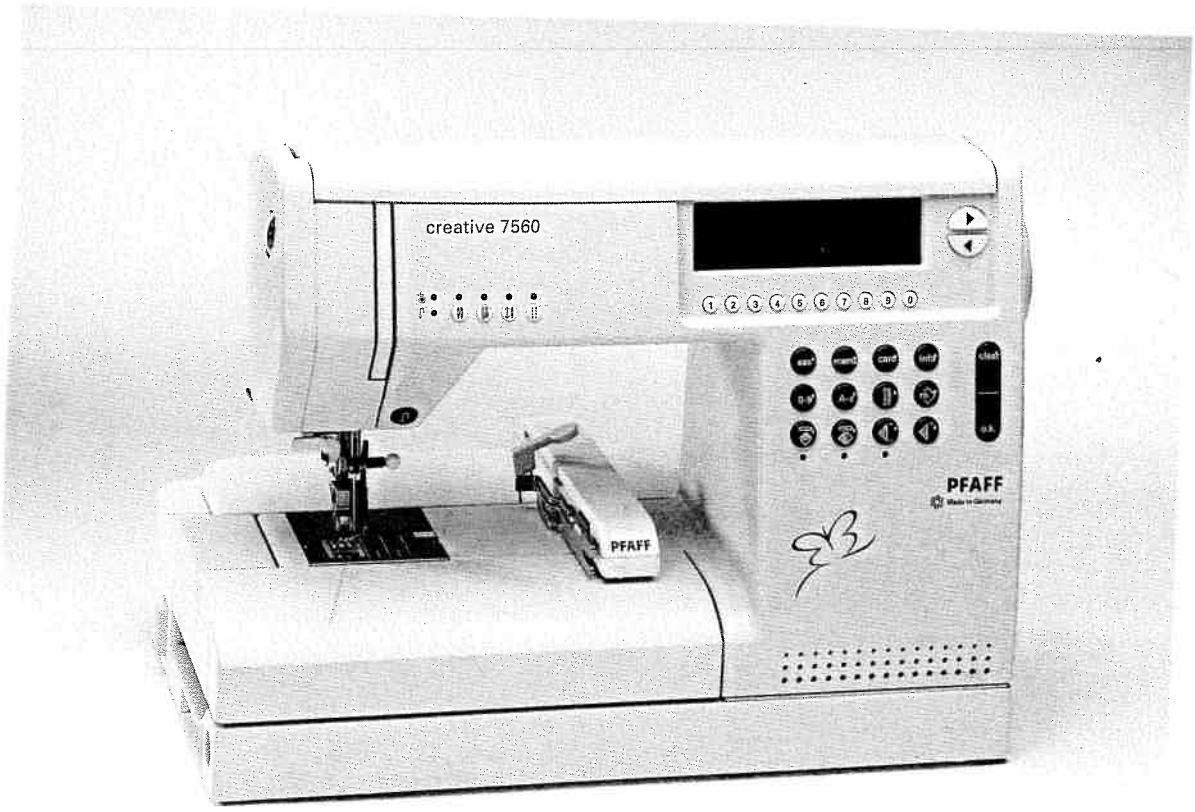
Do not start the threaded machine without fabric in it.

If you leave the machine, even for a short time, remember to switch off the master switch.

This is especially important when children are nearby.

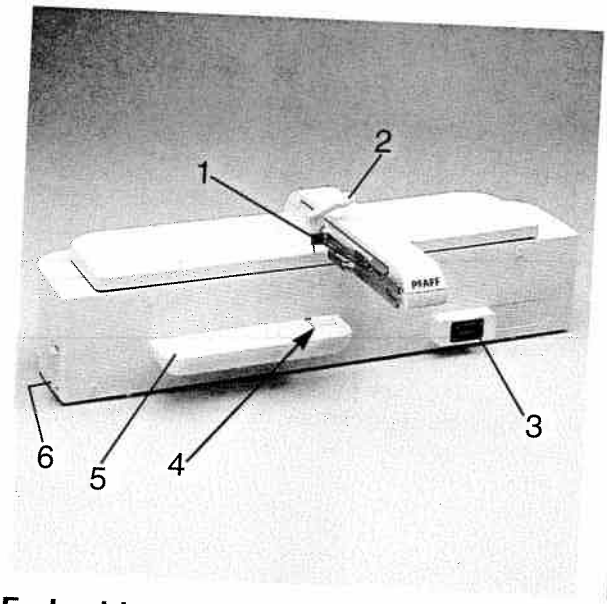
PFAFF

Embroidery unit
7560

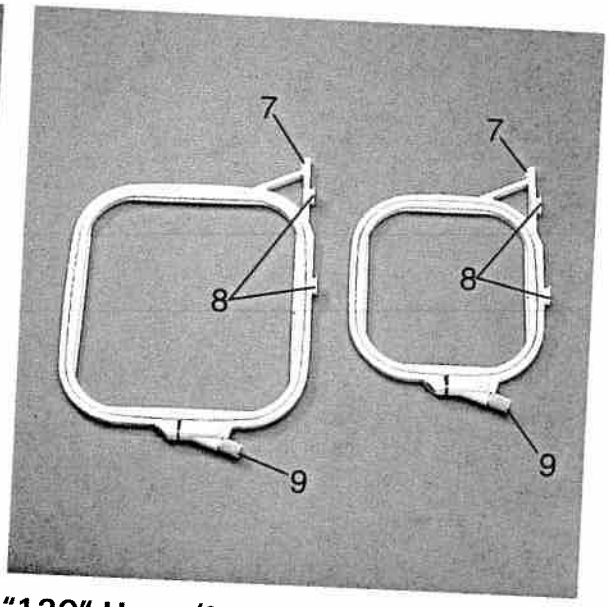


Instruction manual

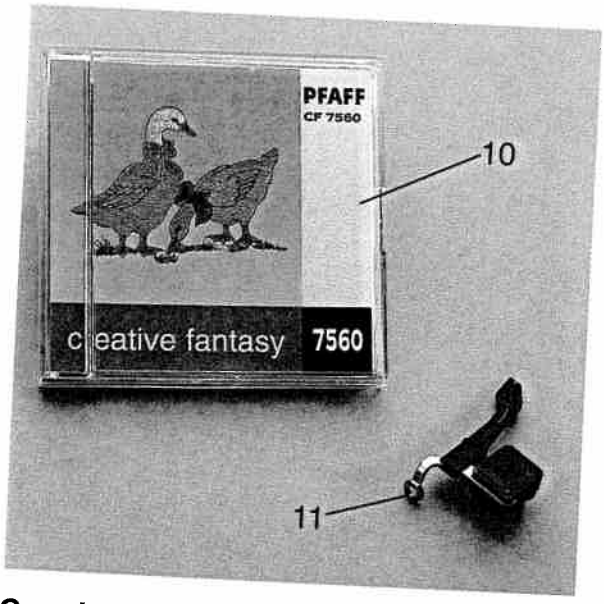
Parts of the "Creative Fantasy 7560" embroidery unit:



Embroidery unit



"120" Hoop (frame)
"80" frame (optional extra)



Creative Fantasy 7560 card box and embroidery foot

1 Metal track for attaching the hoop (frame)
2 Release lever for removing the hoop (frame)
3 Connecting plug for the machine
4 Fastening clip for connecting the embroidery unit to the machine
5 Guide strip for engaging the embroidery unit
6 Release lever for removing the embroidery unit
7 Engaging track
8 2 engaging tracks
9 Tightening screw
10 Creative Fantasy card box
11 Embroidery foot



Notes on safety

1. **The sewing machine must be switched off before the embroidery unit is connected to it or removed after use.**
2. Always store the **Creative Fantasy card** in its package.
3. Never transport the sewing machine with the embroidery unit connected.
4. The embroidery process is only started with the foot pedal. After pressing the "O.K." key, the foot pedal can be released. The embroidery process then continues independently. The **sewing machine** can be stopped by **pressing any key** except the "slow sewing" key. By pressing the foot pedal again, the embroidery process is restarted.
5. When carrying out maintenance work, alterations to mechanical parts or accessories, or when the machine is left unattended, the sewing machine must be disconnected from the power supply by **pulling out the power plug**.
6. The embroidery unit corresponds to the EC-Directive No.: 89/336 EEC
7. Do not insert any objects into any openings in the machine.
8. Do not use the embroidery unit if:
   - there is visible damage
   - its function is disturbed
   - it is wet, e.g. with condensation, that may be caused by bringing a cold machine into a warm room.
9. To avoid the risk of electric shock, do not open the embroidery unit. This is solely the responsibility of our qualified service staff.
10. Only original PFAFF parts may be used.

Environment

The recommended environment is:
Ambient temperature 10° C to 40° C
Air humidity 20 % to 80 %.
Room temperature – 25° C to + 60° C

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

Handling:

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

Cleaning:

To clean the housing use a dry, clean, soft, lint-free cloth. To remove any stubborn dirt, use a soft cloth moistened with alcohol.

Please note!

Never use insecticides or chemical products such as petrol or liquid chemicals to clean the appliance.

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Technical section

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Changing the presser foot Page 6

Connecting the power cord and foot control Page 7

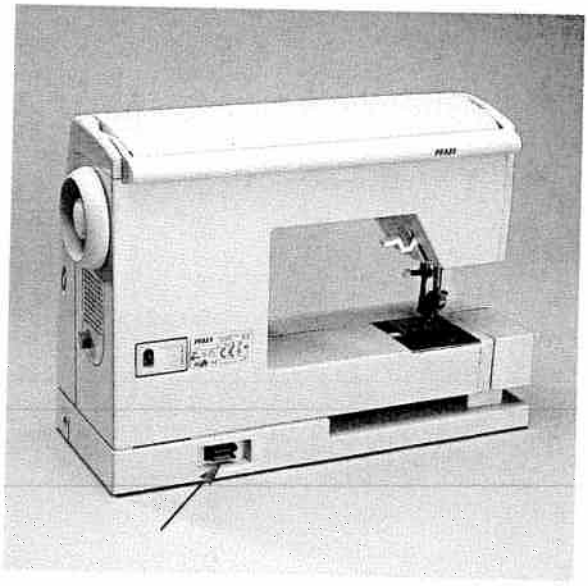
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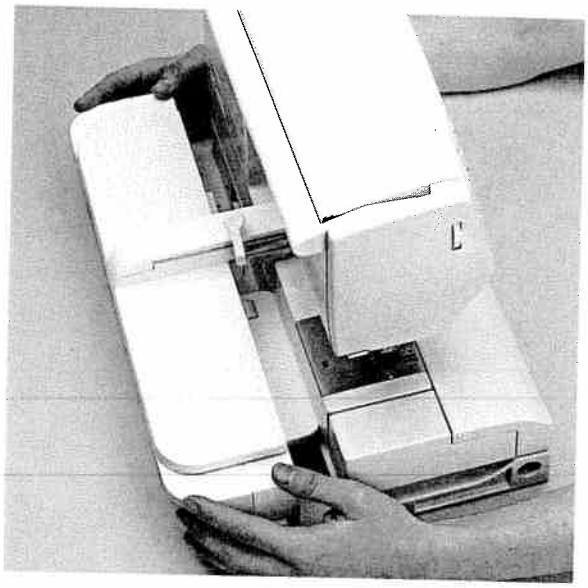
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Connecting/removing the embroidery unit

Bushing for connecting the embroidery unit to your Creative 7560.

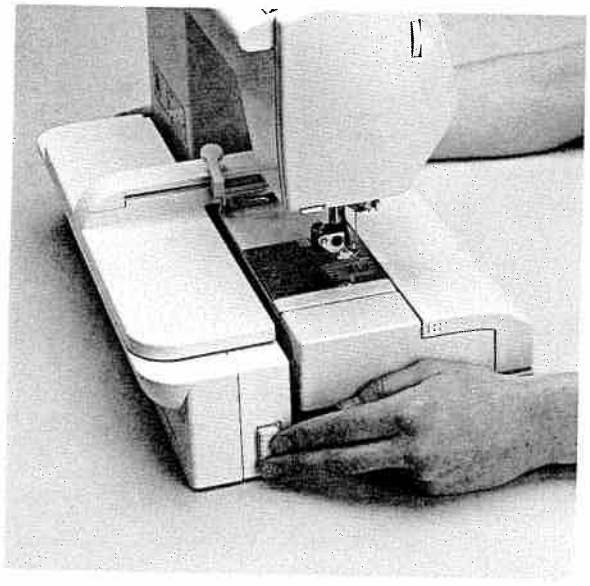
If you try to call up an embroidery pattern from a Creative Fantasy card when the embroidery unit is not connected the following message appears in the display:

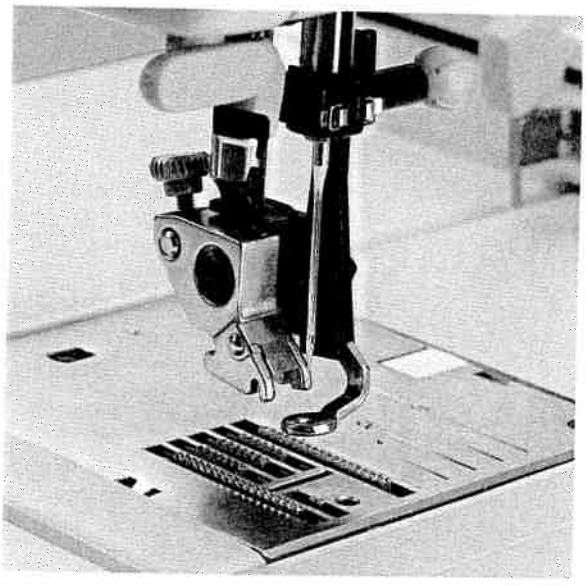
"Please turn the machine off and attach embroidery unit. OK?"

Attention!

Only attach or remove the embroidery unit to/from the machine when the machine is switched off!

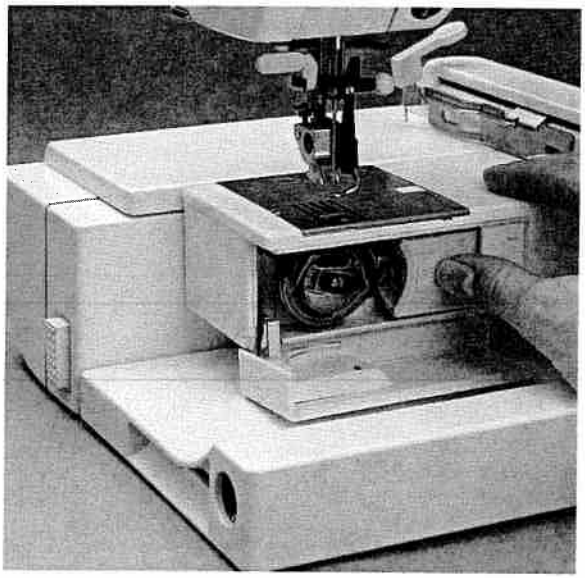
The embroidery unit is clicked into the bushing on the rear of the machine while being held parallel to the machine. Take care to ensure that the guide **(5)** is slid along between the base-plate and the free-arm as far as it will go.





The embroidery unit is removed by pressing the release key **(6)** and pushing the unit away from the machine while holding it parallel to the machine.

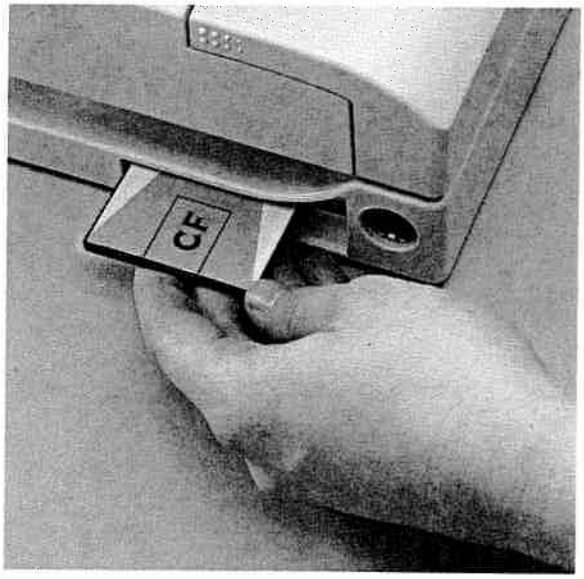
Remove the presser foot by clicking it out of its holder. Loosen the knurled screw on the sewing foot holder. Guide the embroidery foot with the pin facing to the left as far as it will go into the hole of the sewing foot holder. Take care to ensure that the guide fork is lightly pushed against the plastic guide. Then tighten the knurled screw again. Now insert an embroidery needle.



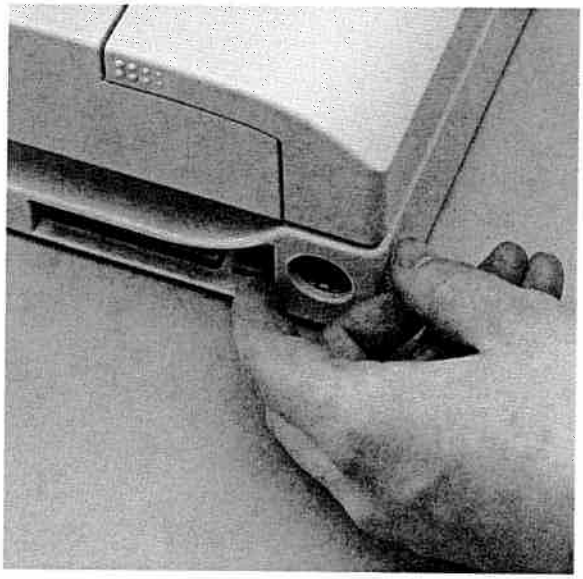
Inserting/removing the Creative Fantasy card

Connect the power cord and the foot control. Switch the machine on at the on/off switch.

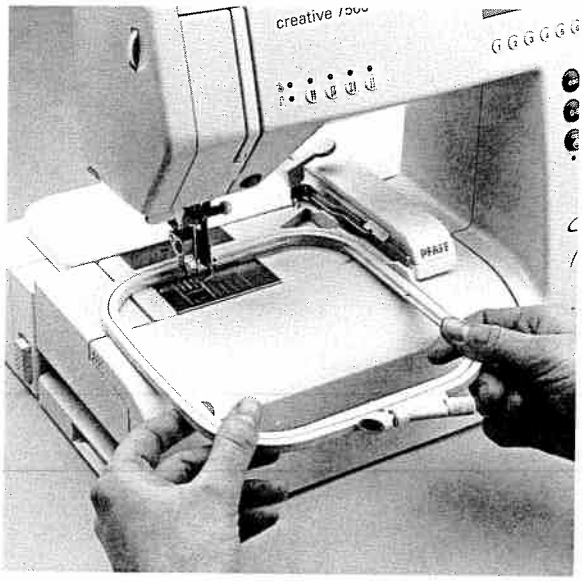
Remove the attachment tray, followed by the bobbin door and then lower the feed dog (see "creative 7560" Instruction Manual, page 27).

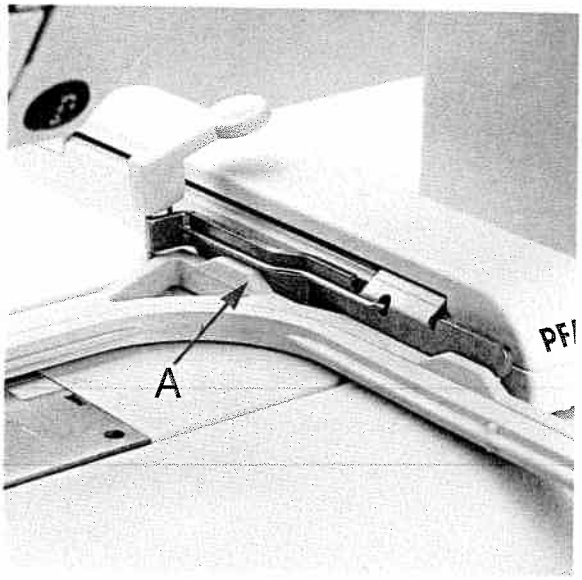


Insert a Creative Fantasy card into the slot in the base-plate. The card is to be pushed into the slot in the direction of the arrow as far as it will go. As a result, the release button will spring out approx. 1/4 inch (1/2 cm).



To remove the Creative Fantasy card press the release button next to the slot.





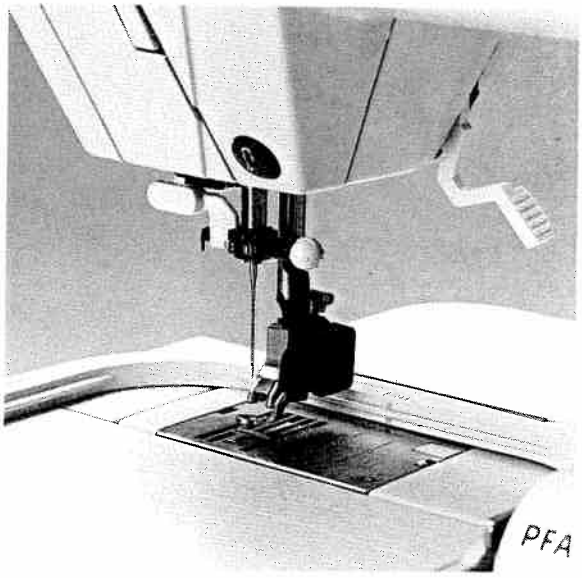
Inserting the hoop (frame) in the embroidery unit

Pass the hoop (frame) underneath the presser foot by raising the presser foot lifter as far as possible. The fastening screw **(9)** of the hoop (frame) must be facing you and the guide tracks **(8)** must be pointing to the right.

Slide the hoop (frame) along the metal guide **(1)** until it clicks into place behind the release lever **(2)** of the embroidery unit.

Take care to ensure that the first guide track **(A)** is pushed into the rear metal guide. The frame is now firmly engaged in the embroidery unit.





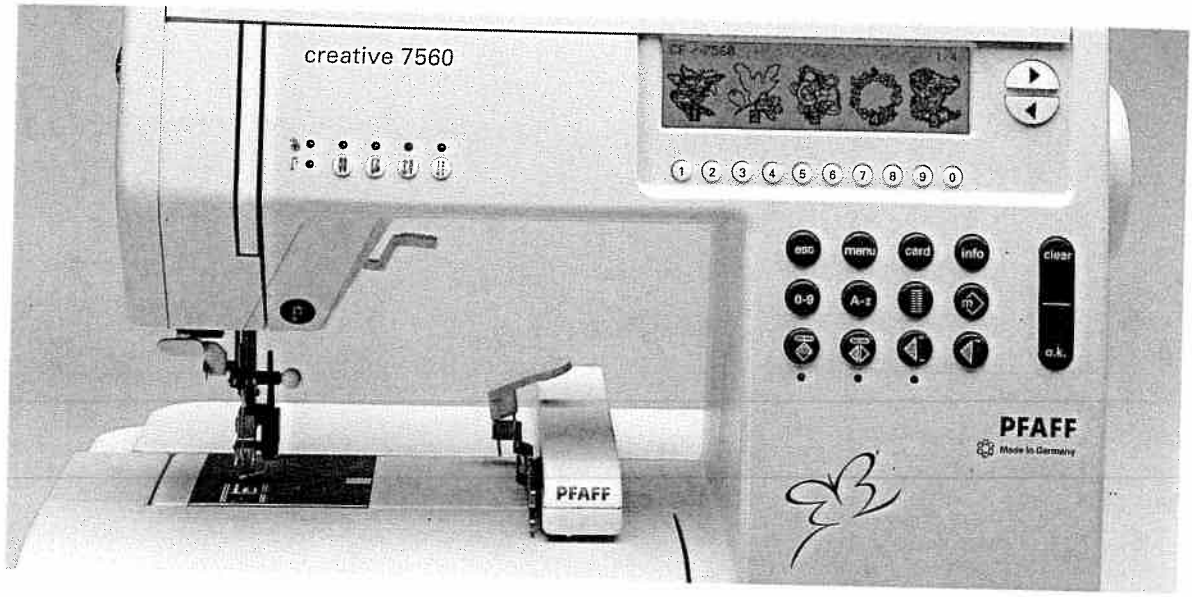
Removing the hoop (frame)

If you wish to remove the hoop (frame), push down the release lever on the embroidery unit and pull the hoop (frame) forwards while keeping it parallel to the guide strip.

Bring the presser foot lifter to embroidery/darning position (see "Creative 7560" Instruction Manual, page 76 embroidery/darning position).

Sewing functions

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Creative card	Page 28, 29



Embroidering with the embroidery unit

Attach the embroidery unit to the machine (see "Technical section" page 6). Remember that the machine **must** be turned off to do so.

The various Creative Fantasy cards offer you a large selection of embroidery motifs with which you can complement your Creative 7560.

The Creative Fantasy card **"CF 7560"** is included in the basic equipment of the Creative Fantasy 7560.



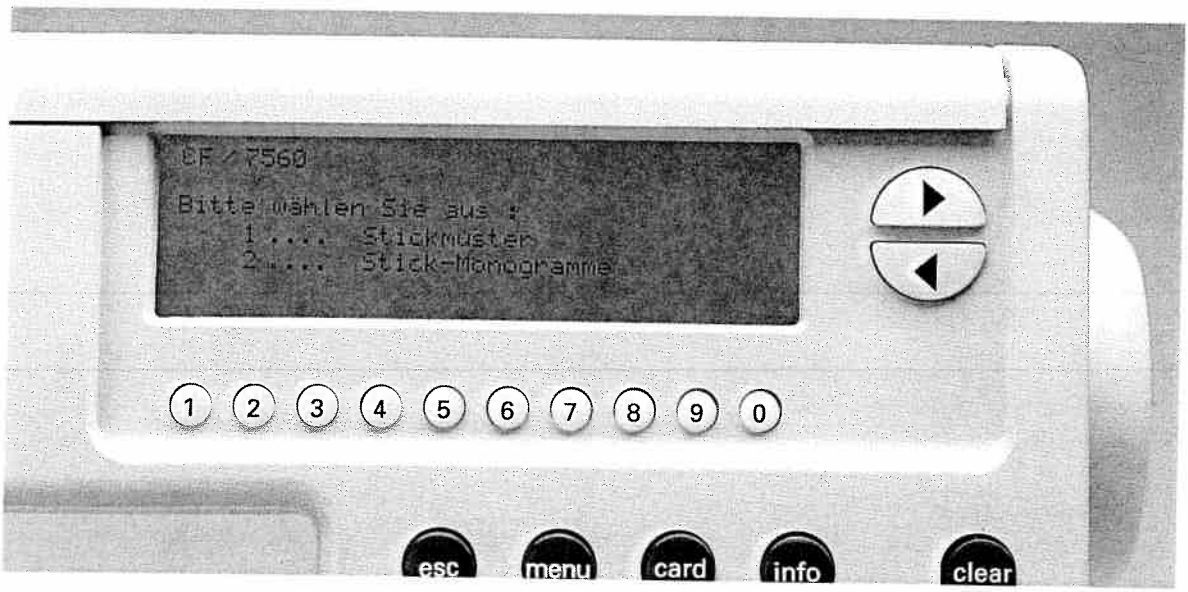
The card contains 18 embroidery motifs and an embroidery monogram alphabet.

Many additional cards are available from your PFAFF dealer. In the card box you will find a pattern booklet with all the patterns on the card and the suggested color combinations.

The time required for the embroidery and the size of the motif in mm or inches are also listed.

Use the pattern list to find the pattern you require.

For embroidering, we recommend using PFAFF embroidery needles which you can purchase from your PFAFF dealer.



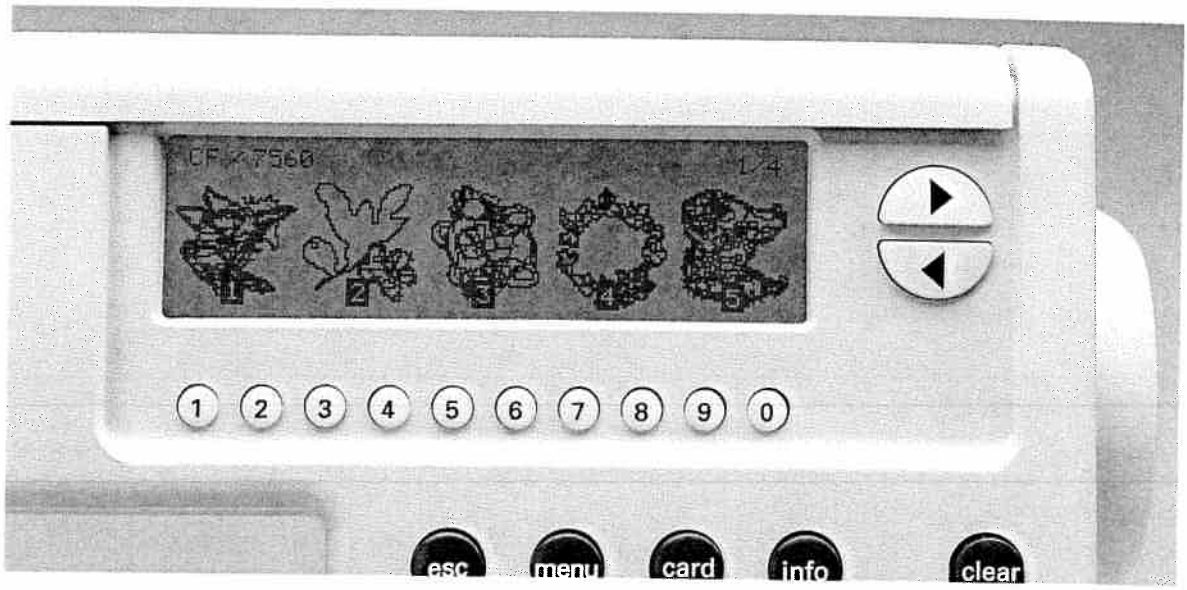
Now insert the card into the slot **(47)** in the machine. The machine can be left on while doing this. Then press the "card" key **(15)**.

The following message appears in the display:

CF/7560
Please select:
1 ... Embroidery pattern
2 ... Embroidery monograms

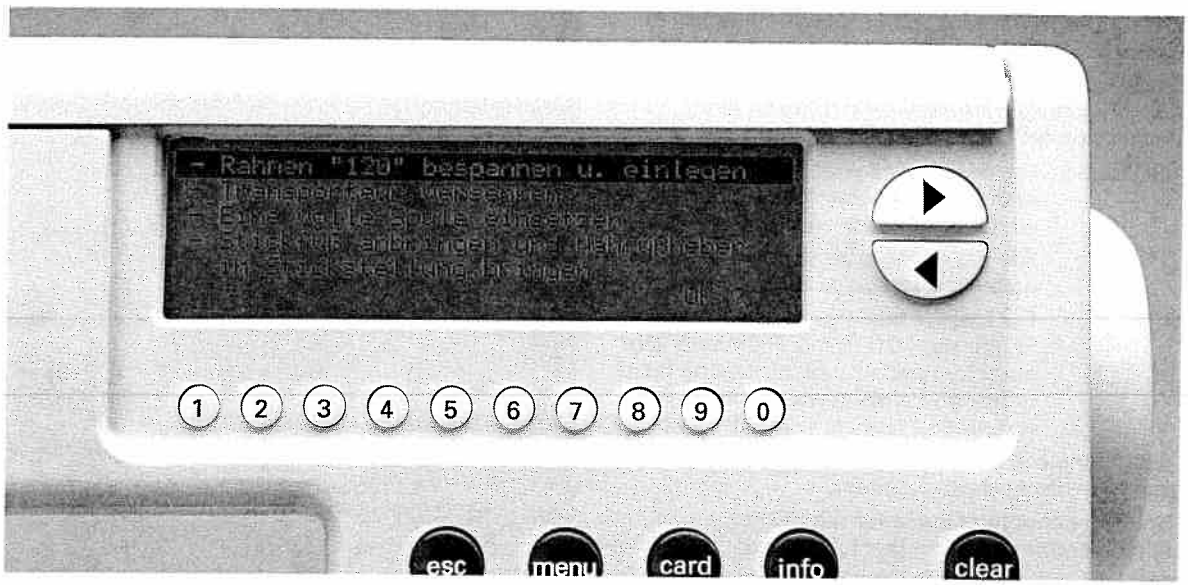
This message only appears with cards which have both embroidery patterns and monograms. On all further cards (except the monogram cards) the first 5 patterns are shown in the display.

Select the desired pattern group, e.g. 1 for embroidery pattern.



Now the first 5 patterns on the card will be shown. Every embroidery pattern of the Creative Fantasy card **CF 7560** is marked with a pattern number. In the top right of the display, the first page and any further pages which the card may contain are displayed. By scrolling with the cursor keys you can reach the next page.

Choose a pattern with the aid of the design booklet that is included with every card.



Then select the pattern on the machine with the corresponding number key. The embroidery frame normalizes, i.e. it searches for the starting position. At the same time the following messages appear in the display:

- Cover and insert frame "120" (or "80")
- Lower feed dog
- Insert a full spool
- Attach embroidery foot and bring sewing foot lifter to embroidery position.

OK?

Cover and insert frame "120" (or "80")

This message appears on a dark background which illustrates the importance of this line. Either a 120 or an 80 frame for this pattern must be covered with fabric and inserted.

The 80 frame is available as an optional extra from your PFAFF dealer.

Each pattern, which is intended for the 80 frame can also be embroidered with the 120 frame.

Lower feed dog

The feed dog **must** be lowered to be able to embroider with the embroidery unit. If this is not the case the machine does not start when the foot pedal is pushed and the following message appears:

Lower the feed dog
OK?

Insert full bobbin

A full bobbin should be inserted before starting to embroider. We recommend using cotton thread with thickness 50. The bobbin thread supply light-display blinks when the bobbin thread is running out. The sewing machine stops and the following message is displayed:

Bobbin thread is low
OK?

Attach embroidery foot and bring sewing foot lifter to embroidery position

The embroidery foot must be attached. Before you start to embroider, the sewing foot lifter must be brought to its embroidering position. If this is not the case, the machine stops after the foot pedal is pressed and displays the following message:

Bring presser foot lifter to embroidery/darning position
OK?

Now lower the feed dog and insert a full bobbin. Attach the embroidery foot and set the presser foot lifter to the correct position.

By pressing the **"o.k."** key, the selected pattern is shown in the display. The embroidery frame moves to the **middle** of the pattern.

If you wish to embroider another pattern, return to the selection menu with the "esc" key and select a new pattern.

Fitting the fabric into the embroidery hoop (frame)

There is one frame included with the embroidery unit. It is the 120 frame. The 120 frame is for patterns up to 115 x 120 mm.

120 frame: For fabric parts which offer enough area for fitting. For all larger patterns which require the embroidery field.

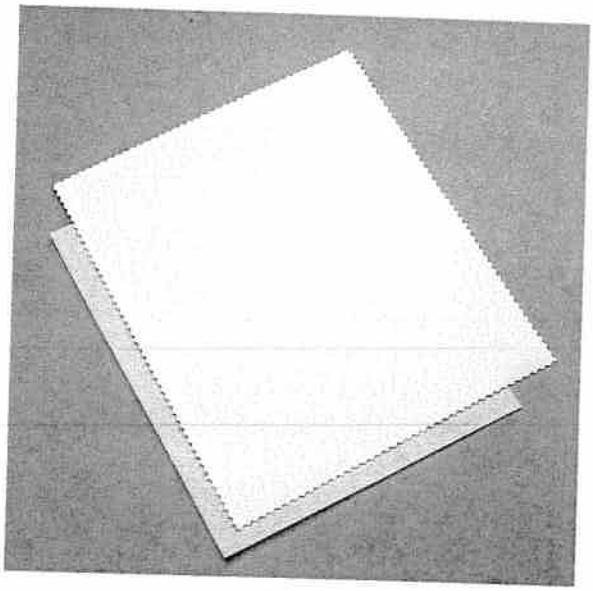
The 80 frame is an optional extra for patterns sized up to 80 x 80 mm.

80 frame: For smaller fabric parts which do not fit into the 120 frame. For very fine or stretch materials which must be fitted tightly and, thus, have no slack (e.g. fine knitted fabrics, silk etc.)

The machine displays the hoop-frame size automatically for each selected pattern.

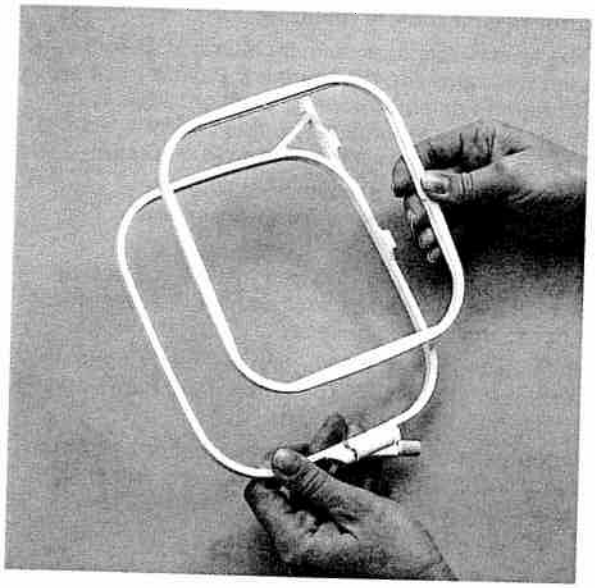
Tip: Every pattern suitable for the 80 frame can also be embroidered on the 120 frame.

Now place the fabric into the specified frame as described below.

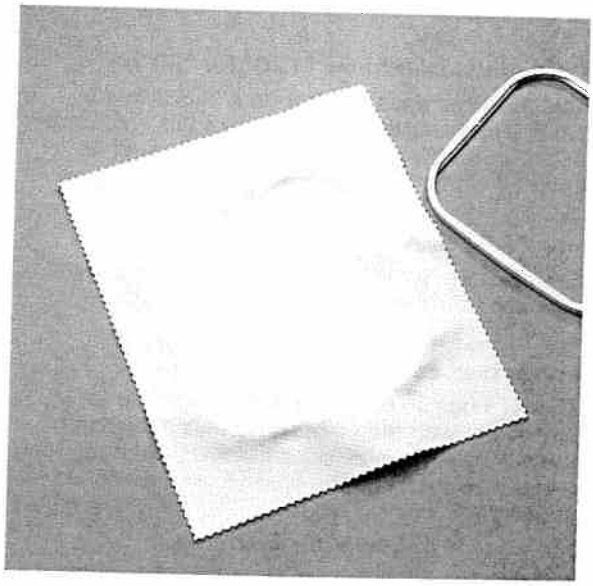


1. To achieve better-quality results when embroidering, we recommend placing tear away embroidery stabilizer underneath the fabric and hooping it together with the fabric onto the hoop-frame.

After the pattern has been embroidered, the embroidery stabilizer can be removed by tearing it off.



2. Loosen the tightening screw **(9)**. The inner frame can now be removed.



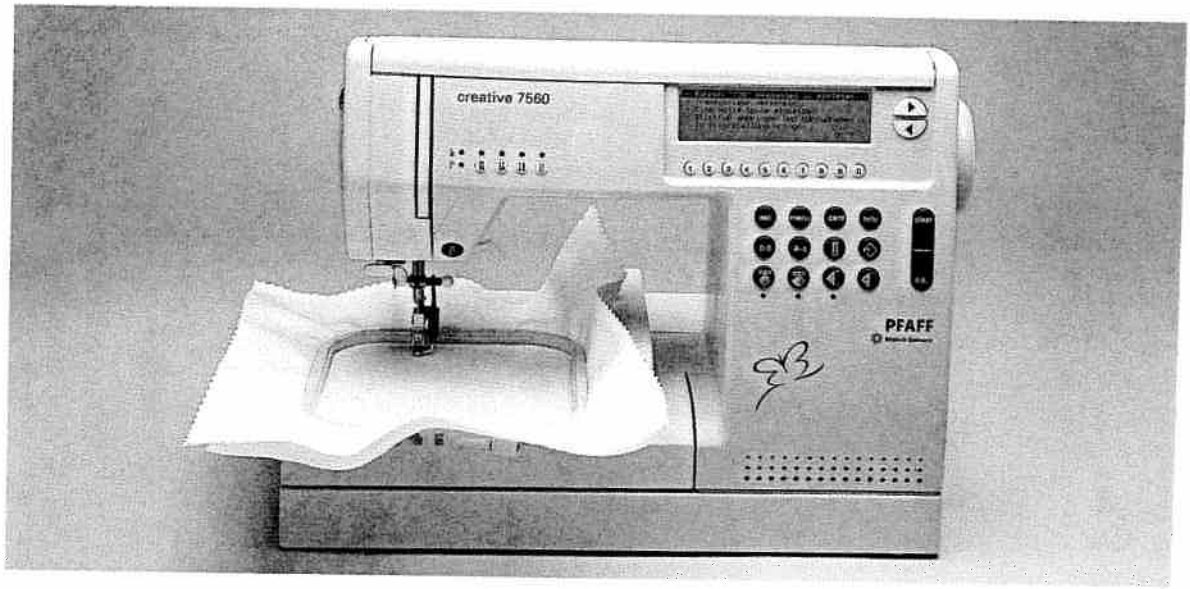
3. Place the embroidery stabilizer and the fabric on the outer frame. The right side of the fabric must be facing upwards. When inserting the fabric into the hoop-frame, make sure that screw **(9)** is facing forwards and the guide tracks **(8)** are on the right.



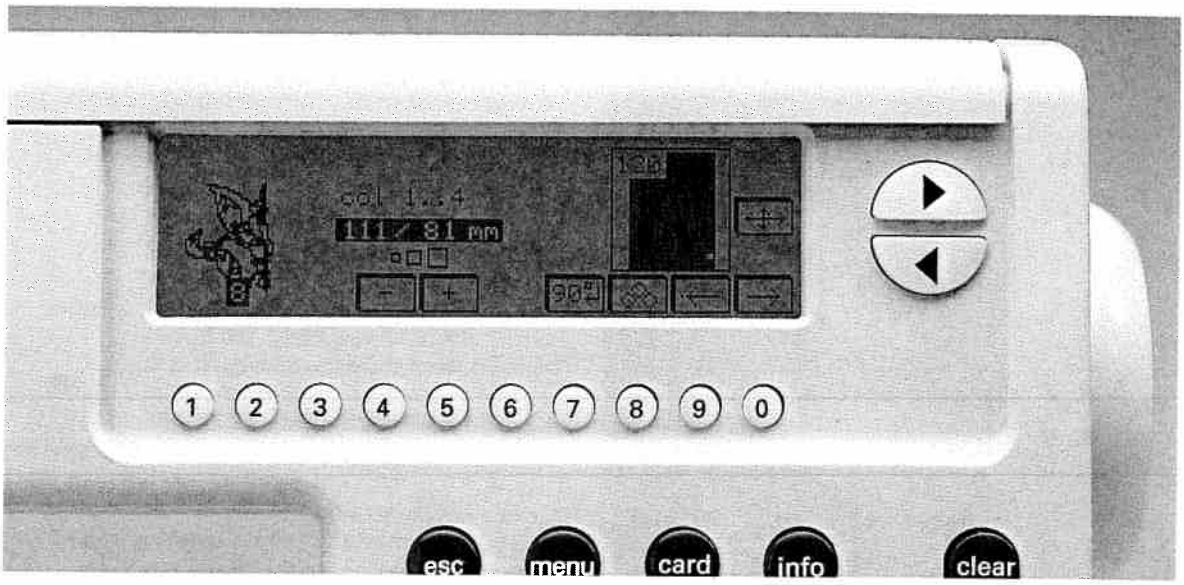
4. Press the stretched fabric into the outer hoop (frame) with the inner hoop (frame).

If the material is not fitted tightly enough, remove the inner frame and tighten the tightening screw **(9)** a little further. Then fit the fabric back onto the frame again.

When putting the fabric onto the hoop (frame), if the inner hoop cannot be pressed into the outer hoop, loosen the fastening screw somewhat. Then refit the fabric onto the hoop.



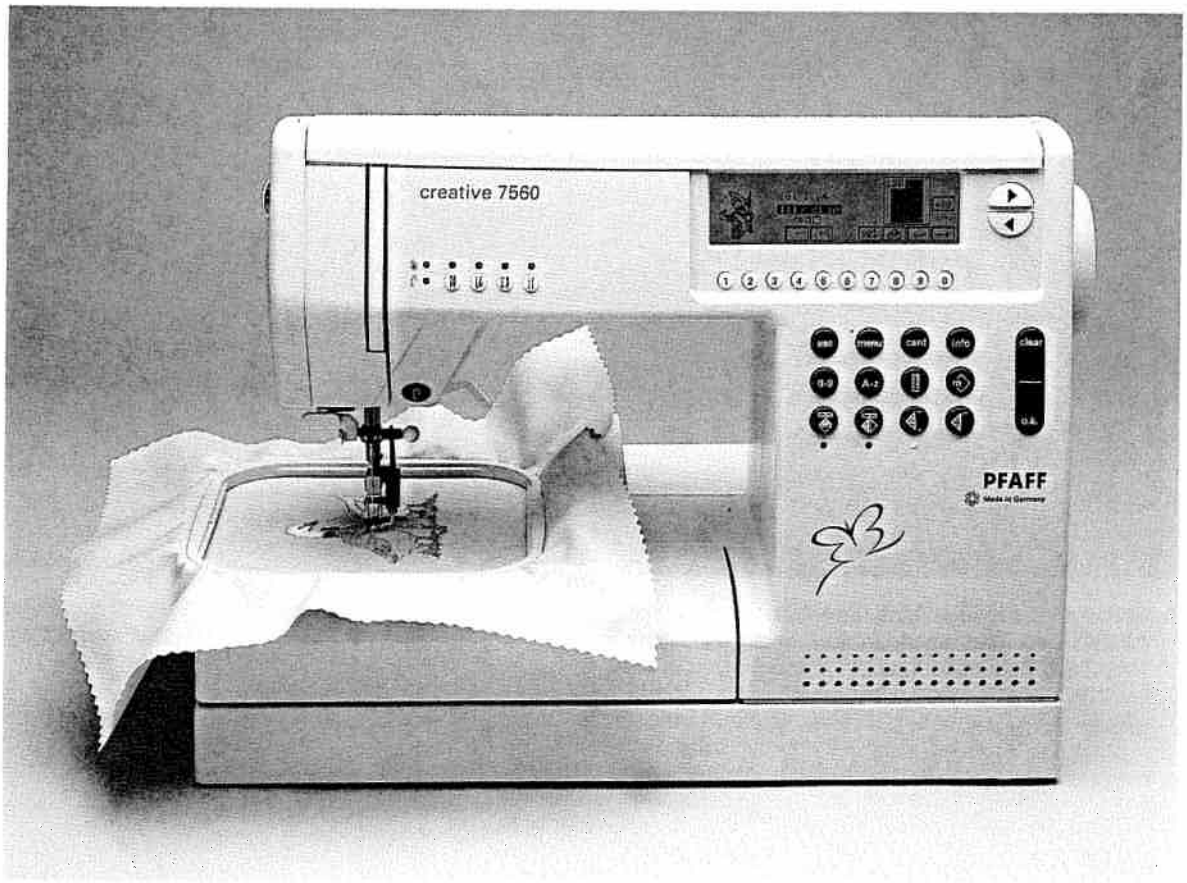
5. When the message "cover and insert frame 120 (or 80) " appears, you can now insert the hoop (see Technical section page 8).

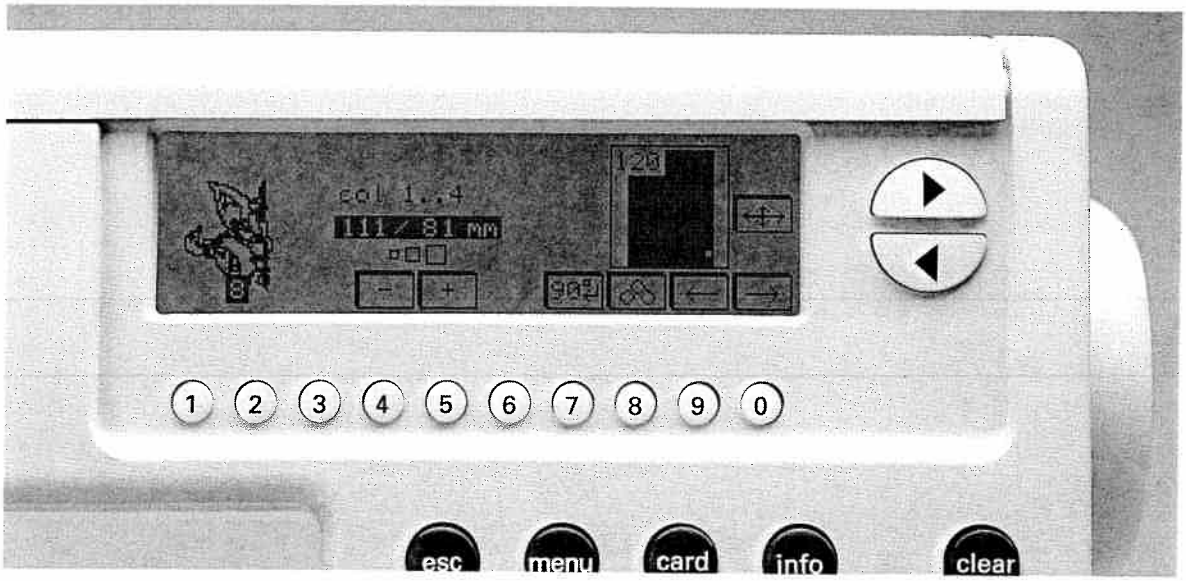


Embroidery direction of the motifs

Always make sure when hooping the fabric that the motif is embroidered as it appears in the display. The automatic default is with the top or head of the design to your left as you sit in front of the machine. This is because it is easier to place a garment onto the machine through the hem.

Tip: You can rotate the motif by 90° steps within the hoop (see page 17).





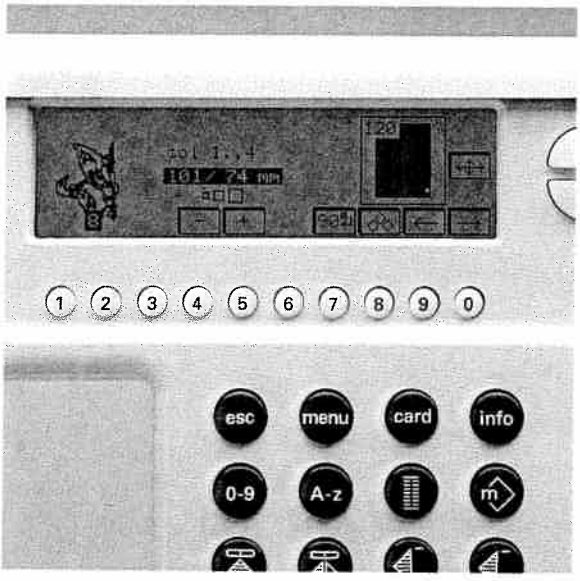
Explanation of the symbols in the display

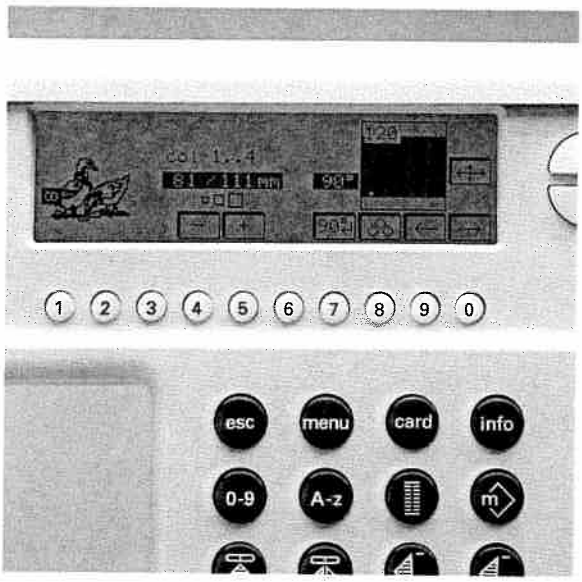
Press the **"o.k."** key.

The selected pattern is now in the display. The following symbols are next to the pattern:

col 1...4 — In this example the pattern can be embroidered with 4 colors.

111/81 mm — The size of the pattern is 111 mm x 81 mm.





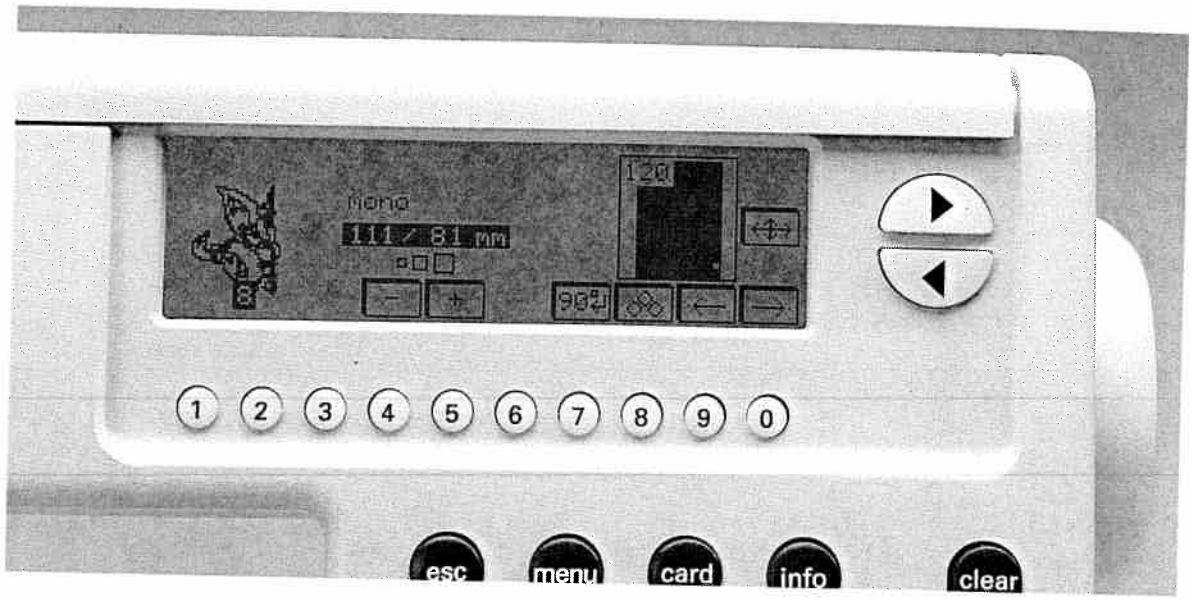
With the keys underneath these symbols the size of the pattern can be altered by several increments.

With the number key **5** the pattern is enlarged; number key **4** reduces the size of the pattern.

This symbol shows the position and size of the pattern in the embroidery field. The dot in the dark field indicates the beginning of the pattern. Furthermore, you can see if a 120 frame or an 80 frame has been specified.

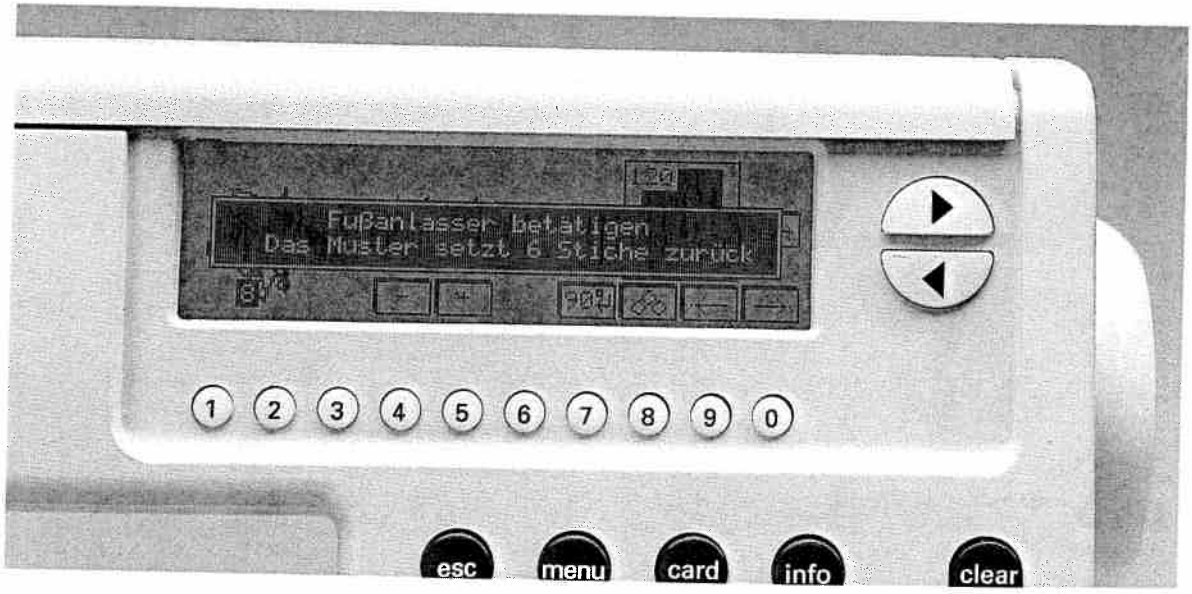
Key **7** underneath this symbol allows the pattern to be rotated in 90° steps within the hoop. Very large patterns can only be rotated through 180°. The rotation of the pattern is shown in the display.

Furthermore, the patterns can be mirrored with the pattern mirroring key **(20)**. This alteration is also shown in the display.



Pushing key **8** underneath this symbol **once** allows the pattern to be embroidered with one color (mono). **"mono"** appears in the display. By pressing this key **repeatedly** you can see the individual segments of the pattern which are embroidered with various colors. At the same time the number of the color also appears; e.g. col 1, col 2, col 3...

It is also possible to embroider these segments individually (see page 25).



Pressing key **9** allows you, for example in the case of a thread breakage, to skip back 6 stitches. After pressing this key the following message appears:

"Press foot control. The pattern is set 6 stitches back"

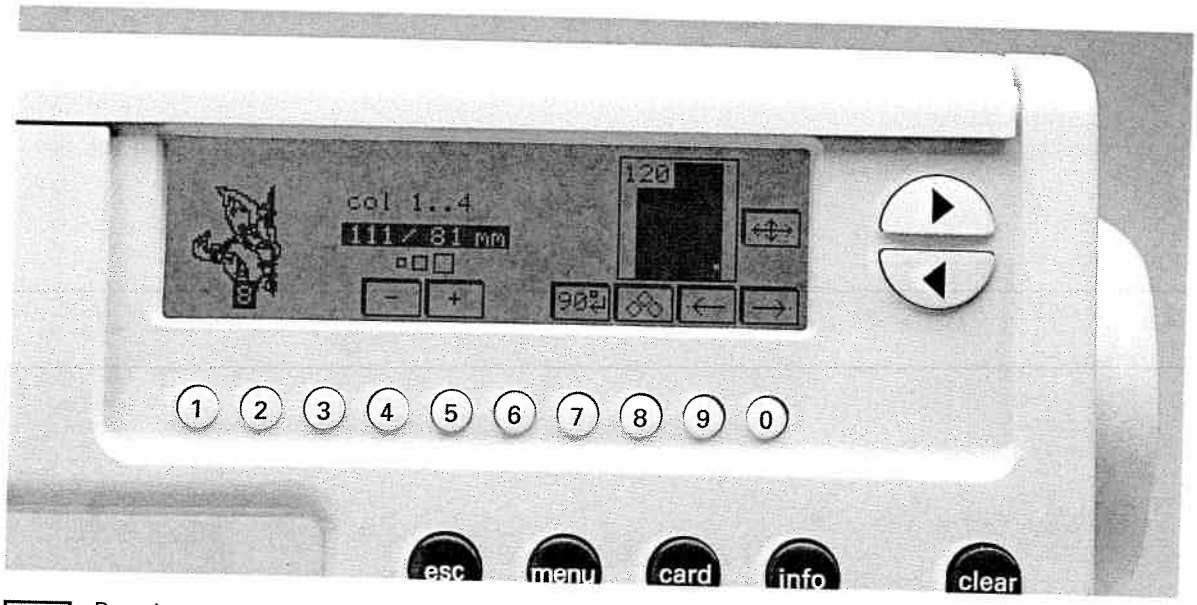
Press the foot pedal **briefly**. The machine then skips back 6 stitches all at once.

You can continue embroidering the pattern from this position.

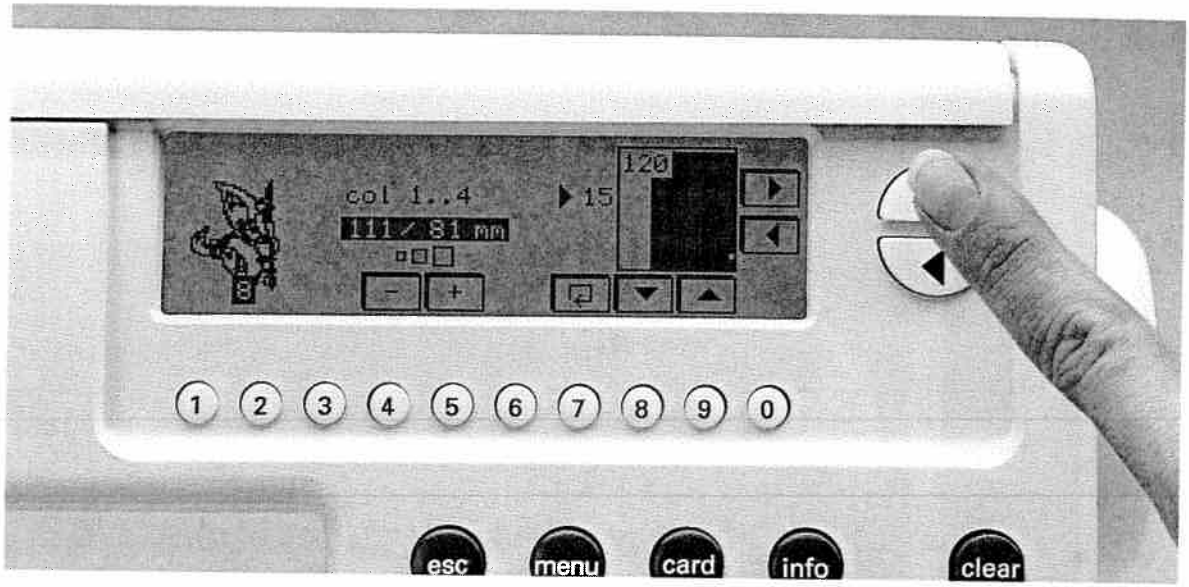
This function can be repeated as often as required.

Pressing key **0** underneath this symbol allows you to skip forwards one or more stitches. This is necessary when the starting position has been overshot when returning to the pattern start.

This function can be repeated as often as required.



Pressing one of the cursor keys "→" or "←" next to this symbol extends the menu (with esc or O.K. you return to the previous menu). The following symbols appear in the display:



With the cursor keys **(7)** the pattern in the embroidery field can be moved to the right or the left. The gray field on the right of the display shows you the new position. To the left of this, the change is displayed in increments of 1 mm. This is very helpful for placing the pattern precisely on the fabric.

The placing/movement within the embroidery hoop (frame) always refers to the middle of the motif. The hoop moves automatically to the pattern start when you begin to embroider.

Note the change of position so that when you repeat the pattern, e.g. with several napkins, the same position is easily found.

With keys **8** and **9** the pattern can be visibly moved up and down within the embroidery field.

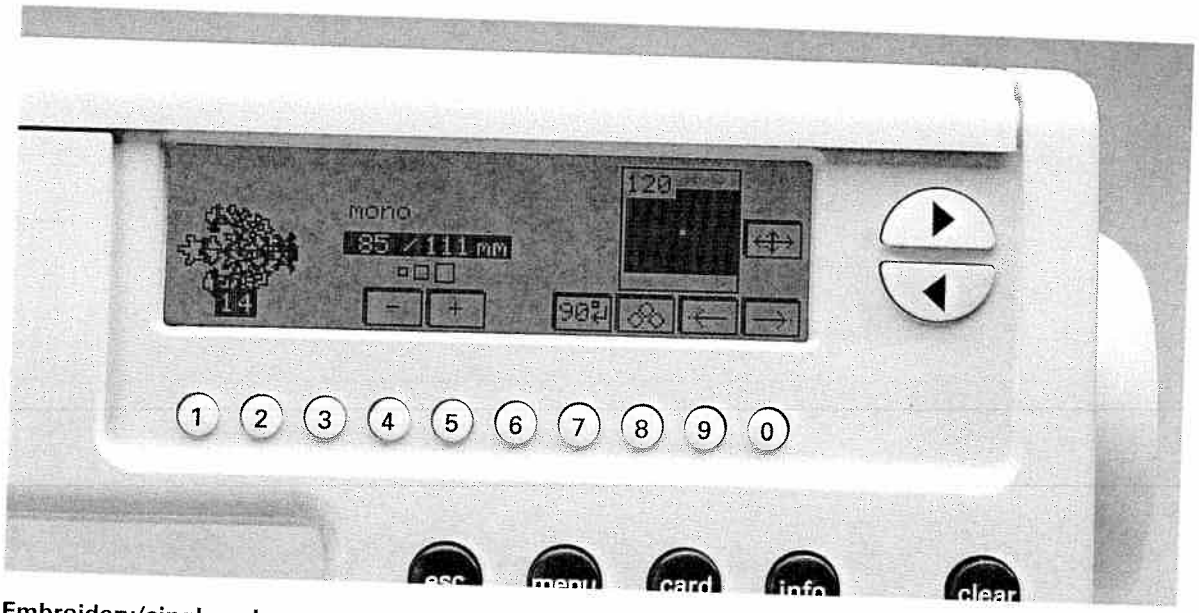
Here the individual steps are also represented numerically.

This symbol only appears on patterns for which an 80 hoop (frame) is required. If, however, you wish to use a 120 hoop instead, you can switch to the larger hoop by pressing number key **0**. The embroidery frame repositions itself.

When you press key **7** underneath this symbol, the embroidery frame traces around the size and position of the pattern within the embroidery field. This is to check whether the embroidery pattern is being embroidered in the correct position.

To return to the previous symbols (from page 17) press the **"esc"** key.

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Embroidery/single color

Tension: When embroidering we recommend tightening the bobbin thread tension a little so that the bobbin thread is not visible on the face side of the material. The needle thread tension should be set between 2 and 3.

To embroider the selected pattern in one color only, press key **8** until the word **"mono"** appears in the display (see page 18). The pattern can now be embroidered. Take care to check that all patterns are embroidered the way they look in the display. Press the foot pedal until the machine has sewn a few stitches.

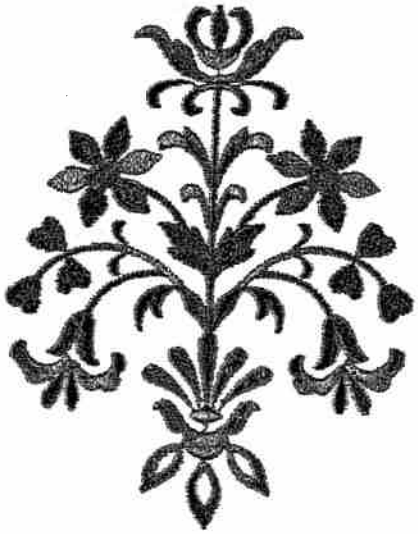
If you release the foot control the machine stops and you can cut the starting threads. Then reactivate the foot control and press the **"O.K."** key while embroidering (after a few stitches). The foot control can now be released. The machine continues embroidering **automatically**.

When the pattern is finished the machine stops and the message **"finished"** appears in the display.

If you wish to select a new motif from the card simply press the **"esc"** key and select the number key of the desired pattern.

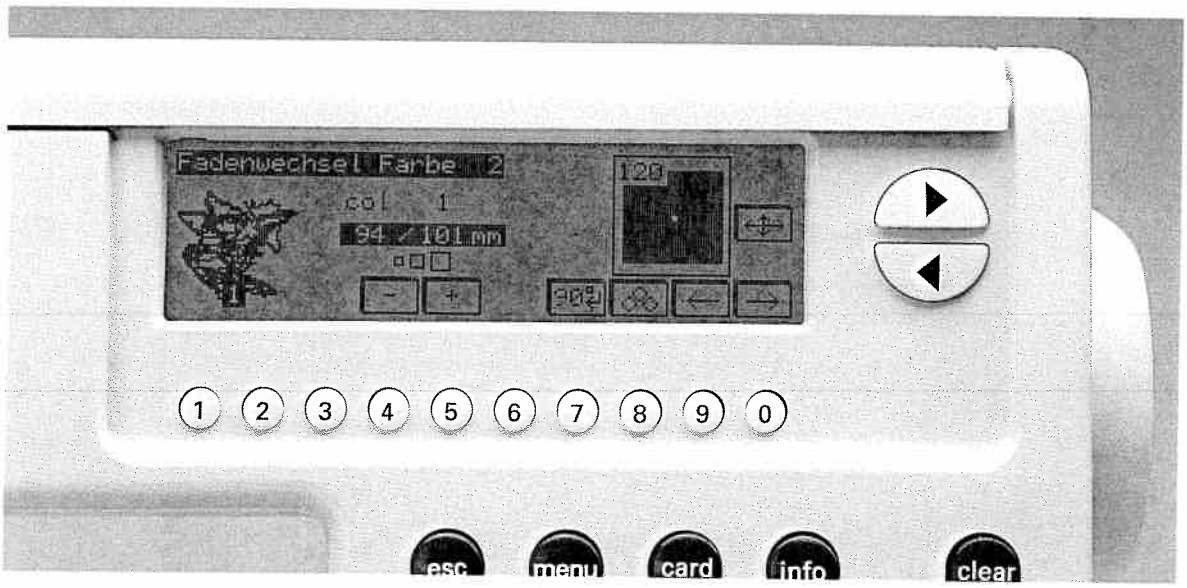
Attention:
To stop the sewing machine, press any key except for the "slow sewing" key. The machine will **stop** the embroidery operation **immediately**. (Do NOT use the Power switch.)

If you press the foot pedal **just briefly**, the machine will also **stop**.



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Embroidering/multicolor

The patterns can be embroidered with various colors.

Select a pattern, e.g. pattern no. 1. The following messages appear in the display:

- Cover and insert frame 120
- Lower feed dog
- Insert a full bobbin
- Attach embroidery foot and bring lever to embroidery setting.

After you have carried out these steps press the **"O.K."** key.

In the display you will see the pattern and the symbol **"col 1...7"**. If you now press key **8** the various color segments will be displayed. At the same time the message col 1, col 2... etc. appears for every segment.

In the pattern list for each Creative Fantasy card, you will find the desired pattern with a color suggestion which can also be changed to another color.

Make sure you have the required threads prepared in the order listed.

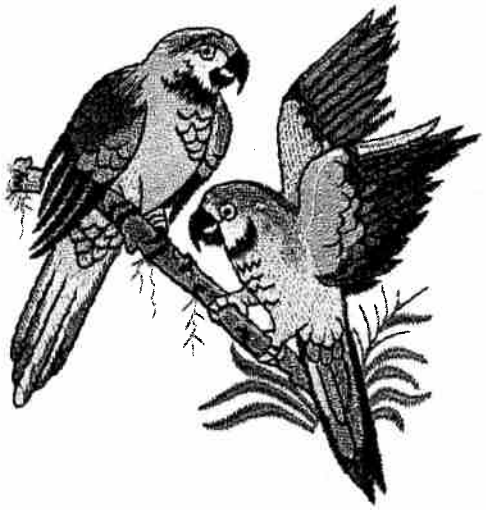
Select the symbol **"col 1...7"** with key **8**, thread the first color and begin to embroider. The machine embroiders the first color segment and stops with the message:

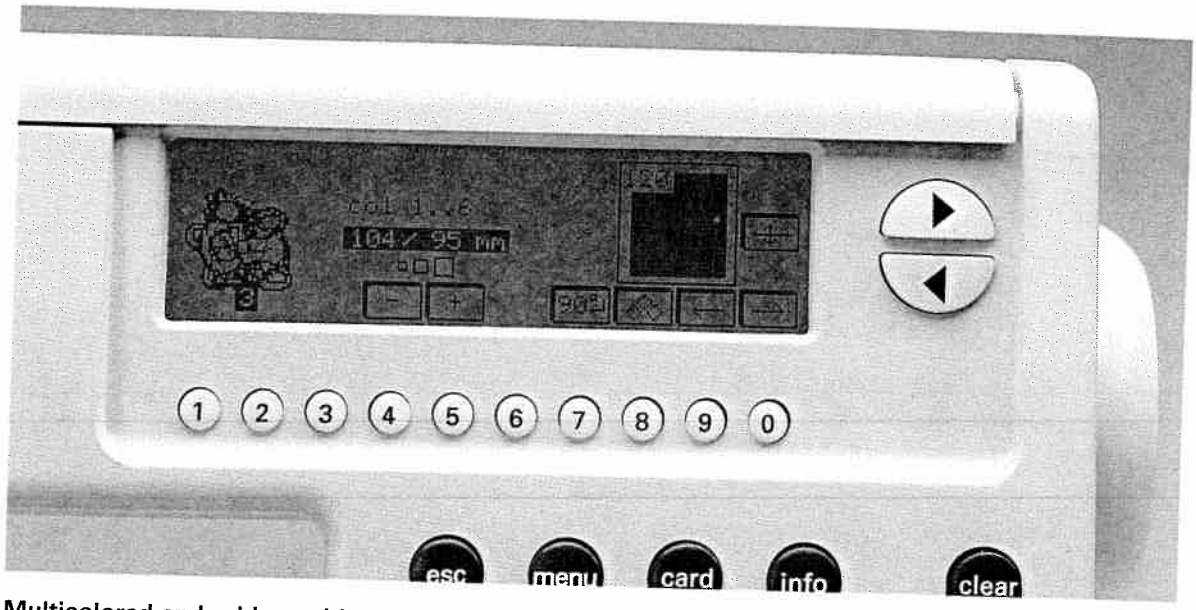
Thread-change color 2

Change the needle thread and restart the machine by pressing the foot pedal again. After beginning to embroider, press the **"O.K."** key. Now you can release the foot pedal. The machine continues embroidering until the next thread change. The following message appears:

Thread-change color 3

Repeat the above procedure until all thread changes are completed. The machine finishes embroidering the last color, displays **"finished"** and moves to the middle of the pattern.





Multicolored embroidery with repeating colors

If a pattern has several colors which are repeated in the pattern, proceed as follows: Select pattern no. 3 for example.

In the display you will see **"col 1...6"** for multicolored embroidery. In the pattern list you will see the order of the colors. Organize the colors in the order listed and begin with the first color as described on page 23. After the **first** color the machine stops and displays the message:

Thread-change color 2

After the second color change you will see the message:

Thread-change color 3

And so on. After the sixth color change you will see the message:

Thread-change color 4

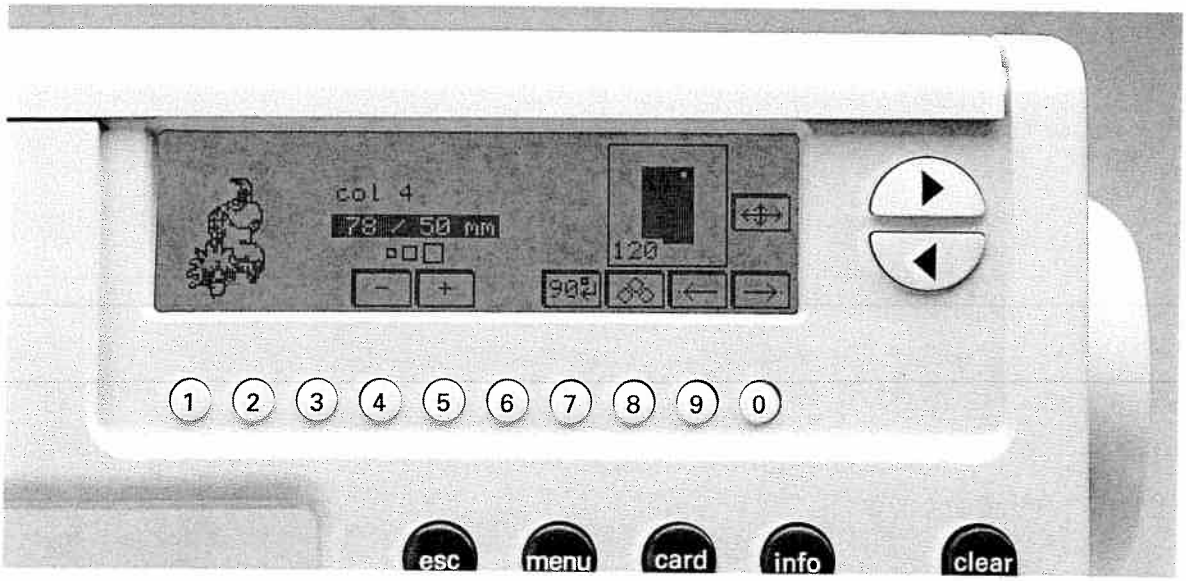
Thread the fourth color again and embroider this segment until it is completed.

Now all segments have been embroidered and the following message appears:

"finished".



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Embroidering individual segments

It is also possible to embroider individual segments of a pattern. For example, if you wish to embroider only the contour of pattern 16, select the segment **"col 4"** with key **8** and embroider it.

After finishing the segment you will see the message **"finished"** in the display.

If you wish to return to the beginning of this segment after finishing the embroidery, press the pattern start key **(14)**. In the display you will see the following message:

Thread-change color 4

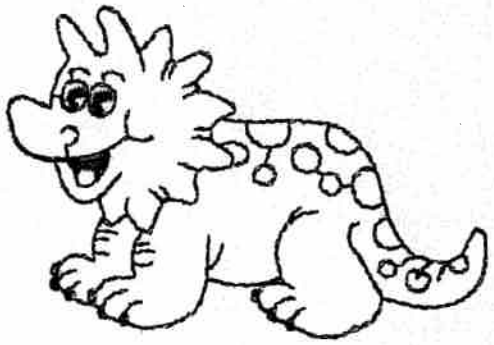
If you wish to return to the beginning of this segment **while** embroidering, interrupt the embroidery operation and press key **8**. The following message appears in the display:

Return to beginning of this color!
OK?

If you wish to select another segment of the pattern, after embroidering press the key **8** until the desired color segment appears.

If you wish to select another segment **while** embroidering, interrupt the embroidery operation and press first the pattern start key **(14)** and then key **8** until the desired color segment appears.

To select another pattern press the **"esc"** key.





Error messages in embroidery mode (see "Creative 7560, page 31, 32)

- **Needle thread broken or empty**

If the needle thread breaks or runs out the machine stops after a max. of 6 stitches and the following message appears:

Attention: Needle thread is broken or supply is empty
OK ?

To resume embroidering at the position at which the thread breakage occurred, press number key **9**. After the display message

Activate foot control
The pattern skips back 6 stitches

activate the foot control briefly.

The machine now skips back 6 stitches. You can repeat this procedure as often as you wish. Then thread the needle thread and press the foot pedal. By pressing the O.K. key the machine finishes embroidering the pattern automatically.

- **Check the bobbin thread**

The bobbin thread supply display blinks when the spool thread is running low. The machine stops and the following message appears in the display:

Bobbin thread is low
OK ?

You can continue sewing if you think that the spool thread is sufficient for the next section. However, the spool thread supply display continues to blink. The display remains lit until a full spool has been inserted and you continue to sew.

- **Presser foot lifter**

The presser foot lifter must be brought to embroidery position before beginning to embroider. If it is not, the machine will not sew when you press the foot control and the message appears:

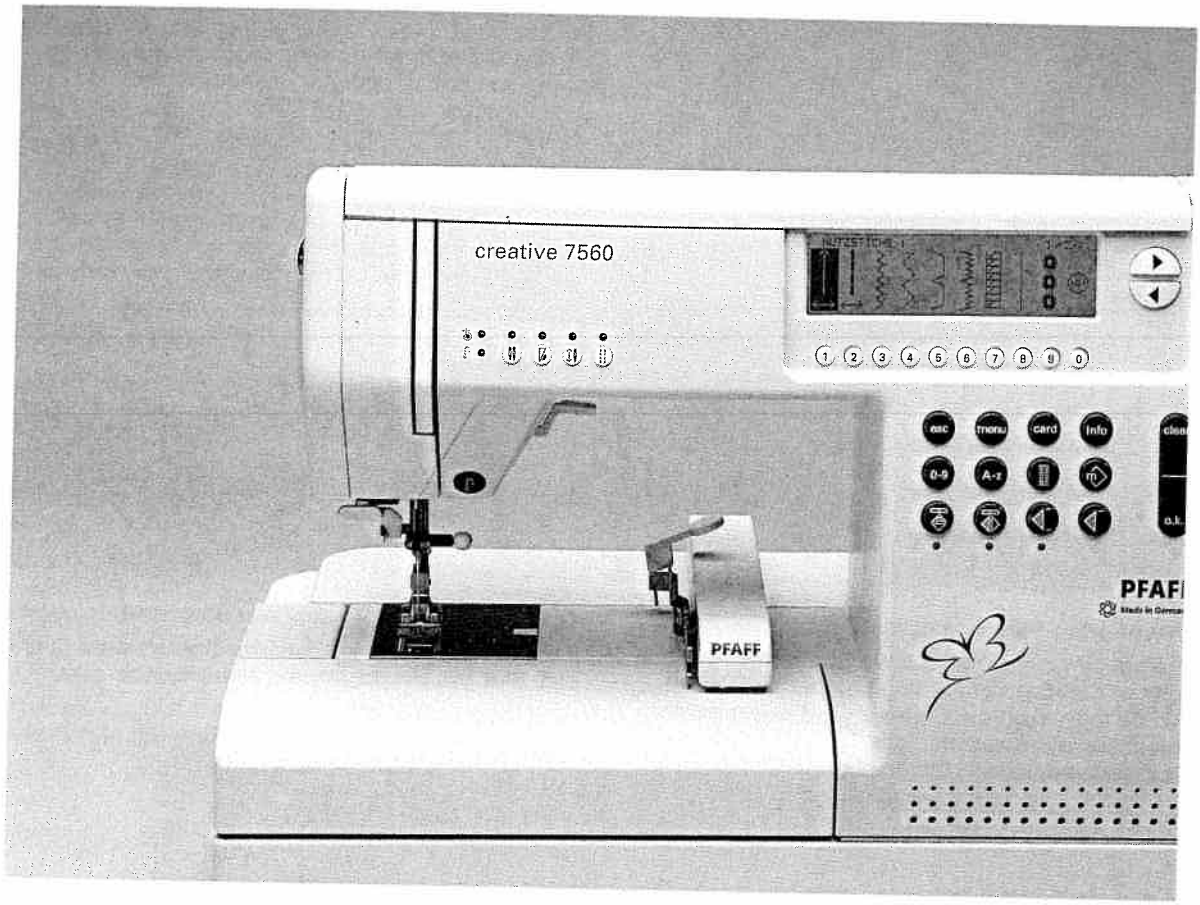
Bring presser foot lifter to embroidering/darning position
OK ?

- **Lower feed dog**

If the feed dog is **not** lowered for embroidering, the machine does not embroider when the foot pedal is pressed and the message appears:

Lower the feed dog
OK ?

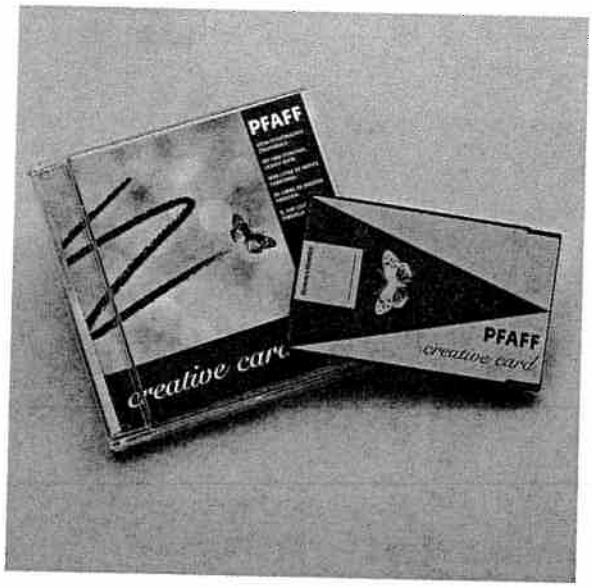
The feed dog **must** be lowered in embroidery mode.



Sewing with the embroidery unit

You have the option of changing from the embroidery program to the sewing program without removing the embroidery unit or having to remove the card from the slot. The embroidery hoop (frame), however, **must** be removed.

Turn the feed dog back on and attach the appropriate sewing foot. Then press the "menu" key **(18)**. The embroidery unit moves to its position on the right so that as much room as possible is created for sewing. However, this option is only recommended for short sewing jobs. When sewing for longer periods or on larger pieces of fabric, it is better to have the convenience of the space by remove the embroidery unit.



Creative Card

Using **PC-Designer Software** (optional extra) you can create embroidery hoop/frame controlled patterns for your Creative 7560. Detailed operating instructions are available with the PC-Designer Software.

In order to store the embroidery patterns that you have created you need **additionally a Creative Card** (optional extra). This is a special card which can be deleted and re-stored as much as you wish.

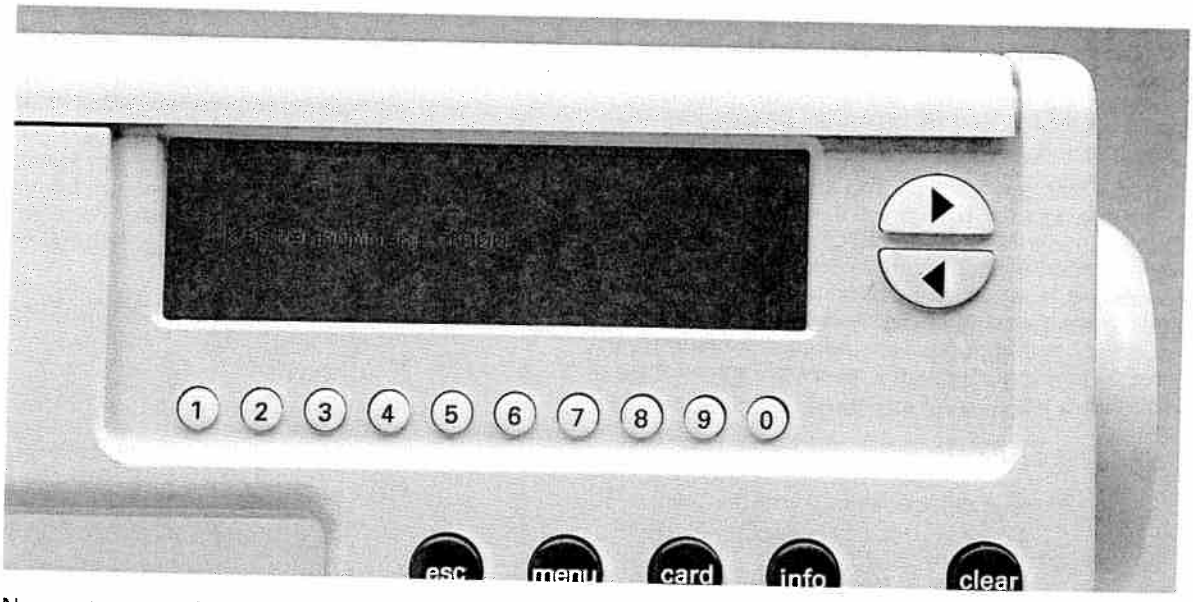
Numbering Personal cards

Before you can store your own embroidery patterns on the Creative Card, it must be numbered first. To do this, insert the Creative Card in the sewing machine and press the **"card"** key. The following message appears in the display:

"card number: 1000 +_"

Tip

If you work with more than one Creative Card take care that you do not use the same number twice.

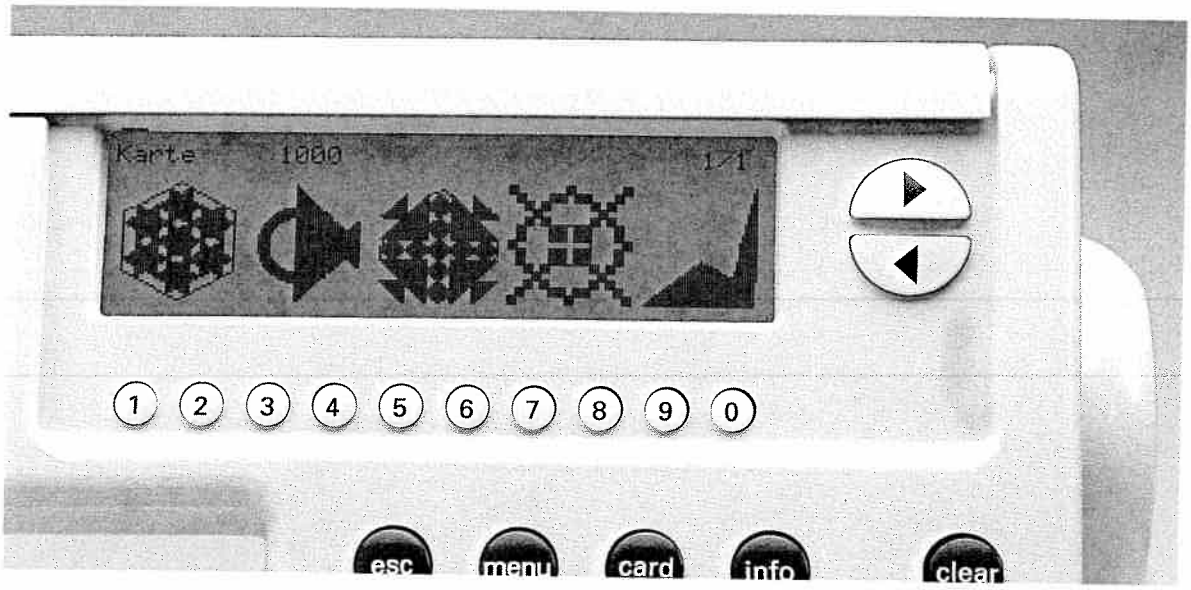


Now enter a number with the number keys between 0 and 999, e.g. 0 and press **"ok"**. The new card number appears in the display **(1000)**, and the question **ok?**

Store the number by pressing "ok" once again. The following message appears in the display:

Card 1000
The card is empty.
Use "clear" to change the card number

If you wish to change the card number then delete the entered number by pressing the "clear" key and enter a new number.



Order of the stored patterns

The patterns stored on the Creative Card appear in the order in which they were stored.

That means that the pattern which was stored last, appears **at the end**.

Call up the pattern required by pressing one of the keys below.



Deleting the Creative Card

You can delete the whole card by keeping your finger pressed on the **"card"** key when switching on the sewing machine.

The message appears on the display:

"The inserted card will be cleared, OK?"

By pressing the **"ok"** key, the Creative Card will be cleared. The Creative Card must then be re-numbered.



Pattern Sequence

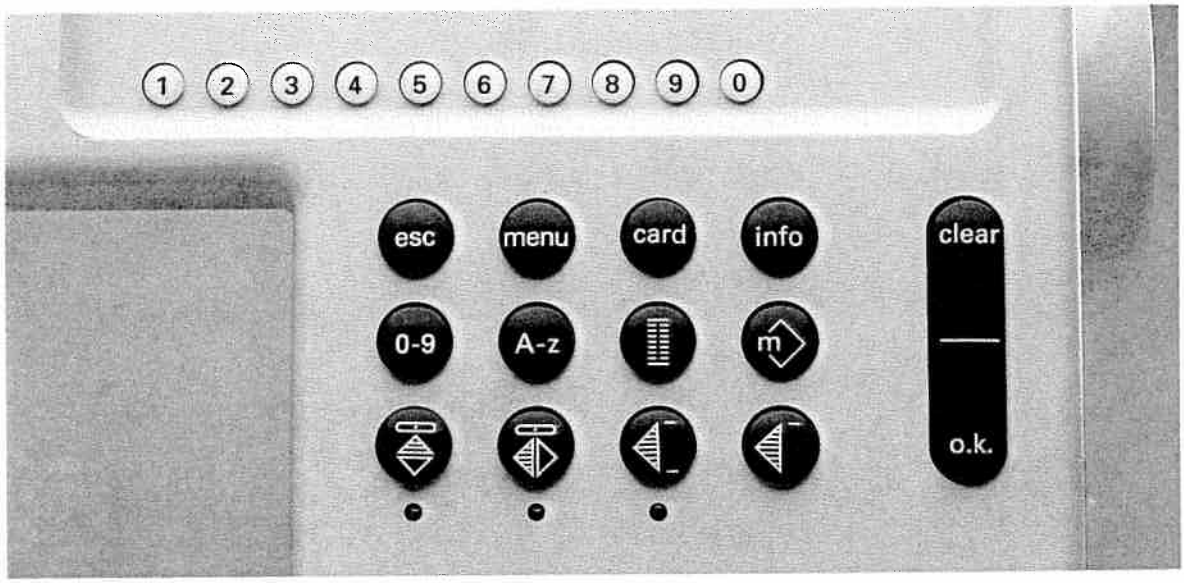
Combining patterns	Pages 32–49
Placing monograms in frames	Pages 50–53
Creating a word sequence	Pages 54–57
Combining motifs with letter sequences	Pages 58–65

LZ

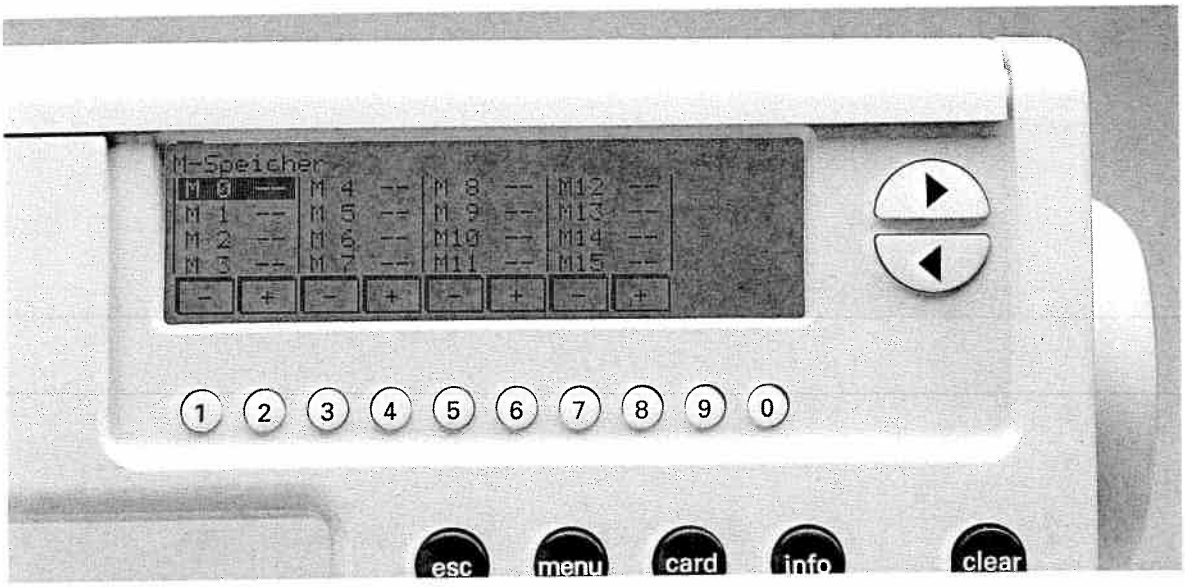
Pattern sequence

If you combine two or more patterns or letters in one M-memory, this is called a pattern sequence.

Insert the Creative Fantasy card "CF 7560" into the slot provided.

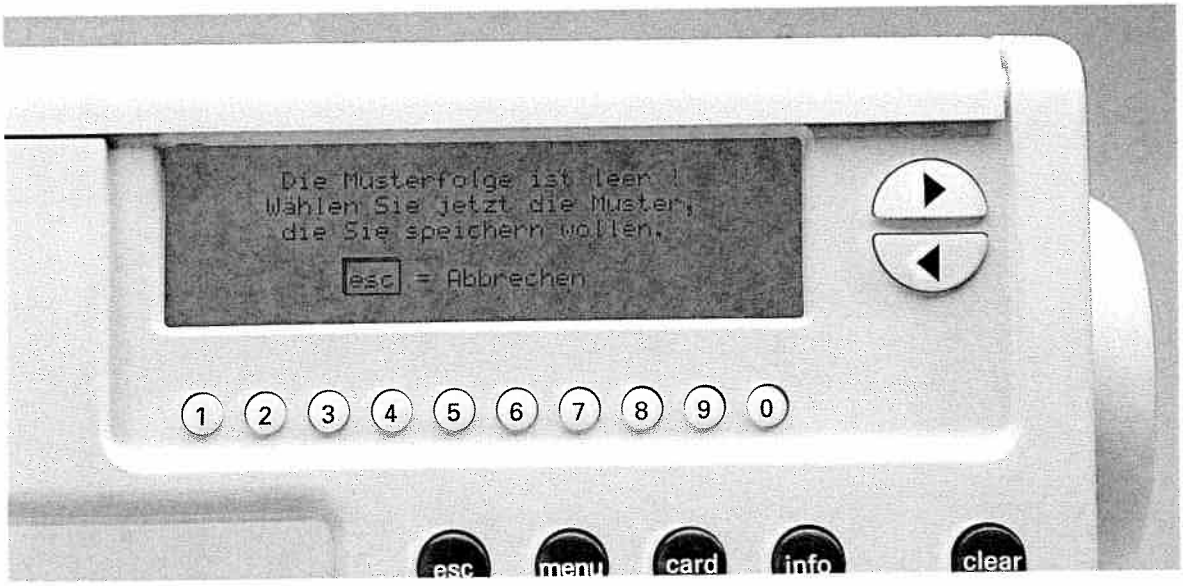


Press the m key to select an M-memory.



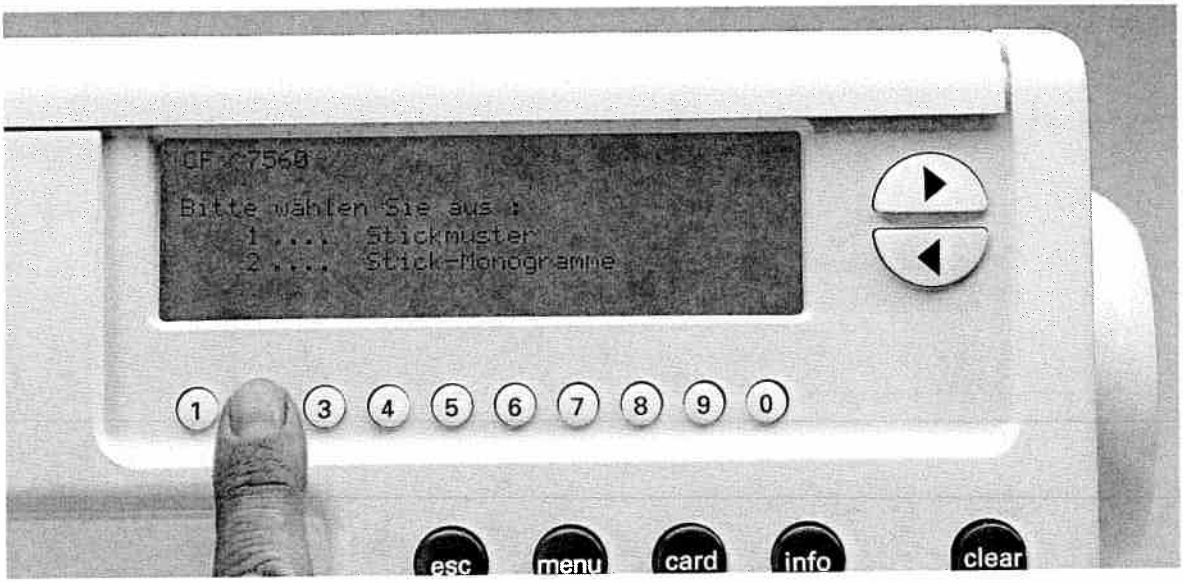
Then you will see the 16 M-memories. Under M and the number of the memory you will find the keys **„–"** and **„+"**. Use the number keys to select a free memory.

The selected memory is given a dark background.



After **confirming** with the **"ok"** key you will see in the display:

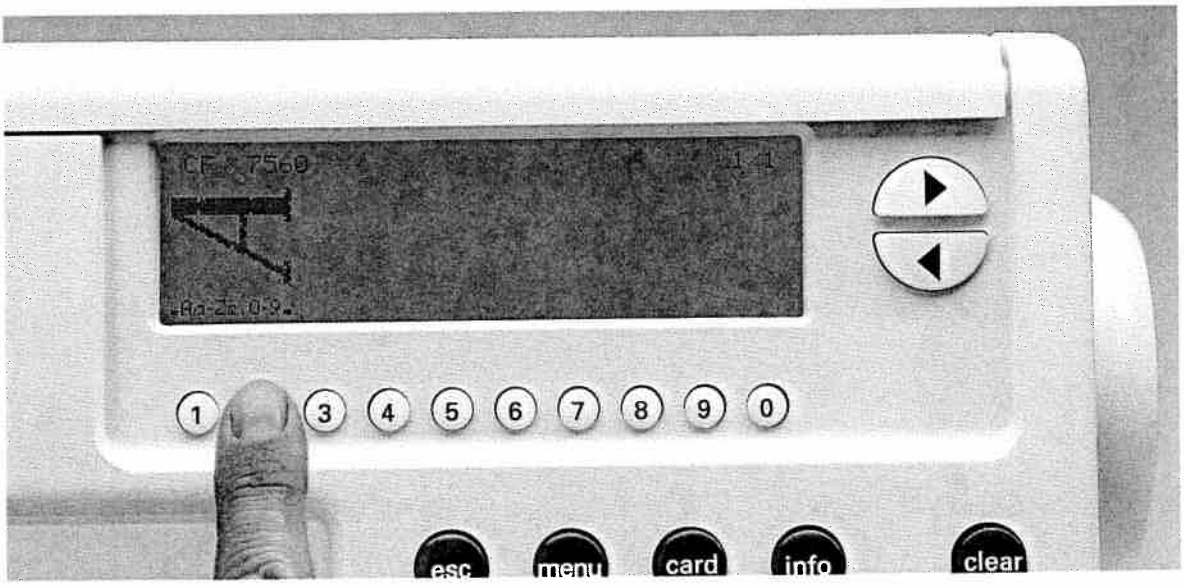
"Empty sequence!
Select the patterns to be stored now.
esc = Abort"



Now press the "card" key.

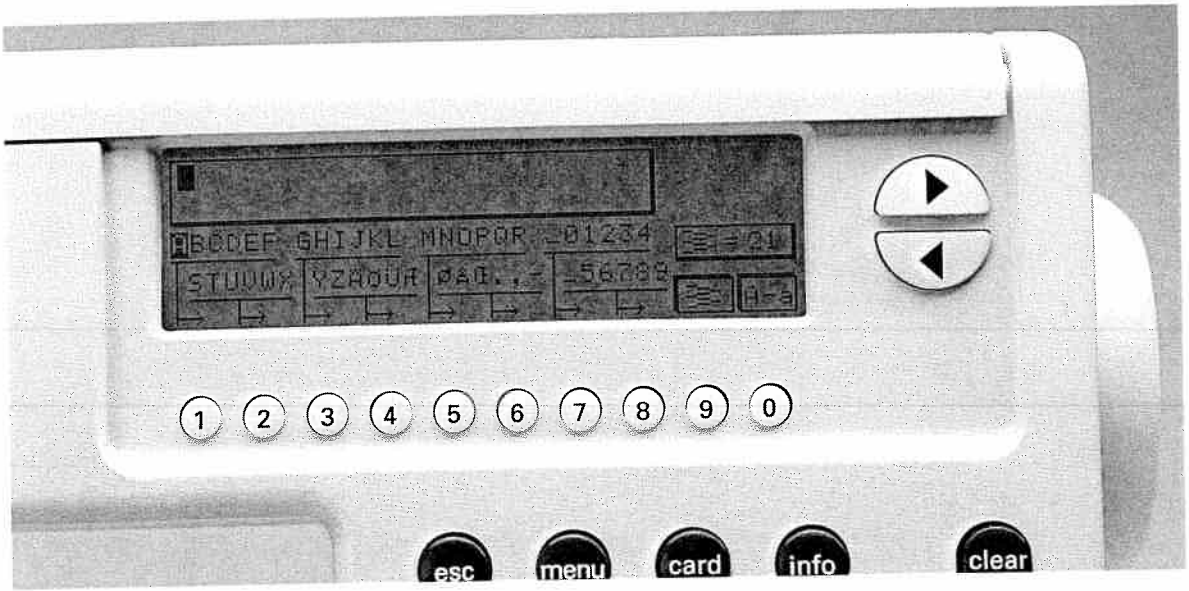
Select the desired pattern group with the number keys, e.g.

2 ... Embroidery monograms.



The alphabet from the Creative Fantasy card CF/7560 appears.

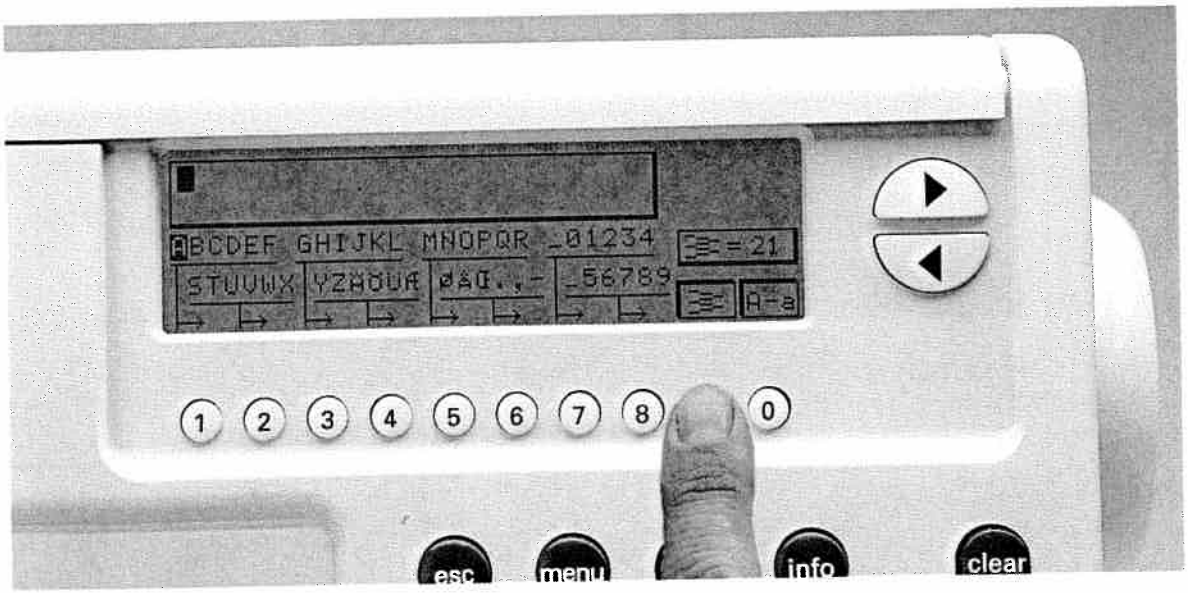
Select the alphabet with the keys below it. (Key **1** or **2**)



In this menu, you can write the desired letter sequence.

There are six letters, punctuation marks or numbers on each line.

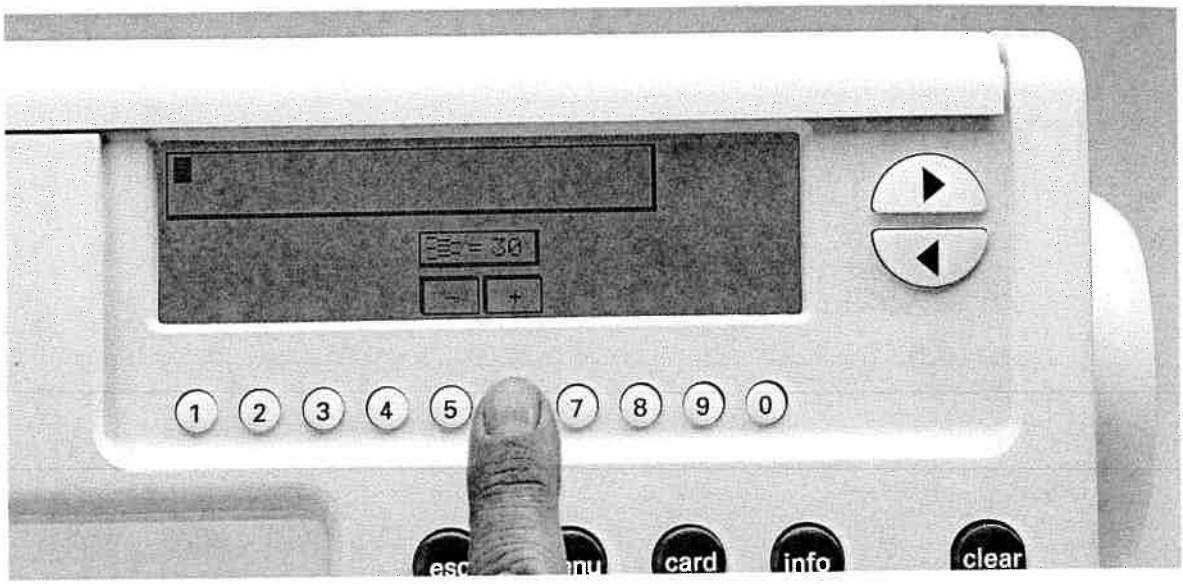
The arrow at the bottom end of the line is located over the number key for selecting either the letters, the punctuation marks or the numbers respectively.



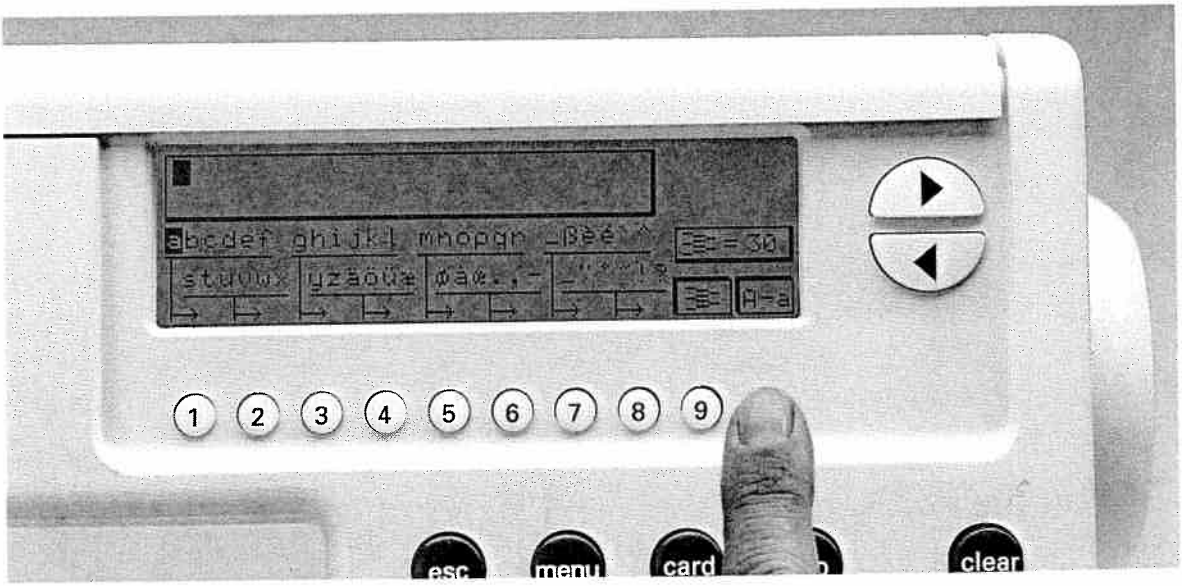
Changing the letter size

If you wish to enlarge or decrease the size of the letters, use key **9**.

Important: Changing the size of the writing must be completed **before** selecting a letter.



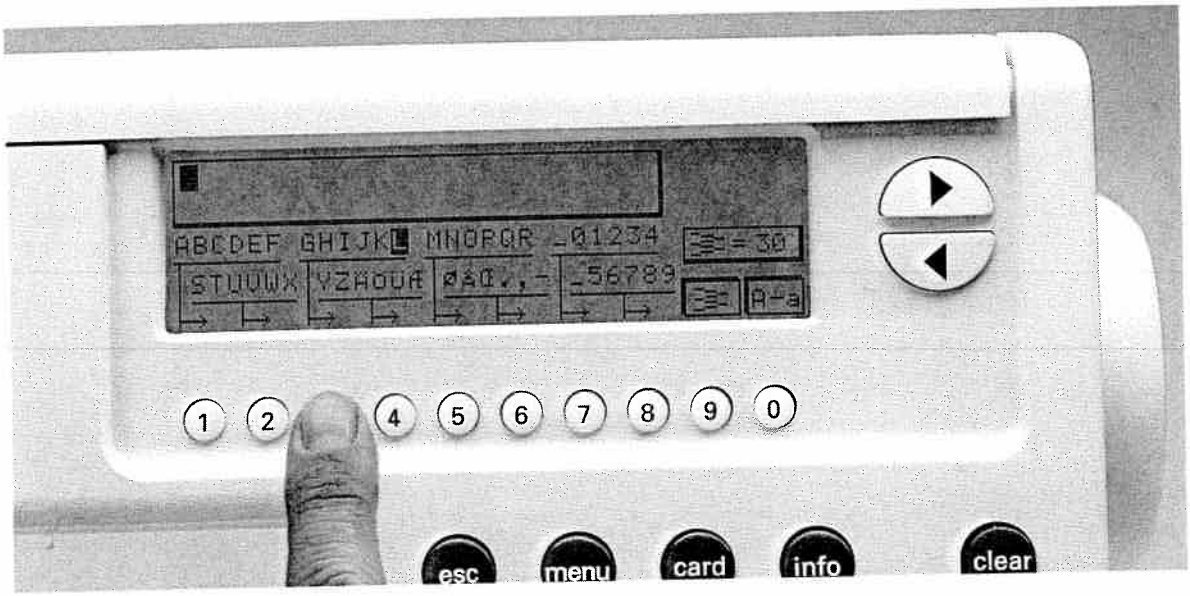
With the keys **5** and **6** you can now determine the size of the alphabet. You can return with **esc**.



Capital/lower case letters

If you press key **0** underneath the symbol A-a, you will get the lower case letters of the respective type font. This function is not available for all alphabets.

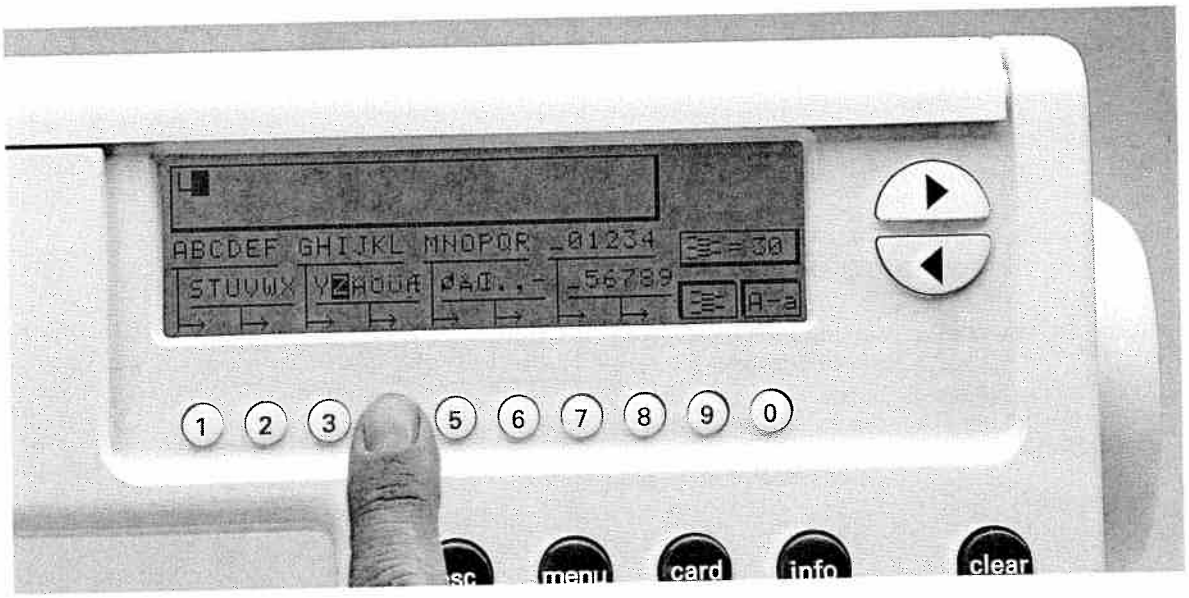
If you press key **0** once more, you will get the capital letters again.



Moving monograms

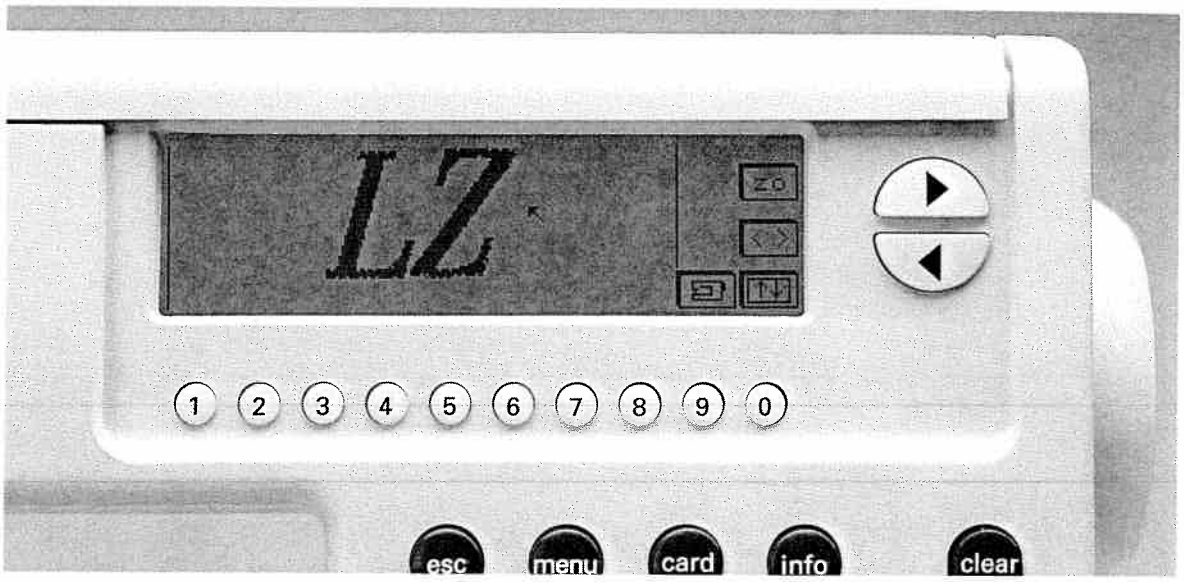
If you want to select the letter **L**, press the **3** key six times. The letter **L** now appears on a dark background.

Confirm your selection by pressing the **"ok"** key. The letter selected appears in the top box.



If you want to select the letter **Z**, press the **4** key twice. The letter **Z** now appears on a dark background.

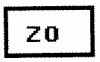
Confirm your selection by pressing the **"ok"** key. The letter selected appears in the top box.



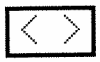
Press the m key to store both letters. In the display you will see the selected letters next to each other.

You will also see a new menu in the right of the display.

With the following symbols you can edit the letters or patterns within a pattern sequence.



Reduce the size of the motif for representation in the display. Zooming has no effect on the pattern sewn. It is merely a visual aid.



The key with the two arrows – left and right – opens a new menu. With the cursor keys next to the letters x and y, you can position the arrow in the display in order to then move the letters .



With the **0** key underneath this symbol, you can access a new menu.

> With both of the large arrow keys (cursor keys)
< you can move the arrow in the display, thus selecting a monogram.



With the **0** key, you can move the screen up and down in the display.



With the **9** key underneath the symbol m–: you can access another new menu. This symbol stands for delete pattern.

The following functions can be activated.



With the key underneath this symbol, you delete the pattern which appears with the arrow in the display.



Delete entire sequence?

If you press the **0** key underneath the symbol the following message appears:

"Deleting entire sequence?"

Confirm with the **"ok"** key or quit this command with the **"esc"** key.



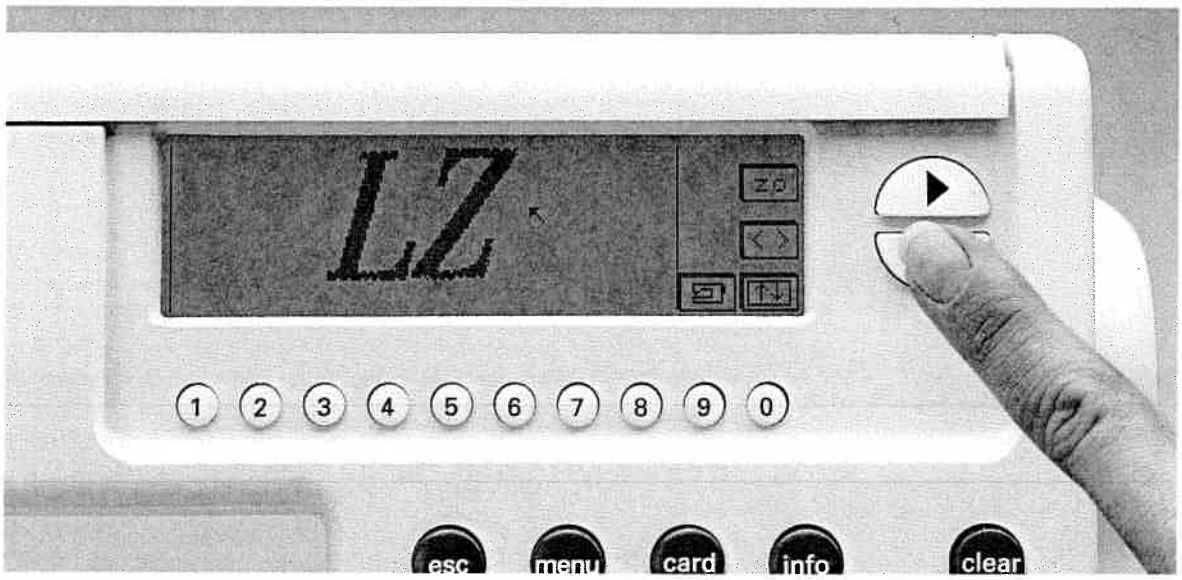
With the **9** key under the sewing machine symbol you access the sewing diagram screen.



By pressing the bottom cursor key you get a menu with the following choices:

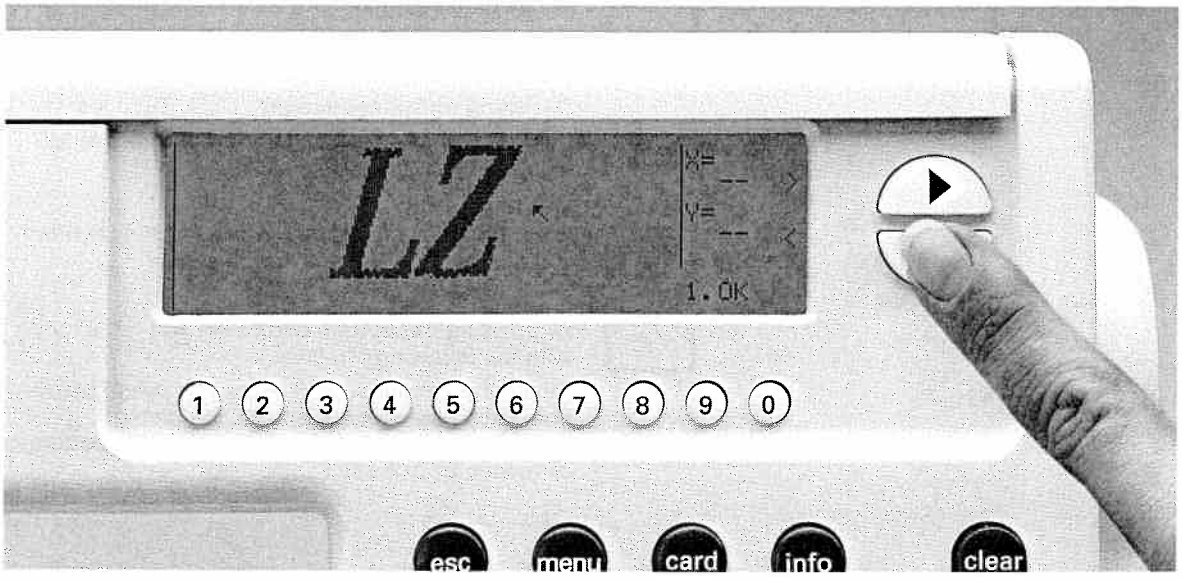
Rotate the pattern sequence by 90°, select individual color segments, skip back the pattern sequence by six stitches, skip forward the pattern sequence by one stitch.

All further symbols and their functions are described on pages 17–20.

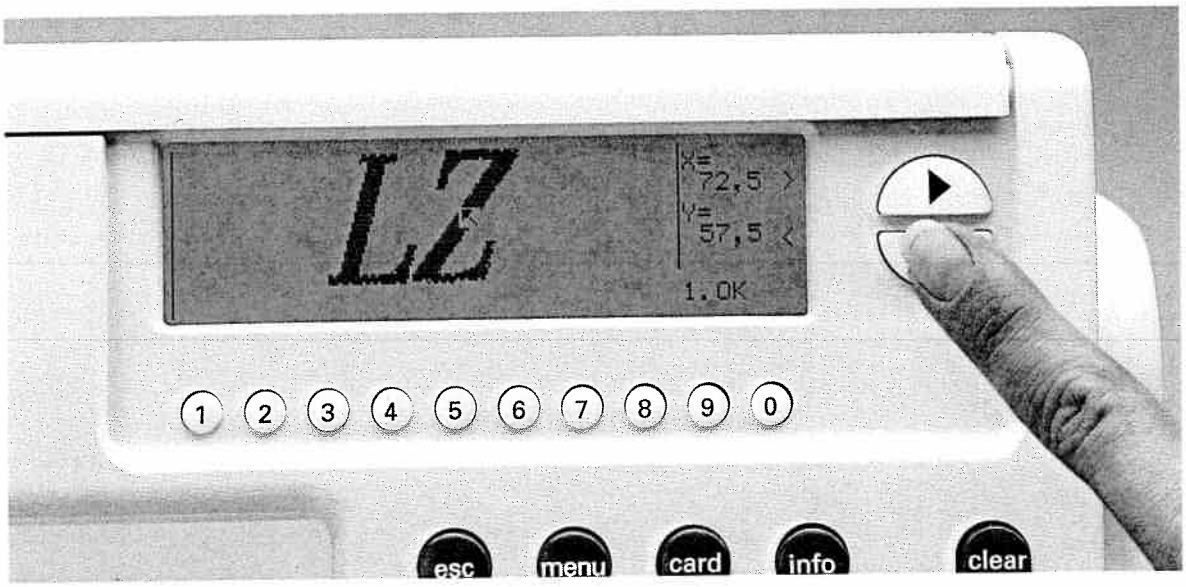


Moving letters

If you wish to move the letters closer together, press the lower arrow key (cursor key) ←. This opens a new menu.

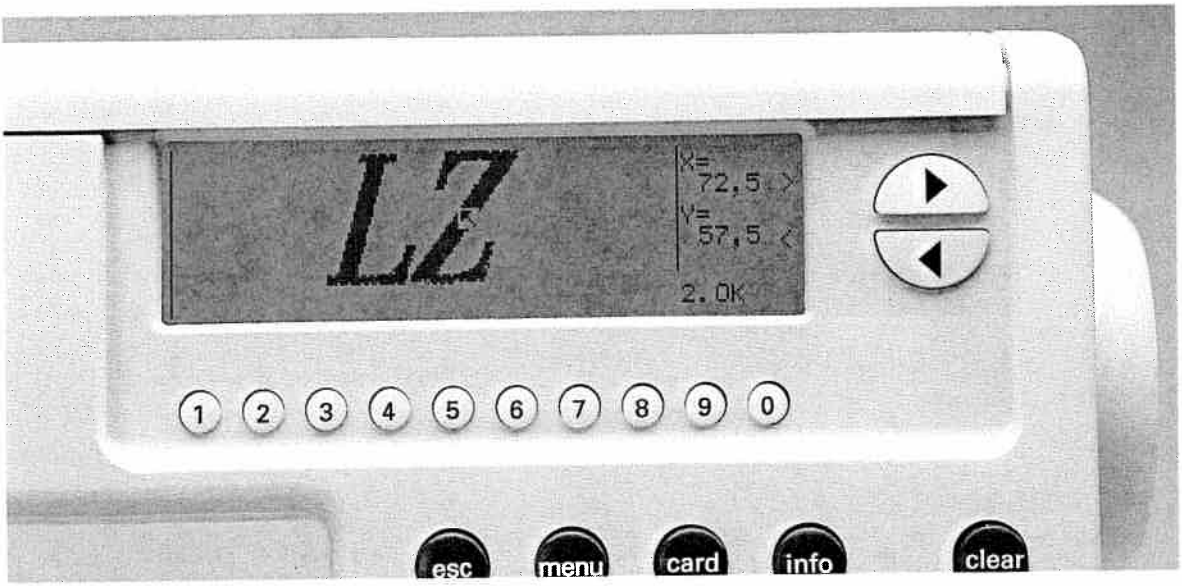


Using the two cursor keys, place the arrow on the letter you wish to move.

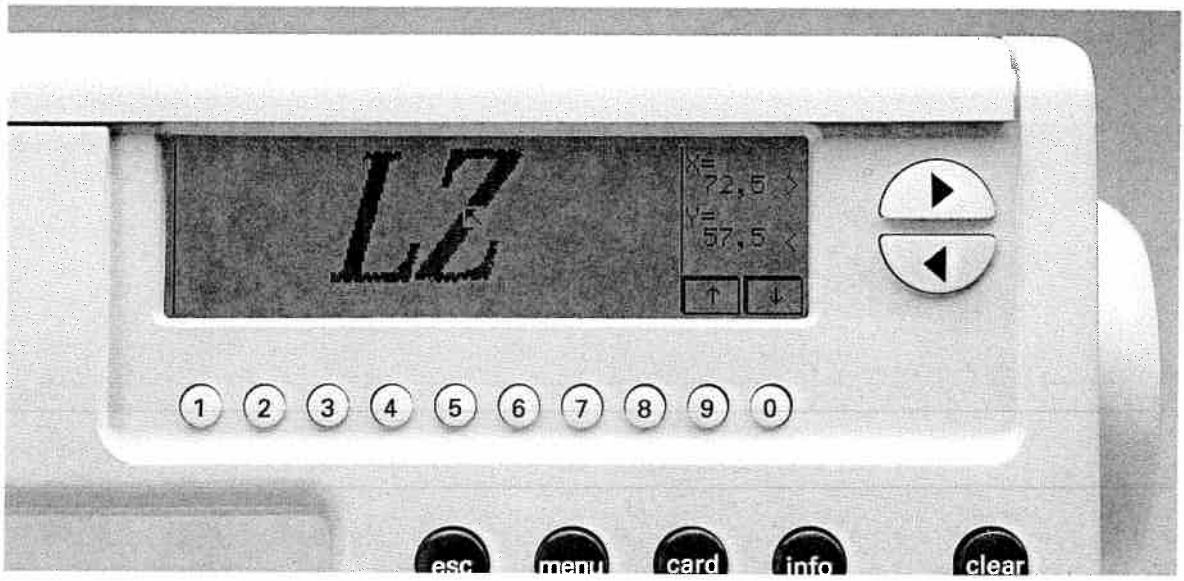


If you want to move the letter **Z**, position the arrow on the **Z**. The coordinates of the letter will appear on the screen.

Confirm the position by pressing the **"ok"** key.

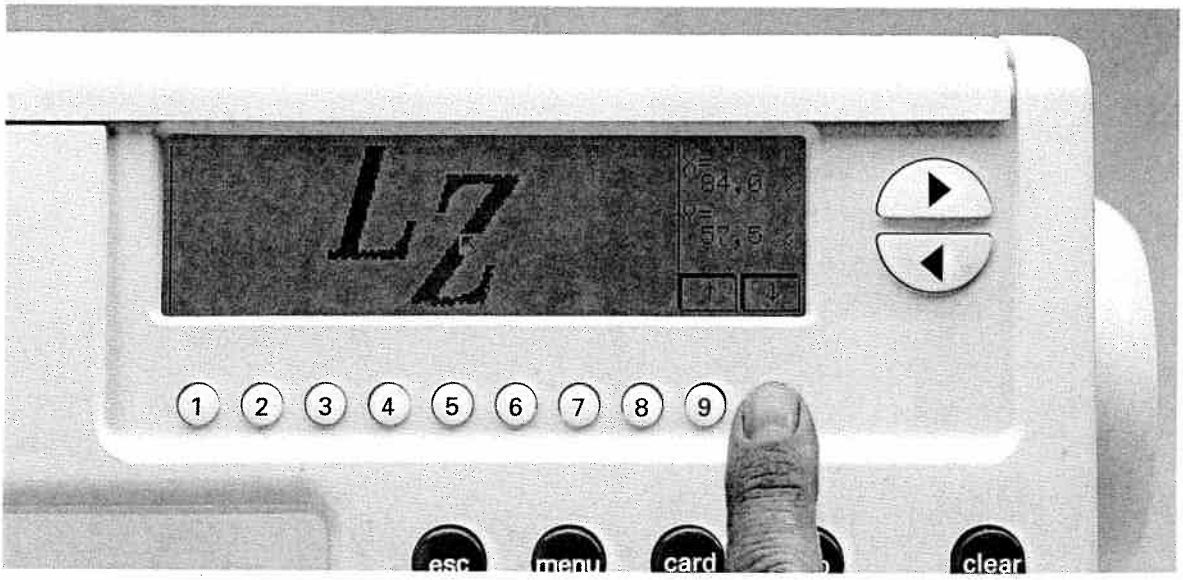


Confirm the position by pressing the **"ok"** key a **second** time.



After a short delay, you will see a new screen.

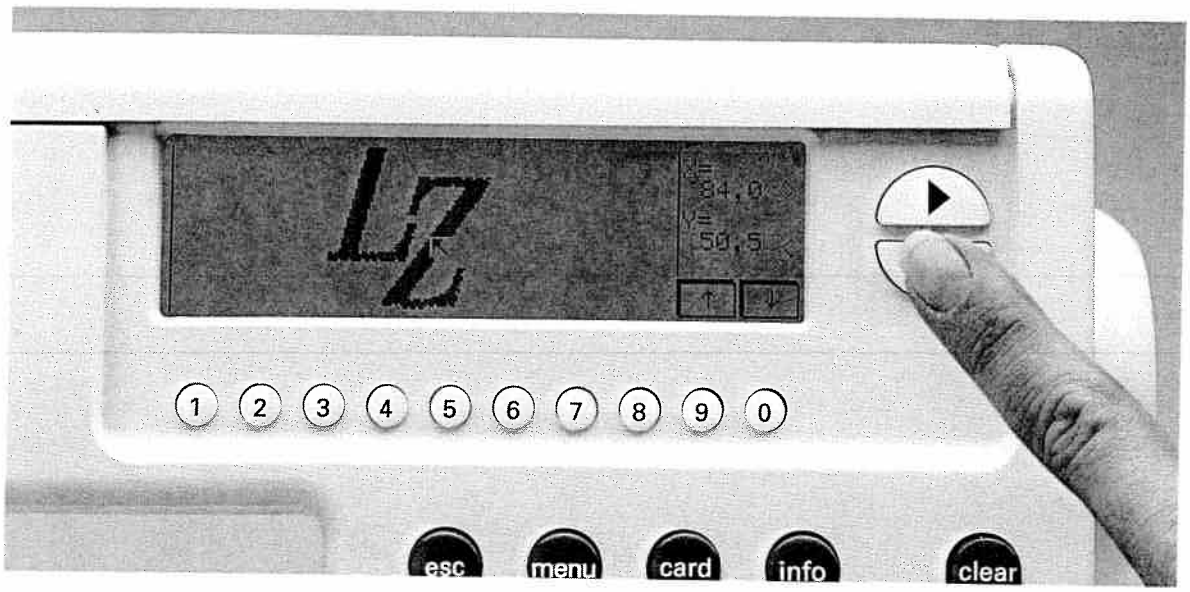
In the display the position of the pattern in the frame is displayed using the x and y values. **x** stands for the vertical value and **y** for the horizontal value. The 0 point is in the bottom left of the hoop or frame.



With the number keys **9** and **0** underneath the symbols [↑][↓], you can move the selected letters up or down.

The coordinate in the display is changed at the same time.

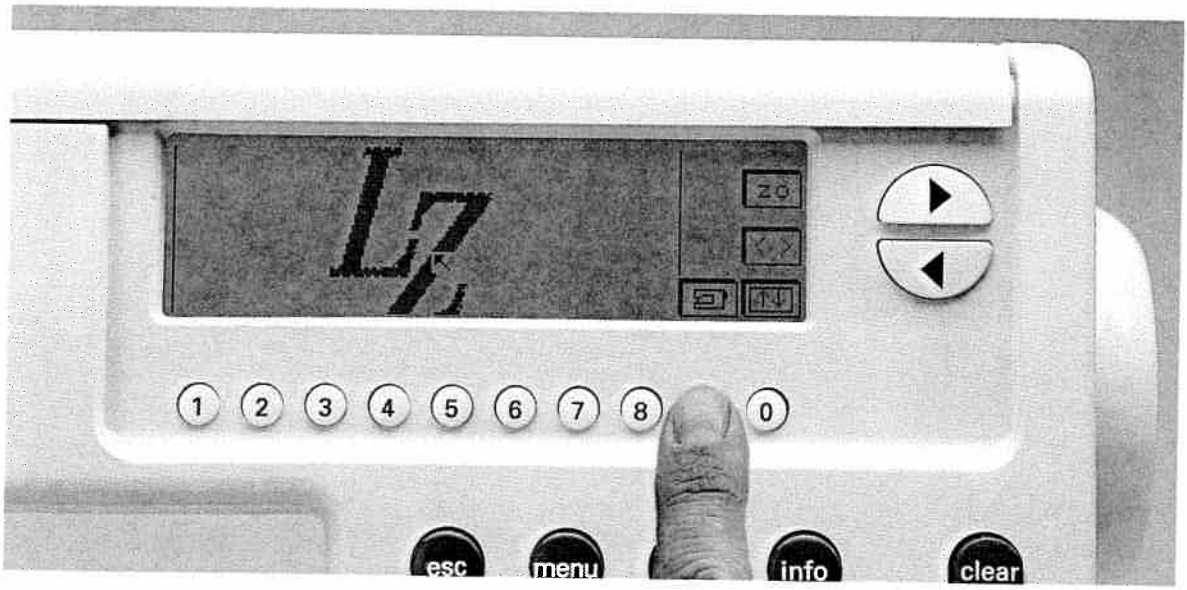
You can also press and hold the corresponding key.



Using both of the cursor keys, you can move the selected letter to the right or left.

The coordinate in the display is changed at the same time.

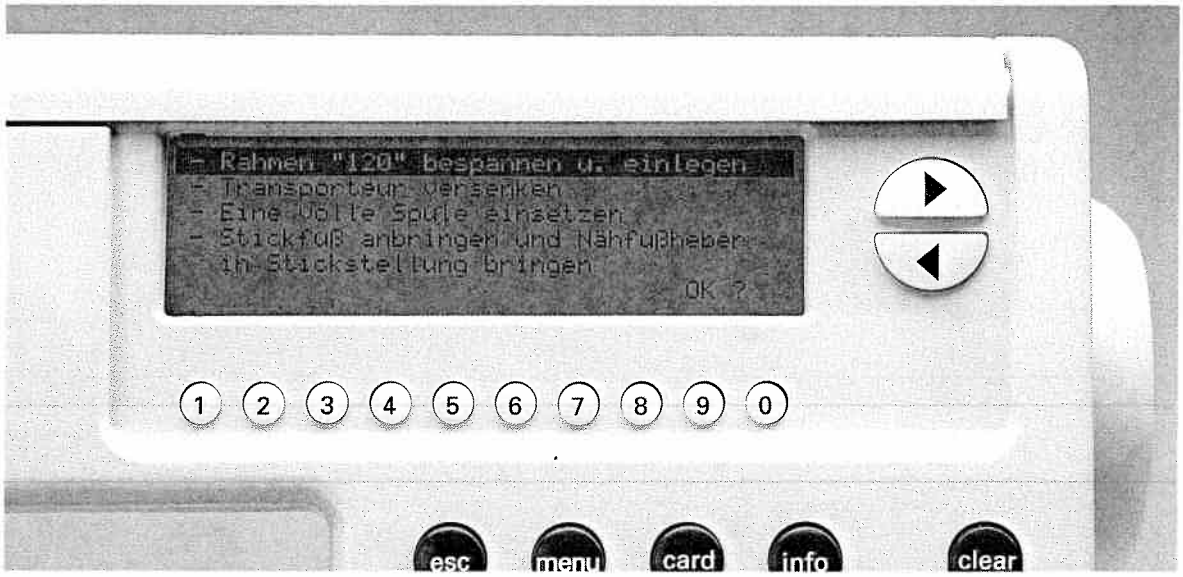
You can also press and hold the corresponding key.



Embroidering the pattern sequence

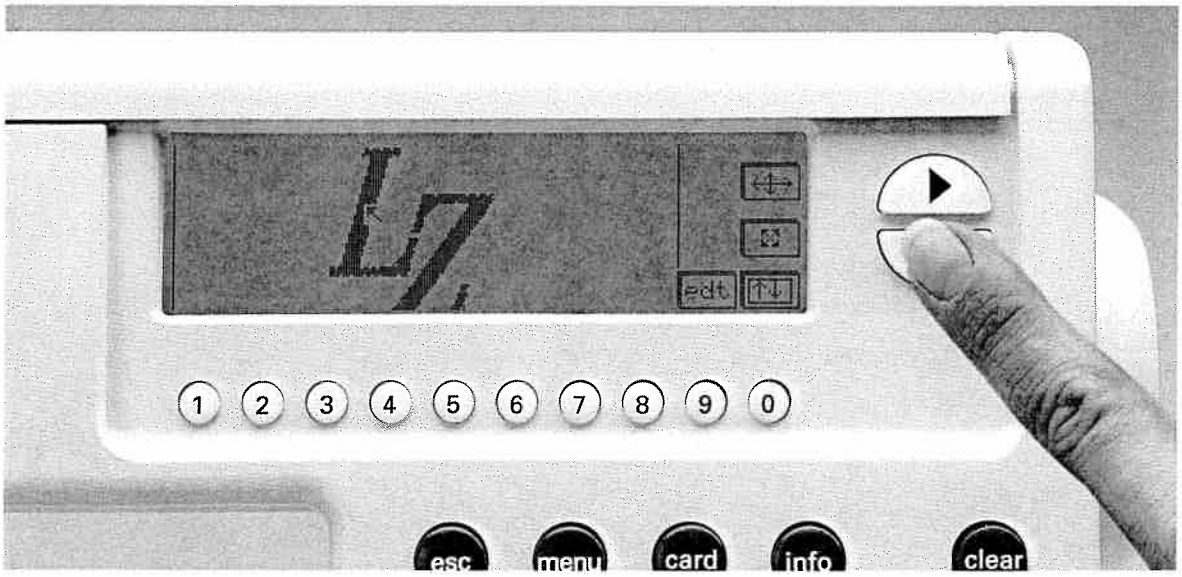
If you have positioned the letter where you want it, press the **esc** key to return to the initial screen.
Or press **"ok"** to move other letters or the cursor.
With the **9** key underneath the ▭ symbol you enter the sewing screen.

You can now embroider the pattern sequence.

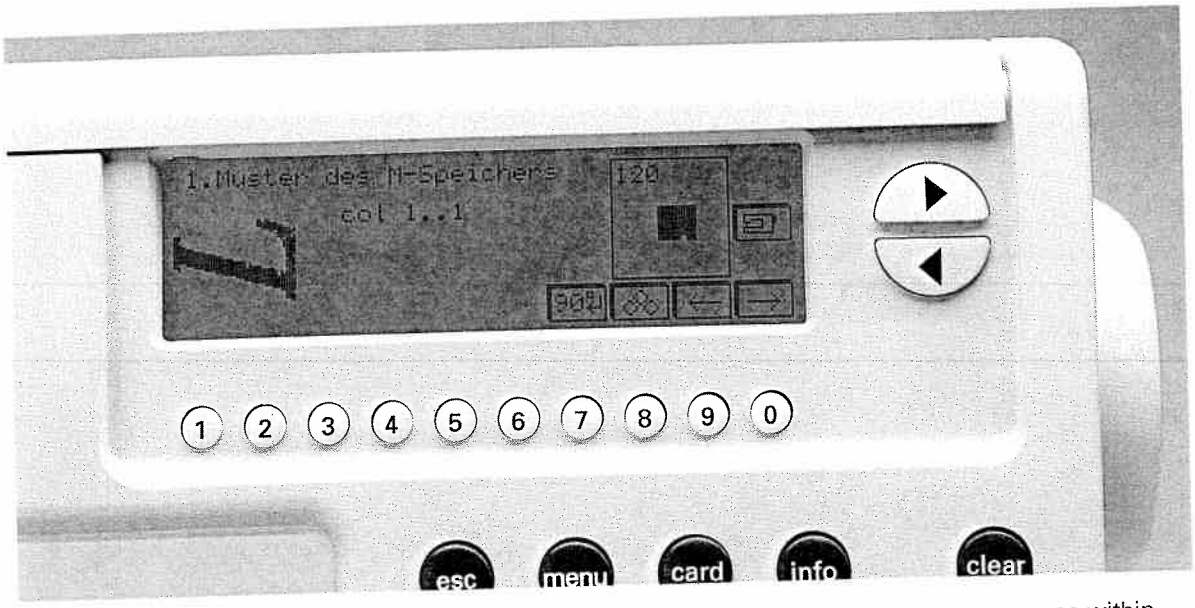


The embroidery frame moves into position. If you have fulfilled all the requirements in the display, confirm with **"ok"**.

Now you can embroider the pattern sequence.



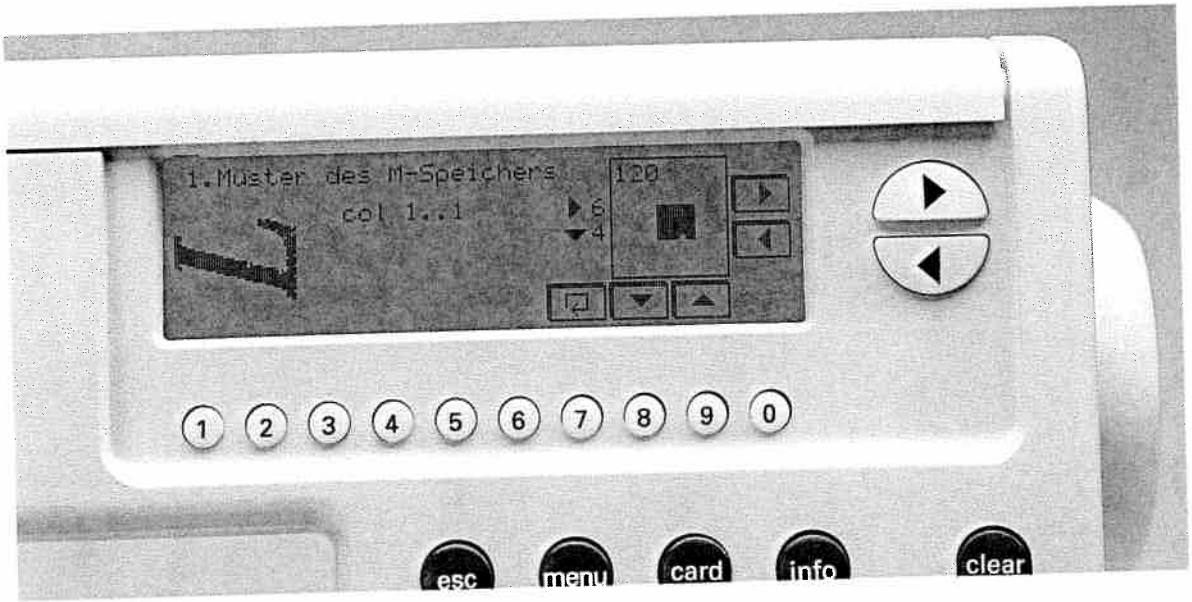
By pressing the lower cursor key next to the ⊠ symbol, you will obtain the following menu.



You now have the option of rotating the pattern sequence by 90° at a time (key **7**) and selecting individual color segments (key **8**).

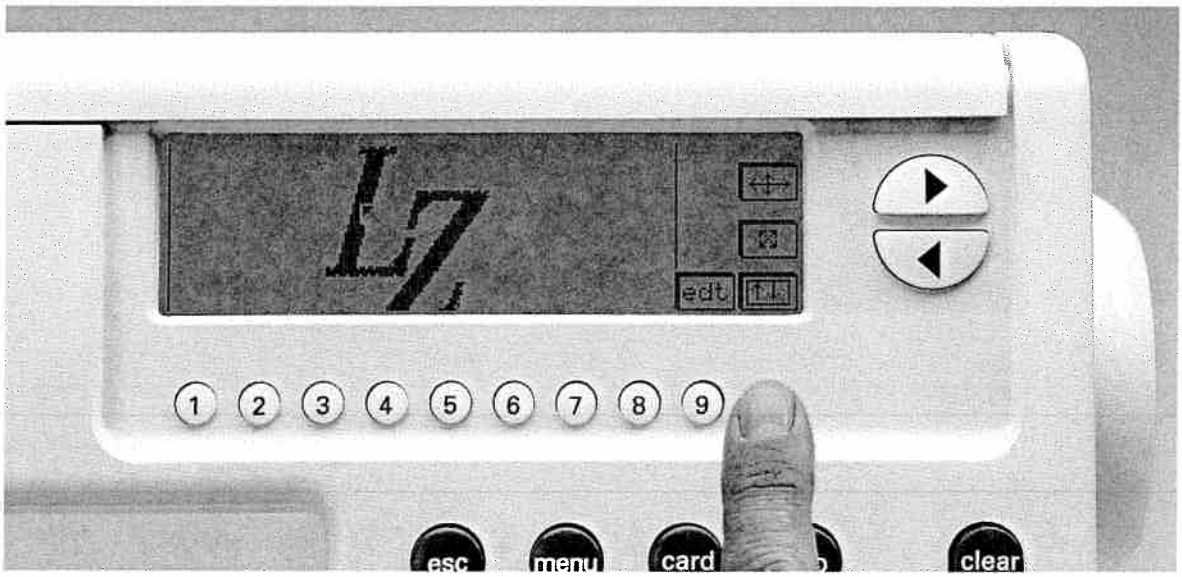
You can also skip back the pattern sequence by 6 stitches (key **9**) or skip one stitch forward (key **0**).

If you want to move the pattern sequence within the embroidery frame, press the upper cursor key twice now.



You will get a menu with four arrows. Using the keys **8** and **9** as well as both of the cursor keys, you can now move the pattern sequence.

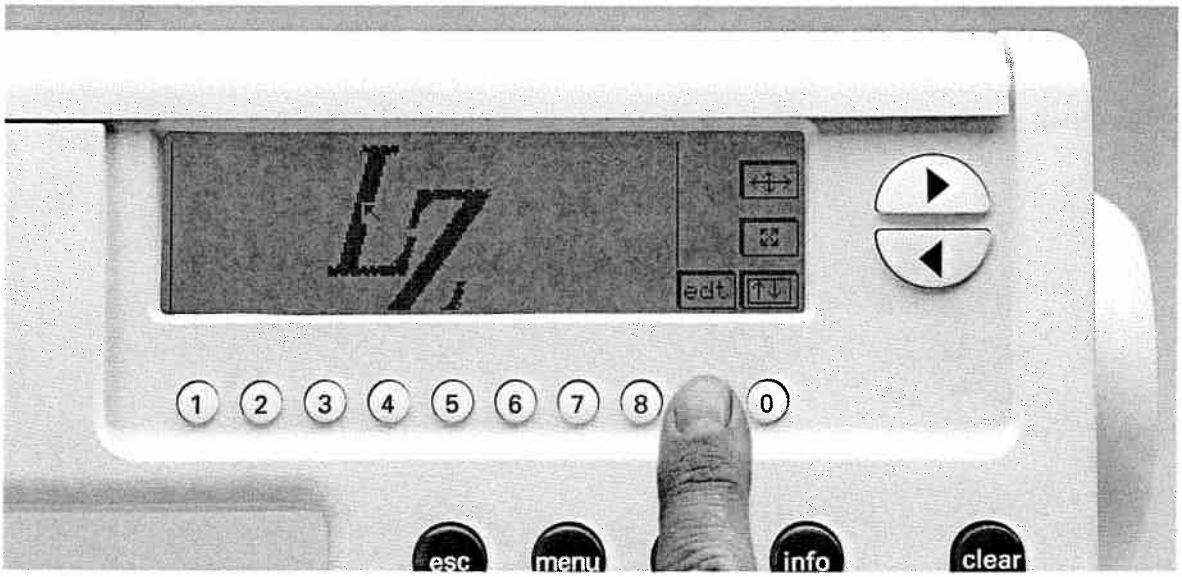
Afterwards, you can embroider the pattern sequence or return to the previous screen by pressing the key **"esc"**.



With the **0** key underneath the ↑↓ symbol, you can view the letters one after another.

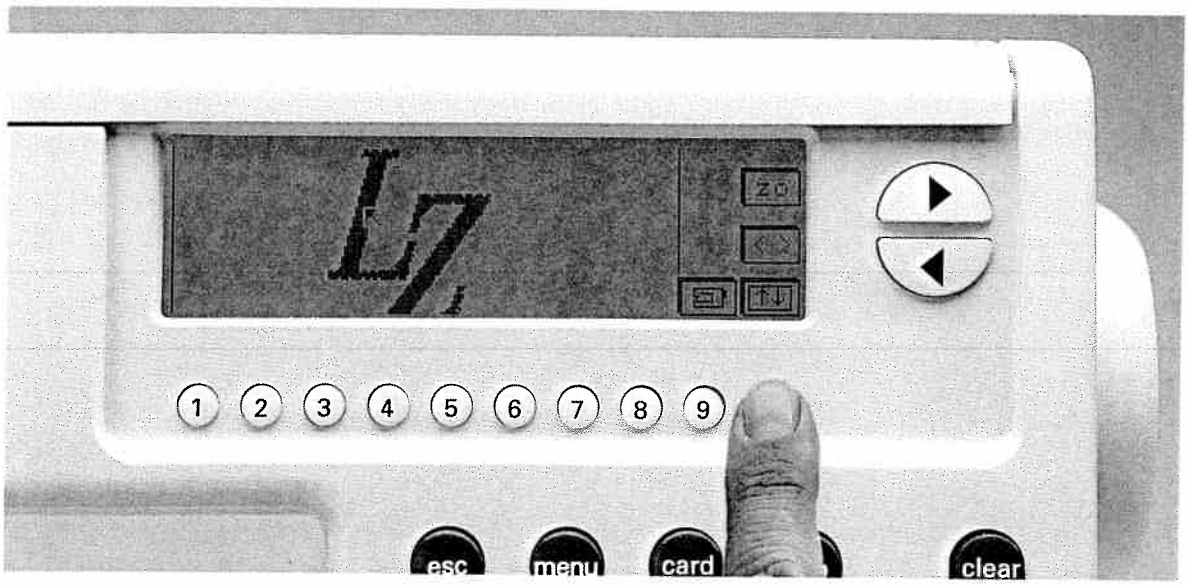
Tip:

You are now in the sewing screen.

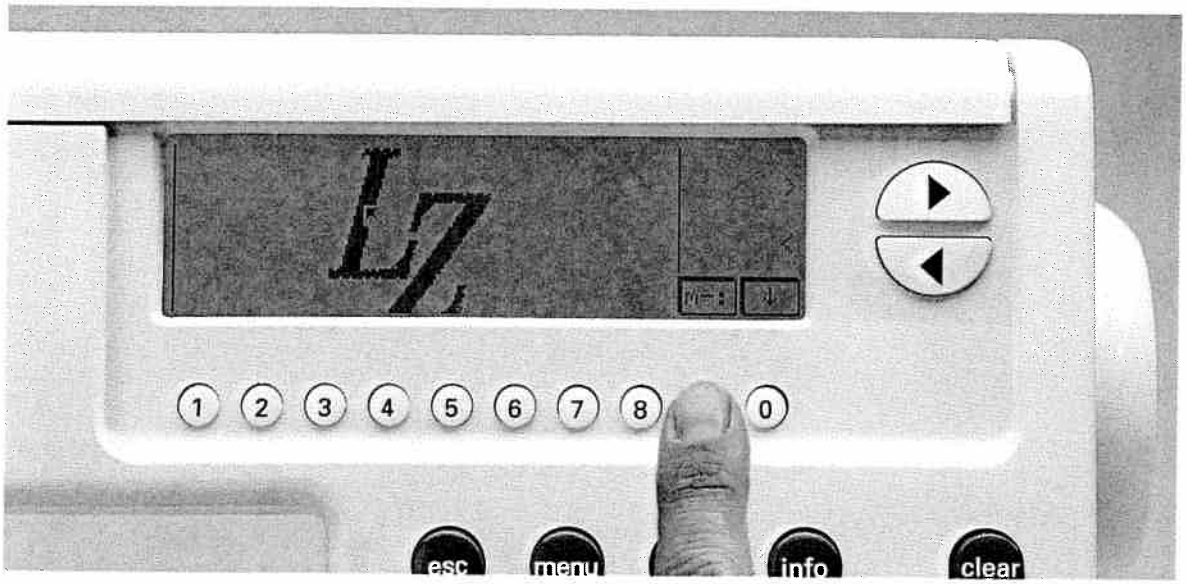


Deleting a letter

To delete a letter press **"esc"**, to return to the previous screen and then the key underneath **edt**.



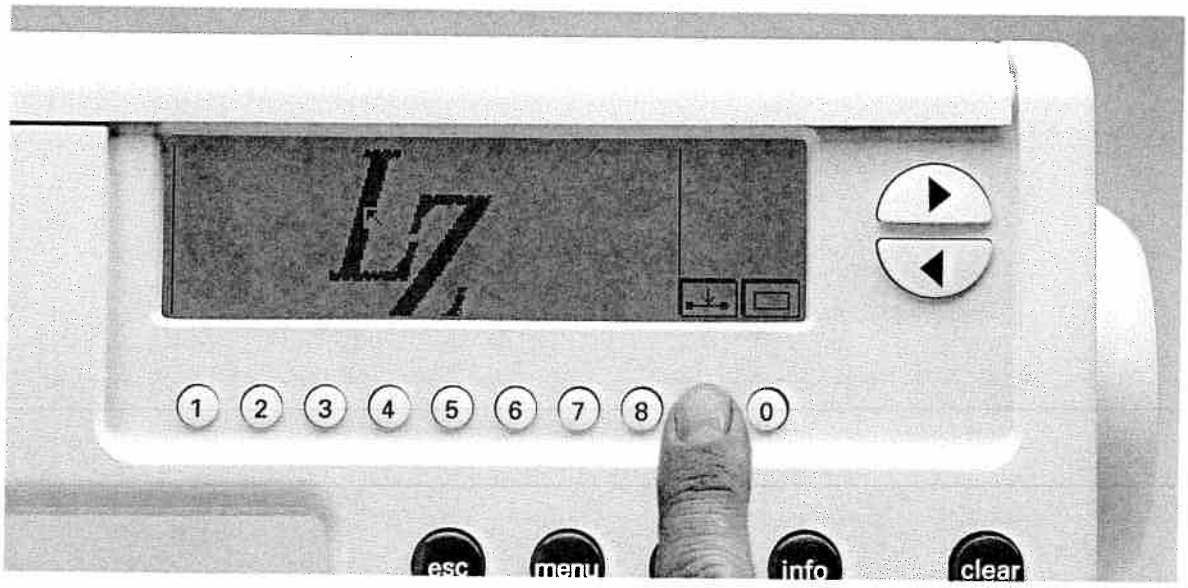
Use the **0** key underneath the symbol [↑↓] to call up a new menu.



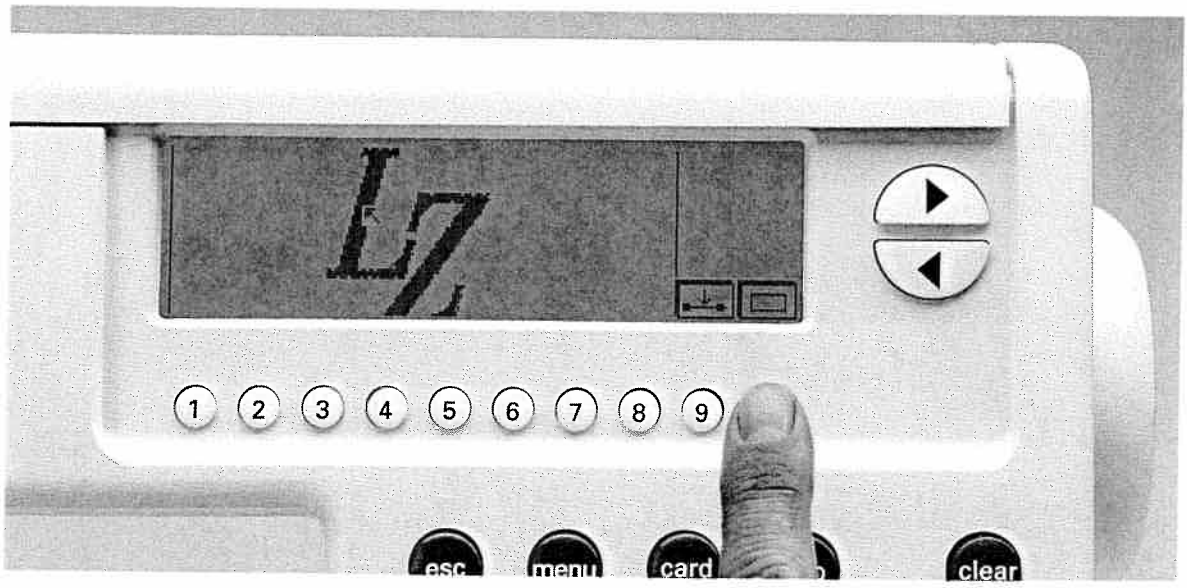
Place the arrow on the letters to be deleted using both cursor keys **(8)** next to the symbols > and <.

You can view the contents of the M-memory using the **0** key under the symbol [↓].

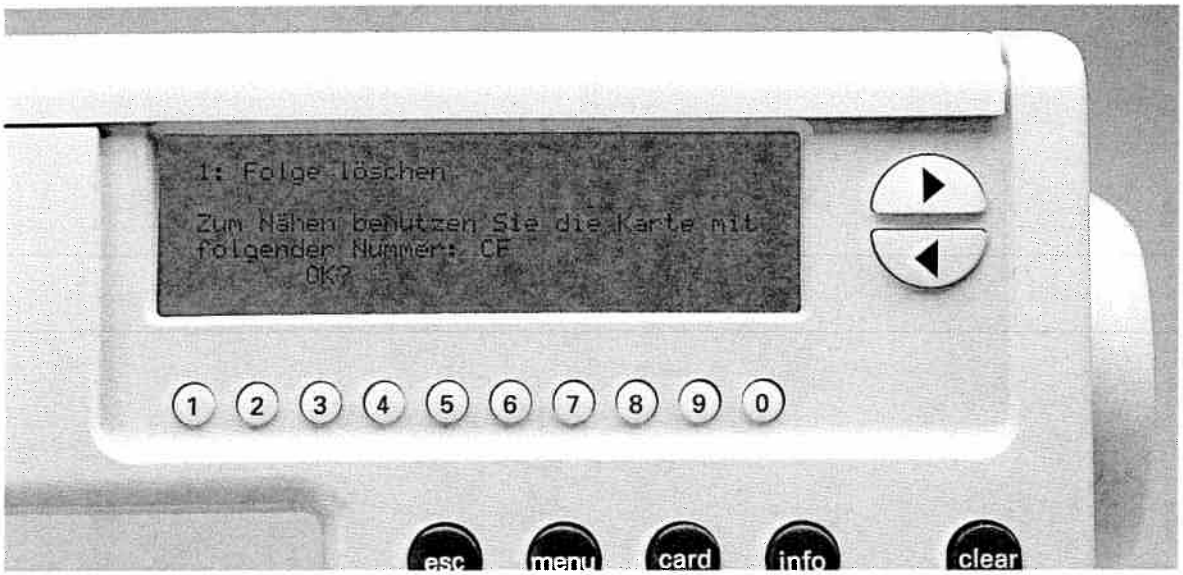
With the **9** key under the symbol [m-:] you can call up another menu.



With the **9** key under the symbol ⌨ you delete the letters under the arrow.



With the **0** key underneath the ▭ symbol you call up the question **"Delete entire sequence?"**. With the **"ok"** key you can delete the entire sequence. Use the **"esc"** key to interrupt this function.



Deleting an entire pattern sequence of the M-memory

There is another way to delete the entire pattern sequence of the M-memory:

Remove the Creative Fantasy card and select the M-memory to be deleted.

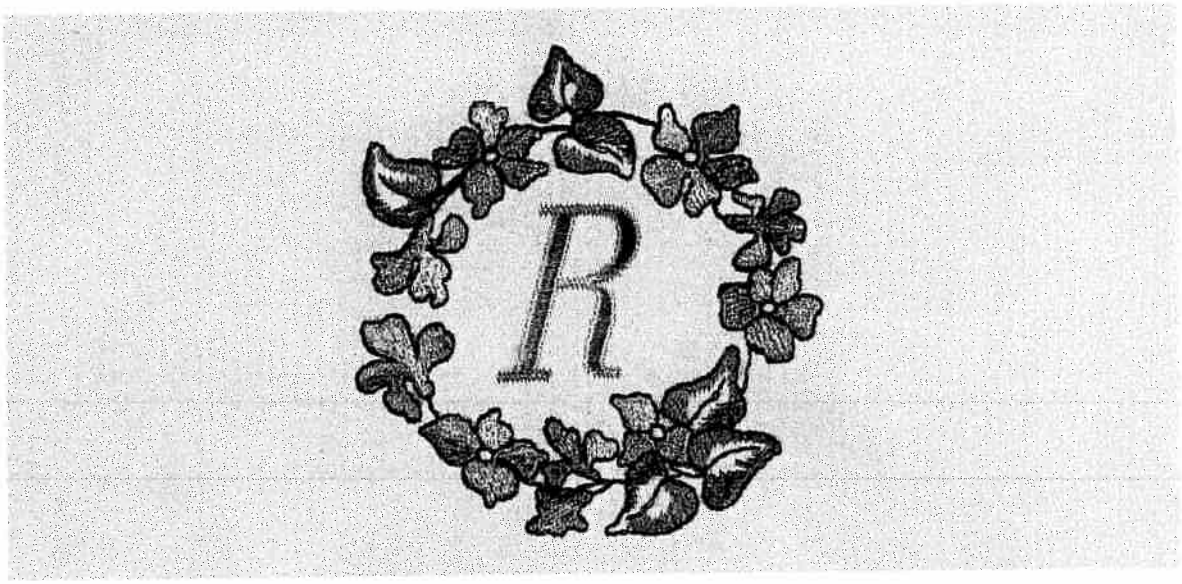
The following message is displayed:

1 = Cancel sequence

For sewing use the card with the following number: CF
OK?

The entire pattern sequence will be deleted immediately by pressing the key **1**.

If you want to embroider the sequence, insert the required Creative Fantasy card, in this case the Creative Fantasy card CF 7560, and press the **"ok"** key.



Placing monograms in frames

Select an empty M-memory.

After confirmation with the **"ok"** key the following message appears:

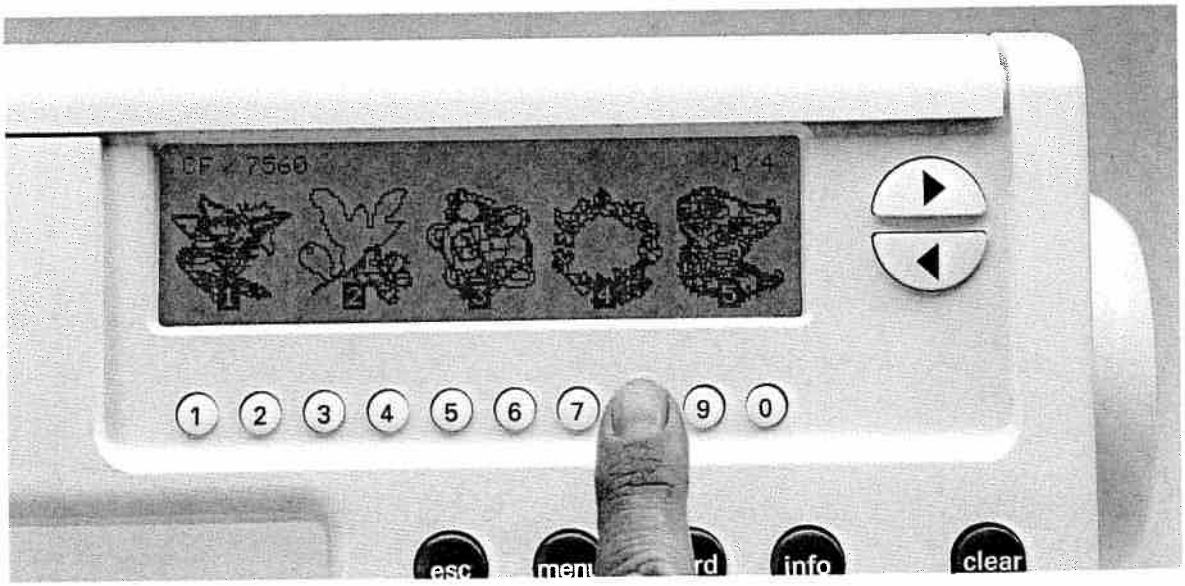
"Empty sequence!
Select the patterns to be stored now.
esc = Abort"

Insert the **Creative Fantasy card CF 7560**.

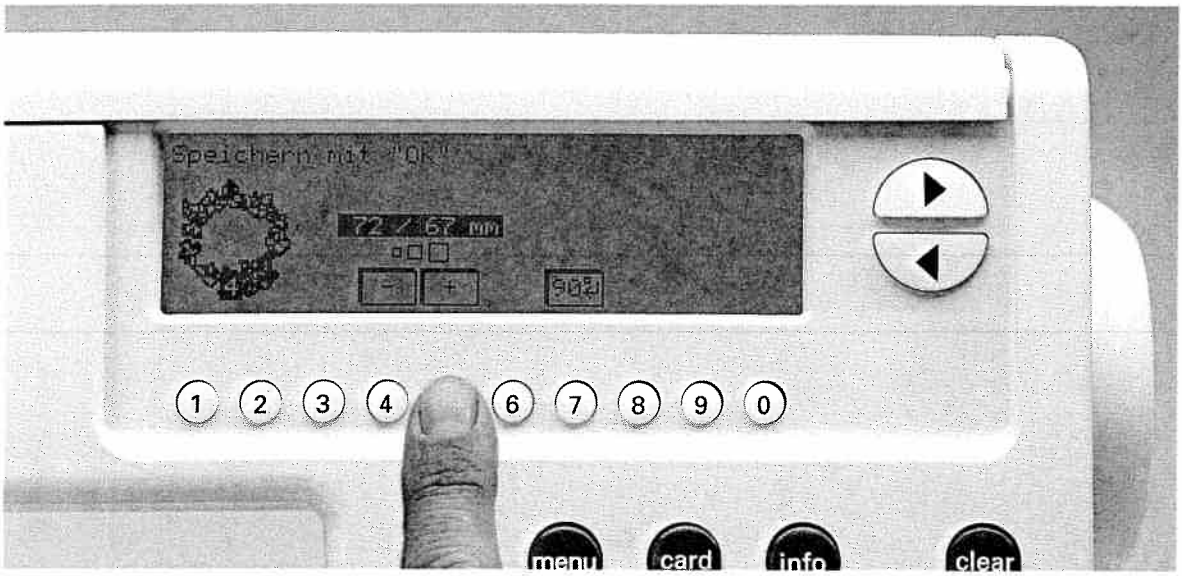
Now press the **"card"** key.

By pressing key **1** you can see a summary of the embroidery patterns.

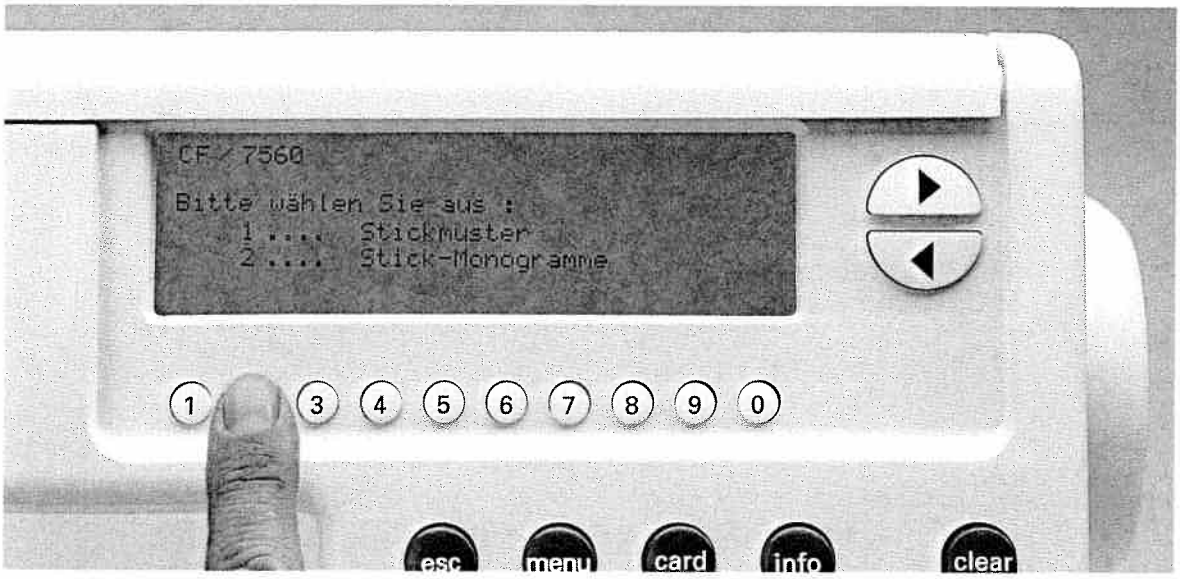
The embroidery pattern category also includes a frame pattern.



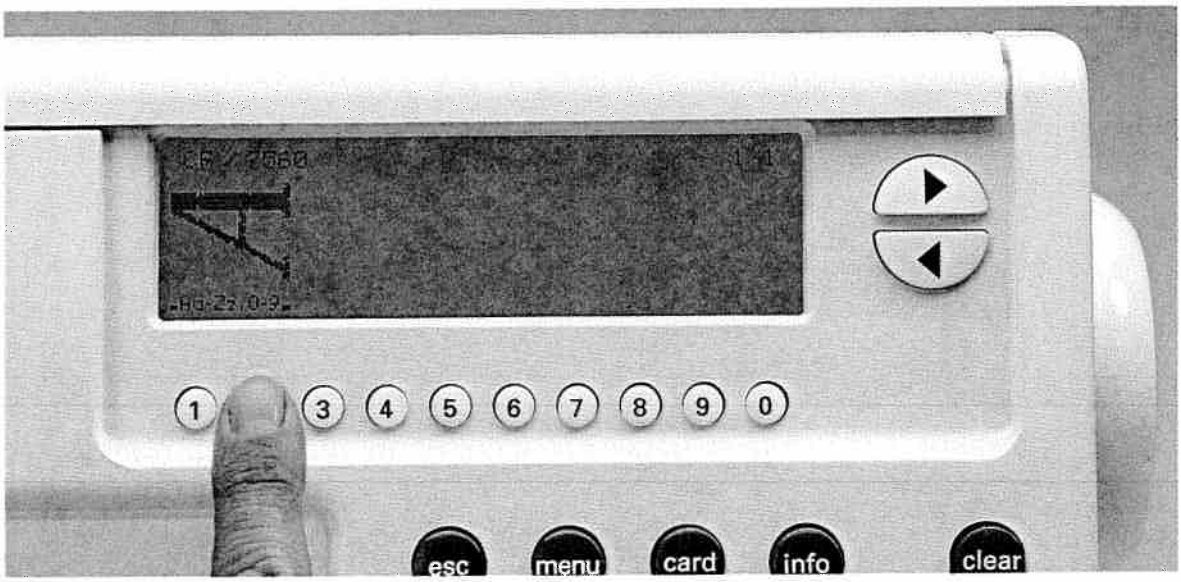
Select the desired frame with key **7** or **8**.



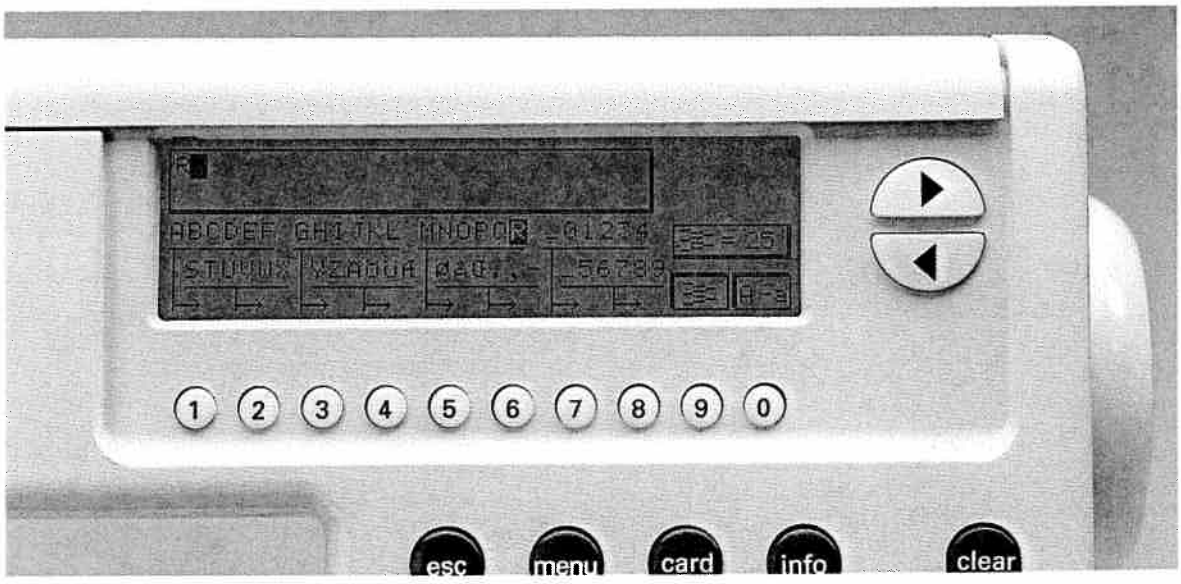
Select the maximum possible size with key **5**.
Store the frame by pressing the **"ok"** key.



Then press the **"card"** key again and select the pattern group **Embroidery monograms** with key **2**.

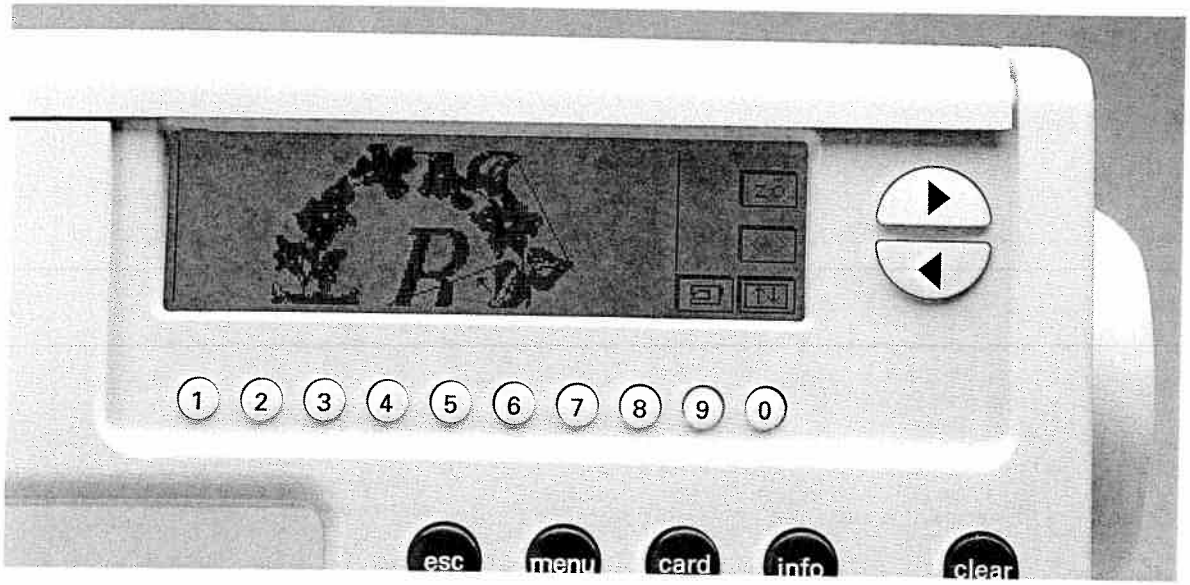


Select the alphabet via the **1** or **2** key.



Before entering the letter, select the desired letter height.

Then select the desired letter and confirm with the **"ok"** key. Press the m◇ key to store the letter.



The letter appears automatically in the frame.

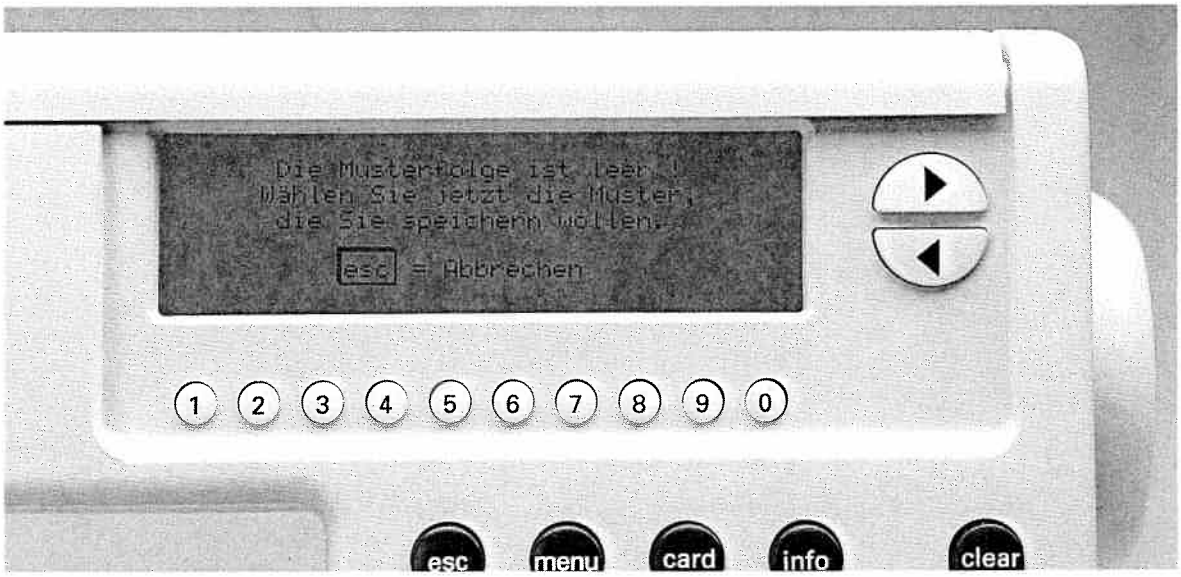
To embroider the motif, press the **9** key underneath the symbol [▭].



Creating a word sequence

When dealing with word sequences or names, please note that the size of the letters can be altered. The smaller the letters, the more letters can be stored one after another in the sequence.

Creating longer words or names can also be done by moving the frame. In the chapter "Tips and Examples", you will find a detailed description.

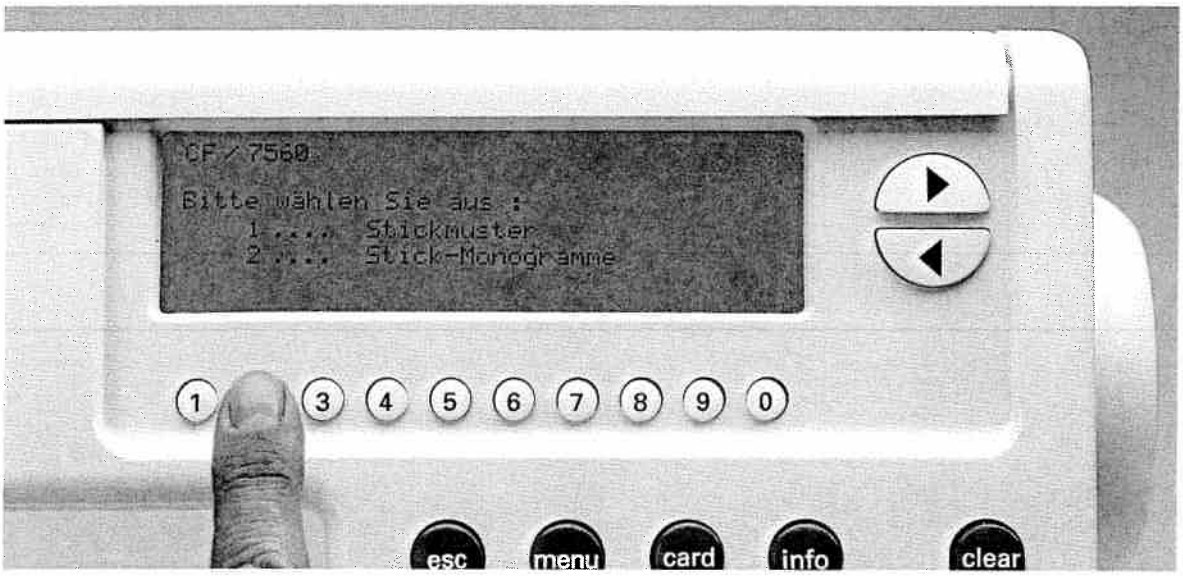


Select an empty M-memory. After confirming via the **"ok"** key, the following message appears:

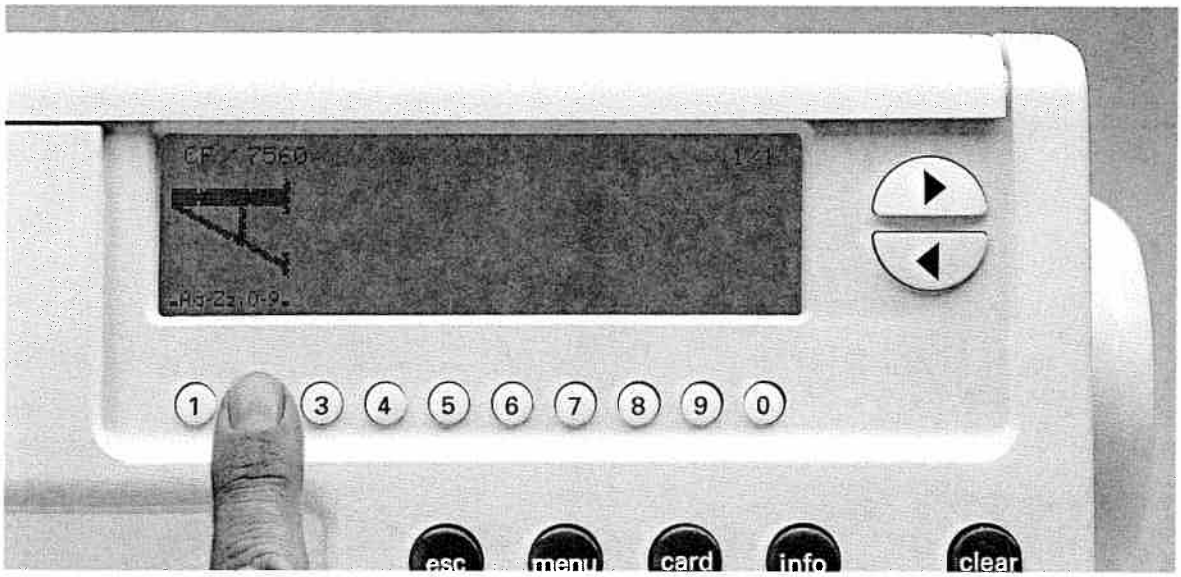
"Empty sequence!
Select the patterns to be stored now.
esc = abort"

Insert the **Creative Fantasy card CF 7560**.

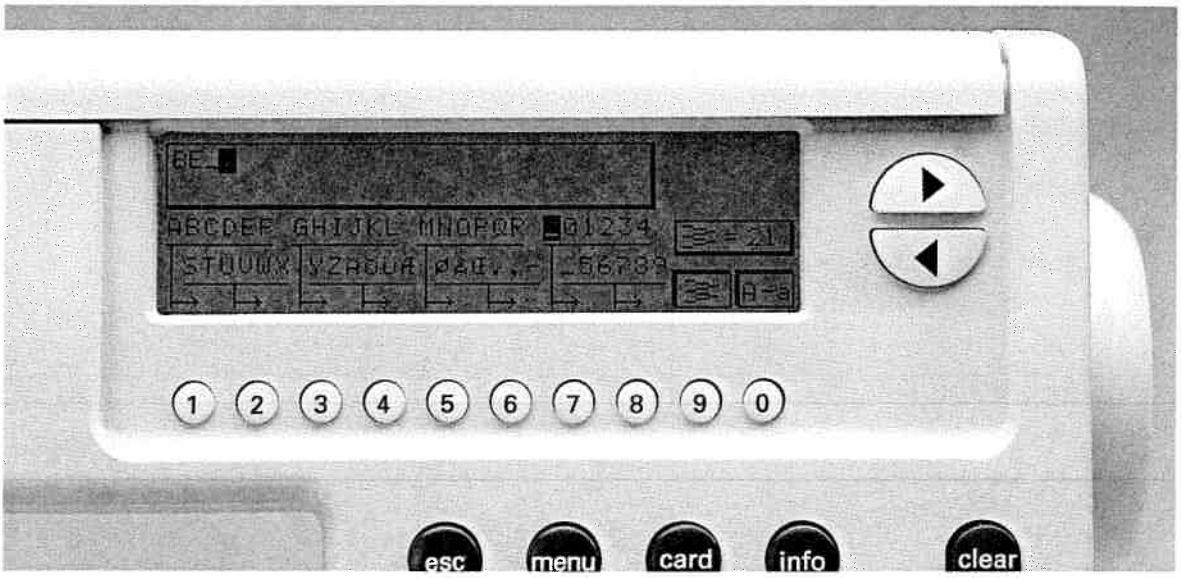
Now press the **"card"** key.



Pressing key **2** for **embroidery monograms**.

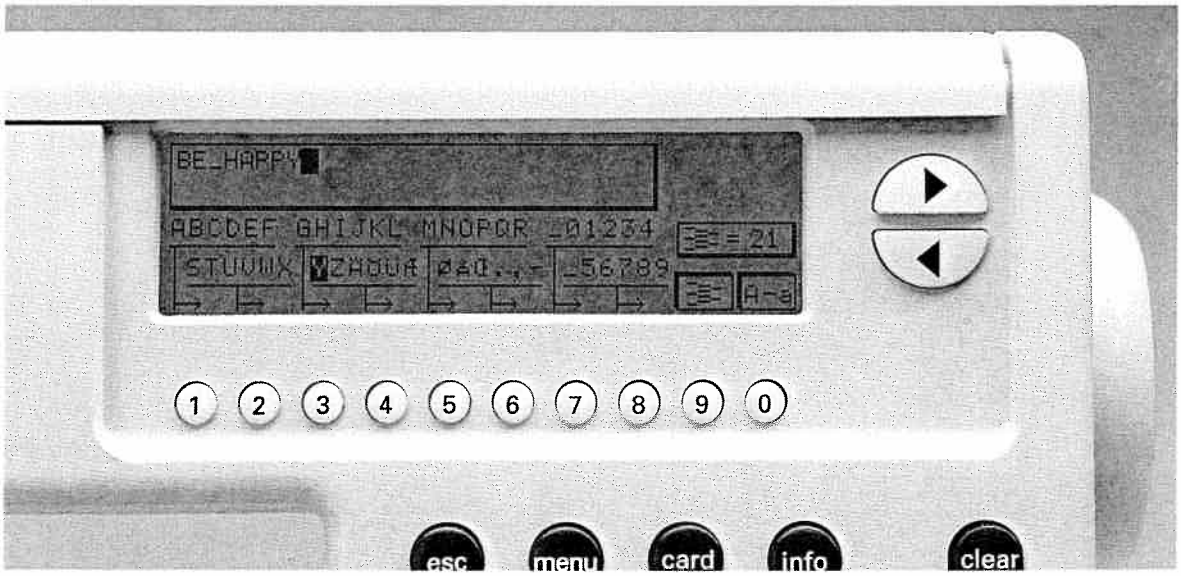


Select the alphabet by pressing key **1** or **2**.

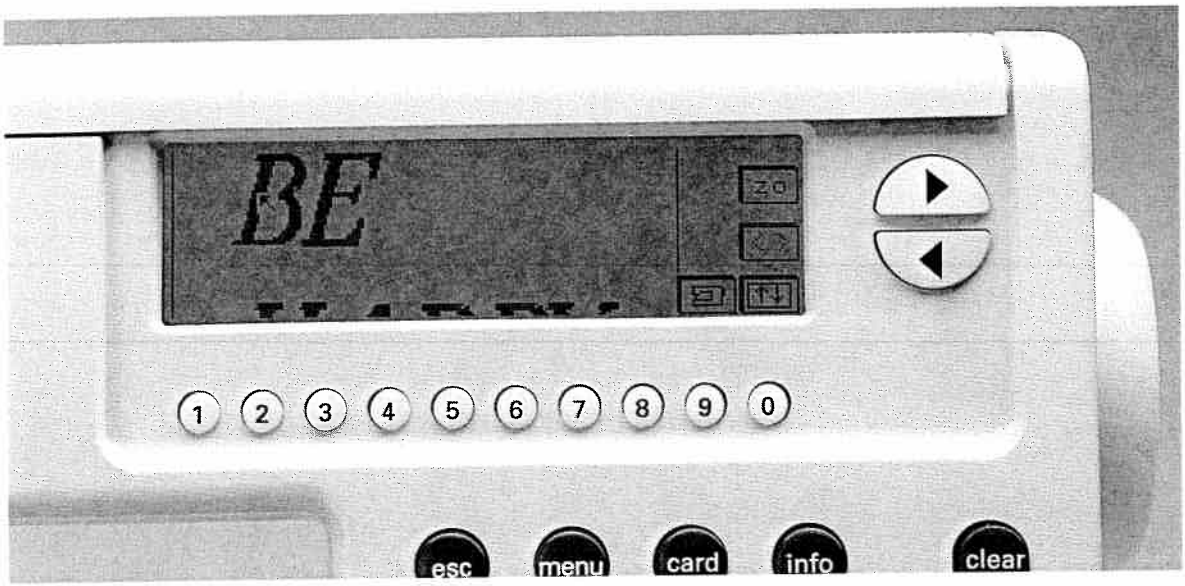


Enter the desired word sequence using the number keys.

Enter an empty space between words (key **7** or **8**).



Store the word sequence by pressing the m◇ key.



The two words are now underneath each other. Depending on the type and size of the letters, the word sequences can be on several lines.

The word sequence can now be embroidered.
To do this press key **9** under the symbol ⊡.
If you want to have continuous sewing of all letters, choose "mono" for the color changes – even if there is only one color.



Combining motifs with word sequences

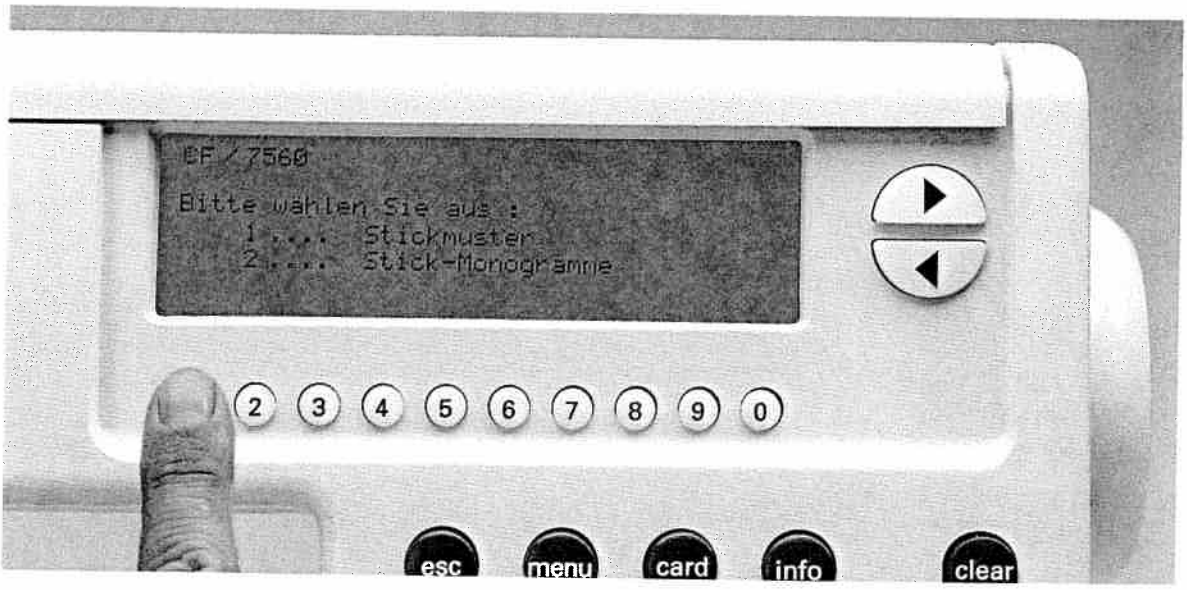
Select a free M-memory.

After confirming via the **"ok"** key, the following message appears:

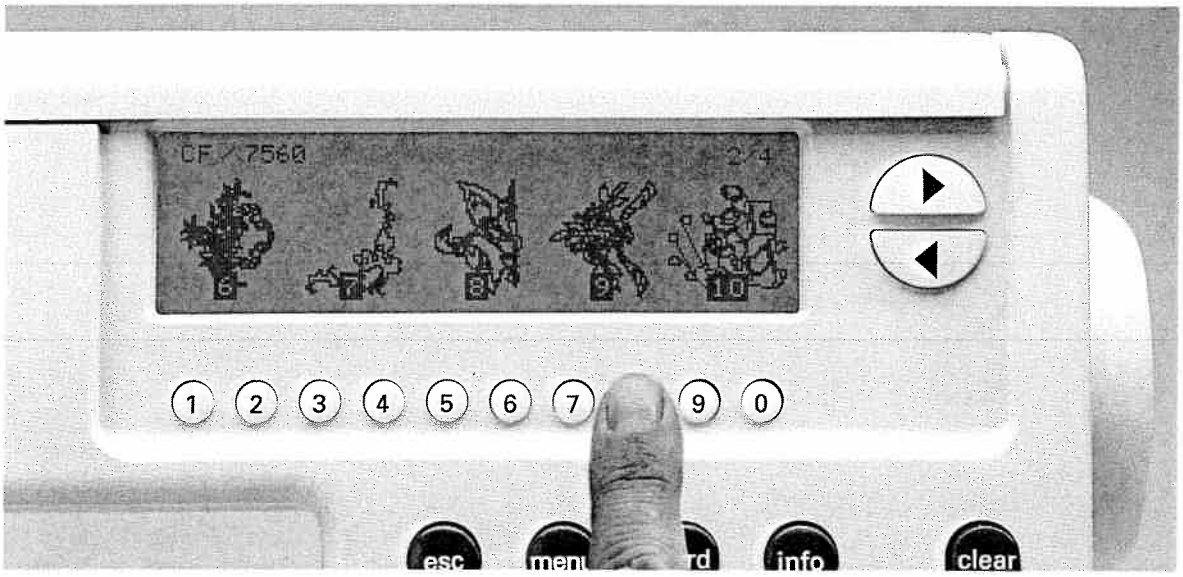
"Empty sequence!
Select the patterns to be stored now.
esc = Abort"

Insert the **Creative Fantasy card CF 7560**.

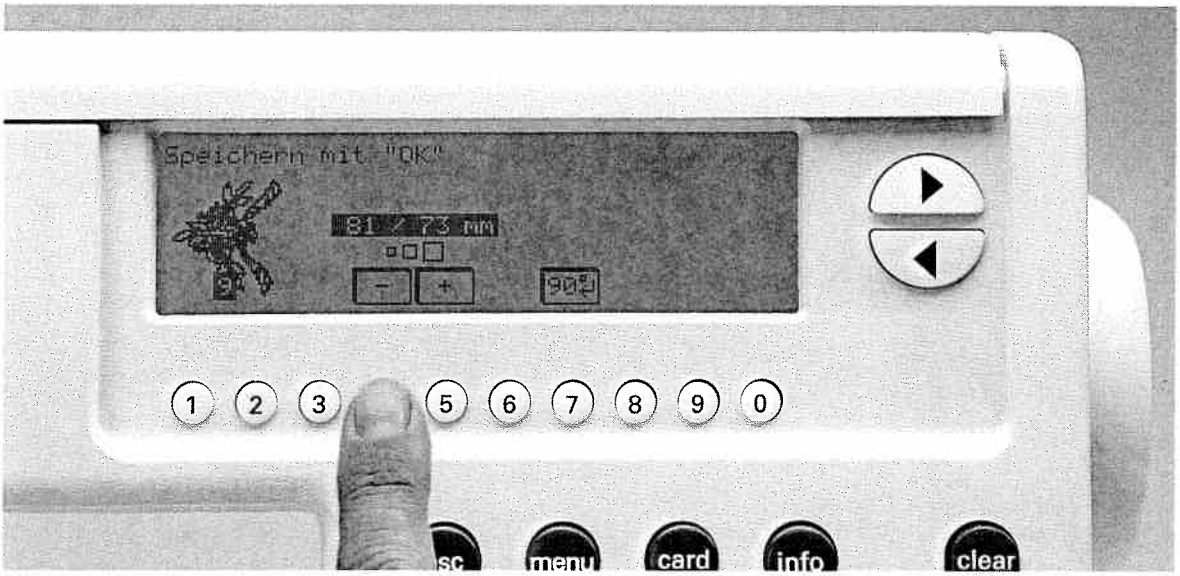
Now press the **"card"** key.



Press the **1** key for embroidery pattern.

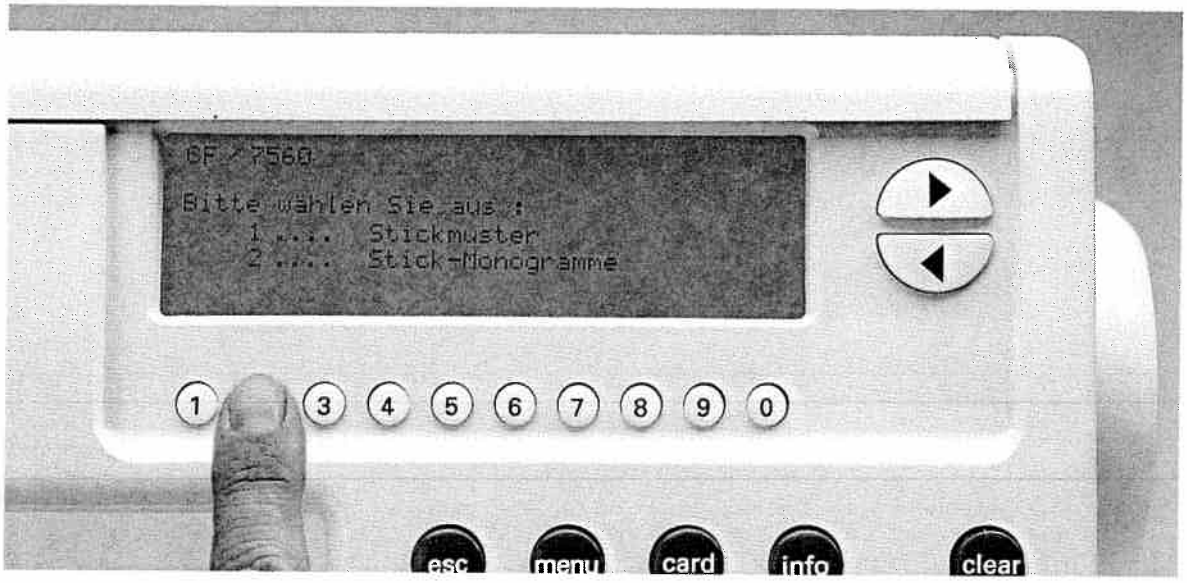


Now select a motif using the number keys.

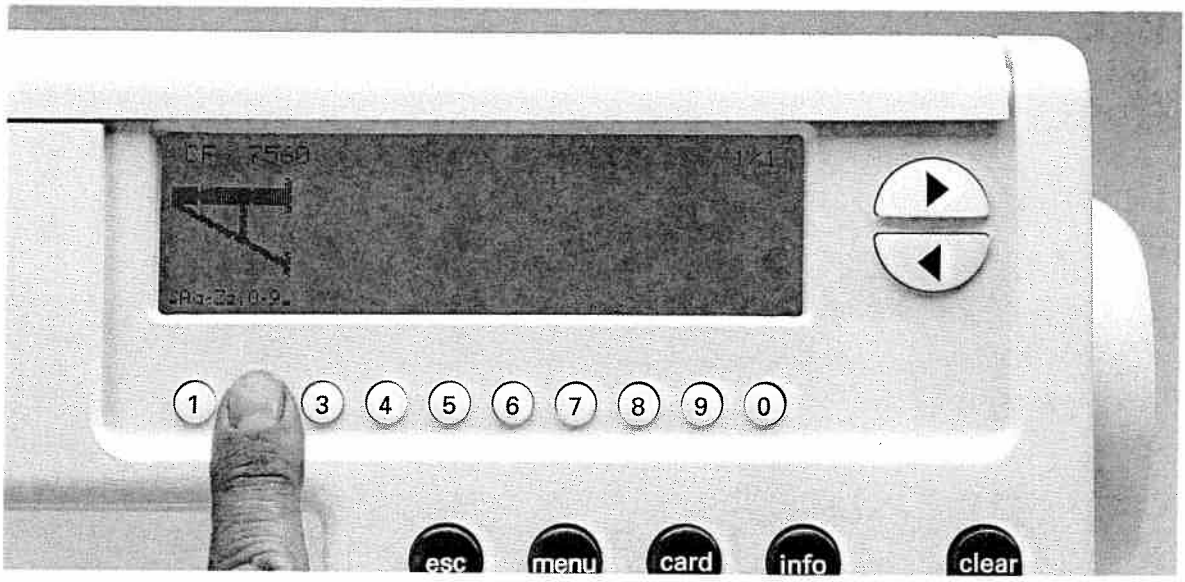


Scale down the size of the motif by pressing the **4** key.

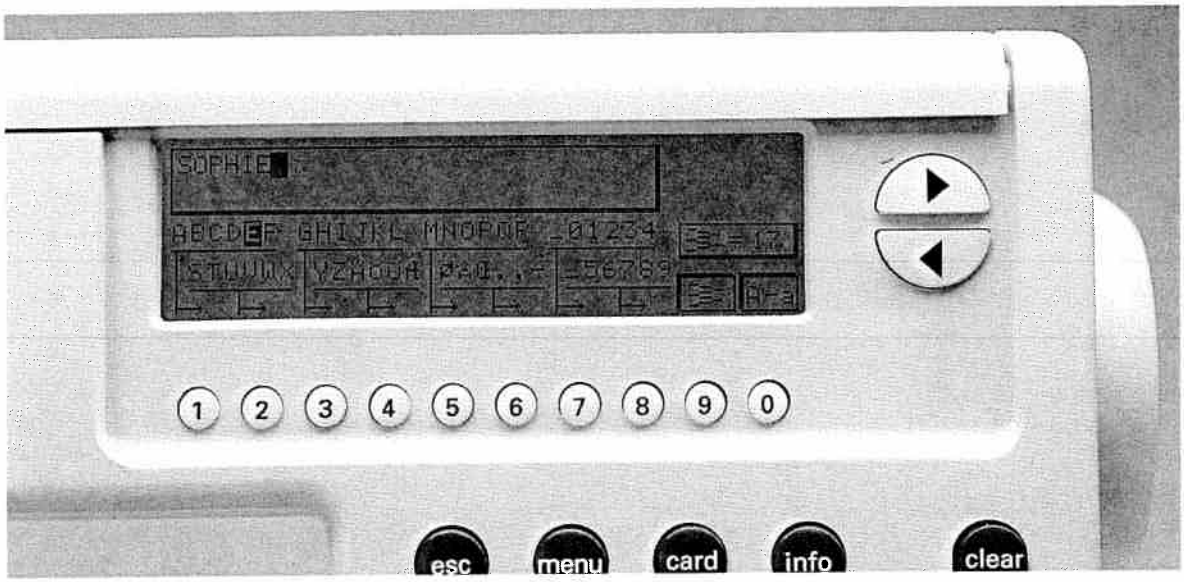
Then store the motif by pressing the **"ok"** key.



Now press the **"card"** key again and select the pattern group **Embroidery monograms** with the **2** key.



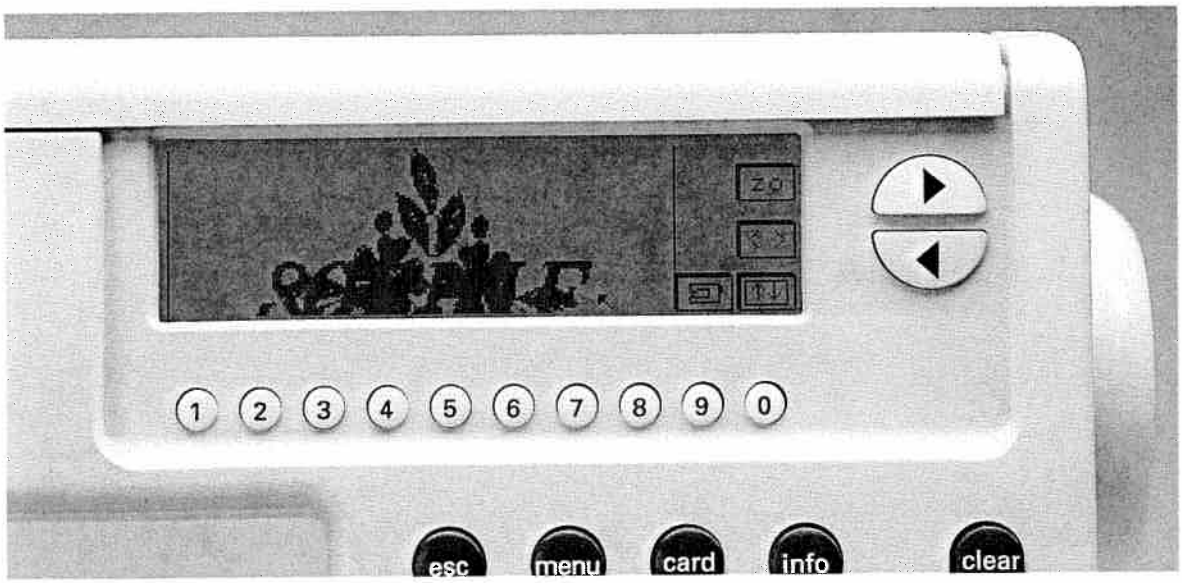
Select the alphabet with the **1** or **2** key.



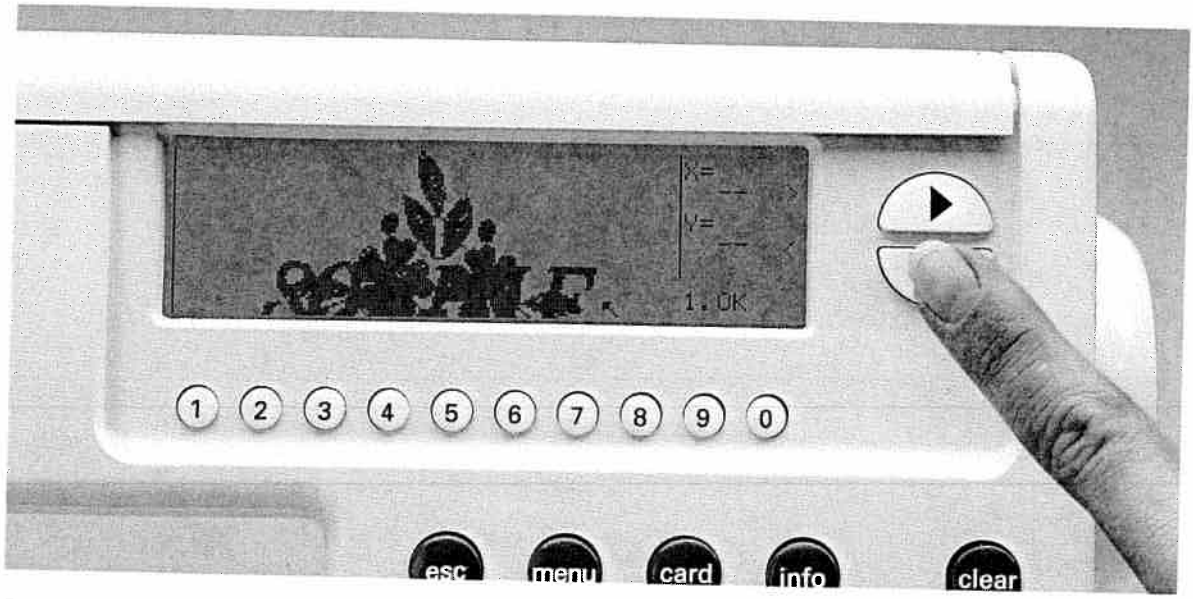
We recommend that you select the smallest letter height.

Then enter the desired letter sequence using the number keys.

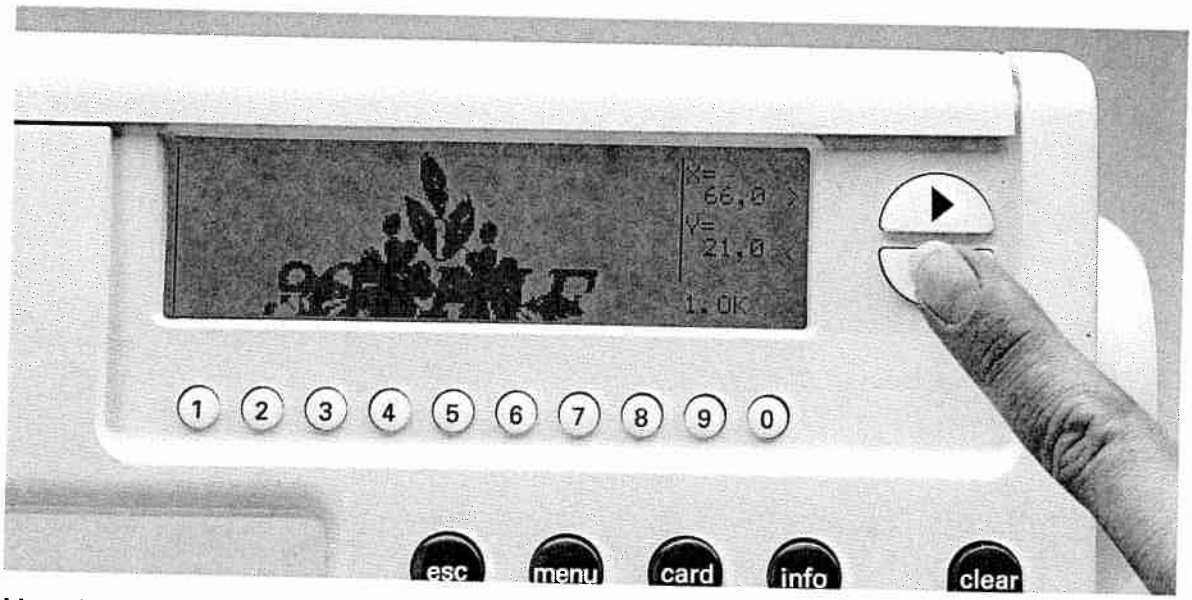
Store the letter sequence by pressing the m◇ key.



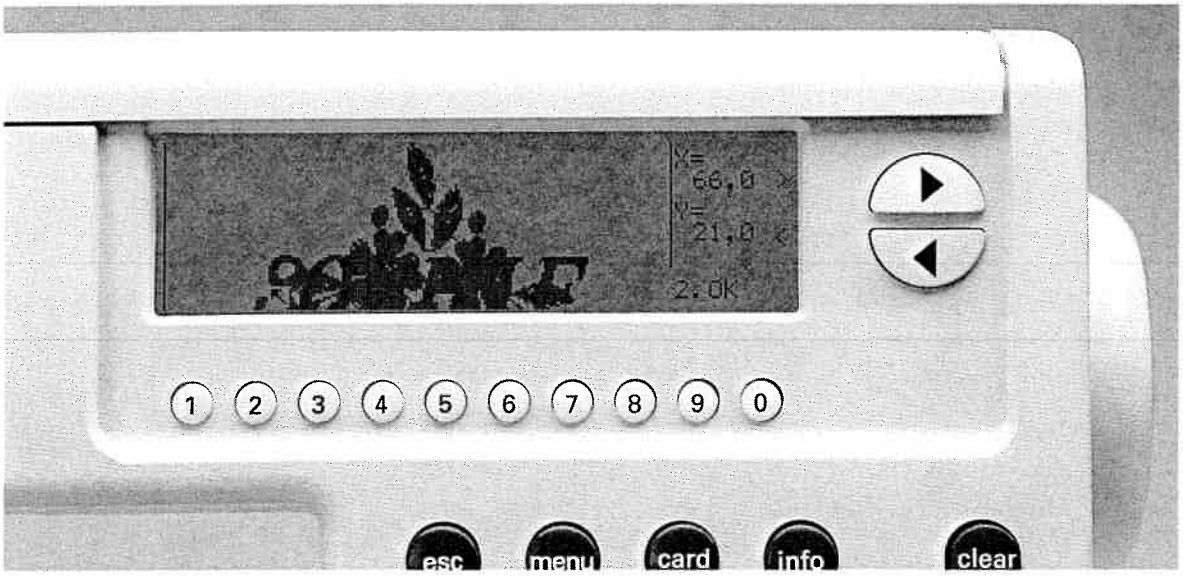
The letter sequence is placed over the motif.



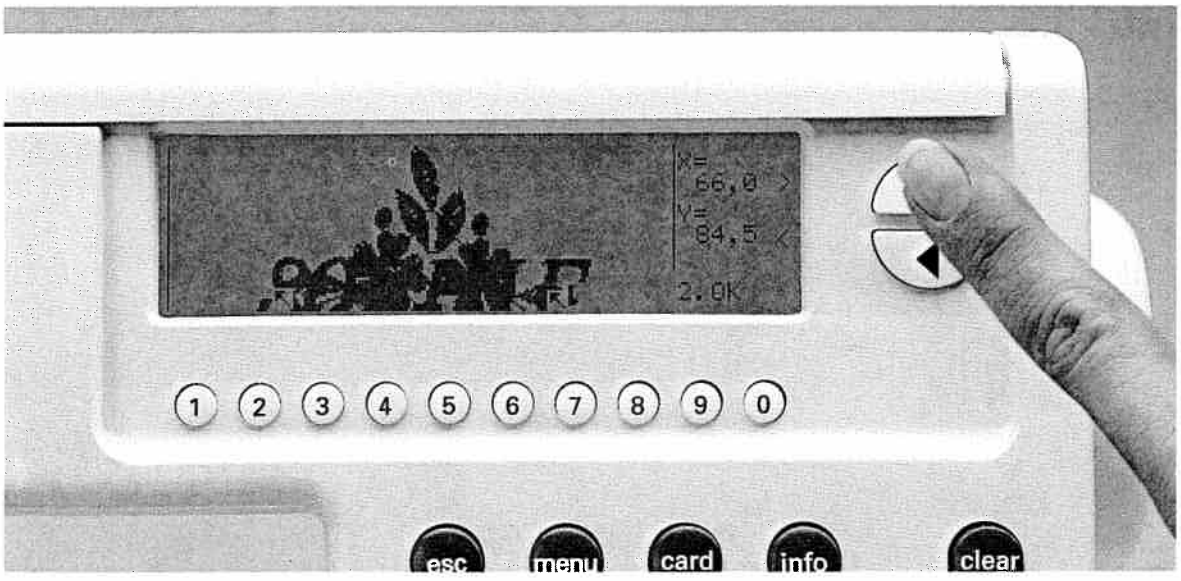
Press the first cursor key next to the arrows. You will get a new menu.



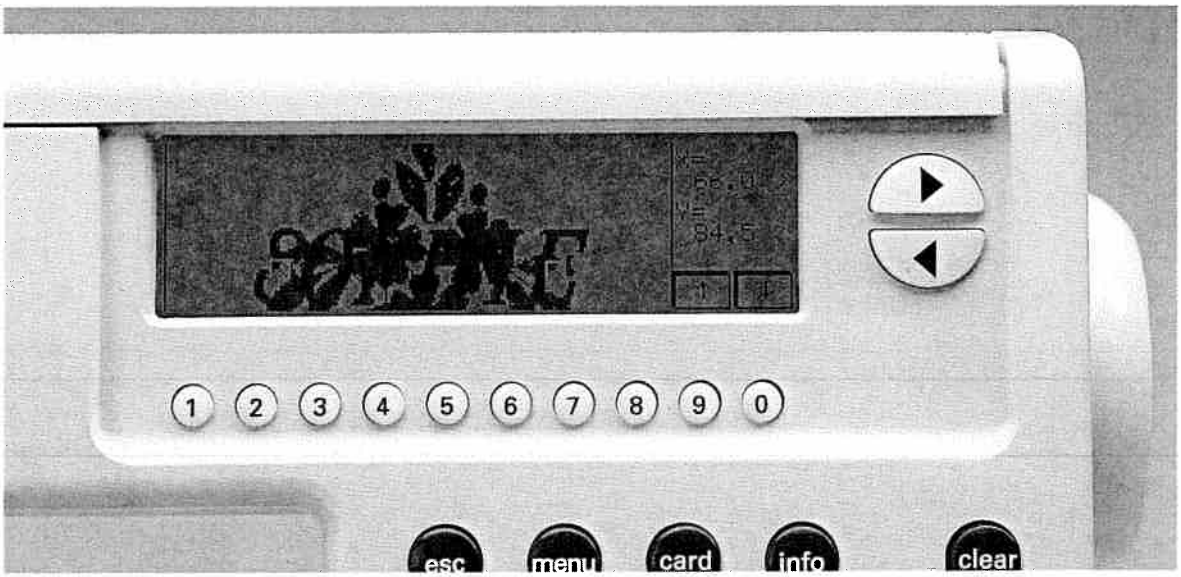
Move the arrow in the display using the cursor keys so that it is positioned on the first letter of the word.



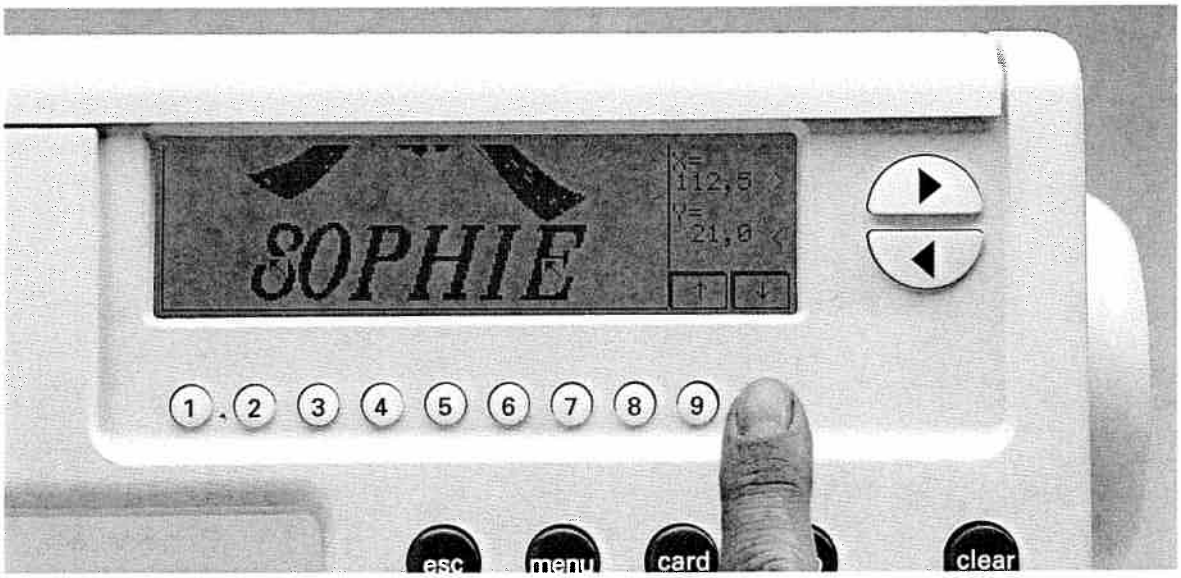
Press the **"ok"** key once.



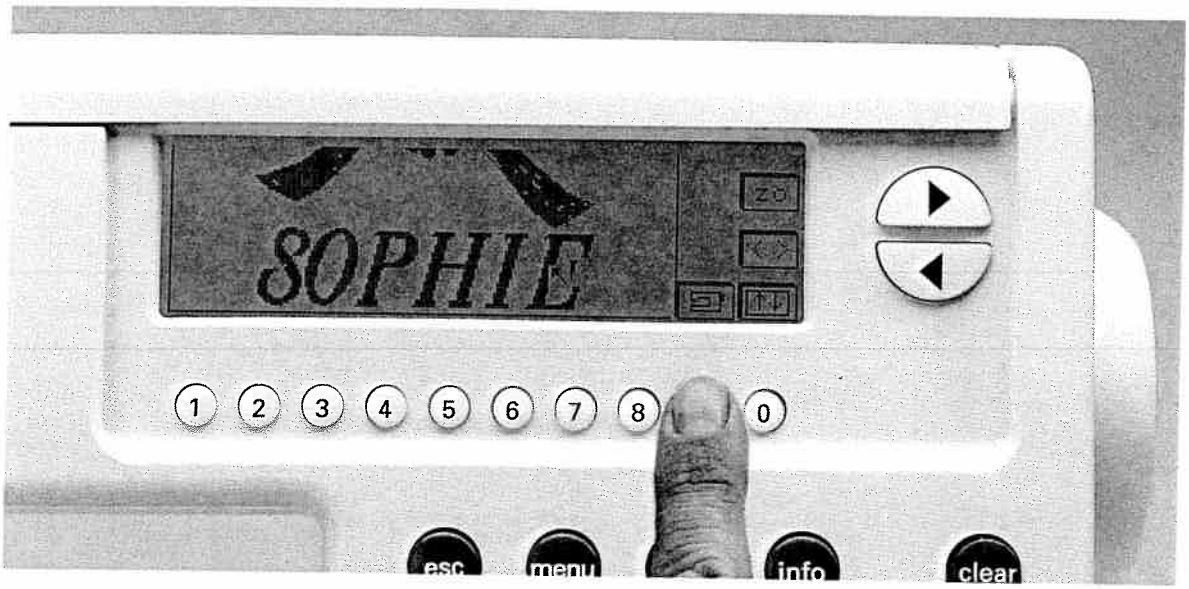
Move the arrow in the display so that it is positioned on the last letter of the word.



Now press the **"ok"** key a second time.
The letter sequence can now be moved up or down in the display.



To do this, use the **9** or **0** key underneath the symbols [↑] [↓].



If you wish to sew the pattern, press the **"esc"** key followed by the **9** key underneath the symbol [▭]. Once all requirements in the display have been fulfilled press the **"ok"** key. The sewing machine is now ready to sew.



Tips and examples

Richelieu work	Page 68
Appliqué	Page 69
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Embroidering terry	Page 71
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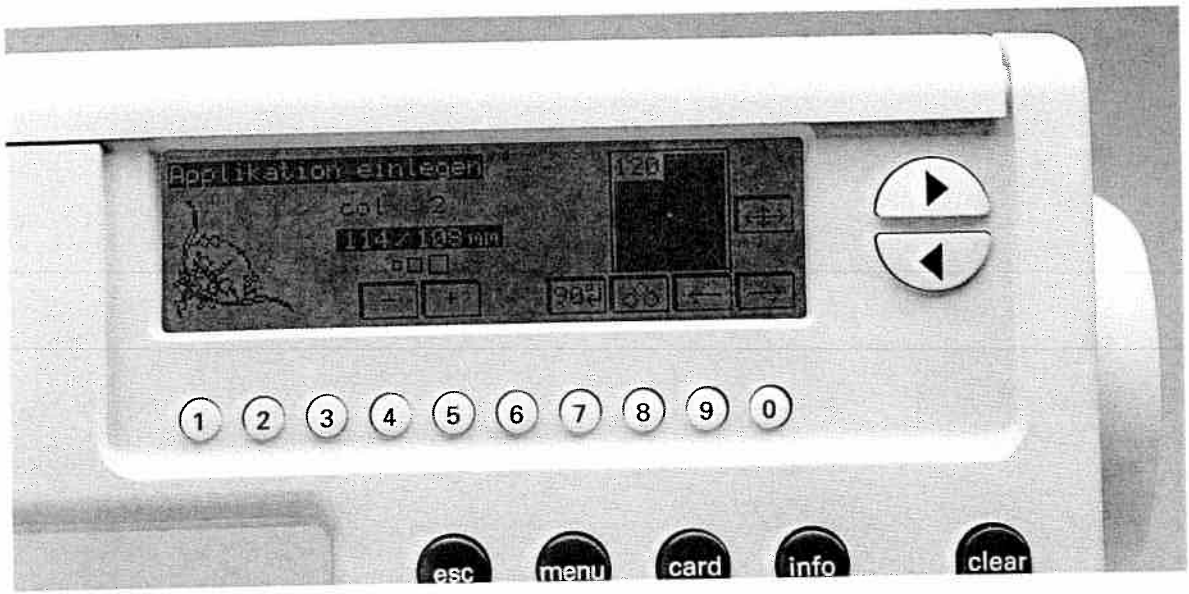
Richelieu work

The **Creative Fantasy card No. 7** is an appliqué and Richelieu card. The appliqué motifs are marked with an **A** in the motif list.

If you wish to embroider a Richelieu motif these patterns can also be embroidered without Richelieu effect, i.e. the fabric pieces are not cut out of the spaces.

Select a Richelieu pattern, e.g. pattern No. **6** and embroider it in one or more colors on your fabric. After embroidering, the segments which are surrounded by the zigzag stitch can be cut out if desired.



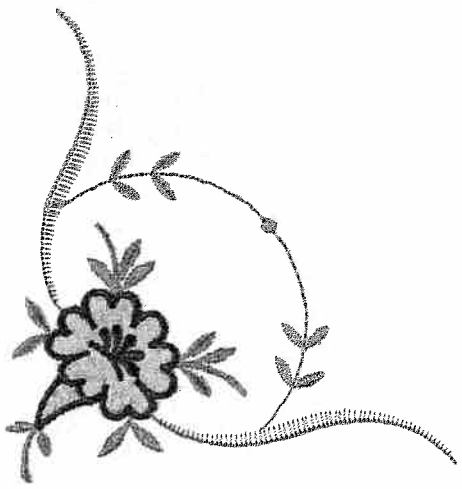


Appliqué with the embroidery motifs

It is also possible to embroider appliqué with this card. Adding a piece of colored fabric lends contrast to the pattern in order to create beautiful colored effects.

Floral motifs can be made particularly attractive if you use fine cotton netting or fine organza.

Select for example, pattern No. 1 from Creative Fantasy card no. 7. Embroider the pattern. After the first segment the machine stops and the message "Insert appliqué" appears in the display and (for multicolored embroidery) "Change thread color 3". Cut the needle thread and lay the appliqué material onto the sewn pattern. You can pin down the outer edges of the fabric if you wish.



Important:

Do **not** remove the fabric from the hoop/frame. Re-thread the needle thread and continue to sew the pattern. Once the appliqué is sewn on, the machine stops again and outputs the message "Cut out appliqué". You can now remove the hoop/frame from the embroidery unit but **not** the fabric from the frame. Now cut the fabric carefully along the sewn line.

Re-insert the hoop/frame into the embroidery unit. Press the foot pedal and finish embroidering the pattern. Any fabric pieces protruding from the appliqué can be cut off subsequently.



Embroidering thin fabrics

If you wish to embroider on very fine, thin materials such as chiffon, organza or silk, we recommend reinforcing the material with a special textile hardener.

The fabric must be strengthened because you cannot back the material with embroidery fleece (this would show through the thin fabric). Therefore, repeat the procedure until the fabric is strong enough.

Then fit the fabric tightly into the hoop/frame. If you think that the fabric is still not tight enough, place clear water soluble stabilizer (Solvy) in the frame also. The Solvy dissolves in water (available from your PFAFF dealer). Now you can select your desired pattern and embroider.

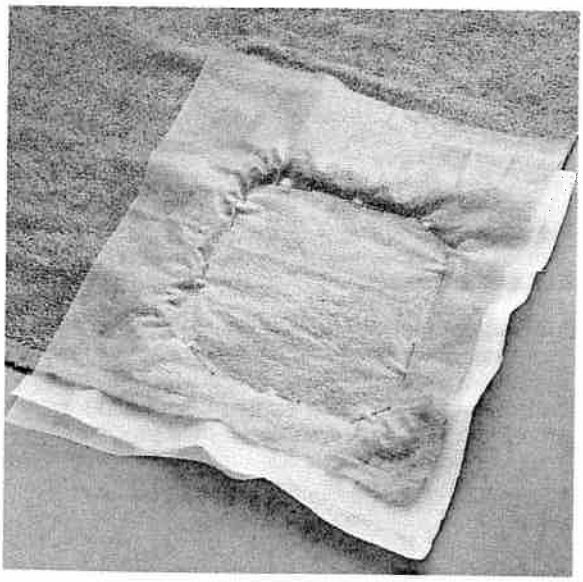


Embroidering terry cloth

Even fine loop fabrics such as terry cloth or velvet can be embroidered with the **Creative Fantasy 7560**. Both the maxi stitches and the embroidery motifs of the embroidery unit can be used for this purpose. However, we recommend using embroidery fleece and Solvy (available from your PFAFF dealer).



If the terry cloth is too thick to fit into the frame, fit a piece of embroidery fleece into the hoop/frame and glue the terry cloth fabric onto it with a glue pen.

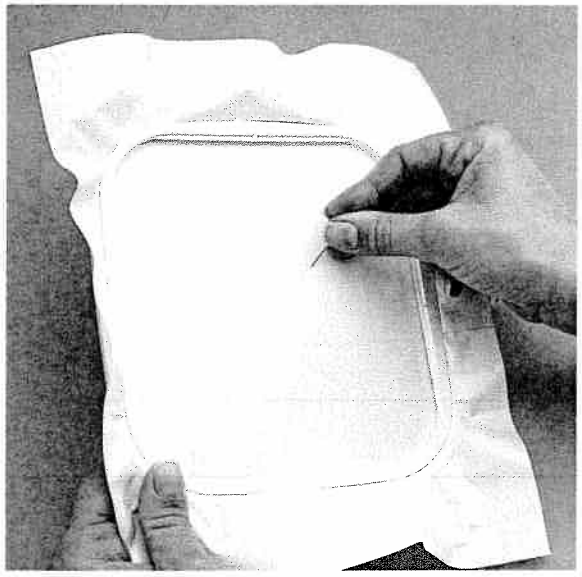


Now the Solvy can be pinned on top of the terry cloth fabric. Take care, however, that the pins are close to the inside edge of the frame so that the machine doesn't embroider over them.

When you have finished embroidering, remove the terry cloth fabric from the Tearaway stabilizer and pull the Solvy off.

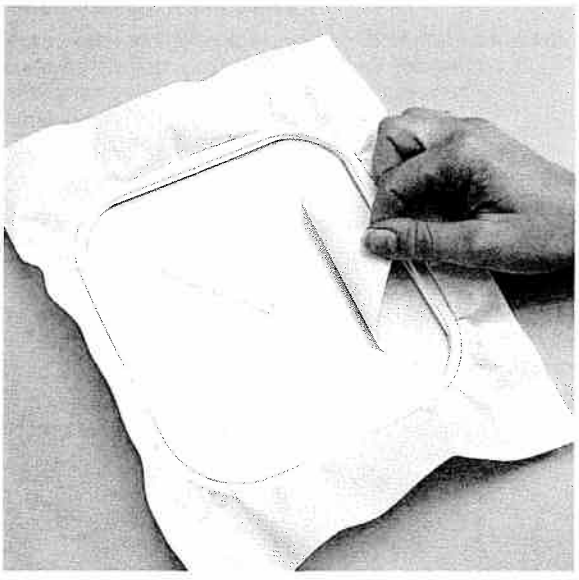
Embroidering small pieces of fabric

If you want to embroider on a small piece of fabric which cannot be fitted into the frame, we recommend using **adhesive backing**. This backing consists of a cover layer and an adhesive layer. (Filmoplast)



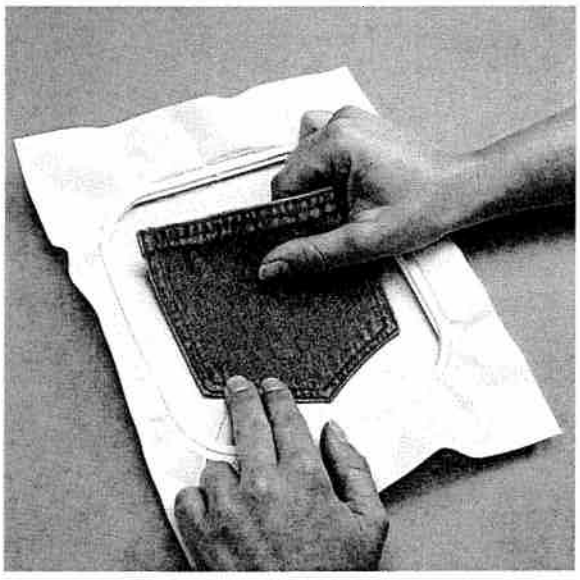
Insert the adhesive backing with the smooth side (= cover layer) facing up in the hoop/frame.

Using a pin, carefully perforate the cover layer crosswise.



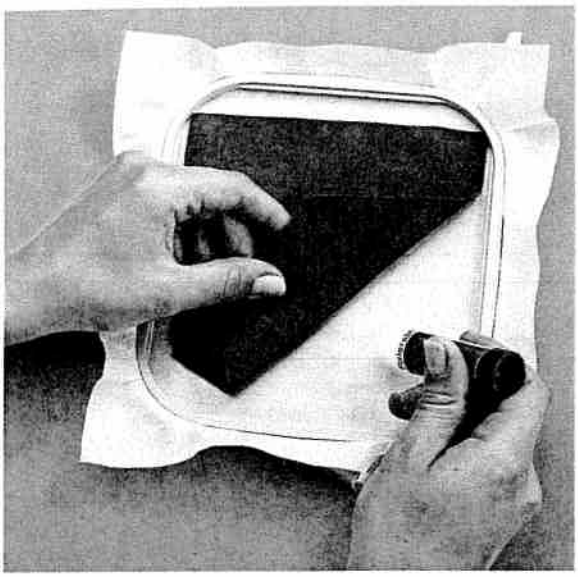
Lift up the cover layer slightly with the pin and remove it with your fingers.

The adhesive layer is now revealed.



Adhere your piece of fabric to the adhesive layer. After embroidering the fabric, tear away your fabric piece from the adhesive layer. The resulting hole in the backing can be patched by placing a piece of adhesive backing the size of the hole plus 1/2 inch (1 cm) underneath the hole.

As a result, the adhesive backing can be used again.



Embroidering leather

Attach the piece of leather which is to be embroidered onto cut-away stabilizer with a fabric glue pen or textile adhesive. You can also use Filmoplast adhesive backing (see page 72).

Now fit the fabric with the cut away stabilizer into the embroidery hoop/frame and click it into the embroidery unit.

If the leather is too thick to be inserted into the hoop/frame, only fit the fleece into the embroidery hoop and lay the extra leather over the embroidery unit so that it does not hinder the feed of the hoop control when embroidering.



Take care to ensure that the leather is stuck down flat. On very thick and very stiff fabrics we recommend pressing the sew slow key (3) before starting to sew and, where possible, to enlarge the embroidery motif to avoid needle breakage and extra perforation holes being made in the leather.

Tip:

From time to time the sewing foot and needle fastening screws should be tightened since when working with thick materials, the sewing foot and the needle can more easily become loose.

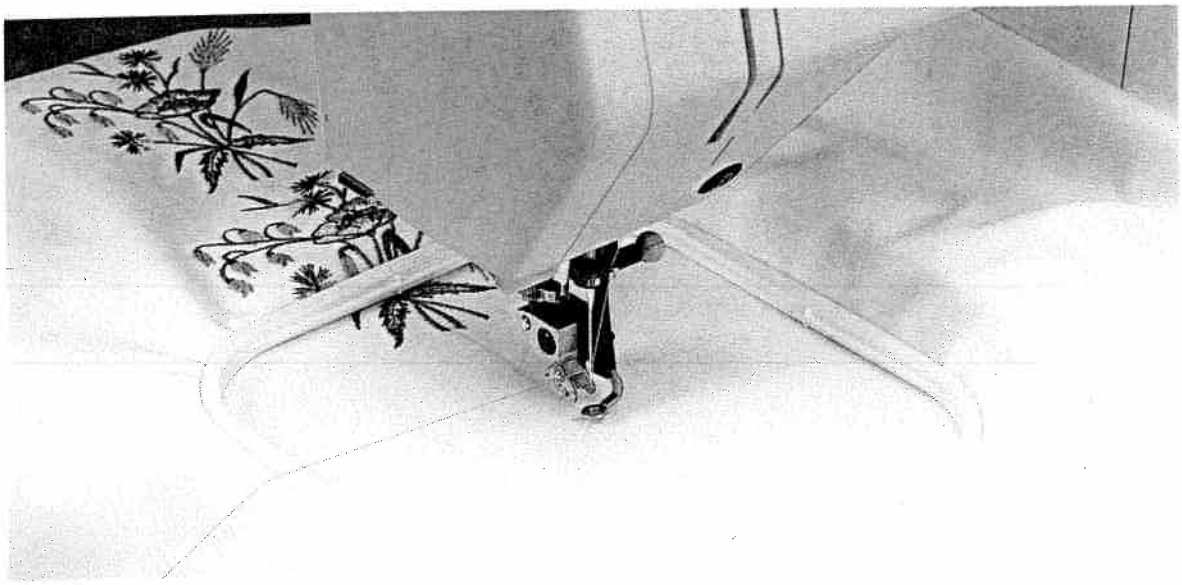


Combining motifs to form a border

Many motifs can be used to make a border. To do so, cut a long strip of fabric. Draw a line down the middle of the fabric with disappearing chalk or disappearing magic marker.

Place stabilizer under the fabric and place both layers into the hoop/frame. Take care to ensure that the line you have drawn runs parallel to the embroidery hoop.

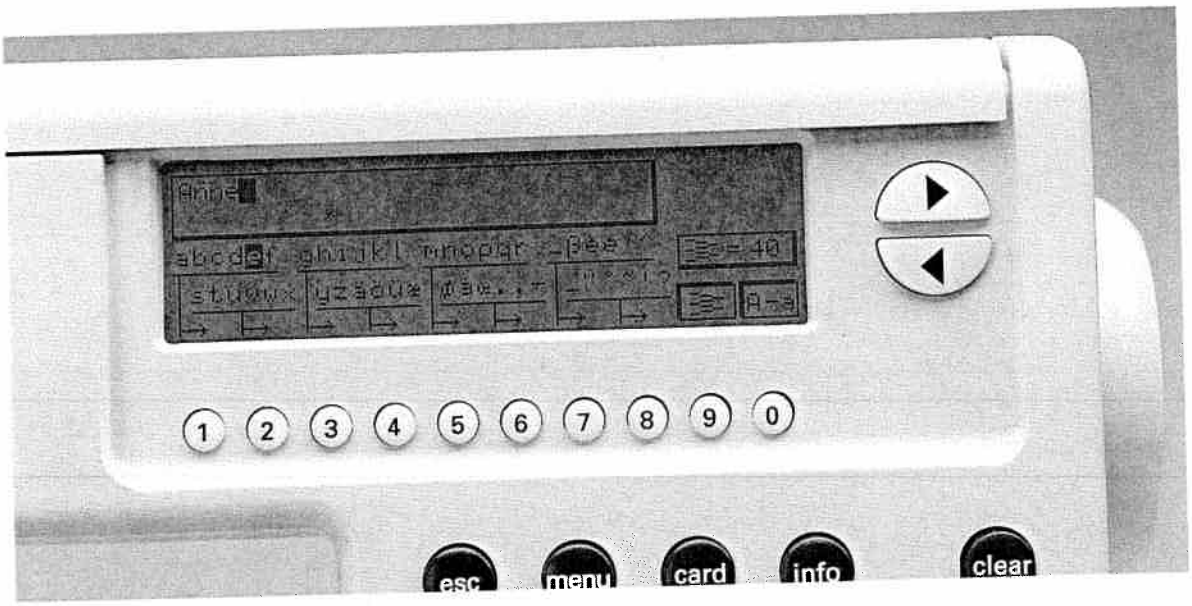
Select a pattern, e.g. pattern no. 11 from the Creative Fantasy card CF 7560, and rotate the pattern 90°. It will now be shown lengthwise in the display. Embroider the pattern onto the fabric. If you wish to change the position of the fabric within the frame, you can do so before beginning to embroider with the symbols ▲▼◀▶ (see pages 19 and 20). Now embroider the pattern.



Remove the fabric from the hoop and measure the length of the pattern. Divide this length in two. This shows you where the middle of the pattern is. Now mark the middle of the pattern from the end of the embroidered pattern with a dot. This is very important because the placing and moving of a pattern in the embroidery hoop is always based on the middle of the pattern. When you begin to embroider, the frame skips back to the pattern center automatically.

Insert the fabric into the hoop again so that the line is parallel to the hoop/frame. Now position the needle exactly over the mark indicating the middle of the pattern using the ▲▼◀▶ symbols. Using key 7 [⊡], ensure that the pattern borders on the previously embroidered pattern.

Now embroider the second pattern. All further patterns are joined together using the same procedure.



Embroidering a word sequence

Always use the BIG hoop/frame when embroidering words. This allows you to embroider at least three letters (depending on the pattern size) at once.

You can embroider in two ways:

1. Connecting individual letters
2. Programming word segments into the M-memory and then embroidering them (see "Creating a word sequence" pages 54–57).

Always embroider the desired word onto a piece of scrap fabric first. Measure the length and size of the word. Then mark the area required for the word on the original fabric, e.g. with disappearing chalk.

The disappearing chalk can be removed from the fabric after embroidering by ironing it.

You can also mark the fabric with a marker thread.

Now insert the original fabric into the hoop with a layer of stabilizer. Take care to ensure that the marking is parallel to the embroidery hoop/frame.

When using the BIG hoop, always move the design to the middle of the hoop with the left cursor key.

Before beginning to embroider you can trace the embroidery pattern with the ⊡ key (see page 24) and correct the position of the word or letter if necessary.

When combining word sections, always ensure that the position (height and distance) is the same as for the previous word segment.

Tip: Embroidering long words

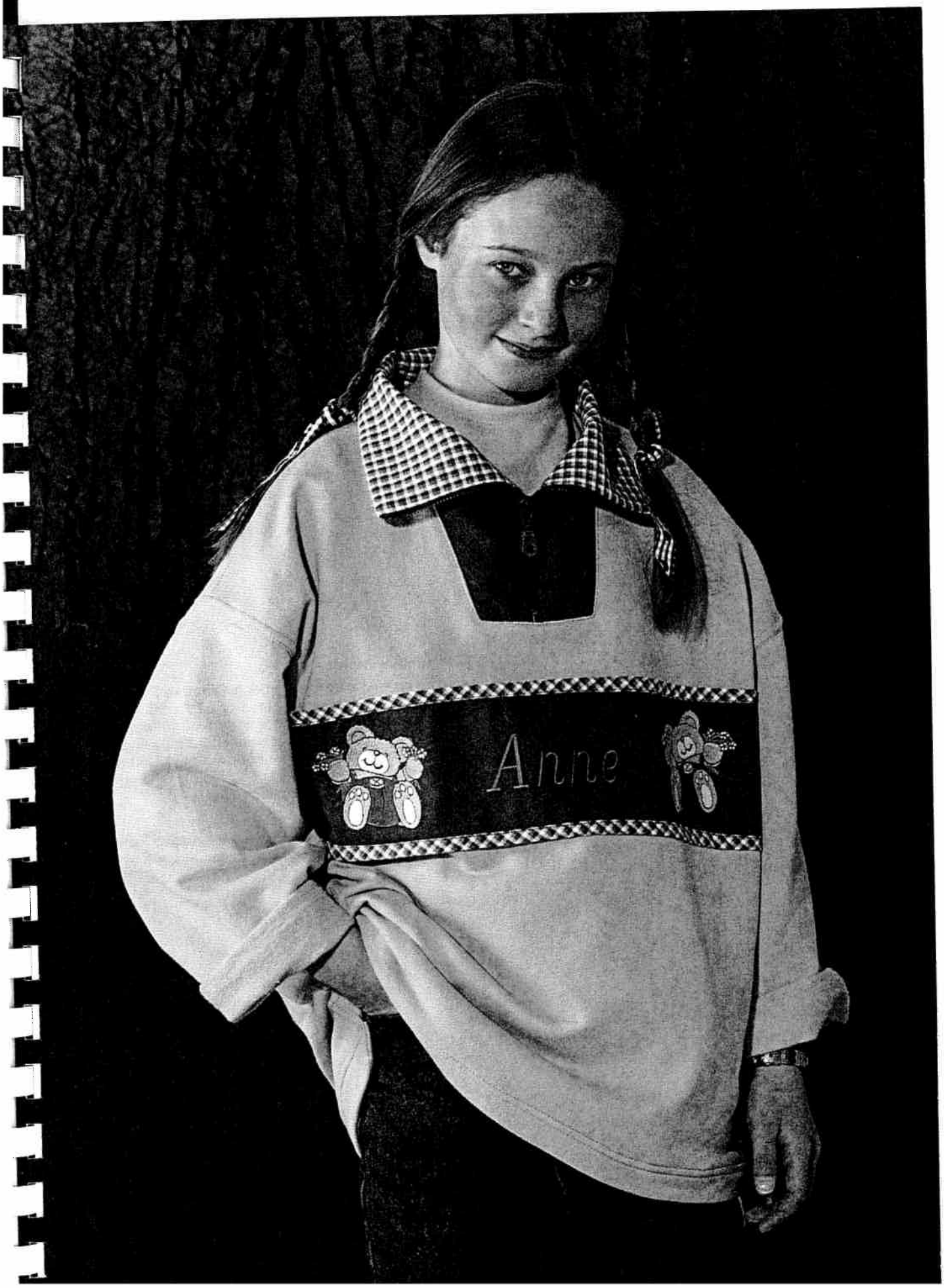
Words which are too long to be programmed into the M-memory, must be divided into two or more separate memories.

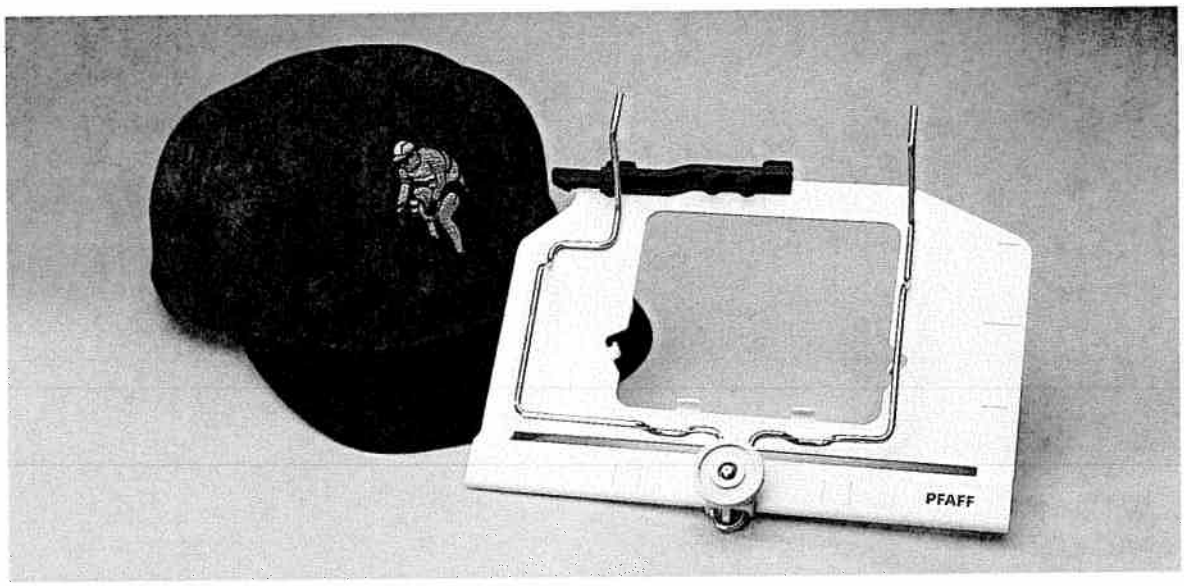
The first letter entered in the second M-memory should be the same as the last letter of the first M-memory. When you proceed to embroider the first M-memory, only the first ten stitches of the final letter should be sewn.

Place the material in the hoop making sure that it is parallel.

Then select the second memory. Shift the contents of the memory until the needle is exactly above the first stitch of the last letter embroidered, when pressing the "pattern start" **(14)** key. Embroider just a couple of stitches to check. If the stitches line up precisely with the 10 stitches embroidered last, then you can continue embroidering.

You may have to repeat the positioning procedure. To do this press the "pattern start" **(14)** key and move the contents of the memory.


Anne

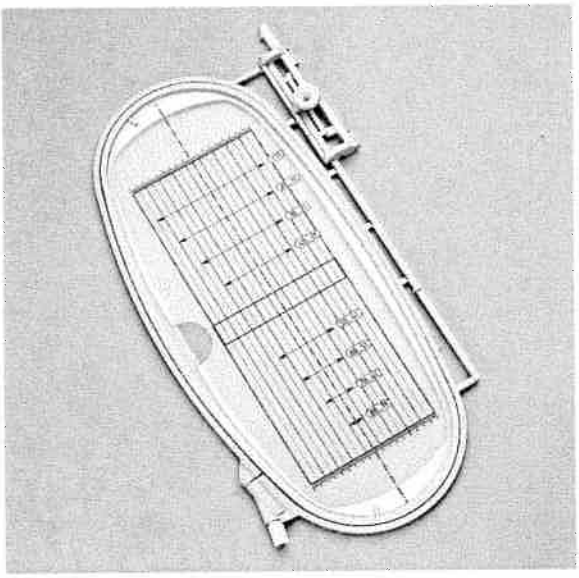


Special embroidery hoop/frame

The special embroidery frames **Creative Fantasy CAP** and **Creative Fantasy BIG** are available as optional extras from your PFAFF dealer. Each hoop comes with a detailed set of instructions.

Creative Fantasy CAP

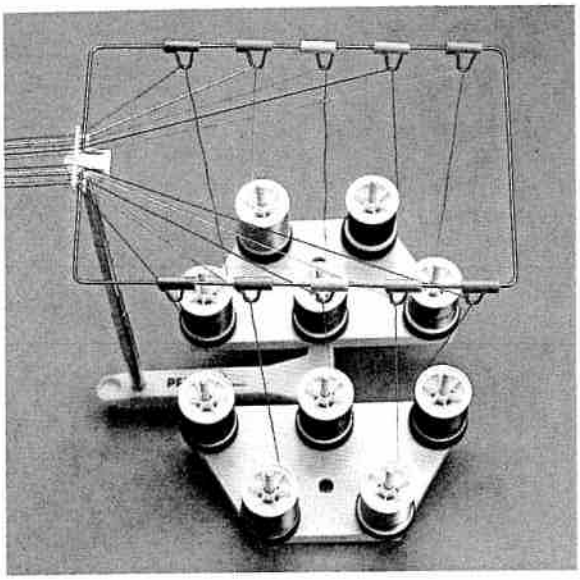
Using the special embroidery hoop **Creative Fantasy CAP** you can embroider caps.



Creative Fantasy BIG

The special embroidery hoop **Creative Fantasy BIG** has an embroidery area of 225 x 90 mm. This enables you to embroider pattern combinations, borders and letter sequences without having to re-insert the material in the hoop/frame. Matching designs together is easily achieved by sliding the hoop to the desired position.

Unique to this BIG hoop are the Creative Fantasy cards with **combination patterns** that are available.



Spool holder
"Creative Fantasy Color Changer"

The spool holder is available as an optional extra from your PFAFF dealer and is of great help with embroidery requiring frequent thread changes. It is particularly suitable for use with the embroidery unit and can hold up to 10 spools.

Place the spools separately onto the spindles and pull the thread up through the appropriate thread guide.

The needle thread required can then be threaded as wished on your sewing machine.

PFAFF

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