



SEWING

Function Buttons

- A. Thread Snips Button
- B. Pattern start
- C. Sew Slow Button
- D. Needle Up/Down Button
- E. Bobbin Thread Monitor
- F. Reverse Sewing Button

A. Thread Snips Button

When pressing this button the machine automatically cuts the bobbin and needle thread. If you press the button while sewing, the machine will finish the stitch, make a tie-off and cut the threads.

B. Pattern start

This button has two functions. If you press this button while sewing, the machine finishes the stitch its own and makes a tie-off. If you press it once you have stopped the machine, it goes back to the beginning of that stitch.

C. Sew Slow Button

When pressing this button the sewing speed is lowered.

D. Needle Up/Down Button

If you press this button, the needle automatically comes to rest in the lower position when you stop sewing. When pressing this button the following dialog window (G) opens on your screen. You can choose how high you want the presser foot to be lifted when you take your foot off the foot control. When you press the foot control again the presser foot is automatically lowered again. This makes it easy for you when turning a corner, quilting etc.

E. Bobbin Thread Monitor

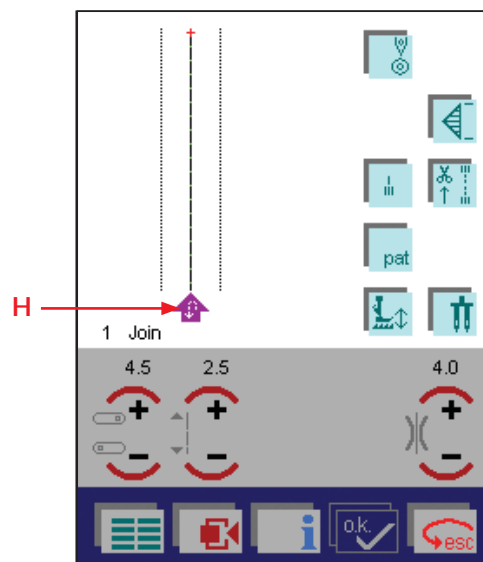
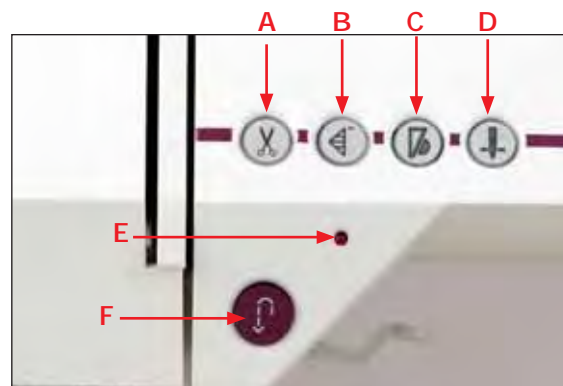
When the bobbin thread is running out the bobbin thread monitor flashes.

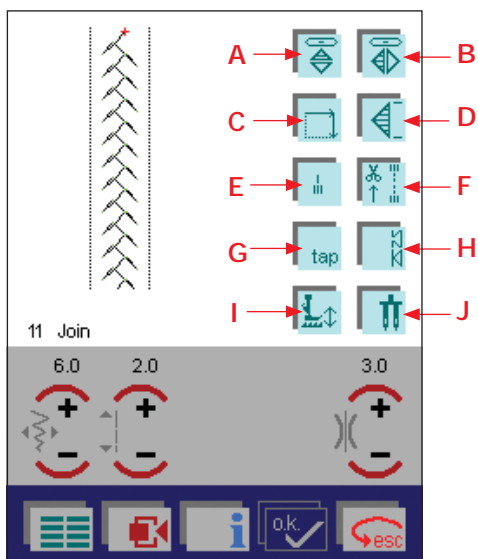
Note: The Bobbin Thread Monitor only works if the hook cover is closed.

F. Reverse Sewing Button

The Reverse Sewing Button has several different functions in the sewing mode.

1. If you press the button while sewing, the machine sews in reverse for as long as you keep the button pressed.
2. If you press this button before starting to sew, the machine sews in reverse until you press the button again. When the function is activated, a reverse sewing arrow appears on the Multi Color Touch Screen (H).
3. If you have activated the Tie-off program, tie-off at the end is initiated via this button. When the tie-off is selected it is indicated by that the single stitch icon is activated.
4. In the Patchwork, Tapering, Four sewing directions and Darning programs, you determine the length of the seams with this button.
5. If you are programming the length of a buttonhole, you determine the length of the buttonhole seam with this button.





Sewing mode functions

- A. End to end mirroring
- B. Side to side mirroring
- C. Four directions sewing
- D. Single Stitch
- E. Immediate tie-off
- F. Tie-off program
- G. Tapering
- H. Balance
- I. Free-motion sewing
- J. Twin needle

A. End to end Mirroring

When pressing this button, you mirror the stitch end to end. You will see the change on the screen.

B. Side to side mirroring

This function mirrors your stitch from side to side. You will see the stitch change on the screen.

C. Four directions sewing

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

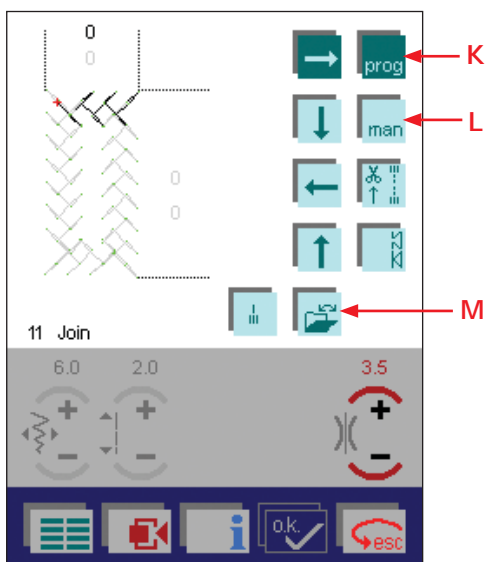
When pressing the Four directions sewing icon a new window appears. Touch the Program function (K) before starting to sew, to program and permanently save a Four directions sewing.

Touch the Manual icon (L) to decide where to end an already programmed side seam. The machine completes the current stitch and stops. (Read more about four direction sewing on page 3:25.)

The arrow icons decides the sewing directions. The machine sews in the direction of the selected arrow.

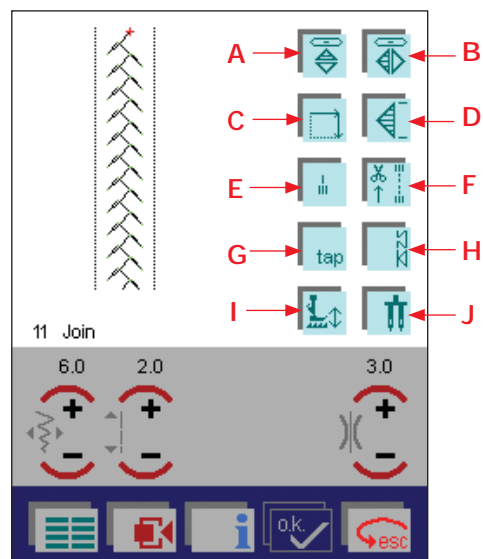
The Data Manager icon (M) will open a window for opening, saving, deleting and closing a program.

The four direction sewing is available on stitches 2-4, 7, 10, 11, 18, 23 and 25.



Sewing mode functions

- A. End to end mirroring
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D. Single Stitch

Stitches and stitch sequences can be sewn as single stitches. By touching the single stitch button you can decide how many patterns you want to sew. When pressing this button a new window appears. Touch the ON button (N) and you can decide how many pattern repeats you want by touching + and - .

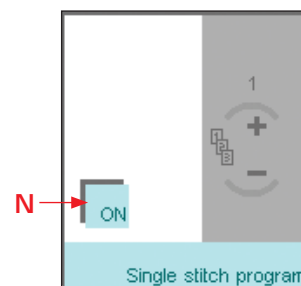
E. Immediate tie-off

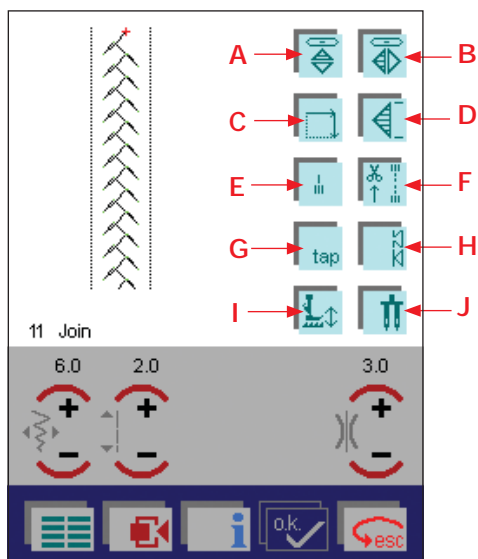
If you touch the Immediate tie-off icon, either when sewing or when the machine is stopped, the machine will not finish the stitch/sequence but instead do an immediate tie-off.

Note: If you want to start from the beginning of your sequence again you need to press pattern start.

After you have done an immediate tie-off the machine will stop and will not start again until you have released the foot control and press it down again.

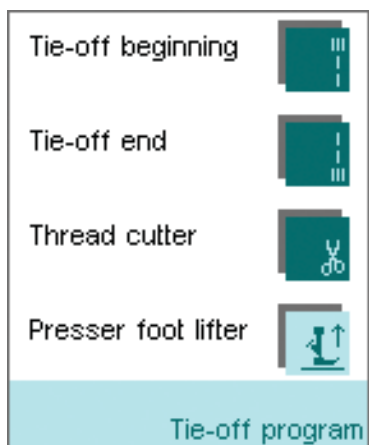
The immediate tie-off icon remains active after being touched and becomes inactive when the tie-off has been completed.





Sewing mode functions

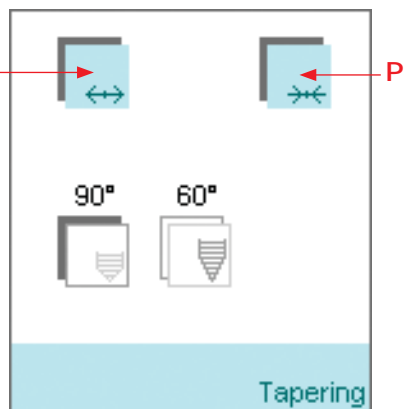
- A. End to end mirroring
- B. Side to side mirroring
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F. Tie-off program

The icon for the Tie-off program includes four functions; Tie-off beginning, Tie-off end, Thread Snips and Presser foot lifter. When touching the icon a new window appears, making it possible for you to select the different functions. When a function is selected the icon becomes dark green and only the symbols for the selected functions are visible on the icon.

If you select one of the these functions it remains active even if you select another stitch. They will remain active until you switch off the machine.



G. Tapering

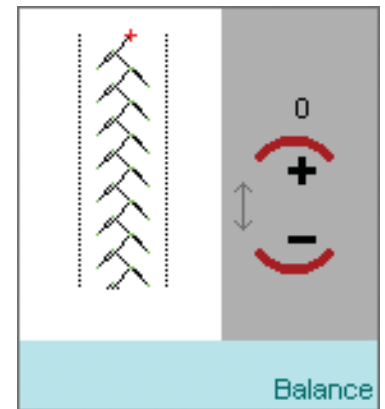
When touching the tapering icon a new window appears. If you press the (O) icon the seams starts at 0mm and becomes wider until the previously selected stitch width is reached. If you press the reverse key, the width is automatically reduced to 0mm.

If you press the (P) icon the seam starts at the full width and when pressing the reverse button it goes down to 0mm width.

The stitch will be reduced according to the angle you have chosen (in this case 90° or 60°).

H. Balance

When touching this icon, a new window pops up, making it possible for you to balance your stitch. Start by sewing a seam on a piece of scrap fabric. When balancing your stitch, then change the seam on your sewing machine so that it looks like your sewing sample. Use the + and - buttons to change the balance.

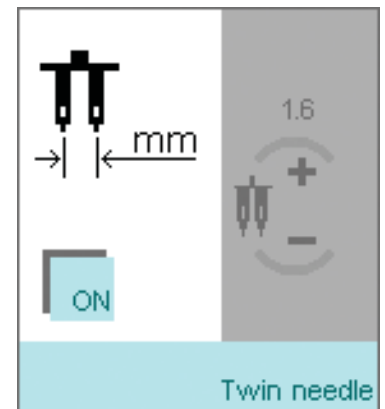


I. Free-motion

This function can be used when you want to make free hand embroideries or when quilting. When touching the Free-motion icon the machine prompts you to lower the feed dog. The machine will lift up the presser foot making it possible for you to sew in free-motion.

J. Twin needle

Press this icon when you are sewing with a twin needle. When touching this icon, a pop up appears where you can set your twin needle width. Press ON and use the + and - buttons to set the width.

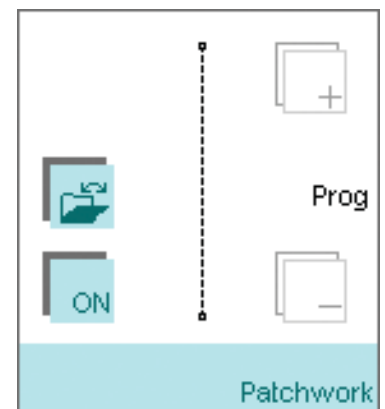


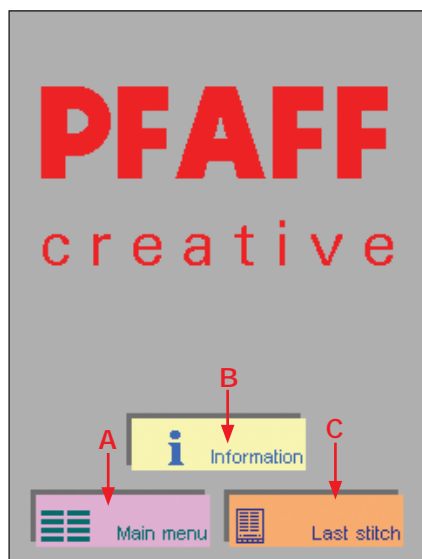
K. Patchwork program

The patchwork program makes it possible for you to program a particular seam length for joining fabric of equal length and saving it permanently. When pressing the patchwork program icon a new window opens.

In the new dialog window, there is an Data Manager icon (where you can open already saved programs or create a new one) and an ON icon (to activate the patchwork program).

To make a patchwork program you need to activate the program by touching ON and OK. Sew your desired length and touch the reverse button. The reverse button determines the length of the seam. Read more about how to change the length of the seam and saving the program on page 4:16-4:17.





Welcome Screen

- A. Main menu
- B. Last stitch
- C. Information

Main Menu

When touching the main menu icon, you enter the main menu. In the main menu you will find the different categories of stitches, reach the embroidery mode and the Data Manager.

Information

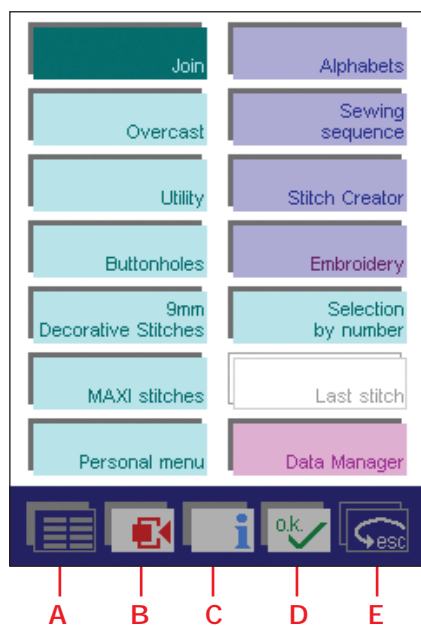
Use this function to obtain general information on how to operate the machine.

Last stitch

The last stitch function makes it possible for you to go back to the stitch you where on, before turning off the machine.

On the screen that appears when you start your machine, you can choose a function called Last stitch. When touching that icon a new menu appears where you can choose either Last stitch or Current state. Choose last stitch and you will go to the stitch you where on before turning off the machine. The current state take you to the last embroidery stitch.

If you have activated the current state function when embroidering you can, via this button, continue to embroider from where you have stopped before you turned off the machine.



Toolbar

- A. Main Menu
- B. Context Menu
- C. Creative Assistant
- D. OK
- E. Esc

A. Main Menu

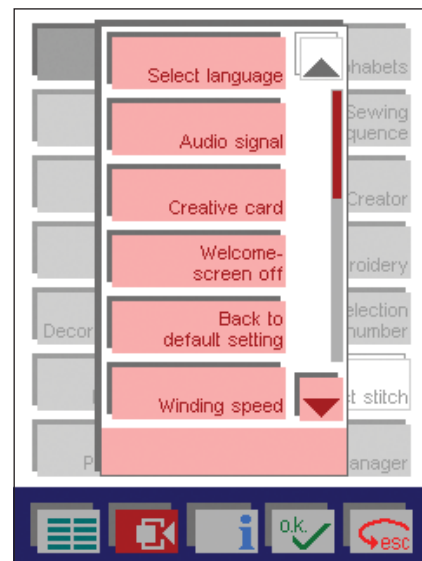
This function allows you to switch back to the main menu, for selection of all stitches. In this picture you are already on the Main Menu and the icon has then turned blue.

In the Main Menu, you have different selection menus: Join, Overcast, Utility, Buttonholes, 9mm Decorative Stitches, MAXI Stitches, Personal Menu, Alphabets, Sewing Sequence, Stitch Creator, Embroidery, Selection by number, Last stitch and Data Manager.

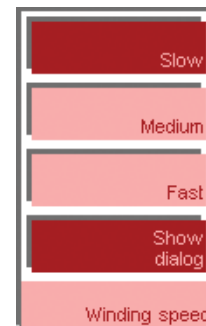
B. Context menu

The Context menu always refers specifically to the menu you have selected. When on the Main menu these menus are active:

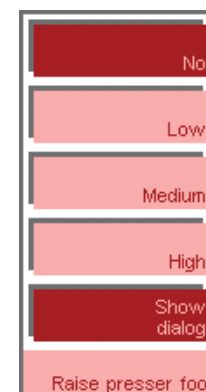
1. Select language: This icon allows you to change the language in the machine.
2. Audio signal: You can change button and message sound.
3. Creative Card: You can format a creative memory card or change the name.
4. Welcome screen off: this function turns the welcoming screen off so that you will enter the Main menu directly when you turn on your machine.
5. Back to default setting: resets all the machines settings that you have previously changed or you can reactivate the information texts.

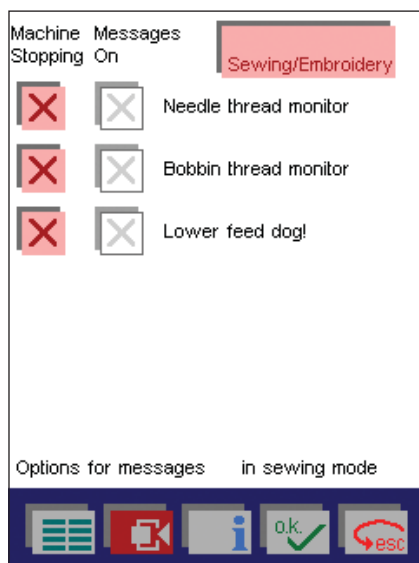
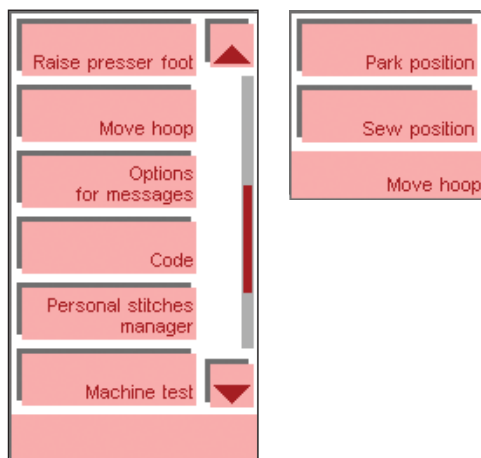


6. Winding speed; choose between slow, medium and fast.



7. Raise the presser foot: choose between not raising it at all, Low, Medium and High.





8. Move hoop: You can use this function when you are sewing with the embroidery unit attached. In order to move the arm as far away from the sewing area as possible, touch the sew position icon.

In order to move the embroidery arm so that you can remove the embroidery unit from the machine, touch the Park position icon.

9. Options for messages: Under the options for messages button you can turn different messages on or off, for instance if you don't want the machine to stop when the bobbin thread is running out.
10. Code: The code function allows you to lock your Pfaff creative 2170. Your machines Main Menu will not appear until your security code has been entered accurately. The code must have at least four digits, and no more than eight. You can delete the code by pressing the Delete button or if you want to change the code press the Alter icon.
11. Personal stitches manager: in the personal menu you can save a selection of stitches. For example you might want to create a Personal menu for all the stitches you need for sewing garments. You can create several personal menus (read more about personal menus on page 3:27).
12. Demo: with the Demo function you can program a demonstration of the machine into your creative 2170 and replay it permanently. Also program in a training sequence to remind you of the steps for a project. To program a demo, touch the Record demo button. The opening screen appears instantly and you can start making the demonstration. With the reverse sewing button you finish and save your demo.

Note: this is a great feature to turn on when you are learning a new technique while taking a class.

13. Version: the current software status of your machine is stored here.
14. Firmware update: press this function button when you want to install an upgrade for your machine. Read more on how to upgrade your machine on page 2:20.

C. Creative Assistant

There is a Creative Assistant function in your sewing machine to help you. It can be called up anytime. The toolbar then changes color and the functions assigned to the icons change. If you touch the icon in the main menu, the Creative Assistant provides general information on operating the machine. If you touch the Creative Assistant within a stitch, the direct help function is launched. Pop-up Direct help provides information on all sewing functions and icons. Simply touch the field on which you require more information. Information may run to several pages, through which you can scroll with the arrows.

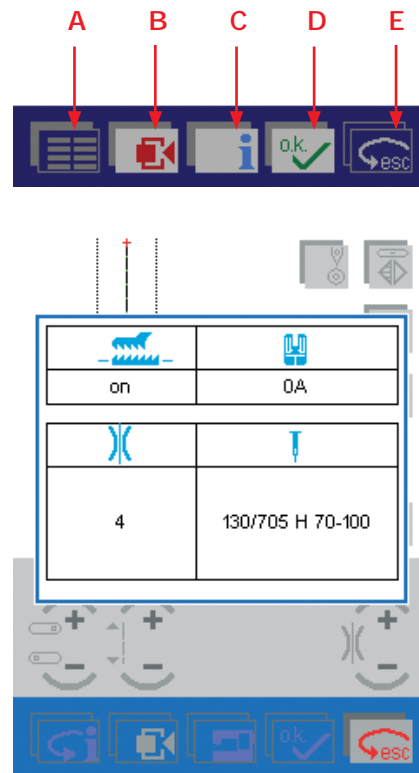
D. OK

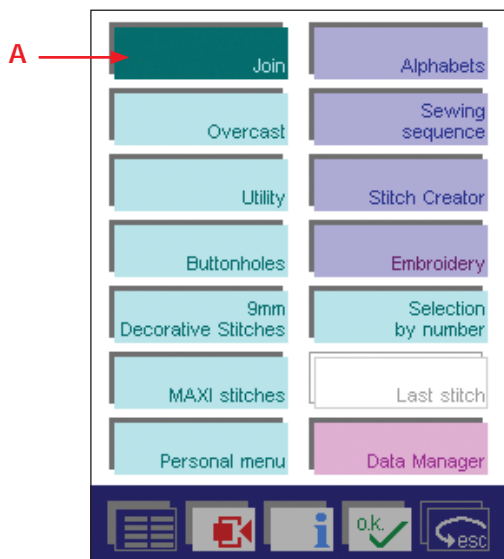
The OK button is used to confirm your actions.

E. Esc

This function allows you to switch back from a menu you have selected to the previous one. When you close a window the settings you have made will not be retained; you have interrupted the process.

Note: If you change the embroidery hoop positions those changes will remain even if esc is touched.





How to select a stitch

There are three different ways to select a stitch on your Pfaff creative 2170.

Start by opening the Main menu. On the Main menu the stitches are divided into different categories. You can select a stitch by touching one of the categories, and then select the stitch by pressing the icon of the stitch.

The second way to choose a stitch is to go into one of the categories and scroll between the different menus by touching the scroll bar. You will then scroll your way across the different categories of stitches.

When you open the Main menu the Join menu is always selected. If you press the foot control at this point the display switches to the straight stitch and your Pfaff creative 2170 is ready to sew. Press the foot control once again and the machine will start to sew stitch number 1; a straight stitch. You can touch any stitch and the machine will open a screen for that stitch (A).

The third way to select a stitch is to touch the icon Selection by number on the Main menu. A pop-up will appear where you can select a stitch by pressing the stitch number. You can find stitch numbers on the lid on your Pfaff creative 2170 and stitch cards or in this User's Guide (page 1:8-1:13).

If you have opened a menu and want to go back to the main menu, simply press the ESC button (B).



Altering a utility stitch

When you open a screen the most important settings are visible. To illustrate this we have chosen a zigzag stitch.

You can modify the settings that are displayed, such as values for stitch width (this icon changes to needle position for straight stitch) (C), stitch length (D) and thread tension (E), for the stitch. As soon as you change a value the numbers will turn red indicating that you have made a change. Once you have reached the maximum or minimum value, the function automatically becomes inactive. If you exit the screen, the stitch settings will go back to the way they were.

Stitch width

Touch the stitch width icon (C) + and - to increase or reduce the width of a stitch.

Stitch length

Touch the stitch length icon (D) + and - to increase or reduce the length of a stitch.

Thread tension

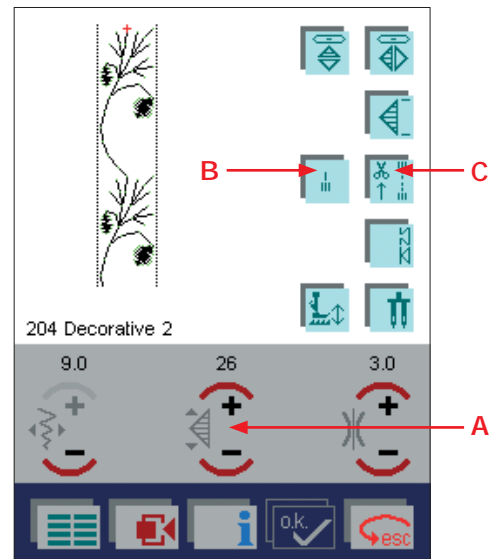
Touch the thread tension icon (E) + and - to increase or reduce the thread tension.

Altering a decorative stitch

When selecting a decorative stitch you have an additional icon called the Pattern elongation (A). This function makes it possible for you to change the length of a pattern. Use the + and - icons to make the pattern longer without changing the density.

Save parameter

You can save the settings you have made by going to the context menu, and touch Save parameter. Once you have saved the stitch it will stay that way even if you go into another menu or turn off the machine. If you want to go back to the original setting, go into the context menu and choose Reset parameter.



Tie-off

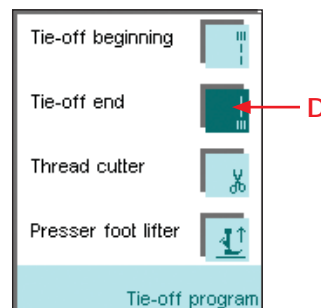
On your creative 2170 there are two different ways to do tie-offs. You can program your machine to do tie-off at the beginning, at the end, cut the threads and raise the presser foot. We call this the Tie-off program.

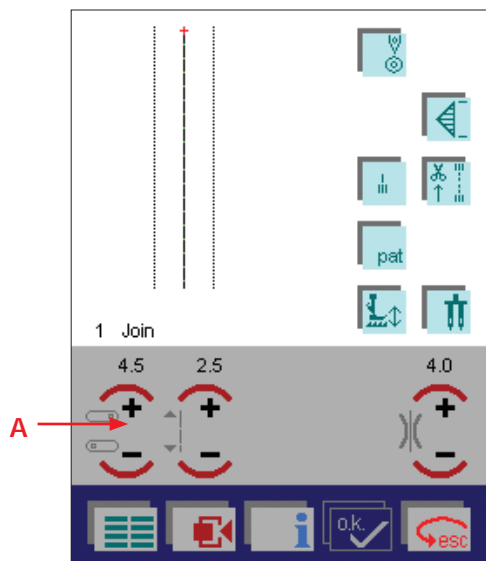
The second way to do tie-offs is the Immediate tie-off (B). If you press this icon the tie-off is made instantly.

The tie-off program

If you touch the tie-off program icon (C) a new window appears. Activate by touching the different icons in the popup; Tie-off beginning, Tie-off end, Thread Snips and Presser foot lifter. The icon of the activated function change color to dark green (D). Once you have activated the function/functions you want, touch OK.

When you have activated something in the tie-off program, the Tie-off program icon (C) changes color to dark green. It will also show the settings you have made.

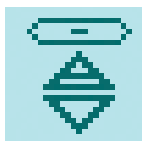




Needle positions

On stitches 1, 2, 5, and 15 you can change needle position by touching the stitch width button (A). These four stitches have 19 different needle positions. Use the + icon to move the stitches to the right in 0.5 mm steps. Use the - icon to move the stitches to the left in 0.5 mm steps.

If you look at your lid, the stitches that you can change needle positions are marked with an arrow.



End to end



Side to side

Mirroring

There are two ways to mirror a stitch; side to side and end to end.

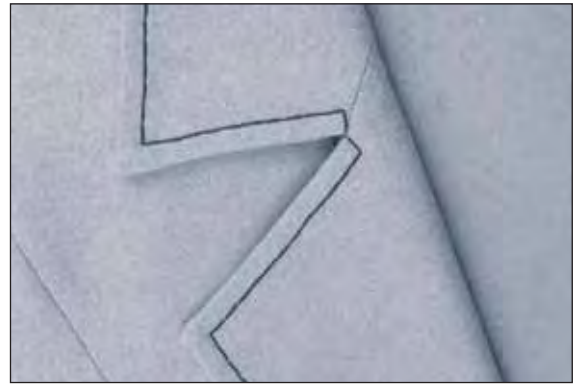
The side to side mirroring you can mirror a marked stitch or stitch sequence from side to side. The mirrored stitch appears on the screen for further processing.

The end to end mirroring you can mirror a marked stitch or stitch sequence from end to end. The mirrored stitch appears on the screen for further processing.

Straight stitch

Stitch number 1 is the basic straight stitch in center needle position. The stitch length can be increased up to 6 mm. Change the needle position of the straight stitch to sew in a zipper or topstitch along the edge of a collar. Your Pfaff creative 2170 has 19 needle positions that can be adjusted with the stitch width -/+ buttons.

Tip: Use the needle up/down button to easily pivot at collar points. You can also just tap on the foot control to set the needle in the down position.



Three-step Zigzag stitch – No 4

Stitch no 4 can be used to overcast raw edges. Make sure the needle pierces the fabric on the left side and overcasts the edge on the right side.

Stitch number 4 can also be used as an elastic stitch to add elastic to pajamas, skirts and sportswear.



Basting program

Basting is often used in dressmaking to join fabric layers quickly for fitting in order to be able to adjust the garment to the body. For that purpose you either sew long stitches with 6 mm stitch length or jump stitches with a length of about 2 cm.

You can also apply markings to materials with long basting stitches stitched through the material to be used. This is preferable to using fabric markers in color, especially on light-colored fabrics or materials with a rough texture.

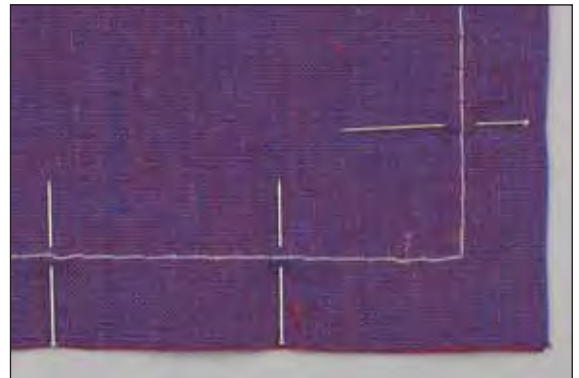
Your Pfaff creative 2170 includes a basting program which can be selected with stitch no. 32.

This program can be used in two different ways and is linked to the engagement and disengagement of the feed dogs.

If the feed dogs are disengaged, the sewing machine will only sew one stitch at a time. You have to touch the foot control every time you want the sewing machine to sew one stitch. This allows you to move the fabric every time so that you can determine the stitch length yourself.

By touching the Presser foot lifter icon you can select to which height the presser foot should raise automatically when the sewing machine stops for feeding the fabric further.

If the feed dogs are engaged, the sewing machine sews with a 6 mm stitch length. 6 mm is the longest stitch length of the Pfaff creative 2170; it enables you to sew a temporary seam for fitting.





Buttonholes

There are 12 buttonhole styles available in your Pfaff creative 2170. Each buttonhole is especially adapted for a particular use and fabric type. You can read about the different buttonholes in the overview in chapter 1.

Your Pfaff creative 2170 is equipped with the Sensormatic buttonhole guide and sensor technology to ensure that every buttonhole is sized accurately. Beautiful buttonholes can be sewn on even the most difficult fabrics such as velvet, plush, stretch fabrics and heavy knits.



Inserting the sensormatic buttonhole guide

1. Push the metal part of the sensormatic buttonhole guide into the slot under the two arrows at the back of the needle plate. The white plastic part goes over the needle plate, covering the feed dogs (see picture).
2. Slide the guide towards you until it lies against the rear of the free arm. The guide will spring rear slightly. There should be a small gap between the needle plate and the guide as shown on the picture.

Inserting the sensormatic buttonhole guide activates the sensor.



Attaching buttonhole foot – No 5A

Attach buttonhole foot No. 5A to sew buttonholes.

Before starting to sew, pull the slide of the foot towards you until the red arrow matches the second red mark.

How to sew a buttonhole

Choose Buttonholes from the main menu and select the buttonhole of your choice. For this example we have chosen buttonhole no. 47. The most important settings are visible on the screen. There are three different ways of sewing a buttonhole: automatically, programmed or manually.

Automatic buttonhole

Enter the buttonhole length directly on the screen by touching the + and - icon on the Stitch elongation icon (A). Enter the length of the slit of your buttonhole. Start to sew your buttonhole by pressing the foot control. The buttonhole will be sewn automatically.

Programmed buttonhole

You can program a buttonhole while sewing.

1. Activate the buttonhole program by touching the prog icon (B).
2. Sew until you reach the buttonhole size you want and press the reverse button. The machine sews in reverse and the second bartack and cuts the threads.
3. The prog icon changes into this (C) icon. You can repeat the programmed buttonhole as many times as you want.
4. If you want to clear the size of the buttonhole, touch the prog icon again.

Manual buttonhole

If you touch the Manual icon (D) you will determine where the last bartack is sewn.

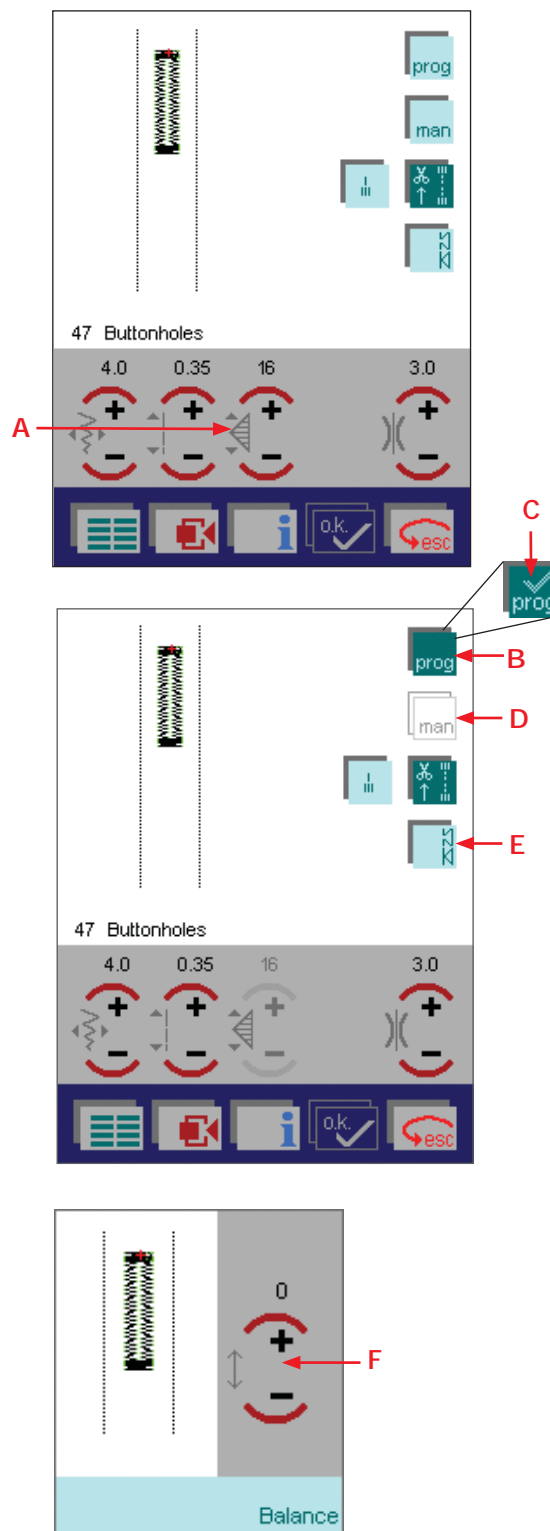
1. Set the length of the buttonhole by touching the Stitch elongation icon. The machine will sew the first column, the first bartack and the second column.
2. After having sewn half of the second column, the machine slows down. When it is time to do the second bartack, touch the reverse button and the machine start making the bartack.

Note: The machine will not store the manual buttonhole.

How to balance a buttonhole

Start by sewing a sample of the buttonhole. If you find that one of the columns are longer than the other you can change the balance of the buttonhole. Touch the balance icon (E) and a popup appears. Touch the + and - buttons (F) to change the buttonhole. You should change the buttonhole so that it looks like your sewed out sample. The machine will then correct the buttonhole automatically.

Note: If you would like to sew a buttonhole longer than the 5A foot (50mm) you can sew without the sensormatic guide but with the 1A foot. To get a perfect result without the sensormatic guide it might be necessary to balance the buttonhole.

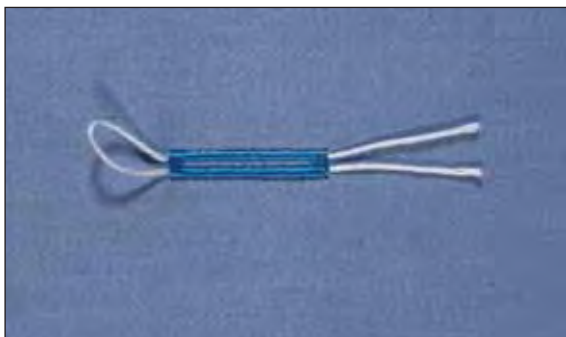




Buttonhole with gimp thread

Buttonholes that are sewn with gimp threads are more stable, durable and has a professional appearing. Use pearl cotton or a regular gimp thread.

1. Insert the Sensormatic buttonhole guide.
2. Place the center of a length of gimp thread over the metal bar extending from the center back of the buttonhole foot. Pass the thread ends under the foot and pull up into the right and left guides on the front of the presser foot.
3. Attach the buttonhole foot. Before starting to sew, pull it backward as far as the second red mark.
4. After completing the buttonhole, pull the ends of the gimp thread until the loop of thread is hidden below the buttonhole bartack.
5. Thread the gimp threads into a needle and pull them to the wrong side of the garment. Tie the gimp threads and cut off the excess thread.



Eyelet buttonhole with gimp thread

1. Insert the Sensormatic buttonhole guide. Place the center of a length of gimp thread over the metal bar extending from the center front of the Buttonhole foot. Pass the thread ends under the foot and pull up into the right and left guides on the back of the presser foot.

2. Attach the buttonhole foot and pull it backward as far as the second red mark. Before starting to sew, press the “needle down” button.
3. Sew the right side of the buttonhole.



4. After the machine sews the first few stitches of the curved end pull the gimp thread down from the clamp with a straight pin.

Note: The presser foot must not be raised from the fabric!

5. Pull the gimp thread on the left towards the rear until the loop is just in front of the needle. Carefully sew the curve, guiding the gimp thread under the stitching.



6. After sewing the curve, hold the gimp thread slightly taut and finish sewing the buttonhole.
7. Thread the gimp threads into a needle and pull them to the wrong side of the garment. Tie the gimp threads and cut off the excess thread.

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

Note: This buttonhole is particularly attractive when sewn with a heavier-weight thread.



Buttonhole tips

Buttonholes that are to be sewn very close to a reinforced edge, may sometimes not feed optimally with the buttonhole foot because of the bulk at the edge of the fabric. In this case, use presser foot 1A with the Integrated Dual Feed engaged.

Fabrics that shift or stretch easily should be reinforced with water-soluble or lightweight stabilizer.

Buttonholes are particularly stable and durable if a gimp cord is inserted while sewing (see " Buttonholes, with gimp cord").

Linen buttonholes are particularly attractive if you use a heavier-weight thread through a topstitch needle.

Buttonholes are normally selected a little larger than the button diameter. It is important to always sew a test buttonhole on the same fabric/stabilizer as your project.

Cut open all buttonholes carefully. Open the curve of the keyhole buttonhole with a belt punch or awl.



Sewing on buttons

With stitch no. 59 you can easily sew on two and four-hole buttons.

1. Remove the presser foot and lower the feed dog.
2. Mark the button position on your fabric. Place the button on the marked fabric.
3. Turn the handwheel towards you and position the button so the needle enters the left hole in the button. Lower the presser foot lifter.
4. The button will be held in place by the shank of the foot. Make sure the needle also enters the right hole of the button.
5. Continue sewing on the button. The machine will complete the program for you.



Eyelets

To stitch eyelets on a belt or linen items, select stitch no. 66.

1. Place a small mark wherever you would like to sew an eyelet.
2. Place the fabric under the presser foot, position one of the marks at the center of the foot.
3. If the Stitch restart is touched during the sewing operation, the machine will automatically sew one eyelet and tie off the stitch.
4. Cut a hole in the center of the eyelet. You can select from five eyelet sizes by touching the stitch length.

Stitch no. 66 can also be combined in embroidery stitch combinations for beautiful embellishment.



Darning

To mend a small hole or tear, you can either do automatically by using the darning stitches on the machine or darn your tear manually using by doing Free-motion darning.

Automatic darning

The darning stitches no. 64 and no. 65 can be used for strengthening damaged areas of fabric.

1. Choose stitch no. 64 or no. 65.
2. Change the pattern length to the length of the tear of touching the + and -.
3. Stitch over the damaged area.

Programmable Darning

1. Choose stitch no. 64 or no. 65.
2. Touch the program icon.
3. Stitch over the damaged area to the required length.
4. Press the reverse button; the machine finishes sewing the darning program and the darning length is saved. The saved darning length can now be repeated as often as needed.

Stitch no. 64 sews lengthwise only; stitch no. 65 is for darning lengthwise and crosswise and is more durable.

Note: To give the best strength to the darning stitch it should be slightly out of square.



Balancing the darning stitch

Depending on the type of fabric, the darning pattern may shift slightly out of square. You can balance the program using the adjustment capability.



Darning with the elastic stitch

Stitch No. 4

The elastic stitch no. 4 is very suitable for repairing small holes and slightly damaged areas. This is most suitable for light-weight fabrics.

Reduce the stitch length and sew rows of stitches over the damaged area until it is well covered. Make sure the stitch rows overlap. No additional backing is needed for these slightly damaged areas.

Overlock stitches

For elastic, knits, woven and stretch fabrics, your creative 2170 provides a selection of overlock stitches. These stitches join multiple layers of fabric and overcast them in one operation. These stitches can stretch and are more durable than standard stitches.

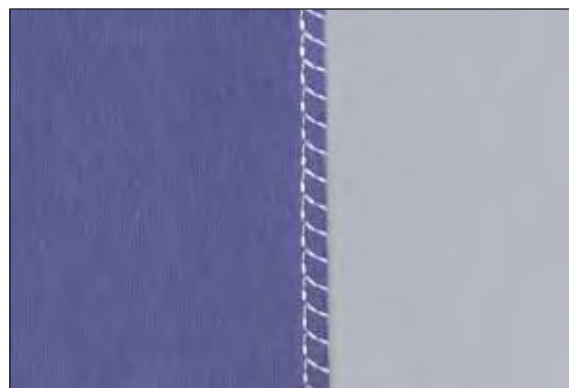
Tip: Use blind stitch foot No. 3 when sewing overcast seams. This guides the fabric more precisely and prevents tunneling of the seam at wider stitch widths. Adjust the stitch width and guide of the foot to ensure that the right swing of the needle clears the raw edge of the fabric and the pin of the presser foot.



Closed overlock stitch – No 26

This stitch is suitable for sewing a hem on your garment. Use foot no. 0A or 3.

Fold your fabric 3/8" (1 cm) and stitch the closed overlock on the right side of the folded fabric. When you have finished, cut away the unnecessary fabric.



Open overlock stitch – No 28

The overlock stitch works well when joining or edge-finishing fabrics that do not fray excessively. Use presser foot no. 1A or 3.



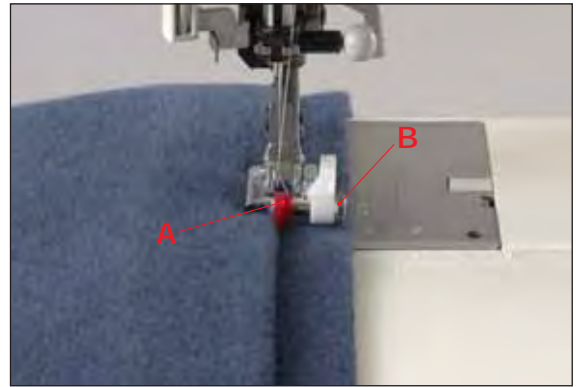
Closed overlock stitch with edge thread – No 19

If you wish to sew a fabric that frays easily, select stitch no. 19. With this stitch an additional edge thread protects the fabric edge against further fraying. This seam is suitable for woven fabrics.

Blindhem stitch – No 30

The blindhem stitch is used to make invisible hems on skirts, trousers and home decorating.

- Finish the edge of the hem.
- Fold and press the hem allowance to the wrong side.
- Fold the hem back on itself so approximately 3/8" (1 cm) of the finished edge extends beyond the fold. The wrong side of your project should now be facing up.
- Place the fabric under the presser foot so that the fold runs along edge guide A.
- When the needle swings into the fold it should catch a small amount of fabric. If the stitches are visible on the right side, adjust edge guide A by turning adjusting screw B, until the stitch that catches the hem just barely shows.

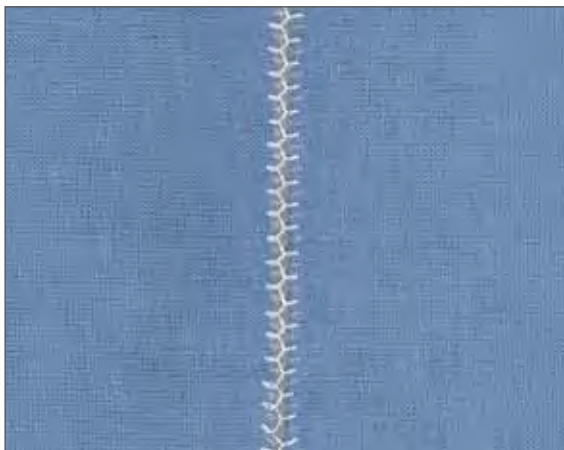


Elastic blind stitch – No 31

The elastic blind stitch is especially suitable for stretchy fabrics, because the zigzag in the stitch lets the stitch stretch. The hem is finished and sewn at the same time. There is no need to finish the raw edge first on most knits.

Create the blindhem as described above.





Bridging stitch - No 11

The bridging stitch creates a hemstitching effect. It is often used for connecting two finished fabric edges called bridging.

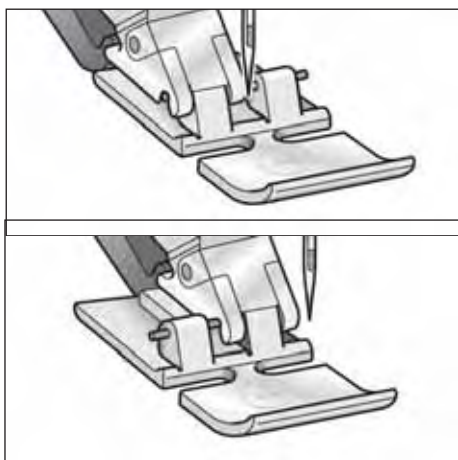
- Finish the fabric edges and press the seam allowance to the wrong side.
- Place the fabric under the presser foot with the edges approximately 1/8 inch (3mm) apart.
- Stitch from the right side of the fabric, making sure that the needle catches the fabric on the right and left sides.



Crosshem stitch - No 13

This highly elastic stitch is very suitable for decorative hems.

- Fold the hem allowance to the reverse side.
- Stitch the hem from the right side of the fabric. Trim any excess hem fabric up to the stitching.



Sewing in zippers - stitch no. 1

There are different ways to sew in zippers. Follow the directions included with your pattern for best results.

For all types of zippers it is important to sew close to the teeth of the zipper. The zipper foot can be snapped to the presser foot ankle on the left or right, depending on how you will insert your zipper. Then set the needle position so that it enters close to the edge of the zipper teeth by using one of the 19 needle positions available. If the presser foot is attached on the right side, the needle must only be moved to the right. If the foot is attached on the left, the needle must only be moved to the left.

Rolled hem with foot No. 7

Use the rolled hem foot to finish the edges of blouses, scarves, or ruffles without having to iron the edges beforehand. Hemming prevents the edges from fraying and produces a neat and durable edge finish.

- Double-fold the fabric edge (about 1/8 inch / 2 mm per fold).
- Place the folded fabric edge under the rolled hem foot and sew a few stitches to secure.
- Turn the hand wheel towards you until the needle is at its lowest point. Raise the presser foot and slide the fabric into the scroll of the foot.
- Lower the presser foot and while sewing, guide the fabric edge evenly into the foot. When roll-hemming, make sure the raw edge of the fabric butts against the left edge of the rolled hem foot opening. Ensure the fabric does not run underneath the right side of the presser foot.



Tip: A narrow zigzag stitch also makes a nice rolled hem on lighter stretch fabrics such as lingerie nylon.

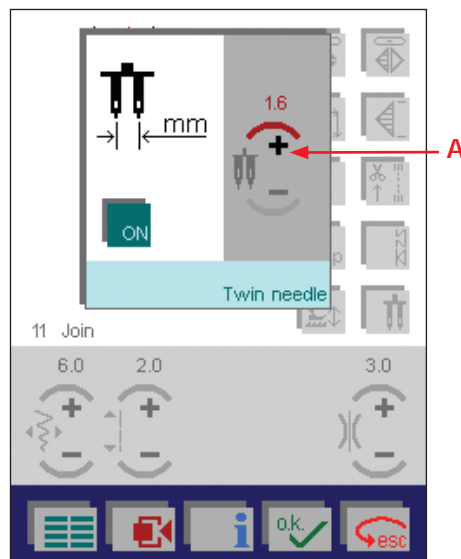
Twin needle

When you touch the twin needle icon the machine allows you to specify the width of the twin needle you will use. The stitch width will automatically be reduced to prevent needle breakage and allow you to sew decorative stitches with a twin needle.

1. Touch twin needle icon and a popup appears. Touch ON to activate the function.
2. Touch the +/- icon to specify your twin needle width (A). The stitch is shown as it will sew.
3. Touch OK to close the window and save your settings or ESC, to continue without saving any settings.

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

To deactivate the twin needle function, touch the twin needle icon, touch ON to deactivate the function. The icon becomes light green again.



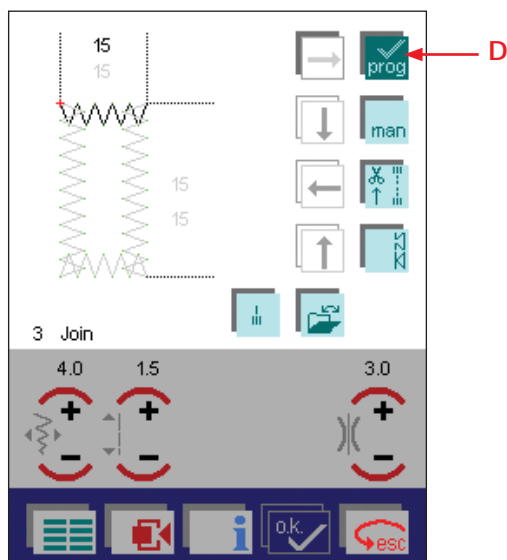
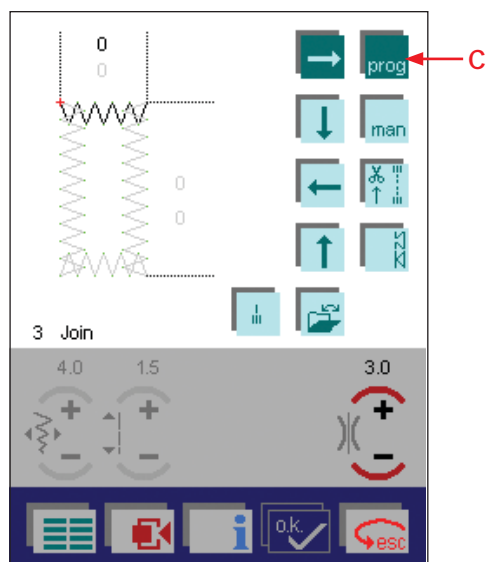
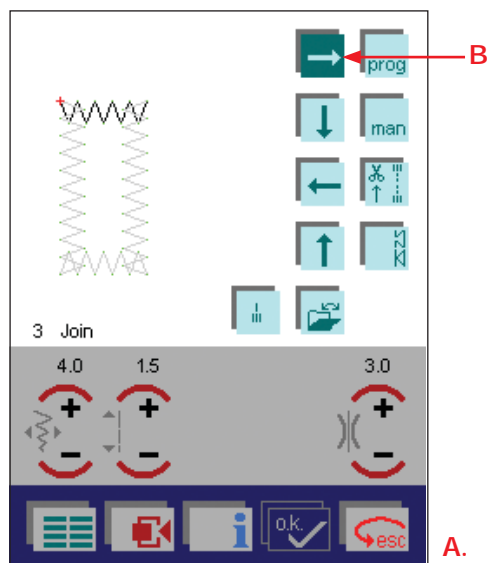
Twin needle sewing

You can achieve beautiful effects when embroidering with the twin needle. These embroideries turn out best with a needle width of 1.6 - 3 mm. Twin-needle embroidery is particularly effective if you use embroidery threads in matching colors. If you wish to sew with the twin needle, touch the twin needle icon. The stitch width is automatically reduced and not displaced to the right or to the left if a stitch is asymmetrical. In this way the needle is prevented from hitting the presser foot.

See page 2:15 for threading a twin needle.

Sewing Maxi stitches with a twin needle

If the icon for the twin needle program is active when sewing Maxi stitches, you can use the twin needle for a decorative effect. However, you should only use a twin needle with a width of 1.6mm or 1.8mm, even if a twin needle width up to 6mm can be selected in the program.



Four sewing directions

You can program the width and length of a rectangle to be sewn, and save these settings permanently. This is great for sewing on patches without having to turn the fabric.

The Four directions sewing can be used on stitches no. 2-4, 7, 10, 11, 18, 23 and 25. Once you have touched the Four directions sewing icon the screen, you will see the following screen (A).

1. Sewing in four directions without saving the program

If one of the direction arrows has turned dark green (B) the function is active and your Pfaff creative 2170 is ready to sew. With the direction arrows you can decide the first direction in which the machine sews.

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

When the desired length is sewn, press the reverse button or touch the next direction icon. Your Pfaff creative 2170 completes the current stitch, the needle is positioned in the outer corner of the rectangle.

Now, the machine sews forward until you press the reverse button or the next direction icon. Your Pfaff creative 2170 completes the current stitch, the needle is positioned in the outer corner of the rectangle.

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

2. Program the Four directions sewing

Touch Prog icon (C) and the desired sewing direction before starting to sew. Then save the program to sew it several times.

Use the reverse button to change the sewing direction as described above. The sewn width and length of the first two sides are shown on the screen.

Continue sewing until the rectangle is complete. When all four directions are programmed, the Prog icon changes (D). Now the program is stored and can be repeated. It can also be saved permanently in the machine.

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

3. Manual ending of a side seam

To repeat a program several times, touch the Prog icon and the desired sewing direction before starting to sew. If you also touch the man icon (E), your Pfaff creative 2170 sews one side and then stops. The length of the sides are determined in the same way as described in section 1. The machine stops after each side. Press the foot control to continue with the next side.

4. Manual ending of a saved rectangle

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

More functions for four sewing directions

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

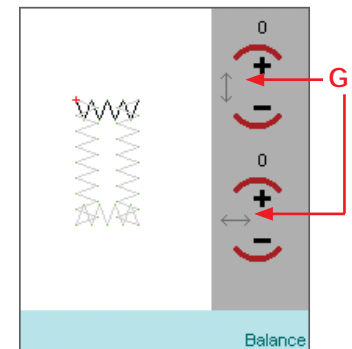
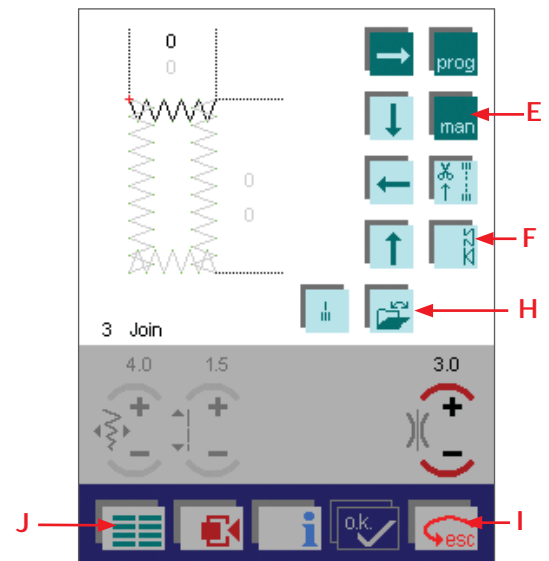
With the +/- icons (G), you can adjust the rectangle on the screen until it looks like your sewn sample. The rectangle will be adjusted automatically the next time you sew.

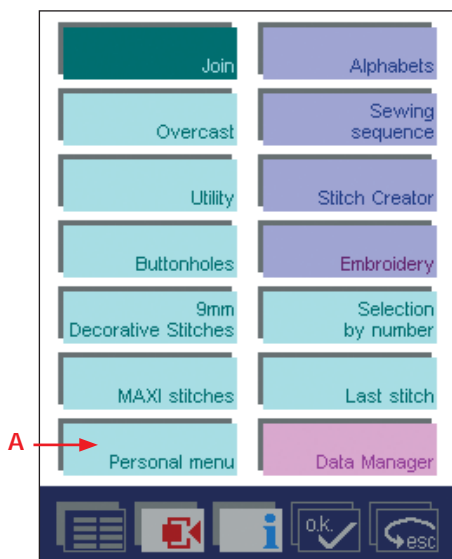
Touch the Data Manager icon (H) to open, save, delete or close a program.

A detailed description of the icons is found in the beginning of this chapter.

Touch Esc (I) to return to the selection menu.

Touch the Main menu icon (J) to return to the main menu.

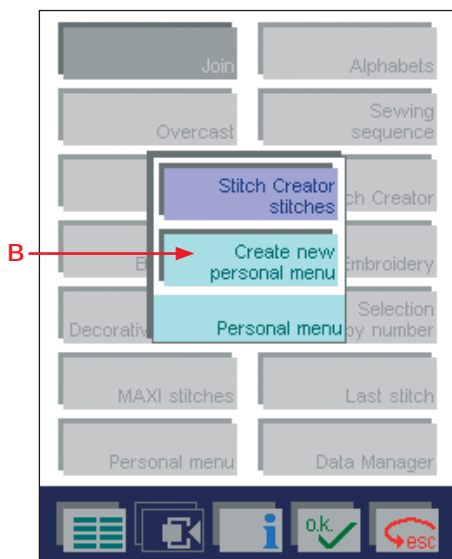




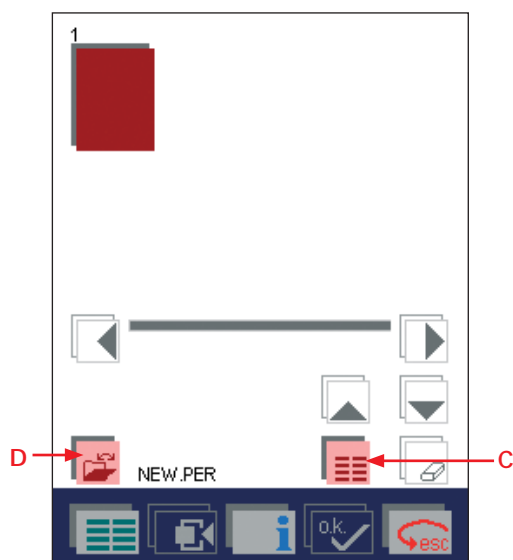
Personal menu

On your Pfaff creative 2170 you can have one or several Personal menus, where you can save your personal settings for the stitches and create a menu which contain the stitches you use the most.

Create a personal menu by selecting Personal menu (A) in the main menu.



Touch Create new personal menu (B) and OK.



Select the stitches you want by going into the Mini Main menu (C).

Once you have selected the stitches you want, touch the Data Manager icon (D). Choose Save As on the pop-up that appears. Rename your folder and press the OK icon. You have now created a personal menu.

Once you have made a personal menu, you can reach it from the Personal menu icon. Your personal menu will appear on the pop-up.

Note: If you have altered a stitch and want to save it with those settings to the Personal menu, you can go to the Context menu and choose Copy to personal stitches. That stitch will then be saved in the personal menu.

Demo

You can program a demonstration of the machine into your Pfaff creative 2170 and replay it.

Programming of a demo

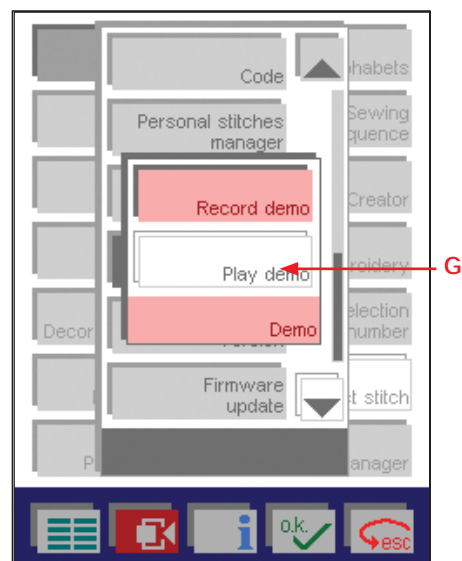
For programming a demo, go into the context menu and touch the Record demo icon. The screen will change to the welcoming screen, where you will start making your demo. Operate your Pfaff creative 2170 completely normally and thus compose a demonstration.

Use the reverse sewing button to finish and save your demo.

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

Playing a demo

To play your demo, touch the Play demo icon (G). Close it with the reverse button.



Options for messages

You can switch off the messages that automatically appear in the machine. These settings can be determined individually for sewing and embroidery.

Touch the Sewing/Embroidery icon (A) to decide if the setting should be valid for sewing or embroidering.

If the function is active the icon has an X in it (B). If you want to switch it off touch the X. The X in the icon goes out. All functions are active as default.

