

IMPORTANT SAFETY INSTRUCTIONS

When using an electrical machine, basic safety precautions should always be followed, including the following.

Read all instructions before using this sewing machine.

When the machine is not in use, it should be disconnected from the electricity supply by removing the plug from the outlet.

DANGER

To reduce the risk of electric shock:

1. A machine should never be left unattended when plugged in.
2. Always unplug this machine from the electric outlet immediately after using and before cleaning.

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 machine is used by or near children and infirm persons.
2. Use 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 machine if
 - it has a damaged cord or plug
 - it is not working properly
 - it has been dropped or damaged
 - it has fallen into water
 Return the machine to the nearest authorized **BERNINA** dealer or service center for examination, repair, electrical or mechanical adjustment.
4. Never operate the machine with any air openings blocked. Keep ventilation openings of the sewing machine and foot control free from accumulation of lint, dust and loose cloth.
5. Keep fingers away from all moving parts. Special care is required around the sewing needle.
6. Always use the **BERNINA** original stitch plate. The wrong plate can cause the needle to break.
7. Do not use bent needles.

8. Do not pull or push fabric while stitching. It may deflect the needle, causing it to break.
9. Turn power switch to "0" when making any adjustments in the needle area, such as threading or changing the needle, threading the bobbin or changing the presser foot.
10. Always unplug the sewing machine from the electrical outlet when removing covers, lubricating or when making any other user servicing adjustments mentioned in this instruction manual.
11. Never drop or insert any object into any opening.
12. Do not use outdoors.
13. Do not operate where aerosol (spray) products are being used or where oxygen is being administered.
14. Before disconnecting, turn all controls to the off ("0") position then remove the plug from the outlet.
15. Do not unplug by pulling on the cord but grasp the plug before pulling.
16. No responsibility will be taken for any possible damage as the result of misuse of the machine.
17. This machine is provided with double insulation. Use only identical replacement parts. See instructions for Servicing of double-insulated machines.

SERVICING DOUBLE-INSULATED PRODUCTS

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

The symbol  may also be marked on the product.

SAVE THESE INSTRUCTIONS!

This sewing machine is intended for household use only.

BERNINA®



“Welcome to
the BERNINA
family!”

H.P. Ueltschi
BERNINA Sewing Machine
Company

Choosing a **BERNINA “Sewing and Embroidery System”** is a decision which will have a positive impact on your sewing for **years to come**.

Customer satisfaction has been the driving force of our family company for over 100 years and I intend to continue that tradition of delivering superb Swiss quality, future-orientated sewing technology and unrivaled customer service.

The new **BERNINA family of creative sewing machines** gives you the unique opportunity to select what you need to satisfy your sewing needs and requirements.

As the name suggests, the “**artista**” range of computer sewing is pure artistry.

These machines provide unlimited scope for total sewing pleasure. They inspire creativity and allow you to translate your ideas into practical sewing of the finest quality.

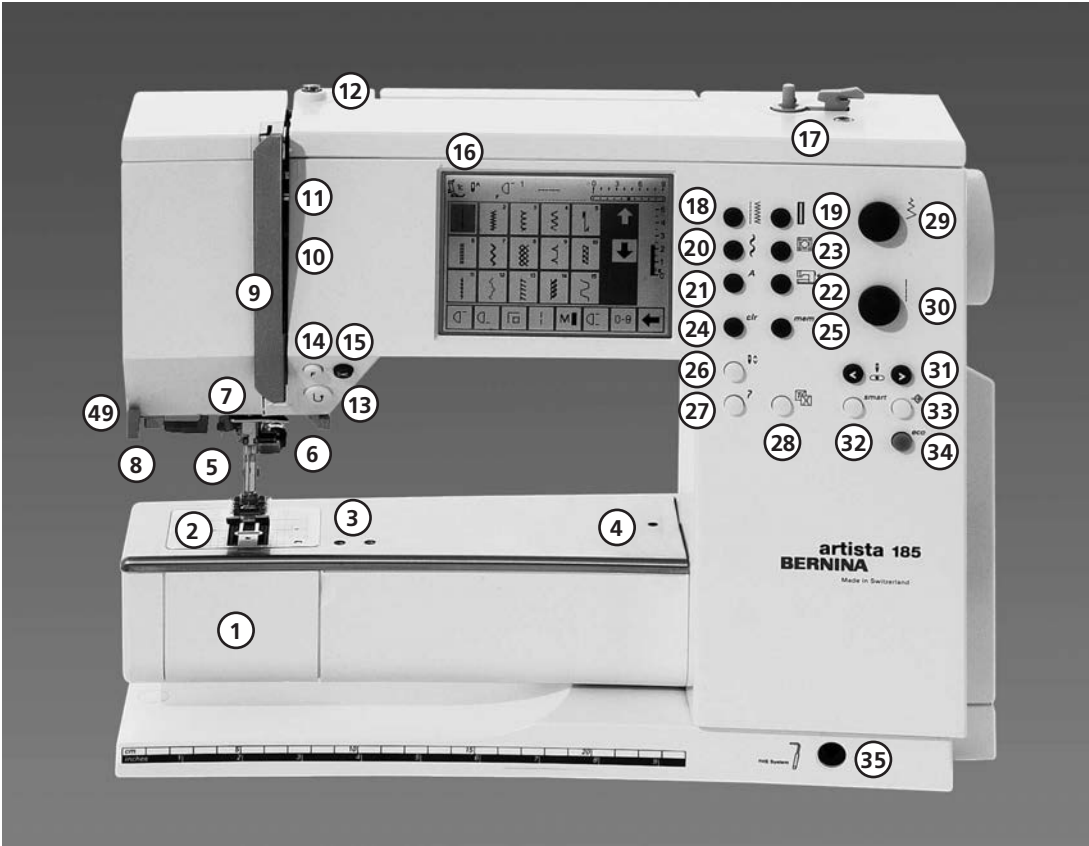
In addition, a wide range of sewing accessories, together with sewing publications full of practical and creative ideas, add to the **joy of sewing the BERNINA** way.

It gives me great pleasure to welcome you into the **BERNINA** family.

Fritz Gegauf Ltd · BERNINA Sewing Machines · CH-8266 Steckborn/Switzerland

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Details of the machine



Front view



Back view



View from the left side



View from the right side

- 1 Bobbin cover
- 2 Stitch plate
- 3 Attachment base for special accessories
- 4 Darning ring connection
- 5 Presser foot
- 6 Needle clamp
- 7 Thread guide
- 8 Needle threader
- 9 Thread take-up cover
- 10 Thread path
- 11 Thread take-up
- 12 Bobbin pre-tension
- 13 Quick reverse button
- 14 F (Favorite Function) button
- 15 Automatic thread cutter
- 16 Screen
- 17 Bobbin winder with on/off switch and thread cutter
- 18 Practical stitch button
- 19 Buttonhole button
- 20 Decorative stitch button
- 21 Alphabet button
- 22 External embroidery button
- 23 Quilt stitches/Directional sewing button
- 24 clr (Clear) button
- 25 mem (Memory) button
- 26 Needle stop up/down
- 27 "?" (Help) button
- 28 TTC (Thread Tension/Tutorial/ Creative Consultant) button
- 29 Stitch width knob
- 30 Stitch length knob
- 31 Needle position
- 32 smart button
- 33 setup button
- 34 eco (Ecology) button
- 35 Free Hand System connection
- 36 Presser foot lifter (manual)
- 37 Carrying handle
- 38 Spool pins
- 39 Sewing table socket
- 40 Thread cutter
- 41 Presser foot pressure dial
- 42 Handwheel
- 43 Power switch on/off
- 44 Power plug socket
- 45 Drop feed-dog
- 46 Foot control socket
- 47 Embroidery module (special accessory) connection
- 48 PC serial port
- 49 Lens holder
- 50 CFL-Sewing light

Carrying case



Carrying case

- protects from dust and dirt
- compartment for accessories

Accessories

- foot control
- instruction manual
- power cable
- warranty card
- FHS presser foot lifter (Free Hand System)
- seam guide for sewing table
- sewing table (attached)
- to remove the sewing table, lift slightly and remove.



To remove the case

- grasp both sides
- pull up vertically

Accessory box



Storing Accessories

- set up the free standing accessory box by pulling both extensions out until they click into place

The accessory box is equipped with one small and one large drawer each as well as two compartments for bobbins, two compartments for coded presser feet and one compartment for non-coded presser feet. The compartments can be stored in the box (additional compartments and drawers are available as optional extras).

- insert the bobbins into the compartments provided
- to remove a bobbin, press the compartment holder A lightly
- hang presser feet in the compartments provided
- store the remaining accessories as shown in the picture

Suitcase System (special accessory)

The suitcase system is specially built for your sewing and embroidery computer and has integrated wheels. This allows your system to be transported easily and elegantly.

Standard Accessories

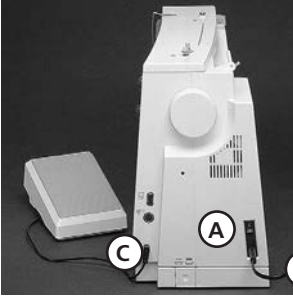
(can vary from country to country)

- four bobbins (+ one in bobbin case)
- selection of 130/705 H needles
- seam ripper
- small screwdriver
- angular Torx key
- lint brush
- seam guide
- foam pad
- Reverse pattern foot No. 1C
- Overlock foot No. 2A
- Buttonhole foot with code No. 3C
- Automatic buttonhole foot No. 3A
- Zipper foot No. 4
- Blind stitch foot No. 5
- Jeans foot No. 8
- Button sew-on foot No. 18
- Open embroidery foot No. 20C
- Sideways motion foot No. 40C
- Compensation plate for sewing buttonholes
- height compensating tool
- vertical spool holder pin
- three spool discs
- oiler
- artista data transfer CD-Rom
- CPS Installations CD-Rom

Important:

(USA/Canada only!) Use only foot controller type LV1/LV2 with sewing machine models 185.

Power cable



Power cable

- the power cable is stored in the case
- plug A into machine
- plug B into electrical outlet

Foot control cable

- plug C into machine

Important! (USA/Canada only)

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

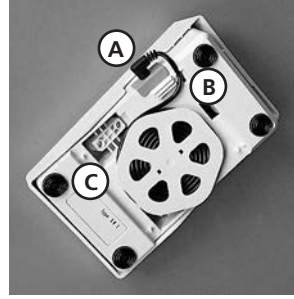
Foot control



Sewing speed

- control the sewing speed by depressing the foot control with your toe
- raise or lower the needle by tapping on the foot control with your heel

Use only foot controller type LV1/LV2 for sewing machine model 185 (USA/Canada only)



Cable tidy

- wind the cable round the spool
- insert the plug into A

When sewing

- unwind the cable to the desired length and slip into B or C

Power switch



Power switch

The power switch is on the handwheel side of the machine
1 the machine is switched on
0 the machine is switched off

The sewing light is switched on and off within the Setup program.

Refer to the safety instructions!

Sewing table



Larger sewing surface

- the sewing table increases the sewing surface
- free arm for larger tubular items such as pant legs and waistbands

To attach

- push over the free arm and press firmly so that it engages on the fixing lug (needle and presser foot fully raised)

To remove

- pull to the left
- remove by pulling it completely from the free arm

Seam guide

- insert into the groove (underside of table) from the right
- it can be freely adjusted over the whole width of the table

Scale

- number "0" corresponds to the center needle position

FHS (Free Hand System) presser foot lifter



Raising and lowering the presser foot

- the freehand system raises and lowers the presser foot
- push to the right with your knee
- the presser foot is raised and the feed-dogs are lowered and the needle thread tension is released simultaneously
- the feed-dogs come up

automatically as soon as the first stitch is sewn

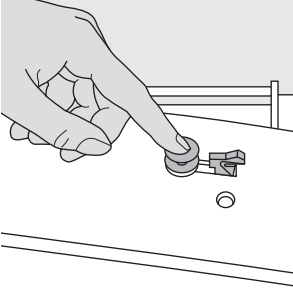
Attaching the presser foot lifter

- the freehand system is stored in the case.
- insert the freehand system into the opening in the base plate
- you should be able to

operate the lifter in your normal sitting position.

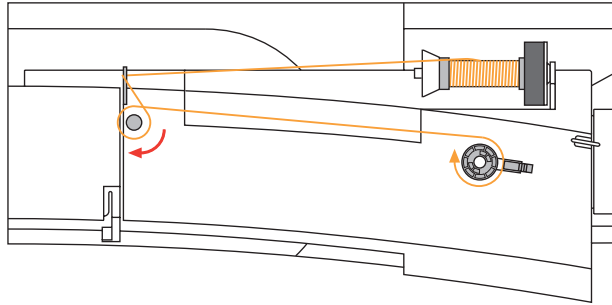
Note:
Your dealer can adjust the position if necessary

Winding the bobbin



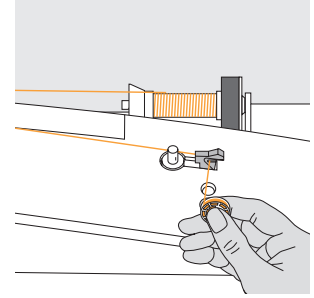
Winding the bobbin

- turn power switch on
- place empty bobbin on spindle



Threading the bobbin

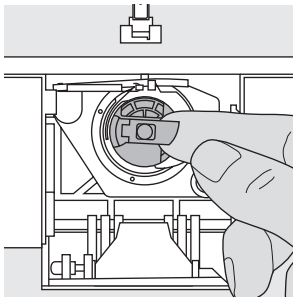
- following the direction of the arrow take thread through the rear guide and round the pre-tension stud
- wrap the thread around the inner bobbin two or three times and cut off any excess thread on the thread cutter
- press the engaging lever against the bobbin
- press the foot control
the motor stops automatically when the bobbin is full
- remove the bobbin



Thread cutter

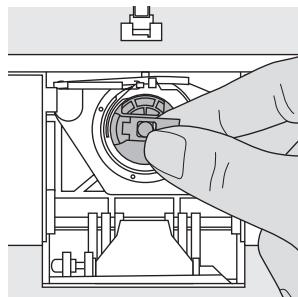
- cut the thread on the thread cutter

Bobbin case



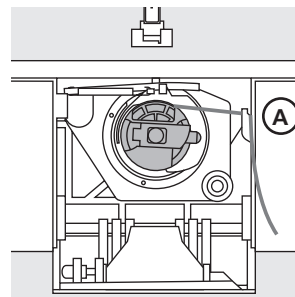
To remove

- raise the needle
- turn power switch to "0"
- open the bobbin cover
- grasp the latch of the bobbin case
- remove case



To insert

- hold the bobbin case latch
- the opening on the case should be at the top
- insert so that it engages
- close the bobbin cover

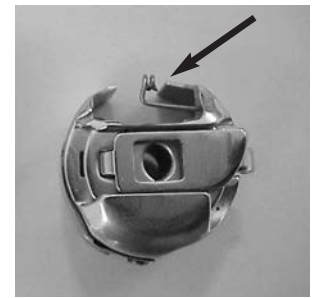


Bobbin thread cutter

- insert the bobbin case
- take thread over cutter (A)
- cut thread

Note:

For normal sewing, the bobbin thread does not have to be brought up as the loose end is just the right length to start sewing.

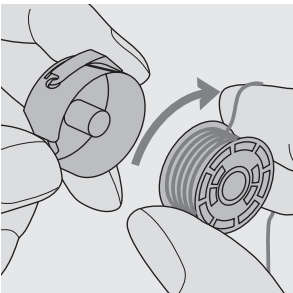


Warning:

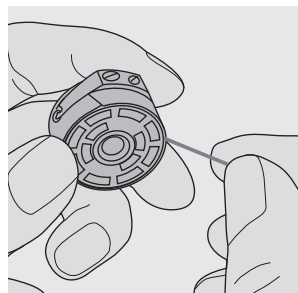
If your sewing computer is equipped with an embroidery bobbin case, thread the bobbin thread in the guide spring only when the embroidery module (optional accessory) is in use.

Refer to the safety instructions!

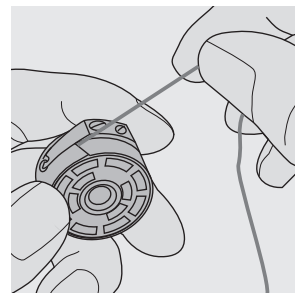
Inserting the bobbin



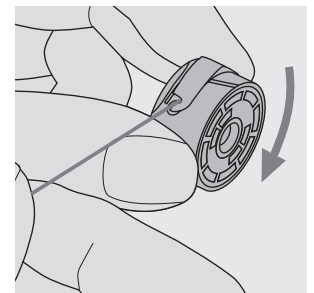
Insert the bobbin so that the thread runs clockwise.



Pull the thread counter-clockwise into the slot.

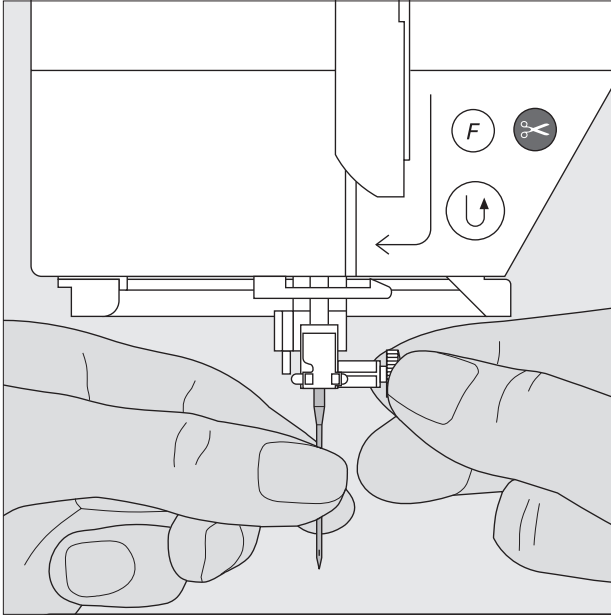


Pull the thread to the left under the spring until it lies in the T-shaped slit at the end of the spring.



The bobbin must turn clockwise when the thread is pulled.

Changing the needle



Removing the needle

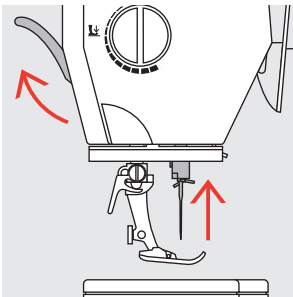
- raise the needle
- turn power switch to "0"
- lower the presser foot
- loosen the needle clamp
- pull the needle down to remove

Inserting the needle

- loosen the needle clamp, if needed
- flat side of needle to the back
- insert the needle as far as it will go
- tighten the needle clamp

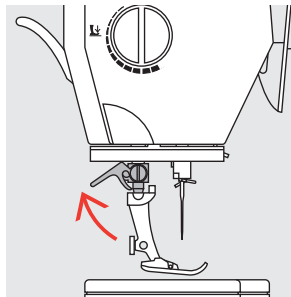
Refer to the safety instructions!

Changing the presser foot



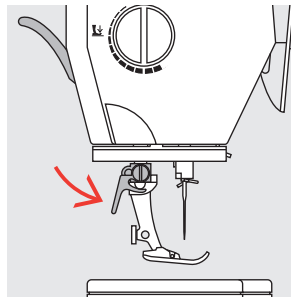
Changing the presser foot

- raise the needle and presser foot
- turn power switch to 0



Raising the lever

- raise the clamping lever
- remove the presser foot

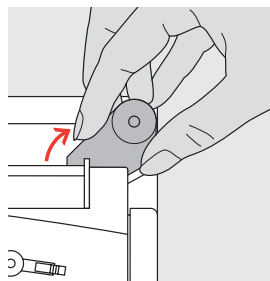
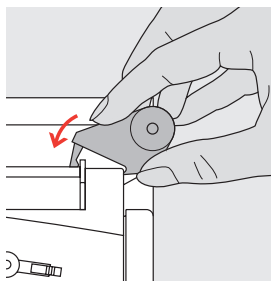


Attaching the presser foot

- guide the foot upwards over the cone
- press the clamping lever down

Refer to the safety instructions!

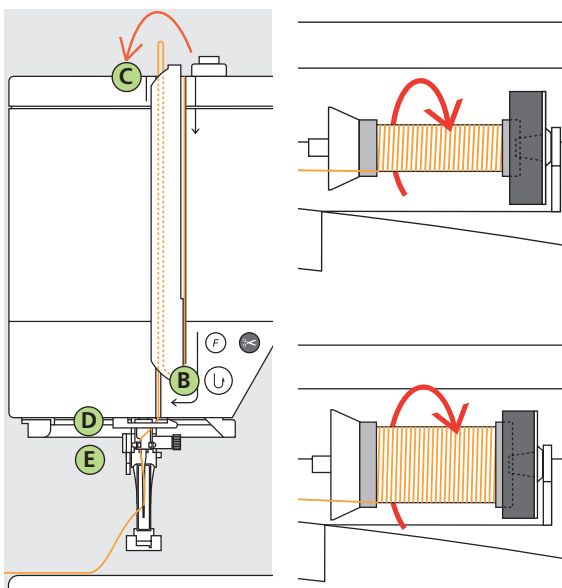
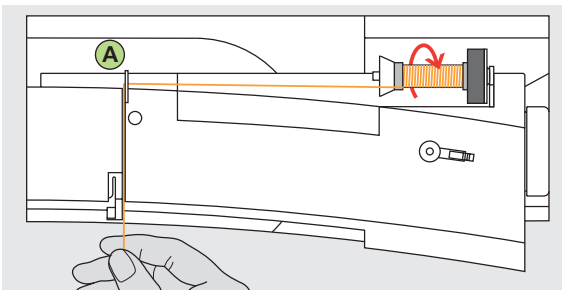
Vertical Spool Pin



Vertical spool pin

- the supplementary spool pin (vertical) is stored in the accessory box
- insert the pin from right to left in the opening
- to remove, pull to the right at the base of the spool pin
- essential sewing aid when using more than one thread, i.e. double needle, etc. or for stacked thread spools

Threading the upper thread



Attaching the thread spool

- raise the needle and presser foot
- turn the power switch to «0» (off)
- attach the foam pad
- place spool on pin (spool turns clockwise)
- attach the appropriate spool disc - diameter of spool disc is disc size. There must be no clearance between the disc and the spool
- take thread through rear guide **A**
- then into slit of upper thread tension

Down

- pull thread down to the right of the take-up cover to **B**

Up

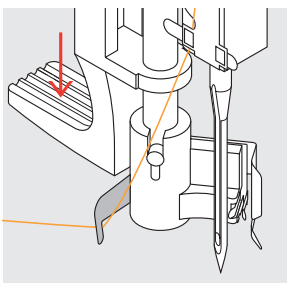
- take thread up to the left of the cover to **C** in the direction of the arrow, placing it in the take-up lever

Down

- take thread down and through guides **D** and **E**

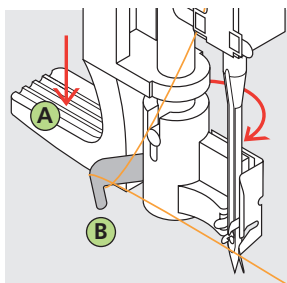
Refer to the safety instructions!

Needle Threader



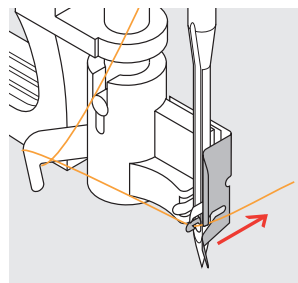
Thread in hook

- lower the presser foot
- lay the thread behind hook **B** and hold lightly



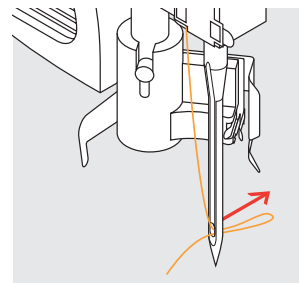
Lever down

- press lever **A** down and simultaneously guide the thread around hook **B** to the right to the needle



Thread in front of needle

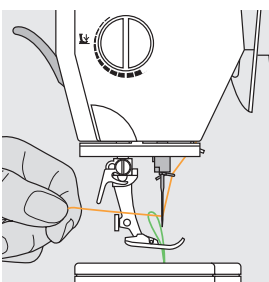
- put the thread from the front into the guide until it catches in the hook



Release the lever and thread

- let go of lever **A** and thread

Bringing up the lower thread

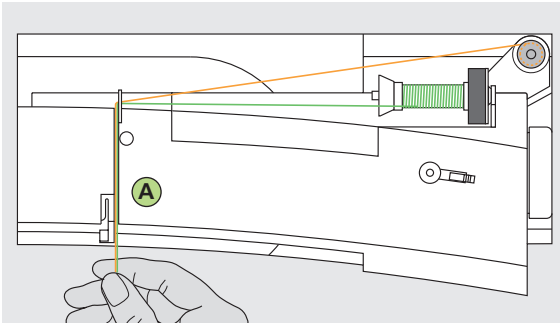


Bringing up the lower thread

- if bobbin thread is cut on the cutter (page 8), there is no need to bring it up
- hold the upper thread
- sew one stitch
- pull the upper thread to bring the lower thread up through the stitch plate hole
- take both threads through the slit on the presser foot to the back
- pull threads over the cutter

Note:

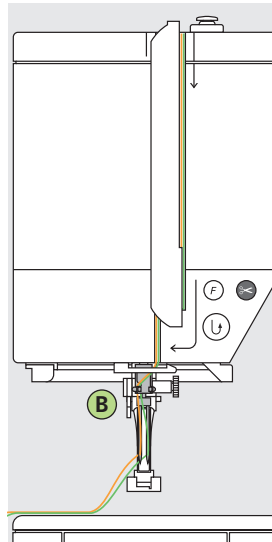
The bobbin thread must be brought up through the stitch plate for certain types of work. The length of thread is sufficient for most normal work if the lower thread cutter has been used.



Threading the double needle

Threading the first thread

- place thread spool on horizontal spool pin
- thread by guiding the thread to the front in the slit and past the tension disc **A** on the right side
- thread sewing computer as usual, but at thread guide **B** guide the thread through on the right side and thread the right needle

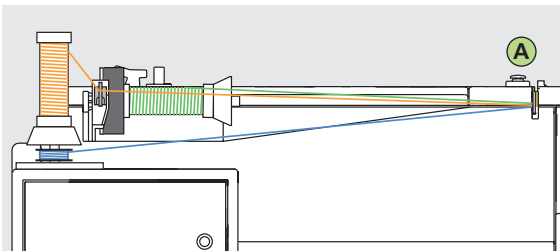


Threading the second thread

- place thread spool on the vertical spool pin
- thread by guiding the thread to the front in the slit and past the tension disc **A** on the left side
- guide thread on the left side of the thread guide **B** and thread the left needle
- threads must not be twisted together

Note:

When using the supplementary spool pin (vertical) always attach the foam pad (prevents the thread from getting caught on the spool pin)

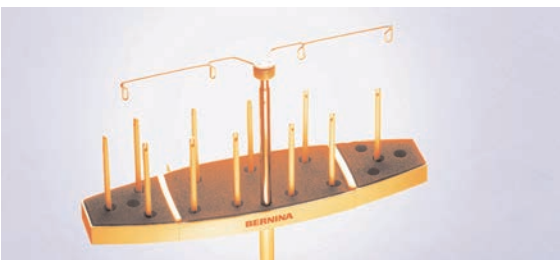


Threading the triple needle

- two thread spools and one full bobbin are needed
- place one thread spool on horizontal spool pin
- place second thread spool and the lower thread spool, separated by a spool disc, on additional spool pin (both spools have to turn in the same direction)
- thread as usual by guiding two threads on the left side of the tension disc **A** and the thread guide **B** and one thread on the right side of disc

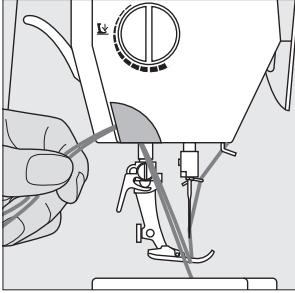
Note:

Use of the Supplementary thread guide (special accessories), helps threads on the Vertical spool pin to wind off better without failing and slipping down the spool.



Multiple spool holder (Optional accessory)

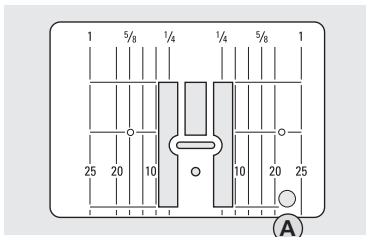
Thread cutter



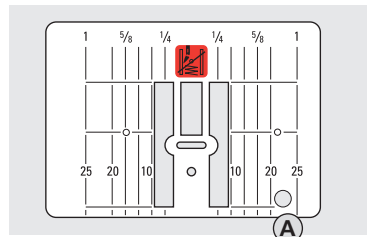
Thread cutter on head frame

- pull both threads from front to back over the cutter.
- the threads release as soon as the first stitch is sewn

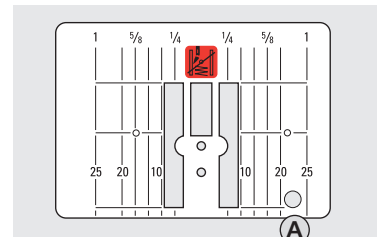
Stitch Plate



9 mm Stitch plate



5,5 mm Stitch plate
(special accessory)



Straight stitch plate
(special accessory)

Stitch plate markings

- the stitch plate is marked with vertical lines in millimeters and inches
- mm measurements are at the front
- inch measurements are at the back
- the measurements correspond to the distance from the needle to the line

- needle insertion point is position 0 (center needle position)
- the mm/inch measurements are marked to the right and left
- the lines help to guide the fabric for sewing seams and for top stitching
- the horizontal markings are helpful for sewing corners and buttonholes, etc.

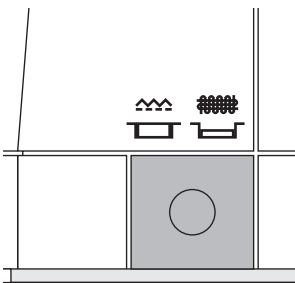
Removing the stitch plate

- turn power switch off («0»)
- raise the presser foot and needle
- press the stitch plate down at the back right corner until it flips up

Replacing the stitch plate

- place the stitch plate over the opening **A** and press down until it clicks into place

Feed-dog



Button under the handwheel

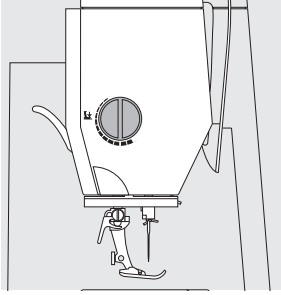
- Button flush with base plate = feed dogs up, sewing position
- for all machine-fed sewing

Button depressed = feed dogs lowered, darning position

- for free-hand sewing (darning, free-hand embroidery, freehand quilting)
- for embroidery with the Embroidery Module

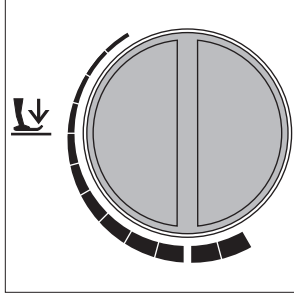


Presser foot pressure



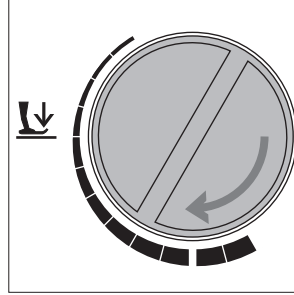
Dial on head frame

- the presser foot pressure dial is on the left of the head frame



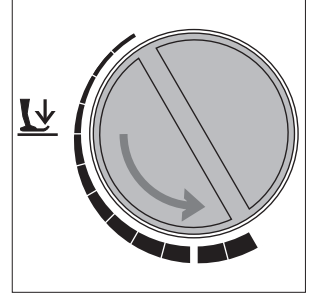
Standard pressure

- for all normal sewing



Reduced pressure

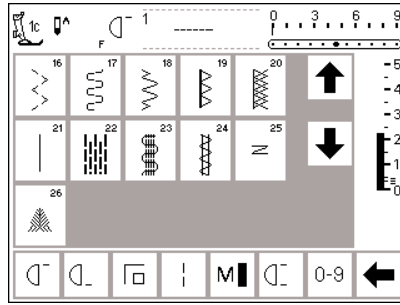
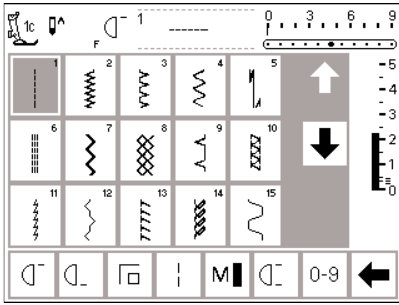
- for jerseys and loose knits, quilting
- prevents fabric stretching
- adjust pressure so that the fabric still feeds correctly



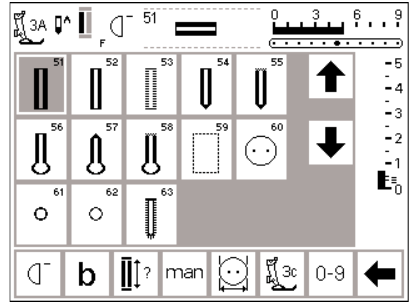
Increased pressure

- for sheer, slippery lightweight fabrics, quilting
- improves fabric feed and prevents puckering

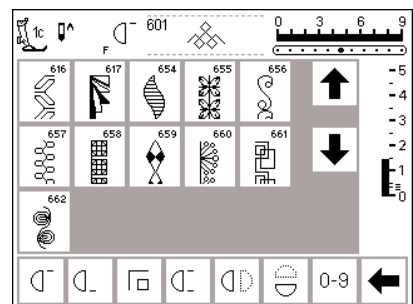
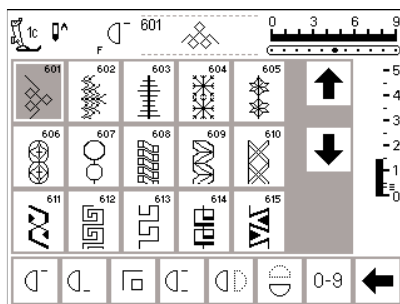
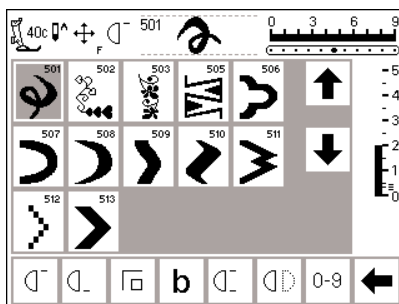
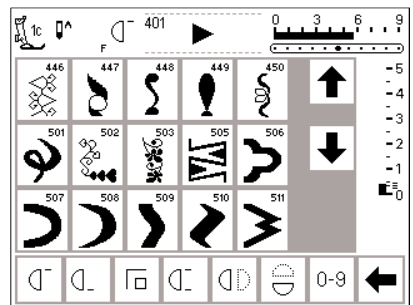
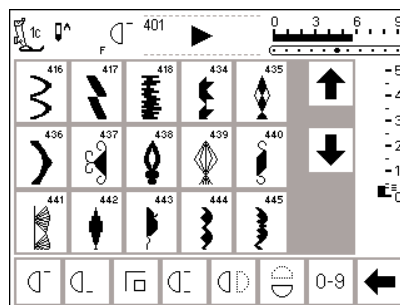
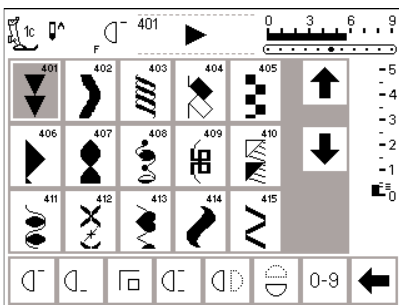
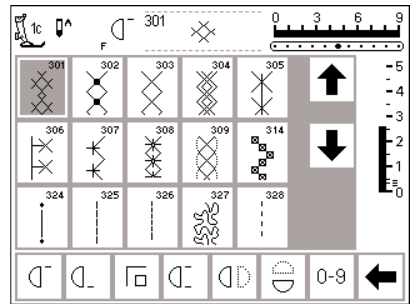
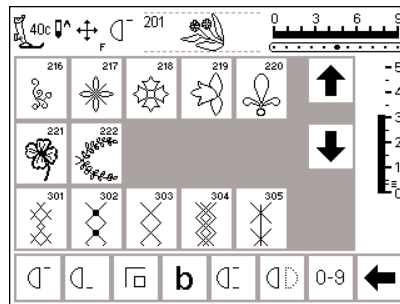
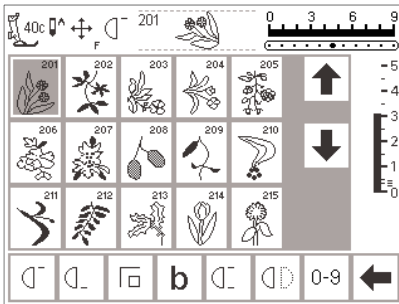
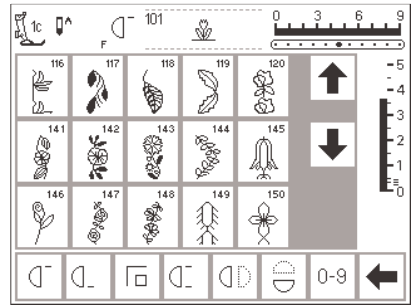
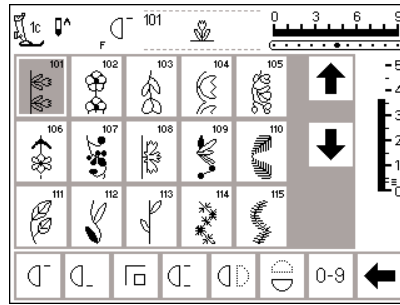
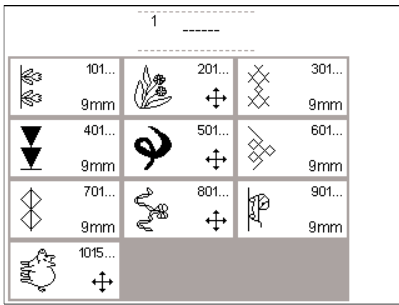
Practical stitches

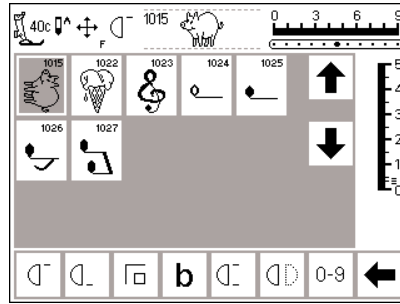
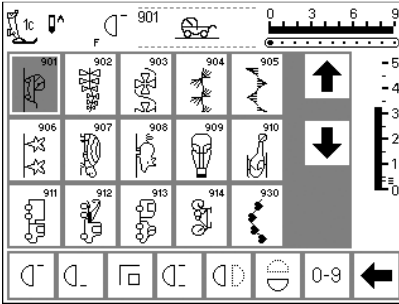
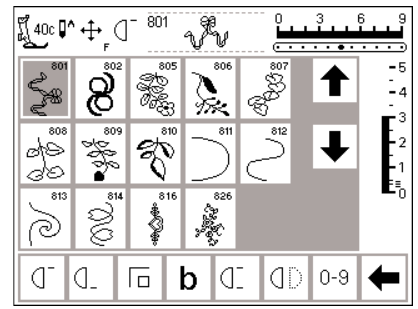
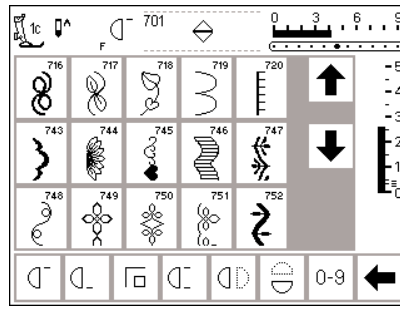
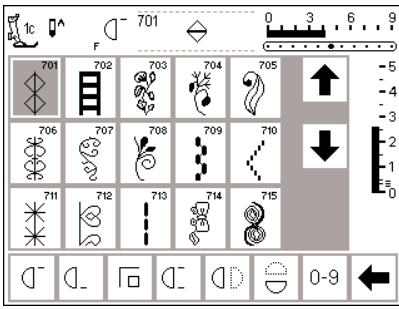


Buttonholes

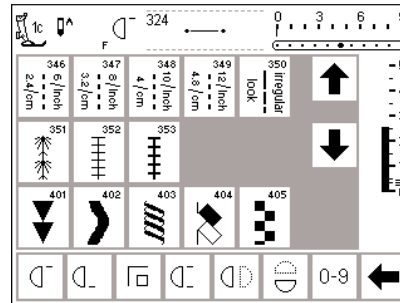
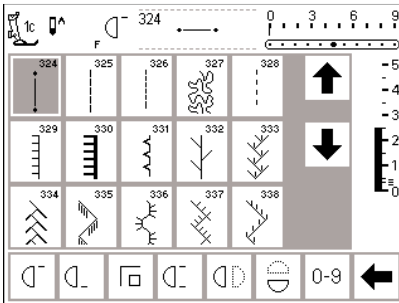


9 mm/40 mm decorative stitches



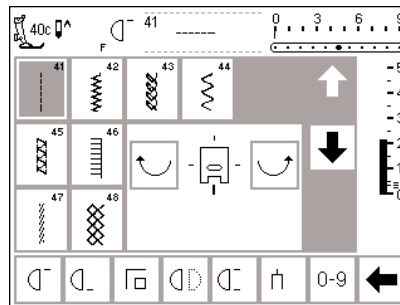
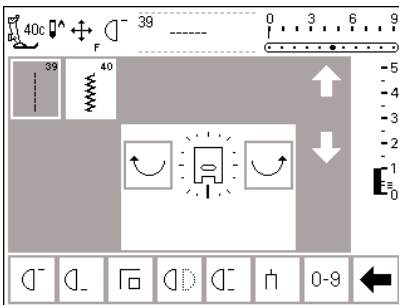


Quilt stitches

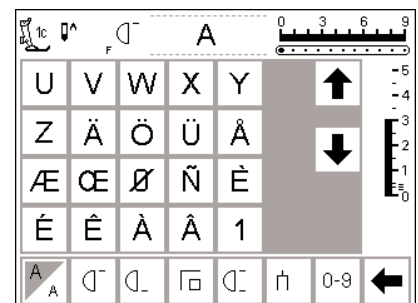
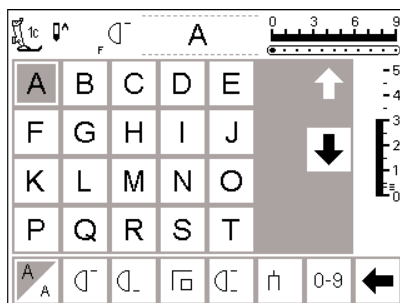
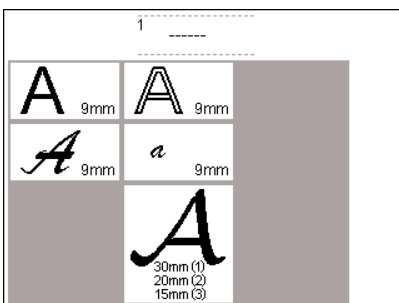


16-directional sewing

4-directional sewing



Alphabets



1c 0^ F A

2	3	4	5	6	↑ ↓	-5 -4 -3 -2 -1 0
7	8	9	0	-		
-	.	'	!	+		
=	&	÷	?	%		

A A C C □ □ h 0-9 ←

1c 0^ F A

()	[]	↑ ↓	-5 -4 -3 -2 -1 0

A A C C □ □ h 0-9 ←

1c 0^ F A

A	B	C	D	E	↑ ↓	-5 -4 -3 -2 -1 0
F	G	H	I	J		
K	L	M	N	O		
P	Q	R	S	T		

A A C C □ □ h 0-9 ←

1c 0^ F A

U	V	W	X	Y	↑ ↓	-5 -4 -3 -2 -1 0
Z	À	Ö	Ù	Â		
Æ	OE	Ø	Ñ	È		
É	Ê	Ë	Ì			

A A C C □ □ h 0-9 ←

1c 0^ F A

2	3	4	5	6	↑ ↓	-5 -4 -3 -2 -1 0
7	8	9	0	-		
-	.	'	!	?		
%	()	[]		

A A C C □ □ h 0-9 ←

1c 0^ F A

À	B	C	D	E	↑ ↓	-5 -4 -3 -2 -1 0
F	G	H	I	J		
K	L	M	N	O		
P	Q	R	S	T		

A A C C □ □ h 0-9 ←

1c 0^ F A

U	V	W	X	Y	↑ ↓	-5 -4 -3 -2 -1 0
Z	À	Ö	Ù	Â		
Æ	OE	Ø	Ñ	È		
É	Ê	Ë	Ì			

A A C C □ □ h 0-9 ←

1c 0^ F A

2	3	4	5	6	↑ ↓	-5 -4 -3 -2 -1 0
7	8	9	0	-		
-	.	'	!	?		
=	&	÷	?	%		

A A C C □ □ h 0-9 ←

1c 0^ F A

()	[]	↑ ↓	-5 -4 -3 -2 -1 0

A A C C □ □ h 0-9 ←

1c 0^ F a

a	b	c	d	e	↑ ↓	-5 -4 -3 -2 -1 0
f	g	h	i	j		
k	l	m	n	o		
p	q	r	s	t		

A A C C □ □ h 0-9 ←

1c 0^ F A

u	v	w	x	y	↑ ↓	-5 -4 -3 -2 -1 0
z	à	ó	ù	â		
œ	oe	ø	ñ	è		
é	ê	ë	ì	...		

A A C C □ □ h 0-9 ←

40c 0^ + F A

A	B	C	D	E	↑ ↓	-5 -4 -3 -2 -1 0
F	G	H	I	J		
K	L	M	N	O		
P	Q	R	S	T		

1 2 3 C C □ b C 0-9 ←

40c 0^ + F A

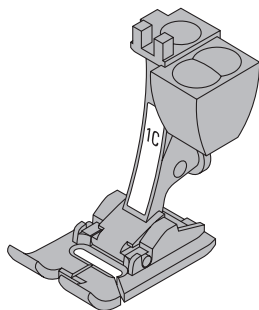
U	V	W	X	Y	↑ ↓	-5 -4 -3 -2 -1 0
Z	À	Ö	Ù	Â		
Ø	OE					

1 2 3 C C □ b C 0-9 ←

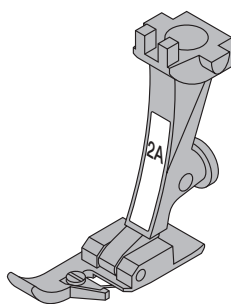
Presser Feet

Note: The letter "C" after a foot number indicates the foot is coded or equipped with a sensor for 9mm stitching. When a stitch is selected with a coded foot attached to the machine, the preprogrammed width is

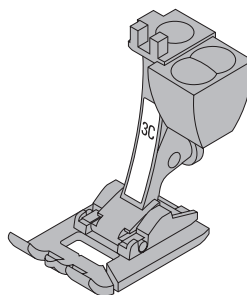
9 mm, rather than 5.5 mm. This letter does **not** always appear on the foot and in some cases does not appear on the screen in the presser foot indicator.



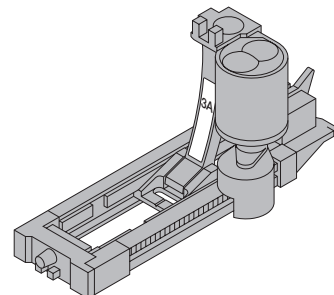
1C
Reverse Pattern Foot
Practical and decorative stitches



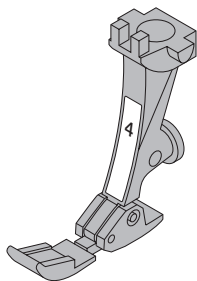
2A
Overlock Foot
Overlock seams, oversewing seam edges



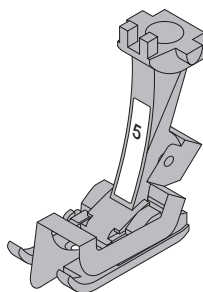
3C
Buttonhole Foot
Buttonholes



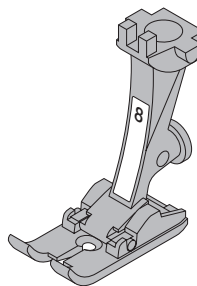
3A
Automatic Buttonhole Foot
Buttonholes in flat materials
Darning program



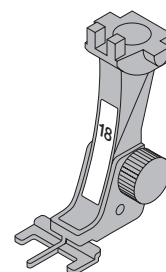
4
Zipper foot
Sewing in zippers



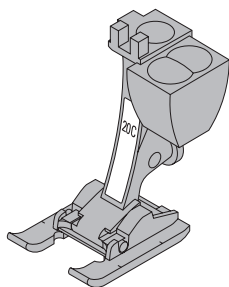
5
Blind stitch foot
Blind hems
Edge stitching



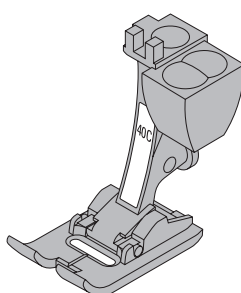
8
Jeans foot
Straight stitching in thick, firm fabrics



18
Button sew-on foot
Sewing on buttons, hooks and eyes



20C
Open Embroidery foot
Embroidery, applique, satin stitch seams, monograms



40C
Sideways motion foot with code
For all sideways motion stitches

BERNINA Specialty Presser Feet

The standard selection of presser feet covers most normal sewing requirements but we recommend the use of **BERNINA** specialty presser feet for specific sewing tasks such as quilting, heirloom sewing, home decorating, tailoring, etc.

They are available from your **BERNINA** dealer.

Practical stitches



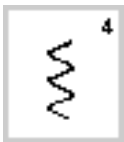
- 1 Straight stitch**
All non-stretch fabrics. All straight stitch work.



- 2 Zig-zag**
Most fabric types. All simple zig-zag applications such as oversewing fine fabrics, attaching elastic, lace and appliqué.



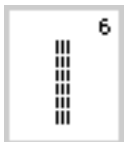
- 3 Vari-overlock**
Primarily for fine jerseys, stretch overlock seams and hems.



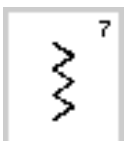
- 4 Running stitch**
Most types of fabric. Mending, patching, reinforcing seams.



- 5 Securing stitch**
All types of fabric. Secures the beginning and end of seams sewn with straight stitch.



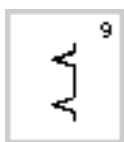
- 6 Triple straight stitch**
Reinforced seams in tough, heavy fabrics.



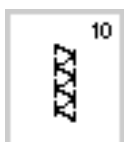
- 7 Triple zig-zag**
Reinforced seams in firm fabrics, visible hems and seams, decorative stitching, couching.



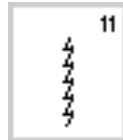
- 8 Honeycomb stitch**
Most types of interlock and smooth fabrics. Visible seams and hems.



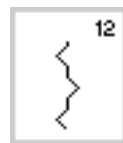
- 9 Blindstitch**
Most types of fabric. Blind hems, shell edging on soft jerseys and fine fabrics, decorative seams.



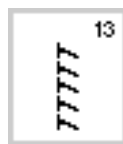
- 10 Double overlock**
All types of knit. Sews and finishes the edges in one operation.



- 11 Super stretch**
Open seam in all super-stretch fabrics, such as Lycra.



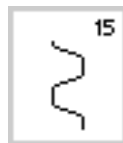
- 12 Gathering stitch**
Most types of fabric. Gathering with shirring elastic. Butted seams (edge to edge).



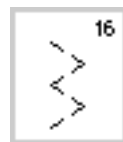
- 13 Stretch overlock**
Medium weight knits, toweling and firm wovens. Overlock seams, flat joining seams.



- 14 Jersey stitch**
Natural, blended or synthetic fabrics and delicate knits. Visible seams and hems. Mending jersey/interlock.



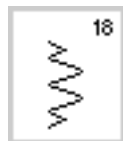
- 15 Universal stitch**
Firm fabrics such as felt and leather. Flat joining seams, visible seams, attaching elastic, decorative seams.



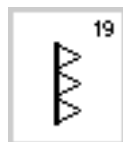
- 16 Sewn-out zig-zag**
Oversewing woven fabrics, reinforcing edges, attaching elastic, decorative seaming.



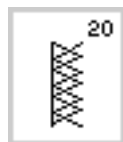
- 17 Lycra stitch**
All two-way stretch fabrics, flat joining seams and hems, reinforced seaming on underwear.



- 18 Stretch stitch**
All stretch fabrics, open seam in sportswear.



- 19 Reinforced overlock**
Medium to heavy weight knits and toweling, overlock seams, flat joining seams.



- 20 Knit overlock**
All knits, machine or handmade. Sews and finishes edges in one operation.



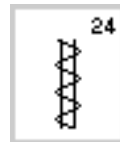
- 21 Basting**
Basting seams, hems, etc.



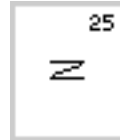
- 22 Simple darning program**
Automatic darning in fine and medium weight fabrics.



- 23 Reinforced darning program**
Automatic darning in heavy weight fabrics.



- 24 Bar tack program**
Reinforcing pocket edges, belt loops etc.



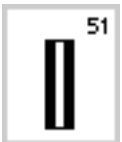
- 25 Bar tack program**
Reinforcing pocket edges, belt loops etc.



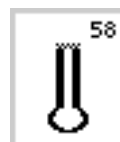
- 26 Fly stitch large**
Medium- to heavyweight fabrics, reinforcing pocket edges, zippers and openings

For specific instructions on using various practical stitches, refer to the artista 185 Sewing Manual, pages 2–20.

Buttonholes



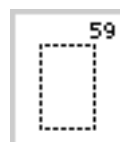
- 51 Standard buttonhole**
Fine to medium weight fabrics. Blouses, shirts, trousers, bedding, etc.



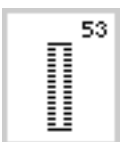
- 58 Keyhole buttonhole with horizontal bartack**
For firm, non stretch fabrics. Jackets, coats, leisure wear.



- 52 Narrow buttonhole (heirloom sewing)**
Fine to medium weight fabrics. Blouses, shirts, dresses, trousers, children's and baby clothes, dolls' clothes and heirloom.



- 59 Straight stitch buttonhole**
For reinforcing satin stitched buttonholes, making bound buttonholes, and stitching buttonholes in leather or imitation suede.



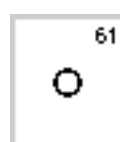
- 53 Stretch buttonhole**
All stretch fabrics made from cotton, wool, silk, and synthetic fibers.



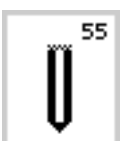
- 60 Button sew-on program**
For buttons with 2 and 4 holes.



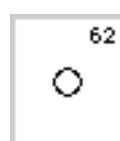
- 54 Round buttonhole with normal bartack**
For medium to heavy weight fabrics of all types. Clothing, jackets, coats, rainwear.



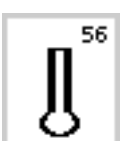
- 61 Narrow zig-zag eyelet**
Opening for cords and narrow ribbons/bands, decorative work.



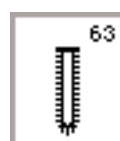
- 55 Round buttonhole with horizontal bartack**
For medium to heavy weight fabrics of all types. Clothes, jackets, coats, rainwear.



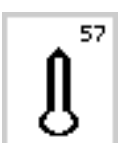
- 62 Straight stitch eyelet**
Opening for cords and narrow ribbons.



- 56 Keyhole buttonhole with normal bartack**
Heavy weight, non-stretch fabrics. Jackets, coats, trousers, leisure wear.



- 63 Hand-look buttonhole**
Light- to mediumweight woven fabrics. Blouses, dresses, leisure wear, bedding

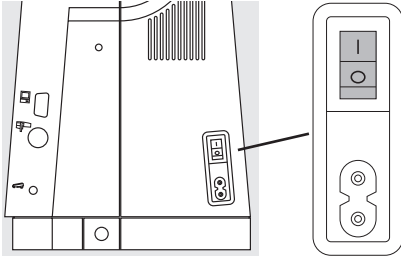


- 57 Keyhole buttonhole with pointed bartack**
For non-stretch firm fabrics. Jackets, coats, leisure wear.

For more information on stitching various types buttonholes, refer to the artista 185 Sewing Manual, pages 21–30.

Screen

The **artista** is operated with a combination of external buttons and knobs and a touch screen.



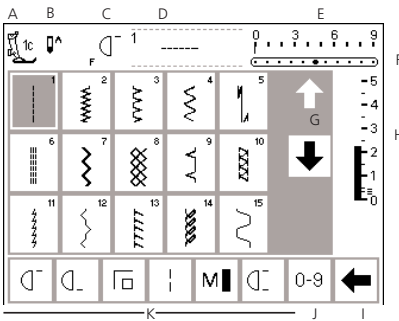
Switch machine on

- power switch to "1"



Welcome screen

- welcome
- appears for approximately 3 seconds
- can be disabled in the Setup program

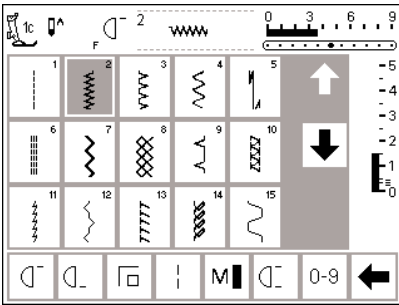


Practical stitch screen

- the practical stitch screen appears immediately after the welcome
- screen shows:
 - A – presser foot indicator
 - B – needle stop position
 - C – assigned Favorite Function button
 - D – selected stitch and number
 - E – stitch width (basic setting always visible)

- F – needle position (11 possibilities)
- G – up/down scroll arrows
- H – stitch length (basic setting always visible)
- I – scroll arrow for functions
- J – stitch selection by number (selected stitch is highlighted)
- K – functions

On-screen stitch selection/stitch display/functions

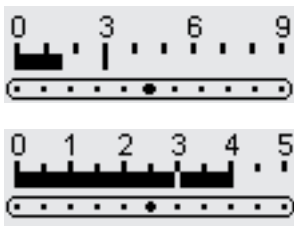
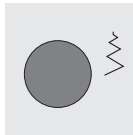


Stitch Selection

- touch the stitch of your choice
- the stitch is highlighted
- every stitch is displayed with its number

Altering the stitch width

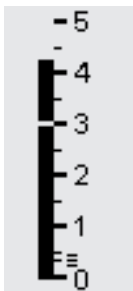
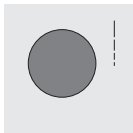
- turn the upper knob



- altered width is shown on the stitch width bar
- the basic setting will still be visible (shown at 3 mm)
- stitch width can be altered from 0 mm to 9 mm when using coded feet
- stitch width bar automatically shows 0–9 when using coded feet
- stitch width can be altered from 0 mm to 5.5 mm when using non-coded feet
- stitch width bar automatically shows 0–5 when using non-coded feet

Altering the stitch length

- turn the lower knob



- altered length is shown on the stitch length bar
- the basic setting will still be visible (shown at 3 mm)
- stitch length can be altered from 0 mm to 5 mm on most stitches

Display of selected stitch

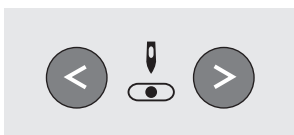
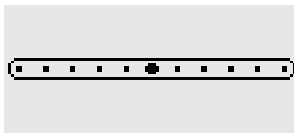
- a graphic of the selected stitch is visible in the center of the upper portion of the screen

- the stitch number is displayed to the top left of the stitch graphic in the center of the upper portion of the screen



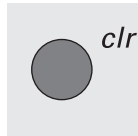
Altering the needle position

- press the right or left needle position button
- each press moves the needle one position to the right or left

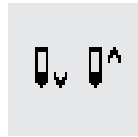


**Presser foot indicator**

- the recommended presser foot is displayed by number

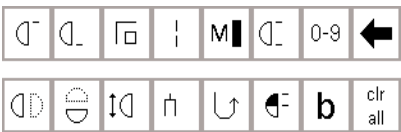
**Return to basic settings**

- press the external clr button
- the stitch will revert to its basic settings

**Needle stop adjustment**

- press the needle stop button
- arrow points down
- the machine always stops with the needle down

- press needle stop button again – needle stop reverts to up (arrow points up)

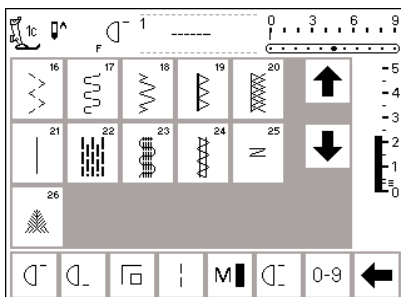
**Functions**

- touch the function of your choice
- the selected function is highlighted (a number of different functions can be selected simultaneously)
- touch the function toolbar arrow to scroll more functions
- activate another function if desired

- touch the toolbar arrow to scroll again
- the toolbar can be customized in the Setup program
- For more information on functions, see pages 24–31

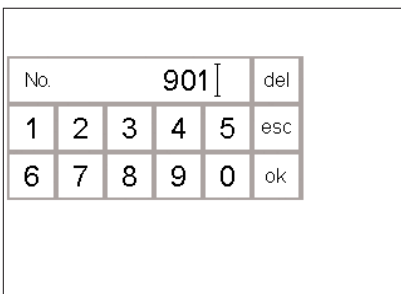
Stitch selection

Stitches can be selected using one of the two methods listed below.

**Direct selection by scrolling up/down**

- touch the arrow (down)
- scroll the screen to view all stitches
- the top row disappears
- the next two rows move up
- a new row appears at the bottom
- touch the arrow (up)
- the first row of stitches appears again

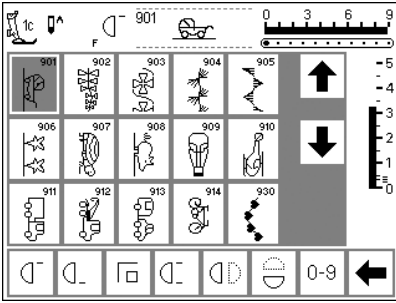
- the scroll function (up/down) is used to find and view all the machine's stitches
- use when a visual search for a particular stitch is needed
- when the desired stitch is located, touch it to select

**Select a stitch by number**

- touch the function "0–9"
- the screen changes to stitch numbers
- touch numbers to select the stitch of your choice
- the number of the selected stitch appears in the top row

Correct

- to correct mistakes or deselect, touch del (top right)
- the cursor moves to the left and deletes the number
- select new number



Confirm and go to next screen

- touch OK to confirm
- the screen displays the selected stitch
- the selected stitch is active (highlighted)

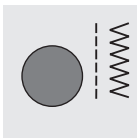
Back to previous screen

- touch esc
- the previous screen appears
- if the selection was not confirmed by touching OK, the stitch selected by number will be ignored

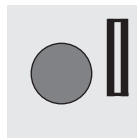
Note

If an unavailable number is entered, the screen will not react.

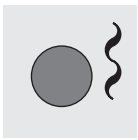
Simple menu selection



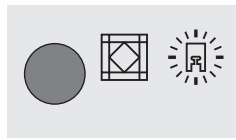
Practical Stitches



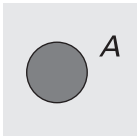
Buttonholes



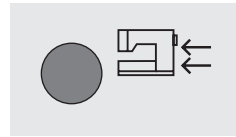
Decorative Stitches



Quilt/Directional Stitches



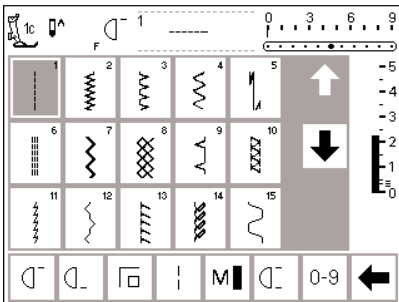
Alphabets



Embroidery

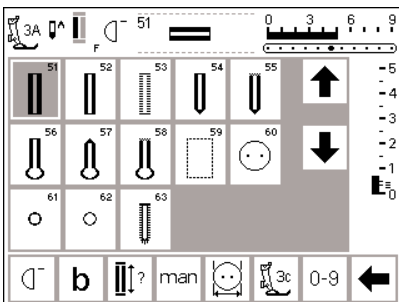
External menu buttons

- press a button to select the desired menu
- the first stitch, stitch program, or stitch summary appears on the screen



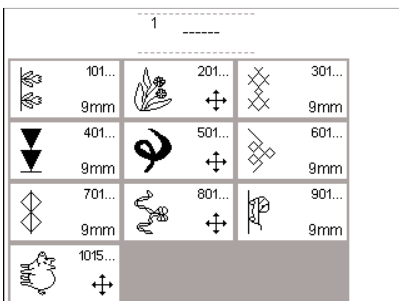
Practical stitch button

- the practical stitch menu appears
- the straight stitch at the top left is active (highlighted)
- 15 practical stitches appear on the screen
- use arrows to scroll for viewing additional stitches



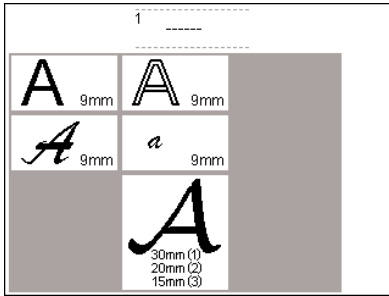
Buttonhole button

- the buttonhole menu appears, including the eyelet and button sew-on programs



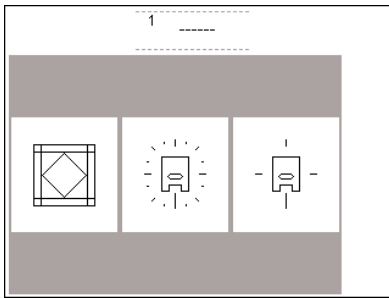
Decorative stitch button

- the decorative stitch menu appears
- pattern types and sizes can be selected including 9mm decorative stitches and sideways motion stitches (indicated with a cross symbol)
- touch to select the desired stitch group
- the selected stitch group appears



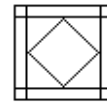
Alphabet button

- the alphabet menu appears
- touch to select the alphabet of your choice

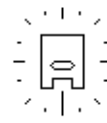


Quilt stitches/Directional sewing button

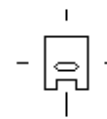
- the menu of the 3 categories appears:
 - quilt stitches
 - 16-directional sewing
 - 4-directional sewing
- touch to select the category of your choice
- the menu of all stitches in that category appears



quilt stitches



16 directions



4 directions

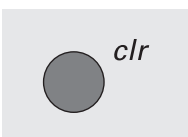
Personal Program	Functions	Stitch length Stitch width Needle position
Beeper	Motor speed	Thread-tension
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter	
Thread Brand	esc	

Setup button

- press the external Setup button
- menu appears
- use Setup to customize your machine's settings
- stitches and functions can be combined to form a customized menu (Personal program)
- customized menu (Personal program) can be saved

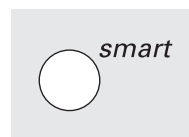
- saved customized menu (Personal program) can be opened at any time
- customized settings can be cancelled at any time

External function buttons



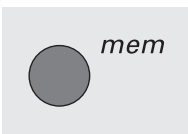
clr (Clear)

- press the clr button
- stitch length, width, needle position, tension and balance will be returned to basic settings
- most functions will be deleted (see individual functions)



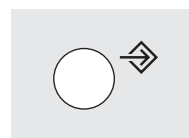
Smart button

- press the Smart button
- the stitch is saved with all adjustments to width/length, needle position, tension and balance
- select a new stitch, e.g. button-holes
- press the Smart button to return to the previous screen with saved settings
- use the Smart button to toggle between stitches as you work



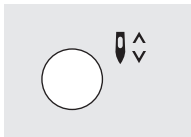
mem (Memory)

- press the mem button
- memory is open and appears on the screen
- the memory bar replaces the third row of stitches on the screen
- press mem button again to close
- for more information on using the memory, see pages 42–47

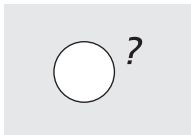


Setup

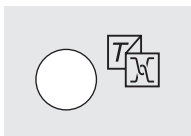
- press Setup
- menu appears
- use Setup to customize your machine's settings
- stitches and functions can be combined to form a customized menu (Personal program)
- customized menu (Personal program) can be saved
- saved customized menu (Personal program) can be opened at any time
- customized settings can be cancelled at any time

**Needle stop**

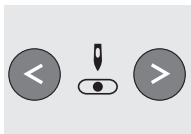
- the default setting of the needle stop is the "up" position
- press the needle stop button
- the on-screen arrow will now point down
- the machine will now always stop with needle down
- press the needle stop button again to revert to needle stop up

**"?" (Help)**

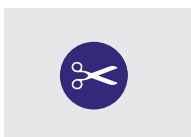
- press the Help button
- touch a stitch or function
- a description of the selected stitch or function appears

**TTC (Thread tension/Tutorial/Creative Consultant)**

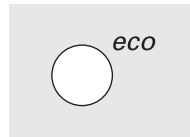
- press the button
- three menus appear on the screen
 - Thread tension
 - Tutorial (brief operating instructions)
 - Creative Consultant (advice on fabric, needle, techniques, and thread tension)
- touch to select the desired menu
- the information selected is activated and the appropriate screen will appear

**Needle position**

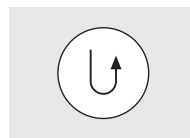
- press the left or right needle position button
- the needle moves to the right or left as selected
- total of 11 needle positions: 5 left, 5 right, and center

**Automatic thread cutter**

- press the external button
- the upper and bobbin thread are cut automatically

**eco (ecology) button**

- press the eco button
- energy use by the machine is cut by 50%
- particularly useful for long interruptions in work
- all settings remain active; foot control is inactive
- screen saver is activated
- press the eco button again to restore the sewing machine to normal function

**Quick reverse button (above needle)**

- press the quick reverse button
- secure the seam beginning and end – sews in reverse as long as button is depressed
- used to program buttonhole length
- used to program darning length
- used to switch to straight stitch securing program (Stitch no. 5)
- used to start/stop stitching with the embroidery module (special accessory)

**F (Favorite function) button (above needle)**

- this button can be individually programmed in Setup with a function of your choice
- selected function can be cancelled and reprogrammed at any time with another function
- personal program can be programmed into "F" button
- for more information on the Favorite function button, see page 63

On-screen functions

Fields are highlighted when functions are activated.

Activated functions can be cancelled individually by pressing a second time.

All selected functions can be cancelled simultaneously by pressing the external clr button.

Exceptions:

Needle stop Motor speed Double needle limitation
These functions must always be cancelled individually.

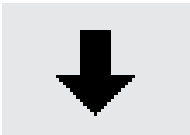
General functions

The following functions are found on various screens and programs of the **artista** sewing machine. They are consistently used in the same manner for specific tasks when accessing and moving between different programs.



Scroll up

- touch one or more times
- screen scrolls up to show more options
- touch the symbol continuously to scroll quickly



Scroll down

- touch one or more times
- screen scrolls down to show more options
- touch the symbol continuously to scroll quickly



Closing special applications

- touch esc
- the special application closes
- returns to previous screen

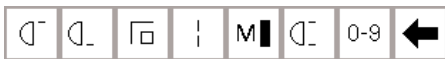


OK

- touch to confirm and activate adjustment/selection, e.g. thread tension change
- programmed adjustment/selection is ready to sew

Function toolbar

The following functions are available on the **artista** sewing machines. Any function which can be used in the selected program will appear on the screen in the bottom row. If there are more than eight (or four memory functions), the remaining ones will be hidden and can be accessed by using the arrow in the lower right corner to scroll. When a hidden function is active, the arrow will flash.



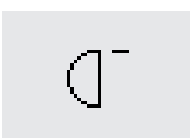
Complete function toolbar as it appears in the practical stitch program.



Hidden functions that can be accessed by scrolling with the arrow.

Note:

The scroll arrow and the 0-9 (stitch selection by number) will remain on the screen for easy access and will never be hidden. A total of eight functions (or four memory functions) will show on-screen.

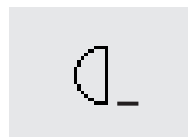


Pattern begin

- touch symbol
- the needle moves to the beginning of a stitch or stitch combination
- field is highlighted but reverts to normal after 2 seconds or after beginning to sew
- if selecting Pattern begin for a memory combination, the cursor will appear to the *right* of the first stitch on-screen

Applications:

- embroidery, buttonholes, working in memory



Pattern end

- touch symbol
- sewing computer stops at the end of the active single pattern or the active pattern within a combination

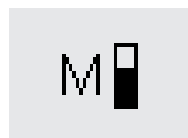


Securing

- touch symbol
- individual stitches will be secured at the beginning and end with 4 stitches
- securing in memory: stitch and letter combinations will be secured at the beginning and end

Applications:

- sewing individual decorative stitches
- sewing individual letters
- sewing stitch combinations and words



Motor speed $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$, $\frac{4}{4}$

- touch symbol one or more times to select speed
- selected speed is displayed
- reduces or increases the motor speed
- will sew the selected maximum speed with the foot control fully depressed

Applications:

- adjust speed for decorative sewing machine work such as freehand embroidery or freehand quilting and when more control is desired for the sewing task
- when children are sewing

**Long stitch**

- touch symbol
- machine sews every second stitch (max. stitch length 10 mm)
- can be activated for all practical, decorative, and directional stitches *except* buttonholes and sideways motion stitches
- functions and stitches can be combined
- can be saved in memory
- does not operate with the embroidery module (special accessory)

Applications:

- combine with straight stitch to baste
- combine with triple straight stitch for topstitching

**Stitch selection by number**

- touch number symbol
- select stitch by touching the appropriate number combination

Applications:

- quick selection of individual stitches
- quick selection of stitches for memory combinations

**Scroll**

- touch one or more times to view more functions

Applications:

- view all available functions
- combine functions with stitches for individual motifs or in memory navigation through memory

**Mirror image – up/down**

- touch symbol
- machine sews selected stitch in mirror image (up/down – determined by the sewing direction)
- can be saved in memory

Applications:

- decorative stitching
- pattern combinations in memory

**Pattern extend 2-5x**

- touch one or more times
- the numbers 2-5 appear depending on the type of stitch selected
- the length of selected stitch will be increased by 2-5 times
- lengthened stitches can be programmed in memory

Applications:

- lengthen existing patterns without affecting the stitch density
- Function can be combined with stitches and saved in memory

**Pattern repeat 1-9 x**

- touch symbol one or more times to select number required
- 1 = machine stops at the end of an individual stitch or stitch combination
- 2-9 = machine stops at the end of a stitch or stitch combination after the number of repeats selected

Applications:

- sewing individual motifs
- combine with practical stitches and 4-directional sewing
- Sews memory contents the specified number of times

**Mirror image – right/left**

- touch symbol
- machine sews selected the stitch in mirror image (right/left – determined by the sewing direction)
- can be saved in memory

Applications:

- decorative stitching
- pattern combinations in memory

**Continuous reverse sewing**

- touch symbol
- sews the selected stitch in reverse

Application:

- darning with straight or running stitch
- decorative stitching on sleeves or trouser legs
- quilting

**Half pattern**

- touch symbol
- machine automatically stops at the halfway point of the stitch pattern
- when stitching is resumed, the pattern is completed and the first half of the next pattern is stitched before the machine automatically stops again
- use Single pattern to stop at the end of the second half of the stitch pattern

Application:

- turning corners
- altering decorative stitches for a new look



Double needle limitation

- touch one or more times to select number from 2 to 8
- the numbers represent the distance between the needles in mm
- the stitch width will be limited automatically
- this prevents the needles from hitting the presser foot or stitch plate, avoiding needle breakage
- can be saved in memory

Applications:

- sewing pintucks
- hemming knits
- decorative stitching



Balance

- touch symbol to open balance screen
- correct forwards and reverse stitches
- correct sideways motion stitches

Applications:

- adapting practical and decorative stitches to various types of fabrics
- altering decorative stitches for a new look
- adapting buttonholes to different fabrics
- adapting sideways motion stitches to different fabrics



Clear All

- clears all settings that were changed *except* those that were changed using the Setup program
- returns to default settings
- Settings affected:
 - Continuous Reverse
 - Long Stitch
 - Pattern End
 - Securing Function
 - Mirror Image – up/down
 - Mirror Image – left/right
 - Pattern Extend
 - Balance
 - Stitch Length
 - Stitch Width
 - Needle Position
 - Half Pattern
 - Double Needle Limitation
 - Hemstitch Needle Limitation
 - Needle Stop Position
 - Motor Speed
 - Alphabet Size
 - Monogram Size
 - Stored Buttonholes
 - Tension Function

Note:

There are two additional functions, Tension and Hemstitch Needle Limitation, available for placement on the function toolbar (see Functions in Setup, page 28). These can be placed on the toolbar using the Setup program (see page 63).

Functions in Setup

The functions below are available in the Setup program of the **artista** sewing machine. They are sewing functions used from the sewing screens; however, they will not

show up on the toolbar at the lower edge of the screen unless specifically placed there. For more information, see pages 62–63.



Personal program

- touch symbol
- personal screen appears

Applications:

- quick method to open personal program

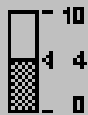


Hemstitch (wing) needle limitation

- will not show up on the function toolbar unless it is inserted by the user
- can be installed in the Setup program
- the stitch width is limited automatically
- needle position is limited to center
- prevents the needle from hitting the presser foot or stitch plate, avoiding needle breakage

Application:

- hemstitching
- decorative stitching



Tension

- will not show up on the function toolbar unless it is inserted by the user
- can be installed in the Setup program
- touch symbol to access tension screen
- tension changes *affect the selected stitch only*
- visual change of setting appears on the tension screen
- default setting shown by a fine line
- touch reset to return to basic settings (factory setting or values selected in Setup)

Functions in Memory

The following functions become available along the lower portion of the screen when the external memory button is pressed to access the memory feature.



check

Check

- touch symbol
- memory contents are displayed

Application:

- check and correct memory contents



del

Delete

- touch symbol
- delete individual stitches or letters to the left of the cursor
- delete stitch combinations

Applications:

- corrections in memory
- delete complete memories



Scroll left

- touch symbol once or several times
- memory contents are scrolled backward



Scroll right

- touch symbol once or several times
- memory contents are scrolled forward



mem
1

Select memory

- the opened memory bank is displayed with its number
- touch check to display the contents of the memory bank
- touch esc to close the memory bank
- leave memory: press *external* mem button

Applications:

- working in memory
- saving stitch combinations



store

Store

- touch symbol
- saves individual stitches, stitch combinations and letters

Application:

- saving programs



edit

Edit memory contents

- touch symbol
- scroll through the memory bank and select stitch to edit
- choose from a variety of functions to change, including, Stitch length, Stitch width, Needle position, Motor speed, Long stitch, Tension, Mirror images, Pattern Extend, and Balance
- choose to add the Securing function within a combination or add a Sub-divider to the memory bank

Application:

- correcting, changing memory contents

Functions in Editing

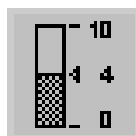
The following functions become available in the center of the screen when the edit function is selected. All functions on the toolbar (except del) will become inactive



M

Motor speed

- touch symbol one or more times to select speed
- selected speed is displayed
- full speed is 900 stitches per minute (unless the basic setting has been changed in the Setup program)
- reduces or increases the sewing speed $\frac{1}{4}$ at a time ($\frac{1}{4}$, $\frac{2}{4}$, $\frac{3}{4}$, $\frac{4}{4}$)



Tension

- touch symbol to access tension screen
- tension changes affect the selected stitch only
- visual change of setting on tension screen
- default setting shown by a fine line
- touch reset to return to basic settings (factory setting or values selected in Setup)



Securing function

- touch symbol
- can be inserted between stitches in the memory



Mirror image – right/left

- touch symbol
- machine sews selected stitch flipped right to left
- alteration of selected stitch is shown on-screen



Mirror image – up/down

- touch symbol
- machine sews selected stitch flipped up/down
- alteration of selected stitch is shown on-screen

when the edit function is selected and will reactivate when the edit function is closed.

**Memory sub-divider**

- touch symbol
- the memory has up to 255 sections or banks
- each bank can be subdivided as desired
- total memory (all banks together) holds 1023 stitches

**Pattern Extend 2-5x**

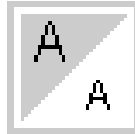
- touch one or more times
- the numbers 2-5 appear depending on the type of stitch selected
- the length of selected stitch will be increased by 2-5 times
- the stitch density is not affected
- lengthened stitches can be programmed in memory

**Balance**

- touch symbol to open balance screen
- correct forwards and reverse stitches
- correct sideways motion stitches

**Long stitch**

- touch symbol
- machine sews every second stitch (max. stitch length 10 mm)

**Letter size**

- touch one or more times
- one half of field is highlighted
- the gray section visually indicates the letter size: large (9 mm) or small (6 mm)

**Monogram sizes**

- appears in editing in place of Letter Size function when a monogram is selected
- when monograms are selected, size 1 = 30 mm is automatically activated
- touch symbol – the middle field is activated (2 = 20 mm)
- touch symbol again – the right field is activated (3 = 15 mm)

Buttonhole program functions

The functions below appear on the function toolbar at the lower edge of the screen when any buttonhole (stitches 51-63) is selected.

**Buttonhole length – direct length entry**

- touch symbol to open number screen
- enter button size (diameter + thickness) in mm

Application:

- use this method if you know the size of your button

**Buttonhole length – on screen measurement**

- touch symbol to open measuring screen
- hold button to bottom lower left corner of screen and use the stitch width knob to measure it
- buttonhole length will be programmed with 2 mm added automatically

Application:

- simple method to determine buttonhole size

**Manual buttonhole**

- touch symbol
- follow procedure (4-6 steps, depending on buttonhole type)

Application:

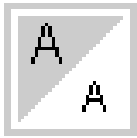
- for individual manually sewn buttonholes
- to repair existing buttonholes

**Stitch counter buttonhole**

- select buttonhole
- touch symbol
- stitch counter buttonhole will be activated

Alphabet program functions

One of the following functions will appear in the lower left corner of the screen when a letter/number of an alphabet or monogram is selected. It will reduce the



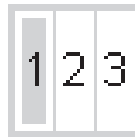
Letter size

- appears in toolbar when any letter or character of one of four styles of alphabets is selected
- touch one or more times
- one half of field is highlighted
- the gray section visually indicates the letter size: large (9 mm) or small (6 mm)

Applications:

- size selection
- size alteration is saved in memory

number of normal functions shown on the toolbar by one, causing it to be hidden.



Monogram size

- appears in toolbar when any letter of the monogram alphabet is selected
- touch once or twice to select
- the number selected will be highlighted
- monogram sizes are 1 = 30, 2 = 20, 3 = 15 mm

Application:

- size selection

Messages

The following messages may appear on the screen of the **artista** sewing machine during certain operations. They are reminders, warnings, or confirmations about the function or stitch being selected. Below is a list

of the messages pertaining to the sewing machine (see embroidery manual for messages that pertain to the embroidery module) and the appropriate responses.

MESSAGE

Please check the lower thread.

Please check the upper thread.

The bobbin winder is on.

Do you really want to delete the contents of this memory?

Personal Program memory is full.

Memory is full.

This function will not appear in the personal program.

Main Drive Failure.
Please check hook system.

RESPONSE

Check to see if the bobbin thread has run out. Wind and insert a new bobbin if needed. Machine will not sew until this is corrected.

Check to see if the needle thread has run out or has broken. Retread the needle thread if needed. Machine will not sew until this is corrected.

Check to see if bobbin winder is on. If the bobbin winder is on, the foot pedal is inactive and the machine will not sew. Disengage the winder if needed. Machine will not sew until this is corrected.

Note: This message will appear when winding a bobbin; touch esc to clear it from the screen.

Confirms the delete command before any stitches or functions are erased from memory. Touch OK to continue with the deletion process; touch esc to abort the process.

To save a stitch, an already saved stitch must be deleted.

To save a stitch, an already saved stitch must be deleted.

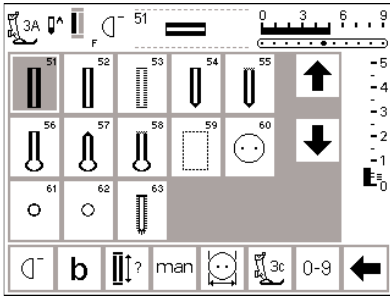
Directional stitches and motifs (4, 16 direction and alphabets) cannot be stored in the Personal Program. Select another stitch from any other menu.

Remove any trapped remnants of thread from the hook race.

Buttonholes

Buttonholes are practical closures which can also be used for a decorative effect. The **artista 185** provides a very versatile selection.

All buttonholes can be sewn and programmed in a variety of ways.



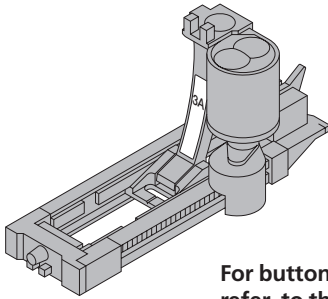
Buttonholes/Button sewing on program/eyelets

- press the external Buttonhole button (to the right of screen)
- screen shows an overview of all buttonhole and eyelet types
 - 51 standard
 - 52 narrow (heirloom)
 - 53 stretch
 - 54 round with normal bartack
 - 55 round with horizontal bartack
 - 56 keyhole with normal bartack
 - 57 keyhole with pointed bartack
 - 58 keyhole with horizontal bartack
 - 59 straight stitch buttonhole
 - 60 button sew-on program
 - 61 zig-zag eyelet
 - 62 straight stitch eyelet
 - 63 hand-look buttonhole

Select buttonhole/button sew-on program/eyelet

- touch symbol
- selected buttonhole, eyelet or button sew-on program is activated
- If one of the buttonholes (51–63) is activated, all functions are reset to the default settings

Automatic buttonholes (standard, narrow and stretch)



For buttonhole example, refer to the **artista 185 Sewing Manual, page 25.**

Both beads are sewn in the same direction.

Buttonhole length =
buttonhole opening in mm

Note: the automatic buttonhole foot No.3A must lie flat on the fabric, i.e. not on a seam allowance, otherwise the length will not be measured accurately.

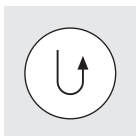
Automatic buttonhole

- the lens on the buttonhole foot No.3A will register the length that you determine automatically
- for making buttonholes from 4–29 mm length



Sewing the first bead

- the sewn section will be displayed on the screen (to the right of the presser foot indicator)
- sew the first bead forwards, stop the machine at the desired length



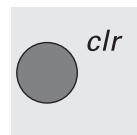
Programming the buttonhole

- press and release the quick reverse button
- auto appears in buttonhole symbol = length is programmed
- machine sews straight stitch backwards



Auto buttonhole

- machine sews first bartack automatically
- machine sews second bead forwards
- machine sews second bartack automatically
- machine sews securing stitches automatically
- machine stops and returns automatically to the beginning of the buttonhole



Deleting saved buttonholes

- press the external «clr»-button
- «auto» will disappear
- a new buttonhole length can be programmed

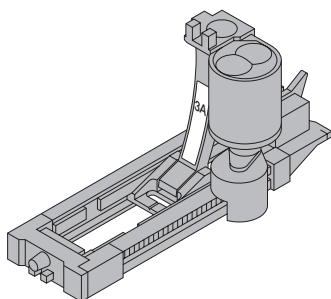
Buttonhole Leveler (optional accessory)

When sewing a buttonhole using Automatic Buttonhole Foot No. 3A on an uneven area (such as over a seam allowance), use the Buttonhole Leveler. This accessory will create a smooth surface for the foot and help make a perfect buttonhole.

Automatic buttonholes (round, keyhole and hand-look)

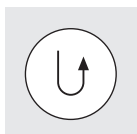
Both beads of the buttonhole are sewn in the same direction.

Buttonhole length = buttonhole opening in mm



Sewing the first straight stitches

- the sewn section will be displayed on the screen (to the right of the presser foot indicator)
- sew straight stitches forwards, stop the machine at the desired length



Programming the buttonhole

- press the quick reverse button
- when auto appears under the buttonhole symbol, the buttonhole is programmed



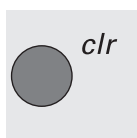
Note:

The graphics shown on the screen are the same as for a standard buttonhole (see above) when stitching a round or keyhole buttonhole

For buttonhole example, refer to the *artista 185 Sewing Manual*, page 26..

Auto buttonhole

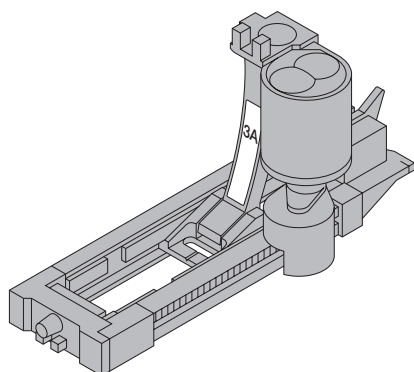
- machine sews circle or eye automatically
- machine sews the first bead backwards automatically
- machine sews straight stitches forwards up to circle or eye
- machine sews 2nd bead backwards automatically
- machine sews bar tack automatically
- machine sews securing stitches automatically
- machine stops and returns automatically to the beginning of the buttonhole
- all subsequent buttonholes will be sewn automatically to the same length (without pressing the securing button)



Deleting saved buttonholes

- press the external «clr»-button
- «auto» will disappear
- a new buttonhole length can be programmed

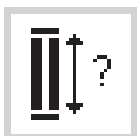
Automatic buttonhole (all types) Direct entry length



If the desired length of a buttonhole is known, it can be directly entered into the machine (in millimeters).

When using the Automatic buttonhole foot No. 3A for stitching keyhole buttonholes, the maximum length that should be entered is 24 mm.

That leaves room for the keyhole, which the machine will add automatically.



Direct entry function

- buttonholes can be sewn to a specific length with the automatic buttonhole foot No.3A
- select type of buttonhole
- touch buttonhole with question mark symbol

4-29mm					mm	del
1	2	3	4	5	esc	
6	7	8	9	0	ok	

Enter the length

- numbers 1–0 appear on the screen
- enter the buttonhole length (4–29 mm) with numbers
- the length appears to the right of the buttonhole symbol
- touch OK to confirm, screen changes automatically

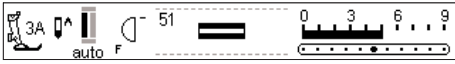
Buttonhole length = buttonhole opening in mm

Corrections:

- touch del to delete wrong numbers

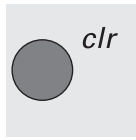
Back to buttonhole menu

- touch esc



On-screen display

- "auto" below the buttonhole symbol indicates that the buttonhole is programmed

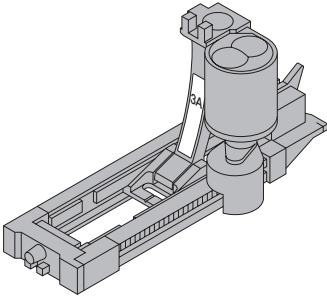


Deleting saved buttonholes

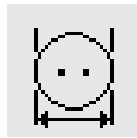
- press the external «clr»-button
- «auto» will disappear
- a new buttonhole length can be programmed

Automatic buttonhole (all types)

Length calculated from button

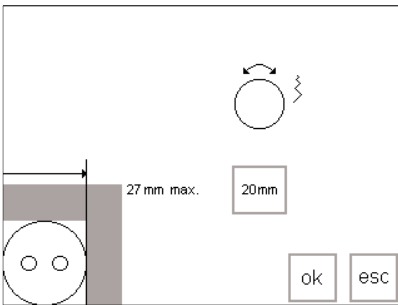


The buttonhole size can be determined by holding a button on the screen. The length will be determined by the machine and displayed on the screen.



Open on-screen measuring screen

- select buttonhole
- touch button size function



Determine button size

- a scale appears on the screen
- hold the button (4–27 mm) against the bottom left corner of the screen
- use the external stitch width knob to move the vertical line on the screen, changing the size of the box around the button
- the buttonhole size is shown in mm on the right, e.g. 20 mm

Back to buttonhole menu

- touch OK to confirm and return to buttonhole screen

Buttonhole size

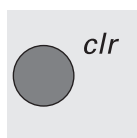
- the computer calculates the buttonhole size from the button diameter
- 2 mm are added automatically to take the bartacks of the buttonhole into account

Corrections for thick buttons

- for buttons which are particularly thick, e.g. raised buttons etc., do not move the vertical line right up to the edge of the button
- move it to within about 1–4 mm of the right edge of the button, depending on the button height

Recommendation

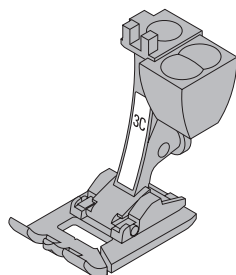
- sew a test buttonhole on a scrap of the fabric and interfacing you intend to use
- cut buttonhole open
- push button through hole
- correct the size if necessary



Deleting saved buttonholes

- press the external «clr»-button
- «auto» will disappear
- a new buttonhole length can be programmed

Stitch counter buttonholes (all types)



The first bead of the buttonhole is sewn forward and the second, backwards

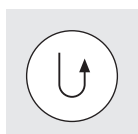
Stitch using Buttonhole Foot 3C or Automatic Buttonhole Foot 3A; sew at a consistent speed.

The appearance of a stitch counter buttonhole can vary on different types of fabric so it must be reprogrammed for different fabrics.



Presser foot

- select buttonhole
- touch the presser foot 3C symbol
- the machine registers that the stitch counter program has been selected
- the buttonhole length is now measured by the stitch counter, i.e. number of stitches



1st bead length

- sew the first bead, stopping the machine at the desired buttonhole length
- press and release the quick reverse button on the frame



Bartack, 2nd bead

- the machine sews the end of the buttonhole and automatically switches to stitching the reverse bead
- Continue stitching the reverse bead, stopping when the needle is even with the beginning of the buttonhole
- press and release the quick reverse button

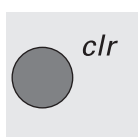


Bartack, securing stitches

- the machine sews 5 bartack stitches and secures the buttonhole automatically
- auto appears under the graphic of the buttonhole on the screen
- the buttonhole is now programmed
- all subsequent buttonholes will be sewn as programmed

Changes

- the buttonhole must be reprogrammed after altering the stitch length, width, or balance



Deleting saved buttonholes

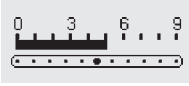
- press the external «clr»-button
- «auto» will disappear
- a new buttonhole length can be programmed

For buttonhole example, refer to the artista 185 Sewing Manual, page 27.

Buttonhole corrections (all types)

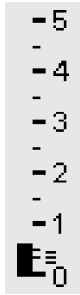
The following adjustments can be made to a buttonhole and will remain in effect until the machine is turned off.

Permanent adjustments can be made using the Setup program (see pages 59–72).



Buttonhole too wide

- to reduce the width of the buttonhole, reduce the stitch width



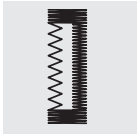
Bead density

- increase or reduce the stitch length by approximately 2 steps to achieve the desired effect



Balancing the beads

- balance will influence the bead and the eye density
- balance affects both beads and the eye

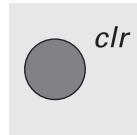


Open balance screen

- select buttonhole
- touch Balance
- balance ↑ to increase the density
- balance ↓ to reduce the density
- Sew buttonhole until area to be corrected is reached. Adjust balance. Continue sewing. The correction will be incorporated in all subsequent buttonholes.

Recommendation:

- always test sew on the piece of fabric you intend to use

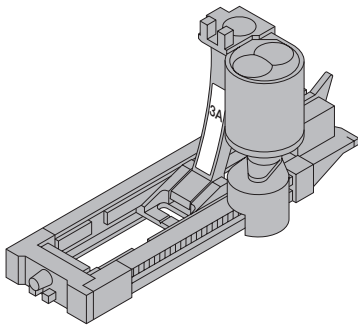


Delete balance adjustments

- press clr or touch reset

For additional information about buttonholes, refer to the artista 185 Sewing Manual, pages 21–28.

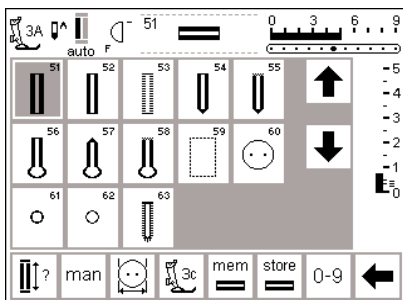
Buttonhole in Long Term Memory



One buttonhole of each type may be saved in special buttonhole memory banks. This does not affect the standard memory of the machine.

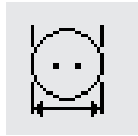
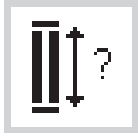
Once the length of the buttonhole is determined, the programmed buttonhole can be saved using the store function on the toolbar.

Long term saving of buttonhole programs is only possible for buttonholes originally stitched as auto-length buttonholes (see pages 32–34)



Saving the Buttonhole (Store)

- program the desired automatic buttonhole according to the directions on pages 32–34
- touch store on the function toolbar



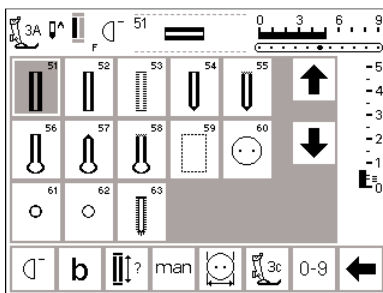
Recalling the Saved Buttonhole

- select the desired buttonhole style
- touch mem
- touch the buttonhole length or button measurement function to recall the saved buttonhole
- the length of the buttonhole will appear on the screen

Changing the Saved Buttonhole

- select the desired buttonhole style
- touch mem
- touch the buttonhole length or button measurement function to recall the saved buttonhole
- change the length, and touch OK to confirm
- touch store
- programming a new length overrides the existing stored one

Manual 4 and 6 step buttonholes



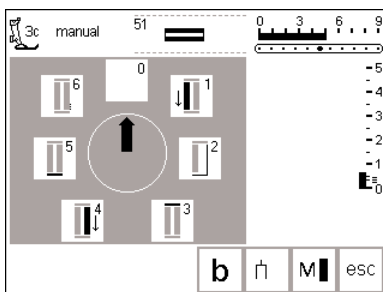
Manual buttonholes are ideal when making single buttonholes or for repairing existing buttonholes. The number of steps depends on the type of buttonhole selected.

Note:

A manual buttonhole cannot be saved.

Open buttonhole screen

- select buttonhole
- touch the "man" function

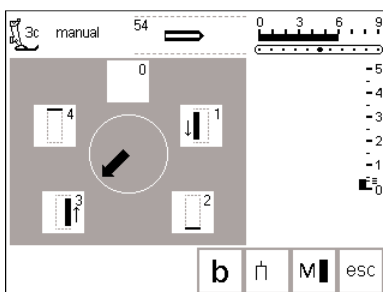


Step symbols

- step symbols appear on the screen for the buttonhole selected
- the arrow in the circle is on "0" when the buttonhole is selected
- standard buttonhole has 6 steps
- round buttonhole has 4 steps
- keyhole buttonhole has 4 steps

For buttonhole examples, refer to the **artista 185 Sewing Manual, page 28.**

Sewing a Four-step Buttonhole (round and keyhole)



Sewing a 4-step buttonhole

- touch "1"
- sew the 1st bead
- stop the machine at the desired length
- touch "2"
- machine sews the keyhole or eye
- touch "3"
- machine sews the 2nd bead in reverse
- stop machine at the first stitch
- touch "4"
- machine sews the top bartack and securing stitches before stopping automatically
- length of beads is determined by the user
- bartack, keyhole, and securing

stitches are preprogrammed
· use an awl to punch the keyhole before cutting the buttonhole open

Leave program

- touch esc
- screen reverts to buttonhole screen

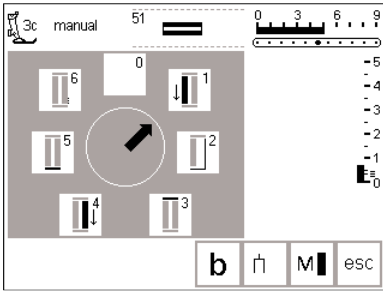


Note:

The graphics shown above will appear on the screen for both the round and keyhole buttonholes .

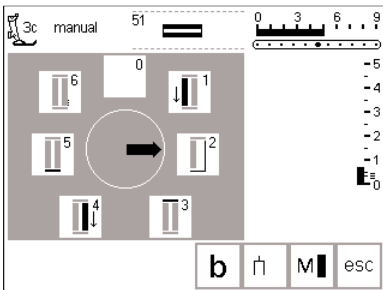
Sewing a Six-step Buttonhole

Note: The graphics shown on the screen (see below) are the same when stitching the standard, narrow, and stretch buttonholes.



Sewing a 6-step buttonhole

- touch "1" on the screen
- symbol shows section of button to be sewn
- sew the 1st bead
- stop the machine at the desired length



Sewing the buttonhole

- touch "2"
- machine sews straight stitch backwards
- stop machine at the first stitch
- touch "3"
- machine sews the top bartack and stops automatically
- touch "4"
- machine sews the second bead in the forward direction
- stop machine
- touch "5"
- machine sews the bottom bartack and stops automatically
- touch "6"
- machine sews securing stitches and

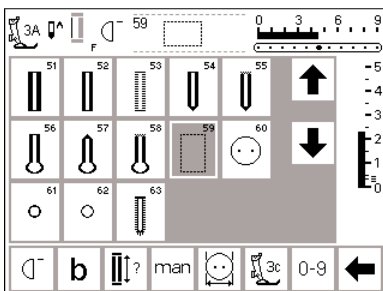
- stops automatically
- length of beads is determined by the user
- bartacks and securing stitches are preprogrammed

Leave program

- touch esc
- screen reverts to buttonhole screen

esc

Straight stitch buttonholes



Straight stitched buttonholes are particularly useful for reinforcing satin stitched buttonholes on all soft and loosely woven fabrics such as wool, or for buttonholes which are subject to extreme wear. They are also useful for stitching bound buttonholes and reinforcing buttonhole openings in leather, vinyl, or felt.

Straight stitched buttonholes

- select stitch No. 59
- the sequence is determined by the presser foot used
- this program functions exactly the same as the corresponding buttonhole program which will be stitched over the straight stitched buttonhole

Automatic buttonhole foot

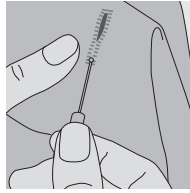
No. 3A – programming is exactly the same as for the auto buttonhole program (page 32–34)
 Buttonhole foot 3C – programming is exactly the same as for the stitch counter buttonhole program (page 35)

Alter the distance

- alter the stitch width if the distance between the two rows of stitching is too narrow or too wide

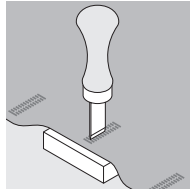


Cutting buttonholes open



Seam ripper

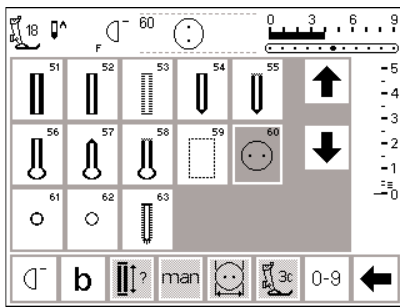
- use the seam ripper to cut the buttonhole open, starting at each end and working towards the middle



Buttonhole cutter and block

- place the fabric on a piece of wood
- position the cutter in the center of the buttonhole
- press the handle of the cutter to punch the buttonhole

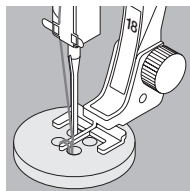
Button Sew-on program



Buttons with 2 and 4 holes can be sewn on by machine.

Button sew-on program

- select stitch 60
- the button sew-on foot No.18
- the distance (shank) between the button and fabric can be adjusted as desired



Sew button on

2-hole buttons

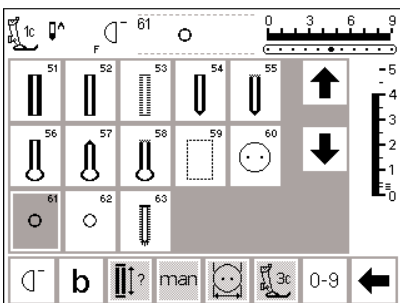
- adjust the stitch width if necessary to equal the distance between the holes of the button
- machine stops automatically at the end of the program
- wind thread ends around the thread under the button to create a thread shank

4 hole buttons

- adjust the stitch width if necessary to equal the distance between the holes of the button
- sew the two front holes
- move work forwards
- sew two back holes
- wind thread ends around the thread under the button to create a thread shank

For button sew-on example, refer to the artista 185 Sewing Manual, page 29.

Eyelet program



Eyelets

- select eyelet No. 61 (zig-zag) or No. 62 (straight stitch)

Sewing the eyelet

- machine stops automatically at the end of the program

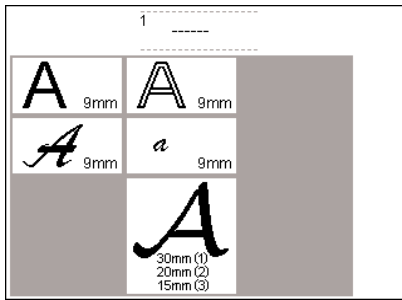
Punching the eyelet

- use an awl to punch the hole in the eyelet

For eyelet examples, refer to the artista 185 Sewing Manual, page 30.

Alphabets/Numbers

There is a choice of five different alphabet styles. Each alphabet can be sewn in two sizes.

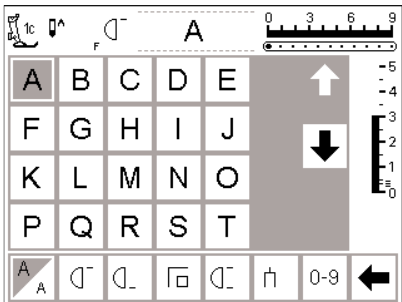


Alphabets

- press the external Alphabet button
- the Alphabet menu appears
- screen shows:
 - Block letters
 - Double block letters
 - Upper case italics
 - Lower case italics

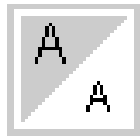
Large monograms can be sewn in three sizes.

- Monograms 30/20/15 mm (side-ways motion)
- touch to select style
- the selected style is activated



Screen: Letter selection

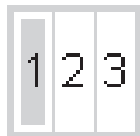
- the presser foot indicator and needle stop symbol are in the usual positions
- scroll up and down to select letters and numbers



Alter size

- when an alphabet is selected the larger size is activated
- touch symbol
- the highlighted area changes
- this indicates that the smaller size is active

- touch symbol again
- the larger size is now active



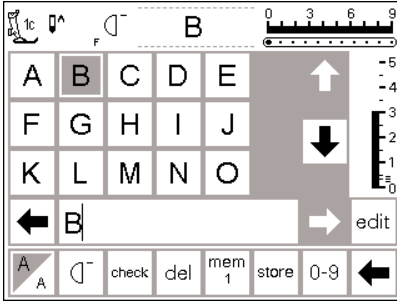
Monogram sizes

- when monograms are selected, size 1 = 30 mm is automatically activated
- touch symbol
- size 2 = 20 mm is activated
- touch symbol
- the right field is activated (3 = 15 mm)
- sizes 2 and 3 sew continuously (starting at left lower edge and ending at right lower edge) and work with the memory for writing words

- size 1 monograms are single motifs (machine stops automatically after each one) secured with the securing stitch
- Size 1 monograms have templates to aid in positioning (see page 51)

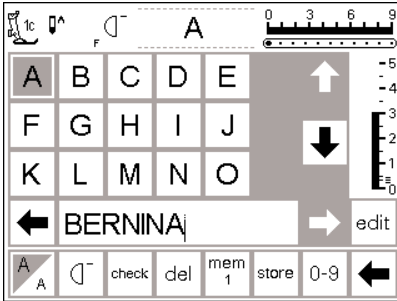
For alphabet example, refer to the **artista 185 Sewing Manual, page 42.**

Programming letters/numbers



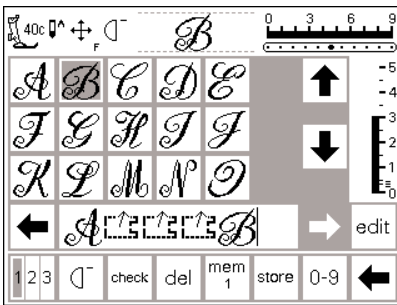
Programming

- open memory
- touch to select letter
- the letter appears in memory
- the cursor moves to the right in front of the letter



Continue programming

- touch to select the next letter
- the letter appears in memory
- continue in this manner
- for additional information on saving in memory, see pages 42–47



Monogram letters in memory

- it is possible to combine monogram letters in memory
- the distance between letters is programmed with the 16 directional sewing program (see page 49)
- note the beginning and end of each letter

For alphabet example, refer to the **artista 185 Sewing Manual, page 42.**

Memory

Stitches, letters and numbers can be programmed, saved and corrected in memory.

The memory has a capacity of 1023 stitches that can be divided into 255 memory segments or banks. The memory banks are as large as required, depending on the number of stitches that are saved in each one.

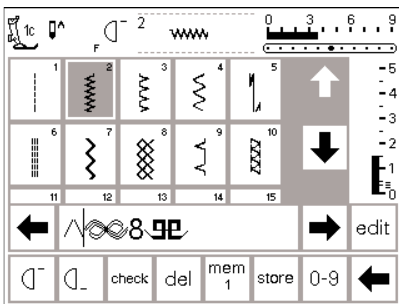
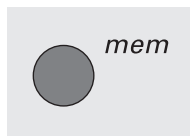
The memory is long-term, i.e. contents remain saved until they are deleted or overwritten. Power disconnections or long periods of non-use do not have any effect on the memory contents.

Any alterations to stitch length, stitch width, and needle position should be made *before* entering the stitch into memory.

In contrast to the stitch menu, selected stitches are shown turned 90° counter clockwise in the memory bar. The sewing direction is always from left to right on the memory bar.

For memory examples, refer to the *artista 185 Sewing Manual*, pages 40–42.

Open Memory

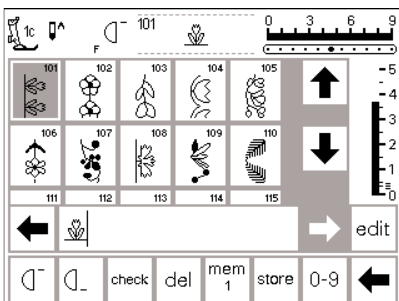


Open Memory

- press the external mem button
- the memory bar appears on the screen
- the third row of stitches disappears from the screen
- scroll up and down to view these and further stitches
- the cursor appears as a vertical line in the memory bar
- all changes (programming, inserting functions, corrections) affect the character to the *left* of the cursor

- the function toolbar at the bottom of the screen changes automatically to include those functions appropriate for memory
- the opened memory bank is indicated by its number in the bottom bar

Programming stitches



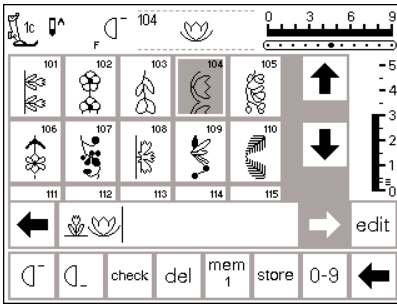
Basic Programming

- select the desired stitch
- make any desired adjustments to stitch width, stitch length, and needle position
- open the memory by pressing the external mem button
- touch mem 1 to access the memory storage screen

Note:

If the machine has been turned off since the last time the memory feature was used, mem 1 will show on the screen when the memory is activated. If the machine has *not* been turned off, the last memory bank opened will show

- select an empty memory bank
- touch OK to return to the previous screen
- select the desired stitch
- the stitch appears in the mem field
- the cursor moves to the right as stitches are selected



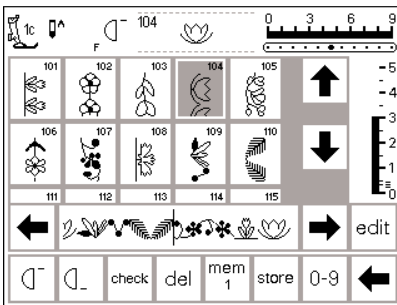
Continue programming

- select the next desired stitch
- the stitch appears in the mem field
- continue in this manner
- start sewing; when the foot control is pressed, the cursor will go to the beginning of the stitch combination for sewing the complete grouping

Note:

If the contents of the memory have been changed using the edit function (page 44), the Pattern begin function

- must be selected to start the stitching at the beginning of the combination.
 - use Pattern repeat to stop automatically:
- Toolbar function* – Pattern repeat will stop after the selected number of combinations have been stitched
- Pattern end* – Single pattern will stop after stitching the stitch pattern to the left of the cursor
- to save, touch store
 - store will blink once to indicate it is saving

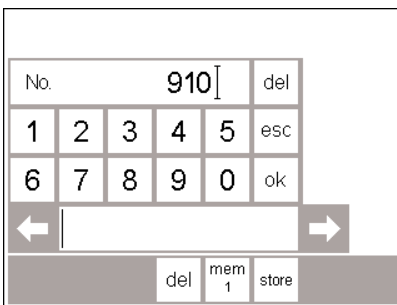


Scroll memory

- scroll arrows are to the right and left of the memory bar
- touch to view the programmed contents either forward or backward
- to close the memory, press the external memory button

- if the stitch combination has not been saved, a message screen will appear asking if you would like to save it

Programming stitches by number

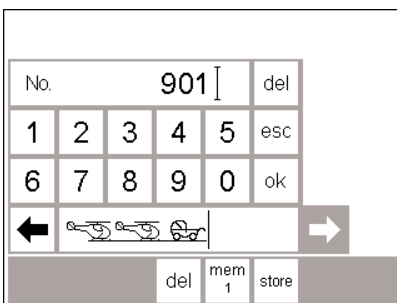


Stitches by number

- open memory
- touch function 0–9
- numbers appear on the screen
- the memory bar remains visible
- touch numbers to select stitch
- the number selected appears above the other numbers

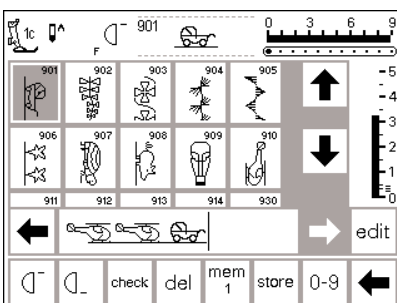
Correct

- touch del in the upper right corner to change the stitch number
- the cursor moves to the left and deletes the number
- select new number
- touch del in the lower toolbar to delete a programmed stitch
- the stitch to the left of the cursor will be deleted



Confirm and continue programming

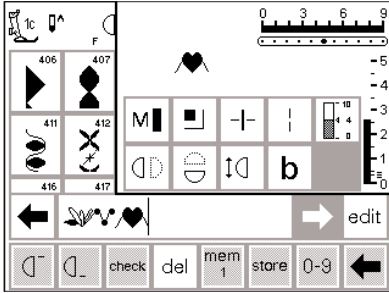
- touch OK to confirm
- the stitch selected appears in the memory bar
- touch store to save in memory
- select the next stitch by pressing the appropriate number and proceed as above



Back to stitch screen

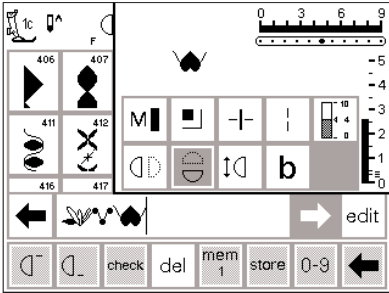
- touch esc
- the screen reverts to the stitch screen which includes the selected stitch
- the selected stitch is activated (highlighted)

Editing memory contents



Stitches with functions

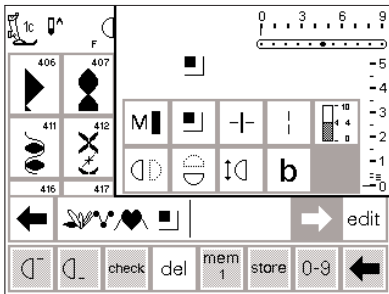
- stitches can be modified after being programmed into memory
- program the first two stitches normally
- touch edit
- all available functions appear in the top right section of the screen
- the last stitch in memory (left of cursor) appears above the editing functions



Inserting functions, e.g. mirror image

- place the cursor to the right of the stitch to which mirror image is to be applied
- touch edit
- select mirror image in the functions screen
- the stitch will be shown in mirror image

- the same procedure for insertion applies to all functions
- touch edit to close



Visible functions (in memory bar)

- the securing function appears as a function in the memory bar
- delete unwanted functions from the memory bar before continuing with programming
- touch edit to close

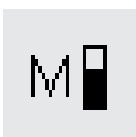
Note:

Functions such as Long stitch and Pattern extend can be used with sideways motion stitches, however, they will be distorted, so it is not recommended.

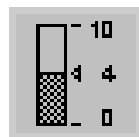
Memory functions

The following functions become available in the center of the screen when the edit function of the memory feature is selected. All functions on the toolbar (except del)

will become inactive when the edit function is selected and will reactivate when the edit function is closed. For more information on these functions, see pages 29–30.



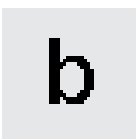
Motor Speed



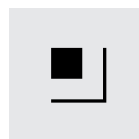
Tension



Monogram Size



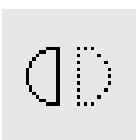
Balance



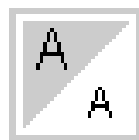
Securing Function



Pattern Extend



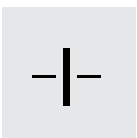
Mirror Image – left/right



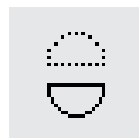
Letter Size



Long Stitch

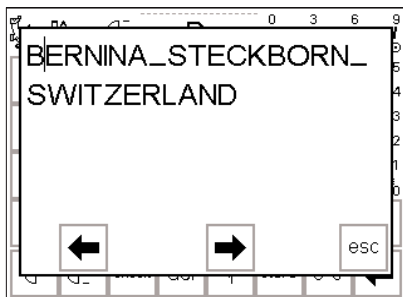


Memory Sub-divider



Mirror Image – up/down

View memory contents



View memory contents

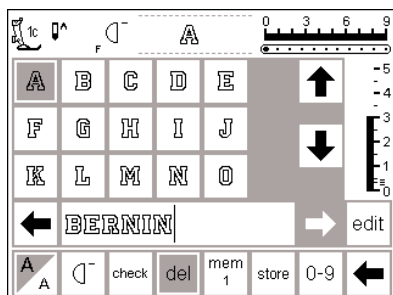
- touch check
- the memory contents appear in a window
- the cursor is visible
- the cursor can be moved into position with the arrows for editing applications
- after viewing, touch esc
- the window closes and the memory bar appears

- the cursor is in exactly the same place as it was in the view window

Corrections while programming in memory

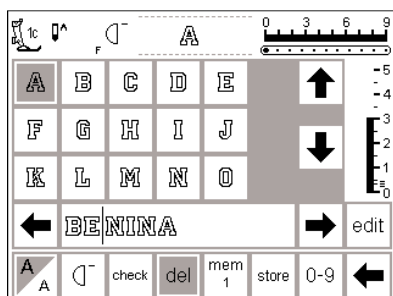
Rule:

All changes and corrections are always made to the left of the cursor.



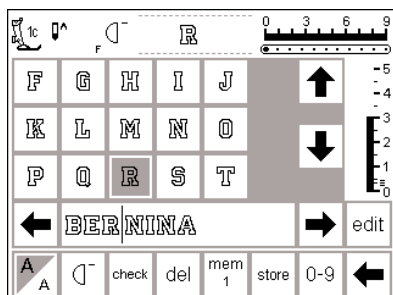
Deleting the last programmed stitch/letter

- touch del
- the last stitch entered (left of cursor) is deleted



Deleting a stitch/letter within a memory

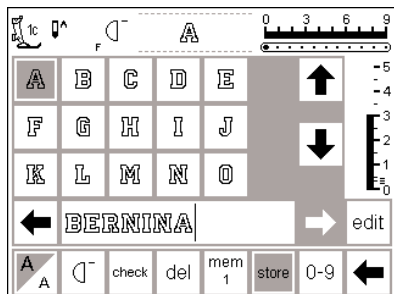
- place the cursor to the right of the stitch to be deleted
- touch del
- the stitch to the left of the cursor is deleted



Inserting a stitch in memory

- place cursor where the stitch is to be inserted
- select stitch/letter
- the new stitch is inserted to the left of the cursor

Saving memory contents/leave memory



Save and leave memory

- touch store
- the contents are saved
- the memory can be opened and viewed at any time
- touch external mem button

Turning off machine without saving

- memory contents will be lost if the machine is turned off without touching store

Open individual memory



Returning to a previously programmed memory bank

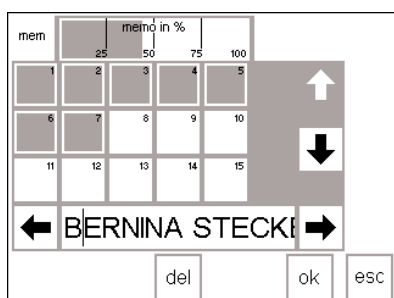
- open memory by pressing the external mem button
- touch mem 1 on the functions toolbar
- the Memory storage screen opens
- Note:** if the machine has been turned off since the last time the memory feature was used, mem 1 will show on the screen when the memory is activated. If the machine has *not* been turned off, the last memory bank opened will show.
- an overview of the memory banks appear on the screen
- the open memory bank is highlighted (dark gray)
- the occupied memory banks are displayed in light gray

- empty memory banks are shown in white
- memory banks can be scrolled if more than 15 are occupied (can be up to 255 memory banks)
- select an occupied memory bank
- the contents are shown in the memory bar
- touch esc to return to the previous screen
- the contents of the selected memory remain active
- you can sew, insert, or correct these contents

Note:

Contents of memory should be sewn from a stitch screen, not the memory storage screen.

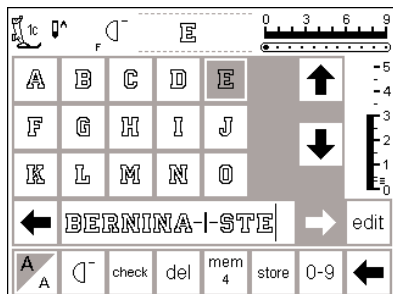
Memory capacity



Open Memory storage screen

- open memory by pressing the external mem button
- touch mem on the functions toolbar
- the memory bank screen appears
- the total capacity used by stored stitch patterns is shown in % in the top row
- total capacity of all memory banks together is 1023 stitches

Memory sub-divider



Memory sub-divider

- the contents of a memory can be sub-divided as desired, e.g. name, street, town, etc. by using the edit feature
- program the name
- program the street
- touch edit
- place cursor after the last letter of the name
- select Memory Sub-divider
- the sub-divider is inserted to the left of the cursor
- the characters belong to the one memory (e.g. mem 4) but are totally independent of one another so they can be sub-divided as desired

Sewing

- activate Pattern begin and sew
- Note:** when Pattern begin is activated, the cursor will move to

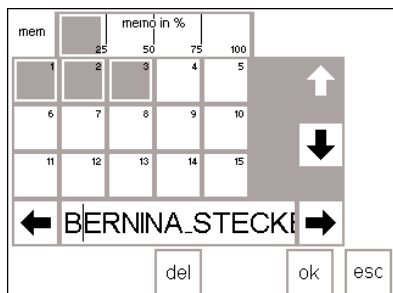
the *right* of the first letter in that memory bank. Stitching will start with the letter to the left of the cursor.

- the machine only sews the contents of that particular sub-divider
 - to sew the next section, place the cursor anywhere in that section
 - begin sewing; when the foot control is pressed, the cursor will go to the beginning of the stitch combination for sewing the complete grouping
- Note:** if the contents of the memory have been changed using the edit function (page 44), the Pattern begin function must be selected to start the stitching at the beginning of the combination.
- if a section is to be sewn only once, touch Pattern repeat 1 on the function toolbar

Note:

Fabric should be repositioned as needed to stitch each section of the memory.

Deleting memory

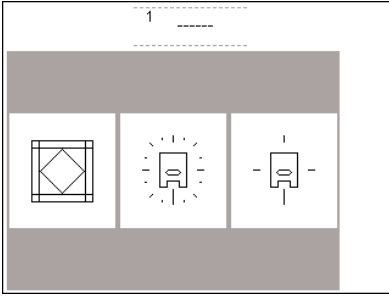


Delete memory

- open memory (press external button)
- touch mem on the functions toolbar
- an overview of the memories appears
- touch memory of choice (e.g. mem 3)
- touch del

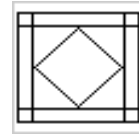
- a message will appear asking if you really want to delete the contents of the memory
- touch yes
- the memory contents are deleted
- touch esc to return to the previous screen

Quilt stitches/16 directions/4 directions

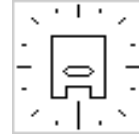


Quilt stitches/ Directional sewing button

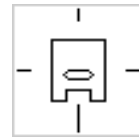
- the menu of the 3 categories appears:
- quilt stitches
- 16-directional sewing
- 4-directional sewing
- touch to select the category of your choice
- the menu of all stitches in that category appears



quilt stitches

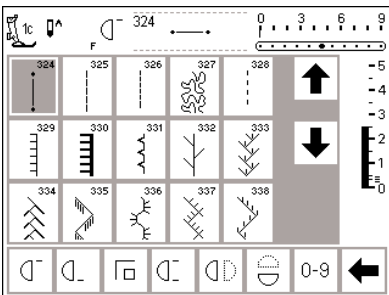


16 directions



4 directions

Quilt stitches

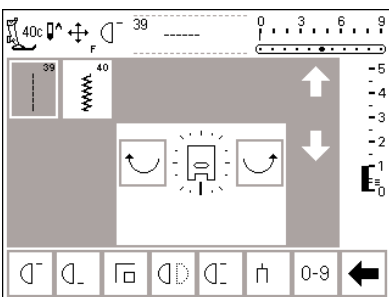


Quilt stitches

- selection of various stitches which are particularly suitable for quilting, piecing, applique, and crazy patchwork:
- 324 Quilters Securing Program
- 325 Quilting Straight Stitch
- 326 Short Straight Stitch
- 327 Stippling Stitch
- 328 Hand-look Quilting Stitch
- 329 Blanket Stitch
- 330 Heavy Blanket Stitch
- 331 Blindstitch
- 332 Feather Stitch
- 333–338, 351 Feather
- 346–350 Quilting Stitch Variations
- 352 Blanket stitch (dual)
- 353 Double blanket stitch (dual)

- touch to select desired stitch
- the stitch is activated
- all normal information and functions are visible on the screen
- stitch length and width can be adjusted as desired

16 directional sewing



16 directional sewing

- select one of the two stitch choices for 16 directional sewing:
- 39 – Straight Stitch
- 40 – Zig-zag Stitch
- a presser foot symbol with 16 directions appears on the screen
- touch the right and left curved arrows to alter the stitch direction
- touch continuously to alter direction quickly
- the machine sews the selected stitch in the direction chosen

Sewing

- select direction and sew
- select new direction and continue to sew
- continue in this manner as desired

Zig-zag

- the stitch length is programmed to satin stitch
- the stitch length can be shortened or lengthened to 1 mm
- the stitch width can be altered from 0–9

Note: When stitching with a width wider than 6 mm – 7 mm, it is critical to adequately stabilize the fabric to prevent puckering and tunneling.

Straight stitch

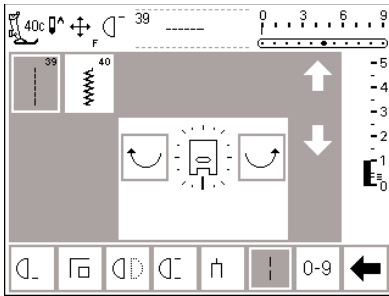
- the stitch length is preprogrammed at 3mm (in all 16 directions)
- Note:** The screen will show the stitch at 1 mm. When stitching, the needle hesitates to allow for the movement of the fabric and actually penetrates the fabric only every third stitch, resulting in a 3 mm length
- the stitch length can be shortened, but not lengthened

Sewing

- select direction and sew
- select new direction and continue to sew
- continue in this manner as desired

For examples of 16 directional sewing, refer to the *artista 185 Sewing Manual*, pages 43–44

16 directional sewing – straight stitch with long stitch function



Straight stitch with long stitch function

- press the external quilt/directional button
- touch the 16 direction symbol
- select straight stitch
- activate the long stitch function – every third stitch will be sewn

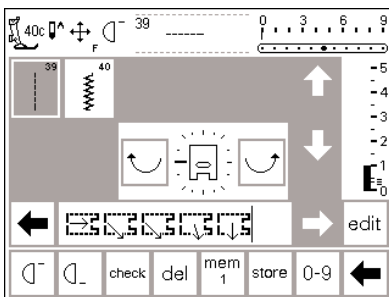
Note: Without the long stitch function, the needle hesitates to allow for the movement of the fabric, stitching every third stitch. When the long stitch function is activated, the needle will hesitate for 9 stitches.

- the long stitch function is now highlighted on the toolbar at the lower edge of the screen
- select direction
- the machine sews in the direction chosen, stitching 9 mm straight stitches

Application

The combination of straight stitch and the long stitch function is particularly useful for joining large motifs or letters (see page 44 of the Sewing Manual artista 185). The connecting stitches can be removed after the sewing is complete.

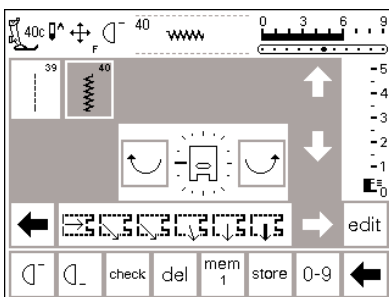
16 directions programmed into memory



Straight stitch in memory

- press the external quilt/directional button
- touch the 16 direction symbol
- open the memory by pressing the external mem button
- if the memory bank displayed is not empty, touch mem to access the memory storage screen
- select an empty bank (indicated by a white space)
- touch OK to confirm the selection
- select straight stitch
- select the desired direction by using the curved arrows in the center of the screen

- a presser foot symbol with a *thin* arrow is displayed in the memory toolbar
- the presser foot symbol is turned 90° to the left
To see the true stitching direction, look at the front (toes) of the presser foot symbol and note the direction of the arrow
- each presser foot symbol represents three 3 mm straight stitches for a total of 9 mm of stitching
- to sew a longer distance in the same direction, touch the symbol the appropriate number of times to enter several "presser feet" into the memory

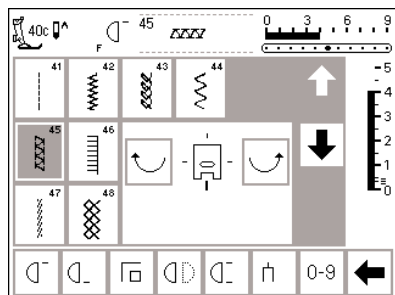


Zig-zag in memory

- follow the directions above, selecting the zigzag stitch instead of the straight stitch
- a presser foot symbol with a *thick* arrow is displayed in the memory toolbar
- each presser foot symbol represents 9 mm
- when stitching with a directional zigzag stitch, adequate stabilization is critical to prevent puckering and tunneling of the fabric

4 directional sewing

Sewing in 4 directions without turning the fabric is particularly useful for mending worn areas in tubular items (sleeves, trousers, etc.) and can also be used in some decorative techniques.



4 directions

- select 4 directional stitching
- select one of the eight stitches:
 - 41 Straight Stitch
 - 42 Zig-zag Stitch
 - 43 Jersey Stitch
 - 44 Running Stitch
 - 45 Double Overlock Stitch
 - 46 Blanket Stitch
 - 47 Super Stretch Stitch
 - 48 Honeycomb Stitch
- a presser foot symbol with 4 directions appears in the center of the screen
- use the curved arrows to select the desired direction
- the stitch length and width of these stitches cannot be altered when a direction other than forward is selected

Sewing direction

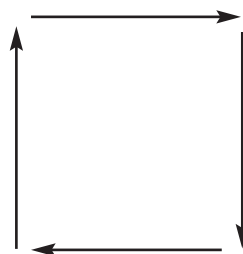
- the machine sews the selected stitch in the direction chosen

Sewing

- after direction has been selected, sew for the desired distance
- stop the machine when desired
- select new direction and sew
- stop machine when desired
- continue sewing in this manner as desired

Tip

- for quicker sewing, select the Pattern repeat 1–9 function
- for applying a patch, the easiest way to work is to sew in a square from top to bottom and from right to left (clockwise)



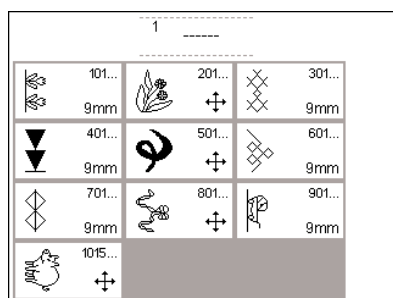
For examples of 4 directional sewing, refer to the *artista 185 Sewing Manual*, page 45.

Sideways motion stitches – Outline Designs

Sideways motion stitches are large decorative motifs stitched in outline which require the fabric and feed dogs to move from side to side as well as backwards and forwards.

Sideways motion stitches are programmed in one size and cannot be altered.

Note: Different types of fabric, interfacings, and stabilizers can affect the stitching of the motifs. Adjustment can be made using the Balance function (see pages 52–53).

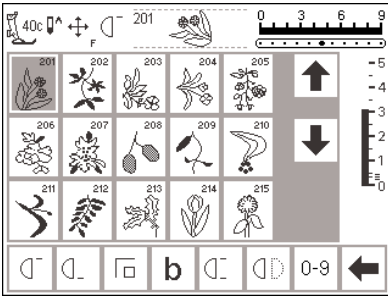


Decorative motifs

- press the external button for decorative stitches
- the decorative stitch menu appears on the screen
- select a group of sideways motion motifs (indicated by the cross symbol)
- select the desired motif (use the arrows to scroll for viewing all of the patterns if needed)

For examples of sideways motion stitching, refer to the *artista 185 Sewing Manual*, pages 46–48.

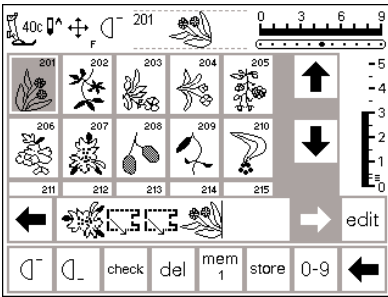
Sideways motion stitches



Sideways motion stitches

- after selecting the desired motif, the stitch is activated
- all normal information appears on the screen
- the crossed arrows symbol (at the top of the screen to the right of the needle stop) indicates that sideways motions stitches are activated
- some patterns are single motifs and the machine stops automatically when it is complete

- others are designed for continuous sewing, to be used for borders, edgings, and decorative stitching
- sewing beginning and end are usually at different levels within the stitch, except for those patterns designed to be sewn continuously
- use the provided templates to aid in positioning motifs on fabric



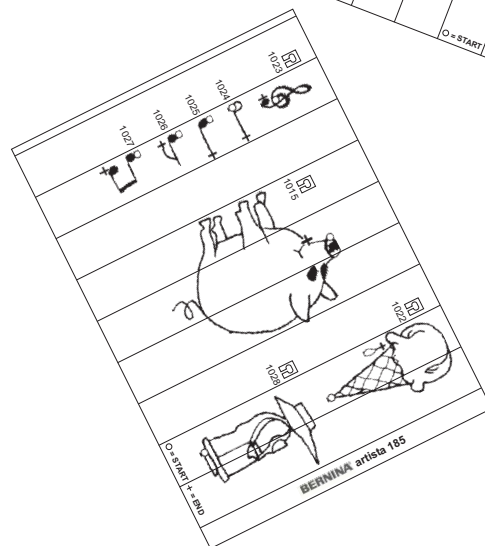
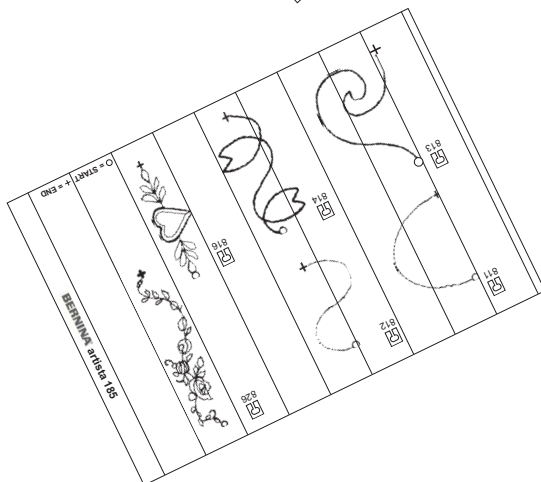
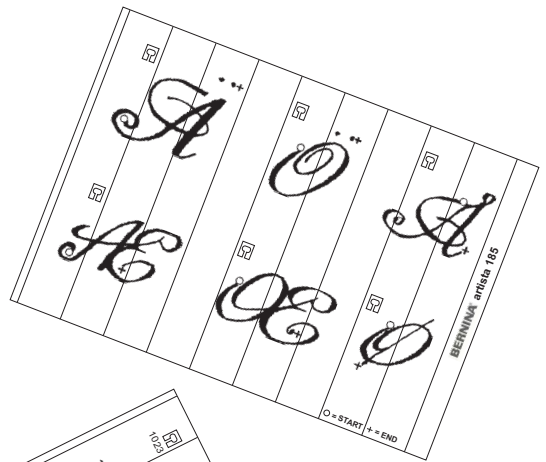
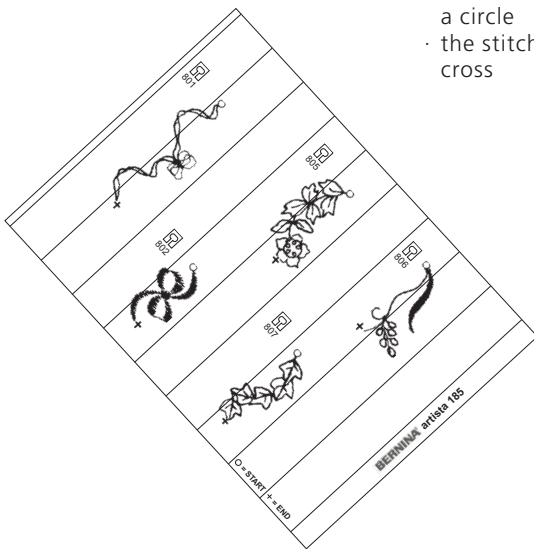
Sideways motion stitches in Memory

- sideways motion stitches can be saved in memory following the general directions on pages 42–47
- sideways motion stitches can be joined by using the memory function and 16 directional stitches (see page 49)

Templates

- the templates provided show the motifs in their stitched forms and sizes
- the stitch beginning is marked with a circle
- the stitch ending is marked with a cross

- the presser foot direction is shown with fine lines
- the presser foot must be placed on the fabric in the given direction



Balance

All stitches are checked and fully adjusted before the machine leaves the factory.

Different fabrics, threads, stabilizers, and interfacings can affect programmed stitches so that sometimes they might not close or they might overlap, i.e. the stitches that make up the pattern are too close together or too far apart.

These effects can be corrected with the electronic balance so that the stitch formation can be adjusted where necessary to suit the fabric.

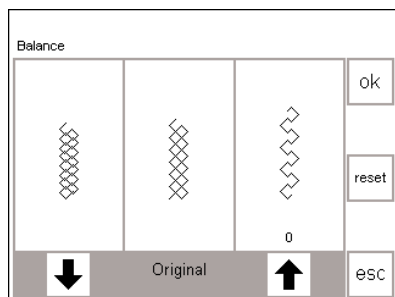
There are 50 vertical steps and 20 horizontal steps.



Open Balance

- touch function b
- if the function is not visible on screen, touch the arrow in the function toolbar to scroll through all the available functions

Balance for practical and decorative stitches



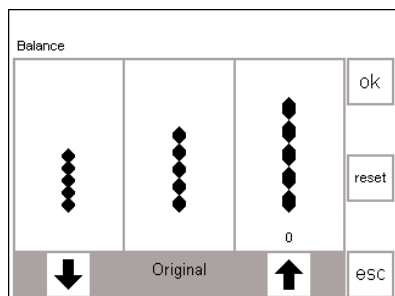
If the stitch looks like this, use this arrow to correct it.

If the stitch looks like this, use this arrow to correct it.

When sewing soft fabrics such as jersey or tricot, the fabric tends to stretch under the presser foot which also stretches the stitch being sewn. For example, the Honeycomb stitch opens up and is too long. Thicker fabrics might cause the stitch to overlap, making it too short. Correcting with balance is very simple.

Balance

- select any stitch
- touch b to activate balance; balance screen appears
- when adjusting practical stitches, a graphic of the honeycomb stitch appears in the center of the screen (*this is used as the example for all practical stitches*)
- when adjusting decorative stitches, a graphic of the satin stitched oval appears in the center of the screen (*this is used as the example for all decorative stitches*)
- two malformations are displayed on either side of the stitch – left too short and right too long
- the arrows at the bottom of the screen show in which direction the stitch must be corrected



If the stitch looks like this, use this arrow to correct it.

If the stitch looks like this, use this arrow to correct it.

Corrections

Stitch too long:

- touch the arrow shown on the right
- the number of steps activated will be shown directly above the arrow
- the stitch will be shortened
- the change is *not* shown on screen
- 2–5 steps are normally sufficient to correct the stitch (max. 50 steps)
- sew a test and make additional corrections if needed

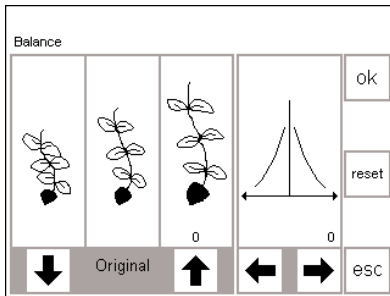
Stitch too short:

- proceed as above, using the arrow on the left
- sew a test and make additional corrections if needed

Returning to stitch screen

- after all corrections are made, touch OK to confirm the changes and return to the stitch screen
- touching reset will return the stitch to the same condition as when the balance function was opened

Balance for sideways motion stitches



If the stitch looks like this, use this arrow to correct it.

If the stitch looks like this, use this arrow to correct it.

Use these arrows to correct horizontal distortions

Fabric, thread stabilizers, and interfacing can affect sideways motion stitches so correcting with balance will sometimes be necessary.

Balance

- select sideways motion stitch or motif
- touch b to activate balance
- balance screen appears
- when balancing sideways motion stitches, the selected motif is always shown
- the stitch appears in the center of the left half of the screen
- two malformations are displayed either side of the stitch – left too short and right too long
- the right half of the screen shows the horizontal balance possibilities

Vertical corrections

- if the appearance of the sewn stitch is similar to the one on the right of the screen, use the right arrow to correct; the pattern will be shortened
- if the appearance of the sewn stitch is similar to the one on the left of the screen, use the left arrow to correct; the pattern will be lengthened
- 1–5 steps are normally sufficient to correct the stitch vertically (max. 50 steps)
- if more than 10 steps are necessary, the stitch will become smaller
- sew a test and make additional corrections if needed

Horizontal corrections

- the horizontal balance is shown in the right half of the screen
- the stitch might possibly become too wide after vertical corrections have been made, i.e. the center line of the stitch becomes distorted
- if the center of the stitch has been pulled to the right, correct with the left arrow
- if the center of the stitch has been pulled to the left, correct with the right arrow
- 5–10 steps are normally sufficient to correct the stitch horizontally (max. 20 steps)
- sew a test and make additional corrections if needed

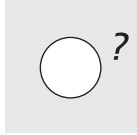
Returning to stitch screen

- after all corrections are made, touch OK to confirm the changes and return to the stitch screen
- touching reset will return the stitch to the same condition as when the balance function was opened

Help

The Help program provides on-screen explanations about individual stitches and all functions, eliminating the need to refer regularly to the instruction manual. The information shown corresponds to information in the instruction manual, but is

quicker and easier to find electronically. No matter which screen is displayed, the help feature for stitches and functions can be opened. Touch esc to return to the previous screen .



Opening help

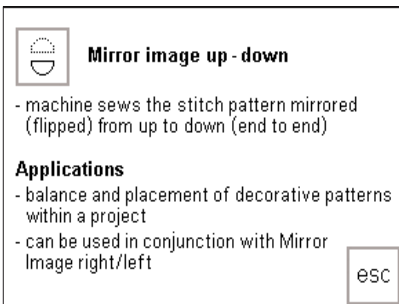
- press the external ? button
- select the desired stitch or function

- a clock on the screen shows that the computer is searching for the desired information



Help screen/Stitches

- the screen offers the following information:
 - name of the stitch
 - suitable fabrics
 - brief listing of main applications



Help screen/Functions

- the screen offers the following information:
 - name of the function
 - explanation
 - brief listing of main application



Back to previous screen

- touch esc
- Help is closed
- the previous screen appears

Note

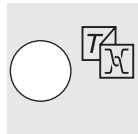
The Help program can be opened at any time without affecting the work at hand.

Thread tension

Basic tension settings apply automatically when a stitch or program is selected. The tension is factory set for best possible sewing results using a 100 weight, 2 ply polyester thread (100/2).

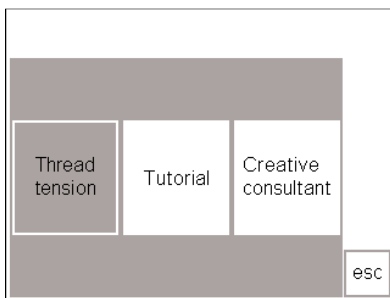
The tension may vary when using other types of thread such as embroidery thread, and it may be necessary to adjust it to suit the fabric and stitch type.

Changes can be made to the tension of any stitch without affecting any other stitches. To do this, the tension function is accessed with the external TTC button. It can also be placed as a function on the toolbar on the lower part of the screen and accessed directly from the screen (see page 28).

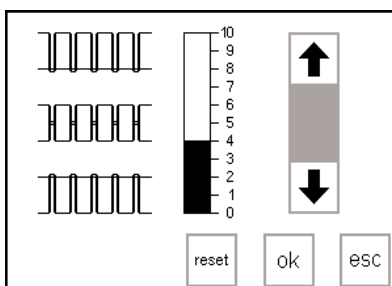


TTC button

- press the external TTC button



- menu appears
- select Thread Tension
- thread tension screen appears



Altering the tensions

- the perfect stitch formation is shown in the center graphic
- the basic value is indicated by the bar on the scale
- touch the arrows up or down to alter the tension:
touch the up arrow if the stitch - formation looks like the top example

↑ = need tighter upper thread tension (the upper thread is loose which allows it to be pulled further through to the underside of the fabric)

touch the down arrow if the stitch formation looks like the bottom example

↓ = need looser upper thread tension (the upper thread is tight which pulls the lower thread further through to the top of the fabric)

- the tension alteration affects *only the selected stitch* and does not remain saved when the machine is off

Save and close

- touch OK to confirm the change and return to the stitch screen

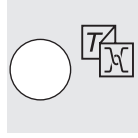
Back to basic settings

- touch reset to return tensions to the basic settings

Tutorial

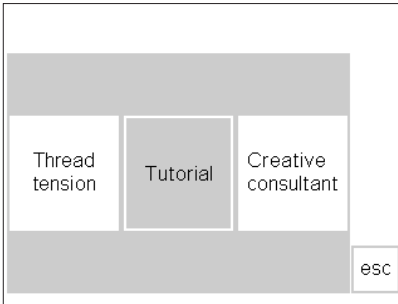
In computer language, tutorial means self-help. The tutorial provides concentrated on-screen

information about various aspects of the machine.



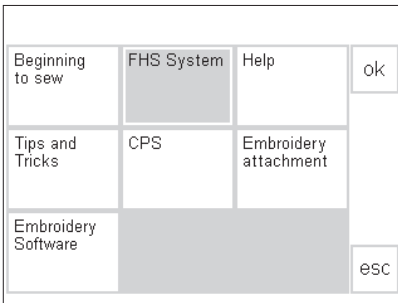
External TTC button

- press the external TTC button



Menu

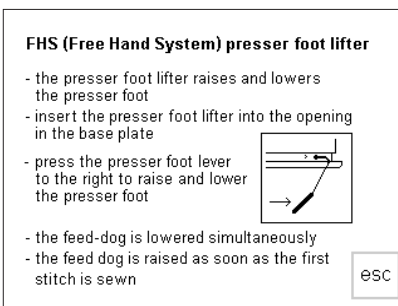
- the following menu appears:
 - Thread tension
 - Tutorial
 - Creative Consultant
- touch Tutorial



Subjects

- the Tutorial sub-menu appears:
 - Beginning to Sew
 - FHS system
 - Help
 - Tips and Tricks
 - CPS
 - Embroidery module
 - Embroidery Software

- touch to select the desired subject
- touch OK to confirm
- to change subjects, touch esc to return to menu



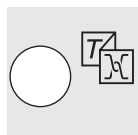
Information

- a clock on the screen shows that the computer is searching for the desired information
- information about the subject of your choice appears on the screen
- touch esc to close the screen and return to the menu

Creative Consultant

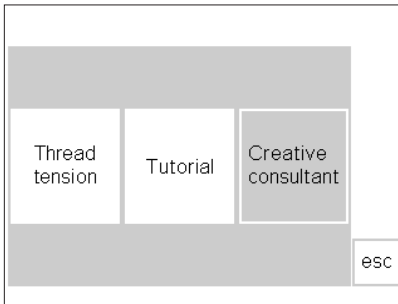
The Creative Consultant provides information and help for a variety of sewing needs.

After entering the type of fabric and technique you wish to use, the Creative Consultant provides suggestions regarding needles, presser feet, interfacings, special settings, etc. The suggested presser feet are not necessarily standard with the machine but may be special accessories which can be obtained from your **BERNINA** dealer.



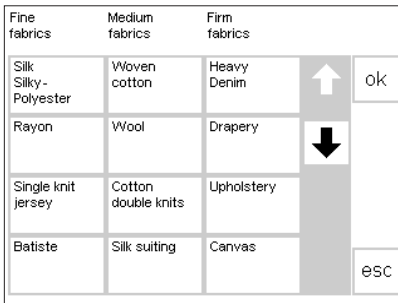
External TTC button

- press the external TTC button



Menu

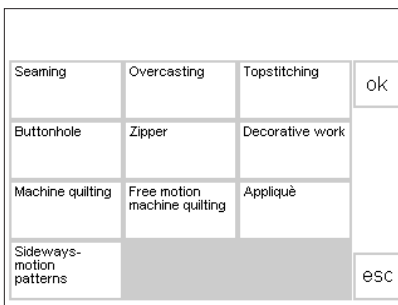
- the following menu appears:
 - Thread tension
 - Tutorial
 - Creative Consultant
- touch Creative Consultant



Fabric menu

- 3 columns of fabric types are displayed
 - light-weight fabrics
 - medium-weight fabrics
 - heavy-weight fabrics
- the most commonly used fabrics are listed in the three columns
- if the fabric you wish to use is not listed, select a similar type of fabric

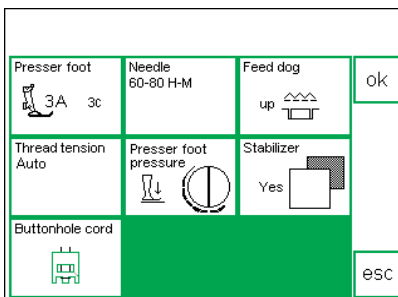
- use the arrows to scroll up and down for all choices
- touch to select the desired fabric
- touch OK



Techniques menu

- several common sewing techniques appear on-screen:
 - Seaming
 - Overcasting
 - Topstitching
 - Buttonhole
 - Zipper
 - Decorative work (decorative stitches)
 - Machine quilting

- Freemotion machine quilting
- Appliqué
- Sideways motion patterns
- touch to select the desired technique
- if the technique you want to use is not listed, select a similar technique
- touch OK to confirm and move to the information screen



Information, special suggestions, thread tension

- the screen displays settings and suggestions for the type of fabric and technique you have chosen:
 - Presser foot number(s)
 - Needle size and type
 - Feed dog position
 - Thread tension
 - Presser foot pressure
 - Stabilizer needed
 - Special suggestion
- the default tension for the stitch is set automatically (auto appears)
- there may be several suggestions for the presser foot and needle type

- some presser feet suggested may be special accessories which are particularly suitable for the chosen technique (they may not be standard accessories, but can be purchased separately)
- select the presser foot and needle according to your particular wishes and preferences
- a stabilizer will be suggested if it is required to suit the technique and fabric
- provides a reminder to use buttonhole cord (gimp) if necessary to reinforce a buttonhole



Back to selected stitch

- touch OK to confirm
- the machine will automatically go to the appropriate practical stitch screen with the correct stitch and default tension setting automatically selected

- if decorative work was selected, the machine will go to the first screen of decorative stitches with stitch 101 selected
- sewing can begin immediately
- the suggested stitch can be changed at any time

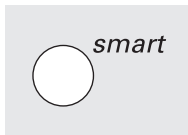
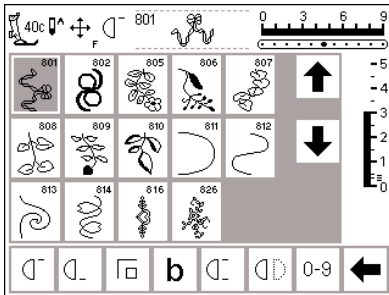
Smart Function

Sometimes you have to interrupt a task at hand to complete another piece of sewing which must be done before you can carry on any further.

The Smart function was designed specifically for the purpose of "remembering" the machine's current settings so that you can return to them later.

The screen in which you are working with all the settings you made can be saved and easily re-opened.

Saved settings in the Smart Function are lost when the machine is turned off.

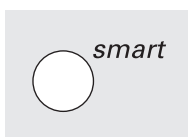
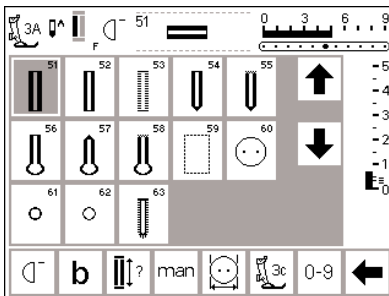


Application

- you have created and stored something in memory
- you have tested or completed some of the work
- you plan to finish at a later time

Saving the screen with the Smart Function

- press the external Smart button
- the screen, complete with all the settings (stitch, functions, memory etc.) is saved



Second Task

- switch to any appropriate stitch menu for another task
- complete this task

Smart Function – back to screen

- press the external Smart button
- the original screen appears
- all settings are exactly as you left them and you can carry on with your original task

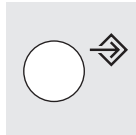
Note:

When switching to the Buttonhole program, any alterations made are reverted to basic settings in the function toolbar.

Setup Program






The Setup program allows you to personalize the screen to suit your own requirements and preferences.

You can change basic settings permanently and program the F (Favorite function) button on the head frame (above the needle). There are numerous possibilities – check the headings and decide what you want to do.



Setup

- press the external Setup button
- the menu appears
- you can alter any of the features listed

Personal Program 	Functions 	Stitch length Stitch width Needle position
Beeper 	Motor speed	Thread-tension 
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter	
Thread Brand	esc	

Menu

- the menu lists all those features which you can alter to suit your requirements:
 - Personal Program
 - Functions
 - Stitch length/width/needle position
 - Beeper
 - Motor speed
 - Thread tension
 - Start screen

All changes made in the Setup program will be saved, even when the machine is turned off.

The machine can be reset and returned to the factory settings at any time.

- the original settings can be reset at any time

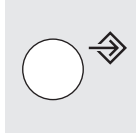
- Return to basic settings
- Sewing light
- Service
- Auto thread cutter
- Screen Contrast
- Thread brand
- personal settings remain saved even when the machine is turned off
- the machine can be reset to its original settings or reprogrammed with desired settings at any time

Personal Program

Use the Personal program to design a screen with the stitches you use most often. Whether it is made up of stitches for a certain type of sewing, such as heirloom or garment, or just your favorite decorative stitches, this screen will make it easy and quick to sew any project.






When inserting stitches into the Personal program, variations (different stitch widths, stitch lengths, and needle positions) of all stitches may be entered into the Personal program.

Directional stitches and motifs and alphabets cannot be stored in the Personal program.

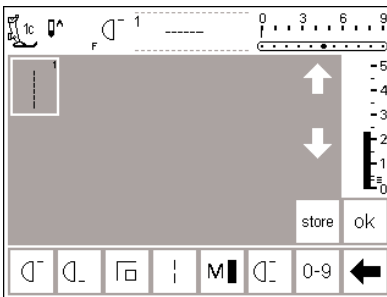


Setup

- press the external Setup button
- menu appears

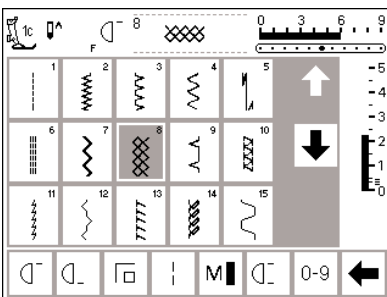
Personal Program 	Functions 	Stitch length Stitch width Needle position
Beeper 	Motor speed	Thread-tension 
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter 	
Thread Brand	esc	

- touch Personal Program
- Personal Program screen appears



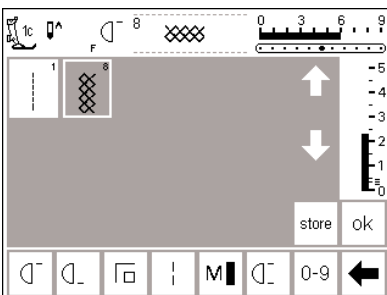
Personal program (programming first stitch)

- straight stitch always appears as the first stitch
- personal selections can now be entered in the "empty" screen



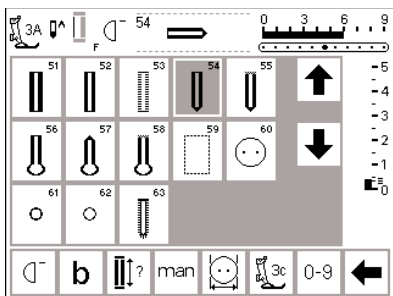
Inserting stitches

- press the Practical stitches external button
- select Honeycomb stitch (stitch 8)



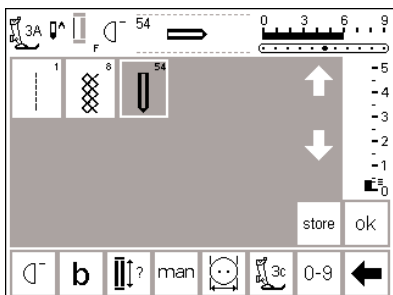
Personal screen

- the screen changes to the Personal Program
- Honeycomb stitch appears
- touch store to save the stitch in your personal program
- when a new stitch is programmed, it will be inserted automatically after the last stitch



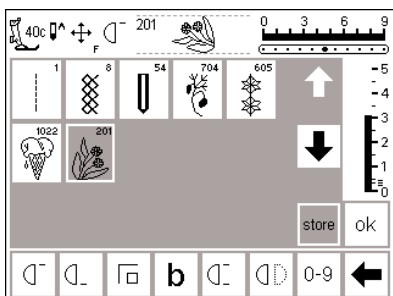
Inserting the second stitch

- press the external buttonhole button
- touch the round buttonhole (stitch 54)



Personal screen

- screen changes to personal program
- the round buttonhole appears on the screen
- touch store to save the buttonhole in your personal program
- continue programming in this manner until all desired stitches are selected



Personal program (additional stitches)

- the top row of five spaces is occupied
- the 6th stitch appears in the next row
- you can program 45 stitches in the personal program
- if more than 15 are programmed, the arrows can be used to scroll the screen as in the standard program



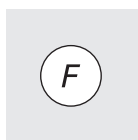
Save and close

- touch OK
- screen closes and Setup menu appears
- touch esc to close
- returns to the last stitch screen opened with the last selection still highlighted



Personal program function

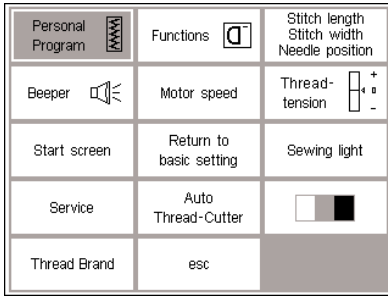
- to open your personal program, the Personal Program function must be inserted in the function toolbar (see pages 62–64)



Favorite function

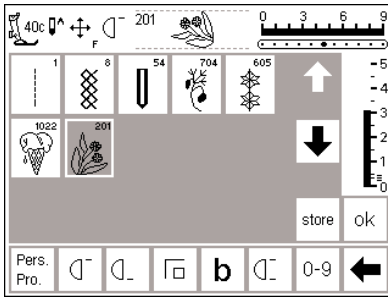
- for even easier access, your personal program can be programmed into the Favorite function button located on the frame of the machine above the needle (see page 63)

Deleting stitches from the Personal Program



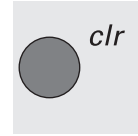
Setup menu

- press the external Setup button, menu appears
- select personal program



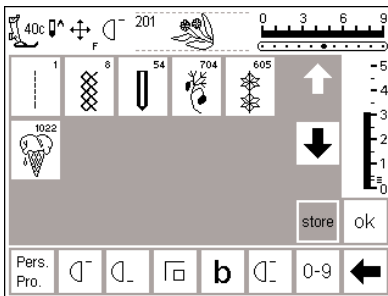
Personal screen

- personal screen appears
- select stitch to be deleted (will be highlighted)



Delete the stitch

- press the external clr button



Stitch deleted

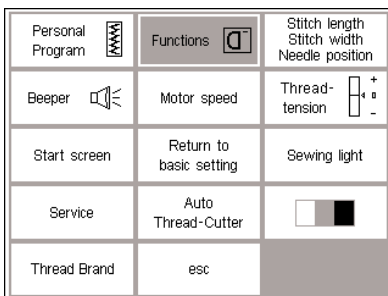
- the stitch is deleted and all remaining stitches move back one space
- touch store to save the changes



Close

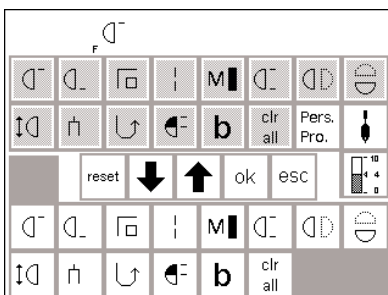
- touch OK
- the screen closes
- Setup menu appears

Programming functions



Setup menu

- press the external Setup button
- menu appears
- touch Functions



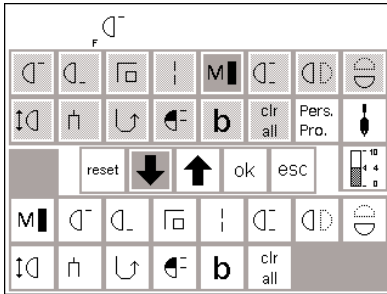
Functions screen

- all functions available appear on the screen
- the bottom two rows of functions are the same as those that are active in the practical stitch screen (includes functions that may be hidden on the stitch screen)
- these functions can be used in any screen
- all functions in the lower rows are active
- the upper two rows of functions correspond to the lower functions
- the arrows in the center row are used to move functions

There are 7 different function bars on the artista 185

- Practical stitches
- Decorative stitches
- Buttonholes
- 9 mm alphabets
- Sideway motion motifs
- 4- and 16-directional menu
- Monograms

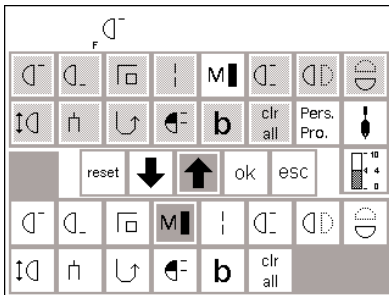
In order to customize a specific function bar, you must have first selected a stitch BEFORE you enter the Setup screen and select the Functions option. This will activate the correct function bar and allow it to be customized in the Setup screen.



Removing functions

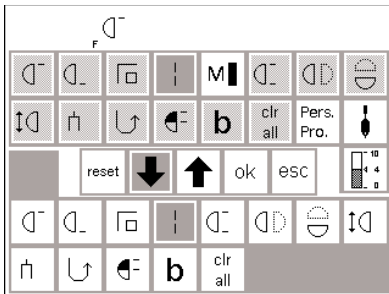
- select Motor Speed in the lower two rows
- touch the up arrow
- the function disappears from the lower rows
- the function has now been transferred to the upper rows and will no longer appear on individual screens, such as the practical stitch screen

- the function is highlighted in the upper rows and has been deactivated (removed) from the lower ones
- move and deactivate other functions in the same way



Insert function

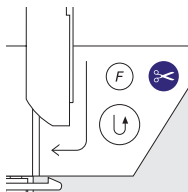
- a removed function can be reinstated at any time
- select Motor Speed in the upper rows
- touch the down arrow
- the function is moved to the first position in the function toolbar in the lower rows
- all other functions move one space to the right



Insert new function between two existing functions

- a new function can be inserted between two existing functions
- select a function from the upper rows
- touch the position in the bottom rows where you want to insert the function
- touch the down arrow

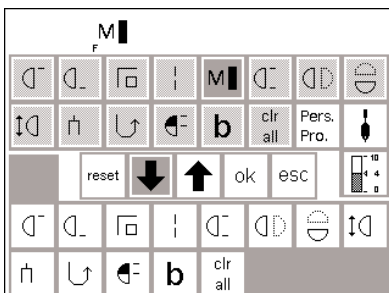
- the function will be transferred to the selected position
- the replaced function (the one you selected) and all others will move one space to the right



Program F (Favorite Function) button

- select any function (including the Personal Program) from the top two rows
- press the external F button (above the needle)

- press the down arrow
- the F button is now programmed



- the programmed function is displayed on the screen to the right of the needle stop position symbol
- it can be reprogrammed in the same manner as often as you like

reset

Return all functions to basic settings

- touch reset
- all functions will be returned to their original positions except the Favorite function button on the head frame
- to reprogram the Favorite function button, follow the same steps
- the new function will replace the old

ok

Save changes and close

- touch OK
- changes are saved
- screen closes
- Setup screen appears

**Removing of functions**

- press button
- delete function

**Adding of functions**

- press button
- add function

Changing basic settings for stitch width, stitch length and needle positions

Personal Program	Functions	Stitch length Stitch width Needle position
Beeper	Motor speed	Thread-tension
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter	
Thread Brand	esc	

Open Setup

- select stitch for which you want to alter the width, length, and/or needle position
- press the external Setup button
- menu appears
- select stitch length, stitch width, needle position

- This function allows for the customization of stitches in specific menus as well as in the Personal Program. You have the option to set your own personal stitch defaults.

1	2	0 3 6 9
4	5	-5 -4 -3 -2 -1 0
6	7	reset ok esc
11	12	

Changing the settings

- the stitch width, length and needle position screen appears
- alter the stitch width and length settings using the external controls
- alter the needle position with the external buttons
- touch OK to save
- to return to basic settings, touch reset

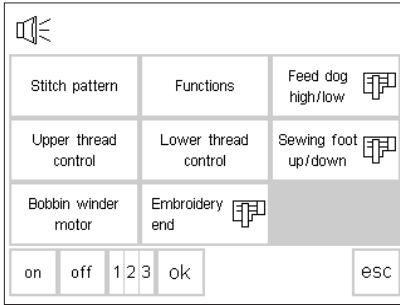
- touch esc to close Setup and return to the last selected stitch screen

Beeper

Personal Program	Functions	Stitch length Stitch width Needle position
Beeper	Motor speed	Thread-tension
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter	
Thread Brand	esc	

Setup menu

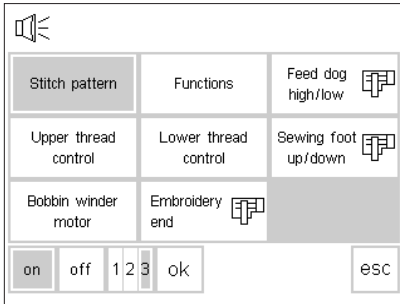
- press the external Setup button, menu appears
- touch Beeper
- beeper menu appears



Audio signals

- audio signals can be applied to the following:
 - stitches
 - functions
 - feed-dog raised/lowered (for embroidery)
 - upper thread control
 - lower thread control
 - position of presser foot (for embroidery)

- bobbin winder motor
- embroidery end
- audio signals can be turned on and off
- the number of repeats can be selected
- the number of beeps can be set at 1, 2, or 3



Adding a signal

- select desired item from the menu
- touch on
- touch the number pad until the number of beeps you want (1, 2, or 3) is highlighted

Deleting a signal

- select desired item from the menu
- touch off
- the audio signal is turned off for this feature

Note:

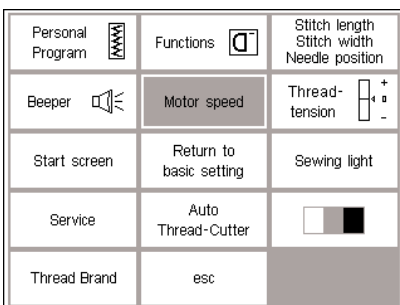
Turning off the beepers for the Upper and Lower thread control will deactivate the sensors as well.



Save and close

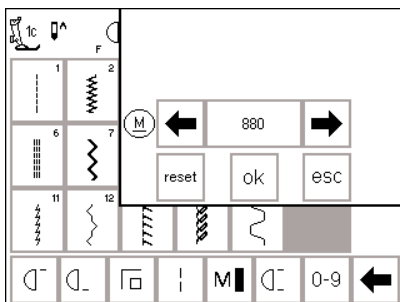
- touch OK
- changes are saved
- screen closes
- Setup screen appears

Changing the motor speed



Setup menu

- press the external Setup button, menu appears
- touch Motor Speed
- menu appears



Change the maximum motor speed

- touch the arrows to alter the maximum sewing speed (900 stitches/minute is the basic setting)
- a reduction or increase in the motor speed is reflected in this number
- each touch of an arrow increases or decreases the number of stitches per minute by 10
- any change of the maximum speed affects all 4 speeds ($1/4$, $1/2$, $3/4$, $4/4$) = slower or faster at all four levels

ok

Save and close

- touch OK to confirm the change
- touch esc to return to the Setup menu
- touch esc to return to the last selected stitch menu

Back to basic settings

- follow the directions above to enter the motor speed menu
- touch reset to revert to factory settings






Changing the basic thread tension setting

The basic tension setting of the **artista** machine applies to all stitches of the machine. The tension is factory set for best possible sewing results using a 100 weight, 2 ply polyester thread (100/2). Other types and weights can affect the stitch, causing a need for a tension adjustment to get the best results.

The overall tension setting of the machine can be tightened or loosened up to 20% in the Setup program. This setting will remain in effect until it is changed again, even if the machine is turned off.

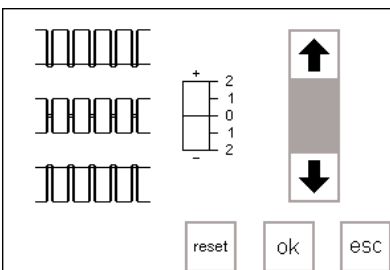
Changing the tension setting in the Setup program will affect *all stitches* of the machine. Any secondary changes using the TTC button (see page 55) will be changed using the basic setting as a base.

Note: Basic setting refers to the overall tension setting of the machine. This may be the factory setting or your own if you have adjusted the tension in the Setup program.

Personal Program 	Functions 	Stitch length Stitch width Needle position
Beeper 	Motor speed	Thread-tension 
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter 	
Thread Brand	esc	

Setup menu

- press the external Setup button, menu appears
- select Thread Tension
- thread tension screen appears

**Altering the tensions**

- the perfect stitch formation is shown in the middle of the left side of the screen
- the scale shows a possible change of +/- 20%
- the basic value is indicated by a fine line at 0
- a changed setting is indicated by a black bar
- touch the arrows up or down to alter the tension:
 - touch the up arrow if the stitch formation looks like the top example
 - ↑ = need tighter upper thread tension (the upper thread is loose which allows it to be pulled further through to the underside of the fabric)

touch the down arrow if the stitch formation looks like the bottom example

↓ = need looser upper thread tension (the upper thread is tight which pulls the lower thread further through to the top of the fabric)

- touch OK
- the alterations are saved and the screen closes
- the tension alteration affects *all stitches* and remains saved when the machine is turned off





**Back to factory settings**

- touch reset to return tensions to the factory settings

**Save and close**

- touch OK to confirm the change
- touch esc to return to the Setup menu
- touch esc to return to the last selected stitch menu

Start screen on and off

Personal Program 	Functions 	Stitch length Stitch width Needle position
Beeper 	Motor speed	Thread-tension 
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter	<input type="checkbox"/>
Thread Brand	esc	

Setup menu

- press the external Setup button
- menu appears
- touch Start Screen

**Turn start screen off**

- start screen appears
- the start screen can be turned on or off
- touch off
- the start screen will *not* appear next time the machine is turned on
- the practical stitch menu appears immediately when the machine is turned on





Turn start screen on

- touch on
- the start screen will appear every time the machine is turned on, followed automatically by the practical stitch menu

**Save and close**

- touch OK to confirm the change
- touch esc to return to the Setup menu
- touch esc to return to the last selected stitch menu

Return to basic settings

Personal Program 	Functions 	Stitch length Stitch width Needle position
Beeper 	Motor speed	Thread-tension 
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter	<input type="checkbox"/>
Thread Brand	esc	

Setup menu

- press the external Setup button, menu appears
- touch Return to Basic Settings

Are you sure that you wish to return the machine to the basic setting?

yes

no






- a message will appear asking you to confirm that you want to return the machine to the basic settings
- touch yes; the Setup screen reappears
- a clock shows on the screen indicating that all changes in Setup are being reversed
- touch no; the Setup screen reappears
- all existing changes to Setup remain in effect

Please switch off and on your machine.

- a message will appear switch off and on your machine
- the factory settings are restored

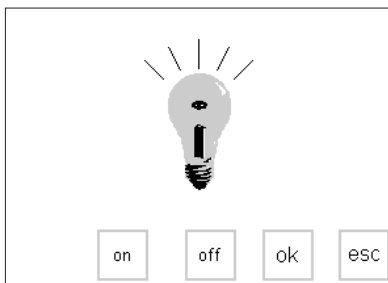
Note:
Returning to basic settings does not erase your programmed and stored memory banks

Sewing light

Personal Program 	Functions 	Stitch length Stitch width Needle position
Beeper 	Motor speed	Thread-tension 
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter 	
Thread Brand	esc	

Setup menu

- press the external Setup button, menu appears
- select Sewing Light



Switch light on/off

- touch on
- light will be on continuously when machine is turned on
- touch off
- light will not come on at all

ok

Save and close

- touch OK to confirm the change
- touch esc to return to the Setup menu
- touch esc to return to the last selected stitch menu

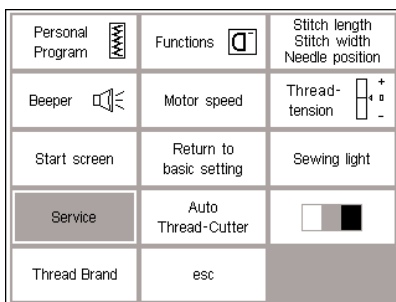
Service

The service function of the Setup program gives information about the version of software in the **artista** and lets you make calibration adjustments to the screen and hoop of the embroidery module (special accessory).

Version Information

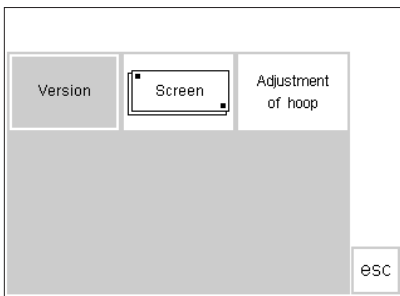
The version screen shows information about the version of software loaded into the sewing machine and embroidery module (special accessory). This

information is helpful if you are asking questions of the dealer or if you plan to upgrade the software.



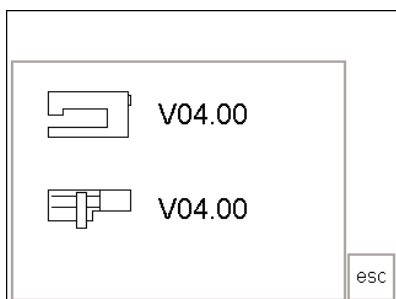
Setup menu

- press the external Setup button, menu appears
- touch service



Service Screen






- service screen appears
- select version

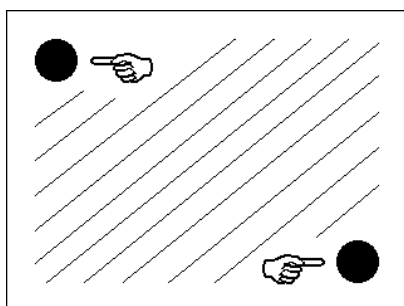
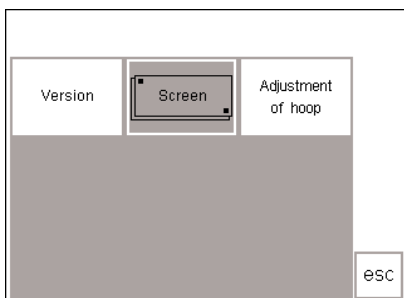


Version information

- version screen appears
- shows the version of software loaded into the **artista** sewing machine
- shows the version of software loaded into the embroidery module (special accessory), if applicable
- the embroidery module must be connected to the machine to show the version on the screen
- touch esc to return to the previous screen

Screen Calibration

Personal Program 	Functions 	Stitch length Stitch width Needle position
Beeper 	Motor speed	Thread-tension 
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter 	
Thread Brand	esc	



Calibrating the screen is important for making on-screen selections by touch. If the screen is not calibrated, you may touch one selection and the machine will read one next to it. For precision touch selection, the screen must be calibrated.

Note: The screen is calibrated at the factory, but shipping and transporting may affect it.

The screen only needs to be calibrated if there is a problem with precision touching.

Setup menu

- press the external Setup button, menu appears
- touch Service

Service Screen

- service screen appears
- select screen
- select this screen if the on-screen buttons do not react properly when selected (touched)

Calibration

- screen calibration screen appears
- press each black point in the center, one after the other
- it is not important which point is selected first
- the machine will beep when the dots are touched to let you know contact was made
- will automatically go back to the previous screen
- touch esc to return to the setup screen

- touch esc to return to last selected stitch screen






Important Note:

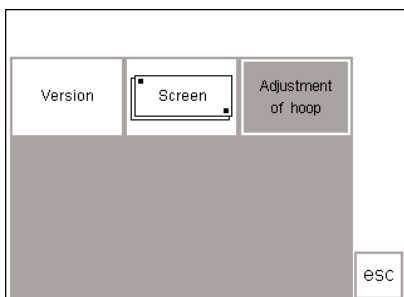
When calibrating the screen, take care to touch the *black dots only*. If the screen is miscalibrated by touching any area other than the black dots, it may require a technical adjustment by an authorized technician.

Embroidery hoop adjustment

This adjustment calibrates the needle to the center of the embroidery hoop. The hoop adjustment can only be

activated if the embroidery module is attached

Personal Program 	Functions 	Stitch length Stitch width Needle position
Beeper 	Motor speed	Thread-tension 
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter 	
Thread Brand	esc	

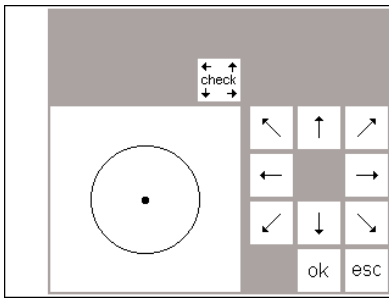


Setup menu

- press the external Setup button
- menu appears
- touch service

Service Screen

- service screen appears
- select Adjustment of hoop



Hoop adjustment

- hoop adjustment screen appears
- attach the large hoop to the embroidery module
- insert the embroidery template into the hoop
- touch check – the machine reads the hoop position; the needle should be positioned exactly over the center point of the template

- if it is not, adjust with the arrows it is only necessary to adjust the hoop once – the same setting changes will apply to all the hoops



Save and close

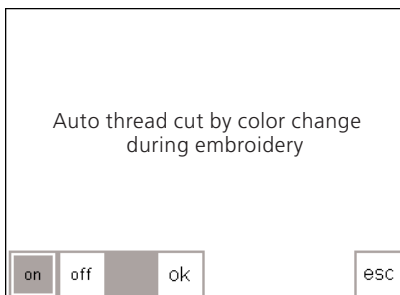
- Touch OK – close the screen
- Touch esc – close Setup
- Touch check in Layout 1 – close embroidery hoop adjustment

Automatic thread cutter

Personal Program	Functions	Stitch length Stitch width Needle position
Beeper	Motor speed	Thread-tension
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter	
Thread Brand	esc	

«Setup»-Menü

- select Auto thread cutter
- screen opens for turning the thread cutter off/on



Automatic thread cut

- touch "off" and the Automatic thread cutter is turned off
- touch "on" and the Automatic thread cutter is turned on








Save and close

- touch "ok" and the alterations will be saved
- touch "esc" returns to the Setup menu

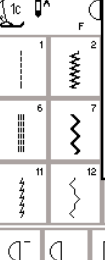
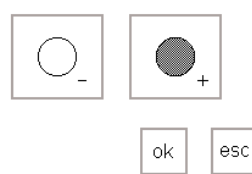

Screen contrast

The contrast of the screen can be adjusted for easier viewing.

Personal Program 	Functions 	Stitch length Stitch width Needle position
Beeper 	Motor speed	Thread-tension 
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter	
Thread Brand	esc	

Setup menu

- press the external Setup button, menu appears
- touch contrast (lower right of screen)
- contrast screen appears

		ok	esc
			

Adjust contrast

- two adjustments are provided to adjust the contrast (- = lighter, + = darker)
- touch to increase or reduce the contrast






- the original screen is visible on the left to control and check the adjustments as they are being made



Save and close


- touch OK
- changes are saved
- screen closes
- Setup menu appears

Changing thread brand

Personal Program 	Functions 	Stitch length Stitch width Needle position
Beeper 	Motor speed	Thread-tension 
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter	
Thread Brand	esc	

Setup menu

- select thread brand

None	Isacord	Sulky
Madeira	Mettler	Original
		
ok		
esc		

Changing thread brand






- the color numbers of the selected thread brands appear now on the embroidery screen



Save and close

- touch "ok" and the alterations will be saved
- touch "esc" returns to the Setup menu

Leave Setup program

Personal Program 	Functions 	Stitch length Stitch width Needle position
Beeper 	Motor speed	Thread-tension 
Start screen	Return to basic setting	Sewing light
Service	Auto Thread-Cutter 	
Thread Brand	esc	

Leave Setup program

- touch esc
- Setup is closed
- changes are saved
- changes remain saved when the machine is turned off

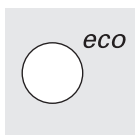
eco Function

The green eco (ecology) function button on the front of the machine saves energy when the machine is not in use, but you don't want to turn it off and lose the settings. It can be compared to the sleep feature on a computer.

If the eco function is activated, the machine uses about 50% less energy. The screen in which you are currently working, all memory contents, and any other functions which you have selected remain active. The screen

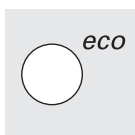
goes dark and details are just visible. Once you begin working again, the machine will be returned to its normal state.

Besides saving energy, the eco function is also a child safety device. Once the eco function is activated, the machine is "locked" and the foot control is inactive. The machine will only sew after turning off the eco function (pressing the button once), returning it to the last active screen.



Eco function

- touch the external eco button
- energy used will be reduced by 50%
- useful when interrupting work for longer periods



Return to sewing

- touch the eco button
- machine returns to normal function
- the eco function is cleared when the machine is turned off

Special Accessories

The following pages offer information about additional accessories and attachments available for the **artista** sewing machine. These accessories will add to the capabilities and

versatility of the machine, offering unlimited possibilities for your creativity.

Ask your Bernina dealer for more details!

CPS Program

CPS Program (Customized Pattern Selection)

Using a computer, the installed Customized Pattern Selection software will allow you to exchange and personalize your sewing stitches and embroidery designs as often as you like. Using simple "drag and drop" motions, replace stitches on the sewing computer from the complete database of stitches. Apply the same technique with the embroidery designs and alphabets.

Embroidery module

Embroidery module (special accessory)

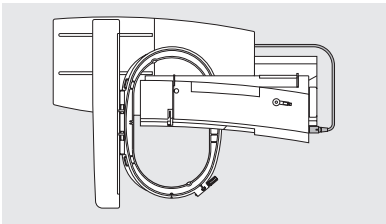
The embroidery module is a wonderful addition to your sewing machine, offering you unlimited possibilities to use your imagination and creativity to their full extent. It provides the possibility of sewing a wonderful array of large motifs.

The module attaches to the free arm and is connected to the right side of the machine in the connecting socket provided; it comes preprogrammed with 30 assorted motifs. When selected, they appear on the

screen and can be sewn immediately. You can position, mirror image, enlarge and reduce the motifs.

Additional embroidery motifs, covering a wide range of subjects, are available on cards. Just insert a card into the embroidery module, select, and sew!

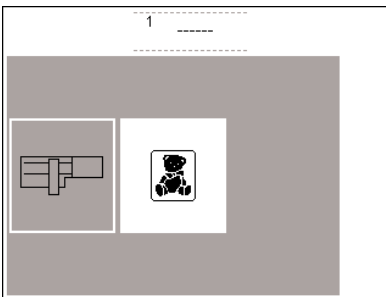
A detailed instruction manual is supplied with the embroidery module.



Connecting the embroidery module

- turn the sewing machine *off*
- remove the accessory box or sewing table
- position the module on the back of the free arm
- push the engaging lugs into the base plate of the machine (back right)

- insert the plug in the connection on the right side of the machine (embroidery module symbol)
- turn sewing machine *on*



Designs

- embroidery menu appears
- touch the embroidery module symbol to access the preprogrammed designs
- touch the teddy bear symbol to access designs from cards
- the position, size, and density of the motifs can be altered

- designs can mirror imaged, as well as rotated
- a detailed instruction manual is supplied with the embroidery module.

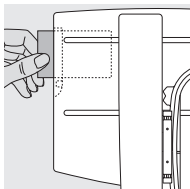
Embroidery cards

Preprogrammed embroidery design cards covering a wide range of subjects can be used in conjunction with the embroidery module.

New cards are introduced on a regular basis so that you can build up a diverse library of beautiful motifs,

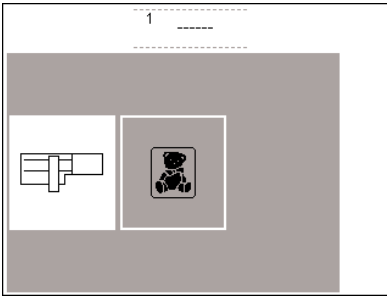
each relating to a specific subject or theme.

The cards are inserted into the embroidery module. You can then view the motifs on the screen of your sewing machine using the scroll arrows.



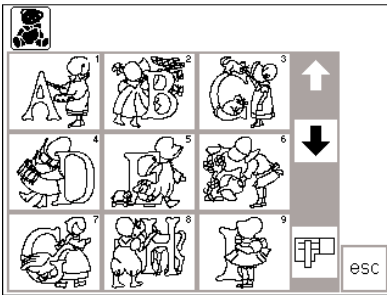
Inserting the card

- insert the card into the slot in the module



Embroidery card menu

- the embroidery menu appears
- touch the teddy bear symbol



Embroidery motifs on the card

- the first motif screen appears
- each motif is numbered
- scroll to view further motifs
- select and embroider the same as for design motifs programmed on the embroidery module.

PC Embroidery Software (optional accessory)

BERNINA artista Embroidery Software allows you to combine, mirror image, rescale and embellish existing motifs.

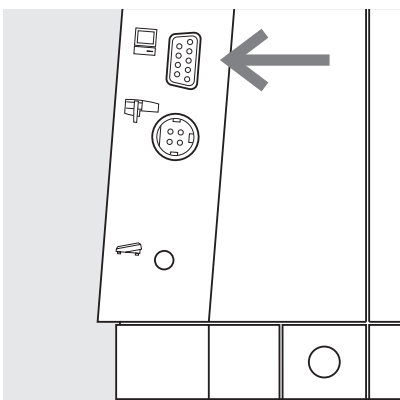
You can also create and embroider your own designs up to 145 x 255 mm. The process is controlled by you from the first stitch on your screen to the finished motif on fabric. Each design is uniquely yours. You design – your machine does the work!

The finished creations are transferred directly via a connecting cable (9-pin serial port on the machine) to the embroidery module. The designs can be saved in blank memory cards or the embroidery module itself.

The Windows format of this PC program will be familiar to many of you and is easy to understand and use. A computer scanner, which can be purchased at computer stores, is a real design aid, allowing you to scan clip art and original designs for digitizing directly into the software.

Ways to save your PC designs

- on your PC
- on a Personal Design card inserted in the embroidery module
- on a blank memory card inserted in the reader/writer box (optional accessory)
- on the embroidery module itself



Connection cable

- turn the machine *off* before attaching the cable
- insert the cable into the appropriate socket on the right side of the machine (PC symbol)
- turn the machine on

Detailed instruction manuals are supplied with the **artista** software programs.

Important facts about sewing machine needles

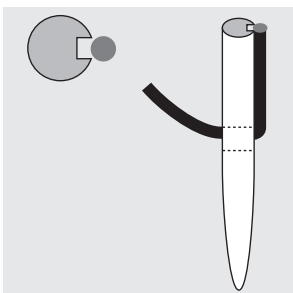
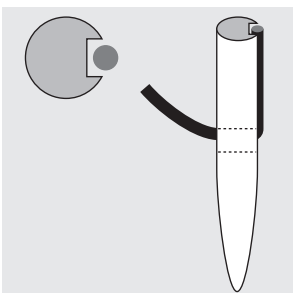
Sewing machine, needle and thread

Your Bernina uses needle system 130/705H.

Needle and thread

The most commonly sold needles are nos. 70–120. The finer the needle, the lower the number. The table shows you which needle is suitable for which threads. The needle size selected must correspond to the thread size.

Needle/ thread table	70	80	90	100	110–120
Darning thread	○	○			
Embroidery thread		○			
Mercerized cotton thread		○	○		
Synthetic thread		○	○		
Thick threads, synthetic merc. thread			○	○	
Buttonhole thread for decorative seams (cordonnet)				○	○



Correct needle/thread combination

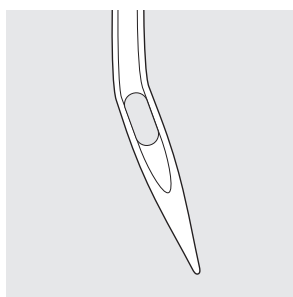
When sewing, the thread runs in the long groove on the needle.

Unsatisfactory needle/thread combination

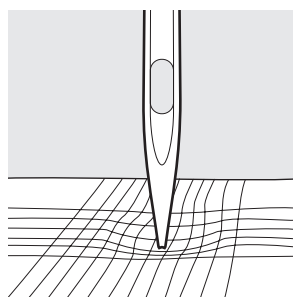
If the needle is too fine the groove on the front cannot accommodate the thread and faulty stitching occurs.

Needle and fabric/Condition of needle

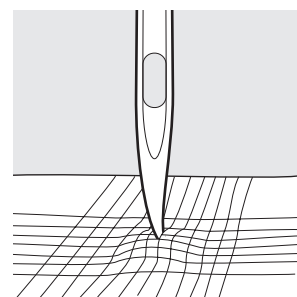
The needle must be in perfect condition. Problems can occur with damaged needles.



bent needle











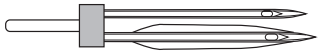

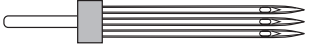


blunt needle



burred needle

Many fabrics are easier to sew if the appropriate needle is used.

Type of needle	Model	Suitable for	Needle size
Universal 130/705 H	 Normal point, slightly rounded	For nearly all natural and synthetic fabrics (woven and knitted)	60–100
Jersey/Stretch 130/705 H-S 130/705 H-SES 130/705 H-SUK	 Ball point	Jersey, stretch fabrics	70–90
Leather 130/705 H-LL 130/705 H-LR	 Cutting point	Natural and synthetic leather and plastic	90–100
Jeans 130/705 H-J	 Very fine point	Heavyweight fabrics such as denim, canvas, overalls	80–100
Microtex 130/705 H-M	 Especially fine point	Micro fiber fabrics and silk	60–90
Quilting 130/705 H-Q	 Fine point	Straight and topstitching	75–90
Embroidery 130/705 H-E	 Large eye, slight ball point	Embroidery on all natural and synthetic fabrics	75–90
Metafil 130/705 H-MET	 Large eye	Sewing with metallic threads	75-90
Cordonnet 130/705 H-N	 Small ball point, long eye	Topstitching with thick thread	80–100
Wing needle 130/705 HO	 Wide needle (wing)	Hemstitching	100–120
Double wing needle 130/705 H-ZWI-HO	 Needle distance: 1.0 / 1.6 / 2.0 / 2.5 / 3.0 / 4.0 / 6.0 / 8.0	Special effects with hemstitch embroidery	100
Double needle 130/705 H-ZWI	 Needle distance: 1.0 / 1.6 / 2.0 / 2.5 / 3.0 / 4.0 / 6.0 / 8.0	Visible hems in stretch fabrics, pin-tucks, decorative sewing	70–100
Triple needle 130/705 H-DRI	 Needle distance 3.0	Decorative sewing	80

Special needles are available at your BERNINA dealer.

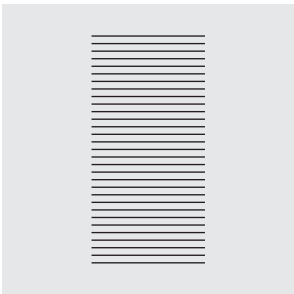
Feed-dog and fabric feed

Feed-dog and stitch length

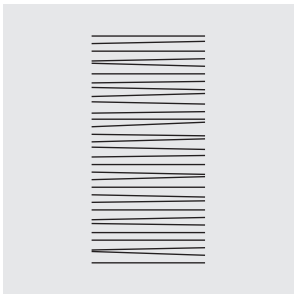
With each stitch the feed-dog moves forward by one step. The length of this step is determined by the stitch length selected. With an extremely short stitch length, the steps

are short. The fabric moves under the foot quite slowly, even at full sewing speed. Buttonholes, satin stitch and some decorative stitches are sewn with a very short stitch length.

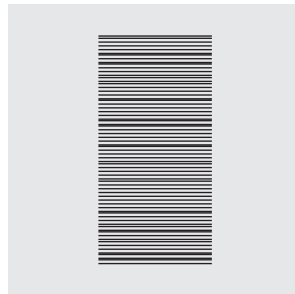
Important



Let the fabric feed evenly!

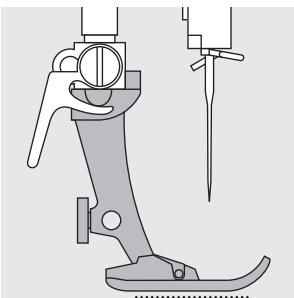


Pulling or pushing will result in gaps.

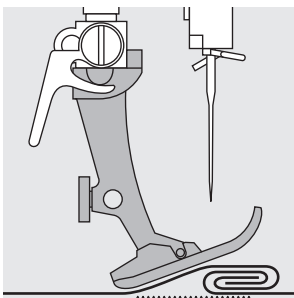


Holding back will result in thread build-up.

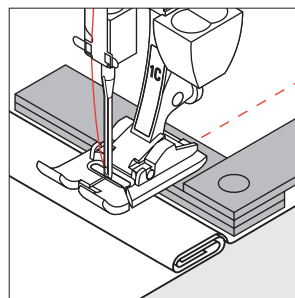
Height Compensating Tool



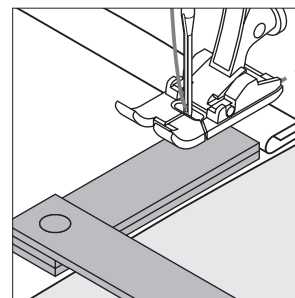
The feed-dog can work normally when the foot is level.



If the foot is at an angle, e.g. when sewing over thick to thin or vice-versa, the feed-dog cannot grip and feed the fabric.

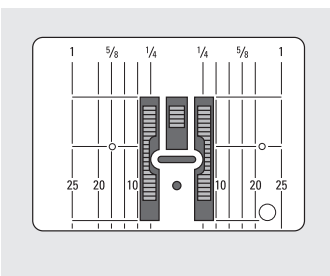


To solve this problem, place one, two or three compensating plates as required behind the needle under the presser foot.

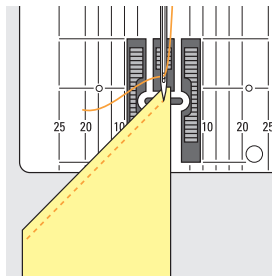


To correct the height in front of the foot, place one or more plates to the right of the foot next to the needle. Sew until the foot is level again and remove the plates.

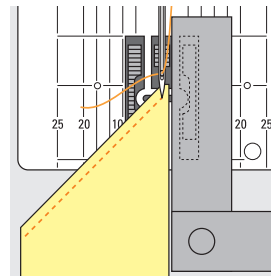
Feed-dog and sewing corners



The gap between the two rows of teeth is relatively large due to the width of the stitch plate hole.

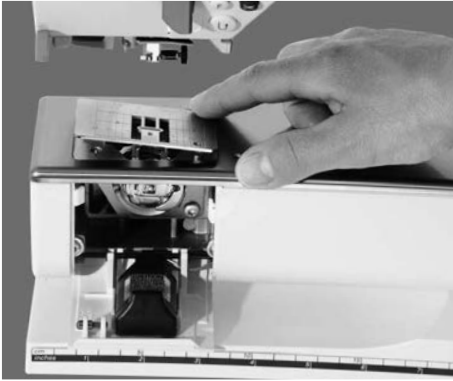


When sewing corners only a small section of the fabric is actually on the feed-dog so that it cannot grip the fabric well.



Correct this by placing one or more compensating plates as close as possible to the edge of the fabric.

Cleaning and Maintenance



If the sewing computer is stored in a cold room, it should be brought to a warm room about 1 hour before use.

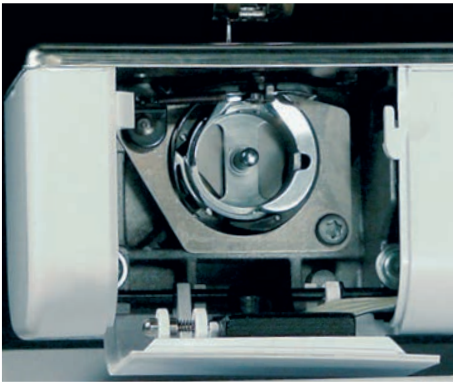
Cleaning the Stitch Plate Area

Periodically remove thread lint and remnants which collect under the stitch plate and the hook.

- turn power switch to "0" (off) and pull out plug from electric outlet
- remove presser foot and needle
- open the free arm cover
- press the stitch plate down at the back right corner
- lift and remove stitch plate
- clean the area with the lint brush
- replace the stitch plate

Cleaning the Screen

- wipe with a soft, damp cloth

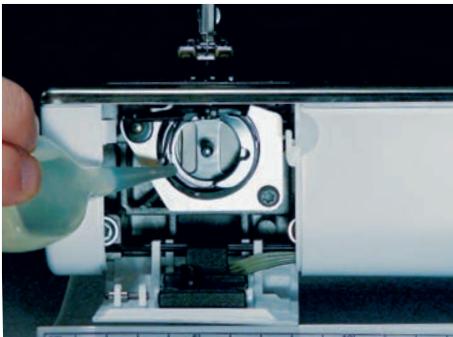


Cleaning the Hook

- turn power switch to «0» (off) and pull out plug from electric outlet
- remove the bobbin case
- clean the hook race using the brush provided or a cotton swab.
The use of any sharp instrument could damage the hook
- insert the bobbin case

Cleaning the Sewing Computer

- wipe with a soft, damp cloth
- if very soiled, wipe with a solution of water and a few drops of liquid soap on a damp (not wet) cloth



Lubricating

- turn power switch to «0» (off) and pull out plug from electric outlet
- squeeze 1 drop of oil into the hook race
- run the sewing computer for a short time without thread to prevent oil soiling your work

Important:

Never use alcohol or solvents of any kind to clean the sewing computer!

Replacing the Sewing Light



Contrary to an ordinary bulb, the CFL sewing light has a better illumination and a longer life.

Caution:

Please note that a defective CFL sewing light must **ONLY** be replaced by an authorized technician. The sewing computer must be brought to an authorized BERNINA dealer!

Please refer to the safety instructions!

Trouble shooting

In most cases you will be able to identify and remedy faults by checking the following.

Check whether:

- the upper and lower threads are threaded correctly
- the needle is inserted as far up as possible with the flat side to the back
- the needle size is correct – check the needle/thread table
- the machine is clean – brush out any thread lint
- the hook race is clean
- any threads are trapped between the tension discs or under the bobbin case spring

Upper thread breaks

- upper thread tension is too tight
- needle is not designed to be used with the chosen thread
- needle has been inserted incorrectly – the flat side of the shank must be to the back
- needle is bent or blunt
- for additional needle information, check the Creative Consultant and the charts on pages 71–72
- poor quality, knotted or dried out thread has been used
- use the correct spool disc
- stitch plate or hook tip damaged – take your machine to your **BERNINA®** dealer

Lower thread breaks

- the lower thread tension is too tight.
- the bobbin is jamming in the bobbin case. Remove and replace the bobbin.
- the hole in the stitch plate has been damaged by the needle. This must be polished by an authorized **BERNINA®** service technician
- the needle is blunt or bent.

Skipped stitches

- wrong needles used – use only 130/705H system
- the needle is blunt, bent or incorrectly inserted – push completely to the top when inserting.
- the needle point does not suit the fabric being sewn – if necessary, use a ball point or stretch needle for knitted fabrics and a cutting point for hard leather.

Needle breaks

- needle clamp screw loose.
- fabric taken out forward instead of behind the presser foot.
- when sewing over thick area, the fabric was pushed with the needle still in the fabric.
- poor quality thread, unevenly wound or knotted.

Faulty stitching

- remnants of thread between the tension discs
- remnants of thread under the bobbin case spring
- incorrect threading. Check upper and lower threads
- use the correct spool disc

Machine fails to run or runs slowly

- plug not fully inserted
- power switch in off (0) position
- machine has been standing in a cold room
- bobbin winder engaged
- remnants of thread block the hook system

Machine sews in reverse

- reverse sewing function is activated

Defective sewing-light

Caution:

- Please note that a defective CFL sewing light must **ONLY** be replaced by an authorized technician. The sewing computer must be brought to an authorized **BERNINA** dealer!

Glossary of terms

check	· to preview the contents of a memory bank
clr (clear)	· remove or restore settings, back to basic settings
cursor	· on-screen positioning marker (vertical line) · used in memory for marking deletions, insertions, etc.
customized	· customer-oriented, individualized, personalized
Delete	· Delete/clear the previous command
edit	· alter, modify
esc (escape)	· close screen/program, return to previous or start screen
help	· an integrated program providing brief information and help concerning functions and specific stitches
memory	· sewing machine program to store stitches and combinations of stitches, letters and numbers for recall at any time
menu	· summary of program contents, e.g. stitches, functions from which selections can be made
ok	· to confirm a task or selection before continuing
outline	· outline designs = sideways motion stitches; stitches with outer contours which are not filled in
pattern	· motif, stitch
PC	· Personal Computer
PC Embroidery Software	· User friendly program designed especially for our customers · PC program for use in conjunction with our embroidery module to edit, mirror image and rescale existing motifs. You can also use it to create and convert your own design into beautiful embroidery.
scroll	· to move the screen up or down to view
Setup	· sequences and settings which can be altered and adapted to suit your personal preferences

smart	· program which saves the stitch and all settings in use during interruptions. Toggle between two stitches.
software	· computer programs
store	· save in memory for recall at any time
toolbar	· a term used for on-screen groups, e.g. functions
touch screen	· screen which operates the machine by touch
tutorial	· self-help program for learning about various machine features
update	· load new operating software onto the sewing computer that enhances existing features
upgrade	· load new operating software and sometimes, additional hardware pieces as well, to add new features and capabilities to the sewing computer

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