



QuiltMotion

FOUNDATIONS

for Domestic Machines

Printable Help Files



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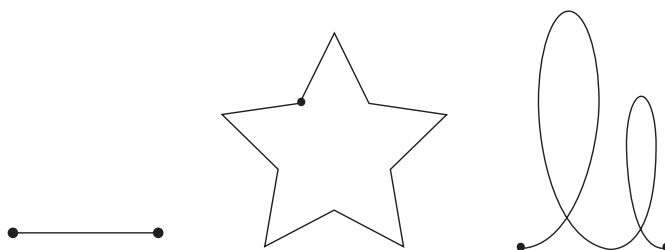
Pick your design type

Contents:

- [Overview](#) (page 4)
- [Instructions](#) (page 5)
- [Tips](#) (page 5)
- [Button functions](#) (page 6)

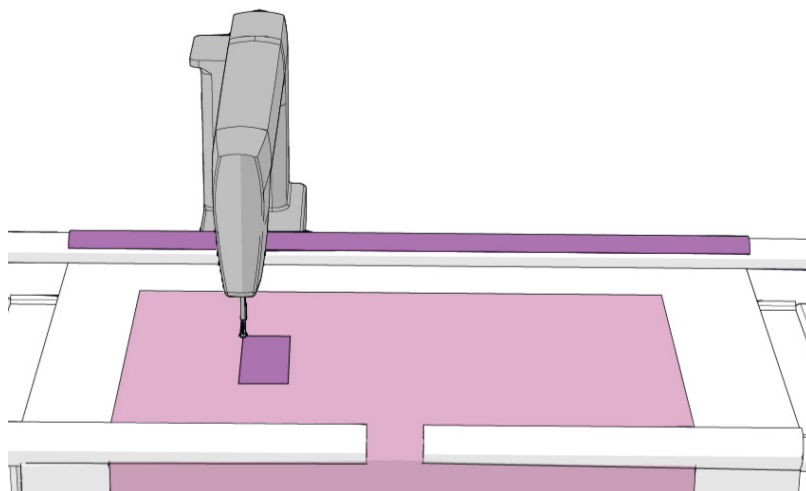
Overview:

There are three things you can quilt: lines, blocks, and pantographs. It is best to select the correct option for the type of quilting you'd like to do. Your selection determines how you place your design in later screens. Block designs are not compatible with **Simple panto**, and when you choose **Line**, you don't select a design at all (you just stitch out a line).



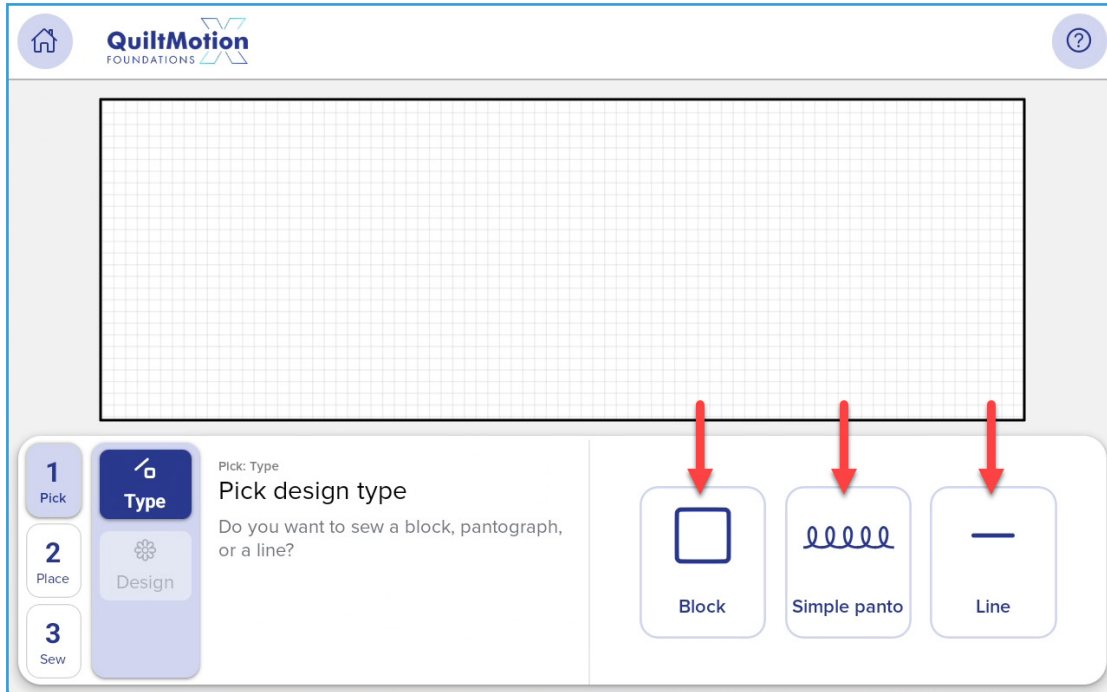
All designs are placed by using your machine's needle as a pointer to tell the software the location on your quilt where you would like to stitch out your design. The software uses QMX's belts to track the movement of the needle across the frame.

- [Pantographs](#) (page 67) and [lines](#) (page 8) are placed by telling the software the starting point and ending point for the line or design.
- [Block](#) (page 31) designs are placed by setting four corners of an area on the quilt. The block design is centered within these four corners.



Instructions:

1. Decide if you want to stitch a line, pantograph, or block (see the [Overview](#) [page 4] and [Tips](#) [page 5] for more details).
2. Tap the button for the option you chose.



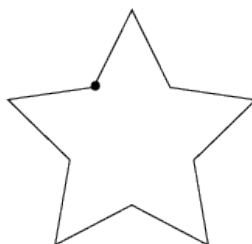
Tips:

If you're not sure which design type you'd like to use, consider the following:

- Lines are what they sound like: a straight line between two points. This can be used to stitch in the ditch or to add texture.

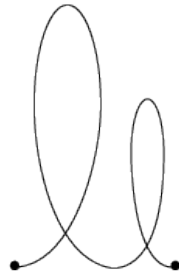


- Blocks are single design elements used to fill a specific space (typically a block) on a quilt. They are easy to place, but it takes more time to fill up an entire quilt using block designs than using pantographs.

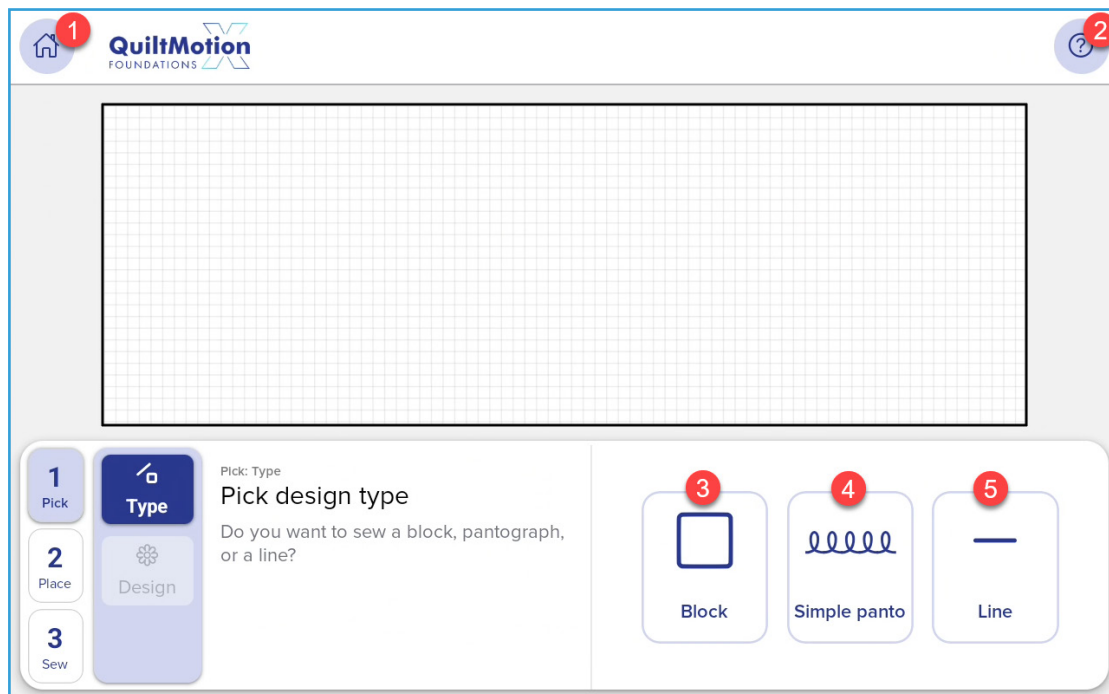


Pick your design type (continued)

- Pantographs are a design element repeated over and over, across the quilt. They are trickier to place, requiring careful measurements to place consistently. However, they fill out an entire quilt more quickly than a block design.



Button functions:



1. **Home:** Opens the software Home screen. This clears your design and placement information.
2. **Help:** Accesses the help information for your current screen.
3. **Block:** Accesses screens to [place](#) (page 31), customize, and sew a block design.
4. **Simple panto:** Accesses screens to [place](#) (page 67), customize, and sew a pantograph design.
5. **Line:** Accesses screens to [place](#) (page 8) and sew a line.

Quilting a Line

Quilting a Line

Place your line

Contents:

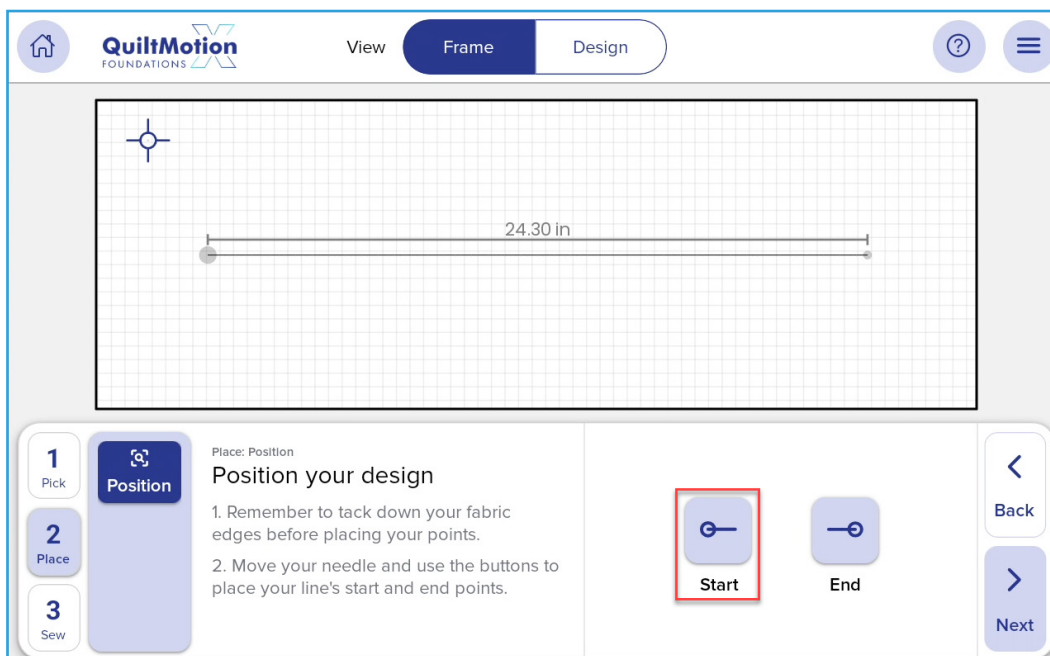
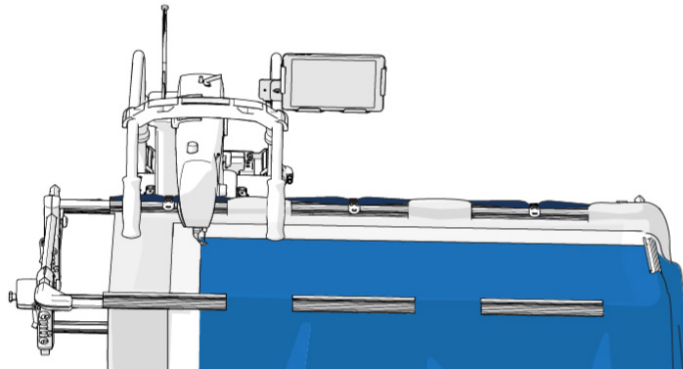
- [Overview](#) (page 8)
- [Instructions](#) (page 8)
- [Tips](#) (page 10)
- [Button functions](#) (page 10)

Overview:

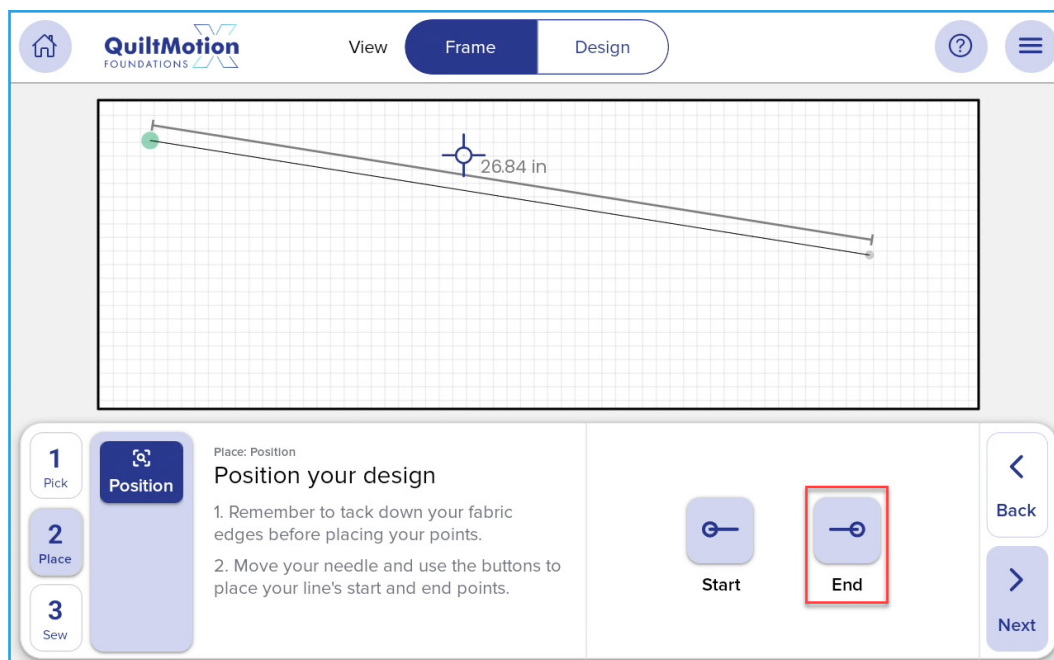
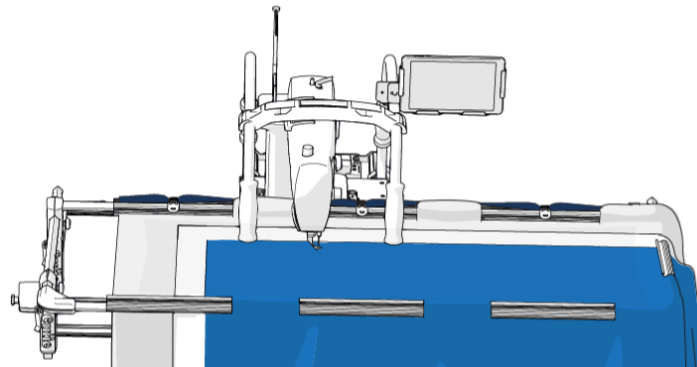
Follow these instructions to place a line so that you can sew it out. Lines can be used for stitching in the ditch or for adding texture to your quilt.

Instructions:

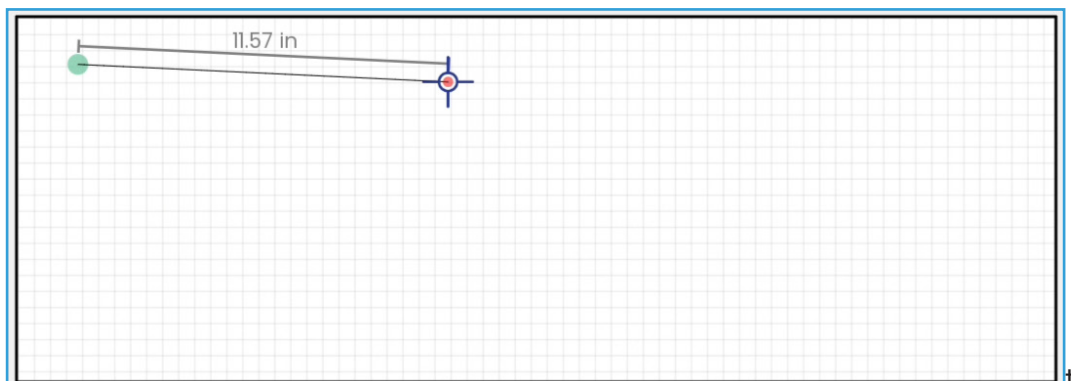
1. Move your machine's needle directly over the spot on the quilt that you want to set as the starting point for the line. Then tap the **Start** button.



2. Move your machine's needle directly over the spot on the quilt that you want to set as the ending point for the line. Then tap the **End** button.



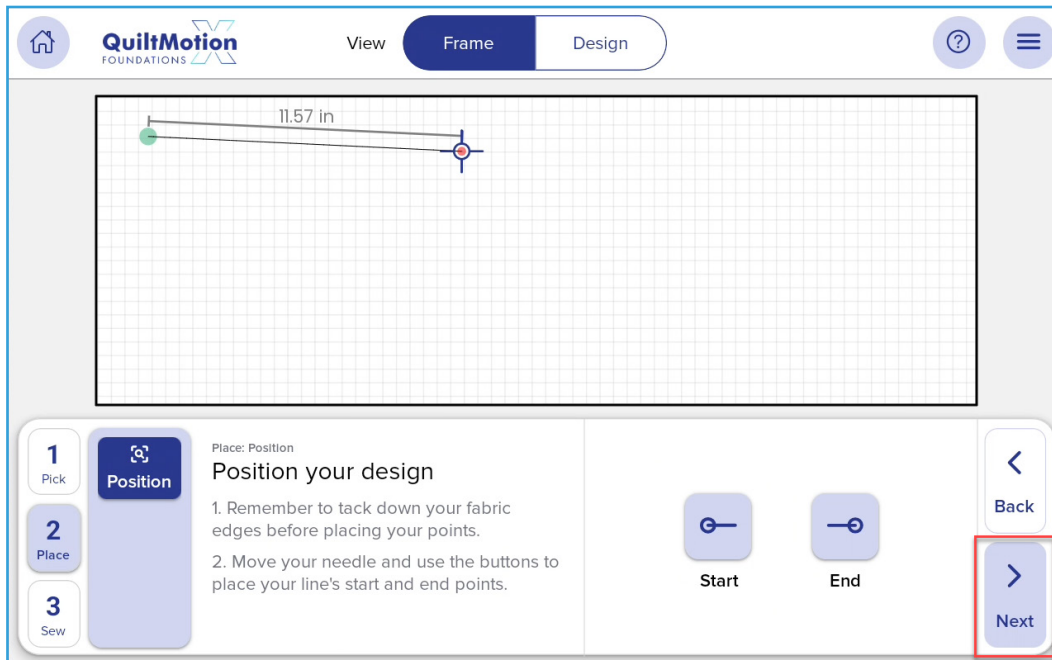
- **Note:** Your line might appear slanted in the preview window on your screen. This is expected. The preview window represents the edges of your frame. The only way you would end up with a line that is perfectly parallel to the sides of the frame is if your quilt is installed perfectly on the frame. If you try to set your placement so that the line is perfectly straight on the screen instead of focusing on where you want it to stitch on the quilt, you will end up stitching in a diagonal on your quilt.



Quilting a Line

Place your line (continued)

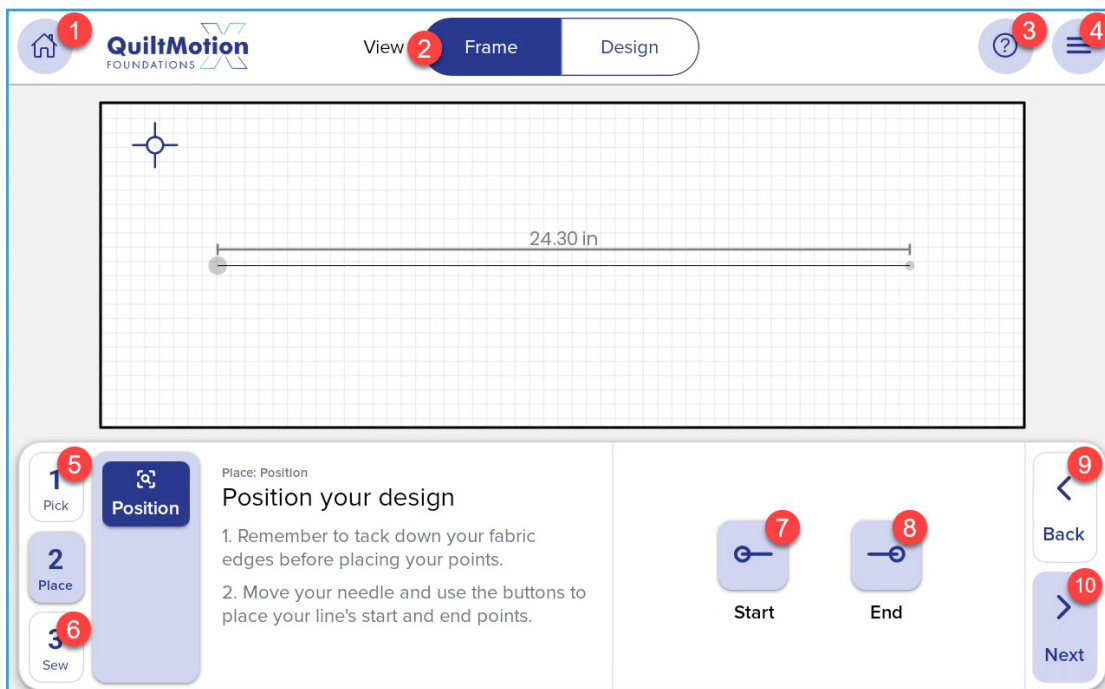
3. Press **Next**.



Tips:

- Mark your placement points with a sticker or fabric pen. If your stitching gets disrupted for some reason (like your bobbin thread runs out), use the marks to set the same placement.
- For more exact placement, use the handwheel on your machine to drop the needle down close to the fabric. Just make sure you raise it again before allowing the automation to move the machine.

Button functions:



1. **Home:** Opens the software Home screen and clears your design and placement information.
 2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
 3. **Help:** Accesses the help information for your current screen.
 4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
 5. **Pick:** Returns to the [Pick: Type screen](#) (page 4) to switch to a block or pantograph design.
 6. **Sew:** Proceeds to the [Sew: Prep screen](#) (page 12).
 7. **Start:** Sets the starting point of your line to the current location of your needle.
 8. **End:** Sets the ending point of your line to the current location of your needle.
 9. **Back:** Returns to the [Pick: Type screen](#) (page 4).
 10. **Next:** Confirms the current placement and continues to the [Sew: Prep screen](#) (page 12).
- Note:** If you do not set your start and end points before pressing next, the line defaults to the center of your frame space. It is unlikely that it will stitch out where you want it to when it is time to sew.

Quilting a Line

Prepare to sew your line (pulling the bobbin thread)

Contents:

- [Overview](#) (page 12)
- [Instructions](#) (page 12)
- [Tips](#) (page 14)
- [Button functions](#) (page 15)

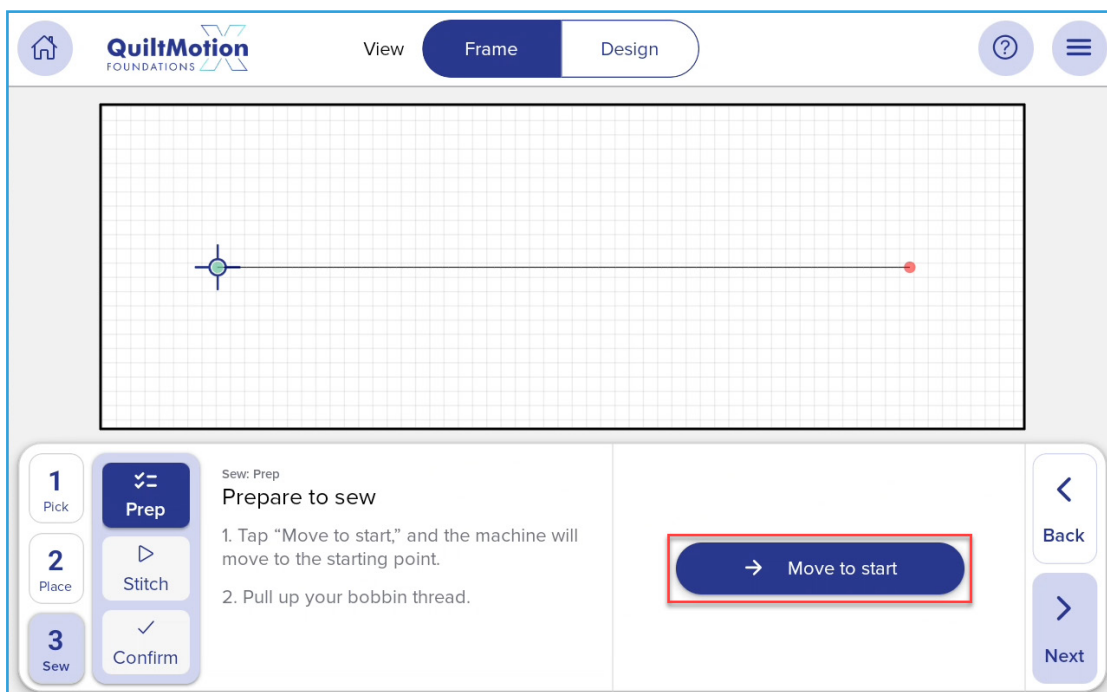
Overview:

In the Sew: Prep screen, use the Move to start button to pull up your bobbin thread close to where your first stitch will be.

Every stitch made with a sewing machine has two threads: the top thread (from the cone or spool on the machine) and the bottom thread (from the machine's bobbin). When you first start stitching, the tail of the bobbin thread is underneath the quilt. Since you can't see it, it's easy to stitch over the tail and end up with an unsightly bunch of thread under the quilt. 'Pulling up the bobbin thread' is the strategy to bring the bobbin thread up to the top of the quilt so that it can be trimmed away with the top thread tail. This should be done at the start of every tie-on and the end of every tie-off, and at the start and end of a line of tacking stitches.

Instructions:

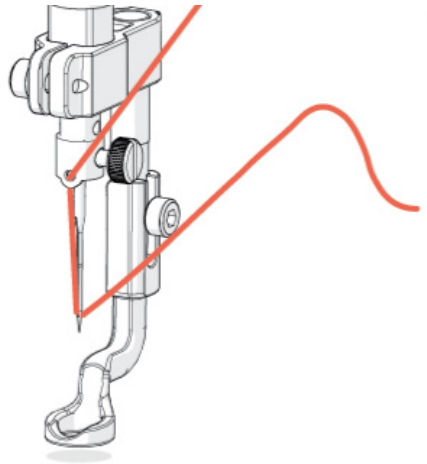
1. Make sure your needle is up.
2. Tap **Move to start**. QuiltMotion moves your machine's needle over the starting point for the design you placed. A message pops up to remind you to make sure your needle is up. Tap **OK**.



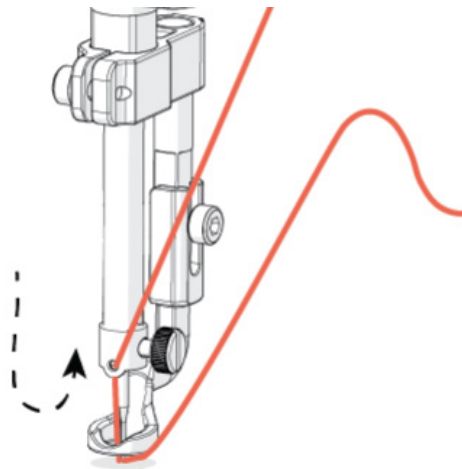
Prepare to sew your line (pulling the bobbin thread) (continued)

3. Pull up your bobbin thread.

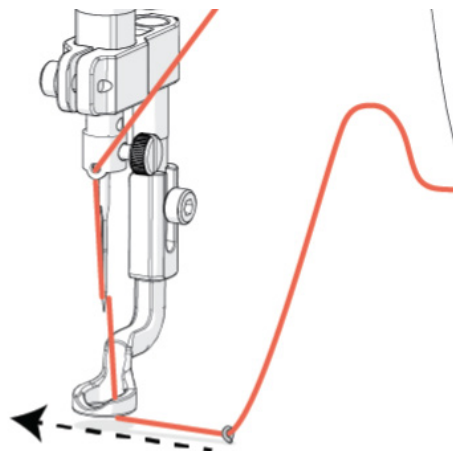
a. Grab and hold the top thread tail coming out of the eye of the needle.



b. Do a single stitch in place.



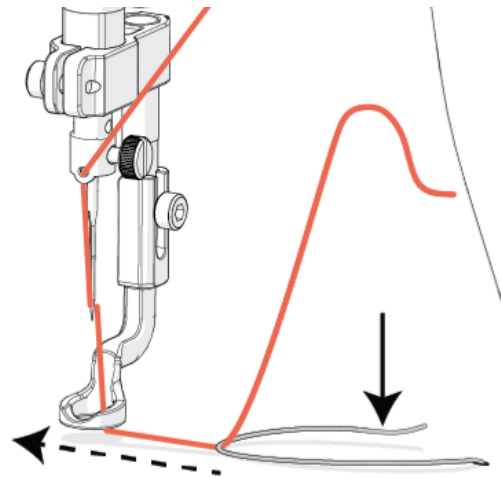
c. Still holding the top thread tail, move the machine away from the single stitch. A loop of bobbin thread is pulled up.



Quilting a Line

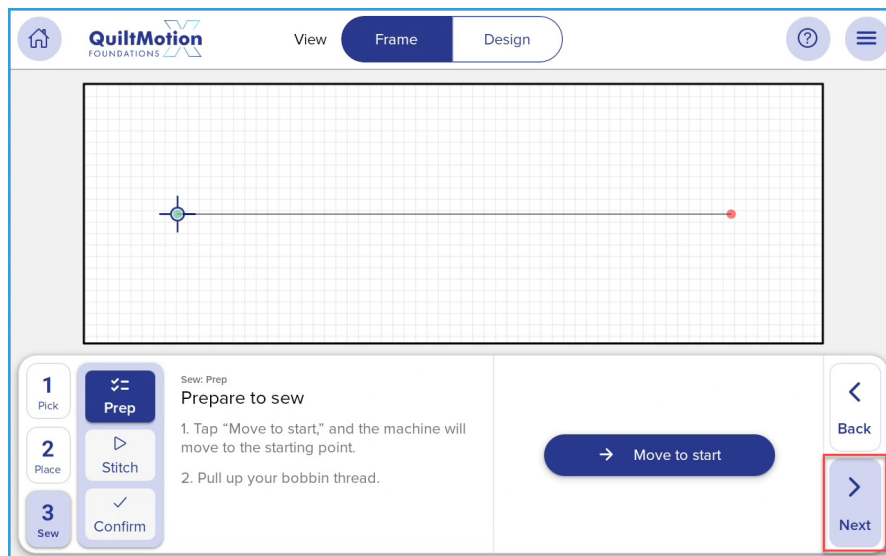
Prepare to sew your line (pulling the bobbin thread) (continued)

d. Grab the loop of bobbin thread and pull up the bobbin thread tail.



e. Move the machine back to the starting spot and pull the slack out of the bobbin tail (be careful not to keep pulling—you'll end up wasting thread).

4. Tap **Next**. A message pops up to remind you to make sure your needle is up. Tap **OK**.

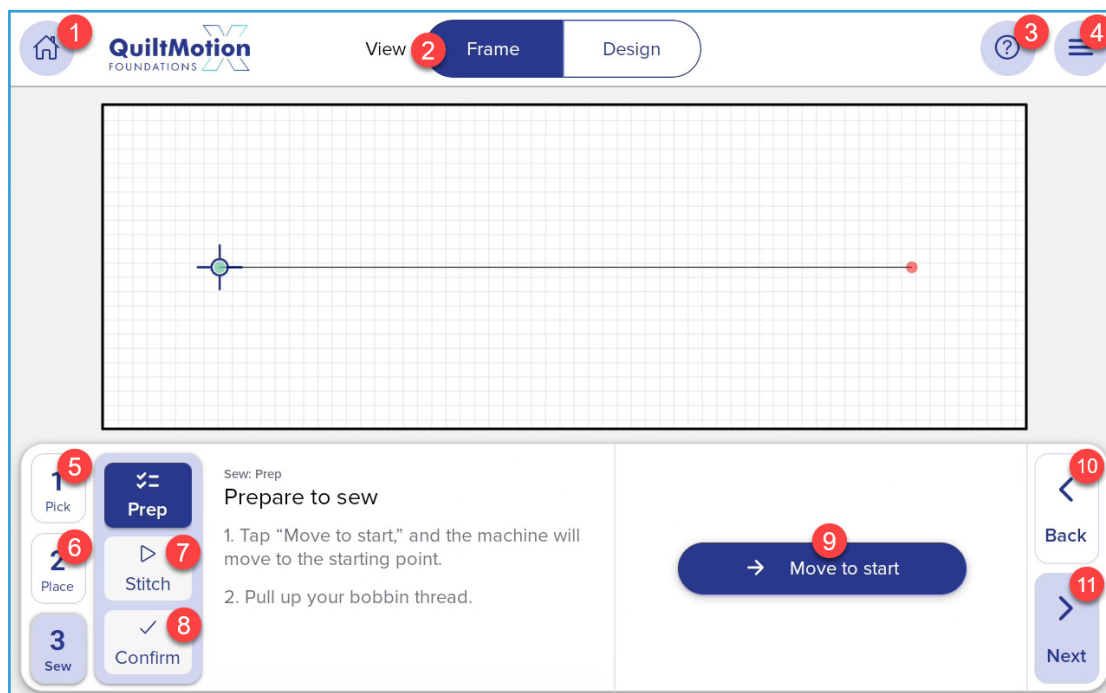


Tips:

- If the bobbin thread tail is short, it might take a few attempts to pull up the bobbin thread successfully. Installing the bobbin into the bobbin case with 3–5 inches of tail helps prevent this problem.
- The Sew: Prep screen is a great reminder to check your stitch size or speed on your machine and adjust your foot pedal if desired.

Prepare to sew your line (pulling the bobbin thread) (continued)

Button functions:



1. **Home:** Opens the software Home screen and clears your design and placement information.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
5. **Pick:** Returns to the [Pick: Type screen](#) (page 4) to switch to a block or pantograph design.
6. **Place:** Returns to the [Place: Position screen](#) (page 8) to adjust the placement of your line.
7. **Stitch:** Continues to the [Sew: Stitch screen](#) (page 16).
8. **Confirm:** Continues to the [Sew: Confirm screen](#) (page 22).
9. **Move to start:** Moves the machine needle over the starting point of the line so that you can pull up the bobbin thread tail.
10. **Back:** Returns you to the [Place: Position screen](#) (page 8).
11. **Next:** Continues to the [Sew: Stitch screen](#) (page 16).

Sew your line

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- [Tips](#) (page 18)
- [Button functions](#) (page 19)

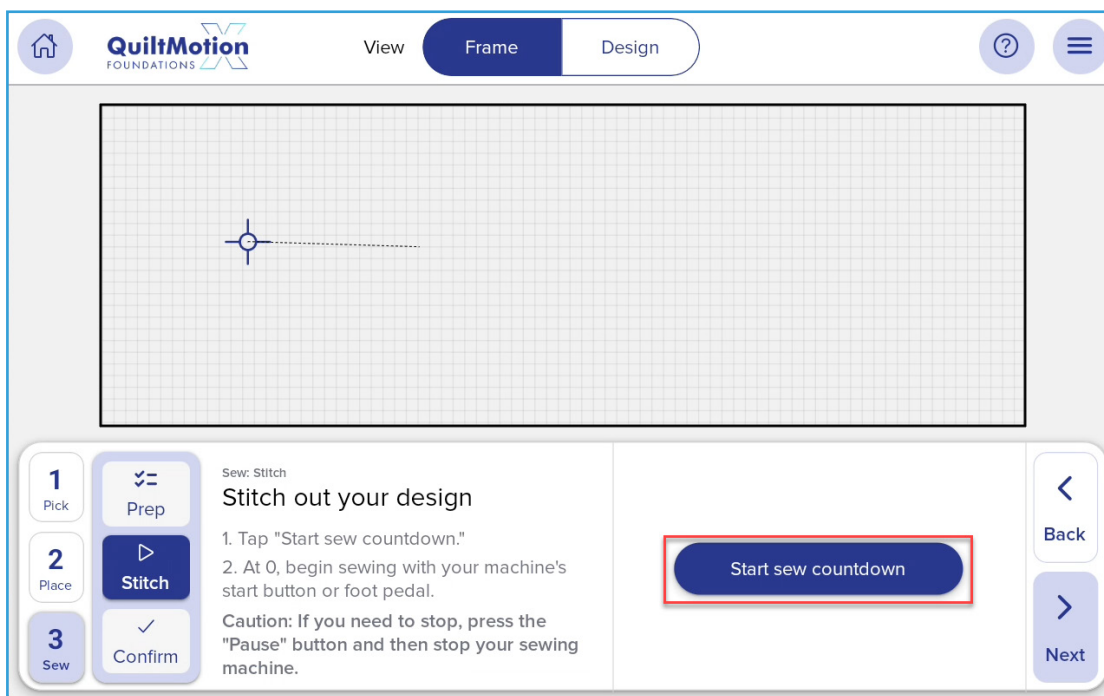
Overview:

QuiltMotion will shuttle your machine around your frame along the path of the design you chose. You must time pressing start on your machine or pressing down on your foot pedal so that your machine stitches out the design.

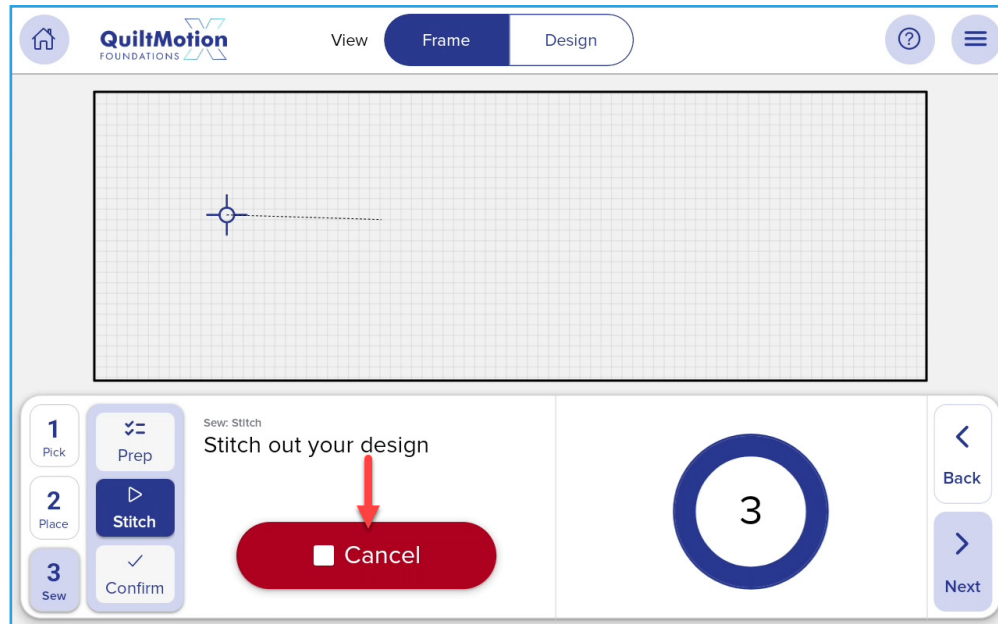
CAUTION: Read these instructions all the way through before attempting the process.

Instructions:

1. Make sure your needle is up.
2. Tap **Start sew countdown**. A countdown begins, starting at 3 (unless you have set it to 5 in Quick settings).

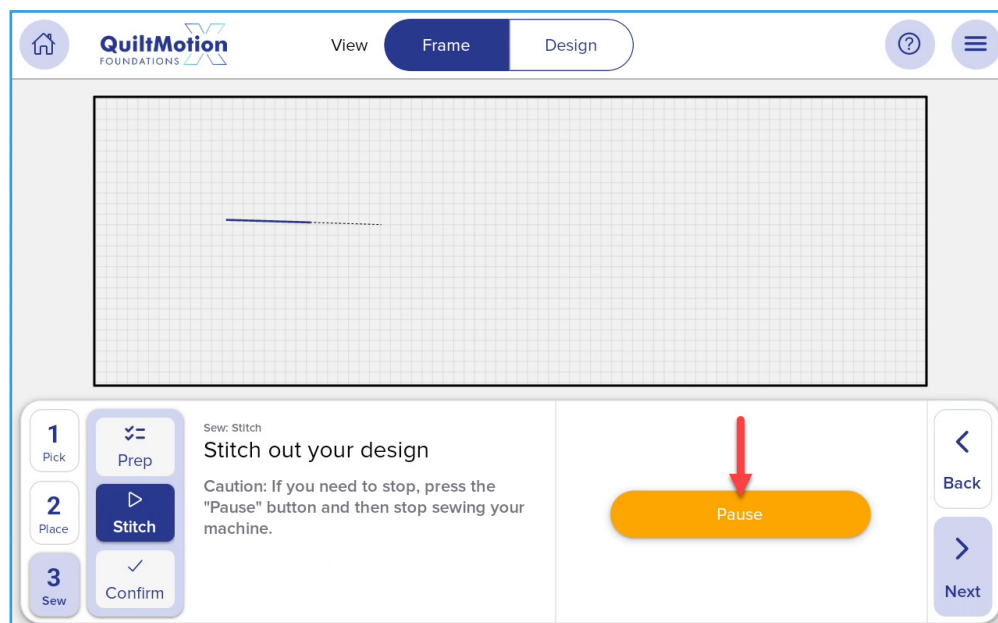


Note: As soon as the countdown starts, the **Cancel** button appears. If you need to prevent your machine from moving, tap this button.



3. At Sew! (0), activate the stitching on your machine. QuiltMotion will shuttle your machine around the frame along the path of the design. **Note:** Some machines ramp up to speed when they start stitching. Get to know your machine to determine exactly when to activate stitching, otherwise you might miss the first few stitches of your design. **Tip:** Start your stitching slightly early to make a few securing stitches in place.

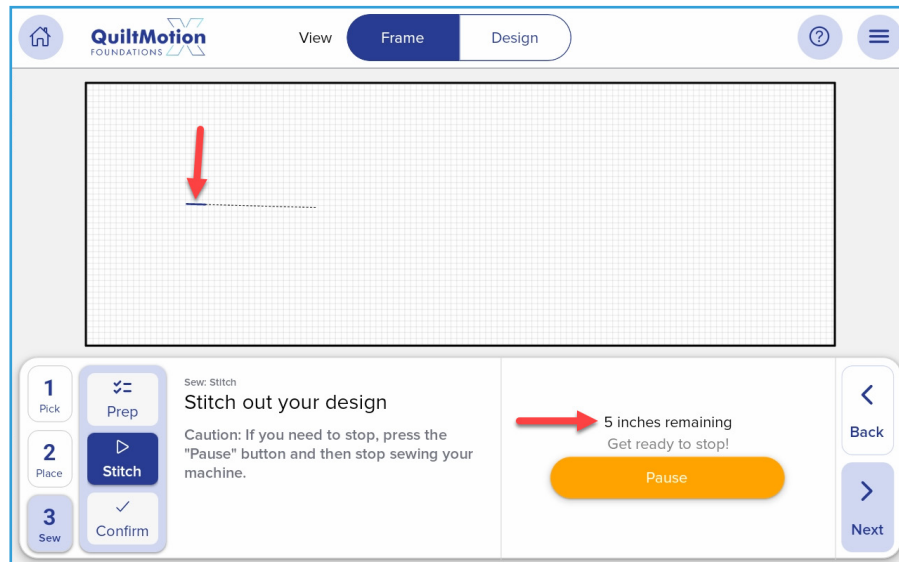
4. If needed, tap **Pause** to stop QuiltMotion from moving your machine around the frame. **IMPORTANT:** This does not stop your machine from continuing to stitch! It is best to deactivate stitching immediately after pressing Pause.



Quilting a Line

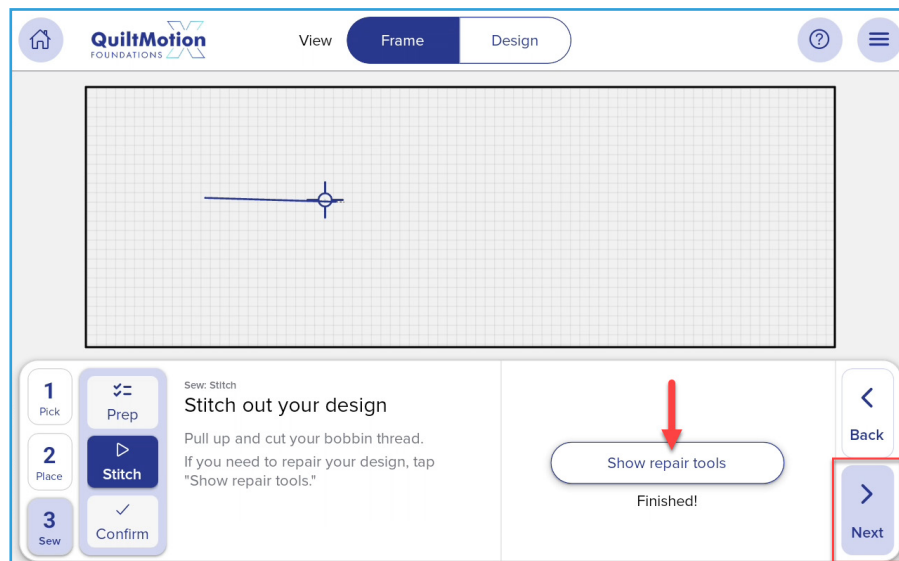
Sew your line (continued)

5. A countdown appears when there are about 5 inches left to stitch out. A little later, a beep sounds to warn you that you are reaching the end of your design. You can also see your progress in the preview window. Deactivate the stitching as soon as the machine reaches the end of the design. Leaving the stitching running can cause damage to your quilt and your machine.



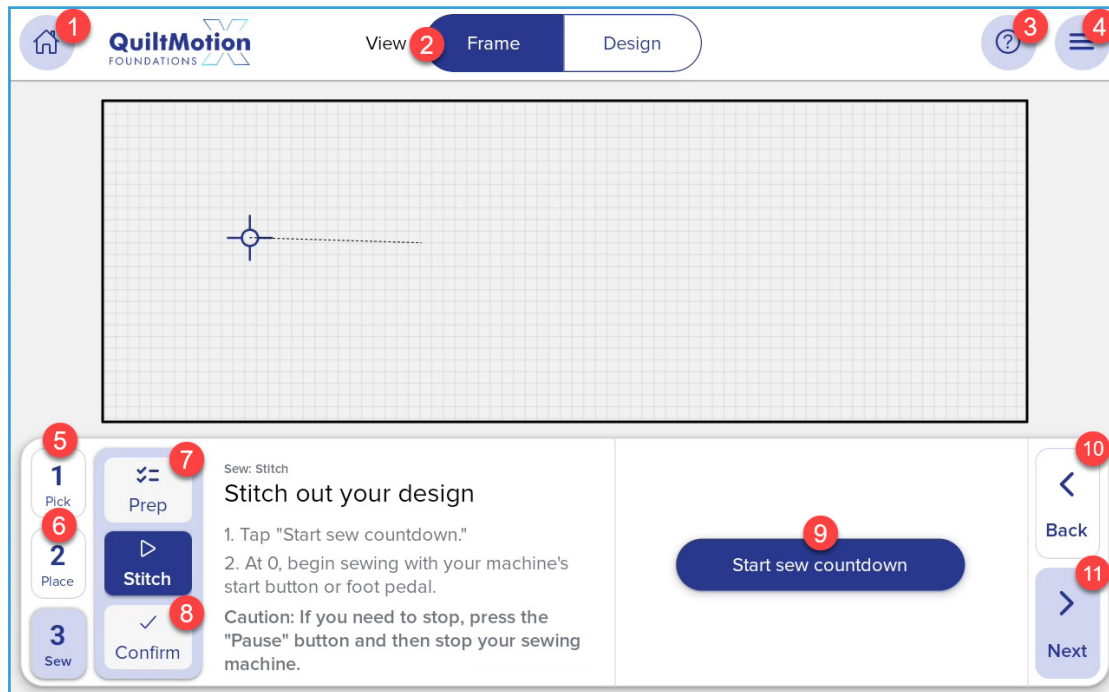
6. Check that your design successfully stitched out to the end. **Note:** Sometimes when the bobbin thread runs out, the top thread appears to continue making stitches like normal. However, the stitches are not anchored in place. Always check the underside of the stitches as well as the top.

7. If your design stitched out properly, tap **Next**. If your design did not stitch out properly, tap **Show repair tools**.



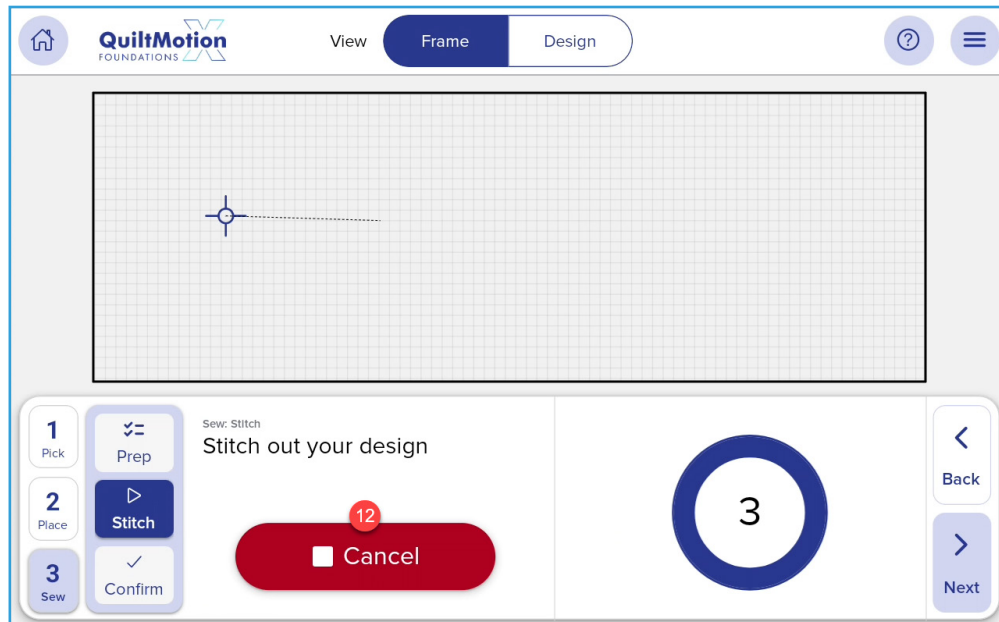
Tips:

To preview the sewing path on your quilt, press Start sew countdown on the sewing screen without activating the stitching on your machine. The machine will follow along the stitching path and you can make sure everything looks correct. Then press Back from the [Sew: Confirm screen](#) (page 22) to return to the sewing screen and stitch out the design.

Button functions:**Sew: Stitch screen**

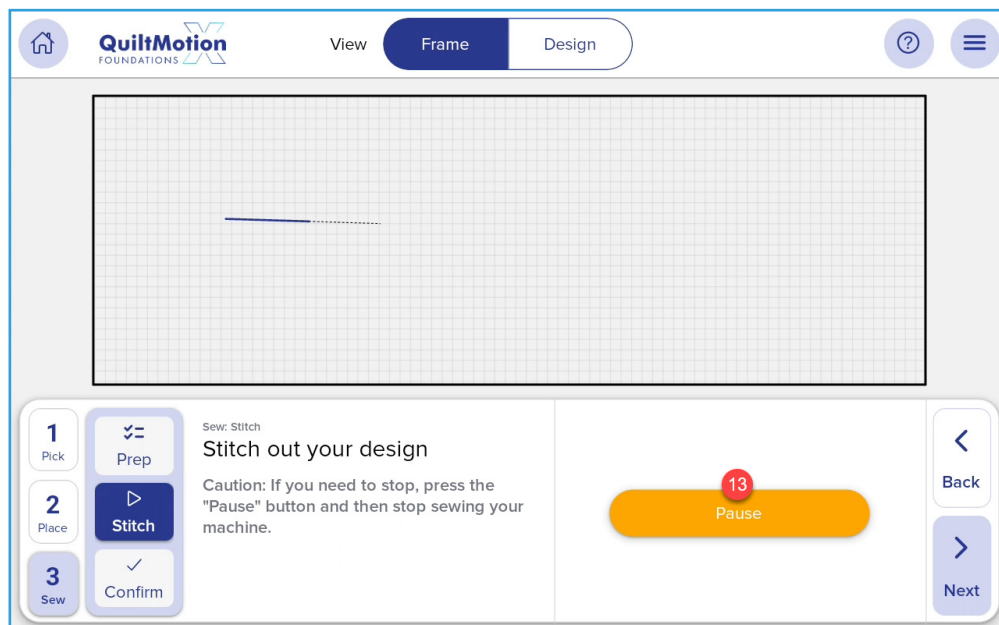
1. **Home:** Opens the software Home screen and clears your design and placement information.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
5. **Pick:** Returns to the [Pick: Type screen](#) (page 4) to switch to a block or pantograph design.
6. **Place:** Returns to the [Place: Position screen](#) (page 8) to adjust the placement of your line.
7. **Prep:** Returns to the [Sew: Prep screen](#) (page 12) to access the Move to start button.
8. **Confirm:** Proceeds to the [Sew: Confirm screen](#) (page 22).
9. **Start sew countdown:** Counts down from 3 or 5 (as selected in [Quick settings](#) [page 93]) and then moves the machine along the design path.
10. **Back:** Returns to the [Sew: Prep screen](#) (page 12) to access the Move to start button.
11. **Next:** Continues to the [Sew: Confirm screen](#) (page 22).

Sew: Stitch countdown screen

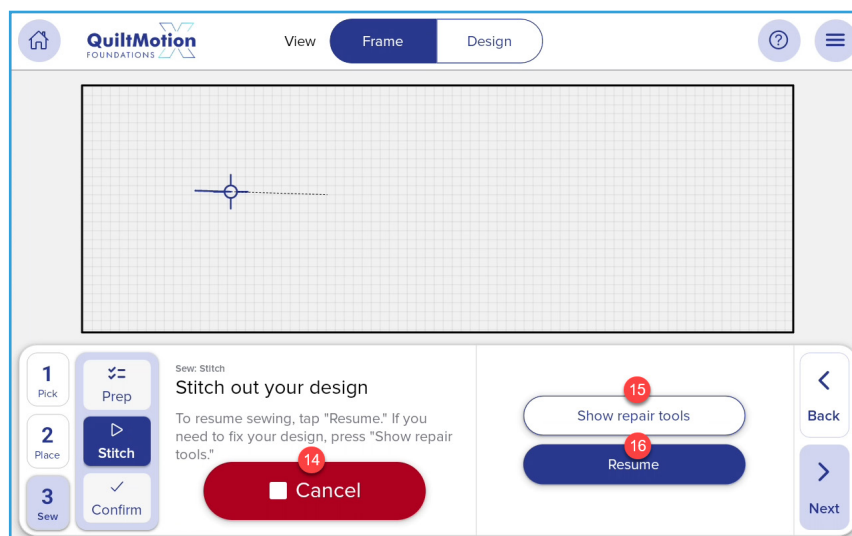


12. **Cancel:** This option appears during the Sew: Stitch countdown after you press Start sew countdown. Press Cancel to stop the countdown and prevent the machine from moving.

Sew: Stitch quilting screen



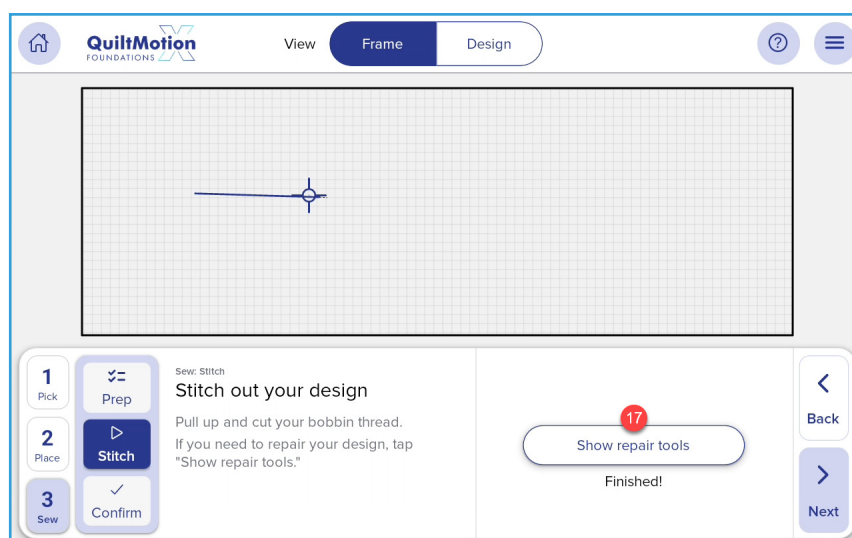
13. **Pause:** This option appears when the machine is moving along the design path. Tap to halt the machine. Immediately stop the stitching on your machine after pressing Pause. When paused, the Resume, Cancel, and Show repair tools buttons appear.

Sew: Stitch paused screen

14. **Cancel:** This option appears if you press pause when your design is stitching out. It cancels the progress in the software for your current design so that you can start over stitching it from the beginning.

15. **Show repair tools:** This option appears after your design is finished or if you press pause when your design is stitching out. Open the [repair tools](#) (page 98) to stitch out a portion of the current design. This is usually done when only part of the design has sewn out successfully and you want to sew the remaining portion of the design.

16. **Resume:** This option appears if you press Pause when your design is stitching out. It starts a countdown for the machine to resume quilting.

Sew: Stitch finished screen

17. **Show repair tools:** This option appears after your design is finished or if you press pause when your design is stitching out. Open the [repair tools](#) (page 98) to stitch out a portion of the current design. This is usually done when only part of the design has sewn out successfully and you want to sew the remaining portion of the design.

Confirm your work (line)

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- [Button functions](#) (page 23)

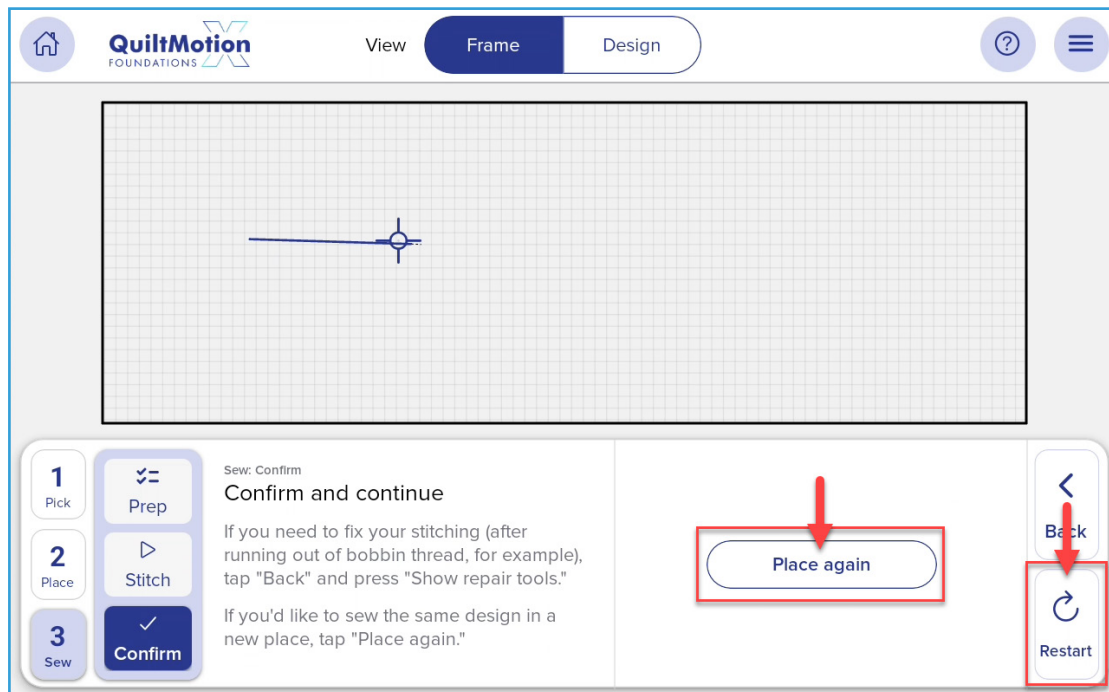
Overview:

There are three options on the Sew: Confirm screen:

- **Place again:** [Place](#) (page 8) and sew another line.
- **Back:** Return to the [Sew: Stitch screen](#) (page 16) for the line you just sewed.
- **Restart:** Go to the [Pick: Type screen](#) (page 4) to switch to a block or pantograph design.

Instructions:

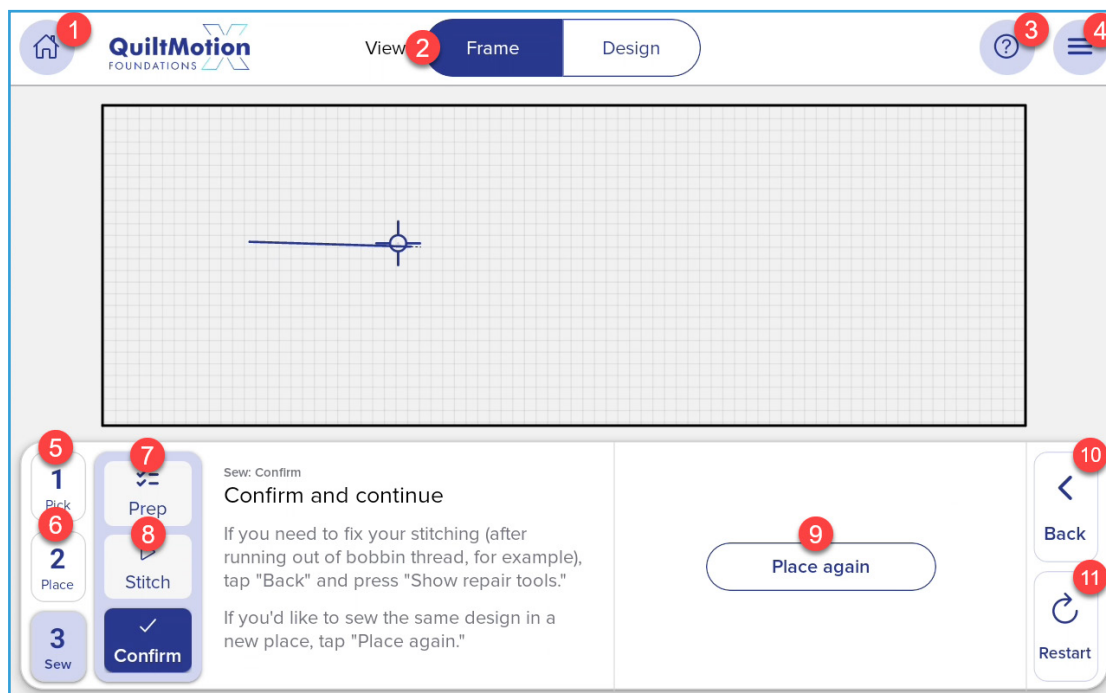
1. Decide if you would like to sew out another line or if you'd like to switch to sew out a different design.
2. Tap **Place again** to sew out another line. Or tap **Restart** to switch to a pantograph or block design.



Tips:

- Use **Pick**, **Place**, and **Sew** on the bottom left to quickly navigate back to previous screens. Tap **Pick** to switch to a block or pantograph design. Tap **Place** to return to the [Place: Position screen](#) (page 8) to stitch out a new line, and tap **Sew** to return to the [Sew: Stitch screen](#) (page 16).

Button functions:



1. **Home:** Opens the software Home screen and clears your design and placement information.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
5. **Pick:** Returns to the [Pick: Type screen](#) (page 4) to switch to a block or pantograph design.
6. **Place:** Returns to the [Place: Position screen](#) (page 8) to adjust the placement of your line.
7. **Prep:** Return to the [Sew: Prep screen](#) (page 12) to access the Move to start button.
8. **Stitch:** Returns to the [Sew: Stitch screen](#) (page 16) for your current line.
9. **Place again:** Returns to the [Place: Position screen](#) (page 8) to stitch out a new line somewhere else.
10. **Back:** Returns to the [Sew: Stitch screen](#) (page 16).
11. **Restart:** Returns to the [Pick: Type screen](#) (page 4) so you can switch to a pantograph or block design.

Quilting a Block

Choose a design (block)

Contents:

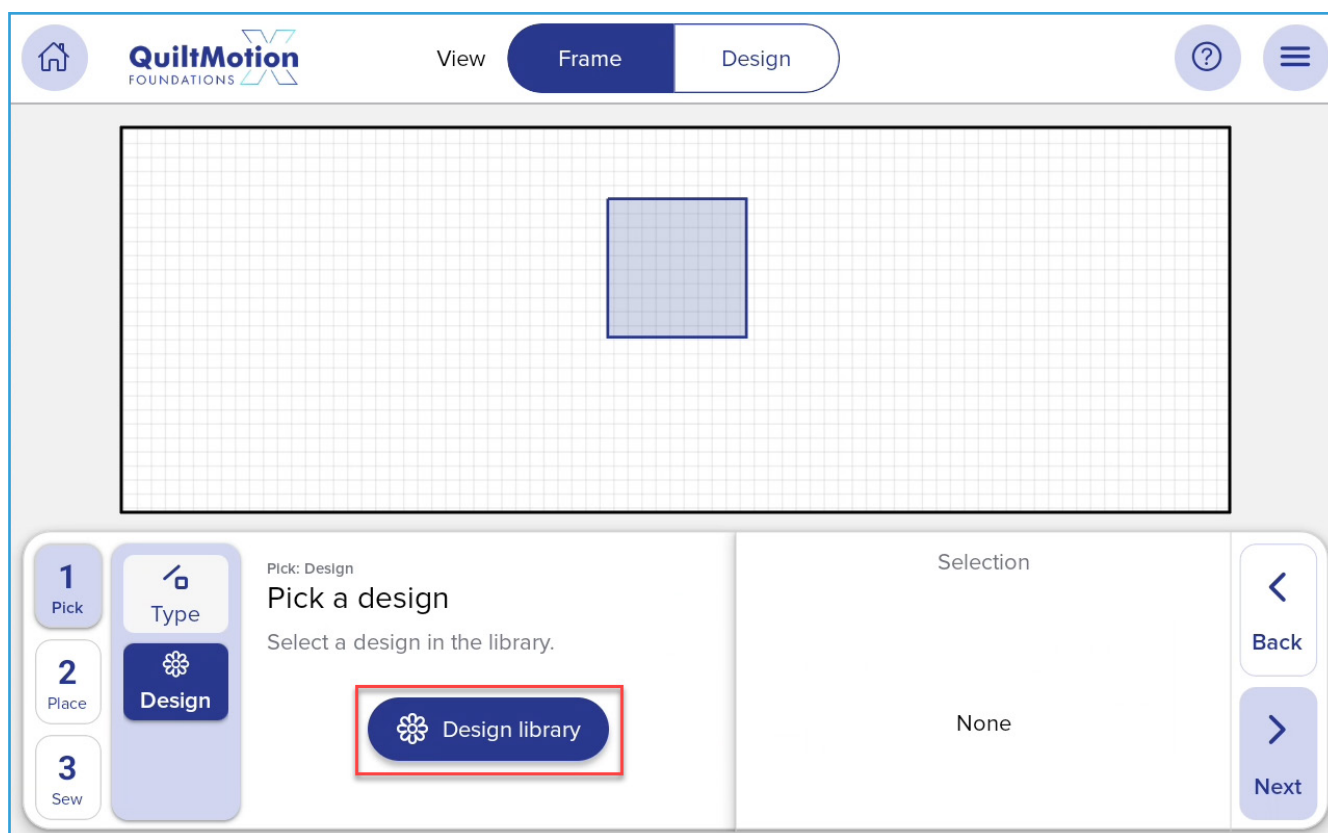
- [Overview](#) (page 25)
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Overview:

In the Pick: Design screen, open the Design library and choose a block design.

Instructions:

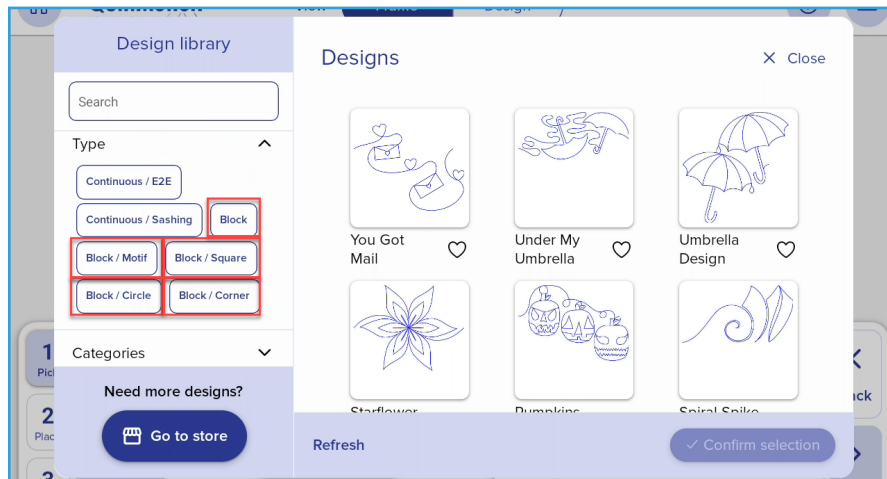
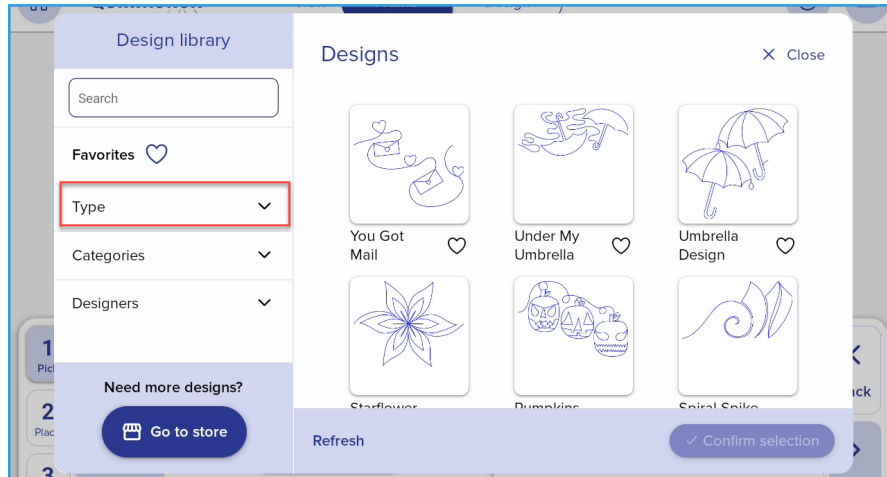
1. Tap **Design library**.



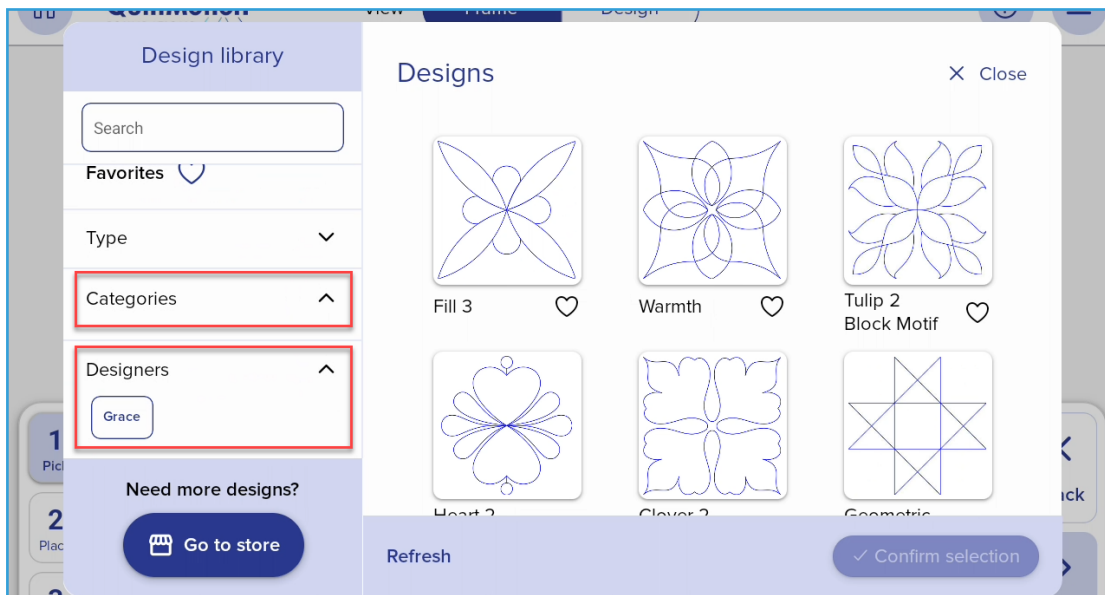
Quilting a Block

Choose a design (block) (continued)

2. In the Design library sidebar, open the **Type** dropdown and choose **Block**. **Note:** Some block designs might be categorized under Block, Block / Circle, etc. Choose all that apply.

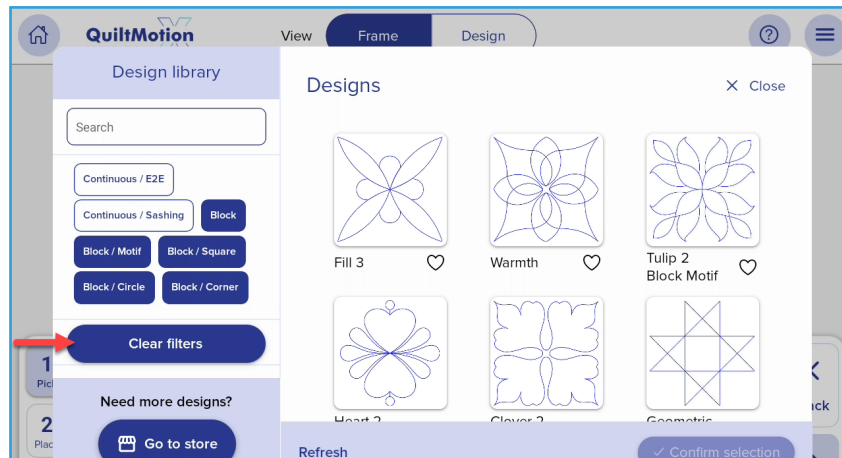


3. If desired, apply other filters, such as the **Category** or the **Designer**.

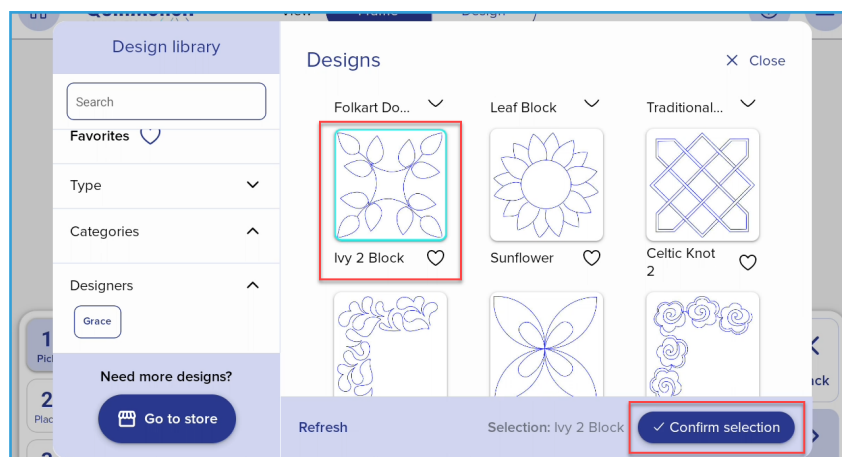


Choose a design (block) (continued)

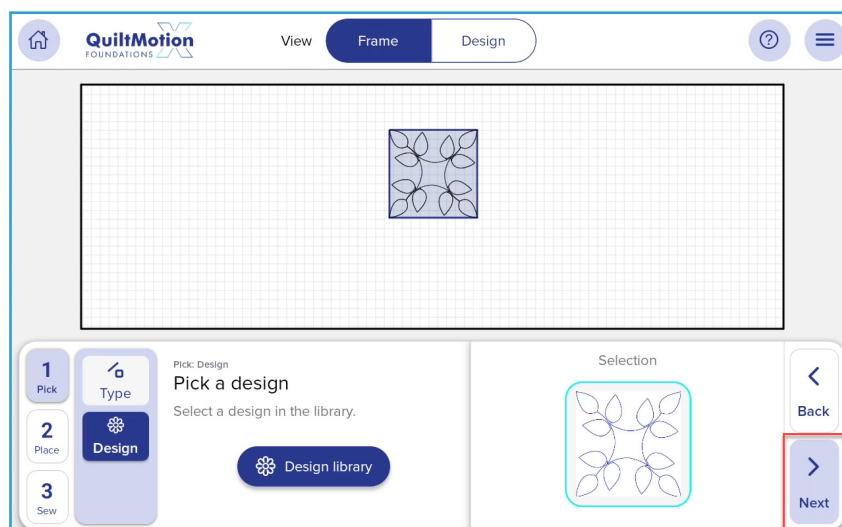
Note: When any filters (Type, Categories, Designers, or Favorites) are applied, the **Clear filters** button appears. Tap this button to quickly remove all the filters.



4. Scroll through the designs and tap the design you like. Press **Confirm selection** at the bottom-right corner of the window.



5. Back on the Pick: Design screen, your selection displays on the bottom right side of the screen. Tap **Next**.



Quilting a Block

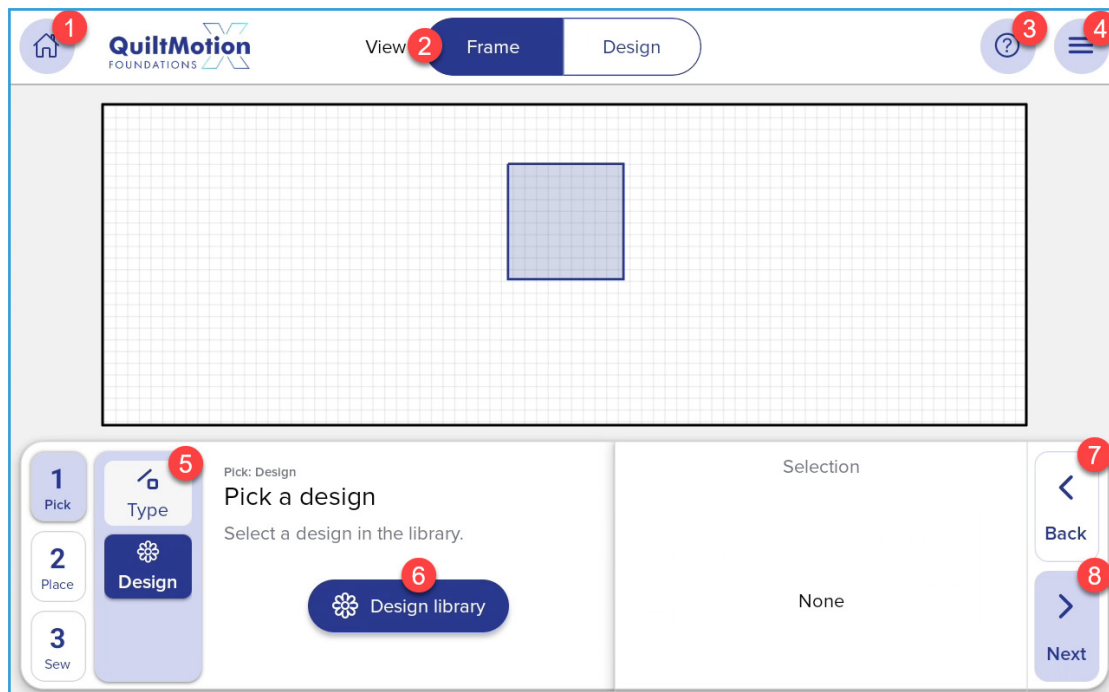
Choose a design (block) (continued)

Tips:

- In the Design library, tap the **heart** by each design name to favorite that design. Then you can find the design again quickly by applying the favorites filter in the sidebar.
- In the Design library, press **Go to store** to see more designs available for purchase (or sometimes for free) online.

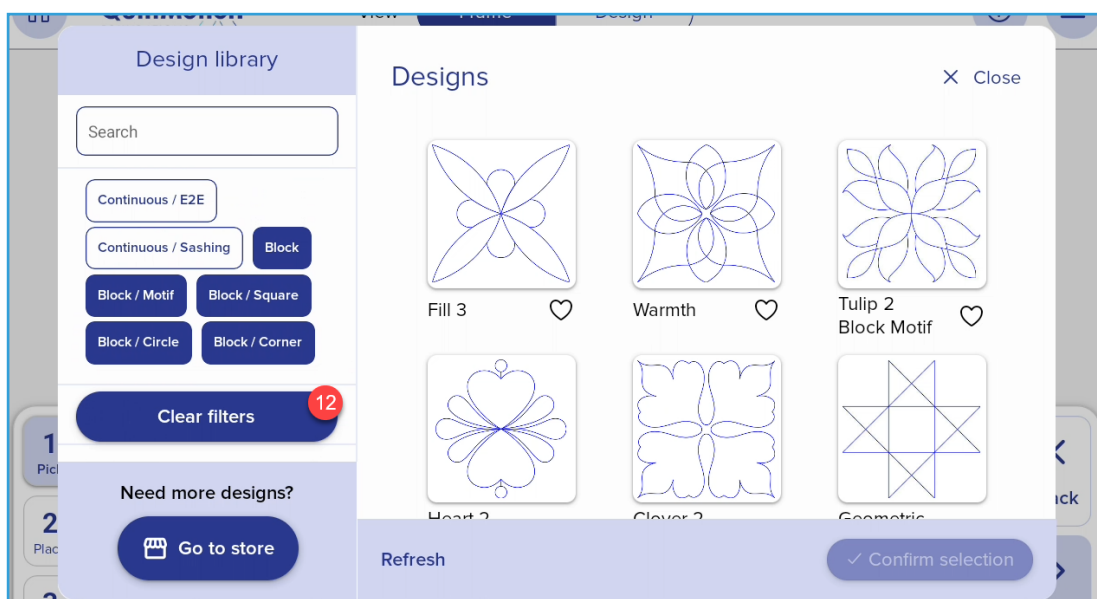
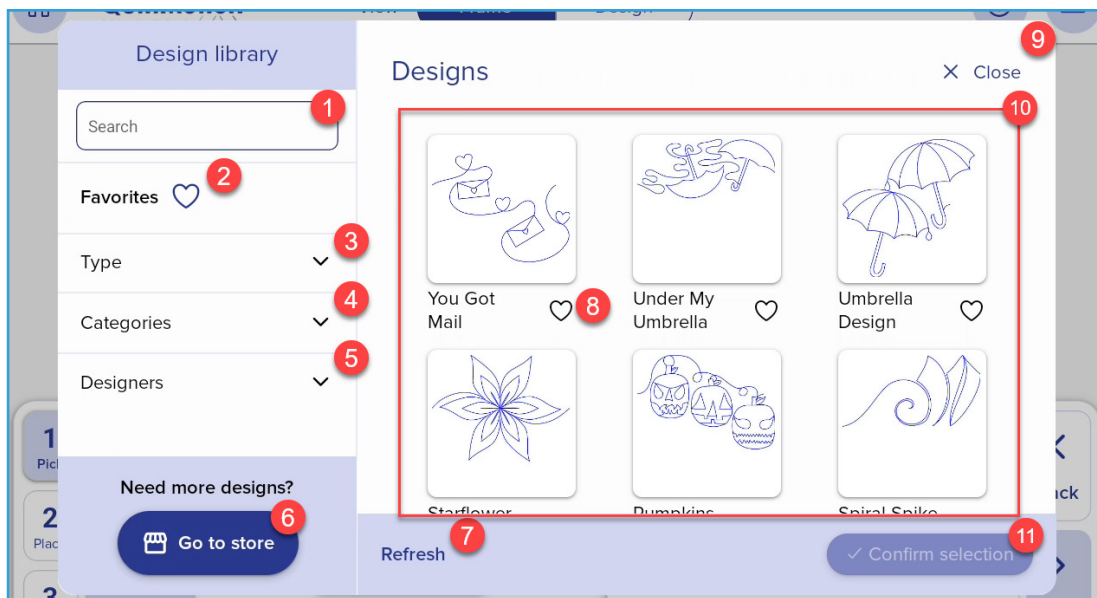
Button functions:

Pick: Design screen



1. **Home:** Opens the software Home screen and clears your design and placement information.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
5. **Type:** Returns to the [Pick: Type screen](#) (page 4) to switch to a line or pantograph design.
6. **Design library:** Opens the Design library so that you can choose a design.
7. **Back:** Returns to the [Pick: Type screen](#) (page 4) to switch to a line or pantograph design.
8. **Next:** Confirms your selected design and continues to the [Place: Position screen](#) (page 31).

Design library screen



1. **Search:** Enter part of your design’s name to bring it up.
2. **Favorites:** Filters for designs that you have added to your favorites (by tapping the heart by the design’s name).
3. **Type:** Filters your designs by the type, such as block or pantograph.
4. **Categories:** Filters your designs by category.
5. **Designers:** Filters your designs by designer.
6. **Go to store:** Opens Grace Company’s Design Store where you can purchase more designs.
7. **Refresh:** Reloads your designs. After making a purchase in the Design Store, you might need to tap Refresh to get the designs to show up in your library.
8. **Heart:** Favorites the design it’s next to. Favorited designs have filled in hearts.

Choose a design (block) (continued)

9. **Close:** Exits from the design library without choosing a design.
10. **Design tile:** Selects that design.
11. **Confirm selection:** Confirms the selected design and returns to the [Pick: Type screen](#) (page 4).
Note: This button only works when a design is selected.
12. **Clear filters:** Removes all applied filters (Type, Categories, Designers, or Favorites).

Place your block design

Contents:

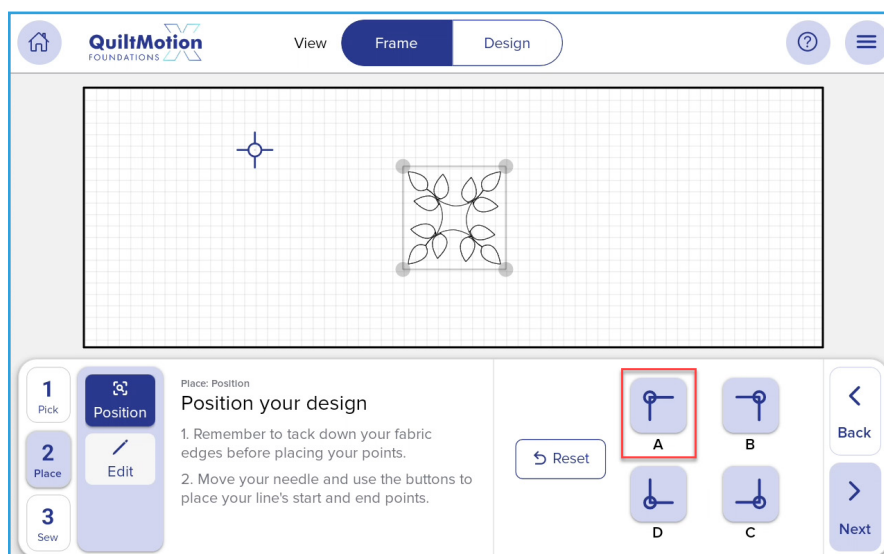
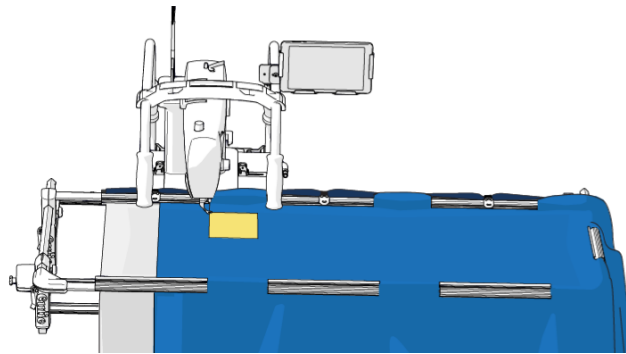
- [Overview](#) (page 31)
- [Instructions](#) (page 31)
- [Tips](#) (page 35)
- [Button functions](#) (page 36)

Overview:

Block designs are placed by using your machine's needle to show the software the location of the four corners of your block on your quilt. While your design might not have visible corners, an invisible box is drawn around the design in the software for placement purposes. The corners of this box are used for the placement. **Note:** The box outline shown in the preview window is not stitched out.

Instructions:

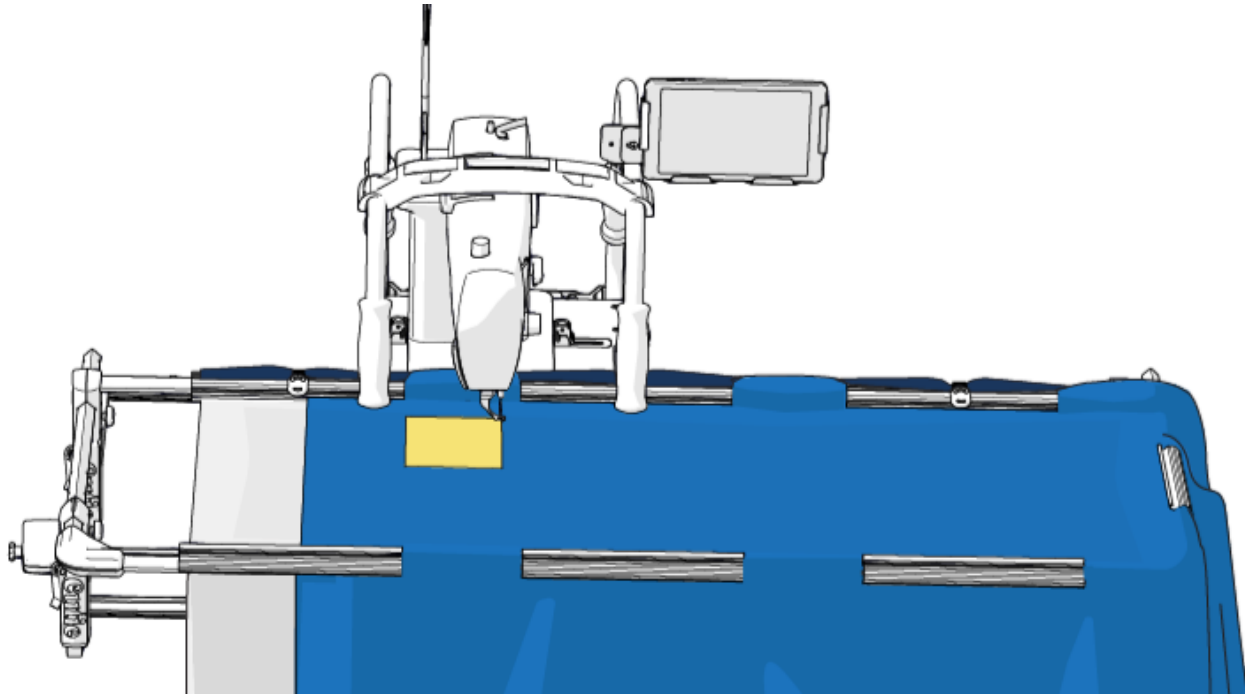
1. Move your machine's needle directly over the spot on the quilt that you want to set as the top-left corner of your design. If your block doesn't have a top-left corner (for example, if it is diamond shaped), that is okay. Just pick a corner of the block to start with. With your needle positioned, tap the **A** button.



Quilting a Block

Place your block design (continued)

2. Move your machine's needle directly over the spot on the quilt that you want to set as the top-right corner of the design. Tap the **B** button.



QuiltMotion FOUNDATIONS

View **Frame** Design

Position your design

1. Remember to tack down your fabric edges before placing your points.

2. Move your needle and use the buttons to place your line's start and end points.

1 Pick

2 Place

3 Sew

Position

Edit

Reset

A B C D

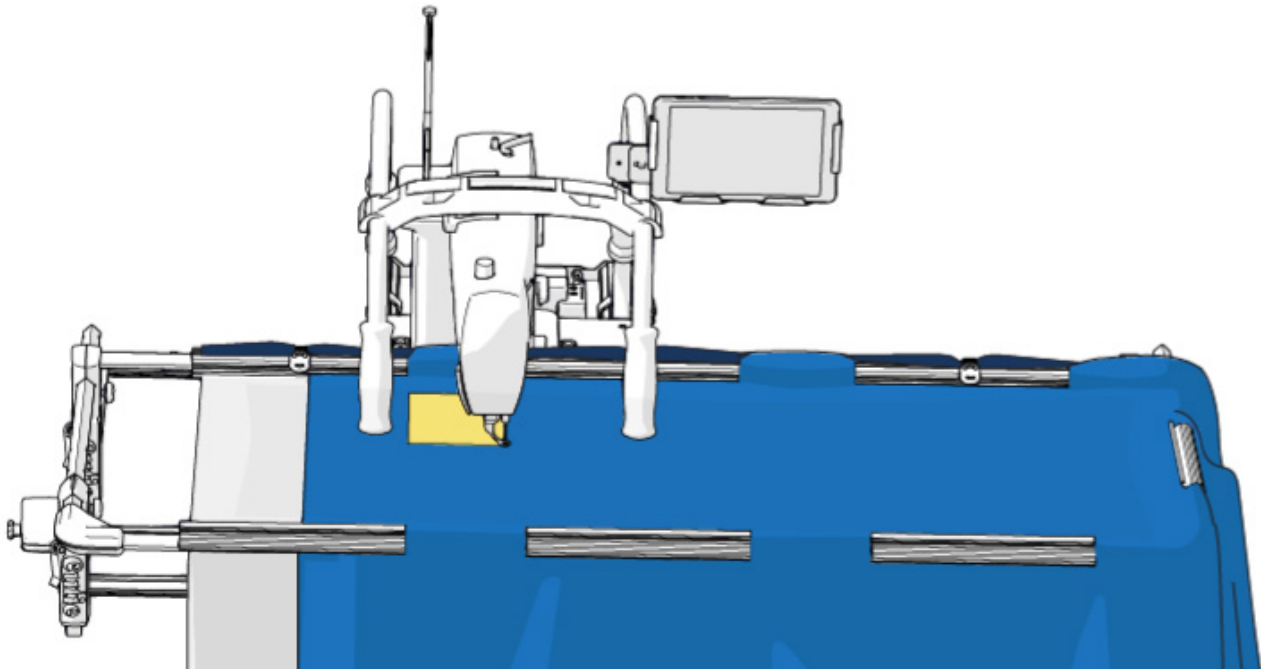
Back

Next

A screenshot of the QuiltMotion app interface. The top bar shows the QuiltMotion FOUNDATIONS logo and navigation tabs for View, Frame (selected), and Design. Below the tabs is a grid with a quilt block design (a square with four leaves) and a blue crosshair indicating the current position. The bottom panel contains a list of steps: 1 Pick, 2 Place, and 3 Sew. The 'Position' button is highlighted. Below the steps, there are instructions: '1. Remember to tack down your fabric edges before placing your points.' and '2. Move your needle and use the buttons to place your line's start and end points.' To the right of the instructions is a 'Reset' button and four directional buttons labeled A, B, C, and D. Button B is highlighted with a red box. On the far right, there are 'Back' and 'Next' buttons.

Place your block design (continued)

3. Move your machine's needle directly over the spot that you want to set as the bottom-right corner and press the **C** button.



QuiltMotion
FOUNDATIONS
View **Frame** Design

1
Pick

2
Place

3
Sew

Place: Position

Position your design

1. Remember to tack down your fabric edges before placing your points.

2. Move your needle and use the buttons to place your line's start and end points.

A

B

C

D

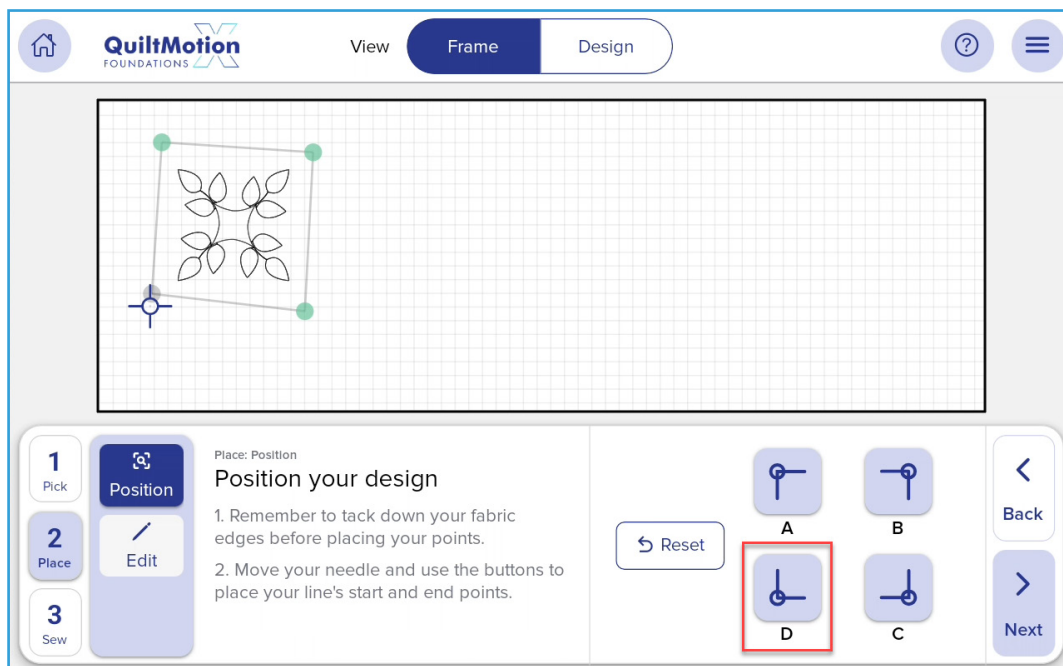
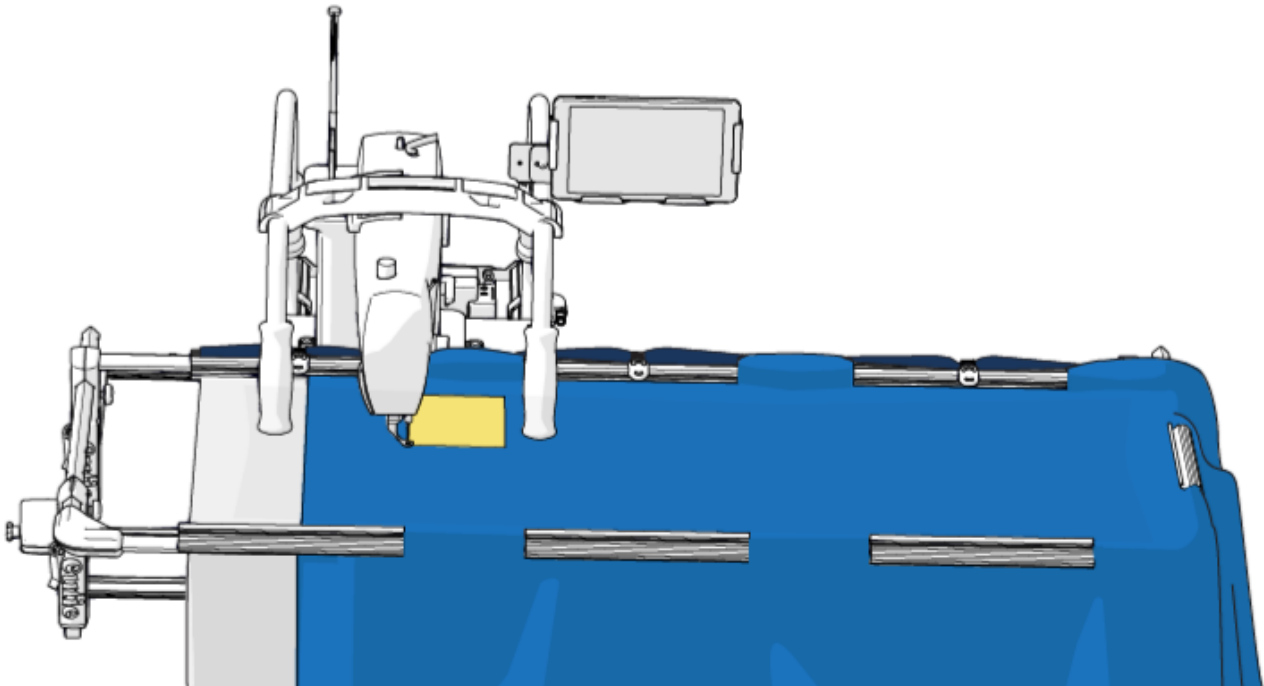
Back

Next

Quilting a Block

Place your block design (continued)

4. Move your machine's needle directly over the spot that you want to set as the bottom-left corner and press the **D** button.

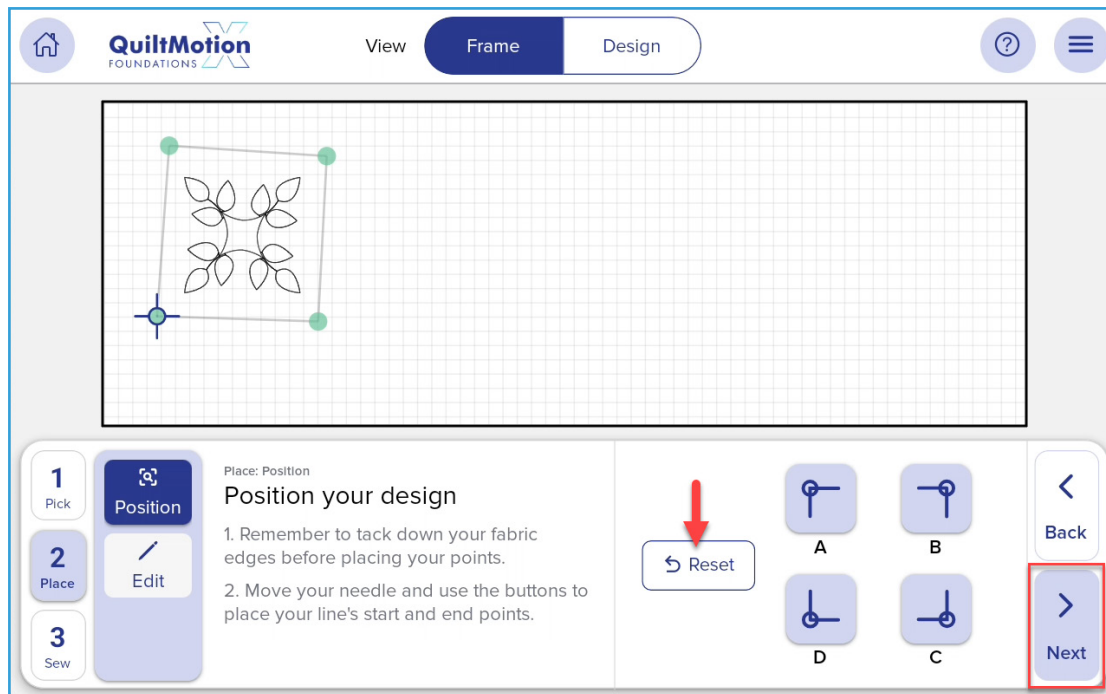


- **Note:** Your placement box might not be square with the preview window on the screen. This is expected. The preview window represents the edges of your frame. The only way you would end up with a block shape that is perfectly square to the sides of the frame is if your quilt is installed perfectly on the frame. If you try to set your placement so that the box is square on the screen instead of focusing on where you want it to stitch on the quilt, you might end up stitching outside of your quilt block.

Place your block design (continued)

5. If you'd like to start over at any point, tap **Reset**.

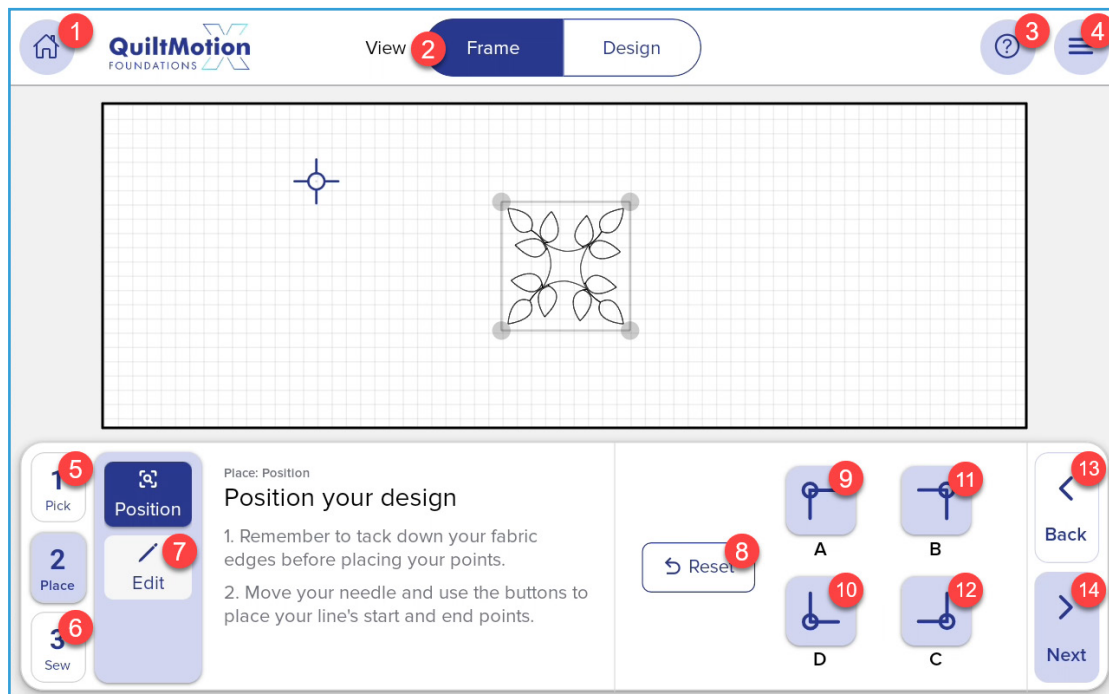
6. When your block is placed, tap **Next**.



Tips:

- Mark your placements on your quilt with a sticker or fabric pen. If your stitching gets disrupted for some reason (like your bobbin thread runs out), use the marks to set the same placement.
- For more exact placement, use the handwheel on your machine to drop the needle down close to the fabric.
- It doesn't matter what order you set the A, B, C, and D corners as long as they correspond appropriately to the corners of your block.

Button functions:



1. **Home:** Opens the software Home screen and clears your design and placement information.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
5. **Pick:** Returns to the [Pick: Design screen](#) (page 25) to choose a new block design.
6. **Sew:** Skips the [Place: Edit screen](#) (page 38) and proceeds to the [Sew: Prep screen](#) (page 42).
7. **Edit:** Confirms the current placement and continues to the [Place: Edit screen](#) (page 38). **Note:** If you do not set your block corners before pressing Next, the block defaults to the center of your frame space. It is unlikely that it will stitch out where you want it to when it is time to sew.
8. **Reset:** Removes any applied placements.
9. **A:** Sets the top-left corner of your design to the needle's current position.
10. **D:** Sets the bottom-left corner of your design to the needle's current position.
11. **B:** Sets the top-right corner of your design to the needle's current position.
12. **C:** Sets the bottom-right corner of your design to the needle's current position.

13. **Back:** Returns you to the [Pick: Design screen](#) (page 25).

14. **Next:** Confirms the current placement and continues to the [Place: Edit screen](#) (page 38).

Note: If you do not set your block corners before pressing Next, the block defaults to the center of your frame space. It is unlikely that it will stitch out where you want it to when it is time to sew.

Edit your block design

Contents:

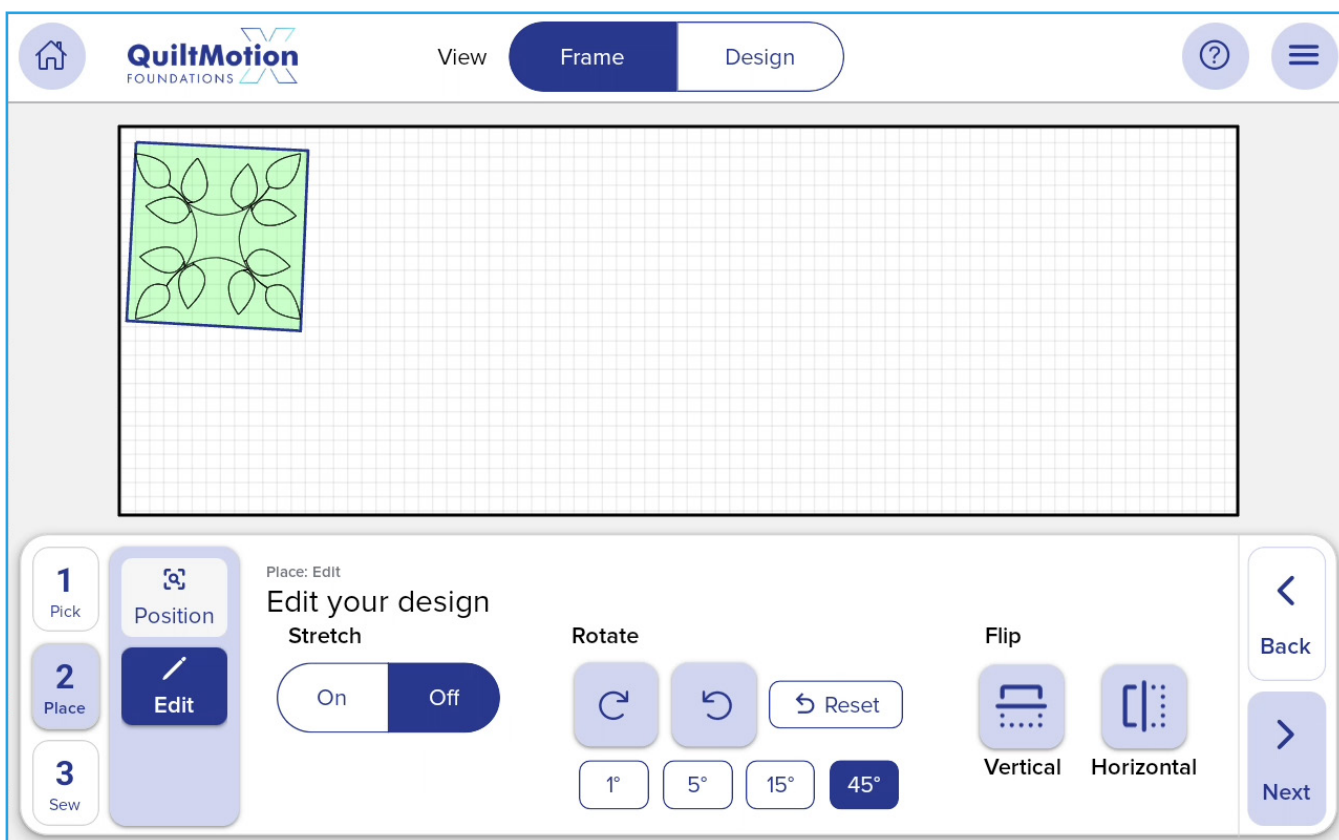
- [Overview](#) (page 38)
- [Instructions](#) (page 38)
- [Tips](#) (page 40)
- [Button functions](#) (page 40)

Overview:

Use the options on the screen to customize the appearance of your block design.

Instructions:

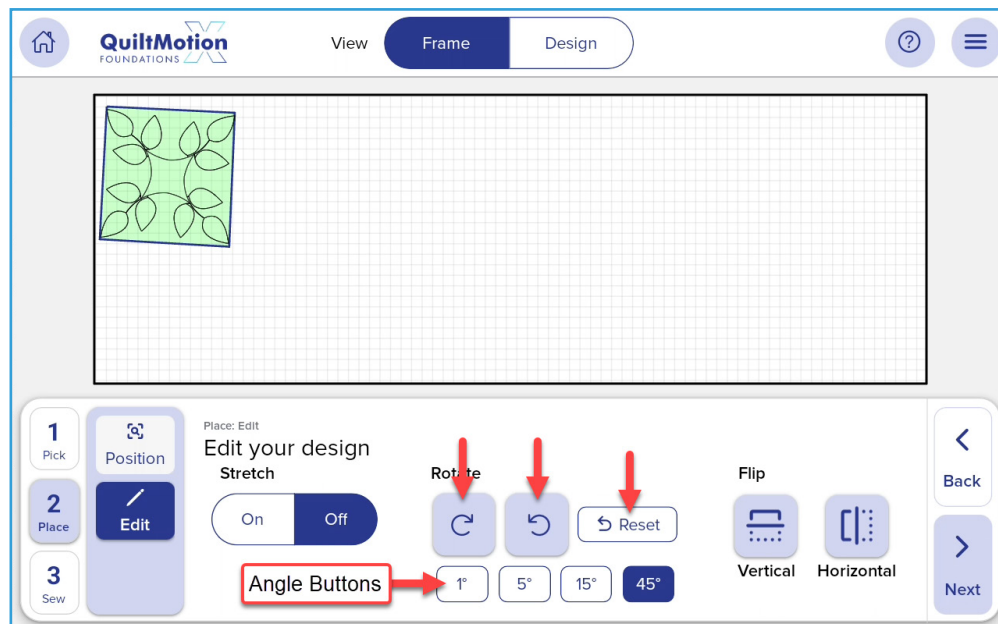
1. If desired, do the following:
 - a. Toggle between Stretch **On** and **Off**. When Stretch is On, your design stretches to fill the block space.



Edit your block design (continued)

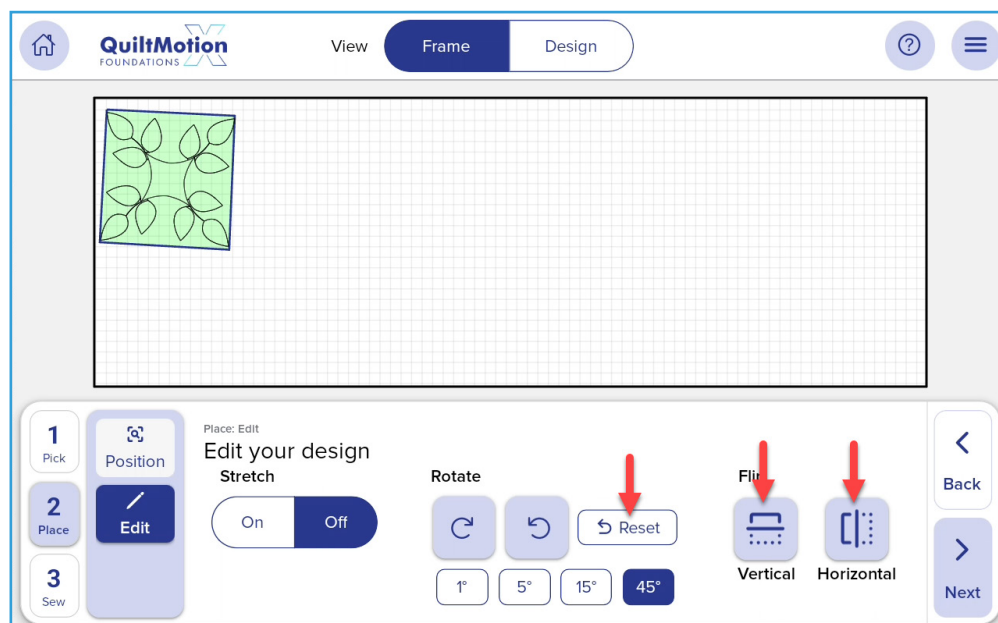
b. If desired, tap the **Rotate** buttons to rotate your design according to the current selected angle:

- **Angle buttons:** Set the degree of the rotation to 1, 5, 15, or 45.
- **Reset:** Remove rotations.
- **Note:** Sometimes pressing the rotation buttons appears to shrink or grow the design. Because the aspect ratio of the design is fixed, the design might resize in order to fit in the placement box at the selected rotation angle.



c. Tap the **Horizontal** or **Vertical** buttons to flip your design.

d. If you don't like your rotations for flips, tap **Reset**.



2. When satisfied with your design's appearance, tap **Next**.

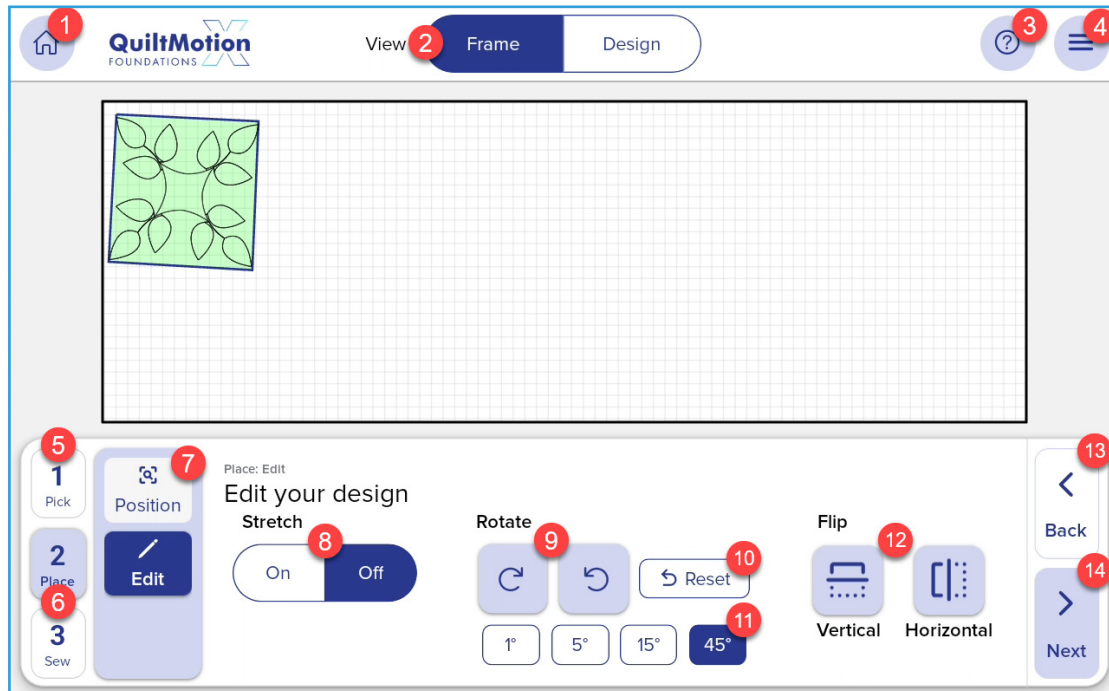
Quilting a Block

Edit your block design (continued)

Tips:

- Use the **View Design** button at the top of the screen to zoom in to your design.

Button functions:



1. **Home:** Opens the software Home screen and clears your design and placement information.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
5. **Pick:** Returns to the [Pick: Design screen](#) (page 25) to choose a new block design.
6. **Sew:** Proceeds to the [Sew: Prep screen](#) (page 42).
7. **Position:** Returns to the [Place: Position](#) (page 31) screen to place your design again.
8. **Stretch:** Stretches your design to fill the placement area.
9. **Rotate:** Rotates your design at the selected angle.
 - **Clockwise:** Rotates your design clockwise at the selected angle.
 - **Counterclockwise:** Rotates your design counterclockwise at the selected angle.
10. **Reset:** Removes any applied rotations or flips.

11. **1, 5, 15, 45**: Changes the degree of rotation applied by the Rotate buttons.

12. **Flip**:

- **Vertical**: Flips your design so the bottom is at the top and the top is at the bottom. **Note**: If your design is rotated, the part of the design that was initially at the bottom and top is the part that is flipped.
- **Horizontal**: Flips your design so the right side is on the left and the left side is on the right. **Note**: If your design is rotated, the part of the design that was initially on the right side and left side is the part that is flipped.

13. **Back**: Returns you to the [Place: Position screen](#) (page 31).

14. **Next**: Continues to the [Sew: Prep screen](#) (page 42).

Prepare to sew your block (pulling the bobbin thread)

Contents:

- [Overview](#) (page 42)
- [Instructions](#) (page 42)
- [Tips](#) (page 44)
- [Button functions](#) (page 45)

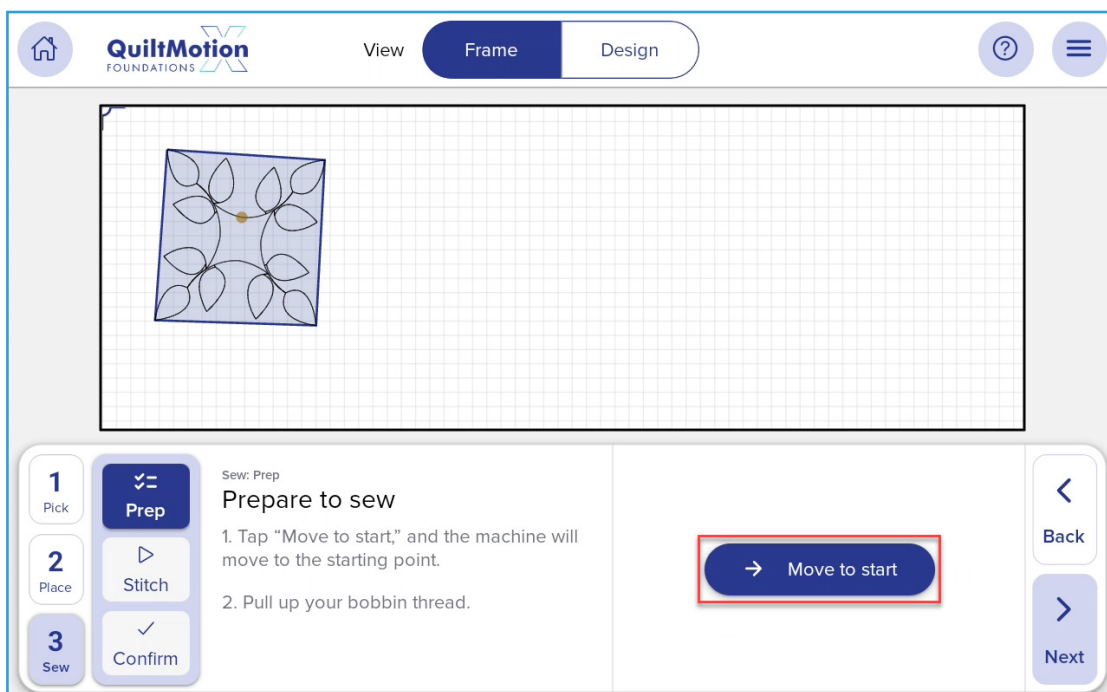
Overview:

In the Sew: Prep screen, use the Move to start button to pull up your bobbin thread close to where your first stitch will be.

Every stitch made with a sewing machine has two threads: the top thread (from the cone or spool on the machine) and the bottom thread (from the machine's bobbin). When you first start stitching, the tail of the bobbin thread is underneath the quilt. Since you can't see it, it's easy to stitch over the tail and end up with an unsightly bunch of thread under the quilt. 'Pulling up the bobbin thread' is the strategy to bring the bobbin thread up to the top of the quilt so that it can be trimmed away with the top thread tail. This should be done at the start of every tie-on and the end of every tie-off, and at the start and end of a line of tacking stitches.

Instructions:

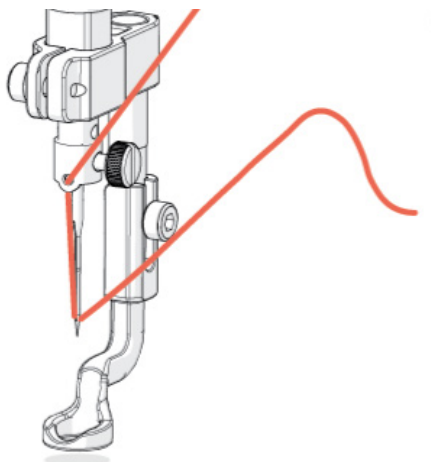
1. Make sure your needle is up.
2. Tap **Move to start**. QuiltMotion moves your machine's needle over the starting point for the design you placed. A message pops up to remind you to make sure your needle is up. Tap **OK**.



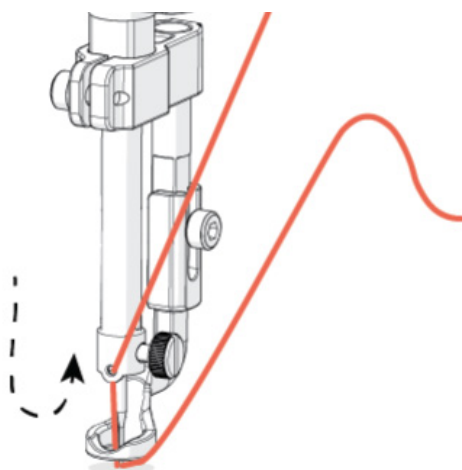
Prepare to sew your block (pulling the bobbin thread) (continued)

3. Pull up your bobbin thread.

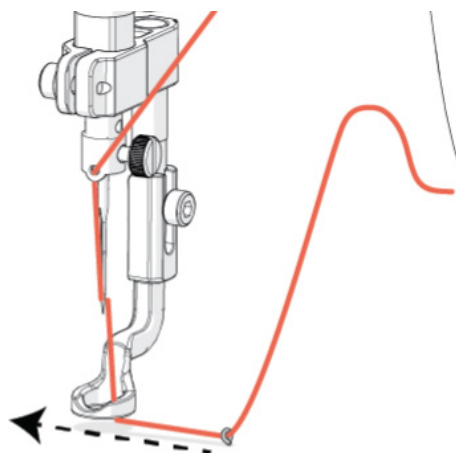
a. Grab and hold the top thread tail coming out of the eye of the needle.



b. Do a single stitch in place.



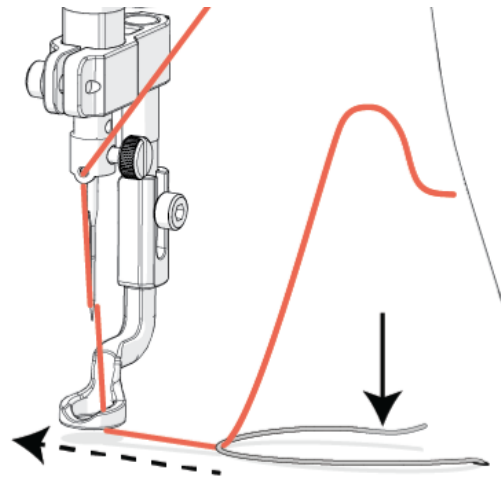
c. Still holding the top thread tail, move the machine away from the single stitch. A loop of bobbin thread is pulled up.



Quilting a Block

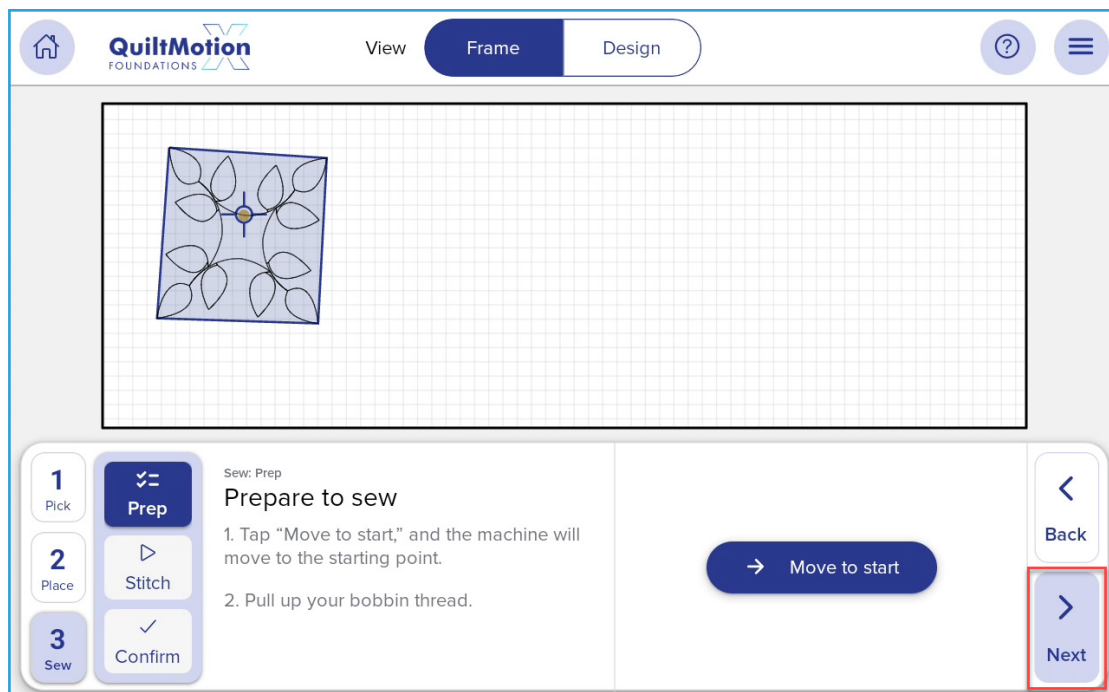
Prepare to sew your block (pulling the bobbin thread) (continued)

- d. Grab the loop of bobbin thread and pull up the bobbin thread tail.



- e. Move the machine back to the starting spot and pull the slack out of the bobbin tail (be careful not to keep pulling—you'll end up wasting thread).

4. Tap **Next**. A message pops up to remind you to make sure your needle is up. Tap **OK**.

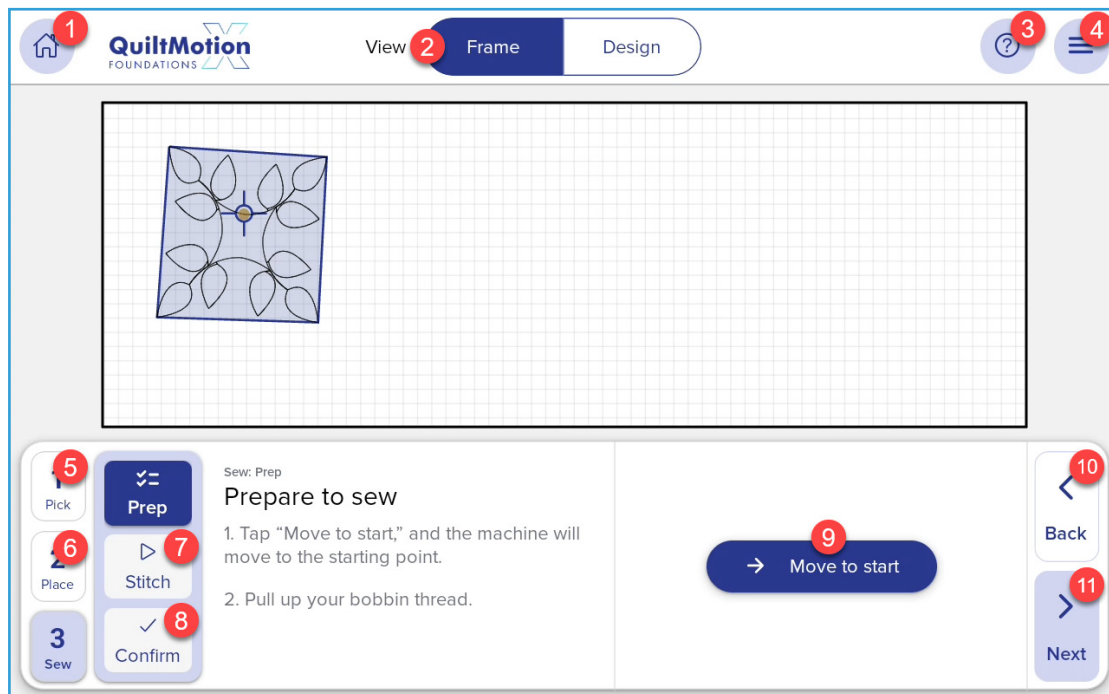


Tips:

- If the bobbin thread tail is short, it might take a few attempts to pull up the bobbin thread successfully. Installing the bobbin into the bobbin case with 3–5 inches of tail helps prevent this problem.
- The Sew: Prep screen is a great reminder to check your stitch size or speed on your machine and adjust your foot pedal if desired.

Prepare to sew your block (pulling the bobbin thread) (continued)

Button functions:



1. **Home:** Opens the software Home screen and clears your design and placement information.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
5. **Pick:** Returns to the [Pick: Design screen](#) (page 25) to choose a new block design.
6. **Place:** Returns to the [Place: Position screen](#) (page 31) to place your design again.
7. **Stitch:** Continues to the [Sew: Stitch screen](#) (page 46).
8. **Confirm:** Proceeds to the [Sew: Confirm screen](#) (page 52).
9. **Move to start:** Moves the machine needle over the starting point of the line so that you can pull up the bobbin thread tail.
10. **Back:** Returns you to [Place: Edit screen](#) (page 38).
11. **Next:** Continues to the [Sew: Stitch screen](#) (page 46).

Sew your block design

Contents:

- [Overview](#) (page 46)
- [Instructions](#) (page 46)
- [Tips](#) (page 48)
- [Button functions](#) (page 49)

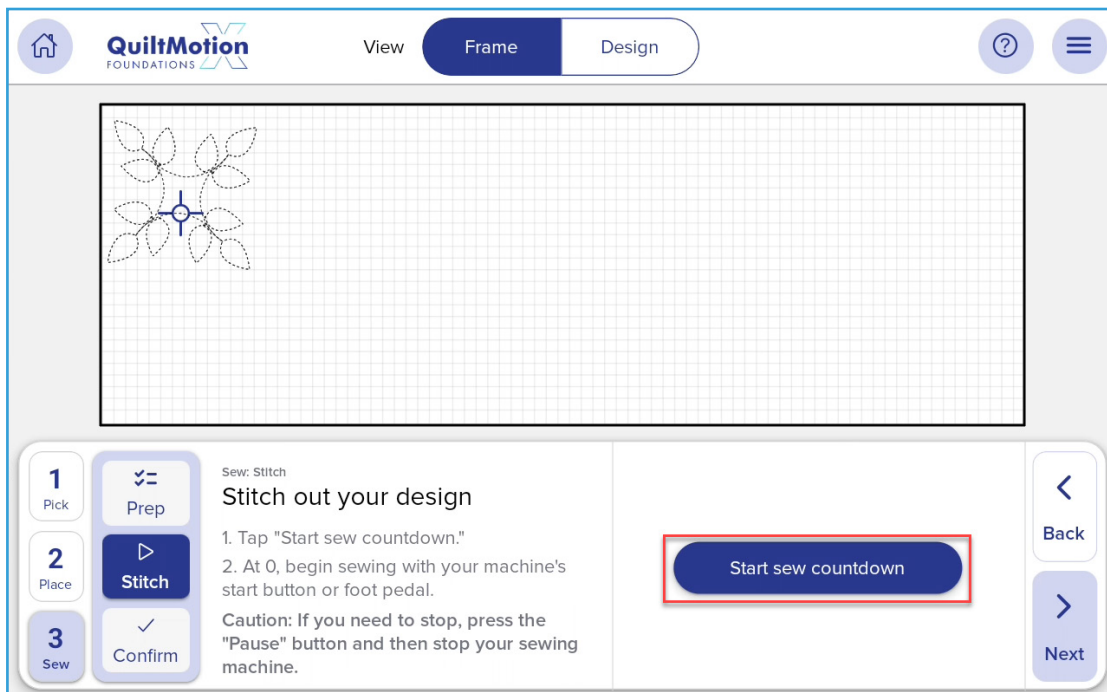
Overview:

QuiltMotion will shuttle your machine around your frame along the path of the design you chose. You must time pressing start on your machine or pressing down on your foot pedal so that your machine stitches out the design.

CAUTION: Read these instructions all the way through before attempting the process.

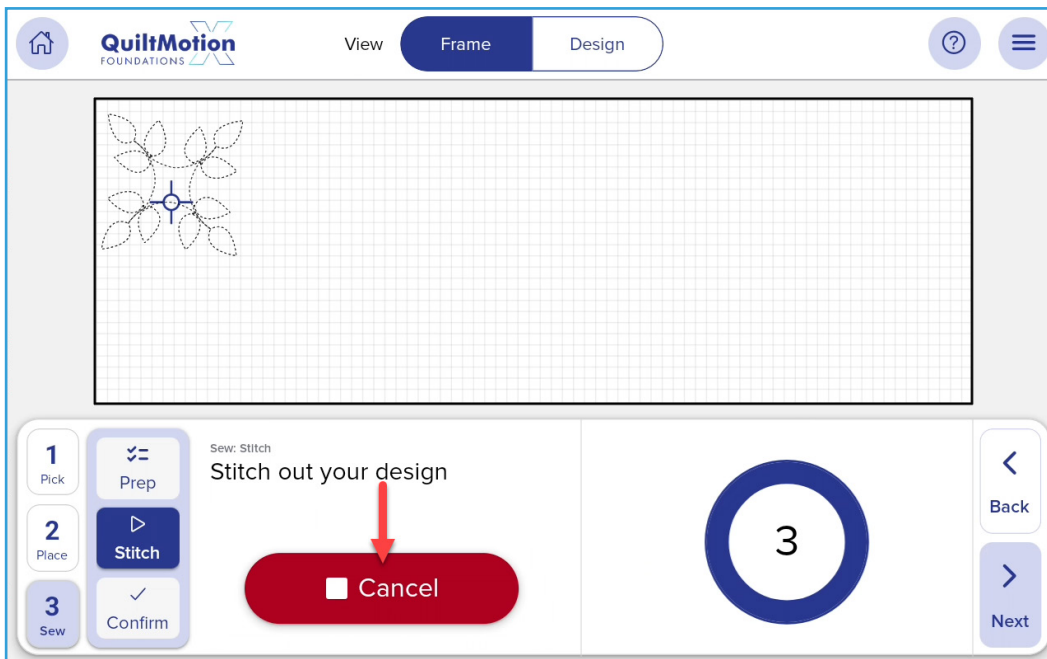
Instructions:

1. Make sure your needle is up.
2. Tap **Start sew countdown**. A countdown begins, starting at 3 (unless you have set it to 5 in Quick settings).



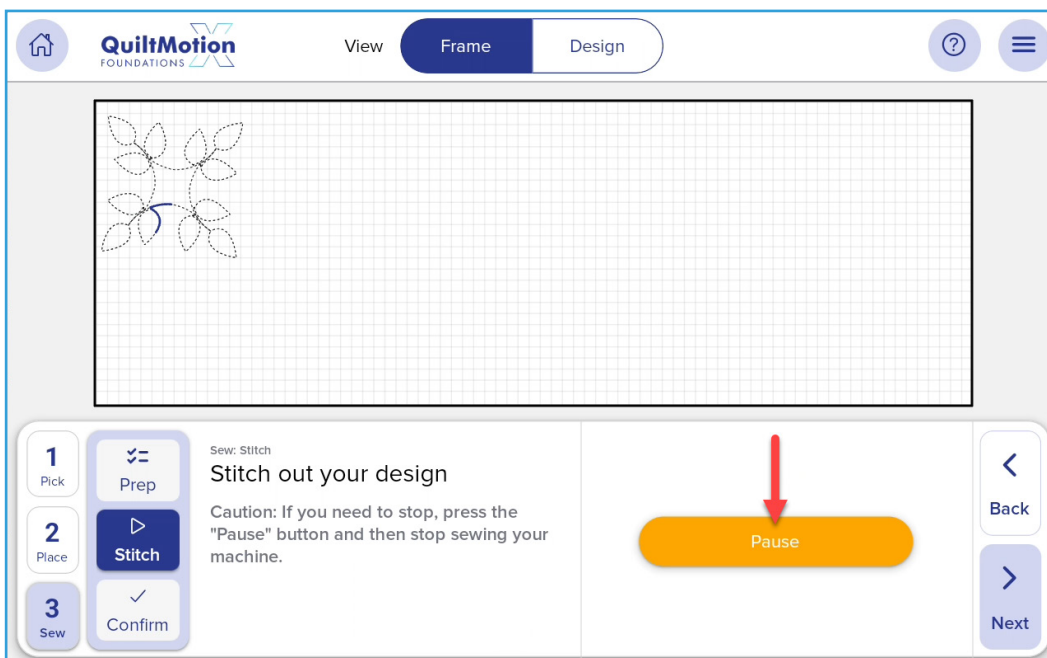
Sew your block design (continued)

3. **Note:** As soon as the countdown starts, the **Cancel** button appears. If you need to prevent your machine from moving, tap this button.



4. At Sew! (0), activate the stitching on your machine. QuiltMotion will shuttle your machine around the frame along the path of the design. **Note:** Some machines ramp up to speed when they start stitching. Get to know your machine to determine exactly when to activate stitching, otherwise you might miss the first few stitches of your design. **Tip:** Start your stitching slightly early to make a few securing stitches in place.

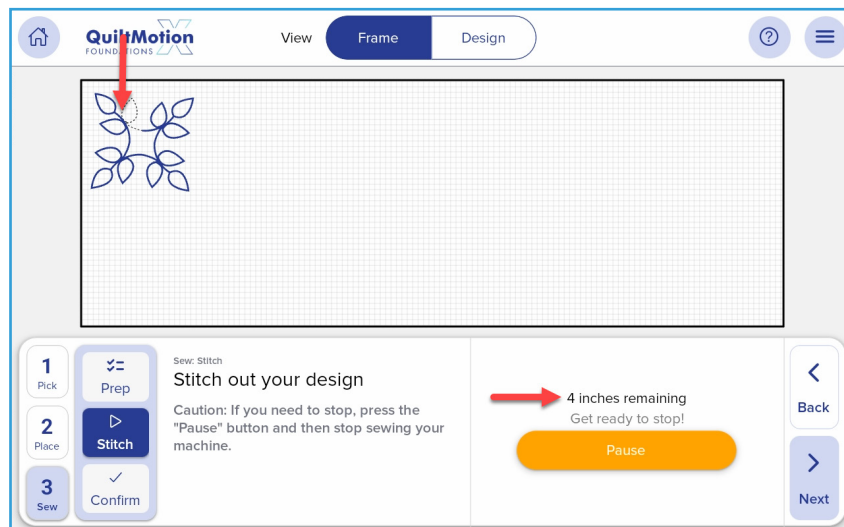
5. If needed, tap **Pause** to stop QuiltMotion from moving your machine around the frame. **IMPORTANT:** This does not stop your machine from continuing to stitch! It is best to deactivate stitching immediately after pressing Pause.



Quilting a Block

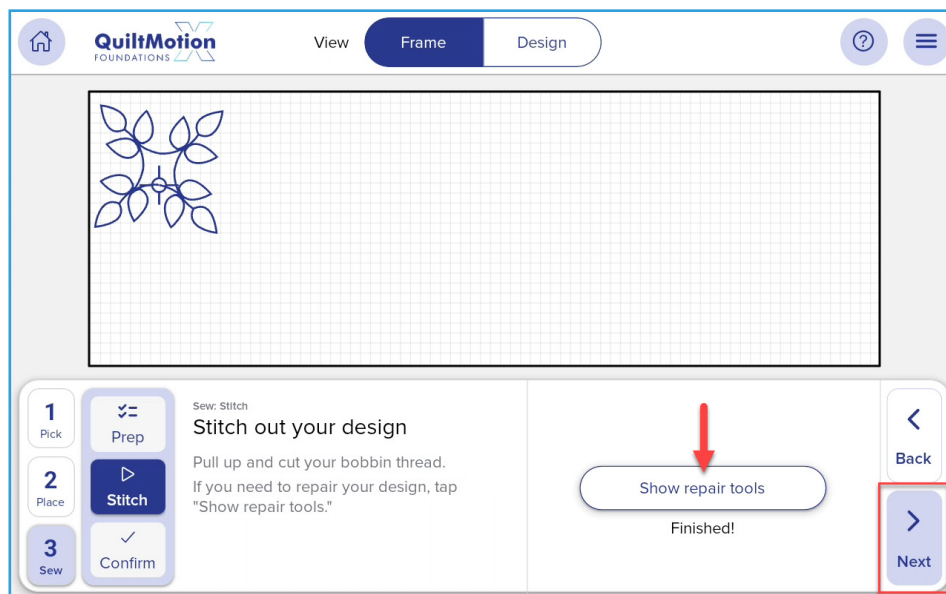
Sew your block design (continued)

6. A countdown appears when there are about 5 inches left to stitch out. A little later, a beep sounds to warn you that you are reaching the end of your design. You can also see your progress in the preview window. Deactivate the stitching as soon as the machine reaches the end of the design. Leaving the stitching running can cause damage to your quilt and your machine.



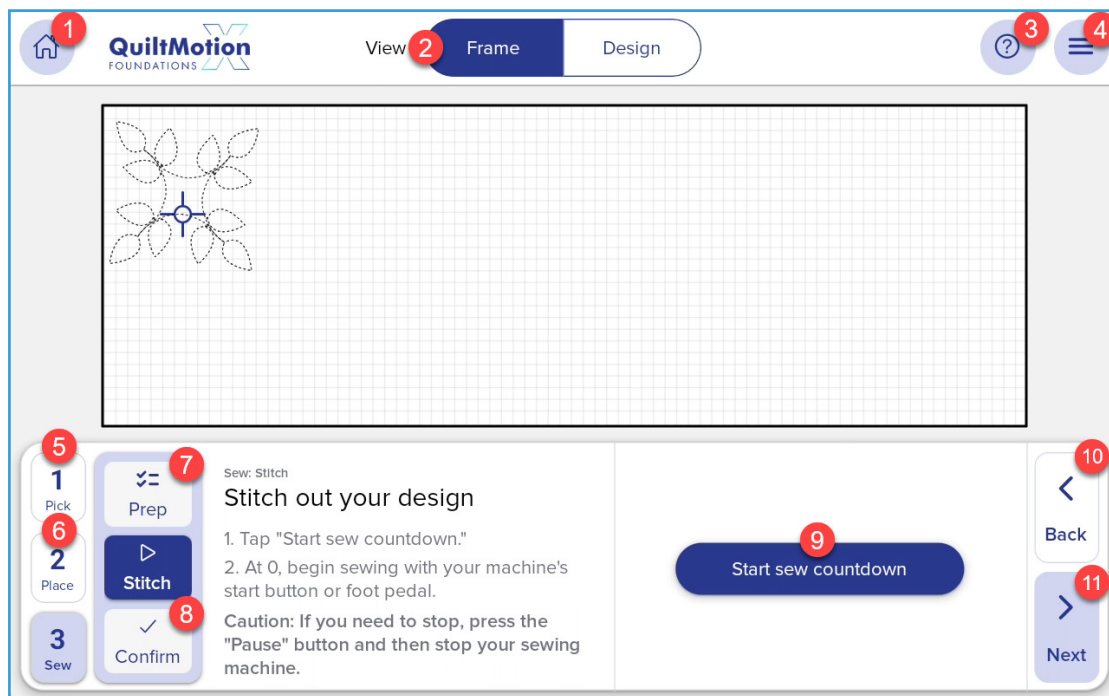
7. Check that your design successfully stitched out to the end. **Note:** Sometimes when the bobbin thread runs out, the top thread appears to continue making stitches like normal. However, the stitches are not anchored in place. Always check the underside of the stitches as well as the top.

8. If your design stitched out properly, tap **Next**. If your design did not stitch out properly, tap **Show repair tools**.



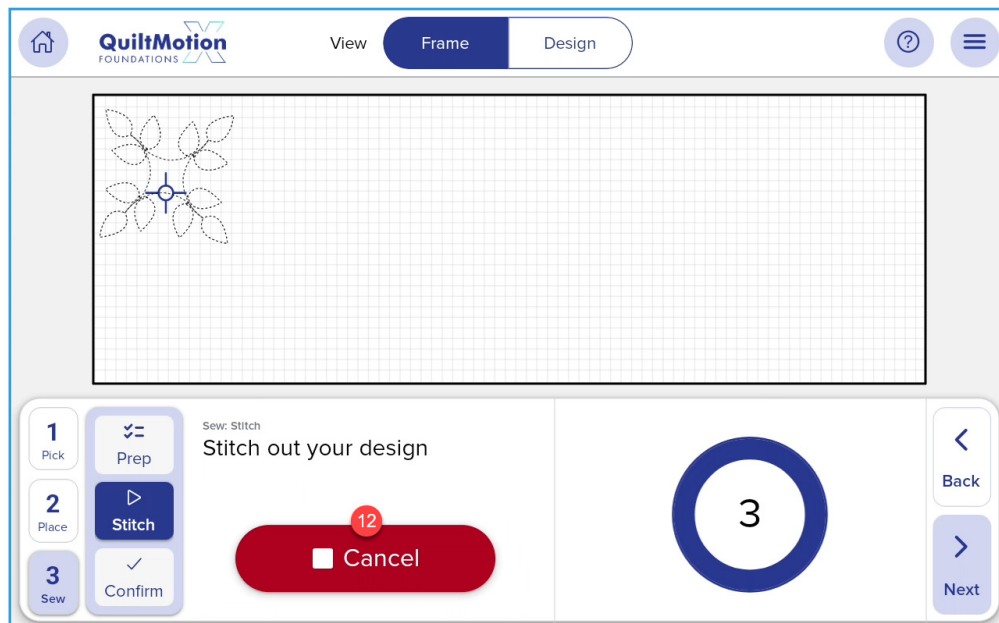
Tips:

- To preview the sewing path on your quilt, press **Start sew countdown** on the sewing screen without activating the stitching on your machine. The machine will follow along the stitching path and you can make sure everything looks correct. Then press **Back** from the [Sew: Confirm screen](#) (page 52) to return to the sewing screen and stitch out the design.

Button functions:**Sew: Stitch screen**

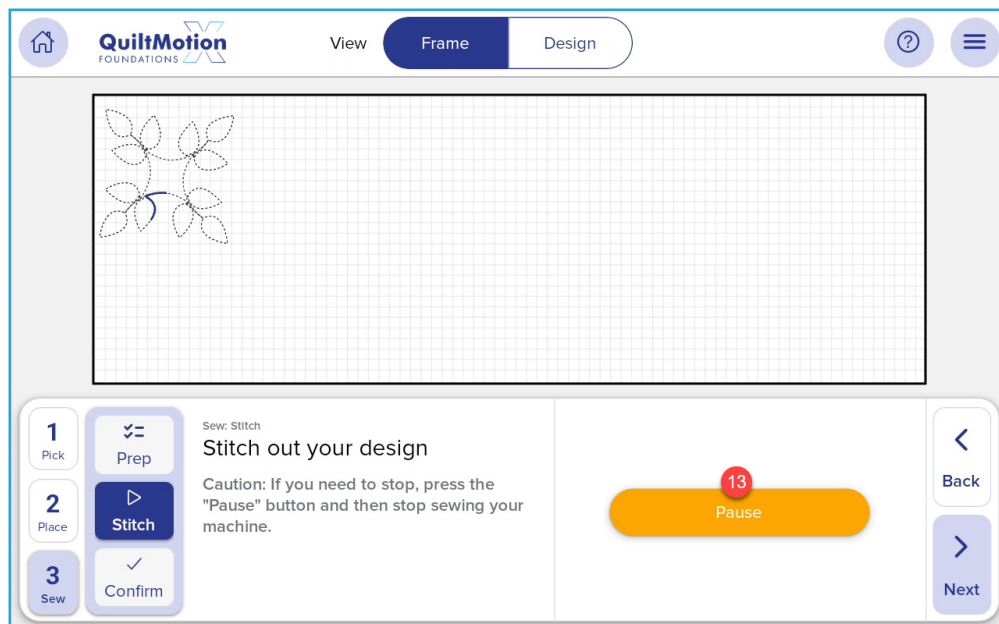
1. **Home:** Opens the software Home screen and clears your design and placement information.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
5. **Pick:** Returns to the [Pick: Design screen](#) (page 25) to choose a new block design.
6. **Place:** Returns to the [Place: Position screen](#) (page 31) to place your design again.
7. **Prep:** Returns to the [Sew: Prep screen](#) (page 42) to access the Move to start button.
8. **Confirm:** Continues to the [Sew: Confirm screen](#) (page 52).
9. **Start sew countdown:** Counts down from 3 or 5 (as selected in Quick settings) and then moves the machine along the design path.
10. **Back:** Returns to the [Sew: Prep screen](#) (page 42).
11. **Next:** Continues to the [Sew: Confirm screen](#) (page 52).

Sew: Stitch countdown screen

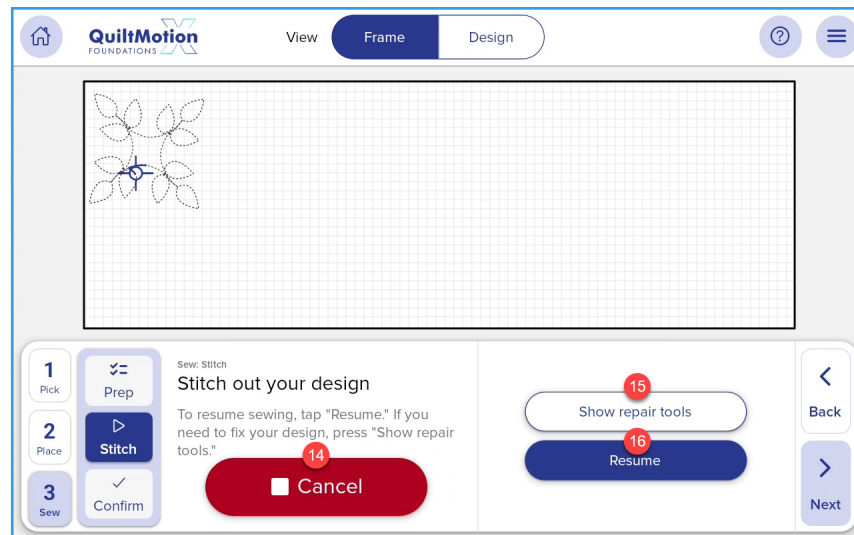


12. **Cancel:** This option appears during the Sew: Stitch countdown after you press Start sew countdown. Press to stop the countdown and prevent the machine from moving.

Sew: Stitch quilting screen



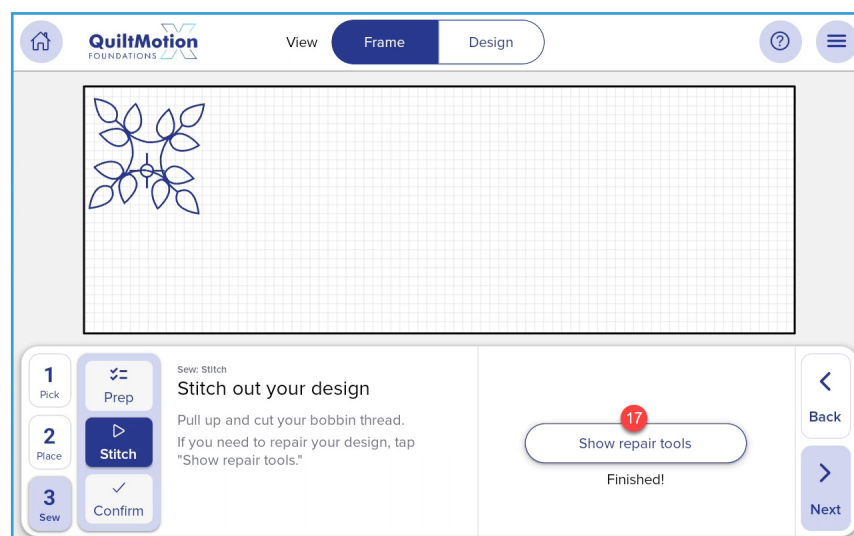
13. **Pause:** This option appears when the machine is moving along the design path. Tap to halt the machine. Immediately stop the stitching on your machine after pressing Pause. When paused, the Resume, Cancel, and Show repair tools buttons appear.

Sew: Stitch paused screen

14. **Cancel:** This option appears if you press pause when your design is stitching out. It cancels the progress in the software for your current design so that you can start over stitching it from the beginning.

15. **Show repair tools:** This option appears after your design is finished or if you press pause when your design is stitching out. Open the [repair tools](#) (page 98) to stitch out a portion of the current design. This is usually done when only part of the design has sewn out successfully and you want to sew the remaining portion of the design.

16. **Resume:** This option appears if you press pause when your design is stitching out. It starts a countdown for the machine to resume quilting.

Sew: Stitch finished screen

17. **Show repair tools:** This option appears after your design is finished or if you press pause when your design is stitching out. Open the [repair tools](#) (page 98) to stitch out a portion of the current design. This is usually done when only part of the design has sewn out successfully and you want to sew the remaining portion of the design.

Confirm your work (block)

Contents:

- [Overview](#) (page 52)
- [Instructions](#) (page 52)
- [Tips](#) (page 52)
- [Button functions](#) (page 53)

Overview:

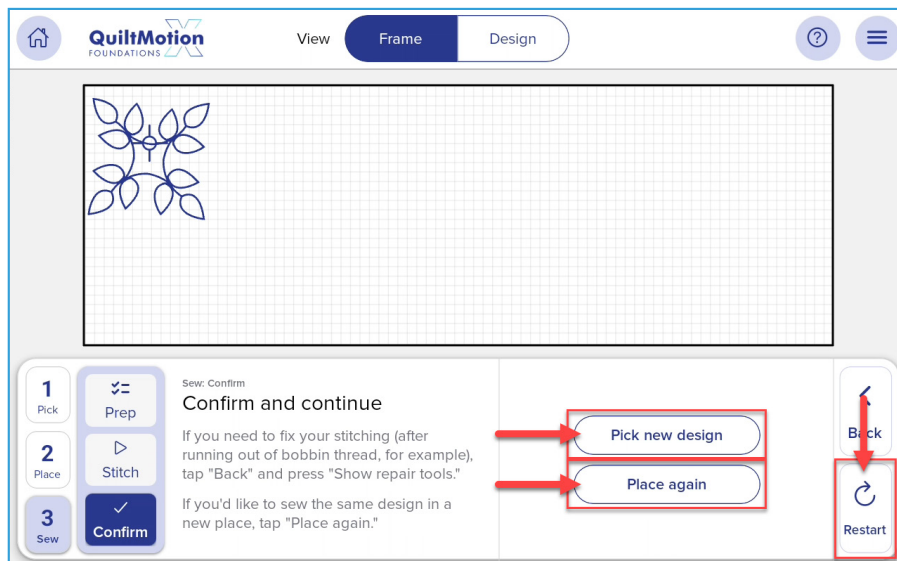
There are 3 options on the Sew: Confirm screen:

- **Pick new design:** Choose a new block design to stitch out.
- **Place again:** Place and sew a copy of the block design you just sewed.
- **Restart:** Switch to a line or pantograph design.

Instructions:

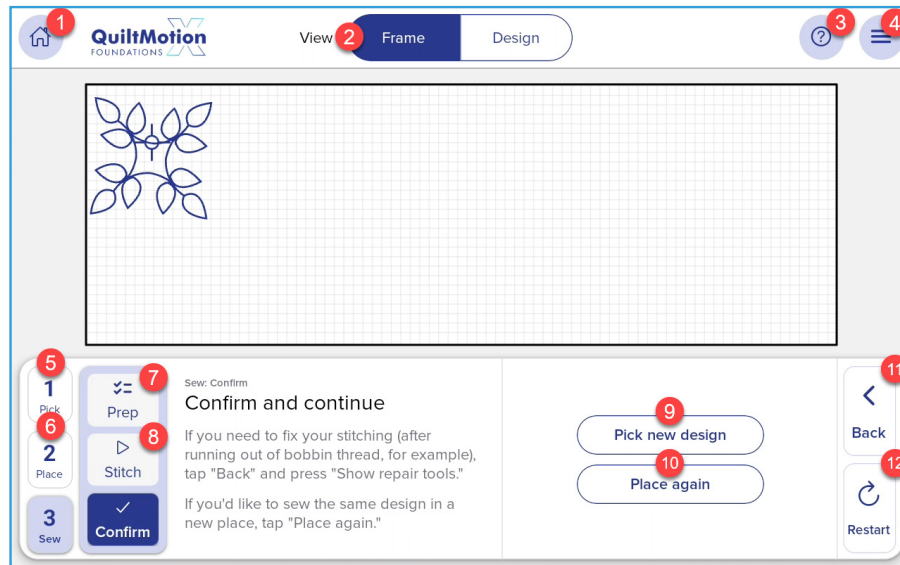
Decide if you would like to sew a copy of your block design somewhere else on your quilt or if you'd like to switch to a new design or a new type of design. Then do one of the following:

- To sew a copy of the current block design, tap **Place again**.
- To choose a new block design, press **Pick new design**.
- To switch to a line or pantograph design, tap **Restart**.



Tips:

- Use **Pick**, **Place**, and **Sew** on the bottom left to quickly navigate back to previous screens. Tap **Pick** to switch to choose a new block design. Tap **Place** to return to the Place: Edit screen to edit your block design, and tap the options inside of Sew (Prep, or Stitch) to return to the Sew: Prep and Sew: Stitch screens.

Button functions:

1. **Home:** Opens the software Home screen and clears your design and placement information.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, show measurement lines, or change the grid sizing.
5. **Pick:** Returns to the [Pick: Design screen](#) (page 25) to choose a new block design.
6. **Place:** Returns to the [Place: Position screen](#) (page 31) to place your design again.
7. **Prep:** Returns to the [Sew: Prep screen](#) (page 42) to access the Move to start button.
8. **Stitch:** Returns to the [Sew: Stitch screen](#) (page 46) for your current block.
9. **Pick new design:** Returns to the [Pick: Design screen](#) (page 25) to choose a new block design.
10. **Place again:** Returns to the [Place: Position screen](#) (page 31) to stitch out a new block somewhere else.
11. **Back:** Returns to the [Sew: Stitch screen](#) (page 46) for your current block.
12. **Restart:** Returns to the [Pick: Type screen](#) (page 4) so you can switch to a line or a pantograph design.

Quilting a Pantograph

Choose a pantograph design

Contents:

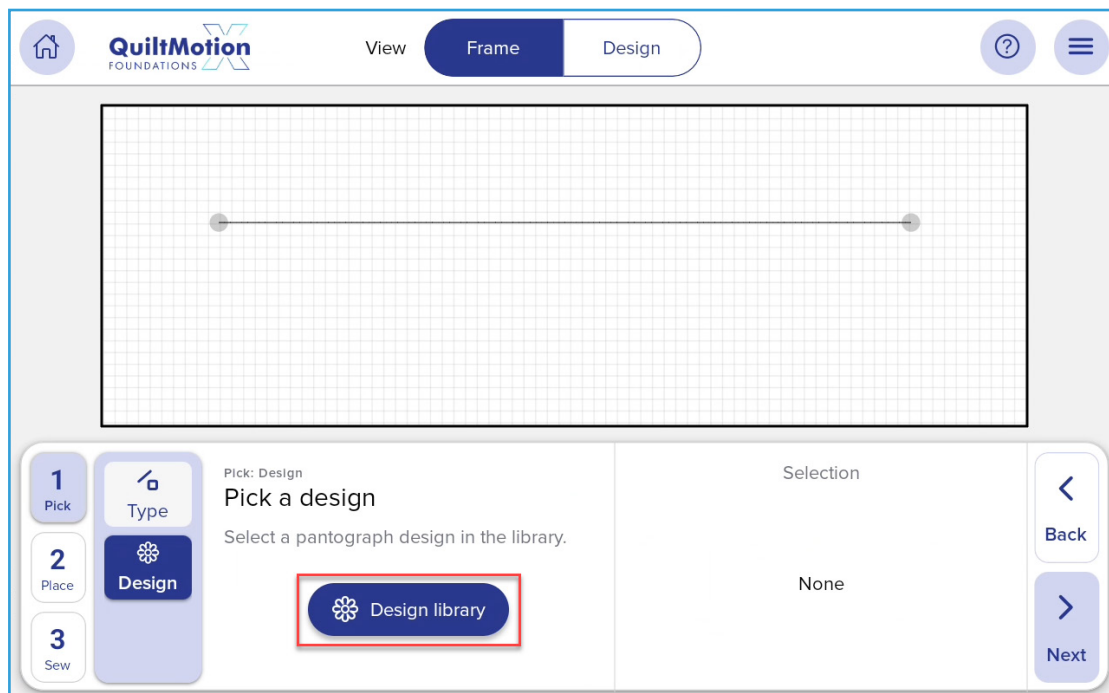
- [Overview](#) (page 55)
- [Instructions](#) (page 55)
- [Tips](#) (page 58)
- [Button functions](#) (page 59)

Overview:

In the Pick: Design screen, open the Design library and choose a pantograph design.

Instructions:

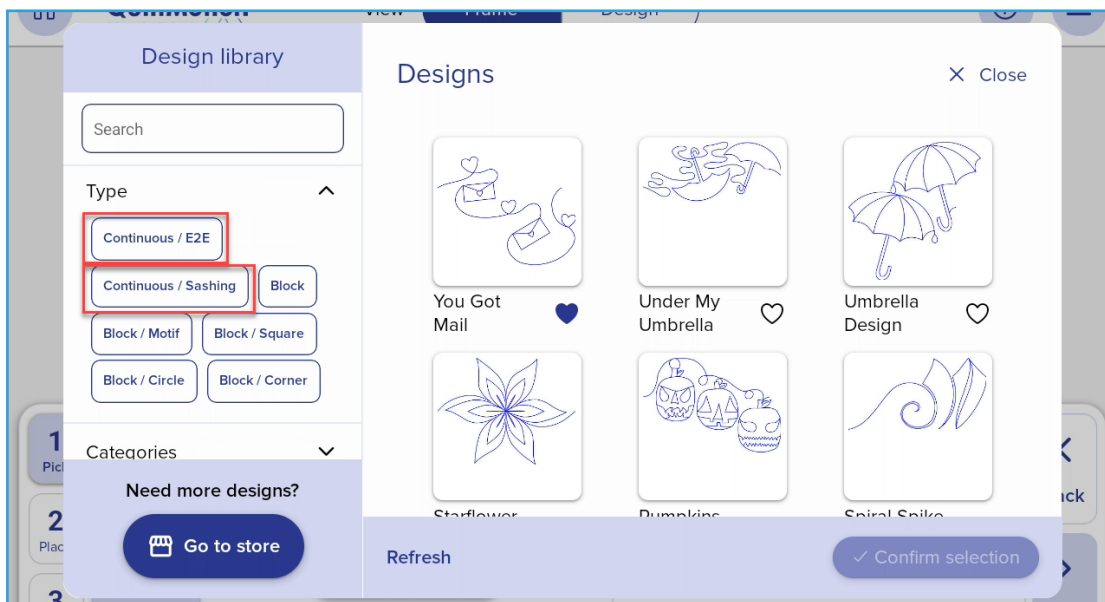
1. Tap **Design library**.



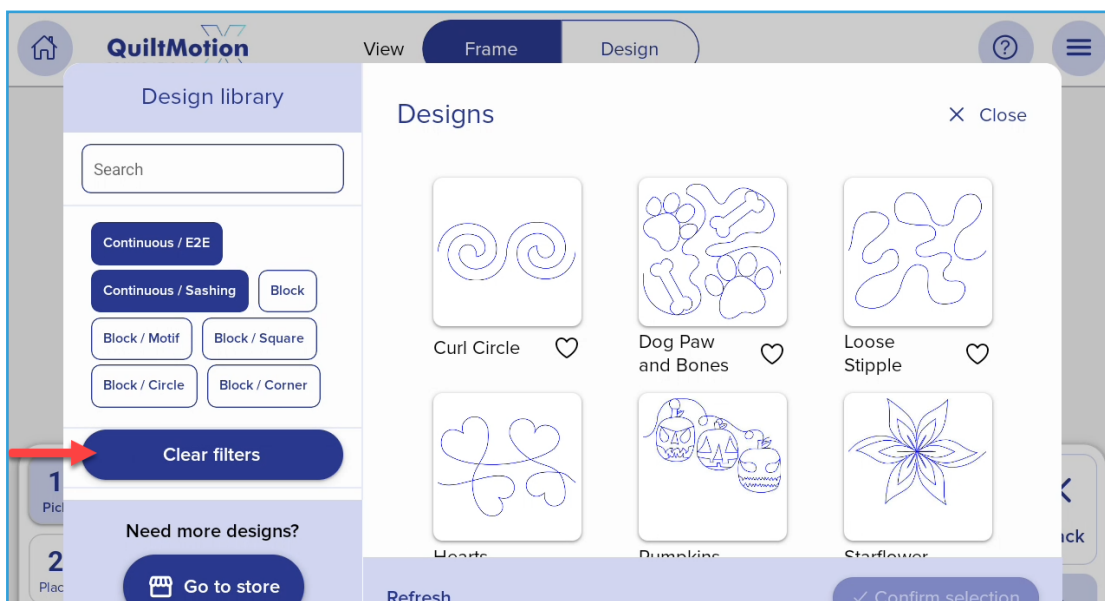
Quilting a Pantograph

Choose a pantograph design (continued)

2. In the Design library sidebar, open the **Type** dropdown and choose **Panto**. **Note:** Some pantograph designs might be categorized under **Continuous**, **Continuous / Sashing**, etc. Choose all that apply.

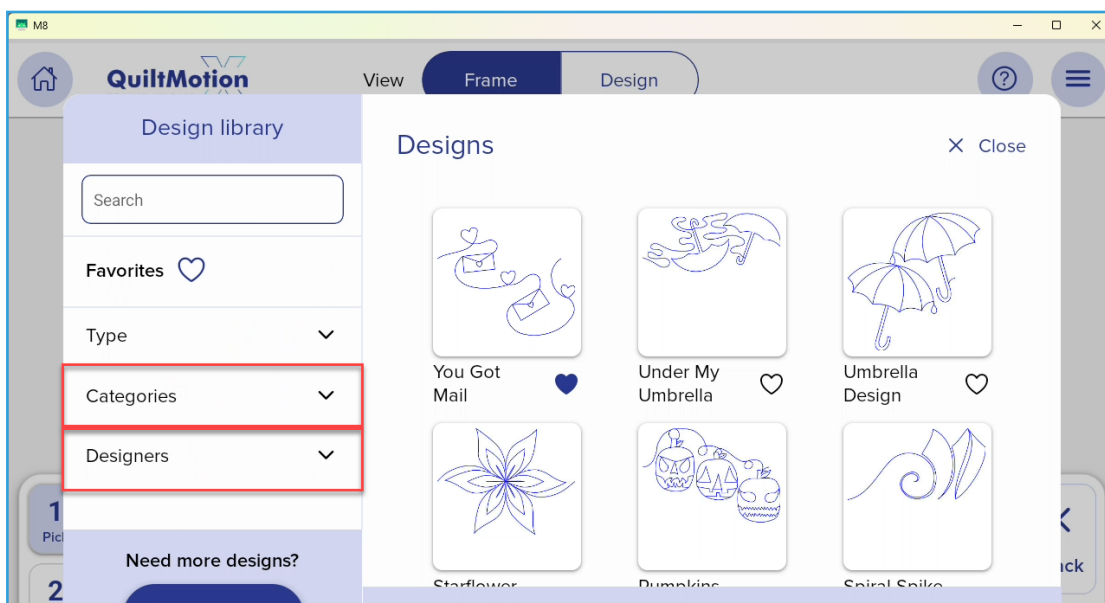


Note: When any filters (Type, Categories, Designers, or Favorites) are applied, the **Clear filters** button appears. Tap this button to quickly remove all filters.

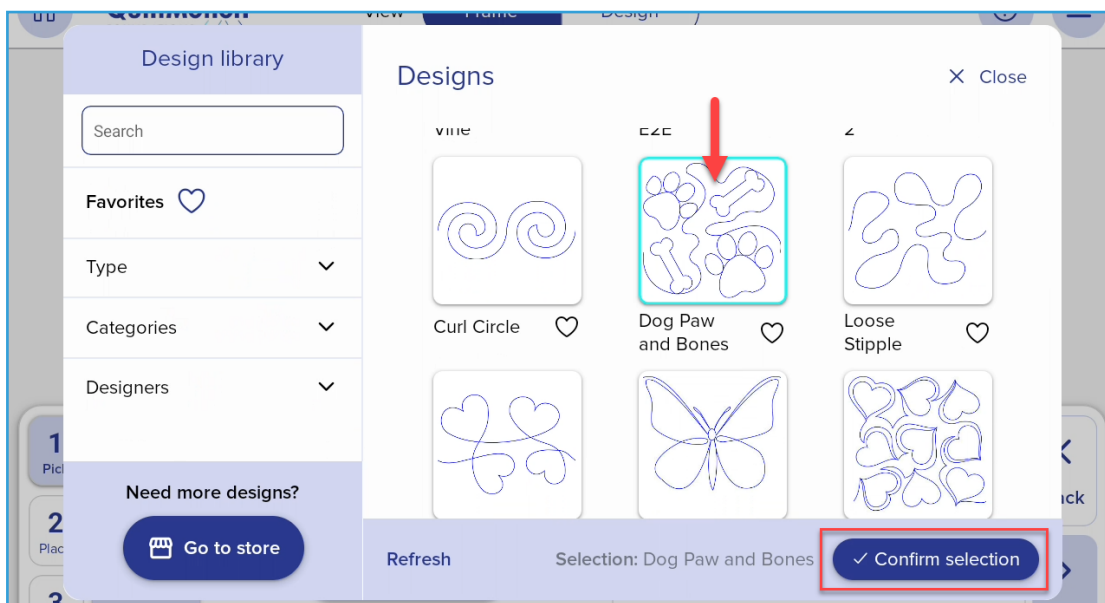


Choose a pantograph design (continued)

3. If desired, apply other filters, such as the **Category** or the **Designer**.



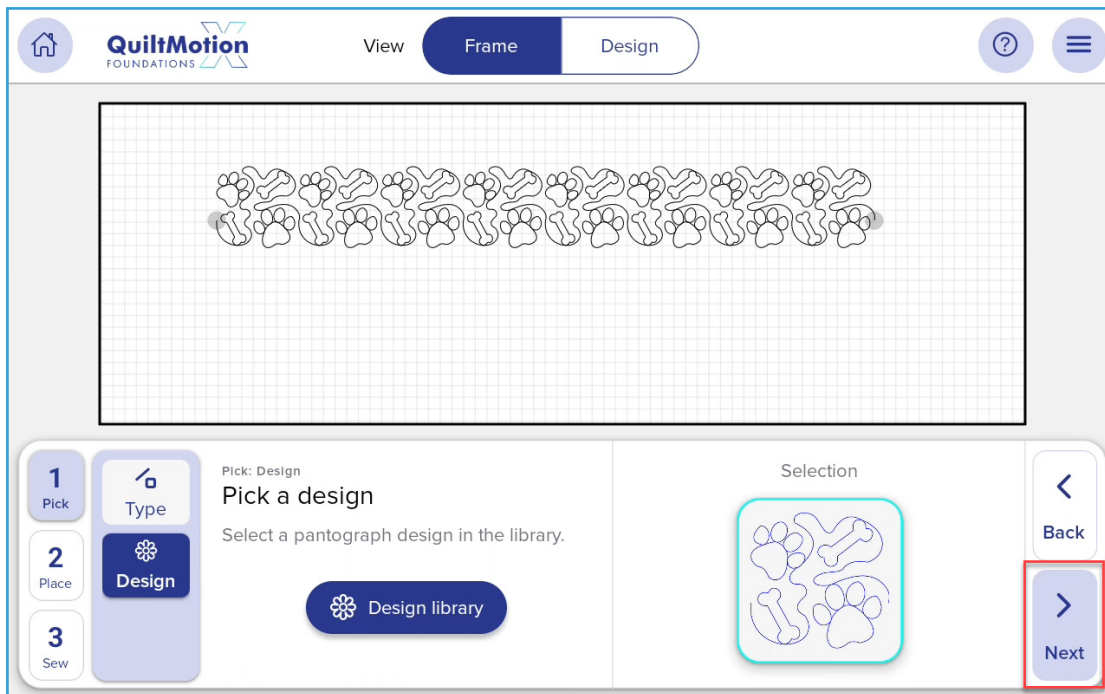
4. Tap the design you like and then press **Confirm selection** at the bottom-right corner of the window.



Quilting a Pantograph

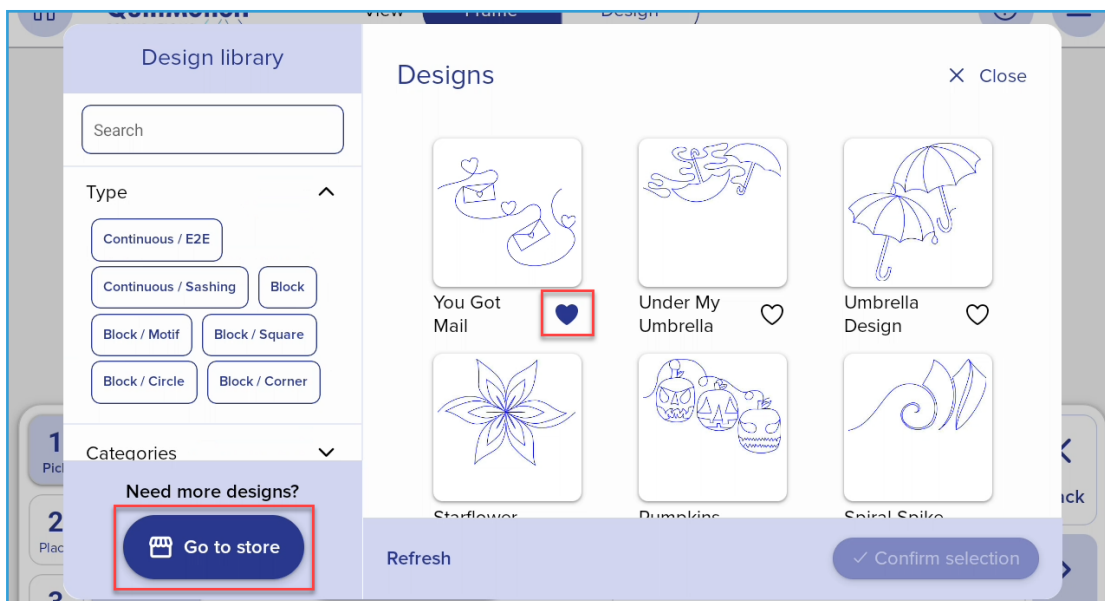
Choose a pantograph design (continued)

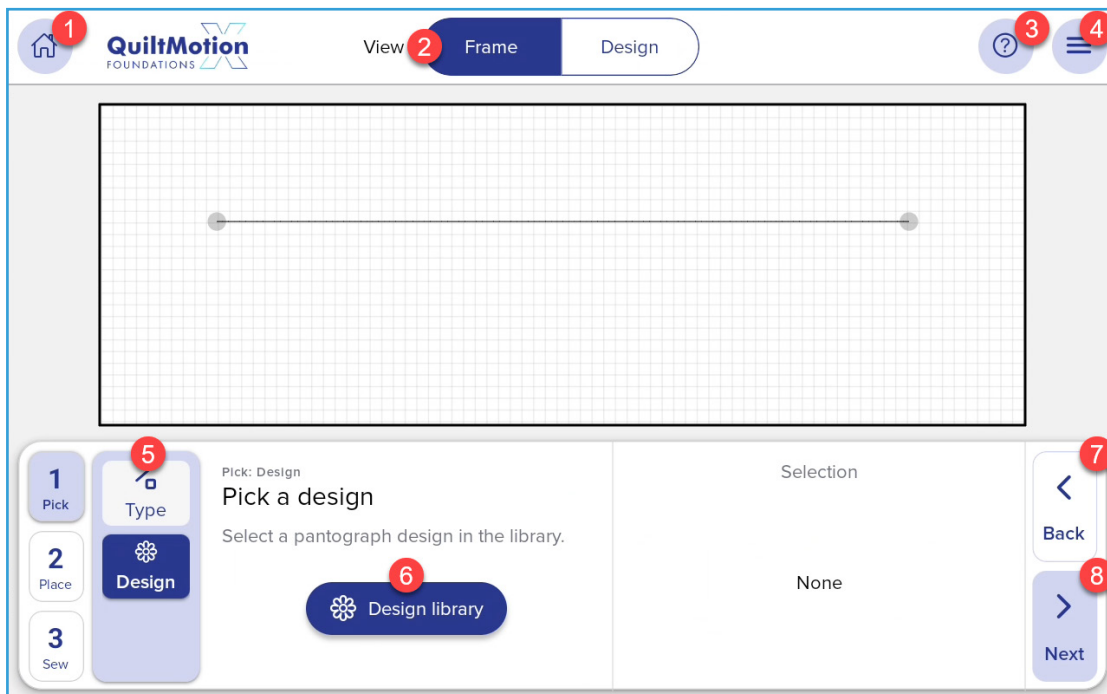
5. Back on the Pick: Design screen, your selection displays on the bottom right side of the screen. Tap **Next**.



Tips:

- In the Design library, tap the **heart** by each design name to favorite that design. Then you can find the design again quickly by applying the favorites filter in the sidebar.
- In the Design library, press **Go to store** to see more designs available for purchase (or sometimes for free) online.



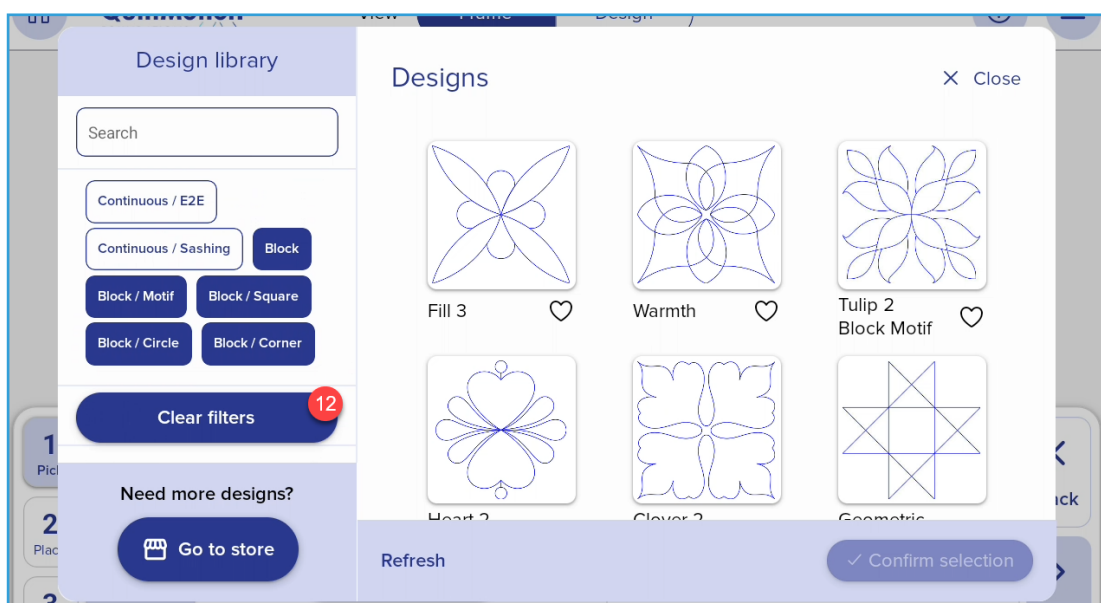
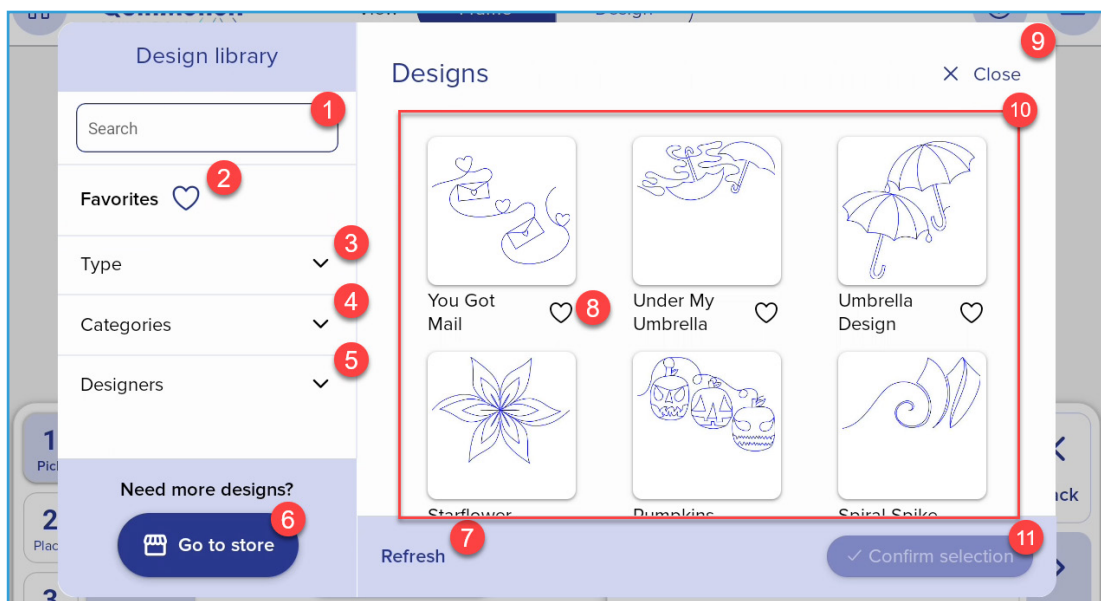
Button functions:

1. **Home:** Opens the software Home screen and clears your design and placement information.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access Frame space shrink, the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
5. **Type:** Returns to the [Pick: Type screen](#) (page 4) to switch to a line or block design.
6. **Design library:** Opens the Design library so that you can choose a design.
7. **Back:** Returns to the [Pick: Type screen](#) (page 4) to switch to a line or block design.
8. **Next:** Confirms your selected design and continues to the [Place: Edit screen](#) (page 62).

Quilting a Pantograph

Choose a pantograph design (continued)

Design library screen



1. **Search:** Enter part of your design's name to bring it up.
2. **Favorites:** Filters for designs that you have added to your favorites (by tapping the heart by the design's name).
3. **Type:** Filters your designs by the type, such as block or pantograph.
4. **Categories:** Filters your design by category.
5. **Designers:** Filters your designs by designer.
6. **Go to store:** Opens Grace Company's Design Store where you can purchase more designs.
7. **Refresh:** Press to reload your designs. After making a purchase in the Design Store, you might need to tap Refresh to get the designs to show up in your library.
8. **Heart:** Favorites the design it's next to. Favorited designs have filled in hearts.

Choose a pantograph design (continued)

9. **Close:** Exits from the design library without choosing a design.
10. **Design tile:** Selects that design.
11. **Confirm selection:** Confirms the selected design and returns to the [Pick: Type screen](#) (page 4).
Note: This button only works when a design is selected.
12. **Clear filters:** Removes all applied filters (Type, Categories, Designers, or Favorites).

Quilting a Pantograph

Edit your pantograph design

Contents:

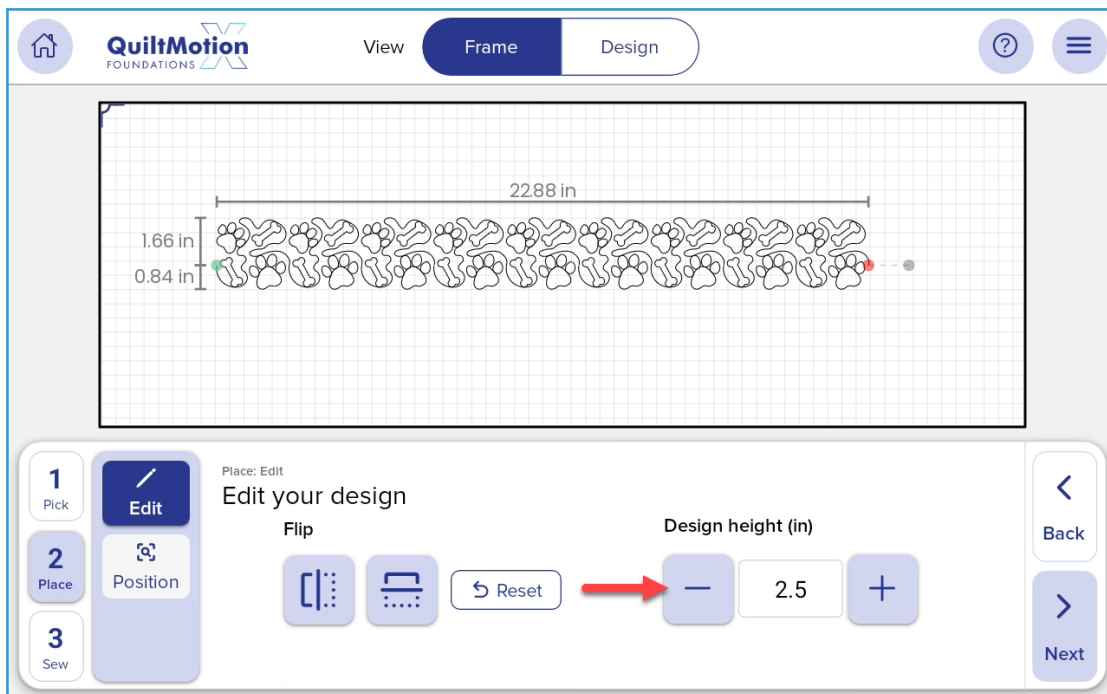
- [Overview](#) (page 62)
- [Instructions](#) (page 62)
- [Tips](#) (page 64)
- [Button functions](#) (page 65)

Overview:

Use the options on the screen to customize the appearance of your pantograph design.

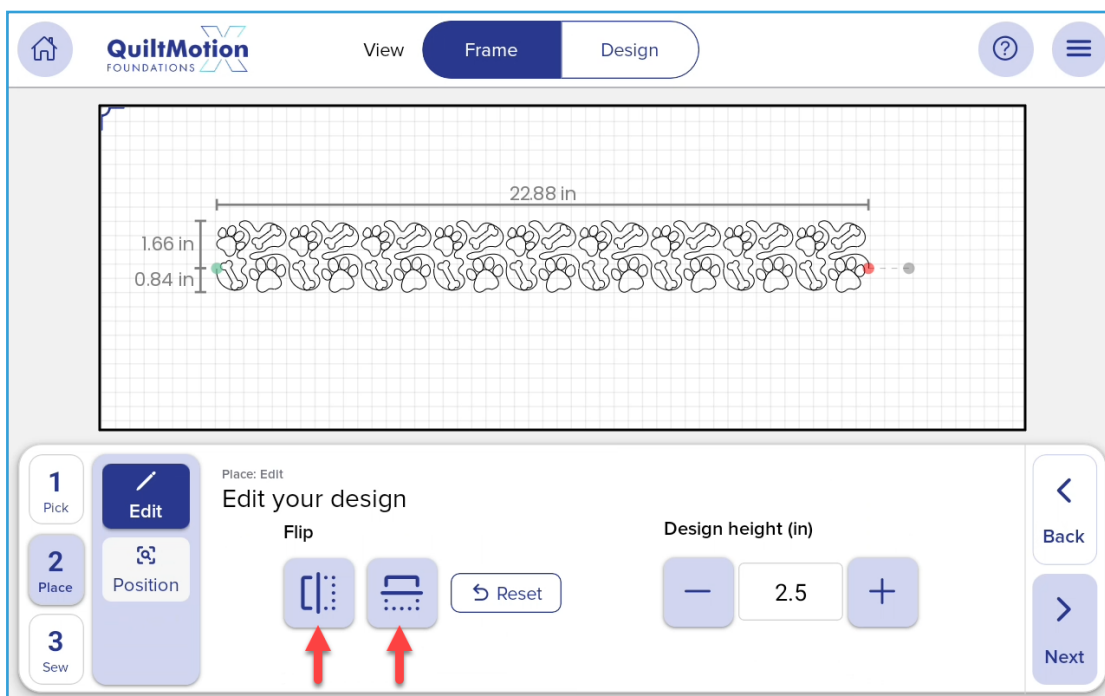
Instructions:

1. If desired, tap the - or + buttons to change the size of your design. The number corresponds to the height of the design (the distance from the bottom of the design to the top of the design) in inches.

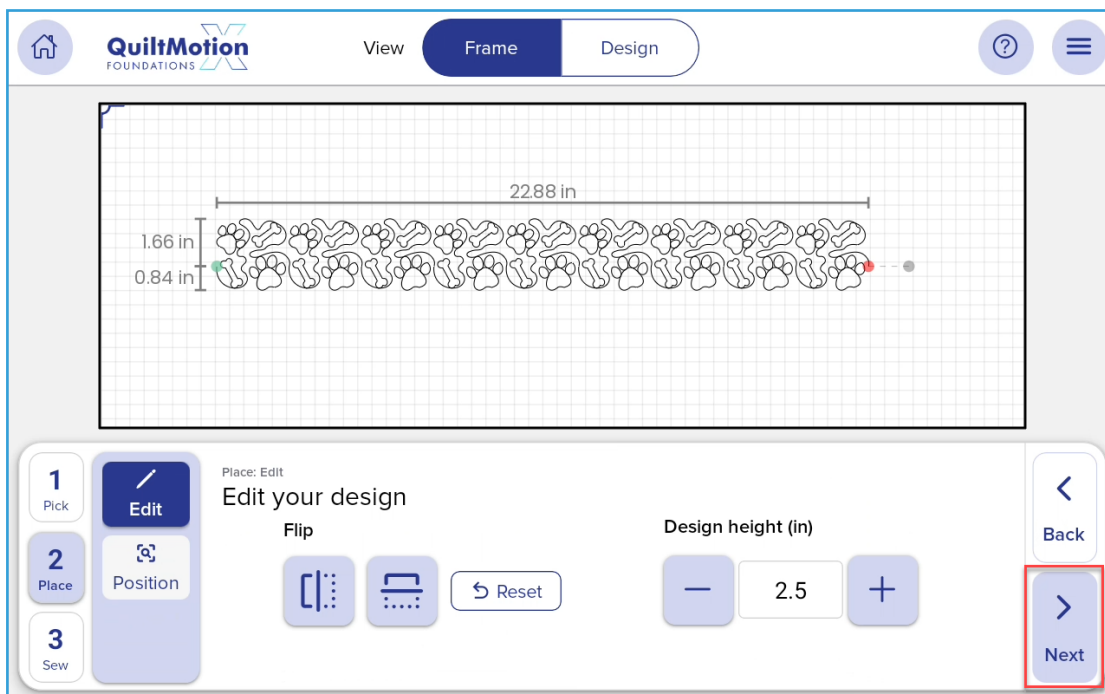


Edit your pantograph design (continued)

2. If desired, flip your design by tapping the **Flip** buttons.



3. When satisfied with your design's appearance, tap **Next**.

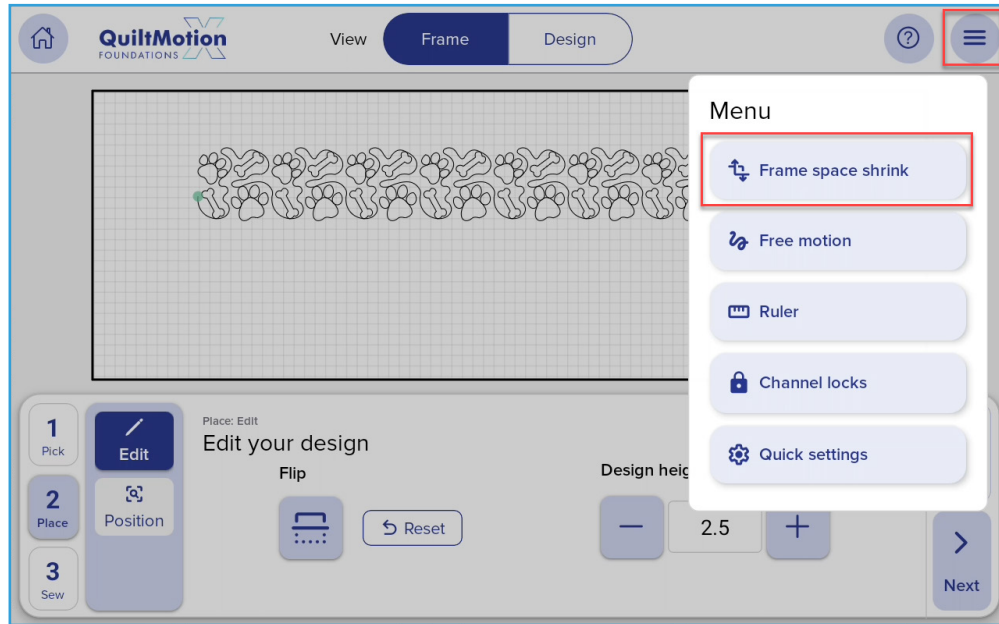


Quilting a Pantograph

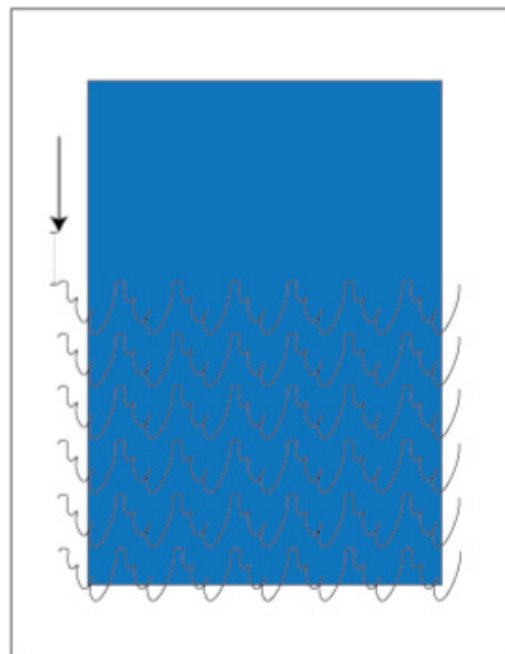
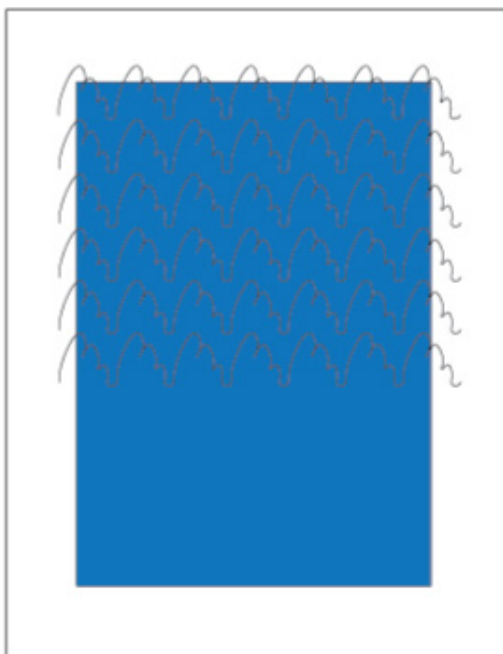
Edit your pantograph design (continued)

Tips:

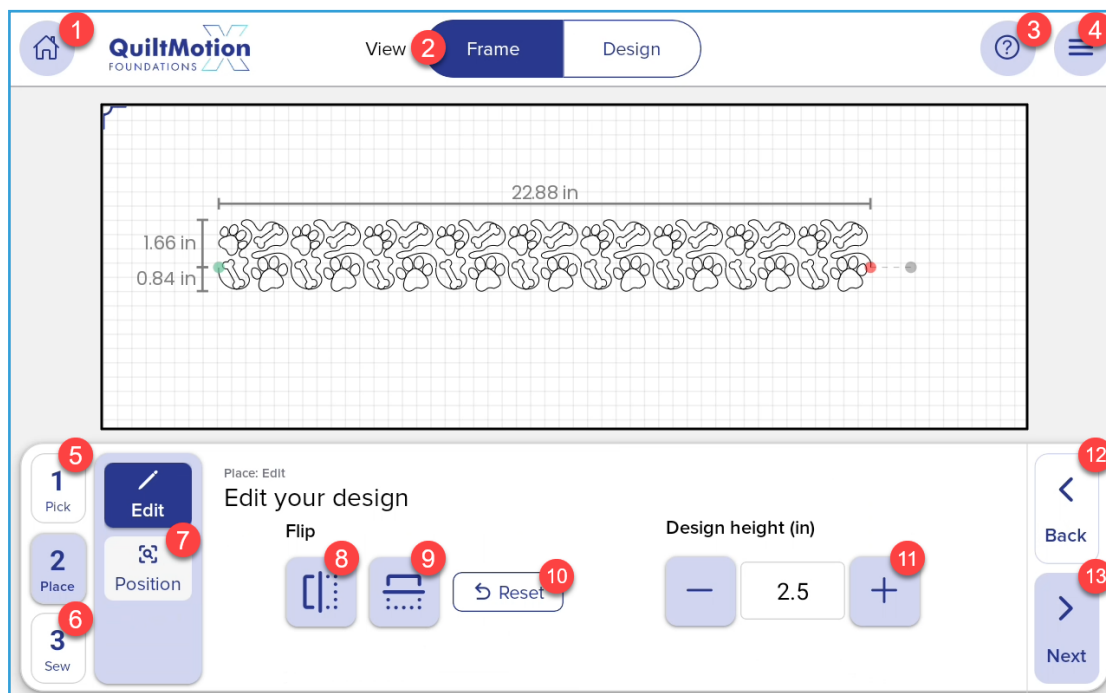
- Write down your design height so that you can size your pantograph consistently across the quilt.
- The rolled up quilt in the throat of the machine restricts the available space on the frame for quilting. If you have a significant roll built up in the throat of your machine, tap the Menu icon and choose Frame space shrink to mark your available frame space.



- As your frame space shrinks (because your quilt roll grows as you progress through your quilt), you might struggle to fit your new rows of pantographs. If your quilt is more than halfway finished, try rotating your quilt upside down and start the next row from the other direction. You must flip your design both vertically and horizontally on the Edit screen so that it stitches out consistently with the previous rows.



Button functions:



1. **Home:** Opens the software Home screen and clears your design and placement information.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access Frame space shrink, the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
5. **Pick:** Returns to the [Pick: Design screen](#) (page 55) to choose a new pantograph design.
6. **Sew:** Skips the [Place: Position screen](#) (page 67) to go to the [Sew: Prep screen](#) (page 78).
Note: If you do not place your design in the [Place: Position screen](#) (page 67), the design defaults to the center of your frame space. It is unlikely that it will stitch out where you want it to when it is time to sew.
7. **Position:** Continues to the [Place: Position screen](#) (page 67) to place your pantograph.
8. **Flip (horizontal):** Flips the left and right sides of your design.
9. **Flip (vertical):** Flips the bottom and top of your design.
10. **Reset:** Returns the design to its original orientation.

11. **Design height (in):**

- [-]: Decreases the design height by .25 inches.
- **Field:** Tapping the field (between the - and + buttons) opens a keyboard to enter a number value.
- [+]: Increases the design height by .25 inches.

12. **Back:** Returns to the [Pick: Design screen](#) (page 55) to choose a new pantograph design.

13. **Next:** Continues to the [Place: Position screen](#) (page 67) to place your pantograph.

Place your pantograph design

Contents:

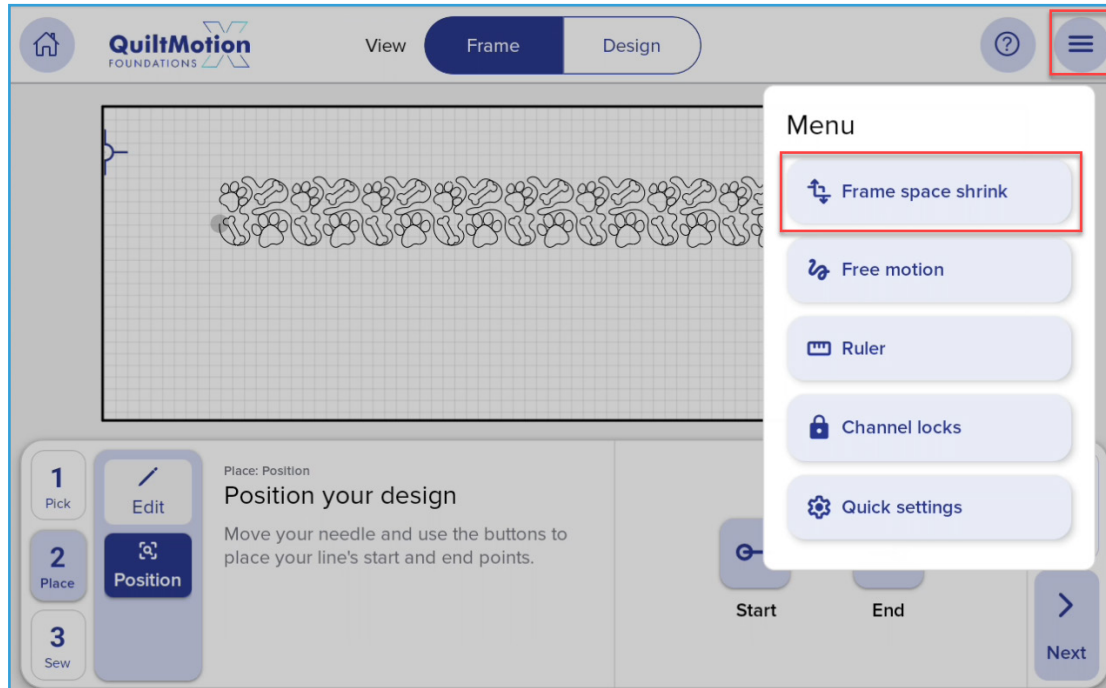
- [Overview](#) (page 67)
- [Instructions](#) (page 67)
- [Tips](#) (page 72)
- [Button functions](#) (page 72)

Overview:

Pantographs are placed by using your machine's needle to show the software the location of your design's start and end points.

Instructions:

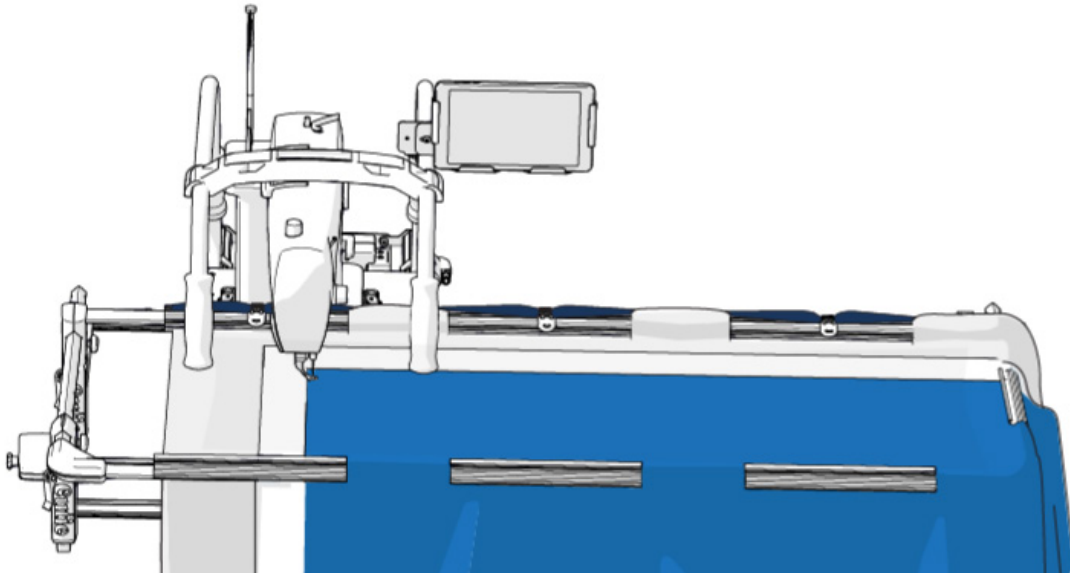
1. The rolled up quilt in the throat of the machine restricts the available space on the frame for quilting. If you have a significant roll built up in the throat of your machine, tap the **Menu** icon and choose **Frame space shrink** to mark your available frame space. If you do not have a roll of fabric in the throat of the machine, skip this step.



Quilting a Pantograph

Place your pantograph design (continued)

2. When you're finished with Frame space shrink, move your machine's needle directly over the spot on the quilt that you want to set as the starting point for the design. Then tap the **Start** button.



The screenshot shows the QuiltMotion app interface. At the top, there is a navigation bar with a home icon, the QuiltMotion logo, and tabs for 'View', 'Frame', and 'Design'. The main area displays a grid with a paw print design. Dimensions are shown: a width of 21.36 in and a height of 2.00 in. A starting point is marked with a blue circle and a crosshair. Below the grid, there are three numbered steps: 1. Pick, 2. Place, and 3. Sew. The 'Position' button is highlighted. To the right, there are 'Start' and 'End' buttons, with the 'Start' button highlighted with a red box. On the far right, there are 'Back' and 'Next' navigation buttons.

1 Pick Edit

2 Place Position

3 Sew

Place: Position

Position your design

1. Remember to tack down your fabric edges before placing your points.

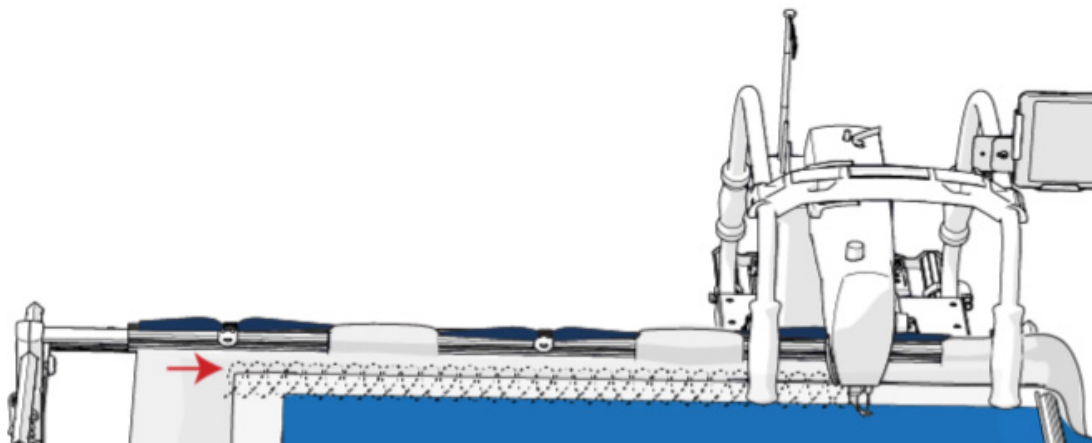
2. Move your needle and use the buttons to place your line's start and end points.

Start End

Back Next

Place your pantograph design (continued)

Note: The measurements on the side of the design in the screen preview window can help you place your first row. Generally, pantographs are stitched off the edge of the quilt top, onto the batting.



It can be tricky to eyeball where to place your start and end point to achieve this effect. Some designs have a start point toward the top of the design, while others have a start point in the middle or at the bottom. The measurement shows you how much of the design is above the start and end points and how much is below it. In the Dog Paw and Bones design shown earlier, there are 2 inches of design above the starting point and 1 inch below. The exact numbers in inches will change depending on the height set for the design, but this design always has a bottom to top ratio of 1 to 2.

Subtract 1 inch from the top number. If the result is a negative number, measure up from the top-left corner of your quilt that distance and place your starting point 1 inch from the left of that point.

If the number is positive, measure down from the top-left corner of your quilt that distance and place the starting point 1 inch from the left of that point.



For example, in the Dog Paw and Bones design above, there are 2 inches of design above the starting point. $2 \text{ inches} - 1 \text{ inch} = 1 \text{ inch}$. Since the number is positive, the quilter would measure 1 inch down from the top-left corner of the design, and place the starting point 1 inch to the left of that point.

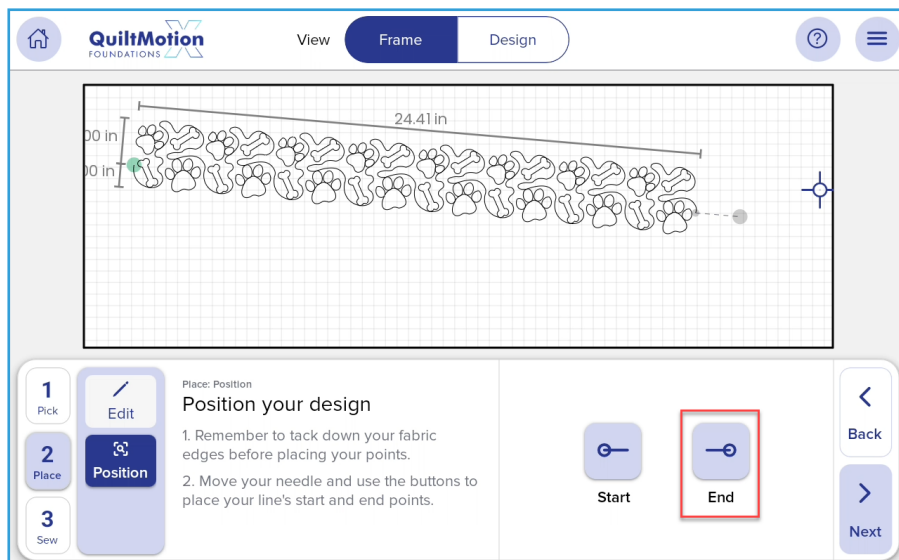
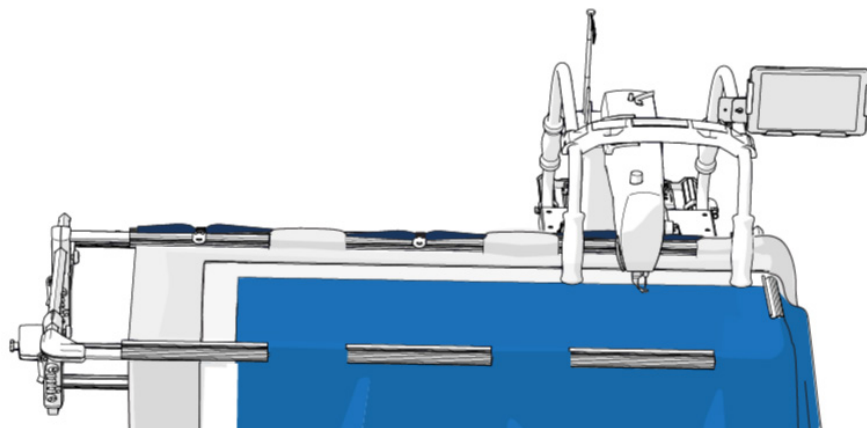
Quilting a Pantograph

Place your pantograph design (continued)



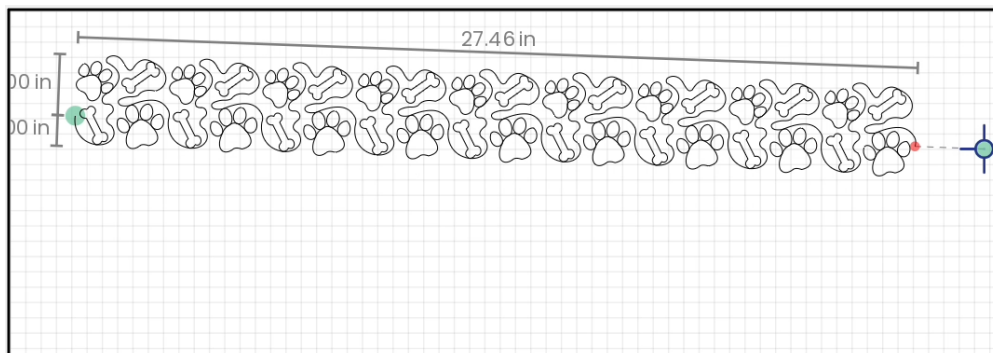
You can also move your machine so your crosshair is over the highest part of the design and see if your needle is over the batting or if it is still over the quilt top. However, you must place both the start and end points before you can check the placement with the crosshair, and you might have to re-place your design several times before it is right.

3. Move your machine's needle directly over the spot on the quilt that you want to set as the ending point for the design. Then tap the **End** button. If you measured where to place your starting point, make sure you use the same measurement to place your end point.

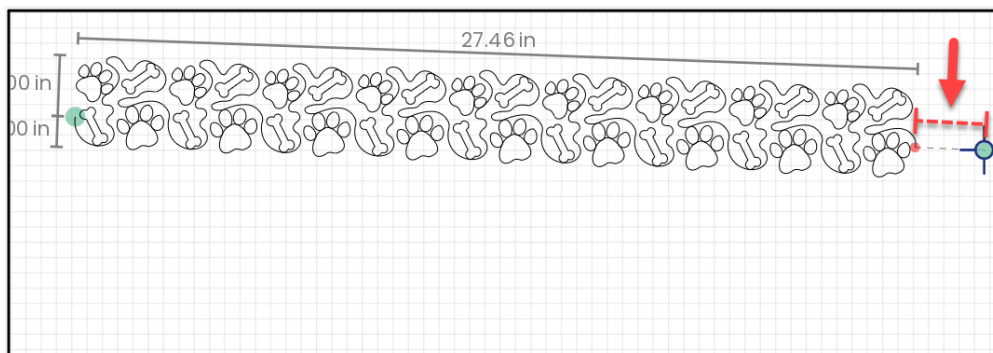


Place your pantograph design (continued)

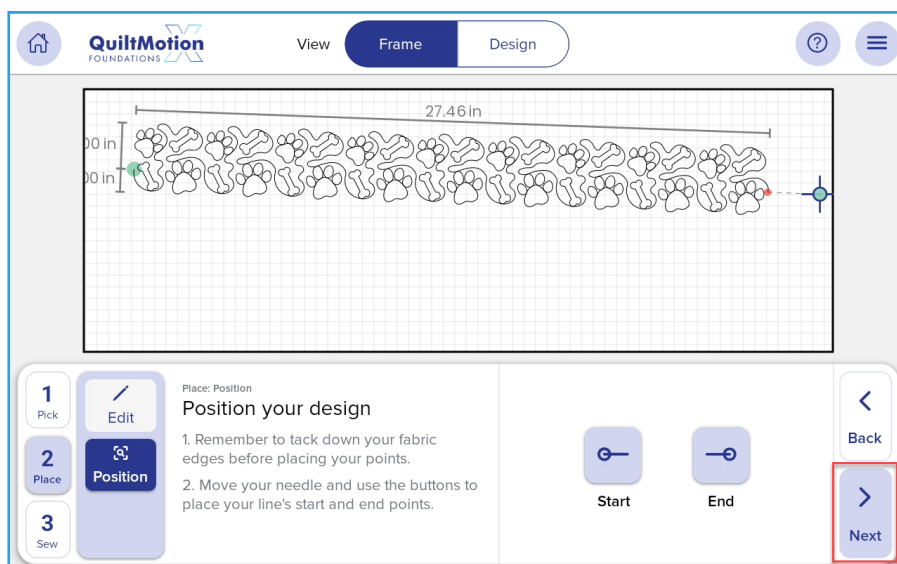
- **Note:** Your design probably isn't square with the sides of the preview window on your screen. This is expected. The preview window represents the edges of your frame. The only way you would end up with a design that is perfectly parallel to the sides of the frame is if your quilt is installed perfectly on the frame. If you try to set your placement so that the design is perfectly square on the screen instead of focusing on where you want it to stitch on the quilt, you will end up stitching in your design diagonally on your quilt.



- **Note:** Your design might not reach all the way to the end point that you selected. The design does not stretch or distort to reach the end point. This ensures that the pantograph design is uniform throughout the quilt. If you change the height of the design on the previous screen, this also affects where the design ends.



4. Tap **Next**.



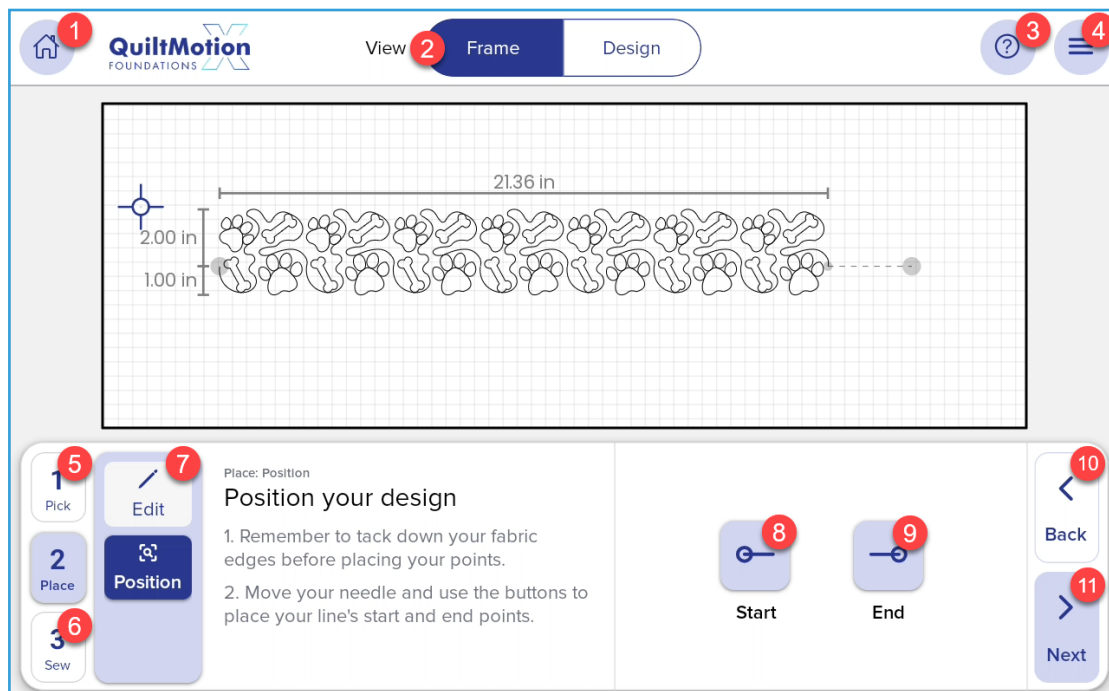
Quilting a Pantograph

Place your pantograph design (continued)

Tips:

- Mark your placements with a sticker or fabric pen. If your stitching gets disrupted for some reason (like QMX loses power), use the marks to re-place your design in the same spot.
- For more exact placement, use the handwheel on your machine to drop the needle down close to the fabric.
- When placing your next row of pantographs below a previous row, go to the previous row's starting point and measure down the full height of the design. Add or subtract any spacing needed to nest your design. Adding at least a quarter of an inch on a design that is not intended to nest can prevent rows of designs from crossing into each other if the fabric isn't placed perfectly on the frame.

Button functions:



1. **Home:** Opens the software Home screen and clears your design and placement information.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access Frame space shrink, the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
5. **Pick:** Returns to the [Pick: Design screen](#) (page 55) to choose a new pantograph design.

Place your pantograph design (continued)

6. **Sew:** Continues to the [Sew: Prep screen](#) (page 78). **Note:** If you do not set your design's start and end points before pressing Next, the pantograph placement defaults to the center of your frame space. It is unlikely that it will stitch out where you want it to when it is time to sew.
7. **Edit:** Returns to the [Place: Edit screen](#) (page 62) to customize your design.
8. **Start:** Sets the starting point of your pantograph design to the current location of your needle.
9. **End:** Sets the ending point of your pantograph design to the current location of your needle.
10. **Back:** Returns you to the previous screen.
11. **Next:** Confirms the current placement and continues to the [Sew: Prep screen](#) (page 78).
Note: If you do not set your design's start and end points before pressing next, the pantograph placement defaults to the center of your frame space. It is unlikely that it will stitch out where you want it to when it is time to sew.

Continue your pantograph

Contents:

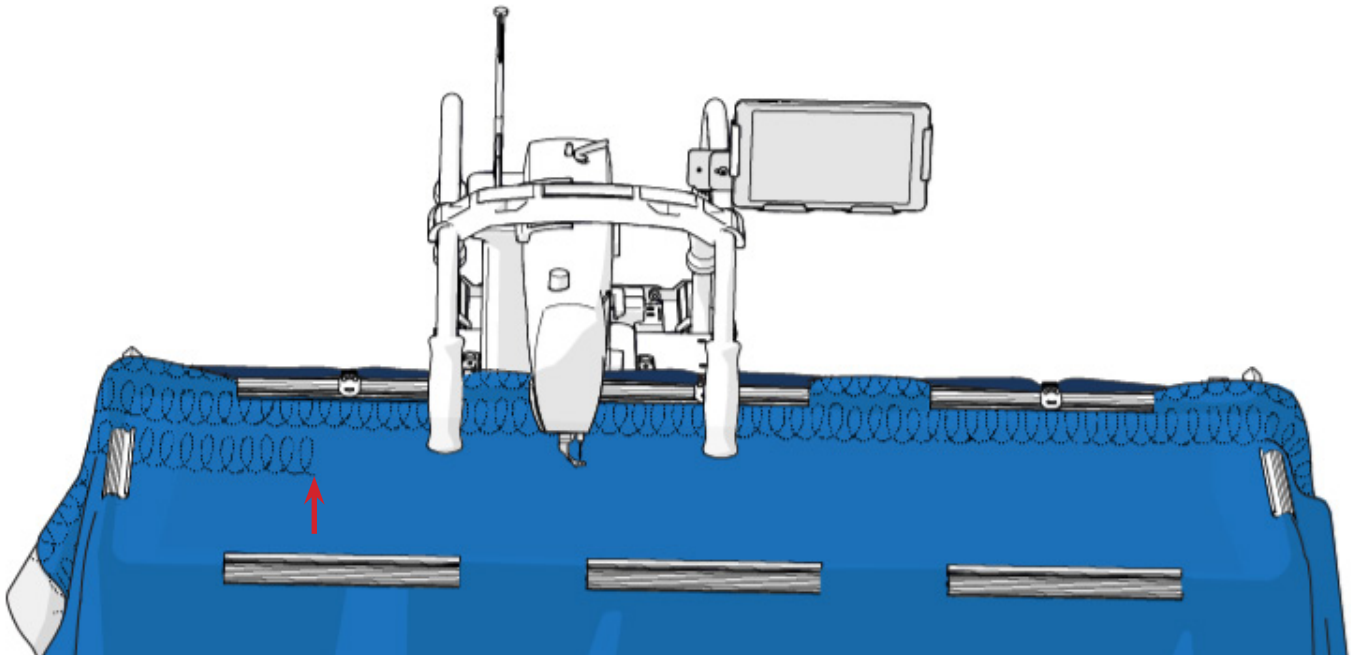
- [Overview](#) (page 74)
- [Continue stitching across your quilt](#) (page 74)
- [Stitch the next row down](#) (page 75)

Overview:

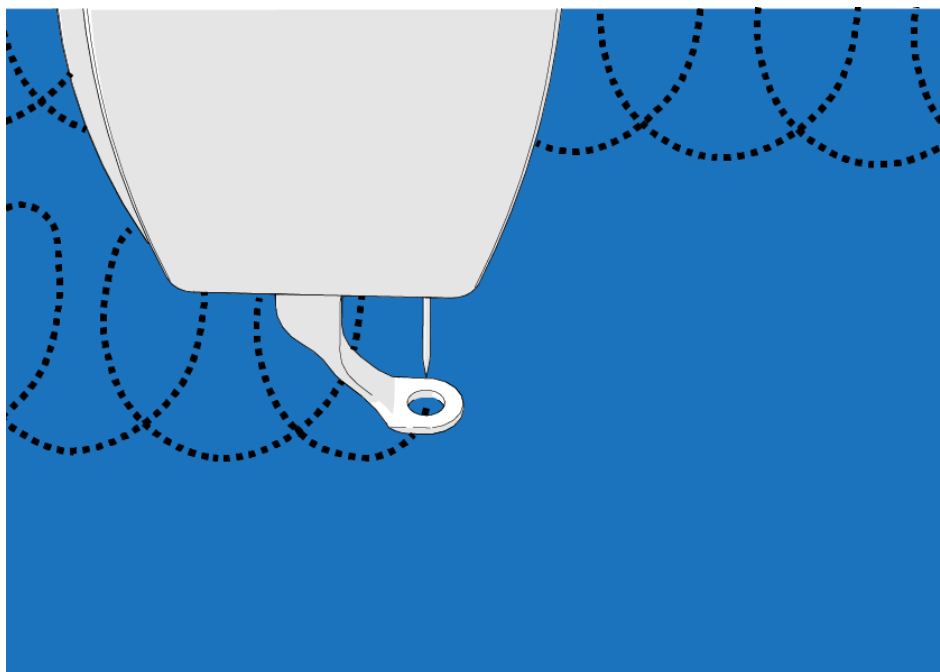
After stitching out your first pantograph, you probably need to shift your fabric to continue quilting. If you shifted your fabric sideways, see [Continue stitching across your quilt](#) (page 74). If you shifted your fabric down, see [Stitch the next row down](#) (page 75).

Continue stitching across your quilt:

1. Position your fabric so the last stitch on the pantograph row is about 10 inches from the left side rail of your frame. Make sure the section that you want to quilt in is within the frame space and clamp down the fabric if it is not already.



2. Align the needle directly over the last stitch. Tap **Start**.



3. Move the needle over the place that you want to set as the end point and press **End**. Use some feature, such as the top edge of your fabric or the end point of a previous row, as a landmark to help you set your end point so your design stays square with the quilt.

4. Proceed through the software as normal.

Stitch the next row down:

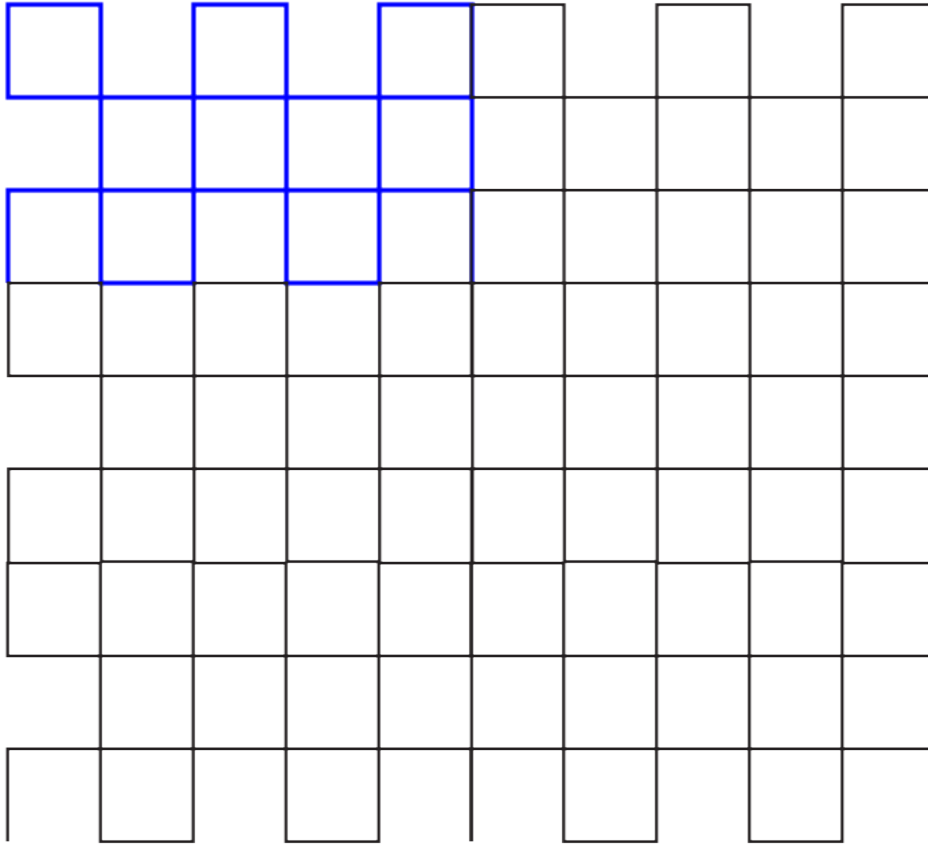
1. To determine the placement for your next row down, you must decide how much spacing you want between rows. Some designs look best nested, so there is less space between rows than the height of the design.



Quilting a Pantograph

Continue your pantograph (continued)

Other designs look better when the rows touch but do not nest.



Other designs look better with a little extra space between the rows.



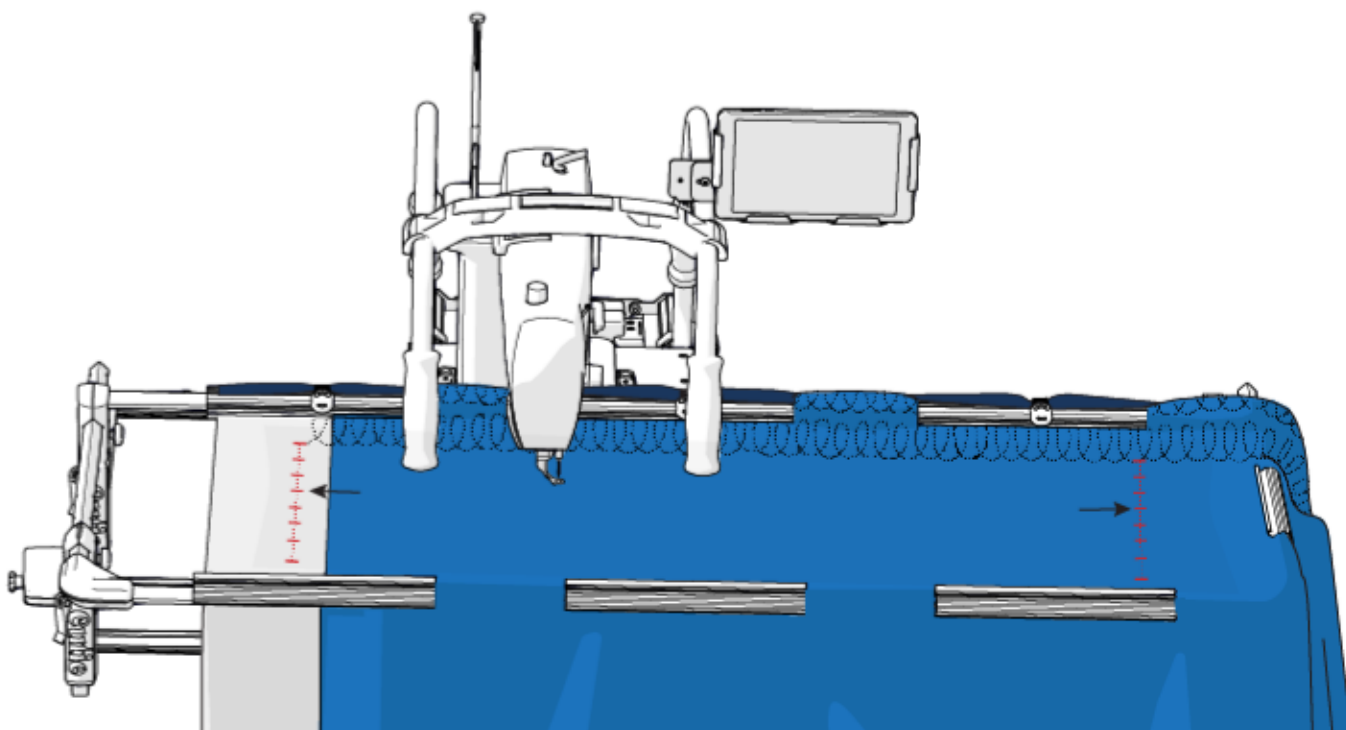
Continue your pantograph (continued)

2. If you want your design to nest, take the design height and subtract the depth of the nesting you'd like.

If you do not want any spacing between your rows, do not add or subtract any distance to the height. Note: Due to the stretch of the fabric on the frame, it can be very tricky to stitch out a design with no additional space and have it stitch out exactly where you want.

If you want a little space between your rows, add the extra space that you want between the rows to the height of your design.

Measure down from the start point of the previous row the number for the spacing you like and mark the start point of your next row. Measure down from the end point to create the end point.



Note: If you're not sure what spacing to use, try stitching out a few rows on scrap fabric.

3. Position your fabric so the starting point for your new row is about 10 inches from the left side rail of your frame. Make sure the section that you want to quilt in is within the frame space and clamp down the fabric if it is not already.

4. Place the start and end points on the marks you made. Note: If you find that you get one fewer repetition of your pantograph than in the previous row on the screen, try shifting the point to the right or the start point slightly to the left.

5. Proceed through the software as normal.

Quilting a Pantograph

Prepare to sew your pantograph (pulling the bobbin thread)

Contents:

- [Overview](#) (page 78)
- [Instructions](#) (page 78)
- [Tips](#) (page 80)
- [Button functions](#) (page 81)

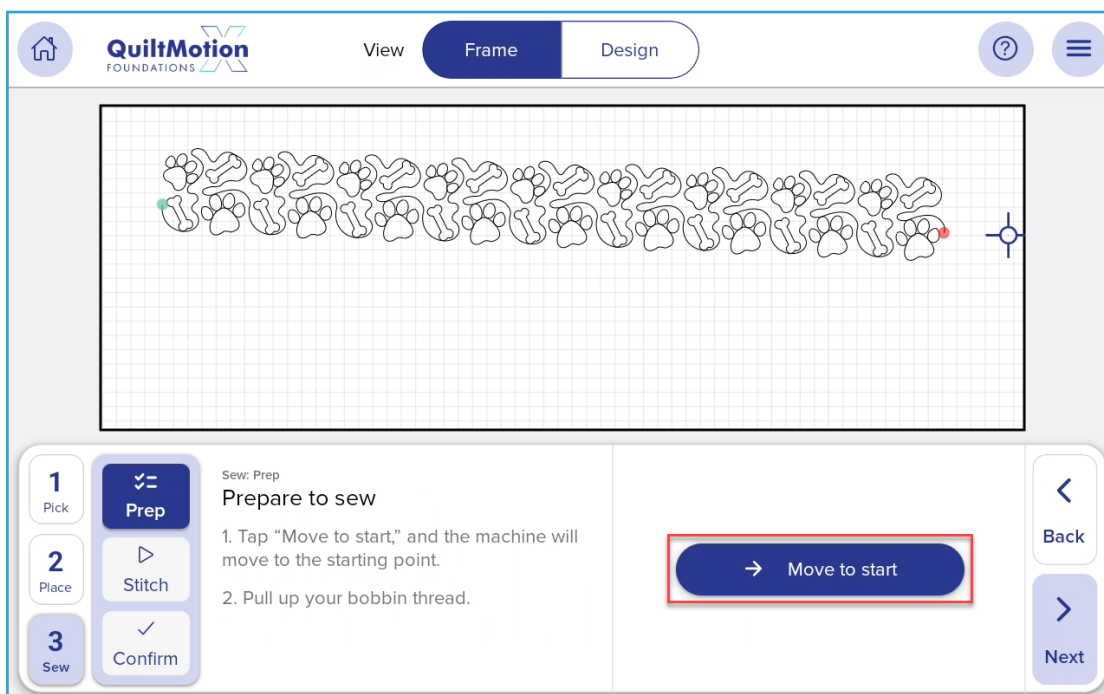
Overview:

In the Sew: Prep screen, use the Move to start button to pull up your bobbin thread close to where your first stitch will be.

Every stitch made with a sewing machine has two threads: the top thread (from the cone or spool on the machine) and the bottom thread (from the machine's bobbin). When you first start stitching, the tail of the bobbin thread is underneath the quilt. Since you can't see it, it's easy to stitch over the tail and end up with an unsightly bunch of thread under the quilt. 'Pulling up the bobbin thread' is the strategy to bring the bobbin thread up to the top of the quilt so that it can be trimmed away with the top thread tail. This should be done at the start of every tie-on and the end of every tie-off, and at the start and end of a line of tacking stitches.

Instructions:

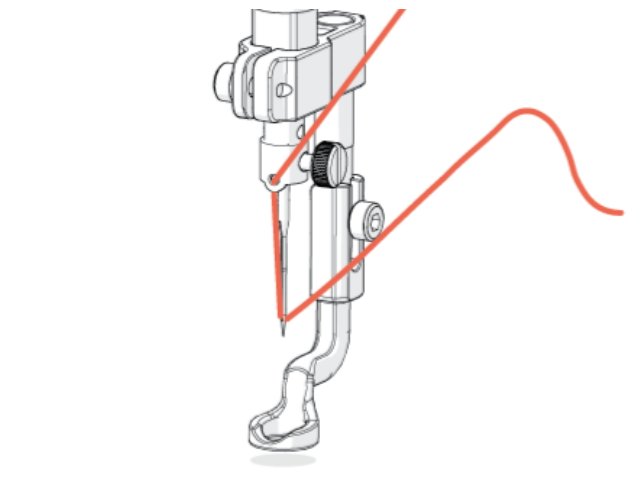
1. Make sure your needle is up.
2. Tap **Move to start**. QuiltMotion moves your machine's needle over the starting point for the design you placed.



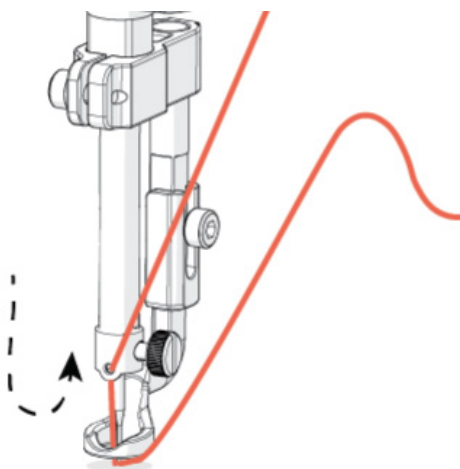
Prepare to sew your pantograph (pulling the bobbin thread) (continued)

3. Pull up your bobbin thread.

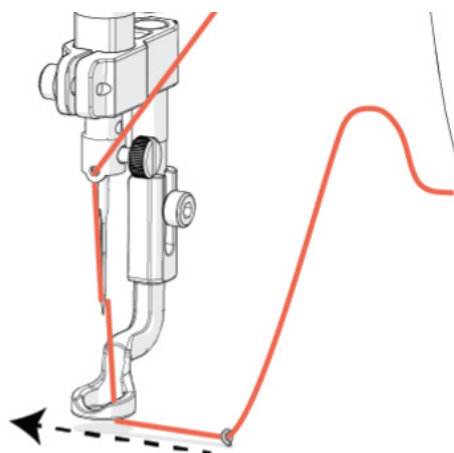
a. Grab and hold the top thread tail coming out of the eye of the needle.



b. Do a single stitch in place.



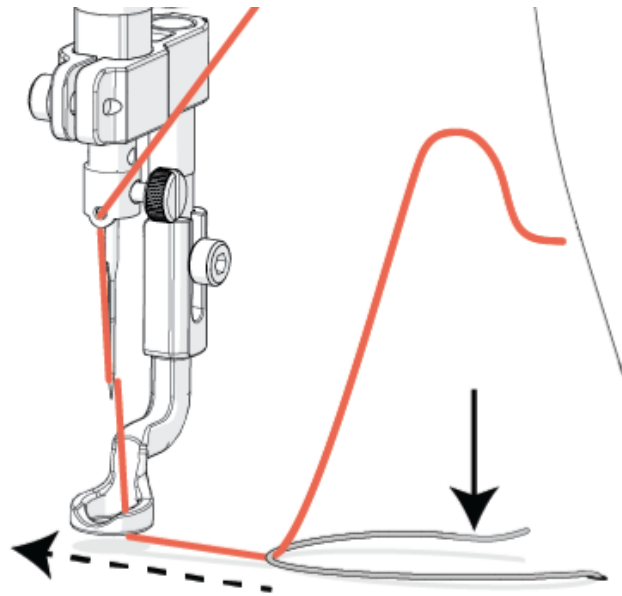
c. Still holding the top thread tail, move the machine away from the single stitch. A loop of bobbin thread is pulled up.



Quilting a Pantograph

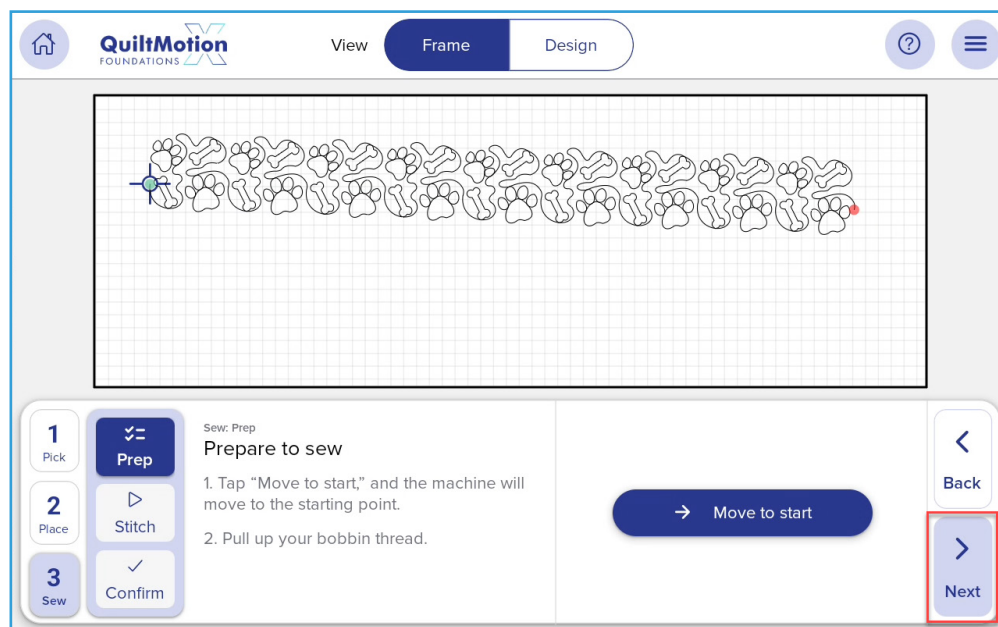
Prepare to sew your pantograph (pulling the bobbin thread) (continued)

d. Grab the loop of bobbin thread and pull up the bobbin thread tail.



e. Move the machine back to the starting spot and pull the slack out of the bobbin tail (be careful not to keep pulling—you'll end up wasting thread).

4. Tap **Next**. A message pops up to remind you to make sure your needle is up. Tap **OK**.

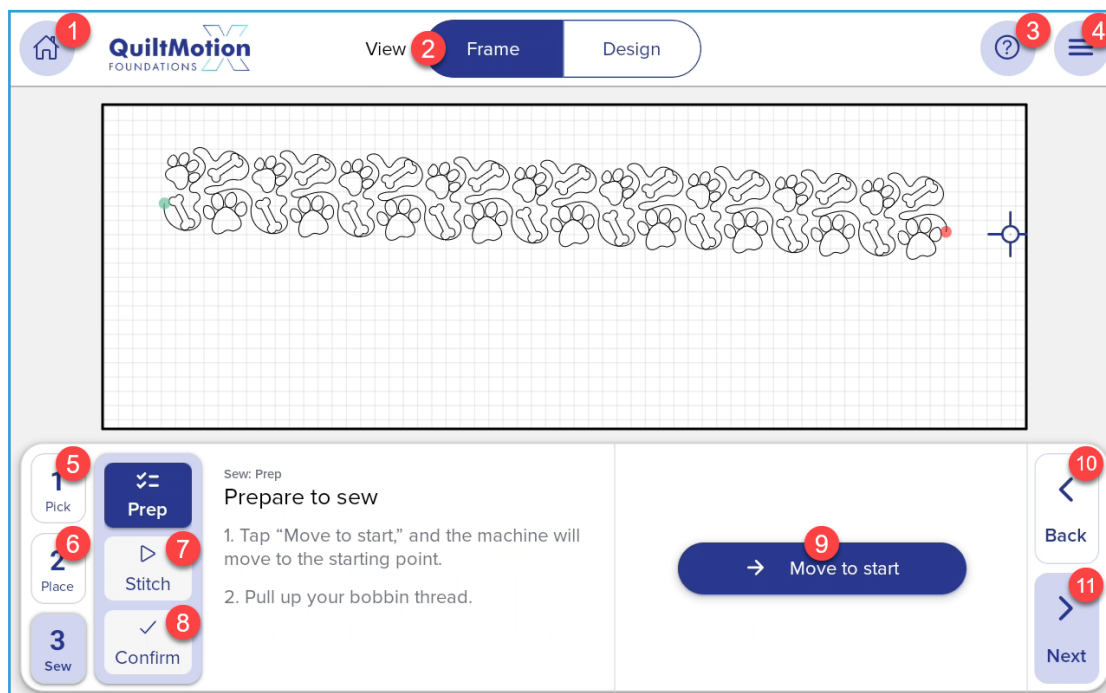


Tips:

- If the bobbin thread tail is short, it might take a few attempts to pull up the bobbin thread successfully. Installing the bobbin into the bobbin case with 3–5 inches of tail helps prevent this problem.
- The Sew: Prep screen is a great reminder to check your stitch size or speed on your machine and adjust your foot pedal if desired.

Prepare to sew your pantograph (pulling the bobbin thread) (continued)

Button functions:



1. **Home:** Opens the software Home screen and clears your design and placement information.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access Frame space shrink, the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
5. **Pick:** Returns to the [Pick: Design screen](#) (page 55) to choose a new pantograph design.
6. **Place:** Returns to the [Place: Edit screen](#) (page 62) to customize your design.
7. **Stitch:** Continues to the [Sew: Stitch screen](#) (page 82).
8. **Confirm:** Skips the [Sew: Stitch screen](#) (page 78) and continues to the [Sew: Confirm screen](#) (page 88).
9. **Move to start:** Moves the machine needle over the starting point of the line so that you can pull up the bobbin thread tail.
10. **Back:** Returns you to the [Place: Position screen](#) (page 67).
11. **Next:** Continues to the [Sew: Stitch screen](#) (page 82).

Sew your pantograph design

Contents:

- [Overview](#) (page 82)
- [Instructions](#) (page 82)
- [Tips](#) (page 85)
- [Button functions](#) (page 85)

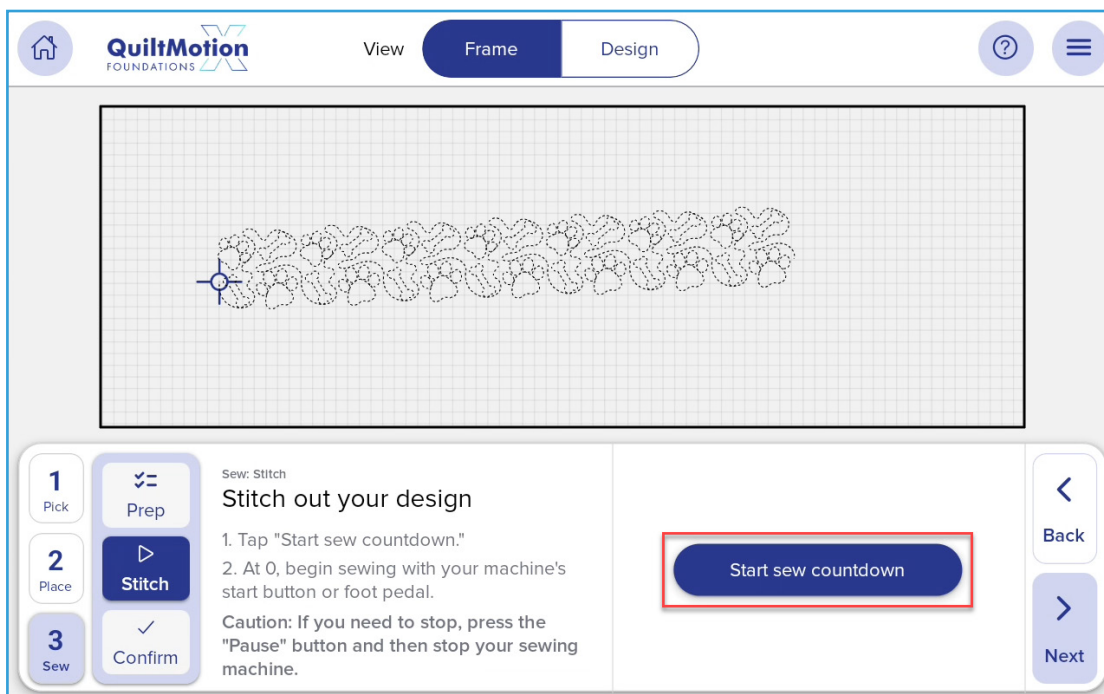
Overview:

QuiltMotion will shuttle your machine around your frame along the path of the design you chose. You must time pressing start on your machine or pressing down on your foot pedal so that your machine stitches out the design.

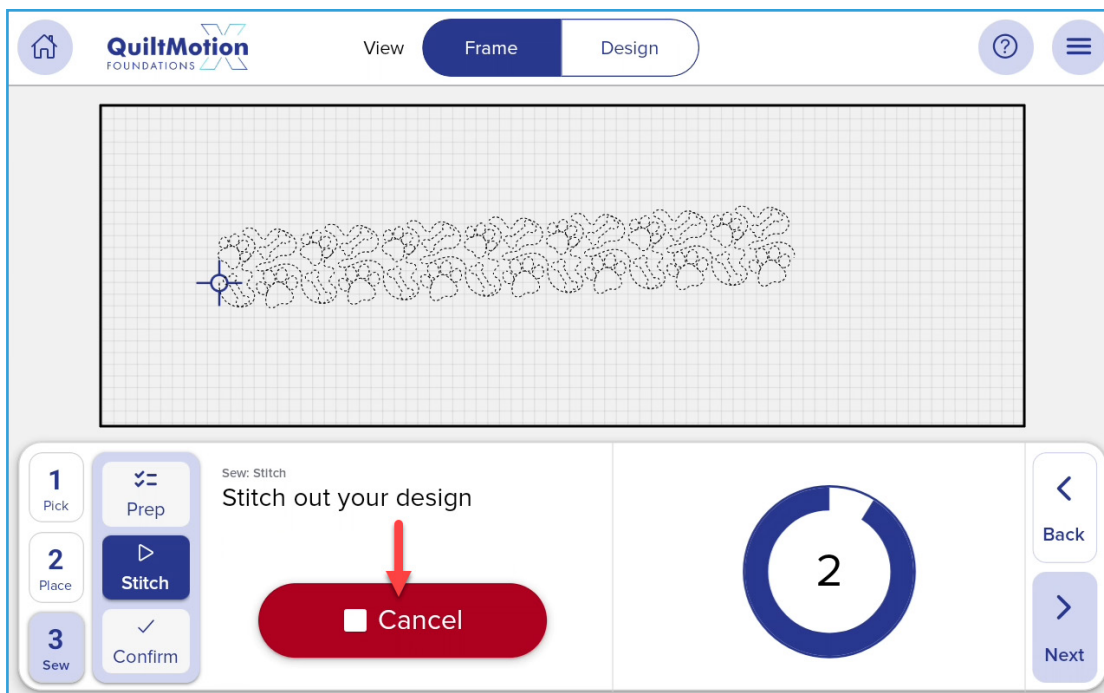
CAUTION: Read these instructions all the way through before attempting the process.

Instructions:

1. Tap **Start sew countdown**. A countdown begins, starting at 3 (unless you have set it to 5 in Quick settings). Note: As soon as the countdown starts, the **Cancel** button appears. If you need to prevent your machine from moving, tap this button.

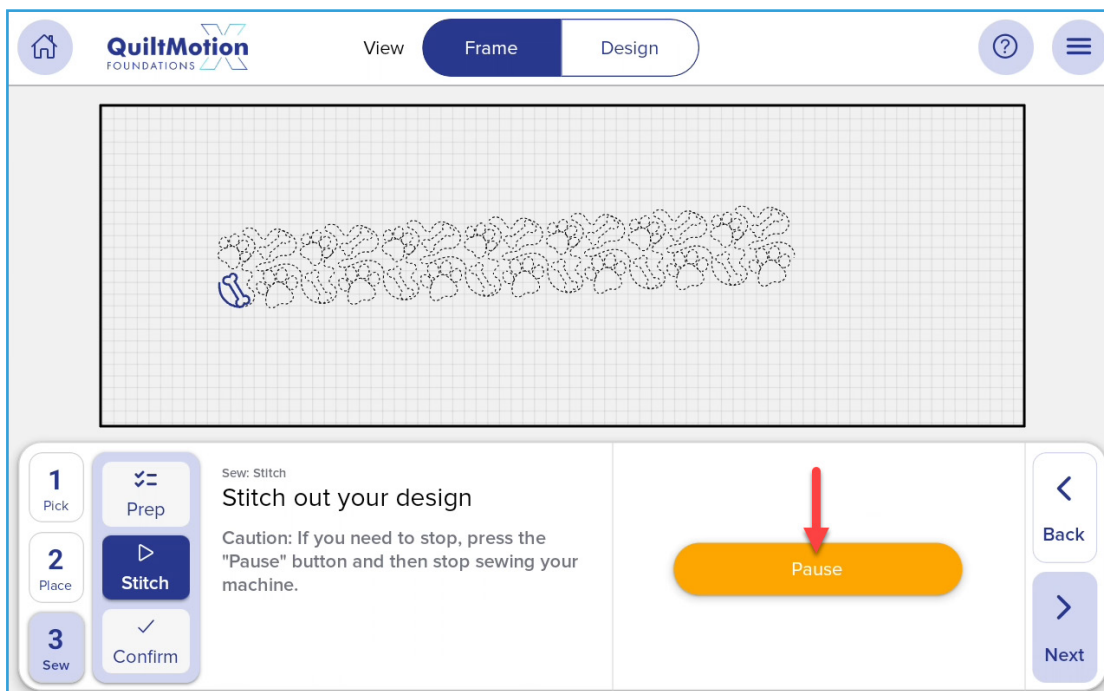


Sew your pantograph design (continued)



2. At Sew! (0), activate the stitching on your machine. QuiltMotion will shuttle your machine around the frame along the path of the design. **Note:** Some machines ramp up to speed when they start stitching. Get to know your machine to determine exactly when to activate stitching, otherwise you might miss the first few stitches of your design. **Tip:** Start your stitching slightly early to make a few securing stitches in place.

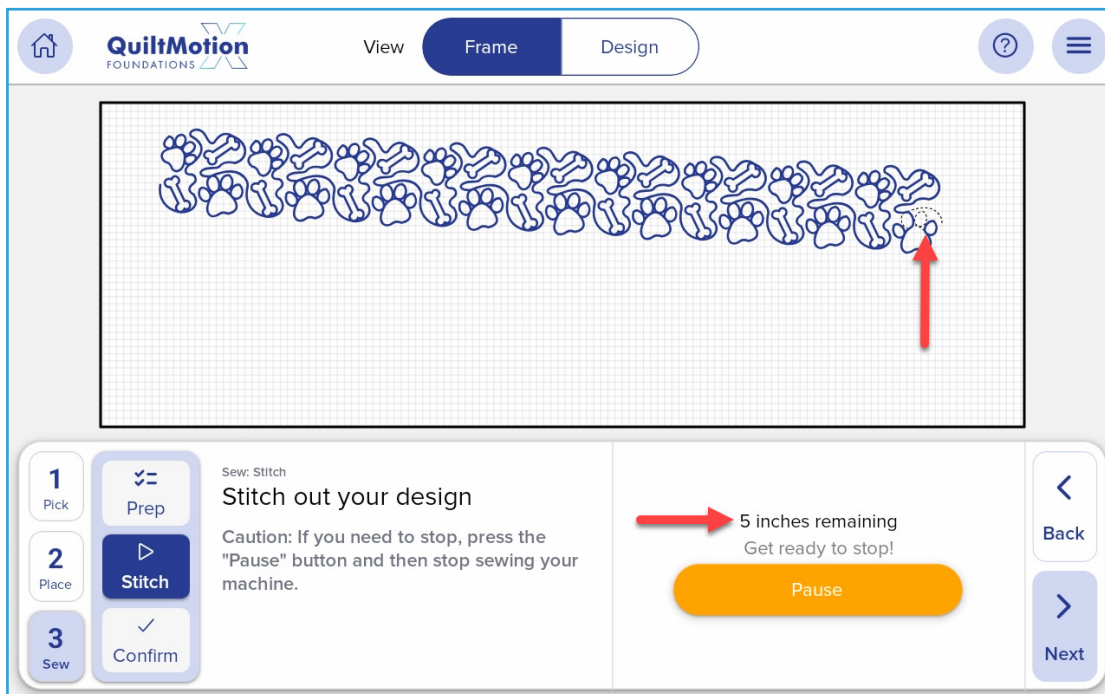
3. If needed, tap **Pause** to stop QuiltMotion from moving your machine around the frame. **IMPORTANT:** This does not stop your machine from continuing to stitch! It is best to deactivate stitching immediately after pressing Pause.



Quilting a Pantograph

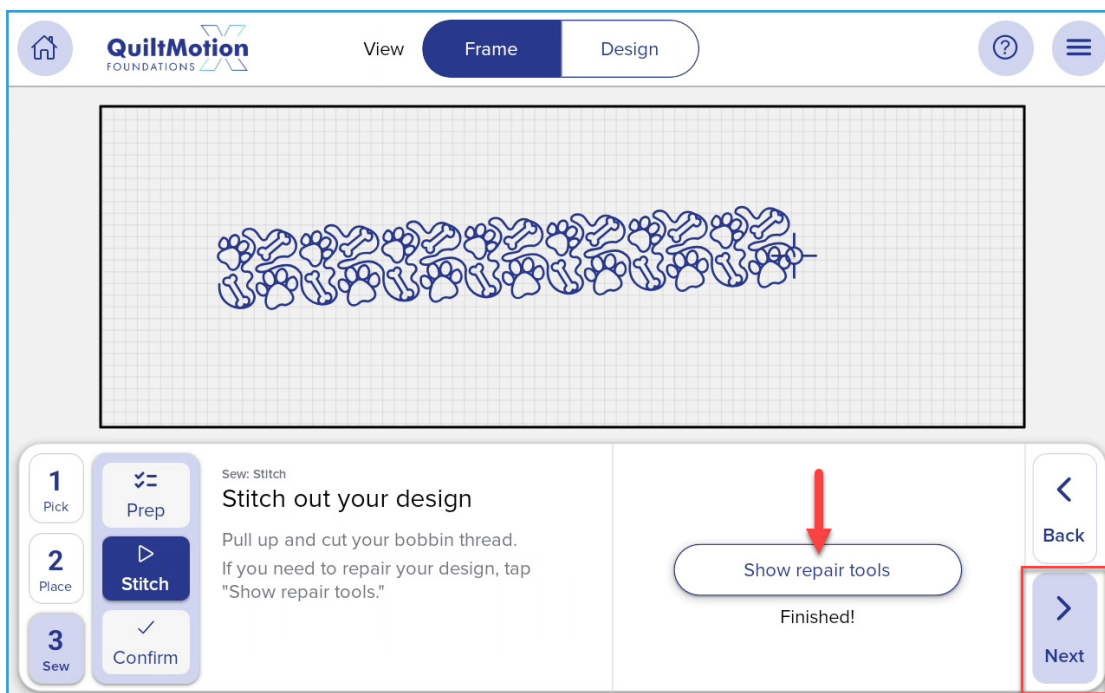
Sew your pantograph design (continued)

4. A countdown appears when there are about 5 inches left to stitch out. A little later, a beep sounds to warn you that you are reaching the end of your design. You can also see your progress in the preview window. Deactivate the stitching as soon as the machine reaches the end of the design. Leaving the stitching running can cause damage to your quilt and your machine.



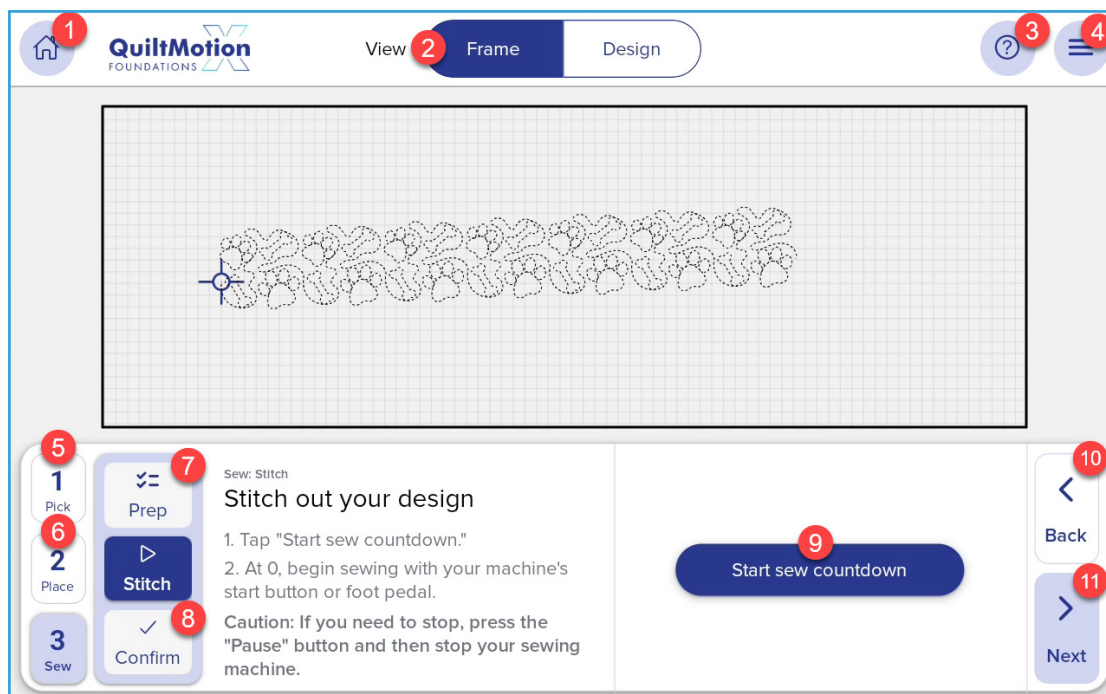
5. Check that your design successfully stitched out to the end. **Note:** Sometimes when the bobbin thread runs out, the top thread appears to continue making stitches like normal. However, the stitches are not anchored in place. Always check the underside of the stitches as well as the top.

6. If your design stitched out properly, tap **Next**. If your design did not stitch out properly, tap **Show repair tools**.



Tips:

- To preview the sewing path on your quilt, press **Start sew countdown** on the sewing screen without activating the stitching on your machine. The machine will follow along the stitching path and you can make sure everything looks correct. Then press Back from the Sew: Confirm screen to return to the sewing screen and stitch out the design.

Button functions:**Sew: Stitch screen**

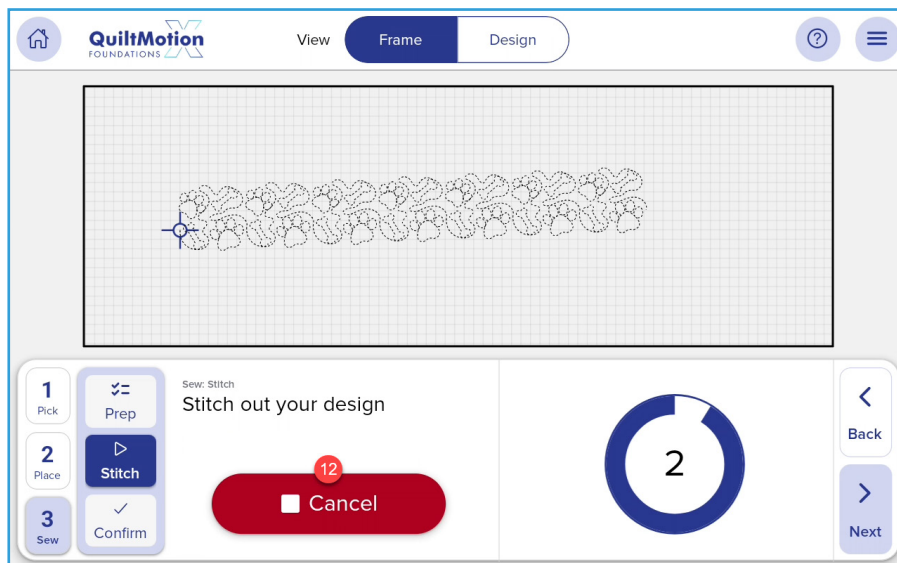
- Home:** Opens the software Home screen and clears your design and placement information.
- View:** Changes the content shown in the preview window:
 - Frame:** Sets the preview window to show the entire frame space.
 - Design:** Sets the preview window to show a close-up of your design.
- Help:** Accesses the help information for your current screen.
- Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access Frame space shrink, the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
- Pick:** Returns to the [Pick: Design screen](#) (page 55) to choose a new pantograph design.
- Place:** Returns to the [Place: Edit screen](#) (page 62) to customize your pantograph design.
- Prep:** Returns to the [Sew: Prep screen](#) (page 78) to access the Move to start button.
- Confirm:** Continues to the [Sew: Confirm screen](#) (page 88).
- Start sew countdown:** Counts down from 3 or 5 (as selected in Quick settings) and then moves the machine along the design path.

Quilting a Pantograph

Sew your pantograph design (continued)

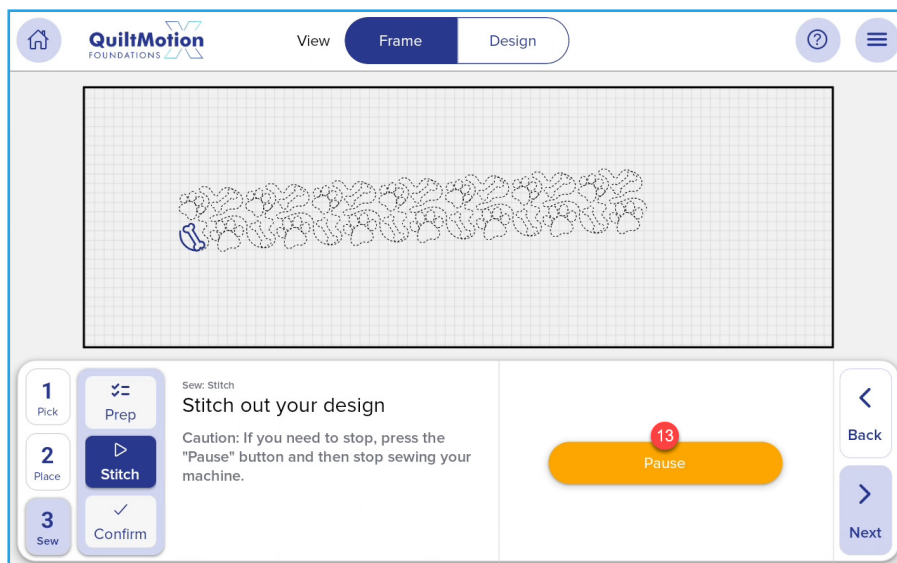
10. **Back:** Returns to the [Sew: Prep screen](#) (page 78) to access the Move to start button.
11. **Next:** Continues to the [Sew: Confirm screen](#) (page 88).

Sew: Stitch countdown screen



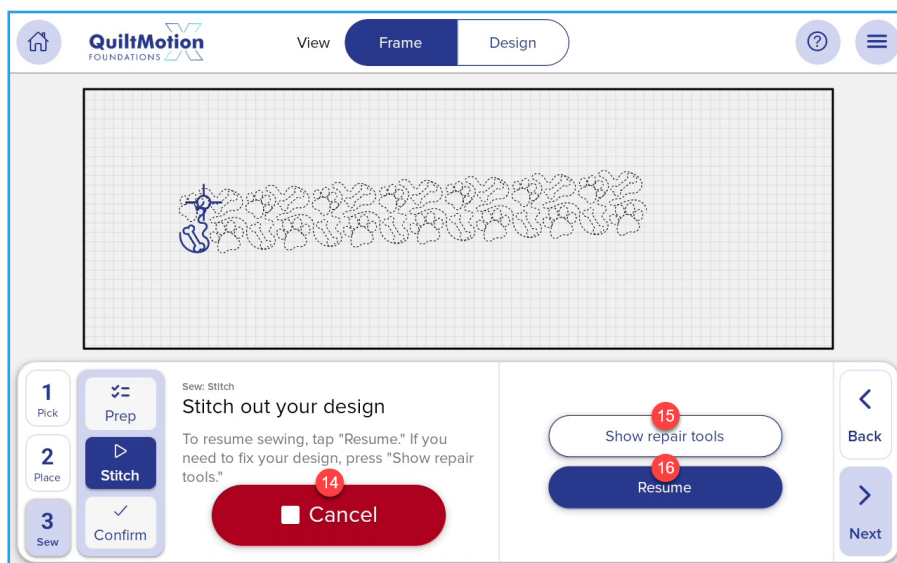
12. **Cancel:** This option appears during the Sew: Stitch countdown after you press Start sew countdown. Press to stop the countdown and prevent the machine from moving.

Sew: Stitch quilting screen



13. **Pause:** This option appears when the machine is moving along the design path. Tap to halt the machine. Immediately stop the stitching on your machine after pressing Pause. When paused, the Resume, Cancel, and Show repair tools buttons appear.

Sew: Stitch paused screen

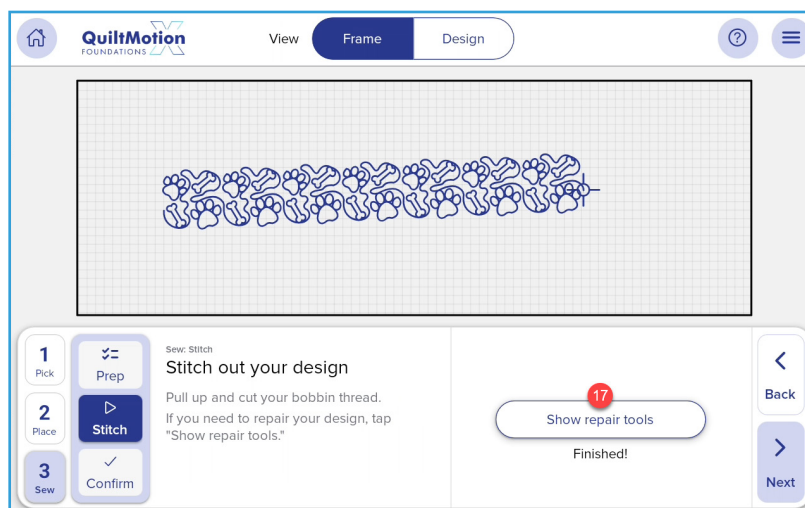


14. **Cancel:** This option appears if you press pause when your design is stitching out. It cancels the progress in the software for your current design so that you can start over stitching it from the beginning.

15. **Show repair tools:** This option appears after your design is finished or if you press pause when your design is stitching out. Open the [repair tools](#) (page 98) to stitch out a portion of the current design. This is usually done when only part of the design has sewn out successfully and you want to sew the remaining portion of the design.

16. **Resume:** This option appears if you press pause when your design is stitching out. It starts a countdown for the machine to resume quilting.

Sew: Stitch finished screen



17. **Show repair tools:** This option appears after your design is finished or if you press pause when your design is stitching out. Open the [repair tools](#) (page 98) to stitch out a portion of the current design. This is usually done when only part of the design has sewn out successfully and you want to sew the remaining portion of the design.

Confirm your work (pantograph)

Contents:

- [Overview](#) (page 88)
- [Instructions](#) (page 88)
- [Tips](#) (page 89)
- [Button functions](#) (page 89)

Overview:

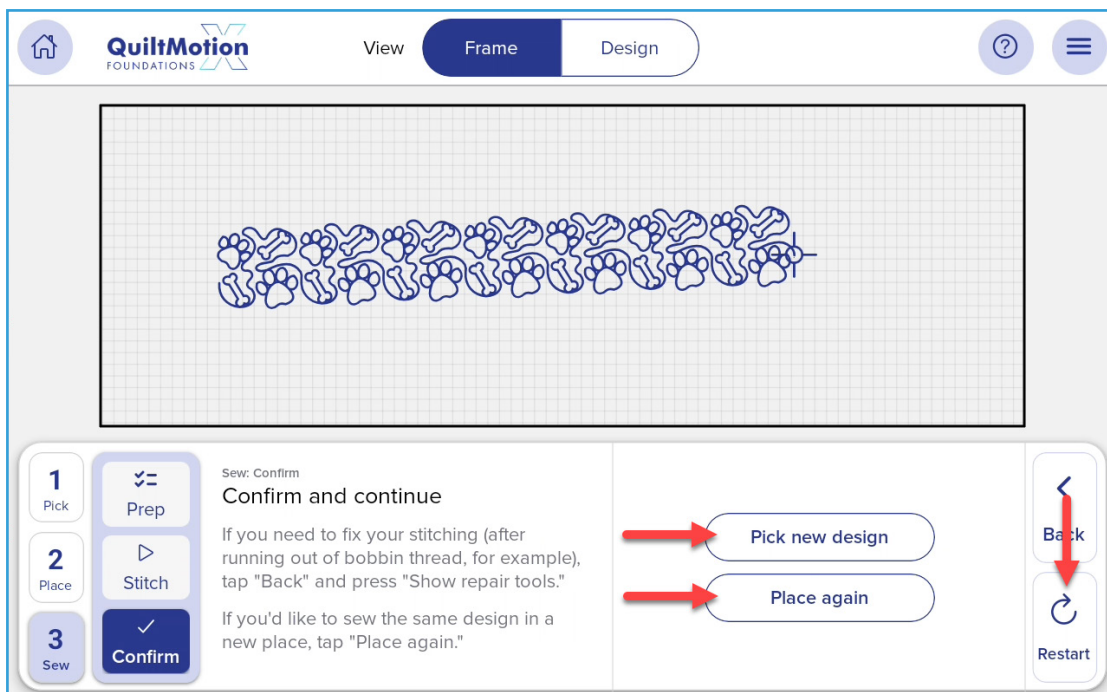
There are 3 options on the Sew: Confirm screen:

- **Pick new design:** Choose a new pantograph design to stitch out.
- **Place again:** Place more of the pantograph designs you just sewed.
- **Restart:** Switch to a line or block design.

Instructions:

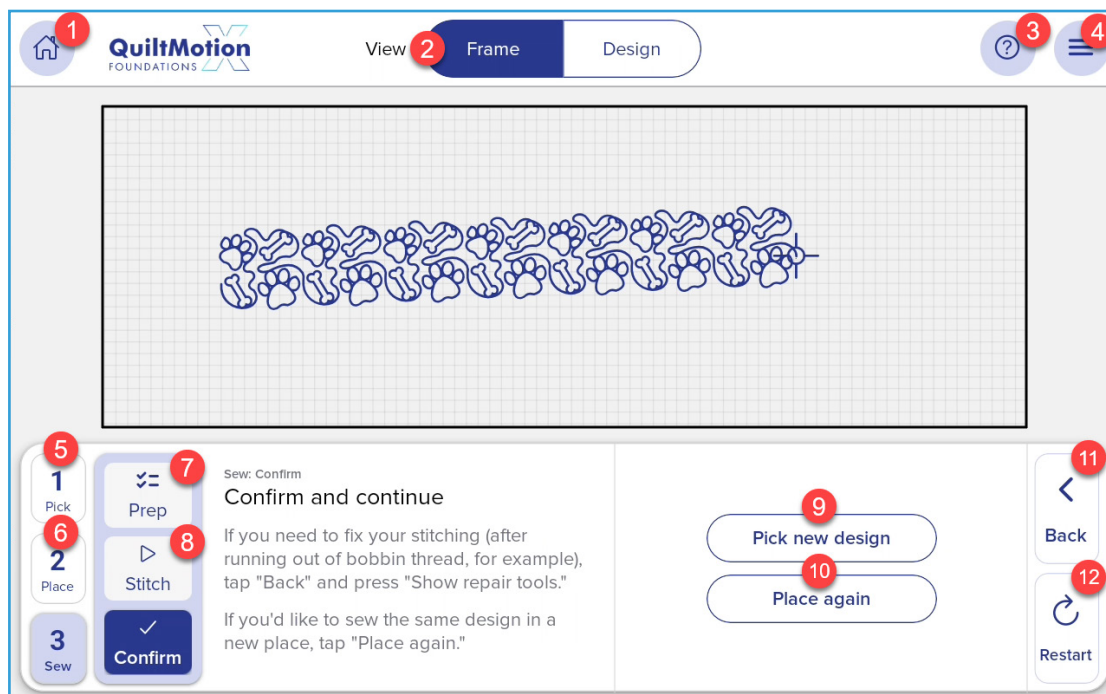
A single pantograph design is typically used over and over across the entire quilt. If this is what you would like to do, tap **Place again**. If this is not what you would like to do, do one of the following:

- To choose a new pantograph design, press **Pick new design**.
- To switch to a line or block design, tap **Restart**.



Tips:

- Use **Pick**, **Place**, and **Sew** on the bottom left to quickly navigate back to previous screens. Tap **Pick** to switch to choose a new pantograph design. Tap **Place** to return to the Place: Edit screen to edit your pantograph design, and tap the options inside of Sew (Prep, or Stitch) to return to the Sew: Prep and Sew: Stitch screens.

Button functions:

1. **Home:** Opens the software Home screen and clears your design and placement information.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** Opens the [menu](#) (page 92), where you can choose to switch to free-motion quilting, access Frame space shrink, the [ruler](#) (page 94) and [channel locks](#) (page 113), or open the [Quick settings menu](#) (page 93) to adjust your sewing countdown time, show measurement lines, or change the grid sizing.
5. **Pick:** Returns to the [Pick: Design screen](#) (page 55) to choose a new pantograph design.
6. **Place:** Returns to the [Place: Edit screen](#) (page 62) to customize your pantograph design.
7. **Prep:** Returns to the [Sew: Prep screen](#) (page 78) to access the Move to start button.
8. **Stitch:** Returns to the [Sew: Stitch screen](#) (page 82) for your current pantograph.

Quilting a Pantograph

Confirm your work (pantograph) (continued)

9. **Pick new design:** Returns to the [Pick: Design screen](#) (page 55) to choose a new pantograph design.
10. **Place again:** Returns to the [Place: Position screen](#) (page 67) to stitch out the same pantograph design somewhere else.
11. **Back:** Returns to the [Sew: Stitch screen](#) (page 82) for your current pantograph.
12. **Restart:** Returns to the [Pick: Type screen](#) (page 4) so you can switch to a line or block design.

Using Other Software Features

Menu items

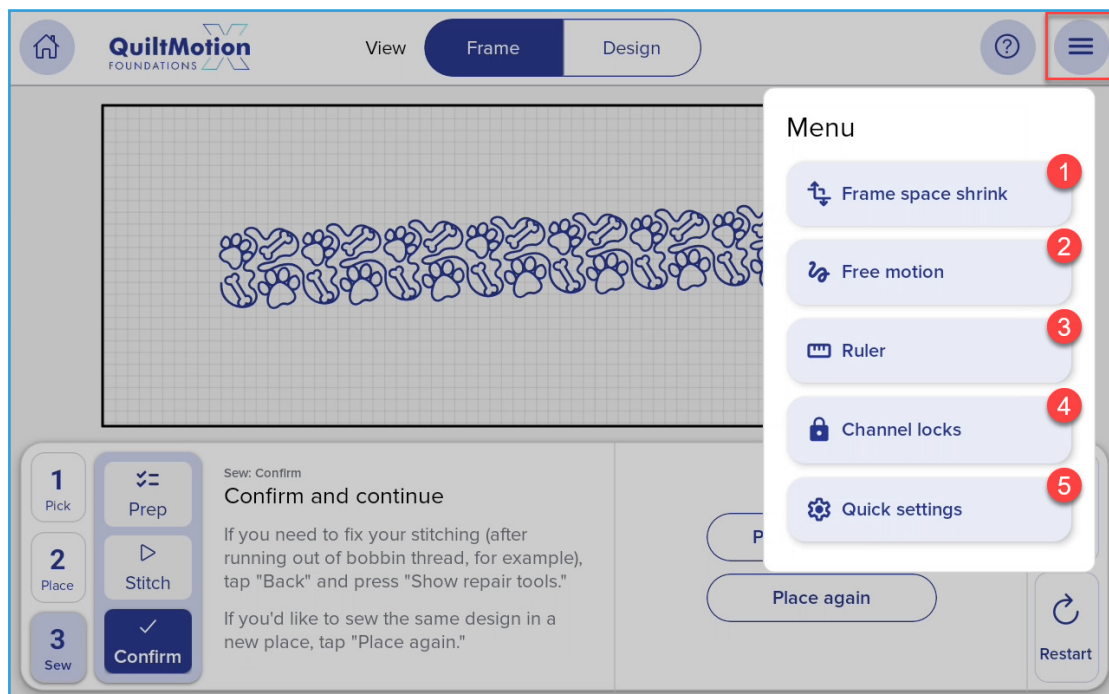
Contents:

- [Overview](#) (page 92)
- [Button functions](#) (page 92)

Overview:

The Menu provides access to extra quilting tools and settings. Access the menu by tapping the menu icon in the upper-right corner of any screen inside Quilt.

Button functions:



1. **Frame space shrink** (in Simple Panto only): Opens the [Frame space shrink screen](#) (page 105). As the roll of quilt builds up in your machine's throat space, your machine's reach on the frame is reduced. Use this tool to outline the frame space as you go to help you place designs.
2. **Free motion**: Opens the Free motion screen. After you open the clamps to free-motion quilt, you must close the clamps again and then re-home the machine. The Free motion option provides a re-homing button so you do not have to go back to the main Settings menu to re-home once you've closed your clamps.
3. **Ruler**: Opens the [Ruler screen](#) (page 94). The ruler measures spaces on your quilt.
4. **Channel locks**: Opens the [Channel lock screen](#) (page 113). Channel locks prevent your machine from moving back and forth or side to side on the frame so that you can stitch in a perfectly straight line. Keep in mind that the channel locks cannot adjust for quilts that are not perfectly square on the frame.

5. **Quick settings:** Accesses the Countdown starts at setting, the Show measurement lines setting, and the Grid sizing setting.

- **Countdown starts at:** Toggles between 3 and 5 seconds for the sewing countdown in the Sew: Stitch screen and repair tools.
- **Show measurement lines:** Shows or hides the design measurements on the pantograph Place: Edit and Place: Position screens.
- **Grid sizing:** Sets the grid lines in the preview window to 1 inch, 1/2 inch, or 1/4 inch increments.

Ruler

Contents:

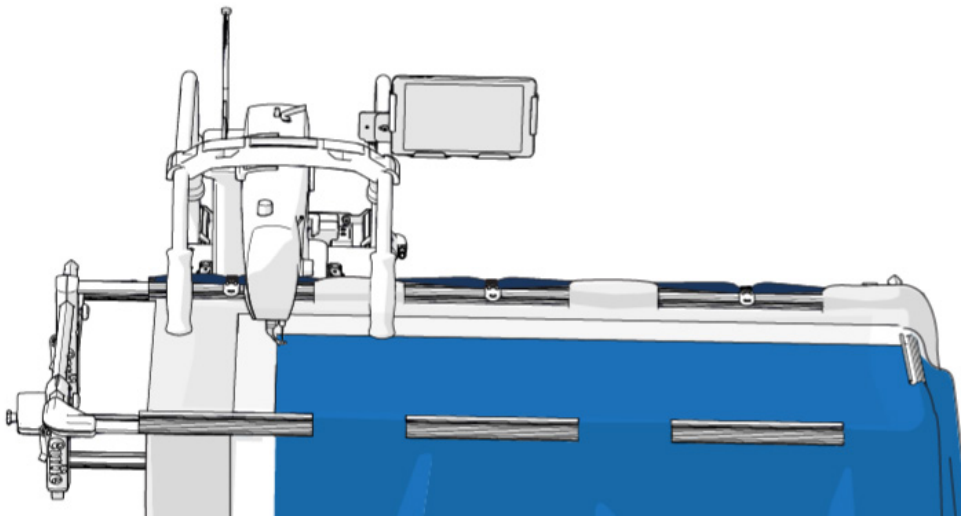
- [Overview](#) (page 94)
- [Instructions](#) (page 94)
- [Button functions](#) (page 97)

Overview:

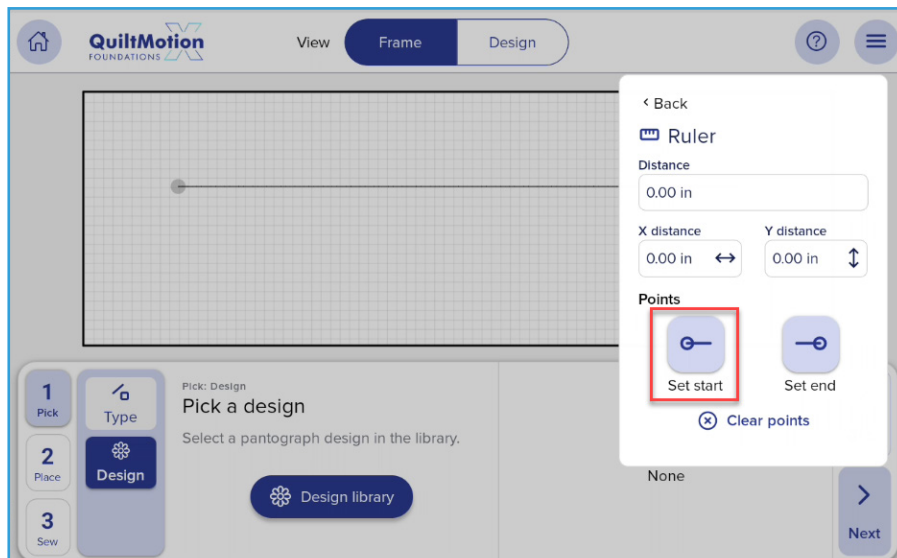
Use the machine to measure things on your quilt's surface.

Instructions:

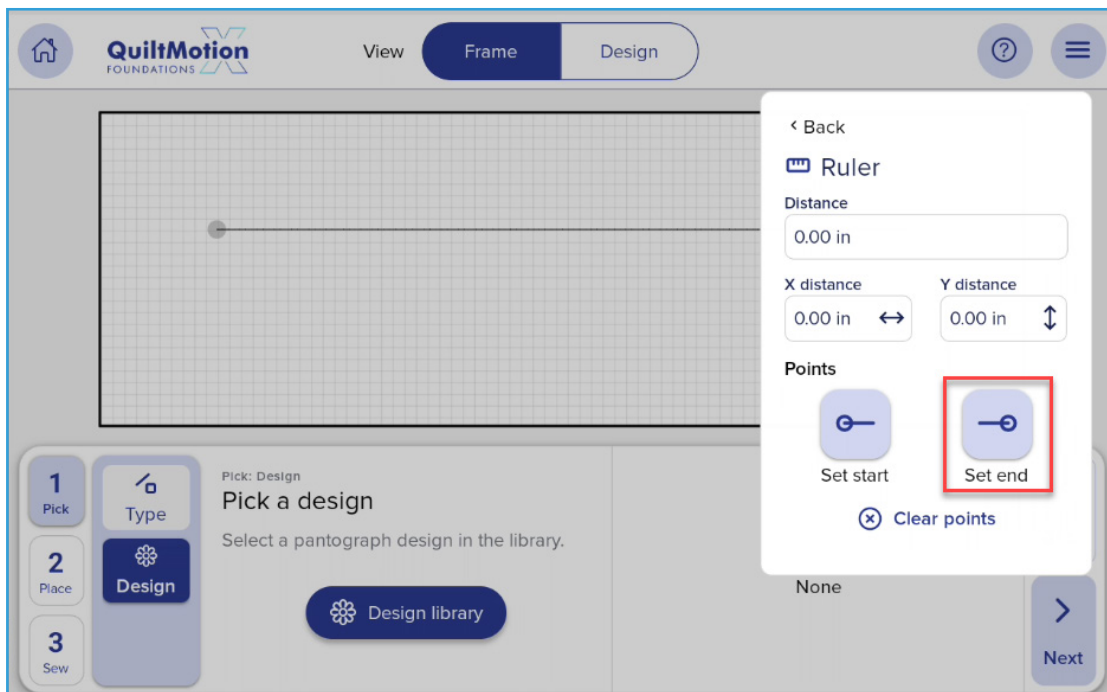
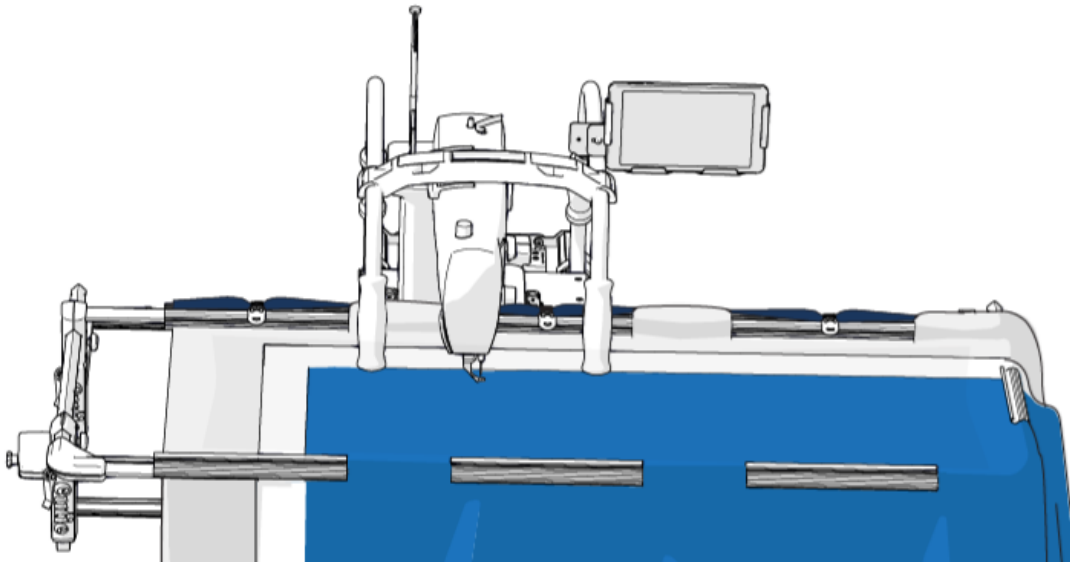
1. Position your machine's needle over the point you want to begin measuring from. **Tip:** For greater precision, drop the needle down close to the fabric.



2. With your needle in place, tap **Set start**.

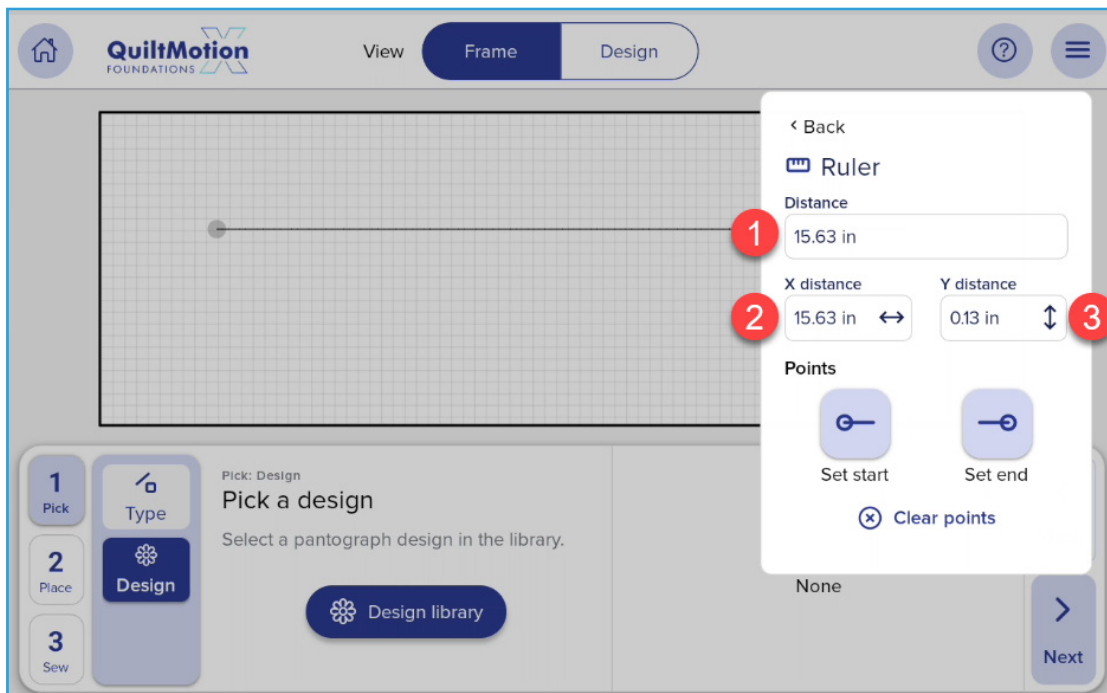


3. Move your machine to where you would like to end the measurement.
4. With your needle positioned at the end point, press **Set end**.



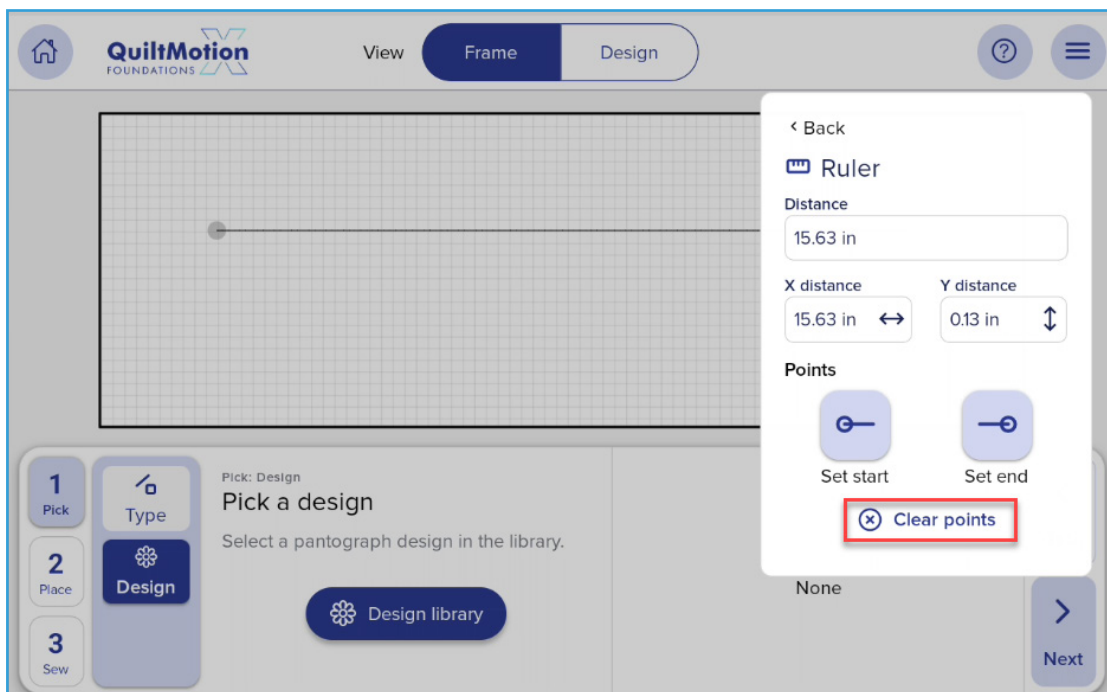
Ruler (continued)

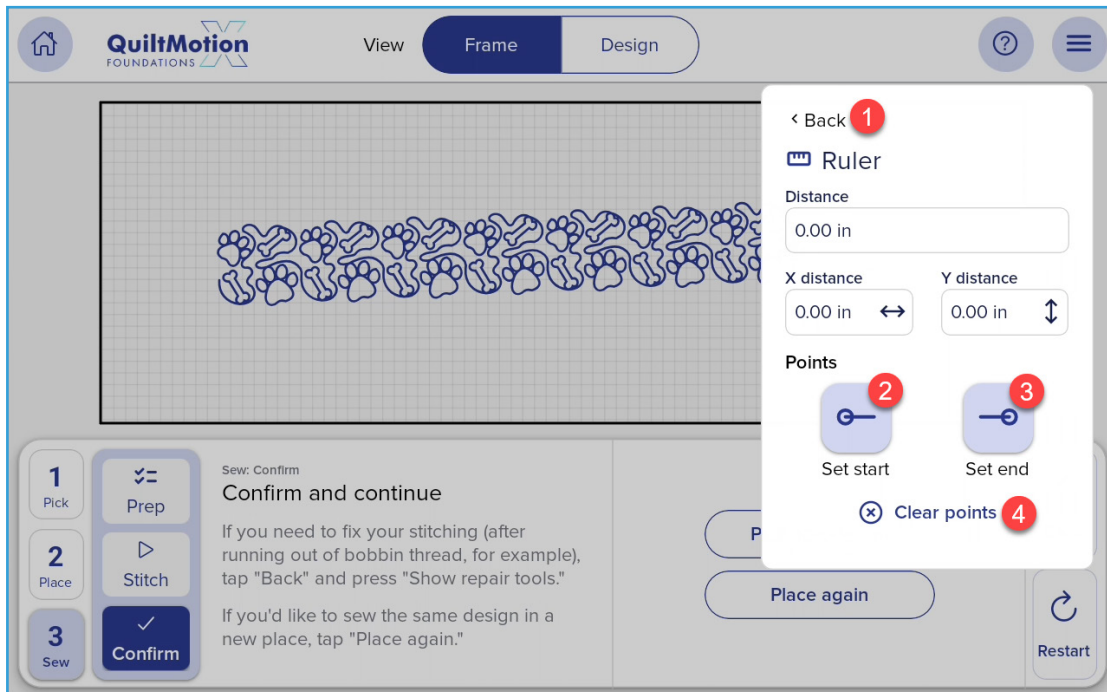
5. Review your results:



1. **Distance:** Shows the distance between the start point and the end point in inches.
2. **X Distance:** Shows the horizontal (left-to-right) distance between the start and end point in inches.
3. **Y Distance:** Shows the vertical (front-to-back) distance between the start and end point in inches.

6. When finished, tap **Clear points**.



Button functions:

1. **Back:** Returns to the [Menu](#) (page 92).
2. **Set start:** Sets the needle's current location as the starting point for the measurement.
3. **Set end:** Sets the needle's current location as the ending point for the measurement.
4. **Clear points:** Clears the current start and end point.

Repair tools

Contents:

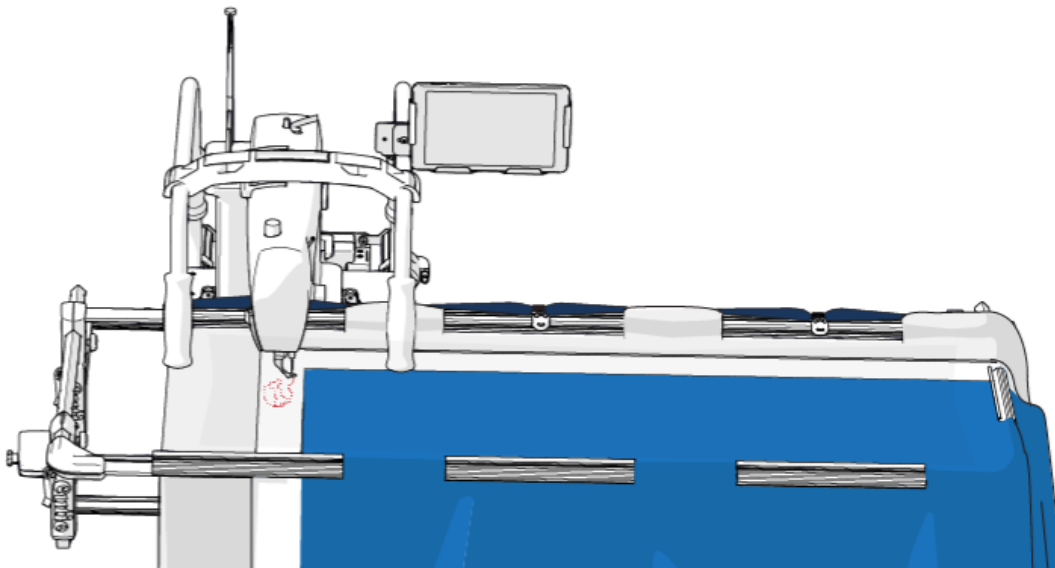
- [Overview](#) (page 98)
- [Instructions](#) (page 98)
- [Tips](#) (page 102)
- [Button functions](#) (page 102)

Overview:

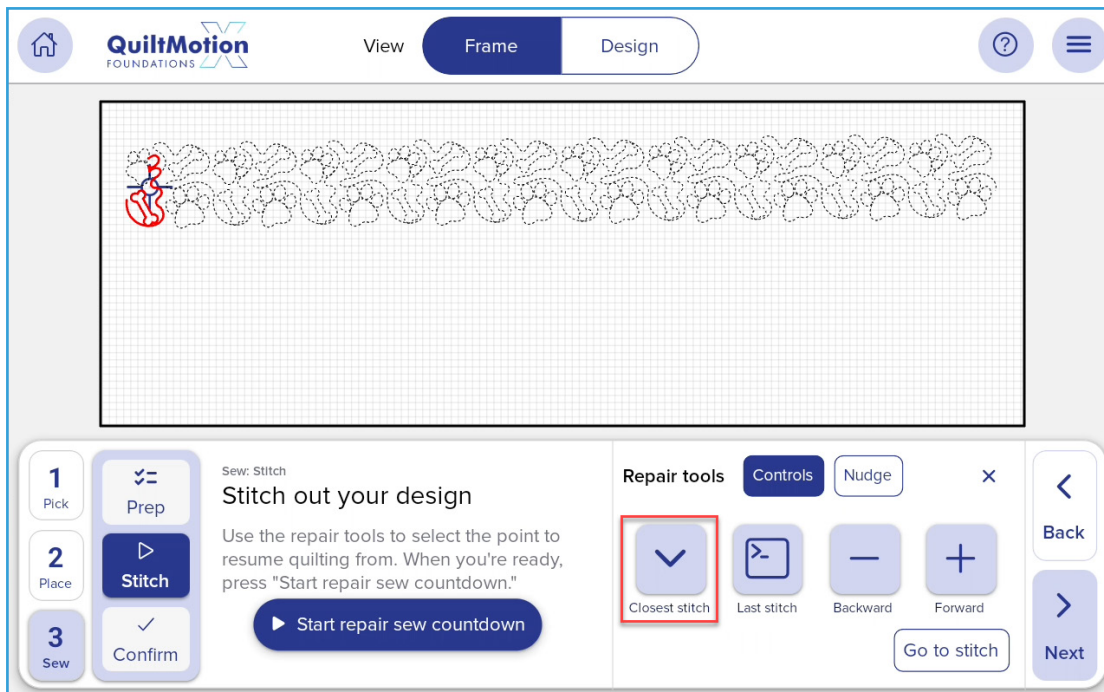
The option to Show repair tools is accessible when you press Pause on the Sew: Stitch screen while your design is stitching out. These tools help you communicate to the software the location in the design that there was a break or interruption, such as running out of bobbin thread. This allows you to continue sewing out from the correct place in the design.

Instructions:

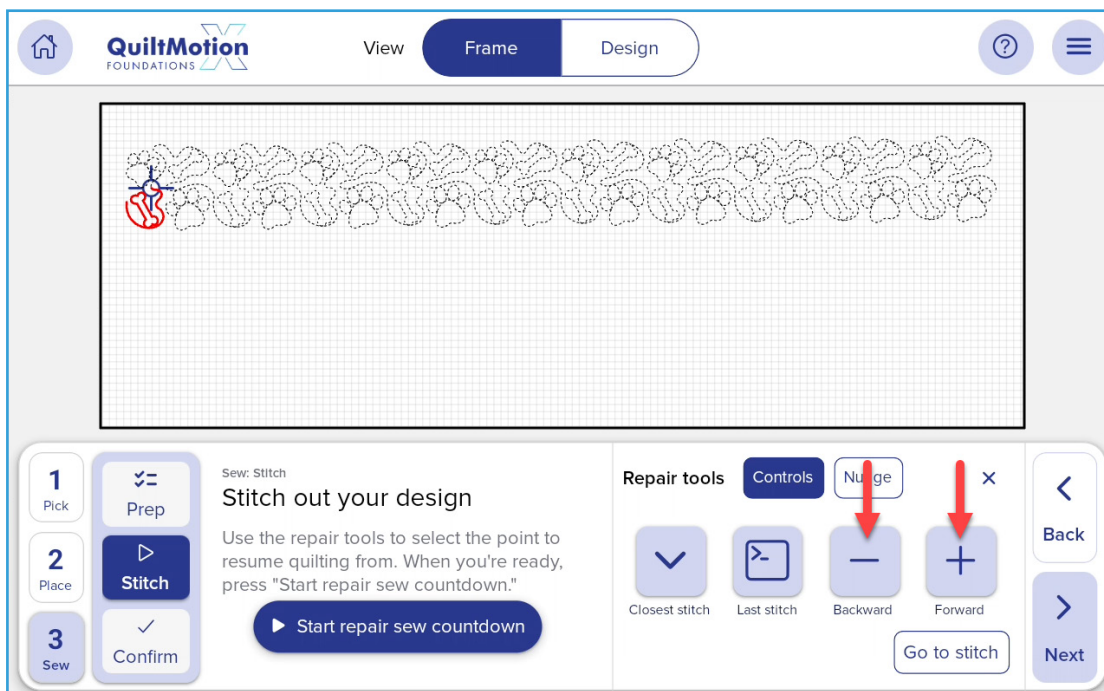
1. After you press Pause in the Sew: Stitch screen or reach the end of your design, **Show repair tools** appears. Press it.
2. Repair the issue that caused you to pause quilting. For example, refill your bobbin if it ran out.
3. Examine your quilt and determine the point in your design where you'd like to continue quilting from. Move your machine so your needle is positioned over that point.



4. Tap **Closest stitch**. The machine locks on to the closest stitch on the quilt. On the screen, all previously sewn stitches are shown in red and the remainder of the sewing path is a dotted line.



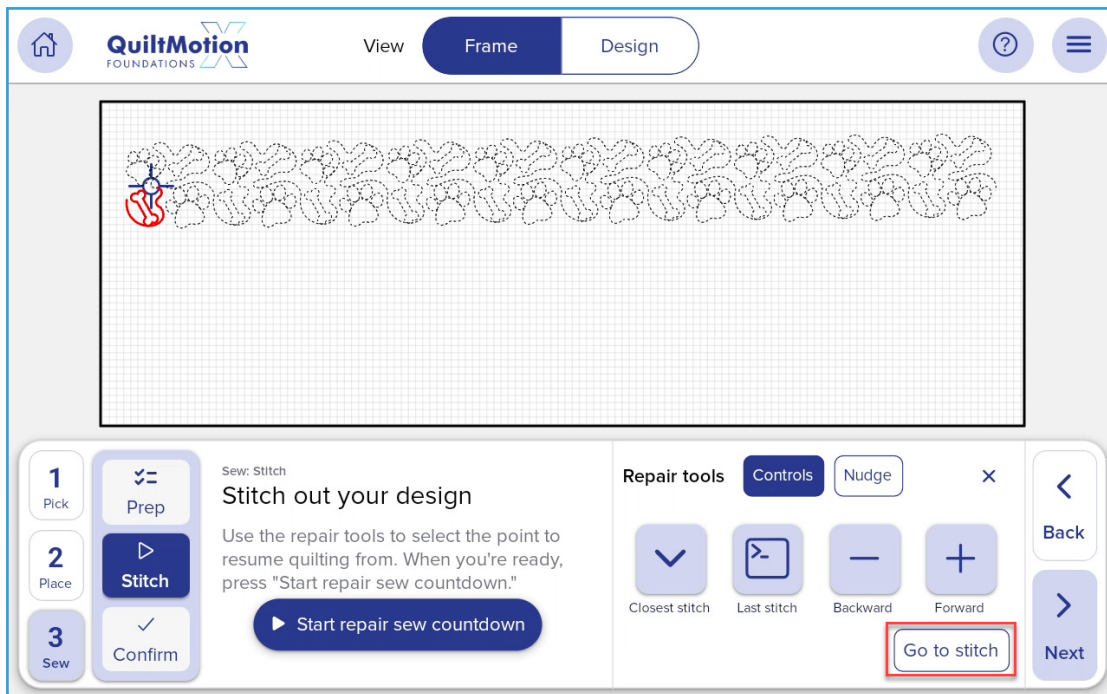
5. Compare the on-screen portion of the design that has been sewn with that on your quilt. Make sure they are the same. If needed, tap - **Backward** or + **Forward** to adjust the portion of the design on the screen. You might need to press a couple of times to see a change.



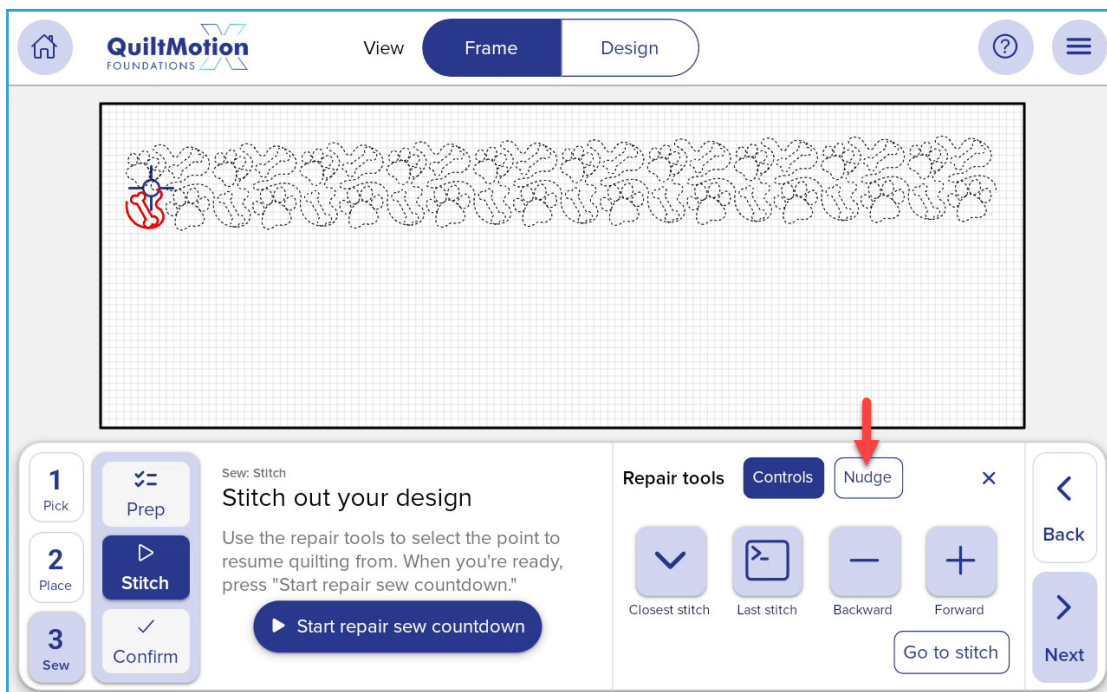
Using Other Software Features

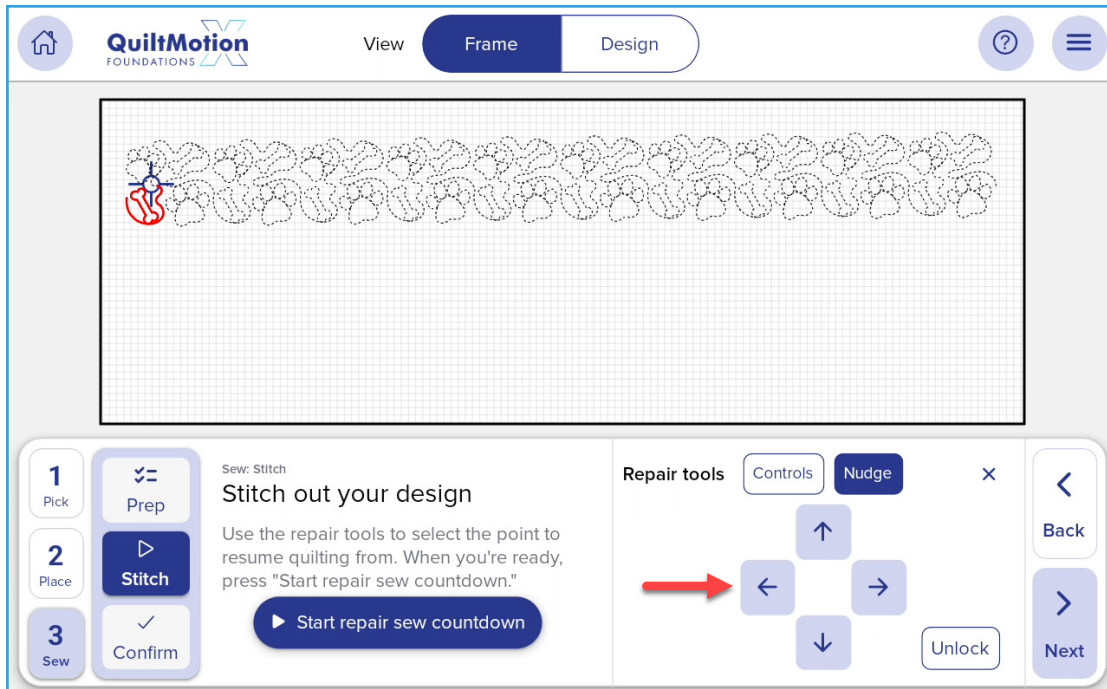
Repair tools (continued)

6. If you used the - or + buttons, when the portion on the screen looks correct, press **Go to stitch**. The machine moves to lock on to the point you indicated in the design on the screen.



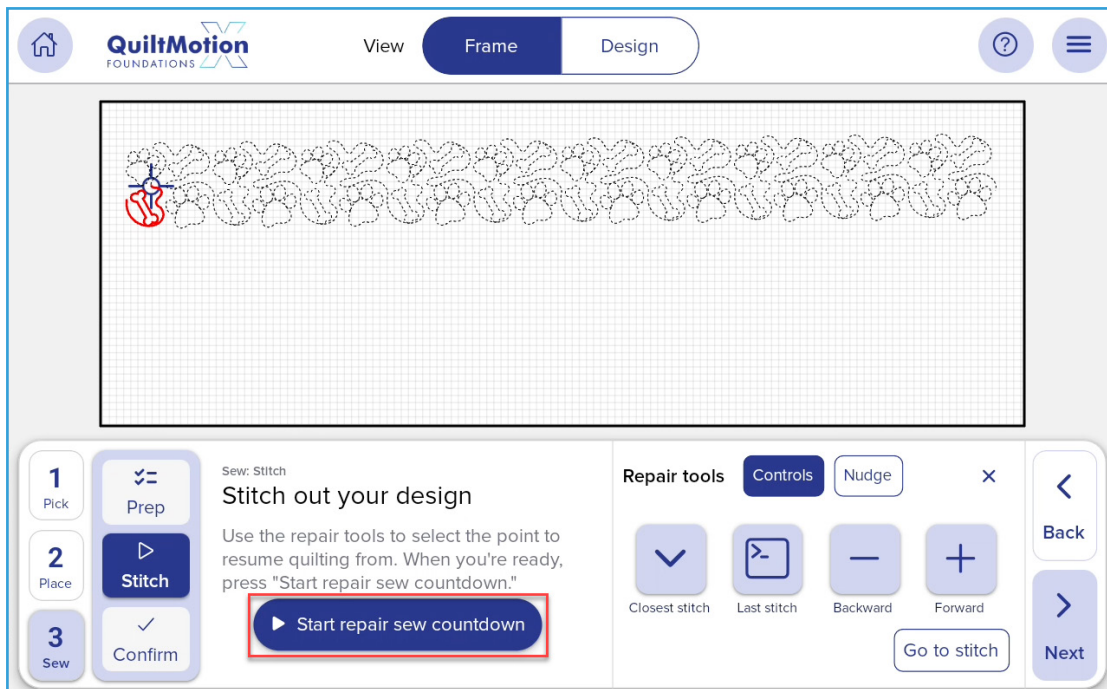
7. You might notice that your needle is slightly off from your stitch. Tap **Nudge** to open the Nudge options. Use the arrow buttons to shift your needle until it is directly over the stitch. This does not adjust the on-screen appearance of the designs. **Note:** If your needle is more than half an inch from where you want it to be, you might have shifted the fabric on the frame sometime after the pause. In this situation, it's better to go back to the Place: Position screen and place your design again rather than to use the Nudge buttons. Nudge cannot account for any angle or tilt in the position of the fabric on the frame like the correct placement can.





Note: When using the Nudge buttons, the software engages the motors and prevents you from manually moving your machine. If you need to move your machine again, tap **Unlock**.

8. When your needle is directly over the place you'd like to sew from and the design on the screen matches the portion that you still need to stitch out, it is time to quilt. Pull up your bobbin thread and then tap **Start repair sew countdown**.

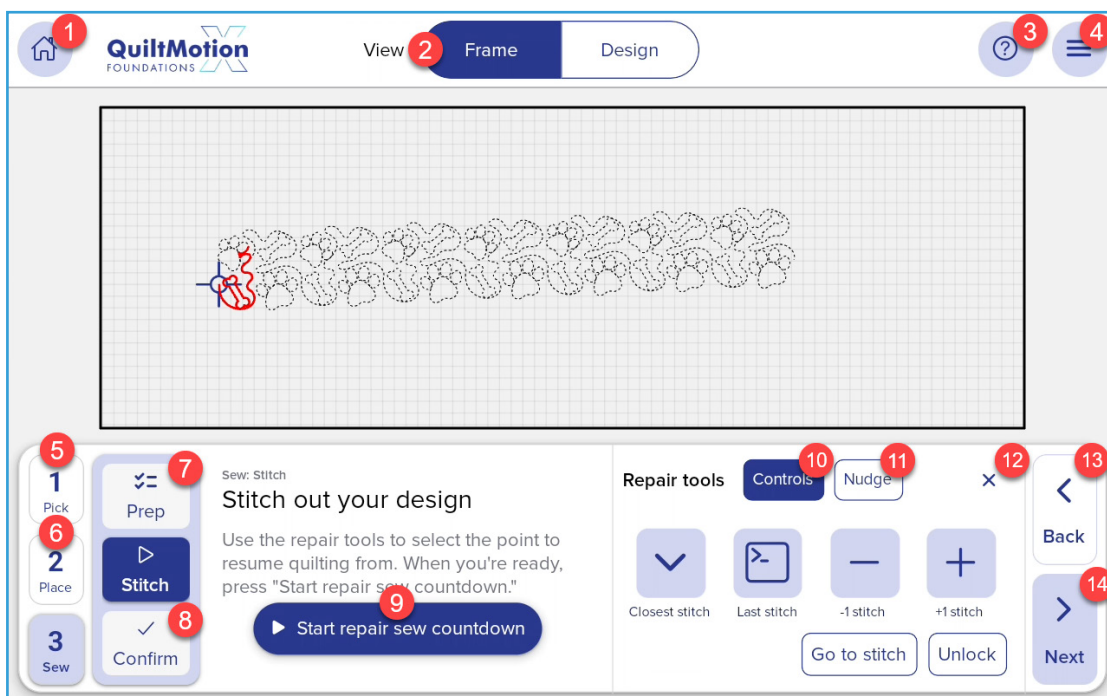


Tips:

- If you paused the software at exactly the right time, make your repair and then tap **Last stitch** instead of **Closest stitch**.
- For dense designs with overlapping or very close lines, it can be frustrating to use closest stitch to lock on to the correct stitch because the software might get confused about which stitch you mean. Pick a spot in the design where the lines are more isolated, and then lock on to that. Then use the -0.1 in or +0.1 in buttons to trace through the design to get to the correct stitch.

Button functions:

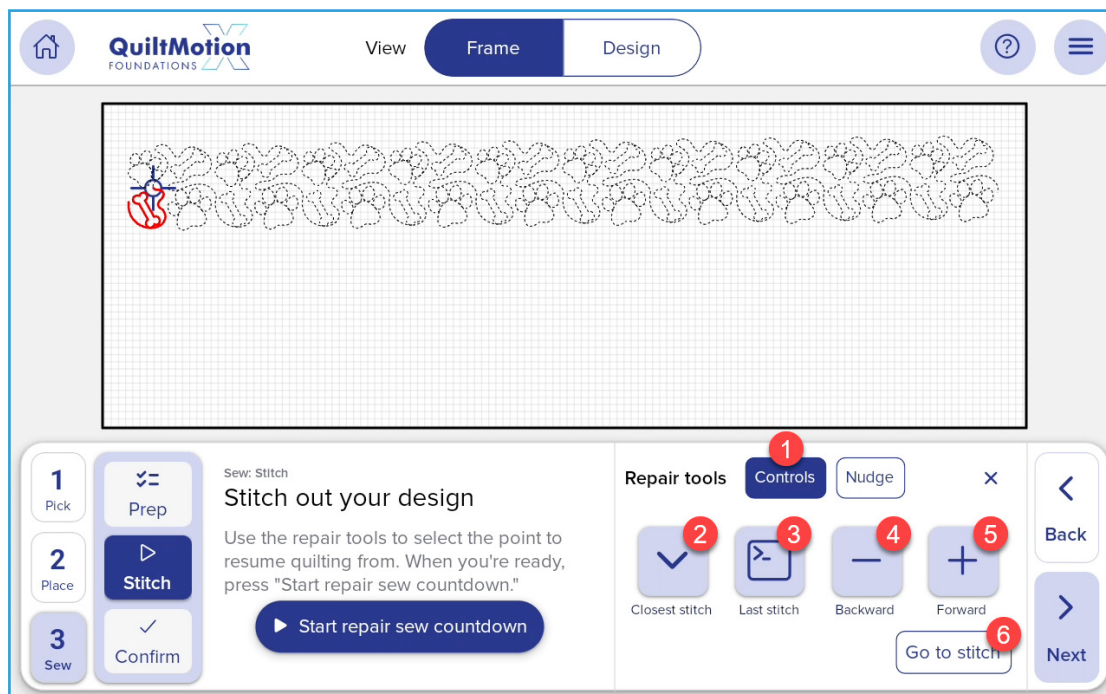
Repair tools: main buttons



1. **Home:** This button is locked while Repair tools are open or the design is still in progress.
2. **View:** Changes the content shown in the preview window:
 - **Frame:** Sets the preview window to show the entire frame space.
 - **Design:** Sets the preview window to show a close-up of your design.
3. **Help:** Accesses the help information for your current screen.
4. **Menu:** This button is locked while Repair tools are open or the design is still in progress.
5. **Pick:** This button is locked while Repair tools are open or the design is still in progress.
6. **Place:** This button is locked while Repair tools are open or the design is still in progress.
7. **Prep:** This button is locked while Repair tools are open or the design is still in progress.
8. **Confirm:** This button is locked while Repair tools are open or the design is still in progress.

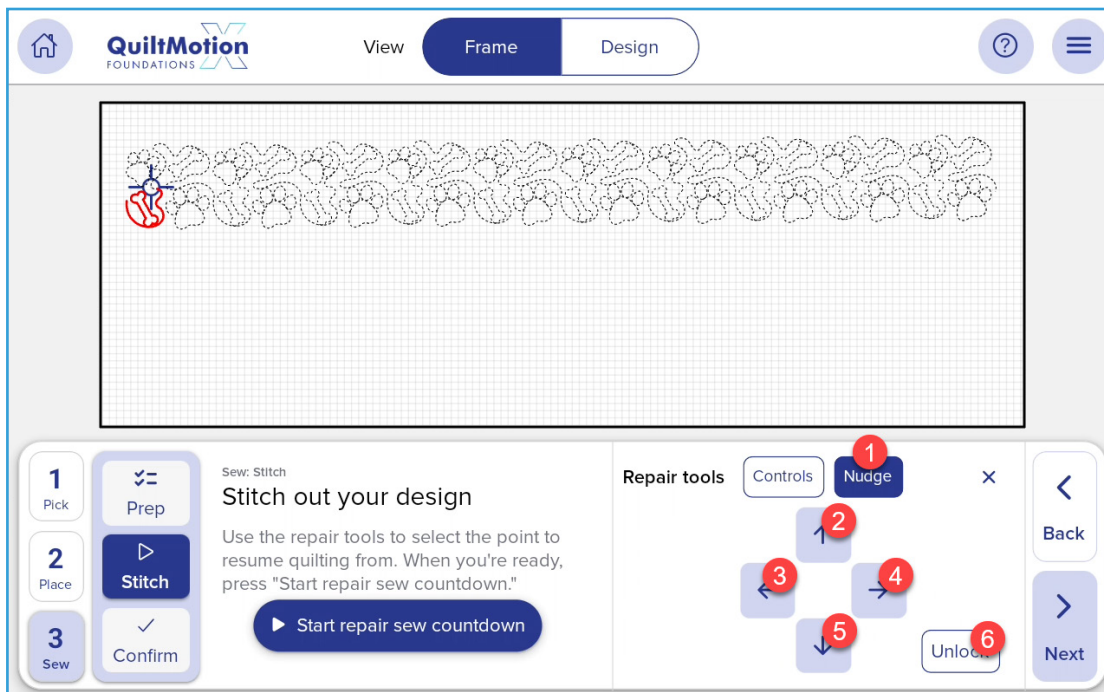
9. **Start repair sew countdown:** Resumes stitching from the end of the red portion of the design shown in the preview window.
10. **Controls:** Opens the Control options.
11. **Nudge:** Opens the Nudge options.
12. **X:** Closes the repair tools and returns you to the Sew: Stitch pause screen.
13. **Back:** This button is locked while Repair tools are open or the design is still in progress.
14. **Next:** This button is locked while Repair tools are open or the design is still in progress.

Repair tools: controls



1. **Controls:** Opens the Control options.
2. **Closest stitch:** Locks the machine onto the stitch currently closest to the machine's needle.
3. **Last stitch:** Locks the machine onto the point of the last stitch the software has record of making.
4. **-0.1 in:** Traces back in the design at 1/10th inch increments.
5. **+0.1 in:** Traces forward in the design at 1/10th inch increments.
6. **Go to stitch:** Moves your machine to the location that you traced back or forward to.

Repair tools: nudge



1. **Nudge:** Opens the Nudge options.
2. **Up arrow:** Moves your machine up slightly (toward the take-up rail) without adjusting the design.
3. **Left arrow:** Moves your machine left slightly without adjusting the design.
4. **Right arrow:** Moves your machine right slightly without adjusting the design.
5. **Down arrow:** Moves your machine down slightly (toward the front rail) without adjusting the design.
6. **Unlock:** Releases your machine so you can move it freely around the frame.

Frame space shrink

Contents:

- [Overview](#) (page 105)
- [Instructions](#) (page 105)
- [Button functions](#) (page 108)

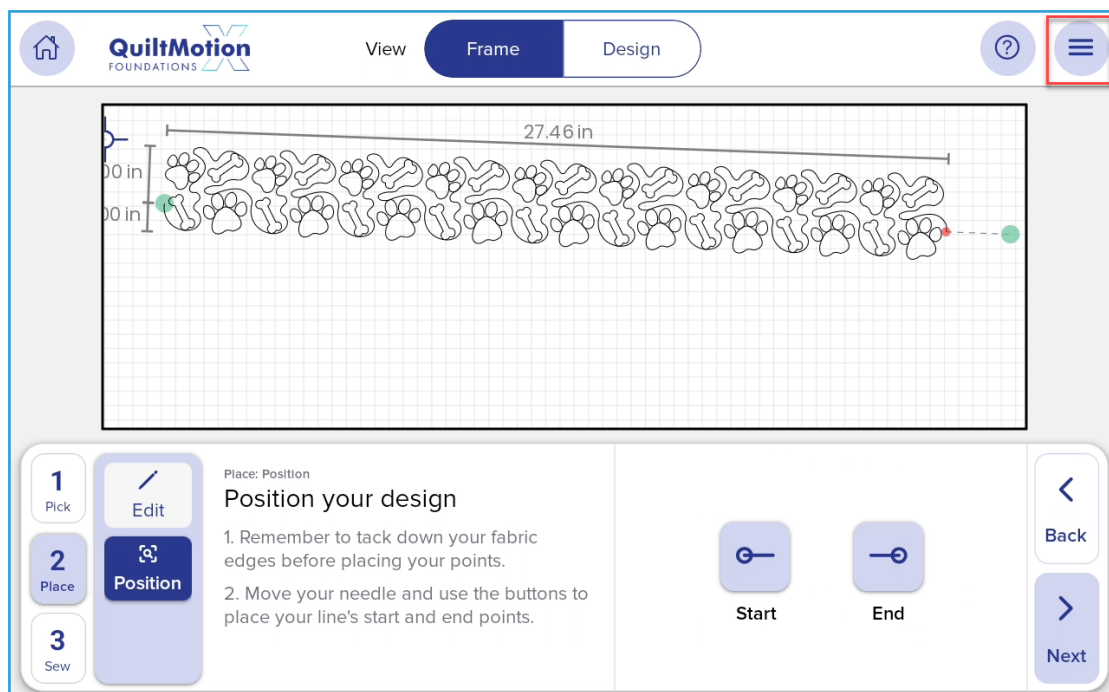
Overview:

Frame space shrink allows you to see how restricted your frame space is as your quilt roll builds up in the throat space of your machine.

Instructions:

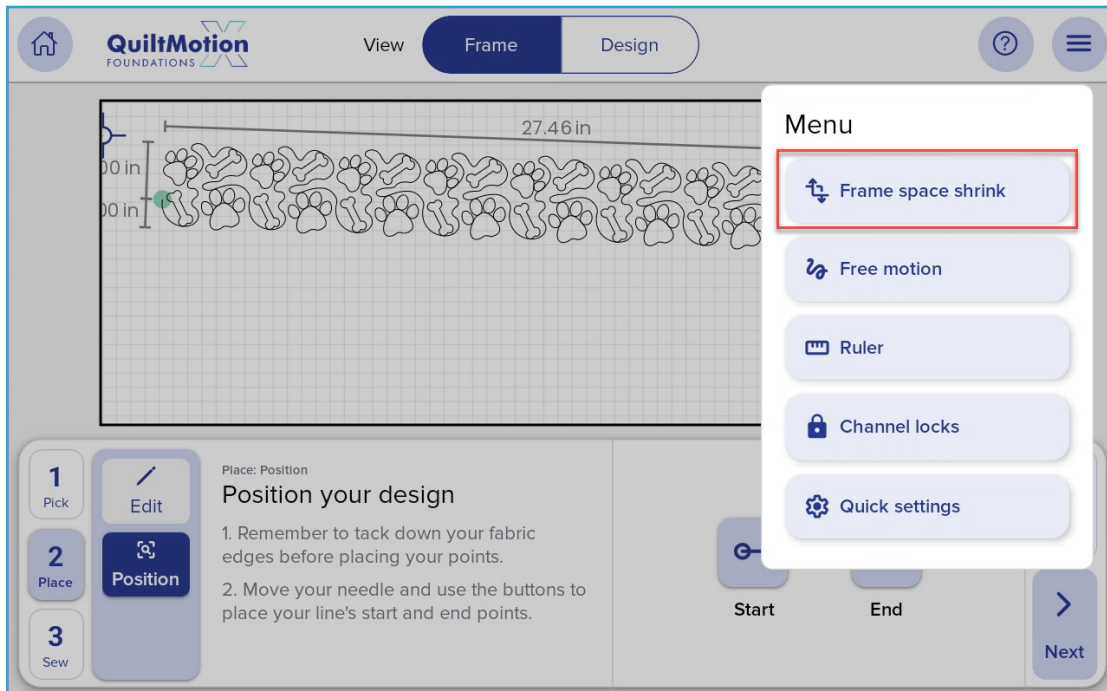
Every time you rezone down on your quilt, use Frame space shrink so that you do not place a design somewhere there is not enough room to stitch it out. Take the following steps:

1. From any screen in Simple panto, tap the **Menu** button in the top-right corner.



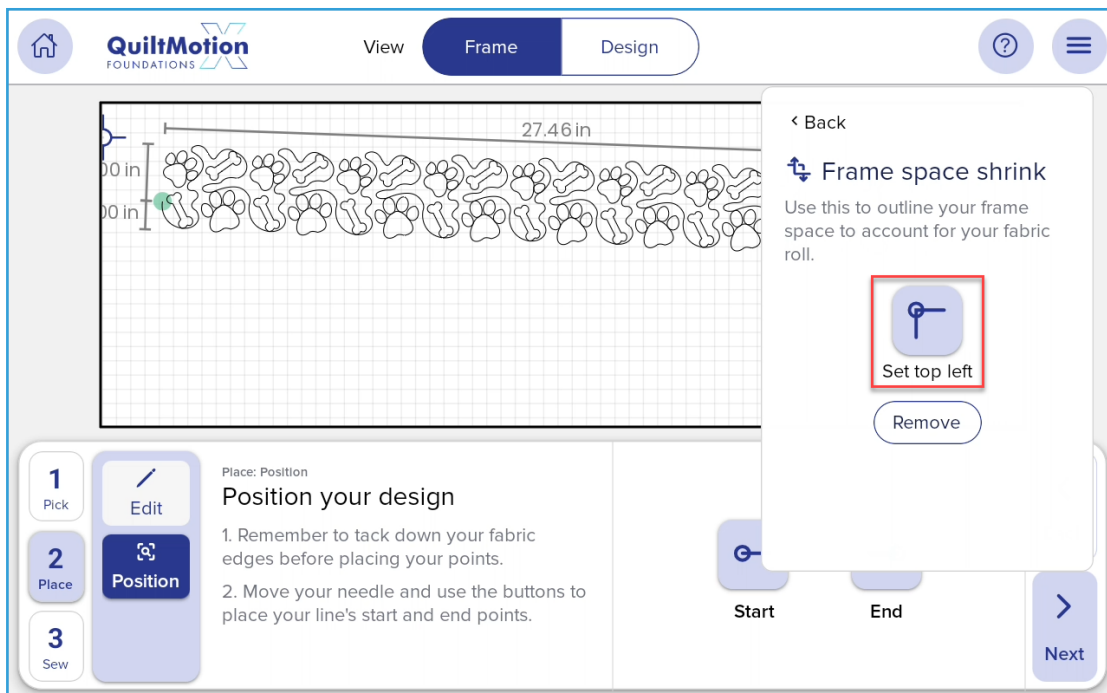
Frame space shrink (continued)

2. Open **Frame space shrink**.

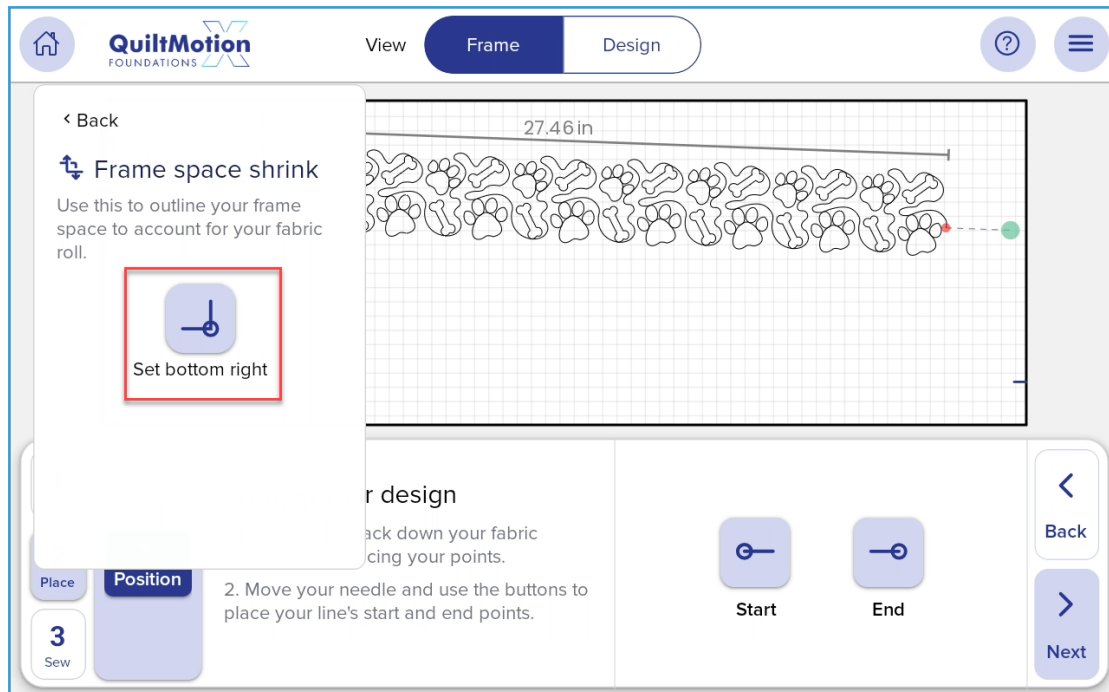


3. Move your machine to the top-left corner of your frame as though you are homing it, but do not remove any of the fabric or clamps.

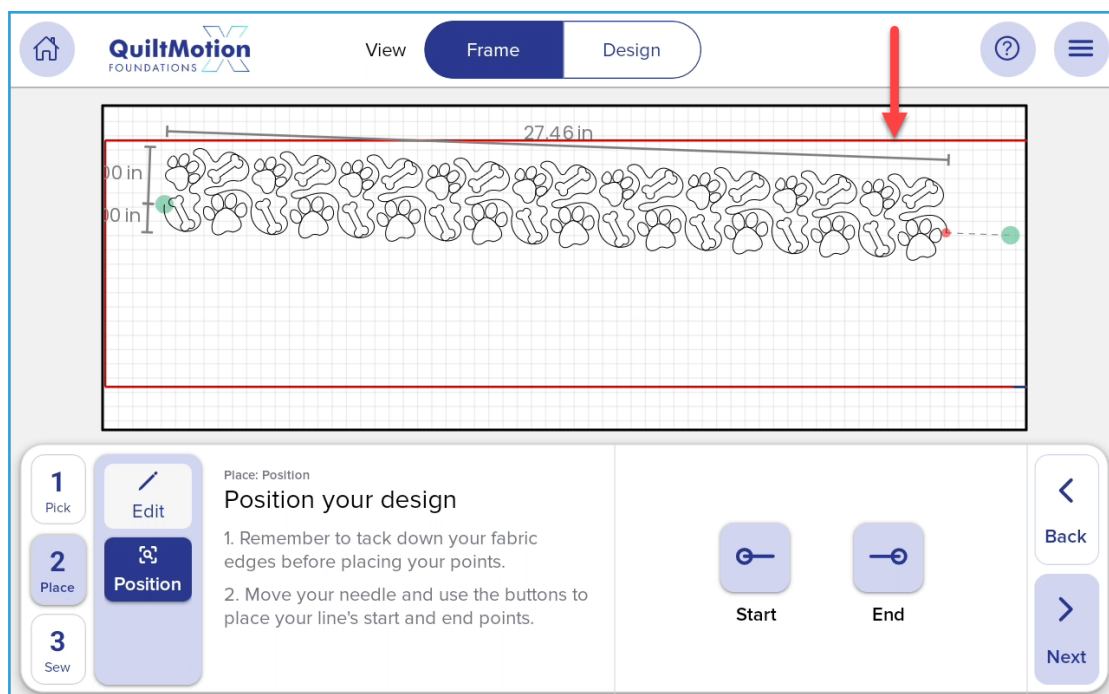
4. Tap **Set top left**.



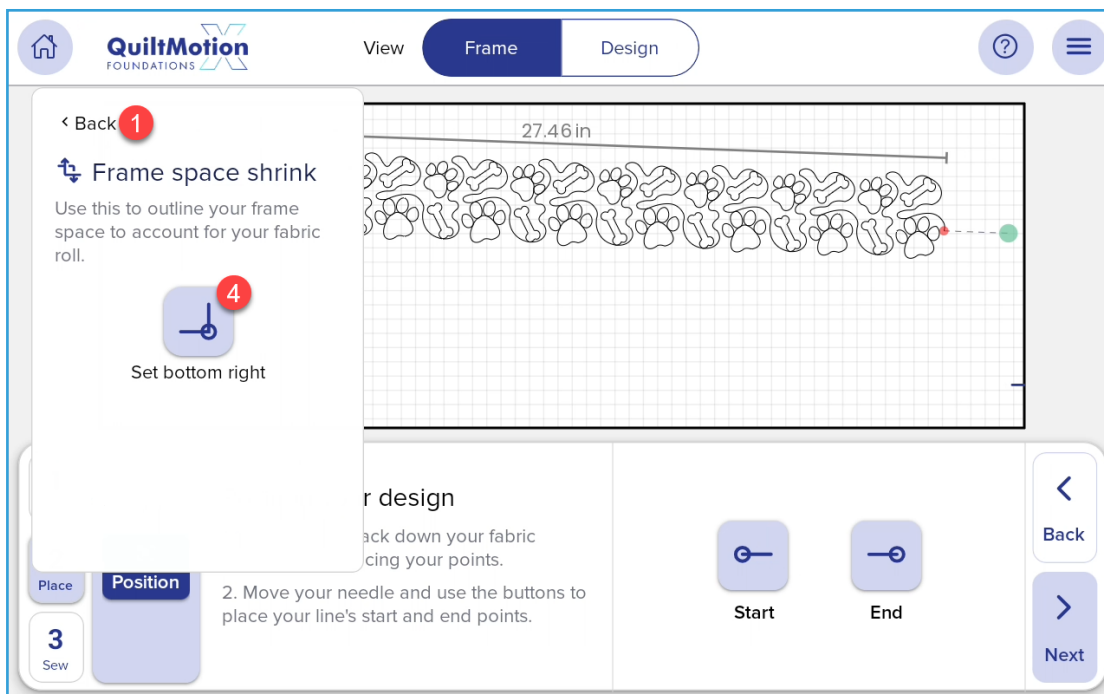
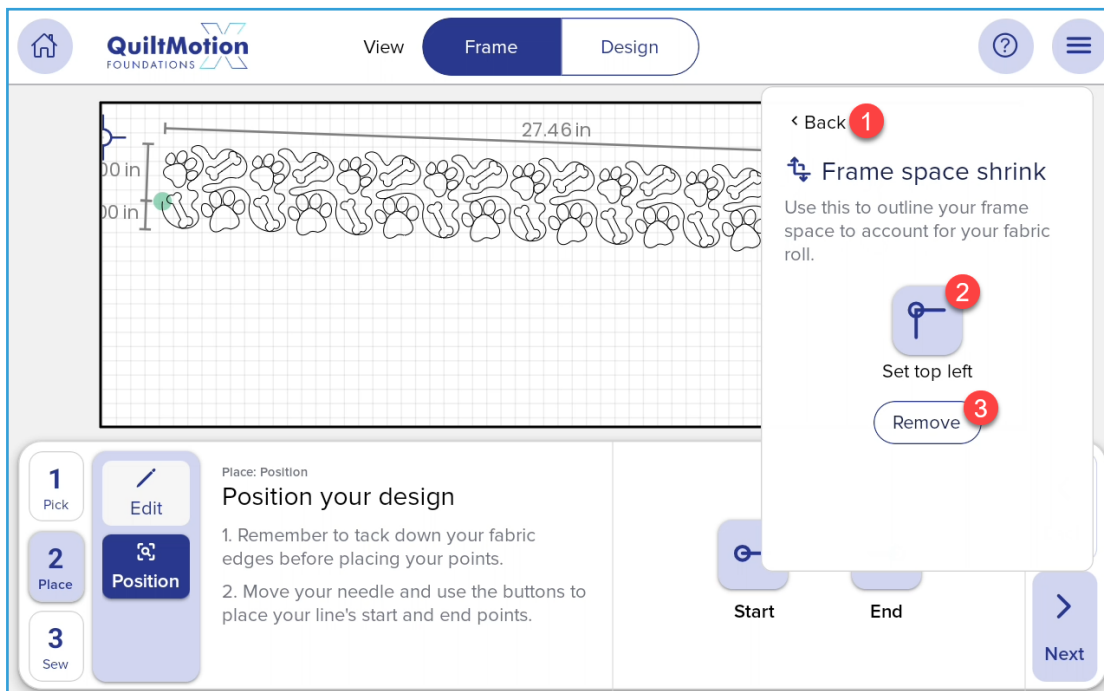
- Now move your machine all the way to the front and right, as far as it can go.
- Press **Set bottom right**.



- Tap out of the Menu to close it. In the preview window, a red box outlines your available quilting space. When placing designs, check that none of the design crosses outside of the red box.



Button functions:



1. **Back:** Returns to the [Menu](#) (page 92).
2. **Set top left:** Sets the needle's current location to the top-left corner of the reduced frame space.
3. **Remove:** Removes the red box from your preview window.
4. **Set bottom right:** Sets the needle's current location to the bottom-right corner of the reduced frame space.

Homing the machine

Contents:

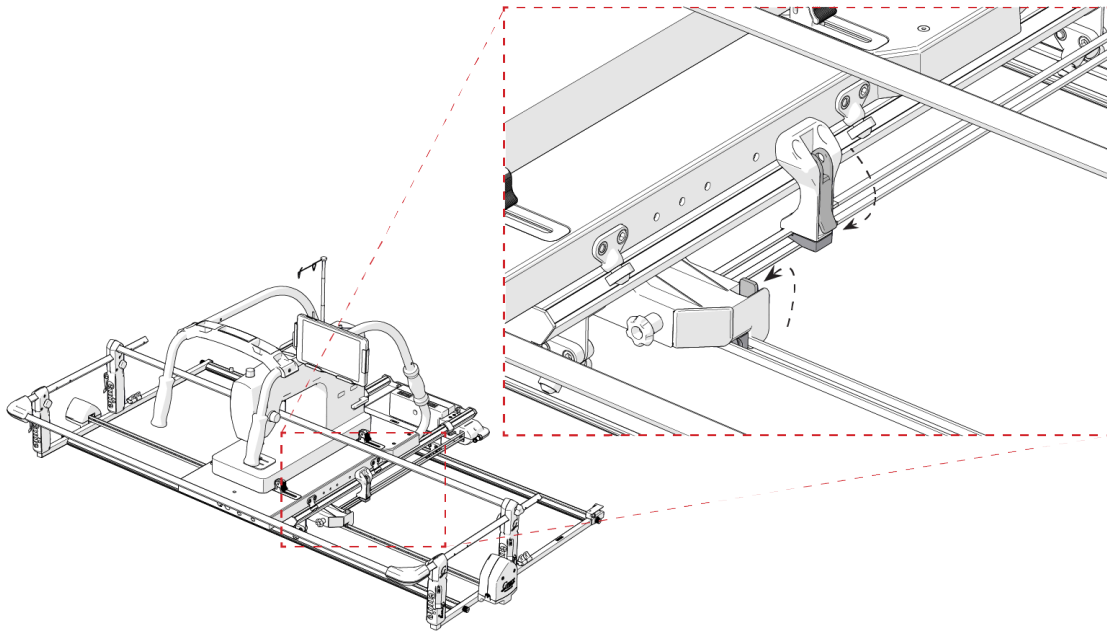
- [Overview](#) (page 109)
- [Instructions](#) (page 109)
- [Button functions](#) (page 112)

Overview:

Homing your machine sets the starting point for the software for tracking the location of your machine on the frame. If your machine is not properly homed, QMX will not know where your machine is on the frame. As you attempt to quilt, you might lose quilting space and your sewing machine might collide with the take-up rail.

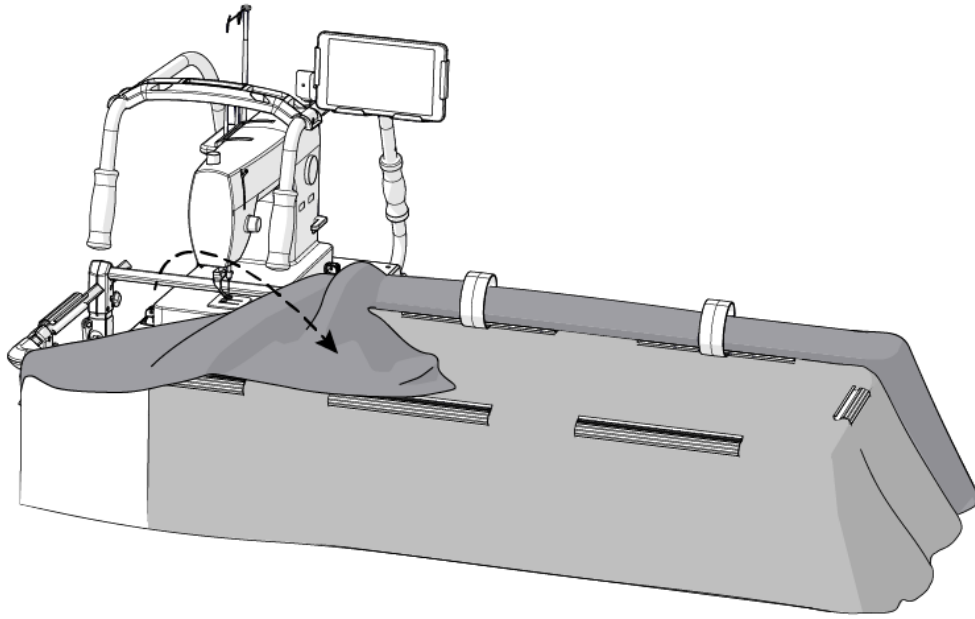
Instructions:

1. Make sure both of the clamps are closed on your carriages. The clamps must be closed around the belts for automation to work and for the software to track your machine's location on the frame.

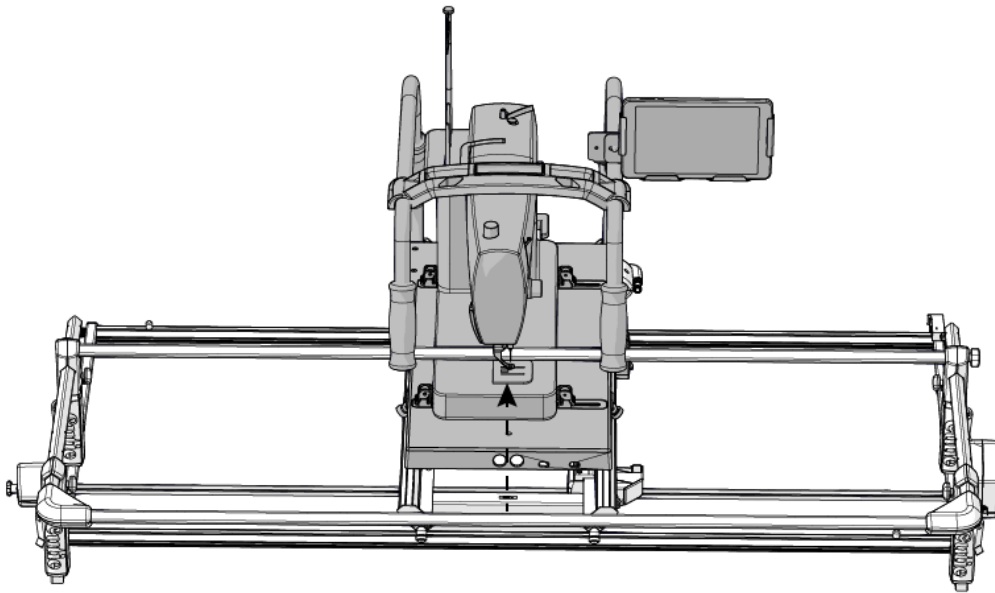


Homing the machine (continued)

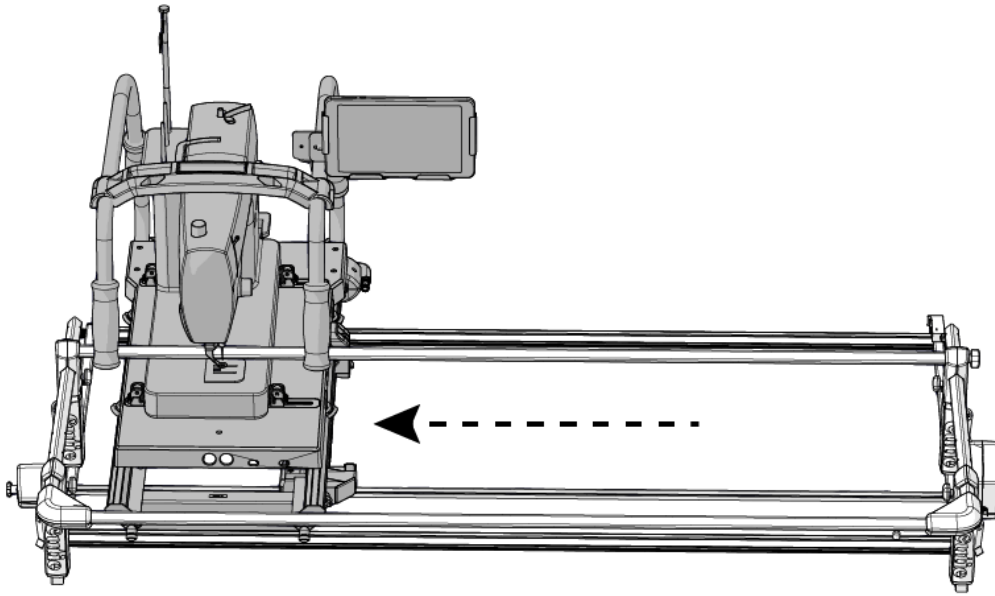
2. Remove the clamps and fabric from the back-left corner of your frame.



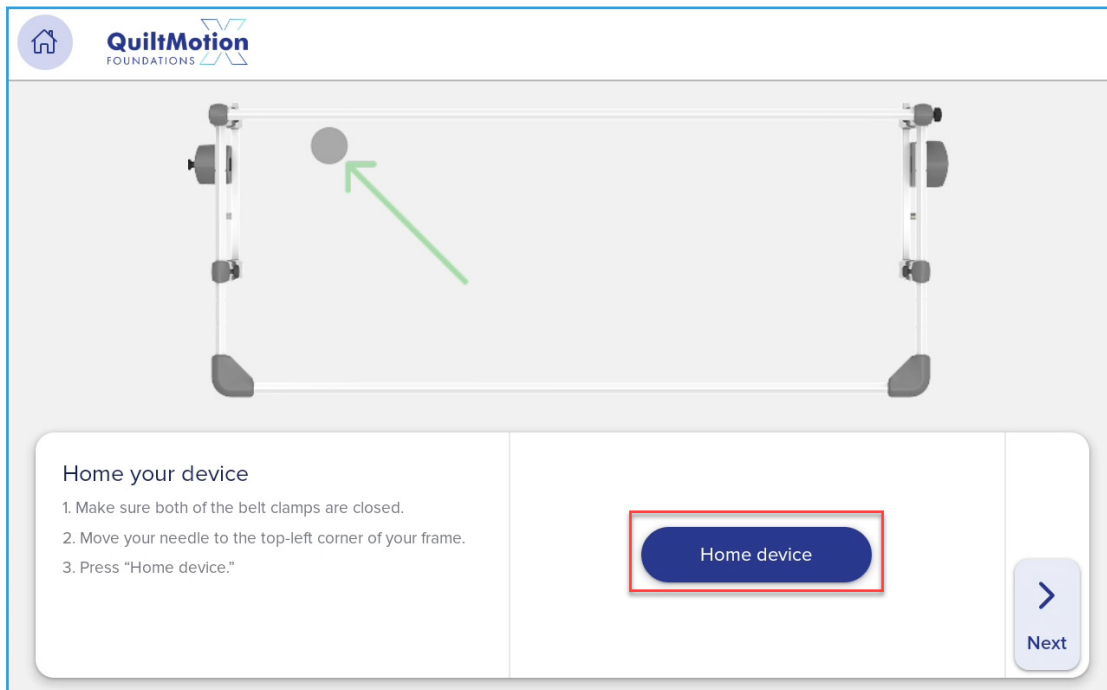
3. Move your machine as far back as it can go.



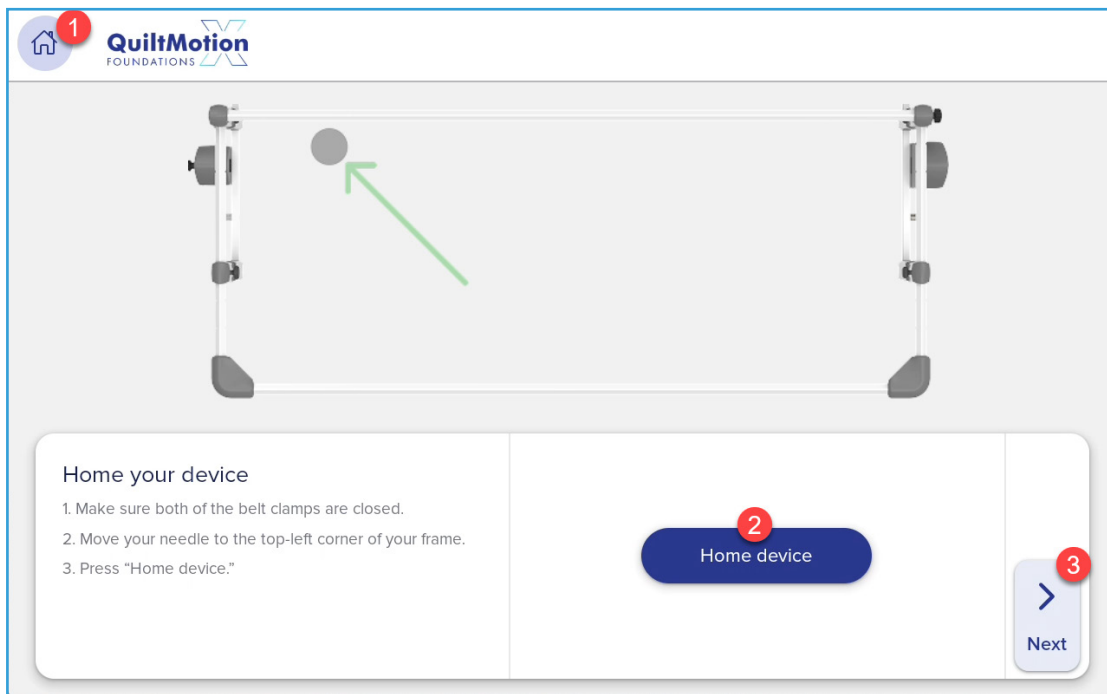
4. Move your machine as far to the left as it can go.



5. With your machine in the home position, tap **Home device**.



Button functions:



1. **Home:** Returns to the Home screen.

2. **Home device:** Sets the needle's current location as the top-left corner of the frame space.

3. **Next:** Continues to the next screen.

Channel locks

Contents:

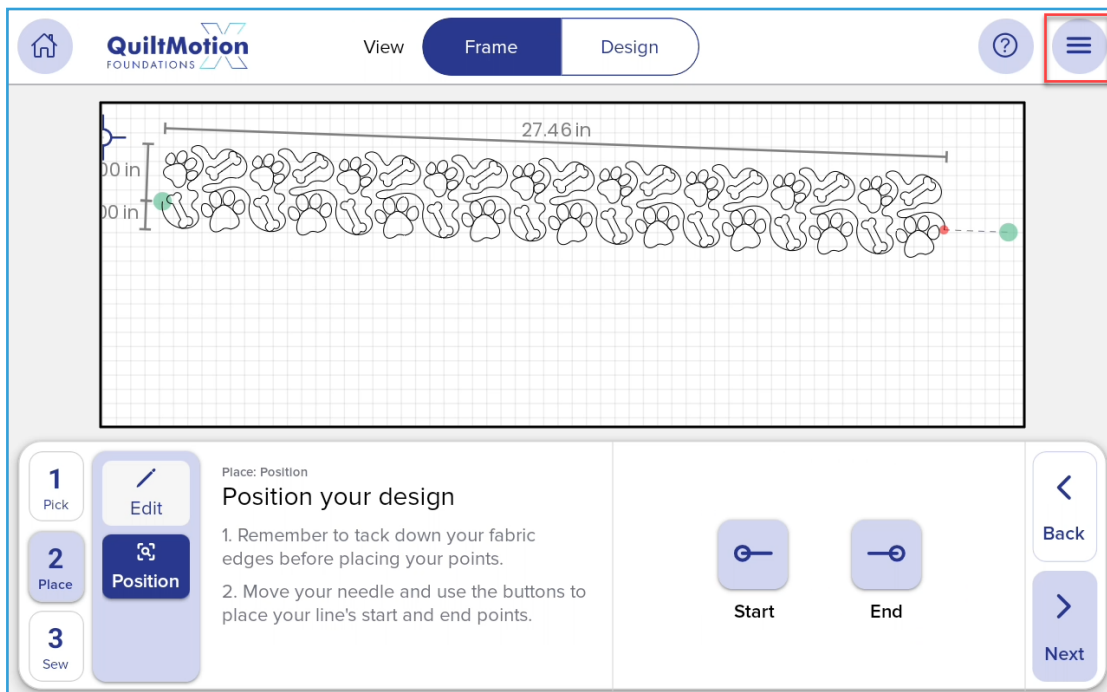
- [Overview](#) (page 113)
- [Instructions](#) (page 113)
- [Button functions](#) (page 115)

Overview:

The channel locks restrict the movement of the machine along one axis (side to side or front to back) so that you can stitch out a straight line.

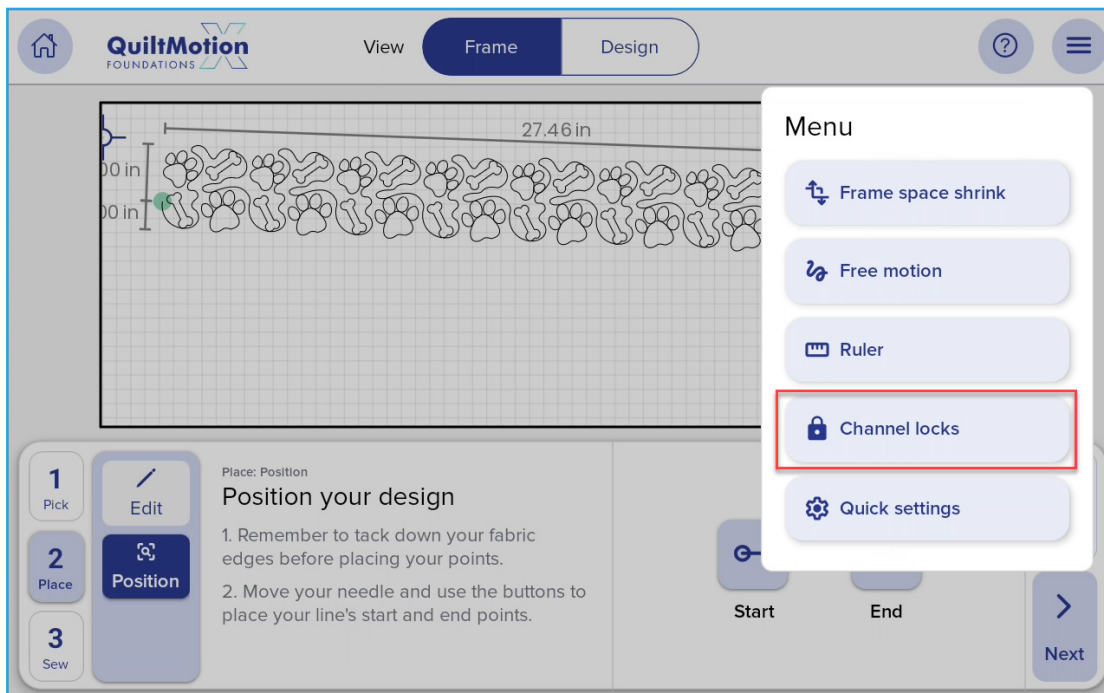
Instructions:

1. From any Quilt screen, tap the **Menu** button in the top-right corner.



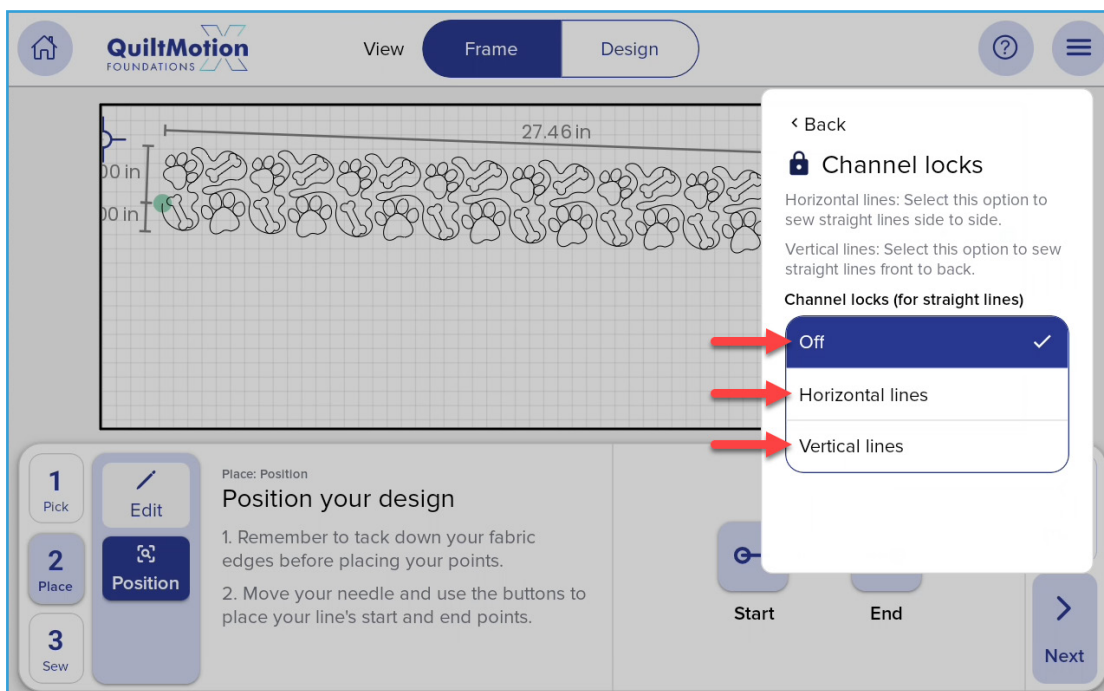
Channel locks (continued)

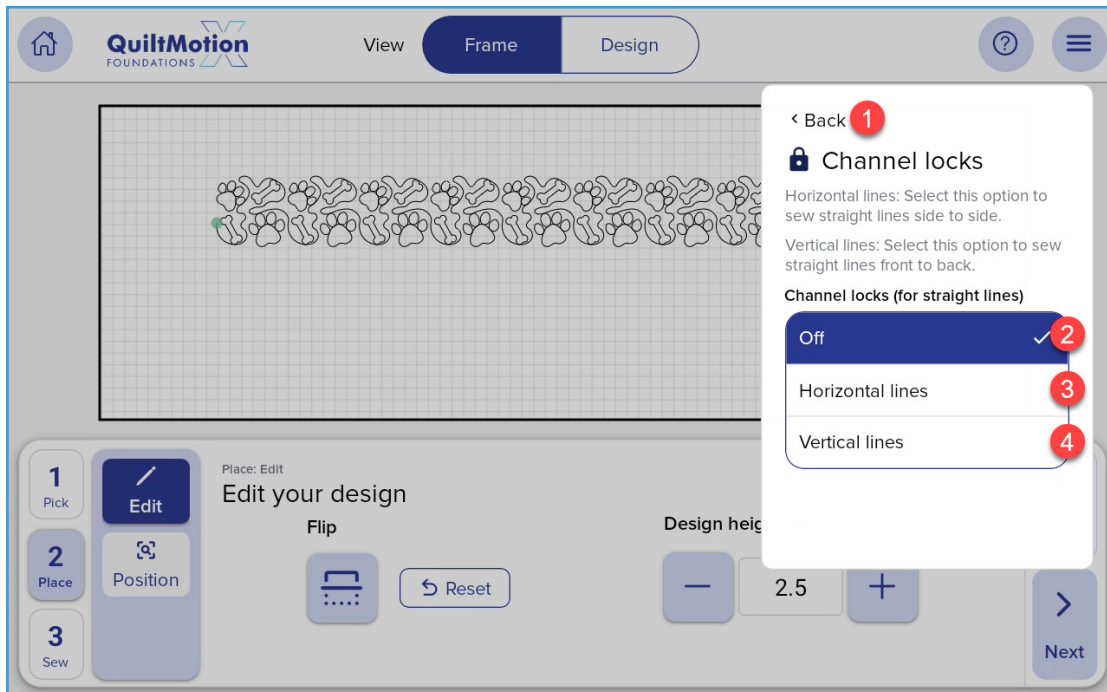
2. Open **Channel locks**.



3. If desired, do one of the following:

- Select **Horizontal lines** to lock the Y axis and allow the machine to move only side to side on the frame.
- Select **Vertical lines** to lock the X axis and allow the machine to move only back and forth on the frame.
- Select **Off** to restore normal, unrestricted motion.



Button functions:

1. **Back:** Returns to the Menu.
2. **Off:** Restores unrestricted motion to the machine.
3. **Horizontal lines:** Locks movement along the Y axis so the machine can only move side to side.
4. **Vertical lines:** Locks movement along the X axis so the machine can only move back and forth.

Note: Tap anywhere outside of the menu to close it.

Settings

Contents:

- [Overview](#) (page 116)
- [Button functions](#) (page 116)

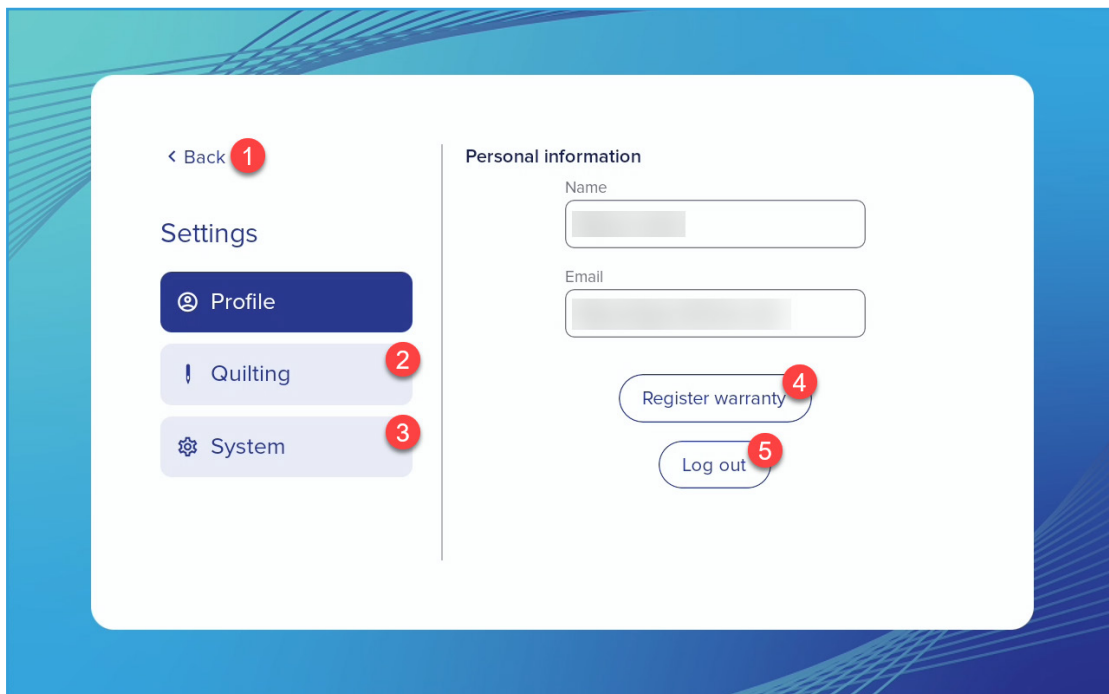
Overview:

Access the Settings by tapping Settings from the home screen. There are three screens in Settings:

- **Profile:** In this screen, log in and out and review login credentials.
- **Quilting:** In this screen, access quilting-related settings.
- **System:** In this screen, perform updates and review logs.

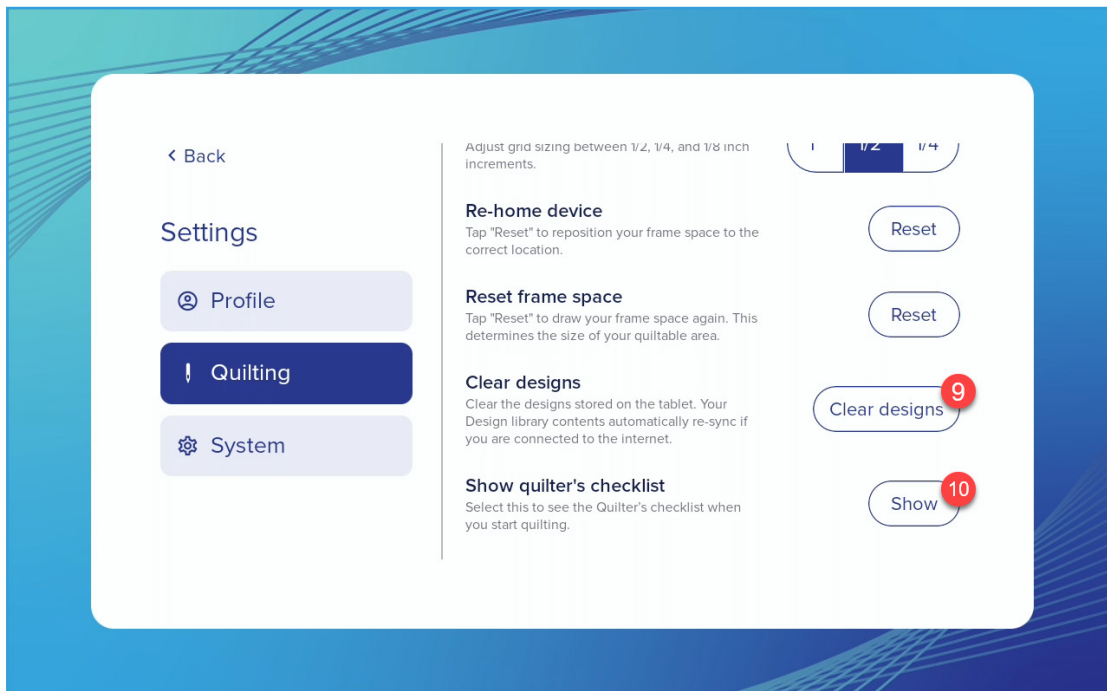
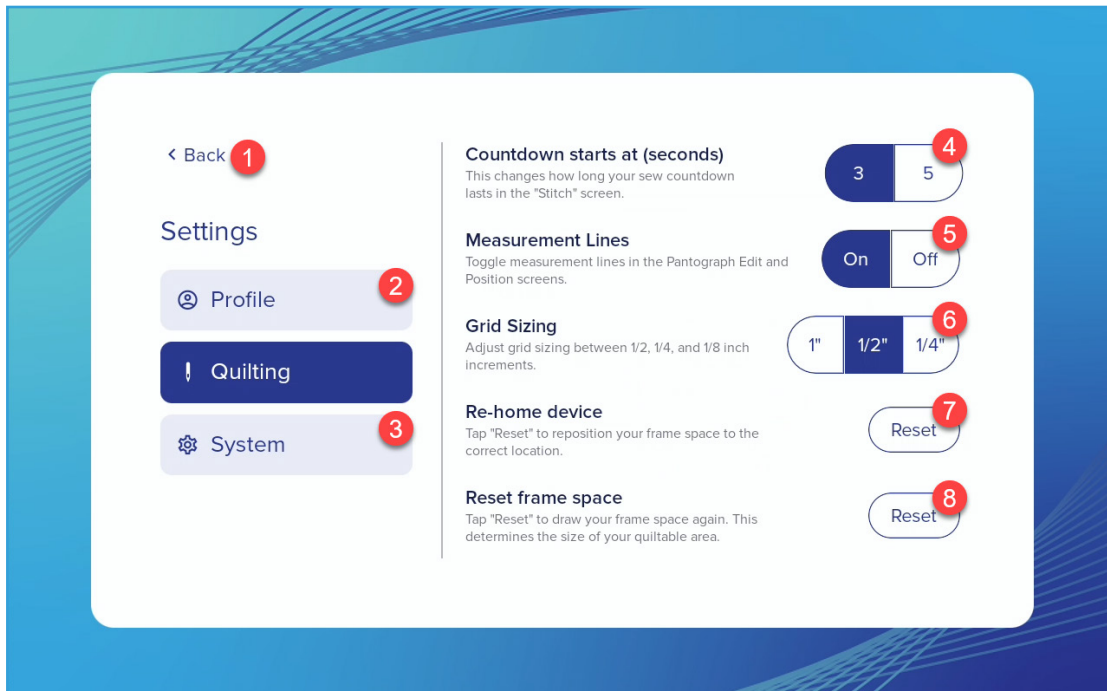
Button functions:

Settings: Profile



1. **Back:** Returns to the home screen.
2. **Quilting:** Opens the [Settings: Quilting screen](#) (page 117).
3. **System:** Opens the [Settings: System screen](#) (page 118).
4. **Register warranty:** Opens the QR code to register your warranty. Use your phone's camera to scan the QR code and tap the link that pops up on your phone's screen to go to the warranty page on Grace Company's website.
5. **Log out:** Log out of QMX. You must log back in to a QMX account to use quilting automation. Your login credentials are the same as those you use to log in to graceframe.com.

Settings: Quilting



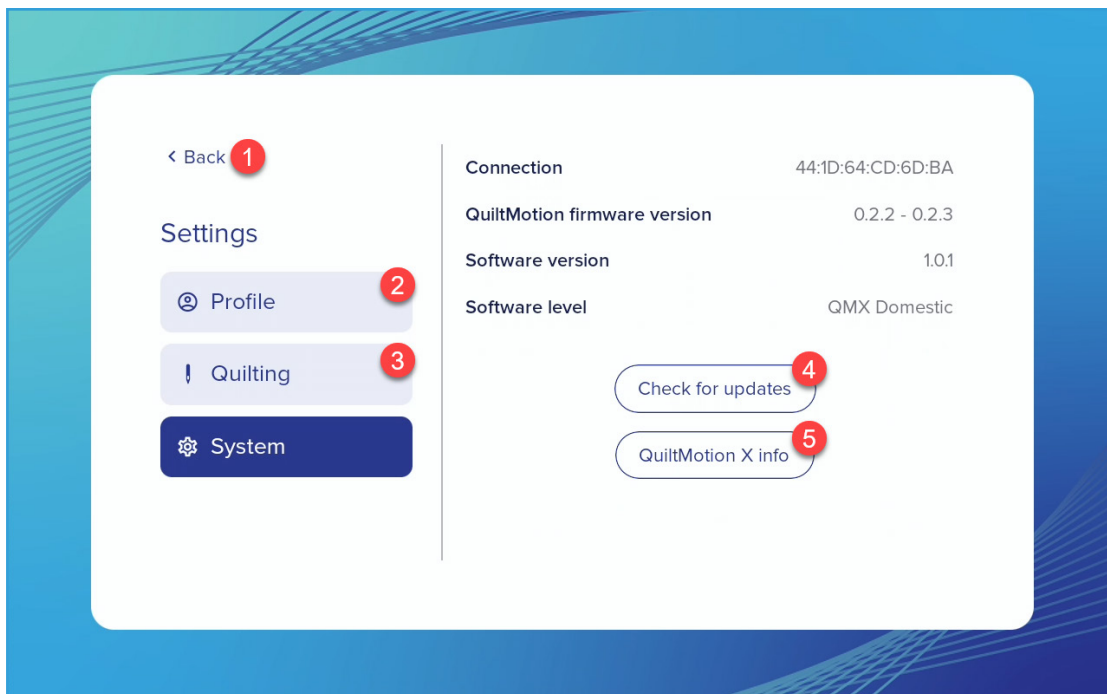
1. **Back:** Returns to the home screen.
2. **Profile:** Opens the [Settings: Profile screen](#) (page 116).
3. **System:** Opens the [Settings: System screen](#) (page 118).
4. **Countdown starts at (seconds):** Toggles between 3 and 5 seconds for the sewing countdown in the [Sew: Stitch screen](#) (page 82) and [repair tools](#) (page 98).
5. **Measurement lines:** Shows or hides the design measurements on the pantograph [Place: Edit](#) (page 62) and [Place: Position screens](#) (page 67).

Using Other Software Features

Settings (continued)

6. **Grid sizing:** Sets the grid lines in the preview window to 1 inch, 1/2 inch, or 1/4 inch increments.
7. **Re-home device:** Opens the Homing screen so that you can home your device. If you must reset your frame space, re-home first.
8. **Reset frame space:** Opens the Define your frame space screen so you can set your frame space correctly. This must be done if you change sewing machines. Re-home before resetting the frame space.
9. **Clear designs:** Clear designs stored in your tablet. Your design library contents synchronize with those on your graceframe.com account as long as you are connected to the internet. To delete a design from your tablet permanently, delete it from your graceframe.com account, clear the designs on the tablet, and then make sure your tablet is connected to the internet. If needed, tap “Refresh” in the Design library to force the design library to synchronize.
10. **Show quilter’s checklist:** Shows the Quilter’s checklist when you press Quilt from the home screen.

Settings: System



1. **Back:** Returns to the home screen.
2. **Profile:** [Opens the Settings: Profile screen](#) (page 116).
3. **Quilting:** Opens the [Settings: Quilting screen](#) (page 117).
4. **Check for updates:** Checks for any available updates.

5. **QuiltMotion X Info:** Opens QuiltMotion X info. There are three screens:
 - **Terms of service:** Displays the Terms of service for QuiltMotion X.
 - **Licenses:** Provides links to the software licenses.
 - **Software change log:** Shows the changes made to the software with each new version.
6. **Firmware update available:** This button only appears when a firmware update is available. If desired, tap this button to update your firmware.

Setting your frame space

Contents:

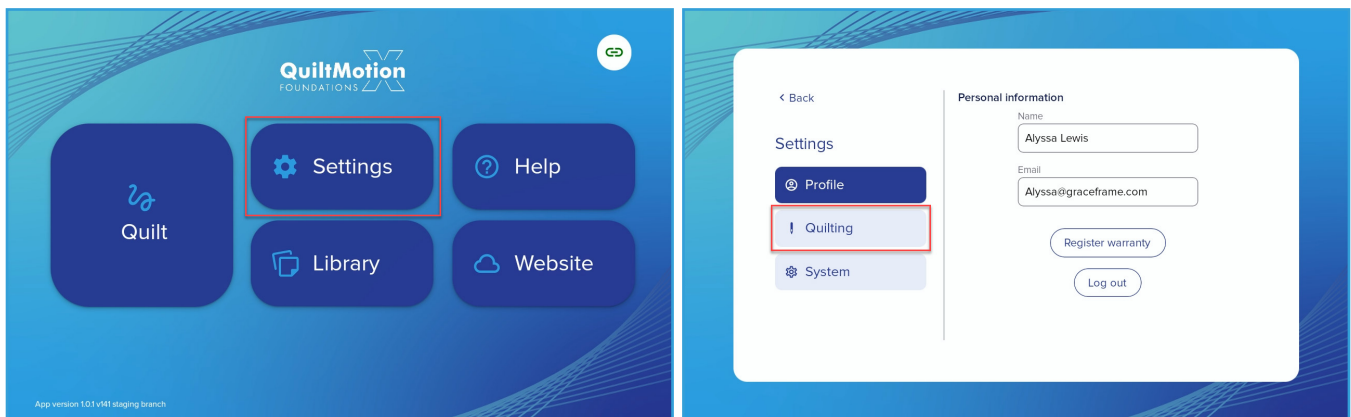
- [Overview](#) (page 120)
- [Instructions](#) (page 120)
- [Button functions](#) (page 124)

Overview:

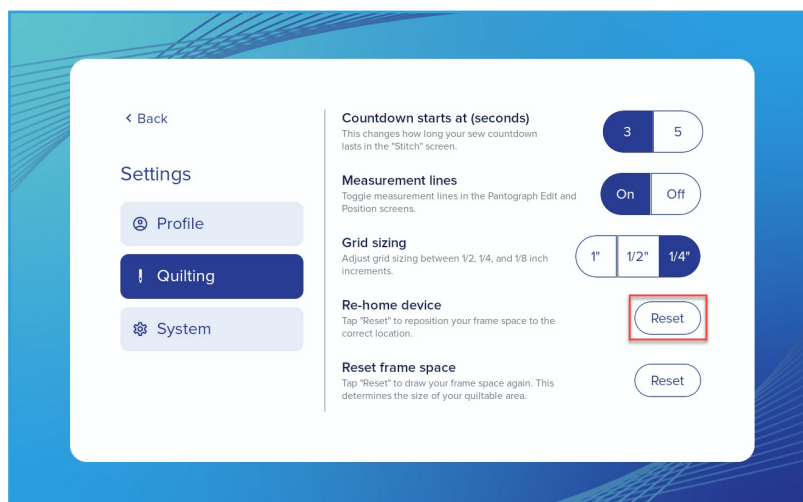
The frame space is the software's map of where your machine can be safely shuttled around the frame. Any time you change out your machine, you must re-map the frame space. Access the button to reset the frame space in the [Settings: Quilting screen](#) (page 117).

Instructions:

1. Make sure both of your belt clamps are closed.
2. Remove the fabric and fabric clamps from the frame.
3. Open the **Settings** menu and choose **Quilting** from the sidebar.

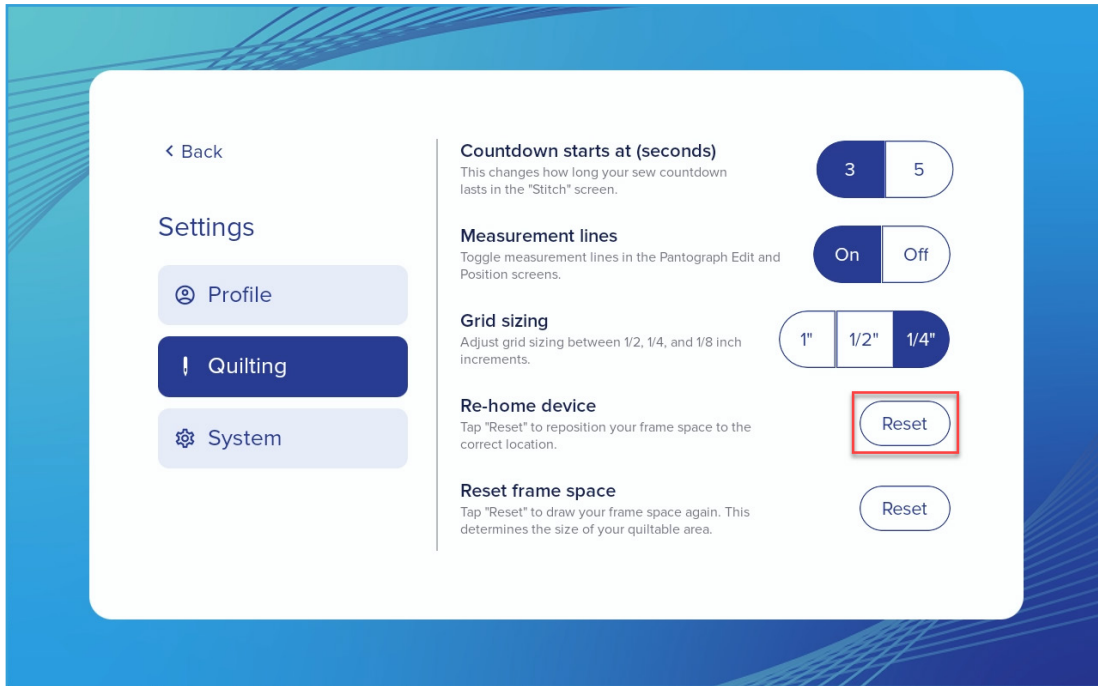


4. Find Re-home device and tap **Reset**. You must always re-home your device before you reset your frame space.

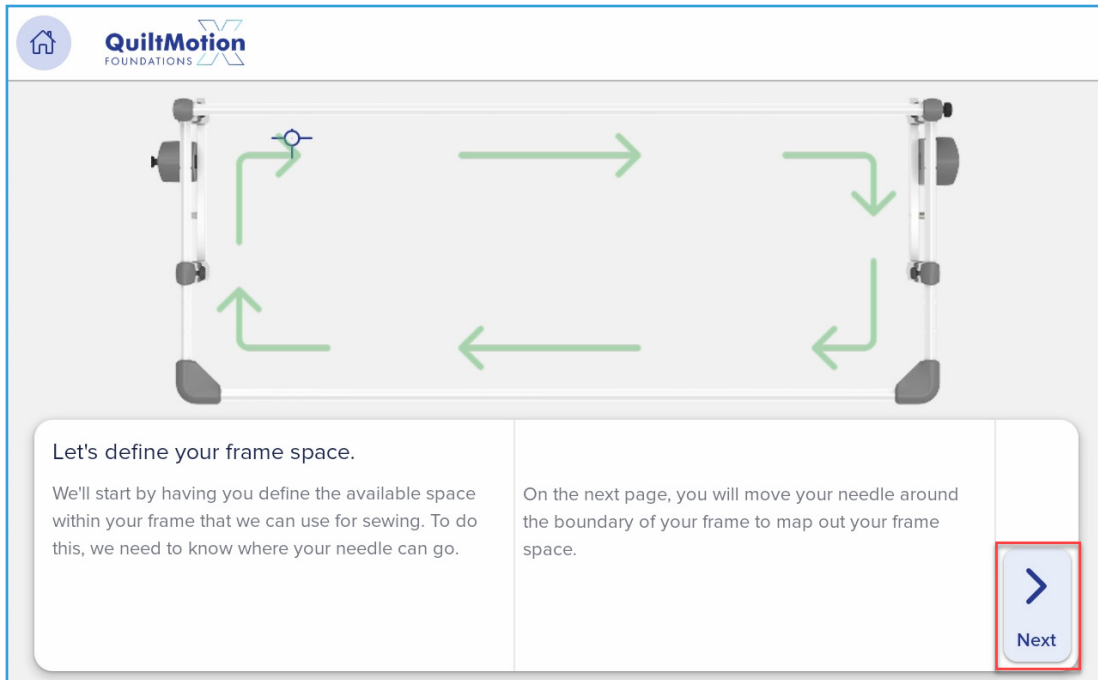


Setting your frame space (continued)

- Follow the [steps to re-home](#) (page 109) your device.
- Back in the Settings: Quilting screen, find Reset your frame space and press **Reset**.

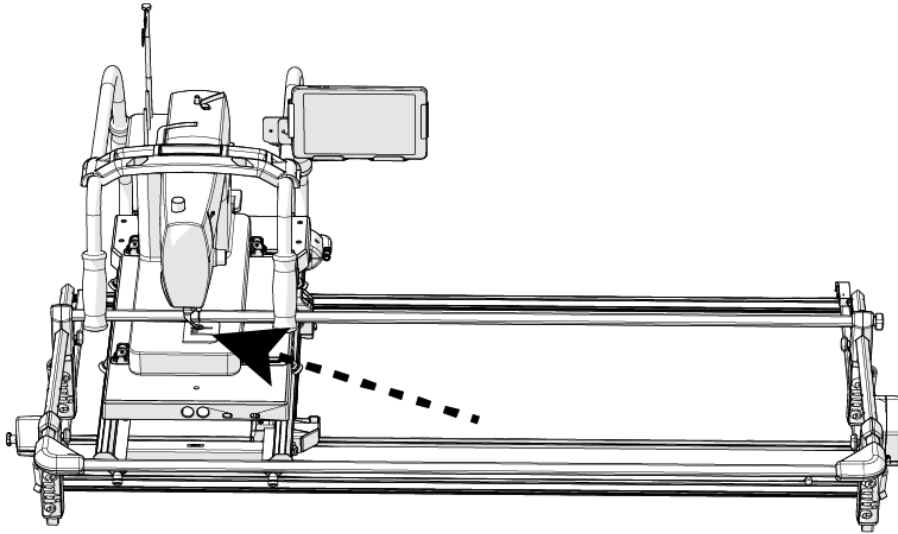


- Tap **Next**.

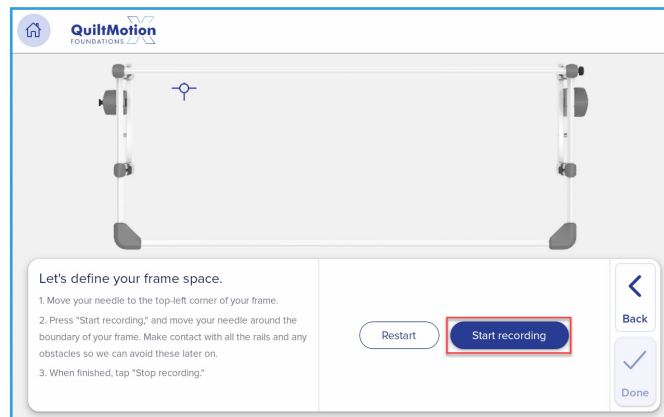


Setting your frame space (continued)

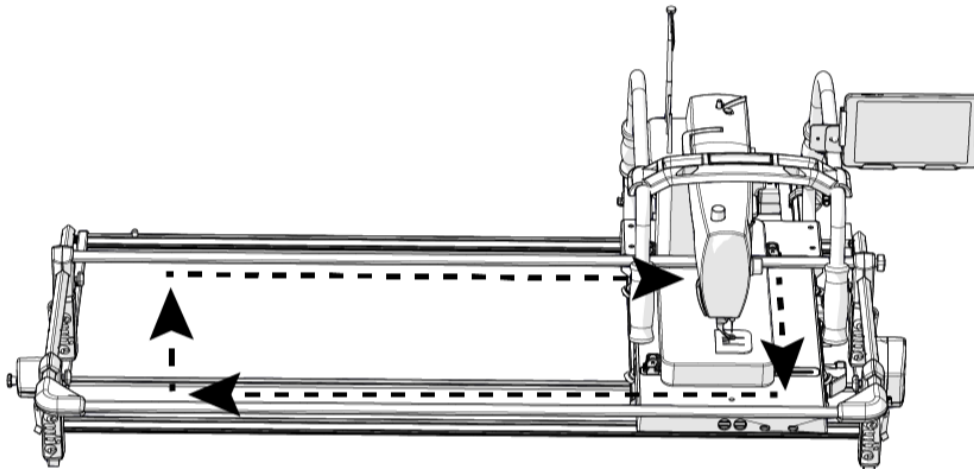
8. Move your machine's needle to the top-left corner of the frame, to the home position.



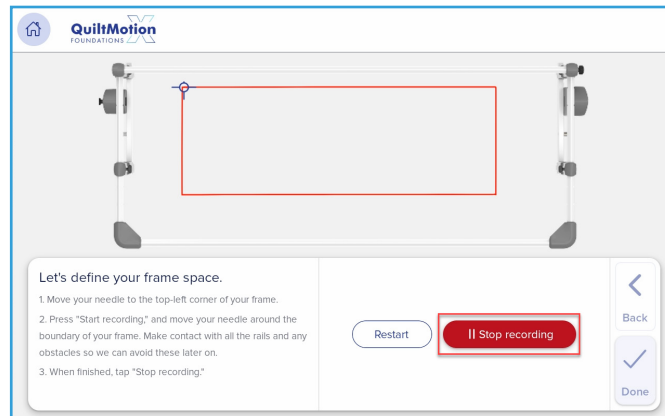
9. Press **Start recording**.



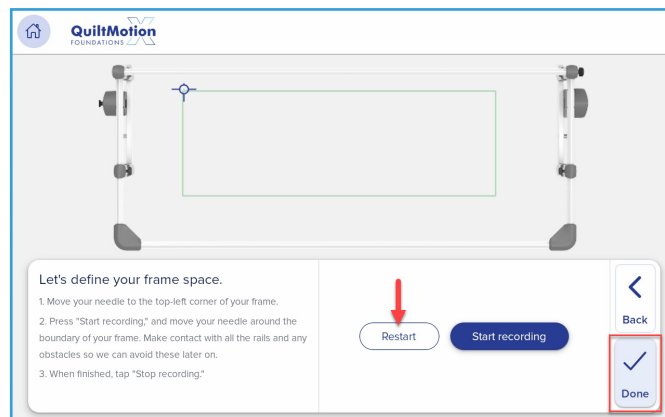
10. Move your machine around the edges of the frame, in a large rectangle. Try to keep the needle as close to each of the rails as possible.



11. When the needle returns to the home position, tap **Stop recording**.

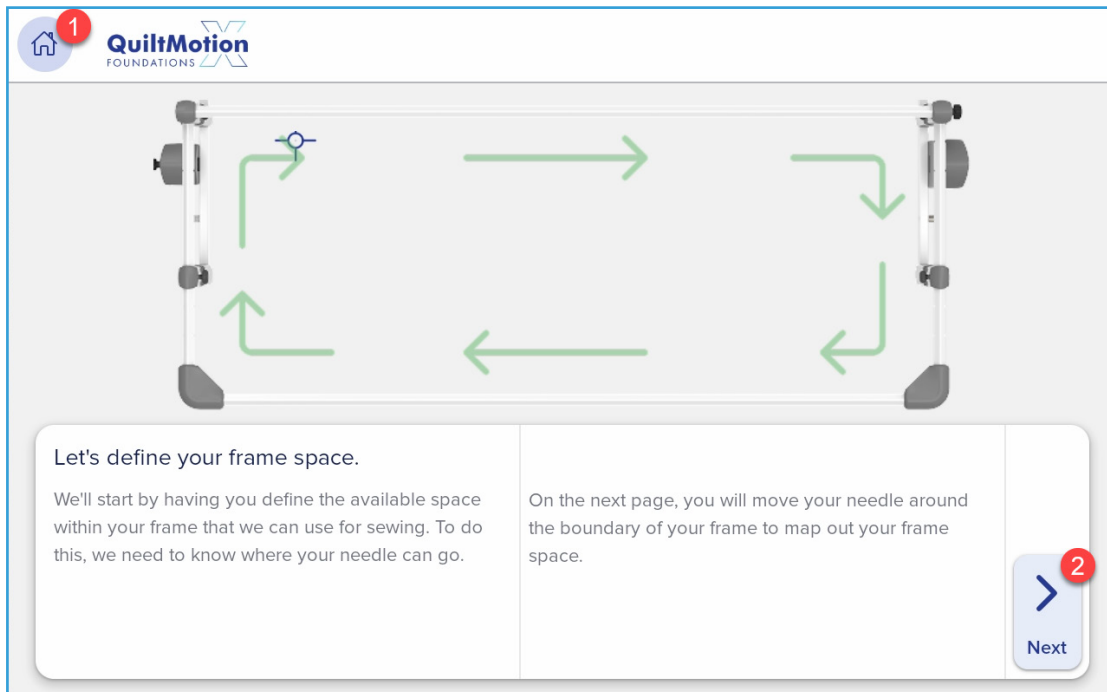


12. If the box in the preview window looks correct, tap **Done**. Otherwise press **Restart** and try again.



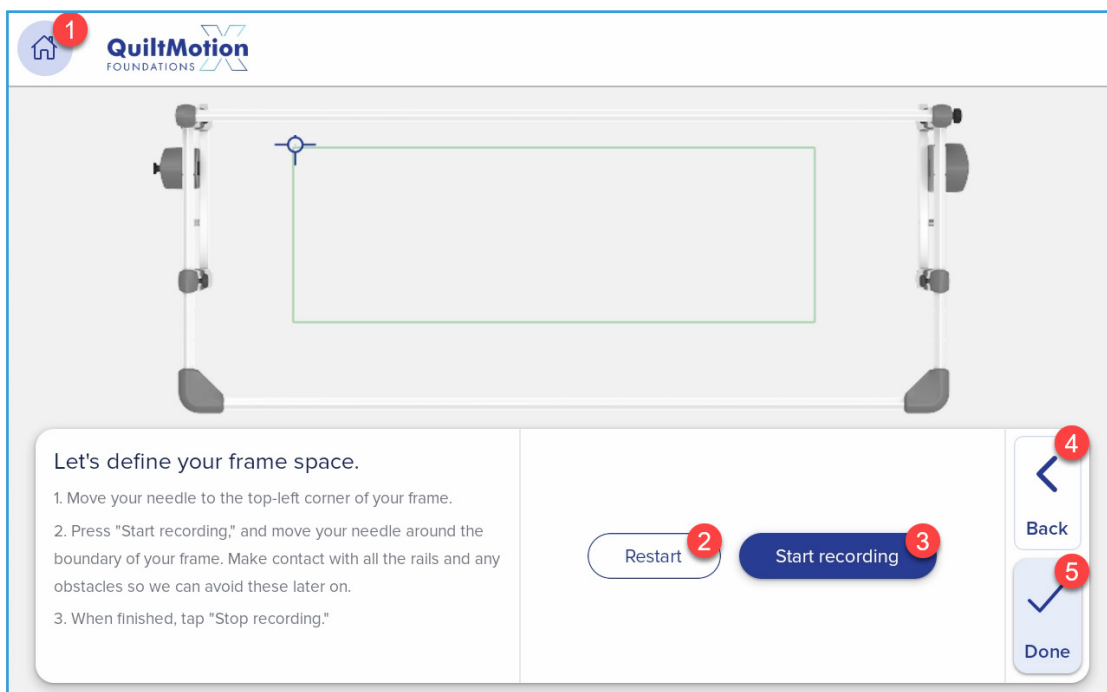
Button functions:

Frame space information screen



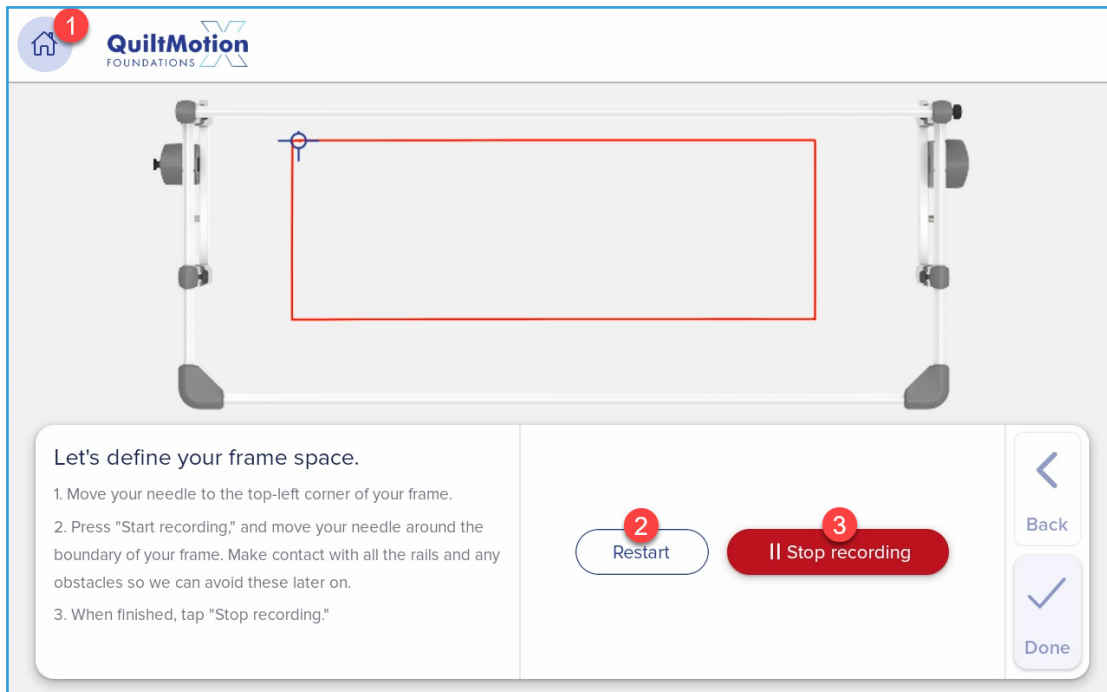
1. **Home:** Returns to the Settings menu.
2. **Next:** Proceeds to the screen to set your frame space.

Set frame space screen



1. **Home:** Returns to the Settings menu.
2. **Restart:** Erases your current frame space so you can record again.
3. **Start recording:** Tracks the position of your frame's needle to outline the frame space.
4. **Back:** Returns to the Frame space information screen.
5. **Done:** Proceeds to the screen to set your frame space.

Frame space recording screen



1. **Home:** This button is locked while recording is in progress.
2. **Restart:** Erases your current frame space so you can record again.
3. **Stop recording:** Ends tracking of your machine's needle position.

Update the software

Contents:

- [Overview](#) (page 126)
- [Instructions](#) (page 126)

Overview:

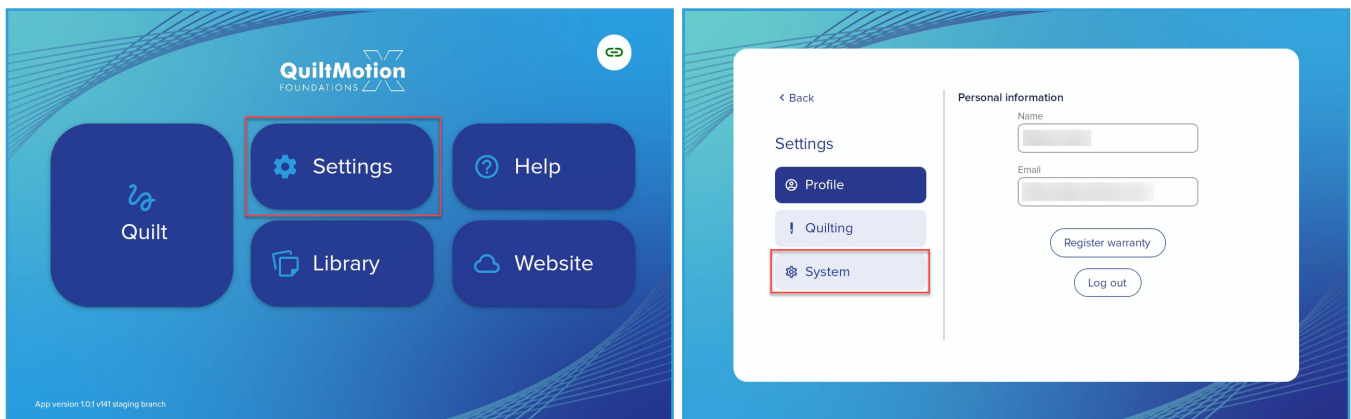
Updating your software protects you from security threats and provides you with any new or improved features.

Instructions:

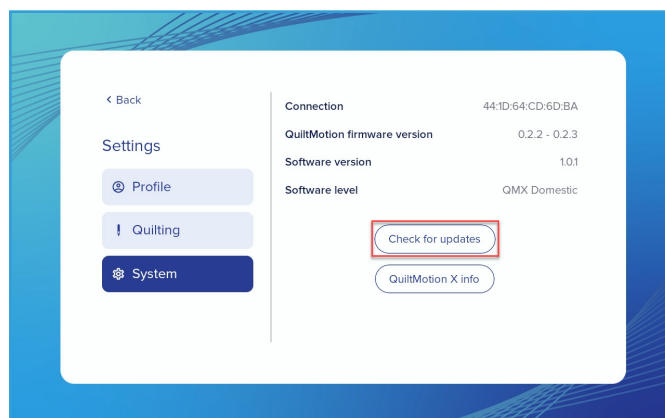
If the tablet is connected to the internet, it automatically checks for updates when QMX is started up. If you close out of QMX regularly and install updates as prompted when you re-open the software, you will stay up to date.

If desired, take the following steps to manually check for updates in the Settings: System screen:

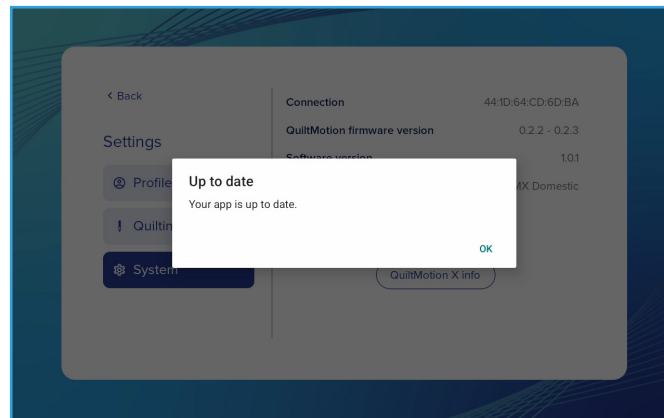
1. Make sure you are connected to the internet.
2. Open the **Settings** menu and choose **System** from the sidebar.



3. Tap **Check for updates**.



4. If there are updates, you are prompted to install them. Otherwise a message appears that says you are up to date. **Note:** If you use QMX offline or haven't reopened the software in a while, updates might build up. Keep checking for updates until the message appears that says you're up to date.



Upload designs to your tablet

Contents:

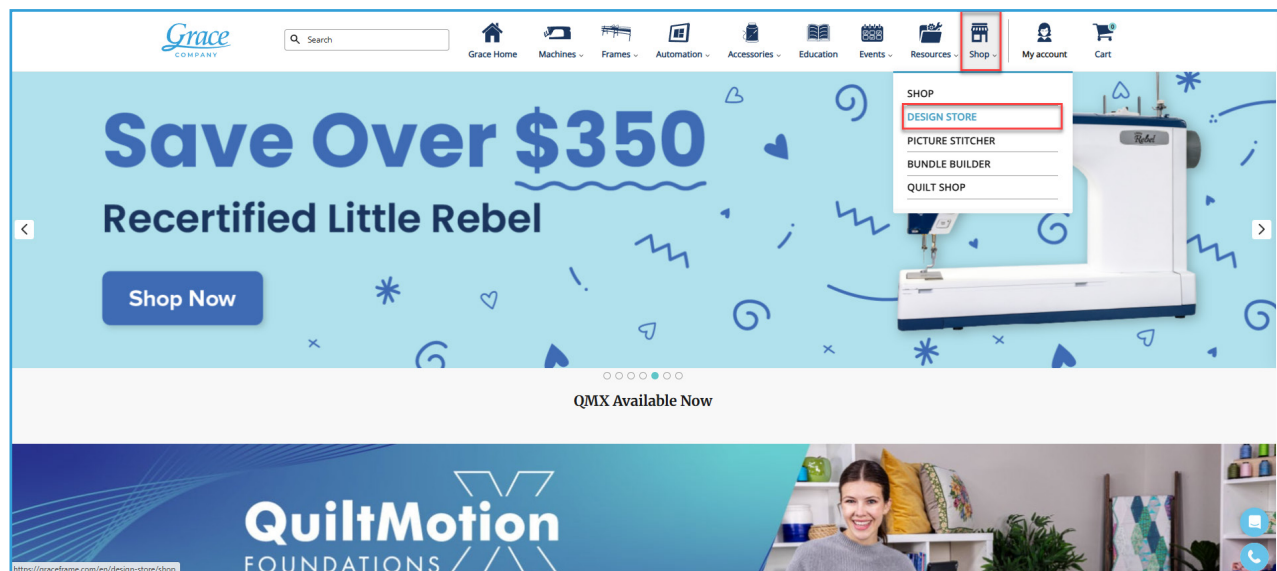
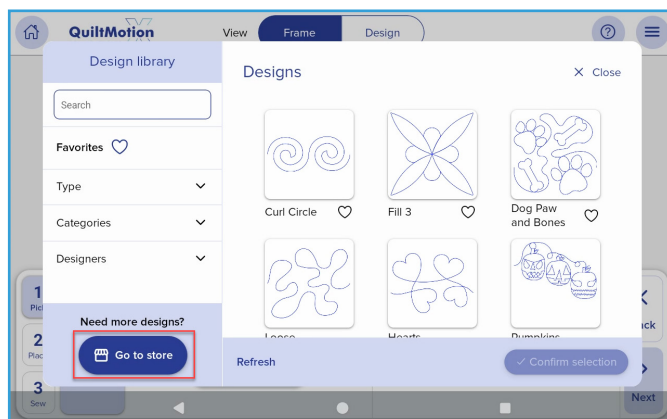
- [Overview](#) (page 128)
- [Instructions](#) (page 128)

Overview:

Your QMX login is linked to your account at graceframe.com. Designs you purchase in the Design store are automatically uploaded to your account on your tablet.

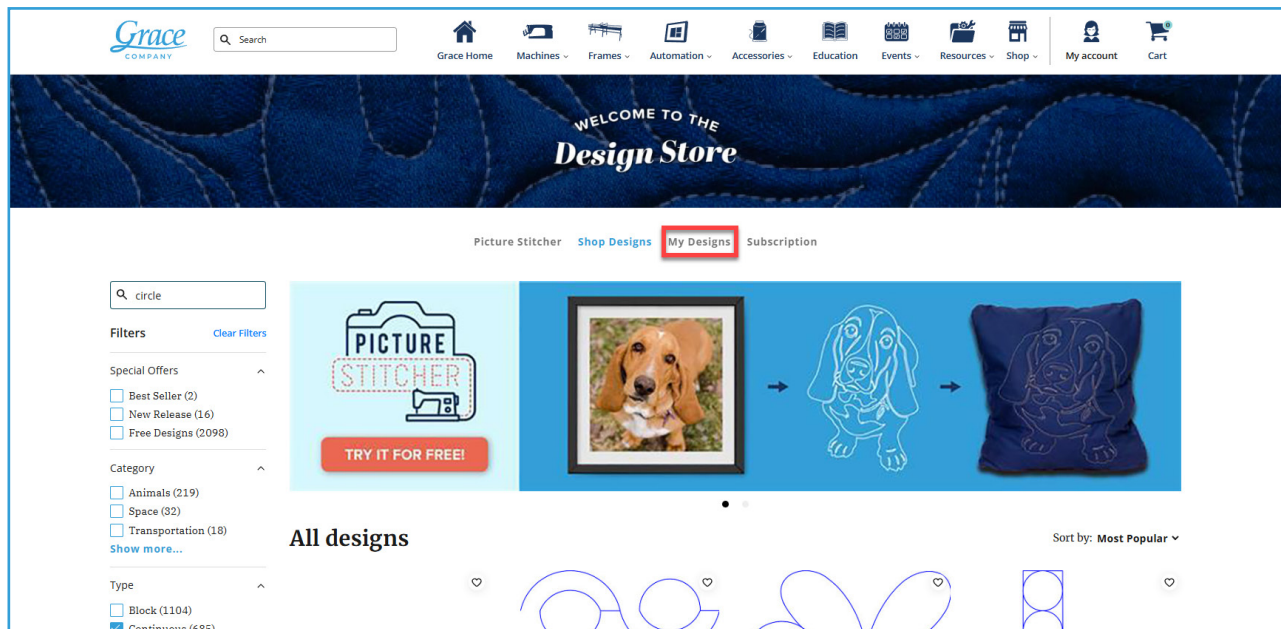
Instructions:

1. Make sure you are connected to the internet.
2. Access the design store by going to graceframe.com or by tapping **Go to store** in the Design library. If you access the design store through the website and a browser, open **Shop** and choose **Design Store** from the dropdown.

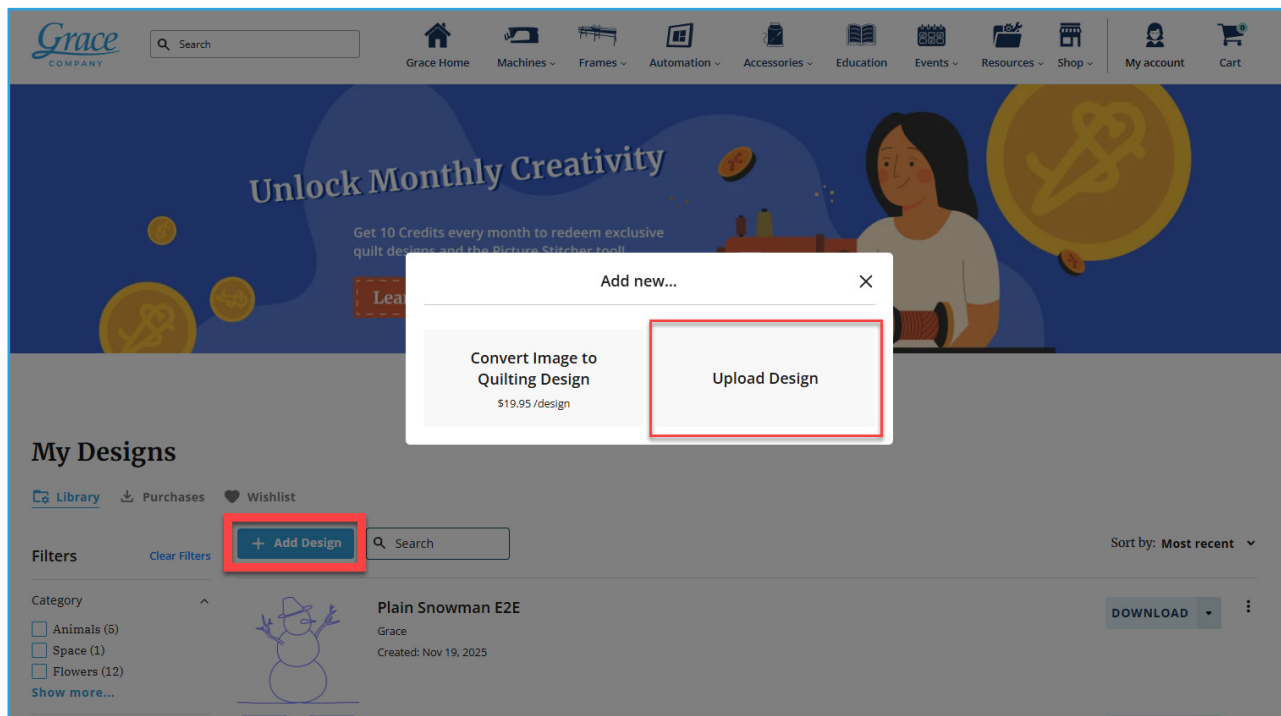


Upload designs to your tablet (continued)

3. In the middle of the screen, open **My Designs**. The designs you've purchased from the Design Store or uploaded to your account are displayed.



4. Press **Add Design** and choose **Upload Design**.



Upload designs to your tablet (continued)

5. Drag and drop your file into the gray box, or tap Browse File and navigate to your design.

The screenshot shows the 'Upload design' interface. At the top, there is a search bar and a navigation menu with icons for Home, Machines, Frames, Automation, Accessories, Education, Events, Resources, Shop, My account, and Cart. The main form has the following sections:

- Design title:** A text input field with a character count of 0/50.
- Designer:** A text input field with a character count of 0/50.
- Type:** Three buttons: 'Block', 'Continuous', and 'Borders & Corners'.
- Folder:** A text input field with the placeholder 'Type to search or add a new folder'. Below it are suggestions: 'Animals', 'Blocks', 'Yellow', and 'Pink'.

On the right side, there is a large gray box with a cloud icon and the text 'Choose a file or drag & drop' followed by 'SVG, DXF, CQP, QLI, HQF... up to 50MB'. A blue 'BROWSE FILE' button is located below this box. At the bottom right of the form, there are 'CANCEL' and 'SAVE TO LIBRARY' buttons. A red arrow points from the form fields towards the upload area.

6. Enter the name of the design in the **Design title** field. **Note:** To search for your design in your design library later, enter the design title in the search bar.

7. Enter a name in the **Designer** field. If you do not know the designer of the design, you could enter the website where you purchased it or type "None." **Note:** In the Design library you can filter your designs by Designer.

8. Under **Type**, Select **Block**, **Continuous**, or **Borders & Corners**. Depending on your selection, sub-types might appear. **Note:** In the Design library you can filter your designs by Type.

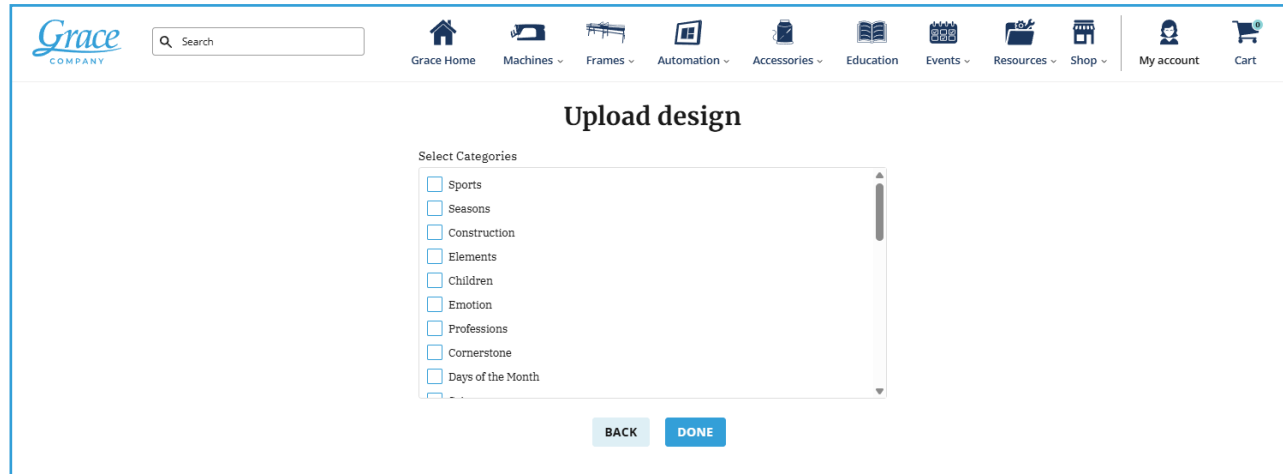
9. If desired, enter a category into the **Folder** field. On the next screen, you can select additional categories from a list. **Note:** In the Design library you can filter your designs by Category.

10. Press **Save to Library**.

This screenshot is similar to the previous one but highlights the 'SAVE TO LIBRARY' button with a red box. Additionally, red arrows point to the 'Title', 'Designer', 'Type', and 'Folder' input fields, indicating where the user should enter information.

Upload designs to your tablet (continued)

11. Choose any applicable **Categories** (this allows you to filter your designs by Category in the Design library) and press **Done**.



Purchase from the design store

Contents:

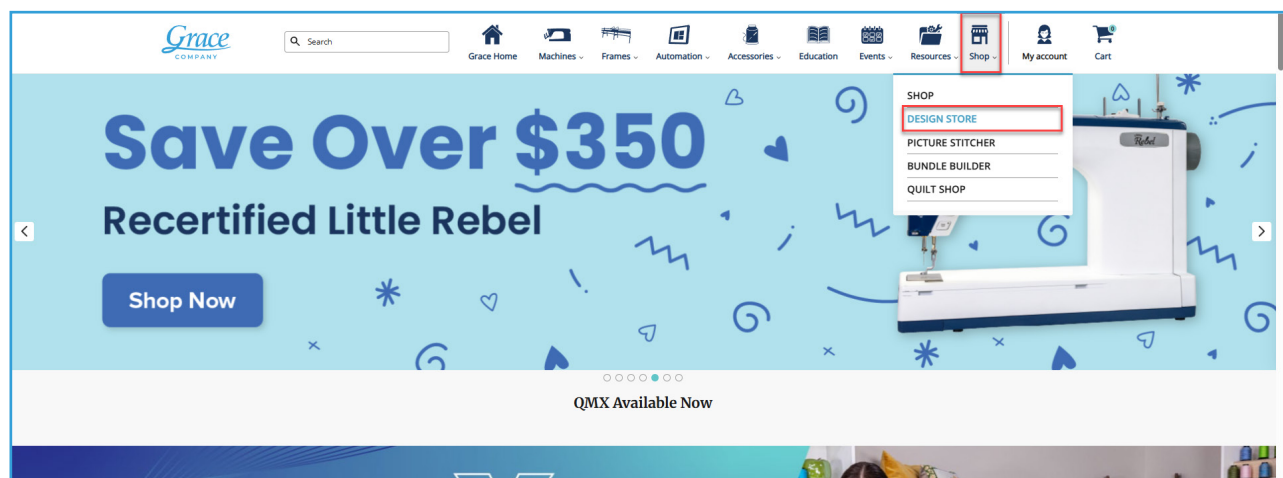
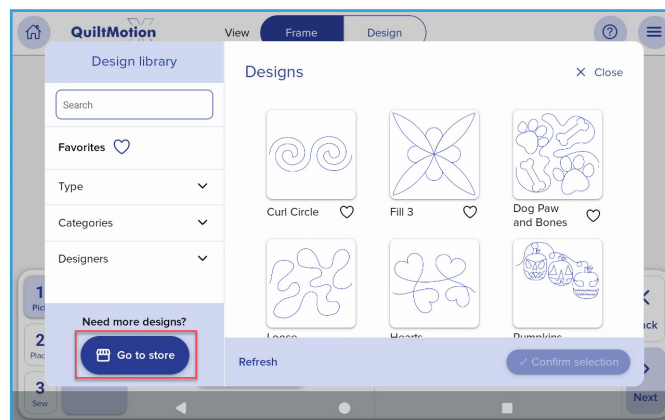
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Overview:

Designs purchased from graceframe.com's Design Store are automatically synced to your account as long as your tablet is connected to the internet and you are logged in to your QMX account.

Instructions:

1. Make sure you are connected to the internet.
2. Access the design store by going to graceframe.com or by tapping **Go to store** in the Design library. If you access the design store through the website and a browser, open **Shop** and choose **Design Store** from the dropdown.

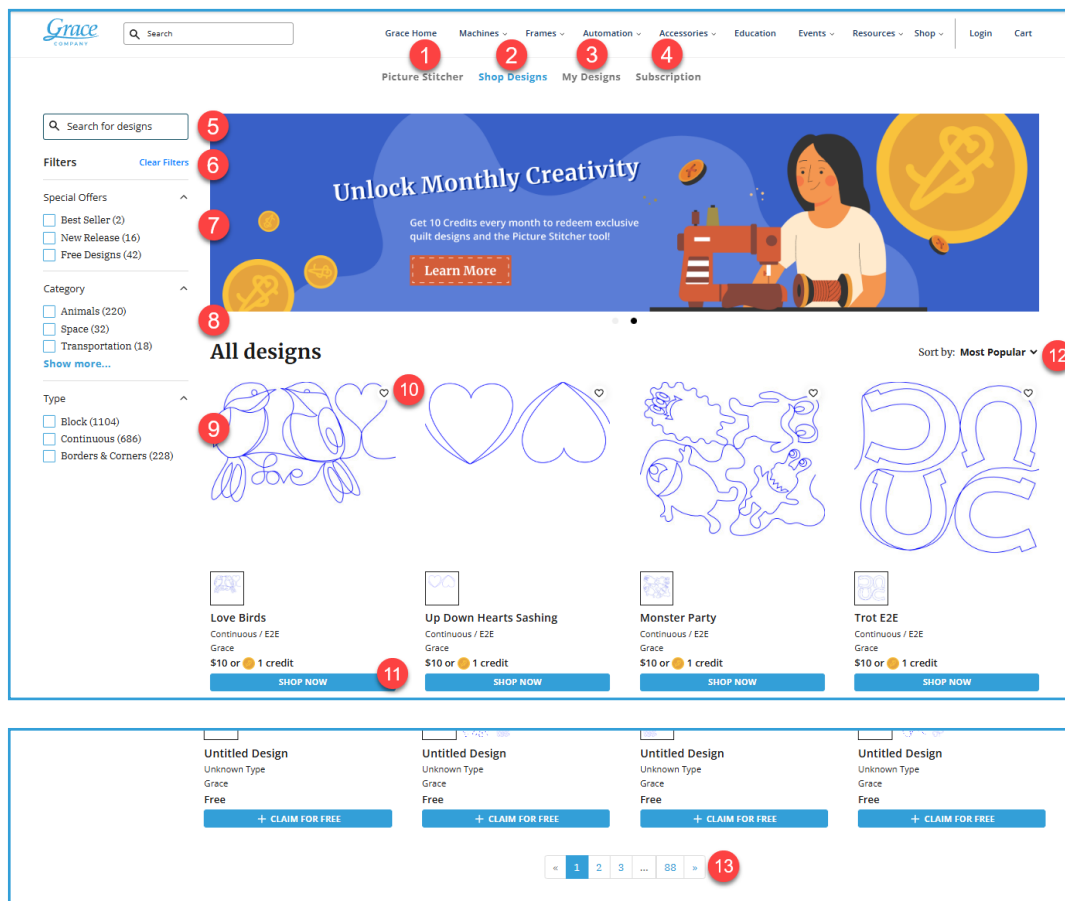


Purchase from the design store (continued)

3. If desired, filter the designs with the options on the left side of the screen or sort the designs with the Sort by: dropdown.
4. Tap **Shop Now** under a design you'd like to purchase.
5. After purchasing a design, tap My Designs. Your purchases (or designs you upload to your account) are listed. These are synced automatically with your tablet as long as it is connected to the internet and logged in to your QMX account.

Tips:

If you'd like to alter the design's title, or the tags that you can apply to filter for the design in your design library, go to My Designs. Tap the 3 circles on the right of the Download button for the design you want to modify. In the Edit design screen, you can modify the title, designer, type, and apply Folders. Folders are shown as categories in the Design library.

Button functions:

1. **Picture Stitcher:** Opens the Picture Stitcher. Convert images into quilting designs.
2. **Shop Designs:** Opens the Design store.
3. **My Designs:** Displays the designs you have purchased or uploaded.
4. **Subscription:** Opens your subscription status page.
5. **Search:** Searches designs by title.

Purchase from the design store (continued)

6. **Clear Filters:** Removes any filters applied to the designs.
7. **Special Offers:** Filters designs by special offer, such as new releases.
8. **Category:** Filters designs by category (also called 'folders' in the Edit design screen).
9. **Type:** Filters designs by type. Note: Filters are inclusive. If you check both Continuous and Borders & Corners, you'll see all Continuous and Borders & Corners designs, not just the few designs that are listed as both.
10. **Favorite:** Adds a design to your Wishlist, which becomes a filter.
11. **Shop Now:** Opens purchasing options, such as adding the design to your cart or purchasing with a credit.
12. **Sort by:** Determines the order of the displayed designs. Tap the dropdown to sort by Most Popular, New Releases, Lowest Price first, Highest Price first, Name A-Z, Name Z-A, or Percent Off (for designs that are on sale).
13. **Page selection:** Opens more pages of designs.

Picture Stitcher

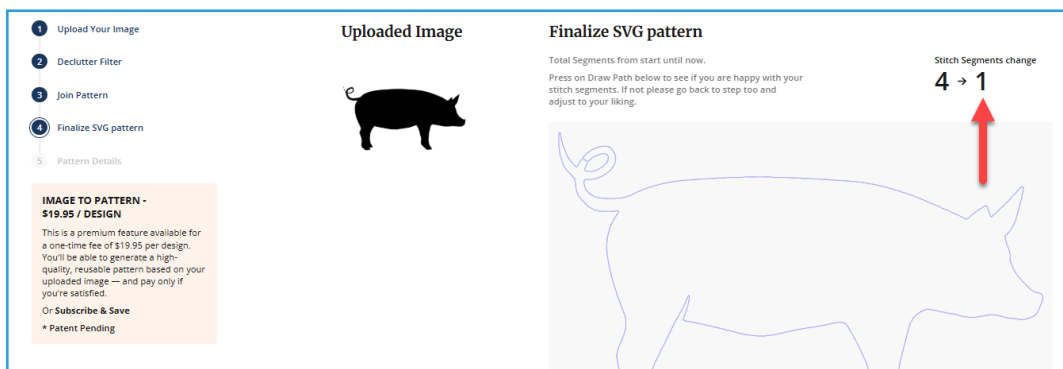
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Overview:

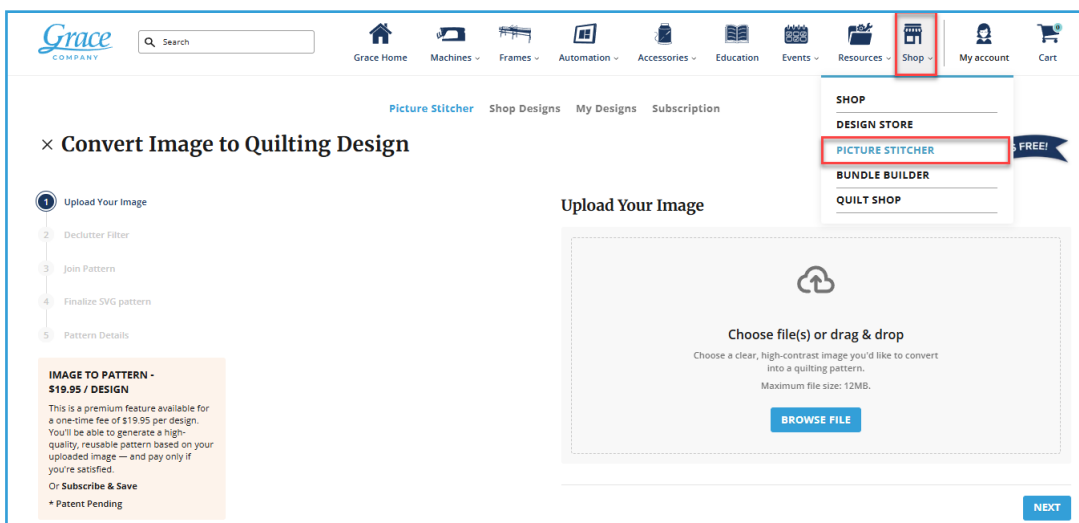
The Picture Stitcher is a tool for turning images into quilting designs. The Picture Stitcher can be accessed at graceframe.com under Shop.

IMPORTANT: Not all designs made using the Picture Stitcher are compatible with QMX. You must ensure that your design is compatible before you purchase it if you intend to use it with QMX. On the Finalize SVG pattern / screen, make sure the total number of segments is **1**. Designs with more than 1 segment are not compatible with QMX.



Instructions:

1. Access the Picture Stitcher by going to graceframe.com and selecting **Picture Stitcher** under **Shop**. **Note:** You must be logged in to use Picture Stitcher.



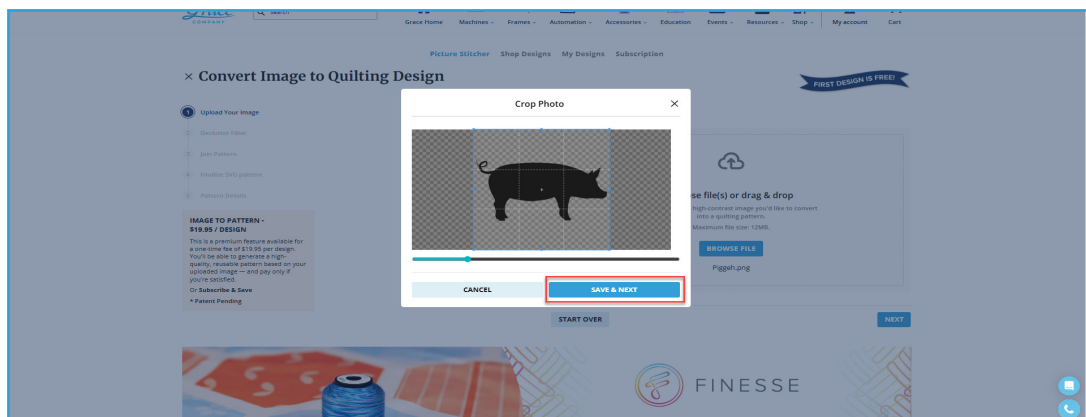
Picture Stitcher (continued)

2. Drag and drop the image you'd like to make into a quilting design into the gray box, or press Browse File to navigate to the image. Note: For best results regarding QMX compatibility, use simple images that are a single, solid-colored shape with minimal contour lines.

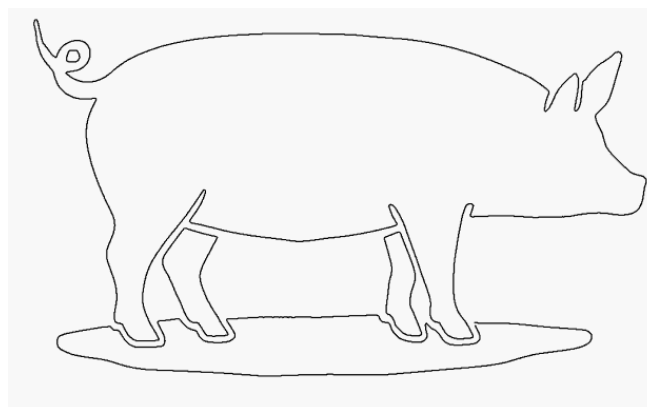


Note: The pig on the right has white lines to show extra details along the legs, belly, and ears of the pig. While you can use a more detailed image with the Picture Stitcher, it is more likely to create designs with too many segments that are not compatible with QMX and do not look good after the number of segments is reduced using the tools described in this article.

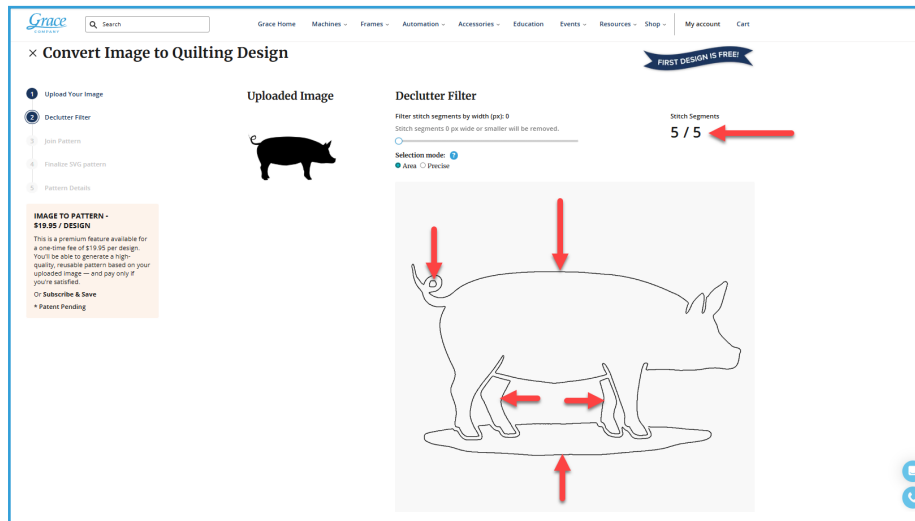
3. Crop away excess in your image and press **Save & Next**.



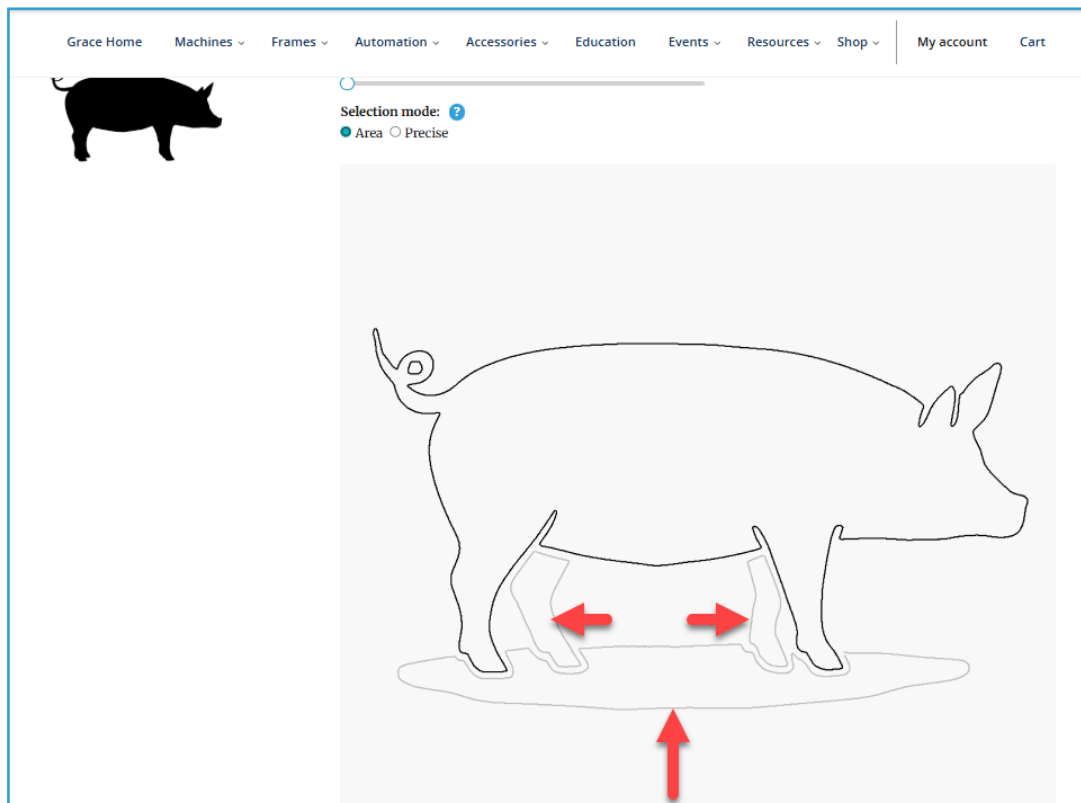
4. A design is generated based on your image. **IMPORTANT:** Because the image is generated by AI, it might be a little different than your original image. In this example, AI added a puddle at the bottom of the pig's feet. If you don't like the design generated, leave the Picture Stitcher tool, then come back and try again. When you do like the design, continue to step 5.



5. Note the number of Stitch Segments. Stitch Segments are enclosed portions of the design. In this example, there are 5 segments: The body of the pig, the two left legs, the puddle on the ground, and the inside of the pig's curly tail. If your design has more than one segment, you must simplify it before you can use it in QMX.



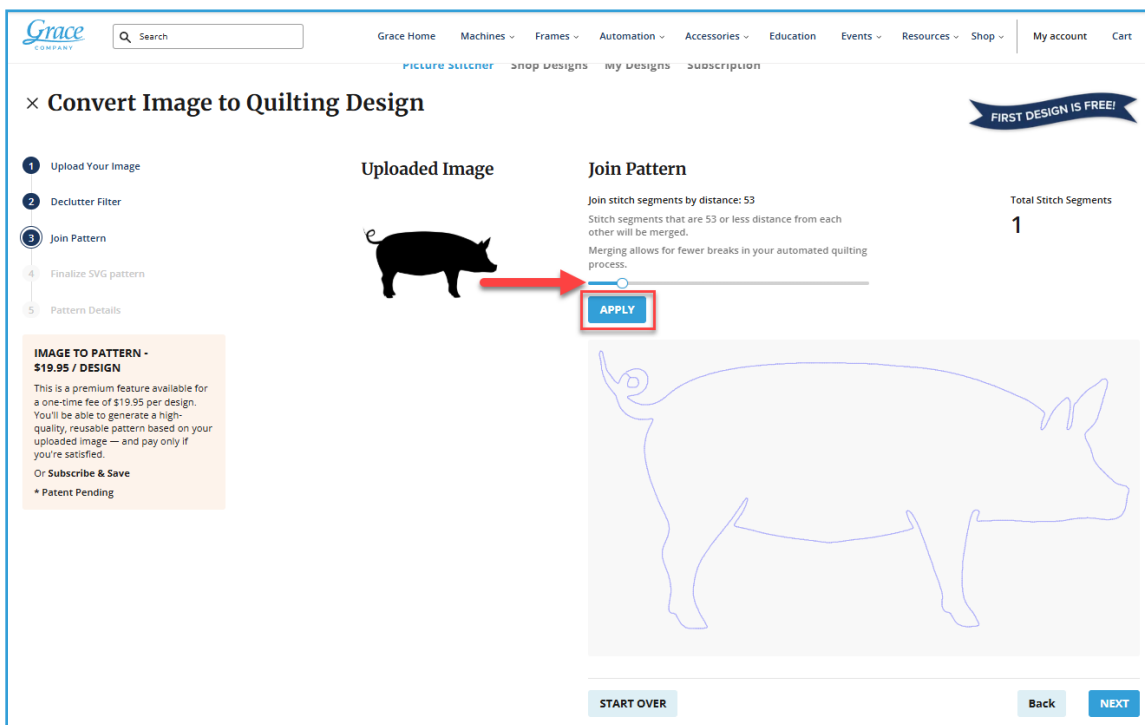
6. The Picture Stitcher provides two methods to reduce the number of segments in your design: the Declutter Filter tool and the Join Pattern tool. In the Declutter Filter screen, select design segments to remove them. In this example, the two left legs and the puddle are selected for removal, while the body of the pig and the inside of the curly tail remains.



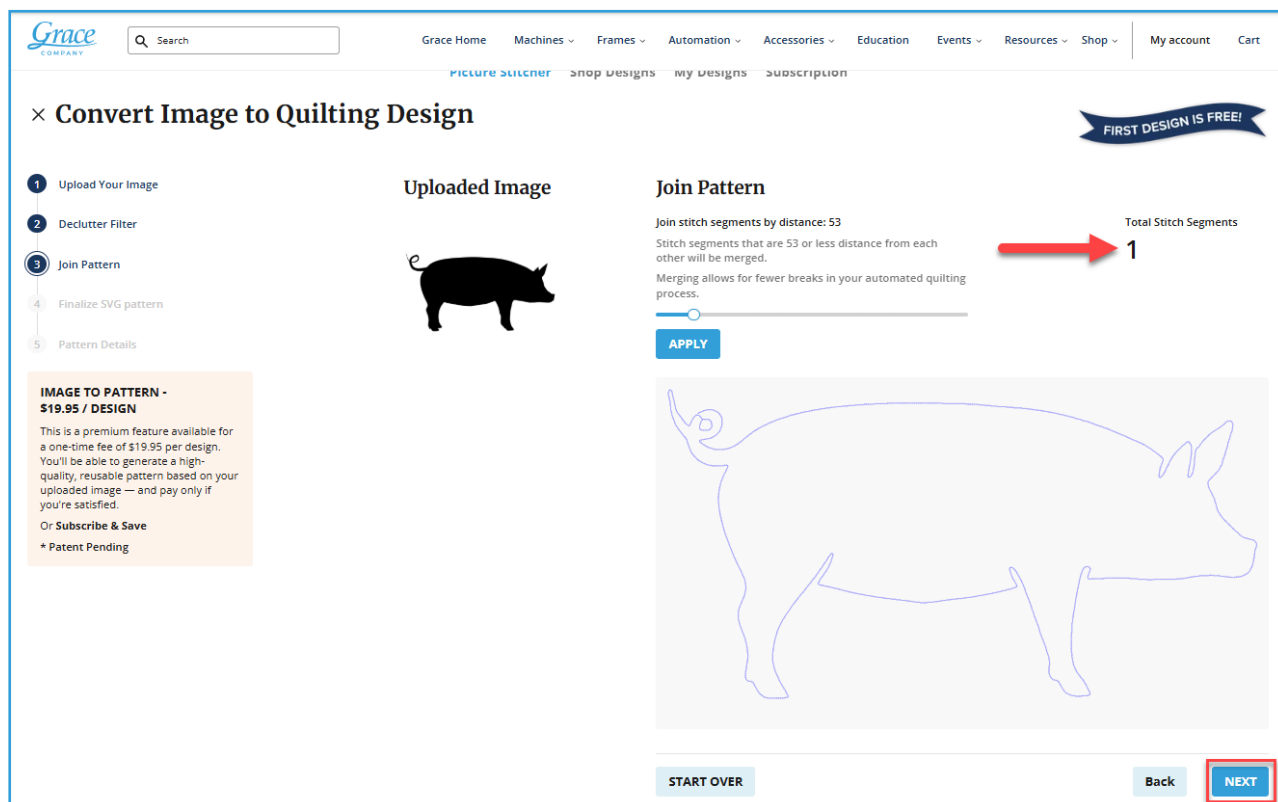
7. Press **Next** to open the Join Pattern tool. Here, new lines will be added between segments in order to combine them.

Picture Stitcher (continued)

8. Move the slider to join segments together and press Apply. The further away the segments are, the larger the distance you'll need to move the slider. In this example, the inside of the tail is pretty close to the outside of the tail, so the slider only needs to be moved a small distance.



9. When the Total Stitch Segments says 1, the design is ready for QMX. Tap Next. **Tip:** Feel free to move back and forth between the Join Pattern and Declutter Filter tools until you are satisfied with your design.



10. The Finalize SVG pattern screen summarizes the adjustments you've made to your design. Press **Next**. **Tip:** Tap Draw Path to see an animation of your design's stitching path.



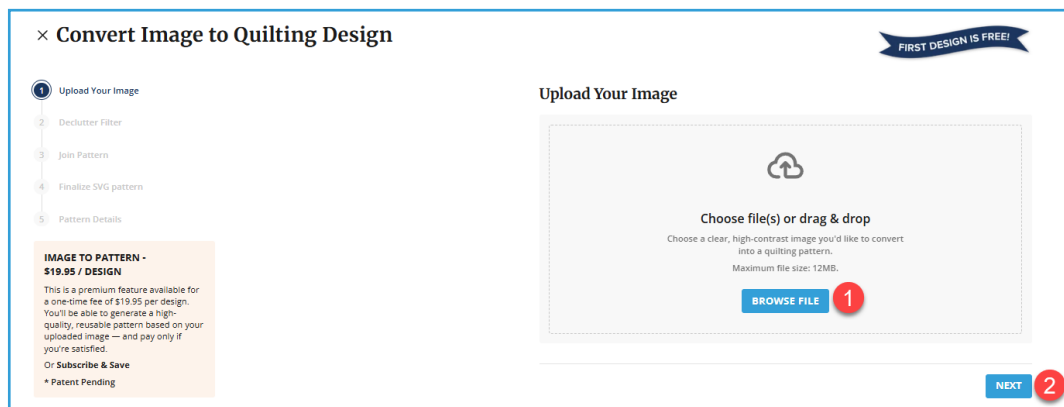
11. On the Pattern Details screen, complete your purchase.

Tips:

IMPORTANT: Not all designs made using the Picture Stitcher are compatible with QMX. You must ensure that your design is compatible before you purchase it if you intend to use it with QMX. On the Finalize SVG pattern screen, make sure the total number of segments is **1**. Designs with more than 1 segment are not compatible with QMX.

Button functions:

Upload Your Image screen

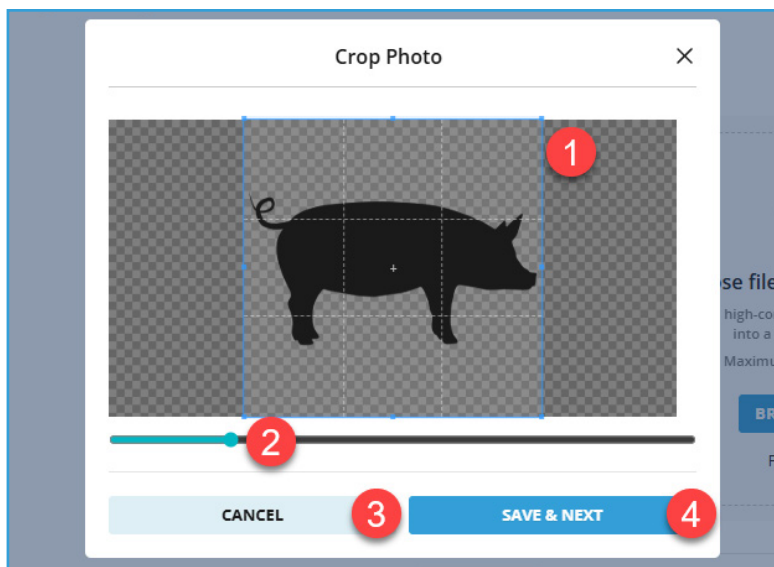


1. **Browse File:** Opens a file browser so you can navigate to the image you'd like to use for your design.

2. **Next:** Proceeds to the next screen once you've selected an image.

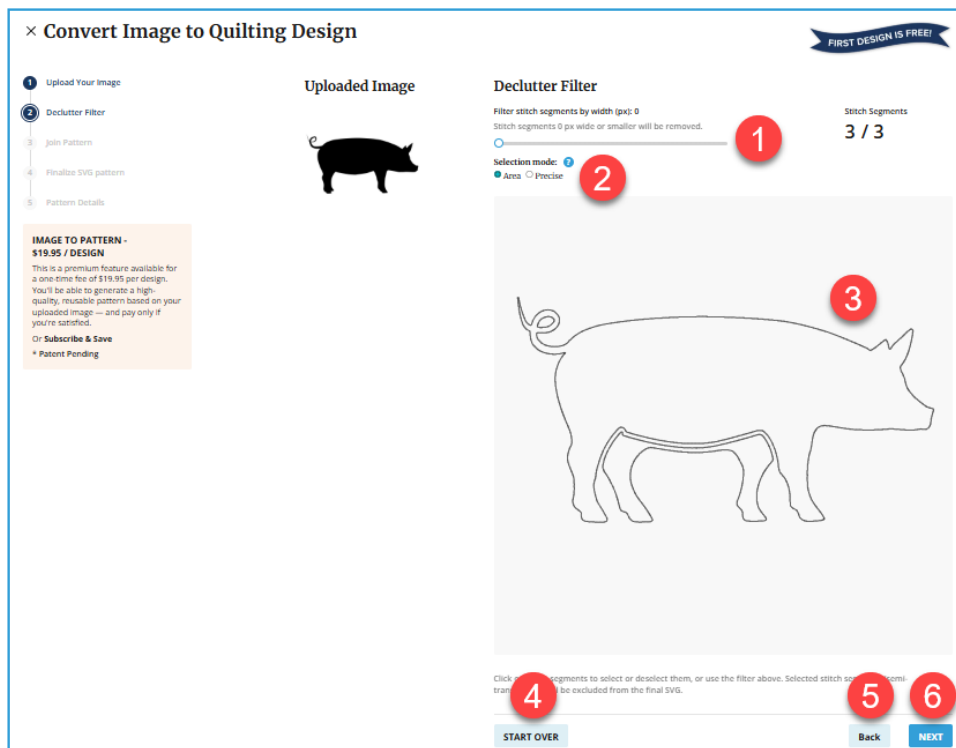
Picture Stitcher (continued)

Crop Photo screen



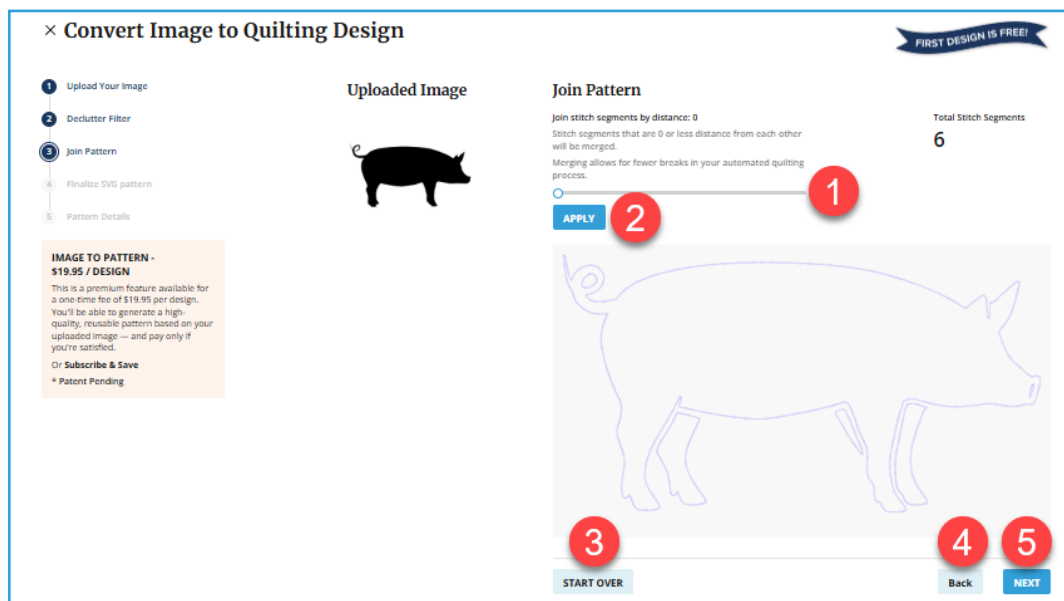
1. **Crop box:** Crops the image along the edges of the blue box. Drag the box edges around to control where the image is cropped.
2. **Zoom slider:** Enlarges your image. Note: This does not alter the boundaries of the crop box.
3. **Cancel:** Returns to the Upload Your Image screen.
4. **Save & Next:** Applies the crop and generates a design from your image. The design generation might take a while.

Declutter Filter screen



1. **Filter slider:** Removes design segments, starting with the smallest segments.
2. **Selection mode:** Applies area or precise selection. When Area selection is applied, tapping or clicking in the general area of a design segment will select that segment for removal. When Precise selection is applied, you must tap or click directly on a line to select it for removal.
3. **Design segments:** Tapping on segments of the design selects them for removal.
4. **Start Over:** Deletes all progress and removes your image from Picture Stitcher.
5. **Back:** Removes your image from Picture Stitcher.
6. **Next:** Proceeds to the Join Pattern screen.

Join Pattern screen



1. **Join slider:** Creates lines to join segments together, starting with the closest segments.
2. **Apply:** Applies the lines created by the join slider.
3. **Start Over:** Deletes all progress and removes your image from Picture Stitcher.
4. **Back:** Returns to the Declutter Filter screen.
5. **Next:** Proceeds to the Finalize SVG pattern screen.

Finalize SVG pattern screen



1. **Start Over:** Deletes all progress and removes your image from Picture Stitcher.
2. **Back:** Returns to the Join Pattern screen.
3. **Slow, Medium, Fast:** Sets the speed for the Draw Path feature.
4. **Draw Path:** Shows an animation of the stitching path for your design.
5. **Next:** Proceeds to the Pattern Details screen where you can purchase your design.

Pull Bobbin at the End

Contents:

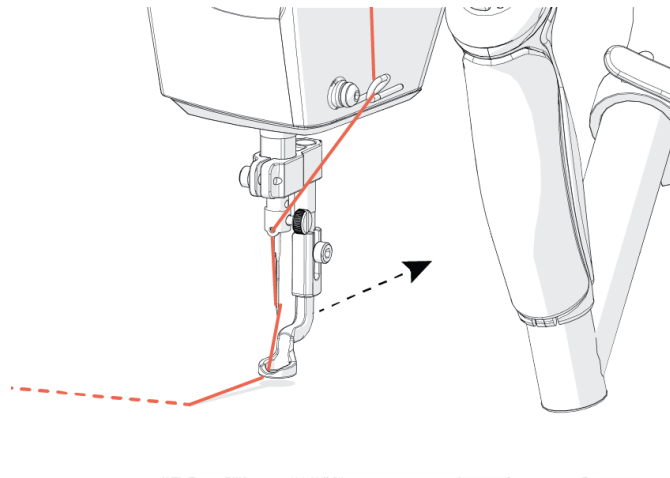
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Overview:

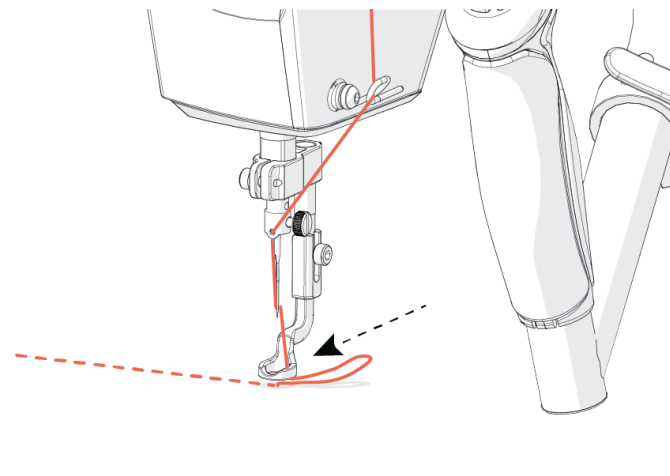
At the end of your stitching, both the top and bottom threads have to be cut to separate the machine from the stitching. Pull up the bobbin thread at the end of stitching so you can trim both threads without having to get underneath your quilt.

Instructions:

1. Move the machine away from the last stitch.

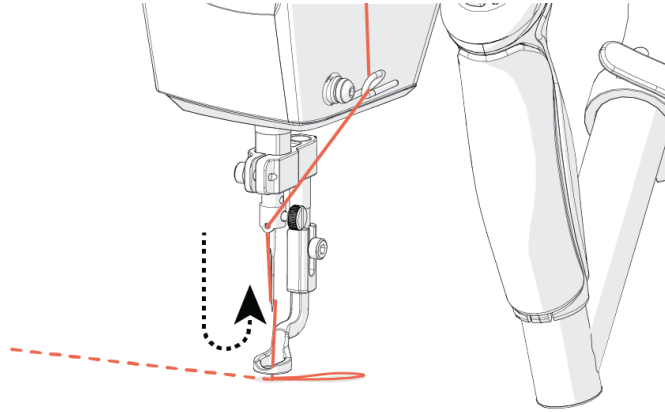


2. Hold the top thread to make a loop and return the needle to the last stitch.

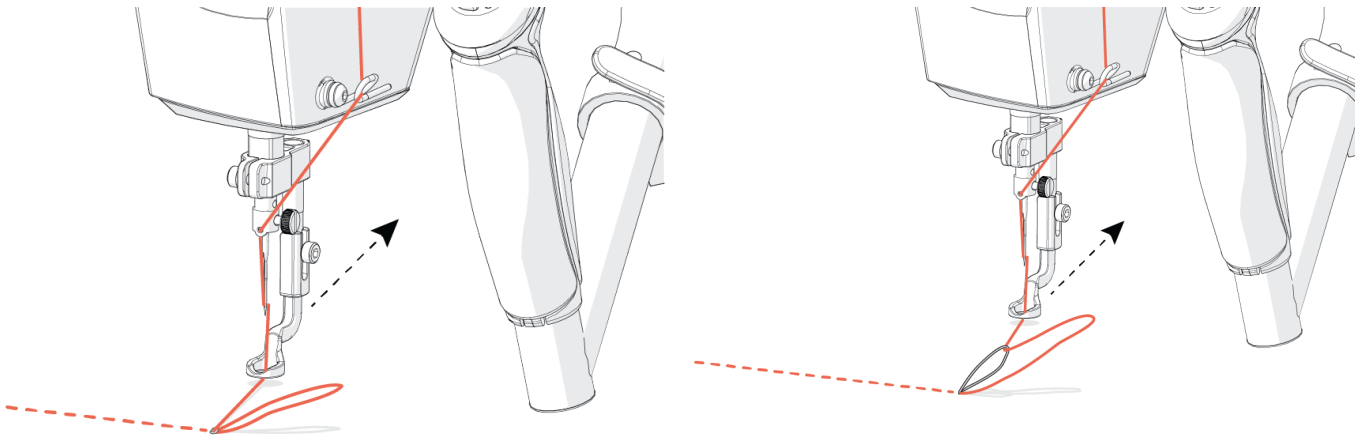


Pull Bobbin at the End (continued)

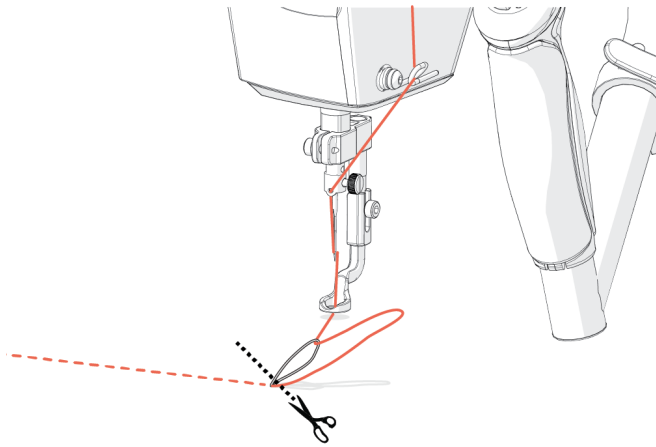
3. Still holding the loop, make a single stitch directly over the last stitch.



4. Still holding the loop, move the machine away from the last stitch. A loop of bobbin thread comes up.



5. Trim away all the threads near the last stitch.



Self Test

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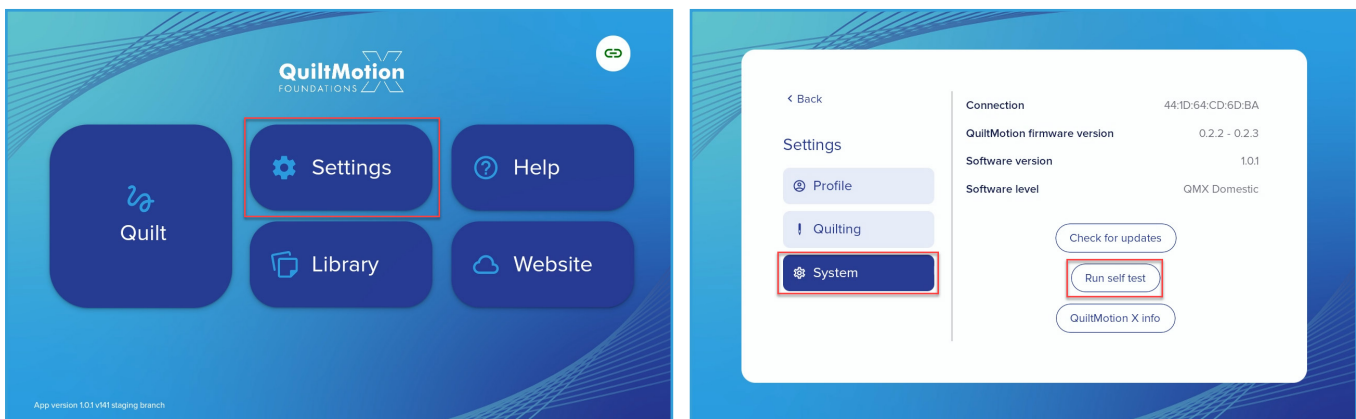
Overview:

The self test is a troubleshooting tool to determine if your system's encoders are working, your belts are properly installed and your belt clamps are closed. The encoder tracks the movement of the carriage across the frame, so QMX cannot work without it.

It's only necessary to run the Self Test when instructed to by a support technician.

Instructions:

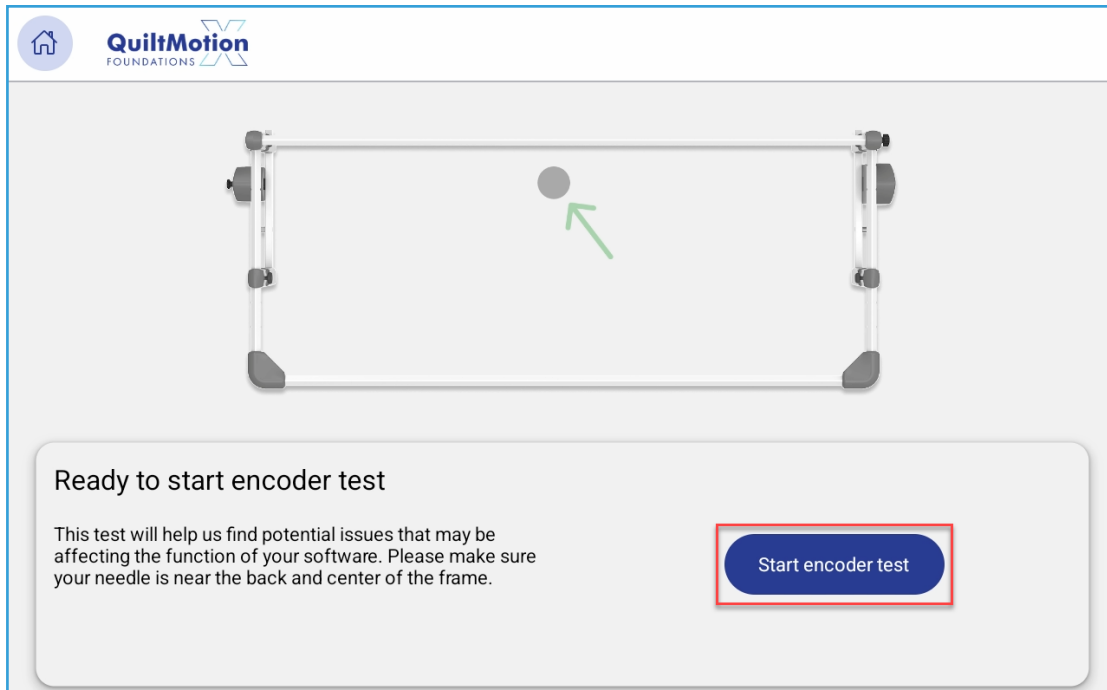
1. Check that both of your belt clamps are closed correctly around a segment of each belt.
2. Ensure the frame area is clear and there's nothing to inhibit the machine's movement.
3. Access the Self Test by tapping **Settings** from the QMX Home screen. In the sidebar, tap **System**. Then press **Run self test**.



4. Follow the instructions on-screen:
 - a. Move your machine to the center of your frame, a few inches away from the take-up (back) rail.

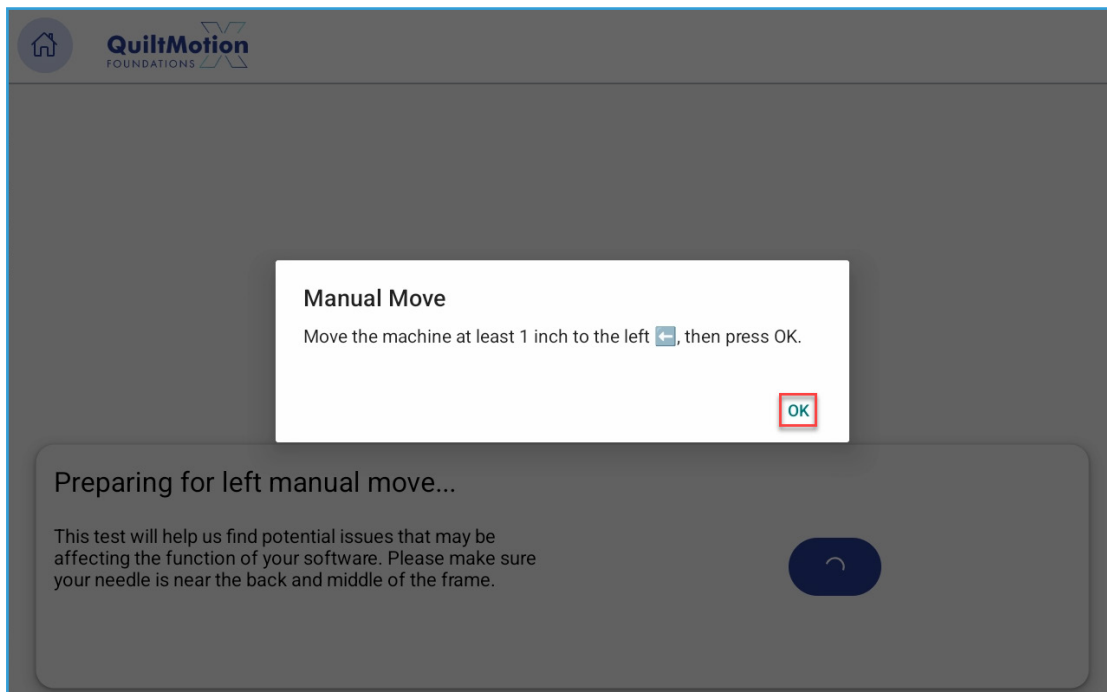
Self Test (continued)

- b. Tap **Start encoder test**.

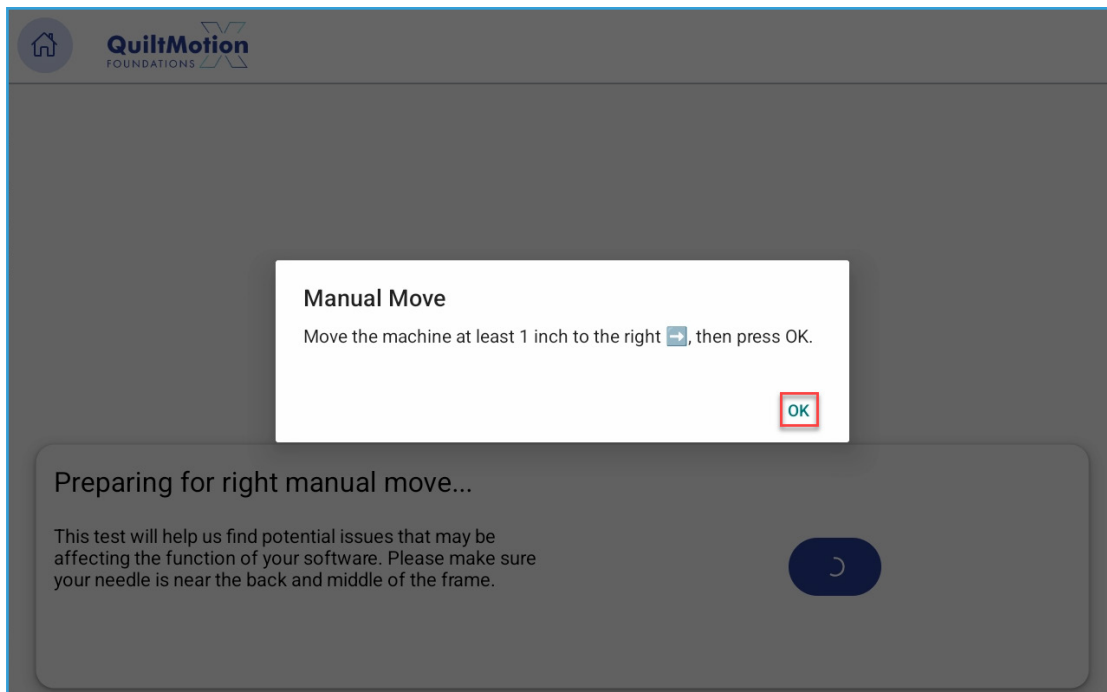


The automated portion of the test takes a few seconds, then the manual portion begins.

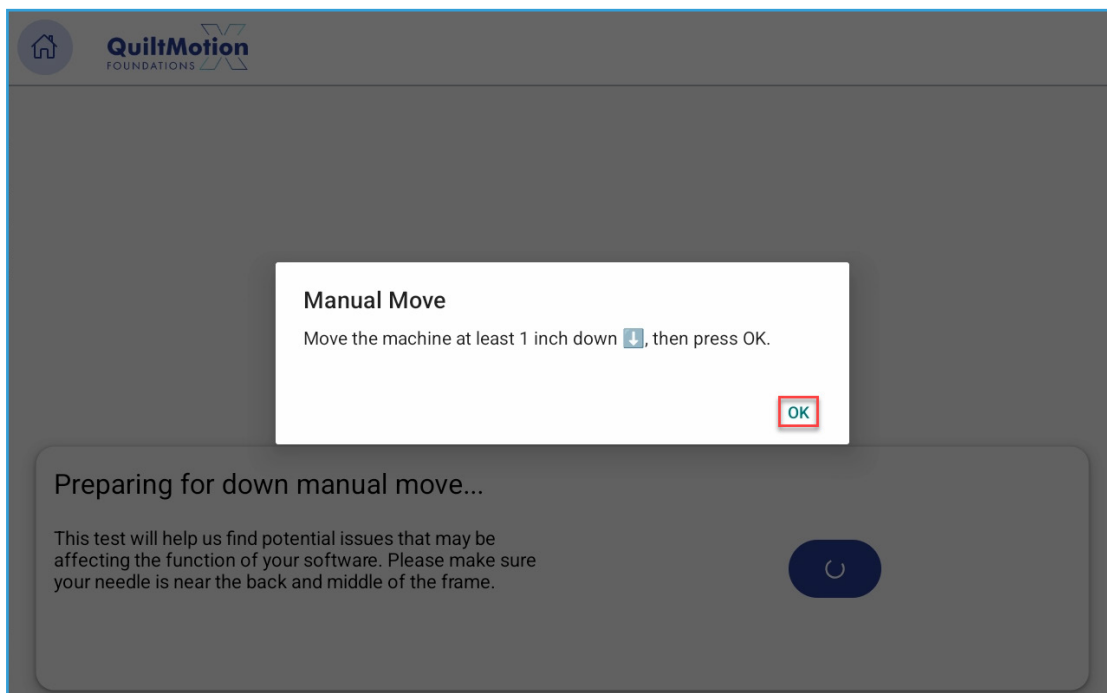
- c. When instructed on screen, move the machine at least one inch to the left. Then tap OK.



- d. Move the machine at least one inch to the right.

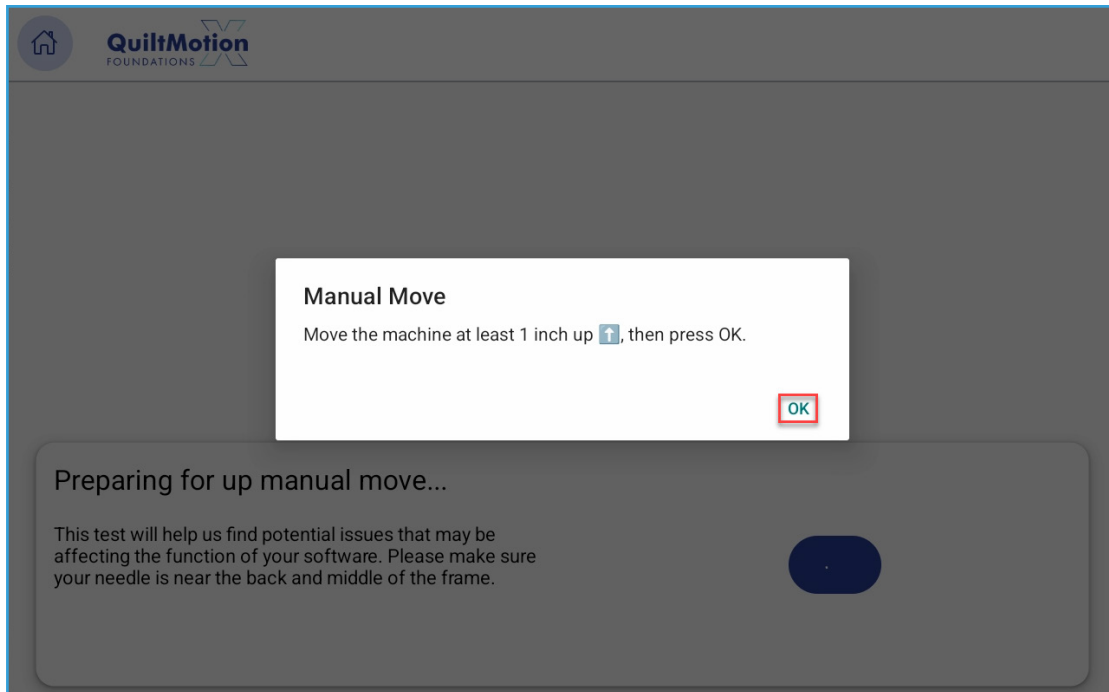


- e. Move the machine at least one inch toward the front rail.



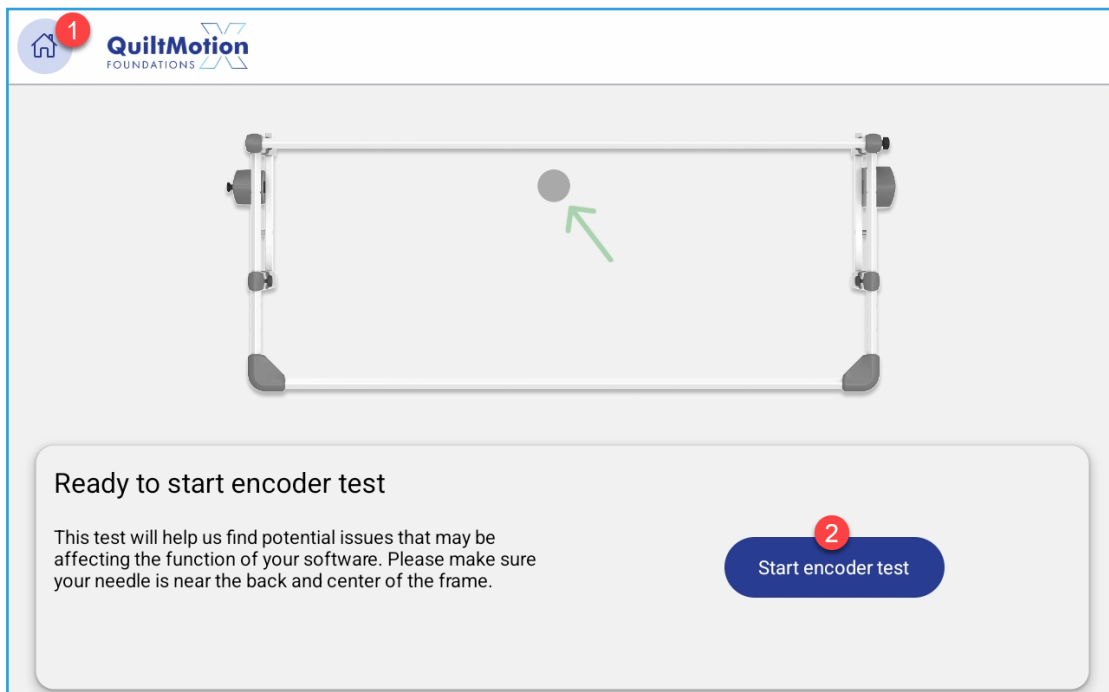
Self Test (continued)

- f. Move the machine at least one inch toward the take-up (back) rail.

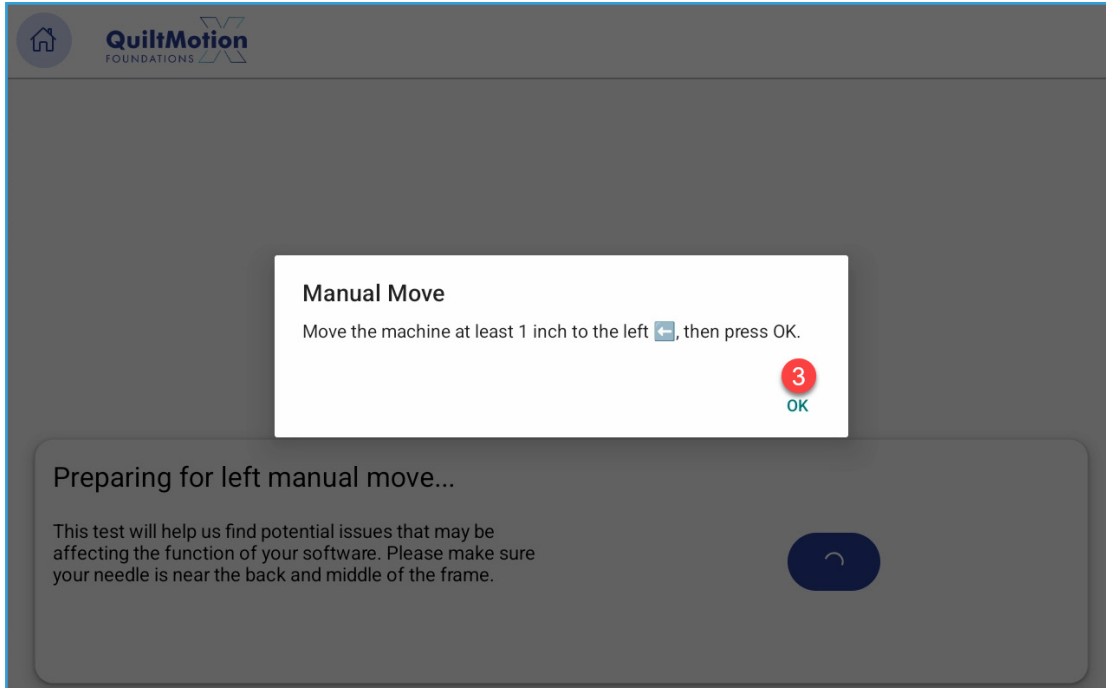


5. The test results appear. Report the test results to your support technician.

Button functions:



1. **Home:** Returns to the Settings menu.
2. **Start encoder test:** Begins the encoder self test.



3. **OK**: Proceeds through the encoder test instructions.



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