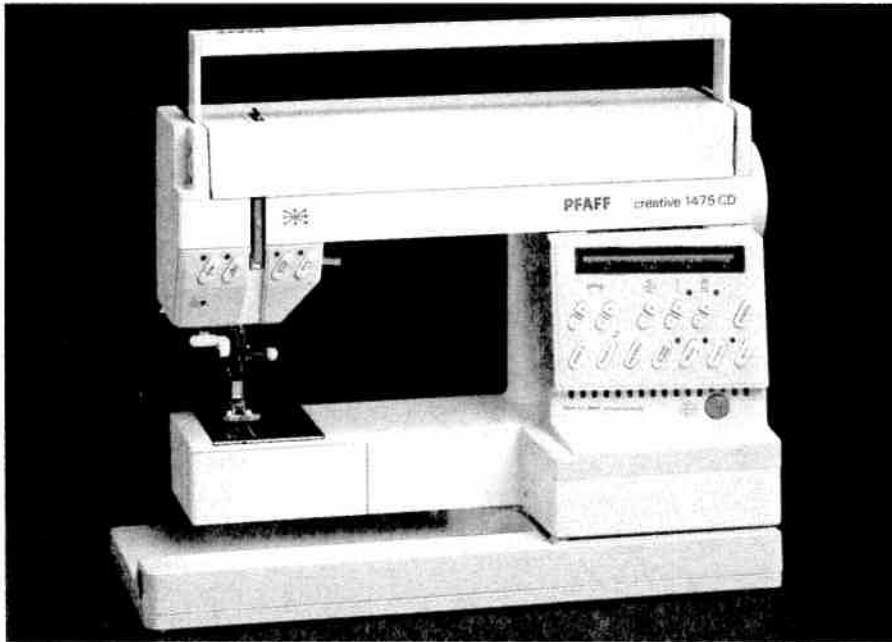


PFAFF

creative 1475 CD



Instruction Book

Parts of the sewing machine

- 1 Carrying handle
- 2 Folding cover
- 3 Hand wheel
- 4 Release disc
- 5 Keys for balance and pattern length
- 6 Key for program sequence and sewing recommendations (**display**)
- 7 Key for stitch length and pattern length
- 8 Stitch width keys
- 9 Main switch
- 10 Connection socket for the Creative Designer 1475 CD
- 11 Work support with accessory box and accessory compartment
- 12 Sewing foot holder with sewing foot
- 13 Needle holder with retaining screw
- 14 Bobbin thread monitor
- 15 "Needle down" key
- 16 "Sew-slow" key
- 17 Presser bar lifter
- 18 "Reverse" key
- 19 "Tie-off"/buttonhole key
- 20 Presser bar
- 21 Display
- 22 Four program selection keys
- 23 Program chart
- 24 Storing compartment
- 25 Bobbin winder
- 26 Pattern start key
- 27 Single pattern key
- 28 Pattern mirroring key
- 29 Twin needle key
- 30 Memory recall key (**memory**)
- 31 Connection socket for foot control
- 32 Baseplate
- 33 Cover, sewing hook area
- 34 Free arm
- 35 Threader
- 36 Sewing lamp
- 37 Thread cutter
- 38 Threading slots
- 39 Needle thread tension
- 40 Bobbin winder thread guide
- 41 Take-up lever
- 42 Needle plate
- 43 Dual feed
- 44 Bobbin winder thread guide (swing-out)
- 45 Spool holder with unreeling disc
- 46 Second spool holder (swing-up)
- 47 Correction key (**mem -**)
- 48 Program entry (**mem +**)

Fold out this page

Some safety rules

- a) Take care to avoid injury to your fingers by the needle during sewing.
- b) Make sure you unplug the power cord whenever you have to leave the machine or want to clean it, oil it or change mechanical and accessory parts.**
- c) Be sure to use only a 15-watt light bulb in the sewing lamp.
- d) The drive belt must never be adjusted by anyone but an authorized Pfaff agent.

**Some safety rules
valid for United Kingdom only**

The wires in the mains lead are coloured according to the following code:

Blue: Neutral

Brown: Live

As the colours of the wires in the mains lead of this appliance may not correspond with the colour coding of the terminals in your plug, proceed as follows: the wire which is coloured blue must be connected to the terminal which is marked with the letter N or coloured black.

The wire which is coloured brown must be connected to the terminal which is marked with the letter L or coloured red.

Please note:

When a 13-ampere plug is used, a 3-ampere fuse has to be fitted.

Contents on pages 209 to 211.

More than just a sewing machine:

Your new
PFAFF Creative 1475

The right machine for creative sewing embroidery as if by hand, and textile design.

This means you have bought a quality product, one of the best sewing machines in the world. Compared with other makes it has a multitude of superb sewing features. From this vast range of features we have compiled a number of tips and ideas for you and divided them into three groups:

1. *Straight-stitch, zigzag and utility stitch programs and buttonhole programs.*
2. *Embroidery stitch and border embroidery programs.*
3. *Programming of embroidery and imitation hand-sewn stitches, and alphabet programs.*

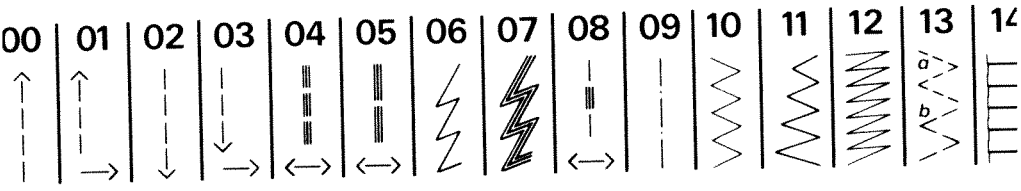
As a creative fashion designer you will no doubt have further questions regarding sewing problems now and then. If so, simply contact your PFAFF dealer. He will be pleased to help you whenever you wish.

To make full use of the numerous features of the machine, please read this instruction book carefully.

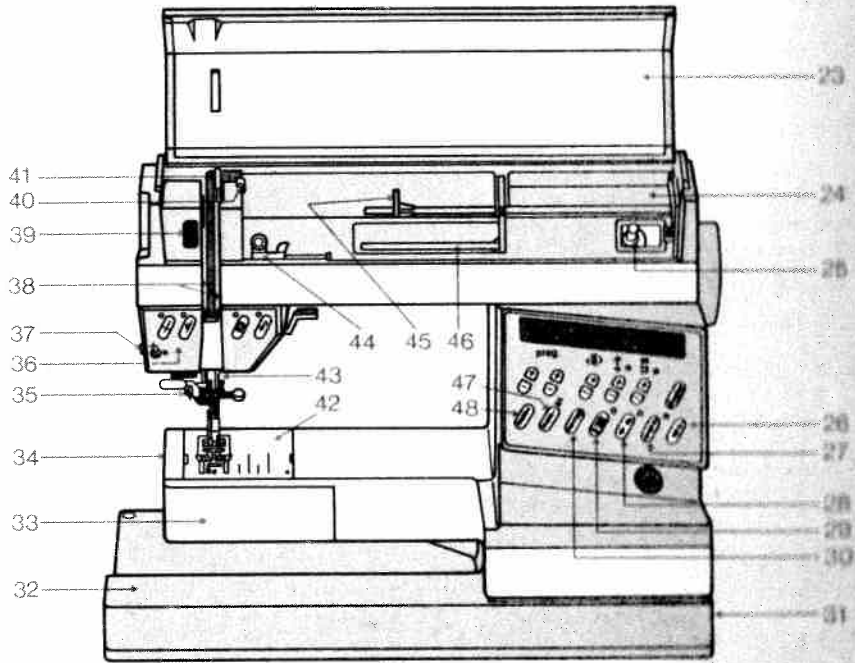
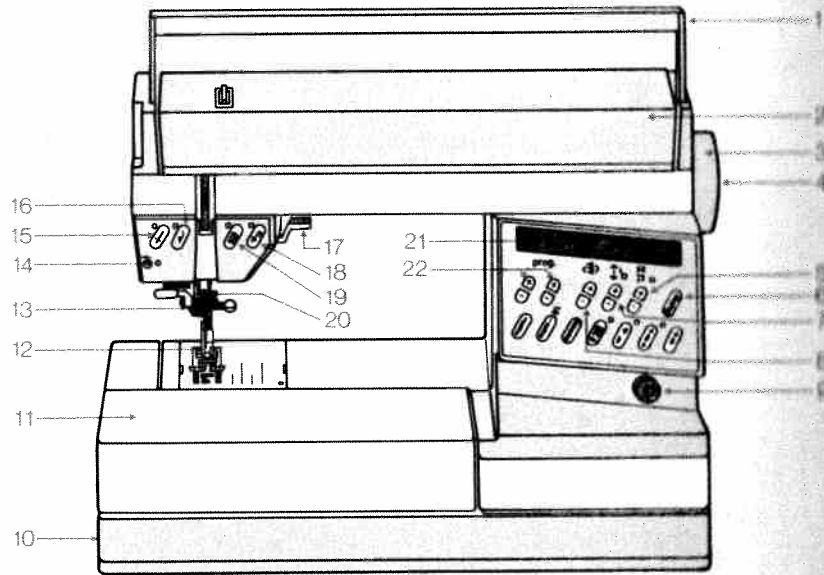
When using this book, fold out the front and back cover pages.

We wish you great pleasure and success with your creative sewing.

Utility stitch programs



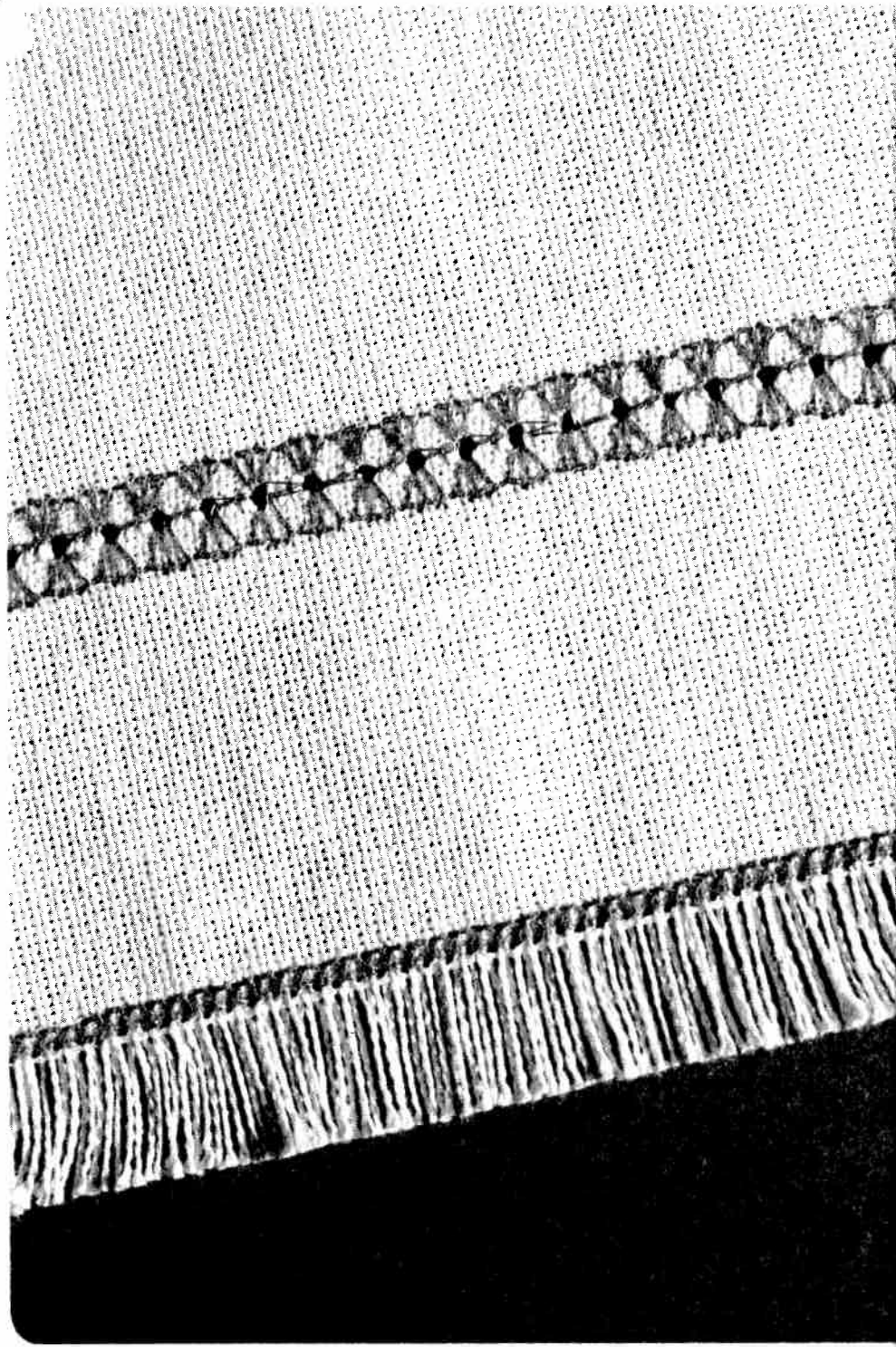
No.	Description	Application	Max.width in mm
00	Straight stitch middle needle position	For all sewing work, plus a 6 mm fancy stitch.	---
01	Straight stitch with 19 needle positions	For all sewing work requiring special needle positions.	---
02	Straight stitch, reverse, middle needle position	For sewing continuously in reverse, if you do not wish to turn the workpiece.	---
03	Straight stitch, reverse, with 19 needle positions	Same as program 02, but with special needle position.	---
04	Stretch triple straight stitch stitch length 1.4 to 4.5 mm	For very strong seams. Under any strain they stretch without tearing. They are used, for example, for inside leg seams on sports- and workwear, but also as a fancy seam.	---
05	Stretch triple straight stitch stitch length 3 to 6 mm		---
06	Stem stitch, narrow	For embroidering with the embroidery programs.	---
07	Stem stitch, wide	For embroidering with the embroidery programs.	---
08	Grass stitch	For embroidering.	---
09	Basting stitch	For basting cuttings.	---
10	Zigzag stitch	For serging, appliquéing, inserting lace and basting with fringe foot.	6
11	Zigzag stitch from right needle position	Same as program 10 (for zigzag from left needle position push pattern reverse key).	6
12	Purl stitch	For sewing purl seams.	6
13 a 13 b	Stretch stitch a = 2 penetrations; b = 1 penetration	For sewing on elastic tape, darning tears and patching. Suitable for almost every fabric.	7
14	Shell-edging stitch	For shell-edging and ordinary edging.	6

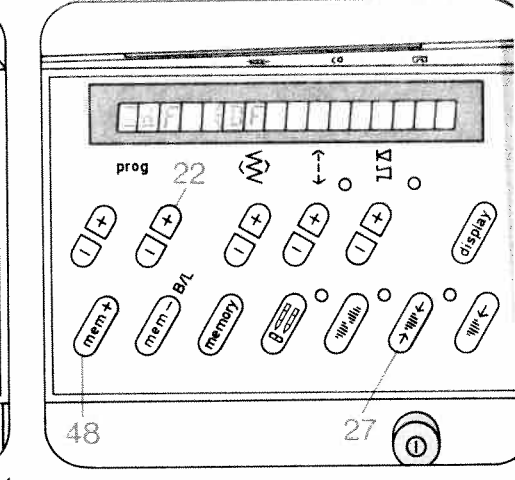
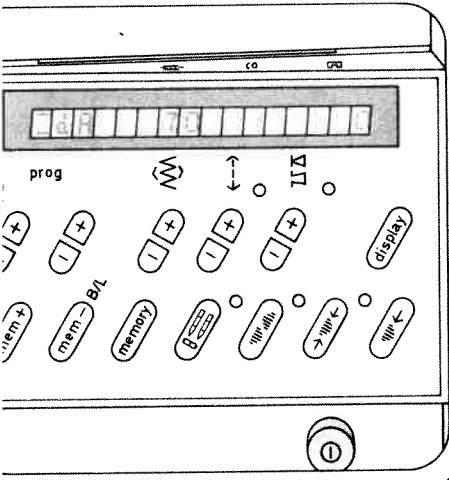


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- 46 Second spool holder (swing-up)
- 47 Correction key (**mem -**)
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wing script capital letters

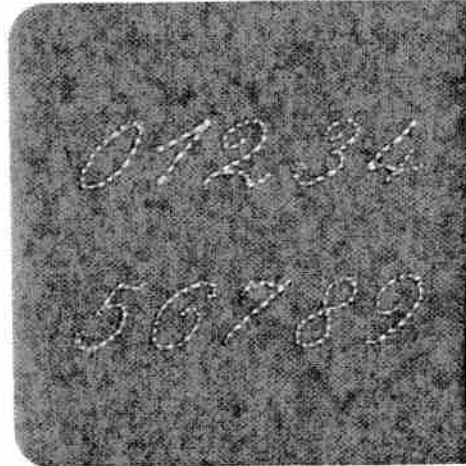
A

Example: D F
Before programming, select a free M-memory
 Push "mem + " key 48
 Select **d A** at left "prog" key 22 "-" (Fig. 1)
 Select the following letters at right "prog" key 22 "+"
d D d F
 Input in memory by pressing the **mem +** key 48 each time
 Push "single pattern" key 27
 View the stored program (Fig. 3).

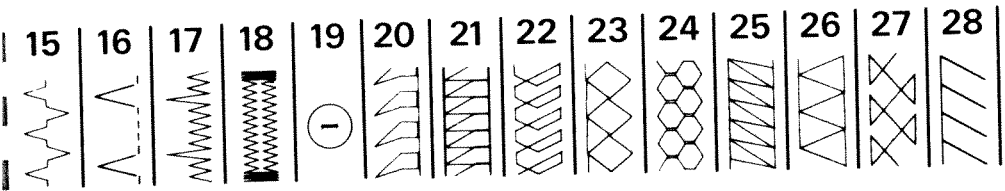


wing numbers **d 0**

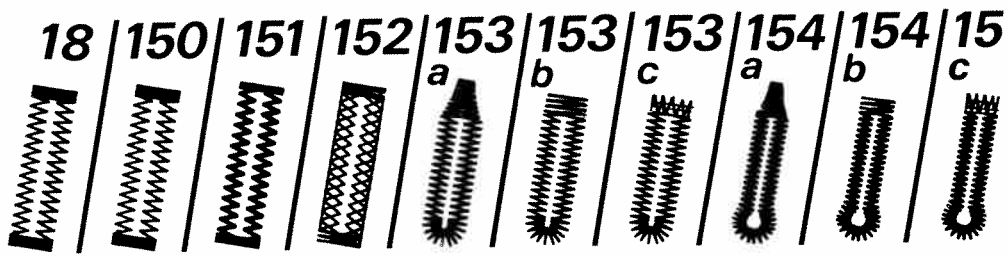
Select program **d 0**
 Program the numbers as described above under letters.
 When these letters and figures are sewn at the $\frac{1}{2}$ width of 9 mm, key 16 "slow sewing" must be used.



1
2
3
4

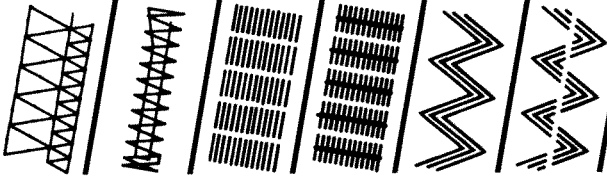


No.	Description	Application	Max: in r
15	Fancy elastic stitch	For over-stitching elastic and woolen threads, gathering and smocking.	6
16	Blind stitch	For invisible hemming and shell-edging.	6
17	Stretch blind stitch	For invisible hemming in elastic materials (securing edges).	6
18	Light buttonhole	For buttonhole sewing.	5
19	Button sewing	For sewing on buttons.	6
20	Edge binding stitch	For serging or embellishing edges	7
21	Closed overlock stitch	For joining and serging seams with edge thread.	7
22	Tricot-patching stitch	For sewing and patching light knitwear (underwear).	6
23	Pullover stitch	For elastic joining and serging seams in heavy-knits and jersey.	6
24	Honeycomb stitch	For sewing on elastic threads, covering terry-cloth seams and fancy hem seams (shirring effect).	6
25	Closed overlock stitch	Joining and serging seams, ideal for jeans.	6
26	Closed overlock stitch	For attractive over-stitching of hem edges suited to the material.	6
27	Cross stitch	A high-stretch seam for sportswear.	6
28	Overlock stitch	For sewing and serging in one operation.	6
29	Fagotting stitch	For joining foundation wear. Produces a fancy hem-stitching effect.	6

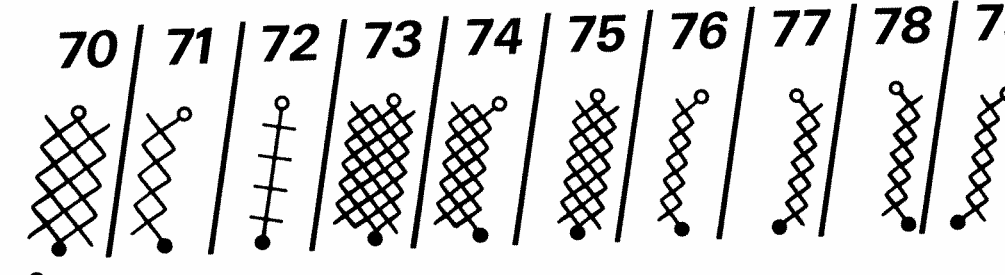
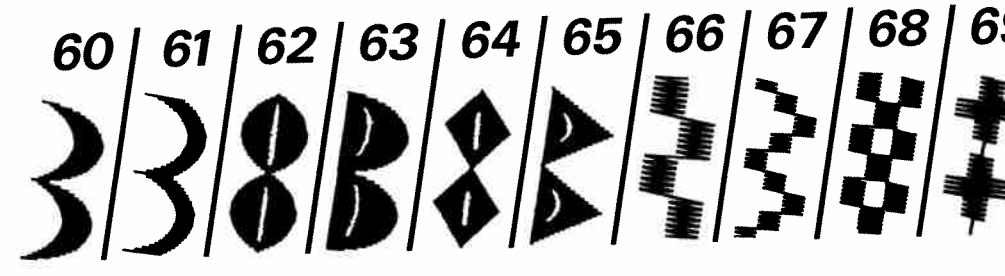
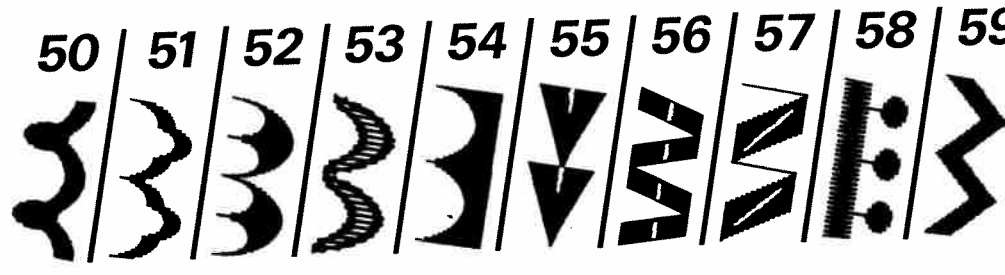
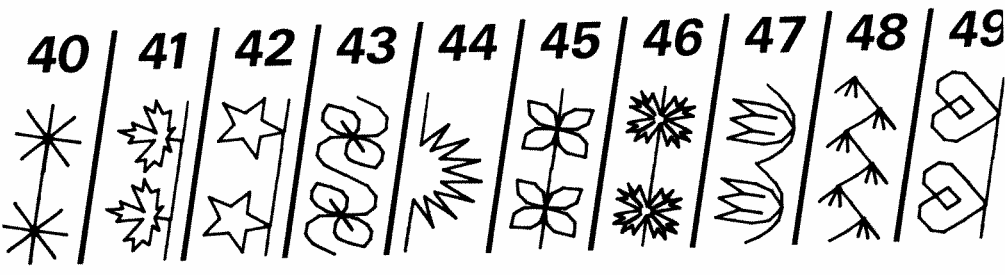
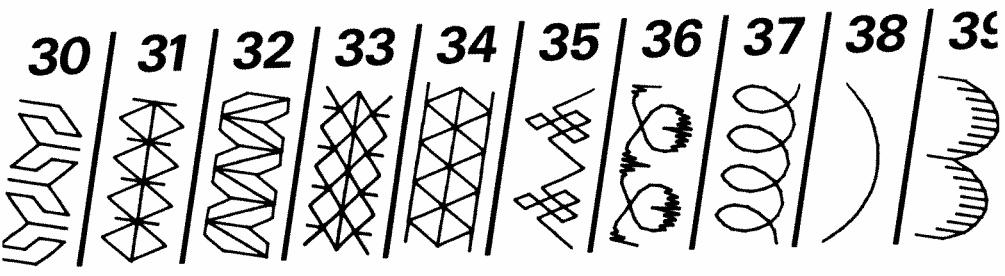


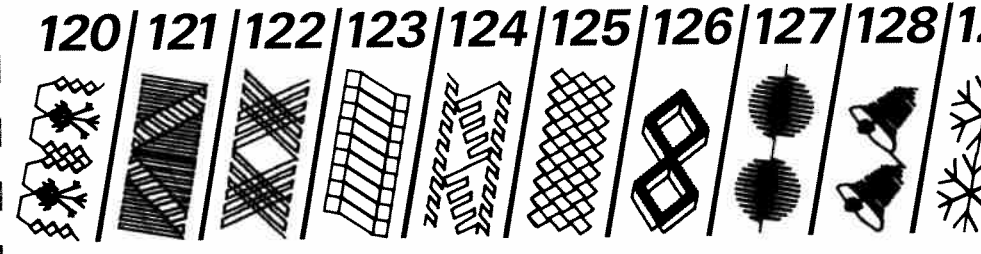
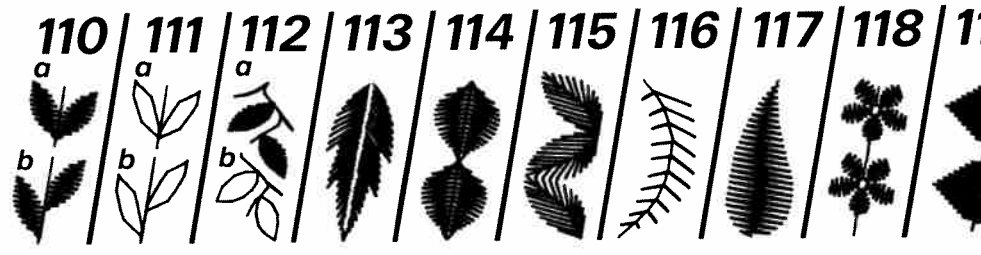
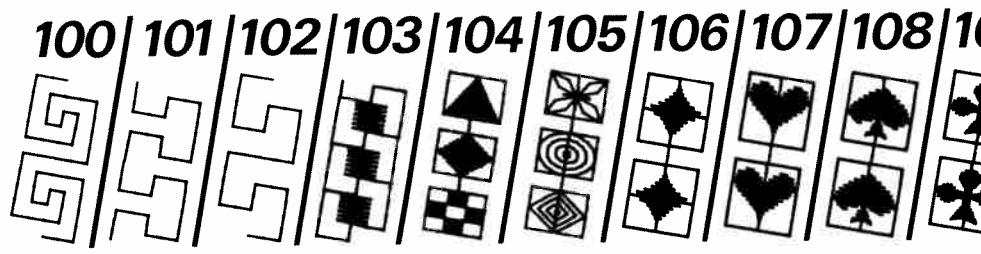
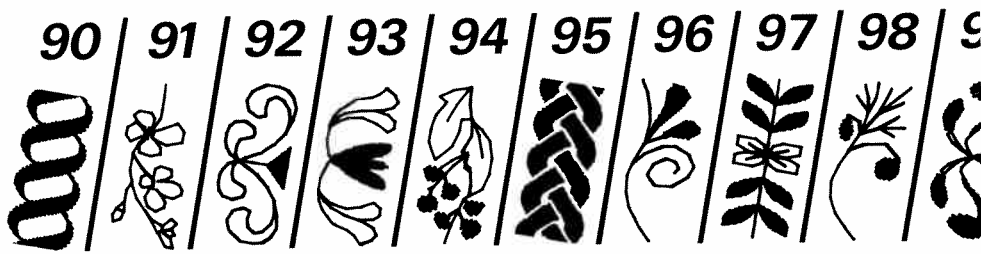
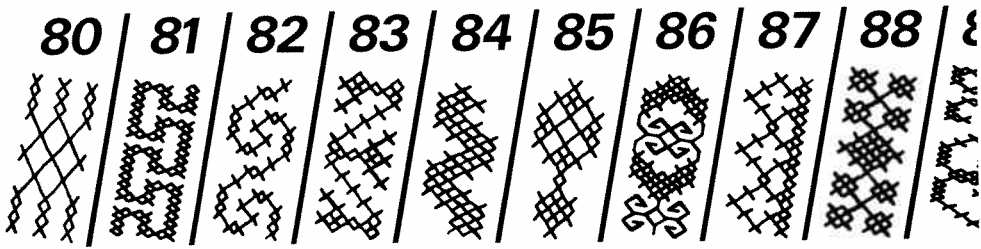
No.	Description	Application	Max.wid in mm
18	Light buttonhole 7.0 to 16 mm	For sewing buttonholes in blouses, shirts and linen.	5.5
150	Light buttonhole 7.0 to 44 mm	For sewing buttonholes in bed linen.	5.5
151	Stretch buttonhole, reinforced	For buttonholes in open-weave fabrics.	5.5
152	Stretch buttonhole	For buttonholes in stretch fabrics (jersey, etc.)	5.5
153 a	Round buttonhole with wedge tack	For buttonholes in trousers and casual garments.	7.0
153 b	Round buttonhole with lengthwise tack	For outerwear buttonholes in light materials.	7.0
153 c	Round buttonhole with crosswise tack	For outerwear buttonholes in heavier materials.	7.0
154 a	Eyelet buttonhole with wedge tack	For buttonholes in jeans, trousers and sportswear.	8.5

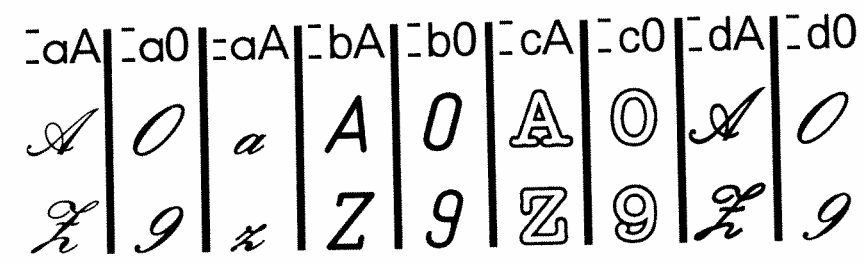
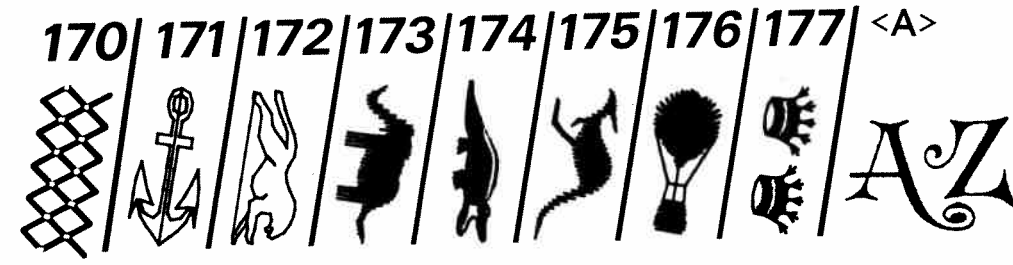
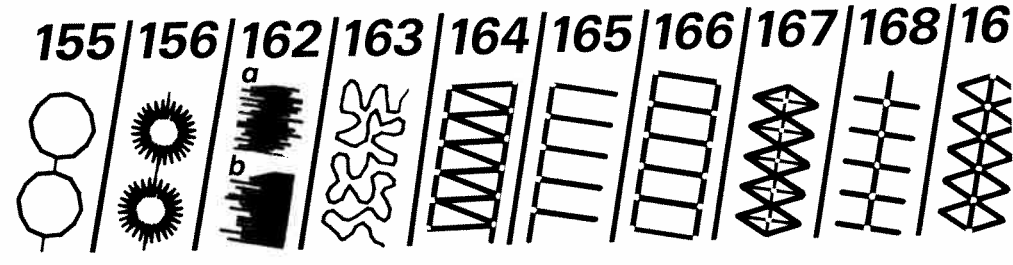
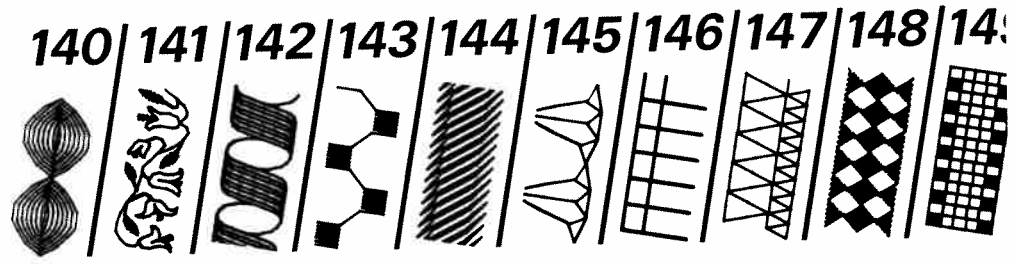
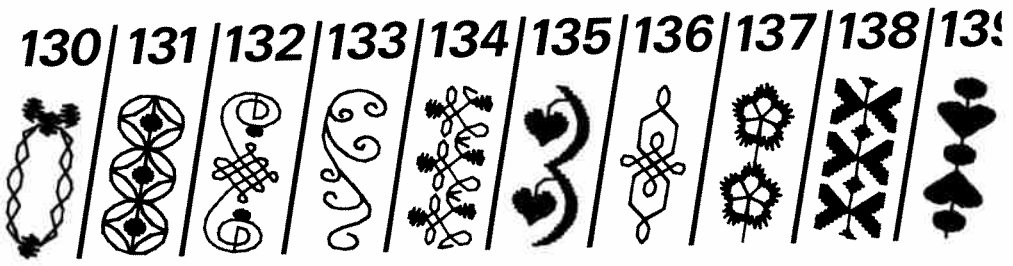
147/157/158/159/160/161



No.	Description	Application	Max in
154 b	Eyelet buttonhole with lengthwise tack	For buttonholes in outerwear, costumes, coats, etc.	8
154 c	Eyelet buttonhole with crosswise tack	For buttonholes in heavy-duty outerwear.	8
147	Covering stitch	For joining terry cloth, jersey and inserting patches (flat seam with double edge reinforcement).	4
157	Bartack	For sewing bartacks on pocket openings, belt loops, hanger tabs and zipper ends.	4
158	Darning program lengthwise	For darning thin damaged areas.	8
159	Darning program lengthwise and crosswise	For darning holes.	8
160	Stretch triple-zigzag stitch	For sewing elastic tapes in sportswear and bathing wear (high-stretch seam for light knitted fabrics).	6
161	Stretch triple stitch elastic stitch	For sewing elastic tapes in sportswear and bathing wear (high-stretch seam for heavy knitted fabrics).	6

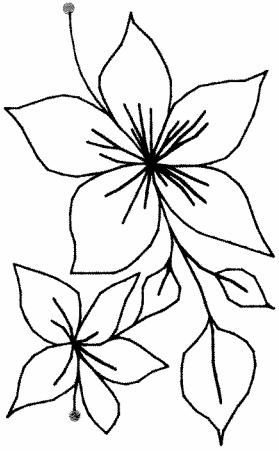






Border embroidery programs

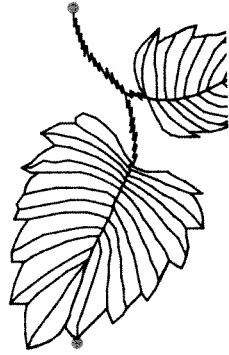
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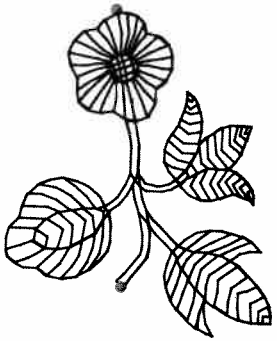
201



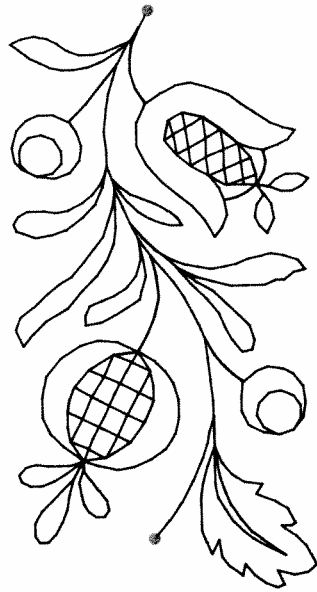
202



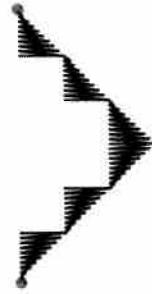
203



204

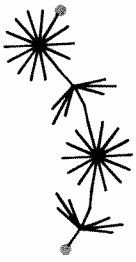


205



The red dot shows where sewing starts.
The blue dot shows where sewing ends.

206



207



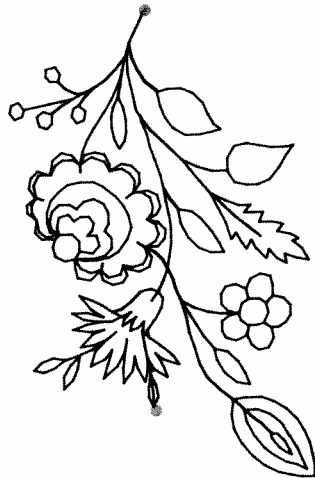
208



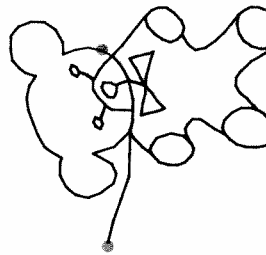
209



210

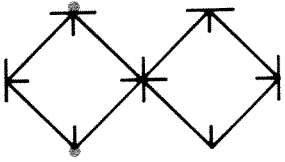


211

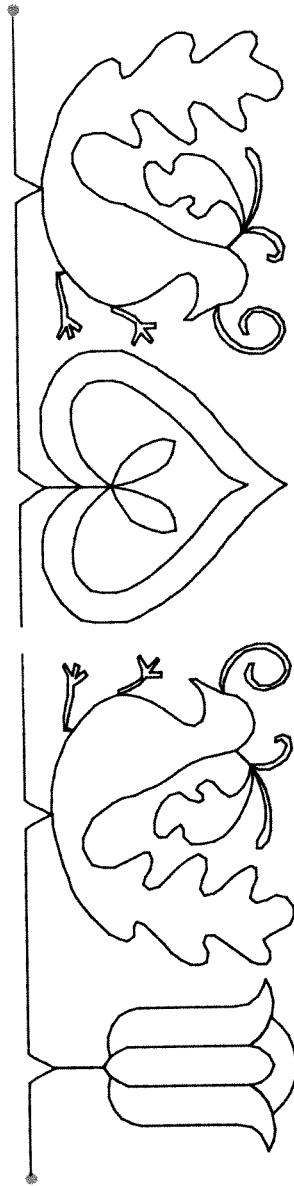


The red dot shows where sewing starts.
The blue dot shows where sewing ends.

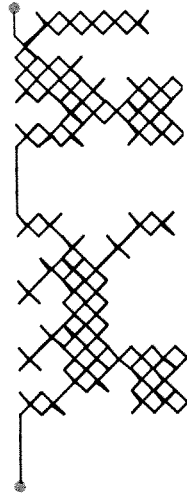
212



213



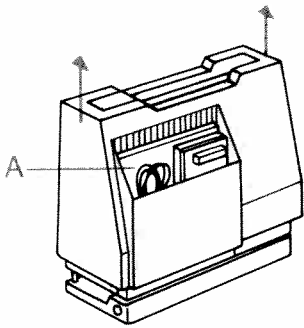
214



No.	Description	Application	Max.widt in mm
30-69 90-163 171-177	Embroidery stitch programs	For fancy seams, ornaments, borders and embroideries. Programs 162 a, 162 b and 163 are filling-out stitches for large areas.	9
50-53 60,61,63	Scalloping edge decoration	For table linen, napkins, bed linen, etc.	
200-214	Border embroidery programs	For border embroideries and ornamentations	
215-222	Connecting stitches	Connection between embroidery patterns and border embroideries	40
70-89	Cross stitch programs	For cross-stitch embroidery in children's wear, blouses, covers, etc.	3-9
164-170	Hem-stitching programs	For hem-stitching in table linen, bed linen, blouses, cloths, etc.	6-9
	Alphabets with special letters for languages	For monograms and texts.	
∩aA, ∩a0	Script letters	Upper and lower case letters, numbers and punctuation marks.	7 9
∩bA, ∩b0	Block letters	Capital letters, numbers and punctuation marks.	9
∩cA, ∩c0	Outline letters	Capital letters, numbers and punctuation marks.	9
∩dA, ∩d0	Script letters	Capital letters, numbers and punctuation marks.	9
<A>	Monogram alphabet	Capital letters.	20

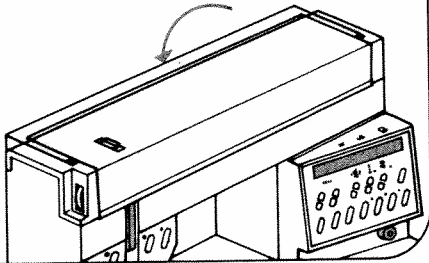
The connecting stitch programs (see pages 164 to 167) are listed with their program Nos. in the table on page 165.





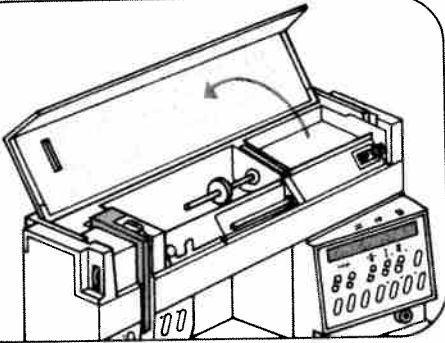
Electrical connection

Lift off the cover and fold down the carrying handle. Compartment A is for storing the foot control, mains lead and instruction book.

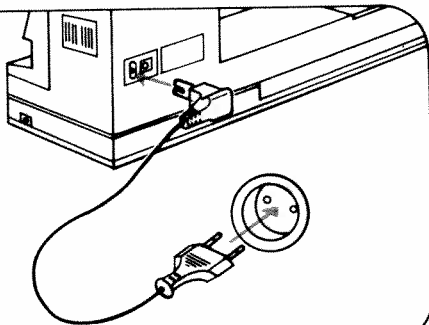


Important!

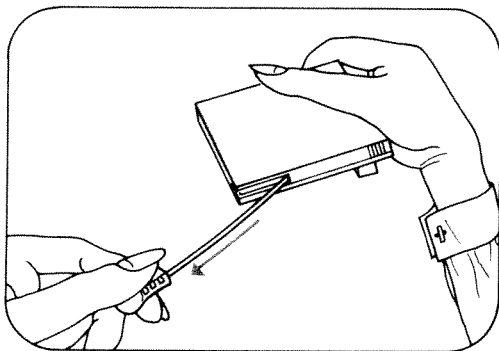
Before you operate the machine for the first time, install the two 1.5 V batteries as described on page 51 of the instruction manual, however **without switching the machine on**. Then push key 47 "mem - B/L", hold it and switch the machine on by pressing main switch 9.



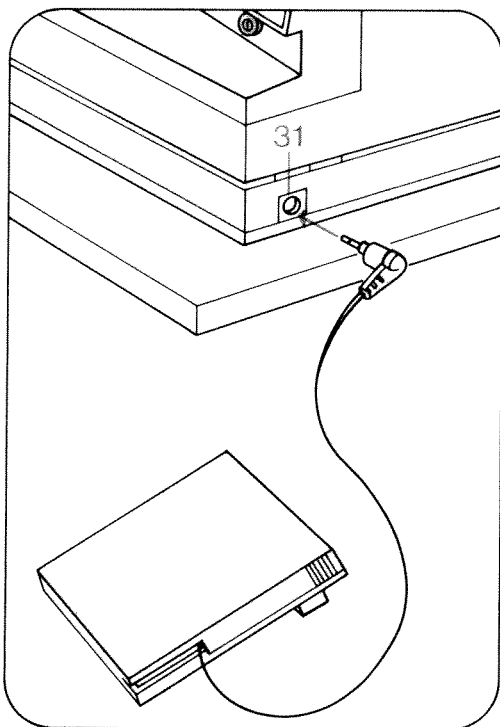
Open cover 2.



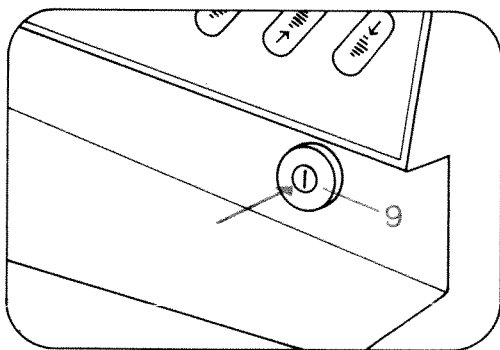
Connect the mains lead.



Pull the power lead out of the foot control.

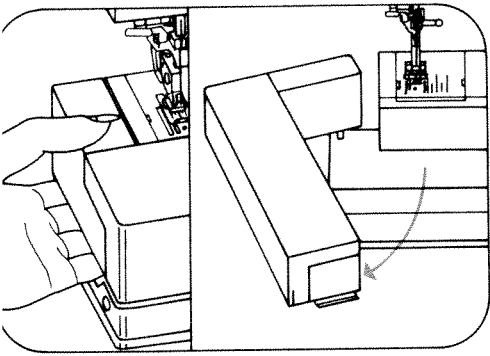


Plug the foot control lead into connection socket 31 and place the foot control on the floor.

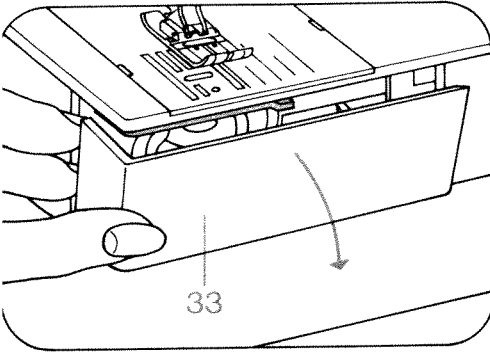


Press main switch 9, the sewing lamp then goes on.

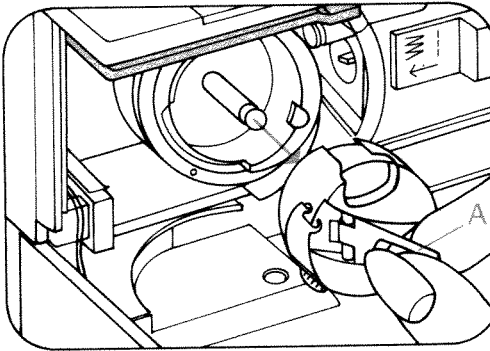
If no batteries have been installed, display 21 shows the word "batteries" continuously in four languages.



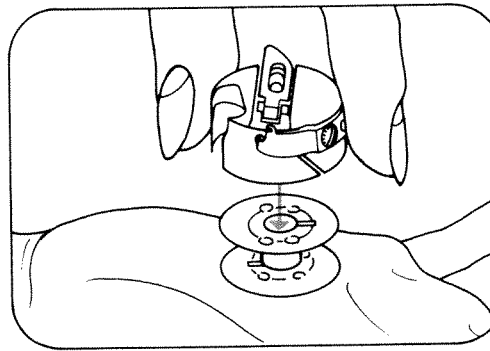
Bobbin winding:
Take hold of the work support and swing it to the left.



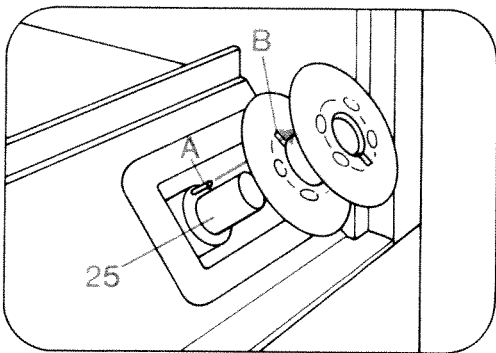
Open free arm cover 33.



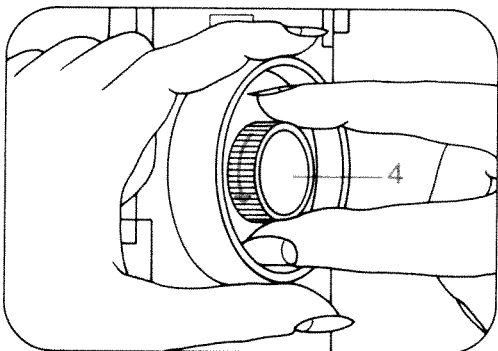
Switch off main switch 9.
Lift latch A and pull out the bobbin case.



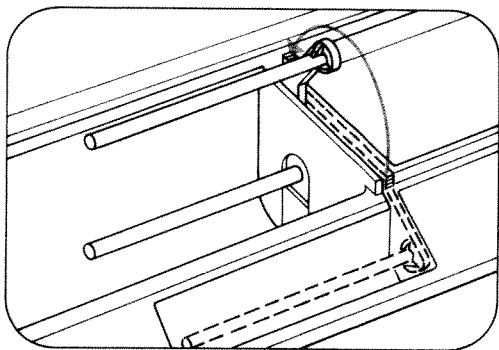
Release latch A and take out the bobbin.



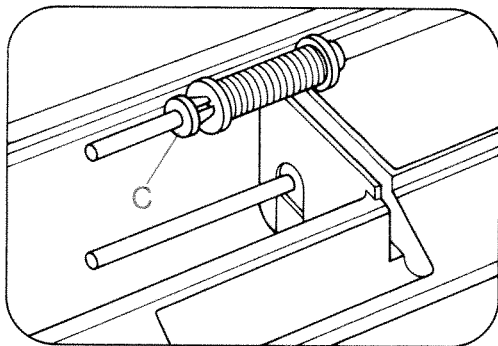
Place the bobbin on winder 25 and turn it so that pin A engages in slot B.



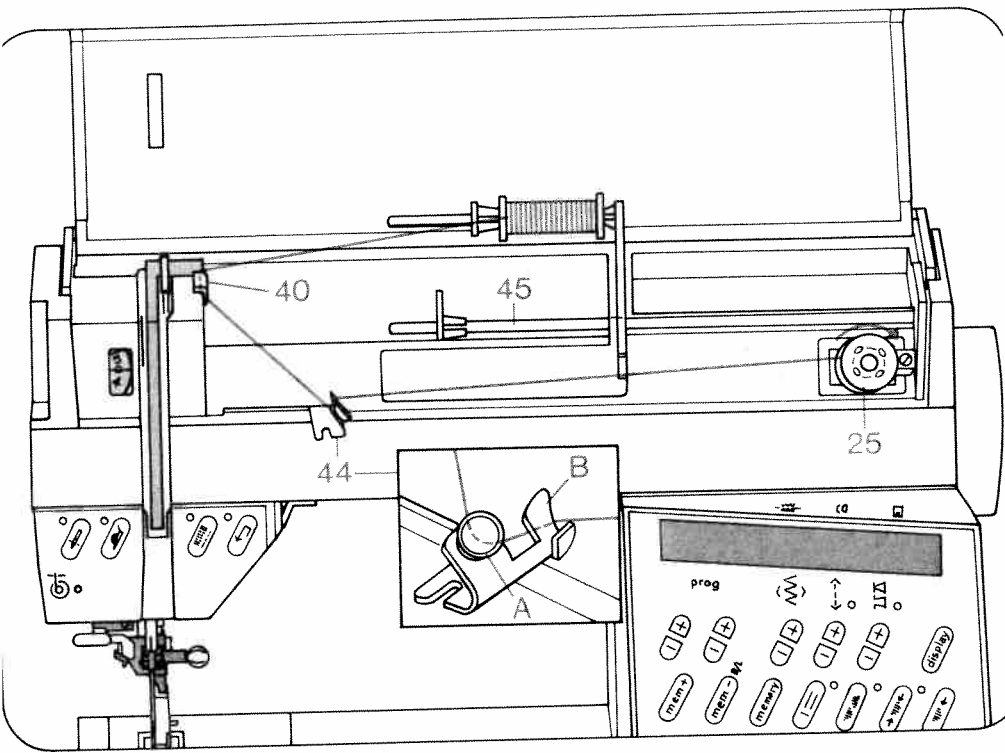
Disengaging the sewing mechanism:
Hold the hand wheel and turn release disc 4 as shown by the arrow.



Swing the second spool holder up and away from you.



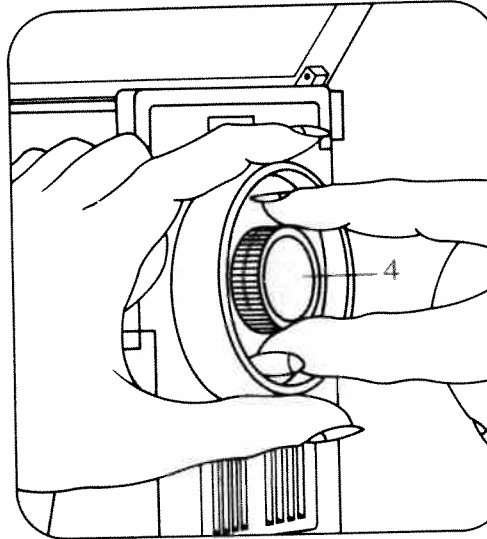
Place a spool of thread and small unreeling disc C on the spool holder.



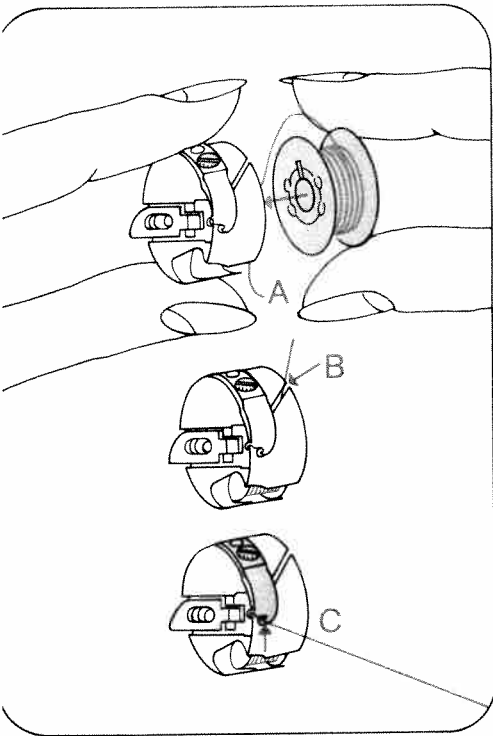
Winding from a second spool:

Swing bobbin winder thread guide 44 to the front. Pull the thread into guide 40, into bobbin winder tension A and around finger B. Now pass the thread to bobbin winder 25 and wind it a few times clockwise around the bobbin. Press the bobbin to the right. Then turn on the main switch, press the foot control and wind the bobbin. Press the full bobbin to the left, take it off the winder, and cut the thread with thread cutter 37. Bobbins are wound in the same way from reel holder 45.

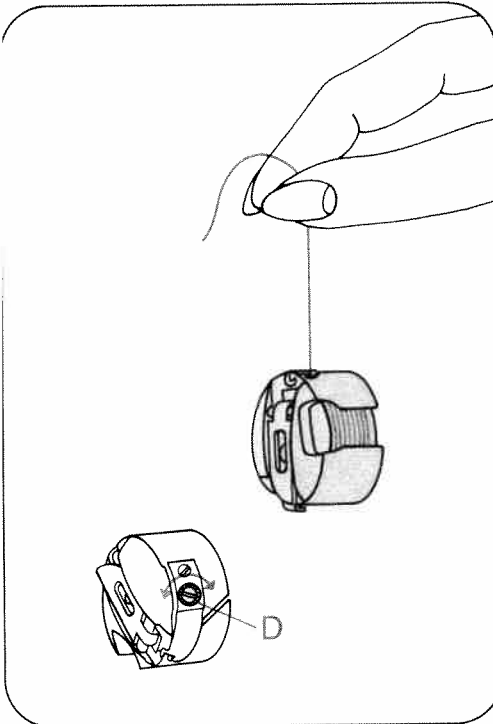
Important: If an empty M- or P-memory is selected, it is not possible to wind the bobbin. A program between 00 and 177 must be selected. If the spool has a thread slot, the slot must face right when the spool is placed on.



Engaging the sewing mechanism: hold the hand wheel firmly and turn disc 4 to the rear. Then turn the hand wheel to the front until it engages.

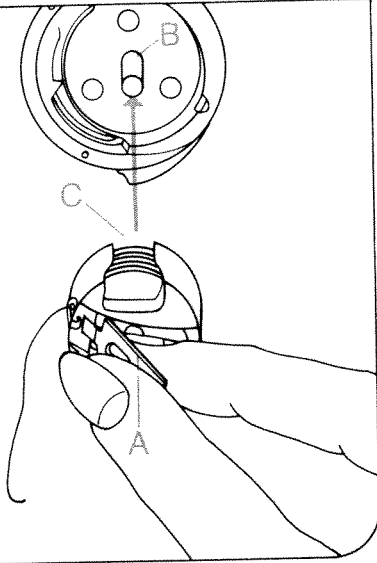


Inserting the bobbin: insert bobbin so that the thread unwinds as shown (A), pull thread through slot (B) and out of opening (C).

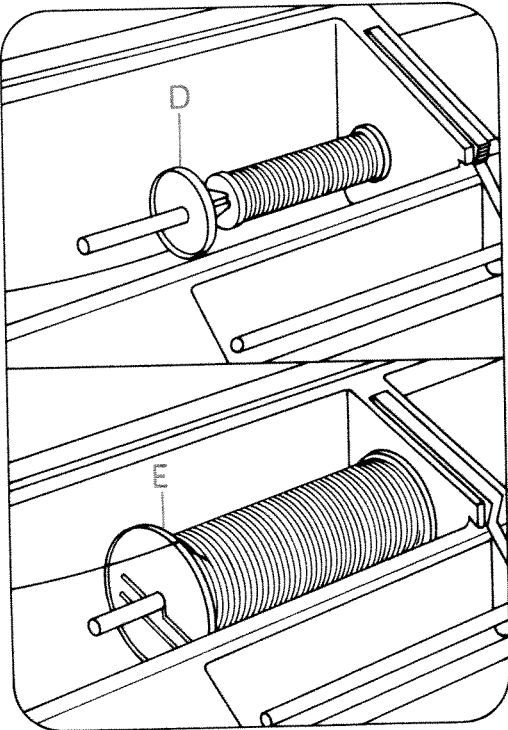


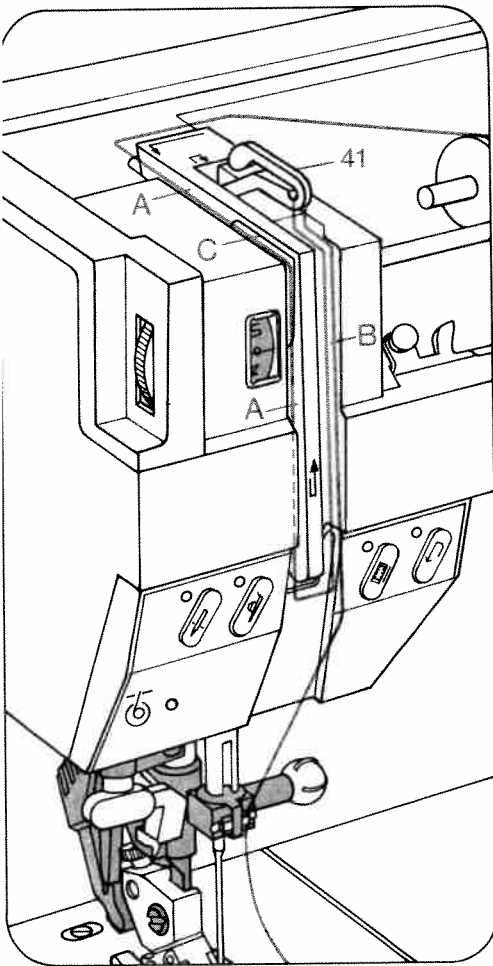
Checking the bobbin thread tension: with a brief, sharp upward movement of your hand the bobbin case must slip downwards (turn screw D to the left for weaker tension and to the right for higher tension).

Inserting the bobbin case: switch off main switch 9, lift latch A and push the bobbin case fully onto pin B. Cutout C must face upwards.



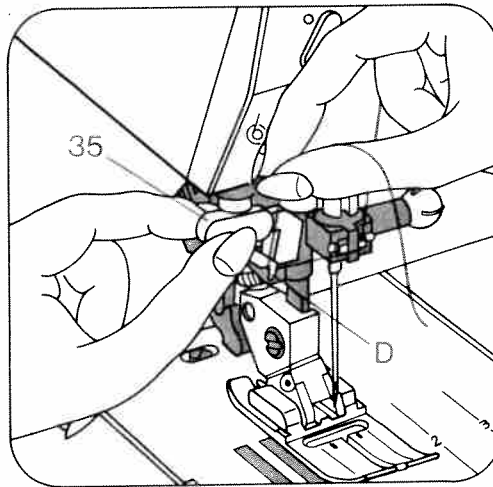
Thread reel sizes: for small spools use the small or medium unreeling disc D, for large spools use large unreeling disc E.



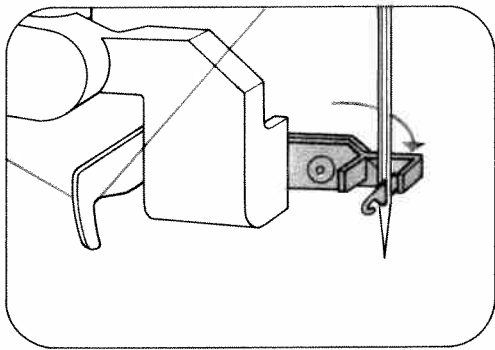


Threading:

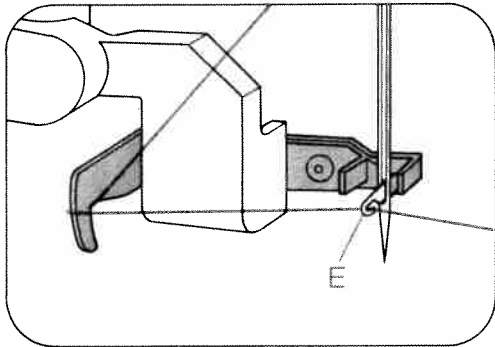
Switch off main switch 9. Set needle at top position. Raise sewing foot. Pull the thread as shown by the arrow into groove A, to the left past guide C, from below into slot B, into take-up lever 41, back to slot B and into the right-hand guide on the needle holder.



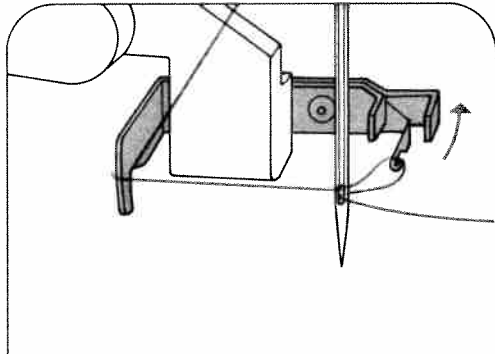
Place the needle thread behind hook D and hold it. Pull threader 35 fully downwards.



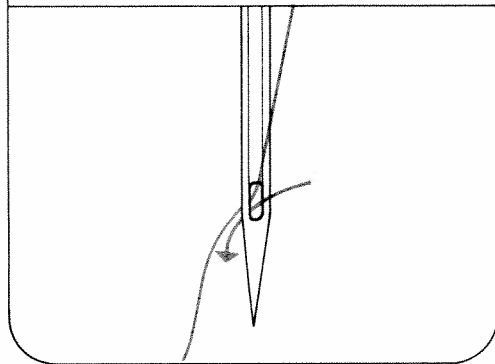
Swing threader to front against need

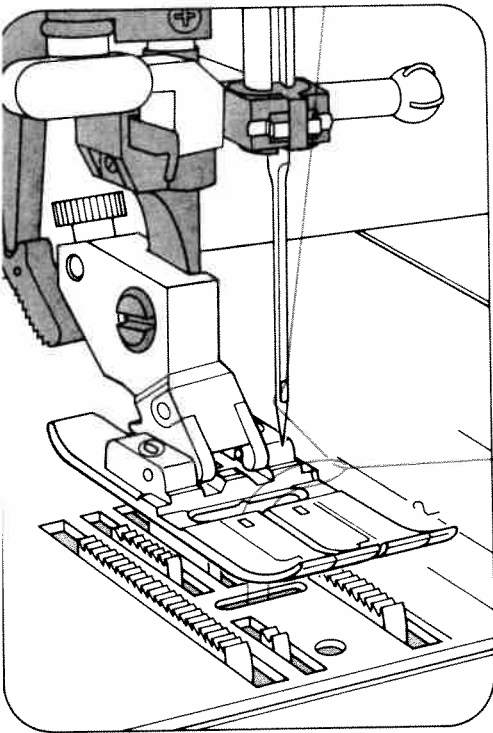


Place thread in hook E from below.

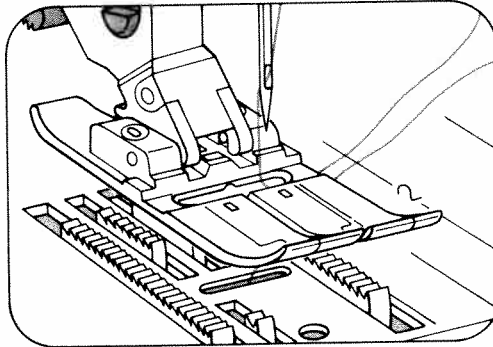


Swing threader to rear, releasing thread at same time, and when the threader has moved upwards, pull the thread fully through the needle eye.

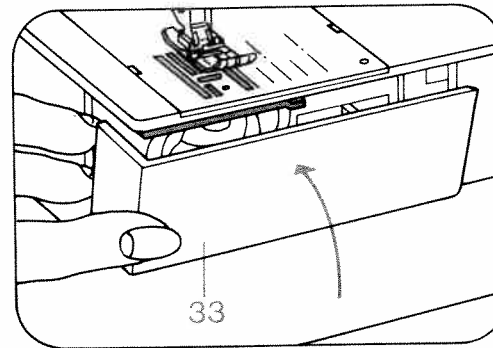




Hold the needle thread, turn hand wheel to the front and sew a stitch. Needle and take-up lever must move fully up again. Pull the bobbin thread up with the needle thread.



Place the needle- and bobbin thread under the sewing foot to the right.



Close free arm cover 33.

Dual feed

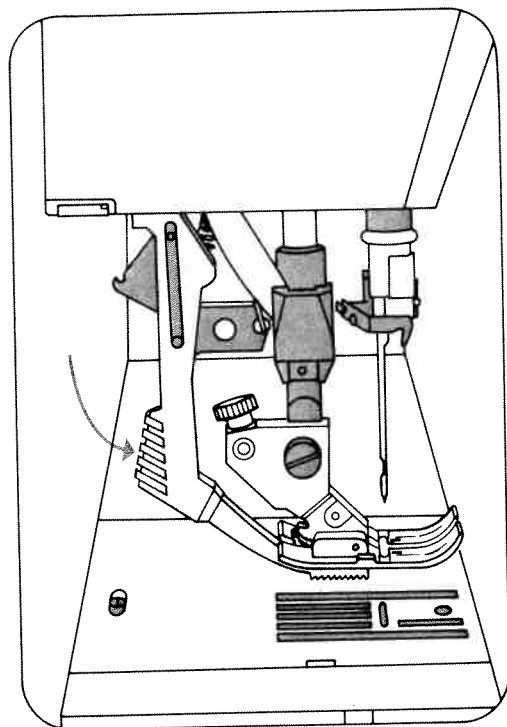
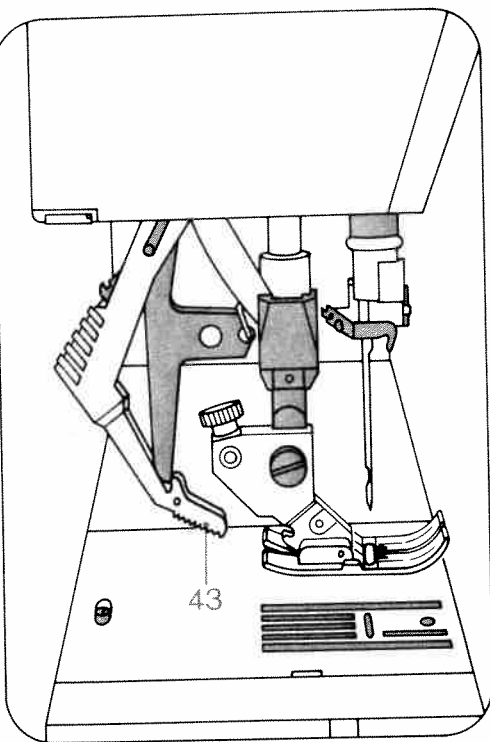
It prevents shifting of the material plie: during sewing. Raise the sewing foot before engaging or disengaging it.

Important!

The dual feed must not be engaged when sewing with the following programs:

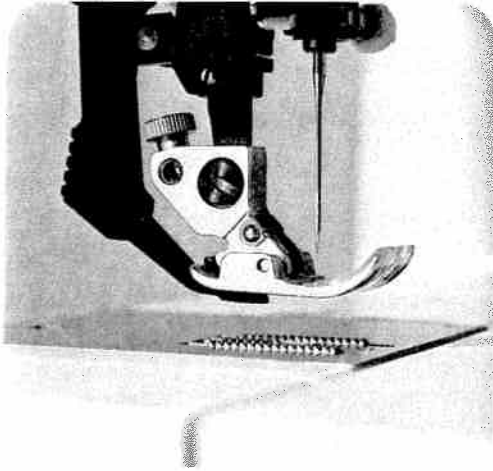
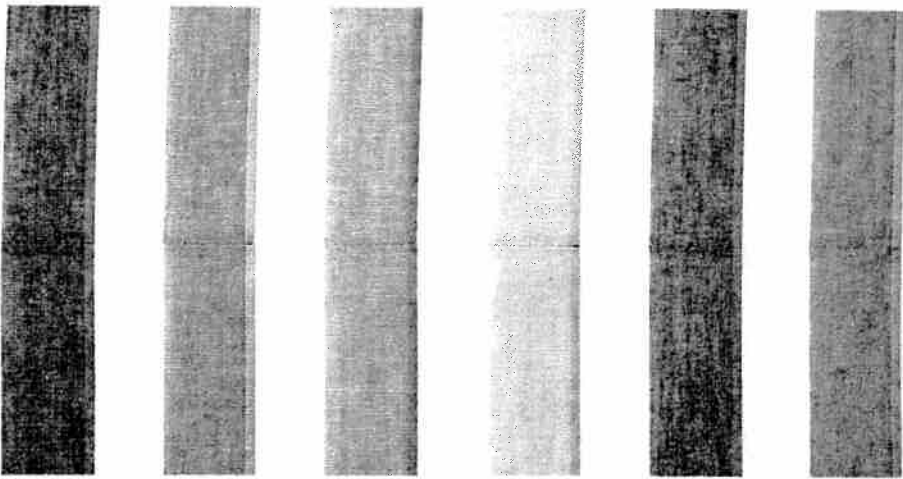
border embroidery programs, connect ing stitch programs, and monogram alphabet.

For all other sewing work the sewing recommendations indicate whether use of the dual feed is possible.



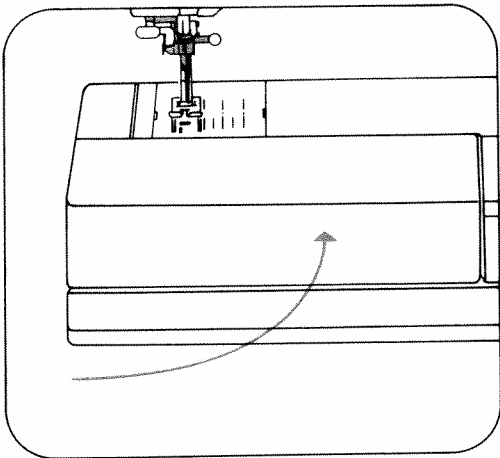
To engage: push top feed 43 downwards to lock it in place.

To disengage: unlock top feed by pushing it lightly downwards, then pull it to the rear and allow it to move up.

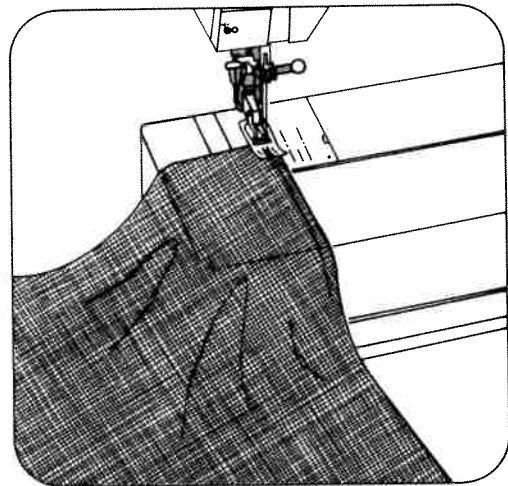


The dual fabric feed

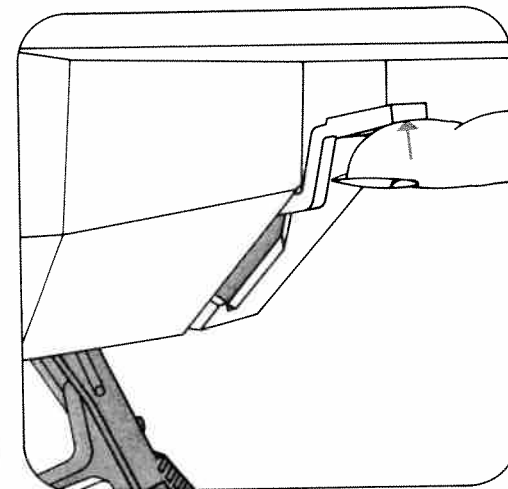
Pfaff is the only manufacturer of domestic sewing machines in the world offering a machine with built-in dual fabric feed. The material is not only fed from below, but simultaneously from above. Thus there is no shifting of fabric plies when sewing long fabric panels such as side curtains, net curtains, etc. The dual feed also provides exact feeding when joining checked or striped fabric panels. There is no seam pucker when processing delicate fabrics. The dual feed is of special advantage when sewing plastic materials, oilcloth, Alcantara, etc. (i. e. materials which are very difficult to sew). Your workpieces are fed with high precision which results in a very uniform seam appearance. The dual fabric feed works in combination with several sewing feet.



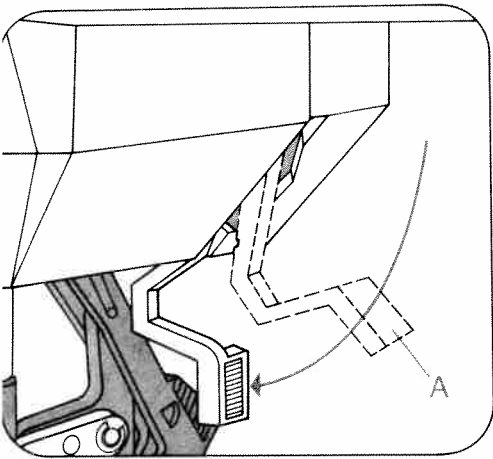
Swing work support 11 against the machine arm.



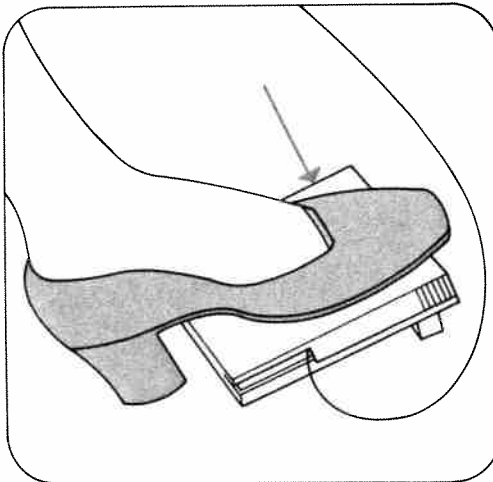
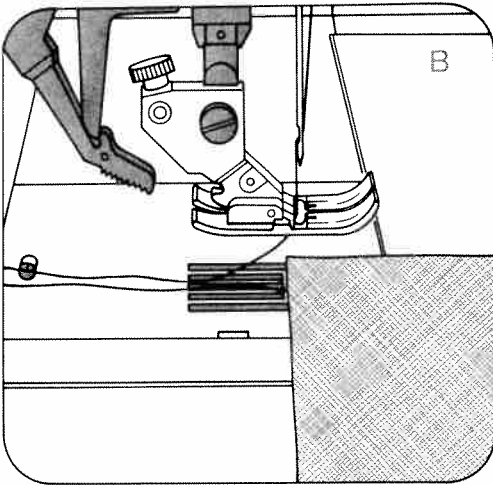
Switch off main switch 9. Now place the material under the sewing foot.



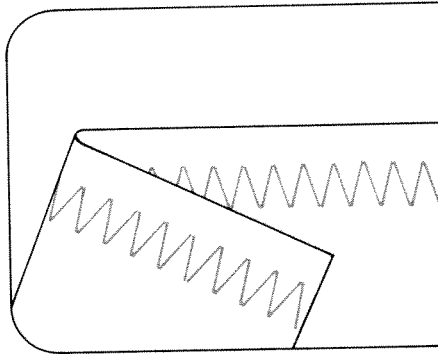
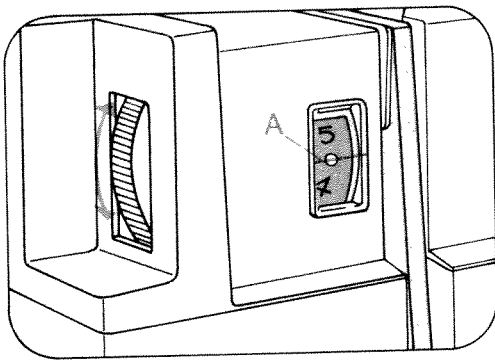
To place extra thick materials under the sewing foot, raise presser bar lifte 17 higher and hold until fabric is in correct sewing position.



Switch on main switch 9, have material cover needle hole (see illustration B) and lower the sewing foot onto it by lowering presser bar lifter 17. Position A of lever 17 is for darning.



Press the pedal. The more you press, the faster the Creative sews.



Needle thread tension 39

A = setting mark

Important!

In order to obtain good sewing results it is important to check the following:

1. that the needle is in good order,
2. and the needle- or bobbin thread tension is correct.

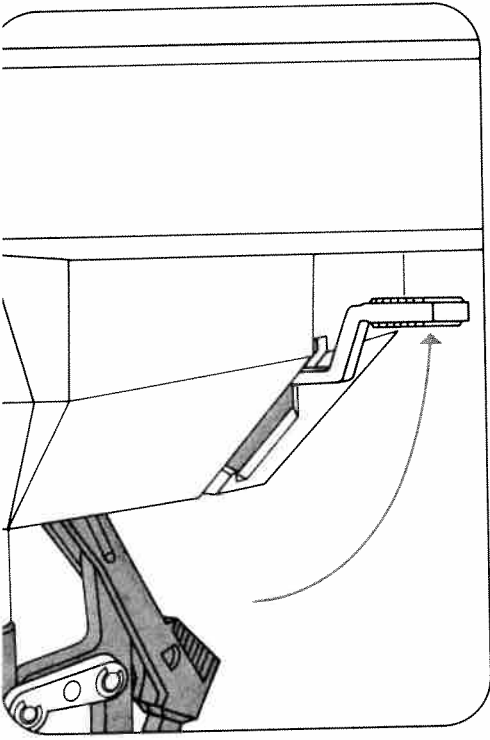
The bobbin thread tension is adjusted correctly at the works.

If on checking the bobbin thread tension (see page 20) you find it is necessary to correct it, turn the adjusting screw by small amounts only.

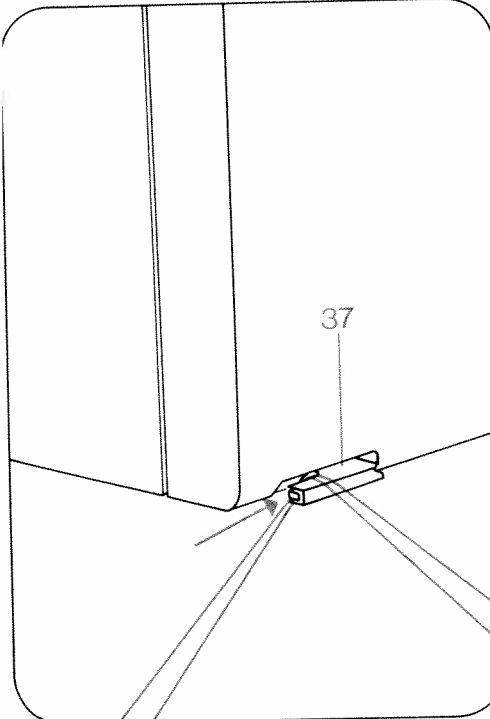
Checking the needle thread tension:

The normal setting is from 3 to 5. The higher the number, the tighter the thread tension. This is checked with a wide zigzag stitch (program 10). Sew a short seam. The threads should interlace exactly between the two material plies.

Range 3 is for buttonhole sewing.



Raising the presser bar lifter:
When you have finished a seam the needle must be fully raised. Then raise presser bar lifter 17.



Removing the work piece from the machine and cutting the threads:
Remove the material to the rear and pull the threads into thread cutter 37 as indicated by the arrow in order to cut them.

Important!

When the main switch is pressed to switch the machine on, the sewing lamp lights up.

When the machine is switched off by pressing the main switch, removing the mains plug or by power failure, the program memory in the computer is saved by a battery back-up. When the machine is switched on again, program 00 (straight stitch with needle in middle position) or CODE ??? will be displayed. All program combinations entered into any memory are retained automatically.

If a program is entered during sewing, it will not become effective until the machine is stopped and the foot control is pressed again.

The stitch width and stitch length can be changed during sewing.

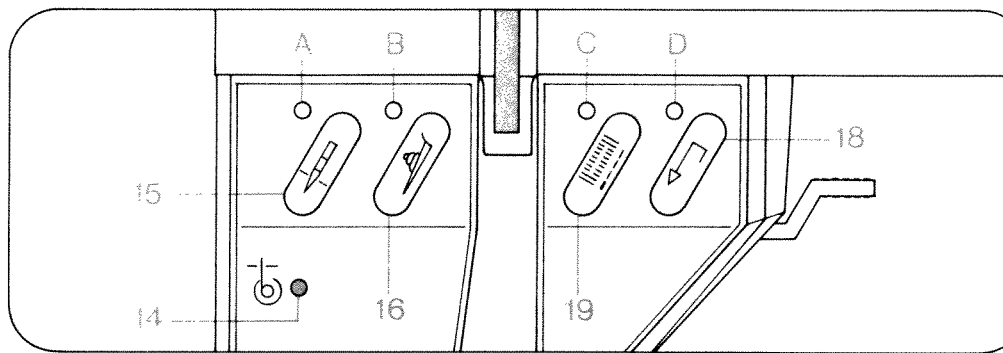
For bobbin winding disengage the sewing mechanism.

After bobbin winding engage the sewing mechanism again.

Owing to the use of electronic components this machine heats up during operation. This is quite normal and of no consequence.

Batteries:

When the machine is switched on and the word "battery" is displayed continuously in four languages, the battery tension is no longer sufficient. The batteries must then be replaced by new ones (see page 51). When a program is selected the word "battery" disappears from the display.



Electronic bobbin thread monitoring:

Bobbin thread monitor 14 flashes before bobbin thread runs out. It goes out again when the full bobbin is inserted and sewing is continued.

Important: cover 33 must always be closed.

Top and bottom needle position:

When the machine stops, the needle goes up. Press **key 15** for the needle down position. Function indicator A then lights up and the needle will remain down when sewing is stopped. Press **key 15** again. The indicator light goes out and the needle rises and stays at the top position.

Electronic top-speed selection: Press

key 16 for slow sewing. Function indicator B lights up. The machine sews at half speed. Press key 16 again. The display goes out and the machine sews again at full speed.

Tie-off/buttonhole. To sew: Press key

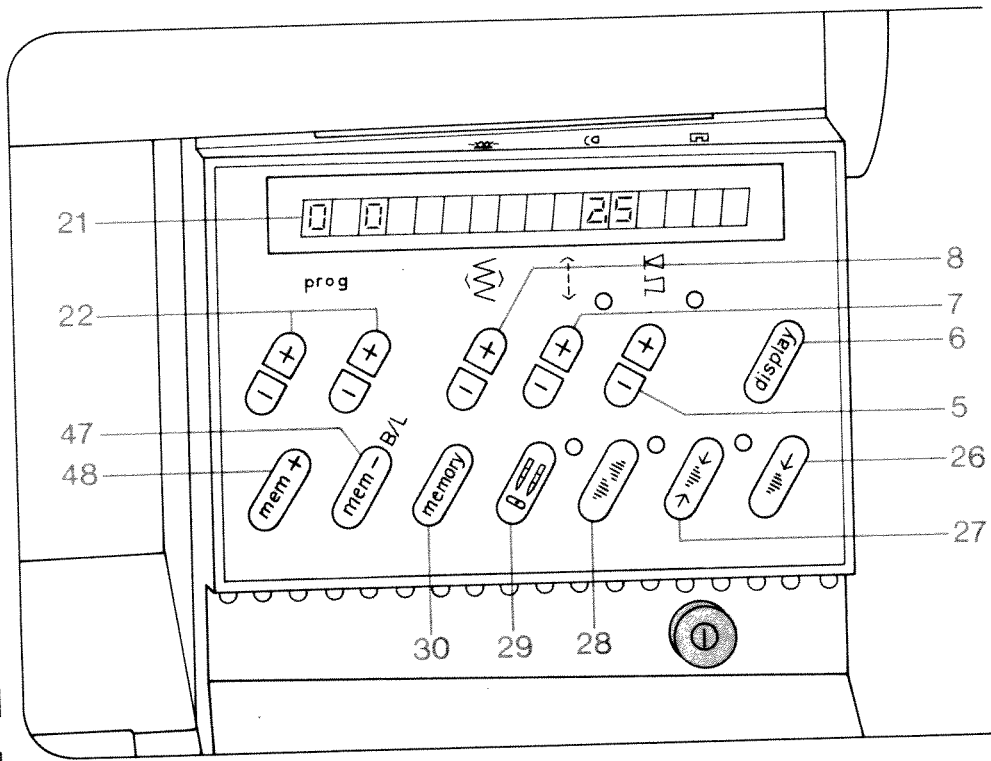
19: Indicator C lights up, the programmed seam is tied off at the beginning, then indicator light C goes out. If you push the key during sewing, the light goes on and a seam is tied off immediately, whereas a pattern is tied off at the end. The indicator light then goes out.

Buttonhole: In buttonhole programs 150, 151 and 152, key 19 is used for determining and memorizing the length. For more details please see pages 90-109.

Reverse sewing:

Press key 18 before you start sewing. Indicator light D lights up and the machine sews backwards permanently. If you press the key during sewing, the light will not go on and the machine will sew backwards as long as the key is pressed.

Darning: The lengths of darning programs 158 and 159 are also determined and memorized with key 18.



The controls of the Creative computer:

- 5 Keys for balance and pattern length
- 6 Key for program sequence and recommended sewing modes
- 7 Stitch length and pattern length keys
- 8 Stitch width keys
- 21 Display
- 22 Four program keys
- 26 Pattern start key
- 27 Single pattern key
- 28 Pattern mirroring key
- 29 Twin needle key
- 30 Repetition key
- 47 Memory correction key
- 48 Program entry key for memories

The computer of the Creative contains five different alphabets, the numbers from 0 to 9, punctuation marks and 200 programs. The programs are illustrated in the table with their seam types and setting numbers, or their symbols in the folding cover of the machine.

The optimum width and length is indicated for every program. When you push key 6 the computer also makes recommendations as to the use of dual feed, needle thread tensions and sewing feet for each program. These settings are indicated in display 21 above the keys. The programs can only be changed with keys which have an indicator above them.

The computer also contains 16 M-memories for program combinations and 16 P-memories for free programming. Free programming allows you to design your own patterns and store them in the Creative computer.

Child safety- and theft protection code

Entry of a three letter code in the computer inhibits use of the machine.

With code 000 the machine is not blocked.

Entering the code:

- Press **key 30** "memory" and hold it.
- Turn on **main switch 9**.
- Release **key 30** "memory".

Display 21 shows CODE 000 (Fig. 1).

Important!

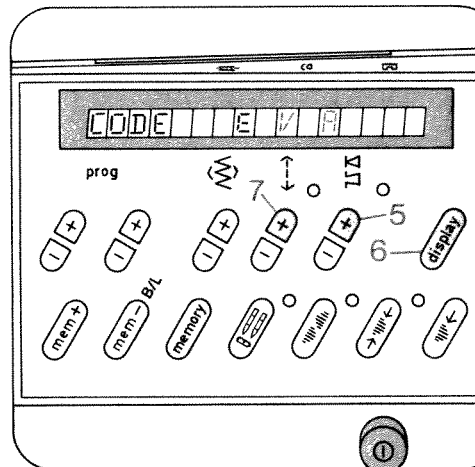
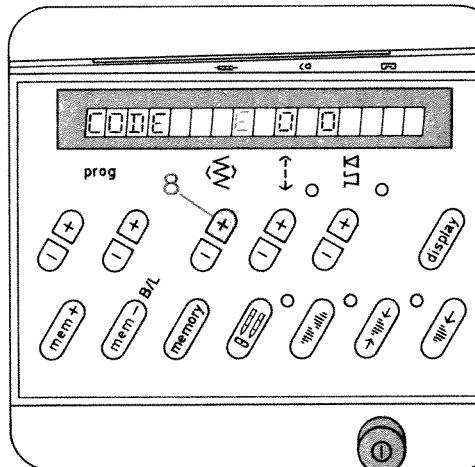
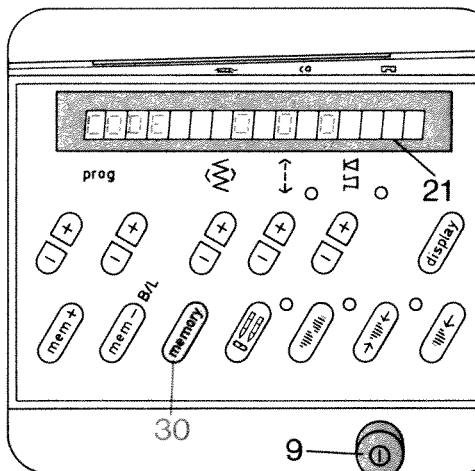
Key 47 "mem - B/L" must not be actuated when the machine is switched on as this would erase all M- and P-memories.

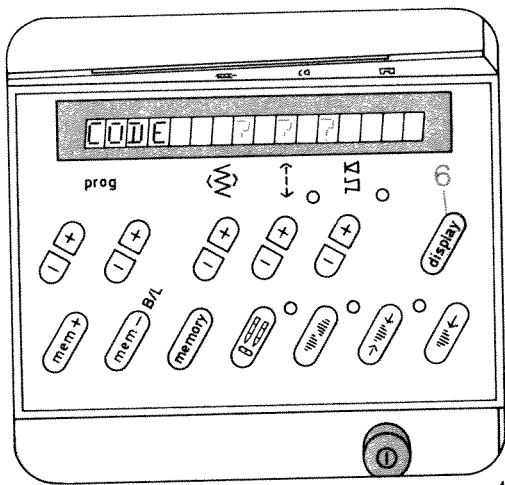
By actuation of keys 8,7, and 5 (+ or -), the code letters are selected from the alphabet.

Example: E V A

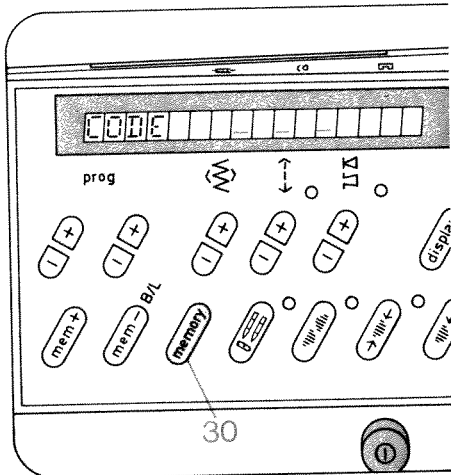
- Select the letter E with **key 8+** (Fig. 2).
- Select the letter V with **key 7+**, and,
- Select the letter A with **key 5+**.
- Press **key 6** "display" (Fig. 3).

Code E V A is now stored and the machine is ready for sewing.





4



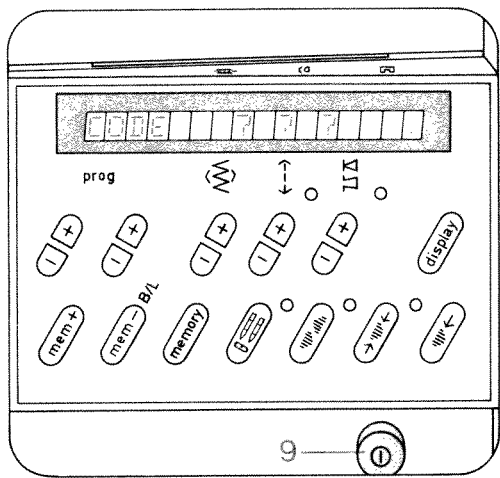
If a protection code has been input in the Creative computer, this code must always be entered after the machine has been switched on, in order to de-block the machine.

Example:

- Press main switch 9. The display shows CODE ??? (Fig. 1)
- Select the letter E with **key 8+**
- Select the letter V with **key 7+**, and
- Select the letter A with **key 5+**.
- Press **key 6 "display"** (Figs. 2 and 3.)

The machine is now ready for sewing.

If the wrong code is entered the display shows CODE --- (Fig. 5). The machine must then be switched off, and on again after about five seconds, and the code must be entered again.



Changing or erasing the code:

- Press **main switch 9**. The display shows CODE ??? (Fig.1).
- Input E V A with **keys 8, 7, and 5**.
- Press **key 30 "memory"** (Fig. 2).

The display now shows CODE 000, and a new code can be input (see page 34).

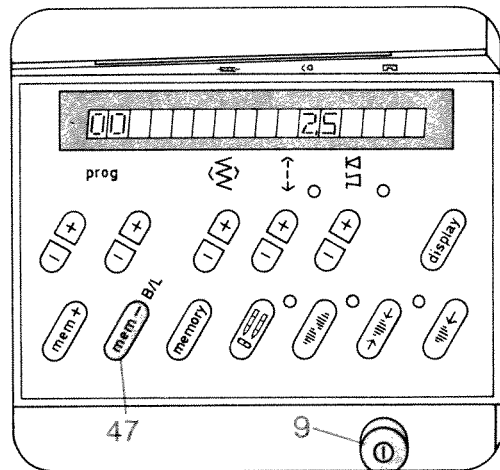
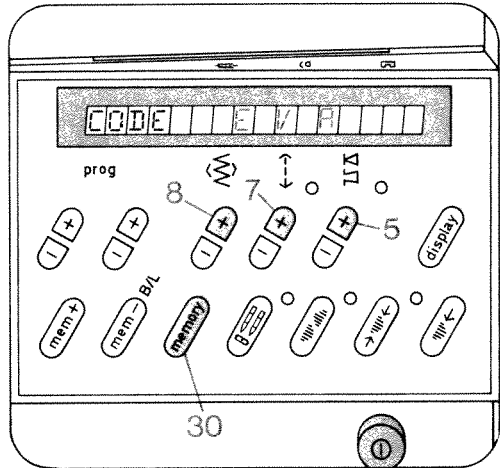
- Press **key 6 "display"**.
- Now the machine is ready for sewing again.

Erasing all memories:

If no protection code has been input in the computer, all M- and P-memories can be erased.

- Switch the machine off.
- Press **key 47 "mem -"** and hold it.
- Switch on **main switch 9**.
- Release key 47 "**mem -**" (Fig. 3).

All memories are empty now.

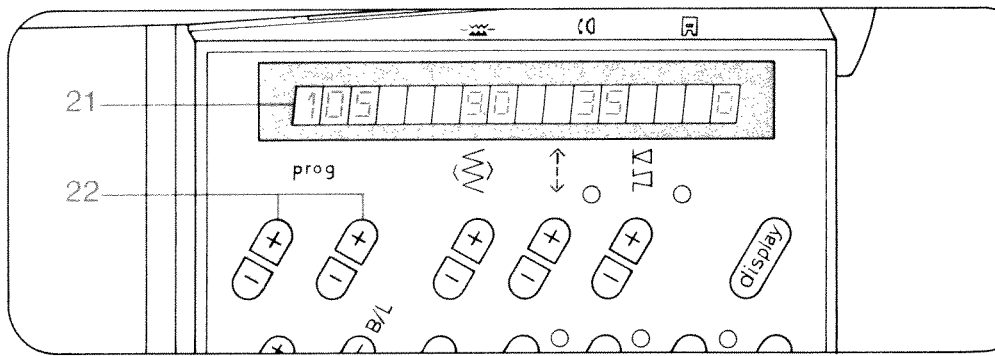




Am Samstag hat Gold im Mund
Habe ein nice day!

An apple a day -

128



Program selection:

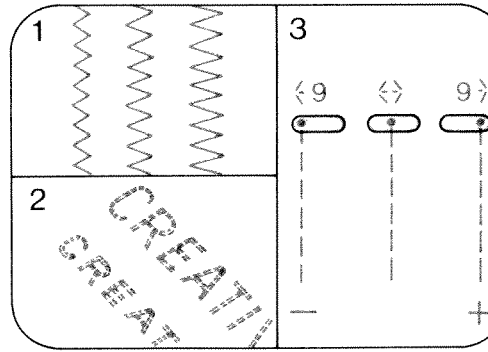
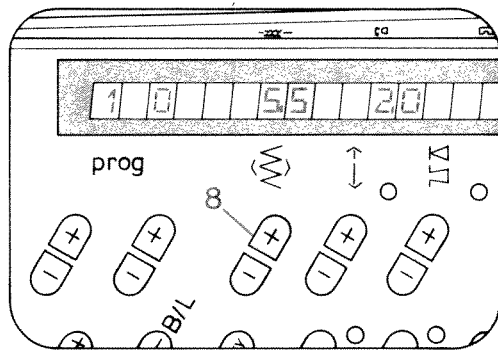
When the Creative is switched on, program -00- appears in display 21. Enter the required number in program display 21 using programming keys 22. The alphabet- and number symbols are selected with the left-hand keys, while letters and numbers are selected with the right-hand keys.

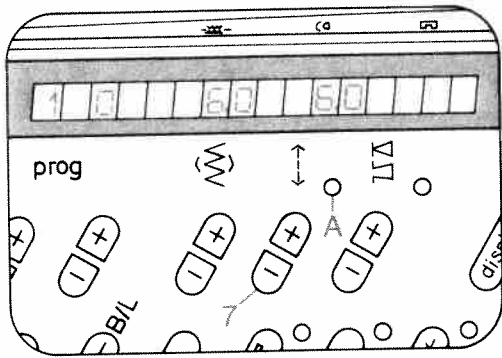
Stitch width setting:

The stitch width ranges from 0 to 9 mm.

Keys 8 have three functions:

1. Selection of width for the programs.
2. Selection of the size of letters and numbers.
3. Selection of 19 needle positions for straight stitch programs 01 and 03, and 15 needle positions for programs 04 and 05.

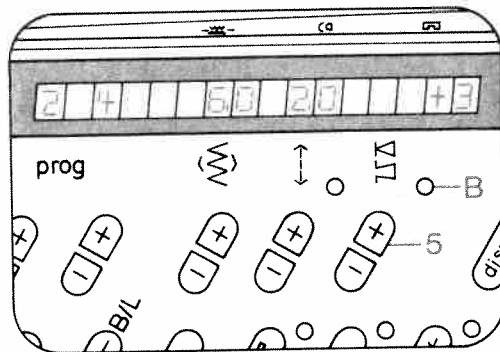
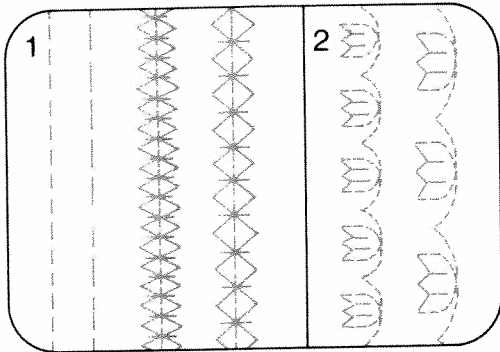




Stitch length and pattern length setting:

Keys 7 have two functions:

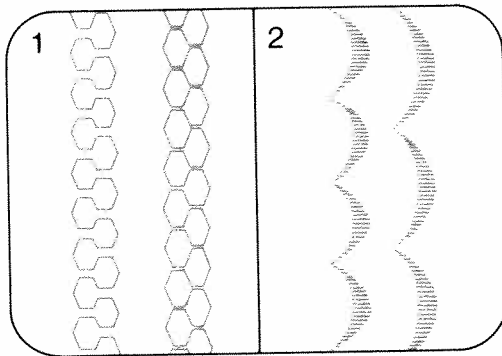
1. Selection of stitch length for programs in which indicator A does not light up. The stitch length ranges from 0 to 6 mm. For some of the programs the stitch length is limited.
2. Selection of pattern length for programs with illuminated indicator A. The pattern length is indicated in mm and is limited in different ways



Balancing out and pattern length setting:

Keys 5 have three functions:

1. Adjusting the reverse stitch length in a pattern (for balancing out, see page 40) for programs in which indicator B does not light up.
2. Selecting the pattern length in mm while the stitch density remains the same in programs in which indicator B lights up.
3. Checking and altering the stitch counter in free programming.



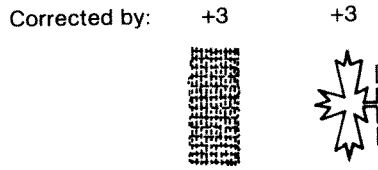
Balance, or correction of reverse stitches

The balance control is used for correcting pattern- or program combinations which are sewn with a slight shift owing to influences by the type of material or working method used. The stitch length of the reverse stitches of a pattern is corrected from -7 to +7; the normal position is "0". The minus "-" settings shorten the reverse stitches and the patterns or programs become longer, and the plus "+" settings lengthen the reverse stitches; patterns or programs become shorter.

Examples:

1. Correction of individual patterns (also in the P-memory)

Pattern too long



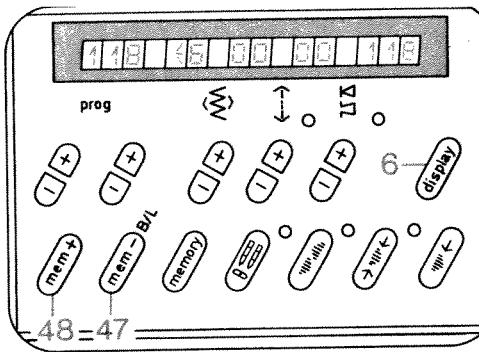
Rule: if the pattern is too long, correction has to be made by "+" (from +1 to +7).

2. Correction of pattern- and program combinations (in the M-memory)

Combination: *SUREEN*

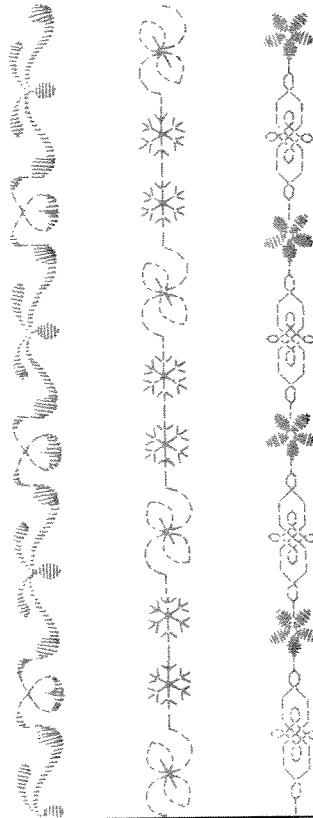
Corrected by: +3: *SUREEN*

Rule: If the last pattern or program to be entered is corrected with "-" or "+" and entered, this will affect the entire program combination.



progr.:

99	43	136
36	00	00
	00	00
	129	118
	129	



Storing program combinations:

For combinations of programs from 00 to 177 and 200 to 222, for letters, numbers and punctuation marks. The Creative computer contains 16 M-memories, M 0 to M 15. For program combinations it is possible to input a sequence of 63 3-digit programs, letters, punctuation marks, or numbers. The 16 M-memories together can hold a maximum of 484 programs. The program number indicates whether the program is a 2-digit or 3-digit program, i.e. program 99 is a 2-digit program, and program 115 is a 3-digit program. The same applies to the memory numbers. Letters and numbers can be combined with programs 00 to 177 and 200 to 222.

Storing: First select M 0 with the **left key 22**, and a free M-memory with the **right key 22**. The M-memory is empty if no indication is made at display 21. Then actuate "program entry" **key 48**. The memory is now ready for storing.

If no M-memory from M 1 to M 15 is pre-selected, all programs entered are stored in the first empty memory. If there is no empty memory, the programs will be stored in memory M 0, provided the storage capacity is sufficient.

Then select the programs, letters, punctuation marks, or numbers one by one with program selection keys 22 and actuate **key 48** to enter them in the memory. The program numbers, letters, punctuation marks or numbers are shown at display 21. Before they are input, the programs can be changed in length and width.

If the computer accepts no further inputs, the memory capacity is used up, so the contents of a memory no longer needed must be erased.

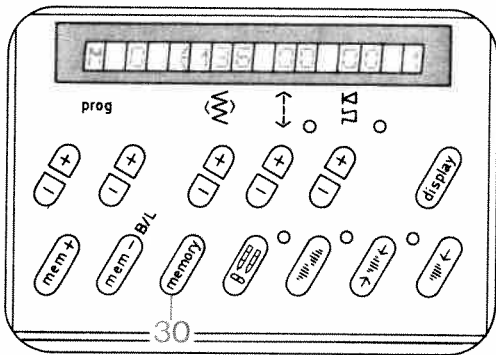
Checking a program combination by running it through the display:

If more than 4 programs or more than 11 letters or numbers are stored, the program can be run through display 21 from right to left by pressing key 6. To stop the display press key 6 again. Press memory **key 30** to reset the display to the beginning. By pressing the foot control the machine returns to the beginning as well.

Erasing a program combination:

By pressing correction **key 47**, the last program of the stored combination is erased. Continue pressing key 47 until the entire combination is erased.

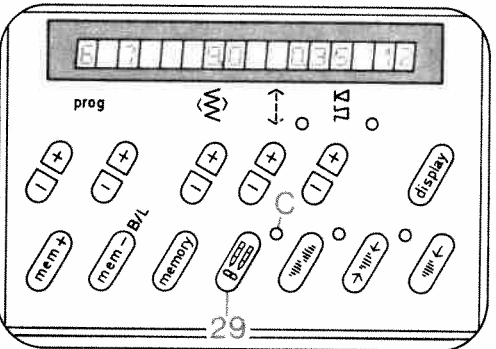
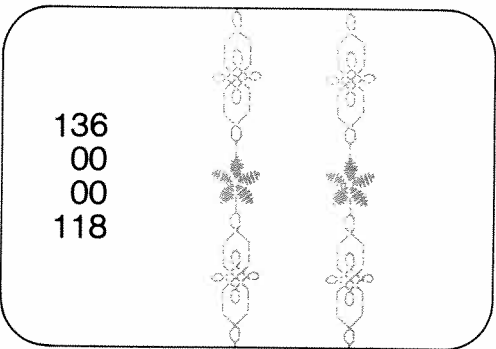
If the combination consists of several M memories, each individual memory has to be selected and erased. The memories are then free for new combinations.



Repeating program combinations:

Key 30 "memory/repeat" has three functions:

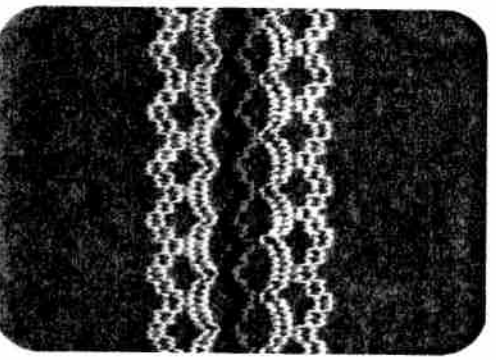
1. Returning a program combination to the starting position.
2. Repeating selected program combinations after other programs have been sewn in the meantime.
3. Initiating sewing after free programming.

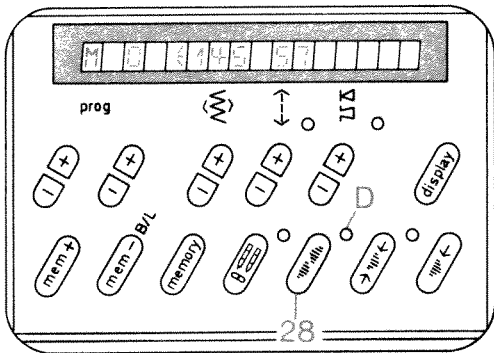


Twin-needle sewing:

Key 29 "twin needle" must be pressed. Indicator C lights up and the stitch width is reduced by 2 mm. Press **key 29** again and both function and indicator are switched off.

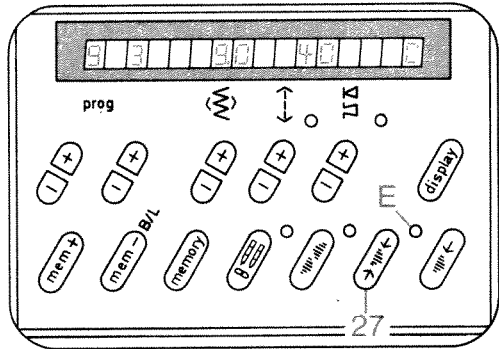
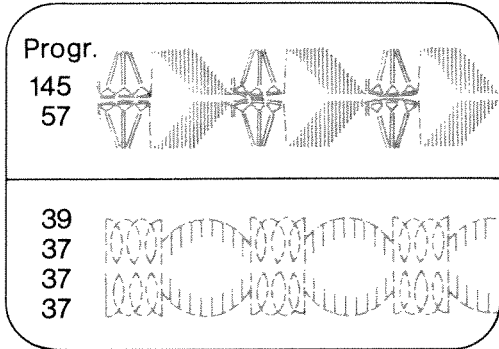
Key 29 has a second function for straight stitch sewing with a round-hole needle plate and straight stitch foot (special accessories). If the machine is in program 00 and you press **key 29**, indicator C lights up and the computer programming function is switched off.





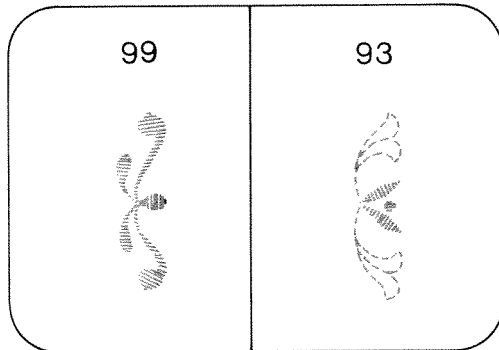
Pattern mirroring:

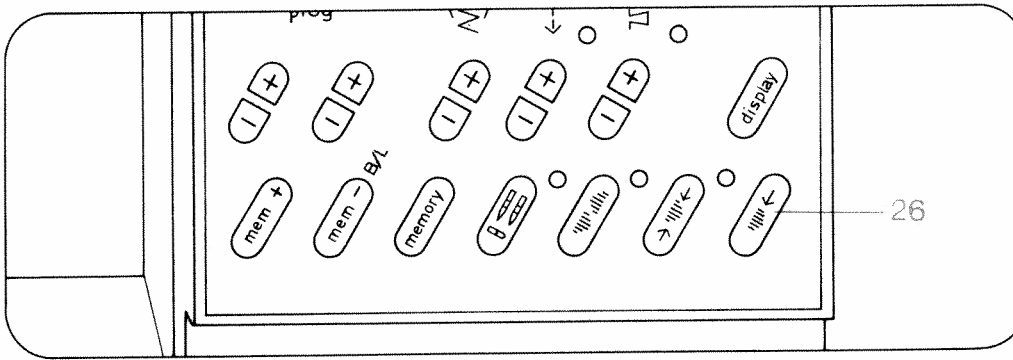
Press **key 28 "pattern mirroring"**. Indicator D lights up. The selected program is sewn mirror-inverted. Programs can also be entered mirror-inverted into a combination, as well as whole combinations can be sewn mirror-inverted by pressing key 30 first, then key 28, indicator and function are now switched off.



Single pattern setting:

Push **key 27 "single pattern"**. Indicator E lights up. The machine sews a program or a program combination and ties off beginning and end of the seam. If key 27 is pressed while sewing is in progress, the machine completes the program and ties off the seam.





Setting the pattern start:

Key 26 "pattern start" has three functions:

1. Push "pattern start" key 26. A pattern in progress is reset to the starting point.
2. The last program in a combination appears in the display.
3. The length programmed in button-hole- and darning programs is cancelled.

Sewing recommendations for programs 200 to 222 and the alphabet for monograms

When key 6 is actuated once, 0 is indicated on the display. The 2nd actuation of key 6 displays the sewing recommendations for the programs selected. When key 6 is pressed for the 3rd time, the recommendations disappear again.

Sewing recommendations (programs 00 to 177)

For every program from 00 to 177, and for letters and numbers the machine will display sewing recommendations with regard to dual feed, needle thread tension and sewing feet.

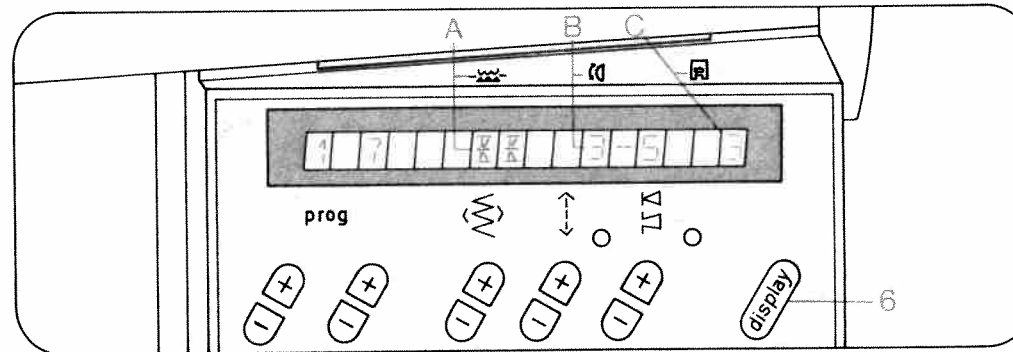
Press **key 6**. The recommendations appear in the display under the three symbols on the computer (see Fig. below):

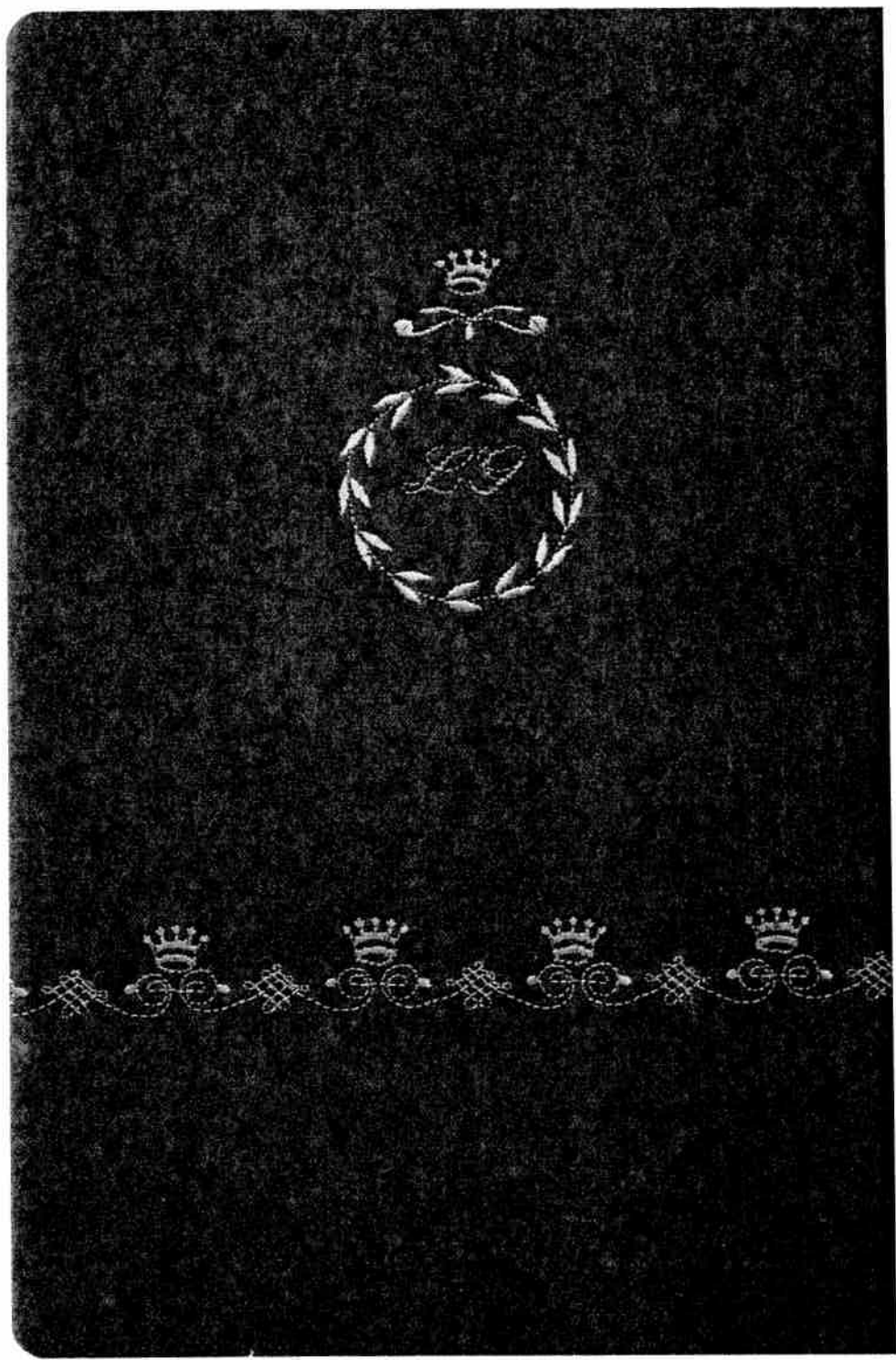
- A: dual feed engaged
- disengaged

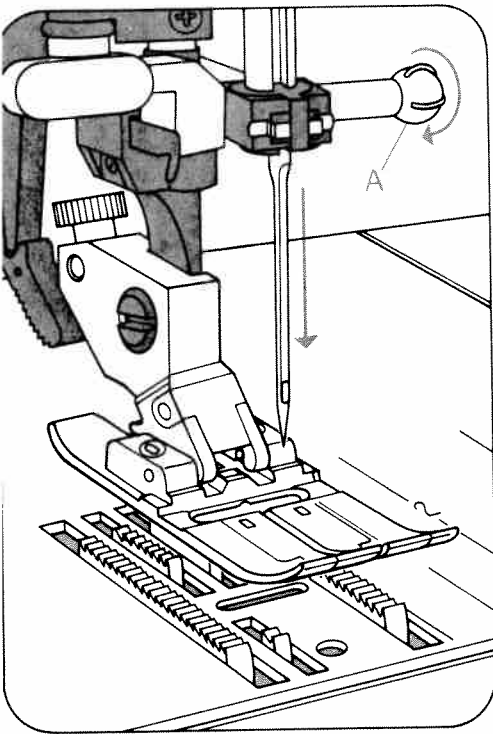
- B: needle thread tension

- C: number of sewing foot (standard accessories)

When **key 6** is pressed again, the sewing recommendations disappear. Recommendations made in this book may differ from those in the machine display. In that case both recommendations can be used.

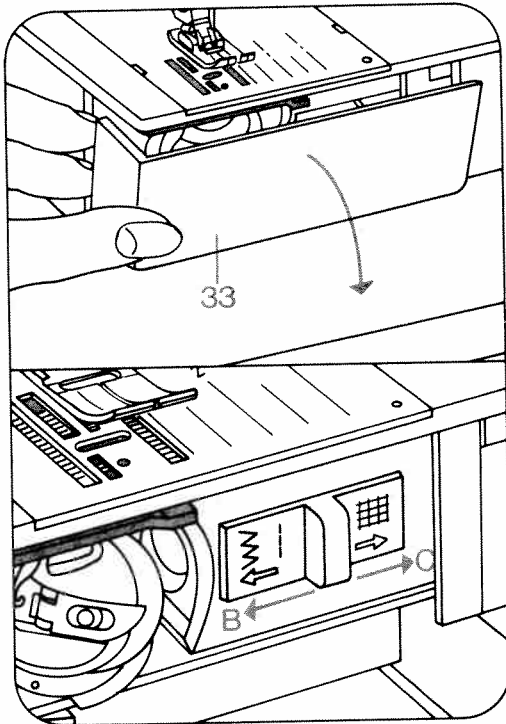






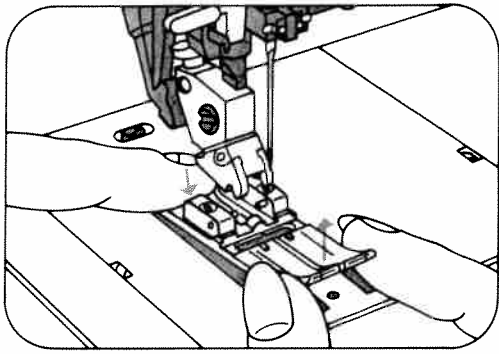
**Changing the needle
(System 130/705 H):**

- Switch off main switch 9.
- Loosen screw A. Take out the needle. Push the new needle up as far as it will go (flat shank side facing rear). Tighten the screw.

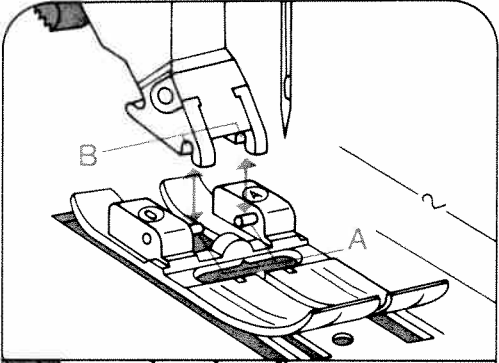


Lowering the feed dog:

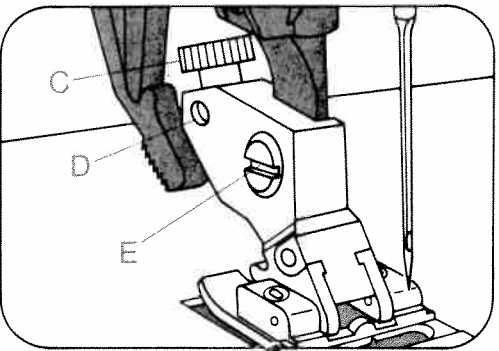
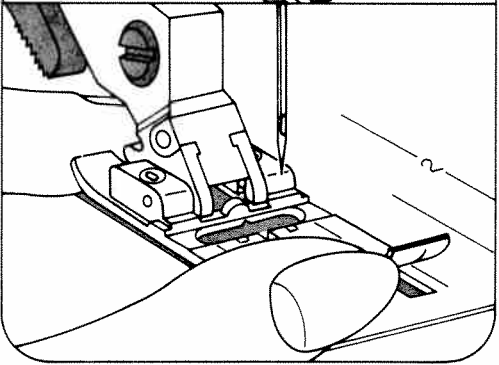
- Open free arm cover 33.
- Push the slide control toward C (feed dog lowered) or toward B (sewing position).



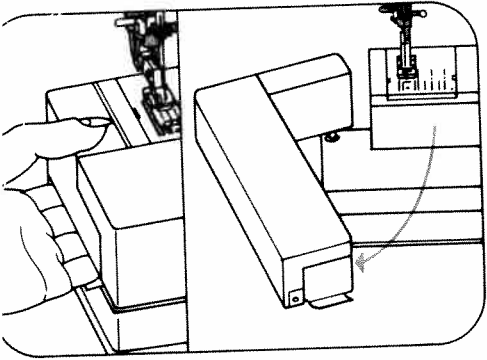
Removing sewing foot: switch off main switch 9. Needle must be raised. Push the sewing foot downwards at the rear tilting it up a little at the front at the same time. To change the buttonhole foot swing the work support to the left and push the foot down at the front.



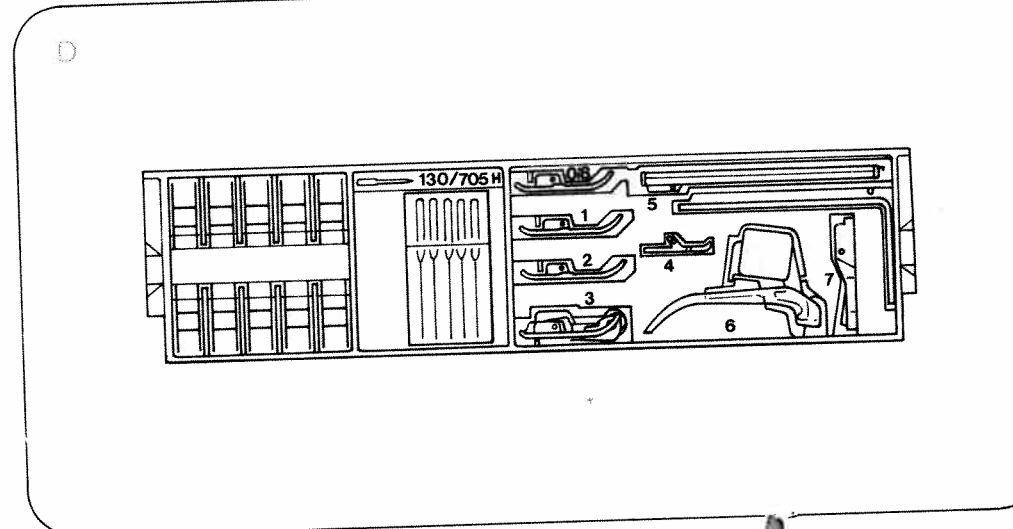
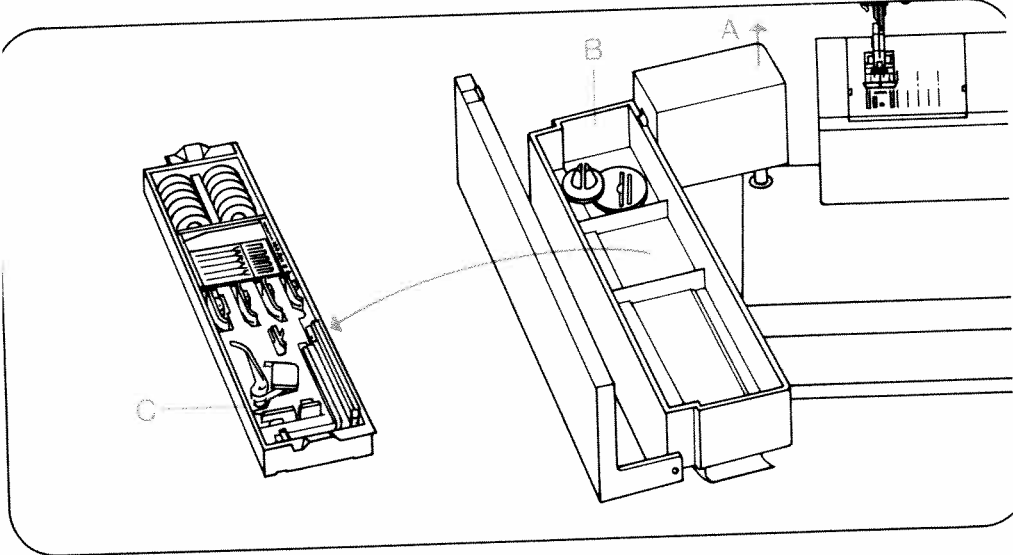
Fitting sewing foot: lower the presser bar lifter with the foot positioned so that pins A snap into grooves B.



C and D are for attaching accessories. E is the sewing foot screw.



Take hold of the work support and swing it out to the left

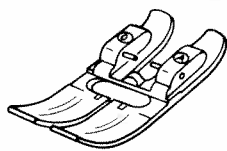


Detachable work support and accessories:

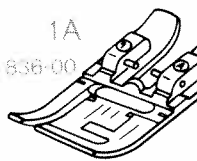
The work support can be lifted out (A). Open its lid and take out accessory box C. Underneath the box is an accessory compartment B. Illustration D shows how to arrange sewing feet, needles and bobbins in the accessory box.

Sewing feet (normal accessories)

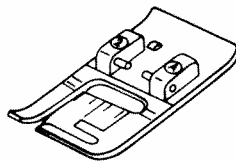
- 0 Normal sewing foot (0A)
- 1 Fancy stitch foot for dual feed (1A)
- 2 Fancy stitch foot (not for dual feed) (2A)
- 3 Blind stitch and overlock foot
- 4 Zipper- and edge-sewing foot
- 5 Buttonhole foot (5A)
- 6 Darning foot
- 7 Hemming foot
- 8 Embroidery foot
- 9 Edge guide



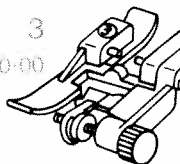
0A
98-694 828-00



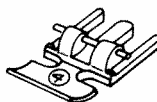
1A
98-694 836-00



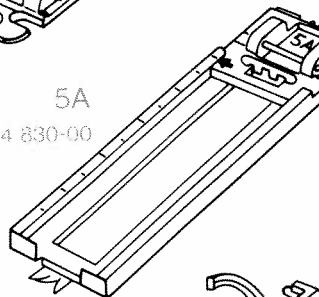
2A
98-694 838-00



3
98-694 890-00



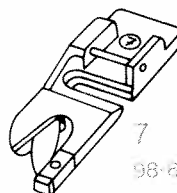
4
98-694 884-00



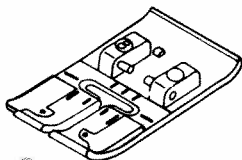
5A
98-694 830-00



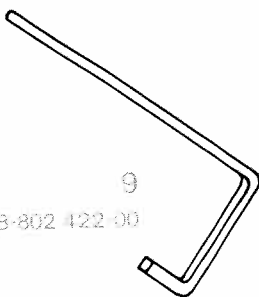
6
93-035 960-91



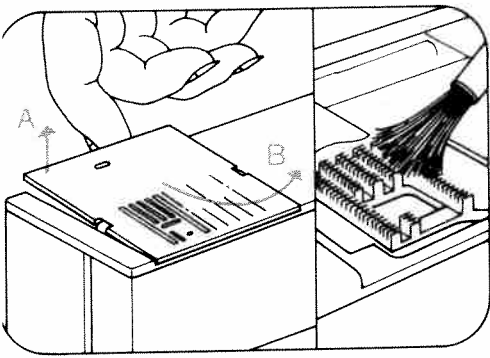
7
98-694 818-00



8
98-694 840-00



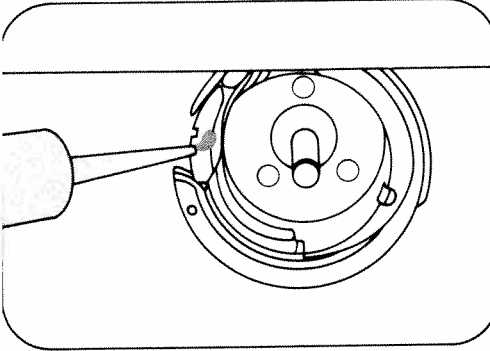
9
98-802 422-00



Cleaning and oiling

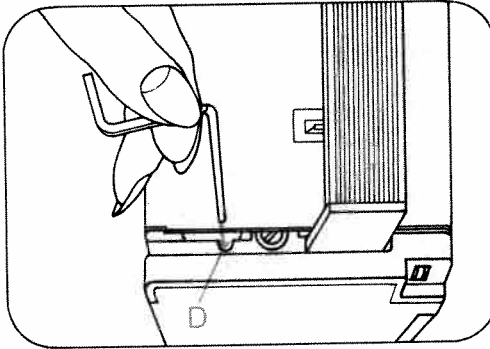
- *Pull out the mains plug.*

Tilt the needle plate up at the back (A) and remove it (B). Clean the feed dog and the parts in the sewing hook area with a soft brush. Clean the bobbin thread monitor as described on page 207, item 7. Every 15 to 20 hours of operation, apply a drop of oil in the hook raceway, as shown in the illustration. Other than that, the machine is maintenance-free and must not be oiled.



Inserting the needle plate

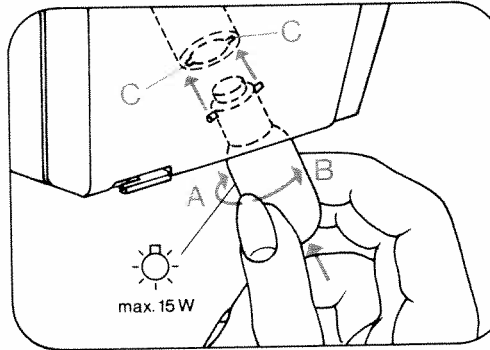
Place the needle plate on with its left side first and press it in until the retaining hook snaps in audibly. Then press the right side firmly down until it also snaps in. Check the correct position of the needle plate.



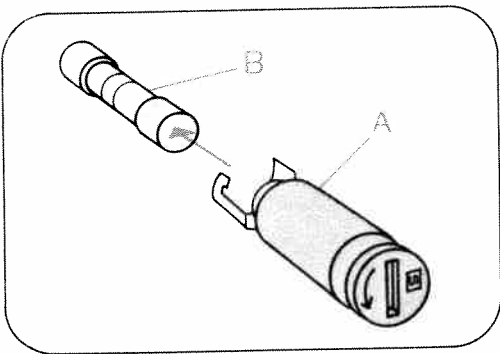
Changing the light bulb:

- *Disconnect the mains plug.*

Close the hinged top cover and swing up the carrying handle. Insert the edge guide into cutout D, push down the lamp housing and hold it there. Turn the light bulb towards A and take it out. Insert the new bulb so that its pins enter slots C. Push it up and turn it towards B. Pull out the edge guide.

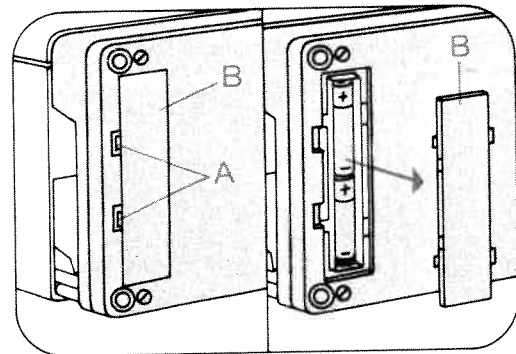
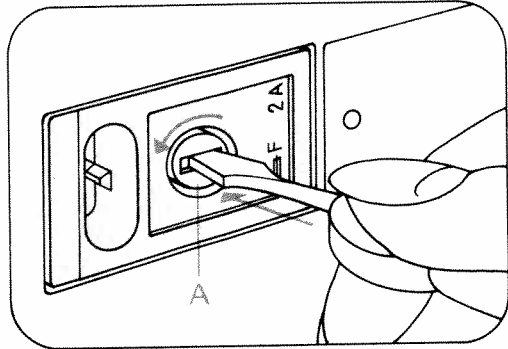


Be sure to use only a 15-watt light bulb in the sewing lamp.



Changing the fuse

Disconnect the mains plug. Turn fuse holder A left by a quarter turn with a screwdriver, release it and take it out. Pull out fuse B. Insert a new fuse in the holder, replace the holder, push it in with the screwdriver, then turn it right by a quarter turn. (The fuse type is F2A.) 110-volt machines have no fuse.



Changing the batteries:

Switch on the machine, so that the memories are not lost when the batteries are changed, and tilt the machine over backwards. A battery compartment is installed in the base. Lift cover B at the catches in recesses A and remove cover. Take out the batteries. Insert new batteries E with the plus side (+) facing upwards:

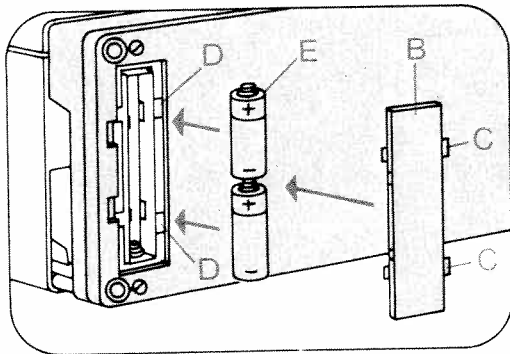
Replace cover B so that hinges C engage in recesses D and press cover until it snaps in place.

After changing the batteries, check the contents of the memories.

Replacement batteries:

2 Mignon cells, 1.5 V, type LR 6

Only use **leak-proof** batteries!



Special accessories

The special accessories listed below are intended for special sewing work. They can be obtained from your dealer at an extra charge.

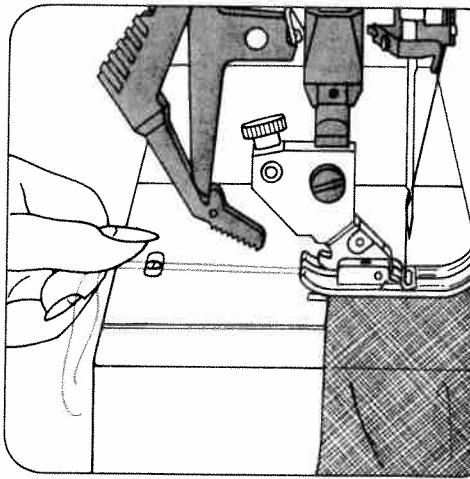
Please note!

The special feet must be employed for the intended purpose only. They can only be used at **stitch widths up to 6 mm.**

Special accessories	Part No.	Sewing Operation
<i>embroidery ft 1475 #9</i>	<i>98-6948900</i>	
Appliqué foot	93-042 941-91	For appliqué work
Binder (remove sewing foot holder)	98-053 484-91	For binding edges with tape
Cording foot, 5 grooves (twin needle with 1.8-2.5 mm needle gauge)	93-042 950-91	For cording work (needle size 80, for fine cording needle size 70)
Cording foot, 7 grooves (twin needle with 1.4-1.8 mm needle gauge)	93-042 953-91	
Cording blade (2 ea.)	93-035 952-45	
Fringe sewing foot	93-042 943-91	For sewing fringes and for basting
Straight-stitch foot with round needle hole	98-694 821-00	Important! Only for straight stitches, needle position center. For topstitching and sewing very delicate and soft fabrics (silk jersey, etc.)
Needle plate with round needle hole	98-694 821-00 <i>98-694 821-00</i>	
Felling foot, 4.5 mm	93-042 946-91	For felled seams
Felling foot, 6.5 mm	93-042 948-91	
Shirring foot	93-036 998-91	For shirring valances, etc.
Multi-stitch shirring device <i>Roller</i>	98-999 650-00	For shirring valances, etc.
Single-needle cording foot	93-036 915-91	For single-needle cording <i>100</i>
Eyeletting plate	93-036 915-91 <i>93-036 915-91</i>	For eyelet embroideries
Hemmer, 4 mm (for dual feed)	98-694 823-00	For hemming edges
Roll hemmer, 2 mm	98-694 873-00 <i>98-694 873-00</i>	For hemming edges
Knit edge sewing foot <i>Knitting ft</i>	93-042 957-91	For sewing knitted fabrics
Teflon sewing foot	93-036 917-91	For sewing plastic, synthetic materials and leather
Teflon sewing foot for fancy stitches up to 9 mm stitch width	93-036 922-91	For synthetic materials and leather



Working with straight
stitch, utility- and stretch
stitch

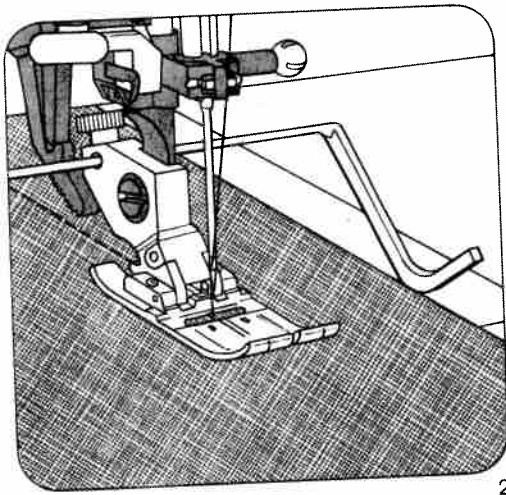


Tips for embroidering and sewing with the Pfaff Creative 1475

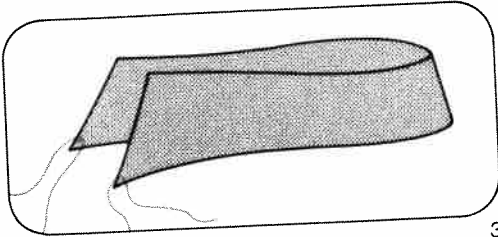
- Before you begin, first test-sew on a piece of waste fabric.
- Check the stitch formation and tension.
- Secure the beginning and end of the seam by pressing "tie-off/buttonhole" key 19.
- For sewing light, soft and stretch material hold the thread ends at the beginning of sewing (Fig. 1).
- With cross seams, such as lap-felled seams, we recommend cutting out the fold and pressing the seam. This will provide a flatter cross seam.
- In the case of problem materials, you can achieve better sewing results with the left needle position.
- Exact stitching of edges is facilitated by the marking guide lines on the needle plate or by an edge guide (Fig. 2).
- If you have to interrupt work during sewing, e.g. with long fabric panels or upon change of sewing direction, select needle position "down".
- Thread the needle with the threader.

Top-stitching collar points

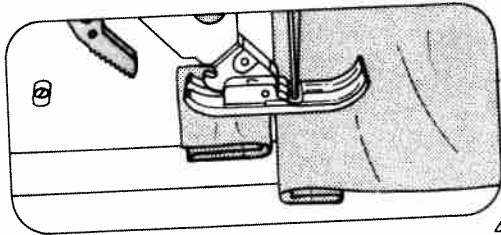
- Insert a thread into each collar point before beginning to sew and leave thread ends of about 10 cm (4 in.). When stitching the corner, you pull on the threads of the respective corner for the first stitches in sewing direction. The material feed is supported in this way and you obtain a beautifully stitched corner (Fig. 3).



2

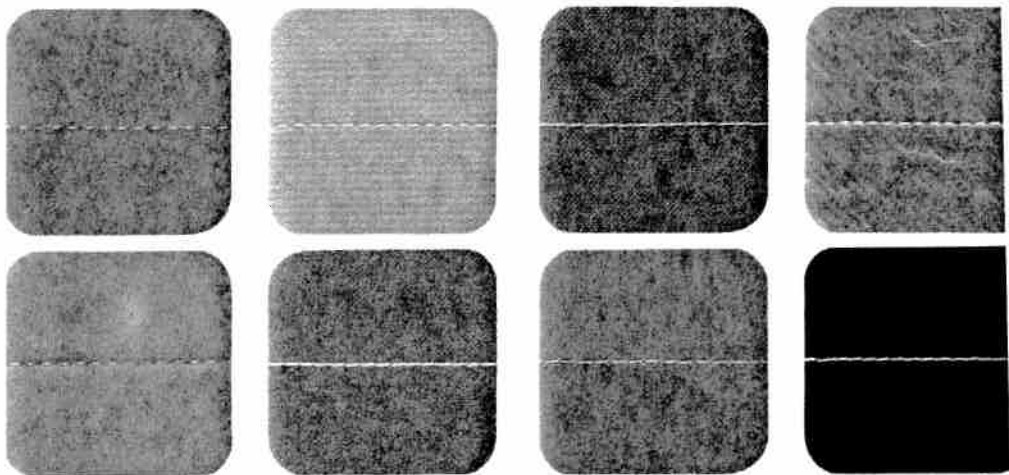


3



4

- For top-stitching edges, especially in the case of soft materials, a round-hole needle plate and a straight sewing foot with round needle hole can produce good sewing results (special accessories).
- **Sewing aid for thick seams**
In order to ensure uniform feeding at the beginning of the seam, we recommend supporting the sewing foot with a piece of material of the same thickness (Fig. 4).



Sewing tips for different materials

Woolen fabrics: well balanced stitch length and tension.

Batiste: light needle thread tension and medium stitch length.

Velvet or silk velour: baste the seam line twice and sew in grain direction with a stitch length of 2.5 to 3 mm.

Be careful when pressing velvet! try out on a piece of waste fabric and do not press down on the iron.

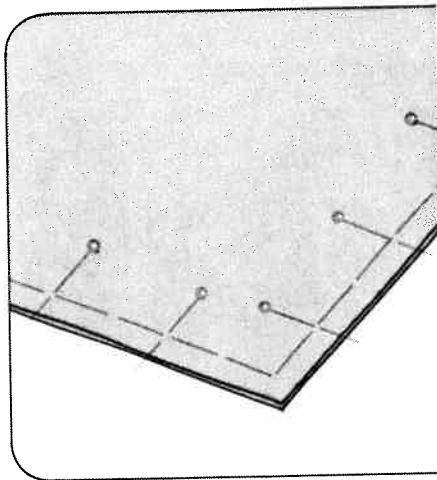
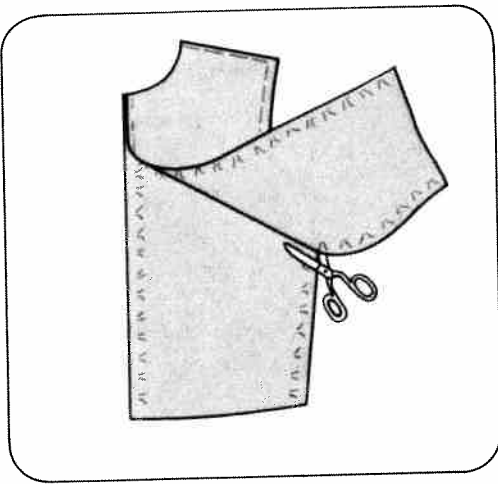
Twill/jeans: use special needles for jeans fabrics. When sewing over thick intersections it is advisable to cut off seam allowances.

Synthetic materials: do not use pins on materials such as plastic, foil or oilcloth (penetration holes!). Use long stitch lengths (4 to 6 mm) and the dual feed.

Pure silk: set needle thread tension a little lower. Needle must be in perfect condition (otherwise fibres are pulled). Use stitch lengths between 2 and 2.5 mm.





Knitted or crocheted materials: sew with light needle thread tension and elastic seams.

Machine-embroidery silk: to obtain attractive motif embroideries set the needle thread tension lighter, i. e. lower than the buttonhole range.



Basting seams

Fringe foot, special accessory

prog			
10		-3	Fringe foot

Stitch width: 2 mm

Needle: 80




Sewing thread: Machine embroidery thread

Basting is a useful method of transferring seam lines onto the fabric.

First mark all contours with tailoring chalk on the top material ply.

Sew along the marked lines with the fringe foot. When all lines have been basted, pull the two fabric plies apart to find the joining threads and cut these through carefully, to avoid damage to the material.

Basting stitches





prog			
09	—	-3+	

Feed dog: lowered

Sewing thread: normal sewing thread or basting thread

For trying on a garment, we recommend securing the parts with basting stitches first. In program 09 the machine only sews one stitch every time the pedal control is actuated. The pedal must be actuated once for every further basting: Place the workpiece under the sewing foot and sew one stitch. After that, pull the material back the required stitch length to the rear. Repeat the procedure until basting is completed. In order to avoid shifting of the material plies during sewing of patterned materials, insert dress pins perpendicular to the basting direction. Shifting of the material plies is thus largely avoided.





Basting at 6 mm stitch length

prog			
00		-3	

Stitch length: 6 mm

For this application do not lower the feed dog. Set the stitch length at 6 mm. Remove the basting thread after sewing.

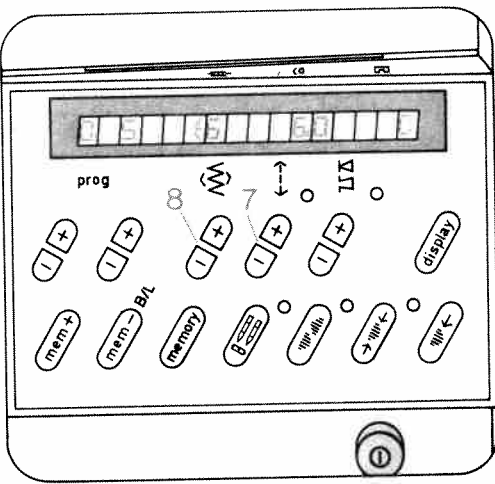
Stretch triple straight stitch

prog			
04 05			3-5

Program 04 is stretch triple straight stitch mm to 4.5 mm.





Program 05: is stretch triple straight stitch : 6 mm (Fig. 4). Both programs can be sewn ferent needle positions.

Elastic straight stitch seams (pressed seams) you need for all stretchable materia especially for seams subjected to high strai inside seams on trousers, ski- and swin (Fig. 3).



4

Zigzag stitch

prog			
10 11			3-5

Program 10 is zigzag stitch at middle needle tion.

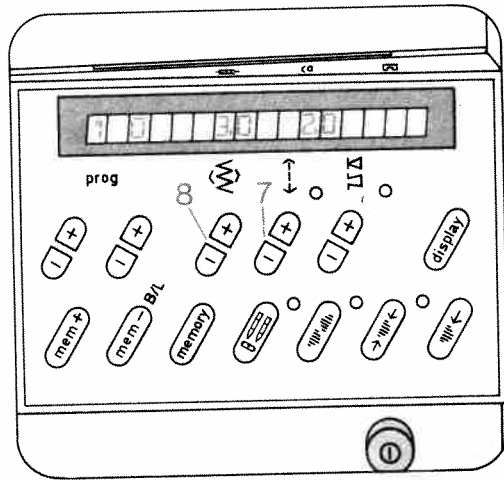
Program 11 is zigzag stitch beginning with needle position.

Select a stitch width from 0.5 to 6.0 mm key 8, and the stitch length with key 7 (Fig.

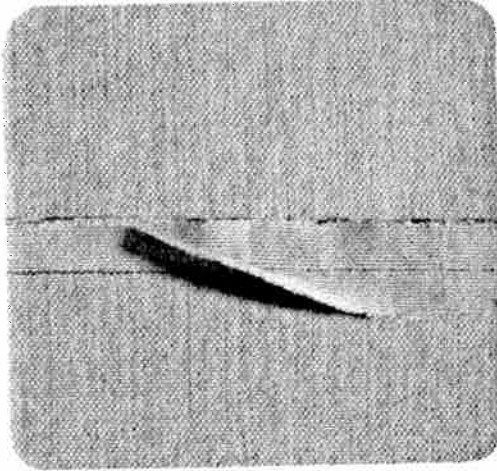
A stretchable seam can also be obtained narrow zigzag stitch. It is used especially for sey materials (Fig. 2).

Stitch width: 1.0 mm

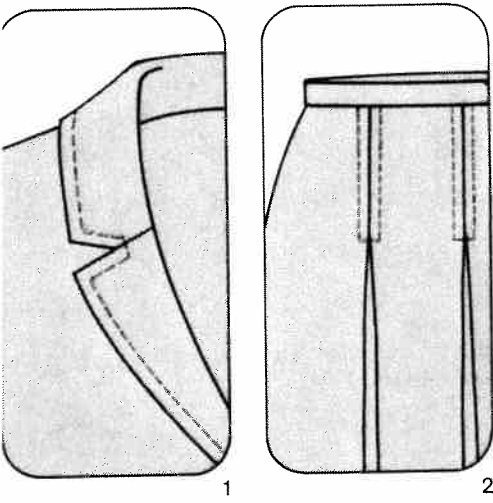
Stitch length: 1.5 mm



1



2



Top-stitch seams sewn with two needle threads

prog			
00		3-5	0A

Stitch length: 6.0 mm
 Needle: 80
 Thread: sewing thread

If you cannot find a suitable buttonhole thread for a specific sewing work, try using two needle threads together. Place one thread to the right and the other to the left of disc "C", (see page 114) **and insert both threads in the needle eye.**

Triple-fancy-stitch seams

prog			
05		3-5	0A

Stitch length: 6.0 mm
 Needle: 80
 Thread: sewing thread

- This stitch can be used to advantage for sewing a top-stitch seam along lapel and pocket edges or sewing an ornamental seam. For this, normal sewing thread is used.

Twin-needle top-stitch seams

prog			
00		3-5	0A

Needle: twin needle;
 needle gauge, as desired

The twin needle can be used not only for embroidery work, but also for top-stitching. It produces a particularly attractive effect along hem edges and on facings.

Fold the bottom edge, the facing or border edge over to the reverse side and baste it down. Sew on the face side of the fabric with the twin needle. Trim the excess material on the reverse side. (For threading instructions see page 114).

Top-stitch seams

Buttonhole thread as needle thread

prog			
00		5-6	0A

Needle: 100 or 130
 Needle thread: buttonhole thread
 Bobbin thread: sewing thread
 Stitch length: longest stitch

Top-stitch seams produce nice ornamental effects. For this, selection of a suitable thread is important. To obtain particularly prominent seams, we recommend using buttonhole thread.

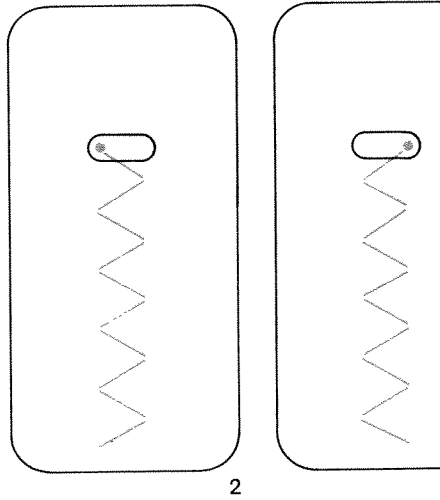
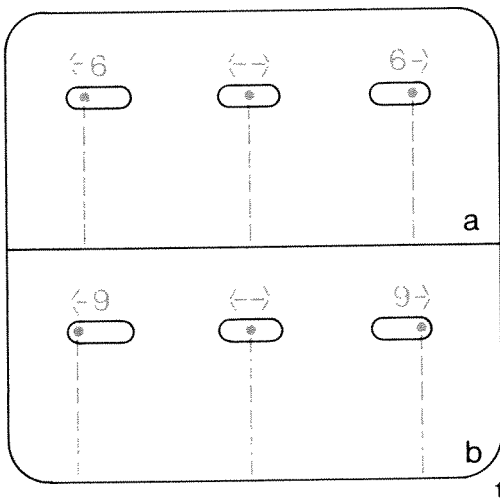
Buttonhole thread as bobbin thread

prog			
00		6-7	0A

Buttonhole thread can also be wound on the bobbin and used as bobbin thread. In this case, sewing thread should be used in the needle. For this sewing job the needle thread tension must be set relatively high. For topstitching, the fabric is placed in the machine with the reverse side up. Select the longest stitch. For topstitching, a No. 80 needle may be used.

- For difficult top-stitch seams we recommend using the straight-stitch foot and the round-hole needle plate (special accessory).
- **Before you fit these parts, press the „twin needle“ key.**

It is not possible to select a program now. To select another program press the key "twin needle" again.



Change of needle position for straight stitch

Through adjustment of the needle (needle position), certain sewing work can be carried out easier. For example, if you wish to stitch at a narrow margin such as on collars or when inserting zippers, you select the required needle position.

- For changing the needle position, the needle must always be in the highest position.

Left needle position

Program: 01

The left needle position is also shown by the symbol < to the left of the stitch width number in the display. With key 8 + the needle position can be changed from left to right for 19 different positions.

The right needle position is shown by the symbol > to the right of the stitch width number in the display (Fig. 1).

For all straight-stitch sewing operations the needle position must not exceed 6 to the right and the left (Fig. 1a).

Needle positions 7, 8 and 9 (Fig. 1b) are for combinations of embroidery stitch programs and combinations of straight stitches, see page 146.

Change of needle position for zigzag stitch

- The needle must always be in the highest position.

Right needle position

e. g.

Program: 11

Stitch width: as required

Stitch length: as required

Left needle position

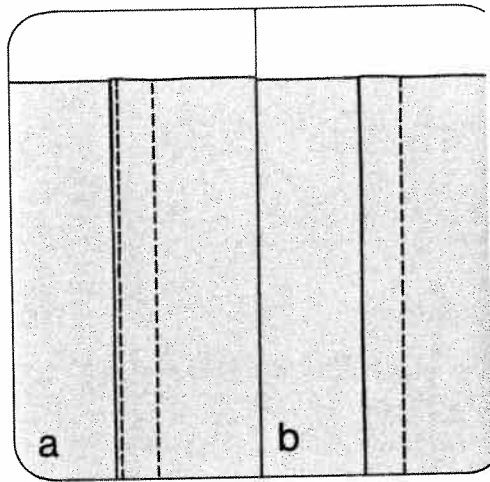
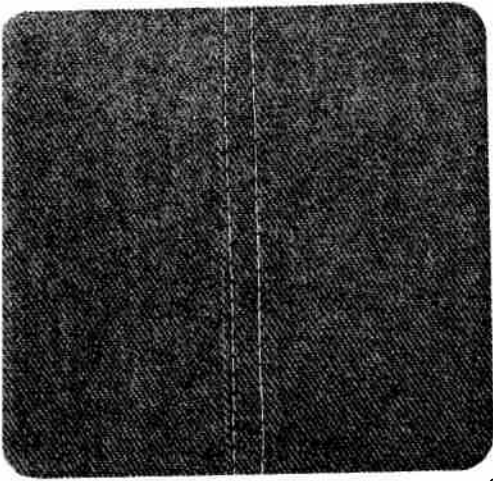
Program: 11

Stitch width: as required

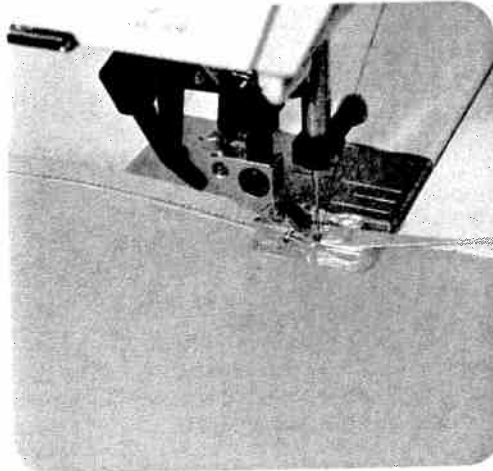
Stitch length: as required

Key: Pattern mirroring 28

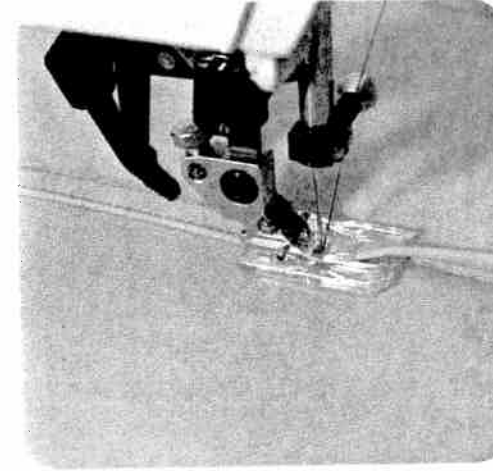
With the above-mentioned settings, the zigzag-program can be sewn with left or right zigzag throw. For an intermediate needle position, stitch width key 8 is pressed repeatedly until the needle is in the required starting position (Fig. 2a).



1



2



3

Lap-felling · Imitation lap seam sewn with the ordinary sewing foot.

prog			
00		3-5	0A

Place the two pieces of fabric on top of each other with their face sides, and sew them together about one centimeter (0.4 in.) from the edge. Trim the raw edge. Fold the seam allowance over to one side and press. Then topstitch on the face side of the fabric, using the edge of the sewing foot as a guide (Fig. 1).

Double lap seam sewn with the felling foot (special accessory)

prog			
00		3-5	Felling foot

If two lines of stitching are to appear on the face side of the lap-seamed fabric, the two pieces of fabric must be placed together with their reverse sides facing each other (Fig. 4a). If only one line of stitching is to appear on the face side of the lap-seamed fabric the two pieces of fabric must be placed together with their face sides facing each other (Fig. 4b).

First workstep

Place the two pieces of fabric on top of each other with the bottom ply protruding by the width of the cutout in the felling foot. Make sure the protruding edge enters the felling foot so that it is folded and stitched down (Fig. 2).

Second workstep

Open the two pieces and insert the seam ridge in the felling foot. The ridge is folded down in the foot and stitched down along the edge. Pull both fabric plies apart lightly during sewing (Fig. 3).

- Two felling feet are available as special accessories for stitching margins of 4.5 and 6.5 mm