

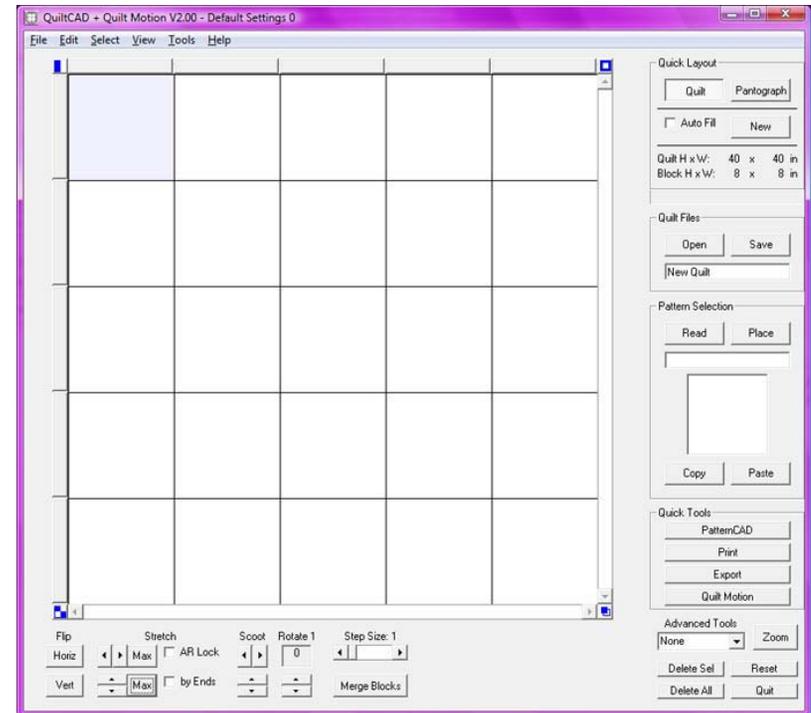
This QuiltMotion Help file will show you how easy and fun it is to design and quilt your patterns in a computerized fashion.



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### Introducing QuiltMotion

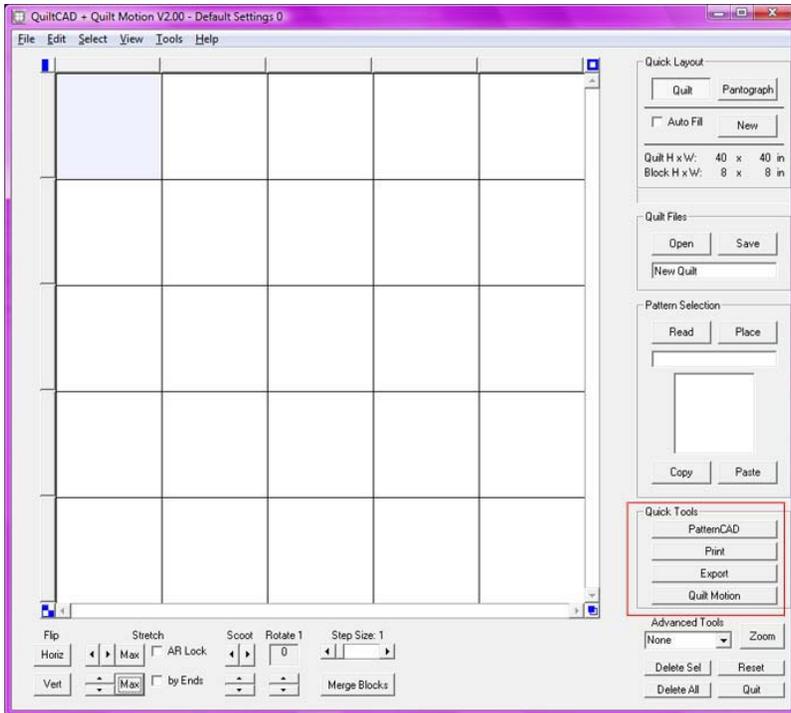
Let's take a quick tour of QuiltMotion's New features, which differ from QuiltCAD. As you take the tour, we hope you appreciate the simplicity we've designed into QuiltMotion. The features which are not shown here can be explained in the QuiltCAD help file under the heading of "[Introducing QuiltCAD](#)."



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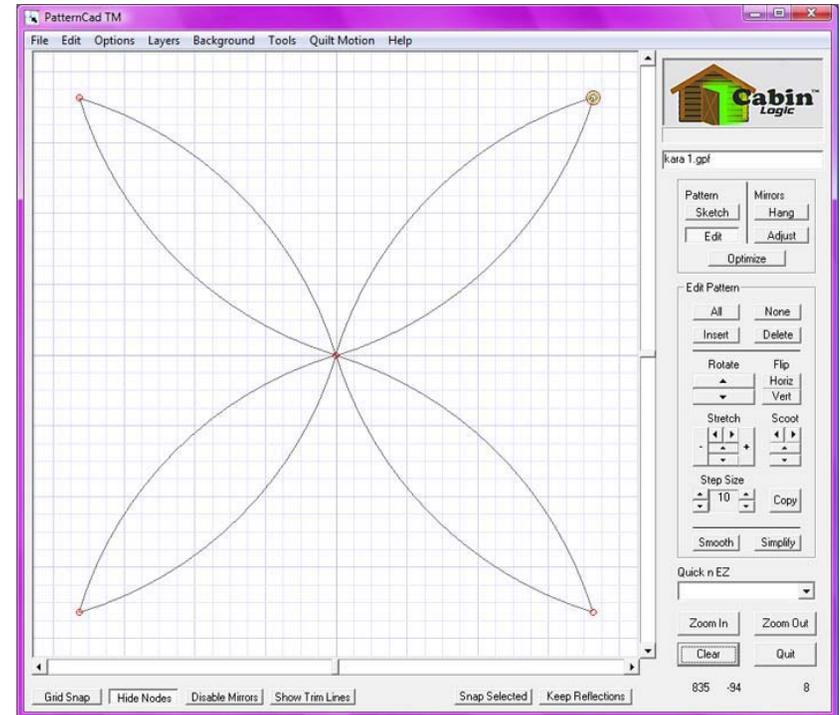
### Quick Tools

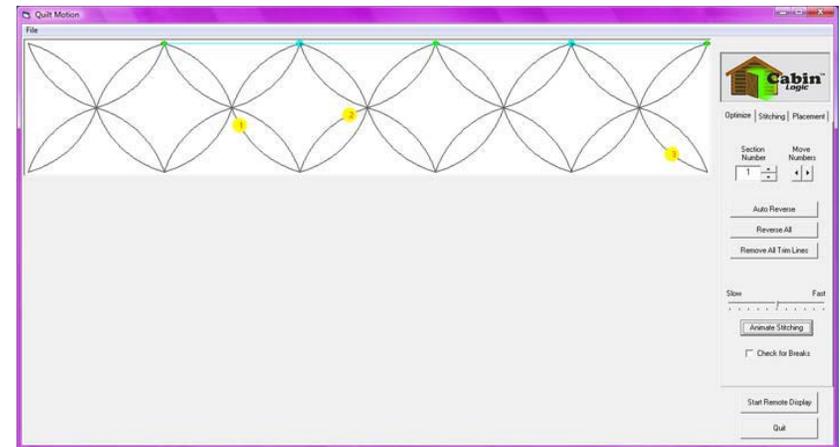
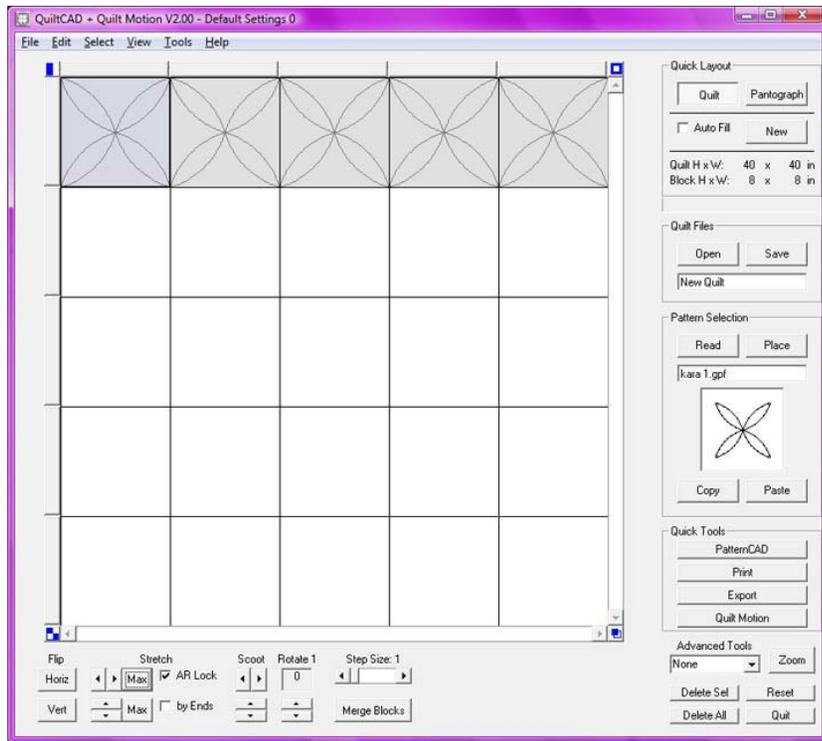
We are going to start with the Quick Tools (shown below in the red square), since they are about the only items that have changed from the QuiltCAD Help File. By simply clicking on PatternCAD it will take you to PatternCAD, where you can design or modify patterns. If you click on Print it will walk you through the printing process, which is almost the same for the Export. By clicking QuiltMotion you will start the process of Computerized Quilting.



### QuiltMotion Overview

Once you have a pattern created or placed in the QuiltCAD quilt screen you can then take that pattern through the QuiltMotion process, as shown through the pictures below.



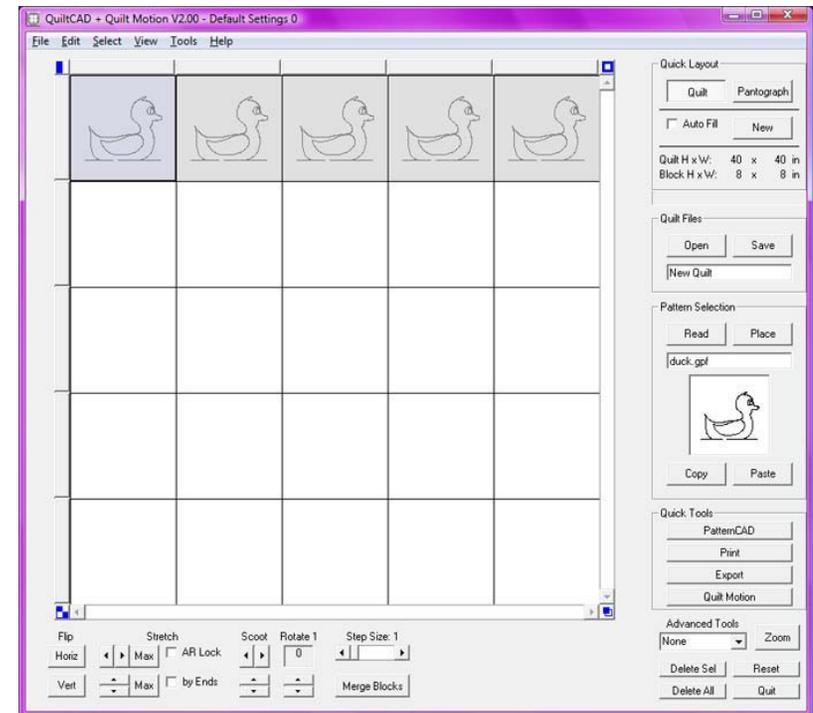




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### Find and Place Pattern

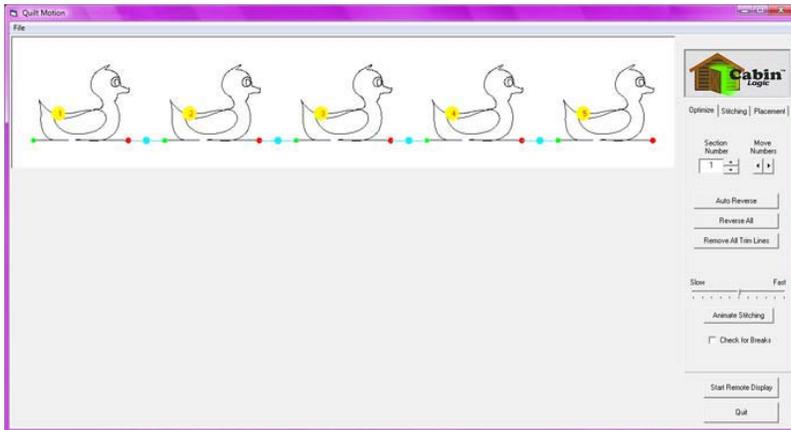
Click on Read and find the pattern "Duck.gpf" in the continuous line folder and place it in the top row.



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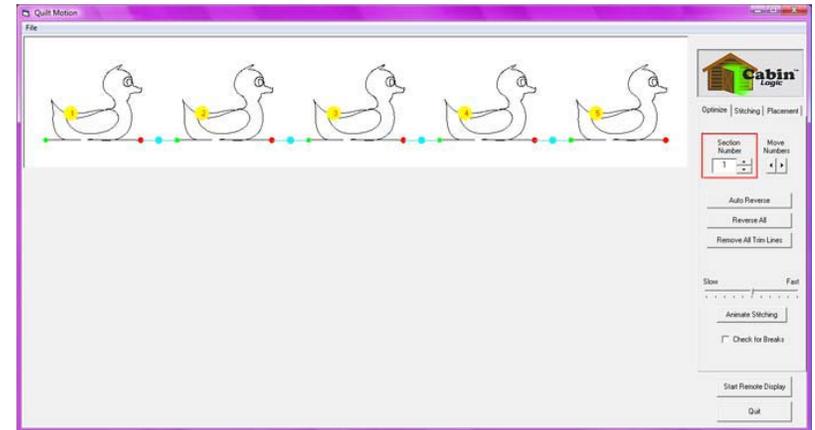
### Optimize

Once you have clicked on QuiltMotion in the Quick Tools area you will see this optimize screen, which we will walk you through.

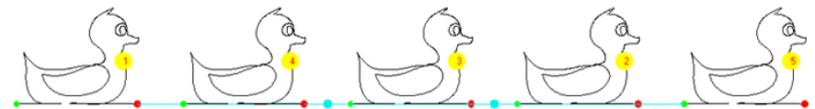


### Section Numbers

You can reorder your yellow numbers, and the section number buttons can help you choose which number you want to start with to change the order.

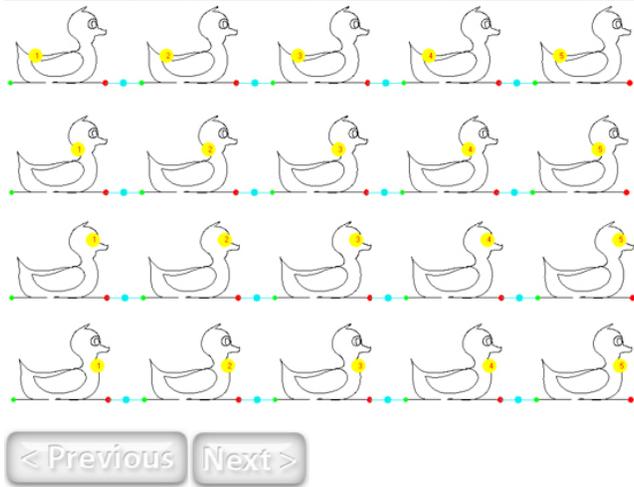
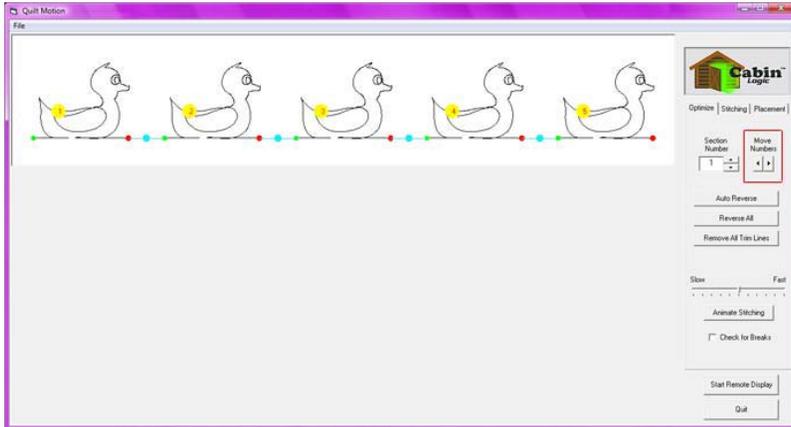


We changed places with the number 2 and 4 by changing the section number to 4 and then click on the 2. It then just switched places between those two numbers, as shown below.



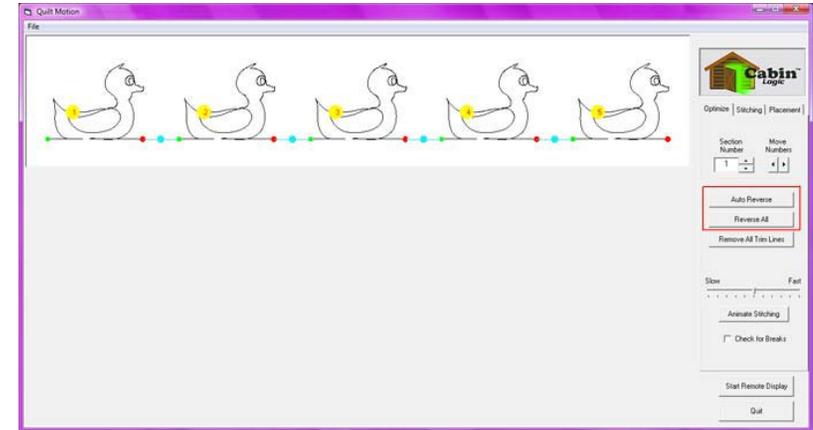
### Move Numbers

If for some reason your yellow numbers are on top of each other you can simply click on the Move Number arrows and the numbers will move, as shown below.



### Reverse

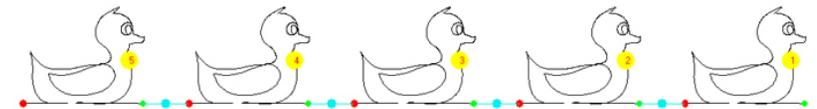
The green dot is where your pattern will begin quilting and then red dot is the end of the pattern. If you don't like the way your patterns will quilt you can reverse patterns starting place in a few different ways. Just remember that the duck is always going to be facing the right, no matter if you change the start or end point.



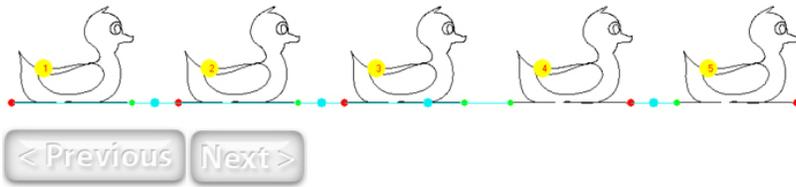
If you want to reverse a single patterns start point you will just need to move the mouse over the pattern until it turns red and then click it as we have the first pattern. Now the green dot is on the inside and the red dot is on the outside.



You can reverse all the patterns by simply clicking on Reverse All (shown in the red box above). This will reverse the start pattern as well as the starting point.

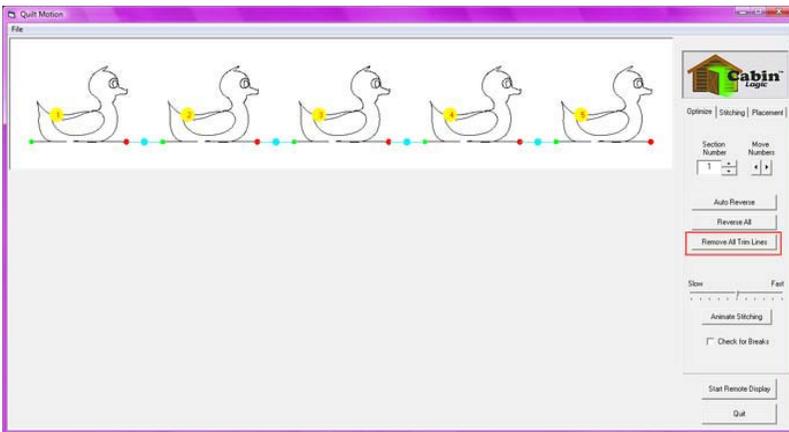


If you have some patterns (normally different) that start on the right side and some that start on the left side you might have a few more trim lines (light blue lines and dots) than you will want. By simply clicking on Auto Reverse (shown in the red box above) it will reverse all the patterns to give you the least amount of trim lines.

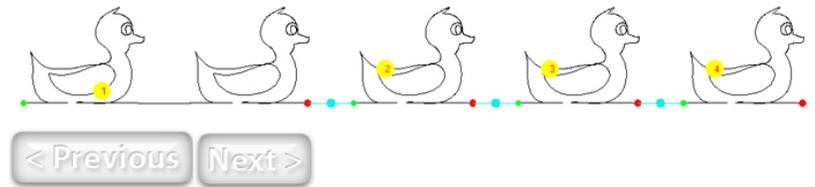


### Remove Trim Lines

The light blue dots and lines are trim lines, which is where your machine won't quilt, but since this pattern is a continuous line we do not want any trim lines. Click on Remove All Trim Lines and then your pattern will look like the second picture.

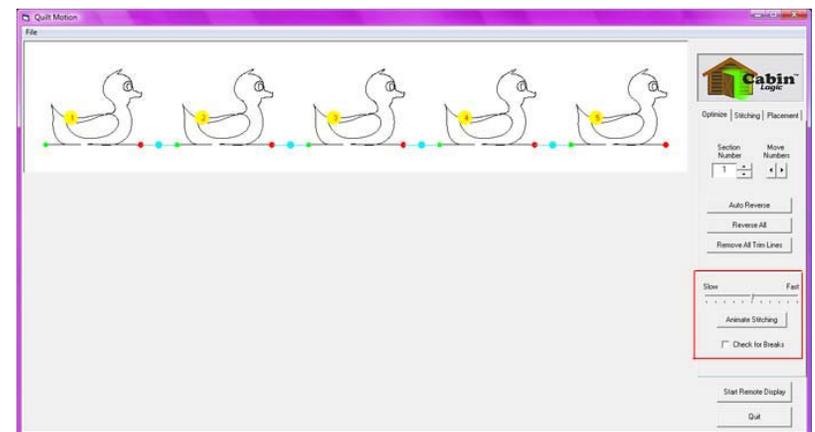


If you don't want to remove all the trim lines you can do it a line at a time by simply clicking on the blue dot, as we have done between duck 1 and 2. Since they are now combined it is listing them as one pattern.



### Animate Stitching

You can watch your pattern stitch just like it will on the quilt if you would like, and to do this you will simply need to click on the "Animate Stitching." If it stitches to fast for you to see you can slide the bar down to slow, or vice versa.

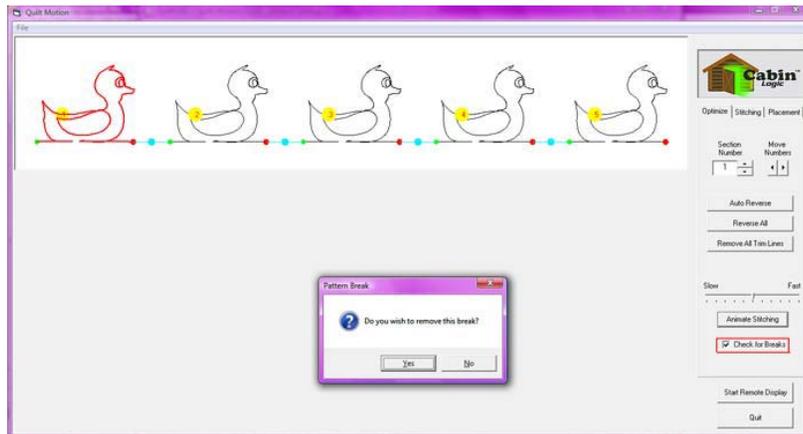


The image below shows you what has already been traced across in red and what is left to be quilted is still in black.



If you can't see any trim lines, but want to make sure they are all gone you can simply check "Check for Breaks." Then click on "Animate Stitching" and if you have any breaks you will get the message

in the center of the screen. If you do not remove the breaks then your machine will break there for a tie off, so it is up to you if you want to remove the breaks or not.



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### Stitching Options

You are able to choose the stitching options listed below.

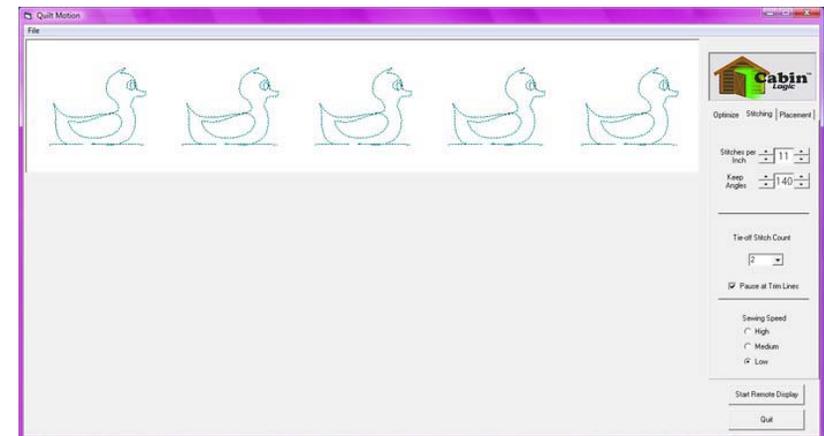
Stitches per Inch- We recommend 11 stitches per inch.

Keep Angles- We recommend 140 on keep angles.

Tie Off Stitch Count- The default is set at 2, but you can change that if you want more or less.

Pause at Trim Lines- We recommend you pause at trim lines so you can cut your thread if you want.

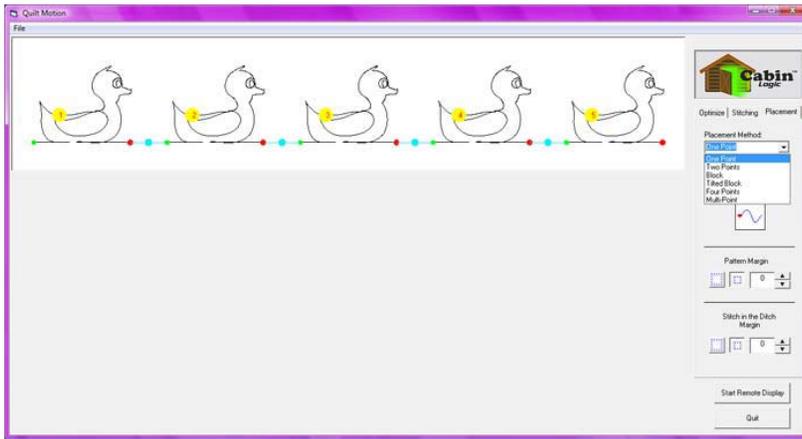
Sewing Speed- We recommend the speed be low, but you can change that if you would prefer.



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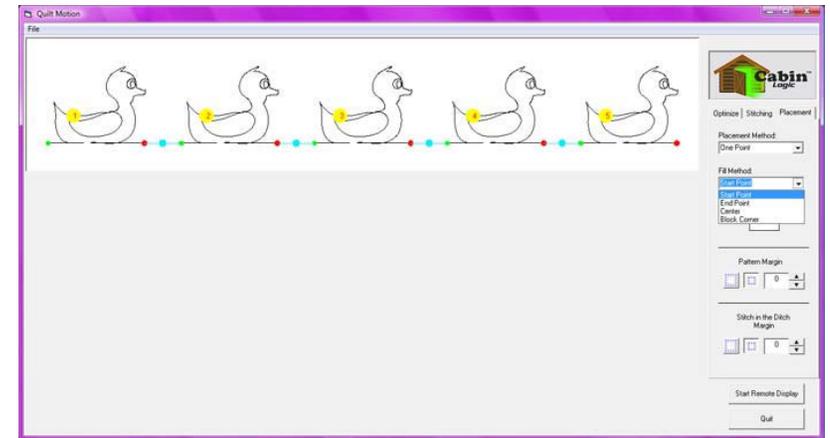
### Placement Options

You have six placement options and different fill methods among the placement options.



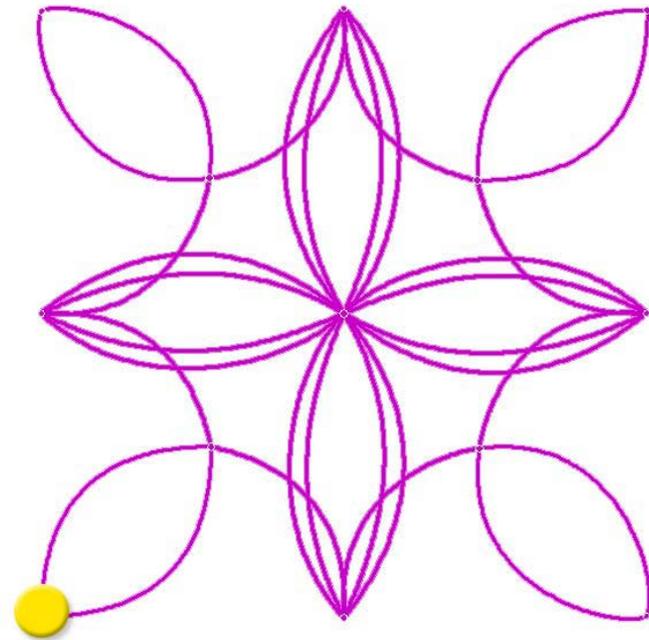
### One Point

The first placement method is an One Point, and you have the following fill methods-start point, end point, center, and block corner.



**One Point-Start Point**

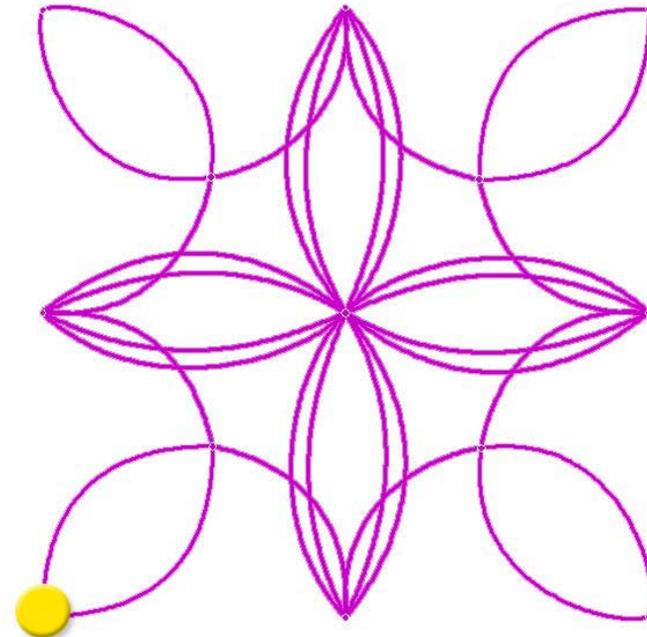
When you choose the one point-start point method your pattern size does not change. The pattern just starts where you choose, so you will want to make sure you have enough space above, below, right, and left of your starting dot for the size of your pattern.



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**One Point-End Point**

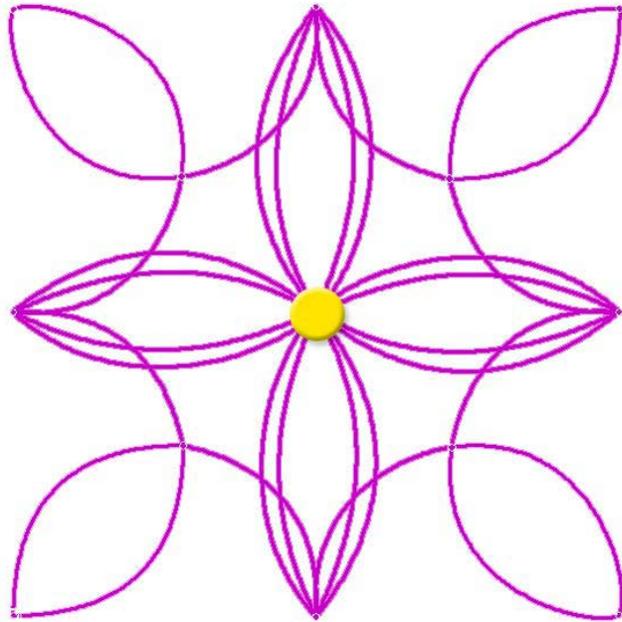
When you choose the one point-end point method your pattern size does not change. The pattern just ends where you choose, so you will want to make sure you have enough space above, below, right, and left of your ending dot for the size of your pattern.



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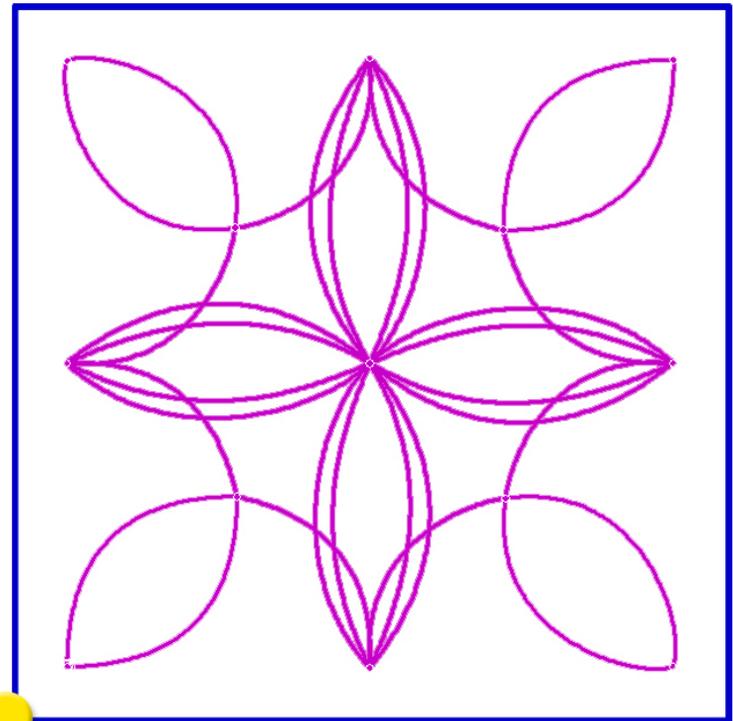
**One Point-Center**

When you choose the one point-center method your pattern size does not change. You will place the pattern based on its center point, so you will want to make sure you have enough space above, below, right, and left of your center dot for the size of your pattern.



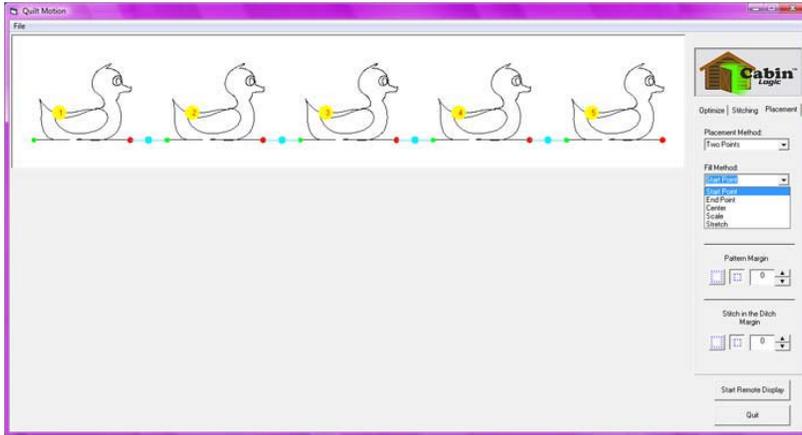
**One Point-Block Corner**

When you choose the one point-block corner method your pattern size does not change. The pattern is centered inside imaginary square created by the one point you selected.



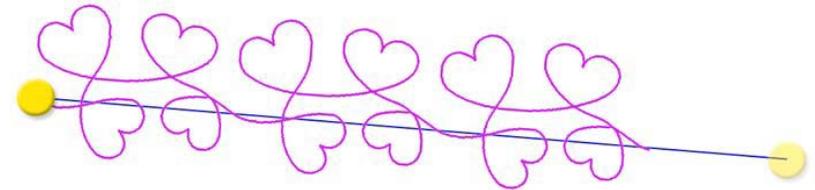
**Two Point**

The second placement method is a Two Point, and you have the following fill methods-start point, end point, center, scale, and stretch.



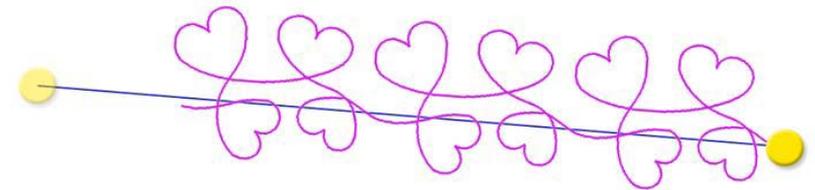
**Two Point-Start Point**

When you choose the two point-start point method your pattern size does not change to fit between each dot. Your pattern can be on an angle if your dots are not perfectly straight across from each other. This allows you to angle your pattern if necessary or just for fun. The pattern starts where you choose, so you will want to make sure you have enough space above, below, right, and left of your starting dot for the size of your pattern.



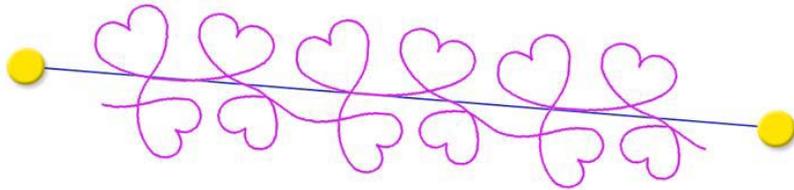
**Two Point-End Point**

When you choose the two point-end point method your pattern size does not change to fit between each dot. Your pattern can be on an angle if your dots are not perfectly straight across from each other. This allows you to angle your pattern if necessary or just for fun. The pattern ends where you choose, so you will want to make sure you have enough space above, below, right, and left of your ending dot for the size of your pattern.



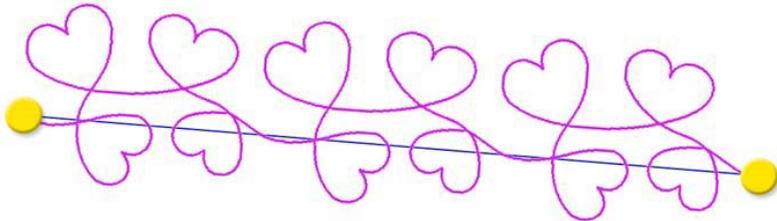
**Two Point-Center**

When you choose the two point-center method your pattern size does not change to fit between each dot. The pattern is just centered within or beyond the two points you set, so you will want to make sure you have enough space above, below, right, and left of your two dots for the size of your pattern.



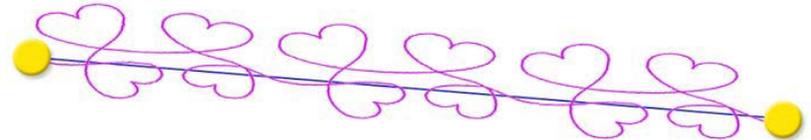
**Two Point-Scale**

When you choose the two point-scale method your pattern size will change proportionately to fit between the dots. Your pattern can be on an angle if your dots are not perfectly straight across from each other. This allows you to angle your pattern if necessary or just for fun. The pattern starts where you choose and will scale bigger or smaller, but keep the patterns proportions. Make sure you have enough space above and below your start and end dots for the size of your pattern.



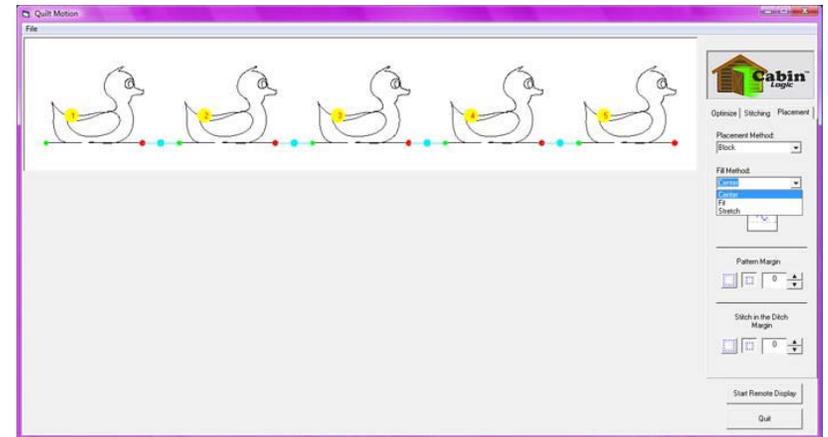
**Two Point-Stretch**

When you choose the two point-stretch method your pattern size may change disproportionately to fit between each dot. Your pattern can be on an angle if your dots are not perfectly straight across from each other. This allows you to angle your pattern if necessary or just for fun. The pattern starts and ends where you choose and will be stretched to fit between the dots.



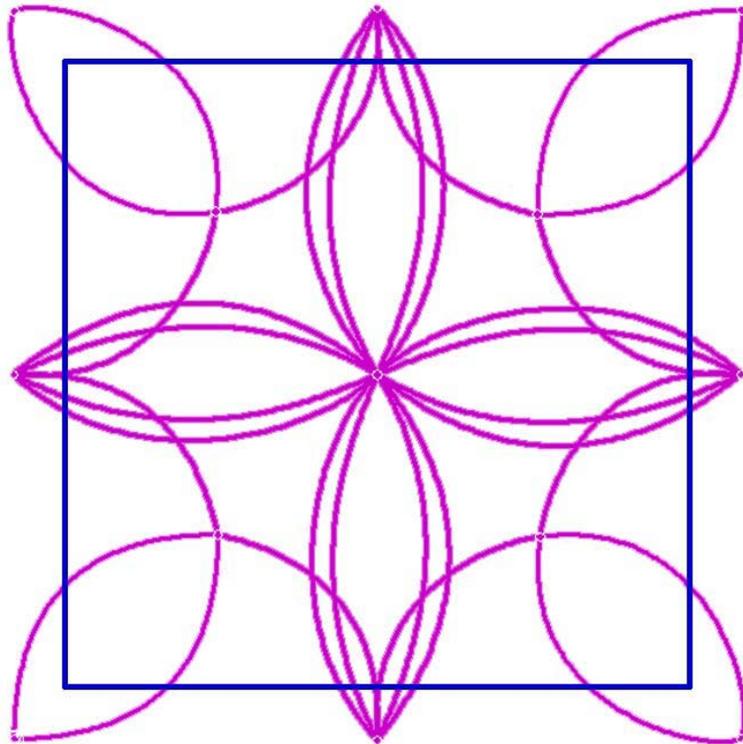
**Block**

The third placement method is a Block, and you have the following fill methods-center, fit, and stretch.



**Block-Center**

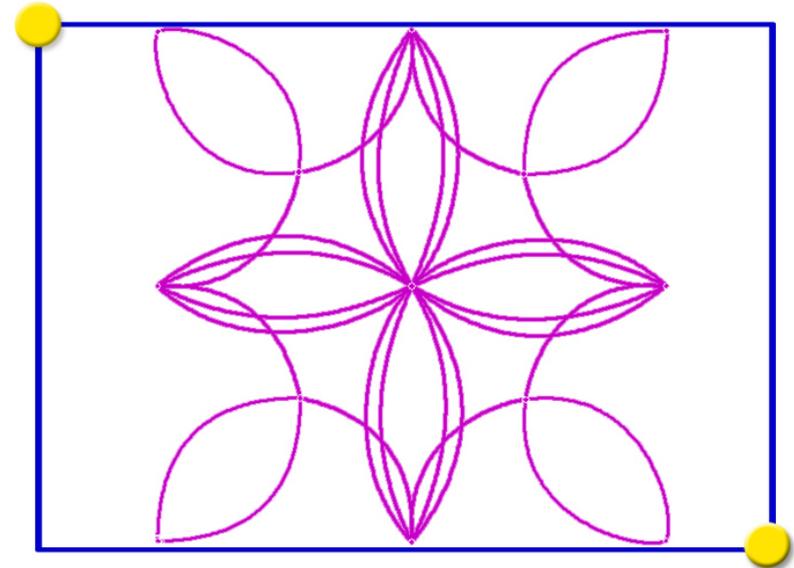
When you choose the block-center method your pattern size does not change to fit between each dot. The pattern is centered within the two points you set, so you will want to make sure you have enough space above, below, right, and left of your starting dot for the size of your pattern.

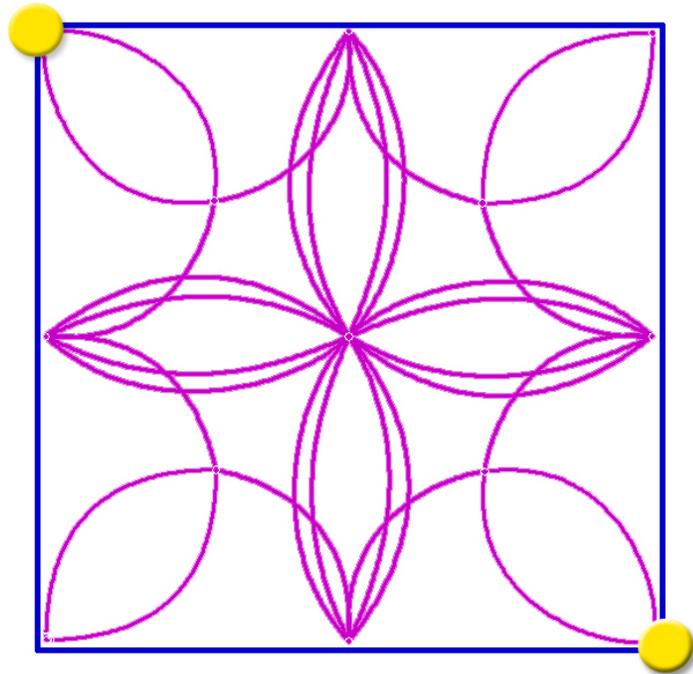


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**Block-Fit**

When you choose the block-fit method your pattern size will change proportionately to fit between each dot. The pattern will be centered inside the two block points you choose and will scale bigger or smaller, but keep the patterns proportions. Make sure you have enough space between your two dots for the pattern.

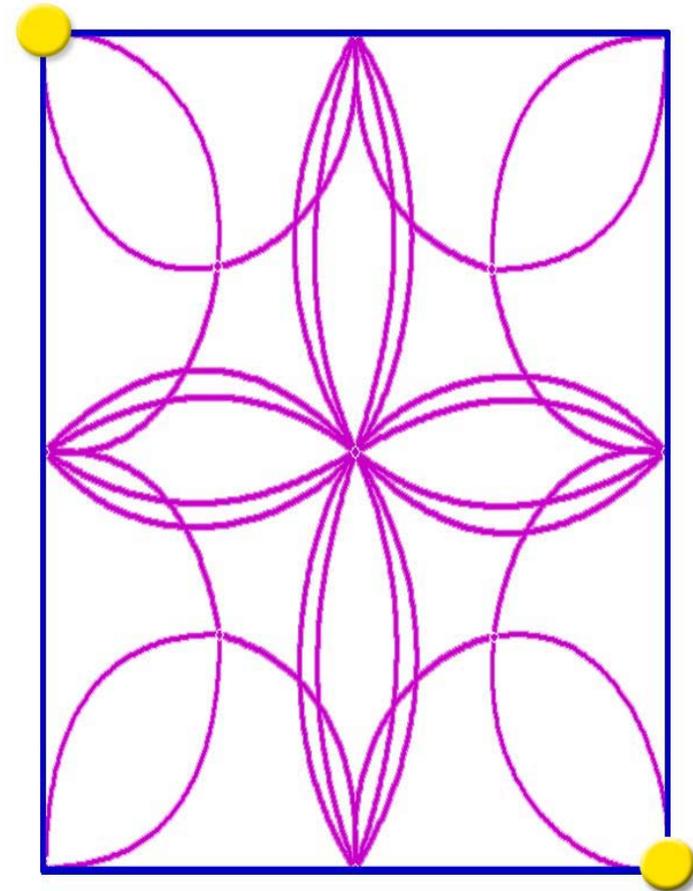




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**Block-Stretch**

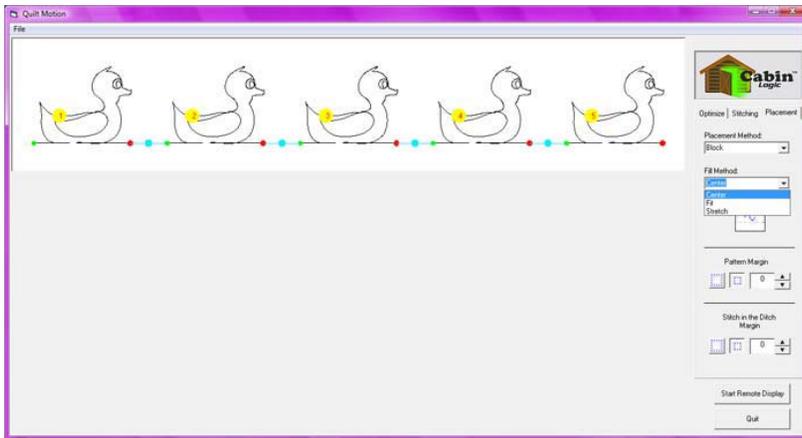
When you choose the block-stretch method your pattern size will change disproportionately to fit between the dots. Make sure you have enough space between your two dots for the pattern.



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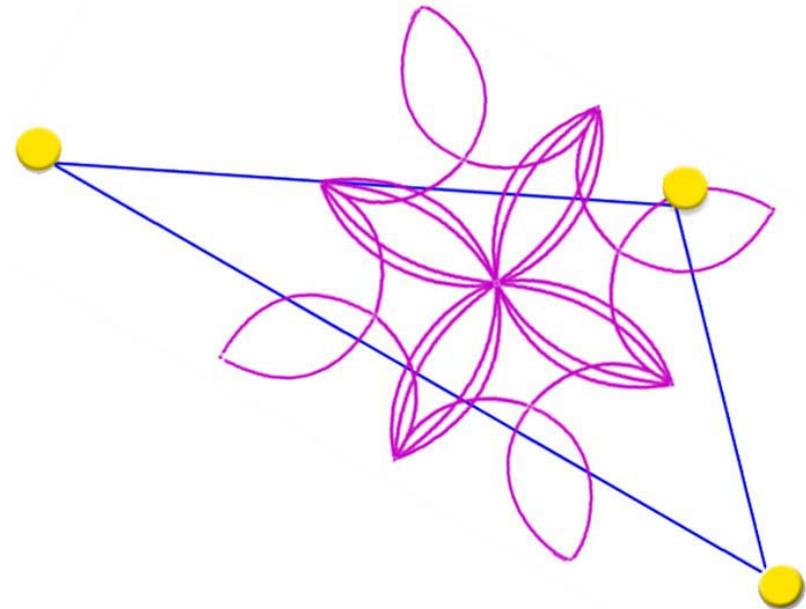
### Tilted Block

The fourth placement method is a Tilted Block, and you have the following fill methods-center, fit, and stretch.



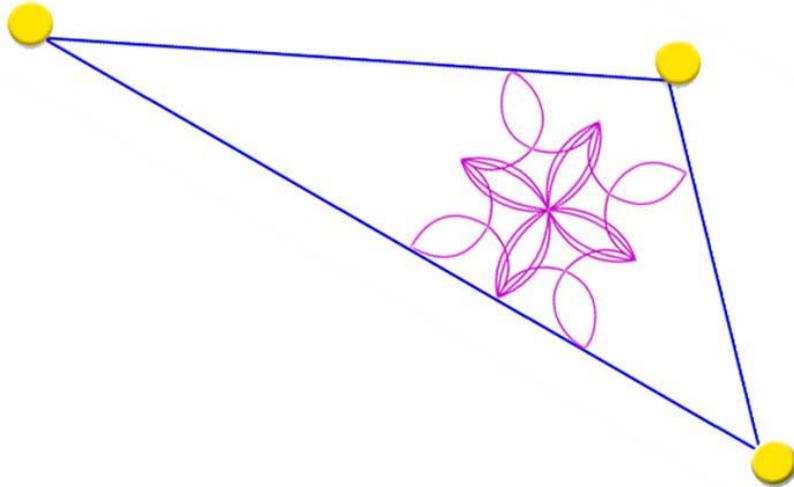
### Tilted Block-Center

When you choose the tilted block-center method your pattern size does not change to fit between each dot. The pattern is centered within the three points you set, so you will want to make sure you have enough space above, below, right, and left of your dots for the size of your pattern.



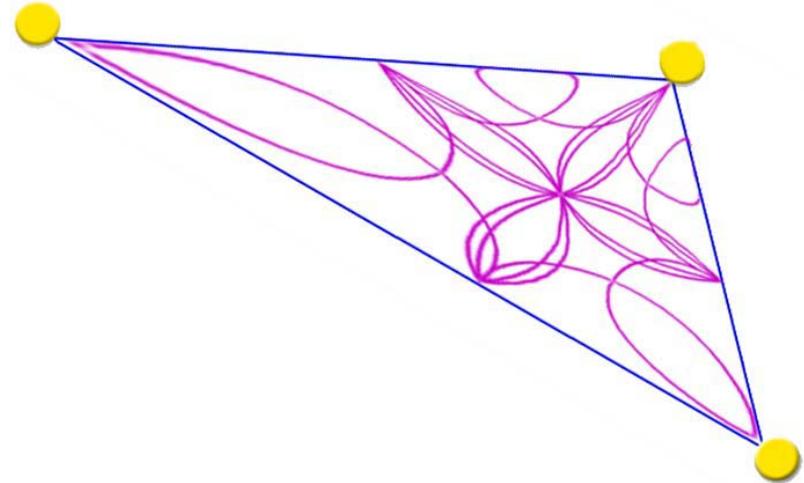
**Tilted Block-Fit**

When you choose the tilted block-fit method your pattern size will change proportionately to fit between each dot. The pattern will be centered inside the two block points you choose and will scale bigger or smaller, but keep the patterns proportions. Make sure you have enough space between your two dots for the pattern.



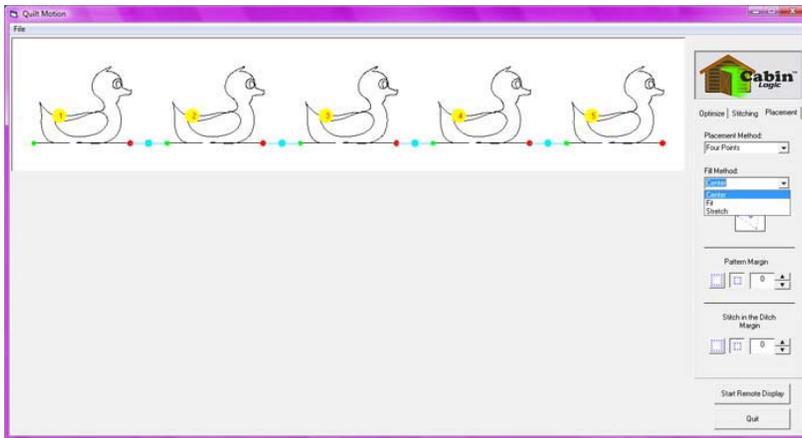
**Tilted Block-Stretch**

When you choose the tilted block-stretch method your pattern size will change disproportionately to fit between the dots. Make sure you have enough space between your two dots for the pattern.



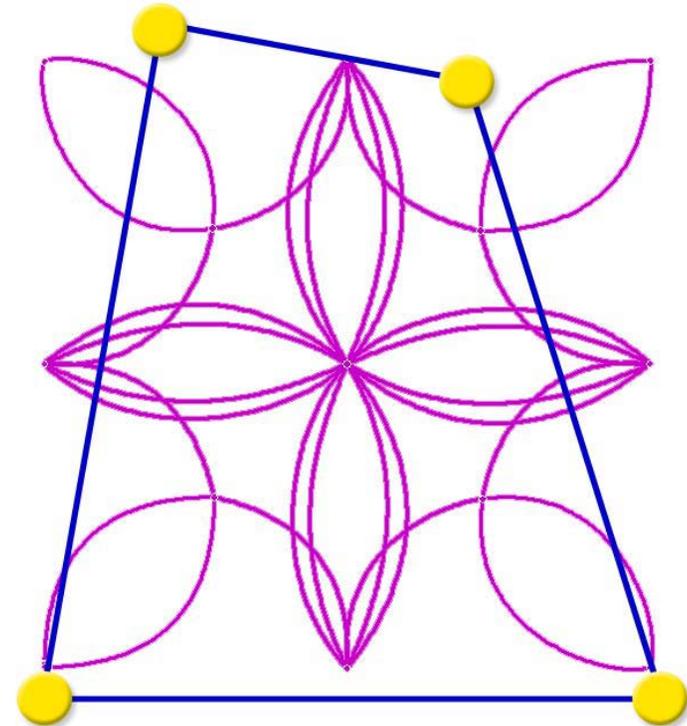
**Four Point**

The fifth placement method is a Four Point, and you have the following fill methods-center, fit, and stretch.



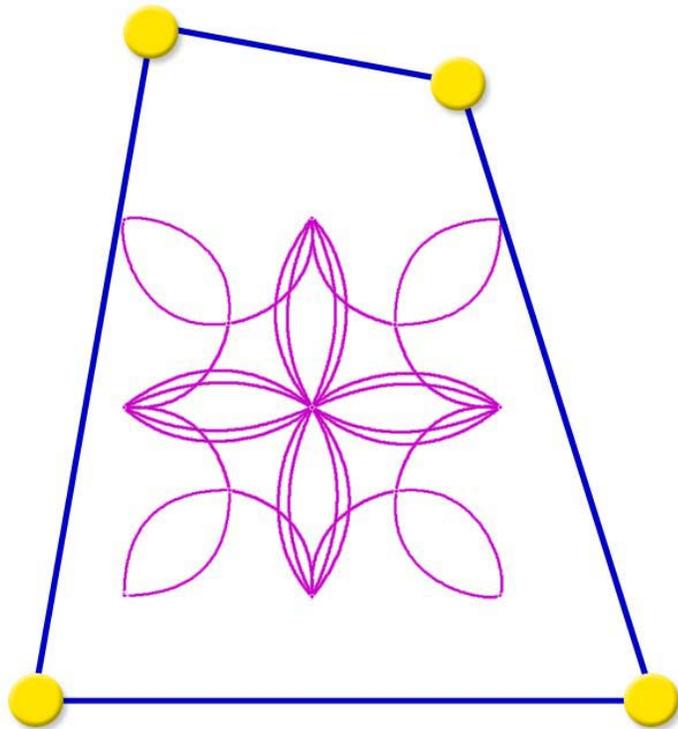
**Four Point-Center**

When you choose the four point-center method your pattern size does not change to fit between each dot. The pattern is centered within the two points you set, so you will want to make sure you have enough space above, below, right, and left of your dots for the size of your pattern.



**Four Point-Fit**

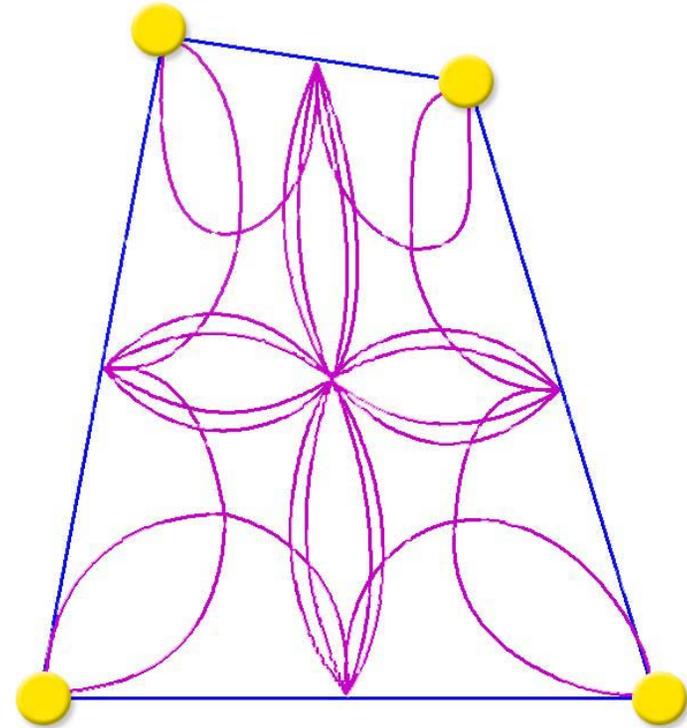
When you choose the four point-fit method your pattern size will change proportionately to fit between each dot. The pattern will be centered inside the two block points you choose and will scale bigger or smaller, but keep the patterns proportions. Make sure you have enough space between your two dots for the pattern.



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**Four Point-Stretch**

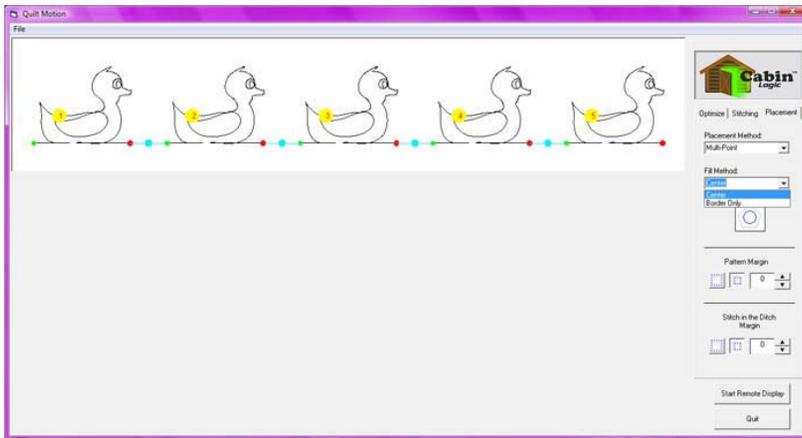
When you choose the four point-stretch method your pattern size will change disproportionately to fit between the dots. Make sure you have enough space between your two dots for the pattern.



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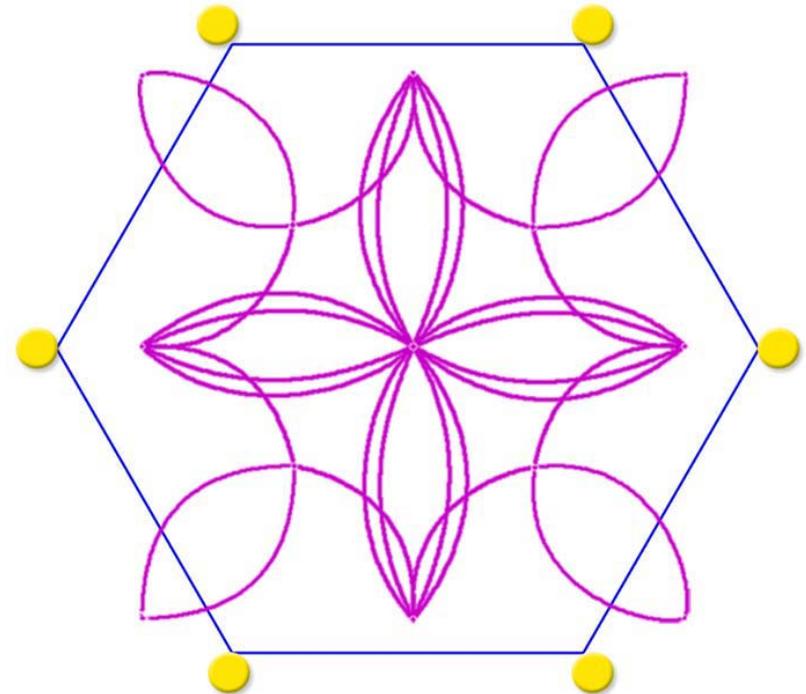
### Multi Points

The sixth placement method is a Multi Points, and you have the following fill methods-center and border only.



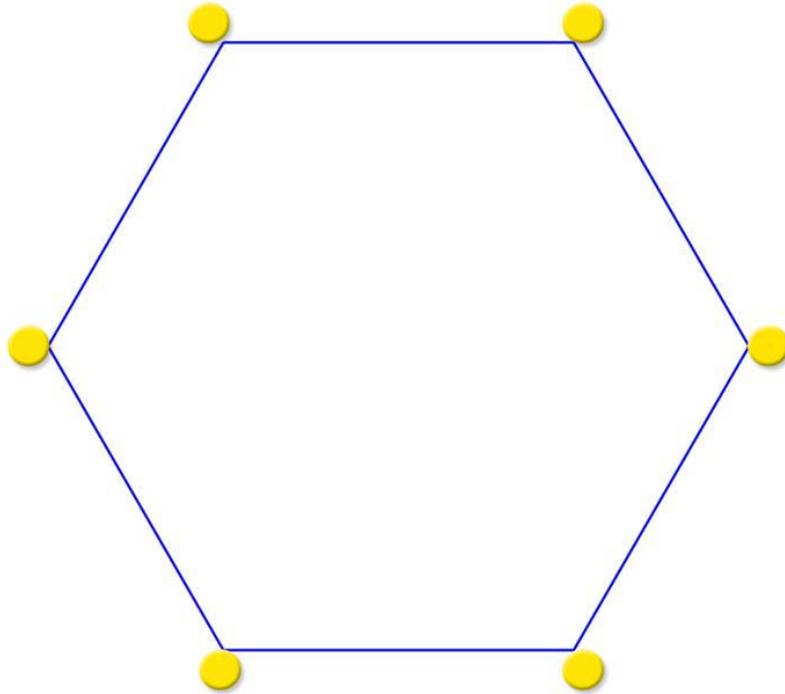
### Multi Point-Center

When you choose the multi point-center method your pattern size does not change to fit between each dot. The pattern is centered within all the points you set, so you will want to make sure you have enough space above, below, right, and left your dots for the size of your pattern.



**Multi Point-Border Only**

When you choose the multi point-border only method your pattern does not matter, because only the blue line will be quilted. It only quilts the border between the points.



**Pattern Margin**

You



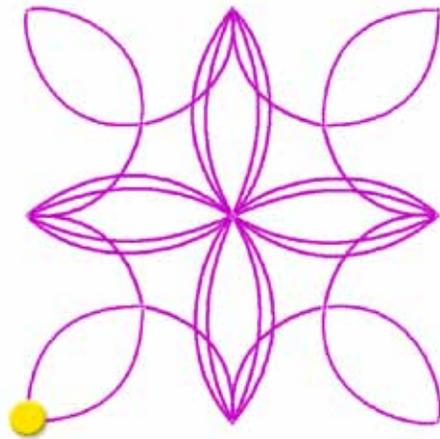
**Stitch in the Ditch Margin**

You

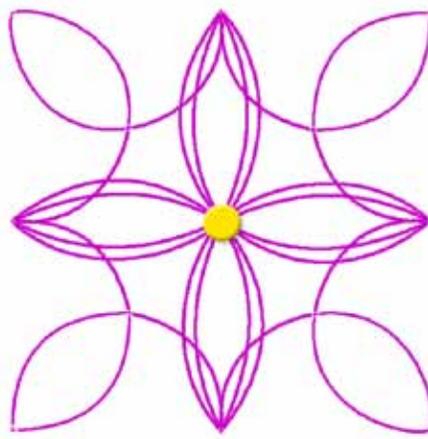


# QuiltMotion Placement Methods

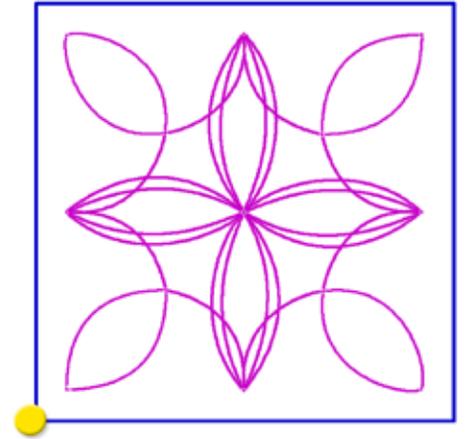
## One Point



Start Point or End Point

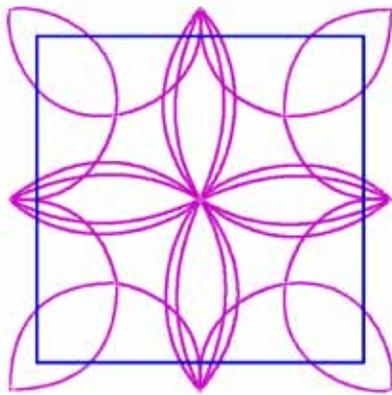


Center Point

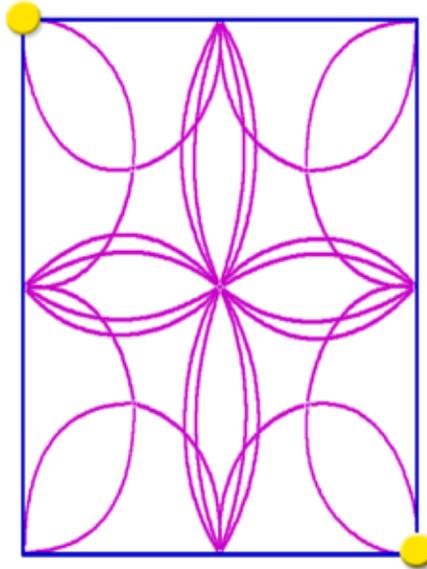


Block Corner

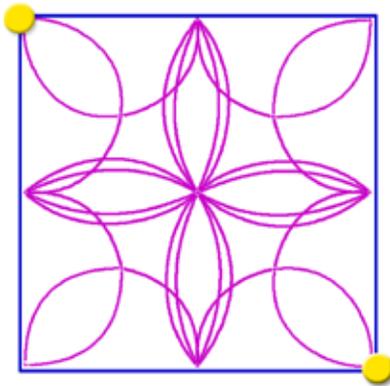
## Block



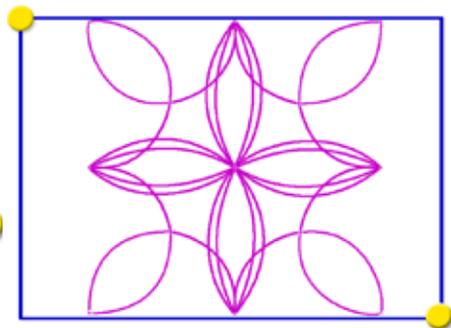
Center



Stretch

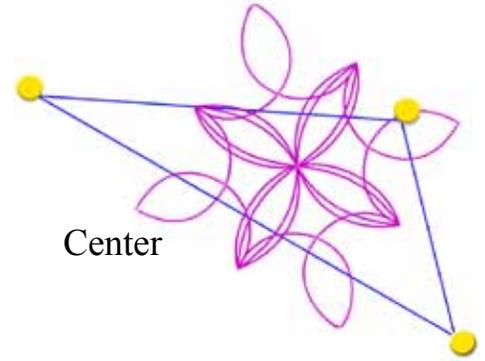


Fit

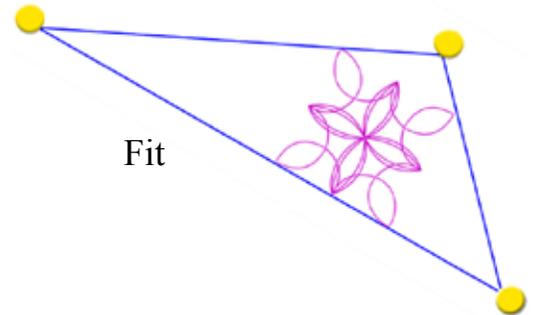


Fit

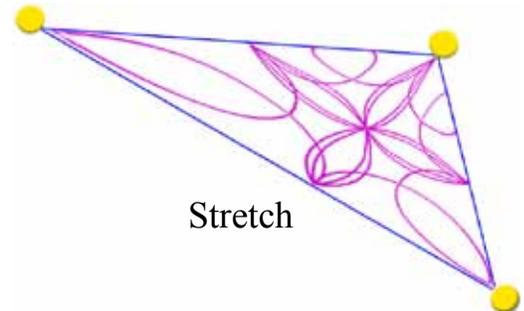
## Tilted Block



Center



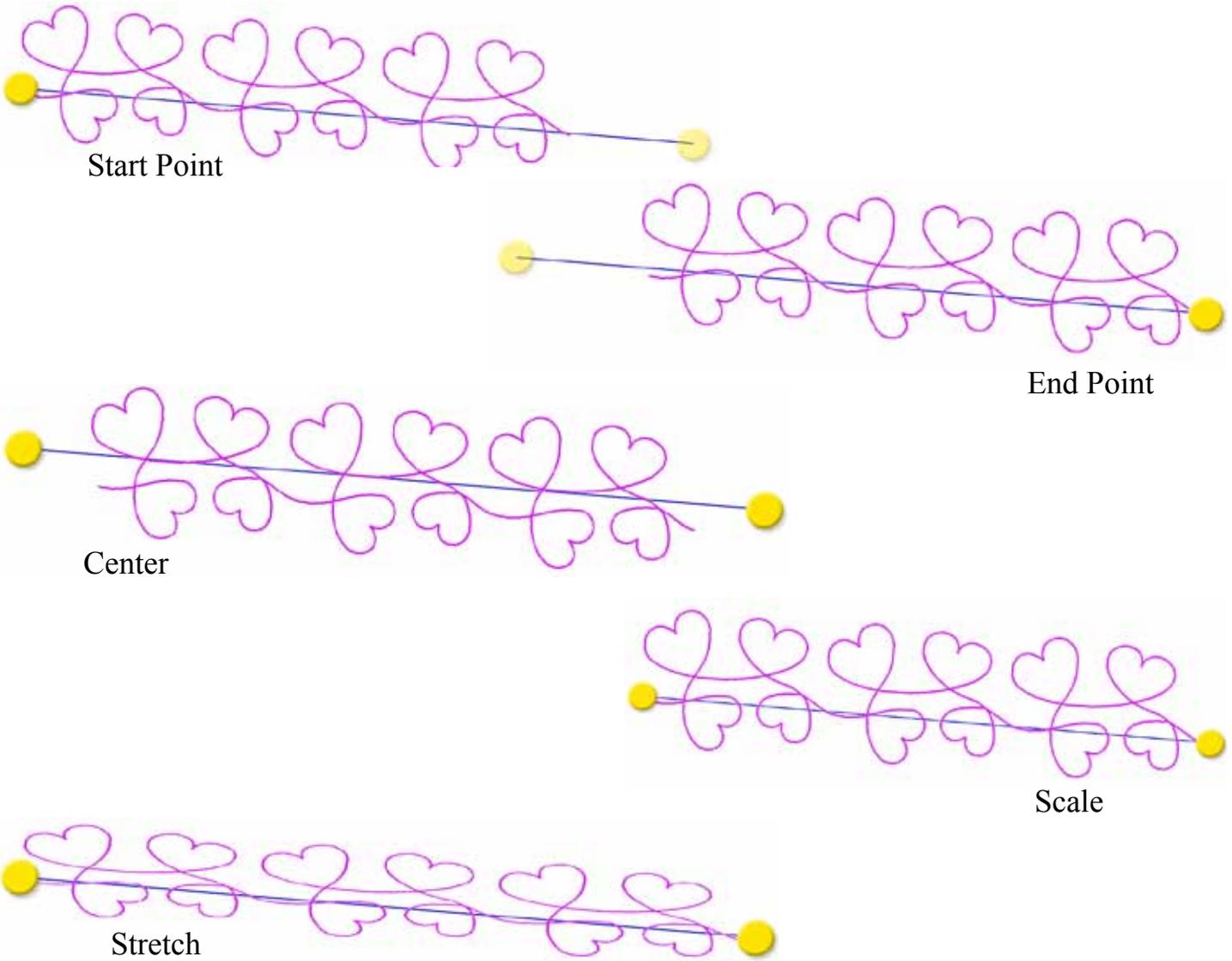
Fit



Stretch

# QuiltMotion Placement Methods

## Two Point



## Four Point

