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Quilt Magician Android 7” Tablet

The Quilt Magician Android 7” tablet is a fully functioning tablet. This gives you more control over your automated quilting with more options and controls for designs you are planning to apply to your quilt top.

The Quilt Magician Android 7” tablet can arrive at your door in many packages; it could be delivered and set up for you as a full Ansley26 ESP Limited or TinLizzie18 ESP limited with Robotics.

Frame
Machine
Robot
Android 7” Tablet

It could be as a robotic add on to your current Ansley26 ESP Limited or TinLizzie18 ESP.

Robot
Android 7” Tablet

It could be as an upgrade to your current Ansley26 ESP Limited / Quilt Magician or TinLizzie18 ESP Limited / Quilt Magician

Android 7” Tablet

One nice Feature of the Android 7” Tablet if you have wifi at home you can connect the tablet to your wifi and you can check for updates from the Quilt Magician. No more wondering if there is an update, Finding the update by email to you or download from website, then loading onto a USB Stick and attaching to the Quilt Magician for update. Simply be connected to your wifi check the settings and press the key for check for updates. If updates are found simply press yes to connect and download/install the update right from the Quilt Magician Android 7” Tablet.
General Tablet operations

The Android 7" Tablet that came with your Quilt Magician is a fully functioning android tablet. Therefore you may need a few basic operation guidance for the tablet.

The hardware and cables for connecting your Android 7" Tablet to the machine will provide power to the tablet. If you let the machine and tablet sit for awhile and not use them the battery can run down. This is not a problem as your unit will get power once the machine is turned on for you to operate.

If you leave the application on and restart the machine your tablet will show status of the machine from the last time you were using the tablet with your machine. It will not update as to weather or not you have the robot on or connected. If the robot was on and connected the last time you were using the machine it will still show it on and connected even if you don’t turn it on when you start up the machine to do more work.

Basic Android 7’ Tablet Navigation:

On the bottom left of the screen are the basic navigation icons for the tablet.

1st is the return - This will take you back one screen.
2nd is the Home button - This will take you to the main application screen. If you don’t see this screen with all the applications in the upper right corner you will see a square with 6 little squares this will open the application Icon screen
3rd is the tab’s - This shows all the applications you currently have open.
4th is volume down control
5th is volume up control
It is a good idea to get in the habit of closing the application if you are going to be away from the machine for awhile. This way when you turn on the machine and robot you can open the application and it will communicate with your machine and robot showing you the correct status of both machine and robot.

To close the application on your Android 7" Table you will need to follow these steps.
1. Touch the stop button to stop the machine from running.
2. Located at the bottom of the screen are some icons; Return, Home, Tabs,
3. Touch the home to leave the application.
4. Touch the tabs to see what is running on the tablet.
5. Locate the application and slide it up and away or left to right to close the application.

If you get in the habit of closing the application when you are done for the day then when you start the next day you know you are reading the current status of your machine and robot by opening the application last after the boot up.
Other useful Tablet app’s

Some other helpful Tablet applications are the following two.

One would be the tablet Settings. This is where you would put your home wifi pass code so that you can get the updates as they come along.

From the tablet home screen tap the 6 little boxes in the right corner.

The next screen will show the app’s on the tablet

Six little boxes in the right corner
Tap on the Settings app icon

This screen will show up and it should show your home wifi and provide you a place to input your Pass Code.

Once you have successfully entered your pass code your tablet will have access to the Internet through your home wifi.

Another helpful app will be the quick support. You must be connected to wifi for this to work. With this app the support team can connect with your tablet and see what you see. From here they can also walk you through and help you understand steps to take when setting up designs for quilting.

From the tablet home screen tap the 6 little boxes in the right corner.

Your Screens may vary
The next screen will show the app’s on the tablet

Tap on the Quick Support app icon

When you get this screen up the technician will need your ID

The Technician will input your ID number and start the connection you will be prompted twice to allow the connections. Here is the first prompt.
Here is the second prompt

Once you are connected you will see this screen and the Technician will be able to control your system.

Please stay with the Technician as he only can control your display. There are times he may need your help moving the machine, and finding out what the issue was, and also provide you some training to help you improve your experience.
Screen Layouts and Icons explained
Screen Layouts and Icons explored

The left icons are used for main navigation.

The right icons correspond with the currently selected left icon.

The bottom icons are always available from any pattern view screen and are explained at right.

Bottom Icons
Pattern View, Zoom, and Pan

Pattern Box View

When this icon is selected it will show you all current pattern boxes created for the quilt area.

When this icon is selected it will show you the current pattern box you are working with.
Zoom Out/In

Zoom Out/In lets you control the zoom level of the pattern view screen.

You can use android pinch gestures to zoom in and out.

This is only the view of the pattern not the size of the Design.

Move to cross hair

Use this icon in conjunction with the zoom out and zoom in icons.

This will move the view to the cross hair when you tap zoom in or out while this icon is on.

Pan

Pan lets you pan the pattern view screen. This does not move your pattern around in the pattern box.

To Pan, touch the pan icon, and then press and drag your finger on the screen.

Press the Pan icon again to disable Pan.
Large work area in the middle will show the pattern boxes or Pattern box depending on which pattern view you have selected.

We will cover the Icons on the right of the screen for the home layout.

**Go**

The Green Dot at the top still start the robot moving. If the needle two icons down is clear then the robot will just trace the pattern and not quilt. The Needle icon needs to have a green back ground to stitch.

**Stop**

The Red Dot second icon down is the stop icon. This will stop the robot moving.

**Stitch Controller**

Stitch Controller Button: The needle with thread indicates weather the machine will start Quilting or the robot will just move the machine around. No highlight back ground the robot moves, Highlight back ground motor moves and the machine will stitch out the design you have selected.
Stitches Per Inch  SPI

You may see an SPI, or stitches per inch, icon below the Stitch Controller button. SPI allows you to adjust the stitches per inch setting of select stitch regulators.

Horizontal Lock

Horizontal Lock locks the horizontal, or left and right, movement of the carriage. This can be used, among other things, to help you draw straight horizontal lines.

Vertical Lock

Vertical Lock locks the vertical, or front and back, movement of the carriage. This can be used, among other things, to help you draw straight vertical lines.

Angle Lock

Angle lock allows you to set any angle, out of 360 degrees, that you would like to lock the machine.

Touch the 0.0° icon to set the angle at which you desire to lock the movement of the machine. (Note that negative values are acceptable to create inverse degree angles.)

Nest

Nest allows you to nest a pattern below a stitched pattern on your quilt area. This involves rolling your quilt to make room for the new pattern.
Edit
Add, Remove, and edit patterns for a layout

Repeat

Repeat allows you to repeat the currently selected pattern vertically and horizontally. Repeat also gives you control over pattern spacing, and can offset rows of repeated patterns.

The left arrow icon for spacing allows you to automatically align the start and end points of repeated patterns. This is most useful when repeating horizontally.

Autofill will automatically fill as many of the pattern as possible into the pattern box.

Basic Lower Icons

Notice the Repeat Icons

Your Screens may vary
Repeat Icons

These icons are added to the icons at the bottom of the screen while the repeat icon is selected. These icons manage the repeat operation.

Move Pattern

Move allows you to move the currently selected pattern. Press the up/down and left/right arrows to move the pattern on the screen.

You can also touch and drag the center circle of the currently selected pattern to move it.

Check move all to move all the patterns at once. Move start uses the machine needle to pinpoint where you would like to move a pattern. The start point of the moved pattern will match wherever the needle is on the quilt top.

The added move icons on the bottom and right of the screen manage the movement of the pattern in the quilting area/pattern box.
Rotate

Rotate allows you to rotate the currently selected pattern. Press the 45° icons to rotate left or right, press the plus and minus to rotate by single degrees, or press the numbers in the center to input a specific degree of rotation.

Alternatively, you can touch and drag the red circle at the lower right of the selected pattern.

These added Rotate icons manage the rotation of the pattern in the quilt area/pattern box.
Scale

Scale allows you to scale the currently selected pattern.

You can scale the pattern by using the plus and minus buttons or the scroll bars in the scale menu. You can scale the pattern by pressing the Set Size button, then enter the width and height when prompted, or touch and drag the corners of the currently selected pattern.

Smart scale will automatically scale the pattern to as large as possible while staying inside the pattern box.

Morph allows you to fill any four sided pattern box with the selected pattern. The pattern will distort to fill the pattern box if the pattern box isn’t exactly square.

The lock icon will constrain pattern proportions while scaling. This doesn’t apply to Morph.

Basic Lower Icons

Notice the move icons Added to the bottom and the right side

Your Screens may vary
**Mirror**

Mirror allows you to flip the selected pattern vertically or horizontally.

**Add Pattern**

Add pattern will add selected pattern to the pattern box.

**Remove Pattern**

Remove pattern will remove the currently selected pattern from the pattern box.
Next Pattern

Next will select the next available pattern. The patterns are selected in the order in which they are added to the pattern box. You can also have multiple patterns with in the same pattern box.

Save Pattern

Save allows you to save the currently selected pattern, and any changes you may have made, under a new name. Saving a pattern with its original name overwrites the old pattern. The pattern is saved under the “Saved” tag on the patterns list. In order to save a pattern box with multiple patterns the patterns must be merged.

Crop

Crop allows you to crop a pattern, the crop feature offers three different ways to crop: Crop, Appliqué Inside, and Appliqué outside.
**Entire Quilt Layout**

This feature will let you set your quilt length.

**Point to Point**

Point to Point gives you the option to customize the pattern placement by selecting key points on your quilt.

**Text Box**

It allows you to generate customized text blocks.

Write your text in “click to set the pattern text” and click generate.

We can also export the text based patterns.
**Undo/Redo**

Undo ⬅️ allows you to undo actions you take while designing your quilt, including moves, transformations, and repeats of your patterns.

Redo ⬆️ will repeat any undone actions.

**Merge**

Merge allows you to merge all the patterns in the pattern box into one. This can be useful when saving a repeated pattern as a new, renamed pattern.

**Reverse Start/Stop Points**

Reverse Start/Stop Points allows you to swap the start and end points of the currently selected pattern. This will reverse the direction in which the pattern is stitched.
Layout
Create, save and open layouts. Adjust quilt area and pattern boxes.

New Layout
New Layout creates a new, clear layout to which you can add patterns and pattern boxes. (A layout is usually used to save all the work on your current quilt project. A layout consists of all pattern boxes, and patterns used in a project, and saves their relative size and spacing.)

Open Layout
Open layout lets you open saved layouts which contain pattern boxes and patterns.
After opening a layout, you will be prompted to move the machine head to the top left corner of your quilt frame quilt area and press ok. (To keep the layout consistent, this home position should be the same position that was used for the layout when it was originally created.)
Save
Save Layout lets you save your currently open layout. (If you save the layout with its old name, it will overwrite the existing layout file.)

Add Pattern Box
Add pattern box will add a new pattern box to the layout.

Delete Pattern Box
Delete Pattern Box will remove the selected pattern box from the layout and all patterns inside of it.
Adjust Pattern Box

Adjust Pattern Box allows you to redefine the borders of the currently selected pattern box. Press the Adjust Pattern Box icon, then follow the same procedure of adding a new pattern box to redefine the pattern box. The pattern will remain in the adjusted pattern box.

Set Quilt Area

Set quilt area will reset your quilt area. Pressing the green check mark will let you reset the dimensions of your quilt area. (This is commonly used when you need to stitch the last row of a quilt that has slightly different dimensions than the previously stitched rows.) Your Layout will remain.

Set home will keep the current dimensions of the quilt, but let you use the home point—or top left corner of the quilt area—to reposition the quilt area. The red “X” will cancel.

This will not clear all the pattern boxes already created.
Free Motion
Record and save Free motion quilting

Record on/off
Record on/off toggles the record feature of Butler. Press it once to activate free motion record. Move the machine head to draw your recorded free motion design, then press it again to stop recording.

Save Pattern
Save pattern will save your recorded pattern into the root folder of the pattern files. (The root folder is the first or top-most directory in a hierarchy. Think of it as the three trunk for all the other folders, or the starting point from which the other files originate.)

Appliqué
This feature lets you make a pattern box in any given shape. You will simply press the record button, you will draw the shape of the pattern box you want, once you are done you will touch the appliqué button, this will make it into a pattern box.
Import/Export

Import/Export is used to copy files from one location to another.

**Internal**
If internal is selected, then your files will be selected from the internal memory and moved to the specific destination on the system.

**USB**
If USB is selected, then your patterns will be selected from the USB stick and can be saved to the destination on the system.

**Add New Tag**
Creates a new tag and imports the patterns from the source to the created tag.

**Specify an existing tag for import**
This feature will let you import patterns from either a USB or the internal memory of the Tablet and it gives you the option to place the patterns in individual locations using the tags.
**Layouts**

This will set the destination of imported or moved layouts to the correct internal folder.

The Layouts check box must be checked for imported layouts to be recognized by Quilt Magician.

**Copy To**

Copy To shows you the location on the selected Destination memory type to which the selected Filename file or folder will be copied.

**File Button**

The file button to the right of Copy To allows you to manage files and/or folders from the currently selected memory source.

The blue file button menu contains the New Folder, Cancel, and OK buttons. New Folder creates a new folder in the currently selected folder, Cancel returns you to the previous screen, and OK will load the currently selected file or folder into the Filename field.

**Copy**

Copy will copy the selected Filename file or folder to the selected Copy To folder.

**Delete**

Delete will delete the selected Filename file or folder. As delete cannot be undone, always exercise caution when deleting files.
Select a tag of the patterns to export

This feature lets you export all your patterns into a PDF file which can be saved to a USB Drive or the Internal memory of the Tablet.

This is a helpful tool if you would like to print out your patterns. You can export all the patterns and save it as a PDF file.

Export Tag

Will export your tags to your USB Drive in the standard QCC format.

Export All

Will export all patterns to your USB Drive in the standard QCC format.
**Backup Patterns**

This feature gives you the option to backup the current patterns loaded on your display.

**Restore Backup**

It will back up all the patterns to the specified location on internal memory.

**Restore Factory**

This option lets you restore your patterns to the original received pattern from the factory.

**Import Old**

Restores the system with the most recently used patterns.
Setup
Manage updates, constants, and machine specific settings

The Updates tab allows you to verify the version of the display, robot, and machine, to run updates, to calibrate your display screen, and to set your motor direction based on its mounting orientation.

System Info

System Info shows you your current display, robot, and machine versions, as well as other licensing information.

Update Robot

Update robot allows you to run updates of the robotics via a USB stick. Update files may be provided by an authorized TinLizzie18 dealer.

Factory Defaults

Factory Defaults resets the values in the Constants and Advanced Tabs back to factory defaults. This includes setting the machine type in the Advanced tab to Default.

Factory Defaults does not affect Files or folders stored in the internal or external memory.

Ask Us

Ask Quilt-EZ sends an email to the product manufacturer. It can be used for troubleshooting and general questions about Quilt Magician.

If having trouble, it automatically attaches a layout so we see what you see.
Parameters

*Min Speed*

Min Speed sets the minimum speed at which Quilt Magician will run. We recommend that this setting only be changed under the direction of an authorized TinLizzie18 dealer.

*Margin*

Margin allows you to set the margins, top, bottom, left, and right, that are used for Scale.

*Grid Spacing*

It sets the spacing between the grid lines or customize the grid size.

*Lock Stitches*

Lock sets the number of lock stitches, or tie offs, that Quilt Magician will use at a pattern stop point.

*E. Stop*

E. Stop determines the sensitivity settings for an emergency stop. Emergency stop is a safety feature of Quilt Magician. When the machine detects an obstruction to its movement, such as bunched up fabric or a stray object, Quilt Magician will automatically stop stitching.

The higher the E. Stop, the less likely Quilt Magician will stop because of an obstruction. Adjusting this setting too high may result in torn fabric and broken needles.
**Jump Stitch**

Jump Stitch sets the distance the machine will allow itself to perform a jump stitch without prompting you to cut the thread or pull up the bobbin thread.

**Move Increment**

Increment sets the distance a pattern will travel when moved with the directional buttons. The default is one-tenth of an inch.

**Motor Direction**

Motor Forward/ Motor Reversed is used to reverse the direction that the Motor pulleys turn. Forward is used if the Motor Box is mounted to the carriage front, while Reversed is used when the Motor Box is mounted on the back of the carriage.
Machine

**Machine Type**

Machine Type should match the make of your quilting machine. Machine Type ensures that Quilt Magician can properly communicate with your specific quilting machine.

Machine Type must be changed from Default if Handle Bar connections are used. If not using handle bar connections, Default or a custom mode should be selected.

**Needle Up Flag**

Needle Up Flag value is set automatically, if required, when selecting Machine Type.

**Needle Up Press Time**

NdlUp Press sets the amount of time that Quilt Magician sends a signal that the needle up button has been pressed to your quilting machine to Needle Up, and should not need to be changed.

**Needle Up Wait Time**

NdlUp Wait sets the amount of time that Quilt Magician waits after sending the needle up signal to your quilting machine. This should not need to be changed.

**Stitch Reg Press Time**

SReg Press sets the amount of time that Quilt Magician sends the signal that the stitch regulator button has been pressed to your quilting machine. This should not need to be changed.

**Stitch Reg Wait Time**

SReg Wait sets the amount of time that Quilt Magician waits after sending the signal to your quilting machine to begin stitching. This should not need to be changed.
**Needle Up**

Needle Up tests your needle up by performing a full cycle of needle up and needle down.

**Stitching**

Stitching tests the stitch regulator by activating it for a short period of time.

**Test**

Test is used to test if the Quilt Magician motor box is communicating properly with the quilting machine and if the motors are running to factory specifications.

These tests are mostly for use in factory.

**TEST ALL**

Test All will test the communication of Quilt Magician to your stitch regulator, as well as the encoder counts for both the X and Y motors. (If you are plugged into the handle bar port, this will return communication failed every time because the handle bars aren’t providing feedback that the command was received.)
**TEST X**

Test X will test the encoder counts of the X motor only.

**TEST Y**

Test Y will test the encoder counts of the Y motor only.

**PORT D**

The handle bars on some machines will plug into the Quilt Magician motor box. Port D tests the communication between Quilt Magician and the handle bars for machines that do not plug into the Stitcher box port of the Butler motor box.

When pressed, Port D Sends the needle up and stitching commands to the handle bars to verify functionality.
**Advanced**

Advanced lets you adjust settings for your machine.

*Demo Mode*

Demo mode is used in commercial settings to set the machine in repetitive motion and is password protected.

*Metric Units*

When the Metric Units check box is checked, Quilt Magician uses centimeters instead of inches for all measurements.

*Ignore Colors*

Certain digitized pattern files, such as .4QB, specify where on the pattern different color threads should be used. When Quilt Magician detects a thread color change, it will stop quilting and prompt you to change the color of the thread. Ignore colors is a way to bypass the thread color stops in those patterns.
**Stitch Regulator**  
Access the stitch regulator user interface

**Stitcher User Interface**  
Pressing the sewing machine icon will show your Stitcher user interface on Quilt Magician’s display.

If your stitcher user interface is not compatible with the Quilt Magician display or is not currently connected to Quilt Magician, this icon will not appear.

**Information**  
Help with icons

Information Mode is used to explain the interface of Quilt Magician on the spot.

Press the Information icon, then press any icon you would like to learn more about. (An example of pressing the Nesting button on the right.)

A window will appear with a brief description of the feature and the option to view a video explanation of the icon.

You will notice there is a video icon located inside the text box, by pressing this button it will open up a window and play a video and explain what that particular feature does.
Quilt Magician

How To's
List of how to:

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Power up with the Android attached.

Power your black motor box on first

Next power on your quilting machine

When the machine is powered on it will apply power to the hub which will supply power to the Tablet

The first thing you will see on the tablet is a battery charging

Press and hold the tablet power button for 3 to 5 seconds, release and the tablet will start to boot up. You will first see a PIPO page about the tablet and then the TinLizzie18 logo page.

Your status lights should flash green to show connected to the machine.

If these stay red then you are not communicating with the machine.

Close the app and restart to establish communication. see page 7 for closing app.
Set Quilting Area
This is the area you machine can stitch over your quilt. This becomes Pattern box 1

If you are starting the robot feature for the first time. Or you power off your tablet. The first screen you will see is this screen to set your Quilting Area.

The Quilting Area is the space you can safely quilt with your machine. In other words it is the space between the take up rail and the top fabric rail and left to right the size of your quilt.

When you touch the + mark for this upper left side of the quilt your numbers below the x and + should be zeros all the way across.
Machine moved to the lower right.

This is your quilt area and becomes pattern box number 1

When you touch the + mark for this lower right side your numbers should match. With any movement of the machine it could change as the numbers below the x and + show the position of the machine from the upper left that you established in the upper left position and press the + key.
Quilt a Quilt Block

Set your quilt area/pattern box.

Follow the on-screen prompts to set your quilt area. Once your quilt area is set, press Add Pattern Box (blue arrow at right). Move the machine and press the plus button to set the corner points around the desired quilt block.

Add/Edit your pattern

Press the Add Pattern button (shown at right) select the desired pattern, then press select pattern.

Use the icons at right in the edit menu to customize the pattern as desired.

Run the Pattern

Press the green go button on the home menu (shown at right) and press the green check mark to run the pattern.
Quilt a Pantograph Pattern

Set your quilt area/pattern box.

Follow the on-screen prompts to set your quilt area. Once your quilt area is set, press Add Pattern Box (blue arrow at right). Move the machine and press the plus button to set the corner points around the desired quilt block.

Add/Edit your pattern

Press the Add pattern button (shown at right) select the desired pattern, then press select pattern.

Repeat the pattern horizontally to be the width of your quilt area.

Run the Pattern

Press the green go button on the home menu (shown at right) and press the green check mark to run the pattern.
Quilt a pantograph style clam pattern

1. Go to layout [ ] on left navigation.
2. Press new layout [ ].
3. Press OK [ ] at notification screen.
4. Move machine to top-left corner of quilt area and press green plus [ ].
5. Move machine to bottom-right corner of the quilt area and press green plus [ ].
6. Go to the Patterns [ ] on left navigation.
7. Go to Pantos > Clams and press the green check mark.
8. Move the machine so that the needle is at the top left corner of your quilt area.
9. Press move [ ] then press Move start, then press the green check mark [ ].
10. Move the pattern so that half of the clam is off the left edge of the pattern box. (If you need to fine tune the placement, press move [ ] and use the movement arrows [ ] [ ] [ ] [ ] [ ] to get it just right.)
11. Press repeat [ ].
12. Repeat the pattern horizontally (press the horizontal repeat plus [ ]) until it spans just past the right edge of the pattern.
13. Repeat the clams vertically (press the vertical repeat plus [ ]) until just before the bottom edge of the pattern box.
14. Press the offset green plus [ ] as desired to stagger the clam rows.
15. Press merge to merge the repeated clam rows. It will merge all the patterns into one.


17. Crop lets you crop any pattern that is sitting outside of the pattern box or quilt area.

18. Press scale, then press smart scale.

19. Go to home on the left navigation.

20. Check to make sure the needle is not selected.

21. Press the green go button, check that your needle is in the up position, then press the green check mark. (This is an optional trial run to ensure the pattern is positioned correctly and will stitch exactly where you would like.)

22. When you are satisfied that the placement is correct, press the red stop button.

23. Touch the stitch controller to highlight it.

24. Press the green go button, check that your needle is in the up position, then the green check mark.

25. Pull up the bobbin thread, and press the green check mark.

26. Stay with the machine to cut the thread at each endpoint on the edges of the pattern box.
Quilt a quad pattern quilt block

1. Go to layout [Layout] on left navigation.
2. Press new layout [New].
3. Press green check [Check] on notification screen.
4. Move machine to top-left corner of quilt area and press green plus [Plus].
5. Move machine to bottom-right corner of the quilt area and press green plus [Plus].
6. For the dialog box that pops up, press the Green check mark [Check].
7. Press add pattern box [Add].
8. Draw a pattern box (A pattern box is usually a traced quilt block. For more about pattern boxes, see page 41.)
   8a. To draw a pattern box, position the machine at the first corner of the block, and press the green plus [Plus]. Move in a counter clockwise motion to create each corner of the square pattern box. At each corner, press the green plus [Plus]. At the last corner, press the green check mark [Check]. (The coordinates at the bottom right of the screen show your needle position in inches. You can use the coordinates to help you measure the square box.)
9. Ensure pattern box view is selected [View] at bottom left of screen.
10. Navigate to pattern box 2/2 [Box].
11. Go to Patterns ☛ on left navigation.
12. Open the blocks Tag.
13. Select the shadowed..utterfly pattern from blocks.
14. Press the green check mark 🔄. (You should see large circles around the edges.)
15. You should see large circles around the edges.(If not, touch the pattern.) Touch the center circle of the pattern and drag it to the top left corner of the pattern box.
   a. If you need to fine tune the placement, press move 🔄 and use the movement arrows ◄ ► ◆ ◆ to get it just right.
17. Press 45° to the right ◄ 45°.
   a. You can also fine tune the rotation using the green plus 🔄 and red minus 🔄 buttons .
18. Press repeat 🔄.
19. Press the horizontal green plus 🔄 and the vertical green plus 🔄 to repeat the pattern 2x2.
20. Touch the 0.0 number box ☛ for horizontal spacing and set it to 1.0 and then press the Green check mark 🔄.
21. Touch the 0.0 number box ☛ for vertical spacing and set it to 1.0.
22. Press scale 🔄.
23. Press the smart scale button 🔄 proportions will be unlocked. (Found at the bottom of the screen.1)
24. Press scale 🔄 again to de-select the scale menu.
25. Press the patterns folder button to add another pattern.

26. Select Corners > JSM6 and press green check mark.

27. Resize and rotate the corner pattern to fit into a corner of the pattern box.

28. Repeat steps 25-27 until all corners are filled.

29. Go to home 🏡 on the left navigation.

30. Press the green go button 🔄.

31. After verifying that the needle is in the up position, press the green check mark 🔄.

32. You will get a prompting message saying “The machine will move to the start of the pattern block and the pattern will start”, Click on the Green check mark.

33. The pattern should now trace without stitching. (This is a trial run to make sure that the pattern stitches where desired.)

34. Press the red stop button 🔄.

35. Press the stitch controller 🔄 to highlight it.

36. Press the green Go button 🔄 you will get a prompting message saying “The machine will move to the start of the pattern block and the pattern will start”.

37. Press the green check mark 🔄. Pull up the bobbin thread, then press the green check mark 🔄.
Nest the daisies pantograph pattern

1. Go to layout 📚 on left navigation.
2. Press new layout 📚.
3. Press OK 🔄 at notification screen.
4. Move machine to top-left corner of quilt area and press green plus 🔄.
5. Move machine to bottom-right corner of the quilt area and press green plus 🔄.
6. The system will display the height and width, press the Green Check mark.
7. Go to Patterns 📚 on left navigation.
8. Go to Pantos > 3 Daiseys and press the green check mark 🔄.
9. Move the machine so that the needle is near the top right corner of your quilt area.
10. Press move 🔄 then press Move start, then press the green check mark 🔄.
11. Press repeat 🔄.
12. Repeat the pattern horizontally (press the horizontal repeat plus 🔄) until it spans just past the right edge of the pattern. (Note that you will probably repeat it many more times than shown at right.)
13. Press scale ⬇️ and press smart scale ⬇️ to stretch the pattern to fill the quilt area. (If you wish to prevent distortions of the pattern, press the lock button at the bottom right of the scale menu.)
14. Go to home button on the left navigation.
15. Turn off the needle with thread if it was previously selected. Press the green go button, check that your needle is in the up position, then press the green check mark. (This is an optional trial run to ensure the pattern is positioned correctly and will stitch exactly where you would like.)
16. When you are satisfied that the placement is correct, press the red stop button.
17. Touch the stitch controller to highlight it.
18. Press the green go button, check that your needle is in the up position, then the green check mark.
19. Pull up the bobbin thread, and press the green check mark.
20. Once that pattern is stitched, go to Home and press nest.
21. You will now select one nesting point. Move your machine so that the needle is directly above any point on the just stitched pattern (preferably on the left side).
22. Mark this point on the fabric (with quilters chalk or something similar) and then press the green check mark.
23. Roll your quilt, then press the green check mark.
24. Move your machine to your previously marked point and press check.
25. Move the machine to position the pattern, then press the green check mark \( \checkmark \). (The bottom pattern represents where the new pattern will be stitched and the grey pattern represents where the pattern has already been stitched.) The pattern is now nested and ready to be stitched. When you move your machine, this will move the pattern on the screen.

26. If you like how it is currently nesting do NOT touch the machine. If you’d like it to be closer or farther away, then move the machine till the pattern in the desired location.
# Definitions

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Home Location</td>
<td>The top left corner of the Quilt Area or Pattern Box. This is also known as zero/zero or point of origin.</td>
</tr>
<tr>
<td>Layout</td>
<td>A Layout consists of the quilt area, Pattern Boxes, and all the patterns seen in the pattern view.</td>
</tr>
<tr>
<td>Pattern Box</td>
<td>A Pattern Box is a portion of the quilt area used to contain patterns. Though commonly used to represent different quilt blocks, Pattern Boxes can be any shape or dimension.</td>
</tr>
<tr>
<td>Pattern View</td>
<td>The Pattern View is the screen used to view the patterns and pattern boxes of the layout. If a Layout contains more than one Pattern Box, navigation arrows will appear on the pattern view screen to switch between pattern boxes.</td>
</tr>
<tr>
<td>Quilt Area</td>
<td>The Quilt Area is the entire quiltable area of your quilting machine, or the area inside the top left, top right, bottom left, and bottom right corners of your machine's reach. By default, the quilt area is the same dimensions of the first pattern box in a layout.</td>
</tr>
</tbody>
</table>
Import/Export
First time visit

When you click on this for the first time you may get the following screen.

Click the gray import button

Click the green check

Your Screens may vary
Tap the TinLizzie18 Logo to reopen the Quilt Magician app.

Now you can access the folder and have the patterns ready for use.