

# BUTLER

## QUILTING ROBOT

### User Interface Manual



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Quilt  
EZ



# BUTLER

## QUILTING ROBOT

### About Butler

Butler is an easy-to-use robotic system that turns your quilting machine into a Quilting Machine! The servo-controlled system gives you power and function without needing awkward, space-eating computers. For Quilters looking to quilt with confidence and ease, simply press GO and let Butler quilt simple to complex patterns with perfection. Quilt smoothly, quickly and effortlessly!

### About Quilt-EZ

Located in Northern Utah, Quilt-EZ was founded on a single goal: to simplify your life. What started as a friendly favor has now grown into an international company and a full-fledged manufacturer of quilting products. Our products have been designed in-house and sold under various names and for multiple companies since 2005. Our growth is a result of you, and our goal remains the same — to provide quilters everywhere with products and knowledge that fulfill their wants and simplify their life!

### This Manual

This manual was written to help you understand how to use the features of Butler. Be sure to check at [quilt-ez.com/support](http://quilt-ez.com/support) to find answers to frequently asked questions, tutorials, and other helpful information about using Butler.

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# Home



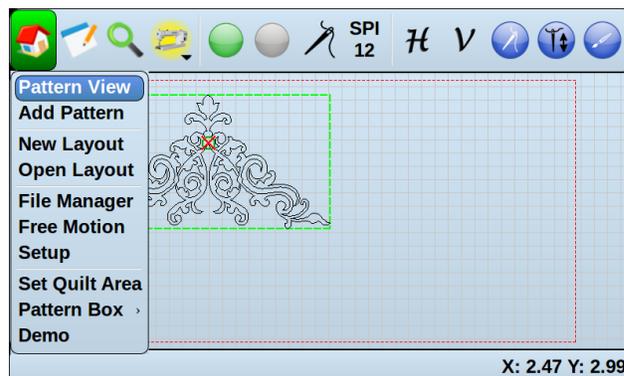
Add Patterns; Manage Layouts, Pattern Boxes, and Files; Adjust System Settings

## Pattern View

Pattern View is used to return the user to the pattern view screen.

If you haven't set a quilt area, the pattern view screen prompts you to set one.

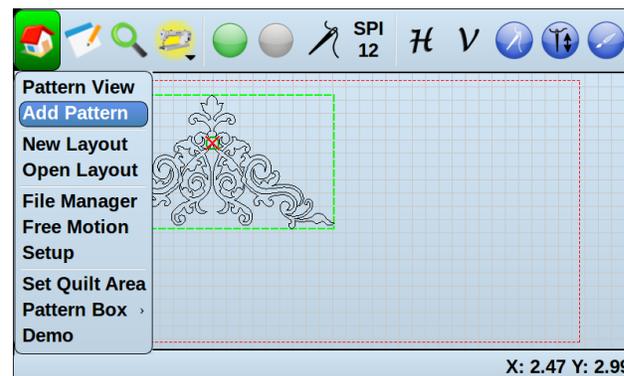
This only has a visible effect if you are not already on the pattern view screen.



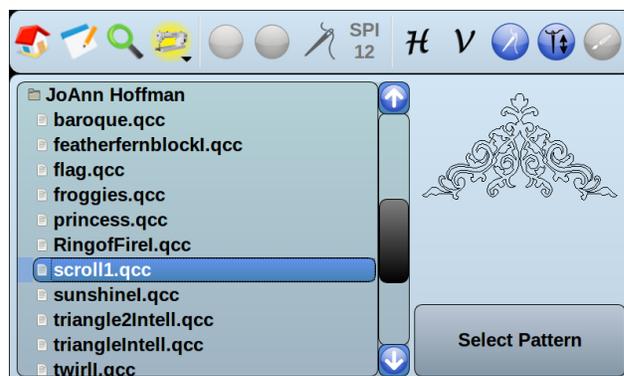
## Add Pattern

Add Pattern allows you to select a pattern from the pattern select screen and add it to your pattern box.

QCC, QLI, DXF pattern files are compatible with Butler.



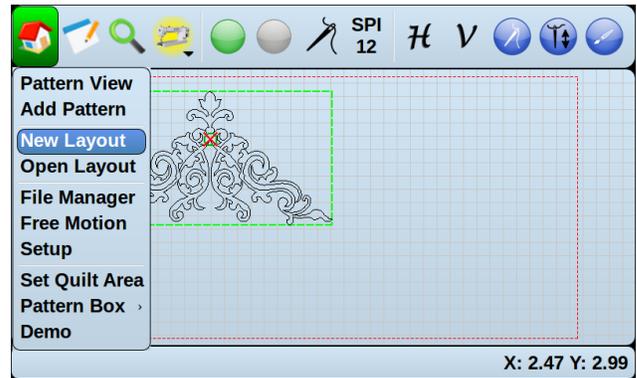
When a pattern is selected, a preview will appear on the right of the screen. To add the currently selected pattern to your pattern area, press Select Pattern.



## New Layout

New Layout is used to create a new layout. Creating a new layout clears the current pattern boxes, patterns, and quilt area.

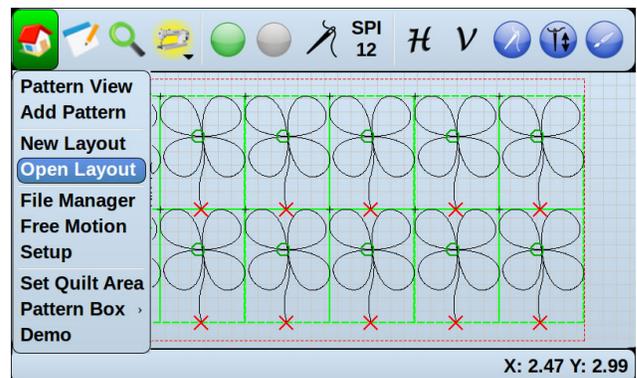
If you select New Layout, any unsaved changes to the current layout will be lost.



## Open Layout

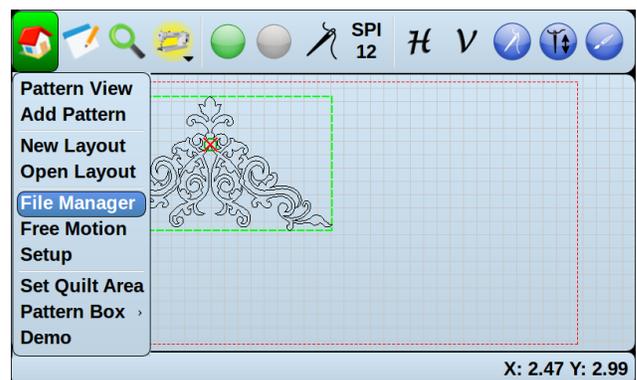
Open Layout is used to load a saved layout.

The position of patterns in a layout are saved in relation to the home location, or top left corner of the quilt area. When you load a layout, you will be asked to move your needle to the home location of where you would like the layout positioned.



## File Manager

File Manager is used to copy files from one location to another and to delete files you no longer need.



## Source

Source sets the memory source, either internal or USB, from which to copy or delete files and folders.

### *Internal*

If internal is selected, then your files will be saved to Butler's internal memory.

### *USB*

If USB is selected, then your patterns will be saved to the inserted USB stick.

### *Previews*

To decrease pattern preview load times, pattern previews are saved as image files. The blue file button allows you to manage preview images.

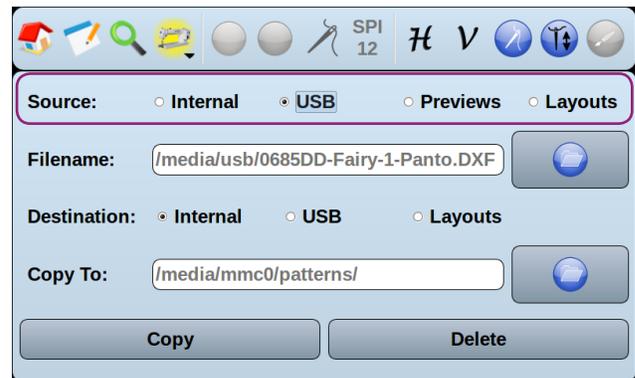
Previews are saved on internal memory.

Preview image files that have already loaded are not updated if a pattern is modified. To update the preview image, delete the preview image file. Once the preview image has been deleted, the preview image will update automatically when viewed.

### *Layouts*

Layouts allows you to manage all of your saved layouts.

Layouts are saved on internal memory.

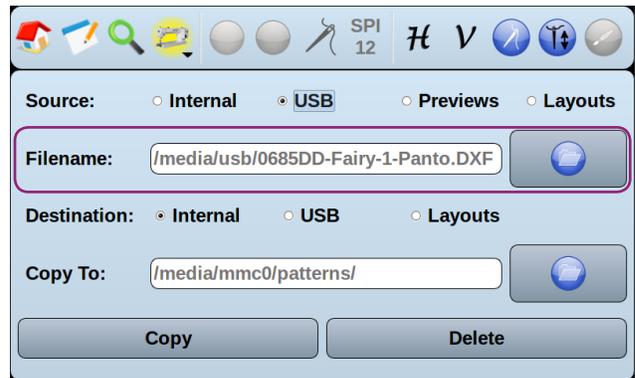


## Filename

Filename shows you the currently selected file, if any.

### *Blue File Button*

The Blue File Button to the right of Filename allows you to manage the files and/or folders from the Source radio button options.



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.



## Destination

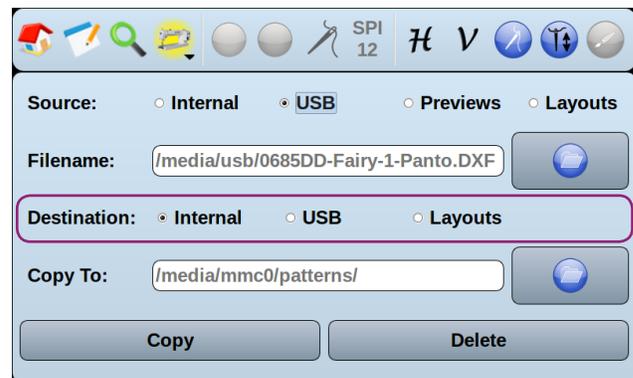
Destination sets the active storage memory type to which files or folders will be copied by pressing the Copy button.

### *Internal*

This will set the destination of imported or moved files to Butler's internal memory.

### *USB*

This will set the destination of imported or moved files to the inserted USB stick.



## Layouts

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

The Layouts checkbox must be checked for imported layouts to be recognized by Butler.

## 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.

## Blue File Button

The Blue File Button to the right of Copy To allows you to manage files and/or folders from the currently selected memory source. (For more on storage source, see Source on page 8.)

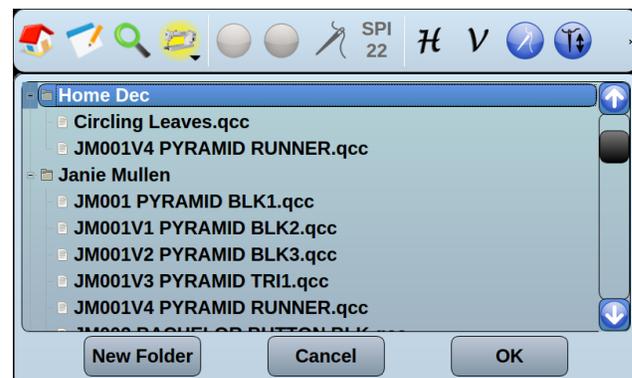
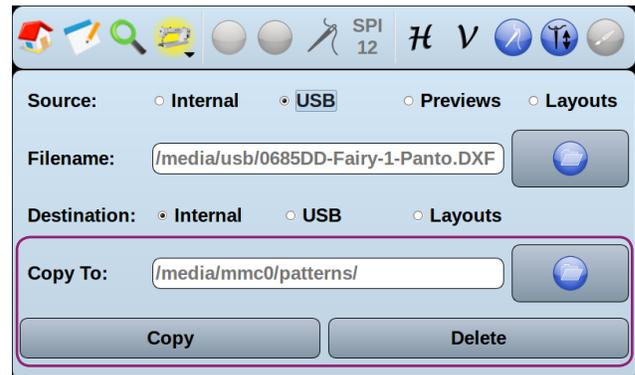
The Blue File Button menu contains the New Folder, Cancel, and OK buttons. New Folder creates a new folder in the currently selected folder, Cancel returns you to the previous screen, and OK will load the currently selected file or folder into the Filename field.

## Copy

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

## Delete

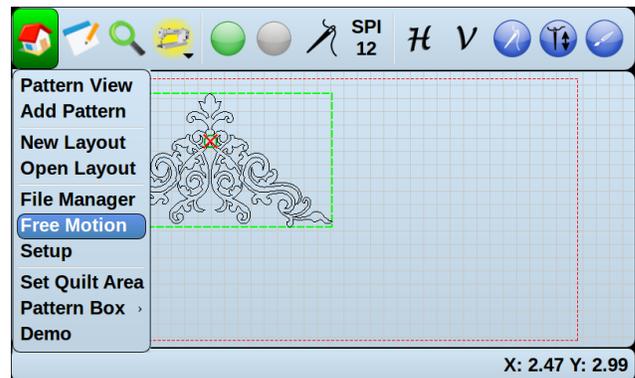
Delete will delete the selected Filename file or folder. As delete cannot be undone, always exercise caution when deleting files.



## Free Motion

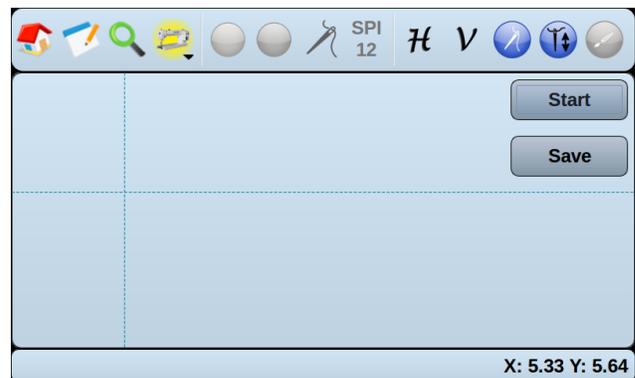
Free Motion allows you to record the free motion quilting of a quilt and convert the recording into a saved pattern.

Free Motion can record the motion of the machine even if you aren't stitching.

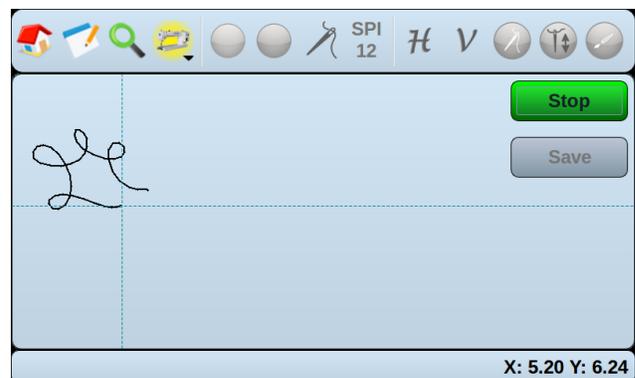


### How to create a free motion recording

1. Move your needle to the starting position on the quilt.
2. To begin recording, press start.
3. Move the machine to generate the desired pattern.



4. Once you have finished quilting, press stop.
5. To discard your currently recorded free motion pattern, press start again.
6. To save your currently recorded free motion pattern, press save, name the file, and press OK.

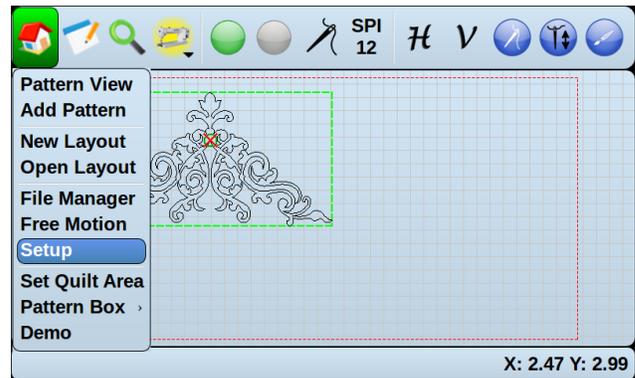


The pattern will be saved at the bottom of the patterns file of your currently selected memory source in File Manager.

To find the file, select Add Pattern and scroll to the bottom of the pattern select menu.

## Setup

Setup allows you to configure the robotics settings of Butler.



## Updates

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*

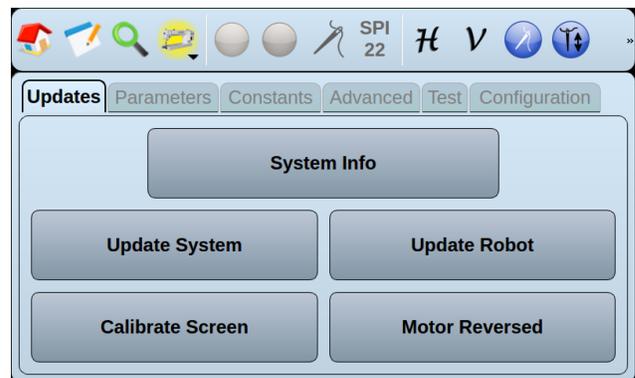
System Info shows you your current display, robot, and machine versions, as well as other licensing information.

### *Update System*

Update System allows you to update the display, robot, and machine via a USB stick. Update files may be provided by an authorized Quilt-EZ dealer.

### *Update Robot*

Update Robot allows you to run updates of the robotics via a USB stick. Update files may be provided by an authorized Quilt-EZ dealer.



## Calibrate Screen

Calibrate Screen is used to recalibrate a screen that is displaying incorrectly.

When you press Calibrate Screen, you can choose to restart the display. When it reboots, use a stylus or similarly tipped object to tap the center of the five calibration cross hairs.

If you are unable to get to the home menu to calibrate the screen, visit [quilt-ez.com](http://quilt-ez.com) for further support.



## Motor Forward (Motor Reversed)

Motor Forward (or Motor Reversed) is used to reverse the direction that both motor pulleys turn. This is used if the positioning of the motor is reversed from the orientation specified in the assembly instructions.

The displayed name on the button indicates the current direction the motor is running.

## Parameters

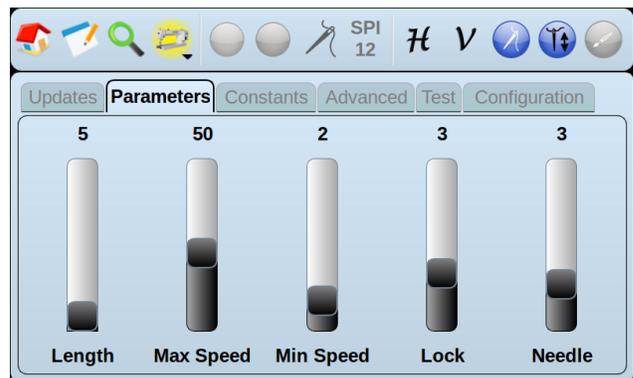
Parameters allow you to adjust some values related to your quilting machine.

### Length

In version 4.0 and later, Length is disabled and has no effect on the system.

### Max Speed

Max Speed sets the maximum speed at which Butler will run. This will show as the default speed when you press Go.



## *Min Speed*

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

## *Lock*

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

## *Needle*

Needle is disabled and has no effect.

## **Constants**

Constants allows you to make adjustments to variables used by Butler to properly operate.

The default values for Butler 4.0 are shown at right.

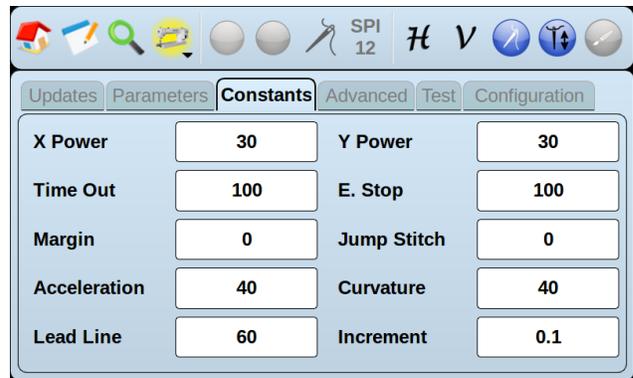
Because of their impact on the robotics system, please consult an authorized Quilt-EZ dealer before adjusting constants.

## *X Power*

X Power is used to help Butler stitch straight lines horizontally, or along the X axis.

X Power is measured in units of measurement specific to Butler. The higher the number, the more accurate the line becomes.

Note that vibrations in the motor box can occur at high X Power settings.



## *Y Power*

Y Power is used to help Butler stitch straight lines horizontally, or along the Y axis.

Y Power is measured in units of measurement specific to Butler. The higher the number, the more accurate the line becomes.

Note that vibrations in the motor box can occur at high Y Power settings.

## *Time Out*

Time Out is disabled and has no effect.

## *E. Stop*

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

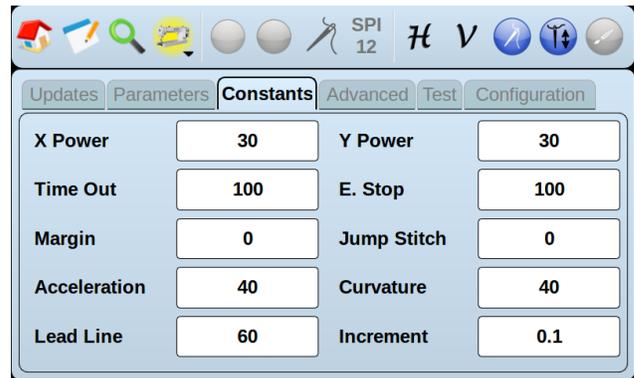
The higher the E. Stop, the less likely Butler will stop because of an obstruction. Adjusting this setting too high may result in torn fabric and broken needles.

## *Margin*

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

## *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.



## *Acceleration*

Acceleration sets the maximum rate of acceleration and deceleration used by the robotics.

The number input doesn't match any popular unit of measurement and is unique to Butler.

Increasing Acceleration increases the maximum acceleration and deceleration rate, while decreasing the Acceleration decreases the maximum acceleration/ deceleration rate.

## *Curvature*

Curvature sets the maximum speed used by the machine when stitching on a curve.

The number input doesn't match any popular unit of measurement and is unique to Butler.

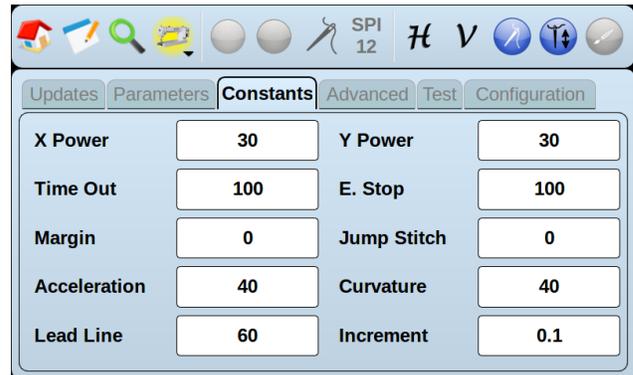
Increasing Curvature increases the maximum speed, while decreasing Curvature decreases the maximum speed.

## *Lead Line*

Lead Line is the speed Butler will travel when it is not stitching. (For example, when traveling from the stop point of one pattern to the start point of another.)

## *Increment*

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



## Advanced

### *XKi*

XKi values should be between 3-8.

### *YKi*

YKi values should be between 3-8.

### *XKd*

XKd values should be between 30-40.

### *YKd*

YKd values should be between 30-40.

### *Machine Type*

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

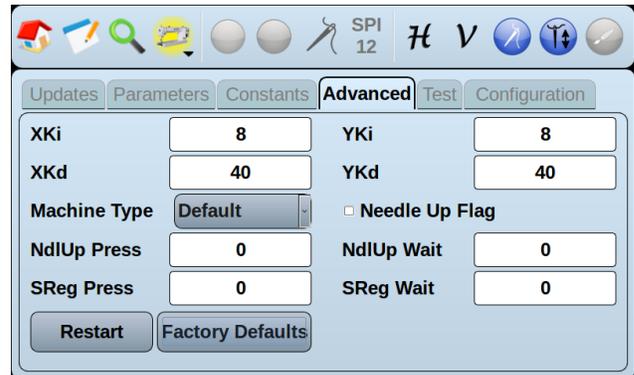
Machine Type must be changed from Default if Port D connections are used.

### *Needle Up Flag*

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

### *NdlUp Press*

NdlUp Press sets the amount of time that Butler 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.



## *NdlUp Wait*

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

## *SReg Press*

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

## *SReg Wait*

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

## *Restart*

Restart will restart the Butler display. (This is used for testing purposes in factory.)

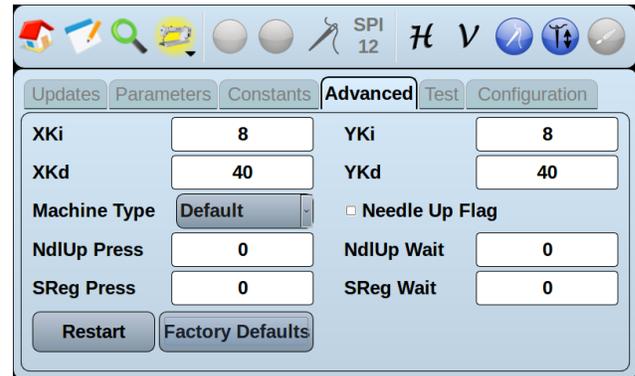
## *Factory Defaults*

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.

## *Metric Units*

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



## Test

Test is used to test if the Butler 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 Butler to your stitch regulator, as well as the encoder counts for both the X and Y motors.

### TEST X

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

### TEST Y

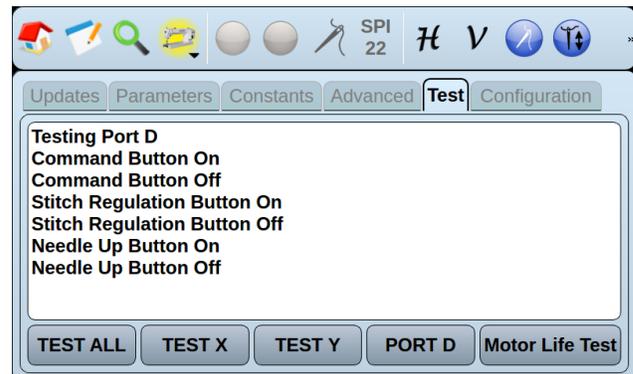
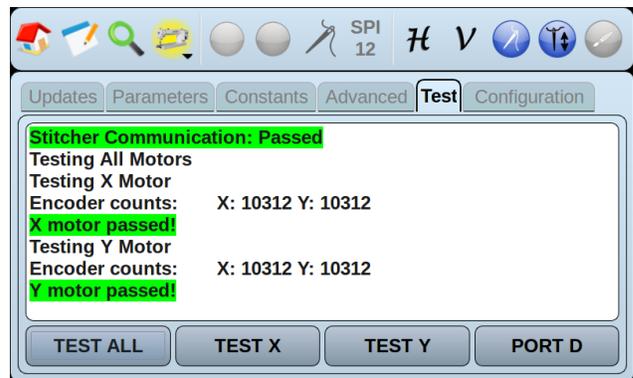
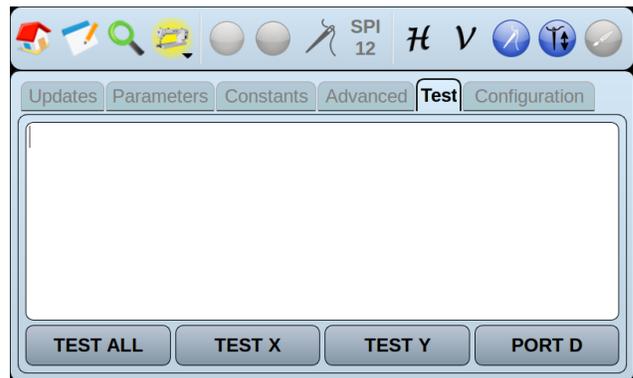
Test Y will test the encoder counts of the Y motor only.

### PORT D

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

### Motor Life Test

This feature is used for in-house stress testing to gauge the life of the motor components and should not be used.



## Configuration

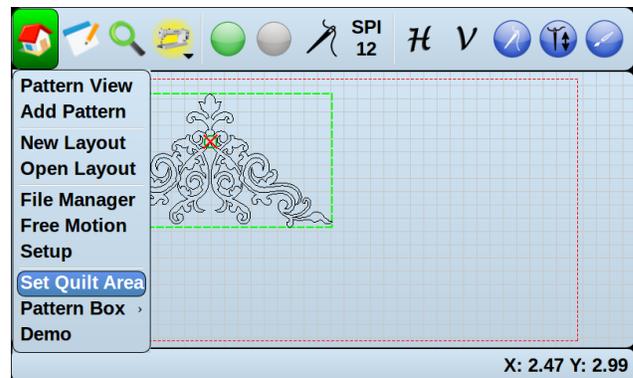
Configuration is for use by authorized Quilt-EZ dealers. Because of this, it is password protected.



## Set Quilt Area

Set Quilt Area allows you to reset the dimensions of the quilt area. Follow the on screen instructions to set the desired quilt area dimensions.

If you receive negative values when setting your quilt area, your motor may be reversed. See Motor Forward on page 13.



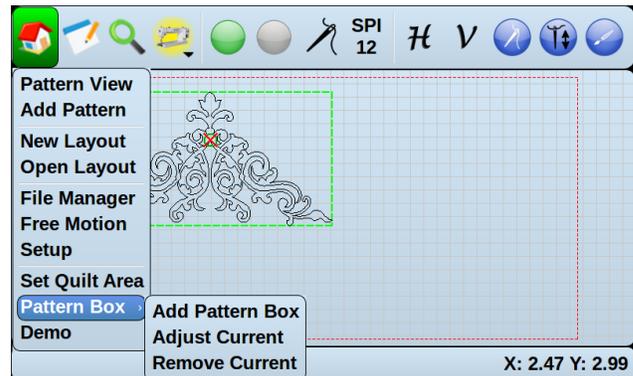
## Pattern Box

Pattern Box lets you add, adjust, and remove pattern boxes from your layout.

### Add Pattern Box

This will add a pattern box to the current layout. Pattern boxes are in sequence based on the order they were created. Use the arrow in Pattern View to navigate between pattern boxes.

When setting the points of a new pattern box, be sure to position them in a counter clockwise order. This will preserve the use of smart scale. (For more on smart scale, see Smart Scale on page 39.)



A base line is the line at which the bottom of an added pattern will align and is the first line drawn when creating a pattern box.

### **Adjust Current**

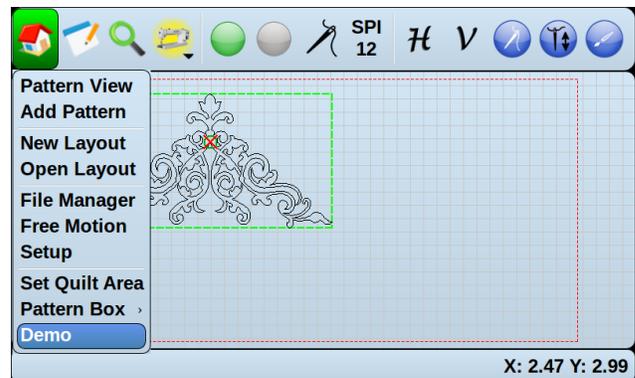
This will adjust the dimensions of the currently selected pattern box by removing the current pattern box and creating another in its place.

### **Remove Current**

Remove Current will remove the current pattern box and any patterns on the pattern box from the layout.

### **Demo**

Demo is a feature used by dealers in a sales setting.



# Tablet and Pencil

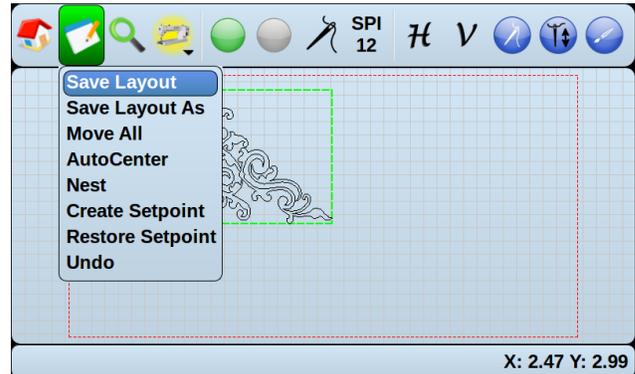


Save Layouts; Move All; Auto Center; Nest; Create Setpoints; Undo

## Save Layout

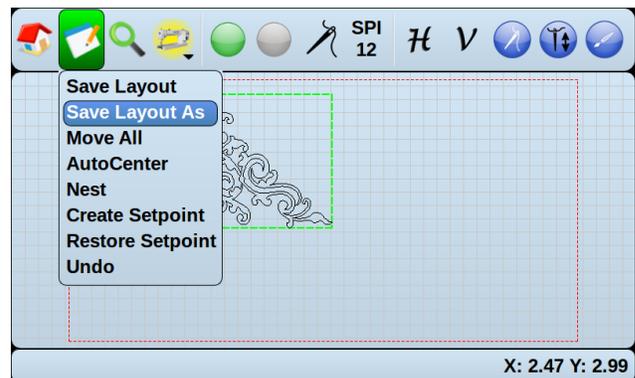
Save Layout will save changes made to the current layout, including changes made to patterns in pattern boxes.

If you have created a new layout, it will be saved as a QLF file on the Butler Memory (For more on managing layout files, see layouts on page 8.)



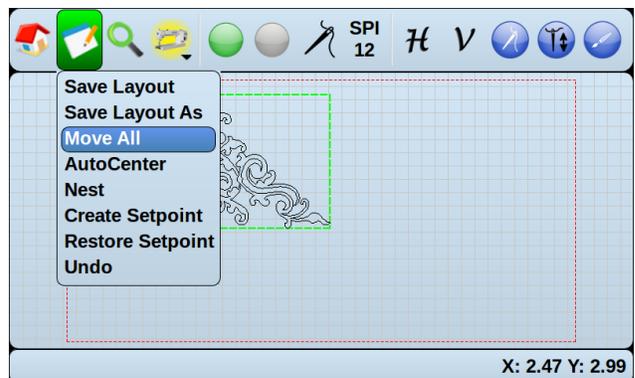
## Save Layout As

Save Layout As allows you to save modifications to an existing layout under a different name.



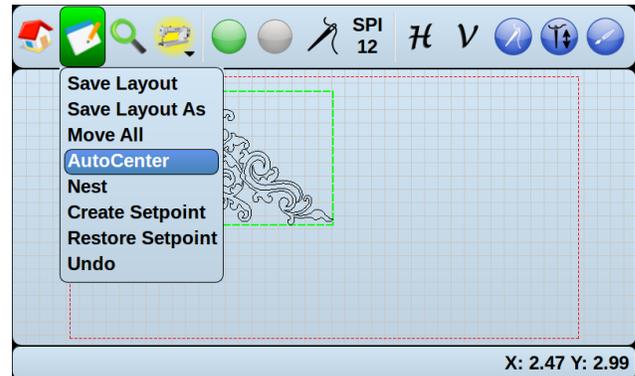
## Move All

Move All allows you to move all of the patterns of the current pattern box at the same time, preserving their relative spacing.



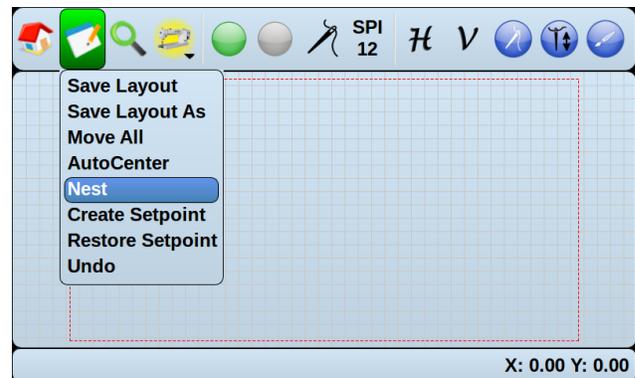
## AutoCenter

AutoCenter will center the currently selected pattern vertically and horizontally inside the pattern box.



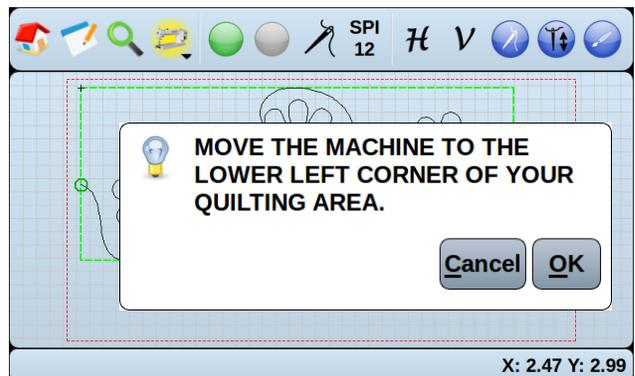
## Nest

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.

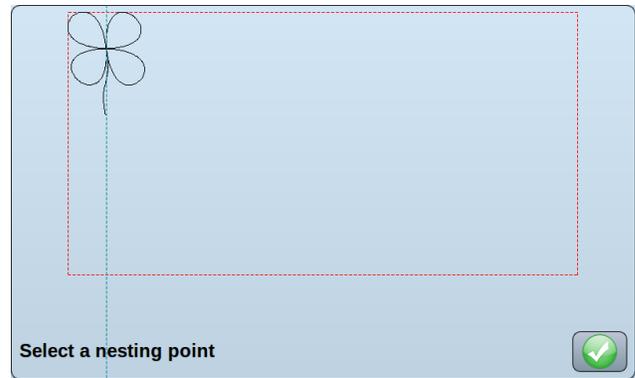


## How to nest a quilt pattern

1. To nest your pattern, follow the on-screen prompts and move your machine to the bottom left corner of your quilt area and mark it with fabric chalk or something similar.
2. Repeat step 1 for the right side.
3. Once both locations have been marked, roll your quilt on the post. Ensure the marked points remain visible.
4. Once the quilt is rolled, follow the on-screen instructions to realign your machine with both the left and right marks created in step 1 and 2.



5. Once your machine has re-aligned using the points marked on your quilt, you will need to select a nesting point. To select a nesting point, position the needle so that it is directly over the lowest most point of the pattern with which you want to nest, then press the check mark button.

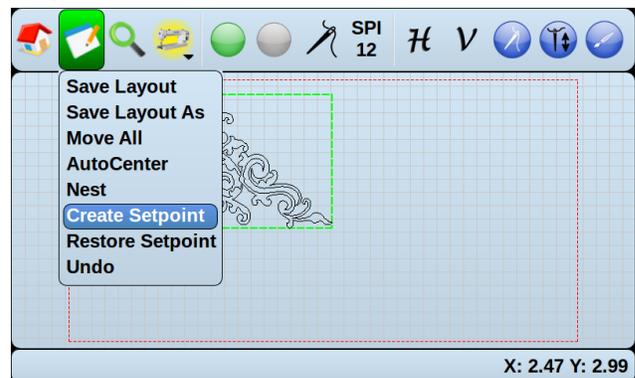


6. Move the needle on your machine to position the pattern where you would like it to nest, then press the check mark button.

## Create Setpoint

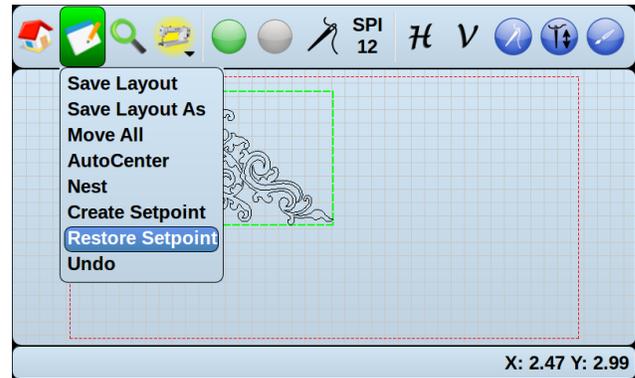
A Setpoint is a save point for your layout. Setpoint does not save your file; It remembers the location of your patterns, pattern boxes, and the dimensions of your quilt area to be recalled later using Restore Setpoint.

This is useful if you want to make several changes to your layout that you may want to later undo.



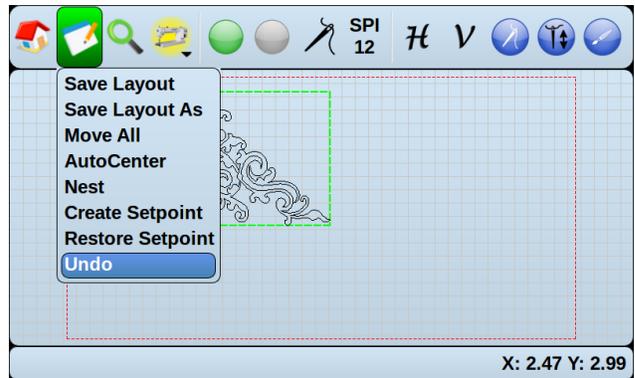
## Restore Setpoint

Restore Setpoint restores your layout to the saved layout created using Create Setpoint.



## Undo

Undo allows you to undo the last action performed. Undo only can undo the prior action performed. If you want to perform several actions that may need to be later undone, use Create Setpoint and Restore Setpoint.



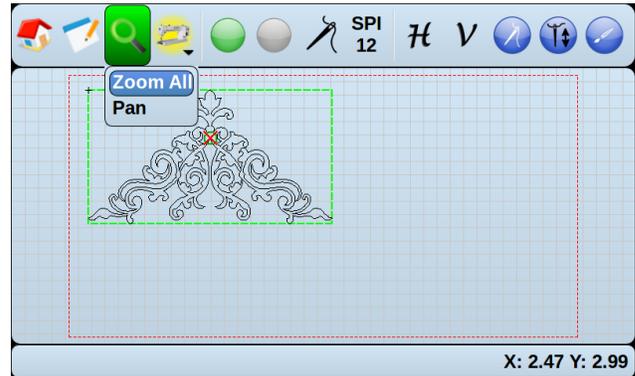
# Magnifying Glass



## Zoom All; Pan

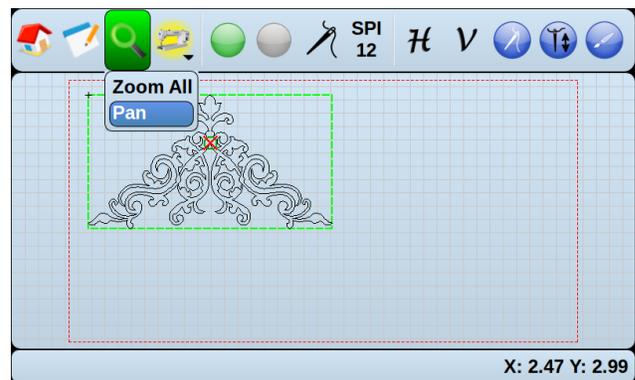
### Zoom All

Zoom All adjusts the zoom so that all patterns in a pattern box can be seen at once.



### Pan

Pan allows you to pan around the pattern view.



# Stitcher User Interface

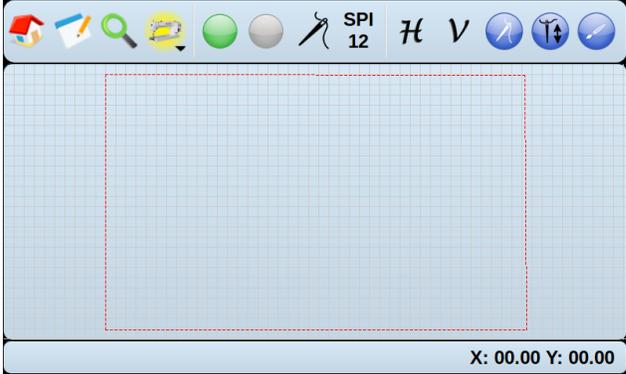


## Access Stitcher User Interface

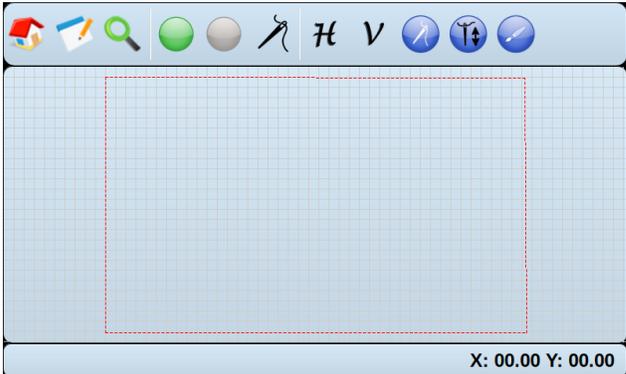
### Stitcher User Interface

If your stitcher user interface is compatible with the Butler display, this icon will be colored yellow.

Pressing the button will show your stitcher user interface on Butler's display.



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



# Go, Stop



Trace the pattern; Stitch the pattern; Stop stitching the pattern

## Go (Green)

The green Go Button starts tracing the pattern in the currently selected pattern ox.

If you are unable to press Go (for example, if you have already pressed the Start button), the button will appear gray.

### How to trace a pattern (no stitching)

If you press the Go button when the Stitch Controller is not highlighted, then your stitching regulator will not be stitching during the pattern trace.

### How to stitch a pattern

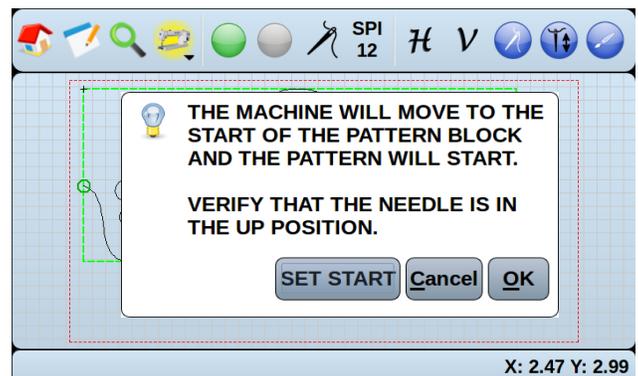
If you press the Go button when the Stitch Controller is highlighted, then your stitching regulator will be engaged and stitching during the pattern trace.

A notification will appear asking you to verify that the needle is in the up position.

Set Start allows you to set the start position on the pattern. This is useful if you need to resume a pattern that has only been partially stitched, such as a pattern that had a thread break.

Cancel will return you to the previous pattern view screen.

OK will proceed with the pattern trace.



After you press OK, your machine will reposition the needle to be over the start position of the first pattern on the pattern box and perform a needle up. A notification will prompt you to pull up the bobbin thread. Press Cancel to return to the pattern view, or Press OK to begin the stitching trace.

While the machine is tracing the pattern, you can adjust the speed by using the up and down arrows on the right of the screen. (The speed defaults to the max speed settings in the Setup Parameters tab.)

During the trace, you may need to stop your machine. (For example, if you have a thread break or your bobbin runs out of thread.)

To stop the machine, press pause.

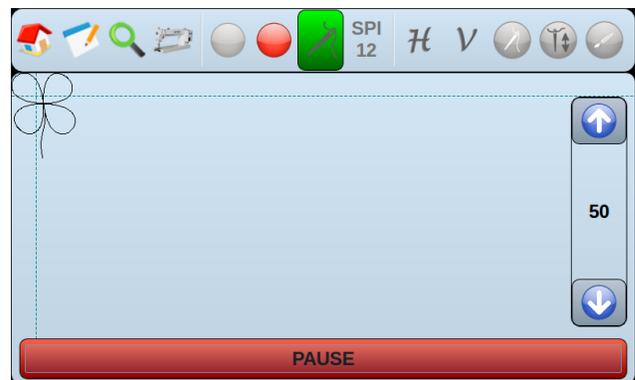
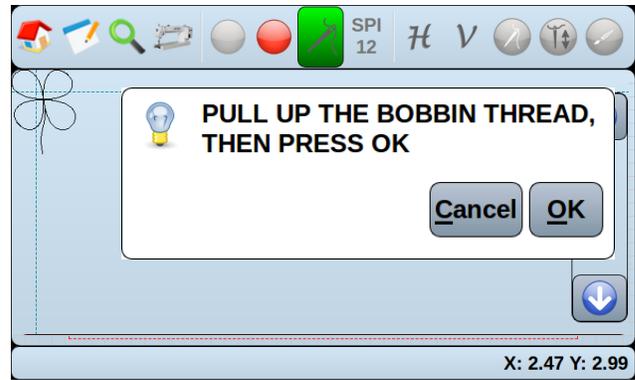
To start the machine again, press start.

If you had a thread break, press thread break and follow the on-screen prompts to begin where the thread break left off. For best results, it is recommended to resume the trace just before the thread break.

## Stop (Red)

The red Stop button will immediately stop any trace and return you to the pattern display screen.

If you have not first pressed Go, the button will appear grey.



# Stitch Controller, SPI

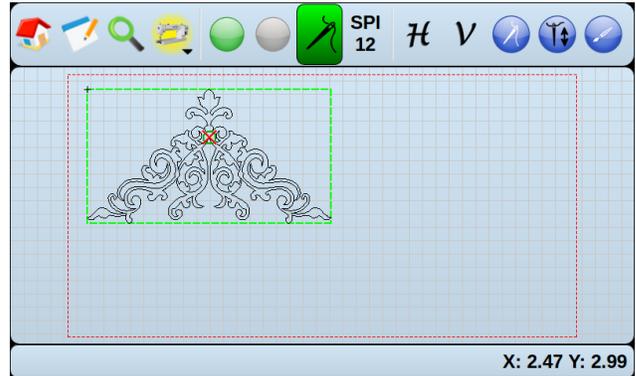


Activate stitching during trace; Set Stitches Per Inch

## Stitch Controller

When the Stitch Controller is highlighted, any trace performed using the green Go button will stitch during the trace.

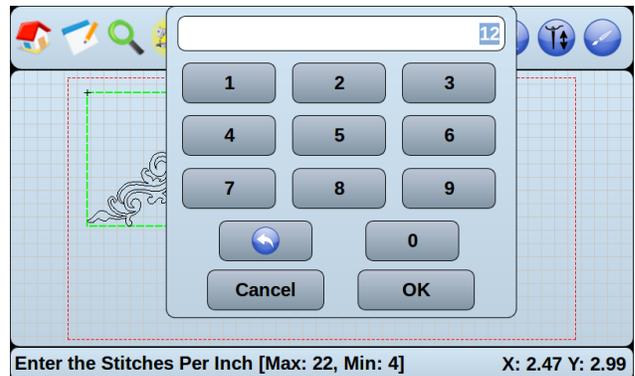
When the Stitch Controller is not highlighted, any trace performed using the green Go button will not stitch during the trace.



## SPI

You may see an SPI, or stitches per inch, icon to the right of the Stitch Controller button. (This setting is not compatible with all machines.)

SPI allows you to adjust the stitches per inch setting of select stitch regulators.



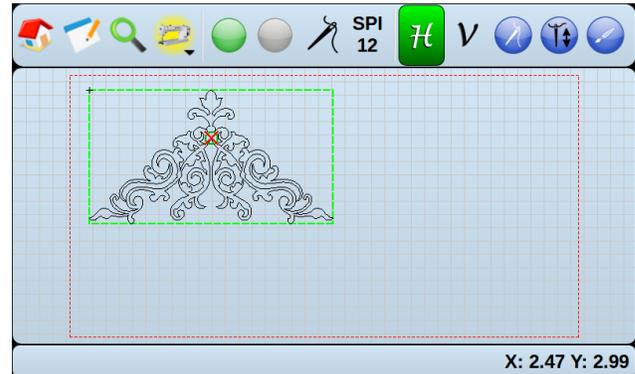
# H, V



Lock horizontal movement; Lock vertical movement

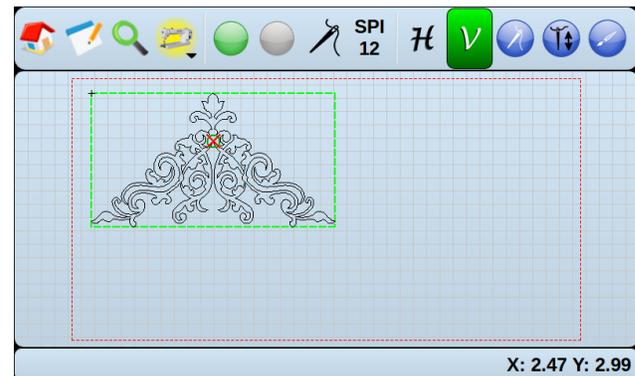
## H

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



## V

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



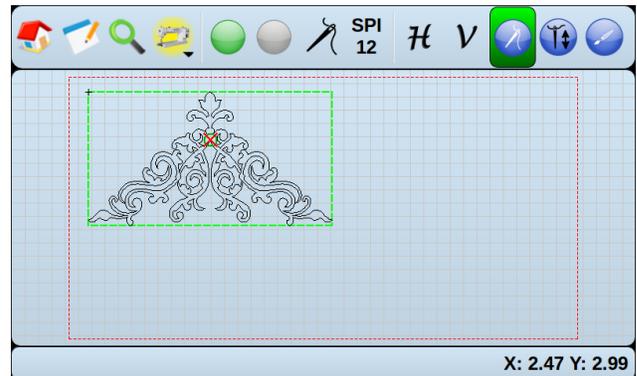
# Stitch Regulator



## Activate Stitch Regulator

### Stitch Regulator

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



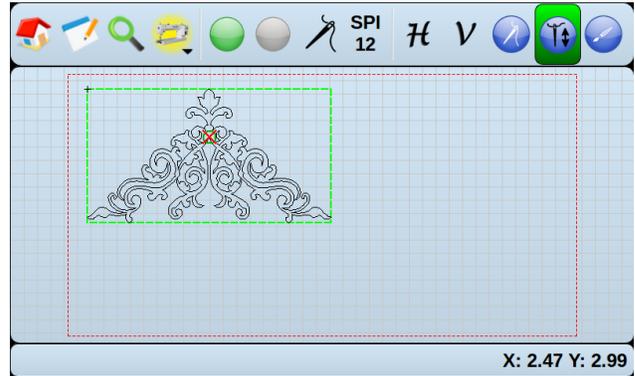
# Needle Up/Down



Toggle needle up or down

## Needle Up/Down

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



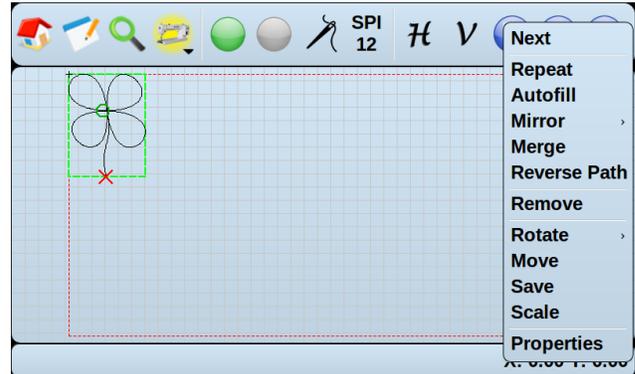
# Edit



## Edit pattern

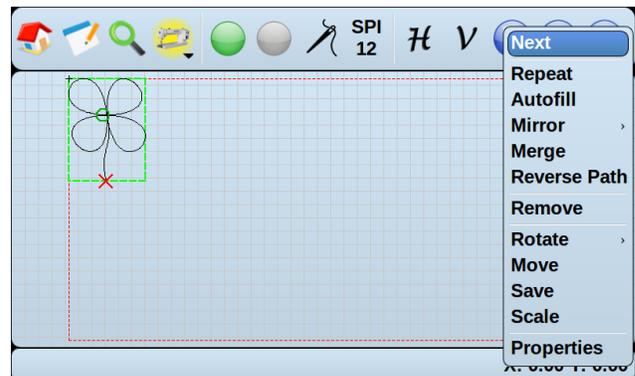
### Edit

Edit allows you to make edits to the currently selected pattern. Edit can only be accessed from the pattern view screen by pressing the Edit button or by pressing on the pattern view screen for about 3 seconds.



### Next

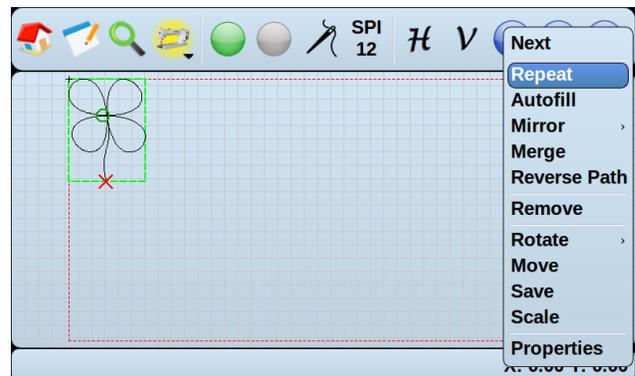
Next will select the next available pattern. The patterns are selected in the order in which they are added to the pattern box.



### Repeat

Repeat allows you to repeat the selected pattern horizontally and vertically.

The repeated patterns are based on the original pattern box base line. If the base line was angled, the pattern will be repeated along the same angle. (For more on base lines, see Add Pattern Box on page 20.)



## *Across and Down*

Across is the number of horizontal repeats. Patterns always repeat to the right of the pattern.

Down is the number of vertical repeats. Patterns always repeat below the pattern.

## *Spacing Across and Spacing Down*

Spacing Across is the amount of space between each horizontally repeated pattern, while Spacing Down is the amount of space between each vertically repeated pattern. (Spacing is measured in inches.)

## **Autofill**

Autofill will automatically attempt to fill the pattern box by repeating the currently selected pattern.

Autofill will repeat across and down as many times as possible without exceeding the borders of the pattern box.

## **Mirror**

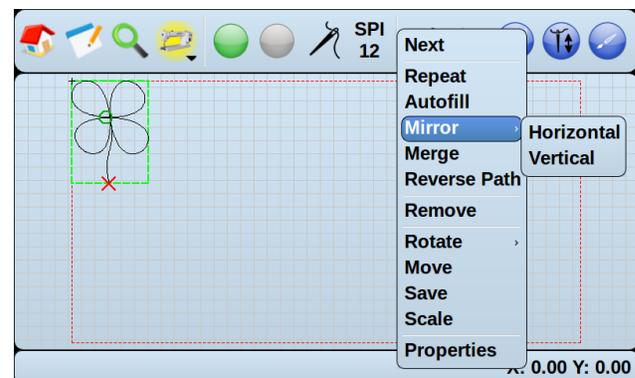
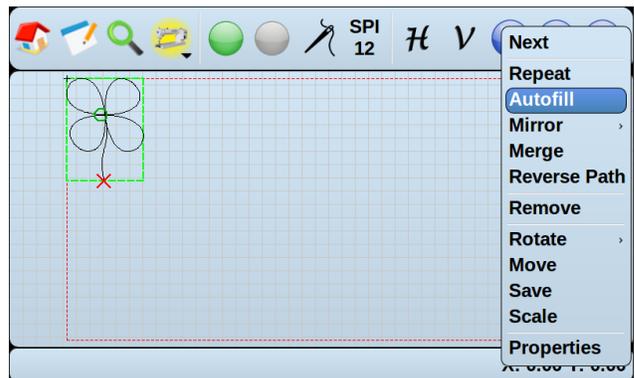
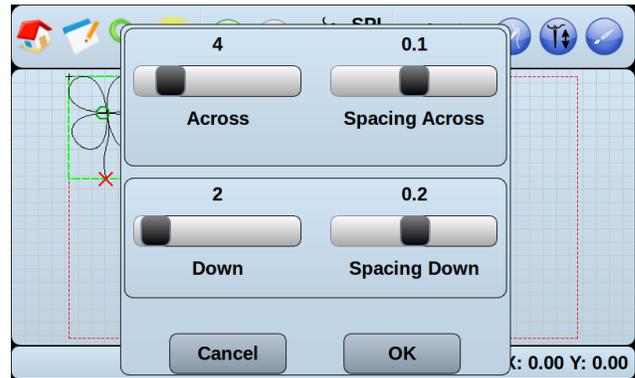
Mirror allows you to flip the selected pattern.

### *Horizontal*

Horizontal mirrors the pattern along a horizontal axis.

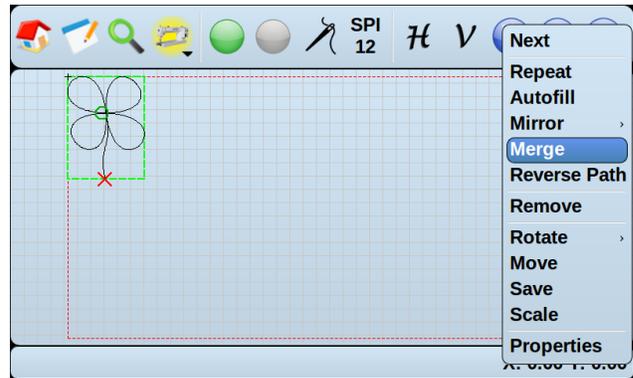
### *Vertical*

Vertical mirrors the pattern along a vertical axis.



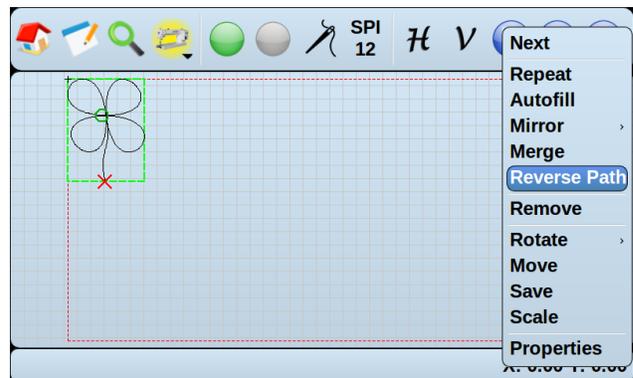
## Merge

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



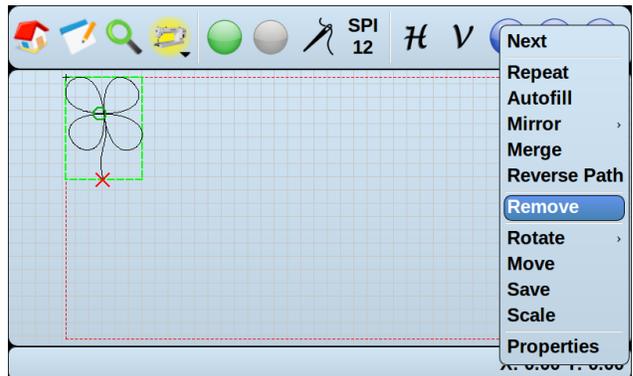
## Reverse Path

Reverse Path allows you to swap the start and end points of the currently selected pattern.



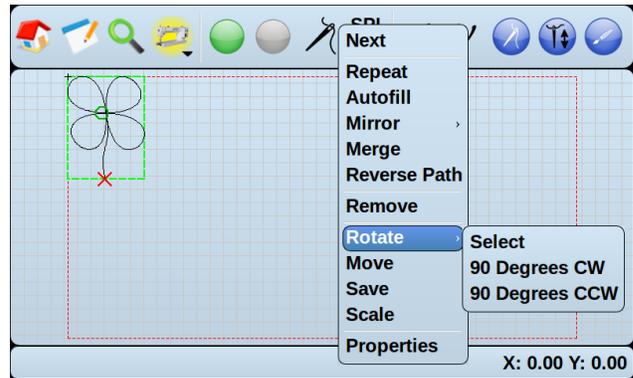
## Remove

Remove will remove the selected pattern from the current pattern box.



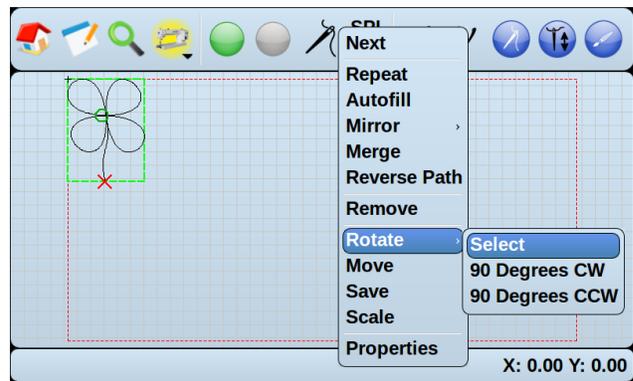
## Rotate

Rotate allows you to rotate the currently selected pattern.

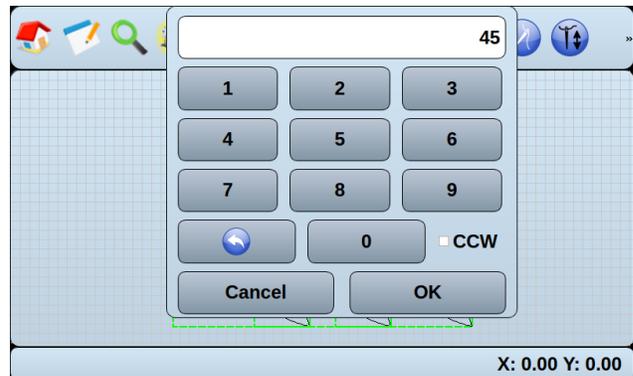


## Select

Select allows you to manually select how many degrees you would like the pattern to rotate clockwise.



To rotate counter clockwise, select the CCW checkbox.



## 90 Degrees CW

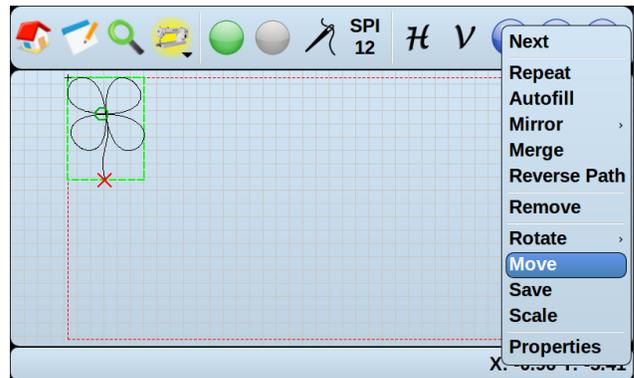
90 Degrees CW rotates the currently selected pattern 90° clockwise.

## 90 Degrees CCW

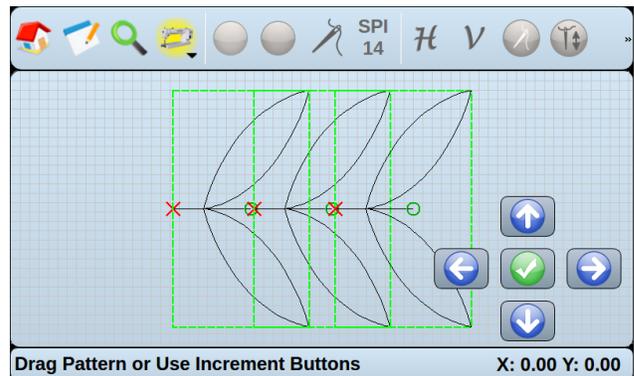
90 Degrees CCW rotates the currently selected pattern 90° counter clockwise.

## Move

Move allows you to move the currently selected pattern.

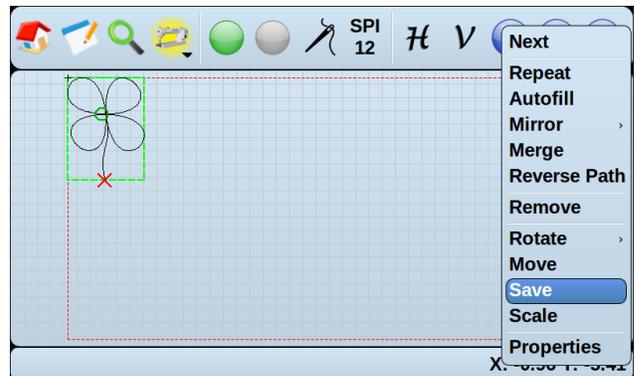


You can use the on-screen directional arrows or tap and drag the pattern into place. To exit the move dialog, press the green checkmark.



## Save

Save allows you to save the currently selected pattern, and any changes you may have made, under a new name. The pattern is saved below the folders of the pattern select screen. (for more on pattern screen, see Add Pattern on page 6.)



## Scale

Scale allows you to scale the currently selected pattern.

The scale screen has Horizontal and Vertical scroll bars and plus and minus buttons. It also has a green Lock button,

a Cancel Button, an OK button, and Smart Scale button.

### *Scroll Bars*

Scroll Bars are used to scale the pattern vertically and horizontally. To scale the pattern, tap and drag on the slider or tap on the scrollbar.

### *Lock Button*

When highlighted green, the Lock Button will constrain the proportions of the pattern as you scale, preventing the pattern from distorting.

Tap the lock button to disable constrain proportions.

### *Cancel*

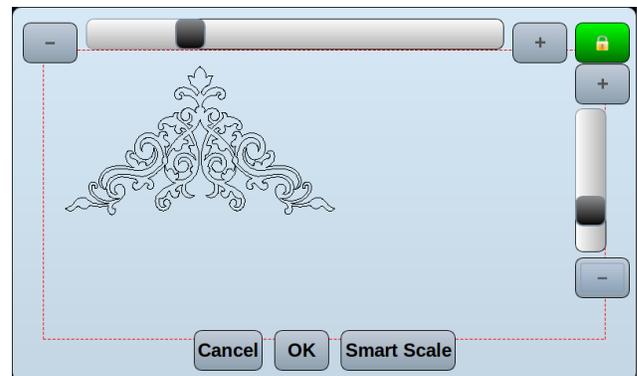
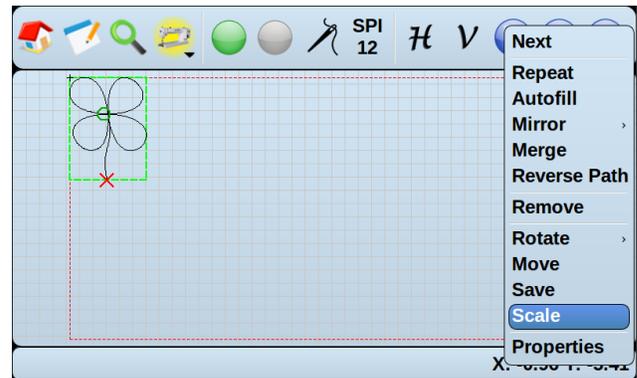
Cancel will return you to the previous screen with no changes to the scale of the pattern.

### *OK*

OK will rescale the pattern with any changes you have made and return you to the pattern view screen.

### *Smart Scale*

Smart Scale will attempt to scale the pattern to fill as much of the pattern box as possible with the currently selected pattern.



If you cannot see the smart scale option, either you have created a star-shaped (concave) pattern box, or your pattern box may not have been properly created. (For more on pattern boxes, see pattern box on page 20.)

## Properties

Properties allows you to reposition the start point of the currently selected pattern. It also provides the dimensions of the currently selected pattern, and the position of the needle over the quilt area.

### Local X

Local X shows the location of the start point of the currently selected pattern in relation to the home location of the pattern box.

You can adjust the Local X by pressing on the number field and inputting the desired coordinate.

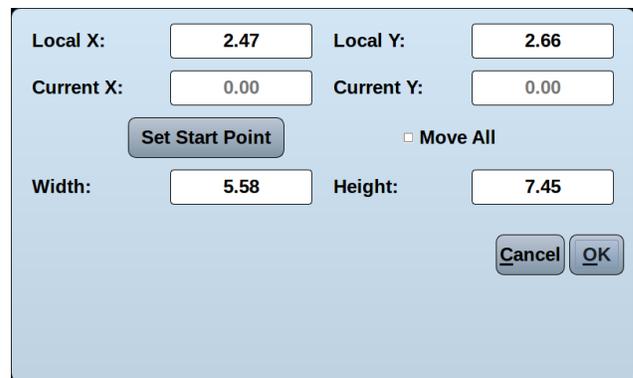
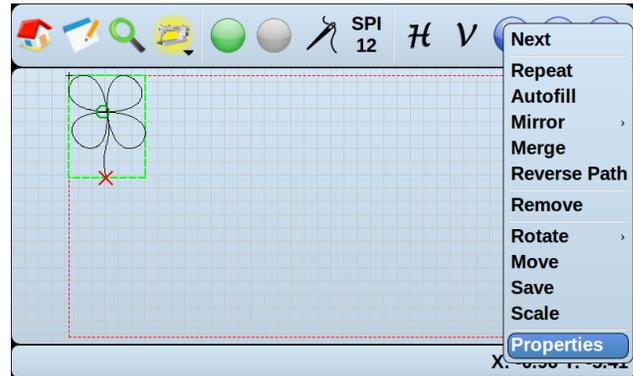
### Local Y

Local Y shows the location of the start point of the currently selected pattern in relation to the home location of the pattern box.

You can adjust the Local Y by pressing on the number field and inputting the desired coordinate.

### Current X

Current X displays the current X coordinate of the needle position in relation to the quilt area home position.



## *Current Y*

Current Y displays the current Y coordinate of the needle position in relation to the quilt area home position.

## *Move Start Point*

Move Start Point will reposition the currently selected pattern so that the start point begins at the current position of the needle, or the Current X and Current Y.

## *Move All*

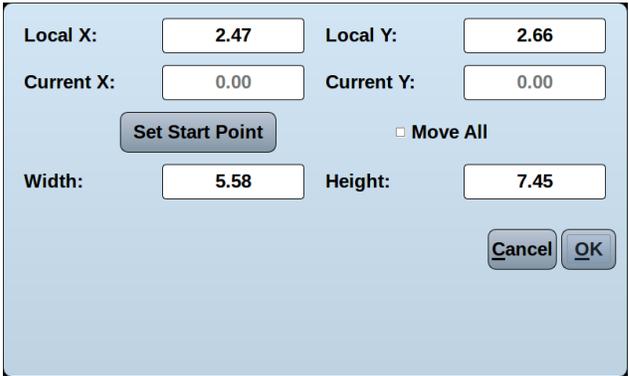
If Move All is checked, when the currently selected pattern is moved using Move Start Point, all other patterns in the pattern box will move with the pattern to maintain their relative spacing.

## *Width*

Width indicates the width, in inches, of the currently selected pattern. (To change the units of measurement, see Metric Units on page 19.)

## *Height*

Height indicates the height, in inches, of the currently selected pattern. (To change the units of measurement, see Metric Units on page 19.)



The image shows a software dialog box with a light blue background. It contains several input fields and buttons. The fields are arranged in a grid-like fashion. At the top, there are four input fields: 'Local X:' with the value '2.47', 'Local Y:' with '2.66', 'Current X:' with '0.00', and 'Current Y:' with '0.00'. Below these is a 'Set Start Point' button and a checkbox labeled 'Move All'. At the bottom, there are two more input fields: 'Width:' with '5.58' and 'Height:' with '7.45'. In the bottom right corner, there are two buttons: 'Cancel' and 'OK'.

Local X:	2.47	Local Y:	2.66
Current X:	0.00	Current Y:	0.00
<input type="button" value="Set Start Point"/>		<input type="checkbox"/> Move All	
Width:	5.58	Height:	7.45
		<input type="button" value="Cancel"/> <input type="button" value="OK"/>	

# Definitions

- Base Line** The first line drawn when creating a Pattern Box, the Base Line is the “floor” with which the bottom of inserted patterns will align.
- Home Location** The top left corner of the Quilt Area or Pattern Box. This is also known as zero/zero or point of origin.
- Layout** A Layout consists of the Quilt Area, Pattern Boxes, and all the patterns seen in the Pattern View.
- Pattern Box** 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.
- Pattern View** 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.
- Quilt Area** 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 has the same dimensions of the first pattern box in a layout.





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