

## Sharon Perry

### Pre-class Exercises in CS6 - ALL concepts are transferable.

These exercises are for you to become familiar with using SAM **before** coming to class. My classes are not about how to use SAM – they are about showing you on SAM how to quilt more effectively and efficiently.

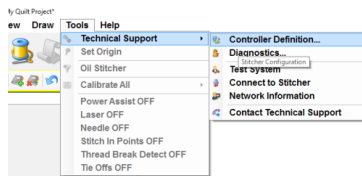
By doing these before class you will be able to spend the most of your time in class learning these skills and techniques – not holding up yourself or others. Thank you so much!

### Install CS6

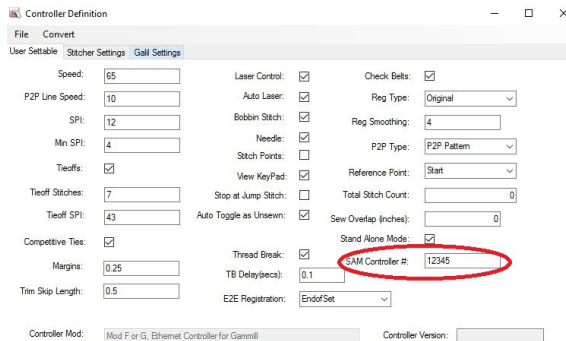
onto the laptop you intend to bring to class

### Changing the SAM Controller #

- to mine!! 17483 (which means you will be able to play with patterns encrypted for use on my machine)

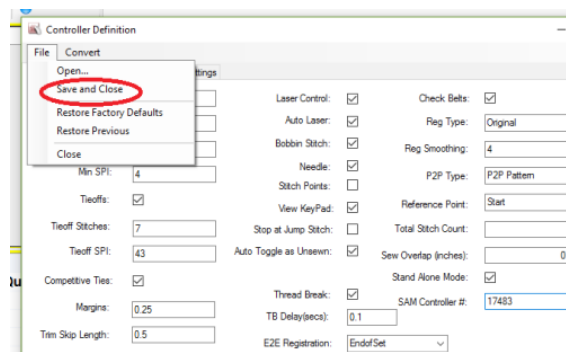


1. Go into Tools/ Technical Support / Controller Definition



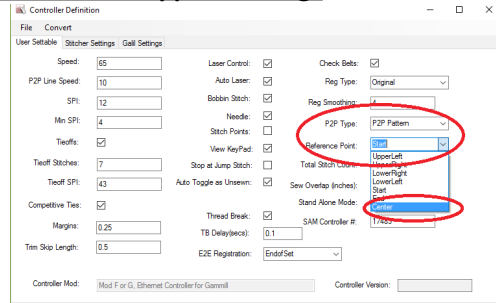
2. If there is already a number in there – you may wish to save this in a safe place.  
- overwrite or insert the number 17483

SAM Controller #: 17483



3. Go up to File and select 'Save and Close'.

### Other Technical Support Settings



While in the Controller Definition area:

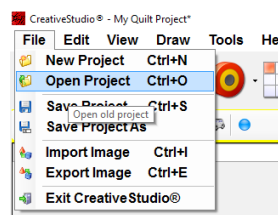
- set the 'P2P Type' to 'P2P Pattern'
- set the Reference Point to 'Center'

Go up to File and select 'Save and Close' and these settings will now be your default ones.

### USB / Flash / Jump Drive

- download a copy of the zipped file titled 'Pre-class Exercises'
- unzip and save it onto a flash (USB) drive.
- take the flash drive and put into laptop which has CS6 installed.

### Opening a Project

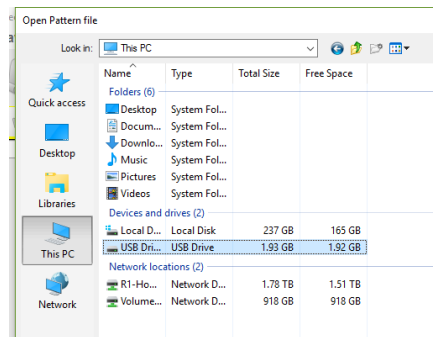


this is different from

- starting a New Project or
- adding a pattern.

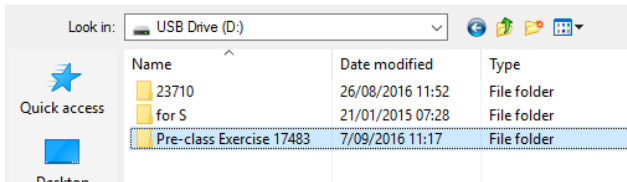
It is finding a project which has been previously saved.

Go to File / Open Project

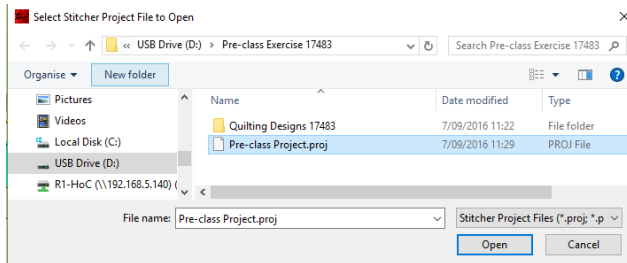


Navigate your way to the drive you have save the file on - the left shows what it looked like on my computer.

Open Pattern file

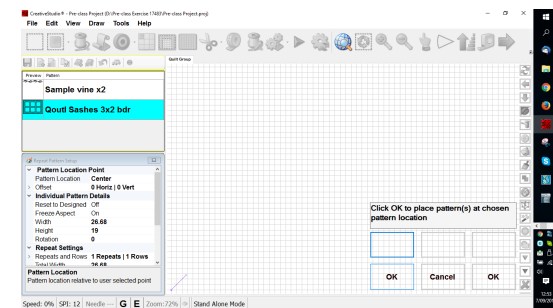


Then navigate your way to the folder in that drive - and open the appropriate project file (there is only one in this folder and when open your screen should look like below)



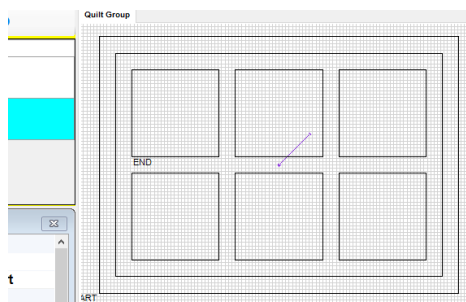
### Repeat Pattern Function – placing 1 repeat

Select the Quilt Outline pattern and then the Repeat Pattern function.



Click 'OK'.

The 'quilt' is now on your screen and you can play!



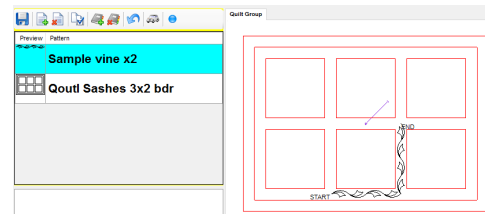
### View Grid

Become familiar with the options available to you in this area.

- it is often better to have the grid turned off. It reduces the distraction to the work you are doing
- the size of the grid can be greatly adjusted –

depending on what you want to use it for.  
For the moment – turn it off

### Toggle Sewn or Convert Pattern to Boundary



Play with both and take your pick.

Doing either with the Quilt Outline reduces confusion to the eye when we are playing with patterns

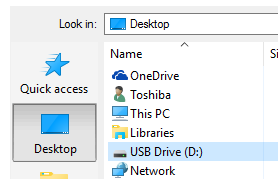
- just for fun, select the Sample vine x2, and using the p2p function check that you can register it on the screen.

### Adding a Pattern

Select the add pattern icon



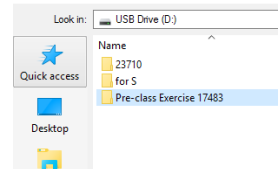
Open Pattern file



If not already there, navigate your way to the Quilting Designs 17483 folder and open.

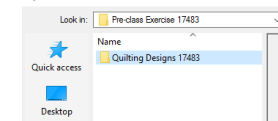
Select the Apple leaf swirl x2.pat

Open Pattern file

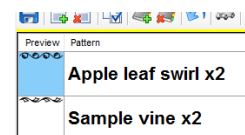
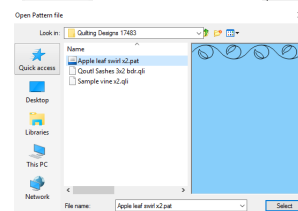


you will notice it is a .pat fil (not .qli) and it has a blue background in the pattern selection and pattern preview panes. This indicates it is encrypted.

Open Pattern file



If you save your project with one of these files present – the whole project becomes encrypted and is a .projx file



**please:** bring your laptop to class with the number 17483 as the SAM controller #.

I will be teaching using CS6 – ensure that you have left that on your laptop. **ALL** concepts are transferable.