

NECCHI

Creator Express User Manual



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1. Introduction to the Necchi Creator Express

1.1 Support

- Thank you for choosing a Necchi Creator Express digital die cutter. Before using a blade in your new cutter, we urge you to practice with the included **Pen**, making sure you understand where shapes will cut.
- If you run into difficulties with the operation of your Necchi Creator Express, turn off the power and look for a solution in this manual. Note that *Appendix A* is a **Troubleshooting** section. If you continue to have technical questions or issues, please contact your dealer as soon as possible.
- If anything is missing from your order or you have mechanical issues with your Necchi Creator Express, please contact your dealer as soon as possible.

1.2 Safety and Warnings

Please be aware of the following safety guidelines when working with the Necchi Creator Express:

- **Pinch Points:** Keep hands, long hair, loose clothing, jewelry, etc. away from the moving parts.
- **Risk to Children and Pets:** Please supervise children around the cutter when it is in use.
- **Movement and Touching:** Do not move the Necchi Creator Express itself or touch any circuitry while it is plugged in.
- Retain and use the protective caps for accessory tools, blades, and other sharp items.
- DO NOT attempt to move the blade carriage by hand while the cutter is powered on.
- DO NOT touch or jam the plotter's track while it is operating.
- DO NOT move or shake the cutter while it is operating.
- DO NOT cut any materials that have staples or other embellishments attached.
- DO NOT touch the cutter with a magnet. It is safe, however, to cut magnetic materials, such as those used for refrigerator magnets.
- DO NOT allow any liquids to spill or small items to fall into the cutter.
- Place the Necchi Creator Express on a sturdy and stable table, desk, or trolley.
- Always turn off the Necchi Creator Express when not in use. Leaving the cutter turned on for extended periods of time can possibly damage the machine.
- Always turn off the Necchi Creator Express before unplugging or removing the power cable from the wall outlet or power strip.
- Unplug the Necchi Creator Express from a wall outlet or power strip during an electrical storm or when the cutter will not be used for an extended period of time.
- Transporting: When transporting the cutter, remove the **Basic Blade** or any accessories. Cover all blades with their respective caps.

1.3 Warranty

- ***IMPORTANT!*** If your Necchi Creator Express is damaged during shipment or appears to be defective, your dealer should be notified as soon as possible.
- For additional information regarding your warranty, please refer to your Necchi Creator Express dealer.
- It is recommended that you **retain the original box with packing materials** in case you ever need to ship your Necchi Creator Express.

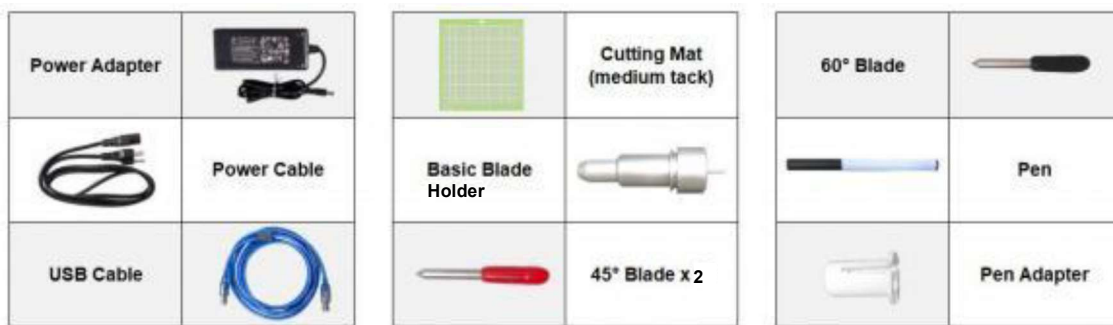
1.4 Unpacking

- Verify that you have received all contents. There is a checklist in *Section 1.5*. Please notify your Necchi Creator Express supplier immediately if anything is missing.
- Remove all packaging before turning on the Necchi Creator Express.
- Because the cutting mat must be rolled a bit to fit into the box, it may have become slightly rounded during shipping. Gently and only partially roll the mat in the opposite direction to remove the roundness and place on a flat table. Refer to *Section 1.7* for additional instructions on preparing the mat for use.
- Use the enclosed Pen as you experiment and become familiar with operating the Necchi Creator Express. Place scrap paper on the mat and simply draw shapes rather than cut them. This will prevent possible damage to the blade, mat, and cutting strip as you learn where shapes will cut and the basic operating procedures.

1.5 Contents

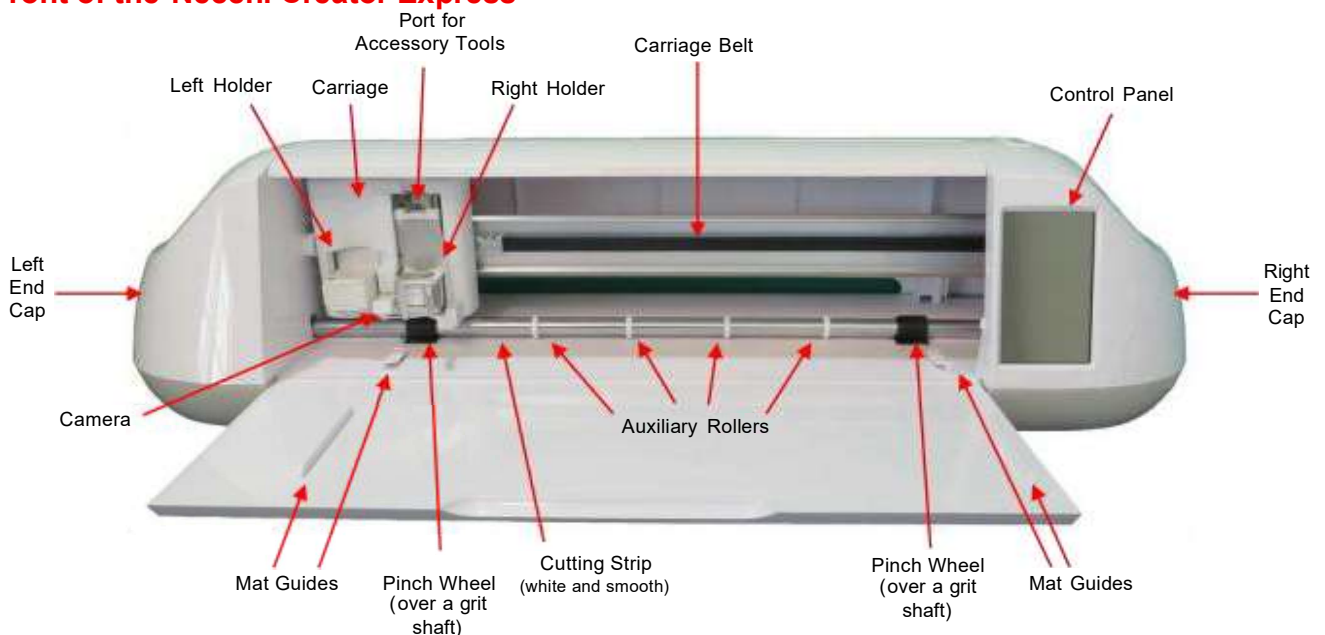
- Besides the Necchi Creator Express cutter, your box should also contain the following items:

Included with the Creator Express



1.6 Parts of the Necchi Creator Express

Front of the Necchi Creator Express



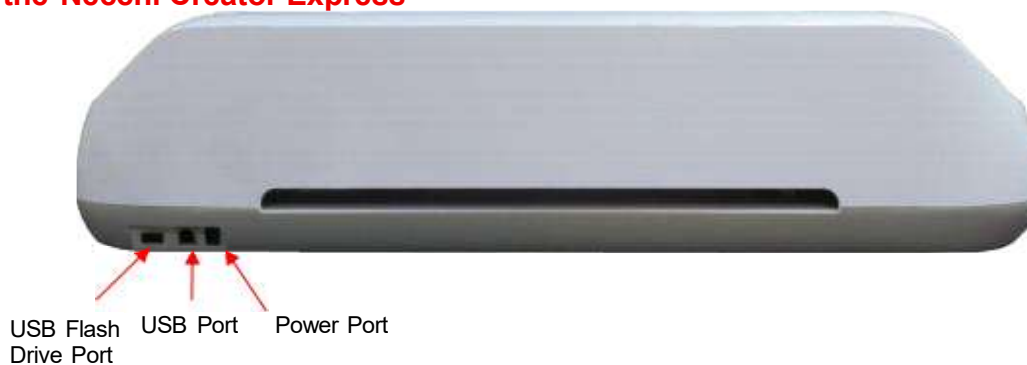
- Carriage: moves the **Basic Blade** or other tools left and right during the cut
- Left Holder: for drawing with the included **Pen**
- Right Holder: holds the **Basic Blade** and other accessories
- Camera: takes photos of reg marks and used for setting a precise origin
- Control Panel: change settings, set up Wi-Fi, operate camera, cut PRO files, and more
- Cutting Strip: protects a blade when cutting backed materials without using a cutting mat
- Auxiliary Rollers: keep the material pressed down during cutting
- Port for Accessory Tools: for mounting certain accessory tools requiring power
- Mat Guides: for loading the cutting mat and keeping aligned with the cutter
- Pinch Wheels: grip the mat or material so that the grit shafts beneath can feed the mat or material in and out during cutting

Top of the Necchi Creator Express



- Tablet Mount: for holding your tablet or phone
- Top Cover: lift open for easier loading of the **Pen, Basic Blade** and other tools
- Load/Unload Button –insert or remove the cutting mat

Back of the Necchi Creator Express



- USB Thumb Drive Port: use to load PRO files via control panel for cutting
- USB Port: optionally connect your computer to the Creator Express with the included USB cable
- Power Port: connect the included power adapter

1.7 Accessories

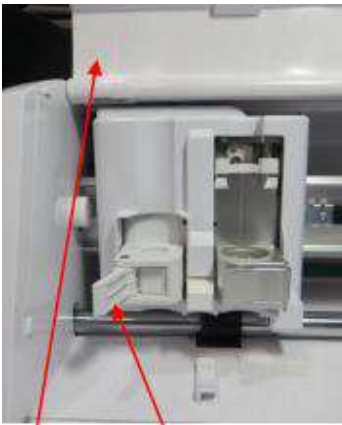
Pen & Adapter



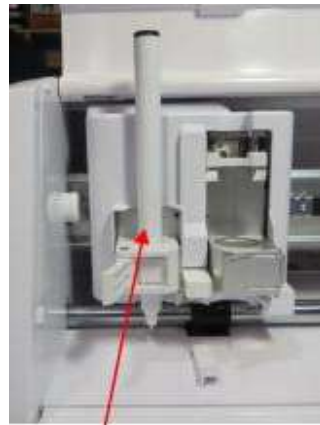
Adapter is only required when using **Pen** in the **Right Holder**

- Do not lose the **Pen** as it serves a number of useful functions:
 - ◇ Calibrating the camera for print & cut projects (**Adapter** required for right-side calibration)
 - ◇ Calibrating the scale of the cutter, if ever needed
 - ◇ Troubleshooting cutting-versus-file issues
 - ◇ Drawing for fun ●
- To install the **Pen** into the Necchi Creator Express, open the lid, move the lock to the left, insert the **Pen** until it drops into place, and move the lock to the right to secure the **Pen**:

Installing the Pen



Lift up the cover
Open to the left



Remove pen cap and lower into the **Left Holder**

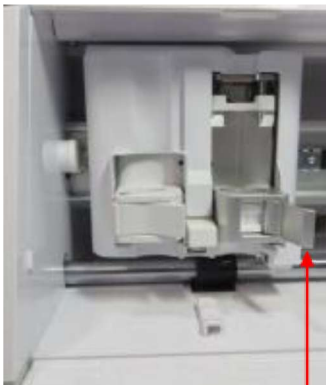


Close and snap to the right

Basic Blade and Accessory Tools

- The Necchi Creator Express' **Basic Blade** comes with a 45° blade preinstalled. To mount the **Basic Blade** into the Necchi Creator Express, move the lock to the right, insert the **Basic Blade** until it drops into place, move the lock to the left to secure:

Installing the Basic Blade



Open to the right



Lower the **Basic Blade** into the **Right Holder**



Close and snap to the left

- For instructions on installing accessory tools (**Rotary Blade, Knife Blade, Engraver, Creaser**), please refer to *Section 5.1*.

Blades

- There are two kinds of blades that fit inside a Necchi Creator Express **Basic Blade**:
 - ◊ The 45° **red** capped blade is suited for cutting thinner materials such as paper, all cardstock types, heat transfer vinyl, and wall/auto/decal vinyl.
 - ◊ The 60° **black** capped blade is a longer blade and is well-suited for cutting thicker materials, such as gum paste, craft plastic, EVA foam, and rhinestone template material.
- The blades should be *carefully* handled when inserting or removing as it is important to protect your finger from being cut and to protect the fragile blade.
- **Removing:** To remove a blade, press and hold the button on the top of the **Basic Blade** and the blade will be partially pushed out. You should then be able to grasp the blade and remove it.

Removing a Blade from the Holder



- **Installing:** To install a blade, remove the rubber cap and insert the non-sharp end of the blade into the hole at the bottom of the **Basic Blade**. A magnet inside the **Basic Blade** should then grab the blade and fully install it. Note that a few mm of the blade will then be exposed:

Inserting a Blade into the Holder



Cutting Mat

Loading the cutting mat: Refer to *Section 2.3 Test Drawing*.

Tips on Using the Cutting Mat

- Always use a mat to hold the material to be cut unless the material has its own protective backing. For example, vinyl and iron-on transfer both come with a layer that you do not cut. This backing layer serves as the carrier for cutting. Paper and cardstock do not have a backing layer, thus they must be cut on the mat.
- The Necchi Creator Express' included mat has a medium level of tackiness and should work with vinyl and cardstock. You can also purchase light tack mats (for thinner paper products) and strong tack mats (for thicker or plastic materials).
- ***IMPORTANT!*** A new mat may be too sticky if you are cutting certain materials. This can cause difficulty in removing cut items without tearing. Place a clean bath towel over the surface of the mat and press with a brayer or rolling pin. Then pull up. Test the stickiness by pressing the palm of your hand in the middle of the mat and lifting. If the mat remains stuck to your hand, repeat until the mat can still be lifted but will release after a second or two. It should only take a few pressings to greatly reduce the stickiness, as tiny (too small to be visible) fibers from the towel are added to the surface.

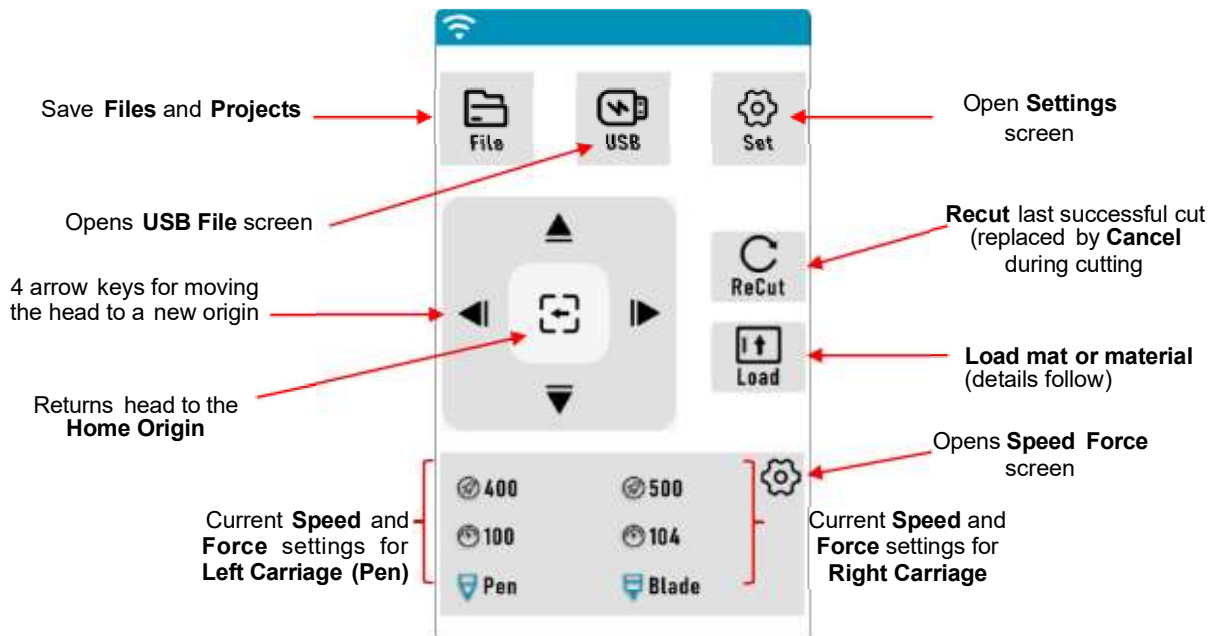
Cleaning and Replenishing the Cutting Mat

- When a mat begin loses its stickiness, it can be cleaned with non-alcohol baby wipes. It can also be washed with warm water, a mild dishwashing detergent and a *soft* brush. Rinse well and allow to air dry.

1.8 Control Panel

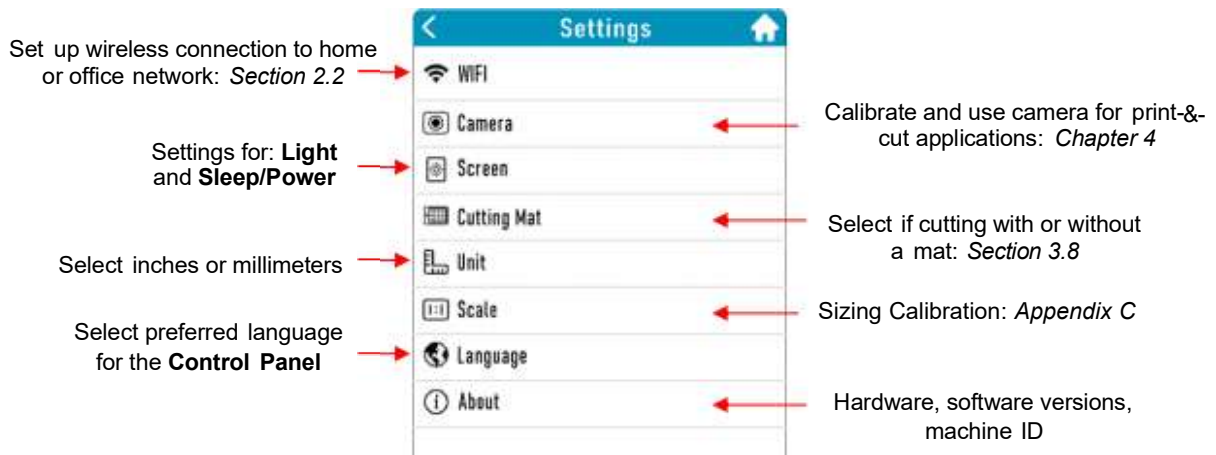
- When you first power on the Necchi Creator Express, the following **Home Screen** will be displayed after several seconds:

Control Panel – Home Screen



- The functions of the buttons on this control panel are:
 - ◇ **File:** Opens the **Offline File** window where files and projects can be saved for faster access.
 - ◇ **USB:** Opens the **USB File** window allowing access to files on a USB thumb drive plugged into the Necchi Creator Express' USB Flash Drive port. Files must be saved in .pro format from *Necchi Create* to appear in the menu (refer to *Appendix B*).
 - ◇ **Set:** Opens a menu of additional functions (See the following **Settings** subsection for details).
 - ◇ **ReCut:** Recuts the last completed job.
 - ◇ **Load/Eject:** Loads or ejects the cutting mat, while Necchi Creator Express is stationary. While cutting, this icon will change to **Pause**. If a pause is executed so that changes can be made, the icon changes to **Run** which is then pressed to resume cutting.

Control Panel – Settings Screen



1.9 Maintenance

Necchi Creator Express machines do not require any kind of lubrication or routine checks. However, here are a few things to keep in mind for successful operation of your cutter:

- Keep the Necchi Creator Express clean:
 - ◇ To clean the pinch wheels, use a lint-free cloth and an adhesive remover such as isopropyl alcohol or Un-Du to clean the pinch wheels thoroughly.
 - ◇ If you notice anything stuck to the grit shafts beneath the pinch wheels, use tweezers to carefully remove. You can also dab some adhesive remover onto a lint-free cloth and then carefully use the damp cloth to clean the shafts.
 - ◇ Keep the cutting mat clean and sticky. Refer to *Section 1.7*. Make sure the underside of the mat is also kept clean so that the grit shaft
 - ◇ Check your Basic Blade, as needed. If suddenly you cannot get a clean cut, check the **Basic Blade** for any tiny slivers of material that may have been caught up by the blade and fed up inside the **Basic Blade**.
- If you cut vinyl or other backed materials regularly, you may need to replace the cutting strip at some point. You will be able to tell based on seeing deep cuts in the strip and an inconsistency in the cutting. Contact your dealer for information on obtaining a replacement.

2. Necchi Create Setup and Testing the Necchi Creator Express

2.1 Installing and Registering Necchi Create

(1) Download *Necchi Create* according to the device you'll be using:

- On a PC, a Mac or an Android device, go to:

<https://ccapi.btv.srl.com/qrc/CREATEDL>

- On an iOS device, go to *the Apps Store* and search for *DIY Studio*.



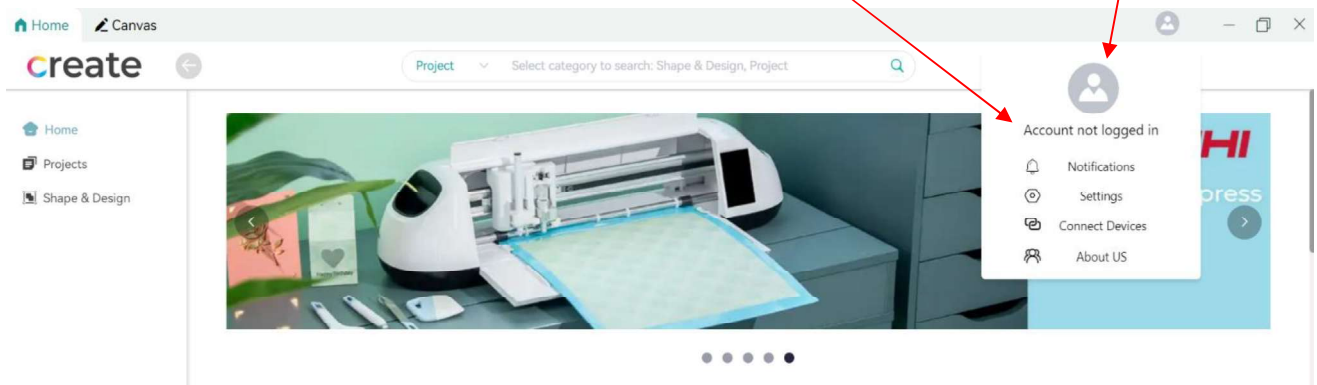
(2) Follow screen instructions to install the software.

(3) Launch *Necchi Create*. In the opening window, click the **Profile** icon and then select **Account not logged in**:

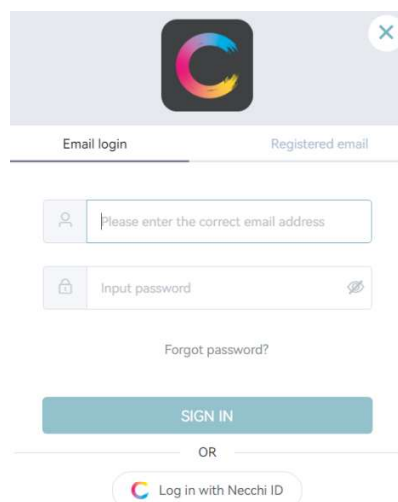
Registering Necchi Create

2. Click **Account not logged in**

1. Click **Profile icon**



(4) In the new window, click on **Registered Email** and enter information:



Click **Registered email**

(5) In the following form, start by entering **ONLY** your email address. Important to be accurate as a confirmation email will be sent to you. Make sure you have your email program open. Click on **Obtain email verification code** and a one-minute countdown will begin. Go to your email program to find a new email. If you don't see one arrive promptly, be sure to check other possible folders, such as *Spam*. Copy and paste the code from the email into the **Verification Code** field:

The screenshot shows a registration form with two tabs: "Email login" and "Registered email". The form contains three input fields: "Your Nickname", "Please enter the correct email address", and "Verification Code". A button labeled "Obtain email verification code" is located to the right of the "Verification Code" field. Red arrows point from the following instructions to the corresponding fields:

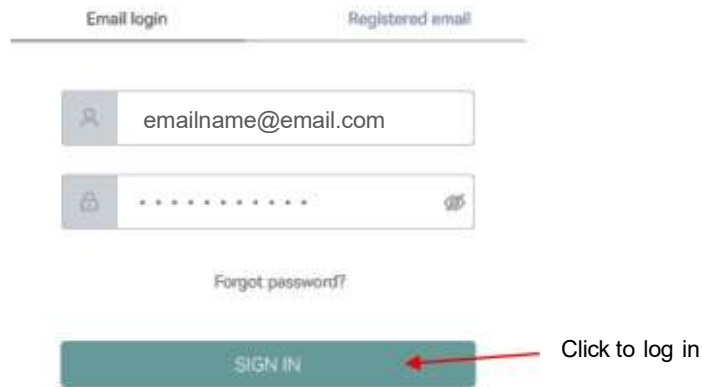
- 1. Enter your email → points to the "Please enter the correct email address" field.
- 2. Click to have code sent to that email address → points to the "Obtain email verification code" button.

(6) Go to your email program to find a new email. If you don't see one arrive promptly, be sure to check other possible folders, such as *Spam*. Copy and paste the code from the email into the **Verification Code** field. Complete the other fields and take note of the **Password** you'll be using for future sign-ins:

The screenshot shows the registration form with the following fields filled out: "Email login" tab is selected; "Please enter the correct email address" contains "l@emailname@email.com"; "Verification Code" contains "555555"; "Your Nickname" contains "AbCd123456!"; "Your Username" contains "Sandy"; "Device Number" contains "XXXXXXXXXXXXXXXX" with a "0/25" character count; and a checkbox is checked next to the text "By registering, you agree to our terms of service and privacy policy". A "Register" button is at the bottom. Red arrows point from the following instructions to the corresponding fields:

- 1. Enter code from email → points to the "Verification Code" field.
- 2. Enter a password (a popup will indicate requirements) → points to the "Your Nickname" field.
- 3. Enter a single word user name (no spaces) → points to the "Your Username" field.
- 4. Enter **Device** number from the bottom of your Creator Express. → points to the "Device Number" field.
- 5. Mark this box → points to the checked checkbox.
- 6. Click here to **Register** → points to the "Register" button.

(7) After registering, you will be asked to log in



2.2 Connecting the Creator Express to Your Computer

- **Powering On:**
 - ◇ Connect the power cord to the power adaptor. Plug the power cord into a wall outlet or power strip. Then plug the power adaptor into the back of the cutter.
 - ◇ Turn on the power using the power button on the top right of the cutter. After several seconds, the light inside the Creator Express will turn on and the head will do a slight jog.
- **Powering Off:** Press and hold the power button until the light turns off.
- You have three options for sending files and information from your computer to the Creator Express:
 - ◇ **USB** use the included USB cable
 - ◇ **Wi-Fi** – add the Creator Express to your home/office network
 - ◇ **USB Thumb Drive** – Export PRO files from *Necchi Create* onto a USB thumb drive and then load those files into the control panel on the Creator Express. Note the PRO files can also be sent directly from *Necchi Create* to save on the Creator Express.
- Review the information in the following table to understand the differences between these options. Note that implementing any of these options does not preclude you from changing to another one, as needed.

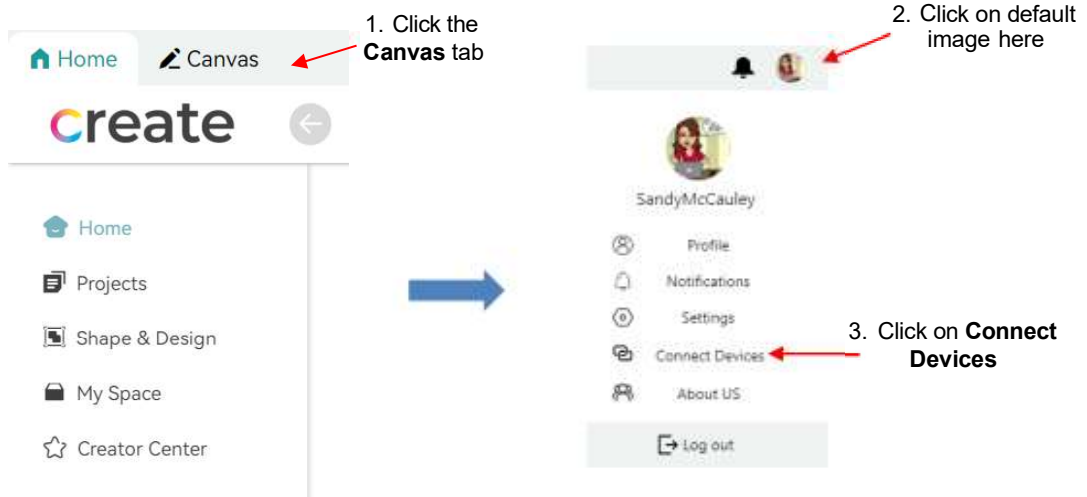
Option	<u>USB cable</u>	<u>Wireless to Network (wifi)</u>	<u>USB thumb drive</u>
Description	Express connects to the computer via USB cable.	Express connects to a home or office network.	Cut files from <i>Necchi Create</i> are saved on Express Control Panel.
Requirements	USB cable (included).	Network router and knowledge of network name and password.	USB thumb drive, although files can be sent directly for saving.
Pros	Easy to install. Reliable and fast form of communication.	Express can be located anywhere within range of the router. Other computers can send cuts to the Express.	Express can be located anywhere if using USB flash drive or if files are presaved on the Express.
Cons	Express is fisically connected to the computer. Cannot be accessed by other computers at the same time.	Requires more steps to setup. Some networks may require setting changes.	More steps due to saving and then loading. Cannot resize projects.

- The following sections present the steps required for both USB and Wi-Fi connections. Using a USB thumb drive or sending files directly for storage are covered in *Appendix B*.

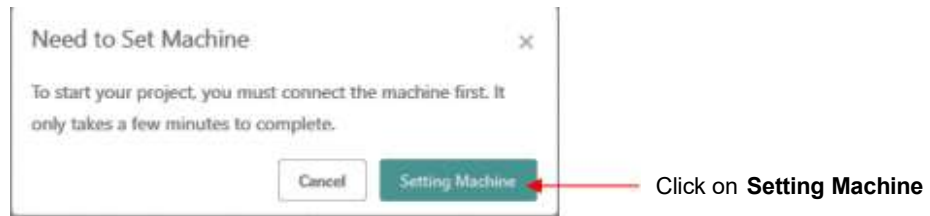
Setting Up the Creator Express within Necchi Create

- Open *Necchi Create*. In the upper left corner, click on the **Canvas** tab to enter the design section of the program. Click whatever avatar is showing to the right of the bell icon:

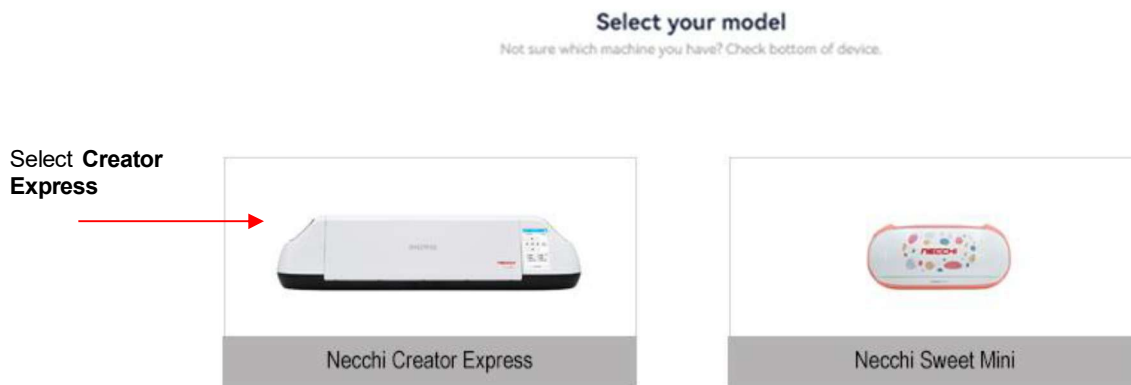
Open Canvas



- This window will appear:



- Click on **Setting Machine** and select **Creator Express** from the options and click on **Next** (at the bottom of the screen):



- If using USB, continue to the next section. If using Wi-Fi, skip to **WIFI Connection**.

USB Connection

1. Select the **USB** tab and follow the steps shown:

USB Option



Select **USB** tab

Connect Devices
Multi-mode connection, unleash creative freedom

Device List Refresh

No connectable devices found

Follow these steps

1. Connect USB cable to device.
2. Connect USB cable to this computer.
3. Close after connection succeeds.



Prepare device
Just a few steps to start your creative journey

1. Insert the USB cable and power cord into the device.
2. Insert the power cord into the socket.
3. Turn on the device power.

Please leave 30 cm of space behind the device

2. Allow your computer time to recognize the USB connection. Click on **Refresh** and the connection should then appear. Click on it to complete the process:



Connect Devices
Multi-mode connection, unleash creative freedom

Click on **Refresh**

Click on the USB connection

Device List Refresh

USB-a7a

- ◇ **NOTE:** Every time you power on your Creator Express, you will see this screen when you first click on **Make It**. Repeat *Step 2* to establish the connection to your cutter.

Wi-Fi Connection

- **Note:** When setting up Wi-Fi, the network you select needs to be the same as the network in use by your computer or tablet running *Necchi Create*.

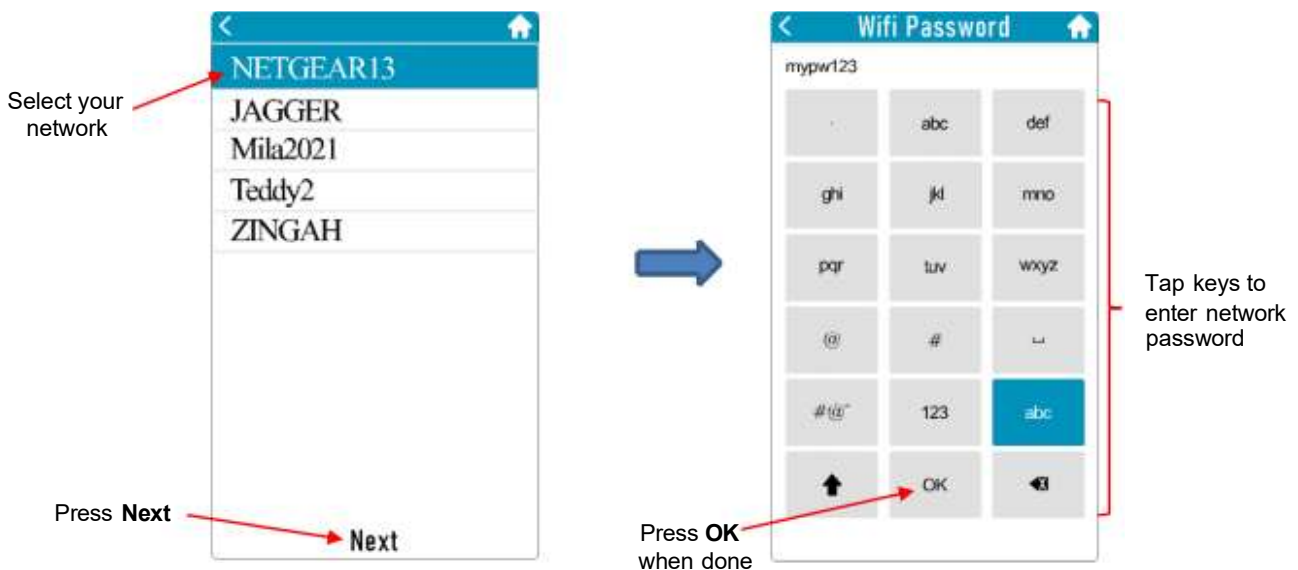
1. On the **Creator Express Control Panel**, go to **Set>WIFI** and click on **Search the network**:

WIFI Setup



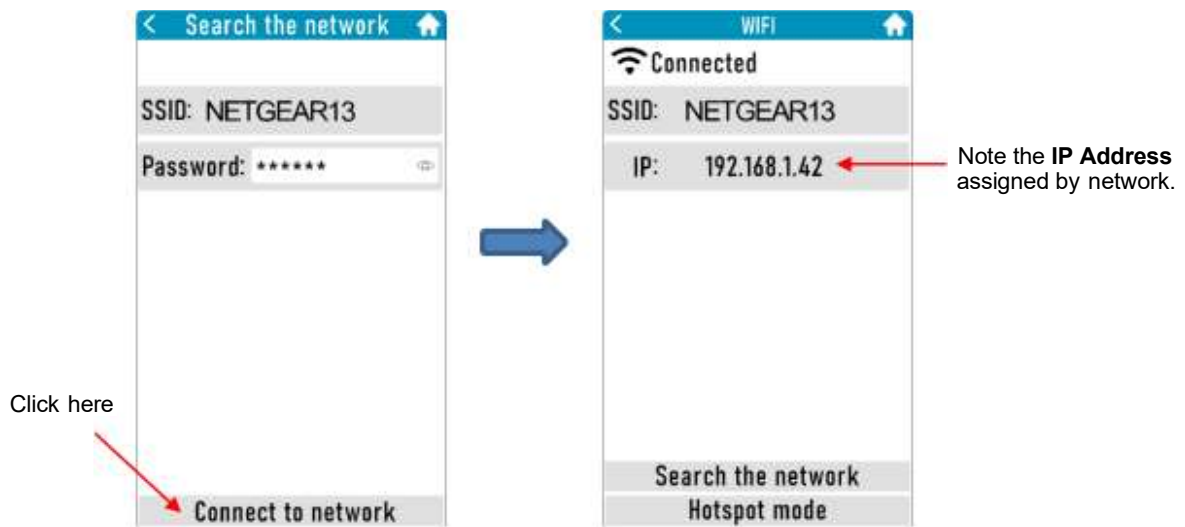
2. A list of available networks appears. Select your **Network**, click on and enter your network password:

Network Setup

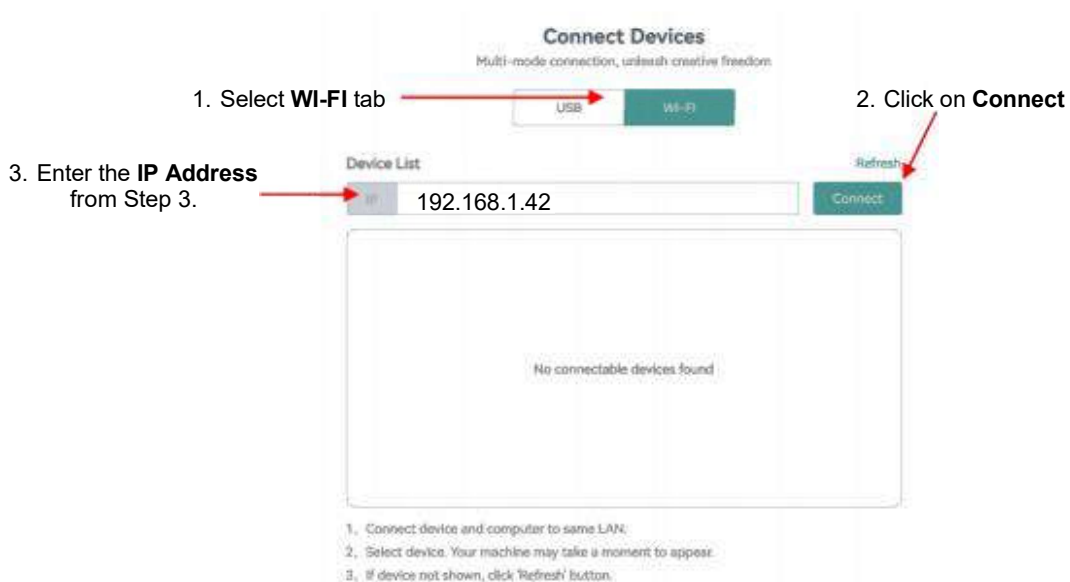


3. The next window will display your **Network** and **Password**. Click on **Connect to network**. If successful the **IP Address** assigned by your router will appear. Note this **IP Address** as you will need it in the next step.

Connect to Network



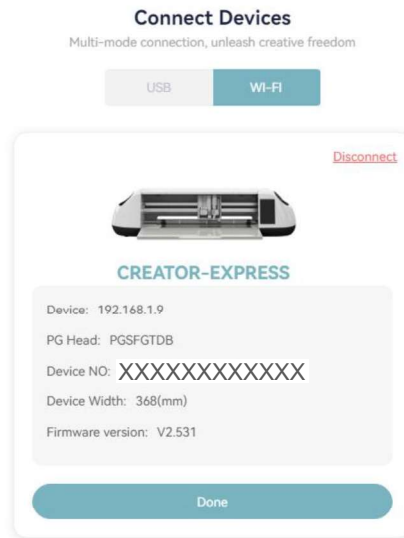
4. In *Necchi Create*, select the **WI-FI** tab, enter the **IP Address** and click on **Connect**:



5. Eventually, the **IP Address** will appear in the lower section. Click it to establish the connection to your Creator Express. Note: this will need to be done any time this window appears, such as when *Necchi Create* has been reopened:



6. A final window will appear showing the **Creator Express**, **IP Address** and other relevant information.

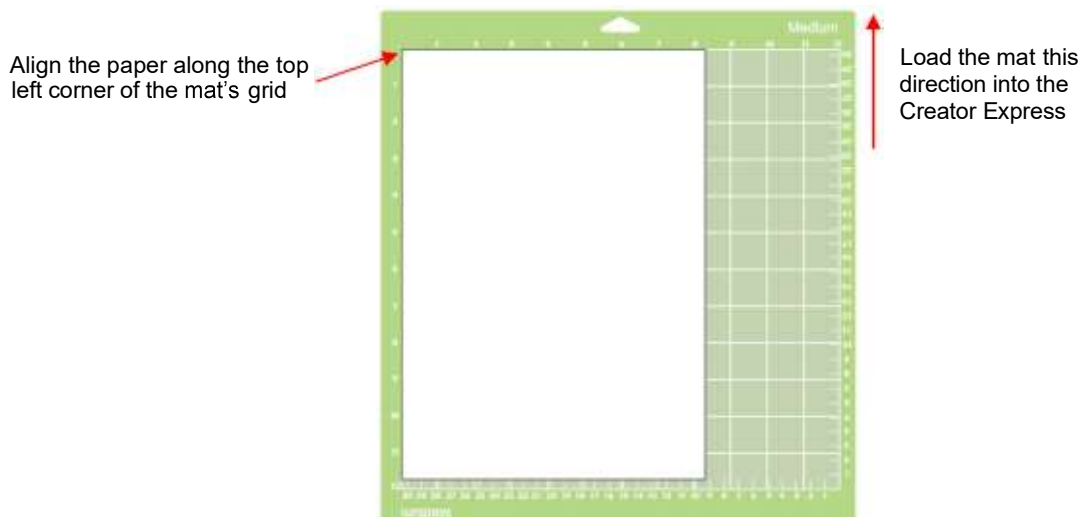


7. Click on **Done** to complete the process.

2.3 Test Drawing

- To test out any new cutter, using the included **Pen** is a great way to get familiar with the processes required before learning the elements of cutting.
- Place a sheet of copy paper (or other inexpensive material) onto the mat, aligning it with the top left corner of the grid:

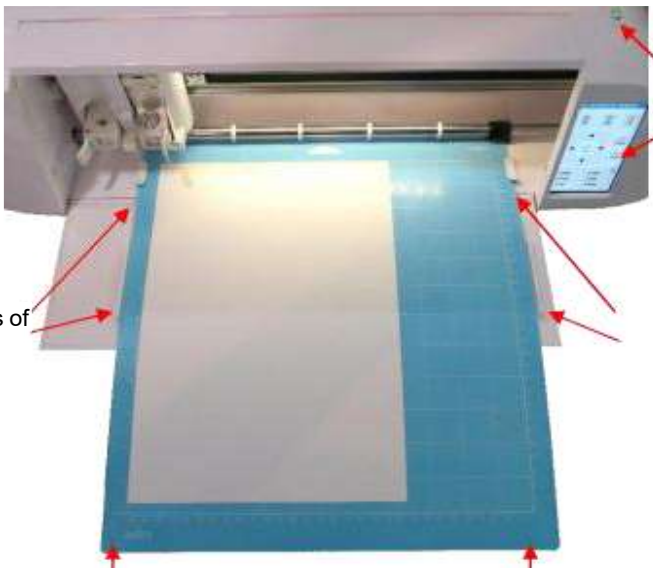
Place Material onto the Mat



- With the Creator Express powered on, slide the mat into the Creator Express making sure the mat is under the mat guides on both sides and the top of the mat is snugly pressed against the two outer pinch wheels. Press the **Load** icon on the **Control**

Panel and the pinch wheels will then roll the mat into the cutter and will feed the mat all the way back and then all the way forward again to make sure the mat is aligned for cutting:

Load the Mat



1. Slide mat under both sets of mat guides on either side

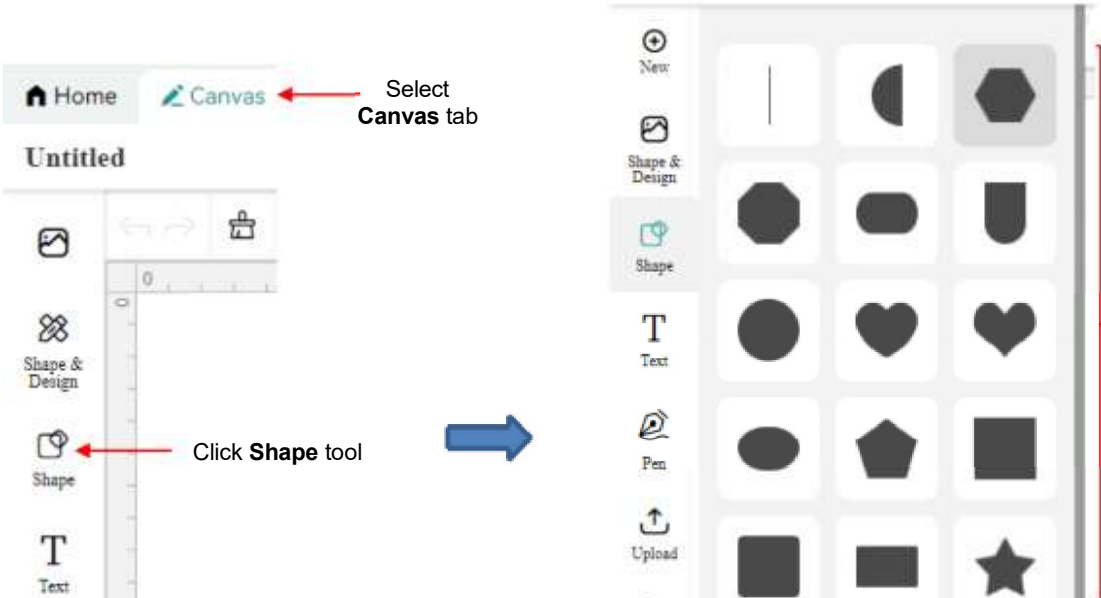
2. Before loading, slide the mat so that the top edge is snug against the outer pinch wheels

3. Press **Load** at the top of the Creator Express or on the **Control Panel**. Also see comment below.

Note: The mat can also be loaded from within *Necchi Create* and will be shown in a later screenshot.

- Install the **Pen** into the **Left Holder** as shown in *Section 1.7*.
- In *Necchi Create*, select the **Canvas** tab at the top of the screen and select any shape from the **Shape** tool on the left- side **Tool Panel**:

Add a Shape to the Canvas



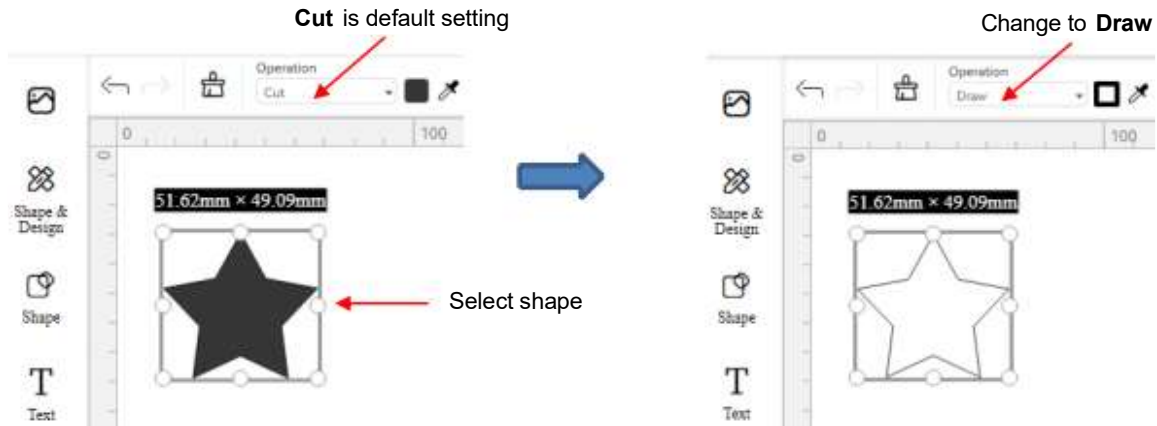
Select **Canvas** tab

Click **Shape** tool

Click any shape to add it to the **Canvas**

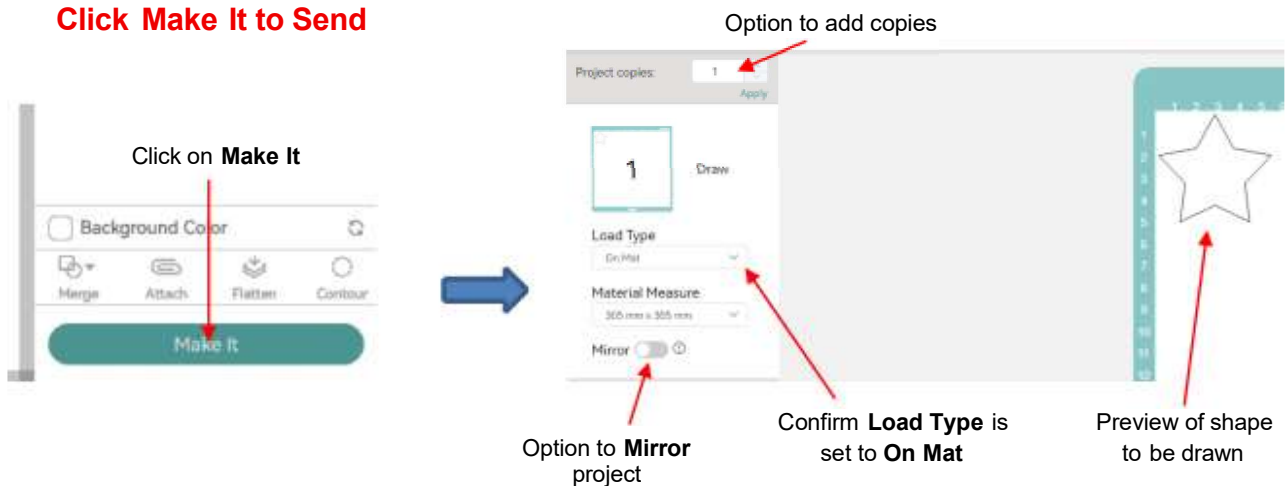
- Because the **Pen** will be used to draw the shape, its **Operation** setting needs to be changed from **Cut** to **Draw**:

Change Operation to Draw



- To send a project to the next step, click on the **Make It** button in the bottom right corner of the **Canvas**. As noted in *Section 2.2*, you may need to reestablish the connection with your cutter. If not, the following screen opens:

Click Make It to Send



- Click on **Next**. A new window opens. At the top is where you can select a material to be used. More about selecting materials is covered in *Section 3.5*. For now, *Paper A4* will be fine for test drawing:

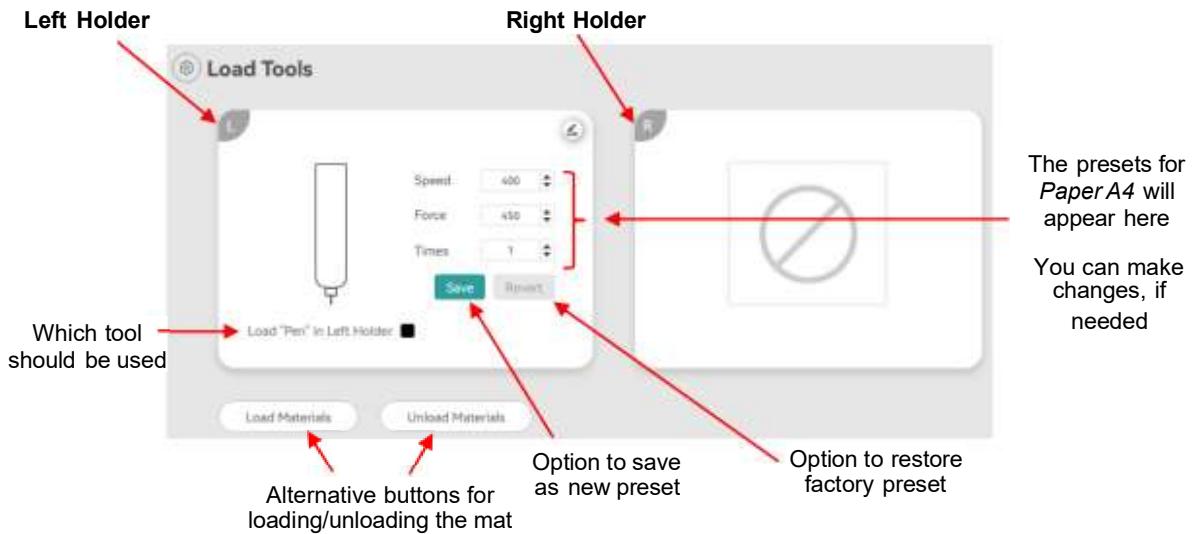
Select Material Section



Select *Paper A4*

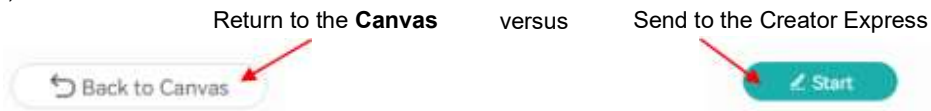
- Below **Select Material** is the **Load Tools** section.

Load Tools and Confirm Settings



- ◇ Note: the **Load Tools** window will indicate which tool to mount based on which **Operation** you initially chose, such as *Draw*. The **Speed/Force/Times** and any other settings will be based on a combination of this **Tool** and which material is selected from the **Material Management** library. Again, more about this is covered in *Section 3.5*.

- When ready, click **Start** (in the bottom right corner) to begin the “cut.” You also have the option to return to the **Canvas**, if needed.

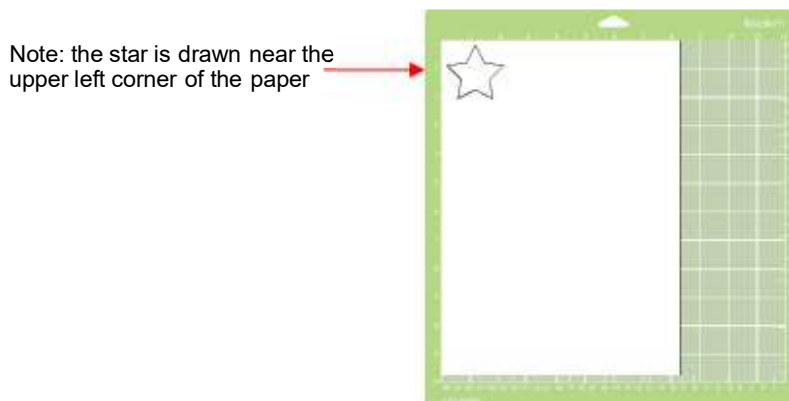


- After the Creator Express completes the drawing, choose which option you need:

End of Cut Options



- The mat can be ejected using either the **Eject** icon on the **Control Panel** or by clicking **Unload Mat** in *Necchi Create*. You can then check the shape that was drawn on the paper you used:



3. Cutting

3.1 What You Need to Understand About Cutting

You Have To Make Mistakes

- To be a successful owner of a Creator Express, you need to keep in mind a few factors:
 - ◊ The key to becoming successful at cutting is to do a lot of it.
 - ◊ You're going to make mistakes. This is normal and part of the process of mastering a cutter.

Record Your Successes

- As you have successful cuts, take note of the settings you just used, such as **Force**, **Speed**, **Tool** or **Blade** type, number of passes (**Times**), brand and thickness of the material, etc. The **Material Management** library in *Necchi Create* has many pre-tested materials with cut settings. Use these but remember that your results may vary based on the many factors which can affect cutting.

Perform Test Cuts

- To avoid wasting material and time, test cuts should be performed any time a new material or even a new project is about to be cut. Note there are many factors which can affect how any particular material will cut from one time to the next:
 - ◊ Material changes - A different brand, texture, thickness, and even dye color of a material can change how easily it cuts
 - ◊ Exposure to humidity will make paper, fabric, wood, and other fibrous materials more difficult to cut
 - ◊ Condition of the cutting mat – a non-sticky, warped, or heavy scratched mat can lead to inconsistent cutting results
 - ◊ Condition of the blade – as a blade wears down, you may need to gradually increase the **Force**.
- There are two ways to test cut a material, as covered in *Section 3.6*.

Keep the Cutting Mat Clean and Sticky

- Press your materials evenly to the mat.
- When necessary, tape materials such as chipboard or plastic to the mat to keep them from slipping during the cut.
- Refer to *Section 1.7* for information on cleaning the cutting mat.

Don't Get Frustrated. Get Help!

- For more information about your Necchi Creator Express, visit <https://necchi.it/product/necchi-creator-express/>. If you have any comments, questions, or issues, please contact your local dealer, who will be happy to assist you.

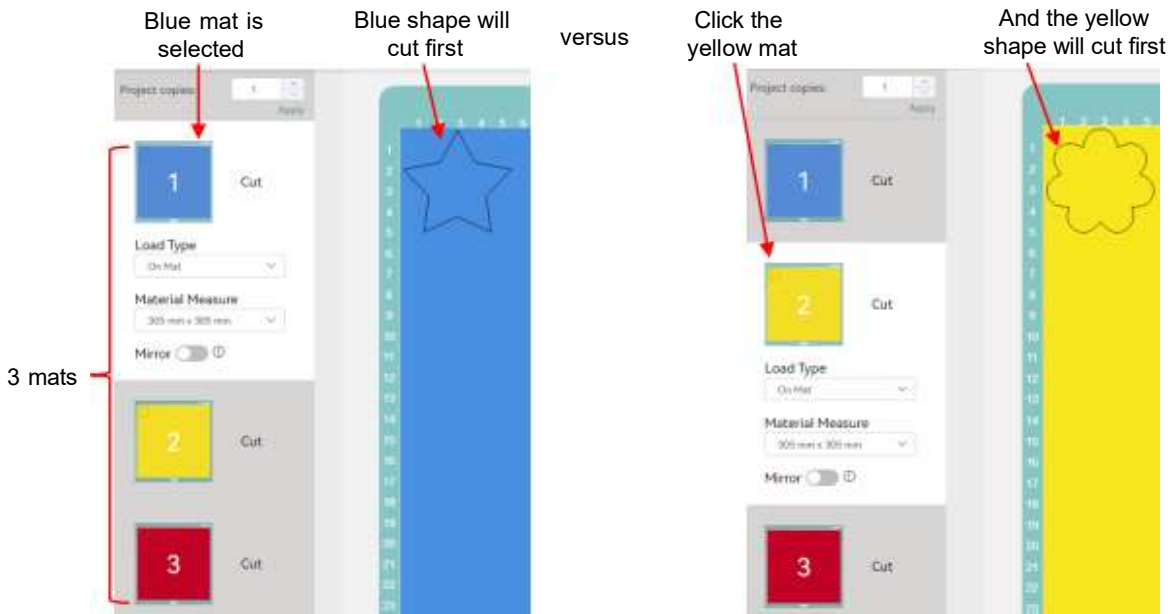
3.2 Controlling Which Shapes Will Cut

- Let's assume you have three shapes on the **Canvas**:



- By having the shapes in individual colors, you will be able to cut them one at a time. Click on **Make It** and this window opens where you can click on which color you wish to cut. Note the three sections are called **Mats**:

Selecting by Color



- If you plan to cut all three shapes from the same material, select them and apply **Attach** (Section 3.7) before sending to **Make It**. All three will be turned to the same color, thus only a single mat will appear:

Use Attach for a Single Mat



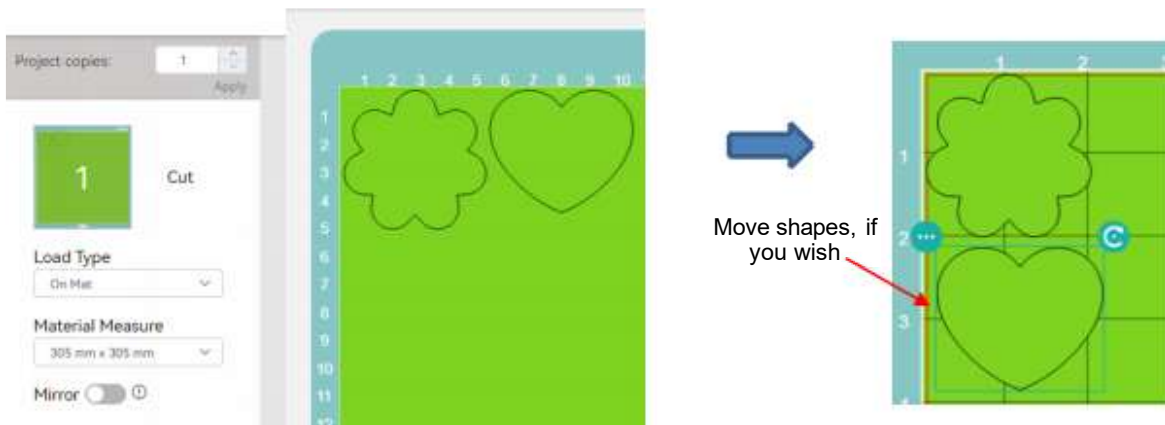
- If all of the shapes already have the same color, then the **Layers Panel** (on the right side of the screen) which lists all of the shapes in the current project, can be used to hide layers you do not wish to cut:



Selecting by Layers Panel

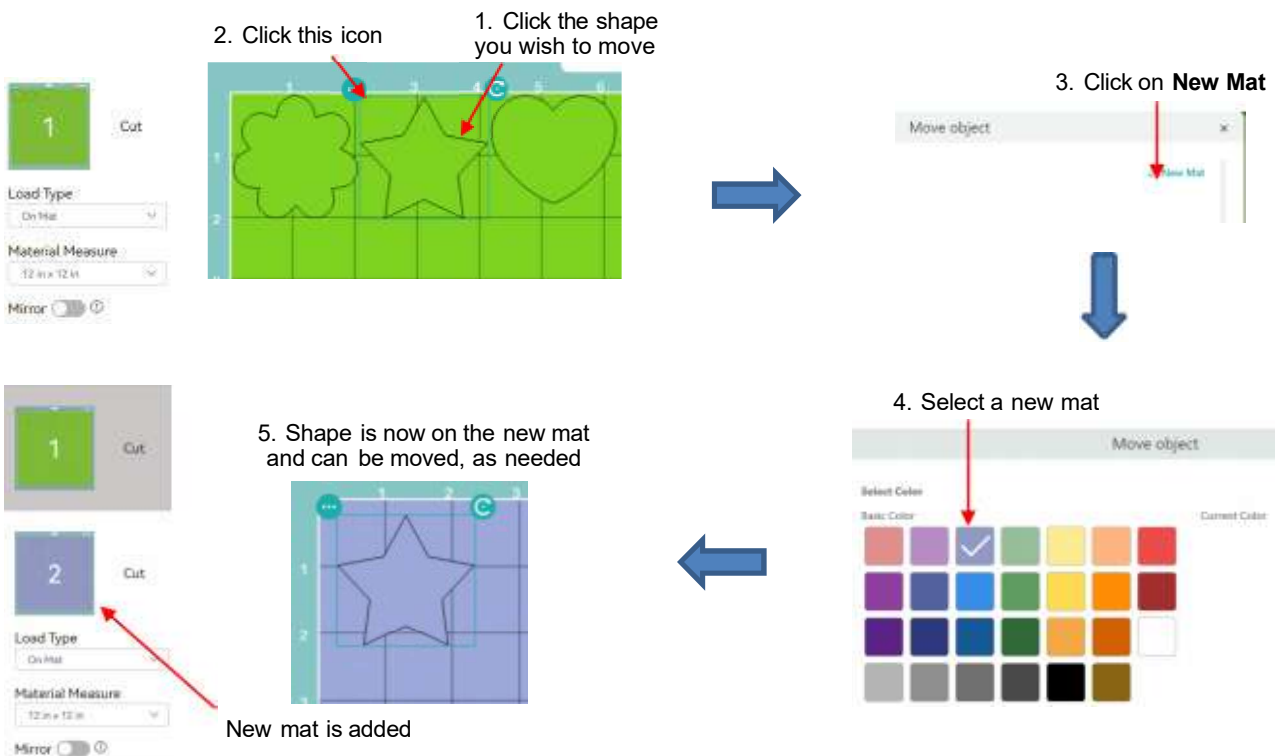


- Click on **Make It** and only the remaining two green shapes will cut. Note you can freely move the shapes, as well:



- Alternatively, in the **Make It** window you can move shapes to another mat (existing or new) so that they won't cut from the current mat:

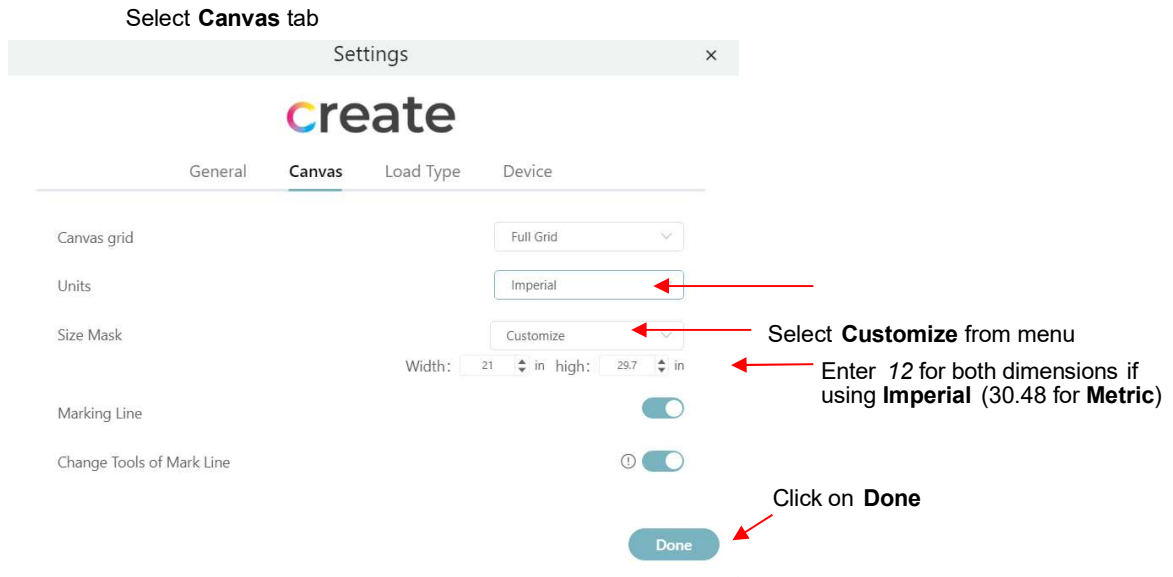
Moving a Shape to a Different Mat



3.3 Controlling Where Shapes Will Cut

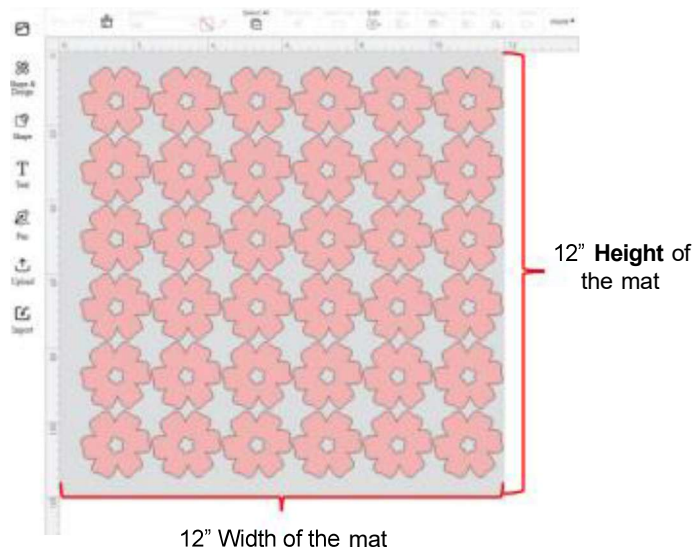
- If you plan to use the included cutting mat, it's recommended that a simulation of the mat, called a **Mask**, be added to the **Canvas**. Click on your avatar in the top right and select **Settings** followed by the **Canvas** tab:

Set Up a Canvas Mat



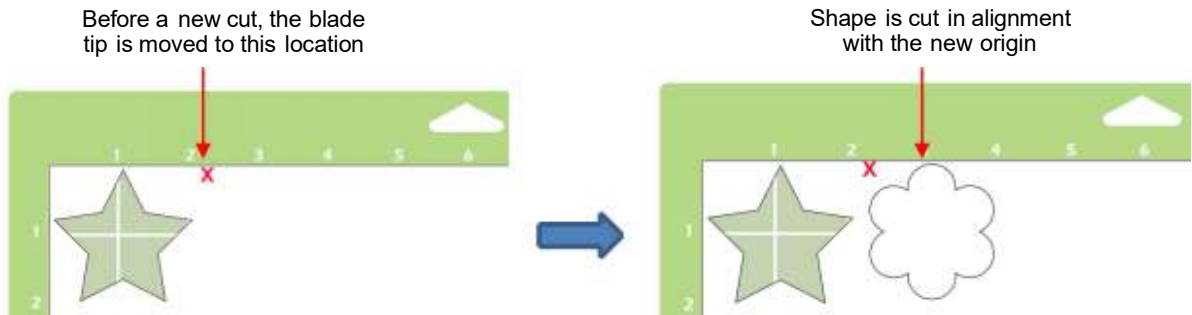
- The gray area on the canvas now indicates the 12" x 12" area on the cutting mat (the maximum available space for cutting):

Max Cutting Area on the Mat



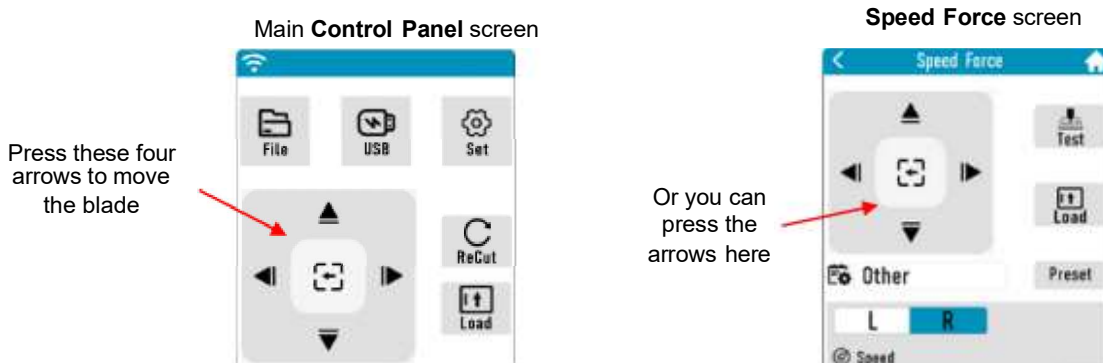
- By default, shapes on the **Canvas** are moved to the upper left corner to cut. This is a practical way to make efficient use of a material. However, you may not always wish for that to occur. So, you have the option to set a new origin:
 - In this example, a prior cut has left an opening in the material. In order to cut to the right of this opening, the blade tip can be moved to a new starting location after the mat has been loaded:

Setting a New Origin



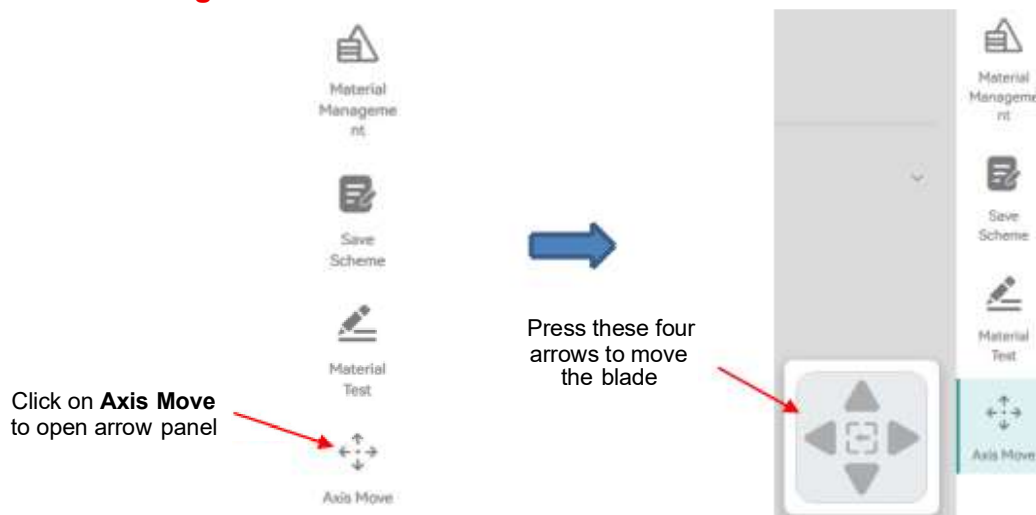
- There are several ways to move the cutting head to a new origin:
 - ◊ On the **Control Panel**, press the arrow icons in the direction(s) needed to place the blade tip in a new location:

Use Arrows to Move the Origin



- ◊ Alternatively, in *Necchi Create*, you can move the blade tip to a new origin using the **Axis Move** function on the **Right-Side Panel**:

Set New Origin in *Necchi Create*

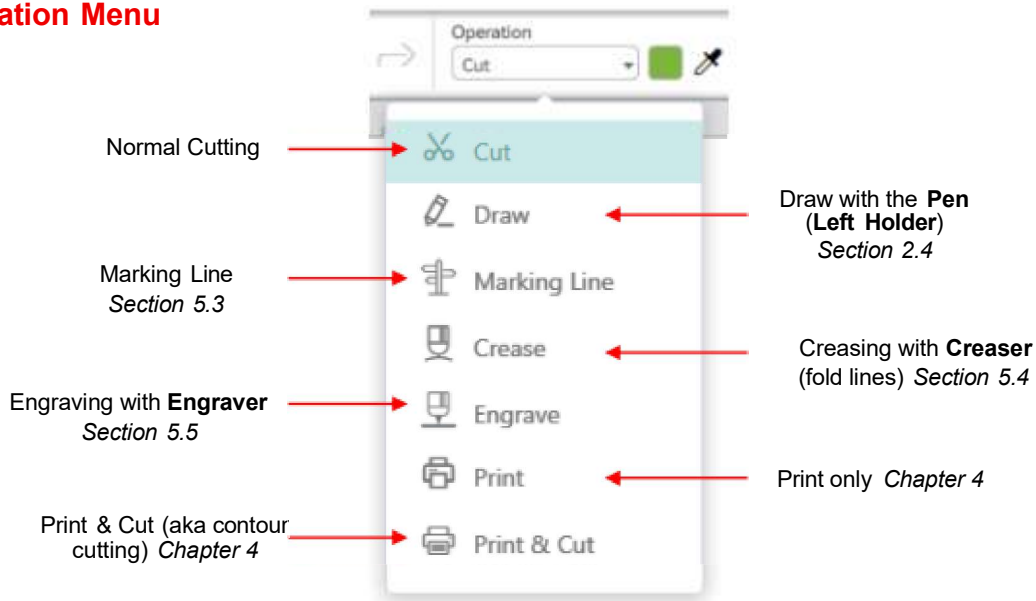


- ***IMPORTANT!*** The Creator Express has a maximum cutting width of 12 inches. If you move the head too far to the right to begin the cut, an error message may result if there isn't sufficient room to fully cut your project.

3.4 Selecting the Operation to be Used for Cutting

- Section 2.4 covered how to assign a shape to draw with the test marker mounted in the **Left Holder** by assigning the shape to **Draw** instead of **Cut**. The full list of options in the **Operation** menu include:

Operation Menu

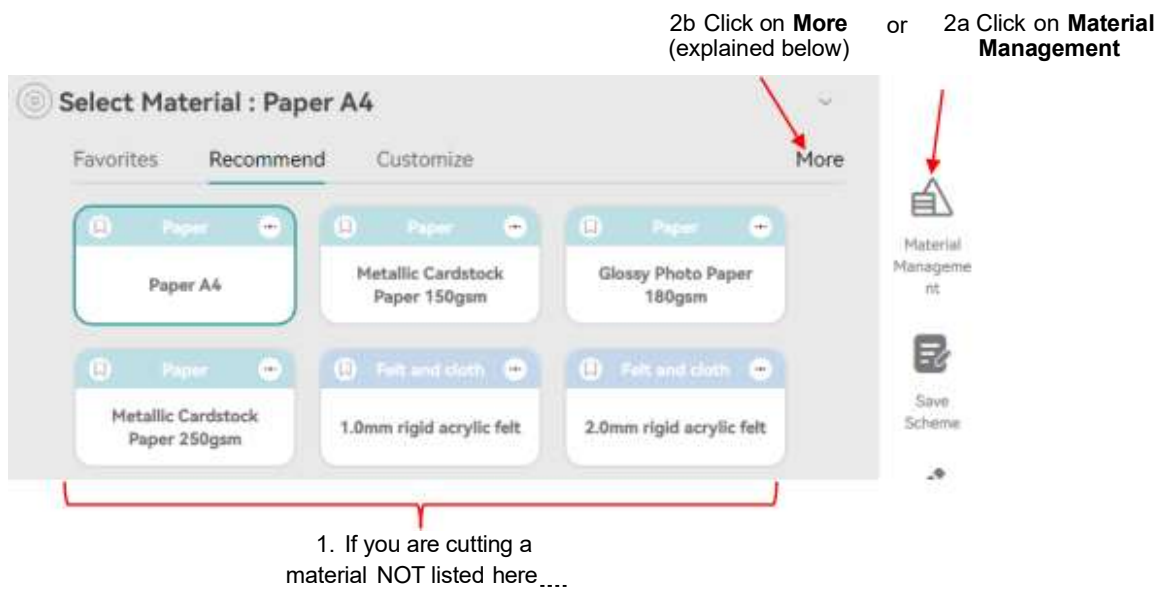


3.5 Cut Settings and the Material Management Library

- Cut settings include all of the following:
 - ◇ **Material** – As you will see in the **Material Management** library (presented later in this section), the Creator Express can cut to dozens upon dozens of different materials
 - ◇ **Blade** – The best blade usually depends on the chosen material but both the red-capped 45° and the black-capped 60° blade can successfully cut materials such as vinyl, cardstock, and other relatively thin materials. Remember there are also other tools for cutting such as the **Rotary Blade** and the **Knife Blade**.
 - ◇ **Force** (aka **Pressure**) – ranges from 1 to 4200 on its nominal scale. When uncertain about a starting **Force** for a new material, start low and work up in increments of 10 to 20 until a clean test cut is obtained.
 - ◇ **Speed** – ranges from 1 to 500 on its nominal scale. For most materials, a speed of 400 works well but note that with thick and/or dense materials, it's important to slow down the speed so that the blade has more contact time and can work its way through the material.
 - ◇ **Times** (aka **Passes**) The **Times** or **Passes** setting causes each individual path to be cut the set number of passes before the blade moves to the next path to cut. Using more than one pass is recommended in the following situations:
 - Cutting thicker denser materials, such as chipboard, where multiple passes allow the blade to progressively “carve” through the material
 - Cutting certain fibrous materials, such as fabric, where a second pass will ensure that all of the fibers have been cleanly cut
 - Cutting intricate or detailed shapes (such as script titles) from certain materials, such as heavy or textured cardstock, where a single pass may leave certain spots not cleanly cut

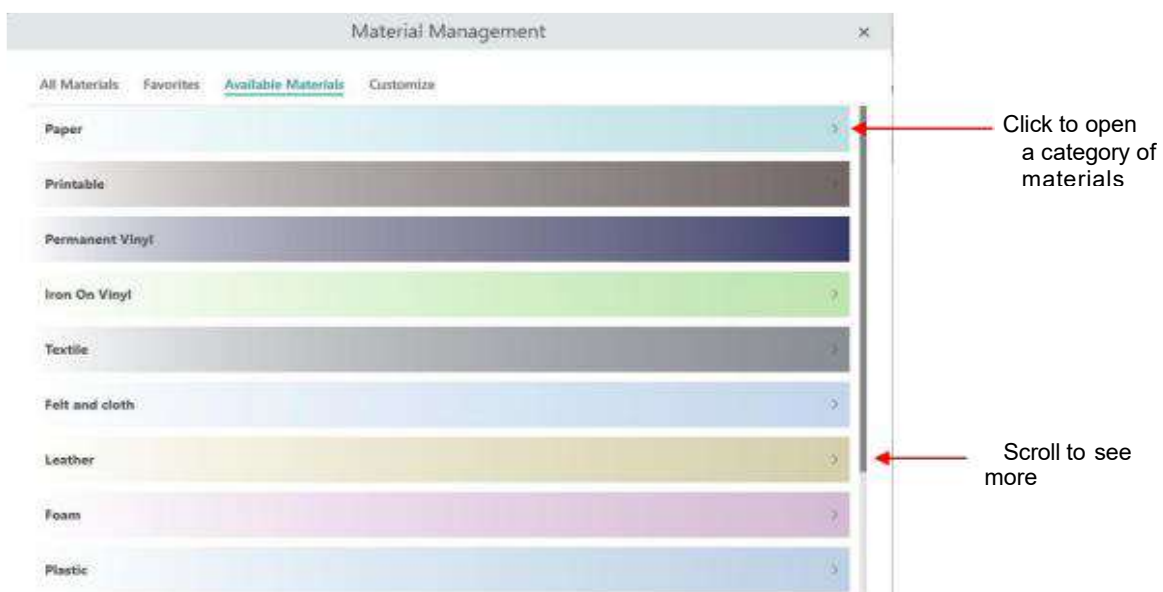
- Cutting rhinestone template material where a second pass results in much cleaner weeding of the cut circles
- *Necchi Create* has many materials pretested for your convenience. Note that when you select a preset, the settings will also be based on the **Operation** you initially chose, as applicable. Note that the convenience of presets should never preclude you from performing test cuts because other factors can affect the optimum cut settings.
- **IMPORTANT:** Never assume a preset will automatically be ideal for your material. Different brands, different colors, different textures, exposure to humidity, condition of the blade and mat, and other factors can affect the optimum settings you need.
- To access the built-in settings, click the **Material Management** icon on the right-side panel:

Open the Material Management Library



- When choosing **Material Management**, the following material category library appears where you can then select a category:

Select a Category



- If instead, you click on **More**, the library which opens will be specific to the **Operation** (Section 3.4) you chose. For example, if you picked **Engrave**, then only those categories with material presets for engraving will appear.
- Selecting a category then provides a menu of tested materials fitting that category and a specific material can be chosen:

Select a Material

Note comments following this screenshot

Click **Edit** to revise settings and save

Click this icon to add to **Favorites** tab

Select a material from the menu

Materials in the *Printable* category - scroll for more

Click **Done**

The screenshot shows a material selection menu with tabs: All Materials, Favorites, Available Materials, and Customize. The 'Available Materials' tab is active, showing a list of materials under the 'Printable' category. The materials listed are: Magnetic sheet for magnets, Sublimation heat transfer, Thermo adhesive, and Adhesive vinyl. Each material has an 'Edit' button and a bookmark icon. A 'Done' button is at the bottom right. Red arrows point to the 'Edit' buttons, the bookmark icon, and the 'Done' button. A red arrow also points to the 'Magnetic sheet for magnets' material. A red bracket highlights the 'Available Materials' tab. A red arrow points to the 'Printable' category header. A red arrow points to the 'Done' button with the text 'Click Done'.

- ◇ **Favorites** tab: Clicking the icon to the right of **Edit** will assign a selected material to the **Favorites** tab, making it much faster to find those materials you frequently cut.
- ◇ **Available Materials** tab: This will filter out any materials that are not suitable for the tool or **Operation** you've selected.
- ◇ **Customize** tab: You can also add new materials of your choosing. Click on **Custom Materials** and a new table will open where you can enter the details. Note there is a quick access (**Cutting Text**) which will open the **Material Test** window (refer to Section 3.6):

Adding a Custom Material

Customize tab

Click on **Custom Materials**

Enter material details here

Select tool used in testing and enter **Speed**, **Force**, etc.

Click here to open the **Material Test** screen

The screenshot shows the 'Material Management' window with the 'Customize' tab selected. A '+ Custom Materials' button is visible. Below it is the 'Add New Material' form. The form has fields for:

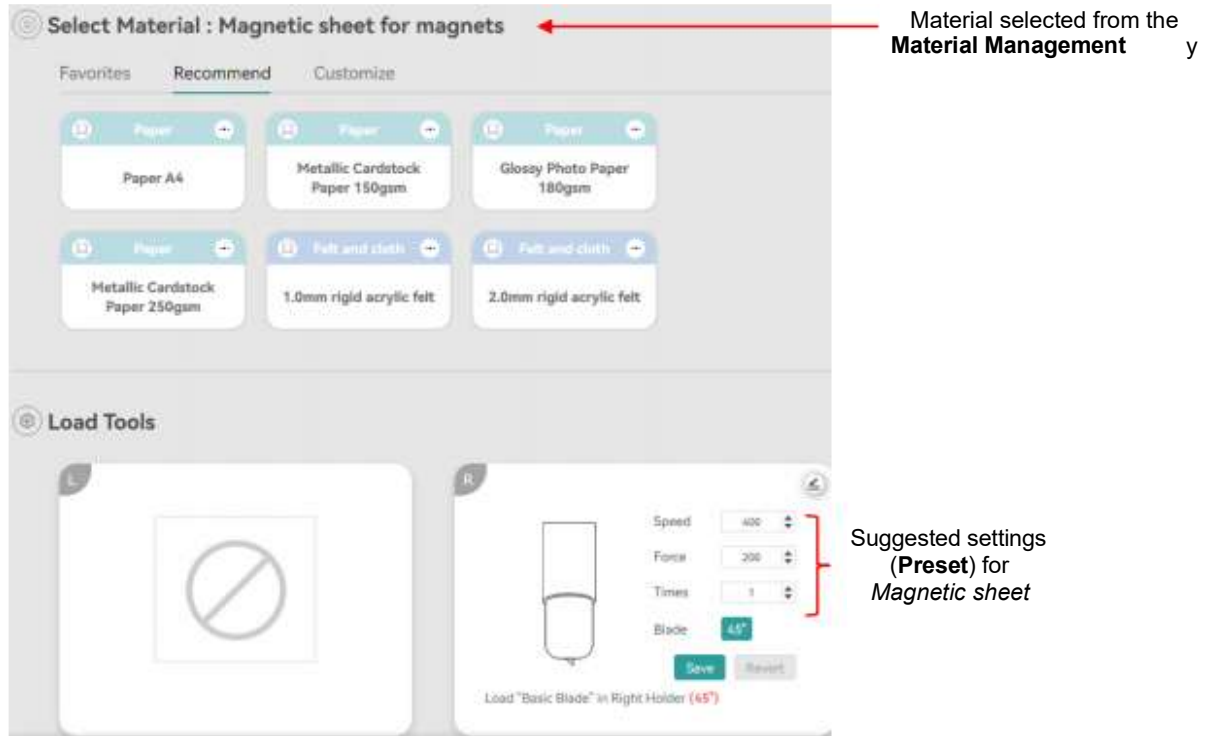
- Material Type: Cardboard and cardstock
- Material Name: Bazill Textured (16/30)
- Mat Type: With Mat (checked), Without Mat
- Does it support printing: Support (checked), Not Support
- Tool configuration table:

 The table has columns: Tool, Speed, Cut Pressure(g), Times, Needle Length, Needle Increment (µm), Blade, and Cutting Test. Two rows are shown: Knife Blade and Basic Blade. Red arrows point to the 'Customize' tab, the '+ Custom Materials' button, the 'Material Type' dropdown, the 'Material Name' field, the 'With Mat' checkbox, the 'Support' radio button, the 'Basic Blade' row in the table, and the 'Cutting Test' button in the last row of the table. A blue arrow points from the '+ Custom Materials' button to the 'Add New Material' form. A red arrow points from the 'Cutting Test' button to the text 'Click here to open the Material Test screen'.

	Tool	Speed	Cut Pressure(g)	Times	Needle Length	Needle Increment (µm)	Blade	Cutting Test
<input type="checkbox"/>	Knife Blade	100	200	1	1			Cutting Test
<input checked="" type="checkbox"/>	Basic Blade	350	400	1	1		45°	Cutting Test

- Click **Save** to close the **Add New Material** window and click **Done** to close the **Material Management** window.
- Whichever final material you choose, its name and its settings will appear here:

Material Name and Presets Appear



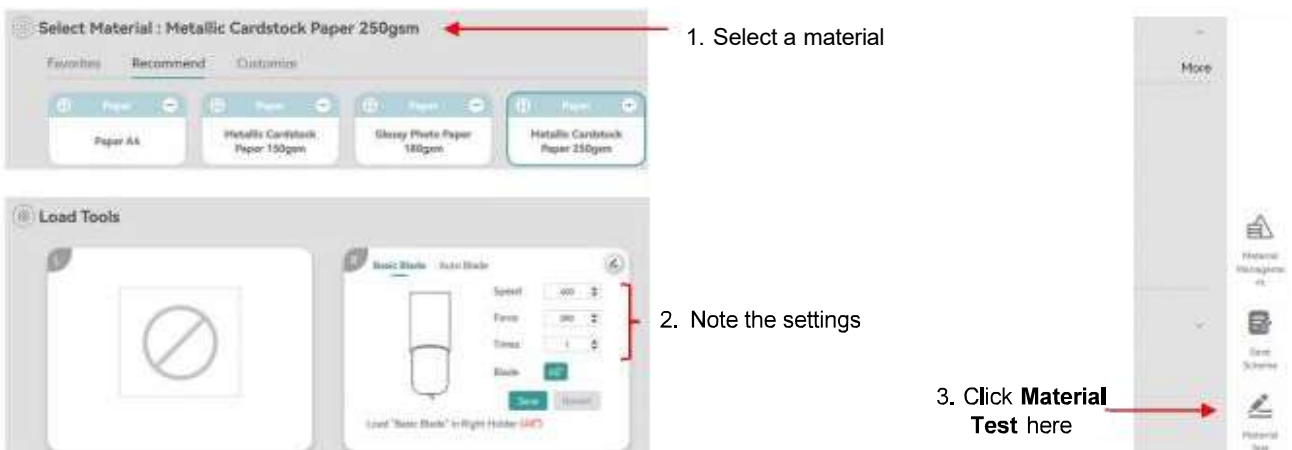
3.6 Test Cutting to Optimize Settings

- There are three methods for test cutting a material – from within *Necchi Create* or directly on the **Control Panel**.

Using Material Test in *Necchi Create*

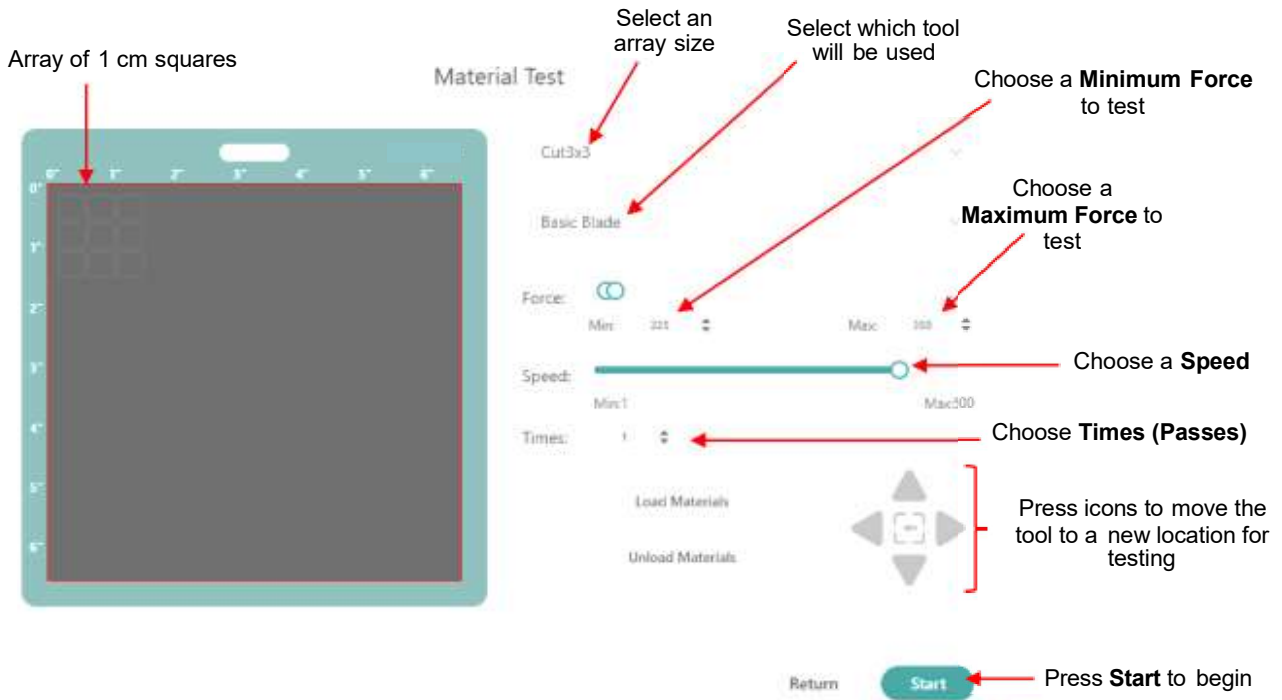
- After selecting a material from the **Material Management** library, note the suggested **Force** and click on **Material Test**:

Access Material Test



- The **Material Test** window opens with the following options and settings:

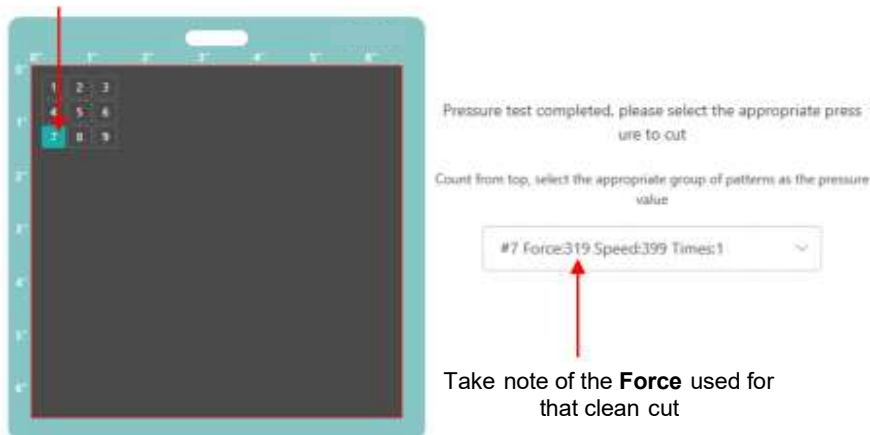
Setting Up a Material Test



- When selecting a **Min. Force**, enter a value less than the current **Preset**. For **Max. Force**, enter one higher but not too high as you do not want the blade cutting too deeply. Select a **Preset Speed** and **Times**, typically based on the **Preset**.
- At the end of the test, the following window opens where you can enter the best result. Make sure that cut was very clean and did not cut too deeply:

Select Cut at Lowest Force that Yielded Best Results

Click the square that provided the best cut (but note comment below)



- ◇ **IMPORTANT:** Experience has shown that it's important to not select too low of a **Force** setting. For this reason, you may find that selecting the first or second higher number larger than the first one that cut cleanly is advisable, especially if your array of test cuts was large.

- ◇ Note that if you wish to save the new settings, you can either click on **Save** (in the **Load Materials** settings) or return to the material in the **Material Management** library, click on **Edit**, enter new settings and click on **Save**:

Update Stored Cut Settings

The image shows two screenshots. The left screenshot is titled 'Material Management' and shows a list of materials: 'Dilute Cardstock Paper 250gsm', 'Glossy Photo Paper 180gsm', and 'Metallic Cardstock Paper 250gsm'. Red arrows point to the 'Edit' button for 'Metallic Cardstock Paper 250gsm' with the label 'Click on Edit' and 'Material tested'. A blue arrow points from this 'Edit' button to the right screenshot. The right screenshot is titled 'Edit Material' and shows a form with fields for 'Material Type' (Paper), 'Material Name' (ZK0R5L8BE), 'Mat Type' (With Mat), and 'Does it support printing' (Support). Below this is a 'Tool configuration' table:

Tool	Speed	Cut Pressure(g)	Times	Needs
Basic Blade	400	110	1	
Pen	400	400	1	
Auto Blade	400	200	1	

Red arrows point to the 'Save' button at the bottom right of the 'Edit Material' dialog with the label 'Click on Save'. A red box highlights the table with the label 'Make changes'.

Test Cut from Settings

- The same array-type testing is accessible from the **Canvas**. Click on the avatar at the top right to open the following menu and click on **Settings**. Then select the **Device** tab and click on **Go**:

Opening Material Test from Canvas

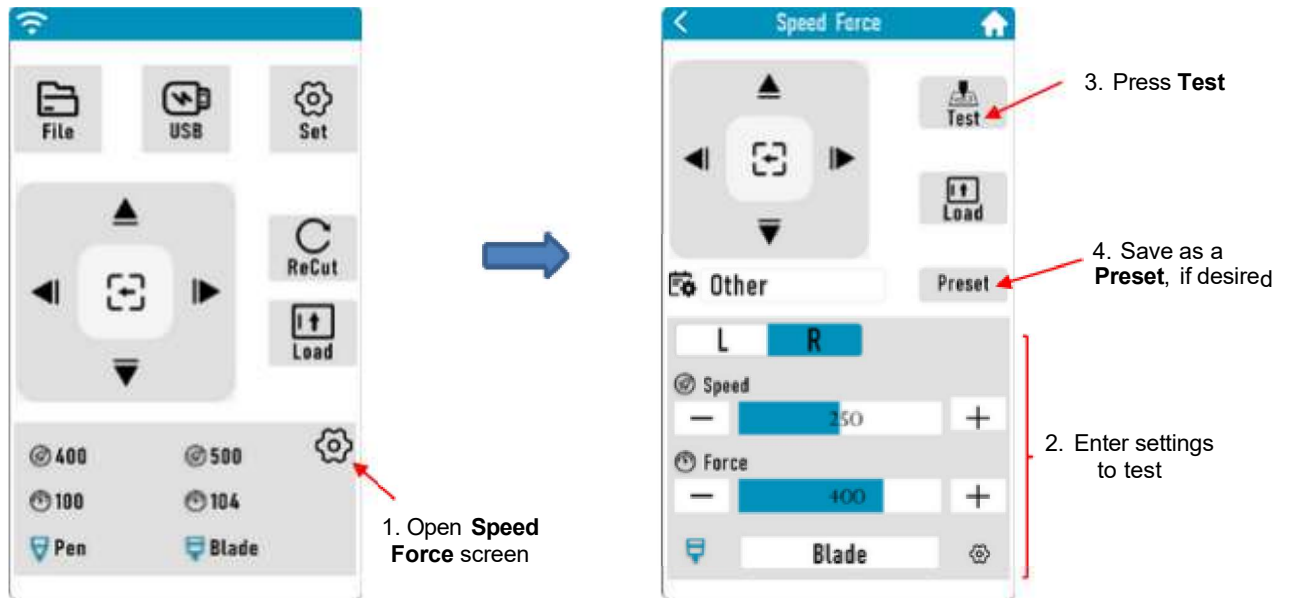
The image shows a sequence of steps to reach the 'Material Test' interface:

1. Click on **Avatar**: A red arrow points to the user's profile icon in the top right corner of the Canvas interface.
2. Click on **Settings**: A red arrow points to the 'Settings' option in the user's profile menu.
3. Click on **Device**: A red arrow points to the 'Device' tab in the settings menu.
4. Click on **Go**: A red arrow points to the 'Go' button at the bottom of the 'Device' settings page.
5. Select an array size: A red arrow points to the 'CutSize' input field in the 'Material Test' interface.
6. Click to open menu, select a tool, and remaining settings will then appear: A red arrow points to the 'Basic Blade' dropdown menu.
7. After these appear, enter appropriate settings to test. Refer to the prior subsection: **Using Material Test in Necchi Create**: A red arrow points to the 'Speed' slider and 'Times' input field.

Test Cut on Control Panel

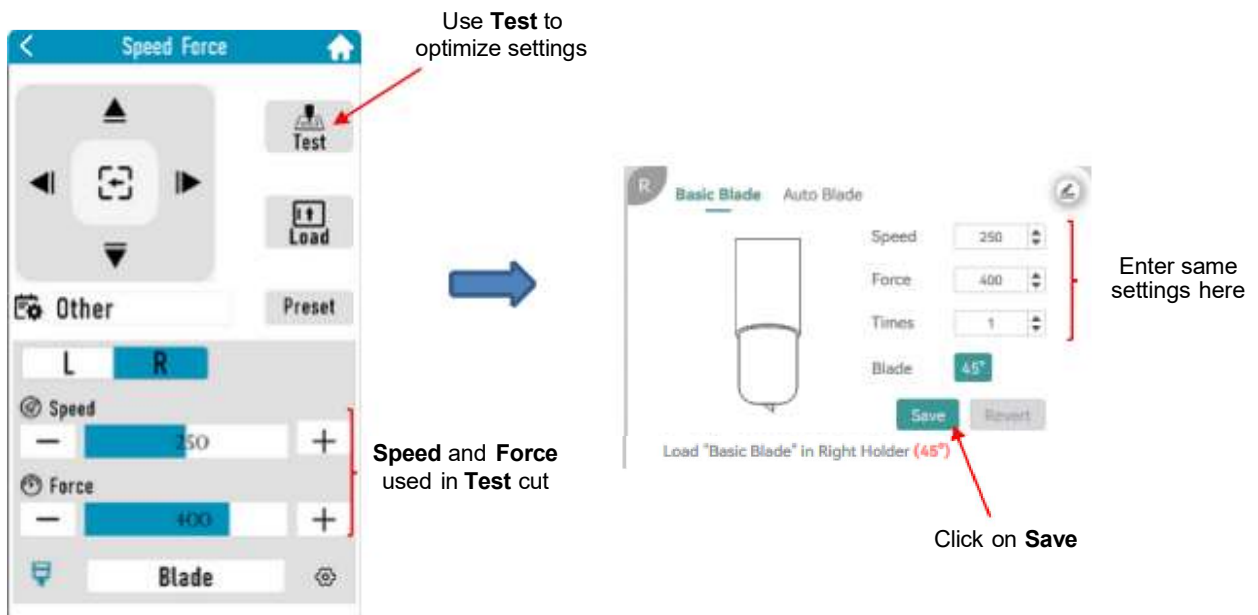
- When using the **Test** function on the **Control Panel**, you will need to enter the **Force** and **Speed** settings directly into the **Force Speed** screen:

Perform a Test Cut on Control Panel



- Then click on **Test**. An 8 mm square will be cut. If you are testing a material that requires more than one pass, click **Test** again to repeat the test in the same location.
- You can save these settings by clicking on **Preset**. But you should also enter these settings into *Necchi Create* and save there before sending your project to cut:

Enter Settings into *Necchi Create*

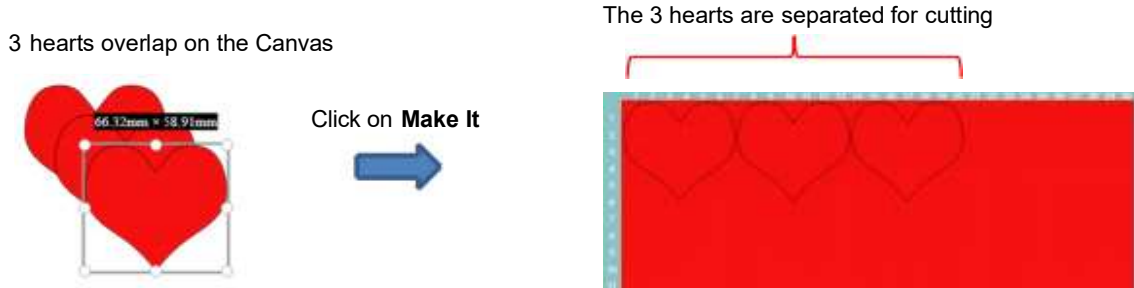


3.7 Other Cut Setting Functions

Attach and Detach

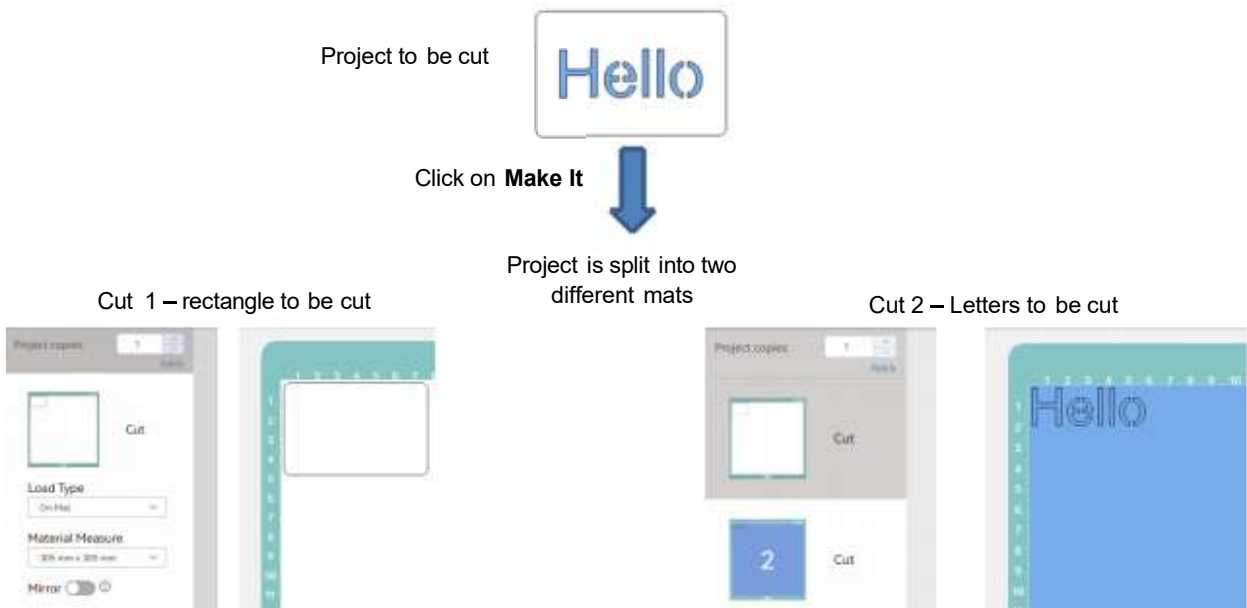
- By default, shapes will be separated before cutting, even if they overlap on the **Canvas**. Sometimes this is desirable, such as in this case: a quick duplicate of shapes:

Shapes Not Attached: When You Want It



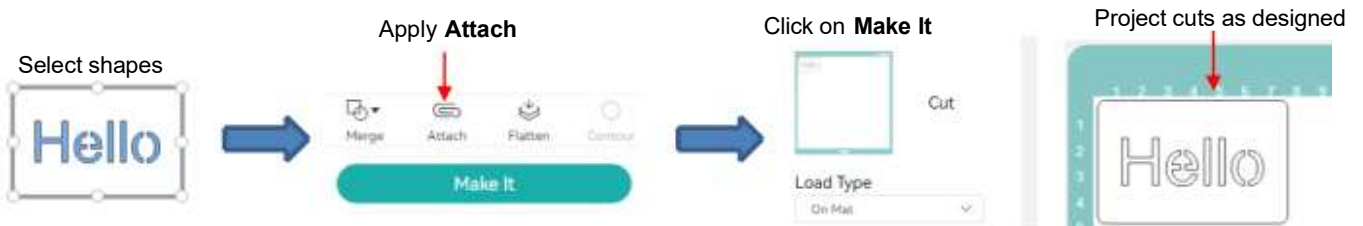
- On the other hand, for other applications, it's important to keep the relative alignment the same as it is on the **Canvas**. For example: the following letters and the outer rectangle are to be cut as shown:

When Shapes Are Not Attached (and it's a problem)



- To resolve this, select the letters and the rectangle and click on the **Attach** icon on the **Bottom Right Panel**:

Apply Attach to Combine Cuts

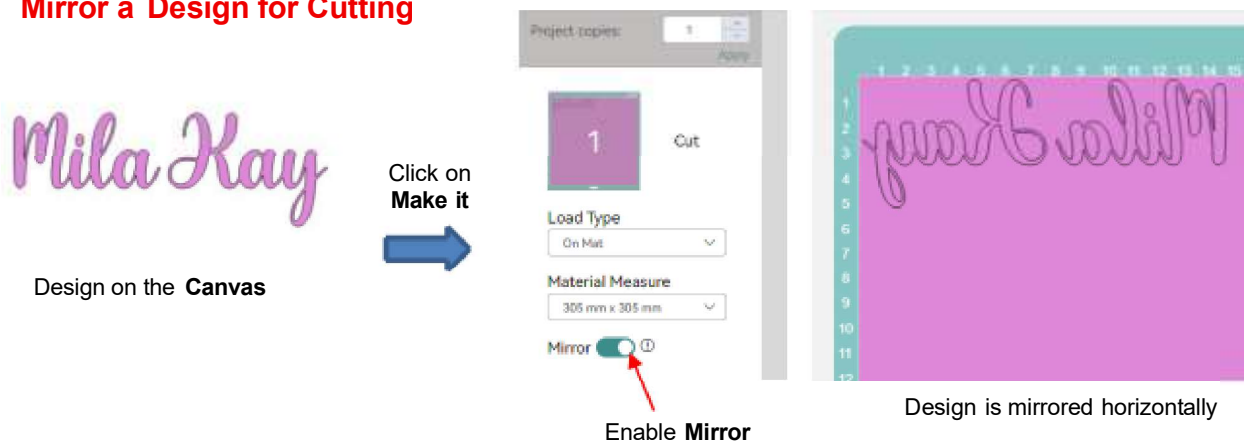


- When needed, **Detach** can be selected to reverse **Attach**, however original fill colors will be lost.

Mirror

- Checking the **Mirror** option will apply a horizontal mirror to the shape (s) before cutting. This is useful in applications such as:
 - ◇ Cutting HTV in which the material is placed faced down so that the heat protection layer is not penetrated by the blade
 - ◇ Cutting vinyl to be applied to the inside of a car or home window but primarily viewed from outside of the window
 - ◇ Cutting certain non-homogenous paper materials in which cutting upside down yields cleaner results
- To activate **Mirror** after clicking on **Make It**:

Mirror a Design for Cutting

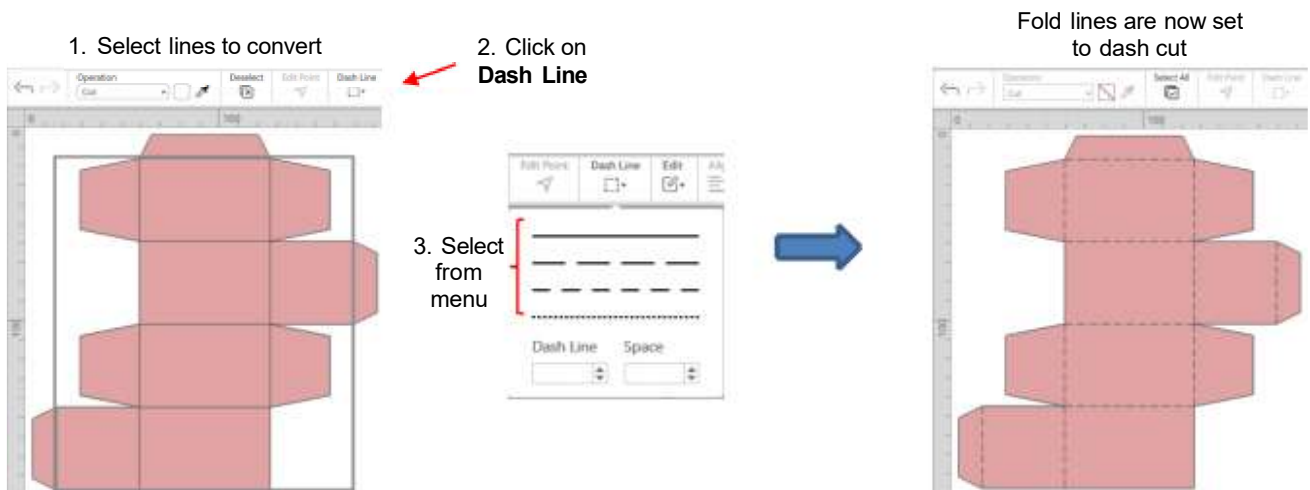


- Note that mirror can also be directly applied to shapes on the **Canvas**. Refer to *Section 8.9 Flip*.

Dash Line

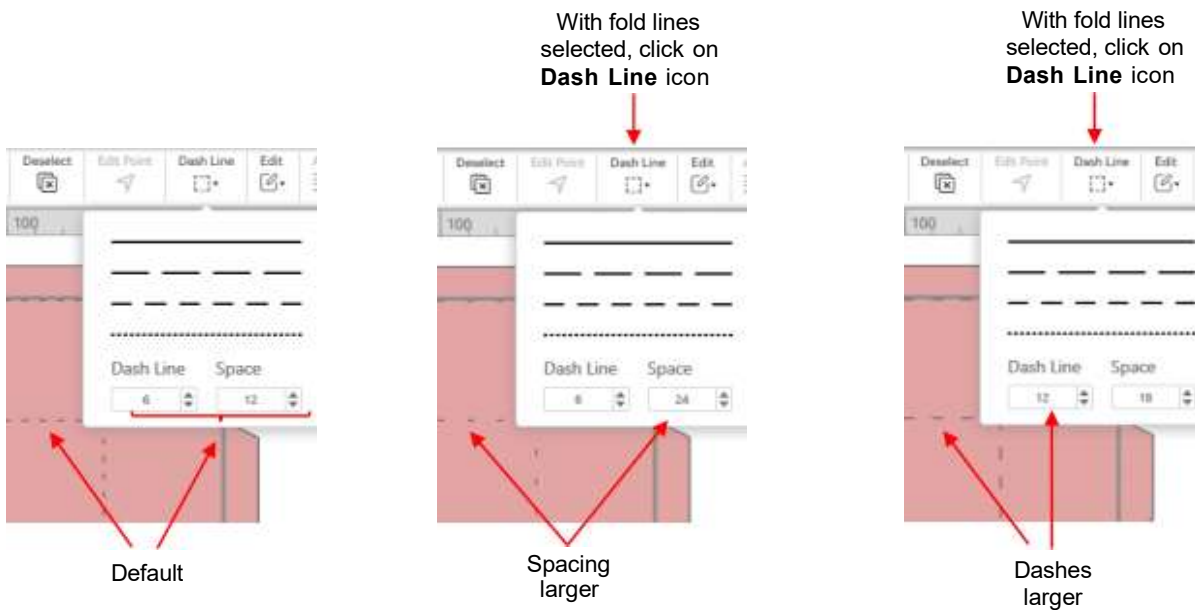
- Dashed lines are most commonly applied in foldup projects such as small boxes, popup cards, 3D party decor, and more.
- To convert lines and/or curves for dashed cutting, select them and click on the **Dash** option on the **Toolbar**:

Dash Line Cutting



- Once a dash line style is selected, you can also change the length of the line and its spacing. The dashed lines on your project will update as you make the change:

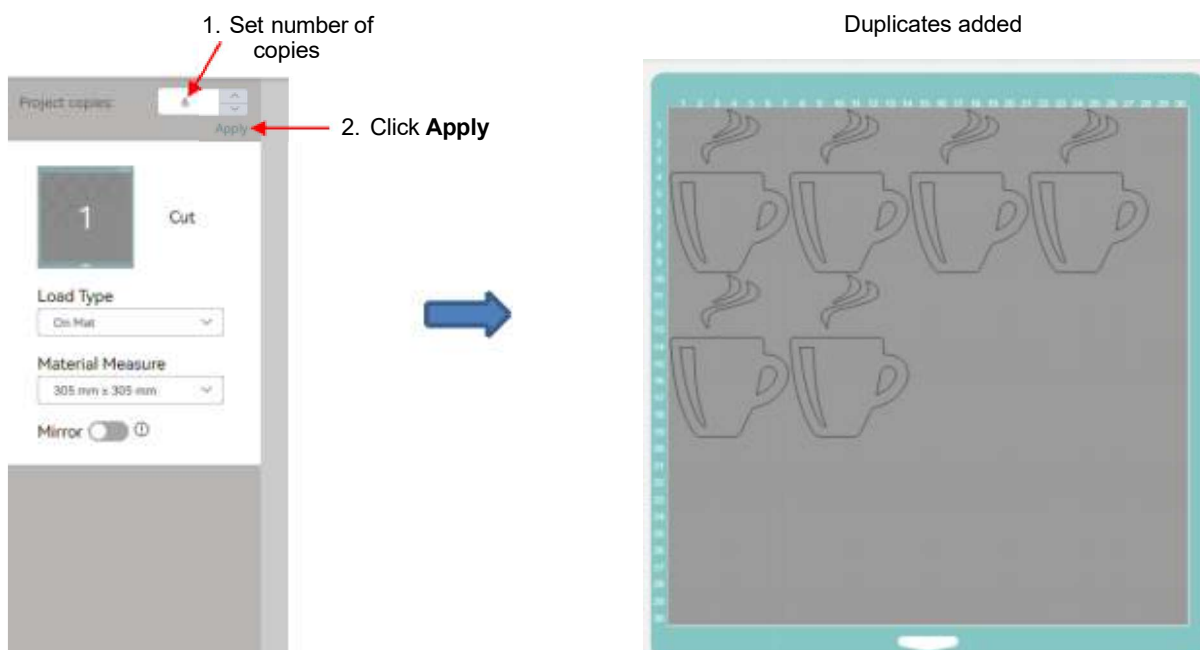
Change Dash Line Settings



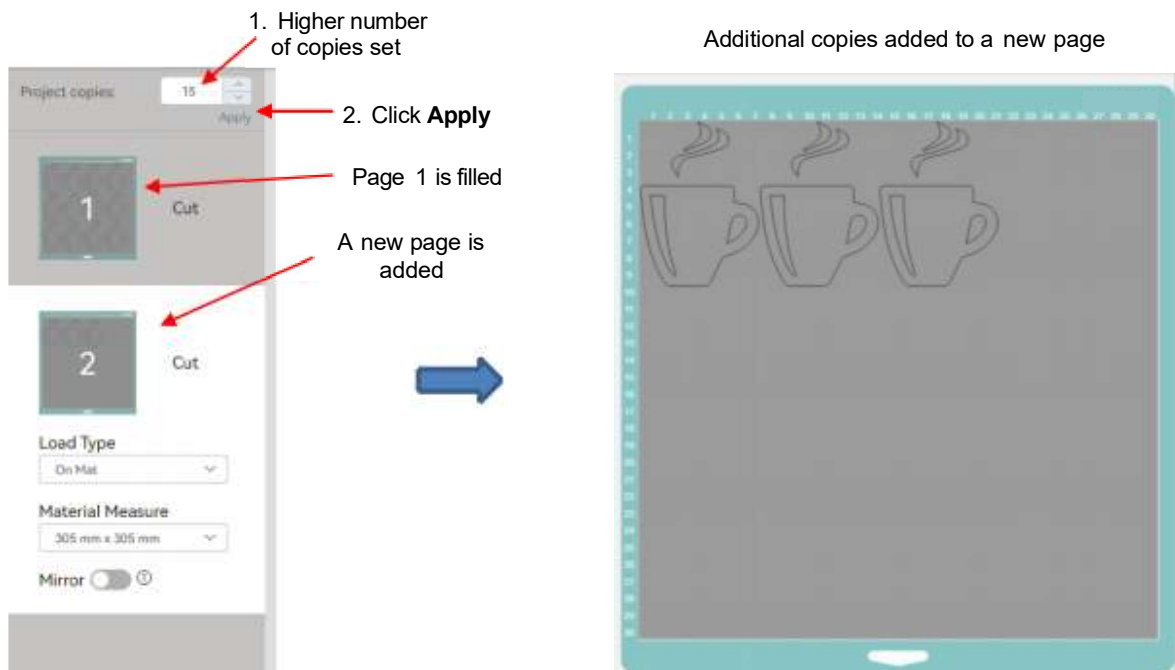
Project Copies

- Project Copies** allows you to make copies of your cut project after you click on **Make It**.
- Use the up/down arrow icons to set the number of copies or type in the desired number. Click on **Apply**. If the number exceeds the available room on the material, one or more additional pages will be added:

Project Copies – Set Copies



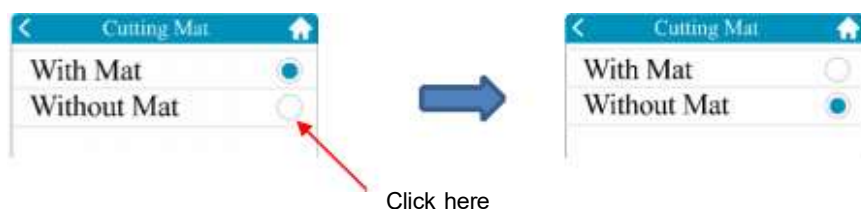
Project Copies – Increase Copies



3.8 Matless Cutting

- On the Creator Express, you can cut without using the mat if the following two apply:
 1. The material has a second layer (a backing layer) which will not be penetrated by the blade. This includes vinyl, HTV, rhinestone template flock, and a few other backed materials.
 2. The width of the material is 340 mm (13.4 inches) wide so that both sides of the material can be fed by the pinch wheels.
- On the **Control Panel**, go to **Set>Cutting Mat** and select **Without Mat**:

Switch to Without Mat



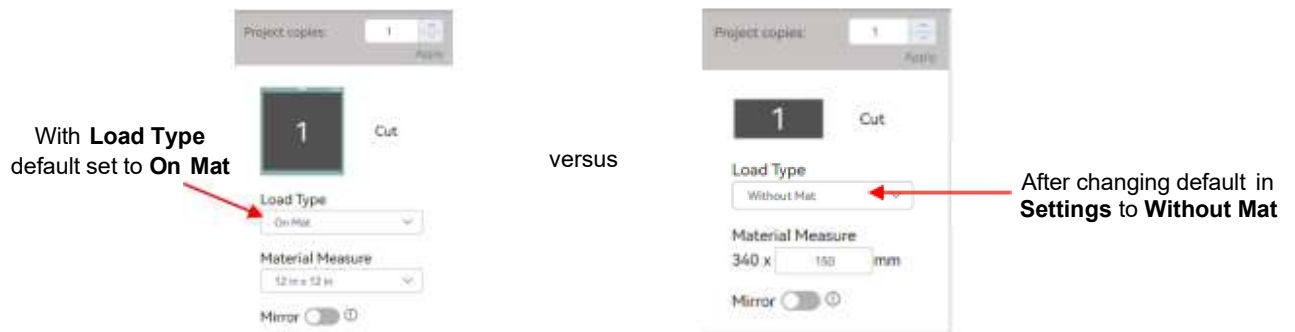
- ***IMPORTANT:*** With this change, the Creator Express will still load the material but will not roll the material the full length of the cutting mat and back. Failing to make this change can possibly cause tightly-wound rolls of vinyl to mis-feed through the back exit of the Creator Express and get caught up inside the cutter.
- If you are planning to always cut rolled materials or frequently cut them, you may wish to change the default **Load Type** setting to *Without Mat*.

Load Type Preference



- ◇ With the default changed, when you click on **Make It**, you will then have this setting automatically set:

Make It – Load Type Default



- ◇ Note you still have the option to change, as needed. This is again just a setting based on your own typical applications.

- As an example of matless cutting, the following *Happy Birthday* will be cut from a roll of vinyl:

Example – Matless Cutting



- When you click on **Make It**, you'll notice the project has been rotated because it is too wide to cut left-to-right. At this point, you can change the **Load Type** to **Without Mat**. You'll also notice that instead of a mat image in the preview, you will see material with rulers to help you make sure the material you're feeding will be sized appropriately:

Make It - Change in Preview



Change to **Without Mat**

Minimum length of material required for this cut

Preview now shows without a mat

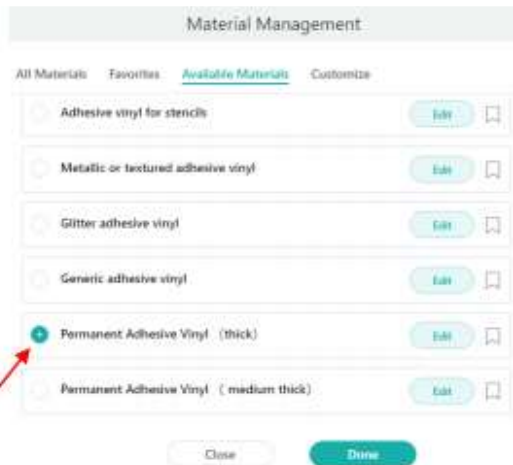


- Proceed with the next window and select a material preset from the **Material Management** section:

Select a Material



Select a category



Select a material

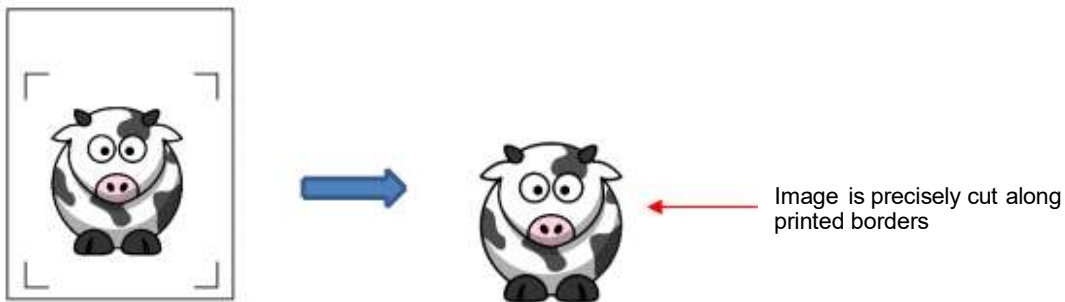
- As with regular cutting, it's important to do test cuts (refer to *Section 3.6*) with any new material so that the **Force** can be adjusted, if needed, to yield a very clean cut without penetrating the material too deeply. Especially with matless cutting you do NOT want the blade cutting through the backing sheet and cutting into the protective strip on the Creator Express.

4. Print & Cut

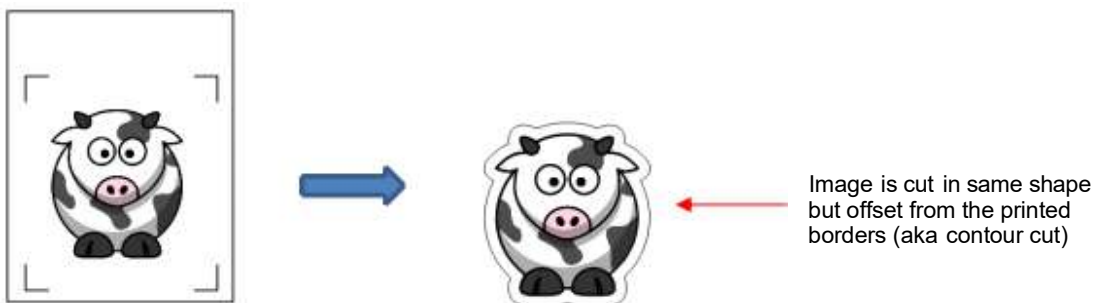
4.1 Introduction

What Is a Print & Cut (PNC)?

- The print & cut process (also called print-then-cut or contour cutting) involves printing an image from Necchi *Create* to any printer you own and then, with the aid of the Creator Express' camera, having the image or images cut out with precision. Below are three typical kinds of print-&-cut applications but there can be other kinds.
 - ◇ Cuts along the actual borders of the printed image(s):



- ◇ Cuts outside of the borders but follows the shape(s) of the printed image(s):



- ◇ Cuts follow a different shape from that of the printed image(s):

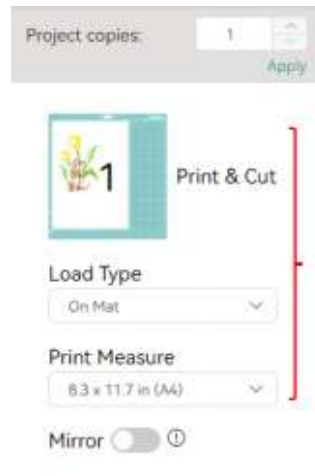


Short List of Print & Cut Steps

- Briefly, the *typical* steps for a print-&-cut procedure are:
 - ◇ Design the project such that there are layers to print and layers to cut. Assign accordingly using the **Operations** menu (*Section 3.4*) or use the **Flatten** function (*Section 4.4*).

- ◇ Click on **Make It** and confirm settings appear correct:

Confirm Print & Cut Setup



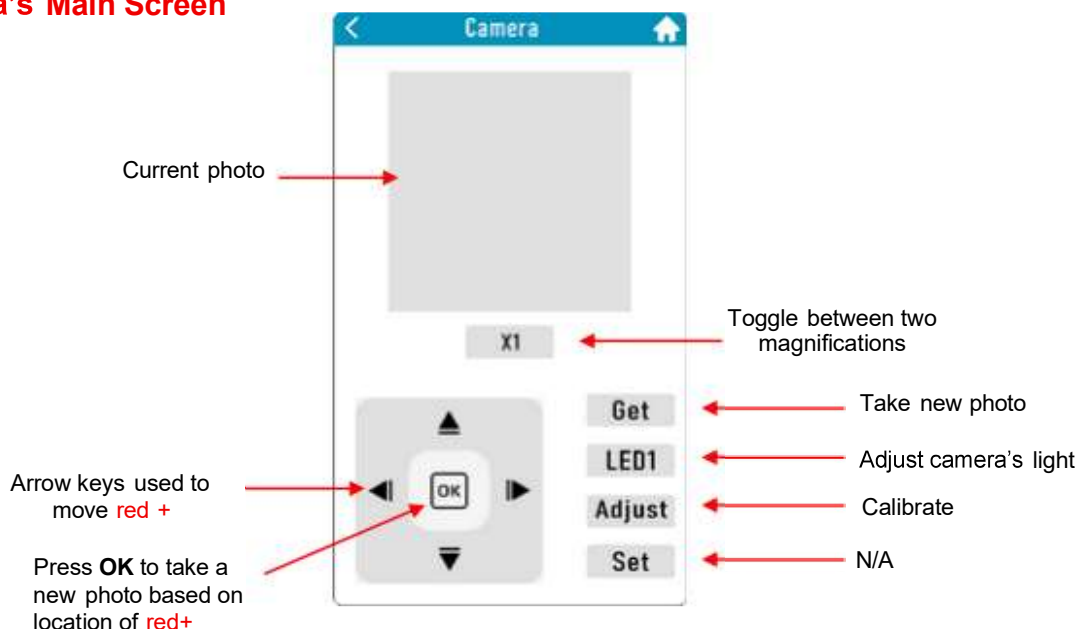
Confirm the settings

- ◇ Print the project to your home printer. Registration marks will automatically be added around the project.
- ◇ Place the printout onto the cutting mat in the same orientation as you see on the **Canvas**.
- ◇ Send the project to cut, making sure your cut settings are optimized for the material you are cutting.
- ◇ The camera will take photos of each reg mark and proceed to cut your project.

4.2 Camera Screen Functions

- Before starting your first project, become familiar with the camera screen by pressing **Set>Camera**:

Camera's Main Screen



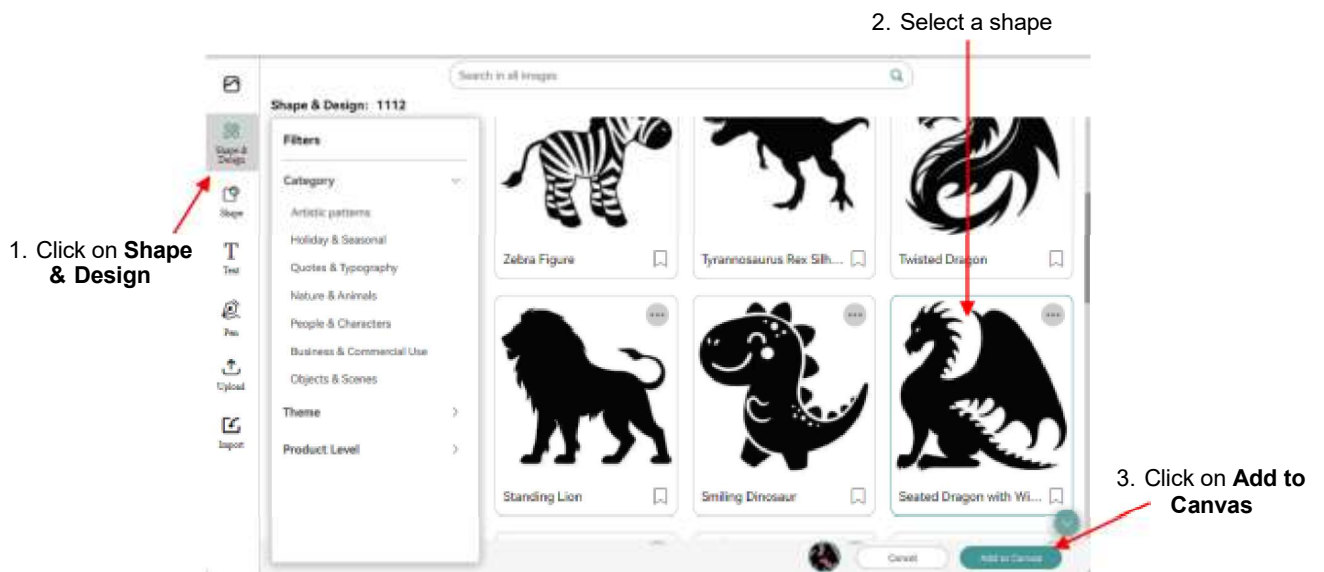
- When this screen opens on its own during the scanning process it will display photos being taken at the location of the registration marks during the print-&-cut process.
- When entering this window manually, you can press **OK** to take a photo which will be based on the current location of the tip of the blade (or other accessory mounted in the **Right Holder**). Use the arrows keys to move the **red +** to a new location and press **OK**. This will then move the blade tip (or tool tip) to that new location (new origin for cutting). Refer to *Sections 4.8 and 5.5* for relevant applications.

- The Creator Express is pre-calibrated for print-&-cut applications and unlike many other cutting brands, it does not require recalibrating unless the cutter has experienced some kind of jolt that could have possibly shifted the mounting of the camera. If you observe that the FIRST cut made on a project is no longer properly aligned, refer to *Section 4.7* for instructions on calibration.

4.3 Print & Cut Detailed Steps

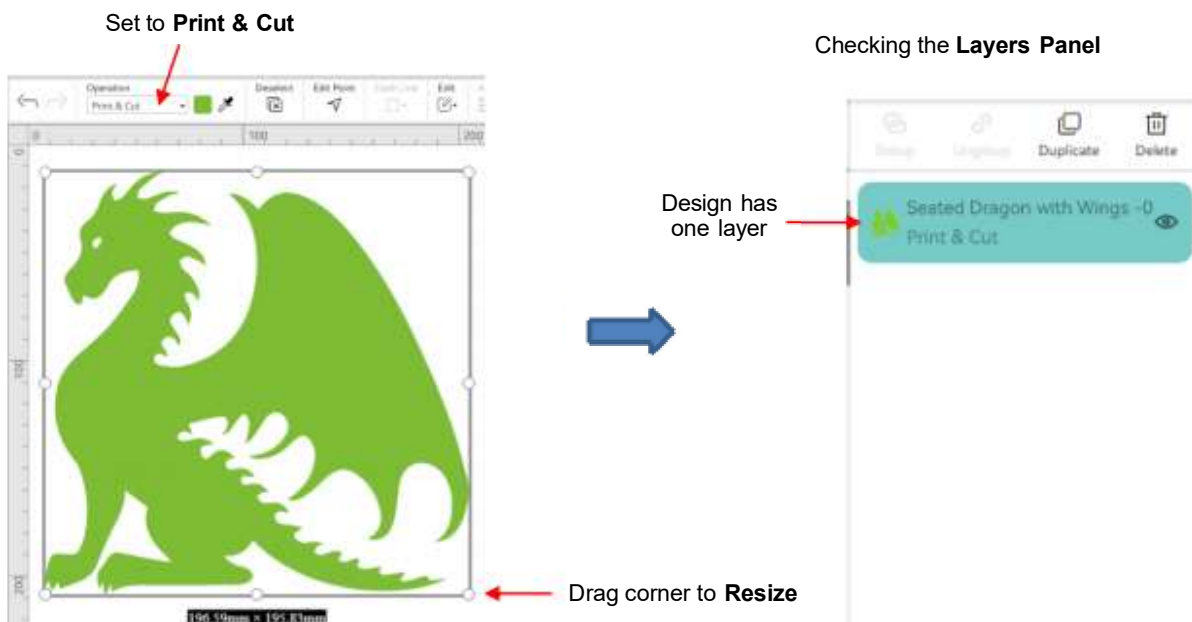
- This first print-and-cut procedure will use the octopus (titled *Marine Animals*) image from the **Shape & Design** library. But feel free to browse and select any shape. Once you select a shape, click the **Add to Canvas** option in the lower right corner of the **Canvas**:

Select a Shape from Shape & Design



- Resize and recolor the shape, as desired. Verify the **Operation** is set to **Print & Cut**. Check out the layers on the **Layers Panel**:

Resize, Set to Print & Cut, and Check Layers



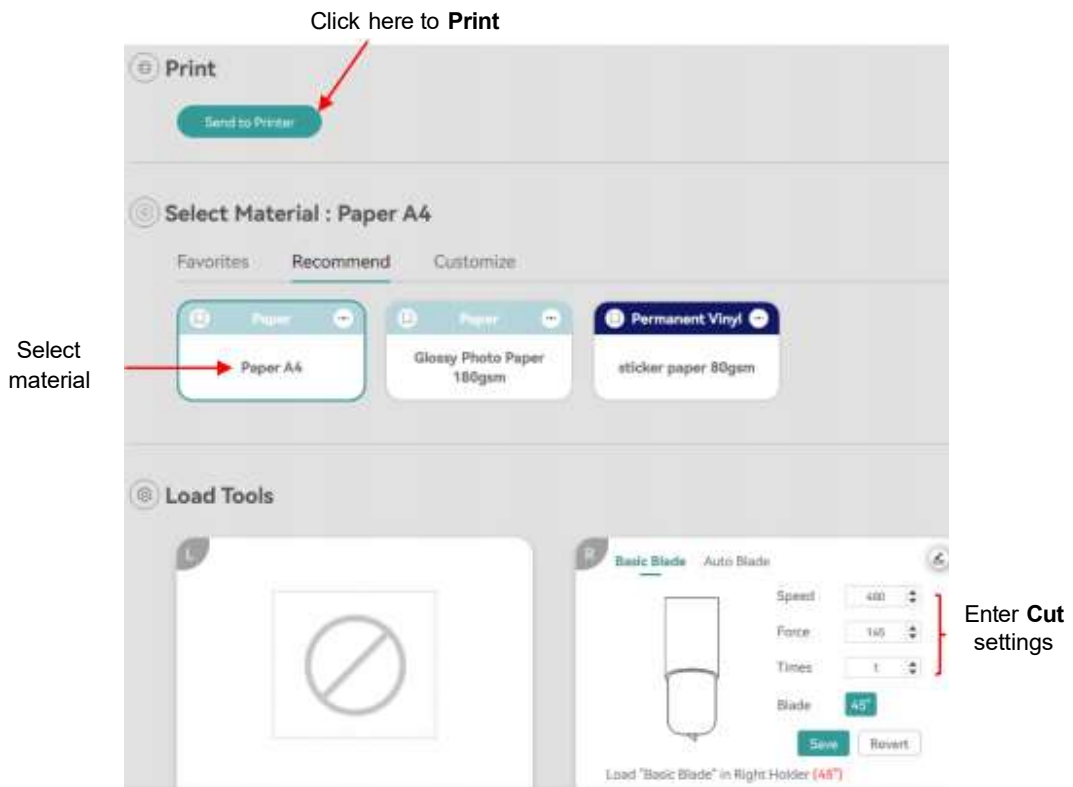
- Click on **Make It** and the following window opens where you apply any necessary changes to settings:

Confirm Settings



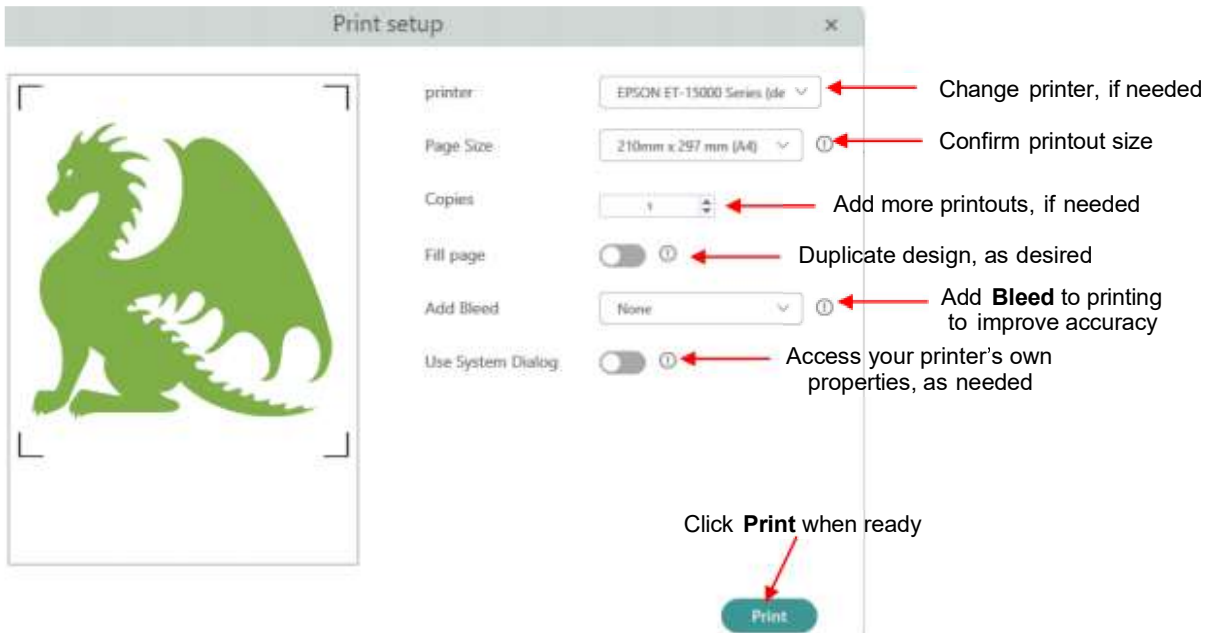
- Click **Next** and complete the following screen:

Print, Material, and Load Tools



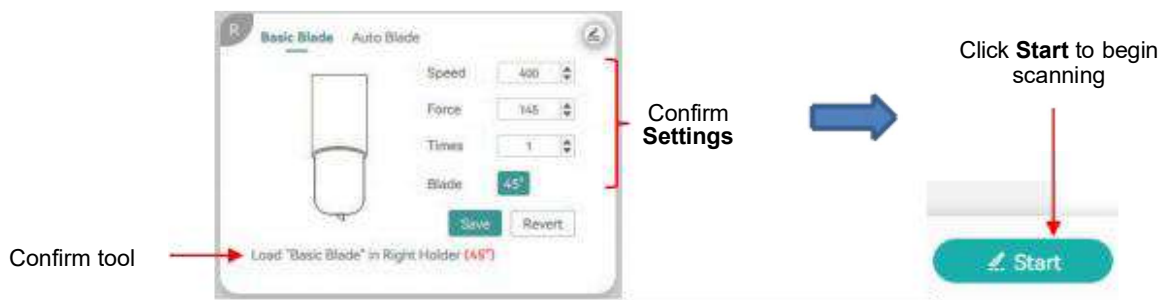
- When **Send to Printer** is selected, the reg marks will appear and print settings will be available to you:

Print Settings



- After printing, place the printout onto the cutting mat in the upper left corner of the grid. In *Necchi Create*, you will be returned to the prior screen to confirm your cut settings. Click on **Start** to begin the scanning of the reg marks:

Confirm Cut Settings and Start



- The Creator Express will proceed to take photos of all four reg marks, either in a clockwise or counterclockwise order, based on if the project is taller than it is wide or vice-versa. Once the reg mark locations are identified, the Creator Express' internal algorithms will know the exact location for cutting the project.

4.4 Flatten and Unflatten

- The **Flatten** function covers all individual inner shapes into a raster such that they are only printable. This helps prepare a project for print & cut usage.
- For example, the follow circle has a 4-leaf clover and text added to the top. If nothing is applied to the design, it will be treated as a three-color, separate cut:

No Functions Applied – Not what you want!



- If **Attach** (Section 3.7) had been applied, then only a single cut will be made, however the entire design will cut out:

Attach Applied – Not what you want!



- Instead of **Attach**, you want to use **Flatten**:

Apply Flatten to Convert to Print & Cut



- The inner shapes (clover and lettering) and green circle will be sent to print and the outer circle will be cut.
- Note that after applying **Flatten** to a selection of shapes, **Unflatten** will appear in case you need to reverse it.

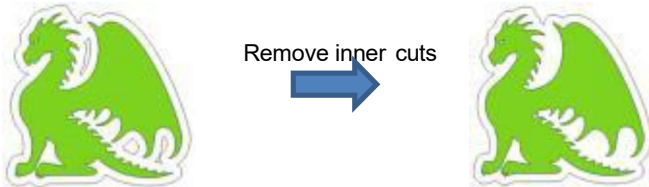
4.5 Adding an Outer Cut for Sticker Making

- One popular print-and-cut application is sticker making. This typically involves having a printable design with an outer cut layer, often set to white. Since smaller inner cuts are seldom used in stickers, one of the following steps involves removing any inner cuts, but it's not a requirement. You can make that choice on your own.
- Reference numbers are added in case you've not yet read about a particular function used:

Add Outer Cut Using Offset (Section 10.2)



Use Contour on the Offset Layer (Section 10.3) to Remove Inner Cuts (optional)



Use Flatten (Section 4.4) to Convert to Print & Cut



- **Tip:** when adding a white offset, you might want to turn on a **Background** color so that you can visualize your final project more clearly:

Use a Background Color to Visualize White Offsets

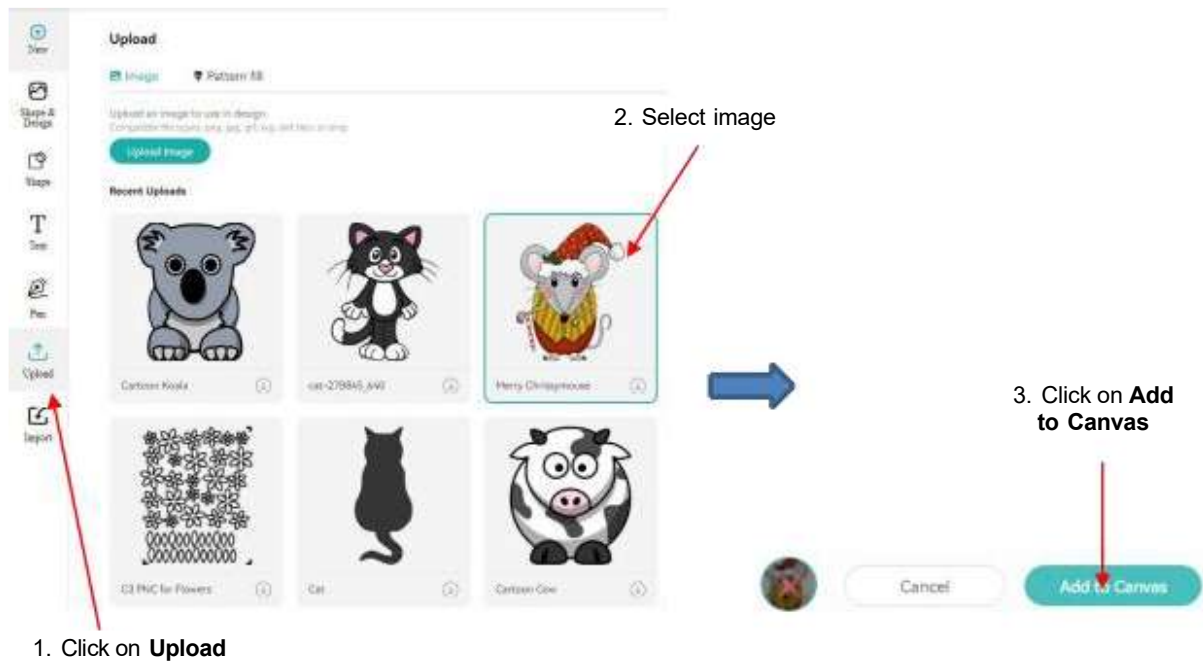


- Sticker makers often want to “fill the page” with copies. This can be done either directly on the **Canvas** using the **Array** function (Section 10.4) or using **Project Copies** (Section 3.7) after clicking on **Make It**.

4.6 Importing Outside Images for Print & Cut Applications

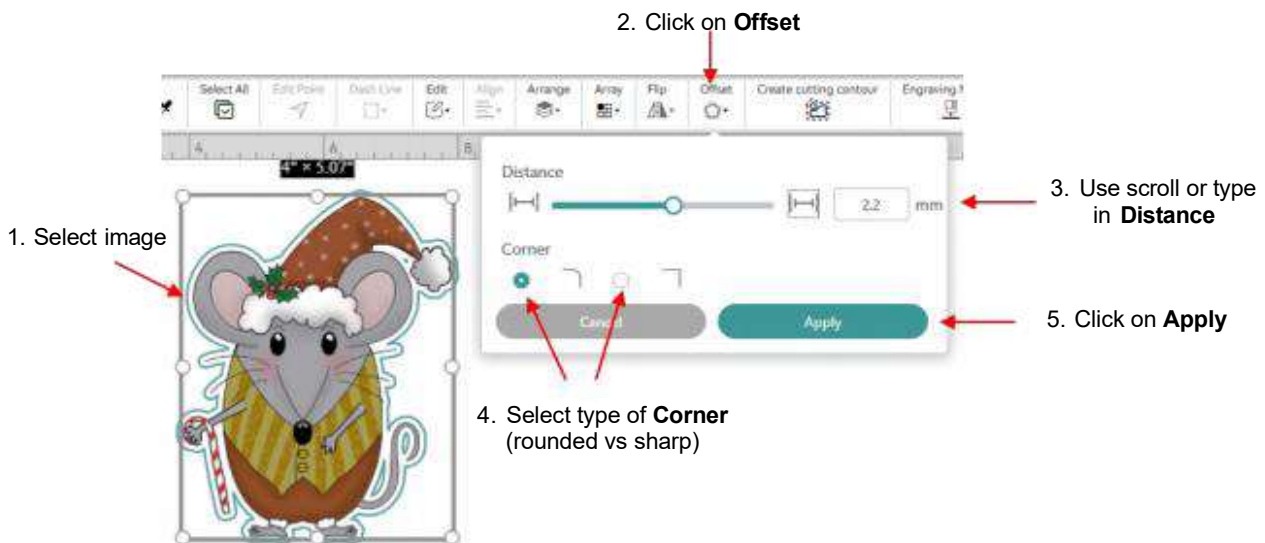
- The dragon example was already a vector shape, ready to be cut. However, you are also able to import or upload image files (JPG, PNG, etc.) from outside of *Necchi Create*.
- Sections 7.6-7.8 cover importing outside files, so please review those tutorials first. In general, it's recommended you use the **Upload** option as it allows you to remove the background and erase any parts of the image you wish. Then, assuming the image is saved with the **Print Then Cut Image** option, your design is ready to add to the **Canvas**:

Select Image from Uploads Library



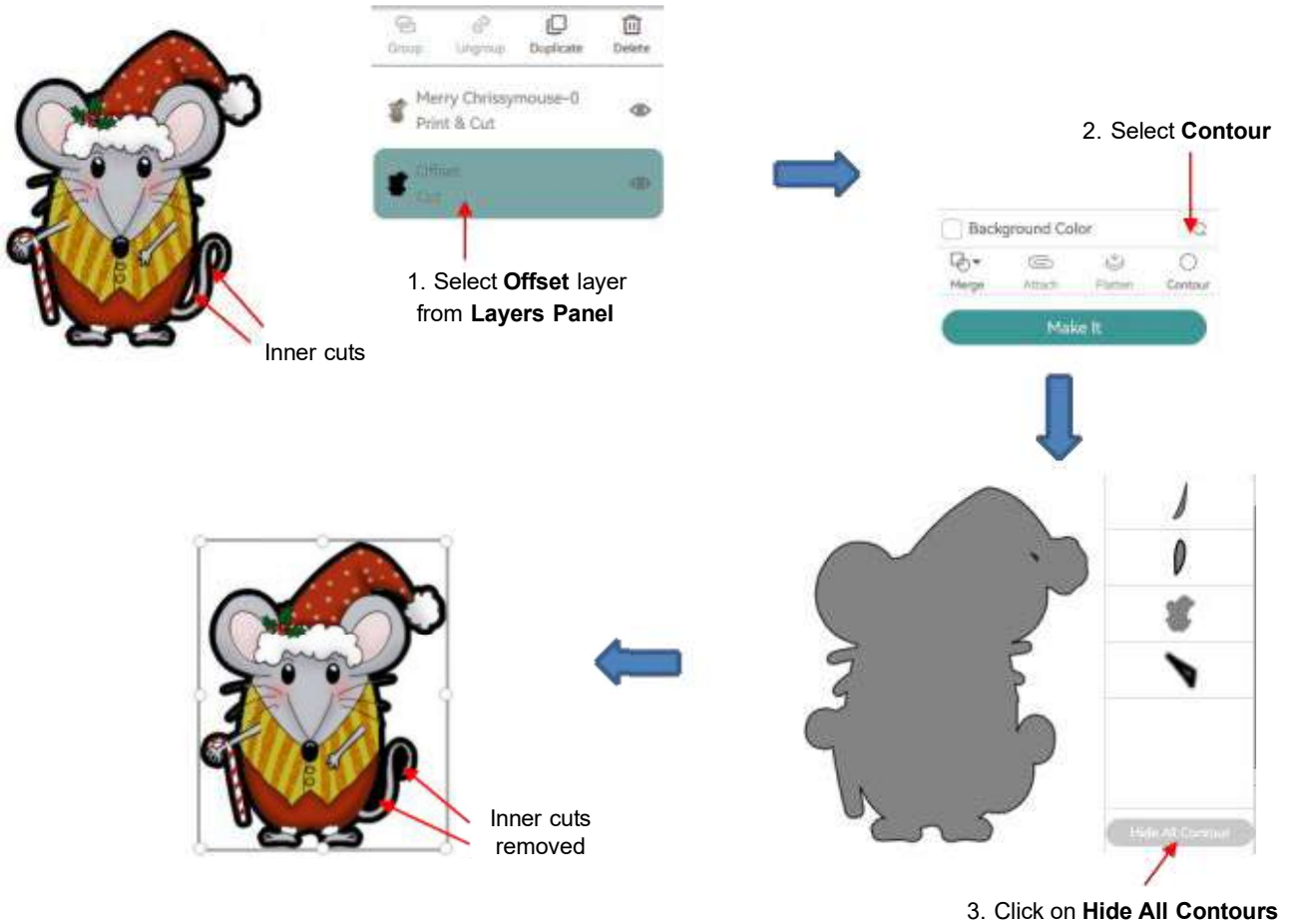
- With the image on the **Canvas**, it's ready for **Make It** unless you wish to add an outer contour cut. This is covered in **Offset** (Section 10.2) but is easily added:

Add Offset (optional)



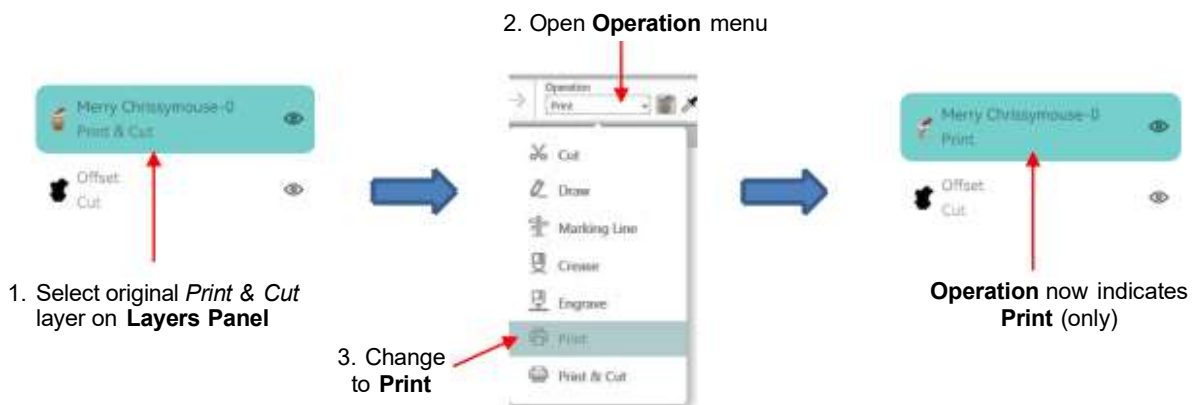
- You'll observe there are inner paths which will cut and that's not always desirable, especially with stickers. To remove those cuts, select the new *Offset* layer only, and select the **Contour** option (Section 10.3) and click on **Hide All Contours**:

Hide All Contours (optional)



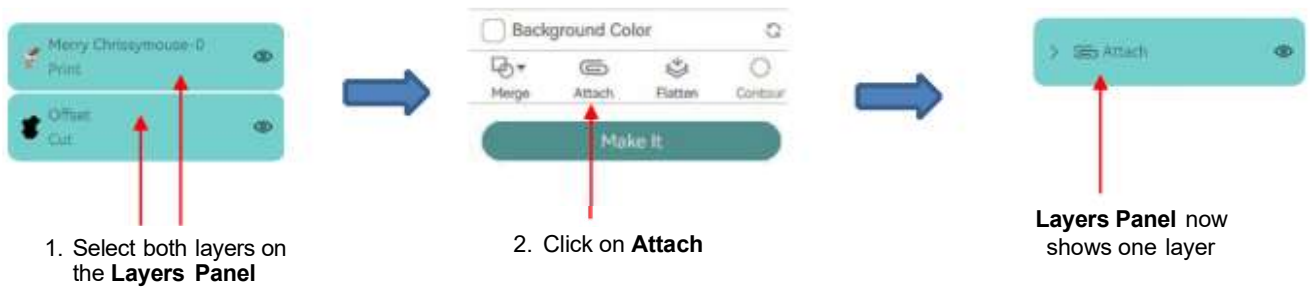
- Two final, but more important steps:
 - Select the original layer (*Print & Cut*) and change its **Operation** to **Print**. Otherwise, there are two cut layers present (the original and the **Offset**):

Change Operation to Print



- ◇ Select both the *Print* and the *Offset* layers and apply **Attach** (Section 3.7) so that both layers will be on the same mat:

Apply Attach

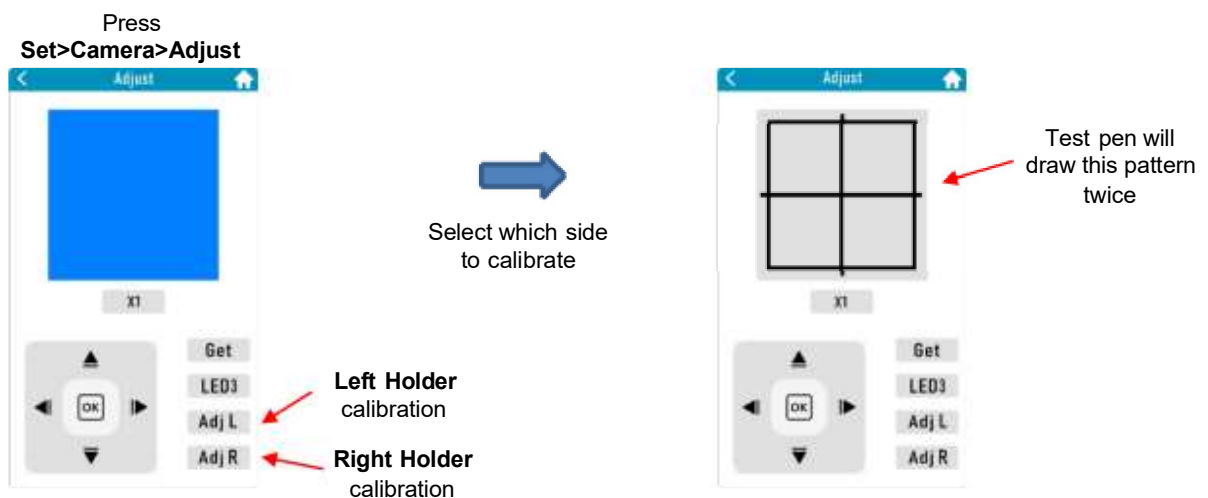


- Click on **Make It** and continue as covered in Section 4.3.

4.7 Calibrating the Camera

- The camera on the Creator Express may already be calibrated for your needs. However, if you find that all of your cut shapes are off by the same amount in the same direction, then recalibrating should fix the issue.
- **Important:** Do not confuse calibration with drift in which the first cut is perfect but as the cut progresses there is an increasing inaccuracy across the printout. This is an operational problem such as too fast of a speed, wrong cut settings, sticky pinch rollers, and more.
- Both the **Left Holder** and the **Right Holder** can be calibrated to the camera. Place a sheet of paper onto the mat in the upper left corner of the grid and load the mat.
- If calibrating the **Left Holder**, mount the **Test Marker** as was shown in Section 1.7. If calibrating the **Right Holder**, place the included **Pen Adapter** in the **Right Holder**, so that the **Test Marker** can be inserted on that side.
- To access the calibration screen on the **Control Panel**, go to **Set>Camera>Adjust** and press whichever side you wish to calibrate:

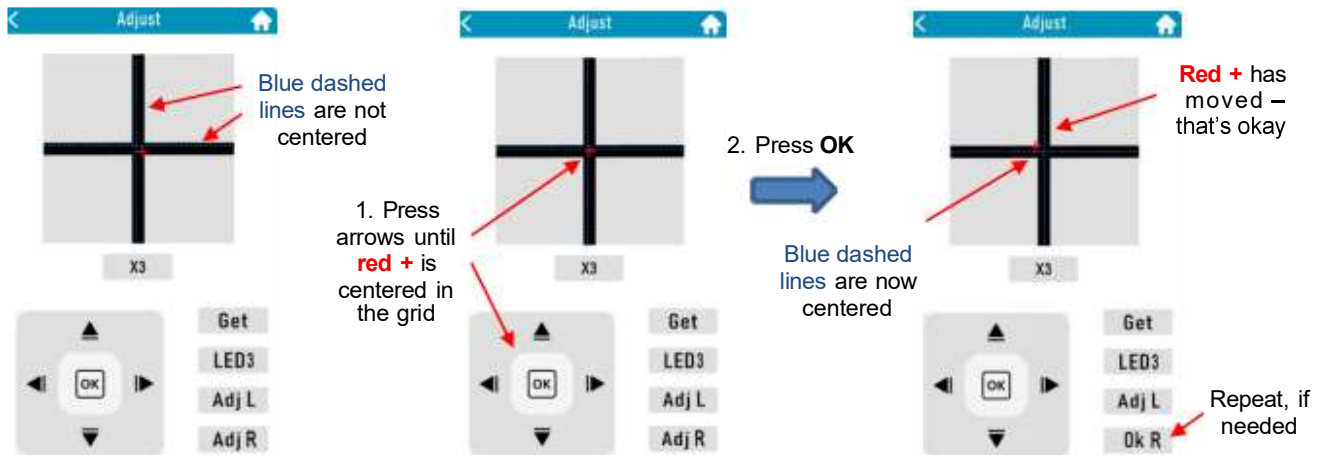
Initiate Camera Calibration



- Immediately after the pattern is drawn, a photo appears and you will see a **red +** and two **blue dashed lines** on top of the pattern. Press the **X3** button to zoom in on the center of the pattern.

- Press the arrow keys on the screen to move the **red +** to the very center of the grid and press **OK**. The **blue dashed lines** will then be moved to align with the center:

Adjusting the Calibration



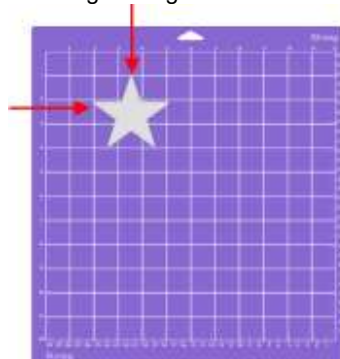
- ◇ **Important:** The **red +** is a pointer and will automatically move from the center each time you press **OK** so that you can better observe if the **blue dashed lines** are crossing at the center of the grid (which is the goal).
- ◇ Note that you can repeat the process by clicking on **Ok R** which has replaced **Adj R**. A new grid will be drawn to the right of the prior one and the same steps can be used to adjust the calibration.
- ◇ Once the calibration is complete, press the **Home** icon to return to the main **Control Panel** screen.

4.8 Using the Camera to Set an Origin

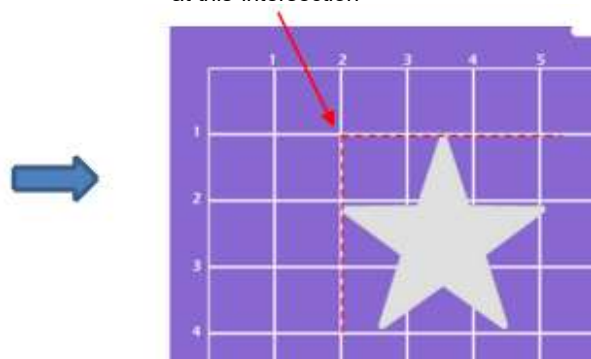
- For some applications, setting a precise origin is essential, such as engraving an object where centering of the design is important.

Placing an Object onto the Mat

Align object so that top and left sides align with grid lines



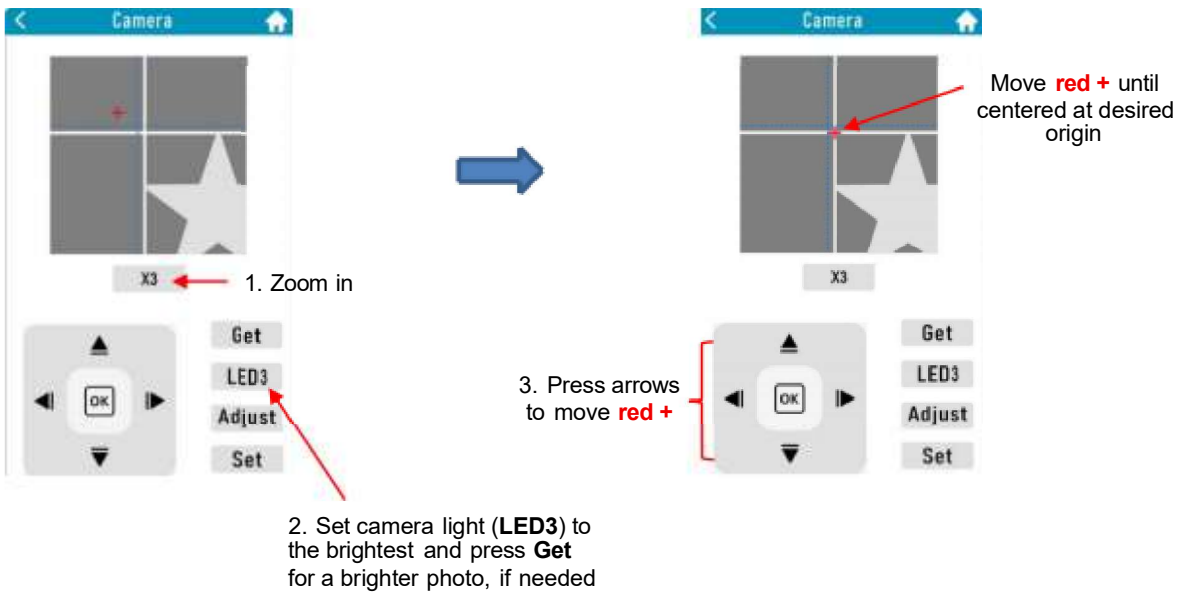
Origin needs to be set at this intersection



- When using the camera to set the origin:
 1. Move the **Engraver** tip until it is ~ over the desired origin.
 2. Go to **Set>Camera** and click **OK**. A photo will be taken. Note **X3** and **LED3** settings in the screenshot which follows.

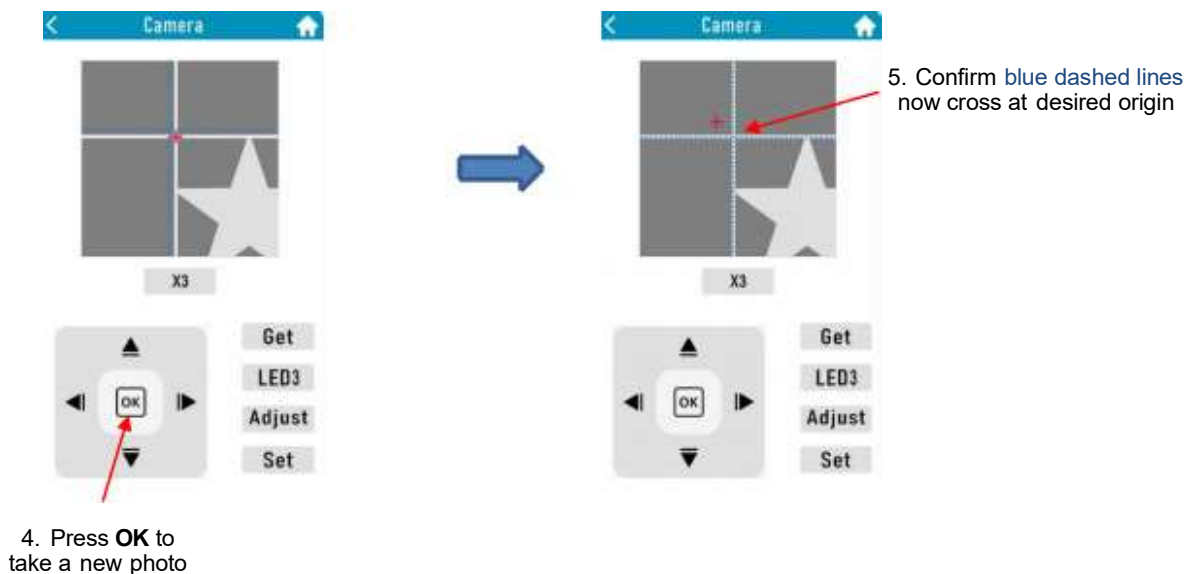
3. Click the arrows on the screen until the **red +** is at the origin.

Move the Red + to the Desired Origin



4. Press **OK**. The two **blue dashed lines** should now align with the object you're engraving. Note the **red +** will move out of the way. Leave it be unless you need to move it again to improve the origin location and take a new photo.
5. Once **blue dashed lines** intersect at desired origin, press the **Home** icon. The tool tip will move over the location of the new origin.

Press OK and Confirm Alignment of Blue Dashed Lines with Object



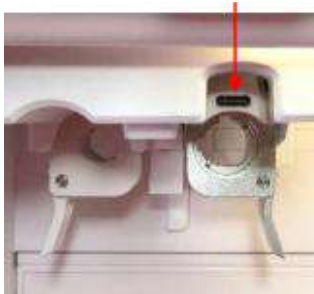
5. Accessories

5.1 Accessory Tools

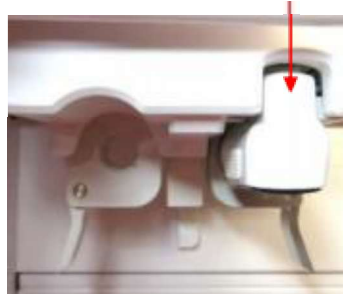
- The current optional accessory tools have small plugs to communicate with the tool and enable rotating of the tool while in use. These include: **Rotary Blade** (Section 5.3), **Creaser** (Section 5.4), **Engraver** (Section 5.5) and the **Knife Blade** (Section 5.6).
- To mount these tools into the Creator Express :
 - ◇ Remove the protective cap and retain for storage.
 - ◇ Lift the top cover on the Creator Express and locate the port into which the plug on the Creator Express needs to be inserted.
 - ◇ Lower the accessory tool into the **Right Holder**, such that the black section faces towards you.
 - ◇ Press down on the top of the tool to firmly snap the tool into the plug.
 - ◇ Close the lock to secure the tool. Lower the top cover, if desired.

Installing Accessory Tools with Plugs

1. With top cover open locate the port for the tool plug



2. Lower tool into right holder and push firmly here



3. Move the lock to the left to secure the tool



- When removing a tool, lift the top cover. Unlock the **Right Holder**. Firmly grip the left and right sides of the tool and lift straight up.
- Remember to replace the protective caps for storage.

5.2 Material Management with Accessory Tools

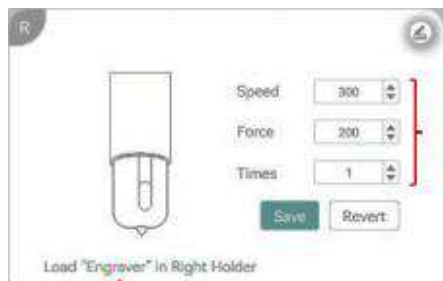
- After preparing a design, but before going to **Make It**, select the appropriate **Operation** (Section 3.4) for that tool:
 - ◇ **Rotary Blade** – select **Cut**
 - ◇ **Creaser** -select **Crease**
 - ◇ **Engraver** – select **Engrave**
 - ◇ **Knife Blade** – select **Cut**
- When selecting a preset within the **Material Management** library, specific tools have been assigned based on which tool will yield the best results. The recommended **Speed**, **Force**, and **Times** settings are based on optimizing that particular tool with that particular material. For example:

Note Settings from Material Management

select Material: clear craft plastic sheet 0.3mm

versus

select Material: Medium fabric (cotton type)



Settings from
**Material
Management**
library

Engraver is selected because
Operation is set to **Engrave**



Settings from
**Material
Management**
library

Rotary Blade is recommended because
material selected is a fabric

- If the wrong tool is mounted based on what is recommended, you will receive error messages in *Necchi Create* and on the Creator Express' **Control Panel** when the project is sent to cut:

Wrong Tool Error Messages

In *Necchi Create*



and

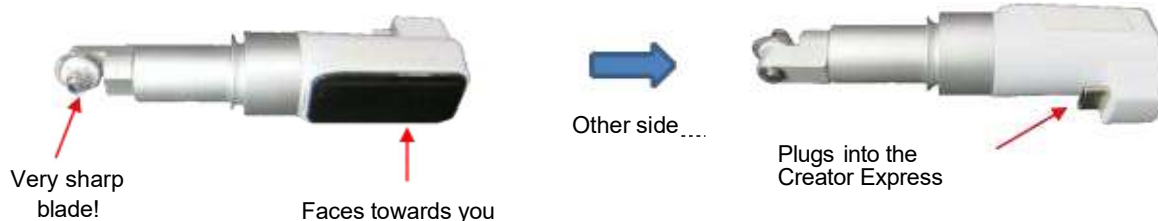
On **Control Panel**



5.3 Rotary Blade

The **Rotary Blade** is very sharp. Please keep out of the reach of children.
Use the protective cap when not in use.

Parts of the Rotary Blade



- The **Rotary Blade** is mainly used for fabric and felt, but it can sometimes be recommended for other materials as well, such as faux leather and crepe paper. The advantages over using a regular blade are not only cleaner cutting of these materials but you also don't need to pre-stabilize the material with a spray or iron-on sheet. The material can be directly pressed firmly and evenly onto your standard or strong tack mat.

- The **Material Management** library has two categories of materials suitable mainly for cutting with the **Rotary Tool**:

Materials with Rotary Blade Settings



- There is a wide range of fabrics and felt listed in those two categories but this certainly isn't a restriction. If you wish to cut a fabric not listed, pick one that's close in both thickness and density and then perform test cuts starting with a slightly more conservative **Force** and then working up, as needed.
- IMPORTANT:** Because of the larger size of this blade, it's recommended that the **Mat Padding** be set to at least 5.0 mm. Refer to *Section 6.5 Load Type*.

Mat Padding



- IMPORTANT:** Because of the shape of the **Rotary Blade**, the protection cap only fits one way. Thus, when you are ready to put the cap back on, rotate the cap until the tool easily slips back in.

Marking Line

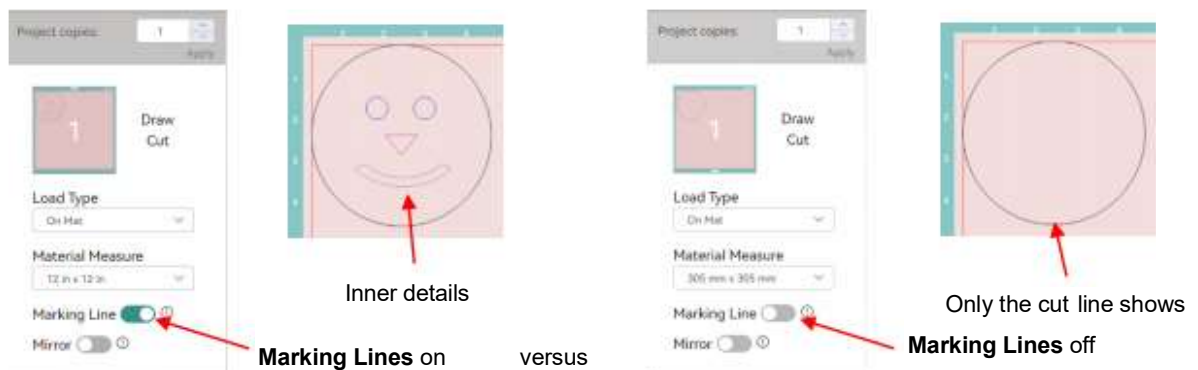
- Users who cut fabric for sewing often want drawn lines added for purposes of seam allowance or alignment guides or even just decorative enhancements such as eyes or buttons (or whatever!).
- Marking lines is another option in the **Operation** menu. It is similar to the **Drawing** option in that it uses pens mounted in the **Left Holder**. It differs from the **Drawing** option in that it can be turned off after you've selected **Make It**. Also, it can be set to ignore different **Pen** color assignments and draw shapes without pausing for pen changeouts.
- To enable the **Marking Lines** function, go to the **Settings** option in **Profile** menu and click on the **Canvas** tab:

Marking Line Preferences



- Remember to apply **Attach** (refer to *Section 3.7*) to the project. When **Make It** is selected, the option to disable **Marking Lines** is available as shown below:

Disabling Marking Lines



5.4 Creaser

Parts of the Creaser

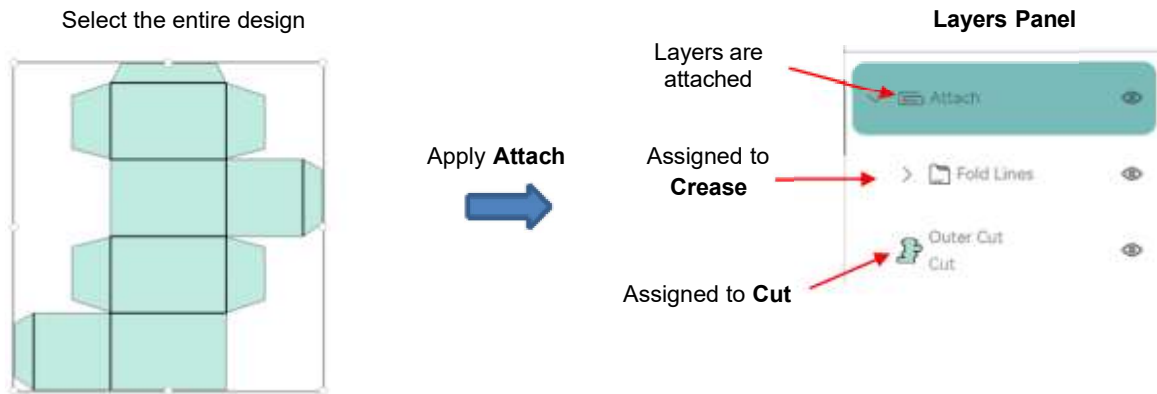


- The **Creaser** can be used in fold-up projects, such as pop-up cards, gift bags, small boxes or for debossing thin materials.

Score and Cut Project

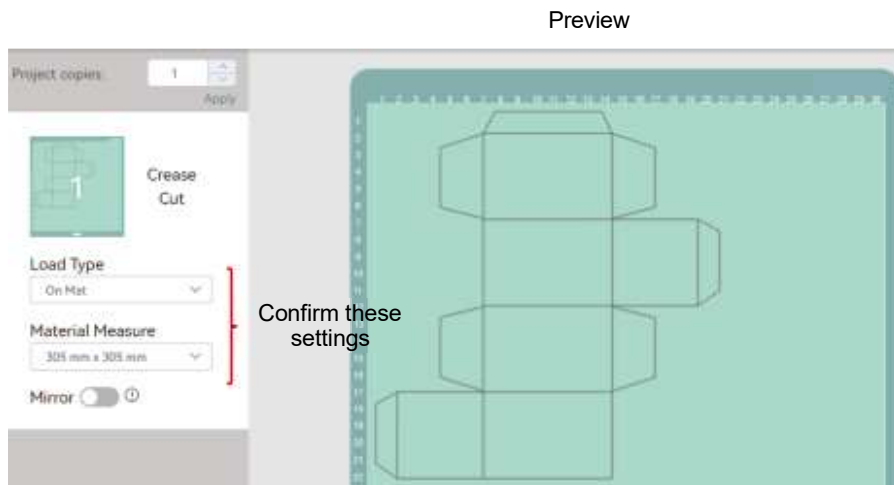
- To prepare a file for a score-and-cut project, the fold lines are set to **Crease** in the **Operations** menu. They will automatically be colored black. The outer cut layer is left at **Cut** and set to a pale green. **Attach** is applied:

Score-and-Cut Box



- Click on **Make It** and confirm project looks correct:

Crease & Cut Set-up



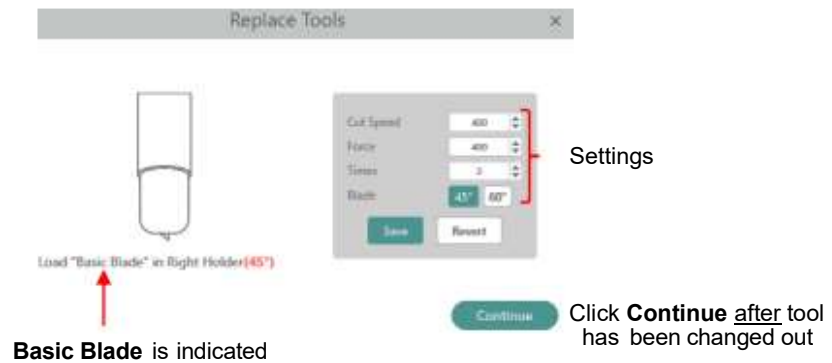
- In the **Material Management** library, *Heavy White Cardstock* is selected and the settings for **Crease** appear:

Select Material for the Box



- After mounting the **Creaser** and loading the mat with the material to be cut, click on **Start**. The Creator Express will then proceed to make the score lines. **IMPORTANT**: the follow screen will pop up almost immediately, however always wait for the Creator Express to complete the current job before proceeding with any changes:

Replace Tools Screen

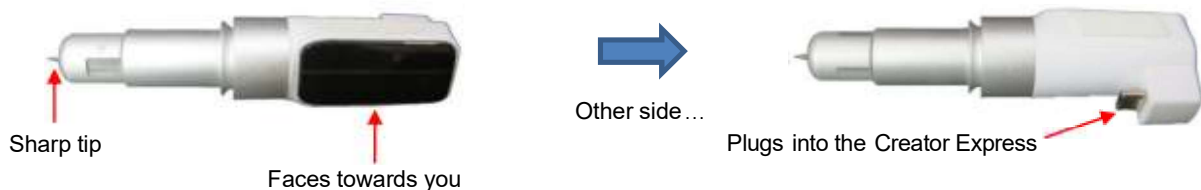


- Make sure to do some tests first to get the best settings for the scoring or embossing you need. For scoring cardstock, this typically involves using a lower **Force** and two or three passes. The reason to use a lower **Force** with multiple passes is to avoid too much downward drag on the cardstock as the tool is making the score lines. This can lead to misalignment with the cut lines if the mat has slipped a bit during the scoring process.

5.5 Engraver

The **Engraver** is very sharp. Please keep out of the reach of children.
Use the protective cap when not in use.

Parts of the Engraver

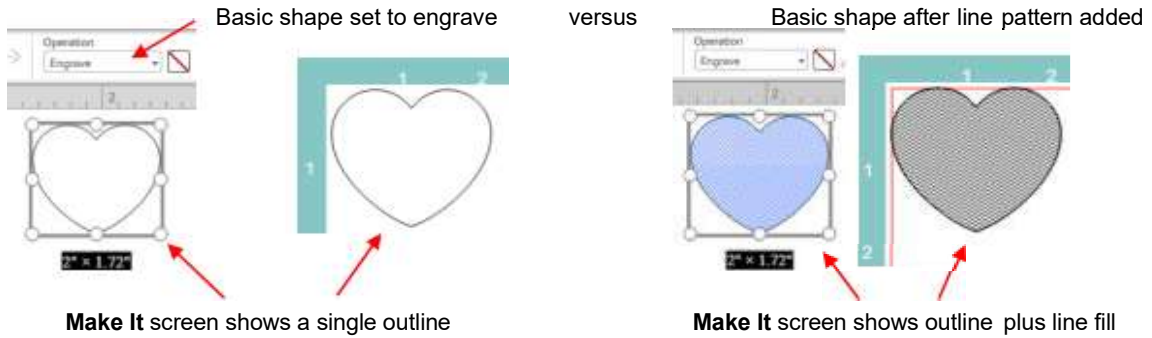


- The **Engraver** can be used to engrave vellum, foils, acrylic, and most metals, including trophy labels, dog tags, and thin jewelry charms.
- When engraving an existing object, it's important to understand how to control the exact positioning of that object so that the engraving will be centered (or located exactly where you desire it to be). To do this, recreate the object in *Necchi Create*. If it's a simple shape, like a rounded rectangle, use the **Shape** library (Section 7.5). If it's a more unique shape, either use a scanner or take a photo of the object and use **Upload** (Section 7.6) to trace the image. Then resize to exactly match the object you'll be engraving.
- Create the design you wish to engrave. If you want filled engraving, use the **Engraving Module** to add internal lines to the shape (refer to the following subsection *Creating an Engraving Fill*).
- Since you do not want the recreated layer to be cut, assign its **Operation** to **Marking Line** such that you can disable it BUT it will keep the engraving design in its same relative position. This is very important for proper alignment of the engraving. This will be clearer in the subsection *Engraving an Object*.
- When placing the object onto the cutting mat, make sure it is very secure so that it will not slip during engraving.

Creating an Engraving Fill

- As with normal cutting, if you send a shape to be engraved, it only moves the tool around the outline of the shape. Typically, however, users want to fill (color in) the shape with lines:

Outline versus Line Fill



- To add a line pattern to any particular selected shape, click the **Engraving Module** icon on the **Toolbar**:

Engraving Fill Function

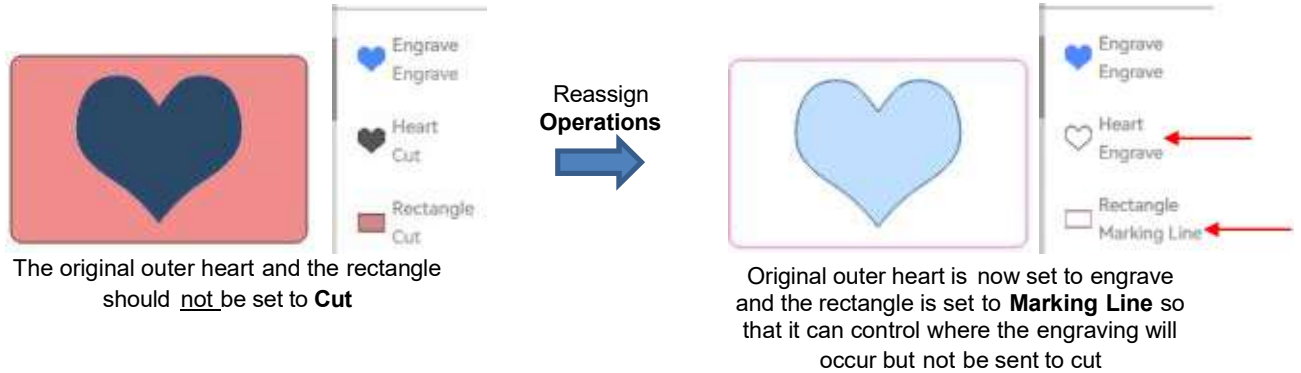


- ◇ A choice of 3 patterns is available – **Straight Line** (as shown), **Concentric Circles**, and **Spiral Circles**
- ◇ **Tool Diameter** – For the **Creator Express Engraver**, use 0.5. If using this function for pen coloring, enter a diameter based on the thickness of a line drawn by hand with the pen.
- ◇ **Fill in Gaps** – Lowering this setting tightens the engraving lines. Typically, 0.1 is desirable for metal and acrylic engraving using the **Creator Express Engraver**.
- ◇ **Angle** – Angle of the lines relative to horizontal being 0°. Often 45° or -45° is used but the outer shape of the object may lead you to a different choice.
- ◇ **Precision** – Only applies to the **Concentric Circles** pattern. Increasing the setting will ensure innermost paths are generated as close as possible to their original shapes.

Engraving an Object

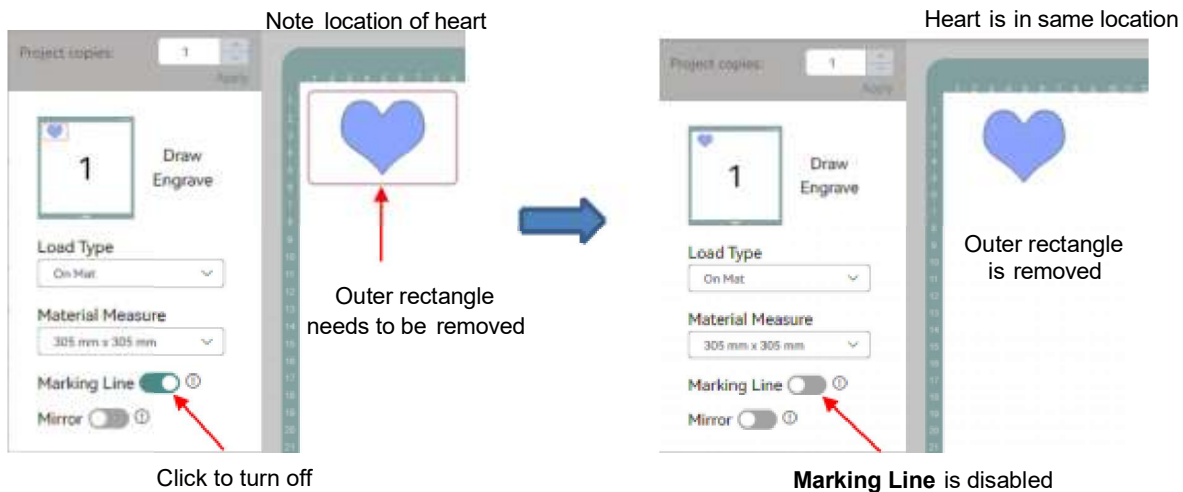
- The following heart design will be engraved onto an existing aluminum business card. The rounded rectangle outline is sized to match the actual card to be engraved. The heart shape has the engraving fill created. However, it's important to assign the layers on the **Operation** menu:

Change Operations



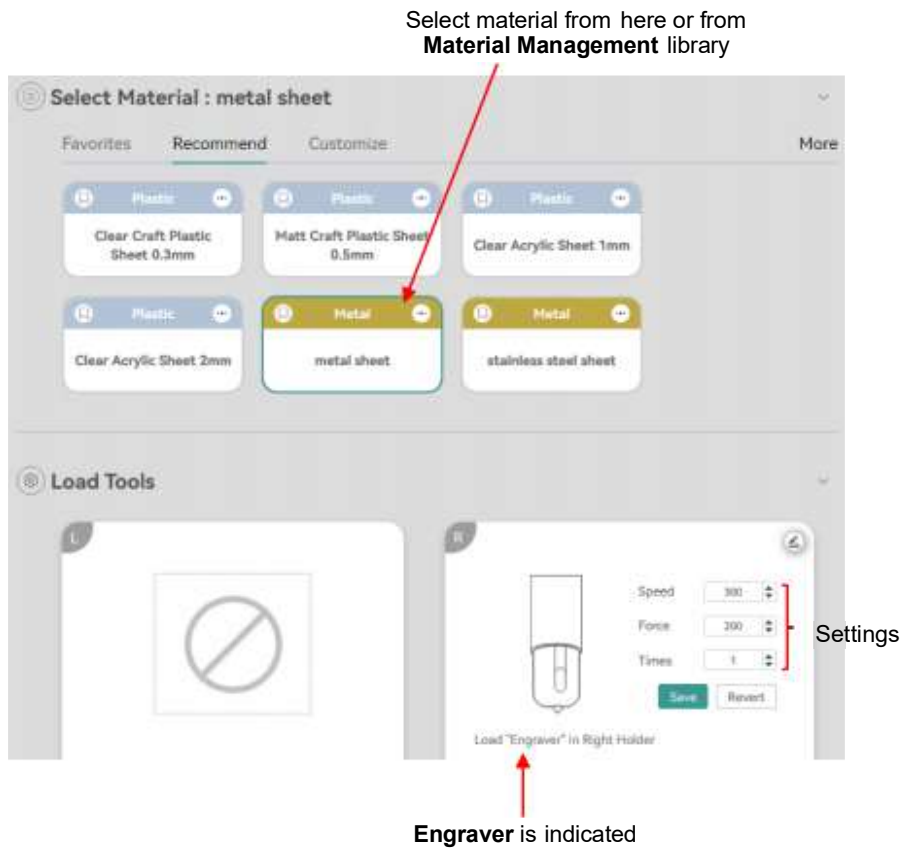
- After the change in assignments, all three shapes need to be attached (*Section 3.7*) so that when you click on **Make It**, they will appear as a single project. Turn off the **Marking Line**, although it will still control the location of the engraving:

Disable Marking Line



- In the next screen, select the material to be engraved. In this example, a thin metal option is selected:

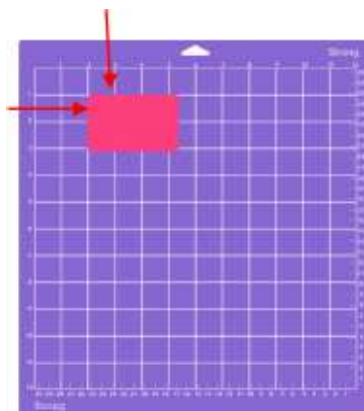
Selecting Material and Settings



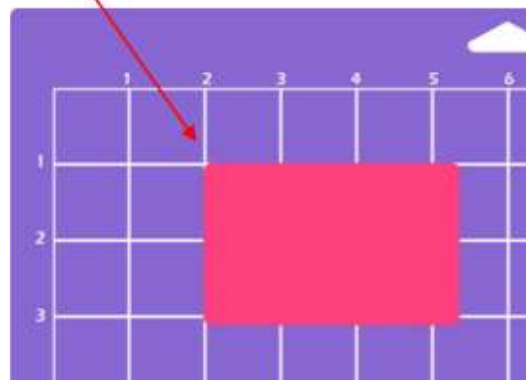
- For perfect centering it is strongly recommended that the camera on the Creator Express be used to set an origin. Attach the object to be engraved so that it is aligned along grid lines on the mat, such as shown in the following screenshot. Use either a **Strong Grip** mat or use double-sided tape to securely attach the object to the mat:

Set the Origin for Engraving

Align object so that top and left sides align with grid lines



Origin needs to be set at this intersection (*Section 4.8*)

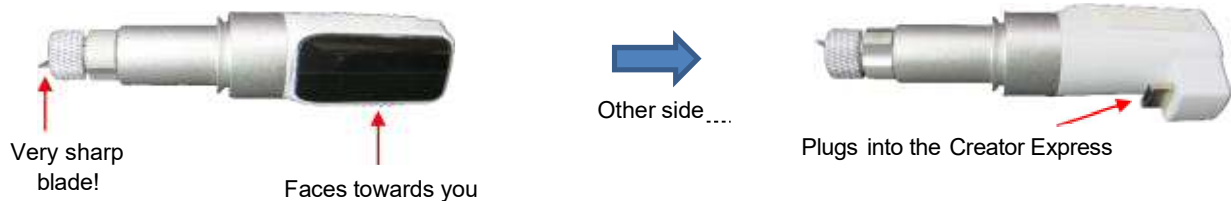


- Refer to the steps in *Section 4.8* to accurately set the origin at the grid intersection in alignment with the top and left sides of the object you're engraving.
- Once a precise origin has been set, click **Start** to initiate engraving.

5.6 Knife Blade

The **Knife Blade** is very sharp. Please keep out of the reach of children.
Use the protective cap when not in use.

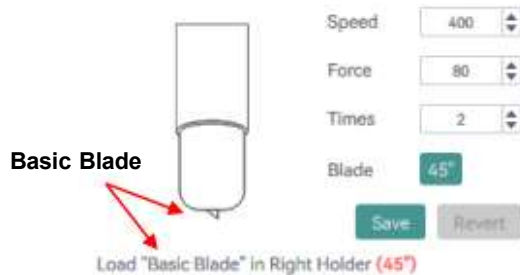
Parts of the Knife Blade



- The **Knife Blade** is used for cutting thick materials such as cardboard (chipboard), EVA craft foam, leather, cork sheet, basswood, and craft plastic.
- Most materials will need to be pressed firmly and evenly onto a strong tack mat. Some materials may cut cleanly on the standard mat, but be aware of the importance of good adhesion. The thicker and heavier the material, the more likely it is to separate from that adhesion.
- When selecting a material from the **Material Management** library, be sure to take note of the recommended tool as the presets have been entered based on that tool.
- **IMPORTANT:** It is recommended that the **Force** be set to less than 200 to help expand the blade's lifespan. Also, the **Speed** should be set to less than 400.

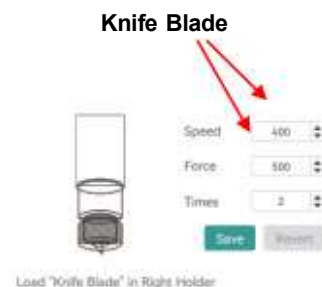
Note Which Tool is Used for the Preset

Thin genuine leather 0.4-0.9mm (lamb-like)



Leather 1.5mm

versus



5.7 Reference Table for Tool Selection

- As mentioned in the previous sections, it's important to note which tools are best for a particular material and application. For example, with metal and acrylic (a non-bendable plastic), only engraving can be performed, thus you wouldn't want to try cutting either. Use the following table as a reminder of which tool is the best choice for certain types of materials:

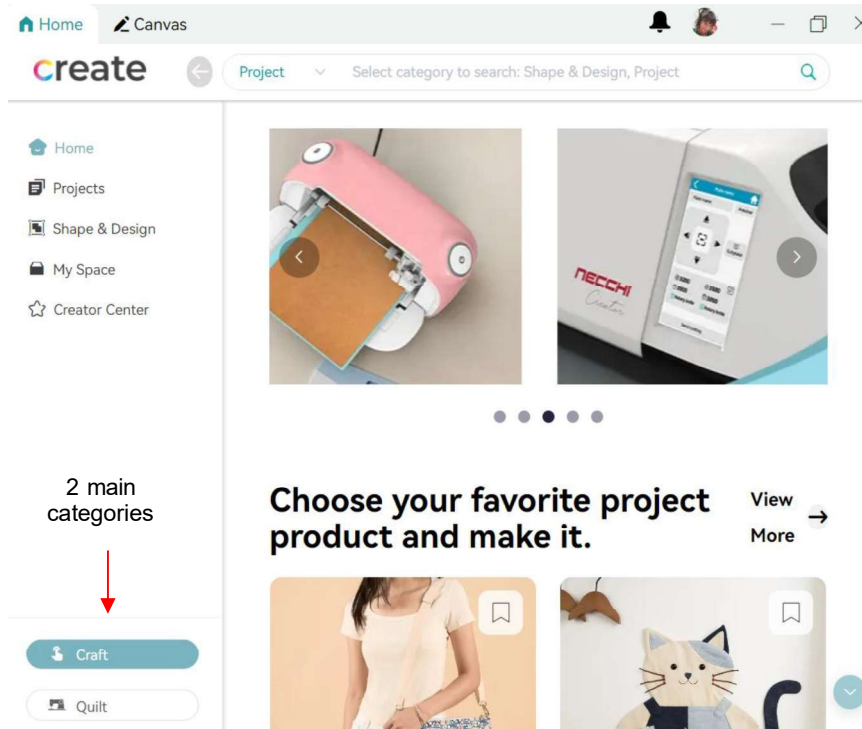
Recommended Tools Based on Material Type

Material	Tool
Acrylic	Engraver
Cardboard	Knife Blade
Fabric	Rotary Blade
Felt	Rotary Blade
Foam	Knife Blade
Leather	Rotary Blade
Metal	Engraver
Paper	Basic Blade
Vinyl	Basic Blade

6. Introduction to Necchi Create

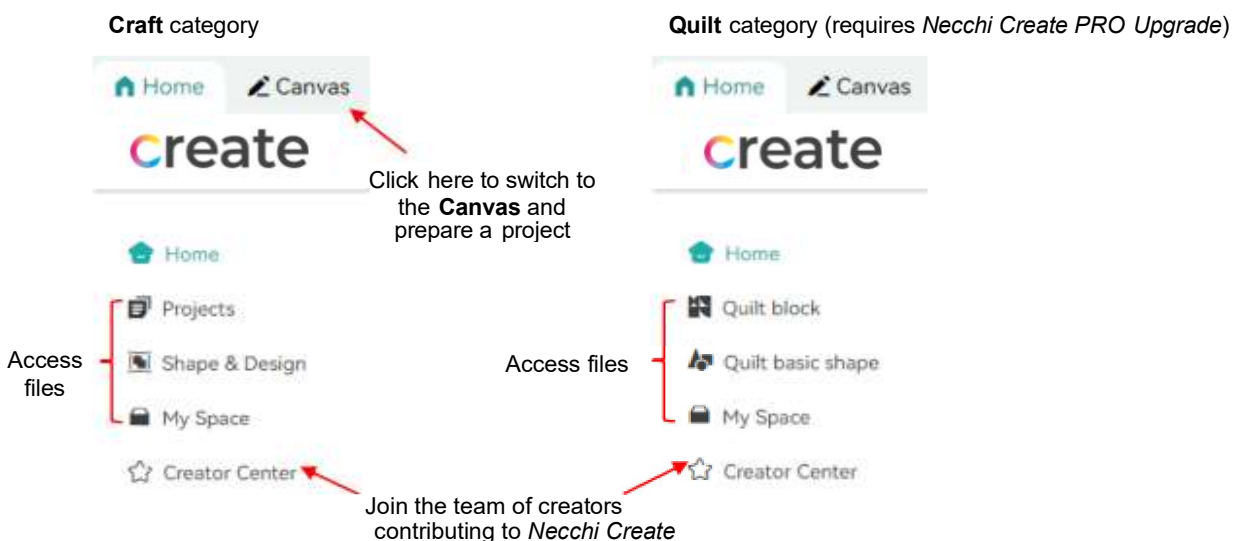
- If you've not yet installed *Necchi Create*, go to *Section 2.1* for complete instructions. Note that you can confirm your current versions of *Necchi Create* and Creator Express firmware, plus perform updates by reviewing *Section 6.5 (General tab)*.

6.1 Home Tab



- ◇ Depending on whether you have **Craft** selected or **Quilt** selected, the panel options above will change. See below and refer to *Section 7.3 and 7.4* for more details.

Upper Left Side Panel



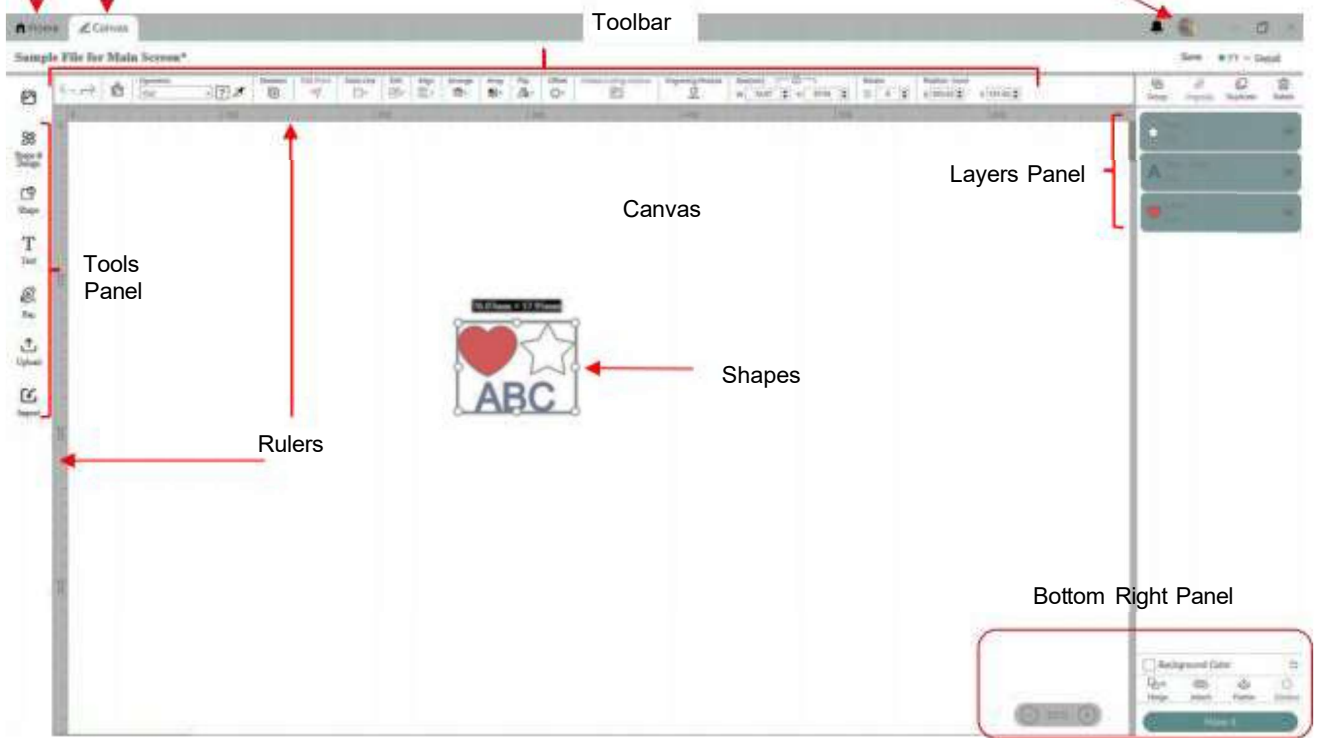
6.3 Canvas Tab

- Below is a screen shot of the **Canvas** tab (when in **Craft** mode) identifying various elements. Individual sections of this screen follow.

Parts of the Canvas Screen

Switch between **Home** and **Canvas**

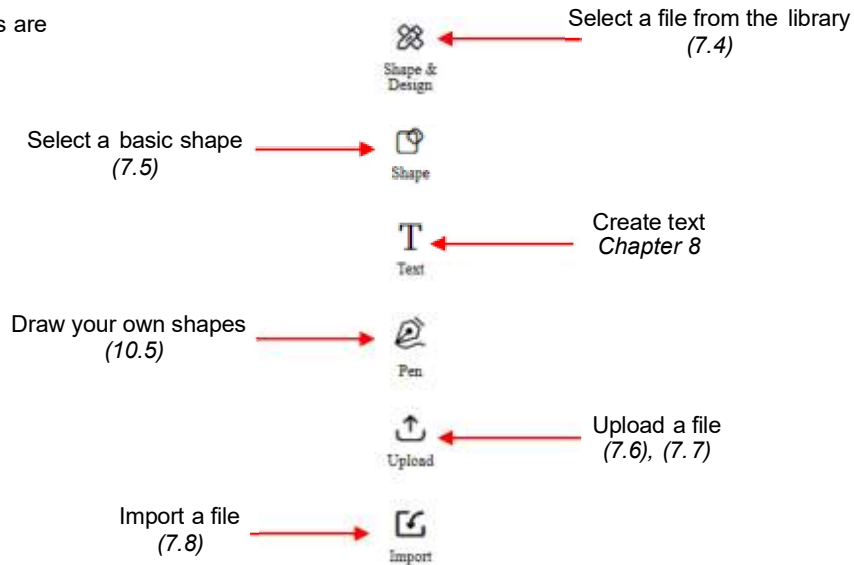
Profile, Settings, etc.



Tools Panel

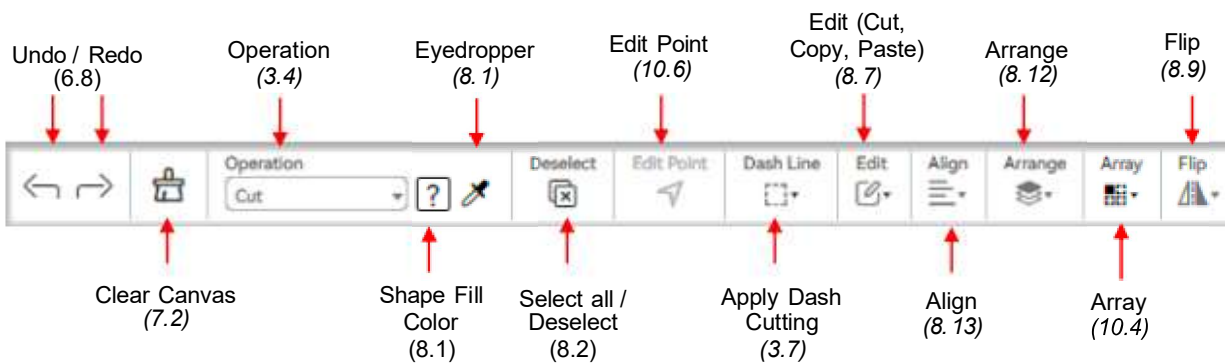
Functions on the Tools Panel

Note: Section numbers are in parentheses

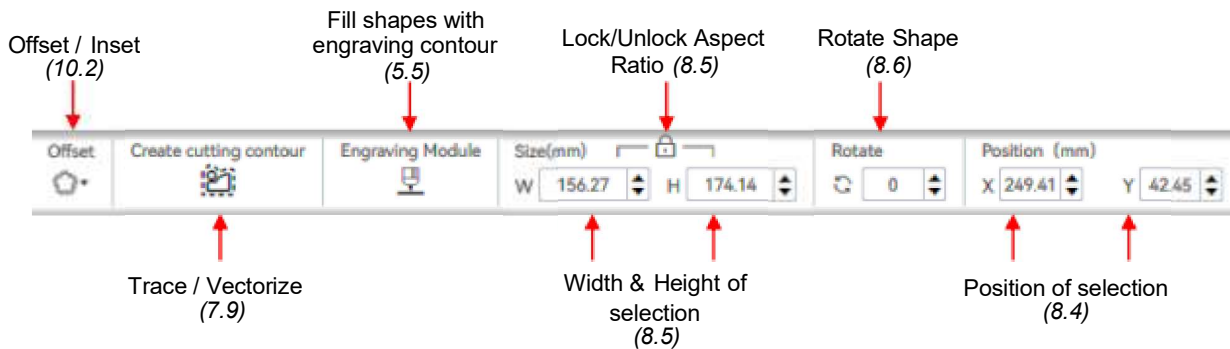


Toolbar

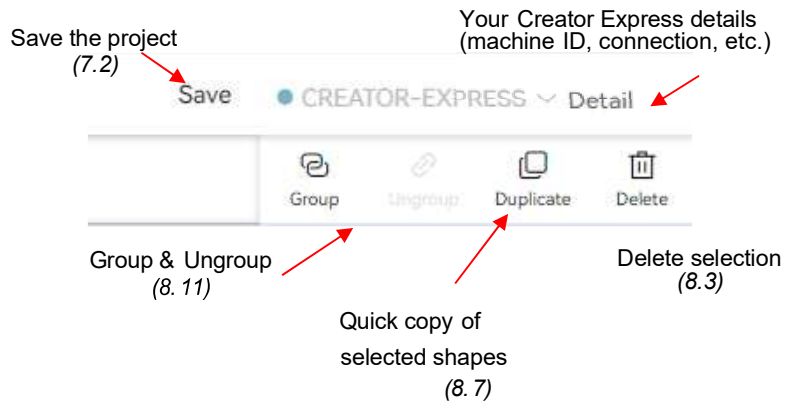
Toolbar – Left Side



Toolbar – Center

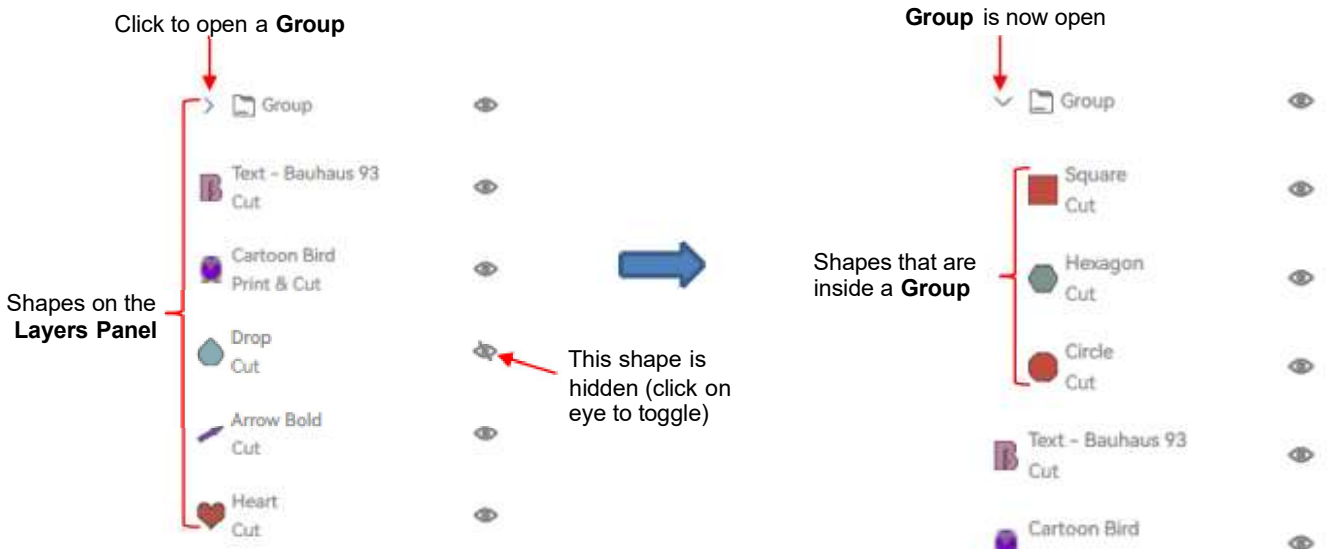


Toolbar – Right Side



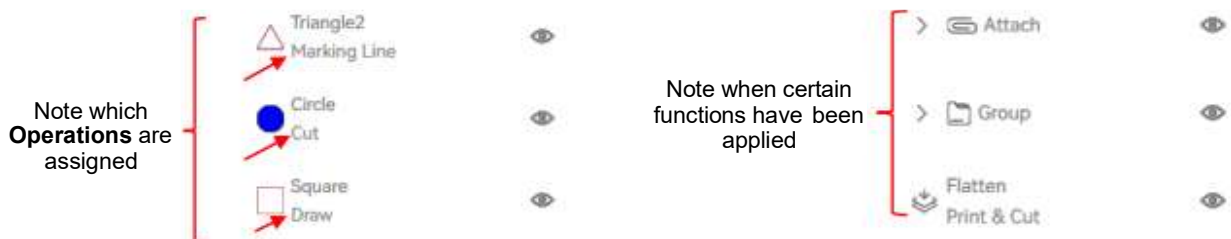
Layers Panel

Layers Panel Functions



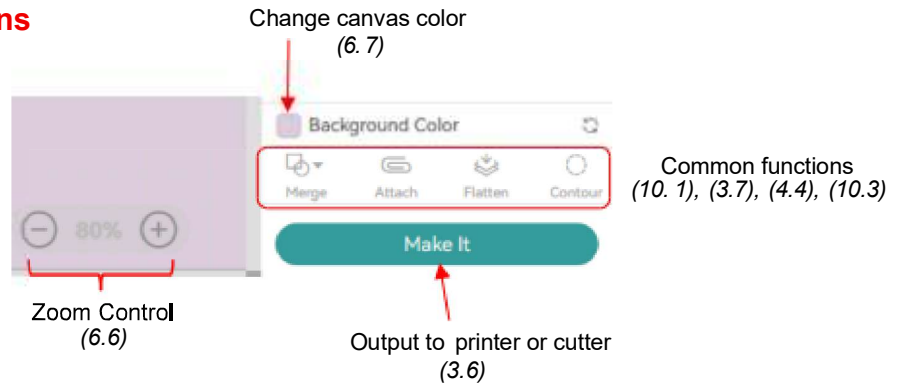
- ◇ The **Layers Panel** is an important tool for organizing a project, knowing what operations will be performed on any given layer, and knowing if layers are grouped, attached, or flattened. Develop a habit of using the information on the panel as a checklist before sending a project.

Information on the Layers Panel



Bottom Right Panel

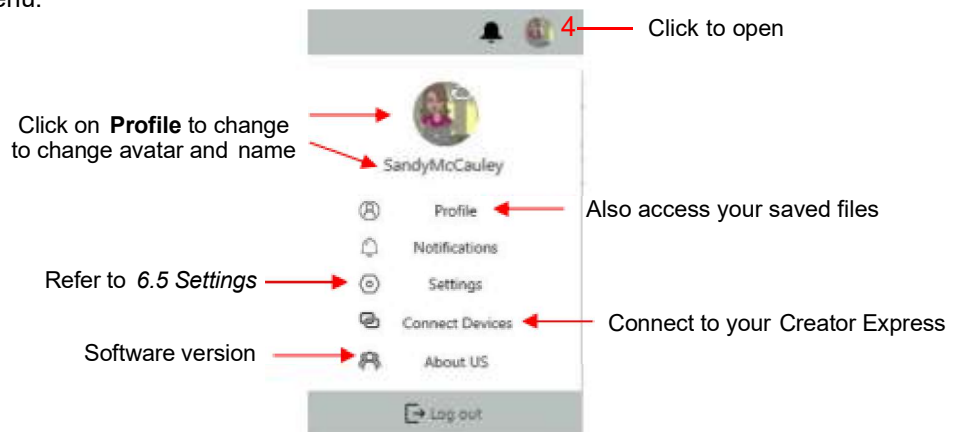
Remaining Functions



6.4 Preferences

- *Necchi Create* offers some user preferences to improve your experience. Click on the avatar at the top right to open the following menu:

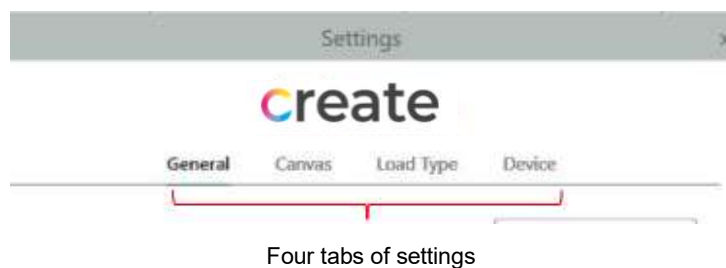
Preferences Menu



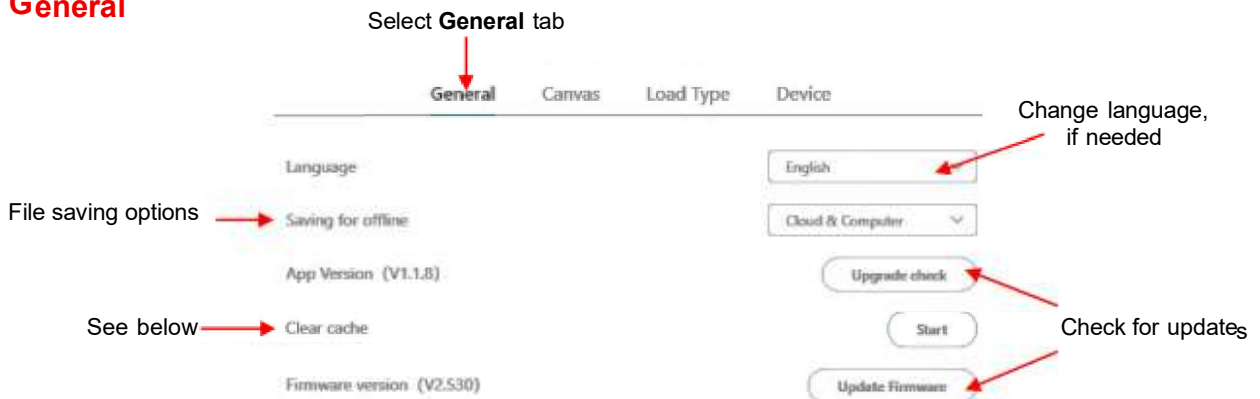
6.5 Settings

- In the **Settings** window, there are four tabs. Relevant settings will be mentioned in other sections of this manual.

Settings Window

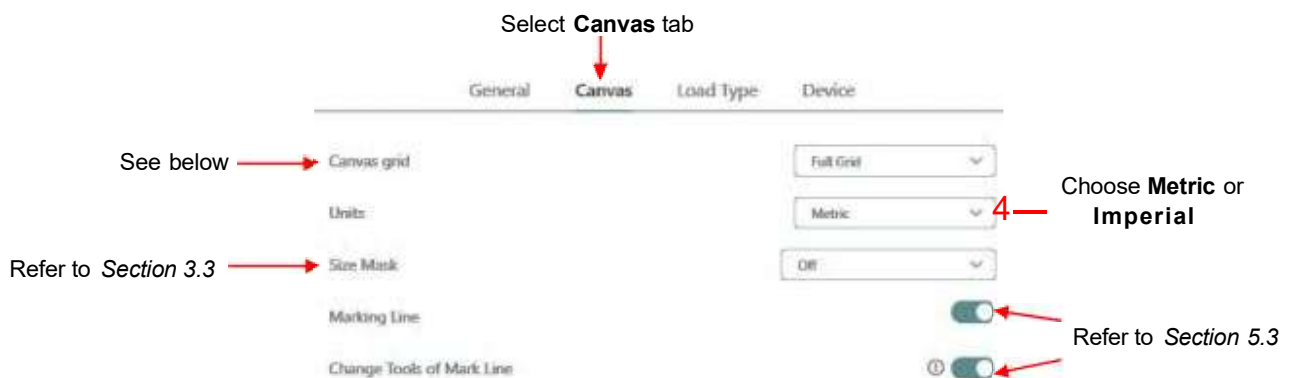


General



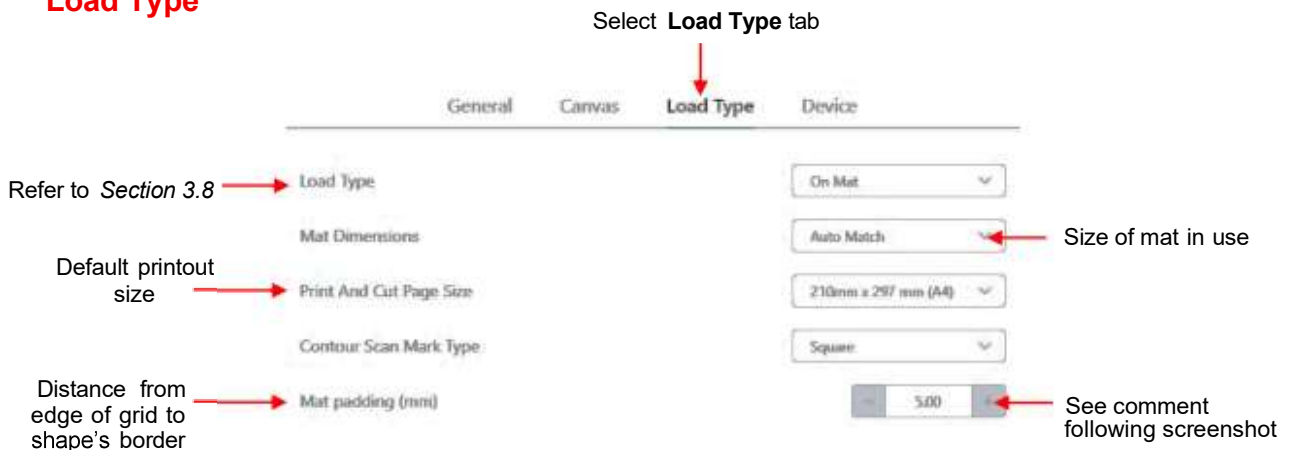
- ◇ When installing updates, **carefully** read the screen and be very patient! It can take time for updates to download and install.
- ◇ If you apply **Clear Cache**, *Necchi Create* will close and you will be logged out but your account, settings, and personal files will be preserved. Some settings may revert to defaults.

Canvas



- ◇ **Canvas Grid:**
 - **Full Grid** - 1/4" spaced lines
 - **Partial Grid** – 1" spaced lines
 - **No Grid** – Outline of mat only

Load Type



- ◇ The allowable range is from 0 to 10mm. However, it is highly recommended that you choose at least 1.50 mm to avoid cutting off the edge of your material.

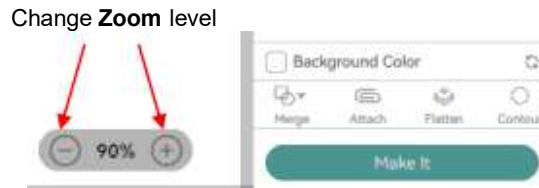
Device



6.6 Zoom

- To zoom in and out on the **Canvas**, click the **Zoom** icons in the lower right corner of the **Canvas**:

Zoom Tool



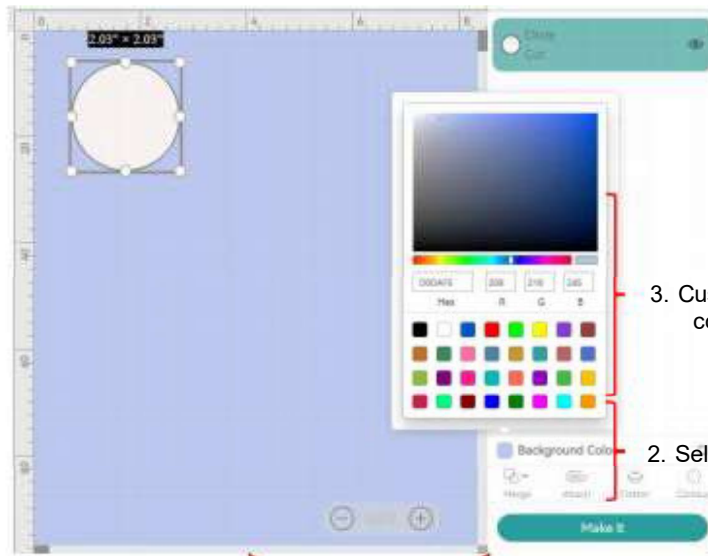
- Alternatively, you can zoom by holding the **Ctrl** key and rolling your middle mouse button.

6.7 Background Color

- You can change the background color of the **Canvas** from white to any other color you choose. This can be advantageous when working with light colored images.

Background Color

1. Click on the white box next to **Background Color**



3. Customize color

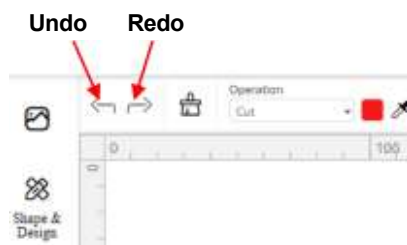
2. Select a color

Background Color is now light blue

6.8 Undo / Redo

- The **Undo** and **Redo** tools are at the left side of the **Toolbar**:

Undo/Redo Tools



7. Handling and Tracing Files

7.1 File Opening Options

- There are numerous ways to access existing files on both the **Home** tab and on the **Canvas** tab.

File Opening Options

Home tab

Craft Category

- Home
- Projects } Free files provided in *Necchi Create* (7.3), (7.4)
- Shape & Design }
- My Space ← Open files you've saved in *Necchi Create* (7.2)
- Creator Center

Quilt Category (requires the *Necchi Create Upgrade*)

- Home
- Quilt block } Free files provided in *Necchi Create* (7.3), (7.4)
- Quilt basic shape }
- My Space ← Open files you've saved in *Necchi Create* (7.2)
- Creator Center

Canvas tab – Craft Category

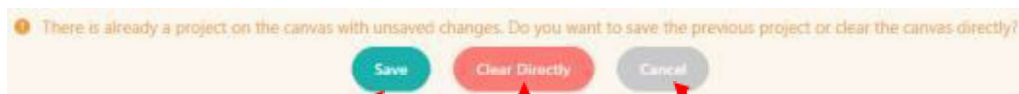
- Shape & Design } Free files provided in *Necchi Create* (7.4), (7.5)
- Shape }
- Text
- Pen
- Upload } Use either of these to open other files types (JPG, PNG, SVG, etc.) (7.6), (7.7), (7.8)
- Import }

7.2 New, Save, Open, Delete

- To start a new file, click the **Clear Canvas** icon on the **Toolbar**. If you have already been working with shapes on the **Canvas**, a popup window will provide you options to **Save**, **Cancel** or **Replace** your existing **Canvas**:

Start a New File

Click to start a new file



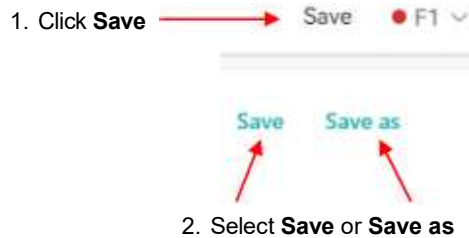
Save the current **Canvas** first

Replace the existing **Canvas** with a new blank file

Cancel and return to the existing **Canvas**

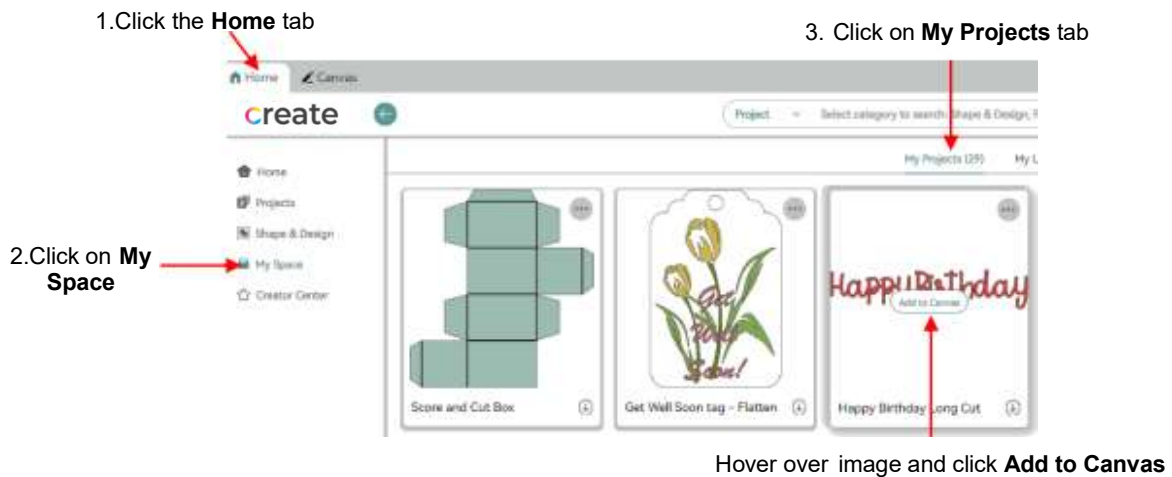
- To save the current **Canvas** at any given point, click on the **Save** icon at the top right, above the **Toolbar**. A dropdown menu will give the option to **Save** or **Save as** (using a new name):

Save a File



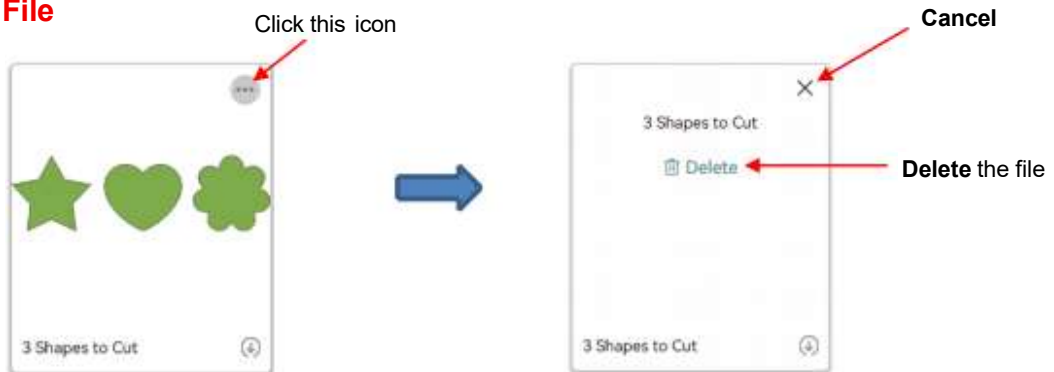
- There are two ways to find your saved files: 1. Click your avatar and select **Profile** and 2. Click on the **Home** tab and select **My Space**. Your saved projects will appear as thumbnails. Hover over the project you wish to open and select **Add to Canvas**:

Open a File



- To delete a project, click the three-dot icon and a **Delete** option will appear:

Delete a File

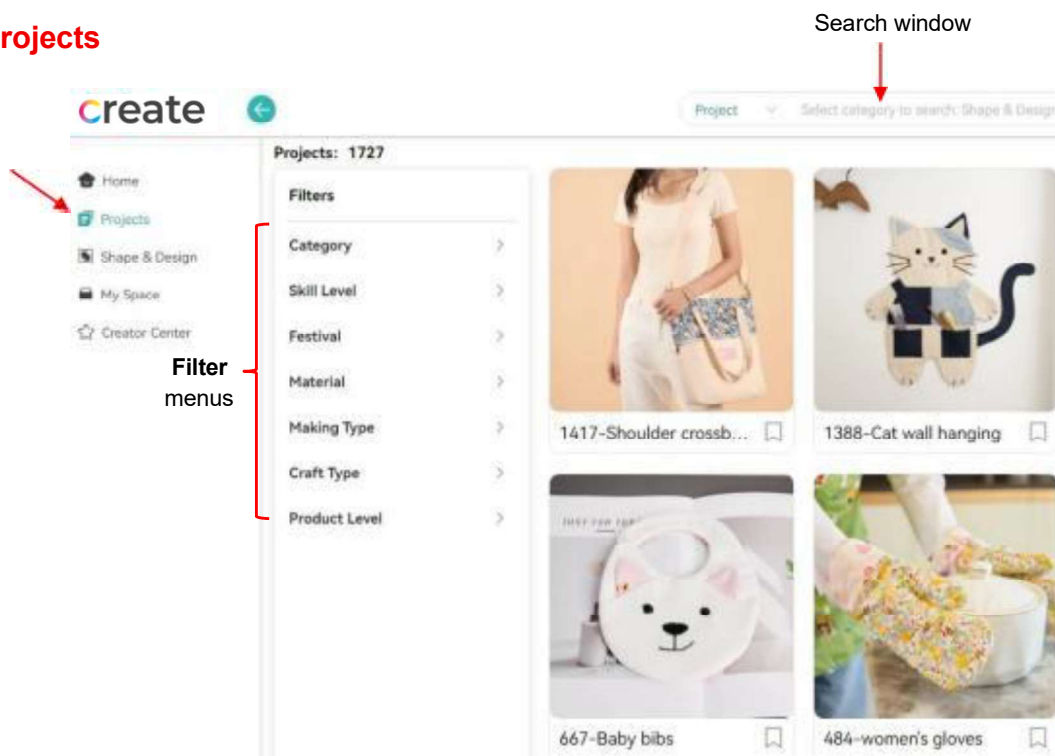


7.3 Craft Projects and Quilt Blocks

- On the **Home** tab, there are two main categories: **Craft** and **Quilt** (which requires an *Necchi Create Upgrade*). Refer to the screenshot in *Section 6.1*.

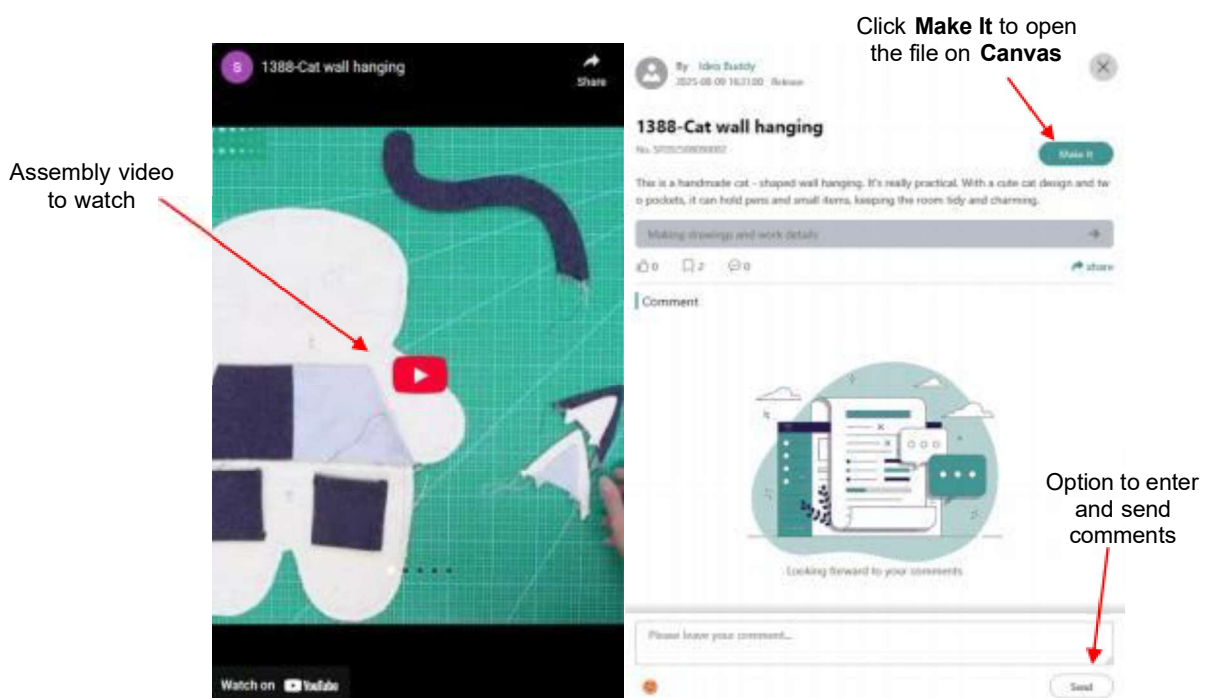
- ◇ When **Craft** is selected, the **Projects** option provides instructional videos and ready-to-cut files for over a thousand projects:

Projects



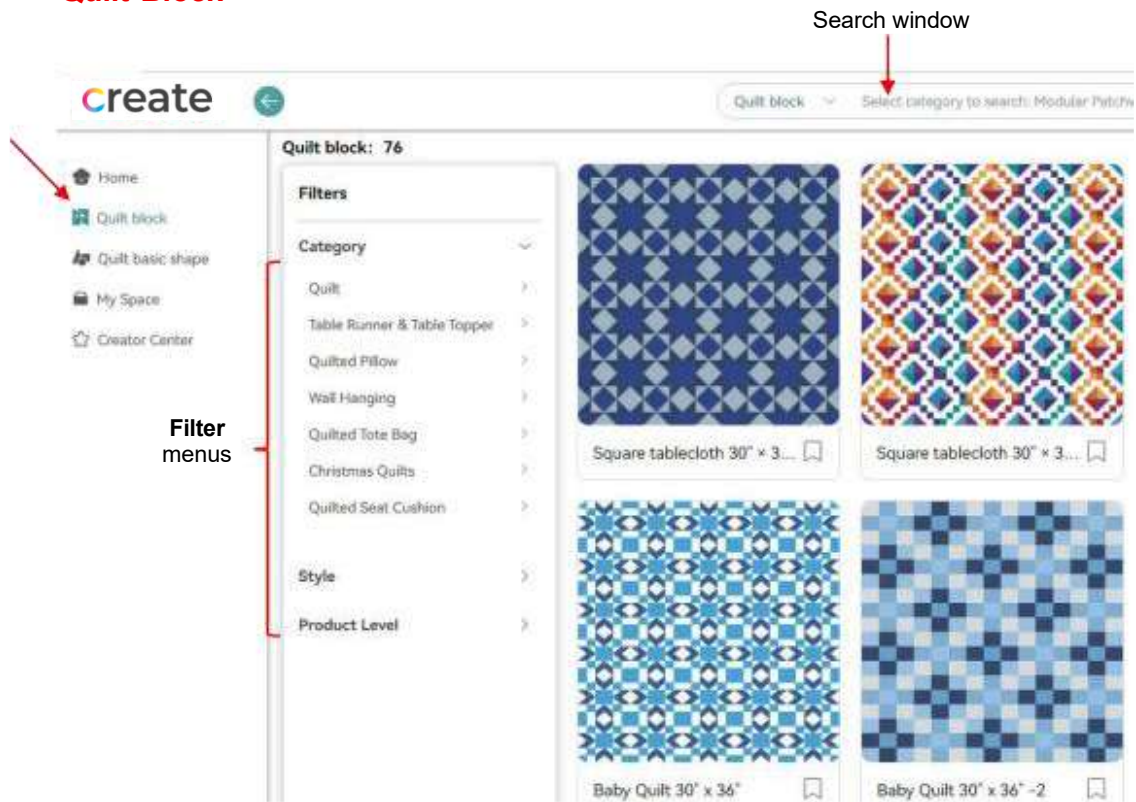
- ◇ When you locate a **Craft** project you wish to make, select it and a **Make It** option will appear:

Craft Project: Watch Video and Apply Make



- ◇ When **Quilt** is selected, the **Quilt block** option provides dozens of quilting projects with ready-to-cut files:

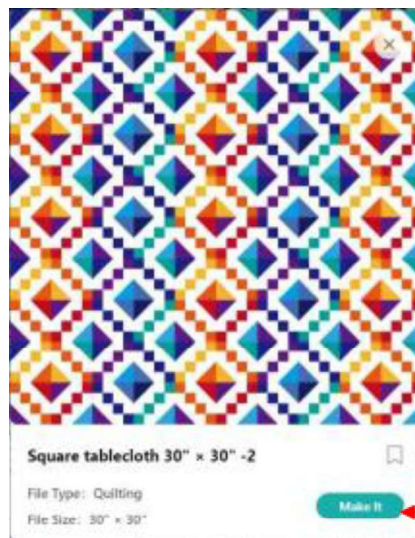
Quilt Block



- ◇ When you locate a **Quilt Block** you wish to make, select it and a **Make It** option will appear and clicking it will open the block on the **Canvas**:

Apply Make It

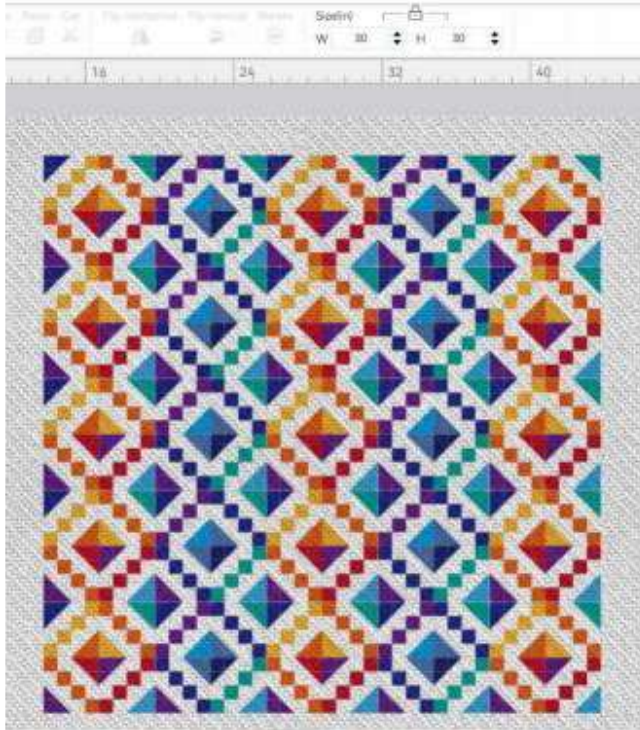
A large image appears after you select from the **Quilt Block** thumbnails



Click **Make It** to open the file on the **Canvas**

- Each of the design's colors can be customized according to colors you plan to use. On the right side you'll see a **Module Panel**:

Customizing a Quilt Block



Change **Color** and/or **Texture** Change inset of **Sewing line**



Click on **Module** to see each of the individual modules making up the quilt block

- You can select one or more modules by clicking on them, either directly on the **Canvas** or on the **Module Panel** on the right side. You can also click **Select All** on the **Toolbar** at the top to select all of the modules. A selected module will have a black outline around it:

Selecting Modules

Click directly on modules or select from the **Module Panel** on the right

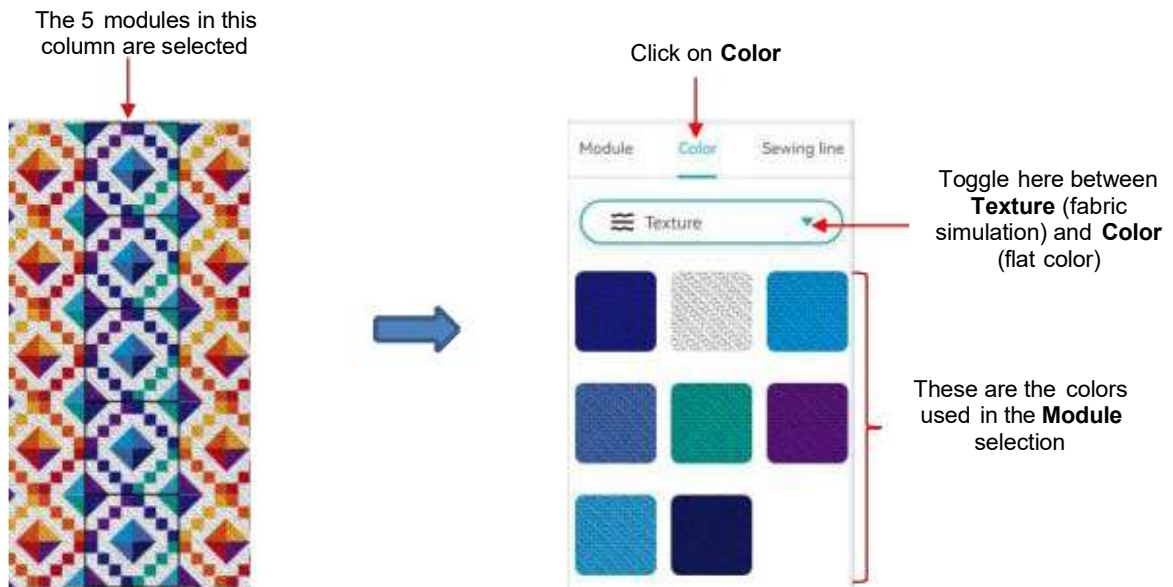


The 5 modules in this column have been selected



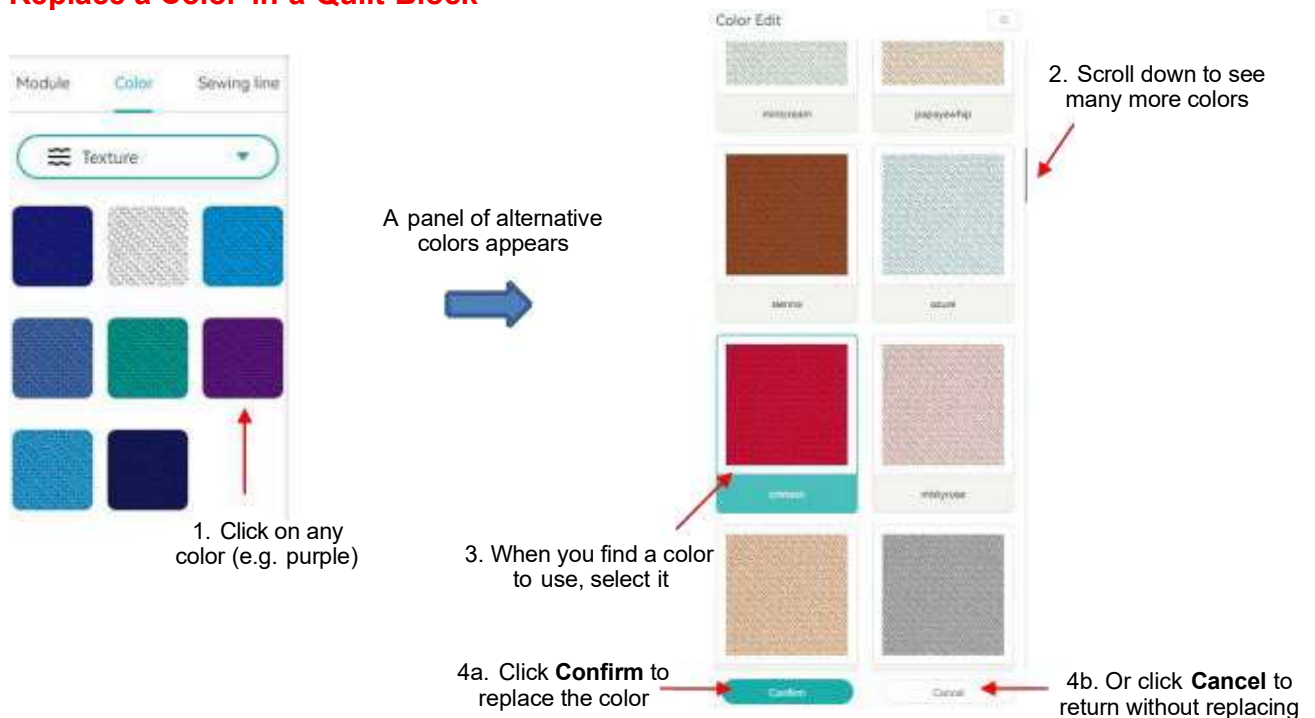
- When you click on **Color** at the top of the **Module Panel**, you see all of the colors present in those selected modules. You can then select a color that you want to change:

Module Panel - Color Tab



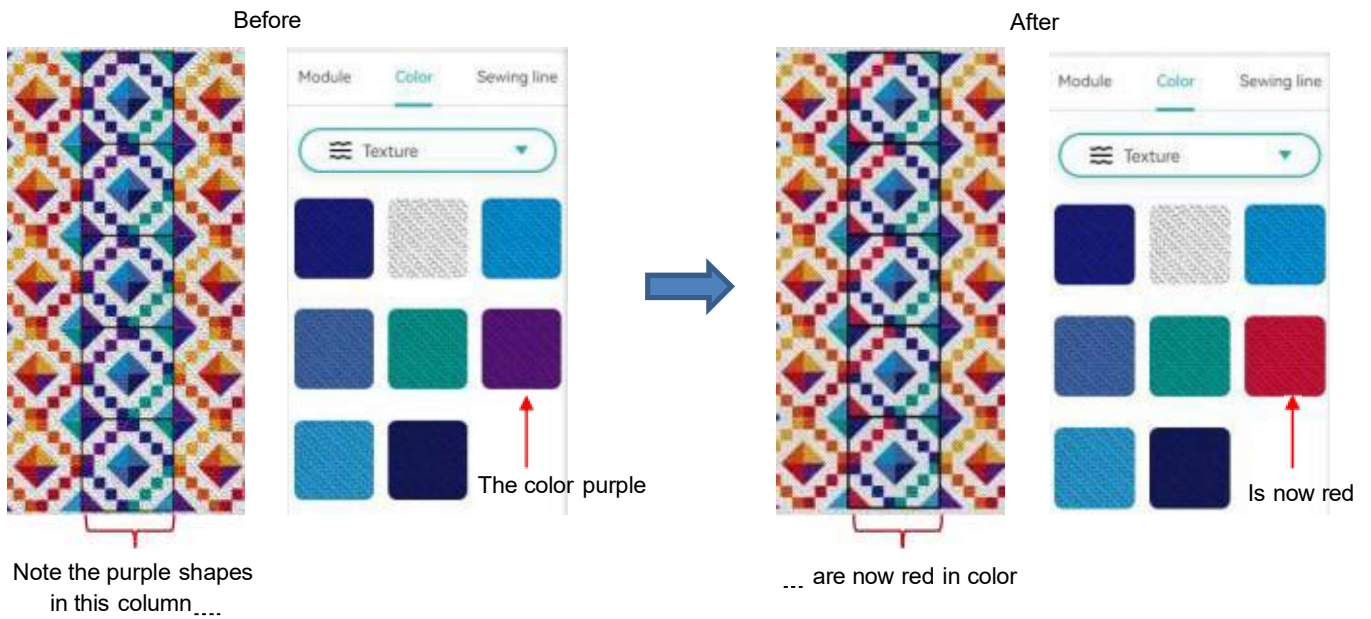
- Note the dropdown menu next to **Texture**. If you switch from **Texture** to **Color** in that menu, the colors in the **Quilt Block** will switch to flat colors instead of having a fabric simulation. The choice is yours.
- The eight colors used in that prior column of 5 modules appears in place of the **Module Panel**. Select any color you wish to change and a new panel of colors appears. For example, purple will be selected and the following window opens with dozens of alternative color options. Scroll through the choices, select any color, and click **Confirm** to perform the replacement:

Replace a Color in a Quilt Block



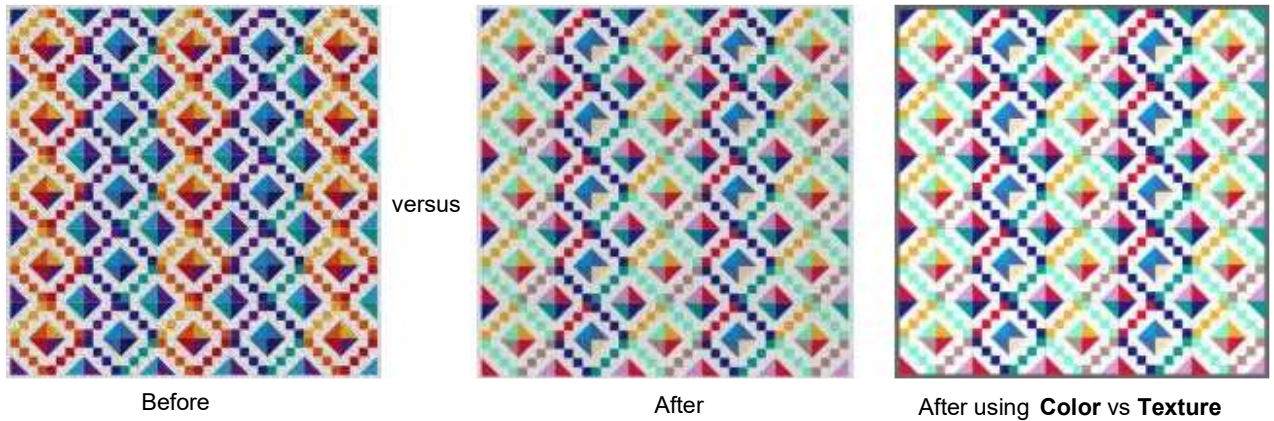
- Upon clicking on **Confirm**, the purple color in those 5 panels is now crimson:

Before & After Color Replacement



- ◊ This was, of course, just one color in a selection of only 5 modules. Alternatively, the entire **Quilt Block** could have been selected and all of the purple shapes replaced. You can also continue replacing more colors as you wish.

Before & After Replacing Many Colors in Quilt Block



- Finally, the **Sewing Line** distance can be changed, as desired:

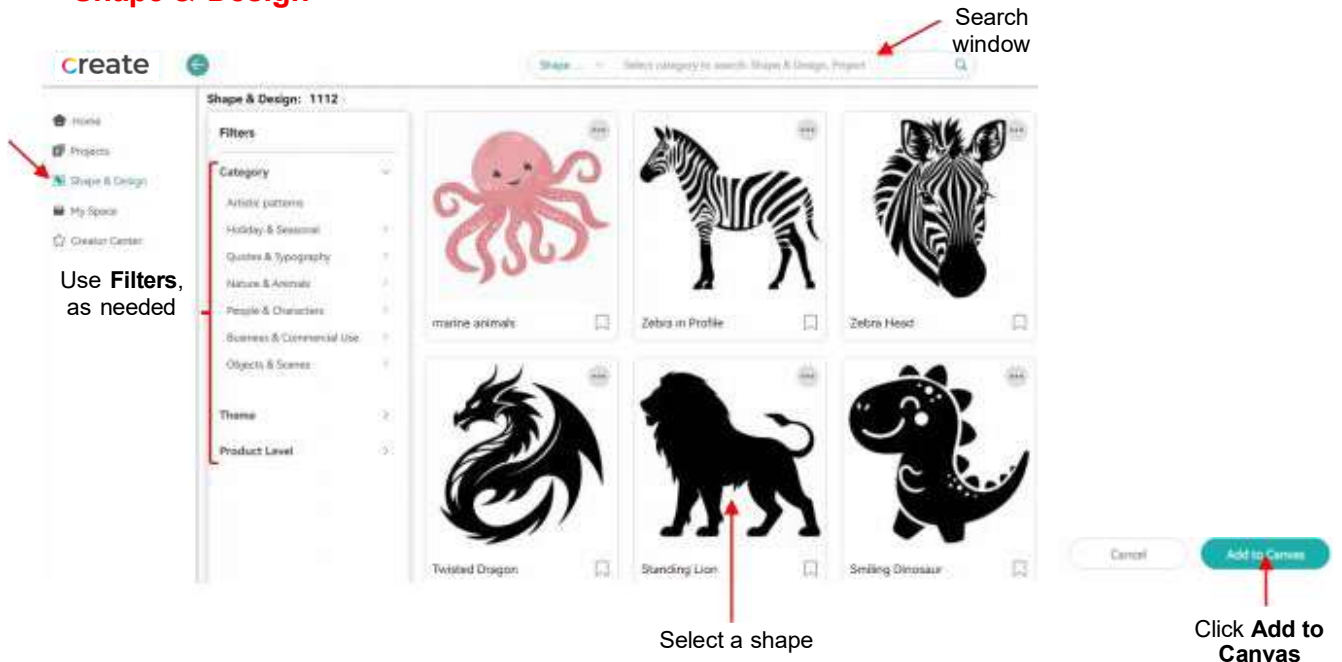
Module Panel - Sewing Line tab



7.4 Shape & Design

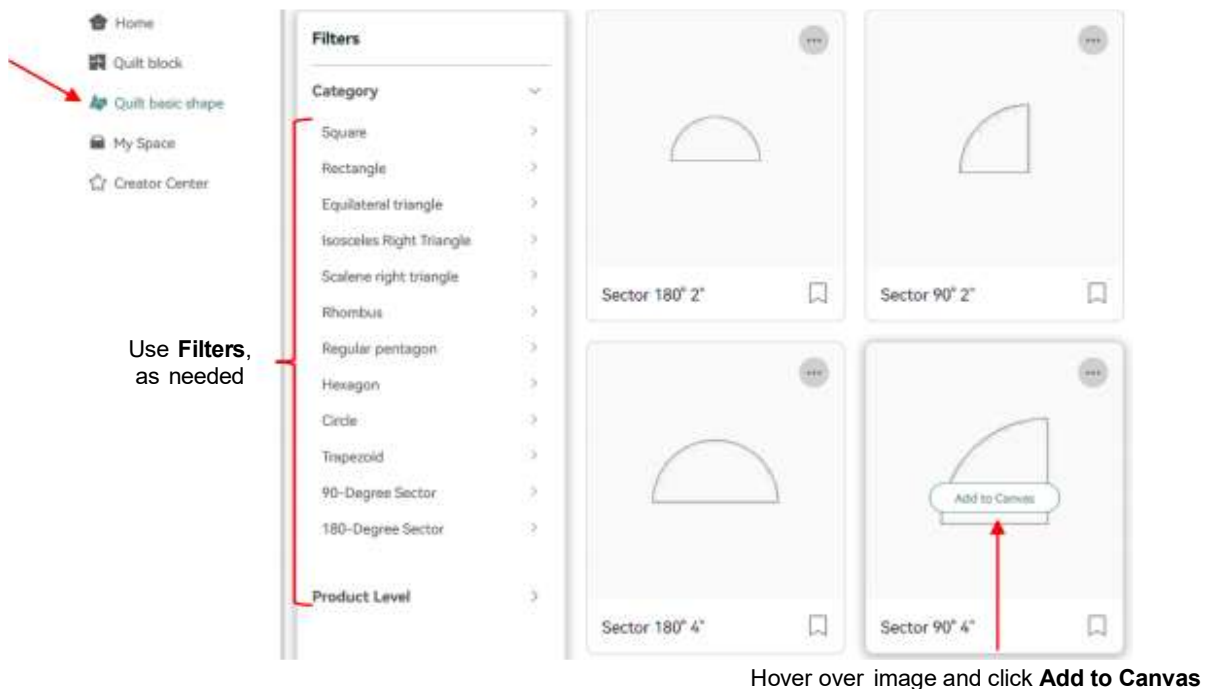
- When the **Craft** category is selected, **Shape & Design** appears on both the **Home** tab and on the **Canvas** tab. This searchable library contains over a thousand designs ready to size and cut. **Filters** are available as shown:

Shape & Design



- If the **Quilt** category is selected instead, **Quilt basic shape** provides over 100 commonly-used shapes in quilting design. These are sized and ready to add to the **Canvas**:

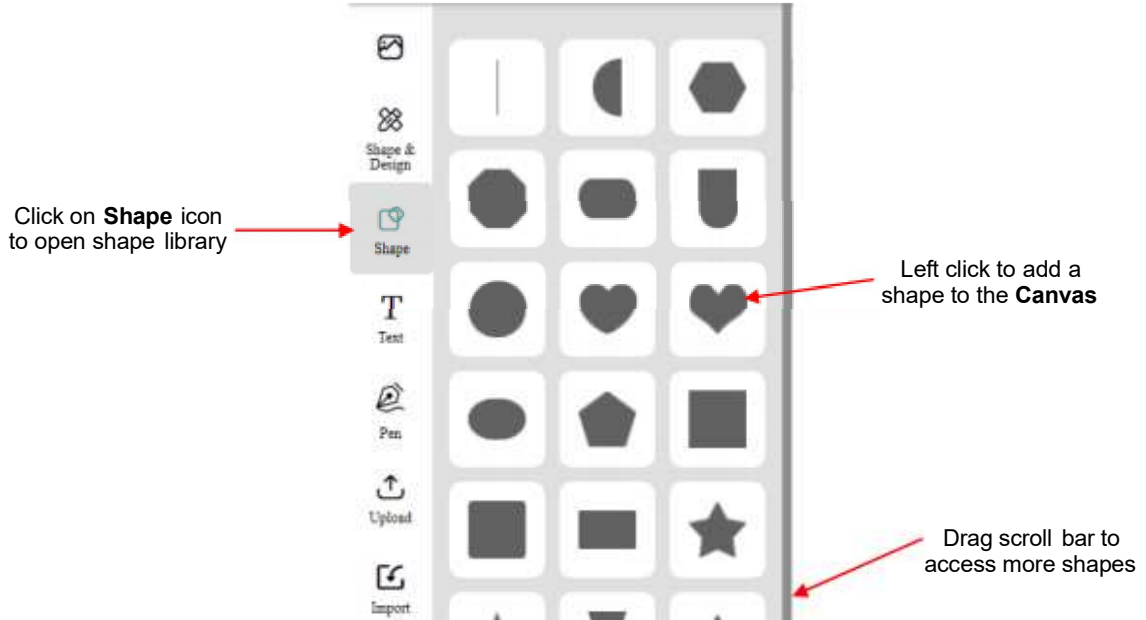
Quilt Basic Shape



7.5 Shape

- Click the **Shape** tool on the **Tools Panel** for access to dozens of basic shapes to use in designing:

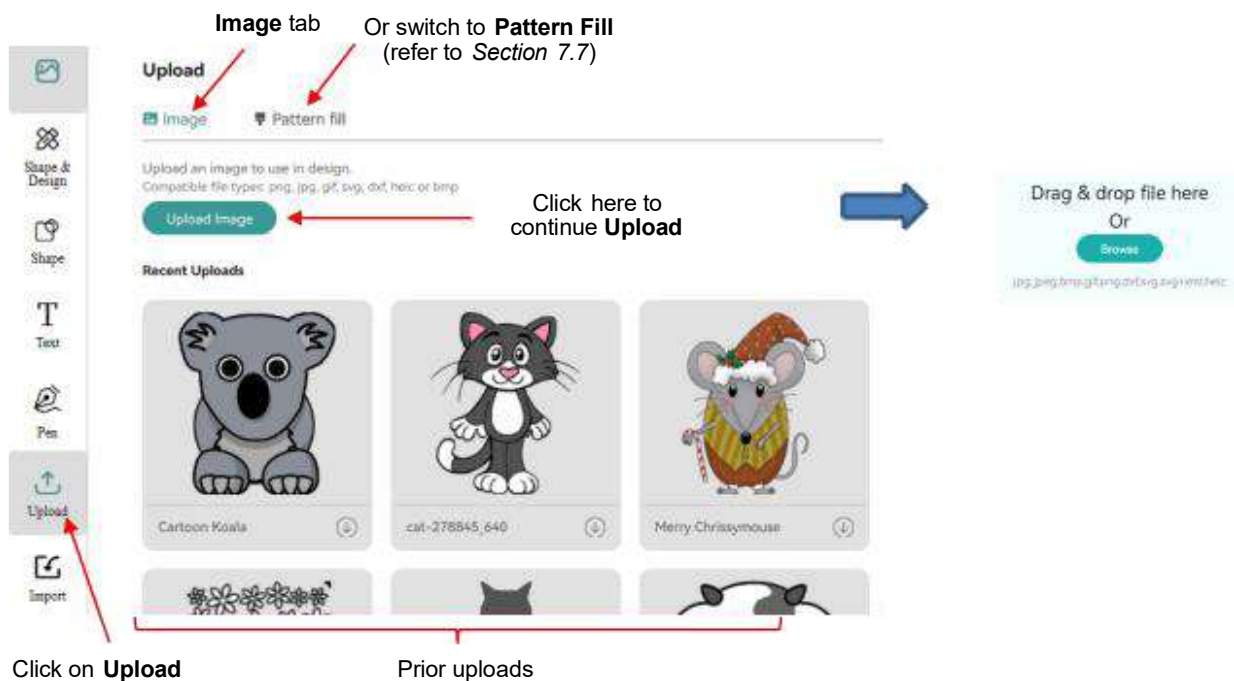
Select a Basic Shape



7.6 Upload Images

- Click the **Upload** icon on the **Tools Panel** to open an outside file image or pattern file. Then click on **Upload Image** to open the next screen in which you can either drag and drop a file or **Browse** to find a file to upload:

Upload Screen



- The image you chose will now appear in a new window with options to edit the image:

Edit Imported Image

The screenshot shows an imported image of a mouse character in a Santa hat and a yellow and red striped sweater, holding a candy cane. The text 'MERRY CHRISSEYMOUSE' is at the top. Below the image is a zoom control set to 30%. To the right is the 'Background Remover' tool panel. It has two main sections: 'Automatic' and 'Manual'. The 'Automatic' section has two buttons: 'Remove Background' and 'AI Remove Background'. The 'Manual' section has tabs for 'Select', 'Erase', 'Restore', and 'Crop'. Below these are options for 'Reduce Colors' (set to 'Unmodify') and 'Color Tolerance' (set to 32). An 'Apply & Continue' button is at the bottom right.

Labels in the image:

- Imported Image
- Single click for Background removal (pointing to 'Remove Background')
- AI assisted background (pointing to 'AI Remove Background')
- Reduce colors in image (pointing to the 'Reduce Colors' section)
- Zoom in or out (pointing to the 30% zoom control)
- After editing, click here (pointing to 'Apply & Continue')

- Single click **Remove Background** easily removes the background in most images. However, because the white background is also identified inside other areas, all of the white was removed:

Remove Background

The image shows two versions of the mouse character. On the left is the original image with a white background. On the right is the image after background removal, with a grey checkered background. Red arrows point to the white parts of the mouse's hat and sweater, which have been removed. A blue arrow points from the original image to the edited one.

Labels in the image:

- Click on **Remove Background** (with a blue arrow)
- White parts of the costume were also removed (pointing to the white areas on the mouse)

◇ In this situation, a manual method will be used as follows.

- The **Manual** section provides a host of editing options:
 - ◇ **Select** tab: click on any part of an image to remove the color in that part. Use a lower **Color Tolerance** if too much is removed or increase for more to be removed:

Remove Color Within One Part



- Reduce colors can be used to reduce the total number of colors in an image to make editing easier, when needed.

- ◇ **Erase** tab: allows you to erase any particular part of an image by dragging across it:

Erase Color in Any Parts



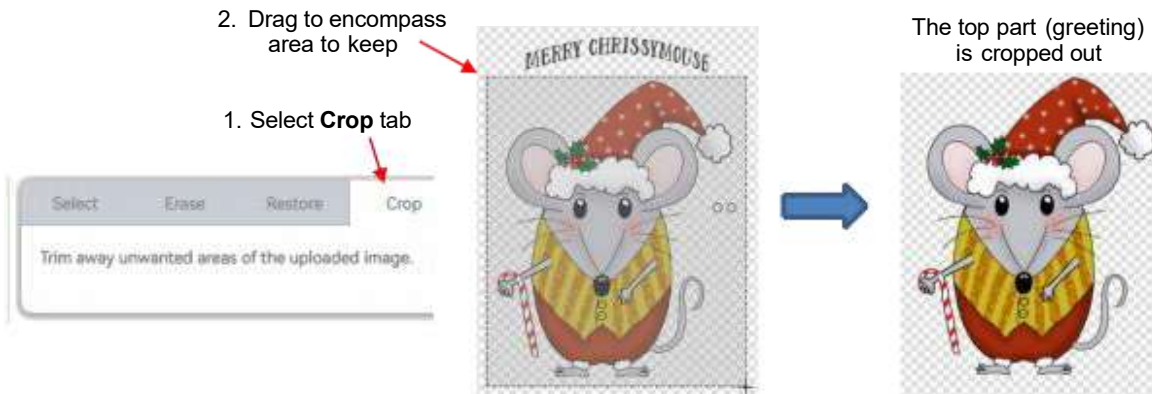
- ◇ **Restore** tab: reverses any part of the image that has been removed or erased:

Restore Any Parts



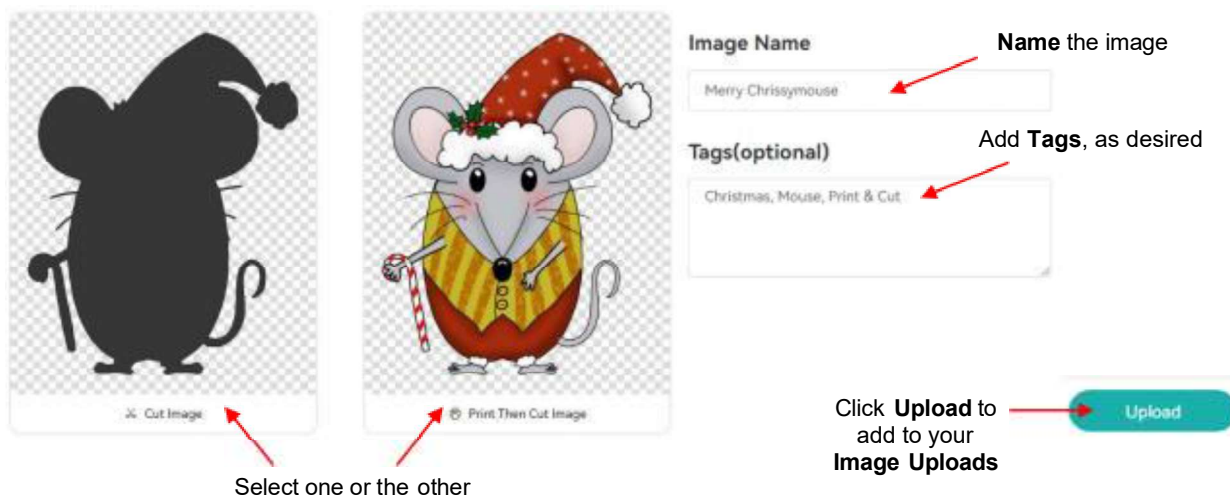
- ◇ **Crop** tab: depending on the image, **Crop** can be used to drag a rectangle around the part of an image to keep, removing the rest:

Crop to Remove Parts



- Once the editing is complete, click on **Apply & Continue** in the bottom right corner and the following window opens where you can choose which type of file you wish to save: a **Cut-only Image** or a **Print & Cut Image**.

Select Upload Type

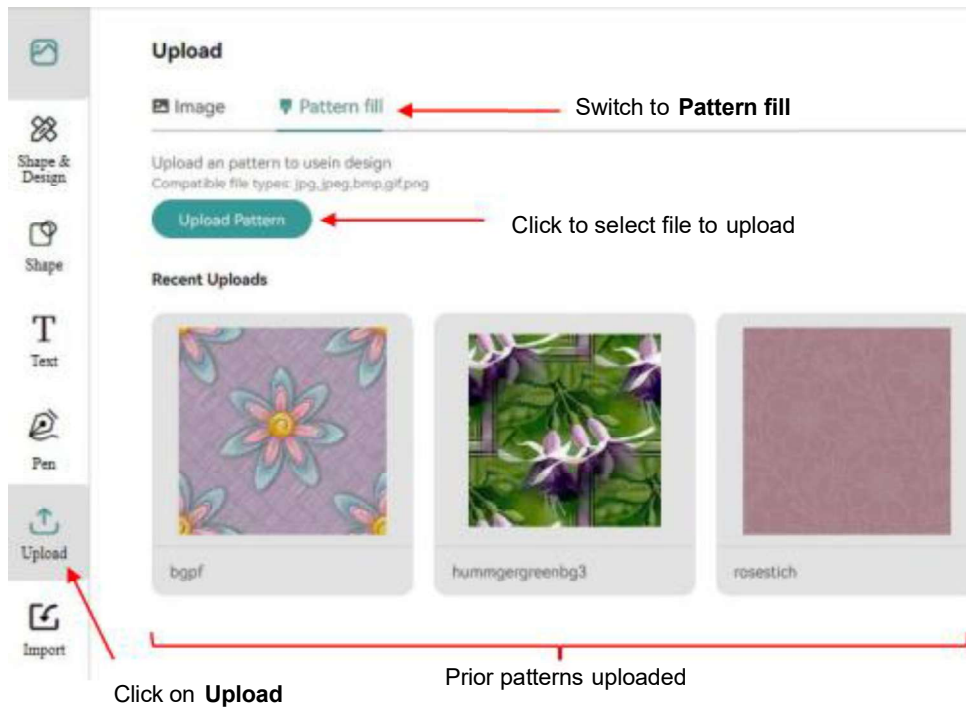


- In summary, the **Upload** tool allows you to open your own outside files and offers the following:
 - ◇ Support of 7 file types: JPG, PNG, GIF, BMP, DXF, SVG and HEIC
 - ◇ Files will remain available for future projects
 - ◇ Files are assigned as either an **Image** or as a **Pattern**
 - ◇ Background removal and other editing is available
 - ◇ Image is auto-traced for either regular cutting or print-and-cut applications

7.7 Upload Patterns

- If instead of uploading images you wish to upload patterns to use for filling shapes (refer to *Section 10.1 Intersect*), switch to **Pattern Fills** in the initial **Upload** window:

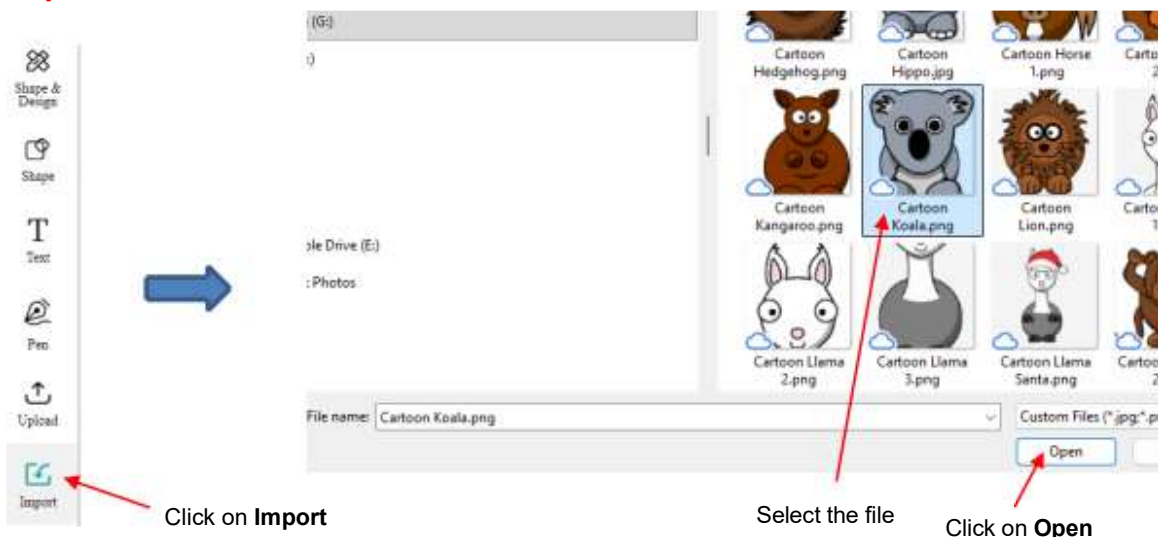
Upload a Pattern



7.8 Import

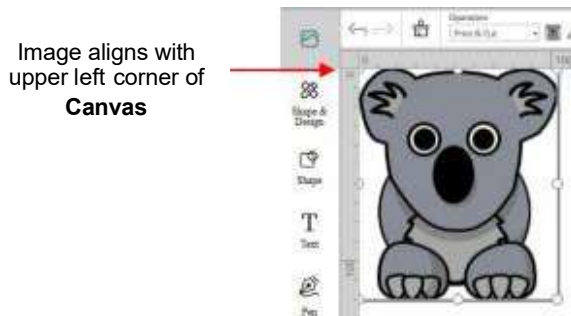
- The **Import** tool also allows you to open your own saved files and offers the following differences compared to the **Upload** tool:
 - ◇ Supports the following file types: jpg, jpeg, png, svg
 - ◇ File is imported for current project only
 - ◇ File is immediately placed on the **Canvas**
- Clicking the **Import** icon opens a generic screen where you can browse and select the image you wish to add to the **Canvas**.

Import a File



- The imported image will immediately be placed in the upper left corner of the **Canvas**:

Image Placed on the Canvas

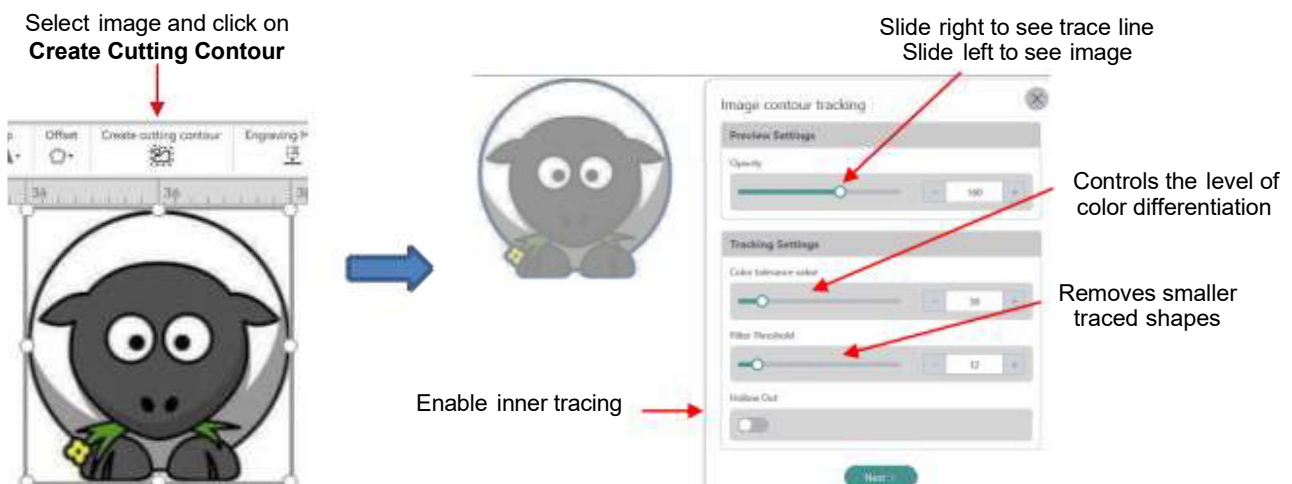


- Note that if this imported image were immediately sent to **Make It**, the cut line would be a single rectangular cut around the perimeter. In order to cut along the printed shape of the image, either use the **Upload** tool (instead of **Import**) or use the **Create Cutting Contour** function (Section 7.9) to add the cutline you need.

7.9 Create Cutting Contour

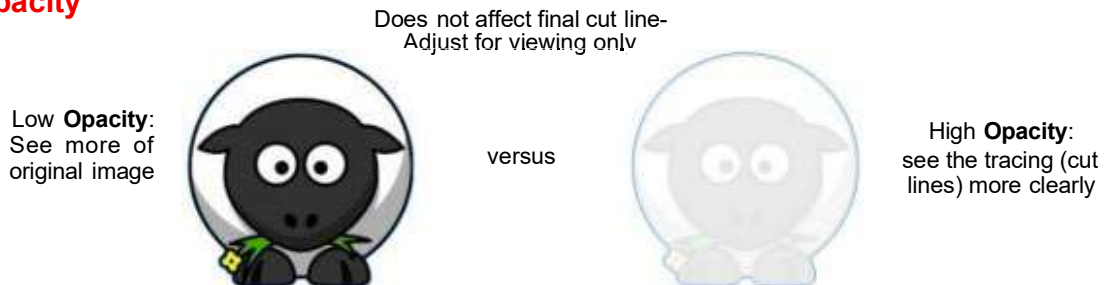
- The **Create Cutting Contour** function provides the following benefits:
 - ◇ Vectorizing an imported image where different colors in the image can be separately traced.
 - ◇ Creating a contour cut around the imported image
 - ◇ Separating individual images within one larger imported graphic
- Because no two images are alike, remember to experiment with the settings and realize that, at times, a single increment change can suddenly change the results. So, be patient but have fun!
- You can use either **Upload** or **Import** to bring in the image. **Import** directly places the image on the **Canvas**. With **Upload**, you will need to access it after adding it to your **Uploads** library.
- Select the image and click on the **Create Cutting Contour** icon to open the first screen:

Open Create Cutting Contour Window



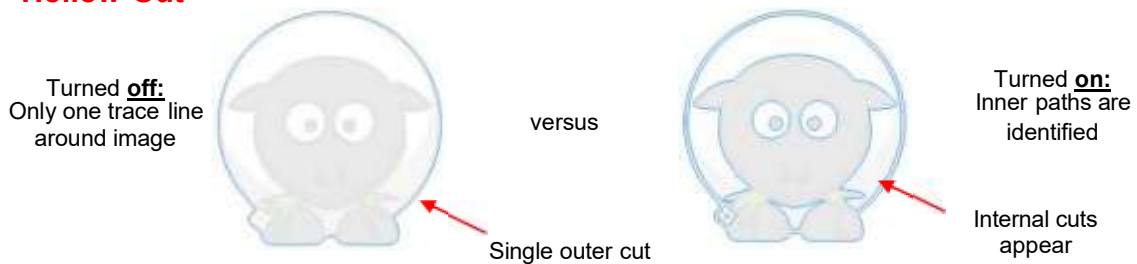
- There is one **Preview Setting (Opacity)** which doesn't change the final results but is available for your convenience. There are three **Tracking Settings** which will change what will cut.
 - ◊ **Opacity:** This is used so that you can see exactly what will cut (slide all the way to the right) or view the original image again (slide all the way to the left):

Opacity

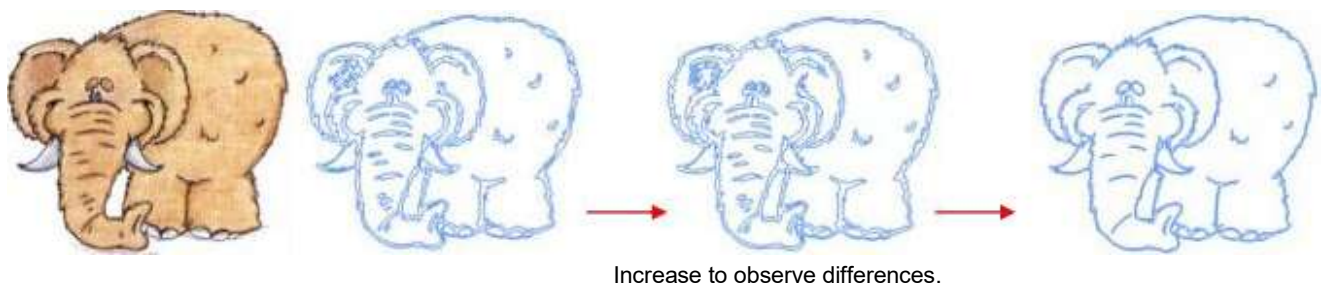


- ◊ **Hollow Out:** This should be set right away because it controls whether only the outer part of the image is traced (such as for many print-and-cut projects) or internal paths might also be traced (such as for paper piecing projects):

Hollow Out

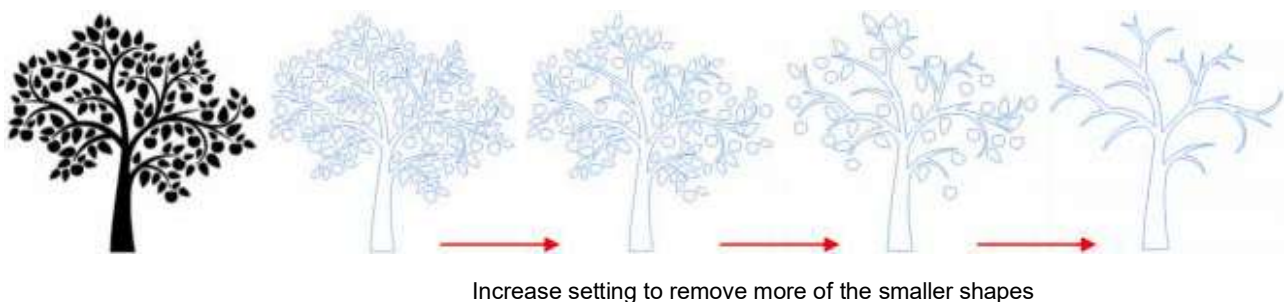


- ◊ **Color Tolerance Value:** Increase to smooth edges and/or change what gets traced:



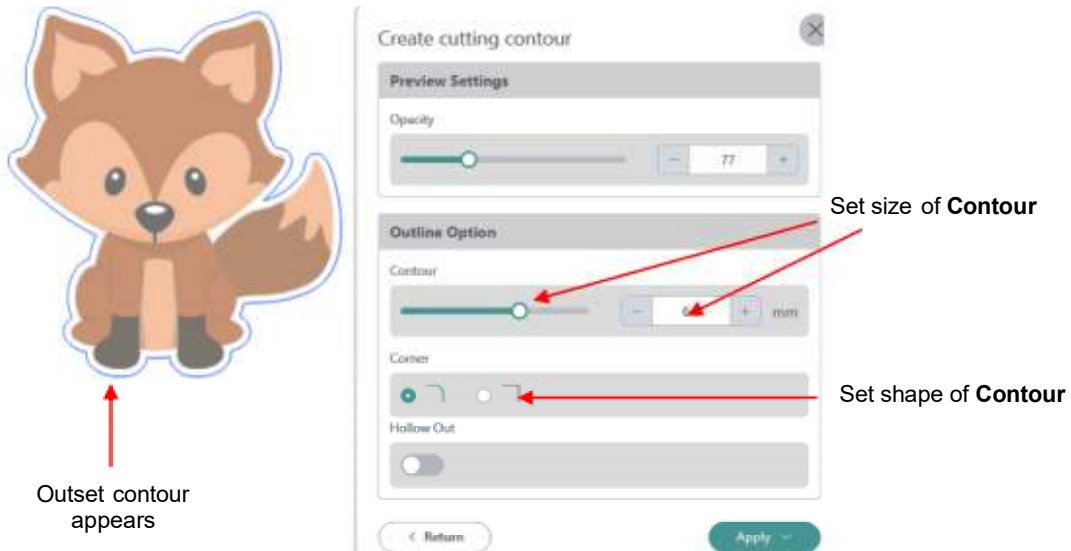
- ◊ **Filter Threshold:** Increase to remove smaller paths from the trace. Not only does it help to remove paths that would be difficult to cut, but also if you simply want to modify the final design:

Filter Threshold



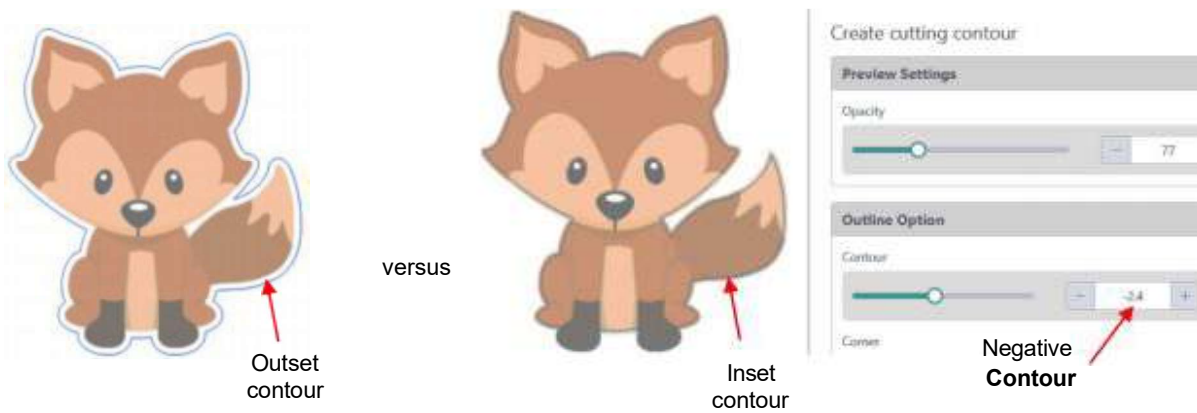
- Click on **Next** to open access to the **Outline Option** settings:

Outline Option Settings



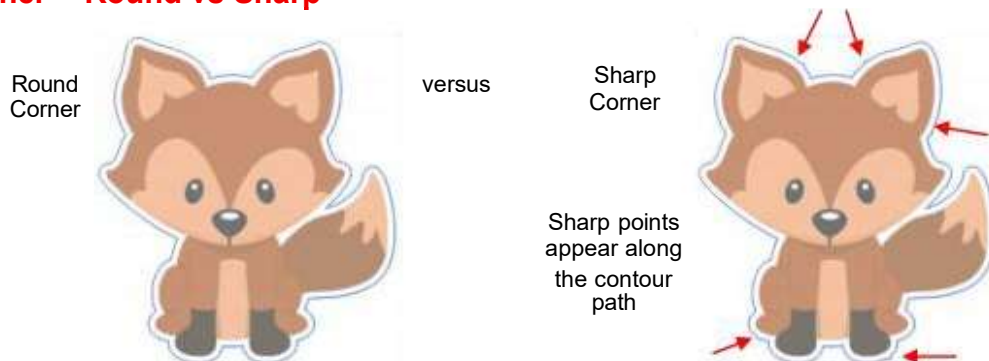
- ◇ Scroll or enter a size for the **Contour**, including negative (inset cut), if you wish.

Contour



- ◇ Choose a **Corner** option depending on if you want rounded points or sharp points.

Corner – Round vs Sharp

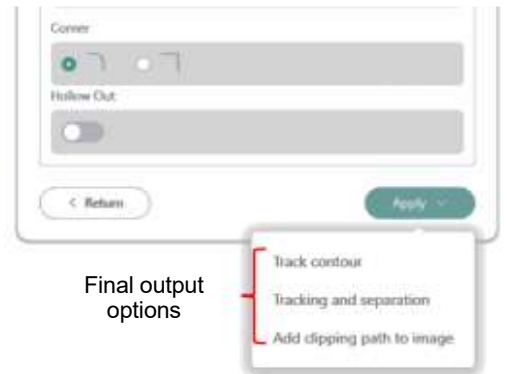


- In the last step, you select the desired output. The following image will be used to show the results depending on the choice made:

Output Options

A jpg file is imported onto the **Canvas**

Note: a pink background is used to help distinguish the output results from the 3 options



- ◇ **Track Contour** – the **Cut** layer is a separate layer from the original imported image. If you only want to perform regular cuts, this is a good choice. **Separate Layers** (Section 10.1) can be applied if you want to move cut shapes around or only cut selected ones.

Result of **Track Contour**



Layers Panel shows 2 layers



Cut layer is separate if you only need regular cutting. Hide or delete print layer, if desired.



- ◇ **Tracking & Separation** – Each animal in the example is now its own separate print-&-cut object. This is a good choice if you only want to print and cut some of the shapes or you want to rearrange them:

Result of **Tracking & Separation**



Layers Panel - individual layers for each animal



Each animal can be moved around as desired before sending to **Make It**



Hide or delete original layer

- ◇ **Add Clipping Path to Image** – Cut lines are clipped from original image and the **Cut** layer is attached to the **Print** layer.

Result of **Add Clipping Path to Image**



Layers Panel shows two layers attached



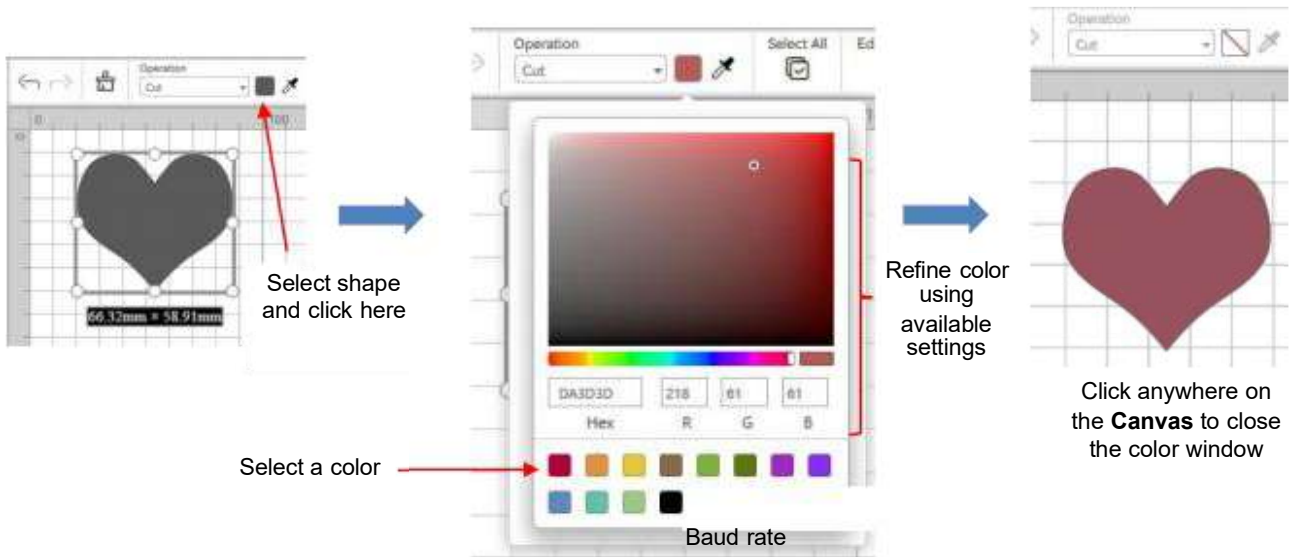
Original layer has background color removed.

8. Manipulating Shapes

8.1 Recoloring Shapes

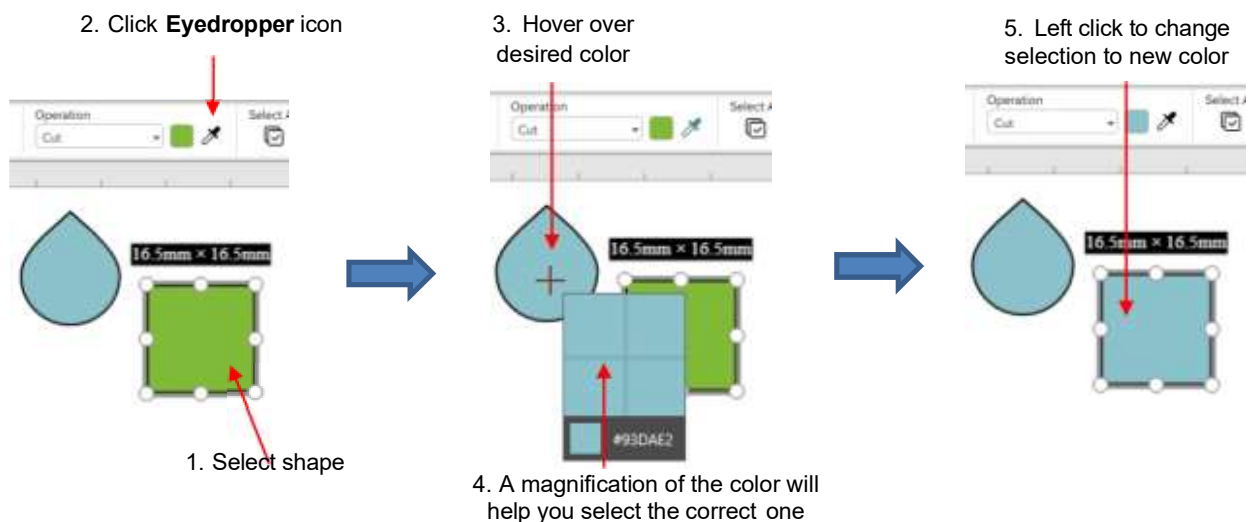
- To recolor a selected shape, click the color box on the **Toolbar** and change:

Change the Color



- You can also use the **Eyedropper** tool to recolor a shape based on the color of another shape, even using a colored object outside of *Necchi Create*. Select the shape to be recolor, click the **Eyedropper** icon located on the **Toolbar**. Hover over a shape with the desired color and left click:

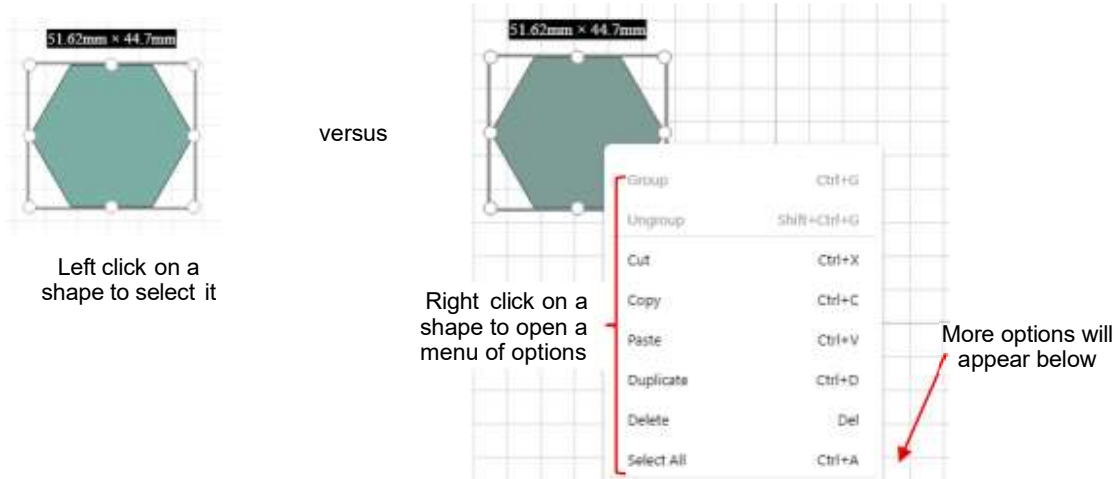
Recolor Using Eyedropper



8.2 Select / Deselect

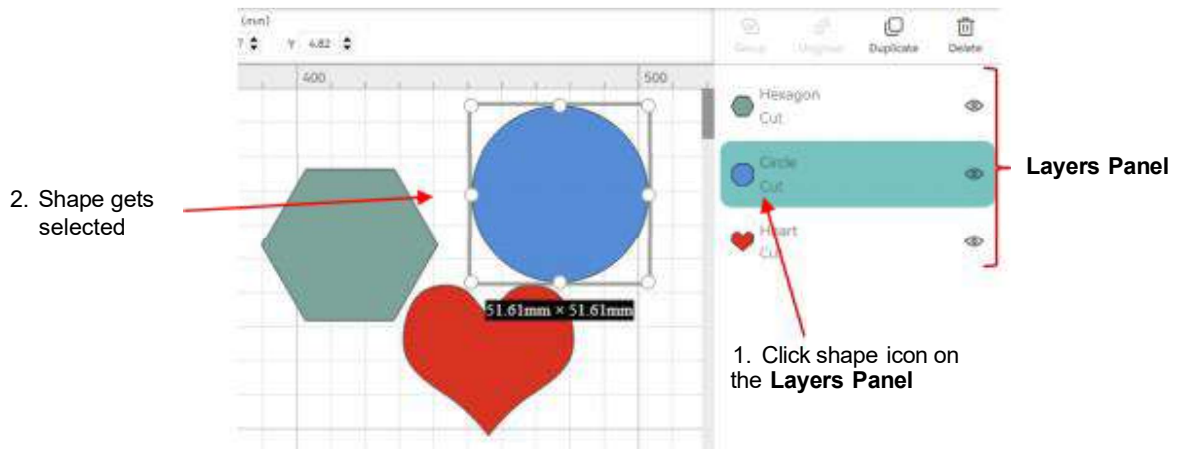
- You can use either left click or right click on a shape to select it. Right click on a shape to bring up a menu of options:

Left vs Right Click Selection

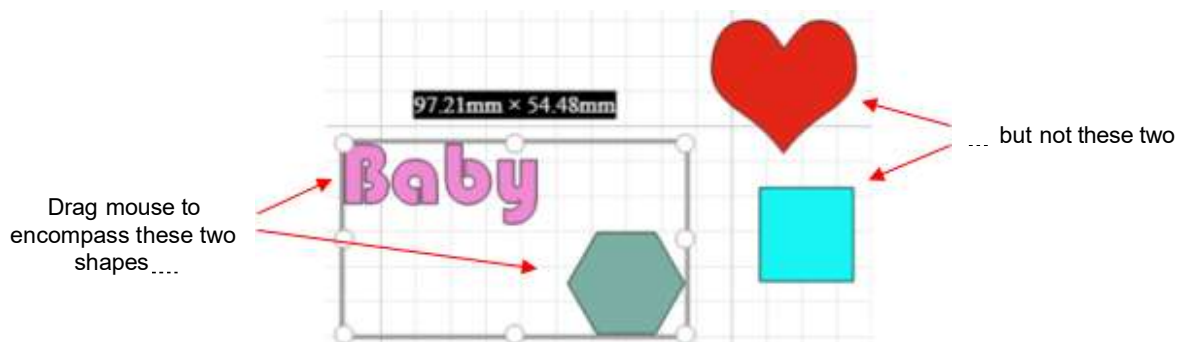


- You can also select a shape by clicking its icon on the **Layers Panel**

Select Using the Layers Panel

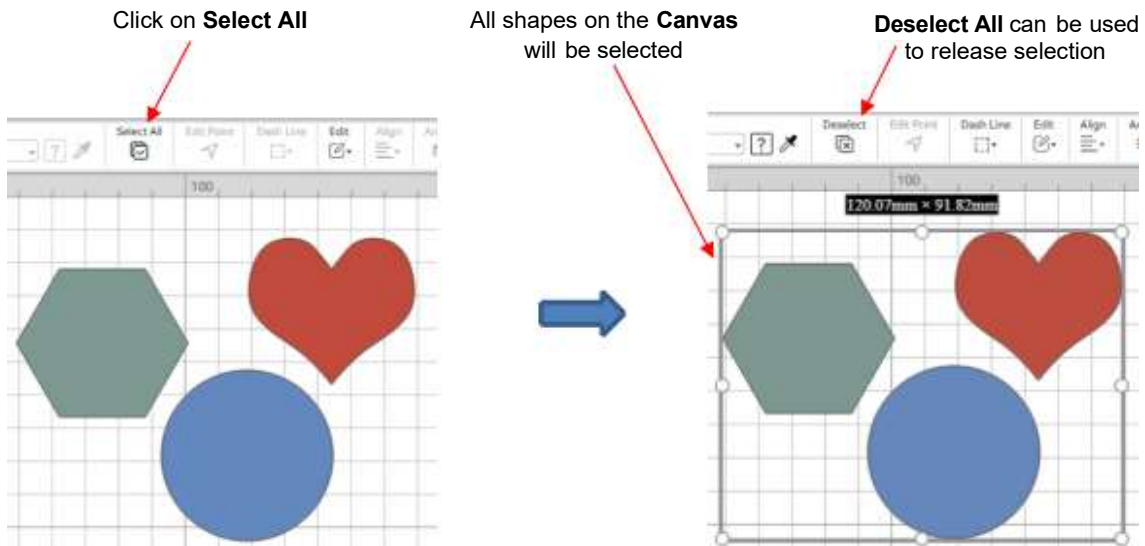


- You can press and hold the **Shift** key and select more than one shape at a time, either on the screen or using the **Layers Panel**.
- You can also drag your mouse to encompass one or more shapes to select.



- If you wish to select all of the shapes on the screen, click the **Select All** icon on the **Toolbar**:

Select or Deselect ALL shapes



- **Select All** is also available in the right-click popup menu.

8.3 Delete


- To delete a selected shape, use any of the following options:
 - ◇ Press the **Delete** key on the keyboard
 - ◇ Right-click on the screen and choose **Delete** from the menu
 - ◇ Click the **Delete** icon on the far right of the **Toolbar**:

Delete Selection



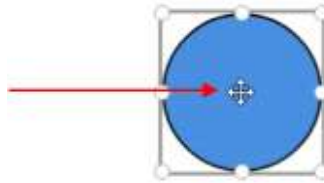
- To delete all of the shapes in the current project:
 - ◇ Use one of the methods from *Section 8.2* to select all shapes and then delete using any of the options listed above.

8.4 Move

- To move a selected shape (or selection of shapes), hold down the left mouse button and drag to another location. Note that if you see this cursor , the shape can be moved:

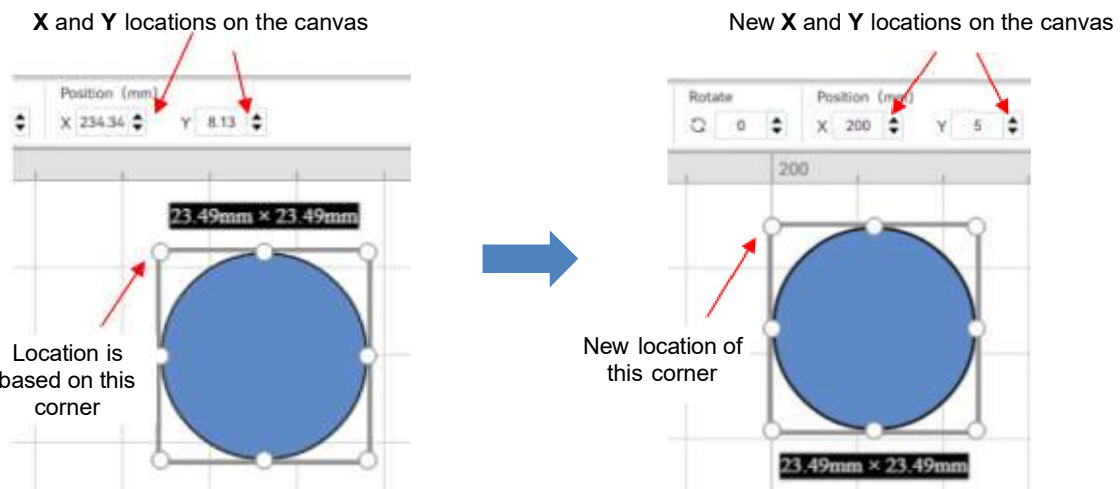
Move - Drag Selection

This cursor indicates shape can be dragged



- You can also use the arrow keys on your keyboard to move the selection.
- With a shape (or shapes) selected, you can also manually enter a new grid location which is shown on the **Toolbar**. Type in new coordinates for **X** and **Y**, as needed. Note that the **Position** location is always based on the upper left corner of the selection:

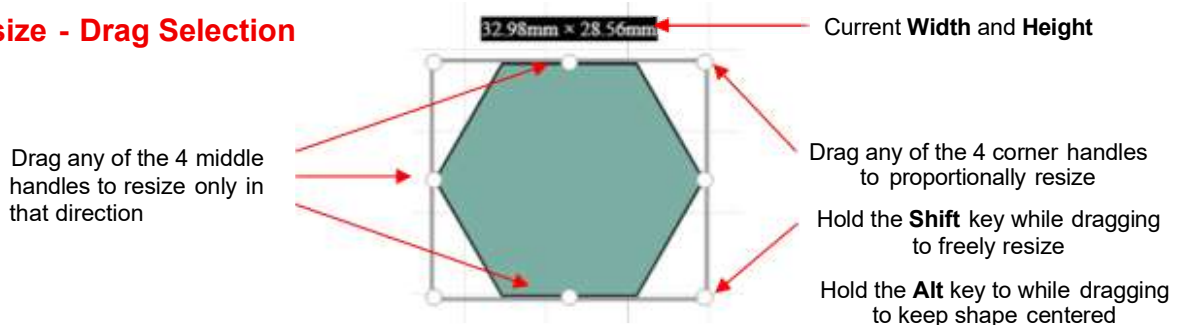
Move - Enter a New Location



8.5 Resize

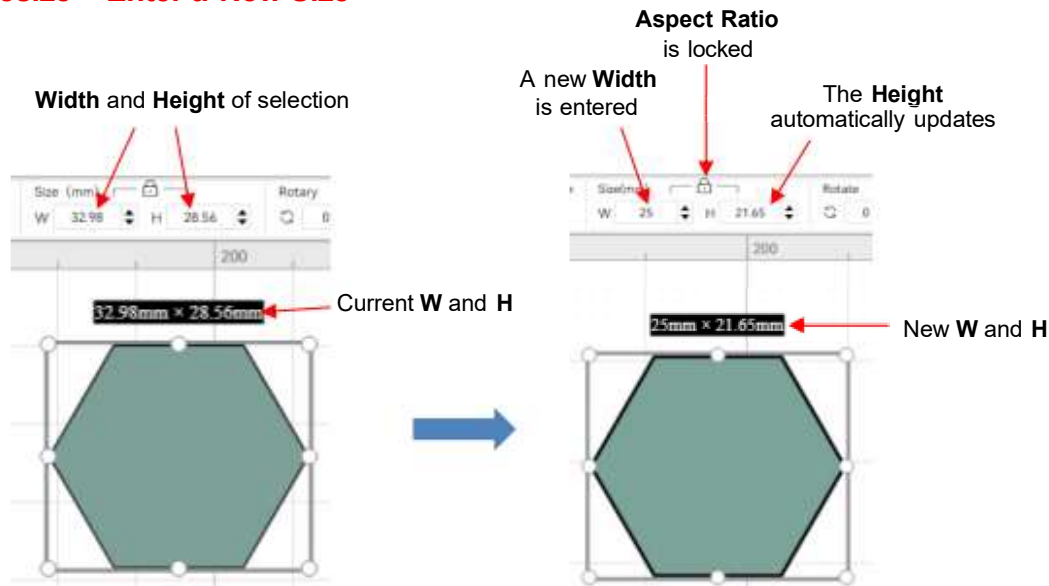
- With a shape selected, use your mouse to drag any corner handle of the shape to freely resize, keeping the width and height proportional. If you wish to resize only the width or only the height, maintaining the other dimension, drag one of the middle handles.

Resize - Drag Selection



- With a shape (or shapes) selected, you can also manually enter a new size which is shown on the **Toolbar**. Type in a new **Width** or **Height**. Note the small lock icon which indicates if the other dimension will be automatically update to maintain the proportionality:

Resize - Enter a New Size



- To release the **Aspect Ratio** so that the **Width** and **Height** can be independently changed, click the **Lock** icon:

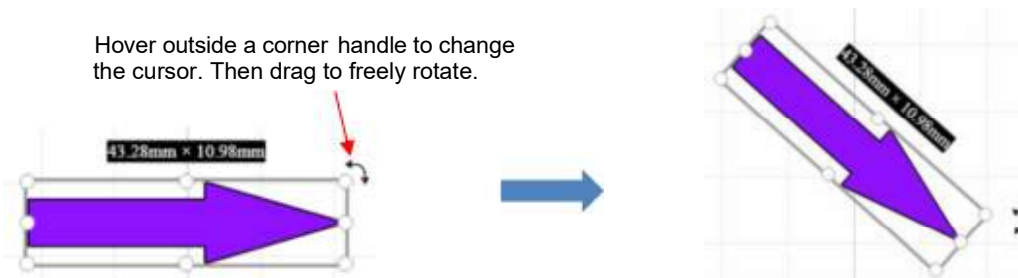
Unlock Aspect Ratio



8.6 Rotate

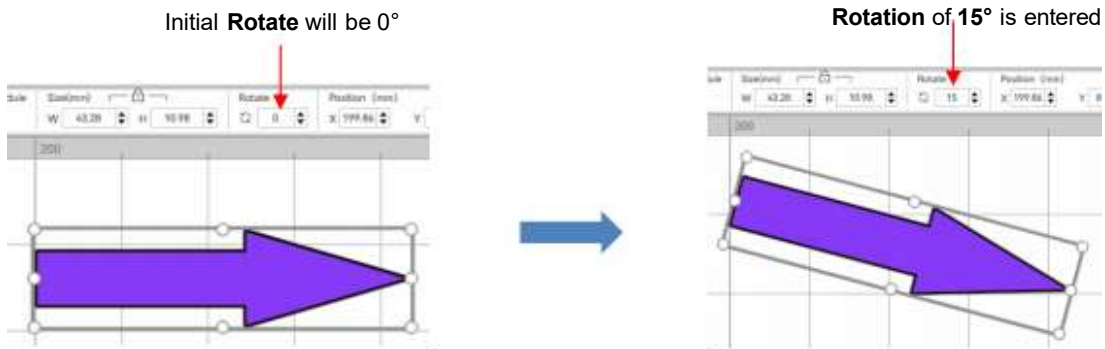
- There are two ways to rotate a selection. The fastest is to hover just outside a corner handle so that the cursor turns into a curved double arrow. Then drag with your mouse:

Rotate - Drag Selection



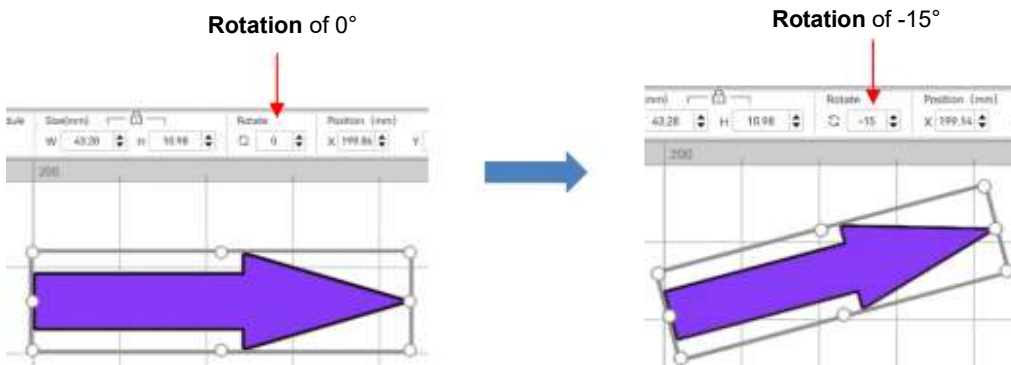
- With a shape (or shapes) selected, you can also manually enter a rotation size which is shown on the **Toolbar**. Type in the new **Rotation** and selection will be rotated clockwise by that amount:

Rotate - Enter a New Rotation



- Entering a new **Rotation** will not add onto the current **Rotation** but rather rotate to that entered value.
- To rotate counterclockwise, enter the **Rotation** with a negative sign:

Rotate - Counterclockwise



8.7 Cut, Copy, Paste, Duplicate

- The common computer functions **Cut**, **Copy**, and **Paste** can be accessed in several ways:

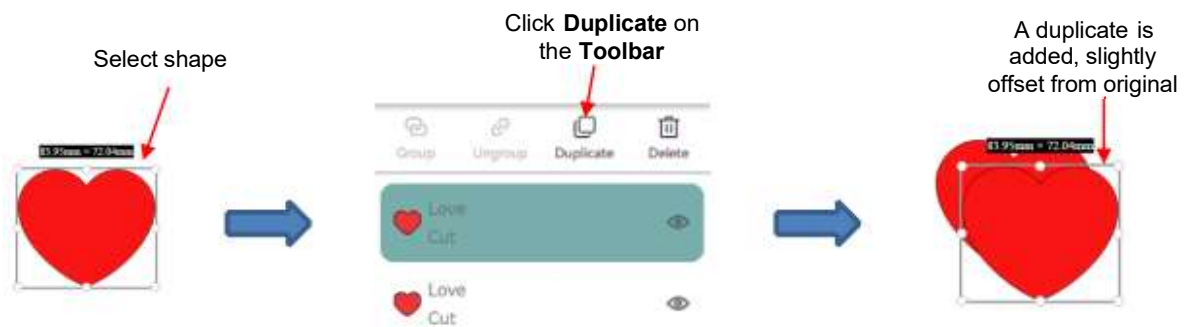
Cut, Copy, Paste

Click the **Edit** icon on the **Toolbar** Or.... Right-click and select from popup menu Or... Use common shortcut keys

Select from menu

Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Duplicate	Ctrl+D

Duplicate

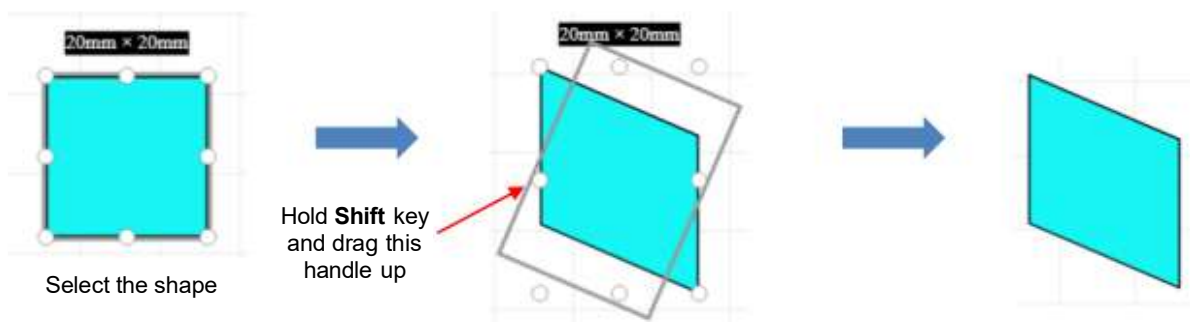


- ◇ Alternatively, you can apply **Duplicate** from the right click menu or use the **Ctrl+D** shortcut.

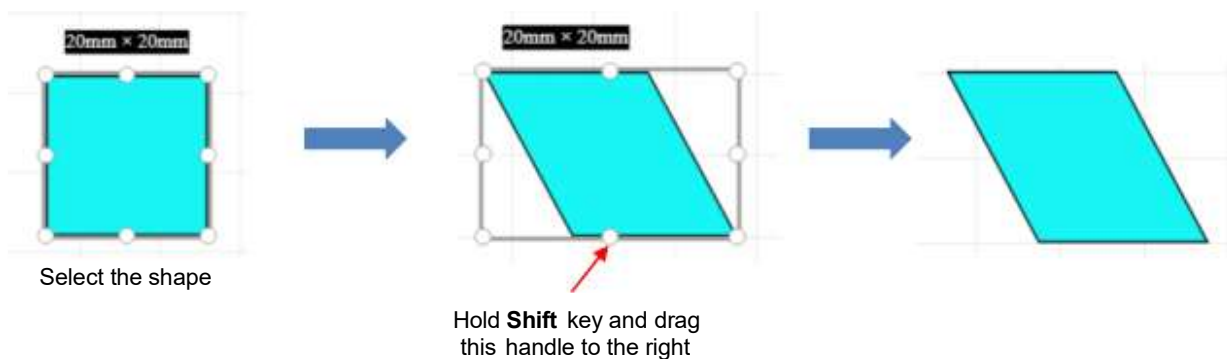
8.8 Skew

- Shapes can be skewed either horizontally or vertically by holding the **Shift** key and dragging a middle handle:

Vertical Skew



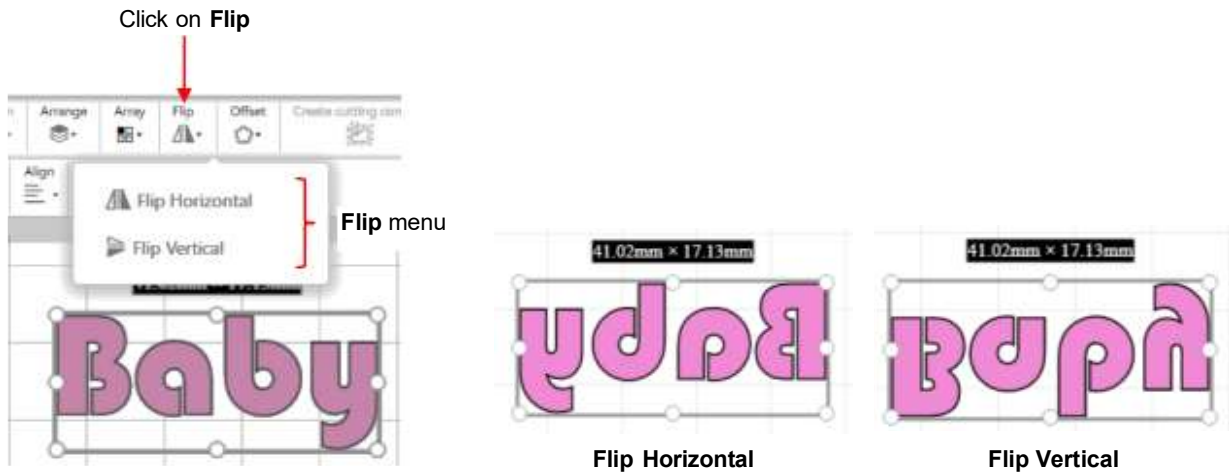
Horizontal Skew



8.9 Flip

- The **Flip** function is on the **Toolbar** and has a dropdown menu with both options:

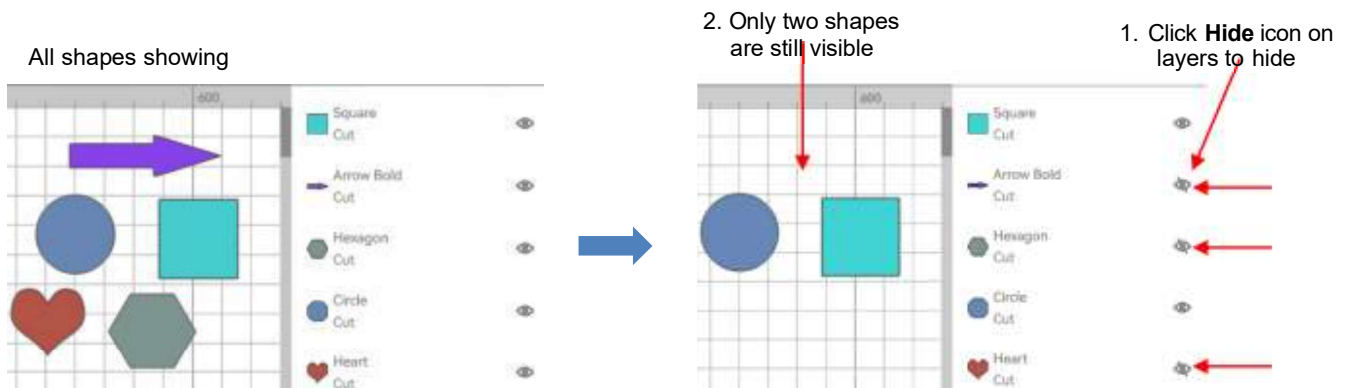
Flip



8.10 Hide and Unhide

- To hide a selected shape, click the eye icon for that shape on the **Layers Panel**:

Hide

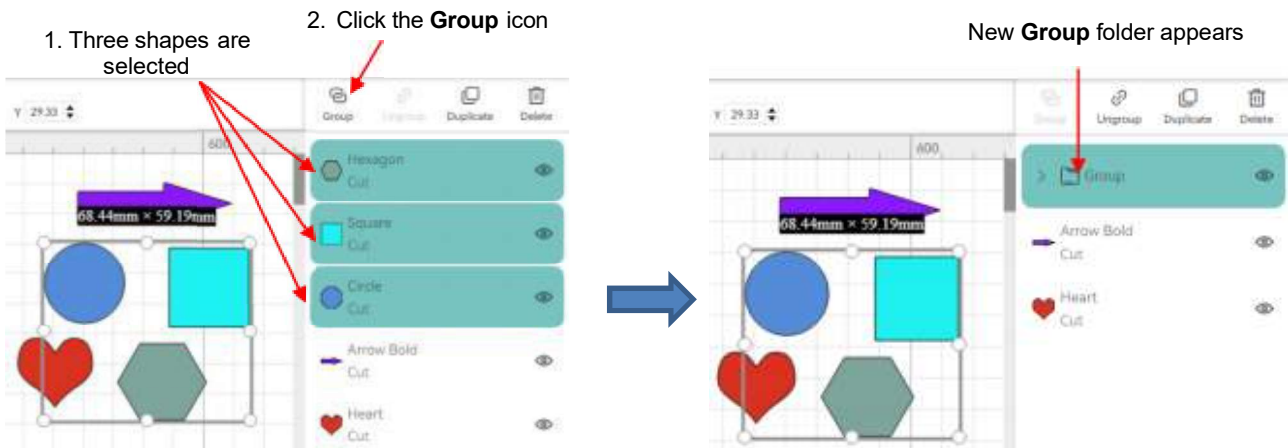


- To unhide one or more shape, again click the **Hide** icon on those layers.

8.11 Group and Ungroup

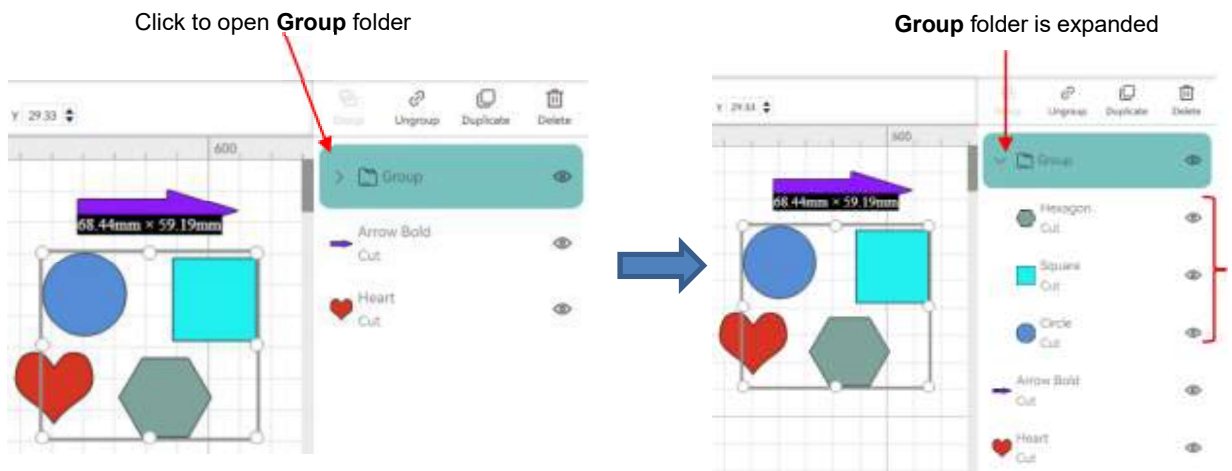
- The **Group** function is used to combine shapes into a new folder on the **Layers Panel** so that they can be more easily moved, resized, rotated, etc. as if they were a single shape.
- To select shapes, you can either drag your mouse to encompass shapes or hold the **Shift** key and either click the shapes on the **Canvas** or click their layers on the **Layers Panel**.
- Group** can then be applied in several ways:
 - Click the **Group** icon above the **Layers Panel**:

Group – Use the Group Icon



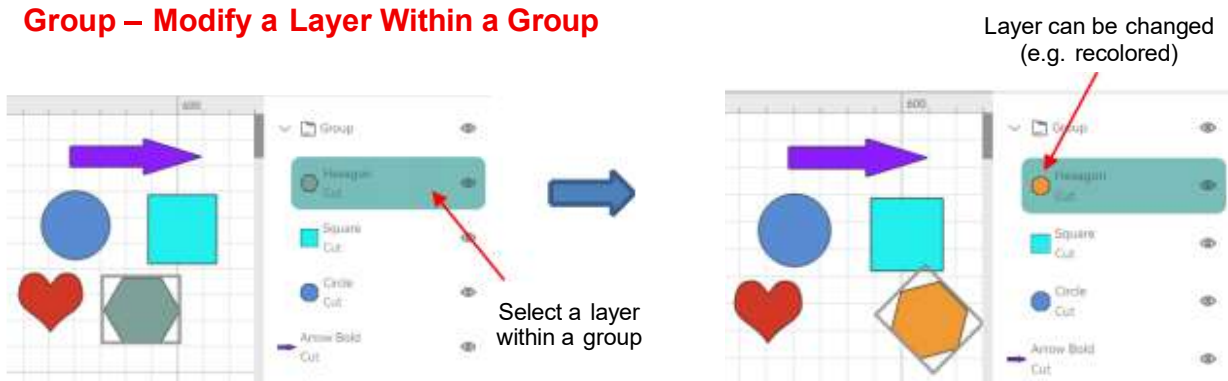
- ◊ Alternatively, you can right-click and select **Group** from the popup menu or use the shortcut **Ctrl+G**.
- A group folder can be expanded to show the layers within that group:

Group Folder – Expand the Folder



- You can also individually click a layer within a group and change its color, move it, rotate it, etc.:

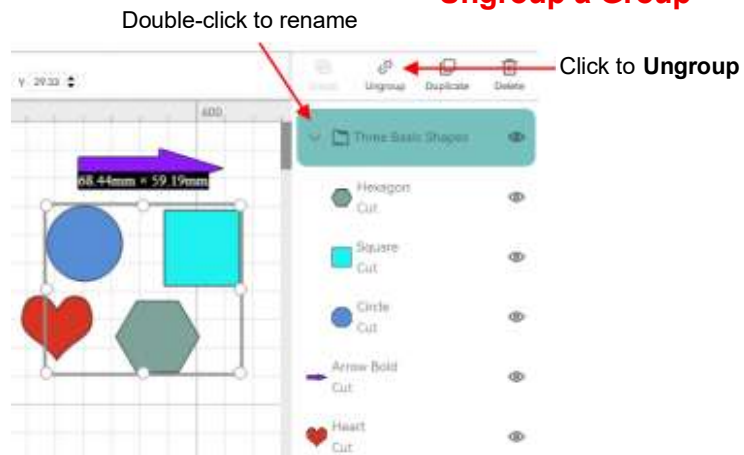
Group – Modify a Layer Within a Group



- ◇ You can rename folders by double clicking their name. To ungroup a grouped folder, select it and click the **Ungroup** icon:

Rename a Group

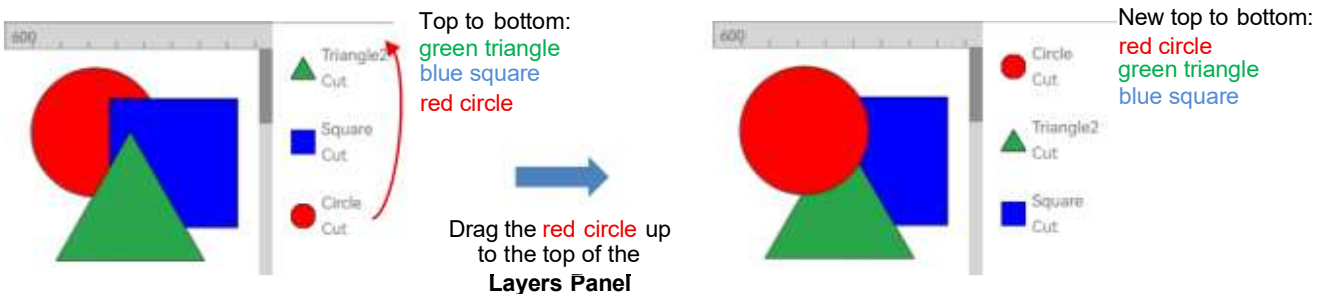
Ungroup a Group



8.12 Arrange/Order

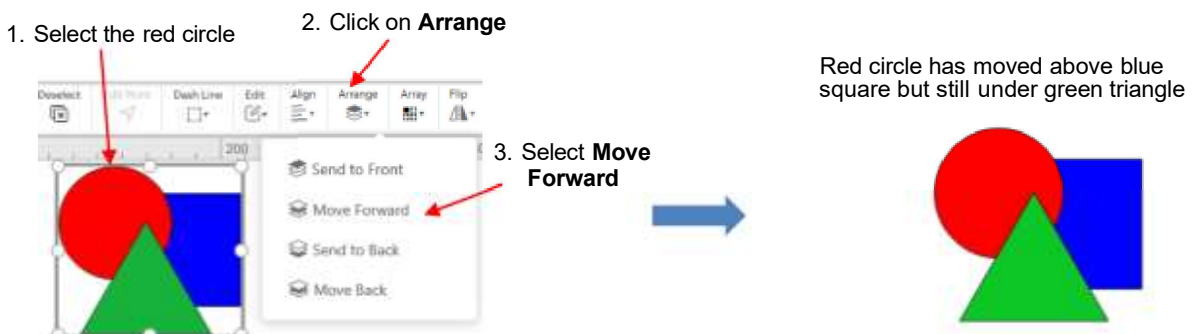
- The shape order affects the visual appearance on the **Canvas**. A shape that is above or on top of another on the **Layers Panel** will appear above it on the **Canvas**.
- The following example shows three overlapping shapes and how they appear on the **Layers Panel**:

Change Order Using Layers Panel



- Another way to change the order of shapes is using the **Arrange** icon on the **Toolbar**:

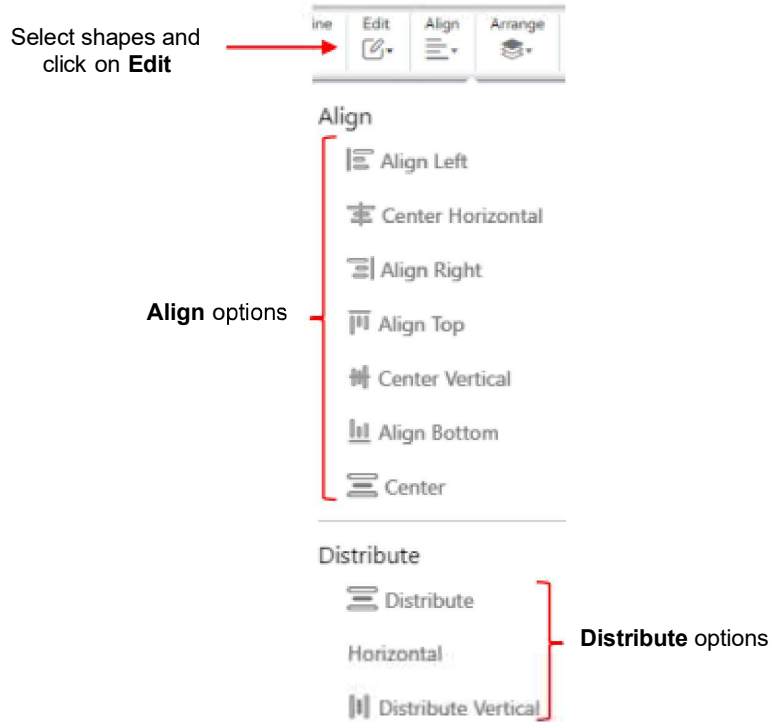
Change Order Using Arrange Function



8.13 Align and Distribute

- The **Toolbar** has an **Align** icon which can be used to align a selection of shapes and evenly distribute them. Select several shapes (at least 3 are required for **Distribute**) and note the options available. The icons next to each function should help you in how they operate:

Align and Distribute – Edit Menu



- Examples:

Align Bottom



Distribute Horizontal

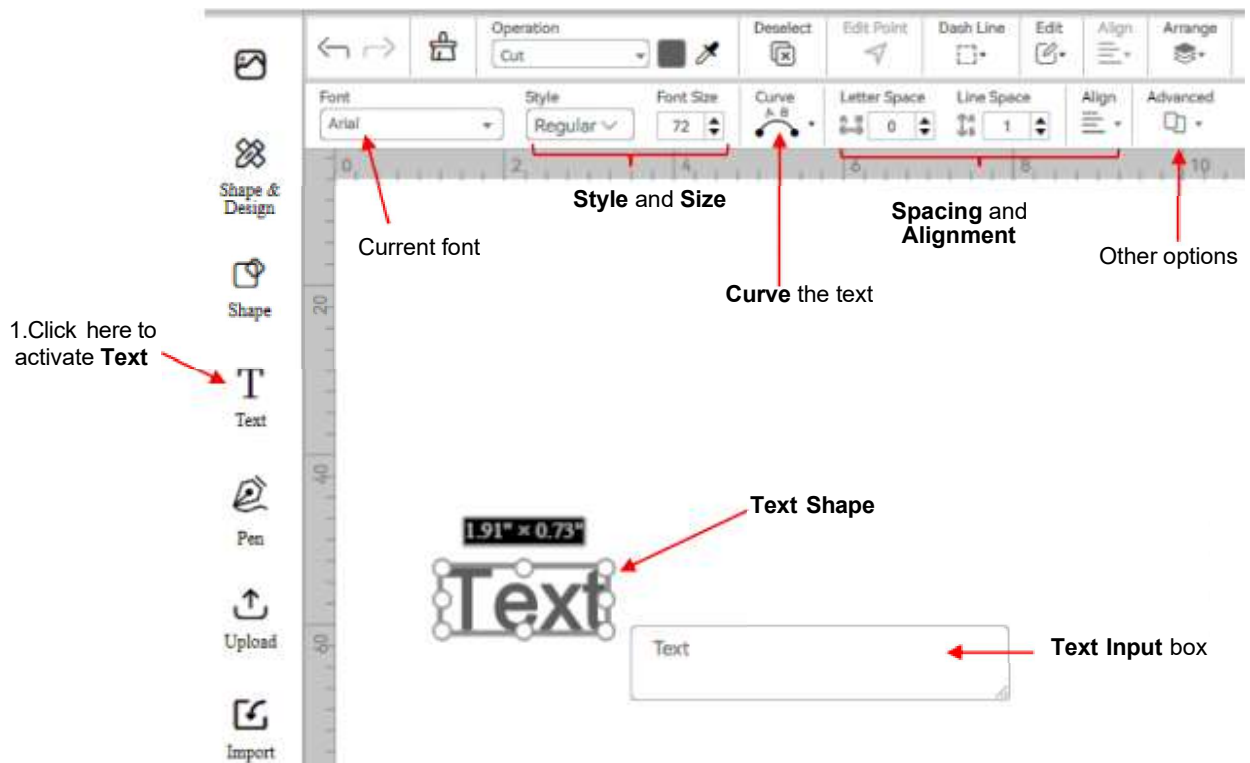


9. Text

9.1 Adding Text to the Canvas

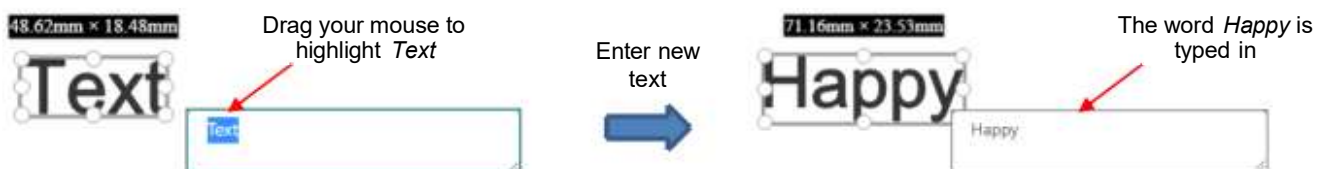
- On the **Tools Panel**, click the **Text** icon to activate the text input function and settings:

Text Settings and Tools



- To enter text, either delete the word *Text* in the **Text Input** box or drag your mouse over the word *Text* and begin entering new text:

Entering Text



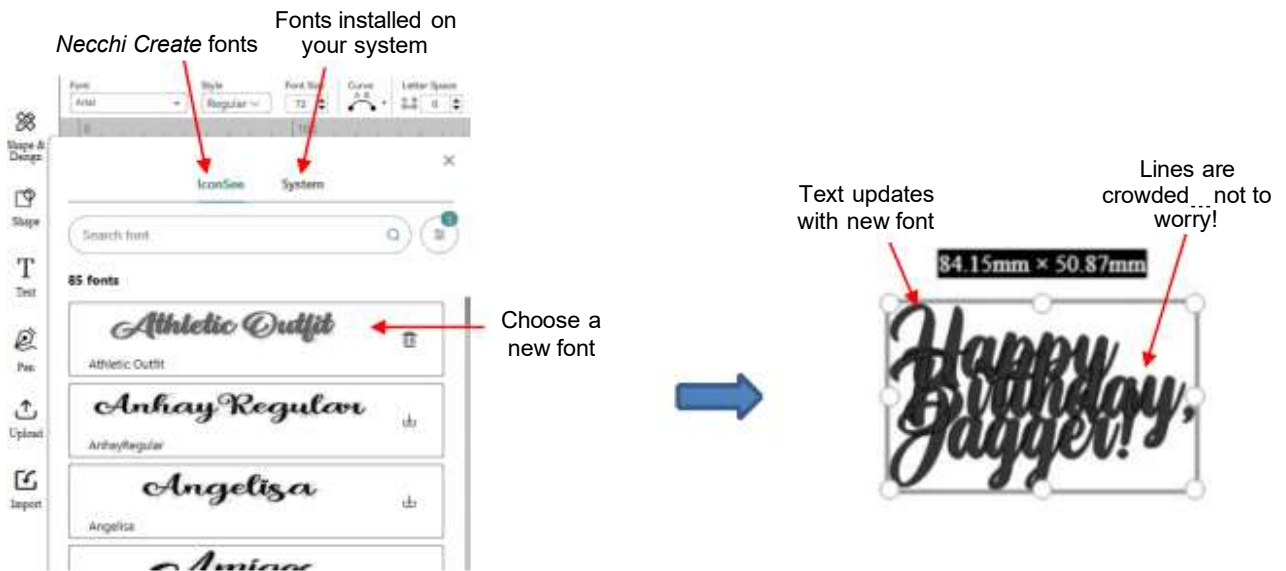
- Once the text is typed, you can click in an empty area on the **Canvas** to return to normal select mode. At any point, double clicking the text will return the **Text Input** box for additions or corrections.
- While entering text, you can use the **Enter/Return** key on your keyboard to continue adding more lines to your text:

Multiple Lines of Text



- To change fonts, open the **Font Menu** at the top. Note there are two menus: 1. A menu of the fonts included with *Necchi Create* and 2. a second menu of the fonts installed on your computer or tablet (called **System Fonts**). Select any font you wish from either menu:

Change Fonts



Letter Space, Line Space, and Align

- These 3 settings are easily applied to changing the spacing between individual characters, individual lines, and how the lines of text are aligned:

Change Line Space

Change Letter Space

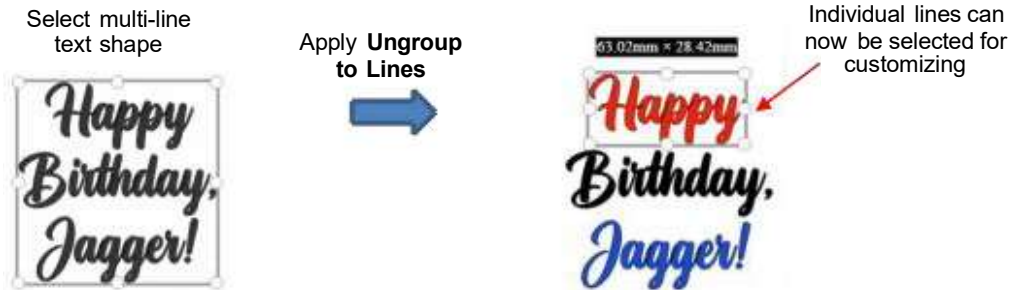
Change Alignment



9.2 Splitting Text

- The **Advanced** menu provides three options for splitting text: 1. **Ungroup to letters**, 2. **Ungroup to lines**, and 3. **Ungroup to Layers**. For example:

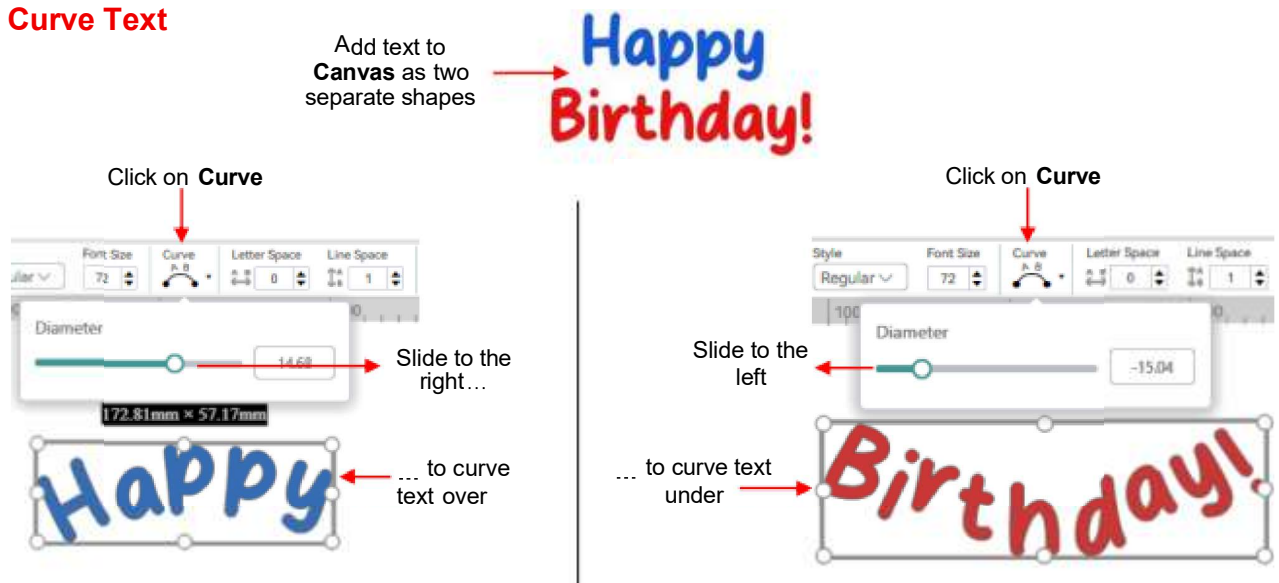
Ungroup to Lines



9.3 Curving Text

- At the time of this writing, curving text can only be applied to a single line of text at a time. Select a line of text, click the **Curve** icon at the top, and slide the **Diameter** bar to achieve the desired curvature:

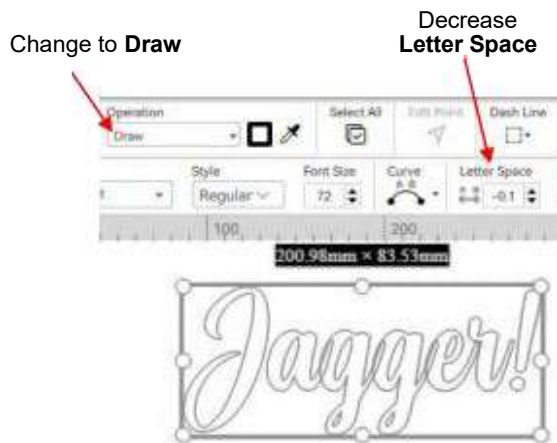
Curve Text



9.4 Welding Text

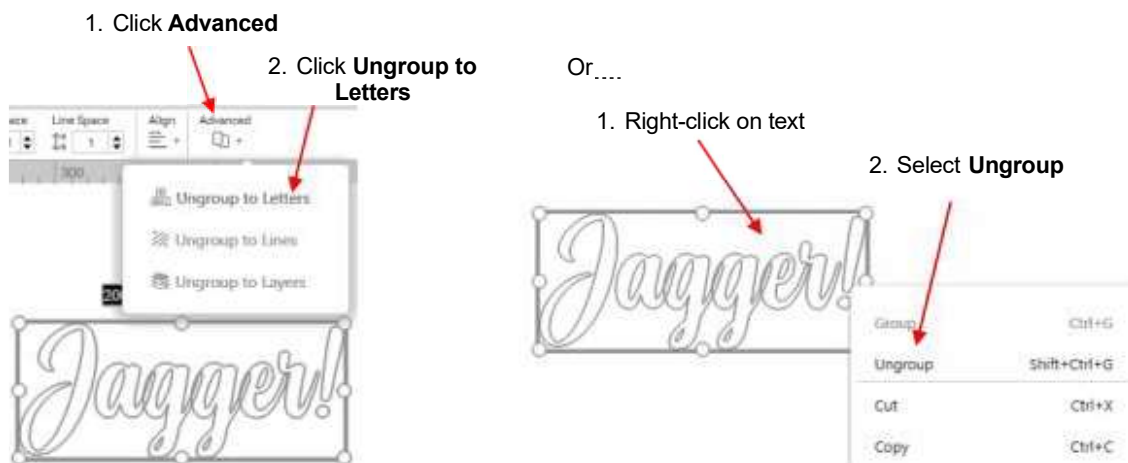
- When overlapping letters are sent to a cutter, the blade will travel through each letter, thus cutting one into the other. To avoid this, the **Weld** function can be applied to remove the overlap.
- First note, however, that you may want to adjust the spacing between the letters. This can be done in two ways:
 - To change the spacing between all of the letters, use the **Letter Space** setting. The **Operation** setting on the **Toolbar** is changed to **Draw** so that one can better see the current overlap:

Overlap Letters



- To individually tweak the spacing between any two letters, ungroup the text by either selecting **Ungroup to Letters** option in the **Advanced** menu or by right-clicking and selecting **Ungroup**:

Ungroup Text



- Once letters can be selected individually, change the spacing as desired. Then select the text and apply **Weld** function covered in *Section 10.1*:

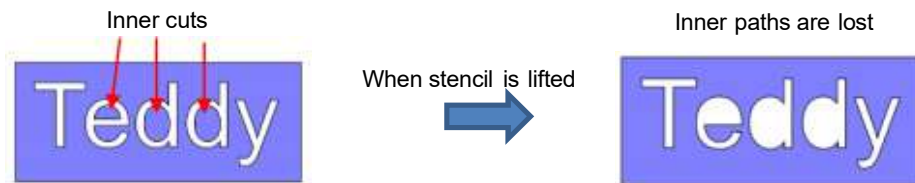
Weld Text



9.5 Stenciling Letters

When creating a stencil, you keep the “waste” or “negative” of a cut. When using regular fonts, such as Arial, some of the letters, such as a “B”, “a”, “d”, and “e”, will not work because they have interior paths called child shapes. Those child shapes are not connected to the waste portion of the material and will be lost from the stencil as shown below. The red arrows indicate the child shapes inside parent shapes for the letters “e”, and “d”:

Stenciling – Issue with Normal Fonts



- To avoid this, a procedure called stenciling can be used to connect the area outside of the letters to the child shapes, essentially eliminating them. Select a rectangle shape from the **Shapes** library and resize it to the width desired. Make duplicates and arrange over the letters:

Stencil Method

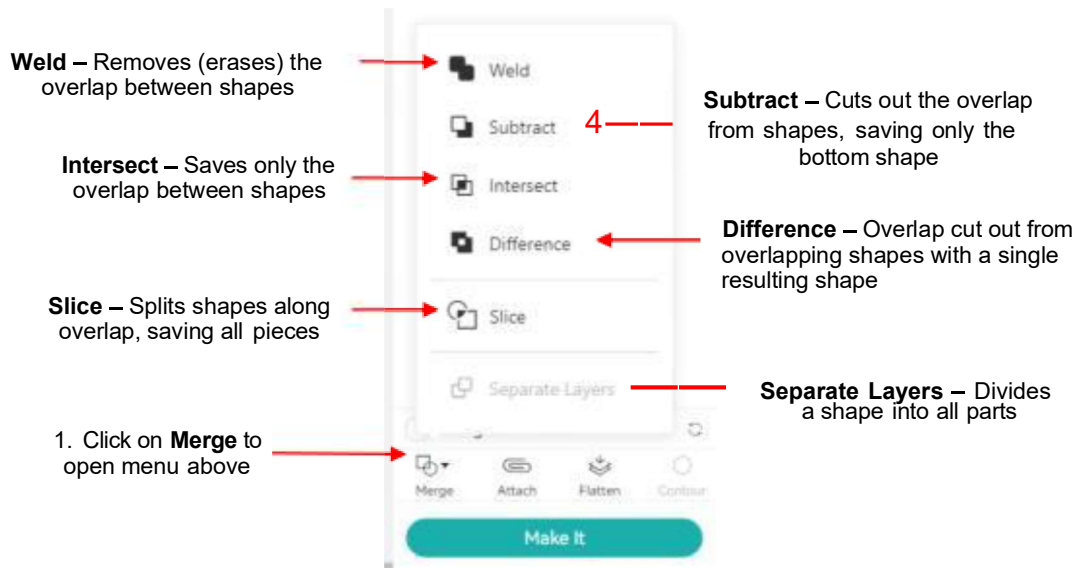


10. Designing and Editing

10.1 Merge Operations

- The **Merge Tool** menu is located in the lower right corner of the **Canvas**. Opening the menu reveals these options used for designing and/or editing:

Merge Menu



Weld

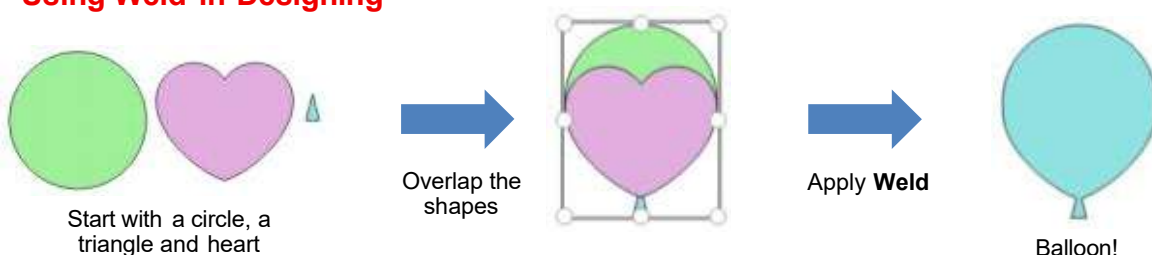
- The **Weld** operation removes the overlap between two or more shapes. The color of the new shape will be that of the bottom-most shape:

Weld



- Besides accessing **Weld** from the **Merge** menu, it is also located in the right-click menu under **Merge**.
- The **Weld** function can be used to create new shapes by welding basic shapes together:

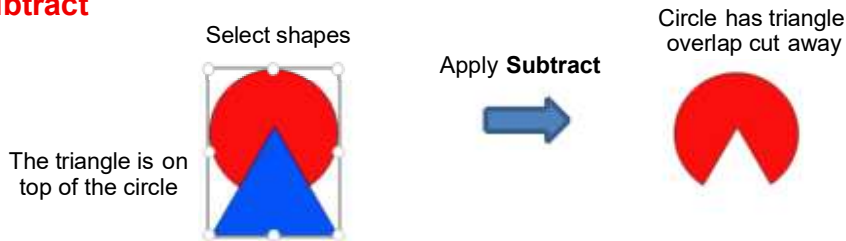
Using Weld in Designing



Subtract

- The **Subtract** operation removes the intersection of an upper shape from a lower shape, leaving only that lower shape:

Subtract



- As with **Weld**, the **Subtract** function can also be found in the right-click menu under **Merge**.
- The **Subtract** function can be used to design a split monogram:

Using Subtract in Designing

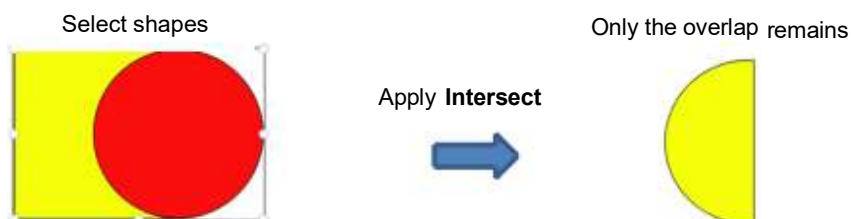


- ◇ Note the two thin rectangles were welded onto the M in the final step.

Intersect

- The **Intersect** operation retains only the overlap between shapes:

Intersect



- As with **Weld** and **Subtract**, the **Intersect** function can also be found in the right-click menu under **Merge**.
- The **Intersect** function can be used to fill shapes with a pattern. Refer to the **Upload** function covered in *Section 7.7* to import a digital pattern file. Then arrange the shape to be filled on top and apply **Intersect**:

Using Intersect in Designing

Upload a digital pattern file and arrange a heart shape on top.



Apply **Intersect**



Heart shape is filled with digital paper

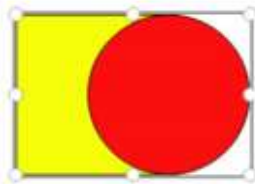


Difference

- The **Difference** operation subtracts the intersection of shapes from those shapes, leaving a hole:

Difference

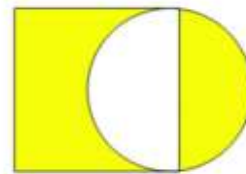
Select shapes



Apply **Difference**



Overlap is deleted



- As with **Weld** and **Subtract**, the **Difference** function can also be found in the right-click menu under **Merge**.
- Note that if you need to split apart those resulting shapes, **Separate Layers** can be used (refer to the later subsection).
- The **Difference** function can be used to create a frame for welding:

Using Difference in Designing

A large and small rectangle are aligned and selected



Apply **Difference**



An empty frame is created



Add text, size, and align



Apply **Weld**

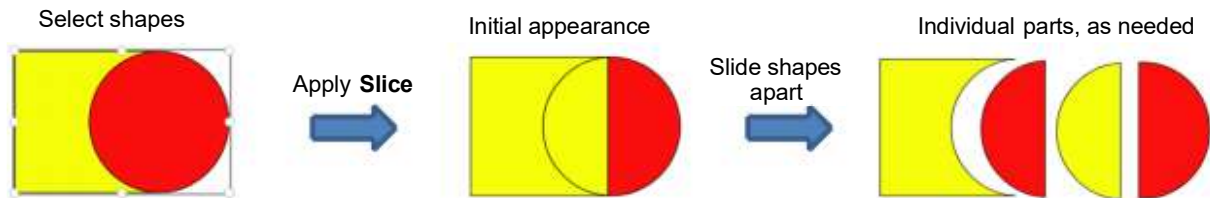


Welded letter frame

Slice

- The **Slice** operation is a convenient operation when you're not sure which operation you need. Perform it and you get the results of **Intersect** and **Subtract** without worrying which shape is on top:

Slice

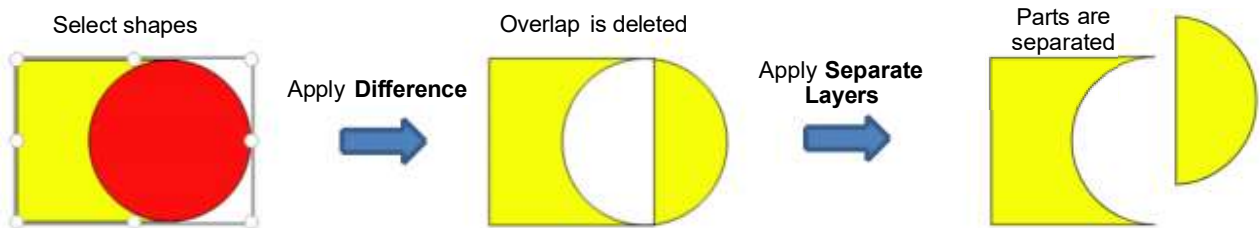


- The **Slice** function can also be found in the right-click menu.

Separate Layers

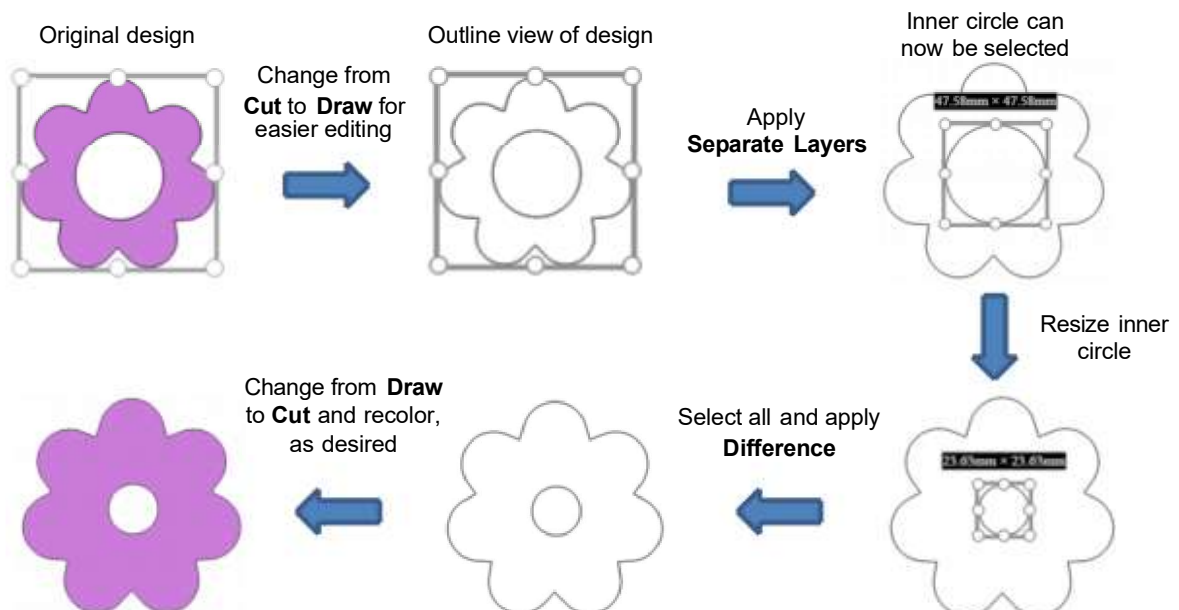
- Separate Layers** will break apart a design that has been merged together using **Difference**.

Separate Layers



- A practical application is when you've designed a shape with an inner path and you wish to modify that inner path:

Using Separate Layers in Designing



- ◊ Note that in some cases you may need to apply **Detach** before **Separate Layers** becomes selectable.

10.2 Offset

- The **Offset** function adds an outline to an existing path, either larger or smaller than the original. Some of its common applications include:
 - ◊ Adding a shadow layer to be cut in a different color from the original
 - ◊ Adding a contour cut around stickers, typically left white but not necessarily
 - ◊ Slightly expanding very thin fonts to make them easier to cut from certain materials
 - ◊ Slightly shrinking the cut path in print-and-cut projects to prevent any white from showing
- To activate the **Offset** function, select a shape and click the **Offset** icon on the **Toolbar**:

Offset Function

1. Select shape

2. Click on **Offset**

3a. Drag to set distance (size) of **Offset** or 3b. Enter an **Offset Distance**

4. Choose rounded or sharp cornering

5. Option to remove overlap between offsets

- **Offset Distance:** Drag **Distance** bar right/left to set the size of the **Offset** or type in the desired **Offset Distance**. As the **Distance** is changed, a teal offset line will appear. Both positive and negative offsets are allowed:

Offset and Inset (Negative Offset)

3 mm **Offset**

versus

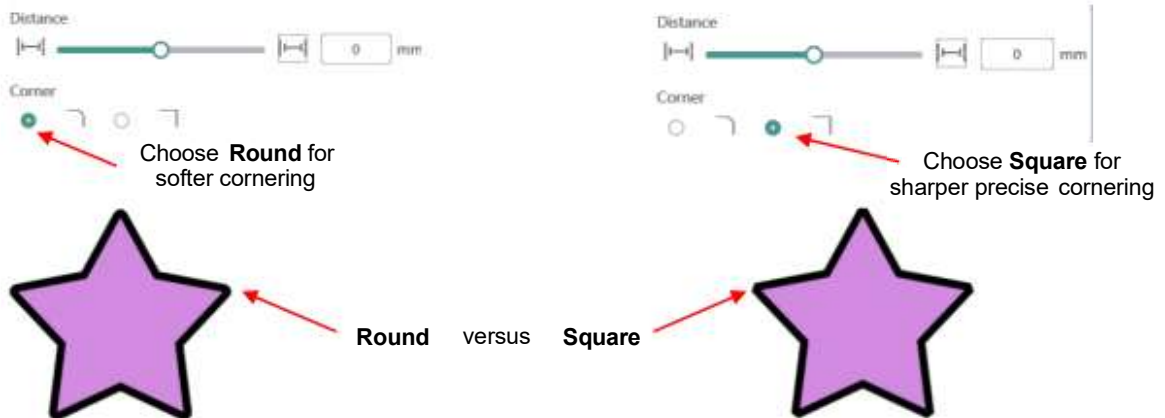
-0.5 mm **Inset**

Offset appears

Inset appears

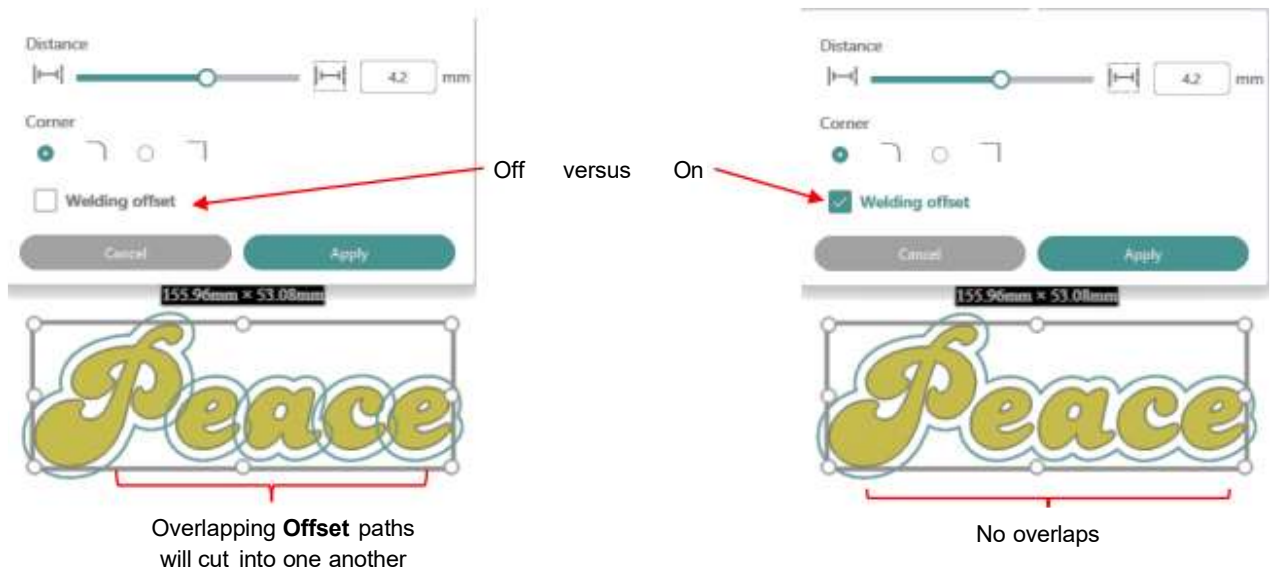
- After clicking on **Apply**, the resulting **Offset** path will fill with black. This fill color can be changed, of course, as presented in *Section 8.1*.
- If you would prefer a solid offset (no inner paths), refer to *Section 10.3 Contour* to remove them.
- The **Corner** setting determines whether the **Offset** yields square corners or rounded ones:

Corner Option



- The **Welding** option, when enabled, will automatically remove overlap as offsets cross one another:

Welding Option



10.3 Contour

- The **Contour** function allows you to hide individual paths or to black out the entire shape. To access **Contour**, select the shape and click the **Contour** icon on the **Bottom-Right Panel**:

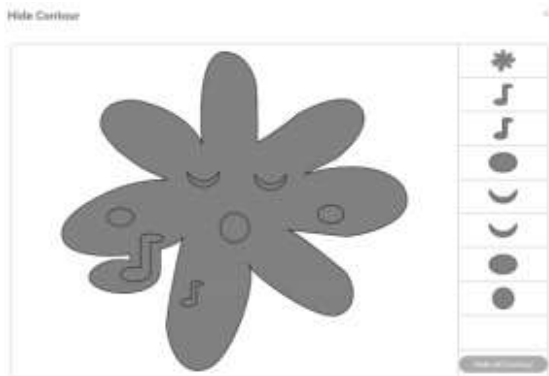
Contour Tool

Select a shape with inner paths

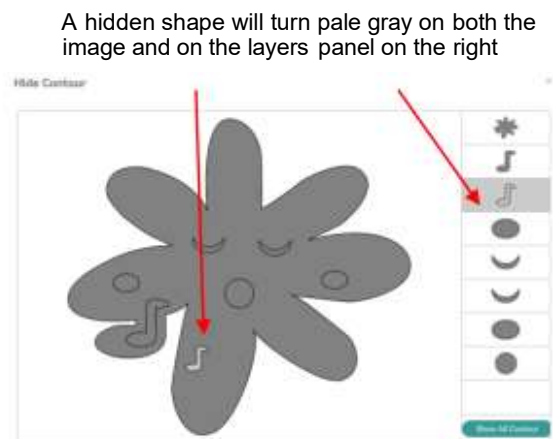


- The following **Hide Contour** window opens. Pick and choose which shapes to hide or hide all:

Use Contour to Hide Individual Shapes

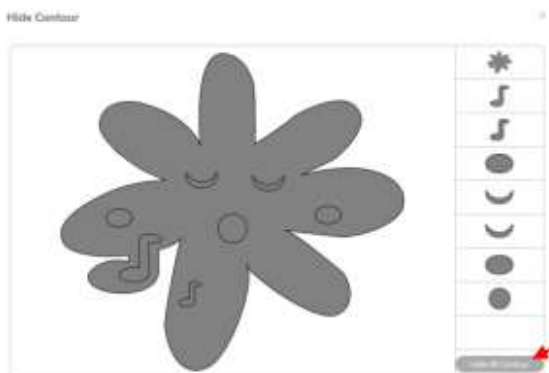


Click on shapes to hide them



- Alternatively, click on **Hide All Contours** to hide all inner shapes:

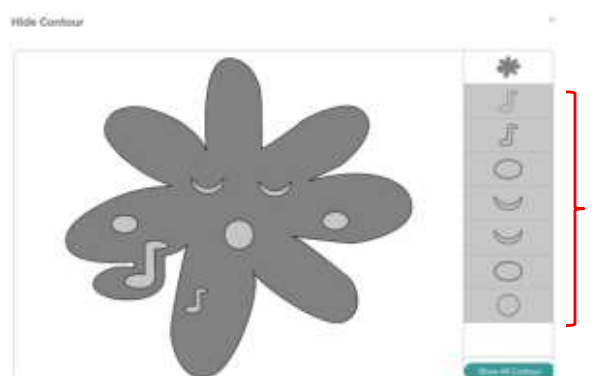
Use Contour to Hide All Shapes



Click on **Hide All Contours**

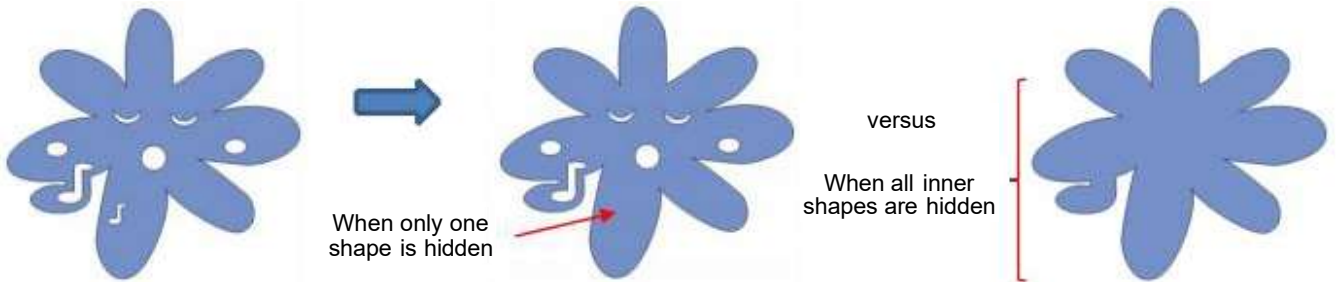


All of the inner shapes are now hidden. Only the outer shape will be visible on the **Canvas**.



- The results of the two alternative choices:

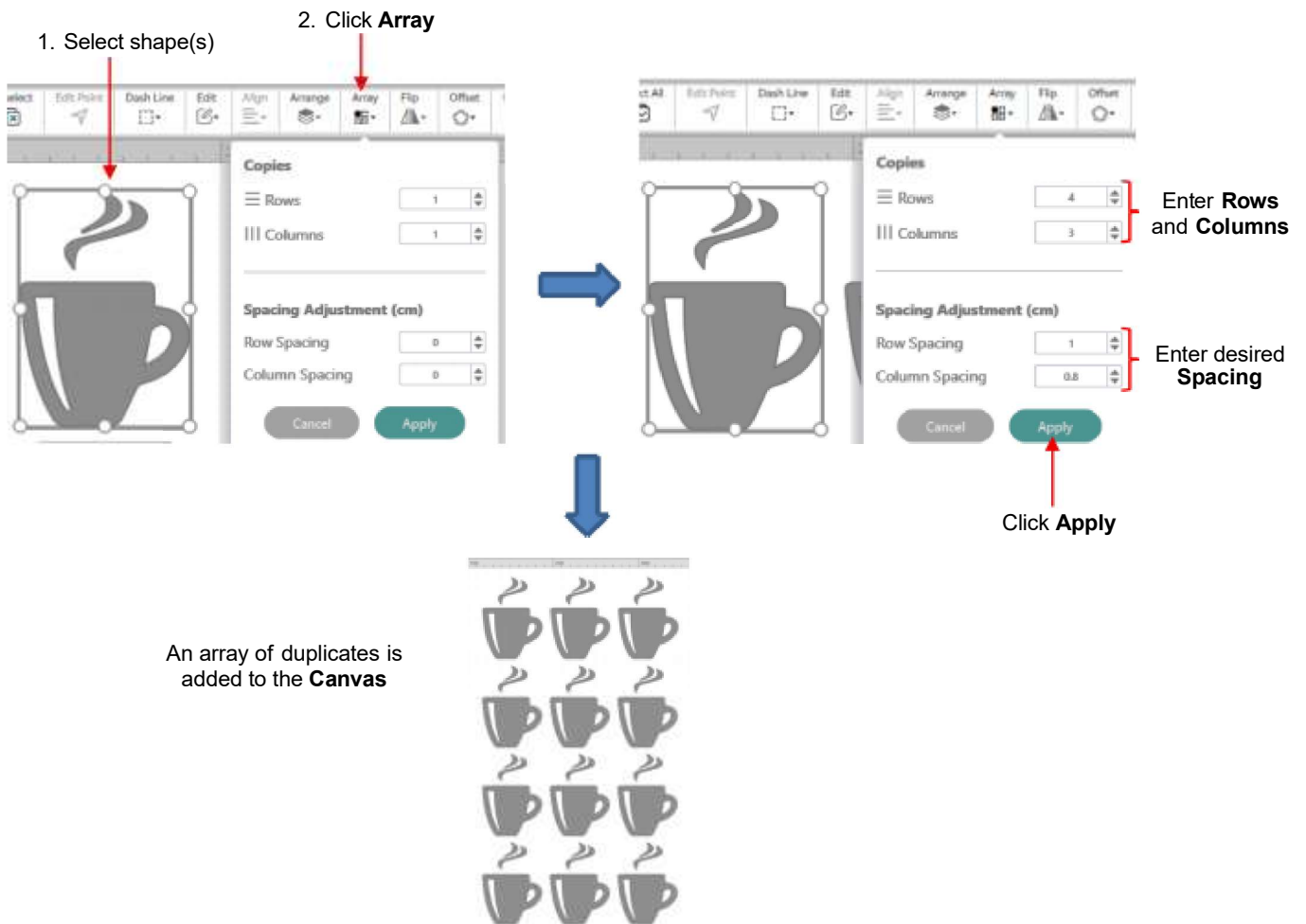
Single Inner Shape Vs. All Inner Shapes Hidden



10.4 Array

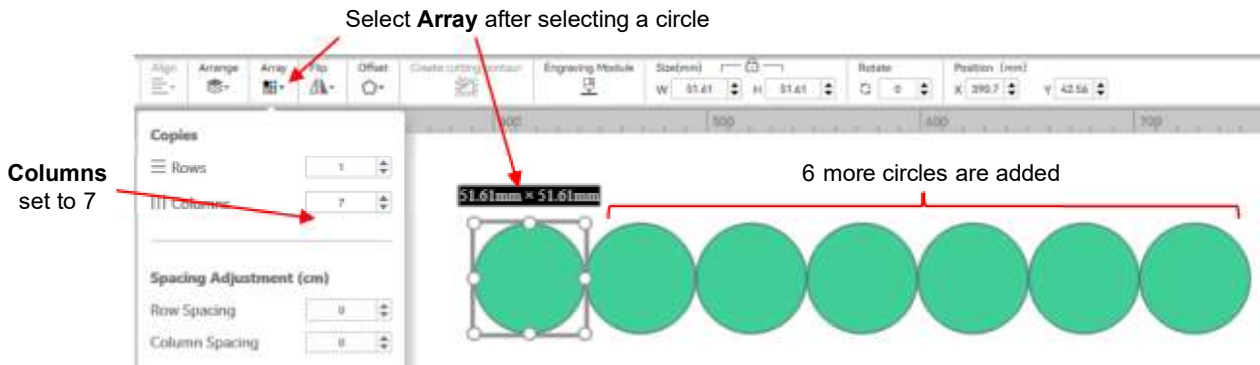
- In *Section 3.7* it was shown how to make copies using the **Project Copies** function after clicking on **Make It**. However, you also have the option to make copies directly on the **Canvas** area first:

Array



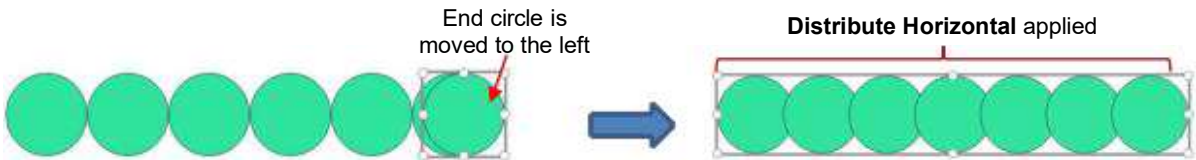
- The **Array** function is also useful in designing. The following example shows how to create a scalloped border:
 - ◇ Select a circle and apply **Array**, using a negative spacing to overlap the circles:

Using Array in Designing



- ◇ To make a scallop, the circles need to overlap. Because **Column Spacing** is limited to a minimum of 0, one of the end circles will be moved to overlap another. Then all will be selected and **Distribute Horizontal** (Section 8.13) will be applied:

Move an End Circle and Distribute



- ◇ The last step is to add a rectangle and apply **Weld** (Section 10.1) to all:

Overlap a Rectangle and Weld



10.5 Pen

- The **Pen** function is used to draw straight lines and Bézier curves. It can be a bit tricky to master but just like with many good things- practice makes perfect!
- To activate the **Pen**, select it on the **Tools Panel**:


Pen Tool




Drawing Straight Lines

- To draw a single straight line, click once where you want to start the line and click again where you want to end the line. Then immediately double-click to end:


Drawing Straight Lines



Left click once to begin




Move to where you want to finish the line




To end the line, double-click

- If you wish to continue drawing a connecting straight-line path, keep left-clicking each time you need to change directions. Each click produces a node:



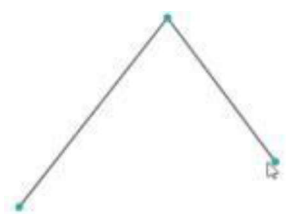
Left click to start and click, click, click to form any desired path of connected straight lines



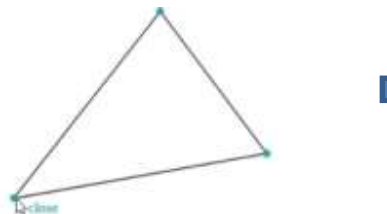
Again, to end the path, double-click

- If you wish to draw a closed path then, just as you approach the starting node, the word **close** will appear next to the cursor and you can click one last time to end the process. A line will automatically connect the first and last nodes:

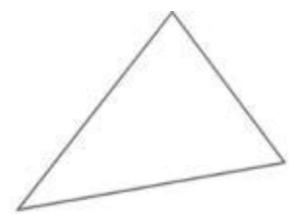
Closing a Shape



Begin drawing the sides of the shape



Watch for the word **close**

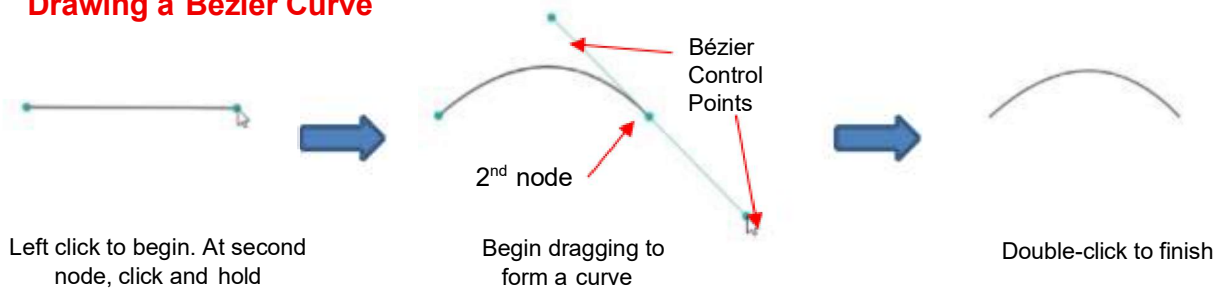


Left click once to close the shape

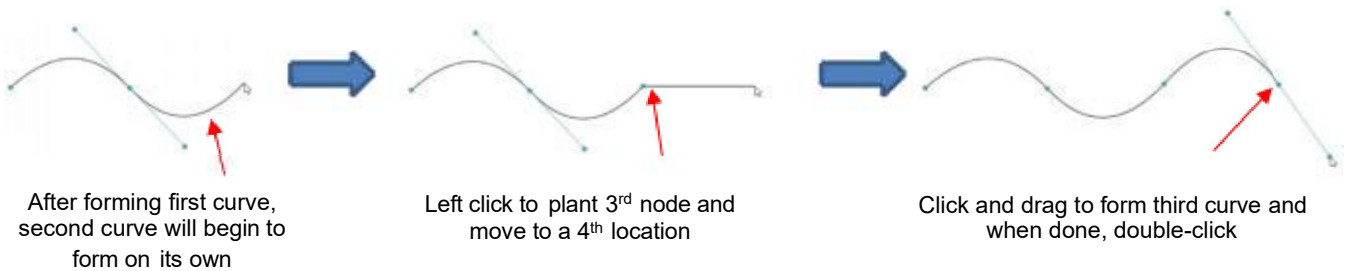
Drawing Bézier Curves

- Drawing curves is a bit more difficult. The key is to take it one step at a time, practice the technique a lot, and remember that you can later correct your curves using **Edit Point** (refer to *Section 10.6*).
- To draw a curve, left-click once where you want to begin the curve. Then, instead of left-clicking at the second node, hold the left mouse button down and begin dragging the cursor. Continue holding the left button and notice a second line appears with two circles at either end. These are called Bézier control points. Double-click to complete the shape:

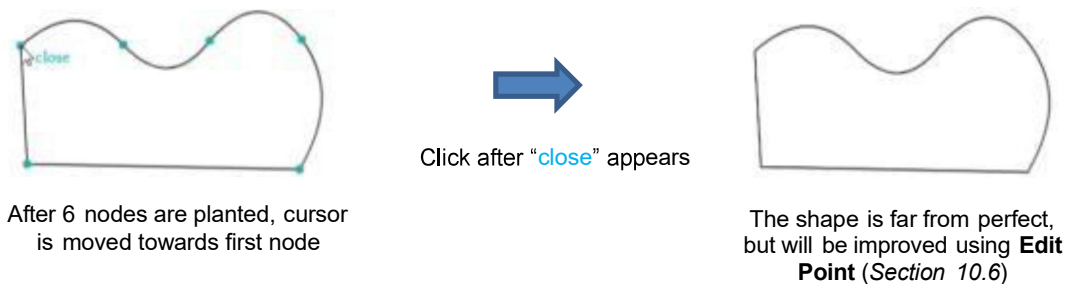
Drawing a Bézier Curve



- If you wish to draw a series of connected curves, continue moving to new locations, clicking, and dragging to form a series of curves:



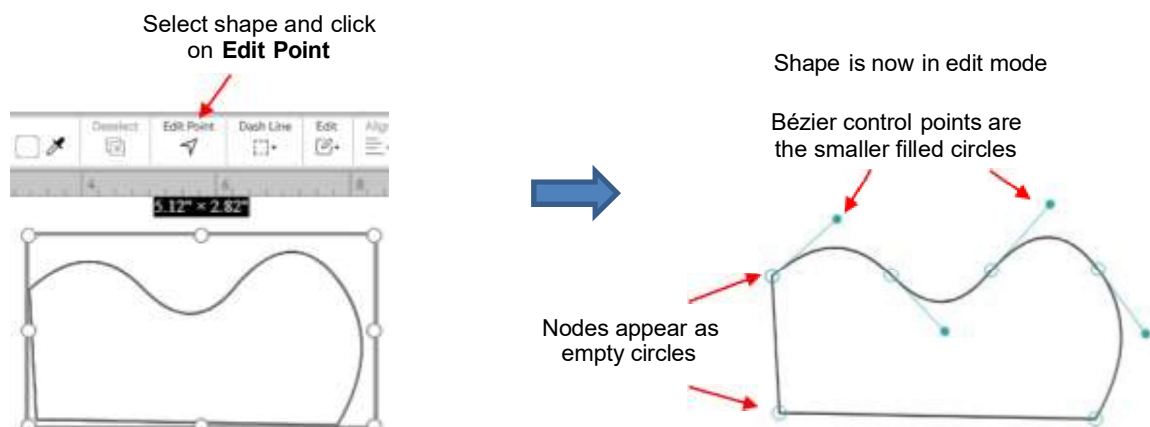
- As with drawing straight lines, you can also move the cursor near the first node and click to close the shape:



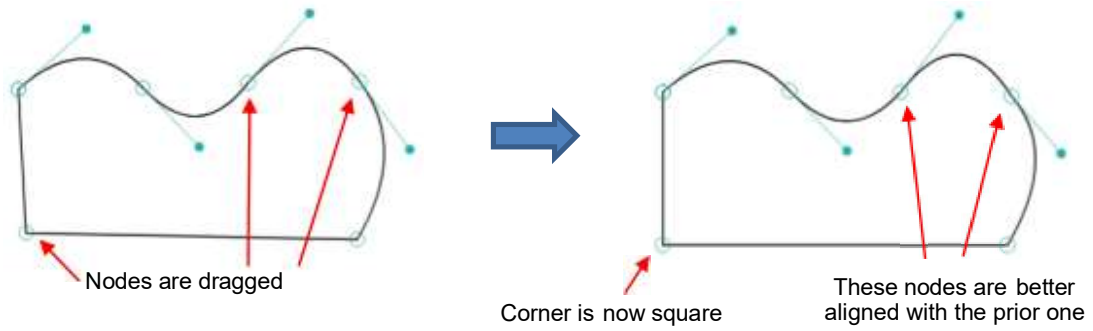
10.6 Edit Point

- Edit Point** allows you to move nodes and adjust Bézier curves to improve shapes. Note that nodes will appear as empty circles while the Bézier control points appear as smaller filled circles:

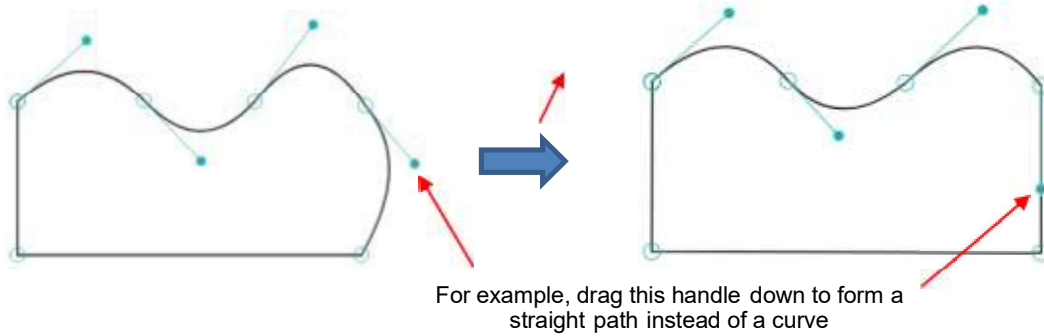
Edit Point



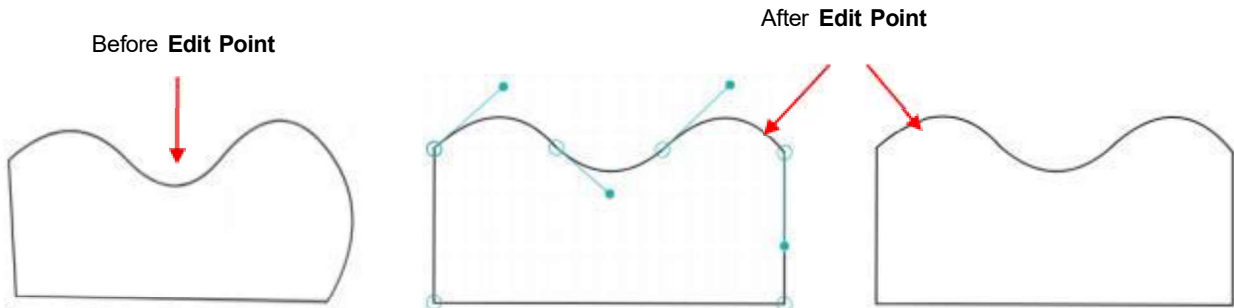
- Nodes can be dragged, as needed to



- Bézier handles can be dragged to make curves more even and make the right side straight.



- With a bit more tweaking of the nodes and Bézier handles, the image is now complete.



Appendix A Troubleshooting FAQ's

A1 Communication Issues

I cannot get the Creator Express to power on.

- Make sure the power cable is securely plugged into the adaptor and into a wall socket or power strip.
 - Make sure the adaptor light is a steady green light and it is plugged securely into the Creator Express.
 - If you still cannot get the Creator express powered on, contact your dealer.
-

I cannot power off the Creator Express.

- Press and hold the power button until the control panel shuts off.
-

I cannot get Wi-Fi to work with my Creator Express.

- Set the Creator express close to the router when performing the initial setup presented in *Section 2.2*. After establishing communication, you can test how far the Creator Express can be located from your router.
 - Make sure your computer is connected to the same router as your Creator Express.
-

I cannot get USB to work with my Creator Express.

- Unplug/replug the USB cable at both the computer and at the Creator Express.
 - Try a different USB port on your computer.
 - Try a different USB cable.
-

A2 Operating Issues

My mat (or material) is rotating when the Creator Express starts to load it.

- You need to be using a mat or matless material that's wide enough to be gripped by the outer two black pinch wheels. Thus, on the 12" Creator Express, make sure that measurement is 340 mm (13.4 inches) wide.
 - Make sure you are not trying to force the blade to cut too deeply and/or too quickly through a thick/dense material like chipboard or craft plastic. Slow the speed, decrease the **Force**, and use more passes.
-

I hear a terrible stuttering sound when trying to cut chipboard (or other thick dense material).

- This is a symptom of forcing the blade to cut too deeply and/or too quickly through the material. Slow the **Speed**, decrease the **Force**, and increase **Times**.

- Another tip is to duplicate the shape with a different color assigned. Then send as two cuts with the first cut using about half the required **Force** and several passes before doing the second cut with the higher **Force**. This allows the blade to work its way through the material and should result in cleaner cutting with more accurate shaping.

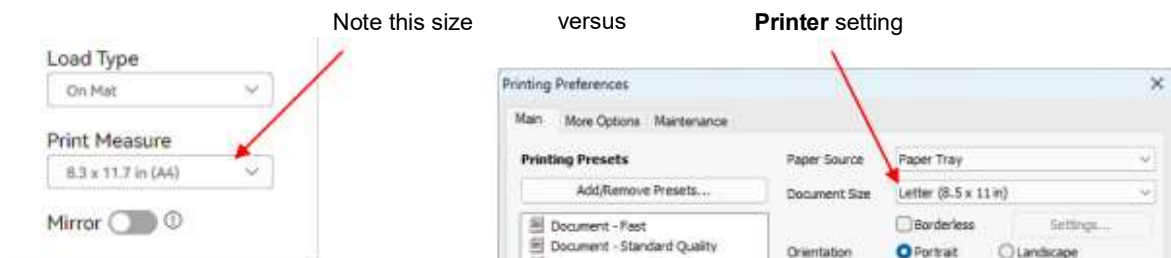
The Creator Express stopped during a cut.

- This can happen due to a break in communication between the computer and the cutter. Recheck your USB or Wi-Fi connection.
- Although very rare, this can happen due to a “quirkiness” in the file itself. Sometimes reducing nodes or making the design large to test will help determine if this is the case.

A3 Cutting/Drawing Issues

I'm doing a Print & Cut project. The first reg mark is successfully scanned but not the second. It always fails at the second.

- Most likely there is a mismatch between the **Print Measure** setting in the **Make It** window and the default **Document Size** on your printer. They need to match so that the printed reg mark spacing matches that of your printer. For example, on an Epson printer, this would cause a problem:



- ◊ To change this, click on **Send to Printer**, enable **Use System Dialog**, and in the following window, click on **More Settings** which should then open your printer's **Preferences** screen.



- Adjust the light setting on the **Control Panel (Set>Camera>LED3)**.
- Search on the Internet for your printer's brand and model to locate the latest driver. Download and install this driver and restart your computer. Outdated or generic printer drivers can cause scaling of the project which changes the reg mark spacing, thus causing the camera to fail in finding a second or third reg mark.

- Make sure, in your **Printer Preferences** that you do not have *Borderless* or any type of scaling setting enabled. The project needs to print at 100% to match the design sizing in *Creator Express*.
-

I'm doing a Print & Cut project. I've added an outer contour cut to my project but the Creator Express is cutting both it and the original cut line.

- Go back to the **Canvas** and apply **Flatten** so that the inner cut will no longer be recognized as a cut line.
-

I'm getting some stray cuts added, as if the cutter is going a bit crazy.

- Extra stray cuts can occur anywhere, including sharp V-shaped cuts jutting outside the borders of the project. These are referred to as random cuts and are difficult to diagnose. But based on experiences reported by owners of professional vinyl cutters, here are some possible causes to check:
 - ◇ Defective or overly-long USB cable
 - ◇ Cutter is plugged into a power strip that isn't rated highly, overloaded, or possibly defective
 - ◇ Static electricity - many vinyl pros recommend grounding cutters to prevent random cutting due to static or check out static reducing kits sold by large vinyl warehouse companies
 - ◇ Unknown cause – sometimes a quirk in the file might cause something strange to happen such as a stray cut or a sudden stoppage. Try altering the file in some way, such as reducing nodes.
-

My shapes are drawing (cutting) off the material. What am I doing wrong?

- If setting a new origin, make sure you are allowing enough room for your project to fit onto the material.
 - Verify the **Mat Padding** setting (*Section 6.5, Load Type* tab)
-

I'm drawing with a pen and my letters are not filling in.

- You need to use the **Engraving Module** to fill your lettering (and/or other shapes) with a pattern for the pen to use. Remember to switch the **Operation** on the design to **Draw** before sending to **Make It**.
-

My cut started out fine but by the end of the cut, it's not cutting through the material.

- Make sure the **Basic Blade** housing doesn't have any bits of material inside of it.
 - Make sure the cutting mat is clean and sticky and the material is pressed down completely, so that the material remains stabilized during the cut.
 - Try conducting the **Material Test** (*Section 3.6*) and choosing a **Force** setting that has easily and cleanly performed.
-

My cut is clean in some places but not in others. Why am I not getting consistent cutting?

- Make sure your material is pressed firmly onto a clean and sticky mat (assuming you are cutting a material such as paper or cardstock).
 - Your material may require two passes if it's not homogenous or if it is heavily textured. Sometimes intricate shapes also cut better with two passes.
 - If the material has been exposed to humidity, then it will become difficult to cut in one pass. You can dry both paper and cardstock using a blow dryer or in a very low-temperature oven.
 - If you are cutting vinyl without a cutting mat, check the cutting strip to make sure it is still in good condition.
-

I have the outside edges of my chipboard completely taped but I'm not getting clean cuts, even after lots of passes.

- Taping the edges prevents shifting of the chipboard but it's not enough for stabilizing. You need to thoroughly press the entire surface of the chipboard onto a clean and sticky mat. Using a brayer is recommended.
-

I am getting a lot of tearing in my cuts.

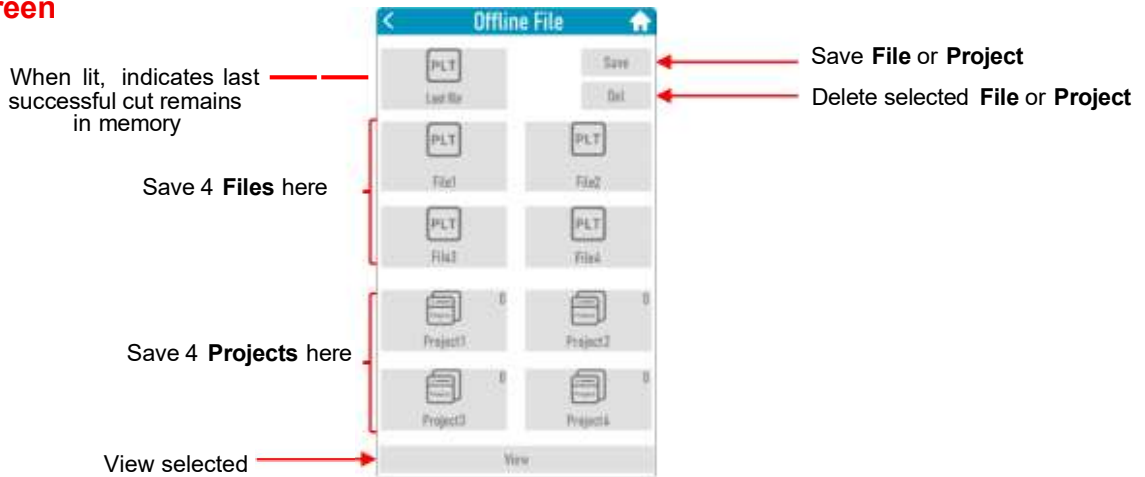
- A number of things can cause tearing so work through this check list:
 - ◇ The blade is chipped. Try a different blade.
 - ◇ The paper is not adhered well to the mat. Make sure the mat is clean, sticky, and the paper is pressed smoothly and evenly on the surface.
 - ◇ You may be using too much **Force**. Try reducing it and doing test cuts.
 - ◇ You may have too many nodes in the shape, especially in tight corners.
 - ◇ The material itself may be subject to tearing, especially on intricate cuts. Also, if the cardstock has been exposed to humidity, then the moisture in the material can make it difficult to cut cleanly. You can dry paper and cardstock using a blow dryer or in a very low-temperature oven.
-

Appendix B: Saving Cut Files On the Control Panel

B1 File Screen on the Creator Express

- On the Creator Express **Control Panel** press **File** to open the following screen:

File Screen



- The purpose of this screen is to allow you to save up to eight files of your choice on the Creator Express in case you wish to have offline access to them. For example, it might be something you cut regularly or it might be a custom shape you prefer to use for testing and optimizing settings. You can also delete and add new files, as needed.
- You'll note that there are separate sections for **Files** versus **Projects**. This is the difference between those:
 - ◇ **File** – a file is sent directly from *Necchi Create*'s main cut window and can be stored under one of the 4 available **File** icons. It can only consist of a single mat. Refer to *Section B2*.
 - ◇ **Project** – a file is loaded from a USB flash drive or sent directly from *Necchi Create* using the **Save Scheme** function and can contain one or more mats (up to 32). Refer to *Section B3*.

B2 Saving as a File

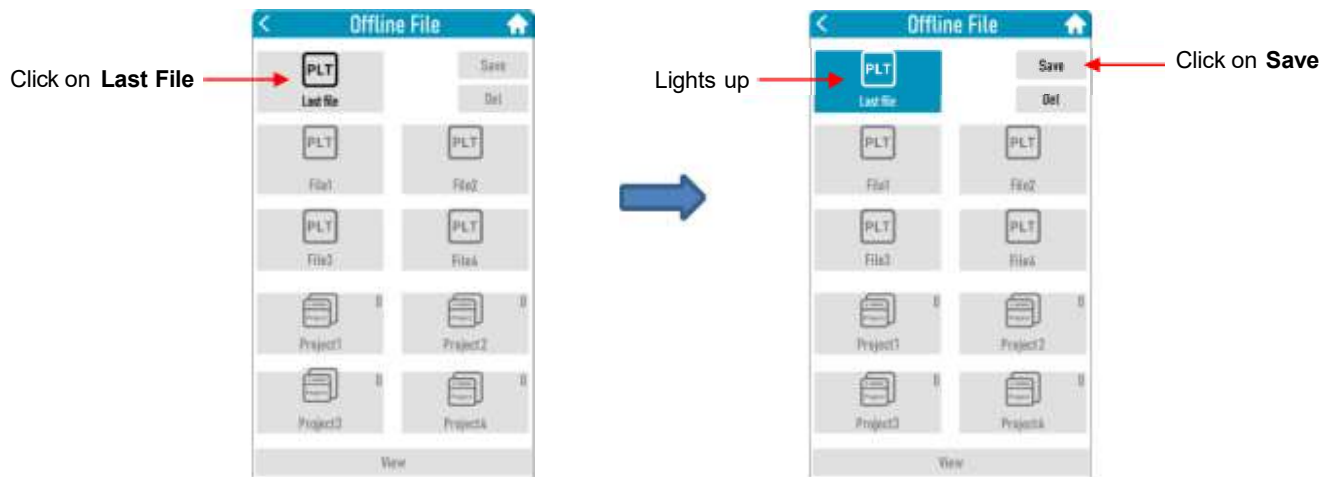
- Design the file you wish to save. As mentioned in the past section, the file can only consist of a single mat. The example used here will be a heart shape:

Example for a File Save



2. After making appropriate changes to size and settings, send the file to the Creator Express using the normal procedures including clicking on **Start** to send.
3. At the conclusion of the cut, press **File** on the **Control Panel** and you will observe that the upper left icon (**Last File**) is now lit up. Press that icon and it will turn blue and the **Save** and **Del** icons are now lit as well. Click on **Save**:

Activate Save



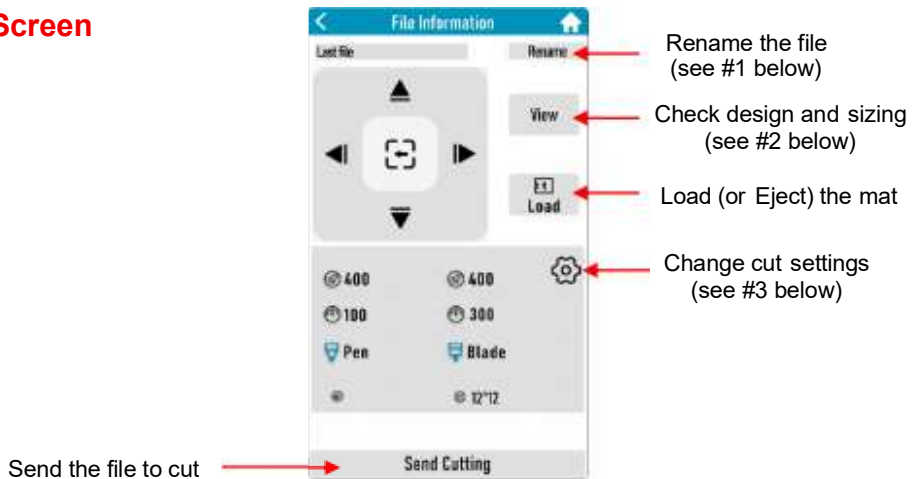
4. After clicking on **Save**, the four **File** icons will light up. Select one and click on **Save** at the bottom. A progress window will pop open and once it reaches 100%, click on **Finish**. **Last File** will then appear on the icon you selected and you can click on **View**.

Save the File

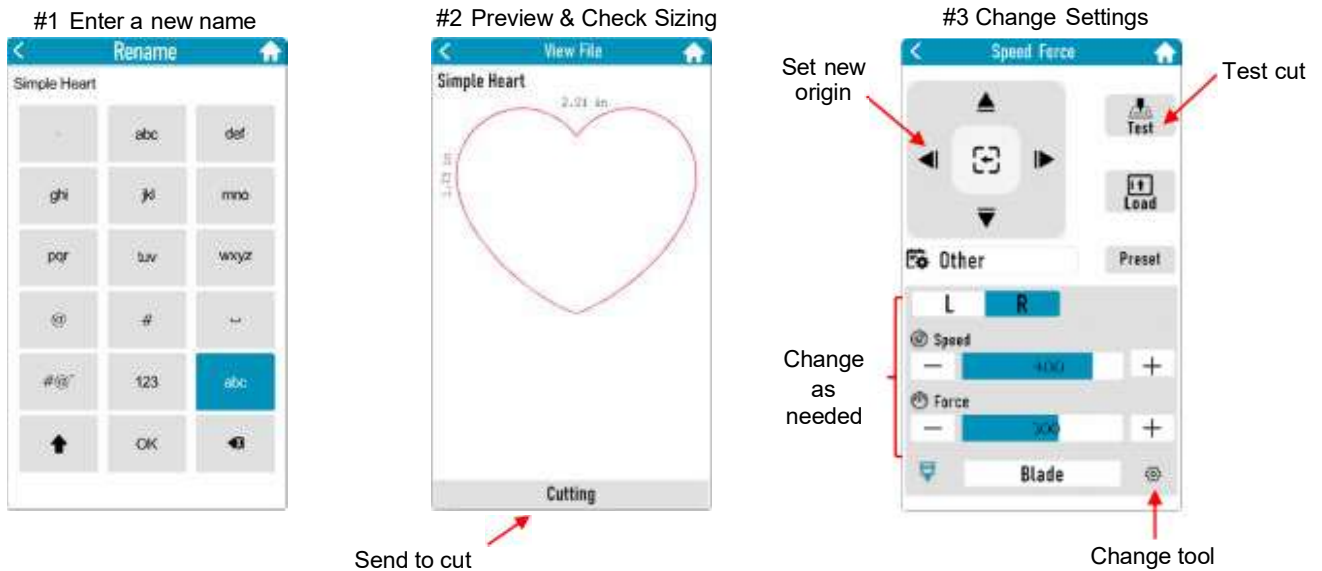


5. After clicking on **View**, the next screen will provide you with options:

View File Screen

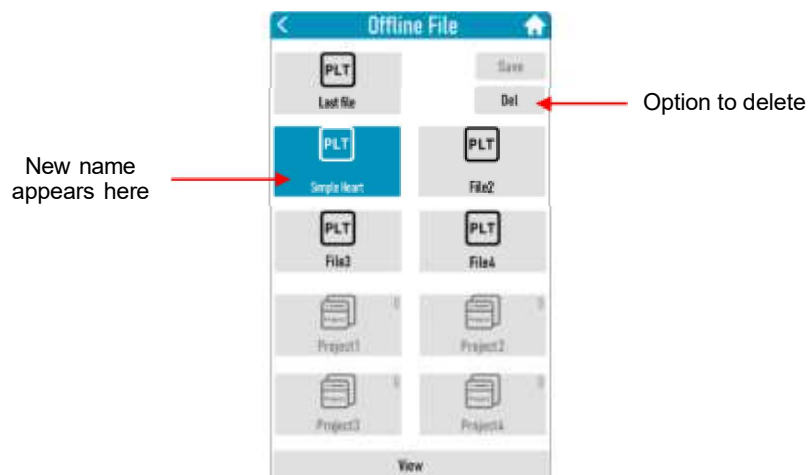


Optional Changes



- Pressing the back button twice at the top left of the screen returns you to the **Offline File** screen and you can see the new name has also been updated. If you decide to no longer keep the file, pressing **Del** will remove it

Offline File Shows New Name



B3 Saving as a Project

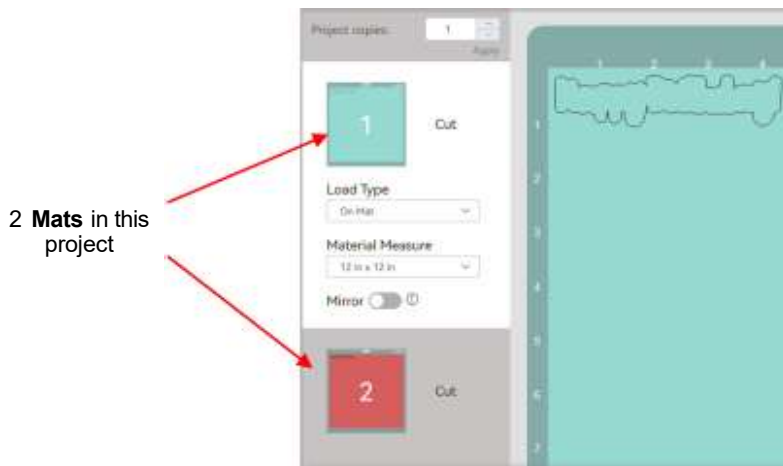
- If you have a multi-mat project you'd like to save on the Creator Express' control panel, the following steps will provide the current instructions to use:
 1. Create the project in *Necchi Create*. In this example, it will be a two-color **Happy Birthday** greeting with an outer shadow layer:



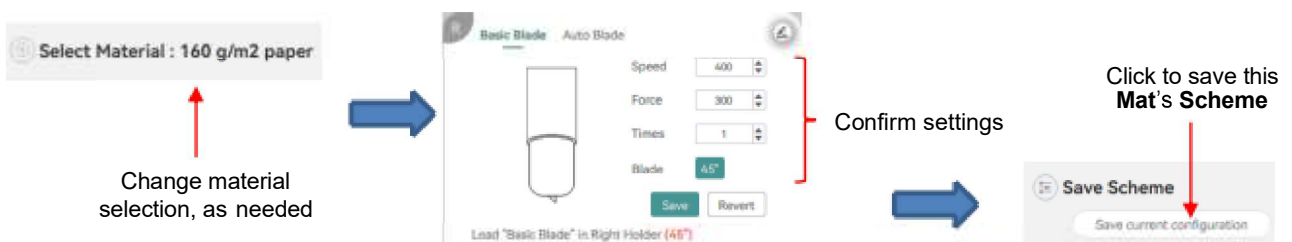
2. Select the design and resize it, as needed. If any changes to **Operation** assignments are needed, make those. In this example, both mats will be left to **Cut**:



3. Click on **Make It** and two mats are shown. Select the first **Mat** and note that you will be saving separate **Schemes** for each mat:



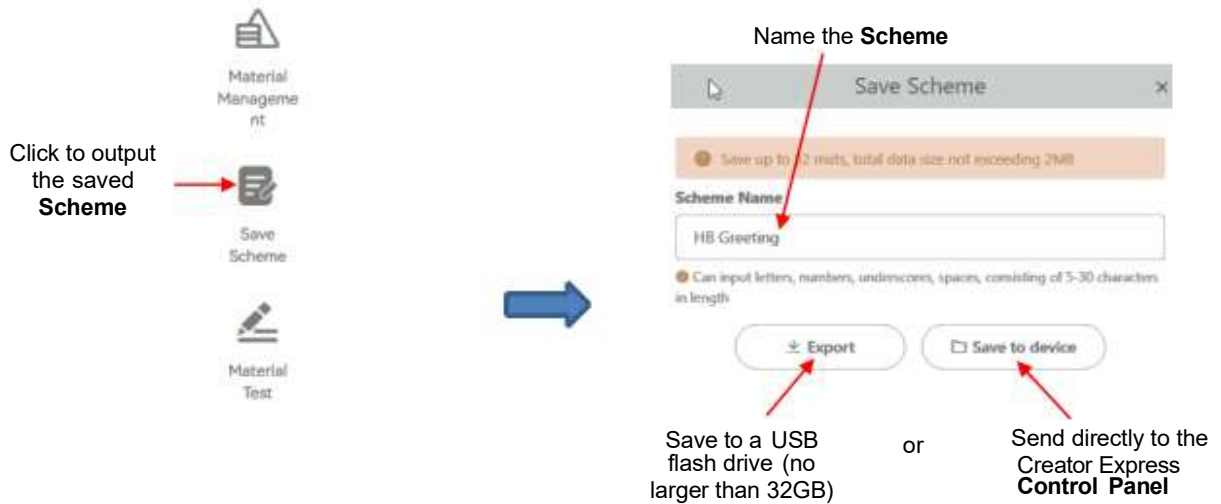
4. As with other cuts, select the material and settings for the selected **Mat**, as appropriate. However, you will have the option to change settings once the project has been saved in the Creator Express and before being cut.



5. **IMPORTANT:** Repeat *Steps 3 and 4* for each mat in your project.

- After each of the mats have been saved, click **Save Scheme** on the right-side panel, name the scheme, and select an output option:

Output the Scheme



- Note the difference in the two options:

7a: Choose **Export** and you will create a .PRO file to save to a USB flash drive for loading into the Creator EXpress **Control Panel**. Refer to the *Export* subsection which follows the subsection below.

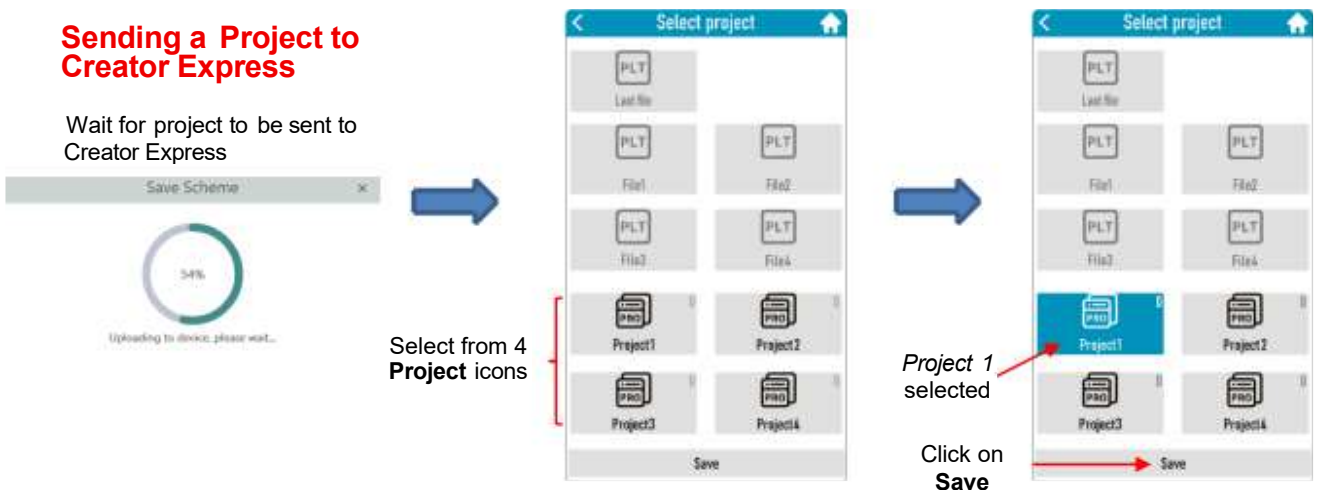
7b: Choose **Save to device** and the file will immediately be sent to the Creator Express **Control Panel**. Refer to the following *Save to Device* subsection for further steps.

Save to Device

- After clicking on **Save to device**, the project will be sent to the Creator Express. After it is fully loaded, the **Select Project** screen opens and you can then select one of the available project icons for saving:

Sending a Project to Creator Express

Wait for project to be sent to Creator Express



- Upon clicking on **Save** at the bottom, a progress window will pop open. Once it reaches 100%, click on **Finish**. Your sent project will now appear and you can click on **View**. The new screen will have your **Project** title and a list of all mats which make up that project. Note that you may need to scroll to additional screens at the bottom:

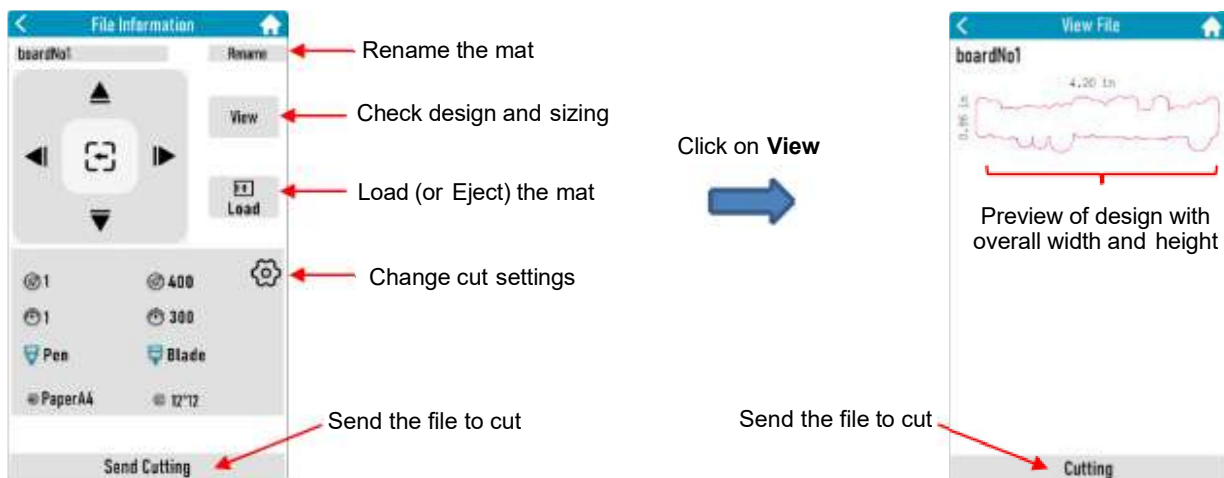
Offline File Shows File



10. Click on any mat and the settings for that mat will open in another screen. As with the **File View** presented in *Appendix B2 Step 5*, you can rename, view the mat and its dimensions, load or eject the mat, change settings and tool, and send the file to cut.

View Mat (Board) Screen

Design Preview & Dimensions



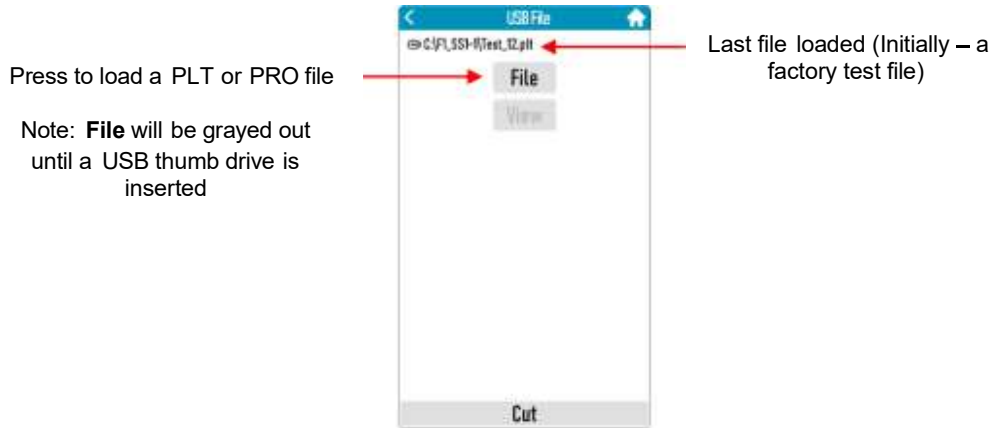
11. Use the **Back** or **Home** icon as needed to return to prior screens or to the main **Control Panel** where pressing **File** will again take you to the *Files and Projects* screen with your saved files.

Export

This is a continuation from *Appendix B3, Steps 1-7*.

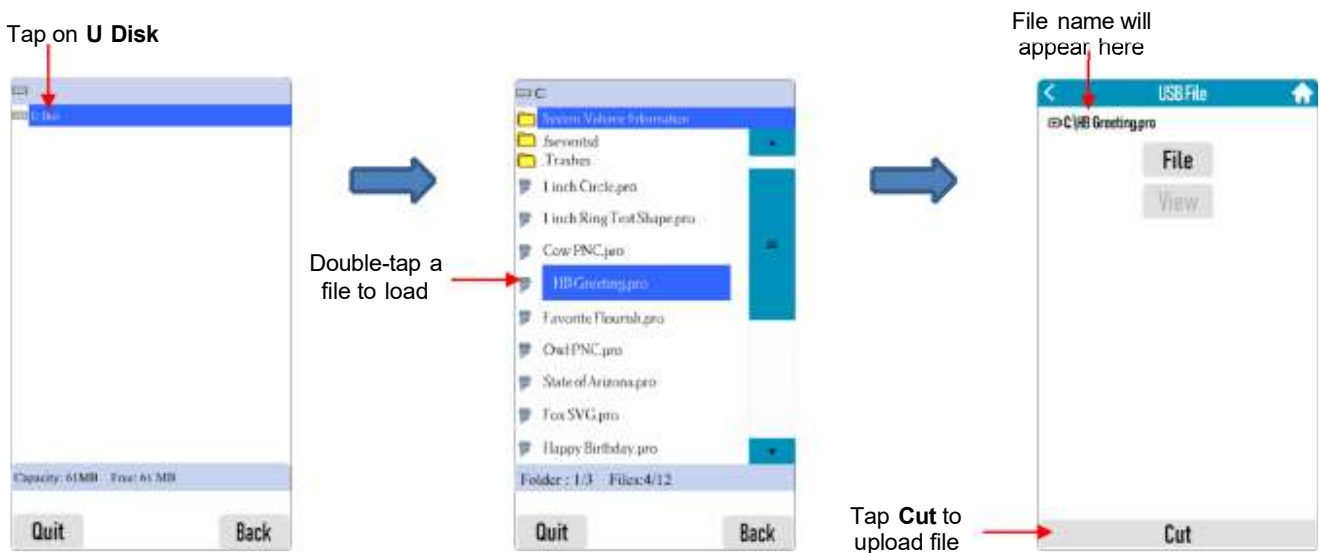
- Click on **Export** to save the file to a USB thumb drive. **IMPORTANT:** The USB thumb drive must be no larger than 32 GB and should be formatted to FAT32.
- Insert the thumb drive into the back of the Creator Express. On the **Control Panel**, click the USB icon and the **USB File** screen will appear:

USB File Screen



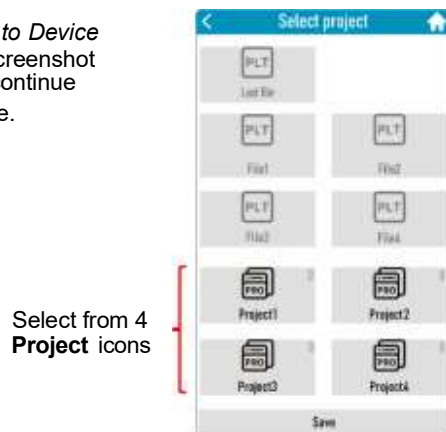
- Press the **File** button and the following screen opens. Tap on **U Disk** to browse the files on the thumb drive. To select a file, double tap on its file name. Press **Cut** at the bottom to load the file from the USB drive.

Selecting a File



- After pressing **Cut** and the file is loaded, the **Select project** screen will open. At this point, the steps are identical, starting with the same screenshot in *Step 8 in Save to Device*.

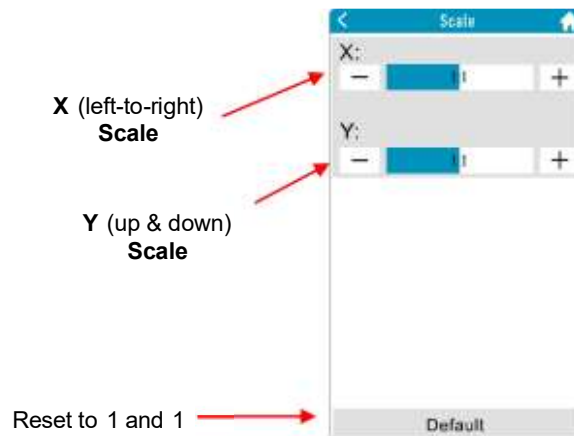
Go back to *Save to Device* and locate this screenshot in *Step 8* and continue from there.



Appendix C: Calibrating Scale

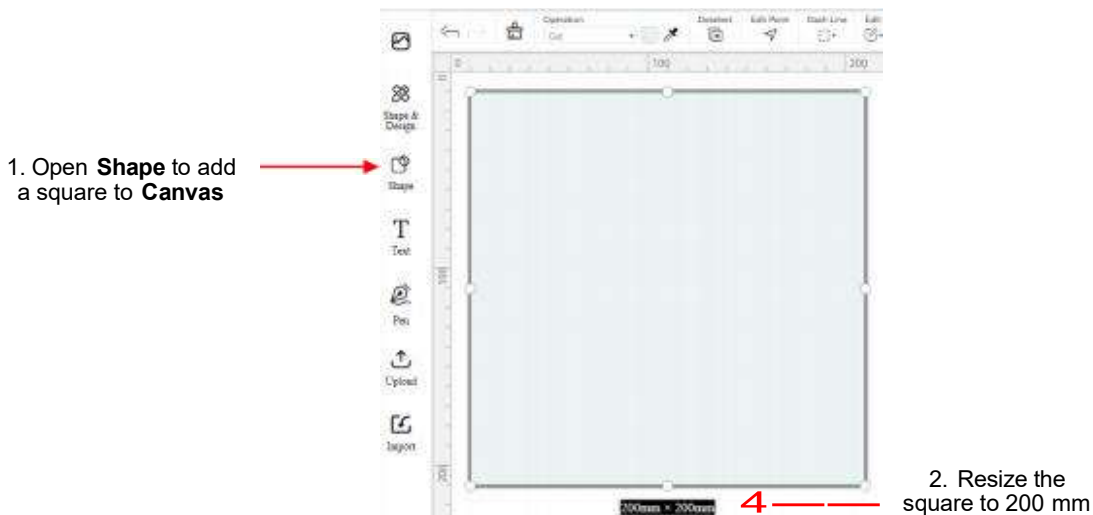
- If you were to cut any particular shape, for example, a 10" x 10" square, you might find that it actually measures 9-15/16" x 10-1/32". It will be very close to 10" x 10" but perhaps just slightly smaller or larger in either or both dimensions. Now this might be perfectly acceptable for most projects. Therefore, it may not even be necessary to perform this particular calibration. However, if you need to make sure your shapes are cut precisely to scale, the following procedure will allow you to calibrate your Creator Express.
- The calibration process can be conducted in **Imperial** or **Metric** units. In general, it is recommended that mm be used, however, if you do not have a metric ruler, then you can use inches instead.
- Before beginning this calibration, make sure the **Scale** setting on the Creator Express itself is still set to 1.0 and 1.0. On the control panel, go to **Set>Scale**. Press **Default** if you see differently.

Scale Screen



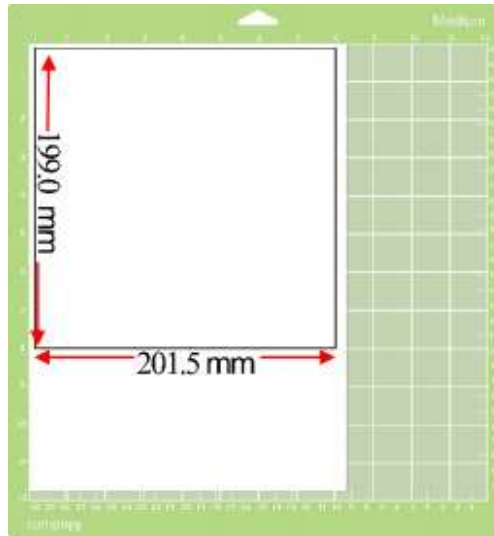
- In *Necchi Create*, add a square from the **Shapes** library and set the size to 200 mm x 200 mm.

Prepare the Test File



- Place a sheet of paper onto the mat large enough for a 200 mm square to be cut. Click on **Make It** and cut the square. Then use a ruler and *carefully* measure the distances along the sides of the square and write those measurements onto your paper. As an example, you might find them to be:

Measure the Square



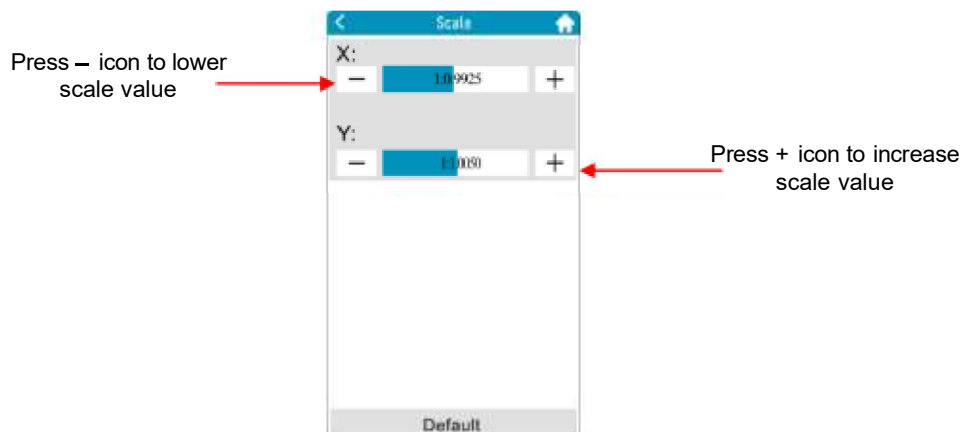
- Use a calculator (or Google) to calculate the **X Scale** and **Y Scale** based on the measurements you obtained versus the size in *Necchi Create*:

$$\begin{aligned}\text{New X Scale} &= \text{Width of the square in } \textit{Necchi Create} \text{ divided by the measured width times the Current X} \\ \text{Scale} &= 200 \div 201.5 \times 1.0 \\ &= 0.9925\end{aligned}$$

$$\begin{aligned}\text{New Y Scale} &= \text{Height of the square in } \textit{Necchi Create} \text{ divided by the measured height times the Current Y} \\ \text{Scale} &= 200 \div 199.0 \times 1.0 \\ &= 1.0050\end{aligned}$$

- Return to the **Scale** screen on the **Control Panel** and press the + or – icons to enter these values:

Adjusting Scale



- With these new values in place, test the square again. If you need to make new calculations, remember to multiply by the new **Scale** values you set in the prior test (e.g., you would use 0.9925 in the new **X Scale** calculation and use 1.0050 in the new **Y Scale** calculation).