HOW TO SAVE YOUR PATTERN DATA



- **Use the disc of which formating is finished.**
  You can store on disc the data which has been memorised by your electronic knitting machine. Before you can begin to store this data, it must first be entered and stored in the knitting machine memory. (See p. 57 "Input Program for your own Patterns".)
  Once the pattern is stored in the knitting machine memory, it can be transferred from there onto the disc.
- **Information that can be saved on disc.**
  All the pattern data and memo information relating to a pattern entered into the computer in your knitting machine can be stored on disc. This includes the following:—
  1) Pattern number.
  2) Position of the Selector.
  3) Pattern position for Selector (1) setting.
  4) Pattern position and number of pattern repeats for each motif for Selector (2) setting.
  5) Variation Key settings.
  6) Memo Display information.

  Row numbers and Memo Key information can also be saved.

- **Capacity of the Disc.**
  - There are 2 tracks on each disc, and one track is used to save all data in the RAM.

    Think of each track as a drawer in the disc, into which you can store a pattern.

    When a pattern is too long to be memorised in the computer in one go, you can divide it into two parts. Then enter each part onto a floppy disc. To knit the pattern, load the discs in sequence from the floppy disc drive unit into the computer.
  - **Each track is automatically given a number by the computer.**

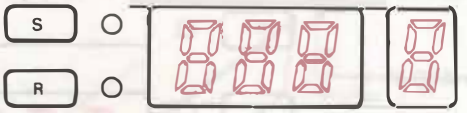
    It is advisable to write this track number on your design sheet for easy reference.

- **The data for a pattern will still be in the knitting machine memory even after you have transferred this pattern onto a disc.**

STEP 1 After turning on the Power Switch of the Unit set the disc into the Unit.

Only insert a disc which has first been formatted. (See p. 74 "How to Format your discs".)

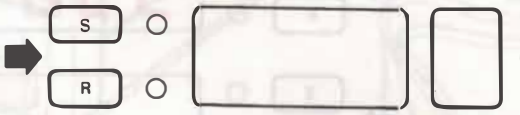
STEP 2 Turn on the knitting machine power switch. (Make sure the READY Lamp is lit.)



STEP 3 How to program to save the data.

(1) Push the CE Key to clear the indication in the Display.

CE



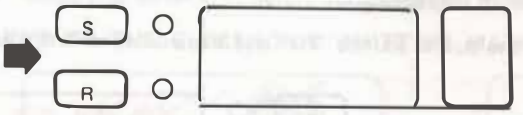
(2) Enter the number 552. This number tells the computer you want to save a pattern on disc.

5 5 2



(3) Push the Step Key.

STEP



- When you push the Step Key, the indication in the Display and all the lamps go out.

The computer checks the track number on the disc. The track number on which you can save the data is then shown in the Display.
The READY Lamp and the Pattern No. Lamp are lit.



Disc track number on which you can save your pattern data.

The track number is used when you want to load your pattern data, so it is advisable to write this on your design sheet as well.

(4) Push the Step Key.

STEP



When you push the Step Key, the computer starts to save the data.

(5) When all the data has been stored, you will hear the buzzer make the sound "Pi!" and all the indication lamps are as they were before you pushed the CE Key.

When data storage is finished.



When "E" appears in the Memo Display, refer to p. 164.



HOW TO LOAD YOUR PATTERN DATA



- When you want to knit the saved pattern data you have stored on one track of a disc, you need to load it back into your knitting machine.

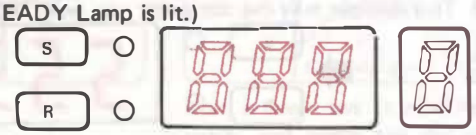
NOTE: The Command Number for loading pattern data back into your knitting machine is 551.

REMARK: When loading the pattern data onto the knitting machine, all the pattern data in the memory of the knitting machine will be deleted. (except "Stitch World" pattern)

STEP 1 **After turning on the Power Switch of the Unit set the disk into the Unit.**

Insert the disc containing the data for the pattern you wish to load.

STEP 2 **Turn on the knitting machine power switch.**
(Make sure the READY Lamp is lit.)



STEP 3 **Load the pattern data.**

(1) Push the CE Key to clear the indication in the Display.

CE



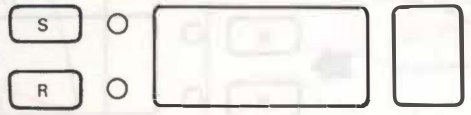
(2) Enter Command Number 551. This number tells the computer you want to load a pattern back into your knitting machine.

5 5 1



(3) Push the Step Key.

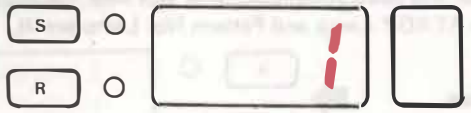
STEP



- When you push the Step Key, the READY Lamp and the Pattern No. Lamp are lit.

(4) Enter the track number which contains the pattern you want to load.

1



(5) Push the Step Key.

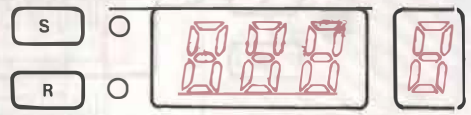
STEP



- When you push the Step Key, the indication in the Display and all the Lamps go out.

(6) When pattern has been loaded, you will hear the buzzer make the sound "Pi!" and all the indication lamps are set according to the data you have just stored.

When data loading is finished.



Even if you turn off the power switch of the unit after finishing the program for load, you can knit the pattern you load by pattern program.

When "E" appears in the Memo Display, refer to p. 164.



HOW TO DELETE YOUR PATTERN DATA



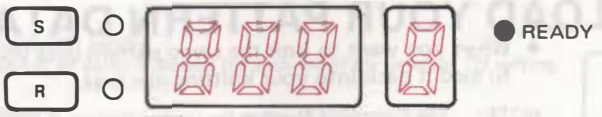
The saved pattern data stored on a disc can be deleted one track at a time.

(NOTE) If you want to delete ALL the pattern data stored on a disc, then carry out the formatting procedure and this will erase all the data (See p. 74 "How to Format your Discs").

STEP 1 **After turning on the Power Switch of the Unit set the disk into the Unit.**

Insert the disc containing the data for the pattern you wish to delete.

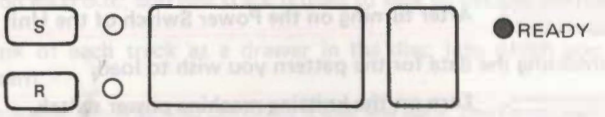
STEP 2 **Turn on the knitting machine power switch.** (Make sure the READY Lamp is lit.)



STEP 3 **Delete the pattern data.**

(1) Push the CE Key to clear the indication in the Display.

CE



(2) Enter Command Number 553. This number tells the computer you want to delete a pattern.

5 5 3



(3) Push the Step Key.

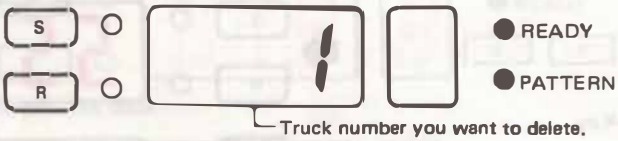
STEP



- When you push the Step Key, the Memo Display shows the number 0 and the READY Lamp and the Pattern No. Lamp are lit.

(4) Enter the track number which contains the pattern you want to delete.

1



(5) ~~Push the Step Key.~~

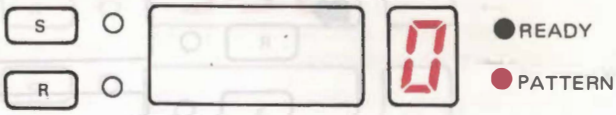
STEP



- When you push the Step Key, the indication in the Display and all the Lamps go off.

(6) When deletion of the pattern has been completed, you will hear the buzzer make the sound "Pi!". The Display shows the number 0, and the READY Lamp and Pattern No. Lamp are lit.

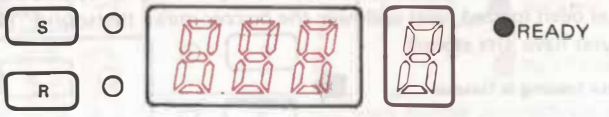
When deletion is finished.



- By repeating Steps (4) – (6) you can delete as many patterns as you wish.

(7) Push the Step Key when you want to end the program for pattern deletion.
The indication lamps are as they were before you pushed the CE Key.

STEP



When "E" appears in the Memo Display, refer to p. 164.

