

HOW TO USE MULTI-COLOUR CARTRIDGE

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HOW TO USE MULTI-COLOUR CARTRIDGE

- Multi-Colour Cartridge is exclusively for creating Multi-Colour Skip Stitch patterns(3 colours) and Multi-Colour Rib patterns (3 colours).
- You can use 3 colours in one row, 4 colours in one pattern.
- The built in battery stores the created pattern data for 10 years.
- Please refer to the instruction book of Pattern Programming Device (PPD), on the general operation of the cartridge.

TURNING POWER ON / MAIN MENU

- ① Make sure that the power to both the Pattern Programming Device and TV set is switched off. Insert the cartridge and switch power on. The following screen A or B appears.

A. When you use Multi-Colour Cartridge for the first time...

— SELECT MODE —

1. MODE 1 (KH-940 , 950i , 270)
2. MODE 2 (KH-930)
3. MODE 3 (KH-900)
4. MODE 4 (KH-965 , 965i)

* SELECT 1 - 4 = ■

Select the correct mode for your knitting machine, and push the STEP key. In a few seconds, the title screen appears and the mode setting is completed.

- ◆ Once the mode has been set, you do not have to reset it, unless you are going to use different knitting machine. Therefore, after setting it once, the title screen will appear every time the PPD is switched on.
- ◆ You can reset the mode by selecting CHANGE MODE 7 on MAIN MENU.

B. After setting the mode once...

The title screen will appear soon after turning power on.

- ② Push the STEP key. The following screen appears.

** ON THE SCREEN WHICH HAS **
**  MARK AT LEFT BOTTOM, **
** PUSH 0 KEY. KEY EXPLANATIONS **
** APPEAR ON THE SCREEN. **

PUSH STEP KEY TO CONTINUE !!

KEY INFORMATION SCREEN

When you find  mark at the bottom left of the screen, you can push 0 key. The KEY INFORMATION SCREEN will appear and describe how each key works. Refer to page 3 for the details.

- ③ Push the STEP key. The MAIN MENU will appear on the screen.

— MAIN MENU —

1. CREATE NEW PATTERN
2. EDIT PATTERN
3. DELETE PATTERN
4. INPUT MEMO DATA
5. TRANSFER CREATED DATA
6. PRINT OUT PATTERN
7. CHANGE MODE (PAGE)

* SELECT 1 - 7 = ■

HOW TO CREATE NEW PATTERN

CREATE NEW PATTERN (MAIN MENU 1)

You can create a new pattern.

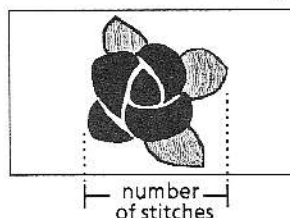
- ① Select 1 on the MAIN MENU. Enter the number of stitches and rows for creating pattern area.

WHEN YOU KNIT MOTIF PATTERN

● NUMBER OF STITCHES FOR PATTERN AREA

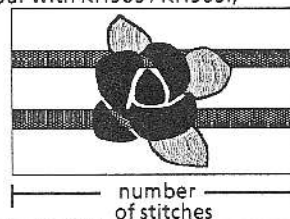
- Ⓐ When you knit the background in one colour with KH965 / KH965i,

Enter the number of stitches for the motif only in the same way as for all over patterning.

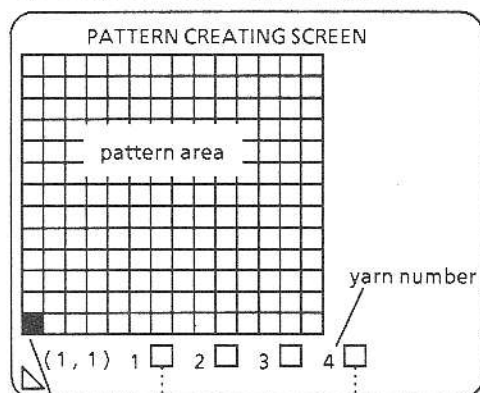


- Ⓑ For all other knitting machine or if you wish to knit the background with more than one colour with KH965 / KH965i,

Enter the number of stitches for required knitting width.



- ② The pattern creating screen appears.



● PATTERN CREATING SCREEN

- When KH900 mode is set,
 - Diagram of 24 stitches and 30 rows appears on the screen.
- When other modes are set,
 - Diagram of 40 stitches and 30 rows appears on the screen.

● CURSOR

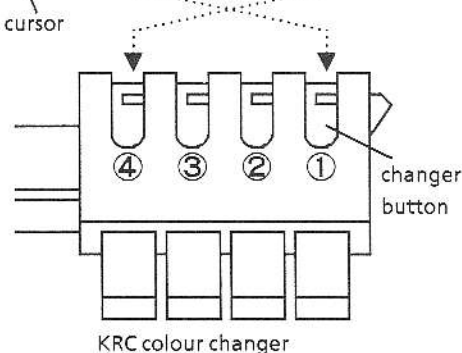
The cursor shows the current location.
When you push 3 key, the square with the cursor is coloured in yarn number 3.

● YARN NUMBER AND COLOUR

The numbers at bottom right are equivalent to yarn numbers, yarn number 1 is appearing first.

◆ YARN NUMBER AND CHANGER BUTTON

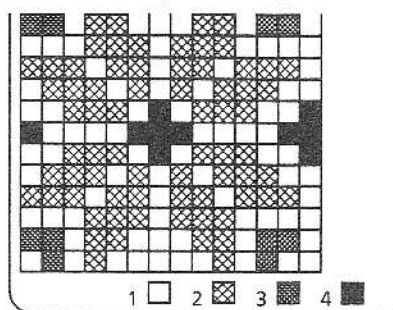
The yarn number corresponds to the button number of colour changer.



- ③ Choose a colour similar to the one you wish to knit from the colour palette. (Refer to SET COLOUR on page 6.)

- When you use 3 colours in your pattern, use yarn number 1-3.
- If you wish to make a motif pattern with a background in one colour using KH965 / KH965i, use yarn number 1 as the background colour.

④ Draw the picture using 4 colours at the bottom of the screen.



- When you knit the pattern in double length, remember that the actual pattern will become longer than the pattern on the screen.
- Take notes of yarn numbers and colours for knitting the pattern.

(ex.)

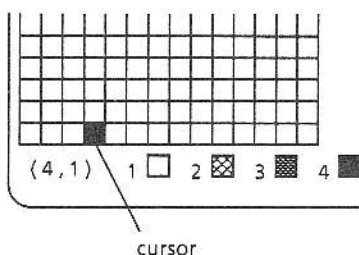
Yarn No. 1 grey
Yarn No. 2 yellow
Yarn No. 3 brown
Yarn No. 4 green

DRAWING METHOD

① Move the cursor where you want to colour.



cursor keys

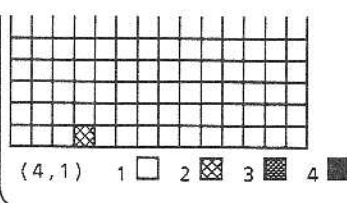


② Enter the yarn number with which you want to colour the stitch.

(ex. yarn number 2)

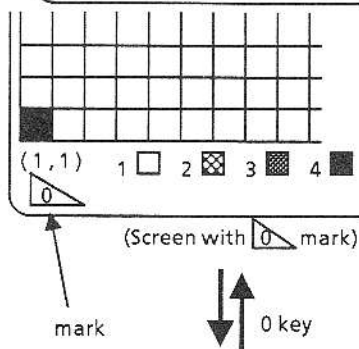
2

The specified colour is drawn in the position of the cursor.



- ◆ If you want to colour a straight line, keep on pushing the cursor key and yarn number key simultaneously.
- ◆ If you make a mistake, re-enter the correct yarn number.

IF YOU ARE UNCERTAIN HOW TO PROCEED...KEY INFORMATION SCREEN



When you find **0** mark at the bottom left of the screen, you can push 0 key. The KEY INFORMATION SCREEN instructs you how each key works.

● How to call the KEY INFORMATION SCREEN

① Push 0 key.

- ◆ If the KEY INFORMATION SCREEN does not appear after pushing 0 key...
The wrong number has been entered. Push C key to clear it, and push 0 key again.

② The KEY INFORMATION SCREEN appears.

MAIN MENU: CREATE NEW	
INFORMATION	PATTERN
	PATTERN SCREEN
KEY	FUNCTION
1,2,3,4	DRAW PICTURES
DRAW	CHANGE YARN NUMBER BY FRAMING
	MOVE CURSOR
HELP	GO TO HELP MENU
TO CONTINUE: PUSH 0 KEY 1: FORWARD	

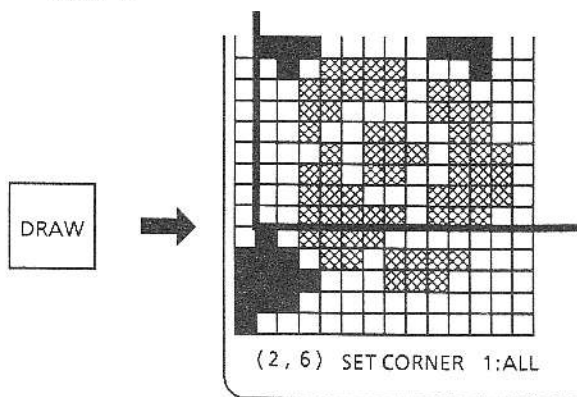
- Explains the function of each key.
- Shows all the keys available on the screen.
- Push 1 key, you advance to the next screen.

- When you want to come back to the operation screen ...
Push 0 key.

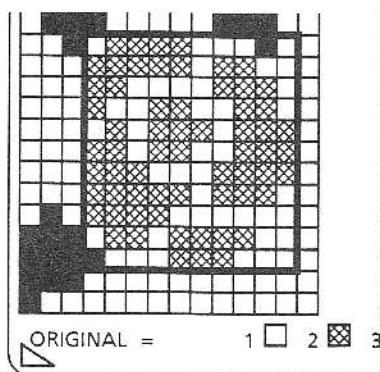
CHANGING THE COLOUR OF A PART OF THE PATTERN

Frame the part you wish to change and specify the yarn number for changing.

- ① Push the DRAW key. Cross line is displayed where the cursor is.

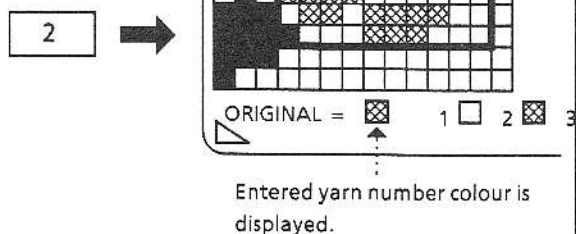


- ② Frame the part you want to change the colour.
(See "FRAMING A PART OF A PATTERN" in page 43 of the PPD manual.)



- ③ Enter the yarn number which you want to change to another colour.

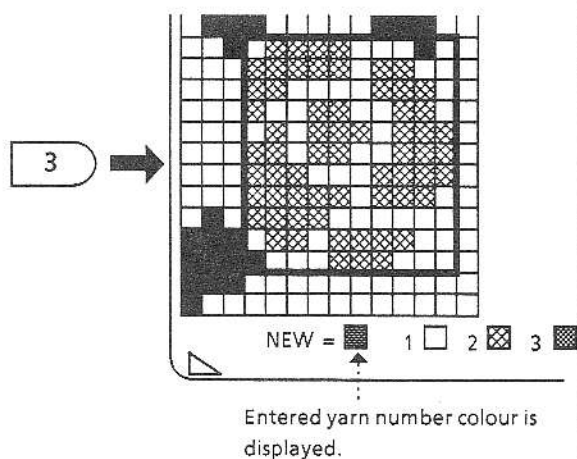
(ex.
The part of yarn
number 2 is
replaced by
another colour.)



- ◆ If you make a mistake, re-enter the correct yarn number.

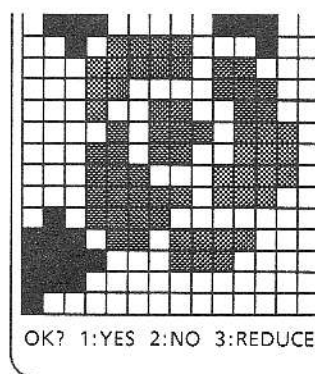
- ④ Push the STEP key.

- ⑤ Enter the new chosen yarn number.



- ◆ If you make a mistake, re-enter the correct yarn number.

- ⑥ Push the STEP key.
The framed part is coloured with the specified colour.
Check the new pattern is correct.



- When the colour is correct, select 1.
● When you wish to restore the colour to the original, select 2.

TO FINISH PATTERN CREATION

END CREATION (HELP MENU 1)

— HELP MENU —

1. END CREATION
2. TRANSFER CURSOR
4. CHANGE YARN COLOUR
5. REDUCTION
6. ERASE PART OF PATTERN
7. LOAD STORED PATTERN
8. VARIATIONS
9. TRANSFER PATTERN
10. CHANGE PATTERN AREA

* SELECT 1-10 = ■

When you have finished entering your pattern you have to tell the computer in order to complete the pattern creation.

CAUTION: You cannot knit the created pattern without following this step.

① Push the HELP key, and the HELP MENU appears on the screen.

② Select END CREATION 1 and push the STEP key.

— END CREATION —

1. MULTI-COLOUR SKIP STITCH PATTERN
2. MULTI-COLOUR RIB PATTERN

* SELECT 1-2 = ■

③ Select the pattern mode according to your pattern and push the STEP key.

④ "WAIT..." appears on the screen, and the screen comes back to the MAIN MENU. The pattern creation has been completed.

◆ Do not turn power off while "WAIT..." is displayed on the screen. (It takes 2-3 minutes when you finish a big pattern etc.)

◆ If ERROR MESSAGE appears on the screen, see page 12.

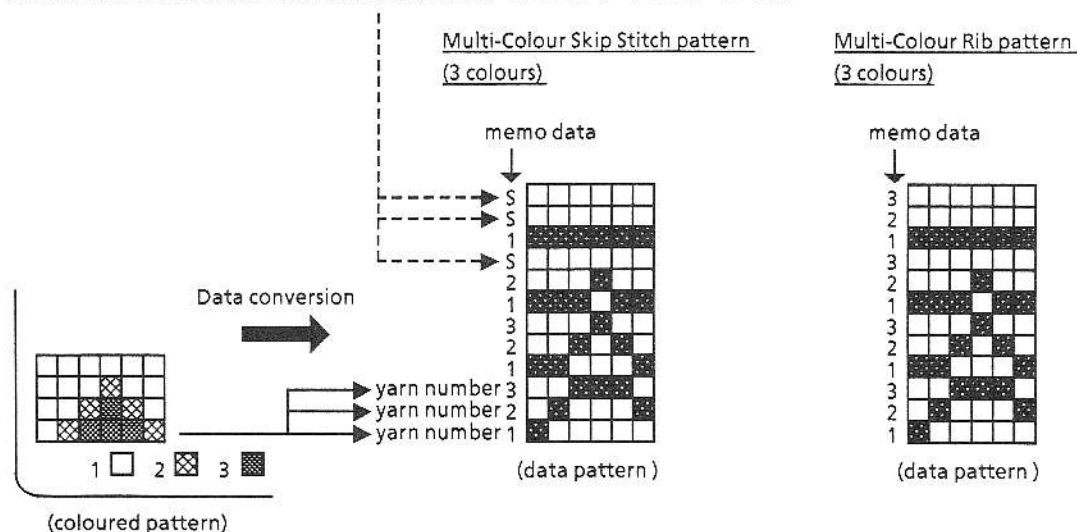
◆ If you edit the pattern after changing the memo data, the memo data may be changed by the computer. Check the memo data with MAIN MENU 4.

Data conversion by END CREATION

When you have completed the pattern creation, the computer converts the entered "coloured pattern" into "data pattern" for knitting. One row of a coloured pattern is separated out to 3 rows (i.e. one row of each colour).

● MEMO DATA FOR MULTI-COLOUR SKIP STITCH PATTERN(3 COLOURS) AND MULTI-COLOUR RIB PATTERN(3 COLOURS)

There is a difference between their memo data. Multi-Colour Skip Stitch Pattern(3 colours) has memo data such as S(KH965 / KH965i), A(KH900) and E(others) when 3 colours are not used in a row.



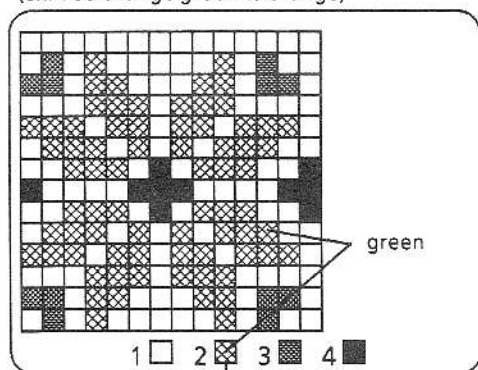
◆ When you want to check the data pattern, finish the end creation and select INPUT MEMO DATA.

HELP MENU

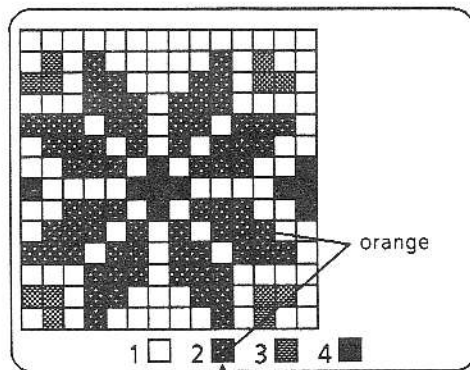
CHANGE YARN COLOUR (HELP MENU 4)

- You can change the colours of yarn numbers on the screen.
- Once you change the colours, colours in pattern area will be changed automatically.

(ex. You change green to orange)



(Before changing)

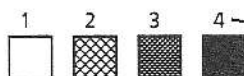


(After changing)

- Changed colours are restored to the original ones after selecting END CREATION(HELP MENU 1) or turning off the power whilst creating the pattern.

— CHANGE YARN COLOUR —

YARN No. = ■



① Select CHANGE YARN COLOUR 4 and push the STEP key.

② Enter the yarn number which you are going to change and push the STEP key.

yarn number

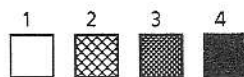
(ex...yarn number 2)



— CHANGE YARN COLOUR —

YARN No. = 2

COLOUR No. = ■



③ Enter the colour number which you want to use and push the STEP key.

(ex...orange ...colour number 9)



colour number
colour palette

④ The specified yarn number has changed to a new colour.

- Follow the above procedure ②-③ when you want to change other yarn numbers.
- When you finish changing the colour, push the STEP key.
Pattern creating screen reappears.

ERASE PART OF PATTERN·TRANSFER PATTERN·CHANGE PATTERN AREA(INCREASE) (HELP MENU 6·9·10)

Refer to the PPD manual. The colour in the area where the pattern is deleted or moved, or the pattern area which is increased become the colour of yarn number 1.

LOAD STORED PATTERN (HELP MENU 7)

- You can load any patterns.
- The Multi-Colour Cartridge contains the patterns in "Stitch World", pattern numbers 801-840 of "Stitch World II", and the alphabet.

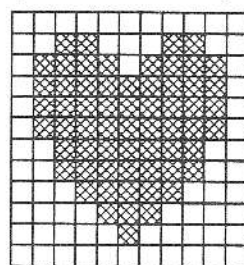
COLOURING OF THE LOADED PATTERN

When you load the pattern, it appears on the screen in the colours specified. Colour the pattern with 4 colours.(ex. 1)

If you cancel a colour of the pattern to be loaded, the part containing that colour will not be loaded to the pattern creating area. (ex. 2) (ex. 3)

◆ See the following pages for step-by-step operation.

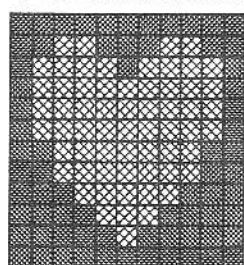
(Pattern to be loaded)



background... 1 ☐
heart..... 2 ☒

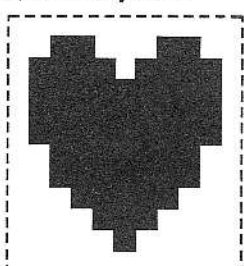
yarn number

(ex. 1) Load both heart and background



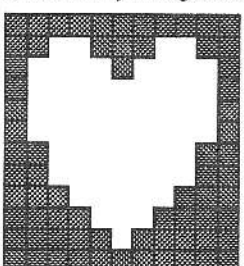
background... 1 ☐ → 3 ☒
heart..... 2 ☒ → 2 ☒

(ex. 2) Load only heart

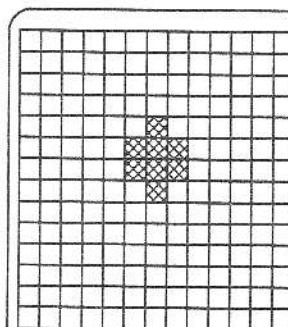


background... 1 ☐ → cancel
heart..... 2 ☒ → 4 ☒

(ex. 3) Load only background

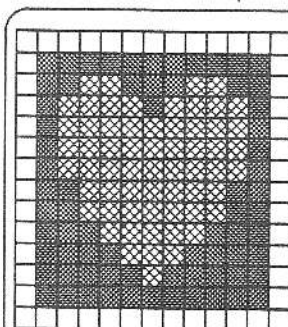


background... 1 ☐ → 3 ☒
heart..... 2 ☒ → cancel

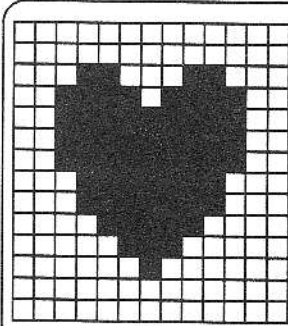


1 ☐ 2 ☒ 3 ☒ 4 ☒

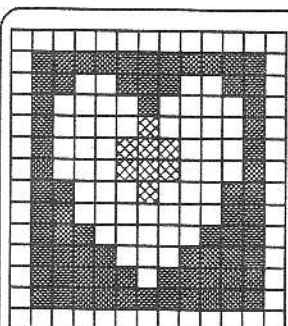
(Before loading)



1 ☐ 2 ☒ 3 ☒ 4 ☒



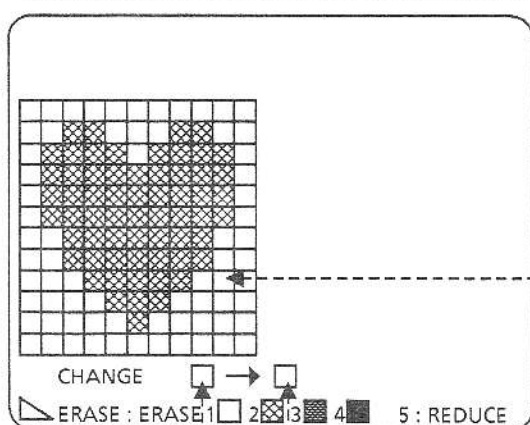
1 ☐ 2 ☒ 3 ☒ 4 ☒



1 ☐ 2 ☒ 3 ☒ 4 ☒

●LOADING PATTERN

The following instruction explains the example on the previous page.



- ① Follow the procedure of LOAD STORED PATTERN in the PPD manual until the left screen appears.
(See the separate sheet when you want to load the pattern from external memory.)

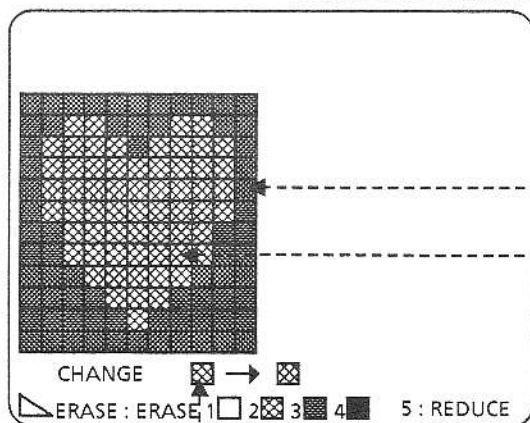
- ② Change the colour of the pattern to be loaded.

- (1) Enter the yarn number of the colour in "CHANGE→".
(ex...Push 3 key)

- When you wish to use the suggested colour, push the STEP key and proceed to (4).
- When you wish to cancel a particular colour, push the ERASE key.
- If you wish to check the whole pattern by reducing the pattern, select 5.

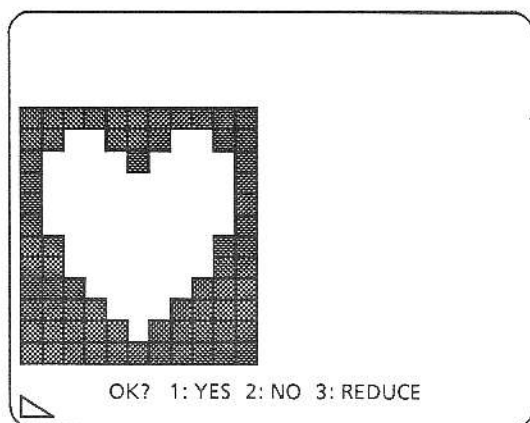
- (2) This colour changes to the colour of the number entered.
(“E” appears when you push the ERASE key.)

- ◆ If you make a mistake, push the correct number.



- (3) Push the STEP key. The colour of pattern changes as you entered.
(The part canceled by the ERASE key is not loaded.)

- (4) Enter the yarn numbers for other colours.
(Refer to the above procedure of (1)-(3).)



- (5) Make sure that the colouring is correct.
(The pattern shown on the screen is loaded onto the pattern creating screen.)

- ◆ When you colour the pattern in black, you will not be able to distinguish between the black part and the canceled part on the screen. Therefore, we recommend that you choose a different colour from black when loading a pattern.

- When your colouring is correct, select 1.
- When you want to change the colouring on the screen, select 2.

The screen will return to the previous one. If you want it to go back further, push the HELP key.

- If you check the whole pattern by reducing, select 5.

- ③ The screen returns to the pattern creating screen, and “*” appears on the screen.

Move the cursor to the lower left corner of the position where you want to place the pattern, and push the STEP key.

MAIN MENU

EDIT PATTERN (MAIN MENU 2)

You can modify any of the created patterns.

- ◆ You can only modify Multi-Colour patterns (3 colours) on this screen.
- ◆ It takes about 2-3 minutes to load a big pattern.

— EDIT PATTERN —		
PATTERN No.	STITCHES	ROWS
▶ 901	8	8 (MC)
902	12	18 (MC)
903	23	26
904	10	24 *
.	.	.
.	.	.

The created patterns are listed on the screen.

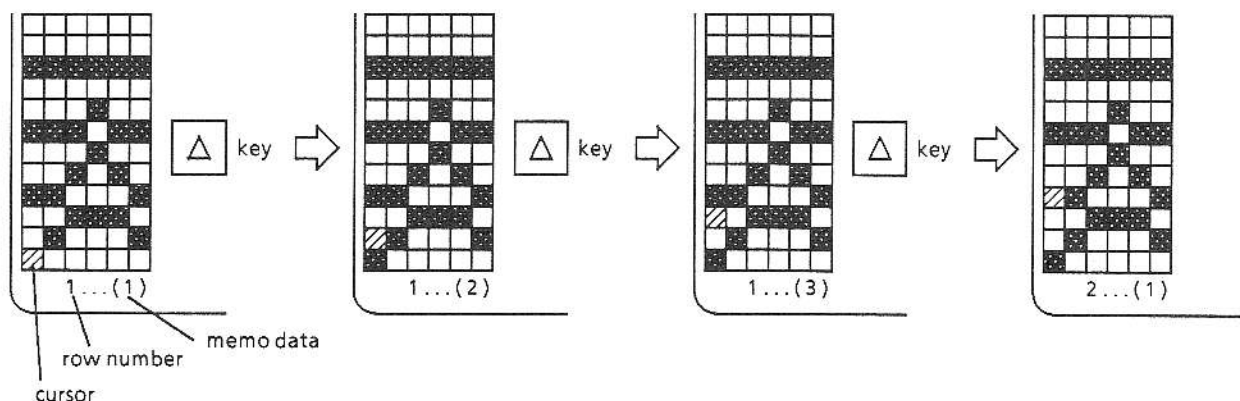
- " (MC) " ...Multi-Colour patterns (3 colours)
- " " ...Patterns except Multi-colour patterns
- " * " ...Multi-Colour patterns (3 colours) without completed end creation (See page 5.)

DELETE PATTERN (MAIN MENU 3)

You can delete the pattern.

INPUT MEMO DATA (MAIN MENU 4)

- A data pattern appears on the screen of INPUT MEMO DATA. (See page 5.)
- Every row of a data pattern has memo information such as yarn number or S, E, and A. When you modify the memo data, use the numeral keys 1-9.
- ◆ You cannot delete the memo data.
- ◆ Push the C key, and the modified S, E, or A memo data will return to the original.
- The cursor moves row by row by pushing the cursor key  or . A row number appears three times because one row of a coloured pattern is divided to three rows of its data pattern.



<NOTE>

- If you modify the pattern of which you inputted memo data, the memo data may get back to the original. We recommend you to input the memo data after complete your pattern creation.
- You cannot alter the memo data on a pattern if you have not first ended the pattern creation.

TRANSFER CREATED DATA (MAIN MENU 5)

Select 5 when you use the external memory.(optional)

See the enclosed sheet for the detail about the operation.

PRINT OUT (MAIN MENU 6)

— PRINT OUT PATTERN —

COLOURED PATTERN OR
DATA PATTERN?

1. COLOURED PATTERN
2. DATA PATTERN

* SELECT 1 - 2 = ■

- You can print out either a coloured pattern or a data pattern.
When the left screen appears, you can select one of them.
- ◆ You cannot print out the data pattern without having first completed the pattern creation.
- You can print out the pattern size(stitches x rows) as follows:

	paper width	
	21 cm (8 inches)	38 cm (15 inches)
coloured pattern	40 sts x 50 rows	80 sts x 50 rows
data pattern	40 sts x 24(x 3) rows	80 sts x 24(x 3) rows

TO KNIT THE PATTERN...

Load and program the pattern according to the following procedure..

- <NOTE>
- After creating the pattern with this cartridge, do not modify the pattern or the memo data, on the knitting machine.
 - After loading the pattern data from this cartridge using KH900, do not input, edit, or delete the pattern data on this knitting machine. If the pattern data in it is damaged, switch it off and load the pattern data from the cartridge.

KNITTING BY KH965 / KH965i

●SAVING / LOADING

- ① Make sure that the powers of the Pattern Programming Device and TV set are OFF. Remove the cartridge from the main body.
- ② See page 45-46 of the KH manual for the detail of SAVING / LOADING.

●KNITTING THE PATTERN

Multi-Colour Skip Stitch pattern (3 colours)

See page 38 of the KH manual.

- ◆ During knitting the pattern using selector II,

When Knitting in motif, on KH965, cancel end needle selection (page 9 in manual). On KH965i use KCII .
Move across the carriage without a yarn.

When only end needles are brought to D position, push back them to B position. Move across the carriage without a yarn.

Multi-Colour Rib pattern (3 colours)

See ①-③ on page 41 of the KH manual.

KNITTING BY OTHER KNITTING MACHINE

●SAVING / LOADING

See page 58-60 of the PPD manual.

●KNITTING THE PATTERN

Multi-Colour Skip Stitch pattern (3 colours)

See the manual for each knitting machine as follows:

·KH900.....page 60	·KH270.....page 75
·KH940/KH930.....page 48	·KH950i.....page 153

Switch on the DOUBLE LENGTH key for the pattern knitting.

- ◆ If flashing 4 (KH950i), A (KH900), or E (others) of memo data appears and only end needles are brought to D position, push them back to B position and move across the carriage without a yarn.

Multi-Colour Rib pattern (3 colours)

See the manual for each knitting machine as follows:

·KH900.....page 61	·KH270.....page 42
·KH940/KH930.....page 50	·KH950i.....page 154

Put the KRC key off and the DOUBLE LENGTH key on.

Knit several rows in full needle rib ending with the carriage on right.

Select the needles.

Knit the pattern according to the memo information.

IN THE FOLLOWING CASES

WHEN YOU OPERATE MULTI-COLOUR CARTRIDGE

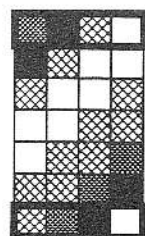
A If the following ERROR MESSAGE appears on the screen...

*** ERROR MESSAGE 9 ***

TOO MANY COLOUR USED !!
(CORRECT COLOURING)

ROW: 1 6 ←

PUSH STEP KEY !!



1 2 3 4

Cause

You have 4 colours in one row. You can only use 3 colours in one row.

Suggested action

- ① Make a note of rows with 4 colours.
- ② Push the STEP key, and the pattern creating screen appears.
- ③ The white-frame shows using 4 colours in one row. Colour the white-framed pattern within 3 colours.
 - ◆ When you use HELP MENU 6, 7, 8, 10 or the DRAW key, the white frame will be deleted.
- ④ Select the END CREATION (HELP MENU 1) after correct colouring.
 - ◆ When the error remains in the pattern, the ERROR MESSAGE will appear in the screen. Repeat the above procedure if the ERROR MESSAGE again appears.

*** ERROR MESSAGE 10 ***

THIS IS NOT COLOURED PATTERN !!

PUSH STEP KEY !!

Cause

You selected a pattern which was not Multi-Colour (i.e. 3 colours).
You cannot use the menu of EDIT PATTERN / INPUT MEMO DATA / PRINT OUT with this pattern.
Push the STEP key.

*** ERROR MESSAGE 11 ***

NOT END CREATION YET !!
CAN NOT INPUT THE UN-FINISHED PATTERN!

PUSH STEP KEY !!

Cause

This pattern has not been completed by using END CREATION (HELP MENU 1). Therefore, you cannot input the memo data on this pattern.

Suggested action

- ① Push the STEP key.
- ② Select EDIT PATTERN 2 from MAIN MENU.
- ③ Select the pattern number.
- ④ After the pattern creating screen appears, push the HELP key.
- ⑤ Select END CREATION 1 from HELP MENU.
- ⑥ Input the memo data.

*** ERROR MESSAGE 12 ***

CAN NOT INPUT THE MODIFIED PATTERN!!

PUSH STEP KEY !!

Cause

You selected the pattern which you have modified with the cartridge except Multi-Colour Cartridge or with the knitting machine.

You cannot use the menu of EDIT PATTERN / INPUT MEMO DATA / PRINT OUT with this pattern.

Push the STEP key.

⑧ If the following WARNING MESSAGE appears on the screen...

*** WARNING 3 ***

COLOUR IN ROW WILL BE CHANGED !!
MEMO DATA WILL BE CANCELLED !!

ROW: 2 4 8 11

PUSH STEP KEY !!

Cause

When you select EDIT PATTERN 2 from MAIN MENU, the computer converts a data pattern to its coloured pattern under the memo data (yarn numbers). Then, its coloured pattern appears on the screen. If you modified the memo data, the computer may not convert the pattern to its coloured pattern under the content of the modified memo data. In this case, the colour of pattern may be changed by this conversion.

- ① Push the STEP key. The pattern appears on the screen.
- ② After finish EDIT PATTERN, push the HELP key.
- ③ Select END CREATION 1 from HELP MENU.
- ④ Select INPUT MEMO DATA 4 from MAIN MENU.

*** WARNING 4 ***

MARK IN ROW WILL BE CHANGED !!

ROW: 4

PUSH STEP KEY !!

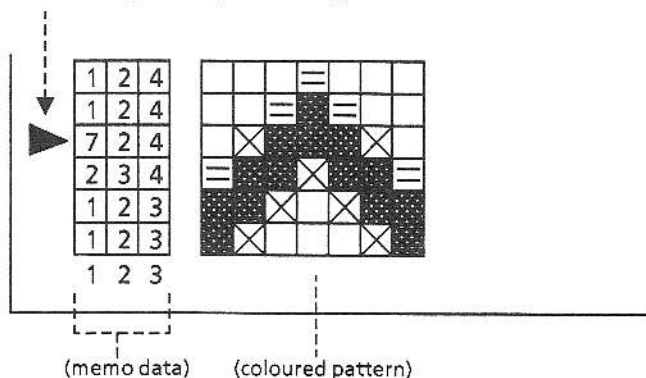
Cause

When you print out a coloured pattern with modified memo data, the modified memo data might be printed with different colour in pattern creation. However, you can correctly knit this pattern.

Push the STEP key and advance the procedure.

● Printing out the pattern

When the mark "▶" is printed out in the modified row, the colour in the row might change to the original colour.



WHEN YOU PROGRAM THE PATTERN ON THE KNITTING MACHINE...

© If you cannot enter the pattern number... (If it does not appear on the display...)

Cause

You have not yet finished the pattern creation, by END CREATION. (It means a coloured pattern is not converted into its data pattern.)

You cannot knit any pattern without carrying out END CREATION.

CAUTION:

The pattern data might be damaged when an unfinished pattern is loaded on the knitting machine.

Suggested action

- ① Select EDIT PATTERN 2 from MAIN MENU and push the STEP key.
- ② Enter the pattern number of the unfinished pattern. When it appears on the screen, push the HELP key.
- ③ Select END CREATION 1 from HELP MENU and finish the pattern creation.
- ④ Transfer the data from the cartridge to the knitting machine.
- ⑤ Program the pattern again on the knitting machine.

① If the pattern number of 8XX appears on the display...

Cause

You have not yet finished the pattern creation, by END CREATION.

PATTERN NUMBER 8XX

When you program an unfinished pattern on the knitting machine, the pattern no. might be displayed 8XX.

(In this case, the unfinished pattern no. 901 on the cartridge will be displayed 801 and pattern no. 902 will be 802.)

You cannot knit the pattern no. 8XX correctly.

Finish the pattern creation by END CREATION.

Suggested action

Follow the same steps as shown in © above.

In this case, those patterns will appear on the screen, as 9XX marked *.

CAUTION:

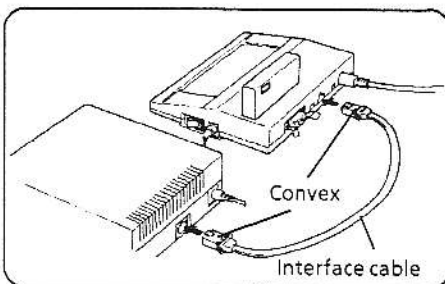
The pattern data might be damaged when an unfinished pattern is loaded on the knitting machine.

PATTERN PROGRAMMING DEVICE (PPD-120) FLOPPY DISC DRIVE UNIT FB-100 (EXTERNAL MEMORY)

- Floppy disc is called "EXTERNAL MEMORY" in this system.

TRANSFER CREATED DATA <MAIN MENU 5>

- If you use the floppy disc drive unit <option>, you can save created pattern data on the disc, or load pattern data from the disc to the pattern programming device.
 - ◆ Use only 1D, 2D, 1DD or 2DD discs.
- Preparation of the floppy disc drive unit.



Please read the instruction manual of the floppy disc drive unit.

- ◆ The drive unit should be placed in front of the TV screen and not in the back of the TV screen for it to work normally.

- Turn off the power switch of the pattern programming device and the floppy disc drive unit.
- Connect the pattern programming device and drive unit with the interface cable.
- Turn on the power switch of the pattern programming device and drive unit.

- Select option 5 <TRANSFER CREATED DATA> from the MAIN MENU and push the STEP key.
- Check that the drive unit is connected to the pattern programming device correctly and the power switch of the drive unit is turned on. Insert a disc into the drive unit and push the STEP key.
- The menu of TRANSFER CREATED DATA appears on the screen.

● MENU OF TRANSFER CREATED DATA

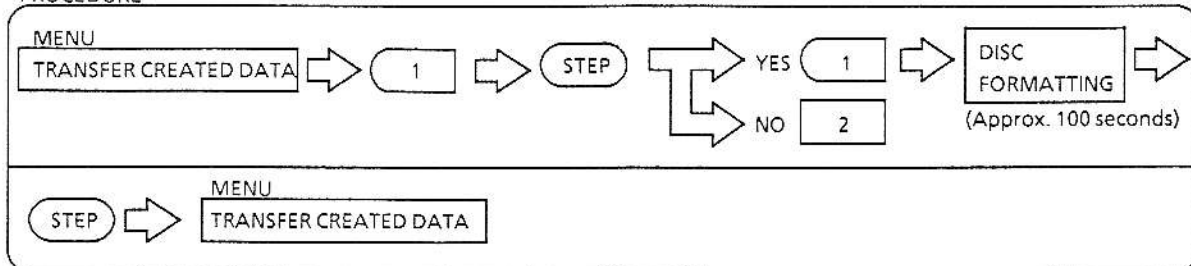
- FORMAT EXTERNAL MEMORY**
Choose this option when you use a new disc.
Formatting is the procedure to make a new disc ready to accept your data.
- SAVE CREATED DATA**
Choose this option when you save the created pattern data on the disc.
- LOAD CREATED DATA**
Choose this option when you load and edit the pattern data you stored on the disc.
- DELETE CREATED DATA**
Choose this option when you delete the pattern data you stored on the disc.

1. FORMAT EXTERNAL MEMORY

- Before you use a new disc to store pattern data from your pattern programming device or electronic knitting machine, you need to prepare the new disc to make it ready to accept data.
 - ◆ This preparation process is called "formatting". You can use the disc that you format (and in which you stored the pattern) with the electronic knitting machine when you use the pattern programming device.

REMARK: If you format a disc that has pattern data already on it, these data will be erased.

PROCEDURE

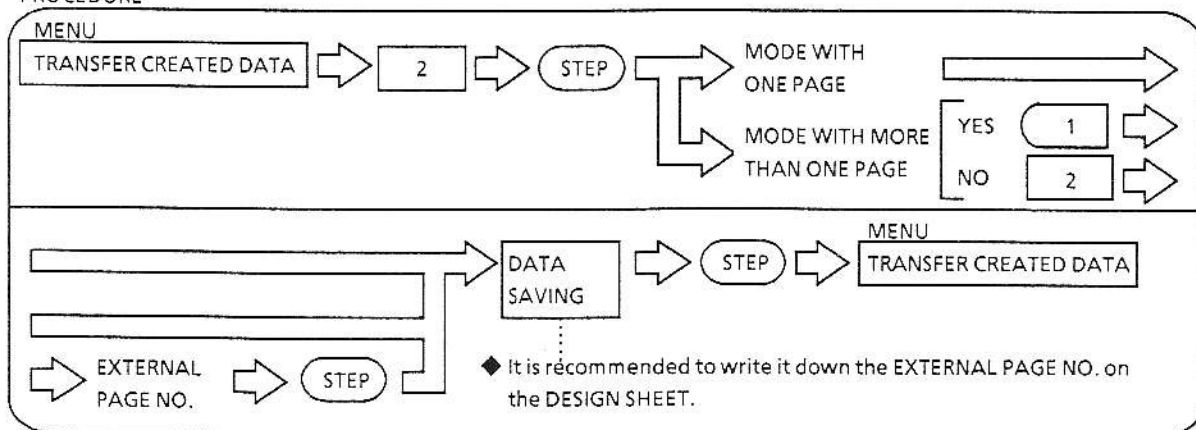


2. SAVE CREATED DATA

- You can save on a disc the pattern stored in the pattern programming device.

One page of the external memory is used to save all the data in one page of the pattern programming device.

PROCEDURE



3. LOAD CREATED DATA

- You can load patterns which are saved on one page of the external memory into the pattern programming device.

When MODE WITH ONE PAGE is set...

When loading the pattern into the pattern programming device, all the pattern data in the memory of the pattern programming device will be deleted. If you need those patterns, save them in the disc first.

When MODE WITH MORE THAN ONE PAGE is set...

The patterns in one page of the external memory are loaded onto one page of the pattern programming device.

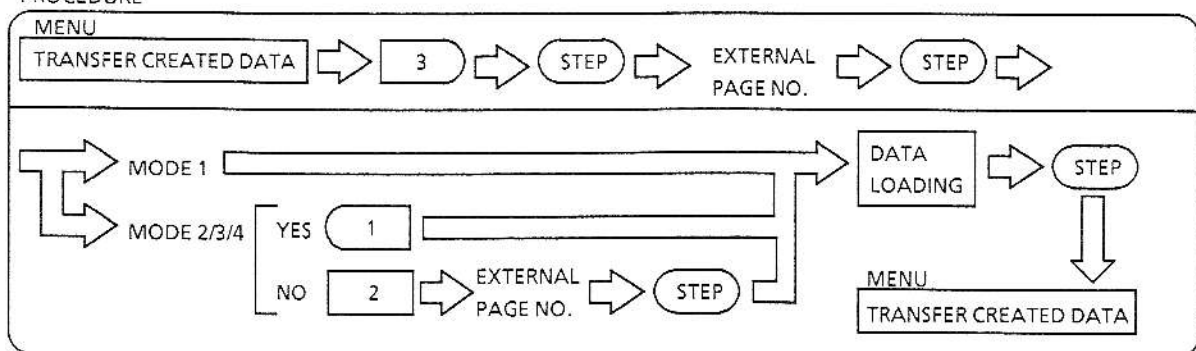
The computer of the pattern programming device searches for an empty page and loads the pattern on that page.

You can specify the page where the patterns are loaded.

However, if the specified page has patterns they will be deleted when the other patterns are loaded on that page.

If you need those patterns, save them in the disc first.

PROCEDURE



- ★ If the message "NO EMPTY INTERNAL PAGE" appears...

There is no empty page. Push the STEP key.

- When you load the patterns again, then all the patterns on the INTERNAL PAGE shown on the display will be deleted. If you want to change the INTERNAL PAGE NO., push 2 key to clear the display and input the correct INTERNAL PAGE NO. again.

- When you want to save the necessary patterns in the disc first...

- Push the HELP key, then the menu of TRANSFER CREATED DATA appears.
- Choose option 2 <SAVE CREATED DATA> and save the patterns in the disc.
- Return to LOAD CREATED DATA.

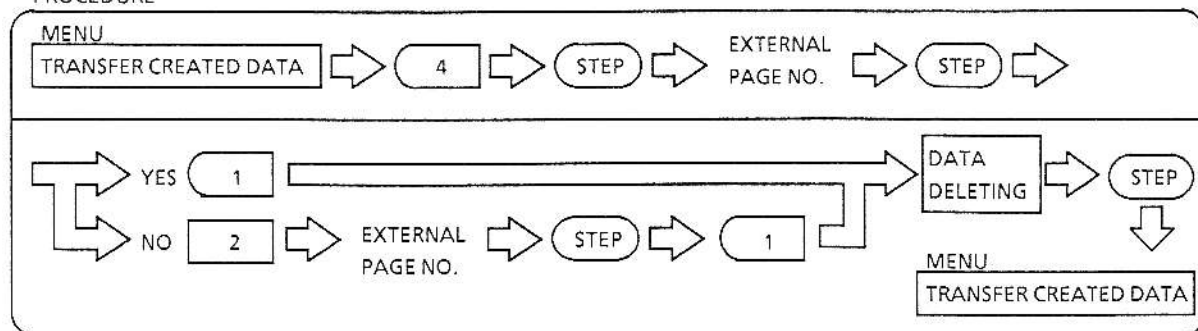
- ◆ When you want to display the pattern which you loaded into the pattern programming device on the screen.

- Push the HELP key. The MAIN MENU appears on the screen.
- Select option 2 <EDIT PATTERN> and follow the steps on page 44 of the PPD-120 instruction manual.

4. DELETE CREATED DATA

- The saved pattern data stored on a disc can be deleted one page at a time.
- ◆ If you want to delete all the pattern data stored on a disc, carry out the formatting procedure.
This will erase all the data.

PROCEDURE



LOAD STORED PATTERN <HELP MENU 7>

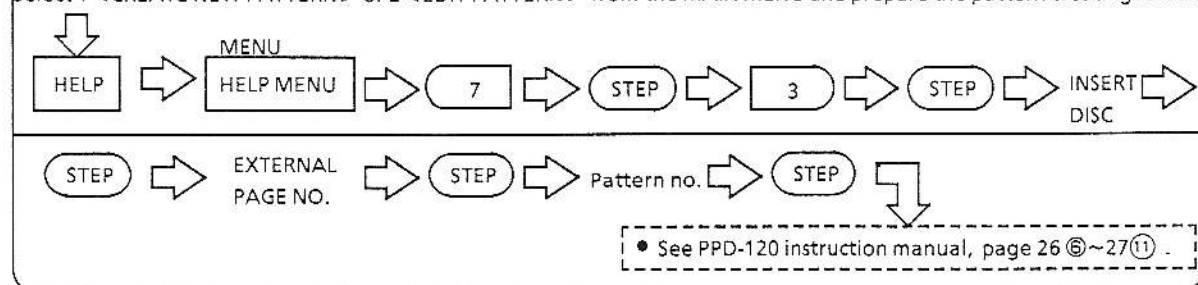
3. EXTERNAL MEMORY

- You can load patterns stored on the disc and modify or combine them in order to create a new pattern.
- If you overlay one pattern onto another, you can create an overlapped pattern.
- If the pattern you are going to load has memo data, the data will not be loaded.

PROCEDURE

- ◆ Connect the floppy disc drive unit (See page 1).

Select 1 <CREATE NEW PATTERN> or 2 <EDIT PATTERN> from the MAIN MENU and prepare the pattern creating screen.



IN THE FOLLOWING CASES

★ If the following error message appears on the screen...

ERROR MESSAGE 3

Cause

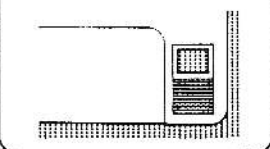
The disc is write-protected.

Check the position of the shutter.



When the shutter is down and the hole is open, you cannot write data onto the disc, and the existing data is protected from accidental erasure.

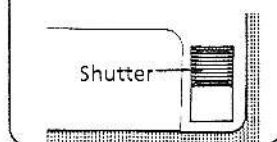
When the shutter is open, the disc is write-protected.



Suggested action

- Push the STEP key. The menu of TRANSFER CREATED DATA appears on the screen.
- Remove the disc from the unit.
After confirming whether it is all right to cancel the write-protect setting of the disc, cancel it.
- Replace the disc into the unit. Start all over again.

When the shutter is closed, the disc is not write-protected.



ERROR MESSAGE 4

Cause

- Floppy disc drive unit is placed too near the TV set.
- Power switch of the drive unit is not turned on.
- The drive unit and the pattern programming device is not connected correctly with the interface cable.
- The AC adapter of the drive unit is not plugged in or the battery of the unit has been used up.

Suggested action

- ① Turn off the power of the pattern programming device and the drive unit.
- ② Check the above point.
- ③ Turn on the power of the pattern programming device and the drive unit.
- ④ Start all over again.

ERROR MESSAGE 5

Cause

Data is not saved in the external page you entered.

Suggested action

- ① Push the STEP key.
- ② Check the disc and the external page number.

ERROR MESSAGE 6

Cause

- Floppy disc drive unit is placed too near the TV set.
- The disc is defective.
- The disc is not formatted.

Suggested action

If the disc is not formatted, format it.

- ① Push the STEP key.
- ② Format the disc. (See page 1.)

Except above case, follow the steps below.

- ① Remove the disc from the unit and check it.
- ② Insert the disc into the unit and place the unit in front of the TV set and keep it enough from the TV set.
- ③ Turn off the unit and turn on it again.
- ④ Turn off the pattern programming device and turn on it again.
Start all over again.

- If the same error message appears again...

<Error message appears while formatting the disc...>

The disc has some defects on it and you cannot use it. Use another disc.

<Error message appears while saving the data...>

The disc has some defects on it and you cannot save the data on it any more.

It may be possible to load the data which has already saved on the disc.

<Error message appears while loading/deleting the external page...>

The external page you specified has some defects on it and you cannot save the data on the page nor load/delete the page.

ERROR MESSAGE 7

Cause

The external type is determined by which mode was used when you transferred the pattern from the pattern programming device to the disc.

This screen indicates that the external type does not correspond to the mode you are now using or that the optional pattern disc is set in the drive unit though you are now using MODE 1.

Suggested action 1

If you set the wrong disc...

- ① Change the disc to the correct one.
- ② Push the STEP key.
- ③ The computer starts the program again.

Suggested action 2

If you want to use a pattern in the disc of which external type is wrong...

Use the function of HELP MENU 7.

- ① Push the STEP key, and push the HELP key.
The MAIN MENU appears on the screen.
- ② Select option 1 and prepare the pattern creating screen.
Then push the HELP key and select option 7 <LOAD STORED PATTERN>. Load the necessary pattern (See page 3).

ERROR MESSAGE 8

Cause

There is no space on this disc to save created data.

Suggested action 1

- ① Insert another disc which has space to save the data on it.
- ② Push the STEP key.
- ③ Continue operation.

Suggested action 2

Delete an unnecessary external page.

- ① Push the STEP key.
The menu of TRANSFER CREATED DATA appears on the screen.
- ② Select option 4 <DELETE CREATED DATA> and delete an unnecessary external page (See page 3).
- ③ Start all over again.