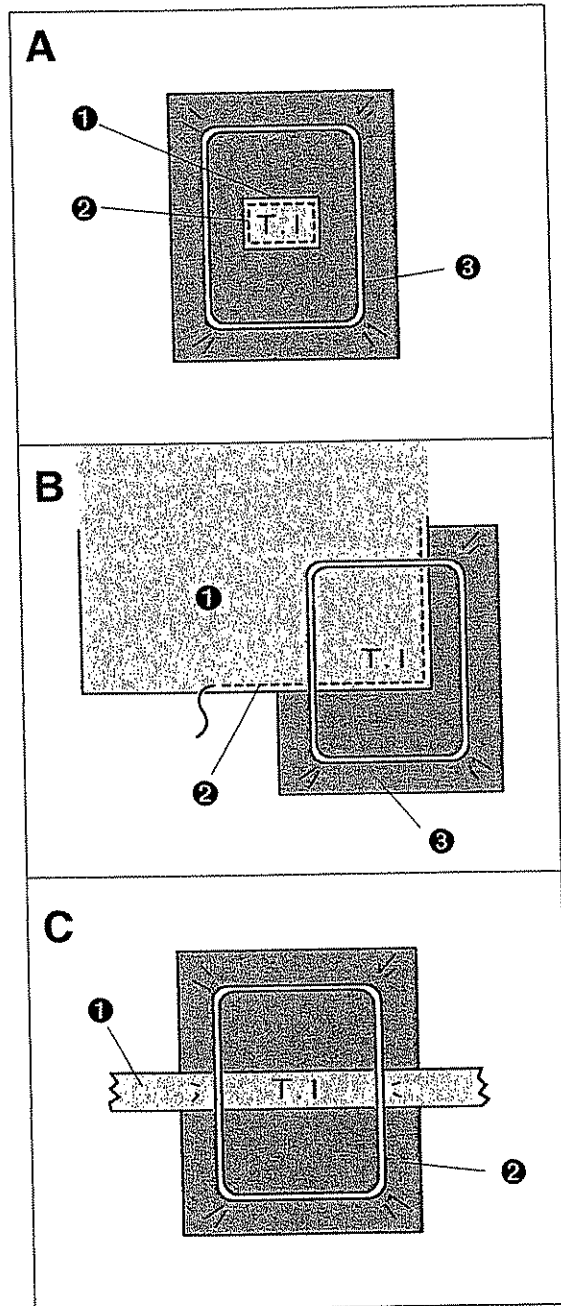


Embroidering onto small pieces of fabric or onto corners



Use stabilizer fabric to provide extra support while embroidering. After embroidering is completed, remove the stabilizer fabric carefully.

Case A

- ① Fabric
- ② Secure with double faced tape or a basting stitch
- ③ Stabilizer

Case B

- ① Fabric
- ② Secure with double faced tape or a basting stitch
- ③ Stabilizer

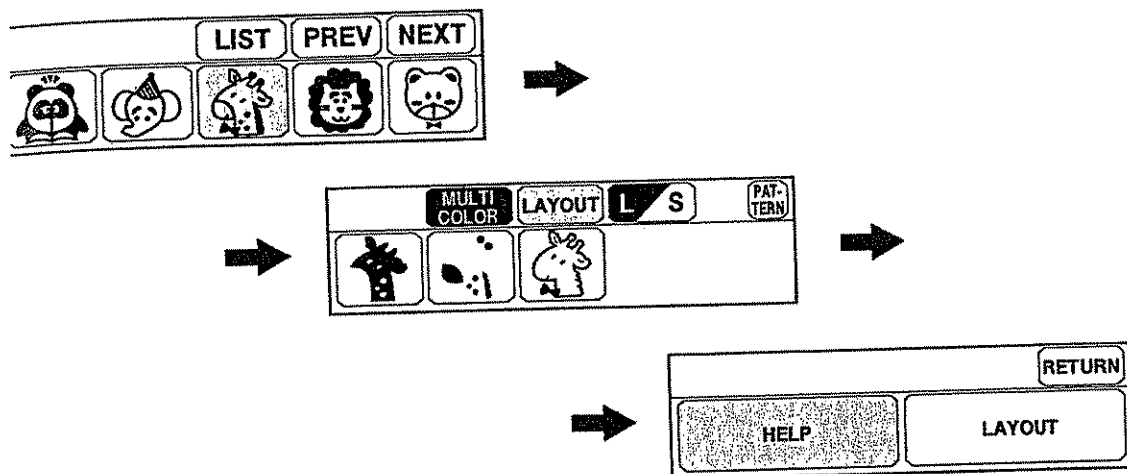
Case C

- ① Ribbon (Secure with double faced tape)
- ② Stabilizer

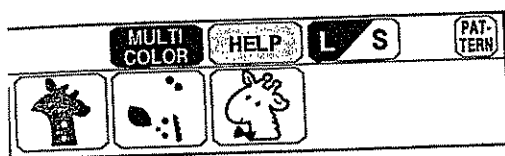
IF THREAD BREAKS DURING EMBROIDERING OR WHEN PARTLY COMPLETING A PATTERN

HELP

Before embroidering

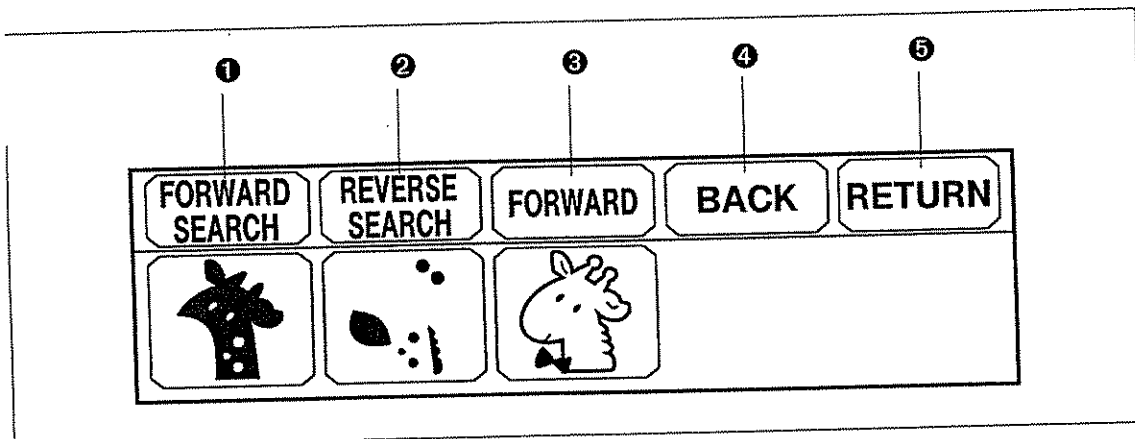


While embroidering



* When embroidering starts, "LAYOUT" will change to "HELP".

Touch "HELP", then the following screen options appear



① "FORWARD SEARCH"

Touch this key to move forward to the start of the next color or character without embroidering

② "REVERSE SEARCH"

Touch this key to move back to the start of the current color or character without embroidering

③ "FORWARD" Touch this key to move forward stitch by stitch without embroidering.

(If touched continuously, the stitch will be advanced in 9-stitch jumps starting from the 6th single stitch)

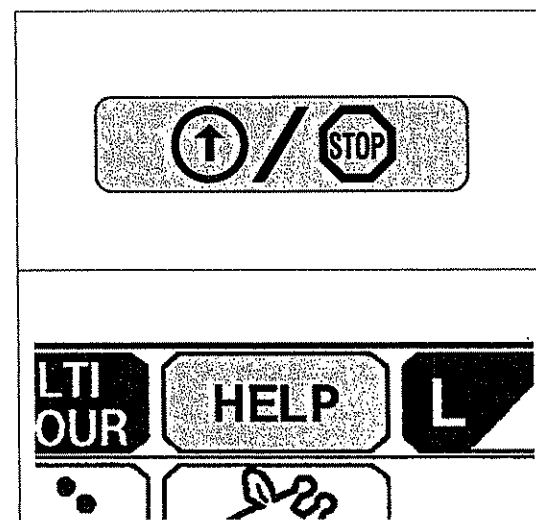
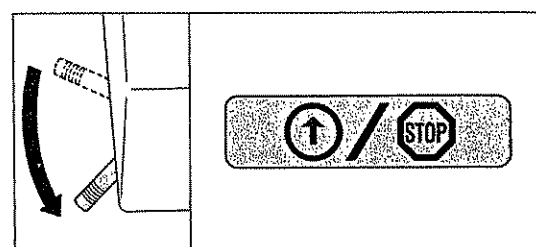
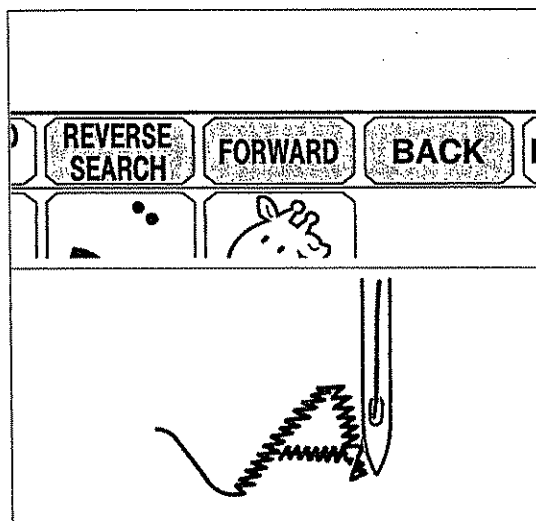
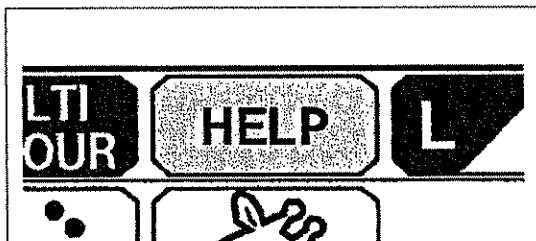
④ "BACK" Touch this key to move back stitch by stitch without embroidering.

(If touched continuously, the stitch will be moved back in 9-stitch jumps starting from the 6th single stitch)

⑤ "RETURN" Touch this key to return to the previous screen and allow embroidery to begin.

If thread breaks during embroidering

FORWARD SEARCH REVERSE SEARCH FORWARD BACK



The machine stops automatically when the upper thread breaks. When this happens do the following.

1. If the upper thread breaks.
 - Re-thread the upper thread.
 - If the lower thread breaks or the bobbin runs out of the thread.
 - Cut the upper thread above the fabric in the frame and then remove the embroidery frame. Replace the bobbin thread and then re-attach the embroidery frame.
2. Touch "BACK" to move back a few stitches to slightly before the position where the thread broke or the bobbin ran out of the thread.
 - * If it is not possible to move back to the position where the thread broke, touch "REVERSE SEARCH" to move back to the beginning of that color, and then touch "FORWARD" to move forward to just before the position where the thread broke or the bobbin ran out of the thread.
3. Lower the presser foot lever and press the "START/STOP" button to restart embroidering.
 - * If the machine stopped because the upper thread ran out, the upper thread may be tangled on the reverse side of the fabric. Remove the embroidery frame to check for this and trim off any excess build up.

If you stop the machine by pressing the "START/STOP" button and need to adjust the stitch location.

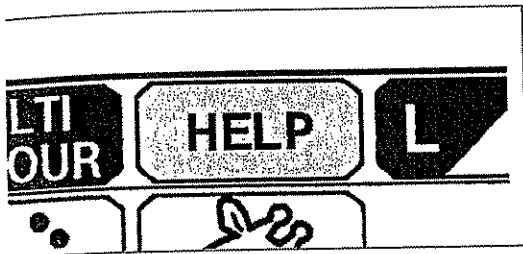
Touch "HELP".

Follow the same procedure as for "If machine stops automatically when the thread breaks."

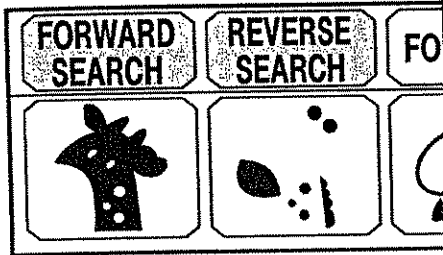
Re-embroidering from the beginning

FORWARD
SEARCH

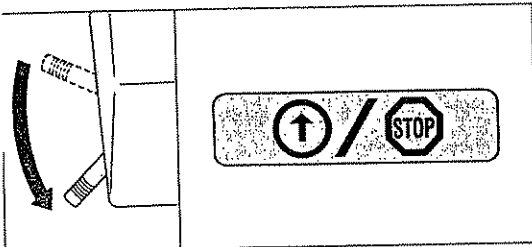
REVERSE
SEARCH



1. Touch "FORWARD SEARCH" or "REVERSE SEARCH" to move to the beginning of the first color.

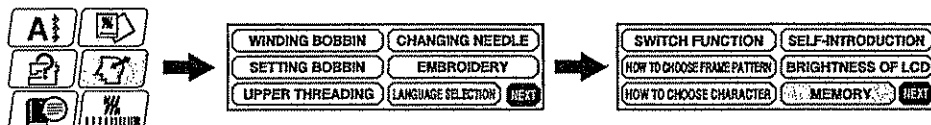


2. Lower the presser foot lever and press the "START/STOP" button to start embroidering.



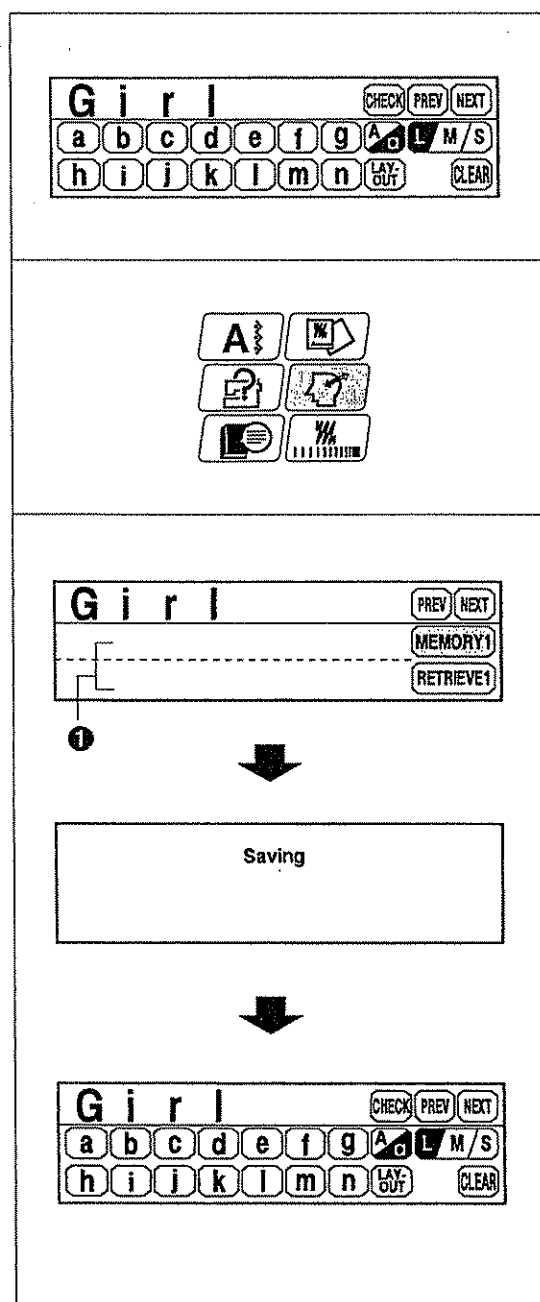
MEMORY

Up to 5 different pattern combinations can be saved and retrieved from memory.



Saving a pattern combination in memory

MEMORY1



Example: To save the "Girl" pattern in memory address 1.

1. Enter the characters to create the pattern.

2. Press "MEMORY".

3. Touch "MEMORY 1".

① If any patterns have already been saved, they will be displayed on the screen. Touch next to look for an empty memory space if memory 1 has been used.

* If the new pattern is saved to a space where an old pattern has already been saved, the old pattern will be cleared.

* Do not turn off the power while a pattern is being saved (while "Saving" is displayed).

4. The pattern is now saved in memory.

5. For the next example press "CHARACTERS & DESIGNS", touch "A ~ Z a ~ z 0 ~ 9 ? ! ~" and enter characters to create the pattern "Boy". Press "MEMORY", touch "NEXT" and "MEMORY 2" to save the pattern.

Retrieving a pattern which has been saved

RETRIEVE1

Example: To recall the "Boy" pattern saved in memory space 2

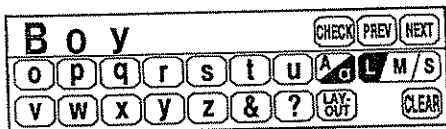
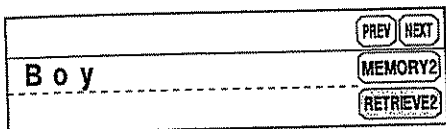
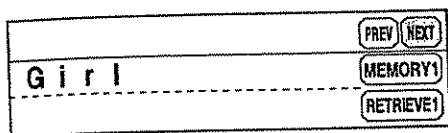
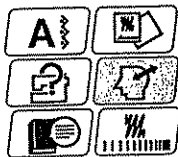
1. Touch "MEMORY".

2. Touch "NEXT".

3. Touch "RETRIEVE 2".

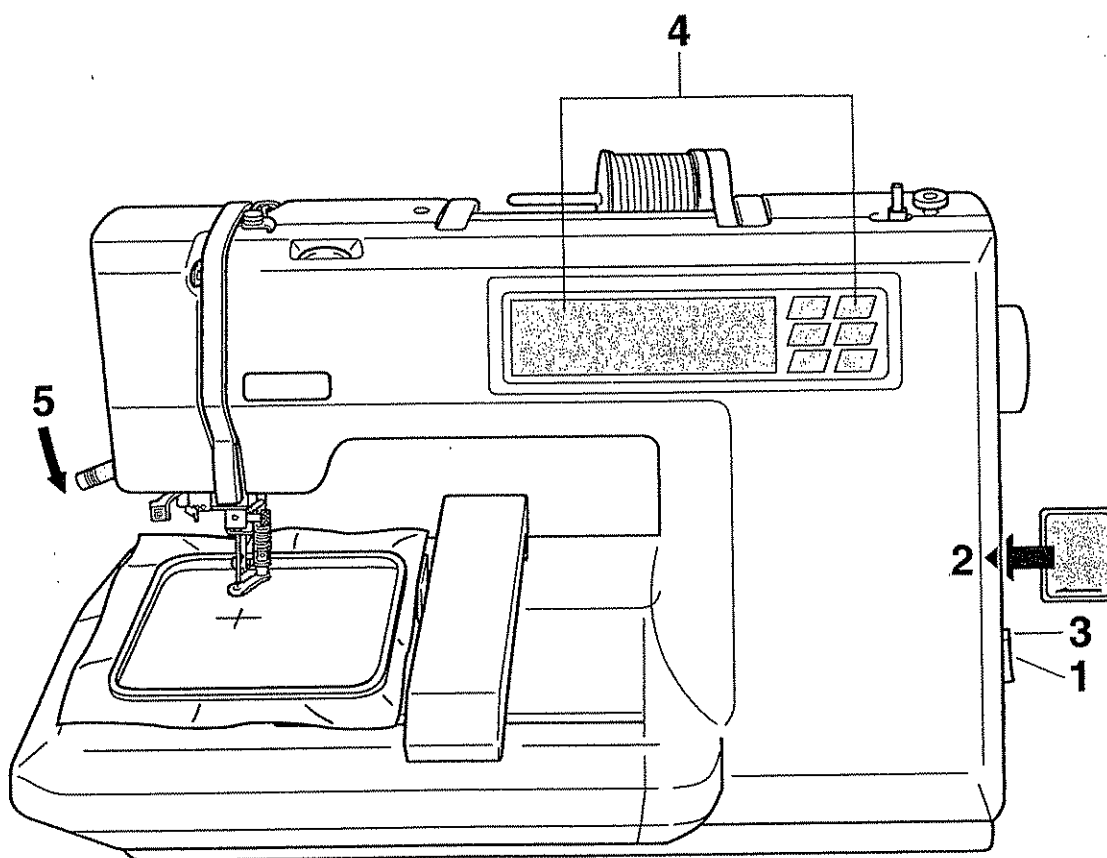
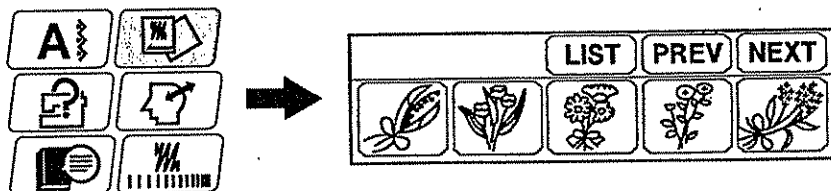
4. The pattern retrieved will appear on the screen. Press "START/STOP" to embroider the pattern.

* Patterns which are saved on an embroidery card can only be retrieved if the memory card containing that pattern has been inserted into the card slot of the machine.



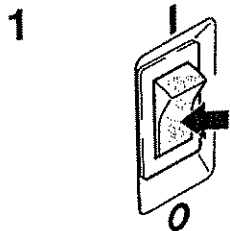
MEMORY CARDS

Be sure to turn off the power switch before inserting or removing the memory cards.

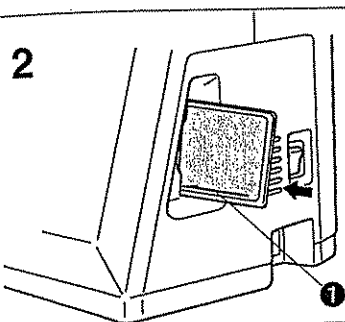


1. Turn the power switch off.
2. Insert the memory card.
3. Turn the power switch on.
4. Select pattern.
5. Lower the presser foot and press the "START/STOP" button to start the machine.

Inserting the memory card

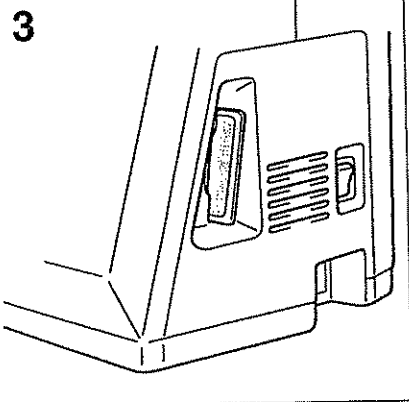


1. Turn the power switch off.



2. Insert the memory card into the card slot according to the direction of the arrow mark on the memory card.

- ① Direction arrow on memory card

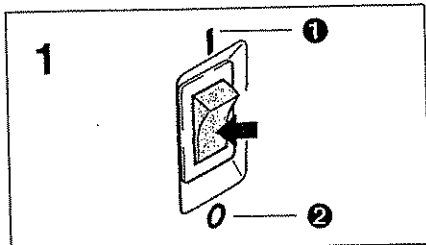


IMPORTANT

- * If the card is inserted in a direction other than that indicated by the arrow on the card, the connector in the card slot will become damaged.
- * Insert so that the card appears as shown in the illustration at left. If you try to push the card in any further, the connector will become damaged.
- * Be sure to turn the power switch off before removing the card. Pull the card straight out from the slot.
- * Always keep the memory cards in their proper case when they are not in use.

MAINTENANCE

CHANGING THE LIGHT BULB

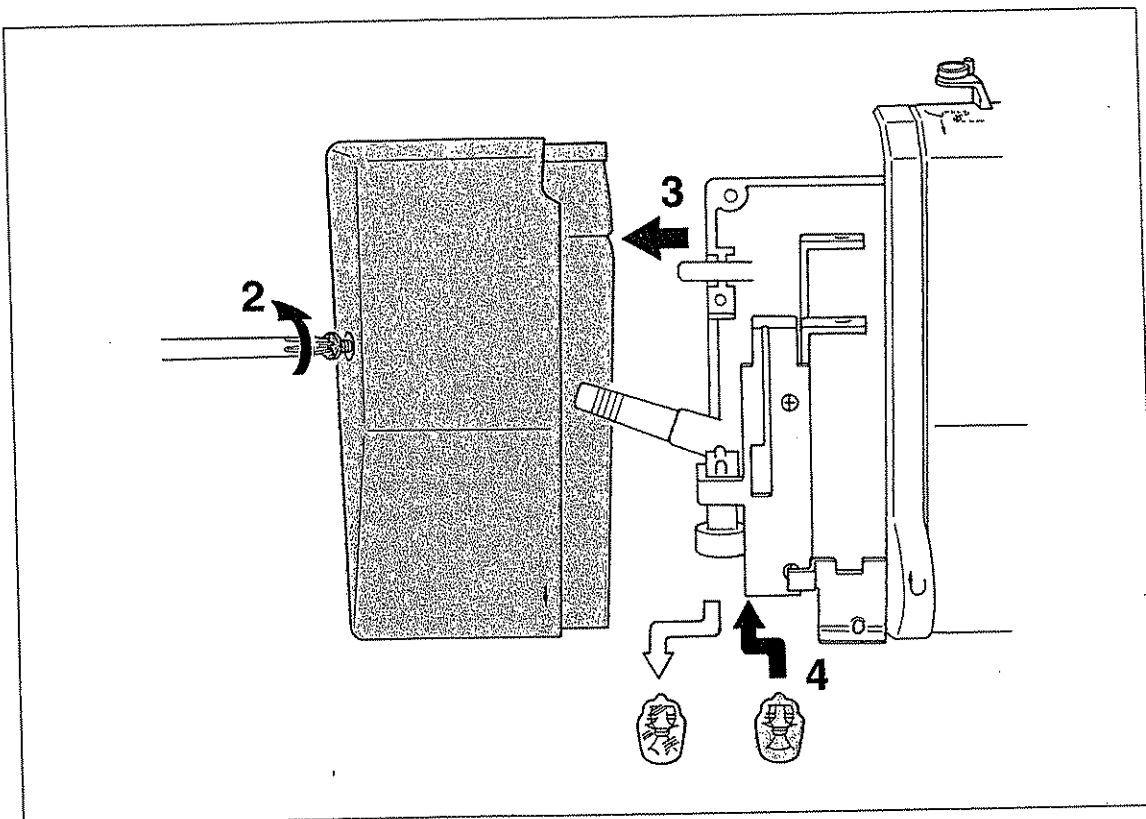


When replacing the light bulb

1. Turn the main power switch off.

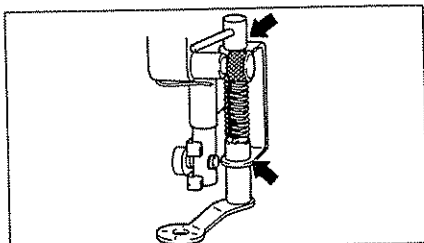
- ① ON
- ② OFF

* The power cord plug must be removed from the socket outlet prior to changing the bulb.



2. Loosen the screw in the end cap at the left side of the machine.
 3. Remove the end cap.
 4. Replace the snap-in light bulb with a new one of the same type.
- * Light bulbs are available through your dealer. (8 V, 2.4 W/Parts code X50228-001.)

LUBRICATING THE PRESSER FOOT

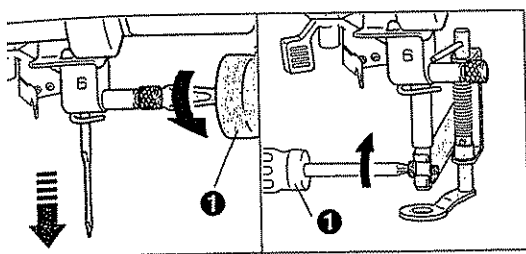


1. Turn off the main power switch.
2. Add a few drops of oil to the presser foot in both of the places shown in the illustration.
3. Wipe off any excess oil. (If too much oil is applied, it may stain the material.)

* Lubrication should be carried out after every 100 hours of machine use.

* Sewing machine oil is available from your local sewing machine dealer or service center.

CLEANING

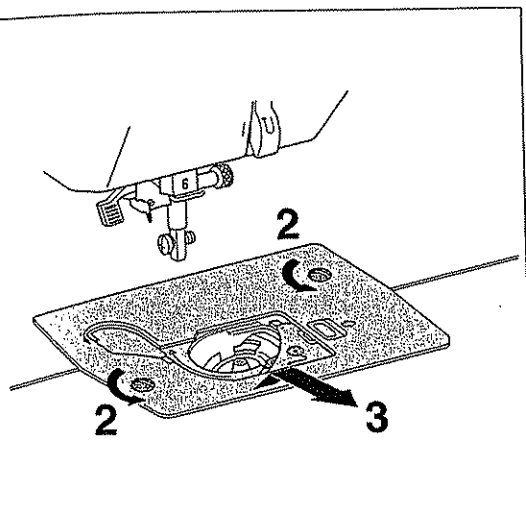


Always keep the machine clean.

1. Turn the main power switch off and remove the presser foot holder and needle.

- 1 Use a screwdriver to loosen the screws to remove.

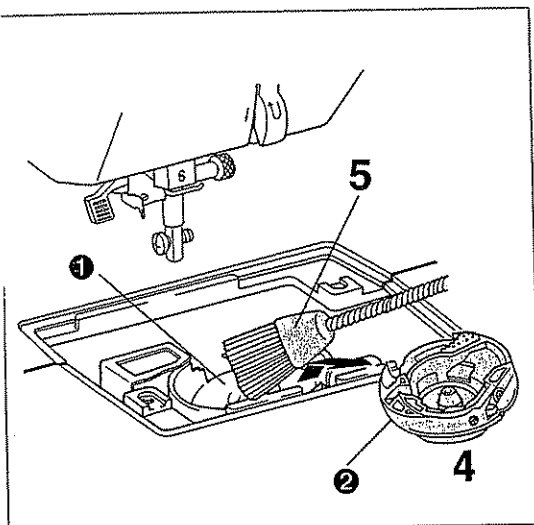
2. Loosen the screws on the needle plate.
3. Remove the needle plate.



4. Take out the inner rotary hook.
5. Remove accumulated lint and thread from the inner hook and race with a brush or a small vacuum cleaner attachment.

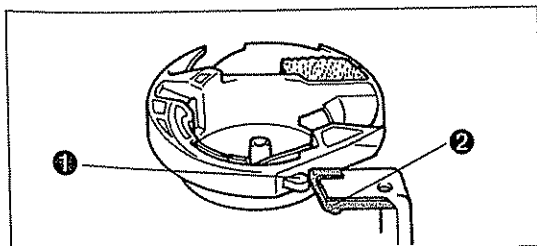
- 1 Race
- 2 Inner rotary hook

* Lint and dust accumulated in the race can cause poor quality stitching.

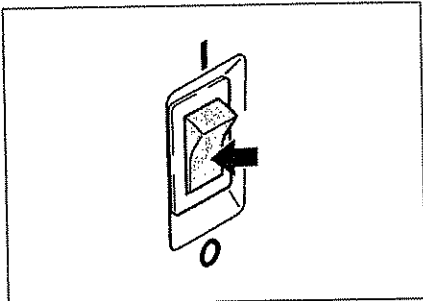


6. Put the inner rotary hook back in position by placing the projection of the hook next to spring of the stopper.

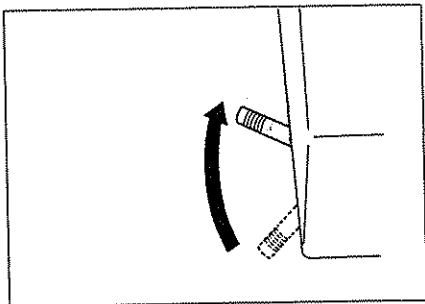
- 1 Projection of the hook
- 2 Spring of the stopper



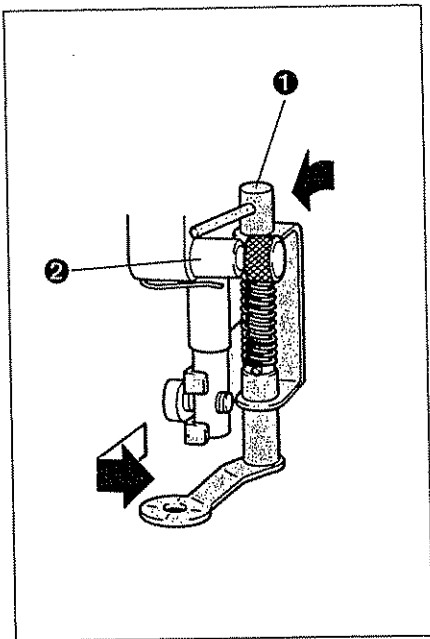
Installing the presser foot



1. Turn the power switch off and remove the needle.

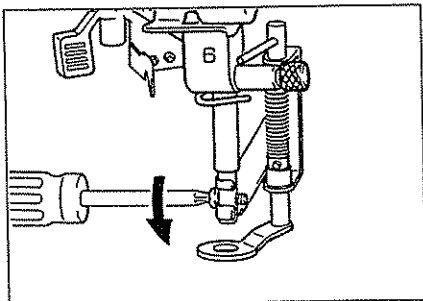


2. Raise the presser foot lever.



3. Place the arm of the presser foot on top of the needle holder.

- ① Arm of the presser foot
- ② Needle holder



4. Tighten the presser foot in place using a screwdriver.

ERROR MESSAGE

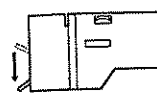
When the machine is not properly set and the "START/STOP" button is pressed, or a correction in your operation is required, machine will not start and will instruct you with an alarm and error number on the LCD.

Warning message displays



Return bobbin winding shaft to left.

This message is displayed when the bobbin winding shaft is at the right side and the "START/STOP" button is pressed. This message may be displayed after the display warns you to raise the needle to the high position



Lower presser foot lever.

This message is displayed when the "START/STOP" button is pressed while the presser foot lever is raised.

Select pattern.

This message is displayed when a pattern has not been selected and the "START/STOP" button is pressed or "LAYOUT" or "STITCH ADJUSTMENT" is touched.

Check if upper or lower thread is cut.

This message is displayed when the machine senses that the upper or lower thread has broken or no upper thread is threaded or the bobbin runs out of the thread.

Check if thread is entangled.
Check if needle is bent.

This message is displayed if the motor locks. This could be caused by a tangled thread or embroidering with a bent needle.

No pattern is memorized.

This message is displayed when "RETRIEVE" is touched and there is no pattern stored in that memory space.