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杰克缝纫机
JACK SEWING MACHINE
HTTP://WWW.CHINAJACK.COM

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JK-T1900B

User Guide

制版操作说明Pattern Making

触摸屏（Touching Panel Type）

杰克缝纫机
JACK SEWING MACHINE
HTTP://WWW.CHINAJACK.COM

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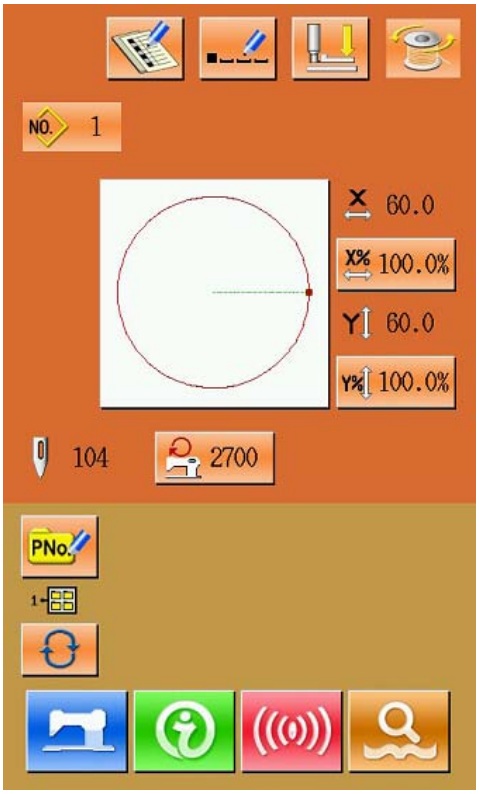
1. 输入模式的开始・结束 Start・End of Input Mode

1-1. 进入到输入模式 Entry to Input Mode

① 打开电源开关

① Turn on the Machine

打开电源开关之后，就会显示出数据输入界面。
After user turns on the machine, the interface for data input will be displayed.



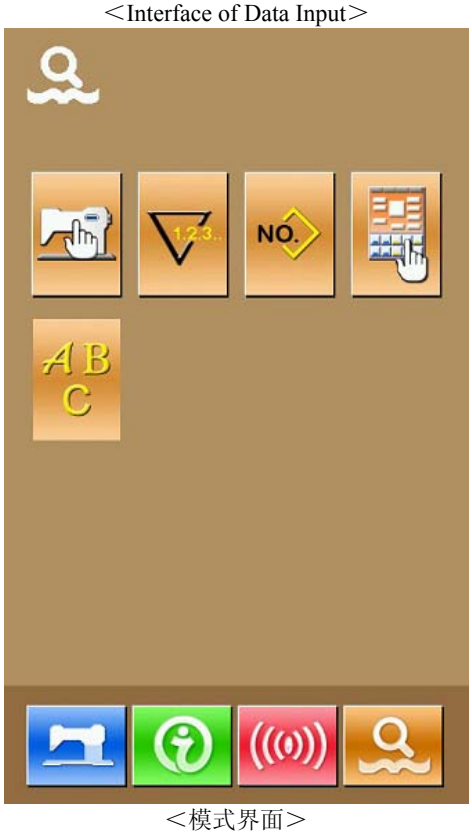
＜数据输入界面＞
＜Interface of Data Input＞

② 进入模式界面

② Entry to Mode Interface

按下  可以切换数据输入界面和模式选择界面（如右图所示），在该界面下可以进行一些详细的设置和编辑操作。

Press  to shift between the data input interface and the mode selection interface (as shown in right). In the right interface, user can perform some detailed settings and editions.



＜模式界面＞
＜Mode Interface＞

③ 选择输入模式

③ Select Input Mode


按下进入编辑模式和缝纫模式选择界面，如右图。


：缝纫模式


：编辑模式

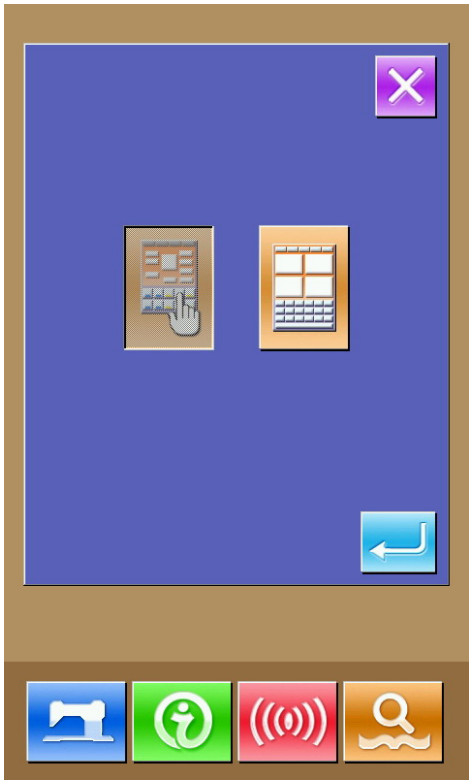

选择编辑模式图标，按下确定键  返回到模式选择界面。

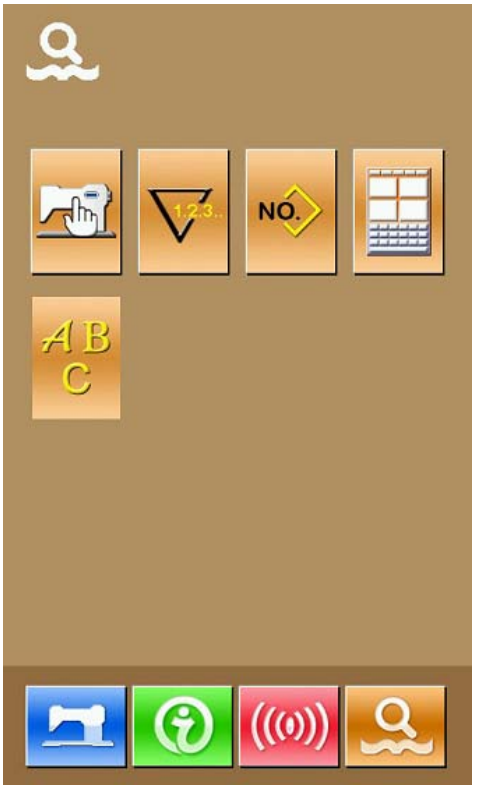

Press to have access to the interface for selecting sewing mode or edition mode (as shown in right).


:Sewing Mode


:Edition Mode


Press and  to return to the mode selection interface.





④ 进入到输入模式

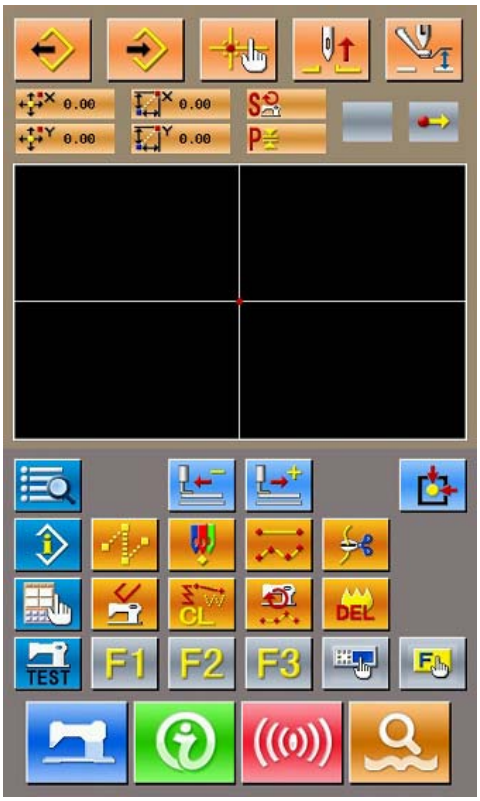
④ Entry to Input Mode

再次按下模式键  后，退出模式选择界面，系统提示是否进入花样编辑输入界面。

按下确定键  后，进入新花样编辑标准界面，按退出键  后，继续上次编辑中的花样标准界面。

Press  again to quit the mode selection interface. At this moment, the system will ask whether to have access to the interface for inputting pattern edition.

Press  to have access to the standard interface of new pattern edition. Press  to return to the standard interface for editing the previous pattern.



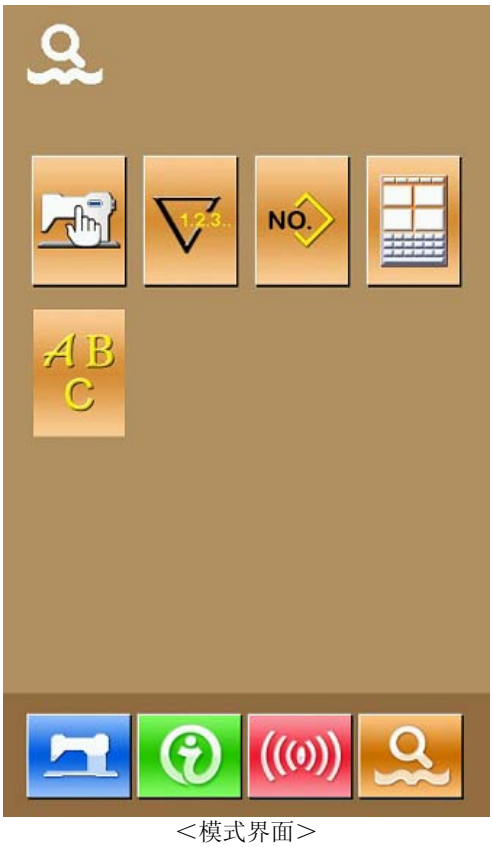
1-2. 回到通常缝制模式 Return to Common Sewing Mode

① 显示模式界面

为了从输入模式返回到通常缝制模式，请在花样编辑标准界面按模式键，显示出模式界面。

① Display of Mode Interface

In order to return to common sewing mode from input mode, user shall press at standard interface of pattern edition, thus to display the mode interface.

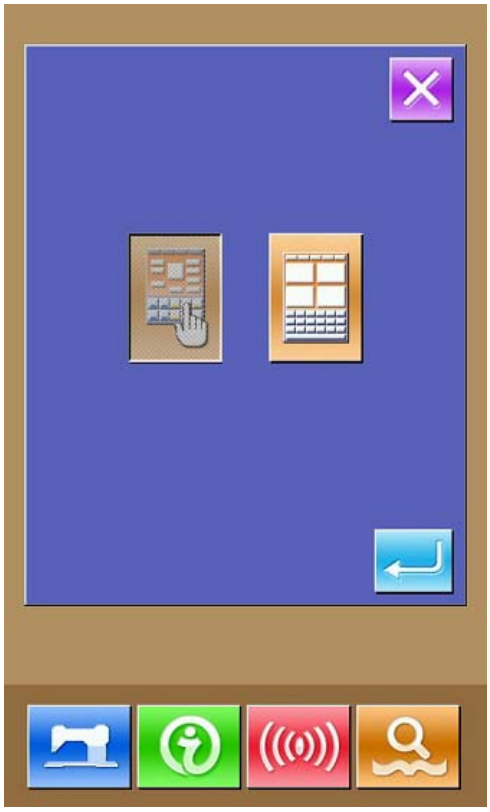


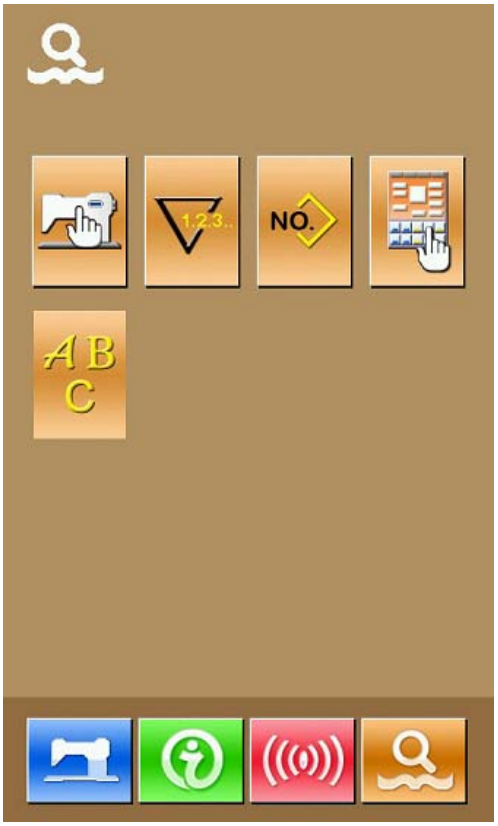
＜模式界面＞
＜Mode Interface＞

② 选择通常缝制模式 Select Common Sewing Mode

按下进入编辑模式和缝纫模式选择界面，选择缝制模式图标，按下确定键返回到模式选择界面。

Press to have access to the interface for selecting the edition mode and sewing mode. Press and to return to the interface for selecting mode.





③ 进入到通常缝制模式

Have Access to Common Sewing Mode

在选择了通常缝制模式的状态，按了模式键  之后，回到缝制模式的确认界面被显示出来。

此时按了确定键  之后，通常缝制模式的数据输入界面被显示出来。

When user selected the common sewing mode and pressed  , the interface for confirming the return to the sewing mode would be displayed

At this time, press  to have access to the interface of data input in the common sewing mode.

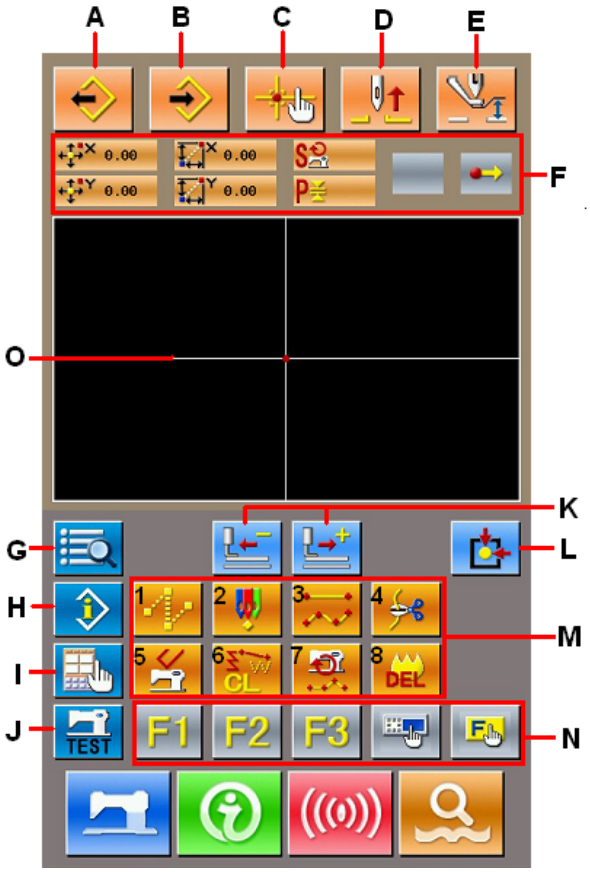
2. 基本的操作・显示 Basic Operation・Display

说明有关输入模式通用的操作和显示。
General operation and display in input mode.

2-1. 输入模式标准界面 Standard Interface for Input Mode

这是输入模式的标准界面。

This is the standard interface for input mode

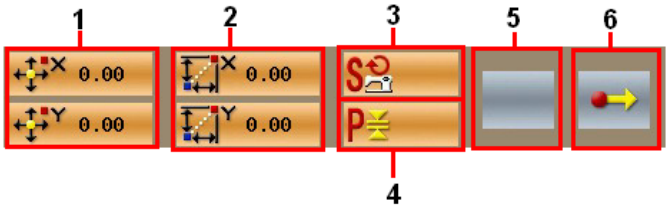


输入模式标准界面的键如下表所示。

The keys in the standard interface of input mode are shown at below:

序号 No	键名称 Name	内容 Content
A	读取图形 Load design	图形读取界面被显示。 Display the interface for loading design
B	写入图形 Design input	图形写入界面被显示。 Display the interface for design input
C	落针点查询 Needle entry point inquiry	可以快速查询落针点。在编辑花样时可以直接输入缝制点坐标。 Quick locate the needle entry point; during the pattern edition, user can input the coordinates directly.
D	提针 Needle-lifting	让机针位置返回到上位置（ 上死点 ）。 Make the needle return to the highest point

序号 No	键名称 Name	内容 Content
E	中压脚抬升下降 Intermediate presser adjustment	抬升或下降中压脚。 Lift or lower the intermediate presser
F	当前机针位置信息 Information of existing needle position	这是显示当前机针位置信息的部分。下面说明显示内容。 Display the information of the existing needle position
G	代码一览表键 Code list	显示代码一览表界面。 Display the【Code list】
H	内容显示键 Information	内容显示界面，显示现在机针位置的详细信息。 The information interface will display the detailed information of the needle position at present.
I	显示设定键 Display setting	显示设定界面。 Display the interface for setting
J	试缝键 Trial sewing	显示试缝界面。 Display the trial sewing interface
K	前进・后退送布键 Forward · backward feeding	从当前针位置移动1针(前进・后退)。 Move a stitch from the existing needle position（forward；backward）
L	原点复位键 Return to origin	将当前机针位置返回到原点。 Make the needle return to the origin from its existing position
M	功能键 Function keys	可以直接执行当前按键的功能。 Enable to call the functions on the buttons directly 1  : 空送 Jump feed 2  : 点缝 Point sewing 3  : 普通缝 Normal sewing 4  : 剪线 Thread-trimming 5  : 消除机械控制命令 Release the mechanical control order 6  : 要素删除 Element deletion 7  : 缝制速度区间修改 Change of sewing speed section 8  : 删除当前编辑的花样图形 Delete the pattern design edited at present
N	功能快捷键 Functional hot-key	通过功能选择・设定（功能代码 112），可以把需要的功能分配到各键，作为功能快捷键使用。功能被分配后，表示功能的图标被显示到相应的按键上。 User can use Functional Selection・ Setting (Functional code 112) to assign the functions needed to each button, thus use these buttons as hot keys. After the assignment, the figure standing up for that function will be displayed on that key.
O	花样图形显示区域 Pattern display area	显示花样图形。 Display the pattern



序号 No.	项目 Item	内容 Content
1	绝对坐标 Absolute coordinate	表示从当前机针位置到原点的绝对坐标。 Absolution coordinate of the existing needle position from its point to origin
2	相对坐标 Relative coordinate	表示当前机针位置的相对坐标。 The relative coordinate of the existing needle position.
3	速度 Speed	表示当前选择点的缝制速度或空送速度。 The sewing speed or the jump feeding speed at existing needle position
4	间隔 Pitch	表示当前要素缝制针迹长度。(扩大･缩小读取后，扩大缩小前的数值被显示。) Represent the sewing stitch length of the present element. (when the figure is scaled, the original figure will be displayed)
5	要素类型 Type of element	表示当前要素的要素类型。缝制数据时，显示该要素类型(空送、折线、自由曲线等)的图标。机械控制命令时，显示该机械控制命令的类型(剪线等)的图标。 The type of the present element. For sewing data, the figures representing elements types (such as jump feed, broken line, curve and so on) will be displayed; for mechanical control orders, the figures standing for the control order type will be displayed (like thread-trimming).
6	落针类型 Type of needle entry	表示有关落针位置的类型。 Represent the types of needle entry position.
		图形起点： 表示是图形的起点位置(原点)。 Start point of design: the start position of design (origin).
		要素中途： 表示是要素内的中途点 (即不是顶点也不是要素终端) Middle point of element: the middle point within the element (neither the top point nor the end point of element)
		顶点： 表示是折线的顶点。 Top point,the top point of a broken line.
		要素终端： 表示是要素的终端位置。 End of element: the end position of the element..
		图形终端：表示是图形的最终位置。 End of design: the end position of design

2-2. 选择功能 Selection of Functions

以下说明输入模式的功能选择。
The following is the selection of functions in the input mode

① 显示代码一览表界面

Display of the Code List

在输入模式的标准界面，按了代码一览表键 之后，代码一览表界面就可以被显示出来。

In the standard interface of the input mode, press to have access to the interface of the Code List.

② 选择功能.

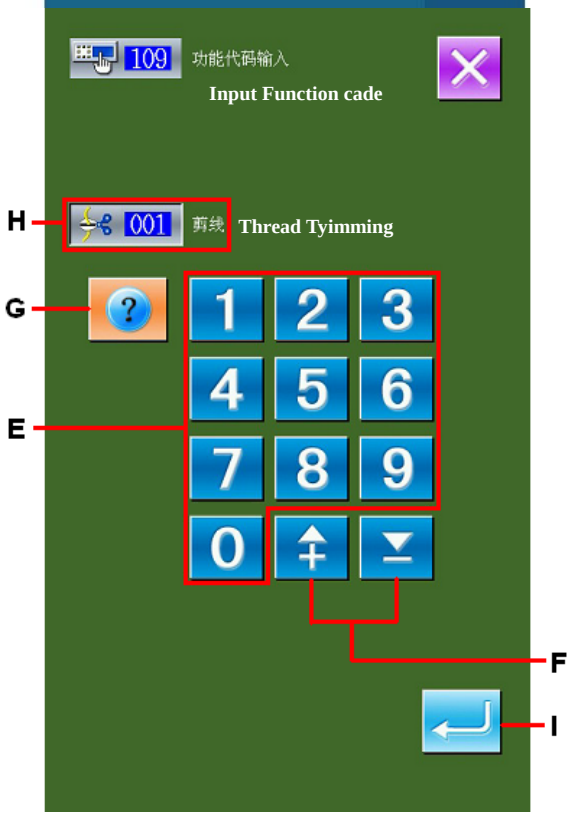
Selection of Functions

从当前功能一览表A中选择所需的功能键。被选择的功能键会被翻转显示。按了翻页键B之后，功能一览表A顺序变换显示出来。
Select the needed functions keys in the column A, the selected key will be shown reversely. After pressing Keys B, the column A will be displayed with its order changed.

③ 直接输入功能代码

Directly Input the Function Code

按了功能代码输入键C之后，功能代码输入界面被显示，然后可以直接输入功能代码。用数字键E直接输入功能代码，或用＋/－键F选择功能代码。按了帮助键G之后，在功能名称显示栏H显示出输入的功能代码有关信息。
输入想实行的功能代码，按下确定键 I之后，返回到功能代码一览表界面。
After user presses the Key C, the interface of function list will be displayed. At this moment, user can input the functional code with the key in area E directly. The user can also select the functional code with +/- Keys (F). After the Help Key (G) was pressed, the relevant information of the inputted functional code will be display in area H.
Input the needed functional code and then press Enter Key (I), the system will return to the Code List.



④ 确定选择

Confirm the Selection

在选择了想实行功能的功能键之后，按下确定键D，该功能的设定界面被显示出来。有关各设定界面，请参照各功能的项目。
After user presses the needed functional key and , the setting interface of that function will be displayed. For the interface for settings, please refer to the functions

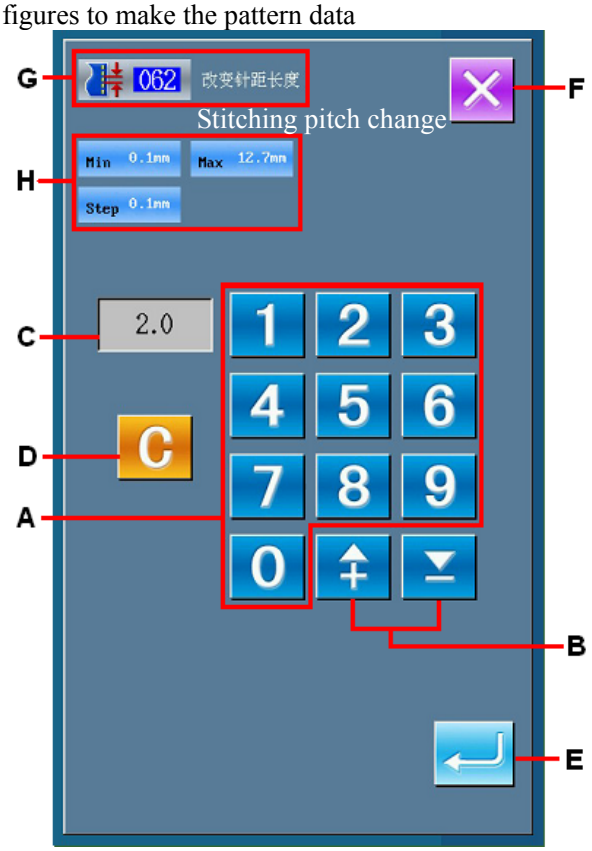
2-3. 输入数值 Input Figure

下面说明有关图形数据作成时通用的数值输入方法。
The following is the method for inputting the general figures to make the pattern data

① **输入设定项目**

Input the item for setting

右图是输入功能设定项目的设定值后显示的界面。
［ 例：缝迹长度的变更 ］
输入的设定项目类型显示于G，被输入的值显示于C。
按了数字键A之后，可以修改输入的数值。另外用＋/－键 B可以增减输入值。变化的单位和范围显示于H。
The right picture is the interface after user inputted the set value of the functional setting items.
［ i.e.:Change on length of sewing stitch form］
The inputted setting item type is displayed at G; the inputted value is displayed at C.
After pressing figure key A, user is able to change the inputted figures. User can also change the inputted figure with +/- Keys B. The unit and range of change will be displayed at H.



按了确定键 E之后，输入的值被确定。

Press E to confirm the inputted value.

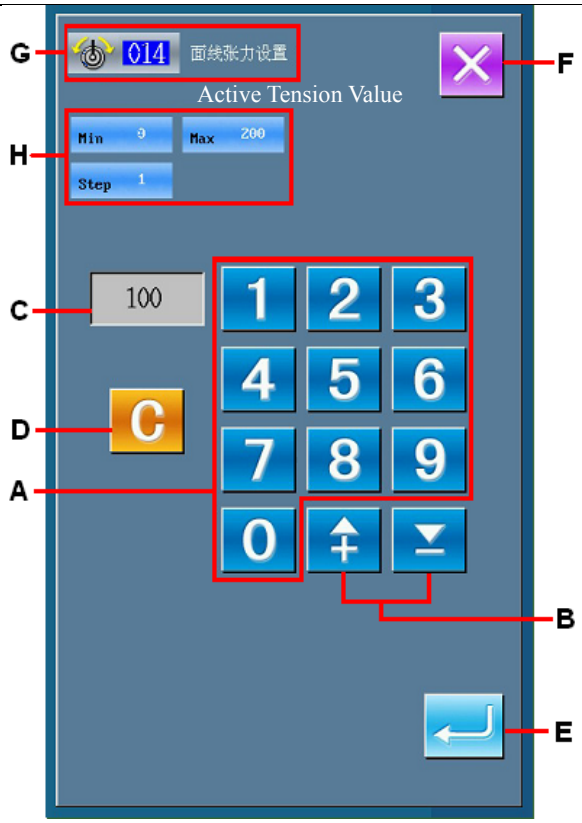
按了取消键 F之后，输入的值被取消。

Press F to cancel the inputted value

② **输入机械控制命令参数**

Input the parameters of mechanical control order

右图是输入机械控制命令的参数时显示的界面。
After user input the parameters of mechanical control order, the right interface will be displayed.
输入方法与设定项目的设定值输入相同。在G上，进行参数输入的功能代码和功能名称被显示出来。
The method for inputting is same to that in inputting set value of item. The function code and name of the inputted parameter are displayed at area G.



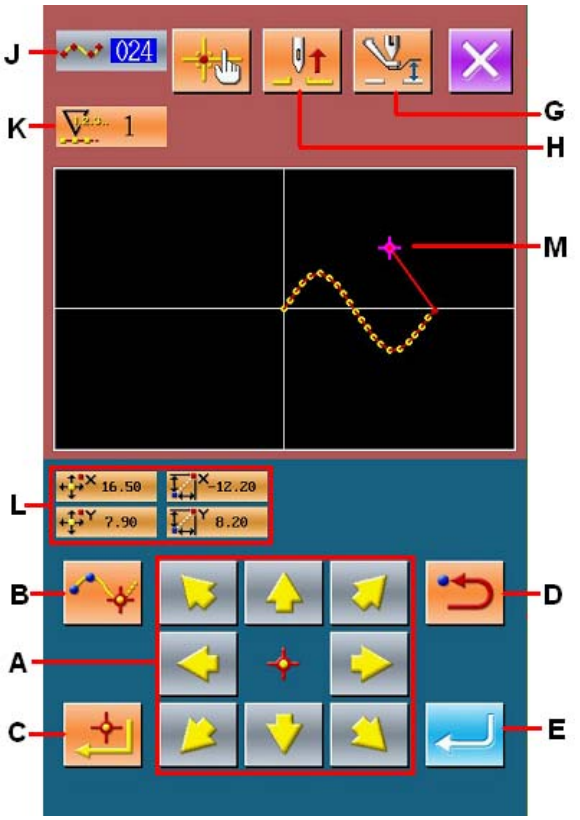
2-4. 指定位置 Pointed Position

图是在设定功能指定位置时被显示的位置指定界面。被选择的功能代码被显示到 J。
At setting the pointed position of function, the interface at right will be displayed. The selected functional code is displayed at J

① **按移动键 A**

Press Keys in area A

机针移动到当前光标显示位置M，坐标值显示L被更新。移动键 A在按下期间向该方向移动，放开之后停止压脚的移动。
按下通过点键B或确定点键C之后，该位置作为形状点或落针点被输入。在K上，输入点个数被显示出来。通过点键B根据选择的功能规定有时不显示。
When the needle moves to the existing icon position M, the coordinates of it at L will be updated. Press A to move the icon.
The Key B is for setting the shape point or needle entry point while C for confirming the settings. The number of the inputted points will be displayed at K.
The display of Key B is depended on the function selected



② 用移动键移动后，按撤消键 D

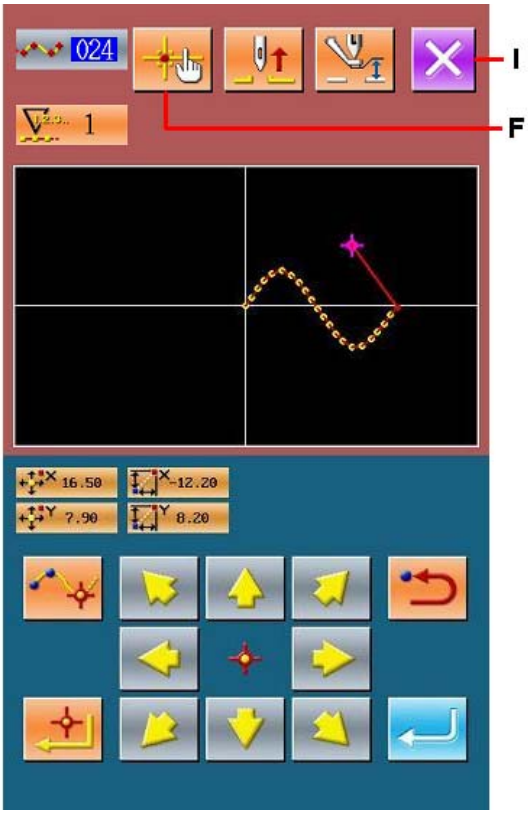
Press Key D to withdraw the movement

返回到以前确定的位置。输入位置刚刚确定后按下撤消键时，取消当前确定的输入点，退回到这1点之前的输入点。
Key D will help you to back to the previous position. If the input point is just confirmed, user can press this key to cancel the confirmation and return to the previous confirmed key.

③ 按确定键 E

Press Key E

外压脚自动地退回到开始输入的位置，用至此被输入的输入点进行演算，跟踪作成的要素，移动到要素的最后，数据被插入。
Press E to let the out presser back to the position at the beginning of the input. At this time the system will perform the calculation with the inputted point up to then, and track the created element. Move to the end of element and the data is inserted



④ 按取消键 I

Press Key I

输入中的数据被取消，返回到标准界面。
Press I to cancel the data at inputting, and then the system will return to the standard interface

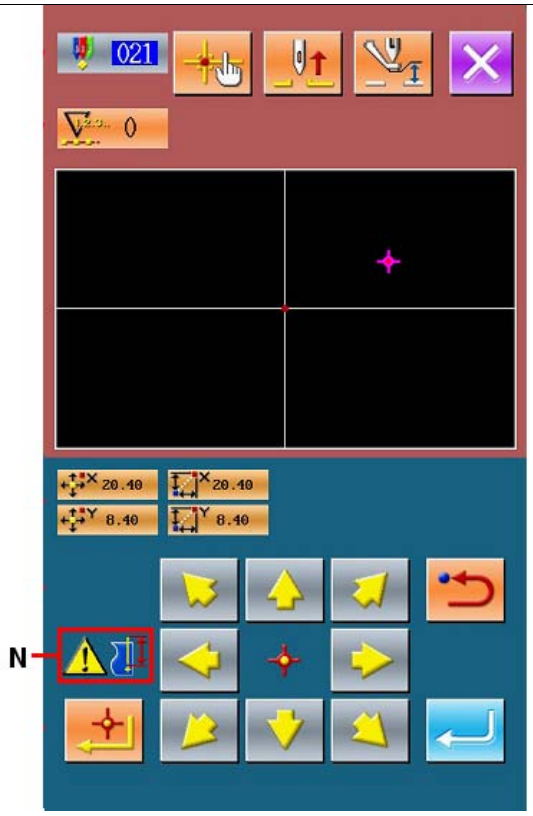
⑤ 按坐标直接指定键 F

Press F for directly allocating coordinate.

坐标直接指定界面被显示，可以直接指定坐标。
Then the interface for directly allocating the coordinate will be activated

在 N 上，超过设定可能范围的状态后，显示出警告图标。

If the setting is out of the reasonable range, the warning figure will be displayed on N.

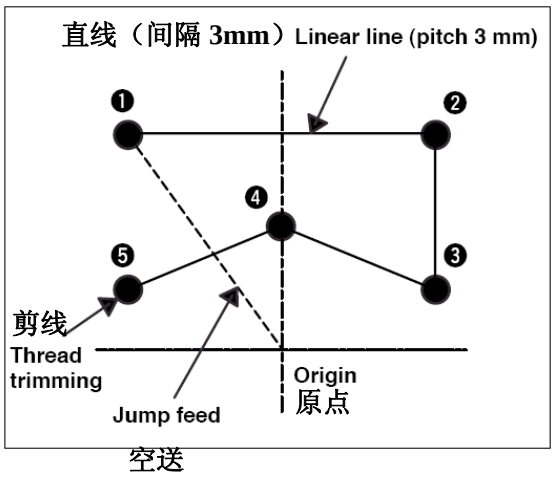


3.操作顺序说明 Instruction on Operation Order

以下说明从输入直至试缝的一连串操作顺序。有关详细内容请参照各项目。
The followings are the serial operations from inputting to trail sewing. For detailed information, please refer to each item

3-1. 图形输入 Input of Pattern

使用输入功能作成以下的图形。
Make the pattern below with input functions



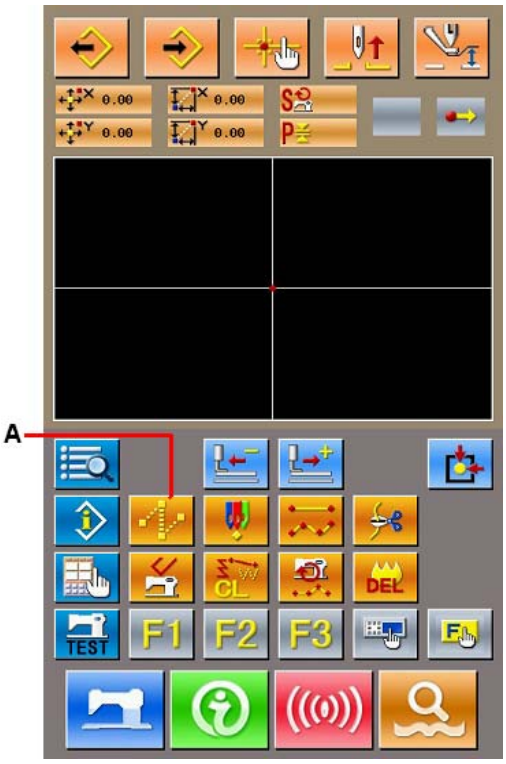
输入点：

Input point

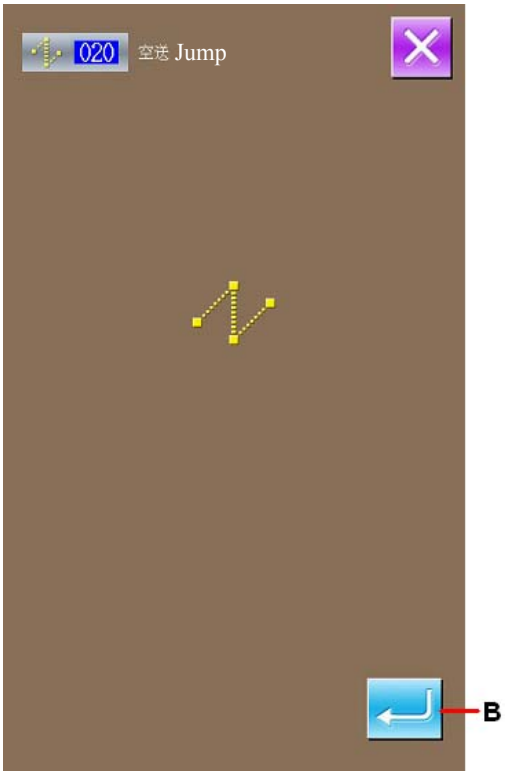
	X(mm)	Y(mm)
1	-5.0	5.0
2	5.0	5.0
3	5.0	1.0
4	0.0	3.0
5	-5.0	1.0

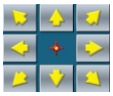
① 空送的输入 Input of Jump Feeding

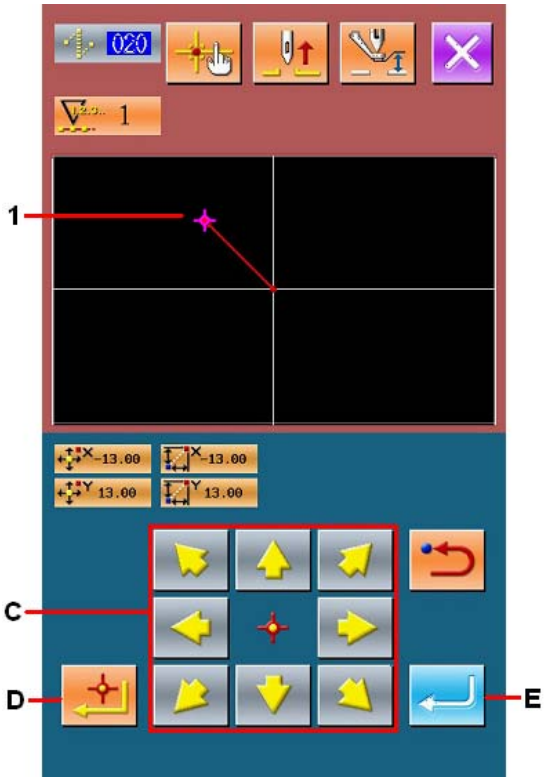
在标准界面按空送键A，显示出空送设定界面（如右图所示）。
Press Key A in the standard interface, so as to have access to the set interface for jump feeding (as shown in right).



在空送设定界面，按确定键B，显示空送位置指定界面。
In the jump feeding interface, press Key B to have access to the interface for confirming jump feeding position



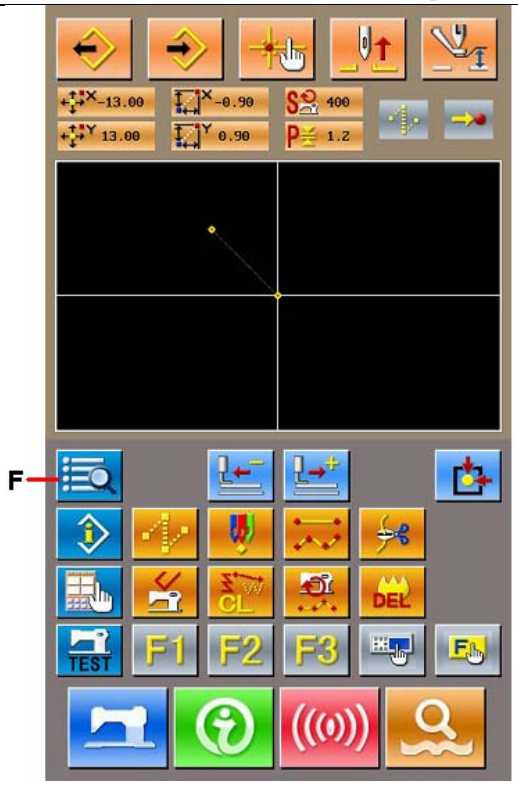
在空送位置指定界面，使用移动键  C，让机针位置移动到1，按确定点键D，然后按确定键E。
In the interface for confirming the jump feeding position, press  (C) to move the needle to the Position 1, then press Key D and E



② 直线普通缝的输入

Input of Linear Normal Sewing

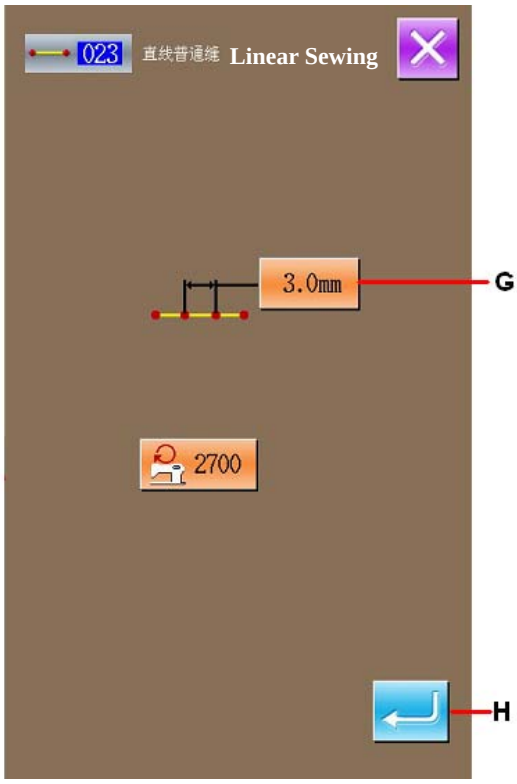
在标准界面，按代码一览表键F，显示出代码一览表界面。
In the standard interface, press Key F to have access to the interface of Code List.



在功能代码一览表界面，选择直线普通缝(功能代码023)，然后按确定键。
在实现普通缝设定界面，按缝迹长度设定键G，显示出缝迹长度设定界面。
按照“ 3 ”、“ 0 ”的顺序按数字键，然后按缝迹长度设定界面的确定键。
返回到直线普通缝设定界面，确认缝迹长度设定键的显示为“ 3.0mm ” ，然后按确定键H。

In the interface of code list, select the Linear Normal Sewing (Code 023) then press ENTER.

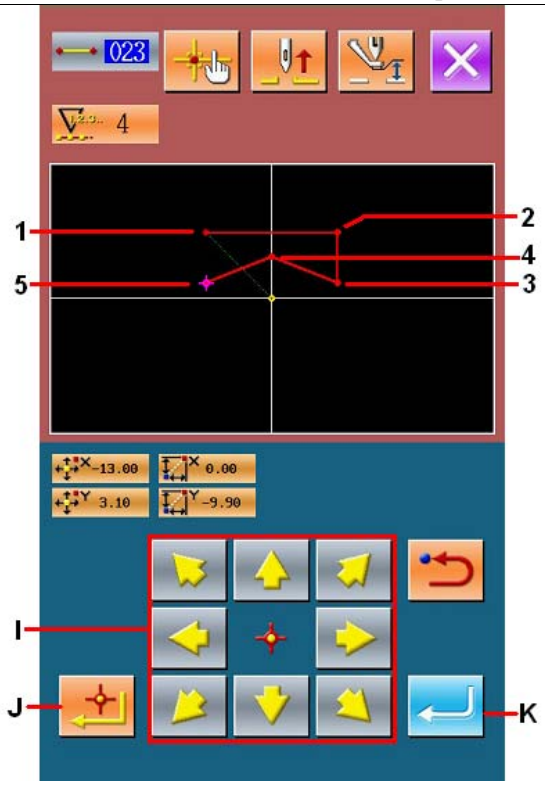
In the interface for setting linear normal sewing, press Key G to have access to the interface for setting the length of sewing stitch
Press “ 3 ” and “ 0 ” orderly, and then press the ENTER in the interface for setting the sewing stitch.
Return to the interface for setting the linear normal sewing. In that interface, “3.0mm” will be displayed on the Key G. Please press ENTER (H) at this moment for confirm the sewing stitch length.



在直线普通缝位置指定界面，按移动键I，让机针位置从1移动到2，然后按确定键J。
反复进行此操作，一致输入到5的位置，然后按确定键K。移动到最后一点时可以直接按下确定键K。

In the interface for setting the position of linear normal sewing, please press Keys (I) to move the needle from position 1 to position 2, and then press Key J.

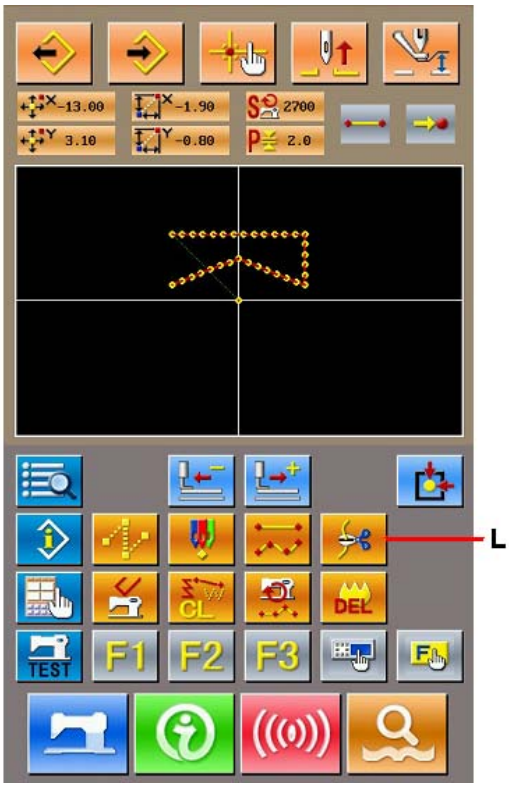
Repeat the above operations until the needle moves to the Position 5 then press ENTER (K). At daily working, user can press K when the icon moves to the last position.



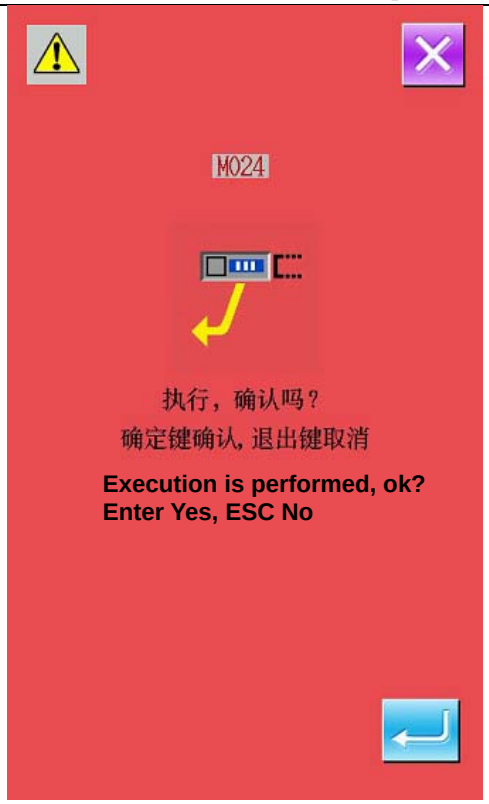
③ 剪线的输入

Input of Thread-trimming

在标准界面，按剪线键L，显示出剪线确认界面。
In the standard interface, press Thread-trimming Key (L) to have access to the confirmation interface of thread-trimming.

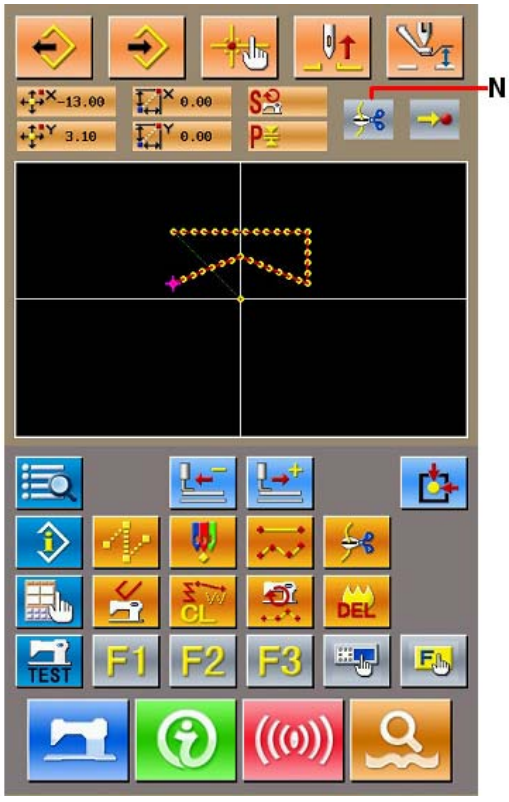


按确定键，在5的位置输入剪线
Press the Enter Key, and then the machine will trim the thread at position 5



标准界面被显示，在N上显示出 。
通过以上的操作，如右图所示的图形被作成
After the above operations, the Key N is displayed on standard interface.

Then the pattern in the right picture is made.



3-2. 试缝 Trial Sewing

使用输入功能，通过试缝作成的图形或读出的数据来确认形状等。
By using the input functions, user can confirm the pattern for sewing according to the pattern made or the data acquired in trial sewing.

①┌ 显示试缝准备界面

Display of Interface for Preparing Trial Sewing

按标准界面的试缝键 

, 显示出试缝准备界面。

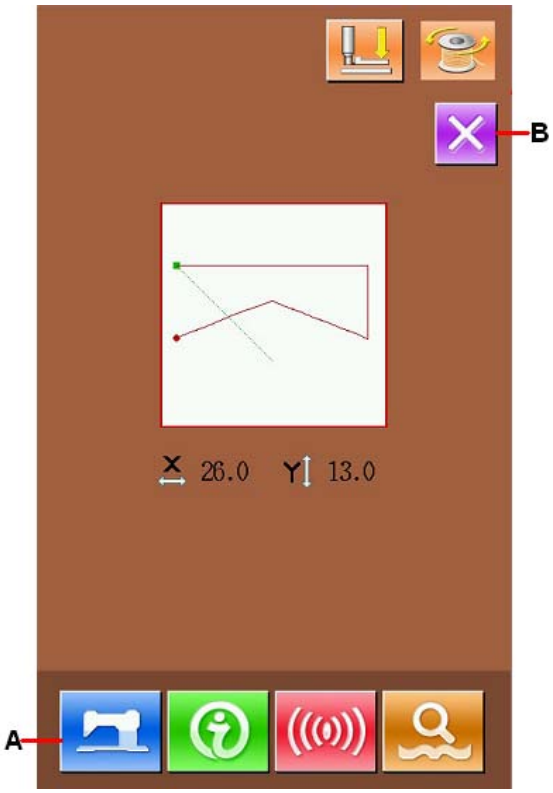
Press 

in the standard interface to have access to the interface of trial sewing preparation

② 显示试缝缝制界面

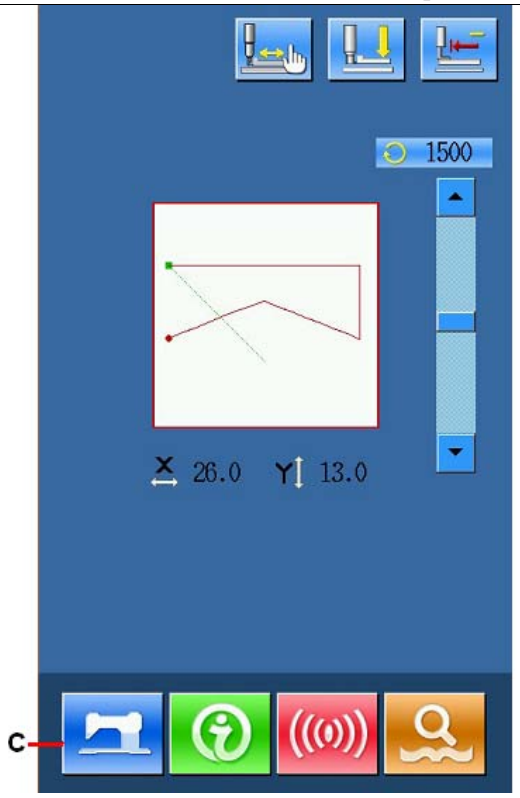
Display of Interface for Trial Sewing

按了缝制准备键A之后，试缝缝制界面被现实出来。在该界面下可以进行通常的缝纫机操作，可以试缝图形数据。
Press Key A to have access to the interface of trial sewing. In that interface, user can perform the normal operations on sewing machine; also can he carry out the trial sewing with the pattern data



③ **返回图形作成 Return**

在试缝缝制界面，按缝制准备键C之后，返回试缝准备界面，再按下取消键B之后，返回输入模式标准界面。
In the interface of trial sewing, press Key C to return to the interface of trial sewing preparation, and then press Key B to back to the standard interface of input mode.



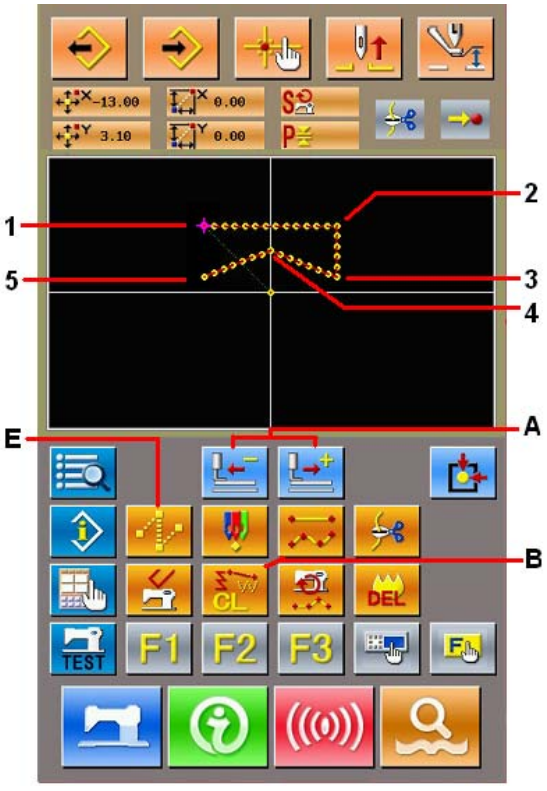
3-3. 图形修正 Correction of Figure

修正在“3-1. 图形输入”p. 13 作成的图形数据。
Correct the data made in “3-1 Input of Pattern” (p.13)

① **要素的削除 Deletion of Element**

使用前进/后退键 A，在空送区间的中途让机针位置移动到 1。

With / at area A, user can move the needle to position 1 at the midway of the jump feeding



在标准界面按要素删除键 B，在确认界面按确定键 C。

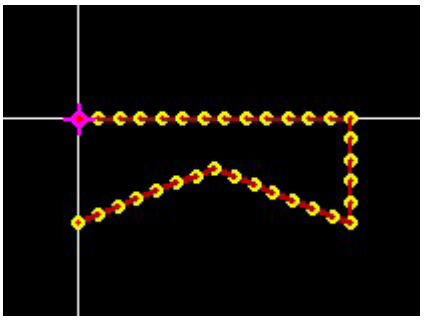
空送至 1 被削除，机针位置返回到原点。

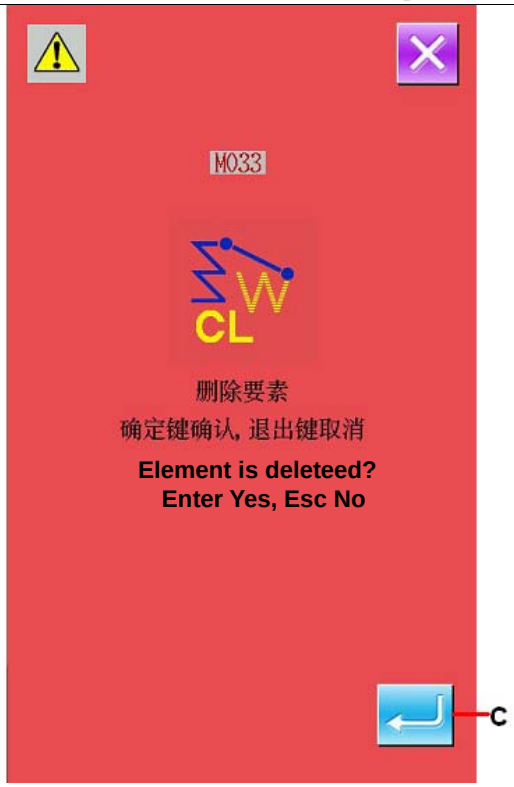
此时，1∽5 的直线缝成为从原点开始的状态。

Press Key B at the standard interface, and then press Key C in the interface for confirmation.

Then the jump feeding to position 1 is deleted, and the needle returns to the origin.

At this moment, the linear sewing from 1 to 5 begins from the origin





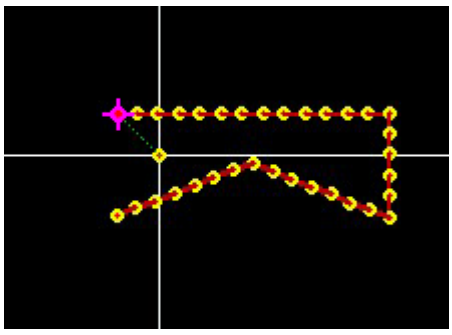
② 空送的插入 Insert of Jump Feeding

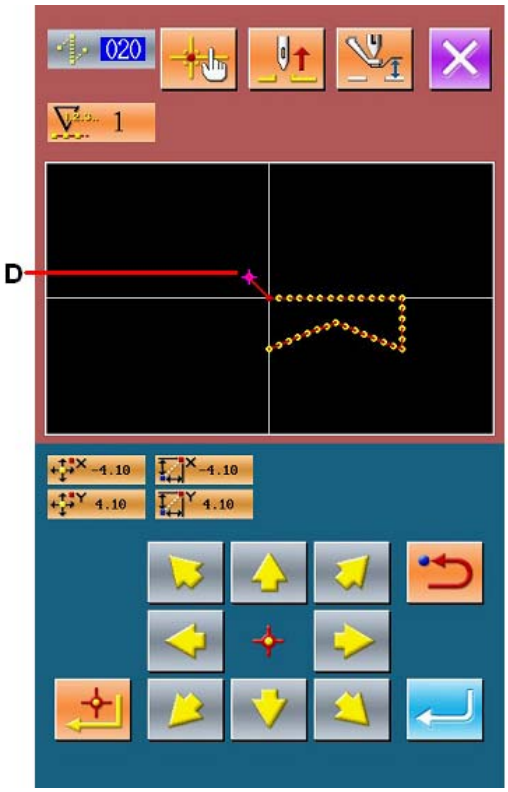
在标准界面，选择空送功能 E，在位置指定界面把机针位置移动到 D，然后插入空送。

如下图所示，可以确认位置是相对地移动着。

In the standard interface, press Key E to move the needle to D in the position appointment interface, then inserts the jump feeding

With the display of the picture below, user can confirm that the positions of needles are moved relevantly



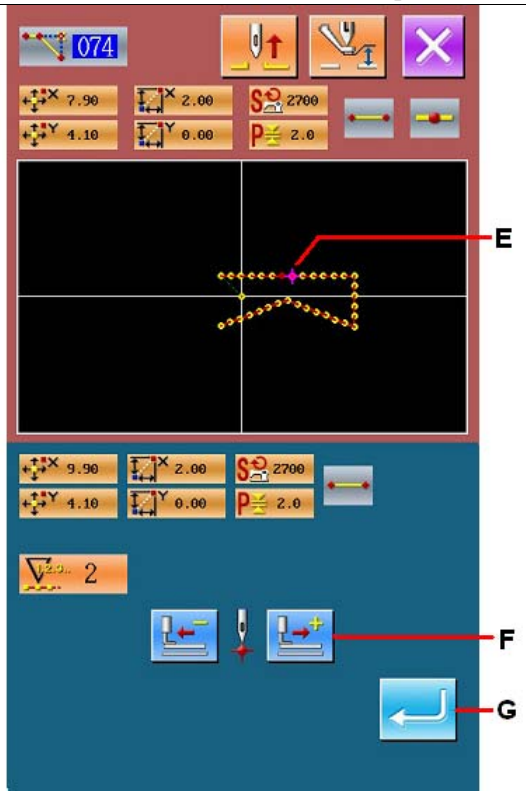


③ 点删除 Spot Deletion

在标准界面，使用前进/后退键 A，让机针位置移动到某一点位置。

从功能代码一览表中选择绝对点删除(功能代

码 074），进入该界面。



削除复数的针落点时，按前进键  F，让机针位置在削除的点区间移动进行指定。这里仅选择 2 个落针点，机针位置指定到 E 然后按确定键 G。

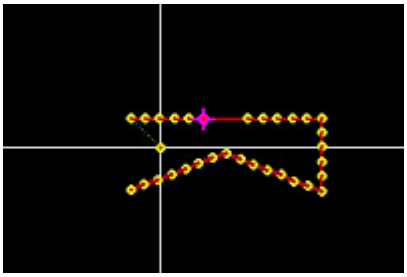
如下图所示，可以确认选择点已被削除。

In the standard interface, press Keys at Area A to move the needle to a position

Select the Absolute Point Deletion (Code 074) in the Functional Code List to have access to its interface.

When deleting the needle entry point with even serial number, press  F to move the needle within the range of the deleted points for appointment. At here, we just select two needle-entry points. Appoint the needle to position E and then press Key G

You can see from the below picture, the selected points are deleted



④ 点添加 Point Adding

在标准界面使用前进·后退键 A，移动机针位置到 H，然后选择绝对点添加(功能代码 076)

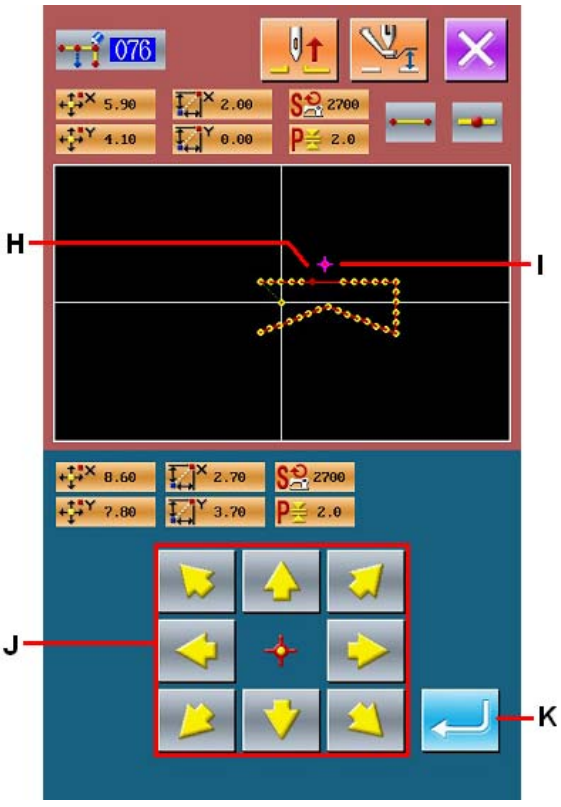
在位置指定界面使用移动键 J，移动机针位置到添加的点 I，然后按确定键 K。

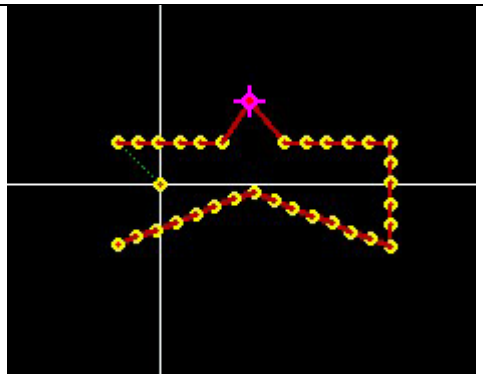
如下图所示，落针点被添加。

In the standard interface, press Keys (A) to move the needle to position H, and then select “Absolute Point Adding” (Code 076)。

In the position appointment interface, press Keys (J) to move the position to point I(where we would like to add a new point.), then press K for confirmation.

As shown in the picture below the new needle entry point is added





⑤ 点移动 Point Move

在标准界面使用前进·后退键让移动机针位置到 L 的位置，然后选择绝对点移动(功能代码 075）。

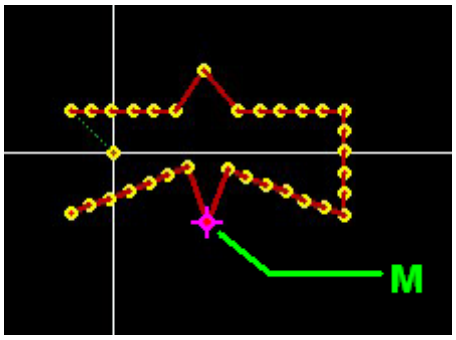
在位置指定界面使用移动键 N，让机针位置移动到移动点的位置 M，然后按确定键 O。

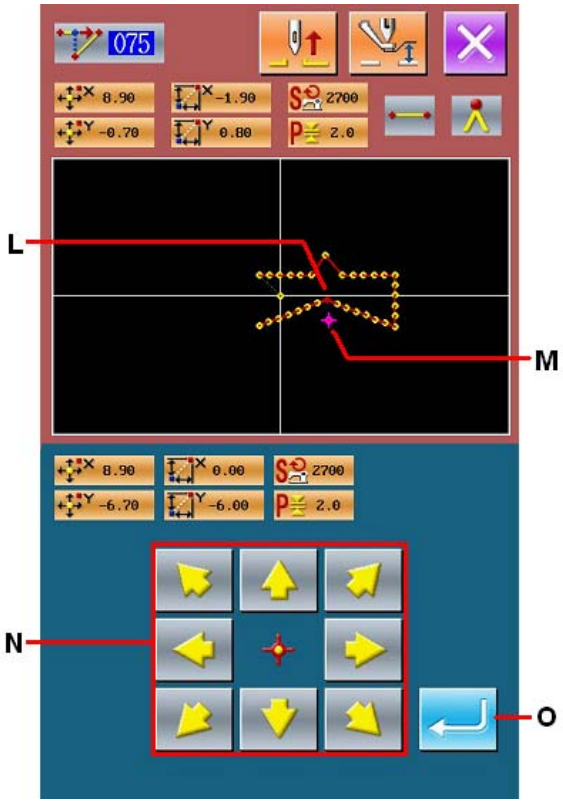
如下图所示，落针点移动。

Use Keys (A) in the standard interface to move the needle to the position L, and then select “Absolute Point Move” (Code 075).

Use Keys (N) at position appointment interface to move the needle to M, and then press ENTER (O)

As shown in the picture below, the needle entry point is moved.





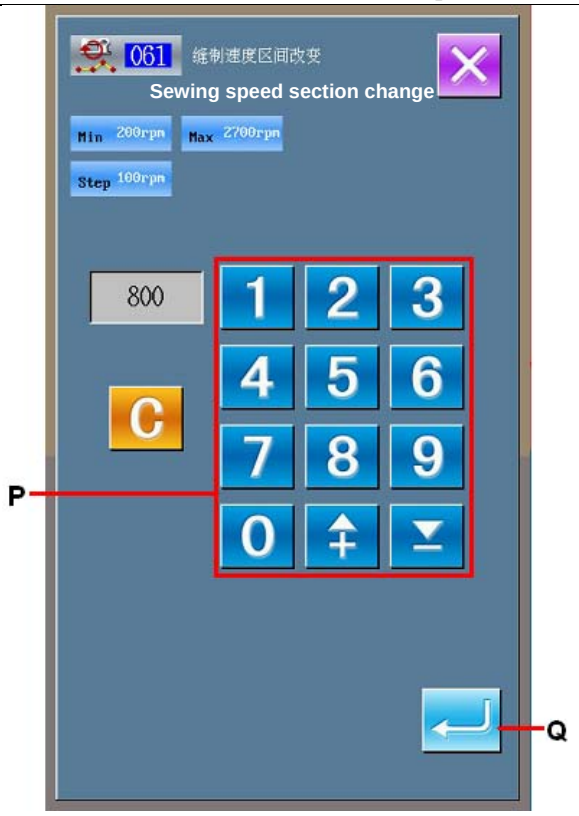
⑥ 速度变更 Change of Speed

在标准界面让机针位置移动到 3 的位置后，选择缝制速度期间改变(功能代码 061）。

在设定值输入界面，使用数字键 P，输入变更的速度(此例为 800rpm)，然后按确定键 Q。

Move the needle to Position 3 at standard interface, and then select the “Sewing Speed Section Change” (Code 061).

In the interface for inputting the set value, use Number Key (P) to input the speed (i.e. it is set at 800RPM). At last press ENTER (Q) for confirmation

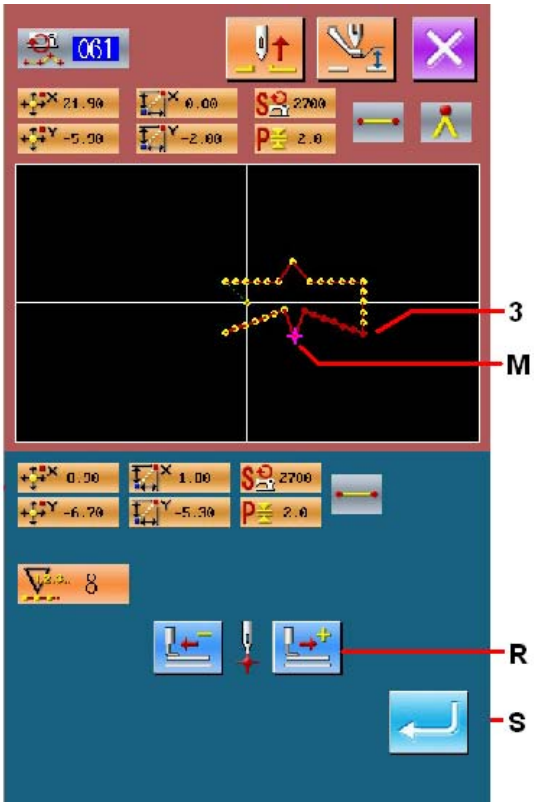


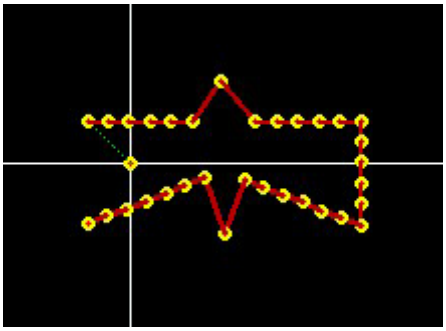
在位置指定界面按前进送布键 R，让机针位置移动到想变更速度的区间 M。

按确定键 S 之后，指定期间的速度被变更，返回标准界面。

In the position appointment interface, press Feeding Forward Key (R) to move the needle to the Section M, where the speed is wanted changing.

Press ENTER(S) to change the speed within the pointed section and to return to the standard interface





3-4. 图形写入 Input of Pattern

把作成的图形数据写入 U 盘或内存。
Input the made data of pattern into the U disk or memory

① **显示图形写入界面**

Display of Interface of Pattern Input

按标准界面的写入键  ，显示图形写入界面。

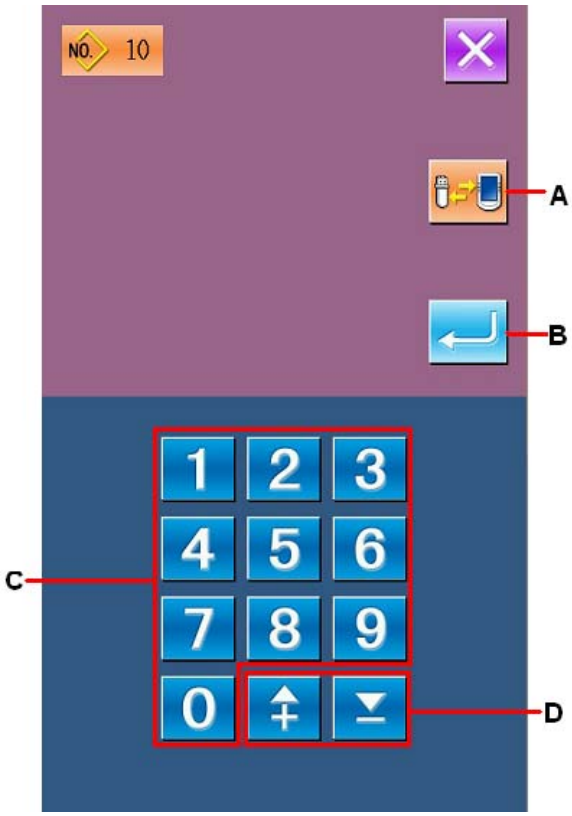
Press the  in the standard interface to have access to the interface of pattern input.

② **写入对象选择界面**

Interface of Selection on Media

按对象选择键 A，显示出内存和 U 盘选择界面。

Press Media Selection Key (A) to have access to the interface for selecting the memory and the U disk.



③ **选择写入对象**

Selection of Media for Saving

选择写入对象的类型 E。选择了写入对象之后按确定键 F，返回图形写入界面。

Select the media for saving the pattern with the keys at E, and then press ENTER (F) for returning to the pattern input interface.

 ：控制面板内存

Memory of Control Panel

 ：U 盘 Disk

④ **选择图形号码 Selection of Pattern Number**

在图形写入界面，按数字键 C 或+/-键 D 选择空闲的图形号码。

In the interface of pattern input, user can press number keys (C) or +/- Key (D) to select an

empty pattern number

⑤ 写入图形

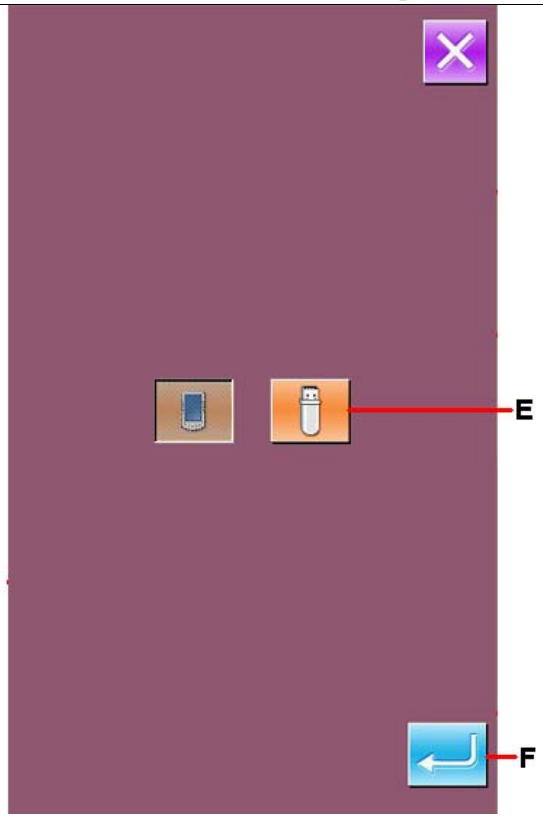
Input of Pattern

按确定键 B 之后，开始向选择的内存或 U 盘中写入。 写入结束之后，显示出标准界面。

指定的写入对象图形号码已存在，会显示是否覆盖花样提示界面，此时按确定键之后开始写入。

Press ENTER B to input the pattern to the selected memory or U disk. After the in the input, the standard interface will be displayed

If the selected pattern number has already existed, the system will hint the user whether to replace it. At this moment, user can press ENTER to confirm the replacement



3-5. 图形读入 Loading Pattern

读入内存或 U 盘的图形数据。
Load the pattern data in the memory or U disk

① 显示图形读入界面

Display of Interface for Loading Pattern

按标准界面的读入键  ，显示出图形读入界面。

Press in the Load Key  in the standard interface to have access to the interface for loading pattern.

② 选择读入对象 **Selection of the Media**

按对象选择键 B，显示出读入对象选择界面。选择内存或 U 盘 ，按确定键  之后返回图形读入界面。存在的图形号码被显示到 A 的部分。

Press Media Selection Key (B) to have access to the interface for selecting the media (memory or U disk). Press  to return to the interface for loading the pattern. The existed pattern number will be displayed at area A

③ **选择图形**

Selection of Pattern

选择想读入的图形号码。被选择的图形键被翻转显示。

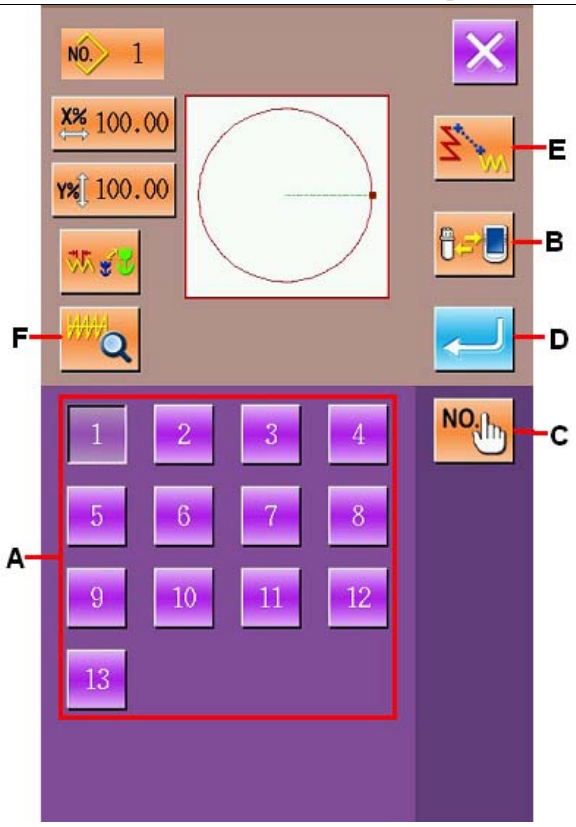
Select the pattern number that you wish to load. The selected button will be displayed in dark

④ **读入图形**

Load Pattern

按确定键 D 之后，选择的图形数据被读入。图形读入结束之后，标准界面被显示。

After pressing ENTER (D), the data of the selected pattern is loaded. After the system loads the pattern, the standard interface will be displayed.



4. 图形的输入 Input of Pattern

4-1. 普通缝制 Normal Sewing

(1) 空送(020)Jump Feed (020)

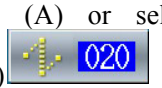
主轴电机不动让压脚移动到指定的位置时使用。

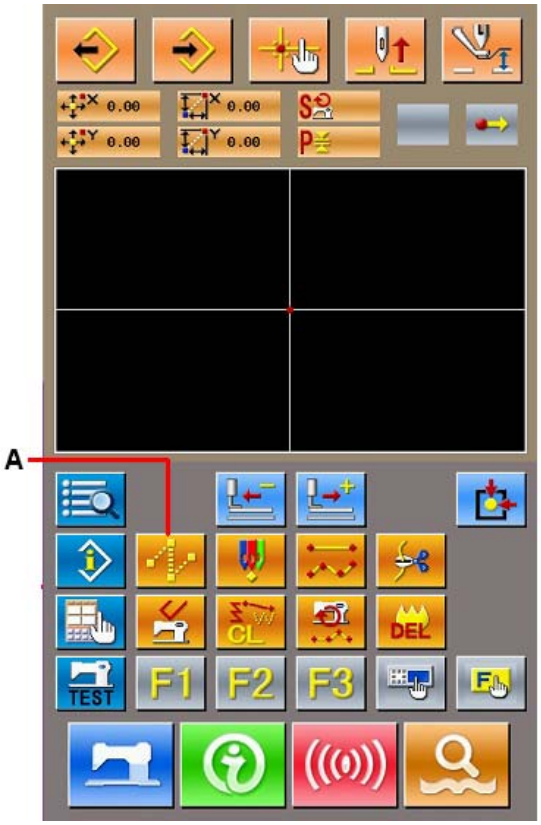
It is used when the user wants to move the presser to the pointed location with the main-shaft motor remaining still

① **显示空送设定界面**

Display of Interface for Setting Jump Feed

在标准界面按空送键 A，或者在代码一览表界面上选择空送(功能代码 020)  ，然后实行之后，空送设定界面被显示出来。

In the standard interface, press the Jump Feed Key (A) or select the Jump Feed (Code 020)  at the Code List. After that operation, the interface of jump feed setting is displayed.

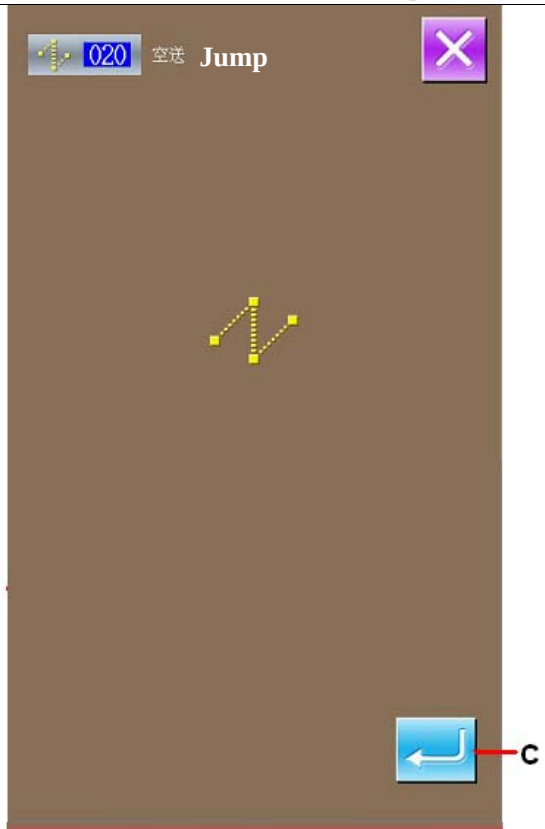


② 设定空送

Set the Jump Feed

按确定键 C 之后，坐标输入界面被显示出来。

Press ENTER (C) to have access to the interface of coordinates input.



③ 移动机针位置

Move the Needle Position

按坐标输入界面的移动键 G，让机针位置向指定方向移动。在按下移动键期间，机针位置连续移动。

Press the Direction Keys G in the coordinate input interface, to move the needle in the ordered direction. Hold the direction key to keep the needle moving.

④ 输入位置

Position of Input

移动到指定的位置，按了确定点键 H 之后，该位置作为形状点被输入。

Move to the pointed position. Press the Point Confirmation Key H to input that position as a shape point.

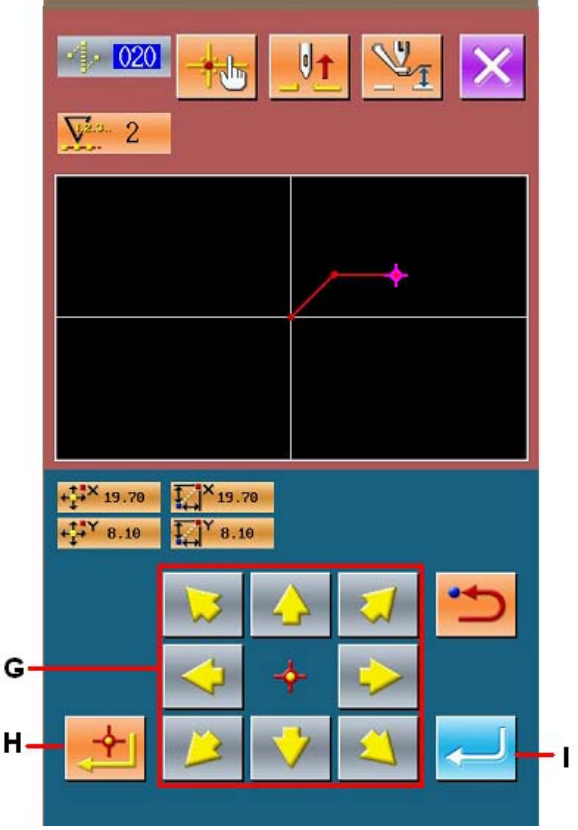
⑤ 结束空送的设定

End the Setting of Jump Feed

按了确定键 I 之后，设定的数据被输入，然后返回标准界面。

反复 3 和 4 的操作，也可以输入。

Press the ENTER (I) to input the set data and return to the standard interface. Repeat the



operations of step 3 and step 4, the set data can also be inputted

(2) 直线普通缝(023)Linear Normal Sewing (023)

指定 1 点之后，连接该点和机针位置的直线用指定的缝迹长度被输入。

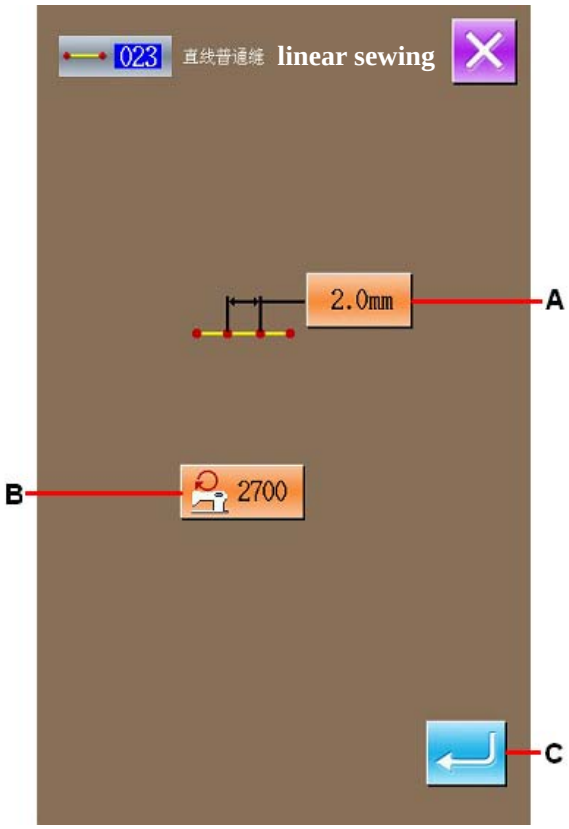
After the user fixes a point, the linear connecting that point and the needle position will inputted with the set sewing stitch length.

① 显示直线普通缝的设定界面

Display of Interface for setting the linear normal sewing

在代码一览表界面上，选择直线普通缝(功能代码 023)  ，实行之后，直线普通缝设定界面被显示出来。

In the interface of code list, select the linear normal sewing (code 023)  to have access to the interface for setting the linear normal sewing.



② 设定直线普通缝

Linear Normal Sewing Setting

在直线普通缝设定界面，缝迹长度输入键 A 上显示当前缝迹长度设定值，缝制速度输入键 B 上显示当前缝制速度设定值。

In the interface for setting the linear normal sewing, the set length of sewing stitch will be displayed at Area A while the set value of the existing sewing speed will be displayed at Area B

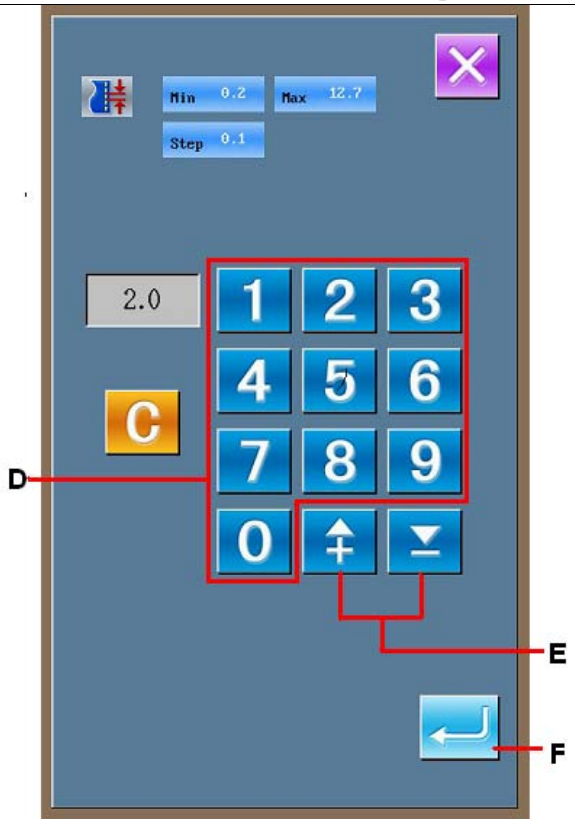
按了想变更设定的项目键之后，该设定值的输入界面被显示出来。在输入界面上，用数字键 D、＋/－键 E 设定数值，按确定键 F 之后输入的数值被确定，然后返回直线普通缝设定界面。

Press the item button, which is wanted changing, to activate the input interface of the set value. In

the input interface, user can use Number Keys (D) or +/- Keys (E) to set the value. Press the ENTER (F) to confirm the inputted value and allow the system return to the setting interface of linear normal sewing.

设定后，或不需要变更时，按直线普通缝设定界面的确定键 C 之后，显示出坐标输入界面。

After setting or without needs in changing, user shall press the ENTER (C) in the linear normal sewing setting interface to have access to the coordinate input interface.

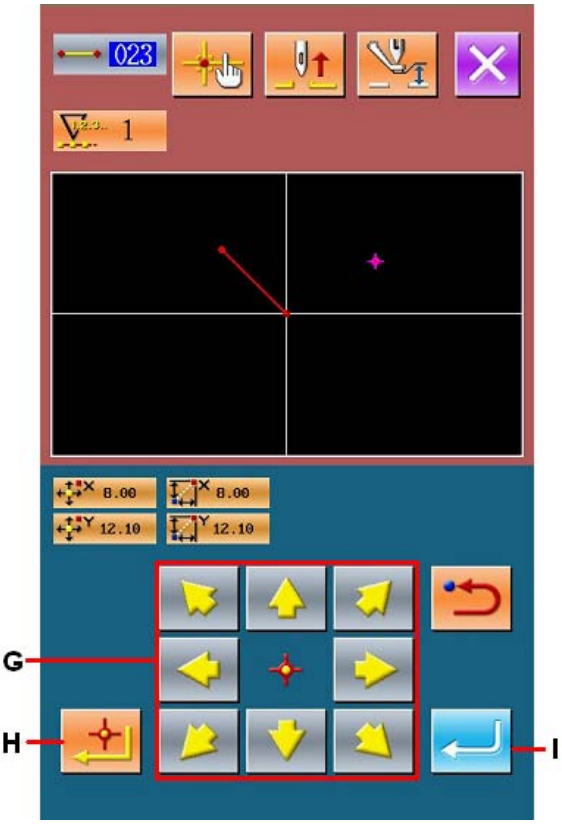


③ 移动机针位置

Needle Position Move

按坐标输入界面的移动键 G 之后，机针位置向指定方向移动。在按下移动键期间，机针位置连续移动。

Press the direction key (G) in the coordinate input interface to move the needle position to the pointed direction. User can also hold the direction key to keep the needle moving in the set direction.



④ 输入位置

Input Position

移动到指定位置，按确定键 H 之后，该位置作为形状点(通过点)被输入。

Move to the pointed position and press Confirmation Key (H) to have that position inputted as a shape point (Passing Point).

⑤ 结束直线普通缝的设定

End the Setting of Linear Normal Sewing

按确定键 I 之后，设定的数据被输入，然后返回标准界面。

反复 3 和 4 的操作，也可以输入。

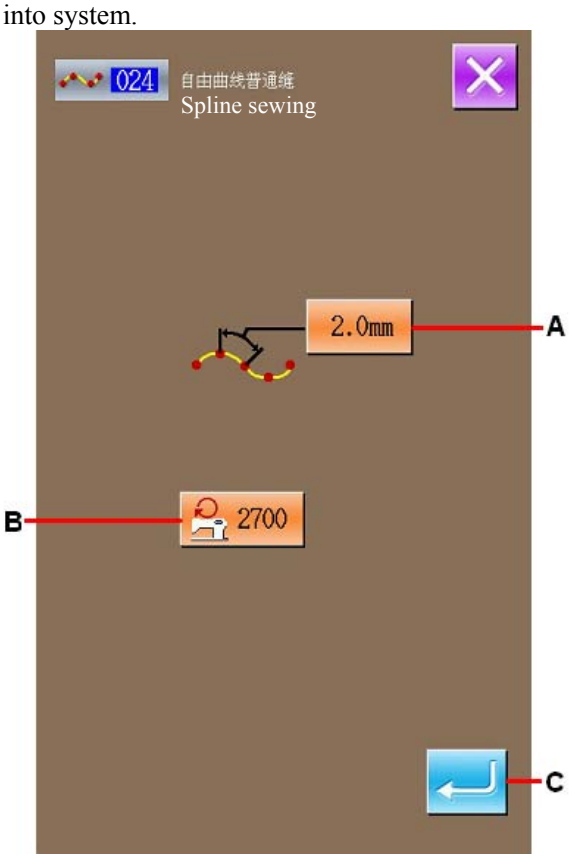
Press the ENTER (I) to input the set value. And the system will return to the standard interface.

User can also input such values by repeating the operation in step 3 and step 4.

(3)自由曲线普通缝(024)Curve Normal Sewing (024)

使用自由曲线普通缝，可以简单地输入圆滑的曲线。

With this function, user can easily input the smooth curve into system.



① 显示自由曲线普通缝设定界面

Display of Interface for Setting Curve Normal Sewing

在代码一览表界面上，选择自由曲线普通缝(功能代码 024)  ，实行之后，自由曲线普通缝设定界面被显示出来。

In the interface of code list, select the curve normal sewing (Code024)  to activate the interface for setting the curve normal sewing.

② 设定自由曲线普通缝

Setting of Curve Normal Sewing

在自由曲线普通缝设定界面，在缝迹长度输入键 A 上显示当前缝迹长度设定值，在缝制速度输入键 B 上显示当前缝制速度设定值。

In the interface for setting the curve normal sewing, the set value of existing sewing stitch length is displayed at A, while the set value of existing sewing speed is shown on B.

按了想变更设定的项目的键之后，该设定值的输入界面被显示。缝迹长度和缝制速度的设定方法与直线普通缝相同。

Press the button of the item, which is wanted changing, so as to activate the interface for inputting the set value. The setting methods on the sewing speed and the stitch length of the curve normal sewing are same to that of the linear normal sewing.

设定后，或不需要变更时，按确定键 C 之后，坐标输入界面被显示出来。

After the setting (or without need to change), the coordinate input interface will be displayed as long as ENTER (C) is pressed.

③ 移动机针位置

Move Needle Position

按坐标输入界面的移动 D 之后，机针位置向指定方向移动。

In the coordinate input interface, user can press the Direction Key (D) to move the needle in the pointed direction

④ 输入位置

Input Position

移动到指定的位置，按通过点键 E 之后，该位置作为形状点(通过点)被输入。

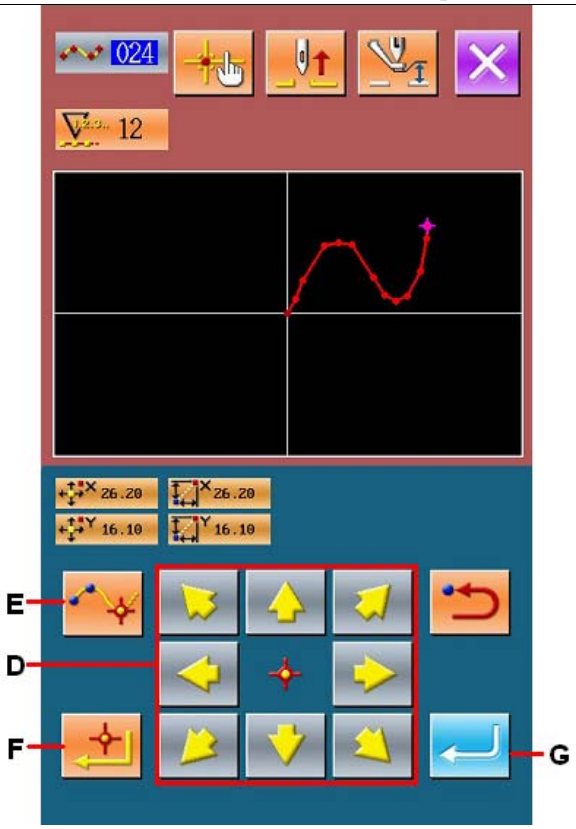
或者按确定点键 F 之后，该位置作为角点被输入。

关于角点，请参照“4-9. 关于角点”p. 57。

Move to the pointed position and press Passing Point Key (E) to have that position inputted as a shape point (Passing Point).

Or press Confirmation Key (F) to input that position as an Angle Point.

For angle point, please refer to the “4-9. About Angle Point”p.57



⑤ 结束自由曲线直线缝的设定

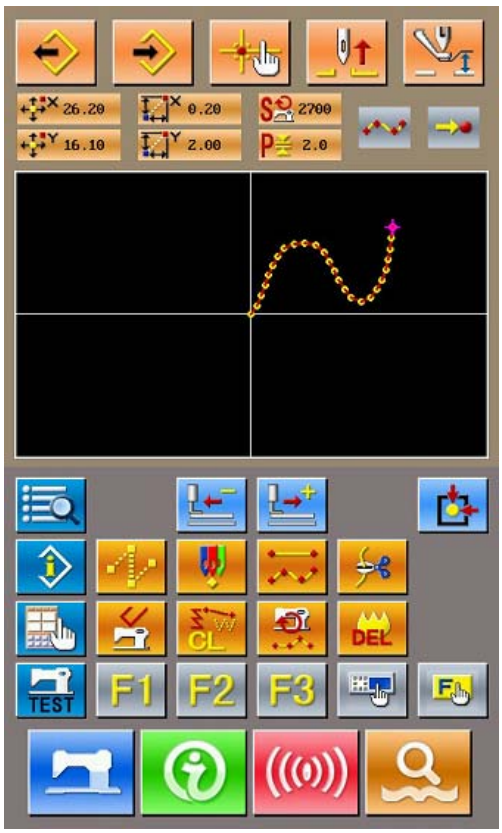
End the Setting of Curve Normal Sewing

按确定键 G 之后，设定的数据被输入，然后返回到标准界面。

反复 3 和 4 的操作，也可以输入。

Press the ENTER (G) to input the set value. And the system will return to the standard interface

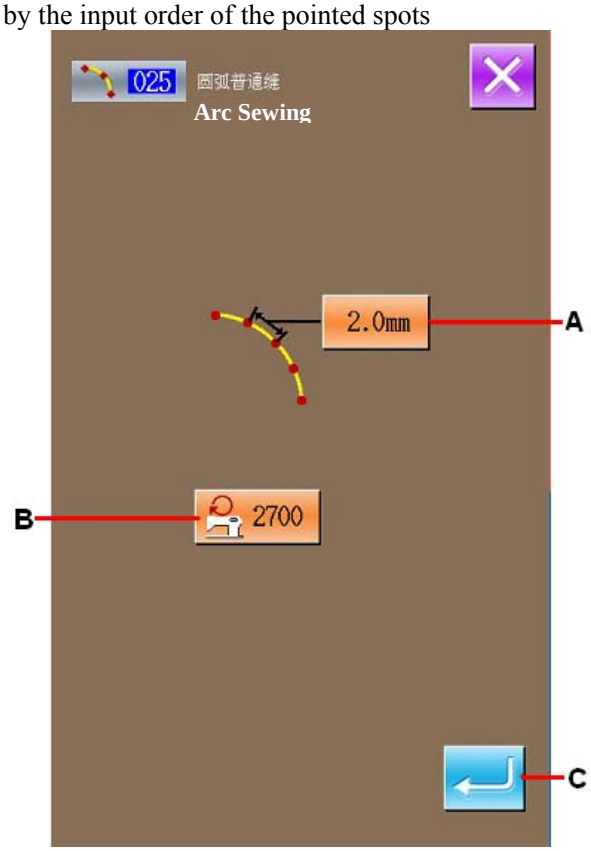
User can also input such values by repeating the operation in step 3 and step 4.



(4)圆弧普通缝(025)Arc Normal Sewing (025)

指定 2 点之后，连接该点和机针位置的圆弧以设定的缝迹长度被输入。缝制方向由指定点的输入顺序方向决定。

After the user fixes two points, the arc connecting that point and the needle position will inputted in the set sewing stitch length. The sewing direction is determined by the input order of the pointed spots



① **显示圆弧普通缝设定界面**

Display of Interface for Setting Arc normal Sewing

在代码一览表界面上，选择圆弧普通缝(功能代码 025)  ，实行之后，圆弧普通缝设定界面被显示出来。

In the interface of code list, select the arc normal sewing (code 025)  to activate the interface for setting the arc normal sewing.

② **设定圆弧普通缝**

Setting of Arc Normal Sewing

在圆弧普通缝设定界面，在缝迹长度输入键 A 上显示当前缝迹长度设定值，在缝制速度输入键 B 上显示当前缝制速度设定值。

In the interface for setting the arc normal sewing, the set value of existing sewing stitch length is displayed at A, while the set value of existing sewing speed is shown on B

按想变更设定的项目键之后，该设定值的输入界面被显示。缝迹长度、缝制速度的设定方法与直线普通缝相同。

Press the button of the item, which is wanted changing, so as to activate the interface for inputting the set value. The setting methods on the sewing speed and the stitch length of the arc normal sewing are same to that of the linear normal sewing

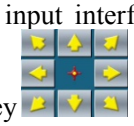
设定后，或不需要变更时，按确定键 C 之后，坐标输入界面被显示出来。

After the setting (or without need to change), the coordinate input interface will be displayed as long as ENTER (C) is pressed

③ 移动机针位置

Move Needle Position

按坐标输入界面的移动键  D 之后，机针位置向指定方向移动。

In the coordinate input interface, user can press the Direction Key  (D) to move the needle in the pointed direction.

④ 输入位置

Input Position

移动到指定的位置，按确定点键 E 之后，该位置作为形状点被输入。

反复 3、4 的操作，输入 2 点。输入点数必须为 2 点，3 点以上不能输入。

Move to the pointed position and press Point Confirmation Key (E) to have that position inputted as a shape point.

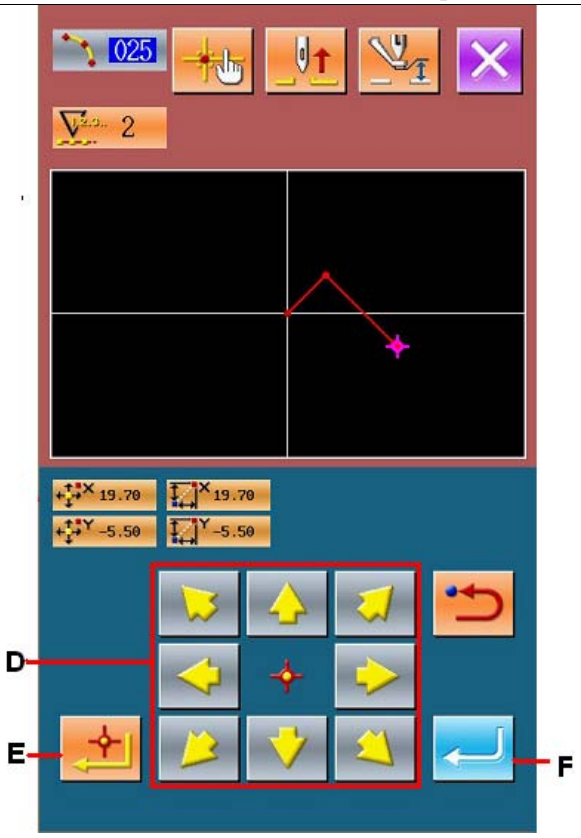
Repeat the operation in step 3 and step 4 to input another 2 points. **Attention:** The number of the inputted points shall be 2! The input will be denied if more than 3 points are inputted

⑤ 结束圆弧普通缝的设定

End the Setting of Arc Normal Sewing

按确定键 F 之后，设定的数据被输入，然后返回到标准界面。

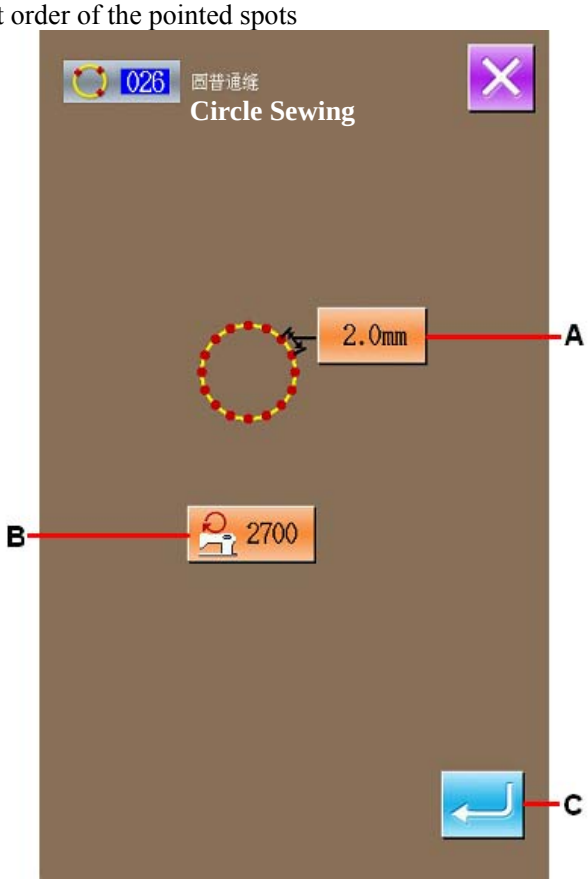
Press the ENTER (F) to input the set value. And the system will return to the standard interface.



（5）圆普通缝(026)Circle Normal Sewing (026)

指定 2 点的话，连接该点和机针位置的圆弧以指定的缝迹长度被输入。缝制方向由指定点的输入顺序方向决定。

After the user fixes two points, the arc connecting that point and the needle position will inputted in the set sewing stitch length. The sewing direction is determined by the input order of the pointed spots



① **显示圆普通缝设定界面**

Display of Interface for Setting Circle Normal Sewing

在代码一览表界面上，选择圆普通缝(功能代码026)  ，实行之后，圆普通缝设定界面被显示出来。

In the interface of code list, select the circle normal sewing (Code 026)  to have access to the interface for setting circle normal sewing.

② **设定圆普通缝**

Setting of Circle Normal Sewing

在圆普通缝设定界面，在缝迹长度输入键 A 上显示当前缝迹长度设定值，在缝制速度输入键 B 上显示当前缝制速度设定值。

In the interface for setting the circle normal sewing, the set value of existing sewing stitch length is displayed at A, while the set value of existing sewing speed is shown on B

按想变更设定的项目键之后，该设定值的输入界面被显示。缝迹长度、缝制速度的设定方法与直线普通缝相同。

Press the button of the item, which is wanted changing, so as to activate the interface for inputting the set value. The setting methods on the sewing speed and the stitch length of the circle normal sewing are same to that of the linear normal sewing.

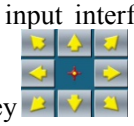
设定后，或不需要变更时，按确定键 C 之后，坐标输入界面被显示出来。

After the setting (or without need to change), the coordinate input interface will be displayed as long as ENTER (C) is pressed

③ 移动机针位置

Move Needle Position

按坐标输入界面的移动键  D 之后，机针位置向指定方向移动。

In the coordinate input interface, user can press the Direction Key  (D) to move the needle in the pointed direction

④ 输入位置

Input Position

移动到指定的位置，按确定点键 E 之后，该位置作为形状点被输入。

Move to the pointed position and press Point Confirmation Key (E) to have that position inputted as a shape point.

反复 3、4 的操作，输入 2 点。输入点数必须为 2 点，3 点以上不能输入。

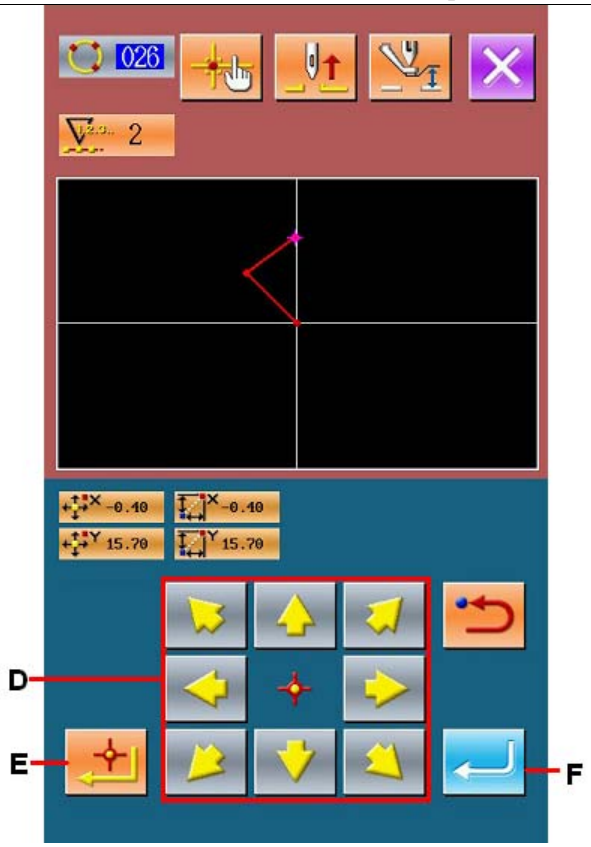
Repeat the operation in step 3 and step 4 to input another 2 points. **Attention:** The number of the inputted points shall be 2! The input will be denied if more than 3 points are inputted

⑤ 结束圆普通缝的设定

End the Setting of Circle Normal Sewing

按确定键 F 之后，设定的数据被输入，然后返回到标准界面。

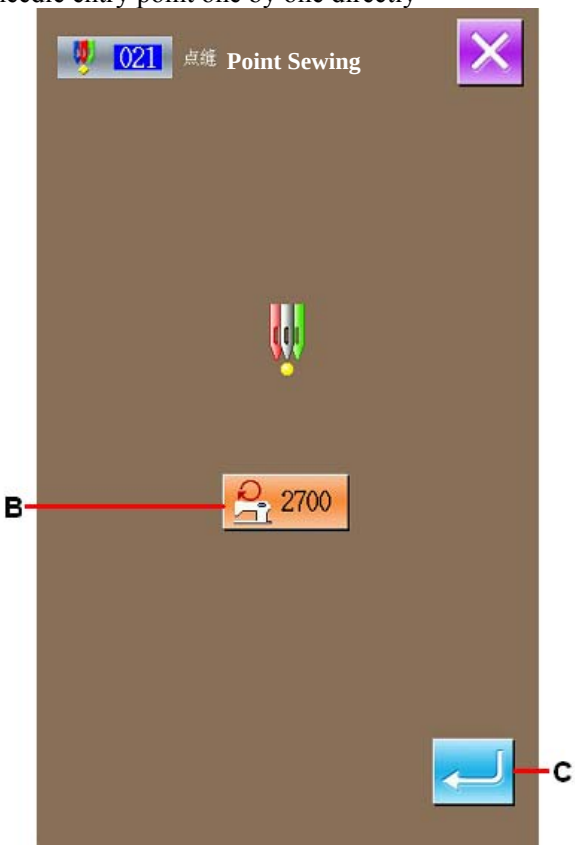
Press the ENTER (F) to input the set value. And the system will return to the standard interface



（6）0点缝(021)Point Sewing (021)

直接 1 针 1 针地输入落针点时使用。

It can be used when user needs input the stitch to the needle entry point one by one directly



① 显示点缝设定界面

Display of Interface for Setting Point Sewing

在代码一览表界面上，按点缝键 ，或在代码一览表界面选择点缝（功能代码 021）  ，实行之后，点缝设定界面被显示出来。

User can select the Point Sewing (code 021)  in the interface of code list or press Point Sewing Key in standard interface to have access to the interface for setting point sewing.

② 设定点缝

Setting of Point Sewing

在点缝设定界面，在缝制速度输入键 B 上显示当前缝制速度设定值。

按缝制速度输入键之后，缝制速度输入界面被显示。缝制速度的设定方法与直线普通缝相同。

设定后，或不需要变更时，按确定键 C 之后，坐标输入界面被显示出来。

In the interface for setting the point sewing, the set value of existing sewing speed is shown on B

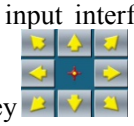
Press the button of the sewing speed so as to activate the interface for inputting the value. The setting method on the sewing speed of point sewing is same to that of the linear normal sewing.

After the setting (or without need to change), the coordinate input interface will be displayed as long as ENTER (C) is pressed

③ **移动机针位置**

Move Needle Position

按坐标输入界面的移动键  D 之后，机针位置向指定方向移动。

In the coordinate input interface, user can press the Direction Key  (D) to move the needle in the pointed direction

④ **输入位置**

Input Position

移动到指定的位置，按确定点键 E 之后，该位置作为落针点被输入。

反复 3、4 的操作，也可以输入。

Move to the pointed position and press Passing Point Key (E) to have that position inputted as a needle entry point

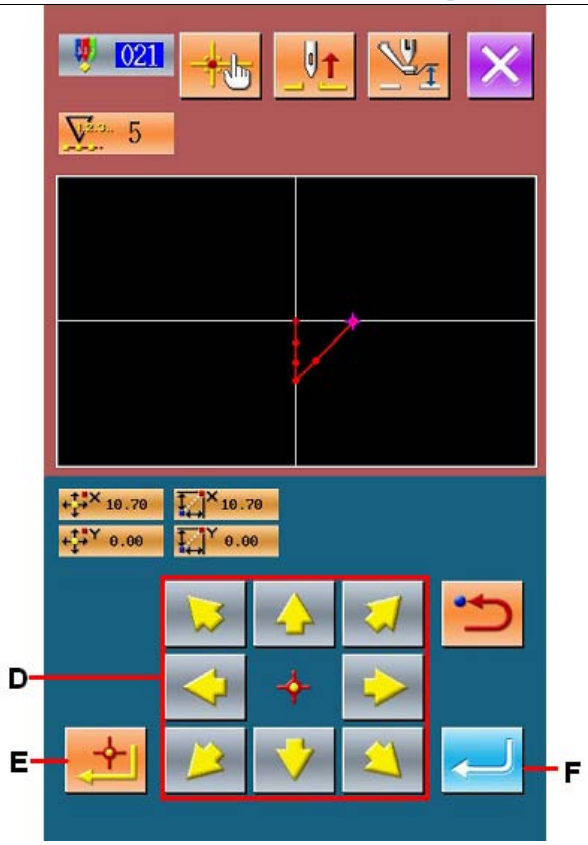
User can also input such position by repeating the operation in step 3 and step 4

⑤ **结束点缝的设定**

End the Setting of Point Sewing

按确定键 F 之后，设定的数据被输入，然后返回到标准界面。

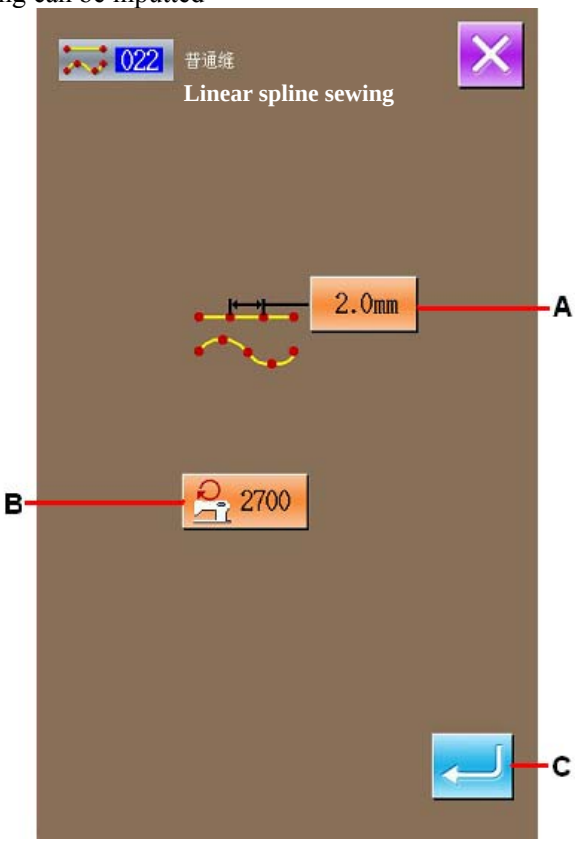
Press the ENTER (F) to input the set value. And the system will return to the standard interface.



（7）普通缝(022)Normal Sewing (022)

可以输入直线普通缝和自由曲线普通缝。

The linear normal sewing and the curve normal sewing can be inputted



① 显示普通缝设定界面

Display of Interface for Setting Normal Sewing

在标准界面上，按普通缝键 ，或在代码一览表界面选择普通缝(功能代码 022)  ,实行之后，普通缝设定界面被显示出来。

By pressing Normal Sewing Key in the standard interface or selecting normal sewing (code 022)  in the code list, user can have access to the interface for setting the normal sewing.

② 设定普通缝

Setting of Normal Sewing

在普通缝设定界面，在缝迹长度输入键 A 可以设定缝迹长度，在缝制速度输入键 B 上可以设定缝制速度。

In the interface for setting the normal sewing, the set value of existing sewing stitch length is displayed at A, while the set value of existing sewing speed is shown on B

按想变更设定的项目键之后，该设定值的输入界面被显示。缝迹长度、缝制速度的设定方法与直线普通缝相同。

Press the button of the item, which is wanted changing, so as to activate the interface for inputting the set value. The setting methods on the sewing speed and the stitch length of normal sewing are same to that of the linear normal sewing.

按确定键 C 之后，坐标输入界面被显示出来。

Press ENTER(C) to have access to the interface of coordinate input interface.

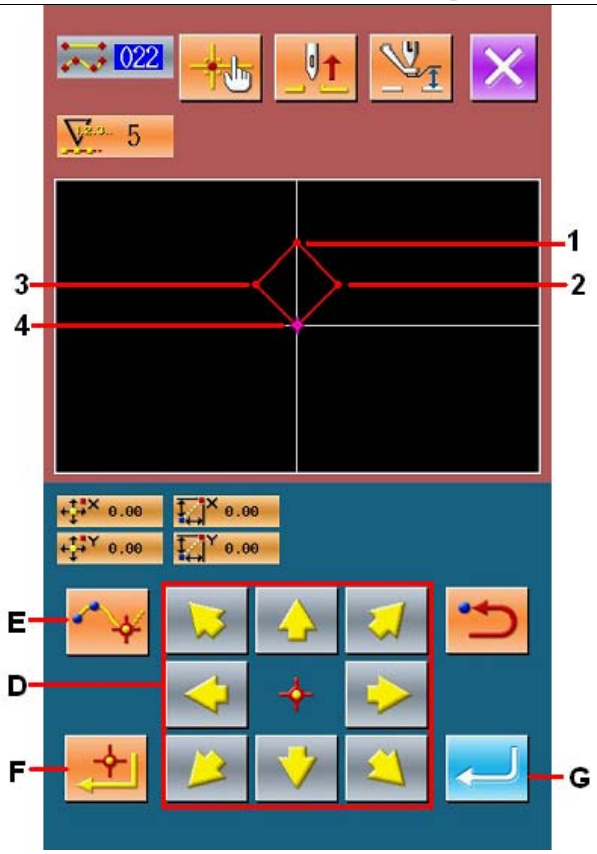
③ **指定位置 Appointed Position**

按坐标输入界面的移动键 D，机针位置向指定方向移动。按确定点键 F 之后，直线普通缝的形状点被输入。按通过点键 E 之后，自由曲线普通缝的形状点被输入。

In the coordinate input interface, user can press the Direction Key (D) to move the needle in the pointed direction. Press Point Confirmation Key (F) to input the shape point of linear normal sewing. Press Passing Point Key (E) to have the shaping point of curve normal sewing inputted

（请参照“4-9. 关于角点”p. 57。）

(Please refer to “4-9. About Angle Point”p.57.)



④ **结束普通缝的设定**

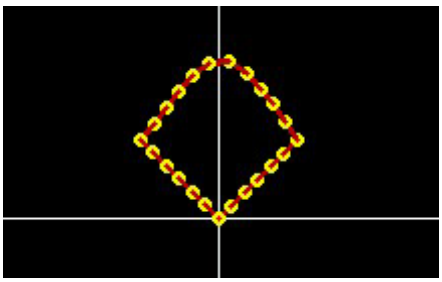
End the Setting of Normal Sewing

按确定键 G 之后，设定的数据被输入，然后返回到标准界面。

Press the ENTER (G) to input the set value. And the system will return to the standard interface.

例如，1、3、4 作为确定点键，2 作为通过点键输入之后，可以作成如下图那样的图形。

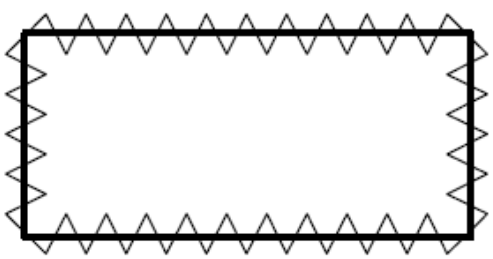
For an example, if the points 1, 3 and 4 are fixed, and point 2 is inputted as passing point, the pattern in below picture will be formed



4-2. 曲折缝(030 ∽ 033) Zigzag Sewing(030 ∽ 033)

对于输入基准线，制作向左右方向曲折的落针点的输入功能。进行运动附徽章等的曲折缝时非常方便。曲折缝有以下 4 种。

The zigzag sewing is the input function to create the needle entry points at both sides of the standard line in a twisted stitch form. It is easy to sew the badge on the sport shirt.
There are 4 kinds of zigzag sewing



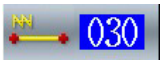
- ✧ 直线标准曲折缝（功能索引 029）
- ✧ Linear Zigzag Sewing（Function Index 029）
- ✧ 自由曲线标准曲折缝（功能索引 030）
- ✧ Curve Zigzag Sewing（Function Index030）

- ✧ 圆弧标准曲折缝（功能索引 031）
- ✧ Arc Zigzag Sewing（Function Index 031）
- ✧ 圆标准曲折缝（功能索引 032）
- ✧ Circle Zigzag Sewing（Function Index 032）

① 显示直线标准曲折缝

Display of Linear Zigzag Sewing Setting Interface

在代码一览表界面上，选择直线标准曲折缝（功能代码 030）  ，实行之后，直线标准曲折缝设定界面被显示出来。

In the interface of code list, select linear zigzag sewing (code 030)  to have access to the interface for setting linear zigzag sewing

② 设定直线标准曲折缝

Setting of Linear Zigzag Sewing

在直线标准曲折缝设定界面，在标准曲折间隔输入键 A 上显示当前标准曲折间隔设定值，在标准曲折宽度输入键 B 上显示当前标准曲折宽度设定值，在缝制速度输入键 C 上显示当前缝制速度设定值。

In the interface for setting the linear zigzag sewing, the set value of existing zigzag pitch is displayed at A; the set value of existing zigzag width is displayed at B; the set value of existing sewing speed is shown on C

按想变更设定的项目键之后，该设定值的输入界面被显示。各项目的输入界面的设定方法与直线普通缝相同。

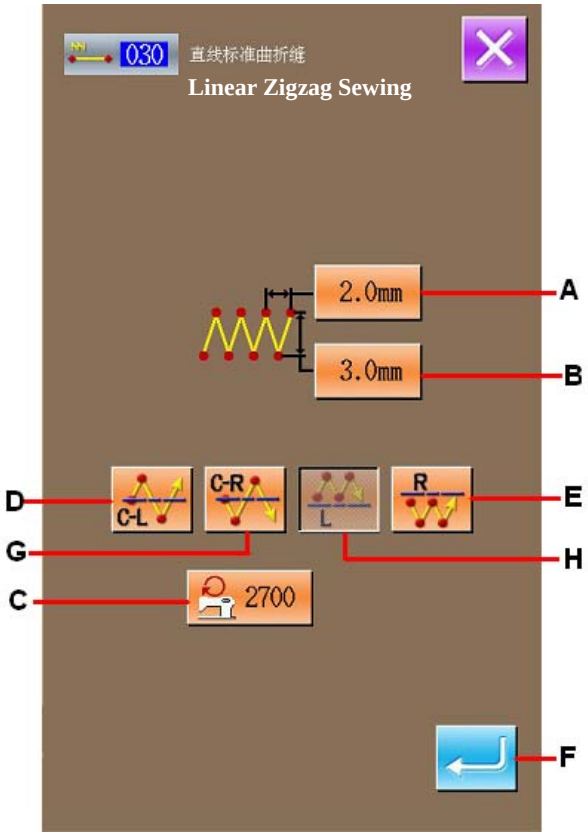
Press the button of the item, which is wanted changing, so as to activate the interface for inputting the set value. The setting methods of each item are same to that in the linear normal sewing

方向键 D、G 指定标准曲折缝的开始方向，方向键 E、H 指定偏移曲折缝的开始方向。

The Keys D & G will determine the start direction of the standard zigzag sewing, while the Key E & H will decide the start direction of the offset zigzag sewing

设定后，或不需要变更时，按确定键 F 之后，坐标输入界面被显示出来。

After the setting (or without need to change), the coordinate input interface will be displayed as long as ENTER (F) is pressed



：标准曲折缝左

Standard Zigzag Sewing Left

：标准曲折缝右

Standard Zigzag Sewing Right

：偏移曲折缝左

Offset Zigzag Sewing Left

：偏移曲折缝右；

Offset Zigzag Sewing Right

③ 移动机针位置 Move Needle Position

按坐标输入界面的移动键  G 之后，机针位置向指定方向移动。

In the coordinate input interface, user can press the Direction Key  (G) to move the needle in the pointed direction.

④ 输入位置

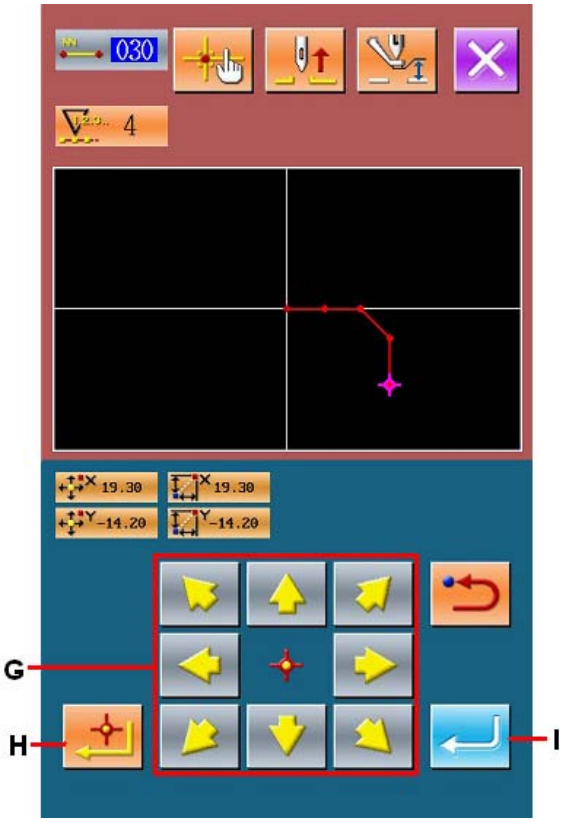
Input Position

移动到指定的位置，按确定点键 H 之后，该位置作为形状点(通过点)被输入。

反复 3、4 的操作，也可以输入。

Move to the pointed position and press Point Confirmation Key (H) to have that position inputted as a shape point (passing point).

User can also input such position by repeating the operation in step 3 and step 4.



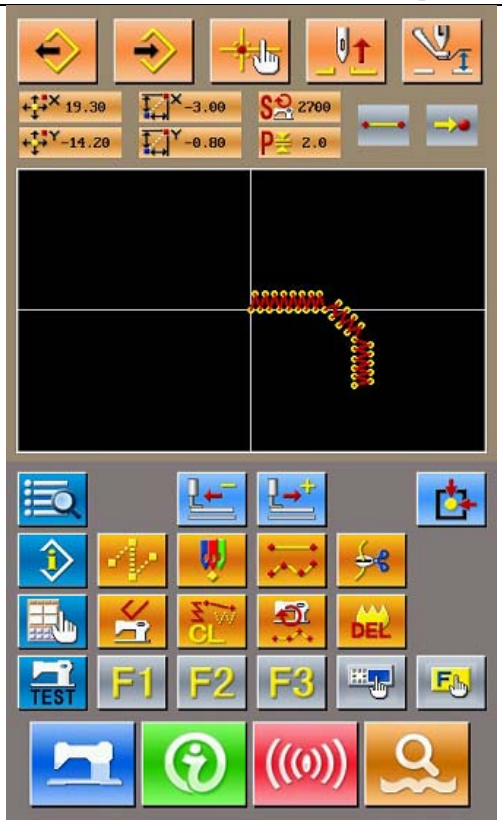
⑤ **结束直线标准曲折缝的设定**

End Setting of Linear Zigzag Sewing

按确定键 Ⅰ之后，设定的数据被输入，然后返回到标准界面。

其他形状的标准曲折缝的设定方法也同直线标准曲折缝相同。

各缝制的坐标输入方法与普通缝相同。



Press the ENTER (I) to input the set value. And the system will return to the standard interface

The setting method of the standard zigzag in other shapes is same to that of the standard linear zigzag

The coordinate input method of sewing is same to that of the normal sewing.

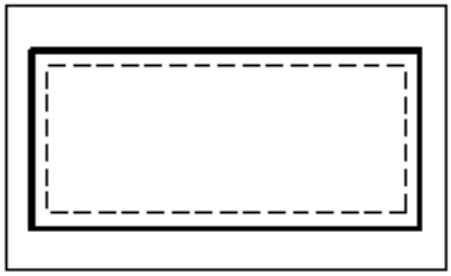
4-3. 偏移缝(034 ～ 037) Offset Sewing (034 ～ 037)

制作对于输入基准线偏离任意的一定距离的落针点的输入功能。在钉小物等以小物的外圈为基准输入是非常方便。

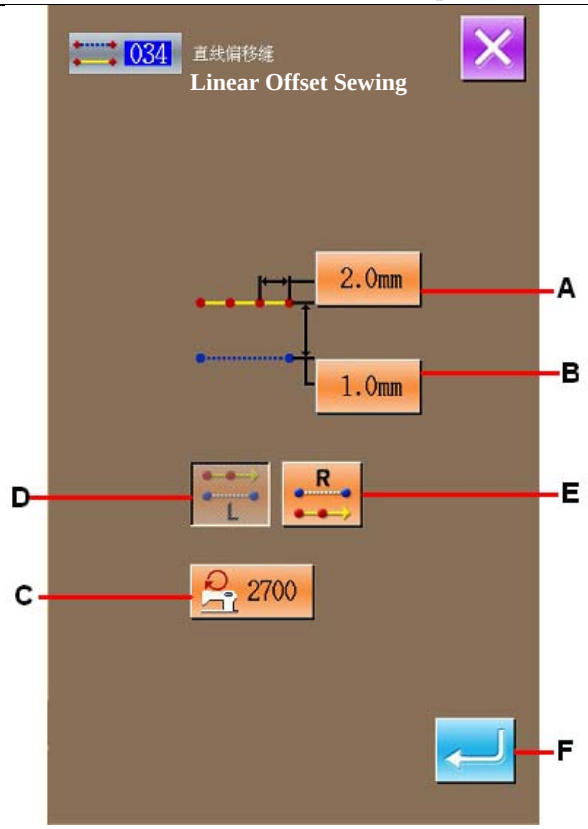
This function is to create the needle entry points off the standard line in a certain distance.
It is easy to sew the small shapes and the like whose outside circle is the standard line.

偏移缝有以下 4 种。

There are four kinds of offset sewing



- ✧ 直线偏移缝（功能索引 034）
- ✧ Linear offset sewing(Function Index 034）
- ✧ 自由曲线偏移缝（功能索引 035）
- ✧ Curve offset sewing（Function Index 035）
- ✧ 圆弧偏移缝（功能索引 036）
- ✧ Arc offset sewing（Function Index 036）
- ✧ 圆偏移缝（功能索引 037）
- ✧ Circle offset sewing (Function Index 037）



① 显示直线偏移缝设定界面

Display of Linear Offset Sewing Setting Interface

在代码一览表界面上，选择直线偏移缝(功能代码 034)  ，实行之后，直线偏移缝设定界面被显示出来。

In the interface of code list, select linear offset sewing (code 034)  to have access to the interface for setting linear offset sewing

② 设定直线偏移缝

Setting of Linear Offset Sewing

在直线偏移缝设定界面，在缝迹长度输入键 A 上显示当前缝迹长度设定值，在偏移宽度输入键 B 上显示当前偏移宽度设定值，在缝制速度输入键 C 上显示当前缝制速度设定值。

In the interface for setting the linear offset sewing, the set value of existing sewing stitch length is displayed at A; the set value of existing offset width is displayed at B; the set value of existing sewing speed is shown on C

按想变更设定的项目键之后，该设定值的输入界面被显示。各项目的输入界面的设定方法与直线普通缝相同。

Press the button of the item, which is wanted changing, so as to activate the interface for inputting the set value. The setting methods of each item are same to that in the linear normal sewing

缝制方向键 D、 E 可以指定偏移缝的缝制方向。按缝制方向左键 D 之后，从左侧向前进方向缝制，按缝制方向右键 E 之后，从右侧向前进方向缝制。

The Keys D & E will determine the direction of the offset sewing. Pressing Key D is to sew forward at left of the standard line, while pressing Key E is to sew forward at the right of the standard line.

：偏移缝左方向
Offset Left Direction

：偏移缝右方向
Offset Right Direction

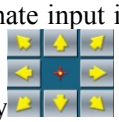
设定后，或不需要变更时，按确定键 F 之后，坐标输入界面被显示出来。

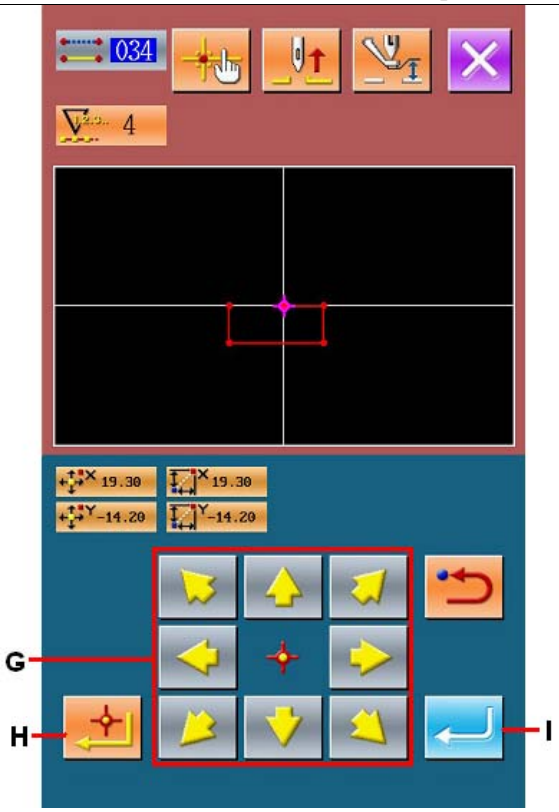
After the setting (or without need to change), the coordinate input interface will be displayed as long as ENTER (F) is pressed

③ 移动机针位置

Move Needle Position

按坐标输入界面的移动键  G 之后，机针位置向指定方向移动。

In the coordinate input interface, user can press the Direction Key  (G) to move the needle in the pointed direction



④ 输入位置

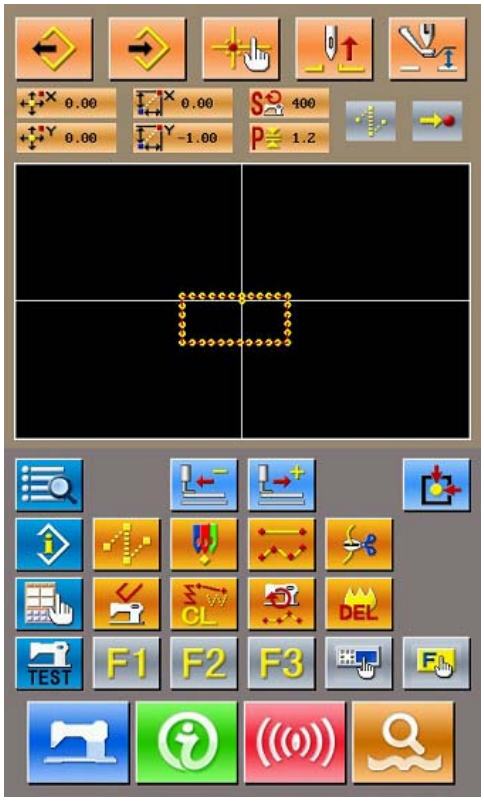
Input Position

移动到指定的位置，按确定点键 H 之后，该位置作为形状点(通过点)被输入。

反复 3、4 的操作，也可以输入。

Move to the pointed position and press Point Confirmation Key (H) to have that position inputted as a shape point (passing point).

User can also input such point by repeating the operation in step 3 and step 4.



⑤ 结束直线偏移缝的设定

End Setting of Linear Offset Sewing

按确定键 I 之后，设定的数据被输入，然后返回到标准界面。

其他形状的偏移缝的设定方法也同直线偏移缝相同。

各缝制的坐标输入方法与普通缝相同。

Press the ENTER (I) to input the set value. And the system will return to the standard interface

The setting method of the offset sewing in other shapes is same to that of the linear offset sewing

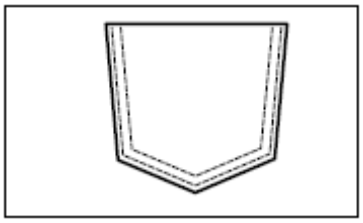
The coordinate input method of sewing is same to that of the normal sewing.

4-4. 二重缝 Double Sewing

这是制作对于输入基准线距离任意的一定距离的落针点的输入功能。
This function is for creating the needle entry point to the point which is separated an optional fixes distance in term of the input reference line

(1) 直线顺向二次缝(040 ∽ 043)Linear Double Orderly Sewing (040 ∽ 043)

与在输入点构成的缝制相同方向的偏移图形的缝制。
Create the sewing so that the sewing composed with the input points and that of the offset figure are in the same direction
顺向二次缝有以下 4 种。
There are four kinds of double orderly sewing



- ✧ 直线顺向二次缝（功能索引 040）
- ✧ Linear Double Orderly Sewing（Function Index 040）
- ✧ 自由曲线顺向二次缝（功能索引 041）
- ✧ Curve Double Orderly Sewing（Function Index 041）
- ✧ 圆弧顺向二次缝（功能索引 042）
- ✧ Arc Double Orderly Sewing（Function Index 042）
- ✧ 圆顺向二次缝（功能索引 043）
- ✧ Circle Double Orderly Sewing（Function Index 043）

① 显示直线顺向二次缝设定界面

Display of Interface for Setting Linear Double Orderly Sewing

在代码一览表界面上，选择直线顺向二次缝(功能代码 040)  ，实行之后，直线顺向二次缝设定界面被显示出来。

In the interface of code list, select linear double orderly sewing (code 040)  to have access to the interface for setting linear double orderly sewing

② 设定直线顺向二次缝

Setting of Linear Double Orderly Sewing

在直线顺向二次缝设定界面，在缝迹长度输入键 A 上显示当前缝迹长度设定值，在二重缝宽度输入键 B 上显示当前二重缝宽度设定值，在缝制速度输入键 C 上显示当前缝制速度设定值。

In the interface for setting the linear double orderly sewing, the set value of existing sewing stitch length is displayed at A; the set value of existing double sewing width is displayed at B; the set value of existing sewing speed is shown on C

按想变更设定的项目键之后，该设定值的输入界面被显示。各项目的输入界面的设定方法与直线普通缝相同。

Press the button of the item, which is wanted changing, so as to activate the interface for inputting the set value. The setting methods of each item are same to that in the linear normal sewing

缝制方向键 D、 E 可以指定二重缝的缝制方向。按缝制方向左键 D 之后，从左侧向前进方向缝制二重图形，按缝制方向右键 E 之后，从右侧向前进方向缝制二重图形。

The Keys D & E will determine the direction of the double sewing. Pressing Key D is to sew forward from left, while pressing Key E is to sew forward from right.

顺向二次缝左方向

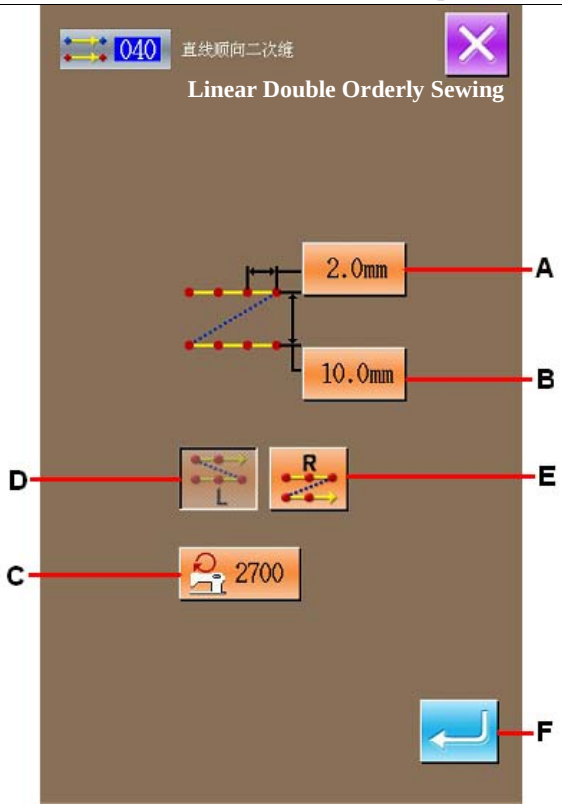
Left Double Orderly Sewing

顺向二次缝右方向；

Right Double Orderly Sewing

设定后，或不需要变更时，按确定键 F 之后，坐标输入界面被显示出来

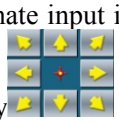
After the setting (or without need to change), the coordinate input interface will be displayed as long as ENTER (F) is pressed.

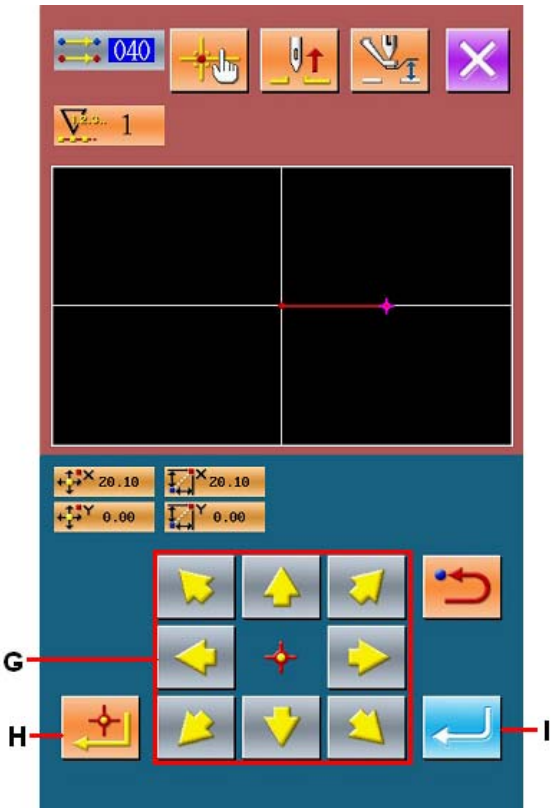


③ 移动机针位置

Move Needle Position

按坐标输入界面的移动键  G 之后，机针位置向指定方向移动。

In the coordinate input interface, user can press the Direction Key  (G) to move the needle in the pointed direction



④ 输入位置

Input Position

移动到指定的位置，按确定点键 H 之后，该位置作为形状点(通过点)被输入。

反复 3、4 的操作，也可以输入。

Move to the pointed position and press Point Confirmation Key (H) to have that position inputted as a shape point (passing point).

User can also input such point by repeating the operation in step 3 and step 4

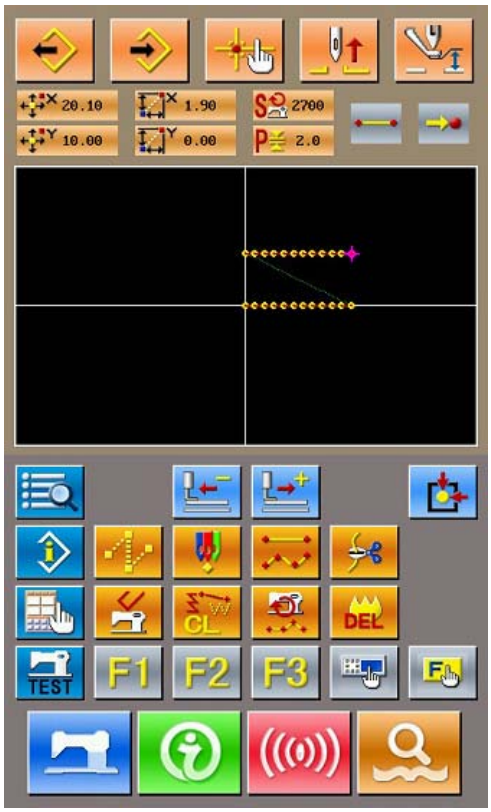
⑤ 结束直线顺向二次缝的设定

End Setting of Linear Double Orderly Sewing

按确定键 I 之后，设定的数据被输入，然后返回到标准界面。

其他形状的二重缝的设定方法也同直线顺向二次缝相同。

各缝制的坐标输入方法与普通缝相同。



Press the ENTER (I) to input the set value. And the system will return to the standard interface.

The setting method of the double sewing in other shapes is same to that of the linear double orderly sewing

The coordinate input method of sewing is same to that of the normal sewing.

注意：编辑圆弧或圆时，请注意宽度如果大于圆的半径的话，就不能得到漂亮的缝制图形。

Attention:In case of arc or circle, when the width is made larger than the radius of circle, Double Reverse Sewing（Function Index 046）

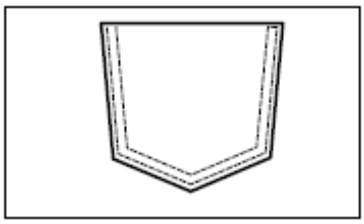
(2) 逆向二次缝(044 ～ 047)Double Reverse Sewing (044 ～ 047)

这是制作对于输入点构成的缝制和将其偏移的图形缝制向相反的方向的缝制。

逆向二次缝有以下 4 种。

Create the sewing so that the sewing composed at the input point and that of the offset figure could be in the reverse direction

There are 4 kinds of double reverse sewing



- ✧ 直线逆向二次缝（功能索引 044）
- ✧ Linear Double Reverse Sewing（Function Index 044）
- ✧ 自由曲线逆向二次缝（功能索引 045）
- ✧ Curve Double Reverse Sewing（Function Index 045）
- ✧ 圆弧逆向二次缝（功能索引 046）
- ✧ Arc Double Reverse Sewing（Function Index 046）
- ✧ 圆逆向二次缝（功能索引 047）
- ✧ Circle Double Reverse Sewing（Function Index 047）

① 显示直线逆向二次缝设定界面

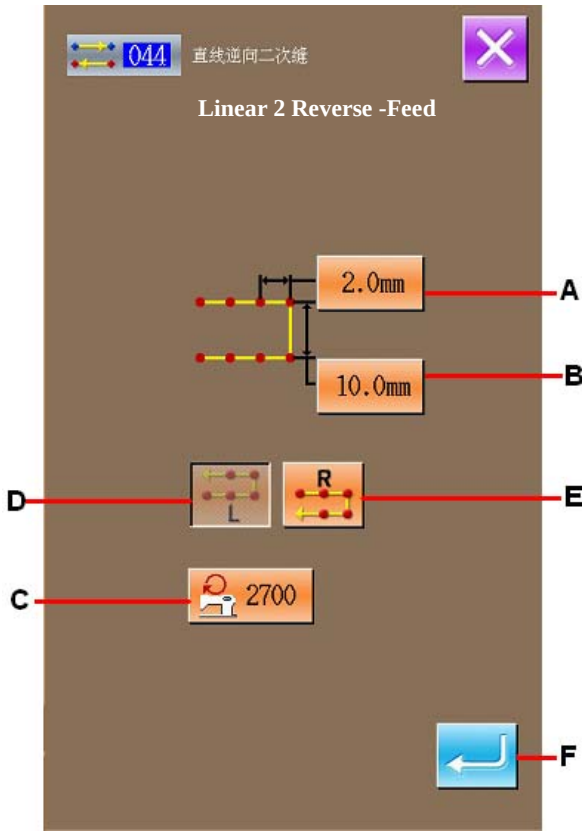
Display of Interface for Setting Linear Double Reverse Sewing

在代码一览表界面上，选择直线逆向二次缝(功能代码 044)  ，实行之后，直线逆向二次缝设定界面被显示出来。

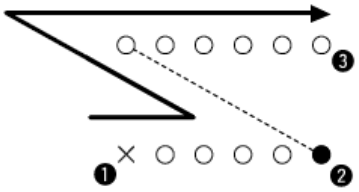
In the code list interface, select linear double reverse sewing (Code 044)  to have access to the interface of the linear double reverse sewing.

逆向二次缝的设定方法与直线顺向二次缝的设定方法相同。

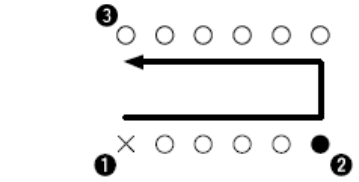
The setting method of the double reverse sewing is same to that of the linear double orderly sewing.



Difference between orderly sewing and reverse sewing
顺向缝和逆向缝的不同



Sewing in case of orderly sewing
顺向缝时的缝制



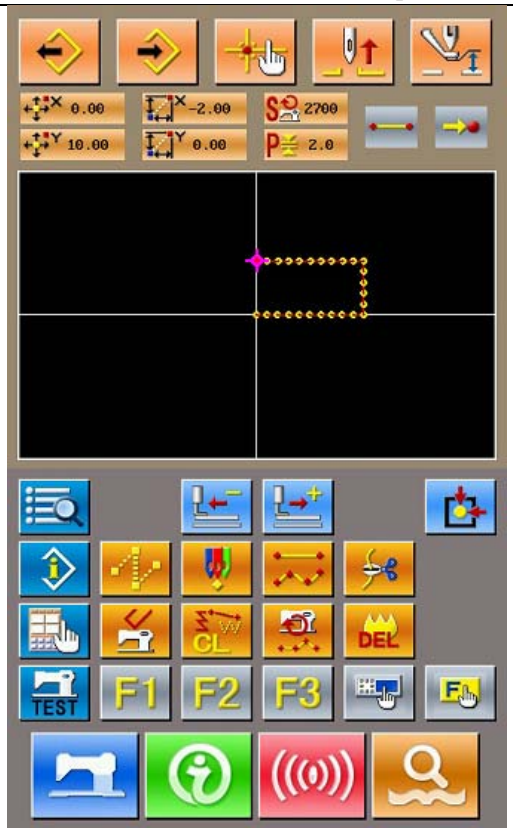
Sewing in case of reverse sewing
逆向缝时的缝制

❶ is inputting point, and ❸ is the last point.

①为输入点 ③为最终点

注意：进行圆弧、圆双重缝制时，把宽度设定为比圆的半径大的话，就会编制成与预想不同的图形，请加以注意。

Attention:In case of arc or circle double sewing, if the width of sewing is set larger than the radium of the circle, the created pattern will not be as nice as your have expected.



（3）逆向缝(050 ∽ 053）Reverse Sewing (050 ∽ 053)

输入点构成的图像缝制与其相反的逆向缝。
Sewing of the figure composed at the input point and that which returns it reversely are created.
逆向缝有以下 4 种。
There are four kinds of reverse sewing

- ✧ 直线逆向缝（功能索引 050）
- ✧ Linear Reverse Sewing（Function Index 050）
- ✧ 自由曲线逆向缝（功能索引 051）
- ✧ Curve Reverse Sewing（Function Index 051）
- ✧ 圆弧逆向缝（功能索引 052）
- ✧ Arc Reverse Sewing（Function Index 052）
- ✧ 圆逆向缝（功能索引 053）
- ✧ Circle Reverse Sewing（Function Index 053）

① 显示直线逆向缝设定界面

Display of Interface for Setting Linear Reverse Sewing

在代码一览表界面上，选择直线逆向缝(功能代码 050)  ，实行之后，直线逆向缝设定界面被显示出来。

In the interface of the code list, select the linear reverse sewing (code 050)  to activate the interface for setting linear reverse sewing

② 设定直线逆向缝

Setting of Linear Reverse Sewing

在直线逆向缝设定界面，在缝迹长度输入键 A 上显示当前缝迹长度设定值，在缝制速度输入键 B 上显示当前缝制速度设定值。

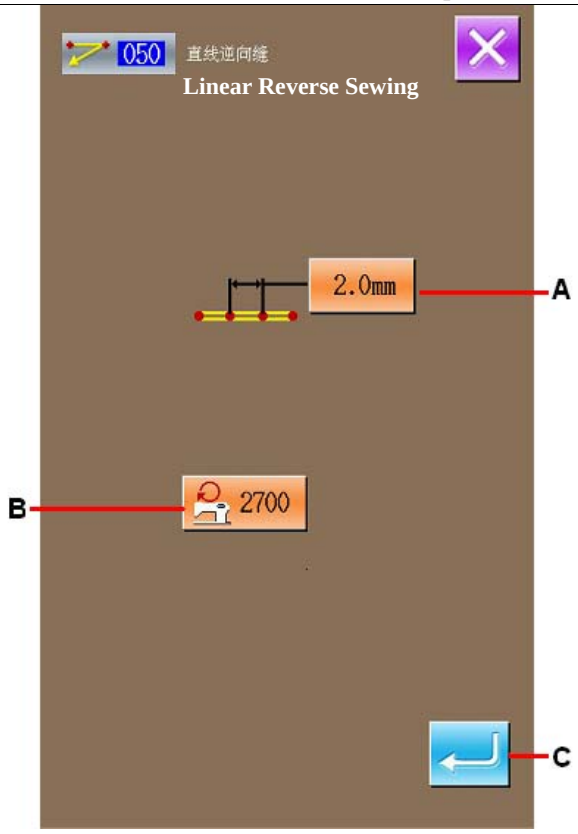
In the interface for setting the linear double reverse sewing, the set value of existing sewing stitch length is displayed at A; the set value of existing sewing speed is shown on B

按想变更设定的项目键之后，该设定值的输入界面被显示。缝迹长度、缝制速度的设定方法与直线普通缝相同。

Press the button of the item, which is wanted changing, so as to activate the interface for inputting the set value. The setting methods on sewing speed and sewing length are same to that in the linear normal sewing.

设定后，或不需要变更时，按确定键 C 之后，坐标输入界面被显示出来。

After the setting (or without need to change), the coordinate input interface will be displayed as long as ENTER (C) is pressed



③ 移动机针位置 Move Needle Position

按坐标输入界面的移动键 D 之后，机针位置向指定方向移动。

In the coordinate input interface, user can press the Direction Key (D) to move the needle in the pointed direction.

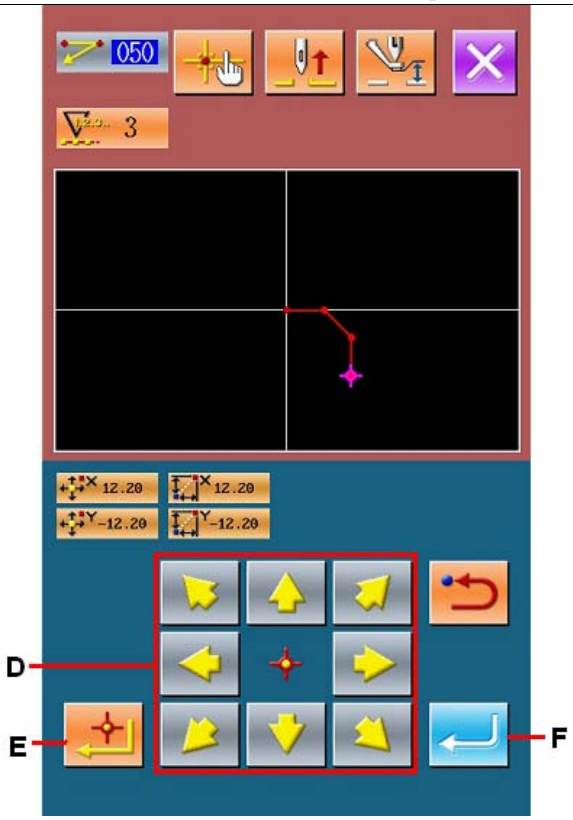
④ 输入位置 Input Position

移动到指定的位置，按确定点键 E 之后，该位置作为形状点(通过点)被输入。

反复 3、4 的操作，也可以输入。

Move to the pointed position and press Point Confirmation Key (E) to have that position inputted as a shape point (passing point)

User can also input such point by repeating the operation in step 3 and step 4.



⑤ 结束直线逆向缝的设定

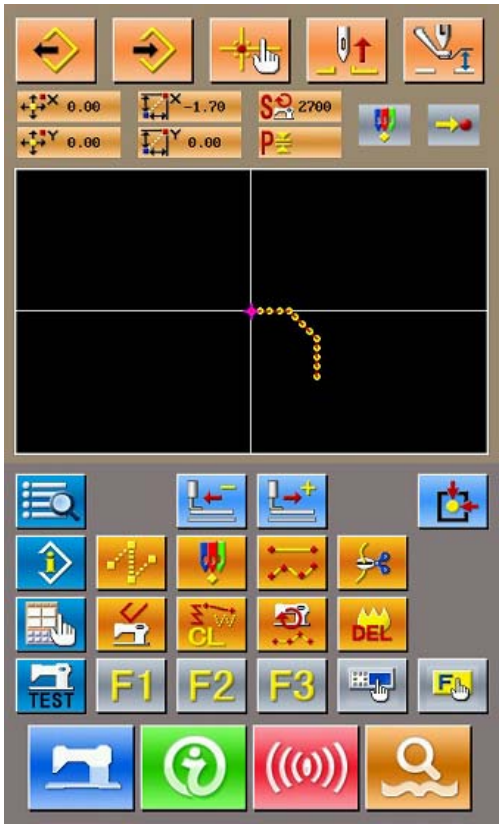
End Setting of Linear Reverse Sewing

按确定键 F 之后，设定的数据被输入，然后返回到标准界面。

其他形状的逆向缝的设定方法也与直线逆向缝相同。

Press the ENTER (F) to input the set value. And the system will return to the standard interface

The setting method of the reverse sewing in other shapes is same to that of the linear reverse sewing.



4-5. 机械控制命令 Mechanical Control Order

机械控制命令在现在点输入各种控制命令。

Input various kinds of control order at present point

(1) 剪线（001）

Thread-trimming（001）

在图形数据中，可以任意插入剪线命令。

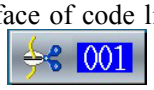
The thread-trimming order can be inserted optionally into the pattern data

① **选择剪线**

Selection of Thread-trimming

在代码一览表界面上，选择剪线(功能代码 001) 

，实行之后，右方的界面被显示出来。

In the interface of code list, select thread-trimming (Code 001) 

to activate the interface at right.

② **输入剪线**

Input of thread-trimming

在右方的界面，按确定键 A 之后，剪线被输入，然后返回到标准界面。

In the right interface, press A to input the thread-trimming, and then the system returns to the standard interface

(2) 第2原点（002）The 2nd Origin（002）

从原点到始缝点之间设定第 2 原点，可以规定缝制动作开始前的机针位置。第 2 原点仅在空送中途可以设定。

Set the 2nd origin between the origin and the start sewing point, so as to determine the needle position before the sewing start. The 2nd origin can only be set in the midway of the jump feeding

① **在空送图形上的 1 点，设置当前机针位置。**

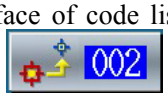
Set the present needle position at the point 1 on the jump feed pattern

② **选择第 2 原点**

Select the 2nd origin

在代码一览表界面上，选择第 2 原点(功能代码 002) 

，实行之后，右方的界面被显示出来。

In the interface of code list, select The 2nd Origin (Code 002) 

to activate the interface of te right

③ **输入第 2 原点**

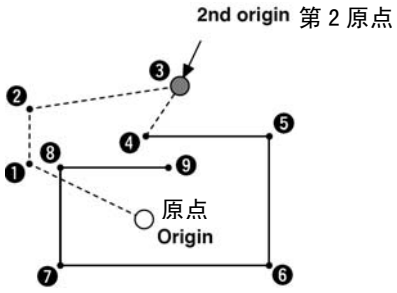
Input The 2nd Origin

在右方的界面，按确定键 A 之后，第 2 原点被输入，然后返回到标准界面。

In the right interface, press ENTER (A) to input the 2ns origin, and then the system will return to the standard interface

说明：在下图的空送区间的 3 设定第 2 原点之后，传送在 1→2→3 的空送后在 3 停止，然后缝纫机进行 3∽9 的循环缝制。

Explanation: After user sets the point 3 at the following picture as the 2nd origin, the feed will stop at 3 after jump feed of 1 → 2 →3, then the sewing machine will perform the cycle operation from 3 to 9



注意：扩大・缩小时，从原点到第 2 原点的路径不能扩大・缩小。

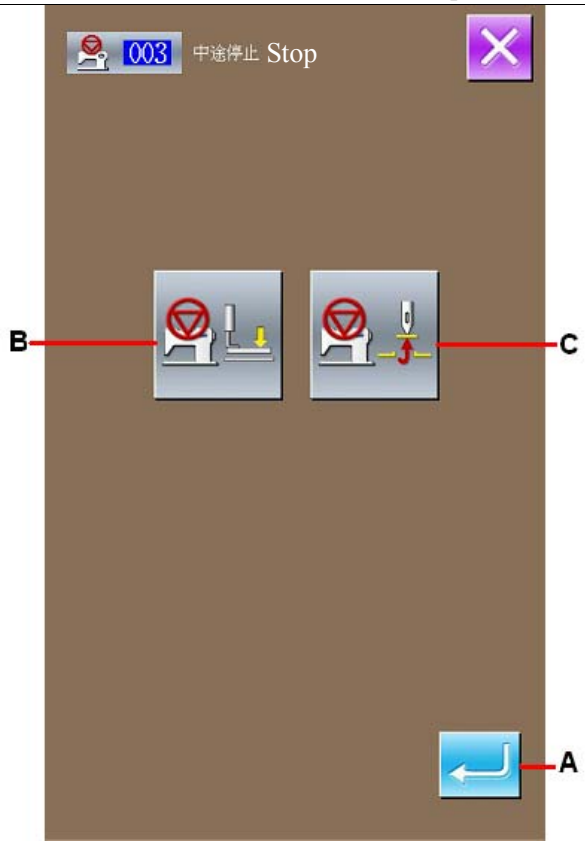
Attention:In the case of scaling, the path from the origin to the 2nd origin can't be scaled.

(3) 中途停止（003）

Stop in Midway（003）

输入中途停止命令。

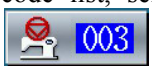
Input order to stop machine in midway



① **选择中途停止**

Select the Stop in Midway

在代码一览表界面上，选择中途停止(功能代码003)  ，实行之后，右方的界面被显示出来。

In the interface of code list, select the Stop in Midway (code 003)  to activate the interface at right.

② **指定停止状态**

Specify State of Stop in Midway

压脚状态设定键 B 上显示停止时的压脚状态，机针位置设定键 C 上显示停止时的机针位置。

指定状态时，按压脚状态设定键 B、机针位置设定键 C 的键，就会显示设定界面。

The presser state at stop will be displayed on Presser Status Key B, while the needle position will be displayed on the Needle Position Setting Key C

When specifying the statuses, user need to press Key B and C to activate the setting interface.

③ **输入中途停止**

Input Stop in Midway

在右方的界面上，按确定键 A 之后，中途停止输入设定内容，然后返回标准界面。

In the right interface, press A to stop inputting the set content, and then the system will return to the standard interface

注意：

Attention:

剪线后中途停止时，请按照剪线、中途停止的顺序进行输入。

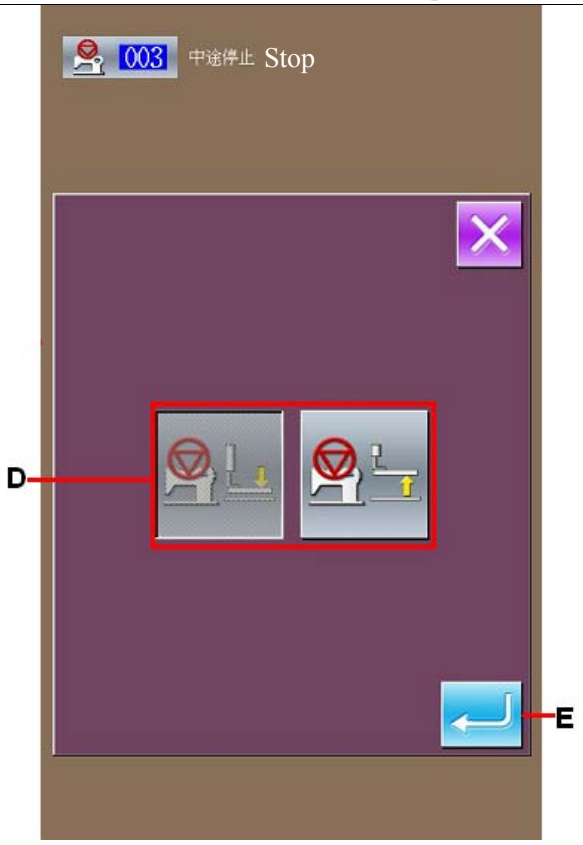
For stop after trimming, please input in the procedures in Thread-trimming and Stop.

④ 设定压脚状态

Set Status of Presser

按压脚状态设定键 B 之后，压脚状态设定界面被显示出来。

可以从 D 选择停止时的压脚位置。被选择的键反转显示。按确定键 E 之后，选择的内容被输入，然后返回中途停止设定界面。



Press Presser Status Setting Key B to activate the interface for setting the presser status

Select the presser position at stop from the Area D. The selected key will be displayed in dark. Press ENTER Key (E) to input the selected content, and then the system will return to the interface for setting the Stop in Midway

 ：中途停止压脚上升位置

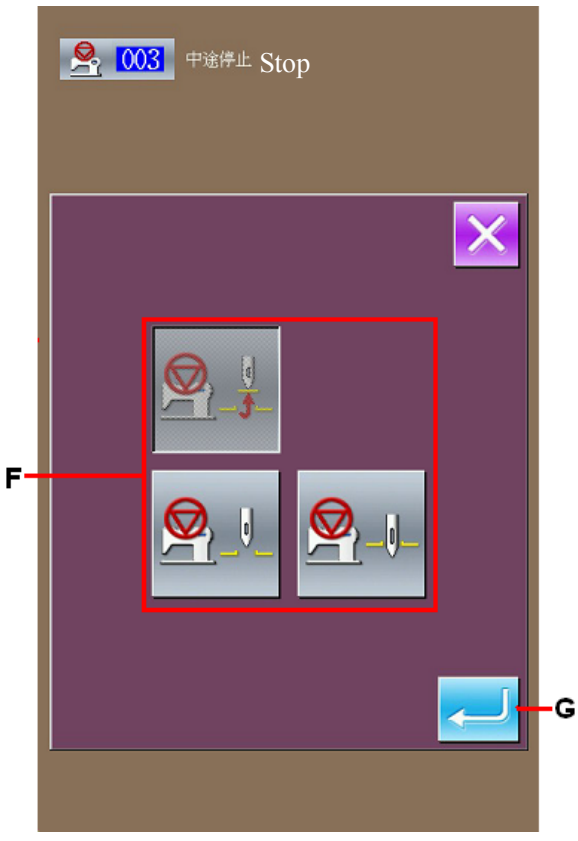
Presser lifting position at stop in midway

 ：中途停止压脚下降位置

Presser lowering position at stop in midway

⑤ 设定机针位置 Set the Needle Position

按机针位置设定键  之后，机针位置设定界面被显示出来。



Press Needle Position Setting Key  to activate the interface for setting needle position.

可以从 F 选择停止时的机针位置。被选择的键反转显示。按确定键  G 之后，选择的内容被输入，然后返回中途停止设定界面。

Select the needle position at stop from Area F. the selected key will be displayed in dark. Press ENTER  (G) to input the selected content, and then the system will return to the interface for setting the stop

 ：中途停止上死点

Stop at Needle Highest Point

 ：中途停止上针位

Stop at Needle Up Position

 ：中途停止下针位
Stop at Needle Down Position

注意：

Attention

缝制结束或空送前，在下位置设定了针位置之后，缝制时出现上位置异常。在缝纫机停止状态，机针停止指示为无效，则机针位置不会变更。

UP position error will be produced at the time of sewing when the needle position is set to DOWN position at the end of sewing or before jump feed. Needle stop is become invalid when the sewing machine is in the stop state, and the needle position does not change.

(4) 缝纫机运转一周(006)

Running for A Circle (006)

输入缝纫机运转一周命令。

Input the order to let machine run for a circle.

① **选择缝纫机运转一周**

Select Running for A Circle

在代码一览表界面上，选择缝纫机运转一周(功能代码 006)  ，实行之后，右方的界面被显示出来。

In the interface of the code list, select Running for A Circle (Code 006)  to activate the interface at right.

② **输入缝纫机运转一周**

Input Running for A Circle

在右方的界面，按确定键  之后，缝纫机运转一周被输入，然后返回到标准界面。

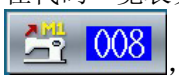
In the interface at right, press ENTER  to confirm the sewing machine for running a circle, and then the system will return to the standard interface

(5) 记号1(008) Mark 1(008)

在图形内打记号。

Attach mark to the pattern

① **选择记号 1 Select Mark 1**

在代码一览表界面上，选择记号 1(功能代码 008) 

，实行之后，右方的界面被显示出来。

In the interface of code list, select the Mark 1 (Code 008) 

to activate the interface at right

② **输入记号 1 Input Mark 1**

在右方的界面，按确定键  之后，记号 1 被输入，然后返回到标准界面。

In the right interface, press ENTER  to input the Mark 1 and then the systen will return to the standard interface.

(6) 第3线张力(007)

Tension of the 3rd Thread (007)

输入第 3 线张力命令。

Input tension of the 3rd thread

① **选择第 3 线张力**

Select Tension of the 3rd Thread

在代码一览表界面上，选择第 3 线张力(功能代码 007) 

，实行之后，右方的界面被显示出来。

In the interface of the code list, select the Tension of the 3rd Thread (Code 007) 

to activate the right interface.

② **输入第 3 线张力**

Input Tension of the 3rd Thread

在右方的界面，按确定键  之后，第 3 线张力被输入，然后返回到标准界面。

In the right interface, press ENTER  to input the tension of the 3rd thread, and then the system willl return to the standard interface.

(7) 延迟(010) Delay(010)

可以设定外部输出时间等。

To set the external output time

① 选择延迟

Select Delay

在代码一览表界面上，选择延迟(功能代码 010) 

，实行之后，右方的界面被显示出来。

In the interface of the code list, select delay (Code 010) 

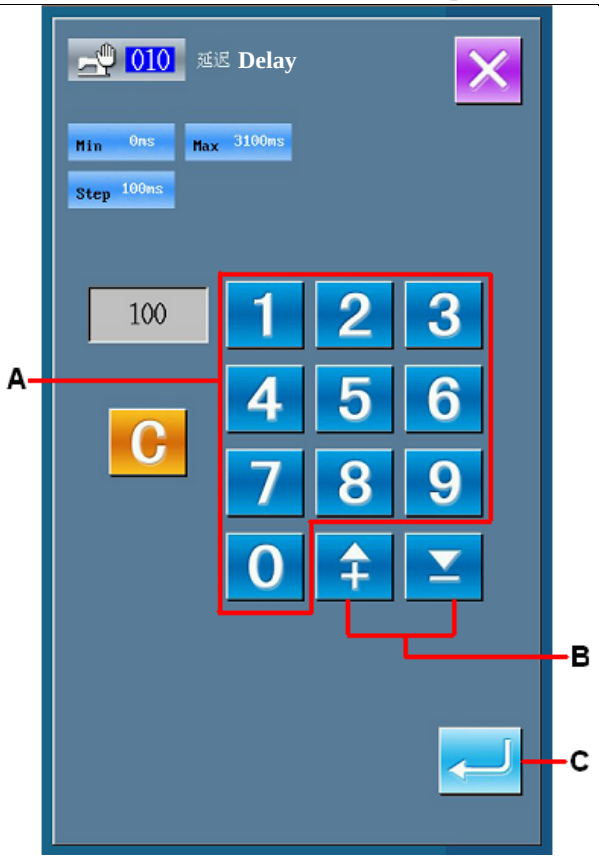
to activate the interface at right

② 输入延迟值

Input the Delay Value

在右方的界面，用数字键 A 或＋/－键 B 设定延迟值，按确定键  之后，设定的延迟值被输入，然后返回到标准界面。

In the right interface, input the delay value with the figure keys (A) or +/- Keys (B). Press  to input the value and then the system will return to the standard interface



(8)扩大·缩小基准点(004) Scale the Reference Point (004)

可以在作成的图形数据的任意位置，输入扩大缩小基准点。不设定扩大缩小基准点时，将原点作为基准进行扩大·缩小。

Enable to scale the reference points at any position on the produced pattern. When not setting the scale of reference point, user can scale the origin

① **选择扩大･缩小基准点**

Select Scale the Reference Point

在代码一览表界面上，选择扩大･缩小基准点(功能代码 004)  ，实行之后，右方的界面被显示出来。

In the interface of code list, select Scale the Reference Point (code 004)  to activate the interface at right.

② **设定扩大･缩小基准点**

Set Scale of Reference Point

在右方的界面，按确定键  之后，扩大･缩小基准点被输入，然后返回到标准界面。

In the right interface, press  to input the scale of reference point, and then the system will return to the standard interface

1. 2 次以上输入了扩大缩小基准点后，最后输入的基准点有效。

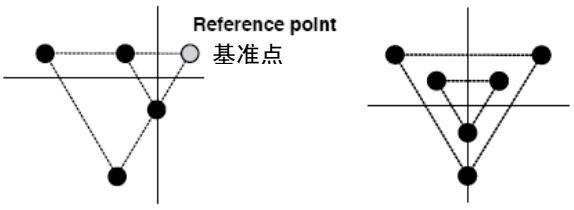
   1. If user input the scale of Reference Point for twice, the last input will take precedence.

2. 实行本功能时，可以在预先设定的基准位置设定当前机针位置。

When performing this function, user can set the present needle position at the reference position which is set in advance

读取图形时扩大缩小，把设定的扩大缩小基准点作为基准进行扩大缩小。另外，缝制时也同样把扩大缩小基准点作为基准进行扩大缩小。

If user scales the pattern at loading, the pattern will be scaled according to the set reference point. Additionally, the pattern will be scaled according to the scaled reference point at sewing.



Enlargement with reference point setting
基准点设定扩大

Enlargement without setting
无设定扩大

(9)镜像点(005) Mirror Point (005)

在压脚翻转设定中(“9-2. 压脚翻转设定”p. 93)，仅在把镜像状态设定为任意反转后，才可以输入镜像点。
Only after setting the mirror state to the Random Reversal in the setting of press turn (“9-22. Presser Turns Setting” p.93), can the mirror point be inputted

① **选择镜像点**

Select Mirror Point

在代码一览表界面上，选择镜像点(功能代码005)  ，实行之后，右方的界面被显示出来。

In the interface of the code list, select mirror point (Code 005)  to activate the interface in right.

② **设定镜像点**

Set Mirror Point

在右方的界面，按确定键  之后，在当前机针位置输入镜像点，然后返回到标准界面。

In the right interface, press  and input the mirror point at the present needle position, then the system will return to the standard interface

在下图所示的 5 的位置上输入了镜像点之后，从原点至 3 空送后，以 3→4→5(反转)→6→7→3的顺序进行直线缝。

After user inputs mirror point in the Position 5 of the picture below, the system will perform the jump feed from origin to position 3, and then carry out the linear sewing in order of 3→4→5(reversal)→6→7→3

注意：

Attention:

1. 始缝的镜像夹钳为左侧的状态，以后每次镜像命令，则反复右、左交替。因此，镜像命令必须输入奇数个。偶数个的话，缝制结束时夹钳与机针相碰，有可能发生断针。

The mirror clamp of the start sewing is at left, therefore the mirror order in later shall be the repetition of right and left. By the way, the number of the inputted mirror order shall be odd number. If it is inputted at even number, the clamp may crash to the needle at the finish, thus may cause the breakage of needle.

2. 在以下的位置，不能设定镜像点。

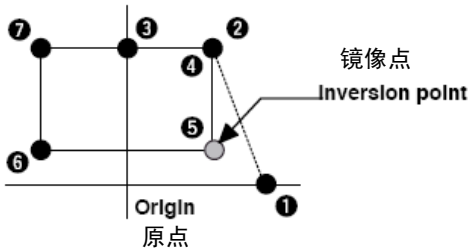
No mirror point can be set in the following positions

(a) 第 2 原点之后的第一个位置

The first position after the 2nd origin

(b) 剪线之后的第一个位置

The first position after thread-trimming



(10)面线张力设置(014)

Setting of Upper Thread Tension (014)

设定面线张力设置值。直至有下一个线张力设定指令的位置，此值有效。

Set the value of the upper thread tension. This value will keep valid until there is a position for the next thread tension setting order.

① **选择面线张力设置**

Select Upper Thread Tension Setting

在代码一览表界面上，选择面线张力设置(功能代码 014)  ，实行之后，右方的界面被显示出来。

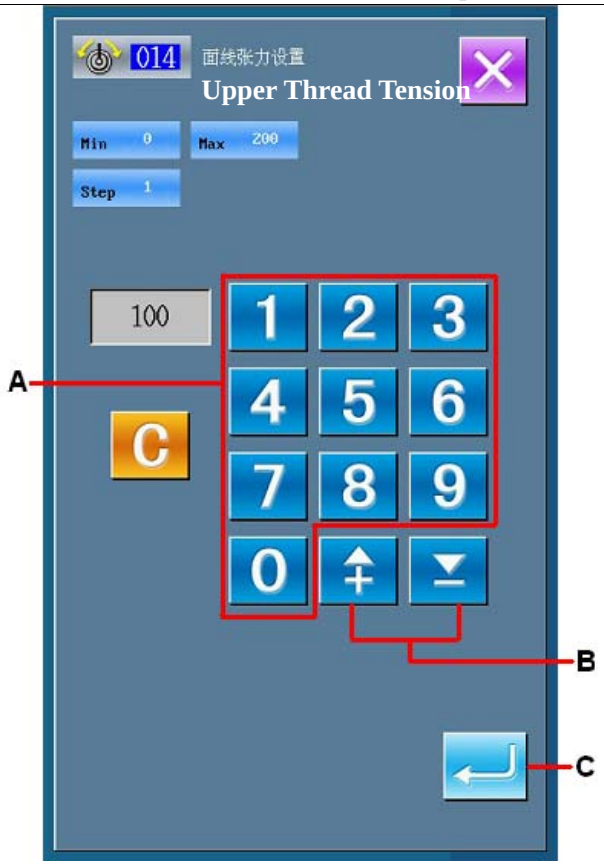
In the interface of code list, select upper thread tension setting (Code 014)  to activate the right interface.

② **设定面线张力设置值**

Set Value for Upper Thread Tension

在右方的界面，用数字键或＋/－键设定面线张力设置值，按确定键  之后，设定的面线张力设置值被输入，然后返回到标准界面。

In the right interface, set the upper thread tension value by pressing number keys or ＋/－ keys. After  is pressed, the set upper thread tension value is inputted and the system returns to the standard interface.



实际作为命令被输入的值,

The value actually inputted as order:

面线张力设置(No. 014) =

Upper thread tension (No.014) =

面线张力基准值(No. 113) + 被数据输入的值(增减值)。

Upper thread tension basic value (No.113) + the inputted value (Adjusted value).

面线张力设置值(No. 113)设定为「50」, 面线张力设置(No. 014)设定为「100」的话, 被数据输入的值(增减值)则为「50」。

If the basic value of the upper thread tension (No.113) is at「50」, and the upper thread tension (No.014) is at「100」, the inputted value (adjusted value) is「50」

(11) 中压脚高度设置(018)

Setting of Intermediate Presser Height (018)

设定中压脚高度。直至有下一个中压脚高度设定指令的位置，此值有效。

Set the intermediate presser height. This value will be kept valid until there is a position for the next intermediate presser height setting order

① **选择中压脚高度设置**

Select the Intermediate Presser Height Setting

在代码一览表界面上，选择中压脚高度设置(功能代码 018)  ，实行之后，右方的界面被显示出来。

In the interface of code list, select Intermediate Presser Height Setting (Code 018)  to activate the interface in right.

② **设定中压脚高度**

Setting of the Intermediate Presser Height

在右方的界面，用数字键 或＋/－键设定中压脚高度，按确定键  之后，设定的中压脚高度被输入，然后返回到标准界面。

In the right interface, use number keys or＋/－ keys to set height of intermediate presser. After  is pressed, the height of intermediate presser is inputted and the system return to the standard interface.

在中压脚下降的位置，按＋/－键 B 之后，中压脚也连动达到输入的高度。

When the presser at its lowering position, user can press ＋/－ keys (B) to make the presser reach the inputted height

实际作为命令被输入的值,

The value actually inputted as order:

中压脚高度设定(No. 018) =

中压脚高度基准值(No. 115) + 被数据输入的值(增减值)。

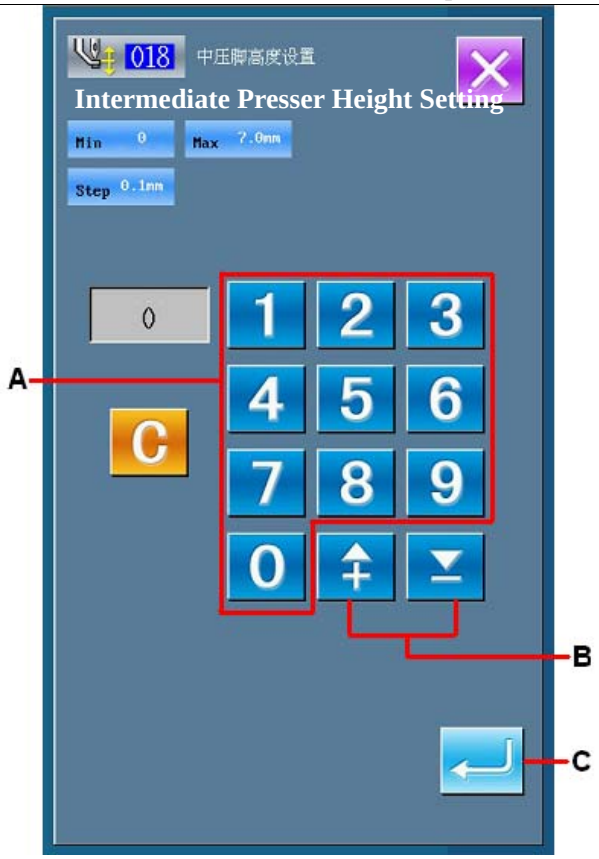
Intermediate presser height setting value (No.018) = Basic value of intermediate presser height (No.115) + inputted value (adjusted value).

1. 中压脚高度基准值(No. 115)设定为「1. 0mm」时，中压脚高度设定(No. 018)设定为「3. 0mm」的话，被数据输入的值(增减值)为「2. 0mm」。

if the basic value(No.115) is set at「1.0mm」, and the height (No.018)is set at「3.0mm」, the inputted value (adjusted value) shall be「2.0mm」

2. 输入最大值为 7mm，但是实际的动作受缝纫机的设定限制。

The maximum of inputted value is 7mm, but it is under the limitation of the actual setting of machine



（12）区域区分(016)

Area Division (016)

输入区域区分命令。
Input the area division order

① **选择区域区分**

Select Area Division

在代码一览表界面上，选择区域区分(功能代码016)  ，实行之后，右方的界面被显示出来。

In the interface of code list, select Area Division (Code 016)  to activate the interface like the one at right

② **输入区域区分**

Input Area Division

在右方的界面，按确定键  之后，区域区分命令被输入，然后返回到标准界面。

In the right interface, press  to input the order for Area Division and then the system will return to the standard interface

（13）缝纫机停止(019)

Sewing Machine Stop (019)

输入缝纫机停止命令。
Input the order to stop sewing machine.

① **选择缝纫机停止**

Select Sewing Machine Stop

在代码一览表界面上，选择缝纫机停止(功能代码 019)  ，实行之后，右方的界面被显示出来。

Select the Sewing Machine Stop  to activate he interface like right.

② **指定停止状态**

Point Stop Status

从 A 中选择停止时的机针位置。被选择的键反转显示。

Select the needle position at stop from the area A, the selected key will be displayed in dark

③ **输入缝纫机停止**

Input the Sewing Machine Stop Order

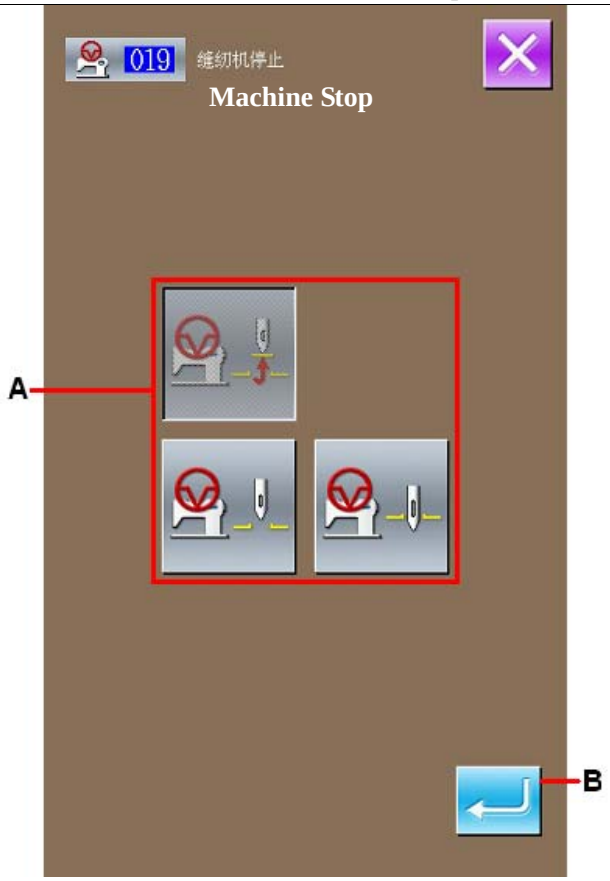
在右方的界面，按确定键  之后，缝纫机停止命令被输入，然后返回到标准界面。

In the right interface, press ENTER  to input the order of sewing machine stop. And then the system will return to the standard interface

	停止位置机针上死点 Stop position at the highest position
	停止位置机针上位置 Needle at up position when machine stops
	停止位置机针下位置 Needle at down position when machine stops

注意：缝制结束或空送前，在下位置设定了针位置之后，缝制时出现上位置异常。在缝纫机停止状态，机针停止指示为无效，则机针位置不会变更。

Attention:UP position error will be produced at the time of sewing when the needle position is set to DOWN position at the end of sewing or before jump feed. Needle stop is become invalid when the sewing machine is in the stop state, and the needle position does not change



(14) 删除机械控制命令(059)

Deletion of Mechanical Control Order (059)

削除现在位置的机械控制命令(第2原点、中途停止、剪线、面线张力设置值、中压脚高度设定等)。
Delete the mechanical control orders on the present position, such as 2nd origin, stop at midway, thread-trimming,

upper thread tension setting value and intermediate presser height setting

① **选择删除机械控制命令**

Select the Deletion of Mechanical Control Order

在代码一览表界面上，选择删除机械控制命令(功能代码 059)  ，实行之后，右方的界面被显示出来。

In the interface of the code list, user shall press Deletion of Mechanical Control Order (Code 059)  to activate the interface at right

② **实行删除机械控制命令**

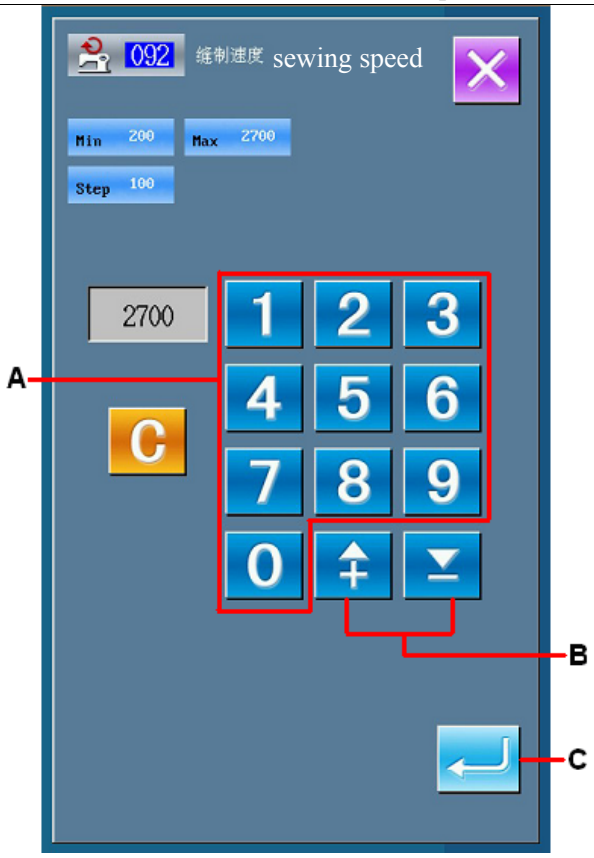
Delete the Mechanical Control Order

在右方的界面，按确定键  之后，机械控制命令被削除，然后返回到标准界面。

In the right interface, press  to delete the mechanical control order. And then the system will return to the standard interface

（15）缝制速度（092）Sewing Speed（092）

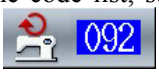
输入缝制速度。
Input sewing speed.



① **选择缝制速度**

Select Sewing Speed

在代码一览表界面上，选择缝制速度(功能代码092)  实行之后，左面的界面被显示出来。

In the interface of the code list, select the Sewing Speed (code 092)  to activae the interface in right.

② **设定缝制速度**

Set Sewing Speed

在左面的界面上，用数字键 A 或＋/－键 B 设定缝制速度，按了确定键  之后，用设定的数值被输入到缝制速度栏，然后返回到标准界面。

In the right interface, set the sewing speed with the number Keys A or +/- Key B. After user presses  , the set value will be inputted to the sewing speed column, and then the system will return to the standard interface

4-6. 自动倒缝(064) Automatic Back-tack (064)

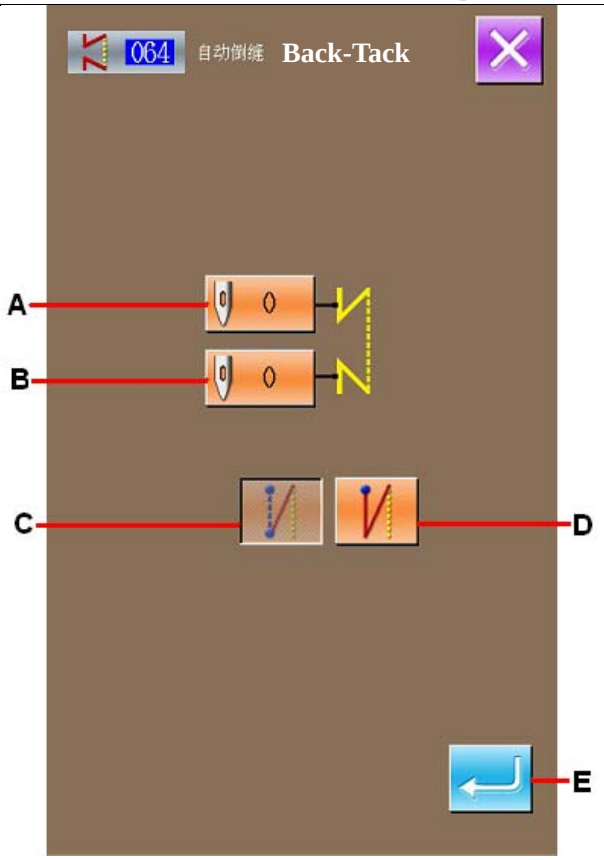
编制包括当前点的实体要素的开始缝制、结束缝制或两者指定针数的Z型或V型的倒缝。
Back-tack of Z type or V type with the specified number of stitches is created such as the sewing start, the sewing end, or the both of the elements including the present point.

① 选择自动倒缝

Select the Automatic Back-tack

在代码一览表界面上，选择自动倒缝(功能代码064)  ，实行之后，自动倒缝设定界面被显示出来。

In the interface of code list, select the Automatic Back-tack (code 064)  to activate the interface for setting the automatic back-tack



② 设定自动倒缝

Setting of Automatic Back-tack

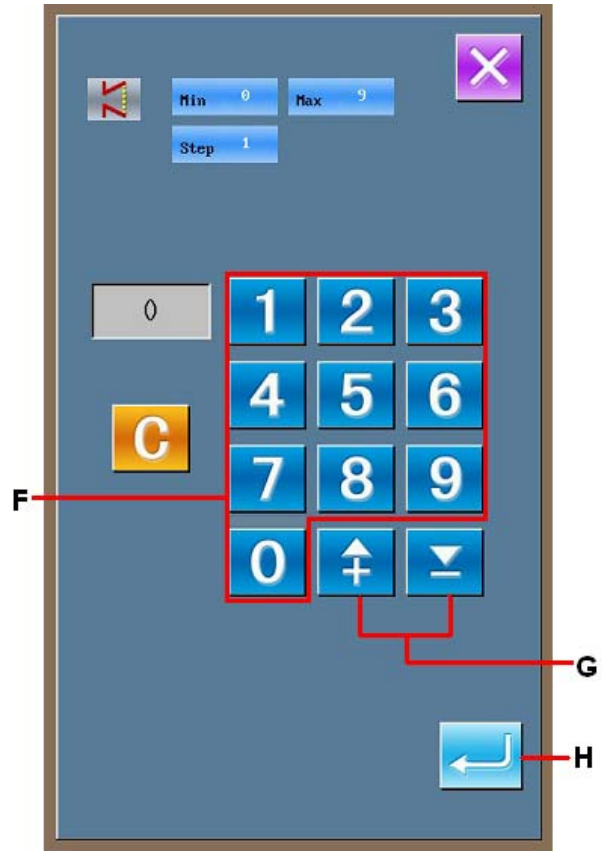
在自动倒缝设定界面，在开始缝制针数设定键 A 上显示当前开始缝制针数设定值，在结束缝制针数设定键 B 上显示当前结束缝制针数设定值。

In the interface for setting the automatic back-tack, the set stitch number of sewing start is displayed on Key A, while the set stitch number of sewing end is displayed on Key B

按想变更设定的项目键之后，该设定值的输入界面被显示。在针数设定界面，用数字键 F、＋/－键 G 设定针数，按确定键 H 之后，设定的针数被输入，然后返回到自动倒缝设定界面。

Press the button of the item, which is wanted changing, so as to activate the interface for inputting the set value. In the interface for setting stitch number, user can use number Keys (F) or +/-Keys (G) to set the set the stitch number. Press ENTER (H) to input the set stitch number and then the system will return to the interface for setting automatic back-tack

用倒缝类型选择键 C、 D 可以指定倒缝类型。反转显示的键 是为现在被选择的类型。按 V 型键 C 之后，编成 V 型的倒缝；按 Z 型键 D 之后，编成 Z 型的倒缝。



By using the Selection Key (C&D), user can determine the type of the back-tack. The selected type will be displayed in dark. Among these two keys, the Key C is for V type back-tack, while Key D for Z type back-tack

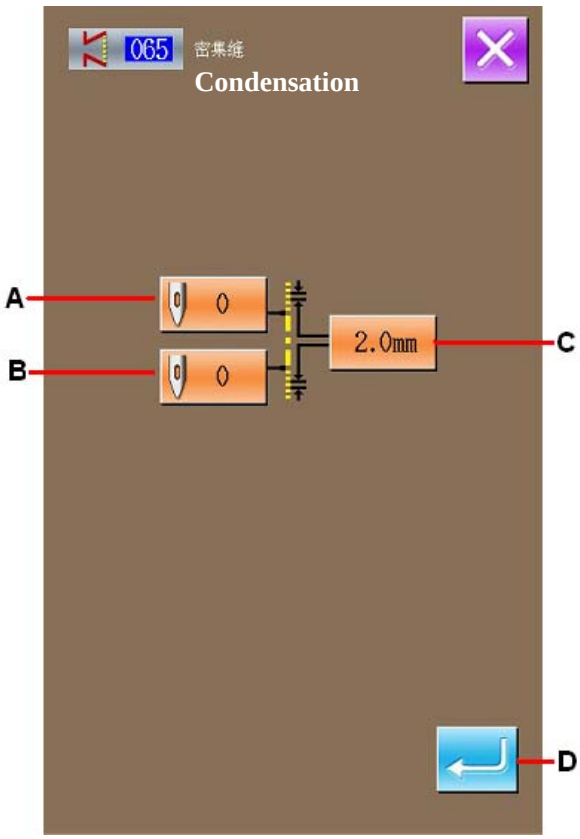
设定后，或不需要变更时，按自动倒缝设定界面的确定键 E 之后，逆向缝被编成，然后返回到标准界面。

After the setting (or without need to change), the standard interface will be displayed and the back-tack will be edited as long as ENTER (E) is pressed

4-7. 密集缝(065) Condensation Sewing (065)

变更包括当前点的实体要素的开始缝制、结束缝制或两者的指定针数为指定间隔。

The specified number of stitches of the sewing start, sewing end, or the both of the element including the present point is changed to the specified pitch



① **选择密集缝**

Selection of Condensation Sewing

在代码一览表界面上，选择密集缝(功能代码 065) 

，实行之后，密集缝设定界面被显示出来。

In the interface of the code list, select condensation sewing (Code 065) 

to activate the interface for setting the condensation sewing

② **设定密集缝**

Setting of the Condensation Sewing

在密集缝设定界面，开始缝制针数设定键 A 上，显示当前开始缝制针数设定值；在结束缝制针数设定键 B 上，显示当前结束缝制针数设定值；在针迹间隔设定键 C 上，显示当前针迹间隔设定值。

In the interface for setting the condensation sewing, the set stitch number of sewing start is displayed on Key A; the set stitch number of sewing end is displayed on Key B; the set pitch of stitch form is displayed on Key C

按想变更设定的项目键之后，该设定值的输入界面被显示。在输入界面，用数字键 E、＋/－键 F 设定数值，按确定键 G 之后，设定值被输入，然后返回到密集缝设定界面。

Press the button of the item, which is wanted

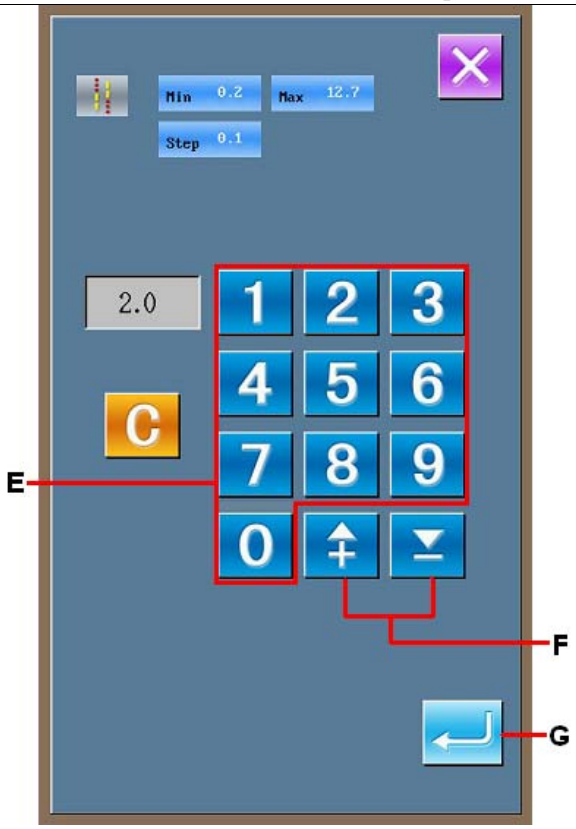
changing, so as to activate the interface for inputting the set value. In the interface for inputting, user can use number Keys (E) or +/-Keys (F) to set the set the value. Press ENTER (G) to input the set value and then the system will return to the interface for setting condensation sewing.

作为针数设定 0 之后，可以指定该部分没有密集缝。

If the stitch number is set at 0, that part can be set as without condensation sewing

设定后，或不需要变更时，按密集缝设定界面的确定键 D 之后，密集缝被编成，然后返回到标准界面。

After the setting (or without need to change), the standard interface will be displayed and the condensation sewing will be edited as long as ENTER (D) is pressed



4-8. 重叠缝(066) Overlapped Sewing (066)

编制在当前数据中按照落针位置插入点缝数据。
According to the needle entry position, insert the point sewing data among the present data

① **选择重叠缝**

Select Overlapped Sewing

在代码一览表界面上，选择重叠缝(功能代码066)  ，实行之后，重叠缝设定界面被显示出来。

In the interface of code list, select Overlapped Sewing (Code 066)  to activate the interface for setting the overlapped sewing.

② **设定重叠缝**

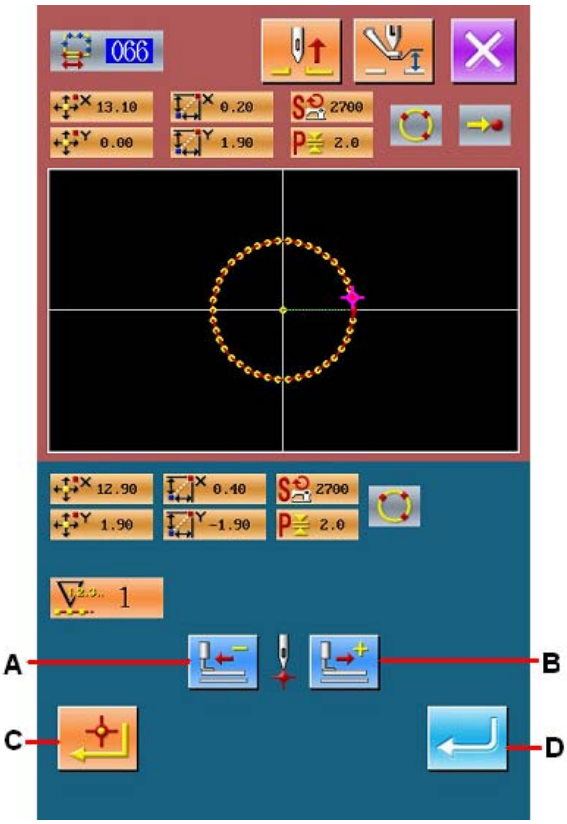
Setting of Overlapped Sewing

按后退送键 A、前进送键 B 之后，可以跟踪落针点。当前针位置用红色显示；按确定点键 C 之后，该针位置为重叠缝的对象，用红色显示。按确定键 D 之后，编成作为对象设定的重叠缝要素，然后返回到标准界面。

With the Backward Key (A) and Forward Key (B), user can track the needle entry point. The present needle position is displayed in red; after pressing Key C, user can set that point as the target of the overlapped sewing, which is displayed in red. Press ENTER (D) to set that point as the element of the overlapped sewing, and the system will return to the standard interface.

重叠缝常用在缝制闭合图形结尾处，如右图为一个闭合圆图形，按下后退键 A 退到想要重叠的针位，执行设定操作即可。

The overlapped sewing is usually used at the end of a close pattern. For an example, the right graph is a close circle, user shall press backward key (A) to fall back to the stitch position needing overlapped and perform the setting operation



4-9. 关于角点(自由曲线缝、普通缝) About Angle Point (Curve Sewing & Normal Sewing)

角点是自由曲线缝的2个形状点重叠的点，表示1个自由曲线的终端。在自由曲线缝输入中，确定键 C和确定点键 B被按的点变为角点。
Angle point, the point overlapped by two shaping pints in the curve sewing, stands for the end of a curve. In the input of curve, user can determine an angle point by pressing Key C and Key B

① 在自由曲线普通缝中输入角点

Input Angle Point in the Curve Normal Sewing

在代码一览表界面，选择自由曲线普通缝(功能代码 024)  ，输入自由曲线普通缝的坐标。

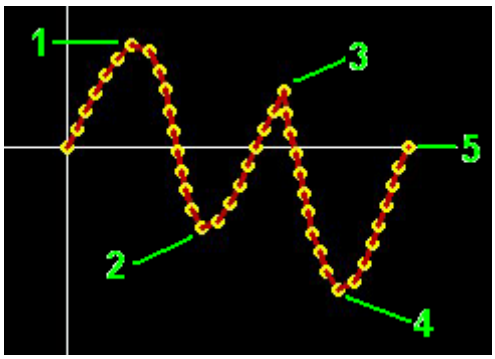
In the interface of code list, select curve normal sewing (Code 024)  to input the coordinate of the curve normal sewing.

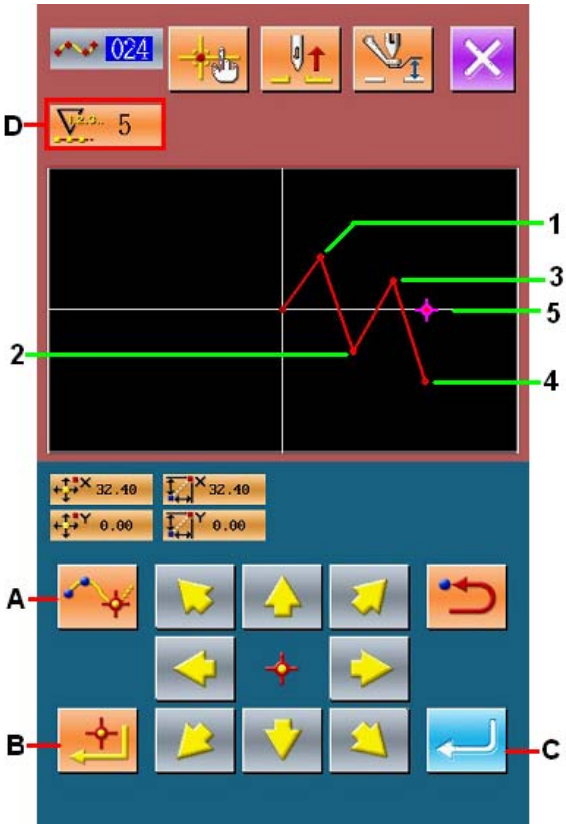
用通过点 A 输入 1、2、4 点；用确定点键 B 输入 3 点和 5 点；用确定键 C 输入 5 点。3 点和 5 点变为角点，输入时输入形状点数显示 D 设定为＋2。

Use Key A to input the points 1, 2 and 4; use Key B to input points 3 & 5; use Key C to input point 5. Then the points 3 & 5 are becoming the angle points, and the Key D shall be set at +2

结果如下图所示，在输入了角点的 3 点，自由曲线一旦结束，到下一个角点 5 变为新的自由曲线(作为要素是一个自由曲线缝)。

The result is the picture below. On point 3, which has been inputted as angle point, once the curve is finished, the connection between point 3 and point 5 will turn to new curve (in element level, it's a curve sewing)





② 在普通缝中输入角点

Input Angle Point in Normal Sewing

在普通缝时，根据按了确定点键 B 的点前面的要素类型决定被输入的点。

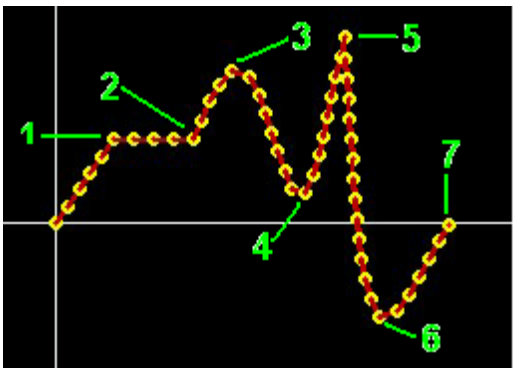
At normal sewing, the inputted points are determined by the element type before the point which is under the operation of Key B

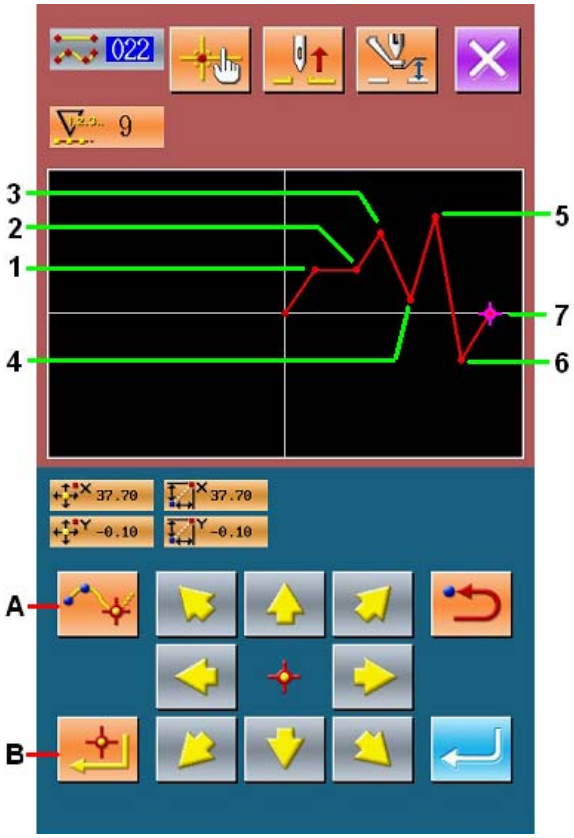
选择普通缝(功能代码 022) 

，在坐标输入界面，用确定点键 B 输入 1、2、5、7 点，用通过点 A 输入 3、4、6 点。此时，2 的前一点为直线缝，因此为通常的确定点(形状点数＋1)，5 点、7 点前一点为自由曲线缝，因此为角点(形状点数＋2)。

Select normal sewing (code 022) 

; in coordinate input interface, use Key B to input points 1, 2, 5, and 7, use Key A to input point 3, 4 and 6. At this moment, the point 2 is the normal deciding point (number of shape points +1) since the point that one before point 2 is the linear sewing. And the point 5 &7 are the angle points (number of shape point +2), since the point before the point 5 & 7 is the curve sewing





③ 在角点修正形状点

Correct Shape Point at Angle Point

角点重叠 2 个形状点，因此修正形状点(“5-8. 形状点的修正” p. 73)时必须注意。

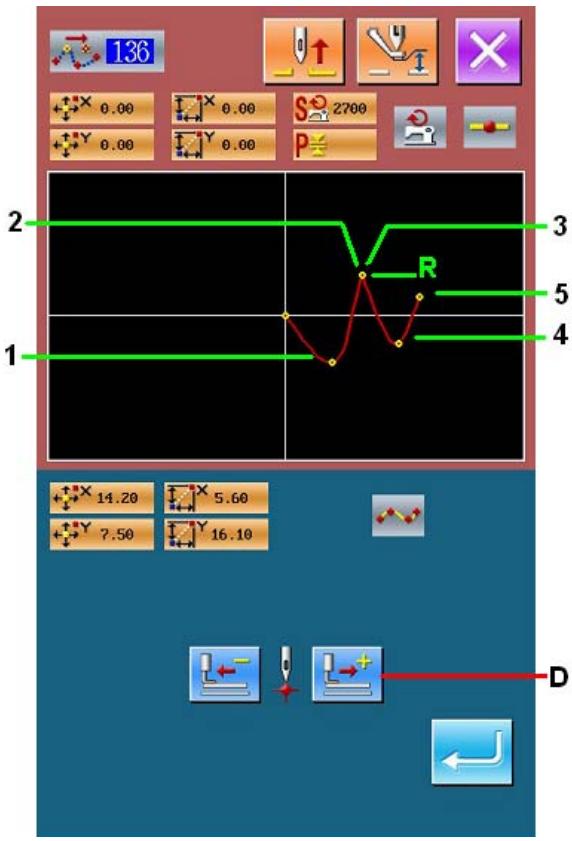
选择形状点移动形状点(功能代码 136)


，选择移动的形状点。按前送键 D，进入选择的形状点之后，角点(R 点)有 2 个形状点。

The angle point overlaps 2 shape points; therefore user needs to pay attention when correcting the shape point (“5-8. Correction of Shape Point”p.73)

Select Shape Point Move (Code 136)


and then choose the shape point for moving. Press Forward Key D to have access to the selected shape point. After that, angle point (R Point) has two shape points.

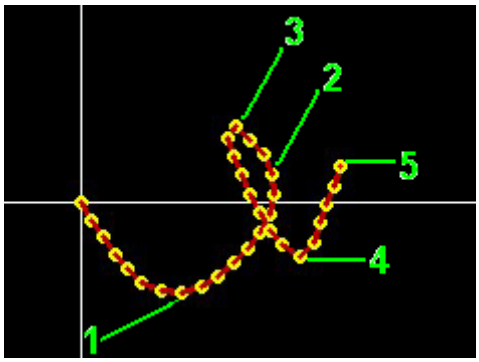


让 R 点移动到 S 点之后，选择后方 2 或前方 3 的形状点，可以变更结果。

结果是把后方 2 点移动了形状点。

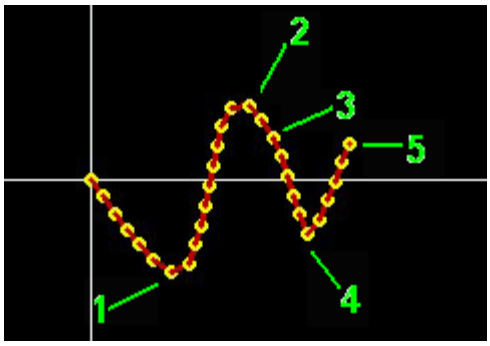
After making R point move to S point, user can select the shape point rear 2 or front 3 so as to change the result

The result when rear 2 is moved



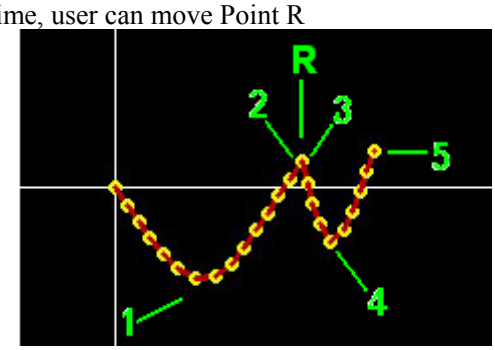
结果是把前方 3 点移动了形状点。

The result when front 3 is moved



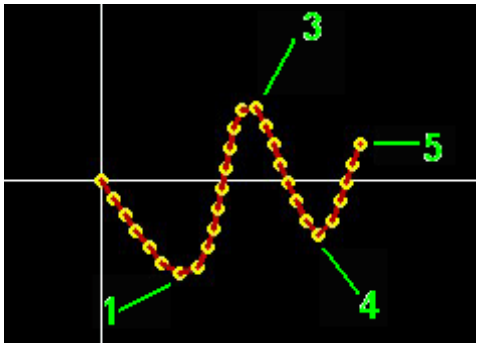
让后方2点和前方3点一起移动到同一坐标，可以让R点移动。

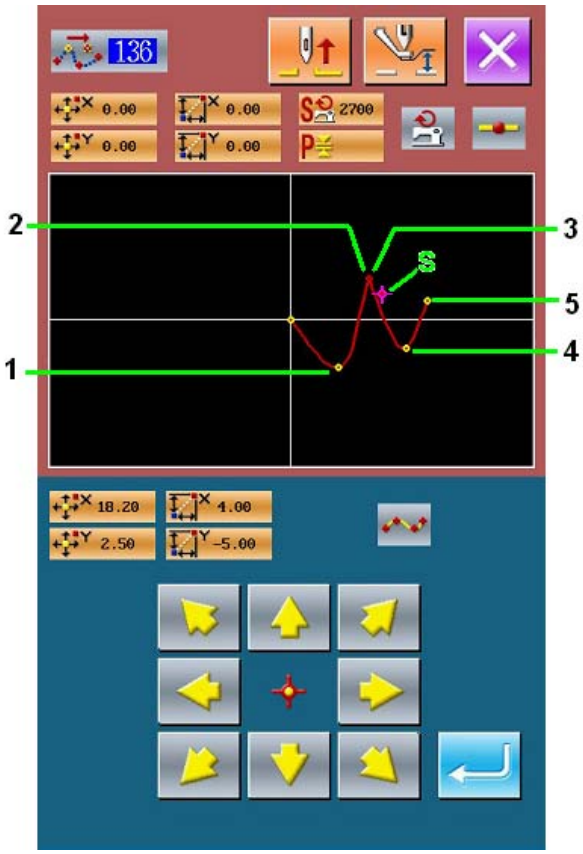
Move the rear 2 and front 3 to a same coordinate. At this time, user can move Point R



削除了后方 2 点、前方 3 点中的任何一点形状点之后，角点则成为通常的通过点，变成自由曲线缝。

When deleting either rear point 2 or front point 3, the angle point becomes the normal passing point and the pattern become the curve sewing





5. 图形的修正 Correction of Pattern

进行图形的修正时，请线用标准界面的后退键  或前进键  把机针位置移动到修正的位置。

When you perform the correction of pattern, please use  or  to move the needle to the position for correction.

5-1. 点修正 Point Correction

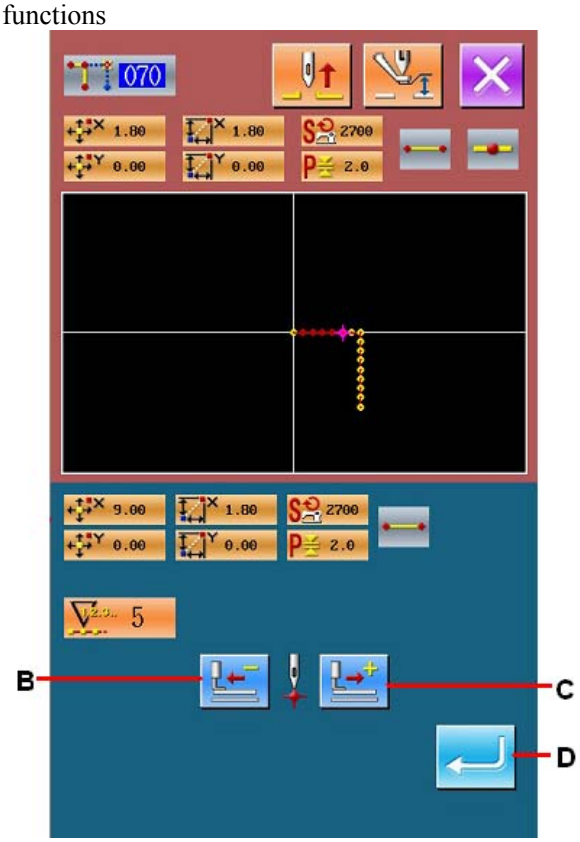
(1) 点删除(070、074) Point Deletion (070、074)

删除指定的区间的图形数据到机针落针点单位。根据是否移动删除点后的图形数据，分为相对点删除和绝对点删除两种方法。

The pointed section pattern data is deleted in needle entry point unit. The method of point deletion is divided into Relative Point Deletion and the Absolute Point Deletion according to the movement of the pattern data after the point deletion

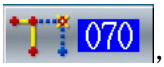
点删除不仅可以删除使用点缝输入功能作成的图形数据，也可以删除使用直线缝等功能输入的图形数据。

The function of point deletion can not only delete the pattern data that is produced with the point sewing functions, but also can delete the data produced with the linear sewing functions



① **选择相对点删除**

Select the Relative Point Deletion

在代码一览表界面，选择相对点删除(功能代码070)  ，然后实行。

In the interface of code list, select and perform the Relative Point Deletion (code 070)  .

② **指定相对点删除范围**

Appoint the Range for Relative Point Deletion

按后退送键B或前进送键C，移动机针位置，指定删除点的区间，然后按确定键  D。点变换确认界面被显示出来。

Press Key B or C to move the needle, so as to determine the range of the point deletion. Then press  (D) to activate the confirmation interface of the point change

③ **确认点变换**

Confirmation of Point Change

点变换确认界面在变换成点缝时显示。继续实

行时，按确定键之后，显示点删除确认界面。

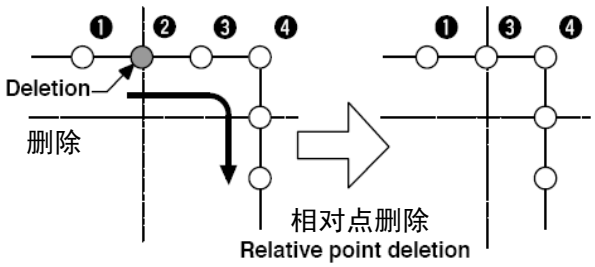
The confirmation interface of point change is activated when it changes to point sewing. If user continues performing it and press , the point deletion confirmation interface will be displayed

④ **相对点和绝对点删除说明**

Explanation of Relative Point Deletion and Absolute Point Deletion

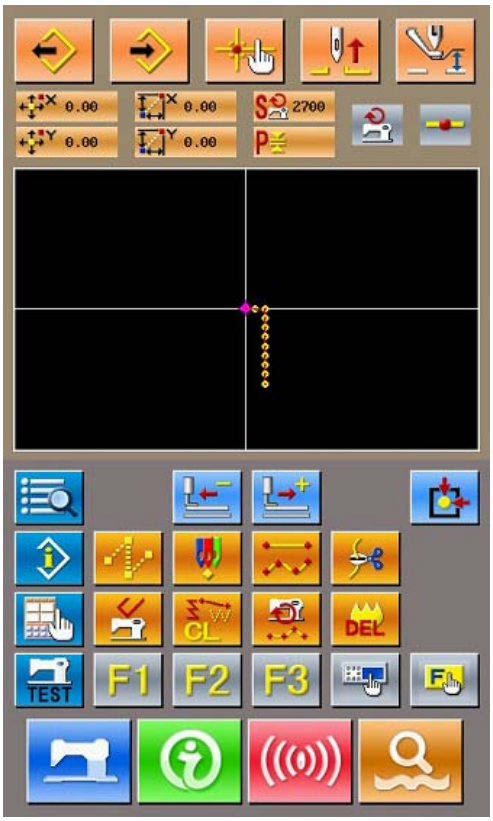
相对点删除时，删除点后的图形数据整体保持删除前的关系进行移动。

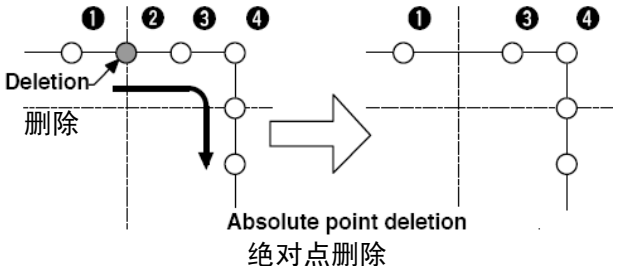
In case of the relative point deletion, the whole pattern data after the deleted point moves while holding the relation before deletion



绝对点删除(功能代码074)，删除点后的图形数据不移动。

Absolute Point Deletion (Code 074). The pattern data after the deleted point does not move





注意：

Attention:

1. **删除点之后，请注意点间距离不要超过缝纫机具有的最大缝迹长度。**

   After the point deletion, the point pitch shall not

exceeds the max sewing stitch form of the sewing machine

2. **删除点的结果，有可能作成完毕的图形数据的一部分超过缝制范围。此时，请使用修正功能，把图形数据修正到缝制范围内。**

   The result of point deletion may exceed the sewing range as a part of the completed pattern data. So, at this time, please use the correction function to modify the pattern data to the sewing range.

(2) 点移动(071、075)Point Move(071、075)

移动指定的机针落点。根据移动点后的图形数据是否移动，分为相对点移动（071）和绝对点移动（075）两种方法。

This function moves the specified needle entry point. There are two methods of Relative Point Move (071) and Absolute Point Move (075), depending on moving of the pattern data after the moved point

点移动不仅可以移动使用点缝输入功能作成的图形数据，而且还可以移动使用直线缝等功能输入的图形数据。直线缝等时，实行点移动之后，变换为点缝。

Point Move can not only move the pattern data made via the point sewing input function, but also can move the pattern data which is produced with the linear sewing functions. For pattern data make by linear sewing, it can be changed into point sewing after performing the point move.

① **选择相对点移动**

Selection of Relative Point Move

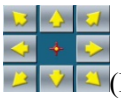
在代码一览表界面，选择相对点移动(功能代码071)  ，然后实行。

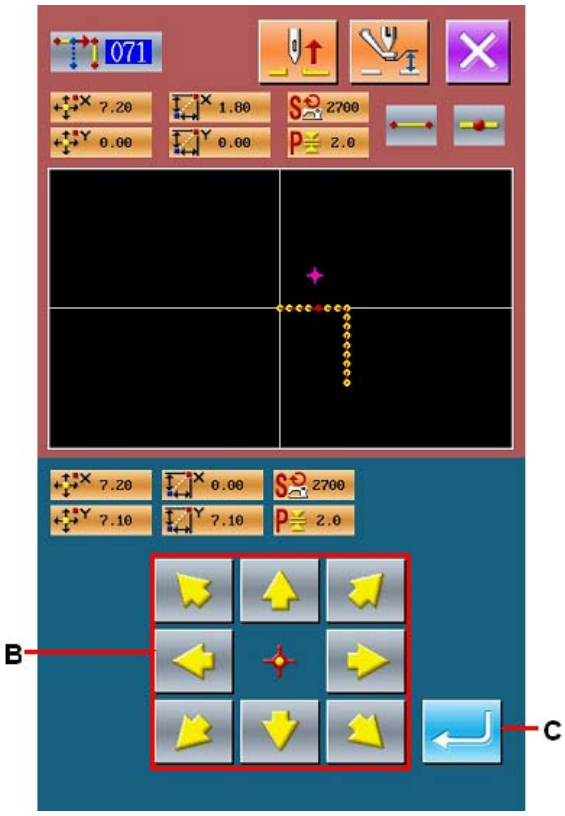
In the interface of code list, select and perform relative point move (code 071)  .

② **指定相对点移动位置**

Specify the Position of Relative Point Move

使用移动键  B指定点移动对象位置，按确定键  C之后，显示点变换确认界面。

Use direction keys  (B) to specify the position of the point move. Press  (C) to activate the confirmation interface of the point change



③ **确认点变换**

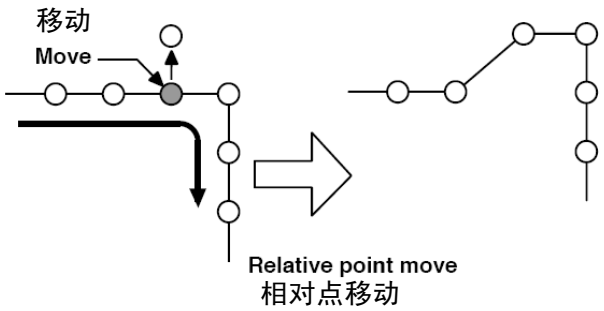
Confirmation of Point Change

点变换确认界面表示点缝发生变化。继续实行时，按确定键  之后，点移动被实行，然后返回标准界面。

The point change confirmation interface shows that the point change may be changed to the point sewing. In case of continuing, press  to perform the point move, and then the system returns the standard interface.

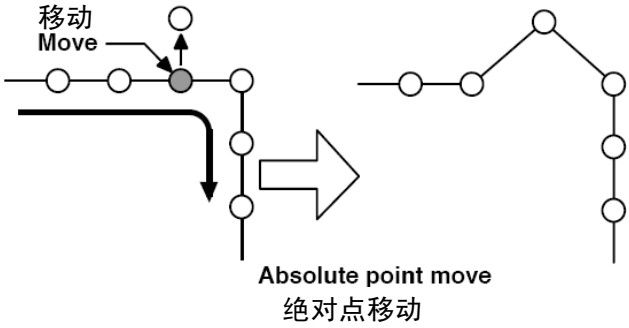
相对点移动时，移动点后的图形数据整体保持以前的关系进行移动。

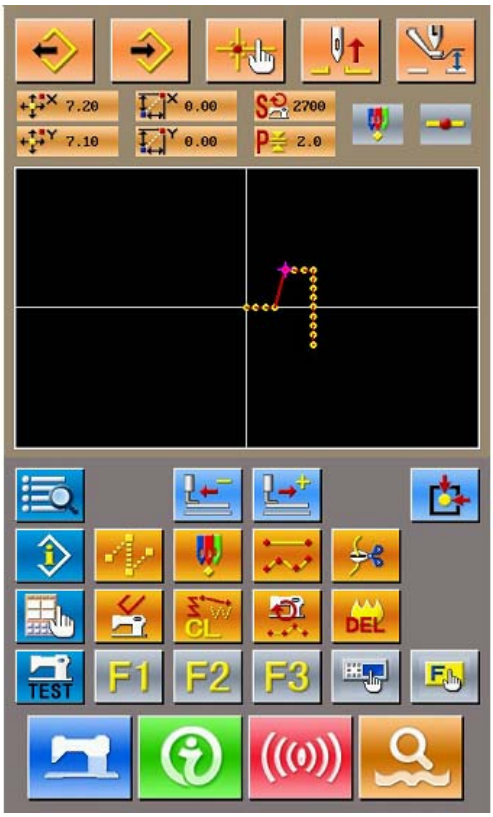
In case of the relative point move, the whole pattern data after the moved point moves while holding the previous relation



绝对点移动（功能代码075）  时，移动点后的图形数据不移动。

In case of the absolute point move (code 075)  , the pattern data after the moved point does not move.





注意：

Attention:

1. **移动点之后，请注意点间距离不要超过缝纫机具有的最大缝迹长度。**

   After the point move, the point pitch shall not exceeds the max sewing stitch form of the sewing machine

2. **移动点的结果，有可能作成完毕的图形数据的一部分超过缝制范围。此时，请使用修正功能，把图形数据修正到缝制范围内。**

   The result of point move may exceed the sewing range as a part of the completed pattern data. So, at this time, please use the correction function to modify the pattern data to the sewing range

(3) 点添加(076) Point Adding (076)

在指定的落针点后面追加点。追加点的后面的图形数据不移动。追加点不仅可以追加输入编制的图形数据，而且还可以追加直线缝制等任何功能输入的数据。

Add point after the pointed needle entry point. The pattern data after the added point keeps still. The point adding

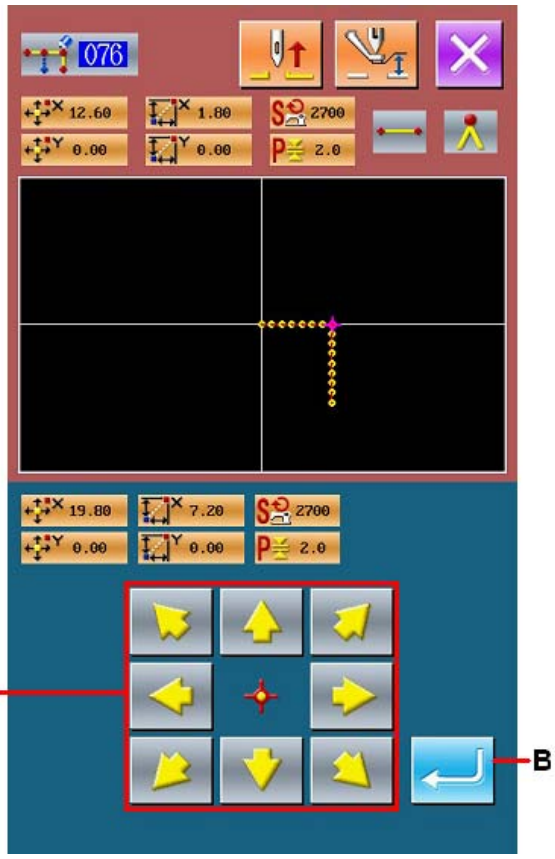
can not only add the inputted pattern data, but also can add the data made by linear sewing and other functions

① 选择相对点添加

Selection of Relative Point Adding

在代码一览表界面，选择相对点添加(功能代码076)  ，然后实行。

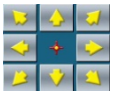
In the interface of code list, select and perform the relative point adding (Code 076) 

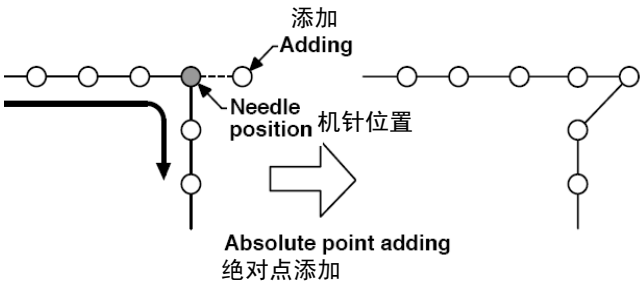


② 指定绝对点移动位置

Specify the Position of Absolute Point Move

使用移动键  B指定点移动对象位置，按确定键  之后，显示点变换确认界面。

Use  (A) to specify the position of the point move Press  (B) to activate the confirmation interface of the point change

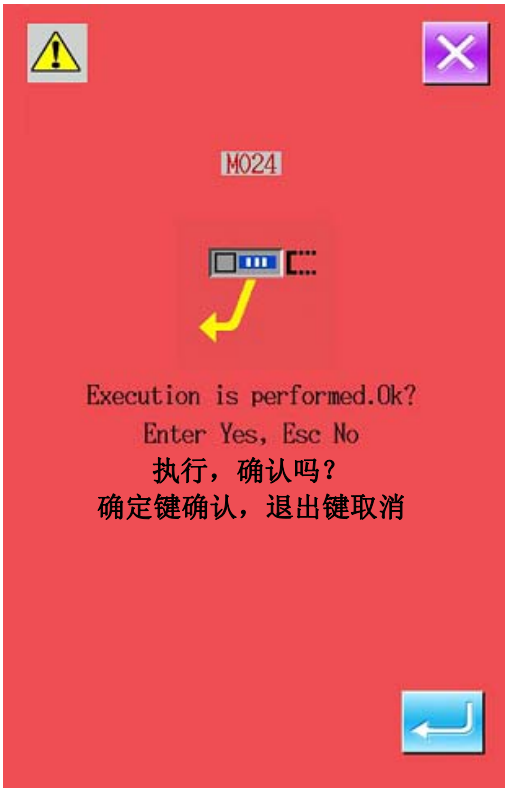


③ 实行追加绝对点

Performance of Adding absolute Point

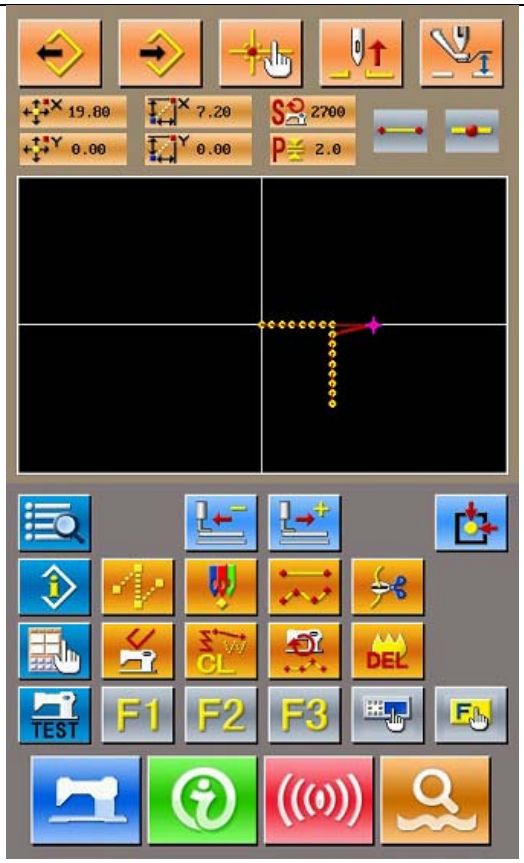
在绝对点添加确认画面，按确定键  之后，点添加被实行，然后返回到标准画面。

In the confirmation interface of absolute point, press  to perform the point adding. And then the system returns to the standard interface.



注意：
Attention:

1. **添加点之后，请注意点间距离不要超过缝纫机具有的最大缝迹长度。**
   After the point adding, the point pitch shall not exceeds the max sewing stitch form of the sewing machine
2. **添加点的结果，有可能作成完毕的图形数据的一部分超过缝制范围。此时，请使用修正功能，把图形数据修正到缝制范围内。**
   The result of point adding may exceed the sewing range as a part of the completed pattern data. So, at this time, please use the correction function to modify the pattern data to the sewing range



5-2. 顶点修正 Correction of Top Point

(1) 顶点删除(072、077)Deletion of Top Point (072、077)

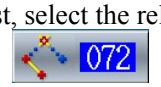
删除被指定的图形数据中的1个顶点。根据删除点后的图形数据是否移动，分为相对顶点删除和绝对顶点删除两种方法。
指定的点为要素的最终落针点或顶点以外的落针点时不能实行。

Delete a top point in the pointed pattern data. Depending on whether the pattern data after the point deletion keep still, the methods of top point deletion are divided into two methods: Relative Top Point Deletion and Absolution Top Point Deletion
If the pointed point is the final needle entry point or the needle entry point except the top point, this operation will be denied.

① 选择相对顶点删除

Selection of Relative Top Point Deletion

在代码一览表界面，选择相对顶点删除(功能代码072)  ，实行之后，相对顶点删除确认界面被显示出来。

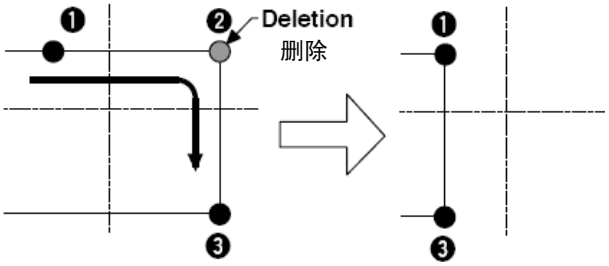
In the interface of code list, select the relative top point deletion (Code 072)  to activate the confirmation interface of the relative top point

② 实行相对顶点删除

Performance of Relative Top Point Deletion

在相对顶点删除确认界面，按确定键 A之后，实行相对顶点删除，然后返回到标准界面。

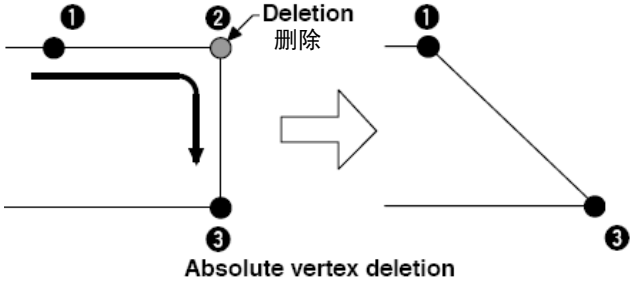
In the confirmation interface of relative top point, press ENTER Key A to perform the relative top point deletion, then the system returns to the standard interface



Relative vertex deletion
相对顶点删除

相对顶点删除时，删除点后的图形数据整体保持删除前的关系进行移动。

When deleting relative top point, the whole pattern data after the deleted point moves while holding the previous relation before deletion.



Absolute vertex deletion
绝对顶点删除

绝对顶点删除时，在代码一览表界面，选择绝对顶点删除(功能代码077)  ，然后实行。此时，删除点后的图形数据不移动。

In case of deleting the absolute top point: in the interface of code list, select and perform the absolute top point deletion (code 077)  . At this time the pattern data after deleted point keep still.

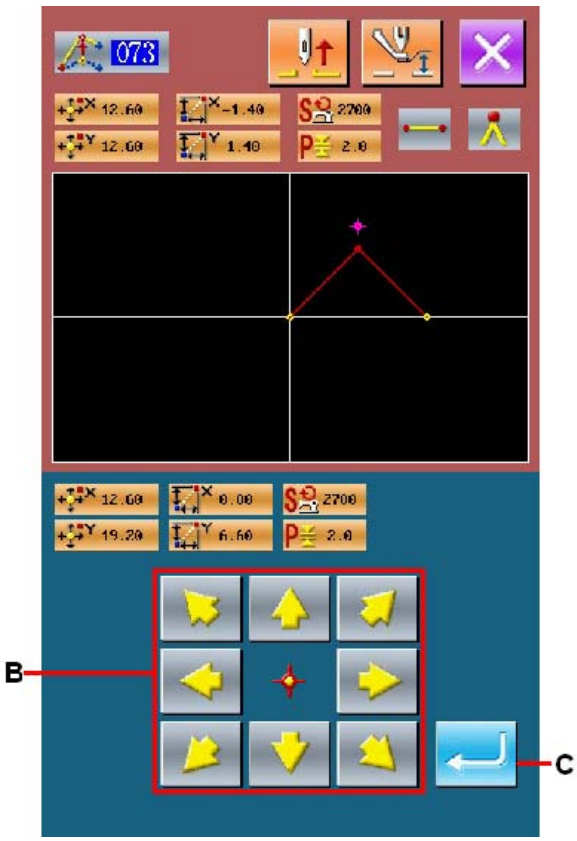
注意：
Attention:

删除点的结果，有可能作成完毕的图形数据的一部分超过缝制范围。此时，请使用修正功能，把图形数据修正到缝制范围内。

The result of point deletion may exceed the sewing range as a part of the completed pattern data. So, at this time, please use the correction function to modify the pattern data to the sewing range

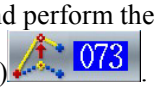
(2) 顶点移动 (073、078) Top Point Move (073、078)

移动指定的落针点。根据移动点后的图形数据是否移动，分为相对顶点移动 和绝对顶点移动 两种方法。
相对顶点移动时：指定的点不能在顶点以外的落针点实行移动。
绝对顶点移动时：指定的点不能在要素的最终落针点或顶点以外的落针点实行移动。
Move the pointed needle entry point. Depending on whether the pattern data after the point move keep still, the methods of top point move are divided into two methods: Relative Top Point Move and Absolution Top Point Move
Relative Top Point Move:The pointed point cannot be moved at the needle entry point other than top point.
Absolution Top Point Move:If the pointed point is the final needle entry point or the needle entry point other than the top point, this operation will be denied.



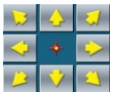
① 选择相对顶点移动

Selection of Relative Top Point Move

在代码一览表界面，选择相对顶点移动（ 功能代码 073)  ，然后实行。
In the interface of code list, select and perform the Relative Top Point Move (Code 073)  .

② 指定相对顶点移动位置

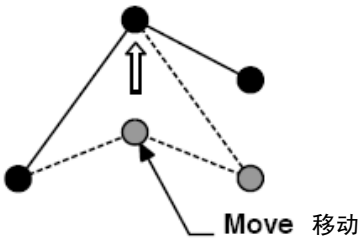
Specify the position of Relative Top Point Move

在相对顶点移动指定界面，使用移动键  B 指定顶点 的移动对象位置，按确定键 C 之后，机械控制命令删 除确认界面被显示出来。
In the specified interface of relative top point move, use  (B) to move the point. Press ENTER (C) to activate the confirmation interface of mechanical control order deletion

③ 实行顶点移动

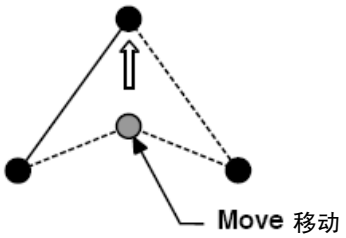
Performance of Top Point Move

在机械控制命令删除确认界面，按确定键 A 之后，顶 点移动被实行，然后返回到标准界面。
In the confirmation interface of mechanical control order deletion, press ENTER (A) to perform the top point move, and then the system will return to the standard interface



Relative vertex move
相对顶点移动

相对顶点移动时，移动点后的图形数据整体保持移动前的关系 进行移动。
When moving relative top point, the whole pattern data after the moved point moves while holding the previous relation before that movement

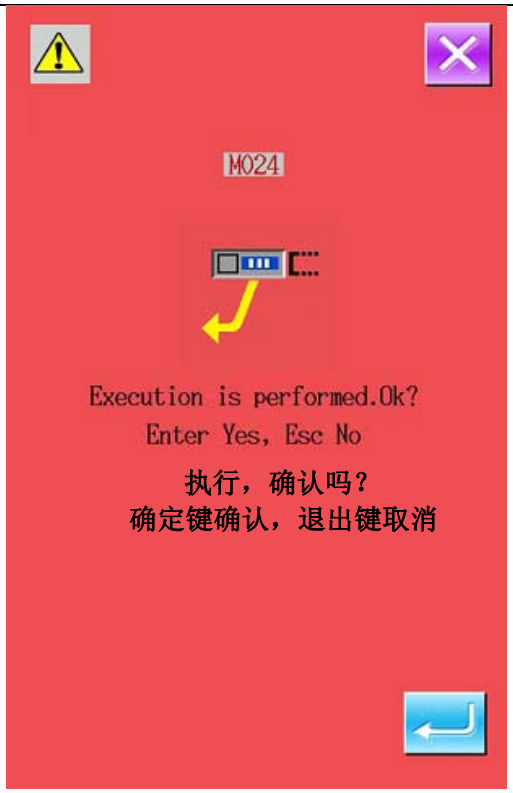


Absolute vertex move
绝对顶点移动

绝对顶点移动时，在代码一览表界面，选择绝对顶点移动(功 能代码 078)，然后实行。此时，绝对顶点移动时，移动点后的图形数据不移动。
In case of moving the absolute top point: in the interface of code list, select and perform the absolute top point move (code 078). At this time the pattern data after moved point keep still

注意：移动点的结果，有可能作成完毕的图形数据的一部分超过缝制范围。此时，请使用修正功能，把图形数据修正到缝制范围内。

Attention:The result of point deletion may exceed the sewing range as a part of the completed pattern data. So, at this time, please use the correction function to modify the pattern data to the sewing range



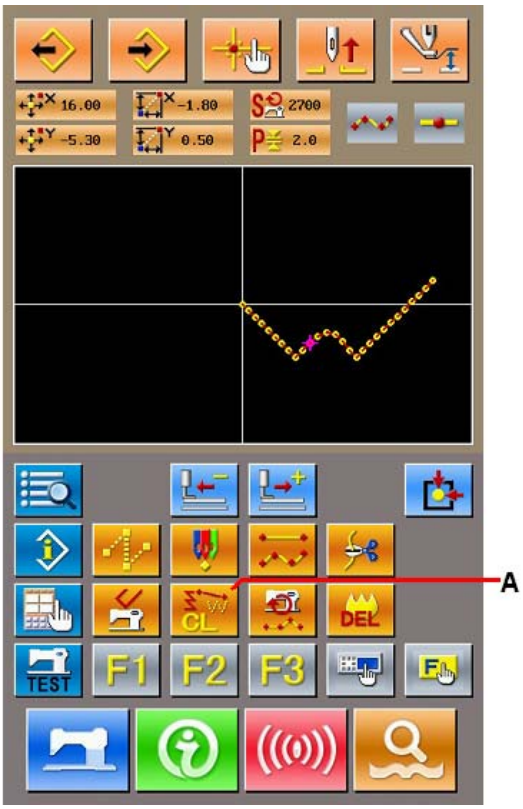
5-3. 要素删除(063) Element Deletion (063)

以要素单位删除缝制要素和机械命令。之后的要素在删除要素后向前移动。
Delete the sewing elements and mechanical orders in the unit of element, the element after the deleted element will move forward after the deletion

① 显示要素实行画面

Display of Element Deletion Performance Interface

在标准画面选择要素删除按钮A，或在代码一览表画面选择要素删除(功能代码063），实行之后，要素删除实行画面被显示出来。
Press element deletion key (A) in the standard interface, or select element deletion (code 063) in the interface of code list to activate the interface of the element deletion performance



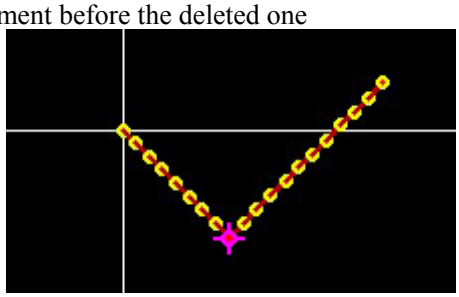
② 实行要素删除

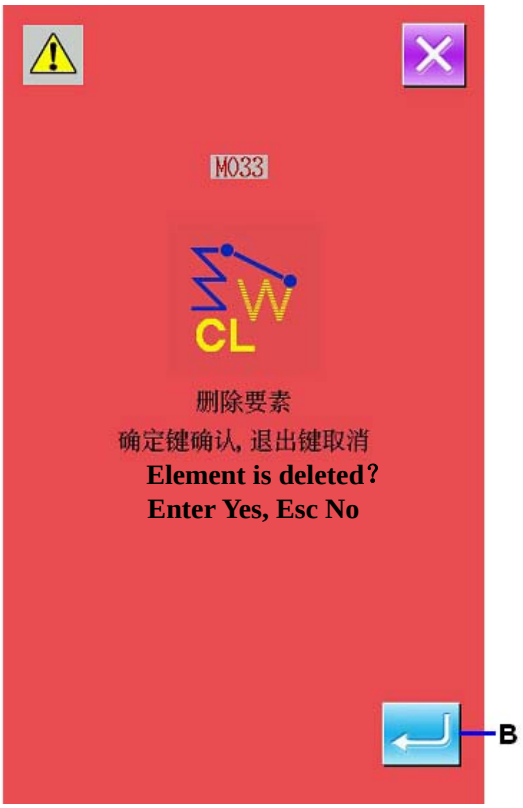
Performance of Element Deletion

选择要素删除(功能代码063) 

，按下确定键 B，实行要素删除，然后返回到标准界面。属于当前机针位置的要素被删除之后，删除要素后的图形数据整体向前移动，机针位置向删除要素的前一个要素的缝制终点移动。
Select the Element Deletion (Code 063) 

, then Press ENTER B to perform the element deletion. After that the system will return to the standard interface.
If the element belonging to the present needle position is deleted, the pattern data after the deleted element will move forward in a whole, and the needle position is moved to the end of the element before the deleted one



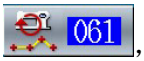


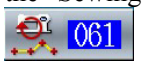
5-4. 缝制速度区间改变(061) Sewing Speed Section Change (061)

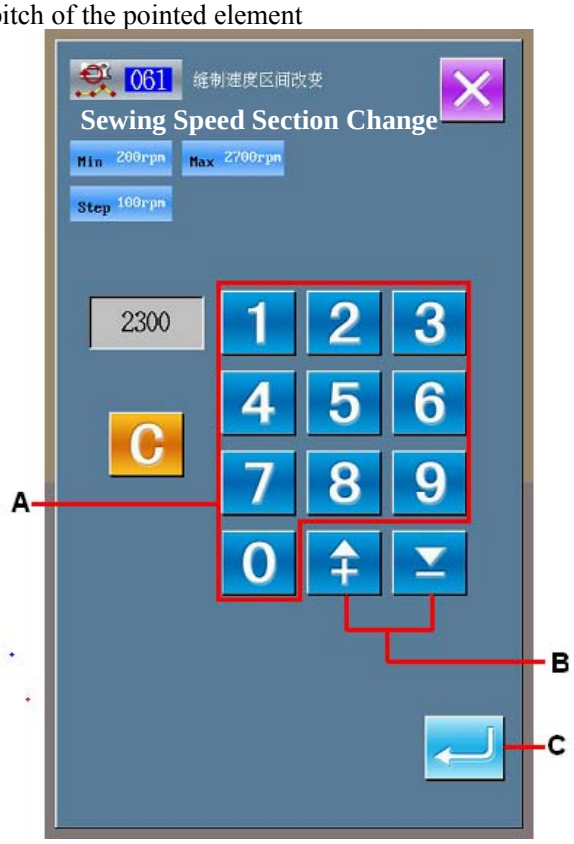
对于已经作成的要素，可以变更指定要素的缝制针距长度。
For the element already made, user can change the sewing pitch of the pointed element

① **显示缝制速度期改变设定画面**

Display of Interface for Setting the Sewing Speed Section Change

在标准画面选择缝制速度区间改变按钮 ，或在代码一览表画面选择缝制速度区间改变(功能代码 061)  ，实行之后，缝制速度区间改变设定画面被显示出。

Press Sewing Speed Section Change Key in the standard interface, or select the Sewing Speed Section Change (code 061)  in the code list to activate the interface for setting the Sewing Speed Section Change



② **输入变更的速度**

Input the Changed Speed

这是缝制速度区间改变设定画面，用十数字键 A、＋/－按钮 B 设定变更后的速度。按确定键 C 之后，显示缝制速度期间改变范围指定画面。

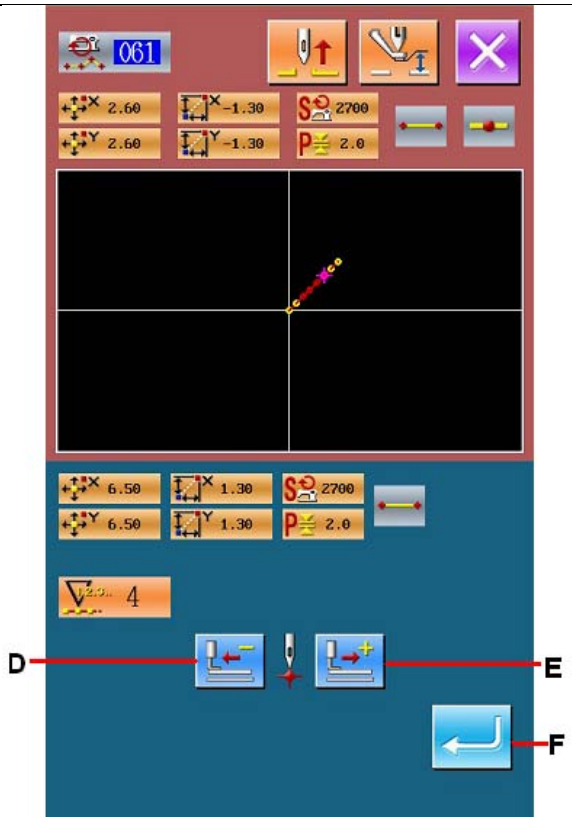
This is the interface for setting sewing speed section change. User can use number keys (A), +/- Keys (B) to set the changed speed. Press ENTER (C) to display the interface for specifying the sewing speed change range.

③ **指定变更速度的范围**

Specify the Range of Speed Change

按后退送按钮 D、前进送按钮 E 之后，可以跟踪落针点。按实行按钮 F 之后，作为对象变更设定范围的点速度，然后返回到标准画面。

Press Backward Key D or Forward Key E to track the needle entry point. Press ENTER (F) to change the point speed of the set range. Then the system will return to the standard interface



5-5. 改变针距长度(062) Change Length of Pitch (062)

对于已经作成的要素，可以变更指定要素的缝制针距长度。
For the made element, the sewing pitch length of a specified element can be changed.

① **显示改变针距长度设定界面**

Display of Interface for Setting the Pitch Length

在代码一览表界面，选择改变针距长度(功能代码 062) 

，实行之后，改变针距长度设定界面被显示出来。

In the interface of code list, select change pitch length (code 062) 

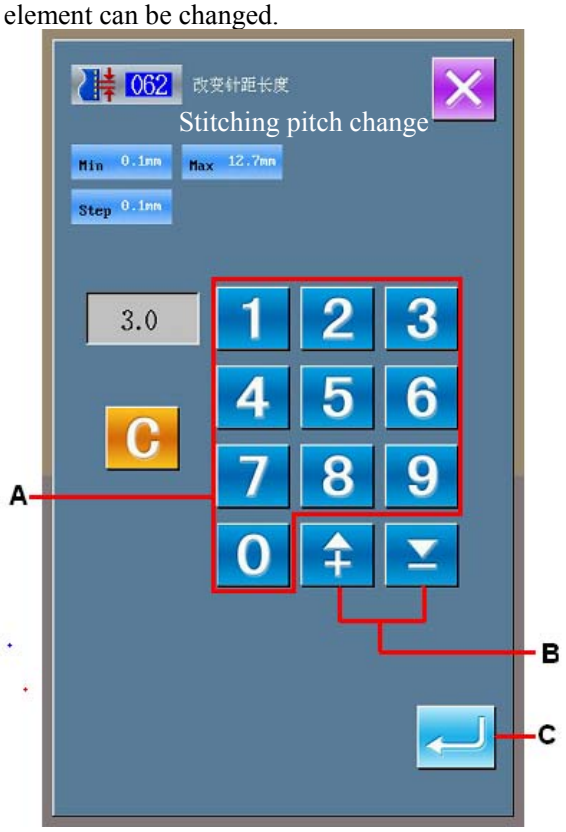
to activate the interface for setting the pitch length

② **输入改变的针距长度**

In put the Pitch Length

在改变针距长度界面，用数字键 A、＋/－键 B 设定变更后的针距长度。按确定键 C 之后，显示出针距长度变更范围指定界面。

In the interface of changing pitch length, use number keys (A), +/- Keys (B) to set the changed pitch length. Press ENTER (C) to display the interface for specifying the pitch length change range.

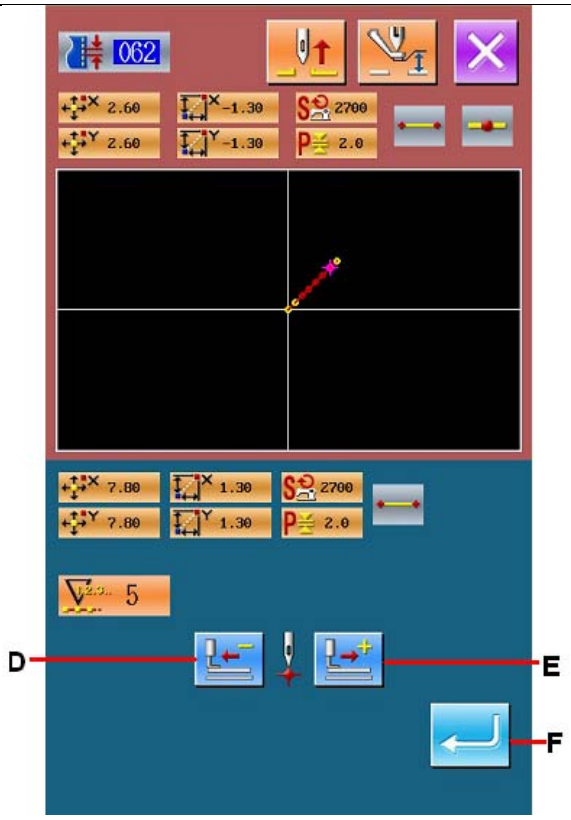


③ **指定变更针距长度的范围**

Specify the Range of Pitch Length for Changing

按后退送键 D、前进送键 E 之后、可以跟踪落针点。按确定键 F 之后，作为对象变更包括设定范围的要素针距长度，然后返回到标准界面。

Press Backward Key D or Forward Key E to track the needle entry point. Press ENTER (F) to change the pitch length of the set range. Then the system will return to the standard interface



5-6. 对称 Symmetry

作成与作成的图形对称的图形。本功能以当前机针位置为基准，对图形整体进行。实行本功能时，必须预先把当前机针位置设定到基准的位置。

Make a pattern symmetrical to the made one. This function is effective to the whole pattern with the existing needle position at the standard. When operating this function, user shall set the existing needle position to the standard position

(1) X轴对称(082) X Axis Symmetry (082)

对于通过现在机针位置的X轴，作成对称的图形。当前图形照原样留下，对象的图形被添加到该图形后面。

Create the pattern symmetrical to the X axis passing the present needle position. The present pattern is kept, and the symmetrical pattern is added after it

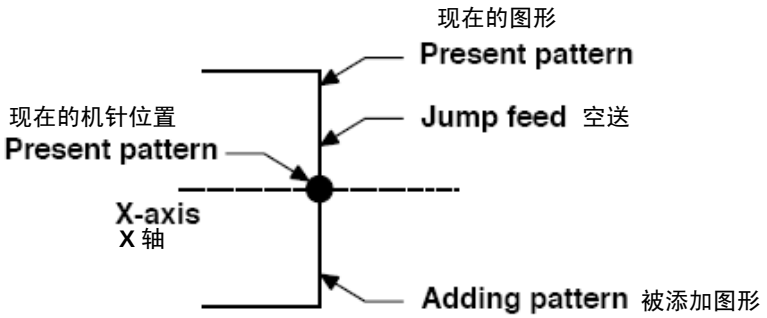
① **实行 X 轴对称 Performance of X Axis Symmetry**

在代码一览表界面，选择 X 轴对称(功能代码 082) 

，实行之后，确认界面被显示。在确认界面按确定键 A 之后，X 轴对称被实行。

In the interface of code list, select the X Axis Symmetry (code 082) 

to activate the confirmation interface. Press ENTER A in confirmation interface to perform the X axis symmetry



(2) Y轴对称(083) Y Axis Symmetry (083)

对于通过现在机针位置的Y轴，作成对称的图形。当前图形照原样留下，对称的图形被添加到该图形后面。

Create the pattern symmetrical to the Y axis passing the present needle position. The present pattern is kept, and the symmetrical pattern is added after it

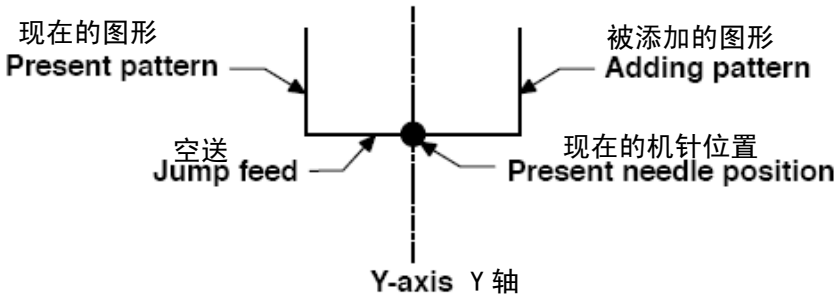
① **实行Y轴对称 Performance of Y Axis Symmetry**

在代码一览表界面，选择Y轴对称(功能代码 083) 

，在确认界面按确定键 A 之后，Y轴对称被实行。

In the interface of code list, select the Y Axis Symmetry (code 083) 

to activate the confirmation interface. Press ENTER A in confirmation interface to perform the Y axis symmetry



(3) 点对称(084) Point Symmetry (084)

作成以现在机针位置为基准的对称图形。当前图形照原样不同留下，对称图形被添加到该图形后面。

Create the pattern symmetrical to the present needle position. The present pattern is kept, and the created symmetrical pattern will be added after it

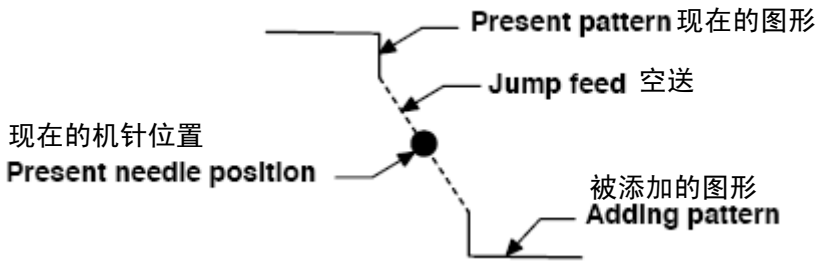
① **实行点对称 Performance of Point Symmetry**

在代码一览表界面，选择点对称(功能代码 084) 

，并实行，在确认界面按确定键 之后，点对成被实行。

In the interface of code list, select the Point Symmetry (code 084) 

to activate the confirmation interface. Press ENTER in confirmation interface to perform the point symmetry



(4) Y轴镜像图形顺向缝(098) Y Symmetry Pattern Inversion Orderly Sewing (098)

对于通过现在机针位置的Y轴，作成对称的图形。当前图形被删除，空送被添加到对称的图形前头。

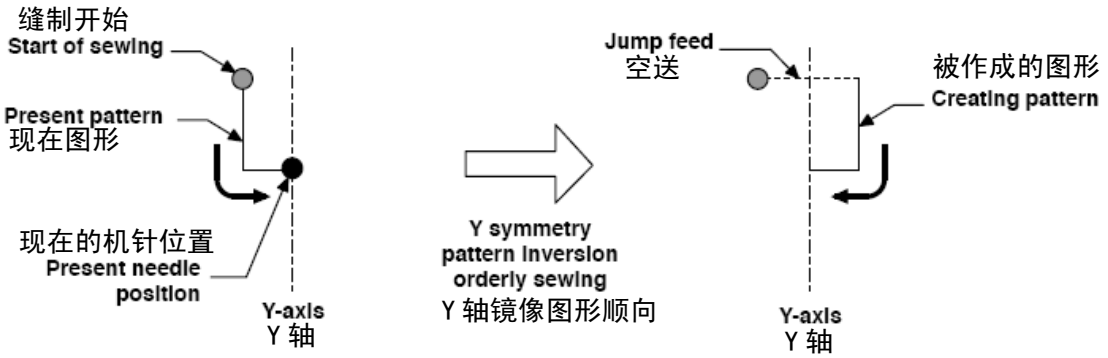
Create the pattern symmetrical to the Y axis passing the present needle position. The present pattern is deleted, and the jump feed is added up to the top of the symmetrical pattern

① **实行Y轴镜像图形顺向缝**

Performance of Y Symmetry Pattern Inversion Orderly Sewing

在代码一览表界面，选择 Y 轴镜像图形顺向缝(功能代码 098)  ，在确认界面按确定键 之后，Y 轴镜像图形顺向缝被实行。

In the interface of code list, select the Y Symmetry Pattern Inversion Orderly Sewing (code 098)  and press ENTER at confirmation interface to perform the Y Symmetry Pattern Inversion Orderly Sewing



5-7. 形状点的修正 Correction of Shape Point

进行包括现当前点所在要素形状点的修正。
Perform the correction on the shape point of element that contains the present point

(1) 形状点添加(135) Shape Point Adding (135)

添加形状点
Add shape point

① 选择形状点添加

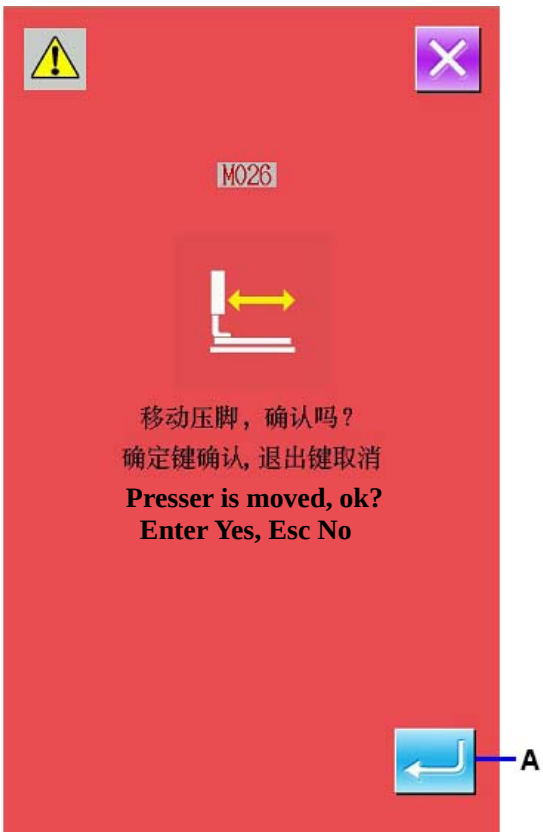
Selection of Shape Point Adding

在代码一览表界面，选择形状点添加(功能代码 135)  ，实行之后，压脚移动确认界面被显示出来。

In the interface of code list, select shape point adding (code 135)  to activate the confirmation interface of the presser move

按确定键 A 之之后，压脚移动到第一个形状点，形状点指定界面被显示出来。

Press ENTER A to move the presser to the first shape point. At this moment, the specifying interface of the shape point is displayed.



② 指定形状点

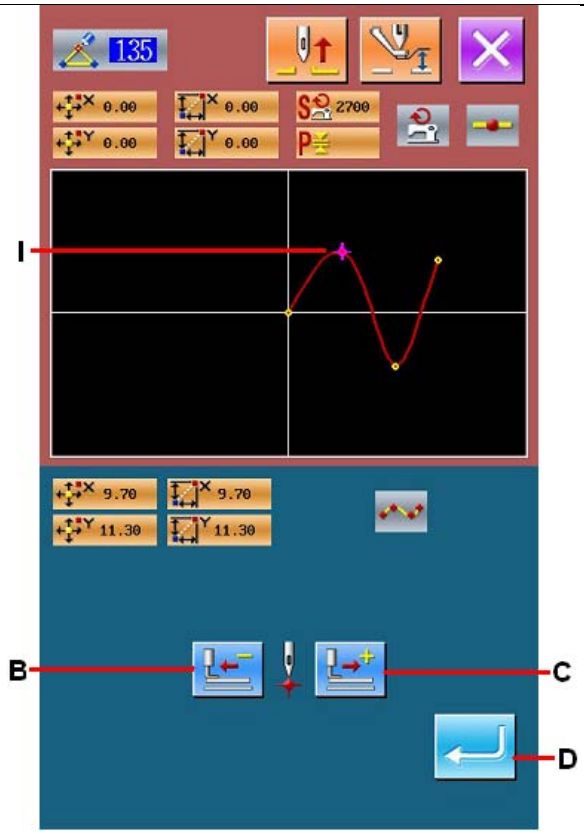
Specify the Shape Point

使用后退送键 B、前进送键 C，指定添加处的形状点。新的形状点被添加到这里指定的形状点后面。指定的形状点用红色 I 表示。

Use Backward Key B and Forward Key C to specify the position for adding shape point. The new shape point will be added after the shape point specified here. The specified shape point is in red (I).

选择形状点，按确定键 D 之后，形状点位置指定界面被显示出来。

Select the shape point, press ENTER(D) to activate the interface for specifying the shape point position

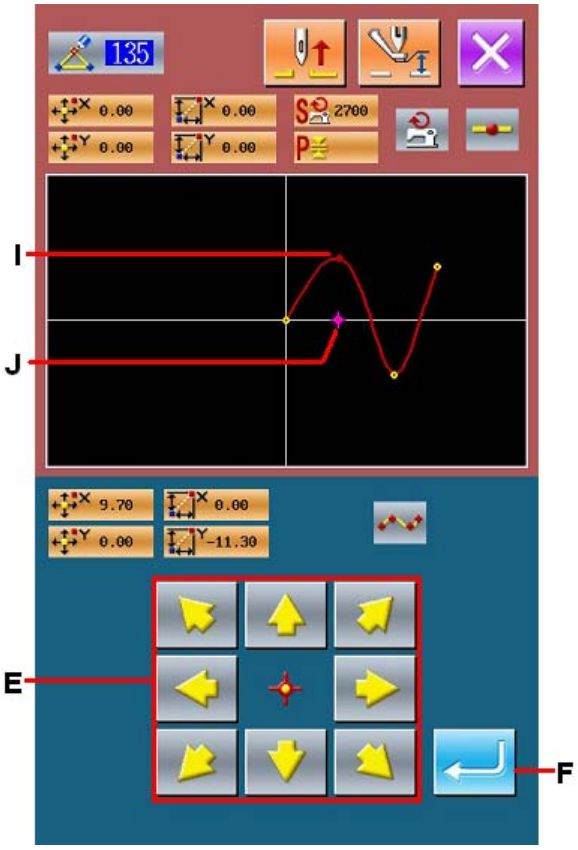


③ 指定添加位置

Specify the Adding Position

使用移动键 E，用游标 J 指定形状点的添加对称位置，然后按确定键 F。

Use direction key (E) to move icon (J) for specifying the symmetrical position of the added shape point. And then press ENTER (F) for confirmation.



④ 删除机械控制命令

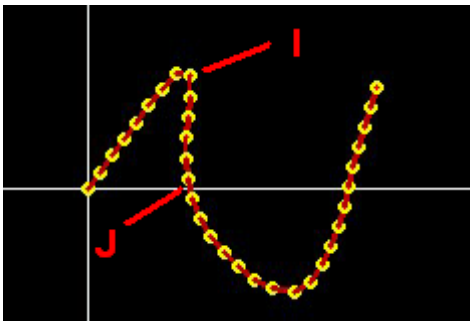
Delete the Mechanical Control Order

机械控制命令删除的确认界面被显示，因此要素中途的机械控制命令如果可以被删除的话，按确定键 G 之后，形状点添加被实行，然后返回到标准界面。

The confirmation interface is displayed, therefore, if the mechanical control order in the midway of the element can be deleted, the shape point adding will be performed after the ENTER (G) is pressed. After that operation, the system will return to the standard interface.

下图表示在形状点 I 后，添加形状点 J 的例子。

The picture below is the example of adding shape point J after shape point I



(2) 形状点移动(136) Shape Point Move (136)

移动形状点Move shape point

① 选择形状点移动

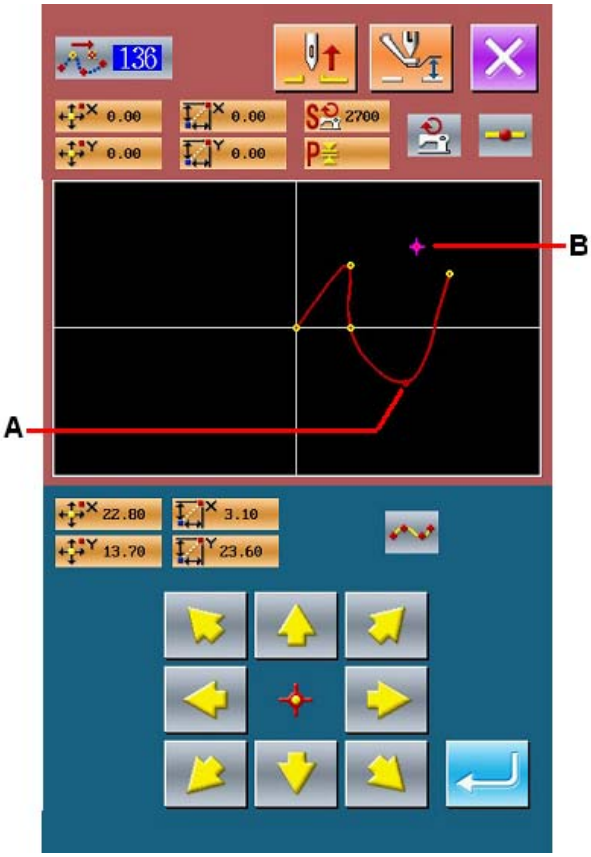
Selection of Shape Point Move

在代码一览表界面，选择形状点移动(功能代码136)  ，然后实行。

n the interface of code list, select and perform Shape Point Move (code 136)  .

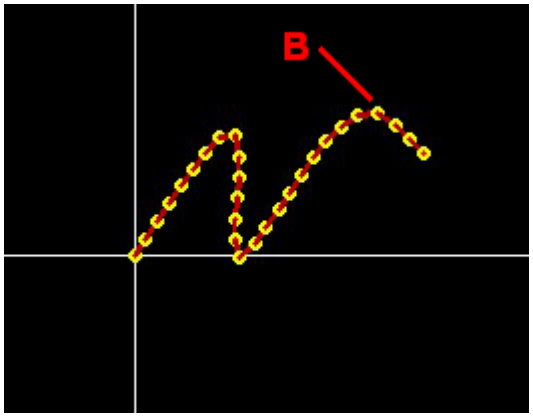
形状点移动的操作顺序与“5-7. (1) 形状点添加”p. 73 相同。压脚移动确认后，选择移动的形状点，在右图的位置指定界面，指定移动对称的位置。指定位置，确认机械控制命令后，形状点移动被实行。

The operational procedure for shape point move is same to that in “5-7. (1) Shape Point Adding”p.73. After the confirmation of presser move, user shall select the shape point for moving, and specify the position of moving destination in the position specifying interface. After specifying the position and confirming the mechanical control order, the shape point move is performed



下图表示把形状点 A 移动到 B 的例子。

The following picture is the example to move shape point A to B



(3) 形状点删除(137) Shape Point Deletion (137)

删除形状点Delete the shape point

① 选择形状点删除

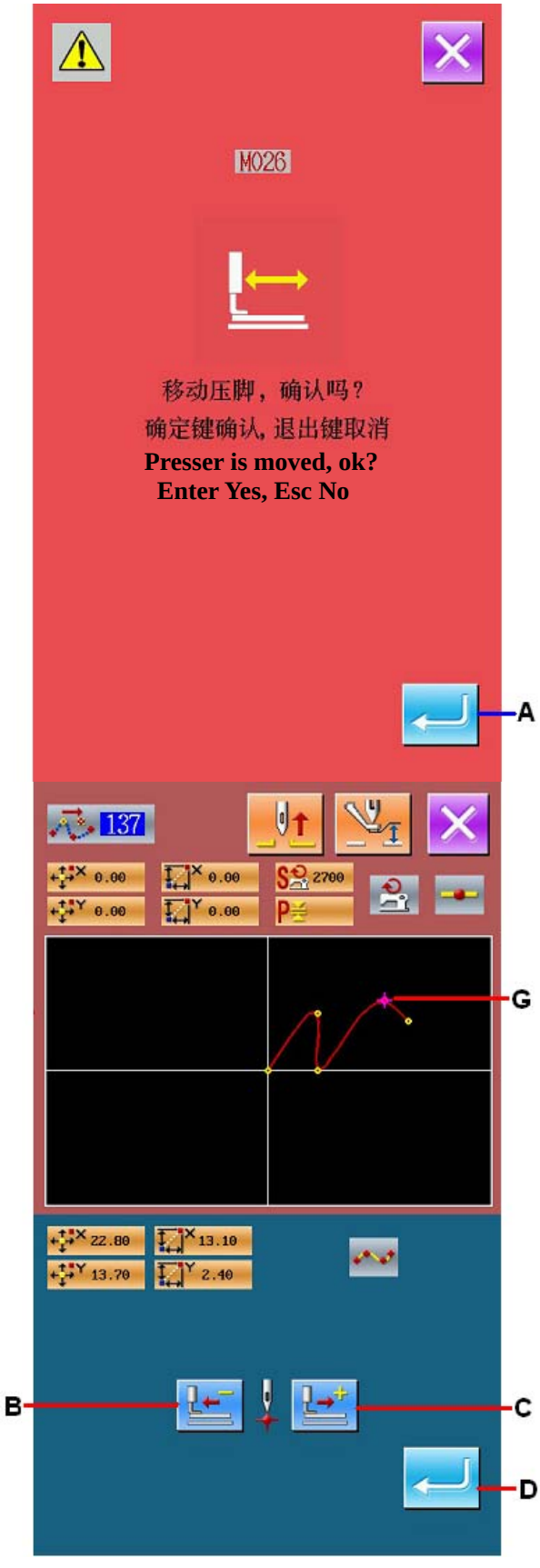
Selection of the Shape Point Deletion

在代码一览表界面，选择形状点删除(功能代码137)  ，实行之后，压脚移动确认界面被显示出来。

按确定键 A 之后，压脚移动，形状点指定界面被显示出来。

In the interface of code list, select Shape Point Deletion (code 137)  to avtivate the confirmation interface of presser move

Press ENTER (A) to move the presser. After that, the shape specifying interface is displayed



② 指定形状点

Specify the Shape Point

使用后退送键 B、前进送键 C，指定删除的形状点。

选择形状点，然后按确定键 D。

Use Backward Key (B) and Forward Key (C) to specify the shape point for deletion

Select the shape point and press ENTER (D)

③ 删除机械控制命令

Delete the Mechanical Control Order

机械控制命令删除确认界面被显示，因此要素中途的机械控制命令如果可以删除的话，请按确定键 E。

The confirmation interface is displayed. Therefore, if the mechanical control order in the midway of the element can be deleted; please press ENTER (E).

④ 实行形状点删除

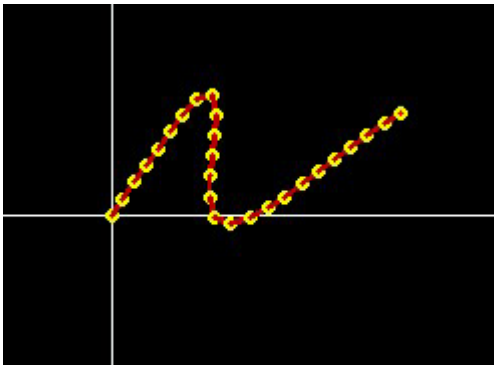
Performance of Shape Point Deletion

在形状点删除确认界面，按确定键 F 之后，形状点删除被实行，然后返回到标准界面。

In the confirmation interface of Shape Point Deletion, please press ENTER F to perform the deletion of the shape point. After that, the system returns to the standard interface

下图表示删除了形状点 G 的例子。

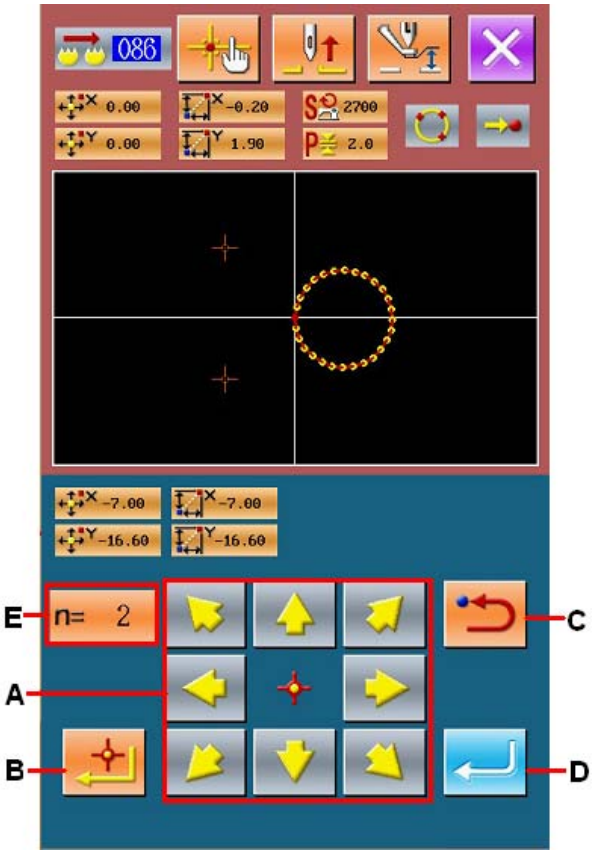
The following picture is the example that has shape point G deleted



6. 图形操作 Pattern Operation

6-1. 图形复制(086) Copy Pattern (086)

最多可以进行10件作成的图形复制。
Enable to copy 10 created patterns at most



① **选择图形复制**

Select Pattern Copy

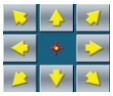
在代码一览表界面，选择图形复制(功能086），实行之后，图形复制位置指定界面被显示出来。

In the interface of code list, select Pattern Copy (code 086) to activate the interface for specifying the pattern copy position

② **指定图形复制对象**

Specify the Target for Pattern Copy

使用移动键  A，调整到希望复制对象的位置。

Use  (A) to adjust the icon to the position where user want the pattern to be copied

③ **决定图形的复制位置**

Decide the Copy Position of Pattern

按确定点键 B 之后，把该点设定为复制位置。

Press Key B to set that point as copy position

④ **实行图形复制**

Perform the Pattern Copy

按确定键 D 之后，确认界面被显示出来。

Press the ENTER (D) to activate the interface for confirmation.

⑤ 在图形复制确认界面，按确定键 之后，图形复制被实行，然后返回到标准界面。

In the confirmation interface of pattern copy, user can press to copy the pattern and let the system return to the standard interface

1. 进行 2 和 3 的操作，最多可以反复输入 10 次。在 E 上显示输入件数。

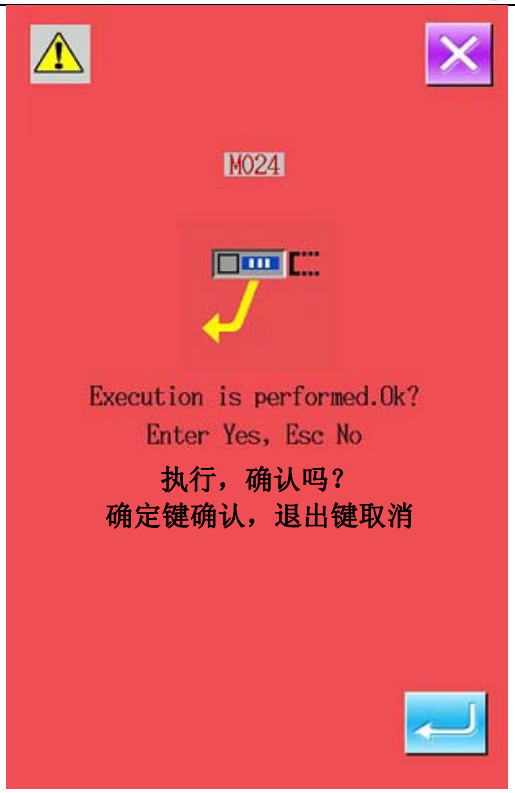
   The operations of step 2 and 3 can be repeated for 10 times at most. The number of pieces inputted will be displayed on E.

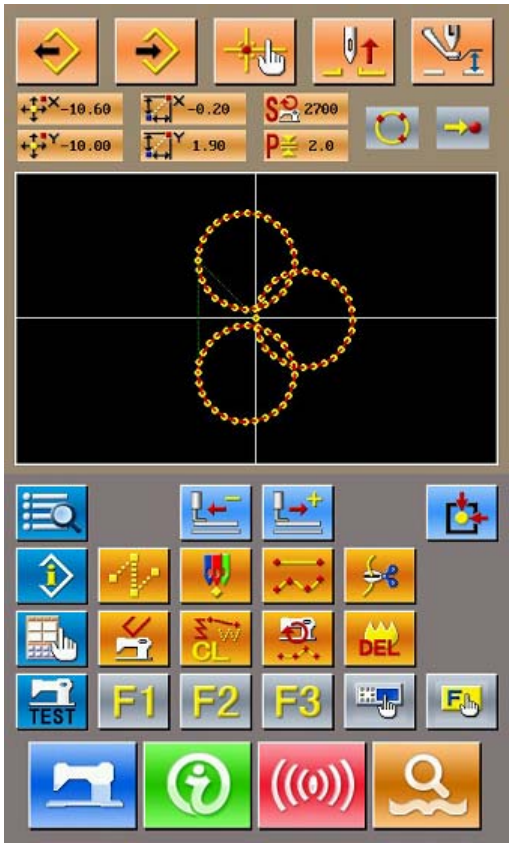
2. 进行 4 的操作时，按确定键之前，可以用撤消键 C 删除已经输入的复制点。

   When performing the operation of step 4, user can press Key C to delete the inputted copy point before ENTER is pressed.

3. 本功能是以现在机针位置为基准复制整个图形的。在复制对象的缝制始点前插入空送。

   This function is to copy the whole pattern with the present needle position as the reference. The jump feed shall be inserted before the swing start of the copied pattern





注意：

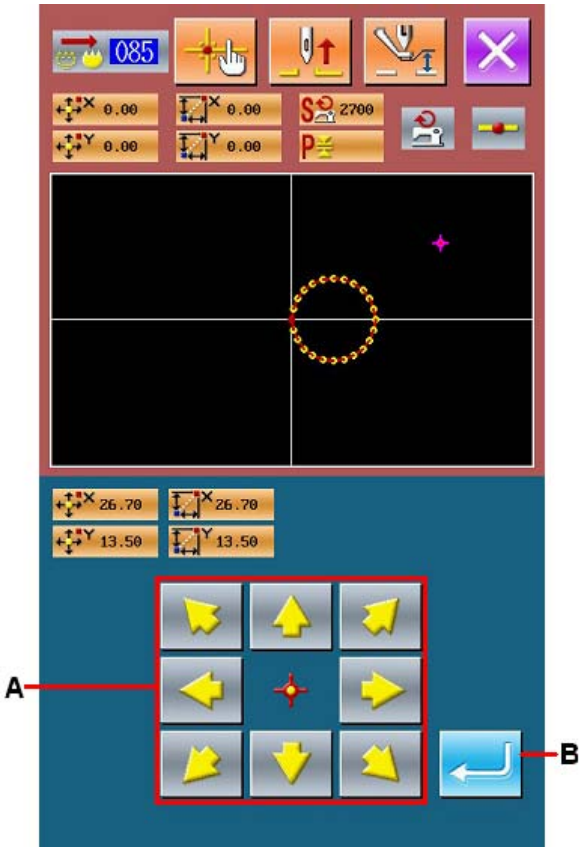
Attention:

如果现在点是发生缝制前的空送点，则不能复制。

If the present point is the jump feed point before the sewing start, the copy operation will be denied

6-2. 图形移动(085) Pattern Move (085)

平行移动作成的图形。
Parallel movement of the created pattern
把现在位置移动到目标位置就可以简单地调整位置。
Move the pattern from the existing position to the target position



① **移动到基准位置**

Move to the Reference Position

在标准界面，使用前进键、撤消键就可以把现在点移动到想移动到的基准位置。
In the standard interface, use Forward Key and Backspace Key to move the present point to the reference position that is wanted.

② **选择图形移动**

Select the Pattern Move

在代码一览表界面，选择图形移动(功能085），实行之后，图形移动位置指定界面被显示出来。
In the interface of code list, select pattern move (code 085) to activate the interface for specifying the position of pattern move

③ **指定图形移动位置**

Specify the Position of Pattern Move

使用移动键 A，就可以把指定移动位置移动到希望的位置。
Use (A) to move the pointed move position to the wishes position

④ **实行图形移动**

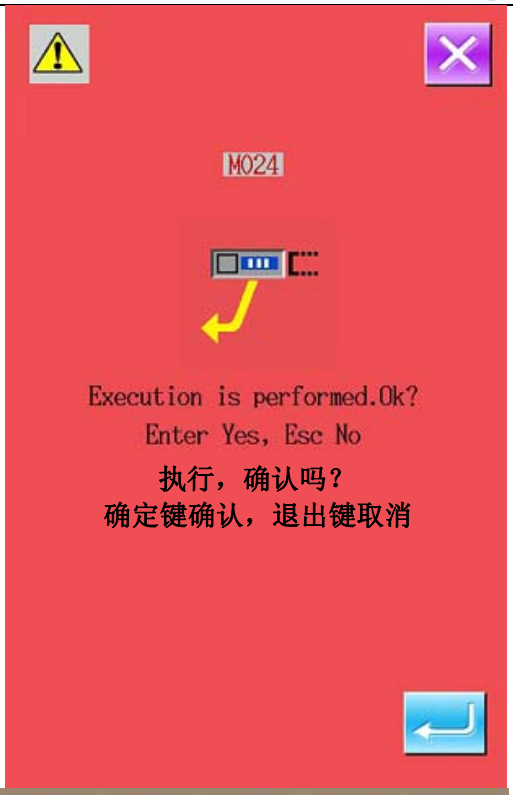
Performance of Pattern Move

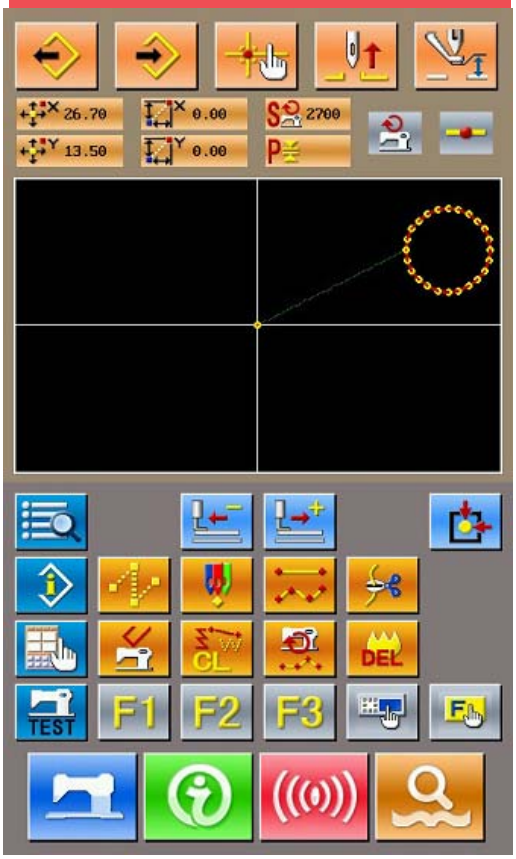
按确定键 B之后，确认界面被显示出来。
Press ENTER (B) to activate the confirmation interface

⑤ **在图形移动确认界面，按确定键 之后，图形移动被实行，然后返回到标准界面。**

In the confirmation interface of pattern move, user can press to move the pattern and let the system return to the standard interface.

1. 本功能是以现在机针位置为基准移动整个图形的。移动部分的空送数据插入到图形的前端。
   This function is to move the whole pattern with the present needle position as the reference. The jump feed data shall be inserted before the swing start of the moved pattern
2. 当前点在原点时，不能选择功能。
3. When the present point is at the origin, this function is unavailable





6-3、图形消去（087）Pattern Deletion (087)

消去所有作成的图形数据。
Delete the entire created pattern data.

① **选择图形消去**

Select the Pattern Deletion

在代码一览表界面，选择图形消去(功能087），实行之后，图形消去确认界面被显示出来。
In the interface of code list, select the pattern deletion (code 087) to activate the confirmation interface of pattern deletion

② **实行图形消去**

Performance of Pattern Deletion

按确定键之后，图形消去被实行，然后返回标准界面。输入的所有图形数据被消去，送针点移动，机针位置返回原点。

Press to perform the pattern deletion, and then the system returns to the standard interface. The entire inputted pattern data will be deleted. The feed needle point will also be move and the needle position return to the origin.

注意：
Attention:

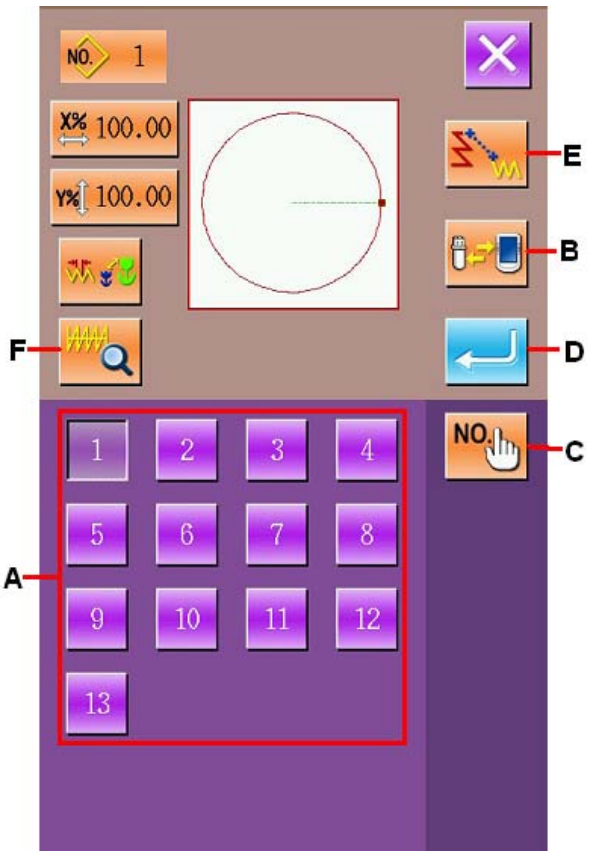
1. 已经消去的图形数据不能复原。
   The deleted pattern data can't be recovered.
2. 把图形数据写入到U盘后，重新制作新的图形时，或从U盘读出其他图形时，请使用本功能暂时消去图形数据。
   When you have downloaded pattern data to U disk for remaking the new patterns, or loaded other data from U disk, please use this function to delete the pattern data temporarily

不消去图形，读出图形时，添加到已经作成的图形数据的当前机针位置后。
When loading pattern without delete the pattern, the pattern will be added after the present needle position of the created pattern.

6-4. 图形读入 Pattern Load

读入图形数据。Load the pattern data

（1） 读入图形数据Load Pattern Data



① 选择图形读入

Select Load Pattern

在标准界面，按读入键 之后，图形读入界面被显示出来。

In the standard interface, press to activate the interface of pattern load

② 选择读入图形

Select the Pattern for Loading

存在的图形号码显示在A部。按想读入图形号码之后，此键会翻转显示。
图形数有20个以上时，翻页键会被显示，按此键可以变换在A部分显示的图形。
The existed pattern number will be shown at area A. Select the wanted number (the selected will be displayed in dark).When there are more than 20 patterns in storage, the Page Key will be displayed. Press that key to change the pattern shown at Area A.

说明：
Instruction:

1、 按图形信息键 F之后，图形预览界面被显示。按取消键，返回到图形读入界面。
Press Pattern Information Key (F) to activate the preview interface of pattern. Press to return to the pattern load interface.

2、 按空送读入键 E之后，可以选择图形数据读入时削除至缝制之前的空送 ，或选择不削除至缝制之前的空送 。在空送读入键上，显示当前设定状态，每按键之后设定被交替变换。
press Key E to select whether to delete the jump feed up to the sewing at the time of pattern data reading. The present setting statue is displayed on the jump feed load key. And the setting is changed over alternately at each pressing.

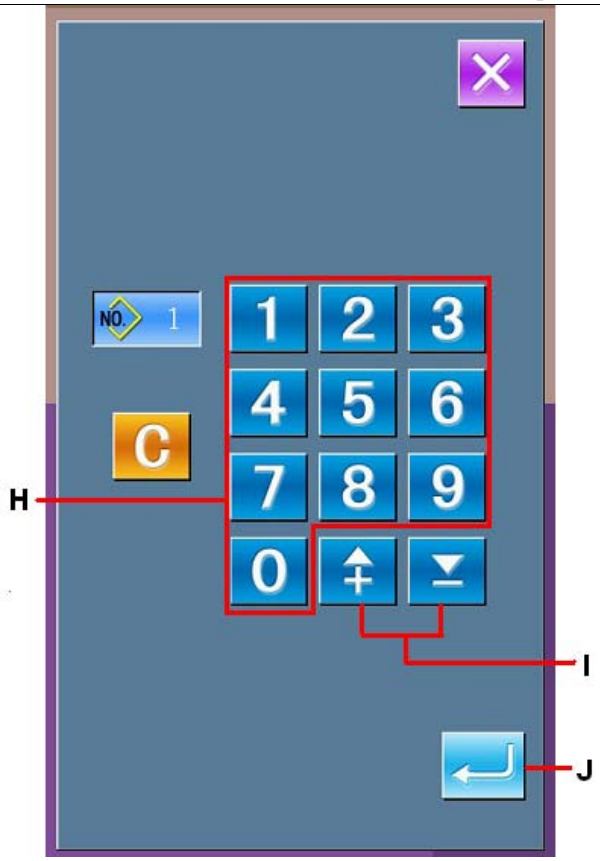
：空送读入
jump feed load

：空送取消
jump feed cancellation

③ 指定直接图形号码

Specify Direct Pattern Number

按图形号码指定键C之后，图形号码指定界面被显示出来。用数字键 H，或＋/－键 I，可以输入图形号码。按＋/－键之后，现在输入的图形后面下一个存在的图形号码被输入。
Select Pattern Number Specifying Key (C) to activate the interface for specifying the pattern number. Use Number Keys (H) or +/- Keys (I) to input the pattern number. Press +/- to input the pattern number next to the pattern being inputted right now.
按确定键 J之后，在输入的图形号码被选择的状态，返回读入界面。
Press ENTER (J) to return the load interface under the status that the inputted pattern number is selected



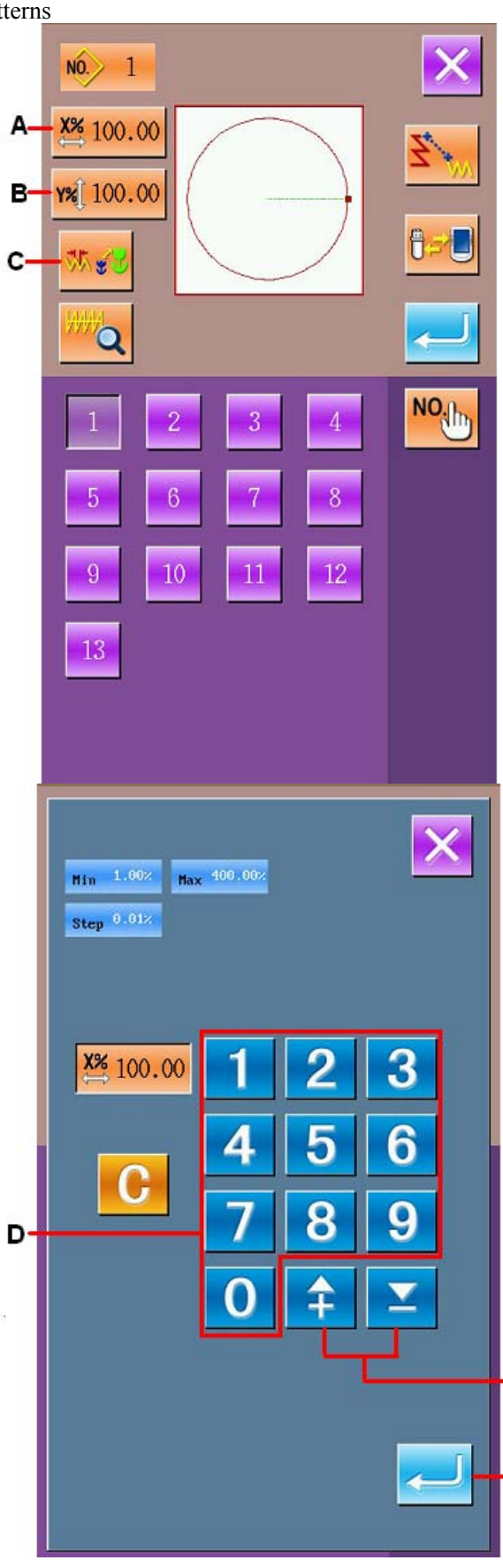
④ 实行图形读入

Performance of the Pattern Load

按确定键D之后，实行选择的图形数据读入，然后返回标准界面。
Press ENTER (D) to load the selected pattern data and the system returns to the standard interface

(2) 设定扩大缩小率Set the Scaling Rate

预先设定扩大缩小率，可以读入扩大或缩小的图形。
Set the scaling rate in advance, so as to load the scaled patterns



① 设定 X 扩大缩小率

Set the Scaling Rate in X Axis

按X扩大缩小率设定键A之后，X扩大缩小率设定界面被显示出来。
Press X Scaling Rate Setting Key A to display the interface for setting the Scaling Rate in X axis
在X扩大缩小率设定键上，当前X扩大缩小率设定值被显示出来。
The set value of the existing X scaling rate is displayed on that key

② 输入 X 扩大缩小率

Input the X Scaling Rate

用数字键 D或+/－键E，输入扩大缩小率。按+/－键之后，以0.01%单位进行增减。
Use number keys (D) or +/- keys (E) to input the scaling rate. The step of change is 0.01% at each pressing on +/- keys
按确定键 F之后，以输入的值被设定，然后返回到图形读入界面。
Press ENTER (F) to confirm the inputted value, and then the system return to the pattern load interface

③ 设定 Y 扩大缩小率

Set the Scaling Rate in Y Axis

按Y扩大缩小率设定键 B之后，Y扩大缩小率设定界面被显示出来。设定方法与X扩大缩小率相同。
Press Y Scaling Rate Setting Key B to display the interface for setting the Scaling Rate in Y axis
Y扩大缩小率设定键上，当前Y扩大缩小率设定值被显示出来。
The set value of the existing Y scaling rate is displayed on that key.

④ 设定扩大缩小的方法

Method for Setting the Scale

关于扩大缩小方法，可以选择缝迹长度增减 / 针数增减中的一种方法。
For the method of scale, either stitch length increase/decrease or number of stitches increase/decrease can be selected
在扩大缩小方法选择键C上，显示当前设定状态，每按键之后设定被交替变换。
The present setting status is displayed on the method f selection Key (C). When button C is pressed, the figure on it will be altered
扩大缩小方法选择键上，现在选择的扩大缩小方法被显示出来。

On method selection key, the scale method selected at present is displayed

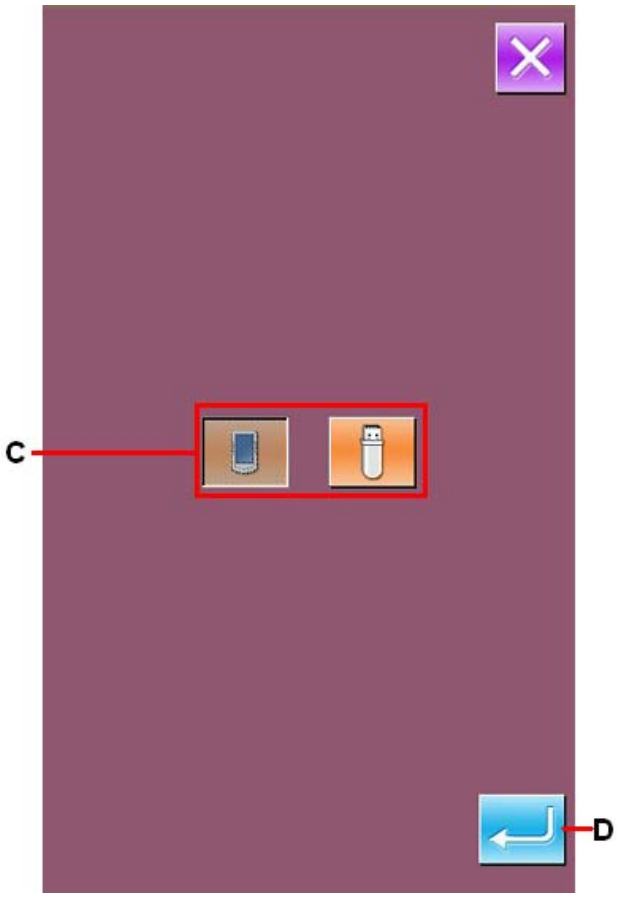
 ：针数增减
Increase or decrease the stitch number

 ：缝迹长度增减
Increase or decrease of stitch form length

1. **点缝时，用扩大缩小方法设定针数增减后，缝迹长度也因增减而被扩大缩小。**
   At point sewing, after setting the increase or decrease of the stitch number, the sewing stitch form length will also be scaled
2. **圆、圆弧分别设定了扩大缩小率之后，或反复X/Y的扩大缩小之后，因为变换成点缝，所以有可能不能保持原有形状，这是由于针数增减而被扩大缩小所致。**
   After scaling rate is set on circle, arc or the scaling in x/y is repeated, the original shape of pattern may be unable to be remained due to the sewing is changed to point sewing. The reason of it is that the stitch number is changed

(3) 读入内存或U盘的图形数据Load Pattern Data in Memory or U Disk

按对象媒体选择键 B之后，对象媒体设定界面被显示出来。
Press Media Selection Key (B) to activate the interface for setting the target media
从C中选择从操作面板内存还是U盘中读入图形，被选择的键翻转显示 。
Select the pattern loading source (from memory or from the U Disk) at area C, the selected item is displayed in dark
按确定键 D之后，即为选择的设定，然后返回到图形读入界面。
Press ENTER (D) to confirm the selection, then the system will return to the pattern load interface



6-5. 图形写入 Pattern Input

写入图形数据。Input the pattern data

（1）写入图形数据Input Pattern Data

① 选择图形写入

Select the Pattern Writing

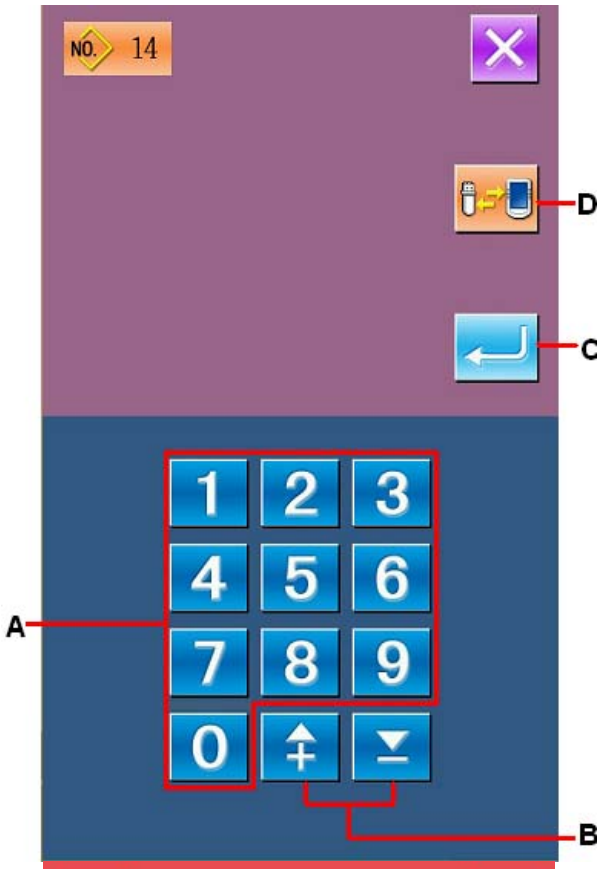
在标准界面，按图形写入键 之后，图形写入界面被显示出来。

In the standard interface, press to display the pattern input interface

② 指定图形号码

Specify the Pattern Number

用数字键A或+/-键B指定写入的图形号码。按了+/-键之后，空闲号码按顺序被显示。
Use Number keys (A) or +/- Keys (B) to specify the pattern number for input. Press +/- Key, the empty number will be displayed in order



③ 实行图形写入

Perform the Pattern Input

按确定键C之后，在输入的号码上作成的图形数据被写入，然后返回到标准界面。
Press ENTER C to input the pattern data created in the inputted number, then the system returns the standard interface.

指定的图形号码的图形数据如果已经存在时，覆盖确认界面被显示，按确定键 之后，图形写入被实行。
If the pattern data with the specified pattern number is existed, the interface for confirming the replacement will be displayed. Press to perform the patter input.

按对象媒体选择键D之后，对象媒体设定界面被显示，可以选择作为写入对象的媒体。
设定方法与图形读入时相同。
Press media selection key (D) to activate the interface for setting the media. At this moment, you can select the media as the input target.

在图形终端和空送前如果没有空送指令时，按了确定键C之后，自动剪线插入确认界面被显示，按下确定键可以选择插入剪线，按下退出键不插入剪线。

If there is no jump feed order before the pattern end or the jump feed, pressing ENTER C will activate the confirmation interface of the auto-trimming. Press to select the insertion for thread-threading or press for not trimming.

选择其中一个键之后，实行图形写入。

Select either a key in above to perform the pattern input

7. 格式化(090)U 盘 Initialize (090) U Disk

格式化U盘。Initialize the U disk

① **显示 U 盘格式化界面**

Display of Interface for U Disk Initialization

在代码一览表界面，选择格式化(功能代码090)  可以显示格式化界面。

In the interface of code list, select Initialization (Code 090)  to display the interface of initialization

② **开始 U 盘的格式化**

Start the Initialization of U Disk

把想格式化的U盘插到U盘插口，再按确定键  之后，开始格式化。

Insert the U disk that needs initializing to the U disk slot. Then press  to start the initialization.

格式化结束之后，返回到输入标准界面。

After the initialization, the system will return to the standard interface

注意：

Attention:

进行格式化之后，数据全部删除。不能再复原到原来的状态。

After the initialization, the entire data in the U disk will be deleted. And it is impossible to recover to the former status.

8. 试缝 Trial Sewing

使用读出的数据或输入功能，试缝作成的图形，确认形状等。
Use the loaded data or the input function to sew the pattern in trial or to confirm the shape

① **显示试缝界面**

Display of Trial Sewing Interface

在标准界面，按试缝准备键 

，显示出试缝准备界面。

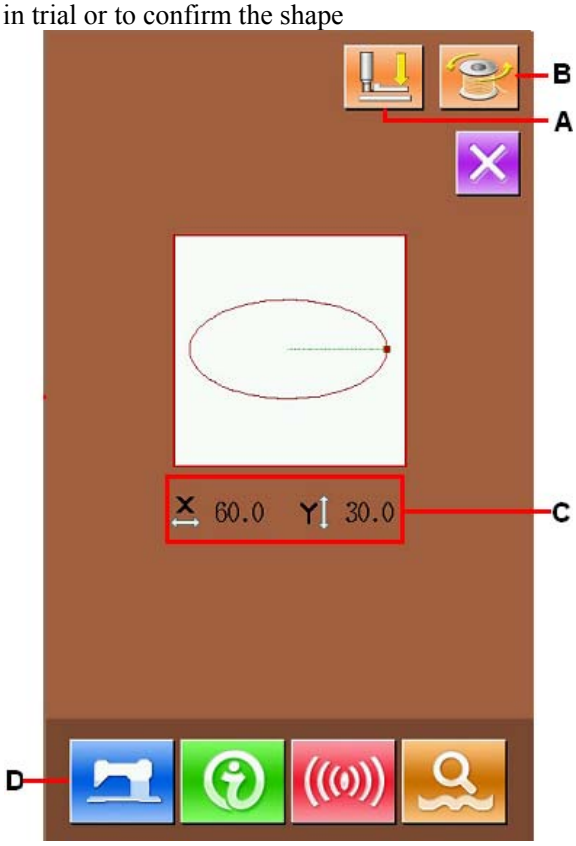
In the standard interface, press 

to activate the interface of trial sewing preparation
在C部分，X方向和Y方向的图形轮廓被显示。
In section C, the pattern range in X and Y directions are displayed

② **显示试缝缝制界面**

Display of the Interface for Trial Sewing

按缝制准备键D之后，显示出试缝 缝制界面。
Press Ready Key (D) to activate the interface for trial sewing

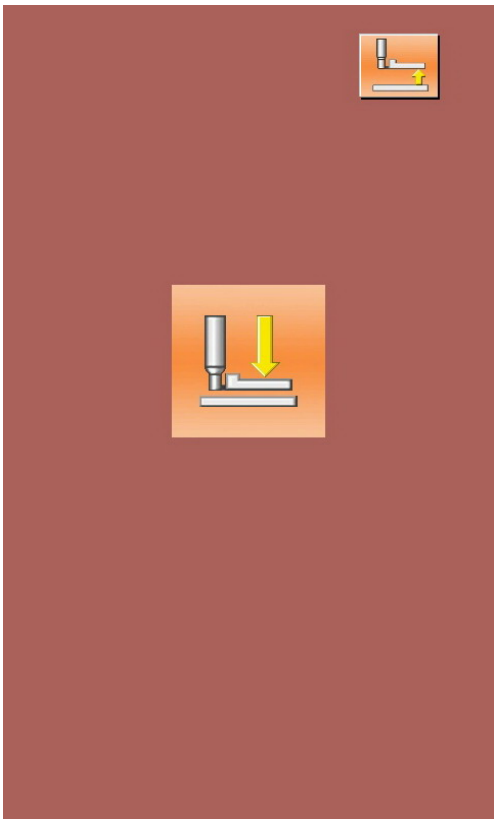


③ **进行试缝的准备**

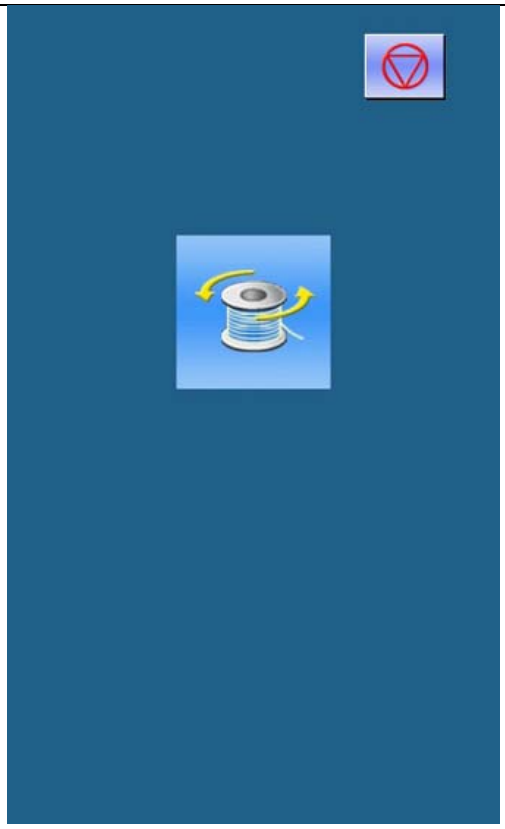
Preparation of the Trial Sewing

(a) 按压脚起落设定键A之后，显示出压脚起落设定界面。
Press Presser Adjustment Setting Key (A) to activate the interface for setting the adjustment of the presser

按压脚抬起键  ，可以返回到试缝准备界面。
Press  to return to the trial sewing preparation interface



(b) 按卷线键 B之后，显示出卷线界面。
Press Thread-winding Key (B) to display the interface of thread-winding



踩踏板之后，缝纫机转动，开始卷线。按停止键 之后，缝纫机停止，然后返回到试缝准备界面。
Press the pedal to start the sewing machine, and machine begins to wind the thread. Press to stop the sewing machine. And then the system returns to the trial sewing preparation interface.

对于卷线，如果没有进行过准备键操作的话，就不能选择。
For thread-winding, the operation of winding thread will be unavailable, unless is pressed.

图形终端和空送前，没有剪线指令时，按缝制准备键 之后，自动剪线插入确认界面被显示，按下确定键可以选择插入剪线，按下退出键不插入剪线，输入数据改写到缝纫机的现在图形数据上。

In the case where the thread trimming order doesn't exist in the end of pattern and before jump feed, the confirmation interface of the automatic thread-trimming insertion is displayed after pressing Ready Key. Press to insert the thread-trimming, while press to deny the insertion. The inputted data will replace the present pattern data of sewing machine

按其中的一个键之后，进入到试缝准备界面。

When either key is pressed (no matter or), the trial sewing preparation interface will be displayed.

④ **进行试缝**

Performance of the Trial Sewing

用通常的缝纫机操作，踩下脚踏板可以进行试缝。 在Q部分，X向和Y方向的轮廓显示出来。
To perform the trial sewing by using the ordinary operation of sewing machine and stepping on the pedal. In Section Q, the range of X and Y direction is displayed

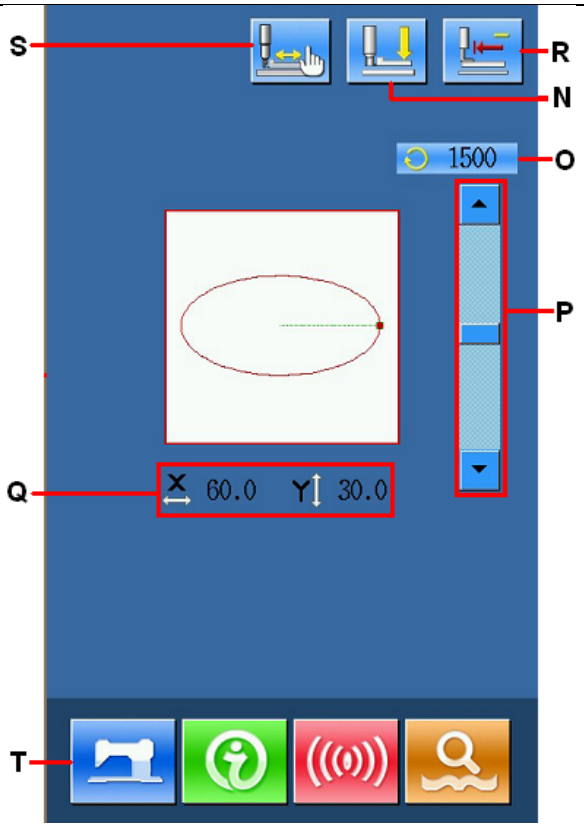
⑤ **进行试缝的设定**

Performance of Setting the Trial Sewing

（a） 在O部，缝纫速度被显示出来。用速度调节P 可以设定速度。
The sewing speed is displayed at section O. By using the Speed Adjustment P, the user can adjust the speed

（b） 按返回原点键R之后，可以把压脚返回到缝制开始的位置。
Press R to let the presser back to the position of sewing start

（C）按下压脚起落键S可以进入到压脚起落界面。
Press S to have access to the interface of the presser adjustment.



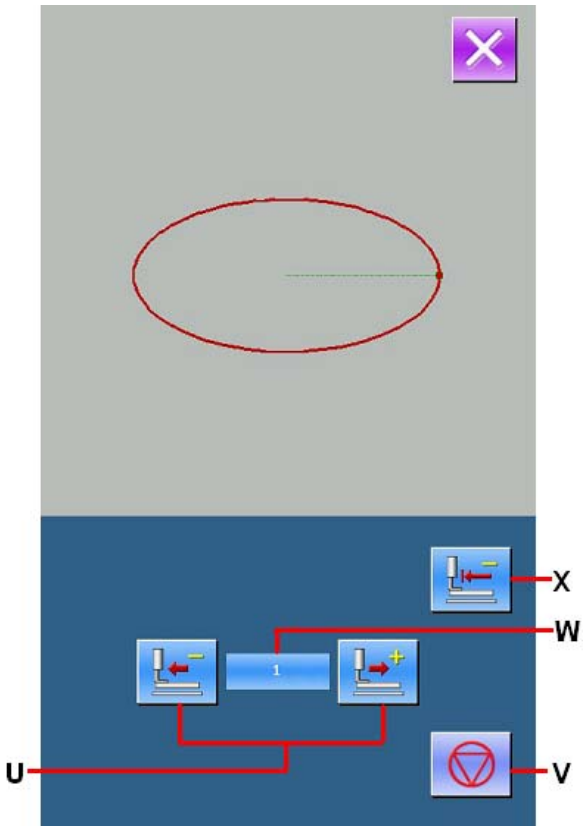
⑥ **确认图形数据的形状**

Confirmation of the Pattern Shape

按单步试缝键S之后，显示出形状确认界面。踩踏板 开关让压脚下降，然后按送布前进按键/送布后退按键U之后，现在针位置就会移动。
Press Single Step Trial Sewing Key (S) to display the confirmation interface of the shape. Step the pedal to lower the presser, then press Forward /Backward Keys U to move the needle position
按自动移动停止键V之后，停止自动移动。
Press Automatic Move Stop Key (V) to stop the automatic move.

在W部分，从缝制开始点的针数被显示出来。
In Section W, the stitch number form the sewing start point is displayed

按返回原点键X之后，把当前机针位置返回到缝制开始点，返回到试缝缝制界面。
Press Return To Origin Key (X) to move from the present needle position to the sewing start point, and the system will return to the trial sewing interface.



⑦ **返回到试缝准备界面**

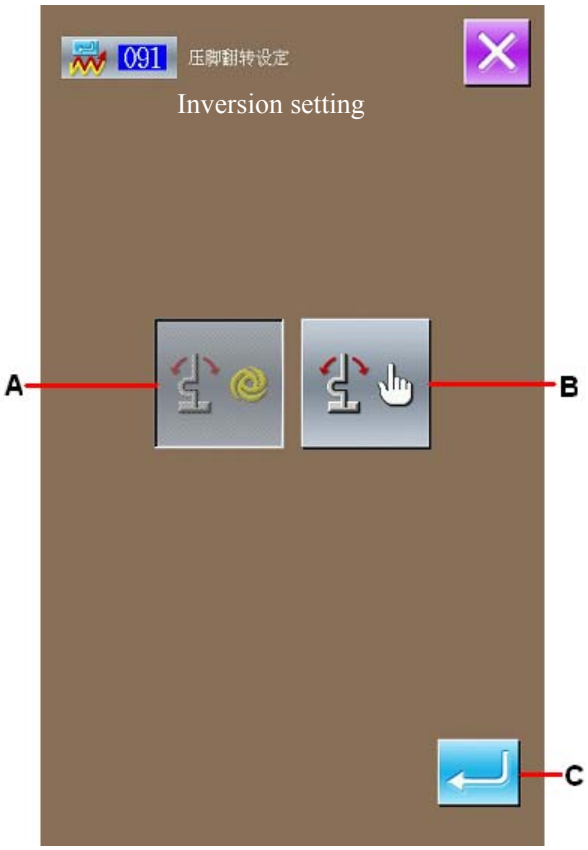
⑧ **Return to Trial Sewing Preparation Interface**

按缝制准备键T之后，返回到试缝准备界面。
Press Ready Key to return to the Trial Sewing Preparation Interface.

9. 设定功能 Setting Function

9-1. 脚翻转设定(091) Presser Inversion Setting (091)

进行压脚翻转的设定。Set the inversion of presser.



① **显示翻转设定界面**

Display of Interface for Setting Inversion

在代码一览表界面，选择翻转设定(功能代码091)  实行之后，翻转设定界面被显示出来。

In the interface of code list, select the Inversion Setting (Code 091)  to activate the interface of inversion setting.

② **选择翻转方法**

Select the Method for Inversion

关于压脚翻转的动作，选择自动翻转A，或任意翻转B。被选择的键变成翻转显示。按确定键  C之后，选择的设定变为有效，然后返回到标准界面。

About the action of the presser inversion, user can select the automatic inversion or the random inversion. The selected key will be displayed in dark. Press  C) to set the selection as effective and then return to the standard interface.

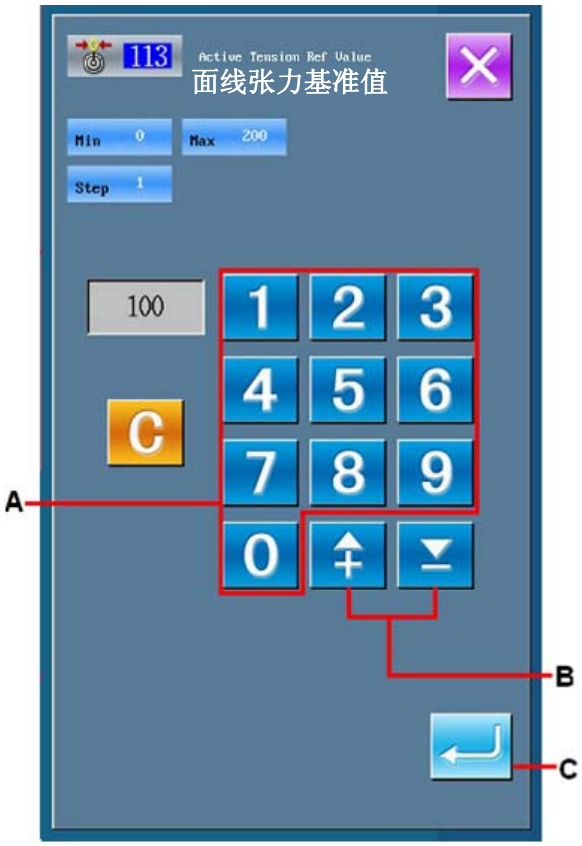
注意：
Attention:

压脚翻转的设定，仅在没有输入图形时可以设定。
The setting of the presser inversion can only be accessible when there is no pattern inputted.

9-2. 设定面线张力基准值(113)

Set the Reference Value of Upper Thread Tension (113)

设定面线张力基准值。
Set the reference value of upper thread tension.



① 显示面线张力基准值设定界面

Display of the Interface for Setting the Reference Value of Upper Thread Tension

在代码一览表界面，选择面线张力基准值(功能代码113) 

实行之后，面线张力基准值设定界面被显示出来。
In the interface of code list, select the Reference Value of Upper Thread Tension (code 113) 

to display the interface for setting the reference value of upper thread tension.

② 设定面线张力基准值

Set the Reference Value of Upper Thread Tension

在面线张力基准值设定界面，用数字键 A直接输入数值，或者用＋/－键B增减数值，设定面线张力基准值。
In the interface for setting the reference value of upper thread tension, user can use number key A to input the figure directly or use +/- Keys to change the value

按确定键C之后，设定的数值被确定，然后返回到标准界面。
Press ENTER (C) to confirm the set value and the system will return to the standard interface

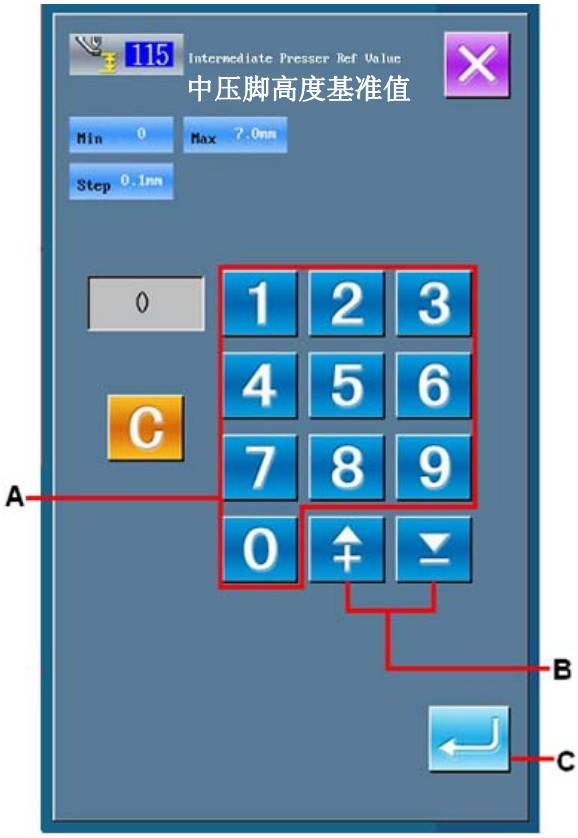
注意：
Attention:

变更了面线张力基准值之后，图形的整体张力发生变化。
After changing the reference value of upper thread tension, the whole tension of the pattern is changed

9-3. 设定中压脚高度基准值(115)

Set the Reference Value of Intermediate Presser Height (115)

设定中压脚高度基准值。
Set the reference value of intermediate presser height



① 显示中压脚高度基准值设定界面

Display of the Interface for Setting the Reference Value of Intermediate Presser Height

在代码一览表界面，选择中压脚高度基准值(功能代码115) 

实行之后，中压脚高度基准值设定界面被显示出来。
In the interface of code list, select the Reference Value of Intermediate Presser Height (code 115) 

to activate the interface for setting the reference value of intermediate presser height.

② 设定中压脚高度基准值

Set the Reference Value of Intermediate Presser Height

在中压脚高度基准值设定界面，用数字键 A直接输入数值，或用＋/－键B增减数值，设定中压脚高度基准值。
In the interface for Setting the Reference Value of Intermediate Presser Height, user can use number key A to input the figure directly or use +/- Keys to change the value

按确定键  C之后，确定设定的数值，然后返回到标准界面。
Press  (C) to confirm the set value and the system will return to the standard interface.

变更了中压脚高度基准值之后, 图形全部的中压脚高度均发生变化。
After changing the reference value of intermediate presser height, the intermediate presser height of the entire presser will be changed

10. 结束方法选择(110) Select Ending Method (110)

进行输入结束时的跟踪实行的设定。
Set the tracking at the end of the input

① **显示结束方法选择界面 ＊**

Display Interface for Selecting the End Method

在代码一览表界面，选择结束方法选择(功能代码110) 

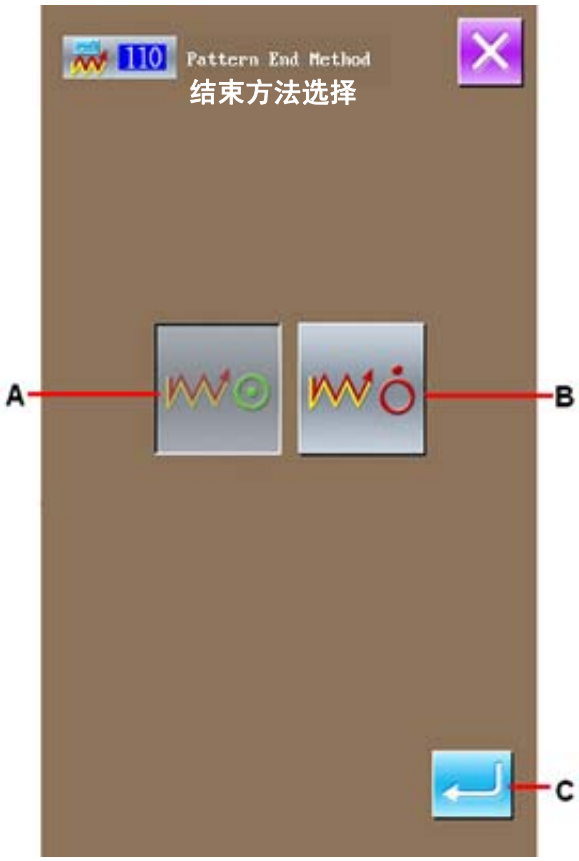
实行之后，结束方法选择界面被显示出来。
In the interface of code list, select the ending method selection (code 110) 

to activate the interface for selecting the end method

② **选择结束方法**

Select the Ending Method

图形输入结束时，选择跟踪1点1点地返回到输入开始点作成的缝制要素落针点A，或者选择结束B。被选择的键翻转显示。按确定键C之后，变为选择的设定，然后返回到标准界面。
When the pattern input is finished, select return to needle entry point of sewing element in each single stitch one by one (As shown in A) or the Ending (B). The selected is shown in dark. Press ENTER (C) to confirm the selection, and then the system will return to the standard interface



11. 把功能分配到 F1∽F5 键 Allocate Functions to F1~F5 Keys

把功能分配到F键。初期显示如下。
Allocate the functions to the F keys, the initial display interface is shown as below

＜初期显示界面＞
＜Initial Display Interface＞

① **显示功能选择･设置界面**

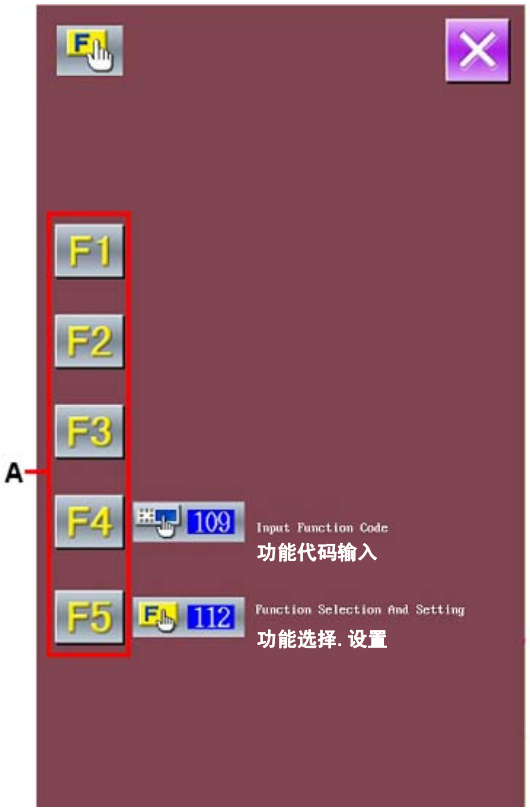
Display Interface of Function Selection/Setting

在代码一览表界面，选择功能选择･设置(功能代码112) F1 112 实行之后，功能选择･设置界面被显示出来。
In the interface of code list, select Function Selection/Setting (Code 112) F1 112 to activate the interface of function selection/setting interface

② **选择分配功能的键**

Select the Key for Allocating the Functions

按了F键 F1 ~ F5 中想分配功能的键之后，代码一览表界面B被显示。
Press the wanted keys among F1 ~ F5 to activate the interface of Code List (B)

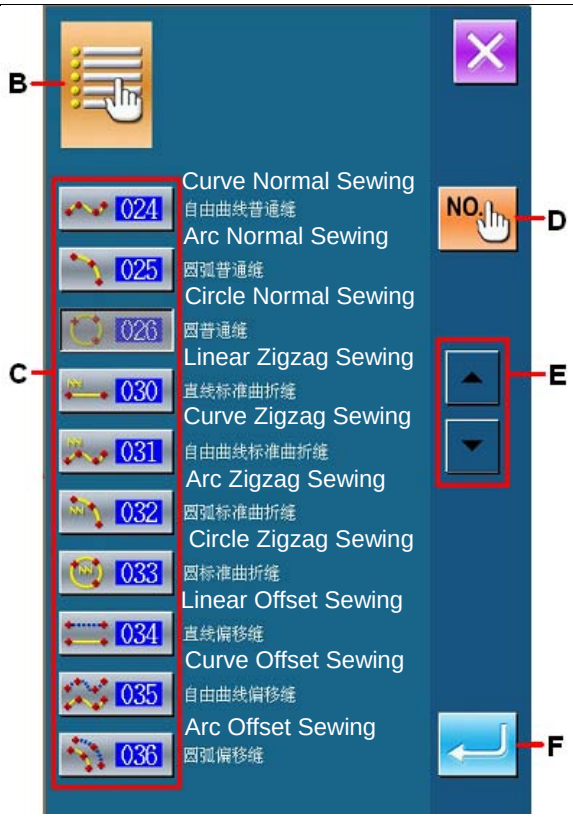


③ 选择分配功能

Select the Functions for Allocation

从代码一览表C中选择想分配到F键的功能代码号码，或按代码输入键D，在代码输入界面输入代码。按上下滚动键E之后，可以变换显示的代码一览表。
Select the function code, which is wanted allocating to the F keys, in the code list; or press the Code Input Key (D) and input the code in the code input interface. Press the Page Key E to change the displayed code list

选择功能，按确定键F之后，返回到功能选择·设置界面。
Select the function and press ENTER (F) to return to the interface of function selection/setting



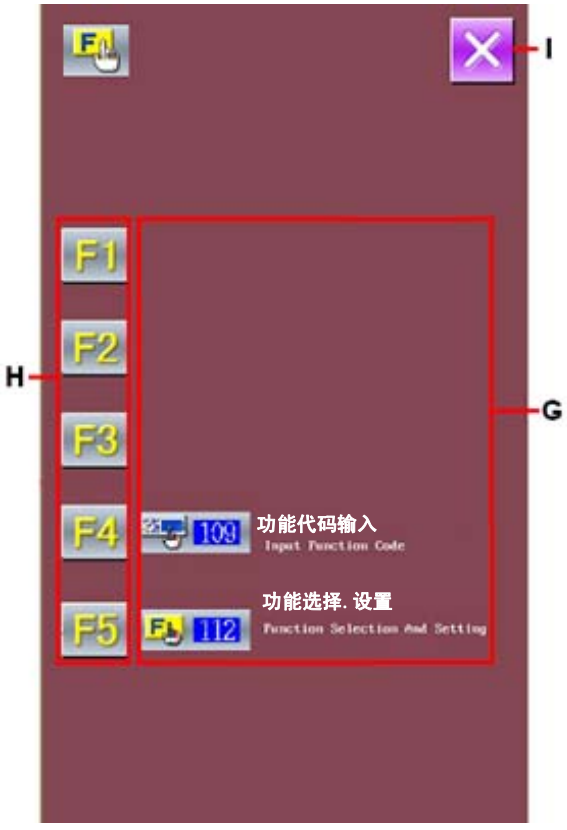
④ 被分配功能的显示

The Display of the Allocated Functions

在分配了功能的F键在G部显示被分配的功能代码被显示出来。
The F keys holding the allocated function will show their functions (along with code) at G section

这是，按F键 F1 ~ F5 之后，可以继续向下一个F键分配功能。
At this time, to assign the function to the next F keys after pressing F1 ~ F5

按取消键I之后，返回到标准界面。
Press Key (I) to return to the standard interface.

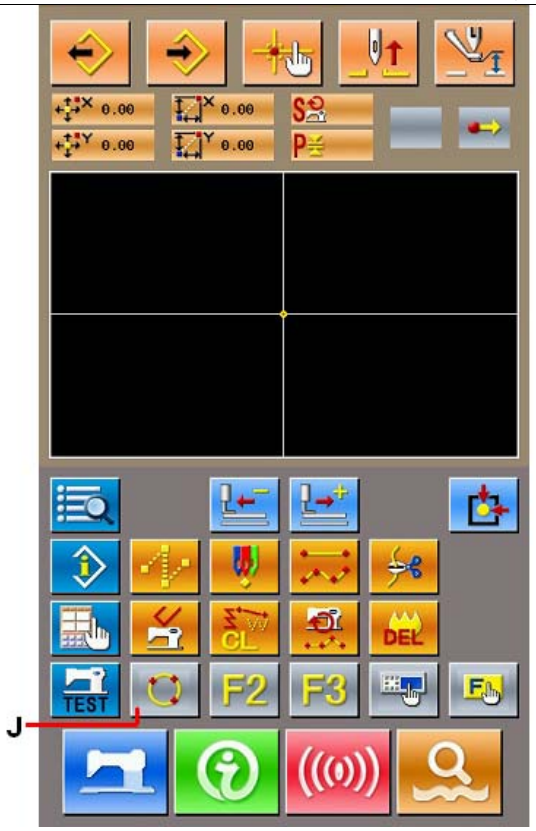


⑤ 使用 F 键

Use F Key

被分配功能的F键，象键J那样显示被分配功能的图标被显示出来。按此键之后，可以直接执行被分配的功能。

The F keys that have been allocated with functions will be display its assigned function like Key J. Press that key, the assigned function can be performed directly.



12. 显示设定值的详细信息(093)

Display of Detail Information on Set Value (093)

可以确认图形数据的设定内容。Confirm the set content of the pattern data.

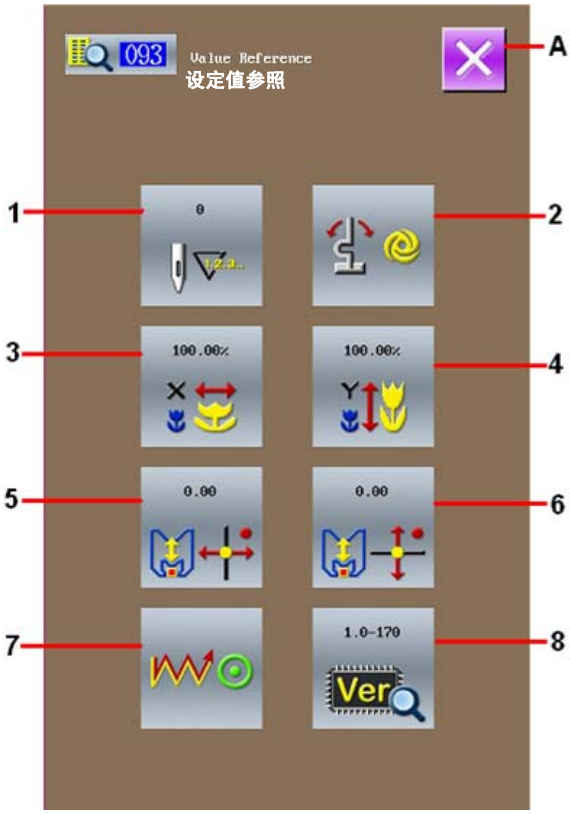
① **显示设定值参照界面**

Display of the Setting Value Reference

在代码一览表界面，选择设定值参照(功能代码093) 

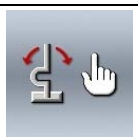
实行之后，设定值参照界面被显示出来。
In the interface of code list, select the Setting Value Reference (code 093) 

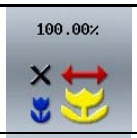
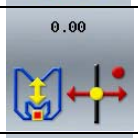
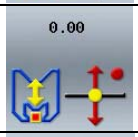
to display the interface of the Setting Value Reference
按取消键A之后，返回到标准界面。
Press Key A to return to the standard interface



设定值参照界面显示内容一览表：

Contents in Setting Value Reference Interface

序号 Number	内容 Content	显示 Display
1	总针数 Total Stitch Number	
2	翻转设定 Inversion Setting	 Automatic inversion  Random Inversion

3	X 扩大率 X Enlargement Rate	
4	Y 扩大率 Y Enlargement Rate	
5	扩大缩小基准点 X 坐标 Scaled Reference Point Coordinate X Axis	
6	扩大缩小基准点 Y 坐标 Scaled Reference Point Coordinate Y Axis	
7	跟踪设定 Track Setting	 Tracking  No Tracking
8	版本 Version	

13. 显示现在机针位置的详细信息

Display of Detail Information on Present Needle Position

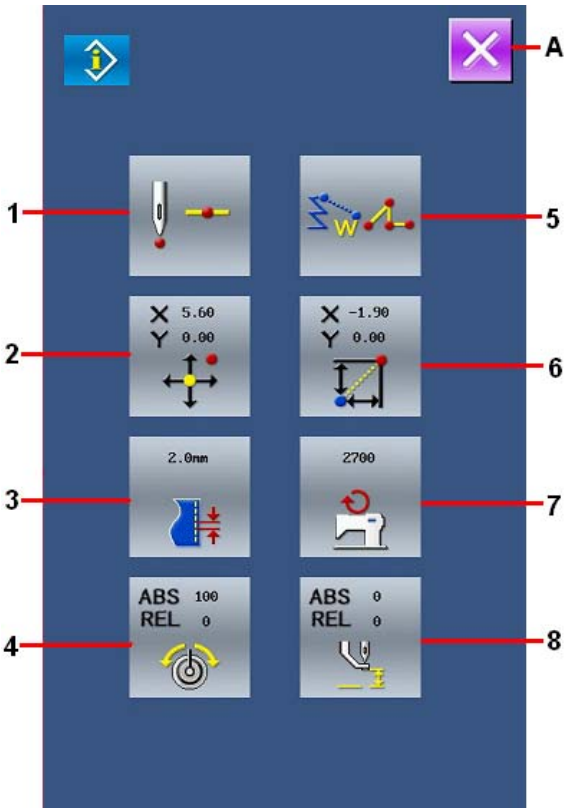
可以确认现在机针位置的详细信息。
Confirm the detailed information of the present needle position

① **显示图形内容显示界面**

Display of Interface for Showing Pattern Content

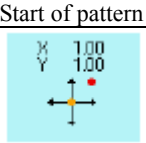
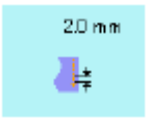
在标准界面，按图形内容显示键 之后，图形内容详细信息显示界面被显示出来。
按取消键A之后，返回到标准界面。
In the standard interface, press Pattern Content Display Key to activate the interface for showing the detailed information of pattern content.

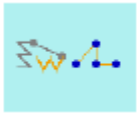
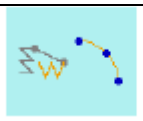
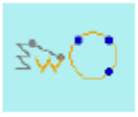
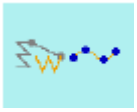
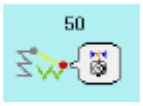
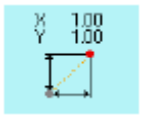
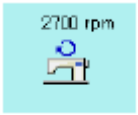
Press Key A to return to the standard interface



图形内容显示界面 显示内容一览表

Contents in Pattern Content Display Interface

No.	内容 Content	显示 Display
1	显示现在机针位置的落针类型 Display on the type of needle entry at present needle position	 图形起点 Start of pattern　图形中途 Midway of Pattern　顶点 Top Point　要素终端 End of Element　图形终端 End of Pattern
2	显示现在机针位置的绝对坐标。 Absolute coordinate of present needle position	
3	显示包括现在机针位置的要素针距。 The elements pitch including the present needle position.	

4	现在机针位置的线张力显示（绝对值、相对值）。 The thread tension at present needle position (absolute value, relative value)	 实际的缝纫机动作变成 ABS 的数值。 由于基准值和设定值的输入顺序有可能显示“-”（负），但是缝纫机的动作为“0”。 The actual actions of sewing machine turn to the value of ABS. Because the inputting orders of the reference value and the set value might be displayed as “-”, the action of sewing machine at this time is “0”
5	显示现在机针位置的要素类型。 机械控制命令时，显 示命令类型。 Display the element type at the present needle position. In case of the mechanical control order the type of order will be displayed	 空送 Jump feed  点缝 Point Sewing  折线 Polygonal  圆弧 Arc  圆 Circle  自由曲线 Curve  机械控制命令（例：线张力盘） Mechanical Control Order (i.e.:Thread Tension)
6	显示现在机针位置的相对坐标。 Display the relative coordinate of the present needle position	
7	显示现在机针位置的缝制速度或空送速度。 Display of the sewing speed or the jump speed at the present needle position	 缝制速度 Sewing Speed  空送速度 Jump Feed Speed
8	显示现在机针位置的中压脚高度。 Display of the intermediate presser height at the present needle position	 实际的缝纫机的动作变为 ABS 的数值。 由于基准值和设定值的输入顺序有可能显示“-”（负），但是缝纫机的动作为“0”。 The actual actions of sewing machine turn to the value of ABS. Because the inputting orders of the reference value and the set value might be displayed as “-”, the action of sewing machine at this time is “0”.

14. 显示的设定 Settings of Display

进行界面显示方法的设定。
Set the interface display

① 显示显示设定界面

Show the Interface for Setting the Display

在标准界面，按显示设定键 之后，显示设定界面被显示出来。

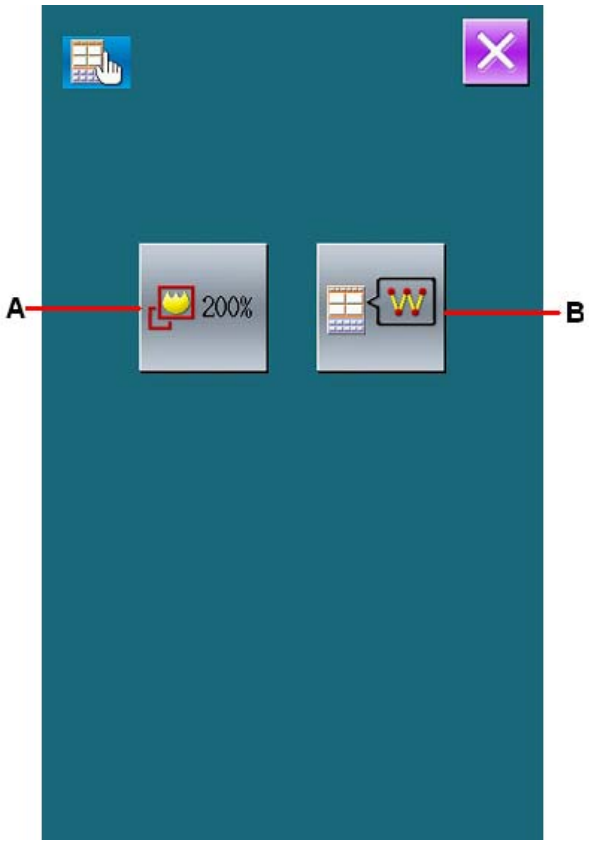
按A、B的键之后，进行设定显示方法的界面。在各键上现在选择的显示设定内容被显示出来。

In the standard interface, press to activate the interface for setting the display.

Press Key A or Key B to have access to the interface for setting the display method. The setting contents selected by now are displayed on the keys

按取消键 之后，返回到标准界面。

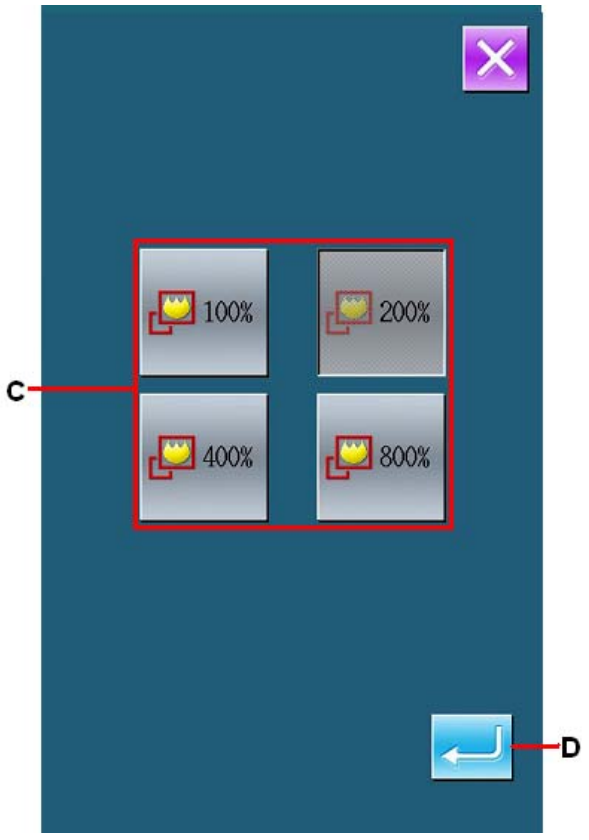
Press to return to the standard interface



② 广角设定

Zoom Setting

在显示设定界面，请按广角设定键A。广角设定界面被显示出来。请从广角量键C中选择想显示的倍数。被选择的键翻转显示。按确定键D之后，返回到显示设定界面的内容。
In the interface of display setting, press Zoom Setting Key A to have the Zoom Setting interface displayed. Select the magnification that you want from the Zoom Amount Key C. the selected key is displaced in Dark. Press ENTER (D) to return to the interface of the display setting

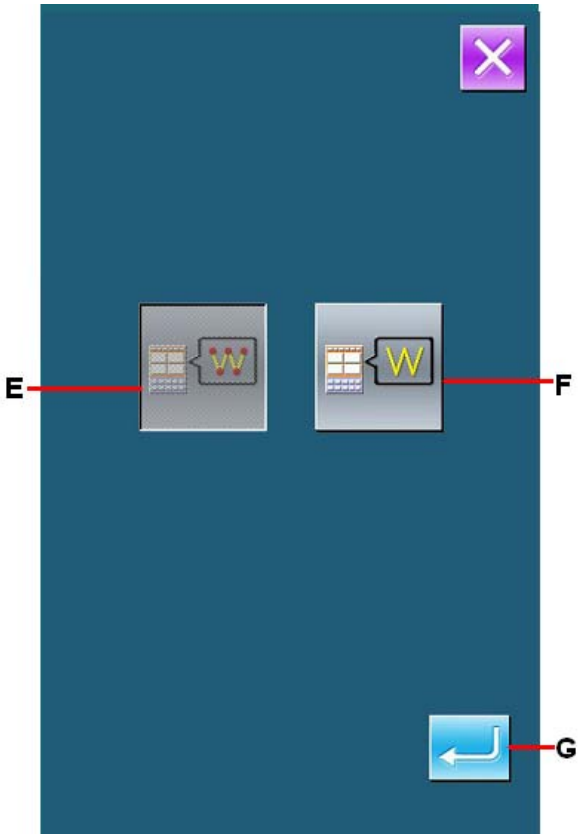


③ 落针点显示的设定

Setting of Needle Entry Point Display

在显示设定界面，请按落针点显示设定键B。落针点显示设定界面被显示出来。可以选择显示所有的落针点E、不选择显示落针点F，选择的键翻转显示。按确定键G之后，返回到显示设定界面的内容。

In the display setting interface, press Needle Entry point Display Setting Key B to activate the interface for setting the display of needle entry point. In this interface, user can select Key E (Display the needle entry point) or Key F (Don't display the needle entry point). After pressing ENTER (G), the system will return to the interface displaying the content for setting screen



15. 要素向前· 要素向后(130、131)

Element Forward · Element Backward (130、131)

可以以要素单位前后移动当前机针位置。
Move the needle position forward or backward in the unit of element

（1） 选择要素向前

Selection of Element Forward

在代码一览表界面，选择要素向前(功能代码 130)  实行之后，移动到包括当前机针位置的要素的最终位置。最终位置时移动到下一要素的最终位置。

In the interface of code list, select Element Forward (Code 130)  to move the needle position to the end position of the element containing the present needle position. When the present needle position is the end position of the element, the needle position will be moved to the end position of the next element.

（2） 选择要素向后

Selection of Element Backward

在代码一览表界面，选择要素向后(功能代码 131)  实行之后，移动到包括当前机针位置的要素的前头位置。前头位置时移动到前一要素的前头位置。

In the interface of code list, select Element Backward (Code 131)  to move the needle position to the start position of the element containing the present needle position. When the present needle position is the start position of the element, the needle position will be move to the top position of the previous pattern

各要素间的移动以直线移动。中途碰到障碍物时，将不能移动，务请注意。
Attention: The moves among each element are in linear; therefore it is unable to move in case of encountering the obstacle items.

16. 关于触击界面的直接指示

About Direct Indication of Touching Interface

在编辑图形时，可以用界面直接指示输入的位置。
When editing the pattern, user can use the interface to directly point the position
对于坐标直接指示，根据指示的内容不同，有坐标指示界面和落针点指示界面。
For the direct indication of coordinate, there are coordinate indication interface and the needle entry point indication interface, according to the difference of the instructed content

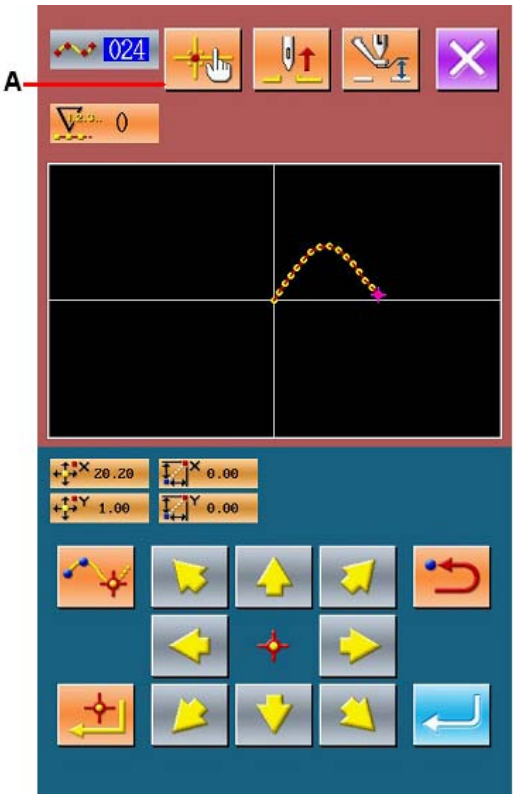
16-1. 坐标直接指示 Direct Indication of Coordinate

触击界面，可以直接指示坐标。
Touch the interface to directly indicate the coordinates.

① **显示坐标指示界面**

Display of Coordinate Indication Interface

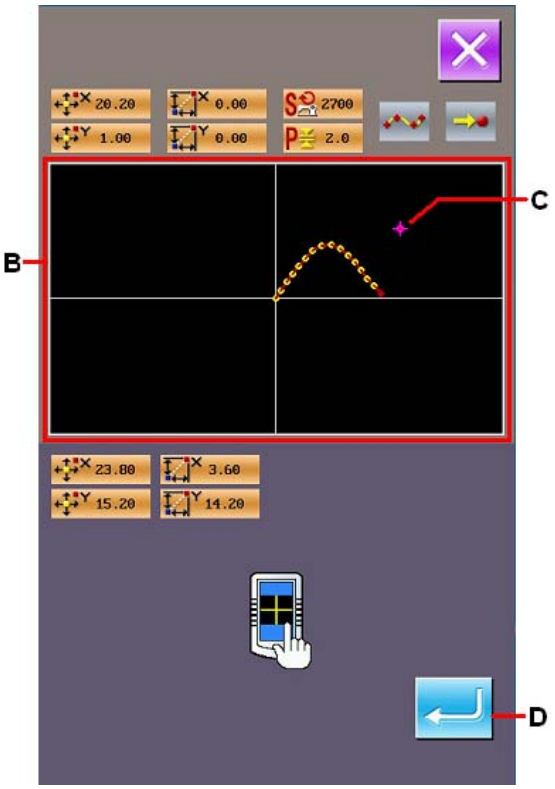
在编辑图形的输入界面，按坐标指示键A之后，坐标指示界面被显示出来。
In the input interface of the pattern edition, press Indication Key (A) to display the coordinate indication interface.



② 指示坐标

Indicate the Coordinates

在坐标指示界面，按图形显示领域键B之后，按的位置被选择。在当前选择位置上，十字游标C被显示。
In the interface of coordination indication, press pattern display area (B). The Cross icon (C) is displayed at the position you pressed



③ 确定坐标

Confirm the Coordinate

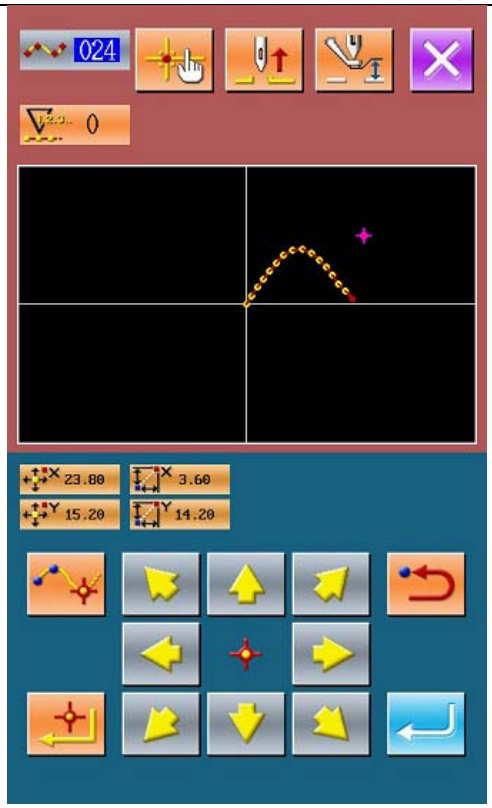
把游标移动到想移动的坐标，按确定键D之后，压脚移动确认界面被显示出来。
Move the icon to the position wanted. Press ENTER (D) to display the confirmation interface of presser move

④ 移动压脚

Move the Presser

在压脚移动确认界面，按确定键E之后，压脚移动到被十字游标指示的位置，然后返回到位置指定界面。
In the confirmation interface of presser move, press ENTER (E) to move the presser to the in the position of the icon, then the system returns to the interface for specifying the position.

压脚以直线移动。中途碰到障碍物时，将不能移动，务请注意。
Attention: The move of presser is in linear, so it is unable to move in case of encountering the obstacle items



16-2. 落针点直接指示 Direct Indication of Needle Entry Point

可以直接选择落针点。
Determine the needle entry position directly

① **显示落针点·形状点指示界面**

Display of interface for indicating the needle entry point·shape point.

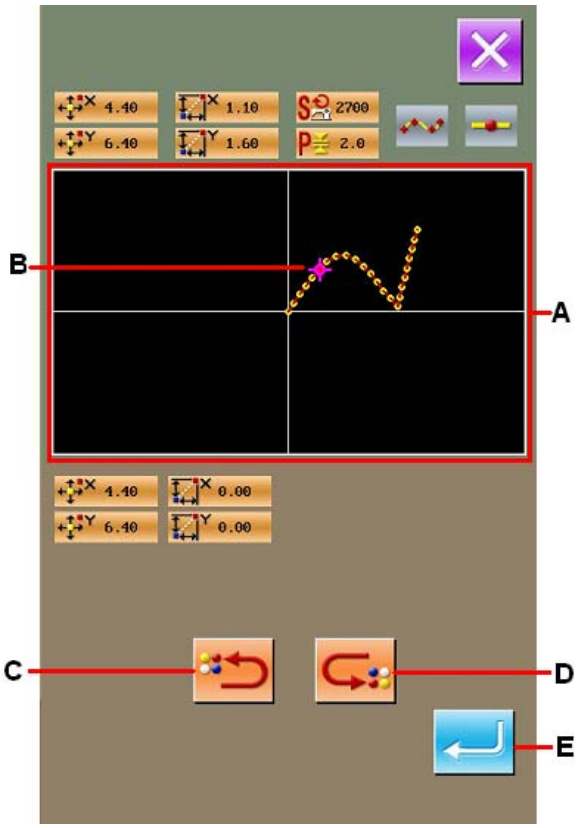
在标准界面按坐标指示键  之后，落针点指示界面被显示出来。

In the standard interface, press  to activate the interface for indicating the needle entry point

② **查询落针点**

Inquiry the Needle Entry Point

按后退搜索键 C、前进搜索键 D之后，变成快速的从B点开始搜索落针点。
Press Search Backward Key C and Search Forward Key D to search the needle entry point from B point quickly



③ **决定落针点**

Decide the Needle Entry Point

按确定键 E之后，压脚移动确认界面被显示，这时按确定键之后，压脚移动到十字游标指定的落针点位置。
Press ENTER (E) to activate the confirmation interface of presser move. At this time, press to move the presser to the needle entry point specified by the icon

没有选择落针点时，确定键 变为无效。
If no needle entry point is selected, the will become invalid.
压脚以直线移动。中途碰到障碍物时，将不能移动，务请注意。
Attention: The move of presser is in linear, so it is unable to move in case of encountering the obstacle items

17. 选择显示的功能代码 Select the Displayed Function Code

在代码一览表界面，可以选择显示的功能代码。
Enable to select the displayed function code in the interface of code list

① **显示代码一览表的选择界面**

Display the Selection Interface of Code List

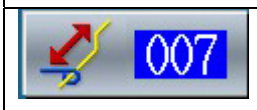
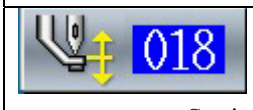
在输入模式的模式界面，长按 键6秒进入设置模式等级3状态。

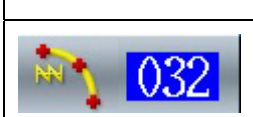
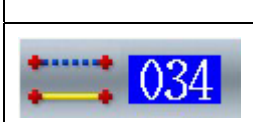
In the interface of input mode, hold for 6 seconds to have access to the interface of setting mode Level 3

按代码一览表显示选择键 A之后，代码一览表选择界面被显示出来。
Press the Key (A) to activate the interface of the code list.

18. 功能代码一览 Codes of Function

功能代码一览表如下表所示。
The following is the code list.

功能代码 Code	功能 Functions
 剪线 Thread-trimming	输入剪线命令。 Input the order for thread-trimming
 第二原点 The 2nd Origin	设定第二原点。 Set the 2nd origin.
 中途停止 Stop in Midway	输入中途停止命令。 Input the order for stop in midway
 扩大·缩小基准点 Scale the Reference Point	设定扩大·缩小的基准点。 Set the reference point of scaling
 镜像点 Mirror Point	输入镜像命令。 Input the mirror order
 缝纫机转一周 Running for A Circle	输入缝纫机转 1 圈命令。 Input order to let sewing machine run for a circle
 第三线张力 Tension of the 3rd Thread	让第三线张力 ON/OFF。 ON/OFF the 3rd thread tension
 记号 1 Mark 1	作成记号 1。 Make mark 1
 延迟 Delay	输入延迟命令。 Input the order for delay
 面线张力设置 Setting of Upper Thread Tension	设定面线张力值。 Set the upper thread tension
 区域区分 Area Division	输入区域区分命令 Input the order for dividing area
 中压脚高度设置 Setting of Intermediate Presser Height	设定中压脚高度。 Set intermediate presser height
 缝纫机停止 Sewing Machine Stop	输入缝纫机停止命令。 Input the order for stopping the sewing machine

 空送 Jump Feed	作成空送缝制数据。 Create the sewing data of empty feed.
 点缝 Point Sewing	作成点缝缝制数据。 Create the sewing data of point sewing
 普通缝 Normal Sewing	作成直线·曲线的缝制数据。 Create the sewing data of linear · curve sewing
 直线普通缝 Linear Normal Sewing	作成直线的缝制数据。 Create the sewing data of linear sewing
 自由曲线普通缝 Curve Normal Sewing	作成自由曲线的缝制数据. Create the sewing data of curve sewing
 圆弧普通缝 Arc Normal Sewing	作成圆弧的缝制数据。 Create the sewing data of arc sewing
 圆普通缝 Circle Normal Sewing	作成圆的缝制数据。 Create the sewing data of circle sewing
 直线标准曲折缝 Linear Zigzag Sewing	作成直线曲折缝的缝制数据。 Create the sewing data of linear zigzag sewing
 自由曲线标准曲折缝 Curve Zigzag Sewing	作成自由曲线曲折缝的缝制数据。 Create the sewing data of the curve zigzag sewing
 圆弧标准曲折缝. Arc Zigzag Sewing	作成圆弧曲折缝的缝制数据。 Create the sewing data of arc zigzag sewing
 圆标准曲折缝 Circle Zigzag Sewing	作成圆曲折缝的缝制数据。 Circle Zigzag Sewing
 直线偏移缝 Linear Offset Sewing	作成直线偏移缝的缝制数据。 Create linear offset sewing
 自由曲线偏移缝 Curve Offset Sewing	作成自由曲线偏移缝的缝制数据。 Curve Offset Sewing
 圆弧偏移缝 Arc Offset Sewing	作成圆弧偏移缝的缝制数据。 Create sewing data of arc offset sewing
 圆偏移缝 Circle Offset Sewing	作成圆偏移缝的缝制数据。 Create sewing data of circle offset sewing

 线顺向二次缝 Linear Double Orderly Sewing	作成直线顺向二次缝的缝制数据。 Create sewing data of linear double orderly sewing
 自由曲线顺向二次缝 Curve Double Orderly Sewing	作成自由曲线顺向二次缝的缝制数据。 Create sewing data of curve double orderly sewing
 圆弧顺向二次缝 Arc Double Orderly Sewing	作成圆弧顺向二次缝的缝制数据。 Create sewing data of arc double orderly sewing
 圆顺向二次缝 Circle Double Orderly Sewing	作成圆顺向二次缝的缝制数据。 Create sewing data of circle double orderly sewing
 直线逆向二次缝 Linear Double Reverse Sewing	作成直线逆向二次缝的缝制数据。 Create sewing data of linear double reverse sewing
 自由曲线逆向二次缝 Curve Double Reverse Sewing	作成自由曲线逆向二次缝的缝制数据。 Create sewing data of curve double reverse sewing
 圆弧逆向二次缝 Arc Double Reverse Sewing	作成圆弧逆向二次缝的缝制数据。 Create sewing data of arc double reverse sewing
 圆逆向二次缝 Circle Double Reverse Sewing	作成圆逆向二次缝的缝制数据。 Create sewing data of circle double reverse sewing
 直线逆向缝 Linear Reverse Sewing	作成直线逆向缝的缝制数据。 Create sewing data of linear reverse sewing
 自由曲线逆向缝 Curve Reverse Sewing	作成自由曲线逆向缝的缝制数据。 Create sewing data of curve reverse sewing
 圆弧逆向缝 Arc Reverse Sewing	作成圆弧逆向缝的缝制数据。 Create sewing data of arc reverse sewing
 圆逆向缝 Circle Reverse Sewing	作成圆逆向缝的缝制数据。 Create sewing data of circle reverse sewing
 删除机械控制命令. Deletion of Mechanical Control Order	删除机械控制命令。 Delete the mechanical control order
 缝制区间改变 Sewing Speed Section Change	变更作成的缝制数据的速度。 Change the speed of the created sewing data
 改变针距长度 Change Length of Pitch	变更作成的缝制数据的缝距。 Change the sewing pitch of the created sewing data
 要素删除	以要素单位删除作成的数据。 Delete the created data in unit of element

Element Deletion	
 自动倒缝 Automatic Bar-tack	作成倒缝数据。 Make bar-tack sewing data
 密集缝 Condensation Sewing	作成密集缝的数据。 Make sewing data of condensation sewing
 重叠缝 Overlapped Sewing	作成重叠缝的数据。 Make sewing data of overlap sewing
 相对点删除 Relative Point Deletion	删除落针点，后方的数据移动。 Delete the needle entry point, the data afterward shall move
 相对点移动 Relative Point Move	移动落针点，后方的数据移动。 Move the needle entry point, the data afterward shall move
 相对顶点删除 Relative Top Point Deletion	删除直线的顶点，后方的数据移动。 Delete the top point of linear, the data afterward shall move
 相对定点移动 Relative Top Point Move	移动直线的顶点，后方的数据移动。 Move the top point of linear, the data afterward shall move
 绝对点删除 Absolute Point Deletion	删除落针点，后方的数据不移动。 Delete the needle entry point, the data afterward shall keep still.
 绝对点移动 Absolute Point Move	移动落针点，后方的数据不移动。 Move the needle entry point, the data afterward shall keep still.
 绝对点添加 Absolute Point Adding	添加落针点，后方的数据不移动。 Add the needle entry point; the data afterward shall keep still.
 绝对定点删除 Absolute Top Point Deletion	删除直线的顶点，后方的数据不移动。 Delete the top point of linear, the data afterward shall keep still
 绝对定点移动 Absolute Top Point Move	移动直线的顶点，后方的数据不移动。 Move the top point of linear, the data afterward shall keep still
 X 轴对称 X Axis Symmetry	添加针位置的 X 轴对称的图形。 Add pattern symmetrical to the X Axis passing needle position
 Y 轴对称 Y Axis Symmetry	添加针位置的 Y 轴对称的图形。 Add pattern symmetrical to the Y Axis passing needle position
 点对称 Point Symmetry	添加以针位置为中心的对称图形。 Add the pattern symmetrical to the present needle position.

 图形移动 Pattern Move	移动缝制图形的位置。 Move the position of pattern
 图形复制 Copy Pattern	复制缝制图形。 Copy the pattern for sewing.
 图形消去 Pattern Deletion	删除图形数据。 Delete the pattern data
 格式化 Initialization	格式化 U 盘。 Initialize the U disk
 压脚翻转设定 Presser Inversion Setting	进行翻转的设定。 Set the inversion
 缝制速度 Sewing Speed	输入缝制速度。 Input the sewing speed.
 设定值参照 Setting Value Reference	图形数据的设定值被显示。 Display the set values of the pattern data
 Y 轴反转图形顺向缝 Y Symmetry Pattern Inversion Orderly Sewing	以当前针位置为基准作成 Y 轴反转图形顺向缝。 Add an inversed pattern symmetrical to the Y Axis passing needle position
 功能代码输入 Function Code Input	输入功能代码。 Input the function code.
 结束方法选择 Ending Method Selection	设定有无结束 / 实行后的数据跟踪。 Set whether to track data after finish /performance.
 功能选择. 设置 Function Selection. Setting	把功能分配到 F 键。 Allocate functions to F keys
 面线张力基准值 Reference Value of Upper Thread Tension	设定面线张力基准值。 Set reference value of upper thread tension
 中压脚高度基准值 Reference Value of Intermediate Presser Height	设定中压脚高度基准值。 Set reference value of intermediate presser height
 要素向前 Element Forward	移动到包括当前针位置的要素的最终位置，最终位置时移动到下一个要素的最终位置。 Move the needle position to the end position of the element containing the present needle position; in case of end position, the needle position will move to the end position of the next element.
 要素向后 Element Backward	移动到包括当前针位置的要素的前头位置，先头位置时移动到上一个要素的前头位置。 Move the needle position to the start position of the element containing the present needle position; in case

	of start position, the needle position will move to the start position of the next element.
 形状点添加 Shape Point Adding	添加形状点。 Add shape point.
 形状点移动 Shape Point Move	移动形状点。 Move shape point
 形状点删除 Shape Point Deletion	删除形状点。