



Book 3

Professional-Style Embroidery

JANOME

IMPORTANT SAFETY INSTRUCTIONS

Your sewing machine is designed and constructed only for HOUSEHOLD use.
Read all instructions before using this sewing machine.

DANGER—To reduce the risk of electric shock:

1. An appliance should never be left unattended when plugged in. Always unplug this appliance from the electric outlet immediately after using and before cleaning.
2. Always unplug before relamping. Replace bulb with same type rated 13.2 V d.c., 3 Watts.
3. Do not reach for the appliance that has fallen into water. Unplug immediately.
4. Do not place or store appliance where it can fall or be pulled into a tub or sink. Do not place in or drop into water or other liquid.

WARNING—To reduce the risk of burns, fire, electric shock, or injury to persons:

1. Do not allow to be used as a toy. Close attention is necessary when this appliance is used by or near children.
2. Use this appliance only for its intended use as described in this manual. Use only attachments recommended by the manufacturer as contained in this manual.
3. Never operate this appliance if it has a damaged cord or plug, if it is not working properly, if it has been dropped or damaged, or dropped into water. Return the appliance to the nearest authorized dealer or service center for examination, repair, electrical or mechanical adjustment.
4. Never operate the appliance with any air opening blocked. Keep ventilation openings of the sewing machine and foot controller free from accumulation of lint, dust, and loose cloth.
5. Never drop or insert any object into any opening.
6. Do not use outdoors.
7. Do not operate where aerosol (spray) products are being used or where oxygen is being administered.
8. To disconnect, turn all controls to the off (“○”) position, then remove plug from outlet.
9. Do not unplug by pulling on cord. To unplug, grasp the plug, not the cord.
10. Keep fingers away from all moving parts. Special care is required around the sewing machine needle.
11. Always use the proper needle plate. The wrong plate can cause the needle to break.
12. Do not use bent needles.
13. Do not pull or push fabric while stitching. It may deflect the needle causing it to break.
14. Switch the sewing machine off (“○”) when making any adjustment in the needle area, such as threading needle, changing needle, threading bobbin, or changing presser foot, and the like.
15. Always unplug the sewing machine from the electrical outlet when removing covers, lubricating, or when making any other user servicing adjustments mentioned in the instruction manual.

SAVE THESE INSTRUCTIONS

Introduction

Thank you for purchasing a Janome Memory Craft 10000.

For your convenience and quick reference, instructions for the Memory Craft 10000 are presented in three separate books:

Book 1: General Overview

Book 1 reviews Memory Craft 10000 features, stitches and functions. It provides basic directions to get you started.

Book 2: Advanced Sewing

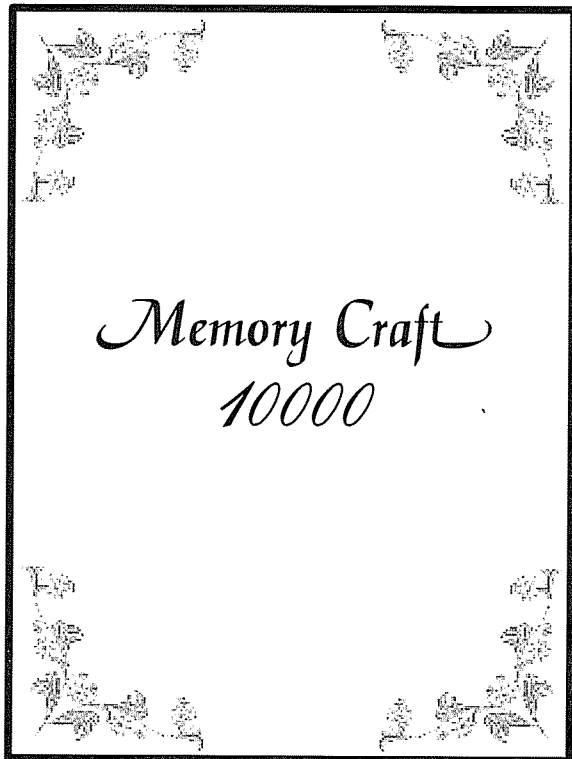
Book 2 contains in-depth instructions for the Ordinary Sewing Mode. It details the many options, capabilities and advanced non-embroidery functions available on your Memory Craft 10000.

Book 3: Professional-Style Embroidery

Book 3 provides a complete guide to Professional-Style Embroidery. Also, since you may wish to immediately connect your Memory Craft 10000 to your personal computer, you will find the hookup diagrams quite helpful for quick and easy setup.

About this book

Colored tabs identify the eight sections of the book. Color-coded text makes it fast and easy to identify keys, buttons and illustrations.



IMPORTANT

When the function buttons and keys do not work, turn the power switch off and turn it on again.

Be sure to keep machine away from static electricity, heat sources, humidity, and direct sunlight.

When using your sewing machine for the first few times, place a waste fabric under the presser foot and run the machine for a few minutes. Wipe away any oil which may have appeared.

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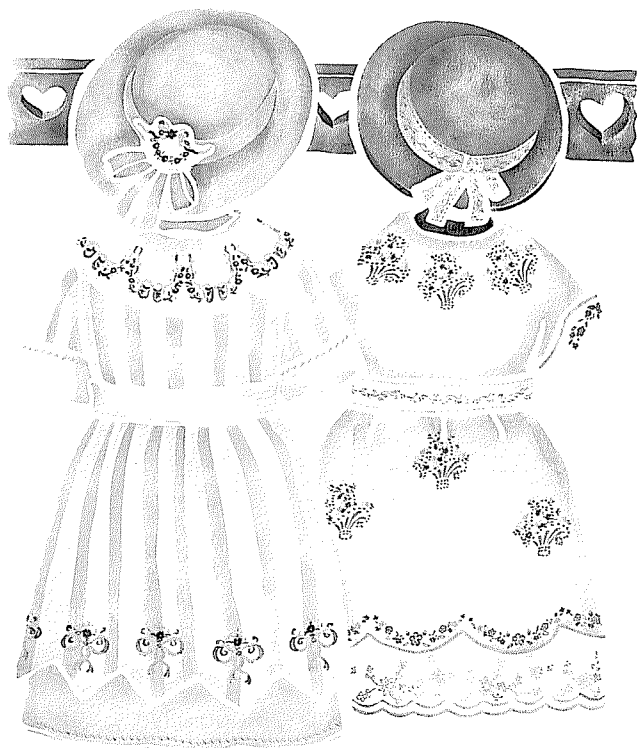
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GETTING READY TO EMBROIDER



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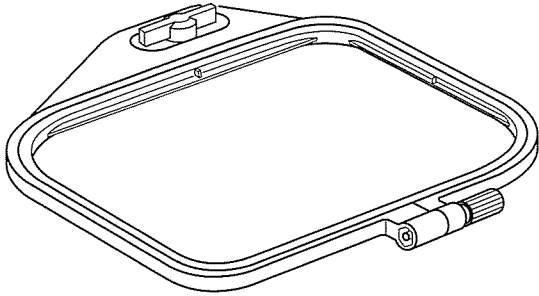
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GETTING READY TO EMBROIDER

Embroidery Hoops

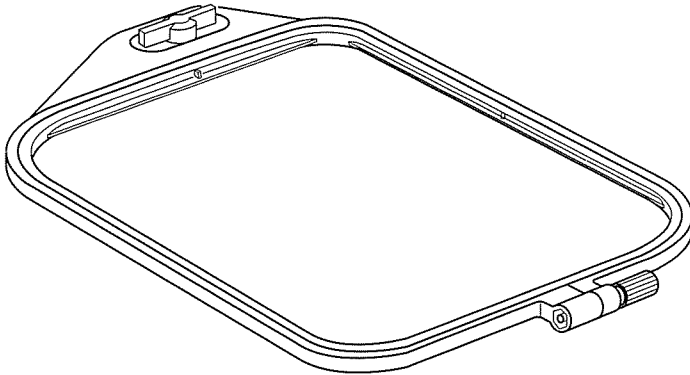
①



① **Embroidery Hoop A (Standard Hoop):**

This is the standard size hoop, with an 11cm (4 3/8") by 11cm (4 3/8") embroidery area for standard size embroidery designs.

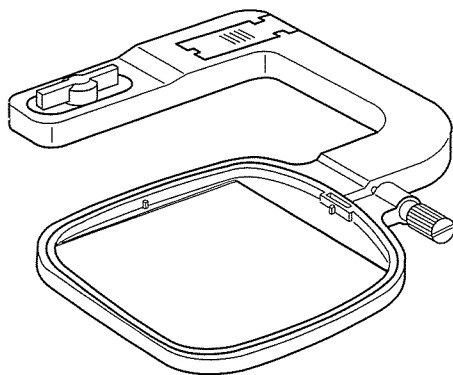
②



② **Embroidery Hoop B (Big Hoop):**

This is the large-size hoop, with 20cm (8") by 14cm (5 1/2") embroidery area for sewing large-size designs and combined designs.

③



③ **Embroidery Hoop C (Free Arm Hoop):**

Free Arm Hoop is specially designed for embroidery on tubular garments such as sleeves, pants legs etc. (sold separately)

 **Caution:**

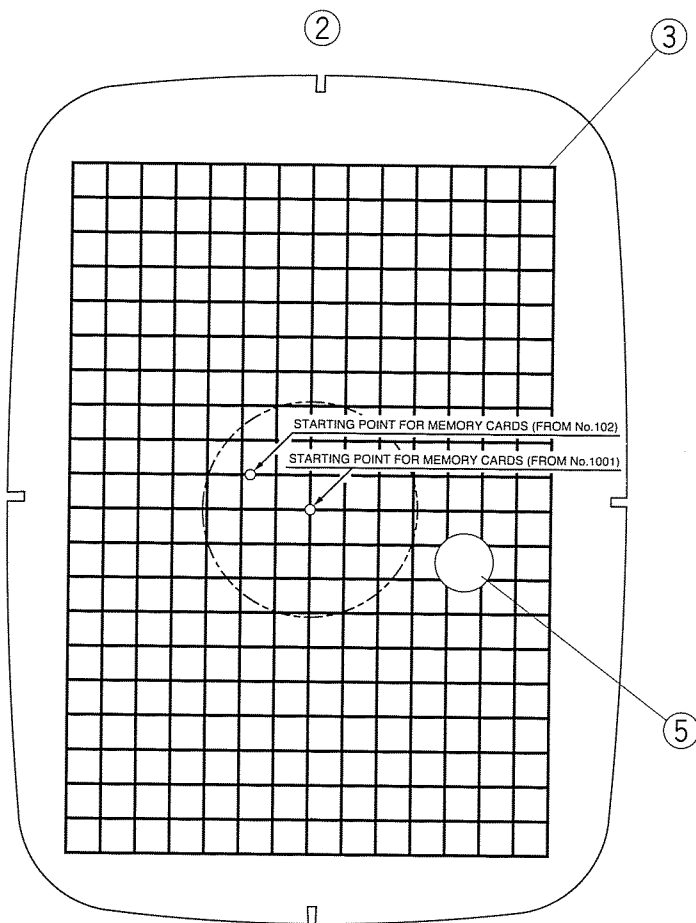
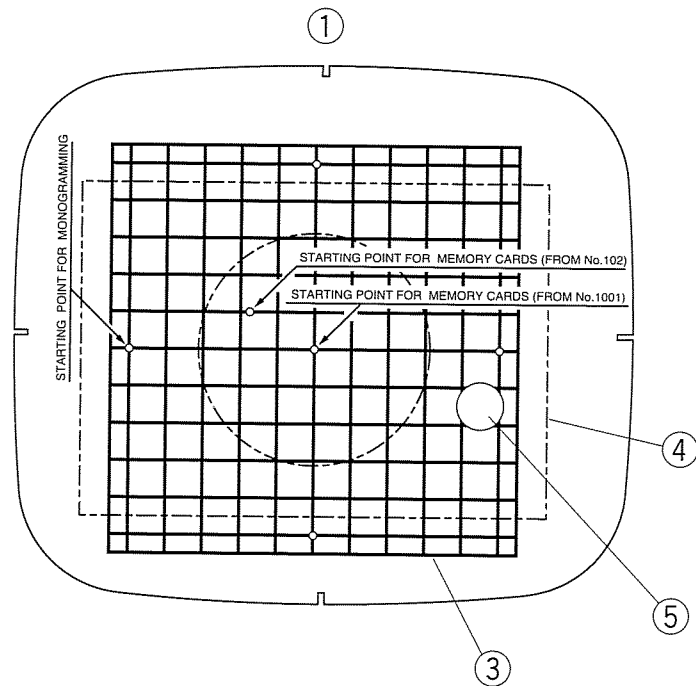
- Never use Memory Craft 9000/5700 embroidery hoops with Memory Craft 10000.

Templates

When positioning the fabric into the hoop, use the template to align the centerlines on the fabric with the center of the hoop.

First mark the centerlines on the fabric and place the fabric on the outer hoop.

Place the inner hoop and template over the fabric and adjust the fabric placement.



① **Template for Embroidery Hoop A**

② **Template for Embroidery Hoop B**

③ Indicates the embroidery boundary for built-in and PC Design Card designs.

④ Indicates the embroidery boundary for Memory Card No. 102 and up for Memory Craft 5700/9000.

⑤ Finger Hole

Stabilizer

To obtain the best quality embroidery, it is important to use stabilizers.

Types of stabilizer

Tear-away stabilizer is made from a fiber that will tear easily. Use tear-away stabilizers for stable woven fabrics. After stitching, tear away the stabilizer so that the small portion left in the back of the stitching will not affect the wear.

Iron-on stabilizer is an adhesive type stabilizer for knits and all kinds of unstable fabrics. Fuse it to the wrong side of the fabrics with an iron.

Cut-away stabilizer is a non-woven fabric that does not tear. Cut the excess portion after stitching. Use cut-away stabilizers for knits and all kinds of unstable fabrics.

Water soluble stabilizer will dissolve in water. Use this stabilizer for cutwork or lace embroidery, and also for the right side of looped fabrics such as towel to avoid loops coming through the embroidery.

Sticky stabilizer is a sticky paper used for securing a small fabric or work that cannot be secured in the hoop. It is also used for velvet and other napped fabric that would be permanently marked by the hoop.

Usage:

- The stabilizer should be attached to the wrong side of fabric.
- More than one layer may be required.
- Felt or stable fabrics do not need to be stabilized and you may embroider directly on it.
- For firm fabrics, you may place a thin paper under the fabric.
- The non-adhesive type should be used when embroidering fabric, which cannot be ironed or for sections, which are difficult to iron.
- Cut the stabilizer larger than the embroidery hoop and set it on the hoop so that the entire piece is fastened with the hoop to prevent looseness of the fabric.

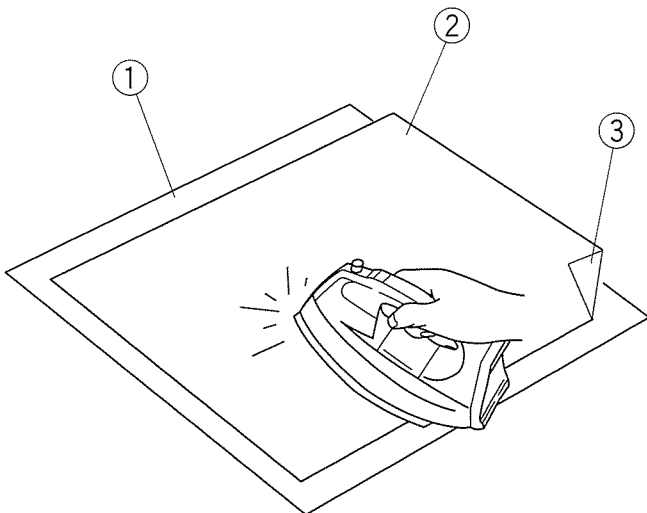
Adhesive (Iron-on) stabilizer

Place the Wrong Side of Fabric ① and the glossy side of the Stabilizer ② together. Fold up a Corner of the Stabilizer ③ and fuse it with an iron.

- ① Wrong Side of Fabric
- ② Stabilizer
- ③ Corner of the Stabilizer

Notes:

- Fold up a corner of the stabilizer, to make it easier to peel off the excess stabilizer after stitching.
- Ironing temperatures vary depending on kind of adhesive type stabilizer.



Setting the Fabric in an Embroidery Hoop

1. Mark the Centerlines ① on the right side of the fabric with tailor's chalk.

① Centerlines

2. Loosen the Hoop Tightening Screw ② .

② Hoop Tightening Screw

3. Lay the Inner Hoop ③ and the Template ④ over the fabric with a Stabilizer ⑤ attached, matching centerlines.

③ Inner Hoop

④ Template

⑤ Stabilizer

4. Set the Inner Hoop ③ into the Outer Hoop ⑥ so the fabric and the template will not move.

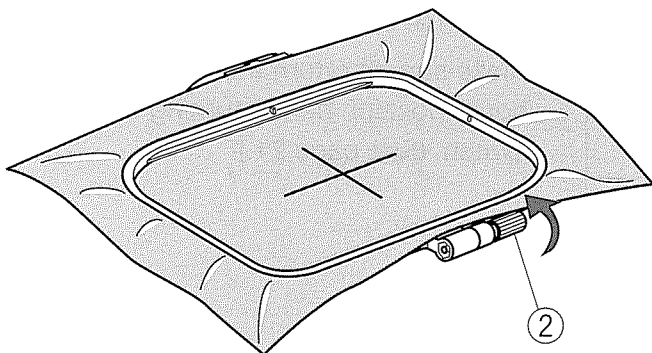
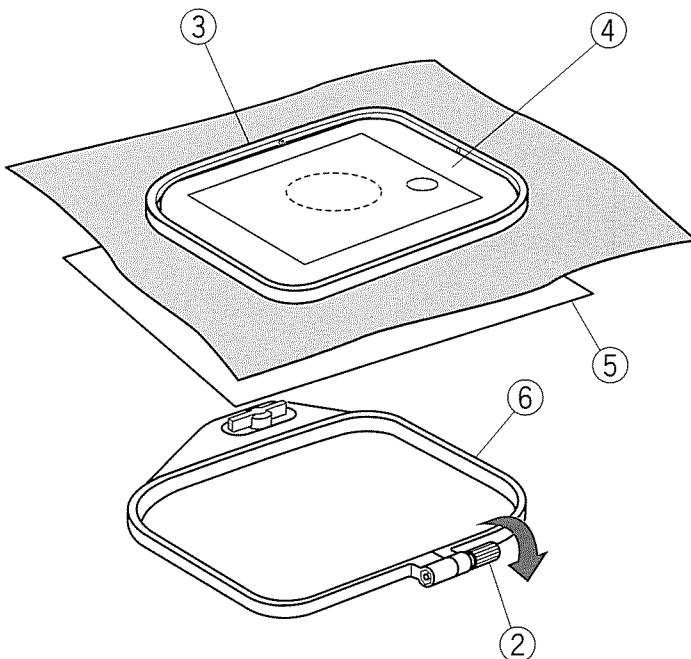
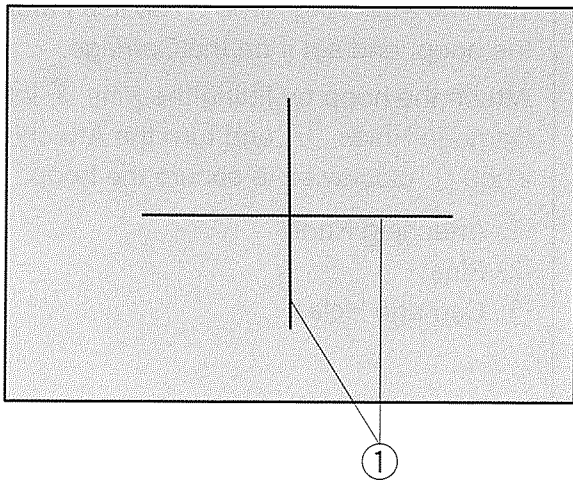
⑥ Outer Hoop

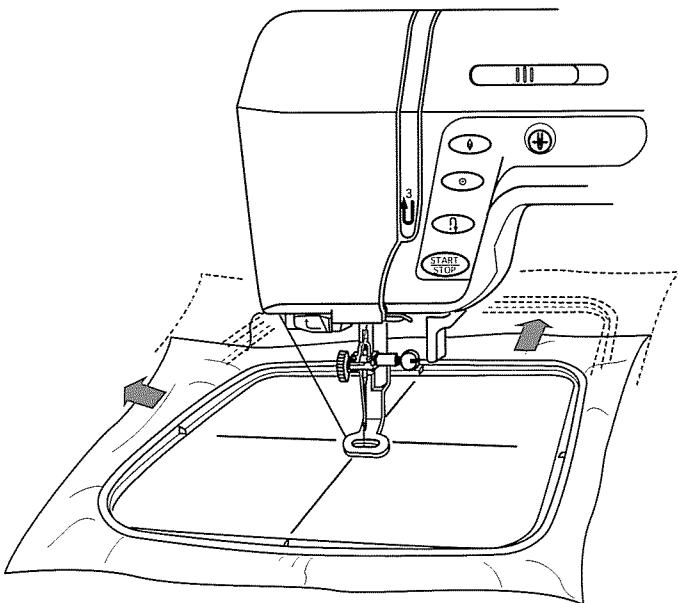
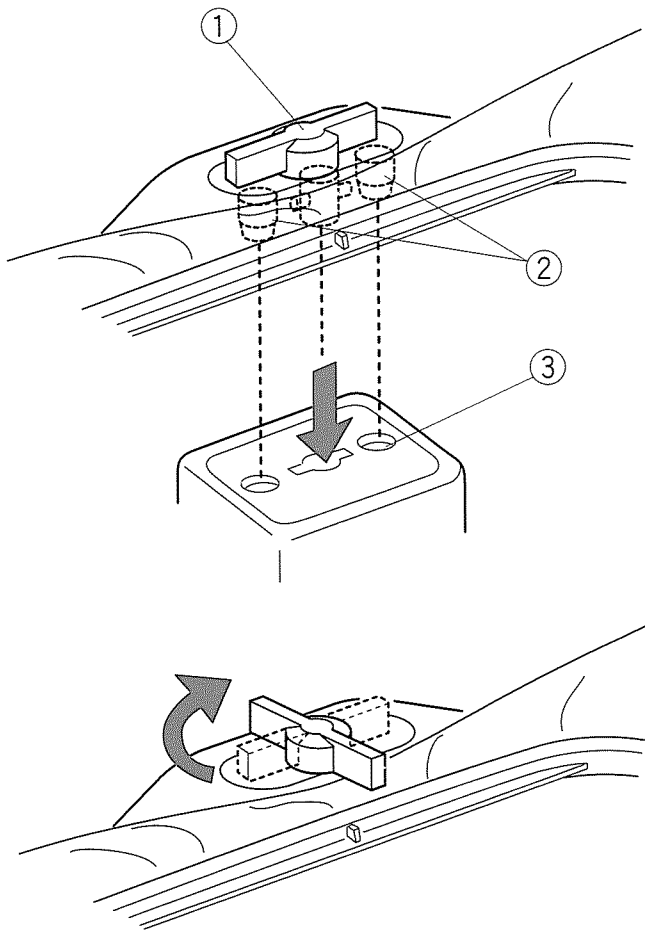
5. Tighten the Hoop Tightening Screw ② to secure the fabric.

6. Remove the Template ④ .

Notes:

- When placing the fabric on the Embroidery Hoop, place the outer hoop on a flat surface.
- Use the Clothsetter, an optional item, to set the fabric into the correct position in the hoop.





Attaching the Embroidery Hoop to the Machine

Turn the Attaching Knob ① so it is parallel with the hoop, and set it on the Carriage.

Attach the hoop by fitting the Pins ② into the Carriage Holes ③, and turn the Attaching Knob ① clockwise to secure the hoop.

- ① Attaching Knob
- ② Pins
- ③ Carriage Holes

⚠ Caution:

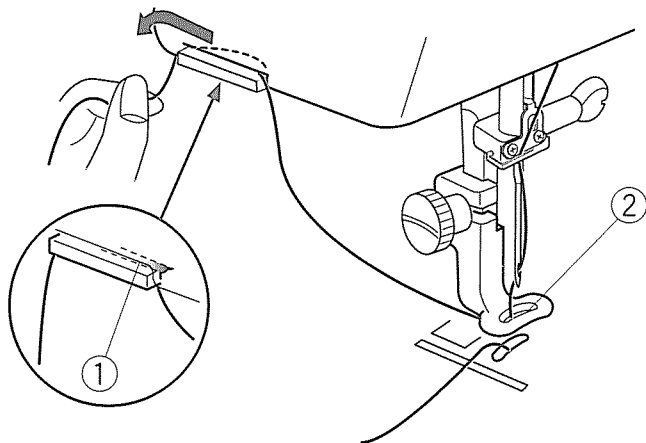
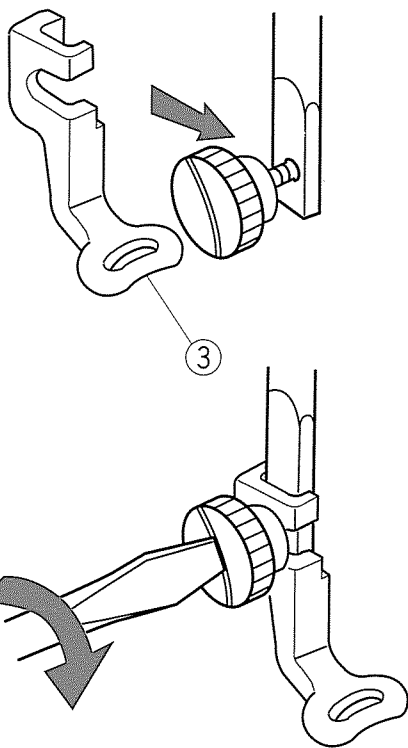
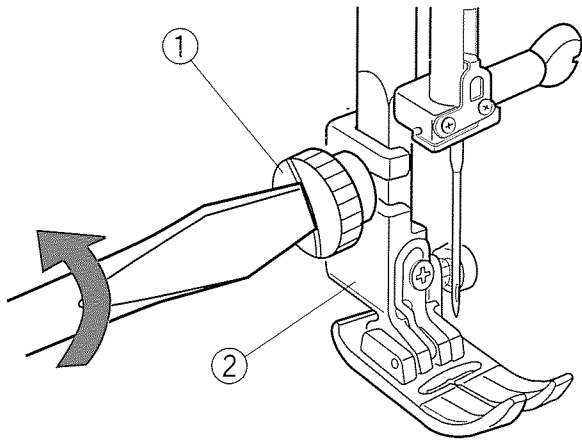
- Always provide sufficient clearance for the embroidery carriage behind your machine before embroidery sewing.
- Never try to move the carriage by hand or touch the carriage while it is moving.
- Make sure to return the carriage to the home position before turning off the power switch. (See page 21.)

Attaching Embroidery Foot P

Raise the foot, then loosen the Thumbscrew ① and remove the Foot Holder ② to the rear.

Attach Embroidery Foot P ③ to the presser bar from behind. Tighten the Thumbscrew ① securely with the screwdriver.

- ① Thumbscrew
- ② Foot Holder
- ③ Embroidery Foot P



Thread Holder

To prevent the needle thread from becoming tangled, place the thread end on the Thread Holder ①.

Pass the needle thread through the Hole on Embroidery Foot P ② and draw it up to the thread holder.

Hang the thread, 2 – 4cm (3/4" – 1 1/2"), on the thread holder from the front to back.

- ① Thread Holder
- ② Hole on Embroidery Foot P

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MACHINE SETTINGS

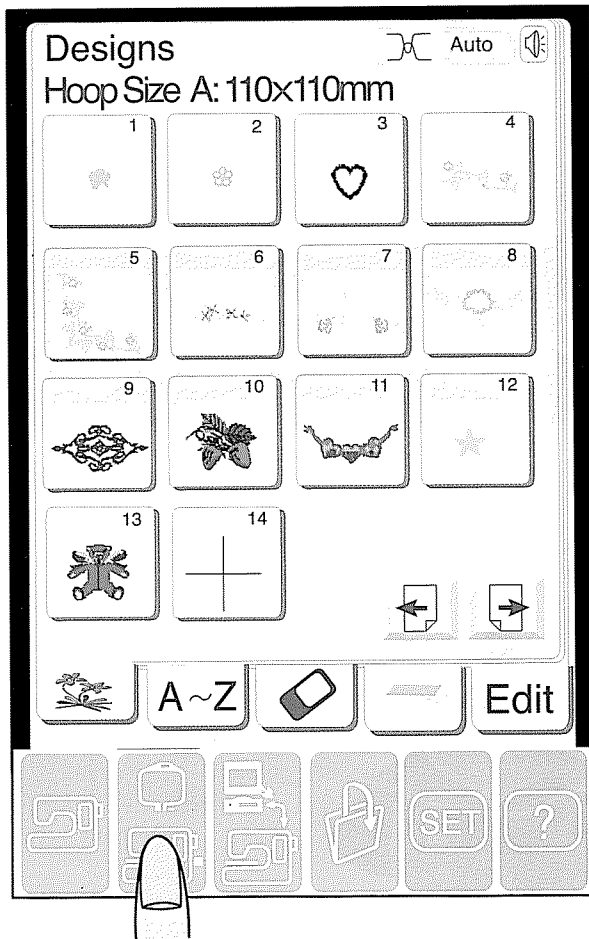


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MACHINE SETTINGS

When you turn on the power switch, the Visual Touch Screen shows the opening “Welcome” window, and then Ordinary Sewing Mode will appear after a few seconds.

Press the Embroidery Mode key to enter the Embroidery Mode.



Selecting the SET Mode

When you press the SET key, the following 4 setting modes can be selected and you can adjust various settings within each mode to your preference. Select your desired mode by pressing the corresponding key.

① Common Set Mode

In this mode, machine operations and function (Screen Contrast, Sound, Professional Mode etc.) can be adjusted or activated for both Embroidery Sewing and Ordinary Sewing. (See Book 2, page 7.)

② Ordinary Sewing Set Mode

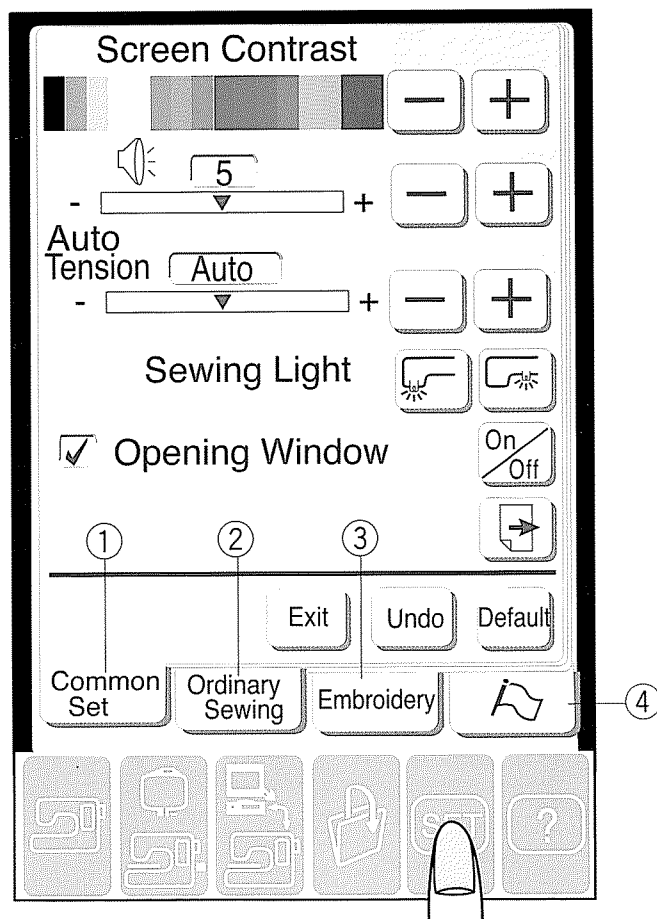
In this mode, sewing function (Cloth Guide Position, Feed Dog etc.) can be adjusted and set. (See Book 2, page 10.)

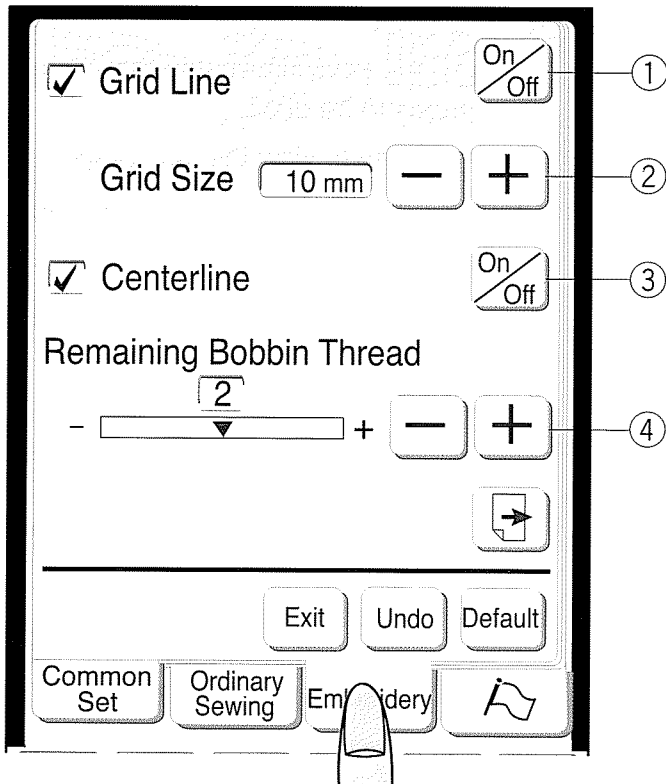
③ Embroidery Set Mode

In this mode, sewing function for Embroidery Sewing can be adjusted and set.

④ Flag Mode – Language Selection

In this mode, you can select one of 6 languages for the Visual Touch Display screen. (See Book 2, page 12.)





Embroidery Mode Setting Keys

To adjust a setting within Embroidery Setting Mode, press the Embroidery Mode Setting key.

① Grid Line

You can show or hide the Grid Lines in the Embroidery Mode Setting window.

To show the Grid Lines, press key to check the Grid Line box "On".

② Grid Size

When the Grid Line On/Off box has been checked "On", you can change the grid size by choosing one of the following three settings: 5mm (3/16"), 10mm (3/8") and 15mm (5/8").

The default setting is 10mm.

Press the key to reduce the grid size.

Press the key to increase the grid size.

③ Centerline

You can show or hide the Centerlines in the Embroidery Mode window.

To show the Centerline, press the key to check the Centerline box "On".

④ Remaining Bobbin Thread

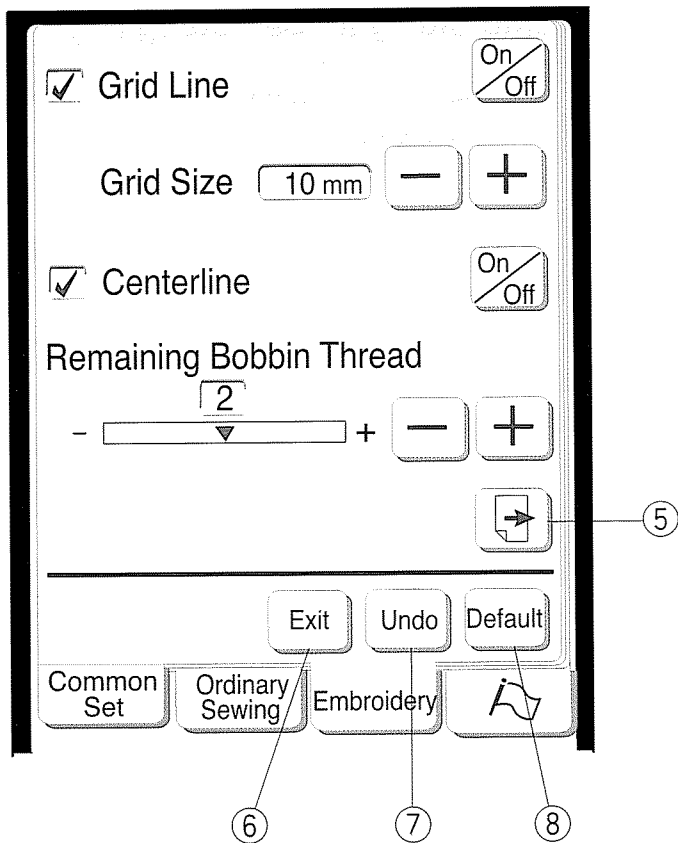
The machine will advise you if the total amount of bobbin thread is not sufficient.

You can change the minimum level of the remaining bobbin thread amount.

The default setting is at "2" and you can adjust it in 5 steps from 0 to 4.

Press the key to set to a higher level.

Press the key to set to a lower level.



⑤ Page Keys

The keys inform you that there are other pages to be displayed.

Press key to view the next page.

Press key to view the previous page.

⑥ Exit Key

When you press key, you have to confirm the settings you have changed on the screen by pressing either the or key.

key: Press this key to register changes to the setting and return to the first screen of the pattern selection window.

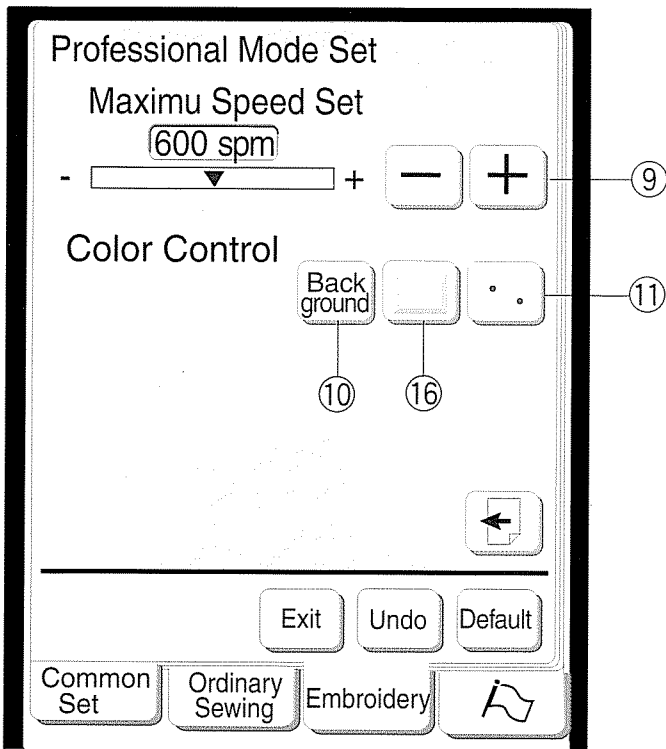
key: When you press this key, the confirmation window will close and the settings will not be registered.

⑦ Undo Key

When you press key, all the settings in the window will return to their previous condition.

⑧ Default Key

When you press key, all the settings in the window will return to the default settings (the same settings as when you purchased the machine).



Professional Mode Setting Keys

Notes:

- Professional Mode Setting page will open when the Professional Mode is activated.
- To activate Professional Mode, press the SET key to open the Common Set window. Press the Page Forward key and press the Professional Mode On/Off key. (See page 9, Book 2.)

⑨ Embroidery Maximum Speed:

The maximum sewing speed can be changed from 400 to 800spm for embroidery sewing. The default setting is 600spm.

Press the key to reduce the maximum sewing speed.

Press the key to increase the maximum sewing speed.

Color Control:

You can choose the desired color for the background and keys.

⑩ Background Color

Press the key to open the Background Color setting window and you can change the screen background color to your preference.

⑪ Pattern Selection Key Color

Press the key to open the Pattern Selection Key Color setting window and you can change the color of the pattern selection keys to your preference.

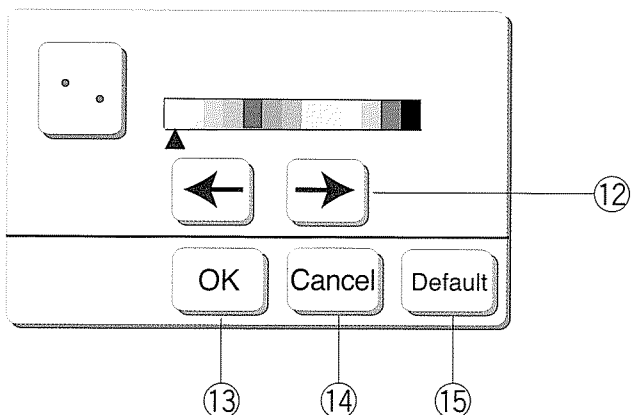
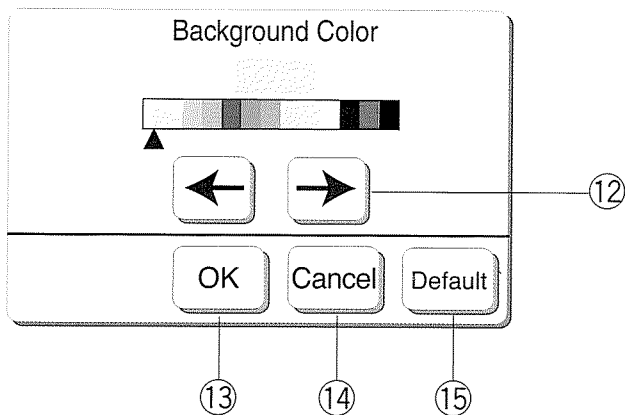
⑫ Arrow Keys: Press the keys, to select the desired color.

⑬ OK Key: Press the key to register the selected color for keys.

⑭ Cancel Key: Press key if you do not want to change color. The setting window closes and returns to the previous window.

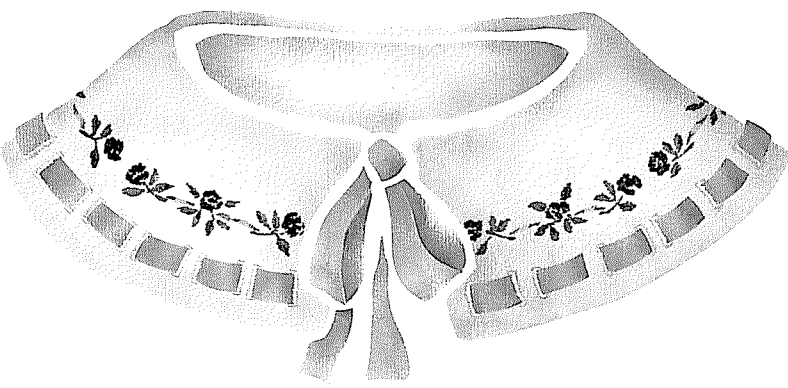
⑮ Default Key: When you press key, all color settings in the window will return to the default settings (the same settings as when you purchased the machine).

⑯ Function Key Color: When you press key, you may select the desired color for the function keys. Each time you press the key, you can select one of four colors: pink, blue, green or yellow.



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BUILT-IN EMBROIDERY DESIGNS



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BUILT-IN EMBROIDERY DESIGNS

Professional Style Embroidery Mode

The built-in embroidery designs are displayed on the Visual Touch Screen when you select the Professional Style Embroidery Mode.

The following 5 categories are available in the Professional Style Embroidery Mode.

① Built-in Designs

There are 28 built-in designs to choose from.

② Monogramming

There are 3 styles of built-in font to choose from (Gothic, Script and Cheltenham), 2-Letters, 3-Letters (built-in monogram initials layout) and built-in Border designs.

③ PC Design Card

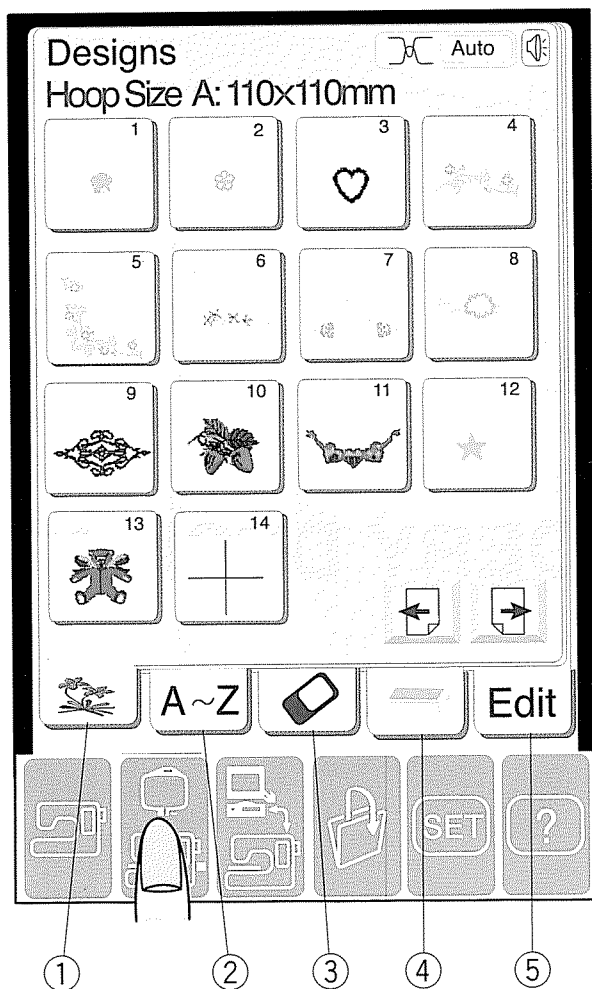
You can download embroidery designs from PC Design Cards to the sewing machine and sew.

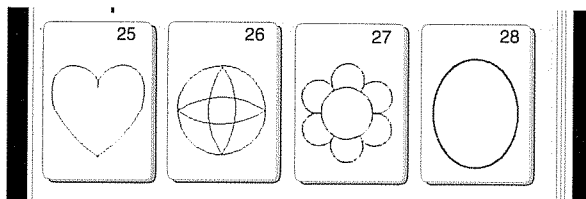
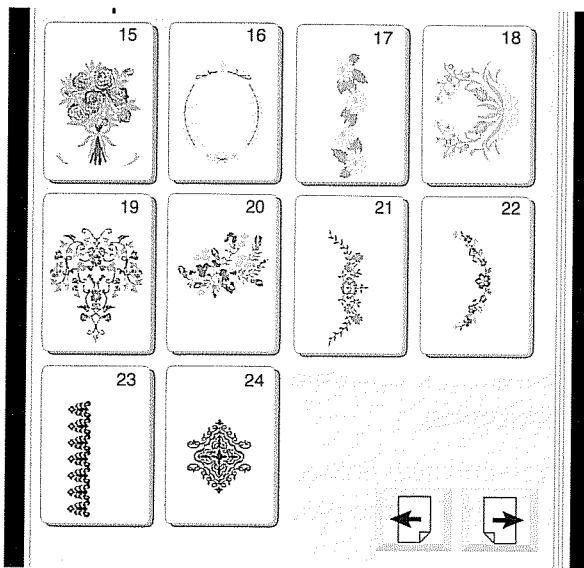
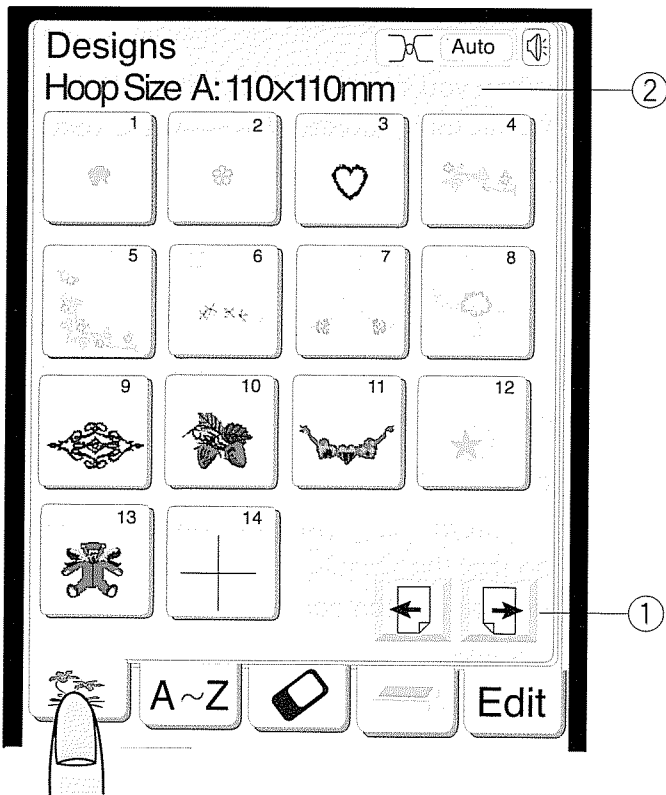
④ Card Reader 10000

You can download designs from Model MC9000's Memory Card Library through the Card Reader 10000 (optional item) to your Memory Craft 10000 and sew.

⑤ Edit Mode

You can edit and combine the embroidery designs to create your original embroidery.





Pattern Selection Window

Press the Embroidery Mode key to open the Embroidery window and press an Built-in Design key.

Memory Craft 10000 provides 28 ready to sew embroidery designs.


There are 3 pages in the Built-in Pattern Selection window.


The first page contains 13 designs to be used with Standard Hoop **A** and a pattern for adjusting the Clothsetter plate position.

The second page contains 10 large designs to be used with Big Hoop **B**.

The third page contains 4 template patterns to be used with the Program Border.

① Page Key

Press the  key to view the next page of pattern selections.

Press the  key to view the previous page of pattern selections.

Note:

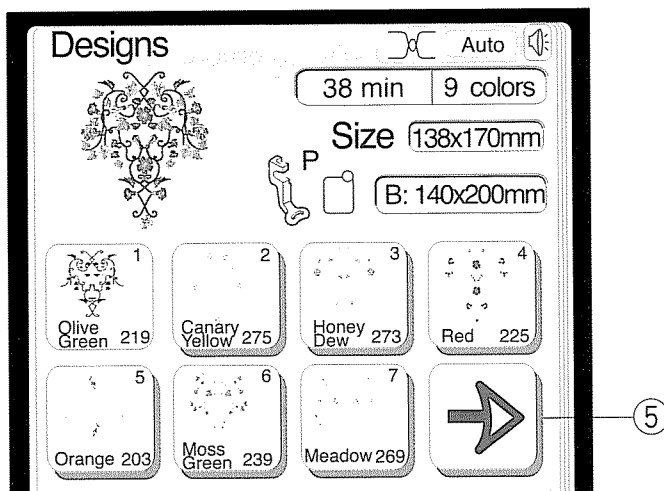
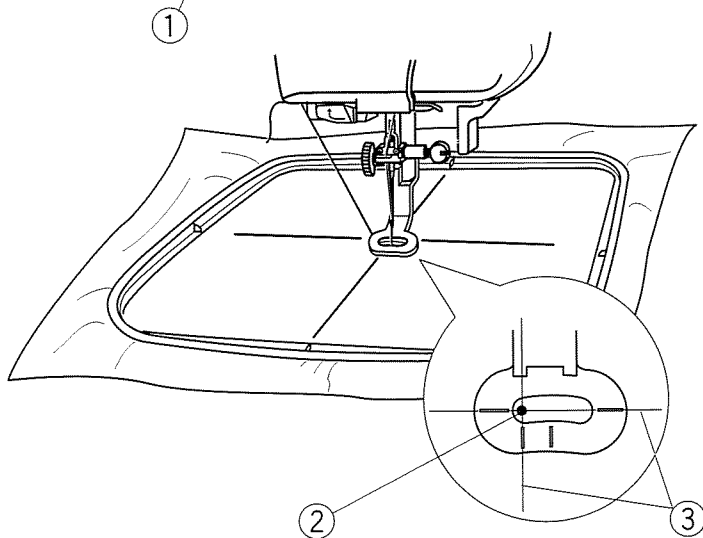
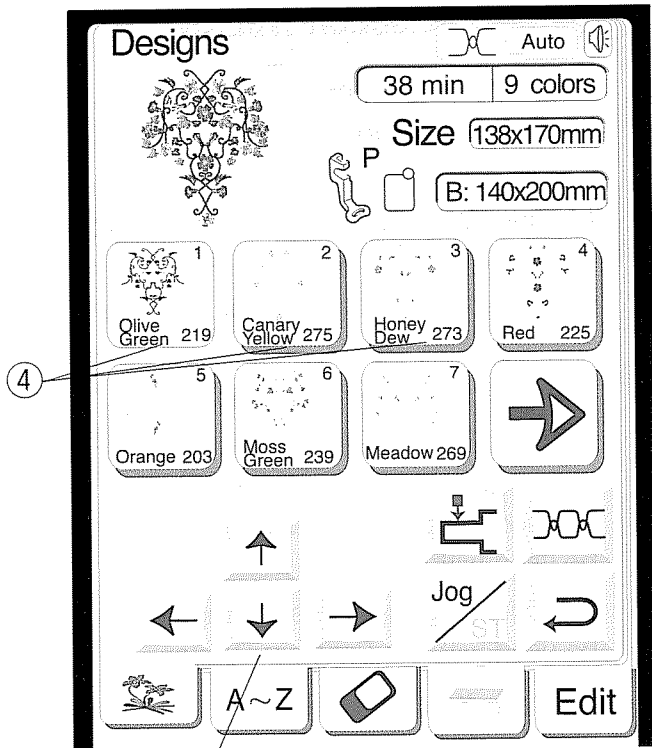
- Pattern 14 is a test pattern for the Clothsetter adjustment (an optional attachment sold separately).

② Hoop Size

The appropriate hoop and its size for the selected pattern are displayed on the screen.

! Caution:

- Always use the specified hoop for each design you wish to embroider.



Embroidery Screen

When you select an embroidery design, the Visual Touch Screen will show the design's parts and their sequence numbers, the thread color code, the presser foot to use, sewing time, number of colors needed, the embroidery's actual measurements and the proper hoop to use. When you press the Start/ Stop Button, the machine will automatically start sewing.

Jog Keys

Adjust the hoop position with the Jog keys ① so that the Needle Drop Position ② comes right above the center of the Centerlines ③ on the fabric.

- ① Jog Keys
- ② Needle Drop Position
- ③ Centerlines

Color/Part Key

The thread color and sewing order of each embroidery part are indicated on the key.

When you start sewing, the machine will automatically stop sewing after it finishes sewing one part of the embroidery design.

Change the thread and start sewing again. The color of the key will turn gray after you finish sewing that part of the embroidery design.

Sewing a specific Color/Part by skipping

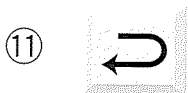
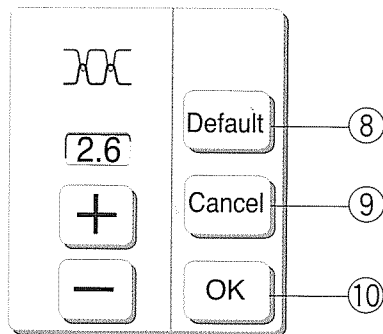
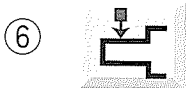
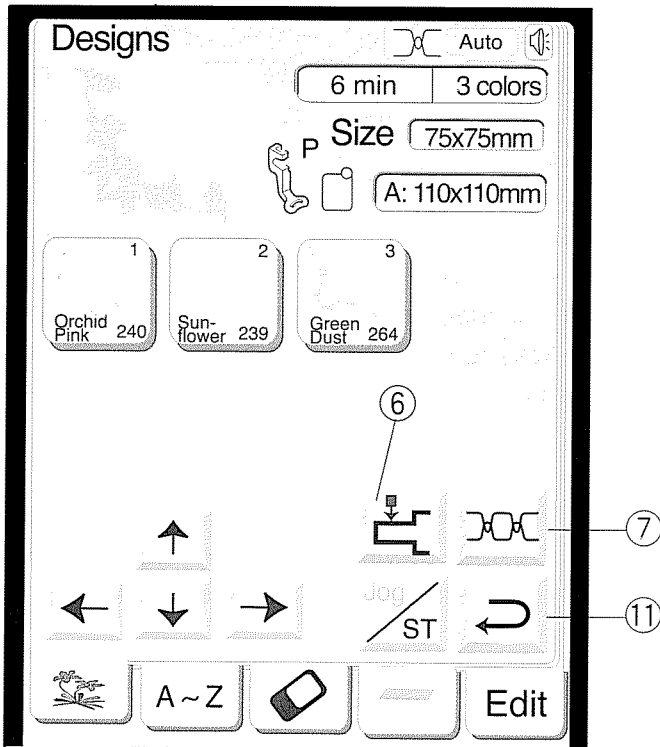
You can sew only a specific part of the design by skipping the parts before it.

Press the Color/Part key ④ previous to the part you wish to start sewing, and the skipped parts will turn to gray.

- ④ Color/Part Key

A Big Arrow key ⑤ will be displayed when there are more design parts to be displayed. Press it to view the other embroidery design parts.

- ⑤ Big Arrow Key



Return Carriage Key

Press the key ⑥ to bring the carriage back to its home position after finishing embroidery.

Note:

- Before you turn the power switch off in Embroidery Mode, always be sure to press the key ⑥ to return the carriage to its home position.

⑥ Return Carriage Key

Thread Tension Key

When you press the key ⑦, the tension adjustment window will open and indicate the current thread tension setting.

⑦ Thread Tension Adjusting Key

You can adjust the thread tension by pressing the or key.

⑧ Default Key: When you press key, the thread tension will return to the default setting (the same setting as when you purchased the machine).

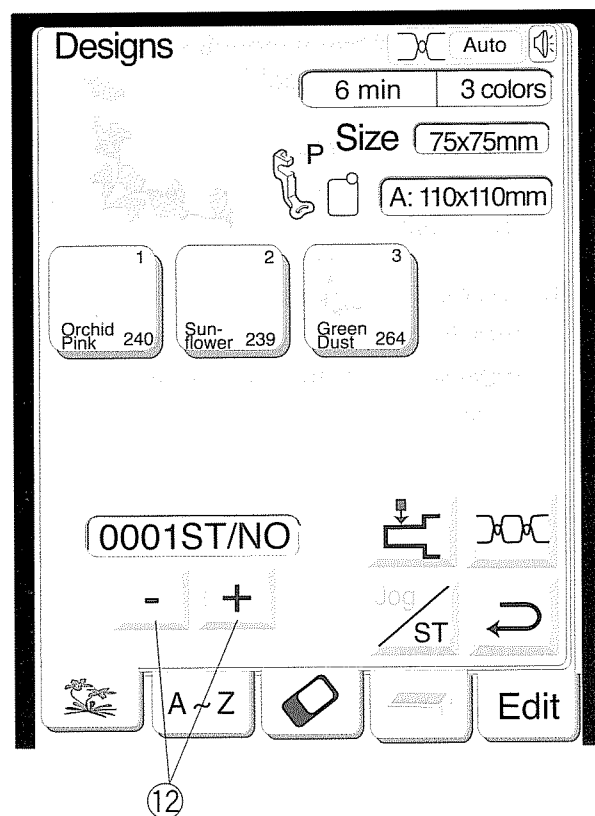
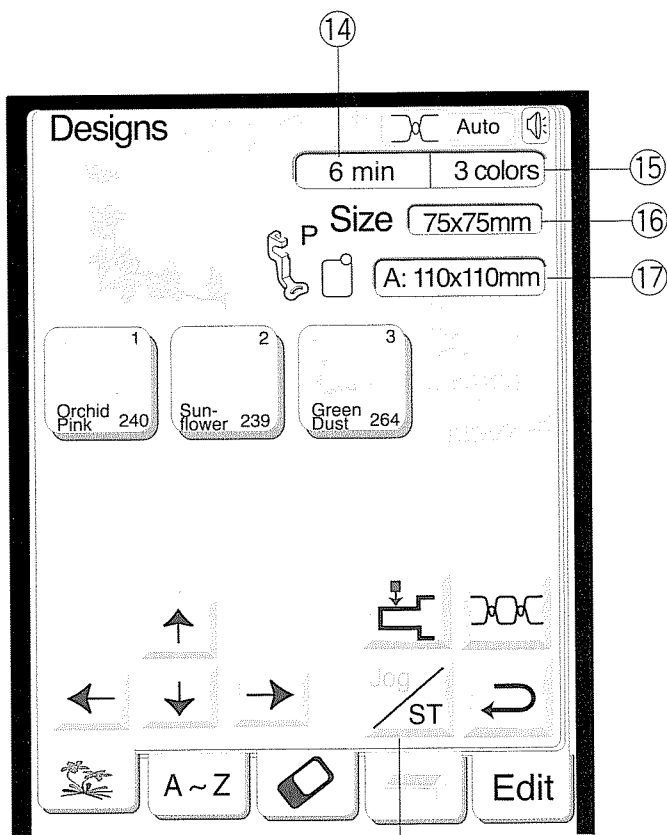
⑨ Cancel Key: When you press the key, it cancels any changes to the setting and the tension adjustment window will close.

⑩ OK Key: When you press the key, the new thread tension setting will be registered and the adjustment window will close.

Return Key

When you press the key ⑪, the previous pattern selection screen will be displayed.

⑪ Return Key



Stitch Back/Forward Keys

The Stitch Back/Forward function is very useful when thread runs out or breaks during embroidery sewing. When embroidery sewing has started, the screen will indicate the current stitch counts. The Jog keys will disappear and the Stitch Back/Forward keys ⑫ will be indicated on the screen. You can use these keys to move the embroidery hoop to where the thread has broken or run out.

⑫ Stitch Back/Forward Keys

Press the **-** key to move the hoop back to a previous sewing point. The hoop will move backward every 10 stitches when you press this key.

Press the **+** key to move the hoop ahead. The hoop will move forward every 10 stitches when you press this key.

Jog/ST Key

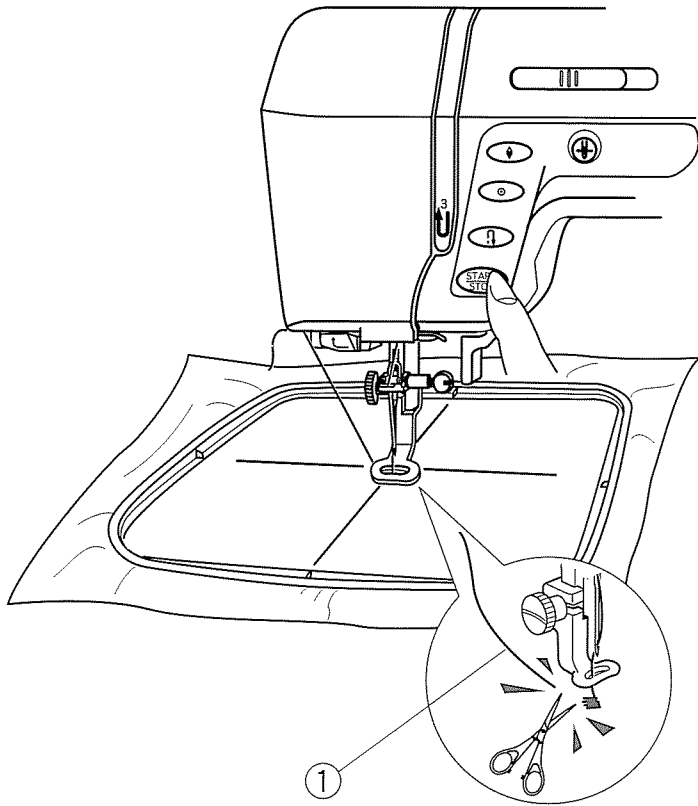
Press **Jog/ST** key to switch the Jog keys to the Stitch Back/Forward key or vice versa. When opening the Embroidery screen, the Jog keys appear. When you start to embroider, the Stitch Back/Forward keys will appear.

If you want the Stitch Back/Forward key to appear before you start embroidery sewing or if you want the Jog keys to appear after you start sewing, press the **Jog/ST** key ⑬ and the keys will change.

⑬ Jog/ST Key

In the upper right corner of the window, the following useful informations are indicated.

- ⑭ The Approximate Sewing Time in Minutes
- ⑮ Number of Thread Color Changes
- ⑯ Embroidery Design Size
- ⑰ Required Embroidery Hoop and its Size



Starting to Sew Embroidery

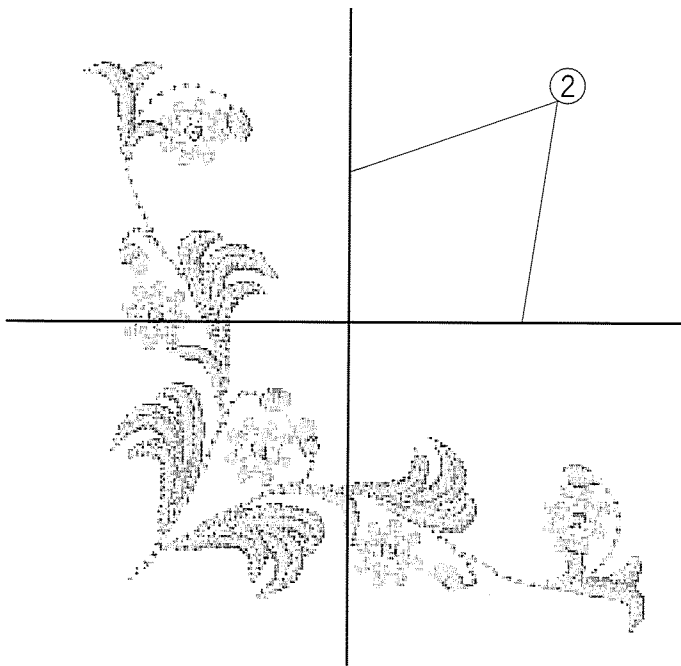
Lower the presser foot, press the Start/Stop Button and sew 5 to 6 stitches.

Press the Start/Stop Button again to stop the machine.

Raise the presser foot, cut off the Loose Thread ① close to the starting point and lower the presser foot.

① Loose Thread

Press the Start/Stop Button to start sewing again and the machine will stop sewing automatically.



Sewing results

The embroidery stitch pattern is sewn as shown against the Centerlines on the Fabric ② .

② Centerlines on the Fabric

Notes:

- The embroidery stitch pattern position against the centerlines is indicated on the template sheets.
- For embroidery sewing with the PC Design Cards, use the included template sheets to set correct sewing position.

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MONOGRAM EMBROIDERY



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MONOGRAM EMBROIDERY

Press Embroidery Mode key and press the Monogram key.

The Monogram selection screen will appear and Gothic upper case alphabet font will automatically be selected.

Note:

- Use the Standard Hoop **A** for monogramming.

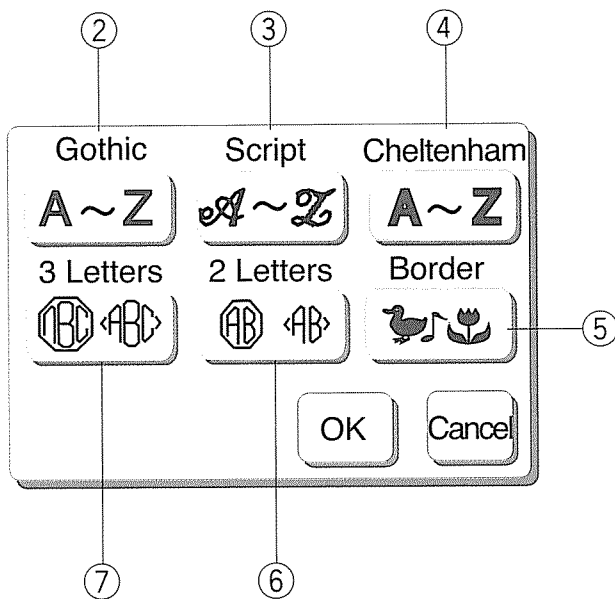
Monogram Selection Screen

In the Monogram Selection window, you can program words by pressing the Alphabet keys directly.

After you press an Alphabet key, the letter is memorized and the cursor moves to the right.



① Font



Font Key

You can change the type of font for monogramming by pressing the **Font** key ① and select one of the six choices available.

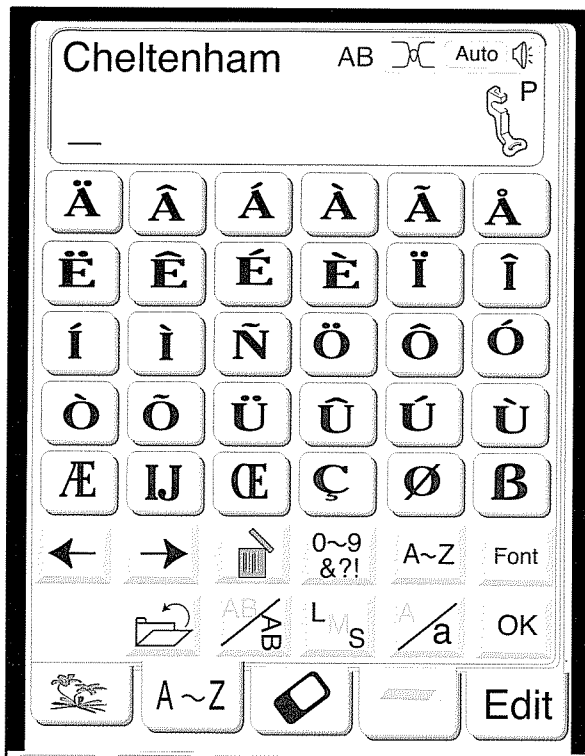
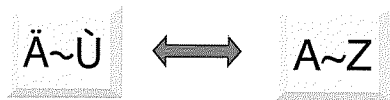
① Font Key

The following fonts and monogramming styles can be selected in the font selection window.

- ② Gothic Font
- ③ Script Font
- ④ Cheltenham Font
- ⑤ Border Patterns
- ⑥ 2-Letters
- ⑦ 3-Letters

When you press the **OK** key, the selected font will be indicated.

When you press the **Cancel** key, selection will be cancelled and the font selection window will close.



Letter Key

You can select the alphabet (26 letters) and European accented letters as well.

To select the letter, press the corresponding key.

European accented letter

You can select the European accented letters, such as Umlaut, by pressing the **Ä~Ü** key .

To select European accented letter, press the corresponding key.

The key will change to **A~Z** .

Press the **A~Z** key to return to the alphabet window.

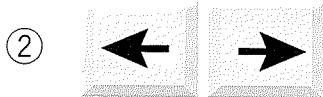
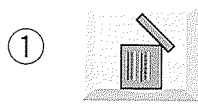
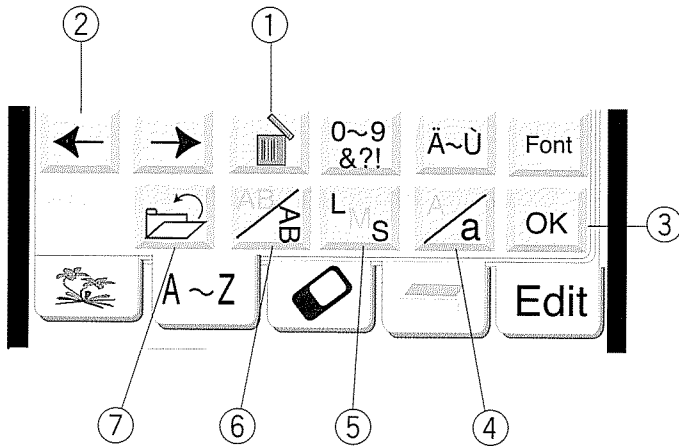
0~9
&?!
P



Number/Symbol Key

When you press the **0~9 &?!** key, the number and symbols will appear. To select the number or symbol, press the corresponding key.

Press the **A~Z** or **Ä~Ü** key to return to the letter selection window.



① Delete Key

Characters can be deleted when they are underlined by the cursor. Move the cursor under the letter, number or symbol you want to delete and press the key.

② Cursor Key

Slide the cursor to the right or left by pressing either of the keys. To add letters/ numbers/symbols (character) into a monogram, move the cursor under a character. Select the new character and it will be inserted on the left side of the underlined character.

Notes:

- The cursor keys do not appear while using 2-letters or 3-letters font selections.
- The maximum number of characters memorized will vary.

③ OK Key

The selected letter/number/symbol monogram combination is confirmed by pressing the key.

After the key is pressed the screen will change to the Embroidery screen.

④ Upper/Lower Case Key

You can select upper or lower case letters by pressing key.

⑤ Letter Size Key

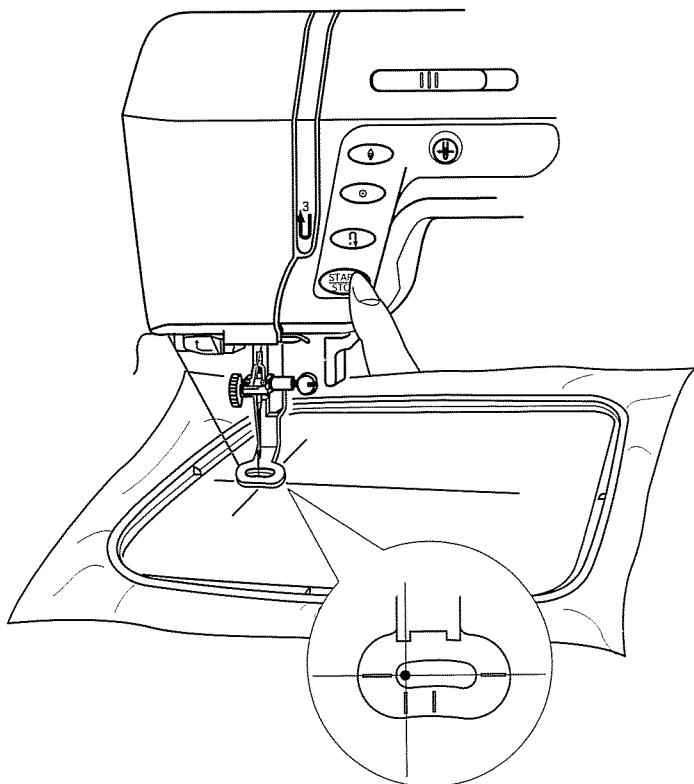
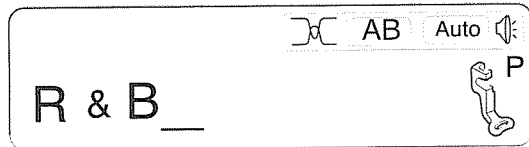
You can choose three different sizes of letters: large, medium and small. Set the size of monogram before selecting the alphabet.

⑥ Horizontal/Vertical Key

You can choose the direction of the embroidery either horizontal or vertical.

⑦ File Save Key

You can save the programmed monogram by pressing this key. The File Save window will appear.



Programming a Monogram

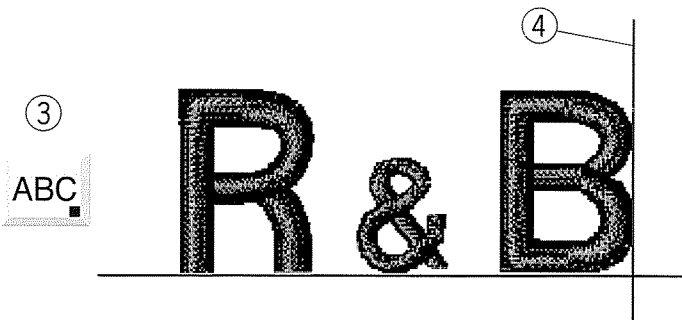
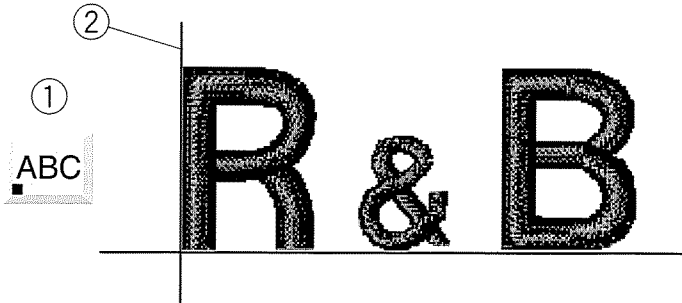
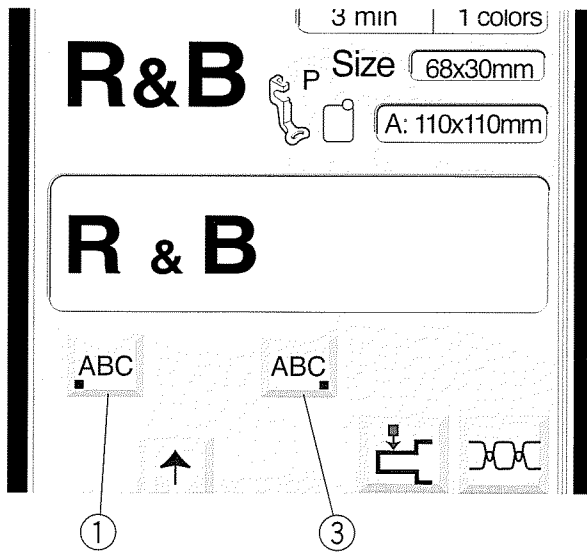
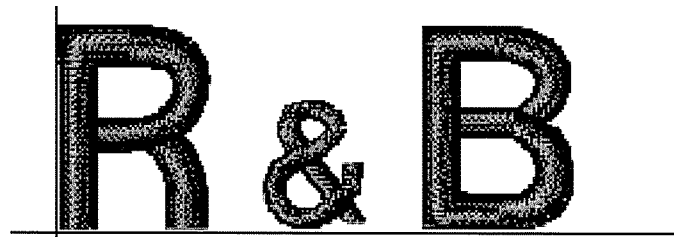
Press the Embroidery Mode key and press the Monogram key.

Example: Programming “R&B” in Gothic style font.

1. Press **L_s** key and select Large Size.
2. Select “R”, the cursor shifts to the right and “R” is automatically memorized.
3. Press **L_s** key twice and select Medium Size.
4. Press **0~9 &?!^{0~9}** key.
5. Press “&”, the cursor shifts to the right and “&” is automatically memorized.
6. Press the **A~Z** key to return to the alphabet screen.
7. Press **L_s** key and select Large Size.
8. Select “B”, the cursor shifts to the right and “B” is automatically memorized.
9. Press **ok** key.
10. The screen will change to the Embroidery screen.
11. Press the Start/Stop Button to start sewing the monogram and the machine will stop automatically after sewing finished.

Note:

- Use the Jog keys to adjust the position of the hoop to match the centerlines.



Placement of monogramming

Normal Mode

In the Normal Mode, the monogram is left justified and will start sewing from the left end of the embroidery area.

Professional Mode

You can select one of the 2 placements of monogram: Left Justify and Right Justify.

Left Justify

Press the **ABC** key ① to start sewing from the Left End Reference Line ② on the template.

- ① Left Justify Key
- ② Left End Reference Line

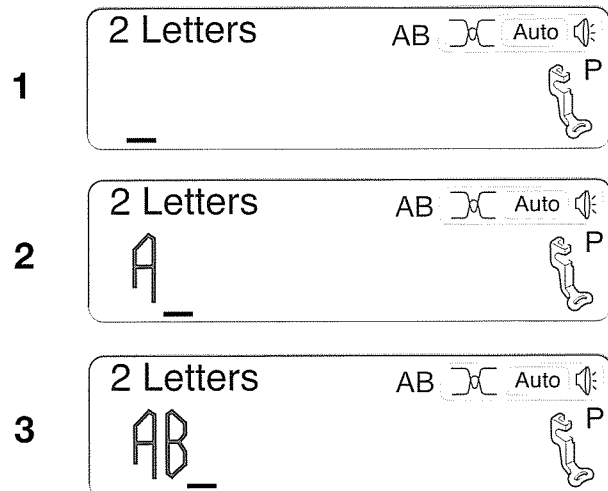
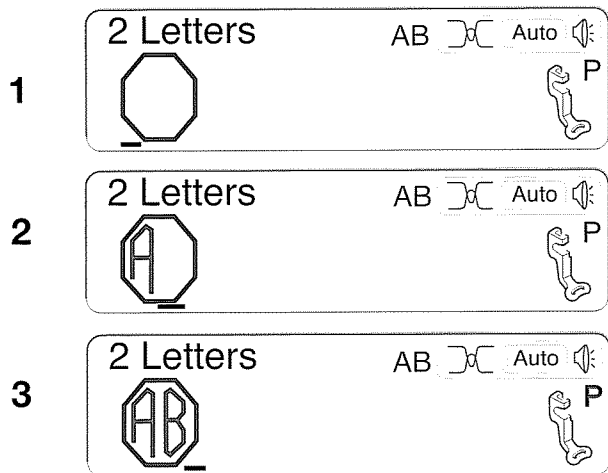
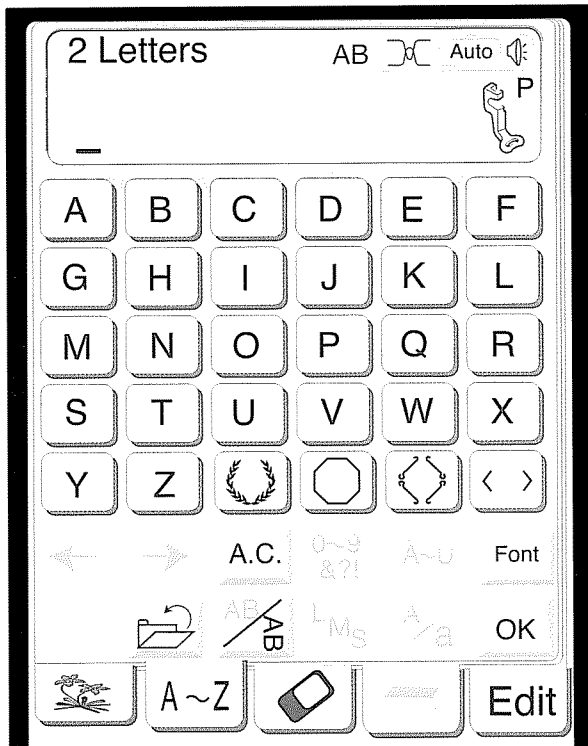
Right Justify

Press the **ABC** key ③ to sew from the Right End Reference Line ④ on the template.

- ③ Right Justify Key
- ④ Right End Reference Line

Note:

- Professional Mode must be “On” to have the Justify Keys to appear.



2- Letters Monogram

Press the Embroidery Mode key and press the Monogram key.

Example: 2-Letters with a crest

1. Select 2-Letters and press the Crest key.
2. Select the letter "A". The cursor will move to the right.
3. Select the letter "B". The cursor will move to the right.
4. Press the **OK** key and the screen will change to the Embroidery screen.
5. Press the Start/Stop Button to start sewing and the machine will stop sewing automatically.


Example: 2-Letters without a crest.

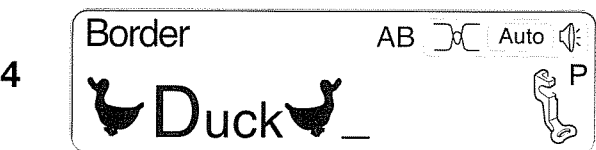
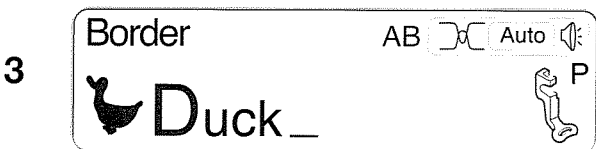
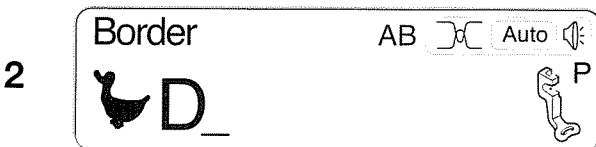
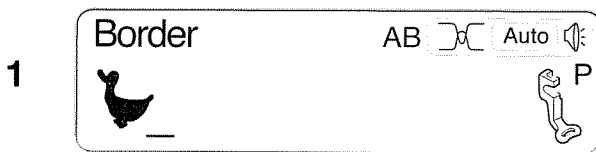
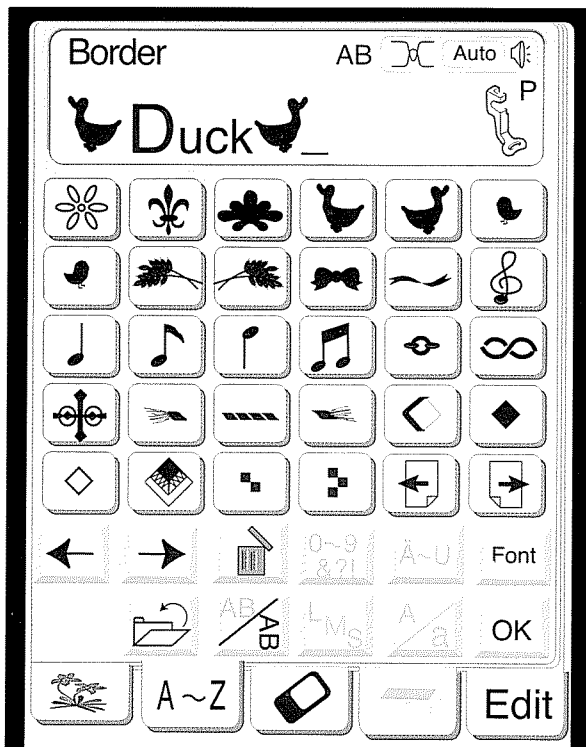
1. Select 2-Letters.
2. Select the letter "A". The cursor will move to the right.
3. Select the letter "B". The cursor will move to the right.
4. Press the **OK** key and the screen will change to the Embroidery screen.
5. Press the Start/Stop Button to start sewing and the machine will stop sewing automatically.

Note:

- The 3-Letters Monogram will be sewn in the same way as the 2-Letters Monogram.

Making Corrections

To clear a selected crest and letters, press the  key and reselect a new entry.






Combining Border Patterns and Letters

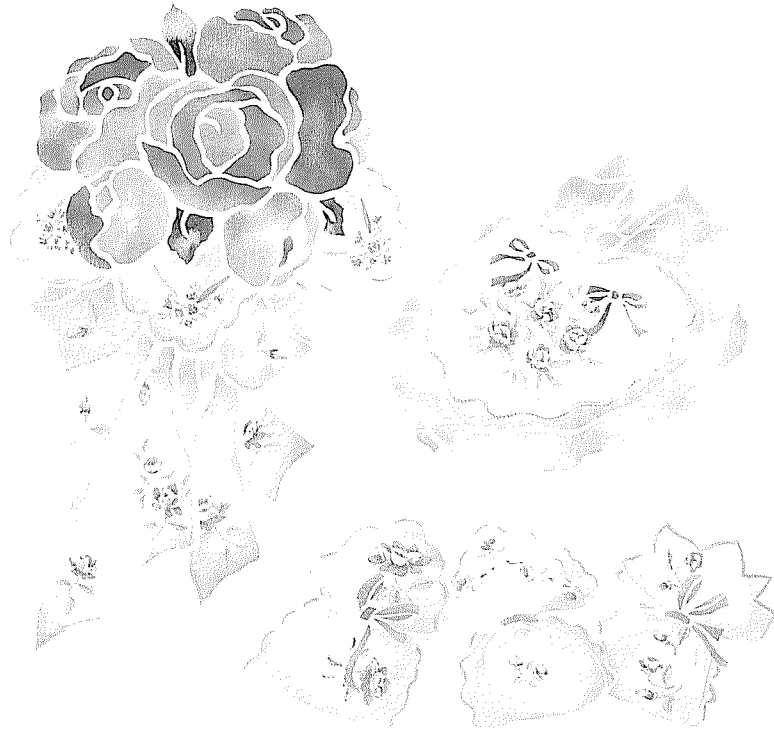
You can combine Border patterns with letters and numbers.

Press the Embroidery Mode key and press the Monogram key.

For this example, we will combine the pattern of a duck and the word "Duck".

1. Select the Border patterns and press the  key to select the duck pattern.
2. Select Gothic type font and Large Size. Select the letter "D".
3. Select the Lowercase and Small Size. Select the letters "u", "c" and "k".
4. Select the Border patterns and Large Size. Press the  key to select the duck pattern. Press the  key. Press the Start/Stop Button to start sewing.

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PC DESIGN CARD DESIGNS

PC DESIGN CARD DESIGNS

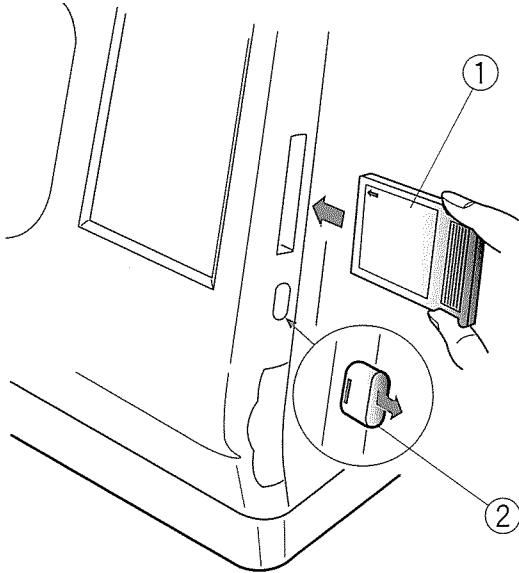
Inserting and Ejecting the PC Design Card

Inserting the PC Design Card

Insert the PC Design Card into the slot with the Front Side of Card ① facing to you.

Push the card until it clicks, then the Eject Button ② pops out.

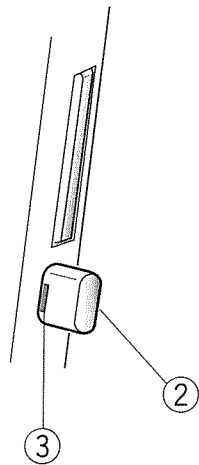
① Front Side of Card



When the card is properly set, the Red Bar ③ on the Eject Button ② will show up.

② Eject Button

③ Red Bar



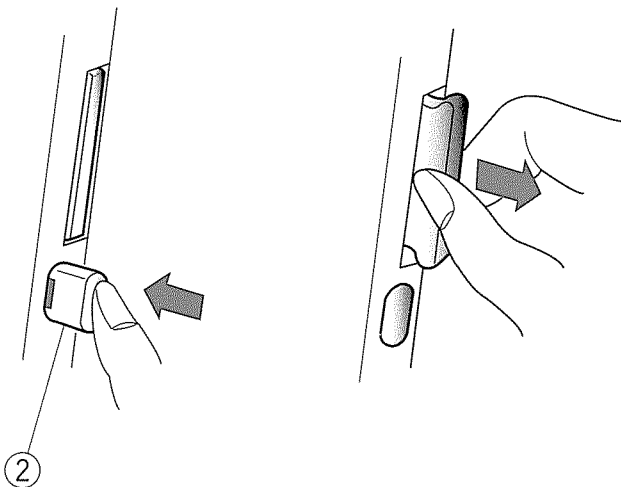
Ejecting the PC Design Card

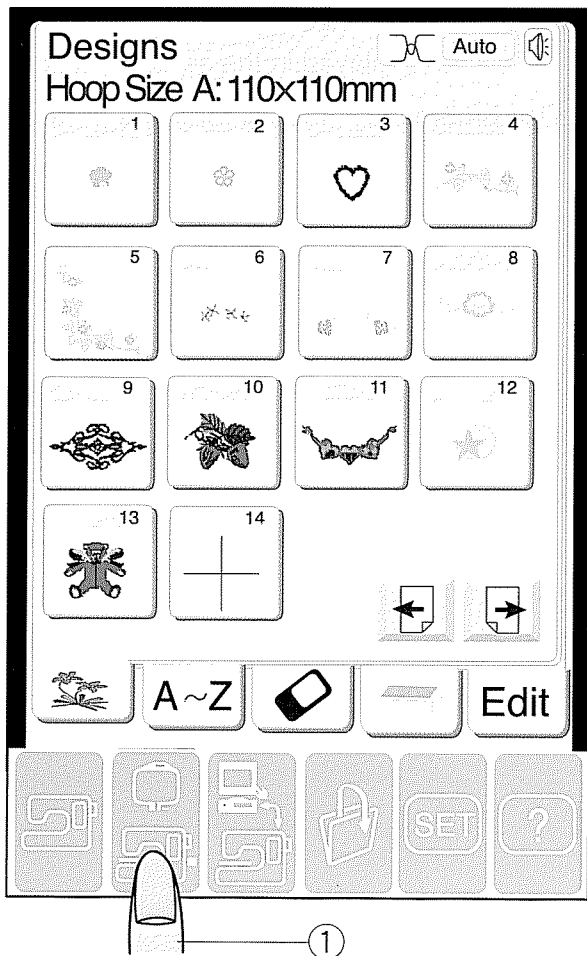
Press the Eject Button ② to eject the PC Design Card.

Take out the PC Design Card from the machine.

Note:

- Do not remove the PC Design Card when the hourglass is displayed on the screen.





Selecting the PC Design Card Designs


After inserting a Janome PC Design Card into your machine, you can view and select its designs in the Embroidery Mode.


Press the Embroidery Mode key ① to enter the Embroidery Mode.

Example: PC Design Card No. 1001 Big Floral Collection

Press the PC Card key ②. The Patterns 1 to 4 will be displayed in the first page.

Use Embroidery Hoop **A** for these patterns.

Press the  key to view the next page of pattern selections.

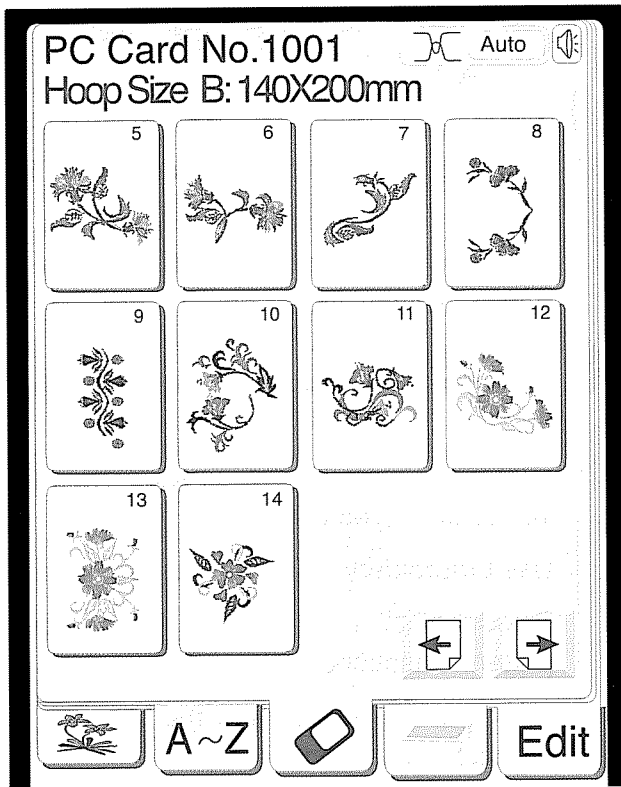
Press the  key to view the previous page of pattern selections.


The Hoop Size ③ is displayed above the designs.

- ① Embroidery Mode Key
- ② PC Card Key
- ③ Hoop Size

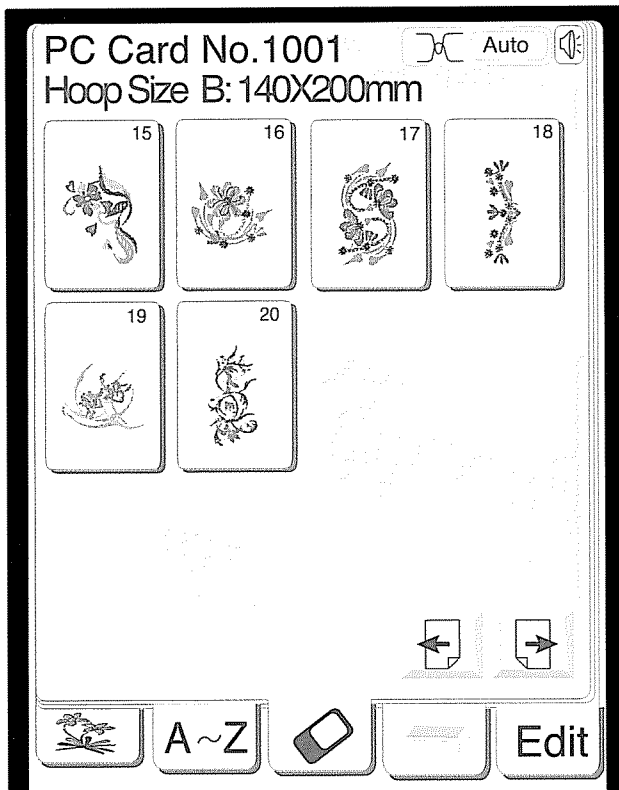
Note:


- Make sure to use the appropriate Hoop.



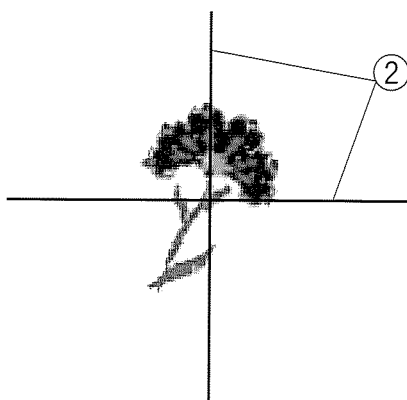
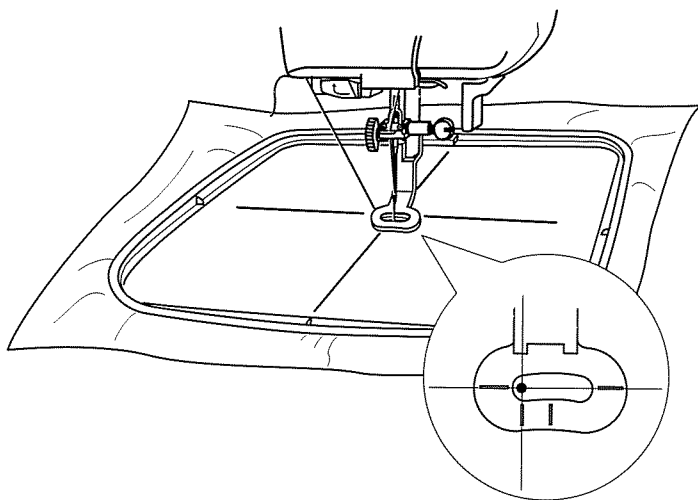
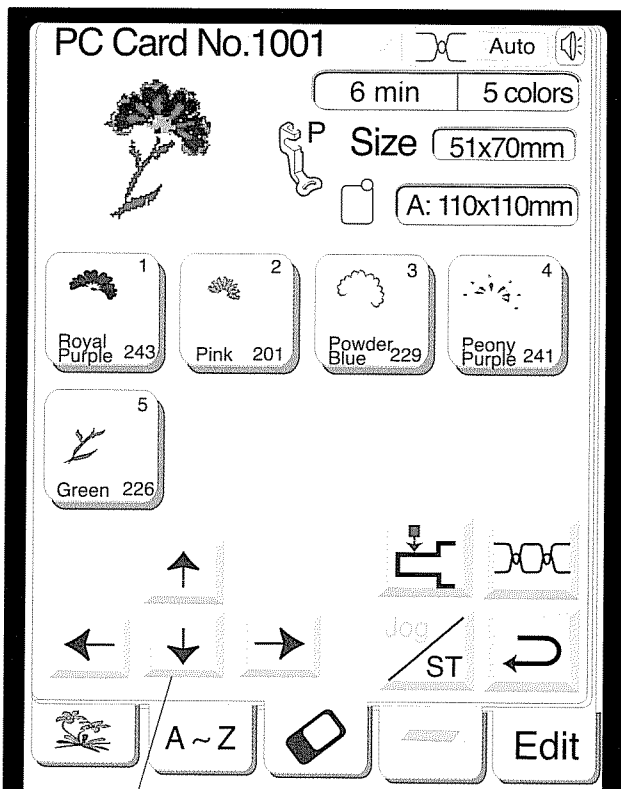
When pressing the  key, the Patterns 5 to 14 will be displayed in the second page.

Use Embroidery Hoop **B** for these patterns.



When pressing the  key again, the Patterns 15-20 will be displayed in the third page.

Use Embroidery Hoop **B** for these patterns.



Embroidery Screen

When you select a PC Design Card embroidery pattern, the screen will change to the Embroidery screen.

By pressing the Start/Stop Button the machine will automatically start sewing.

Matching an embroidery position

Adjust the hoop position with the Jog keys ① so that the needle drop position comes right above the center of the centerlines on the fabric.

① Jog Keys

Note:

- The key operations are the same as when using the machine's built-in embroidery patterns.

Sewing results

The embroidery stitch pattern is sewn as shown against the Centerlines on the Fabric ②.

② Centerlines on the Fabric

Note:

- The embroidery stitch pattern position against the centerlines is indicated on the included template sheets.

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CARD READER 10000

CARD READER 10000

You can download embroidery designs from MC9000's Memory Card Library via Card Reader 10000 to your Memory Craft 10000 and sew.

Note:

- The Card Reader 10000 is sold separately.

Connecting Card Reader 10000

Insert the RS-232C Cable ① into the RS-232C Connector ② of the machine.

Insert the two plugs into the Card Reader 10000 ③ .

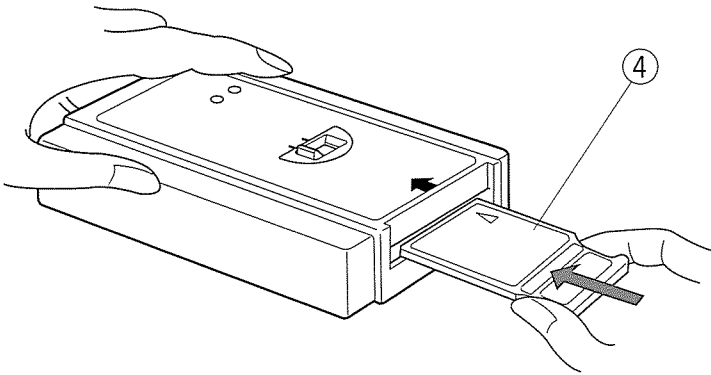
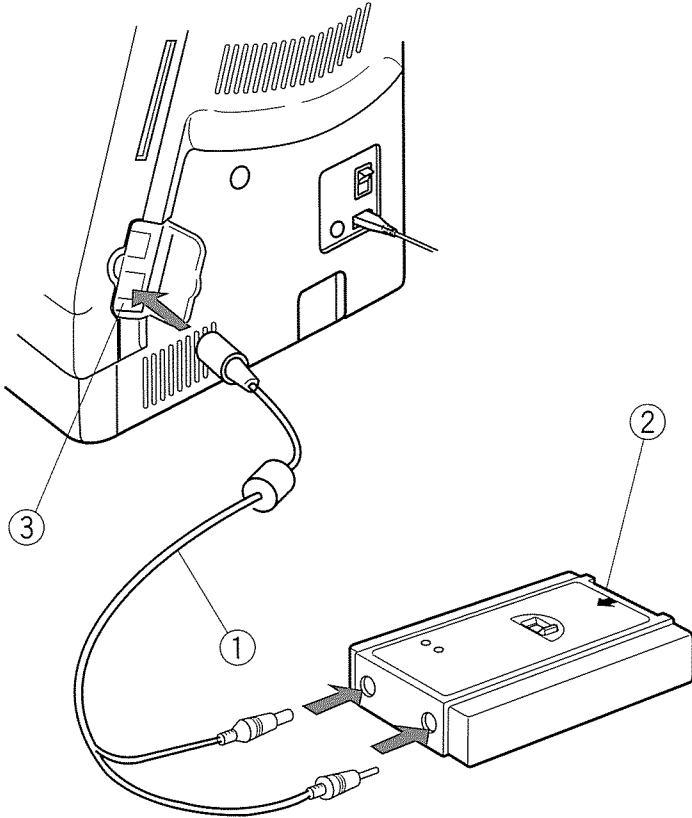
- ① RS-232C Cable
- ② RS-232C Connector
- ③ Card Reader 10000

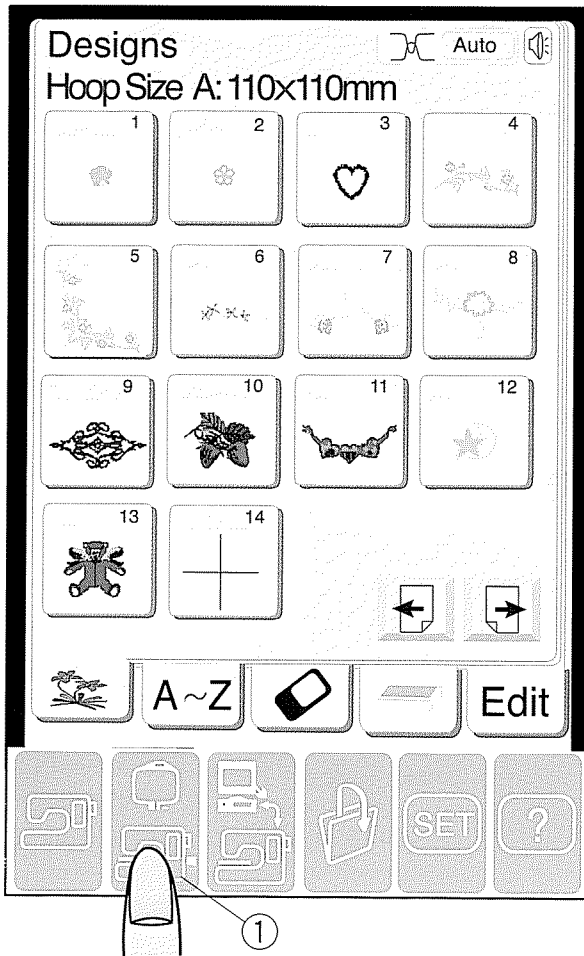
Insert a Memory Card ④ from the MC9000 Card Library into the Card Reader 10000.

- ④ Memory Card

Note:

- For more details on how to use the Card Reader 10000, please refer to its instruction manual.





Pattern Selection Screen

After the connection has been made with Card Reader 10000 and your machine, press the Embroidery Mode key ① .

Press the Card Reader key ② .

The Pattern Selection key ③ will appear.

- ① Embroidery Mode Key
- ② Card Reader Key
- ③ Pattern Selection Key

Note:

- You can select, edit and sew the downloaded designs in the same way as the built-in embroidery patterns.

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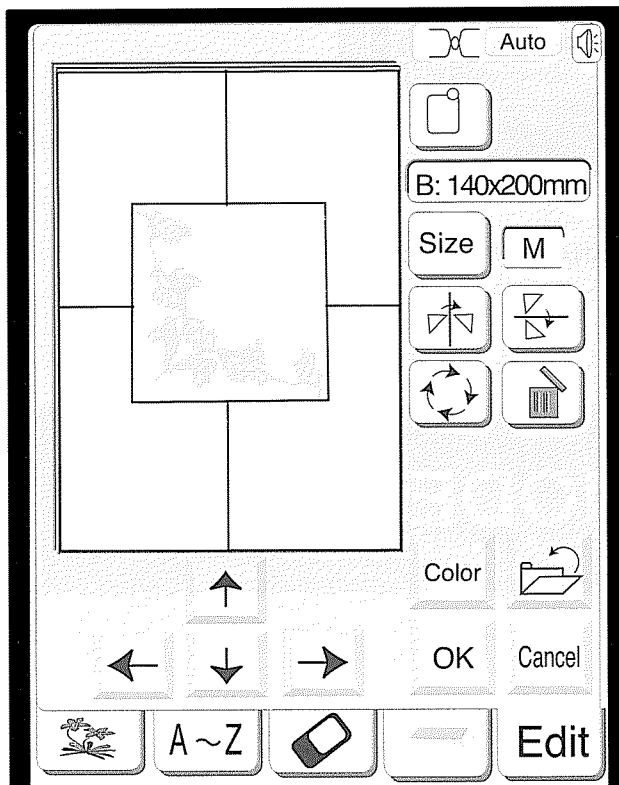
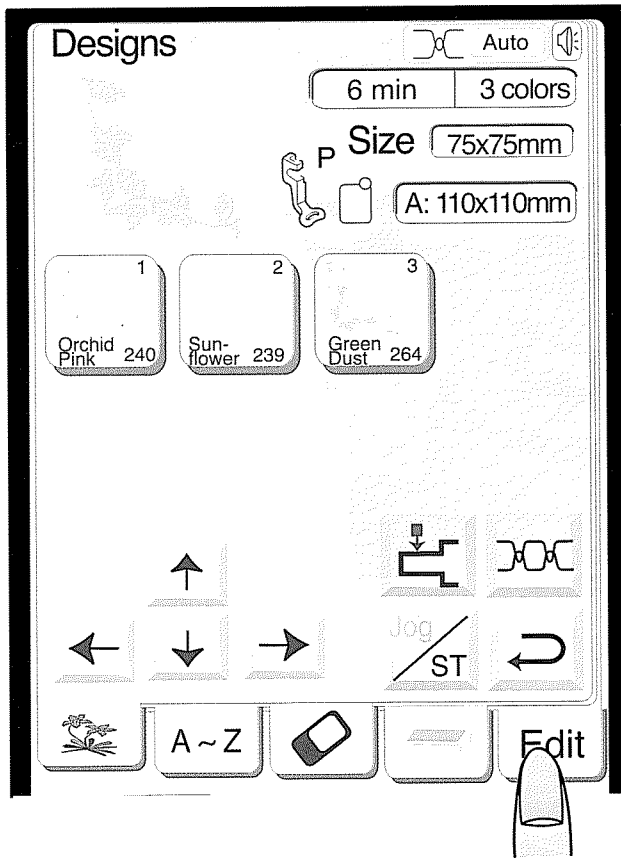
EDIT MODE

EDIT MODE

In the Edit Mode, you can edit and combine designs to create your original embroidery. Press the Embroidery Mode key and Edit key to open the Edit Mode window.

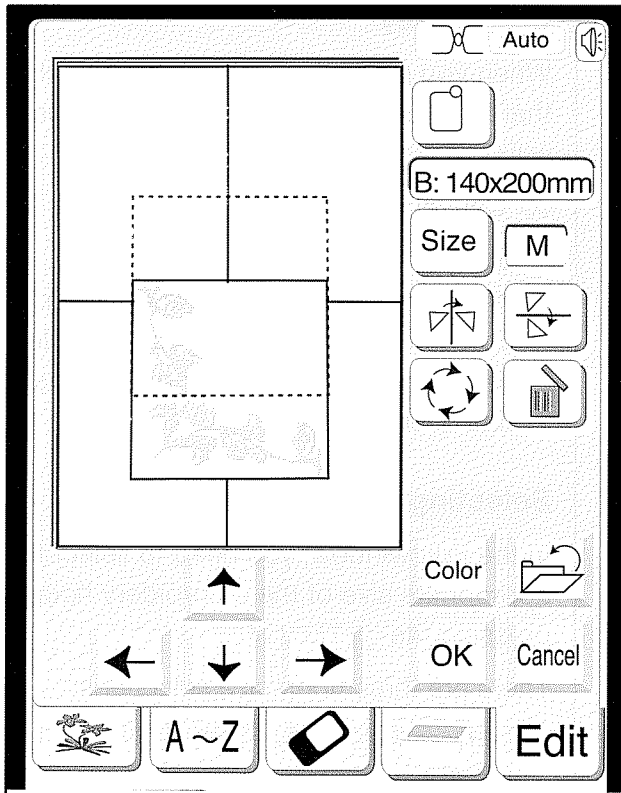
Pattern Selection Windows in the Edit Mode

You can open the Built-in designs, Monogram, PC Design Card designs and Memory Card designs windows in the Edit Mode.



The background color of each window changes to green to indicate that you are in the Edit Mode.

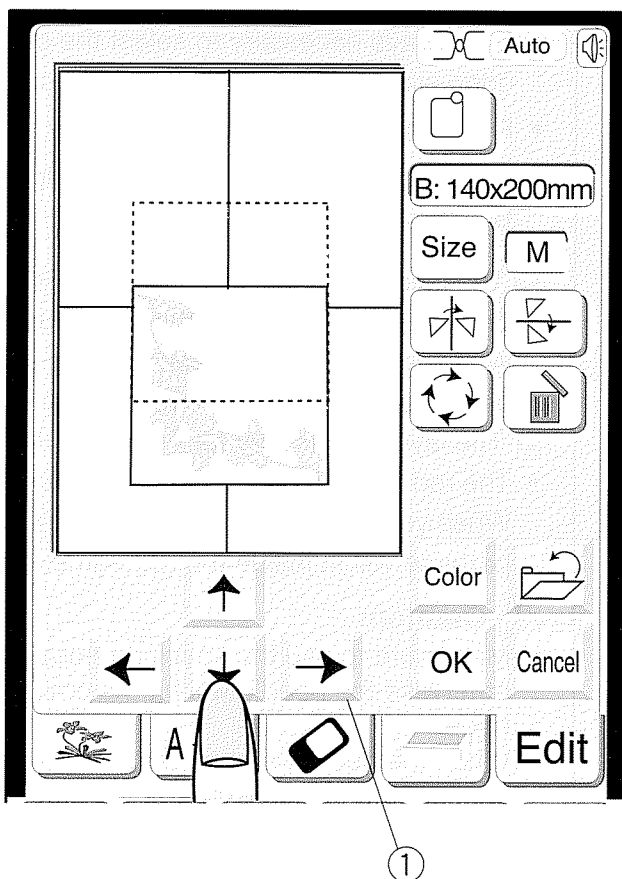
To import design patterns into the Edit Mode window, select the desired pattern in the pattern selection window. The screen will return to the Edit Mode window with the selected pattern displayed on the Edit screen.



Selecting the Pattern on the Edit Screen

The red frame surrounds the pattern when it is selected. To select another pattern, press on the image of the desired pattern on the Edit screen.

You can edit the selected pattern on the Edit screen to move, rotate, resize, flip etc.



Moving the Selected Design

To move the embroidery pattern on the Edit screen, press and drag the pattern to a desired location with your fingertip.

⚠ Caution:

- Do not drag the pattern on the screen with a sharp pointed object.

You can move the selected pattern also by pressing Layout keys ①.

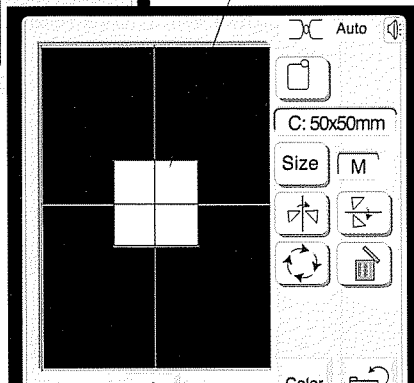
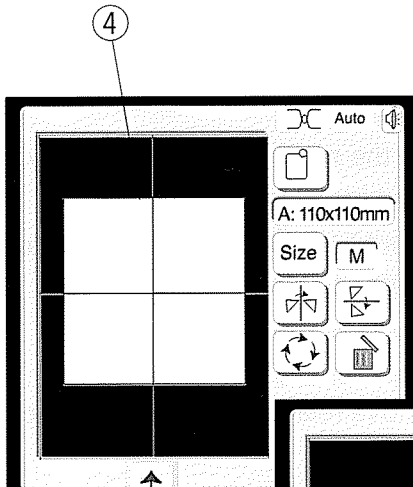
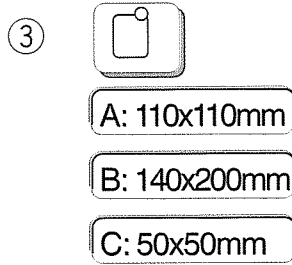
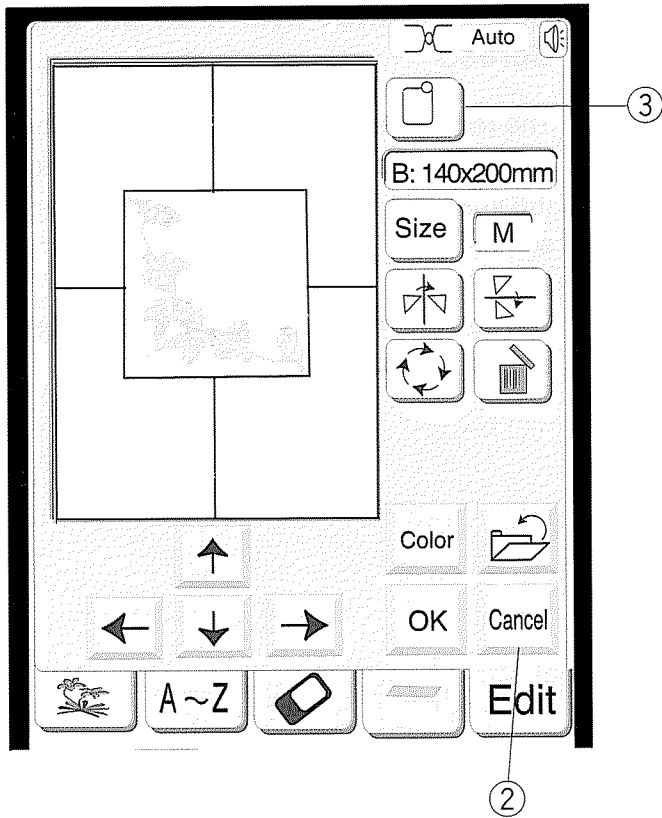
Press the Layout keys ① to move the pattern to the desired position on the Edit screen.

The carriage will not move when you are pressing the Layout keys ① since pattern position will move relatively to the hoop, not to the machine.

① Layout Keys

Notes:

- The appearance of the Layout keys ① is the same as the Jog keys but their function is different.
- Use the Jog keys to move the carriage (see page 20).



Cancel Key

When you press the **Cancel** key ②, any changes that have been made to the selected pattern will be cancelled.

② Cancel Key

Note:

- When there is more than one pattern on the Edit screen, any changes to the pattern cannot be cancelled after another pattern has been selected.

Selecting the Hoop Size

In the Edit window, you need to select the appropriate size of the embroidery hoop by pressing the **Hoop Selection** key ③.

There are three hoop size selections:

- * Standard Hoop **A**, 11cm (4 3/8") by 11cm (4 3/8")
- * Big Hoop **B**, 20cm (8") by 14cm (5 1/2")
- * Free-arm Hoop **C**, 5cm (2") by 5cm (2")

③ Hoop Selection Key

Notes:

- It is always necessary to select the correct hoop size after you open the Edit Screen.
- Free-arm Hoop **C** is sold separately.
- Whenever the Edit screen opens, Big Hoop **B** is the initial hoop setting.

④ The layout boundary for Standard Hoop A.

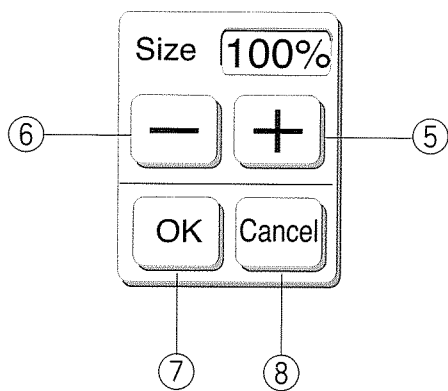
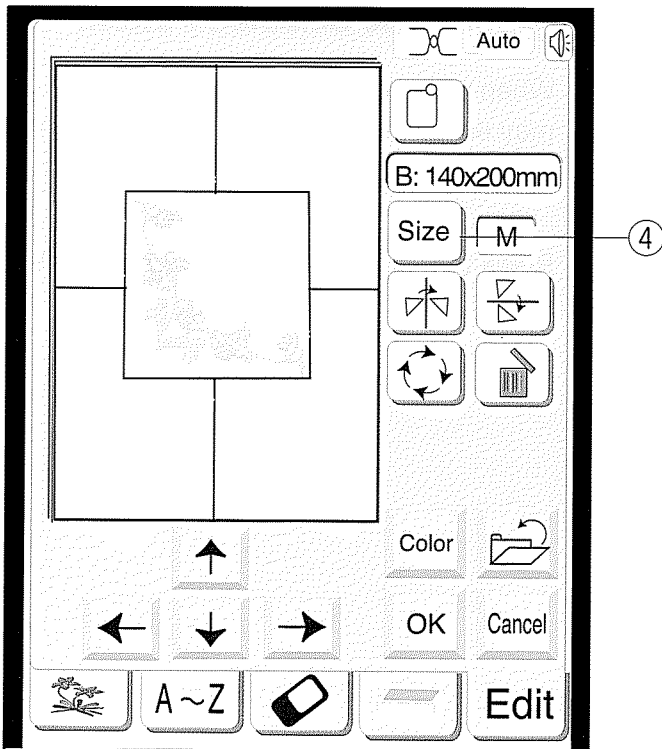
- The red frame indicates the edit boundary. When you layout the patterns, make sure the patterns will fit inside the red frame.

⑤ The layout boundary for Free Arm Hoop C.

- The red frame indicates the edit boundary. When you layout the patterns, make sure the patterns will fit inside the red frame.

⚠ Caution:

- Make sure to use the specified hoop, otherwise the needle will hit the embroidery hoop.
- When the correct embroidery hoop is not chosen, the design exceeds the edit boundary and you cannot embroider the design.
- For big patterns, choose the Big Hoop B.



Resizing the Selected Pattern

Normal Mode:

By pressing the **Size** key (4), you may enlarge and reduce the size of the embroidery pattern in three sizes (large, medium and small).

Each time you press the **Size** key (4), the size will change to large, small or medium in order. The default setting is medium.

Professional Mode:

When you press the **Size** key (4), the Size Adjusting window will appear.

You may change the size of the embroidery patterns from 80% to 120% of the original pattern size. The size will change 5% each time you press the **+** or **-** keys.

④ Size Key

Press the **+** key (5) to enlarge the size of the pattern.

Press the **-** key (6) to reduce the size of the pattern.

When you press the **OK** key (7), the embroidery pattern at the new size will appear on the Edit screen.

When you press the **Cancel** key (8), the embroidery pattern size will not change and the Edit screen will reappear.

⑤ Plus Key

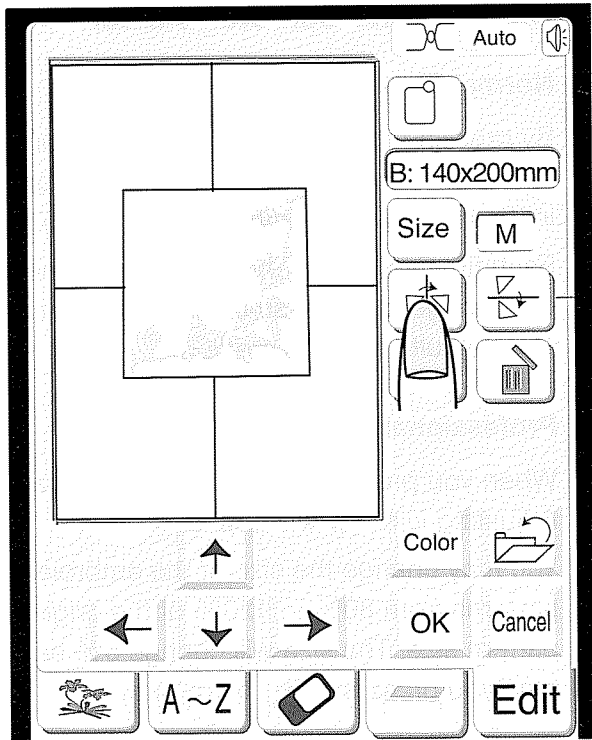
⑥ Minus Key

⑦ OK Key

⑧ Cancel Key

⚠ Caution:

- After you have reduced the pattern size to 80%, do not reduce the same pattern again. The stitch density of the reduced design will become too dense and may cause the needle or thread to break.

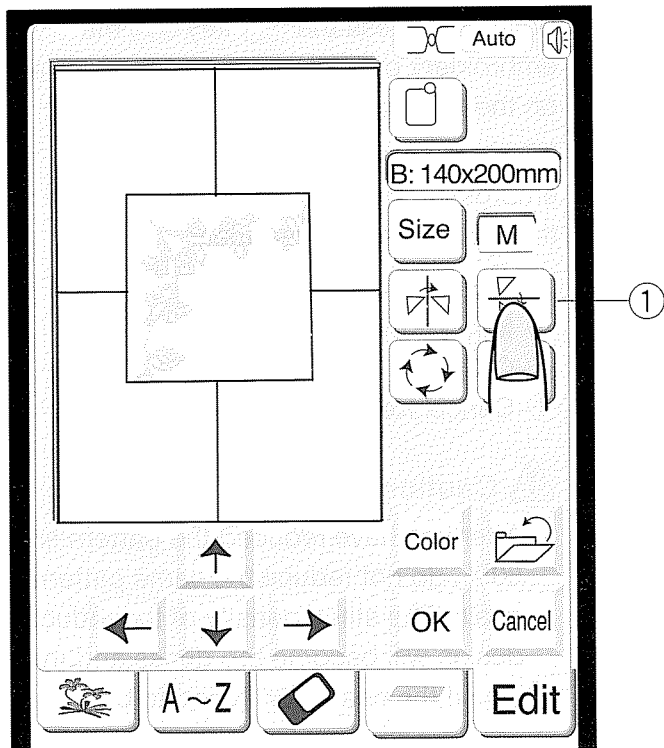


Flipping the Selected Pattern

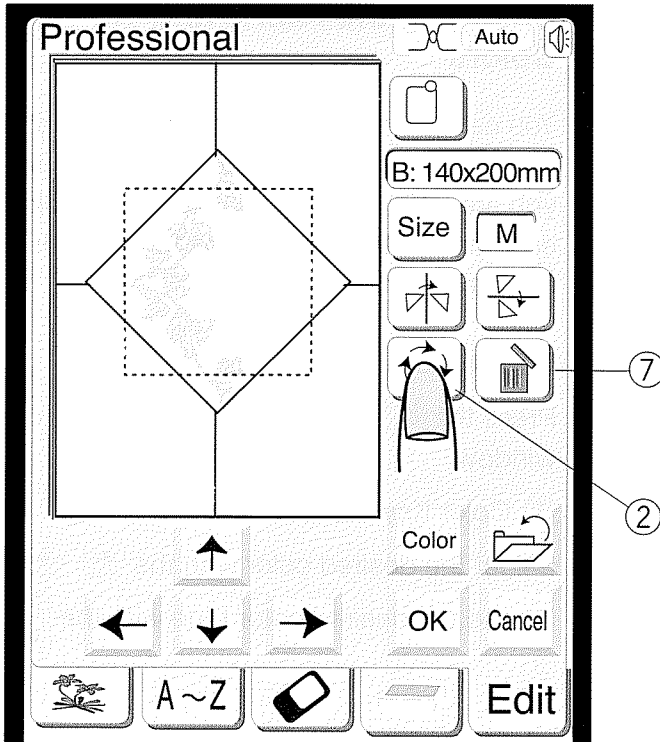
When you press the keys ①, you may embroider a mirror image of the pattern.

① Mirror Image Keys

Press the key to flip patterns from left to right.




Press the key to flip from top to bottom.




Rotating the Selected Pattern

Normal Mode:


Each time you press the  key ②, the embroidery pattern will rotate 90° clockwise.


② Rotation Key


Professional Mode:


Press the  key ②, and the Rotation window will appear.

The key functions are as follows:

Each time you press the  key ③, the embroidery pattern will rotate 45° clockwise.

Each time you press the  key ④, the embroidery pattern will rotate 5° clockwise.

When you press the  key ⑤, the embroidery pattern at the new angle will appear on the Edit screen.

When you press the  key ⑥, the angle will not change and the screen will return to the Edit screen.


③ Rotate 45° Key

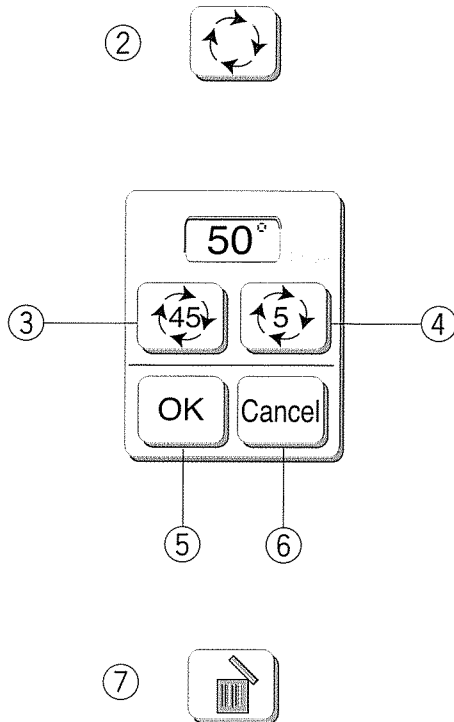
④ Rotate 5° Key

⑤ OK Key


⑥ Cancel Key

Note:

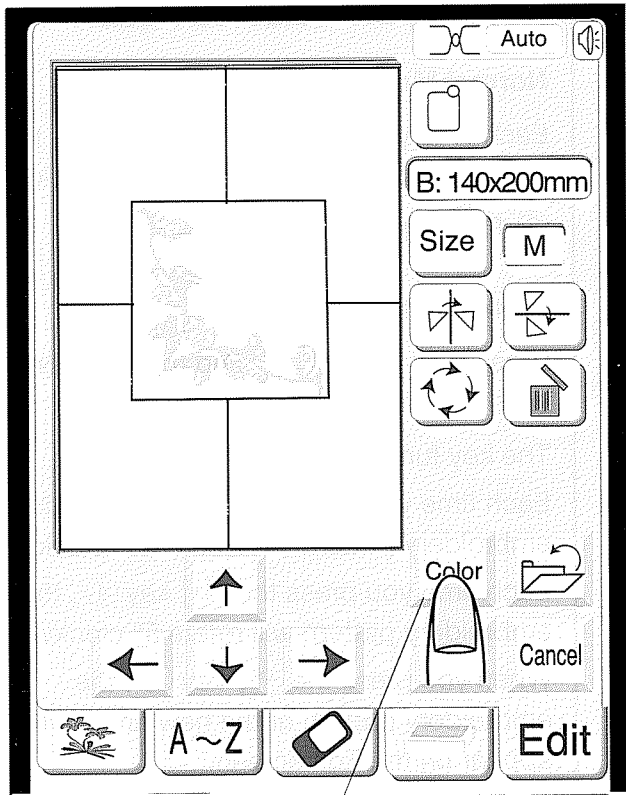
- Both  keys ③ and ④ may be used in conjunction with each other to quickly set the angle of rotation.



Delete Key

When you press the  key ⑦, the selected pattern will be deleted.

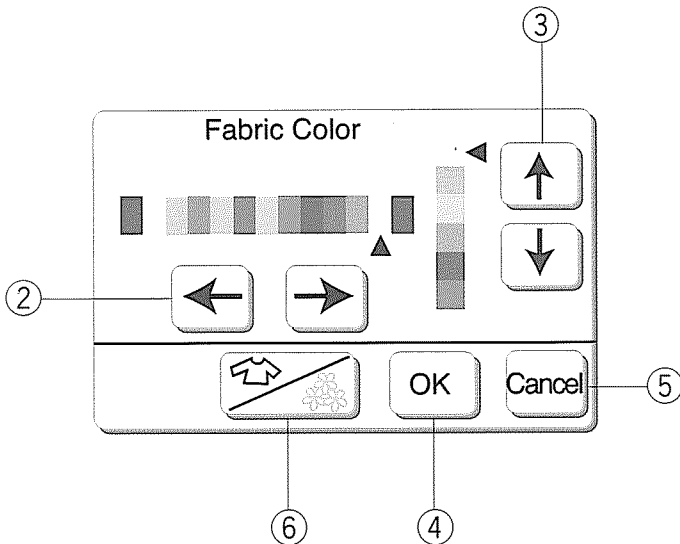
⑦ Delete Key



①

①

Color



Changing the Fabric and Thread Colors

You can change the background color of the Edit screen to simulate the fabric color that you are intending to use. The thread color of each part of the selected pattern can also be changed to your preference.

Fabric color change

Press the **Color** key ① to open the color change window.

① Color Key

Select the desired color with the **←** **→** keys

② and the desired color tone with the **↑** **↓** keys ③ .

② Horizontal Arrow Keys

③ Vertical Arrow Keys

Press the **OK** key ④ to register the new color setting, and the color change window will close.

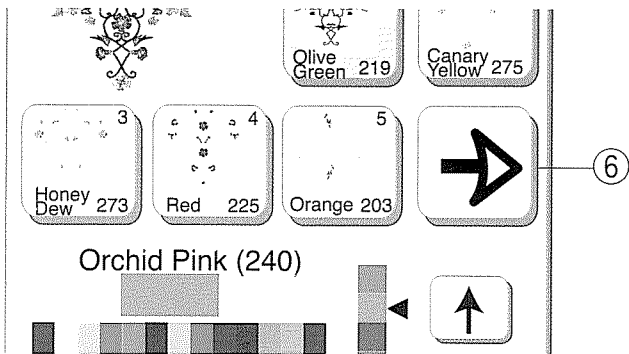
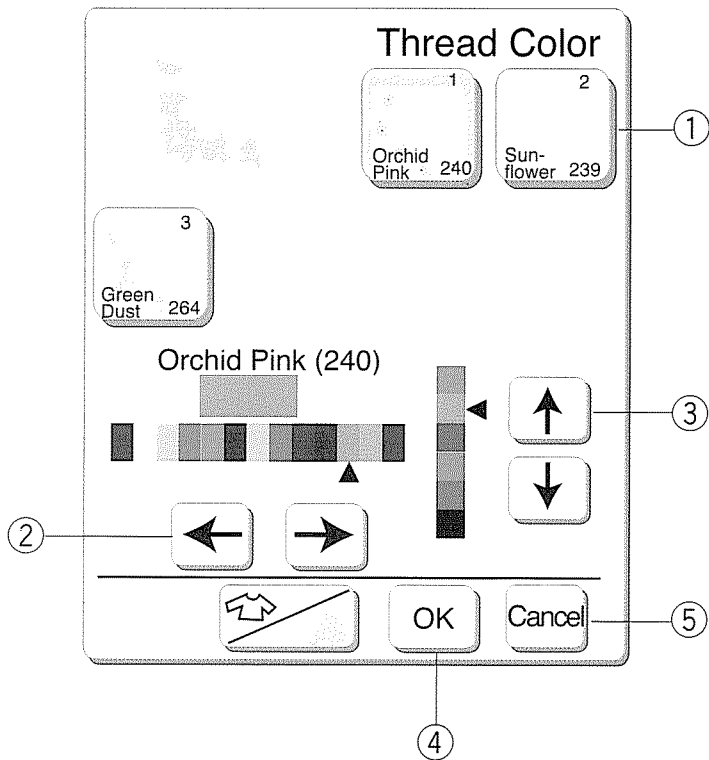
If you do not want to change the colors, press the **Cancel** key ⑤ to return to the Edit Mode window.

④ OK Key

⑤ Cancel Key

You can switch to the thread color change window by pressing the **Fabric/Thread Color Key** ⑥ .

⑥ Fabric/Thread Color Key



Thread color change

In this window you are able to change the assigned thread color of the selected part of the pattern.

Select the pattern and press the **Color** key to open the thread color change window.

Select the part you wish to change thread color by pressing the Color/Part key ①.

① Color/Part Key.

Select the desired color with the **←** **→** keys

② and the desired color tone with the **↑** **↓** keys

③.

② Horizontal Arrow Keys

③ Vertical Arrow Keys

Press the **OK** key ④ to register the new color setting, and the color change window will close.

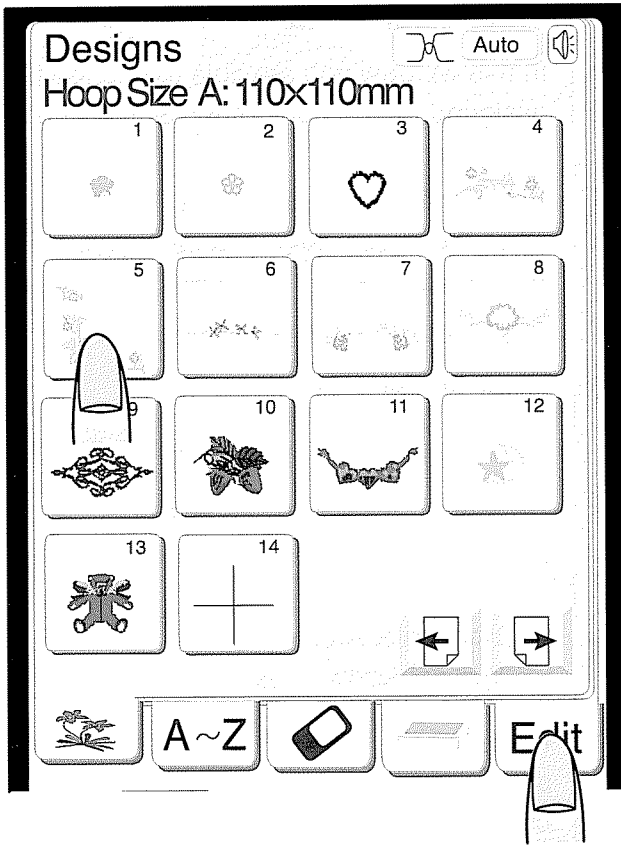
If you do not want to change the colors, press the **Cancel** key ⑤ to return to the Edit Mode window.

④ OK Key

⑤ Cancel Key

A Big Arrow key ⑥ will be displayed next to a Color/Part key when there are more design parts to be displayed. Press it to view the other embroidery design parts.

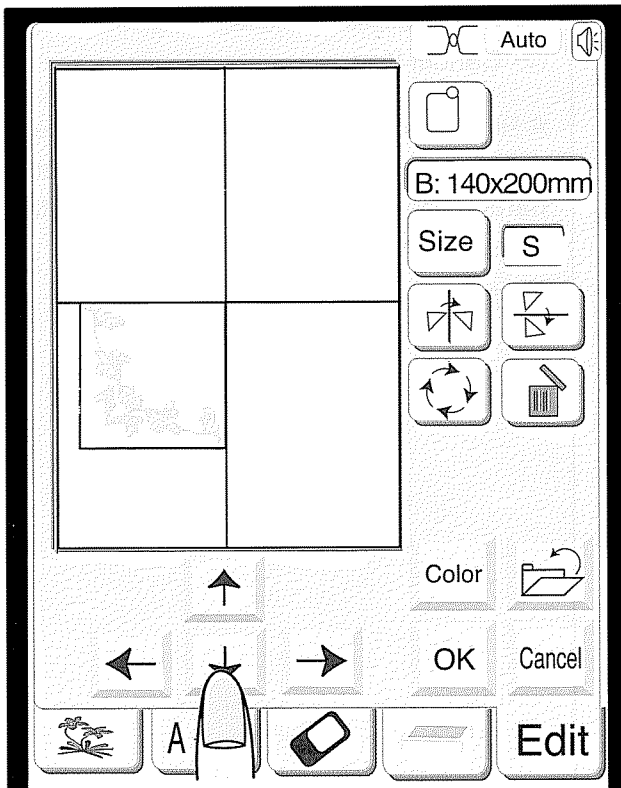
⑥ Big Arrow Key



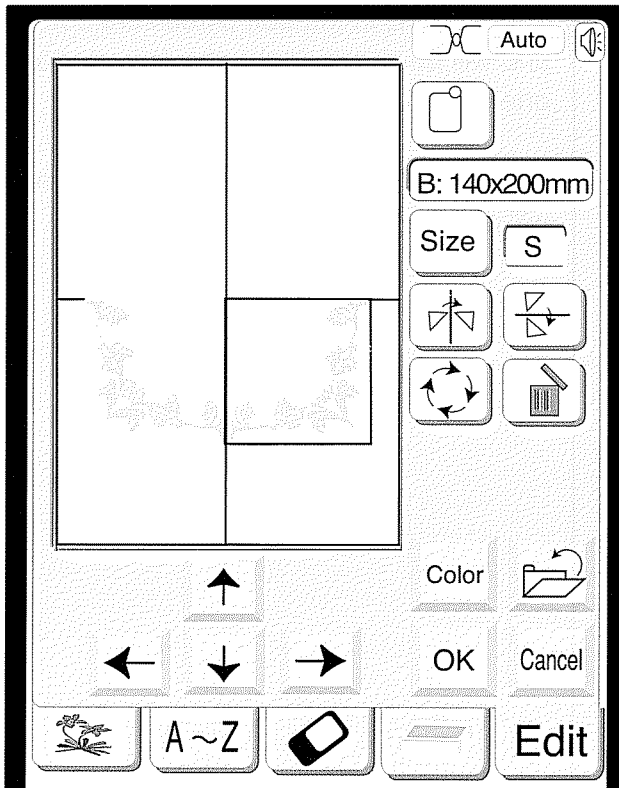
Example 1: Pattern Combination for Big Hoop B

Select Built-in Pattern 5.


Press the Edit key.



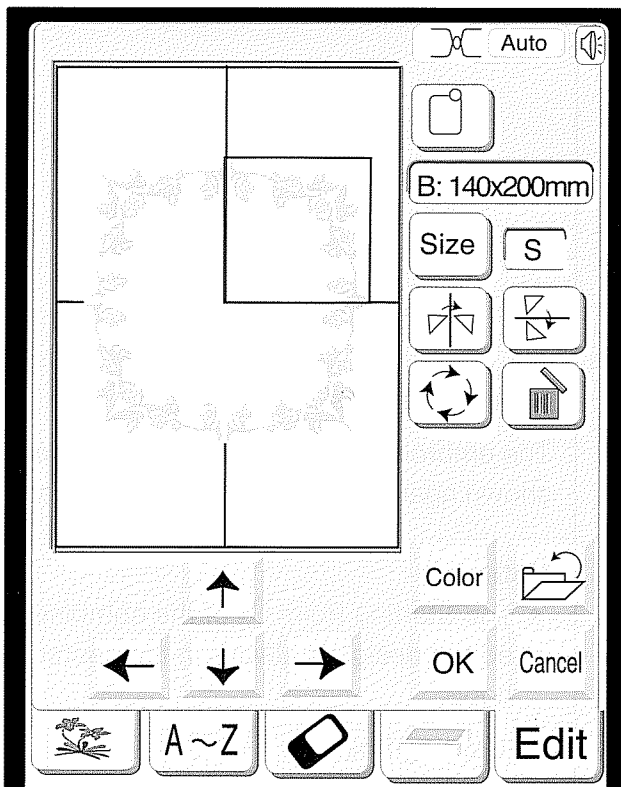
Press the Layout keys to move the pattern down and to the left.




Press the Built-in Design key to return to the Pattern Selection Window and select Built-in Pattern 5 again.

Press the  key.

Press the Layout keys to move the pattern to the bottom right.





Select Pattern 5 again.


Press the  key.

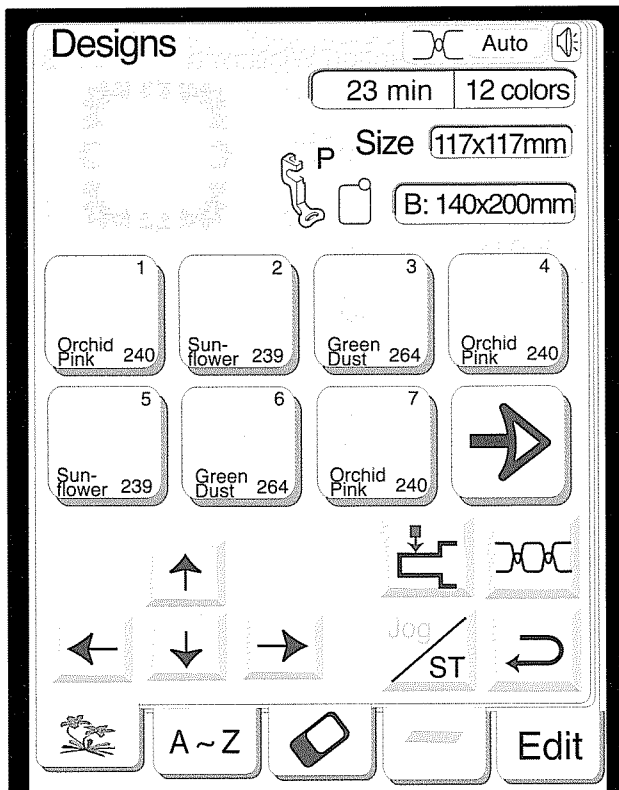
Press the Layout keys to move the pattern to the top left of the screen.

Select Pattern 5 again.

Press the  key and then the  key.

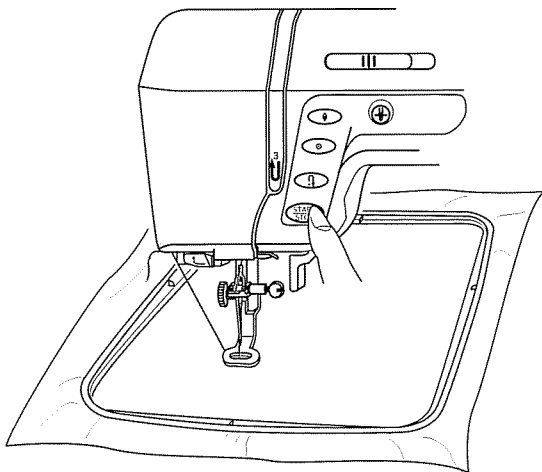
Press the Layout keys to move the pattern to the top right of the screen.

Press the  key.

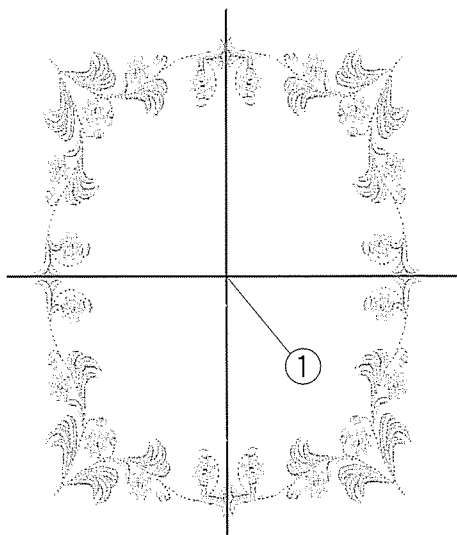


The patterns in the Edit screen are combined and will be shown in the preview window as one design.

The Color/Part key of the combined design will also be shown.



Press the Start/Stop Button to start embroidering.



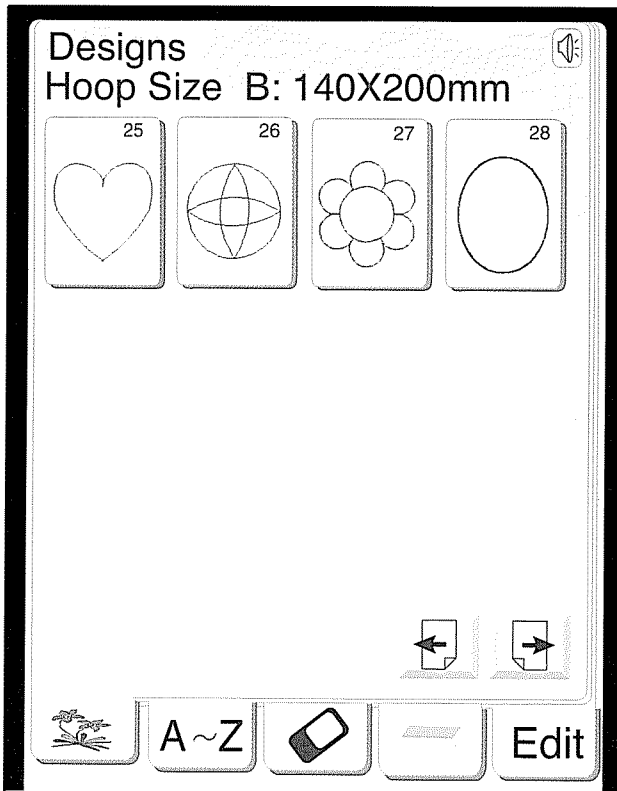
Sewing results

The embroidery stitch pattern is sewn as shown against the centerlines on the fabric.

Note:

- The Starting Point ① of the combined or edited design is always in the center of the hoop.

① Starting Point

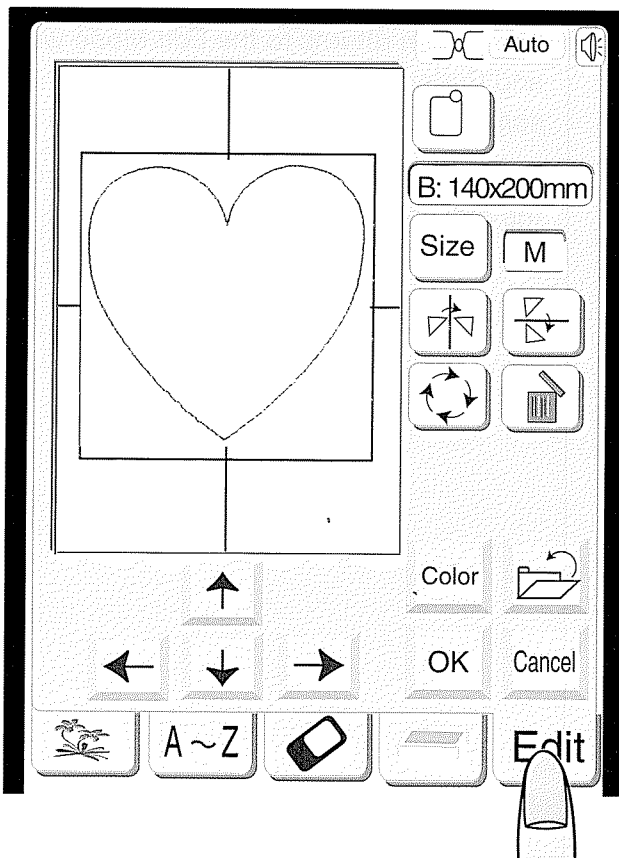


Example 2: Border Designs Using the Template Patterns

Note:

- Patterns 25, 26, 27 and 28 are used as the template for border designs.

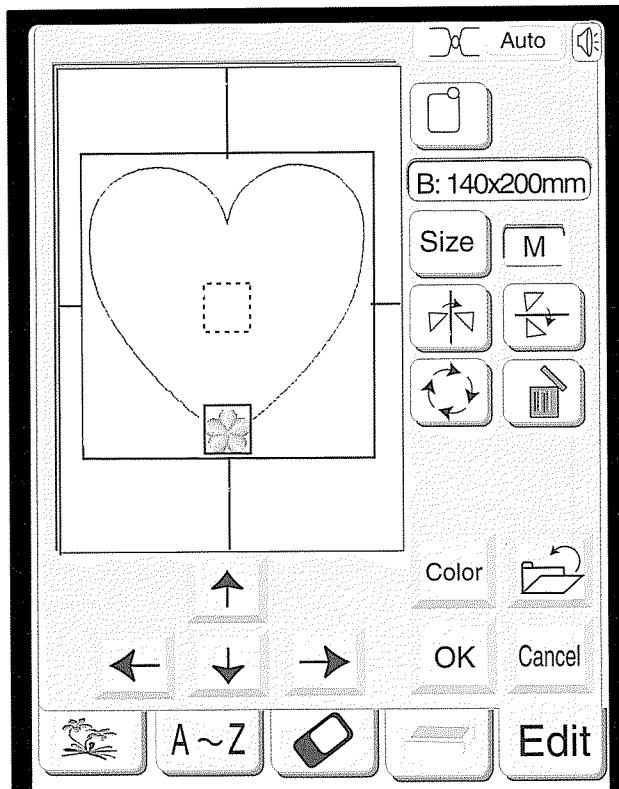
Select Built-in Pattern 25.



Press the Edit key.

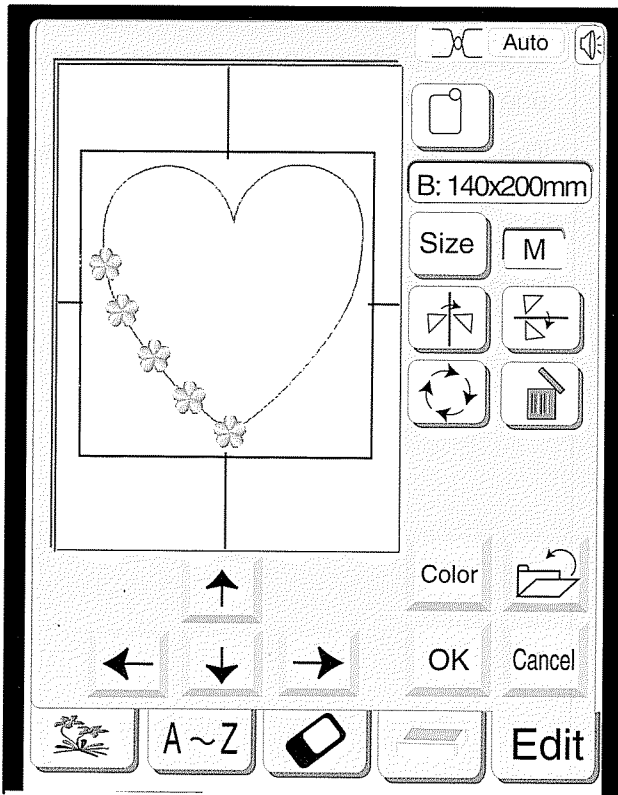


Open the built-in design window and select Pattern 1.



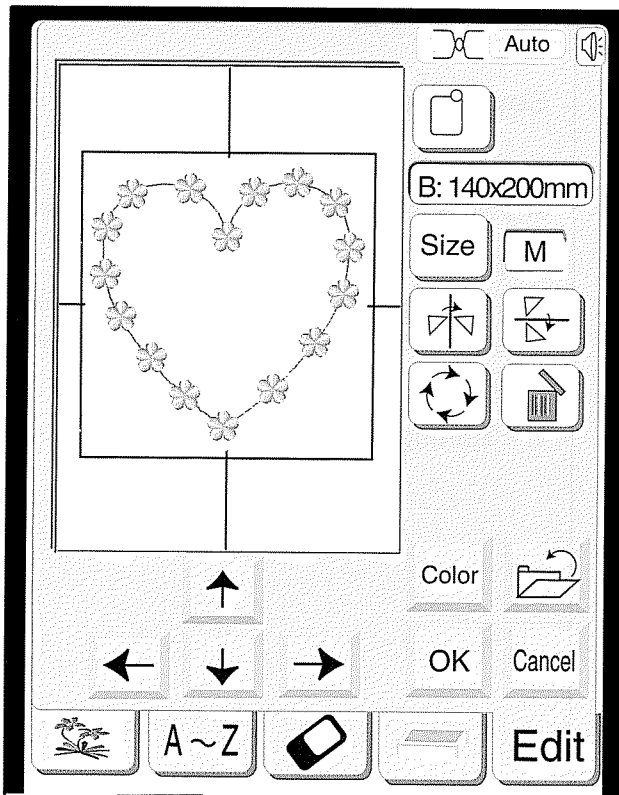
The screen returns to the Edit Mode window and Pattern 1 will be displayed on the Edit screen.

With the Layout keys, move Pattern 1 on to the outline of Pattern 25.

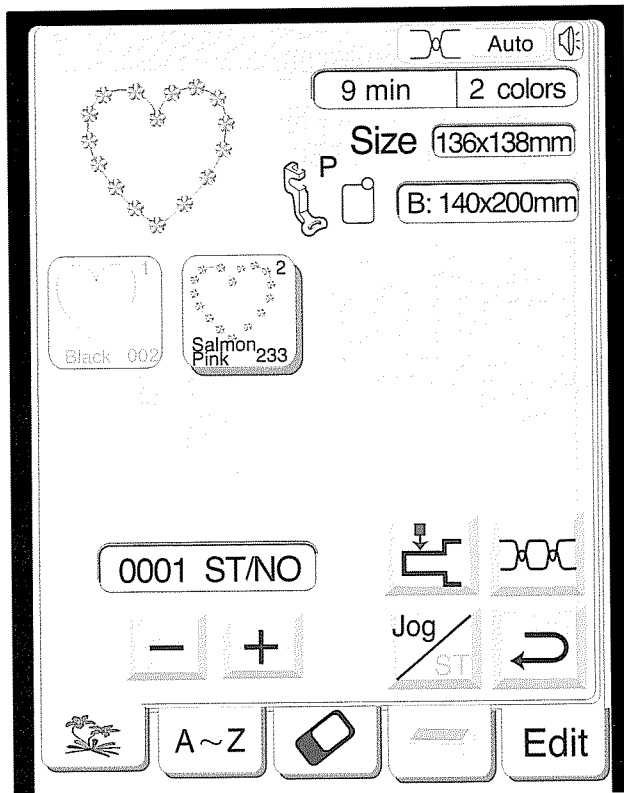


Select Pattern 1 again and lay it along the outline of Pattern 25.

Repeat the above step to form a heart-shape with a series of Pattern 1.



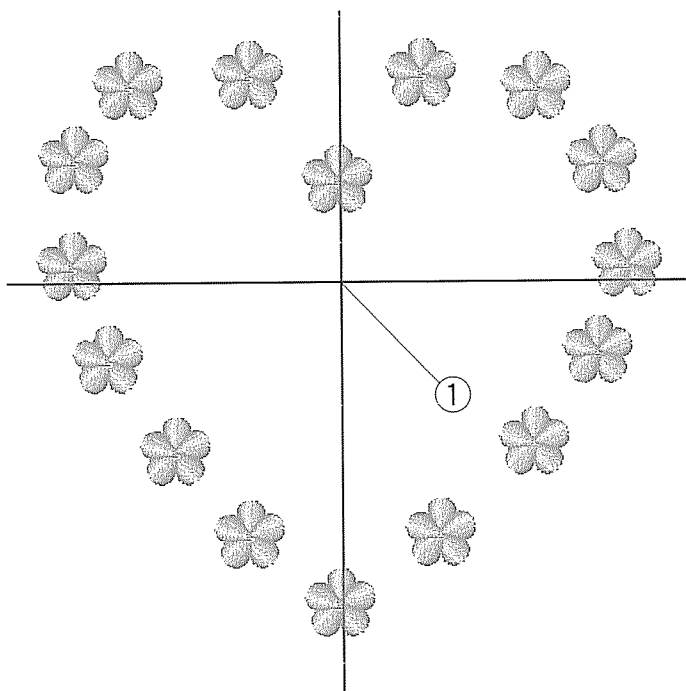
Press the **OK** key.



The patterns in the Edit screen are combined and will be shown in the preview window as one design.

The Color/Part key of the new combined design will also be shown.

Skip the first part (Pattern 25) to sew the border design only.



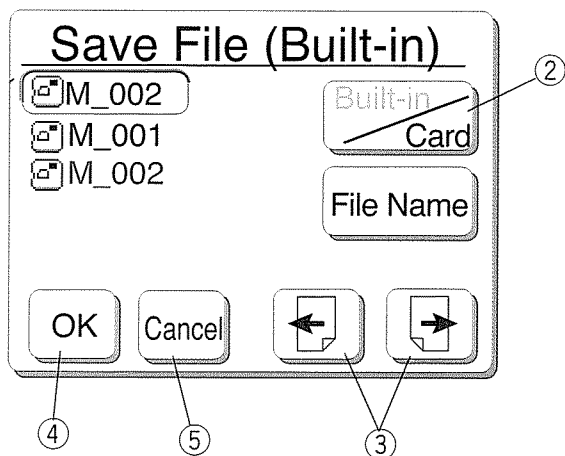
Sewing results

The embroidery stitch pattern is sewn as shown against the centerlines on the fabric.

Note:


- The Starting Point ① of the combined or edited design is always in the center of the hoop.

① Starting Point




Saving and Opening a File



Saving a file

When you press the  key ①, the Save File window will open.


① Save File Key


You can select a location to where you want to save the file. Press the  key ②, to select the location either the internal memory of the sewing machine or the PC Card.

② Built-in/Card Key

When you press the   keys ③, you will be able to see the saved files in the previous and next pages.

③ Page Keys

Press  key ④ to save the file and the screen will return to the original screen.

If you do not want to save the file, press  key ⑤ to return to the previous window.

④ OK Key

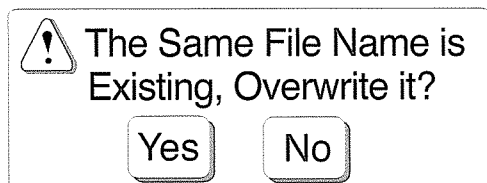
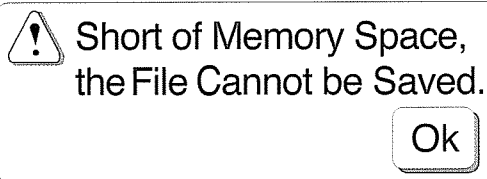
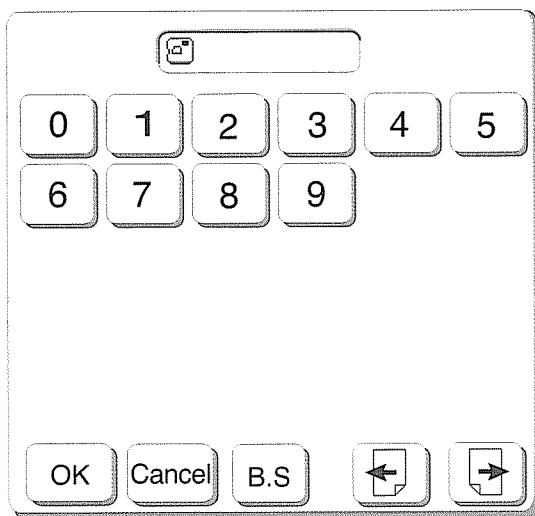
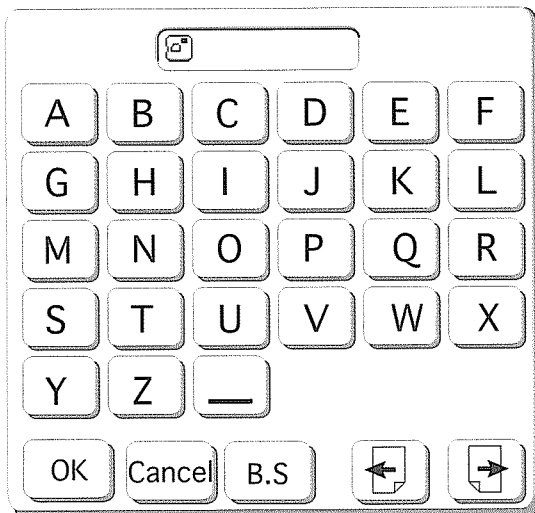
⑤ Cancel Key

Note:

- The file name will be automatically assigned starting from M_001... in order.

⑤

File Name



Assigning the file name

You can assign the file name in the File Name window.

Press the File Name key to open the File Name window.

The Alphabet keys are displayed in the window.

Press the → or ← key to open the Numeric key window.

Press the B.S key (Back Space) to delete the last character.

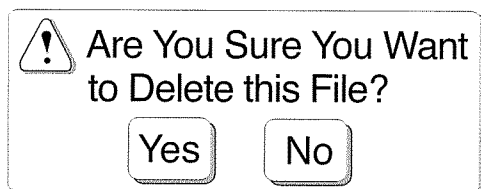
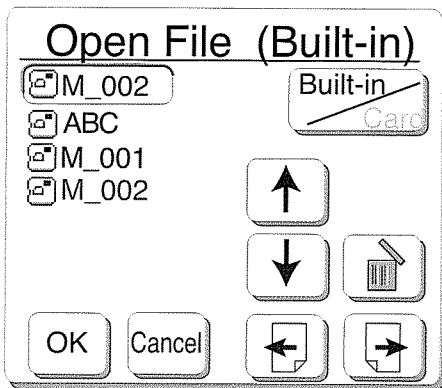
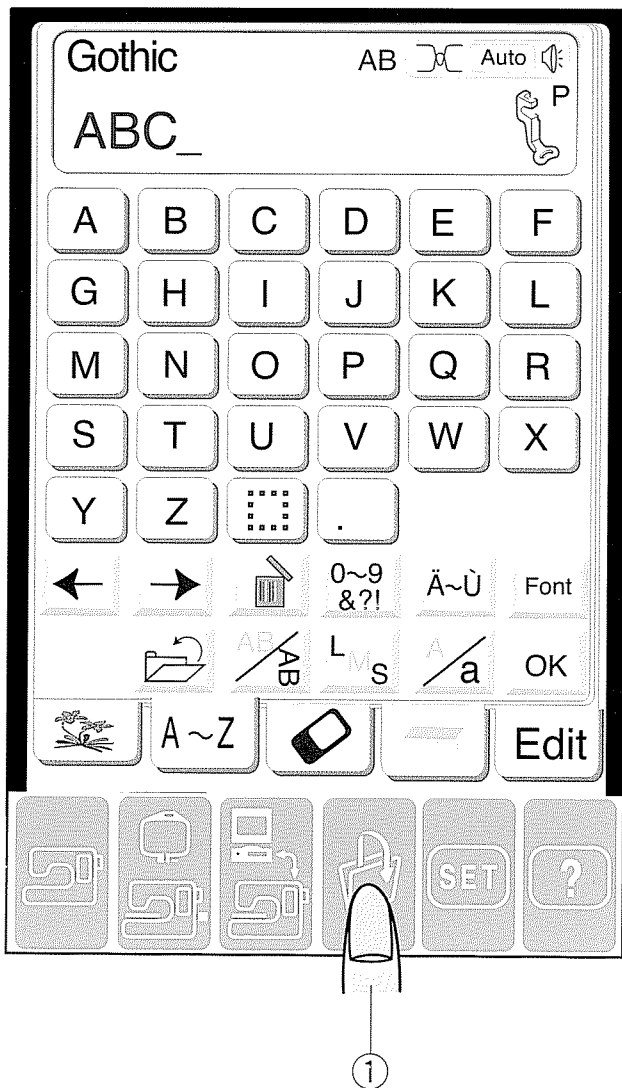
Enter the file name and press the OK key.

The file will be saved with the new name.

Press the Cancel key and the screen will return to the Save File screen.

Notes:


- Only 8 characters can be entered.
- When you save the program without a name, the file name will be automatically assigned starting from M_001... in order.
- When the memory is full, you are unable to save the file. You should go to the Open File window and delete a file that you do not need.
- When you save a file under a name that is already used, you will be advised by a message, "The Same File Name is Existing, Overwrite it?" If yes, press the Yes key. If no, press the No key.






Opening a saved file

When you press the Open File key ①, the Open File window will appear. You can open the file to sew the programmed patterns that you have saved.

① Open File Key


Press the  key to select the location of the file directory, either in the internal memory of the machine or in the PC Card.

Press the   keys to select the desired file to open.


Press the  key to open the selected file.


The pattern combination of the file will be displayed on the screen.

Deleting a saved file

When you need to delete a saved file, select the file to delete and press the  key.



The confirmation window will appear.

Press  key if you are sure to delete it.

When you press the  key, the file will not be deleted.

The Open File window will close and it will go back to the original screen.

Note:

- When you press the   keys, you will be able to see the saved files in the next or previous page.

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PC-LINK MODE

PC-LINK MODE

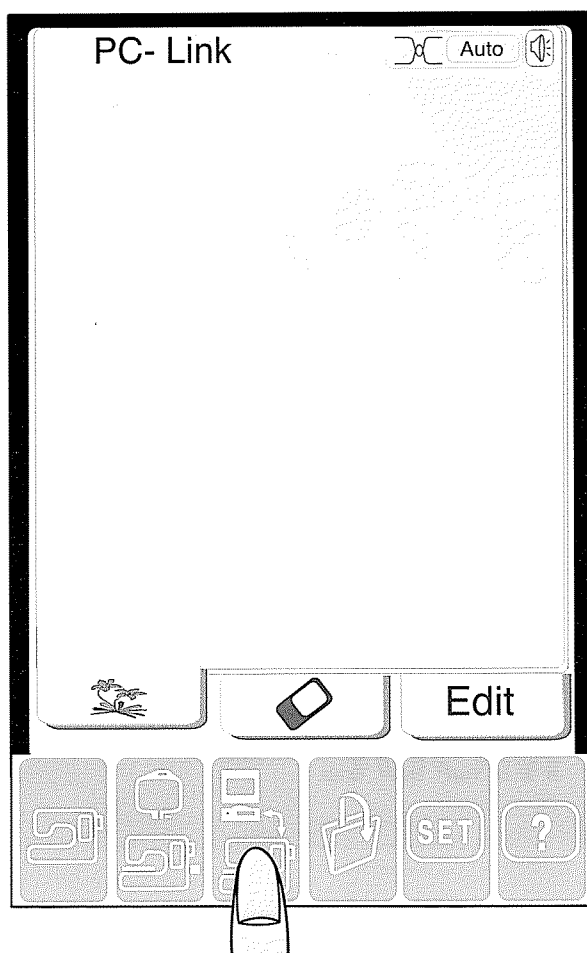
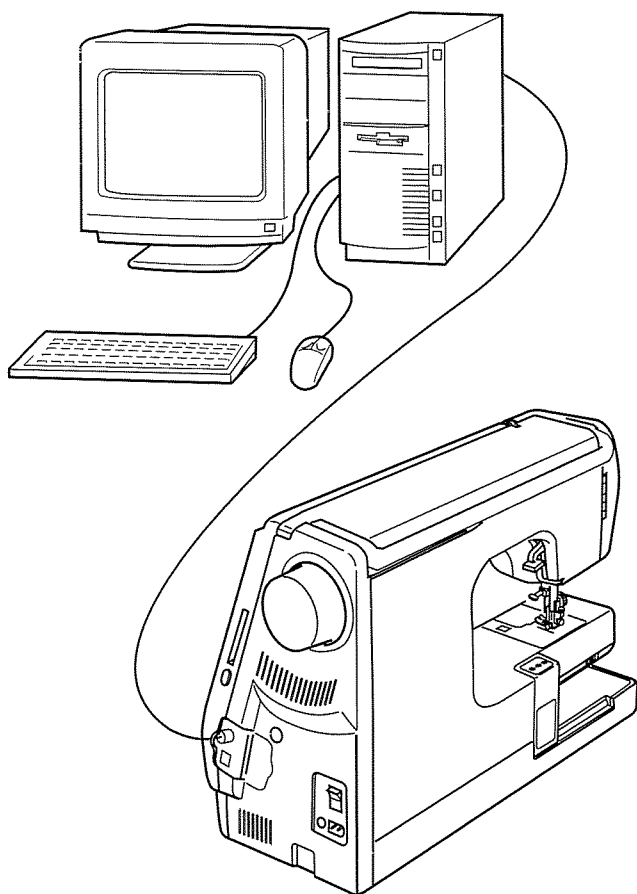
Connecting the Memory Craft 10000 to a PC

To connect the machine to a PC, you need the Janome exclusive USB or RS-232C cable (both sold separately).

Use the USB cable if your PC is Windows 98/2000 base.

Use the RS-232C cable if your PC is Windows 95 or NT base.

Please refer to the Hookup Diagrams on pages 68 and 69 for proper connection of your PC.

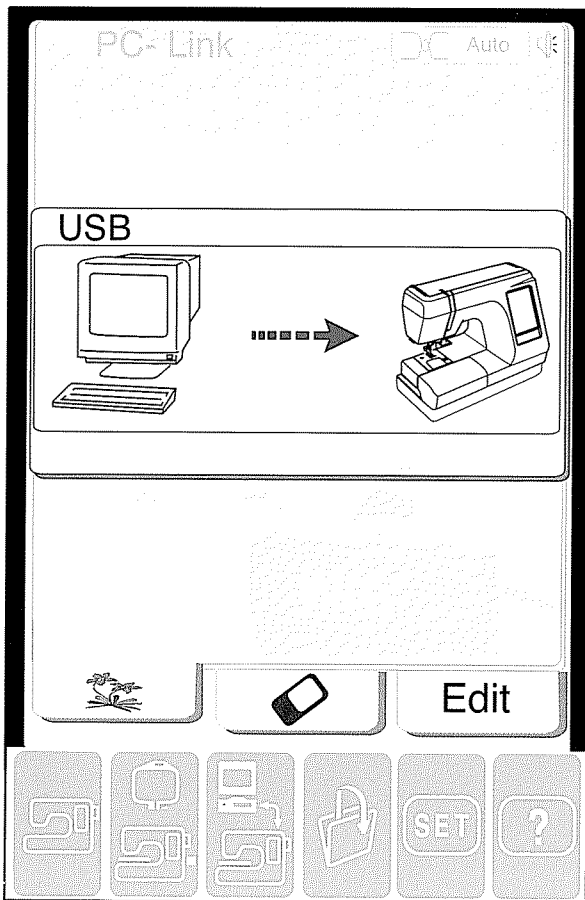


PC-Link

You can transfer embroidery design data between the machine and PC, using Customizer 10000 or Digitizer 10000.

After setup is finished, press the PC-Link key so that the machine is ready to receive data from the PC.

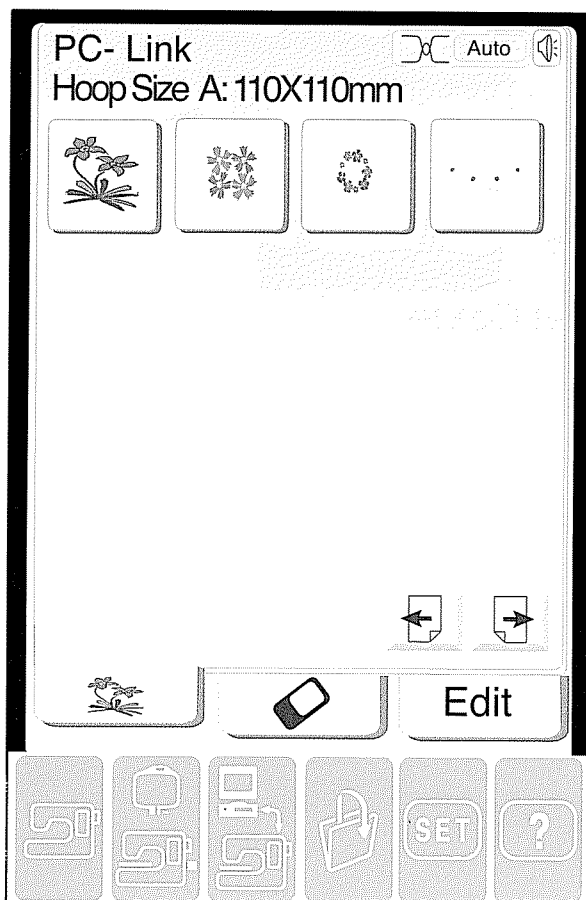
The screen shows the standby window.



When the data is being sent, the screen will display as shown.

Note:

- You can select the location to store the designs either in the internal memory of the sewing machine or the ATA PC Card.

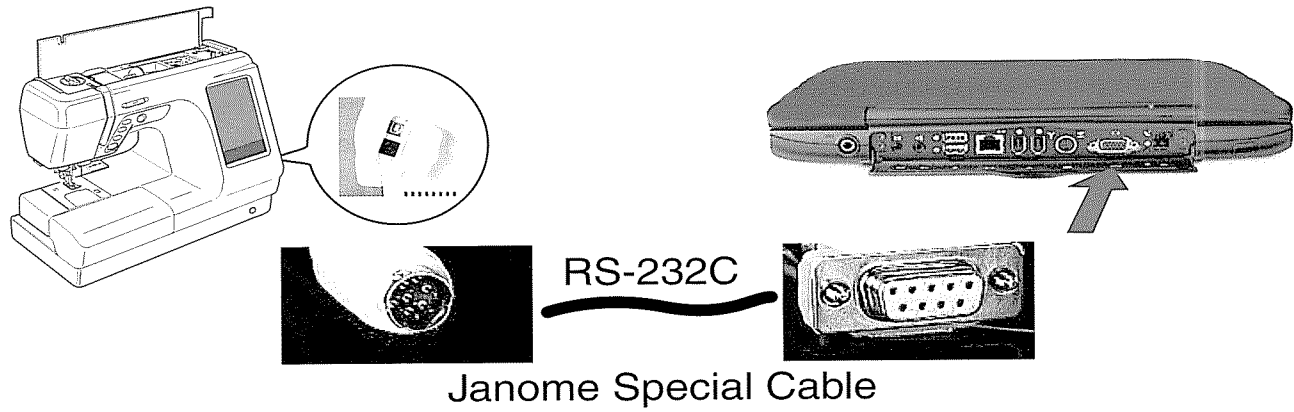
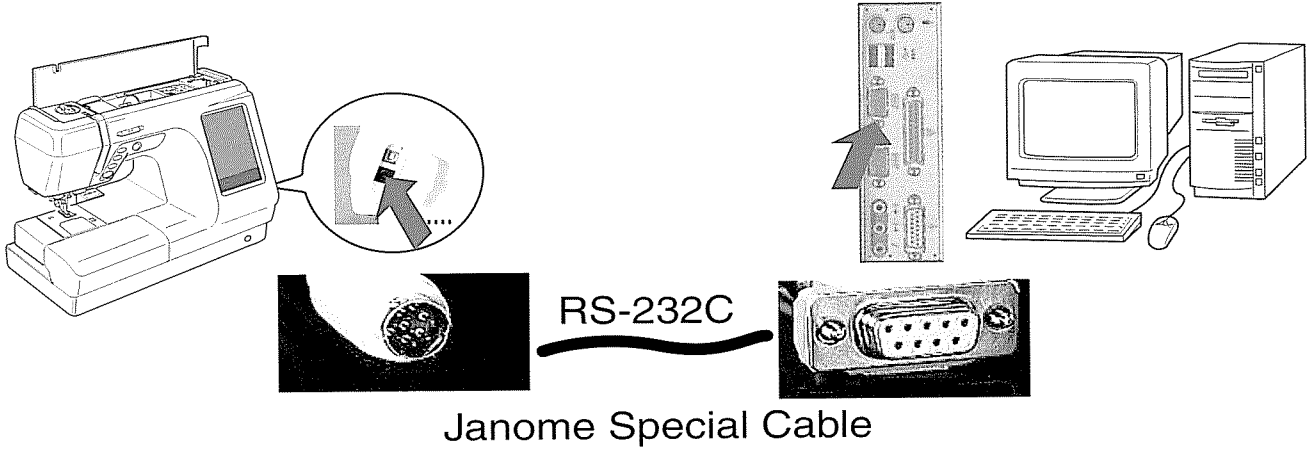


After all the designs have been sent, the designs will be shown in the Pattern Selection window.

You can select, edit and sew the designs in the same way as the built-in designs.

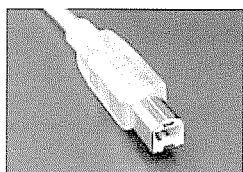
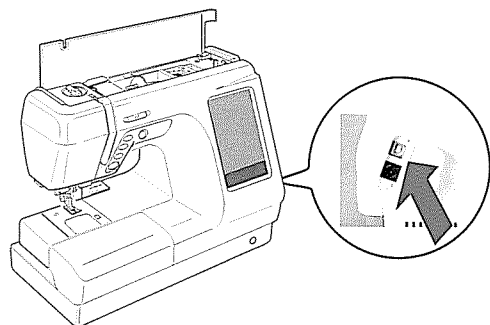
Hookup Diagrams

Windows[®] 95 / Windows NT[®] (RS-232C)



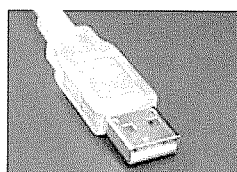
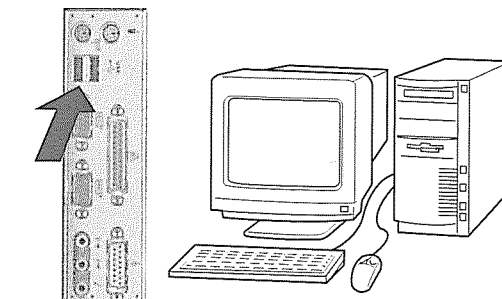
Windows[®] 95/98/2000/NT[®] are registered trademarks of Microsoft Corporation.

Windows® 98 / Windows® 2000 (USB)

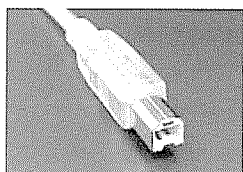
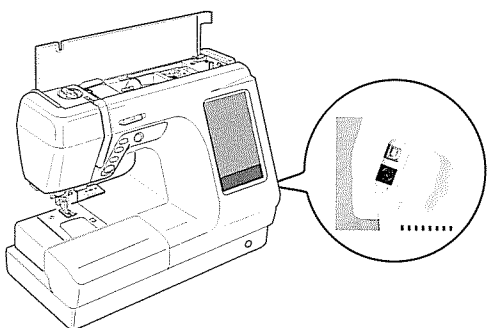


Type "B" Connector

USB Cable
(12Mb/s)

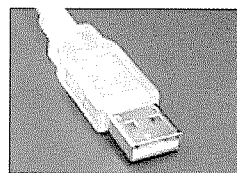
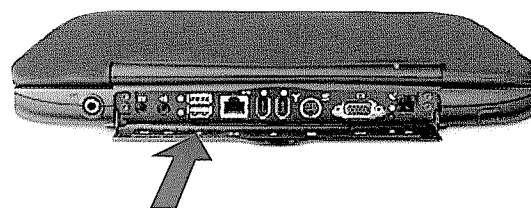


Type "A" Connector



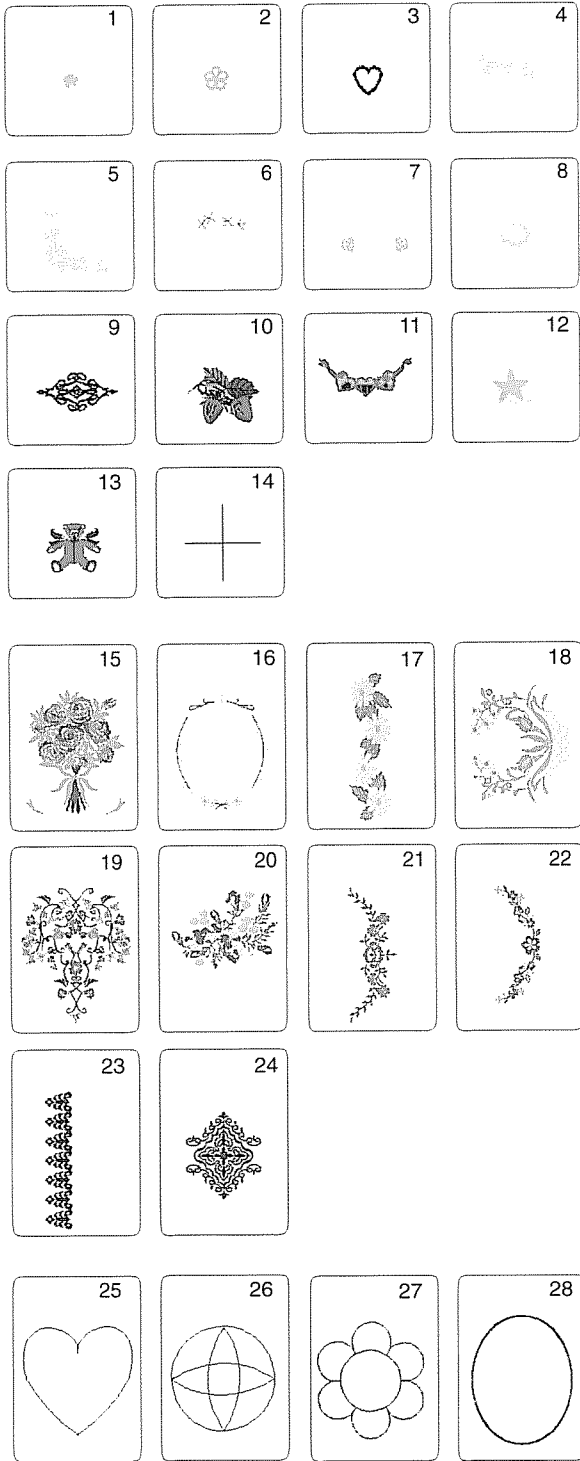
Type "B" Connector

USB Cable
(12Mb/s)



Type "A" Connector

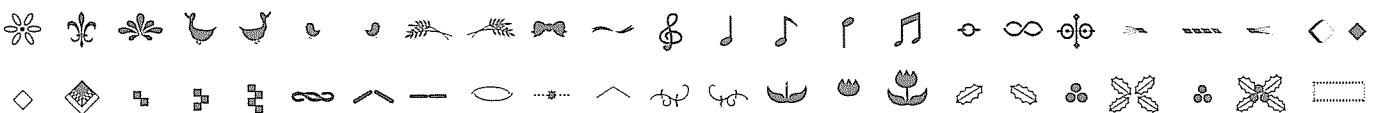
DESIGNS CHART



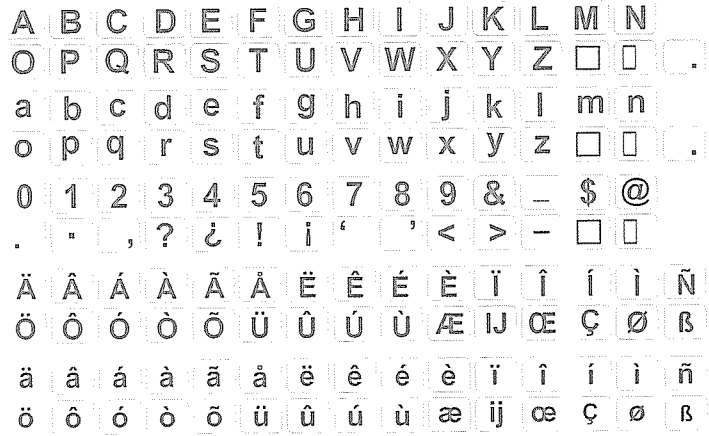
3-letters / 2-letters



Program border



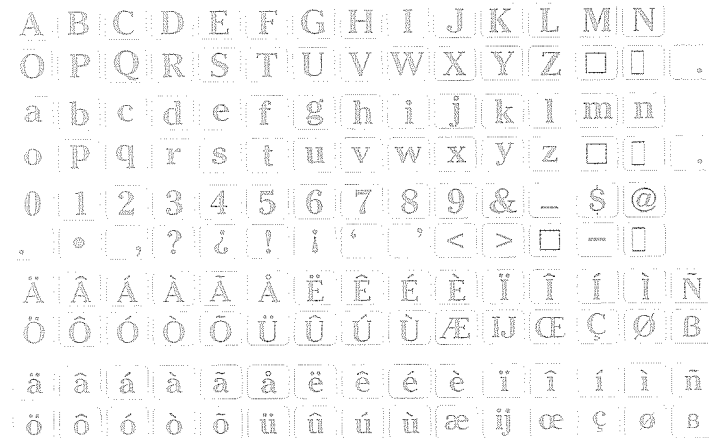
Block



Script



Cheltenham



Troubleshooting

Problem	Cause	Reference
The machine is noisy.	<ol style="list-style-type: none"> 1. Threads have been caught in the hook mechanism. 2. The feed dog is packed with lint. 	<p>See Book 1 page 72.</p> <p>See Book 1 page 72.</p>
The needle thread breaks.	<ol style="list-style-type: none"> 1. The needle thread is not threaded properly. 2. The needle thread tension is too tight. 3. The needle is bent or blunt. 4. The needle is inserted incorrectly. 5. The thread is too heavy for the needle. 6. The needle thread is not set in the thread holder when embroidery sewing has started. 	<p>See Book 1 page 18.</p> <p>See page 21.</p> <p>See Book 1 page 16.</p> <p>See Book 1 page 16.</p> <p>See Book 2 page 25.</p> <p>See page 9.</p>
The bobbin thread breaks.	<ol style="list-style-type: none"> 1. The bobbin thread is not threaded properly in the bobbin holder. 2. Lint has collected in the bobbin holder. 3. The bobbin is damaged and doesn't turn smoothly. 	<p>See Book 1 pages 14, 15.</p> <p>See Book 1 page 72.</p> <p>Replace the bobbin.</p>
The needle breaks.	<ol style="list-style-type: none"> 1. The needle is inserted incorrectly. 2. The needle is bent or blunt. 3. The needle clamp screw is loose. 4. The needle thread tension is too tight. 	<p>See Book 1 page 16.</p> <p>See Book 1 page 16.</p> <p>See Book 1 page 16.</p> <p>See page 9.</p>
Visual Touch Screen is not clear.	<ol style="list-style-type: none"> 1. The contrast of the screen is not adjusted properly. 	<p>See Book 2 page 7.</p>
PC Design Card doesn't work.	<ol style="list-style-type: none"> 1. PC Design Card is not set correctly. 	<p>See page 36.</p>
Skipped stitches	<ol style="list-style-type: none"> 1. The needle is inserted incorrectly. 2. The needle is bent or blunt. 3. The needle and/or threads are not suitable for the work being sewn. 4. The needle thread is not threaded properly. 5. The defective (rusted, burred needle eye) needle is used. 6. The embroidery hoop is not set properly. 7. The fabric is not pulled tightly enough on the embroidery hoop. 	<p>See Book 1 page 16.</p> <p>See Book 1 page 16.</p> <p>See Book 2 page 25.</p> <p>See Book 1 page 18.</p> <p>Change the needle.</p> <p>See page 8.</p> <p>See page 7.</p>

Problem	Cause	Reference
Seam puckering	<ol style="list-style-type: none"> 1. The needle tension is too tight. 2. The needle thread or the bobbin thread is not threaded correctly. 3. The needle is too heavy for the fabric being sewn. 4. The fabric is not pulled tightly enough on the embroidery hoop. 	<p>See page 21. See Book 1 pages 14, 15, 18-20. See Book 2 page 25. See page 7.</p>
The machine doesn't run.	<ol style="list-style-type: none"> 1. The machine is not plugged in. 2. A thread is caught in the hook race. 	<p>See Book 1 page 9. See Book 1 page 72.</p>
Strange sounds occur when the machine is switched on.	<ol style="list-style-type: none"> 1. Something is caught between the carriage and the arm. 2. The carriage is touching something around the machine. 	<p>See page 8. Remove the object. See page 8.</p>
Patterns are distorted.	<ol style="list-style-type: none"> 1. The correct presser foot is not used. 2. The needle thread tension is too light. 3. The embroidery hoop Attaching Knob is loose. 4. The carriage is bumping into something around the machine. 5. The fabric is not pulled tightly enough on the embroidery hoop. 6. The fabric is caught or pulled for some reason when sewing embroidery. 7. The needle thread on the wrong side of fabric is not cut correctly. 	<p>Use the correct foot. See page 21. See page 8. See page 8. See page 7 Stop the machine and free the fabric. Cut extra needle thread on the wrong side.</p>
Pattern selection keys don't work.	<ol style="list-style-type: none"> 1. The bobbin winder spindle is in the winding position. 2. The control circuit is not working correctly. 3. Key position is out of alignment. 	<p>See Book 1 page 13 Turn the switch off and turn it on again. See Book 2 page 9.</p>

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